

Appendix C
Controlling Factors Scoring

Table C-1. Controlling Factors Scoring

Reach	Wave Energy				Natural Shade		Artificial Shade			Sediment Supply					Substrate Type		
	Armor	Concrete vs. Rip Rap	Encroach	Sum	Overhanging Vegetation	Sum	Shading Structures	Marinas	Sum	Armor	Feeder Bluff	Backshore Source	Alongshore Source	Sum	Armor	Point Mods Density	Sum
3080	-3	0	-1	-4	-5	-5	-2	0	-2	-3	0	0	-1	-4	-3	-1	-4
3081	-2	0	0	-2	-4	0	-2	0	-2	-2	0	0	-1	-3	-2	-1	-3
3082	0	0	0	0	-5	0	-2	0	-2	0	0	0	-1	-1	0	-1	-1
3083	-2	-1	-1	-4	-4	0	-2	0	-2	-2	0	0	-1	-3	-2	-2	-4
3084	-3	-1	0	-4	-3	0	-3	0	-3	-3	0	0	-1	-4	-3	-2	-5
3085	-3	-1	0	-4	-5	0	-2	0	-2	-3	0	0	-1	-4	-3	-2	-5
3086	-1	-1	0	-2	-5	0	-3	0	-3	-1	0	0	0	-1	-1	-1	-2
3087	-1	-1	0	-2	-5	0	-2	0	-2	-1	0	0	-1	-2	-1	-1	-2
3088	-3	-1	-1	-5	-5	0	-2	0	-2	-3	0	0	-1	-4	-3	-2	-5
3089	-3	-1	-1	-5	-4	0	-2	0	-2	-3	0	0	-1	-4	-3	-2	-5
3090	-2	0	-1	-3	-2	0	-2	0	-2	-2	0	0	-1	-3	-2	0	-2
3091	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3092	0	0	0	0	-3	0	-1	0	-1	0	0	0	0	0	0	0	0
3093	-3	0	0	-3	-5	0	-3	0	-3	-3	0	0	0	-3	-3	-1	-4
3094	-2	0	0	-2	-5	0	-3	-1	-4	-2	0	0	0	-2	-2	-2	-4
3095	-1	0	0	-1	-5	0	-3	0	-3	-1	0	0	0	-1	-1	-2	-3
3096	-3	0	0	-3	-4	0	-2	0	-2	-3	0	0	-1	-4	-3	-2	-5
3097	-3	-1	0	-4	-4	0	-3	0	-3	-3	0	0	-1	-4	-3	-2	-5
3098	-3	0	0	-3	-5	-5	-2	0	-2	-3	0	0	0	-3	-3	-1	-4
3099	-3	-1	0	-4	-5	0	-2	0	-2	-3	0	0	0	-3	-3	-1	-4
3100	-3	-1	-1	-5	-4	0	-2	0	-2	-3	0	0	-1	-4	-3	-1	-4
3101	-2	-1	0	-3	-5	0	-1	0	-1	-2	0	0	-1	-3	-2	-1	-3
3102	-2	0	-1	0	-5	0	0	0	0	-2	0	0	0	0	-2	0	0
3103	-3	-1	0	0	-5	0	0	0	0	-3	0	0	0	0	-3	0	0
3104	-1	-1	0	0	-5	0	0	0	0	-1	0	0	0	0	-1	0	0
3105	-1	-1	0	0	-5	0	0	0	0	-1	0	0	-1	0	-1	0	0
3106	-1	-1	0	-2	-5	0	-3	0	-3	-1	0	0	-1	-2	-1	-2	-3
3107	-1	0	0	-1	-4	-4	-1	0	-1	-1	0	0	0	-1	-1	0	-1
3108	-2	0	-1	-3	-2	-2	0	0	0	-2	0	0	0	-2	-2	0	-2
3109	-2	-1	-1	-4	-3	-3	0	0	0	-2	0	0	-1	-3	-2	-1	-3
3110	-3	-1	-1	-5	-5	0	-3	0	-3	-3	0	0	-1	-4	-3	-2	-5
3111	-2	-1	0	-3	-3	0	-2	0	-2	-2	0	0	0	-2	-2	0	-2
3112	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3113	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3114	0	0	0	0	-1	-1	-2	0	-2	0	0	0	0	0	0	0	0
3115	-1	0	0	0	-2	-2	-1	0	-1	-1	0	0	0	-1	-1	0	-1
3116	-1	0	0	-1	-4	0	-2	0	-2	-1	0	0	0	-1	-1	-1	-2
3117	-1	-1	0	-2	-4	0	-3	0	-3	-1	0	0	-1	-2	-1	-1	-2

