

North Bay Watershed Association
Joint Technical Committee Meeting
June 7, 2017

Meeting Summary

I. Introductions/Agenda Review

II. Update on Rural Road Rapid Assessment Project

Judy informed the group that while SecondNature has completed most of the data transfer required under the terms of the contract and conducted the training work also required under the agreement, support for implementing the tool itself has diminished at Napa Flood Control, the local agency which has showed interest in possibly using the tool. Most of the NBWA funding provided for this effort has already been spent by SecondNature to deliver the data transfer and the training, but Judy asked for input into the decision about what to do with the remaining \$5,000 unspent in the contract. Greg Andrews, MMWD, reminded the group as background that the initial idea was that the Regional Water Board might begin to support use of this new technology and it that it might spread regionally, but this has not yet transpired. Greg also reminded the group that the North Bay folks wanted the application to be able to estimated costs for the suggested road BMPs; Second Nature had agreed to develop the estimation tool as an R & D effort using their own funds. However, with Napa dropping interest in near-term use of the tool, the manager's element is moot. Several options were considered as to what might be done with the remaining \$5,000, but after the discussion yielded no strong alternative, Judy suggested NBWA de-obligate the remaining funds and return them to the Special Project portion of the NBWA budget to be reallocated at a future date. Subsequent conversations with SecondNature and several JTC members confirmed the alternative and NBWA is proceeding with that option.

III. GAME OF FLOODS Redesign Chris Choo/Alfred Twu

Chris reminded group that the Game is has been well received, but is staff-intensive so the decision was made to get help from a game designer to make some improvements. The game designer, Albert Twu, presented ideas about how to simplify the game and make it more universal. He explained to the group that the primary game focus is sea level rise [SLR]. Questions for game revision then become: what needs to be protected under SLR condition? Jobs; transportation; recreation, historic preservation, (group suggested term be replaced with "historical resources"); housing; environmental justice. (Group suggested replacing with "underserved" or "disadvantaged communities"). The suggestion was also made that we refer to making things more "resilient").

Feedback from the group on the current game included providing more details on the communities and roles --information and choices can be overwhelming, so perhaps simplify. Redesign goals: show trade offs; encourage long term thinking; include budgeting; facilitate cooperative game play; provide robust and diverse player roles.

Advice on the practical side: make it quick to learn and play in under an hour but provide a longer option too; design to that no facilitator is needed; keep cost under \$50 so purchase is easy. Albert reminded the group that there are various possible concepts to the game focus and that each concept naturally emphasizes some goals over others. These alternative concepts include 1) interactive story. Simple play, each round only takes about 10 min. Production cost low. 2) Political simulation, with more focus on budget 3) Town planner (most similar to current version). Group questioned: can costs be reduced by having the boards be printable by each user agency? Group asked if some of these concepts could be combined. Alex Westhoff suggested a budget be added to the game. Comment was made that an emphasis should be put on some sort of outcome. Alfred remarked that scoring would be based on how well players solve community issues without leaving any out. New game does not have to totally replace the existing game. There was also support in the group for physically heavier game pieces. Group suggested combining concepts 1 and 3 using the current game board with cards that facilitate play. Alfred will bring the revisions to the group in the fall.

IV. UPDATE: Shoreline Mapping Project ABAG/SFEP

- Ben Bodkin, ABAG, displayed the revised Shoreline access maps
- Part of Bay Area Water Trail effort: Education and Access Maps for the Estuary.
- Plan is to create series of 5 Maps for different regions of bay. First focus on N. Bay. Along with access site the maps will include interpretive info in 5 areas: habitat and wildlife, Estuary processes, SLR, History/culture, Recreation/Safety/Ethics.
- JTC commented how much they liked the materials and provided a few additional comments
- Ben stated they would be back to the JTC this summer [via email only] for last comments on draft final resource text which was not ready today to preview.

Attendees:

Sandy Goldman, Friends of Corte Madera Creek Watershed

Alfred Twu

Kelly Malinowski, Coastal Conservancy

Jack Liebster Marin County CDA

Alex Westhoff, Marin County CDA

Jeff Rhodes, Resilient Shores

Megan Waters, San Mateo County

Leslie Alden, Supervisor Kate Sears

Arian Berke, Florida on Phone

Leslie Lacko, Marin County CDA
Judy Kelly – NBWA Executive Director
Chris Choo – Marin DPW
Judy Schriebman – Las Gallinas Valley Sanitary District
Isaiah Thalmayer – Point Blue Conservation Science
Jack Gibson, MMWD and NBWA
Larry Russell, MMWD
Matt Sagues, MMWD
Gregory Andrew, MMWD
Ben Bodkin, ABAG