Phase 6 Watershed Model Overall Schedule and Urban Components

Gary Shenk
USGS Chesapeake Bay Program Office
Presentation to the Urban Stormwater WG 6/16/15

Midpoint / ssessment Timeline Evaluation of 60% by Jurisdiction Im ementation of WIPs & Two Year Milestones 2017 target using Evaluation of Pr rammatic and Load Reduction Commitments Phase 5.3.2 modeling Monitoring dat assessments/factors affecting trend findings tools •2018 Comprehensive monitoring and trend Approval of decision ablish Phase III Complete Phase III Agreement on path Agreement on framing findings through 2016 forward and data the priority issues support tools P targets inputs 2018 •2017 •2016 •2015 •2014 Support for Phase III Phase III WIP · Early review of Final partnership New land use WIP development expectations finalized comments on suite of decision support tools classifications and using Phase 6.0 Partnership informs loading rates James River modeling tools final decisions on Partnership input to approved chlorophyll reallocation process any updates to local assessment criteria BMP panel area target completed recommendations for expectations Phase 6.0 inclusion Conowingo Dam Review and study complete Agreement on incorporate decisions Midpoint Assessment Review and of climate change Schedule incorporate decisions impacts of climate change impacts BMP panel recommendations for Phase 6.0 inclusion

CREATE The Models

REVIEW The Models

USE The Models

3 months of development to go

Expect changes
Nothing guaranteed

Calibration Timeline

- October 2014 Rough Draft of major changes to nutrient processing in Scenario Builder will need to be complete. Continued sensitivity refinement
- February 2015 draft targets for draft land Uses
- March 2015 All major partnership decisions are made on changes to scenario builder processing and data. Scenario builder final modifications begin.
- April 2015 <u>final</u> targets approved by Modeling Workgroup for draft land uses
- Early October 2015 All inputs are <u>final</u> and delivered to the WSM by the scenario builder team for the final calibration run. F<u>inal</u> targets are based on this information.
- December 2015 Phase 6 draft model is complete.
- December 2015 December 2016 Evaluation followed by fine tuning during the next year.
 Key scenarios available
- September 2016 Final comments on the draft Phase 6 model
- December 2016 All models are <u>final</u>. The partnership decision-making process begins to discuss how these new models will be used in the WIP3 process

Field



Land to







Stream to River







River to Estuary







Phase 6

Nutrients

Estimate Spatial Average EOS Based on land use and inputs

Estimate watershed delivery variance based on landscape parameters

Estimate small stream effects

Directly Simulated in HSPF

Initial Calibration Load =

Estimated

Average + Sensitivity * \(\Delta \) Inputs

Load

BMPs

*

Watershed Delivery Variance
Centered on 1

*

Stream Delivery

*

River Delivery



Phase 6

Initial Calibration Load =



Estimated models

Average + Sensitivity * \(\Delta \) Inputs

Load *

BMPs

Scenario Builder

Multiple

*

Estimated with Sparrow
Estimated by Land Data team



*

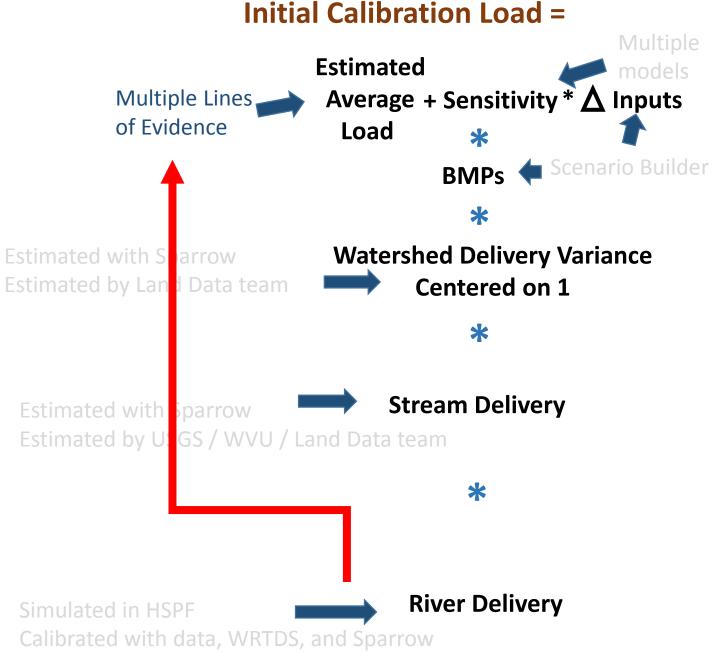
Estimated with Sparrow Stream Delivery
Estimated by USGS / WVU / Land Data team





