Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **M01 -0**

Step	Description	Value	
1.2	Alluvial Fan:	**None**	
1.3	Encroachments - Side	One	Both
	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	Erosion - Bank	Left	Right
	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	Buffer Less Than 25 ft.		
3.3	Riparian Corridor		
	Mass Failures:	**None**	
	Average Height (ft.):		
	Gullies:	**None**	
	Average Height (ft.):		

Step	Description	Value
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**

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **M15 -0**

Step	Description	Value	
1.2	Alluvial Fan:	**None**	
1.3	Encroachments - Side	One	Both
	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	Erosion - Bank	Left	Right
	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	Buffer Less Than 25 ft.		
3.3	Riparian Corridor		
	Mass Failures:	**None**	
	Average Height (ft.):		
	Gullies:	**None**	
	Average Height (ft.):		

Step	Description	Value
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**

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **T2.04 -B**

Step	Description	Value	
1.2	Alluvial Fan:	**None**	
1.3	Encroachments - Side	One	Both
	Berm Length (ft.):	**201.1**	
	Path Length (ft.):	**0.0**	
	Road Length (ft.):	**0.0**	
	Railroad Lenth (ft.):	**0.0**	
	Development Length:	**0.0**	
3.1	Erosion - Bank	Left	Right
	Erosion Length (ft.):	**48.5**	**192.5**
	Erosion Height (ft.):	**3.0**	**4.6**
	Revetment Type:	**None**	**Rip-Rap**
	Revetment length:	**0.0**	**132.6**
3.2	Buffer Less Than 25 ft.	**0**	**0**
3.3	Riparian Corridor		
	Mass Failures:	**None**	
	Average Height (ft.):		
	Gullies:	**None**	
	Average Height (ft.):		

Step	Description	Value	
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:	**0**	
	Head Cuts:	**0**	
5.4	Animal Crossings:	**No**	
5.5	Channel Alterations		
	Straightening:		**None**
	Dredging:	**None**	

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **T2.05 -A**

Step	Description	Value		Step	Description	Value
1.2	Alluvial Fan:	**None**		4.4	Number of Debris Jams:	**0**
1.3	Encroachments - Side	One Both		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	Erosion - Bank	Left Right			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	Buffer Less Than 25 ft.	**0** **0**		5.4	Animal Crossings:	**No**
3.3	Riparian Corridor			5.5	Channel Alterations	
	Mass Failures:	**One**			Straightening:	**None**
	Average Height (ft.):	**30.0**			Dredging:	**None**
	Gullies:	**None**				
	Average Height (ft.):					

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **T1.12 -B**

Step	Description	Value		
1.2	Alluvial Fan:	**None**		
1.3	Encroachments - Side	**One**		**Both**
	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	Erosion - Bank	**Left**		**Right**
	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	Buffer Less Than 25 ft.	**0**		**0**
3.3	Riparian Corridor			
	Mass Failures:	**None**		
	Average Height (ft.):			
	Gullies:	**None**		
	Average Height (ft.):			

Step	Description	Value
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**

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **T5.03 -D**

Step	Description	Value		Step	Description	Value
1.2	Alluvial Fan:	**None**		4.4	Number of Debris Jams:	**6**
1.3	Encroachments - Side	One Both		4.7	Stormwater Inputs	**0**
	Berm Length (ft.):	**0.0** **0.0**		4.9	Beaver Dams:	**4**
	Path Length (ft.):	**505.4** **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:	**1**
	Development Length:	**0.0** **0.0**			Neck Cutoffs:	**0**
3.1	Erosion - Bank	Left Right			Channel Avulsions:	**0**
	Erosion Length (ft.):	**259.3** **319.5**			Braiding:	**0**
	Erosion Height (ft.):	**1.0** **1.0**		5.3	Steep Riffles and Head Cuts	
	Revetment Type:	**Rip-Rap** **None**			Steep Riffles:	**0**
	Revetment length:	**20.5** **0.0**			Head Cuts:	**0**
3.2	Buffer Less Than 25 ft.			5.4	Animal Crossings:	**No**
3.3	Riparian Corridor			5.5	Channel Alterations	
	Mass Failures:	**None**			Straightening:	**None**
	Average Height (ft.):				Dredging:	**None**
	Gullies:	**None**				
	Average Height (ft.):					

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **T6.01 -A**

Step	Description	Value	
1.2	Alluvial Fan:		**None**

1.3	Encroachments - Side	One	Both
	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	Erosion - Bank	Left	Right
	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 Buffer Less Than 25 ft.

