



Phase 2 - FIT - Legacy Data Report

Mudd Creek

SGAT Version: 4.56

Reach: **M4S4.06 -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>	677	681
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
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
	Length (ft.):	0.0
	Dredging:	None



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SGAT Version: **4.56**

Reach: **M4S4.02 -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.):	291.7	81.0
	Erosion Height (ft.):	4.8	2.6
	Revetment Type:	Rip-Rap	Multiple
	Revetment length	164.9	194.1
3.2	<u>Buffer Less Than 25 ft.</u>	1234	395
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	0
	Road Ditch	0
	Field Ditch	7
	Tile Drain	0
	Other	0
	Ub Strm Wtr Pipe	0
4.9	Beaver Dams:	1
	Affected length (ft.):	75.0
5.2	Migration Features	
	Flood Chutes:	11
	Neck Cutoffs:	1
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	3
	Head Cuts:	1
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	None
	Length (ft.):	0.0
	Dredging:	None



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SGAT Version: **4.56**

Reach: **M09 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	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.):	651.6	686.3
	Erosion Height (ft.):	3.2	3.2
	Revetment Type:	None	None
	Revetment length	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	3033	3033
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:	121.42	
	Average Height (ft.):	13.0	
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow 0	Road Ditch 0
	Field Ditch 3	Tile Drain 0
	Other 0	Ub Strm Wtr Pipe 0
4.9	Beaver Dams:	8
	Affected length (ft.):	2,605.0
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:	Yes
5.5	Channel Alterations	
	Straightening:	None
	Length (ft.):	0.0
	Dredging:	None



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SGAT Version: 4.56

Reach: **M09 -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.):	453.3	377.5
	Erosion Height (ft.):	3.7	3.8
	Revetment Type:	None	Rip-Rap
	Revetment length	0.0	86.5
3.2	<u>Buffer Less Than 25 ft.</u>	20	976
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	2
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow 0	Road Ditch 0
	Field Ditch 3	Tile Drain 0
	Other 0	Ub Strm Wtr Pipe 0
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	3
	Neck Cutoffs:	0
	Channel Avulsions:	1
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	4
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	None
	Length (ft.):	0.0
	Dredging:	Gravel Mining



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Reach: **M4S4.02 -B**

<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>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:		
	Average Heigh (ft.):		
	Gullies:		
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	
4.5	Flow Regulation Type:	
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	
	Affected length (ft.):	
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:	
	Length (ft.):	0.0
	Dredging:	



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Reach: **M05 -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.):	1,981.5 1,914.2
	Erosion Height (ft.):	5.1 5.0
	Revetment Type:	Rip-Rap Rip-Rap
	Revetment length	188.3 33.7
3.2	<u>Buffer Less Than 25 ft.</u>	4078 3387
3.3	<u>Riparian Corridor</u>	<u>Left</u> <u>Right</u>
	Mass Failures:	64.82
	Average Height (ft.):	20.0
	Mass Failures:	None
	Average Heigh (ft.):	
	Gullies:	None
	Number of Gullies	
	Total Length of Gullies (ft.):	
	Average Height of Gullies	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow 0	Road Ditch 0
	Field Ditch 4	Tile Drain 0
	Other 0	Ub Strm Wtr Pipe 0
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	0
	Channel Avulsions:	2
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	None
	Length (ft.):	0.0
	Dredging:	Gravel Mining



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Reach: **M05 -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.):	1,981.5	1,914.2
	Erosion Height (ft.):	5.1	5.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length	188.3	33.7
3.2	<u>Buffer Less Than 25 ft.</u>	4078	3387
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:	64.82	
	Average Height (ft.):	20.0	
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow 0	Road Ditch 0
	Field Ditch 0	Tile Drain 1
	Other 0	Ub Strm Wtr Pipe 0
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	0
	Channel Avulsions:	2
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	None
	Length (ft.):	0.0
	Dredging:	Gravel Mining



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SGAT Version: **4.56**

Reach: **M04 -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:	0.0	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	94.3	152.6
	Erosion Height (ft.):	4.0	7.0
	Revetment Type:	None	None
	Revetment length	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	709	410
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
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
	Length (ft.):	0.0
	Dredging:	None



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SGAT Version: 4.56

Reach: **M4S4.06 -B**

<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.):	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.):	333.7	201.5
	Erosion Height (ft.):	4.3	3.6
	Revetment Type:	None	Rip-Rap
	Revetment length	0.0	28.1
3.2	<u>Buffer Less Than 25 ft.</u>	5120	5320
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	1
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow 0	Road Ditch 0
	Field Ditch 9	Tile Drain 0
	Other 0	Ub Strm Wtr Pipe 0
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
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:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Length (ft.):	3,588.4
	Dredging:	None



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SGAT Version: 4.56

Reach: **M4S3.01 -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:	0.0	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	53.6
	Erosion Height (ft.):	0.0	3.0
	Revetment Type:	None	None
	Revetment length	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	7	428
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	1
	Affected length (ft.):	200.0
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
	Length (ft.):	0.0
	Dredging:	None



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Reach: **M4S4.01 -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	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:	528.8	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	163.6	672.1
	Erosion Height (ft.):	4.4	3.5
	Revetment Type:	Hard Bank	Multiple
	Revetment length	59.9	284.8
3.2	<u>Buffer Less Than 25 ft.</u>	2134	2007
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow 0	Road Ditch 0
	Field Ditch 0	Tile Drain 0
	Other 1	Ub Strm Wtr Pipe 0
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	0
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	10
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Length (ft.):	585.6
	Dredging:	None



