

PROJECT: 20-1056 PLAN, EDMONDS MARSH ESTUARY RESTORATION DESIGN

Sponsor: City of Edmonds Program: Salmon State Projects Status: Application Complete

GRANT MANAGER COMMENTS

LINKS TO ADDITIONAL INFORMATION

[Restoration Projects - Manual 5](#)
[Salmon Recovery Grants - Manual 18](#)
[Appendix G: Partner Contribution Form](#)
[Appendix F: Landowner Acknowledgement Form](#)
[Appendix E: Barrier Information Forms](#)
[Salmon Application Checklist](#)

QUESTIONS

Page	Grant Manager Comment
Project Proposal	Noted that land acquisition may likely be necessary as WSDOT transportation account will need to be reimbursed if property is not used for new ferry terminal or other transportation-related project. This would potentially add significant cost to the future restoration project.

ATTACHMENTS

Page	Grant Manager Comment
Attachments	Thank you for attempting to secure a landowner acknowledgement form from WSDOT.

SUBMIT APPLICATION

Page	Grant Manager Comment
Submit Application	<p>Introduced team to Mike Perfetti at City of Tukwila re: ways to engage WSDOT in project to address water quality issues related to state highways stormwater outfalls to the creek system.</p> <p>Need more information to assess whether the environmental contaminant testing is an eligible SRFB cost. Managing contamination would typically be the responsibility of the polluter, or the property owner. Environmental cleanup of soils or materials above levels in the Model Toxics Control Act is not an eligible SRFB activity. Extensive soils contamination testing would likely not be eligible either. Ideally, should remove those expenses from your budget.</p> <p>Note: No changes made to the proposal/application except 1) the addition/deletion of attachments and 2) a response to review panel comments, as it appears this project will not be ranked for funding this year. However, the city did want to respond to comments and hopes the review panel will consider the value of the preferred alternative and project planning work completed to date.</p>