



NOTICE OF EXEMPTION

TO: Office of Planning and Research
1400 Tenth Street
Sacramento, CA 95814

FROM: Department of Parks and Recreation
Santa Cruz District
303 Big Trees Park Road
Felton, CA 95018

PROJECT TITLE: Peasley Gully Stabilization Project

LOCATION: Wilder Ranch State Park

COUNTY: Santa Cruz

DESCRIPTION OF THE NATURE AND PURPOSE OF PROJECT: Project consists of the installation of six (6) brush boxes in the Peasley Gully at Wilder Ranch State Park to stabilize and arrest erosion to prevent further damage to park resources. Work will:

- Place fence posts, wood stakes, or tall split 2x4 material into the ground, at 2-4ft intervals, leaving approx. 6-inches of the material above ground;
- Install three (3) layers of fill material (live clippings, mixture of live and dead vegetation, and dead vegetation) between wood stakes;
- Use twine, or other natural materials to tie-down the brush boxes; and
- Tap down stakes.

PUBLIC AGENCY APPROVING THE PROJECT: California Department of Parks and Recreation

NAME OF DIVISION OR DISTRICT CARRYING OUT THE PROJECT: Santa Cruz District

EXEMPT STATUS:

Categorical Exemption

Class: 1, 3 & 4

Section: 15301, 15303 & 15304

REASONS WHY PROJECT IS EXEMPT: Project consists of the operation, maintenance, or minor alteration of existing public or private structures, facilities, or topographical features, involving negligible or no expansion of use beyond current levels; construction and location of limited numbers of new, small facilities or structures; and minor public or private alterations in the condition of land, water, and/or vegetation which do not involve removal of healthy, mature, scenic trees except for forestry or agricultural purposes, and is included as "Resource management projects" in the Department of Parks and Recreation's list of exempt activities in accordance with CCR § 15300.4.

CONTACT: Linda Hitchcock
Santa Cruz District

PHONE NO.: (831) 227-8390
EMAIL: linda.hitchcock@parks.ca.gov

X Chris Spohrer

Chris Spohrer
District Superintendent