



Stream Geomorphic Assessment

Agency of Natural Resources



Vermont.gov
June, 17 2026

Phase 2 - FIT - Legacy Data Report

Clyde

SGAT Version: **4.53**

Reach: **T6.03 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None	4.4	Number of Debris Jams:	1
1.3	<u>Encroachments - Side</u>	<u>One</u>	4.7	Stormwater Inputs	0
	Berm Length (ft.):	0.0	4.9	Beaver Dams:	1
	Path Length (ft.):	0.0		Affected length:	1500
	Road Length (ft.):	513.8	5.2	Migration Features	
	Railroad Lenth (ft.):	0.0		Flood Chutes:	0
	Development Length:	129.6		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	0
	Erosion Length (ft.):	108.2		Braiding:	0
	Erosion Height (ft.):	3.0	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	None		Steep Riffles:	0
	Revetment length:	0.0		Head Cuts:	0
3.2	<u>Buffer Less Than 25 ft.</u>		5.4	Animal Crossings:	No
3.3	<u>Riparian Corridor</u>		5.5	Channel Alterations	
	Mass Failures:	None		Straightening:	None
	Average Height (ft.):			Dredging:	None
	Gullies:	None			
	Average Height (ft.):				



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SGAT Version: **4.53**

Reach: **T4.01 -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.):	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:	144.8	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	900.9	224.8
	Erosion Height (ft.):	5.5	6.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	94.4	216.7
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<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:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	0
	Neck Cutoffs:	0
	Channel Avulsions:	0
	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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SGAT Version: **4.53**

Reach: **T1.08 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>		<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None		4.4	Number of Debris Jams:	0
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs	
	Berm Length (ft.):	0.0		4.9	Beaver Dams:	0
	Path Length (ft.):	0.0			Affected length:	0
	Road Length (ft.):	101.3		5.2	Migration Features	
	Railroad Lenth (ft.):	0.0			Flood Chutes:	2
	Development Length:	102.9			Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:	1
	Erosion Length (ft.):	188.9	0.0		Braiding:	0
	Erosion Height (ft.):	3.5	0.0	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	None	Multiple		Steep Riffles:	0
	Revetment length:	0.0	89.3		Head Cuts:	0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0	5.4	Animal Crossings:	No
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations	
	Mass Failures:	None			Straightening:	None
	Average Height (ft.):				Dredging:	None
	Gullies:	None				
	Average Height (ft.):					



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SGAT Version: **4.53**

Reach: **T2.03 -C**

<u>Step</u>	<u>Description</u>	<u>Value</u>	<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None	4.4	Number of Debris Jams:	0
1.3	<u>Encroachments - Side</u>	<u>One</u>	4.7	Stormwater Inputs	
	Berm Length (ft.):	0.0	4.9	Beaver Dams:	0
	Path Length (ft.):	0.0		Affected length:	0
	Road Length (ft.):	1,584.1	5.2	Migration Features	
	Railroad Lenth (ft.):	0.0		Flood Chutes:	0
	Development Length:	0.0		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	0
	Erosion Length (ft.):	262.4		Braiding:	0
	Erosion Height (ft.):	3.9	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	Rip-Rap		Steep Riffles:	1
	Revetment length:	139.9		Head Cuts:	0
3.2	<u>Buffer Less Than 25 ft.</u>	0	5.4	Animal Crossings:	No
3.3	<u>Riparian Corridor</u>		5.5	Channel Alterations	
	Mass Failures:	One		Straightening:	None
	Average Height (ft.):	10.0		Dredging:	None
	Gullies:	None			
	Average Height (ft.):				



