A Lifetime of Exploration Awaits

Canyonlands National Park preserves 337,598 acres of colorful canyons, mesas, buttes, fins, arches, and spires in the heart of southeast Utah’s high desert. Water and gravity have been the prime architects of this land, sculpting layers of rock into the rugged landscape we see today.

Canyonlands preserves that natural beauty and human history throughout its four districts, which are divided by the Green and Colorado rivers. Island in the Sky is closest to Moab and is the most visited district. The Needles is a farther drive, and is great for a day trip or backcountry hiking and backpacking. The Maze is the most remote and rugged district, requiring a four-wheel-drive, high-clearance vehicle, and more time. The Maze’s Horseshoe Canyon unit contains intriguing rock markings from tribal cultures. The Rivers separate the other three districts and offer world-class boating opportunities.

While the districts share a primitive desert atmosphere, each retains its own character and offers different opportunities for exploration and adventure. Though they appear close on a map, there are no roads in the park that directly link the districts. Traveling between them requires two to six hours by car. Check inside this visitor guide for the best way to plan your visit to Canyonlands.

Welcome to Canyonlands.

- **Drink water.** It’s easy to become dehydrated, even in cold temperatures. Drink at least 1 gallon (4 L) of water per day. You can get water year-round at The Needles and Island in the Sky visitor centers, and seasonally at The Needles Campground.

- **Do not rely on cell service at Canyonlands.** Much of the park is outside cell phone range. You may find service where the La Sal Mountains are visible, but availability will vary by provider.

- **Respect nature.** Leave plants, rocks, and artifacts where you see them. Do not feed or disturb animals.

- **Find your way.** Cairns (small rock piles) mark routes. Don’t build your own; they could mislead other hikers. If you get lost, stay where you are, and wait for rescue.

- **Walk on hard surfaces, watch your step.** Stay on trails to protect fragile biological soil crusts and plant and animal habitat, and to reduce your risk of getting lost or falling.

- **Keep off the arches.** It’s prohibited—and dangerous—to climb or walk on any arch in the park.

- **Preserve natural darkness.** Using artificial light sources to illuminate features for photography at night is prohibited.

- **Leave drones at home.** Launching, landing, or operating remotely piloted aircrafts (such as model airplanes, quadcopters, or drones) is prohibited.

- **The sun is intense, and shade is rare.** Avoid exertion during peak heat (>90°F/32°C). Protect yourself with sunscreen, sunglasses, and a hat.

- **Pets are not allowed on trails.** Activities with pets are limited in the park. See page 2 for details on where you can bring your pet.

- **Do not use ATVs.** It’s prohibited to use any type of ATV or OHV. There are many roads outside the park where you can use ATVs and OHVs.

- **Leave the rocks as you see them.** Graffiti—carving, scratching, chalking, or any type of marking—is illegal. Leave no trace.
General Information

INFORMATION CENTERS
Canyonlands National Park operates visitor centers year-round at Island in the Sky and Hans Flat (The Maze), and spring through fall at The Needles. Hours vary with the season. Many neighboring communities have information centers with knowledgeable staff, brochures, and maps.

WATER
Canyonlands is in the high desert, and it is easy to become dehydrated, even in cold temperatures. Plan on drinking at least 1 gallon (4.4 L) of water per day. You can get water year-round at The Needles and Island in the Sky visitor centers and seasonally at The Needles Campground.

FOOD, GAS, LODGING
There is no food, gas, lodging, or other amenities at Canyonlands. Come prepared with adequate food, fuel, and water. These may be found in nearby towns—see next page for mileage.

CAMPING
Campgrounds at The Needles and Island in the Sky have toilets, picnic tables, and fire rings. The park has no hookups or dump stations. Maximum length is 28 feet in most sites. Individual sites at Island in the Sky are first-come, first-served. You can make reservations for group campsites and some individual sites at The Needles online at Recreation.gov, or you can call 877-444-6777 (toll free), 877-833-6777 (TTY), or +1 518-885-3639 (international). There are also many campgrounds outside the park.

BACKCOUNTRY PERMITS AND RESERVATIONS
You must have a permit for all overnight trips in the backcountry. If you’re taking a four-wheel-drive, motorcycle, mountain bike, or e-bike day trip, you must have a day-use permit on Lavender Canyon, Horse Canyon/Peeleabbos, White Rim, and Elephant Hill roads. Find more information on page 9.

EMERGENCY
If you have an emergency:
• Contact a park employee.
• Go to a visitor center. If the building is closed, use the pay phones in front of the building to dial 911 (no coin needed).
• If service is available, dial 911 on your cell phone. However, there are many areas without cell coverage in Canyonlands.

RANGER PROGRAMS
Rangers typically offer evening programs and overlook talks April through October as staffing allows. Check the visitor centers or website for up-to-date schedules. Programs are subject to change.

WEATHER AND CLIMATE
Canyonlands experiences wide temperature fluctuations, sometimes over 40 degrees in a single day. Summer temperatures often exceed 100°F (37°C). Late summer monsoons bring violent storms, which often cause flash floods. Severe lightning occurs here. Winters (November through March) are cold, with highs averaging 30° to 50°F (0° to 10°C), and lows averaging 0° to 20°F (-17° to -6°C).

ACCESSIBILITY
At Island in the Sky and The Needles, people with mobility impairments can access visitor centers, toilets, and campgrounds. We hold campsites for people with disabilities at both campgrounds. Grand View Point, Green River, and Buck Canyon overlooks (Island in the Sky) and Wooden Shoe Arch Overlook (The Needles) are wheelchair accessible. Other points of interest may be accessible with some assistance.

People with visual impairments can ask at a visitor center for large-print, braille, and audio described editions of the park brochure. Movies at visitor centers are captioned for people who are deaf or have hearing loss.

Service animals– Only dogs or horses trained to perform specific tasks for a person with a disability are allowed on trails and in the backcountry. Emotional support (“therapy”) animals are not considered service animals by the Americans with Disabilities Act.

TRAVELING WITH PETS
Activities with pets are limited at Canyonlands. Pets must be on a leash at all times when outside a vehicle. The desert can be deadly for pets left in cars. You should not leave pets in the car when temperatures are above 65°F (18°C), even with the windows open.

You may have your pet with you:
• at developed campgrounds in Island in the Sky and The Needles
• along paved roads
• in your vehicle on the Potash/Shaffer Canyon road between Moab and Island in the Sky.

You may not have your pet with you:
• on any hiking trails or overlooks, even if carried
• anywhere in the backcountry including rivers and roads, even if it’s in your vehicle.

