



Stream Geomorphic Assessment

Agency of Natural Resources

VT DEC

Vermont.gov
May, 20 2024

Phase 2 - FIT - Legacy Data Report

Clyde

SGAT Version: 4.53

Reach: M15S2.01 -A

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

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	1
	Affected length:	165
5.2	Migration Features	
	Flood Chutes:	0
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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SGAT Version: 4.53

Reach: M08 -B

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	250.9 0.0
	Path Length (ft.):	0.0 0.0
	Road Length (ft.):	0.0 0.0
	Railroad Lenth (ft.):	0.0 0.0
	Development Length:	0.0 1,617.9
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	344.3 0.0
	Erosion Height (ft.):	3.0 0.0
	Revetment Type:	Rip-Rap None
	Revetment length:	32.6 0.0
3.2	<u>Buffer Less Than 25 ft.</u>	
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	
	Gullies:	None
	Average Height (ft.):	

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



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SGAT Version: 4.53

Reach: T2.02 -0

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	0.0 1,893.7
	Path Length (ft.):	0.0 0.0
	Road Length (ft.):	811.7 0.0
	Railroad Lenth (ft.):	0.0 0.0
	Development Length:	351.6 0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	305.2 500.3
	Erosion Height (ft.):	4.5 4.7
	Revetment Type:	Rip-Rap Multiple
	Revetment length:	28.5 2,062.6
3.2	<u>Buffer Less Than 25 ft.</u>	0 0
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	
	Gullies:	None
	Average Height (ft.):	

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



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SGAT Version: 4.53

Reach: T2.04 -A

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

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



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Phase 2 - FIT - Legacy Data Report

Clyde

SGAT Version: 4.53

Reach: M15S2.01 -C

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	0.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	150.3	149.5
	Erosion Height (ft.):	2.0	2.0
	Revetment Type:	None	None
	Revetment length:	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

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



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Clyde

SGAT Version: 4.53

Reach: T6.02 -0

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	398.0 0.0
	Path Length (ft.):	0.0 0.0
	Road Length (ft.):	585.9 0.0
	Railroad Lenth (ft.):	612.3 0.0
	Development Length:	320.9 0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	0.0 0.0
	Erosion Height (ft.):	0.0 0.0
	Revetment Type:	Rip-Rap Rip-Rap
	Revetment length:	23.2 243.9
3.2	<u>Buffer Less Than 25 ft.</u>	
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	
	Gullies:	None
	Average Height (ft.):	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	4
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	2
	Affected length:	750
5.2	Migration Features	
	Flood Chutes:	5
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Clyde

SGAT Version: 4.53

Reach: T1.11 -A

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):		
	Path Length (ft.):		
	Road Length (ft.):		
	Railroad Lenth (ft.):		
	Development Length:		
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	40.3
	Erosion Height (ft.):	0.0	1.5
	Revetment Type:	Multiple	Rip-Rap
	Revetment length:	61.7	20.6
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

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



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Clyde

SGAT Version: 4.53

Reach: T1.11 -B

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):		
	Path Length (ft.):		
	Road Length (ft.):		
	Railroad Lenth (ft.):		
	Development Length:		
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	334.5	261.3
	Erosion Height (ft.):	1.7	1.7
	Revetment Type:	Hard Bank	Rip-Rap
	Revetment length:	24.1	38.4
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	
4.9	Beaver Dams:	1
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	3
	Neck Cutoffs:	0
	Channel Avulsions:	1
	Braiding:	1
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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Clyde

SGAT Version: 4.53

Reach: M01 -0

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	0.0 0.0
	Path Length (ft.):	0.0 0.0
	Road Length (ft.):	4,619.1 0.0
	Railroad Lenth (ft.):	0.0 0.0
	Development Length:	0.0 4,619.1
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	396.4 0.0
	Erosion Height (ft.):	4.0 0.0
	Revetment Type:	Rip-Rap Rip-Rap
	Revetment length:	1,754.9 2,520.9
3.2	<u>Buffer Less Than 25 ft.</u>	
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	
	Gullies:	None
	Average Height (ft.):	

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



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Clyde

SGAT Version: 4.53

Reach: M15 -0

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	0.0 0.0
	Path Length (ft.):	0.0 0.0
	Road Length (ft.):	2,967.7 0.0
	Railroad Lenth (ft.):	0.0 0.0
	Development Length:	972.4 0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	313.5 86.0
	Erosion Height (ft.):	1.0 1.0
	Revetment Type:	Rip-Rap None
	Revetment length:	216.5 0.0
3.2	<u>Buffer Less Than 25 ft.</u>	
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	
	Gullies:	None
	Average Height (ft.):	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	2
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	5
	Neck Cutoffs:	2
	Channel Avulsions:	1
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Clyde

SGAT Version: 4.53

Reach: T2.04 -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.):	201.1	
	Path Length (ft.):	0.0	
	Road Length (ft.):	0.0	
	Railroad Lenth (ft.):	0.0	
	Development Length:	0.0	
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	48.5	192.5
	Erosion Height (ft.):	3.0	4.6
	Revetment Type:	None	Rip-Rap
	Revetment length:	0.0	132.6
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	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



