



November 10, 2015

**VIA ELECTRONIC FILING**

Ms. Kimberly D. Bose  
Secretary  
Federal Energy Regulatory Commission  
888 First Street, NE  
Washington, DC 20426

Re: FirstLight Hydro Generating Company, FERC Project Nos. 2485 and 1889  
Request for Data Relating to Study No. 3.6.3 Whitewater Boating Evaluation and Study No. 3.6.7  
Recreation Study at Northfield Mountain, Including Assessment of Sufficiency of Trails For Shared Use

Dear Secretary Bose:

At the September 30, 2015 Updated Study Report (USR) meeting for the relicensing of FirstLight Hydro Generating Company's (FirstLight) Turners Falls Hydroelectric and Northfield Mountain Pumped Storage Projects, FERC staff and American Whitewater (AW) requested data relating to Relicensing Study No. 3.6.3 *Whitewater Boating Evaluation*. Specifically, FERC staff and AW requested either the copies of the whitewater evaluation surveys that were completed in the field by study participants or a spreadsheet that compiled the responses contained in the completed surveys. On October 22, 2015, FirstLight posted copies of the completed whitewater evaluation surveys on the relicensing website at [www.northfieldrelicensing.com/Pages/Documents2015.aspx](http://www.northfieldrelicensing.com/Pages/Documents2015.aspx) in connection with the Relicensing Study 3.6.3 *Whitewater Boating Evaluation* Report. On October 29, 2015 FirstLight electronically filed the surveys with the Commission.

Subsequently, FirstLight has received requests for any spreadsheets created that tallied survey responses for both Relicensing Study No. 3.6.3 *Whitewater Boating Evaluation* and Relicensing Study No. 3.6.7 *Recreation Study at Northfield Mountain, Including Assessment of Sufficiency of Trails For Shared Use*. The spreadsheets for both studies are enclosed herein and are being posted to the relicensing website in connection with the respective study reports. If you have any questions, or need additional information, please feel free to contact me.

Sincerely,

A handwritten signature in black ink, appearing to read "John S. Howard".

John S. Howard

Cc: Bob Nasdor, American Whitewater  
Norm Sims, Appalachian Mountain Club  
Tom Christopher, New England FLOW  
Andrea Donlon, Connecticut River Watershed Council  
Adam Beeco, FERC

Encl.

**John S. Howard**  
Director FERC Compliance, Hydro

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Northfield, MA 01360  
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**FirstLight Turners Falls Bypass Whitewater Boating Evaluation - 2,500 cfs**

Name	HSK	OC1	Watercraft					Shredder
			C1	C2	Raft	Cataraft	SUP	
Guertin		1						
Mudeno		1						
Lessels		1						
Christophe		1						
Yarrus		1						
Stewart		1						
Tinney		1						
hudson		1						
Hvizdak		1						
SKallman		1						
		<b>10</b>						
Galway			1					
Murray			1					
Duclos			1					
Khorana			1					
Wyman			1					
Eichorn			1					
Michaud			1					
Glusman			1					
		<b>8</b>						
Robinson						1		
Blatchley						1		
Pennell						1		
Parker						1		
		<b>4</b>						
Kelly-Rand				1				
Gill				1				
		<b>2</b>						
Dowd							1	
		<b>1</b>						
Breau								1
		<b>1</b>						

**FirstLight Turners Falls Bypass Whitewater Boating Evaluation - 3,500 cfs**

Name	HSK	OC1	Watercraft					Shredder
			C1	C2	Raft	Cataraft	SUP	
Tinney		1						
Yaruss		1						
Stewart		1						
Christophe		1						
Hvizdak		1						
Guertin		1						
Lessels		1						
Mudeno		1						
		<b>8</b>						

Michaud	1	
Glusman	1	
Murray	1	
Galway	1	
Duclos	1	
Eichorn	1	
<b>6</b>		
Blalchley		1
Parker		1
Pennell		1
Robinson		1
<b>4</b>		
SKallman		1
TKallman		1
Dowd		1
<b>3</b>		
Khorana		1
Wyman		1
		<b>2</b>
<b>3</b>		<b>2</b>
Kelly-Rand	1	
Gill	1	
<b>2</b>		
Breau		1
		<b>1</b>

**FirstLight Turners Falls Bypass Whitewater Boating Evaluation - 5,000 cfs**

**Watercraft**

Name	HSK	OC1	Ci	C2	Raft	Catacraft	SUP	Shredder
Stewart		1						
Yaruss		1						
Tinney		1						
Lessels		1						
Wyman		1						
O'Brien		1						
Dowd		1						
Christophe		1						
Hvizdak		1						
Mudeno		1						
<b>10</b>								
Galway			1					
Eichorn			1					
Glusman			1					
Murray			1					
Michaud			1					
<b>5</b>								
Gill					1			
Kelly-Rand					1			

<b>2</b>	
Parker	1
Bridges	1
<b>2</b>	
Tkallman	1
Skallman	1
<b>2</b>	
Breau	1
<b>1</b>	

**FirstLight Turners Falls Bypass Whitewater Boating Evaluation - 8,000 cfs**

**Watercraft**

Name	HSK	OC1	Ci	C2	Raft	Cataraft	SUP	Shredder
Wyman		1						
Hvizdak		1						
Dowd		1						
Lessells		1						
Tinney		1						
Mudeno		1						
Stewart		1						
Yaruss		1						
Christophe		1						
<b>9</b>								
Galway			1					
Murray			1					
Michaud			1					
Glusman			1					
Eichorn			1					
<b>5</b>								
Kelly-Rand				1				
Gill				1				
<b>2</b>								
Parker						1		
Bridges						1		
<b>2</b>								
Skallman							1	
Tkallman							1	
<b>2</b>								
Breau								1
<b>1</b>								

**FirstLight Turners Falls Bypass Whitewater Boating Evaluation - 10,000 cfs**

Name	HSK	OC1	Watercraft					Shredder
			Ci	C2	Raft	Cataraft	SUP	
Stewart		1						
Christophe		1						
Dowd		1						
Guertin		1						
Mooney		1						
Trolengber		1						
Randolph		1						
Perkins		1						
Tinney		1						
Clairborne		1						
Yaruss		1						
<b>11</b>								
Murray			1					
Michaud			1					
Eichorn			1					
Galway			1					
Glusman			1					
<b>5</b>								
Black						1		
Freeland						1		
Pytho						1		
Green						1		
Peterson						1		
Mooney						1		
Schayerman						1		
Mastorakiss						1		
Cohen						1		
Beauregard						1		
Joyce						1		
Jalil						1		
<b>12</b>								
Kelly-Rand				1				
Gill				1				
<b>2</b>								

**FirstLight Turners Falls Bypass Whitewater Boating Evaluation - 13,000 cfs**

Name	HSK	OC1	Watercraft					Shredder
			Ci	C2	Raft	Cataraft	SUP	
Yaruss		1						
Tinney		1						
Stewart		1						
Guertin		1						
Randolph		1						
Christophe		1						

Mooney	1	
Clairborne	1	
Dowd	1	
Perkins	1	
Trolengurg	1	
<b>11</b>		
Michaud	1	
Murray	1	
Galway	1	
Eichon	1	
<b>4</b>		
Beauregard		1
Green		1
Schamerman		1
Joyce		1
Peterson		1
Jalil		1
Mooney		1
Cohen		1
Mastorakis		1
Freeland		1
<b>10</b>		
Gill		1
<b>1</b>		

**Comparative Form**

**Watercraft Type**

Name	HSK	OC1	C1	C2	Raft	Cataraft	SUP	Shredder
Skallman		1					1	
Guertin		1						
Randolph		1						
Hvizdak		1						
Wyman		1	1				1	
Lessels		1						
Mudano		1						
Dowd		1					1	
Christophe		1						
Tinney		1						
Stewart		1						
Claiborne		1						
Mooney		1						
Perkins		1						

Yaruss	1			
Trolenberg	1			
<b>16</b>				
Duclos		1		
Khorana		1		1
Wyman	1	1		1
Glusman		1		
Murray		1		
Michaud		1		
Galway		1		
Eichon		1		
<b>7</b>				
Blalchley			1	
Pennell			1	
Robinson			1	
Parker			1	
Joyce			1	
Schauerman			1	
Peterson			1	
Bridges			1	
Jalil			1	
Green			1	
Cohen			1	
Mastorakis			1	
Mooney			1	
Beauregard			1	
Freeland			1	
<b>15</b>				
Kelly-Rand			1	
Gill			1	
<b>2</b>				
Tkallman				1
Skallman	1			1
Dowd	1			1
Wyman	1	1		1
Khorana		1		1
<b>avg</b>				
Breau				1
<b>1</b>				







			1			1			
		1					1		
		1							1
			1			1			
			1			1			
			1			1			
		<b>2</b>	<b>4</b>			<b>5</b>	<b>1</b>		<b>1</b>
			1			1			
			1				1		
			1				1		
			1			1			
			<b>4</b>			<b>2</b>	<b>2</b>		
			1						
	1					1			
	<b>1</b>		<b>2</b>			<b>1</b>			<b>1</b>
			1			1			
			1			1			
			<b>2</b>			<b>2</b>			
	<b>1</b>		<b>4</b>			<b>3</b>			<b>1</b>
		1				1			
			1			1			
	<b>1</b>		<b>1</b>			<b>2</b>			
		1				1			
	<b>1</b>					<b>1</b>			

Beg	Nov	Inter	Adv	Exp	Easy	Put-in Mod	Diff	Easy
				1		1		
				1		1		
				1		1		
					1	1		
				1		1		
				1		1		
				1		1		1
					1	1		
				<b>8</b>	<b>2</b>	<b>9</b>		<b>1</b>
				1		1		
				1		1		
		1					1	
	1	1				1		1
				1		1		
	<b>1</b>	<b>2</b>		<b>3</b>		<b>4</b>	<b>1</b>	<b>1</b>
	1	1					1	
		1						

<b>1</b>		<b>2</b>			<b>1</b>	<b>1</b>		
				1		1		
				1				
				<b>2</b>	<b>1</b>	<b>1</b>		
	<b>1</b>					1		
				1		1		1
<b>1</b>			<b>1</b>		<b>2</b>			<b>1</b>
		1				1		
		<b>1</b>			<b>1</b>			

Beg	Nov	Inter	Adv	Exp	Easy	Put-in		Easy
						Mod	Diff	
				1		1		
				1		1		
				1				1
					1	1		
				1		1		
				1		1		
				1		1		
					1	1		
				<b>7</b>	<b>2</b>	<b>8</b>		<b>1</b>
				1		1		
	<b>1</b>		<b>1</b>			1		
				1		1		
			1				1	
			1			1		
<b>1</b>		<b>2</b>	<b>3</b>		<b>4</b>	<b>1</b>		
			1			1		
		1					1	
		<b>1</b>	<b>1</b>		<b>1</b>	<b>1</b>		
			1			1		
			1			1		
				<b>2</b>	<b>1</b>	<b>1</b>		
			1			1		1
	<b>1</b>					1		
<b>1</b>			<b>1</b>		<b>2</b>			<b>1</b>
		1				1		
<b>1</b>					<b>1</b>			

