

Virginia Conservation Vision Nature-based Recreation Access Model

An Overview - June 2021 Version

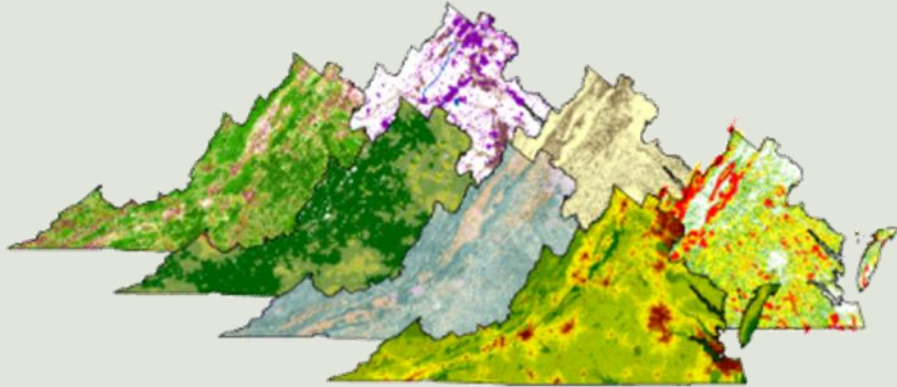
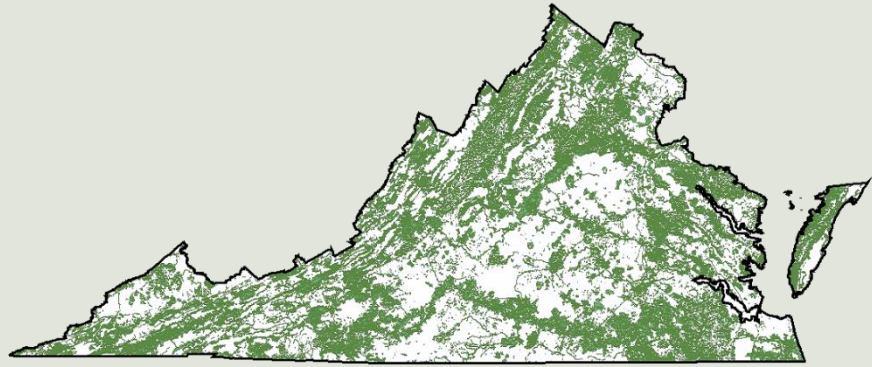
Model Developers:

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David Bucklin, Natural Heritage Spatial Ecologist



ConservationVision vs. ConserveVirginia

Virginia ConservationVision	ConserveVirginia
Started as the Virginia Conservation Lands Needs Assessment (VCLNA) in 2007	Initiated by Governor Northam in 2018
A conservation atlas – a collection of individual maps/models representing multiple themes	A mashup of multiple maps into a single layer with multiple attributes representing multiple themes
	
May be raster or vector	Vector (polygons)
Priority values may be ranked or continuous	Priority values are binary: YES/NO
Derivatives of some ConservationVision models, along with other data sources, are incorporated into ConserveVirginia	

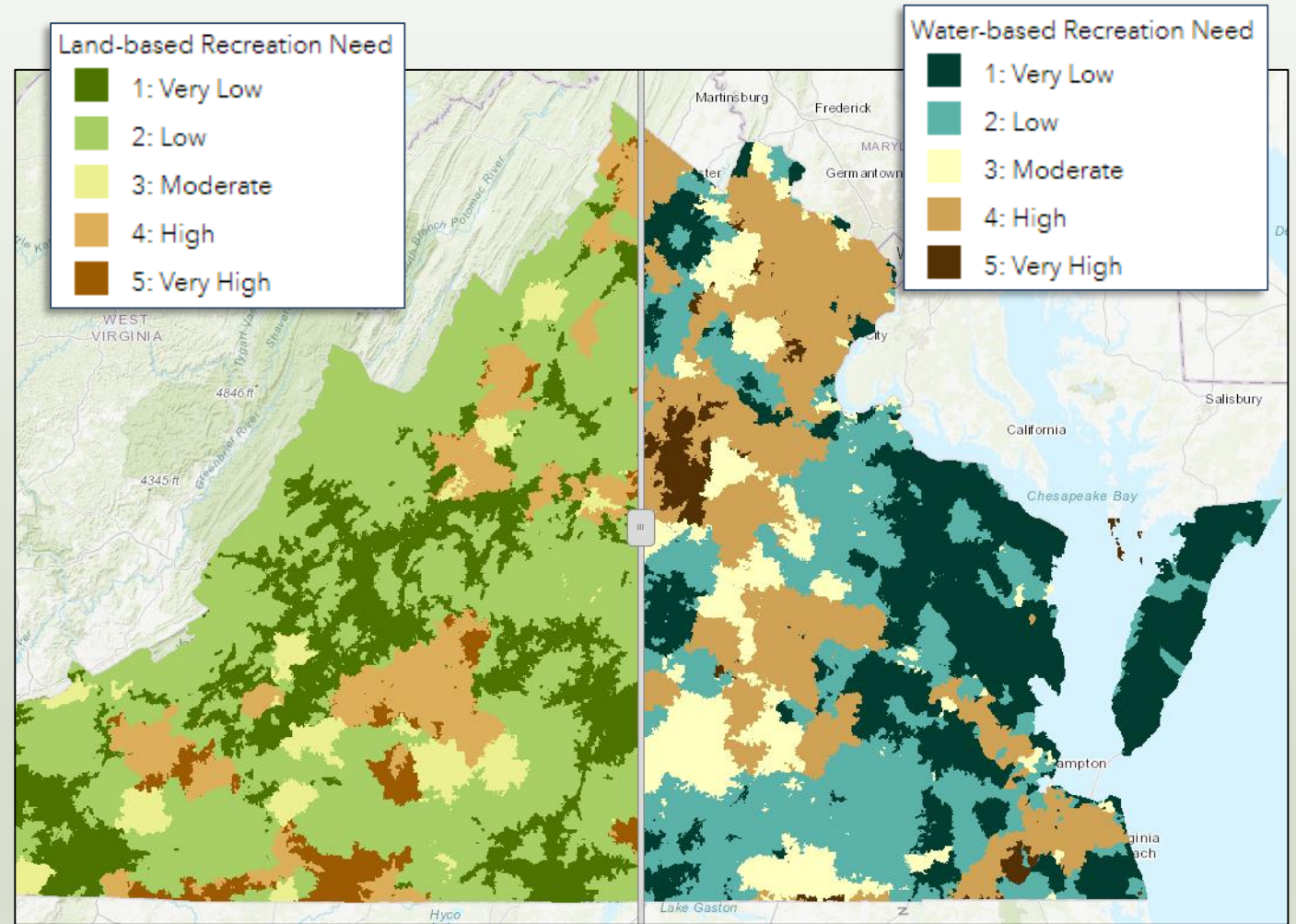
Model Mandate

- Focus on green, open space recreation requiring only minimal facilities, like trails and boat launches
- Meet the grant scoring needs of the Virginia Lands Conservation Foundation (VLCF) and other grant programs
- Complement ConserveVirginia



Model Purpose

- Quantify the availability of opportunities for **nature-based** recreation on Virginia's public lands and waters, and
- Identify areas where more opportunities for **nature-based** recreation are needed





nature-based recreation:

“Outdoor activities in natural settings or otherwise involving in some direct way elements of nature—terrain, plants, wildlife, water bodies”¹

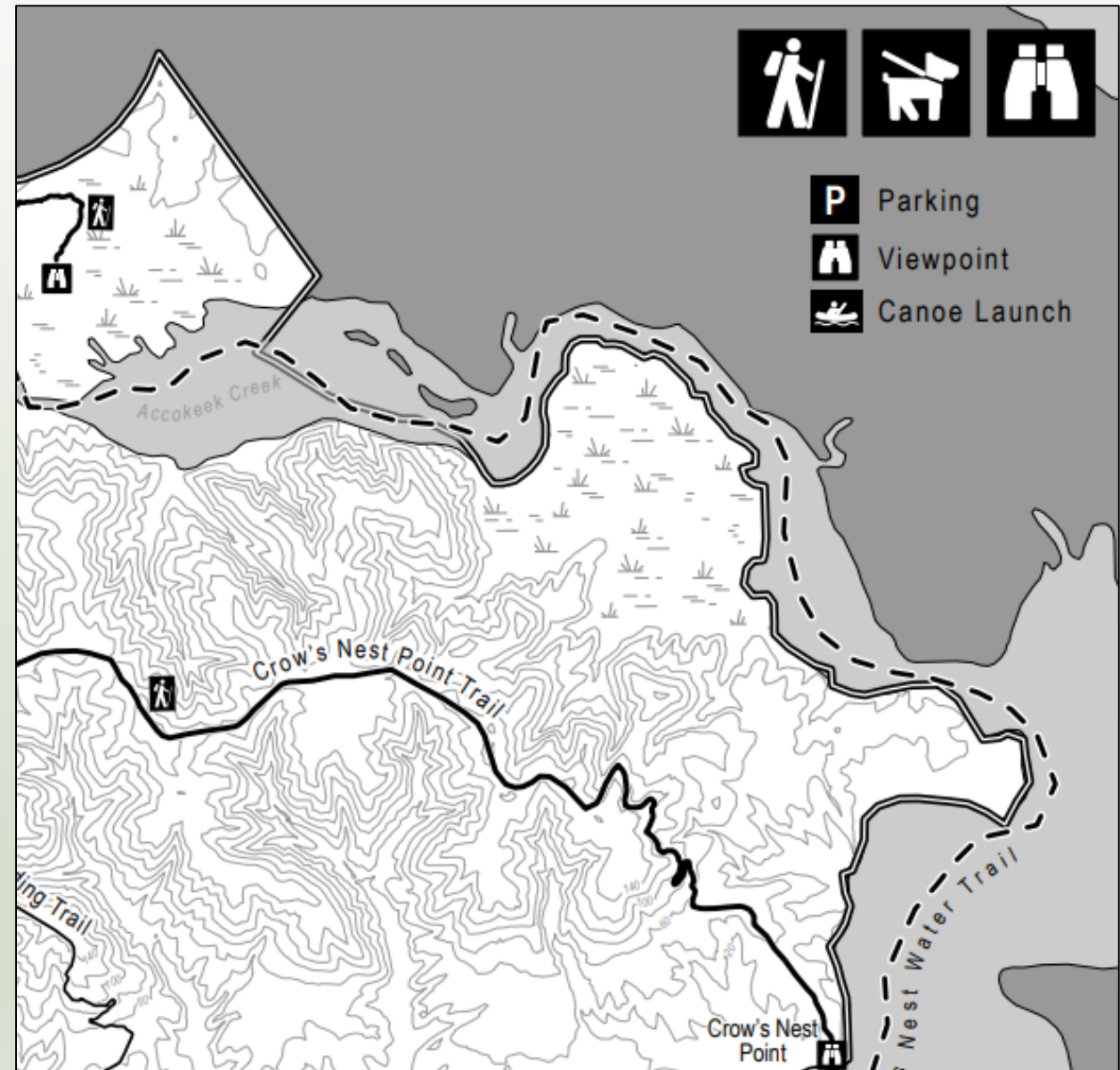
¹Cordell 2008 – in *Forest History Today*

