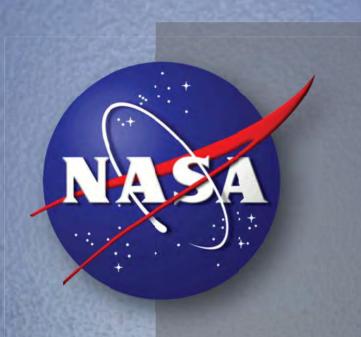
# WELCOME TO THE NASA WALLOPS FLIGHT FACILITY PUBLIC INFORMATION MEETING FOR THE SHORELINE ENHANCEMENT AND RESTORATION





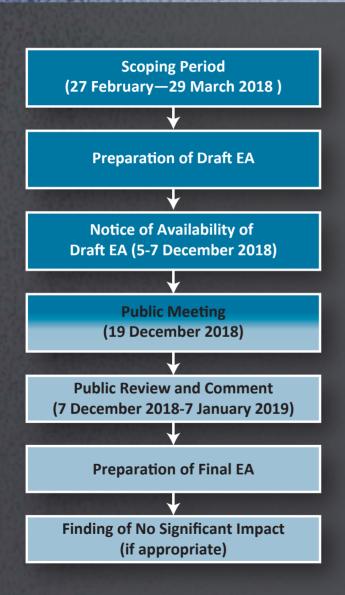
Please sign in and review the posters, which present an overview of the Shoreline Enhancement and Restoration Project EA.

NASA personnel are available for discussion. Comment sheets are available at the sign in table. Written comments may be given to a WFF representative this evening or mailed to the address on the comment sheet.





### SHORELINE ENHANCMENT AND RESTORATION PROJECT ENVIRONMENTAL IMPACT ANALYSIS PROCESS



How Can You Be Involved?

Your involvement in the decision-making process is important to NASA

#### **Submit a comment on the Draft EA:**

- 1. Fill out a comment form at the public meeting and give it to a NASA representative
- 2. Visit the project website:

  https://sites.wff.nasa.gov/code250/Tiered\_Shorel
  ine\_Enhancement\_and\_Restoration\_EA.html
- 3. Mail, email, or fax your comments:
  Shari Miller
  NASA Wallops Flight Facility
  Mailstop: 250. W
  Wallops Island, VA 23337
  Shari.A.Miller@nasa.gov
  Fax (757) 824-1819

To ensure consideration in the Final EA, please provide comments no later than <u>January 7, 2019</u>

### SHORELINE ENHANCMENT AND RESTORATION PROJECT ENVIRONMENTAL ASSESSMENT

#### **Proposed Project**

The project would restore the Wallops Island shoreline infrastructure protection area to reduce the potential for damage to assets from storm events. This area has been eroded and does not provide the level of storm damage protection for which it was designed. Several alternatives were evaluated.

Alternative 1 would use sand from the existing beach at the northern end of Wallops Island, which has experienced significant accretion from longshore transport from the project area, to renourish the beach. Sand would be removed (outside of protected species nesting season) using a pan excavator, moved by dump truck to the project area, and spread using bulldozers.

Alternative 2 would use material dredged from the offshore outer continental shelf Unnamed Shoal A. Trailing suction hopper dredges would connect to a submerged pipeline to discharge dredged material as a sand/water slurry that would be pumped through the pipeline to the beach and graded using bulldozers.

Alternative 3 would use sand from either the north Wallops Island beach or from offshore Unnamed Shoal A as described for Alternatives 1 and 2. Additionally, a series of rubble mound breakwaters would be constructed approximately 200 feet offshore. Nearshore breakwaters reduce the amount of storm related wave energy reaching upland areas and slow the rate of predominantly northward longshore sediment transport, increasing the longevity of a beach fill project.



## SHORELINE ENHANCMENT AND RESTORATION PROJECT ENVIRONMENTAL IMPACTS AND PERMITTING

The NASA WFF Shoreline Enhancement and Restoration Project EA analyzed the potential effects of the proposed action alternatives on the following resources:

Coastal Geology
Water Quality
Coastal Zone Management
Air Quality
Noise
Benthos
Wildlife
Fisheries and Essential Fish Habitat
Marine Mammals
Special Status Species

Cultural Resources
Recreation

No significant impacts are anticipated to result from any of the alternative evaluated in the EA.

The effects of past, present, and reasonable foreseeable future actions were analyzed on the resources in **bold**.

A number of permits and consultations are required for the project. Some are ongoing at this time but will be completed before any action is taken. These include:

- Federal Coastal Zone Consistency
   Determination from Virginia Department of Environmental Quality
- Essential Fish Habitat Consultation with National Marine Fisheries Service (NMFS)
- Endangered Species Act Consultation with NMFS and US Fish and Wildlife Service
- National Historic Preservation Act Consultation with Virginia State Historic Preservation Office
- Clean Water Act Individual Permit from US Army Corps of Engineers, Virginia Marine Resource Commission, and Accomack County Wetlands Board