FIGURE F-1. CITY OF BARABOO URBAN MODEL AREA AND SUBBASIN DELINATION
FIGURE F-2. CITY OF PORTAGE URBAN MODEL AREA AND SUBBASIN DELINATION

SWAT Subbasin Boundaries
Permitted MS4 Municipal Limits*
Not Permitted
Municipal area outside of project limits

Urban Reachsheds (permitted MS4 areas)

*White areas within municipal limits were not modeled in WinSLAMM and follow SWAT subbasin boundaries
FIGURE F-3. CITY OF WISCONSIN RAPIDS URBAN MODEL AREA AND SUBBASIN DELINATION

SWAT Subbasin Boundaries
Permitted MS4 Municipal Limits*
Not Permitted

Urban Reachsheds (permitted MS4 areas)

*White areas within municipal limits were not modeled in WinSLAMM and follow SWAT subbasin boundaries
FIGURE F-4. CITY OF STEVENS POINT URBAN MODEL AREA AND SUBBASIN DELINATION
FIGURE F-5. CITY OF MARSHFIELD URBAN MODEL AREA AND SUBBASIN DELINATION

*White areas within municipal limits were not modeled in WinSLAMM and follow SWAT subbasin boundaries
FIGURE F-6. WAUSAU AREA SOUTH URBAN MODEL AREA AND SUBBASIN DELINATION

SWAT Subbasin Boundaries

- Permitted MS4 Municipal Limits*
- Not Permitted

Urban Reachsheds (permitted MS4 areas)
- 81
- 153
- 154
- 155
- 262
- 263

*White areas within municipal limits were not modeled in WinSLAMM and follow SWAT subbasin boundaries
FIGURE F-7. WAUSAU AREA NORTH - URBAN MODEL AREA AND SUBBASIN DELINATION
FIGURE F-8. CITY OF MERRIL URBAN MODEL AREA AND SUBBASIN DELINATION

SWAT Subbasin Boundaries
Permitted MS4 Municipal Limits*
Not Permitted

Urban Reacheshed (permitted MS4 areas)

158  269  321

*White areas within municipal limits were not modeled in WinSLAMM and follow SWAT subbasin boundaries.