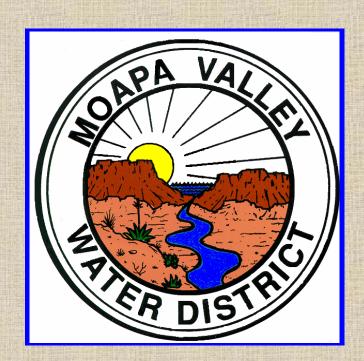
Moapa Valley Water District



Overton, Nevada

☑ Entire document provided.

☐ Due to size limitations, ____ and ___ provided. A copy of the complete document is available through the Research Library (775/684-6827) or e-mail library © lb-state.n.v.ush.

Meeting Date: 01-22-04

Current Information

- Moapa Valley Water District has served the domestic water needs of Moapa Valley since 1960
- •Generally located on I-15 between Mesquite and Las Vegas
- •Service area includes Overton, Logandale, Glendale & Moapa
- •Approximately 167 miles of pipeline with a service territory of a 75 square miles
- Approximately 8,000 residents
- 2414 Residential Meters
- •202 Commercial Meters

Water Sources

<u>Source</u>	Pumping Capacity (g.p.m.)	<u>Groundwater Basin</u>
Jones Spring	450	Muddy River Springs
Baldwin Spring	1350	Muddy River Springs
Arrow Canyon Well	3000	Muddy River Springs
MX-6 Well	450	Muddy River Springs

(All are located in the Warm Springs area)

Storage Facilities

Moapa Area

- •1MG reinforced concrete tank
- •3MG post-tensioned concrete tank (under construction)

Moapa Indian Reservation

- •100k gallon tank
- •200k gallon tank(under construction)

Logandale Area

- •1.5MG steel tank
- •1MG post-tensioned tank

Overton Area

•1.5MG steel tank

Total System Capacity 8.3MG's of Storage

Meter Connections

Year	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003
Total Meters	69	73	73	126	74	86	78	75	35	45	68	82
Installed												
Total Meters in System	1,811	1,884	1,957	2,083	2,157	2,243	2,231	2,396	2,431	2,476	2,542	2,624
Change From Previous Year	3.96%	4.03%	3.87%	6.44%	3.55%	3.99%	3.48%	3.23%	1.46%	1.85%	2.75%	3.23%

12 Year Average Growth Rate = 3.49%

Population Projections

<u>Year</u>	<u>Population</u>	
2003	8,014	
2004	8,298	
2005	8,592	
2006	8,896	
2007	9,211	
2008	9,537	
2009	9,874	
2010	10,224	
2011	10,586	
2012	10,961	
2013	11,349	
2014	11,750	
2015	12,166	

Projected Water Demands

Acre-Foot

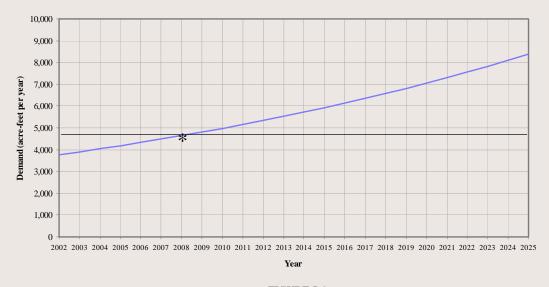


FIGURE 5.6 Moapa Valley Water District Annual Water Demand Projection