Protect Your Park—Stay on Trails
This land is every bit as fragile as it is beautiful. If you step off the trail, you can easily injure the soil’s living surface. When biological soil crust is damaged, it can take decades to recover.

Help protect park soils during your visit. Please walk on trails, rock, or in sandy washes (where water flows when it rains), and keep all vehicles and bikes on designated roads. Read more about soil crusts on page 9.
Island in the Sky

435-259-4712  go.nps.gov/isky

The Island in the Sky mesa rests on sheer sandstone cliffs over 1,000 feet above the surrounding terrain. Each overlook offers a different perspective on the park’s spectacular landscape. If you have a short period of time, Island in the Sky is the easiest district to visit. Many pullouts along the paved scenic drive offer spectacular views. Hiking trails and four-wheel-drive roads access backcountry areas for day or overnight trips.

DIRECTIONS
On US 191, drive 10 miles (16 km) north of Moab or 22 miles (35 km) south of Interstate 70 (Crescent Junction), then take UT 313 southwest for 22 miles (35 km). Driving time from Moab is roughly 40 minutes to the visitor center, or 60 minutes to Grand View Point.

BASICS
• The visitor center is open year-round. In January and February, the building is closed Wednesdays and Thursdays. You’ll find exhibits, book and map sales, backcountry permits, general information, and park rangers on duty.
• Drinking water is available year-round.
• You can watch the 15-minute orientation movie Wilderness of Rock at the visitor center.
• There are toilets at the visitor center, campground, Grand View Point, Green River Overlook, Mesa Arch, Upheaval Dome, and White Rim Overlook. The visitor center toilets are wheelchair accessible.
• The campground has 12 sites, first-come, first-served. No water. No hookups. Nightly fee is $15 per site.

SCENIC DRIVE
You can tour the entire mesa top via the 34-mile roundtrip scenic drive. If you’re looking for a written guide, you can purchase The Road Guide to Canyonlands - Island in the Sky District at the visitor center. You can also purchase or rent a self-guiding driving tour CD. Grand View Point, Green River Overlook, and Buck Canyon Overlook are accessible to wheelchairs. There are picnic areas at White Rim Overlook, Upheaval Dome, and the visitor center.

LEARN ABOUT THE PARK
• We may offer ranger programs at various times, spring through fall. Check at the visitor center or campground for locations, times, and topics.
• Learn about native plants and their uses on Mesa Arch Trail.

FOR KIDS
Kids can ask for a junior ranger book at any visitor center. Families can also check out an Explorer Pack filled with activities and supplies to help you have fun in the park (free, one per family). For hiking, kids enjoy visiting Mesa Arch and climbing the back of the whale at Whale Rock. Use caution as there are unfenced overlooks and steep drop-offs on both of these trails.

WHAT TO DO WITH YOUR DAY
First, stop at the visitor center for current information on trails, roads, ranger programs, weather, or to watch the park movie.

In 2 hours you can:
• Drive to Grand View Point or Green River Overlook. Hike to Mesa Arch.

In 4 hours you can:
• Drive to Grand View Point, Green River Overlook, and Upheaval Dome. Hike the Grand View Point, Mesa Arch, and Upheaval Dome Overlook trails.

In 8 hours you can:
• Visit every overlook. Hike several mesa top trails or one of the more strenuous trails descending to the White Rim. Enjoy lunch on the trail, or picnic at White Rim Overlook or Upheaval Dome picnic areas.

Sunrise and Sunset:
• Visit Mesa Arch at dawn. Visit Green River Overlook or Grand View Point at dusk for incredible views of sunset over the canyons. Hike to the top of Aztec Butte or Whale Rock for a spectacular view of Island in the Sky and surrounding countrysides.

The Needles

435-259-4711  go.nps.gov/theneedles

The Needles forms the southeast corner of Canyonlands and was named for the colorful spires of Cedar Mesa Sandstone that dominate the area. The district’s extensive trail system provides many opportunities for long day hikes and overnight trips.

DIRECTIONS
On US 191, drive 40 miles (60 km) south of Moab or 14 miles (22 km) north of Monticello, then take UT 211 roughly 35 miles (56 km) west. Highway 211 ends in The Needles, and is the only paved road leading in and out of the area.

BASICS
• The visitor center is open daily, spring through fall. The visitor center is closed in winter. You’ll find exhibits, book and map sales, general information, and park rangers on duty.
• You can get drinking water year-round at the visitor center or spring through fall at the campground.
• You can watch the 15-minute orientation movie, Wilderness of Rock, at the visitor center.
• There are restrooms with running water at the visitor center and campground (wheelchair accessible). There are toilets at Elephant Hill.
• The campground has 12 sites, first-come, first-served. No water. No hookups. Nightly fee is $20 per site.

SCENIC DRIVE
The scenic drive continues 6.5 miles past the visitor center, ending at Big Spring Canyon Overlook. There are several pullouts for short hiking trails, viewpoints, and a picnic area. Graded gravel roads lead to Cave Spring and the Elephant Hill trailhead. Get some of the best views of The Needles on the graded Elephant Hill access road (about one mile from the pavement).

LEARN ABOUT THE PARK
• Take a self-guiding trail at Cave Spring, Pothole Point, Roadside Ruin, and Slickrock.
• In spring and fall, rangers may present campfire programs nightly at the campground. Check at the visitor center or campground for details.

FOR KIDS
Kids can ask for a junior ranger book at any visitor center. Families can also check out a Discovery Pack filled with activities and supplies to help you have fun in the park (free, one per family). The Cave Spring and Pothole Point trails are both popular hikes with kids.

WHAT TO DO WITH YOUR DAY
First, stop at the visitor center for current information on trails, roads, ranger programs, weather, or to watch the park movie.

In 2 hours you can:
• Drive to Big Spring Canyon Overlook, and hike the Pothole Point trail along the way. Enjoy a picnic and view the Needles from the picnic area.

In 4 hours you can:
• Explore the scenic drive and graded dirt roads. Hike the Cave Spring, Pothole Point, and Roadside Ruin trails, or the longer Slickrock trail.

In 8 hours you can:
• After exploring the scenic drive, hike to Chesler Park Viewpoint or around the Big Spring-Squaw Canyon loop. Enjoy lunch on the trail.

Sunrise and Sunset: Sunrise is spectacular from the campground area, especially along the short trail between loops A and B. Visit Pothole Point or Wooden Shoe Arch Overlook to watch the glow of sunset wash over The Needles.
The Maze
go.nps.gov/themaze

The Maze is remote, and all roads are unpaved. You’ll need a four-wheel-drive vehicle, more time, and a greater degree of self-sufficiency to visit The Maze. Your trip may take anywhere from three days to a week or more.

