Statement for Santa Clara | Santa Cruz Community Roundtable Feb 27, 2019 meeting

My name is Marie-Jo Fremont, Palo Alto resident.

I want to dispel two misconceptions.

The 1st one is that **airplane noise** is due to **increased traffic**. **It's a myth**. In '99, SFO had 4400 more arrivals than in 2015 when noise exploded. Yet, there were **very few noise complaints in '99 compared to 2015. Increased traffic is not the root cause** of the noise problem**. NextGen designs are.**

The 2nd misconception is about **shifting noise**. Many people think that changing flight paths is a zero sum game --basically you are just shifting the noise to other people. That would be true if you did not reduce noise when making changes. It does **not** have to be a **zero sum game**.

Ask the FAA to design arrival paths that **substantially reduce the total amount of noise by:**

1. **Reducing speed**. Slower speeds mean less noise. Why do you think fighter jets are so noisy?
2. **Increasing altitudes substantially**. If you **double the altitude**, you **decrease noise by half** with everything else being the same.
3. **Making aircraft fly "clean" and idle over residential areas**. Fly clean means no flaps, no slats, no speed brakes. Fly idle means no thrust. Today, planes can't do either. We have noisy descents, including noisy vectoring. **Planes do not glide today.**
4. **Taking advantage of compatible land use**. Fly over water, uninhabited areas, industrial areas, existing noise corridors like freeways. Don't fly at low altitudes over quiet neighborhoods. Don't merge arrival routes over them..

If you **reduce speeds, increase altitudes, make planes glide, exploit compatible land use,** then you **decrease the total amount of noise.** If you had **X amount of noise before,** then you may **end up with ¼ of X or even less**. **You reduced total noise. Therefore it's not a zero sum game. And that's why you must ask the FAA for paths that reduce total noise first and foremost.** And then you deal with the residual noise, the ¼ of X or less where you evaluate different strategies to understand the impact and ensure that noise in our communities returns to pre-NextGen levels.