



Shoreline Highway at Highway 101. Credit: Caltrans

Marin Countywide Sea Level Rise Planning

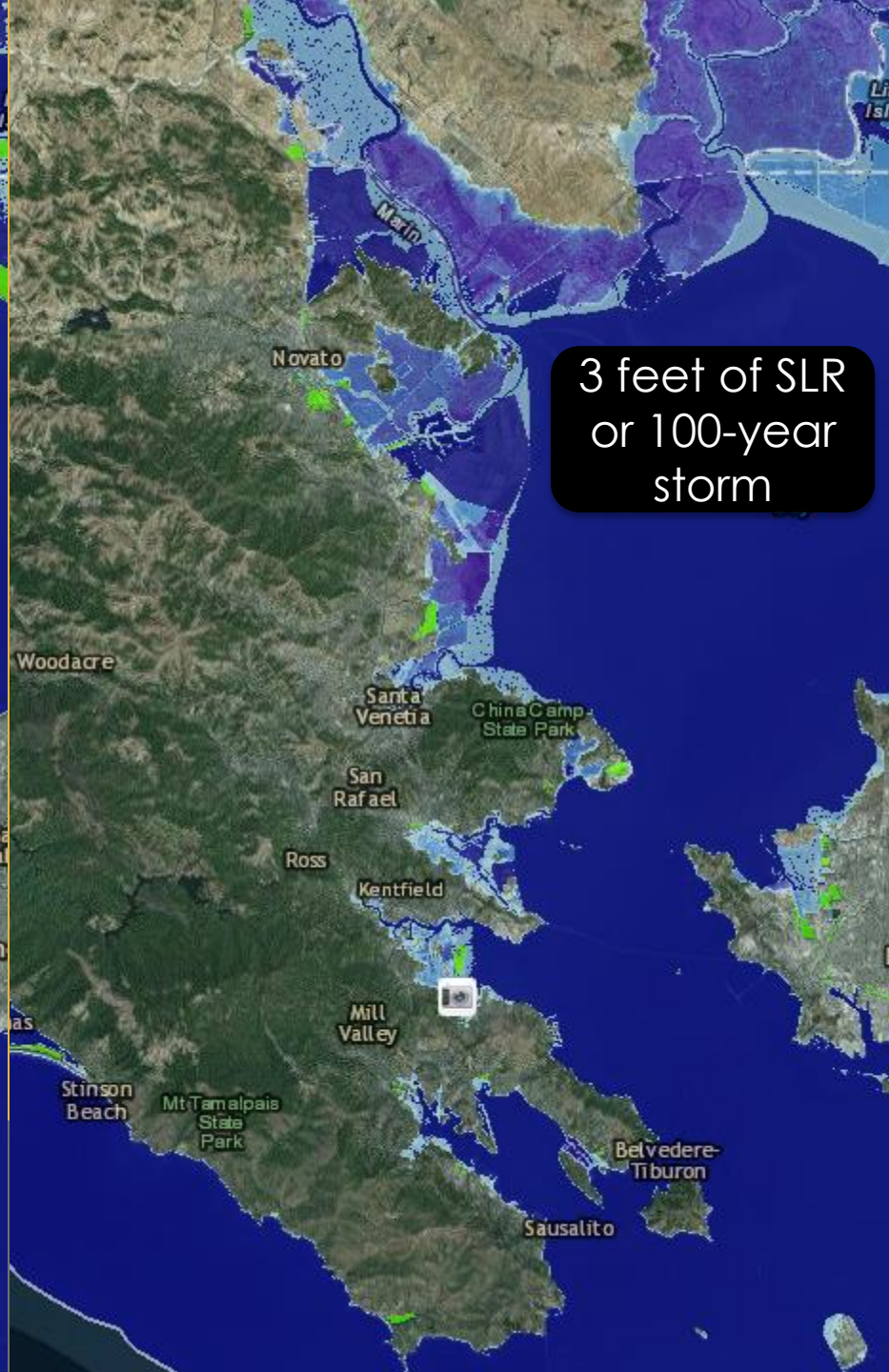


BAYWAVE AND CSMART VULNERABILITY ASSESSMENTS

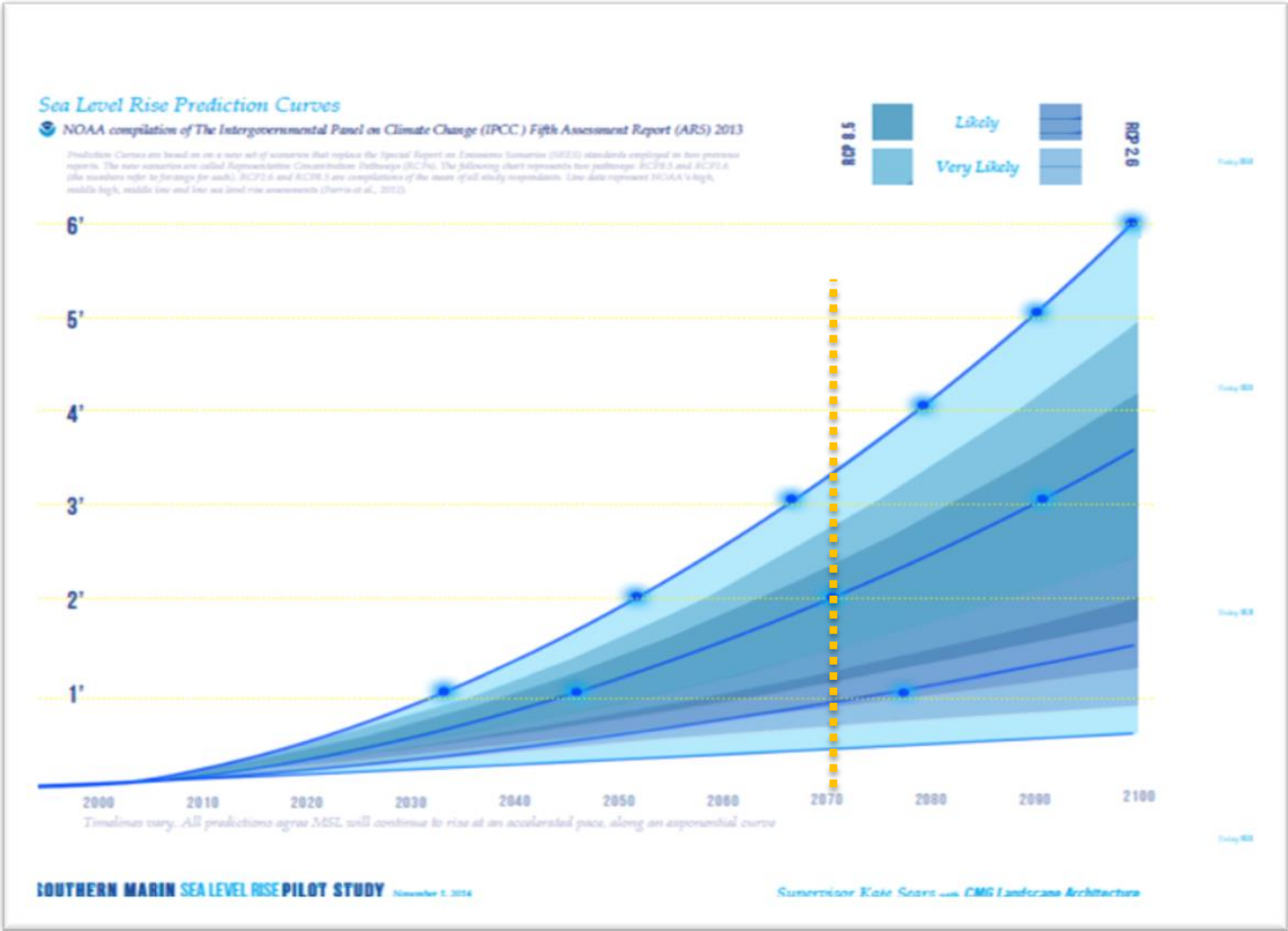
Tidal Flooding in Southern Marin



North Bay Watershed Association
Marin Sea Level Rise Planning
Dec. 5, 2015 | www.marinslr.org



Uncertainty in Estimates



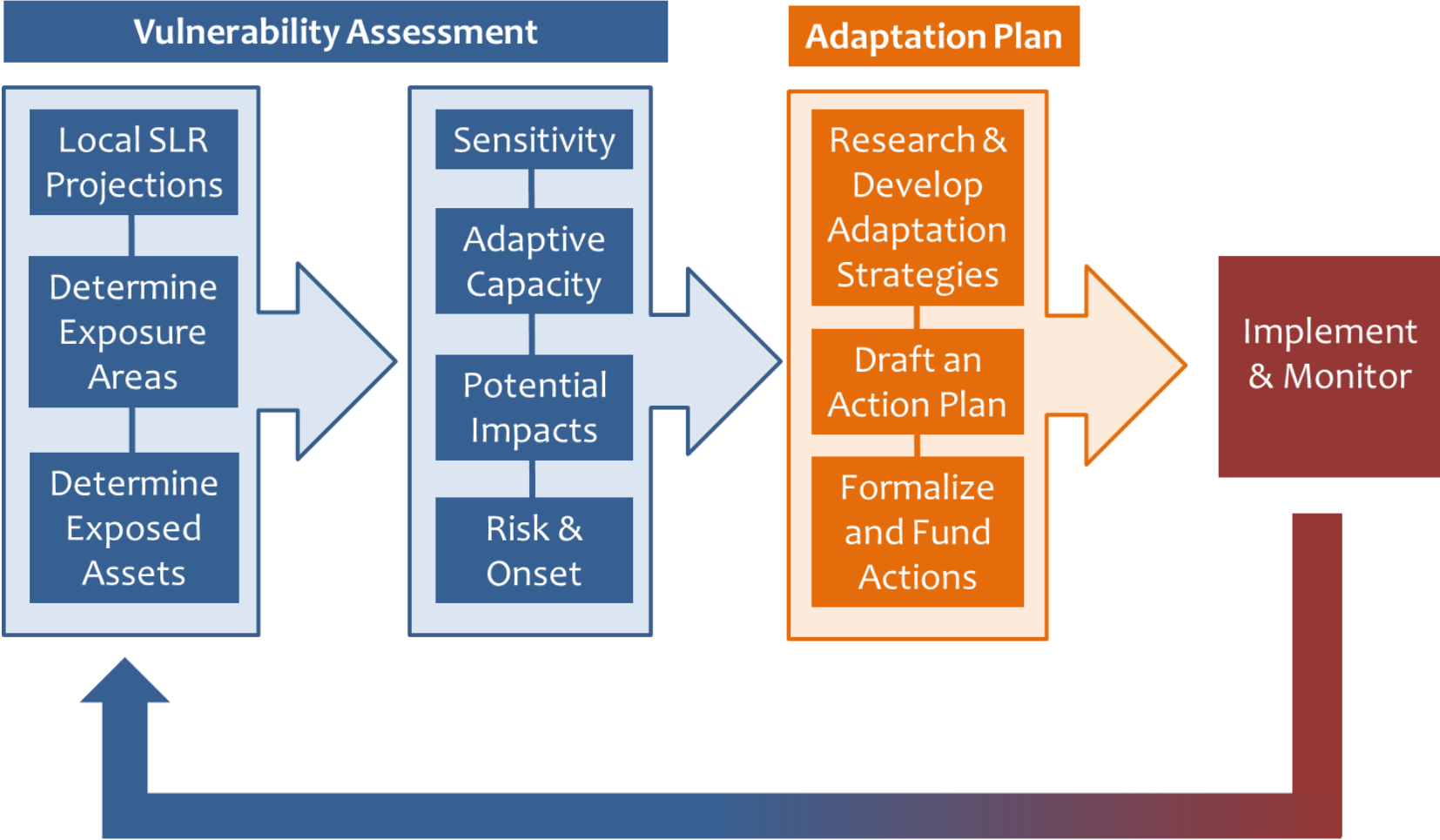
Vulnerability Assessment

A risk-based evaluation of the likely sensitivity and response capacity of natural and human systems to the effects of expected phenomena.

- Russell, N. Griggs. G. January 2012. *Adapting to Sea Level Rise: A Guide for California's Coastal Communities*



