



## County of Volusia, Florida Division of Environmental Management

# Groundwater Report

### **MOST WELL LEVELS UP IN NOVEMBER**

**DECEMBER 2019**

In November, below-normal rainfall was received in Daytona Beach and DeLand. DeLand received 1.87 inches (0.69 inches below-normal) of rain while Daytona Beach reported 1.75 inches (0.94 inches below-normal).

Rainfall in November resulted in a twelve-month average rainfall surplus of 8.95 inches. The surplus in October was 9.67 inches so 0.72 inches of rain was lost on the 12-month average. Normal annual rainfall for Volusia County is 53.83 inches.

Forecasts call for below normal precipitation in December combined with above normal temperatures. Normal precipitation in December for DeLand and Daytona Beach is 2.82 inches and 2.63 inches respectively.

El Niño Southern Oscillation (ENSO) neutral is expected to continue through fall and into spring 2020. NOAA predicts above normal temperatures and normal precipitation for Volusia County through February 2020.

One of the 39 monitoring wells was below baseline in November, the same as October. Comparing November well levels to October well levels, 21 monitoring wells were up and 18 were down.

Blue Spring was measured on November 6. The flow was 97.63 million gallons per day (151 CFS), which is 10.35 million gallons per day (16 CFS) more than the last measurement taken on October 16. The measurement also indicates that Blue Spring was flowing above its baseline low of 119 CFS and above the Minimum Flow and Level of 148 CFS.

The Keetch Byram Drought Index was 215 on November 30. This is 77 points higher than the level of 138 on October 31 and 201 points lower than the level of 416 one year ago. The KBDI has a scale of zero to 800 with zero being wet and 800 representing desert-like conditions.

For more details on the groundwater report and for more information on water resources in Volusia County, please visit our website:

[www.volusia.org/water-conservation](http://www.volusia.org/water-conservation)