Reach	Wave Energy				Natural Shade		Artificial Shade			Sediment Supply					Substrate Type		
	Armor	Concrete vs. Rip Rap	Encroach	Sum	Overhanging Vegetation	Sum	Shading Structures	Marinas	Sum	Armor	Feeder Bluff	Backshore Source	Alongshore Source	Sum	Armor	Point Mods Density	Sum
3118	-2	0	-1	-3	-4	0	-3	0	-3	-2	0	0	0	-2	-2	-1	-3
3119	-2	0	0	-2	-4	0	-3	0	-3	-2	0	0	-1	-3	-2	-2	-4
3120	0	0	0	0	0	0	-1	0	-1	0	0	0	0	0	0	0	0
3121	-1	0	0	-1	-4	-4	-2	0	-2	-1	0	0	0	-1	-1	0	-1
3122	-2	-1	0	-3	-5	0	0	0	0	-2	0	0	-1	-3	-2	-2	-4
3123	-3	-1	-1	-5	-4	0	0	0	0	-3	0	0	-1	-4	-3	-1	-4
3124	-3	-1	-1	-5	-3	-3	0	0	0	-3	0	0	0	-3	-3	0	-3
3125	-3	-1	-1	-5	-4	0	0	0	0	-3	0	0	0	-3	-3	0	-3
3126	-3	-1	-1	-5	-5	0	0	0	0	-3	0	0	0	-3	-3	0	-3
3127	-3	0	-1	-4	-5	0	0	0	0	-3	0	0	0	-3	-3	0	-3
3128	-3	0	0	-3	-5	0	0	0	0	-3	0	0	0	-3	-3	0	-3
3129	-2	0	0	-2	-1	0	0	0	0	-2	0	0	0	-2	-2	0	-2
3130	-2	-1	0	0	-3	-3	-2	-2	-4	-2	0	0	-1	-3	-2	-1	-3
3131	-3	0	-1	-4	-5	-5	-3	-1	-4	-3	0	0	0	-3	-3	-2	-5
3132	-3	0	0	-3	-3	-3	-3	0	-3	-3	0	0	0	-3	-3	-2	-5
3133	-2	-1	0	-3	-4	0	-3	0	-3	-2	0	0	-1	-3	-2	-1	-3
3134	-3	-1	-1	0	-4	0	-3	0	-3	-3	0	0	0	-3	-3	-2	-5
3135	-2	0	0	0	0	0	-2	0	-2	-2	0	0	0	-2	-2	0	-2
3136	-1	0	0	0	-3	-3	-1	0	-1	-1	0	0	0	-1	-1	0	-1
3137	-2	0	-1	0	-3	-3	-2	0	-2	-2	0	0	0	-2	-2	-1	-3
3138	-1	-1	0	0	-3	-3	-2	0	-2	-1	0	0	0	-1	-1	-1	-2
3139	0	0	0	0	-1	-1	-2	0	-2	0	0	0	0	0	0	0	0
3140	-1	-1	0	0	-2	-2	-1	0	-1	-1	0	0	0	-1	-1	0	-1
3141	-2	-1	0	0	-3	-3	-3	-1	-4	-2	0	0	0	-2	-2	-1	-3
3142	-2	-1	0	0	-5	0	-3	0	-3	-2	0	0	0	-2	-2	-2	-4
3143	-3	-1	0	-4	-4	-4	-3	-2	-5	-3	0	0	0	-3	-3	-2	-5
3144	-2	0	-1	-3	-5	-5	-3	-1	-4	-2	0	0	0	-2	-2	-2	-4
3145	-2	0	0	0	-2	-2	-3	-1	-4	-2	0	0	0	-2	-2	-2	-4
3146	-2	0	0	-2	-5	-5	-3	-2	-5	-2	0	0	-1	-3	-2	-2	-4
3147	-2	0	-1	0	-3	-3	-2	-1	-3	-2	0	0	0	-2	-2	-1	-3
3148	0	0	0	0	-5	0	-3	-2	-5	0	0	0	0	0	0	-2	-2
3149	-1	0	0	-1	-3	-3	-2	-1	-3	-1	0	0	0	-1	-1	-2	-3
3150	-2	0	0	-2	-4	0	-2	0	-2	-2	0	0	-1	-3	-2	-1	-3
3151	-3	0	0	-3	-4	-4	-3	0	-3	-3	0	0	0	-3	-3	-1	-4
3152	-1	-1	0	-2	-5	0	-3	0	-3	-1	0	0	0	-1	-1	-1	-2
3153	-2	-1	0	0	-5	-5	0	0	0	-2	0	0	0	-2	-2	0	-2
3154	-3	0	-1	-4	-5	-5	0	0	0	-3	0	0	-1	-4	-3	-1	-4
3155	-3	0	-1	-4	-5	-5	0	0	0	-3	0	0	0	-3	-3	0	-3
3156	-3	0	-1	-4	-5	-5	0	0	0	-3	0	0	0	-3	-3	0	-3

Reach	Wave Energy				Natural Shade		Artificial Shade			Sediment Supply					Substrate Type		
	Armor	Concrete vs. Rip Rap	Encroach	Sum	Overhanging Vegetation	Sum	Shading Structures	Marinas	Sum	Armor	Feeder Bluff	Backshore Source	Alongshore Source	Sum	Armor	Point Mods Density	Sum
3157	-2	0	0	-2	-5	-5	0	0	0	-2	0	0	0	-2	-2	-1	-3
3158	-1	0	0	-1	-2	-2	-1	0	-1	-1	-2	0	0	-3	-1	0	-1
3159	0	0	0	0	-4	-4	0	0	0	0	0	0	0	0	0	-1	-1
3160	-3	0	-1	-4	-5	0	0	0	0	-3	0	0	0	-3	-3	0	-3
3161	-1	-1	0	-2	-4	0	-2	0	-2	-1	0	0	0	-1	-1	-1	-2
3162	-1	0	0	-1	-2	-2	0	0	0	-1	-2	0	0	-3	-1	0	-1
3163	-3	0	-1	-4	-4	-4	-1	0	-1	-3	-2	0	0	-5	-3	-1	-4
3164	-2	0	-1	-3	-1	-1	-1	0	-1	-2	-2	0	0	-4	-2	-1	-3
3165	0	0	0	0	-2	-2	0	0	0	0	0	0	0	0	0	0	0
3166	-3	0	-1	-4	-1	-1	0	0	0	-3	-2	0	0	-5	-3	0	-3
3167	-3	0	-1	-4	-4	-4	-3	0	-3	-3	0	-1	0	-4	-3	-2	-5
3168	-3	-1	0	-4	-5	0	0	0	0	-3	0	0	-1	-4	-3	-1	-4
3169	-1	-1	0	-2	-5	0	0	0	0	-1	0	0	0	-1	-1	0	-1
3170	0	0	0	0	-2	-2	0	0	0	0	0	0	0	0	0	0	0
3171	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3172	-1	-1	0	-2	-4	-4	0	0	0	-1	0	0	0	-1	-1	0	-1
3173	0	0	0	0	-5	0	0	0	0	0	0	0	0	0	0	0	0
3174	-3	0	0	-3	-4	0	-1	0	-1	-3	0	0	-1	-4	-3	0	-3
3175	-2	0	0	-2	-3	-3	0	0	0	-2	-2	0	0	-4	-2	0	-2
3176	-2	0	0	-2	-4	-4	-2	0	-2	-2	0	0	0	-2	-2	0	-2
3177	-3	-1	-1	-5	-5	-5	-2	0	-2	-3	0	0	-1	-4	-3	-2	-5
3178	-3	-1	-1	-5	-5	-5	-2	0	-2	-3	-2	0	0	-5	-3	-1	-4
3179	-1	0	0	-1	0	0	-1	0	-1	-1	-2	0	0	-3	-1	0	-1
3180	-2	0	-1	-3	-4	-4	0	0	0	-2	-2	0	0	-4	-2	0	-2
3181	-3	-1	-1	-5	-4	-4	0	0	0	-3	0	0	0	-3	-3	-1	-4
3182	-2	0	-1	-3	-4	0	0	0	0	-2	0	0	-1	-3	-2	0	-2
3183	-3	-1	-1	-5	-4	-4	0	0	0	-3	-2	0	0	-5	-3	-1	-4
3184	-3	0	-1	-4	-4	-4	0	0	0	-3	-2	0	0	-5	-3	0	-3
3185	0	0	0	0	-4	-4	-2	0	-2	0	0	0	0	0	0	0	0
3186	0	0	0	0	-5	0	-2	0	-2	0	0	0	0	0	0	0	0
3187	-1	-1	0	-2	-5	0	0	0	-1	0	0	0	0	-1	-1	0	-1
3188	-3	0	-1	-4	-5	0	-1	0	-1	-3	0	0	0	-3	-3	-2	-5
3189	-1	0	0	-1	-5	0	-2	0	-2	-1	0	0	0	-1	-1	-1	-2
3190	-2	-1	0	0	-5	-5	-3	-1	-4	-2	0	0	0	-2	-2	-2	-4
3191	-2	-1	0	-3	-3	-3	-3	0	-3	-2	0	0	0	-2	-2	-2	-4
3192	-2	0	0	-2	-1	-1	-1	0	-1	-2	0	0	-1	-3	-2	-1	-3
3193	-3	0	-1	-4	-4	-4	-3	0	-3	-3	0	0	0	-3	-3	-2	-5
3194	0	0	0	0	-4	0	0	0	0	0	0	0	0	0	0	0	0
3195	-1	0	0	0	-5	0	-3	0	-3	-1	0	0	-1	-2	-1	-1	-2

