

Report on Game 5

- 1981 – 1985 Completed
- Game very complex.
- **Assets**
 - Empty Storage (200)
 - Purchases (150 SOD, 50 NOD (35 in Year 1981)
 - E/I
 - 50% JPOD
 - 75% State Gain
 - Source Shifting (100 for EWA, 100 for CVP).
 - B(2) w/ limited reset and Offset

Issues

- **Interaction between Collateral/Assets**
 - When storage empty, collateral is very weak
 - If then use very strict requirements for collateral, EWA is highly constrained.
 - 1981. Peak debt of 225 May. Given 150 kaf purchases plus source shifting, this could be supported, but requires staking some of next year's purchases.
 - 1982. Peak debt of 570 kaf in May. Insupportable. Even by staking this year + next year's purchases, still 270 short. Needed 270 kaf of magic water this year.
 - 1983. Minimal debt. Groundwater storage fills.
 - 1984. Peak debt of 390 in SLR. But with 200 in groundwater storage + 150 purchases, not a major problem.
 - 1985. Peak debt of 297. Again, with groundwater + purchases, collateral adequate to cover.
- Note. Debt carried across years was always paid off succeeding winter. Will not always be so, but shows utility of carrying debt rather than immediate payback.

- **CVP Export Cuts.** None made during game. However, reduced carryover storage could have effect during model runs.
- **Reset.** Not a major factor.
- **Offset.** Only appeared in 1985. 133 kaf of offset water. 97 kaf was recovered later in year. 36 not recovered and not given credit. Clear benefit to CVP contractors. Actual benefit closer to 133.
- **Source Shifting for CVP.** Appears to work fine. Same principles as EWA source shift, but with lower collateral problems (CVP always has collateral).

D-060607

D-060607