

# Restoration Vision

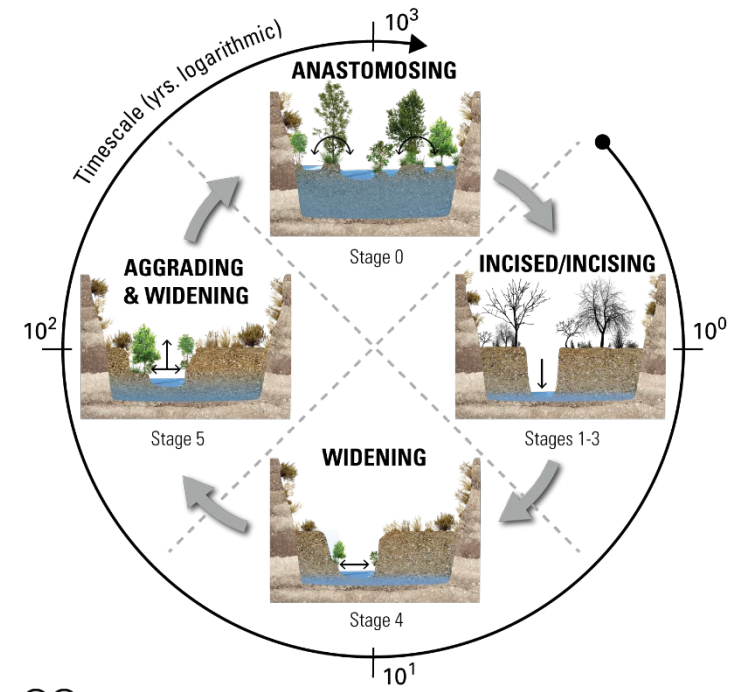
From Now



To Phase 1



Medium-Term



CC BY Nick Weber

Long-Term



CC BY Masie Richards



# We Add a Bunch of Structure

In Phase 1:

- To address structural starvation deficit
- Mimic wood accumulation... and promote beaver dam activity





# Process Takes Over

- After some floods, those processes should be occurring (both through promotion & naturally)
- We add subsequent phase(s) to keep pushing toward stage 0 goal





# Process Become Self-Sustaining

- In long-term, we see anastomosing becoming self-sustaining... and wood accumulation being fed by increased riparian vegetation





