

U.S. Army Corps of
Engineers

Lake Washington Ship Canal GI Restoration Study

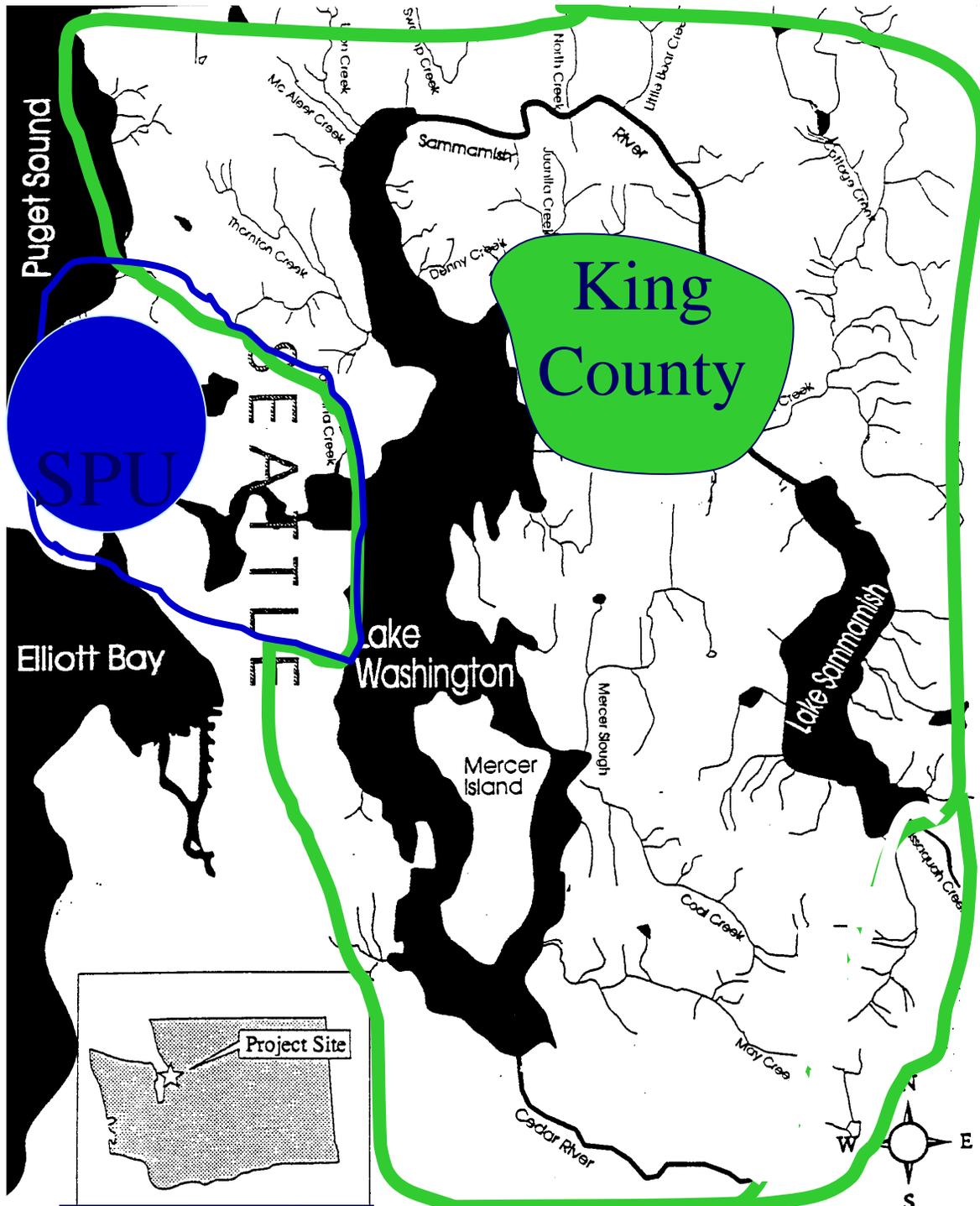
What is a GI Study?

