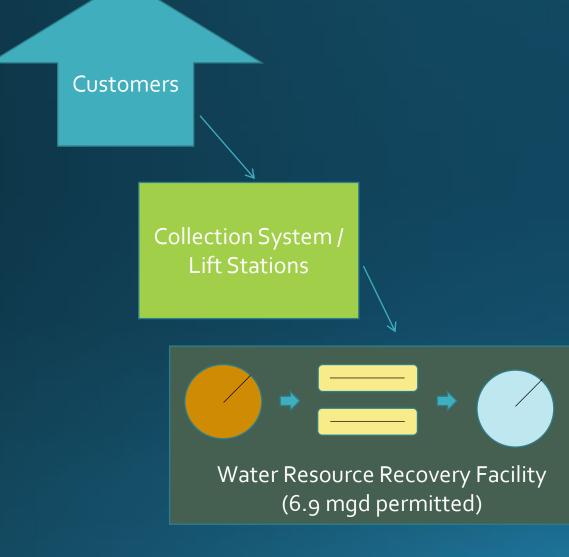


May 31, 2023 Carson City Water and Wastewater Capacity Analysis Update

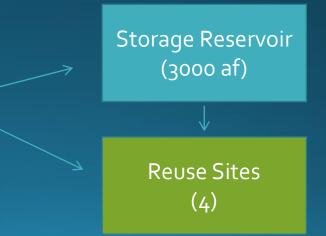


**Growth Management Commission** 

### Wastewater System Overview

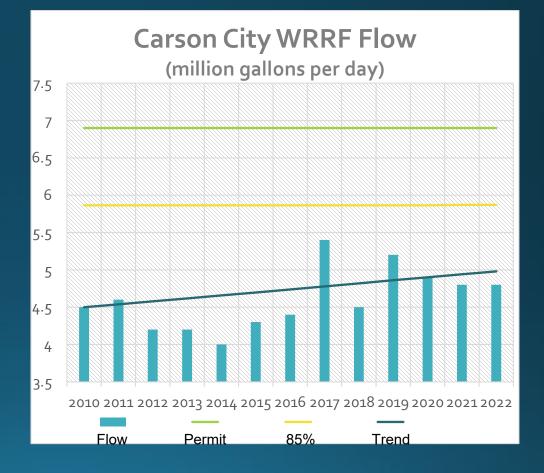


- Maintain and operate city-wide collection, treatment, and reuse systems
  - 320 miles of collection system pipeline
  - 5 sewage lift stations
  - 1 treatment facility WRRF
  - 24 miles of reuse system pipeline and 3000 af storage reservoir
- Staff of 21



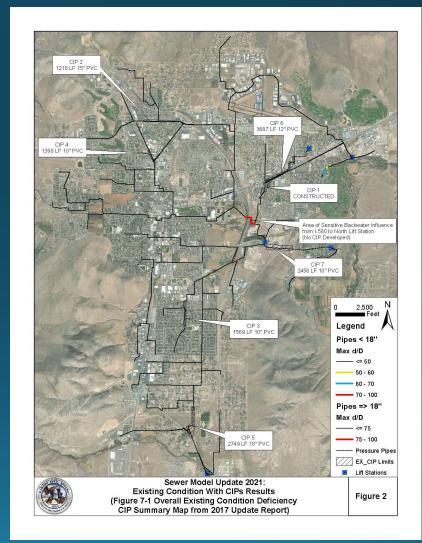
### Wastewater Treatment Capacity

- Currently treating approximately 6 mgd
  - Influenced by growth, moisture, water rates.
  - Record wet weather this spring
- WRRF permitted for 6.9 mgd
- Flows trending upwards at approximately 0.9%
- Facility planning for next upgrade triggers:
  - 85% of permitted flow rate
  - Stricter Permit limits



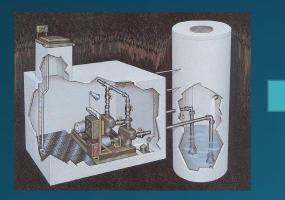
# **Collection System Capacity**

- Collection system Master Plan
  - Updated in 2021
- Buildout based model
  - Land use data
  - Lift station updates
  - Sewer system improvements
- CIP's identified for existing and future condition deficiencies

