

Some questions that the Negotiated Rulemaking Committee could help in addressing:

1. For each park site, compare the “current conditions” chart with what you believe is the case for the degree of use. Use following definitions:

High- Park site beaches, trails or other features are nearly always occupied and are often crowded.

Moderate- Park site beaches, trails or other feature are usually occupied, but the area is only occasionally crowded.

Low- Visitors sometimes see other visitors, but the area is never crowded.

2. What percentage of visitors are usually walking dogs?

High- More than one in three visitors are walking dogs

Moderate- Approximately one in ten to one in 3 visitors are walking dogs

Low- Fewer than about one in ten visitors are walking dogs

3. What are the typical kinds of uses (e.g. picnicking, walking, jogging, sunbathing, equestrian, birdwatching, photographing wildlife, scenery, watersports, etc.) other than dog walking at each park site? Please include following in your response:

- Itemize use by trail or specific locations in park sites, if helpful.
- Where are these non-dog walking uses intense?
- Any differences in the use or intensity during a particular season?
- Any differences in the use during different times of the day?

4. Are there particular park sites or locations within a park site frequented more often by groups that might be sensitive to dogs?

- What are those groups (young children, elderly, disabled, etc.)?
- Are there any seasonal or daily differences in how you believe these groups use the park site(s)?

5. What do you believe are the elements of a park site that make it attractive for dogwalking? (e.g. close to home, beach, unconfined, etc.). Is there a difference in desirable characteristics for on-leash vs. voice controlled dogwalking?

6. What are the visitor uses or physical, natural or other features of a park site that you believe lead to a potential conflict situation? (small area, high use, varied use, etc.).

7. How would you define a conflict?