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OPAC RECOMMENDATION: DRAFT COMPREHENSIVE PLAN FOR TSP AMENDMENT

Outline:

- Open Draft Plan
 - Framework Area Definition
 - Area composition (Draft maps)
- Marine Recreation Resource Overlay
- Visual Resource Overlay

Marine Renewable Energy Exclusion Area

Objective: To protect permitted uses and special management areas under Goal 19 Ocean Resources.

 No development of marine renewable energy will be permitted in these areas.

- Dredge Material Disposal Sites
- Commercial Shipping Lanes (Deep & Shallow draft)
- Coastal Discharge Outfalls
- Coastal National Wildlife Refuges
- OR Islands National Wildlife Refuges
- Research Cables and Infrastructure
- Existing State Designated Marine Managed Areas
- Undersea Telecommunication Cables
- Existing Marine Renewable Energy Permits
- Ocean Outfalls
- Pilotage Areas

Marine Resource and Use Conservation Area

Objective: Protect important, unique, or vulnerable Goal 19 ocean resources and uses.

 Any development in this area must demonstrate no reasonably foreseeable adverse effect to the identified Goal 19 resources and uses.

- Areas of Greatest Importance to Fisheries
- Ocean Recreation Hotspots
- Kelp Beds
- Subtidal Rocky Reef
- Rock Shores Habitat
- Pinniped Haulout
- Steller Sea Lion Critical Habitat
- Nesting Seabird Colonies
- Snowy Plover Critical Habitat
- Level I Marxan (core hotspots)

Marine Resource and Use Management Area

Objective: To maintain the long term use and health of the area by managing for a broad range of Goal 19 ocean resources and uses.

 Maintain the status quo for Goal 19 ocean resources and uses. Can demonstrate that the proposed use of the area will not conflict with users, or have significant adverse effect to the Goal 19 resources or uses within the area.

- Oceanographic Research
- Crabber Tugboat Agreement lanes
- Ocean Recreation
- Gray Whale Foraging Area
- Marbled Murrelet Foraging
- Level II Marxan (core hotspots)
- Areas of Great
 Importance to Fisheries

Marine Resource and Use Development Area

Objective: Areas of least use conflict for the development of Marine Renewable Energy Facilities.

• While the goal of minimizing the impacts of development to Goal 19 ocean resources and uses remains, this is an area that has been identified for testing and development of marine renewable energy.

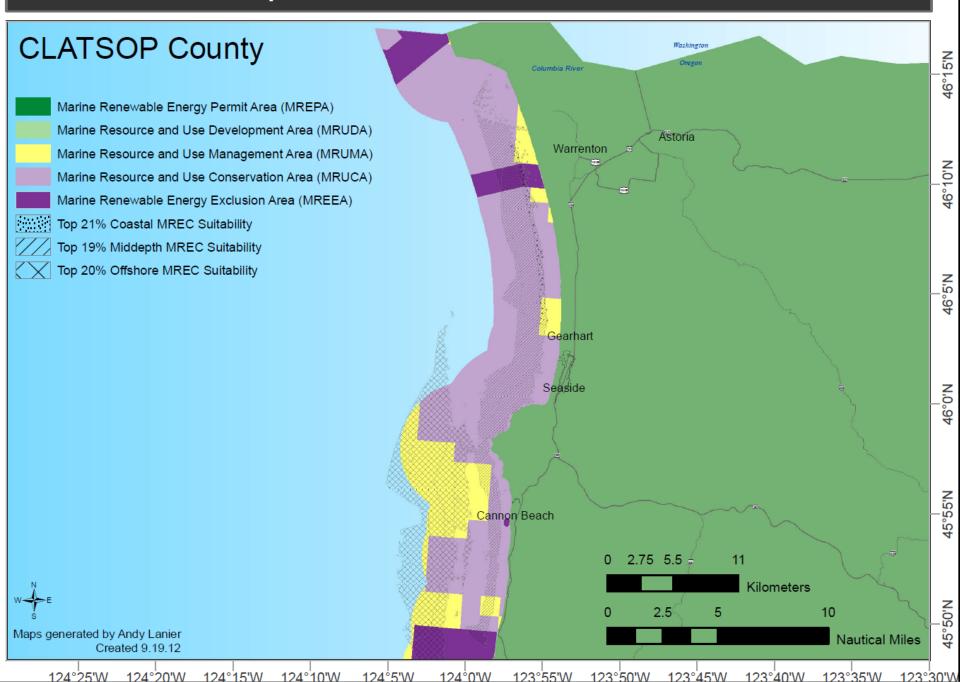
- Navigational Aides
- Inactive Dredge
 Material Disposal
 Sites