PPA:

Any protected land with public access

May include:

- State and national parks
- Regional and local parks
- State and national forests
- Battlefields and historic sites
- Natural Area Preserves with public access
- More...



access point:

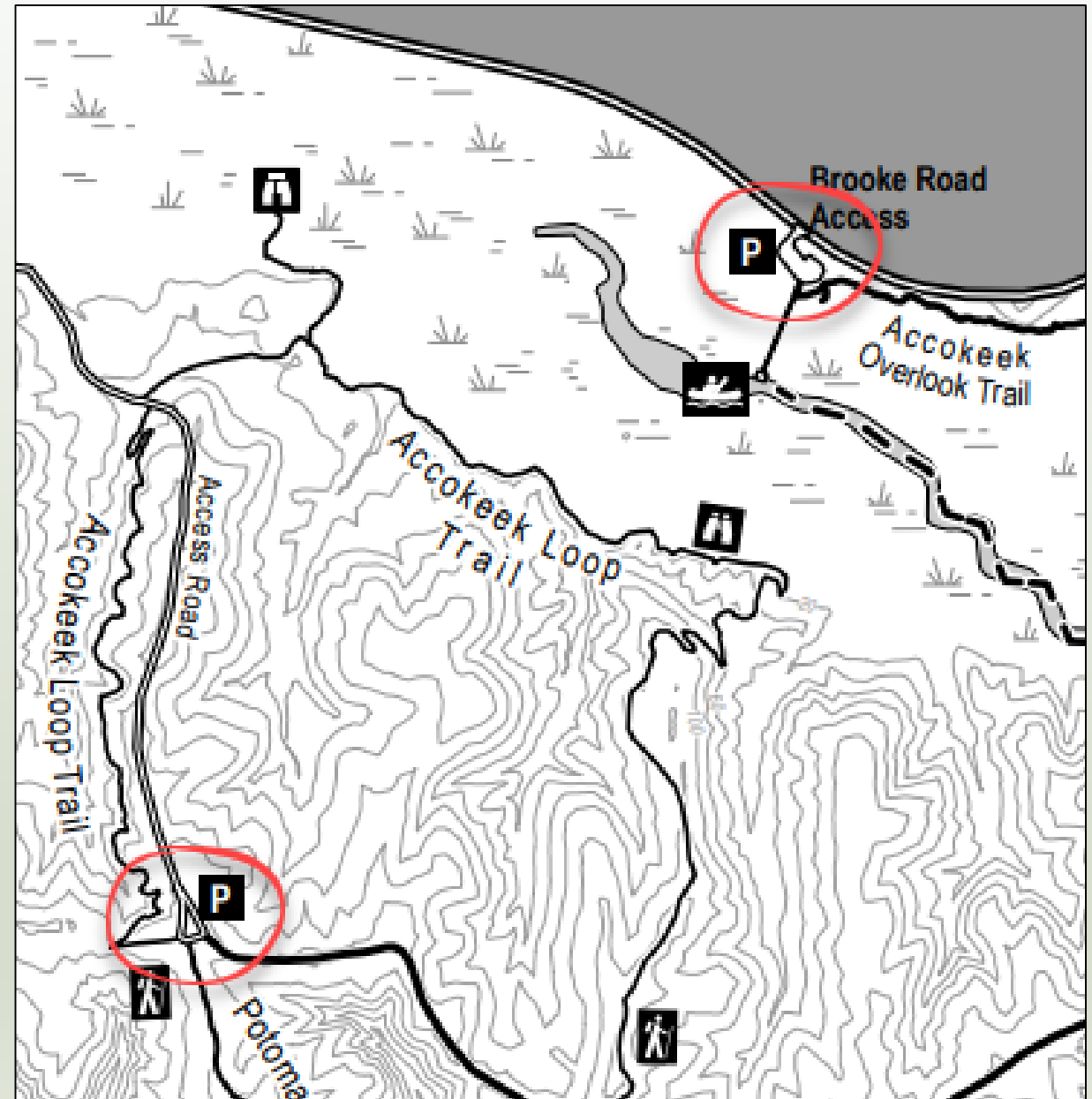
A point of entry or access to public lands and waters

Recreation feature:

A water access point or a PPA

Note:

- A PPA can have multiple access points.
- Access points very close to each other are treated as one.



available area (of a PPA):

The non-water portion of a **PPA** that is within a specified buffer distance (300 feet) of an **access point**, trail or internal road.

available greenspace (AG):

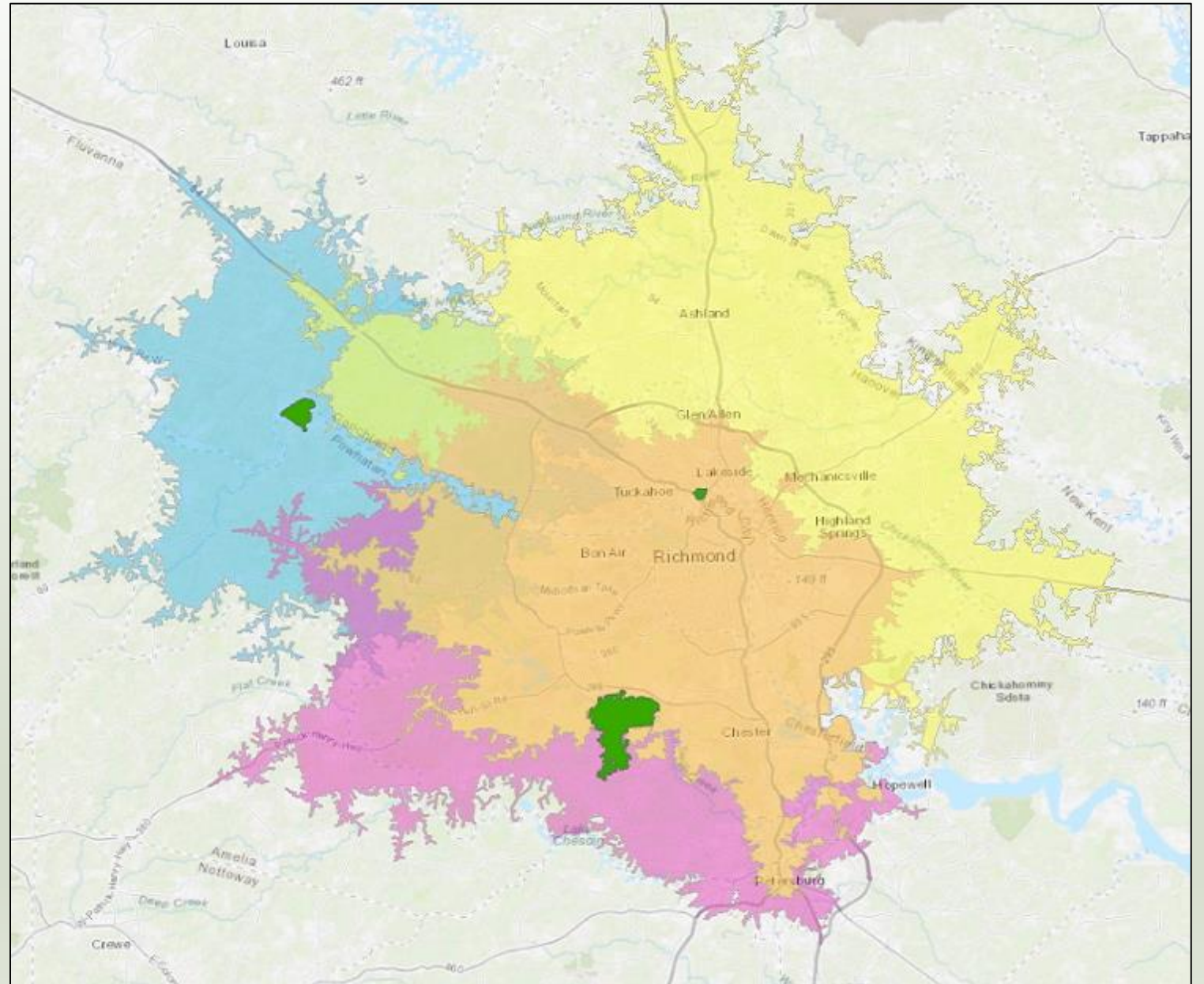
The non-impervious portion of land within the **available area** of a **PPA**.



service area:

The area around a recreation feature (PPA or water access point) that can be reached within a specified travel time (30 or 60 minutes) for a specified mode of travel (car).