Simulated in HSPF River Delivery
Calibrated with data, WRTDS, and Sparrow

Phase 6 Calibration



TN Target Development

Decision Point #2

Decision Point #1

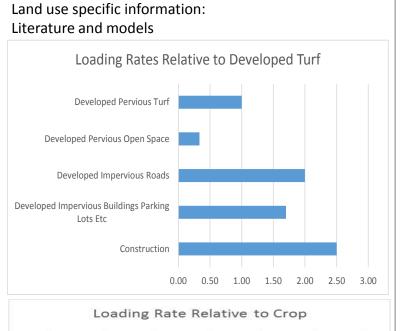
Global Model: e.g. Sparrow

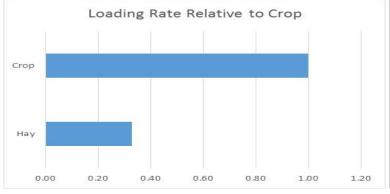
Crop X Lbs/A/Yr

Pasture/Hay Y Lbs/A/Yr

Urban Z Lbs/A/Yr

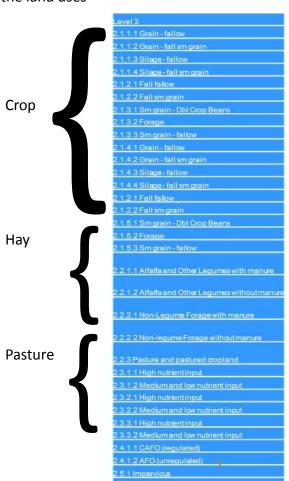
Natural A Lbs/A/Yr



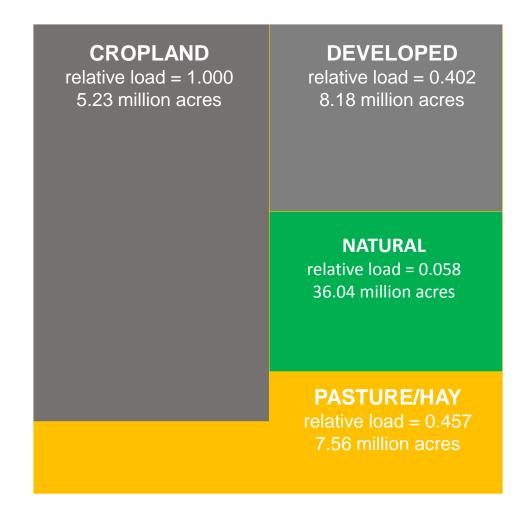


Decision Point #3

Map the land uses

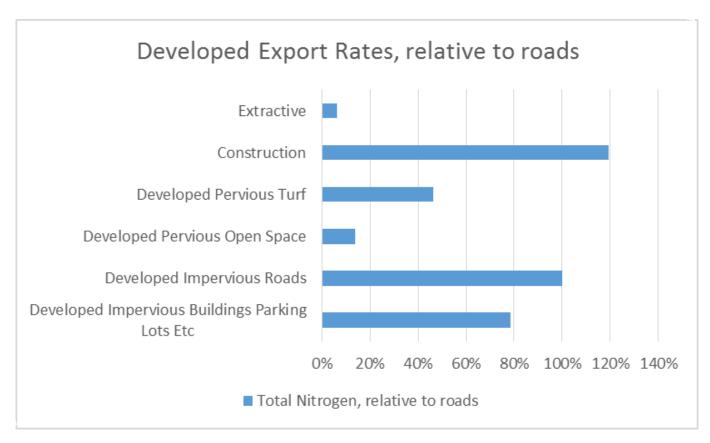


Total Average Nitrogen Load



Developed TN Relative Rates





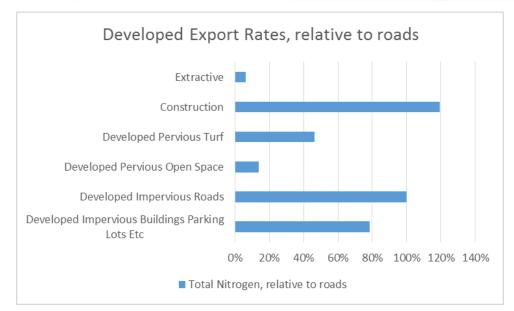
	LoadSource LoadSource	TrueLandUse LoadSourceShortName	Sector	LoadSource Minor	LoadSource Major
	1 Ag Open Space	1 aop	Agriculture	Other Ag	Agriculture
	2 Full Season Soybeans	1 soy	Agriculture	Row Crops	Agriculture
	3 Grain with Manure	1 gwm	Agriculture	Row Crops	Agriculture
	4 Grain without Manure	1 gom	Agriculture	Row Crops	Agriculture
	5 Legume Hay	1 lhy	Agriculture	Hay	Agriculture
	6 Silage with Manure	1 swm	Agriculture	Row Crops	Agriculture
	7 Silage without Manure	1 som	Agriculture	Row Crops	Agriculture
<i>'</i>	8 Small Grains and Grains	1 sgg	Agriculture	Row Crops	Agriculture
()	9 Small Grains and Soybeans	1 sgs	Agriculture	Row Crops	Agriculture
	10 Specialty Crop High	1 sch	Agriculture	Row Crops	Agriculture
a	11 Specialty Crop Low	1 scl	Agriculture	Row Crops	Agriculture
\mathbf{U}	12 Other Agronomic Crops	1 oac	Agriculture	Row Crops	Agriculture
	13 Other Hay	1 ohy	Agriculture	Hay	Agriculture
	14 Pasture	1 pas	Agriculture	Pasture	Agriculture
O)	15 Farmstead	1 far	Agriculture	Other Ag	Agriculture
_	16 Riparian Pasture Deposition	0 rpa	Agriculture	Riparian Pasture	Agriculture
	17 Permitted Feeding Space	1 fsp	Agriculture	Feeding Space	Regulated Agriculture
	18 Non-Permitted Feeding Space	1 fnp	Agriculture	Feeding Space	Agriculture
	19 Non-Regulated Buildings and Other	1 nnr	Developed	Impervious Developed	Non-Regulated Stormwater
	20 Non-Regulated Roads	1 nir	Developed	Impervious Developed	Non-Regulated Stormwater
	21 Non-Regulated Tree Canopy	1 ntc	Developed	Pervious Developed	Non-Regulated Stormwater
	22 Non-Regulated Turf Grass	1 ntg	Developed	Pervious Developed	Non-Regulated Stormwater
	23 MS4 Tree Canopy	1 mtc	Developed	Pervious Developed	Regulated Stormwater
	24 MS4 Turf Grass	1 mtg	Developed	Pervious Developed	Regulated Stormwater
	25 MS4 Buildings and Other	1 mnr	Developed	Impervious Developed	Regulated Stormwater
	26 MS4 Roads	1 mir	Developed	Impervious Developed	Regulated Stormwater
