



Phase 2 - FIT - Legacy Data Report

Johnnie Brook

SGAT Version: 3

Reach: **M02 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>0.0</b>	<b>120.7</b>
	Erosion Height (ft.):	<b>0.0</b>	<b>3.0</b>
	Revetment Type:	<b>None</b>	<b>Rip-Rap</b>
	Revetment length:	<b>0.0</b>	<b>272.6</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>1</b>
4.7	Stormwater Inputs	<b>0</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>4</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

Johnnie Brook

SGAT Version: 3

Reach: **M03 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>0.0</b>	<b>389.5</b>
	Erosion Height (ft.):	<b>0.0</b>	<b>1.4</b>
	Revetment Type:	<b>None</b>	<b>None</b>
	Revetment length:	<b>0.0</b>	<b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>One</b>	
	Average Height (ft.):	<b>15.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>1</b>
4.7	Stormwater Inputs	<b>0</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>1</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

Johnnie Brook

SGAT Version: 3

Reach: **M10 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>0.0</b>	<b>41.8</b>
	Erosion Height (ft.):	<b>0.0</b>	<b>3.0</b>
	Revetment Type:	<b>None</b>	<b>None</b>
	Revetment length:	<b>0.0</b>	<b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>One</b>	
	Average Height (ft.):	<b>15.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>7</b>
4.7	Stormwater Inputs	<b>0</b>
4.9	Beaver Dams:	<b>1</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>3</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

Johnnie Brook

SGAT Version: 3

Reach: **M09 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Erosion Height (ft.):	<b>0.0</b>	<b>0.0</b>
	Revetment Type:	<b>None</b>	<b>None</b>
	Revetment length:	<b>0.0</b>	<b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.7	Stormwater Inputs	<b>0</b>
4.9	Beaver Dams:	<b>1</b>
	Affected length:	<b>1300</b>
5.2	Migration Features	
	Flood Chutes:	<b>0</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Dredging:	<b>None</b>



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## Phase 2 - FIT - Legacy Data Report

## Johnnie Brook

SGAT Version: 3

Reach: **M01 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>190.5</b>	<b>452.7</b>
	Erosion Height (ft.):	<b>7.1</b>	<b>9.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>None</b>
	Revetment length:	<b>23.7</b>	<b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.7	Stormwater Inputs	
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>0</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



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## Phase 2 - FIT - Legacy Data Report

## Johnnie Brook

SGAT Version: 3

Reach: **M08 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Erosion Height (ft.):	<b>0.0</b>	<b>0.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>None</b>
	Revetment length:	<b>187.0</b>	<b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.7	Stormwater Inputs	<b>0</b>
4.9	Beaver Dams:	<b>7</b>
	Affected length:	<b>300</b>
5.2	Migration Features	
	Flood Chutes:	<b>0</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>3</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

Johnnie Brook

SGAT Version: 3

Reach: **M08 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>		<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	<b>None</b>		4.4	Number of Debris Jams:	<b>0</b>
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs	<b>0</b>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>	4.9	Beaver Dams:	<b>6</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>		Affected length:	<b>0</b>
	Road Length (ft.):	<b>0.0</b>	<b>0.0</b>	5.2	Migration Features	
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>		Flood Chutes:	<b>0</b>
	Development Length:	<b>0.0</b>	<b>0.0</b>		Neck Cutoffs:	<b>0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:	<b>0</b>
	Erosion Length (ft.):	<b>0.0</b>	<b>0.0</b>		Braiding:	<b>0</b>
	Erosion Height (ft.):	<b>0.0</b>	<b>0.0</b>	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	<b>None</b>	<b>None</b>		Steep Riffles:	<b>0</b>
	Revetment length:	<b>0.0</b>	<b>0.0</b>		Head Cuts:	<b>0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>	5.4	Animal Crossings:	<b>No</b>
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations	
	Mass Failures:	<b>None</b>			Straightening:	<b>None</b>
	Average Height (ft.):				Dredging:	<b>None</b>
	Gullies:	<b>None</b>				
	Average Height (ft.):					



Phase 2 - FIT - Legacy Data Report

Johnnie Brook

SGAT Version: 3

Reach: **M01 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>302.1</b>	<b>102.6</b>
	Erosion Height (ft.):	<b>4.8</b>	<b>5.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>287.0</b>	<b>133.6</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>2</b>
4.7	Stormwater Inputs	<b>0</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>0</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



# Stream Geomorphic Assessment

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## Phase 2 - FIT - Legacy Data Report

