Living Shorelines, Nature-Based Solutions, and Sand Management Feasibility Study

Focus Group Meeting 3 December 2 and 3, 2024



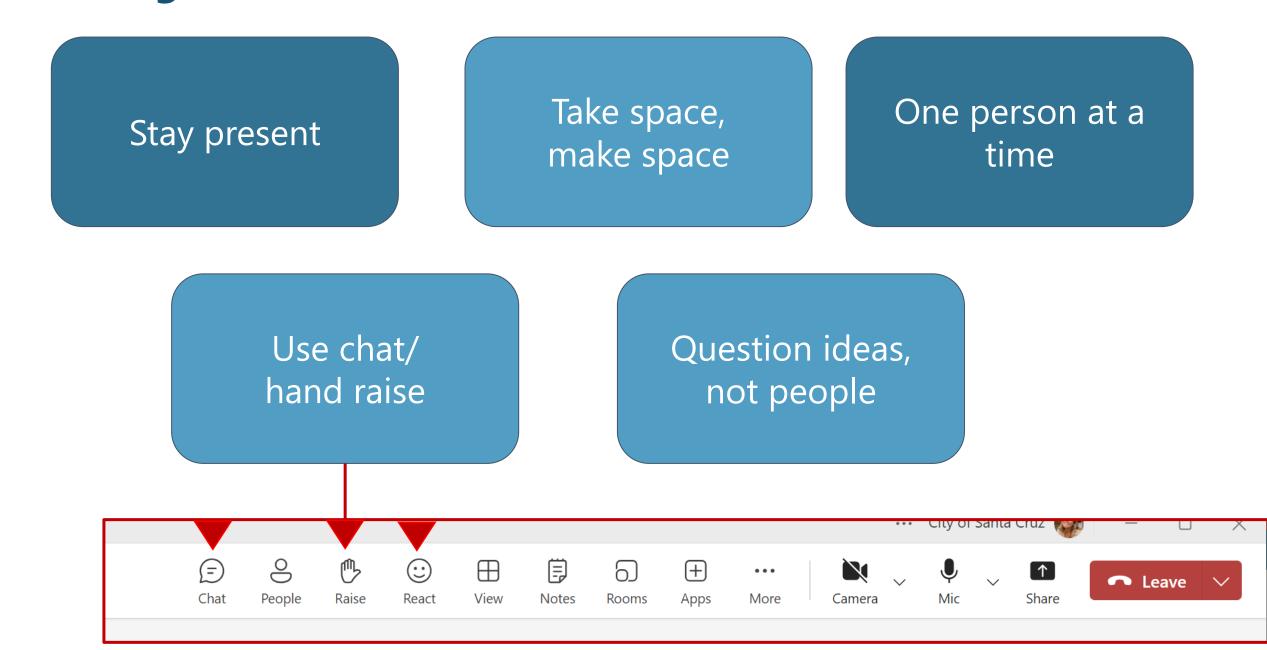


Agenda

- Meeting Considerations
- Refined Evaluation Criteria
- Final Sites and Draft Concepts
- Next Steps



Meeting Considerations + Chatham House Rules



Big Picture Approach

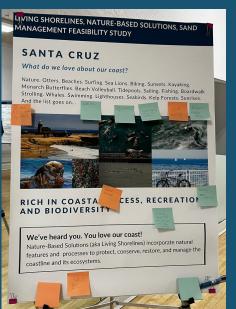


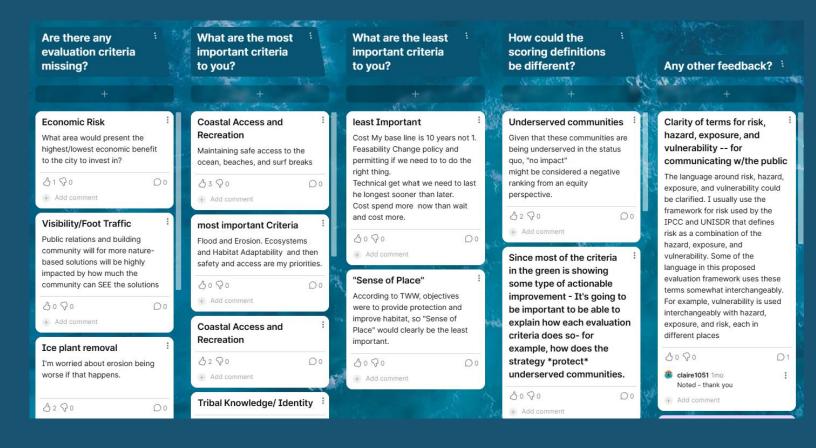


- Reduce vulnerability to coastal storms
- Develop a diverse set of strategies
- Prioritize options that also benefit habitats and public recreation
- Prioritize options with permitting precedent
- Include feedback into the strategies from a wide array of shoreline users

