

GREEN KIRKLAND AND NATURAL AREAS RESTORATION WEB MAP

Welcome to the Green Kirkland and Natural Areas Restoration Web Map!

This web app supports the natural areas restoration work of Green Kirkland volunteer Stewards, Parks Management staff, contracted crews and partner organizations. Maps facilitate communication during planning and implementation of restoration activities and allow us to track how restoration work is progressing.

The map shows all the natural areas in City of Kirkland parks, in which areas restoration work is already in progress, and in which areas restoration work have yet to start. Using the widgets in the app, you can measure objects, draw on the map to mark and annotate points, and print the annotated map to a file.

Getting started

Accessing the web map app: You can access the web app through a web browser on your desktop computer or from a mobile device from the Resource Page on the Green Kirkland website

<https://www.kirklandwa.gov/Government/Departments/Parks-and-Community-Services/Green-Kirkland-Partnership/Resource-Page/Map-Page>

For easy access, save the link as a favorite or bookmark on your device.

[Home](#) / [Government](#) / [Departments](#) / [Parks and Community Services](#) / [Green Kirkland Partnership](#) / [Green Kirkland Resource Page](#)

Green Kirkland Resource Page

An important update from Parks and Community Services - COVID-19

1/12/2021 - For the latest information about how to contact staff and what park amenities are currently open under the Governor's Healthy Washington plan, please visit the: [Kirkland Parks Play it Safe Website](#)

The resources here are for Green Kirkland Stewards, volunteers and contractors.

Use the buttons below to complete common actions for before, during or after your stewardship activities. Explore below the buttons for resources related to stewardship.

[Request Materials, Tools or Event Date](#)

[Enter Work Log Data](#)

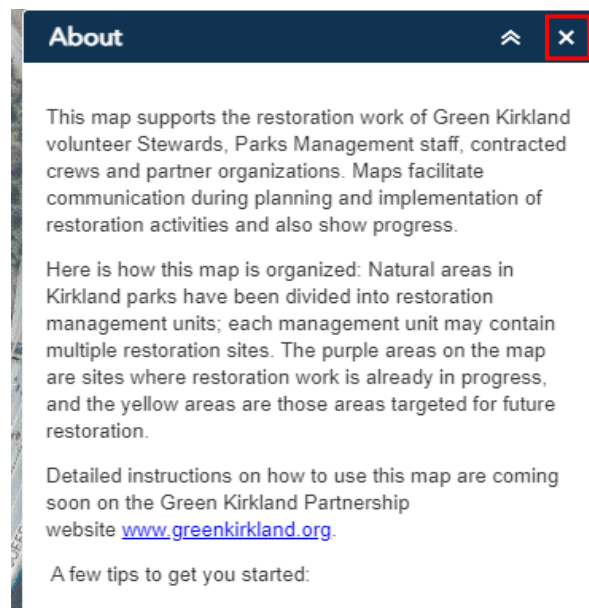
[Make a Map](#)

[Sign-up for a Steward Workshop or Event](#)

Getting started:

When you first open up the web app, the map layers will load and an **About** box with a link to these instructions will pop up. Close the About box by clicking on the **X** in the top right corner of the box.

Note, the map and widgets may look slightly different from the illustrations in this document, depending on the device you are using.



Basic Navigation



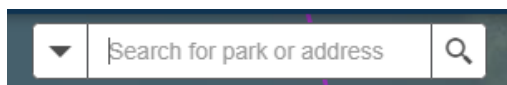
Click the zoom slider button to zoom in or out on the map; or use the scroll wheel on your mouse. To move around the map, use your mouse to click and drag.



The home button will move the map back to the default extent



The current location button will center the map on your current location.




Type in an address, street name, park name or coordinates in the search box next to these icons to move the map to a specific location.

Print, Draw and Measure

The **Measurement** widget allows you to measure the size of an area, the length of a line, or find the coordinates of a point.



For area measurements:

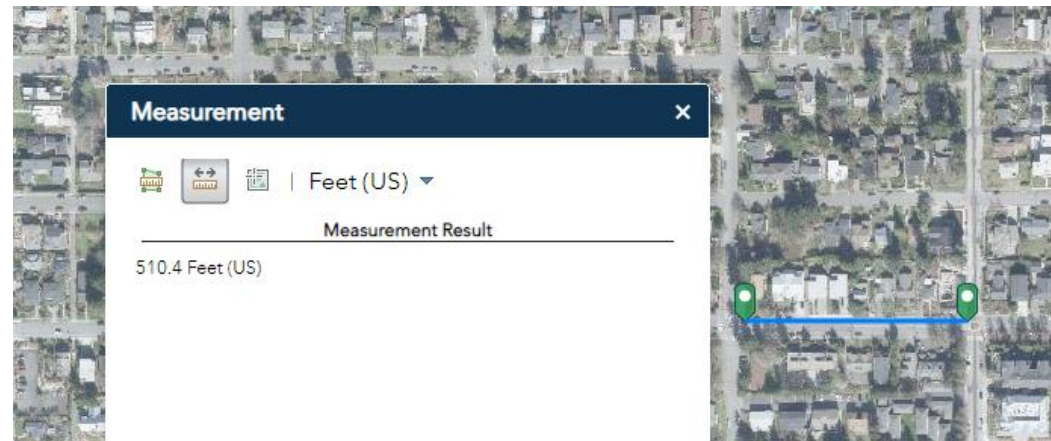
1. Click the **Area** button  .
2. Draw a polygon on the map by clicking three or more points.
3. Double-click to finish drawing the polygon.
4. The Measurement widget displays the total area of the polygon in square feet. To change the unit of measurement, select the applicable unit of measure from the **Sq Feet** drop-down menu.



