

## **APPENDIX 2G**

### **ADDITIONAL INFORMATION FROM THE MIDDLE KLAMATH PHASE I EFFORT**



## Key Recreation Features on the Middle Klamath River

Rapid Name	Mile	Class	Comments
<b>Iron Gate Access</b>	<b>0.0</b>		<b>Access on river right; hatchery on river left.</b>
R Ranch	2.0		Private RV park and campground
Footbridge	3.5		
Klamathon Bridge	5.0		Road access on river right; possible informal access point.
Railroad Bridge/ old piers		1/2	Low water beginner surf wave; washed out at high flows.
I-5 Bridge	11.0	1/2	Low water beginner surf wave; washed out at high.
Hwy 263 Bridge	13.0		
Shasta River rapid	13.2	2	
The Weir	14.1	1/2	
<b>Snag Hole Access</b>	<b>14.2</b>		<b>Access on river right. Small cut to water through reeds.</b>
Snag Hole Rapid	14.3	2	
Ash Creek Rapid	15.0	2/3	
Badger Creek Rapid	15.6	2/3	
A-Frame Rapid	16.0	2/3	Named for nearby house.
Woodrat Island	16.5		Nearby rope swing used by locals.
<b>Tree of Heaven Access</b>	<b>18.3</b>		<b>River right; concrete ramp with toilets. Common put-in.</b>
Humbug Rapid	18.8	2/3	
Blackberry Rapid	19.0	2	Left too shallow below 1300 cfs (Rucker, 2001). Right channel thalweg runs close to bank and into some vegetation; Kirwin identified it as a critical rapid for beginner kayakers at low flows; too shallow to roll if you get knocked over.
Walk-about Rapid	20.3	2	Split channel; left is bumpy and right is too shallow at low water levels (Kirwin).
Lime Gulch Rapid	20.4	1/2	
Cayuse Rapid	20.7	2	Dredge miners in area.
Skeahan Rapid	21.0	1/2	
<b>Skeahan Bar Access</b>	<b>21.6</b>		<b>River right.</b>
Double Eddy	21.8	2	
Swiss Bar Rapid	22.2	1/2	Easy to hit rocks in main ledge wave at flows under 1,000 cfs (Rucker, 2001).
Rob Island Rapid	22.4	1/2	Split channel; boaters run left at low but it is still rocky. Another critical reach according to Kirwin.
Dutch Creek Rapid	23.4	3	Below 1,300 creates a gravel bar island; run right. Some difficulty for larger rafts – requires some maneuvers around rocks (but consequences are small).
School House Wave	24.0	2/3	Unavailable below about 900; best at 1,000 to 1,300 cfs. Washed out at higher flows.
Honolulu Rapid	24.3	3	River spits; river right is difficult to run below 1,300 cfs. High flows create large waves in left channel.
<b>Gottville Access</b>	<b>25.1</b>		<b>Two accesses exist; downstream access has handicapped ramp and outhouse. Common upper river take-out.</b>
Dunnings Rapid	25.4	1/2	
Mock Turtle Rapid	25.7	2	
Rooster Tail	26.0	2	Rooster tail emerges at high water.
Grouchy Man Rapid	27.4	2	

