Proposal for Millrace Research

# Objective

To identify the legal parameters and team-building relationships needed by the University to pursue the rehabilitation of the Millrace as a stormwater management feature, and as an educational, environmental, ecological, and scenic system. To this end, the following will be investigated.

# Overview

With the University granted maintenance rights on a small portion of the Millrace (by City agreement 1979), the University, with supporting collaboration from the City of Eugene, may be in a position to leverage grants as well as other funding to rehabilitate the Millrace canal (from the University’s Central Power Station to the Willamette River pump station) into a highly stormwater functional, environmentally-friendly, and ecologically beneficial landscape feature. Additionally, team-building with the City of Eugene will provide for an educationally dynamic system for both public and academic use. Finally, with an active maintenance program, the University may bargain for the reduction of its City-levied stormwater charges.

# Stakeholders

Identify stakeholders for project development and completion. This will include: private landowners, environmental groups, City and other regulatory agencies, and pertinent University departments and academics.

# Agreements and Regulations

Research agreements between the City of Eugene and the University, and private landowners, and existing land use regulations involving permitted use, environmental, and public safety considerations. Should the University intend to pursue maintenance activities of the Millrace, access agreements between the University and private landowners will need development.

# Constraints

Wetland designation

Sensitive species

City storm system

City easements

University access and maintenance

Land use codes

Other City interests not known

# Potential Uses

UO education

City education

Scenic – public

Environment enhancement

Ecological benefits

Contaminant reduction (before enters Willamette)