Alternative Analysis Table

Lacustrine Resources Luzerne County

Lacustrine Resource ID and Crossing Number ¹		Ch 93 Designated/ Existing Use ²	Wild Trout ³	Stocked Trout ⁴	Milepost ²	Latitude	Longitude	Primary Pipeline Crossing Method ³	Secondary Pipeline Crossing Method ³	Tertiary Pipeline Crossing Method ³	Temporary Equiqpment Crossing	Geology Constraints	Topography Constraints	Insufficient Workspace to Stage Trenchless	Practicality	Other (See Justification)	Implementing Trenchless Technology	Routing to Avoid/Minimize (a/m)	Crossing at Narrowest Location	Co-Locating	Reducing LOD (a/m)	Minimizing Construction Duration	Adhering to Construction Timing Windows	Implementing BMPs	Justification
052115_JC_1001_P_M	A Lehigh River	HQ-CWF, MF	Ш	-	23	41.131387	-75.688235	FX	DPX	DPX	N/A		x			x			x		x	x	x	х	Steep slopes north of the crossing (35%) and south of the crossing (16%) present challenges to trenchless methods. HDD launch & receiving pits would need to be sited 1 foot above water level. Variability of geotechnical materials also challenge the feasibility of Direct Pipe, Microtunnel and Conventional boring methods. See site- specific justification discussion in Section 12.6 of the Alternatives Analysis (Lehigh River/Reservoir).

Notes:
1. In instances where a watercourse is crossed by the proposed pipeline or workspace multiple times, crossing numbers (e.g. "-1", "-2") have been added to the Watercourse ID.
Watercourse ID Key: P = perennial, I = intermittent, E = ophemeral, MA = major, IN = intermediate, MI = minor, C = canal, D = ditch
2. All route deviations implemented after the FERC Certificate Application are denoted with an "R" and indicate a MP equation. MPs with an "R1" indicate route deviations implemented as part of the September 2016 Route Update. MPs with an "R3 indicate route deviations implemented post-FERC Certificate issuance. All MPs without an "R" indicate that the route has not changed since the Certificate Application.
3. Crossing Type Key for Watercourse Channels:
• DPX = Dam-and-Pump Crossing
• HDD = HDD Crossing