CSMART and BayWAVE Process

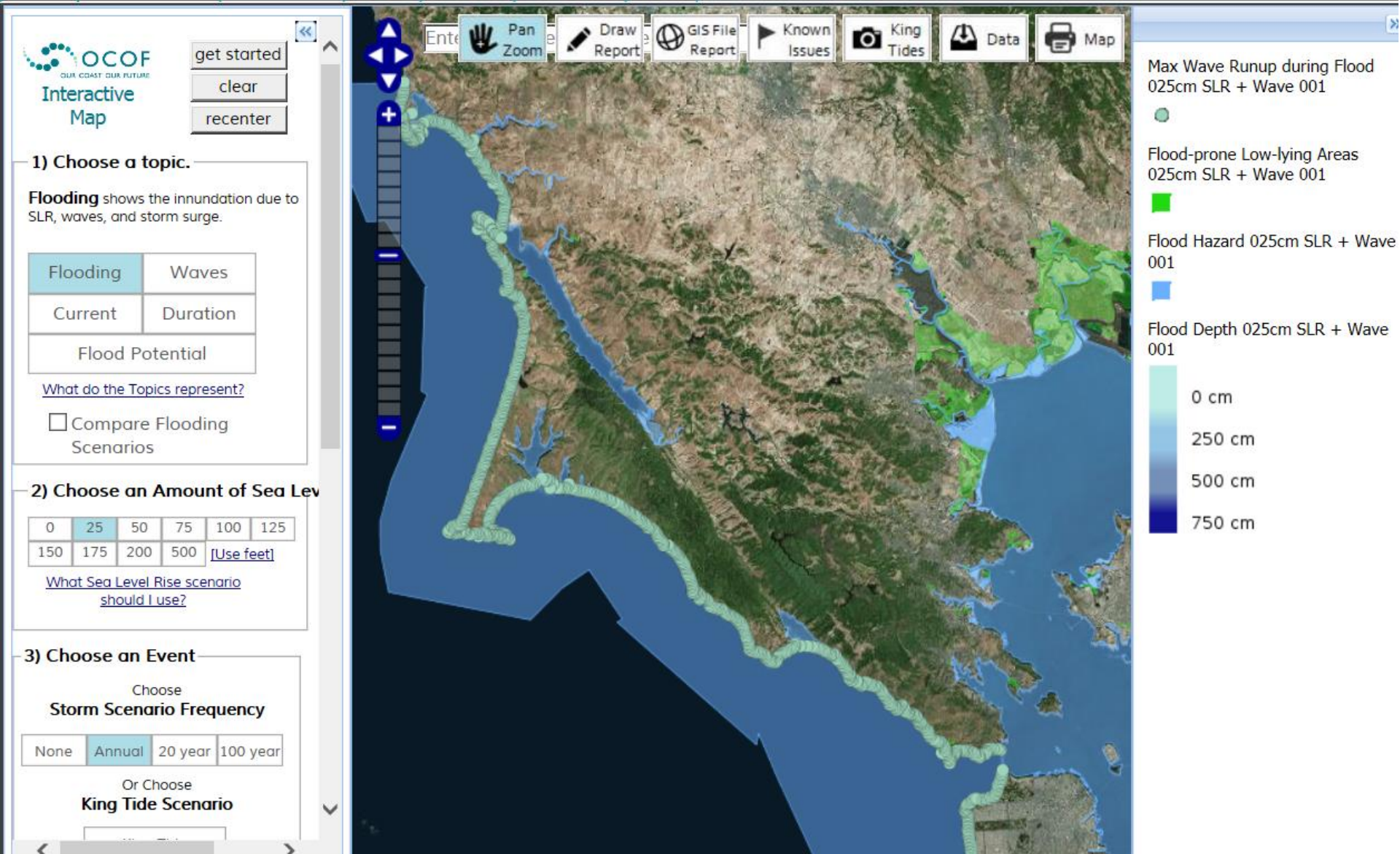


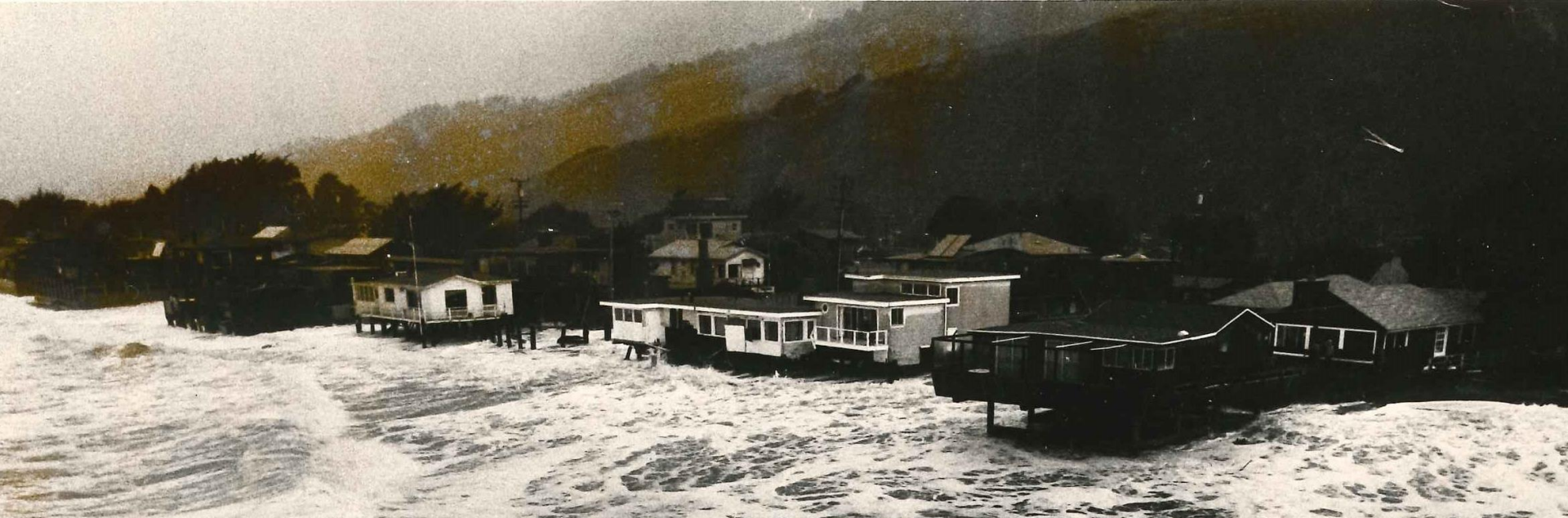
Vulnerability Assessment Sections

- Asset Profiles
 - Key Issues
 - Short-, Med-, and Long-term assessment with figures and tables
 - Maps by community
 - Other Considerations: Economic, Environmental, Equity, Management
- Community Profiles
 - Key Issues
 - Vulnerable Assets by Asset w/ figures and tables
 - Maps for developed and natural resource assets



Our Coast Our Future Online Viewer

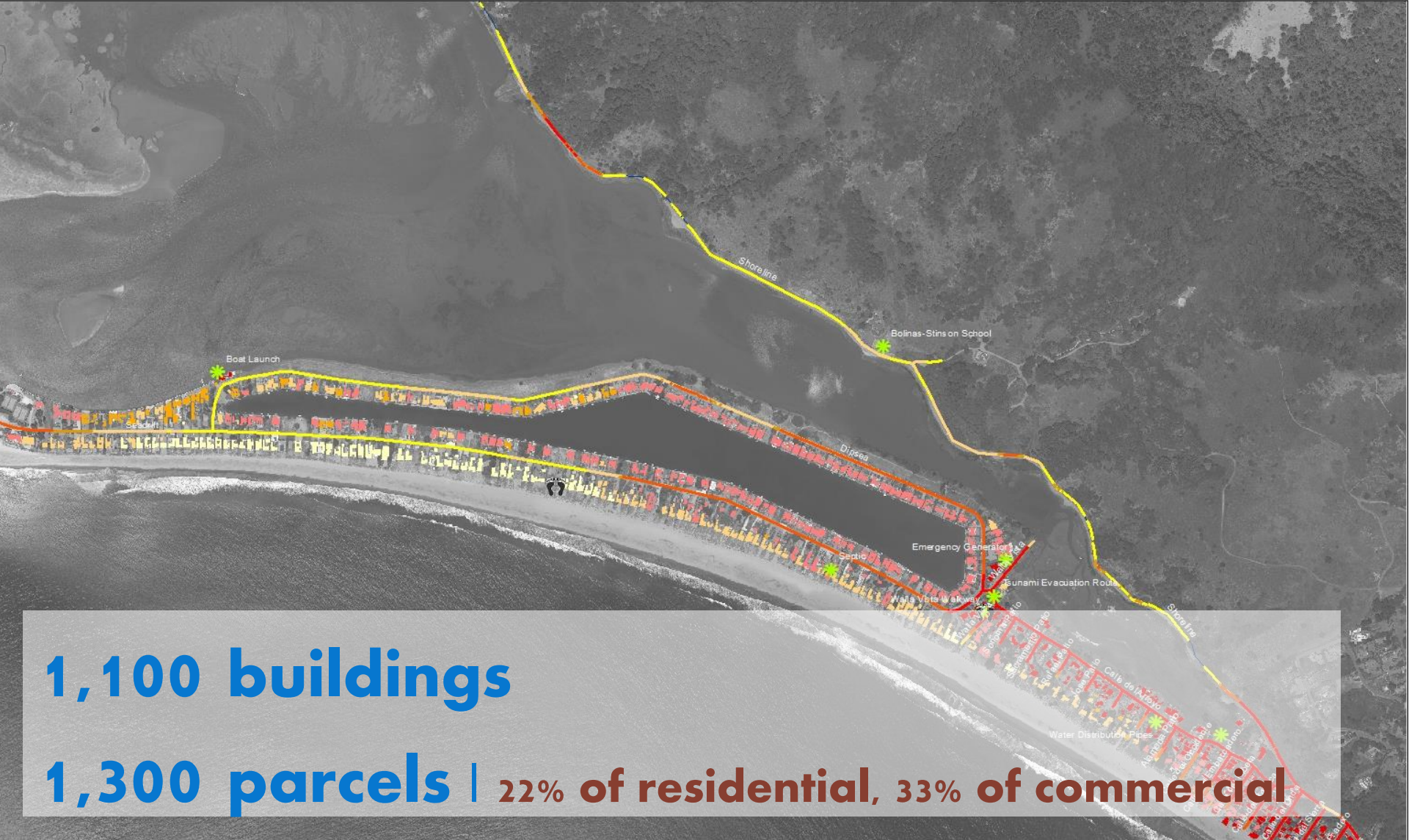




4,700 acres exposed at mean higher high water

Mean higher high water: The average high tide, thus some sites could be dry during lower tides.







**20 miles of roads
including Shoreline Hwy, Calle del Arroyo, Olema-
Bolinas Rd., and Sir Francis Drake**



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Beaches could flood and erode



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Marshes could convert to mud flats, and may move upland



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Richardson Bay Shoreline Study and the Game of Floods

Roger Leventhal, P.E.
Senior Engineer
Marin County FCD



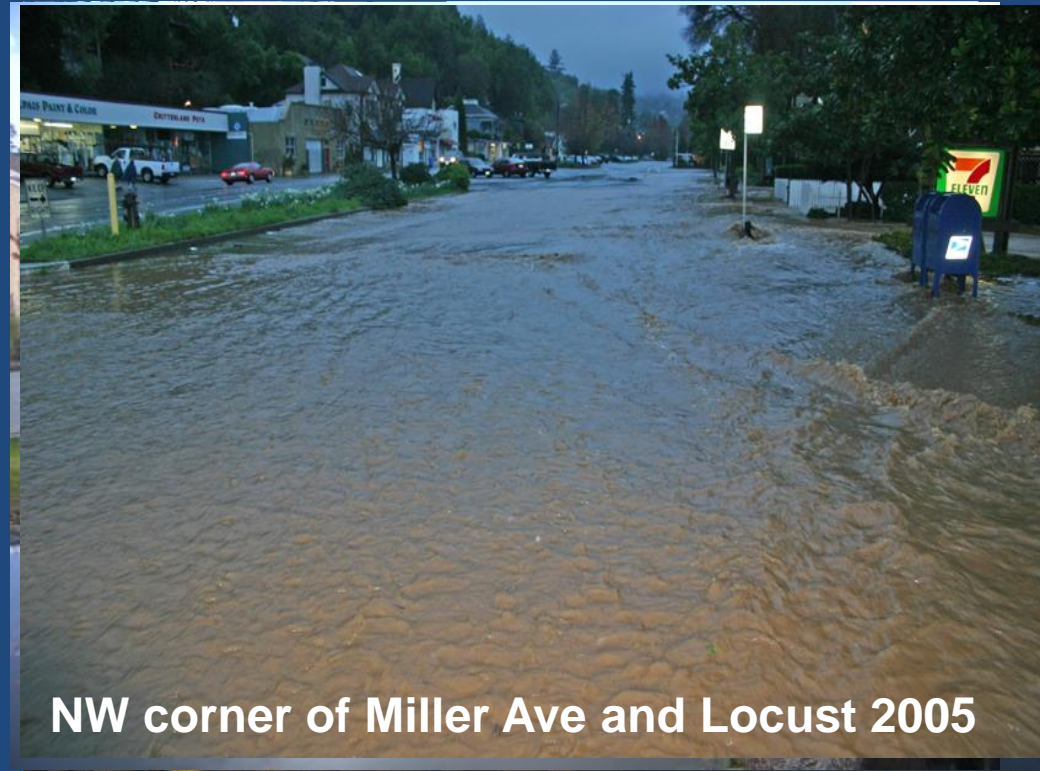
Miller Ave King Tide 2012



Mill Valley Shoreline

Planning for Richardson Bay

- Currently floods on “King” tides
- Flooding from both ends (river/tidal)
- SLR Impacts to everything...
 - infrastructure flooding
 - residential/commercial
 - roads/utilities
 - wetlands
 - public access/users



Shoreline Study- Part I

Part I – Vulnerability Assessment (what is impacted)

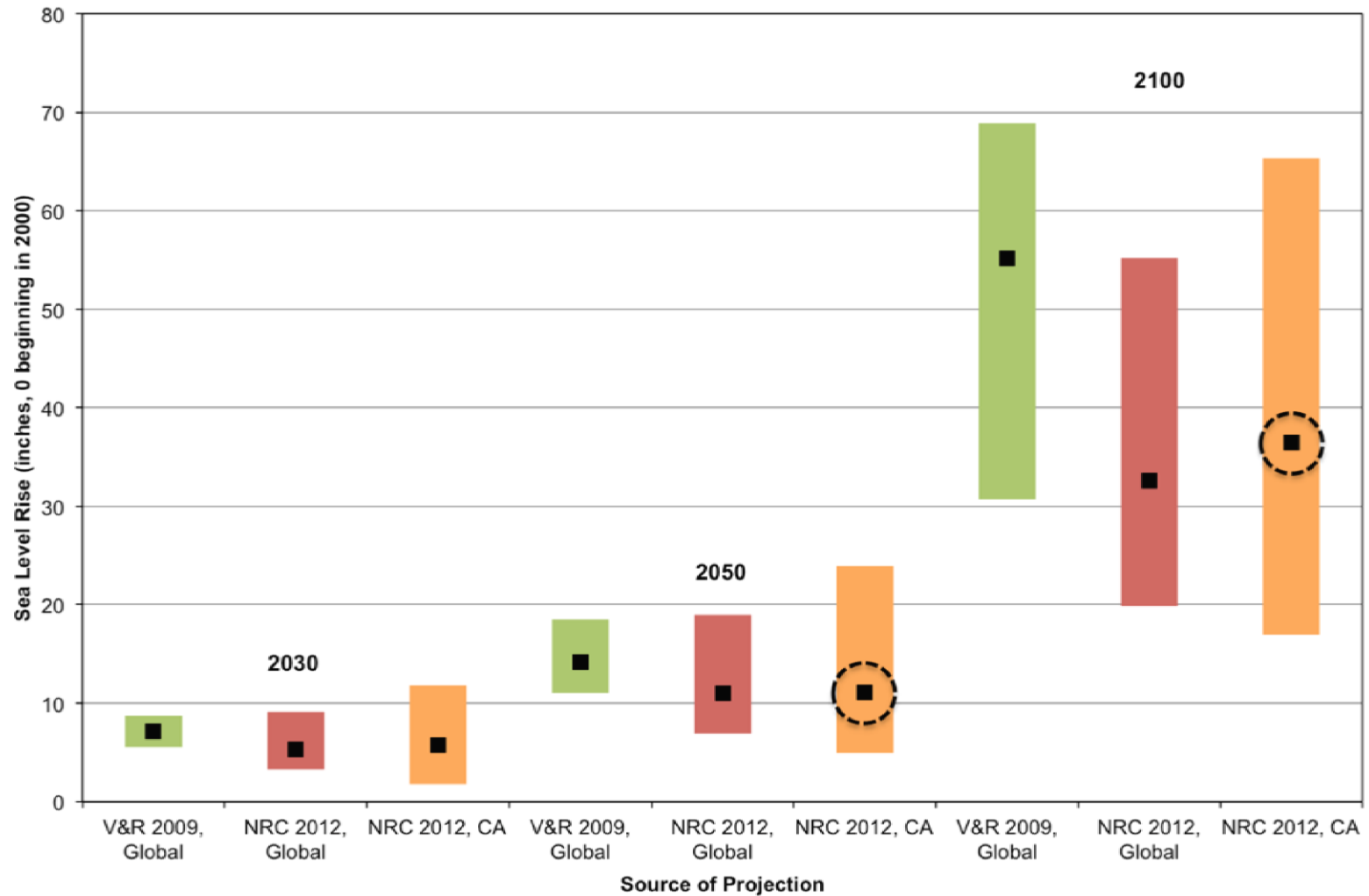
- What is flooded under 3 future SLR scenarios (1, 3 and 5 feet)?
- Adds up impacted assets and rough costs
- SLR added onto MHHW (not storm tides)
- Mapped impacted assets from MarinMap

