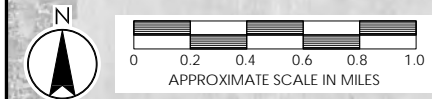
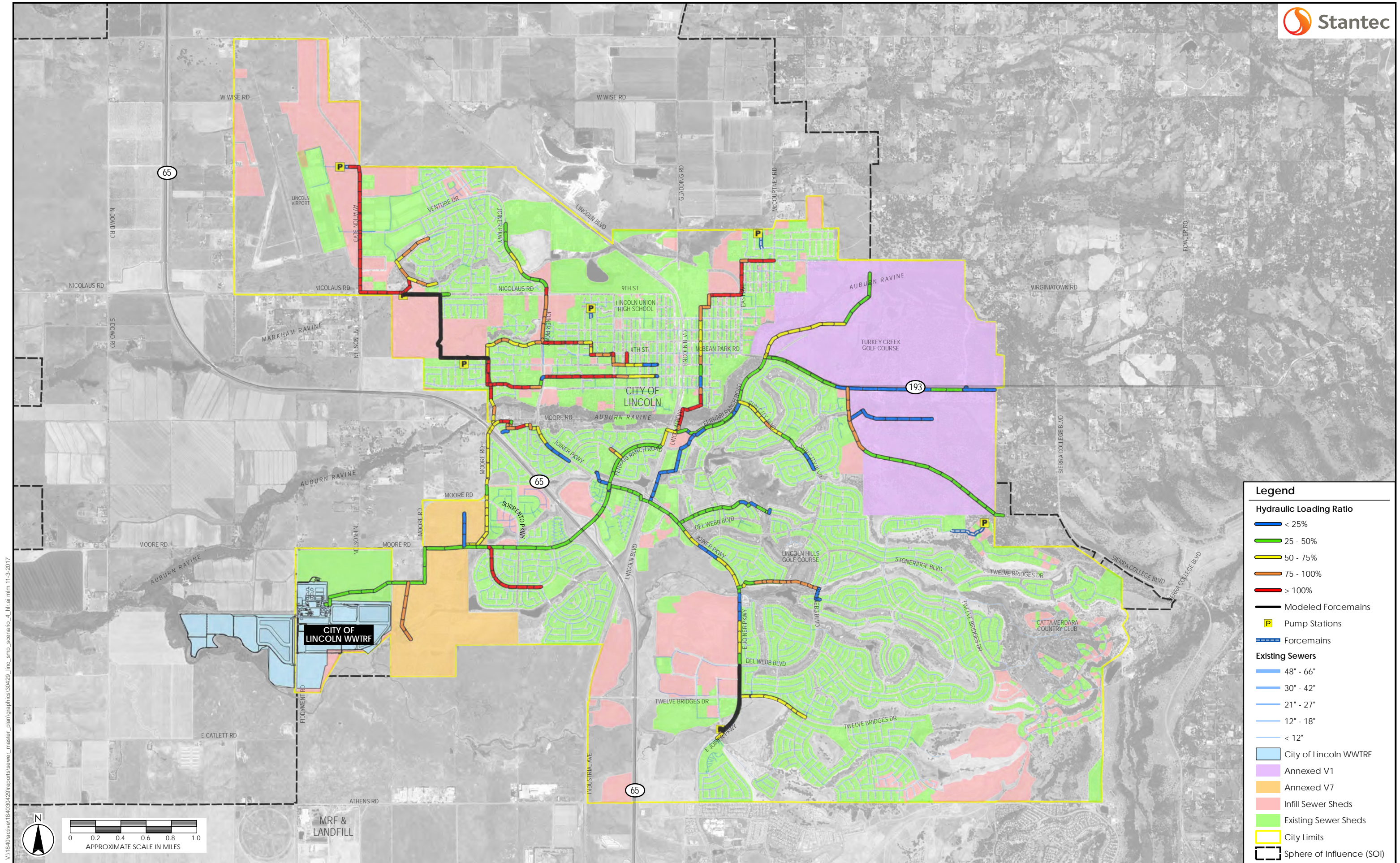


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**Legend**

**Hydraulic Loading Ratio**

- < 25%
- 25 - 50%
- 50 - 75%
- 75 - 100%
- > 100%

**Modeled Forcemains**

- Modeled Forcemains

**Pump Stations**

- P Pump Stations

**Forcemains**

- Forcemains

**Existing Sewers**

- 48" - 66"
- 30" - 42"
- 21" - 27"
- 12" - 18"
- < 12"

**City of Lincoln WWTRF**

- City of Lincoln WWTRF

**Annexed V1**

- Annexed V1

**Annexed V7**

- Annexed V7

**Infill Sewer Sheds**

- Infill Sewer Sheds

**Existing Sewer Sheds**

- Existing Sewer Sheds

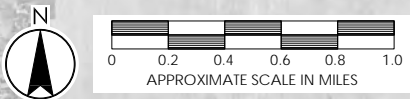
**City Limits**

- City Limits

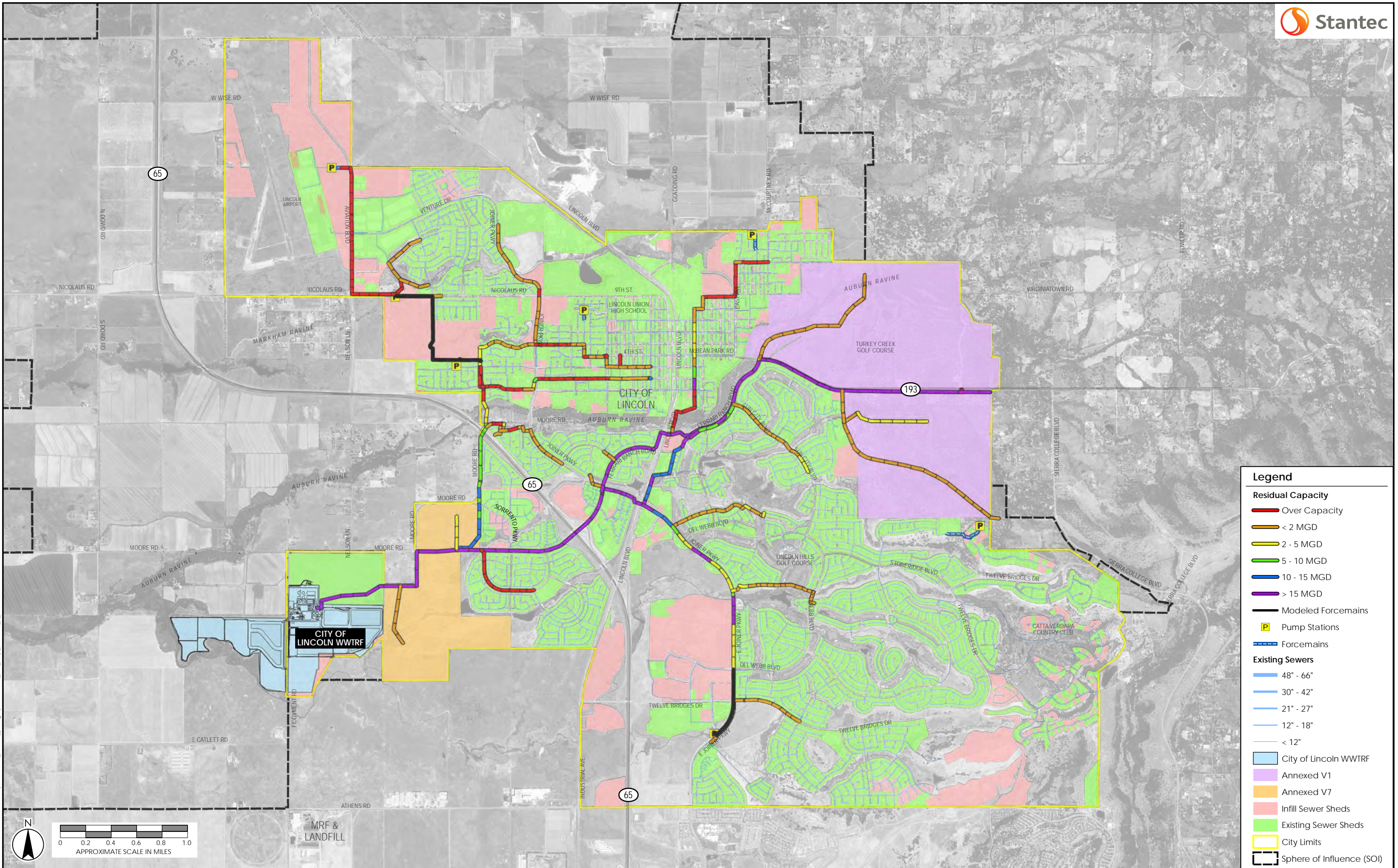
**Sphere of Influence (SOI)**

- Sphere of Influence (SOI)

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**Legend**

**Residual Capacity**

- Over Capacity
- < 2 MGD
- 2 - 5 MGD
- 5 - 10 MGD
- 10 - 15 MGD
- > 15 MGD
- Modeled Forcemains
- Pump Stations

**Existing Sewers**

- 48" - 66"
- 30" - 42"
- 21" - 27"
- 12" - 18"
- < 12"

