COULTER CREEK HERITAGE PARK LANDSCAPE DESIGNATIONS

SW Old Clifton Road

Sunnyslope Road SW

City of Bremerton

City of Port Orchard

Calvinwood

Square Lake

SW Lake Flora Road

Legend

- Powerline Easement
- Potential Trailheads
- Decommission Trails
- Buildings
- Streams
- Streets
- City Boundary
- National Wetland Inventory

Park Landscape Designations

- Natural Area (NA)
- Conservation Area (C)
- Passive Recreation (PR) Trails
- Passive Recreation (PR) Multi-Use Trail
- Active Recreation (AR)
- Conservation Education (CE)
- Specialized Recreation (SR)
- Square Lake Connection Easement

N
W E
S

0   0.4   0.8   1.6 Miles

KITSAP COUNTY
18   57
WASHINGTON
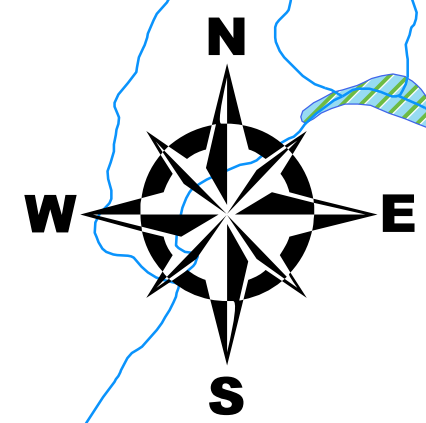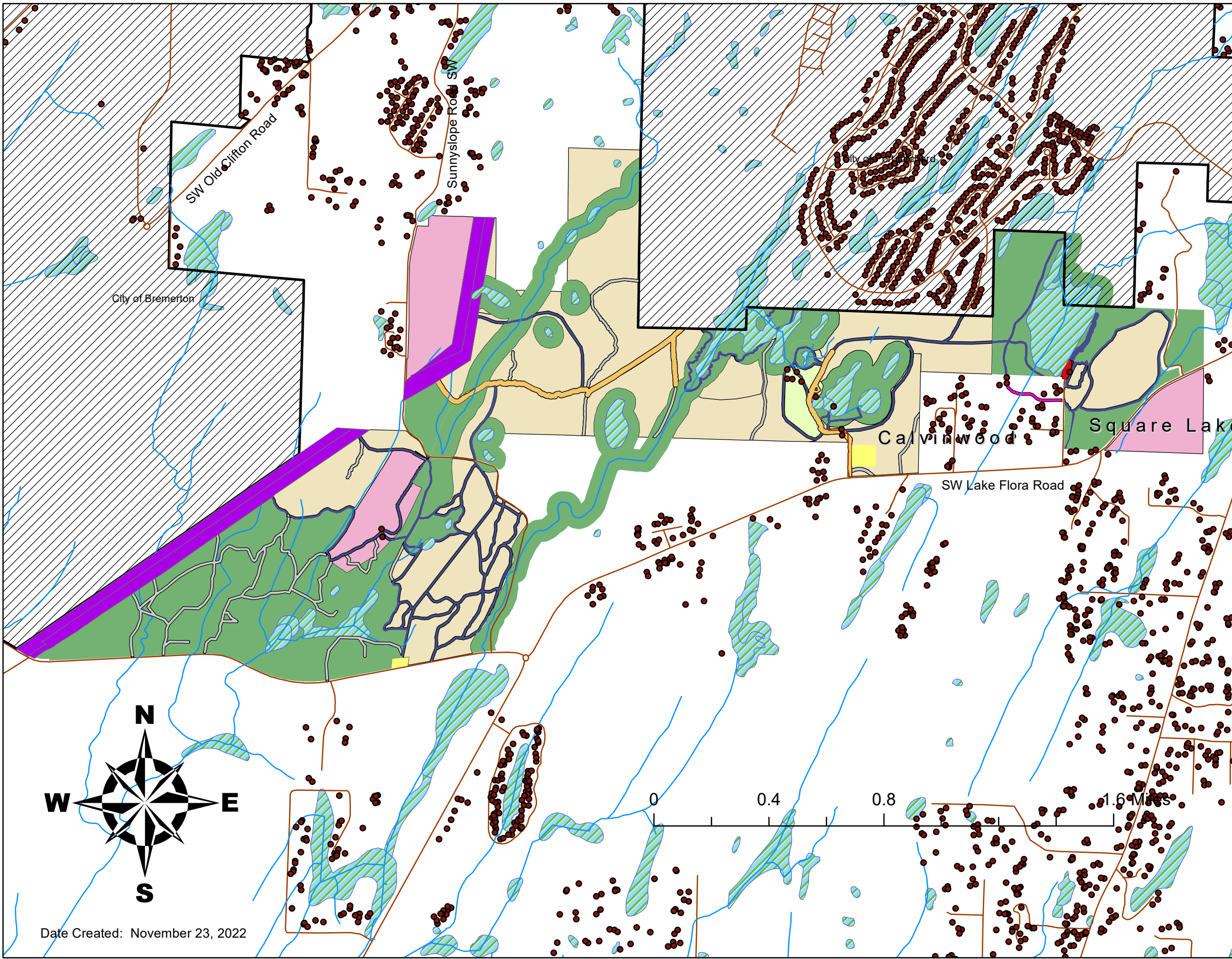
Date Created: November 23, 2022

