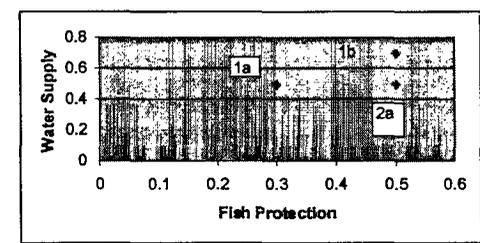


Outline of Gaming Results Report

Some initial thoughts on how the report might be structured. Much of the material for this report already exists or could easily be developed. Any thoughts? We should plan on putting any report like this onto the CALFED website so that people can download the data and manipulate it for themselves.

- 1) Introduction
  - a) Purpose of Report: A technical report, therefore no great attempt to explain every detail for a non technical audience.
- 2) Methodology and Assumptions.
  - a) SIM/ Daily model relationship
  - b) General Gaming steps
  - c) Limitations, qualifications, probable sources of error.
    - i) Include improper treatment of SOD Groundwater treatment in game 1b.
    - ii) Issues surrounding treatment of carryover storage vs. b(2) impacts.
    - iii) Did one year at a time.
  - d) For each game, show
    - i) Assets
    - ii) distribution of assets
    - iii) Assumptions about b(2)
    - iv) Accounting method
    - v) Anything else specific to the game.
  - e) Show and explain the export graphic and how it is used.
  - f) [most of this is written up already. I will try to send you the needed files]
- 3) Data
  - a) The SIM and Daily outputs in spreadsheet form. Some massaging will be needed. In particular, SOD water purchases simply appear as discontinuous changes in carryover storage in San Luis. This needs to be explained. Probably a line of data for purchases needs to be added. Also, not all Delta storage actions appear in the Daily model outputs. This needs to be corrected.
  - b) Daily Graphics by year of the following quantities:
    - i) Upstream storage in Shasta, Folsom, and New Melones
    - ii) Releases from Shasta, Folsom, and New Melones – these may need to be corrected to include new upstream releases for fish. My recollection is that we simply changed Delta inflow during the game.
    - iii) Delta inflows
    - iv) Delta outflows
    - v) Exports
    - vi) San Luis Storage
  - c) [Most of this data is already in correct form from Russ and Sean]
- 4) The biological templates used in the game for these years.
- 5) Analysis
  - a) Biological Analysis
    - i) Salvage changes. Compare various runs and historical

- (1) Includes assumptions about densities not shifting with pumping rates. If we assumed that densities would have shifted in our gaming, we need to note this in the data.
- ii) Comparison to template
- b) Export analysis
  - i) Average and dry year exports
  - ii) San Luis carryover levels
  - iii) Weighted export water quality: compare different runs and historical
- c) Asset analysis
  - i) Increased Banks
  - ii) Increase Shasta
  - iii) Increase Delta storage
  - iv) Intertic
  - v) JPOD
  - vi) Purchases
  - vii) Groundwater storage
- d) B(2) analysis
  - i) Usage patterns (upstream, WQCP, VAMP)
  - ii) Amount of b(2) potentially replaceable with b(1) actions.
- 6) Conclusions
  - a) Some sort of multidimensional graphic showing the various levels of performance. 1b is better than 1a for supply. Also for fish? 2a is about the same for supply as 1a but much better for fish. This implies some sort of diagram along the following lines



This would show that 2a is clearly superior to 1a and that 1b is superior to 2a. Probably 2b would be superior to 1a. Maybe we need another dimension – WQ, though our main conclusion has been that wq doesn't shift much.