City of Lincoln WWTRF

Annexed V1

Annexed V7

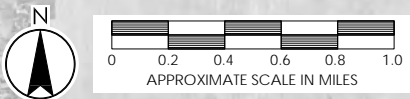
Infill Sewer Sheds

Existing Sewer Sheds

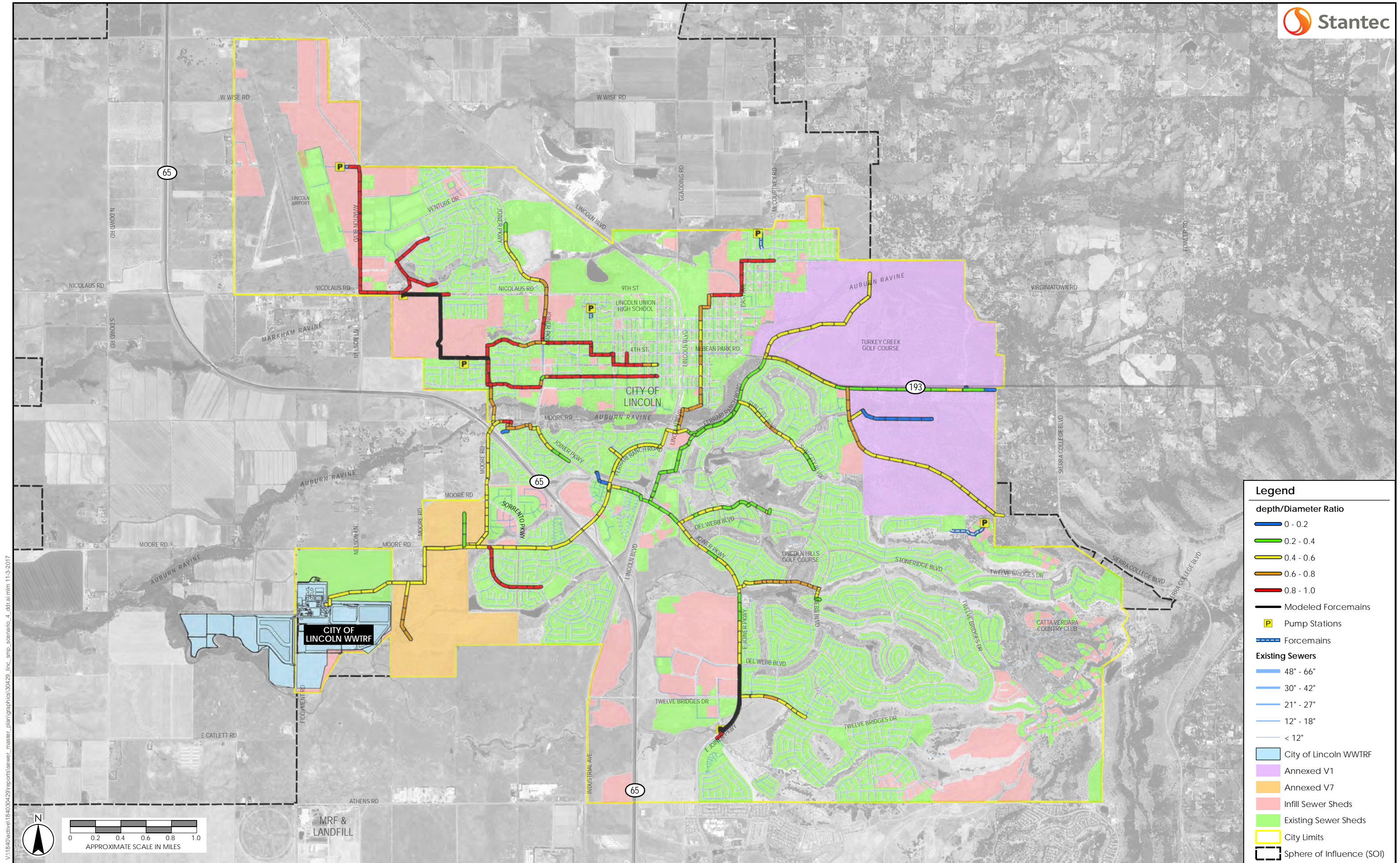
City Limits

Sphere of Influence (SOI)

V:\1840\active\184030429\reports\sewer\_master\_plan\graphics\30429\_line\_smp\_scenario\_4\_rc.ai mfm 11-3-2017







**Legend**

**depth/Diameter Ratio**

- 0 - 0.2
- 0.2 - 0.4
- 0.4 - 0.6
- 0.6 - 0.8
- 0.8 - 1.0

Modeled Forcemains

Pump Stations

Forcemains

**Existing Sewers**

- 48" - 66"
- 30" - 42"
- 21" - 27"
- 12" - 18"
- < 12"

City of Lincoln WWTRF

Annexed V1

Annexed V7

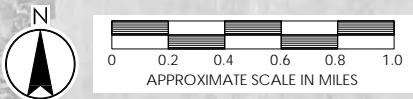
Infill Sewer Sheds

Existing Sewer Sheds

City Limits

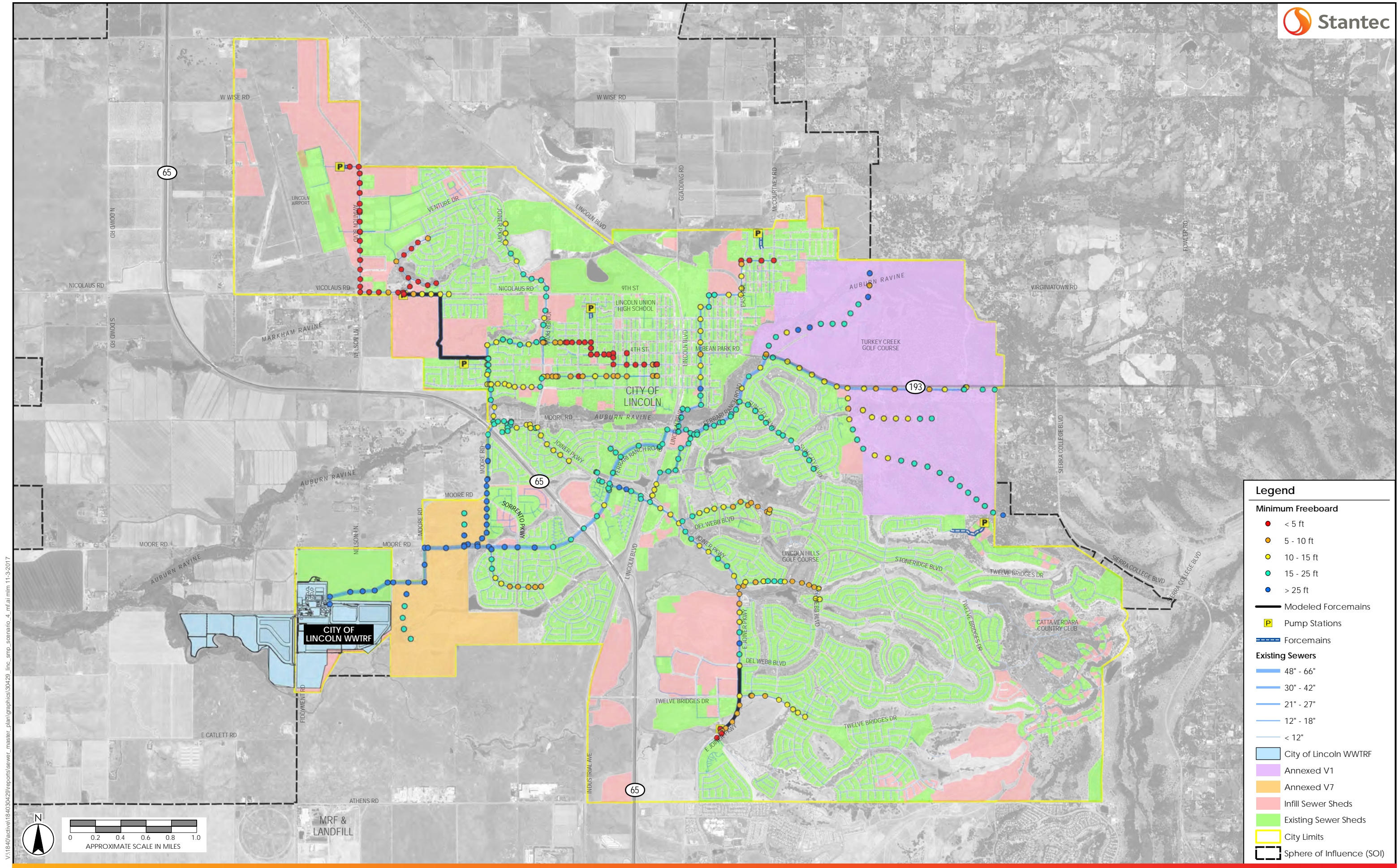
Sphere of Influence (SOI)

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**Legend**

**Minimum Freeboard**

- < 5 ft
- 5 - 10 ft
- 10 - 15 ft
- 15 - 25 ft
- > 25 ft

— Modeled Forcemains

Ⓟ Pump Stations

— Forcemains

**Existing Sewers**

- 48" - 66"
- 30" - 42"
- 21" - 27"
- 12" - 18"
- < 12"

