



Stream Geomorphic Assessment

Agency of Natural Resources

VT DEC

Vermont.gov

February, 05 2026

Phase 2 - FIT - Legacy Data Report

New Haven Tribs

SGAT Version: **4.53**

Reach: **T5.02 -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.):	424.1 291.8
	Erosion Height (ft.):	3.4 3.7
	Revetment Type:	None None
	Revetment length:	0.0 0.0
3.2	<u>Buffer Less Than 25 ft.</u>	
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	0.0
	Gullies:	None
	Average Height (ft.):	0.0

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	1
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	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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Reach:	M10-S1.03 -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:
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs
	Berm Length (ft.):	399.3	0.0	4.9	Beaver Dams:
	Path Length (ft.):	0.0	0.0		Affected length:
	Road Length (ft.):	398.0	0.0	5.2	Migration Features
	Railroad Lenth (ft.):	0.0	0.0		Flood Chutes:
	Development Length:	163.8	0.0		Neck Cutoffs:
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:
	Erosion Length (ft.):	643.2	413.7	4.4	Braiding:
	Erosion Height (ft.):	3.0	3.4	5.3	Steep Riffles and Head Cuts
	Revetment Type:	None	Rip-Rap		Steep Riffles:
	Revetment length:	0.0	17.7		Head Cuts:
3.2	<u>Buffer Less Than 25 ft.</u>			5.4	Animal Crossings:
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations
	Mass Failures:		None		Straightening:
	Average Height (ft.):		0.0		None
	Gullies:		None		
	Average Height (ft.):		0.0		



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Reach:	M17-S1-t1.02 -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:
1.3	<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:
	Path Length (ft.):	0.0	0.0		Affected length:
	Road Length (ft.):	0.0	0.0	5.2	Migration Features
	Railroad Lenth (ft.):	0.0	0.0		Flood Chutes:
	Development Length:	0.0	0.0		Neck Cutoffs:
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:
	Erosion Length (ft.):	0.0	0.0	4.4	Braiding:
	Erosion Height (ft.):	0.0	0.0	5.3	Steep Riffles and Head Cuts
	Revetment Type:	None	None		Steep Riffles:
	Revetment length:	0.0	0.0		Head Cuts:
3.2	<u>Buffer Less Than 25 ft.</u>			5.4	Animal Crossings:
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations
	Mass Failures:	<u>Multiple</u>			Straightening:
	Average Height (ft.):	3.5			None
	Gullies:	None			
	Average Height (ft.):	0.0			Dredging:



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Reach:	M17-S1-t1.01 -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:	3
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.):	0.0	5.2	Migration Features	
	Railroad Lenth (ft.):	0.0		Flood Chutes:	2
	Development Length:	0.0		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	0
	Erosion Length (ft.):	217.1	4.4	Braiding:	0
	Erosion Height (ft.):	1.8	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	None		Steep Riffles:	0
	Revetment length:	0.0		Head Cuts:	1
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.):	0.0		Dredging:	None
	Gullies:	None			
	Average Height (ft.):	0.0			



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Reach:	M17-S1-t1.02 -D		<u>Step</u>	<u>Description</u>	<u>Value</u>
	<u>Step</u>	<u>Description</u>	<u>Value</u>		
1.2	Alluvial Fan:			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.):	9.7	0.0	4.9	Beaver Dams: 3
	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	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	4.4	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.):	0.0			Dredging: None
	Gullies:	None			
	Average Height (ft.):	0.0			



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Reach: **T6.01 -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>	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.):	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.):	129.9		Braiding:	0
	Erosion Height (ft.):	3.0	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	None		Steep Riffles:	1
	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.):	0.0		Dredging:	None
	Gullies:	None			
	Average Height (ft.):	0.0			



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Reach:	M17-S1-t1.02 -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	0
	Berm Length (ft.):	196.1	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:	0
	Development Length:	0.0		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	0
	Erosion Length (ft.):	0.0	4.4	Braiding:	0
	Erosion Height (ft.):	0.0	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	None		Steep Riffles:	1
	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.):	0.0		Dredging:	None
	Gullies:	None			
	Average Height (ft.):	0.0			



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Reach:	M17-S1.03 -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:	0
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.):	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.):	0.0	5.3	Braiding:	0
	Erosion Height (ft.):	0.0		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.):	0.0		Dredging:	None
	Gullies:	None			
	Average Height (ft.):	0.0			



