

For more on the latest news, please visit [www.sportsturf.com](http://www.sportsturf.com) and [www.stma.org](http://www.stma.org).

## New educational bulletin highlights Environmental BMPs

**S**TMA's Environmental Committee and Information Outreach Committee have collaborated to produce the technical bulletin "Best Management Practices to Reduce Stormwater Runoff and Pollution at your Sports Facility."

Stormwater runoff is generated from excessive irrigation, rainfall, or snowmelt that flows over land or impervious surfaces and does not infiltrate into the ground. As the runoff flows over land and impervious surfaces, it can accumulate debris, chemicals, sediment, and other pollutants that can negatively affect water quality if runoff is left untreated.

Stormwater runoff is a problem because of

its volume and rate from impervious surfaces, such as parking lots and other paved areas, and concentration of pollutants in the runoff. High volumes of runoff can cause changes in hydrology and water quality such as habitat modification and loss, increased flooding, decreased aquatic biological diversity, and increased sedimentation and erosion.

Sports and recreational areas can contaminate stormwater runoff with pesticides, sediment, fertilizer, and other pollutants. A simple change in behavior and maintenance practices can result in reduced inputs, cost savings, and cleaner, safer waterways. It is more cost effective and environmentally sound to put management practices

in place before aquatic systems are affected. Restoring a polluted water body is much more difficult and expensive than utilizing best management practices from the start. Reducing stormwater pollution can be achieved by implementing various management systems.

Check out [STMA.org](http://STMA.org) to read the full bulletin and get more information on BMPs for bare soil, spill response and prevention, good storage practices, materials management, fueling areas, property and equipment maintenance, irrigation, fertilizers, pesticides/IPM, stormwater runoff collection areas, and educational outreach.

## Destination Denver! Mile High City memories await in 2015

**D**enver, CO is one of America's most eclectic, exciting cities. Founded in the mid-1850's by gold prospectors who hoped to strike it rich, similar to those lucky few in California only 9 short years earlier, this "...log city of 150 dwellings, not three-fourths completed nor two-thirds inhabited, nor one-third fit to be" (as described by newspaper editor and politician Horace Greeley) nestled in the foothills of the Rocky Mountains quickly grew to become the bustling metropolis we know today.

STMA heads to Denver for its 26th Conference & Exhibition and conference planning communities are gearing up for the experience to be one of the most rewarding

ever: a record number of submissions were received during our Call for Presentations and our conference tours are sure to stop at some must-see facilities.

Denver's unique neighborhoods feature a cuisine, attraction, or interest for every taste. According to the Denver Convention and Visitor's Bureau, these are the ones to see:

All information courtesy of the Denver Convention & Visitors Bureau located at [denver.org](http://denver.org)

### LODO / LARIMER / RIVERFRONT

Denver's hip, historic district, with a huge independent bookstore, brewpubs, Western

wear, Coors Field, and dozens of dining and nightlife options.

### CHERRY CREEK

Denver's premier shopping destination, with 320 independent shops, restaurants and galleries and Cherry Creek Shopping Center's 160 name brand stores.

### GOLDEN TRIANGLE MUSEUM DISTRICT

Explore the spectacular Denver Art Museum and a neighborhood brimming with galleries, restaurants, music venues, theatres and remarkable architecture.

### UPTOWN

One of Sunset Magazine's "hippest 'hoods," thanks to Restaurant Row, and proximity to City Park, Denver Zoo and Denver Museum of Nature & Science.



All information courtesy of the Denver Convention & Visitors Bureau located at [denver.org](http://denver.org)