Room 4: What are the most important and practical components of a regional recreation and tourism collaborative to benefit the sector?

Prioritize the most important elements of a regional recreation collaborative:

LEAST INPORTANT

MOSTIMPORTANT

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Identification
of funding
Sources

Clarifying priorities priorities

Developing a clear work plan

Defining roles and responsibilities of participants

Participants How can we
resource share
mechanisms
that do work

Define the Scope of Work

Benefit all 7 counties?

who are the participants (visitors bureau, museums, arts council, chamber, parks districts)?

Define participants AND define roles/responsibilities then leverage to collaborate

Maybe we are trying to do too much all at the same time.

Can this group do regional advocacy work/ push initiatives to be a common voice?

Map our communities and who are visitors are/find commonality (roles IN this collaboration)

Based on the project presentations, what should this entity do?

Breaks Silos

 Simple info sharing/ relationship building that remote counties feel is valuable

Asset
Mapping

Conducts a needs assessment (regularly)

Two coherent tracks: info sharing and asset mapping?

Do the Jdxs
have common
master plans?
Maybe we
should?

non planning more doing/ funding actual jobs

Balance
natural
resources in a
coordinated
manner?

Map all reps/ supes that should be part of this conversation across all 7 counties

Get right players and right participants in the room, resource share

More transit

connecting

tourists to

equitably

assets

Project prioritization

Where is the overlap?

Communicate common issues across the region

Has strong comms mechanisms

Based on the project presentations, what should this entity NOT do?

Identify work that belongs to other sectors and do redo work

Should not be formal - NO regional governance should be an outcome, emphasis on informal

Do not compromise natural resources

Split formal coordination into west/east and identify ops to combine, don't always be a large collaborative

Low-impact/hard to do things should be avoided