Data Submitted (UTC 11): 2/17/2023 10:52:18 PM First name: Carl Last name: Schrader Organization: Title:

Comments: I am a long-term Juneau resident and active outdoor enthusiast. I use the MGRA for wildlife and scenic viewing, and value the semi-natural condition of the area. I visit the area near the Visitor Center mostly during winter for skiing and hiking to the waterfall. The rest of the year, I hike trails mainly on the west side of the lake and the Dredge Lakes area, usually accompanied by my dog Luna. The East Glacier Trail is also one of my favorites. I occasionally kayak on the lake.

Rather than try to address my comments to each Proposed Alternative, I will address my concerns by area of concern.

Maintaining the Viewshed. One of the main draws to the MGVA is the viewshed. New building structures should be kept to the east side, near the existing Visitor Center to minimize visual impact. I oppose authorizing motorized boats and associated infrastructure, as seeing large tour boats on the lake would not be compatible with the natural setting.

Commercial Vessels on the lake. I oppose authorizing motorized boats and associated infrastructure, as seeing large tour boats on the lake would not be compatible with the natural setting. (See Maintaining the Viewshed).

Parking. I support approaches to parking and traffic control that would include remote parking and electric shuttle vehicles.

Trails. I support modest trail improvements, but I oppose significant expansion of commercial use. Keep trails to the minimum widths needed. In this regard I would support development for cross-country skiing but want most of the trails kept to single-track as opposed to the 12' or so width preferred by skate skiers. I would support connecting to the trail system at the campground and west side of the lake, including a bridge. However any crossing of the Mendenhall River should be designed for minimal visual impact. I'm fine with the modifications proposed for the trails near the Visitor Center and parking areas.