

Interactive comment on “Forecasters priorities for improving probabilistic flood forecasts” by F. Wetterhall et al.

M. Zappa (Referee)

massimiliano.zappa@wsl.ch

Received and published: 20 June 2013

First of all, it is fabulous to follow this discussion ... I always hear different opinions on the value of open discussions, and, to be honest, there are maybe one to two papers per year that are really DISCUSSED. But exactly this few papers demonstrate the power of such a tool, where peers can come out from their anonymous duty of reviewers and make immediate contribution to developing ideas.

My two additions at this point are:

a) BAMS published today an early view article by Demargne et al., which should be "assimilated" by the authors.

Full Screen / Esc

Printer-friendly Version

Interactive Discussion

Discussion Paper



The Science of NOAA's Operational Hydrologic Ensemble Forecast Service by: Julie Demargne, Limin Wu, Satish Regonda, James Brown, Haksu Lee, Minxue He, Dong-Jun Seo, Robert Hartman, Henry D. Herr, Mark Fresch, John Schaake, Yuejian Zhu

Link: <http://journals.ametsoc.org/doi/abs/10.1175/BAMS-D-12-00081.1>

b) The issue of skill. In my recent dialog with end-users the most important measure of skill to be maximised (or introduced) is a non-quantifiable metric, which in German is called "Bauchgefuehl" ("gut intuition"). This means, that somebody when taking a decision can trust his intuition obtained by merging personal experience from the past, current knowledge on an event approaching and indications of the predictions system available to support his work. If end-users are accordingly trained get a better "Bauchgefuehl" when interpreting probabilistic forecasts, as when looking at deterministic predictions, then the developers are on the right path.

Kind regards to all the participants to the discussion!

Massimiliano Zappa

Interactive comment on Hydrol. Earth Syst. Sci. Discuss., 10, 2215, 2013.

HESSD

10, C2711–C2712, 2013

Interactive
Comment

Full Screen / Esc

Printer-friendly Version

Interactive Discussion

Discussion Paper