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Reach: **M10-S1.01 -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:	0
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.):	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.):	98.3		Braiding:	0
	Erosion Height (ft.):	2.0	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.):	0.0		Dredging:	None
	Gullies:	None			
	Average Height (ft.):	0.0			



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Reach:	M10-S1.03 -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:	0
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.):	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.):	0.0	5.3	Braiding:	0
	Erosion Height (ft.):	0.0		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.):	0.0		Dredging:	None
	Gullies:	None			
	Average Height (ft.):	0.0			



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Reach:	M10-S1.02 -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:
1.3	<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:
	Path Length (ft.):	0.0	0.0		Affected length:
	Road Length (ft.):	8.1	0.0	5.2	Migration Features
	Railroad Lenth (ft.):	0.0	0.0		Flood Chutes:
	Development Length:	0.0	0.0		Neck Cutoffs:
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:
	Erosion Length (ft.):	101.5	195.2	4.4	Braiding:
	Erosion Height (ft.):	2.6	2.7	5.3	Steep Riffles and Head Cuts
	Revetment Type:	None	None		Steep Riffles:
	Revetment length:	0.0	0.0		Head Cuts:
3.2	<u>Buffer Less Than 25 ft.</u>			5.4	Animal Crossings:
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations
	Mass Failures:		None		Straightening:
	Average Height (ft.):		0.0		Straightening
	Gullies:		None		
	Average Height (ft.):		0.0		



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Reach:	M17-S1.02 -B		<u>Step</u>	<u>Description</u>	<u>Value</u>
	<u>Step</u>	<u>Description</u>	<u>Value</u>		
1.2	Alluvial Fan:			4.4	Number of Debris Jams: 0
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs 1
	Berm Length (ft.):	0.0	0.0	4.9	Beaver Dams: 5
	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: 2
	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	4.4	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.):	0.0			Dredging: None
	Gullies:	None			
	Average Height (ft.):	0.0			



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Reach: **T6.02 -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.):	69.6 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 51.9
	Erosion Height (ft.):	0.0 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.):	0.0
	Gullies:	None
	Average Height (ft.):	0.0

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	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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<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.):	
	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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Reach: **T5.02 -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:	3
1.3	<u>Encroachments - Side</u>	<u>One</u>	4.7	Stormwater Inputs	1
	Berm Length (ft.):	0.0	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:	8
	Development Length:	0.0		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	0
	Erosion Length (ft.):	276.3		Braiding:	0
	Erosion Height (ft.):	2.8	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	None		Steep Riffles:	3
	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:	Multiple		Straightening:	None
	Average Height (ft.):	10.0		Dredging:	None
	Gullies:	None			
	Average Height (ft.):	0.0			



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Reach:	M10-S1.03 -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:	3
1.3	<u>Encroachments - Side</u>	<u>One</u>	4.7	Stormwater Inputs	1
	Berm Length (ft.):	0.0	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>		Channel Avulsions:	1
	Erosion Length (ft.):	121.5	4.4	Braiding:	0
	Erosion Height (ft.):	4.0	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:	One		Straightening:	None
	Average Height (ft.):	10.0		Dredging:	None
	Gullies:	One			
	Average Height (ft.):	20.0			



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Reach: **T5.01 -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	0
	Berm Length (ft.):	0.0	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:	2
	Development Length:	0.0		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	0
	Erosion Length (ft.):	0.0		Braiding:	0
	Erosion Height (ft.):	0.0	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.):	0.0		Dredging:	None
	Gullies:	None			
	Average Height (ft.):	0.0			



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SGAT Version: **4.53**

Reach: **T6.02 -C**

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None
1.3	Encroachments - Side	<u>One</u> <u>Both</u>
	Berm Length (ft.):	124.6 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	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	75.6 57.4
	Erosion Height (ft.):	2.0 2.3
	Revetment Type:	None None
	Revetment length:	0.0 0.0
3.2	<u>Buffer Less Than 25 ft.</u>	
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	0.0
	Gullies:	None
	Average Height (ft.):	0.0

