

The Big news is we completed our huge re-forestation restoration project here at Rancho. The silence of the chainsaws is eerie after hearing it for over 2 1/2 yrs.. This winter alone, we burned over 600 piles of woody debris. There are no longer any obvious hazards from trees falling. Trees adjacent to trails and roads were the focus.

However, there will be more mortality due to the Glass Fire but it will be manageable. Another 600 redwood seedlings were planted in Dec. 2022. With this "great weather" during the winter and spring, the seedlings look great. See photos.

Planted Dec. 2021 (1 1/2 yrs old)



Planted Dec. 2022 (5 mo. old)



Since the Glass Fire roared through our property on September 28, 2020, the amount of work that has been done is incredible, e.g. rebuilding and restoring all the damaged structures; logging 45 acres of dead firs; removing almost all the dead trees on entire property; rebuilding roads and bridges, trail signs and benches, picnic tables, planting 5,000 redwoods; removed over 20,000 ceanothus plants including thistles, scotch broom, poison oak, and now we are mainly removing both hardwood and redwood resprouts. The work is continuing thanks to Craig Anderson and his great group of volunteers.

To date, we have spent \$1,617,802.87 to repair the damage done by the Glass Fire. Insurance covered \$500,000; four Federal grants covered \$206,677.94. Our "out-of-pocket" has been \$911,124.93.

The appraisals for Doerksens and LandPaths' items that were not insured or were underinsured came to an

additional \$2,503,997.70. LandPaths had some additional losses to this but we also had some donations by LandPaths, volunteers, FEMA and their contractors, PG&E, etc. This was in the form of trail work, gravel for road restoration, additional electric pole, etc. This is a quick overview of the Glass fire damage and work done to date. This represents three file boxes of backup information.

Glass Fire burning top of our driveway (note the Sign in middle)



Douglas fir logs





Slash pile of logging debris





