When It Rains, It Drains

An Overview of Our Community's New Storm Water Management Program





Let's Talk About...

What storm water is and why it can be a problem in our community.

What our community is doing to manage storm water and how these activities will benefit us.

What is Storm Water?

Rain events



Snow melt

Other surface runoff and drainage

Where Does Storm Water Go In Our Community?

Travels over land

Carried through municipal separate storm sewer system (MS4)

Discharges into Mill Run, Spring Run, and other tributaries of the Little Juniata & Juniata Rivers.

A "Point" of Confusion: Point Source vs. Nonpoint Source

- POINT source
 - Travels through a conveyance system
 - Regulated under permit program
- NONPOINT source
 - Runoff that is not a point source
 - Addressed through voluntary programs

Why is Storm Water a Problem?

Problem: Decrease in quality

Problem: Increase in quantity

Cause: Developed and disturbed land









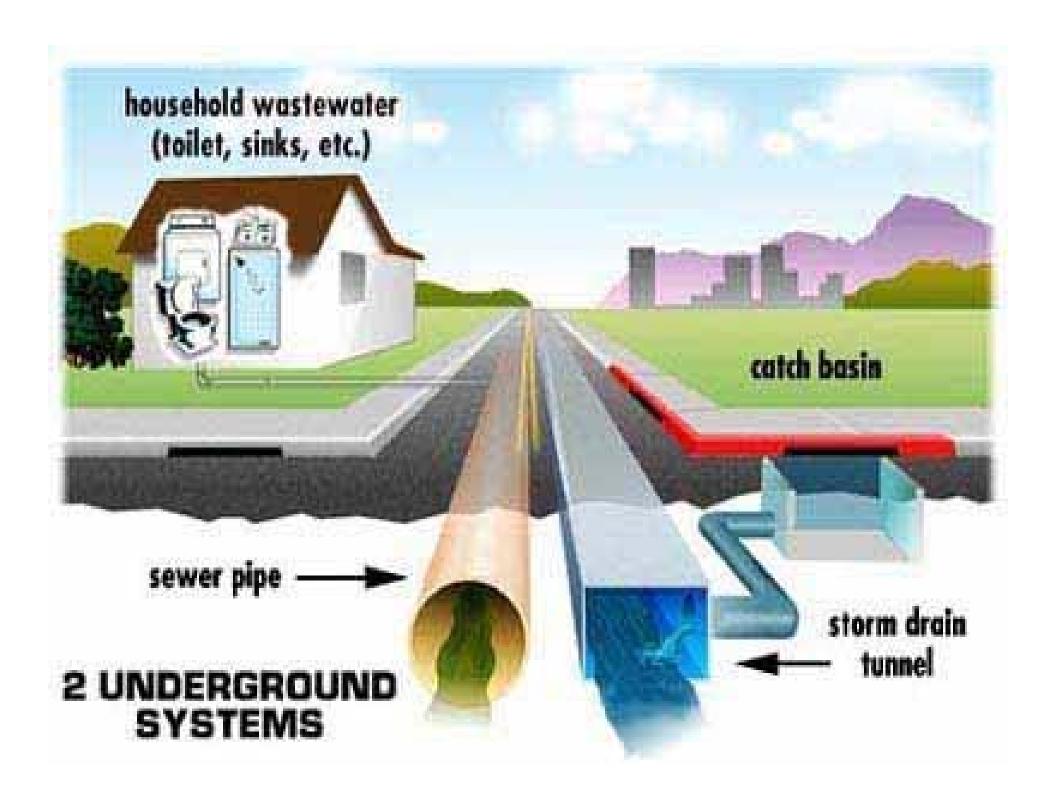
Why is Storm Water a Problem?

Problem: Non-storm water discharges enter systems

Cause: Illicit discharges

Cause: Illicit connections





Storm Water Pollutants

Sediment
Trace Metals

Nutrients
Chemicals

Bacteria

Chlorides

Oxygen Demand

Thermal Impacts

Oil and Grease

PA Water Quality and Storm Water Impacts

- Total of 83,161 stream miles in PA
 - 54% of total assessed
- 18.1% of assessed waters degraded
- Urban runoff #3 source of impairment
 - 1187 miles of rivers and streams
 - 14.5% of all impaired river and stream miles

From 2001 305(b) Report Update

Now We Know About Storm Water and Its Impacts on Our Community. . .

But What Are We Doing About It?

Storm Water Permit Program for Small Communities

New federal regulation requires permit for our community

PA DEP created state permitting program to meet federal regulation

What Does Our Permit Require?

Implement a storm water management program

Track progress toward goals

Report on our progress

Our Storm Water Program

- Public Education
- Public Involvement
- Construction Site Runoff Management
- Post-ConstructionStorm WaterManagement

- Illicit Discharge Detection and Elimination
- Good Housekeeping and Pollution Prevention

Public Education and Outreach

Distribute educational materials developed by PA DEP

Develop outreach plan for community

Public Involvement/Participation

- Provide public notice
- Create an public involvement plan
- Hold a public meeting on the program
- Start a volunteer program
 - Water Quality Monitoring
 - Storm Drain Stenciling
 - Stream Clean-Ups

Illicit Discharge Detection and Elimination

- Enact DEP's model ordinance or update our existing ordinance
- Develop storm sewer system map
- Implement program to detect nonstorm water in system
- Educate community on problems related to dumping in storm sewers

Construction Site Storm Water Runoff Control

- Enact DEP's model ordinance or update our existing ordinance
- Coordinate with County Conservation District
 - Erosion and Sediment Control Program
 - NPDES Construction Storm Water Permitting
- Educate construction industry

Post-Construction Storm Water Management

Adopt PA DEP's model storm water management ordinance

Ensure proper operation and maintenance of post-construction controls

Pollution Prevention/ Good Housekeeping

Implement O & M program that focuses on pollution prevention

Train community employees on good housekeeping practices

Educate community on pollution prevention

How Will Our Storm Water Program Benefit Our Community?

Expected Benefits of Our Storm Water Program

- Enhanced fishing
- Enhanced opportunities for recreation
- Reduced flood damage
- Drinking water benefits
- Navigational benefits
- Reduced illness
- Enhanced aesthetic value

How Can You Get Involved?

Pass on information about the storm water program to other community residents

Report any storm water issues to: Scott A. Campanaro at 949.2453 or scampanaro@altoonapa.gov

For More Information...

See www.Altoonapa.gov and look under "Stormwater" or call: Scott Campanaro at 949.2453 (scampanaro@altoonapa.gov)