

## **Flooding/Storm Water/Water Main**

Flood water vs. Storm Water (includes melting snow and water main breaks)

The floodplain management is often faced with trying to distinguish between problems associated with floods and those with local drainage. The distinction may be necessary to determine program or agency responsibilities. To the layperson the distinction may not be important. Whether they have 2-3 feet of storm water or flood water in their residence or business may make little difference. They are still flooded.

The following distinctions can be made between the two:

### ➤ Flow directions in major streams

- Flooding – water overflows the channel and moves away from the stream.
- Storm water – water runoff flows toward the channel or conveyance structure (Storm Drain).

### ➤ Size of drainage area:

- Flooding – The contributing drainage area is greater than 1 square mile.
- Storm Water – The contributing drainage area is less than one square mile

### ➤ Nature of Stream:

- Flooding – Large natural channel, typically in a rural area.
- Storm Water – small constructed or modified channel in urban area.

### ➤ Stream Flow:

- Flooding – continuous.
- Storm Water – discontinuous.

Funding for “flood problems” may be available from federal and state agencies or covered through flood insurance purchased through (Independent agents that sell

1024 flood insurance through FEMA) at least 30 days prior to a flood. In the case of  
 1025 flooding the Village board will declare a state of emergency and contact Dunn  
 1026 Counties emergency manager to start securing sandbags and sand for diking as  
 1027 needed. Fire department/Rescue Squad may activate MABAS for rescue efforts or  
 1028 sandbagging efforts. Municipal Mutual Aid agreements may be activated,  
 1029 Evacuations may be ordered.

1030 Storm Water Management is typically assumed through local responsibility by  
 1031 providing storm sewers and ditches on public right away. Private property owners  
 1032 are suggested through best practices to landscape or build retention ponds to  
 1033 handle storm water. Storm Water damage is the responsibility of the property  
 1034 owner typically covered by homeowner insurance.

1035 Winter runoff spring melting is considered the same as storm water management.  
 1036 The Village of Colfax will do to the best of their ability to clear storm drains and  
 1037 clear snow from public roadways. Snow melting on private properties is suggested  
 1038 by best practices to have a landscaped yard and to remove snow away from  
 1039 building to prevent basement flooding. The Village may provide a place for  
 1040 citizens to haul their snow (Owners expense) to a designated area by contacting  
 1041 the public works director. If a home owner sees the need to sandbag here is a list  
 1042 of resources:

