

**Minutes from 30 JAN 2017**  
**Presented 27 FEB 2017**  
**Shore Drive Community Coalition General Meeting**  
Submitted by David Williams

Meeting Location: Ocean Park Volunteer Rescue Squad Meeting Hall  
Meeting Start: Called to order at 7:30 by Todd Solomon. 36 attendees

Officer's Reports:

Treasurer's Report- Kathy Pawlak

Balance as of 19 DEC 2016	\$7,263.45
Special Projects Account	\$1,499.55
Total memberships 2016	21

Secretary's report – David Williams

The minutes from 19 DEC 2016 were approved as written with no corrections.

President Todd Solomon opened tonight's meeting by introducing Mr. Michael S. Bumbaco III, P.E., Storm Water Project Manager for the Public Works Department, Virginia Beach, and Mr. Michael W. Mundy, P.E., Water Resources Program Manager, for the Public Works Department, Virginia Beach.

Mr. Bumbaco started the briefing with a discussion of the eastern portion of Shore Drive (east of the bridge) storm water control program. At 5.4 feet, the level of water in the Lynnhaven inlet starts to get trapped in our area. Presently, the storm water pumps system do not have the capacity to handle this much water. Water starts to get trapped in the low areas along Shore Drive and the neighborhoods. The system was designed for a "ten year" flood level, a flood event occurring only once every ten years, or having a 10% chance of occurring each year. Spring and Fall high tide events start to impact some residences. The current system has flood gates that will start to close at 1.5 feet over Mean Low Water (MLLW).

When tidal water goes over 4.5 feet (above MLLW), flood waters will enter Cape Story By the Sea and Lynnhaven Colony by the storm water drains. When tidal water reaches above 5.4 feet, it will enter Cape Henry Shores neighborhood. To prevent tidal water from entering these areas, three storm gates will be constructed. (at W. Great Neck Road, back of Food Lion at N. Great Neck Rd, and at First Landing Ln.

The Shore Drive roadbed level is designed to be above the 10 year storm level a bit. The Cape Henry ditch which runs alongside the paved trail will be widened and cleared. Mike Mundy commented that City Council has already approved design funding for areas 1A, 1B, and II. Two pump stations may be needed on the western portion of Shore Drive at the Lesner Bridge. Water would be pumped out at the city marina area. West Great Neck Rd. might be raised to a 7.0-7.2 foot elevation by Lynnhaven Colony. It will be 30-36 months before these pump stations can be built.

Emergency backup power will be provided for the new pump stations. When Mathew (Tropical Storm) hit last year, the area experienced multiple power surges impacting the First Landing Ln. pumping station which resulted in some of the lower streets and neighborhood areas flooding.

Both Mr. Mundy and Mr. Bumbaco stated that no improvements have been planned for Chesapeake Beach community. The flooding issues in the Chick's Beach

area is complicated because of double jurisdiction; the Federal property at Joint Expeditionary Base Little Creek (JEB-LC) and the city. JEB-LC has difficulty maintaining clear storm gates (due to security measures within gate structures) and the drainage ditches which are inadequate. These issues have been discussed and will require a new storm water approach. It was noted that Chubb Lake has filled with sediment and is unable to handle much water.

The Sea Level Rise 7.0 feet CIP (Capital Improvement Project) study has been approved. Hurricane Norida at 6.9 feet was the highest elevation of the Lynnhaven on record. It was suggested that a 40 foot storm wall with gates be built in stages near the entrance to the Lynnhaven Inlet. Other flood mitigation measures were also discussed such as raising the elevation of new construction from the present 2 feet above BFE (100 year flood levels) to 3 feet or more (as has been done by the city of Norfolk).

The vulnerability of our city's structures and road networks to flooding, the best methods to prevent or lessen storm damage needs further study, and a cost-benefit analysis of various proposals needs further study. As this city experienced with (the remnants of) hurricane Mathew and the accompanying unprecedented 13 inches of rain that fell in the area, storm mitigation measures can only protect so much.

If there is an issue or problem with city storm water structures, flooded streets, or other public utilities (street lights, signs, etc.), call 385-1470, the Public Works Trouble desk. The desk will give you a trouble call number so that you may track its status. Also, the city has been using an app "VBWorks" to place trouble calls to Public Works. The app is available on the SDCC website (<http://sdcc.info>, see left column Link List) and is free to download on a smart phone. President Solomon said that the app works well.

The floor asked about the Cape Henry ditch cleanout cycle. Mr. Mundy stated that the ditch is on an 8 year cleanout cycle, but remember that Mathew's 13 inches of rain was an unprecedented event.

VP Wally Damon then briefed all on the recent BAC meeting.

- There will be an art show at First Landing State Park April 8<sup>th</sup> 10 AM until 4 PM.
- New brewery coming. That makes 4 breweries now on Shore Drive.

President Solomon briefed the gathering on Friends of Live Oaks (FOLO) efforts to preserve the city's stand of live oaks by making the land a preservation area.

- The city will be pressed to implement the Community Rating System (CRS) initiative. The CRS is part of FEMA's Flood Insurance and flood mitigation efforts. (ed note. When the city decides to participate in the CRS program, National Flood Insurance subscribers premiums could be reduced from 5-45% depending on the city's level of participation in the CRS program and where the property is located). City contacts have indicated that it will take 18 months to 2 years more before the city is able to join the CRS program.

There being no further business, the meeting was adjourned at 8:55 PM.

The next SDCC meeting will be at 7:30 PM 27 FEB 2017.

David Williams

SDCC Secretary

