WEST VIRGINIA'S DRAFT PHASE 3 WATERSHED IMPLEMENTATION PLAN

Teresa Koon

Assistant Director

WVDEP Watershed Improvement Branch

WEST VIRGINIA'S WIP3





WHY GO BELOW OUR TARGETS

- Previously committed to WIP2 level of effort
- Need for BMP implementation to improve local waters
- Uncertainty on climate change
- Uncertainty of future crediting of BMPs and revisions to efficiencies
- Contributes to success of all jurisdictions and Chesapeake Bay

KEY PRACTICES

- Livestock exclusion and forest buffers
- Nutrient management planning and litter transfer
- Stormwater BMPs on new developed lands
- Natural stream restoration

WASTEWATER

- All significant facilities have been upgraded to 5TN and 0.5TP
- All new and expanded discharges require offsets

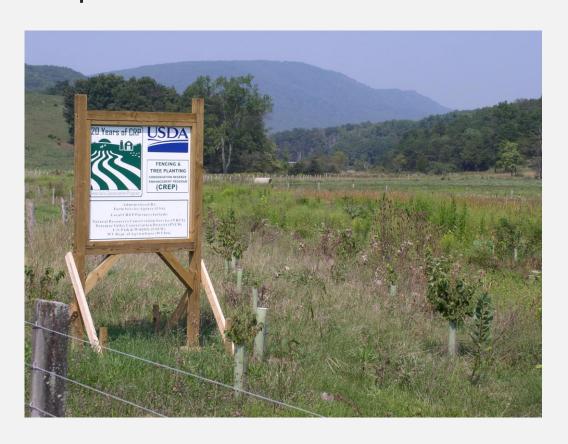


DEVELOPED LANDS

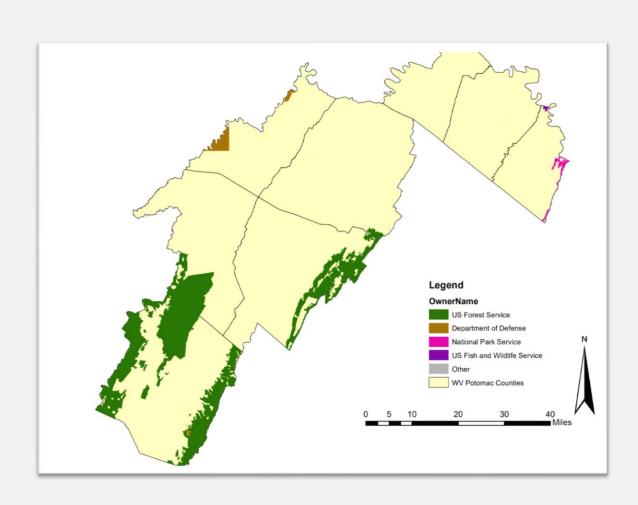
- No reductions required for existing developed lands
- New development in Berkeley and Jefferson counties covered by MS4 or local ordinance
- Emphasis on co-benefits and integration with local plans for hazard mitigation and source water protection
- Green infrastructure initiative
- Urban tree canopy

AGRICULTURE

- Forest buffers and livestock exclusion on pasture
- Nutrient management
- Animal waste management
- Cover crops
- Prescribed grazing
- Manure transport
- Stream restoration
- Forest and farmland preservation
- Alternative uses of poultry litter



FEDERAL FACILITY ENGAGEMENT & COMMITMENTS



- Stormwater management for new development under EISA Section 438
- One significant permitted point source – Leetown Hatchery meeting WLA
- Fencing and buffers on grazing allotments
- Fish passage

OTHER PRIORITIES

- Climate Change
 - Addressed WV's midpoint assessment load numerically
- Non-urban Stream Restoration
 - Partnership with NRCS,TU
 - Co benefits of vital habitats, brook trout, healthy watersheds
- Cacapon
 - Algae blooms
 - Decades of intensive agriculture

MAJOR CHALLENGES

- Verification of voluntary agriculture practices
- Continued CB funding
- Delayed CREP
- Cacapon River local nutrient impairment