



Management Strategies

in
Resource Recreation &
Tourism

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Allocation

Why is it needed?

1. The supply of land & resources is limited *(most attractive areas are already protected or developed. . .)*
2. Use is steadily increasing *(Use is growing faster than new land is designated or facilities are being built. . .)*
3. Society has set goals to protect & perpetuate the resource & the experience in certain areas.

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Allocation

What is allocation?

Distributing scarce resources among competing uses.

(Designating land to different management categories, protected categories, or types of use. . .)

Distributing a limited number of opportunities among potential users.

(Deciding who will get to go . . .)

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Allocation by Zoning

Definitions

- **Zone** -- an area that is designated for some purpose or differs in some respect from adjoining areas. May have distinctive resource characteristics, regulations, restrictions, or opportunities.
- May be defined ecologically, geographically, temporally, politically, or socially.

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Zoning

Purpose

Purposes:

- To separate incompatible uses or users
- To protect some specific features or characteristics
- To provide for resource protection
- To accommodate a wider variety of users by preventing conflict or displacement.

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Ecological Zoning

- Landscape elements -- relatively homogeneous ecological units of natural or human origin *(e.g. desert, swamp, city, gravel quarry)*
- Distinctive environmental factors *(canyons, cliffs, beaches, cultural features)*
- Riparian, montane, subalpine, alpine zones
- Habitat type *(plant associations, overstory & understory)*

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Geographical Zoning

- Areas spatially defined on a map
- Watershed or basin -- the area drained by a river.
- Viewsheds -- seen & unseen areas
- Solar access
- Historical themes.



Political Zoning

- Political designations
(*water district, linear park, sanitation district, park district, residential, commercial, agriculture/ forestry*)
- Regulatory zones
(*speed zones, no-wake, quiet zones, no hunting, catch & release, no fishing, no skateboards, tents only, no pets, building restrictions, sign restrictions, no open fires zone . . .*)



Temporal Zoning

- Seasons
(*fishing & hunting seasons, wildlife nesting, calving or lambing . . .*)
- Shoulder seasons
- Time Restrictions
(*quiet hours, motors only from 8:00 a.m to 5:00 p.m., stock access after July 1st . . .*)
- Length of time
(*court times, length of stay limits . . .*)



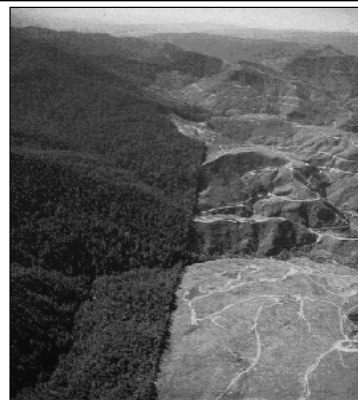
Social Zoning

- Separate incompatible users
(*hiking vs horses vs dirt bikes & OHVs . . .*)
- Characteristics of the social group
(*party size, group camp areas, age, ethnicity, . . .*)
- Equipment regulations
(*black powder, bow hunting, motorboat horsepower, non-motorized boats, snowboards vs downhill skiing vs XC skiing, . . .*)



Zoning Buffer Zones

- **Buffer Zone** -- an area between two incompatible uses designed to lessen the impact of one on the other.
(*subsistence uses near a park, commercial building restrictions near a resort, parkways or utility corridors, restricted harvest methods . . .*)
- Controversial
(*Should they extend outside or inside the protected area? Are they legal? Where are they used? . . .*)



Zoning No Buffer Zones



Boundary between
National Park &
National
Forest



Allocation by Rationing by *Reservation*

- Require potential visitors to request, or reserve, an opening in advance (*most people have experience with this. . . Restaurants, hotels, campgrounds, whitewater rivers*)
- Advantageous to people who can plan ahead
- Problems (“no shows,” “multiple reservations,” administration costs, multiple contacts)
- “Suboptimization” -- relative worth of the experience is ignored
- Multiple reservations (for short visits & repeat visits?)



