Patricia Danner

What is your gender? Female

Age? 58

County (or Counties) of Primary Residence?

Spokane

Residential setting: Urban

Do you identify yourself as any of the following? Outdoor Recreationist

WDFW has identified a list of impact topics to include in the Plan/EIS. Impact topics are a means of organizing the discussion of issues and analysis of impacts. Impact topics can be thought of as chapter or section headings in the Plan/EIS.

Please review this list and add other topics, or items that fit under these headings.

Please check the topics you view as most important. Wolf conservation and monitoring

Wolf-livestock conflicts

Habitat connectivity

Information and education

Research

Do you have general comments about the scope of Washington's updated wolf conservation and management plan?

Continue to protect the wolves. Ranchers who continue to graze there cattle on PUBLIC lands for very little or no cost must accept predation as a given risk/cost to the rancher, not the taxpayers or the lives of the wolves. If the ranchers bore the cost of the predation, then perhaps they would be more careful where they grazed the cattle and maybe take steps to guard them, too. It seems at least one rancher deliberately grazes his cattle where predation is likely and then cries for the wovles to be killed. This has happened several times, resulting in tragic loss of wolves. These public lands provide the natural habitat for the wolves; the cattle inserted into their areas are the problem, not the wolves. Some studies show that the killing of the packs actually causes a growth in wolf population. So in addition to the loss of the wolves, the killing may have the opposite desired effect. We need the wolves to keep the ecosystem healthy. Nothing about the cattle grazing helps the wild lands. Preserve the wolves. Limit the cattle! And, charge the ranchers for the market value of the grazing benefit. These ranchers profit greatly from the use and to the determent of our public lands. It's time to fix that.