

WSU Snohomish County Extension Beach Watcher 2017 Research Projects



Intertidal Characterization at Local Parks

Leads: Craig Wollam (Class of 2010) and
Paul Granquist (Class of 2012)

Our public shorelines are gems that get lots of use. To understand how our beaches are changing, WSU Beach Watchers began collecting data on the biological communities that live at Kayak Point, Mukilteo Lighthouse Park, Edgewater Beach, Picnic Point and Edmonds Sunset Beach. We also collect data on algal coverage, topography (shape) of the beach and substrate (sediment)

distribution and sizes. Over time, we expect this data to tell a story of what changes are taking place.

BEACH Water Quality Monitoring

Lead: Tim Ellis (Class of 2015)

Snohomish County Beach Watchers assist Washington State Departments of Ecology and Health in assessing the water quality of Puget Sound swimming beaches in our county.

“The Washington BEACH program (Beach Environmental Assessment, Communication and Health) was created to protect people who play in saltwater. Swimming in contaminated recreational waters can cause illness to you and your family. The BEACH mission is to protect beach goers by:

- testing the water at our beaches for fecal bacteria,
- notifying the public when the results are high, and
- educating people about what they can do to avoid getting sick from playing in saltwater”.

Between Memorial Day and Labor Day, WSU Beach Watchers take water samples at public beaches from Edmonds to Everett and deliver the samples to the Health Department in downtown Everett.



Mission Beach Water Quality Monitoring

Lead: Bobbie Constantine (Class of 2011)

Similar to the BEACH water quality monitoring, WSU Beach Watchers work collaboratively with the Tulalip Tribes to monitor the water quality status of Mission Beach in Tulalip.

Between Memorial Day and Labor Day, WSU Beach Watchers and Tribal members take samples at Mission Beach and deliver the samples to the Tulalip Tribes Environmental Laboratory to be analyzed for fecal bacteria.