

June 13, 2013

California Coastal Commission
725 Front Street, Suite 300
Santa Cruz, CA 95060

RE: Permit No. 2-13-0318, Application No. 2-12-012 (San Mateo County Harbor District)

Honorable Commissioners:

As General Manager of the Harbor District, I write to give you our commitment that for future potential dredging episodes at Pillar Point Harbor, which we operate, we shall consider alternative possible sites to dispose of dredged material from such episodes besides or instead of Perched Beach. Further, we shall engage with Coastal Commission staff and with other concerned regulatory agencies from the outset of a permit process to enable early and full examination of disposal site alternatives. We shall give particular attention to beneficial use options, such as sand replenishment for eroding beaches.

At this time we are actively developing a dredging, shoreline erosion, and reuse strategy that would embody the above approach. We are now actively engaged in, or anticipate being so engaged, with several situations in the future including Surfers Beach (we are local sponsor for the Corps of Engineers' project), Princeton Shoreline (anticipating working with San Mateo County Planning Division on the shoreline erosion component of their comprehensive Princeton planning effort now starting), West (Mavericks) Trail erosion control (Harbor District project), relocation and beneficial reuse of material in the Outer Harbor collecting as a result of federal breakwater construction in 1959-61, and Inner Harbor maintenance dredging; and possibly other situations.

We look forward to working with Coastal Commission staff on these future opportunities in the above manner to accomplish mutual shared objectives in the most cost effective manner. Thank you for your consideration of our permit application at this time, which is essential to keep a vital harbor facility open for public boating access and availability to federal and local water safety and law enforcement agencies.

Peter Grenell
General Manager
SMCHD