■ City of Lincoln WWTRF

■ Annexed V1

■ Annexed V7

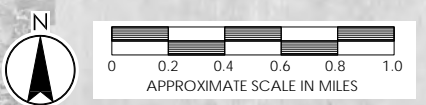
■ Infill Sewer Sheds

■ Existing Sewer Sheds

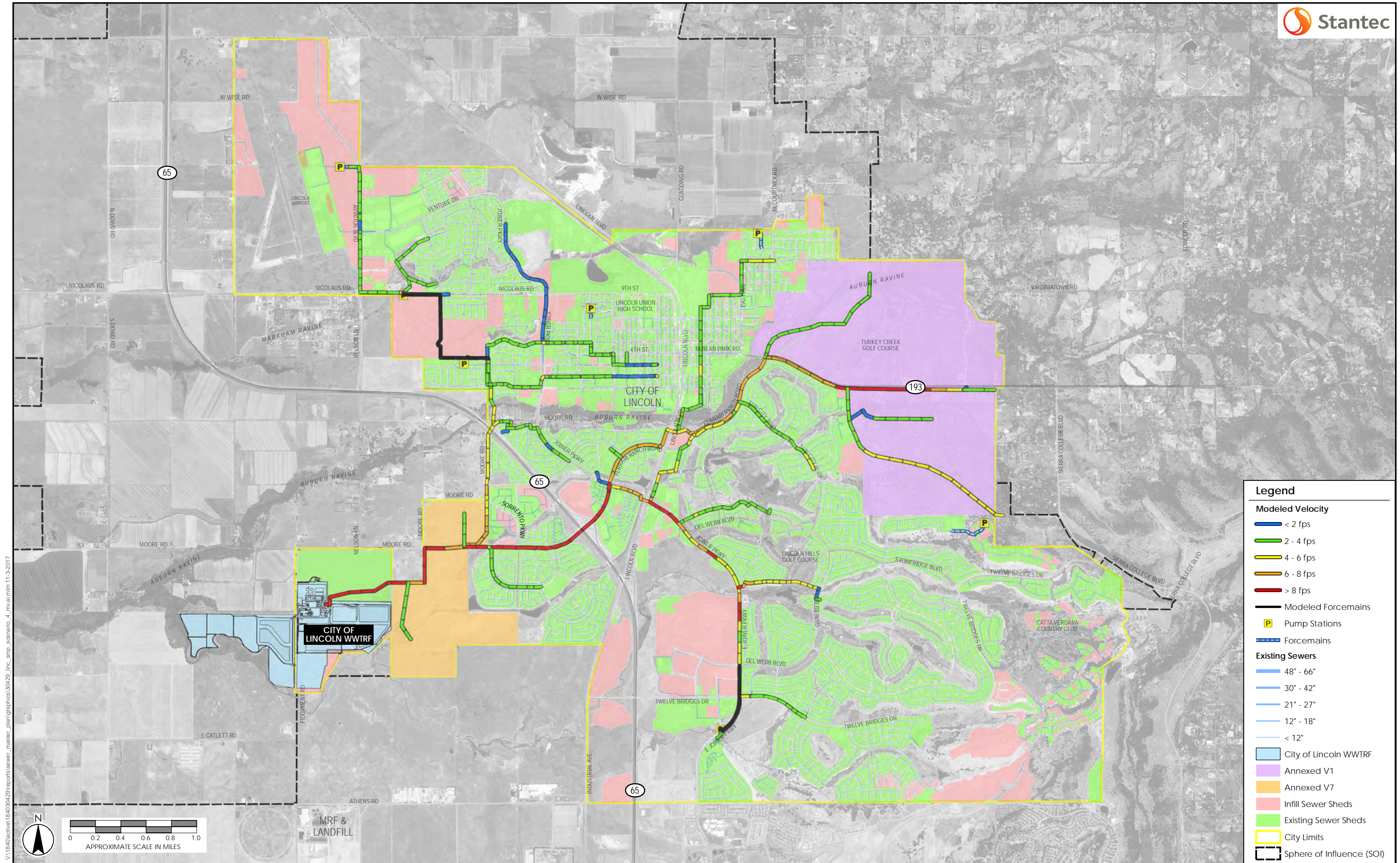
■ City Limits

■ Sphere of Influence (SOI)

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**Legend**

**Modeled Velocity**

- < 2 fps
- 2 - 4 fps
- 4 - 6 fps
- 6 - 8 fps
- > 8 fps

**Modeled Forcemains**

- P Pump Stations
- Forcemains

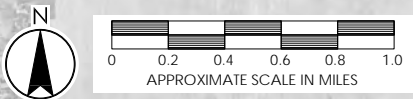
**Existing Sewers**

- 48" - 66"
- 30" - 42"
- 21" - 27"
- 12" - 18"
- < 12"

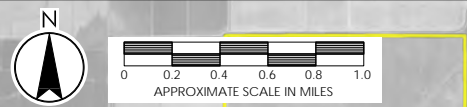
**Other Features**

- City of Lincoln WWTRF
- Annexed V1
- Annexed V7
- Infill Sewer Sheds
- Existing Sewer Sheds
- City Limits
- Sphere of Influence (SOI)

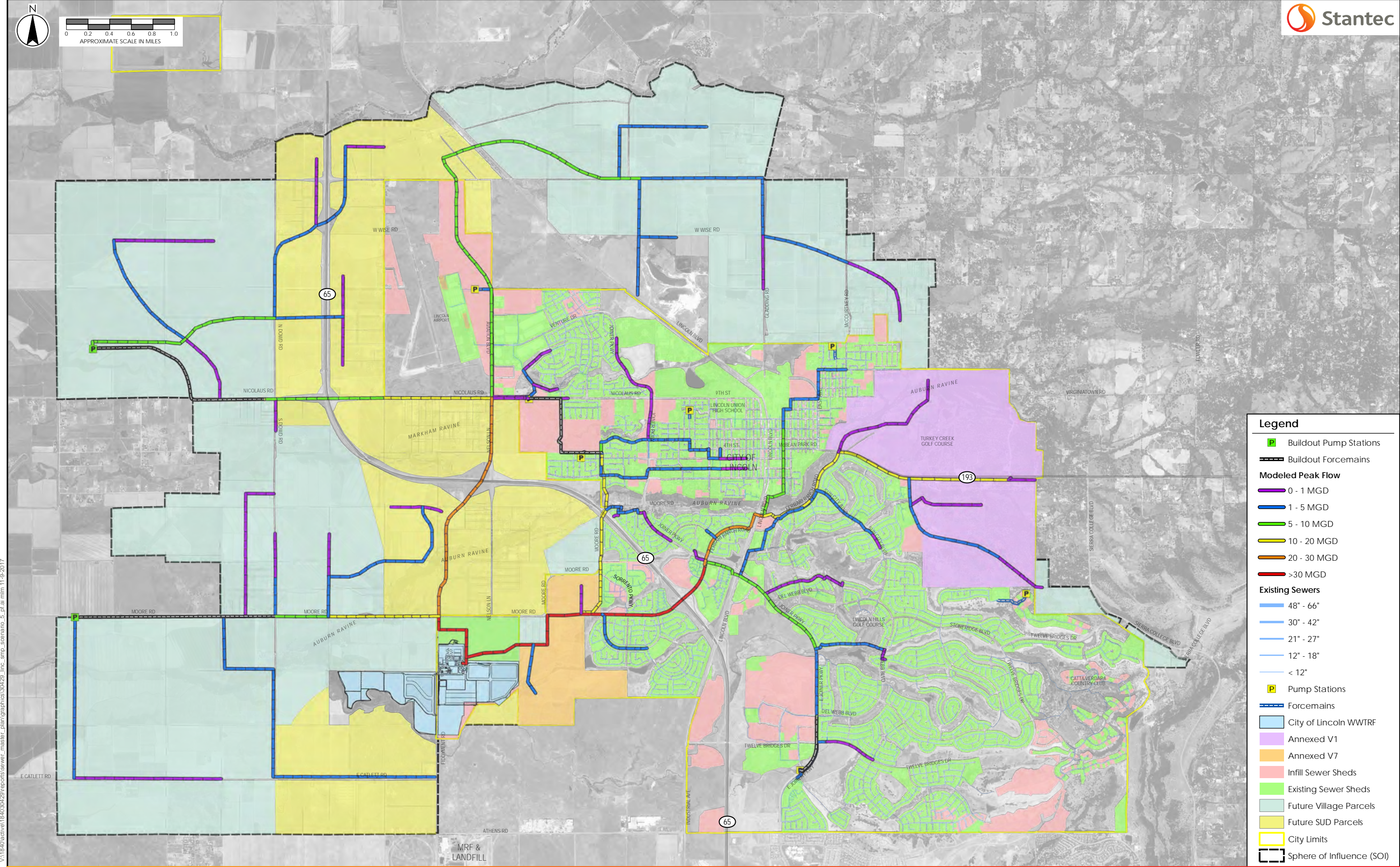
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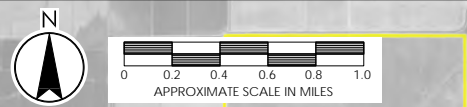


