

Experience LIFE in the Park

Rainwater rewards DIY projects checklist

The checklist below provides additional information for stormwater management projects that require structural designs, including bio-infiltration or bio-filtration basins, pervious pavement, green roofs or other projects that would require some level of design.

Review the requirements for stormwater management projects below and complete the checklist to ensure the application and plan are complete.

□ Select your project

□ Perform a site review to determine the most effective location and design your project

□ Site review

To design your project, it is recommended for a qualified designer or engineer perform a detailed site review. The following items are required in the review to ensure the project will be effective:

Soil types and potential infiltration rates. Additional infiltration field testing may be required.

Drainage area and site characteristics

Site constraints, such as underground utilities and easements.

Applicable permits for working within the city right of way, utilities, plumbing, electrical or erosion control.

It is recommended that a qualified designer or engineer perform a detailed site review.

□ Design your project

If you need assistance with site review and design, Blue Thumb Partners provides a list of local designers and contractors that have experience with storm water management design and construction. See the list at <u>bluethumb.org</u>.

 \Box Plan drawn to scale that shows the following:

- □ Property location in relation to property lines, buildings, driveway, roads, utilities, easements or other amenities
- □ Location and size of proposed project
- □ Drainage area and impervious surface percentage draining to project
- □ Existing and proposed elevations
- □ Planting plan
- □ Erosion and sediment control measures
- \Box Cross section for the proposed project
- □ Description and photos of site investigation
- □ Project permit requirements, if applicable

□ Create an itemized cost estimate for the project