

Example access/quality of experience matrix for the Ashley National Forest recreation planning

Hypothetical example for Alt C (compared to no Action), increasing wilderness areas

User group	Area Type					Specific amenities					
	Wilderness areas	Destination Recreation Areas	Backcountry Recreation Areas	General Recreation Areas	Remote areas with low utilization	Disability-accessible trails, restrooms, parking areas	Developed recreation sites such as camp grounds, picnic areas, interpretive sites	High-quality game species habitat	High-quality fishable waterways	Trails with mechanized access	Trails with motorized access
Boy Scouts			-		+						
Solitude-seekers	+				+						
Large groups		-		-			=				
Mobility impaired visitors ¹		-		-		=	=				-
Hunters	+		-	-				+			-
Anglers	+			-					+		-
Commercial outfitters (boat trips)		-		-					+		
Mountain bikers				-						-	
OHV users		-		-							-
Cultural/historic site visitors		-		-			=				
Tribal populations	+		-	-	+			+	+		
EJ populations		-		-			=				

¹including those with mobility disabilities and elderly visitors

Key	
Area or amenity type has no effect on user group	(blank cell)
The change in the amount of this area type or amenity available due to the plan alternative will positively impact the indicated user group	+
The change in the amount of this area type or amenity available due to the plan alternative will negatively impact the indicated user group	-
The plan alternative will have no effect on the amount of this area type or amenity available, so the indicated user group will not be affected	=