



The Economic Value of Quiet Recreation on BLM Lands

The Bureau of Land Management (BLM) oversees 246 million acres of public land across 11 western states and Alaska. In 2014, there were more than 60 million visits to these lands, nearly two-thirds of which were by people enjoying quiet (nonmotorized) recreational activities such as camping, hunting, hiking, and fishing. These visitors spent some \$1.8 billion in communities within 50 miles of recreation areas, supported nearly 25,000 jobs, and generated \$2.8 billion for the overall U.S. economy. In California, there were 4.9 million visits to the state's 15.2 million acres of BLM lands in 2014 for nonmotorized outdoor activities.

Northwest California

The lands managed by the Arcata and Redding BLM field offices are among the region's most untouched places. In 2015, more than **1,049,000 people** used these landscapes for nonmotorized recreational activities, contributing **\$41.2 million** to the local economy.



\$50.2 million

in total economic output—the value of goods and services produced, the broadest measure of economic activity.



\$41.2 million

in total direct spending on quiet recreation visits within 50 miles of recreation sites.



\$26.9 million

generated in personal income to people specifically tied to quiet recreation on BLM lands, including wages, salaries, and benefits.

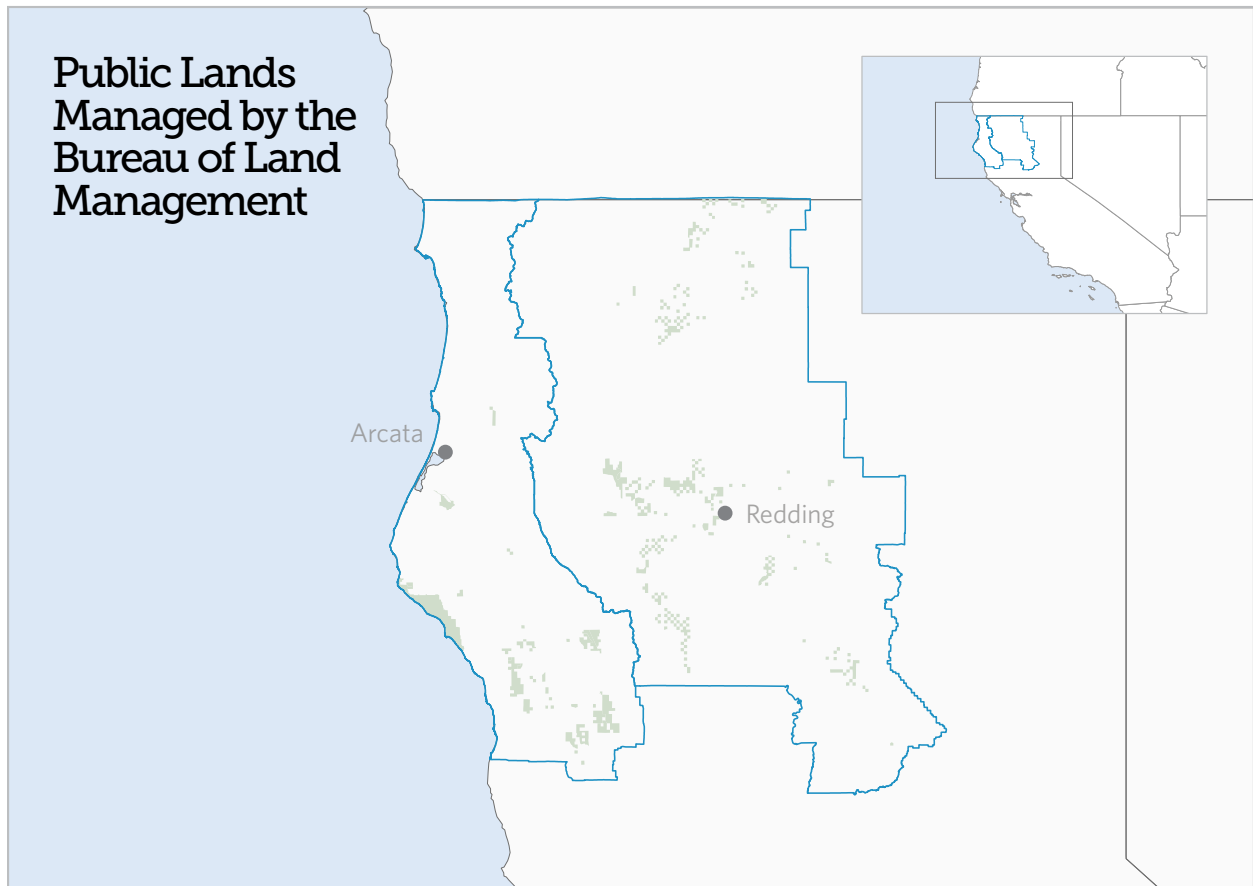


570 jobs

supported locally as a result of quiet recreation visits to BLM land.

Bob Wick/BLM

Public Lands Managed by the Bureau of Land Management



 Arcata and Redding field offices  BLM lands

© 2017 The Pew Charitable Trusts

For further information, please visit:

pewtrusts.org/quietrecreation

Contact: Susannah Cernojevich, officer, communications

Email: scernojevich@pewtrusts.org

Project website: pewtrusts.org

The Pew Charitable Trusts is driven by the power of knowledge to solve today's most challenging problems. Pew applies a rigorous, analytical approach to improve public policy, inform the public, and invigorate civic life.