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SGAT Version: **4.53**

Reach: **M16 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None	4.4	Number of Debris Jams:	13
1.3	<u>Encroachments - Side</u>	<u>One</u>	4.7	Stormwater Inputs	0
	Berm Length (ft.):	0.0	4.9	Beaver Dams:	0
	Path Length (ft.):	0.0		Affected length:	0
	Road Length (ft.):	1,053.8	5.2	Migration Features	
	Railroad Lenth (ft.):	0.0		Flood Chutes:	0
	Development Length:	0.0		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	0
	Erosion Length (ft.):	4,329.0		Braiding:	0
	Erosion Height (ft.):	1.4	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	Rip-Rap		Steep Riffles:	0
	Revetment length:	108.9		Head Cuts:	0
3.2	<u>Buffer Less Than 25 ft.</u>		5.4	Animal Crossings:	No
3.3	<u>Riparian Corridor</u>		5.5	Channel Alterations	
	Mass Failures:	None		Straightening:	None
	Average Height (ft.):			Dredging:	None
	Gullies:	None			
	Average Height (ft.):				



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SGAT Version: **4.53**

Reach: **T4.01 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None	4.4	Number of Debris Jams:	0
1.3	<u>Encroachments - Side</u>	<u>One</u>	4.7	Stormwater Inputs	0
	Berm Length (ft.):	489.4	4.9	Beaver Dams:	0
	Path Length (ft.):	0.0		Affected length:	0
	Road Length (ft.):	0.0	5.2	Migration Features	
	Railroad Lenth (ft.):	0.0		Flood Chutes:	0
	Development Length:	0.0		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	0
	Erosion Length (ft.):	125.5		Braiding:	0
	Erosion Height (ft.):	5.0	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	None		Steep Riffles:	0
	Revetment length:	0.0		Head Cuts:	0
3.2	<u>Buffer Less Than 25 ft.</u>		5.4	Animal Crossings:	No
3.3	<u>Riparian Corridor</u>		5.5	Channel Alterations	
	Mass Failures:	None		Straightening:	Straightening
	Average Height (ft.):			Dredging:	None
	Gullies:	None			
	Average Height (ft.):				



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SGAT Version: **4.53**

Reach: **T5.03 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>		<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None		4.4	Number of Debris Jams:	7
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs	0
	Berm Length (ft.):	0.0	0.0	4.9	Beaver Dams:	2
	Path Length (ft.):	0.0	0.0		Affected length:	70
	Road Length (ft.):	653.7	0.0	5.2	Migration Features	
	Railroad Lenth (ft.):	0.0	0.0		Flood Chutes:	3
	Development Length:	0.0	0.0		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:	0
	Erosion Length (ft.):	0.0	0.0		Braiding:	0
	Erosion Height (ft.):	0.0	0.0	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	Rip-Rap	None		Steep Riffles:	0
	Revetment length:	43.3	0.0		Head Cuts:	0
3.2	<u>Buffer Less Than 25 ft.</u>			5.4	Animal Crossings:	No
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations	
	Mass Failures:	None			Straightening:	None
	Average Height (ft.):				Dredging:	None
	Gullies:	None				
	Average Height (ft.):					



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SGAT Version: **4.53**

Reach: **T5.03 -C**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:		
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.):		
	Erosion Height (ft.):		
	Revetment Type:		
	Revetment length:		
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

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



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SGAT Version: 4.53

Reach: T2.03 -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.):	0.0	
	Path Length (ft.):	0.0	
	Road Length (ft.):	75.3	
	Railroad Lenth (ft.):	0.0	
	Development Length:	238.2	
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	23.2
	Erosion Height (ft.):	0.0	16.0
	Revetment Type:	Rip-Rap	None
	Revetment length:	25.9	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	0
	Neck Cutoffs:	0
	Channel Avulsions:	0
	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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SGAT Version: **4.53**