Beg	Nov	Inter	Adv	Exp	Easy	Put-in Mod	Diff	Easy
				1		1		
					1	1		
				1		1		
					1	1		1
					1	1		
		1					1	
			1			1		
				1		1		
				1		1		
				1		1		
				1		1		
		<b>1</b>	<b>1</b>	<b>6</b>	<b>3</b>	<b>10</b>	<b>1</b>	<b>1</b>
			1					
				1		1		
				1		1		
				1		1		
			1				1	
			<b>2</b>	<b>3</b>		<b>3</b>	<b>1</b>	
				1		1		1
				1		1		
				1		1		1
				1		1		
				1		1		1
			1				1	
				1		1		
				1		1		
			<b>1</b>	<b>5</b>	<b>6</b>	<b>11</b>	<b>1</b>	<b>3</b>
				1		1		
			1				1	
			<b>1</b>	<b>1</b>		<b>1</b>	<b>1</b>	
Beg	Nov	Inter	Adv	Exp	Easy	Put-in Mod	Diff	Easy
				1		1		
				1		1		
				1		1		
					1	1		1
			1			1		
					1	1		

				1	1		
			1		1		
			1		1		
			1		1		
1					1		
<b>1</b>	<b>1</b>	<b>6</b>	<b>3</b>	<b>11</b>			<b>1</b>
			1		1		
1	1				1		
			1		1		
			1		1		
<b>1</b>	<b>1</b>	<b>3</b>		<b>4</b>			
			1		1		
			1			1	1
			1		1		1
				1	1		
			1		1		
				1	1		
	1				1	1	
			1		1		
			1		1		
	<b>1</b>	<b>5</b>	<b>4</b>	<b>8</b>	<b>2</b>		<b>2</b>
			1			1	
	<b>1</b>					<b>1</b>	

**Skill Level**

**Times Boating Bypass**

Beg	Nov	Inter	Adv	Exp	0 1 to 5	6 to 10	11 to 20
				1	1		
							1
		1			1		
			1		1		
			1		1		
				1		1	
			1		1		
			1				1
				1		1	
			1		1		
				1			1
			1			1	
				1			
			1		1		

		1			1		
	1					1	
<b>1</b>	<b>1</b>	<b>10</b>	<b>4</b>	<b>9</b>	<b>4</b>	<b>2</b>	
		1		1			
		1		1			
		1		1			
	1				1		
1	1			1			
		1		1			
		1		1			
		1		1			
<b>1</b>	<b>2</b>	<b>5</b>		<b>6</b>	<b>1</b>		
		1			1		
		1		1			
		1		1			
		1		1			
			1			1	
		1				1	
		1				1	
		1				1	
		1		1			
		1		1			
		1		1			
	1			1			
		1		1			1
		1		1			
		1		1			
		1		1			
		1		1			
			1				
			1				
		1		1			
		1		1			
		1		1			
		1		1			
	1			1			
	1			1			



Take-out		Run	Rock Dam		Tot Unacc	Unacc	Neutral	Navigabilit	
Mod	Diff		Portage	Alt Route				Acc	
	1		1						
		1	1						
		1		1					1
	1		1						
	1				1				
	1		1						1
	1		1						
	1		1						
	1			1					
<b>6</b>	<b>2</b>	<b>7</b>	<b>2</b>	<b>1</b>					<b>2</b>
		1	1						1
	1				1				
	1				1				
		1			1				
	1		1						1
	1		1						
<b>4</b>	<b>3</b>	<b>2</b>		<b>5</b>					<b>2</b>
		1	1						1
		1	1						1
		1	1				0		
		1	1						1
	<b>4</b>	<b>4</b>					<b>1</b>		<b>3</b>
		1			1				1
	1	1	1						
<b>1</b>	<b>2</b>	<b>1</b>		<b>1</b>					<b>1</b>
		1			1				
	<b>1</b>			<b>1</b>					
		1	1						
	<b>1</b>	<b>1</b>	<b>1</b>						
Take-out		Run	Rock Dam		Tot Unacc	Unacc	Neutral	Navigabilit	
Mod	Diff		Portage	Alt Route				Acc	
	1		1						1
	1		1						
	1		1						
		1	1						
	1		1						
		1	1				0		
		1		1					1
	1		1						1
<b>5</b>	<b>2</b>	<b>7</b>	<b>1</b>				<b>1</b>		<b>3</b>



1		1							1
	1	1							
1					1				
	1	1							
1					1				
	1	1							
<b>3</b>	<b>3</b>	<b>4</b>			<b>2</b>				<b>1</b>
	1	1							
	1	1							1
	1	1							
	1	1							1
	<b>4</b>	<b>3</b>							<b>2</b>
	1	1							
	1			1					
	1								
	<b>3</b>	<b>1</b>		<b>1</b>					
	1	1							
	1	1							
	<b>2</b>	<b>2</b>							
	<b>5</b>	<b>3</b>		<b>1</b>					
	1								1
	1	1							
	<b>2</b>	<b>1</b>							<b>1</b>
1		1							
<b>1</b>		<b>1</b>							
<b>Take-out</b>			<b>Rock Dam</b>					<b>Navigabilit</b>	
<b>Mod</b>	<b>Diff</b>	<b>Run</b>	<b>Portage</b>	<b>Alt Route</b>	<b>Tot Unacc</b>	<b>Unacc</b>	<b>Neutral</b>	<b>Acc</b>	
1			1						1
1			1						
1			1						
	1		1		1				
1					1				
1			1						
	1		1						
1			1		1				
1			1						
<b>7</b>	<b>3</b>	<b>8</b>			<b>3</b>				<b>1</b>
	1	1			1				
	1	1			1				
	1	1							
1			1						
1			1						
<b>2</b>	<b>3</b>	<b>5</b>			<b>2</b>				
	1				1				1
	1				1				

	<b>2</b>		<b>1</b>		<b>1</b>
	1		1		1
1			1		
<b>1</b>	<b>1</b>		<b>2</b>		<b>1</b>
	1				1
			1		
	<b>1</b>		<b>1</b>		<b>1</b>
1			1		
<b>1</b>			<b>1</b>		

Take-out Mod	Diff	Run	Rock Dam Portage	Alt Route	Tot Unacc	Unacc	Neutral	Navigability Acc
	1				1			
	1		1					
		1	1					
		1	1		1			
1			1					
1			1		1			
1			1		1			
1			1		1			
	1		1					
<b>6</b>	<b>3</b>		<b>7</b>		<b>4</b>			
	1		1		1			
1			1					
	1		1					
	1		1					
	1				1			
<b>1</b>	<b>4</b>		<b>4</b>		<b>2</b>			
	1				1			
	1		1					
	<b>2</b>		<b>1</b>		<b>1</b>			
	1				1			1
1					1			
<b>1</b>	<b>1</b>				<b>2</b>			<b>1</b>
				1				
1					1			
<b>1</b>				<b>1</b>	<b>1</b>			
1			1					
<b>1</b>			<b>1</b>					

Take-out		Run	Rock Dam		Tot Unacc	Unacc	Neutral	Navigabilit Acc
Mod	Diff		Portage	Alt Route				
	1		1		1			
		1	1					
	1		1					
			1					
	1		1					1
	1		1		1			
		1	1		1			
	1		1					
		1	1		1			1
	1		1					
<b>7</b>	<b>3</b>		<b>11</b>		<b>4</b>			<b>2</b>
		1	1					
		1	1					
		1	1					
		1	1					
	<b>4</b>		<b>4</b>					
			1		1			
	1	1	1					
		1	1					
			1					
	1		1					1
	1		1					
			1					1
		1	1		1			1
		1	1		1			1
	1		1					1
	1		1					
	1		1					
<b>6</b>	<b>4</b>		<b>12</b>		<b>2</b>			<b>5</b>
		1			1			
		1	1					1
	<b>2</b>		<b>1</b>		<b>1</b>			<b>1</b>

Take-out		Run	Rock Dam		Tot Unacc	Unacc	Neutral	Navigabilit Acc
Mod	Diff		Portage	Alt Route				
	1		1					
	1		1					
	1		1		1			
			1					
		1	1					1
		1	1					

1		1			
1		1	1		
	1	1			1
	1	1		1	
<b>1</b>		1		1	
<b>6</b>	<b>4</b>	<b>11</b>	<b>4</b>		<b>2</b>
	1	1			
1			1		
	1	1			1
	1	1			
<b>1</b>	<b>3</b>	<b>3</b>	<b>1</b>		<b>1</b>
1		1			
		1			1
		1			
1		1		0	
1		1			
1		1			1
1	1	1			
1		1			1
1		1			
<b>7</b>	<b>1</b>	<b>10</b>		<b>1</b>	<b>3</b>
	1	1		0	
	<b>1</b>	<b>1</b>		<b>1</b>	

**Satisfaction Factors**

>20	Avail Features	Size/Diff Features	Drive Distance	Access	Shuttle	Crowding	Weather	H2O Temp
1	5	5	5	4	2	2	2	2
1	5	5	3	3	3	3	2	3
1	4	3	4	3	2	2	1	2
1	5	3	3	2	3	2	1	1
1	4	3	2	2	1	2	3	1
1	4	4	3	3	1	3	2	3
1	5	5	3	3	1		2	2
1	5	5	3	5	5	3	1	2
1	4	3	3	3	4	5	2	1
1	4	4	2	3		1	1	2
1	4	3	3	3	1	3	1	1
1	3	4	3	2	2	3	1	1
1	5	4	3	2	3	2	1	1
1	5	4	2	3	3	2	1	1

