

# **Swiftwater Park Streambank Protection**



Condition of Improvements  
31 December 2022  
**Swiftwater Park Streambank Protection, Alaska**  
(CWIS No. 092906, 180355)

**Authorization** Aquatic Ecosystem Restoration, Section 206 of the Water Resources Development Act of 1996, Public Law 104-303, authorized construction of stream bank erosion control measures necessary to restore and protect juvenile fish habitat at Swiftwater Park.

**Table 1**

<b>Existing Project</b>	<b>Length ft.</b>
Coir Log Revetment	200
Spruce Tree Revetment	360
Walkway Expansion	446

**Project Usage:** Swiftwater Park is located on the Kenai River at Soldotna, Alaska. The area is heavily used during the summer months, primarily for fishing. The heavy use of the area damaged the banks and the associated juvenile Chinook salmon rearing habitat. The project is designed to provide bank control and rehabilitation from waves and sport fishing along about 560 feet of the Kenai River that runs by Swiftwater Park. The project includes an elevated walkway with platforms and stairways down to the river, spruce trees laid out across the edge of the bank to protect from trampling, root wads placed along the bank to encourage healthy juvenile fish habitat, and coir logs to protect the bank from wave erosion and to stabilize the ground around the elevated platforms.

**Progress of Work**

1998	The Swiftwater project is approved for construction.
2000	The Project Cooperation Agreement is approved, a commitment of construction funds in the amount of \$193,000 is requested February 11th.
2001	Yenney & Associates Construction Inc., the primary contractor, along with Moores Landscaping, a subcontractor, begin construction January 2nd. Construction concludes with final inspections taking place September 18th.

**Table 2 Cost to Date**

<b>Project</b>	<b>Description</b>	<b>Cost \$</b>
160130	CG Appropriation	450,300
	CG Costs	450,300

# Swiftwater Park, Soldotna Alaska



Stairs and walkway, October 2011



Walkway along Kenai River, January 2011