



## Public Comments (in red) Indicators by Opportunities

### Day Hiking

Total encounters (number of other groups seen per day; count repeats if out of sight for 15 minutes). **5 dots**

Maximum group size (size of largest group encountered) **2 dots**

Average group size (size of average group encountered) **0 dots**

Parking availability (percent of trips preferred parking lot is unavailable//full) **0 dots**

9-point crowding scale (a questionnaire used in other capacity studies that asks users how the number of encounters with others affects their experience – increased enjoyment, no effect, decreased enjoyment, etc.) **3 dots**

Trail encounters (number of groups seen while on trails) **0 dots**

Attraction site encounters (percent of attraction sites that had people present) **0 dots**

Number of people at key attraction sites during visit **1 dots**

Average trail tread width **0 dots**

Miles or feet of trail in sub-standard conditions (% exposed soil, % muddy soils, running water) **0 dots**

Miles or feet of trail tread that has widened due to use **1 dots**

Number of miles/feet of user-created trails at attraction sites, campsites, or rapids **0 dots**

Litter/human waste – number of times per day users observed litter or human waste impacts **3 dots**

### *New:*

Total number of people encountered **5 dots**

Fire rings and degraded campsites **0 dots**

Noise from other parties (how many times) **1 dot**

Mudslides from boaters **0 dots**



Wildflower habitat (trampled) **1 dot**

Breeding bird counts **3 dots**

Game wildlife **0 dots**

### **Backpacking**

Total encounters (number of other groups seen per day; count repeats if out of sight for 15 minutes). **3 dots**

Maximum group size (size of largest group encountered) **1 dot**

Average group size (size of average group encountered) **0 dots**

Parking availability (percent of trips preferred parking lot is unavailable/full) **0 dots**

9-point crowding scale (a questionnaire used in other capacity studies that asks users how the number of encounters with others affects their experience – increased enjoyment, no effect, decreased enjoyment, etc.) **0 dots**

Trail encounters (number of groups seen while on trails) **0 dots**

Number of signs directing to nearby attractions **1 dot**

Attraction site encounters (percent of attraction sites that had people present); **limited site access 0 dots**

Number of people at key attraction sites during visit **0 dots**

Campsite condition measures: **3 dots**

- comparisons of site size (sq feet)
- vegetation loss (sq. feet)
- exposed soil (sq feet)
- number of user-created trails
- number of damaged trees
- number of satellite campsites
- number and/or size of fire rings; **designated fire ring**
- **noise from nearby campsites**
- **amount of litter at campsites (even in camp rings)**

**Average trail tread width**



Miles or feet of trail in sub-standard conditions (% exposed soil, % muddy soils, running water) **0 dots**

Miles or feet of trail tread that has widened due to use **0 dots**

Number of miles/feet of user-created trails at attraction sites, campsites, or rapids **3 dots**

Litter/human waste – number of times per day users observed litter or human waste impacts **3 dots**

*New:*

Proximity to vehicular access / # of vehicular access points (noise issue) **1 dot**

### **Frontcountry general recreation**

Total encounters (number of other groups seen per day; count repeats if out of sight for 15 minutes) **0 dots**

Maximum group size (size of largest group encountered) **0 dots**

Average group size (size of average group encountered) **0 dots**

Parking availability (percent of trips preferred parking lot is unavailable//full) **0 dots**

9-point crowding scale (a questionnaire used in other capacity studies that asks users how the number of encounters with others affects their experience – increased enjoyment, no effect, decreased enjoyment, etc.) **1 dot**

Trail encounters (number of groups seen while on trails) **1 dot**

Attraction site encounters (percent of attraction sites that had people present) **3 dots**

Number of people at key attraction sites during visit **1 dot**

Average trail tread width **0 dots**

Miles or feet of trail in sub-standard conditions (% exposed soil, % muddy soils, running water) **2 dots**

Miles or feet of **existing** trail tread that has widened due to use **1 dot**

Number of miles/feet of user-created trails at attraction sites, campsites, or rapids **3 dots**



Litter/human waste – number of times per day users observed litter (# of plastic kayak/canoe marks on the creek bed) or human waste impacts. **5 dots**