For distance measurements:



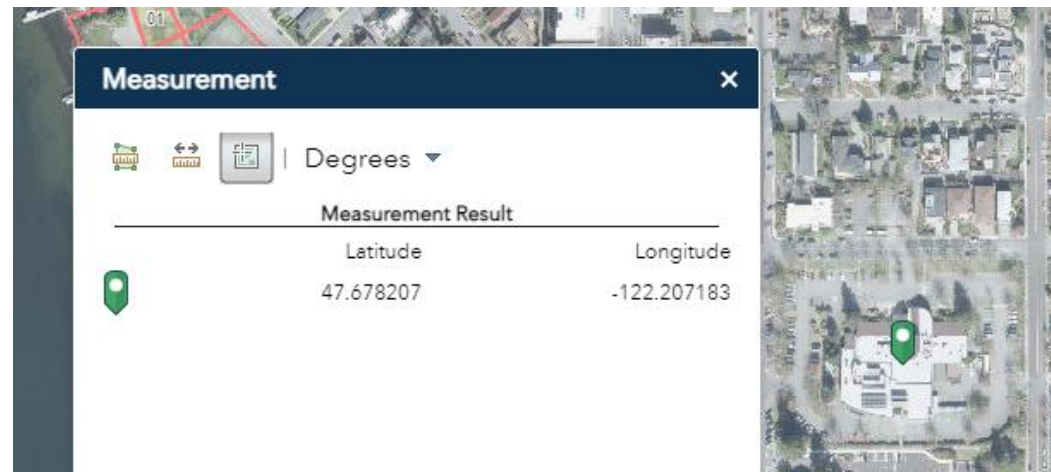
1. Click the **Distance** button .
2. Draw a line on the map by clicking two or more points.
3. Double-click to finish drawing the polyline.
4. The Measurement widget displays the total length of the feet. To change the unit of measurement, select the applicable unit of measure from the **Feet** drop-down menu.



To find the coordinates of a point:



1. Click the **Location** button and click a location on the map.
2. The Measurement widget displays the coordinates for the point in degrees (decimal). To change the coordinate display format to degrees/minutes/seconds, change the selection in the **Degrees** drop-down menu to **DMS**.



The **Draw** widget allows you to add simple graphics and text to the map.



To get started with the Draw widget:

1. Select the drawing mode.
2. Optionally change the drawing style using the symbol picker.
 - For points, select a marker and set the symbol size, color, transparency, outline color, and outline width of the symbol.
 - For lines, select a symbol from the box. You can customize the color, style, transparency, and width of the symbol.
 - For polygons, select a symbol. You can also customize the fill color, transparency, outline color and width of the symbol.
 - For text, type in the Text box, and select a font color and size for the text.

Draw

Select draw mode

Preview:

Basic

Symbol size: Color: Transparency:

Opaque

0%

50%

100%

Transpare

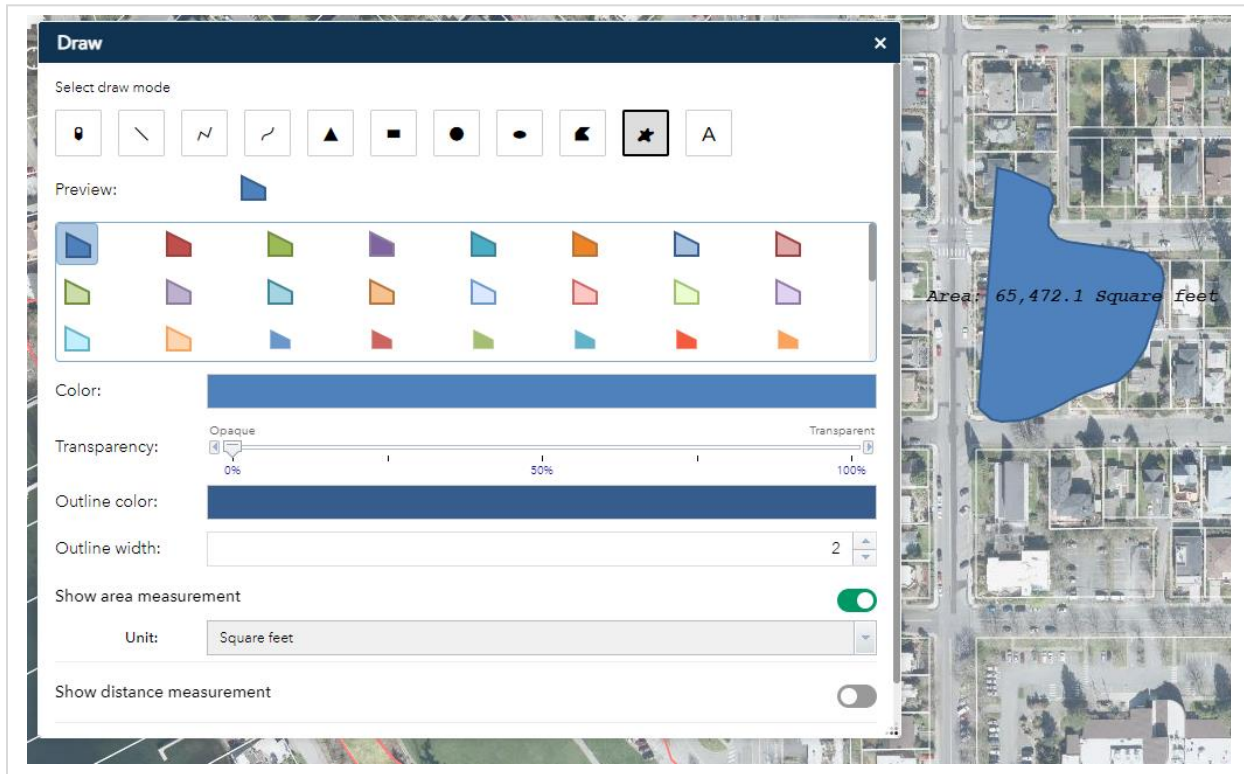
Outline color: Outline width:

Undo

Redo

Clear

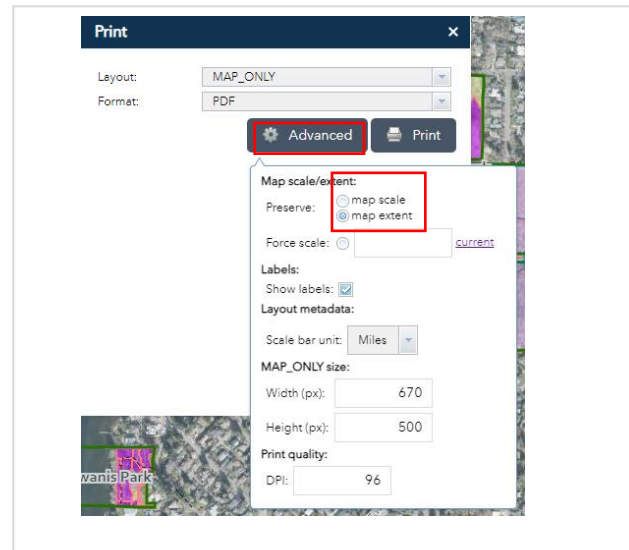
3. You can also show a corresponding measurement in the map for the point location, line length, or polygon area or perimeter. Choose a unit of measurement and set the font color and size for the text.
4. Draw the desired features and text on the map.
5. Click Undo or Redo to cancel or repeat your drawings. To remove them all from the map, click Clear.



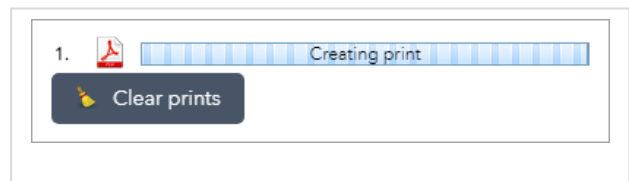
The **Print** widget allows you print the map to a file.



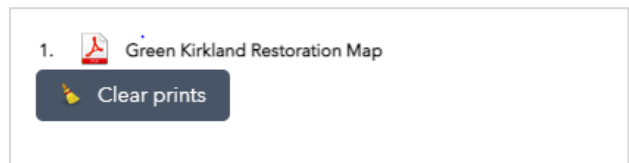
1. Click the **Print** button to open the Print widget.
2. Select the Layout and Format for the map. The defaults are Map_Only (no legend or other information) and PDF.
3. Click Advanced to access **Advanced Print** options. Select the **map extent** radio button.
4. The default **image size** is 670 W and 500 H. (To improve printing results, try changing the image size to match the resolution of the display on your device.)
5. Click Print to start printing.



