

Off-Stream Constructed Wetland (Larger than 10ML)

Sediment detention basin and first flush chamber are bypassed when full to prevent sediment, nutrient & pesticide load from entering the main wetland/storage zone

- Sediment detention basin
- Shallow/rocked flow through system
- First flush Chamber
 - Catches remaining nutrient, pesticide & sediment rich runoff.
 - Acts as a settling pond

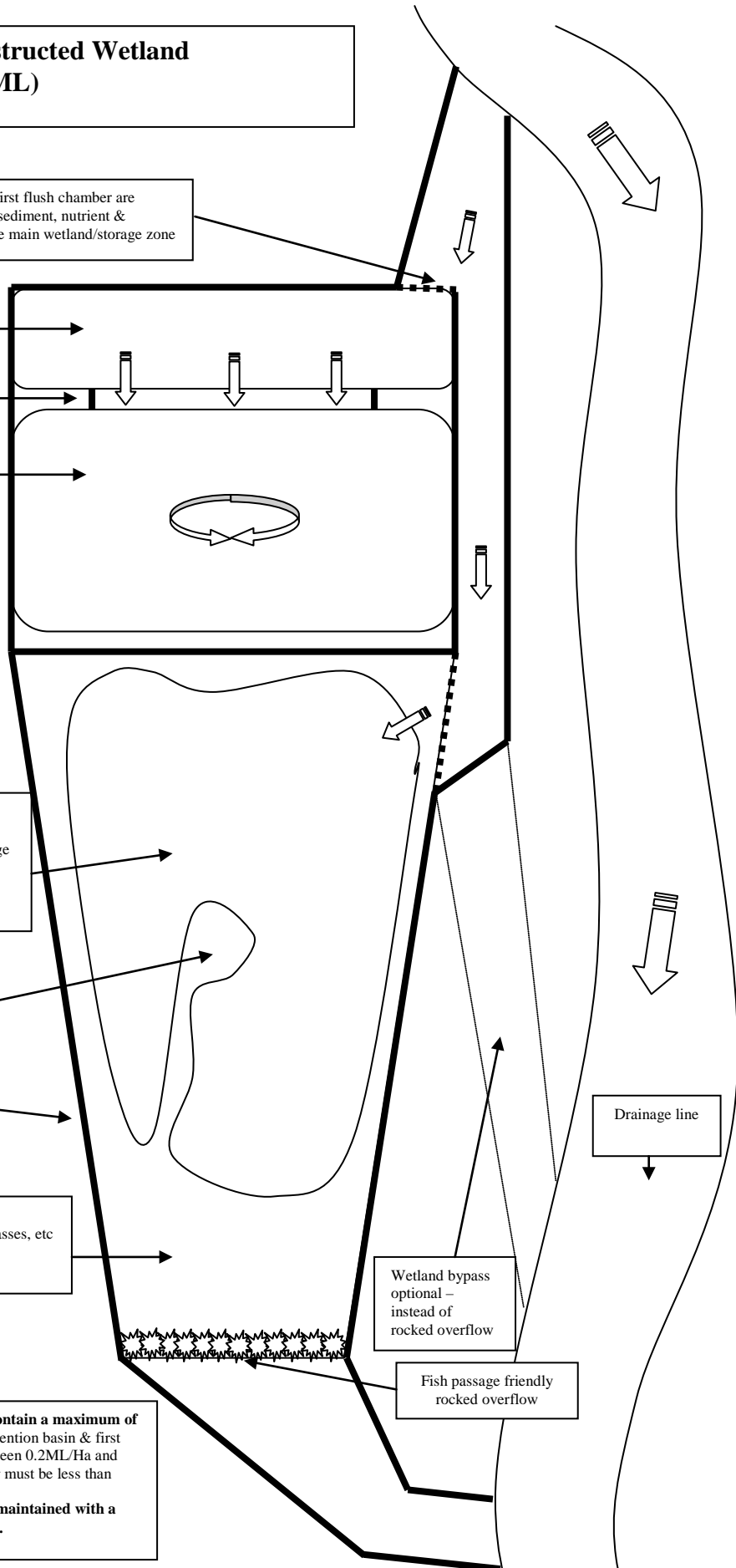
- Main Deep Storage
 - Fish Refuge
 - Dissolved Oxygen refuge
 - Deep zone that holds water all year (e.g. not pumped dry)

- Island Structure
- Native terrestrial vegetation plantings and in water habitat (eg logs)

- Shallow water zone
 - Native sedges, reeds, grasses, etc
 - Water bird area
 - Frog zone

- Wetland bypass optional – instead of rocked overflow
- Fish passage friendly rocked overflow

- The overall structure can contain a maximum of 0.75ML/ha. (The sediment detention basin & first flush chamber must catch between 0.2ML/ha and 0.25ML/ha. Wetland chamber must be less than 0.55ML/ha.)
- Wetland chamber must be maintained with a minimum water level of 10%.