Reach	Wave Energy				Natural Shade		Artificial Shade			Sediment Supply					Substrate Type		
	Armor	Concrete vs. Rip Rap	Encroach	Sum	Overhanging Vegetation	Sum	Shading Structures	Marinas	Sum	Armor	Feeder Bluff	Backshore Source	Alongshore Source	Sum	Armor	Point Mods Density	Sum
3196	-2	0	0	0	-5	0	-3	0	-3	-2	0	-1	0	-3	-2	-2	-4
3197	-3	0	0	0	-2	-2	-3	-2	-5	-3	0	0	0	-3	-3	-2	-5
3198	-2	0	0	0	-2	-2	-2	-1	-3	-2	0	0	0	-2	-2	-1	-3
3199	-3	0	-1	0	-4	-4	-3	-2	-5	-3	0	0	0	-3	-3	-2	-5
3200	-3	0	-1	0	-3	-3	-3	0	-3	-3	0	0	0	-3	-3	-2	-5
3201	-2	0	0	0	-3	-3	-3	0	-3	-2	0	0	0	-2	-2	-2	-4
3202	-2	0	0	0	-2	-2	-2	0	-2	-2	0	0	0	-2	-2	-1	-3
3203	-1	0	0	0	-3	-3	-3	0	-3	-1	0	0	0	-1	-1	-1	-2
3204	-2	-1	-1	0	-3	-3	-3	0	-3	-2	0	0	0	-2	-2	-2	-4
3205	-3	0	-1	0	-4	-4	-3	0	-3	-3	0	0	0	-3	-3	-2	-5
3206	-3	-1	-1	0	-3	-3	-3	-1	-4	-3	0	0	0	-3	-3	-2	-5
3207	-3	-1	0	0	-4	-4	-3	0	-3	-3	0	0	0	-3	-3	-1	-4
3208	-1	-1	0	0	-3	-3	-2	0	-2	-1	0	0	0	-1	-1	0	-1
3209	-2	-1	-1	0	-3	-3	-2	0	-2	-2	0	0	0	-2	-2	0	-2
3210	-3	-1	-1	0	-4	-4	-3	0	-3	-3	0	0	0	-3	-3	-2	-5
3211	-2	-1	0	-3	-4	0	-3	0	-3	-2	0	0	0	-2	-2	-1	-3
3212	-3	0	0	-3	-5	0	-3	0	-3	-3	0	0	-1	-4	-3	-2	-5
3213	-2	0	-1	-3	-1	-1	-1	0	-1	-2	-2	0	0	-4	-2	0	-2
3214	-1	-1	0	-2	-4	0	-2	0	-2	-1	0	0	-1	-2	-1	-1	-2
3215	-3	0	-1	-4	-4	-4	-2	0	-2	-3	0	0	0	-3	-3	-1	-4
3216	-3	0	-1	-4	-3	-3	-3	0	-3	-3	0	0	-1	-4	-3	-2	-5
3217	-3	0	-1	-4	-3	-3	-2	0	-2	-3	-2	0	0	-5	-3	-1	-4
3218	-2	-1	0	-3	-4	-4	-3	0	-3	-2	0	-1	0	-3	-2	-2	-4
3219	-2	0	0	-2	-3	-3	-3	0	-3	-2	0	0	0	-2	-2	-2	-4
3220	-2	-1	0	-3	-4	-4	-2	0	-2	-2	0	0	0	-2	-2	-2	-4
3221	-2	-1	0	-3	-4	-4	-2	0	-2	-2	0	0	-1	-3	-2	-2	-4
3222	-2	0	0	-2	-2	-2	-2	0	-2	-2	0	0	0	-2	-2	-1	-3
3223	-2	0	0	-2	-3	-3	-2	0	-2	-2	0	0	0	-2	-2	-1	-3
3487	-3	0	0	-3	-4	-4	-2	0	-2	-3	-2	0	0	-5	-3	-2	-5
3488	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3489	-1	0	0	-1	0	0	0	0	0	-1	-2	0	0	-3	-1	-1	-2
3490	-2	0	-1	-3	-3	-3	-2	0	-2	-2	-2	0	0	-4	-2	-1	-3
3491	-3	0	0	-3	-3	-3	-3	0	-3	-3	0	-1	0	-4	-3	-2	-5
3492	-3	0	0	-3	-4	0	-3	0	-3	-3	0	0	-1	-4	-3	-2	-5
3493	-2	0	-1	0	-2	-2	-3	0	-3	-2	0	0	0	-2	-2	-1	-3
3494	-1	-1	0	0	0	0	-1	0	-1	-1	0	0	0	-1	-1	-1	-2
3495	-3	0	-1	-4	-5	-5	-2	0	-2	-3	0	-1	0	-4	-3	-1	-4
3496	-2	0	-1	-3	-3	-3	-3	0	-3	-2	0	-1	0	-3	-2	-2	-4
3497	-1	-1	0	0	-2	-2	-2	0	-2	-1	0	0	-1	-2	-1	0	-1

