



# Stream Geomorphic Assessment

Agency of Natural Resources



Vermont.gov  
November, 22 2024

## Phase 2 - FIT - Legacy Data Report

## Gihon

SGAT Version: 3

Reach: **M12 -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>	<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>10</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>2</b>
	Erosion Length (ft.):	<b>2,105.9</b>	<b>2,393.4</b>		Braiding:	<b>0</b>
	Erosion Height (ft.):	<b>4.1</b>	<b>3.3</b>	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	<b>None</b>	<b>None</b>		Steep Riffles:	<b>10</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>			5.4	Animal Crossings:	<b>Yes</b>
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations	
	Mass Failures:	<b>Multiple</b>			Straightening:	<b>None</b>
	Average Height (ft.):	<b>50.0</b>			Dredging:	<b>None</b>
	Gullies:	<b>None</b>				
	Average Height (ft.):	<b>0.0</b>				



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SGAT Version: 3

Reach: **M13 -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>	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>197.9</b>	5.2	Migration Features	
	Railroad Lenth (ft.):	<b>0.0</b>		Flood Chutes:	<b>1</b>
	Development Length:	<b>406.7</b>		Neck Cutoffs:	<b>0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	<b>0</b>
	Erosion Length (ft.):	<b>296.3</b>		Braiding:	<b>0</b>
	Erosion Height (ft.):	<b>10.2</b>	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	<b>Rip-Rap</b>		Steep Riffles:	<b>1</b>
	Revetment length:	<b>340.1</b>		Head Cuts:	<b>0</b>
3.2	<u>Buffer Less Than 25 ft.</u>		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.):	<b>0.0</b>		Dredging:	<b>None</b>
	Gullies:	<b>None</b>			
	Average Height (ft.):	<b>0.0</b>			



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SGAT Version: 3

Reach: **M06 -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>1,631.8</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>259.5</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>861.0</b>	<b>1,115.7</b>
	Erosion Height (ft.):	<b>5.4</b>	<b>5.0</b>
	Revetment Type:	<b>None</b>	<b>Other</b>
	Revetment length:	<b>0.0</b>	<b>168.7</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	

<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>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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Gihon

SGAT Version: 3

Reach: **M11 -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>865.0</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>Rip-Rap</b>
	Revetment length:	<b>586.9</b>	<b>254.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>1</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>1</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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Gihon

SGAT Version: 3

Reach: <b>M08 -0</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>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>			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.):	<b>0.0</b>			Dredging:	<b>Gravel Mining</b>
	Gullies:	<b>None</b>				
	Average Height (ft.):	<b>0.0</b>				



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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>1,446.4</b>	<b>475.4</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>401.2</b>	<b>114.4</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>23.3</b>	<b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	

<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>Gravel Mining</b>



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SGAT Version: 3

Reach: **M17 -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>119.9</b>	<b>57.9</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>405.3</b>	<b>309.3</b>
	Erosion Height (ft.):	<b>5.0</b>	<b>4.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>357.9</b>	<b>416.9</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	

<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>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>Dredging</b>



Phase 2 - FIT - Legacy Data Report

Gihon

SGAT Version: 3

Reach: **M13 -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>1,124.8</b>	<b>665.1</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>1,141.6</b>	<b>240.7</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>851.5</b>	<b>153.5</b>
	Erosion Height (ft.):	<b>7.0</b>	<b>7.2</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Multiple</b>
	Revetment length:	<b>1,289.0</b>	<b>296.9</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.7	Stormwater Inputs	<b>3</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>3</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

## Gihon

SGAT Version: 3

Reach: **M03 -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>2,808.2</b> <b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b> <b>0.0</b>
	Development Length:	<b>2,051.5</b> <b>77.3</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>237.7</b> <b>393.4</b>
	Erosion Height (ft.):	<b>4.0</b> <b>4.0</b>
	Revetment Type:	<b>Rip-Rap</b> <b>Rip-Rap</b>
	Revetment length:	<b>747.4</b> <b>295.2</b>
3.2	<u>Buffer Less Than 25 ft.</u>	
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	<b>One</b>
	Average Height (ft.):	<b>30.0</b>
	Gullies:	<b>None</b>
	Average Height (ft.):	<b>0.0</b>

