

**Utah Water Quality Standards Workgroup Meeting
October 21, 2013
Proposed Revisions to R317-2-13.11 Proposed Rule Revision**

Issue: R317-2-13.11 lists the designated uses for the four bays of Great Salt Lake and the transitional waters. Open waters above approximately 4208' are classified as 2B, 3B, and 3D. As written, the rule conflicts with other uses already designated in R317-2-13 because of the open ended above 4208' clause. All fresh waters in the State have specifically designated uses or default uses if no use is specified, i.e., all Waters of the State above 4208' already have designated uses. Therefore, this clause is unnecessary and contradictory and deletion is recommended.

Proposed Rule Revision:

R317-2-13.11 National Wildlife Refuges and State

Waterfowl Management Areas, and other Areas Associated with the Great Salt Lake

TABLE

Bear River National Wildlife Refuge, Box Elder County	2B	3B	3D	
Bear River Bay				
Open Water below approximately 4,208 ft.				5C
Transitional Waters approximately 4,208 ft. to Open Water				5E
Open Water above approximately 4,208 ft.	2B	3B	3D	
Brown's Park Waterfowl Management Area, Daggett County	2B	3A	3D	
Clear Lake Waterfowl Management Area, Millard County	2B	3C	3D	
Desert Lake Waterfowl Management Area, Emery County	2B	3C	3D	
Farmington Bay Waterfowl Management Area, Davis and Salt Lake Counties	2B	3C	3D	
Farmington Bay				
Open Water below approximately 4,208 ft.				5D
Transitional Waters approximately 4,208 ft. to Open Water				5E
Open Water above approximately 4,208 ft.	2B	3B	3D	
Fish Springs National Wildlife Refuge, Juab County	2B	3C	3D	
Harold Crane Waterfowl Management Area, Box Elder County	2B	3C	3D	

Gilbert Bay

Open Water below approximately
4,208 ft.

5A

Transitional Waters approximately
4,208 ft. to Open Water

5E

~~Open Water above approximately~~

~~4,208 ft. 2B 3B 3D~~

Gunnison Bay

Open Water below approximately
4,208 ft.

5B

Transitional Waters approximately
4,208 ft. to Open Water

5E

~~Open Water above approximately~~

~~4,208 ft. 2B 3B 3D~~