Reach	Wave Energy				Natural Shade		Artificial Shade			Sediment Supply					Substrate Type		
	Armor	Concrete vs. Rip Rap	Encroach	Sum	Overhanging Vegetation	Sum	Shading Structures	Marinas	Sum	Armor	Feeder Bluff	Backshore Source	Alongshore Source	Sum	Armor	Point Mods Density	Sum
3498	-3	0	-1	-4	-5	-5	-3	0	-3	-3	0	0	-1	-4	-3	-2	-5
3499	-3	0	0	-3	-5	-5	-3	-1	-4	-3	0	0	0	-3	-3	-2	-5
3500	-3	-1	-1	0	-5	0	-2	0	-2	-3	0	0	-1	-4	-3	-2	-5
3501	-3	0	-1	-4	-4	-4	-2	0	-2	-3	0	-1	0	-4	-3	-1	-4
3502	-3	0	-1	-4	-4	-4	-3	0	-3	-3	-2	0	0	-5	-3	-2	-5
3503	-2	0	-1	-3	0	0	0	0	0	-2	-2	0	0	-4	-2	0	-2
3504	-2	0	-1	-3	-2	-2	-2	0	-2	-2	-2	0	0	-4	-2	-1	-3
3505	-3	0	-1	-4	-4	0	-3	0	-3	-3	-2	0	0	-5	-3	-2	-5
3506	-2	0	-1	-3	-4	-4	-2	0	-2	-2	-2	0	0	-4	-2	-1	-3
3507	0	0	0	0	-5	0	-2	0	-2	0	0	0	0	0	0	0	0
3508	0	0	0	0	-5	0	0	0	0	0	0	0	0	0	0	0	0
3509	0	0	0	0	-3	-3	-1	0	-1	0	0	0	-1	-1	0	0	0
3510	0	0	0	0	-4	0	-2	0	-2	0	0	0	0	0	0	0	0
3511	-3	0	0	-3	-4	-4	-3	0	-3	-3	0	0	-1	-4	-3	-1	-4
3512	-2	-1	0	-3	-5	0	-3	0	-3	-2	0	0	0	-2	-2	-2	-4
3513	-1	-1	0	0	-4	-4	-2	0	-2	-1	0	0	0	-1	-1	0	-1
3514	0	0	0	0	-5	0	-3	0	-3	0	0	0	0	0	0	-2	-2
3515	-2	-1	0	-3	-1	-1	-3	0	-3	-2	0	0	0	-2	-2	-2	-4
3516	-2	0	0	-2	-2	-2	-3	0	-3	-2	-2	0	0	-4	-2	-1	-3
3517	-3	-1	0	-4	-5	-5	-3	0	-3	-3	0	-1	0	-4	-3	-1	-4
3518	-3	-1	0	0	-5	-5	-3	0	-3	-3	0	0	0	-3	-3	-2	-5
3519	-3	-1	0	0	-2	-2	-3	0	-3	-3	0	0	0	-3	-3	-2	-5
3520	-3	-1	0	0	-3	-3	-3	0	-3	-3	0	0	0	-3	-3	-2	-5
3521	-1	-1	0	0	0	0	-2	0	-2	-1	0	0	0	-1	-1	-1	-2
3522	-2	-1	-1	0	-3	-3	-3	-1	-4	-2	0	-1	0	-3	-2	-2	-4
3523	-1	0	0	0	-5	0	0	0	0	-1	0	0	0	-1	-1	0	-1
3524	-1	-1	0	-2	-5	0	-2	0	-2	-1	0	0	0	-1	-1	-1	-2
3525	-3	-1	-1	-5	-5	-5	-3	0	-3	-3	0	0	-1	-4	-3	-2	-5
3526	-1	0	0	-1	-1	-1	-2	0	-2	-1	0	0	-1	-2	-1	-1	-2
3527	-1	0	0	-1	-1	-1	-2	0	-2	-1	0	0	-1	-2	-1	-1	-2
3528	-1	0	0	-1	-1	-1	0	0	0	-1	0	0	0	-1	-1	0	-1
3529	-1	0	0	-1	-5	0	-3	0	-3	-1	0	0	0	-1	-1	-2	-3
3530	-3	-1	-1	-5	-4	-4	-3	0	-3	-3	0	-1	0	-4	-3	-2	-5
3531	-3	0	-1	-4	-3	-3	-2	0	-2	-3	0	-1	0	-4	-3	-2	-5
3532	-2	0	-1	-3	-5	0	-3	0	-3	-2	0	0	0	-2	-2	-2	-4
3533	-3	-1	-1	-5	-4	0	-3	0	-3	-3	0	0	0	-3	-3	-2	-5
3534	-3	0	0	-3	-4	0	-2	0	-2	-3	0	0	-1	-4	-3	-1	-4
3535	-2	0	0	-2	-3	0	-3	0	-3	-2	0	-1	0	-3	-2	-2	-4
3536	-1	-1	0	-2	-5	0	0	0	0	-1	0	0	0	-1	-1	0	-1

Reach	Wave Energy				Natural Shade		Artificial Shade			Sediment Supply					Substrate Type		
	Armor	Concrete vs. Rip Rap	Encroach	Sum	Overhanging Vegetation	Sum	Shading Structures	Marinas	Sum	Armor	Feeder Bluff	Backshore Source	Alongshore Source	Sum	Armor	Point Mods Density	Sum
3537	-1	-1	0	-2	-4	0	-3	0	-3	-1	0	-1	0	-2	-1	-2	-3
3538	-3	0	0	-3	-5	0	-2	0	-2	-3	0	-1	0	-4	-3	-1	-4
3539	-3	0	-1	-4	-4	-4	-2	0	-2	-3	0	-1	0	-4	-3	-1	-4
3540	-3	-1	-1	-5	-5	-5	-2	0	-2	-3	0	-1	0	-4	-3	-2	-5
6000	0	0	0	0	-5	0	-3	0	-3	0	0	0	-1	-1	0	-1	-1
6001	0	0	0	0	-5	-5	0	0	0	0	0	0	0	0	0	0	0
6002	-1	-1	0	0	0	0	-2	0	-2	-1	0	0	0	-1	-1	-1	-2