Reach: **T5.03 -D**

<u>Step</u>	<u>Description</u>	<u>Value</u>	<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None	4.4	Number of Debris Jams:	6
1.3	<u>Encroachments - Side</u>	<u>One</u>	4.7	Stormwater Inputs	0
	Berm Length (ft.):	0.0	4.9	Beaver Dams:	4
	Path Length (ft.):	505.4		Affected length:	0
	Road Length (ft.):	0.0	5.2	Migration Features	
	Railroad Lenth (ft.):	0.0		Flood Chutes:	1
	Development Length:	0.0		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	0
	Erosion Length (ft.):	259.3		Braiding:	0
	Erosion Height (ft.):	1.0	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	Rip-Rap		Steep Riffles:	0
	Revetment length:	20.5		Head Cuts:	0
3.2	<u>Buffer Less Than 25 ft.</u>		5.4	Animal Crossings:	No
3.3	<u>Riparian Corridor</u>		5.5	Channel Alterations	
	Mass Failures:	None		Straightening:	None
	Average Height (ft.):			Dredging:	None
	Gullies:	None			
	Average Height (ft.):				



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SGAT Version: 4.53

Reach: T6.01 -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.):	0.0	0.0
	Path Length (ft.):	115.3	0.0
	Road Length (ft.):	1,430.1	507.7
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	712.6	936.9
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	195.5
	Erosion Height (ft.):	0.0	2.6
	Revetment Type:	Multiple	Rip-Rap
	Revetment length:	216.2	693.6
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	5
4.7	Stormwater Inputs	4
4.9	Beaver Dams:	8
	Affected length:	695
5.2	Migration Features	
	Flood Chutes:	13
	Neck Cutoffs:	1
	Channel Avulsions:	2
	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:	Dredging



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SGAT Version: **4.53**

Reach: **T5.03 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>		<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None		4.4	Number of Debris Jams:	1
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs	0
	Berm Length (ft.):	0.0	0.0	4.9	Beaver Dams:	5
	Path Length (ft.):	0.0	0.0		Affected length:	1260
	Road Length (ft.):	216.3	0.0	5.2	Migration Features	
	Railroad Lenth (ft.):	0.0	0.0		Flood Chutes:	0
	Development Length:	0.0	0.0		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:	0
	Erosion Length (ft.):	0.0	0.0		Braiding:	0
	Erosion Height (ft.):	0.0	0.0	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	None	None		Steep Riffles:	0
	Revetment length:	0.0	0.0		Head Cuts:	0
3.2	<u>Buffer Less Than 25 ft.</u>			5.4	Animal Crossings:	No
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations	
	Mass Failures:	None			Straightening:	None
	Average Height (ft.):				Dredging:	None
	Gullies:	None				
	Average Height (ft.):					



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SGAT Version: **4.53**

Reach: **M20 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>		<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None		4.4	Number of Debris Jams:	1
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs	
	Berm Length (ft.):	0.0	0.0	4.9	Beaver Dams:	4
	Path Length (ft.):	0.0	0.0		Affected length:	910
	Road Length (ft.):	0.0	0.0	5.2	Migration Features	
	Railroad Lenth (ft.):	0.0	0.0		Flood Chutes:	0
	Development Length:	224.8	477.5		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:	0
	Erosion Length (ft.):	0.0	0.0		Braiding:	0
	Erosion Height (ft.):	0.0	0.0	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	Hard Bank	Hard Bank		Steep Riffles:	0
	Revetment length:	543.1	452.5		Head Cuts:	0
3.2	<u>Buffer Less Than 25 ft.</u>			5.4	Animal Crossings:	No
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations	
	Mass Failures:	None			Straightening:	Straightening
	Average Height (ft.):				Dredging:	None
	Gullies:	None				
	Average Height (ft.):					



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SGAT Version: **4.53**

Reach: **T2.05 -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.):		
	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.):	0.0	53.8
	Erosion Height (ft.):	0.0	8.0
	Revetment Type:	None	None
	Revetment length:	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	0
	Neck Cutoffs:	0
	Channel Avulsions:	0
	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:	None
	Dredging:	None



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SGAT Version: **4.53**

Reach: **M15S2.01 -C**

<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:	0.0	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	150.3	149.5
	Erosion Height (ft.):	2.0	2.0
	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.):		
	Gullies:	None	
	Average Height (ft.):		

