

Homer Harbor / Spit Interpretive Trail

Draft Theme:

Homer's Harbor isn't simply a tourist destination; it's a dynamic place with extreme tides, hosting a fleet of commercial and charter boats, birds and marine mammals, and links the end of the road to the marine highway and sea.

Draft Subthemes:

Tides: Floating docks ride the tides, so the angle of the ramp that takes you down to the harbor may be very different on your trip back up.

- Simple but large tide gauges at Ramp 5 and Ramp 1 or Steel Grid
- QR code linking to KBRR or Pratt video of tides in harbor?

History of the Harbor: This harbor has been shaped by humans and nature.

- Different Eras of dredging / role of Corps of Engineers
- Amount dredged /ongoing sediment transfer
- 1964 Earthquake
- Series of photos from different eras
- People that have been important to Homer's history in relation to the harbor.

Working Harbor: This working harbor shelters a diverse fleet from commercial fishing to charter boats.

- Identify different boat types/areas?
- Can we do an audio station with Hobo Jim by the crab boats? (What about a QR code linking your smart phone to a video or audio of him singing?)
- The barge ramp is unique.

End of the Road: The spit and harbor connect the end of the road to the marine highway, Kachemak Bay, and the sea beyond.

- Are we highlighting the Kachemak Water Trail? Alaska Marine Highway? Our dependence and connection to the sea for livelihood and recreation?
- Do we want to tell folks how far it is to Seldovia/Kodiak/Dutch/etc?

Wildlife: Look at existing panels and decide to replace or augment? What species/time of year is most important to tell about?

- Seabirds
- Shorebirds
- Otters
- Seals

Spit Trail Interpretive Signing
Regular Meeting
December 13, 2013

Possible Sign Locations:

We have approximately \$32,000 – or possibly \$4-5,000 for 8 signs. We also need to consider how and where to handle regulatory and information signs. Put them all on posts at the ramps?

These locations were suggested for interpretive signs?

- End of Trail
- Harbormaster Office
- Load/Launch area
- Fishing Hole?
- Gateway (corner of Spit Road and Freight Dock Rd.)
- Grid
- Ramps
- End of Road
- Coal Point