

Ascertaining “Total Population” for the “Site Manager” Page

“Population” is the Population Modeling method by which all measurements recorded by the iTracker are converted to actual flow in Gallons per Minute. This procedure is not required if all one is interested in is ascertaining **Level Changes** within the collection network due to fluctuating weather conditions or **Percentage Changes (Volumetric Change)** in wastewater **Volume (including Peak Volumes)** due to Inflow and Infiltration when compared to average dry day flows. If actual **Flow in Gallons per Minute** is required (which is necessary when attempting to detect I&I down to a set of adjacent manholes), one of the two following Population Modeling methods is recommended.

a. Ascertain the number of residences (homes) in the area served by the collection system being measured and insert that number in the box labeled “Total Pop” on the “Site Manager” Page. 182 GPD (Gallons per Day) of water usage per residence (182 gallons per day of average water usage per residence confirmed by the US EPA, USGS and AWWA) will automatically be contributed to each household in the Study to convert measured percentage changes in wastewater volume to flow in Gallons per Minute (GPM).

b. Collect and total the monthly water bills for each residence, commercial facility, business, school, etc. within the area being served by the collection network under investigation. Divide that total by the number of days in the month and then divide that number by 182. In this way, the water bill totals are converted to a corresponding number of residences discharging an average of 182 Gallons per Day into the collection network being analyzed by the iTracker. The corresponding number of residences should now be inserted in the box labeled “Total Pop” on the “Site Manager” Page. Once on the “Site Manager” page, load each site into the “Site Manager” by opening the folder containing the files for each site. Drag each site into the “Site Manager” page, dropping them for importation.