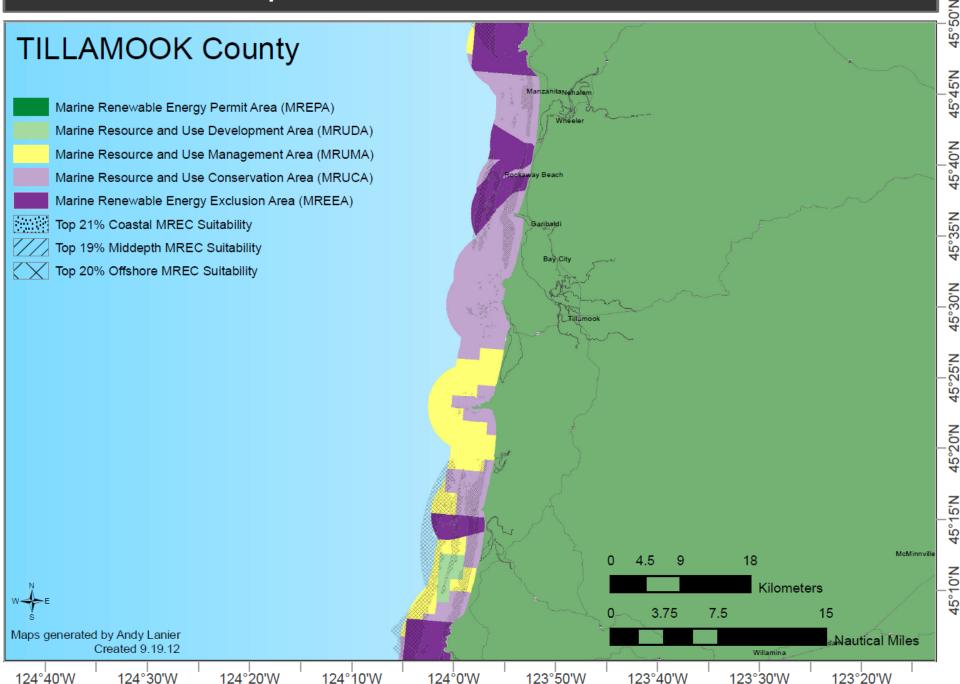
Marine Renewable Energy Permit Area

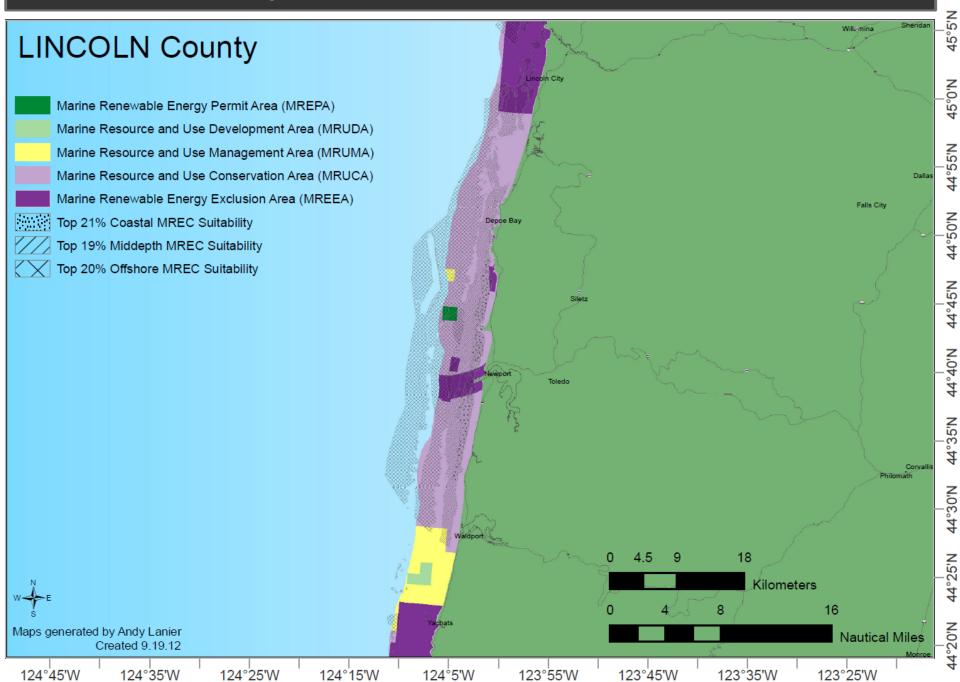
Objective: Areas of existing MREC permits