6. A progress bar displays next to the executing task.



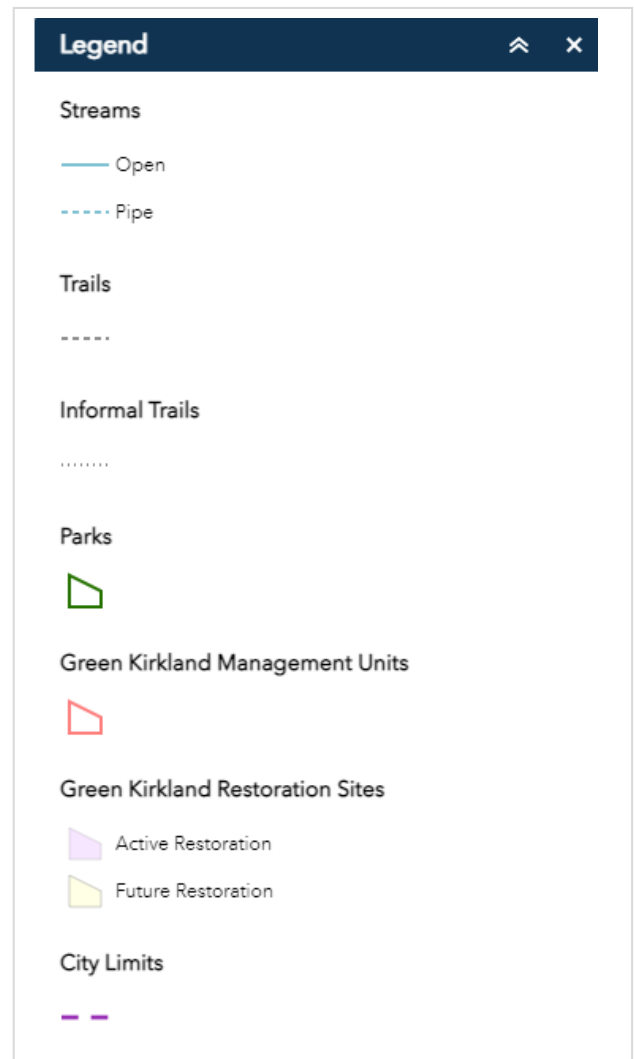
7. Upon completion of the print job, a link to the print output displays.
8. Click the task to open the file in a new window.
9. Click Clear prints to clear the print history.



Tip: Taking a screen shot using a tool like Microsoft Windows Snip and Sketch is a quick and easy alternative to the Print function.

More Widgets

The **Legend** widget displays labels and symbols for layers in the map.

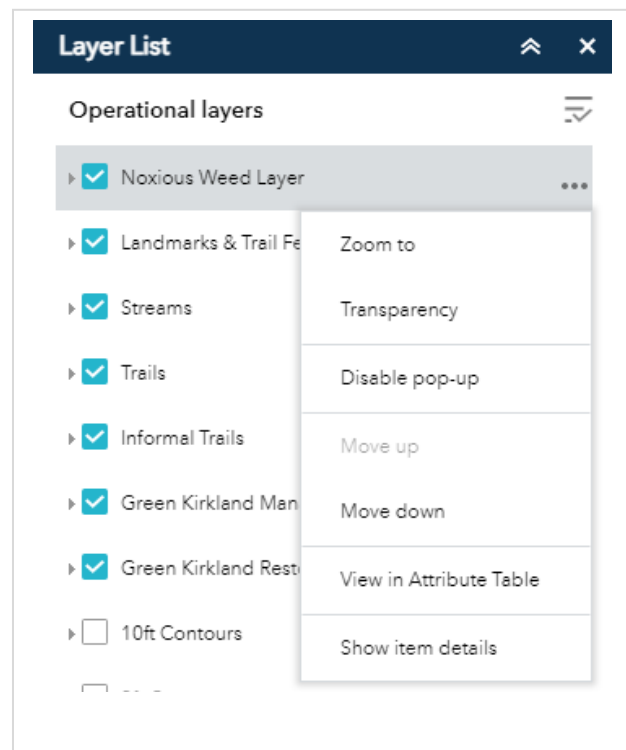
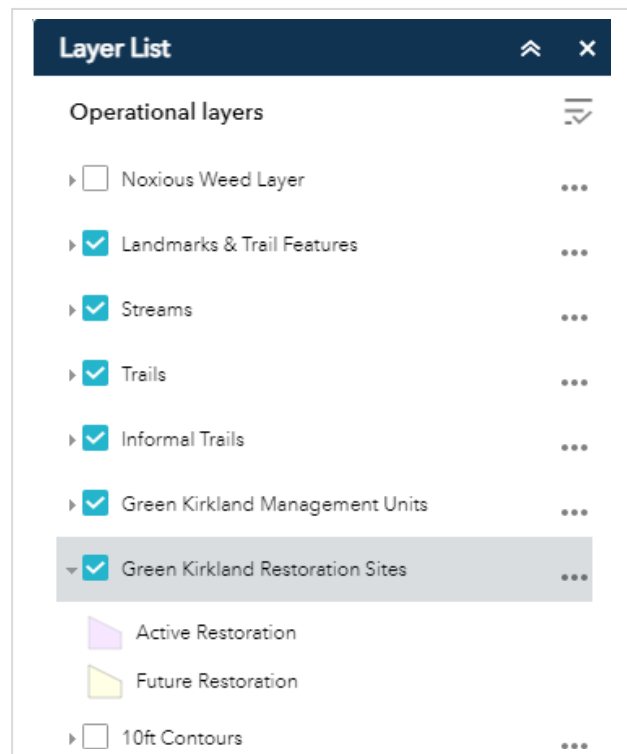