	5	4	3	3	1	2	2	1
	4	3	3	3	3	3	3	3
<b>1</b>	<b>4.4375</b>	<b>3.875</b>	<b>3</b>	<b>2.9375</b>	<b>2.1875</b>	<b>2.375</b>	<b>1.625</b>	<b>1.6875</b>
	4	4	3	4	1	4	4	4
	5	4	3	3	1	3	3	3
	4	3	2	2	1	2	3	1
	3	3	3	3	3	3		3
	5	3	3	4	1	2	1	2
	4	3	3	4	1	2	2	3
	5	3	3	3	2	1	2	1
	5	4	2	2	1	2	1	1
	<b>4.375</b>	<b>3.375</b>	<b>2.75</b>	<b>3.125</b>	<b>1.375</b>	<b>2.375</b>	<b>2.285714</b>	<b>2.25</b>
	4	4	2	3	2	3	3	1
	3	4	3	3	2	3	1	2
	4	4	1	3	1	3	2	2
	4	4	3	4	2.5	1	1	2
	5	5	2	2	1	2	1	1
	4	4	2	3	4	2	1	1
	4	4	2	3	2	3	2	2
	3	3	3	3	1	2	2	1
	4	4	5	5	5	3	2	2
	5	4	2	2	3	1	2	2
	4	4	1	2	1	2	1	1
	4	4	2	3	2	3	2	2
	4	4	4	4	1	3	2	2
	5	4	2	3	1	3	3	3
	3	4	1	3	3	2	2	2
	<b>4</b>	<b>4</b>	<b>2.333333</b>	<b>3.066667</b>	<b>2.1</b>	<b>2.4</b>	<b>1.8</b>	<b>1.733333</b>
	4	3	4	3	1	3	2	2
	5	3	3	3	2	3	3	2
	<b>4.5</b>	<b>3</b>	<b>3.5</b>	<b>3</b>	<b>1.5</b>	<b>3</b>	<b>2.5</b>	<b>2</b>
	4	4	4	3	2	2	3	4
	5	5	5	4	2	2	2	2
	5	5	3	5	5	3	1	2
	4	3	2	2	1	2	3	1
	5	4	3	3	1	3	3	3
	<b>3.8</b>	<b>3.4</b>	<b>2.6</b>	<b>2.8</b>	<b>1.8</b>	<b>2</b>	<b>1.8</b>	<b>1.6</b>
	4	4	3	3	2	4	3	3
	<b>4</b>	<b>4</b>	<b>3</b>	<b>3</b>	<b>2</b>	<b>4</b>	<b>3</b>	<b>3</b>

|

y			Challenging Technical Boating						
Tot Acc	Too low	Too high	Tot Unacc	Unacc	Neutral	Acc	Tot Acc	Too low	
			-2						
2						0			
2						0			
2						0			
2					-1			x	
2						0			
2					-1				
2					-1			x	
2					-1				
2 x						0			
<b>7</b>			<b>1</b>	<b>4</b>		<b>5</b>			
x					-1			x	
2							1		
2						0			
2						0			
					-1				
					-1			x	
2			-2						
2					-1				
<b>5</b>			<b>1</b>	<b>4</b>		<b>2</b>	<b>1</b>		
					-1			x	
x						0		x	
x					-1			x	
						0			
					<b>2</b>	<b>2</b>			
							1		
2							1		
<b>1</b>							<b>2</b>		
2							1		
<b>1</b>							<b>1</b>		
2							1		
<b>1</b>							<b>1</b>		
y			Challenging Technical Boating						
Tot Acc	Too low	Too high	Tot Unacc	Unacc	Neutral	Acc	Tot Acc	Too low	
							1		
2							1		
2								2	
2								2	
2					-1			x	
					-1				
							1		
<b>4</b>				<b>2</b>			<b>3</b>	<b>2</b>	





<b>1</b>		<b>2</b>
	0	
2		1
<b>1</b>	<b>1</b>	<b>1</b>
2		2
2		2
<b>2</b>		<b>2</b>
2		1
<b>1</b>		<b>1</b>

**y Challenging Technical Boating**

Tot Acc	Too low	Too high	Tot Unacc	Unacc	Neutral	Acc	Tot Acc	Too low
2							2	
2					0		x	
2							2	
2						1		
2					0			
2							2	
2							2	
2						1		
2							2	
<b>9</b>					<b>2</b>	<b>2</b>	<b>5</b>	
2						1		
2						1		
2						1		
2							2	
2							2	
<b>5</b>						<b>3</b>	<b>2</b>	
2						1		
2							2	
<b>2</b>						<b>1</b>	<b>1</b>	
						1		
2							2	
<b>1</b>						<b>1</b>	<b>1</b>	
2							2	
2							2	
<b>2</b>							<b>2</b>	
2							2	
<b>1</b>							<b>1</b>	



2									2
2							1		
2							1		
2					0				
2							1		
<b>8</b>					<b>2</b>		<b>5</b>		<b>4</b>
2									2
2									2
2							1		
2									2
<b>3</b>							<b>1</b>		<b>3</b>
2									2
2									2
2					0				
2							1		
2									2
2	x				-1				
2							1		
2					-1				
2							1		
2					-1				
2					-1				
<b>5</b>					<b>4</b>		<b>1</b>	<b>3</b>	<b>2</b>
								1	
								<b>1</b>	

**Craft & Skill Level Evaluation**

Attrac. Scenery	H2O Quality	Thrill Exp	Safe Trip	2500	3500	5000	8000	10000
5	4	5	5	2	2	2	2	
2	3	2	4	-2	-1			2
2	3	4	5					1
2	4	4	5	-2	-2	-1	1	
4	5	2	2			2	2	
3	3	4	4	-1	0	1	2	
2	2	4	3	0	0	1	2	
3	5	4	5					2
3	4	3	5		2	2	2	2
1	3	2	3	-1	-1	0	1	1
3	5	5	5	1	1	1	1	2
2	2	3	4					1
2	2	5	5					2
2	3	5	5					0

2	3	5	5	-2	-1	1	2	2
2	3	3	3					2
<b>2.5</b>	<b>3.375</b>	<b>3.75</b>	<b>4.25</b>	<b>-0.625</b>	<b>0</b>	<b>1</b>	<b>1.666667</b>	<b>1.545455</b>
3	2	2	5	1	2			
3	3	2	5	1				
4	5	2	2	0				
3	3	3	3	0		0	1	1
2	4	3	5	-1	0	1	1	1
2	3	4	3	-2	-1	0	1	2
2	3	3	3	-1	2	2	2	
2	2	3	3	0	2	2	2	1
<b>2.625</b>	<b>3.125</b>	<b>2.75</b>	<b>3.625</b>	<b>-0.25</b>	<b>1</b>	<b>1</b>	<b>1.4</b>	<b>1.25</b>
2	3	5	3	-1	1			
2	4	5	5	-2	-1			
2	3	4	5	-1	-1			
4	4	3	5	-1	-1	0.5	1	
2	1	5	4					2
3	3	4	4					2
3	3	4	4					1
2	3	4	4			1	2	
4	4	4	5					2
2	2	4	4					2
1	2	4	4					1
2	3	4	4					1
3	3	3	5					1
3	4	4	5					2
1	1	5	1					1
<b>2.4</b>	<b>2.866667</b>	<b>4.133333</b>	<b>4.133333</b>	<b>-1.25</b>	<b>-0.5</b>	<b>0.75</b>	<b>1.5</b>	<b>1.5</b>
3	3	2	4	1	2	2	2	1
3	3	3	3		2	2		1
<b>3</b>	<b>3</b>	<b>2.5</b>	<b>3.5</b>	<b>1</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>1</b>
4	4	4	4		0	1	2	
5	4	5	5	2	2	2	2	
3	5	4	5					2
4	5	2	2		1			
3	3	2	5		<b>1</b>			
<b>3</b>	<b>3.4</b>	<b>2.6</b>	<b>3.4</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>2</b>
4	3	4	4	1			2	
<b>4</b>	<b>3</b>	<b>4</b>	<b>4</b>	<b>1</b>			<b>2</b>	

|

Avail Powerful Hydralics								
Too high	Tot Unacc	Unacc	Neutral	Acc	Tot Acc	Too low	Too high	Tot Unacc
	-2			0				-2
		-1				x		
		-1						
		-1				x		-2
			0					
		-1						
		-1						
		-1				x		-2
			0					
	<b>1</b>	<b>6</b>		<b>3</b>				<b>3</b>
	-2			0				
				0		x		
		-1				x		
		-1				x		
		-1						
		-1				x		
	-2							
		-1						
	<b>2</b>	<b>5</b>		<b>1</b>				
		-1				x		
				0		x		
	-2					x		
		-1						
	<b>1</b>	<b>2</b>		<b>1</b>				
					1			
					1			
					<b>2</b>			
				0				
				<b>1</b>				
				0				
				<b>1</b>				
Avail Powerful Hydralics								
Too high	Tot Unacc	Unacc	Neutral	Acc	Tot Acc	Too low	Too high	Tot Unacc
		-1						
		-1				x		-2
					1			
						2		
		-1				x		
		-1						
				0				
				0				
		<b>4</b>		<b>2</b>	<b>1</b>	<b>1</b>		<b>1</b>

	-1							
	-1				1			
					1			
	-1						x	
		0						
	<b>3</b>	<b>1</b>			<b>2</b>			
		0						
	-1							
	-1							
	-1						x	
	<b>3</b>	<b>1</b>						
							2	
					1			
					1			
					<b>2</b>	<b>1</b>		
		0						
		0						
		<b>2</b>						
		<b>2</b>			<b>2</b>	<b>1</b>		
					1			
					1			
					<b>2</b>			
					1			
					<b>1</b>			

**Avail Powerful Hydraulics**

Too high	Tot Unacc	Unacc	Neutral	Acc	Tot Acc	Too low	Too high	Tot Unacc
					1			
			0					
			0					
					1			
			0					
			0					
					1			
						2		
							2	
			<b>5</b>	<b>3</b>	<b>2</b>			
			0					
					1			
			0					
					1			
			0					
			<b>3</b>	<b>2</b>				
						2		
					1			

				<b>1</b>	<b>1</b>		
		-1					
			0				
		<b>1</b>	<b>1</b>				
						2	
						2	
						<b>2</b>	
			0				
			<b>1</b>				

**Avail Powerful Hydraulics**

Too high	Tot Unacc	Unacc	Neutral	Acc	Tot Acc	Too low	Too high	Tot Unacc
						2		
x					1			
						2		
					1			
					1			
						2		
					1			
					1			
						2		
					<b>5</b>	<b>4</b>		
			0					
					1			
					1			
						2		
						2		
						2		
						2		
					<b>1</b>	<b>2</b>	<b>2</b>	
						2		
						2		
						2		
						2		
			0		1			
						2		
					<b>1</b>	<b>1</b>		
						2		
						2		
						2		
						2		
					1			
					<b>1</b>			



Avail Powerful Hydraulics								
Too high	Tot Unacc	Unacc	Neutral	Acc	Tot Acc	Too low	Too high	Tot Unacc
					1			
						2		
						2		
						2		
				0				
					1			
					1			
				0				
					1			
					1			
				0				
				<b>3</b>	<b>5</b>	<b>3</b>		
						2		
					1			
				0				
				0				
						2		
				<b>2</b>	<b>1</b>	<b>2</b>		
						2		
			-1					
				0				
				0				
					1			
			-1					
					1			
						2		
						2		
						2		
						2		
					1			
				<b>2</b>	<b>2</b>	<b>3</b>	<b>5</b>	
						2		
						2		
						<b>2</b>		

Avail Powerful Hydraulics								
Too high	Tot Unacc	Unacc	Neutral	Acc	Tot Acc	Too low	Too high	Tot Unacc
				0				
				0				
						2		
						2		
						2		
						2		



