

<b>STORM WATER CONTROL DESIGN CHECKLIST TOOL</b>	
Project Name: _____	
Project Number: _____ Project Route/Milepost: _____	
Advertise Date: _____	
<b>Exemptions (check all that apply)</b>	
	Projects that do not generate 1 acre or more of new permanent impervious and are not a retail gasoline outlet, auto repair shop, restaurant, parking lot with at least 10,000 square feet of total impervious surface area
	Project returns the area to pre-development runoff conditions.
	Project is a utility project (check applicable type) <input type="checkbox"/> Pipeline <input type="checkbox"/> Conduit <input type="checkbox"/> Traffic Sign/Signal
	Projects that are not continuous or involve several locations which may collectively generate 1 acre or more of new permanent impervious surface.
	Projects that do not discharge runoff into any waters of the United States.
<b>If none of the above is checked, the project must provide water quality controls</b>	
<b>Water Quality Control:</b>	
Water quality volume required: _____ cubic feet	
Water quality volume provided by LID: _____ cubic feet	
Type of BMP used: _____	
<b>* In the event that water quality volume cannot be treated via LID alone for safety concerns, hydrogeological constraints, physical constraints, or operational constraints alternate approved treatment BMPs will be used</b>	
<b>** For new gasoline outlets, auto repair shops, restaurants, and parking lots, all with at least 10,000 square feet of total impervious surface area, consider LID and apply Source Control BMPs</b>	
<b>Water Quality Control: (Where applicable)</b>	
Existing Site Runoff:	
10-year: _____	cubic feet per second
25-year: _____	cubic feet per second
50-year: _____	cubic feet per second
100-year: _____	cubic feet per second
Proposed Site Runoff:	
10-year: _____	cubic feet per second
25-year: _____	cubic feet per second
50-year: _____	cubic feet per second
100-year: _____	cubic feet per second
Type of Treatment used: _____	
Description: _____	
<b>Signatory:</b>	

Figure 2-1. Storm Water Design Checklist Tool