3.3 Riparian Corridor

Mass Failures:		**None**
Average Height (ft.):		
Gullies:		**None**
Average Height (ft.):		

Step	Description	Value
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**

Phase 2 - FIT - Legacy Data Report　　　**Clyde**

SGAT Version: **4.53**

Reach: **T5.03 -A**

Step	Description	Value	
1.2	Alluvial Fan:	**None**	
1.3	Encroachments - Side	One	Both
	Berm Length (ft.):	**0.0**	**0.0**
	Path Length (ft.):	**0.0**	**0.0**
	Road Length (ft.):	**216.3**	**0.0**
	Railroad Lenth (ft.):	**0.0**	**0.0**
	Development Length:	**0.0**	**0.0**
3.1	Erosion - Bank	Left	Right
	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	Buffer Less Than 25 ft.		
3.3	Riparian Corridor		
	Mass Failures:	**None**	
	Average Height (ft.):		
	Gullies:	**None**	
	Average Height (ft.):		

Step	Description	Value
4.4	Number of Debris Jams:	**1**
4.7	Stormwater Inputs	**0**
4.9	Beaver Dams:	**5**
	Affected length:	**1260**
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**

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **M20 -0**

Step	Description	Value	
1.2	Alluvial Fan:	**None**	

1.3	Encroachments - Side	One	Both
	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:	**224.8**	**477.5**

3.1	Erosion - Bank	Left	Right
	Erosion Length (ft.):	**0.0**	**0.0**
	Erosion Height (ft.):	**0.0**	**0.0**
	Revetment Type:	**Hard Bank**	**Hard Bank**
	Revetment length:	**543.1**	**452.5**

3.2	Buffer Less Than 25 ft.

3.3	Riparian Corridor	
	Mass Failures:	**None**
	Average Height (ft.):	
	Gullies:	**None**
	Average Height (ft.):	

Step	Description	Value
4.4	Number of Debris Jams:	**1**
4.7	Stormwater Inputs	
4.9	Beaver Dams:	**4**
	Affected length:	**910**
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**

Phase 2 - FIT - Legacy Data Report   **Clyde**

	SGAT Version:	**4.53**

Reach: **T2.05 -B**

Step	Description	Value			Step	Description	Value
1.2	Alluvial Fan:	**None**			4.4	Number of Debris Jams:	**0**
1.3	Encroachments - Side	One	Both		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:	**0**
	Development Length:					Neck Cutoffs:	**0**
3.1	Erosion - Bank	Left	Right			Channel Avulsions:	**0**
	Erosion Length (ft.):	**0.0**	**53.8**			Braiding:	**0**
	Erosion Height (ft.):	**0.0**	**8.0**		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	Buffer Less Than 25 ft.	**0**	**0**		5.4	Animal Crossings:	**No**
3.3	Riparian Corridor				5.5	Channel Alterations	
	Mass Failures:	**None**				Straightening:	**None**
	Average Height (ft.):					Dredging:	**None**
	Gullies:	**None**					
	Average Height (ft.):						

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **M16 -0**

Step	Description	Value	
1.2	Alluvial Fan:	**None**	

1.3	Encroachments - Side	One	Both
	Berm Length (ft.):	**0.0**	**0.0**
	Path Length (ft.):	**0.0**	**0.0**
	Road Length (ft.):	**1,053.8**	**0.0**
	Railroad Lenth (ft.):	**0.0**	**0.0**
	Development Length:	**0.0**	**0.0**

3.1	Erosion - Bank	Left	Right
	Erosion Length (ft.):	**4,329.0**	**5,629.0**
	Erosion Height (ft.):	**1.4**	**1.1**
	Revetment Type:	**Rip-Rap**	**None**
	Revetment length:	**108.9**	**0.0**

3.2   Buffer Less Than 25 ft.

3.3	Riparian Corridor	
	Mass Failures:	**None**
	Average Height (ft.):	
	Gullies:	**None**
	Average Height (ft.):	

Step	Description	Value	
4.4	Number of Debris Jams:	**13**	
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:		**None**
	Dredging:	**None**	