**Legend**

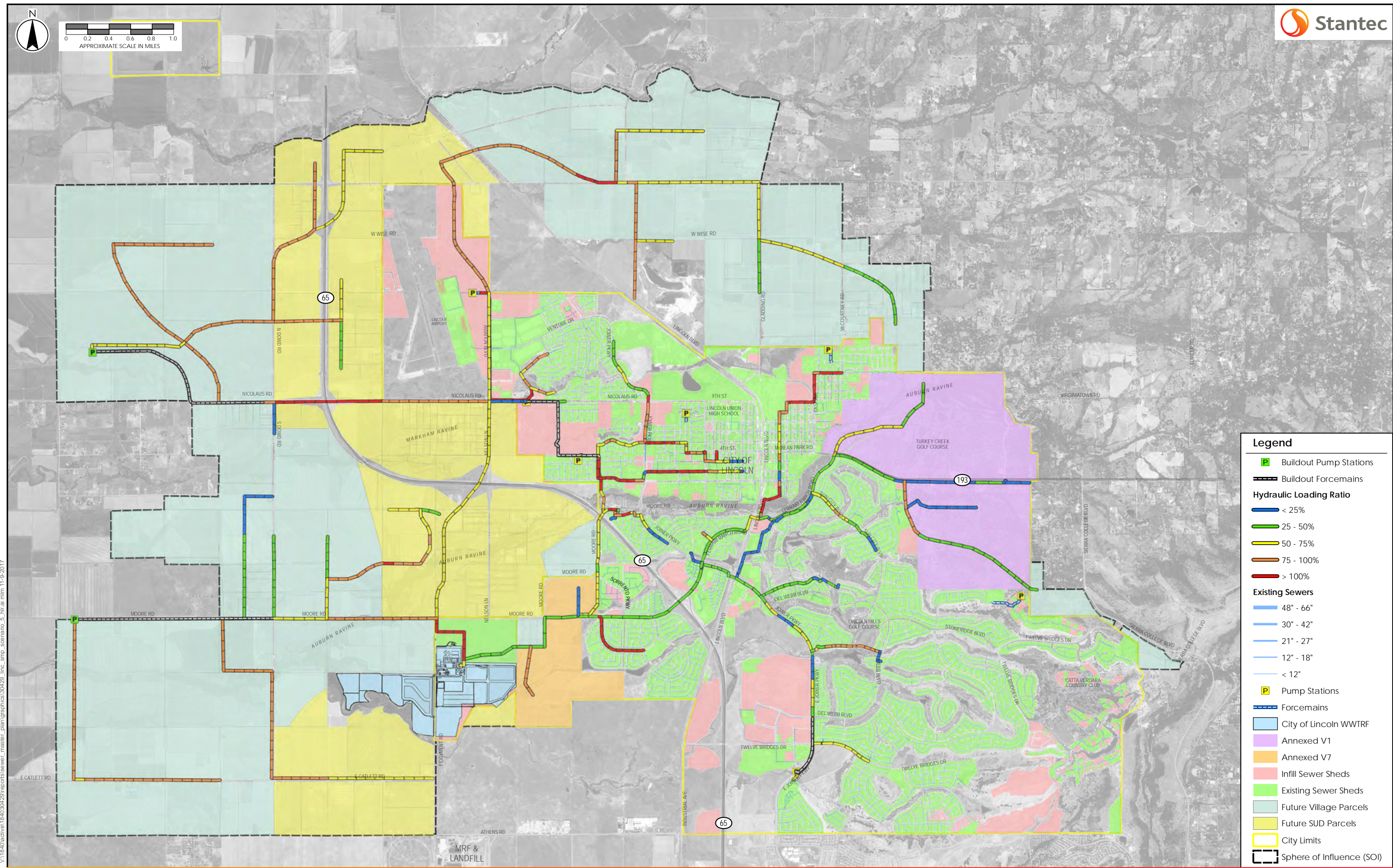
- Buildout Pump Stations
- Buildout Forcemains
- Modeled Peak Flow**
- 0 - 1 MGD
- 1 - 5 MGD
- 5 - 10 MGD
- 10 - 20 MGD
- 20 - 30 MGD
- >30 MGD
- Existing Sewers**
- 48" - 66"
- 30" - 42"
- 21" - 27"
- 12" - 18"
- < 12"
- P Pump Stations
- Forcemains
- City of Lincoln WWTRF
- Annexed V1
- Annexed V7
- Infill Sewer Sheds
- Existing Sewer Sheds
- Future Village Parcels
- Future SUD Parcels
- City Limits
- Sphere of Influence (SOI)







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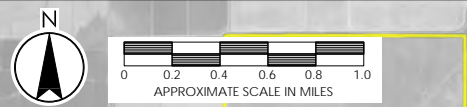


**Legend**

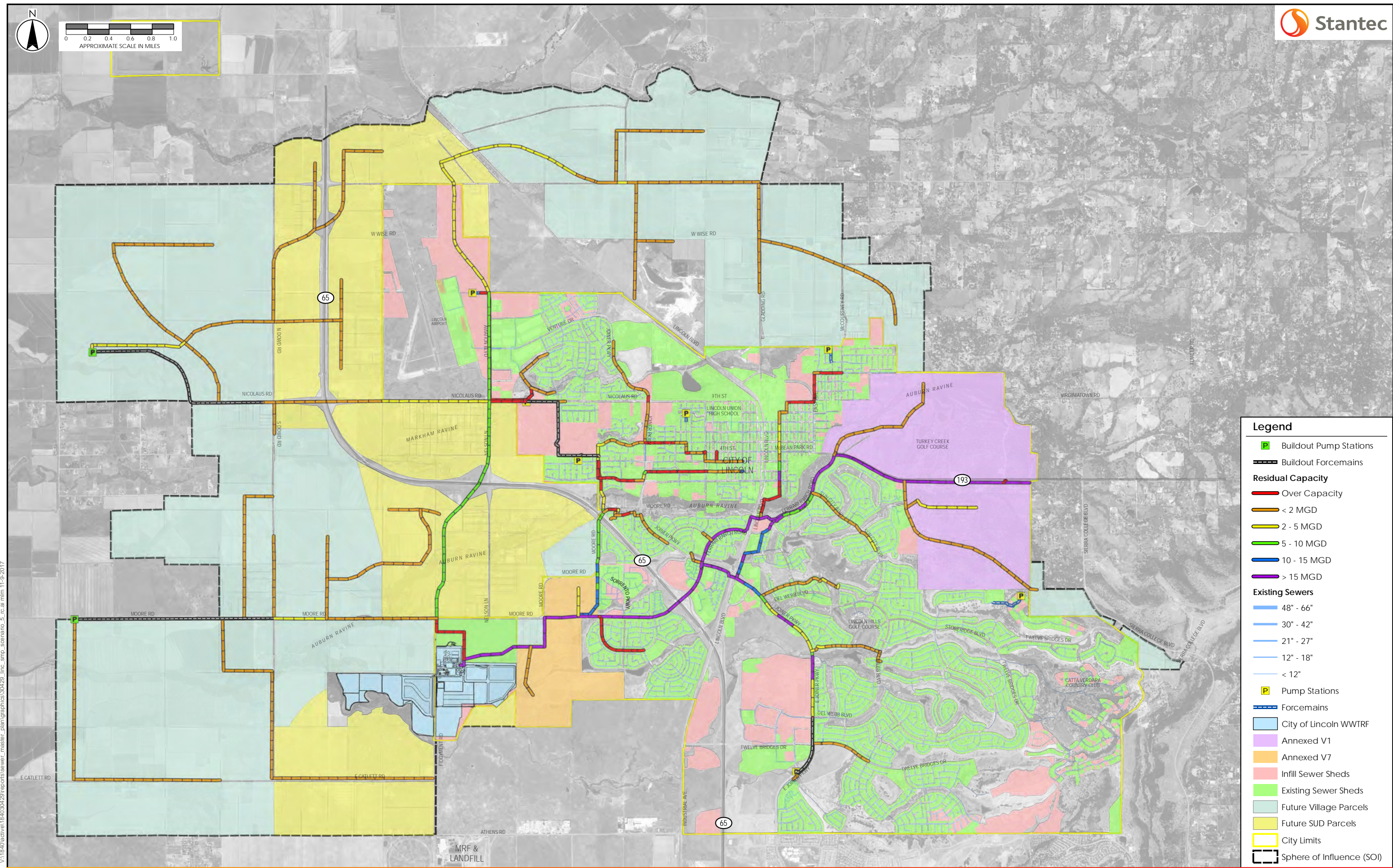
- Buildout Pump Stations
- Buildout Forcemains
- Hydraulic Loading Ratio**
- < 25%
- 25 - 50%
- 50 - 75%
- 75 - 100%
- > 100%
- Existing Sewers**
- 48" - 66"
- 30" - 42"
- 21" - 27"
- 12" - 18"
- < 12"
- P Pump Stations
- Forcemains
- City of Lincoln WWTRF
- Annexed V1
- Annexed V7
- Infill Sewer Sheds
- Existing Sewer Sheds
- Future Village Parcels
- Future SUD Parcels
- City Limits
- Sphere of Influence (SOI)







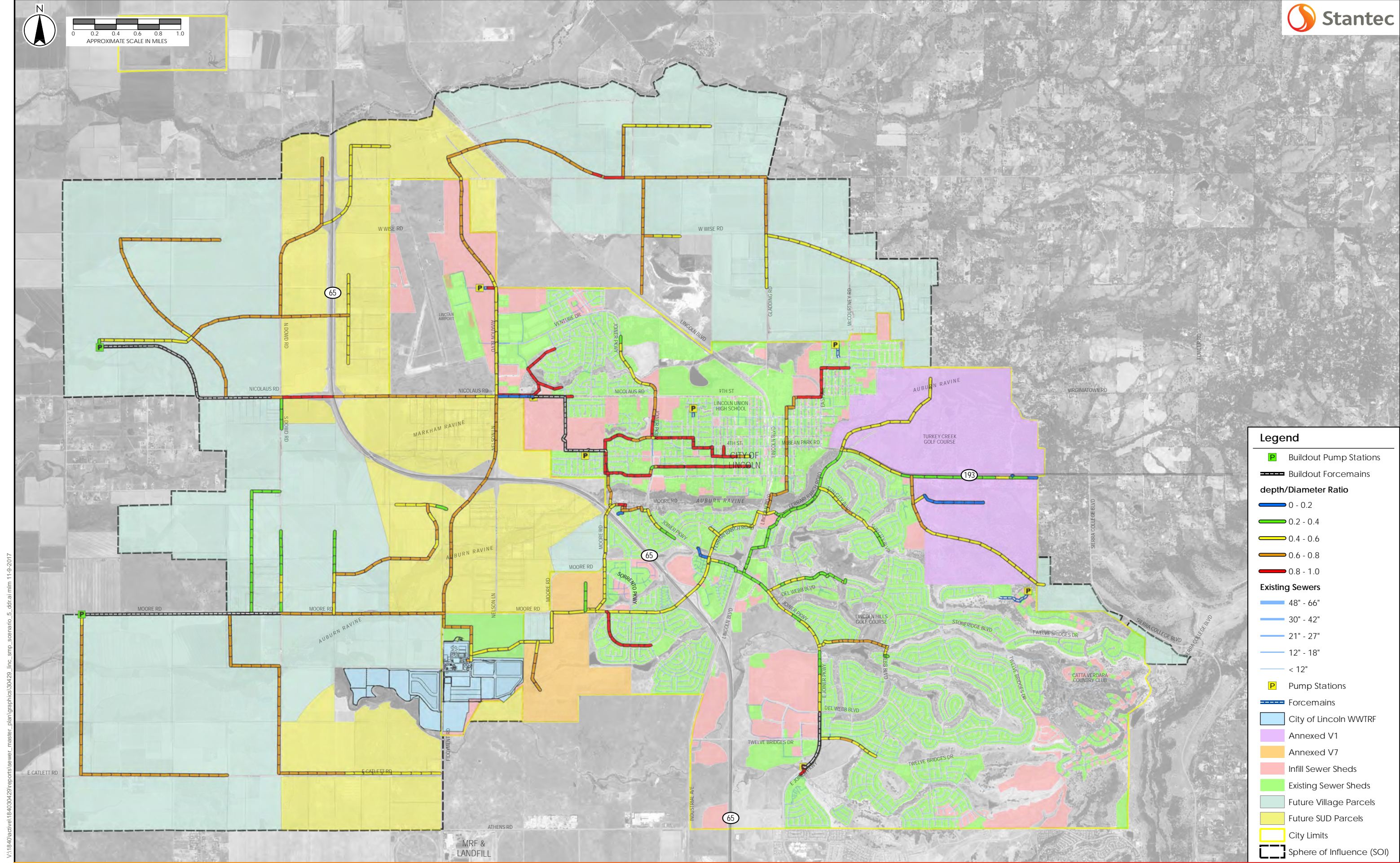
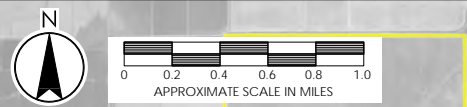
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**Legend**

