

Water Management Coordination Team
Gaming Schedule
1/25/00

Overview (Games 3A & 3B)

- Assets and asset distribution are identical to Game 1A (early Stage I). That is, new assets are controlled entirely by Projects:
 - Joint Point of Diversion
 - Delta Mendota Canal/ California Aqueduct Intertie
 - Limited expansion of Banks pumping limits
 - Demand shift option of 60 kaf
- Fish managers may relax E/I ratio.
- B (2) is accounted for in the same way as Game 1A.
 - Upstream releases between October 1 and January 31 count against b(2) unless reservoir spills.
 - Upstream releases between February 1 and September 31 count against b(2). Water may become outflow if need declared by fish managers without additional b(2) cost.
 - All export reductions off model baseline count against b(2).
 - Fish managers may transfer leftover water under Section III of b(2) decision.
- However, fishery protection is not limited by b(2) and E/I relaxations. Fish managers release whatever water they deem necessary for fish protection from upstream reservoirs and cut diversions out of the Delta to the extent they deem necessary. The Projects will use facilities to compensate to the best of their ability during the game.
- Game should run entire 1981 – 1995 sequence.
- Proposed to run Game 3B (late Stage 1) in same way using assets in Game 1B.

Analysis

- Track export levels and compare to various benchmarks: Game 1A; Accord; D 1485; Historic.
- Track storage "debt" created by fish actions. Correlate with export cuts to estimate minimum size of EWA account needed to achieve full fish protection without impacts beyond b(2).
- Estimate absolute levels of fish protection using template.
- Estimate improvements in fish protection compared to Game 1A.

Schedule

Run Game 3A	Jan 25 – Jan 27
Run Game 3B	Feb 1 – Feb 3
CT Analysis	Feb 7 – Feb 10
Present results to Management Group	Feb 15