Proposed Landscape Classifications, Coulter Creek Heritage Park:

<u>Natural Area (NA)</u>

<u>Conservation Area (C)</u>

<u>Passive Recreation (PR)</u>

<u>Active Recreation (AR)</u>

<u>Specialized Recreation (SP)</u>

<u>Conservation Education (CE)</u>

<u>Natural Area</u> (NA)
Stewardship Priorities:
Protect, restore, and enhance inherent natural, cultural, and historic attributes.
The key purposes for ecosystem reserves are to represent the biodiversity of an area, provide habitat for species, and provide sites for scientific research, long-term monitoring, and education.
Natural resources as well as cultural and historic sites are protected with best management practices.
Allowed Land Uses:
Uses allowed per the Kitsap County Zoning Use Table ("Public Facility" land use / "Park" zoning).
Allowed Facilities and Activities:
Low Impact, Type 1, 2 or 3 trails are allowed considering thoughtful alignments to minimize impacts to resources.
Management activities to promote health and longevity.
Ecosystem restoration activities.
Ongoing observation and monitoring health of forest.
Invasive species control and selective thinning and removal only to promote long term forest health.
Restrictions:
No development or buildings.
No active recreational uses.
No type 4 or 5 or paved trails.

No bicycles.
Stewardship Committee recommends limiting access and requiring a permit- this restriction is not allowed per acquisition agreements.
Disturbance of sensitive cultural resources.

Conservation Area (HP)

Stewardship Priorities:
Manage resources to protect key resource elements including natural, historic, and cultural features.

Allowed Land Uses:
Uses allowed per the Kitsap County Zoning Use Table ("Public Facility" land use / "Park" zoning).

Allowed Facilities and Activities:
Minimal, limited, and resource-compatible public access via type 1, 2, 3, 4, and 5 trails.
Access for education, restoration, and resource management purposes. Invasive species management and control.
Educational and interpretive activities which have minimal resource intrusion and impact.
Limited recreational harvest activities and those which sustain and complement resource health and diversity, ex. shellfish, berries, bark, and brush picking.
Research, monitoring, and study activities allowable.
Prescriptive habitat restoration.
Education and Interpretive activities that have minimal resource impacts.
Limited recreational /traditional harvest activities that sustain and complement resource health and diversity (shellfish, berries and brush picking.
Protect sensitive lands or cultural resources.

Restrictions:
No organized large group activities allowed without special review.
No buildings allowed without special review.
Disturbance of sensitive cultural resources

Passive Recreation (PR)

Stewardship Priorities:
Manage landscape for recreational safety; limit impact of uses.
Provide passive recreation opportunities including trails, interpretive and directional signage, viewpoints, and resting areas.
Moderate resource disturbance is acceptable with dispersed and moderate recreational use and activities.
Continue to monitor use and carrying-capacity for trail access and use.

Allowed Land Uses:

Uses allowed per the Kitsap County Zoning Use Table ("Public Facility" land use / "Park" zoning).

Allowed Facilities and Activities:

On leash dog walking.

Equestrian trails with conditions.

Responsible traditional/recreational harvesting of vegetation, bark. Brush. Berries and shellfish.

Minimal, limited, and resource-compatible public access via type 1, 2, 3, 4, and 5 trails.

Viewpoints.

Public amenities; ex. restrooms, interpretive and educational activities.

Water trail launch and day-use sites are appropriate.

Forest restoration activities including some conditional commercial harvest for stand maintenance.

Manage hazard trees.

Restrictions:

No large recreational events.

Active Recreation (AR)

Stewardship Priorities:

Nature based recreation with high level of recreation activities and facilities.