Shoreline Study- Part II

Part II – Adaptation Options

- Describes adaptation options (pros/cons, \$) – focus on engineering barrier options
- Presents different alignments to inhibit daily tides (protects built edge)
- Adds up concept level costs (min/max)
- Discusses impacts and limitations

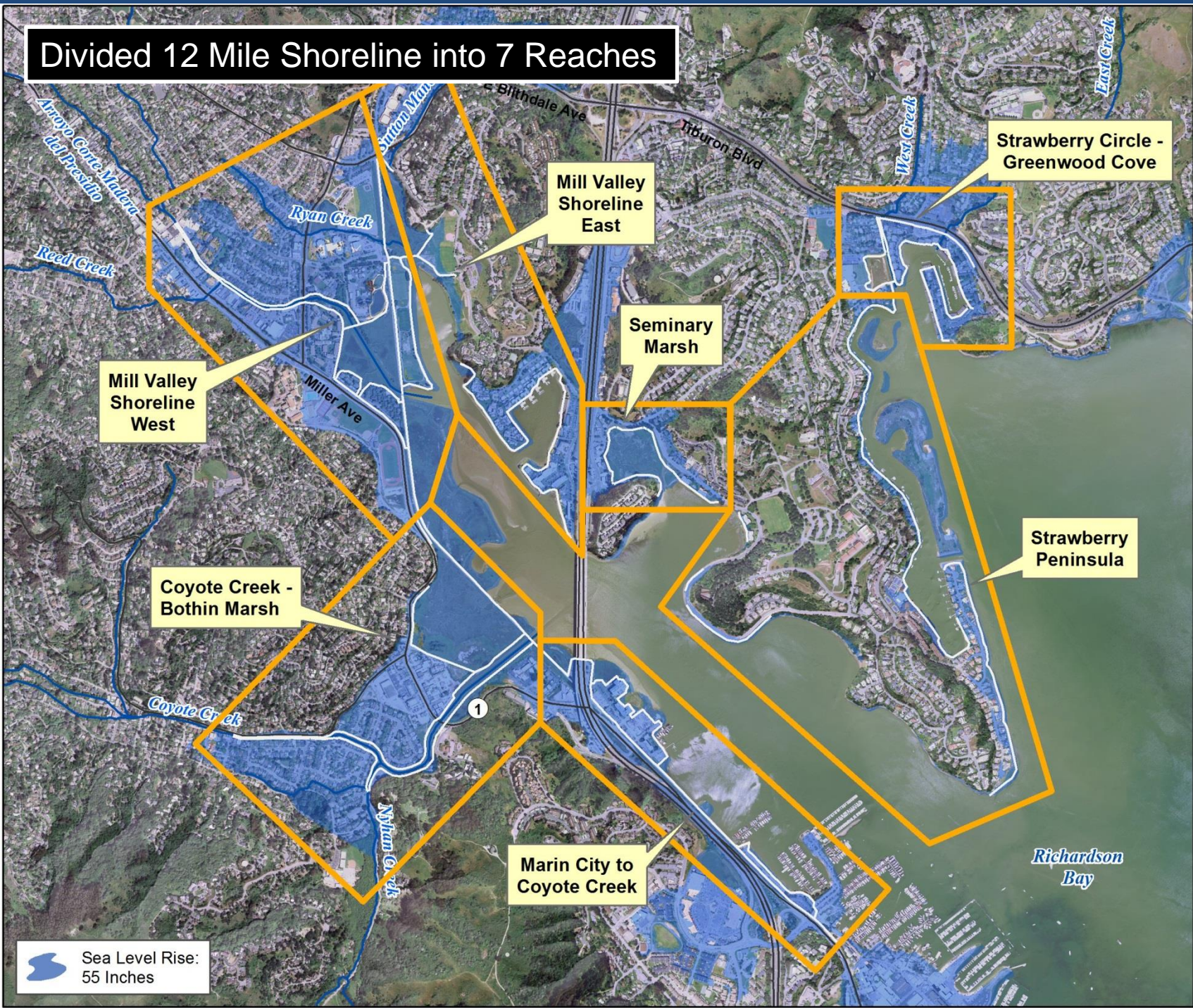
Various SLR Studies



Projections – NRC 2012

	from NRC 2012 for Northern California		
year	Range low (in)	Mean (in)	Range high (in)
2030	1.7	5.7	11.7
2050	4.8	11.0	23.9
2100	16.7	36.1	65.5

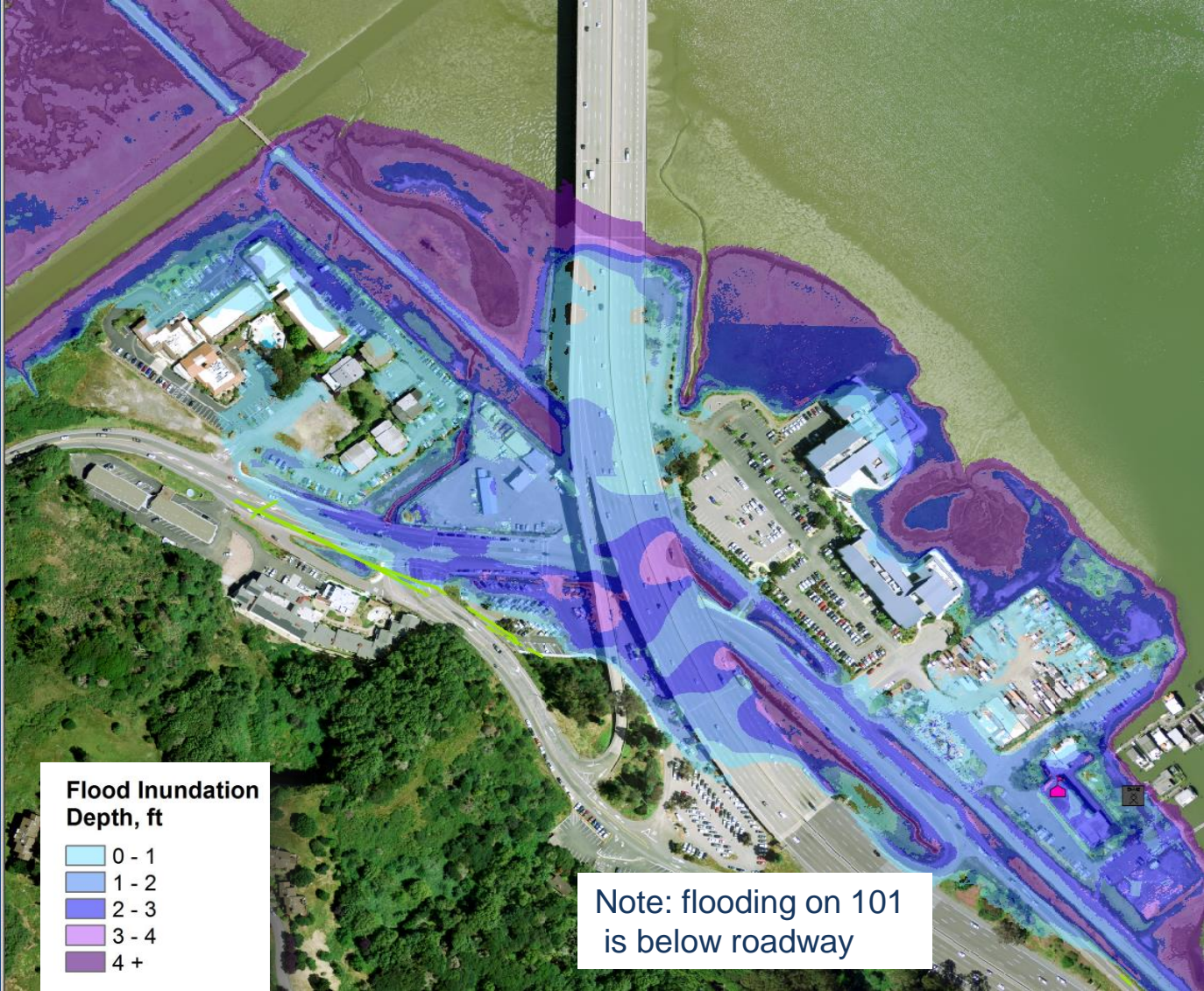
Divided 12 Mile Shoreline into 7 Reaches



Manzanita “King Tide” Flooding



Manzanita 36-inch Flooding



Miller Avenue

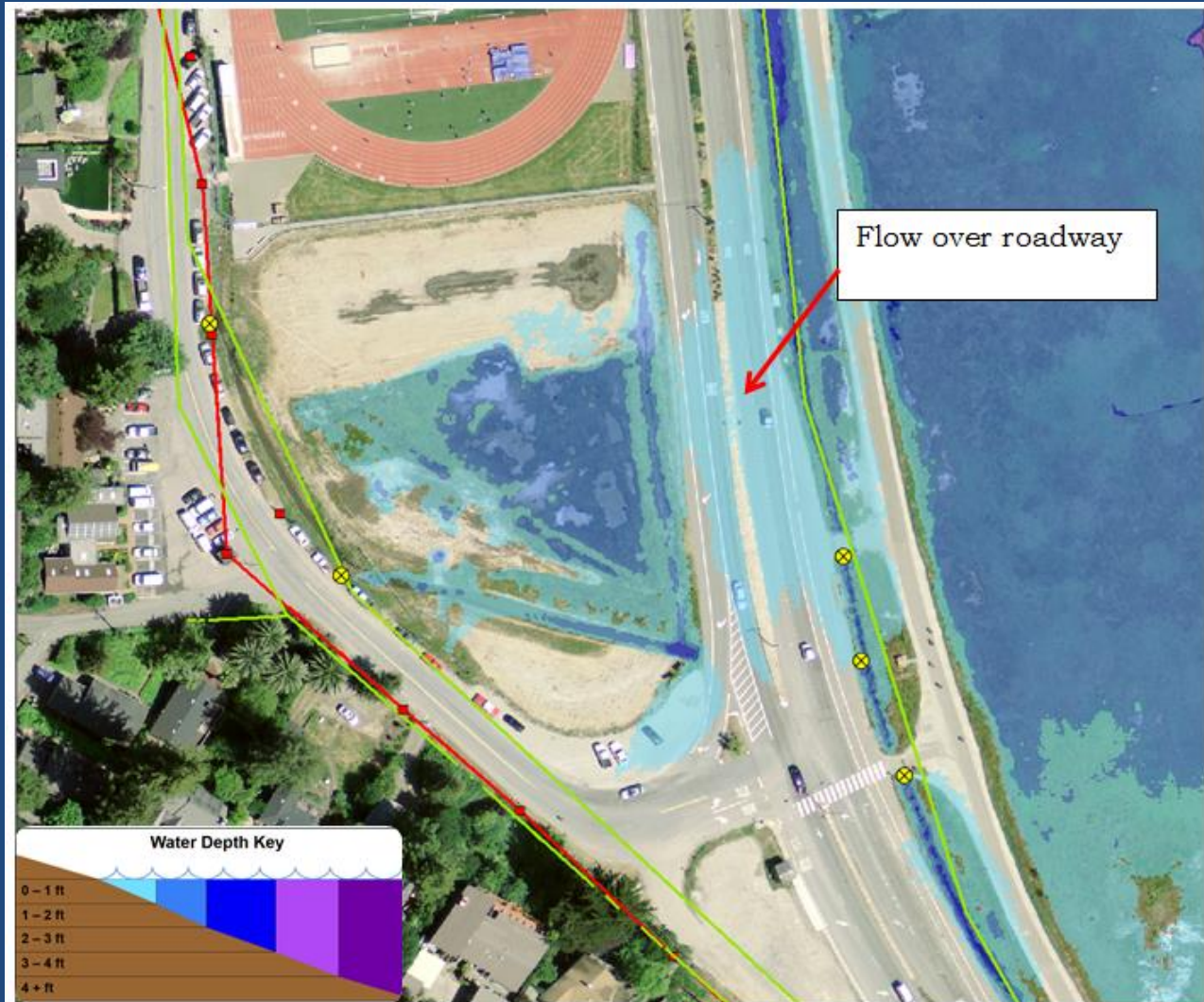
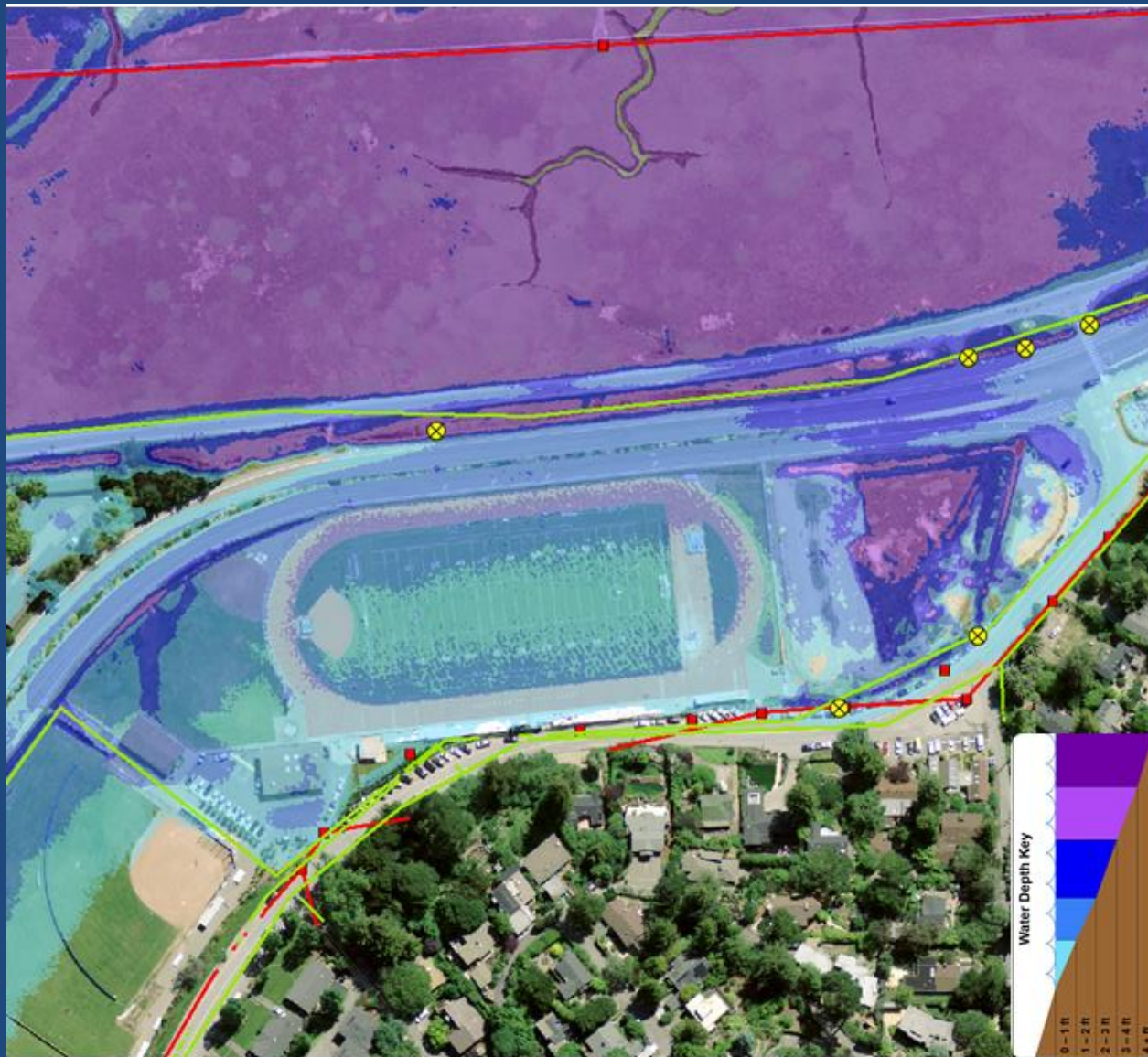