	27 MS4 Construction	1 mcn	Developed	Construction	Regulated Stormwater
(()	28 CSS Roads	1 cir	Developed	Impervious Developed	Regulated Stormwater
` •	29 CSS Tree Canopy	1 ctc	Developed	Pervious Developed	Regulated Stormwater
	30 CSS Turf Grass	1 ctg	Developed	Pervious Developed	Regulated Stormwater
	31 CSS Buildings and Other	1 cnr	Developed	Impervious Developed	Regulated Stormwater
	32 CSS Construction	1 ccn	Developed	Construction	Regulated Stormwater
	33 Abandoned Mines	1 abn	Developed	Extractive	Non-Regulated Stormwater
	34 Active Mines	1 ext	Developed	Extractive	Non-Regulated Stormwater
	35 Disturbed Forest	1 dfr	Natural	Forest	Forest
	36 Harvested Forest	1 hfr	Natural	Forest	Forest
	37 Forest	1 for	Natural	Forest	Forest
∟ ()	38 Floodplain Wetland	1 fwt	Natural	Wetland	Forest
— ,	39 Headwater Wetland	1 hwt	Natural	Wetland	Forest
	40 Tidal Emergent Wetland	1 twt	Natural	Wetland	Forest
	41 Open Space	1 osp	Natural	Open Space	Forest
	42 Water	1 wat	Natural	Non-Tidal Water Depos	i Non-Tidal Water Deposition
	50 Septic-30	0 s30	Septic	Septic	Septic
	51 Septic-40	0 s40	Septic	Septic	Septic
	52 Septic-50	0 s50	Septic	Septic	Septic
	53 Septic-80	0 s80	Septic	Septic	Septic
	60 Industrial	0 ind	Point Source	Wastewater	Wastewaten
	61 Municipal	0 mun		Wastewater	Wastewater
	62 Combined Sewer Overflow	0 cso		Wastewater-CSO	Wastewater-CSO

14 Developed Land uses

LoadSource	ShortName	LoadSource Minor	LoadSource Major
Non-Regulated Buildings and Other	nnr	Impervious Developed	Non-Regulated Stormwater
Non-Regulated Roads	nir	Impervious Developed	Non-Regulated Stormwater
Non-Regulated Tree Canopy	ntc	Pervious Developed	Non-Regulated Stormwater
Non-Regulated Turf Grass	ntg	Pervious Developed	Non-Regulated Stormwater
MS4 Tree Canopy	mtc	Pervious Developed	Regulated Stormwater
MS4 Turf Grass	mtg	Pervious Developed	Regulated Stormwater
MS4 Buildings and Other	mnr	Impervious Developed	Regulated Stormwater
MS4 Roads	mir	Impervious Developed	Regulated Stormwater
MS4 Construction	mcn	Construction	Regulated Stormwater
CSS Roads	cir	Impervious Developed	Regulated Stormwater
CSS Tree Canopy	ctc	Pervious Developed	Regulated Stormwater
CSS Turf Grass	ctg	Pervious Developed	Regulated Stormwater
CSS Buildings and Other	cnr	Impervious Developed	Regulated Stormwater
CSS Construction	ccn	Construction	Regulated Stormwater

Really just 5 ... with 3 overlays

	MS4	CSS	UnReg.
Construction	X	Χ	
Turf Grass	X	Χ	X
Tree Canopy	X	Χ	X
Roads	X	Χ	X
Buildings and Other	X	Χ	X



... or if you prefer...