Rapid Name	Mile	Class	Comments
<b>Quigley's Access</b>	<b>29.7</b>		<b>Also known as Funny Girl Access. Near Quigley's store.</b>
Airport Rapid	31.8	2	
Walker Bridge	34.2		Highway 96 crossing.
Oak Knoll Rapid	35.7	1/2	
Roger's Rapid	36.4	1/2	
Pansy Point	38.0	1/2	Left channel run is too rocky below 1,500 cfs.
Oak Bar Rapid	39.0	2	
Ash Tree Rapid	40.2	1/2	
<b>Brown Bear Access</b>	<b>40.5</b>		
Silver Bridge Rapid	41.4	1/2	
Horse Creek Bridge	42.5		Old wooden suspension bridge.
Cabin Rapid	45.5	2	Constrained routes below 1,300 cfs (Rucker, 2001)
<b>Blue Heron Access</b>	<b>46.0</b>		<b>Popular access and swimming area.</b>
Scott River confluence	47.0		Major confluence adds substantial water in spring; usually less than 100 cfs in summer.
Tom Martin Rapid	47.4	2/3	
<b>Sara Totten Access</b>	<b>48.4</b>		<b>On river left; fee campground with toilets and river access.</b>
Hamburg Rapid	49.0	3/4	RV resort and lodges on river left in Hamburg.
Broken Oar Rapid	49.6	2	
O'Neil Creek Rapid	52.8	2	
Pyramid Rapid	53.0	2/3	
Little Granite Rapid	53.5	1/2	
Rocky Point Access	54.0		No facilities.
Granite Point Rapid	55.0	2/3	Large waves at flows above 2,500 cfs (Rucker, 2001).
Seiad Bridge	57.0		Highway 96 crossing; Seiad Valley USGS gage.
Seiad Rapid	57.7	2	
Clothesline Rapid	59.3	1/2	
Sluice Box Rapid	60.3	2/3	
<b>Sluice Box Access</b>	<b>60.7</b>		<b>River right. Popular put-in for Otter's Play Pen run.</b>
Portuguese Creek Rapid	62.4	2/3	
<b>Portuguese Ck Access</b>	<b>62.6</b>		<b>River right. Fort Goff campground is just downstream.</b>
Ladd Rapid	64.3	2	
Upper Savage Rapid	64.7	4	
Helicopter Rapid	65.2	1/2	Surfing wave (Rucker, 2001).
Lower Savage Rapid	65.4	2/3	
Otter's Play Pen	65.7	3	Narrow constrictions at low flows.
Fort Goff Falls	65.8	2/3	Steep wave at medium flows; becomes steeper at very low flows.
<b>Tims Creek Access</b>	<b>66.8</b>		<b>Take-out after the challenging rapids.</b>
Seattle Creek Rapid	68.0	2/3	
<b>Seattle Creek Access</b>	<b>68.5</b>		<b>River right; popular take-out for Otter Play Pen Run.</b>
Joe Miles Riffle	69.7	2	
<b>China Point Access</b>	<b>72.2</b>		<b>River right; alternative access for Otter Play Pen Run.</b>

Rapid Name	Mile	Class	Comments
<b>Gordon's Ferry Access</b>	<b>79.0</b>		
<b>Indian Creek Access</b>	<b>83.2</b>		<b>River right; with toilets and parking. Main put-in for Happy Camp day runs.</b>
Grider Creek Rapid	83.4	2	
<b>Curley Jack Access</b>	<b>84.2</b>		<b>River left; campground and alternative outfitter access.</b>
New Wave	85.8	2	
Rattlesnake Rapid	87.2	3	Major rapid at medium and high flows.
Devil's Toenail	87.7	3	Rapid became easier after 1997 flood.
Mixmaster Rapid	88.4	2/3	
Funnel Rapid	88.5	2/3	
Trench Rapid	88.8	2/3	More complex at low water; washed out at high.
Wingate Rapid	90.2	2	
Sidecurler Rapid	90.4	2	
Surfer's Alley	91.1	2	
Clear Creek	91.5		Start of Karuk ceremonial area.
Exterminator Rapid	92.5	2	
Daisy Rapid	92.7	2	
<b>Ferry Point Access</b>	<b>94.3</b>		<b>River right; main take-out for Happy Camp day trips.</b>
Ferry Point Rapid	94.5	3	
Tree Rapid	95.6	2	
Independence Bridge	95.9		
Independence Riffle	96.8	2/3	
Osprey Rapid	97.2	2	
Sasquatch Rapid	98.0	2	
Dragon's Tooth Rapid	98.4	4	Narrow slots at low flows; may constrain large raft use.
Kings Creek Rapid	99.4	2/3	
Ukonom Riffle	100.2	3	Upstream beach is popular campsite and hike to Ukonom Falls.
<b>Coon Creek Access</b>	<b>101.0</b>		<b>River right; steep but paved road; no other facilities.</b>
Swillup Riffle	101.5	2	
Blue Swillup Rapid	102.0	2/3	
Monolith Rapid	103.7	2/3	
Dillon Riffle	105.6	2	
Dillon Creek Bridge	106.0		Highway 96 crossing.
Burns Creek Rapid	107.2	2	
<b>Persidio Bar Access</b>	<b>108.3</b>		<b>River left.</b>
<b>Ti-Bar Access</b>	<b>109.5</b>		<b>River left.</b>
Rock Creek Riffle	110.5	2/3	
Kissing Rock	111.0	2/3	
Sandy Bar Riffle	113.0	3	
Stanshaw Rapid	113.5	2/3	
<b>McManus Bar Access</b>	<b>114.3</b>		<b>River left.</b>
<b>Stuart's Bar Access</b>	<b>119.0</b>		<b>River left.</b>
<b>Green River Access</b>	<b>119.5</b>		<b>River left; last major take-out before Ishi Pishi Falls.</b>
Ishi Pishi Falls	120.0	6	Closed to public. Karuk Tribal lands.
Salmon River Confluence	123.0		End of study segment

## **August 2003 Reconnaissance Notes**

Iron Gate to Snag Hole

**Tuesday, August 13, 2002**

Russ, Bo, and Doug.

