

iSWM Potential Task items for

2022-2023

	Task	Category
1	iSWM BMP Training (1-2 Hour) - Training communities on engineering design or maintenance of BMPs	Outreach
2	Develop Technical Case Studies - Case study for the engineering or the design and construction of selected BMP devices to be used as a demonstration project. Similar to SARA LID Training Program https://www.sariverauthority.org/public-services/low-impact-development/lid-training-program .	Outreach
3	iSWM Implementation guidance for communities in the region - Continued outreach and workshops for iSWM Implementation and/or technical implementation guidance.	Outreach
4	iSWM Promotional Presentation for Partnering Organizations - Host event/training promoting iSWM and BMPs through industry and interest groups (i.e., ULI, TREC, AIA, APA, ASLA, USGBC, GDPC, CNU, DBA) and additional developer training/outreach.	Outreach
5	Stormwater Quality Monitoring of Existing iSWM BMPs - Establish an annual iSWM BMP monitoring program for determining pollutant removal efficiency of existing local N. Texas structural BMPs installed according to the iSWM design criteria. Select a limited number of existing BMPs in the region and confirm that the device(s) were constructed to iSWM criteria. Then monitor stormwater runoff into the device and the resulting outflow from the device to determine the removal efficiency of selected pollutants.	New/Revised Technial Content
6	Website updates - Add images and visual cues to help people navigate the website certification guidance page or other quality of life updates.	Website update
7	Guidance or training on temporary sediment basins.	Outreach New/Revised Technical Content
8	Guidance on Pipe Utility Crossing - Create general guidance describing BMPs and recommendations for pipe utility crossings.	New/Revised Technical Content
9	Expanded use of trees in detention ponds for dual purposes; water quality and carbon sequestration.	New/Revised Technical Content

Please provide additional suggestions to Casey Cannon at ccannon@nctcog.org