1	5000	8000	-2	-1	1	2	2	1
2	5000	8500					2	2
<b>1.444444</b>	<b>5100</b>	<b>~9100</b>	<b>-0.75</b>	<b>-0.25</b>	<b>1.111111</b>	<b>1.5</b>	<b>1.454545</b>	<b>1.363636</b>
	2500	3500	1	2				
	2500	3500	1					
	5000	8000	2					
	2500	8000	0	0	1	1	0	
1	3500	5000						
1	8000	10000	-2	-1	0	1	2	1
	3500	10000	-1	2	2	1	2	1
1	3500	5000	0	2	2	2	1	1
<b>1</b>	<b>4428.571</b>	<b>7571.429</b>	<b>0.142857</b>	<b>1</b>	<b>1.25</b>	<b>1.25</b>	<b>1.25</b>	<b>1</b>
	4000	6000	-1	1				
	3500+	unsure	-1	-0.5				
	4000	5-8K	-1	-1				
	5000	10000	-1	-1	1	1		
2	10000	13000					2	2
2	2500	10000					2	2
1	3000	8000					1	1
	5000	9-10K			1	2		
2	10000	10000-					2	2
1	5000	10000					2	1
1	5000	8-9K					1	1
-1	5000	5-10K					1	-1
0.5	3500	5-8K					1	0.5
2	10000	10000					2	2
1	5000	5-50K					0	0
<b>1.15</b>	<b>~5400</b>	<b>~10200</b>	<b>-1</b>	<b>-0.375</b>	<b>1</b>	<b>1.5</b>	<b>1.4</b>	<b>1.05</b>
	2500	5000	1	2	2	2	1	
1	2500	5000	1	2	2	2	2	1
<b>1</b>	<b>2500</b>	<b>5000</b>	<b>1</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>1.5</b>	<b>1</b>
	3500	8000		1	2	2		
	3000	8000				2		
	8000	10000	0	0				
	5000	8000		2				
	2500	3500		1				
<b>0</b>			<b>0</b>	<b>1</b>	<b>2</b>	<b>2</b>	<b>0</b>	<b>0</b>
	2500	8000	2	2	2	2		
	<b>2500</b>	<b>8000</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>		

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Avail WW Play Areas						Overall WW Challenge		
Unacc	Neutral	Acc	Tot Acc	Too low	Too high	Tot Unacc	Unacc	Neutral
		0				-2		0
-1		0		x			-1	0
		0		x			-1	0
		0		x				0
-1				x		-2		
				x		-2		
			1					0
<b>2</b>	<b>3</b>	<b>1</b>				<b>3</b>	<b>2</b>	<b>4</b>
-1				x			-1	
		0						0
		0					-1	
		0					-1	
-1							-1	
		0						0
-1						-2		
		0					-1	
<b>3</b>	<b>5</b>					<b>1</b>	<b>5</b>	<b>2</b>
-1				x			-1	
		1		x			-1	
-1				x			-1	
-1							-1	
<b>3</b>		<b>1</b>					<b>4</b>	
		1						
		1						
		<b>2</b>						
		0						0
	<b>1</b>							<b>1</b>
		1						
		<b>1</b>						
Avail WW Play Areas						Overall WW Challenge		
Unacc	Neutral	Acc	Tot Acc	Too low	Too high	Tot Unacc	Unacc	Neutral
-1								0
				x				0
		1						0
			2					
-1				x		-2		
-1							-1	
		0						0
		1						
<b>3</b>	<b>1</b>	<b>2</b>	<b>1</b>			<b>1</b>	<b>1</b>	<b>4</b>

-1										
-1										
		1								
				2						
		1								0
				2						
<b>2</b>		<b>2</b>		<b>2</b>					<b>2</b>	<b>1</b>
		1		x						
-1									-1	
-1									-1	
-1					x					0
<b>3</b>		<b>1</b>							<b>2</b>	<b>1</b>
		1								
		1								
		1								
		<b>3</b>								
	0									0
	0									0
<b>2</b>										<b>2</b>
<b>2</b>		<b>3</b>								<b>2</b>
		<b>1</b>		<b>1</b>						
		1								
		<b>1</b>								

**Avail WW Play Areas**

Unacc	Neutral	Acc	Tot Acc	Too low	Too high
			1		
	0				
	0		1		
			1		
			1		
	0				
			1		
				2	
	0				
				2	
	<b>4</b>		<b>5</b>	<b>2</b>	
			1		
				2	
	0				
			1		
	0				
<b>2</b>		<b>2</b>		<b>1</b>	
		1			
		1			

**Overall WW Challenge**

Tot Unacc	Unacc	Neutral
		0
		0
		0
		0
		<b>4</b>
		0
		0
		<b>2</b>

	<b>2</b>	
-1		0
	1	
<b>1</b>	<b>1</b>	<b>1</b>
		2
		2
	<b>2</b>	
		1
	<b>1</b>	

**Avail WW Play Areas**

**Overall WW Challenge**

Unacc	Neutral	Acc	Tot Acc	Too low	Too high	Tot Unacc	Unacc	Neutral
				2				
			1					0
				2				
				2				
			1					0
				2				
			1					
	0							
				2				
	<b>1</b>		<b>3</b>	<b>5</b>			<b>2</b>	
			1					
			1					
			1					
				2				
				2				
			<b>3</b>	<b>2</b>				
			1					
			1					
			<b>2</b>					
	0		1					
				2				
			<b>1</b>	<b>1</b>				
				2				
				2				
				<b>2</b>				
				2				
				<b>1</b>				

Avail WW Play Areas						Overall WW Challenge		
Unacc	Neutral	Acc	Tot Acc	Too low	Too high	Tot Unacc	Unacc	Neutral
			1					
				2				
				2				
				2				
			1					0
			1					
			1					
		0						0
			1					0
			1					0
			1					0
		<b>1</b>	<b>7</b>	<b>3</b>				<b>5</b>
				2				
				2				
				2				
			1					
				2				
			<b>1</b>	<b>4</b>				
				2				
	0							-1
	0							
			1					
				2				
			1					0
			1					0
		0						
				2				
			1					0
			1					-1
			1					
		<b>3</b>	<b>6</b>	<b>3</b>			<b>2</b>	<b>3</b>
			1					
			1					
			<b>2</b>					

Avail WW Play Areas						Overall WW Challenge		
Unacc	Neutral	Acc	Tot Acc	Too low	Too high	Tot Unacc	Unacc	Neutral
			1					
			1					0
				2				
				2				
				2				
				2				



	1			
		2		
	1			
	1			0
	1			
	<b>6</b>	<b>5</b>		<b>2</b>
		2		
		2		
	1			
	1			
	<b>2</b>	<b>2</b>		
	1			
	1			0
		2		
		2		
		2		0
	1			0
	1			
	1			
0				-1
	1			0
	<b>1</b>	<b>6</b>	<b>3</b>	<b>1</b>
	1			<b>4</b>
	<b>1</b>			

**River Comparison**

diff boat experiences	Diff skill levels	Isn't important	w/in 1 hour drive	Mass rivers	Northeast Rivers	US rivers		2500
3	4		0		-1	-1	Skallman	1
4	4		3	3	1	1	Guertin	1
4	4		0	0	0		Randolph	
5	5				0	-1	Hvizdak	1
2	3		0	0	0	0	Wyman	oc1
4	4		0	0	-1	-1	Lessels	1
3	4		1	0	0	0	Mudano	1
3	3		3	3	2	1	Dowd	cataraft
4	5		2	2	1	1	Christophe	1
2	3		-1	-1	0	-1	Tinney	1
4	4						Stewart	1
4	4		0	0	-1	-1	Claiborne	
5	5		2	1	1	1	Mooney	
4	4		-1	-1	-1	-1	Perkins	

4	4	0	-1	-1	-1	Yaruss	1
3	3	0	0	0	0	Trolengurg	
<b>3.625</b>	<b>3.9375</b>	<b>0.642857</b>	<b>0.461538</b>	<b>0</b>	<b>-0.21429</b>		
4	4	0	1	0	0	Duclos	1
4	5	-1	0	-1	-1	Khorana	1
2	3	0	0	0	0	Wyman	oc1
4	3	-1	-1	-1	-1	Glusman	1
4	4	0	0	0	0	Murray	1
3	4	1	0	0	0	Michaud	1
4	4	0	0	0	0	Galway	1
4	5	1	0	1	0	Eichon	1
<b>3.625</b>	<b>4</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>-0.125</b>	<b>-0.25</b>	
4	5	-1	-1	-1	-1	Blalchley	1
2	4	1	0	0	-1	Pennell	1
4	5	-1	-1	-1	-1	Robinson	1
1	1	0	0			Parker	1
5	1	3	3	2	1	Joyce	
3	4	2	1	0	0	Schauerman	
4	4	1	1	0	-1	Peterson	
3	3	1	2	1	0	Bridges	
5	5	1	0	-1	-1	Jalil	
4	4	2	1	0	-1	Green	
3	4	0	0	-1		Cohen	
2	3	-1	-1	-1	-1	Mastorakis	
4	4	1	1	2	-1	Mooney	
5	5	2	2	1	1	Beauregard	
3	2	-1	-1	-1	-1	Freeland	
<b>3.466667</b>	<b>3.6</b>	<b>0</b>	<b>0.666667</b>	<b>0.466667</b>	<b>0</b>	<b>-0.53846</b>	
4	4	0	0	0	0	Kelly-Rand	1
4	5	0	0	0	0	Gill	1
<b>4</b>	<b>4.5</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	
4	4	0		0		Tkallman	
3	4	0		-1	-1		
3	3	3	3	2	1	Dowd	cataraft
2	3	0	0	0	0	Wyman	oc1
4	5	-1	0	-1	-1	Khorana	1
<b>2.4</b>	<b>3</b>	<b>0</b>	<b>0.4</b>	<b>1</b>	<b>0</b>	<b>-0.25</b>	
4	4	0	0	0	0	Breau	1
<b>4</b>	<b>4</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>		

|

|





<b>2</b>	<b>2</b>
1	1
<b>1</b>	<b>1</b>
2	2
2	2
<b>2</b>	<b>2</b>
2	2
<b>1</b>	<b>1</b>

Acc	Tot Acc	Too low	Too high	Tot Unacc	Unacc	Neutral	Safety Acc	Tot Acc
1								2
		2						2
1							1	2
		2						<b>2</b>
1								2
1								2
		2						2
<b>4</b>	<b>3</b>						<b>1</b>	<b>8</b>
1								2
1								2
1								2
		2						2
1							1	1
<b>4</b>	<b>1</b>						<b>1</b>	<b>4</b>
1							1	1
		2						1
<b>1</b>	<b>1</b>						<b>2</b>	
1							1	1
		2						2
<b>1</b>	<b>1</b>						<b>1</b>	<b>1</b>
		2						2
		2						2
		<b>2</b>						<b>2</b>
		2						2
		<b>1</b>						<b>1</b>

Acc	Tot Acc	Too low	Too high	Tot Unacc	Unacc	Neutral	Safety Acc	Tot Acc
	1							2
		2						2
		2						2
	1							1
								2
	1							2
	1							2
							1	2
	1							2
						0		2
	<b>5</b>	<b>2</b>					<b>1</b>	<b>2</b>
		2						2
		2						2
	1							1
	1							1
	1					0		
	<b>3</b>	<b>2</b>					<b>1</b>	<b>2</b>
	1							2
						0		
	1							2
		2						2
	1						1	2
								2
	1						1	2
	1							2
							1	
	<b>6</b>	<b>1</b>					<b>1</b>	<b>4</b>
	1							1
	1							1
	<b>2</b>							<b>2</b>
Acc	Tot Acc	Too low	Too high	Tot Unacc	Unacc	Neutral	Safety Acc	Tot Acc
	1							2
								2
		2						1
		2						2
		2						2
		2						2