Figure 26: Flood Focus Figure Miller Avenue at Tam High. 12 Inch Sea Level Rise.

Mill Valley 36 inches SLR



Level Rise Assuming No Mitigation Across Roadway.

Impacted Infrastructure and Utilities

- Child Care Center
- Fire Station
- Public Building
- Religious Building
- Retirement Home
- Treatment Plant
- Wireless Facility
- Pump Station
- Major Outfall
- Sanitary Sewer
- Power Pole
- Power Line



Added Up Parcel Tax ID Impacts

SLR Scenario	Count	Land Value	Improved Value	Total Value ⁷
Parcels intersecting 1 foot SLR	394	\$187,592,105	\$211,296,297	\$398,888,402
Parcels intersecting 3 feet SLR	889	\$371,298,461	\$366,134,667	\$737,433,128
Parcels intersecting 5 feet SLR	1545	\$649,217,099	\$636,736,662	\$1,285,953,761

Park And Ride Lot	1	3	3
Pump Station	1	7	7
Religious Facility	0	0	1
Wireless Facility	1	3	5

Major Adaptation Strategies

Protect

- HARD
 - Build dikes, seawalls (armoring)
 - Install tide gates (small/large)
 - Raise grades
 - Increase pumping
- SOFT
 - Natural beach systems
 - Tidal wetlands
 - Horizontal levees

Manage Retreat

- Land and structure acquisition /relocation
- Building/Planning code and regulation changes
- Allow erosion /migration of natural areas (phasing)

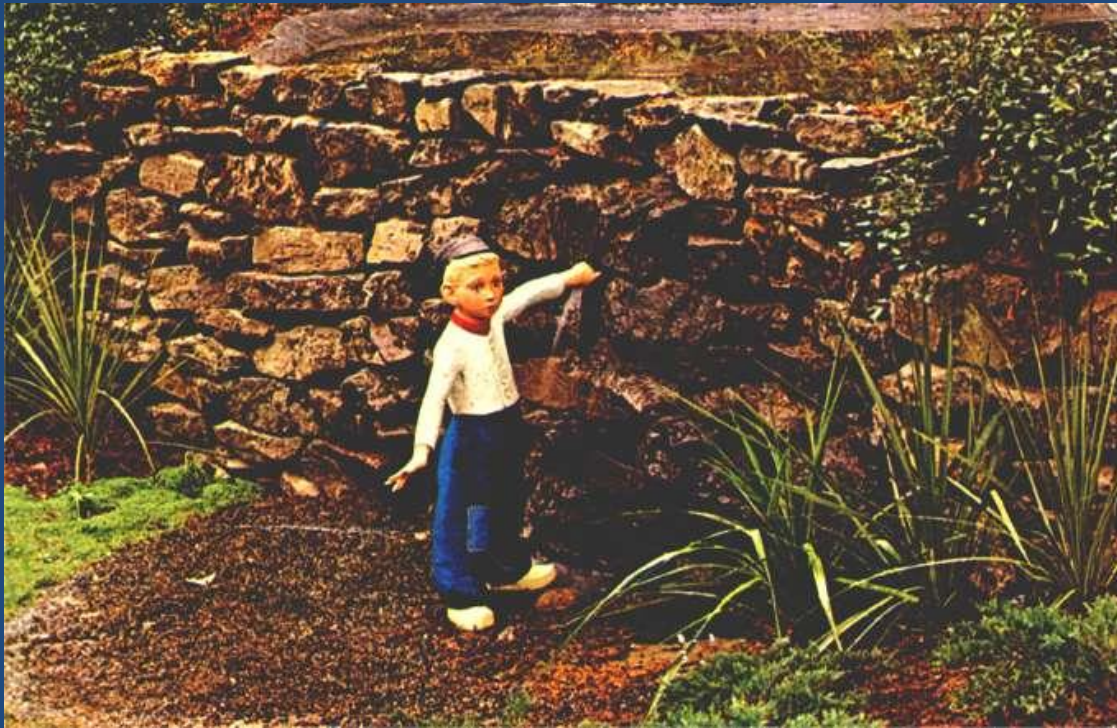
Accommodate

- Elevate buildings and infrastructure
- Floodproof critical structures
- Floodable buildings/tiered developments

...and combinations of any above

Famous adaptors throughout history...

Dutch Boy built protection



Moses implemented phased managed retreat



Noah went for accommodation
(floodable structures)



Part II: Major Adaptation Strategies

Hard

- Flood/sea walls
- Levees/dikes
- High tide gates
- Rock Rip-rap

Soft

- Wetlands creation/enhancement
- Engineered beaches shoreline
- T-zone creation

Infrastructure/ Lifestyle

- Elevate structures
- Raise grades
- Lifestyle adaptation
- Zoning changes
- Planned retreat

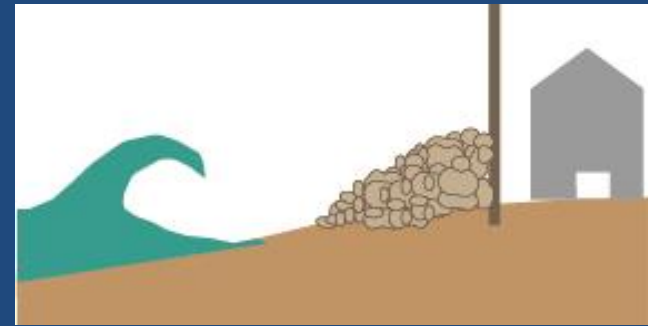
1.

