

Warmer spring and clearer skies Inc produce earlier snow melt and deplete summer freshwater flow.

Increased clouds and lower temperatures in spring delay snow melt and prolong high freshwater flow into early summer.

Image Credit: sfbay.wr.usgs.gov

## Causes of Snowmelt Flooding

<u>Very moist soil prior to the snowmelt</u>: Fall rains can soak the soil and cool weather can keep the ground from drying out. This limits how much moisture the ground can absorb.

Frozen soil of ground frost: Frozen ground will prevent water infiltration into the soil

flooding issues. However, these conditions do not exist every

year and flooding can occur. Several factors can influence

snowmelt flooding.

<u>Heavy winter snow cover</u>: More snow equals more water. If the heavy snow is widespread, it will keep the air cool and the snow may stay later in the year. This snow is then susceptible to rain-on-snow events and rapid snowmelt.

<u>**Rain-on-snow events</u>**: Widespread rain during the snowmelt will warm up the snowpack and increase the flow to rivers and streams. The combination of rain and snowmelt can cause flash flooding.</u>

**<u>Rapid snowmelt</u>**: Snowmelt rates are normally similar to a light to moderate rainfall. However, a sudden warming trend with night time temperatures above freezing can create much higher melt rates.

In addition to flooding, rapid snowmelt can cause landslides, debris flows and contribute to ice jams.

## Current River Conditions and System Information

We comprised a list of websites you can visit to access current snow melt information. These websites provide information on the current snowpack in the mountains and the river flows in the valleys.

Snow Water Equivalent Maps

Reservoir Storage Teacup Diagram

Real-Time Data for Idaho Streamflows

Ada County Emergency Management shares current event and preparedness information on social media. Find us on Twitter and Facebook: @adacountyem. For additional flood information, visit <u>https://adacounty.id.gov/accem/</u><u>How-to-Prepare-Resources/Flood</u>