The **Layer List** widget displays a list of available layers and their symbols and allows you to turn individual layers on and off.

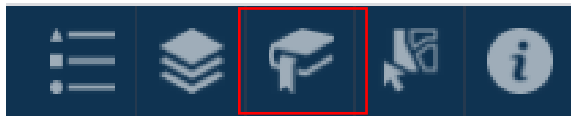


Click the **Layer List** widget in your app to display the layer list.

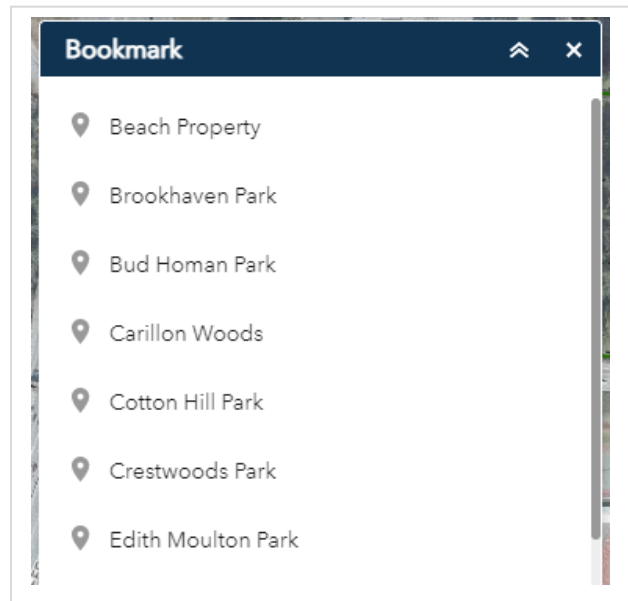
1. Click the checkbox on the left side of a layer name to turn it on or off.
2. Click an individual layer to show its symbols.
3. Some layers are not visible unless you zoom in. If a layer is grayed out in the layer list, you may need to zoom in more for that layer to be displayed.
4. Click the 3 dots to the right of any layer to display additional options, including changing layer transparency and enabling or disabling pop-up information for any layer.
5. Click the close button to close the Layer List window.



We have bookmarked City of Kirkland parks and open spaces. Use the **Bookmark** widget to move the map to any of the bookmarked properties.

