

All of our supply systems have different sources of water and supply constraints. Please ensure you read the update relevant to your town.

We welcome your feedback on these updates to ensure we are providing information that is relevant and useful. Send your suggestions and feedback to our postal address: 37-45 Bridge Street, Bendigo 3550 or e-mail to: publicaffairs@coliban.com.au

What we need for customer supply

Residential customers	Business and industry	Operational water**	Total (Megalitres)
60ML	30ML	40ML	130ML

Water needs for 12 months based on Permanent Water Savings Rules.

For all current water restriction levels refer to - www.coliban.com.au

** Operational water includes all losses eg. evaporation, system losses, seepage and treatment process losses.

What we currently have access to

Volume in storage (ML)	% Capacity
63.5ML	70%

Trentham annual ground water licence volume (bore)	Current allocation	Current volume extracted from bore (Megalitres)
48ML	100%	26.2ML

Trentham has two raw water supply sources, a natural spring that fills the two storages on site, plus a 48ML licenced bore that is used during the warmer months to supplement the natural spring supply.

The estimated spring flow is 84ML/yr (drought) to 145ML/yr (wet)

Water restrictions outlook

Water Restriction Outlook Trentham		
	June	August
Wet	PWSR*	PWSR*
Average	PWSR*	PWSR*
Dry	PWSR*	PWSR*

This is based on current storage levels.

Wet Inflow conditions that have 1 in 10 chance of being exceeded
 Average Inflow conditions that have 5 in 10 chance of being exceeded
 Dry Inflow conditions that have 9 in 10 chance of being exceeded
 *PWSR Permanent Water Saving Rules

Consumption - actual versus forecast

The graph below indicates the actual demand in the Trentham groundwater system compared with the predicted demand for Permanent Water Savings Rules (PWSR).

Trentham monthly actual demand was 4ML less than the forecast demand for March. Total consumption to date for 2008/09 is 103ML and is 24ML less than the forecast demand.

