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 . . . )

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.
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.

Zoning

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

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)
**Geographical Zoning**

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

**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 . . .)

**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 . . .)
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, . . .)

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? . . .)

Zoning

No Buffer Zones

Yellowstone Boundary with Targhee 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 with “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”
- Mail? Phone? Electronic? Individuals or groups?

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
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.

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.

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*...).
Recreation 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.

Choosing an Approach

Management Strategies

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

Direct vs Indirect Approach

Direct Approach

- 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.
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)

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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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)