	2			2
1			0	
1				1
				1
1				2
<b>4</b>	<b>5</b>		<b>1</b>	<b>3</b>
	2			2
	2			2
1			0	
	2			1
<b>1</b>	<b>3</b>		<b>1</b>	<b>1</b>
1				2
				2
1				1
1				2
				1
1				2
1				2
			0	
			0	
<b>5</b>			<b>2</b>	<b>2</b>
1				1
<b>1</b>				<b>1</b>

**Flows Run**

	3500	5000	8000	10000	13000
cataraft	cataraft	cataraft			
	1			1	1
				1	1
1	1	1			
shredder		1	1		
1	1	1			
1	1	1			
cataraft		1	1	1	1
1	1	1	1	1	1
1	1	1	1	1	1
1	1	1	1	1	1
			1	1	
			1	1	
			1	1	



1	1	1	1	1
			1	1
[Yellow bar]				
1				
shredder				
shredder	1	1		
1	1	1	1	
1	1	1	1	1
1	1	1	1	1
1	1	1	1	1
1	1	1	1	1
[Red bar]				
1				
1				
1				
1	1	1		
			1	1
			1	1
			1	1
	1	1		
			1	1
			1	1
			1	1
			1	1
			1	1
			1	1
			1	1
[Green bar]				
1 C2		1	1	
1 C2		1	1	1
[Light blue bar]				
1	1	1		
cataraft	1	1	1	1
shredder	1	1		
shredder				
[Yellow bar]				
1	1	1		
[Blue bar]				

|



Too low	Too high	Tot Unacc	Unacc	Neutral	Aesthetics		Tot Acc	Too low	Too high
					Acc				
					0			2	
						1		2	
					0			2	
						1		2	
								2	
								2	
								2	
					<b>2</b>	<b>2</b>	<b>6</b>		
						1			
						1			
								2	
								2	
						1			
					0				
			-1						
			<b>1</b>	<b>1</b>	<b>4</b>	<b>2</b>			
						1			
x								2	
					0				
						1			
					<b>1</b>	<b>2</b>	<b>1</b>		
								2	
								2	
								2	
						1			
						<b>1</b>			
								2	
								<b>1</b>	
Too low	Too high	Tot Unacc	Unacc	Neutral	Aesthetics		Tot Acc	Too low	Too high
					Acc				
								2	
					0				
						1			
								2	
								2	
					0				
						1			
								2	
					<b>2</b>	<b>2</b>	<b>4</b>		



	<b>1</b>	<b>1</b>
	1	
	1	
	<b>2</b>	
		2
		2
		<b>2</b>
		2
		<b>1</b>

		<b>Aesthetics</b>						
Too low	Too high	Tot Unacc	Unacc	Neutral	Acc	Tot Acc	Too low	Too high
							2	
							2	
							2	
						1		
							2	
							2	
					1			
				0				
							2	
				<b>1</b>	<b>2</b>	<b>6</b>		
						1		
						1		
				0				
							2	
					1			
				<b>1</b>	<b>3</b>	<b>1</b>		
							2	
							2	
							<b>2</b>	
					1			
					1			
					<b>2</b>			
							2	
							2	
							<b>2</b>	
							2	
							<b>1</b>	



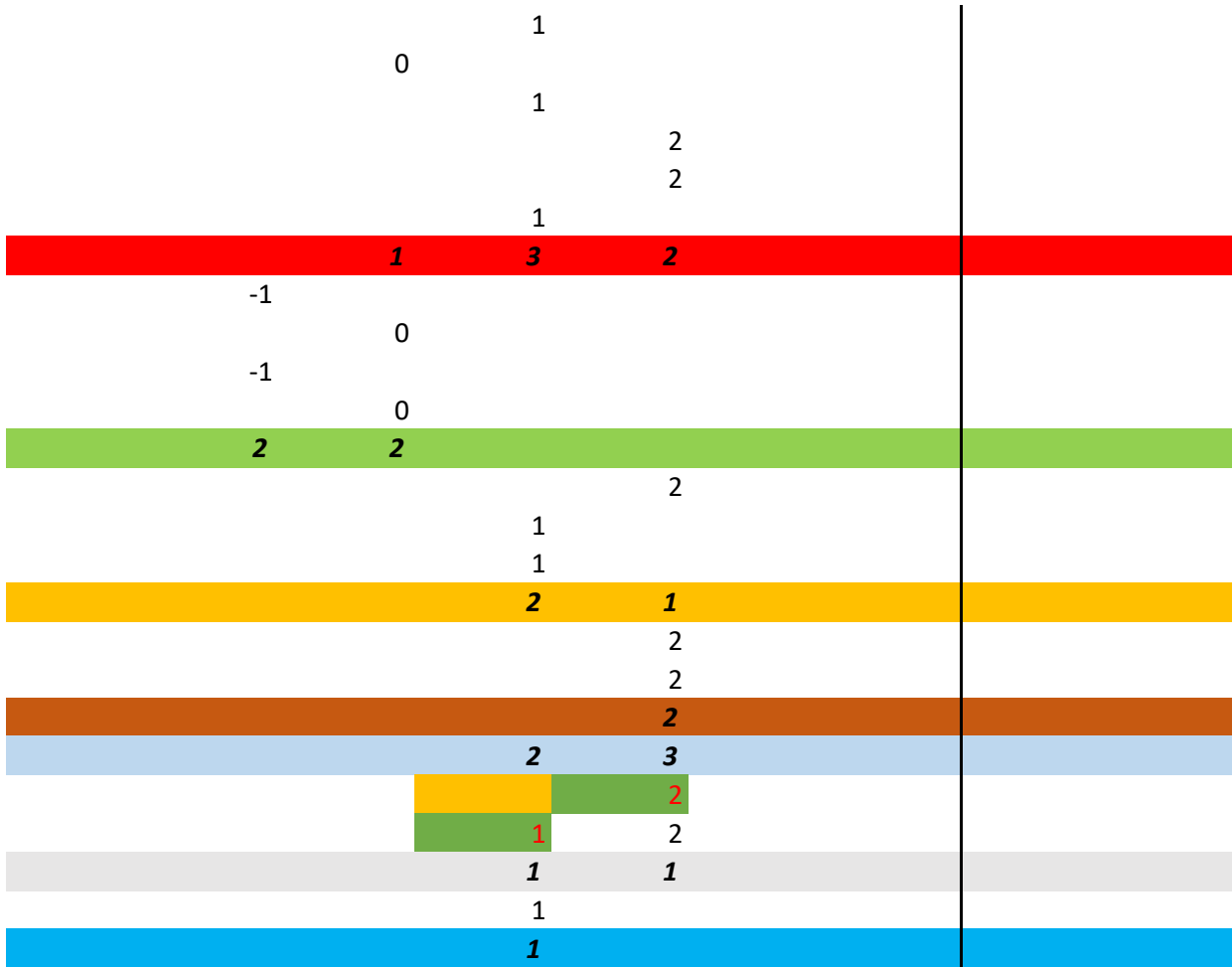
		1	
	0	1	
	0	1	
	<b>3</b>	<b>4</b>	<b>4</b>
	0		
		1	
		1	
		1	
	<b>1</b>	<b>3</b>	
			2
			2
		1	
			2
	0		
		1	
	0		
	0		
	<b>3</b>	<b>2</b>	<b>4</b>
			2
			<b>1</b>







Tot Unacc	Unacc	Length of Run		Tot Acc	Too low	Too high	Tot Unacc	Unacc
		Neutral	Acc					
		0			2			
		0			2			
		0		1				
				1				
				1				
				1				
				1				
		<b>3</b>		<b>5</b>	<b>2</b>			
		0		1				
					2			
					2			
					2			
				1				
					2			
	-1	<b>1</b>	<b>1</b>	<b>2</b>	<b>4</b>			
		0						
	-1				x			
		0						
				1				
		<b>1</b>	<b>2</b>	<b>1</b>				
					2			
		0						
		<b>1</b>			<b>1</b>			
		0						
		<b>1</b>						
				1				
				<b>1</b>				
Tot Unacc	Unacc	Length of Run		Tot Acc	Too low	Too high	Tot Unacc	Unacc
				1				
		0						
				1				
					2			
				1				
		0						
				1				
					2			
		<b>2</b>		<b>4</b>	<b>2</b>			



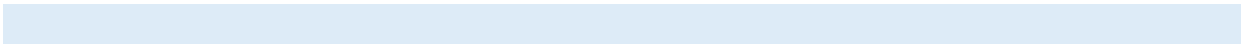
		Length of Run						
Tot Unacc	Unacc	Neutral	Acc	Tot Acc	Too low	Too high	Tot Unacc	Unacc
				1				
				1				
				1				
				1				
					2			
				1				
				1				
					2			
				1				
					2			
				<b>7</b>	<b>3</b>			
				1				
				1				
-1								
				1				
				1				
	<b>1</b>		<b>4</b>					
		0						
					2			

<b>1</b>	<b>1</b>	
0		
	1	
<b>1</b>	<b>1</b>	
		2
		2
	<b>2</b>	
	1	
<b>1</b>	<b>1</b>	

		Length of Run						
Tot Unacc	Unacc	Neutral	Acc	Tot Acc	Too low	Too high	Tot Unacc	Unacc
					2			
				1				
					2			
				1				
				1				
					2			
		0		1				
					2			
	<b>1</b>		<b>4</b>	<b>4</b>				
					2			
				1				
				1				
					2			
				1				
				<b>3</b>		<b>2</b>		
					2			
				1				
				<b>1</b>		<b>1</b>		
				1				
				1				
				<b>2</b>				
					2			
					2			
					<b>2</b>			
				1				
				<b>1</b>				

Tot Unacc	Unacc	Length of Run		Tot Acc	Too low	Too high	Tot Unacc	Unacc
		Neutral	Acc					
				1				
					2			
				1				
		0			2			
				1				
				1				
	-1				2			
		0						
		0						
		<b>1</b>	<b>3</b>	<b>4</b>	<b>3</b>			
				1				
					2			
				1				
				1				
		0						
		<b>1</b>	<b>3</b>	<b>2</b>				
					2			
		0						
				1				
				1				
		0						
				1				
		0						
				1				
				1				
				1				
		<b>4</b>	<b>7</b>	<b>1</b>				
					2			
				1				
				<b>1</b>	<b>1</b>			
Tot Unacc	Unacc	Length of Run		Tot Acc	Too low	Too high	Tot Unacc	Unacc
			0					
				1				
				1				
					2			
				1				
					2			

			1	
		0	1	
	-1		1	
			1	
<b>1</b>	<b>2</b>	<b>6</b>	<b>2</b>	
			2	
		1		
		1		
		1		
		<b>3</b>	<b>1</b>	
		1		
		1		
		1		
			2	
	0		2	
		1		
		1		
	0			
	0			
	<b>3</b>	<b>5</b>	<b>2</b>	
		1		
		<b>1</b>		







