NEW MEXICO 💠 TRUE

NEW MEXICO TOURISM DEPARTMENT RURAL PATHWAY TOURISM INCUBATOR FY22 GUIDELINES

I. PROGRAM PURPOSE

Provide technical assistance to tourism stakeholders within New Mexico in developing viable tourism products by providing the necessary tools, resources, and support.

WHAT QUALIFIES AS A TOURISM PRODUCT?

"Products" include but are not limited to: events, venues, experiences, services, trails, infrastructure, transportation, tours, retail, etc. Illustrative examples:

Event

 $\circ \quad \text{Recurring event highlighting a tangible or intangible aspect of New Mexican culture} \\$

Venue

o Museum highlighting local/regional culture, history, art, traditions, etc.

Experience

 Open workshop for local artists/artisans offering classes, workshops, educational programs, etc.

Service

o Public entity preferred; if private, must provide a comparable public benefit.

Trail

- Thematic trail connecting several towns, highlighting a shared regional tradition, history, product, practice, landscape, etc.
- Farm/food trail highlighting local/regional foodscapes, food products, and cuisines
- Regional road trip map
- o Historical trail with interpretation (pamphlets, markers, etc.) around a town

Infrastructure

- Outdoor recreation area
- o "Green" parking lot
- Dark Skies viewing area
- Redevelopment of historic museum or building
- Redevelopment of historic asset (e.g. public space, historic locomotive, ageing manufacturing or industrial district)

Transportation

 Local bus route/shuttle to take tourists from a central point in town to a place of interest or outdoor recreation site nearby

Tour

Themed regional tours (Northern/Southern New Mexico, etc.)

- Outdoor physical experiences (whitewater rafting, paddle boarding, wildlife viewing, outfitters, etc.)
- Agritourism

Retail

- Cooperative offering work by local/regional artists, possibly including classes, workshops, exhibits, etc.
- o Cooperative market offering local/regional product(s) -- piñon coffee, biscochitos...
- Themed seasonal markets (wine, breweries, chili, regional products/food traditions; artisans, etc.)

WHAT DOES "VIABLE" MEAN?

Viable means that demand can be sustained organically within the communities and/or organization and by the affected parties/stakeholders. It also means that benefits and impacts of the project (financial, socio-economic, access, quality of life, etc.) are experienced and managed equitably across the communities and stakeholders.

II. ELIGIBILITY

Eligible entities include legal, non-profit tourism related organizations, as designated by the Internal Revenue Service (IRS); and municipalities, counties, and tribal governments within the State of New Mexico that promote New Mexico as a visitor destination.

III. PROGRAM AGREEMENT

Participation in the program will be officially executed upon receipt by NMTD of the signed program agreement. Agreements will include one accompanying exhibit: these Program Guidelines (*Exhibit A*).

IV. SUBMISSION REQUIREMENTS

The Rural Pathway Program application can be accessed at https://nmtourism.smapply.io/.

PROGRAM GOALS, DEFINITIONS, AND ASSOCIATED STRATEGIES

GOAL 1

Develop authentic experiences that are aligned with the New Mexico True brand; a promise to deliver "adventure steeped in culture."

DEFINITIONS:

Authentic

The proposed tourism product must reflect the spirit of New Mexico in some way. This can take the form of a tangible product (for example, Hatch green chile) or an intangible experience (for example, traditional dances or cultural practices). The experience does not have to be unique to New Mexico (for instance, Dark Skies are not unique to New Mexico alone), but should represent an element comprising the identity and spirit of New Mexico. Examples from Past Recipients include: Española Low Rider Museum: a tangible product (museum) offering an experience (museum visit) highlighting a local/regional cultural practice (lowriders). Town of Silver city Main Street: a physical activity (walking tour) offering an experience (seeing/visiting local buildings) highlighting local history (buildings and their former residents)

Experiences

The tourism product should involve at a minimum certain elements of "experience." Experience can be considered in several ways: something a tourist lives physically, intellectually, emotionally, or psychologically; something outside of the tourist's everyday realm of experience; an interaction between the tourist and the tourism product (physical, intellectual, emotional, or psychological); etc.

New Mexico True Brand

The NM True brand seeks to promote tourism products and experiences centered around adventure, culture, and a thirst for authenticity.

Products reflecting the NM True brand represent the people, landscapes, and cultures of New Mexico as honestly and faithfully as possible, bringing tourists (from near or far) a new perspective through firsthand experience. The NM True brand also seeks to dismiss misconceptions and misunderstandings of the state; encourage staycations; and promote "adventures that feed the soul."