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SGAT Version: 4.56

Reach: **M4S3.01 -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.):	587.1	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	102.5	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	196.2	36.9
	Erosion Height (ft.):	6.3	4.0
	Revetment Type:	None	None
	Revetment length	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	1379	1381
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow 0	Road Ditch 1
	Field Ditch 0	Tile Drain 0
	Other 0	Ub Strm Wtr Pipe 0
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
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
	Length (ft.):	0.0
	Dredging:	None



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SGAT Version: **4.56**

Reach: **M04 -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.):	667.7	495.9
	Erosion Height (ft.):	5.5	5.9
	Revetment Type:	None	None
	Revetment length	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	1790	1158
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.5	Flow Regulation Type:	Small Run of River
	Use:	Other
4.7	Stormwater Inputs	
	Overland Flow	0
	Road Ditch	0
	Field Ditch	1
	Tile Drain	0
	Other	0
	Ub Strm Wtr Pipe	0
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
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
	Length (ft.):	0.0
	Dredging:	None



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SGAT Version: **4.56**

Reach: **M07 -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:	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>	0	0
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.5	Flow Regulation Type:	Large Run of River
	Use:	Other
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
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
	Length (ft.):	0.0
	Dredging:	None



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SGAT Version: **4.56**

Reach: **M04 -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.):	0.0	0.0
	Erosion Height (ft.):	0.0	0.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length	60.6	69.9
3.2	<u>Buffer Less Than 25 ft.</u>	254	390
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
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
	Length (ft.):	0.0
	Dredging:	None



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SGAT Version: **4.56**

Reach: **M04 -D**

<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.):	864.2	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	520.9	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	4,574.5	4,633.7
	Erosion Height (ft.):	4.9	5.2
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length	21.6	247.7
3.2	<u>Buffer Less Than 25 ft.</u>	7558	9461
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow 0	Road Ditch 0
	Field Ditch 3	Tile Drain 0
	Other 0	Ub Strm Wtr Pipe 0
4.9	Beaver Dams:	3
	Affected length (ft.):	1,845.0
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	0
	Channel Avulsions:	5
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	2
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	None
	Length (ft.):	0.0
	Dredging:	None



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Mudd Creek

SGAT Version: 4.56

Reach: **M04 -D**

<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.):	864.2	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	520.9	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	4,574.5	4,633.7
	Erosion Height (ft.):	4.9	5.2
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length	21.6	247.7
3.2	<u>Buffer Less Than 25 ft.</u>	7558	9461
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow 0	Road Ditch 4
	Field Ditch 0	Tile Drain 0
	Other 0	Ub Strm Wtr Pipe 0
4.9	Beaver Dams:	3
	Affected length (ft.):	1,845.0
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	0
	Channel Avulsions:	5
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	2
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	None
	Length (ft.):	0.0
	Dredging:	None



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Mudd Creek

SGAT Version: 4.56

Reach: **M09 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	1,174.3	226.4
	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.):	225.1	0.0
	Erosion Height (ft.):	3.0	0.0
	Revetment Type:	None	None
	Revetment length	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	1172	960
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow 0	Road Ditch 0
	Field Ditch 1	Tile Drain 0
	Other 0	Ub Strm Wtr Pipe 0
4.9	Beaver Dams:	6
	Affected length (ft.):	830.0
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
	Length (ft.):	1,397.0
	Dredging:	None



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Reach: **M02 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	0.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	1,640.8	1,144.6
	Erosion Height (ft.):	4.9	4.6
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length	44.2	42.2
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:	138.07	
	Average Height (ft.):	34.0	
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	1
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow 0	Road Ditch 1
	Field Ditch 0	Tile Drain 0
	Other 0	Ub Strm Wtr Pipe 0
4.9	Beaver Dams:	2
	Affected length (ft.):	200.0
5.2	Migration Features	
	Flood Chutes:	14
	Neck Cutoffs:	1
	Channel Avulsions:	1
	Braiding:	3
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	13
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Length (ft.):	1,682.1
	Dredging:	None



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SGAT Version: **4.56**

Reach: **M07 -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:	519.7	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	1,371.7	999.9
	Erosion Height (ft.):	3.7	3.4
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length	154.2	672.8
3.2	<u>Buffer Less Than 25 ft.</u>	3008	2816
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.5	Flow Regulation Type:	Small Run of River
	Use:	Other
4.7	Stormwater Inputs	
	Overland Flow	0
	Road Ditch	0
	Field Ditch	1
	Tile Drain	0
	Other	0
	Ub Strm Wtr Pipe	0
4.9	Beaver Dams:	3
	Affected length (ft.):	1,180.0
5.2	Migration Features	
	Flood Chutes:	2
	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:	Yes
5.5	Channel Alterations	
	Straightening:	None
	Length (ft.):	0.0
	Dredging:	None



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SGAT Version: 4.56

Reach: **M05 -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.):	430.5	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	71.6
	Erosion Height (ft.):	0.0	7.0
	Revetment Type:	None	Rip-Rap
	Revetment length	0.0	85.4
3.2	<u>Buffer Less Than 25 ft.</u>	6	0
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	1
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Length (ft.):	0.0
	Dredging:	None