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	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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Reach:	T6.02 -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:	0
1.3	<u>Encroachments - Side</u>	<u>One</u>	4.7	Stormwater Inputs	0
	Berm Length (ft.):	102.6	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:	1
	Development Length:	0.0		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	0
	Erosion Length (ft.):	314.2	4.4	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:	Straightening
	Average Height (ft.):	0.0		Dredging:	None
	Gullies:	None			
	Average Height (ft.):	0.0			



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Reach:	M17-S1-t1.01 -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:	2
1.3	<u>Encroachments - Side</u>	<u>One</u>	4.7	Stormwater Inputs	0
	Berm Length (ft.):	0.0	4.9	Beaver Dams:	2
	Path Length (ft.):	0.0		Affected length:	40
	Road Length (ft.):	0.0	5.2	Migration Features	
	Railroad Lenth (ft.):	0.0		Flood Chutes:	3
	Development Length:	0.0		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	0
	Erosion Length (ft.):	227.4	4.4	Braiding:	0
	Erosion Height (ft.):	2.7	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	None		Steep Riffles:	2
	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:	One		Straightening:	None
	Average Height (ft.):	6.0		Dredging:	None
	Gullies:	None			
	Average Height (ft.):	0.0			



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Reach: **M10-S1.01 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None
1.3	Encroachments - Side	<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	Erosion - Bank	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	410.1 228.1
	Erosion Height (ft.):	2.1 1.9
	Revetment Type:	Hard Bank None
	Revetment length:	80.9 0.0
3.2	Buffer Less Than 25 ft.	
3.3	Riparian Corridor	
	Mass Failures:	None
	Average Height (ft.):	0.0
	Gullies:	None
	Average Height (ft.):	0.0

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	1
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	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:	None
	Dredging:	None



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Reach: **T2.01 -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.):	0.0 254.2
	Path Length (ft.):	0.0 0.0
	Road Length (ft.):	0.0 0.0
	Railroad Lenth (ft.):	0.0 0.0
	Development Length:	85.4 75.3
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	379.0 52.0
	Erosion Height (ft.):	4.1 5.0
	Revetment Type:	Rip-Rap Rip-Rap
	Revetment length:	66.1 69.1
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:	3
4.7	Stormwater Inputs	
4.9	Beaver Dams:	1
	Affected length:	100
5.2	Migration Features	
	Flood Chutes:	7
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	5
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Reach: **T2.01 -C**

<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.):	357.2 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.):	54.6 0.0
	Erosion Height (ft.):	2.0 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:	One
	Average Height (ft.):	25.0
	Gullies:	None
	Average Height (ft.):	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	3
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:	1
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	2
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Reach:	M17-S1.03 -A		<u>Step</u>	<u>Description</u>	<u>Value</u>
	<u>Step</u>	<u>Description</u>	<u>Value</u>		
1.2	Alluvial Fan:			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: 4
	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	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	5.3	Braiding: 0
	Erosion Height (ft.):	0.0	0.0		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.):	0.0			Dredging: None
	Gullies:	None			
	Average Height (ft.):	0.0			



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Reach: **M17-S1.01 -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.):	0.0	4.9	Beaver Dams:	0
	Path Length (ft.):	0.0		Affected length:	0
	Road Length (ft.):	345.9	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.):	0.0		Braiding:	0
	Erosion Height (ft.):	0.0	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:	Multiple		Straightening:	None
	Average Height (ft.):	18.3		Dredging:	None
	Gullies:	None			
	Average Height (ft.):	0.0			



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Reach:	M17-S1.02 -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: 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.):	42.1	0.0	5.2	Migration Features
	Railroad Lenth (ft.):	0.0	0.0		Flood Chutes: 4
	Development Length:	130.5	0.0		Neck Cutoffs: 0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions: 1
	Erosion Length (ft.):	329.8	280.2	4.4	Braiding: 0
	Erosion Height (ft.):	2.0	3.3	5.3	Steep Riffles and Head Cuts
	Revetment Type:	None	None		Steep Riffles: 2
	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:	<u>Multiple</u>			Straightening: None
	Average Height (ft.):	10.0			Dredging: None
	Gullies:	None			
	Average Height (ft.):	0.0			



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Reach: **M10-S1.01 -A**

<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.):	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.):	39.8 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>	
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	0.0
	Gullies:	None
	Average Height (ft.):	0.0

