Issue	Comments from Individuals Who Attended the 2002 Visioning Session
1. Beaches/ waterfront	• Keep beaches clean • Control dogs on the beach, ban dogs from the beach • Reclaim harbor, Jenness Beach, Wallis Sands for Rye • Encourage non-motorized craft on designated waterways and roadways, ban jet skis
2. Wastewater disposal issues	• Concern about discharge into the ocean, silt, sewer system and fresh water management • Question capacity of existing resources to support increased population
3. Air pollution/ Noise pollution	• Concern about locally, regionally, and nationally generated pollution
4. Scenic views /Quality of life	• Maintain and enhance scenic views • Natural resources enhance quality of life • Open space creates atmosphere of small town • Cell tower effects on natural resources/aesthetics
5. Wooded lots	• Purposes are viewing, noise mitigation, issue of burning wooded lots/forest management
6. Wetlands	• Need for stricter enforcement of wetlands regulations • Let Rye be more strict than the NHDES requirements
7. Marsh lands	• Enhance the flushing of marshlands/ roads issue
8. Open space	• Open space should be visible/frontage • Consider incentives for private owners • Allow for creativity in site design/subdivision for open space • Investigate real estate transfer tax to "Rye land bank" for purchase and maintenance of open space • Consider seniors leaving their homes and selling land for development—need empty nest housing • Continue funding for open space • Restrict back lot development
9. Wildlife/ corridors/ greenbelts	• Maintain wildlife corridors to provide habitat, visual & sound barrier, and wind protection • Monitor development until wildlife corridors are clearly established and protected • Control mosquitoes • Improve pest control issues such as ticks/deer
10. Paths and sidewalks	• Repair sidewalks on Cable Road. • Consider need for bikeways, bike paths • Need walkways to school, library • Prefer permeable surface paths for bikes, runners, cross-country skiing, walking. • Link the two schools with paths