



Phase 2 - FIT - Legacy Data Report

Otter Creek - East Creek Trib

SGAT Version: 3

Reach: **M04 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	281.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	1,076.8	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	2,774.1	1,041.5
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	848.8	878.5
	Erosion Height (ft.):	4.7	5.5
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	585.1	100.9
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):	0.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	10
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	2
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	15
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	Gravel Mining



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Reach: **M09 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	433.3	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	1,083.5	193.2
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	90.6	708.9
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	72.4	13.9
	Erosion Height (ft.):	5.0	6.0
	Revetment Type:	Multiple	Rip-Rap
	Revetment length:	473.6	594.5
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):	0.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

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



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Reach: **M06 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	116.6 345.1
	Path Length (ft.):	0.0 0.0
	Road Length (ft.):	0.0 0.0
	Railroad Lenth (ft.):	0.0 0.0
	Development Length:	459.9 0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	110.8 41.3
	Erosion Height (ft.):	6.0 7.0
	Revetment Type:	None None
	Revetment length:	0.0 0.0
3.2	<u>Buffer Less Than 25 ft.</u>	
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	0.0
	Gullies:	None
	Average Height (ft.):	0.0

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	1
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	1
	Affected length:	200
5.2	Migration Features	
	Flood Chutes:	9
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	1
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	1
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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SGAT Version: 3

Reach: **M09 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	54.4	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	230.8	616.4
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	88.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	17.7	0.0
	Erosion Height (ft.):	6.0	0.0
	Revetment Type:	None	Rip-Rap
	Revetment length:	0.0	16.8
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):	0.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	1
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	1
	Affected length:	250
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	1
	Braiding:	1
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Reach: **M08 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	0.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	1,654.2	344.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	304.2	549.3
	Erosion Height (ft.):	5.8	4.4
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	79.9	44.5
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):	0.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	5
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	3
	Affected length:	170
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	2
	Channel Avulsions:	1
	Braiding:	2
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	1
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Reach: **M10 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	809.5	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	9,867.7	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	3,648.9	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	21.3	0.0
	Erosion Height (ft.):	5.0	0.0
	Revetment Type:	None	Rip-Rap
	Revetment length:	0.0	1,271.2
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):	0.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	2
4.7	Stormwater Inputs	3
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	0
	Channel Avulsions:	1
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None