

How to start, grow, and harvest a Trails Maintenance Unit

Without frustration,
panic, or tons of
cash.

CRSP Trails Maintenance Unit

Nod to Mike & Cindy & Jim & Shirley & DMc

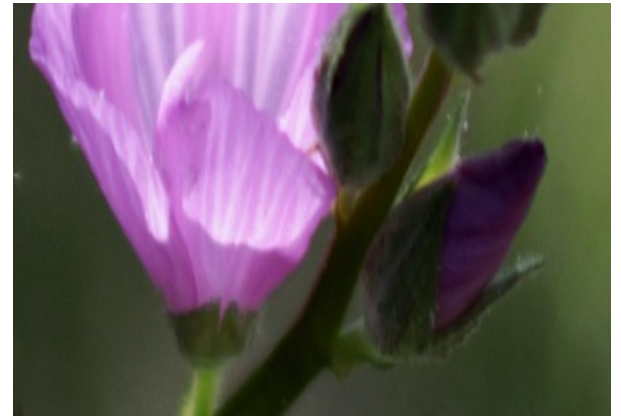


TMU regulars



Start

- **Have fun**
- Feed the people!
- Work properly from day one!
- Start small and simple!
- **Pick cordial/industrious leaders**
- Keep it cooperative!
- **Tell what you want/don't want, keep it positive**
- Get outside training



Special Skills needed?



SIMPLE start example



Keep it simple, & even a Zopilote can!



- Few in number is OK!
- Recruit on weekends, build skill mid-week
- Chose projects for simplicity & feasibility
- Full communication, & support w/Park
- Knew our limits, hung out afterwards
- Talk safety and fun, for every one

Soon you will be starting to Grow!

- Maybe you try a few
- Public Events
- Work with other VIPs
- Can always back off &
- Reset with just TMU



Growing & Doing More now!



Continue Growing with public events

- Some return and become TMU regulars
- Existing crew gets experience, adds capacity
- Invite **public** or **groups** to regular work days
- Some more will return, you get good publicity
- People go, remember, sometimes they return!

Bring in User Groups



You GREW and got Better

You're capable of doing mini projects now!



Recap: What did we do? Start Simple

Feed them & publicize:
They'll Enjoy & Return!



Getting “Pro” “Shop” Trusts us!



GROW

- Social events together
- Volunteer recognition
- Volunteer “Dinner”
- Schedule events and publicize
- Involve “cooks & staplers”
- HAVE FUN



Recognition & Socializing

- Annual Potluck or BBQ



HARVEST, the park reaps a reward!

Crew can do
complicated jobs!



HARVEST

- Can develop major capability by this point
- Keep good relations with maintenance
- Trades people/owners in group? Recruit them
- Work with coop and CSP to equip crew
- Encourage Quality
- Safety & Supervision



HARVEST-Other projects get done!



HARVEST

- What else can you do?
- Special projects
- Fundraising
- Help maintenance
- Help visitor services



Free publicity



YOU can, right now, REALLY

- YOU have advantages
- Social Media
- A developed internet
- Strong Co-ops
- CSPF and CALPA
- Existing personal Networks



Year round action and benefits

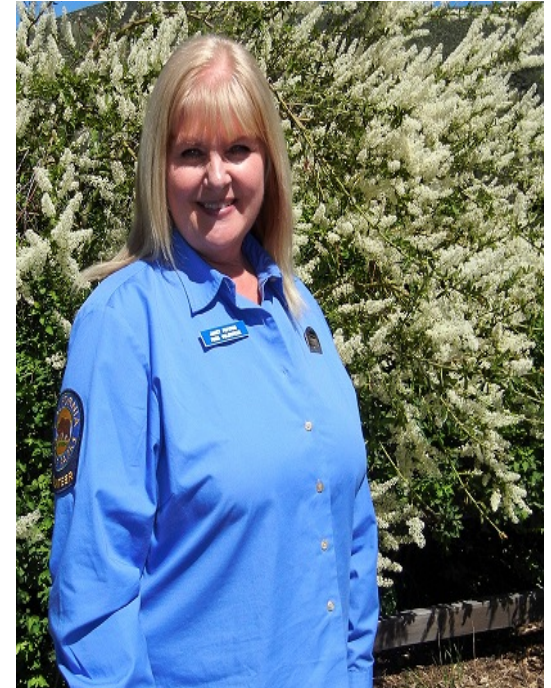
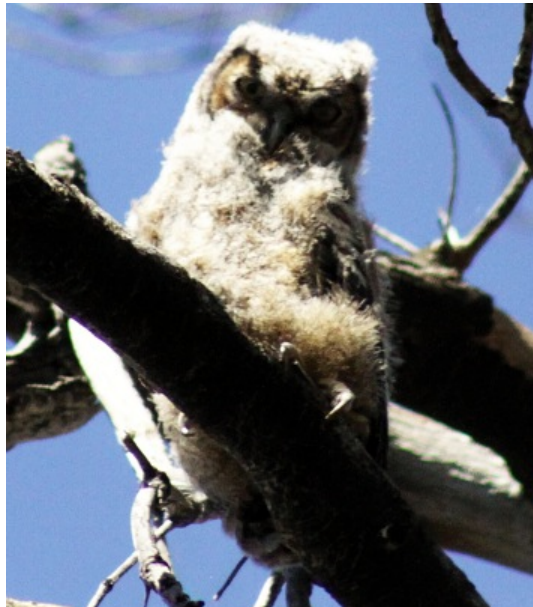


Horse crew can make it through!



PAYOFFS

- Rewards for volunteers in TMU
- Rewards for the agency hosting
- Rewards for other volunteers
- Rewards for future generations



Can't Interpret what you can't reach



Learning builds Credibility

- Teach your TMU, help it learn on its own, via:
- Annual training events
- Publications for other VIPs given to TMU
- Sweating seminars-Hands on OJT on trails
- Learning from maintenance/visitor services
- Teach to interpret, & Represent your park
- Unique perspective on Natural History of park

Runs itself, (almost)



What you get, finally

- Capable
- Ongoing
- Self scheduling
- Self governing (almost)
- A little staff help may be needed
- Some long term shepherds who will help your park & coop a ton.



LEVERAGE, multiply Park's efforts



POTENTIAL, harness positive concern

