Everglades National Park Seepage Management Project

Authorization

The framework for the Comprehensive Everglades Restoration Project is contained within Section 601(b)(A) of WRDA 2000

Specific Authorization for the Everglades National Park Seepage Management Project is contained in Section 601(c) of the Water Resources Development Act of 2000, Additional Program Authority.

Project Objectives

- Improve the water deliveries to Northeast Shark River Slough
- Restore wetland hydropatterns in the ENP by reducing levee and groundwater seepage and increasing sheetflow
- Recharge groundwater and reduce seepage from the ENP buffer areas by increasing water table elevations east of Krome Avenue.

Project Components

Real Estate Features Land acquisition of approximately 7,943 acres valued at \$166,329,000 (1999 dollars)

PIR Strategy

- Watershed Assessment
- Identify Geotechnical, Survey, and Mapping requirements early and minimize the potential for duplication of efforts due to other existing CERP Projects
- Identify "phasing" opportunities
- Initiate Public Outreach and Stakeholder involvement
- Agency Responsibilities

Corps

NEPA Coordination, Plan Formulation, Geotechnical, Surveys, and Modeling and Project Oversight

<u>SFWMD</u> Real Estate Activities and Project Oversight Estimated Project Costs

Major Project Milestones

Project Management Plan	Jun 05 - Dec 05
Project Implementation Report	Dec 05 - Aug 09
Design	Sep 07 - Mar 12
Construction	Mar 12 – Dec 16

Major Milestones for PIR Phase

Initiate Project Implementation Phase	Dec 05
Preliminary Screening of Alternatives	May - Jul 06
Final Screening of Alternatives	July - Aug 06
Feasibility Scoping Meeting	Nov 06
Alternative Formulation Briefing	Sep 07
Selected Alternative Plan	Aug - Sep 07

Draft PIR/NEPA Complete Public Review of Draft PIR/NEPA Final PIR/NEPA Oct 08 Oct - Dec 08 May 09

PIR Kick-Off Meeting - 15 Dec 05 in Ft. Lauderdale

Team's evaluating the project's Problems, Opportunities, Goals and Objectives

NEPA Scoping Meeting - Mar 7, 2006