PROTECT

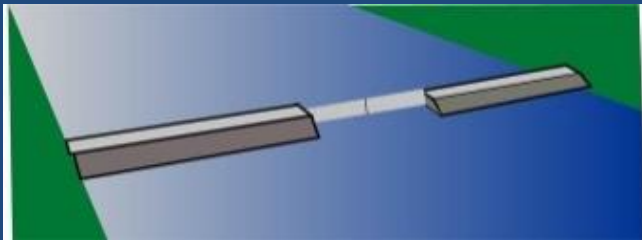
Hard (Traditional) Engineering



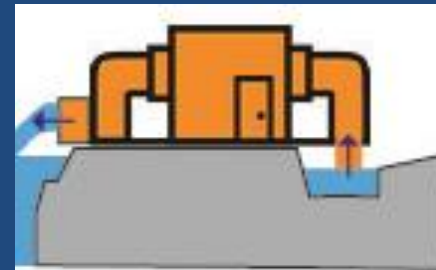
Traditional levee



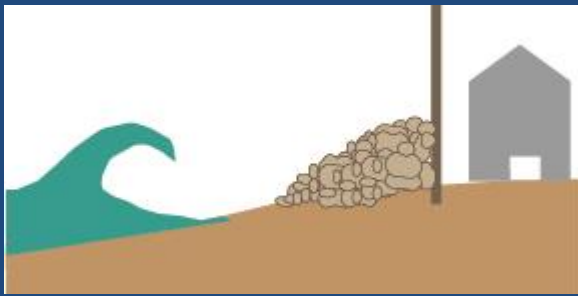
Seawall/Revetment



Tide gate



Flood wall & Pump station



Seawall

Pros: Limited ROW required
Cons: Cost, Impacts



Bulkhead seawall in Seadrift neighborhood

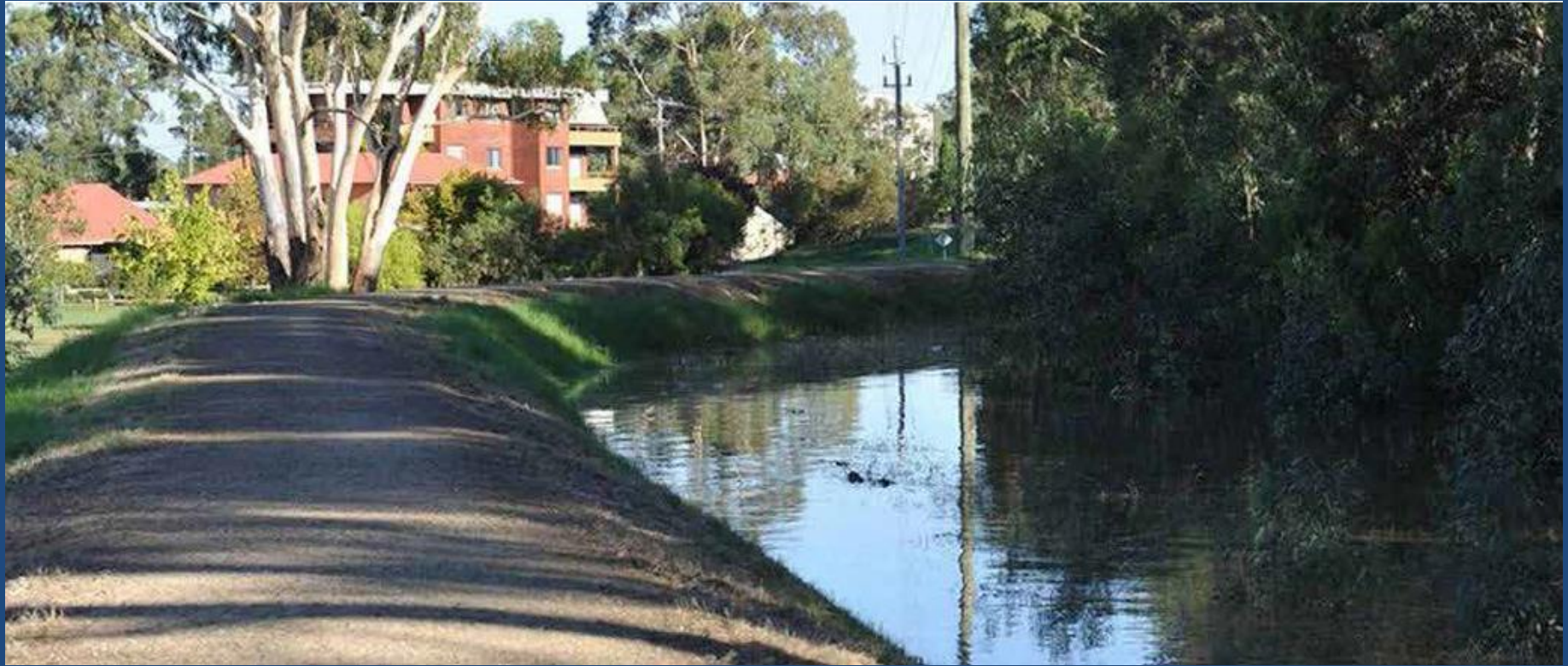
Westhoff



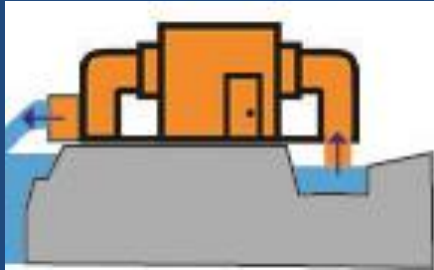
Levee



Pros: Stability if maintained,
Cost lower than wall
Cons: Large ROW required

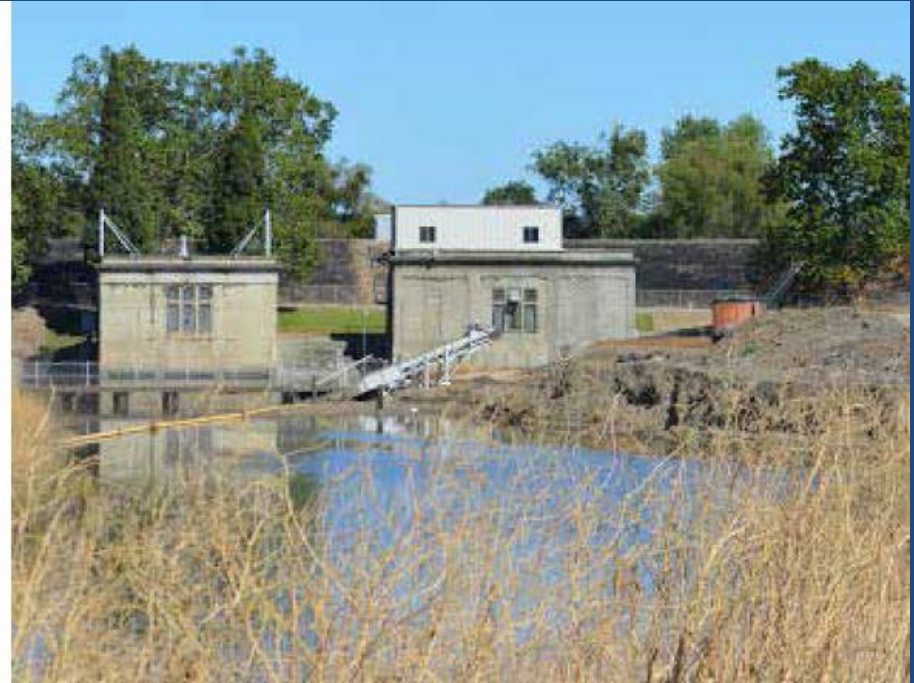


Flood wall & Pump station



Pros: Lower ROW than levees

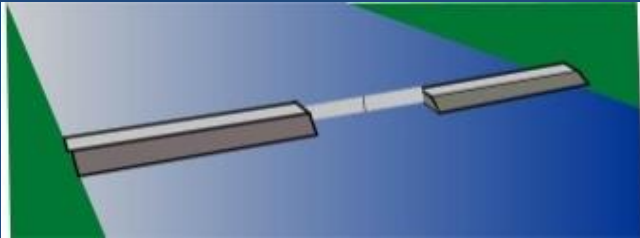
Cons: Capital and maintenance costs



Holland and Germany Large Gates...

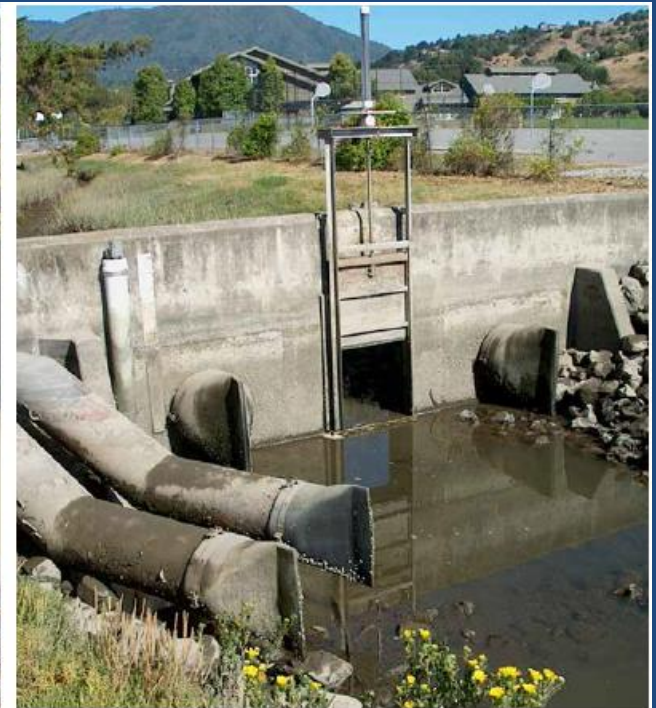


Tidal gate



Pros: Temp solution to tidal riverine flooding

Cons: Cost, limited effectiveness over time





101

Richardson Bay Bridge Tidal Barrier

1

Richardson Bay

"Folding Water™"

Major Adaptation Strategies

Hard

- Flood/sea walls
- Levees/dikes
- High tide gates
- Rock Rip-rap

Soft

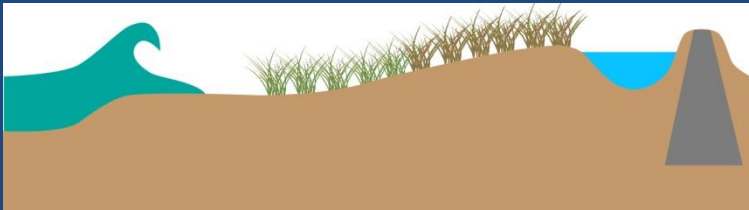
- Ecotone Levees
- Wetlands creation/enhancement
- Engineered beaches shoreline

Infrastructure/ Lifestyle

- Elevate structures
- Raise grades
- Lifestyle adaptation
- Zoning changes
- Planned retreat

1. PROTECT

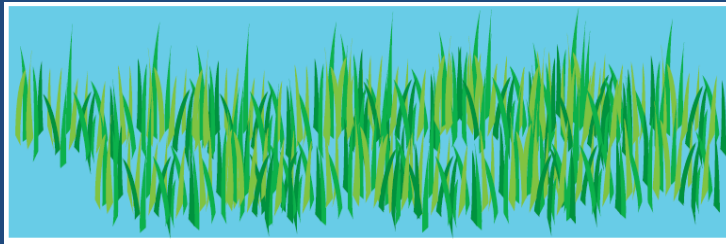
Soft (Nature-based) Engineering



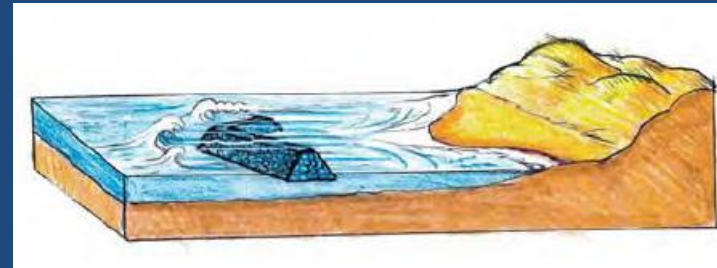
Horizontal levee



Dune restoration & Beach maintenance



Wetland/ shoreline vegetation



Offshore structure

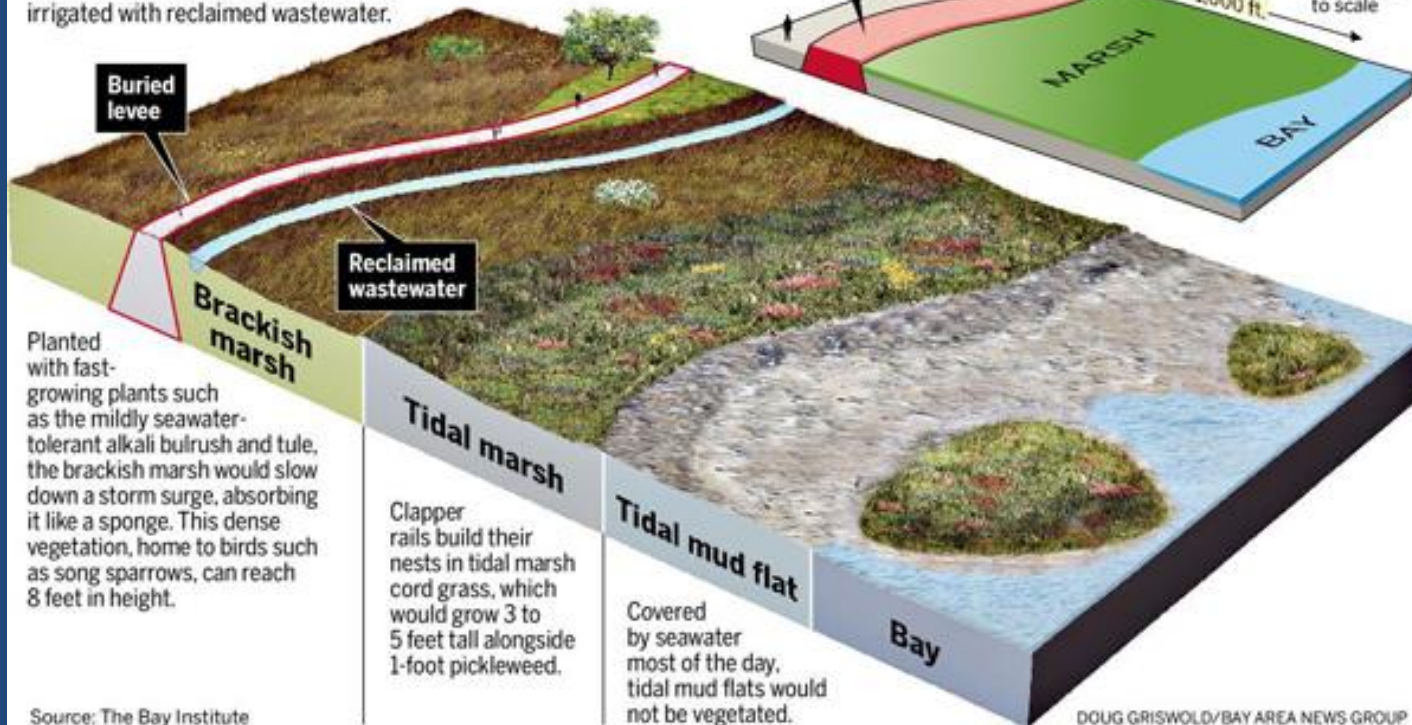
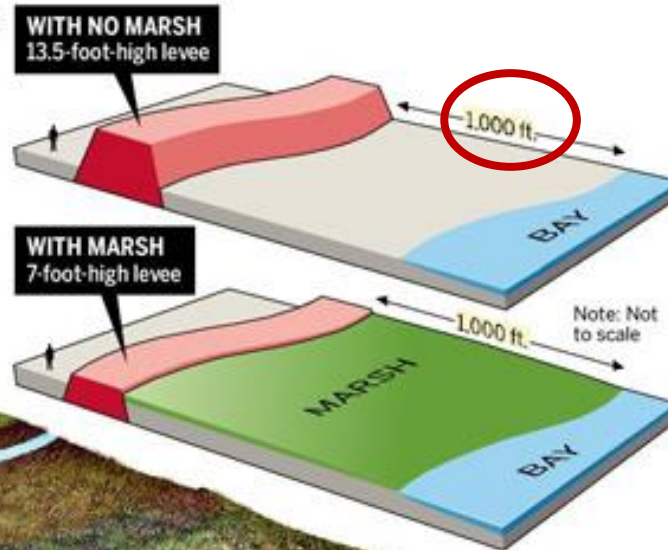
Horizontal "Eco" Levee

A new kind of levee

The Bay Institute, an environmental group, has proposed a number of "horizontal levees" for San Francisco Bay that blend a traditional earthen levee with restored tidal marshes. The marshes would be built up with sediment from local flood control channels. Marsh vegetation would be irrigated with reclaimed wastewater.

Marshes as barriers

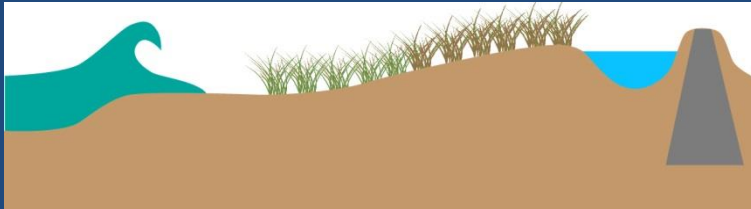
Tidal marshes can slow down storm surges, meaning levees fronted by marshes can be built half as tall, and at half the cost, as traditional levees made of earth and clay.