Example shown:
Overlapping, 30-minute service areas for three parks in the Richmond area

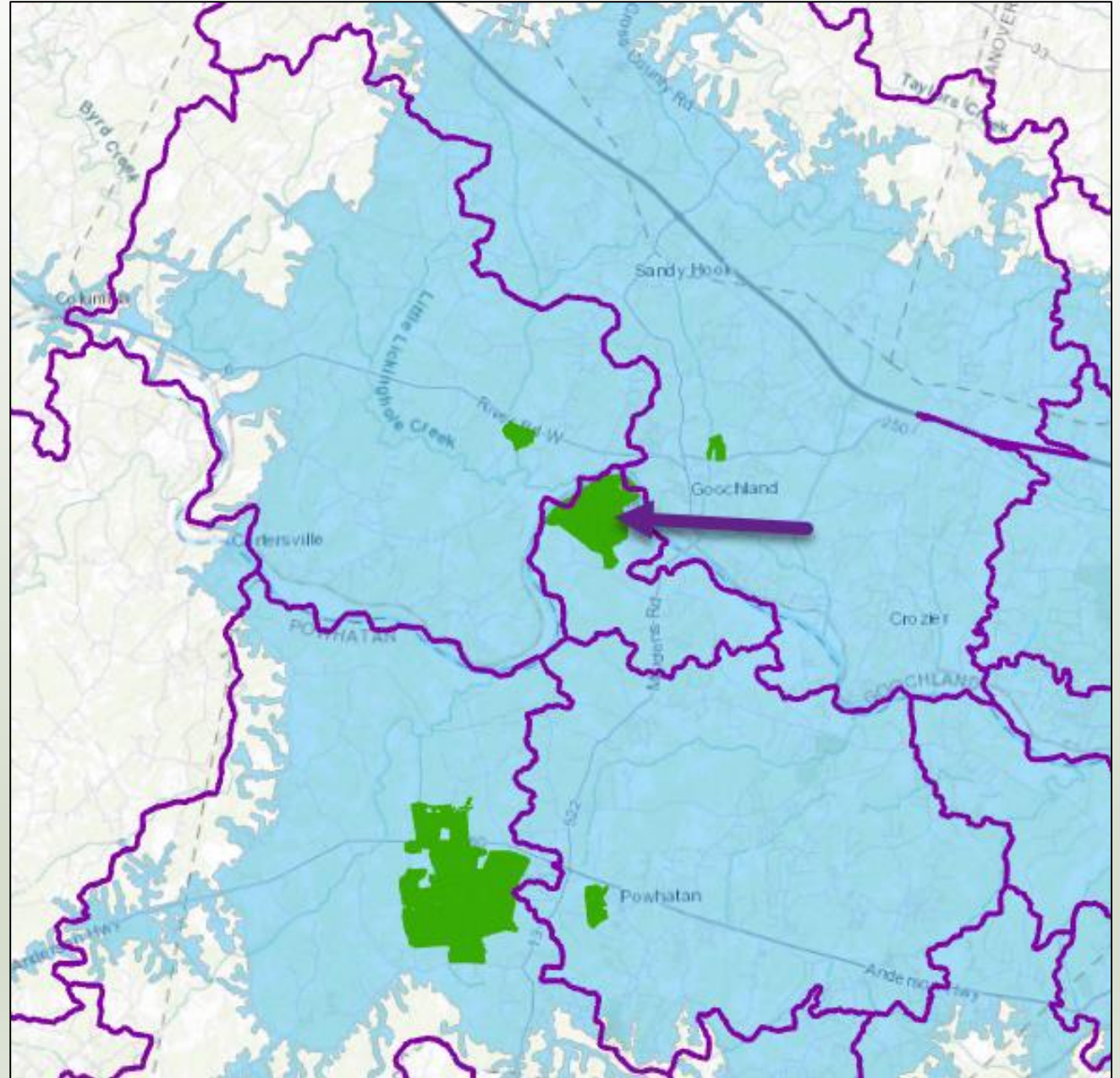


service catchment:

The subset of a **service area** for which the travel time to the target **recreation feature** is shorter than for any other recreation feature included in the analysis

Example shown:

30-minute service catchments for several PPAs west of Richmond. For comparison, the blue shaded area represents the 30-minute service area (extending out of the frame) for the PPA marked with the arrow.

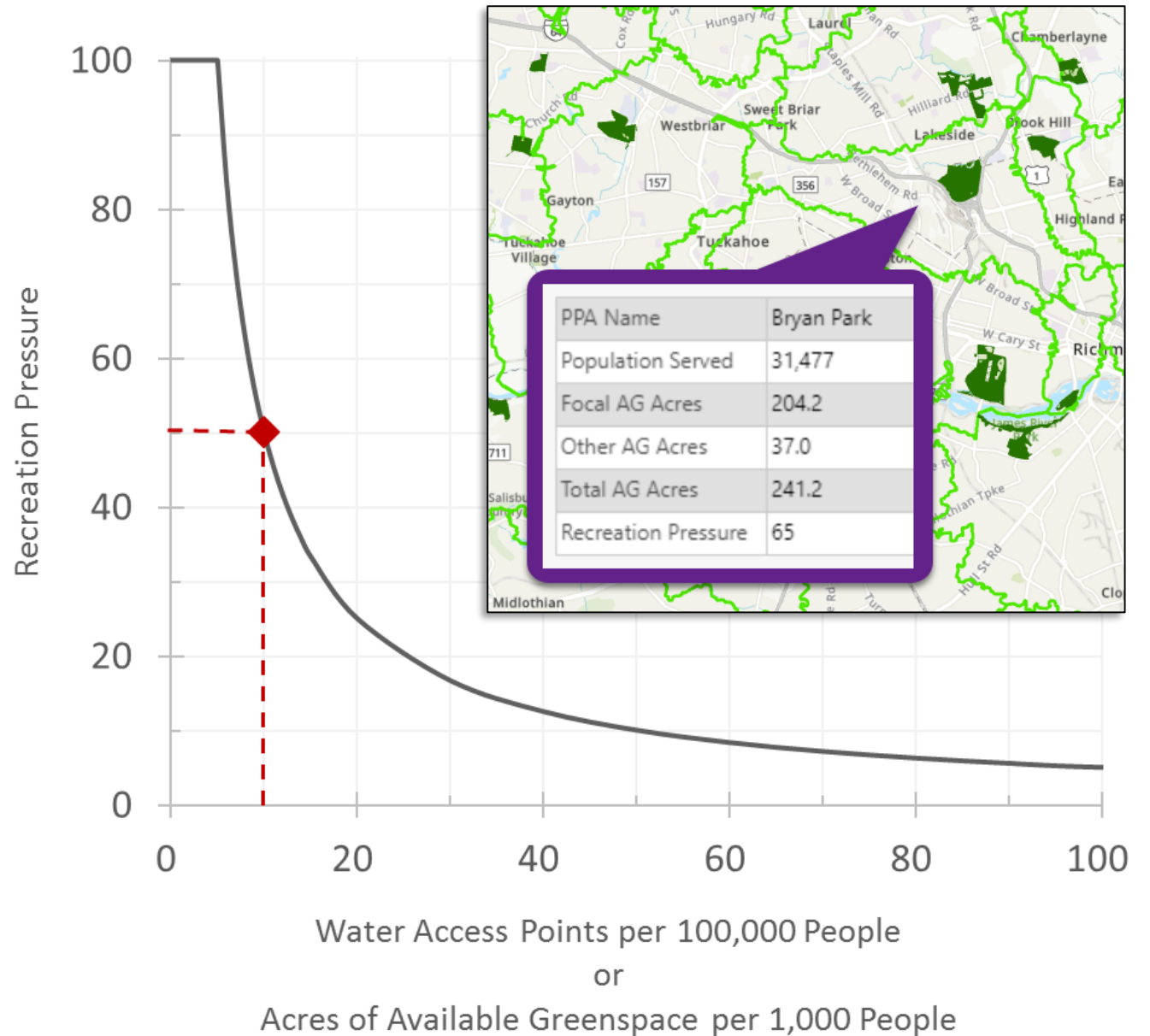


recreation pressure:

A measure of the potential for overcrowding and/or overuse of a recreation feature, based on the size of the population within its **service catchment** and, for **PPAs**, the amount of **available greenspace (AG)**.

Note:

We assumed that a level of service of 10 acres of available greenspace per 1,000 people or 10 water access points per 100,000 people would result in “moderate” recreation pressure.