No. of Portages					Boating Instruction				
Neutral	Acc	Tot Acc	Too low	Too high	Tot Unacc	Unacc	Neutral	Acc	
0			2				0		
			2						1
0			2				-1		
0			2						1
			2						1
			2				-1		
			2						1
<b>3</b>		<b>6</b>					<b>2</b>	<b>1</b>	<b>4</b>
0			2						1
			2						1
			2						1
0			2						1
			2						1
0							0		
<b>3</b>		<b>5</b>					<b>1</b>		<b>6</b>
			2						
0							0		
0									1
0									1
<b>3</b>		<b>1</b>					<b>1</b>		<b>1</b>
	1								
	1								
	<b>2</b>								
0									
<b>1</b>									
			2						
				<b>1</b>					
No. of Portages					Boating Instruction				
Neutral	Acc	Tot Acc	Too low	Too high	Tot Unacc	Unacc	Neutral	Acc	
			2						1
			2						1
0									1
0			2				0		
0			2				0		
			2						1
			2						
<b>3</b>		<b>5</b>					<b>2</b>		<b>4</b>

0		2			0		
	1						1
0		2					1
		2					1
<b>2</b>	<b>1</b>	<b>3</b>			<b>1</b>		<b>3</b>
0							1
	1					0	
		2					
		2					
<b>1</b>	<b>1</b>	<b>2</b>			<b>1</b>		<b>1</b>
		2					
	1						1
	1						1
	<b>2</b>	<b>1</b>					<b>2</b>
		2					1
		2					1
		<b>2</b>					<b>2</b>
	<b>2</b>	<b>3</b>					<b>4</b>
							1
							1
	<b>1</b>	<b>1</b>					<b>2</b>
0							1
<b>1</b>							<b>1</b>

**No. of Portages**

Neutral	Acc	Tot Acc	Too low	Too high
0				
		2		
		2		
		2		
		2		
		2		
0				
0				
		2		
		2		
<b>3</b>		<b>7</b>		
		2		
		2		
0				
0				
		2		
<b>2</b>		<b>3</b>		
0				
	1			

**Boating Instruction**

Tot Unacc	Unacc	Neutral	Acc
			1
			1
			1
			1
		-1	
			1
			1
	<b>1</b>		<b>6</b>
			1
		0	
			1
	<b>1</b>		<b>2</b>
			1



No. of Portages					Boating Instruction				
Neutral	Acc	Tot Acc	Too low	Too high	Tot Unacc	Unacc	Neutral	Acc	
0									1
0									1
		1							1
0			2				0		1
		1					0		1
0			2				0		1
			2						1
0							-1		1
		2							1
<b>5</b>	<b>2</b>	<b>4</b>					<b>1</b>	<b>3</b>	<b>6</b>
		2							1
		2					0		
		2					0		
		2					0		
0							0		
<b>1</b>		<b>4</b>					<b>4</b>		<b>1</b>
		2					0		
0			2						1
0			2				0		
0			2				0		1
		2							
0			2				0		
0			2				0		
<b>5</b>		<b>6</b>					<b>6</b>		<b>2</b>
		2					0		
0							0		
<b>1</b>		<b>1</b>					<b>2</b>		

No. of Portages					Boating Instruction				
Neutral	Acc	Tot Acc	Too low	Too high	Tot Unacc	Unacc	Neutral	Acc	
			2						1
			2						1
0									1
			2						1
0									1
			2						







Tot Acc	Too low	Too high	Overall Rating				Tot Acc	Too low
			Tot Unacc	Unacc	Neutral	Acc		
				-2				
2						1		
2					0	1		
x				-2			x	
						1		
2					-1		x	
x				-2			x	
						1		
<b>3</b>			<b>3</b>	<b>1</b>	<b>1</b>	<b>4</b>		
						0		
						1		
2							2	
						0		
						1		
						0		
				-1				
						0		
<b>1</b>				<b>1</b>	<b>4</b>	<b>2</b>	<b>1</b>	
							x	
							x	
2					-1		x	
						0		
<b>1</b>				<b>2</b>	<b>2</b>			
2						1		
						1		
<b>1</b>						<b>2</b>		
							2	
							<b>1</b>	
2							2	
<b>1</b>							<b>1</b>	
Tot Acc	Too low	Too high	Tot Unacc	Unacc	Overall Rating		Tot Acc	Too low
						0		
						0		
							1	
2								2
							1	
2							1	
<b>2</b>				<b>2</b>	<b>2</b>	<b>3</b>	<b>1</b>	





<b>1</b>		<b>2</b>
	0	2
	<b>1</b>	<b>1</b>
2		2
2		2
<b>2</b>		<b>2</b>
		2
		<b>1</b>

			Overall Rating					
Tot Acc	Too low	Too high	Tot Unacc	Unacc	Neutral	Acc	Tot Acc	Too low
							2	
							1	
							2	
							1	
							1	
2							2	
							1	
							2	
<b>2</b>							<b>5</b>	<b>4</b>
							1	
							1	
							1	
2							2	
2							1	
<b>2</b>							<b>4</b>	<b>1</b>
							1	
							1	2
							<b>2</b>	
							1	
								2
							<b>1</b>	<b>1</b>
2							2	
2							2	
<b>2</b>							<b>2</b>	<b>2</b>
							2	
							<b>1</b>	

Tot Acc	Too low	Too high	Tot Unacc	Unacc	Overall Rating		Tot Acc	Too low
					Neutral	Acc		
							1	
	2							2
								2
								2
								2
							1	
							1	
					0			
							1	
							1	
							1	
<b>1</b>						<b>1</b>	<b>6</b>	<b>4</b>
								2
								2
							1	
							1	
							1	
							<b>3</b>	<b>2</b>
	2							2
							1	
								2
							1	
							1	
							1	
	2						1	
								2
								2
								2
<b>3</b>						<b>1</b>	<b>6</b>	<b>5</b>
							1	
							1	
							<b>2</b>	
Tot Acc	Too low	Too high	Tot Unacc	Unacc	Overall Rating		Tot Acc	Too low
							1	
						0	1	
							1	
	2							2
							1	
	2							2

				2
			1	
			1	
		0		
			1	
<b>2</b>		<b>2</b>	<b>7</b>	<b>3</b>
				2
			1	
			1	
2			1	
<b>1</b>			<b>3</b>	<b>1</b>
				2
			1	
			1	
2				2
			1	
			1	
			1	
			1	
		0		
			1	
<b>2</b>		<b>1</b>	<b>7</b>	<b>2</b>
			1	
			<b>1</b>	





Too high	Perc Diff	Tot Unacc	Unacc	Neutral	Acc	Tot Acc	Too low	Too high
	II/III			-1				
	II					1		
	II/III					1		
						1		
	I+ (III)				0			
	II+					1		
	I+ (III)					1		
	II					1		
	I+				0			
	III					1		
	<b>II (III)</b>		<b>1</b>		<b>2</b>	<b>7</b>		
	II					1		
						1		
	II				0			
	I/II				0			
	II					1		
	II					1		
	I				0			
	II						2	
	<b>I+</b>				<b>3</b>	<b>4</b>	<b>1</b>	
	II+		-1				x	
	II				0		x	
	II+		-1				x	
	II+		-1					
			<b>3</b>		<b>1</b>			
	II						2	
	II					1		
	<b>II</b>					<b>1</b>	<b>1</b>	
	<b>II</b>							
	II						2	
	<b>II</b>						<b>1</b>	
Too high	Perc Diff	Tot Unacc	Unacc	Neutral	Acc	Tot Acc	Too low	Too high
	II (III)					1		
	II (III)						2	
	II+				0			
							2	
x	II		-1					
			-1					
	II(III)					1		
						1		
			<b>2</b>		<b>1</b>	<b>3</b>	<b>2</b>	

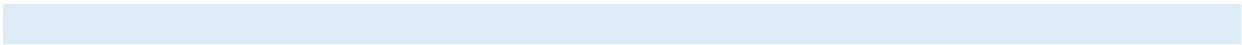




	<b>II+</b>					<b>1</b>		
	II+							
	<b>II+</b>							
	II						2	
	III						2	
	<b>II+</b>						<b>2</b>	
	II/III					1		
	<b>II+</b>					<b>1</b>		
Too high	Perc Diff	Tot Unacc	Unacc	Neutral	Acc	Tot Acc	Too low	Too high
	II+						2	
	II+					1		
	II-III+						2	
	II+						2	
	II (III)					1		
	III						2	
	II+					1		
	II (III)						2	
							2	
	<b>II+ (III)</b>					<b>3</b>	<b>6</b>	
	II-III					1		
	II+ (IV)							
	III					1		
	III						2	
	III					1		
	<b>III</b>					<b>3</b>	<b>1</b>	
	II						2	
	II+						2	
	<b>II+</b>						<b>2</b>	
	II(III)					1		
						1		
	<b>II (III)</b>					<b>2</b>		
							2	
	II+						2	
	<b>II+</b>						<b>2</b>	
	II (III)						2	
	<b>II (III)</b>						<b>1</b>	

Too high	Perc Diff	Tot Unacc	Unacc	Neutral	Acc	Tot Acc	Too low	Too high
	II+		-2			1		
	III						2	
	II/III						2	
	II+					1		
	II/III					1		
	II/III						2	
	III-					1		
	II+/III					1		
	II/III					1		
	II+						2	
	<b>II+</b>		<b>1</b>			<b>6</b>	<b>4</b>	
	III							
	IV							x
	III						2	
	III		-1					x
	III					1		
	<b>III</b>		<b>1</b>			<b>1</b>	<b>1</b>	
							2	
	I-III							
	II+					1		
	III						2	
	I-II				0			
	II+					1		
	I-II				0			
	II+							
	II+					1		
	I-II					1		
	I-II					1		
	III						2	x
	<b>II</b>				<b>2</b>	<b>5</b>	<b>3</b>	
	II+					1		
	III					1		
	<b>II+</b>					<b>2</b>		
Too high	Perc Diff	Tot Unacc	Unacc	Neutral	Acc	Tot Acc	Too low	Too high
	II+(III)						2	
	II+(III)						2	
	II+					1		
							2	
	II					1		
			-1					x

I-III					2	
III					2	
III+		0				
III-				1		
II-III				1		x
<b>III-</b>		<b>1</b>	<b>1</b>	<b>4</b>	<b>5</b>	
III	-2					
IV				1		
III				1		
III					2	
<b>III</b>	<b>1</b>			<b>2</b>	<b>1</b>	
II					2	
II					2	
II+				1		
II/III						
I-II		0				
III					2	x
II+						
float-II		0				
				1		
<b>II</b>		<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	
III				1		
<b>III</b>				<b>1</b>		





Def No	Likely to Return		Def Yes	Class	Beg	Level needed to Safely Paddle		
	Poss	Prob				Nov	Inter	Adv
1				1 II/III				1
	1			I/II			1	
		1		II/III			1	1
			1	II			1	
1				I+ (III)	1			
	1		1	II+			1	
1				I+ (III)	1			
1				II/III			1	
1				I+	1			
		1		II/III			1	
<b>5</b>	<b>2</b>		<b>3</b>	<b>II (III)</b>	<b>3</b>	<b>6</b>	<b>2</b>	
1				II	1			
		1		I/II-	1	1		
1				II			1	
1				I/II			1	
			1	II			1	
		1		II			1	
1				I	1			
		1		II			1	
<b>4</b>	<b>3</b>		<b>1</b>	<b>I+/II</b>	<b>3</b>	<b>6</b>		
1				II/III				1
		1		II			1	
1				II+				1
		1		II+				1
<b>2</b>	<b>2</b>			<b>II+</b>		<b>1</b>	<b>2</b>	
			1	II			1	
			1	II			1	
			<b>1</b>	<b>II</b>		<b>2</b>		
			1	II				1
			<b>1</b>					<b>1</b>
			1	II/III				
			<b>1</b>	<b>II/III</b>				

