

Advisory Council Workshop – 2/23/99

Tom Lindburg –

- neither A nor B meets needs
  - Existing conditions degraded
  - Current funding

Native American consultation

- Deer Island process – March 4

Bill (Giezentanner ?) –

- Be realistic about conditions
- How many people on each island?

Rob Moir –

- Level of detail not sought now
- Marina on Long Island

John Lewis –

- Minimum EIS requirements

Angela Olszewski –

- Don't polarize preservation vs. recreation
- How many visitors?
- How to attract \$\$\$
- Don't limit opportunities, potential –ex audio tape
- Hybrid – some areas primitive but others more built up

Pat –

- Public – private – need to raise money
- What kind of balance? What level of development needed to attract funding

Suzanne Gall Marsh –

- Lots to see – more than can be seen in 1 day; Access is critical
- Why focus on Georges and Spectacle
  - Peddocks has a 2 million-dollar pier?
  - When will Deer be open
- Concept of Partnership not left to each owner only mixed rangers

Tom Lindburg –

- Partnership to leverage funds for islands – e.g. Peddocks
- Agencies putting in matching funds
- MWRA contributing 30 million dollars – Deer & Nut
- Partnership doesn't have a conflict resolution program

George Price –

- Assume broad plan then lots more planning
- Shopping list of project for next 15 years

Jack Wiggin –

- Short term realistic and long term more idealistic

Tom Lindberg –

- Need to know costs and be realistic

Greg Kecthen –

- Spectrum is not so broad
- Treat islands differently
- What is the bracket of the spectrum?

Rob Moir –

- Example, what do we do if 20 cigar boats were donated?

Tom Lindberg –

- Cluster islands
- Treat each differently

John Dinga –

- Some islands no matter how much built won't get people e.g. Great Brewster pier wiped out
- Community turned its back to harbor, some people may want to play tennis, rollerblade

Jack Wiggin –

- A – shouldn't have less visitation as an objective
- Sustainability not mentioned
- Natural areas and developed areas
- Visitor service not high impact on natural resources
- Never limit visitation, don't expect 2 million people

Rob –

- Boat rides too

Tom –

Clusters: Industrial, Large/developed, Brewsters, Hingham & World's End

Bill G. –

Key features A&B all look good

Greg –

- Clusters, outer islands
- Natural barrier, Long – Deer
- (inside toward city; outside & Middle)
- people would learn what to expect on each Island – e.g. A – Brewster, B – peddockes

Gary –

- What about internment sites

Suzanne

- A lot of disappointed people (with the resource)
- Lack of partnership cooperation
- Need to help educate people
- Public access to Great Brewster, no to build great pier but seasonal float. FBHI took 300 people, seemed too many at one time

Rob

- Consider Long & Deer Islands as Hubs to tell story of the Native Americans

John Dinga –

Geographic considerations, N. Shore

Bill G.

From Hub to others

Pat –

- Key features A&B lots of time
- Seems A is the 1<sup>st</sup> 5-10 yrs & B would evolve over 10-15 years

Tom

- Imperative to get visitation to the islands – GET KIDS out there , basketball, skateboards

Suzanne

- Should there be activities not **adopted??**
- Shouldn't raise expectations or have same things as city offers

John Lewis

Exciting things to be done on islands

George Marsh

- Wants quiet not skateboards

Rob

- Noise is an issue, OK to skateboard, not amplified

Jack

- Not on any island?

George Marsh –

- Not any old baseball....
- Something different for mainland

Vivian

- Build activities on the resource take advantage of ....
- There will be proposals, cabins etc...B&B, campgrounds
- Needs to be **enough? (looked like enuf)** activities

Edith

- Don't want more of the city out there. Quiet.
- Should be different type of environment

Claudia –

- Unfair for adults to decide what kids would like

Greg

- Build on resources there, not golf course, vehicles races
- Common theme
- Noise – concerts on certain islands OK
- Retail at gateways

Regina

- Land gateways could take some development, that might meet needs for activities
- Some islands should have nothing done, others **maybe (looks like mateble)**
- Boat trips

Tom

- Who decides? Who pays?
- MWRA may be biggest contributor

Rob

- When Mall of America comes, can we answer?
- Hearing comments toward res, preservation & not thrills of recreation
- A – could carry more people than B

Bill G.

- Everything in B could go into A except non resource based recreation

Rob

Anything in B that does not relate to resource can go into A

Greg

- Concert?
- Halloween?
- 10K race

Rob

Case by case, Does it hurt resource?

Joe?

- Specific uses for specific islands
- Need management decision making – **spetrade???** Out
- Eliminated recreation will eliminate major \$\$\$ & people drawn

Edith

- Managers need to oversee but can have concerts – people go to recreate

Liz

If combination – how to rank or invoke goals & guiding principles

John Lewis

Hiking in mountains is recreation

Pat

Start with A resource, get people interested – evolve toward development