

TUNITAS CREEK BEACH IMPROVEMENT PROJECT

DESIGN SCENARIOS











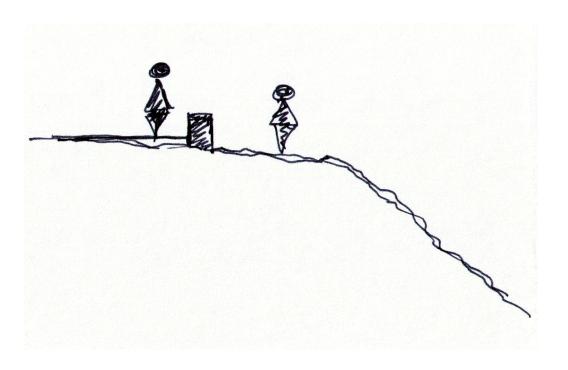


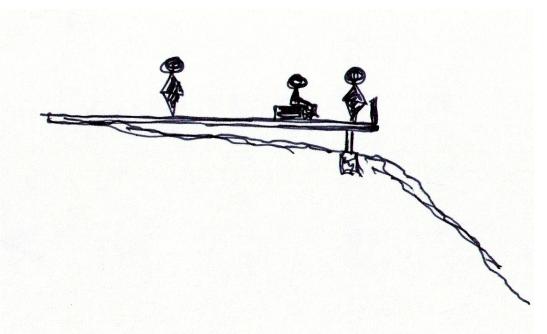


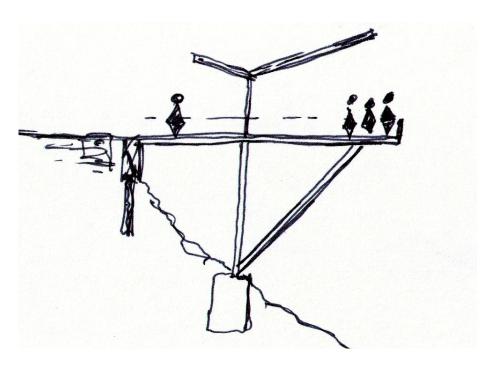


ABOUT THE SCENARIOS

The project team is designing three scenarios that consider changes to the site at a low, medium, and high impact level. The goal is to find the right balance between providing safe access and creating recreational opportunities, while restoring sensitive habitat and protecting the bluffs and beach from detrimental impacts and misuse.













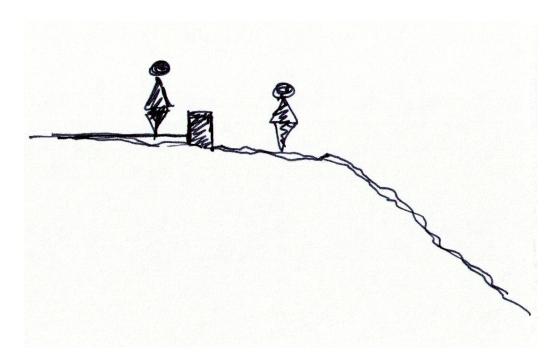


ABOUT THE SCENARIOS

SCENARIO 1 (LOW IMPACT)

Minimum improvements to get the park to be operational

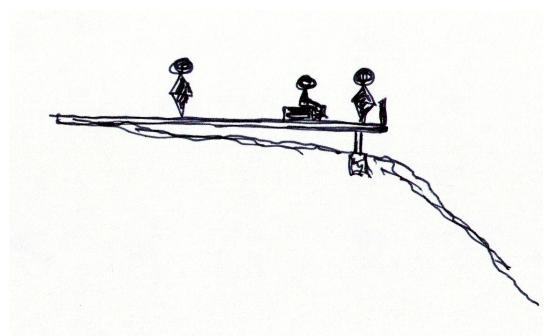
- Improvements to the entry configuration, vehicular circulation, and parking layout
- Replace unregulated dirt shoulder parking with new driveways, parking bays, and accessible parking
- Replacement of existing residence with lowimpact overlook and seating space
- Clear and safe access to beach designated by wayfinding markers and signage
- Removal of some invasive vegetation and restoration of natives



SCENARIO 2 (MEDIUM IMPACT)

Additional improvements to enhance operations, user experience and site restoration

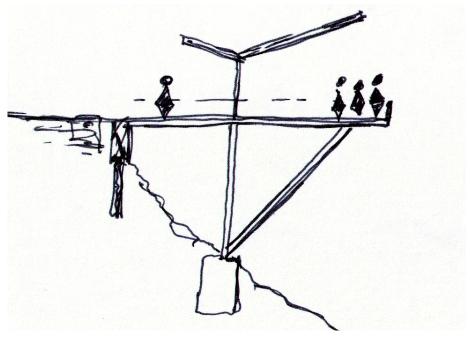
- Additional improvements to the entry configuration, vehicular circulation, and parking
- Larger number of parking spaces
- Addition of small ranger station and restroom at the site of the existing residence
- Creation of habitat protection zones for threatened species such as the snowy plover
- Additional seating structures at overlook points
- Creation of a loop trail with improvements to existing eroded footpaths
- Addition of donor recognition feature on site of existing residence