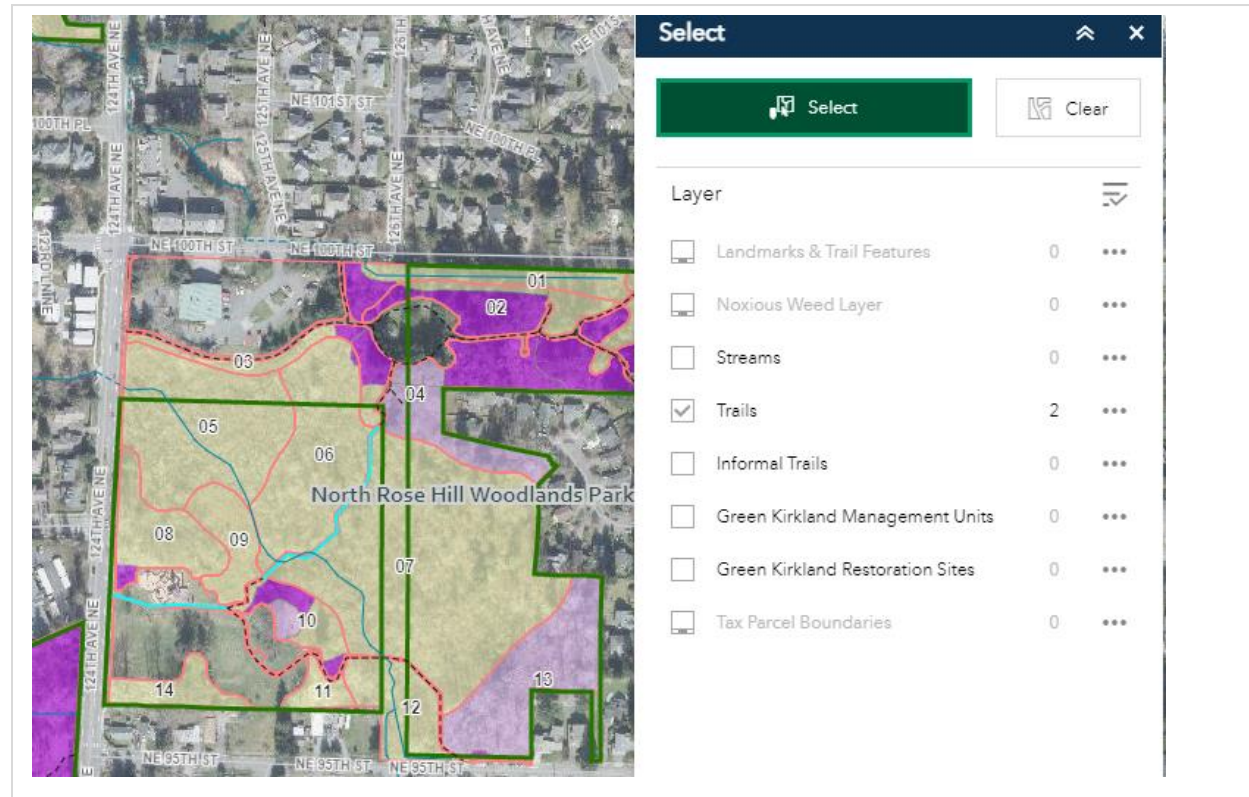


1. Click the widget to display predefined bookmarks.
2. Click one of the bookmark thumbnails move the map to that area.



The **Select** widget enables you to interactively select features.

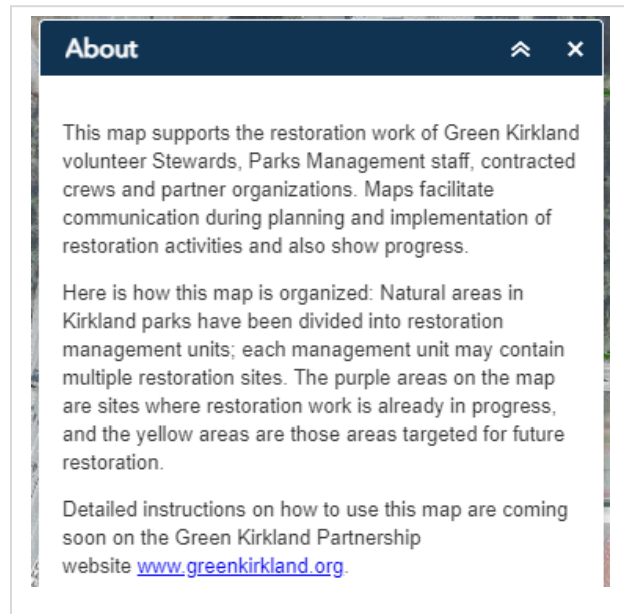
1. Select the **Select** icon to open up a list of available layers
2. Choose a layer or layers by checking the box
3. Click on features you wish to select/highlight. Hold down shift to select multiple features.
4. In the example below, a specific section of trail was selected.



The **About** widget brings up more information about the Green Kirkland and Natural Areas Restoration web map application with links to this instructions document.



1. The About box is set to open automatically when the app starts.
2. Close the widget by clicking the x button in the top right corner of the window.



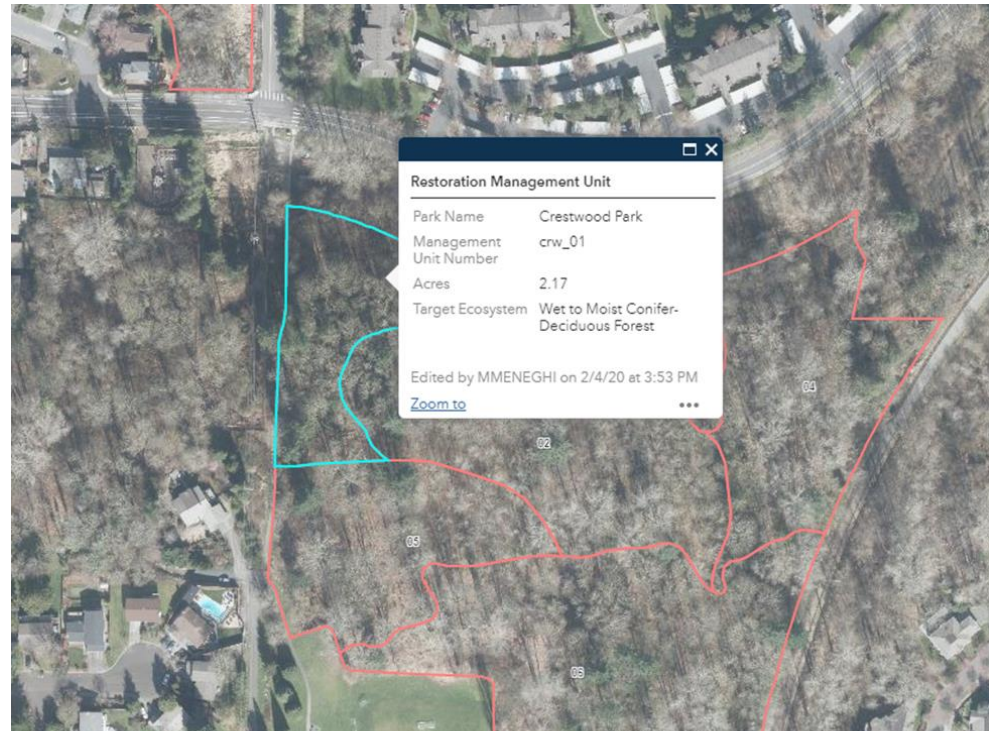
About Restoration Management Units (RMUs) and Restoration Sites

