STATEOFMAINE DEPARTMENT OF ENVIR ON MENTAL PROTECTION





January 27, 2023

Paul McNulty Watchic Lake Association PO Box 319 Standish, ME 04084

Dear Paul:

Congratulations on the successful completion of the *Watchic Lake Protection Project, Phase I* (#20210007). Review of the report and project file shows that the project has been completed and that all deliverables have been received and accepted. The Department finds that the Watchic Lake Association has implemented the tasks in the project workplan and met budget and match requirements. The Department accepts this project as complete and will authorize final payment.

The purpose of this project was to protect Watchic Lake by reducing the pollutant load into the lake by addressing priority NPS road sites and residential shorefront NPS sites. Another goal of the project was to educate the community on the project's purpose and goals. The project was successfully completed with several noteworthy accomplishments:

- The Watchic Lake Association, with assistance from CCSWCD and FB Environmental, completed projects on three high-impact private road NPS Sites, one town road, and four residential properties The BMPs included inlet and outlet culvert stabilization, installation of catch basins, resurfacing and regarding a gravel road, native shoreline plantings and many additional BMPs.
- The above projects reduced annual pollutant loading to Watchic Lake by an estimated 2.33 tons of sediment and 1.99 pounds of phosphorus.
- Public outreach for the project included direct landowner contact, a buffer planting workshop, three press releases, two presentations at the WLA annual meeting, and webpage updates.
- The project resulted in \$75,738 in local match (exceeding the original work plan match by \$25,936).

Again, congratulations on your accomplishments with this project and good luck with your ongoing efforts to protect the water quality of Watchic Lake.

Sincerely,

Wendy Garland

Director, Division of Environmental Assessment

cc: Alex Wong, NPS Program Coordinator