SCENARIO 3 (HIGH IMPACT)

Full build-out for maximum operation and user experience

- Full build-out of parking area designed for maximum potential carrying capacity
- Addition of potential ranger residence or visitor center near site of existing residence
- Potential for cantilevered overlook structures extending over edge of cliffside for maximum panoramic viewpoints
- Some paving used for creation of walkways and promenade
- Additional habitat protection measures taken for sensitive vegetation and threatened species
- Extension of loop trail to Mussel Rock to the south of the site



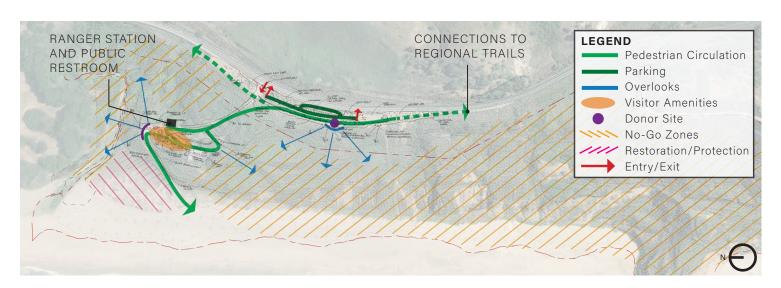








SUMMARY OF SCENARIOS



Scenario 1: Minimum improvements to get the park open and operational.

PARKING

- · Gravel Parking
- ·Single parking bay
- · ADA parking
- ·~20-30 Permanent spaces
- ·~20 Dirt overflow spaces
- · Vegetation protection and restoration in parking area

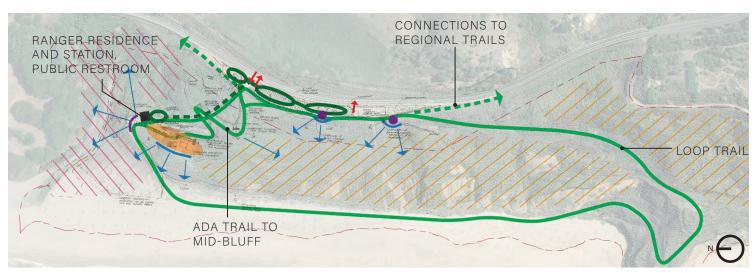
OVERLOOK

- ·1 Main ADA-Accessible overlook with rocks and logs for seating
- ·Interpretive signage
- · Donor recognition panel
- · Dirt pathway along top of bluff with connections to regional trails

Scenario 2: Additional improvements to enhance operations, user experience and site restoration.

MID-BLUFF

- ·Not ADA-Accessible
- · House removed, stabilization and restoration of house site
- ·Ranger station and public restroom
- ·Restricted vehicle access for rangers and emergency vehicles (EVA) only
- ·Natural seating elements with views to cliff and beach
- · Picnic tables
- ·Interpretive signage



PARKING

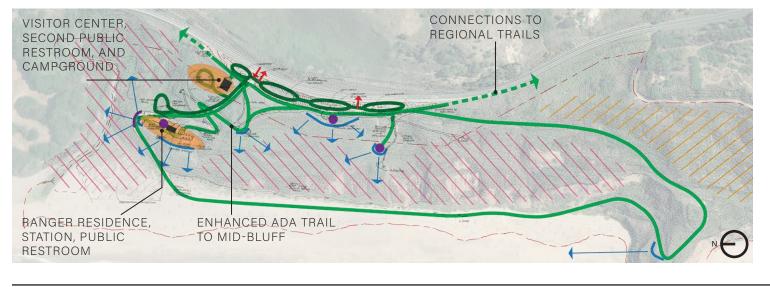
- ·Paved parking
- ·2 parking bays
- ·~40 Permanent spaces
- ·~20 Dirt overflow spaces
- · Drop-off and additional ADA parking with access to ADA path toward mid-bluff

OVERLOOK

- ·ADA-Accessible overlook with platform and framing structures/installations
- · Donor recognition wall
- ·Widened path of travel along top of bluff with seating elements
- ·Interpretive signage
- pathway partially paved with connections to regional trails

MID-BLUFF

- ·ADA Accessible path to mid-bluff
- ·House removed, existing grade used for new structures
- ·Restricted vehicle access for rangers, ADA, and EVA only
- ·ADA drop-off, ranger parking
- Picnic and overlook point
- ·Interpretive signage
- · Donor recognition panels
- ·Small amphitheater seating



Scenario 3: Full build-out for maximum operation and user experience.

