## Legend

**Fish Passage Barriers**

**Type, Passage Status**

- *Bridge - roadway stream crossing, Completely passable*
- *Bridge - roadway stream crossing, Partially passable*
- *Bridge - roadway stream crossing, Unknown passage, within a nadrogy*
- *Cascade / gradient / velocity, Not passable*
- *Cascade / gradient / velocity, Partially passable*
- *Cascade / gradient / velocity, Unknown passage, within a nadrogy*
- *Culvert - roadway stream crossing, Completely passable*
- *Culvert - roadway stream crossing, Not passable*
- *Culvert - roadway stream crossing, Partially passable*
- *Culvert - roadway stream crossing, Unknown passage, within a nadrogy*
- *Dam, Completely passable*
- *Dam, Not passable*
- *Dam, Partially passable*
- *Dam, Unknown passage, within a nadrogy*
- *Ford - roadway stream crossing, Completely passable*
- *Ford - roadway stream crossing, Not passable*
- *Ford - roadway stream crossing, Partially passable*
- *Ford - roadway stream crossing, Unknown passage, within a nadrogy*
- *Natural waterfalls, Completely passable*
- *Natural waterfalls, Not passable*
- *Natural waterfalls, Partially passable*
- *Natural waterfalls, Unknown passage, within a nadrogy*
- *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 passage, within a nadrogy*
- *Tide gate, Completely passable*
- *Tide gate, Not passable*
- *Tide gate, Partially passable*
- *Tide gate, Unknown passage, within a nadrogy*
- *Weir / sill, Completely passable*
- *Weir / sill, Not passable*
- *Weir / sill, Partially passable*
- *Weir / sill, Unknown passage, within a nadrogy*
- *Unknown, Completely passable*
- *Unknown, Not passable*
- *Unknown, Unknown passage, within a nadrogy*

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