

WALLOWA COUNTY

2013-2015 BIENNIUM • LOTTERY FUNDING

	<i>Lottery Grant</i>	<i>Lottery Loan</i>
Business Oregon - OBDD		
Enterprise Water System Improvements The City of Enterprise will design and construct a new 400,000-gallon gas storage reservoir, pressure control valve stations, fire hydrant and water line installations, modify existing pump stations, and rehabilitate concrete reservoir.	153,000	
Enterprise Water System Improvements The City of Enterprise will design and construct a new 400,000-gallon gas storage reservoir, pressure control valve stations, fire hydrant and water line installations, modify existing pump stations, and rehabilitate concrete reservoir.		957,450
Agency Totals	153,000	957,450
Department of Education - ODE/SSF		
Enterprise SD 21	280,503	
Joseph SD 6	201,357	
Troy SD 54	14,672	
Wallowa SD 12	190,220	
Agency Totals	686,752	
Department of Transportation - ODOT		
Community Connection of Northeast Oregon, Inc. Wallowa County Bus Barn	282,470	
Agency Totals	282,470	
Oregon Watershed Enhancement Board - OWEB		
Local Capacity-SWCD Funds provided to one Soil and Water Conservation District (SWCD) to implement the Agricultural Water Quality Management Area Plan to the fullest extent practical. This project includes providing outreach and technical assistance to local landowners to: 1) promote and implement the Oregon Plan for Salmon and Watersheds; 2) improve landowner involvement in conservation activities that enhance water quality and habitat for salmon; and 3) develop assessments and apply strategies to achieve the goals of the Oregon Plan.	141,860	
Monitoring Funds were provided for continued monitoring of Spalding's Catchfly.	15,000	
Outreach Provided funding to: support the Watershed Evaluation Team program, which targets students in Wallowa County to provide classroom and hands-on experience in data collection and watershed health; increase awareness of watershed stewardship; and engage livestock producers who graze on public and private land in eastern Oregon providing information and training on the benefits of rangeland and habitat monitoring.	61,900	
Restoration Nineteen grants provided funding for a variety of restoration projects that addressed noxious and invasive plants; improved water quality and quantity by creating irrigation efficiencies; prevented livestock from damaging riparian areas by installing exclusion fencing or developing off-stream watering sites; thinned overstocked forest stands to improve forest health; and improved upland and riparian habitat. For example, a project inventoried high-risk canyon grassland areas to identify noxious weed infestation and treatment areas, treated noxious weed infestations, and restored degraded lands to productive plant communities after treatment.	671,827	

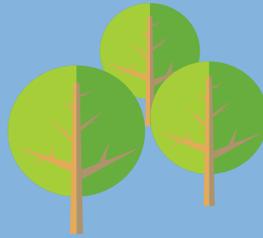
WALLOWA COUNTY

2013-2015 BIENNIUM • LOTTERY FUNDING

	<i>Lottery Grant</i>	<i>Lottery Loan</i>
Technical Assistance Funds provided technical assistance to design several culverts and a fish ladder to improve year-round fish passage and restore natural bedload and sediment transport, and to complete an engineered project design and an archeological survey report for a section of the Wallowa River that is aggrading due to increased sediment deposition.	79,184	
Agency Totals	969,771	
Parks and Recreation - PARKS		
Enterprise Mercantile and Milling Associates EM&M Building Window Restoration	20,000	
The Lostine Tavern Lostine Tavern Facade Restoration	17,050	
Paving Wallowa Lake	18,298	
Wallowa County East Moraine of Wallowa Lake: A Working Landscape & Park	40,000	
Agency Totals	95,348	
Video Lottery/Local Economic Development - VL/LED		
Video Lottery proceeds to county for local economic development projects (per ORS 461.547).	116,127	
Agency Totals	116,127	

TOTAL WALLOWA COUNTY 13/15

Lottery Funded Grants :	\$2,303,469
Lottery Funded Loans :	<u>\$957,450</u>
Total Lottery Funded Dollars :	\$3,260,919



When You Play, We All Win!

OVER \$3.2 MILLION

Helped Support Projects and Programs in

WALLOWA COUNTY

SOURCE: 2013-2015 BIENNIUM ALLOCATIONS



Together We Do Good Things