

DOE Issues Water Right

September 23rd 2010

The Department of Ecology issued approval of Cascade Water Alliance's water right on September 16, completing a decade-long effort to identify and develop a way to preserve the Lake Tapps reservoir from drying up.

"The Lake Tapps Community Council has reviewed the Record of Examination with regard to the Lake Tapps Water Rights. We are extremely pleased that CWA has fully honored and incorporated the laboriously negotiated CWA/Community Agreements into the Water Right."

From the letter to the Cascade Board of Directores from the Lake Tapps Community Council (September 21)

"The work to decide who gets to use the public's water is some of the most difficult we face at Ecology," said Ted Sturdevant, Ecology's director. "I believe we've struck the right balance with this decision. The key interests in each party have been preserved, reflecting the art of compromise necessary for good water decisions. It's an approach we could use more of to ensure we have a water smart future for Washington."

Ecology's decision is final pending any appeals that may be filed within the next 30 days.

Ecology's decision gives Cascade the right to eventually divert up to 48 million gallons of water daily from Lake Tapps to serve its customers. Cascade agreed to prioritize specific flows in the White River and summer recreation levels in Lake Tapps ahead of taking water for municipal use. Cascade doesn't plan to develop this regional water supply for decades, and will still have to build water treatment and delivery systems.

"Cascade would like to commend the Department of Ecology for producing a document that reflects a regional partnership with Tribes, the four neighboring cities, the Lake Tapps homeowners and the state to ensure we can provide water today and well into the future," said Chuck Clarke, Cascade CEO.

View the complete Lake Tapps water rights documents > View the September 20 Seattle Times editorial on the Lake Tapps water right >

Water for today...
and tomorrow