Good access both ends.

Fish hatchery pipe hydraulic: has play possibilities; looks like 20 to 40 cfs with lots of head.

Great bird life: ospreys, otters, mergansers, hawks, and green herons.

Apparently altered riparian zone: lots of cattle grazing.

R Ranch has lots of RVs and riverside camps in riparian shade trees.

Lots of water play at this flow (662 cfs).

More on weekends based on short interviews with kids, families.

Mostly family-oriented.

Pictures of kids on water mattress river trips for a few hundred yards.

Boatability	5
Technical	not applicable; not a whitewater section
Power	1
Challenge	2
Play	5 for beginners; some waves at RR bridge, I5 1 for skilled kayakers
Rate	5
Aesthetics	5 (but some algae blooms that lower water quality)

Good low-flow run for skill development. May be low for loaded raft or driftboat. Saw aluminum scratches on rocks, indicating recent hits.

No anglers spotted; this is a classic driftboat run in the fall and spring.

Returned to Yreka.

**Tree of Heaven to Gottville  
Wednesday, August 14, 2002**

Doug and Bo joined by several USFS staff:

Rod

Dave Payne

Jerry

Interview with Michael Kirwin at put-in; information transferred to database. It focused on difficulties of running kayak teaching trips at flows under 750 (huge difference even with 100 cfs). Prefers 900 to 1000 cfs. 900 to 1,200 is best. Over 1,500 is less good for instruction, but fine for those with some skill. He pointed out critical reaches on map.

Class II riffles at this flow.

A few nice rock outcroppings.

Better wildlife and riparian than upstream.

Few beaches, single thread channel.

Some gravel bars.

Examined three critical rapids identified by Kirwin. All were shallow and tight, but easily runnable. Some have a thalweg into overhanging vegetation, but not too bothersome for boaters with basic skills. But we definitely hit bottom several times – 12 for Bo and 20 for Doug in a small cat.

Boatability	4.5
Technical	4
Power	1
Challenge	2
Play	4 for developing boaters ( a few places to practice eddy turns) 1 for skilled kayakers
Rate	5
Aesthetics	5 (but seems like slightly less algae than upstream reach)

Not really a whitewater trip, and not really enough interesting rapids to be called technical at this flow, but definitely a low-flow type of trip. Long slow runs and short shallow riffles mostly.

Returned to Yreka; met BLM folks.

Sluice Box to China Point  
**Thursday, August 15, 2002**

Russ, Doug, and Bo  
BLM:  
Grant Weidenbach  
Scott Senter  
Darin Rembert

FS:  
Robbie Vanderwater  
Phil  
Rod  
Dave Payne  
KC  
Jerry Mosier  
Jan (Recreation Planner)  
Tim (seasonal? geologist)

Class II riffles and an occasional Class III rapid (usually short)  
Includes Savage, Otters Playpen/Ft. Goff falls: interesting steep drops but no power at this flow.  
Scenery improvements: bigger trees and bigger beaches.  
Slots in the big rapids were very tight.  
Longer flat pools between rapids on this reach. Some were very slow.  
Less play than Upper Klamath reaches.  
Continued good riparian vegetation and wildlife.  
Very shallow and multiple hits through the day – estimated about 20 to 40 for different craft.  
A few stops among the rafts; partly operator error, but slots were tight.

Boatability	5 (a little better than upstream reach)
Technical	5 (rapids require some maneuvering; not just line-up and go)
Power	3 (a little in the major rapids, but still sub-marginal)
Challenge	3 (requires a little more than upstream)
Play	4 for developing boaters ( a few places to practice eddy turns) 2 for skilled kayakers (a few holes and waves in a few rapids)
Rate	5
Aesthetics	5 (water seemed stagnant in some longer pools)

Still not much of a whitewater trip, although the gradient in a few rapids would produce good rapids at higher levels. Definitely in the technical/low-flow range.

Eat and camp at China Point.  
Drive to Happy Camp in morning.



## Indian Creek to Ferry Point

**Friday, August 16, 2002**

Russ, Doug, and Bo

USFS:

Dave Payne

KC Fitch

John Lyons?

Jenny Sharp

This was the classic Happy Camp day trip with a 3-mile add-on through mostly flat water. Usual run at low flows is just 7 miles to Wingate.

