



Safe, Clean Water
and Natural Flood Protection

Permanente Creek Flood Protection Project
**Rancho San Antonio County
Park detention basin**

This project is funded by the voter-approved Safe, Clean Water and Natural Flood Protection Program.

Your neighborhood flood protection project

After years of planning and design, the Santa Clara Valley Water District is preparing to construct flood protection improvements along Permanente Creek. Once completed, the Permanente Creek Flood Protection Project will provide natural flood protection for at least 2,200 properties in Mountain View and Los Altos, create recreational opportunities and enhance the environment.

The Permanente Creek Flood Protection Project includes four elements:

- A** Floodwalls and levees north of U.S. Highway 101
- B** Flood detention area at City of Mountain View's McKelvey Park
- C** Channel widening and deepening of existing channels along Permanente and Hale creeks
- D** Flood detention areas at County of Santa Clara's Rancho San Antonio Park

The Rancho San Antonio County Park detention basin is the first project element to begin construction. Construction is expected to begin in December 2016 and last for approximately two years.

See inside for construction information »



Permanente Creek Flood Protection Project
**Construction begins on Rancho San Antonio
County Park detention basin**

You're invited

Join us at a public meeting to hear more about the Rancho San Antonio County Park flood detention basin project and what to expect during construction.

Thursday, November 10 from 7-9 p.m.

Quinlan Community Center, Social Room
10185 North Stelling Road
Cupertino, CA 95014

Monday, November 14 from 7-9 p.m.

Hillview Community Center, Multi-Purpose Room
97 Hillview Avenue
Los Altos, CA 94022



For more information:
valleywater.org/services/
PermanenteCreek.aspx
(408) 755-0333

Construction begins on Rancho San Antonio County Park detention basin

The Rancho San Antonio County Park detention basin is expected to begin construction in December 2016 and last for approximately two years.

The Santa Clara Valley Water District, Santa Clara County Parks and MidPeninsula Regional Open Space District are working together to minimize construction impacts as much as practical and in accordance with local ordinances. We appreciate your understanding and cooperation as we embark on this important flood protection project.

What is a flood detention area?

Flood protection methods can include berms around buildings, widening channels, raising floodwalls, elevating structures and roadways, and/or constructing a bypass channel. In areas where development limits widening the creek or raising floodwalls, flood storage basins are used to temporarily divert and store floodwaters until a major storm passes.

The Rancho San Antonio detention areas will be approximately 12 acres in size and 15 feet deep with mild side slopes, contoured to the surrounding area and replaced with native trees and grass. Flood flows would inundate the site very rarely and quickly drain away. A 25-year flood, which has a 4 percent chance of occurring in any given year, would result in about one foot of water in the detention area that would drain away in hours. A 100-year storm, which has a 1 percent chance of occurring in any given year, would fill the area and drain in one to four days.

Get project updates

1. Visit www.valleywater.org/services/PermanenteCreek
2. Request project information using Access Valley Water <http://www.valleywater.org/avwapp/>
3. Sign up to receive project updates via email using the QR code or the link on the project website.



Features

- A 15-foot deep depression to collect peak storm flows from Permanente Creek
- Planting of native trees
- Removal of non-native trees that compete with native species
- Replacement of existing maintenance bridge
- New restroom facilities
- New, enlarged paved parking area with designated equestrian spaces

Benefits

- Enhances many acres of wildlife habitat
- Provides flood protection for thousands of homes and businesses in Mountain View and Los Altos, saving residents thousands of dollars on flood insurance each year
- Reduces construction impacts to downstream residential and businesses areas
- Reduces flow rates, allowing for potential riparian restoration downstream



BEFORE PROJECT: Existing view of Rancho San Antonio basin



AFTER PROJECT: Visual rendering of San Antonio basin

What to expect during construction

- Regular construction work hours are 8 a.m. to 5 p.m. Work is scheduled Monday through Friday, excluding legal holidays.
- Safety of the community and our employees is our priority. Barricades, railings, lights, fences and other warning devices will be used for public safety and convenience.
- A large amount of dirt will be removed from the site. The contractor will construct a 15-foot wide road behind the Gate of Heaven Cemetery for the haul trucks. The trucks will drive on the Hammond-Snyder trail to Stevens Creek Boulevard, to Foothill Boulevard, then onto I-280 (to avoid Cristo Rey Drive).

New restrooms

Main flood detention basin
A 15-foot deep depression to collect peak storm flows from Permanente Creek

Construction fence
A visual screening fence will be installed around the construction areas.

New native trees
Planting hundreds of native trees and removal of non-native trees that compete with native species along the creek.

New parking area
The South Meadow parking lot will be open throughout construction. The new, expanded parking lot and restroom will be built first, slightly north of the existing parking lot. Upon completion of the new facilities, the existing parking lot will be closed.

Trail closures
Various parts of the South Meadow and Hammond-Snyder Loop Trails will be closed during construction. Trail accessibility signage will be installed at least two weeks in advance of any closures.

Bridge replacement
Replacement of existing maintenance bridge.

New maintenance road

Flood detention basin

Permanente Creek

Hammond-Snyder Loop Trail

Gate of Heaven Cemetery

Cristo Rey Drive