Restoration Management Units (RMUs)

1. The natural areas in City of Kirkland parks and open spaces have been divided into restoration management units (RMUs). Each management unit has been assigned a number. As far as is possible, the boundaries of these management units are based on physical features, such as trails or fences or streams, that are recognizable in the field. On the map the management unit boundaries are outlined by pinkish orange lines.



2. Click on any management unit to see a popup with more information (park name, full RMU number, the size in acres, and the target ecosystem) about that management unit. The example shows the popup for management unit 01 at Crestwoods Park.



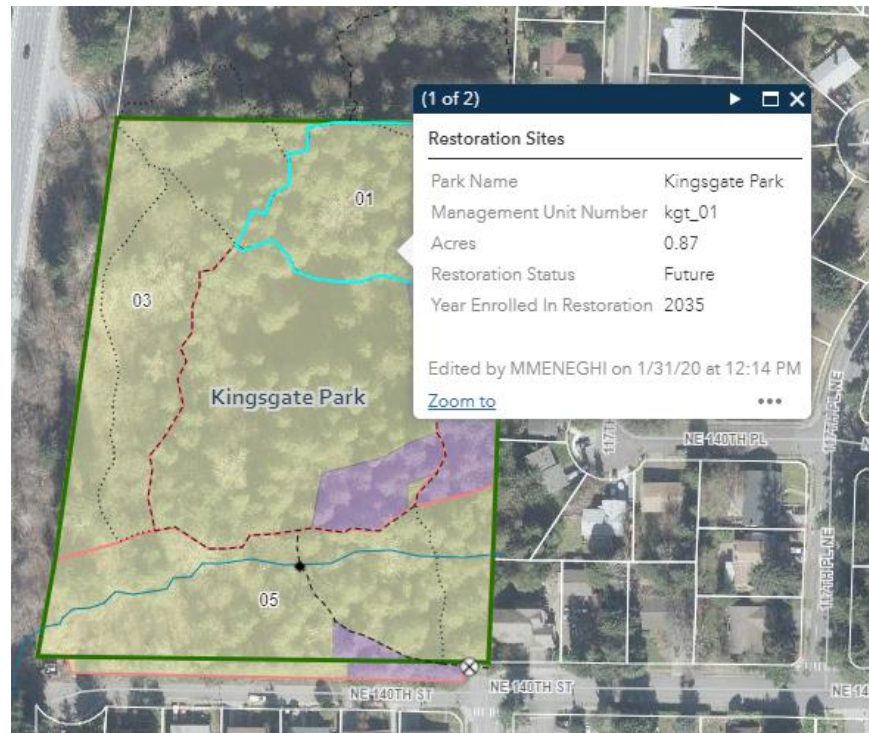
Restoration Sites

The restoration status of all or part of a restoration management unit is displayed in the Restoration Sites layer. This layer is updated twice a year, towards the middle of the year after the end of the planting season, and at the end of the year.

The Restoration Site pop-up lists information about the highlighted restoration site, including the size, the status of the site, and when that site was enrolled in restoration, i.e., when restoration work first started at that site.