Controlling Factors Scores, continued

Reach	Depth - Slope				Pollution					Hydrology					Physical Disturbance				Controlling Factors Total Score	
	Dredge	Armor	Encroach	Sum	Shellfish Closed	TIA	Outfall Density	Marina or Fish Farm	Sum	Tidal Constrict.	TIA	Encroach	Outfall Density	Sum	Urban Waterfront	Floating Struct., Ramps	% Forest of Riparian Zone	Sum	Sum	Geomorph Normalized Score
3080	0	-3	-2	-5	0	-1	0	0	-1	0	0	-2	0	-2	0	0	0	0	-27	-0.600
3081	0	-2	0	-2	0	-2	-1	0	-3	0	-1	0	-1	-2	0	-1	-1	-2	-19	-0.475
3082	0	0	0	0	-5	-2	0	0	-5	0	-1	0	0	-1	0	-2	-2	-4	-14	-0.350
3083	0	-2	-1	-3	-5	-2	-1	0	-5	0	-1	-1	-1	-3	0	-1	-1	-2	-26	-0.650
3084	0	-3	0	-3	0	-1	-1	0	-2	0	0	0	-1	-1	0	-2	0	-2	-24	-0.600
3085	0	-3	0	-3	0	-1	0	0	-1	0	0	0	0	0	0	-2	0	-2	-21	-0.525
3086	0	-1	0	-1	0	-2	-1	0	-3	0	-1	0	-1	-2	0	-2	-2	-4	-18	-0.450
3087	0	-1	0	-1	0	-1	0	0	-1	0	0	0	0	0	0	-2	0	-2	-12	-0.300
3088	0	-3	-2	-5	0	-1	-1	0	-2	0	0	-2	-1	-3	0	-2	0	-2	-28	-0.700
3089	0	-3	-2	-5	0	-2	0	0	-2	0	-1	-2	0	-3	0	-1	0	-1	-27	-0.675
3090	0	-2	-1	-3	0	0	0	0	0	0	0	-1	0	-1	0	-1	0	-1	-15	-0.375
3091	0	0	0	0	0	0	-1	0	-1	0	0	0	-1	-1	0	0	0	0	-2	-0.050
3092	0	0	0	0	0	-1	0	0	-1	0	0	0	0	0	0	0	0	0	-2	-0.050
3093	0	-3	0	-3	-5	-2	-1	-1	-5	0	-1	0	-1	-2	0	-2	-3	-5	-28	-0.700
3094	0	-2	0	-2	-5	-2	-1	-1	-5	0	-1	0	-1	-2	0	-2	-3	-5	-26	-0.650
3095	0	-1	0	-1	-5	0	-1	-1	-5	0	0	0	-1	-1	0	-2	0	-2	-17	-0.425
3096	0	-3	0	-3	-5	-1	-1	-1	-5	0	0	0	-1	-1	0	-1	-1	-2	-25	-0.625
3097	0	-3	0	-3	0	-1	-1	0	-2	0	0	0	-1	-1	0	-2	0	-2	-24	-0.600
3098	0	-3	0	-3	0	0	-1	0	-1	0	0	0	-1	-1	0	-1	0	-1	-23	-0.511
3099	0	-3	0	-3	0	-1	0	0	-1	0	0	0	0	0	0	-1	0	-1	-18	-0.450
3100	0	-3	-1	-4	0	-1	0	0	-1	0	0	-1	0	-1	0	-1	0	-1	-22	-0.550
3101	0	-2	0	-2	0	-1	-1	0	-2	0	0	0	-1	-1	0	0	0	0	-15	-0.375
3102	0	-2	-1	-3	0	-1	0	0	-1	0	0	-1	0	0	0	0	-3	-3	-7	-0.350
3103	0	-3	0	-3	0	-2	0	0	-2	0	-1	0	0	0	0	0	-3	-3	-8	-0.400
3104	0	-1	0	-1	0	0	0	0	0	0	0	0	0	0	0	0	-3	-3	-4	-0.200
3105	0	-1	0	-1	0	0	0	0	0	0	0	0	0	0	0	0	-2	-2	-3	-0.150
3106	0	-1	0	-1	0	-1	0	0	-1	0	0	0	0	0	0	-2	-2	-4	-16	-0.400
3107	0	-1	0	-1	0	-1	0	0	-1	0	0	0	0	0	0	0	0	0	-10	-0.222
3108	0	-2	-1	-3	0	0	-1	0	-1	0	0	-1	-1	-2	0	0	0	0	-15	-0.333
3109	0	-2	-1	-3	0	-1	0	0	-1	0	0	-1	0	-1	0	-1	0	-1	-19	-0.422
3110	0	-3	-1	-4	0	-1	-1	0	-2	0	0	-1	-1	-2	0	-2	0	-2	-27	-0.675
3111	0	-2	0	-2	0	-1	0	0	-1	0	0	0	0	0	0	-1	0	-1	-13	-0.325
3112	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.000
3113	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.000
3114	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	-1	0	-1	-4	-0.089
3115	0	-1	0	-1	0	-1	0	0	-1	-5	0	0	0	-5	0	0	0	0	-12	-0.300

Reach	Depth - Slope				Pollution					Hydrology					Physical Disturbance				Controlling Factors Total Score	
	Dredge	Armor	Encroach	Sum	Shellfish Closed	TIA	Outfall Density	Marina or Fish Farm	Sum	Tidal Constrict.	TIA	Encroach	Outfall Density	Sum	Urban Waterfront	Floating Struct., Ramps	% Forest of Riparian Zone	Sum	Sum	Geomorph Normalized Score
3116	-5	-1	0	-5	0	-2	0	0	-2	0	-1	0	0	-1	0	-1	0	-1	-15	-0.375
3117	-5	-1	0	-5	0	-2	0	0	-2	0	-1	0	0	-1	0	-2	0	-2	-19	-0.475
3118	0	-2	-1	-3	0	-1	0	0	-1	0	0	-1	0	-1	0	-1	0	-1	-17	-0.425
3119	0	-2	0	-2	0	-2	0	0	-2	0	-1	0	0	-1	0	-2	0	-2	-19	-0.475
3120	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	-1	-0.050
3121	0	-1	0	-1	0	-1	0	0	-1	0	0	0	0	0	0	-1	0	-1	-12	-0.267
3122	0	-2	0	-2	0	-2	-1	0	-3	0	-1	0	-1	-2	0	-1	-1	-2	-19	-0.475
3123	0	-3	-1	-4	0	-2	0	0	-2	0	-1	-1	0	-2	0	-1	-1	-2	-23	-0.575
3124	0	-3	-2	-5	-5	-1	0	0	-5	0	0	-2	0	-2	0	0	0	0	-26	-0.578
3125	0	-3	-2	-5	-5	-3	0	0	-5	0	-2	-2	0	-4	0	0	-3	-3	-28	-0.700
3126	0	-3	-2	-5	-5	-3	0	0	-5	0	-2	-2	0	-4	0	0	-3	-3	-28	-0.700
3127	0	-3	-1	-4	-5	-2	0	0	-5	0	-1	-1	0	-2	0	0	-2	-2	-23	-0.575
3128	0	-3	0	-3	-5	-1	0	0	-5	0	0	0	0	0	0	0	0	0	-17	-0.425
3129	0	-2	0	-2	-5	-1	0	0	-5	0	0	0	0	0	0	0	0	0	-13	-0.325
3130	-5	-2	0	-5	-5	-2	0	-1	-5	0	-1	0	0	-1	0	-1	0	-1	-25	-0.625
3131	-5	-3	-1	-5	-5	-3	-1	-1	-5	0	-2	-1	-1	-4	0	-2	-1	-3	-38	-0.844
3132	0	-3	0	-3	-5	-2	-1	0	-5	0	-1	0	-1	-2	0	-2	0	-2	-29	-0.644
3133	0	-2	0	-2	-5	-2	-1	0	-5	0	-1	0	-1	-2	0	-1	0	-1	-22	-0.550
3134	0	-3	-1	-4	-5	-1	-1	0	-5	0	0	-1	-1	-2	0	-2	0	-2	-24	-0.686
3135	0	-2	0	-2	-5	-2	0	0	-5	0	-1	0	0	-1	0	-1	-1	-2	-16	-0.400
3136	0	-1	0	-1	-5	-2	0	0	-5	0	-1	0	0	-1	0	0	0	0	-13	-0.325
3137	0	-2	-1	-3	-5	-1	-1	0	-5	0	0	-1	-1	-2	0	0	0	0	-20	-0.500
3138	0	-1	0	-1	-5	-1	0	0	-5	0	0	0	0	0	0	-1	0	-1	-15	-0.375
3139	0	0	0	0	-5	-1	-1	0	-5	0	0	0	-1	-1	0	-1	0	-1	-10	-0.250
3140	0	-1	0	-1	-5	-1	0	0	-5	0	0	0	0	0	0	0	-1	-1	-12	-0.300
3141	-5	-2	0	-5	-5	-3	-1	-1	-5	0	-2	0	-1	-3	0	-2	-2	-4	-29	-0.725
3142	0	-2	0	-2	-5	-2	0	0	-5	0	-1	0	0	-1	0	-2	-1	-3	-20	-0.571
3143	-5	-3	0	-5	-5	-3	-1	-1	-5	0	-2	0	-1	-3	0	-2	-3	-5	-39	-0.867
3144	-5	-2	-1	-5	-5	-3	-1	-1	-5	0	-2	-1	-1	-4	0	-2	-3	-5	-37	-0.822
3145	0	-2	0	-2	-5	-3	-1	-1	-5	0	-2	0	-1	-3	0	-2	-3	-5	-27	-0.675
3146	0	-2	0	-2	-5	-3	0	-1	-5	0	-2	0	0	-2	0	-2	-3	-5	-33	-0.733
3147	0	-2	-1	-3	-5	-3	0	-1	-5	0	-2	-1	0	-3	0	-2	-2	-4	-26	-0.650
3148	-5	0	0	-5	-5	-3	0	-1	-5	0	-2	0	0	-2	-5	0	-3	-5	-24	-0.600
3149	-5	-1	0	-5	-5	-3	0	-1	-5	0	-2	0	0	-2	-5	0	-2	-5	-28	-0.622
3150	0	-2	0	-2	-5	-1	0	0	-5	0	0	0	0	0	0	-1	-1	-2	-19	-0.475
3151	0	-3	0	-3	-5	-1	-1	0	-5	0	0	0	-1	-1	0	-2	0	-2	-28	-0.622
3152	0	-1	0	-1	-5	-1	0	0	-5	0	0	0	0	0	0	-2	0	-2	-16	-0.400