Legend

Virginia Trailheads 2020



Managed Trails

Federal

State

Local and Regional

Water Access Points



Blueways

Existing Water Trails

Proposed Water Trails

Public Access Lands

Federal

State

Local

Private

Virginia Administrative Boundaries (Feature Service) - Virginia Cities and Counties

County

City

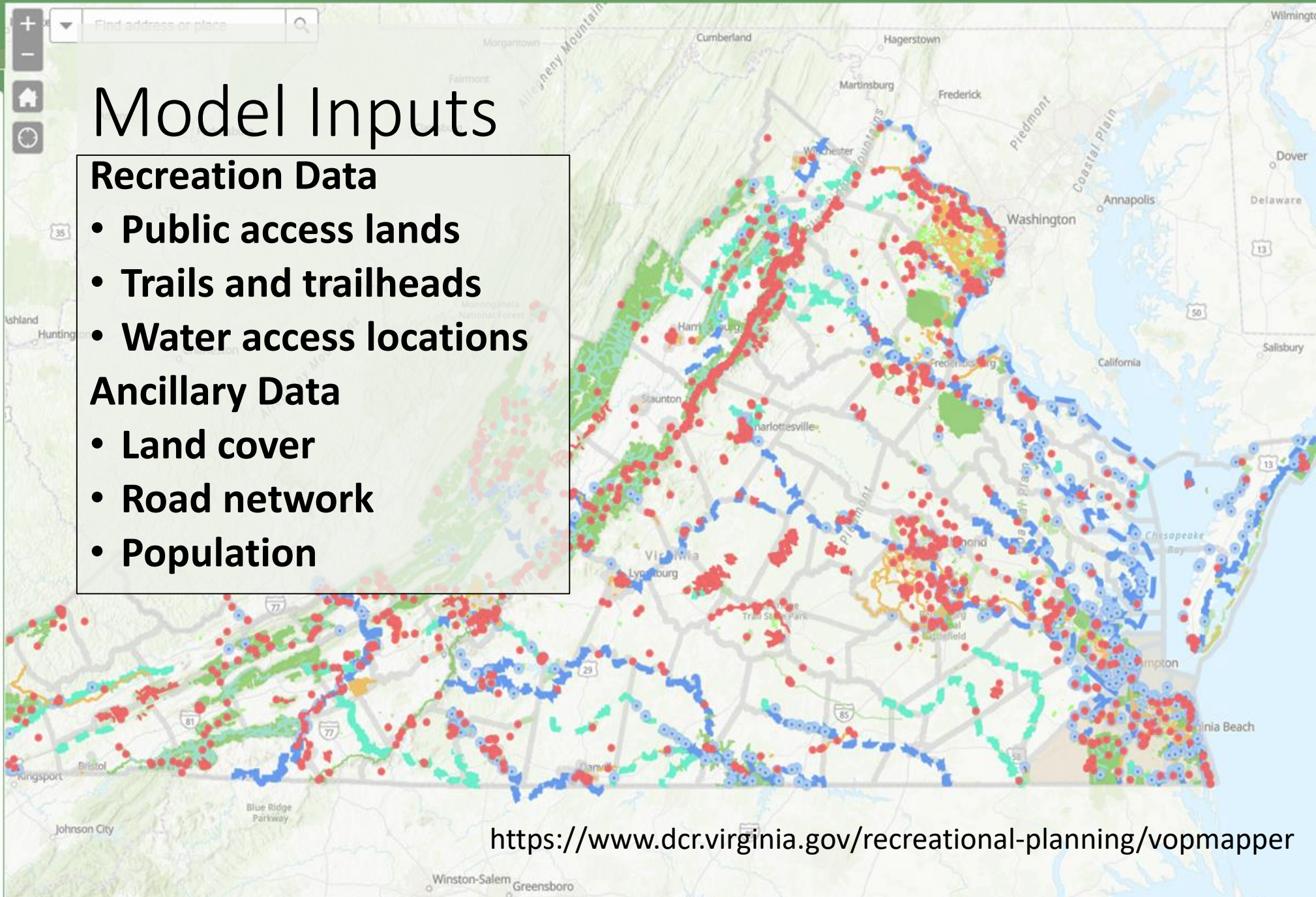
Model Inputs

Recreation Data

- Public access lands
- Trails and trailheads
- Water access locations

Ancillary Data

- Land cover
- Road network
- Population



Model Metrics – How to measure recreation access?

Goals for developing metrics:

- Limited to a small handful of metrics
- Limited to few assumptions
- Reasonable to calculate statewide
- Reasonably intuitive for users to comprehend
- Each metric can stand alone, useful in its own right
- Metrics can be readily combined into a composite score

Model Metrics: Land-based

- Travel time to the nearest PPA offering at least 5 acres of available greenspace
- The number of PPAs offering at least 100 acres of available greenspace, that can be reached within a 30-minute drive
- The number of PPAs offering at least 600 acres of available greenspace, that can be reached within a 60-minute drive
- Land-based recreation pressure, based on population size and the amount of available greenspace within service catchments and gaps delineated for PPAs with at least 25 acres of available greenspace


Model Metrics: Water-based

- Travel time to the nearest water access point
- The number of water access points that can be reached within a 30-minute drive
- The number of water-based activities (fishing, swimming, or boating) that can be reached within a 30-minute drive
- Water-based recreation pressure, based on population size within service catchments and gaps delineated for water access points







Model Foundation: Travel Time Analyses

All ▾

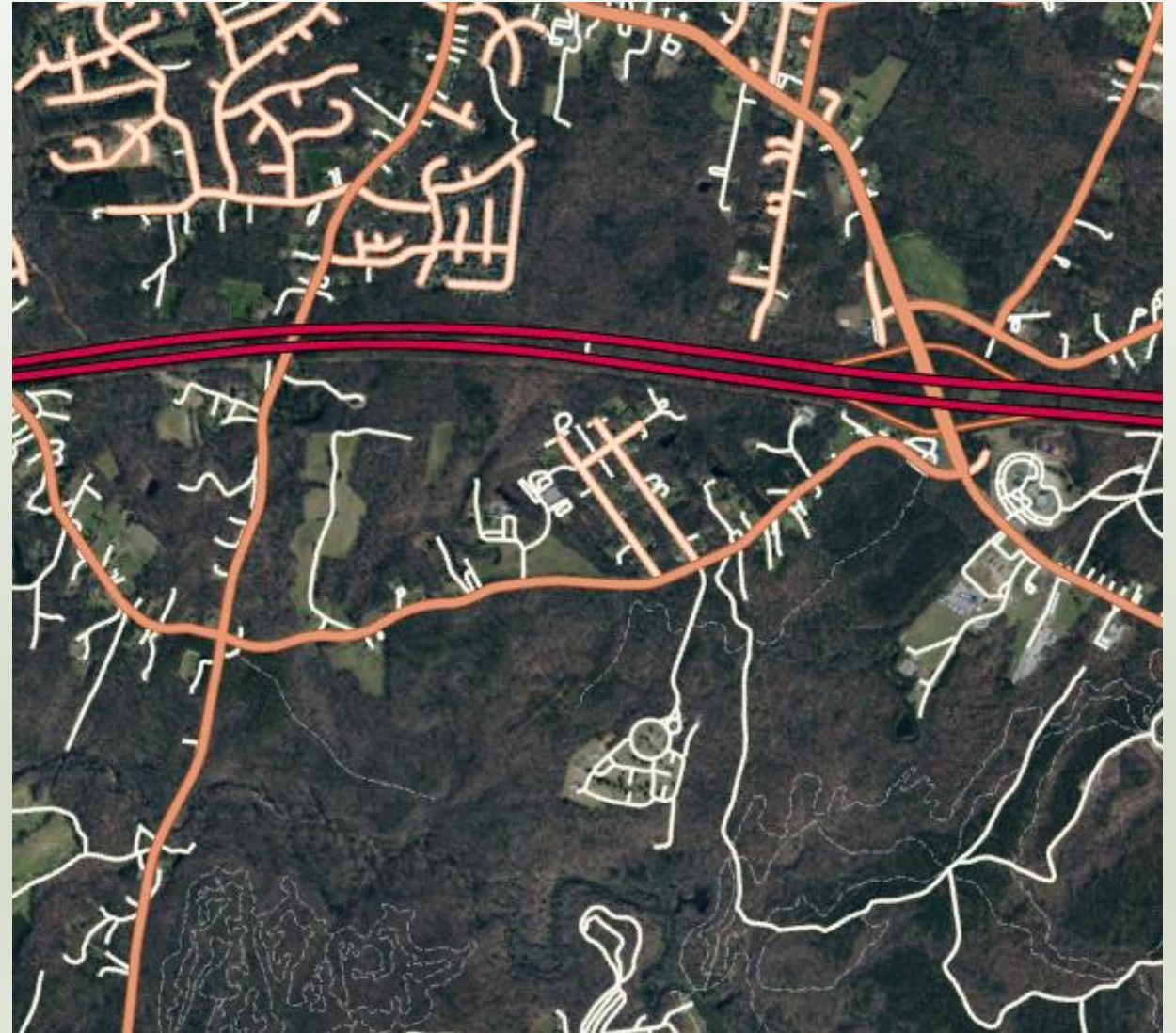
Network Data Source

 VA_RoadsNet.gdb\RoadsNet\RoadsNet_ND
N:\SpatialData\OSM\
Network Layers: RoadsNet_ND
Analysis Layers: Service Catchments, Service Area