Refining Evaluation Criteria







We confirmed top community priorities are:

- 1. Coastal Access and Recreation
- 2. Healthy Ecosystems and Habitat

Evaluation Criteria Scoring

Primary Criteria Categories

- Coastal Management and Resources
- Ecosystems and Habitats
- Access and Recreation
- Technical
- Costs
- Policy
- Equity

Criteria are evaluated using negative; neutral; positive scoring definitions.

Example:

For Coastal Erosion criteria, the following scoring definition is used.

May speed up erosion; no effect on erosion; protects against erosion

Coastal Management and Resources

First Draft

- Flood
- Erosion
- Underserved Communities*



Refined Criteria

- Flood
- Erosion
- Sand Management

To be assessed quantitively using coastal engineering analyses.

^{*}Underserved communities criteria was not removed from project but instead included as a key site selection criterion.

Ecosystems and Habitat

First Draft

Marine and Terrestrial

- Connectivity and native habitats
- Biological and species diversity

Refined Criteria



Marine and Terrestrial

- Resilience
- Abundance
- Diversity
- Substrate Complexity

To be assessed qualitatively using expert judgement, including ESA ecologists and FG input.

Access and Recreation

First Draft

- Safe Coastal Access
- Bike Trail Access
- Pedestrian Access
- Beaches
- Surf

Refined Criteria



- Mixed-Use Trail Access
- Pedestrian Access
- Beaches
- Surf
- Marine Harvest

To be assessed qualitatively using expert judgement, including consultation with City staff and FG input. Beach criteria is assessed semi-quantitatively.

Technical and Costs

First Draft

- Material Sourcing
- Expected Project Life
- Capital Costs
- Operations and Maintenance Costs
- Availability of Funding

Refined Criteria



- Material Sourcing
- Adaptability
- Capital Costs
- Operations and Maintenance Costs
- Availability of Funding

To be assessed qualitatively using expert judgement, including consultation with City staff. Capital Costs and Operations and Maintenance Costs will be assessed semi-quantitively.

Policy and Equity

First Draft

Previously in Administrative Feasibility

- Policy Alignment
- Regulation and Permitting

Previously in Sense of Place and Cultural Identity

 Tribal Priorities and Traditional Ecological Knowledge

Refined Criteria



- Policy Alignment
- Regulation and Permitting
- Tribal Priorities

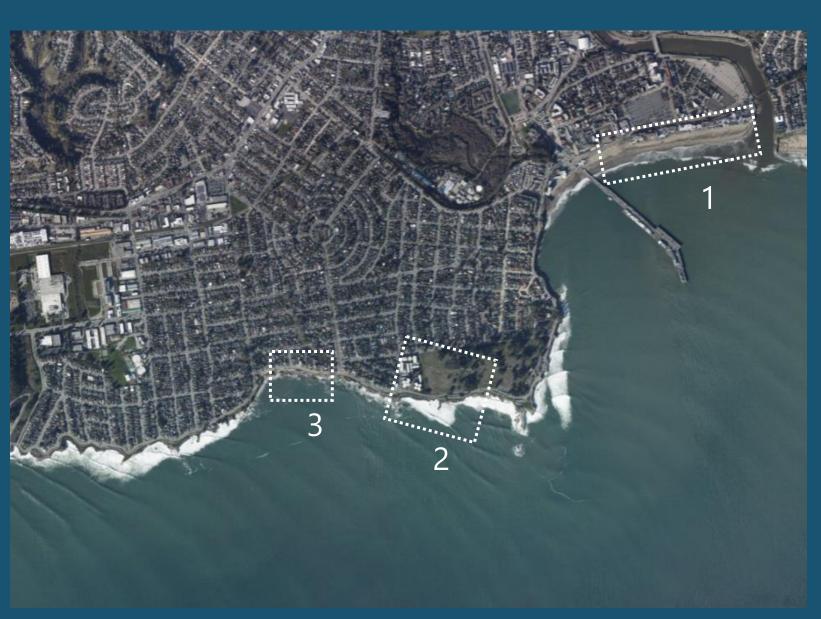
To be assessed qualitatively using expert judgement, including consultation with City staff and with tribal representatives.

