**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 and 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).

**Strategy VIII.** Maintain and Rehabilitate the Resource

36. Remove litter (page 52).

Strategies I and II, by reducing use where littering is a problem, would tend to reduce litter problems, but the effect would not be substantial. These tactics do not seem worth the cost—both to visitors and managers—of implementing actions.

**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).
Strategy III. Modify the Location of Use Within Problem Areas
16. Discourage or prohibit camping close to trails or other camps (page 32).
17. Encourage or permit camping only on dispersed campsites (page 34).
18. Locate campsites out of sight and sound of each other and trails (page 35).

Strategy IV. Modify the Timing of Use
22. Encourage use outside of peak use periods (page 39).
24. Charge fees during periods of high use (page 41).

Strategy V. Modify Type of Use and Visitor Behavior
25. Discourage or prohibit behavior and equipment that increase encounter frequency (for example, other parties will be less likely to notice your presence if you avoid wearing bright clothes or making lots of noise) (page 42).
26. Encourage behavior, skills, and equipment that decrease encounter frequency (for example, camp away from other parties and carry an earth-colored tent) @age 43).
27. Teach a wilderness ethic (stressing the value of minimizing contact with others) (page 44).

We consider strategy I (Reduce Use of the Entire Wilderness) to usually be a secondary strategy. Nevertheless, there are a few areas where total use should be reduced. In these places, the mere redistribution of use is insufficient and the techniques under strategy I are of primary importance. Even in such wildernesses, it would also be worthwhile to simultaneously manage internal use distribution and to modify type of use and visitor behavior to further reduce crowding and conflict.

SUBPROBLEM 2-VISITOR CONFLICT

The factors that most affect visitor conflict are the type of use and behavior of visitors encountered, where encounters occur, and visitor expectations about both the number and type of encounters. Conflicts are most severe when encounters are with dissimilar types of parties, particularly if the type of party encountered or its behavior is considered to be inappropriate. They are also severe when they occur at campsites, in more remote places, and when the encounters are unexpected. Therefore, primary tactics are:

11. Make access to problem areas more difficult and/or improve access to alternative areas (for example, build new trails into alternative areas) (page 27).
12. Eliminate facilities or attractions in problem areas and/or improve facilities or attractions in alternative areas (for example, remove shelters in problem areas) (page 28).
14. Establish differential skill and/or equipment requirements (more stringent requirements would be in effect in problem areas) (page 30).
15. Charge differential user fees (higher fees would be charged in problem areas) (page 31).

Strategy III. Modify the Location of Use Within Problem Areas
16. Discourage or prohibit conflicting types of use (such as stock, pets, or large parties) from using certain locations (page 32).
17. Encourage or permit conflicting types of use to camp only on certain campsites or use only certain locations (page 34).
21. Segregate different types of users (page 38).

Strategy V. Modify Type of Use and Visitor Behavior
25. Discourage or prohibit activities that tend to cause conflict (such as playing radios or target shooting) (page 42).
27. Teach a wilderness ethic (stressing the importance of not disturbing other parties) (page 44).
28. Encourage or require a party size or stock limit (page 45).
29. Discourage or prohibit stock (page 46).
30. Discourage or prohibit pets (page 47).

Strategy VI. Modify Visitor Expectations
32. Inform visitors about appropriate wilderness uses (page 49).
33. Inform visitors about conflicting uses they may encounter (page 50).

Although visitor conflict will be reduced by tactics that reduce use of problem areas (strategy II), these are considered to be of secondary importance, in most situations, because there are more direct ways to deal with conflict. Strategy I (Reduce Use of the Entire Wilderness) is also usually a secondary strategy.

Packstock Impact

Many packstock impact problems have already been covered under trail and campsite deterioration and crowding and user conflict. The major additional type of problem is deterioration of grazing areas.

SUBPROBLEM-DETERIORATION OF GRAZING AREAS

Deterioration of grazing areas occurs mainly when grazing use is excessive or when it occurs in fragile areas or at times of the year when fragility is high. Excessive grazing can result from either too many animals or overly concentrated grazing. Because the most influential factors are amount of grazing use and where, when, and how grazing occurs, the primary tactics are:

Strategy II. Reduce Use of Problem Areas
7. Inform potential visitors of the disadvantages (such as insufficient forage) of problem areas and/or the advantages of alternative areas (page 23).
8. Discourage or prohibit stock use of problem (overgrazed) areas (page 24).
9. Limit number of stock in problem areas (for example, issue a limited number of permits) (page 25).
10. Encourage or require a length-of-stay limit for stock in problem areas (for example, limit the stay at heavily grazed meadows to 1 night) (page 26).