New Network Analysis Type

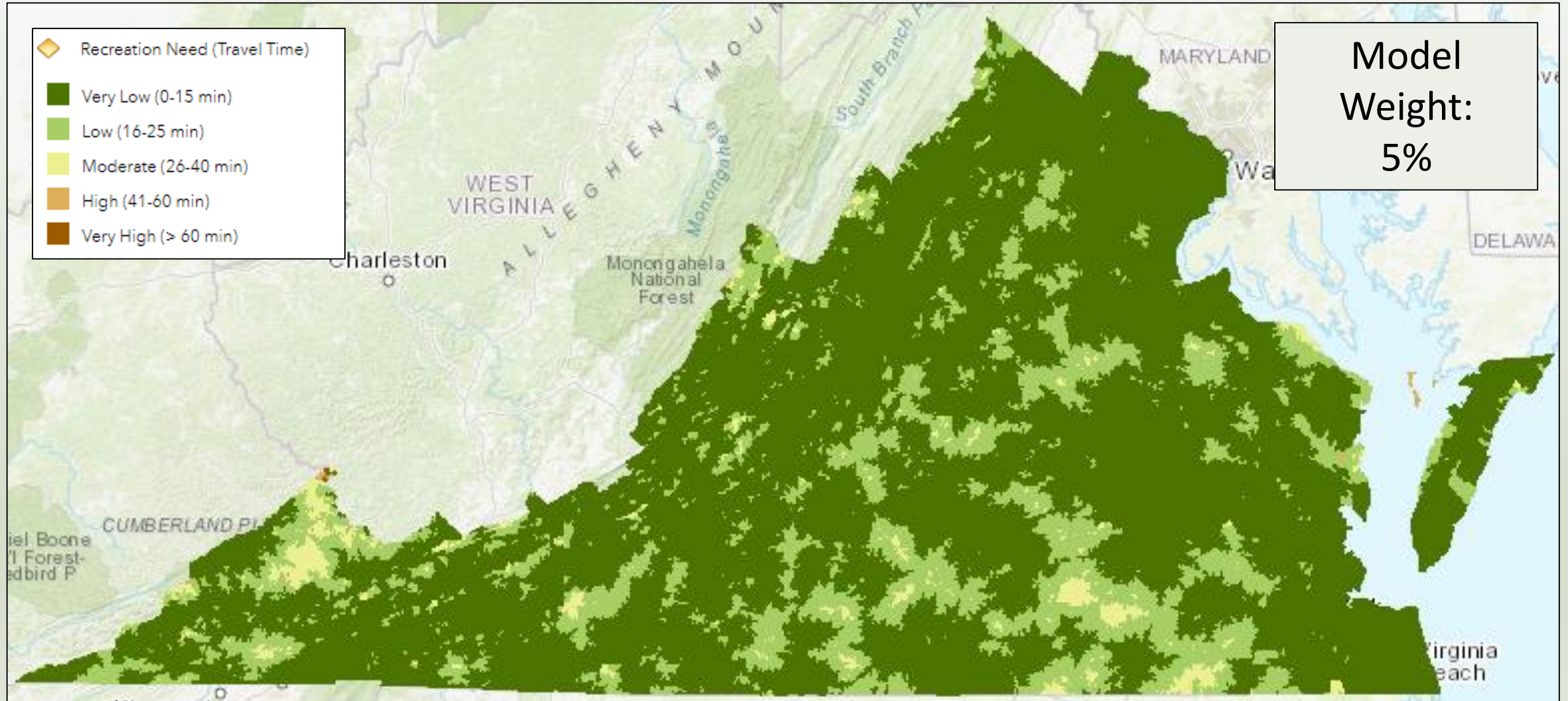
-  **Service Area**
Generate drive-time polygons.
-  **Route**
Find the shortest path between
-  **Closest Facility**
Find nearby locations.
-  **Location-Allocation**
Choose the best locations.
-  **Origin-Destination Cost Matrix**
Measure drive times between locations.
-  **Vehicle Routing Problem**
Optimize the delivery schedule for a fleet of vehicles.

Service Area
Generate drive-time polygons.



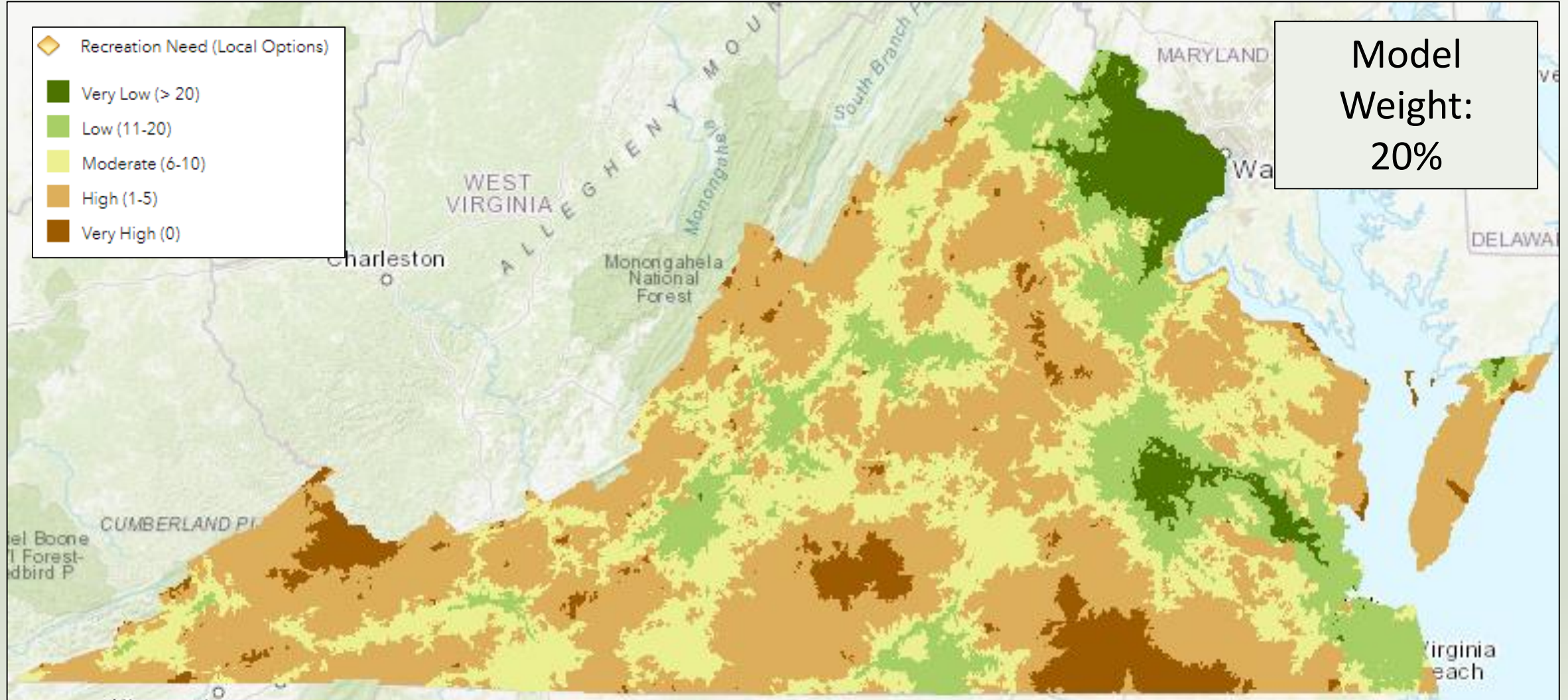
Model Result: Terrestrial Proximity Score

(based on travel time to nearest PPA with ≥ 5 acres available greenspace)



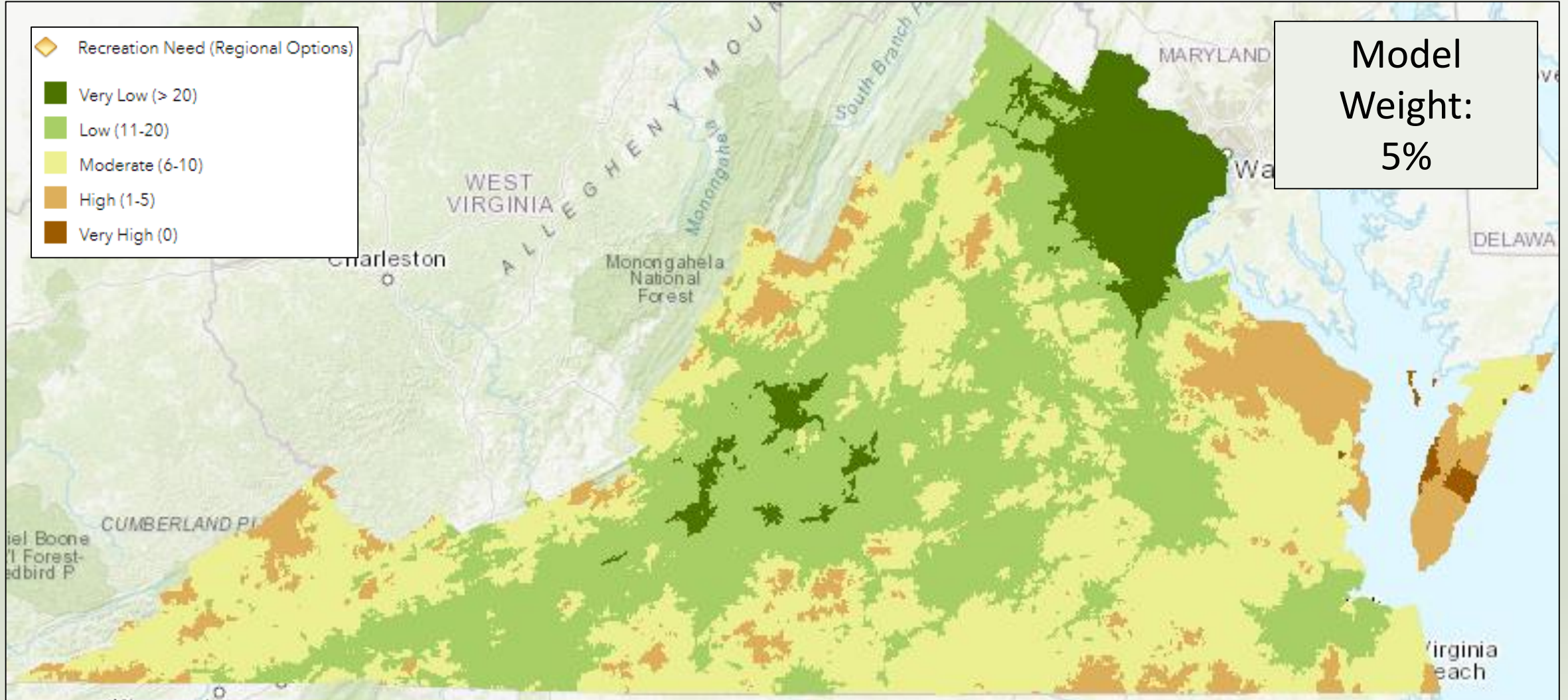
Model Result: Terrestrial Local Access Options Score