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach:	**T4.01 -A**			Step	Description	Value
Step	Description	Value		4.4	Number of Debris Jams:	**0**
1.2	Alluvial Fan:	**None**		4.7	Stormwater Inputs	**0**
1.3	Encroachments - Side	One / Both		4.9	Beaver Dams:	**0**
	Berm Length (ft.):	**489.4** / **0.0**			Affected length:	**0**
	Path Length (ft.):	**0.0** / **0.0**		5.2	Migration Features	
	Road Length (ft.):	**0.0** / **0.0**			Flood Chutes:	**0**
	Railroad Lenth (ft.):	**0.0** / **0.0**			Neck Cutoffs:	**0**
	Development Length:	**0.0** / **0.0**			Channel Avulsions:	**0**
3.1	Erosion - Bank	Left / Right			Braiding:	**0**
	Erosion Length (ft.):	**125.5** / **436.9**		5.3	Steep Riffles and Head Cuts	
	Erosion Height (ft.):	**5.0** / **5.0**			Steep Riffles:	**0**
	Revetment Type:	**None** / **None**			Head Cuts:	**0**
	Revetment length:	**0.0** / **0.0**		5.4	Animal Crossings:	**No**
3.2	Buffer Less Than 25 ft.			5.5	Channel Alterations	
3.3	Riparian Corridor				Straightening:	**Straightening**
	Mass Failures:	**None**			Dredging:	**None**
	Average Height (ft.):					
	Gullies:	**None**				
	Average Height (ft.):					

VERMONT

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **T5.03 -B**

Step	Description	One	Both
1.2	Alluvial Fan:	**None**	
1.3	Encroachments - Side	One	Both
	Berm Length (ft.):	**0.0**	**0.0**
	Path Length (ft.):	**0.0**	**0.0**
	Road Length (ft.):	**653.7**	**0.0**
	Railroad Lenth (ft.):	**0.0**	**0.0**
	Development Length:	**0.0**	**0.0**

Step	Description	Left	Right
3.1	Erosion - Bank	Left	Right
	Erosion Length (ft.):	**0.0**	**0.0**
	Erosion Height (ft.):	**0.0**	**0.0**
	Revetment Type:	**Rip-Rap**	**None**
	Revetment length:	**43.3**	**0.0**

Step	Description	Value
3.2	Buffer Less Than 25 ft.	
3.3	Riparian Corridor	
	Mass Failures:	**None**
	Average Height (ft.):	
	Gullies:	**None**
	Average Height (ft.):	

Step	Description	Value
4.4	Number of Debris Jams:	**7**
4.7	Stormwater Inputs	**0**
4.9	Beaver Dams:	**2**
	Affected length:	**70**
5.2	Migration Features	
	Flood Chutes:	**3**
	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**

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **T5.03 -C**

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

Step	Description	Value
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:	

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **T2.03 -A**

Step	Description	Value		
1.2	Alluvial Fan:	**None**		
1.3	Encroachments - Side	One	Both	
	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	Erosion - Bank	Left	Right	
	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	Buffer Less Than 25 ft.	**0**	**0**	
3.3	Riparian Corridor			
	Mass Failures:	**None**		
	Average Height (ft.):			
	Gullies:	**None**		
	Average Height (ft.):			

Step	Description	Value
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**

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **M15S2.01 -C**

Step	Description	Value	
1.2	Alluvial Fan:	**None**	
1.3	Encroachments - Side	One	Both
	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	Erosion - Bank	Left	Right
	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	Buffer Less Than 25 ft.		
3.3	Riparian Corridor		
	Mass Failures:	**None**	
	Average Height (ft.):		
	Gullies:	**None**	
	Average Height (ft.):		

Step	Description	Value
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**

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **T6.02 -0**

Step	Description	Value	
1.2	Alluvial Fan:	**None**	
1.3	Encroachments - Side	One	Both
	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	Erosion - Bank	Left	Right
	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	Buffer Less Than 25 ft.		
3.3	Riparian Corridor		
	Mass Failures:	**None**	
	Average Height (ft.):		
	Gullies:	**None**	
	Average Height (ft.):		

Step	Description	Value
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**

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **T1.11 -A**

Step	Description	Value	
1.2	Alluvial Fan:	**None**	
1.3	Encroachments - Side	One	Both
	Berm Length (ft.):		
	Path Length (ft.):		
	Road Length (ft.):		
	Railroad Lenth (ft.):		
	Development Length:		

