

Summary Form for Electronic Document Submittal

Form F

Lead agencies may include 15 hardcopies of this document when submitting electronic copies of Environmental Impact Reports, Negative Declarations, Mitigated Negative Declarations, or Notices of Preparation to the State Clearinghouse (SCH). The SCH also accepts other summaries, such as EIR Executive Summaries prepared pursuant to CEQA Guidelines Section 15123. Please include one copy of the Notice of Completion Form (NOC) with your submission and attach the summary to each electronic copy of the document.

SCH #: _____

Project Title: Lodi Lake Shoreline Restoration Project

Lead Agency: City of Lodi, Public Works Department

Contact Name: Lyman Chang

Email: lchang@lodi.gov Phone Number: 209-333-6706

Project Location: Lodi, San Joaquin
City *County*

Project Description (Proposed actions, location, and/or consequences).

The project proposes to place rock slope protection (RSP, also called "riprap") at two locations totaling 1,600 linear feet along the south bank of the Mokelumne River to reduce erosion of the riverbank and restore wetlands. The Mokelumne River is adjacent to and immediately north of the City's Lodi Lake Park. Fill soil would be placed behind portions of the RSP placement for planting of vegetation. Grass turf would be planted at the eastern location of the project; native aquatic vegetation would be planted at the western location. Existing concrete rubble at these locations would be removed. The project would require site plan approval from the City. It also would require permits for work within the Mokelumne River from the U.S. Army Corps of Engineers (Corps), the Central Valley Regional Water Quality Control Board (RWQCB), and the California Department of Fish and Wildlife (CDFW).

Identify the project's significant or potentially significant effects and briefly describe any proposed mitigation measures that would reduce or avoid that effect.

Biological Resources: Potentially significant impacts mitigated to a less than significant level through 1) participation in the San Joaquin County Multi-Species Habitat Conservation Plan, 2) pre-construction surveys and prescribed responses if species are found and 3) pre-construction biological awareness training for construction workers.
Cultural Resources and Tribal Cultural Resources: Potential construction impacts on undiscovered cultural or Tribal Cultural resources would be mitigated to a less than significant level by 1) pre-construction worker awareness training, 2) construction monitoring and 3) prescribed procedures to be followed in the event of inadvertent discoveries.
Geology and Soils: Potential water quality effects mitigated with Storm Water Pollution Prevention Plan. Inadvertent discovery of paleontological resources addressed by pre-construction training of workers and by with specified procedures in the event of discovery.
Noise Effects: Construction noise addressed by ensuring that construction equipment fitted with mufflers.

If applicable, describe any of the project's areas of controversy known to the Lead Agency, including issues raised by agencies and the public.

The project involves construction work in an area of considerable biological sensitivity. Mitigation for potential biological impacts are incorporated into the project design and reflected in permitting requirements. Project will also need to participate in the San Joaquin County Habitat Conservation and Open Space Plan.

The Mokelumne River shoreline is an area of high sensitivity for cultural and Tribal Cultural resources. Despite intensive survey efforts, no culturally significant physical resources have been discovered in the project. Tribal interest is high, and project construction will include archaeological and tribal monitoring.

Provide a list of the responsible or trustee agencies for the project.

U.S. Army Corps of Engineers (Corps) Clean Water Act Section 404
Central Valley Regional Water Quality Control Board (RWQCB) Clean Water Act Section 401
California Department of Fish and Wildlife (CDFW) Fish and Game Code Section 1600
Central Valley Flood Protection Board