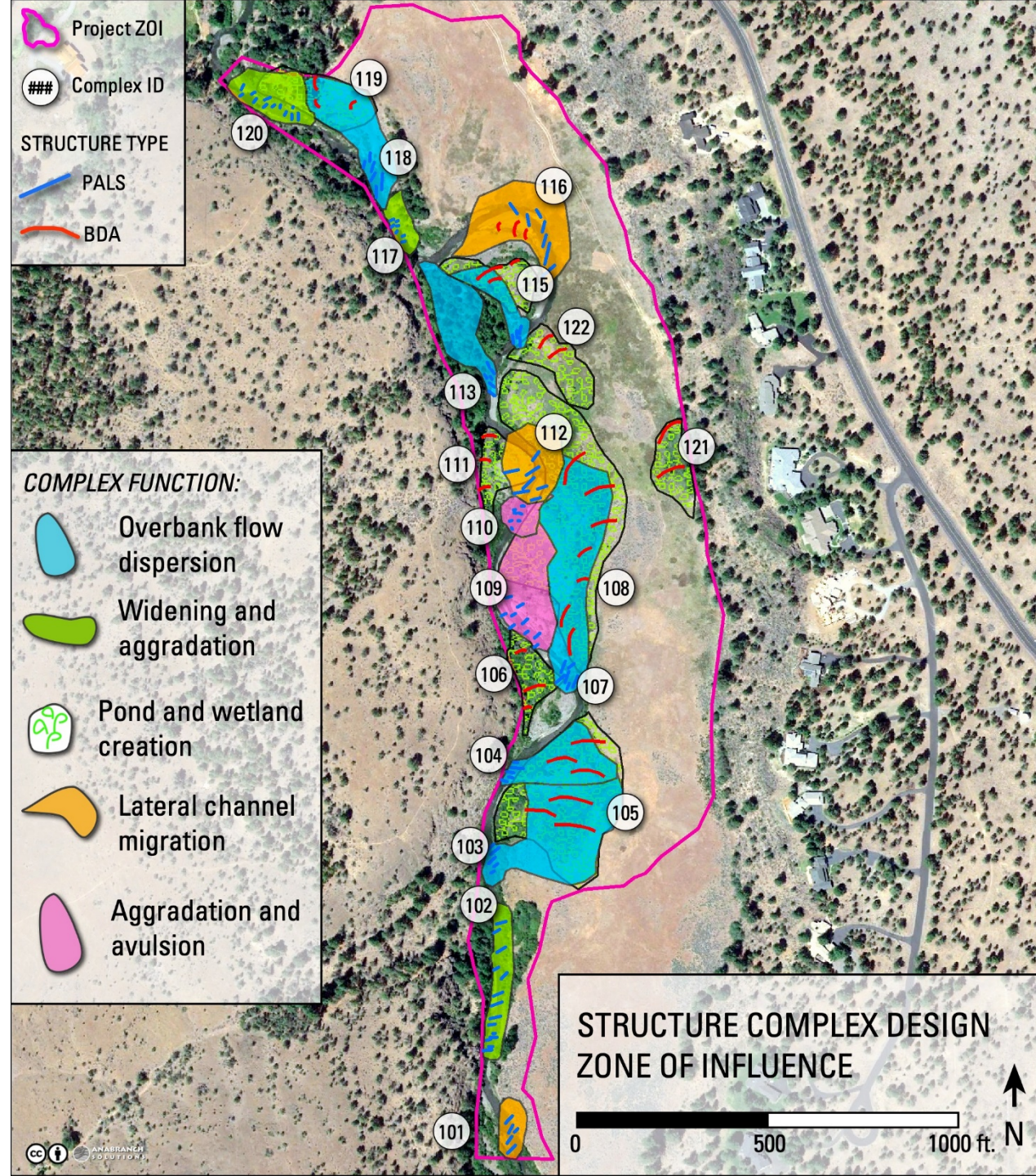
# Some Indicators to Track

INDICATOR	EXISTING	AS-BUILT	2 – YEAR	GOAL (_ ? YEAR)
Proportion Active Channel & Floodplain (by VB area)	~20%	~ 25%	~ 40%	~ 90% ± 10
Cluer & Thorne (2013) – CEM Stage Proportions (by VB length)	0% (s0) 25% (s8) 35% (s7) 10% (s5) 20% (s2)	0% (s0) 25% (s8) 35% (s7) 10% (s5) 20% (s2)	0% (s0) 75% ± 10 (s8) 15% ± 10 (s7) <5% (s5) <5% (s2)	80% ± 20 (s0) 15% ± 10 (s8) 5% ± 5 (s7) 0% (s5) 0% (s2)
LWD Accumulations (structures per mile)	~ 2 /mi	~101/mi (PALS)	~200/mi (PALS) (Add 100 more PALS & some natural)	~ 200/mi (natural)
LWD Loading (count per mile)	~ 30 /mi	~ 4000 /mi	~ 6500 /mi (add ~ 2000 recruit ~ 500)	~ 6500 /mi (natural)
Beaver Dam Density (dams per mile)	0 /mi	50 /mi (BDAs)	75 / mi (mix of new BD, occupied BDAs, and new BDAs)	30–60 /mi (occupied BDs)