Step	Description	Left	Right
3.1	Erosion - Bank	Left	Right
	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	Buffer Less Than 25 ft.	**0**	**0**
3.3	Riparian Corridor		
	Mass Failures:	**None**	
	Average Height (ft.):		
	Gullies:	**None**	
	Average Height (ft.):		

Step	Description	Value	
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**	

Phase 2 - FIT - Legacy Data Report — **Clyde**

SGAT Version: **4.53**

Reach: **T1.11 -B**				Step	Description	Value
Step	Description	Value		4.4	Number of Debris Jams:	**0**
1.2	Alluvial Fan:	**None**		4.7	Stormwater Inputs	
1.3	Encroachments - Side	One	Both	4.9	Beaver Dams:	**1**
	Berm Length (ft.):				Affected length:	**0**
	Path Length (ft.):			5.2	Migration Features	
	Road Length (ft.):				Flood Chutes:	**3**
	Railroad Lenth (ft.):				Neck Cutoffs:	**0**
	Development Length:				Channel Avulsions:	**1**
3.1	Erosion - Bank	Left	Right		Braiding:	**1**
	Erosion Length (ft.):	**334.5**	**261.3**	5.3	Steep Riffles and Head Cuts	
	Erosion Height (ft.):	**1.7**	**1.7**		Steep Riffles:	**0**
	Revetment Type:	**Hard Bank**	**Rip-Rap**		Head Cuts:	**0**
	Revetment length:	**24.1**	**38.4**	5.4	Animal Crossings:	**Yes**
3.2	Buffer Less Than 25 ft.	**0**	**0**	5.5	Channel Alterations	
3.3	Riparian Corridor				Straightening:	**None**
	Mass Failures:	**None**			Dredging:	**None**
	Average Height (ft.):					
	Gullies:	**None**				
	Average Height (ft.):					

Phase 2 - FIT - Legacy Data Report **Clyde**

SGAT Version: **4.53**

Reach: **T6.03 -0**

Step	Description	Value	
1.2	Alluvial Fan:	**None**	

1.3	Encroachments - Side	One	Both
	Berm Length (ft.):	**0.0**	**0.0**
	Path Length (ft.):	**0.0**	**0.0**
	Road Length (ft.):	**513.8**	**0.0**
	Railroad Lenth (ft.):	**0.0**	**0.0**
	Development Length:	**129.6**	**0.0**

3.1	Erosion - Bank	Left	Right
	Erosion Length (ft.):	**108.2**	**133.5**
	Erosion Height (ft.):	**3.0**	**3.0**
	Revetment Type:	**None**	**None**
	Revetment length:	**0.0**	**0.0**

3.2	Buffer Less Than 25 ft.	

3.3	Riparian Corridor	
	Mass Failures:	**None**
	Average Height (ft.):	
	Gullies:	**None**
	Average Height (ft.):	

Step	Description	Value	
4.4	Number of Debris Jams:	**1**	
4.7	Stormwater Inputs	**0**	
4.9	Beaver Dams:	**1**	
	Affected length:	**1500**	
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**	

Phase 2 - FIT - Legacy Data Report　　　**Clyde**

SGAT Version:　　**4.53**

Reach:　**T4.01 -B**

Step	Description	Value	
1.2	Alluvial Fan:	**None**	

1.3	Encroachments - Side	One	Both
	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	Erosion - Bank	Left	Right
	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	Buffer Less Than 25 ft.	

3.3	Riparian Corridor	
	Mass Failures:	**None**
	Average Height (ft.):	
	Gullies:	**None**
	Average Height (ft.):	

Step	Description	Value
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**

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **T1.08 -0**

Step	Description	Value	
1.2	Alluvial Fan:	**None**	
1.3	Encroachments - Side	One	Both
	Berm Length (ft.):	**0.0**	
	Path Length (ft.):	**0.0**	
	Road Length (ft.):	**101.3**	
	Railroad Lenth (ft.):	**0.0**	
	Development Length:	**102.9**	
3.1	Erosion - Bank	Left	Right
	Erosion Length (ft.):	**188.9**	**0.0**
	Erosion Height (ft.):	**3.5**	**0.0**
	Revetment Type:	**None**	**Multiple**
	Revetment length:	**0.0**	**89.3**
3.2	Buffer Less Than 25 ft.	**0**	**0**
3.3	Riparian Corridor		
	Mass Failures:	**None**	
	Average Height (ft.):		
	Gullies:	**None**	
	Average Height (ft.):		

