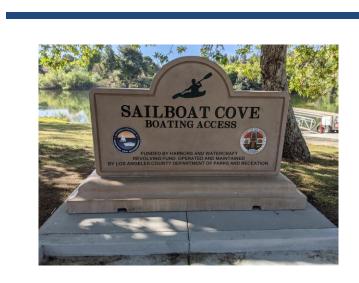


Project Summary:

The Division of Boating and Waterways (DBW) provided \$400,000 in grant funding for improvements to the Sailboat Cove Boat Launching Facility (BLF) project on Bonelli Sailboat Cove in Los Angeles County. DBW provided funding to complete the planning and construction of two new cable-guided low freeboard floats, gangways, provide ADA accessibility to the BLF components, and a new project credit sign. The County of Los Angeles provided minimal funding for administrative and construction costs. The improvements will provide boaters with easier boating access to the Sailboat Cove for many years.



Sailboat Cove project credit sign and ADA approach



Boarding floats with boat ramp in background

Project Details:

Project

- Sailboat Cove BLF (971)
- Agreement #12-101-311

Receiving Agency

 Los Angeles County, Department of Parks & Recreation

Project Location

- 1000 S. Fremont Ave. Unit #40, Alhambra, CA 91803
- County of Los Angeles

Funding Source

 FY 2019/20, Harbors and Watercraft Revolving Fund

Grant Award

• \$400,000

Total Project Cost

• \$417,583.51

Grant Reimbursement

\$366,380

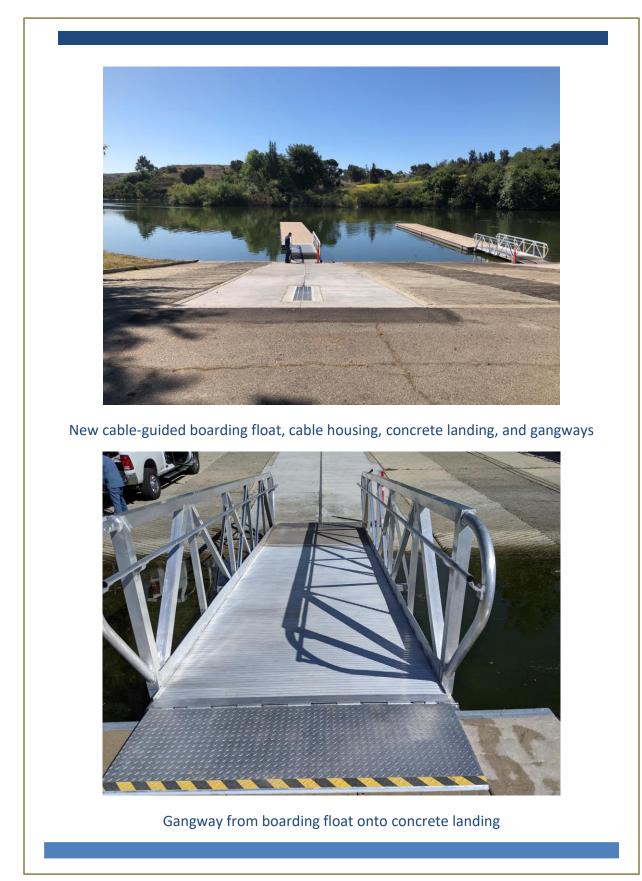
- Legislative Districts
- Senate District 22
- Assembly District 49

Project Completion Date

January 25, 2021

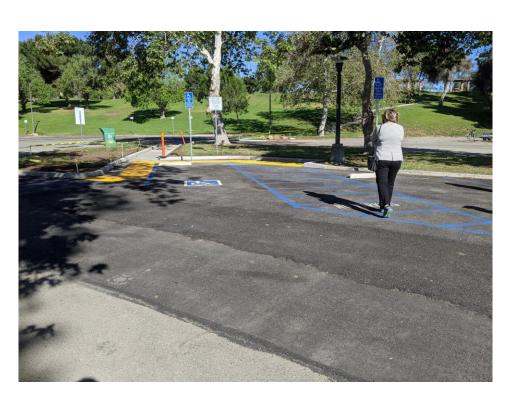
Funding from the Harbors and Watercraft Revolving Fund comes from revenue generated by vessel registration fees, repayments of DBW loans provided to public and private harbors, and vessel fuel tax.

PROJECT COMPLETION SUMMARY CONTINUED



Funding from the Harbors and Watercraft Revolving Fund comes from revenue generated by vessel registration fees, repayments of DBW loans provided to public and private harbors, and vessel fuel tax.

PROJECT COMPLETION SUMMARY CONTINUED



Single vehicle ADA parking with ADA path of travel



ADA vehicle-trailer parking

Funding from the Harbors and Watercraft Revolving Fund comes from revenue generated by vessel registration fees, repayments of DBW loans provided to public and private harbors, and vessel fuel tax.