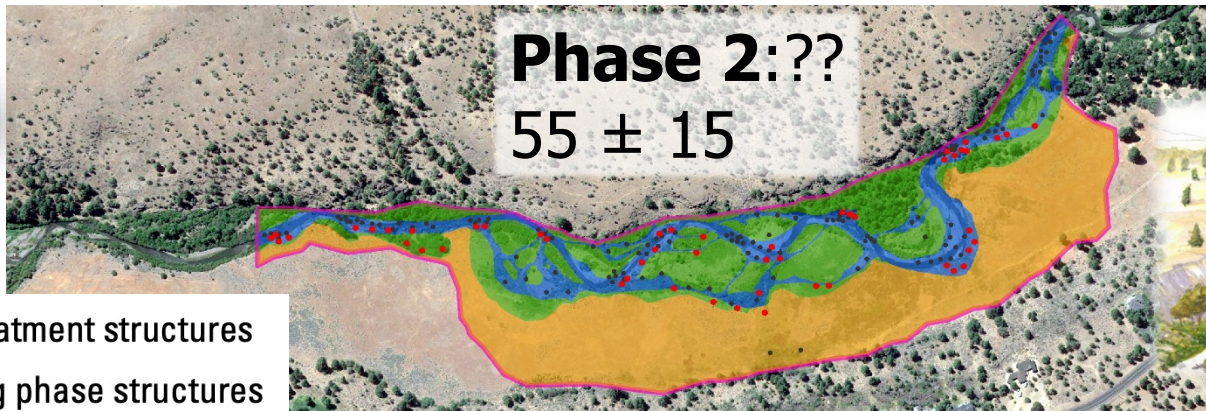
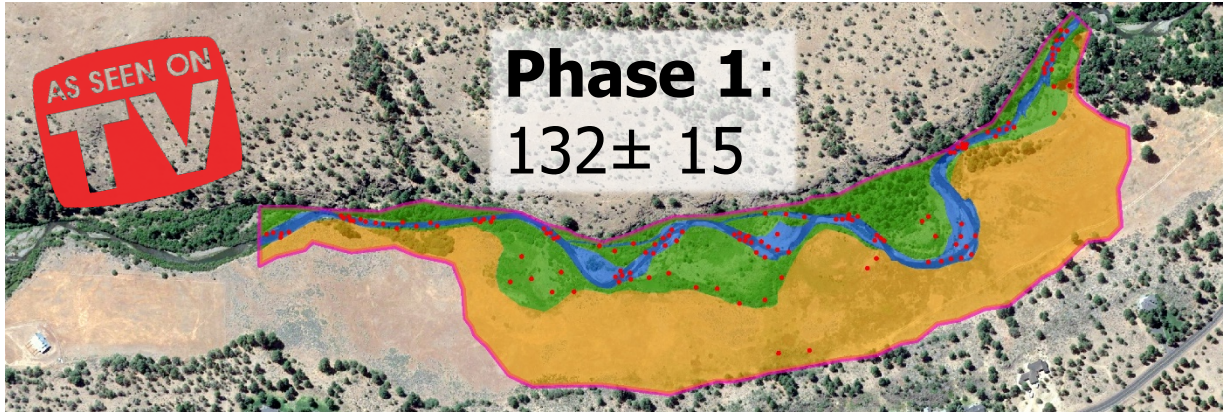
# ZOIs Can and Do Overlap