Rationing by *Lotteries*

- Visitation rights are distributed randomly (*People have experience with this. . . Big game permits, whitewater rivers*)
- “Eminently Fair”
- “Suboptimization” – (*Relative worth of the experience or visiting one specific place is ignored.*)
- Problems with “leadtime” before visit
- Problems with “no shows”
- Methods (*Mail? Phone? Electronic? Individuals or groups? Fair? Equal Access?*)



Rationing by *Queuing*

- Visitation rights granted first-come, first-served (*People have experience with this. . . Big game permits, whitewater rivers, amusement parks*)
- Imposes a price in terms of time.
- “Suboptimization” -- We pay in terms of time, but no one receives the benefit of this “price.”
- Favors locals & those with lots of time
- Expensive to administer (*facilities for those waiting*)
- Not very popular



Rationing by *Price*

- Visitation rights limited by raising the price (*People have experience with this. . . Big game outfitting, hotels*)
- Discriminates against those unable or unwilling to pay.
- “Suboptimization” -- Ability to pay may not be related to the value we place on the resource.
- May not adequately limit numbers of users
- Benefit—It captures the “value paid”
- “User pays,” or is it “User pays again?”



Rationing by *Merit*

- Distribute permits on the basis of some demonstrable skill, knowledge or past behavior (*hunter safety courses, scuba green card, skydiving*)
- “Suboptimization” Reduced -- Favors people who value the experience or the resource enough to qualify.
- Expensive to administer (*Who sets standards? Who evaluates? Who is liable?*)
- Not very popular, people fear excessive regulation.



Management Strategies *Four General Strategies*

1. Increase the **Supply**
 - Add facilities or increase time (*seasonally, weekly, daily*)
2. Increase **Durability** of the Resource
 - Harden the site, develop facilities
3. Reduce the **Impact** of Use
 - Modify use, Disperse use, Concentrate use
4. Limit or Allocate or **Regulate** Use
 - Limit amount of use
 - Limit the type of use (*party size, equipment, length of stay...*)



Management Strategies

1. Increase the Supply
2. Increase Durability of the resource
3. Reduce the impacts
 - modify, disperse or concentrate use
4. Limit Use
 - limit numbers or limit activities.

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Management Strategies

Direct vs Indirect Approach

Direct Management Actions

- Emphasis on regulation of behavior; individual choice restricted; high degree of control



Indirect Management Actions

- Emphasis on influencing or modifying behavior, individual retains freedom to choose; control less complete, more variation in use possible



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Management Strategies

Direct Approach

Direct Management Actions

- Impose fines, increase surveillance, enforcement
- Strictly zone incompatible uses (*day-use only, no motors, week-end only, horse only, no campfires, ...*)
- Impose Limits (*length of stay, party size, number of vehicles, number of stock, number of boats, ...*)
- Restrict hunting or fishing or specific activities
- Limit access to designated roads, trails, campsites
- Require advance reservations.

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Management Strategies

Indirect Approach

Indirect Management Actions

- Improve (or not) access (*roads, trails, parking*)
- Provide (or not) facilities (*visitor centers, restrooms, playgrounds, concessions, beaches, campgrounds, ...*)
- Charge differential fees (*full hook-ups, lake views...*)
- Education & publicity about specific resource attributes (*waterfalls, beaches, scenic vistas, historic sites*)
- Improve (or not) fish & wildlife populations (*fish stocking, planting food & cover*)

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Management Strategies

Choosing an Approach

- Target the specific problem
- Resource impact or a behavioral conflict?
- Examine the causes
- Consider Indirect
- Consider Direct
- Consider impacts on users' experiences



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Management Strategies

Choosing an Approach

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Management Strategies

Choosing an Approach

- Target the specific problem
 - Resource impact or a behavioral conflict?
 - Examine the causes
 - Consider Indirect
 - Consider Direct
 - Consider impacts on users' experiences
- 
1. Increase the Supply
 2. Increase Durability of the resource
 3. Reduce the impacts (modify, disperse or concentrate use)
 4. Limit Use (limit numbers or limit length of stay)