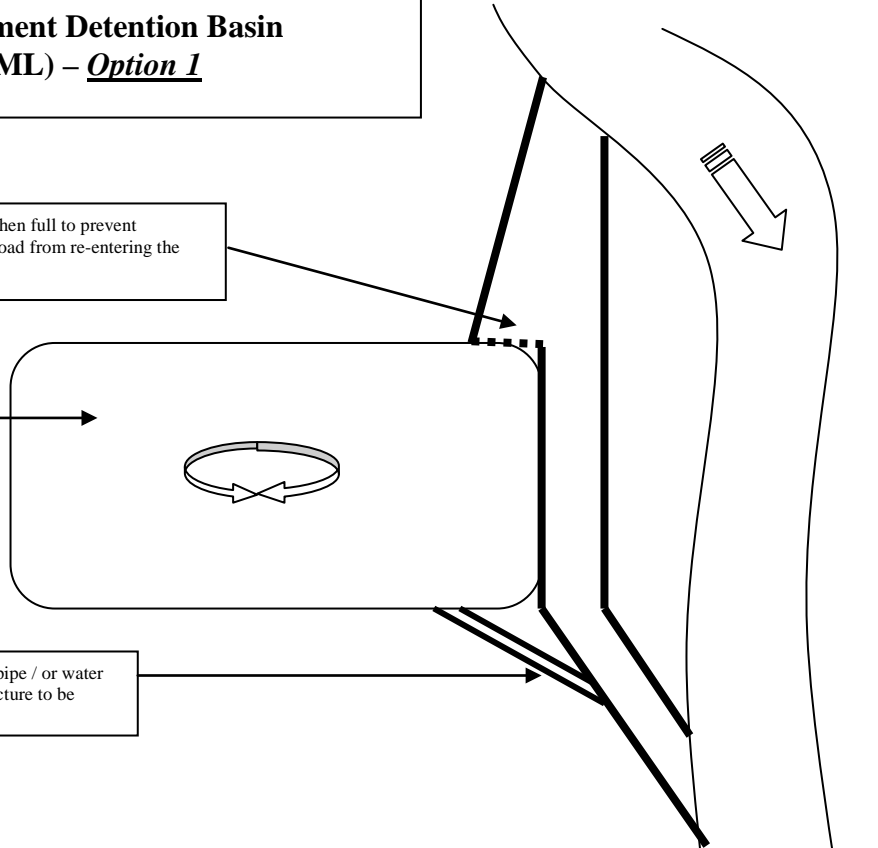
**Off-Stream Sediment Detention Basin
 (Smaller than 10ML) – *Option 1***

Sediment detention bypassed when full to prevent sediment, nutrient & pesticide load from re-entering the waterway

Sediment detention basin

- Structure can be any shape or design and hold between 0.2ML/Ha & 0.75ML/Ha
- Must be less than 10ML in capacity

Slow release wall / gate valve pipe / or water used for irrigation to allow structure to be maintained empty.



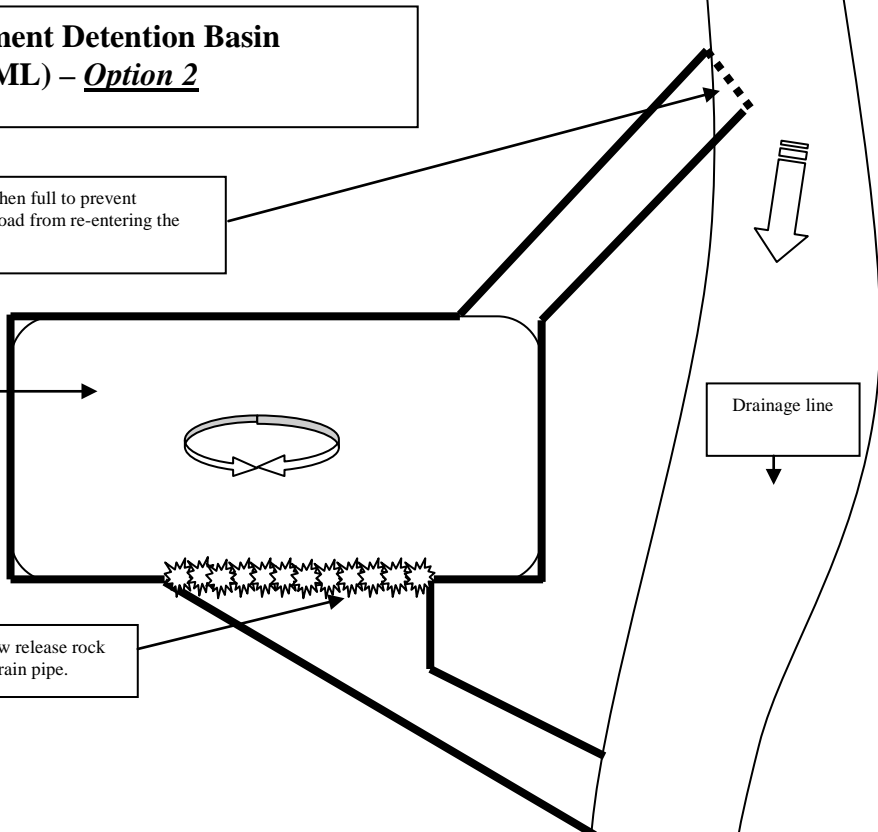
**Off-Stream Sediment Detention Basin
 (Smaller than 10ML) – *Option 2***

Sediment detention bypassed when full to prevent sediment, nutrient & pesticide load from re-entering the waterway

Sediment detention basin

- Can be any shape or design and hold between 0.2ML/Ha and 0.75ML/Ha
- Must be less than 10ML in capacity

Rock wall spillway, may be slow release rock wall or also have a gate valve drain pipe.



**On-Stream Sediment Detention Basin
(Smaller than 10ML)**

