Program for Replacing Earthen Levees with MegaMold® Monolithic Composite Concrete & Steel Flood Control Structures

Presented to

State of Louisiana Office of Coastal Protection and Restoration Louisiana Applied Coastal and Engineering Sciences Division

By Frank K. Johnson, P.E. /Dr. Minhaj Kirmani, P.E.

MegaMold® Levee Replacement Program

<u>Louisiana Coastal Master Plan</u> Objectives

- Reduce economic and community losses due to storm based flooding
 - Protect concentrated assets
 - Protect distributed assets
 - Protect strategic assets
- <u>CPRA Plan</u>
 - Seeking comprehensive solutions that achieve the **dual objectives of**
 - Coastal restoration
 - Hurricane protection



Existing Condition





Module Installation



Backfill Base Material



Tremie Concrete Construction



Continue Casting Concrete Walls



Continue Casting Concrete Roof Slab



Final Condition

MegaMold R Monolithic Cast-in-Place Concrete & Steel Composite Flood Control Structures Combine the Advantages of Earthen Berms and T-Walls

- Monolithic concrete construction
- Lightweight
- Stable configuration
- Compatible with sheet pile cutoff
- **Additional Benefits**
- Rapid construction
- Versatile configuration
- Construction in the wet
- Multi-functional

MegaMold ® Monolithic Cast-in-Place Concrete & Steel Composite Flood Control Structures

- Permanently eliminate the threat of catastrophic flooding from 500-year storms or greater;
- Are more durable and reliable than earth, sand and rock structures;
- Are not subject to overtopping, breaching or undermining;
- Are more economical to construct than repairing and upgrading existing earthen levees;
- Are custom-engineered to serve as all-weather roadways, protected utility corridors, and/or foundation structures for commercial and residential buildings.
- Are constructed quickly without stressing the environment or local community

The MegaMold® Solution **Prevent Catastrophic Flooding**

Contain Waters of Outfall Canal Between Two MegaMold R Monolithic Concrete & Steel Flood Control Structures