



State of California – The Resources Agency
DEPARTMENT OF PARKS AND RECREATION

NOTICE OF EXEMPTION

TO: Office of Planning and Research
1400 Tenth Street
Sacramento, CA 95814

FROM: Department of Parks and Recreation
Marin District
845 Casa Grande Road
Petaluma, CA 94954001

PROJECT TITLE: Vegetation Removal

LOCATION: Angel Island State Park

COUNTY: Marin

DESCRIPTION OF THE NATURE AND PURPOSE OF PROJECT: Remove hazardous fuel vegetation at Camp Reynolds and Ayala Cove on Angel Island State Park to reduce the threat of wildland fire, protect the historic structures, and maintain visitor/residents safety. Work will thin vegetation in approximately 16 acres by removing densely spaced shrub and immature Eucalyptus trees (less than 10" dbh);,remove fallen and dead tree and plant debris from around the historic structures and public areas, all smaller materials will be prepared for pile burning on site. Upon cutting, the exposed stump cambium layer will immediately be treated via hand application with glyphosate or stump will be cut or ground to below grade to prevent re-growth. No ground disturbing activity is needed. Vegetation removal is guided by the *GUIDELINES FOR THE PROTECTION OF STRUCTURES FROM WILDLAND FIRES*, Department of Parks and Recreation.

PUBLIC AGENCY APPROVING THE PROJECT: California Department of Parks and Recreation

NAME OF DIVISION OR DISTRICT CARRYING OUT THE PROJECT: Marin District

EXEMPT STATUS:

Categorical Exemption *Class:* 4 *Section:* 15304

REASONS WHY PROJECT IS EXEMPT: Project consists of minor alteration in the condition of land and vegetation which does not involve the removal of healthy, mature, scenic trees except for forestry purposes and is included as "resource management projects" in the Department of Parks and Recreation's list of exempt activities in accordance with CCR § 15300.4

CONTACT: Roy McNamee
Marin District

PHONE NO.: (707) 769-5665 x 226
EMAIL: RMCNA@PARKS.CA.GOV

Signature on original document

Danita Rodriguez, Superintendent
Marin District

DATE