

Gender has less influence on patterns of travel than affluence or age. However, gender plays a significant role in one type of travel, which is sex tourism. **Sex tourism** is travel to engage in sexual activity, especially with prostitutes. About 90% of sex tourism is undertaken by males, many of whom live in economically developed countries and travel abroad to economically poorer countries, often because the costs for prostitutes are lower, attitudes towards prostitution are more relaxed and in some cases, because it provides access to child prostitution. The main destinations for sex tourism in which males seek female prostitutes are Thailand, the Philippines, Cambodia, the Netherlands (especially Amsterdam), Brazil, Kenya and Indonesia (especially Bali). Bali is the main destination where females travel to engage in prostitution with males, travelling from Western Europe, Japan and Australia.

Place of residence is a significant determinant of travel patterns. To travel abroad, a passport is needed. A **passport** is an official document issued by a country's government that authorizes overseas travel, certifying the identity and nationality of the traveller.

Not all countries issue passports routinely to their residents. One of the most restrictive examples is North Korea. Apart from passports issued to government officials for diplomatic or business purposes, North Korea only issues passports to its residents for government-approved foreign travel, such as a trade delegation or a sports exchange, in which case the expiry date of the passport coincides with the end of the trip. Passports may be difficult to obtain in many other countries, sometimes requiring substantial bribes to be paid to government officials.

Passports are especially hard to obtain for refugees and people in countries where the sovereignty is disputed such as Western Sahara, Transnistria and Nagorno-Karabakh. Many countries impose specific conditions, such as Finland which requires males aged between 18 and 30 years to prove they have completed their two years of compulsory military service before they can be issued with a passport that extends beyond the age of 28.

Even when a person has a passport, a **visa** is often needed to travel into certain countries. A visa is a



17.32 The departures area of Pyongyang Airport, North Korea. Most of the travellers here are North Koreans preparing for their flight either to Beijing (China) or Vladivostok (Russia). Except for a few government officials, who have long-term passports, most of the people here are travelling with passports issued specifically for this trip.

permit issued by a country that allows a person to enter that country. There are many types of visas, such as tourist visas, business visas, residential visas, transit visas, student visas, diplomatic visas, journalists' visas and so on, and each country has its own regulations and conditions regarding the issue of visas.

The passports of some countries, such as Germany, Sweden, Switzerland, the United Kingdom, Norway, Singapore, Japan and the United States, grant visa-free entry to more than 150 countries. On the other hand, the holders of passports from some countries require visas to travel to almost any foreign country. The most restrictive passports are those issued in Afghanistan, Pakistan, Iraq, Somalia and Syria, all of which grant visa-free entry to fewer than 35 countries.

Some passports explicitly do not allow travel into certain countries, such as the passports of Iran, Syria, Yemen, Saudi Arabia, Libya and Malaysia (among others) that are not valid for travel to Israel, and the passport of Kosovo, which is not recognized by its neighbouring country of Serbia as well as many other countries including Russia, Mexico, Argentina, India, Indonesia and Chile.

QUESTION BANK 17F

1. Outline the key differences in tourism patterns arising from differences in (a) affluence, (b) gender, (c) stage in lifecycle and (d) place of residence.

Chapter 18 Tourism and sport at the local and national scales



18.1 The Grand Canyon is a tourism hotspot in Arizona, USA, attracting five million people annually, 83% of whom were from the United States.

The growth of tourist hotspots

When looking at tourism in urban areas, we can distinguish between primary and secondary tourism resources. **Primary tourism resources** are those factors or attractions which are the main reasons that tourists may want to visit a particular city. They are the pre-existing attractions for tourism or recreation that have not been built specifically to attract tourists. Primary tourism resources may be broadly categorised into factors such as the climate, scenery, indigenous culture,

historical and heritage buildings, religious centres, and natural ecology, including plants and wildlife.

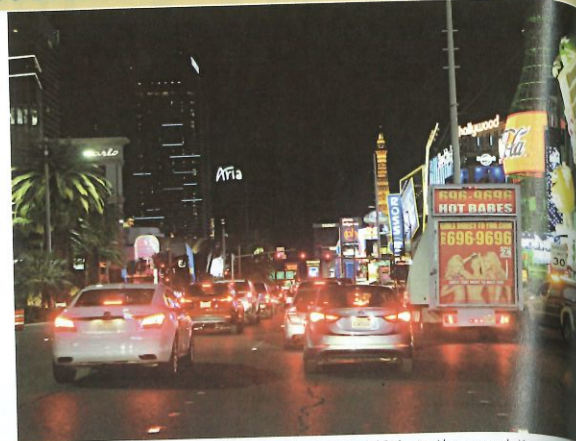
Secondary tourism resources are the facilities provided to support tourism in an area, such as accommodation, shopping, restaurants and cafés, entertainment, transport, and information services. These facilities are important for the success of tourism, but they are not usually the main attractors of visitors.

There are some tourist destinations that attract especially large numbers of tourists, and these are known as **tourist hotspots**. Table 18.1 shows a ranking of world's most popular tourist hot spots.

