



Phase 2 - FIT - Legacy Data Report

RMP Test Project

SGAT Version: 4.56

Reach: M03 -0

<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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RMP Test Project

SGAT Version: 4.56

Reach: M01 -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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RMP Test Project

SGAT Version: 4.56

Reach: M01 -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.):	
	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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RMP Test Project

SGAT Version: 4.56

Reach: T1.01 -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.):	
	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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RMP Test Project

SGAT Version: 4.56

Reach: M01 -E

<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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RMP Test Project

SGAT Version: 4.56

Reach: M04 -0

<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:	No
5.5	Channel Alterations	
	Straightening:	None
	Length (ft.):	0.0
	Dredging:	None



Phase 2 - FIT - Legacy Data Report

RMP Test Project

SGAT Version: **4.56**

Reach: **M02 -0**

<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:	None None
	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:	No
5.5	Channel Alterations	
	Straightening:	None
	Length (ft.):	0.0
	Dredging:	None