

Notice of Exemption

To:

Office of Planning and Research
[CEQA Submit](#)

From:

Department of Fish and Wildlife
Bay Delta Region
2825 Cordelia Road, Suite 100
Fairfield, CA 94534



Project Title: Lake Anza Drain Valve Dredging Project (Notification of Streambed Alteration, No. EPIMS-CCA-30425-R3)

Project Location (Contra Costa County): The project is located on Wildcat Creek in unincorporated Contra Costa County; Latitude 37.896465 Longitude -122.25014; Assessor's Parcel Number 267-010-008-6.

Project Description: The California Department of Fish and Wildlife has executed Streambed Alteration Agreement EPIMS Notification No. EPIMS-CCA-30425-R3, pursuant to Section 1602 of the Fish and Game Code to East Bay Regional Parks District, as represented by Matthew Graul.

The project consists of: the one time removal of approximately 450 cubic yards of sediment from Lake Anza, the temporary deployment and use of a siltation curtain and suction dredging equipment, temporary development of a K-rail lined draining and drying area, minor disturbance to upland and aquatic vegetation throughout the reach of the project area, and the remediation of the project area utilizing live plantings, seeding, mulching and natural fiber products.

Public Agency Approving Project: CALIFORNIA DEPARTMENT OF FISH AND WILDLIFE

Person or Public Agency Carrying Out Project: East Bay Regional Parks District

Exempt Status:

- Statutory Exemption.
- Categorical Exemption. Type – Class 4; California Code of Regulations, title 14, section 15304

Reasons why project is exempt: The project consists of minor public or private alterations in the condition of land, water, and/or vegetation and does not involve removal of healthy, mature, scenic trees.

CDFW Contact Person: Andrew Chambers, Environmental Scientist; (707) 266-2878;
Andrew.Chambers@wildlife.ca.gov

DocuSigned by:
Melissa Farinha
0D25EB6A0381473...

Signature: _____

8/2/2023

Date: _____

Melissa Farinha, Environmental Program Manager

Date received for filing at OPR: _____