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Reach: T2.05 -A

<u>Step</u>	<u>Description</u>	<u>Value</u>	
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:		
3.1	Erosion - Bank	Left	Right
	Erosion Length (ft.):	132.0	230.9
	Erosion Height (ft.):	7.5	4.1
	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:	One	
	Average Height (ft.):	30.0	
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	6
	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



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SGAT Version: 4.53

Reach: T1.12 -B

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	0.0
	Path Length (ft.):	0.0
	Road Length (ft.):	711.1
	Railroad Lenth (ft.):	0.0
	Development Length:	129.1
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	610.4 339.1
	Erosion Height (ft.):	2.1 3.1
	Revetment Type:	Hard Bank Multiple
	Revetment length:	160.9 110.9
3.2	<u>Buffer Less Than 25 ft.</u>	0 0
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	
	Gullies:	None
	Average Height (ft.):	

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



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Clyde

SGAT Version: 4.53

Reach: T6.03 -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.):	513.8 0.0
	Railroad Lenth (ft.):	0.0 0.0
	Development Length:	129.6 0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	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	<u>Buffer Less Than 25 ft.</u>	
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	
	Gullies:	None
	Average Height (ft.):	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	1
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	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



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Clyde

SGAT Version: 4.53

Reach: T4.01 -B

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	0.0 0.0
	Path Length (ft.):	0.0 0.0
	Road Length (ft.):	0.0 0.0
	Railroad Lenth (ft.):	0.0 0.0
	Development Length:	144.8 0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	900.9 224.8
	Erosion Height (ft.):	5.5 6.0
	Revetment Type:	Rip-Rap Rip-Rap
	Revetment length:	94.4 216.7
3.2	<u>Buffer Less Than 25 ft.</u>	
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	
	Gullies:	None
	Average Height (ft.):	

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



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Reach: T1.08 -0

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	
	Path Length (ft.):	0.0	
	Road Length (ft.):	101.3	
	Railroad Lenth (ft.):	0.0	
	Development Length:	102.9	
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	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	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

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

Reach: T2.03 -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
	Path Length (ft.):	0.0
	Road Length (ft.):	1,584.1
	Railroad Lenth (ft.):	0.0
	Development Length:	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	262.4 74.6
	Erosion Height (ft.):	3.9 3.0
	Revetment Type:	Rip-Rap None
	Revetment length:	139.9 0.0
3.2	<u>Buffer Less Than 25 ft.</u>	0 0
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	One
	Average Height (ft.):	10.0
	Gullies:	None
	Average Height (ft.):	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	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



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Clyde

SGAT Version: 4.53

Reach: **M15S2.01 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	258.4 116.1
	Path Length (ft.):	0.0 0.0
	Road Length (ft.):	0.0 0.0
	Railroad Lenth (ft.):	0.0 0.0
	Development Length:	0.0 0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	378.4 378.2
	Erosion Height (ft.):	2.4 2.0
	Revetment Type:	None None
	Revetment length:	0.0 0.0
3.2	<u>Buffer Less Than 25 ft.</u>	
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	
	Gullies:	None
	Average Height (ft.):	

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



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SGAT Version: 4.53

Reach: M08 -A

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	0.0 0.0
	Path Length (ft.):	0.0 0.0
	Road Length (ft.):	247.2 0.0
	Railroad Lenth (ft.):	0.0 0.0
	Development Length:	2,237.1 0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	233.1 902.1
	Erosion Height (ft.):	4.0 4.4
	Revetment Type:	Rip-Rap None
	Revetment length:	229.0 0.0
3.2	<u>Buffer Less Than 25 ft.</u>	
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	
	Gullies:	None
	Average Height (ft.):	

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



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SGAT Version: 4.53

Reach: T2.01 -0

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	0.0
	Path Length (ft.):	0.0
	Road Length (ft.):	1,437.1
	Railroad Lenth (ft.):	0.0
	Development Length:	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	1,437.1 1,485.4
	Erosion Height (ft.):	4.0 4.0
	Revetment Type:	Rip-Rap Multiple
	Revetment length:	152.8 528.7
3.2	<u>Buffer Less Than 25 ft.</u>	0 0
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	
	Gullies:	None
	Average Height (ft.):	

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



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Reach: T2.03 -B

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	0.0
	Path Length (ft.):	0.0
	Road Length (ft.):	506.1
	Railroad Lenth (ft.):	0.0
	Development Length:	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	26.5 45.1
	Erosion Height (ft.):	5.0 7.0
	Revetment Type:	Rip-Rap Rip-Rap
	Revetment length:	136.7 260.8
3.2	<u>Buffer Less Than 25 ft.</u>	0 0
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	One
	Average Height (ft.):	20.0
	Gullies:	None
	Average Height (ft.):	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	4
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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Clyde

SGAT Version: 4.53

Reach: M16 -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.):	1,053.8 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.):	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	<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:	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



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Reach: T4.01 -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.):	489.4	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.):	125.5	436.9
	Erosion Height (ft.):	5.0	5.0
	Revetment Type:	None	None
	Revetment length:	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