Any remaining questions or comments for evaluation criteria?

What are the final sites?

- 1. Main Beach
- 2. Its Beach
- 3. Mitchell's Cove

Draft concepts have been developed for each site, and will proceed to 30% design for 1-3 sites, using concepts that score the best using the evaluation criteria.



Why these sites?

Site Selection Criteria

Site Vulnerability

Vulnerability to Flood and Erosion

Relative Exposure

Equity

Number of Viable Options

Number of Viable NBS Options

Likelihood for Project Success

Potential for Economic Benefit

Potential for Reducing Vulnerability Relative Likelihood for Near-Term Project Construction



Site Revisions:

- 1. The final site selected for Its Beach is on the far west end. More information was provided for availability of funding there.
- 2. Lighthouse Point is being addressed in a separate project the Lighthouse Point Hazard Analysis project.

Site 1: Main Beach



Site 1: Main Beach

1. Vegetated Dune:

Construct vegetated dune near eastern edge of Main Beach. Use buried cobble and wood to limit erosion from river and wave action. Use sand fencing and vegetation to capture wind-blown sand.

2. Sand Management:

Place sand if erosion threshold-met.



Site 1: Main Beach

Dune Public Coastal Access Beach Flats Neighborhood Vegetated Dune San 2 Buried LWD Line Lorenzo Approx. Debris Line River from 2023 Storm **Beach access** Boardwalk -Office the control of Migration Pudsima Point

Vegetated

Site 1: Main Beach

Vegetated



Site 1: Main Beach



Sand

Site 1: Working Evaluation Criteria Scoring

Comparison to present-day conditions: 1 = worse; 2 = similar; 3 = better

	No Action	Veg Dune	Beach Nourishment
Coastal Mgmt and Resources	1.7	3	2.7
Ecosystems and Habitats	2	2.5	2.3
Access and Recreation	1	2.2	2.2
Technical	1.5	3	2
Costs	1	2	1.3
Policy	1	2.5	2
Tribal Priorities			
<u>Average</u>	1.2	2.5	2.1

Site 1: Main Beach Poll Results

Focus Group 3A Responses

How do you like these draft concepts for Main Beach so far? Please provide a score from 1 - 3.				
1 - I don't like them.	16.7%			
2 - I am indifferent.	16.7%			
3 - I like them.	50.0%			
I don't have an opinion at this point.	16.7%			
6 votes • Hide Results				

Focus Group 3B Responses

How do you like these draft concepts for Main Beach so far? Please provide a score from 1 - 3.				
3 - I like them.	55.6%			
I don't have an opinion at this point.	33.3%			
1 - I don't like them.	11.1%			
2 - I am indifferent.	0.0%			
9 votes • Hide Results				

Please note unfortunately the scores were flipped between the groups in this poll for this site.

