

OCEAN BEACH OPEN HOUSE (05/10/14) - FEEDBACK RECEIVED VIA COMMENT FORMS

Coastal Management Framework:

- I like the concept of the low profile protection of the Lake Merced Tunnel - that would accomplish the necessary infrastructure protection with “minimal” effort & external hardscape.
- The intermediate term idea of sand nourishment & sandbag placement also are a good stopgap. Do the sandbags degrade over time & the bag material add to the sea pollution?
- This idea to plan for erosion events before they happen is a huge step forward - good job!
- I like the dune approach to minimizing erosion, avoid seawalls.
- Long skinny car parks for mid term approach with a skinny road.
- Please don't add wood/concrete trails & vista points. Simple trails that let us walk in the dirt & sand but are also designated to keep most of the foot traffic on trail to encourage nature rest.

Open Space Design

Long-term Vision:

- The whole concept of removing the overt infrastructure & replacing with more natural beachscape is great and practical. I entirely support that concept of managed retreat & protection of the plant and tunnel.
- The vision seems well-thought out and climate change is making the adaptation inevitable. I just hope climate change doesn't force acceleration (of) the entire plan. Good luck and good work. No new lights on the Beach or Highway.
- Preserve Dark Skies!
- Natural bluff character & low impact trails. Sutro/Lands End can take that sector of tourism. Funston is great, connect with that minimalism(?).
- If open space is the goal, move quickly in creating the dunes and sloped beach to reduce erosion or else by the time (of) the long term implements the erosion will push back the dunes again.

- Remove the asphalt that is falling in the ocean to begin a less erosive bluff. Careful not to invest too much effort in shaping the new dune against the power of the ocean.

Short-term improvements - materials/character/program:

- Easiest way to transition from current space and use to the more park like/trail/recreation is to gradually phase out car traffic/parking - so I would support some parking left with trails. I like having pavement and making that the trail - cheaper more accessible to everyone.

Transportation:

- The best feature of all this is connecting the recreational activities and areas. If you can pull that off it will be masterful - and if it can be done with wise integration of vehicular traffic that is ideal. Not everyone can bike or walk so maintaining car access is also necessary.

Sloat Boulevard reconfiguration:

- Yes, this is a great solution to the myriad problems of access to Zoo, Beach and residential (areas). I like the consolidation of recreational activities to the safer side of the street near the Zoo.

Sloat/Skyline Roundabout and Skyline West of Sloat:

- The roundabouts (once people get used to them) are a nice way to step down the traffic speeds as you enter city streets. I think it is important to demonstrate that this can reduce congestion while reducing number of lanes/capacity.
- Roundabouts are great, but please work with DMV to educate the public and have lots of signage. They are not common in the West Coast as they are on the East Coast and Europe.
- Two Roundabouts only south proposed car park & 2@ Sloat four are too many for traffic flow. This traffic rate is very important.

Great Highway North of Sloat Blvd:

- I like the idea of this being more like a path road/coastal access place. There are legitimate concerns of nearby residents as to where the pass through traffic will go. Sloat to Sunset Blvd is one option but then where do they go to - can you do traffic studies to address this concern?
- Anything to integrate access from Golden Gate Park to the Beach is great. I hope traffic and pedestrian access can be balanced for everyone.
- Dark Skies!

Coastal trail west of San Francisco Zoo:

- Great! Would love to have connection to Fort Funston.
- Love the idea of more coastal trails.
- Make it wildlife area trails, no mass access.
- No concrete coastal trail, please.