<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>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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SGAT Version: 3

Reach: **M05 -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>2</b>
	Berm Length (ft.):	<b>284.1</b>	4.9	Beaver Dams:	<b>0</b>
	Path Length (ft.):	<b>0.0</b>		Affected length:	<b>0</b>
	Road Length (ft.):	<b>492.5</b>	5.2	Migration Features	
	Railroad Lenth (ft.):	<b>0.0</b>		Flood Chutes:	<b>0</b>
	Development Length:	<b>0.0</b>		Neck Cutoffs:	<b>0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	<b>0</b>
	Erosion Length (ft.):	<b>1,787.2</b>		Braiding:	<b>0</b>
	Erosion Height (ft.):	<b>5.5</b>	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	<b>None</b>		Steep Riffles:	<b>1</b>
	Revetment length:	<b>0.0</b>		Head Cuts:	<b>0</b>
3.2	<u>Buffer Less Than 25 ft.</u>		5.4	Animal Crossings:	<b>No</b>
3.3	<u>Riparian Corridor</u>		5.5	Channel Alterations	
	Mass Failures:	<b>One</b>		Straightening:	<b>Straightening</b>
	Average Height (ft.):	<b>100.0</b>		Dredging:	<b>Gravel Mining</b>
	Gullies:	<b>None</b>			
	Average Height (ft.):	<b>0.0</b>			



Phase 2 - FIT - Legacy Data Report

Gihon

SGAT Version: 3

Reach: **M04 -A**

<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>0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>		Affected length:	<b>0</b>
	Road Length (ft.):	<b>496.1</b>	<b>191.1</b>	5.2	Migration Features	
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>		Flood Chutes:	<b>0</b>
	Development Length:	<b>90.4</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>			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.):	<b>0.0</b>			Dredging:	<b>None</b>
	Gullies:	<b>None</b>				
	Average Height (ft.):	<b>0.0</b>				



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## Phase 2 - FIT - Legacy Data Report

## Gihon

SGAT Version: 3

Reach: **M14 -C**

<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>0.0</b>	5.2	Migration Features	
	Railroad Lenth (ft.):	<b>0.0</b>		Flood Chutes:	<b>0</b>
	Development Length:	<b>0.0</b>		Neck Cutoffs:	<b>0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	<b>0</b>
	Erosion Length (ft.):	<b>540.6</b>		Braiding:	<b>0</b>
	Erosion Height (ft.):	<b>3.5</b>	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	<b>None</b>		Steep Riffles:	<b>1</b>
	Revetment length:	<b>0.0</b>		Head Cuts:	<b>0</b>
3.2	<u>Buffer Less Than 25 ft.</u>		5.4	Animal Crossings:	<b>No</b>
3.3	<u>Riparian Corridor</u>		5.5	Channel Alterations	
	Mass Failures:	<b>None</b>		Straightening:	<b>Straightening</b>
	Average Height (ft.):	<b>0.0</b>		Dredging:	<b>None</b>
	Gullies:	<b>None</b>			
	Average Height (ft.):	<b>0.0</b>			



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## Phase 2 - FIT - Legacy Data Report

## Gihon

SGAT Version: 3

Reach: **M18 -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>309.6</b> <b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b> <b>0.0</b>
	Development Length:	<b>319.5</b> <b>267.9</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>284.3</b> <b>176.2</b>
	Erosion Height (ft.):	<b>3.5</b> <b>3.0</b>
	Revetment Type:	<b>Rip-Rap</b> <b>Rip-Rap</b>
	Revetment length:	<b>440.9</b> <b>351.9</b>
3.2	<u>Buffer Less Than 25 ft.</u>	
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	<b>None</b>
	Average Height (ft.):	<b>0.0</b>
	Gullies:	<b>None</b>
	Average Height (ft.):	<b>0.0</b>