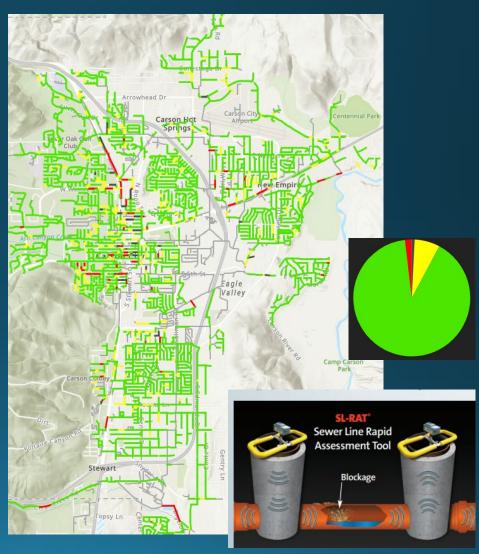


# Asset Management and Projects

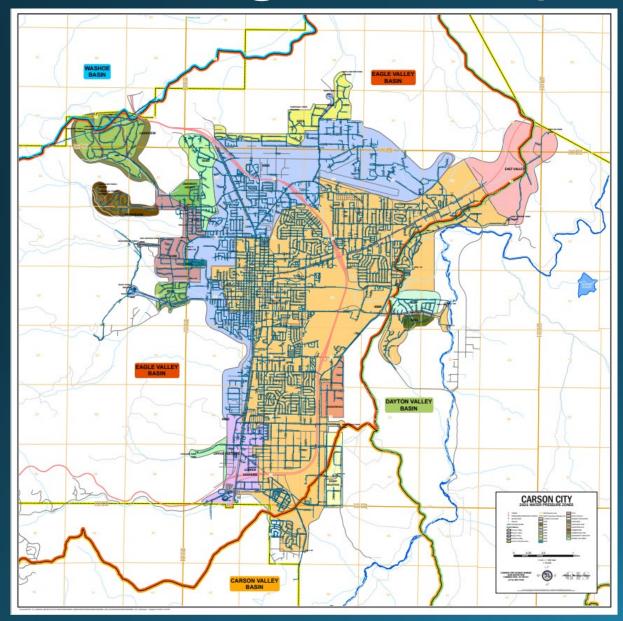
- Collection system Rapid Assessment
  - Provides quick blockage-based ranking
- WRRF Electrical upgrades
- Lift Station upgrades
- Pipeline Replacement and Rehabilitation