(based on number of PPAs with ≥ 100 acres available greenspace, within 30-min drive)



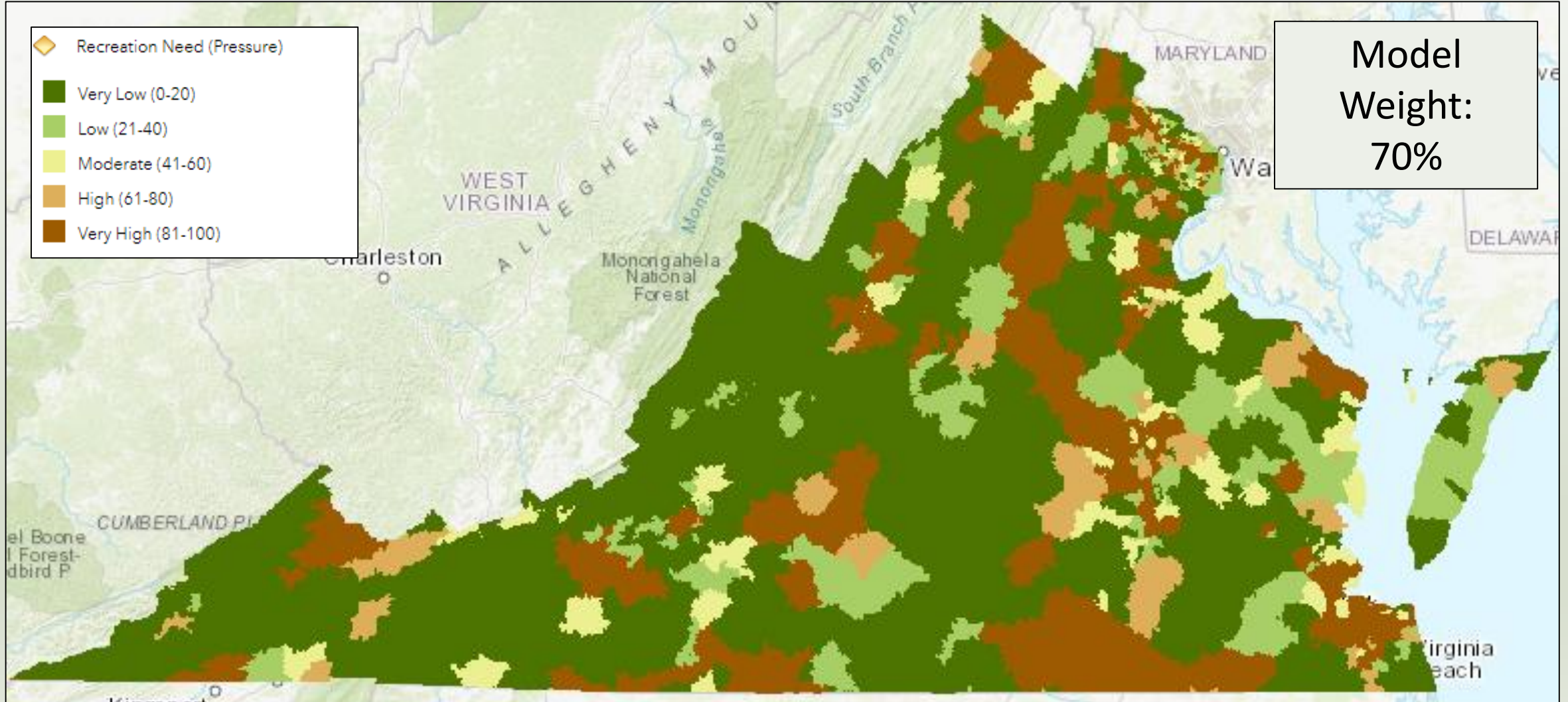
Model Result: Terrestrial Regional Access Options Score

(based on number of PPAs with ≥ 600 acres available greenspace, within 60-min drive)

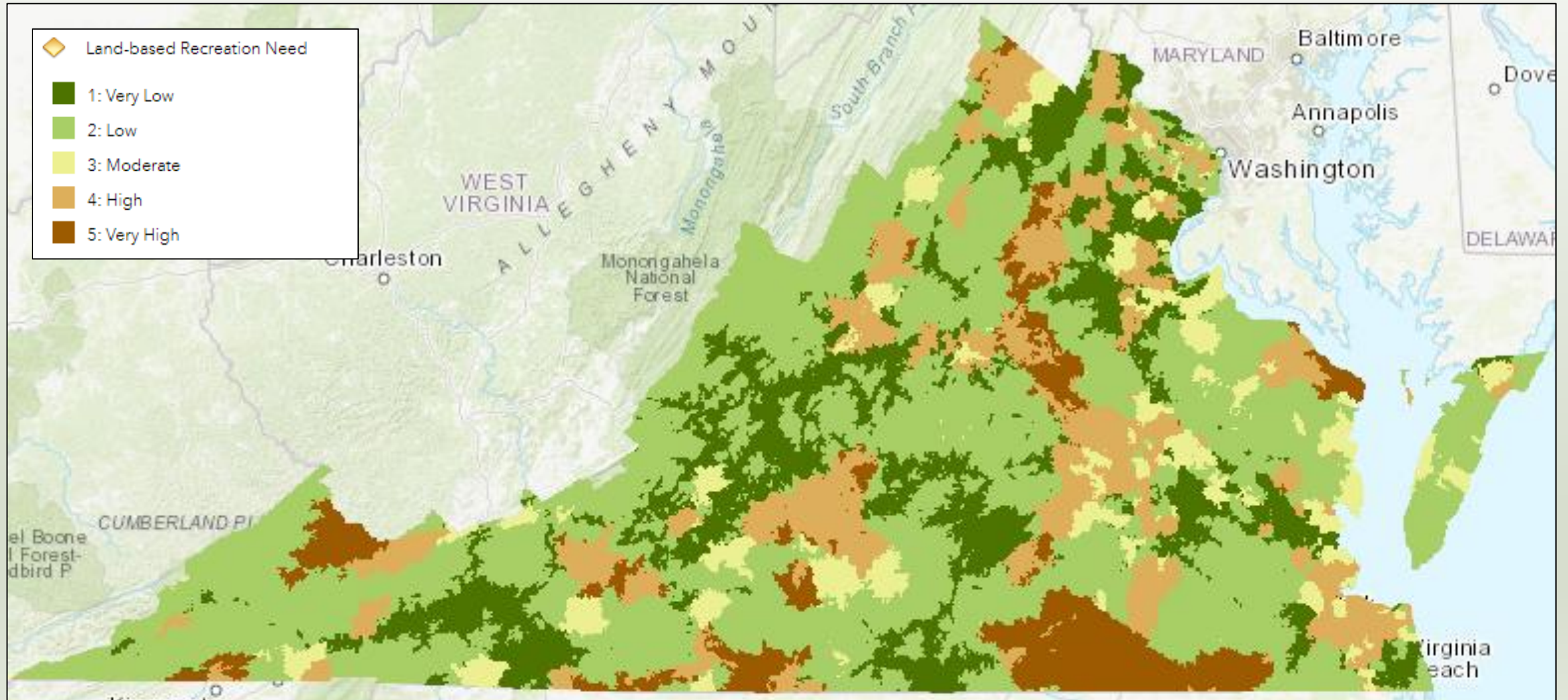


Model Result: Terrestrial Pressure Score

(based on recreation pressure within service catchments for PPAs with ≥ 25 acres available greenspace)