Step	Description	Value	
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:	**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:		**None**
	Dredging:	**None**	

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Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **T2.03 -C**

Step	Description	Value	
1.2	Alluvial Fan:	**None**	
1.3	Encroachments - Side	One	Both
	Berm Length (ft.):	**0.0**	
	Path Length (ft.):	**0.0**	
	Road Length (ft.):	**1,584.1**	
	Railroad Lenth (ft.):	**0.0**	
	Development Length:	**0.0**	
3.1	Erosion - Bank	Left	Right
	Erosion Length (ft.):	**262.4**	**74.6**
	Erosion Height (ft.):	**3.9**	**3.0**
	Revetment Type:	**Rip-Rap**	**None**
	Revetment length:	**139.9**	**0.0**
3.2	Buffer Less Than 25 ft.	**0**	**0**
3.3	Riparian Corridor		
	Mass Failures:	**One**	
	Average Height (ft.):	**10.0**	
	Gullies:	**None**	
	Average Height (ft.):		

Step	Description	Value
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:	**1**
	Head Cuts:	**0**
5.4	Animal Crossings:	**No**
5.5	Channel Alterations	
	Straightening:	**None**
	Dredging:	**None**

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **M15S2.01 -A**

Step	Description	Value	
1.2	Alluvial Fan:		**None**
1.3	Encroachments - Side	One	Both
	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	Erosion - Bank	Left	Right
	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	Buffer Less Than 25 ft.		
3.3	Riparian Corridor		
	Mass Failures:		**None**
	Average Height (ft.):		
	Gullies:		**None**
	Average Height (ft.):		

Step	Description	Value
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**

Phase 2 - FIT - Legacy Data Report　　　**Clyde**

SGAT Version: **4.53**

Reach:　**M08 -B**

Step	Description	Value	
1.2	Alluvial Fan:	**None**	
1.3	Encroachments - Side	One	Both
	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	Erosion - Bank	Left	Right
	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	Buffer Less Than 25 ft.		
3.3	Riparian Corridor		
	Mass Failures:	**None**	
	Average Height (ft.):		
	Gullies:	**None**	
	Average Height (ft.):		

Step	Description	Value
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**

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **T2.02 -0**

Step	Description	Value	
1.2	Alluvial Fan:	**None**	
1.3	Encroachments - Side	One	Both
	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	Erosion - Bank	Left	Right
	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	Buffer Less Than 25 ft.	**0**	**0**
3.3	Riparian Corridor		
	Mass Failures:	**None**	
	Average Height (ft.):		
	Gullies:	**None**	
	Average Height (ft.):		

Step	Description	Value
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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Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **T2.04 -A**

Step	Description	Value	
1.2	Alluvial Fan:	**Yes**	
1.3	Encroachments - Side	One	Both
	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	Erosion - Bank	Left	Right
	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	Buffer Less Than 25 ft.	**0**	**0**
3.3	Riparian Corridor		
	Mass Failures:	**One**	
	Average Height (ft.):	**20.0**	
	Gullies:	**None**	
	Average Height (ft.):		

Step	Description	Value
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**

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **T6.01 -B**

Step	Description	Value	
1.2	Alluvial Fan:	**None**	

1.3	Encroachments - Side	One	Both
	Berm Length (ft.):	**0.0**	**0.0**
	Path Length (ft.):	**0.0**	**0.0**
	Road Length (ft.):	**247.1**	**0.0**
	Railroad Lenth (ft.):	**0.0**	**0.0**
	Development Length:	**404.2**	**0.0**

3.1	Erosion - Bank	Left	Right
	Erosion Length (ft.):	**0.0**	**0.0**
	Erosion Height (ft.):	**0.0**	**0.0**
	Revetment Type:	**Other**	**None**
	Revetment length:	**593.5**	**0.0**

3.2	Buffer Less Than 25 ft.		
3.3	Riparian Corridor		
	Mass Failures:	**None**	
	Average Height (ft.):		
	Gullies:	**None**	
	Average Height (ft.):		