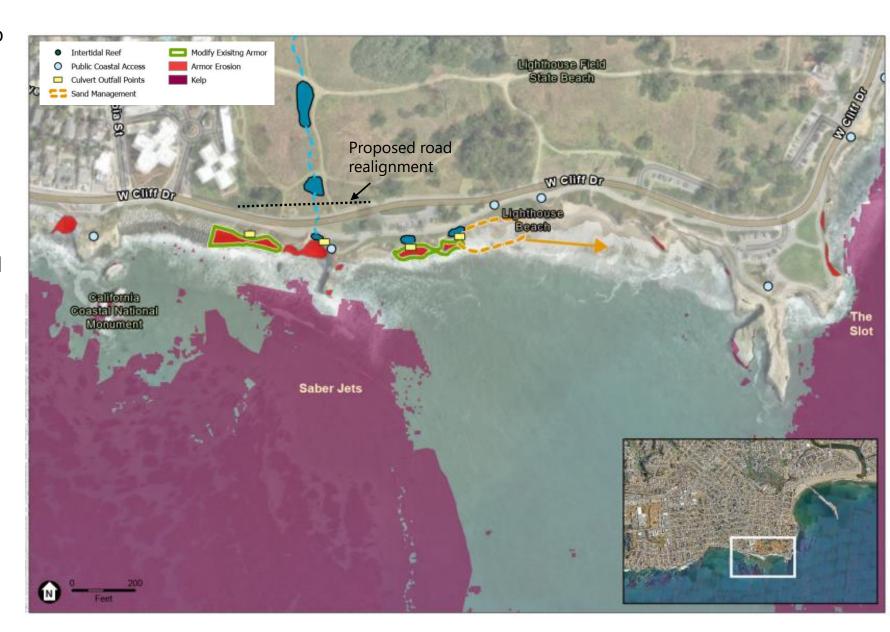


1. Reduce Erosion from Stormwater

- 1. Use pond and swale habitats to slow stormwater flows.
- 2. Reduce erosion from outfalls with stepped pool habitat, replacing ice plant.

2. Green-Grey Options

- 1. Option A: Modify existing armor surface to improve recruitment, allow to slip over time and become low intertidal habitat.
- 2. Option B: Replace armor with textured, erodible concrete surfacing to create more space for beach. Add tide pool shelf within footprint of existing armor.
- **3. Option C:** Buried setback wall embedded into bluff near parking lot. Remove armor.
- **3. Sand Management:** If the beach erodes in the long-term, consider periodic placement of material to maintain public recreation.