Table 18.1
The world's 40 most visited tourist attractions

Rank	Tourist attraction	Number of visitors per year
1	Las Vegas Strip, Nevada, USA	39,668,221
2	Times Square, New York City, USA	39,200,000
3	Central Park, New York City, USA	37,500,000
4	Union Station, Washington DC, USA	32,850,000
5	Niagara Falls, Canada/USA	22,500,000
6	Grand Central, New York City, USA	21,600,000
7	Faneuil Hall, Boston, USA	18,000,000
8	Disneyworld, Orlando, USA	17,536,000
9	Disneyland, Anaheim, USA	15,963,000
10	Forbidden City, Beijing, China	15,300,000
11	Grand Bazaar, Istanbul, Turkey	15,000,000
12	Disneyland, Tokyo, Japan	14,847,000
13	Notre Dame Cathedral, Paris, France	13,650,000
14	Golden Gate Park, San Francisco, USA	13,000,000
15	Disneyland, Paris, France	11,200,000
16	Epcot, Florida, USA	11,063,000
17	Sacré Coeur Basilica, Paris, France	10,500,000
18	Tsim Sha Tsui Waterfront, Hong Kong	10,088,493
19	Pike Place Market, Seattle, USA	10,000,000
20	Zócalo Square, Mexico City, USA	10,000,000
21	Disney Animal Kingdom, Florida, USA	9,998,000
22	Disney Hollywood Studios, Florida, USA	9,912,000
23	Universal Studios, Osaka, Japan	9,700,000
24	Great Smoky Mountains National Park, Tennessee, USA	9,685,000
25	Navy Pier, Chicago, USA	9,200,000
26	Musée du Louvre, Paris, France	9,200,000
27	Great Wall of China, Beijing, China	9,000,000
28	South Street Seaport, New York City, USA	9,000,000
29	Pier 39, San Francisco, USA	8,500,000
30	Sydney Opera House, Sydney, Australia	8,200,000
31	Smithsonian Museum of Natural History, Washington DC, USA	8,000,000
32	Islands of Adventure, Orlando, USA	7,981,000
33	Disney California Adventure, USA	7,775,000
34	Ocean Park, Hong Kong	7,436,000
35	Victoria Peak, Hong Kong	7,000,000
36	Smithsonian Air and Space Museum, Washington DC, USA	7,000,000
37	Eiffel Tower, Paris, France	7,000,000
38	Everland, Gyeonggi-do, South Korea	6,383,000
39	British Museum, London, UK	6,701,036
40	Disneyland, Hong Kong	6,700,000

Source: Based on data assembled by Huffington Post in 2014 from 16 different sources. Figures from some sources have been rounded.



18.2 The Strip in Las Vegas, Nevada, USA, is the world's most visited tourist attraction. Tourism here is based on secondary tourism resources, which are busiest at night time.



18.3 The Forbidden City in Beijing, China, is the world's most visited tourist attraction outside the United States. The Forbidden City, also known as the Palace Museum, is the 9,000-room residence and offices of the emperors of China, the last of whom was overthrown in a revolution in 1911. Parts of the Forbidden City, such as Hall of Supreme Harmony, shown here, are often very crowded. Unlike the scene in figure 18.2, tourism here is based on primary tourism resources.

The ranking of tourism resources shown in table 18.1 shows the importance of domestic tourism in the United States, which is substantial because of the large size of the country's relatively affluent population. The ranking also shows that many of the most popular tourist attractions in the United States are based on secondary tourism resources (such as theme parks). On the other hand, popular attractions outside the US are usually based on primary tourism resources, with the notable exception of several US-owned theme parks in places such as France, Japan and Hong Kong.

For a destination to become a tourist hotspot, several **factors** are required, including:

- The destination must have **appeal** to a large number of people. This may be because of its historical or cultural significance (such as Angkor Wat in Cambodia) or its appeal to families (such as Disneyland in several countries).
- The destination must be **well-known**, either because of its historical or cultural significance (such as the Forbidden City in Beijing) or because of effective marketing and promotion (as is the case with many theme parks).
- The destination must be easily **accessible**. Depending on the location, this may mean being near an airport, having public transport available or providing extensive car parks.
- The destination must be **affordable** and perceived by potential clients as representing good value for money.
- The destination must be in a **safe** environment, where the risks of crime, terrorism or disease are not great enough to deter visitors.

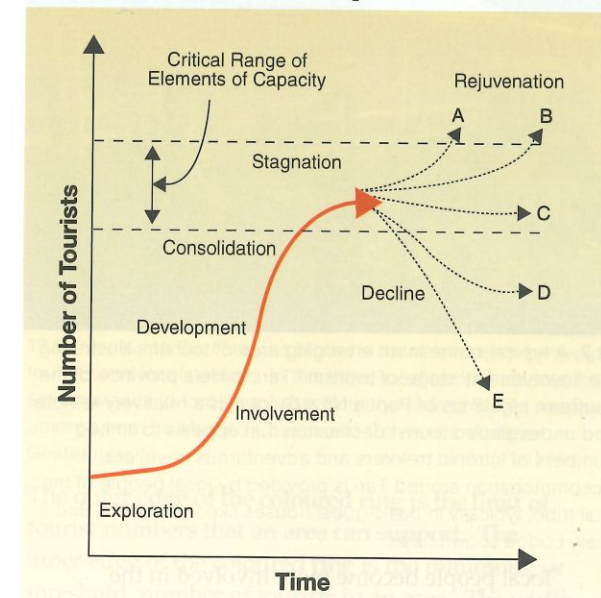


18.4 Peterhof (also known as Petrodvorets) is a tourism hotspot 30 kilometres west of Saint Petersburg, Russia. It is a palace built by the Czar Peter the Great in the early 1700s that has extensive gardens. Much of the palace was destroyed during fighting in World War II, and was re-built in the 1950s. Visitor numbers were fairly small until the breakup of the USSR in late 1991. Since that time, it has become much more crowded.

Stages of tourism

Several geographers have attempted to describe the processes and the impacts of tourism by developing models. These models shed light on the human and physical factors that explain the growth and decline of rural and urban tourist hotspots. One of the best known models is the **Butler Model**, which

attempts to describe the cycle of evolution of a tourism area (figure 18.5). The model identifies seven stages of tourism development over time.



18.5 Butler's model of the evolution of a tourist destination.

The seven stages in Butler's model are:

- **Exploration:** A small number of tourists independently explore a new location for reasons such as personal adventure or to experience new cultures. At this stage, the economic, social and environmental impacts are virtually zero.
- **Involvement:** As acceptance of tourists by local people increases, the destination becomes better known and more popular. Travel and accommodation facilities are improved, and some



18.6 Very basic tourist facilities, such as this accommodation facility at Turmi in southern Ethiopia, characterise the 'exploration' stage of tourism.



18.7 A typical scene in an emerging area of tourism, illustrating the 'involvement' stage of tourism. Tari, in Hela province of the southern highlands of Papua New Guinea, is a relatively remote and undeveloped tourist destination that appeals to limited numbers of intrepid trekkers and adventurous travellers. Accommodation around Tari is provided by local people of the Huli tribe, typically in basic guest houses like the Makara Bird View Lodge shown here.

local people become more involved in the emerging tourist industry.

