A Best Practices Guide for Local Governments in VA

Developing Protocols for an Expanded Approach to Strategic Relocation Using "Lessons Learned" From Other Communities

-Fostering full-community resilience planning at the local level;

-Minimizing the flooded areas from which communities must retreat; and

-Enabling economic drivers to support planned relocation when it becomes necessary.

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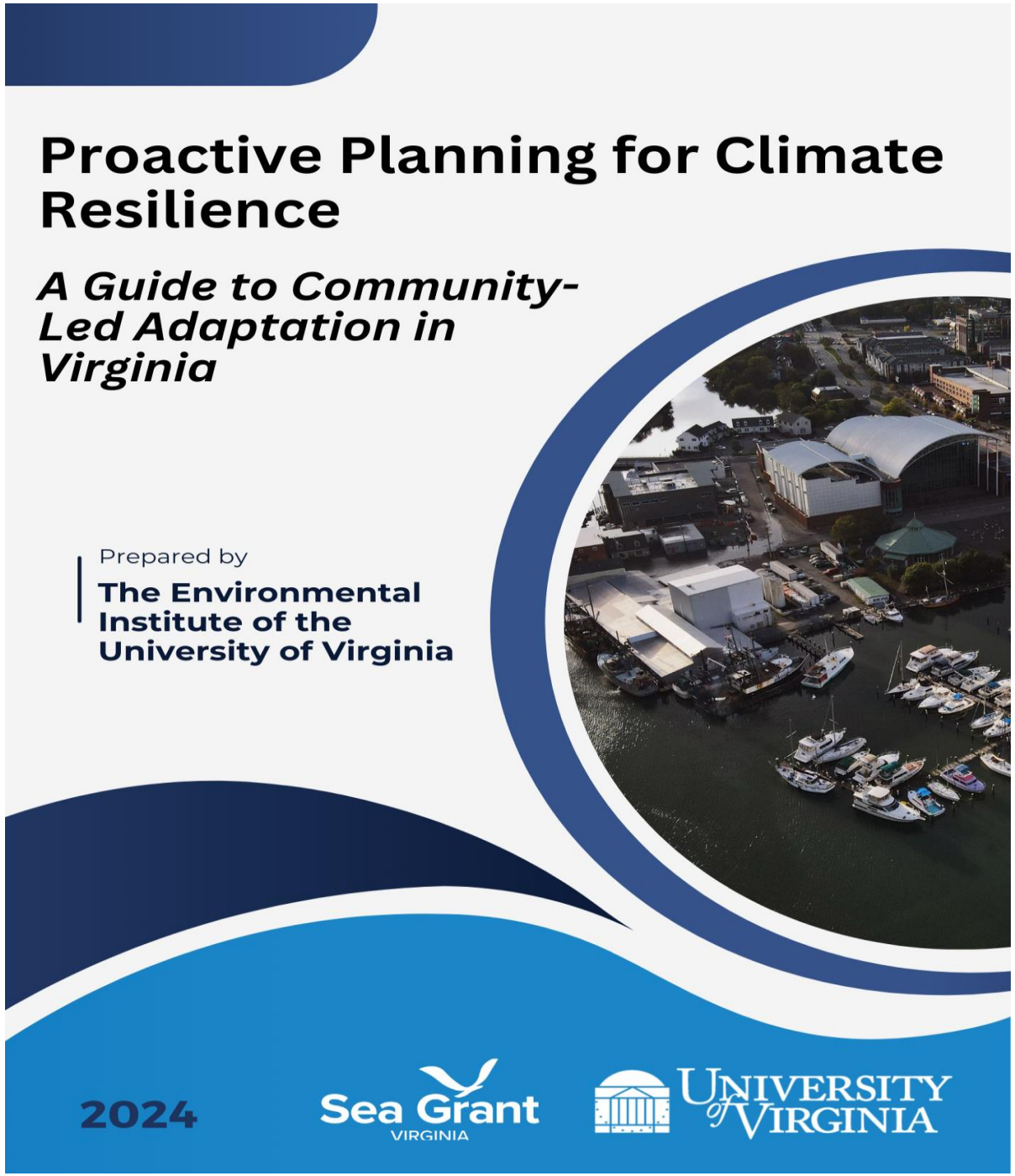


What I would like to learn today:

- There are [too] many tools for localities to choose from when conducting risk & vulnerability assessments and other steps in adaptation planning. (See 7 steps.) Rather than trying to develop a list of specific recommended tools, can we agree on a list of issues/ challenges communities need to address when engaging in adaptation planning?
- How do we assist communities in determining their “tipping points” for actions such as strategic relocation? (And in your experience working with localities, is there a preferred term to use?)