PARKING

- ·Paved parking
- · 3 parking bays
- ·~60 Permanent spaces
- ·~20 Dirt overflow spaces
- ·Drop-off and additional ADA parking with access to ADA path toward mid-bluff

OVERLOOK

- ·Built paved extended overlook with signage and seating
- · ADA-Accessible paved walkway along entire top of bluff with seating elements
- · Donor recognition structure

MID-BLUFF

- ·ADA Accessible path to mid-bluff with seating and overlook points
- ·Road widened to create two-way vehicle access for traffic
- · House removed, used as event patio
- · Vehicle access for drop-off
- · Parking for rangers and EVA only
- ·Built extended overlook point
- · Donor recognition structure
- ·Group campground and firepit area













SCENARIO 1: LOW IMPACT











SCENARIO 2: MEDIUM IMPACT



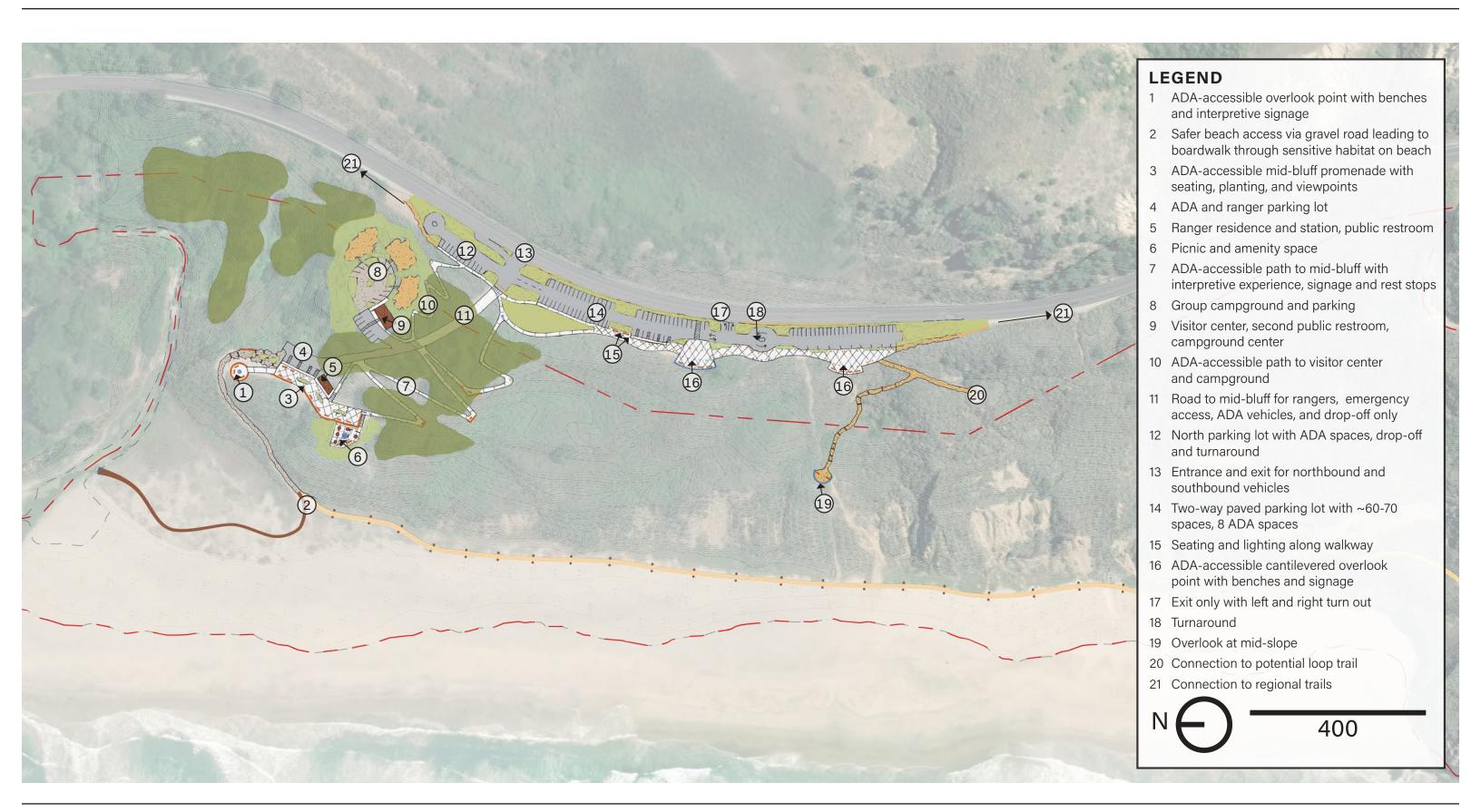








SCENARIO 3: HIGH IMPACT







CONCLUSION

END OF DESIGN SCENARIOS

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