Reach	Depth - Slope				Pollution					Hydrology					Physical Disturbance				Controlling Factors Total Score	
	Dredge	Armor	Encroach	Sum	Shellfish Closed	TIA	Outfall Density	Marina or Fish Farm	Sum	Tidal Constrict.	TIA	Encroach	Outfall Density	Sum	Urban Waterfront	Floating Struct., Ramps	% Forest of Riparian Zone	Sum	Sum	Geomorph Normalized Score
3153	0	-2	0	-2	-5	-1	0	0	-5	0	0	0	0	0	0	0	0	0	-16	-0.400
3154	0	-3	-2	-5	-5	-1	0	0	-5	0	0	-2	0	-2	0	0	0	0	-29	-0.644
3155	0	-3	-2	-5	-5	-2	0	0	-5	0	-1	-2	0	-3	0	0	-1	-1	-29	-0.644
3156	0	-3	-2	-5	-5	-1	0	0	-5	0	0	-2	0	-2	0	0	-1	-1	-28	-0.622
3157	0	-2	0	-2	-5	-1	0	0	-5	0	0	0	0	0	0	0	0	0	-19	-0.422
3158	0	-1	0	-1	-5	-1	0	0	-5	0	0	0	0	0	0	0	0	0	-14	-0.311
3159	0	0	0	0	0	-1	0	0	-1	0	0	0	0	0	0	0	0	0	-6	-0.133
3160	0	-3	-2	-5	0	-2	0	0	-2	0	-1	-2	0	-3	0	-1	-3	-4	-24	-0.600
3161	0	-1	0	-1	0	-2	0	0	-2	0	-1	0	0	-1	0	-1	-1	-2	-13	-0.325
3162	0	-1	0	-1	0	-1	-1	0	-2	0	0	0	-1	-1	0	0	0	0	-11	-0.244
3163	0	-3	-1	-4	0	-1	-1	0	-2	0	0	-1	-1	-2	0	0	0	0	-26	-0.578
3164	0	-2	-1	-3	0	0	0	0	0	0	0	-1	0	-1	0	0	0	0	-16	-0.356
3165	0	0	0	0	0	-1	0	0	-1	0	0	0	0	0	0	0	0	0	-3	-0.067
3166	0	-3	-2	-5	0	-1	0	0	-1	0	0	-2	0	-2	0	0	0	0	-21	-0.467
3167	0	-3	-2	-5	0	-1	0	0	-1	0	0	-2	0	-2	0	-1	0	-1	-29	-0.644
3168	0	-3	0	-3	0	-1	0	0	-1	0	0	0	0	0	0	-1	0	-1	-17	-0.425
3169	0	-1	0	-1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	-5	-0.125
3170	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	-2	-0.050
3171	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.000
3172	0	-1	0	-1	0	-1	0	0	-1	0	0	0	0	0	0	0	0	0	-10	-0.222
3173	0	0	0	0	0	-1	-1	0	-2	-5	0	0	-1	-5	0	0	0	0	-7	-0.175
3174	0	-3	0	-3	0	-2	-1	0	-3	0	-1	0	-1	-2	0	0	-1	-1	-20	-0.500
3175	0	-2	0	-2	-5	-1	0	0	-5	0	0	0	0	0	0	0	-1	-1	-19	-0.422
3176	0	-2	0	-2	-5	-1	0	0	-5	0	0	0	0	0	0	-1	-1	-2	-21	-0.467
3177	0	-3	-2	-5	-5	-2	0	0	-5	0	-1	-2	0	-3	0	-1	-1	-2	-36	-0.800
3178	0	-3	-2	-5	-5	-1	-1	0	-5	0	0	-2	-1	-3	0	0	0	0	-34	-0.756
3179	0	-1	0	-1	0	-1	0	0	-1	0	0	0	0	0	0	0	0	0	-8	-0.178
3180	0	-2	-1	-3	0	-1	0	0	-1	0	0	-1	0	-1	0	0	0	0	-18	-0.400
3181	0	-3	-2	-5	0	-2	0	0	-2	0	-1	-2	0	-3	0	0	0	0	-26	-0.578
3182	0	-2	-1	-3	0	-1	0	0	-1	0	0	-1	0	-1	0	0	0	0	-13	-0.325
3183	0	-3	-1	-4	0	-1	0	0	-1	0	0	-1	0	-1	0	0	0	0	-24	-0.533
3184	0	-3	-2	-5	0	0	0	0	0	0	0	-2	0	-2	0	0	0	0	-23	-0.511
3185	0	0	0	0	0	-1	0	0	-1	0	0	0	0	0	0	-1	0	-1	-8	-0.178
3186	0	0	0	0	0	-1	0	0	-1	0	0	0	0	0	0	-1	-1	-2	-5	-0.125
3187	0	-1	0	-1	0	0	0	0	0	0	0	0	0	0	0	-1	-3	-4	-9	-0.225
3188	0	-3	-2	-5	0	-1	0	0	-1	0	0	-2	0	-2	0	0	-3	-3	-24	-0.600
3189	0	-1	0	-1	0	-1	0	0	-1	0	0	0	0	0	0	-2	-3	-5	-13	-0.325

