Madison River Non-Commercial Recreation Plan Timeline

2023

1. Begin education process to inform public of future watercraft pass requirements.

2024

- 1. Watercraft pass required for all floaters on river
- 2. Education at access points, social media, print media, TV
- 3. End of year daily capacities developed for each month from April through October. Daily capacity for each month set so that no more than 5 days in a given month would be over capacity. Calendar published for 2025 indicating which correlating days are likely to be high use days.

2025

1. Education continues to encourage users to avoid "high use days". Capacities reviewed and adjusted after another year of data as needed.

2026

1. Education continues. Capacities reviewed and adjusted as needed. River users informed that any days that continue to remain over capacity will have limited passes offered in 2027

2027

- 1. Watercraft passes remain unlimited on most days, but will require an advance reservation on any remaining "High Use", no more than 5 days per month shall initially require a reservation.
- 2. Passes will be issued on a batch release schedule for High Use days. All days within a week released in advance based on following schedule for "High Use days". Batch releases begin 9 months in advance. 30% of passes held and released weekly within last three weeks before use to ensure MT residents have adequate short notice access to obtain passes.
- 3. Enforcement begins with warnings for non-compliance

2028

1. Enforcement begins issuing citations for non-compliance

Regular Adaptive Management Future Years

- 1. Annual review first fiver years, followed by a review every three years beginning in 2029.
 - a. Review and adjust daily capacities as needed based on all existing data.
 - Compare passive watercraft use data collection with passes issued make adaptive management adjustments as needed to adjust for differences between number of passes released and actual use.
 - c. Make adjustments to other plan mechanics as needed to streamline user experience.