



Vina Sustainable Groundwater Management

Water managed locally, responsibly and as part of the whole

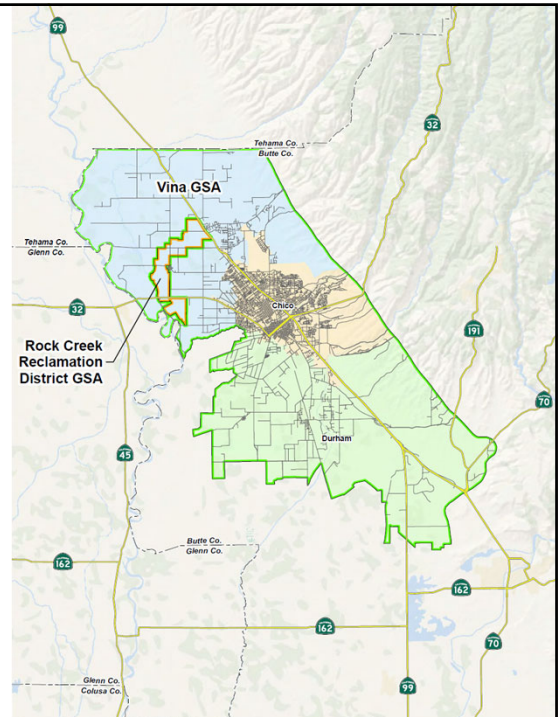




The Vina Subbasin

Primary Characteristics of the Vina Subbasin:

- Chico
- Durham
- Orchards
- Rangeland
- Access to the Sacramento River and Butte Creek





Land Management

What is it?
The process of managing the development and use of land.

How do we accomplish this?

- Practices and technologies that enhance productive capacity of land while protecting and improving natural resources, i.e., soil and water

Water Supply

What is it?

Surface water supply is a source, means, or process of supplying water from a river, lake, or stream

Why is it important?

- Enhances availability
- Improves reliability
- Flood control
- Reduces overdraft



Water Conservation

What is it?

The practice of using water more efficiently to reduce unnecessary usage.

How do we become more efficient?

- Use data to guide water management
- Alternative irrigation systems and technologies



Groundwater Recharge

What is it?

When water seeps into the ground to replenish underground aquifers

How does recharge effect sustainability?

- Can help improve groundwater levels and storage conditions
- Water for recharge can come from a variety of sources: surface water, stormwater runoff, and recycled water



Vina SGM
Projects

Projects coming over the next two years

- Data Gap Identification and Data Improvement
- Inter-basin Coordination Analysis
- Water Supply and Recharge Feasibility
- Extend Orchard Replacement Incentive Program
- Lindo Channel Project

Get Involved

We need feedback from ALL beneficial users to reach groundwater sustainability. Whether you are a domestic well owner, an agricultural user, or an urban resident we need your input!

Want to get involved in person?



Attend one of our upcoming meetings

Help us gather information to inform decision making



[Take Our Survey](#)

Want to learn more?



Follow the Butte County Department of Water and Resource Conservation on Facebook