VISITOR SERVICES
Hans Flat Ranger Station is open daily year-round. It has a small sales area with books and maps. There are no services, food, gas, or potable water sources in The Maze. These are located in Hanksville, 68 miles (109 km), or Green River, 86 miles (138 km).

BACKCOUNTRY TRAVEL
Trails in The Maze are primitive. Many canyons look alike and are difficult to identify without a topographic map. You must have a permit for all overnight trips. Backpackers stay in at-large zones. Backcountry vehicle campers and mountain bikers stay in designated sites and must provide their own toilet systems.

BACKCOUNTRY ROADS

<table>
<thead>
<tr>
<th>Road</th>
<th>Length</th>
<th>Difficulty</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>White Rim Road</td>
<td>100 miles</td>
<td>Intermediate</td>
<td>The White Rim Road loops around and below the island in the Sky mesa top and provides views of the surrounding area. These 100-mile trips usually take two to three days by four-wheel-drive vehicle or three to four days by mountain bike. Overnight and day-use permits required.</td>
</tr>
<tr>
<td>Elephant Hill</td>
<td>10 miles</td>
<td>Moderate</td>
<td>One of the most technical four-wheel-drive roads in Utah. Steep grades, loose rock, stair-step drops, tight turns, and tricky backing. Past the hill, equally challenging roads lead to various features and BLM lands south of the park. No water at the campsites. There are vault toilets at all camping areas except New Bates Wilson. If you are camping at New Bates Wilson, you must bring your own toilet. Overnight and day-use permits required.</td>
</tr>
<tr>
<td>Colorado Overlook</td>
<td>5 miles</td>
<td>Moderate</td>
<td>Moderate road, can be sandy for mountain bikes. You can avoid the large rocks and stair-step drops in the last 1.5 miles by parking on the road and walking to the overlook. (Be sure to leave room for other vehicles to pass.) Outstanding views of the Colorado River canyon. Unprotected overlook; use caution. No vehicle camping.</td>
</tr>
<tr>
<td>Horse Canyon / Peekaboo</td>
<td>15 miles</td>
<td>Frequently impassable due to quicksand. Roads travel along canyon bottoms where deep sand, deep water, and quicksand are common. Too sandy for mountain bikes. There are campsites at Peekaboo with prehistoric rock markings and peckings nearby. You must have a portable toilet at Peekaboo campsite. You may not drive beyond Peekaboo in Salt Creek Canyon. Horse Canyon Road leads to several arches and Tower Run. We recommend traveling in pairs with winch capable, high clearance, four-wheel drive vehicles. Recovery costs are high. Overnight and day-use permits required.</td>
<td></td>
</tr>
<tr>
<td>Lavender Canyon</td>
<td>15 miles</td>
<td>Road follows a canyon bottom where deep sand, deep water, and quicksand are common. Too sandy for mountain bikes. There are major creek crossings with steep banks. You can view many arches and archeological sites from the road. No vehicle camping inside the park. Overnight and day-use permits required.</td>
<td></td>
</tr>
<tr>
<td>The Maze</td>
<td></td>
<td></td>
<td>Four-wheel-drive roads in The Maze are extremely difficult, present considerable risk of vehicle damage, and should not be attempted by inexperienced drivers. A high-clearance, low-range, four-wheel-drive vehicle is required for all Maze backcountry roads. (All-wheel-drive vehicles do not have the clearance or low gearing required.) Towing charges are very expensive; visitors in the backcountry with disabled vehicles can expect towing fees in excess of $2,000. To plan your Maze trip, ask for The Maze backcountry handout in a visitor center or visit go.nps.gov/themaze.</td>
</tr>
</tbody>
</table>

The Rivers
go.nps.gov/canyrivers

The Colorado and Green rivers wind through the heart of Canyonlands, cutting through layers of sandstone to form two deep canyons. The calm waters of these two rivers join at The Confluence. Below The Confluence, the combined rivers’ flow spills down Cataract Canyon with remarkable speed and power, creating a world-class stretch of white water.

You can take a flatwater trip down either of the rivers as far as The Confluence or Spanish Bottom. There are no rapids above The Confluence in the park, making it an ideal trip for canoes, sea kayaks, and other calm-water boats. Below Spanish Bottom, Cataract Canyon contains 14 miles of rapids ranging in difficulty from Class II to V. This is a hazardous and isolated section of the Colorado River, and you should not attempt it unless you’re an experienced boater. There are no facilities or potable water sources along the rivers in Canyonlands. Your river trip must be self-sufficient, and you must carry a cleanable, reusable toilet system.

PERMITS
You must have a permit for all overnight and one-day river trips in Canyonlands. Get your permit online at go.nps.gov/canybackcountry. We do not restrict launch dates. Maximum group size is 40 people, though to preserve the wilderness character of the river we recommend limiting your group size to 16. For more boating information, visit go.nps.gov/canyrivers.

Backcountry Roads
go.nps.gov/canydriving

If you plan to enjoy the park’s four-wheel-drive roads, please note:
- You must have a high-clearance, four-wheel-drive vehicle (low range) on the White Rim Road and all Needles and Maze backcountry roads. All-wheel-drive or two-wheel-drive vehicles are not allowed since they are not equipped to drive on rough slickrock, loose rocks, deep sand, and steep switchbacks.
- You must have a permit for all overnight trips in the backcountry, and for day-use trips on White Rim, Elephant Hill, Lavender Canyon, and Horse Canyon/Peekaboo roads. In spring and fall, demand for permits frequently exceeds the number available. If you plan to visit Canyonlands during peak season, especially to camp along the White Rim Road, you should make reservations well in advance.
- All vehicles must remain on established roads and be registered and operated by a licensed driver.
- ATVs, OHVs, and Utah State Type I / Type II vehicles are prohibited, even if registered. Motorcycles must be interstate highway legal.
- You may take your pets with you on the Potash/Shafer Trail road between Moab and Island in the Sky, but you may not have your pet on the White Rim Road or any other unpaved road.

