Town of Bridgton Lake Levels Policy and Procedures

I. Purpose:

To establish a clear policy and procedure for monitoring and maintaining the proper lake levels of the waters of both Highland Lake and Woods Pond, both Fall and Spring.

II. Process in the Fall:

- We will begin lowering the waters at the dams to winter levels (*see sections V & VI*), starting every Fall no later than November 1st.
- Winter levels should be achieved on or about December 1st.

III. Process in the Spring:

- Weather permitting *(ice out)*, we will begin adjusting the waters at the dams to summer levels *(see sections V & VI)*, starting every Spring no later than *May 1st*.
- Summer levels should be achieved on or about $May 20^{th}$.

IV. Maintenance / Construction Levels:

NOTE: Beginning in the Fall of 2021, we will be lowering the waters to maintenance / construction levels once every 4 years if weather allows. The town will inform the Lakes Region Water Level Committee when maintenance draw-down begins, to confirm receding waters can accept the added volume. This will allow lakefront property owners to perform dock repairs, place rip rap and perform other waterfront improvements that may be needed with appropriate town and State *(Natural Resources Protection Act)* permitting.

• <u>Highland Lake's level will be lowered to: 5' with the capability of</u> going lower if approved permitting, as required, has been completed.

V. Highland Lake – Seasonal High's & Low's:

- (Summer) High = 6.2 feet (+/- plus or minus 0.2 feet) at the dam
- (Winter) Low = 5.4 feet (+/- plus or minus 0.2 feet) at the dam

VI. Woods Pond – Seasonal High's & Low's:

- (Summer) High = 4.2 feet (+/- plus or minus 0.2 feet) at the dam
- (Winter) Low = 3.5 feet (+/- plus or minus 0.2 feet) at the dam

VII. Adjustments:

Lake levels will be adjusted, at the discretion of the Public Services Director, for any conditions, including but not limited to weather, at any time.

Adopted 12/8/2020 Revised & Accepted 4/25/2023

Board of Selectmen Town of Bridgton