- Requested by Local Sponsors-King County/Seattle
- Specific Authority (section 216), annual application for funds by Congress
- Purpose Identified - Restoration
- Funding unlimited-if matched, reasonable projects (\$9 million)

Purpose

Basin Wide Study for the Restoration of Salmon

- * Chinook Species Focus -but includes other species and wetlands
- * Do not do Preservation but Restoration, with hydraulic link



Lake Washington Basin

Study Sponsors/Partners

History

- Seattle, King County requested study
- Reconnaissance completed 1999
- Initiate Feasibility, June 1999
- Technical Studies, 99-2002

Future Action

- Select Sites for actual projects, design sites, 2002/2004
- Complete Feasibility, 2004
- PED, 2004-2005
- Start Phased Construction, 2006

Budget

- Feasibility Study Cost, \$9 million
 - \$4.5 million nonfederal, \$4.5 million federal
 - Spent to date, \$2 million cash, \$1.5 million in-kind services
- Construction Cost Estimate
\$27,000,000-\$100,000,000

Cost Share

- Feasibility Study: 50/50 Up front
- Construction, 65/35
- OM, 100% local sponsor

Feasibility Study Summary

- Adult/Juvenile Migration and Habitat Use Studies (Sammamish River, Ship Canal, Cedar, Lake Washington, Estuary)
- Predator Studies (Lake Washington, Estuary, Ship Canal)

Feasibility Study Summary (cont.)

- Habitat Evaluation/Mapping (All)
- Gravel Location, Movement (Cedar)
- Water Quality (Temp, DO, Salinity)
(Locks)

Feasibility Study Summary (cont.)

- Water Temperature Studies (Sammamish River)
- Velocity, Hydroacoustics Studies (Locks)
- Preliminary Evaluation of Water Conservation Measures (Locks)

Spin Off's

Squak Valley Park Project
(City of Issaquah)



Issaquah Creek Fish
Passage Project
(WDFW)

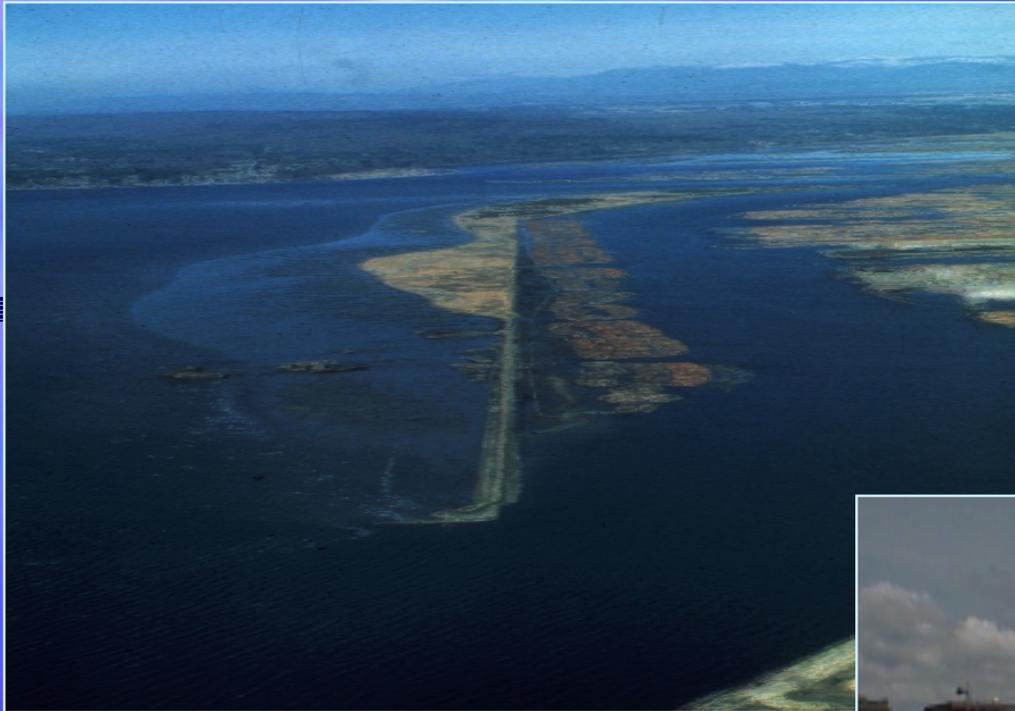


Smolt Flumes (Locks)



Strobe Lights (Locks)





Improve Estuary

Provide water
for fish passage



Restore Natural Habitat Functions



Remove Barriers to Fish Passage