- **Development:** Investment by outsiders begins to flow in to the area, and local people become more involved, attracting more visitors. The area begins to emerge as a well-known tourist destination, pitched towards a defined market. In poorer countries, control often passes from local people to organisations based in wealthier countries. This leads to more package holidays, increasing tourist numbers and less local involvement.
- **Consolidation:** Tourism becomes established as an important economic and social activity. It begins to have a serious adverse impact on traditional economies and lifestyles. Agricultural land is taken over for building resorts, usually without significant benefits for the local community in terms of increased wealth or employment. Resentment often occurs in the local population. Tourist numbers continue to rise, although rate of increase slows down.
- **Stagnation:** Local opposition to tourism continues to grow, and there is a growing awareness of the environmental, social and economic problems brought by tourism. Negativity effectively stops further growth. There is a decrease in the number of tourist visits,



18.8 In contrast to the scene shown in figure 18.7, the 'development' stage of tourism occurs when local people are employed by overseas companies in low order jobs such as cleaning and waiting. This view shows part of a resort hotel in Tamarindo, Costa Rica, that is owned by a Spanish company.

suggesting that the original cultural and physical attractions have been lost.

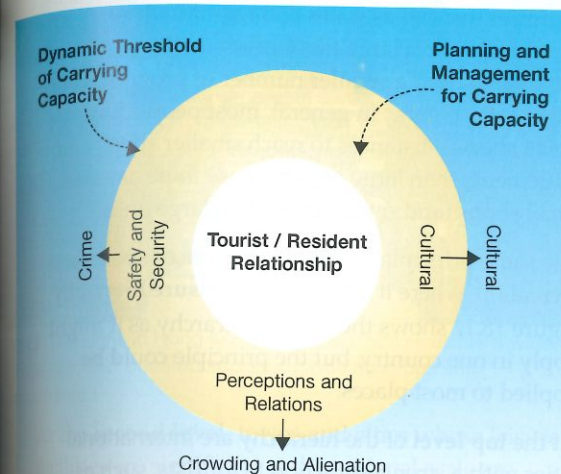
- **Decline:** The area decreases further in popularity, either severely or mildly (paths E and D in figure 18.5). Multinational tour operators move elsewhere and local involvement may increase to fill the vacuum. However, these local operators may be under-funded, leading to a further decline in the area's attractiveness to tourists.
- **Rejuvenation:** A secondary growth spurt may occur, induced by some new factor such as new investment, falling prices or advertising (paths A, B or C in figure 18.5). The loss of original natural attractions may be compensated for by new



18.9 This street scene in Havana, Cuba, illustrates the 'decline' stage of tourism. Multinational tour operators, especially those based in the United States, have moved elsewhere for political reasons, leaving behind a decaying and poorly maintained tourism infrastructure.

constructed facilities. A new and different type of tourist may be attracted, perhaps with different socio-economic backgrounds or demographic profile.

Figure 18.10 shows a different tourism model that attempts to provide an alternative explanation of the changes described in Butler's Model. Known as the **Hawkins Model**, it examines the factors that affect the demand for tourism in a particular area, and the forces that may limit the carrying capacity of an area to develop a tourist industry.



18.10 The Hawkins Model of the carrying capacity of tourism in an area.

Whereas Butler's Model describes the changes in tourism when the tourism is market-driven, the Hawkins Model attempts to take into account a broader set of factors. The Hawkins Model shows how the positive attitudes that may exist at first between tourists and local residents can change and become more negative as the threshold of the area's carrying capacity is reached.

The concept of carrying capacity in tourism will be explored in detail in chapter 20. For the purposes of the Hawkins Model, it is sufficient to understand the World Tourism Organisation's definition, which states that **carrying capacity** is "the maximum number of people that may visit a tourist destination at the same time, without causing destruction of the physical, economic, socio-cultural environment and an unacceptable decrease in the quality of visitors' satisfaction".

At the centre of the Hawkins Model is the relationship between tourists and local residents.



18.11 Central to the Hawkins Model is the relationship between tourists and local people. In this view, local people attempt to sell souvenirs to foreign tourists from the United States as they emerge from La Merced Church and Convent in Antigua, Guatemala.

The outer edge of the coloured ring is the limit of tourist numbers that an area can support. The inner edge of the coloured ring is the minimum, or threshold, number of tourists in an area. The width of the coloured ring will oscillate in and out according to many variables, the most important of which are shown on the diagram – safety and security, perceptions and relations, and the nature of the contact between people of different cultures. In reality, there is a wide range of factors that can limit an area's tourism carrying capacity:

Ecological factors:

- climate
- vegetation
- animal life
- landscape
- water

Political factors:

- legislation
- administrative capability
- individual priorities, goals and aspirations

Physical factors:

- accommodation
- water supply
- sewage systems
- transportation and access
- visual attractiveness

Economic factors:

- personal income
- living costs

- labour costs
- resort technology
- resort investment

Local residents' experiences:

- invasion of privacy
- involvement in tourism
- benefits from tourism
- tourists' sensitivity and behaviour

Visitor experiences:

- volume of people
- visitor behaviour
- levels of service
- local hospitality
- visitors' expectations

QUESTION BANK 18A

1. What is the difference between primary tourism resources and secondary tourism resources?
2. Describe and account for the pattern of tourism hotspots shown in table 18.1.
3. What are the key factors in explaining the growth of tourist hotspots?
4. Do you think the names of each stage in Butler's Model are adequate labels? Can you suggest better names?
5. Describe what happens during the third phase of Butler's Model (Development).
6. Using examples that you know about, explain why some resorts have declined in popularity.
7. With reference to a tourist resort that you know about, describe its attractions and its problems.

Spheres of influence

The leisure hierarchy

A **hierarchy** is a system or organisation in which people or groups are ranked one above the other according to status or authority. Hierarchies exist at many levels in geography. Within cities, most people understand that there is a hierarchy of retail activities. In other words, we tend to find a small number of very large department stores (usually in the city centre), a larger number of medium sized stores (perhaps in the suburbs), and an even larger number of small shops selling convenience goods that are purchased at a high frequency.

