Legend

Fish Passage Barriers:

- Natural waterfalls, completely passable
- Natural waterfalls, partially passable
- Natural waterfalls, unknown
- Natural waterfalls, unknown passage, within a nadromy
- Other known fish passage barrier, completely passable
- Other known fish passage barrier, not passable
- Other known fish passage barrier, partially passable
- Other known fish passage barrier, unknown
- Other known fish passage barrier, unknown passage, within a nadromy
- Weir/sill, completely passable
- Weir/sill, not passable
- Weir/sill, partially passable
- Weir/sill, unknown
- Weir/sill, unknown passage, within a nadromy
- Tide gate, completely passable
- Tide gate, not passable
- Tide gate, partially passable
- Tide gate, unknown
- Tide gate, unknown passage, within a nadromy
- Dam, completely passable
- Dam, not passable
- Dam, partially passable
- Dam, unknown
- Dam, unknown passage, within a nadromy
- Culvert/stream crossing, completely passable
- Culvert/stream crossing, not passable
- Culvert/stream crossing, partially passable
- Culvert/stream crossing, unknown
- Culvert/stream crossing, unknown passage, within a nadromy
- Bridge/stream crossing, completely passable
- Bridge/stream crossing, partially passable
- Bridge/stream crossing, unknown
- Bridge/stream crossing, unknown passage, within a nadromy
- Scare/gradient/velocity, completely passable
- Scare/gradient/velocity, partially passable
- Scare/gradient/velocity, unknown
- Scare/gradient/velocity, unknown passage, within a nadromy
- Ford/stream crossing, completely passable
- Ford/stream crossing, partially passable
- Ford/stream crossing, unknown
- Ford/stream crossing, unknown passage, within a nadromy
- Mill City South