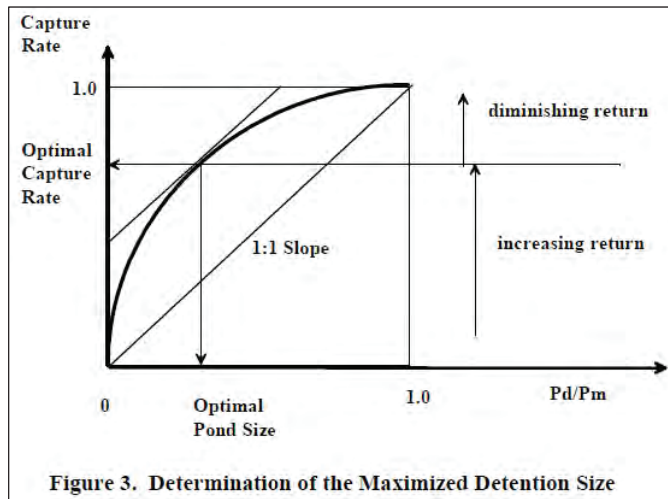


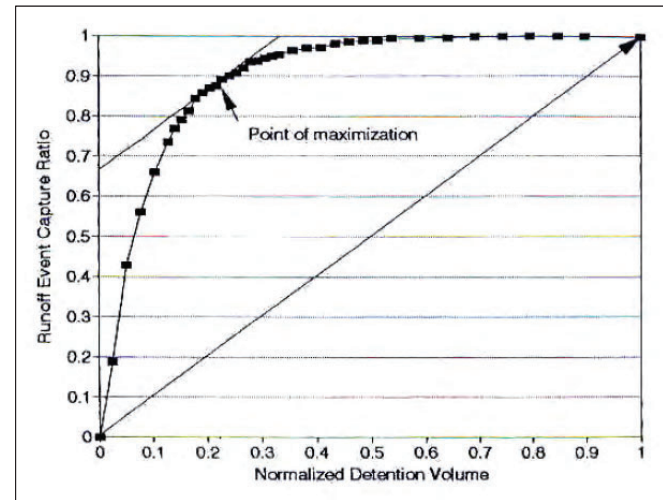
# The 90<sup>th</sup> Percentile Volume

## Why the 90<sup>th</sup>?



## "Maximized" Water Quality Capture Volume

Guo & Urbanas



# The 90<sup>th</sup> Percentile Volume

## How to Calculate

$$V_{\text{goal}} = 90^{\text{th}} \text{ Percentile Volume}$$

$$V_{\text{goal}} = R_v d A$$

- |               |   |   |                         |
|---------------|---|---|-------------------------|
| <b>Step 1</b> | Determine the 90 <sup>th</sup> Percentile Precipitation Depth | → | <b>d</b>                |
| <b>Step 2</b> | Determine the project's imperviousness.                       | → | <b>imp &amp; A</b>      |
| <b>Step 3</b> | Volumetric Runoff Coefficient                                 | → | <b>R<sub>v</sub></b>    |
| <b>Step 4</b> | Determine 90 <sup>th</sup> Percentile Volume                  | → | <b>V<sub>goal</sub></b> |

# The 90<sup>th</sup> Percentile Volume

## Step 1 Determine the 90<sup>th</sup> Percentile Precipitation Depth, *d*

### Obtain long-term reliable rainfall data.

1. Active rain gage
2. 30 years of data
3. 90% data coverage

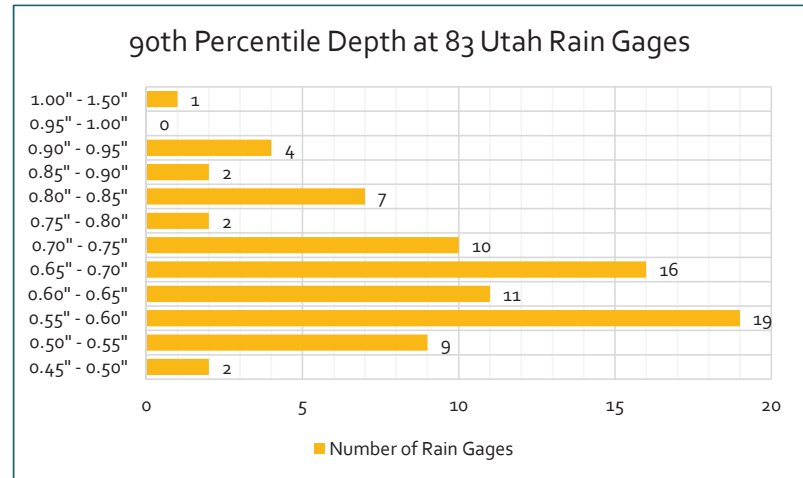
### Rainfall data sources



Daily rainfall summaries

Other sources that meet criteria

Usually between 0.50" and 0.85"



