

Onsite Avoidance and Minimization

Fall 2010 Consultant Workshop



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US Army Corps of Engineers
BUILDING STRONG®

Avoidance

- Unnecessary Impacts to the Aquatic Environment Must be Avoided to the Maximum Extent Practicable



Avoidance: Common Mistakes

- Filling aquatic resources for the creation of developable real estate is not an acceptable project purpose.
- Wholesale filling of aquatic resources for the creation of developable lots in a residential subdivision will not pass the avoidance step.
- A project purpose and site development plan are required for commercial/residential developments.



Avoidance: Simple Rules

- Propose impacts to aquatic resources only as a last resort.
- Roads and utilities should cross aquatic systems at their narrowest point.
- Do not run utilities parallel to streams.
- Avoid impacts to high quality aquatic systems and only propose impacts to low quality or degraded resources.



Minimization

- Unavoidable Impacts to the Aquatic Environment Must be Minimized to the Maximum Extent Practicable



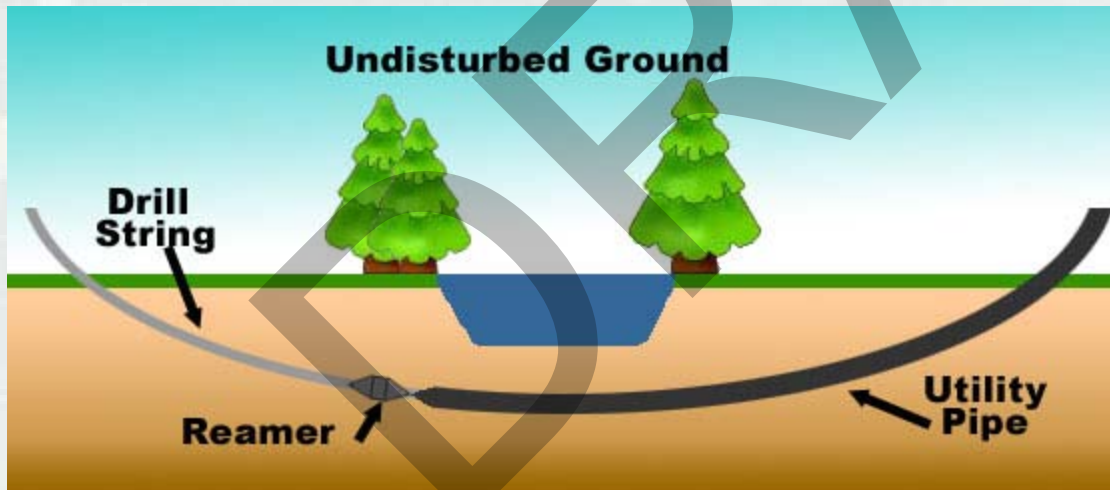
Minimize Adverse Impacts

- There are many actions which can be undertaken in response to §203.10(d) to minimize the adverse effects of discharges of dredged or fill material.
- §203.10(d) Except as provided under section 404(b)(2), no discharge of dredged or fill material shall be permitted unless appropriate and practicable steps have been taken which will minimize potential adverse impacts of the discharge on the aquatic ecosystem. Subpart H identifies such possible steps.



Minimization: Simple Rules

- Reduce fill slope from 4:1 to 3:1.
- Utilize state-of-the-art erosion and sedimentation control techniques on exposed soils and fill areas.
- Re-vegetate a utility right-of-way in wetlands with native plant species.



Minimization: More Simple Rules

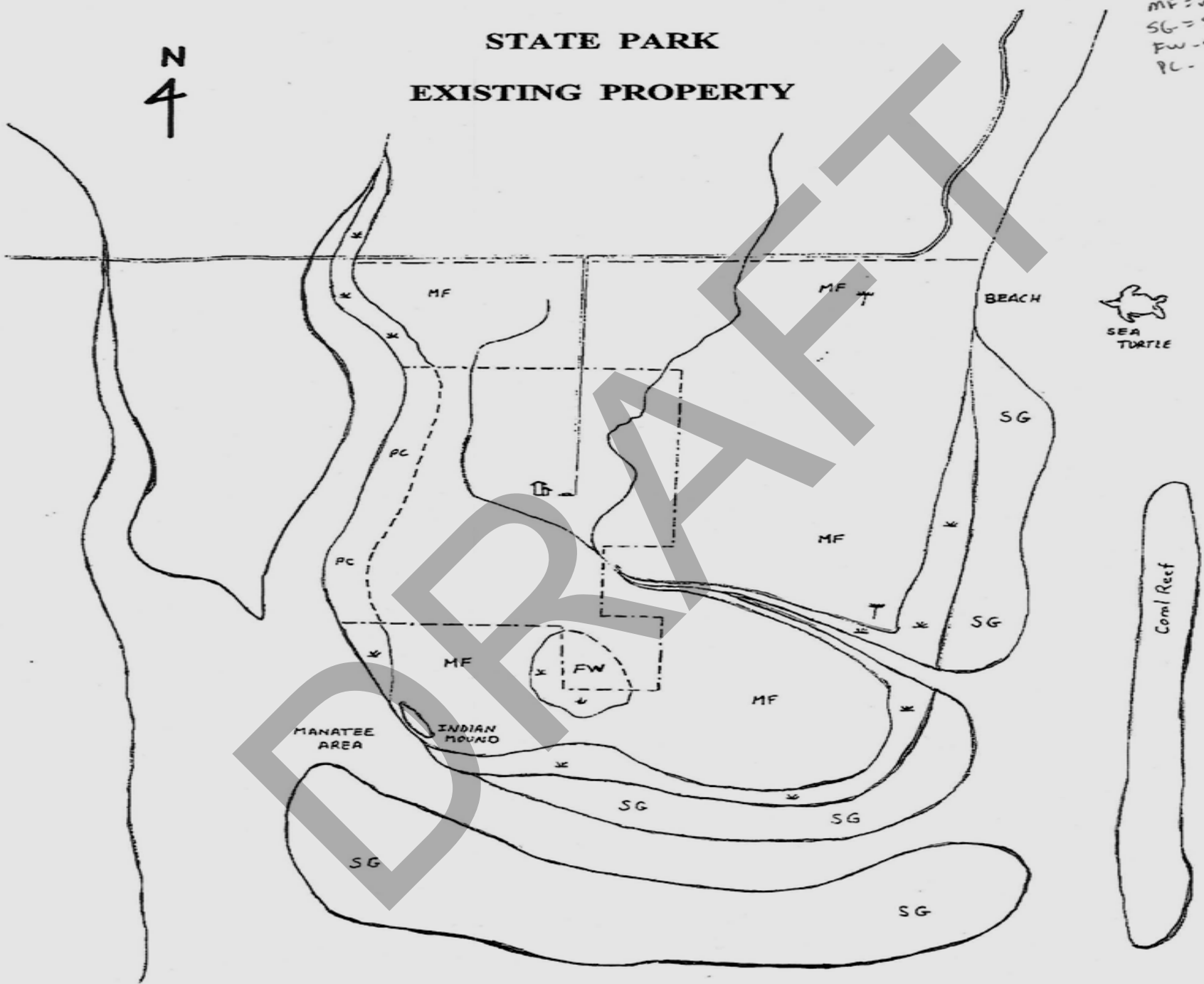
- **location of the discharge**
- **material to be discharged**
- **controlling the material after discharge**
- **affecting the method of dispersion**
- **technology**



STATE PARK EXISTING PROPERTY

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MF = marsh Forest
SG = Sea Grass
FW = Filled Wetland
PC = prior converted



STATE PARK CORPS PERMIT

