

COAST REINFORCEMENT

INTEGRATED PLANNING FOR THE STRATEGIC PLAN FOR
A BEACH TOWN, KATWIJK AT SEA

BRIEF

The town of Katwijk is part of the coastline that protects well over 5 million people from being flooded. The dunes at Katwijk do not meet the obligatory security levels for a 1:10.000 year storm. It needs to be reinforced, which requires severe heightening or widening of the dunes. This intrudes on current spatial qualities and that needs to be compensated.

DILEMMA

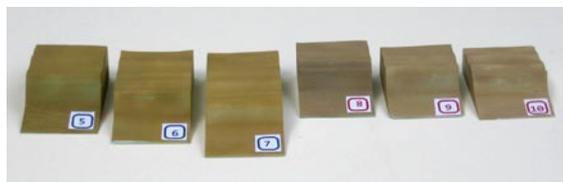
At this moment the beach town has a direct view on the sea and the beach which the town centre are economically closely intertwined. Both raising and widening the dunes will cut Katwijk loose of its direct connection with the sea. This will have an immense impact on the economy of the beach town, its social life and its identity.

SCENARIO GAME

We take the dilemma of height versus width as the base for the scenario game. The game is played in several sessions by mixed groups of residents, entrepreneurs, pressure groups, civil servants and politicians, both of several governmental agencies. Each groups receives the plan of Katwijks coastline and an assortment of coastal blocks. The blocks have points, referring to their costs. The groups play with three different ambitions, each with its own amount of points. After the group has agrees on their new coastline, they need to choose



Top: direct view on sea and closeness between centre en beach make Katwijk what it is; Bot-
tom: levels of a potential flood



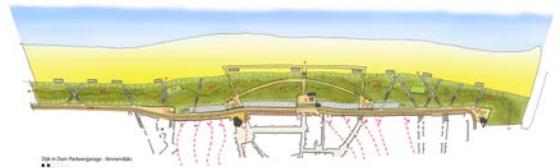
Game pieces: various hights and widths of dune and dyke-in-dune coast

Playing the scenario game





Top: subterranean parking garage in the dyke-in-dune
 Right: design with preferred coast reinforcement alternative



and locate compensation measures. The bigger the budget, the more compensation they need to place. The outcomes are presented and discussed among the groups, as well as the different ambition levels.

RESULT

All sessions agree on the type of technical design that is most desirable. This outcome becomes an important input for the environmental assessment report. Also on the compensation measures there is a general consensus. Most importantly, a surprising solution comes up in one of the games: a parking garage in a dyke-in-dune variant. This solution is embraced by the town council, who then takes it on to research and develop the technical possibilities of this solution. Meanwhile the other governmental agencies (water-board, provincial and national government) focus on the necessary elaboration of the overall plan. In the end all political levels agree that the coastline as preferred in the games is the best solution for Katwijk and the parking garage will be integrated in the plan one way or another. In 2013 the realisation of the new coast will start.

One of the group outcomes