Reiterate Design Concepts with Vignette from Wychus Creek

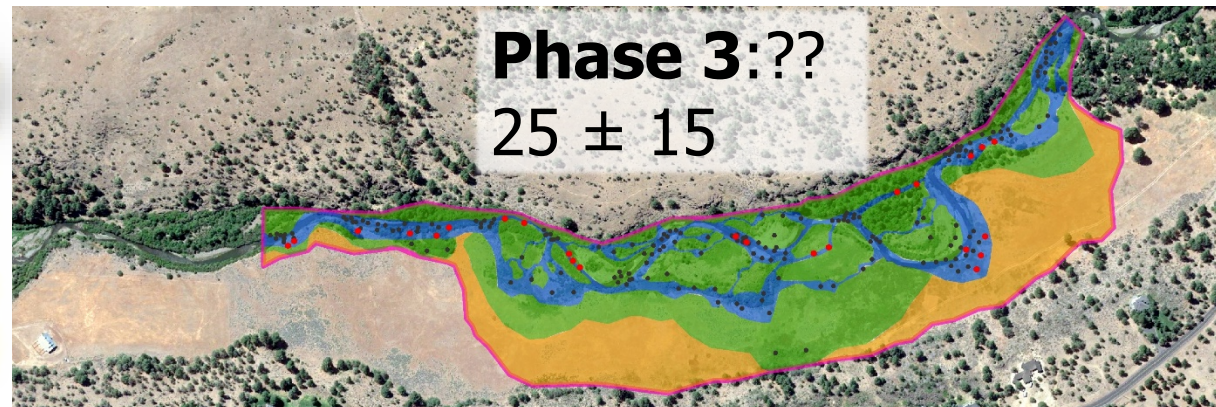




# Add Structure... Watch Grow



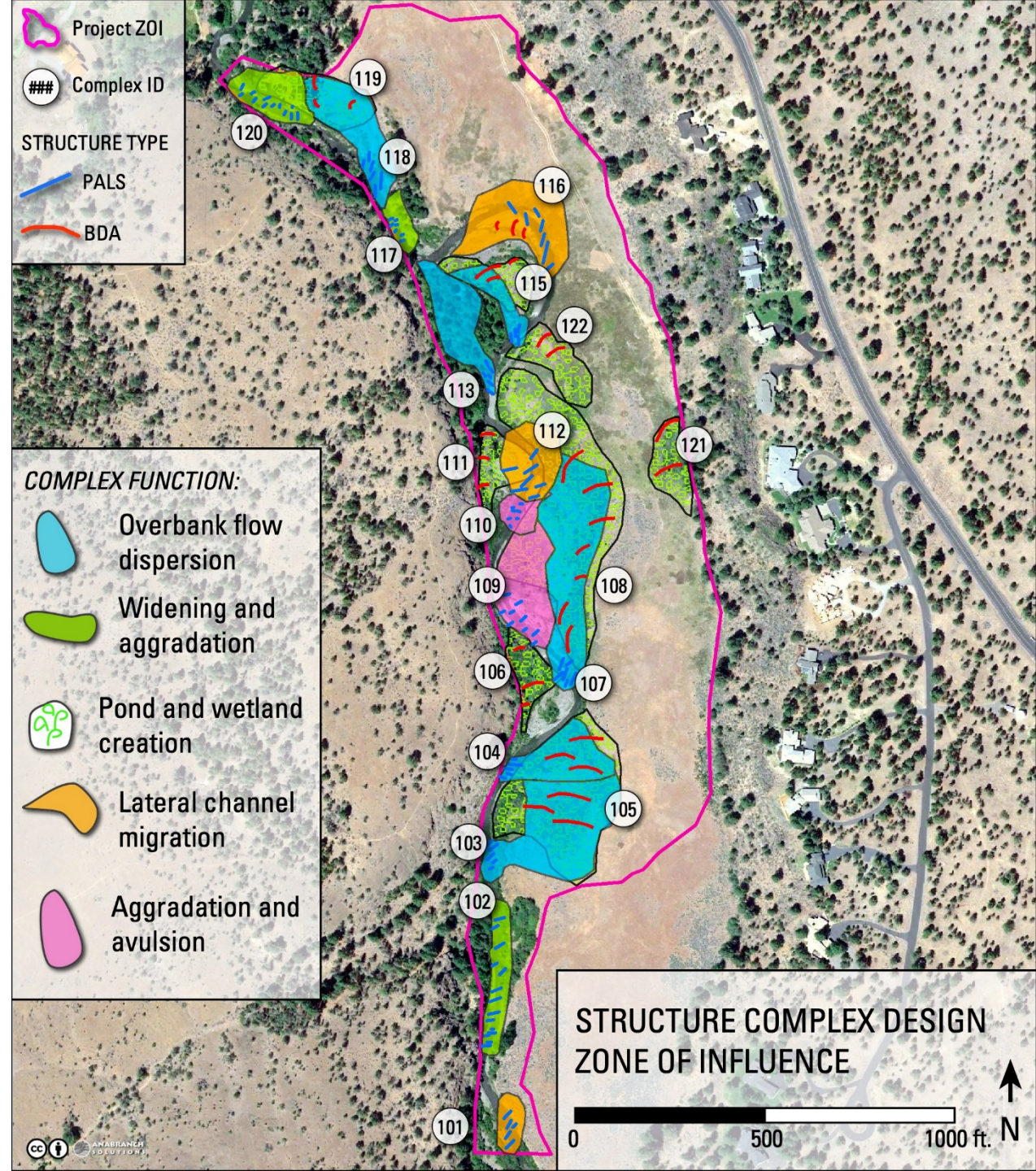
- Current treatment structures
- Preceding phase structures





# DESIGN

- Overlapping zones of influence
- Complex function (primary complex objective)
- Hydraulic zone of influence is a hypothesis & guides next phases...