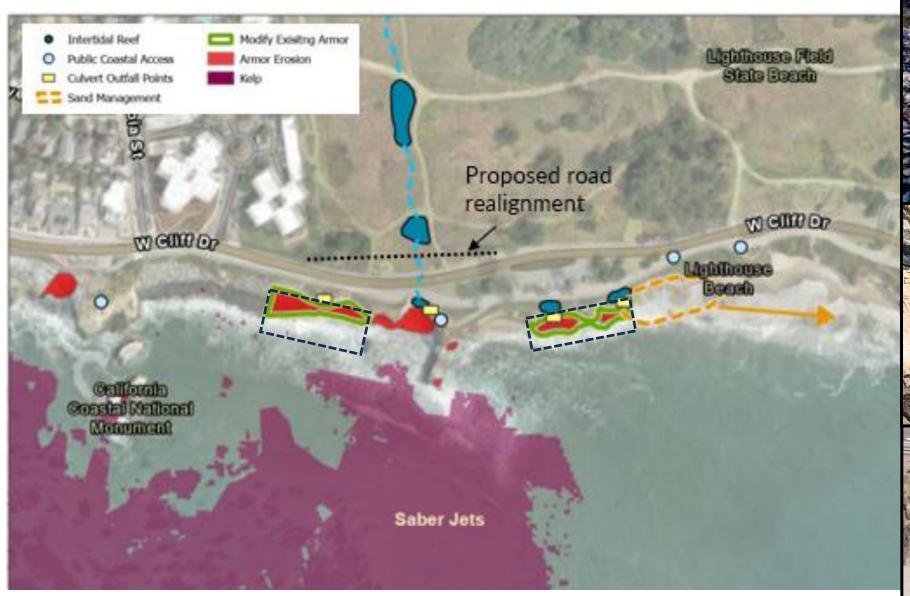
Reduce Erosion from Stormwater



Reduce Erosion from Stormwater

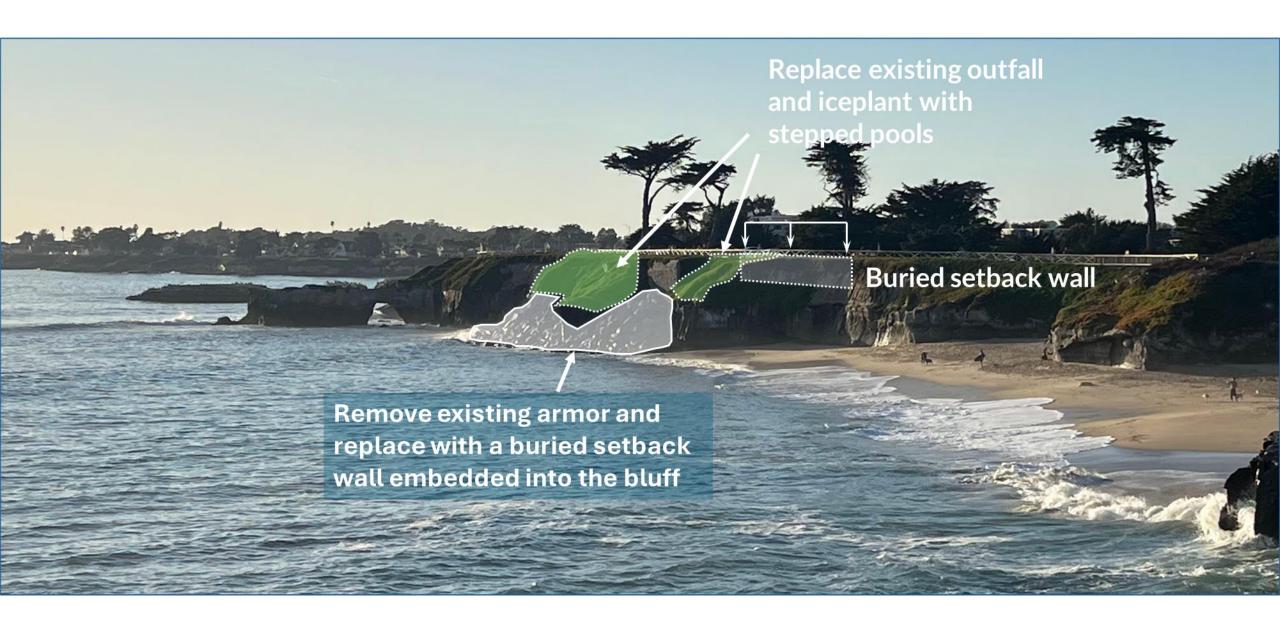


Green-Grey Options





Green-Grey Options





Site 2: Working Evaluation Criteria Scoring

	No Action	Storm- water	Green- Grey 1	Green- Grey 2	Green- Grey 3	Sand Mgmt
Coastal Mgmt and Resources	1.3	2.3	1.7	1.7	2.7	2.3
Ecosystems and Habitats	1.6	2.5	2.6	2.6	3	2.8
Access and Recreation	1	2.2	1.8	2	2.6	2.2
Technical	1.5	2.5	2.5	2	2	2
Costs	1	2.3	1.7	1.7	2	1.3
Policy	1	2.5	2	2	2	2
Tribal Priorities						
<u>Average</u>	1.2	2.4	2.0	2.0	2.4	2.1

Site 2: Its Beach Poll Results

Focus Group 3A Responses

How do you like these draft concepts for Its so far? Please provide a score from 1 - 3.	s Beach
1 - I don't like them.	0.0%
2 - I am indifferent.	14.3%
3 - I like them.	71.4%
I don't have an opinion at this point.	14.3%
7 votes • Hide Results	

Focus Group 3B Responses

How do you like these draft concepts for Its Beach so far? Please provide a score from 1 - 3.				
1 - I don't like them.	0.0%			
2 - I am indifferent.	12.5%			
3 - I like them.	75.0%			
I don't have an opinion at this point.	12.5%			
8 votes • Hide Results				

