













Major Assumptions of Recreation Carrying Capacity

- The amount of impact is related to the amount of use.
- Decreasing the amount of use will decrease the impacts.
- Researchers can calculate the magic <u>number</u> of users, below which impacts will be acceptable.

TANANA



- CC focuses on the wrong question.
 How many are too many?
- Implies a magical <u>numerical</u> fix.

- Reducing numbers of visitors may <u>not</u> <u>reduce</u> impacts!
- We want to manage for desired resource & social conditions.

























Recreation Impacts are Variable

- Vary with the <u>type</u> of use.
- Vary with the <u>timing</u> of use.

- Vary with the <u>distribution</u> of use.
- Vary with the environmental <u>setting</u>.
- Vary with <u>mitigating actions</u> taken by managers.
- Vary with people's <u>expectations</u> & <u>norms</u>.

	Type of Use
Less Impact	More Impact
Small groups	Large groups
Foot	Stock Motorized
Contemplative «	Competitive Extractive
Minimal equipment require	d Equipment-Intensive
Day Use	→ Overnight
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Environmental Setting			
	Less Impact	More Impact	
	Dry soil sites Moderate rainfall Sandy loams	Vet soil sites mal rainfall → Clays	
	Rocky sites ← Grass-covered → S Foraging sites ← (hrub-covered Nesting sites	







 The <u>amount</u> and <u>type</u> of use that an area can sustain over a given time period, given goals to maintain the <u>physical</u> environment and the <u>experience</u> of the visitor.

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Prerequisites for Defining Recreation Carrying Capacity

- Clear statement of <u>Desired Future Conditions</u> that include:
- Goals defining the <u>experience</u> that is to be sustained over time
- Goals describing the <u>resource conditions</u> that are to be sustained over time
- Definition of appropriate <u>amount</u> and <u>type</u> of <u>use</u>.