Def No	Likely to Return		Def Yes	Class	Beg	Level needed to Safely Paddle		
	Poss	Prob				Nov	Inter	Adv
1				II (III)				
1				II (III)			1	
			1	II+				
			1	II+/III			1	
1				II	1			
			1	II/III				1
		1		II (III)			1	1
		1		II			1	
<b>3</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>II (III)</b>	<b>1</b>	<b>4</b>	<b>2</b>	

1			II	1		
	1		II		1	
	1		II/III+	1	1	
			1 II/III		1	
1			II+		1	
			1 II+/III-			1
<b>2</b>	<b>2</b>		<b>2 II+</b>	<b>2</b>	<b>4</b>	<b>1</b>
		1	I (III)		1	
	1		I/II (III)			1
	1		II/III			1
1			II+ (III)			1
<b>1</b>	<b>2</b>	<b>1</b>	<b>II-II+</b>	<b>1</b>	<b>3</b>	
		1	III			1
		1	II		1	
	1		II/III+			1
	<b>1</b>	<b>2</b>	<b>II+</b>	<b>1</b>	<b>2</b>	
	1		II		1	
	1		II		1	
	<b>2</b>		<b>II</b>	<b>2</b>		
		1	II		1	
		1	II+			1
		<b>1</b>	<b>II+</b>	<b>1</b>	<b>1</b>	
	1		II/III		1	
<b>1</b>			<b>II+</b>	<b>1</b>		

Def No	Likely to Return			Class	Beg	Level needed to Safely Paddle		
	Poss	Prob	Def Yes			Nov	Inter	Adv
				1 II+			1	
		1		II (III)			1	
		1		II (III)	1		1	
			1	II			1	
			1	II			1	1
		1		II (III)				1
		1		II/III+				1
			1	III/IV				1
	1			II			1	
			1	III				1
	<b>3</b>	<b>3</b>	<b>4</b>	<b>II (III)</b>	<b>1</b>	<b>6</b>	<b>5</b>	
			1	II-III			1	
			1	III				1
	1			II			1	
	1			II (IV)			1	1
	1			III			1	
	<b>3</b>		<b>2</b>	<b>II+</b>	<b>3</b>	<b>4</b>	<b>2</b>	
		1		II+			1	
			1	II			1	

	<b>1</b>	<b>1</b>	<b>II+</b>		<b>2</b>	
1			I/II/III			1
	1		II/IV			1
<b>1</b>	<b>1</b>		<b>II+-III</b>			<b>2</b>
	1		II		1	
		1	III			1
	<b>1</b>	<b>1</b>	<b>II+</b>		<b>1</b>	<b>1</b>
	1		III		1	
	<b>1</b>		<b>III</b>		<b>1</b>	

Def No	Likely to Return		Def Yes	Class	Beg	Level needed to Safely Paddle		
	Poss	Prob				Nov	Inter	Adv
			1	II+				1
	1			II+			1	
			1	II-III+				1
		1		II+			1	1
	1			II (III)	1		1	
			1	III				1
			1	II+			1	
	1			II (III)			1	
			1	III+/IV				1
	<b>3</b>	<b>1</b>	<b>5</b>	<b>II+ (IV)</b>	<b>1</b>	<b>5</b>	<b>4</b>	<b>1</b>
			1	II-III				1
	1			II+ (IV)			1	1
		1		III				1
	1			III				1
		1		III				1
	<b>2</b>	<b>3</b>		<b>III</b>		<b>1</b>	<b>4</b>	<b>1</b>
1				II (III)				1
		1		II+				1
<b>1</b>		<b>1</b>		<b>II+</b>				<b>2</b>
		1		II (III)				1
		1		II (III)				1
		<b>2</b>		<b>II (III)</b>				<b>2</b>
			1	III				1
			1	II-III				1
			<b>2</b>	<b>II+</b>				<b>2</b>
		1		III			1	
		<b>1</b>		<b>III</b>			<b>1</b>	



Def No	Likely to Return			Class	Beg	Level needed to Safely Paddle		
	Poss	Prob	Def Yes			Nov	Inter	Adv
			1	1 II+				1
			1	IV				1
			1	1 III				1
			1	1 II/III				1
		1	1	I/II/II+			1	
	1			II/III			1	
		1		II/III				1
		1		III-				1
		1		II+/III			1	
		1		II/III				1
		1		II+/III				1
	<b>1</b>	<b>4</b>	<b>2</b>	<b>3 II+</b>			<b>3</b>	<b>7</b>
		1		III				1
			1	1 III				1
			1	1 III				1
		1	1	III				1
		1		III				1
		<b>2</b>	<b>1</b>	<b>2 III</b>				<b>4</b>
			1	1 III		1		
		1		I-III				1
		1		II+			1	
			1	1 III				1
		1		II+				1
		1		1 II+				1
		1		II			1	
		1	1	III-				1
		1		II+				1
			1	1 II				1
			1	1 II		1		
			1	1 III+				1
		<b>2</b>	<b>4</b>	<b>6 II+</b>		<b>2</b>	<b>2</b>	<b>8</b>
		1		II+				1
			1	1 III				1
		<b>1</b>		<b>1 II+</b>				<b>2</b>

Def No	Likely to Return			Class	Beg	Level needed to Safely Paddle		
	Poss	Prob	Def Yes			Nov	Inter	Adv
		1		II+(III)			1	
		1		II+(III)			1	
			1	1 II+				1
			2	1 III				1
		1		II-III				1
			1	IV				1

			1	I-III		1	1
				III			1
			1	III+-IV			1
1				III-			1
	1			II-III		1	
<b>1</b>	<b>4</b>	<b>1</b>	<b>4</b>	<b>III-</b>		<b>4</b>	<b>7</b>
			1	III			1
	1			IV			1
		1		III			1
			1	III+			1
	<b>1</b>	<b>1</b>	<b>2</b>	<b>III+</b>		<b>2</b>	<b>3</b>
			1	II			1
				II			1
		1		II+		1	1
			1	II/III	1		
		1		II	1		
				III			1
			1	II+			1
	1			II+			1
1				II+			1
	1			III		1	1
<b>1</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>II-II+</b>	<b>2</b>	<b>2</b>	<b>8</b>
			1	III			1
			<b>1</b>	<b>III</b>			<b>1</b>









	<b>1</b>	<b>1</b>		<b>2</b>
			1	
	1			
	<b>1</b>		<b>1</b>	
		1		1
		1		
		<b>2</b>		<b>1</b>
	1			
	<b>1</b>			

Exp	Min Acceptable Flow					Optimum Flow		
	M. Lower	Lower	No Change	Higher	M Higher	M. Lower	Lower	No Change
		1						1
		1						
					1			
		1						
		1						
			1					1
		1						
		1						1
		1						
		1						1
		1						1
		<b>7</b>	<b>1</b>	<b>1</b>				<b>3</b>
			1				1	
		1					1	
			1					
		1						1
		1						1
		<b>3</b>	<b>2</b>				<b>2</b>	<b>2</b>
		1					1	
	1						1	
	<b>1</b>	<b>1</b>					<b>2</b>	
		1						
		1						
		<b>2</b>						
			1	1				1
			1					1
			<b>2</b>	<b>1</b>				<b>2</b>
		1						1
		<b>1</b>						<b>1</b>





		1							1	
		1							1	
		1						1		
	1							1		
		1						1		
	<b>2</b>	<b>9</b>						<b>6</b>	<b>4</b>	
		1						1		
	1							1		
	1							1		
		1							1	
	<b>2</b>	<b>2</b>						<b>3</b>	<b>1</b>	
		1						1		
	1							1		
		1							1	
				1						
	1							1		
	1									
	1									
	1									
	1									
									1	
	<b>6</b>	<b>2</b>	<b>1</b>	<b>1</b>				<b>4</b>	<b>3</b>	<b>2</b>
	1								1	
	<b>1</b>							<b>1</b>		





		Challenging Features		Hits, Stops, Drags		
Higher	M Higher	Name/Location	Rating	# hits	Stop dngoob	Stop dgoob
		1 Rock Dam	III		0	0
	1	Rock Dam	III		0	0
	1	put in rapid/Rock Dam	II/III		0	0
	1	Rock Dam	III+		0	0
	1	Rock Dam	III		0	0
	1	Rock Dam	III+	few	0	0
	1	Rock Dam	III		0	0
	1	wave river R top/Rock Dam	III/III		0	0
	1	Rock Dam	III		1	0
	1				5	0
<b>6</b>	<b>4</b>		<b>III</b>			
	1	Beginning ledges/Rock Dam	II/III		0	0
	1	Rock Dam	III	o	o	o
		1st rapid below da,/Rock Dam	II/IV		5	0
	1	Rock Dam	IV		0	0
	1	1st rapid/Rock Dam	II/III		0	0
		put in/RD/right of island at RD	II/III/II		5	2
	1	Rock Dam	III		0	0
	1	Rock Dam	III+		2	
<b>5</b>	<b>1</b>		<b>II-III</b>			
		1 Rock Dam	III		2	0
	1	Rock Dam	III		0	1
	1	Rock Dam/bypass	III/II		3	0
	1	Rock Dam	III		3	0
<b>2</b>	<b>1</b>		<b>III</b>			
	1				0	0
	1				3	0
<b>2</b>						
	1	Rock Dam/strainers	III/		2	0
<b>1</b>			<b>III</b>			
	1	Rock Dam	III		2	0
<b>1</b>			<b>III</b>			
		Challenging Features		Hits, Stops, Drags		
Higher	M Higher	Name/Location	Rating	# hits	Stop dngoob	Stop dgoob
		1 Rock Dam	III		2	0
		Rock Dam/Upper Ledges	III-IV/II-III		0	0
	1	Rock Dam	III		0	0
	1	Rock Dam	III			
	1	1st rapid/Rock Dam	II/III		0	0
	1	Rock Dam	III		0	0
<b>3</b>	<b>2</b>		<b>III</b>			

