Grand Bayou Ridge and Marsh Restoration (BA-217)

Project Status

Approved Date: 2019  Project Area: 719 acres  
Approved Funds: $3.46 M  Total Est. Cost: $41.7 M
Net Benefit After 20 Years: 336 acres
Status: Engineering and Design  Project Type: Marsh Creation  
PPL #: 28

Location

Region 2, Barataria Basin, Plaquemines Parish

Problems

Within the Lake Hermitage basin, between Bayou Grande Cheniere and the Mississippi River, significant marsh loss has occurred with the construction of oil/gas canals, subsidence, and sediment deprivation. From examination of aerial photography, the majority of this loss occurred during the 1960s and 1970s when numerous oil/gas canals were dredged in the area. Based on a land loss analysis conducted by USGS, the loss rate in the project area was -1.12% per year for the period 1984-2018.

Restoration Strategy

The primary goals of this project are; 1) restore marsh habitat in the open water areas via marsh creation and terracing and 2) restore forested ridge habitat along Grand Bayou.

Sediment from the Mississippi River will be hydraulically dredged and pumped via pipeline to create/nourish approximately 356 acres of marsh. Approximately 25,000 linear feet of terraces (19 acres) will be constructed in open water areas west of Grand Bayou. The terraces will be planted with seashore paspalum on the crown and smooth cordgrass on the side slopes. Approximately 10,657 linear feet (13 acres) of forested ridges will be created along the western bank of Grand Bayou using material from the bayou. The ridges will be planted on the crown and slopes.

Progress to Date

This project was approved for Phase I Engineering and Design in February 2019.

This project is on Priority Project List 28.

For more information, please contact:

Federal Sponsor:  
U.S. Fish and Wildlife Service  
Lafayette, LA  
(337) 291-3100

Local Sponsor:  
Coastal Protection and Restoration Authority  
Baton Rouge, LA  
(225) 342-4733

Like other marsh creation projects in the area, sediment from the Mississippi River will be used to create a marsh platform.