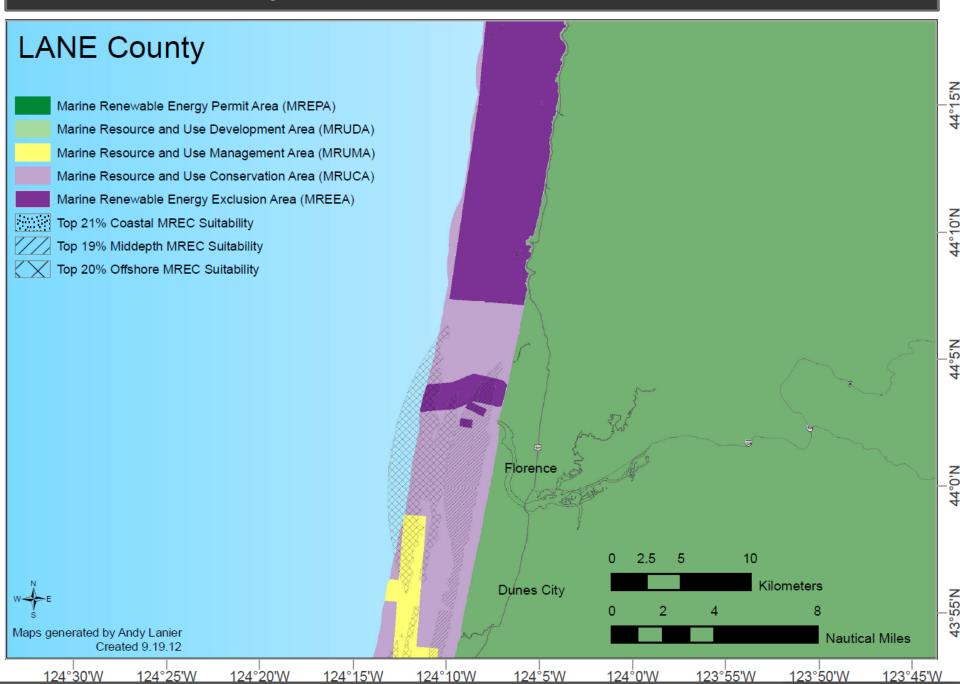
 Areas that are delineated sites for which specific users have existing exclusive authorization for the development of MRE testing, research, or facilities.