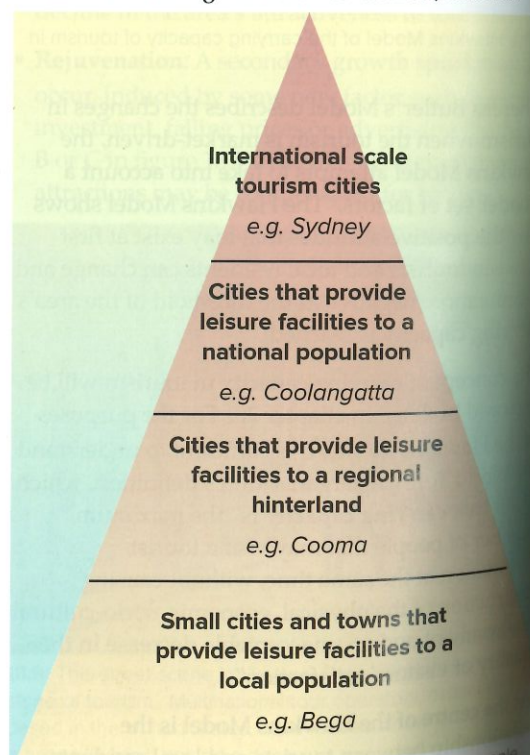
Each of large department stores attracts customers from a large area, known as its **sphere of influence**.

By contrast, each of the large number of small shops draws its customers from a much more local area. Thus, we can say that each of the small shops has a small sphere of influence, whereas each of the large shops has a large sphere of influence, meaning there is a **direct** (or positive) relationship between size of shop and its sphere of influence. We could also say that there is an **inverse** (or negative) relationship between the number of stores of each size and their spheres of influence.

Hierarchies also exist for urban settlements. Most countries (as well as states and regions within countries) have a large number of small settlements, and a smaller number of progressively larger settlements. In general, most people have to travel shorter distances to reach smaller shops and settlements than large ones because there are more small shops (and settlements) than large ones.

The same principle applies to the area of sports and recreation, where it is termed the **leisure hierarchy**. Figure 18.12 shows the leisure hierarchy as it might apply in one country, but the principle could be applied to most places.

At the **top level** of the hierarchy are international cities with a strong attraction to tourists, such as



18.12 The leisure hierarchy, using Australia as an example.

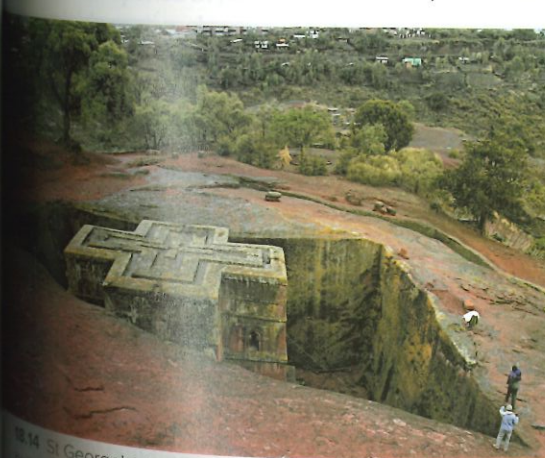
New York, Paris, London, Hong Kong, Sydney and Singapore. These cities tend to have large international airports that have the potential to draw visitors from all parts of the world with famous attractions, galleries and museums. Furthermore, they have well developed leisure facilities that appeal to people of many disparate tastes.



18.13 The signs in Hong Kong's Central district indicate a wide range of tourist-oriented services, including shops and restaurants.

At the **second level**, towns and cities whose leisure facilities are significant at the national scale are found. Some of these cities have particular attractions that draw visitors, such as beaches in the case of Penang (Malaysia) and Coolangatta (Australia), or perhaps significant cultural attractions, such as those found in Angkor (Cambodia) and Lalibela (Ethiopia).

The **third level** of the hierarchy includes towns that lack the attraction of second level towns, but which



18.14 St George's church in Lalibela, Ethiopia, is a rock-hewn building, created by excavation from the surrounding stone.

nonetheless attract visitors from their surrounding region. These cities may have weaker transport connections that limit visitor numbers (such as Akureyri in Iceland and Lijiang in China), or simply fewer features to attract visitors from far afield despite their relatively large size (such as Birmingham in the UK or Novosibirsk in Russia).

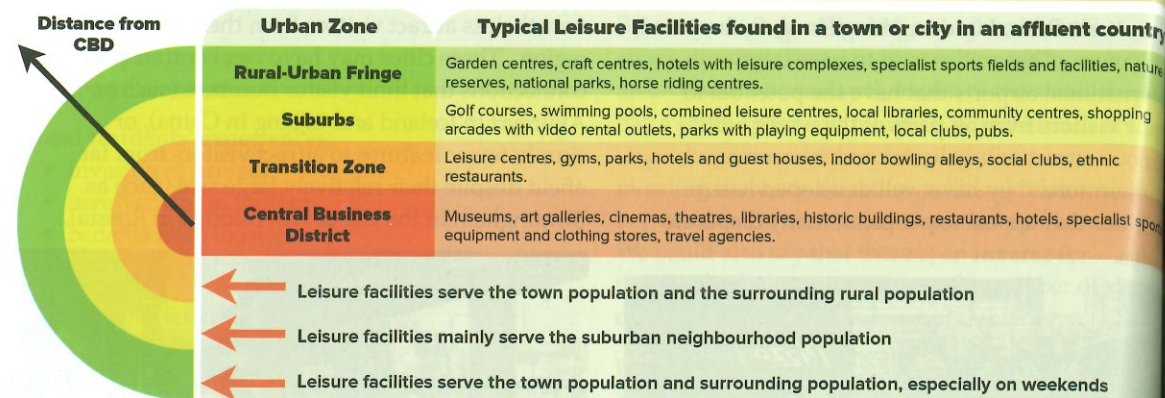


18.15 Shops in Lijiang, China.

At the **lowest level** of the leisure hierarchy are towns that provide leisure facilities to the local population, but which attract few if any tourists from further afield. The types of leisure facilities in such towns will depend on cultural factors, but may include cinemas, parks and video games halls. In less economically developed countries, the range of leisure facilities may be even more limited, and in many villages in developing countries, they may be limited to a foosball facility or a public table tennis table.