Modification of landscape is allowable with the protection of sensitive and critical resource areas.

Design and operation of active recreation facilities protect sensitive natural areas and waterways.

Allowed Land Uses:

Uses allowed per the Kitsap County Zoning Use Table ("Public Facility" land use / "Park" zoning).

Allowed Facilities and Activities:

Nature-based recreation activities and facilities.

Events are allowable with permit and scheduling; impacts of large event impacts need to be mitigated.

Provide for visitor comfort amenities.

High-capacity designed trails and all Classes of trails.

Access roads and parking.

Designated areas and equestrians may have dog walking where voice control is permitted.

Provide for visitor comfort amenities.

High-capacity designed trails, parking.

Dog walking on leash in designated areas.

Dogs with equestrian use is allowable with voice control.

Forest restoration activities.

Restrictions:

Recreation facilities or activities that require excessive clearing and disturbance of large areas of forest.

Urban amenities that are not nature-based and are more suitable to be located near city centers- examples are ball fields and skate parks.

<u>Specialized Recreation</u> (SP)

Stewardship Priorities:

Developed for one or several unique recreational uses which require special care and are made available for public use in a controlled manner.

Moderate to high levels of recreation intensity and development dependent on recreational experience and activity demands.

Site impacts and modification are acceptable with appropriate environmental reviews and mitigations.

Landscape and amenities in keeping with "park-like" and experience.

Allowed Land Uses:

Uses allowed per the Kitsap County Zoning Use Table ("Public Facility" land use / "Park" zoning).

Allowed Facilities and Activities:

Specialized recreational experiences with specialized and high activity demands possibly including:

Tree Adventure Park

Mountain Bike Ride Park

Event staging area

Non-motorized organized events including runs, walks, bike rallies, water trail events

Low-impact camping

Water trail activities

Facilities for access and visitor comfort

All Classes of trails

Restrictions:

Recreation facilities or activities that require clearing and disturbance of large areas of forest.

Urban amenities that are not nature based and are more suitable to be located near city centers- examples are ball fields and skate parks.

Conservation Education (CE)

Stewardship Priorities:

An area developed to support conservation education and research programs aimed at sustaining a diverse healthy community forest.

The facilities will be built incrementally in partnership with education institutions, local Indigenous Tribes, and conservation-oriented non-profits.

Construct as demonstration of green, low impact, sustainable building practices (energy, water, waste management) to quality exceeding current County building standards.

Research activities will focus on PGFHP.

Allowed Land Uses:

Uses allowed per the Kitsap County Zoning Use Table ("Public Facility" land use / "Park" zoning). The construction of education and research facility and nursery may require a Comprehensive Plan Amendment (CPA).

Allowed Facilities and Activities:

Conservation/education facilities with specialized demands possibly including:

Education and research facilities

Overnight accommodations including low-impact camping, glamping, small dormitory

Demonstration planting with scientific monitoring

Native plant nursery

Parking

All Classes of trails

Restrictions:

Recreation facilities or activities that require clearing and disturbance of large areas of forest.

USFS Definitions: (36 CFR 212.1)

> **Trail:** *A route 50 inches or less in width or a route over 50 inches wide that is identified and managed as a trail.*
>
> **Forest trail:** *A trail wholly or partly within or adjacent to and serving the National Forest System that the Forest Service determines is necessary for the protection, administration, and utilization of the National Forest System and the use and development of its resources.*
>
> **National Forest System trail:** *A forest trail other than a trail which has been authorized by a legally documented right-of-way held by a State, county, or other local public road authority.*

USFS / NPS / BLM / FWS Interagency Definition:

Defined by the Interagency Trail Data Standards Team in July 2002, the interagency definition is based on and encompasses individual agency definitions of a trail, and includes "standard" trails, National Scenic Trails and National Historic Trails:

> **Trail:** *A linear route managed for human-powered, stock, or OHV forms of transportation or for historic or heritage values.*
>
> Clarifier: "Trails provide public access for opportunities of outdoor recreation as well as access to many significant prehistoric and historic sites.
>
> Some portions of historic trails are accessible today, and provide recreational and other benefits, while others, more 'virtual' in nature, provide a cultural and/or historic experience, but are not physically capable of being traversed or accessed. Historic trails can consist of a path, a route, a corridor, a road, a river/stream, etc."

