CRITICAL PERIOD TRIGGERS, STAGES, AND WITHDRAWAL REDUCTIONS

AUTHORITY

The following Critical Period triggers and percent reductions apply to all Municipal, Industrial and Irrigation users authorized to withdraw more than 3 acre-feet.

San Antonio Pool

Critical Period is declared in the San Antonio Pool when the 10-day average of the rate of springflow at either the Comal or San Marcos springs, or aquifer reading at the J-17 Index Well in Bexar County drops below the Stage I trigger level. Likewise, a more restrictive stage of Critical Period is activated by any one of these triggers. However, the declaration of a less restrictive stage of Critical Period requires the 10-day averages of all three trigger levels to be above the activation thresholds of the particular stage in effect at the time.

TRIGGER (based on 10-day average)	CRITICAL PERIOD STAGE I	CRITICAL PERIOD STAGE II	CRITICAL PERIOD STAGE III	CRITICAL PERIOD STAGE IV	CRITICAL PERIOD STAGE V
Index Well J-17 Level (MSL)	<660	<650	<640	<630	<625
San Marcos Springs Flow (CFS)	<96	<80	N/A	N/A	N/A
Comal Springs Flow (CFS)	<225	<200	<150	<100	<45/40*
Withdrawal Reduction	20%	30%	35%	40%	44%

Uvalde Pool

The Uvalde Pool enters Critical Period at Stage II based on the 10-day average of aquifer level readings at the J-27 Index Well in Uvalde County.

TRIGGER (based on 10-day average)	CRITICAL PERIOD STAGE I	CRITICAL PERIOD STAGE II	CRITICAL PERIOD STAGE III	CRITICAL PERIOD STAGE IV	CRITICAL PERIOD STAGE V
Index Well J-27 Level (MSL)	N/A	<850	<845	<842	<840
San Marcos Springs Flow (CFS)	N/A	N/A	N/A	N/A	N/A
Comal Springs Flow (CFS)	N/A	N/A	N/A	N/A	N/A
Withdrawal Reduction	N/A	5%	20%	35%	44%

^{*}San Antonio Pool only: In order to enter into Critical Period Stage V, the applicable springflow trigger is either less than 45 cfs based on a ten-day rolling average or less than 40 cfs based on a three-day rolling average. Expiration of Critical Period Stage V is based on a ten-day rolling average of 45 cfs or greater.

Definitions: (MSL) Mean Sea Level; (CFS) Cubic Feet Per Second