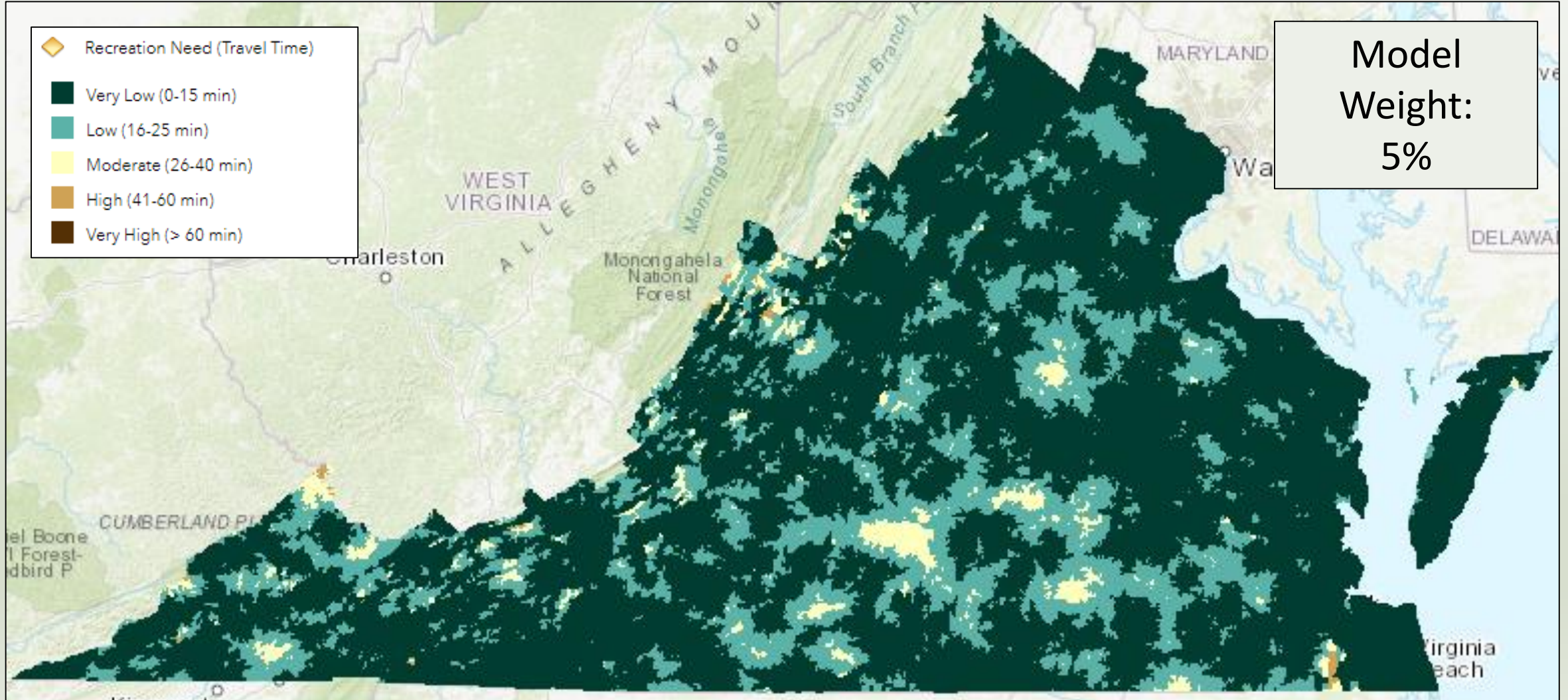


Model Result: Land-based Recreation Need (Composite Score)



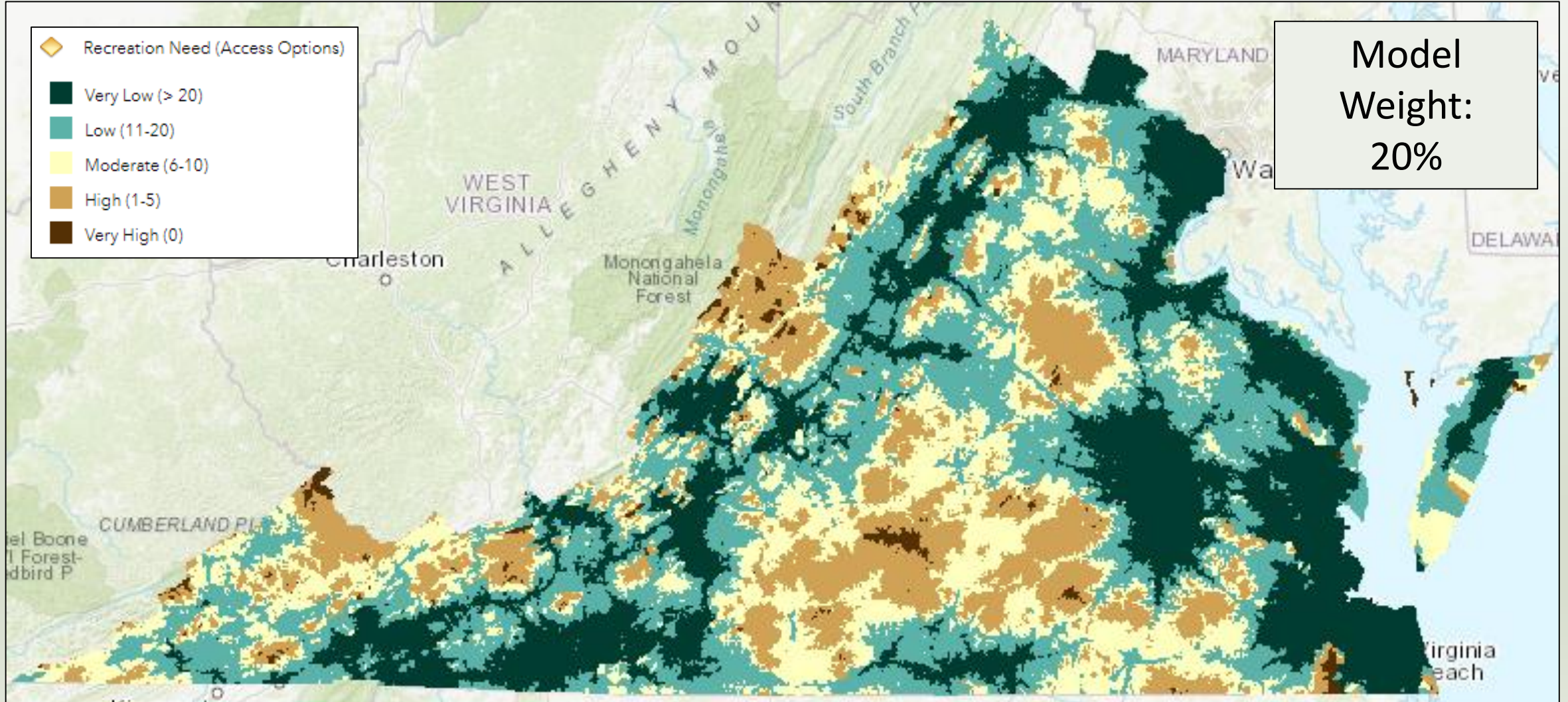
Model Result: Aquatic Proximity Score

(based on travel time to nearest water access point)



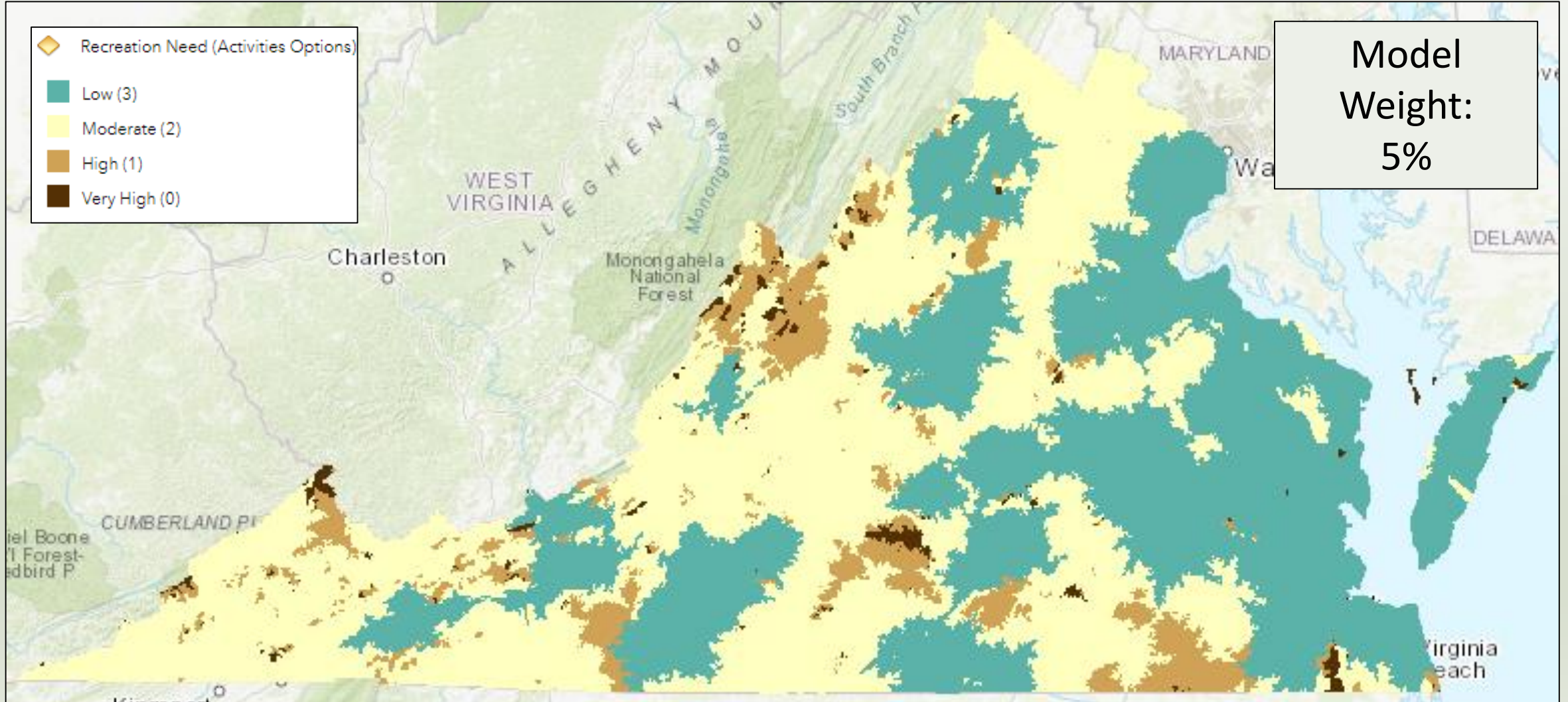
Model Result: Aquatic Access Options Score