Trail Class Matrix (FSH 2353, Section 14.2, Exhibit 01)

Trail Classes are general categories reflecting trail development scale, arranged along a continuum. The Trail Class identified for a National Forest System (NFS) trail prescribes its development scale, representing its intended design and management standards.[1] Local deviations from any Trail Class descriptor may be established based on trail-specific conditions, topography, or other factors, provided that the deviations do not undermine the general intent of the applicable Trail Class.

Identify the appropriate Trail Class for each National Forest System trail or trail segment based on the management intent in the applicable land management plan, travel management direction, trail-specific decisions, and other related direction. Apply the Trail Class that most closely matches the management intent for the trail or trail segment, which may or may not reflect the current condition of the trail.

Trail Attributes	Trail Class 1 Minimally Developed	Trail Class 2 Moderately Developed	Trail Class 3 Developed	Trail Class 4 Highly Developed	Trail Class 5 Fully Developed
Tread & Traffic Flow	• Tread intermittent and often indistinct • May require route finding • Single lane with no allowances constructed for passing • Predominantly native materials	• Tread continuous and discernible, but narrow and rough • Single lane with minor allowances constructed for passing • Typically native materials	• Tread continuous and obvious • Single lane, with allowances constructed for passing where required by traffic volumes in areas with no reasonable passing opportunities available • Native or imported materials	• Tread wide and relatively smooth with few irregularities • Single lane, with allowances constructed for passing where required by traffic volumes in areas with no reasonable passing opportunities available • Double lane where traffic volumes are high and passing is frequent • Native or imported materials • May be hardened	• Tread wide, firm, stable, and generally uniform • Single lane, with frequent turnouts where traffic volumes are low to moderate • Double lane where traffic volumes are moderate to high • Commonly hardened with asphalt or other imported material
Obstacles	• Obstacles common, naturally occurring, often substantial and intended to provide increased challenge • Narrow passages; brush, steep grades, rocks and logs present	• Obstacles may be common, substantial, and intended to provide increased challenge • Blockages cleared to define route and protect resources • Vegetation may encroach into trailway	• Obstacles may be common, but not substantial or intended to provide challenge • Vegetation cleared outside of trailway	• Obstacles infrequent and insubstantial • Vegetation cleared outside of trailway	• Obstacles not present • Grades typically < 8%

Trail Attributes	Trail Class 1 Minimally Developed	Trail Class 2 Moderately Developed	Trail Class 3 Developed	Trail Class 4 Highly Developed	Trail Class 5 Fully Developed
Constructed Features & Trail Elements	• Structures minimal to non-existent • Drainage typically accomplished without structures • Natural fords • Typically no bridges	• Structures of limited size, scale, and quantity; typically constructed of native materials • Structures adequate to protect trail infrastructure and resources • Natural fords • Bridges as needed for resource protection and appropriate access	• Structures may be common and substantial; constructed of imported or native materials • Natural or constructed fords • Bridges as needed for resource protection and appropriate access	• Structures frequent and substantial; typically constructed of imported materials • Constructed or natural fords • Bridges as needed for resource protection and user convenience • Trailside amenities may be present	• Structures frequent or continuous; typically constructed of imported materials • May include bridges, boardwalks, curbs, handrails, trailside amenities, and similar features
Signs[2]	• Route identification signing limited to junctions • Route markers present when trail location is not evident • Regulatory and resource protection signing infrequent • Destination signing, unless required, generally not present • Information and interpretive signing generally not present	• Route identification signing limited to junctions • Route markers present when trail location is not evident • Regulatory and resource protection signing infrequent • Destination signing typically infrequent outside of wilderness; generally not present in wilderness • Information and interpretive signing not common	• Route identification signing at junctions and as needed for user reassurance • Route markers as needed for user reassurance • Regulatory and resource protection signing may be common • Destination signing likely outside of wilderness; generally not present in wilderness • Information and interpretive signs may be present outside of wilderness	• Route identification signing at junctions and as needed for user reassurance • Route markers as needed for user reassurance • Regulatory and resource protection signing common • Destination signing common outside of wilderness; generally not present in wilderness • Information and interpretive signs may be common outside of wilderness • Accessibility information likely displayed at trailhead	• Route identification signing at junctions and for user reassurance • Route markers as needed for user reassurance • Regulatory and resource protection signing common • Destination signing common • Information and interpretive signs common • Accessibility information likely displayed at trailhead
Typical Recreation Environs & Experience[3]	• Natural, unmodified • ROS: Typically Primitive to Roaded Natural • WROS: Typically Primitive to Semi-Primitive	• Natural, essentially unmodified • ROS: Typically Primitive to Roaded Natural • WROS: Typically Primitive to Semi-Primitive	• Natural, primarily unmodified • ROS: Typically Primitive to Roaded Natural • WROS: Typically Semi-Primitive to Transition	• May be modified • ROS: Typically Semi-Primitive to Rural • WROS: Typically Portal or Transition	• May be highly modified • Commonly associated with visitor centers or high-use recreation sites • ROS: Typically Roaded Natural to Urban • Generally not present in wilderness

[1] For National Quality Standards for Trails, Potential Appropriateness of Trail Classes for Managed Uses, Design Parameters, and other related guidance, refer to FSM 2353, FSH 2309.18, and other applicable agency references.