Backcountry Roads

<table>
<thead>
<tr>
<th>Road</th>
<th>Length</th>
<th>Difficulty</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Horseshoe Canyon</td>
<td></td>
<td></td>
<td>Horseshoe Canyon contains several intriguing pictograph panels, including “The Great Gallery,” which features remarkable life-sized figures and intricate designs. To visit every panel, plan on a strenuous roundtrip hike of seven miles. A trip to Horseshoe Canyon usually requires a full day. go.nps.gov/horseshoearyon</td>
</tr>
<tr>
<td>Horsethroat Canyon</td>
<td></td>
<td></td>
<td>Frequently impassable due to quicksand. Roads travel along canyon bottoms where deep sand, deep water, and quicksand are common. Too sandy for mountain bikes. There are campsites at Peekaboo with prehistoric rock markings and peckings nearby. You must have a portable toilet at Peekaboo campsite. You may not drive beyond Peekaboo in Salt Creek Canyon. Horse Canyon Road leads to several arches and Tower Run. We recommend traveling in pairs with winch capable, high clearance, four-wheel drive vehicles. Recovery costs are high. Overnight and day-use permits required.</td>
</tr>
<tr>
<td>Elephant Hill</td>
<td></td>
<td></td>
<td>One of the most technical four-wheel-drive roads in Utah. Steep grades, loose rock, stair-step drops, tight turns, and tricky backing. Past the hill, equally challenging roads lead to various features and BLM lands south of the park. No water at the campsites. There are vault toilets at all camping areas except New Bates Wilson. If you are camping at New Bates Wilson, you must bring your own toilet. Overnight and day-use permits required.</td>
</tr>
<tr>
<td>Colorado Overlook</td>
<td></td>
<td></td>
<td>Moderate road, can be sandy for mountain bikes. You can avoid the large rocks and stair-step drops in the last 1.5 miles by parking on the road and walking to the overlook. (Be sure to leave room for other vehicles to pass.) Outstanding views of the Colorado River canyon. Unprotected overlook; use caution. No vehicle camping.</td>
</tr>
<tr>
<td>Horse Canyon / Peekaboo</td>
<td></td>
<td></td>
<td>Frequently impassable due to quicksand. Roads travel along canyon bottoms where deep sand, deep water, and quicksand are common. Too sandy for mountain bikes. There are campsites at Peekaboo with prehistoric rock markings and peckings nearby. You must have a portable toilet at Peekaboo campsite. You may not drive beyond Peekaboo in Salt Creek Canyon. Horse Canyon Road leads to several arches and Tower Run. We recommend traveling in pairs with winch capable, high clearance, four-wheel drive vehicles. Recovery costs are high. Overnight and day-use permits required.</td>
</tr>
<tr>
<td>Lavender Canyon</td>
<td></td>
<td></td>
<td>Road follows a canyon bottom where deep sand, deep water, and quicksand are common. Too sandy for mountain bikes. There are major creek crossings with steep banks. You can view many arches and archeological sites from the road. No vehicle camping inside the park. Overnight and day-use permits required.</td>
</tr>
<tr>
<td>The Confluence</td>
<td></td>
<td></td>
<td>The Confluence is a remarkable life-sized figure and intricate designs. To visit every panel, plan on a strenuous roundtrip hike of seven miles. A trip to Horseshoe Canyon usually requires a full day. go.nps.gov/horseshoearyon</td>
</tr>
<tr>
<td>The Maze</td>
<td></td>
<td></td>
<td>Four-wheel-drive roads in The Maze are extremely difficult, present considerable risk of vehicle damage, and should not be attempted by inexperienced drivers. A high-clearance, low-range, four-wheel-drive vehicle is required for all Maze backcountry roads. (All-wheel-drive vehicles do not have the clearance or low gearing required.) Towing charges are very expensive; visitors in the backcountry with disabled vehicles can expect towing fees in excess of $2,000. To plan your Maze trip, ask for The Maze backcountry handout in a visitor center or visit go.nps.gov/themaze.</td>
</tr>
</tbody>
</table>
The Needles offers over 60 miles of interconnecting trails, as challenging as they are rewarding. Many different itineraries are possible, but some of the more popular ones are listed below. Conditions are primitive. Most trails traverse a mixture of slickrock benches and sandy washes. Longer trails are especially rough and require negotiating steep passes with drop-offs, narrow spots, or ladders. Water in the backcountry is unreliable and scarce in some areas. Trails are marked with cairns (small rock piles). Do not disturb cairns or build new ones.

Although strong hikers can hike most trails in a day, many trails form loops with other trails for longer trips. Net elevation change is generally several hundred feet or less, except for the Lower Red Lake Trail, which drops 1,400 feet to the Colorado River.

Remember—help protect park soils during your visit. Please walk on trails, rock, or in sandy washes (where water flows when it rains).