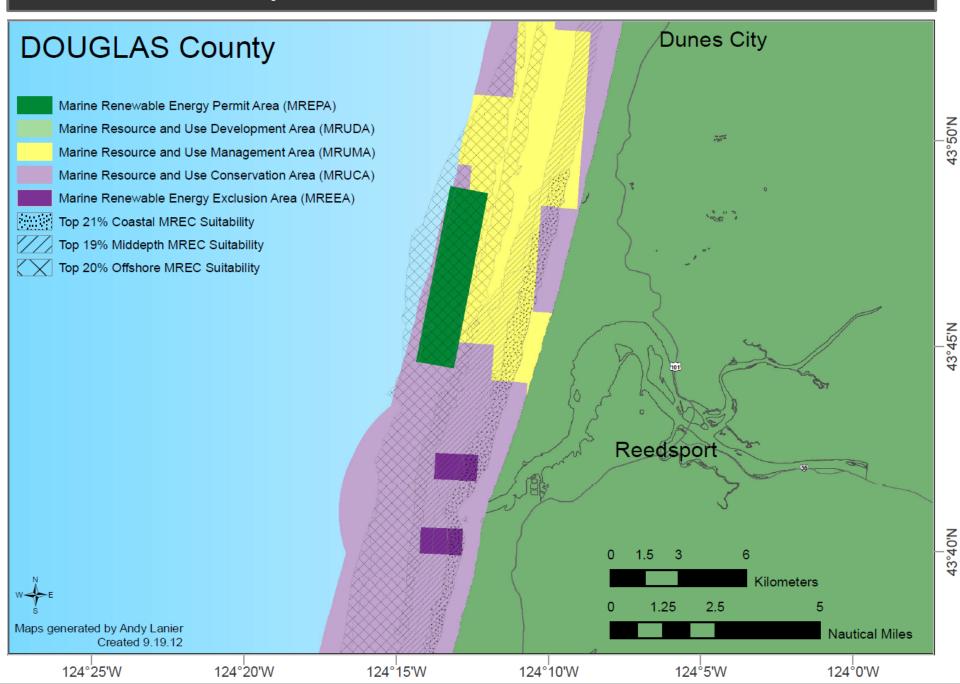
- OPT permitted sites
- NNMREC permit site