- Buildout Pump Stations
- Buildout Forcemains
- Residual Capacity**
- Over Capacity
- < 2 MGD
- 2 - 5 MGD
- 5 - 10 MGD
- 10 - 15 MGD
- > 15 MGD
- Existing Sewers**
- 48" - 66"
- 30" - 42"
- 21" - 27"
- 12" - 18"
- < 12"
- P Pump Stations
- Forcemains
- City of Lincoln WWTRF
- Annexed V1
- Annexed V7
- Infill Sewer Sheds
- Existing Sewer Sheds
- Future Village Parcels
- Future SUD Parcels
- City Limits
- Sphere of Influence (SOI)





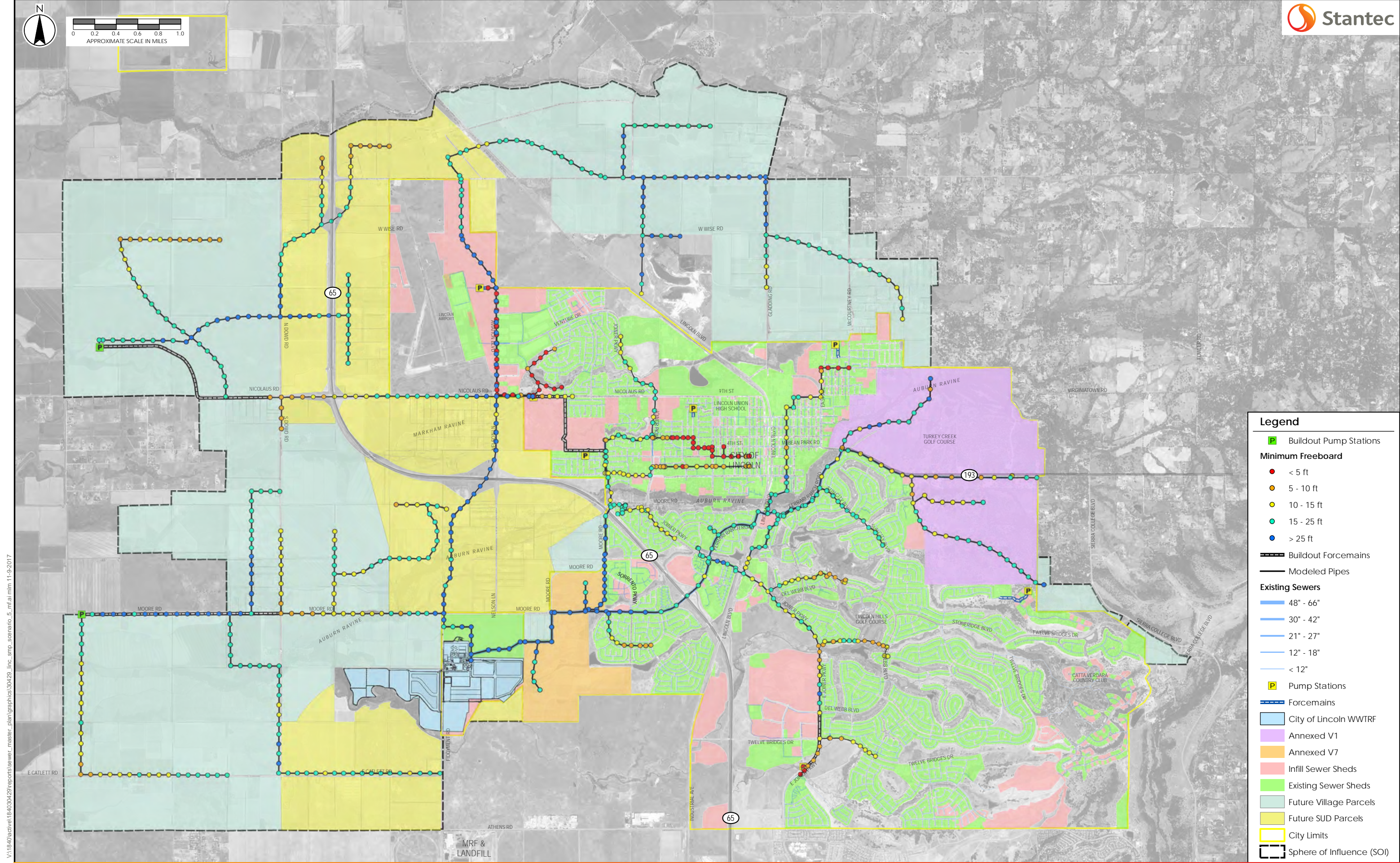
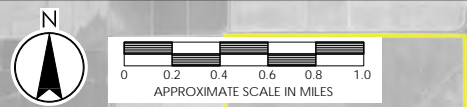
**Legend**

- Buildout Pump Stations
- Buildout Forcemains
- depth/Diameter Ratio**
- 0 - 0.2
- 0.2 - 0.4
- 0.4 - 0.6
- 0.6 - 0.8
- 0.8 - 1.0
- Existing Sewers**
- 48" - 66"
- 30" - 42"
- 21" - 27"
- 12" - 18"
- < 12"
- Pump Stations
- Forcemains
- City of Lincoln WWTRF
- Annexed V1
- Annexed V7
- Infill Sewer Sheds
- Existing Sewer Sheds
- Future Village Parcels
- Future SUD Parcels
- City Limits
- Sphere of Influence (SOI)

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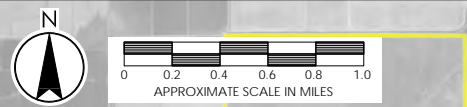
**Legend**

- Buildout Pump Stations
- Minimum Freeboard**
  - < 5 ft
  - 5 - 10 ft
  - 10 - 15 ft
  - 15 - 25 ft
  - > 25 ft
- Buildout Forcemains
- Modeled Pipes
- Existing Sewers**
  - 48" - 66"
  - 30" - 42"
  - 21" - 27"
  - 12" - 18"
  - < 12"
- Pump Stations
- Forcemains
- City of Lincoln WWTRF
- Annexed V1
- Annexed V7
- Infill Sewer Sheds
- Existing Sewer Sheds
- Future Village Parcels
- Future SUD Parcels
- City Limits
- Sphere of Influence (SOI)