Reach	Depth - Slope				Pollution					Hydrology					Physical Disturbance				Controlling Factors Total Score	
	Dredge	Armor	Encroach	Sum	Shellfish Closed	TIA	Outfall Density	Marina or Fish Farm	Sum	Tidal Constrict.	TIA	Encroach	Outfall Density	Sum	Urban Waterfront	Floating Struct., Ramps	% Forest of Riparian Zone	Sum	Sum	Geomorph Normalized Score
3190	0	-2	0	-2	0	-1	0	-1	-2	0	0	0	0	0	0	-2	-3	-5	-24	-0.600
3191	0	-2	0	-2	0	0	-1	0	-1	0	0	0	-1	-1	0	-2	0	-2	-21	-0.467
3192	0	-2	0	-2	0	-1	0	0	-1	0	0	0	0	0	0	0	0	0	-13	-0.289
3193	0	-3	-1	-4	0	0	-1	0	-1	0	0	-1	-1	-2	0	-2	0	-2	-28	-0.622
3194	0	0	0	0	0	-1	0	0	-1	0	0	0	0	0	0	0	0	0	-1	-0.025
3195	0	-1	0	-1	0	-1	0	0	-1	0	0	0	0	0	0	-2	-2	-4	-13	-0.371
3196	0	-2	0	-2	0	-1	-1	0	-2	0	0	0	-1	-1	0	-2	0	-2	-17	-0.486
3197	0	-3	0	-3	0	-1	-1	-1	-3	0	0	0	-1	-1	0	-2	0	-2	-24	-0.600
3198	0	-2	0	-2	0	-1	0	-1	-2	0	0	0	0	0	0	-1	0	-1	-15	-0.375
3199	0	-3	-1	-4	0	0	0	-1	-1	0	0	-1	0	-1	0	-2	0	-2	-25	-0.625
3200	0	-3	-2	-5	0	-1	0	0	-1	0	0	-2	0	-2	0	-2	0	-2	-24	-0.600
3201	0	-2	0	-2	0	-1	0	0	-1	0	0	0	0	0	0	-2	0	-2	-17	-0.425
3202	0	-2	0	-2	0	-1	0	0	-1	0	0	0	0	0	0	-1	0	-1	-13	-0.325
3203	0	-1	0	-1	0	-1	0	0	-1	0	0	0	0	0	0	-1	0	-1	-12	-0.300
3204	0	-2	-1	-3	0	-1	0	0	-1	0	0	-1	0	-1	0	-2	0	-2	-19	-0.475
3205	0	-3	-2	-5	0	-1	0	0	-1	0	0	-2	0	-2	0	-2	-1	-3	-26	-0.650
3206	0	-3	-2	-5	0	-1	0	-1	-2	0	0	-2	0	-2	0	-2	0	-2	-26	-0.650
3207	0	-3	0	-3	0	-1	0	0	-1	0	0	0	0	0	0	-2	0	-2	-20	-0.500
3208	0	-1	0	-1	0	-1	0	0	-1	0	0	0	0	0	0	-1	0	-1	-10	-0.250
3209	0	-2	-1	-3	0	-1	-1	0	-2	0	0	-1	-1	-2	0	-1	0	-1	-17	-0.425
3210	0	-3	-2	-5	0	-1	-1	0	-2	0	0	-2	-1	-3	0	-2	-1	-3	-28	-0.700
3211	0	-2	0	-2	0	-1	0	0	-1	0	0	0	0	0	0	-1	0	-1	-15	-0.375
3212	0	-3	0	-3	0	-1	0	0	-1	0	0	0	0	0	0	-2	0	-2	-21	-0.525
3213	0	-2	-1	-3	0	0	0	0	0	0	0	-1	0	-1	0	-1	0	-1	-16	-0.356
3214	0	-1	0	-1	0	-1	-1	0	-2	0	0	0	-1	-1	0	-2	0	-2	-14	-0.350
3215	0	-3	-2	-5	0	-1	-1	0	-2	0	0	-2	-1	-3	0	-1	0	-1	-28	-0.622
3216	0	-3	-2	-5	0	0	-1	0	-1	0	0	-2	-1	-3	0	-2	0	-2	-30	-0.667
3217	0	-3	-1	-4	-5	-3	0	0	-5	0	-2	-1	0	-3	0	-1	0	-1	-31	-0.689
3218	0	-2	0	-2	-5	-3	0	0	-5	0	-2	0	0	-2	0	-2	0	-2	-28	-0.622
3219	0	-2	0	-2	-5	-3	-1	0	-5	0	-2	0	-1	-3	0	-2	0	-2	-26	-0.578
3220	0	-2	0	-2	-5	-3	0	0	-5	0	-2	0	0	-2	0	-1	0	-1	-25	-0.556
3221	0	-2	0	-2	-5	-3	-1	0	-5	0	-2	0	-1	-3	0	-1	0	-1	-27	-0.600
3222	0	-2	0	-2	0	-1	-1	0	-2	0	0	0	-1	-1	0	-1	0	-1	-17	-0.378
3223	0	-2	0	-2	0	-1	0	0	-1	0	0	0	0	0	0	0	0	0	-15	-0.333
3487	0	-3	0	-3	0	-2	-1	0	-3	0	-1	0	-1	-2	0	-1	0	-1	-28	-0.622
3488	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0.000
3489	0	-1	0	-1	0	-1	-1	0	-2	0	0	0	-1	-1	0	0	0	0	-10	-0.222