Baltimore Climate Vulnerability Assessment

- Social Vulnerability: downscaled and updated
- Structural Vulnerability: schools, farms, worship, zoning, stormwater, etc.
- Natural Resource Vulnerability
- Combined flooding: Stormwater, Sea level rise, Cat 4 storm surge
- Urban heat
- Combination analysis:
  - Impact of natural infrastructure and restoration on culturally valuable sites
  - Policy and engineering thresholds of vulnerability and risk layers visualized

https://docs.google.com/document/d/1n4Bkl86JHbMob-uK2dqeVKpzZuDfWy5AHHPbwccaRdM/edit

Goal of the meeting

- Most useful kind of map-based products
- Important thresholds or tipping points

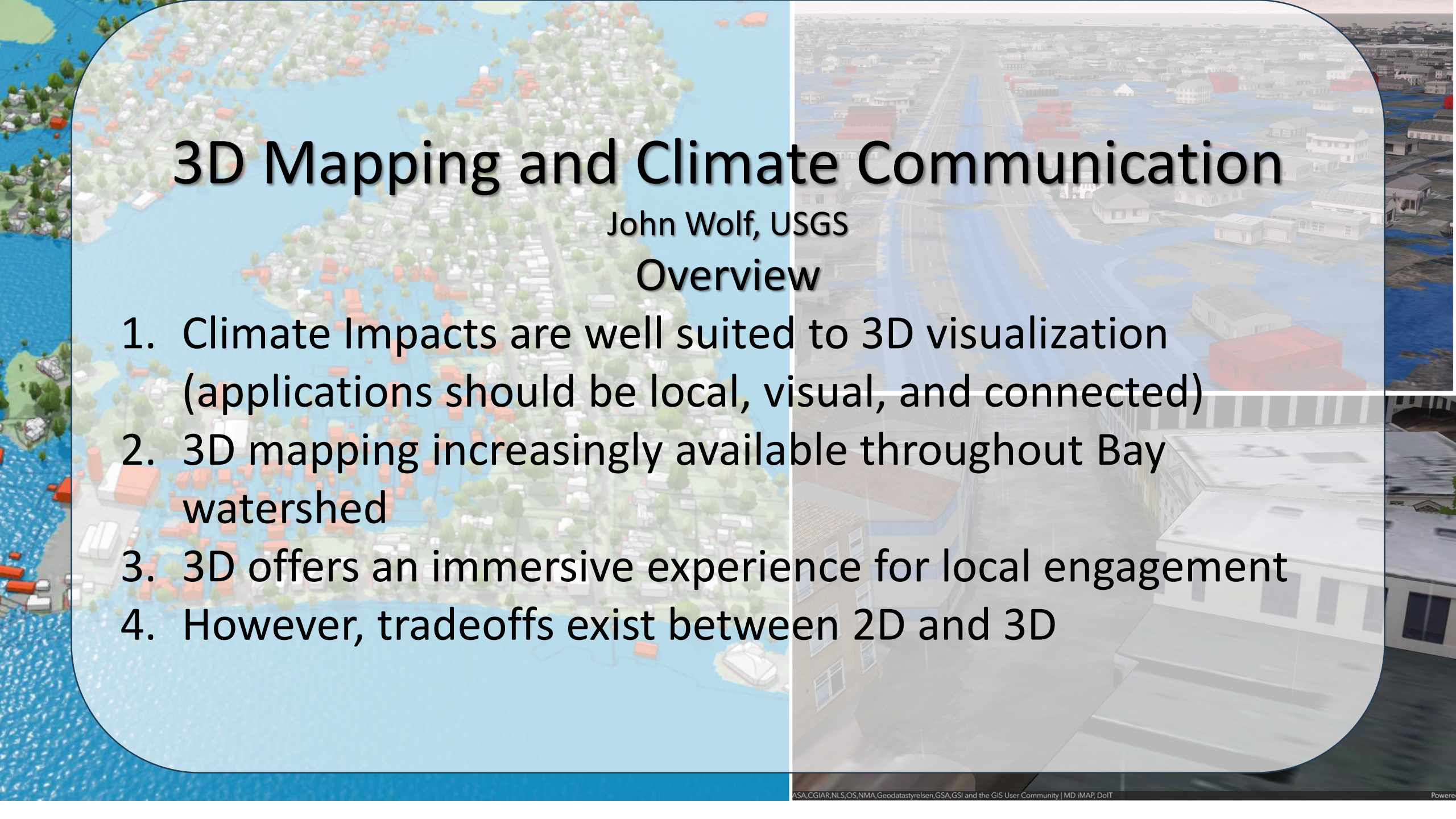
Photo: Blue Water Baltimore

3D Mapping and Climate Communication

John Wolf, USGS

Overview

1. Climate Impacts are well suited to 3D visualization (applications should be local, visual, and connected)
2. 3D mapping increasingly available throughout Bay watershed
3. 3D offers an immersive experience for local engagement
4. However, tradeoffs exist between 2D and 3D



Desired Outcomes

1. Better understanding of decision contexts where visualization can enhance other topics or concerns
2. Identification of interested users who could participate in user research and user experience
   - User research (including identification of topical and geographically distributed use cases)
   - User experience testing (interaction design of 3D landscapes)