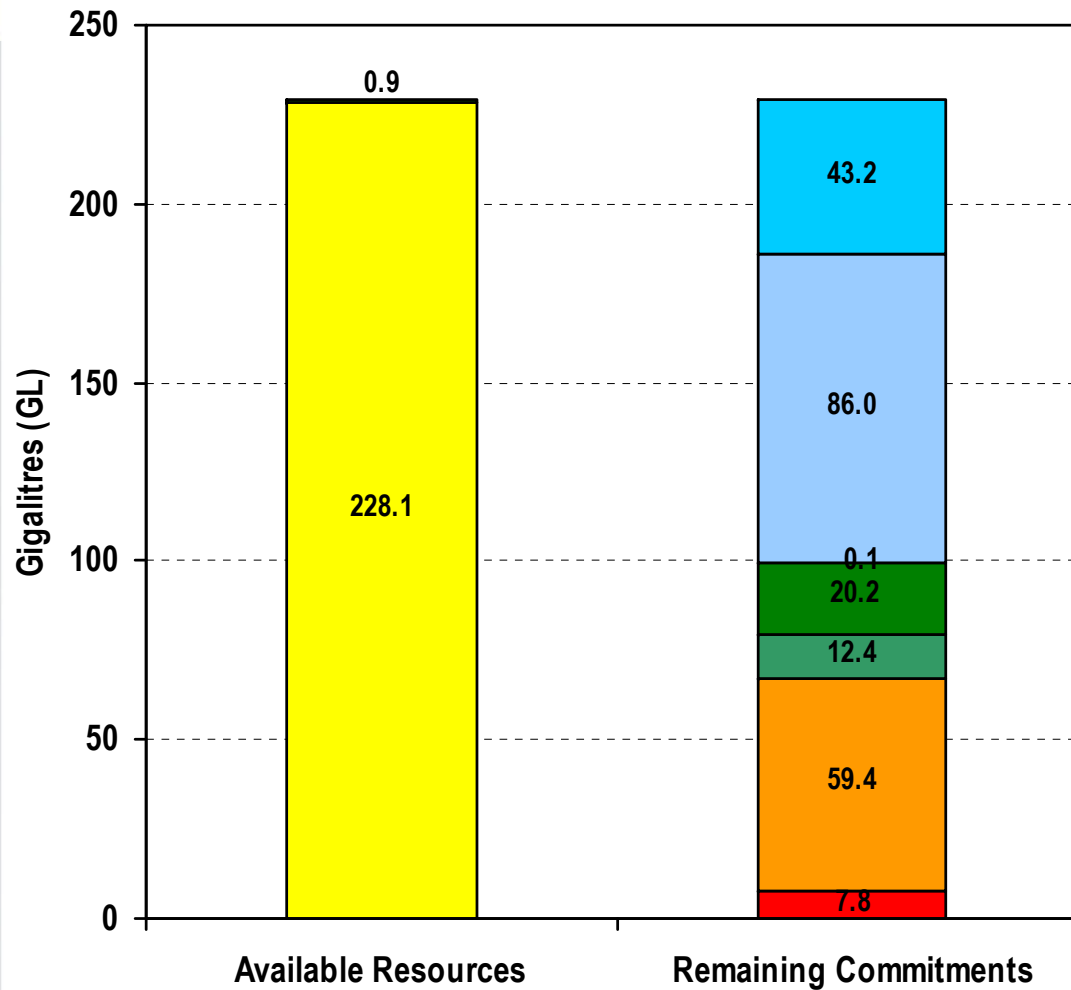


Loddon System

Breakdown of Water in Store and Commitments 17 October 2022



Remaining Commitments

- Supplement to Goulburn System
- Commitments for 2023/24
- Trade Commitments
- Remaining Allocated Volume (incl Carry over)
- Urban and Environment
- Storage and River Losses
- Volume Below Minimum Operating Level

Available Resources

- Forecast Inflows
- Water in Store

Resource Manager

Loddon System

Breakdown of Water in Store and Commitments: Terms and Definitions

Water in Storage: The volume of water held in Cairn Curran, Laanecoorie and Tullaroop reservoirs.

Forecast Inflows: The volume of forecast inflows in tributaries above the three Loddon storages for the 2022/23 and 2023/24 seasons with a probability of exceedance of 99%.

Volume Below Minimum Operating Level: The volume of water that cannot be released through existing infrastructure under gravity.

Storage and River Losses: The volume of evaporation and other water losses from the storages and from the natural rivers, lakes and waterways that are part of the irrigation network. Also called headworks losses and includes minimum environmental flows.

Urban and Environment: Entitlements held by urban water corporations and the Victorian Environmental Water Holder.

Remaining Allocated Volume (including Carryover): The volume assigned to water share holders under a 100% seasonal determination of high-reliability water shares (HRWS) and 7% of low-reliability water shares (LRWS) including the carried over resources that were allocated to water share holders in previous seasons, that is yet to be delivered.

Trade Commitments: The volume of Loddon system water purchased by downstream systems that is yet to be delivered.

Commitments for 2023/24: Water that is reserved in storage to meet operating requirements and entitlements in the 2023/24 season.

Supplement to Goulburn system: The volume available under the GMW Loddon Bulk Entitlement as a supplement to support the Goulburn seasonal determination.

Source: Resource Manager