Reach	Depth - Slope				Pollution					Hydrology					Physical Disturbance				Controlling Factors Total Score	
	Dredge	Armor	Encroach	Sum	Shellfish Closed	TIA	Outfall Density	Marina or Fish Farm	Sum	Tidal Constrict.	TIA	Encroach	Outfall Density	Sum	Urban Waterfront	Floating Struct., Ramps	% Forest of Riparian Zone	Sum	Sum	Geomorph Normalized Score
3490	0	-2	-1	-3	0	-1	-1	0	-2	0	0	-1	-1	-2	0	-1	0	-1	-23	-0.511
3491	0	-3	0	-3	0	-1	0	0	-1	0	0	0	0	0	0	-2	0	-2	-24	-0.533
3492	0	-3	0	-3	0	-1	0	0	-1	0	0	0	0	0	0	-2	0	-2	-21	-0.525
3493	0	-2	-1	-3	0	-1	0	0	-1	0	0	-1	0	-1	0	-2	0	-2	-17	-0.425
3494	0	-1	0	-1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	-5	-0.125
3495	0	-3	-2	-5	0	-1	0	0	-1	0	0	-2	0	-2	0	-1	0	-1	-28	-0.622
3496	0	-2	-1	-3	0	-1	-1	0	-2	0	0	-1	-1	-2	0	-2	0	-2	-25	-0.556
3497	0	-1	0	-1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	-8	-0.200
3498	0	-3	-2	-5	0	0	-1	0	-1	0	0	-2	-1	-3	0	-2	0	-2	-32	-0.711
3499	0	-3	0	-3	0	-1	0	-1	-2	0	0	0	0	0	0	-2	0	-2	-27	-0.600
3500	0	-3	-1	-4	0	-1	0	0	-1	0	0	-1	0	-1	0	-1	0	-1	-18	-0.514
3501	0	-3	-2	-5	0	-1	0	0	-1	0	0	-2	0	-2	0	0	0	0	-26	-0.578
3502	0	-3	-2	-5	0	-1	0	0	-1	0	0	-2	0	-2	0	-1	0	-1	-30	-0.667
3503	0	-2	-1	-3	0	0	0	0	0	0	0	-1	0	-1	0	0	0	0	-13	-0.289
3504	0	-2	-1	-3	0	-1	-1	0	-2	0	0	-1	-1	-2	0	-1	0	-1	-22	-0.489
3505	0	-3	-1	-4	0	-1	-1	0	-2	0	0	-1	-1	-2	0	-2	-2	-4	-29	-0.725
3506	0	-2	-1	-3	0	0	0	0	0	0	0	-1	0	-1	0	-1	0	-1	-21	-0.467
3507	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	-1	-3	-4	-6	-0.150
3508	0	0	0	0	0	-3	0	0	-3	0	-2	0	0	-2	0	0	-3	-3	-8	-0.200
3509	0	0	0	0	0	-1	0	0	-1	0	0	0	0	0	0	0	0	0	-6	-0.150
3510	0	0	0	0	0	-1	0	0	-1	0	0	0	0	0	0	-1	0	-1	-4	-0.100
3511	0	-3	0	-3	0	-1	0	0	-1	0	0	0	0	0	0	-2	0	-2	-24	-0.533
3512	0	-2	0	-2	0	-2	-1	0	-3	0	-1	0	-1	-2	0	-2	-1	-3	-22	-0.550
3513	0	-1	0	-1	0	-2	0	0	-2	0	-1	0	0	-1	0	0	-1	-1	-13	-0.325
3514	0	0	0	0	0	-3	0	0	-3	0	-2	0	0	-2	0	-2	-3	-5	-15	-0.375
3515	0	-2	0	-2	0	-1	0	0	-1	0	0	0	0	0	0	-2	0	-2	-18	-0.400
3516	0	-2	0	-2	0	-1	0	0	-1	0	0	0	0	0	0	-2	0	-2	-19	-0.422
3517	-5	-3	0	-5	0	-2	0	0	-2	0	-1	0	0	-1	0	-1	-1	-2	-30	-0.667
3518	-5	-3	0	-5	-5	-1	-1	0	-5	0	0	0	-1	-1	0	-1	0	-1	-28	-0.700
3519	0	-3	0	-3	-5	-1	0	0	-5	0	0	0	0	0	0	-2	0	-2	-23	-0.575
3520	0	-3	0	-3	-5	-1	0	0	-5	0	0	0	0	0	0	-2	0	-2	-24	-0.600
3521	0	-1	0	-1	-5	-1	0	0	-5	0	0	0	0	0	0	-1	0	-1	-12	-0.300
3522	-5	-2	-1	-5	-5	-1	0	-1	-5	0	0	-1	0	-1	0	-2	0	-2	-27	-0.675
3523	-5	-1	0	-5	-5	-1	0	0	-5	0	0	0	0	0	0	0	-3	-3	-15	-0.429
3524	-5	-1	0	-5	0	-1	0	0	-1	0	0	0	0	0	0	-1	-3	-4	-17	-0.425
3525	0	-3	-2	-5	0	-2	0	0	-2	0	-1	-2	0	-3	0	-1	0	-1	-33	-0.733
3526	0	-1	0	-1	0	0	0	0	0	0	0	0	0	0	0	-1	0	-1	-10	-0.222

Reach	Depth - Slope				Pollution					Hydrology					Physical Disturbance				Controlling Factors Total Score	
	Dredge	Armor	Encroach	Sum	Shellfish Closed	TIA	Outfall Density	Marina or Fish Farm	Sum	Tidal Constrict.	TIA	Encroach	Outfall Density	Sum	Urban Waterfront	Floating Struct., Ramps	% Forest of Riparian Zone	Sum	Sum	Geomorph Normalized Score
3527	0	-1	0	-1	0	-1	-1	0	-2	0	0	0	-1	-1	0	-1	0	-1	-13	-0.289
3528	0	-1	0	-1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	-5	-0.111
3529	0	-1	0	-1	0	-1	0	0	-1	0	0	0	0	0	0	-2	0	-2	-12	-0.300
3530	0	-3	-1	-4	0	-1	-1	0	-2	0	0	-1	-1	-2	0	-2	0	-2	-31	-0.689
3531	0	-3	-2	-5	0	-1	-1	0	-2	0	0	-2	-1	-3	0	-2	0	-2	-30	-0.667
3532	0	-2	-1	-3	0	-1	0	0	-1	0	0	-1	0	-1	0	-2	0	-2	-19	-0.475
3533	0	-3	-1	-4	-5	-2	-1	0	-5	0	-1	-1	-1	-3	0	-2	0	-2	-30	-0.750
3534	0	-3	0	-3	-5	0	-1	0	-5	0	0	0	-1	-1	0	-1	0	-1	-23	-0.575
3535	0	-2	0	-2	-5	-2	-1	0	-5	0	-1	0	-1	-2	0	-2	0	-2	-23	-0.575
3536	0	-1	0	-1	-5	-3	0	0	-5	0	-2	0	0	-2	0	0	0	0	-12	-0.300
3537	0	-1	0	-1	-5	-1	-1	0	-5	0	0	0	-1	-1	0	-2	-1	-3	-20	-0.500
3538	0	-3	0	-3	-5	-1	-1	0	-5	0	0	0	-1	-1	0	-1	-2	-3	-25	-0.625
3539	0	-3	-1	-4	-5	-2	0	0	-5	0	-1	-1	0	-2	0	-1	0	-1	-30	-0.667
3540	0	-3	-2	-5	0	-2	-1	0	-3	0	-1	-2	-1	-4	0	-1	-1	-2	-35	-0.778
6000	0	0	0	0	-5	-1	0	0	-5	0	0	0	0	0	0	-2	-1	-3	-13	-0.325
6001	0	0	0	0	-5	0	-1	0	-5	-5	0	0	-1	-5	0	0	0	0	-15	-0.375
6002	0	-1	0	-1	0	0	-1	0	-1	0	0	0	-1	-1	0	-1	0	-1	-9	-0.225