Step	Description	Value
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**

Phase 2 - FIT - Legacy Data Report — **Clyde**

SGAT Version: **4.53**

Reach: **T5.03 -E**

Step	Description	Value		Step	Description	Value
1.2	Alluvial Fan:	**None**		4.4	Number of Debris Jams:	**6**
1.3	Encroachments - Side	One / Both		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	Erosion - Bank	Left / Right			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	Buffer Less Than 25 ft.			5.4	Animal Crossings:	**No**
3.3	Riparian Corridor			5.5	Channel Alterations	
	Mass Failures:	**None**			Straightening:	**None**
	Average Height (ft.):				Dredging:	**None**
	Gullies:	**None**				
	Average Height (ft.):					

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **T1.09 -A**

Step	Description	Value	
1.2	Alluvial Fan:	**None**	
1.3	Encroachments - Side	One	Both
	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	Erosion - Bank	Left	Right
	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	Buffer Less Than 25 ft.	**0**	**0**
3.3	Riparian Corridor		
	Mass Failures:	**None**	
	Average Height (ft.):		
	Gullies:	**None**	
	Average Height (ft.):		

Step	Description	Value
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**

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **T1.09 -B**

Step	Description	Value	
1.2	Alluvial Fan:	**None**	
1.3	Encroachments - Side	One	Both
	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	Erosion - Bank	Left	Right
	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	Buffer Less Than 25 ft.	**0**	**0**
3.3	Riparian Corridor		
	Mass Failures:	**None**	
	Average Height (ft.):		
	Gullies:	**None**	
	Average Height (ft.):		

Step	Description	Value
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**

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **T1.12 -A**

Step	Description	Value	
1.2	Alluvial Fan:	**None**	
1.3	Encroachments - Side	One	Both
	Berm Length (ft.):	**0.0**	
	Path Length (ft.):	**256.6**	
	Road Length (ft.):	**0.0**	
	Railroad Lenth (ft.):	**0.0**	
	Development Length:	**344.2**	
3.1	Erosion - Bank	Left	Right
	Erosion Length (ft.):	**2,095.2**	**539.0**
	Erosion Height (ft.):	**1.4**	**2.8**
	Revetment Type:	**None**	**None**
	Revetment length:	**0.0**	**0.0**
3.2	Buffer Less Than 25 ft.	**0**	**0**
3.3	Riparian Corridor		
	Mass Failures:	**None**	
	Average Height (ft.):		
	Gullies:	**None**	
	Average Height (ft.):		

Step	Description	Value	
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:	**6**	
	Neck Cutoffs:	**0**	
	Channel Avulsions:	**2**	
	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**	

Phase 2 - FIT - Legacy Data Report

Clyde

SGAT Version: **4.53**

Reach: **T1.12 -A**

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

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **M15S2.01 -B**

Step	Description	Value	
1.2	Alluvial Fan:	**None**	
1.3	Encroachments - Side	One	Both
	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	Erosion - Bank	Left	Right
	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	Buffer Less Than 25 ft.		
3.3	Riparian Corridor		
	Mass Failures:	**None**	
	Average Height (ft.):		
	Gullies:	**None**	
	Average Height (ft.):		

Step	Description	Value
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**

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **M08 -A**

Step	Description	Value
1.2	Alluvial Fan:	**None**

1.3	Encroachments - Side	One	Both
	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	Erosion - Bank	Left	Right
	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	Buffer Less Than 25 ft.	

3.3	Riparian Corridor	
	Mass Failures:	**None**
	Average Height (ft.):	
	Gullies:	**None**
	Average Height (ft.):	

Step	Description	Value
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**

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **T2.01 -0**

Step	Description	Value		
1.2	Alluvial Fan:	**None**		
1.3	Encroachments - Side	**One**	**Both**	
	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	Erosion - Bank	**Left**	**Right**	
	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	Buffer Less Than 25 ft.	**0**	**0**	
3.3	Riparian Corridor			
	Mass Failures:	**None**		
	Average Height (ft.):			
	Gullies:	**None**		
	Average Height (ft.):			

Step	Description	Value
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**

Phase 2 - FIT - Legacy Data Report   **Clyde**

SGAT Version: **4.53**

Reach: **T2.03 -B**

Step	Description	Value	
1.2	Alluvial Fan:	**None**	
1.3	Encroachments - Side	One	Both
	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	Erosion - Bank	Left	Right
	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	Buffer Less Than 25 ft.	**0**	**0**
3.3	Riparian Corridor		
	Mass Failures:	**One**	
	Average Height (ft.):	**20.0**	
	Gullies:	**None**	
	Average Height (ft.):		

Step	Description	Value	
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**	