Project Title:	PIN:
Category 6.b: Culvert Repair and Rehabilitation Worksheet	CIN:
1) Activity Category 6b requirements met by the proposed project (check those Activity does NOT impede Aquatic Life Movement (General Condition #3). Comp	
Rehabilitated Culvert will NOT increase invert elevation or increase water velocity.	Complete boxes 4 & 5.
Culvert extension total length is < 50% total length of the existing culvert. Complete	e boxes 4 & 5.
2) If any conditions from box 1 are unchecked, explain meeting the condition is	s not practicable below.
3) Aquatic Life Movement Evaluation   (Optional) Existing condition NAACC score:   (Optional) Existing condition NAACC score:	Anticipated NAACC score:
If the existing culvert is not providing Aquatic Life Movement the identified caus to be resolved to the maximum extent practicable. Describe how the Rehabilitati upon existing impediments below.	
Will the culvert allow for the passage of aquatic organisms native to that stream below)	? Yes: No: (If no, explain
Describe effects the proposed culvert would have on life history and movement below.	s of aquatic life native to the stream
4) <u>Invert Elevation and Water Velocity Increase Evaluation</u> (all inlet/outlet eleva Existing culvert inlet elevation: Existing culvert outlet elevation:	ations to include embedded substrate) Existing culvert length:
Proposed culvert inlet elevation: Proposed culvert outlet elevation:	Proposed culvert length:
Is the outlet invert of the proposed culvert below the downstream low flow water base flow)? Yes: No: (If no, explain below)	r surface (is the outlet backwatered at

Does the proposed culvert maintain flow velocities near or below existing culvert velocity conditions?
Yes: No: (If no, explain below)
Does the proposed culvert maintain high flow capacity? Yes: No: (If no, explain below)
5) Mitigation measures may include, but are not limited to baffles, weirs, roughened channels, and grade control structures. Provide information as to how the proposal will mitigate for the impediment below.