1	Rock Dam	IV	1	0	0
	Rock Dam	III+	1	0	0
1	Rock Dam	III+/IV-	0	0	0
	1st ledge on left/Rock Dam	II+/III	0	0	0
	1st rapid/Rock Dam	II/IV	2	0	0
	put in/waves above RD/RD	II+/II/III	2	0	0
<b>2</b>		<b>II+/III+</b>			
1	Rock Dam/entry ledges	III+/II+	1	1	0
1	Rock Dam	III	0	0	0
1	upper bypass/Rock Dam	II-III/III	0	0	0
1	entrance ledge/Rock Dam	I-II/III	2	0	0
<b>4</b>		<b>III</b>			
	Rock Dam	III/IV	0	0	0
1	Rock Dam	III	0	0	0
1	strainer 1/3 mile upstream 1st bridge		1	0	0
<b>2</b>		<b>III+</b>			
	Rock Dam	III	0	0	0
	Rock Dam	III	0	0	0
		<b>III</b>			
	Rock Dam/1st rapid after put in	IV/II+	2	0	0
			0	0	0
1	Rock Dam	III	1	0	0
<b>1</b>		<b>III</b>			
	<b>Challenging Features</b>		<b>Hits, Stops, Drags</b>		
Higher	M Higher	Name/Location	Rating	# hits	Stop drags
					Stop drags
1		Rock Dam	III	0	0
1				0	0
1		R channel @Rock Dam		0	0
1		1st rapid/Rock Dam	II/II-III	0	0
		1st rapid/Rock Dam	II+/III	0	0
1		1st rapid/Rock Dam	II+/III	0	0
		stainers/Rock Dam		0	0
1		upper ledges/Rock Dam	III/IV	0	0
	1	Rock Dam	III	0	0
		Rock Dam	III	0	0
<b>6</b>	<b>1</b>		<b>II+/III</b>		
		<u>ledge at put in/Rock Dam</u>	II/III	0	0
		put in/below Sta 1/Rock Dam	II/II/III	1	1
		Rock Dam	III	0	
		Rock Dam	IV	0	0
1		1st rapid/rest of river	III/II		
<b>1</b>			<b>II=III+</b>		
		Rock Dam far right	III-	0	0
		middle channel Rock Dam	II+	0	0

			<b>II+</b>			
1		Rock Dam/above RD River R	III/II			
1				0	0	1
<b>2</b>			<b>II-III</b>			
		Rock Dam	IV	1	0	0
1		Rock Dam	III-IV	1	0	0
<b>1</b>			<b>IV</b>			
1		Rock Dam	III	0	0	0
<b>1</b>			<b>III</b>			
<b>Challenging Features</b>						
Higher	M Higher	Name/Location	Rating	# hits	<b>Hits, Stops, Drags</b>	
					Stop dngoob	Stop dgoob
		1st rapid/Rock Dam	II+/III+	0	0	0
1	1	Rock Dam	III	0	0	0
1		Rock Dam	III+	0	0	0
1		1st rapid/Rock Dam	II+/III	0	0	0
1				0	0	0
		Rock Dam	III	0	0	0
1				0	0	0
1		Rock Dam	III	1	0	0
		Rock Dam/upper ledges	IV/III-IV	0	0	0
<b>6</b>	<b>1</b>		<b>III-III+</b>			
		beginning ledges/Rock Dam	III/III	0	0	0
		Rock Dam		0	0	0
1				0	0	0
		Rock Dam	III+	0		
		left channel put in/Sta 1/ RD	III/II/III	1	0	0
<b>1</b>			<b>III</b>			
				0	0	0
		Rock Dam	III	0	0	0
<b>III</b>						
1		ledge above Rock Dam	II	0	0	0
1		Rock Dam				
<b>2</b>			<b>II</b>			
1		Rock Dam	III	0	0	
		Rock Dam	II-III	0	0	0
<b>1</b>			<b>II+</b>			
		1st rapids River R/RD	II/III	1	0	0
<b>II/III</b>						

		Challenging Features		Hits, Stops, Drags		
Higher	M Higher	Name/Location	Rating	# hits	Stop dngoob	Stop dgoob
	1	Rock Dam	III+	0	0	0
		upper ledges/RD	IV/IV	0	0	0
	1	Rock Dam	III+	0	0	0
	1	Rock Dam	III+	0	0	0
	1	Rock Dam	II+	1	0	0
		Rock Dam	II/III	2	1	0
	1	Rock Dam	III	1	0	0
		Rock Dam	III/IV	0	0	0
		left channel entrance	II+	0	0	0
	1	below dam/Rock Dam	II+/III	3	0	0
	1	Rock Dam	III	0	0	0
	<b>7</b>		<b>III</b>			
		Rock Dam (right side)	III	0	0	0
		1st rapid/rest of river	III+/III	0	0	0
		put-in/Sta 1/RD	III/II/III	0	0	0
		Below dam R channel/RD	III/III	0	0	0
		Rock Dam	III	0		
			<b>III</b>			
	1	1st section/Rock Dam	II/III	3		
		Rock Dam	II+-III	2	0	0
		Rock Dam	IV	4	1	0
		Rock Dam/below spillway	II+/II+	0	0	0
		opening ledges/RockDam	II+/II+	0	0	0
		Rock Dam	II	0	0	0
		dam rooster tail/Rock Dam	III/III	0	0	0
		Rock Dam	II+	0	0	0
		below dam/Rock Dam	III-IV/II-III	0	0	0
		below dam/Rock Dam	II/II-III	0	0	0
		put-in/Rock Dam	III/III	0	0	0
	<b>1</b>		<b>II+-III</b>			
				0	0	0
				0	0	0
		Challenging Features		Hits, Stops, Drags		
Higher	M Higher	Name/Location	Rating	# hits	Stop dngoob	Stop dgoob
		Rock Dam	III	1	0	0
		Rock Dam	III	0	0	0
	1	Rock Dam	III+	0	0	0
		Rock Dam	III	0	0	0
	1	Rock Dam	III	1	0	0
		left uper ledges/right island wave	III+/IV/IV/II	0	0	0

	Rock Dam	III	0	0	0
	Put-in/Rock Dam	III/III	0	0	0
	below put-in	III+-IV-	0	0	0
			0	0	0
	Rock Dam	II/III	0	0	0
<b>2</b>		<b>III+</b>			
			0	0	0
	RD/ledge above RD	IV/III-	0	0	0
	Rock Dam/below Dam	III/III	0	0	0
	put-in L channel/Sta 1	III/III	0	0	0
		<b>III</b>			
	Rock Dam/below dam	II/III	0	0	0
	Rock Dam	III	0	0	0
	Rock Dam	III	0	0	0
1	Rock Dam/below dam	II/III	0	0	0
	spillway	II	0	0	0
	put-in/Rock Dam	III/III	0	0	0
	ledges/Rock Dam	II+/II+	0	0	0
	put-in/Rock Dam	II-III+/II+	0	0	0
	rooser tail/Rock Dam	III+/II+	0	0	0
	below dam/Roack Dam	II/III	5	1	0
<b>1</b>		<b>II+/II+</b>			
			0	0	0
			<b>0</b>	<b>0</b>	<b>0</b>







# portages	Portages		Difficulties Experience	
	Feature Portaged	Difficulty	Difficulty	
0	0		0	
0	0		0	
0	0			log on ledge by 1st island
0	0			strainer
0	0			downed tree left of center
0	0			downed tree
0	0			tree 1st rapid after out in
0				
0				
1				
0				trees in river
1	Rock Dam	easy		
0	0		0	
0				
1	Rock Dam	easy		
0				
0				
	Rock Dam	sl diff		
0				downed trees
0				
0	upper bypass/RD	easy/sl di		
0	Rock Dam	mod diff		
0				
0				Rock Dam/downed tree at start
0				strainers
0				
# portages	Portages		Difficulties Experience	
	Feature Portaged	Difficulty	Difficulty	
0				downed trees (easy)
				tree in river
0				
0				downed trees (easy to miss)
1	Rock Dam	easy		
1	Rock Dam	mod diff		

0			
0			
1	Rock Dam	easy	
0			
0			
0			
0			
[Red bar]			
0			strainers
0			downed trees, easily avoided
0			
[Green bar]			
0	Rock Dam/take out	MD/ED	
1	Rock Dam	easy	
0	strainer 1/3 mile up from 1st bridge		
[Yellow bar]			
0			
0			
[Brown bar]			
[Light Blue bar]			
	Rock Dam	Mod diff	
0			
[Grey bar]			
0	Rock Dam	Mod diff	
[Blue bar]			
<b>Portages</b>			
<b># portages</b>		<b>Feature Portaged</b>	<b>Difficulties Experience</b>
<b>Difficulty</b>			
0			
0			
0			
0			
0	Rock Dam	easy	
0			trees along shoreline/easily avoided
0	Rock Dam	sl diff	strainer
0			
0			
0			
0			
[Yellow bar]			
0			
0			
0			
0			
[Red bar]			
0			

	Class II sticky river		
0	struggled to exit surf at ledge		
1	Rock Dam	SI Diff	
0	Rock Dam	easy	
1	River R near put in/Rock Dam	easy/Mdi	
	<b>Portages</b>		<b>Difficulties Experience</b>
# portages	Feature Portaged	Difficulty	Difficulty
0			
0			
2	Rock Dam to run	E/MD	
0			
0			
0			
0	tree at #1 is under water		
0			
0			
0			
0			
0			
0			
0			
0	sticky ledge above RD		
	sticky ledge above RD		
	Rock Dam	mod dif	
1			
0	1st rapids/RD	SD/MD	



0		
0		
0		
0		take-out arduous w/o winch/put ir
0		
0		
0		
0		careful at this level to avoid troubl
0		
0		
0		
0		Downed trees
0		
0		
0		strainer
0		
0		
0		
0		strainers
0		
0		large holes difficult to spot
0		







**d**  
Location

top ledge, river right  
#1  
1st rapid Rt 2 side

throughout river

easily avoided

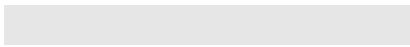
River R at top

**d**  
Location  
above Cabot  
#1

river L above canal outlet



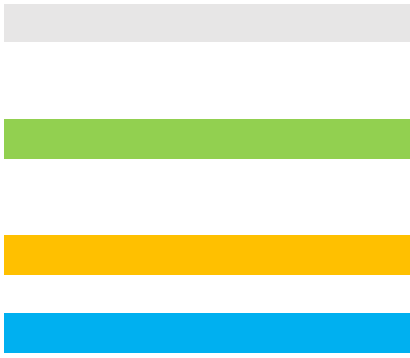
middle section



**d**  
Location

**ed**  
1/2 mile below dam





**d**  
Location



**d**  
Location

below dam, River R



first drop in

below Gate 4/banks/bridges  
side of river  
braided section/last mile

below dam



rapid after put in



**d**  
Location

n requires vehicles for rafts



Rock Dam



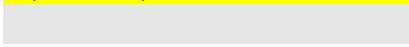
river banks

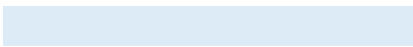
side of river

side of river



rapid after put in









This table is almost entirely obscured by a large redacted area. Only the header and footer rows are visible. The header row includes columns such as 'SESSION', 'SUBJECT', 'DATE', 'TIME', 'LOCATION', and 'STATUS'. The footer row contains various administrative or identification fields. The redacted area consists of a solid black block covering the central portion of the document, with some faint grid lines visible through it.

NORTHFIELD MOUNTAIN

Table with multiple columns representing data points over time, including headers for various years and data rows for different categories such as Property, Business, and Personal. Includes a detailed header row and subsequent data rows for various years.

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