Public Comment

February 22, 2024 RCEA Board of Directors Regular Meeting

3 - Written Communications - Non Agenda Item

From: <u>David Daz</u>
To: <u>Public Comment</u>

Subject: Fwd: (AQUAFARMS) Lost Coast Fish Farm California

Date: Tuesday, February 20, 2024 10:52:33 PM

----- Forwarde<u>d message -----</u>

From: **David Daz**

Date: Mon, Feb 19, 2024, 7:38 PM

Subject: (AQUAFARMS) Lost Coast Fish Farm California

To: Cc:

We hope your California project is going well and is cost effective. I hope it starts soon brings jobs and works out well for all...So I'm thinking out loud what we have at this spot in Humboldt County California is...Five miles of navy base road from 299 to just past the Samoa NHRA Drag Strip and Campground to the Coast Guard station. The area is used now by alot of people and pets already and thinking out loud again with your project and the offshore wind project the beaches will pay more of a human/animal/vehicle price especially for that small five miles of beach. I've been picking up litter out there for years and I've seen the effects on the beach with increased Human/Pet usage and off road vehicle destruction of beach and native plant life.. Maybe it would possible to reach out to Humboldt Bay Harbor district about a team effort joint venture type thing for some beach area improvements? Maybe a beach/surfer restroom or two? or doggie bag/receptacles? Maybe paved turnouts along the beach side of navy base road? Maybe reach out and/or help Humboldt Bay Harbor district with barriers to keep vehicles off the beach? Maybe reach out to the harbor district with some garbage cans/removal or in a perfect world a "Beach rake"? The above and/or help with the cost of litter and/or trash or beach Improvements and maintenance would go a very long way to a world class beach making friends with locals beachers surfers pets and the surrounding area...also thank you for picking this spot with the jobs and improvements that will come.

Pick it up..

Pack it out...

Pass the word..

Litterthug.