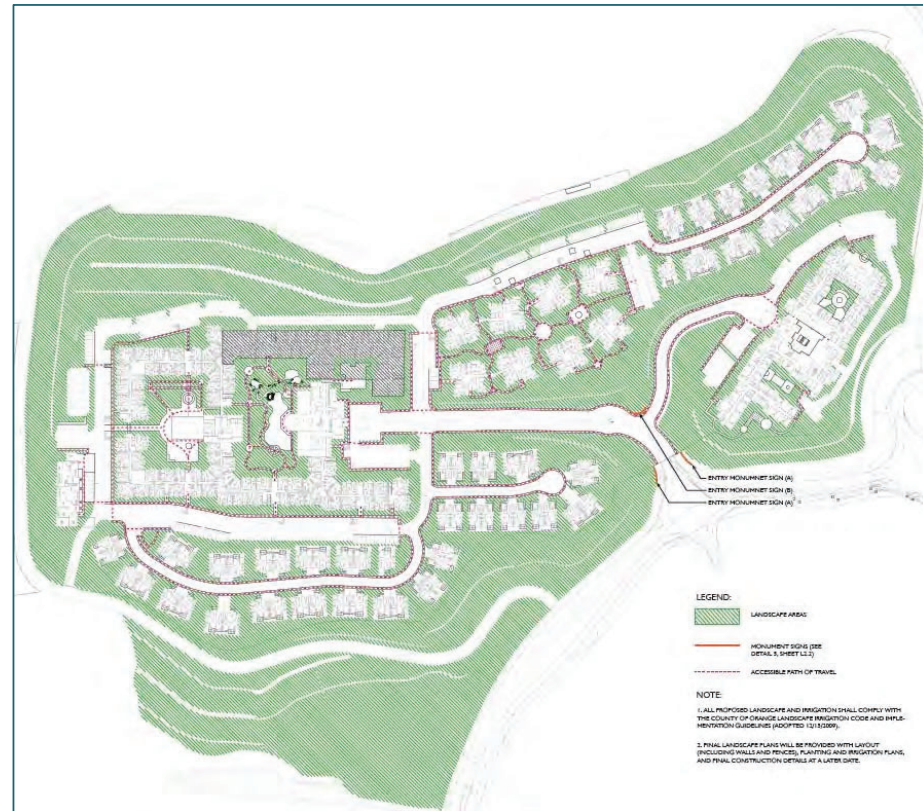
## Appendix A

STATION	NAME	LATITUDE	LONGITUDE	ELEVATION (FT)	90TH PERCENTILE DEPTH (IN)
USC00420074	ALTAMONT, UT US	40.3670	-110.2986	6456	0.53
USC00420086	ALTON, UT US	37.4402	-112.4819	7098	0.81
USC00420168	ANGLE, UT US	38.2486	-111.9608	6410	0.53
USC00420336	ARCHES NATIONAL PARK HQS, UT US	38.6163	-109.6191	4093	0.56
USC00420527	BEAVER CANYON POWER HOUSE, UT US	38.2682	-112.4818	7275	0.74
USS0011J46S	BEAVER DIVIDE, UT US	40.6100	-111.1000	8280	0.70
USS0011H08S	BEN LOMOND PEAK, UT US	41.3800	-111.9400	8000	1.50
USS0012L07S	BIG FLAT, UT US	38.3000	-112.3600	10349	0.90

# The 90<sup>th</sup> Percentile Volume

## Step 2 Determine the Project's Imperviousness

$$\text{Imperviousness} = \frac{\text{Impervious Area within Project Limits}}{\text{Total Project Area}}$$