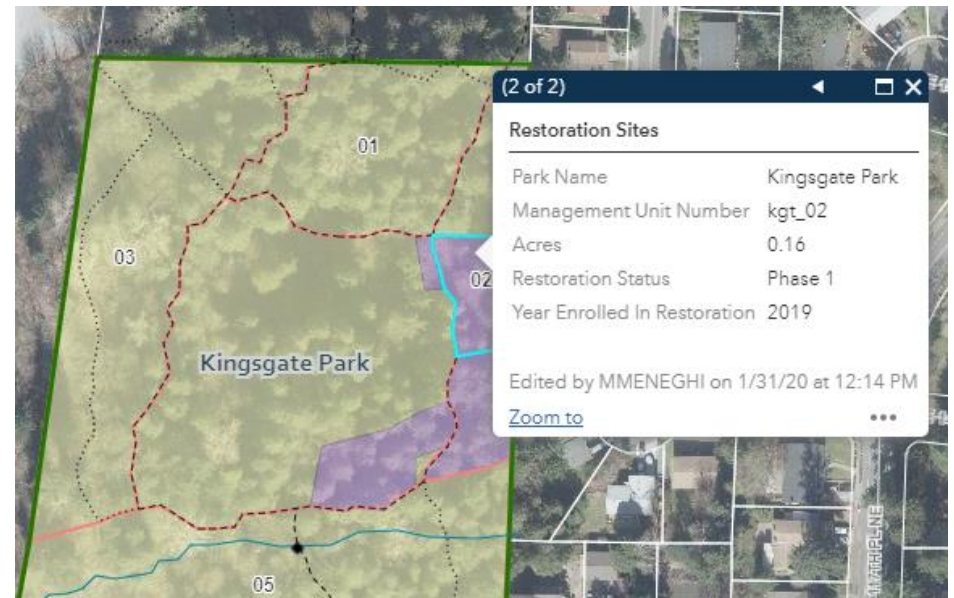
1. Each management unit may consist of one or more restoration sites. Before restoration work starts in a management unit, the entire management unit will contain a single restoration site shown in yellow on the map.

For example, restoration work has not yet started in management unit 01 at Kingsgate Park. All of that management unit consists of a single restoration site, shown in yellow on the map. Its restoration status is “Future”, and for now, the year enrolled in restoration is 2035, when the 20-year Green Kirkland Forest and Natural Areas Restoration Plan ends.



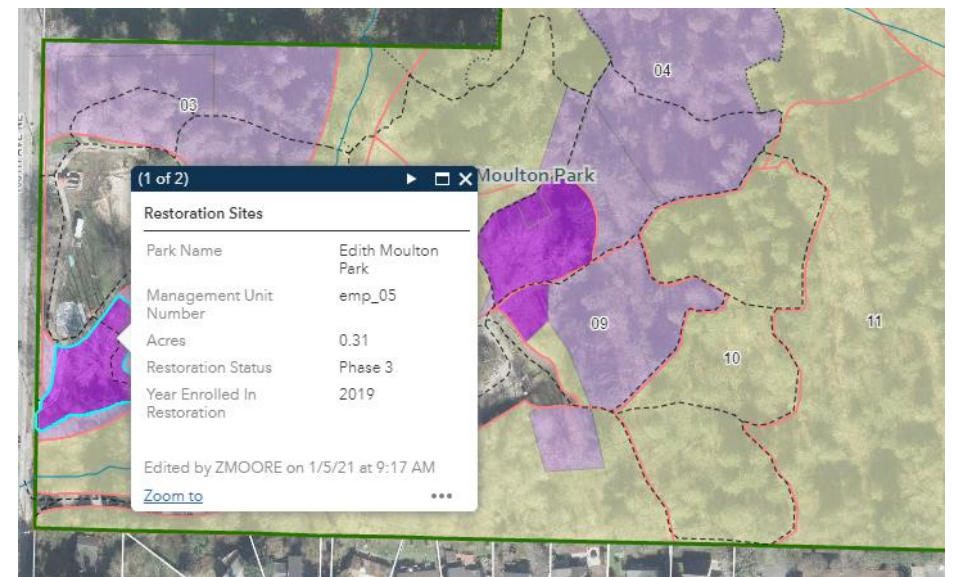
2. Once invasive vegetation has been cleared from any portion of a management unit, the cleared area is considered to be enrolled in restoration and shows up as light purple on the map. These areas are in the Invasive Removal phase or phase 1 of restoration.

In the example to the right, a portion of management unit 02 at Kingsgate Park was first cleared of invasive vegetation in 2019. The status of that part of the management unit has been updated to Phase 1.



3. The darker shade of purple is used to indicate areas that have progressed to the third phase of restoration (plant establishment and ongoing maintenance phase). These are areas that have been replanted with native vegetation.

For more information about the four phase approach to restoration, please see the [20-Year Forest and Natural Areas Restoration Plan](#). Note: we do not currently document the second phase of restoration in the Green Kirkland program.



2. The Restoration Site pop-up lists information about the highlighted restoration site, including the size (1.98 acres), the status of the site, (Phase 1) and when restoration work first started (2020).

Note: If you click on a natural area on the map while both the Restoration Management Unit and Restoration Site layers are turned on, there will be two pop-ups, one for each layer. In the example to the right, the pop-up for the Restoration Sites layer is displayed. Click on the arrow in the top right corner to toggle between pop-ups.

(1 of 2) ▶ □ ✕

Restoration Sites

| | |
|------------------------------|------------------|
| Park Name | Juanita Bay Park |
| Management Unit Number | jbp_23 |
| Acres | 1.27 |
| Restoration Status | Future |
| Year Enrolled In Restoration | 2035 |

Edited by MMENEGHI on 1/31/20 at 12:14 PM

[Zoom to](#) ...

