Commonwealth of the Northern Mariana Islands Joint Military Training Update



Hafa Adai, Tirow, and Welcome to the Sharing Session

Tonight is the Marine Corps' opportunity to share information with you about our revised training concept on Tinian (see back page). We are here to share information and listen, so please ask questions.

OPEN HOUSE

- 5:00 p.m. CNMI and Marine Corps representatives available at posters
- 6:00 p.m. Welcome Remarks from CNMI Government, Tinian Municipality, and Marine Corps
- 6:30 p.m. Community Questions

Microphones and translators (Chamorro and Carolinian) available.

How Can I Get Involved?

The Marine Corps coordinated with the CNMI Government and Tinian Municipality to develop the



revised training concept being presented this evening. In the coming months, the Marine Corps will be analyzing the impacts of the revised training



concept on the human and natural environment in a Revised Draft Environmental Impact Statement. The

public will be notified when and where the document will be available for review,

anticipated fall of 2024, and how to provide comments.

When you sign in tonight at the welcome table, you are signing up to receive information about this project, including future public involvement opportunities. You can also request to be on the list to receive information at www.cnmijointmilitarytrainingeis.com.

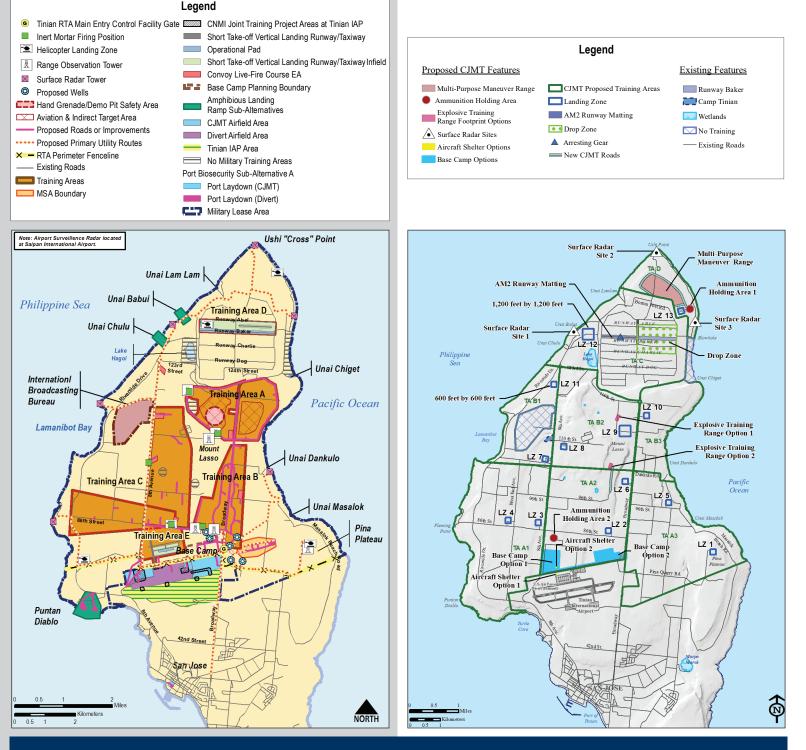


CHANGES FROM FORMER 2015 TRAINING CONCEPT

- NO training activities on Pagan
- NO extensive range footprint on Tinian
 - (i.e.,14 live-fire ranges)
- NO high hazard impact areas
- NO use of artillery or aviation delivered munitions
- NO amphibious landing ramps
- NO activities that impede commercial air traffic

CURRENT PROPOSED TRAINING CONCEPT 2.0

- · Ground training within the Military Lease Area
- 2 live-fire ranges within the Exclusive Military Use Area
- Landing zones used for aviation or ground training
- Aviation training on North Field
- Training support facilities and capabilities



www.cnmijointmilitarytrainingeis.com