

Data Submitted (UTC 11): 11/8/2019 6:45:40 AM

First name: Anon

Last name: NatureBat

Organization:

Title:

Comments: Re: CCWP Feedback, as an Avid Oregonian Hiker

And just to follow up, a look into Washington's wilderness areas near Seattle would provide a good example to follow. Their most crowded regions have permit systems, like the Enchantment Lakes basin.

And when dealing with crowding, much of Washington's wilderness backcountry camps have wilderness pit toilets. In dealing with similar issues in the CCW regions, I would strongly support alternative options like providing pit toilets to alleviate some of the issues related to overcrowding, before resorting to limited/permit/lottery systems.

On Thu, Nov 7, 2019 at 10:41 PM NatureBat &lt;fluttershyismagic@gmail.com> wrote:

Hi,

As both an environmentalist and trail advocate/avid hiker, I do not support or want the CCWP to be enacted in its current state. I do not want to see the entire central Oregon wilderness areas see this system implemented. I am from Portland, and hike around 200 miles a year. I typically hike in Central Oregon 5-7 times a year, as well. Not only would a blanket system make it much harder to do on-a-whim hikes from Portland, but also would massively negatively affect avid hikers in the Bend region.

I also recognize that many trails in this region are being overused. Instead, I would support a more specific approach, where each trail/trailhead, and location are evaluated on their own terms. There are many, many trails in the CCW areas that are not overcrowded, with many of the trails hardly seeing any hikers at all.

I would instead want to see a system like the Jefferson Park or Obsidian Limited Entry Area implemented. Places that could also use a system like this could be Green Lakes and NoName Lake, just for example.

Either a mix of implementing restrictions to either select overcrowded trailheads, and/or overcrowded campsite/day hike locations, would be preferable to a blanket system across every trail in the CCWP region.