Data Submitted (UTC 11): 3/13/2020 12:16:52 AM

First name: Guy Last name: Austin Organization:

Title:

Comments: I access forest resources via three primary ways. First is motorized travel. Second is by foot. Third is by bicycle. Injuries prevent me from carrying heavy loads on my back (i.e. back-packing) as a means to access and enjoy forest resources, when they are of a moderate to greater distance away from established roads / trails.

Thus, I am concerned about road and trail closures as a result of wilderness expansions. Such expansions often result in the closure of roads / trails that are used to gain a closer access by individuals with physical limitations.

Having been to several of the meetings during the Draft Land Management Plan process, and talking with many people, I support Alternative B; with modifications.

I feel that Alternative B could be modified to reflect significantly increased priority and resourcing for motorized recreation, such as projects, especial during the first several years following the Forest Plan approval. This would benefit and impact, in a positive way, the largest group of users who recreate on the forest: motorized users.

It would be ideal to have a pro-actively managed motorized recreation program that sustained a motorized route system that would provide a user experience and that is embraced, maintained, and supported by the users themselves through volunteer groups.

Perhaps a very efficient way to assist in this would be to implement motorized "corridors" within wilderness boundaries.

Gun Creek is an area with a motorized trail that has might possibly be included in a wilderness area; yet the route through this area provides access to users that is otherwise quite difficult to access. This area also provides a very high degree of enjoyment for forest users.

Fred Pantry Cabin (FR939) might also be impacted with a closure which would prevent access to a historical site on the forest that also is quite beautiful.

Thank you for considering my comments.

Guy