18.16 This cinema in Whitehorse, Canada, illustrates a leisure facility that caters exclusively for a local population. Although residents in the surrounding rural area might travel into Whitehorse simply to visit the cinema, tourists would never do so.



18.17 The provision of leisure facilities in a typical town in a more economically developed country.

Intra-urban spatial patterns

The economic forces that operate to develop leisure hierarchies between cities also work within urban centres, developing distinctive spatial patterns of recreational and sports facilities.

In general, land towards the centre of towns and cities in more affluent societies has **higher value** than land on the periphery. Therefore, recreational facilities that need large areas of land are more likely to be found near the outskirts of such towns, while leisure activities that need less space and return higher profits are usually concentrated towards the town centre where accessibility is greatest.

As shown in figure 18.17, examples of leisure facilities commonly found in town centres include cinemas, restaurants and theatres, while typical outer urban leisure facilities include swimming pools, tennis courts, ovals, sports grounds and football fields. Of course, exceptions occur to this pattern, usually for specific historical or political reasons.

Another common intra-urban spatial pattern is that the **quality** of leisure facilities may decline with distance from the city centre. We can describe this as being an inverse relationship between distance and quality, meaning that as one factor (distance) increases, the other factor (quality of the leisure facility) declines. This effect is known as **distance-decay**, and an example can be seen in the four photos of cricket facilities in Mumbai (India) in figures 18.18 to 18.21 on the next page. As we move away from the city centre, the **sphere of influence** of each facility becomes smaller.

Urban regeneration

In recent years, sport and tourism have been recognised as significant factors in **regenerating** rundown sections of urban areas. The role of sport in urban regeneration was first highlighted on a major scale when several cities such as Rome, Munich, Seoul and Barcelona hosted the Olympic Games and used the event as a catalyst to revitalise run-down parts of the city. This has led national and even local governments, especially in Europe, to recognise the potential of sport as a way to initiate urban regeneration.

The use of sport to boost urban regeneration has been especially strong in the United Kingdom. Many local government authorities in the UK offer funding for projects that will boost tourism (especially business tourism, conferences and heritage tourism), and when combined with other government grants that promote development



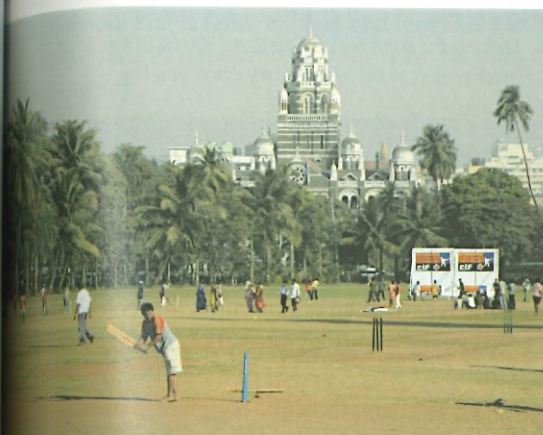
18.18 The Millennium Stadium in Cardiff, Wales, UK, is an example of using a sports facility to help regenerate an inner urban area.



18.19 Cricket facilities in central Mumbai, India.



18.21 Cricket facilities in suburban Mumbai, India.



18.20 Cricket facilities in inner Mumbai, India.



18.22 The area of bare earth in the foreground shows a field used for playing cricket in a shanty area of outer suburban Mumbai, India.

projects in economically depressed areas, the result can be sports or leisure-driven urban regeneration.

One example of such a project was the **Millennium Stadium** in Cardiff, shown in figure 18.18. The Stadium opened in June 1999 as the new home of the Wales national rugby union team and the Wales national football (soccer) team. With a seating capacity of 74,500 people, it is the largest stadium in the world with a fully retractable roof.

Despite its location on very valuable land near the centre of Cardiff, it was decided to build the Millennium Stadium on the same site as an older stadium, known as Cardiff Arms Park. Although Cardiff Arms Park was a relatively new structure, having been renovated most recently in 1982, its seating capacity of 53,000 was considered too small and its facilities were regarded as inadequate. The construction resulted in the demolition of several adjacent buildings, including a swimming pool, a telephone exchange and several office buildings.

The result was a much more open space with access to the river and more accessibility for local people.

When urban renewal occurs through sport and leisure activities, or indeed any economic trigger, there is a **multiplier effect** through the local economy. This means that as each dollar spent on urban renewal moves from person to person through the local economy, the actual benefits of the inflow of cash becomes multiplied several times. Thus, a leisure project that generates many new jobs (such as a new hotel) will have a greater multiplier effect than a more capital-intensive leisure development, such as a sports ground (once the initial construction phase has been completed). On the other hand, if the new developments are mainly in the hands of foreign operators, there will be a considerable **leakage** of profits to the home country, therefore reducing the beneficial effects of the multiplier effect in the location the new leisure facility.

Conflicts sometimes arise between different interest groups when new leisure-oriented urban developments are proposed. This is especially likely when demolition of people's homes is threatened. **Residents** are likely to claim that money would be better spent on improving housing quality or local people's welfare than on leisure facilities that are designed to attract outsiders and change the character of the area. **Developers** are likely to claim that land values will be enhanced by the new development and that it will boost the local economy by creating new jobs and supporting services.



18.23 The compulsory acquisition and demolition of houses to make way for Olympic Games facilities in Rio de Janeiro, Brazil, in 2016 was highly controversial. The graffiti on the wall of this demolished home complains that the house has become the property of the building contractors, and proclaims that there should be no compromise regarding in resisting removal of this and nearby homes.

Of course, **rising land values** are unlikely to please many local residents who may be forced to move as they can no longer afford rents in the area. Furthermore, rising land values usually mean that the character of the urban area changes as more upwardly mobile professional people are attracted to the refurbished housing and new developments that become viable with rising land values.

For these reasons, tourist and leisure developments are often **divisive** and **emotional** as claims and counter-claims are argued, frequently through the media if any high-profile or well-known companies or individuals are involved. The response of some governments is to require that new leisure developments include provisions for enhancing the quality of life or job opportunities of local residents.

