Strategy III. Modify the Location of Use Within Problem Areas

16. Discourage or prohibit camping on previously impacted campsites (this applies to low-use areas only) and on fragile sites (this applies everywhere) (page 32).
17. Encourage or permit camping only on sites that are already well-impacted or designated (this is particularly important in high-use areas) and on resistant sites (this applies everywhere) (page 34).

Strategy V. Modify Type of Use and Visitor Behavior

25. Discourage or prohibit particularly damaging practices and/or equipment (for example, discourage wood fires—this is particularly important in relatively undisturbed places because fire scars tend to attract repeat use) (page 42).
26. Encourage or require low-impact behavior, skills, and/or equipment (for example, carry and use stoves—this is particularly important in relatively undisturbed places) (page 43).
27. Teach a wilderness ethic (for example, stress the need to avoid creating new campsites) (page 44).

Strategy VIII. Maintain or Rehabilitate the Resource

37. Close and rehabilitate unwanted campsites (page 54).

A number of secondary tactics are also available. All of the tactics under strategy I (Reduce Use of the Entire Wilderness) would tend to inhibit the development of unwanted campsites, but not substantially. The tactics under strategy II (Reduce Use of Problem Areas) could have more pronounced positive effects on sites in problem areas. But use reductions would have to be substantial, and benefits would probably be more than offset by increased impact in areas to which use was dispersed.

There is one exception to this generalization. The number of impacted campsites that are required to accommodate campers in popular places can be reduced if use of these places is reduced. To be successful, however, limitations on use must be combined with tactic 17 (encouraging or permitting camping only on designated or already well-impacted sites) and tactic 37 (close and rehabilitate unnecessary sites). All of the tactics under strategy II, with the exception of tactic 13 (encourage off-trail travel) could be effective in either of these situations. The consequences of increased use elsewhere must be considered.

Litter

Of all major wilderness problems, litter is potentially the simplest one to manage. The “pack-it-in, pack-it-out” policy appears to have been quite successful in reducing problems with litter; many wilderness visitors consider litter to be less abundant than it was in the past (Lucas 1985). Some of this improvement reflects the fact that wilderness rangers spend a large proportion of their time picking up litter. Clearly, visitors who leave their litter are the primary cause of litter problems. Therefore, the primary tactics are:

Strategy V. Modify Type of Use and Visitor Behavior

25. Discourage or prohibit littering (and perhaps prohibit cans and bottles) (page 42).
26. Encourage or require certain behavior, skills, and/or equipment (for example, encourage visitors to pick up other visitors’ litter or require litter bags) (page 43).
27. Teach a wilderness ethic (stress the importance of not littering) (page 44).

Crowding and Visitor Conflict

Social research has demonstrated that whether visitors feel crowded or not is a function of more than how many other people they meet (Manning 1985; Stankey and Schreyer 1987). The location of the encounter makes a difference; encounters at campsites are less acceptable than those that occur while traveling, and encounters in the core of the wilderness are less acceptable than those near access points. Crowding is also affected by the type of party encountered; encounters between certain types of parties constitute visitor conflict. Encounters with large parties, parties with stock, and parties with pets are potentially more dissatisfying for some parties than encounters with parties without these characteristics. Encounters with parties that are similar to one’s own party usually are most acceptable. Visitor expectations also influence the extent to which the number and type of encounters contribute to crowding (Manning 1985). Consequently, there are two relatively distinct subproblems: (1) too many encounters and (2) encounters with parties that are particularly bothersome (conflicting encounters).

SUBPROBLEM I--TOO MANY ENCOUNTERS

The primary cause of too many encounters is simply too many people in one place at one time. This situation is influenced by the number of visitors, as well as when they visit and where they go. Consequently, the primary tactics are:

Strategy II. Reduce Use of Problem Areas

7. Inform potential visitors of the disadvantages of problem areas and/or the advantages of alternative areas (for example, inform visitors of high use levels in problem areas) (page 23).
8. Discourage use of problem areas (for example, have rangers at portals ask visitors not to visit problem areas) (page 24).
9. Limit number of users in problem areas (for example, issue a limited number of permits) (page 25).
10. Encourage or require a length-of-stay limit in problem areas (page 26).