

WEIRS BEACH RESTORATION

(Laconia Project Updates, Dec 2024-March 2025)

MARCH: The City Manager and Director of Recreation & Facilities met with Professor Thomas Ballesteros. He suggested we go out to bid for an engineer with a shoreline protection background. We will be looking to have adaptive management (trial and error). He stated that we should do a temporary solution and if it works make it permanent, if not try something else. With the way the water moves at this beach could be and probably is different than elsewhere. We need to be flexible with this project. The professor also suggested we pick the sand and make sure it is moldable. No one wants sand they can't make into sandcastles.

FEBRUARY: We have reached out to the professor at UNH and are awaiting a reply to schedule a meeting date. We will need the engineered drawings to be stamped, and students cannot provide that. Therefore, we are in need of an Environmental/Civil Engineer to design this wave baffle.

JANUARY: A productive meeting was had with NHDES. They suggested we speak with an engineering professor at UNH to discuss potentially installing “wave baffles” such as they have at Spinnaker Cove Yacht Club. These are I-beams and wooden slats that go between them. They only go down about 4 feet leaving the needed flow of water to clean the beach. This will decrease the wave action as well as the wind coming off the water, hopefully creating a “Still Spot”. Once completed, we can dredge the sand and move it back to the western side of the beach to replenish. There will still be sand movement, but it should decrease significantly. There may be a need to move the I-beams to adjust here or there they stated, but that should be minimal. They also suggested planting small shrubs along the channel to keep the onshore sand in place as well.

DECEMBER: The Parks Department reached out again to DES. The person contacted was Calvin Diessner (the person the Weirs TIF District Advisory Board reached out to previously). DES has been rather difficult to reach.