[2] For standards and guidelines for the use of signs and posters along trails, refer to the Sign and Poster Guidelines for the Forest Service (EM-7100-15).

[3] The Trail Class Matrix shows the combinations of Trail Class and Recreation Opportunity Spectrum (ROS) or Wilderness Recreation Opportunity Spectrum (WROS) settings that commonly occur, although trails in all Trail Classes may and do occur in all settings. For guidance on the application of the ROS and WROS, refer to FSM 2310 and 2353 and FSH 2309.18.

USFS Trail Class Photo Examples

The following photos provide visual examples of typical Trail Class scenarios. Remember that Trail Classes are general categories reflecting development scale, arranged along a continuum, with no hard and fast lines drawn between the classes. Use the photos as visual aids to assist in consistent application of trail classification.

Trail Class 1

Trail Class 1: Tread—The tread is intermittent and indistinct.
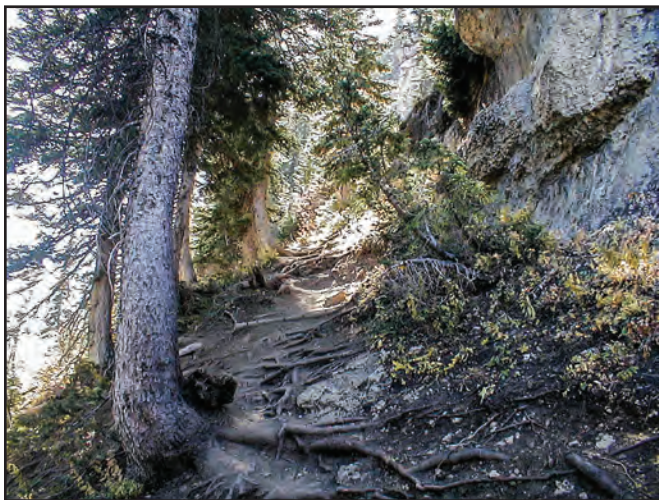
Trail Class 1: Obstacles—Obstacles are common, naturally occurring, and often substantial.

Trail Class 1: Constructed Features—Constructed features are minimal to nonexistent.

Trail Class 1: Signs—Route identification signing is limited to junctions. Route markers are present when the trail location is not evident.

Trail Class 1: Typical Recreation Environment/Experience—The typical recreation environment/experience is natural and unmodified.

Trail Class 2

Trail Class 2: Tread—The tread is continuous and discernible, but narrow and rough.

Trail Class 2: Obstacles—Obstacles may be common and substantial. Blockages are cleared to define the route and protect resources. Vegetation may encroach into the trailway.

Trail Class 2: Constructed Features—Constructed features are of limited size, scale, and quantity.
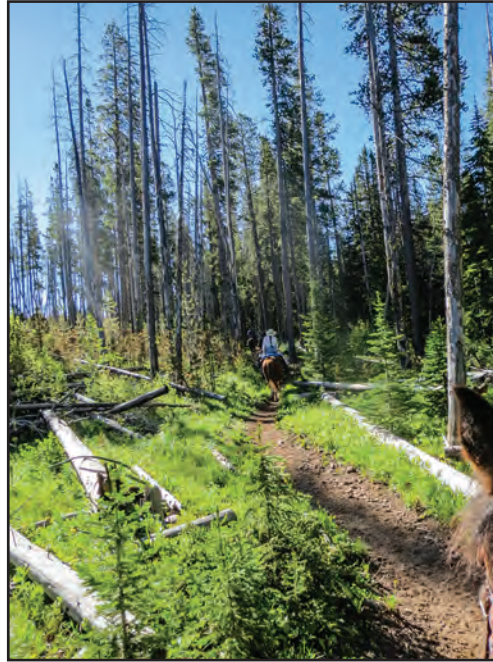
Trail Class 2: Signs—Route identification signing is limited to junctions. Route markers are present when the trail location is not evident.

