

## THIS IS OUR OPPORTUNITY TO RETHINK TOURISM

& MAKE IT WORK FOR US.

Q. How many tourists do you think Kauai can handle?

A. up to 1 million/year... more = STRESS

We used to be able to control  
with controlling rooms ... but w/ VRBO etc

= OUT OF CONTROL

Q&A HTA and County

Destination Management Project/Process

Q. how can residents  
partake directly  
in tourism revenue?

A. Sep Funding  
Aloha Aina Funding  
HTA grants ...  
There are programs in  
place you can apply for.

Q. How can /if we can  
limit # of rental  
cars on island

A. We cannot limit BUT  
We can encourage  
alternate modes ...  
MORE to come ...  
We have ideas ...

Q. Is there  
a way to map out  
where visitors are  
spending?

A. We do track it ...  
It's on our Website  
will post in in our  
online Q&A

Hawai'i Tourism Authority, org

Q. are we changing  
the metrics to how  
we measure tourism?

A. Yes ... we have  
4 pillars:  
resident satisfaction  
visitor economic daily overall  
and other ...

GROSS NATIONAL

HAPPINESS!  
in consideration

MORE Q & A posted  
online by Oct 26

Q. Why does HTA care about change?

A. Our youth deserve better...

Volume is too much... they need to behave, hard to manage

We NEED TO MANAGE

Imperfect scenario  
imperfect people...

But with ALOHA we can prevail!

customers want it

Q. Has there been acceptance of ECO/VOLUNTURISM

A YES

timbarts ALL IN... many other scenic benefits...

Westin → Waipahuwa  
Hyatt → Kokee

and cultural programs interest too

Q&A Steering Committee

Proposed Actions DRAFT

Q. Are there any Farmers on Panel?

A. Yes... Will Lydgate & Fred Atkins

Q. How can you choose the type of tourist you want?

Who? are they?

How can we be more deliberate?

A. Same way you choose who comes into your house... build/create space for type of people who appreciate.

REINFORCE what WE value

collaborate \* hard work

ALOHA AINA program

Can help fund.  
Learn best practices..

A. TARGET

people who care about learning about our culture.  
Respect our 'aina  
ex: PATAGONIA