Water. The lack of it defines the desert, and yet evidence of its influence surrounds you at Arches National Park. Water’s unequalled power to carve, chisel, and crack solid rock is responsible for wondrous sandstone arches, towers, and other fanciful shapes that ignite the imagination. Cracks filled with trapped rainwater sustain diverse plant life, like the iconic gnarled juniper tree and razor-sharp yucca. Shallow pools called desert potholes teem with microscopic creatures, and could mean the difference between life and death for a thirsty bighorn ewe. There is just enough water here for desert-adapted life forms to survive, but what about non-native species, such as park visitors? Is there enough water to share?

Yes. Arches National Park provides water at the visitor center, campground, and Devils Garden trailhead for visitors to enjoy. When you refill a water bottle at any water faucet in the park, you’re getting a clean, fresh, local taste of the desert’s most precious resource, and conserving other limited resources – such as fossil fuels and clean air – shared by every creature on Earth.

The most obvious “local” natural water source would be the Colorado River, but its rust-red eddies and frothy rapids are most enjoyed by rafters and riparian wildlife. Water for park visitors’ use comes from deeply-buried rock layers, where it travels through cracks and gaps in the porous sandstone. Two wells reach far below ground (one over 1,160ft/353.6m deep) to collect this ancient, naturally-filtered source, and underground pipes transport it to sinks, flushing toilets, and drinking faucets throughout the park. Two specially-labeled spigots in front of the visitor center provide purified water just for drinking. This water has been treated by a reverse osmosis system that removes particles and organic chemicals, making the water extra-soft and remarkably good tasting. The treatment process uses energy and park resources, so please conserve water and do not bathe at these spigots. And when you do fill up, please turn faucets completely off so that none of this precious resource is wasted.

Wisely choosing how your water is packaged can also conserve limited resources. It takes around 50oz/1.5 L of water, 4.2oz/0.125L of oil, and 0.26lb/20g of greenhouse gases to create just one 16.9oz/0.5L disposable plastic water bottle. In 2011, park visitors recycled an impressive 11,750lbs/6,237.8 kg of these single-use vessels, but how many more went to the landfill? Just as dinosaur fossils give us a glimpse of ancient life, the objects we carelessly throw away could become our civilization’s fossil record. Choosing to drink from reusable water bottles, such as those sold in the Arches Visitor Center bookstore, reduces our imprint today and far into the future.

Refilling a reusable bottle at a faucet in the park does more than conserve fuel, water, and landfill space. When you drink park water, a drop of the desert becomes a part of you. It is a way to take Arches National Park home with you, along with memories of your visit, a little sand in your shoes, and photographs of unique and dramatic landscapes. Responsibly sharing water with the juniper, yucca, pothole creatures, bighorn sheep, and countless future visitors is part of the experience at Arches. So fill your cup, say a word of thanks, and enjoy a refreshing gulp of the heart of the desert.
FOUR-WHEEL DRIVE ROUTES

Archv has a limited number of four-wheel drive roads, including the Yellow Springs Road that runs east from Balanced Rock. To reach these roads, you must drive for at least four miles over the plateau before the vehicle is at the lower part of the park. All vehicles must be off-road vehicles only and may not come closer than 25 miles from a developed area. Vehicles on these roads are limited to 25 people and must fill weeks in advance. Reservation holders must check in at the visitor center before their hike.

FIREY FURNACE WALKS

Guided Walks are offered daily for per week on the Fiery Furnace trail. Check at the visitor center for times and locations of these walks.

HISTORY

The Fiery Furnace Walks are a great way to learn about the history of the park and the people who have lived in the Moab area.

CLIMBING & CANYONEERING

Most technical climbing and canyoning require advance planning and advance permits. Plan your trip accordingly and be prepared for self-rescue. Always be aware of the current weather conditions in the Moab area. Many rock climbers and hikers who get lost will try to find their way back to the park entrance without any emergency assistance.

EMERGENCY!

Any number of emergencies can occur while you are hiking the Fiery Furnace. The park has emergency services available, but you must be prepared for a self-rescue. Do not rely on others to rescue you. Always be aware of your surroundings and make sure you are prepared for any emergency.

TRAVELING WITH PETS

Pets are allowed at the park. Please be aware that pets must be leashed and controlled at all times. Pets are not allowed on hiking trails, at overlooks, or in the backcountry. Pets are permitted on backcountry permits and pets must be kept in mind. Please be aware that pets must be kept on a leash at all times and may not enter the campground. Pets are not allowed in the park entrance. Pets must be leashed at all times when outside the vehicle. For your pet's safety, do not allow them to enter the park when you are not present. Pets are not allowed in the park entrance.
IN 2004, CONGRESS PASSED THE FEDERAL LANDS RECREATION ENHANCEMENT ACT (FLREA), which replaced the Recreational Fee Demonstration Program. Authorized through December 2014, the law allows retention of 80% of fees collected at a site to remain there for repair, maintenance, and facility enhancement related directly to visitor enjoyment, visitor access and safety. It also includes interpretation, visitor information, visitor service, visitor needs assessments, and signs; habitat restoration directly related to wildlife-dependent recreation, wildlife observation or photography; and law enforcement related to public use and recreation.

**ACTIVITY FEES**
Fees charged for the popular ranger-guided Fiery Furnace walks will go directly to supporting the program. The cost is $10 for adults; $5 for children five to twelve years old and Senior Pass/Golden Age card holders. Children under five years of age are not permitted on Fiery Furnace walks.