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	1
	Affected length:	15
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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Reach: **M17-S1.03 -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:	
	Average Height (ft.):	
	Gullies:	
	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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Reach:	T2.01 -B		<u>Step</u>	<u>Description</u>	<u>Value</u>
	<u>Step</u>	<u>Description</u>	<u>Value</u>		
1.2	Alluvial Fan:		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.):	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.):	0.0	5.3	Braiding:	0
	Erosion Height (ft.):	0.0		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:	<u>None</u>		Straightening:	Straightening
	Average Height (ft.):			Dredging:	None
	Gullies:	<u>None</u>			
	Average Height (ft.):				



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Reach: **T2.02 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None
1.3	Encroachments - Side	<u>One</u> <u>Both</u>
	Berm Length (ft.):	0.0 0.0
	Path Length (ft.):	272.1 0.0
	Road Length (ft.):	374.6 0.0
	Railroad Lenth (ft.):	0.0 0.0
	Development Length:	87.3 0.0
3.1	Erosion - Bank	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	180.4 426.0
	Erosion Height (ft.):	3.7 3.1
	Revetment Type:	Rip-Rap None
	Revetment length:	184.5 0.0
3.2	<u>Buffer Less Than 25 ft.</u>	
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	Multiple
	Average Height (ft.):	31.5
	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	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	10
	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
	Dredging:	None



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Reach:	M17-S1.01 -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:
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:
	Path Length (ft.):	0.0	0.0		Affected length:
	Road Length (ft.):	0.0	0.0	5.2	Migration Features
	Railroad Lenth (ft.):	0.0	0.0		Flood Chutes:
	Development Length:	0.0	0.0		Neck Cutoffs:
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:
	Erosion Length (ft.):	119.0	0.0	4.4	Braiding:
	Erosion Height (ft.):	3.0	0.0	5.3	Steep Riffles and Head Cuts
	Revetment Type:	None	None		Steep Riffles:
	Revetment length:	0.0	0.0		Head Cuts:
3.2	<u>Buffer Less Than 25 ft.</u>			5.4	Animal Crossings:
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations
	Mass Failures:		One		Straightening:
	Average Height (ft.):		30.0		None
	Gullies:		None		
	Average Height (ft.):		0.0		



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Reach: **M10-S1.01 -C**

<u>Step</u>	<u>Description</u>	<u>Value</u>	<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:		4.4	Number of Debris Jams:	0
1.3	<u>Encroachments - Side</u>	<u>One</u>	4.7	Stormwater Inputs	0
	Berm Length (ft.):	0.0	4.9	Beaver Dams:	3
	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.):	0.0		Braiding:	0
	Erosion Height (ft.):	0.0	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.):	0.0		Dredging:	None
	Gullies:	None			
	Average Height (ft.):	0.0			



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Reach:	T5.01 -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.):	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	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions: 0
	Erosion Length (ft.):	0.0	0.0	4.4	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.):		0.0		Dredging: None
	Gullies:		None		
	Average Height (ft.):		0.0		



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Reach: **M10-S1.03 -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 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.):	57.8 231.1
	Erosion Height (ft.):	2.7 2.9
	Revetment Type:	None None
	Revetment length:	0.0 0.0
3.2	<u>Buffer Less Than 25 ft.</u>	
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	0.0
	Gullies:	None
	Average Height (ft.):	0.0

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	5
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	8
	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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Reach:	M17-S1-t1.02 -B		<u>Step</u>	<u>Description</u>	<u>Value</u>
	<u>Step</u>	<u>Description</u>	<u>Value</u>		
1.2	Alluvial Fan:			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: 5
	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	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	5.3	Braiding: 0
	Erosion Height (ft.):	0.0	0.0		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.):	0.0			Dredging: None
	Gullies:	None			
	Average Height (ft.):	0.0			



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Reach: **M11-S1.01 -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:	1
1.3	<u>Encroachments - Side</u>	<u>One</u>	4.7	Stormwater Inputs	3
	Berm Length (ft.):	219.0	4.9	Beaver Dams:	1
	Path Length (ft.):	0.0		Affected length:	318
	Road Length (ft.):	0.0	5.2	Migration Features	
	Railroad Lenth (ft.):	0.0		Flood Chutes:	2
	Development Length:	132.4		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	0
	Erosion Length (ft.):	185.6		Braiding:	0
	Erosion Height (ft.):	2.0	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.):	0.0		Dredging:	None
	Gullies:	None			
	Average Height (ft.):	0.0			



