

Lake Francis Report 3/15/2015

This is the first time I've visited Lake Francis in Late Winter. I made a visual inspection of all but the northern most cove from 12:20 to 2:50pm on a clear sunny day. Water clarity was excellent with visibility to a depth of a little more than 6 feet in most areas of the lake. This is important because light penetration means photosynthesis and oxygen production at these depths. Oxygen levels were high throughout the lake to a depth of 10', where it fell off quickly. Salinity readings ranged from 1.6 ppt at the surface at the head of the deep cove to 3.5 ppt at 14' in the same cove. I did not see an increase in construction related turbidity at the head of either of the coves I visited. The yellow booms at the head of the coves seem to be functioning to hold any surface debris from entering the lake. I saw no sign of submerged aquatic plant growth, but did not see some small patches of bank growing stems that may be alligator weed, primrose, or water pennywort. However, the patches were impaired and did not look problematic.

There was nothing at this time that raised concern about negative effects of the road construction project. *However, this should be considered a baseline inspection, which can be used as a basis for evaluation as the project continues.*

Road related trash/litter that washes into the upper arms of the lake can be observed right now. This can only get worse as traffic on the road continues to increase. This litter can serve as a surrogate for the potential of less visible pollution entering the system.

Seawalls along the condominium area of the major cove are deteriorating and many will need rehabilitation in the coming years. I suggest that the HOA promulgate/suggest guidelines on the best practices (least impactful) for re-establishing or stabilizing banks. To minimize conflict, I suggest getting ahead of this issue with suggested approaches rather than mandating specific rules, which require policing and enforcement. Most folks don't have a clue and only need to be pointed in the right direction.