Major rapid of note: Rattlesnake (III). Several other short II/III rapids, a few with holes that might flip a raft if you tried really hard (but which could and did flip inflatable kayaks).

Still obvious routes through all rapids, but most were narrow. Some boats hit rocks, and a few became semi-perched for a short time. A few shallow riffles as well; would not be fun to swim since it is shallow and still swift. Beaches are bigger on this reach. Some good overnight spots (but in view of road, usually). Many rate of travel issues on long reach after Wingate. Side creeks are now noticeable and add a little water.

Boatability	5 (similar to upstream)
Technical	5 (rapids require some maneuvering; not just line-up and go)
Power	3 (a little in the major rapids, but still sub-marginal)
Challenge	3 (requires a little more than upstream)
Play	4 for developing boaters ( a few places to practice eddy turns) 2 for skilled kayakers (a few holes and waves in a few rapids)
Rate	5
Aesthetics	5 (water seemed stagnant in some longer pools)

Like the upstream reaches, still not much of a whitewater trip, with little power in the rapids and few route options. Definitely in the technical/low-flow range. Rattlesnake had a little power, but was runnable with a river board by a relatively inexperienced boater (KC). Saw kids with limited kayak skills running Rattlesnake as well.

Camped at Ferry Point.

Ferry Point to Coon Creek  
Saturday, August 17, 2002

Russ, Doug, and Bo  
FS:  
Dave Payne  
KC Fitch  
Jenny Sharp  
Jerry Mosier

This was the continuation of the Happy Camp reach to focus on Dragon's Tooth, the hardest rapid on the river at low water. Other rapids were short and lacked much power. Dragon's Tooth was also relatively unpowerful, but very technical. A raft of Girl Scouts (literally) flipped after being perched trying to run a left slot. A 14 heavy gear boat with an oar rip did a bow-bounce off move on the tooth and emerged okay – but an odd thing to do to a raft. Another outfitter gear boat run by a strong woman guide hit the left slot fine and had a relatively clean run. A few inflatable kayaks flipped. Russ's run was very straightforward; becoming a solid Class III paddler with a week of daily water time. More water would clearly improve the margin of error in this and other rapids. Definitely not drift boat runnable at this flow.

Stopped at Unokom Falls and creek. Great geomorph site that shows how beaches and side creek slides can dramatically change important recreation habitat. Very interesting place; a highlight of the river. Good creek/falls swimming; interesting hike to falls. Would be a great place to camp. Some ccap issues obvious at this attraction site.

Boatability	5 (similar to upstream)
Technical	6 (Dragon's Tooth in particular; other rapids were less interesting)
Power	3 (a little in the major rapids, but still sub-marginal)
Challenge	3 (requires a little more than upstream)
Play	4 for developing boaters (a few places to practice eddy turns) 2 for skilled kayakers (a few holes and waves in a few rapids)
Rate	5 (slow on long runs/pools)
Aesthetics	5 (water seemed stagnant in some longer pools, but still okay swimming)

Like the upstream reaches, still not much of a whitewater trip, with little power in the rapids and few route options. Definitely in the technical/low-flow range. Dragon's Tooth was the exception on power, but still very technical.

### **Mean Annual Flow and Type of Water Year from 1982 to 2001**

<b>Year</b>	<b>Mean Annual Flow</b>	<b>Type of Year</b>	<b>Ranking</b>	<b>Year</b>	<b>Ranking</b>
1982	3,268	wet	18	1992	1 (driest)
1983	3,752	wettest	20	1994	2
1984	3,383	wet	19	1991	3
1985	1,952	average	9	1988	4
1986	2,521	average	13	2001	5
1987	1,453	dry	7	1990	6
1988	1,244	dry	4	1987	7
1989	2,076	average	12	1995	8
1990	1,352	dry	6	1998	9
1991	827	dry	3	2000	10
1992	649	driest	1	1993	11
1993	2,046	average	11	1989	12
1994	784	dry	2	1986	13
1995	1,802	average	8	1997	14
1996	2,983	wet	16	1999	15
1997	2,626	wet	14	1996	16
1998	3,058	wet	17	1988	17
1999	2,881	wet	15	1982	18
2000	1,968	average	10	1984	19
2001	*1,261	dry	5	1983	20 (wettest)

Type of year criteria: < 1,500 cfs = dry; 1,500 to 2,500 cfs = average; > 2,500 cfs = wet.

\*Estimated because USGS data for Oct-Dec 2001 were provisional at time of calculations.