## Johnnie Brook

SGAT Version: 3

Reach: **M07 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>574.3</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>292.0</b>	<b>240.4</b>
	Erosion Height (ft.):	<b>4.0</b>	<b>3.0</b>
	Revetment Type:	<b>None</b>	<b>Rip-Rap</b>
	Revetment length:	<b>0.0</b>	<b>83.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>One</b>	
	Average Height (ft.):	<b>35.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.7	Stormwater Inputs	<b>1</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>2</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>1</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

Johnnie Brook

SGAT Version: 3

Reach: **M06 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	<b>None</b>	4.4	Number of Debris Jams:	<b>0</b>
1.3	<u>Encroachments - Side</u>	<u>One</u>	4.7	Stormwater Inputs	<b>0</b>
	Berm Length (ft.):	<b>0.0</b>	4.9	Beaver Dams:	<b>0</b>
	Path Length (ft.):	<b>0.0</b>		Affected length:	<b>0</b>
	Road Length (ft.):	<b>588.7</b>	5.2	Migration Features	
	Railroad Lenth (ft.):	<b>0.0</b>		Flood Chutes:	<b>0</b>
	Development Length:	<b>392.8</b>		Neck Cutoffs:	<b>0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	<b>0</b>
	Erosion Length (ft.):	<b>197.9</b>		Braiding:	<b>0</b>
	Erosion Height (ft.):	<b>4.0</b>	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	<b>None</b>		Steep Riffles:	<b>0</b>
	Revetment length:	<b>0.0</b>		Head Cuts:	<b>0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	5.4	Animal Crossings:	<b>No</b>
3.3	<u>Riparian Corridor</u>		5.5	Channel Alterations	
	Mass Failures:	<b>None</b>		Straightening:	<b>None</b>
	Average Height (ft.):			Dredging:	<b>None</b>
	Gullies:	<b>None</b>			
	Average Height (ft.):				



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## Phase 2 - FIT - Legacy Data Report

## Johnnie Brook

SGAT Version: 3

Reach: **M07 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>1,533.9</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Erosion Height (ft.):	<b>0.0</b>	<b>0.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>172.9</b>	<b>144.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.7	Stormwater Inputs	<b>0</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>0</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

Johnnie Brook

SGAT Version: 3

Reach: **M03 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):		
	Path Length (ft.):		
	Road Length (ft.):		
	Railroad Lenth (ft.):		
	Development Length:		
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>0.0</b>	<b>50.0</b>
	Erosion Height (ft.):	<b>0.0</b>	<b>2.0</b>
	Revetment Type:	<b>None</b>	<b>None</b>
	Revetment length:		
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.7	Stormwater Inputs	<b>0</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>0</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

Johnnie Brook

SGAT Version: 3

Reach: **M04 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Erosion Height (ft.):	<b>0.0</b>	<b>0.0</b>
	Revetment Type:	<b>None</b>	<b>None</b>
	Revetment length:	<b>0.0</b>	<b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.7	Stormwater Inputs	<b>0</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>3</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

Johnnie Brook

SGAT Version: 3

Reach: **M11 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>		<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	<b>None</b>		4.4	Number of Debris Jams:	<b>2</b>
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs	<b>0</b>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>	4.9	Beaver Dams:	<b>0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>		Affected length:	<b>0</b>
	Road Length (ft.):	<b>0.0</b>	<b>0.0</b>	5.2	Migration Features	
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>		Flood Chutes:	<b>0</b>
	Development Length:	<b>0.0</b>	<b>0.0</b>		Neck Cutoffs:	<b>0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:	<b>0</b>
	Erosion Length (ft.):	<b>0.0</b>	<b>0.0</b>		Braiding:	<b>0</b>
	Erosion Height (ft.):	<b>0.0</b>	<b>0.0</b>	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	<b>None</b>	<b>None</b>		Steep Riffles:	<b>0</b>
	Revetment length:	<b>0.0</b>	<b>0.0</b>		Head Cuts:	<b>0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>	5.4	Animal Crossings:	<b>No</b>
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations	
	Mass Failures:	<b>None</b>			Straightening:	<b>None</b>
	Average Height (ft.):				Dredging:	<b>None</b>
	Gullies:	<b>None</b>				
	Average Height (ft.):					



Phase 2 - FIT - Legacy Data Report

Johnnie Brook

SGAT Version: 3

Reach: **M05 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>0.0</b>	<b>816.7</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>92.3</b>	<b>253.8</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>0.0</b>	<b>189.3</b>
	Erosion Height (ft.):	<b>0.0</b>	<b>0.0</b>
	Revetment Type:	<b>None</b>	<b>None</b>
	Revetment length:	<b>0.0</b>	<b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.7	Stormwater Inputs	<b>0</b>
4.9	Beaver Dams:	<b>1</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>0</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>