



Handout B

Indicators by Opportunities

In Handout A, we identified 7 potential recreation opportunities and the desired conditions associated with each. How do we know if those desired conditions are being achieved in the study area? That's where this list of specific, measurable indicators comes in. The following is a list of possible indicators associated with each opportunity. Indicators should be correlated to the impacts people care about, limited in number, easy to understand and cost-effective to monitor. The Forest Service team needs help prioritizing the most important indicators for each opportunity.

Day Hiking

Total encounters (number of other groups seen per day; count repeats if out of sight for 15 minutes).

Maximum group size (size of largest group encountered)

Average group size (size of average group encountered)

Parking availability (percent of trips preferred parking lot is unavailable//full)

9-point crowding scale (a questionnaire used in other capacity studies that asks users how the number of encounters with others affects their experience – increased enjoyment, no effect, decreased enjoyment, etc.)

Trail encounters (number of groups seen while on trails)

Attraction site encounters (percent of attraction sites that had people present)

Number of people at key attraction sites during visit

Average trail tread width

Miles or feet of trail in sub-standard conditions (% exposed soil, % muddy soils, running water)

Miles or feet of trail tread that has widened due to use

Number of miles/feet of user-created trails at attraction sites, campsites, or rapids

Litter/human waste – number of times per day users observed litter or human waste impacts



Backpacking

Total encounters (number of other groups seen per day; count repeats if out of sight for 15 minutes).

Maximum group size (size of largest group encountered)

Average group size (size of average group encountered)

Parking availability (percent of trips preferred parking lot is unavailable/full)

9-point crowding scale (a questionnaire used in other capacity studies that asks users how the number of encounters with others affects their experience – increased enjoyment, no effect, decreased enjoyment, etc.)

Trail encounters (number of groups seen while on trails)

Attraction site encounters (percent of attraction sites that had people present)

Number of people at key attraction sites during visit

Campsite condition measures:

- comparisons of site size (sq feet)
- vegetation loss (sq. feet)
- exposed soil (sq feet)
- number of user-created trails
- number of damaged trees
- number of satellite campsites
- number and/or size of fire rings.

Average trail tread width

Miles or feet of trail in sub-standard conditions (% exposed soil, % muddy soils, running water)

Miles or feet of trail tread that has widened due to use

Number of miles/feet of user-created trails at attraction sites, campsites, or rapids

Litter/human waste – number of times per day users observed litter or human waste impacts



Frontcountry general recreation

Total encounters (number of other groups seen per day; count repeats if out of sight for 15 minutes)

Maximum group size (size of largest group encountered)

Average group size (size of average group encountered)

Parking availability (percent of trips preferred parking lot is unavailable//full)

9-point crowding scale (a questionnaire used in other capacity studies that asks users how the number of encounters with others affects their experience – increased enjoyment, no effect, decreased enjoyment, etc.)

Trail encounters (number of groups seen while on trails)

Attraction site encounters (percent of attraction sites that had people present)

Number of people at key attraction sites during visit

Average trail tread width

Miles or feet of trail in sub-standard conditions (% exposed soil, % muddy soils, running water)

Miles or feet of trail tread that has widened due to use

Number of miles/feet of user-created trails at attraction sites, campsites, or rapids

Litter/human waste – number of times per day users observed litter or human waste impacts.



Challenge-Focused Boating

Total encounters (number of other groups seen per day; count repeats if out of sight for 15 minutes)

Angler encounters (number of anglers encountered per day)

Boater encounters (number of boating groups encountered per day)

Waiting time at portages/rapids/launches (length of time in minutes waiting)

Litter/human waste – number of times per day users observed litter or human waste impacts

Parking availability (percent of trips preferred parking lot is unavailable/full)

Scenery-Focused Boating

Total encounters (number of other groups seen per day; count repeats if out of sight for 15 minutes)

Attraction site encounters (percent of attraction sites that had people present)

Number of people at key attraction sites during visit

Angler encounters (number of anglers encountered per day)

Boater encounters (number of boating groups encountered per day)

Waiting time at portages/rapids/launches (length of time in minutes waiting)

Litter/human waste visible from the river

Resource impact evidence at attraction sites

- Vegetation Loss
- Exposed soil
- River bank impacts/user-created trails
- Litter/human waste – number of times per day users observed litter or human waste impacts

Parking availability (percent of trips preferred parking lot is unavailable/full)



Backcountry Angling

Total encounters (number of other groups seen per day; count repeats if out of sight for 15 minutes)

Maximum group size (size of largest group encountered)

Average group size (size of average group encountered)

Parking availability (percent of trips preferred parking lot is unavailable//full)

9-point crowding scale

Fishing encounters per day (number of groups seen per day while fishing)

Fishing competition (number of times angler passed up a good fishing site that was occupied)

Fishing disturbances (number of times angler per day had to stop fishing because of an encounter)

Fishing success (number caught/kept per hour)

Fishing disturbance time (total minutes per day anglers could not fish during or shortly after encounters)

Litter/human waste – number of times per day users observed litter or human waste impacts.

Frontcountry Angling

Angler proximity (average space in feet between anglers)

Angler density (number per unit length of stream)

Angler interference (number of times per day with entanglements)

Fishing disturbances (number of times per day angler had to stop fishing because of an encounter)

Fishing success (number caught/kept per hour)

Litter/human waste – number of times per day users observed litter or human waste impacts.

Angler density (number per unit length of stream)

Parking space availability (# of parking spaces available)