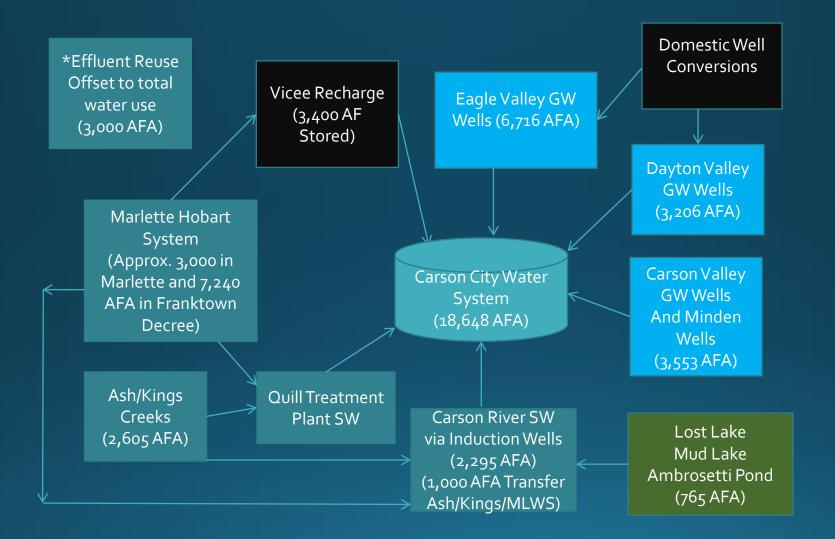


### Drinking Water System Overview

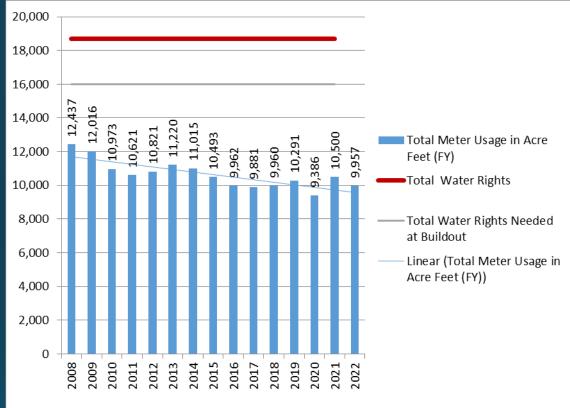


- Maintain and operate complex water system
  - 350 miles of pipeline, 16 Pressure zones, 13 Booster Pump Stations, 16 Storage Tanks, 60 PRVs
- Groundwater (28 wells), 2 River Induction Wells and surface water usage (Ash, Kings and Marlette-Hobart)
- Quill Water Treatment Plant and Arsenic Treatment Plant
  - Blending Sites as well
- Interconnections with other Counties and Towns
  - Transmission Main System
- ASR and Vicee Recharge Systems
- Conjunctive Management of Surface and Ground Water.
- 20 licensed system operators working 24/7

#### Water Source Portfolio



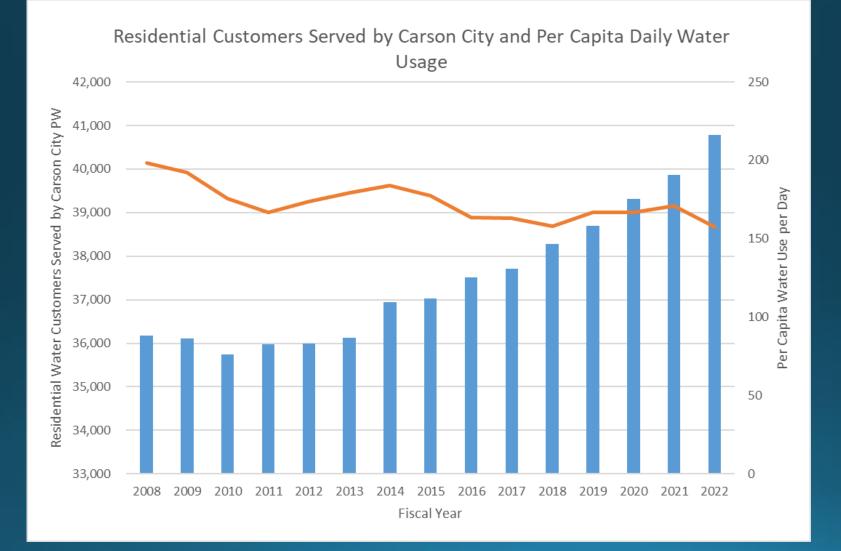
#### FY Metered Water Usage/ Demand Summary



FY Water End User Metered Usage in Acre-Feet Annually (AFA)

- Buildout Timeframe- Population of 82,000 between 2055 and 2085
- Increase annual water usage by 5,000 ac-feet at buildout (< current available water rights)
- Increase production by 8 Million Gallons Per Day (MGD) to meet buildout peak day demand w/ 20% buffer

### FY Metered Water Usage/ Demand Summary



#### Water Projects/Studies Updates

- Water Capital Projects
  - Current Water Projects in Construction
    - Well 24, 48, 53, 41B winter rehabs are completed this year
    - Paradise View Pressure Regulating Station Preventative Replacement
  - Quill WTP Upgrade Update
  - Water Studies
    - Working on database that identifies material type for City/Public water laterals per the new Revised Lead and Copper Rule. Due date is October 2024.
    - Updating our Carson City Source Water Protection Plan with RCI
    - Updating our Water Model with Atkins prior to our Water Resources Plan Update.
    - Trying out 25 AMI meter transponders. Automatic 15 minute reads to billing. Just have to change out transponder.

