

High Water Mark

Open Space & Floodplains Work Together

The High Water Mark Mural

The mural across the channel shows plants and creatures that typically live in or near creeks and drainages in Carson City. Can you identify all the animals in the mural? Check the QR code for all the answers.

On the right side of the mural, you will see past flood High Water Marks and the regulatory flood surface elevation as shown on the FEMA flood maps as BFE or base flood elevation.



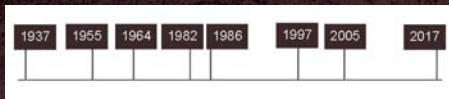
Major Storms

Flooding can happen in any year. The timeline between 1937 to 2017 reveals a 7 to 10 year average frequency for major storms that cause flooding in Carson City.

In 2017, the City experienced flooding from two atmospheric river storm events, which is a narrow and concentrated band of atmospheric moisture from the subtropic areas of the Pacific Ocean.

In January, about 11 inches of rain fell which caused damage over the entire City, then in February another storm hit the area causing additional damage. All totaled, about 22 inches of rain fell in the lower foothill areas of the City.

Timeline of Major Storms



Know Your Hazard

Federal Emergency Management Agency (FEMA) publishes flood maps that show risks of flooding. Use the QR code to check the flood hazard at your location on the map. High flood risks are shown in blue, medium flood risks are brown and no shaded areas are low risk of flooding. Get information about flood safety at www.Ready.gov.



Carson City Open Space

Open Space is an important resource of Carson City. Along with providing habitat for animals, these creeks and open space areas are also floodplains. Many of these important areas have been purchased by Carson City for natural resource protection and passive recreation. Floodplains are important for many reasons – they act like sponges to soak up spring runoff, capture floodwaters, filter pollutants, and recharge our groundwater. By protecting our floodplains and keeping them natural, our community is more resilient to flooding.