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>3</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>Straightening</b>
	Dredging:	<b>None</b>



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## Phase 2 - FIT - Legacy Data Report

## Gihon

SGAT Version: 3

Reach: **M17 -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>2,673.2</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>228.1</b>	<b>56.3</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>753.2</b>	<b>211.6</b>
	Erosion Height (ft.):	<b>3.2</b>	<b>3.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Multiple</b>
	Revetment length:	<b>453.9</b>	<b>398.9</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	

<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>2</b>
	Affected length:	<b>1200</b>
5.2	Migration Features	
	Flood Chutes:	<b>9</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>1</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>8</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

## Gihon

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>1,157.1</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>895.7</b>	<b>1,477.9</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>575.6</b>	<b>100.6</b>
	Erosion Height (ft.):	<b>5.4</b>	<b>4.0</b>
	Revetment Type:	<b>Multiple</b>	<b>Multiple</b>
	Revetment length:	<b>932.7</b>	<b>616.4</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.7	Stormwater Inputs	<b>4</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>Straightening</b>
	Dredging:	<b>None</b>



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## Phase 2 - FIT - Legacy Data Report

## Gihon

SGAT Version: 3

Reach: **M07 -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>	<u>Both</u>	4.7	Stormwater Inputs	<b>3</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>1,549.2</b>	<b>0.0</b>	5.2	Migration Features	
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>		Flood Chutes:	<b>4</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>1,345.0</b>	<b>1,223.8</b>		Braiding:	<b>0</b>
	Erosion Height (ft.):	<b>4.5</b>	<b>5.1</b>	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	<b>None</b>	<b>Rip-Rap</b>		Steep Riffles:	<b>0</b>
	Revetment length:	<b>0.0</b>	<b>378.6</b>		Head Cuts:	<b>0</b>
3.2	<u>Buffer Less Than 25 ft.</u>			5.4	Animal Crossings:	<b>No</b>
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations	
	Mass Failures:	<b>None</b>			Straightening:	<b>Straightening</b>
	Average Height (ft.):	<b>0.0</b>			Dredging:	<b>None</b>
	Gullies:	<b>None</b>				
	Average Height (ft.):	<b>0.0</b>				





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## Phase 2 - FIT - Legacy Data Report

## Gihon

SGAT Version: 3

Reach: **M18 -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>2,040.7</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>77.5</b>	<b>167.9</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>404.3</b>	<b>0.0</b>
	Erosion Height (ft.):	<b>2.3</b>	<b>0.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>138.0</b>	<b>23.7</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	

<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>6</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>1</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>2</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

## Gihon

SGAT Version: 3

Reach: **M04 -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>769.6</b> <b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b> <b>0.0</b>
	Development Length:	<b>144.0</b> <b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>86.8</b> <b>398.6</b>
	Erosion Height (ft.):	<b>4.0</b> <b>4.0</b>
	Revetment Type:	<b>Rip-Rap</b> <b>None</b>
	Revetment length:	<b>172.6</b> <b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	<b>None</b>
	Average Height (ft.):	<b>0.0</b>
	Gullies:	<b>None</b>
	Average Height (ft.):	<b>0.0</b>

<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>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>Gravel Mining</b>



Phase 2 - FIT - Legacy Data Report

Gihon

SGAT Version: 3

Reach: **M15 -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>935.4</b>	<b>687.8</b>
	Erosion Height (ft.):	<b>2.5</b>	<b>3.4</b>
	Revetment Type:	<b>None</b>	<b>Rip-Rap</b>
	Revetment length:	<b>0.0</b>	<b>254.3</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	

<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>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>



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## Phase 2 - FIT - Legacy Data Report

