

ECHO LAKE ACCESS AREA VT FISH & WILDLIFE DEPARTMENT 30% STORMWATER IMPROVEMENT DESIGNS ECHO-SEYMOUR LAKES WATERSHED ACTION PLAN

THE FOLLOWING 30% CONCEPT DESIGNS WERE DEVELOPED BY THE MEMPHREMAGOG WATERSHED ASSOCIATION AS PART OF THE LAKE WATERSHED ACTION PLAN. THESE DESIGNS REPRESENT RECOMMENDED DRAINAGE IMPROVEMENTS AND SEDIMENT & EROSION CONTROL BEST MANAGEMENT PRACTICES FOR ECHO LAKE ACCESS AREA OWNED BY VERMONT FISH & WILDLIFE DEPARTMENT. THEY ARE INTENDED TO REDUCE RUNOFF AND EROSION, PREVENT OVERUSE OF SENSITIVE AREAS, AND IMPROVE POLLINATOR AND RIPARIAN HABITAT.

EXISITNG AND PROPOSED IMPROVEMENTS WERE LOCATED IN THE FIELD USING RTK GPS TO DETERMINE HORIZONTAL AND VERTICAL LOCATIONS. FIELD SURVEY DATA WERE USED IN CONJUNCTION WITH 2023 PRELIMINARY LIDAR DATA SOURCED FROM VT CENTER FOR GEOGRAPHIC INFORMATION.

THE WORK NECESSARY TO IMPLEMENT THESE IMPROVEMENTS MAY REQUIRE A LAKE ENCROACHMENT PERMIT, A FLOODPLAIN PERMIT, AND CULTURAL RESOURCES REVIEW. CLEARING AND GRADING ACTIVITIES WITHIN 250 FEET OF A LAKESHORE MAY REQUIRE REVIEW BY DEC LAKES & PONDS PROGRAM.

DATUM: NAD83 (2011) VT STATE PLANE US FEET & NAVD88 US FEET (HEIGHT).

BEACH ACCESS						
\$ 480.00	6X6XTIMBERS					
\$ 96.00	4X4XPOSTS					
\$ 128.00	2X6X8 BOARDS					
\$ 200.00	PEA GRAVEL					
\$ 200.00	GEOTEXTILE					
\$ 400.00	REBAR, LAG BOLTS, SCREV					
\$ 900.00	BUFFERPLANTING					
\$ 1,000.00	ROPEFENCING					
\$ 3,404.00	SUBTOTAL					

STONE-TYPEI RIPRAP							
900	SQFT .						
<u>6</u> 75 -	 ©UBIC FT						
25	CUBIC YARDS						
40	TONS						
\$ 30.00	\$PERTON						
\$ 1,200.00	SUBTOTAL						

RAIN GARDEN						
\$	360.00	SHRUBS				
\$	288.00					
\$	330.00	FLOWERS				
\$	250.00	MULCH				
\$	1,500.00	BOULDERS				
\$	2,728.00	S⊎BTOTAL=				