<table>
<thead>
<tr>
<th>Trail</th>
<th>Distance (roundtrip)</th>
<th>Time</th>
<th>Elevation Change</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Short</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Roadside Ruin</td>
<td>0.3 mi (0.5 km)</td>
<td>20 min</td>
<td>11 ft (3 m)</td>
<td>A short trail leads to a storage structure built by Indigenous people.</td>
</tr>
<tr>
<td>Cave Spring</td>
<td>0.6 mi (1 km)</td>
<td>45 min</td>
<td>67 ft (20 m)</td>
<td>This short loop leads to a historic cowboy camp and prehistoric rock markings and peckings. You will climb two ladders to complete the route.</td>
</tr>
<tr>
<td>Pothole Point</td>
<td>0.6 mi (1 km)</td>
<td>45 min</td>
<td>36 ft (11 m)</td>
<td>Uneven slickrock leads to diverse pothole communities and views of The Needles. Trail follows cairns.</td>
</tr>
<tr>
<td>Slickrock</td>
<td>2.4 mi (3.9 km)</td>
<td>1.5 hrs</td>
<td>73 ft (22 m)</td>
<td>This trail features expansive 360-degree views. Geology guide available. Trail crosses uneven surfaces.</td>
</tr>
<tr>
<td><strong>Strenuous</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Chesler Park Viewpoint</td>
<td>5.8 mi (9.3 km)</td>
<td>3 - 4 hrs</td>
<td>533 ft (162 m)</td>
<td>This popular trail leads to a pass overlooking a scenic expanse of desert grasses and shrubs surrounded by sandstone spires.</td>
</tr>
<tr>
<td>Big Spring Canyon to Squaw Canyon</td>
<td>7.5 mi (12 km)</td>
<td>3 - 4 hrs</td>
<td>478 ft (146 m)</td>
<td>A great introduction to the landscape of The Needles, connecting two canyons for a loop across varied terrain. The route between the canyons climbs steep grades that are dangerous when wet and may make people with a fear of heights uncomfortable.</td>
</tr>
<tr>
<td>Squaw Canyon to Lost Canyon</td>
<td>8.7 mi (14 km)</td>
<td>4 - 6 hrs</td>
<td>404 ft (123 m)</td>
<td>A wonderful loop hike with some difficult sections climbing between the two canyons. Riparian areas in both canyons attract birds and other wildlife. Route in Lost Canyon passes through dense vegetation and may be very wet. One ladder must be climbed.</td>
</tr>
<tr>
<td>Confluence Overlook</td>
<td>11 mi (17.7 km)</td>
<td>5 - 6 hrs</td>
<td>309 ft (94 m)</td>
<td>Unlike other Needles hikes, this trail traverses dry, open country along the northern edge of the geologic faults that shaped the Needles. Trail ends at a cliff overlooking the junction of the Green and Colorado rivers 1,000 (304 m) feet below.</td>
</tr>
<tr>
<td>Peekaboo</td>
<td>10.8 mi (17.4 km)</td>
<td>5 - 6 hrs</td>
<td>429 ft (131 m)</td>
<td>This trail crosses both Squaw and Lost canyons on its way to Salt Creek Canyon, passing along high slickrock benches with spectacular views. Steep slopes and nearby cliff edges make this a challenging route. Two ladders must be climbed. View prehistoric rock paintings at the end of the trail near Peekaboo camp.</td>
</tr>
<tr>
<td>Big Spring Canyon to Elephant Canyon</td>
<td>10.5 mi (16.9 km)</td>
<td>4 - 6 hrs</td>
<td>443 ft (135 m)</td>
<td>This loop features extended hiking on slickrock benches and mesa tops overlooking canyons. Excellent views of sheer cliff walls and other rock formations. You will have to climb two ladders in the pass between the canyons.</td>
</tr>
<tr>
<td>Druid Arch</td>
<td>10.8 mi (17.4 km)</td>
<td>5 - 7 hrs</td>
<td>503 ft (153 m)</td>
<td>This trail offers one of the most spectacular views in The Needles. It follows the first part of the Chesler Park trail, then branches off to travel along the bottom of Elephant Canyon through deep sand and loose rock. The last 0.25 mile at the upper end is steep with one ladder and some scrambling.</td>
</tr>
<tr>
<td>Chesler Park Loop / Joint Trail</td>
<td>10.7 mi (17.2 km)</td>
<td>5 - 7 hrs</td>
<td>615 ft (187 m)</td>
<td>This trail provides many great panoramas of the Needles formations. The Joint Trail winds through deep, narrow fractures in the rock.</td>
</tr>
</tbody>
</table>
Several short trails explore the Island in the Sky mesa top with minimal elevation change. Moderate trails involve elevation, such as climbing a sandstone feature or descending partway into a canyon. Long trails begin on the mesa top and descend via switchbacks to the White Rim, or beyond to one of the rivers. These are considered strenuous, with an elevation change of 1,000-2,000 feet (304-609 m). They require negotiating steep slopes of loose rock as well as sections of deep sand.

Trails are marked with cairns (small rock piles). Do not disturb existing cairns or build new ones. There are signs at trailheads and intersections. All trails leading above the mesa top are primitive and rough. There is no potable water along any of the hiking trails. You can get water at the visitor center spring through fall.