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



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Reach: T5.03 -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.):	653.7 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 None
	Revetment length:	43.3 0.0
3.2	<u>Buffer Less Than 25 ft.</u>	
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	
	Gullies:	None
	Average Height (ft.):	

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



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SGAT Version: 4.53

Reach: T5.03 -C

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

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



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Reach: T2.03 -A

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	0.0
	Path Length (ft.):	0.0
	Road Length (ft.):	75.3
	Railroad Lenth (ft.):	0.0
	Development Length:	238.2
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	0.0 23.2
	Erosion Height (ft.):	0.0 16.0
	Revetment Type:	Rip-Rap None
	Revetment length:	25.9 0.0
3.2	<u>Buffer Less Than 25 ft.</u>	0 0
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	
	Gullies:	None
	Average Height (ft.):	

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



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Reach: T5.03 -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.):	505.4 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.):	259.3 319.5
	Erosion Height (ft.):	1.0 1.0
	Revetment Type:	Rip-Rap None
	Revetment length:	20.5 0.0
3.2	<u>Buffer Less Than 25 ft.</u>	
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	
	Gullies:	None
	Average Height (ft.):	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	6
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	4
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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SGAT Version: 4.53

Reach: T6.01 -A

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	0.0 0.0
	Path Length (ft.):	115.3 0.0
	Road Length (ft.):	1,430.1 507.7
	Railroad Lenth (ft.):	0.0 0.0
	Development Length:	712.6 936.9
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	0.0 195.5
	Erosion Height (ft.):	0.0 2.6
	Revetment Type:	Multiple Rip-Rap
	Revetment length:	216.2 693.6
3.2	<u>Buffer Less Than 25 ft.</u>	
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	
	Gullies:	None
	Average Height (ft.):	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	5
4.7	Stormwater Inputs	4
4.9	Beaver Dams:	8
	Affected length:	695
5.2	Migration Features	
	Flood Chutes:	13
	Neck Cutoffs:	1
	Channel Avulsions:	2
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	Dredging



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Clyde

SGAT Version: 4.53

Reach: T5.03 -A

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

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



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Phase 2 - FIT - Legacy Data Report

Clyde

SGAT Version: 4.53

Reach: M20 -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:	224.8 477.5
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:	Hard Bank Hard Bank
	Revetment length:	543.1 452.5
3.2	<u>Buffer Less Than 25 ft.</u>	
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	
	Gullies:	None
	Average Height (ft.):	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	1
4.7	Stormwater Inputs	
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



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Reach: T2.05 -B

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):		
	Path Length (ft.):		
	Road Length (ft.):		
	Railroad Lenth (ft.):		
	Development Length:		
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	53.8
	Erosion Height (ft.):	0.0	8.0
	Revetment Type:	None	None
	Revetment length:	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

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



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SGAT Version: 4.53

Reach: T6.01 -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.):	247.1 0.0
	Railroad Lenth (ft.):	0.0 0.0
	Development Length:	404.2 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:	Other None
	Revetment length:	593.5 0.0
3.2	<u>Buffer Less Than 25 ft.</u>	
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	
	Gullies:	None
	Average Height (ft.):	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	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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Clyde

SGAT Version: 4.53

Reach: T5.03 -E

<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	169.6
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	35.6
	Erosion Height (ft.):	0.0	5.0
	Revetment Type:	None	None
	Revetment length:	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	6
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:	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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Reach: T1.09 -A

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	46.6
	Path Length (ft.):	0.0
	Road Length (ft.):	199.0
	Railroad Lenth (ft.):	0.0
	Development Length:	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	201.4 248.4
	Erosion Height (ft.):	2.7 2.2
	Revetment Type:	Rip-Rap Rip-Rap
	Revetment length:	176.3 150.2
3.2	<u>Buffer Less Than 25 ft.</u>	0 0
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	
	Gullies:	None
	Average Height (ft.):	

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



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Reach: T1.09 -B

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	138.9
	Path Length (ft.):	0.0
	Road Length (ft.):	0.0
	Railroad Lenth (ft.):	0.0
	Development Length:	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	115.0 173.9
	Erosion Height (ft.):	2.5 2.5
	Revetment Type:	Hard Bank None
	Revetment length:	49.1 0.0
3.2	<u>Buffer Less Than 25 ft.</u>	0 0
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	
	Gullies:	None
	Average Height (ft.):	

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



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Reach: T1.12 -A

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	0.0
	Path Length (ft.):	256.6
	Road Length (ft.):	0.0
	Railroad Lenth (ft.):	0.0
	Development Length:	344.2
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	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	<u>Buffer Less Than 25 ft.</u>	0 0
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	
	Gullies:	None
	Average Height (ft.):	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	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



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Reach: T1.12 -A

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	0.0
	Path Length (ft.):	256.6
	Road Length (ft.):	0.0
	Railroad Lenth (ft.):	0.0
	Development Length:	344.2
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	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	<u>Buffer Less Than 25 ft.</u>	0 0
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	None
	Average Height (ft.):	
	Gullies:	None
	Average Height (ft.):	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	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