



December 21, 2020

Irma Munoz, Chair  
Lawrence Yee, Vice-Chair  
Charles Stringer, Board Member  
Cynthia Guzman, Board Member  
James Stahl, Board Member  
Los Angeles Regional Water Board  
320 West Fourth Street, Suite 200  
Los Angeles, Ca. 90013

We are in support of the recommendations made to the Board by the Channel Islands Neighborhood Council (CINC) and their Marine Advisory Committee (MAC) as outlined in their letter to you of December 16, 2020.

The Harbor & Beach Community Alliance (HBCA) has been a strong advocate of maintaining maximum public access to the water recreational opportunities offered by Channel Islands Harbor (CIH). This harbor is the only small boat and water recreational harbor within the City of Oxnard. It provides lower cost recreational and visitor serving harbor facilities to meet the needs of the area's diverse population and underserved groups. The Coastal Commission has recognized the importance of this harbor and has supported the community's efforts to maintain the harbor's primary purposes of fishing and water recreation for all.

A harbor that is unsafe for swimming, paddle boarding, fishing, kayaking, canoeing, rowing, boating is not a viable harbor. Commercial fishing and water recreation are clearly impacted by a harbor's water quality.

We are asking that the Los Angeles Regional Water Board enforce the Load Allocation benchmarks for VCAILG and take proactive measures to ensure that the closing of the Mandalay Generating Station in March 2018 does not have serious unanticipated consequences to the CIH's water quality due to non-compliance and underperformance of site monitoring and discharges into the Edison Canal.

We ask that you preserve and enhance Channel Islands Harbor's water quality so there can be safe water recreation for present and future generations to enjoy.

Sincerely,

Rene Aiu on behalf of the Harbor & Beach Community Alliance

cc: John Zaragoza, Bryan MacDonald, Bert Perello, Oscar Madrigal, Vianey Lopez, Gabriela Basua, Alex Nguyen, CINC