*New:*

Presence of predators (healthy diversity indicator) **2 dots**

Water quality—no heavy metals no new PCBs **6 dots**

Safety—number of deaths/incidents, number of search/rescue/recovery **1 dot**

Number of wildlife/bird sightings and signs (but no dogs) **5 dots**

Population density of wildlife **4 dots**

**Challenge-Focused Boating**

Total encounters (number of other groups seen per day; count repeats if out of sight for 15 minutes) **4 dots**

Angler encounters (number of anglers encountered per day) **1 dot**

Boater encounters (number of boating groups encountered per day) **3 dots**

Waiting time at portages/rapids/launches (length of time in minutes waiting) **0 dots**

Litter/human waste – number of times per day users observed litter or human waste impacts **10 dots**

Parking availability (percent of trips preferred parking lot is unavailable/full) **0 dots**

*New:*

Weather Conditions **0 dots**

Water Levels **15 dots**

Visible Resource Impacts (ref. scenery boating descriptions) **6 dots**

Encounters by Section **7 dots**

Encounters at put-ins/take-outs **0 dots**

No additional Facilities **12 dots**



**Water Quality 7 dots**

**Scenery-Focused Boating**

Total encounters (number of other groups seen per day; count repeats if out of sight for 15 minutes) **1 dot**

Attraction site encounters (percent of attraction sites that had people present) **2 dots**

Number of people at key attraction sites during visit **1 dot**

**Angler Human** encounters (number of **angler human** encountered per day) **2 dots**

**Boater Human** encounters (number of **boating** groups encountered per day) **2 dots**

Waiting time at portages/rapids/launches (length of time in minutes waiting) **0 dots**

Litter/human waste visible from the river **or in the river 2 dots**

Resource impact evidence at attraction sites **2 dots**

- Vegetation Loss **2 dots**
- Exposed soil **0 dots**
- River bank impacts/user-created trails **1 dot**
- Litter/human waste – number of times per day users ~~observed~~ encountered (smell) litter or human waste impacts (where is important) **3 dots**

Parking availability (percent of trips preferred parking lot is unavailable/full)

*New:*

**Water quality 6 dots**

**Sound 1 dot**

**Longer days important 0 dots**

**Backcountry Angling**

Total encounters (number of other groups seen per day; count repeats if out of sight for 15 minutes) **5 dots**



Maximum group size (size of largest group encountered) **2 dots**

Average group size (size of average group encountered) **0 dots**

Parking availability (percent of trips preferred parking lot is unavailable//full) **0 dots**

9-point crowding scale **0 dots**

Fishing encounters per day (number of groups seen per day while fishing) **0 dots**

Fishing competition (number of times angler passed up a good fishing site that was occupied) **3 dots**

Fishing disturbances (number of times angler per day had to stop fishing because of an encounter) **44 dots**

Fishing success (number caught/kept per hour) **1 dot**

Fishing disturbance time (total minutes per day anglers could not fish during or shortly after encounters) **7 dots**

Litter/human waste – number of times per day users observed litter or human waste impacts. **4 dots**

*New:*

Disturbances to fish is very important **14 dots**

Damage to flora and fauna **1 dot**

Number of rescues **0 dots**

Adding fish to flora and fauna **0 dots**

Can't evaluate fishing with numbers—it's a spiritual experience **0 dots**

Quality, size and health of the fish is important **3 dots**

Condition of physical environment is important—trails in good shape? Litter? **6 dots**

**Frontcountry Angling**

Angler proximity (average space in feet between anglers) **2 dots**

Angler density (number per unit length of stream) **2 dots**



Angler interference (number of times per day with entanglements) **2 dots**

Fishing disturbances (number of times per day angler had to stop fishing because of an encounter) **2 dots**

Fishing success (number caught/kept per hour) **2 dots**

Litter/human waste – number of times per day users observed litter or human waste impacts. **1 dot**

~~Angler density (number per unit length of stream)~~

Parking space availability (# of parking spaces available) **0 dots**

### Hunting

Total number of encounters with other groups

Average group size

Parking availability

Campsite condition measures

Litter

Damage to trees

### River Ecosystem Conservation Wildlife and Resource

Number of users in corridor **0 dots**

Number of encounters **0 dots**

PAOT at access points **1 dot**

Litter **3 dots**

Resource damage/degradation **3 dots**