### Legend

<table>
<thead>
<tr>
<th>Legend</th>
<th>Fish Passage Barriers</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Fish Passage Barriers</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Type, Passage Status</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>8</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>9</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>8</td>
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<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>8</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Castles / gradient / velocity, Not passable</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Castles / gradient / velocity, Partially passable</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Castles / gradient / velocity, Unknown</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Culvert - road stream crossing, Completely passable</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Culvert - road stream crossing, Not passable</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Culvert - road stream crossing, Partially passable</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Culvert - road stream crossing, Unknown</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Dam, Completely passable</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Dam, Not passable</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Dam, Partially passable</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Dam, Unknown</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Dam, Unknown passage, within a naiadromy</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Ford - road stream crossing, Completely passable</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Ford - road stream crossing, Not passable</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Ford - road stream crossing, Partially passable</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Ford - road stream crossing, Unknown</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Ford - road stream crossing, Unknown passage, within a naiadromy</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Natural waterfalls, Completely passable</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Natural waterfalls, Not passable</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Natural waterfalls, Partially passable</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Natural waterfalls, Unknown</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Natural waterfalls, Unknown passage, within a naiadromy</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Other known fish passage barrier, Completely passable</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Other known fish passage barrier, Not passable</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Other known fish passage barrier, Partially passable</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Other known fish passage barrier, Unknown</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Other known fish passage barrier, Unknown passage, within a naiadromy</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Tide gate, Completely passable</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Tide gate, Not passable</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Tide gate, Partially passable</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Tide gate, Unknown</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Tide gate, Unknown passage, within a naiadromy</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Unknown, Completely passable</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Unknown, Not passable</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Unknown, Unknown</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Unknown, Unknown passage, within a naiadromy</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Weir / sill, Completely passable</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Weir / sill, Not passable</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Weir / sill, Partially passable</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Weir / sill, Unknown</td>
</tr>
<tr>
<td>![Fish Passage Barriers Icon]</td>
<td>Weir / sill, Unknown passage, within a naiadromy</td>
</tr>
</tbody>
</table>

Map Created 7/11/2012 by Jon Bowers, ODFW