

Source: Chesapeake Bay Program November 2010

Scenario Builder is a computer tool that can generate simulations of the past, present or future state of the watershed to run through the Chesapeake Bay Watershed Model. This allows for the exploration of potential impacts of management actions and evaluation of alternatives in developing Watershed Implementation Plans, etc. There have been some recent requests to include, as part of the TMDL public record, the Scenario Builder code as well as Scenario Builder inputs and outputs for the draft WIP and TMDL scenarios. In support of the Chesapeake Bay Program's ongoing commitment to scientific integrity, openness and transparency in its computer models and Chesapeake Bay TMDL development, several components of Scenario Builder are being made publically available. This email is to inform you that EPA has made the following Scenario Builder information publically available on our www.chesapeakebay.net website on its Watershed Implementation Plan Tools Page:

Scenario Builder model documentation was posted in September and is available at:

<http://www.chesapeakebay.net/watershedimplementationplantools.aspx?menuitem=52044#52>

Scenario Builder input decks and outputs for the Hybrid Backstop TMDL, Full Backstop TMDL, and Bay jurisdictions' draft Phase I Watershed Implementation Plans submitted to EPA on September 1-3 were posted November 2 at:

ftp://ftp.chesapeakebay.net/Modeling/phase5/Phase53_Loads-Acres-BMPs/DraftWip_DraftTMDL_Inputs_OutPuts/

The Scenario Builder programming code is also now available for download at:

<ftp://ftp.chesapeakebay.net/modeling/ScenarioBuilder/ScenarioBuilderSource/>