## Gihon

SGAT Version: 3

Reach: **M16 -A**

<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>419.8</b>	5.2	Migration Features	
	Railroad Lenth (ft.):	<b>0.0</b>		Flood Chutes:	<b>0</b>
	Development Length:	<b>588.7</b>		Neck Cutoffs:	<b>0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	<b>0</b>
	Erosion Length (ft.):	<b>141.2</b>		Braiding:	<b>0</b>
	Erosion Height (ft.):	<b>3.0</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>		5.4	Animal Crossings:	<b>No</b>
3.3	<u>Riparian Corridor</u>		5.5	Channel Alterations	
	Mass Failures:	<b>None</b>		Straightening:	<b>Straightening</b>
	Average Height (ft.):	<b>0.0</b>		Dredging:	<b>None</b>
	Gullies:	<b>None</b>			
	Average Height (ft.):	<b>0.0</b>			



Phase 2 - FIT - Legacy Data Report

Gihon

SGAT Version: 3

Reach: **M14 -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>	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>0.0</b>	5.2	Migration Features	
	Railroad Lenth (ft.):	<b>0.0</b>		Flood Chutes:	<b>0</b>
	Development Length:	<b>559.2</b>		Neck Cutoffs:	<b>0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	<b>0</b>
	Erosion Length (ft.):	<b>401.0</b>		Braiding:	<b>0</b>
	Erosion Height (ft.):	<b>6.0</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>
			5.4	Animal Crossings:	<b>No</b>
3.2	<u>Buffer Less Than 25 ft.</u>		5.5	Channel Alterations	
3.3	<u>Riparian Corridor</u>			Straightening:	<b>Straightening</b>
	Mass Failures:	<b>None</b>		Dredging:	<b>None</b>
	Average Height (ft.):	<b>0.0</b>			
	Gullies:	<b>None</b>			
	Average Height (ft.):	<b>0.0</b>			



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## Phase 2 - FIT - Legacy Data Report

## Gihon

SGAT Version: 3

Reach: **M11 -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>672.0</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>571.7</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>119.6</b>	<b>192.3</b>
	Erosion Height (ft.):	<b>4.0</b>	<b>4.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>30.7</b>	<b>30.2</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	

<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>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

Gihon

SGAT Version: 3

Reach: **M16 -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>1,905.6</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>658.4</b>	<b>162.9</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>229.9</b>	<b>80.9</b>
	Erosion Height (ft.):	<b>3.0</b>	<b>3.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Multiple</b>
	Revetment length:	<b>133.0</b>	<b>731.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	

<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>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>Straightening</b>
	Dredging:	<b>None</b>



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## Gihon

SGAT Version: 3

Reach: **M10 -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>0.0</b>	5.2	Migration Features	
	Railroad Lenth (ft.):	<b>0.0</b>		Flood Chutes:	<b>7</b>
	Development Length:	<b>0.0</b>		Neck Cutoffs:	<b>0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	<b>2</b>
	Erosion Length (ft.):	<b>1,694.8</b>		Braiding:	<b>0</b>
	Erosion Height (ft.):	<b>3.8</b>	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	<b>Rip-Rap</b>		Steep Riffles:	<b>7</b>
	Revetment length:	<b>47.2</b>		Head Cuts:	<b>0</b>
3.2	<u>Buffer Less Than 25 ft.</u>		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.):	<b>0.0</b>		Dredging:	<b>None</b>
	Gullies:	<b>None</b>			
	Average Height (ft.):	<b>0.0</b>			





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## Phase 2 - FIT - Legacy Data Report