# The 90<sup>th</sup> Percentile Volume

## Step 3 Determine the Volumetric Runoff Coefficient, $R_V$

### What is $R_V$ ?

$$R_V = \frac{\text{Monitored Runoff Volume}}{\text{Total Precipitation Volume}}$$

- Not the same as the Rational Method C
- $R_V$  is more appropriate for smaller, more frequent storms
- Typically smaller values than C

### Methods Used in the Manual

#### Method 1 – Reese

Applicable for urban development

$$R_V = 0.91 \times \text{imp} - 0.0204$$

#### Method 2 – Hydrologic Soil Groups

$$R_{V-A} = 0.84 \times \text{imp}^{1.302}$$

$$R_{V-B} = 0.84 \times \text{imp}^{1.169}$$

$$R_{V-C/D} = 0.83 \times \text{imp}^{1.122}$$

#### Method 3 – Granato Method

Applicable for highways

$$R_V = 0.225 \times \text{imp} + 0.05; \text{ when } \text{imp} < 0.55$$

$$R_V = 1.14 \times \text{imp} - 0.371; \text{ when } \text{imp} \geq 0.55$$

# The 90<sup>th</sup> Percentile Volume

## How to Calculate

$$V_{\text{goal}} = 90^{\text{th}} \text{ Percentile Volume}$$

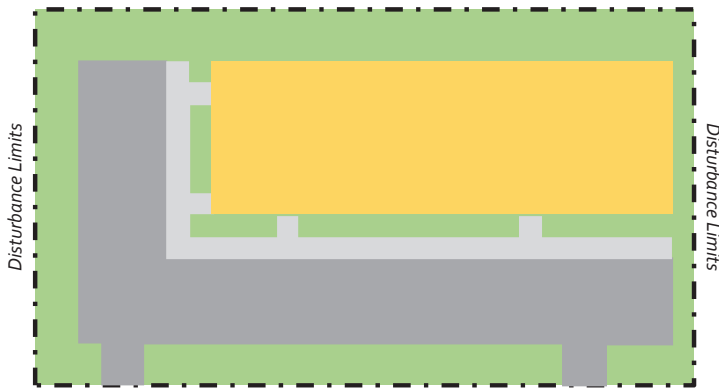
$$V_{\text{goal}} = R_v d A$$

- |               |   |   |                         |
|---------------|---|---|-------------------------|
| <b>Step 1</b> | Determine the 90 <sup>th</sup> Percentile Precipitation Depth | → | <b>d</b>                |
| <b>Step 2</b> | Determine the project's imperviousness.                       | → | <b>imp &amp; A</b>      |
| <b>Step 3</b> | Volumetric Runoff Coefficient                                 | → | <b>R<sub>v</sub></b>    |
| <b>Step 4</b> | Determine 90 <sup>th</sup> Percentile Volume                  | → | <b>V<sub>goal</sub></b> |

# The 90<sup>th</sup> Percentile Volume

## $V_{goal}$ vs Water Quality Volume (WQV)

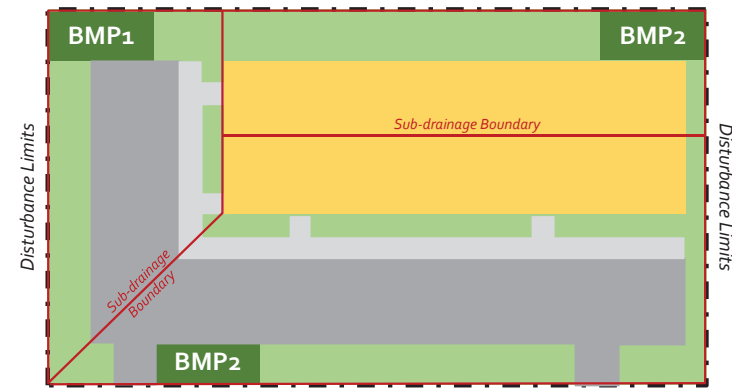
$V_{goal}$



$V_{goal}$  calculated from:  
 Project disturbance limits  
 Project imperviousness  
 90<sup>th</sup> Percentile Storm Depth

$$V_{goal} = R_v d A$$

WQV



WQV calculated from:  
 BMP's drainage area  
 Imperviousness of BMP's drainage area  
 90<sup>th</sup> Percentile Storm Depth

$$WQV = R_v d A$$

$$V_{goal} = \sum WQV$$