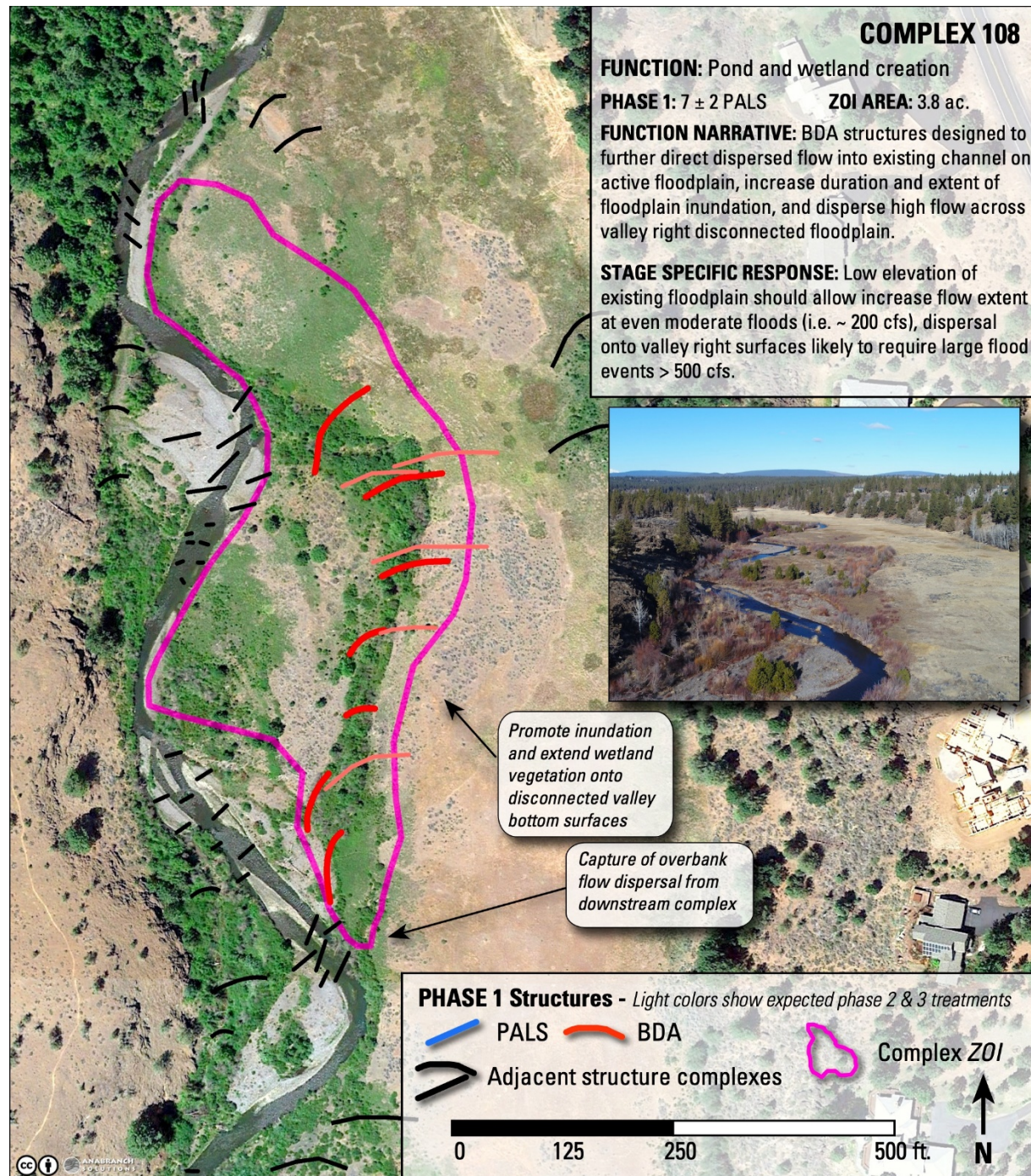


# OVERBANK FLOW DISPERSION



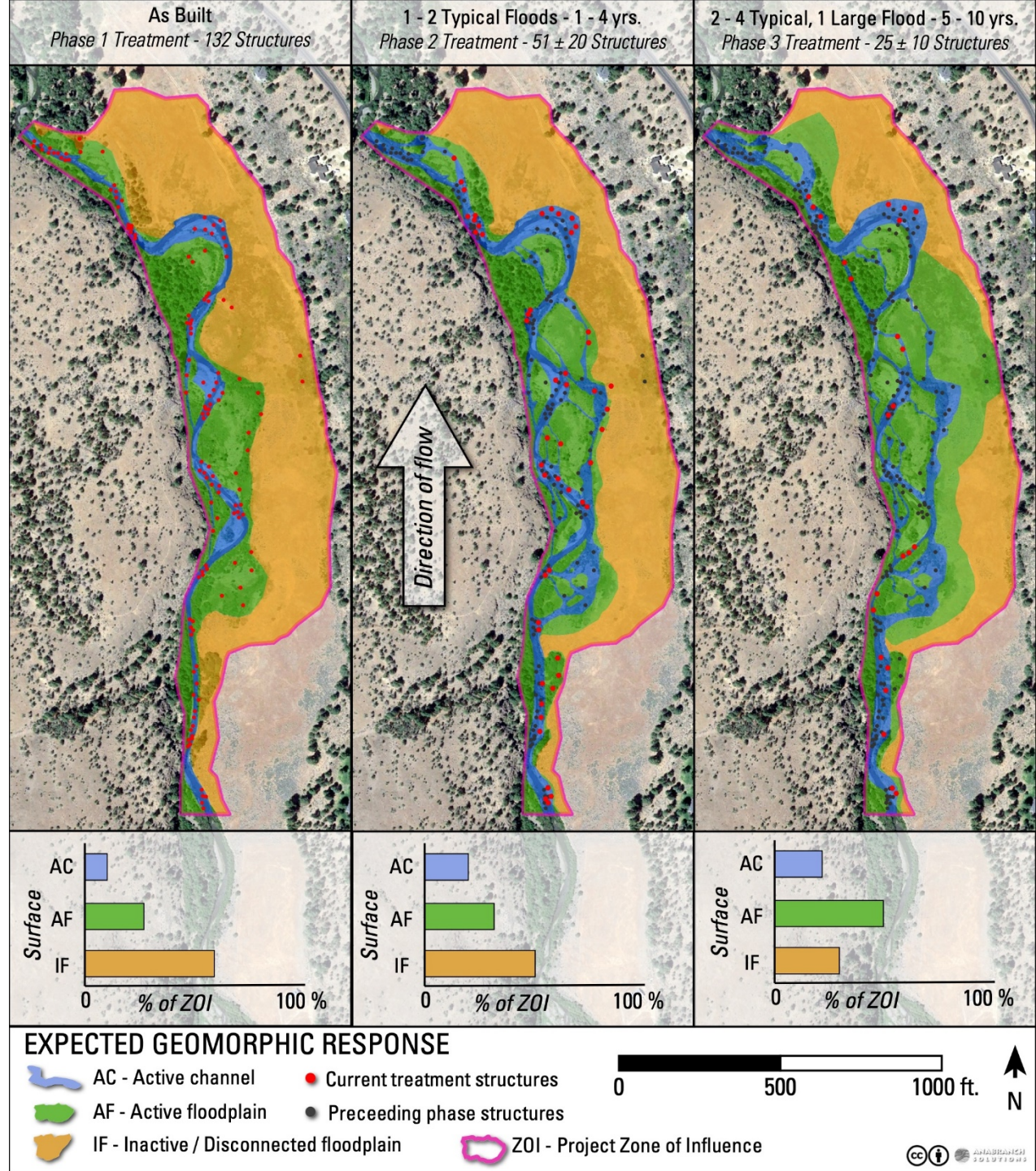