<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:	0
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
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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Clyde

SGAT Version: **4.53**

Reach: **T6.02 -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.):	398.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	585.9	0.0
	Railroad Lenth (ft.):	612.3	0.0
	Development Length:	320.9	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	0.0
	Erosion Height (ft.):	0.0	0.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	23.2	243.9
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	4
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	2
	Affected length:	750
5.2	Migration Features	
	Flood Chutes:	5
	Neck Cutoffs:	0
	Channel Avulsions:	0
	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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SGAT Version: **4.53**

Reach: **T1.11 -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.):		
	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.):	0.0	40.3
	Erosion Height (ft.):	0.0	1.5
	Revetment Type:	Multiple	Rip-Rap
	Revetment length:	61.7	20.6
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	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:	None
	Dredging:	None



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SGAT Version: **4.53**

Reach: **T1.11 -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.):		
	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.):	334.5	261.3
	Erosion Height (ft.):	1.7	1.7
	Revetment Type:	Hard Bank	Rip-Rap
	Revetment length:	24.1	38.4
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	
4.9	Beaver Dams:	1
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	3
	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:	Yes
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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SGAT Version: **4.53**

Reach: **M01 -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.):	4,619.1	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	4,619.1
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	396.4	0.0
	Erosion Height (ft.):	4.0	0.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	1,754.9	2,520.9
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	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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SGAT Version: **4.53**

Reach: **M15 -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.):	2,967.7	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	972.4	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	313.5	86.0
	Erosion Height (ft.):	1.0	1.0
	Revetment Type:	Rip-Rap	None
	Revetment length:	216.5	0.0
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	2
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	5
	Neck Cutoffs:	2
	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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SGAT Version: **4.53**

Reach: **T2.04 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>		<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None		4.4	Number of Debris Jams:	0
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs	
	Berm Length (ft.):	201.1		4.9	Beaver Dams:	0
	Path Length (ft.):	0.0			Affected length:	0
	Road Length (ft.):	0.0		5.2	Migration Features	
	Railroad Lenth (ft.):	0.0			Flood Chutes:	5
	Development Length:	0.0			Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:	0
	Erosion Length (ft.):	48.5	192.5		Braiding:	0
	Erosion Height (ft.):	3.0	4.6	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	None	Rip-Rap		Steep Riffles:	0
	Revetment length:	0.0	132.6		Head Cuts:	0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0	5.4	Animal Crossings:	No
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations	
	Mass Failures:	None			Straightening:	None
	Average Height (ft.):				Dredging:	None
	Gullies:	None				
	Average Height (ft.):					



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SGAT Version: **4.53**

Reach: **T2.05 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>		<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None		4.4	Number of Debris Jams:	0
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs	
	Berm Length (ft.):			4.9	Beaver Dams:	0
	Path Length (ft.):				Affected length:	0
	Road Length (ft.):			5.2	Migration Features	
	Railroad Lenth (ft.):				Flood Chutes:	6
	Development Length:				Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:	0
	Erosion Length (ft.):	132.0	230.9		Braiding:	0
	Erosion Height (ft.):	7.5	4.1	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	None	None		Steep Riffles:	1
	Revetment length:	0.0	0.0		Head Cuts:	0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0	5.4	Animal Crossings:	No
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations	
	Mass Failures:	One			Straightening:	None
	Average Height (ft.):	30.0			Dredging:	None
	Gullies:	None				
	Average Height (ft.):					



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SGAT Version: **4.53**

Reach: **T1.12 -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.):	0.0	
	Path Length (ft.):	0.0	
	Road Length (ft.):	711.1	
	Railroad Lenth (ft.):	0.0	
	Development Length:	129.1	
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	610.4	339.1
	Erosion Height (ft.):	2.1	3.1
	Revetment Type:	Hard Bank	Multiple
	Revetment length:	160.9	110.9
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	7
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	1
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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SGAT Version: **4.53**

