Visitor Use Management in Wilderness: Indirect and Direct Methods

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Indirect and Direct Methods

<u>INDIRECT</u> – Emphasis on influencing or modifying use and/or behavior. Individual retains freedom to choose. Control less complete, more variation in use possible.

1. Physical design and alterations	 Improve, maintain, or neglect access roads. Improve, maintain, or neglect campsites. Make trails more or less difficult. Build trails or leave areas trail-less. Improve fish or wildlife populations or take no action (stock, allow depletion, or elimination)
2. Information and Education	 Information to redistribute use. Advertise recreation opportunities in surrounding areas, outside wilderness. Leave No Trace education programs. Advertise underused areas and patterns of use.
3. Entry and eligibility requirements	 Charge constant visitor fee. Charge different fees by trail zones, season, and entry points. Require proof of wilderness knowledge and/or skills (or group permits).

<u>DIRECT</u> – Emphasis on regulation of behavior. Individual choice restricted. High in degree of control.

1. Increased enforcement	 Impose fines. Increase surveillance of area (wilderness ranger presence).
2. Zoning	 Separate incompatible uses (hiker only zones, areas with stock use). Prohibit use at times of high damage potential (ex. No stock use in high meadows until dry, approx. July 1). Limit camping with setbacks from water or other features.
3. Rationing Use	 Rotate use (open or close access points, trails, campsites). Require reservations. Assign campsites and/or travel routes to each camper group. Limit usage via access points. Group or party size limits. Limit camping to designated campsites only. Limit length of stay in area (max./min.).
4. Restrictions on activities.	 Prohibit certain types of use. Restrict building campfires. Restrict certain recreation activities.
Source: Wilderness Management, 3rd edition	, Hendee and Dawson, 2002.