Peer-to-Peer Case Study: Investing in Flood Mitigation Pays Off Immensely

NOAA Office for Coastal Management

Community Rating System class 4 prerequisites:

- 1. Meet class 9 prerequisites
- 2. Meet class 6 prerequisites
- 3. Must have received and maintained Building Code Effectiveness Rating (BCEGS) of 4 out of 4
- 4. Must have taken steps to eliminate or minimize future flood losses by
 - a. Implementing one foot of freeboard, including mechanical and equipment for all buildings constructed or substantially improved or reconstructed throughout its Special Flood Hazard Area (SFHA);
 - b. Receiving credit for a watershed management plan (WMP) for the following elements:
 - i. WMP 1 = 90 points (before the impact adjustment) for meeting all the credit criteria for WMP,
 - ii. WMP 2 = 30 points (before the impact adjustment) for managing all storms up to and including the 100-year event to ensure flood that flows downstream doesn't impact new development, and
 - iii. Impact Adjustment value of .5 or larger
- 5. Receive 50 percent of the maximum credit in steps two, five, and eight in Activity 510 Floodplain Management Planning (through the Charleston County Multi-Jurisdictional Hazard Mitigation Plan)
- 6. Obtain a minimum total credit of 100 points (after the impact adjustment) from one or a combination of elements that protect natural floodplain functions
 - a. 420 Natural Functions Open Space (NFOS) Folly Beach did this
 - b. 420 Natural Shoreline Protection (NSP)
 - c. 430 Prohibition of fill (DL1)
 - d. 440 Additional Map Data (AMD12) Natural Functions Layer Folly Beach did this
 - e. 450 Managing the volume of stormwater runoff (SMR, DS) Folly Beach did this through Charleston County
 - f. 450 Low Impact Development (LID)
 - g. 450 Watershed management plan (WMP)
 - h. 450 Erosion and sediment control (ESC); Folly Beach did this
 - i. 450 Water quality (WQ); Folly Beach did this
 - j. 510 Natural Floodplain Functions Plan (NFP)
- 7. Obtain some credit under Activity 610 (Flood Warning and Response)