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Reach:	M10-S1.02 -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:
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:
	Path Length (ft.):	0.0	0.0		Affected length:
	Road Length (ft.):	296.0	0.0	5.2	Migration Features
	Railroad Lenth (ft.):	0.0	0.0		Flood Chutes:
	Development Length:	0.0	0.0		Neck Cutoffs:
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:
	Erosion Length (ft.):	27.7	339.4	5.3	Braiding:
	Erosion Height (ft.):	2.0	2.9		Steep Riffles and Head Cuts
	Revetment Type:	None	None		Steep Riffles:
	Revetment length:	0.0	0.0		Head Cuts:
3.2	<u>Buffer Less Than 25 ft.</u>			5.4	Animal Crossings:
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations
	Mass Failures:		One		Straightening:
	Average Height (ft.):		18.0		Straightening
	Gullies:		None		
	Average Height (ft.):		0.0		Dredging:
					None



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Reach: **T5.01 -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:	0
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.):	0.0	5.2	Migration Features	
	Railroad Lenth (ft.):	0.0		Flood Chutes:	2
	Development Length:	0.0		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	0
	Erosion Length (ft.):	190.6		Braiding:	1
	Erosion Height (ft.):	2.5	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.):	0.0		Dredging:	None
	Gullies:	None			
	Average Height (ft.):	0.0			



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SGAT Version: **4.53**

Reach: **T5.01 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None
1.3	Encroachments - Side	<u>One</u> <u>Both</u>
	Berm Length (ft.):	0.0 0.0
	Path Length (ft.):	0.0 0.0
	Road Length (ft.):	697.1 0.0
	Railroad Lenth (ft.):	0.0 0.0
	Development Length:	100.7 0.0
3.1	Erosion - Bank	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	0.0 20.5
	Erosion Height (ft.):	0.0 4.0
	Revetment Type:	Rip-Rap Hard Bank
	Revetment length:	437.6 437.0
3.2	<u>Buffer Less Than 25 ft.</u>	
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	0.0
	Gullies:	None
	Average Height (ft.):	0.0

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	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:	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: **T6.02 -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>	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.):	0.0	5.2	Migration Features	
	Railroad Lenth (ft.):	0.0		Flood Chutes:	2
	Development Length:	80.6		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	0
	Erosion Length (ft.):	177.4		Braiding:	0
	Erosion Height (ft.):	2.0	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.):	0.0		Dredging:	None
	Gullies:	None			
	Average Height (ft.):	0.0			



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Reach: **T6.02 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None
1.3	Encroachments - Side	<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:	282.1 150.1
3.1	Erosion - Bank	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	47.3 157.8
	Erosion Height (ft.):	2.0 2.3
	Revetment Type:	Rip-Rap Rip-Rap
	Revetment length:	63.2 102.8
3.2	<u>Buffer Less Than 25 ft.</u>	
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	0.0
	Gullies:	None
	Average Height (ft.):	0.0

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	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:	4
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Reach: **M11-S1.01 -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.):	0.0	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:	3
	Development Length:	193.1		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	0
	Erosion Length (ft.):	36.0		Braiding:	0
	Erosion Height (ft.):	2.0	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	None		Steep Riffles:	0
	Revetment length:	0.0		Head Cuts:	1
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.):	0.0		Dredging:	None
	Gullies:	None			
	Average Height (ft.):	0.0			



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Reach: **M10-S1.02 -C**

<u>Step</u>	<u>Description</u>	<u>Value</u>	<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	Yes	4.4	Number of Debris Jams:	0
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.):	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.):	904.0		Braiding:	0
	Erosion Height (ft.):	2.4	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	Rip-Rap		Steep Riffles:	0
	Revetment length:	78.7		Head Cuts:	0
3.2	<u>Buffer Less Than 25 ft.</u>		5.4	Animal Crossings:	Yes
3.3	<u>Riparian Corridor</u>		5.5	Channel Alterations	
	Mass Failures:	None		Straightening:	Straightening
	Average Height (ft.):	0.0		Dredging:	None
	Gullies:	None			
	Average Height (ft.):	0.0			