Source: The Bay Institute

DOUG GRISWOLD/BAY AREA NEWS GROUP

Horizontal levee

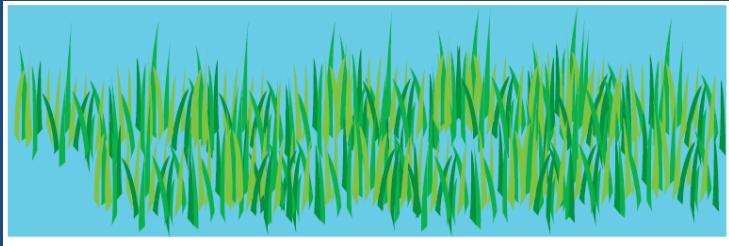


Pros: Uses landscape to attenuate waves, provides habitat

Cons: Cost for earthwork, larger ROW



Wetland/ shoreline vegetation



Pros: Habitat improvement and flood reduction

Cons: Large ROW required

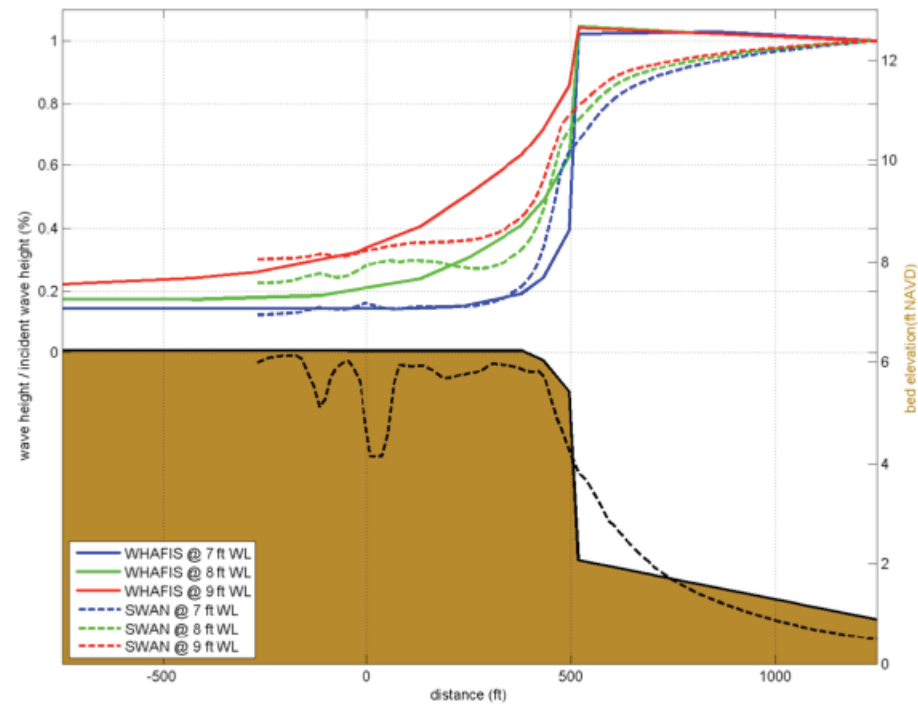


Giacomini Wetland Restoration, 2008

Tidal Wetlands and Eco Levees



Wave modeling (1-D WHAFIS, 2-D SWAN)

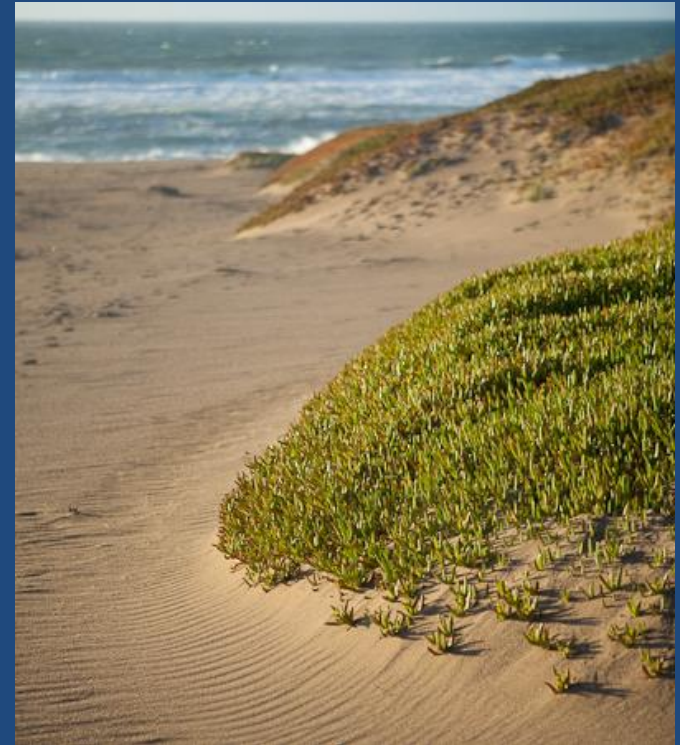


Dune Restoration & Beach Maintenance



Pros: Recreation and flood reduction benefits

Cons: Costs for replenishment



Engineered Bay Beach Spring-Summer 2013 Aramburu Beach

Winter storm gravel and shell
berm persists

Sand beachface slope
accretes, steepens



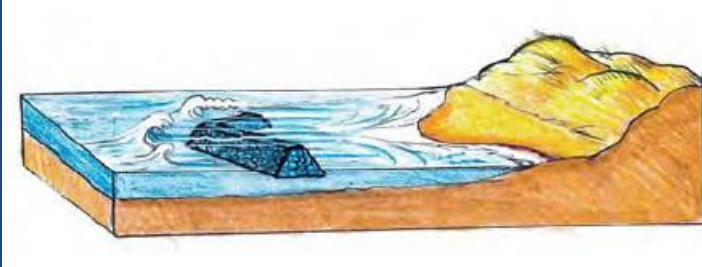
Sand partially buries winter
storm berm



Offshore structures

Pros: Reduces waves impacts – more when structure is higher

Cons: Costs to construct, maintain and limited effectiveness for SLR



Major Adaptation Strategies

Hard

- Flood/sea walls
- Levees/dikes
- High tide gates
- Rock Rip-rap

Soft

- Wetlands creation/enhancement
- Engineered beaches shoreline
- T-zone creation

Infrastructure/ Lifestyle

- Elevate structures
- Raise grades
- Lifestyle adaptation
- Zoning changes
- Planned retreat

2. ACCOMMODATE



New floodable
development



Elevate buildings



New/elevate road



Elevate buildings

Pros: Effective for storm flooding

Cons: Costs, not effective for permanent tidal flooding





Floodable development

Pros: Potential solution that generates revenue

Cons: Impacts from more development – higher density to pay for costs



New/elevate road

Pros: Protects roads when designed correctly

Cons: Very high cost, ROW



3. RETREAT



Retreat



Rebuild here



Post-storm
prohibitions



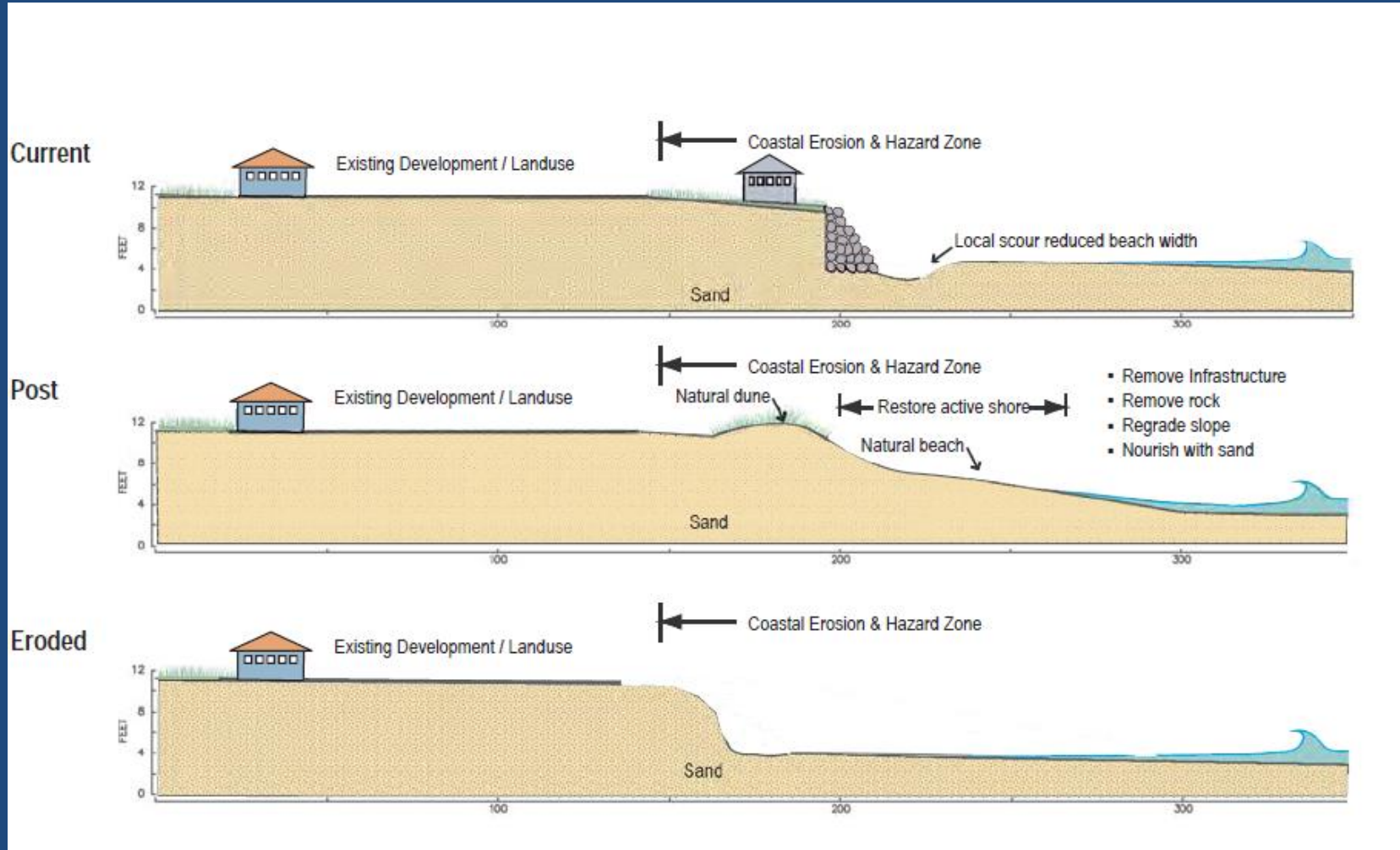
Stricter land use zoning



Managed Retreat

Pros: Lower costs if no buyout

Cons: Costs for buy-out and community impacts, new infrastructure



Post Storm Restrictions and Stricter Land Use Zoning



- No or restricted rebuilding after storms?
- Rolling easements
- Extra technical studies
- Use of stricter codes (FEMA V)





**Richardson Bay Shoreline Study
Evaluation of Sea Level Rise Impacts
and Adaptation Alternatives**

**Roger Leventhal, P.E.
Senior Engineer**

*****PUBLIC REVIEW DRAFT*****

|October 14, 2015***

Limit of Direct Coastal Flood Barrier Alignments

- Evaluated several alignments to inhibit direct coastal flooding (not a CIP design list)
- Added up public versus private ROWs
- Added up costs for various hard versus soft engineering adaptation alternatives