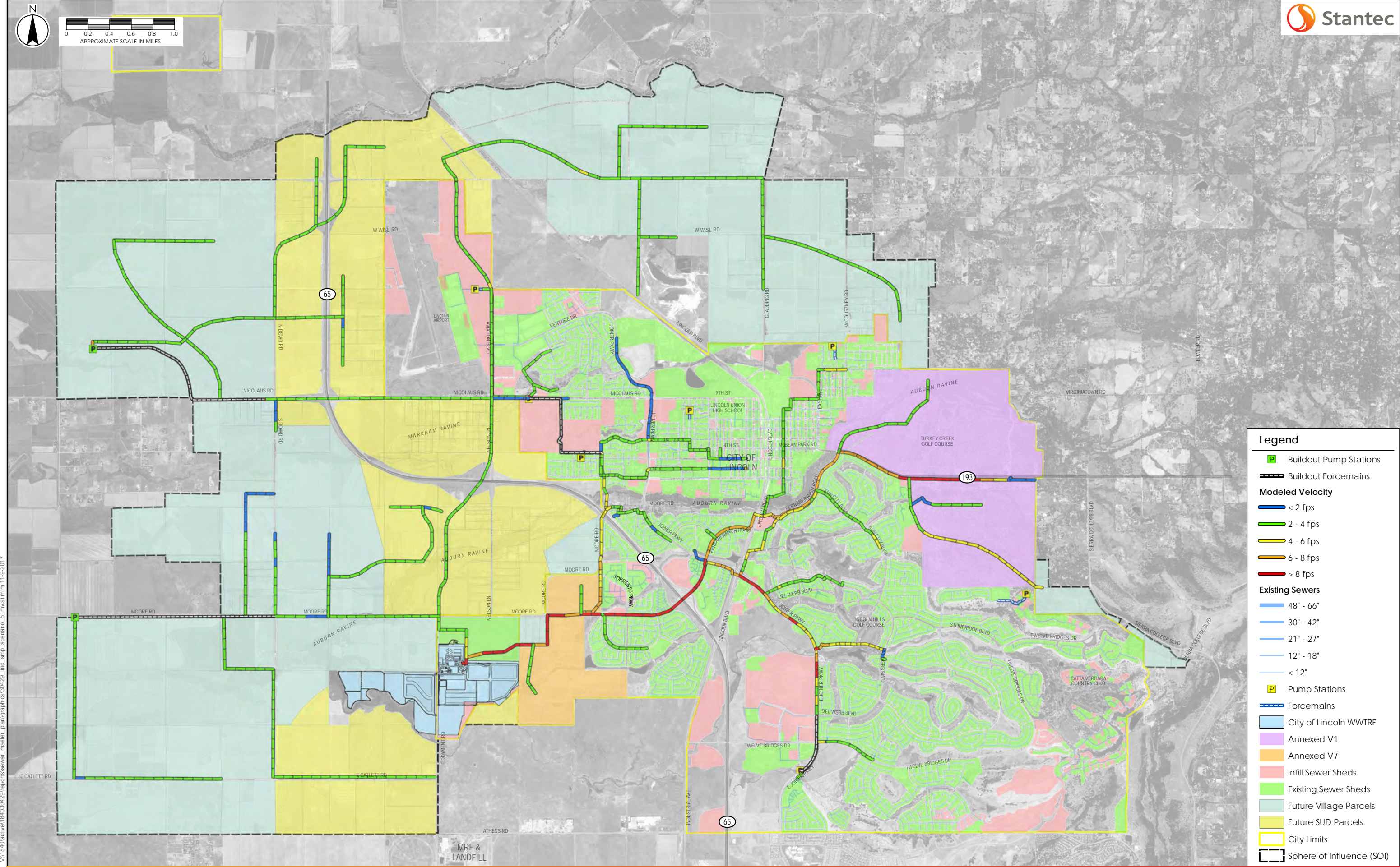
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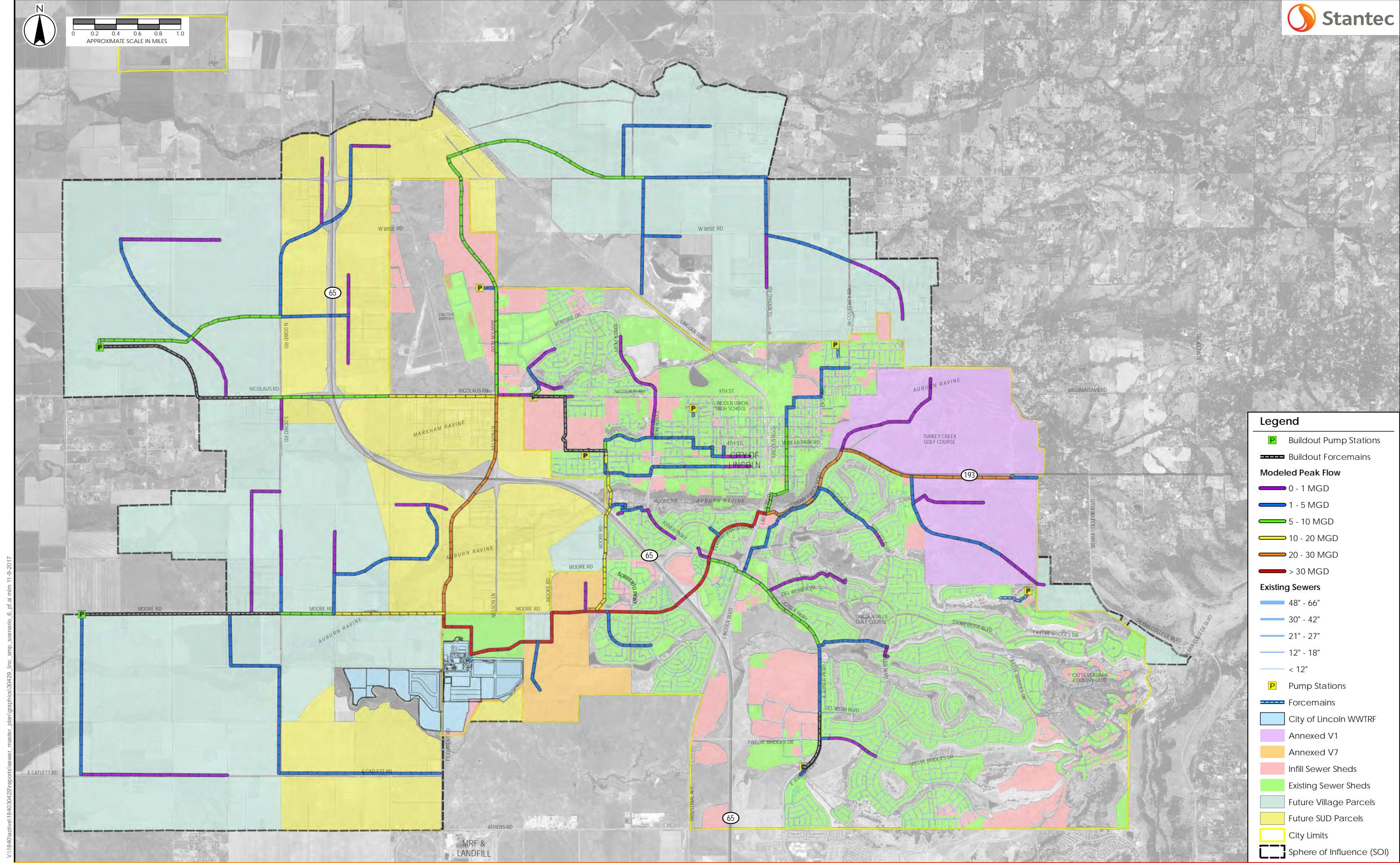
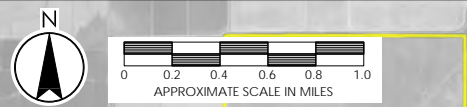
**Legend**

- Buildout Pump Stations
- Buildout Forcemains
- Modeled Velocity**
- < 2 fps
- 2 - 4 fps
- 4 - 6 fps
- 6 - 8 fps
- > 8 fps
- Existing Sewers**
- 48" - 66"
- 30" - 42"
- 21" - 27"
- 12" - 18"
- < 12"
- P Pump Stations
- Forcemains
- City of Lincoln WWTRF
- Annexed V1
- Annexed V7
- Infill Sewer Sheds
- Existing Sewer Sheds
- Future Village Parcels
- Future SUD Parcels
- City Limits
- Sphere of Influence (SOI)









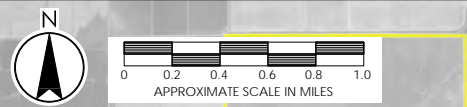
**Legend**

- Buildout Pump Stations
- Buildout Forcemains
- Modeled Peak Flow**
- 0 - 1 MGD
- 1 - 5 MGD
- 5 - 10 MGD
- 10 - 20 MGD
- 20 - 30 MGD
- > 30 MGD
- Existing Sewers**
- 48" - 66"
- 30" - 42"
- 21" - 27"
- 12" - 18"
- < 12"
- P Pump Stations
- Forcemains
- City of Lincoln WWTRF
- Annexed V1
- Annexed V7
- Infill Sewer Sheds
- Existing Sewer Sheds
- Future Village Parcels
- Future SUD Parcels
- City Limits
- Sphere of Influence (SOI)

