

Low Impact Development Information

Low impact development (LID) is designed to reduce the negative impacts of traditional development on our water resources and attempts to preserve the predevelopment hydrology of a site to enable more effective and natural landscape features that treat stormwater as a resource.

Low Impact Development can:

- ✓ Lower Flood Risk
- ✓ Replenish Groundwater Reserves
- ✓ Reduce Urban Heat Island Effect
- ✓ Lower Building Energy Demands
- ✓ Protect Water Resources
- ✓ Limit Erosion
- ✓ Reduce Stress on Municipal Sewer Systems

For additional information about low impact development, please visit the following resources:

- [CT Nemo Program](#): The Nonpoint Education for Municipal Officials (NEMO) Program provides information, education and assistance to local land use officials and other community groups on how they can accommodate growth while protecting natural resources and community character. Please visit the NEMO Program website for more information on NEMO sponsored trainings, LID mapping and more.
- [University of Connecticut CLEAR](#): The Center for Land Use Education and Research (CLEAR) oversees the NEMO program and works with communities to protect water quality through better land use practices. Visit the CLEAR website for more information on rain garden trainings, LID mapping and more.
- [US Environmental Protection Agency](#): The U.S. EPA Nonpoint Source Outreach (NPS) Toolbox is designed to help state and local agencies educate the public on nonpoint resources. Please visit the NPS website for outreach materials, media campaigns and more.
- [University of New Hampshire Stormwater Center](#): The University of New Hampshire Stormwater Center is dedicated to the protection of water resources through effective stormwater management.
- [Sustainable CT LID Brochure](#)^[1]: This brochure was developed by Sustainable CT and offers descriptions and examples of potential LID projects and also offers additional resources for communities looking to invest in LID.