Reach: **T6.01 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>		<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None		4.4	Number of Debris Jams:	0
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs	0
	Berm Length (ft.):	0.0	0.0	4.9	Beaver Dams:	0
	Path Length (ft.):	0.0	0.0		Affected length:	0
	Road Length (ft.):	247.1	0.0	5.2	Migration Features	
	Railroad Lenth (ft.):	0.0	0.0		Flood Chutes:	1
	Development Length:	404.2	0.0		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:	0
	Erosion Length (ft.):	0.0	0.0		Braiding:	0
	Erosion Height (ft.):	0.0	0.0	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	Other	None		Steep Riffles:	0
	Revetment length:	593.5	0.0		Head Cuts:	0
3.2	<u>Buffer Less Than 25 ft.</u>			5.4	Animal Crossings:	No
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations	
	Mass Failures:	None			Straightening:	Straightening
	Average Height (ft.):				Dredging:	None
	Gullies:	None				
	Average Height (ft.):					



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SGAT Version: **4.53**

Reach: **T5.03 -E**

<u>Step</u>	<u>Description</u>	<u>Value</u>		<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None		4.4	Number of Debris Jams:	6
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs	0
	Berm Length (ft.):	0.0	0.0	4.9	Beaver Dams:	0
	Path Length (ft.):	0.0	0.0		Affected length:	0
	Road Length (ft.):	0.0	0.0	5.2	Migration Features	
	Railroad Lenth (ft.):	0.0	0.0		Flood Chutes:	0
	Development Length:	0.0	169.6		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:	1
	Erosion Length (ft.):	0.0	35.6		Braiding:	0
	Erosion Height (ft.):	0.0	5.0	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	None	None		Steep Riffles:	0
	Revetment length:	0.0	0.0		Head Cuts:	0
3.2	<u>Buffer Less Than 25 ft.</u>			5.4	Animal Crossings:	No
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations	
	Mass Failures:	None			Straightening:	None
	Average Height (ft.):				Dredging:	None
	Gullies:	None				
	Average Height (ft.):					



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SGAT Version: **4.53**

Reach: **T1.09 -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.):	46.6	
	Path Length (ft.):	0.0	
	Road Length (ft.):	199.0	
	Railroad Lenth (ft.):	0.0	
	Development Length:	0.0	
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	201.4	248.4
	Erosion Height (ft.):	2.7	2.2
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	176.3	150.2
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	2
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
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: **T1.09 -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.):	138.9	
	Path Length (ft.):	0.0	
	Road Length (ft.):	0.0	
	Railroad Lenth (ft.):	0.0	
	Development Length:	0.0	
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	115.0	173.9
	Erosion Height (ft.):	2.5	2.5
	Revetment Type:	Hard Bank	None
	Revetment length:	49.1	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	2
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	10
	Neck Cutoffs:	1
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	1
	Head Cuts:	1
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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SGAT Version: **4.53**

Reach: **T1.12 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>		<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None		4.4	Number of Debris Jams:	0
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs	
	Berm Length (ft.):	0.0		4.9	Beaver Dams:	0
	Path Length (ft.):	256.6			Affected length:	0
	Road Length (ft.):	0.0		5.2	Migration Features	
	Railroad Lenth (ft.):	0.0			Flood Chutes:	6
	Development Length:	344.2			Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:	2
	Erosion Length (ft.):	2,095.2	539.0		Braiding:	1
	Erosion Height (ft.):	1.4	2.8	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	None	None		Steep Riffles:	0
	Revetment length:	0.0	0.0		Head Cuts:	0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0	5.4	Animal Crossings:	Yes
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations	
	Mass Failures:	None			Straightening:	None
	Average Height (ft.):				Dredging:	None
	Gullies:	None				
	Average Height (ft.):					



