E3 for FWG

Proposal/Discussion

November 2, 2017

The FWG was asked by the WQGIT to define E3-- Everything, Everywhere, Everyone—for forestry practices.

The E3 Scenario is an estimate of applying management actions to the fullest possible extent.

* A “what-if” scenario with theoretical maximum levels of managed controls on sources of pollution
* It is used with the No-Action scenario to define controllable loads, i.e., taking the difference between No-Action and E3loads.
* There are no cost and few physical limitations to implementing BMPs for point and nonpoint sources in E3.
* For most nonpoint source BMPs, it was assumed that the load from every available acre of the relevant land area was being controlled by a suite of existing or innovative practices.

URBAN (proposed from USWG)

* E3 Forest conservation and urban growth reduction o All projected loss of forest from development is retained or planted in forest
* E3 Riparian forest buffers on urban o 10 percent of pervious riparian areas without natural vegetation (forests and wetlands) associated with urban lands are buffered as forest for each modeled hydrologic segment in the Chesapeake Bay watershed
* The area of un-buffered riparian land is determined using the best available data (1) 1:24K National Hydrography Dataset, and (2) 2001 land cover
* E3 Tree planting on urban o Forest conservation and urban riparian forest buffers account for tree plantings in the urban sector. No net loss and 2400 acres.

AGRICULTURE (proposed from AWG)

* E3 for RFB = ~~10% of cropland and 5% of pasture~~

Now mapping bufferable stream miles (all stream miles that don’t have natural buffers).

Progress for RFB: 2015= 1.1% and 2025= 3.1%

* E3 for Tree Planting/Tree Canopy= from 0 (Phase I) to 3% (Phase III)

Progress for Tree Planting: 2015=1.2% and 2025= 2.4%

FOREST

No net loss of forest

100% Timber harvest BMP implementation