# POND & WETLAND CREATION



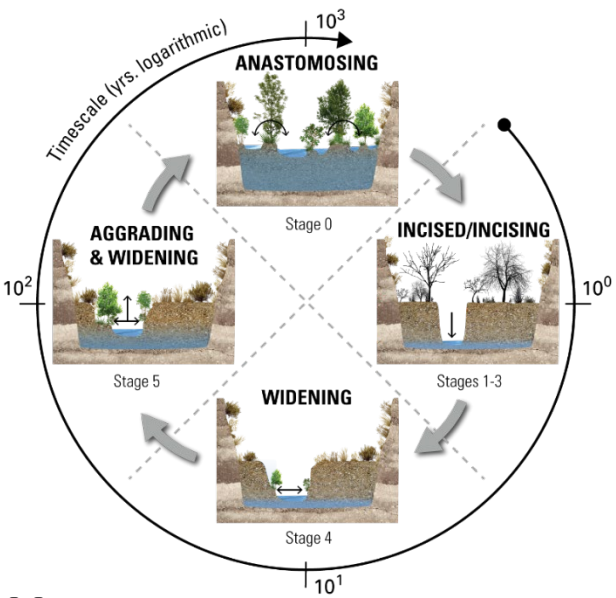


# OBJECTIVE: More Green & Blue

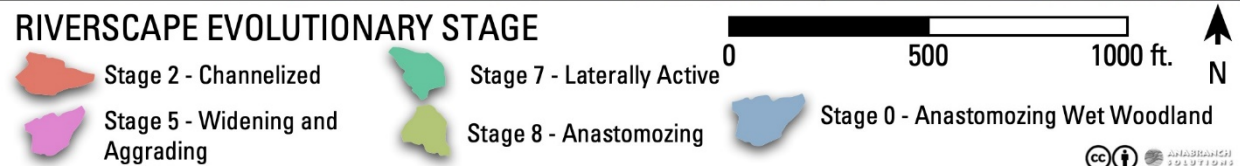