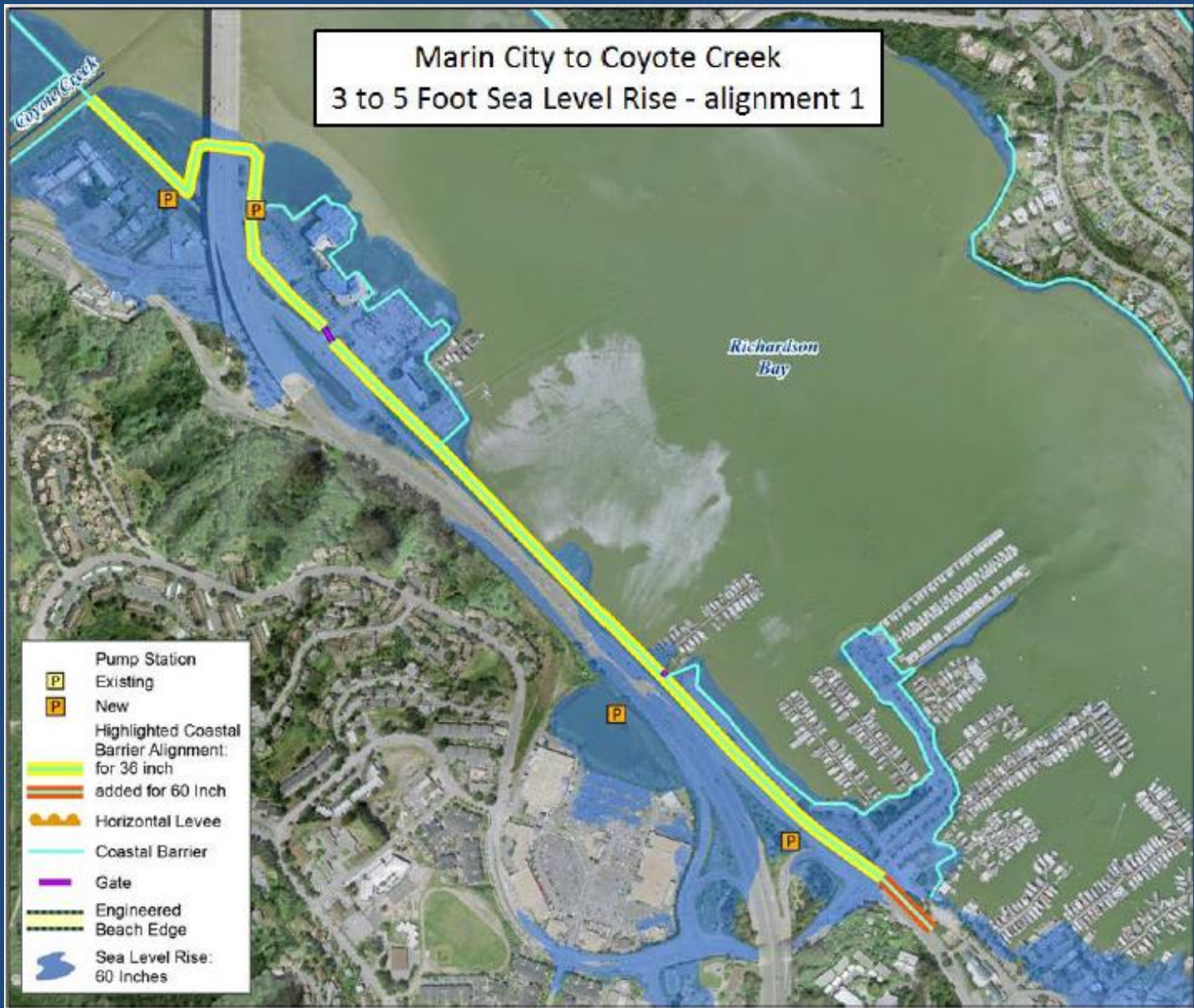
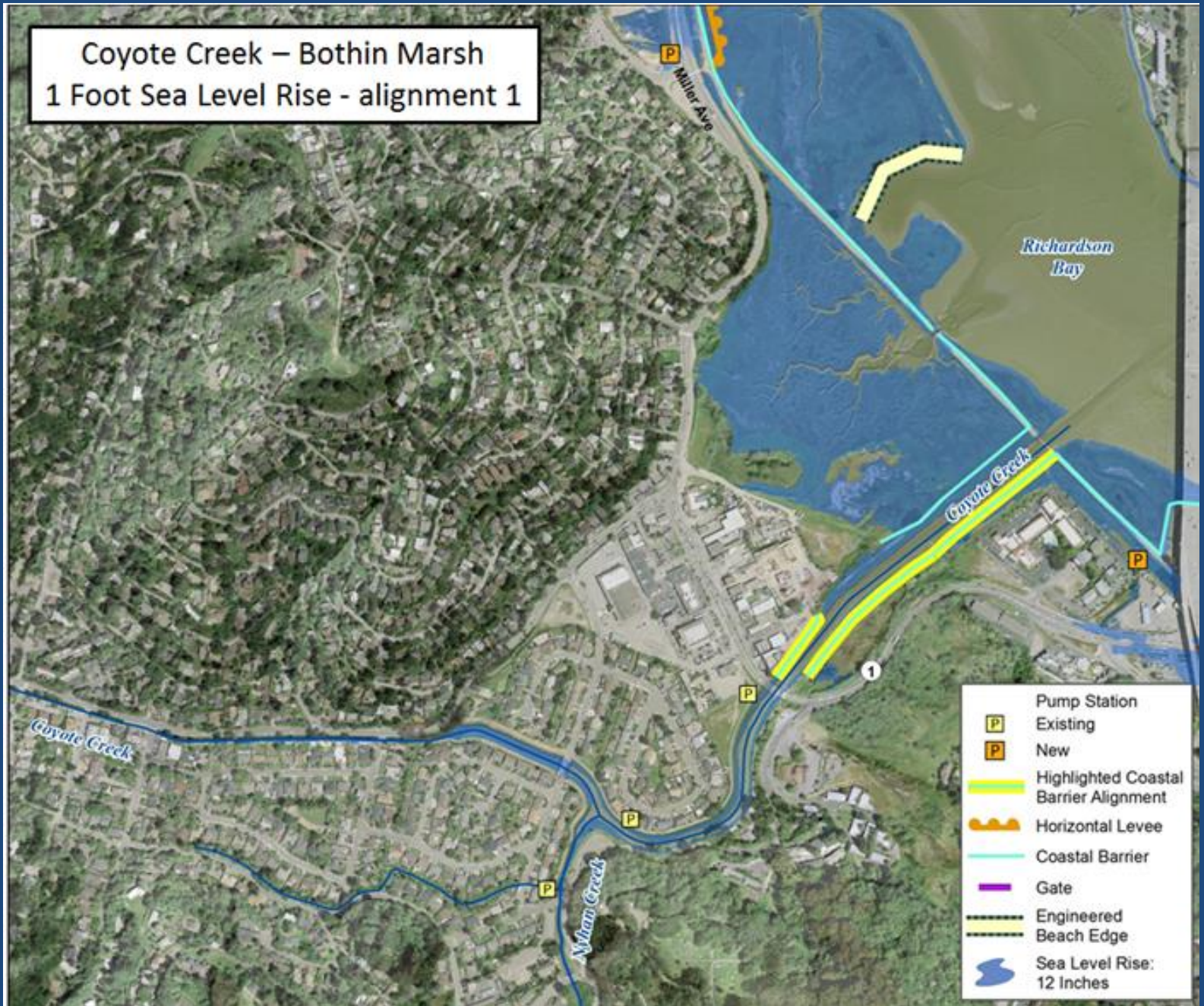
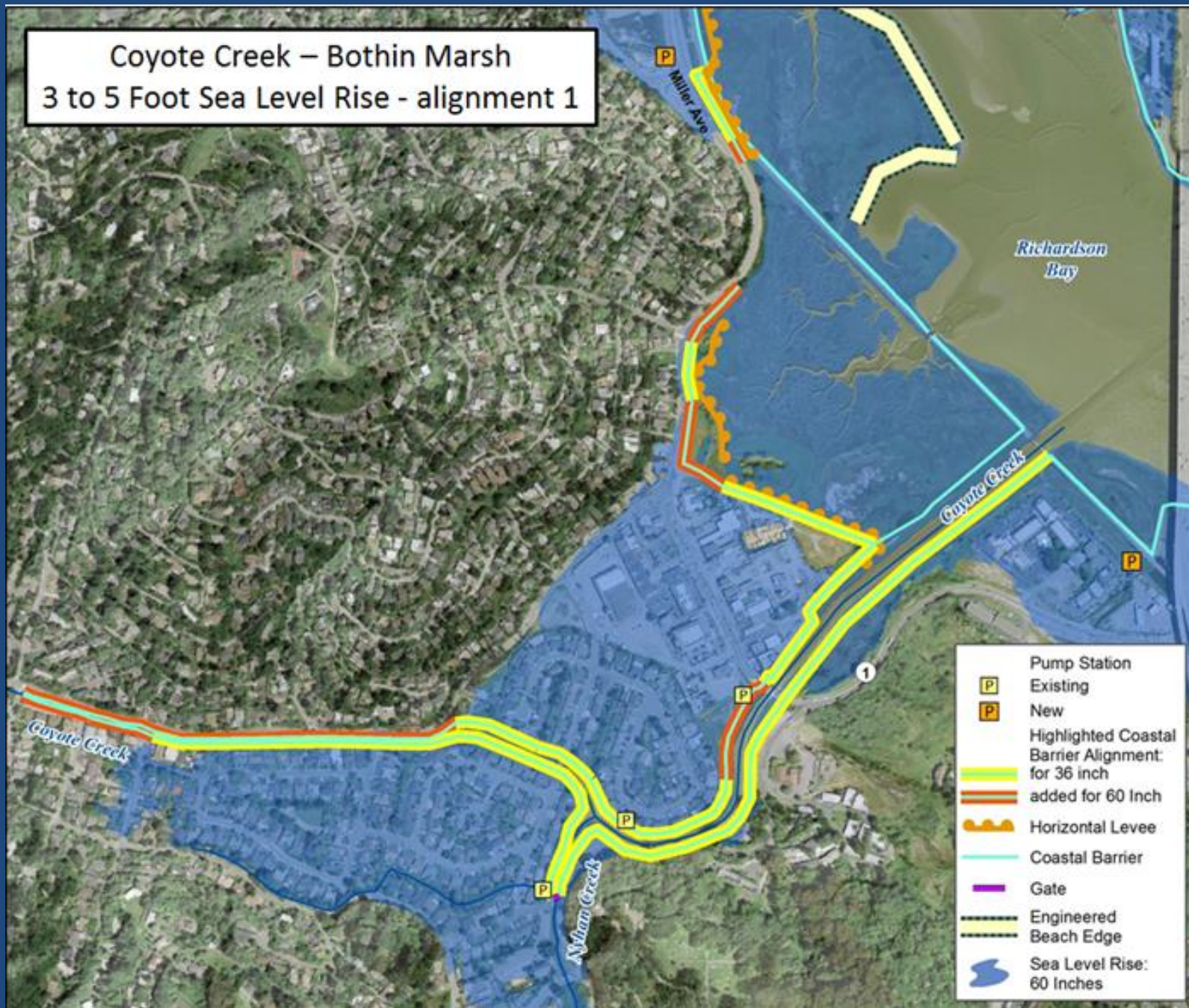


Figure 40: Reach 1, Alignment 1. 36 and 60 Inch Sea Level Rise LDCF Alignment (60 Inch Sea Level Rise Extensions In Red).

Coyote Creek – Bothin Marsh
1 Foot Sea Level Rise - alignment 1



Coyote Creek – Bothin Marsh
3 to 5 Foot Sea Level Rise - alignment 1



Coyote Creek – Bothin Marsh
 3 to 5 Foot Sea Level Rise - alignment 3

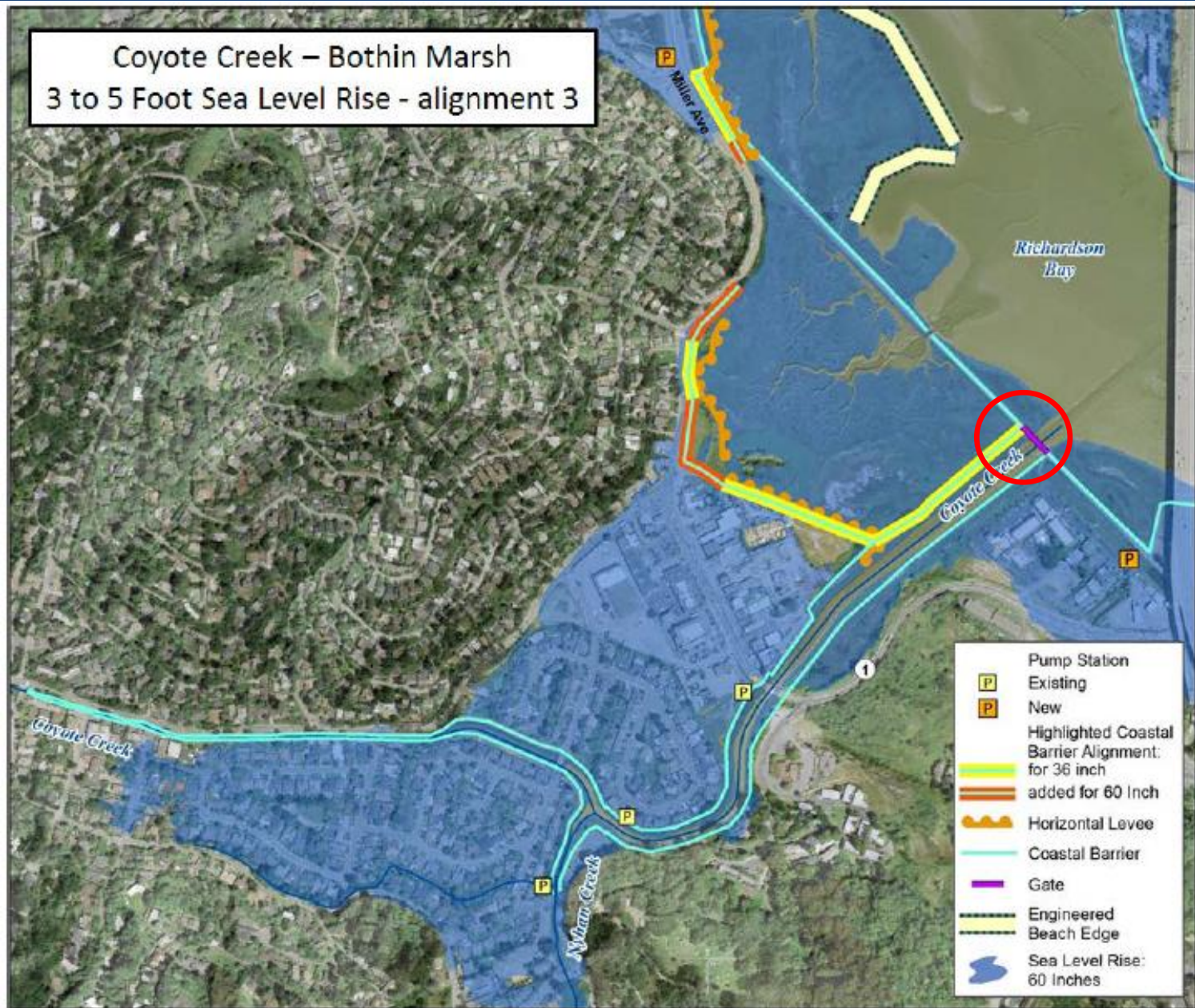
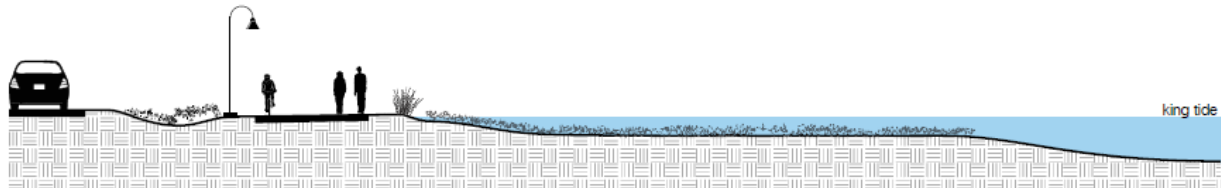


Figure 44: Reach 2, Alignment 3. 36- and 60- Inch LDCF Alignments.

Table 17. Reach 2, Coyote Creek-Bothin Marsh Barrier Lengths (36 Inch Sea Level Rise).

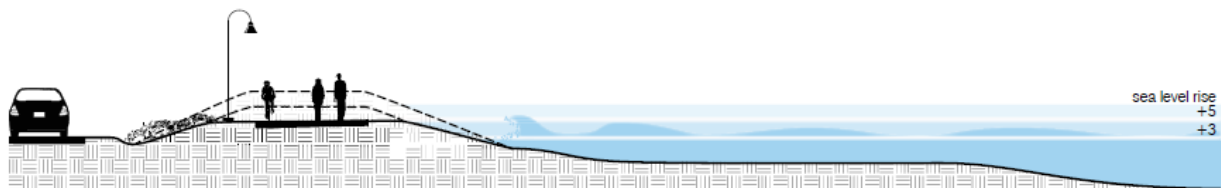
Reach	Length Public ROW (feet)	Length Private ROW (feet)	Total Length (feet)	Number of Hydraulic Gate Structures
Alignment 1	5,675	4,006	9,681	1
Alignment 2 – protects bike path Requires mitigation for wetlands impacts	8,017	3,267	11,284	2
Alignment 3 – high tide barrier at creek mouth	1,697	738	2,435	1 (major tide gate across mouth of Coyote Creek)



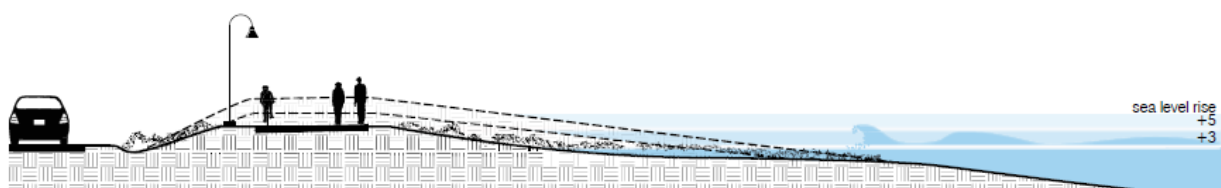
Existing



Sea Wall



Levee



Horizontal Levee

Southern Marin Sea Level Rise Diagrams

Restoration Design Group 07.02.15

Figure 6: The costs of flood protection in the Bay Area

The costs of flood protection vary by strategy. Generally, seawalls and levees bring additional costs, such as increasing erosion and removing habitat, while wetlands bring numerous additional benefits, including enhancing habitat and sequestering carbon.

