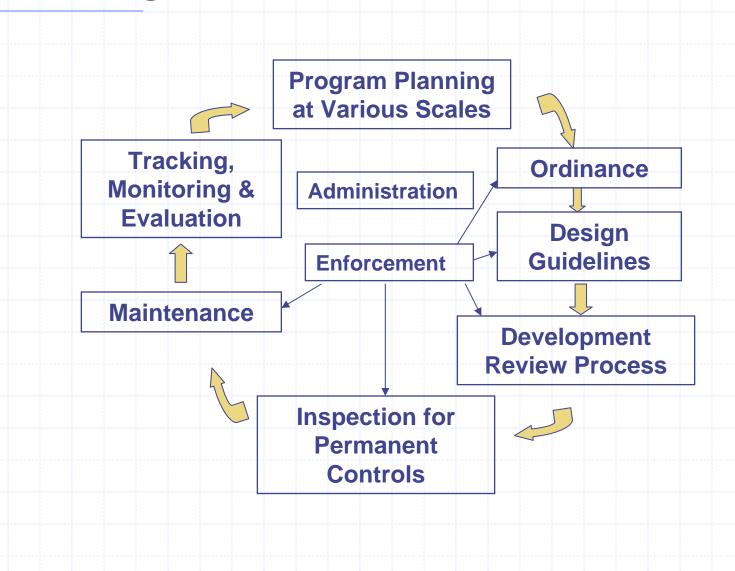




It's not just about putting "BMPs" in the ground...



Its not just about water quality...



Reducing Runoff



Recharging Groundwater



Improving Water Quality



Protecting Channels



Reducing Flooding

And there's more ways to do it than just structural practices



Discussion:

- Current state of the *practice* in USVI what's going in the ground here?
- Current state of *program* in USVI how are you managing what goes in the ground?
- What are the specific challenges you face in managing stormwater?
- What are the specific objectives for managing stormwater in the USVI?



Current State of the Program in USVI

- Program plan
- Ordinance
- Design guidelines
- Development review process
- Inspection for permanent controls
- Maintenance
- Enforcement
 - Tracking, monitoring & evaluation

Challenges in Managing Stormwater in the USVI

- Development patterns and pressures
- Existing development with no stormwater management
- No stormwater conveyance outside of the towns
- Three different islands
- Intra-island rainfall variations
- Steep terrain
- Limitations on material imports/exports
- Local expertise
- Staff resources

Some Possible USVI Stormwater Management Objectives...

- Treat rainfall as a resource (and runoff as a waste)
- Promote recharge rates to replenish groundwater resources
- Keep pollutants from entering groundwater
- Keep sediment and pollutants out of coral reefs
- Prevent serious floods

Questions to Consider as you Move Forward

- Which hydrologic variables do we want to manage?
- What are the primary stormwater pollutants of concern?
- Which management practices should be avoided because of their environmental impacts?
- What is the most economical way to provide stormwater management?
- Which stormwater management practices are the least burdensome to maintain with local budgets?
- What is the most effective mix of structural and non-structural management practices that can meet the local stormwater objectives?

Tomorrow

Elements of effective local programs

Adapting designs to the USVI