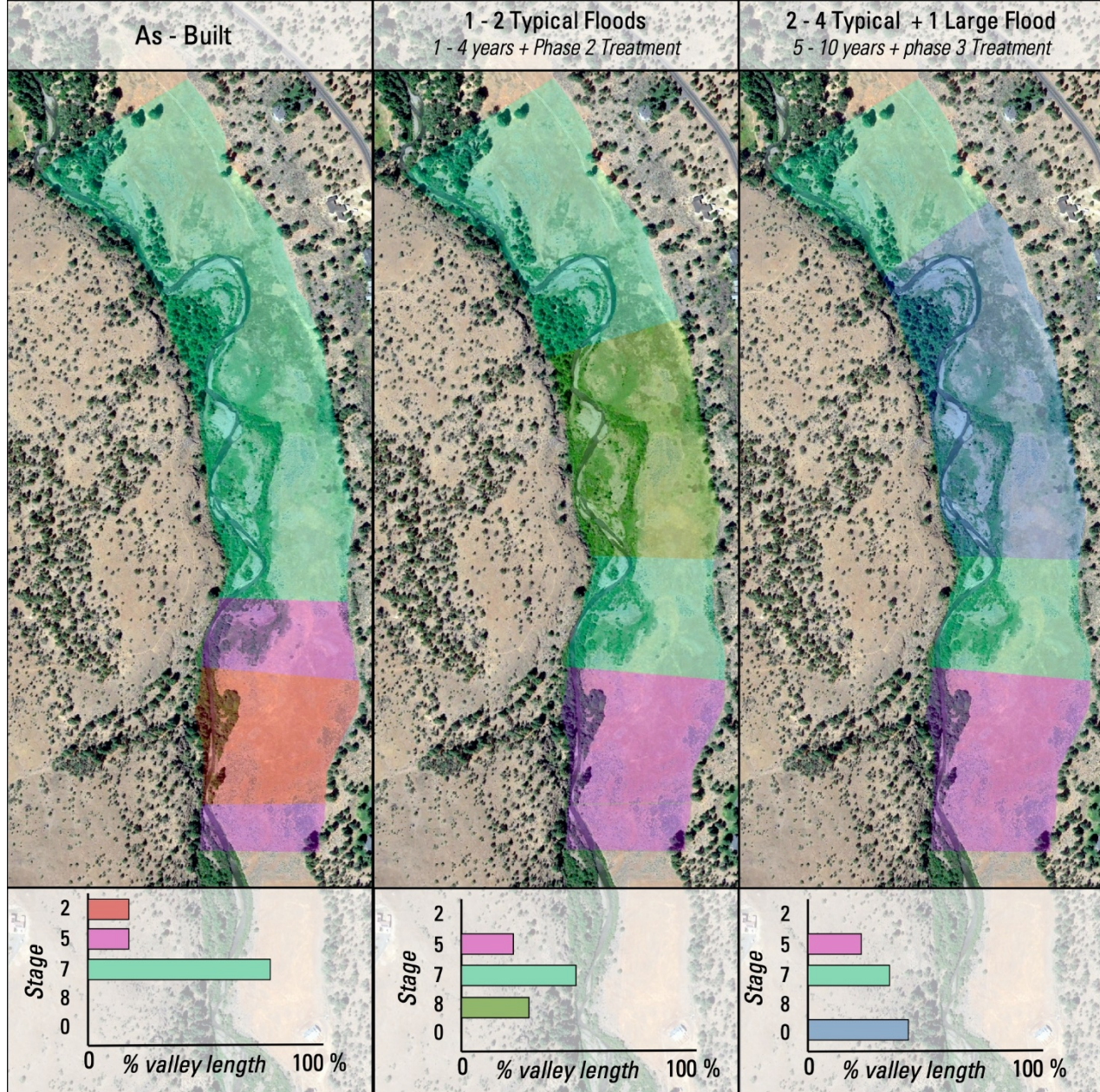




# RIVERSCAPE EVOLUTION MODEL STAGE



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