# Fish Passage Plan (FPP) Change Request Form

**Change Form # & Title**: 17IHR005 – Hazardous Materials Spill

**Date Submitted**: 1/26/2017

**Project**: IHR

**Requester Name, Agency**: Corps RCC

**Final Action:** **APPROVED 1/26/17**

**FPP Section**: IHR 3.3.2. Unscheduled Maintenance – Adult Facilities.

**Justification for Change**: Per FPOM task group, timeliness will likely be critical to prevent oil from entering fishways. The on-site biologist can make some adjustments that will affect criteria without prior fish manager approval. These steps are outlined on the FPOM website.

**Proposed Change**: (edits to existing FPP text in track changes)

**3.3.2. Adult Facilities - Unscheduled Maintenance.**

**3.3.2.2. Fish Ladders and Counting Stations.** The fish ladders contain fixed weirs, counting stations with picket leads, and fish exits with trashracks. If any part of the ladder fails or is blocked with debris during fish passage season, efforts will first be made to correct the problem without dewatering the ladder. Trashracks, picket leads, and counting stations can sometimes be repaired or maintained without dewatering the ladder. The decision to dewater the ladder and make repairs during the fish passage season or wait until the winter maintenance period will be made after coordination with the fish agencies and tribes.

**3.3.2.2.a. Hazardous Materials Spill.** In the event of a hazardous materials spill, the Project Biologist has the authority to make fishway adjustments outside of operating criteria as necessary to prevent contamination of the ladder until unified command is formed and consultation is established with FPOM. NOAA Fisheries will be notified within 24 hours of a ladder closure.

**Comments**:

1/26/2017 FPOM FPP Meeting: FPOM requested adding language that has already been coordinated and approved for BON and TDA (change forms [17BON005, 17TDA001](http://www.nwd-wc.usace.army.mil/tmt/documents/fpp/2017/changes/)).

**Record of Final Action**: APPROVED 1/26/2017 per FPOM request to add this language to all projects.