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Reach: **T1.12 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>		<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None		4.4	Number of Debris Jams:	0
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs	
	Berm Length (ft.):	0.0		4.9	Beaver Dams:	0
	Path Length (ft.):	256.6			Affected length:	0
	Road Length (ft.):	0.0		5.2	Migration Features	
	Railroad Lenth (ft.):	0.0			Flood Chutes:	6
	Development Length:	344.2			Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:	2
	Erosion Length (ft.):	2,095.2	539.0		Braiding:	1
	Erosion Height (ft.):	1.4	2.8	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	None	None		Steep Riffles:	0
	Revetment length:	0.0	0.0		Head Cuts:	0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0	5.4	Animal Crossings:	Yes
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations	
	Mass Failures:	None			Straightening:	None
	Average Height (ft.):				Dredging:	None
	Gullies:	None				
	Average Height (ft.):					



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SGAT Version: 4.53

Reach: **M15S2.01 -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.):	258.4	116.1
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	0.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	378.4	378.2
	Erosion Height (ft.):	2.4	2.0
	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.):		
	Gullies:	None	
	Average Height (ft.):		

<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:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	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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SGAT Version: **4.53**

Reach: **M08 -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.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	247.2	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	2,237.1	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	233.1	902.1
	Erosion Height (ft.):	4.0	4.4
	Revetment Type:	Rip-Rap	None
	Revetment length:	229.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	0
	Channel Avulsions:	0
	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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SGAT Version: **4.53**

Reach: **T2.01 -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	
	Path Length (ft.):	0.0	
	Road Length (ft.):	1,437.1	
	Railroad Lenth (ft.):	0.0	
	Development Length:	0.0	
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	1,437.1	1,485.4
	Erosion Height (ft.):	4.0	4.0
	Revetment Type:	Rip-Rap	Multiple
	Revetment length:	152.8	528.7
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	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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SGAT Version: **4.53**

Reach: **T2.03 -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.):	0.0	
	Path Length (ft.):	0.0	
	Road Length (ft.):	506.1	
	Railroad Lenth (ft.):	0.0	
	Development Length:	0.0	
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	26.5	45.1
	Erosion Height (ft.):	5.0	7.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	136.7	260.8
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	One	
	Average Height (ft.):	20.0	
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	4
	Neck Cutoffs:	0
	Channel Avulsions:	0
	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:	None
	Dredging:	None



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SGAT Version: **4.53**

Reach: **M15S2.01 -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.):	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:	0.0	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	0.0
	Erosion Height (ft.):	0.0	0.0
	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.):		
	Gullies:	None	
	Average Height (ft.):		

<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:	1
	Affected length:	165
5.2	Migration Features	
	Flood Chutes:	0
	Neck Cutoffs:	0
	Channel Avulsions:	0
	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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SGAT Version: **4.53**

Reach: **M08 -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.):	250.9	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:	0.0	1,617.9
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	344.3	0.0
	Erosion Height (ft.):	3.0	0.0
	Revetment Type:	Rip-Rap	None
	Revetment length:	32.6	0.0
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	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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SGAT Version: **4.53**

Reach: **T2.02 -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	1,893.7
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	811.7	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	351.6	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	305.2	500.3
	Erosion Height (ft.):	4.5	4.7
	Revetment Type:	Rip-Rap	Multiple
	Revetment length:	28.5	2,062.6
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	1
	Channel Avulsions:	2
	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:	With Windrowing
	Dredging:	None



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SGAT Version: **4.53**

Reach: **T2.04 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	Yes	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	164.1	
	Path Length (ft.):	0.0	
	Road Length (ft.):	0.0	
	Railroad Lenth (ft.):	0.0	
	Development Length:	0.0	
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	1,032.0	1,088.8
	Erosion Height (ft.):	3.7	4.4
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	244.5	247.6
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	One	
	Average Height (ft.):	20.0	
	Gullies:	None	
	Average Height (ft.):		

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