

Long Beach Bluffs Landscape Design Project

Long Beach, CA

Client:

Kleinfelder
City Of Long Beach

Project Staff:

Eric Zahn, Taylor Parker, Alene Spindel, and
Latia Blair

Size:

4 acres

Timeline:

May 2014 - Present

Focus:

Plant Palette design;
Conceptual Site Planning;
Construction Management

Project Overview:

Tidal influence does not only work in wetlands habitat. We are well versed in all coastal habitats and pride ourselves in understanding the functioning of coastal strand habitats like coastal bluffs and coastal sand dunes.

Due to our knowledge of coastal strand plant communities, the City of Long Beach brought us on to a project team to help refine this controversial project's **plant palette, planting plan, and landscape design**. The project was already in the midst of construction and we were challenged to assimilate into a team mid-project. We met this challenge successfully and all involved parties welcomed our recommendations.

Within a month's time we devised a plant palette and planting plan that utilized a variety of appropriate native plants which would 1) grow quickly to cover the bluff surface, 2) be aesthetically pleasing year-round and 3) be relatively easy to manage and maintain.

We broke the site into 3 different areas. The Ocean Blvd Planter was designed as a low profile native ornamental planting along a popular sidewalk and park at the top of the bluff. For the planter pockets we selected four large shrub species that could thrive in these harsh conditions and would grow quickly, as

well as one vine species that would rapidly cover the bluff face. On the toe slope we selected plants that would be commonly found in the **dune scrub plant community** and complimented this with several large shrubs at the base of the bluff in order to cover the bluff face from below.

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As part of this project we also devised a study of various other **geotechnical approaches** to stabilizing and re-vegetating these coastal bluffs. For this effort we worked with engineers and landscape architects to develop 3 different concepts. For this we produce several **artist's renderings** of what these approaches would result in once complete.

