

Sawmill Cove Loop Trails

Near Town Trails

Sawmill Cove Loop Trails — Herring Cove to Beaver Lake

Herring Cove to Beaver Lake Trail		
Total Length	1.25 miles	
Difficulty Level	Moderate	
Trail Surface	Gravel, log steps, boardwalk	

Project Description

This new pedestrian only trail will connect the proposed park at Herring Cove to Beaver Lake. This segment will join with Blue Lake Road to create a 5-mile long loop hike. The route will pass through beautiful muskegs and along small lakes and rock outcroppings. It will also afford spectacular views of Bear Mountain and two waterfalls.

Public Needs Met

This trail will increase opportunities for exercise and family recreation. The trail will be used heavily in the winter for snow shoeing, skiing and ice-skating on Beaver Lake and other ponds in that area. Fragile muskeg and boggy areas are presently suffering damage from hikers using the existing primitive route to Herring Cove. Trail improvements will help end damage to the area muskegs.

Planning and Design

A design narrative report would provide field verified cost estimates and preliminary design. The required National Environmental Protection Act (NEPA) planning will proceed from the information in this report and informed decisions could be made. Detailed design and construction would follow this step. The City & Borough of Sitka owns a corridor of land above Herring Cove, which encompasses almost half of the trail. The USDA Forest Service manages the rest of the land. Trail planning and construction would be organized by these agencies.

Lead Agency and Project Participants

Lead agency: Sitka Trail Works, Inc.

Project Participants: City & Borough of Sitka, USDA FS, Alaska Dept. of Transportation & Public Facilities, University of Alaska Lands, Sitka Tribe of Alaska, private foundation.

Herring Cove to Beaver Lake Trail			
Items	Quantity	Cost/Unit	Total (x 1,000)
Trail Tread	1.25 miles	\$30.0/lf	\$198.0
Signs & Information			\$1.0
Planning, Design & Administration			\$35.0
Total Projected Cost			\$234.0