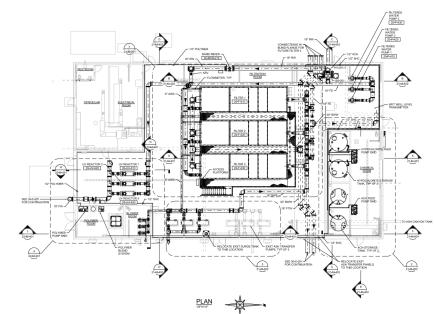


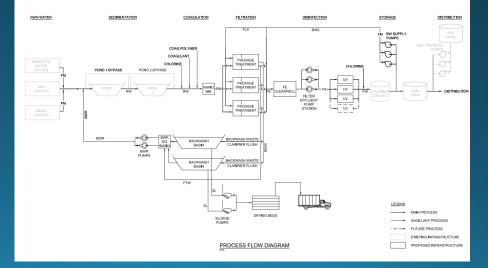




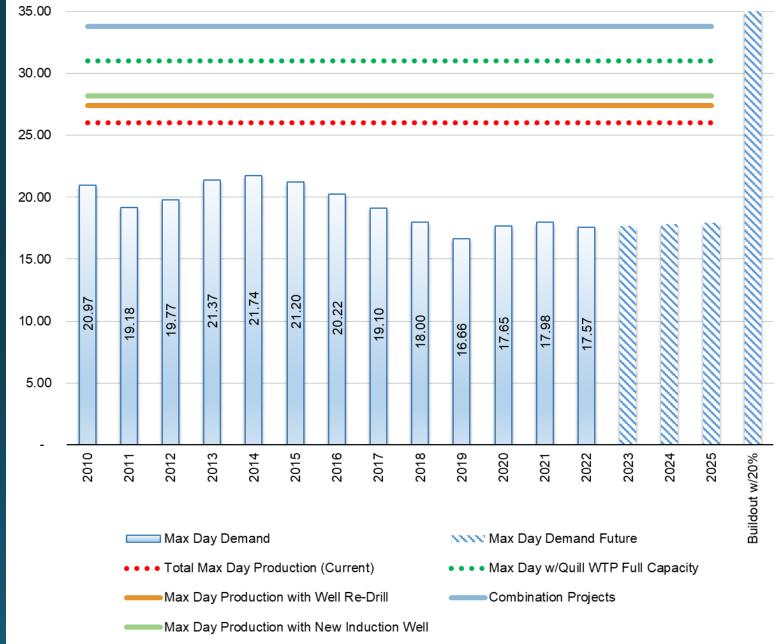
### Projects related to System Efficiencies, Redundancy and Future Demand

- East/West Transmission Main and Booster Pump Station – Final Phase 2B (Carson City)
  - Completed 2021 Required for System Resilience (moving imported water to the entire system)
- Quill WTP Improvements 4-5 MGD Increase
  - 90% Design is underway by Lumos and Jacobs Engineering.
  - Conjunctive Use, Demand, and Water Quality Driven
- Well Rehabs to maintain current production
- Well Re-Drill
- New Induction Well

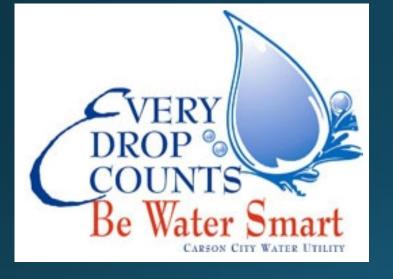




#### Carson City Max Day Demand (Million Gallons per Day) vs. Total Production (MGD)



### Water and Wastewater Conclusion



- Complex and dynamic water wastewater systems
- Diverse water portfolio
- One Water in Carson City
- Secured water rights for the future in healthy basins
- Strategic, smart and resilient plan to increase production, improve system inefficiencies and redundancy