<table>
<thead>
<tr>
<th>Trail</th>
<th>Distance (roundtrip)</th>
<th>Time</th>
<th>Elevation Change</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Easy - Mesa Top</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mesa Arch</td>
<td>0.6 mi (1 km)</td>
<td>0.5 hrs</td>
<td>56 ft (17 m)</td>
<td>A short hike leads to a cliff-edge arch. Mesa Arch is a classic sunrise spot, and has stunning views towards the La Sal Mountains any time of day.</td>
</tr>
<tr>
<td>White Rim Overlook</td>
<td>1.8 mi (2.9 km)</td>
<td>1.5 hrs</td>
<td>159 ft (49 m)</td>
<td>Walk to an east-facing overlook for views of the Colorado River, Monument Basin, and La Sal Mountains. Best in late afternoon. Very limited trailhead parking. Hikers may not park off pavement or in picnic area.</td>
</tr>
<tr>
<td>Grand View Point</td>
<td>1.8 mi (2.9 km)</td>
<td>1.5 hrs</td>
<td>73 ft (22 m)</td>
<td>A stunning out-and-back trail, this walk showcases spectacular panoramic views as it follows the canyon edge.</td>
</tr>
<tr>
<td>Murphy Point</td>
<td>3.4 mi (5.5 km)</td>
<td>2 hrs</td>
<td>142 ft (43 m)</td>
<td>This longer hike leads past a historic coral on the mesa top. The trail ends with panoramic views of Candlestick Tower, the Green River, and the White Rim Road.</td>
</tr>
<tr>
<td><strong>Moderate - Mesa Top</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Upheaval Dome first overlook</td>
<td>0.6 mi (1 km)</td>
<td>1 hr</td>
<td>115 ft (35 m)</td>
<td>A short but steep trail leads to a clear view into Upheaval Dome. Exhibits at the end of the trail discuss this unique geologic feature.</td>
</tr>
<tr>
<td>Upheaval Dome second overlook</td>
<td>1.2 mi (1.9 km)</td>
<td>1.5 hrs</td>
<td>114 ft (35 m)</td>
<td>This trail splits off from the first overlook trail, following cairns to more views of Upheaval Dome and Upheaval Canyon.</td>
</tr>
<tr>
<td>Whale Rock</td>
<td>0.8 mi (1.3 km)</td>
<td>1 hr</td>
<td>141 ft (43 m)</td>
<td>This trail leads up the side of a sandstone dome, ending with broad views of the Island in the Sky. Be careful: steep drop-offs.</td>
</tr>
<tr>
<td>Aztec Butte</td>
<td>1.4 mi (2.3 km)</td>
<td>1.5 hrs</td>
<td>222 ft (68 m)</td>
<td>The trail follows a sandy wash, then splits. The eastern fork to your right ascends Aztec Butte for spectacular views. The western fork on the left climbs the smaller butte then drops below the rim to two ancient Puebloan granaries. Both trails require scrambling up slickrock and ledges. Entering, touching, or climbing on archeological sites is strictly prohibited. View structures from a distance to protect fragile walls.</td>
</tr>
<tr>
<td>Neck Spring</td>
<td>5.6 mi (9 km)</td>
<td>3 - 4 hrs</td>
<td>418 ft (127 m)</td>
<td>A walk back in time, this loop trail passes historic ranching features and two springs where cowboys watered cattle. With minor elevation changes, this trail is a great way to see some varied plant life.</td>
</tr>
<tr>
<td><strong>Strenuous - Mesa Top to White Rim</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gooseberry</td>
<td>4.6 mi (7.4 km)</td>
<td>4 - 6 hrs</td>
<td>1,529 ft (466 m)</td>
<td>Island in the Sky’s steepest trail rapidly descends 1,400 feet (427 m) to the White Rim bench. Rough switchbacks cross sheer cliffs and scree slopes. Step carefully, and don’t forget to look up to take in the view.</td>
</tr>
<tr>
<td>Syncline Loop</td>
<td>8.1 mi (13 km)</td>
<td>5 - 7 hrs</td>
<td>1,516 ft (462 m)</td>
<td>This challenging trail follows the canyons around Upheaval Dome and requires navigating steep switchbacks, climbing and scrambling through boulder fields, and a 1,300-foot (396 m) elevation change. Most park rescues occur on this trail. Carry a map, extra gallons of water, and a flashlight. Hike this trail clockwise for more afternoon shade.</td>
</tr>
<tr>
<td>Murphy Loop</td>
<td>10.8 mi (17.4 km)</td>
<td>5 - 7 hrs</td>
<td>1,448 ft (441 m)</td>
<td>A great full-day hike, this trail drops off the side of the mesa top for a 1,400-foot (427 m) elevation change. The trail offers vast views from the Murphy Hogback, then returns up a wash.</td>
</tr>
<tr>
<td>Alcove Spring</td>
<td>11.2 mi (18 km)</td>
<td>6 - 7 hrs</td>
<td>1,450 ft (444 m)</td>
<td>After descending 1,300 feet (396 m) past a large alcove, the trail meanders in a wide canyon to the base of the notable Moses and Zeus towers.</td>
</tr>
<tr>
<td>Wilhite</td>
<td>11.4 mi (18.3 km)</td>
<td>6 - 8 hrs</td>
<td>1,693 ft (516 m)</td>
<td>A primitive trail with steep switchbacks drops 1,600 feet (488 m) into a long, sandy wash. Follow the wash to the White Rim Road. No shade.</td>
</tr>
<tr>
<td>Lathrop to Canyon Rim</td>
<td>5 mi (8 km)</td>
<td>2 - 3 hrs</td>
<td>158 ft (48 m)</td>
<td>Trail crosses open grasslands, ending in spectacular views of Airport Tower &amp; Colorado River.</td>
</tr>
<tr>
<td>to White Rim Road</td>
<td>11.8 mi (19 km)</td>
<td>5 - 7 hrs</td>
<td>1,721 ft (525 m)</td>
<td>Trail crosses open grassland, then drops 1,600 feet (488 m) into the canyon below. Enjoy views of the La Sal Mountains and fanciful sandstone knobs on this varied and challenging hike to the White Rim.</td>
</tr>
<tr>
<td><strong>Trails along the White Rim Road - These trails are not accessible from the Mesa Top.</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gooseneck Overlook</td>
<td>0.6 mi (1 km)</td>
<td>30 min</td>
<td>98 ft (30 m)</td>
<td>Along White Rim Road. This short walk ends abruptly at an overlook of a meandering gooseneck bend in the Colorado River. Note the rock layers distorted by salt pushing up from below.</td>
</tr>
<tr>
<td>Fort Bottom Ruin</td>
<td>3.4 mi (5.5 km)</td>
<td>2 hrs</td>
<td>418 ft (128 m)</td>
<td>Along White Rim Road. Exposed trail crosses a narrow mesa to a high point in a bend of the Green River. A tower structure marks the historic home of ancestral Puebloan people. Entering, touching, or climbing on archeological sites is strictly prohibited. View structures from a distance to protect fragile walls.</td>
</tr>
<tr>
<td>Moses and Zeus</td>
<td>1.3 mi (2 km)</td>
<td>1 hr</td>
<td>717 ft (219 m)</td>
<td>Along Taylor Canyon Road. Trail ascends 500 feet (152 m) to the base of prominent sandstone spires. No need to climb the technical routes on Moses and Zeus towers to enjoy stunning views of Taylor Canyon.</td>
</tr>
</tbody>
</table>
Island in the Sky Hiking Map

NOTE: White shading within Canyonlands indicates areas with designated site camping only.
Living Soil Crusts of Canyonlands

In Canyonlands’ high desert, the winding canyons, curving arches, and ancient dwellings draw the eye. But eyes turned downward will notice that most of this place is covered in bumpy, clumpy, blackened soil. This soil may just be more fascinating and more important than any other desert feature. This dirt is alive!

WHAT IS BIOLOGICAL SOIL CRUST?

Biological soil crust is just what the name describes—a living soil that creates a crust over the landscape. Biological soil crust is found throughout the world, from the Colorado Plateau’s high desert to the arctic. In many places, soil crust comprises over 70 percent of all living ground cover. The knobby, black crust here may include lichen, mosses, green algae, microfungi, and bacteria, but is dominated by cyanobacteria.

Cyanobacteria, also called blue-green algae, are one of our planet’s oldest known life forms. Scientists think cyanobacteria were among the first organisms to colonize Earth’s early land masses and played an important part in forming Earth’s early soils. Extremely thick mats of cyanobacteria converted Earth’s original carbon dioxide-rich atmosphere into one rich in oxygen and capable of sustaining life.

In biological soil crust, cyanobacteria are dormant when dry. When wet, they move through the soil, leaving behind sticky fibers that form an intricate web. These fibers join sand and soil particles together, creating a thick layer of soil that’s resistant to erosion. This layer acts like a sponge, absorbing and storing water. Over time, lichens, mosses, and other organisms grow onto the soil as well. Together, these organisms create a continuous living crust.

Not all soil crusts are knobby and black. Younger crusts are flat and brown and look like bare earth. The bumpy crusts—sometimes sprinkled with lighter lichen or moss—are mature. Some crusts can be thousands of years old.

PROTECTOR OF THE DESERT

Biological soil crust has helped shape today’s high desert. Soil crusts help control erosion by keeping soil stuck together. Sediment doesn’t wash away in the rain or blow away in the wind. This is why the Colorado Plateau’s high desert isn’t covered in loose sandy dunes.

Soil crust also holds and retains water. Plant roots tap into this spongy crust to survive drier and hotter conditions. It also promotes plant life by taking nitrogen from the air and changing it to a kind of nitrogen plants need. Without these effects, animals, and even humans, would not be able to survive well in the desert.

GETTING A PERMIT

You can check permit availability and make reservations online at Recreation.gov. Before booking, watch your activity’s video at go.nps.gov/canybackcountry.