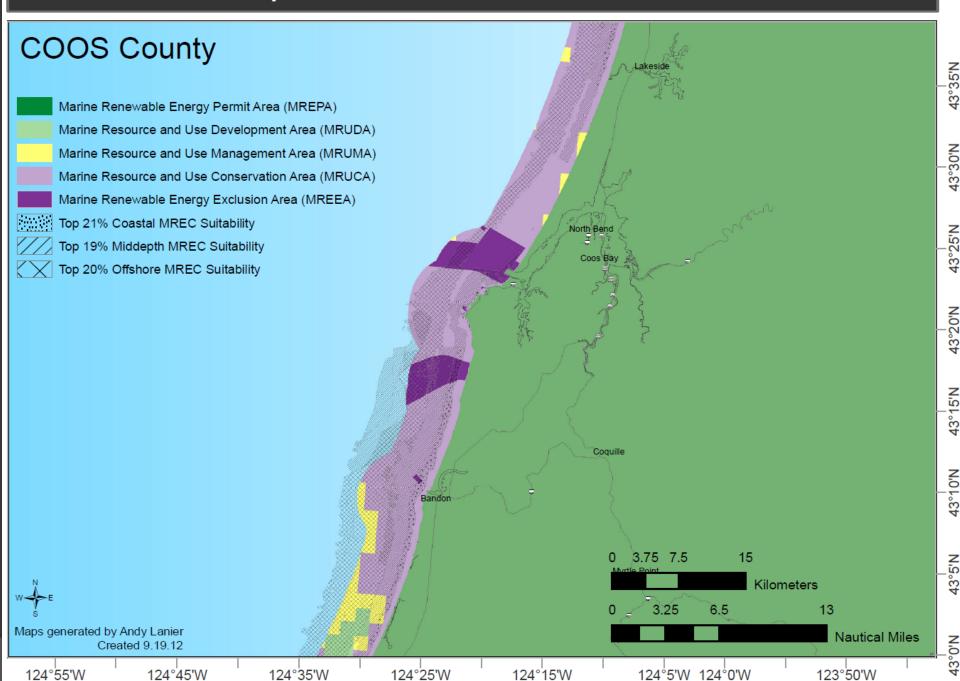


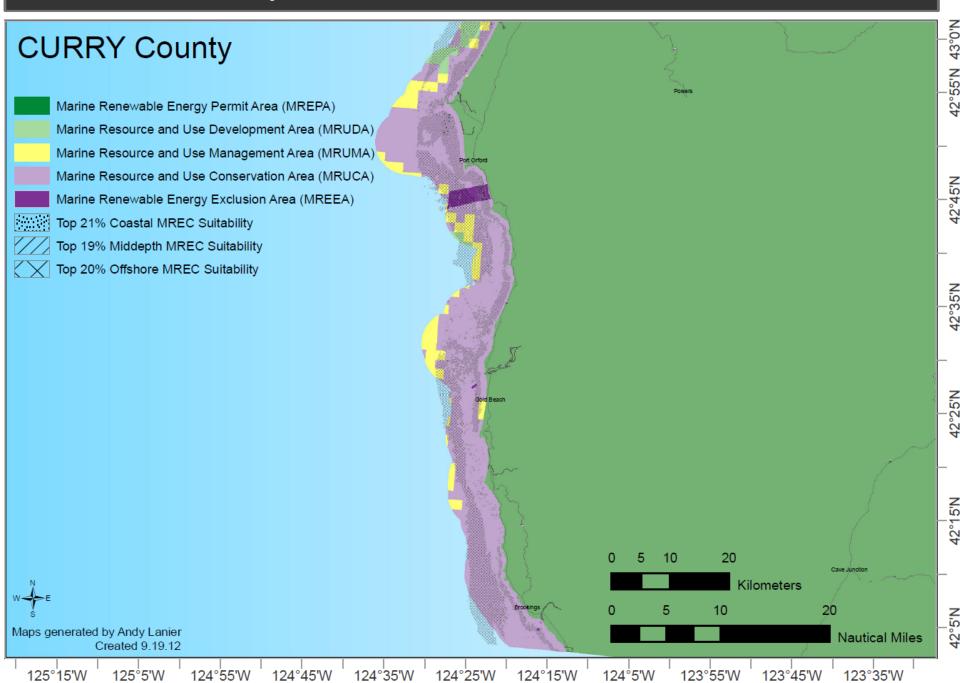












Marine Recreation Area Overlay

Proposal: Standard applicable to the entire Territorial Sea

- A. Ocean renewable energy may not have a significant adverse effect on significant known recreational uses.
- B. A significant adverse effect occurs when:
 - I. Access is denied or unreasonably impeded.
 - II. The project creates reasonably foreseeable health or safety impacts.
 - III. The project would have reasonably foreseeable significant impacts on the natural environment that the recreational community depends on.
- c. Significant recreational use occurs where there is a:
 - L Community of historical users;
 - II. High intensity of use, or
 - Uniqueness or a special quality associated with the recreational use relative to the state or region.

Visual Resource Overlay

Visual simulations

Contrast evaluation.

Scenic Inventory Class objectives.

Potential impact of project

- Review of the proposed project in the context of the Visual Resource Inventory Assessment (VRIA) Locations
- JART selects Key Viewing Areas (KVAs) from these locations for the applicant to conduct visual simulation(s). These locations will be selected to represent the range of scenic quality class values and distances, if present.
- The applicant will conduct a Visual Impact Analysis (VIA) and draft a review of the impacts to the KVAs. This will include comparing visual contrast to the visual resource class objectives.
 - Factors to consider will include (at a minimum): Distance from viewpoint(s), angle(s) of observation, time factor(s), relative size or number, seasonality, lighting, spatial relationships, atmospheric conditions, motion/lights/color, shore-based facilities.
- JART reviews the draft VIA for completeness and accuracy and provides a recommendation to DSL for the approval or denial of the application based upon an evaluation of the VIA.

Visual Resource Overlay and Draft Standards

Degree of Contrast	Criteria	Potential Impact
None	The element contrast would not be visible or perceived. There is no legible change. It is visually subordinate.	Impact will likely to be low to moderate, depending on the sensitivity of the viewpoint. However, even development with weak contrast at a very high-quality viewpoint with high viewer sensitivity may have high impacts on visual resources (Apostle, 2009).
Weak	The element contrast could be seen but isn't so prominent or contrasting that it attracts attention and becomes a dominant element. It remains subordinate.	
Moderate	baseline seascape or visual	Development that has moderate contrast at a location with low sensitivity might have a low to moderate impact. From a highly sensitive viewpoint, development would likely have a moderate to high impact with either moderate or strong contrast.
Strong	The element contrast demands attention, will not be overlooked, and is dominant in the seascape. Proposed development would cause very large "alterations to key elements/features/ characteristics of the baseline seascape or visual conditionssuch that there is a fundamental change (DTI, 2005)." It is no longer subordinate.	