QUESTION BANK 18B

1. What is meant by the term 'sphere of influence'?
2. What types of sports and tourist facilities are likely to have (a) large spheres of influence, and (b) small spheres of influence?
3. How do spheres of influence vary at different levels of the leisure hierarchy?
4. Using the information in this section and figure 18.13, define the term 'leisure hierarchy' and give examples of each level from two countries, one of which is your home country.
5. In your own words, describe the pattern shown in figure 18.17.
6. Discuss the accuracy of the pattern shown in figure 18.17 with respect to the town or city where you live.
7. Using specific examples, including some from your own personal knowledge and research, discuss the role of sport and recreation in regeneration strategies of urban areas.

National sports leagues

A **sports league** is an organisation that co-ordinates a group of individual clubs that play each other in a specific sport over a period of time for a competition championship. Some leagues may be as simple or as small as a group of amateur athletes who form teams among themselves and compete on weekends in their local area. At the other end of the spectrum are the international professional leagues that involve dozens of teams, thousands of players and millions of dollars.

A **league system** may form when a number of leagues are tied together in a hierarchical fashion. This might occur when the best teams playing in one league are promoted to a higher league, while the poorly performing teams in the higher league may drop to a lower league. League systems exist in a variety of major sports, and they are especially common in football (soccer) competitions in Europe and Latin America.

A **sports division** comprises a group of teams which compete against one another for a divisional title. Teams that get to the top of their division then compete for championships in the league. In this way, it can be seen that there is a **hierarchy** of teams.

The hierarchy of teams often mirrors the location of the teams in a competition. There tend to be more teams at the lower rungs of the league, and these represent smaller, more local areas than the major teams, which often represent **larger centres** of population or places with a **greater drawing area** (geographical spread, or sphere of influence).

Traditionally, sporting teams tended to represent particular areas, and players were drawn from their local area to represent that place. As some sports have become more professional, the traditional relationship between the team's home area and the area from which it draws its players has broken down. In the same way, the supporters of teams in major sporting leagues are less and less likely to live in the area represented by the team they are supporting.

QUESTION BANK 18C

1. Explain what is meant by the 'hierarchy of a sports league'.
2. Examine one sporting league in the area where you live, and describe the relationship between the location of the teams and the residential areas of its main supporters.

CASE STUDY

One national sports league — the Australian Football League (AFL)

Australian Football, also called Australian Rules Football or Aussie Rules, had its **origins** in the 1850s in Melbourne, the capital city of the Australian state of Victoria in the south-east of the country. Since that time, it has grown to become the sport with the highest number of spectators in Australia. However, its popularity is not uniform across Australia, with the states of Victoria, South Australia and Western Australia being the strongest areas of support for the game.

The game is played between two teams of 22 players, 18 of whom are on the field at the time.

The field used is either an oval-shaped Australian football ground or a modified cricket field. Points are scored by kicking the oval-shaped ball between a set of four vertical posts at each end of the field. If the ball is kicked at any height between the two central posts, known as goal posts, six points are scored. If the ball is kicked at any height between either set of outer posts, known as the behind posts, one point is scored. Games consist of four quarters, with each quarter lasting 20 minutes of game time.



18.25 An AFL match between the Sydney Swans and Carlton at the Sydney Cricket Ground (SCG).

Australian Football has about 1.25 million registered players in Australia, attached to almost 14,000 clubs. The top 18 clubs in Australia compete for annual premiership under the auspices of the **Australian Football League**, or AFL. The AFL premiership season lasts for 23 rounds and spans the Australian winter, starting in late March and concluding in early September. The top eight teams compete in a four week finals series through September, culminating in the AFL **Grand Final** held at the Melbourne Cricket Ground (MCG) on the last Saturday in September. The AFL Grand Final reputedly vies with the final of the Top 14 Rugby Union competition in France as the highest attended club championship event in the world.



18.24 A panorama of the Melbourne Cricket Ground (MCG) from Level 4 of the Northern Stand during an AFL match between Richmond and Carlton. With a seating capacity for 100,024 people, the MCG is the largest stadium in Australia and the 10th largest in the world. Known as the 'spiritual home' to Australian Football, it hosts an AFL match every week during the competition season, and is always the venue of the AFL Grand Final match.



18.26 Logos of the 18 AFL teams, with the year of their entry to the AFL competition shown in *italics*: (A) Adelaide 1991, (B) Brisbane 1997, (C) Carlton 1897, (D) Collingwood 1897, (E) Essendon 1897, (F) Fremantle 1995, (G) Geelong 1897, (H) Gold Coast 2011, (I) Western Sydney 2012, (J) Hawthorn 1925, (K) Melbourne 1897, (L) North Melbourne 1925, (M) Port Adelaide 1997, (N) Richmond 1908, (O) St Kilda 1897, (P) Sydney 1982 (when team relocated from South Melbourne 1897), (Q) West Coast [Perth] 1987, and (R) Footscray 1925.



18.27 The approximate locations of the teams playing in the AFL competition are shown by the black letters used in figure 18.26. Names of states are in green lettering, while cities with AFL teams are shown in maroon italics. Cities labelled in blue italics do not have an AFL team, but they host AFL matches during the competition season.

Reflecting the origins of the game in Melbourne, the AFL had its beginnings in 1897 when the Victorian Football League (VFL) was formed by the six strongest teams at the time (Collingwood, Essendon, Fitzroy, Geelong, Melbourne and South Melbourne). The VFL expanded to twelve teams in 1925, with all the teams still being based in Melbourne.

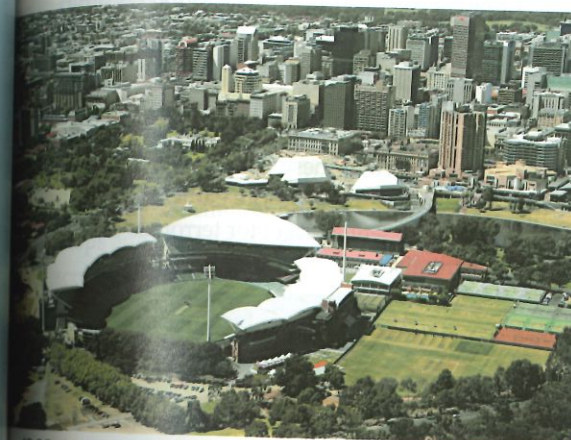
Following the introduction of television in the early 1960s, interest in Australian Football began to increase outside Victoria, and the sport was promoted interstate by playing some demonstration games in Sydney, which was the one city in Australia with a larger population than Melbourne. Interstate interest continued to grow, especially in South Australia, and in 1990, the VFL was renamed the AFL (Australian Football League) to reflect its

national aspirations. Several interstate clubs joined the AFL shortly afterwards.