White Rim trips and Needles backpacking trips in spring and fall fill up very quickly. You can get overnight permits up to four months in advance of each season. Get day-use permits the day before or day of your trip. Campsites or permits not reserved in advance may be available first-come, first-served at park visitor centers and the Backcountry Permit Office in Moab (8 am to 4 pm). Look where you step. Mature soil crusts are notable with black, knobby surfaces. Younger soil crusts may not be as obvious, looking like bare earth. Avoid crusts by hiking only on trails, bare rock, or in sandy washes.

LOOK WHERE YOU STEP

Unfortunately, humans can destroy soil crust and often do so without meaning to. Vehicle tracks, bicycles, and footprints are extremely harmful—even a single footprint can kill the soil crust immediately below. Continuous pressure can break up the crust. Then, rain or wind can scatter the pieces, replacing the soil with blowing sand where plants cannot grow. Impact areas may never fully recover. Under the best circumstances, a thin veneer of biological soil may return in five to seven years. Mature crusts can take 50 years to strengthen. Lichens and mosses may take hundreds of years to recover.

Help us protect this fragile, but crucial, life by remaining on designated roads, routes, and trails at all times. Where hiking trails are not established, hike in sandy washes or on bare rock.
Canyonlands Geology

Descriptions of the dominant layers in Canyonlands National Park:

**Navajo Sandstone**

**Kayenta Formation**

**Wingate Sandstone**
- Sandstone. Desert sand dune environment. Forms prominent red cliffs and spires in the Canyonlands basin. Island in the Sky, Candlestick Tower, the Orange Cliffs.

**Chinle Formation**
- Bentonite clay, conglomerate, sandstone, shale and siltstone. Deposited by meandering rivers, shallow lakes, and swamps. Moss Back Member contains petrified wood and uranium. Forms colorful slopes with occasional ledges.

**Moenkopi Formation**
- Sandstone, siltstone. Tidal flat environment. Ripple marks and mud cracks are often visible. Forms red/brown slopes with occasional ledges.

**Wasatch/Claron Formation**

**Deformation**
- As the work of erosion continues, today’s geologic displays will eventually disappear, making way for future wonders.

Rivers aren’t the only force of erosion. Summer thunderstorms bring heavy rains that scour the landscape. Some layers erode more easily than others. As rock dissolves away, layers of harder rock form exposed shelves, giving the canyon walls their stair-step appearance.

Accumulating rock created a geologic layer cake, with most of the material hidden below the surface. But change was coming.

Uplift
- Today’s landscape is one of erosion. As this area gradually rose, rivers that once deposited sediment on the lowlands began to remove it from the emerging plateau. The Green and Colorado rivers began carving into the geologic layer cake, exposing buried sediments and creating the canyons of Canyonlands.

Erosion
- Rivers aren’t the only force of erosion. Summer thunderstorms bring heavy rains that scour the landscape. Some layers erode more easily than others. As rock dissolves away, layers of harder rock form exposed shelves, giving the canyon walls their stair-step appearance.

As the work of erosion continues, today’s geologic displays will eventually disappear, making way for future wonders.

Canyonlands National Park is a showcase of geology. You can see the remarkable effects of millions of years of erosion on a landscape of sedimentary rock.

Deposition
- Most of the rock found in Canyonlands today came from distant mountain ranges like the ancestral Rockies and even the Appalachians. For millions of years, water and wind broke down rock and carried it here, creating deposits that eventually became distinct layers of sedimentary rock.

Rivers laid down some layers, and wind brought some of the thickest layers, creating vast sand deserts or dune fields on the shores of an ancient sea.

Geologic layers accumulate over time, with the heaviest layers on the bottom. As the work of erosion continues, today’s geologic displays will eventually disappear, making way for future wonders.

As the work of erosion continues, today’s geologic displays will eventually disappear, making way for future wonders.
Preserving the Past

Canyonlands was established not only for its scenic beauty, but also for its significant archeology. Archeological and historic sites offer inspiration and demonstrate how past people lived in a such a seemingly harsh climate. They are part of the cultural heritage of America and are irreplaceable.

Canyonlands preserves evidence of people living, working, and traveling over thousands of years. This landscape holds significant cultural heritage for many Native Americans as well as explorers of European descent, and are irreplaceable.

Native Americans hold these landscapes as sacred. This place is still alive with the spirit and memory of those who came before, and Tribes use these places to pass on their traditions and practices to their descendants. Cultural sites located on federal lands are protected by federal law for the benefit of all.

Here's how you can help:

- **Stay on designated trails or bare rock.** If you see an archeological site in the backcountry, enjoy it from a distance.
- **Leave artifacts in place.** When you pick up artifacts, information about the objects could be lost.
- **Keep away from structures.** Some have stood over 1,100 years and could be damaged by the slightest pressure.
- **Enjoy with your eyes.** Touching or making rubbings of rock markings damages fragile pigments and rock surfaces. Take pictures, or sketch what you see.
- **Promote discovery** by not sharing site locations or GPS coordinates of sites that you find.
- **Visit with respect.** Canyonlands is hallowed by people who hold these places as sacred. Help us conserve your heritage.

Preserving the Night

Look up on a calm, cloudless night in Canyonlands National Park and you might see the Milky Way—a glowing arc of light created by millions of stars in our celestial neighborhood. It has shimmered above us since time immemorial, a shared heritage enjoyed by all humanity.

Since the electric light bulb was invented, however, dark skies have largely dissapeared. Today, Canyonlands is one of few places darkness remains.

The International Dark Sky Association designated Canyonlands as an International Dark Sky Park in August 2015. This designation not only requires the park to preserve this precious resource but also to draw attention to its fragility.

In The Elegant Universe, Dr. Brian Greene writes that a clear view of the night sky “allows anyone to soar in mind and imagination to the farthest reaches of an enormous universe in which we are but a speck. And there is nothing more exhilarating and humbling than that.” We hope that you take a moment to look up and be humbled and exhilarated by the night because it, like Canyonlands, is your heritage.

Here’s how you can help:

- **Stay on designated trails or bare rock.** If you see an archeological site in the backcountry, enjoy it from a distance.
- **Leave artifacts in place.** When you pick up artifacts, information about the objects could be lost.
- **Keep away from structures.** Some have stood over 1,100 years and could be damaged by the slightest pressure.
- **Enjoy with your eyes.** Touching or making rubbings of rock markings damages fragile pigments and rock surfaces. Take pictures, or sketch what you see.
- **Promote discovery** by not sharing site locations or GPS coordinates of sites that you find.
- **Visit with respect.** Canyonlands is hallowed by people who hold these places as sacred. Help us conserve your heritage.

