## Port of Port Townsend Boatyard Expansion Draft Options

Option	No Action	Improvement With No Wetland Fill	Improvement With Small Wetland Relocation	Major Expansion
#	1	2	3	4
DESCRIPTION	No expansion and development. Existing wetlands to remain.	Limited expansion of boatyard, new grading, surfacing, stormwater, and utilities. Two wetlands to remain, maintain 75' buffer around portion of wetlands, use buffer averaging and enhancement to encroach within 25' of a portion of the wetlands.	Moderate expansion of boatyard, new grading, surfacing, stormwater, and utilities. Relocate small wetland adjacent to larger wetland and enhance the 75' buffer	Largest expansion of boatyard, new grading, surfacing, stormwater, utilities, and building(s). Relocate both wetlands to southwest corner, enhance existing wetland
PROS/BENEFITS	<ul><li>Lowest Costs</li><li>Minimal Risks and unknowns</li></ul>	<ul> <li>Increased boatyard area and economic opportunity</li> <li>No work in existing wetlands and coastal estuary area</li> <li>Project could be permitted in a timely manner.</li> <li>Cost of the improvements with reach of</li> <li>Preserves wetland</li> </ul>	<ul> <li>Increased boatyard area and economic opportunity</li> <li>No work in coastal estuary area</li> </ul>	<ul> <li>Largest increase in boatyard area</li> <li>Increased economic opportunity</li> </ul>
CONS/RISKS	<ul> <li>Lowest         Development         Opportunity</li> <li>Potential larger         wetland buffers in         future limiting         future         development</li> </ul>	Limited new boatyard area	<ul> <li>Wetland mitigation is not successful</li> <li>Higher risk of finding contamination</li> </ul>	<ul> <li>Risk of wetland creation and mitigation not succeeding</li> <li>Risk of unknowns</li> </ul>
COSTS	Capital - None Opportunity - None	Capital - \$\$\$ Opportunity - \$\$	Capital - \$\$\$\$ Opportunity - \$\$\$	Capital - \$\$\$\$\$ Opportunity - \$\$\$\$
ASSUMPTIONS	Opportunity - None	Sims Way Drainage is relocated	Sims Way Drainage is relocated	Sims Way Drainage is relocated