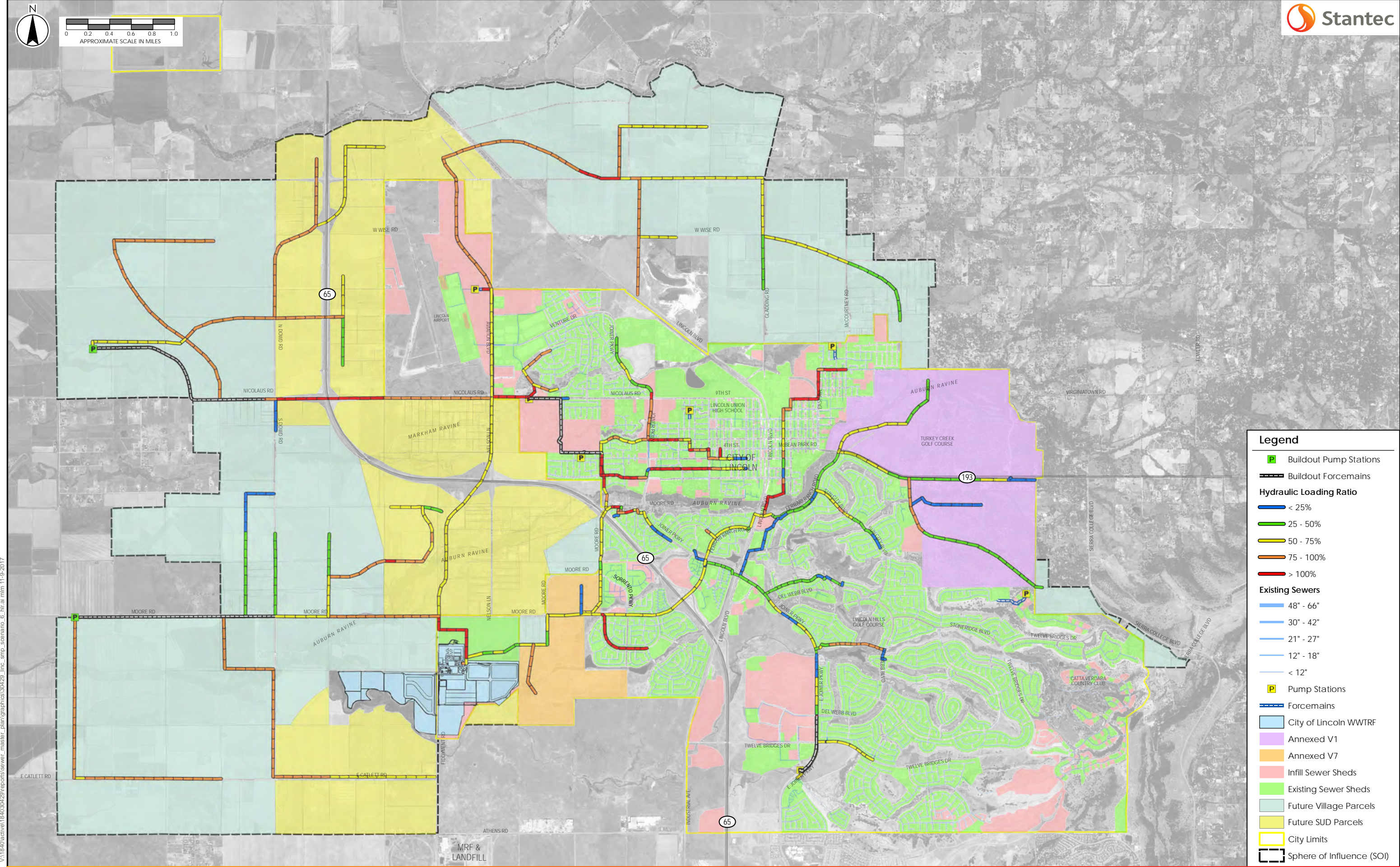
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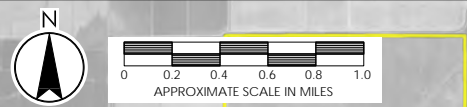
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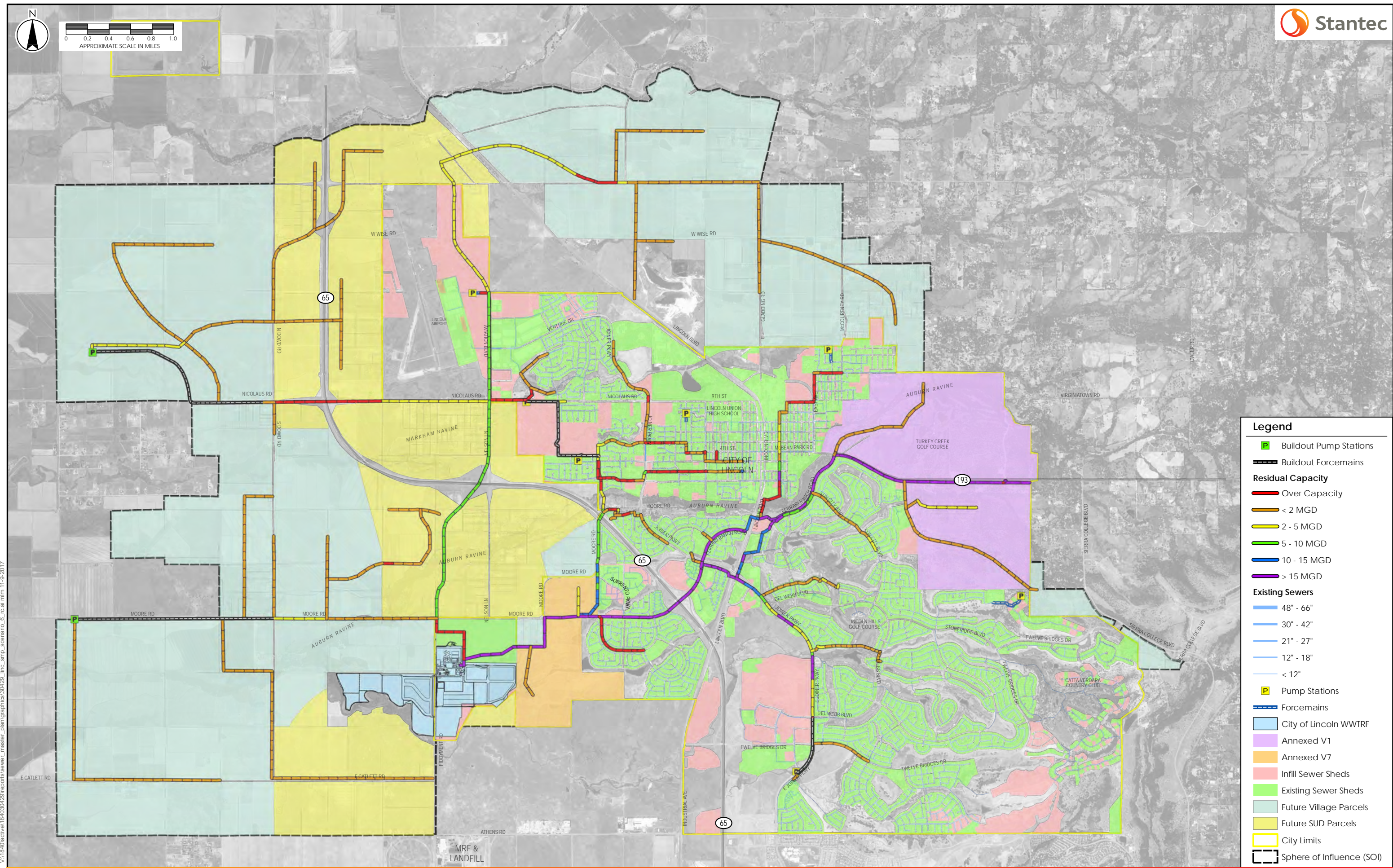
**Legend**

- Buildout Pump Stations
- Buildout Forcemains
- Hydraulic Loading Ratio**
- < 25%
- 25 - 50%
- 50 - 75%
- 75 - 100%
- > 100%
- Existing Sewers**
- 48" - 66"
- 30" - 42"
- 21" - 27"
- 12" - 18"
- < 12"
- P Pump Stations
- Forcemains
- City of Lincoln WWTRF
- Annexed V1
- Annexed V7
- Infill Sewer Sheds
- Existing Sewer Sheds
- Future Village Parcels
- Future SUD Parcels
- City Limits
- Sphere of Influence (SOI)





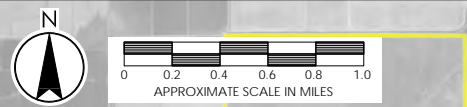
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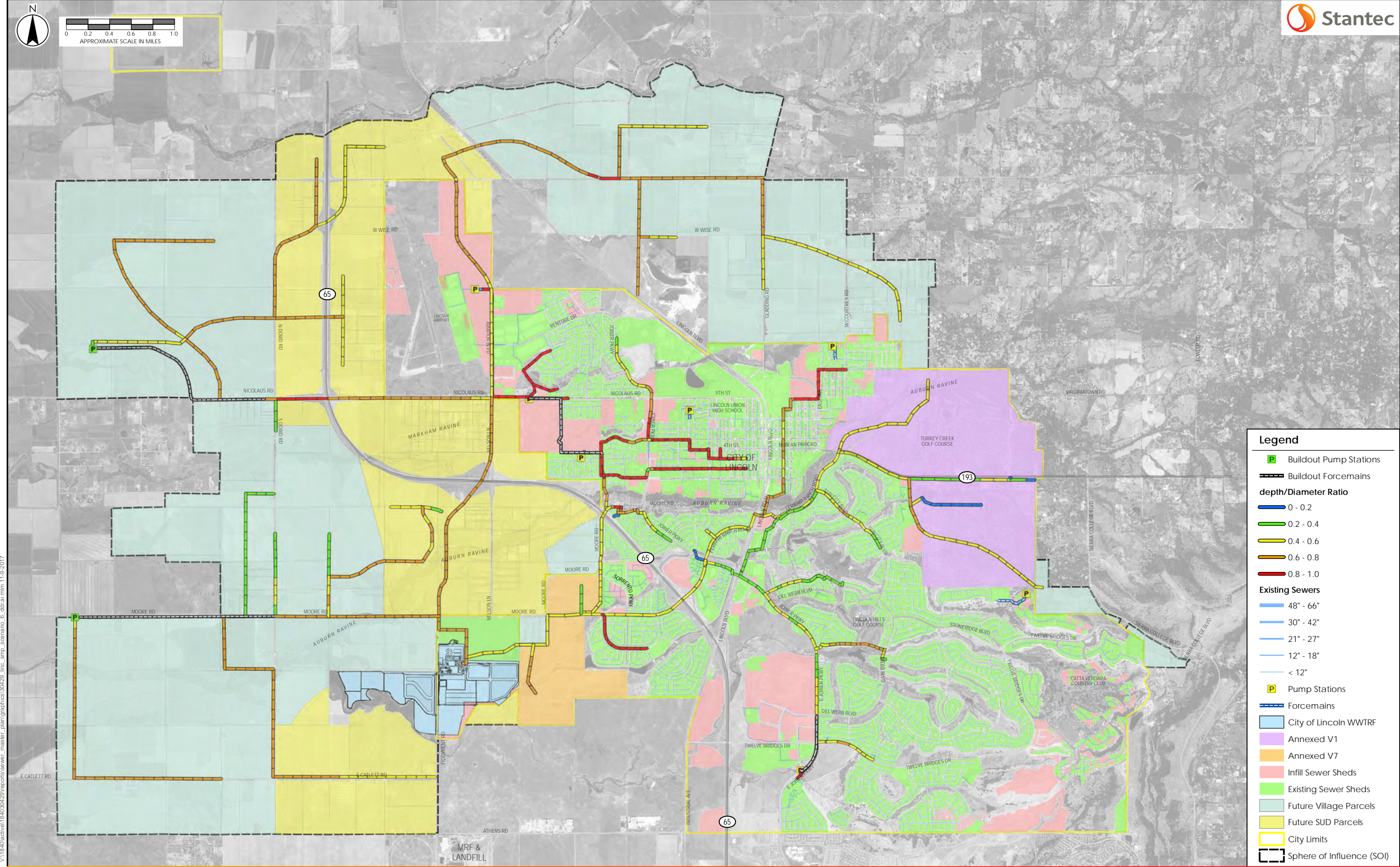
**Legend**

- Buildout Pump Stations
- Buildout Forcemains
- Residual Capacity**
- Over Capacity
- < 2 MGD
- 2 - 5 MGD
- 5 - 10 MGD
- 10 - 15 MGD
- > 15 MGD
- Existing Sewers**
- 48" - 66"
- 30" - 42"
- 21" - 27"
- 12" - 18"
- < 12"
- P Pump Stations
- Forcemains
- City of Lincoln WWTRF
- Annexed V1
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- Infill Sewer Sheds
- Existing Sewer Sheds
- Future Village Parcels
- Future SUD Parcels
- City Limits
- Sphere of Influence (SOI)