...And the Quiet

Shhhhh… do you hear that? The desert of Canyonlands is a naturally quiet place. With sparse vegetation and little water vapor in the air, sound waves disperse more quickly here than they do elsewhere.

Even so, the symphony of Canyonlands is not silent. The cry of a coyote, water trickling through cracks, the footfalls of a hiker—these and other sounds form the soundscape of Canyonlands.

Natural soundscapes—the unique combination of natural, cultural, and historic sounds of an area—are important for wildlife and people. Wildlife depends on sound for hunting, avoiding predators, and finding mates; humans seek out naturally quiet places to reduce stress and find peace.

Help protect the natural quiet of Canyonlands by lowering your voice while hiking or at overlooks, not idling your vehicle, and using headphones if you’re listening to music. Wildlife and other people will appreciate their ability to hear the quiet symphony of the park.

2022 Night Sky Almanac

Stargazing Tips

Look for a high viewpoint or a wide open area to see the most stars. Give your eyes 20-30 minutes to adjust to the darkness. Skies will be darkest when the moon is out of sight. Use a red flashlight to protect your night vision, or just cover a white flashlight with red fabric or cellophane. Check star charts and other stargazing tips at park visitor centers.

Meteor Showers

(2022 viewing midnight to dawn)

- JANUARY 2-3: Quadrantids Meteor Shower
- APRIL 21-22: Lyrids Meteor Shower
- AUGUST 11-12: Perseids Meteor Shower
- OCTOBER 21: Orionids Meteor Shower
- NOVEMBER 17-18: Leonids Meteor Shower
- DECEMBER 14: Geminids Meteor Shower

Moon Phases

- JANUARY 17: Full Moon • 2, 31: New Moon
- FEBRUARY 16: Full Moon
- MARCH 18: Full Moon • 2: New Moon
- APRIL 16: Full Moon • 1, 30: New Moon
- MAY 15: Full Moon • 30: New Moon
- JUNE 14: Full Moon • 28: New Moon
- JULY 13: Full Moon • 28: New Moon
- AUGUST 11: Full Moon • 27: New Moon
- SEPTEMBER 10: Full Moon • 25: New Moon
- OCTOBER 9: Full Moon • 25: New Moon
- NOVEMBER 8: Full Moon • 23: New Moon
- DECEMBER 7: Full Moon • 23: New Moon

Other Dates

- MARCH 20: Spring Equinox
- JUNE 21: Summer Solstice
- SEPTEMBER 22: Autumnal Equinox
- DECEMBER 21: Winter Solstice

Planets

- MERCURY: Mercury always stays close to the sun, so you’ll have to look for it low on the horizon — to the east at sunrise or the west at sunset.

VENUS: You might not see much of Venus in the first half of the year, but starting in June, you’ll see it at dusk and into the evening in the western sky.

MARS: Most of the year, Mars can be seen throughout the evening, into dusk. In September, it dips out of sight, returning in December, visible at dawn.

JUPITER AND SATURN: Jupiter and Saturn appear in late winter, Jupiter becoming visible in March, Saturn in February. They’ll appear in the morning until August, when for an entire month they’ll remain visible all night. In the second half of the year, look for them in the evening, to the east.

Both archeological and historic sites are protected by law. Please visit with respect.
Your Fee Dollars at Work

In 2004, Congress passed the Federal Lands Recreation Enhancement Act (FLREA), which replaced the Recreational Fee Demonstration Program. The law allows us to use 80 percent of fees collected at Canyonlands National Park for repair, maintenance, and facility enhancement to support visitor enjoyment, visitor access, and health and safety.

Your fees also support visitor information and education; visitor services staff; informational signs; habitat restoration for wildlife observation or photography; and law enforcement services related to public recreation.

Backcountry permit fees also support staffing the backcountry office, river patrols, and managing the backcountry reservation system.

Your user fees funded these improvements at Canyonlands:
- Rehabilitating park trails
- Installing new toilets at Island in the Sky Visitor Center
- Improving backcountry roads
- Enhancing trailheads and pullouts
- Staff to assist with traffic and parking
- Removing invasive tamarisk along river bottoms

![Image](Image 1)

Your fee dollars supported (clockwise from top left) new toilets at Island in the Sky, trail work, removing invasive tamarisk along the rivers, and backcountry permit office staffing.

Friends of Arches and Canyonlands Parks

The Friends of Arches and Canyonlands Parks: Bates Wilson Legacy Fund provides direct support to Arches and Canyonlands national parks and Natural Bridges and Hovenweep national monuments in order to enhance existing projects in these spectacular areas, and to conserve the land and its cultural treasures for present and future generations to enjoy.

This mission honors the legendary work of Superintendent Bates Wilson, who came to Arches in 1949, inspiring and leading the effort that resulted in the establishment of Canyonlands National Park in 1964. He is regarded by many as the “Father of Canyonlands.”

Bates Wilson firmly believed that:
- The park visitor must have a great experience;
- Exploratory and educational opportunities must abound;
- Preservation is our obligation to future generations; and
- Youth indeed are the future: Bates enhanced the lives of countless young people as they explored and learned to appreciate the parks with him.

Canyonlands National Parks and Natural Bridges and Hovenweep National Monuments received more than $18 million to these federal partners.

CNHA sells hundreds of items about the parks and the rest of Utah’s canyon country. If the park visitor center is closed, please visit the Moab Information Center in downtown Moab (corner of Center & Main).

Your purchase supports Canyonlands National Park.

Hiking Canyonlands and Arches National Parks
The most comprehensive guide available to the trails and backcountry roads in these parks. Invaluable information about trip planning and NPS regulations. Photos and maps. 226 pp.

Best Easy Day Hikes Canyonlands and Arches National Parks
A handy, pocket-sized trail guide with descriptions and maps of 21 short hikes in these two parks. 88 pp.

Canyonlands Trails Illustrated Map
This topographic map lists roads, trails, campgrounds, and many points of interest in The Needles, Island in the Sky, and The Maze.

Wilderness of Rock (DVD)
A great introduction to the landscape of Canyonlands. This orientation video is shown in the park’s visitor centers. 15 minutes.

Geology Unfolded Utah’s National Parks
A succinct and well illustrated guide that answers the most often asked questions about the geology of Utah’s national parks.

CNHA members enjoy many benefits, including a 15 percent discount on purchases of $1 or more. For more information, please call us or visit our website at www.cnha.org.

BECOME A MEMBER

Canyonlands Visitor Guide

12