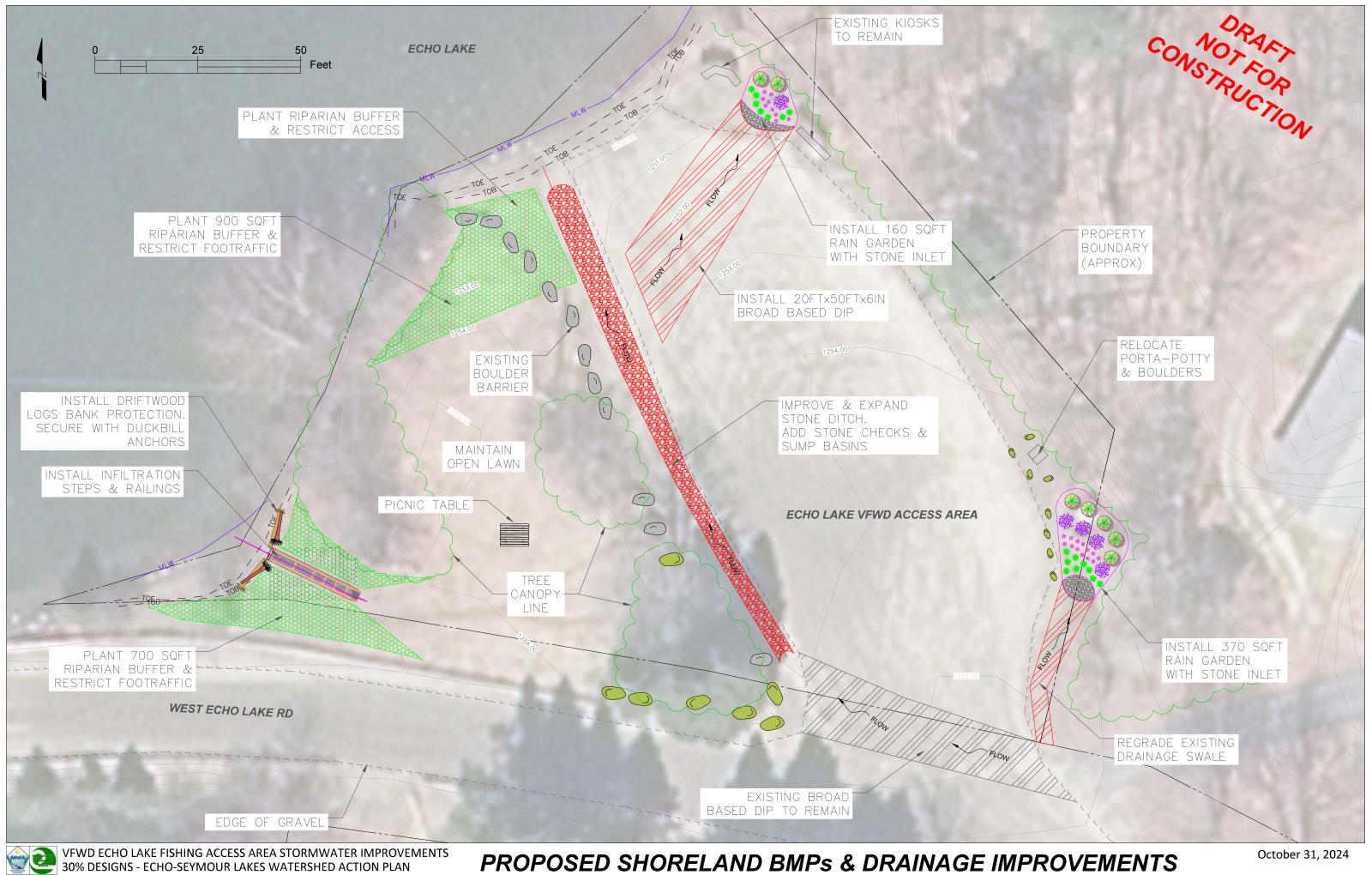
SUMMATION						
FINAL DESIGN & PERMITTING	\$	8,000.00				
CREWLABOR	\$	10,000.00				
MATERIALS	\$	7,332.00				
EXCAVATION CONTRACTOR	\$	7,500.00				
TOTAL	\$	32,832.00				



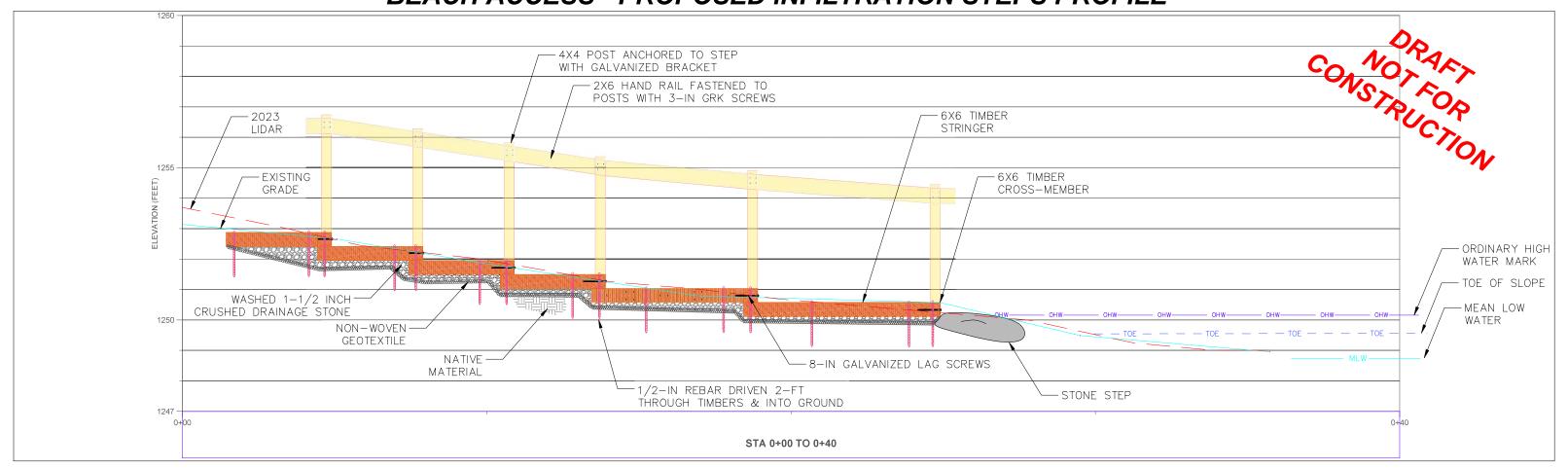








BEACH ACCESS - PROPOSED INFILTRATION STEPS PROFILE



STONE LINED DITCH & CHECK DAMS PROFILE

