


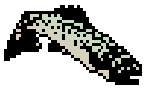


**EXHIBIT 32-A**

Monterey Peninsula Water Management District  
Water Supply Status  
December 1, 2015

	<b>Factor</b>	<b>Water Year 2016 Oct - Nov</b>	<b>Average To Date</b>	<b>Percent of Average</b>	<b>Water Year 2015 Oct - Nov</b>
	<b>Rainfall</b> (Inches)	3.99	2.85	140%	1.57
	<b>Runoff</b> (Acre-Feet)	263	1,827	14%	155
	<b>Storage</b> (Acre-Feet)	26,490	27,480	90%	24,840
	<b>Steelhead</b> (Adults) (Juveniles)	0	1 ---	0% ---	0 --

**Notes:**

1. Rainfall and runoff estimates are based on measurements at San Clemente Dam. Annual rainfall and runoff at the former San Clemente Dam site average 21.1 inches and 67,400 acre-feet, respectively. Annual values are based on the water year that runs from October 1 to September 30 of the following calendar year. The rainfall and runoff averages at the San Clemente Dam site are based on records for the 1922-2015 and 1902-2015 periods, respectively.
2. The rainfall and runoff totals are based on measurements through **November 2015**.
3. Storage estimates refer to usable storage in the Monterey Peninsula Water Resources System (MPWRS) that includes surface water in Los Padres Reservoir and groundwater in the Carmel Valley Alluvial Aquifer and in the Coastal Subareas of the Seaside Groundwater Basin. The storage averages are end-of-month values and are based on records for the 1989-2015 period. The storage estimates are end-of-month values for **November 2015**.
4. The maximum usable storage capacity for the MPWRS at this time, with the flashboard in at Los Padres Dam and no capacity at San Clemente Dam, is 37,639 acre-feet.
5. The adult steelhead count refers to the number of sea-run adults (> 15 inches) that have migrated up the Carmel River in Water Year 2016. The juvenile count refers to the number of juveniles that were rescued by District staff from drying reaches of the Carmel River and its tributaries in Water Year 2016. The adult count average is based on records for the 1994-2015 period.