Type of protection	Range of costs from Bay Area projects (in year 2000 dollars)	Maintenance costs
New levee	\$725–\$2,228 per linear foot	10% annually
Raised/upgraded levee	\$223–\$1,085 per linear foot	10% annually
New seawall	\$2,646–\$6,173 per linear foot	1–4% annually
Restored tidal marsh	\$5,000–\$200,000 per acre	unknown

Table 36. Unit Capital Costs for 12 Inch Sea Level Rise Alternatives.

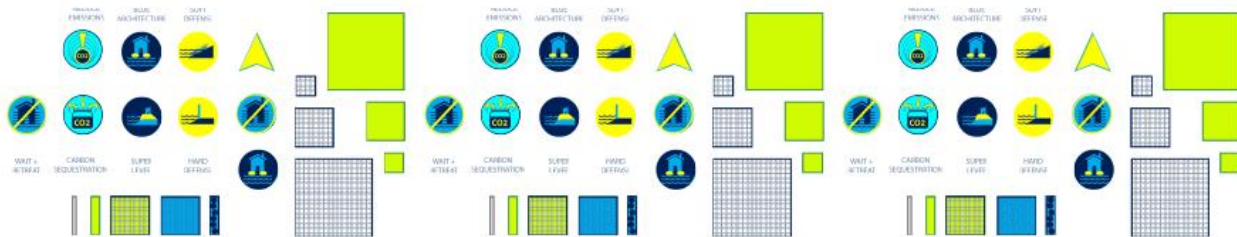
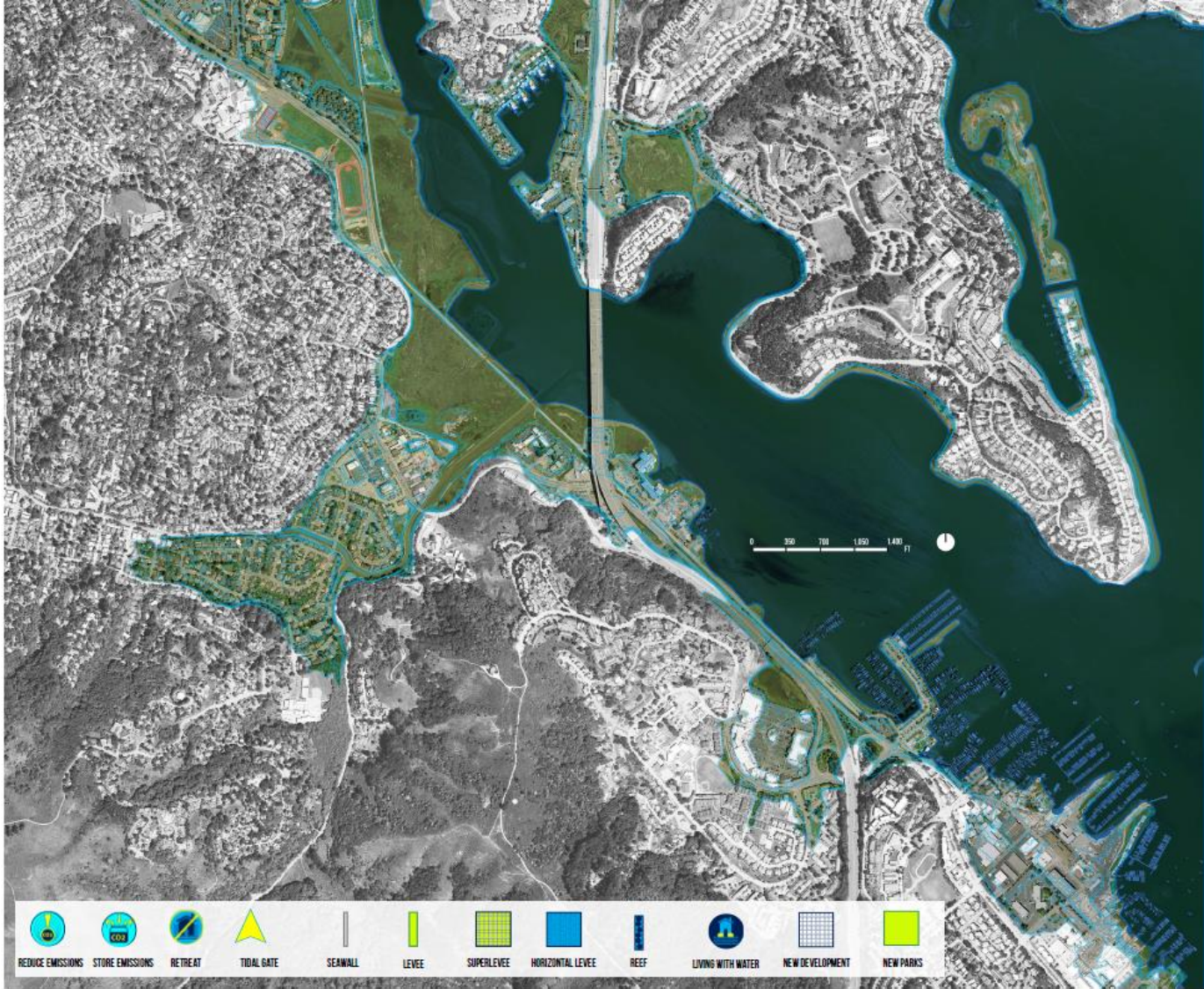
<i>Adaptation Option</i>	<i>MASTER COSTS for 12-INCH SLR</i>		<i>Notes</i>
	<i>low estimate</i>	<i>high estimate</i>	
flood/sea walls – good foundation soils (per foot)	\$ 150	\$ 300	based on published unit costs - not adjusted for actual wall height
flood/sea walls – poor foundation soils (per foot)	\$ 200	\$ 500	based on published unit costs - not adjusted for actual wall height
berms and levees – good foundation soils (per foot)	\$ 150	\$ 200	based on published costs
berms and levees – poor foundation soils (per foot)	\$ 180	\$ 250	based on published costs
new or expanded pump stations (each)	\$ 500,000	\$ 1,100,000	based on engineering experience
rock rip-rap (per foot)	\$ 80	\$ 100	based on published costs
wetlands enhancement (acre)	\$ 50,000	\$ 80,000	assumed costs based on engineering experience and SFBJV database of wetland projects
horizontal levee to attenuate waves (per foot)	\$ 350	\$ 500	see horizontal levee worksheet for assumptions
small culvert gate structures (each)	\$ 400,000	\$ 800,000	tide gate structures at small creek mouths - assumed costs based on engineering experience
tidal barrier structures at small creek mouth (each)	\$ 1,000,000	\$ 2,000,000	guesstimated assumed cost
natural beach enhancements at the shoreline edge (per foot)	\$ 100	\$ 150	assumed costs based on engineering experience at Aramburu

Note: Low end and high unit cost estimates are approximate for study comparison purposes and not based on site-specific design evaluations.

Retreat/Relocation not specifically evaluated

- Study protects the built edge
- Not possible for DPW to “retreat” areas
- Needs to be a result of planning efforts
- Always an alternative





ON HABITAT NYLAN CRIBER
 RE OF SEAWALLS IN SEBEMEC
 RE & WALL AS TEMP FIVES
 SENS GRADES
 EXT OF IMP FIVE FILL
 > BLDG TO ALLOW FOR RAISING
 DRAIN AGES "JACOBE BUILDING"
 REMODEL OR REDEVELOPMENT
 EQUIPMENT MONITORING & PROTECT
 ACTIN
 ERIC DREDGING OF UPPER BAY
 INTOW PONDY + FRESH WATER
 FLOODING

GATES -> DIMINISHED
 HABITAT
 STRATEGIES (4)
 TEMPORARY
 DEVELOPMENT MONITORING
 ALSE GRADDS (LINEA) LSTRUCT
 RETENTION BASIN (FEW FLOODING)
 VARY
 W DEV HAS TO BE RESPONSIVE
 > SLR
 DIVERSITY OF CO
 INCREASE MARSH
 PMP STATIONS
 FLIPPORT?
 -RETREAT OR



#8
 Highway 4
 levee road
 zone of retreat
 water
 shore line
 due with
 level levees
 at side
 for
 "washing" side



1 Cultural
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LEVEL MONITORIAL LEVEL SUPER FIVE NEW DEVELOPMENT NEW PONDY NEW WETLAND REEF LARGE WITH WATER

General
 group below
 in natural
 appearance

One city
 Mar 04
 group
 stop
 in front
 in change

If Mar 04
 around
 why not
 return
 to natural
 appearance

flooded by
 Mar 04
 city
 why not
 return
 to natural
 appearance





START

THE GAME OF FLOODS

Your Island

Sea levels are rising worldwide as warming oceans expand and melt glaciers and ice sheets. The resulting sea level rise will inundate coastal areas, threaten infrastructure, and damage property, infrastructure, public facilities, natural habitats, and other resources we depend on. In the face of these threats, you are tasked with collaboratively developing a Sea Level Rise Adaptation Plan using the strategies (game pieces).

1. To begin, one player needs the sea level rise scenario board.
 2. Read the sea level rise scenario and go first. The highest of goes first. If tie occurs, the lead player starts or roll. Repeat last turn to determine order.

3. In turn, each player selects a strategy to accommodate, defend, or retreat from. No need to announce a strategy. The selected strategy is placed on the board. Conflicting strategies are allowed.
 4. After the last player has selected a strategy, the group's proposed Sea Level Rise Adaptation Plan is reviewed. Conflicting strategies are allowed.
 5. Use the remaining time to finalize the group's proposal by resolving conflicts. Use the remaining time to discuss the group's proposal. (1) Conduct a community meeting. (2) Formulate and discuss the group's proposal. (3) Discuss the group's proposal. (4) Discuss the group's proposal. (5) Discuss the group's proposal.



- Evacuation Route
- Storm Shelter
- Electrical Sub-Station
- Marina
- Gas Station
- Seawall Lift Station
- Mammal Habitat
- Seabird Colony
- Aquaculture
- Ranch
- Agriculture
- Sheriff
- Grocery
- Public Well
- Home
- Water
- Roadway
- Beach
- School Site
- Restaurant
- Boat Launch
- Parking
- Library
- Historic Church
- Hospital
- Fire Station
- Post Office

Sea Level Rise 2050 Scenario Key

RED AREA = Permanent Sea Level Rise Flooding
 ORANGE AREA = Temporary Annual Storm Flooding
 YELLOW AREA = Temporary 100-Year Storm Flooding

GAME PIECES

Retreat Move here Managed Retreat	Post-storm prohibitions Stricter land use zoning Accommodate Water	Elevate Buildings Floodable Buildings Elevate/New Road Hard Engineering	Retreatment/Seawall Traditional Levee Tide Gate Wall & Pump Station Soft Engineering	Horizontal Levee Wetland/shoreline vegetation Offshore Structure Beach Maintenance
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LEGEND

Communities of North Bay Island

- Downtown Zappa
- Eroding Cliff Heights
- Mudflat Manors
- Desolation Road
- Shoreline Marina
- Twig Cove
- Seaspray Homes



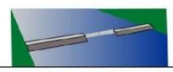


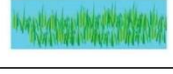

Costs \$\$\$

Real World – costs are messy and depend on many factors
 + planning & engineering
 + permitting
 + maintenance & repair

Game World – costs are simpler one-time costs and given to you per unit (i.e. mile or # of buildings)

Game of Floods *Marin Island*

Adaptation Game Piece Reference Sheet

Name	Piece	Units	Cost (\$)	Env. Impact EEE or EE or E	Flood Protection Short, med, or long-term	Uses and Notes
Hard (Traditional) Engineering						
Traditional Levee		Mile	\$\$\$\$	EEE	med	Protects against temporary flooding, storm surge and some sea level rise. <ul style="list-style-type: none"> • Can increase wave run-up and overtopping. • In high wave energy environment on coast, need to armor levee slope.
Seawall/Revetment		Mile	\$\$\$	EEE	med	Protects against erosion. <ul style="list-style-type: none"> • Can increase wave run-up and overtopping. • Increase erosion in adjacent areas.
Tidal Gate		Feet	\$\$\$\$\$	EEE	med	Protects against temporary flooding, storm surge and some sea level rise. <ul style="list-style-type: none"> • High environmental impacts to hydrology. • Viable in sheltered estuaries and lagoons.
Flood wall & pump station		Mile	\$\$\$	EEE	short	Protects against temporary flooding, storm surge and some sea level rise. <ul style="list-style-type: none"> • Can increase wave run-up and overtopping. • Require electricity and maintenance.
Soft Engineering						
"Horizontal" Levee		Mile	\$\$\$\$	E	med/long	Protects against temporary flooding, storm surge, some sea level rise, and wave impacts. <ul style="list-style-type: none"> • Viable in sheltered estuaries and lagoons.
Wetland/shoreline vegetation		Acre	\$\$\$	E	short-med	Protects against temporary flooding, storm surge, and wave impacts. <ul style="list-style-type: none"> • Viable in sheltered estuaries and lagoons.
Dune Restoration and Beach Maintenance (nourishment & groins)		Mile	\$\$\$	EE	short/med	Protects against temporary flooding and storm surge. <ul style="list-style-type: none"> • Even nourished beaches can erode and expose infrastructure to wave damage.

The Game

- Divide the island into two halves – one per team
- Look at each community in your half of the island
- Start adapting – place adaptation icons where your team feels appropriate – discuss and debate
- Add up the “costs”
- Review insights and lessons learned

Thank You

Visit www.MarinSLR.org for more information

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Novato Creek at Highway 101. Credit: Marin County staff



North Bay Watershed Association
Marin Sea Level Rise Planning
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