The AFL operates on a **single table system** with 18 teams, as shown in figure 18.26. Unlike many national sports leagues in other countries, the AFL does not have divisions or conferences, and there is therefore no promotion or relegation from other leagues. As shown in figure 18.27, ten of the 18 teams are based in or near Melbourne, with the remaining eight teams being split across four other states, with two teams in each of those states. The state of Tasmania, and the territories of the Northern Territory and the Australian Capital Territory, are not represented in the AFL competition, although competition matches are played in these areas.

Although the location of AFL teams is strongly **focused on Melbourne**, reflecting the origins of Australian Football, competition matches are played at several venues that do not have an AFL team. Among the venues used that do not have home teams are York Park (Launceston, Tasmania), Bellerive Oval (Hobart, Tasmania), Manuka Oval (Canberra, Australian Capital Territory), Marrara Oval (Darwin, Northern Territory), Traeger Park (Alice Springs, Northern Territory) and Cazaly's Stadium (Cairns, Queensland). By using these venues, the AFL competition reaches a more **geographically dispersed audience**.

In addition to these 'non-team' venues, matches are played regularly in all cities where teams are based — Melbourne, Geelong, Adelaide, Port Adelaide, Perth, Fremantle, Sydney, Brisbane and the Gold Coast.



18.28 Adelaide Oval is the venue for home games played by the Adelaide Crows, one of two teams based in the South Australian capital city of Adelaide.



18.29 The Melbourne Cricket Ground (MCG) is the largest venue used for AFL matches. It is located within walking distance from the city centre of Melbourne, and is served by two railway stations, Richmond and Jolimont.

QUESTION BANK 18D

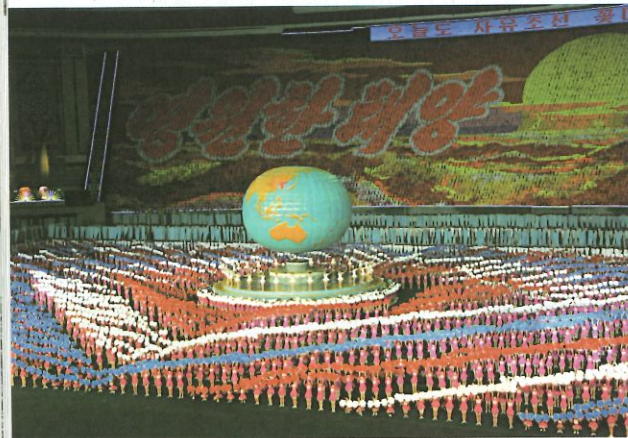
1. Describe and account for the spatial distribution of AFL teams.
2. Compare the distribution of the AFL teams with the distribution of the venues where games are played.
3. With reference to the dates in the caption to figure 18.26, and using the scale in figure 18.27, estimate the average distance from Melbourne of all the teams in the AFL competition in (a) 1897, (b) 1991, (c) 1997, and (d) today. [For the purposes of this exercise, regard all Melbourne-based teams as being located 0 kilometres from Melbourne, and Geelong as being 70 kilometres from Melbourne.]
4. Describe the dispersal of AFL team locations since 1897.

Large scale festivals

Festivals are events that are organized and celebrated by a community, often large in scale. The **focus** of different festivals can be quite diverse, and the most common festivals are musical, sporting, cultural and religious. Festivals represent a temporary site for leisure, and depending on the focus of the festival, activities may include performances, ceremonies, concerts, competitions, games, eating and drinking, singing, speeches, parades and parties.

Festivals bring both benefits and costs. **Benefits** include building a cohesive sense of community, deepening cultural (or religious, or musical) experiences, enabling people to exchange ideas and experiences that promote new understandings.

The **costs** of festivals are often measured in **economic** or **financial** terms, as large-scale festivals are expensive to organize. Food and water needs to be provided for participants, together with toilet facilities, transport, and medical services. Sometimes these costs are retrieved by charging entry fees, but for some festivals the costs are borne by the organisers, by sponsors or by governments.



18.30 One of the largest festivals in the world are the mass games held from time to time in North Korea. Held in the 150,000 seat May Day Stadium in Pyongyang, there are typically 100,000 performers (not all in the arena at the same time), of whom 20,000 are school students who form the changing backdrop, holding up large books that form a constantly changing series of pictures. The theme of the mass games is the history of the country's progress under its Communist leadership, and it features music, dancing, gymnastics and singing. The participants practice for about six months prior to their performances. The size of each audience can be as large as 130,000 people, and each festival of performances lasts for six to eight weeks.



18.31 Each year, Sydney (Australia) holds a festival around the city's harbour to celebrate the New Year that includes fireworks, musical performances and special dining. Attendance is about 1.6 million people each year. The annual cost of the festival is about \$US6 million, which the organisers believe is more than recouped by the large number of additional tourists who come to Sydney for the event.

Other costs include the impact on the **physical environment** of bringing together large numbers of people in a confined area, and the environmental impact of transporting these people to and from the festival. In a few cases, the large gathering of people may represent a target for terrorists or political extremists.

CASE STUDY

The Enga Cultural Festival

When large festivals are held in **rural areas**, issues arise because less populated areas are often inadequately equipped to cope with a large influx of people in a short period of time. Festivals may strain accommodation provisions, cause road congestion, and lead to supply issues of food and water. Such issues are likely to be even greater in poorer countries where rural areas tend to be poorly serviced compared with towns and cities. These issues can be illustrated by one particular cultural festival, the annual **Enga Cultural Show** in Papua New Guinea.

Enga province is located in the Highlands of Papua New Guinea. Even within the context of Papua New Guinea, which is a less economically developed country, Enga is especially mountainous, isolated and sparsely populated. The area of Enga province is 11,700 square kilometres, and its population size is 450,000 people, giving an average



18.32 The position of Enga Province in Papua New Guinea, showing the location of the annual Cultural Show near Wabag.

population density of just 38 people per square kilometre. Because of its isolation, **traditional cultures** continue to thrive in Enga in a way that is now uncommon in other parts of the country.