Trail Class 2: Typical Recreation Environment/Experience—The typical recreation environment/experience is natural and essentially unmodified.

Trail Class 3

Trail Class 3: Tread—The tread is continuous and obvious.

Trail Class 3: Obstacles—Obstacles may be common. Vegetation is cleared outside of the trailway.

Trail Class 3: Constructed Features—Constructed features such as walls, steps drainage, and raised trail, may be common and substantial.

Trail Class 3: Signs—Route identification signing is present at junctions and as needed for user reassurance. Destination signing is likely outside of wilderness areas.

Trail Class 3: Typical Recreation Environment/Experience—The recreation environment/experience is natural and primarily unmodified.

Trail Class 4

Trail Class 4: Tread—The tread is wide and relatively smooth, with few irregularities.

Trail Class 4: Obstacles—Obstacles are infrequent and insubstantial. Vegetation is cleared outside of the trailway.
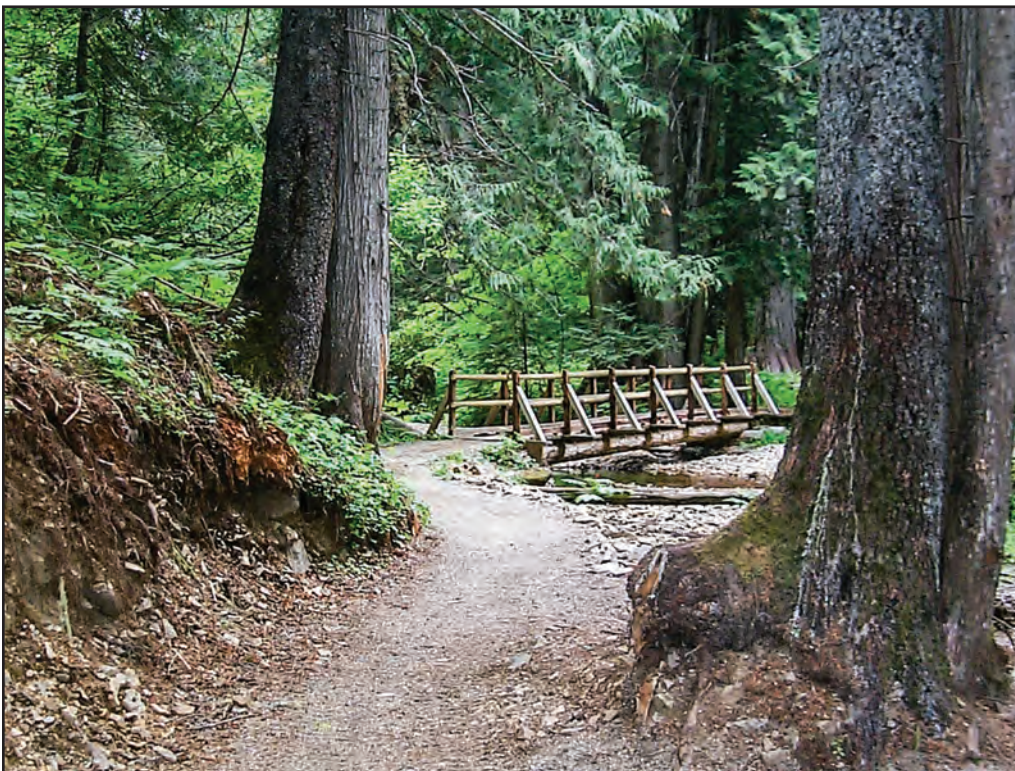
Trail Class 4: Constructed Features—Constructed features are frequent and substantial. Trailside amenities may be present.

Trail Class 4: Signs—A wide variety of signing is likely present. Informational signs are likely and interpretive signs are possible.

Trail Class 4: Typical Recreation Environment/Experience—The recreation environment/experience may be modified.

Trail Class 5

Trail Class 5: Tread—The tread is wide, firm, stable, and generally uniform. Trails are commonly hardened with asphalt or other imported material.

Trail Class 5: Obstacles—Obstacles are not present. Grades are typically less than 8 percent.

Trail Class 5: Constructed Features—Constructed features are frequent or continuous. Structures may include bridges, boardwalks, curbs, handrails, trailside amenities, and similar features.

Trail Class 5: Signs—A wide variety of signing is present. Informational and interpretive signs are common.

Trail Class 5: Typical Recreation Environment/Experience—The recreation environment/experience may be highly modified.