1043

1044 Name Address Phone Number Shipment Time Minimum Order Type

1045 Amazon online Same day varies Sandbags

1046 BagMan 634 Cty Tk T, Hammond 715-796-6333 In store 1 Gravel Bag

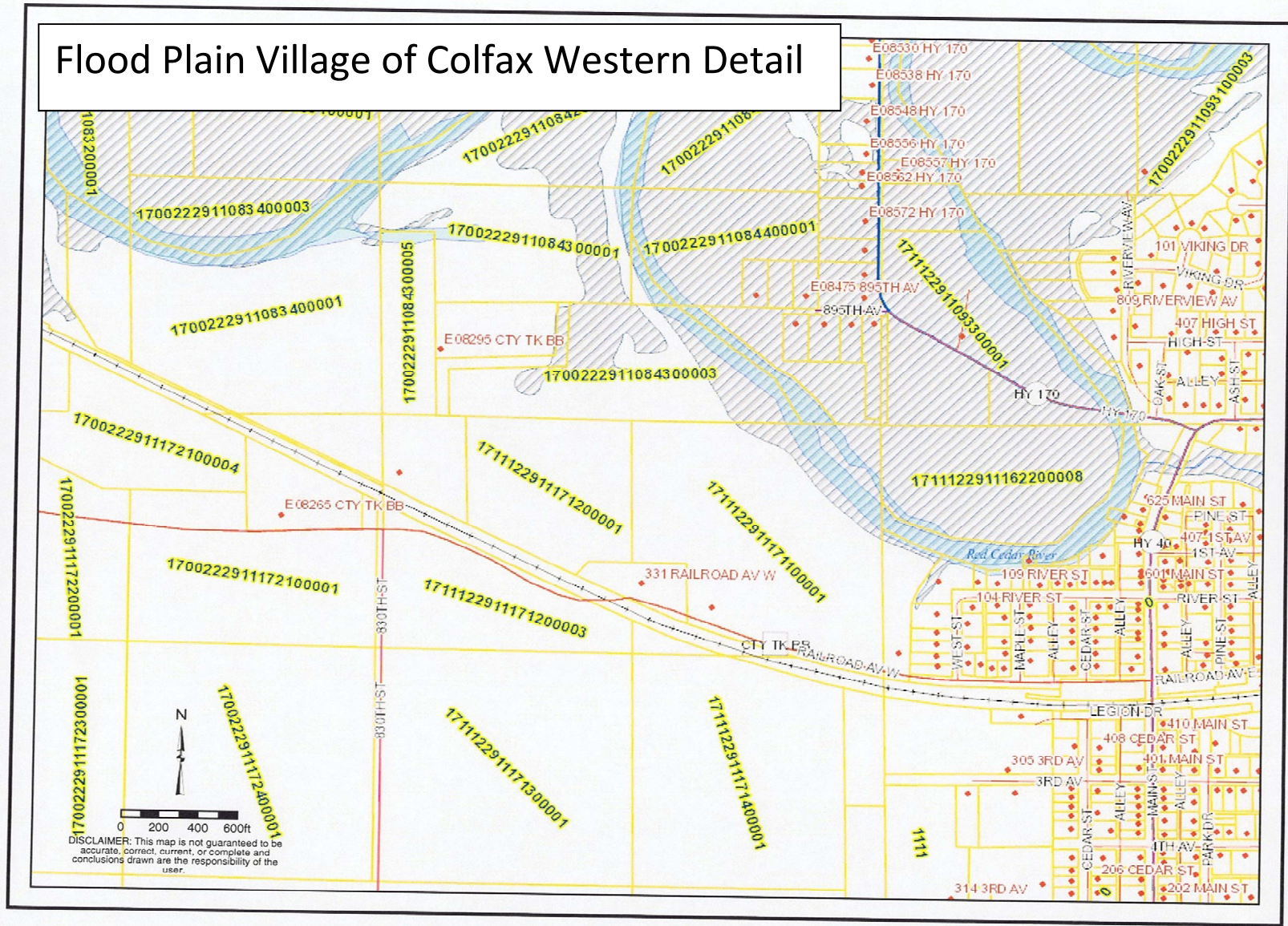
1047 Global Industrial online 888-978-7759 Varies 20 Sandbags

1048 Home Depot 2330 Crest View Dr., Hudson 715-531-1416 Ships to Store

1049 100 Sandbag Hydra Barrier online 888-876-4068 Free Standard shipping 1  
 1050 Sandbags

- 1051 Menards 3210 N Clairemont Ave, Eau Claire 715-830-0011 Ships to Store / may  
1052 have on hand 1000 Sandbags
- 1053 Sandbag Express online 844-699-9470 Free Standard shipping 500 Sandbags
- 1054 Sandbag Store online 800-550-1235 same day/free standard shipping 100  
1055 Sandbags
- 1056 Sandbag Warehouse 8090 Excelsior Blvd, Hopkins MN 855-540-9596 24 Hours 50  
1057 Sandbag
- 1058 Sandbagging online 424-234-6751 (Emergencies Only) Free Shipping 4 business  
1059 days 100 Sandbags
- 1060 Uline online 800-295-5510 Same Day 100 Sandbags
- 1061 United Bags online 800-550-2248 1 business day 1000 Sandbags
- 1062 Walmart online 715-235-6565 Multiple/Ships to Store varies Sandbags

## Flood Plain Village of Colfax Western Detail



# Flood Plain Village of Colfax General View