There are no cities in Enga province, and very few towns; most people live in small villages and isolated settlements. The largest town is **Wabag** (pronounced *Waa-Begg*), which is really a sparsely scattered collection of houses with a school, a few shops and roadside markets, a disused airstrip and some government administrative offices. Situated at an altitude of 1,830 metres, the population size of Wabag township is about 4,000 people.

Enga is unique in Papua New Guinea in being culturally and linguistically **homogeneous**. There are 820 different languages spoken in the nation of Papua New Guinea, with each language representing a traditional 'nation' that may have extended over no more territory than a single valley. By contrast, Enga province is heavily dominated by a single cultural group (the Enga people) with a single language (the Enga language).

In a specific effort to preserve **Enga's distinctive culture**, the provincial government initiated an annual cultural festival in 1995. The culture show, which extends over two and a half days in early August each year, invites groups to showcase their traditional dress, dances and songs by gathering in a single venue and competing for prizes. Each group comprises 15 or 16 people, who dress in the traditional style of their own village (losing points for any Western clothing) and perform their traditional dances. Every village in Enga has its



18.33 Performers from different villages show their traditional dress styles at the Enga Cultural Show.



18.34 Demonstrating warfare techniques at the Enga Cultural Show.

own unique dress style, which is never copied by people from other villages or regions.

Several provinces in Papua New Guinea organise annual cultural festivals, known as 'singsings', but the Enga Show is **unique** because:

- it only allows entries from **residents** living in Enga province, in contrast with other provinces allow entries from all parts of Papua New Guinea;
- it is intended to preserve the **culture** and **identity** of the Enga people rather than being a tourist attraction;
- almost all the **spectators** are people from Enga province. Other cultural shows at Mount Hagen, Goroka and Lae attract between 500 to 600 foreign tourists each year, whereas the Enga show typically has fewer than 20 visitors from overseas;



18.35 A panoramic view of the Enga Cultural Show.

- in an effort to promote young Enga people's interest in their own culture and identity, teams from the province's **primary schools and high schools** are specifically encouraged, with the government paying their entry fees. Teachers and students are allowed to perform together, but parents may not be part of a school group. This initiative supports the inclusion of Enga culture and traditions as compulsory components of the province's school curricula;



18.36 A high school team performs at the Enga Cultural Show. Encouraging participation by young people supports an important purpose of the festival, which is to preserve Enga culture and identity.

- unlike culture shows elsewhere, there is **no** history of **violence and rioting** after the results of the Enga Show's dance and dress competitions have been announced.

Until 2011, the Enga Cultural Show was held on a football field in Wabag on the western side of the Lai River, which runs through the middle of the township. In 2011, the festival was **relocated** to a new site on the other side of the river in a rural area about three kilometres east of Wabag. The move was made because the show had grown in size and

a **larger area** of land was needed. Today, about 600 people perform in the annual show in about 40 groups (or singing teams).

The rural location of the festival east of Wabag was chosen because:

- it is fairly **centrally situated** within Enga province, which enables villagers to return to their homes each night;
- is one of the few **flat areas** of land near a major road for **accessibility** (the Highlands Highway) with connecting sealed walking tracks;
- it has a surrounding **wall** to keep out trouble-makers and those who want to get into the Show without paying;
- it is on land that is **tribally neutral**; and
- it is close enough to Wabag township to get **electricity**, which is needed for the PA system that is used incessantly during the show to thank sponsors, announce results, and allow politicians to make speeches.

The location has several **shortcomings**. There is no access to **running water** in this rural part of the province, which means the only **toilets** provided for the 20,000 visitors attending the show are two temporary unisex facilities provided over a hole in the ground that is surrounded on three sides by black plastic.

Although the site is situated just a few kilometres from Wabag, the township has very **little accommodation** for visitors apart from a few extremely basic guesthouses. Because of the high altitude, it is too cold to camp out overnight, which is why people coming to the festival from other parts of Enga return to their homes each night, a journey that may take up to three or four hours. Such trips are made in in a **PMV** (public motor



18.37 Spectators travel in a PMV along the Highlands Highway to Wabag to attend the Enga Cultural Show.

vehicle), which is either an old minibus or, more commonly, on the tray at the back of a small utility truck. For this reason, the Show typically lasts from 11am to about 2pm each day, stopping early or being cancelled if there is rain that would ruin the elaborate headdresses made from bird of paradise feathers, animal skins, human hair and shells traded from coastal areas. There is **no shelter** available on the land where the festival is held.

The Enga Cultural Show has both positive and negative impacts on the area where it is held. **Benefits** include:

- the Show achieves its intended purpose of **preserving traditional Enga culture** and identity, especially now that school teams are included;
- it provides a **business boost** for local food stall sellers and PMV operators, who experience an annual short-term business boom in an area that is generally sluggish from an economic perspective;
- it brings people of **different ages together** for a common purpose; and
- it gives local politicians and sponsors an opportunity to **promote** themselves and their achievements.

Significant **negative** consequences of the festival include:

- **pedestrian congestion** in and around Wabag as it experiences an influx of people ten times greater than the township's normal population;
- **traffic congestion** on the province's narrow roads, exacerbated as many attendees return home to their villages each night;



18.38 Temporary food stalls set up on the edges of the compound used for the Enga Cultural Show.



18.39 Headdresses featuring the feathers of rare and endangered birds.

- the sports fields used for rugby **deteriorate** markedly with all the foot trampling, especially if the show coincides with rain (which is common); and
- preserving traditional cultural dress places a continuing threat upon rare species as the government's ban on killing **endangered wildlife** includes an exemption for hunting birds and animals for making headdresses and traditional dress.

QUESTION BANK 18E

1. What is the purpose of the Enga Cultural Show?
2. Describe the location of the Enga Cultural Show, and describe the advantages and disadvantages of this location.
3. What benefits does the Enga Culture Show bring to the people of Enga province, and what problems does it cause? In your opinion, do the benefits outweigh the problems? Give reasons to explain your viewpoint.