## Gihon

SGAT Version: 3

Reach: **M16 -C**

<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>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>1</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>944.1</b>	<b>335.3</b>		Braiding:	<b>0</b>
	Erosion Height (ft.):	<b>3.2</b>	<b>3.0</b>	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	<b>Rip-Rap</b>	<b>None</b>		Steep Riffles:	<b>1</b>
	Revetment length:	<b>410.5</b>	<b>0.0</b>		Head Cuts:	<b>0</b>
3.2	<u>Buffer Less Than 25 ft.</u>			5.4	Animal Crossings:	<b>No</b>
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations	
	Mass Failures:	<b>None</b>			Straightening:	<b>Straightening</b>
	Average Height (ft.):	<b>0.0</b>			Dredging:	<b>None</b>
	Gullies:	<b>None</b>				
	Average Height (ft.):	<b>0.0</b>				



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## Phase 2 - FIT - Legacy Data Report

## Gihon

SGAT Version: 3

Reach: **M09 -A**

<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>1</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>741.7</b>	5.2	Migration Features	
	Railroad Lenth (ft.):	<b>0.0</b>		Flood Chutes:	<b>1</b>
	Development Length:	<b>0.0</b>		Neck Cutoffs:	<b>0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	<b>0</b>
	Erosion Length (ft.):	<b>127.1</b>		Braiding:	<b>0</b>
	Erosion Height (ft.):	<b>4.0</b>	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	<b>Multiple</b>		Steep Riffles:	<b>0</b>
	Revetment length:	<b>246.7</b>		Head Cuts:	<b>0</b>
3.2	<u>Buffer Less Than 25 ft.</u>		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.):	<b>0.0</b>		Dredging:	<b>Gravel Mining</b>
	Gullies:	<b>None</b>			
	Average Height (ft.):	<b>0.0</b>			



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## Phase 2 - FIT - Legacy Data Report

## Gihon

SGAT Version: 3

Reach: **M14 -A**

<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>977.7</b>	5.2	Migration Features	
	Railroad Lenth (ft.):	<b>0.0</b>		Flood Chutes:	<b>0</b>
	Development Length:	<b>1,229.6</b>		Neck Cutoffs:	<b>0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	<b>0</b>
	Erosion Length (ft.):	<b>518.5</b>		Braiding:	<b>0</b>
	Erosion Height (ft.):	<b>7.9</b>	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	<b>Rip-Rap</b>		Steep Riffles:	<b>1</b>
	Revetment length:	<b>801.1</b>		Head Cuts:	<b>0</b>
3.2	<u>Buffer Less Than 25 ft.</u>		5.4	Animal Crossings:	<b>No</b>
3.3	<u>Riparian Corridor</u>		5.5	Channel Alterations	
	Mass Failures:	<b>None</b>		Straightening:	<b>Straightening</b>
	Average Height (ft.):	<b>0.0</b>		Dredging:	<b>Gravel Mining</b>
	Gullies:	<b>None</b>			
	Average Height (ft.):	<b>0.0</b>			



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## Phase 2 - FIT - Legacy Data Report

## Gihon

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>81.6</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>1,716.1</b>	<b>355.4</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>1,124.1</b>	<b>609.9</b>
	Erosion Height (ft.):	<b>4.0</b>	<b>4.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>453.0</b>	<b>722.4</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	

<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>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>3</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>Gravel Mining</b>



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## Phase 2 - FIT - Legacy Data Report

## Gihon

SGAT Version: 3

Reach: **M09 -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>	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>0.0</b>	5.2	Migration Features	
	Railroad Lenth (ft.):	<b>0.0</b>		Flood Chutes:	<b>2</b>
	Development Length:	<b>0.0</b>		Neck Cutoffs:	<b>0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	<b>0</b>
	Erosion Length (ft.):	<b>609.9</b>		Braiding:	<b>0</b>
	Erosion Height (ft.):	<b>4.3</b>	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	<b>None</b>		Steep Riffles:	<b>1</b>
	Revetment length:	<b>0.0</b>		Head Cuts:	<b>0</b>
3.2	<u>Buffer Less Than 25 ft.</u>		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.):	<b>0.0</b>		Dredging:	<b>None</b>
	Gullies:	<b>None</b>			
	Average Height (ft.):	<b>0.0</b>			