Adventure Steeped in Culture

The tourism product should involve the tourist in an "adventure" (an experience outside of the tourist's scope of daily activity, whether physical, intellectual, emotional, or psychological), and that adventure should be based in an element of New Mexican culture.

STRATEGIES:

- Identify the specific tangible and intangible elements of the product which reflect New Mexico's spirit and identity.
- Identify how these elements will be represented (communicated to tourists) through the product.
- Identify how the product aligns with the New Mexico True Brand (described above).
- Identify any elements of adventure in the product (communicated to tourists or experienced by them). Note that this does not have to be a physical adventure (rock climbing, for example), but can also include adventures of an emotional, psychological, spiritual, or intellectual nature.
- o Identify the tangible and intangible cultural elements of the product.

GOAL 2

Drive economic impact and create jobs by stimulating local economies through the development of strategic tourism products.

DEFINITIONS:

Economic Impact & Job Creation

The product should have an economic impact which goes beyond the financial wellbeing of its immediate stakeholders. The product should have the potential to create direct, indirect, and induced economic impacts on the community/geographical area in which the product is offered, and should have the potential to create jobs for locals, with the number of jobs increasing as the product expands. Wherever possible, the project should diversify the revenue streams available to or harnessed by the community involved. Involve local contractors as much as possible in order to keep project dollars within the community.

STRATEGIES:

- Identify current annual gross receipts tax and lodgers' tax in the proposed territory;
 identify the anticipated gross receipts tax and lodgers' tax that the product will generate on an annual basis.
- Identify the current annual visitation in the proposed territory; identify the anticipated daily visitation that the product will generate on an annual basis.
- o Identify the current daily visitor spending in the proposed territory; identify the anticipated daily visitor spending the product will generate.
- Identify the current number of tourism-related jobs in the proposed territory; identify the anticipated number of tourism-related jobs that the product will generate on an annual basis.
- o Identify or model the anticipated growth of the above factors over time, based on estimated factors impacting the project's scalability.
- Identify the type of tourism-related jobs (current and anticipated): hourly vs. full-time, seasonal vs. year-round, skilled (and level of education required) vs. unskilled, etc.
- o Identify current revenue streams in the proposed territory; identify any new revenue streams which will be harnessed during the project.
- o Identify the location of contractors used on the project: local, regional, state, other.

GOAL 3

Engage stakeholders in constructive conversations regarding how best to capitalize on tourism trends and the New Mexico True brand.

EXPLANATION:

An essential part of the product is bringing together stakeholders who are committed to developing the product from inception to funding. The core group of project stakeholders form a Steering Committee of 5-7 people who guide the creation of a Development Plan for the product and collaborate with external parties and stakeholders. Stakeholders beyond the Committee may be public or private actors such as associations, government officials, community residents, and anyone impacted by tourism development efforts in the proposed location. A healthy dialogue between all of these stakeholders, as well as clear and timely communication, is an essential element of a successful product.

STRATEGIES:

- o Identify who will be impacted by the proposed tourism product, how they will be impacted, and measures taken/to take in order to mitigate any negative impacts.
- Identify how all persons impacted by the tourism product have been involved in the development of said product.
- o Identify employed methods of and spaces for two-way communication around the project: Steering Committee to those impacted, and vice-versa.
- Some examples:
- Educational spaces/exhibits for those impacted to learn more about the project and its intended results.
- Participatory forums during which those impacted may contribute ideas, support, objections, and opinions.
- Newsletters, website, email updates, etc. to communicate the progress of the product development.
- Include letters of support from stakeholders not on the Steering Committee.
- o Include any communications materials which have been created and/or distributed to those impacted by the proposed product.
- o Include any notes from participatory forums.
- o Include images and/or content from educational exhibits created around the project.
- Include a benchmark/SWOT study of similar products in another region/state/country.
- o Include any news stories/media/branding/marketing of a similar product.

GOAL 4

Spark creativity and ownership for stakeholder successes and opportunities.

DEFINITIONS:

Spark Creativity

The product planning, implementation, and evaluation processes should allow for the maximum amount of creative expression from as many sources as possible.

Spark Ownership

Through the phases of product development, implementation, and evaluation, it is essential to grant responsibility and ownership of each project element to specific parties. This increases responsibility, as well as active and continued participation in ensuring the project's feasibility and well-being.

