

108TH CONGRESS
1ST SESSION

H. R. 1598

IN THE SENATE OF THE UNITED STATES

OCTOBER 16, 2003

Received; read twice and referred to the Committee on Energy and Natural
Resources

AN ACT

To amend the Reclamation Wastewater and Groundwater Study and Facilities Act to authorize the Secretary of the Interior to participate in projects within the San Diego Creek Watershed, California, and for other purposes.

1 *Be it enacted by the Senate and House of Representa-*
 2 *tives of the United States of America in Congress assembled,*

3 **SECTION 1. SHORT TITLE.**

4 This Act may be cited as the “Irvine Basin Surface
 5 and Groundwater Improvement Act of 2003”.

6 **SEC. 2. PROJECT AUTHORIZATION.**

7 (a) IN GENERAL.—The Reclamation Wastewater and
 8 Groundwater Study and Facilities Act (Public Law 102–
 9 575, title XVI; 43 U.S.C. 390h et seq.) is amended by
 10 inserting after section 1635 the following:

11 **“SEC. 1636. IRVINE BASIN GROUNDWATER AND SURFACE**
 12 **WATER IMPROVEMENT PROJECTS.**

13 “(a) AUTHORIZATION.—The Secretary, in coopera-
 14 tion with the Irvine Ranch Water District, California, is
 15 authorized to participate in the design, planning, and con-
 16 struction of projects to naturally treat impaired surface
 17 water, reclaim and reuse impaired groundwater, and pro-
 18 vide brine disposal within the San Diego Creek Watershed.

19 “(b) COST SHARE.—The Federal share of the costs
 20 of the projects authorized by this section shall not exceed
 21 25 percent of the total cost.

22 “(c) LIMITATION.—The Secretary shall not provide
 23 funds for the operation or maintenance of a project au-
 24 thorized by this section.”.

1 (b) CLERICAL AMENDMENT.—The table of sections
2 in section 2 of the Reclamation Projects Authorization and
3 Adjustment Act of 1992 is amended by inserting after the
4 item relating to section 1635 the following:

“1636. Irvine basin groundwater and surface water improvement projects.”.

Passed the House of Representatives October 15,
2003.

Attest:

JEFF TRANDAHL,

Clerk.