(based on number of water access points within 30-min drive)



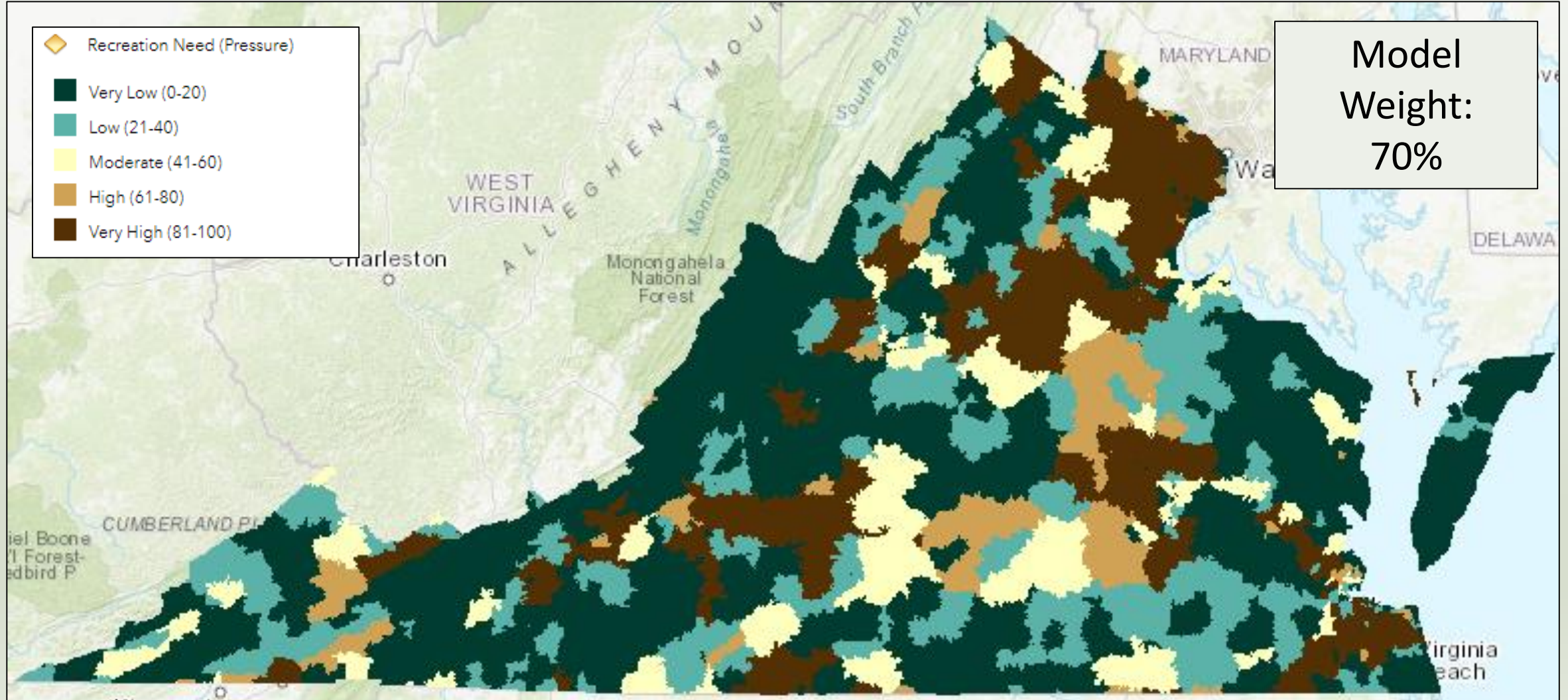
Model Result: Aquatic Activities Options Score

(based on number of water-based activities within 30-min drive)

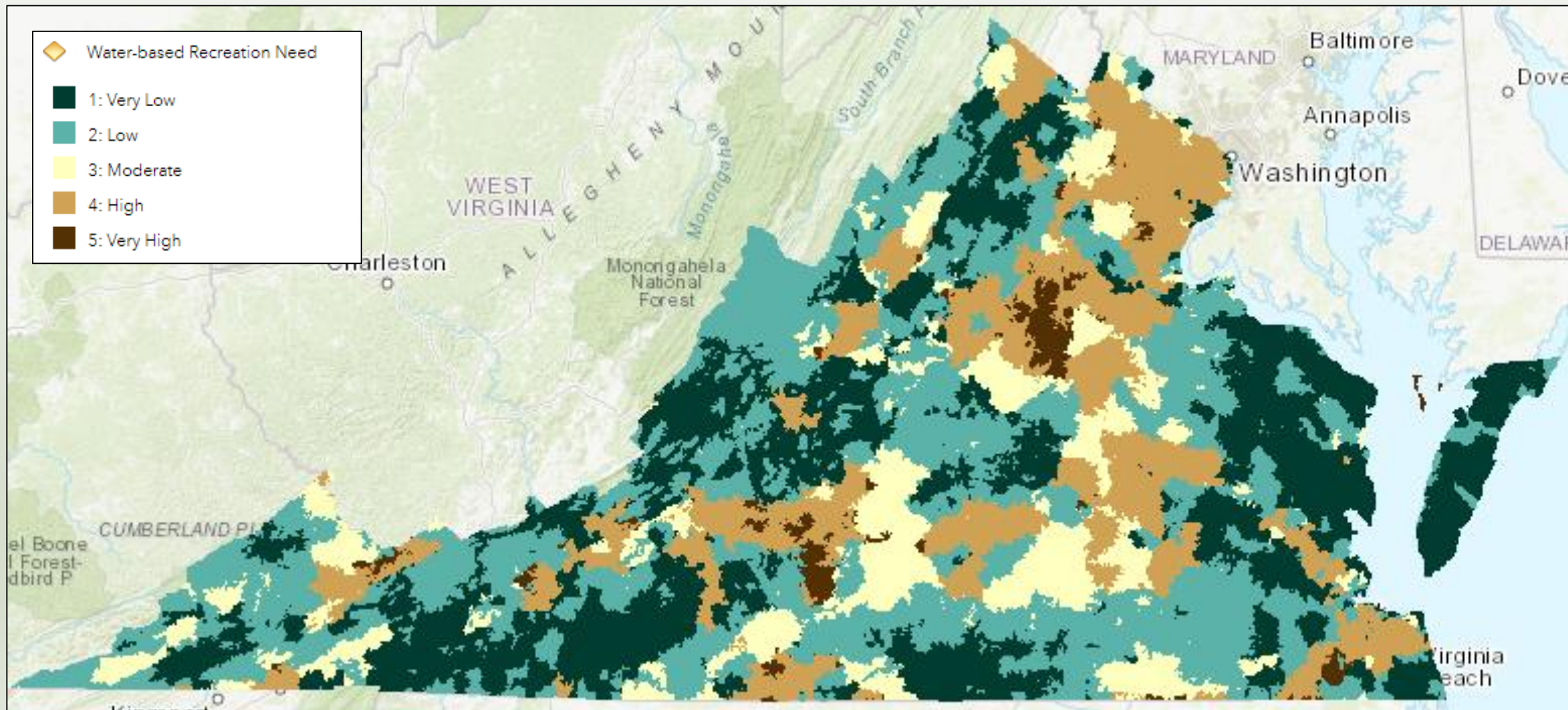


Model Result: Aquatic Pressure Score

(based on recreation pressure within service catchments for water access points)



Model Result: Water-based Recreation Need (Composite Score)



Model Applications

- Conservation and recreation planning at regional and statewide scales
- Scoring grant applications for conservation and recreation projects
- Incorporation in Virginia Outdoors Plan
- Complement to ConserveVirginia

8) Recreation Need (10 points)

I. Land-based Recreation Need (Maximum score: 7)

Will the property **provide land-based recreation** and is it located in an area of land-based recreation need as identified by either the DCR **Nature-based Recreation Access Model (2021)** (<https://vanhde.org/content/map>) **or** the Trust for Public Land's **ParkServe Model?** (<https://www.tpl.org/parkserve>) (score will be higher of the two if data is available on both models)

A. DCR Nature-based Recreation Access Model Land-based Recreation Need:

- Very High: 7
- High: 5
- Moderate: 3
- Low: 1
- Very low need: 0, but other supporting evidence provided to show need: up to 3 points

B. ParkServe Park Need:

- Very High: 7
- High: 5
- Moderate: 3
- No need identified in the model, but other supporting documentation provided, such as evidence of no other parks within ½ mile walk: up to 3 points

II. Water-based Recreation Need (Maximum Score: 3) Will the property **provide water-based recreation** and is it located in an area of water-based recreation need as identified by the DCR **Nature-based Recreation Access Model (2021)**?

- Very High: 3
- High: 2
- Moderate: 1
- Low or very low need: 0, but other supporting evidence provided to show need: up to 3 points

9) ConserveVirginia (10 points)

Is the property included in any category of outdoor recreation need as identified by the DCR **Nature-based Recreation Access Model (2021)** (<https://vanhde.org/content/map>) or the Trust for Public Land's **ParkServe Model?** (<https://www.tpl.org/parkserve>) (score will be higher of the two if data is available on both models)

- To calculate points, multiply the score from the ConserveVirginia and providing other supporting evidence provided to show need: up to 3 points

Virginia Land Conservation Foundation

June 2021 Grant Manual
(FY22 Program Year)