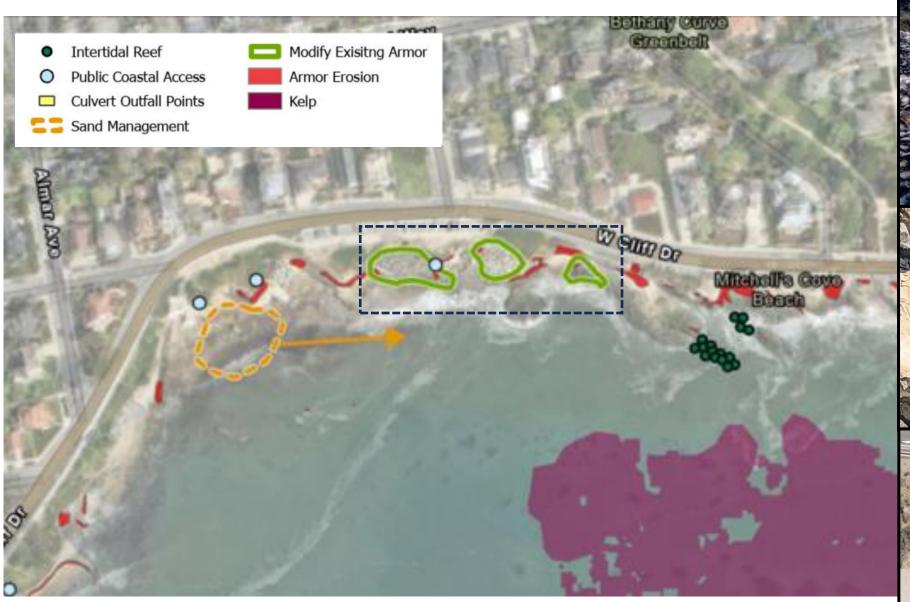


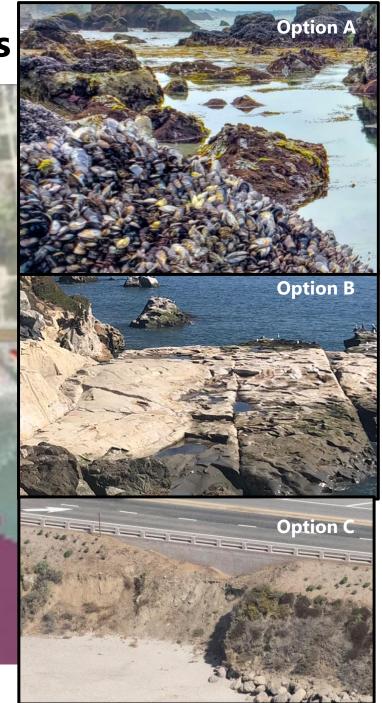
1. Green-Grey Options

- Option A: Modify existing armor surface to improve recruitment, allow to slip over time and become low intertidal habitat.
- 2. Option B: Replace armor with textured, erodible concrete surfacing to create more space for beach. Add tide pool shelf within footprint of existing armor.
- **3. Option C:** Buried setback wall embedded into bluff near parking lot. Remove armor.
- 2. Intertidal Reefs: Place low profile boulders to encourage sand retention and recruit intertidal species.
- **3. Sand Management:** If the beach erodes in the long-term, consider periodic placement of material to maintain public recreation.



Green-Grey Options





Green-Grey Options



Intertidal Reef



Intertidal Reef



Sand Management Site 3: Mitchell's Cove Modify Exisitng Armor Intertidal Reef **Public Coastal Access** Armor Erosion **Culvert Outfall Points** Kelp Sand Management Well or Mireboll's Com Monument

Site 3: Working Evaluation Criteria Scoring

	No Action	Green- Grey 1	Green- Grey 2	Green- Grey 3	Reef	Sand Mgmt
Coastal Mgmt and Resources	1.3	1.7	1.7	2.7	2.7	2.3
Ecosystems and Habitats	1.6	2.6	2.6	3	2.5	2.8
Access and Recreation	1	2	2.2	2.6	2.4	2.2
Technical	1.5	2.5	2	2	1.5	2
Costs	1	1.7	1.7	2	2	1.3
Policy	1	2	2	2	1	2
Tribal Priorities						
<u>Average</u>	1.2	2.1	2.0	2.4	2.0	2.1

Site 3: Mitchell's Cove Poll Results

Focus Group 3A Responses

How do you like these draft concepts for Mitchell's Cove so far? Please provide a score from 1 - 3.				
1 - I don't like them.	0.0%			
2 - I am indifferent.	0.0%			
3 - I like them.	66.7%			
I don't have an opinion at this point.	33.3%			
6 votes • Hide Results				

Focus Group 3B Responses

How do you like these draft concepts for Mitchell's Cove so far? Please provide a score from 1 - 3.				
1 - I don't like them.	12.5%			
2 - I am indifferent.	0.0%			
3 - I like them.	75.0%			
I don't have an opinion at this point.	12.5%			
8 votes • Hide Results				

Next Steps

- Provide more input on scoring if you want to.
- Stipends please let us know if you have not already.
- Next community meeting is next week and virtual!
 - Suggestions for presenting concepts to the public?
- Optional fourth focus group coming in the new year to present designs.
- Final community meeting will be in the new year.





Community Conversations: Nature Based Solutions, Living Shorelines and Sand Management Feasibility Study

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COMMUNITY CONVERSATION

5:30pm-7pm | Virtual Meeting (Zoom)Provide input on the recommended nature based solutions

Thank you!