

## Follow Up Message to February 25, 2023, Information Meeting & Open House:

On behalf of myself and the other Park District staff, I want to thank all of you who braved the rainy cold weather to join us at the Community meeting on February 25th. We estimate that we had close to 100 people in attendance, which shows just how important these issues are to each of you. We appreciate the feedback you provided regarding the proposed pilot project and have utilized that input in crafting the final version of the project strategies reflected in the project map and rules. Details on the final version can be found in the pilot project FAQs page. As you may have gathered from the conversations at the meeting, the range of user perspectives is wide and varied. In drafting the final version, we have tried to incorporate many of the ideas while also keeping with the original intent of this project. Some things to consider: this is a pilot project and, as such, the rules we are implementing are temporary; the intent of the pilot is to test a variety of trail management strategies, some of which may not pan out for long-term adoption; the pilot is intended to be a dynamic process and data (trail counts, enforcement data and user surveys) will be collected during the term of the project and thus the initial strategies may be modified based on the information collected; and finally, any strategies that are considered for wider adoption in District parks will be reviewed by the District's Board of Directors before implementation.

A final observation: although the meeting was intended to focus on the pilot project, one of the more important outcomes was the honest and frank conversations between various trail users sharing their perspectives and concerns. Clearly, we all value these parks and want to enjoy and protect them.

Thank you for your interest, courtesy, and thoughtfulness about the project. The pilot project start date is **Friday**, **April 21**, **2023**.

Hope to see you out on the trail,

Jim O'Connor Deputy General Manager

