

Management Strategies

in
Resource Recreation &
Tourism

RRT 287
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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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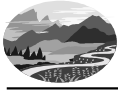
Allocation

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 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

Definitions

Purpose

- 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, stripmine*)
- 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
- Solar access
- Historical themes

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Political Zoning

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

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Temporal Zoning

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

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Social Zoning

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

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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 . . .*)
- Controversial (*Should they extend outside or inside the protected area? Are they legal? Where are they used? . . .*)

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Zoning No Buffer Zones



Yellowstone
Boundary with
Targhee National
Forest

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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 with “no shows,” “multiple reservations,” administration costs, multiple contacts
- “Suboptimization” -- relative worth of the experience is ignored
- Multiple reservations for short visits & repeat visits?

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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”
- Mail? Phone? Electronic? Individuals or groups?

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Rationing

by **Queuing**

- Visitation rights granted first-come, first-served (*People have experience with this. . . Big game permits, whitewater rivers*)
- 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

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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
- Captures the “value paid”
- User pays vs User pays again

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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?*)
- Not very popular, people fear excessive regulation.

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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 Regulate Use
 - Limit amount of use
 - Limit the type of use (*party size, equipment, length of stay ...*)


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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

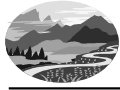
Direct Approach

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 experience



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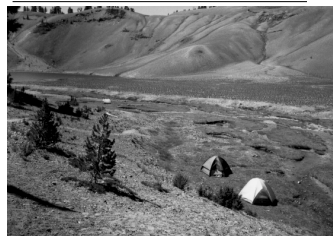
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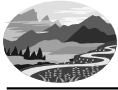
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Management Strategies

Choosing an Approach

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



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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