Successes

In order to measure the project's successes, metrics must be developed and applied rigorously throughout each stage of development, implementation, and evaluation. The results of these metrics must be able to be presented and communicated in a clear format and style which allows for understanding, appreciation, and participation by experts and nonexperts alike.

Opportunities

Opportunities take two forms: the opportunities available to the project itself, and the opportunities created by the project. Opportunities available to the project may include partnerships, funding, idea generators from external sources, etc. Opportunities created

by the project may take various forms: economic, social, educational, professional, reputational, etc.

STRATEGIES:

- o Identify sources of creativity and creative expression within the project.
- Identify methods of harnessing creativity from stakeholders and locals, and note whether they have been used or will be used, and in what capacity.
- o Identify the parties responsible for each element of product development, implementation, and evaluation.
- Identify project milestones.
- o Detail the methodology used/to be used for tracking success of the product.
- o Identify the opportunities available to this project and note whether they have been used or will be used, and in what capacity (see above for examples).
- Identify the opportunities created by this project (see above for examples), and whom they benefit (local residents, local businesses, project stakeholders, etc.).

GOAL 5

Connect and diversify the tourism industry.

DEFINITIONS:

Connect

Making connections among stakeholders is crucial to building a strong network of support for the project. Clear lines and methods of communication must be established, ensuring that experts and nonexperts are able to understand, appreciate, and contribute to the project.

Diversify

The greater the diversity of voices and expertise a project has, the greater its chances of success and of serving the widest possible population, maximizing positive impacts and minimizing negative ones. Diversity can take the form of underrepresented populations in the socio-economic sense, but also underrepresented populations in a larger sense, such as academics and individual experts in certain fields who may not otherwise be consulted or included in the project.

STRATEGIES:

- Identify a strategy for communication among all stakeholders (public and private, at all levels, including individuals, experts, and non-experts), including the different methods used/to be used.
- Identify existing collaborations or partnerships that may assist in product planning, implementation, and evaluation. In what ways will they assist?
- Identify any new collaborations or partnerships which may assist in product planning, implementation, and evaluation. In what ways will they assist?
- Identify any new or unique voices welcomed into the process and any adaptations that have been made in order to include them (pueblos, locals, marginalized communities, experts, nonexperts, etc.).

V. PROCESS OVERVIEW

STEP 1: CREATE & COLLABORATE

In order to begin the Rural Pathway Tourism Incubator process, you must first identify a tourism product (see definition above) and bring together 5-7 stakeholders who have agreed to dedicate time to developing the product as part of a Steering Committee.

STEP 2: SHARE

As a Committee, complete the online Pre-Application at nmtourism.smapply.io at any time. A member of the New Mexico Tourism Department team will confirm receipt of your application within 21 business days. If accepted, you will be instructed to complete the full online Application as a Committee at nmtourism.smapply.io.

STEP 3: WORKSHOP

If your project is approved for participation in the program, NMTD will reach out to the Steering Committee to schedule a series of workshops. These workshops will be facilitated by the NMTD team and will provide you with best practices for developing your tourism product concept into a comprehensive Development Plan. As you learn and plan, you will have access to handouts and activities which can be referenced outside of the workshops. The workshops will culminate in the production of a final Development Plan for your project.

STEP 4: FUND

With your Development Plan in hand, the NMTD team will work with your Committee to identify potential funding opportunities to support the implementation of your product.

VI. APLICATION EVALUATION CONSIDERATIONS

VIABILITY

- Demand can be sustained organically within the communities/organization and by affected parties/stakeholders.
- Benefits and impacts are experienced equitably across community/stakeholders (financial, socio-economic, access, quality of life, etc.).

ALIGNED WITH PROGRAM GOALS

(Strategies for Meeting Goals are Outlined in Goal Strategies, Above)

- Project offers an experience aligned with the New Mexico True brand and the promise to deliver "adventure steeped in culture"
- o Project drives economic impact and creates jobs, stimulating local economies
- Project engages stakeholders in constructive conversations around tourism trends and the New Mexico True brand
- Project sparks creativity and ownership for stakeholder successes and opportunities
- Project connects and diversifies the tourism industry

VII. PROGRAM ASSISTANCE

Tourism Development Coordinator Emily Bates will establish communication schedules and provide technical assistance for all awardees. She can be reached by e-mail at emily.bates@state.nm.us or by phone at 505-690-6167.