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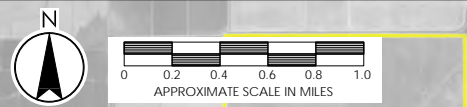
**Legend**

- Buildout Pump Stations
- Buildout Forcemains
- depth/Diameter Ratio**
- 0 - 0.2
- 0.2 - 0.4
- 0.4 - 0.6
- 0.6 - 0.8
- 0.8 - 1.0
- Existing Sewers**
- 48" - 66"
- 30" - 42"
- 21" - 27"
- 12" - 18"
- < 12"
- P Pump Stations
- Forcemains
- City of Lincoln WWTRF
- Annexed V1
- Annexed V7
- Infill Sewer Sheds
- Existing Sewer Sheds
- Future Village Parcels
- Future SUD Parcels
- City Limits
- Sphere of Influence (SOI)

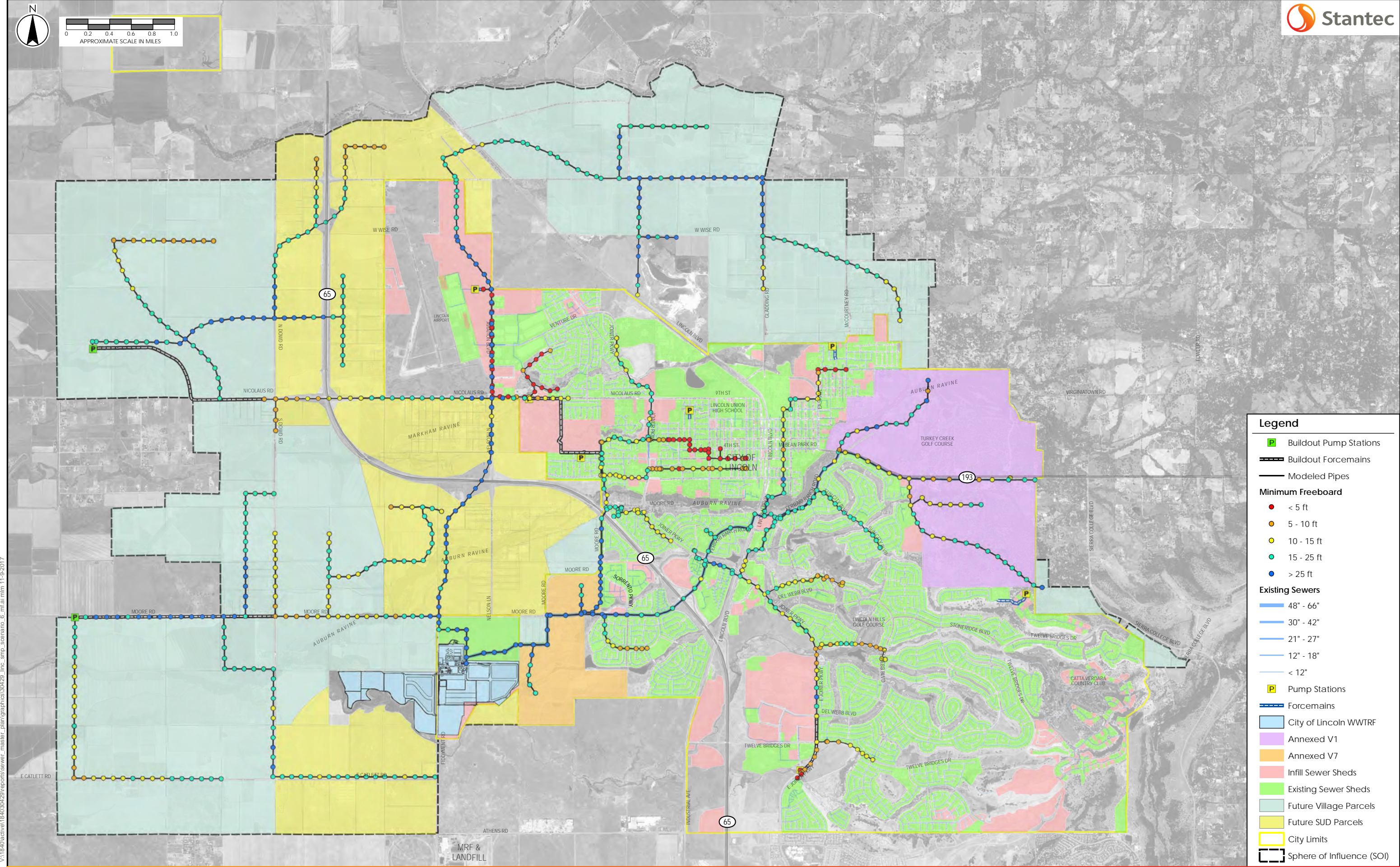








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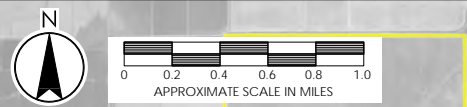


**Legend**

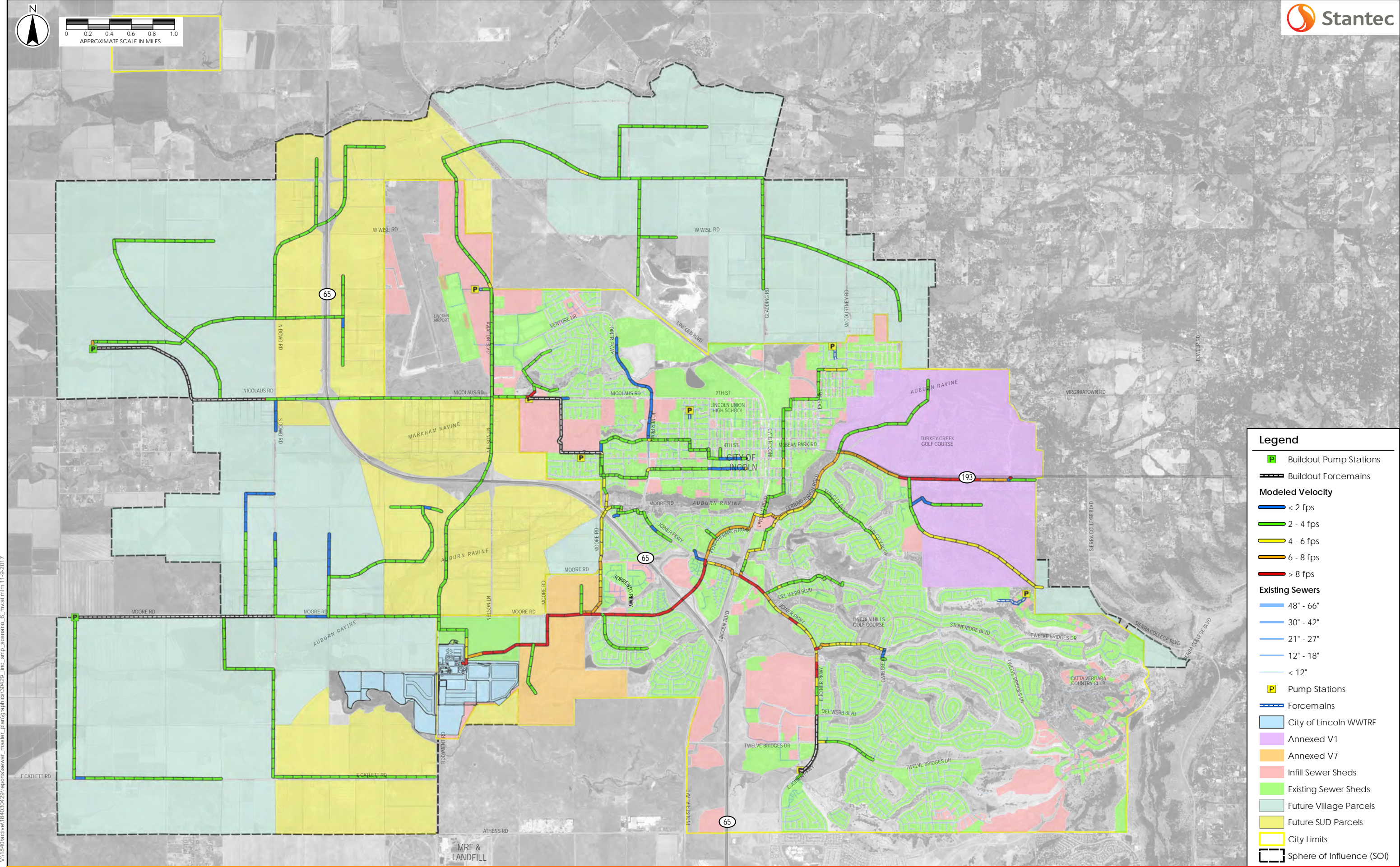
- Buildout Pump Stations
- Buildout Forcemains
- Modeled Pipes
- Minimum Freeboard**
- < 5 ft
- 5 - 10 ft
- 10 - 15 ft
- 15 - 25 ft
- > 25 ft
- Existing Sewers**
- 48" - 66"
- 30" - 42"
- 21" - 27"
- 12" - 18"
- < 12"
- P Pump Stations
- Forcemains
- City of Lincoln WWTRF
- Annexed V1
- Annexed V7
- Infill Sewer Sheds
- Existing Sewer Sheds
- Future Village Parcels
- Future SUD Parcels
- City Limits
- Sphere of Influence (SOI)







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**Legend**

- Buildout Pump Stations
- Buildout Forcemains
- Modeled Velocity**
- < 2 fps
- 2 - 4 fps
- 4 - 6 fps
- 6 - 8 fps
- > 8 fps
- Existing Sewers**
- 48" - 66"
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