**ENTRANCE FEES**
The entrance fees at Arches National Park are $10 per vehicle for a seven-day pass, and $5 for bicyclists, those walking, or on motorcycles. The following special passes are now available:

- **Interagency Annual Pass** ($80)
  Previously the Golden Eagle/National Park Pass
  Good for twelve months; available to anyone.
  Free entrance to Fish and Wildlife Service Refuges and National Park Service areas that charge entrance fees. Covers use of Bureau of Land Management, Bureau of Reclamation, and Forest Service sites that charge Standard Entrance Fees.

- **Interagency Senior Pass** ($10)
  Previously the Golden Age Pass
  Lifetime pass for U.S. citizens sixty-two years of age and older; entrance to all federal fee areas plus 50 percent discount on some camping, activity fees, and other special user fees. Previously-issued Golden Age Passes will be honored forever by all agencies.

- **Interagency Access Pass** (Free)
  Previously the Golden Access Pass
  Lifetime pass for permanently disabled U.S. citizens; entrance to all federal fee areas plus 50 percent discount on some camping, activity fees, and other special user fees. Previously-issued Golden Access Passes will be honored forever by all agencies.

- **Interagency Annual Military Pass** (Free)
  For qualifying active military and their dependents. Present military I.D. cards at park entrance for verification.

**Local Pass:** Arches, Canyonlands, Hovenweep and Natural Bridges ($25)
Good for twelve months; available to anyone; entrance to these four areas only.

This new revenue funded the following improvements at Arches:
- Rehabilitating park trails
- Upgrading roadside restrooms
- Rehabilitating the Devils Garden picnic area
- Enhancing trailheads and scenic pullouts

**An Extra Note about Parking**
Parking lots at Arches are kept small to better preserve the landscapes you came to see. Acceptable parking places include individually permitted spots.

**Where does my money go?**

**Entrance Fees**

- *Rest and allow yourself extra time to reach your destinations.*
- *There is plenty of scenery for all to enjoy and the rocks aren’t going anywhere—at least, not on a human time-scale.*
- *Start your day early. Try entering the park before 8:00 a.m. Sunrise is just as beautiful as sunset.*
- *Consider carpooling. Parking is very limited, so consider leaving extra vehicles, large RVs, or trailers at the hotel, campground, or visitor center parking lot.*
- *Choose to visit the park during the off-season. Winter is a great time to visit, when light snowfalls accent the red-rock vistas.*

**Activity Fees**

**A Note About Parking**

TRAILS IN THE WINDOWS SECTION (ABOVE LEFT) AND THE DEVILS GARDEN PICNIC AREA (ABOVE RIGHT) ARE JUST TWO LOCATIONS WHICH HAVE RECEIVED NEEDED ATTENTION IN RECENT YEARS.

**Photo Suggestions**

TAKING HOME GREAT PHOTOS OF YOUR ARCHES EXPERIENCE. BELOW ARE SOME TIPS FOR WHERE YOU MAY CAPTURE THAT MAGIC MOMENT AT BOTH SUNRISE AND SUNSET.

**Early Morning**
- Moab Fault
- The Three Gossips
- Sheep Rock
- The Great Wall
- Turret Arch
- The Spectacles
- Double Arch
- Cache Valley
- Wolfe Ranch
- Landscape Arch
- Double O Arch
- Delicate Arch
- Viewpoint

**Late Afternoon**
- Park Avenue
- Courthouse Towers
- Petrified Dunes
- Balanced Rock
- The Garden of Eden
- The Windows
- Delicate Arch
- Fiery Furnace
- Skyline Arch
- Fins in Devils Garden
- Tower Arch

**Hey Kids — This One’s For You!**

Do you want to explore Arches and help protect the park? Then become a Junior Ranger! Becoming a Junior Ranger is a serious and important task, but it’s lots of fun too. Ask at the visitor center how you can get involved. Options include completing a booklet or checking-out a Red Rock Explorer Pack. It’s that simple! You’ll earn a badge and certificate, and join the ranks of the many Junior Rangers who help protect this special place.

**Sharing the Scenery**

**Arches National Park**

Architects National Park attracts visitors from all over the world. Despite this diversity, most visitors flock to the same four destinations: Balanced Rock, Devils Garden, Delicate Arch, and The Windows. Parking lots at these popular areas frequently overflow with cars during the busy season (March through October). Entrance station lines can stretch almost to the highway, causing long waits and testing visitors’ patience before they even cross the threshold.

Arches National Park hopes to pilot a voluntary shuttle system soon to help reduce this congestion; see the park website for more information.

In the meantime, here are some ways every visitor can help:

- Relax and allow yourself extra time to reach your destinations.
- There is plenty of scenery for all to enjoy and the rocks aren’t going anywhere—at least, not on a human time-scale.
- Start your day early. Try entering the park before 8:00 a.m. Sunrise is just as beautiful as sunset.
- Consider carpooling. Parking is very limited, so consider leaving extra vehicles, large RVs, or trailers at the hotel, campground, or visitor center parking lot.
- Choose to visit the park during the off-season. Winter is a great time to visit, when light snowfalls accent the red-rock vistas.

Choose your parking spot wisely. Illegally parked cars may be cited, marked stalls and parking “lanes” along fences, or existing wide spots along the roads. Never park on vegetation or in a manner that blocks traffic, and please don’t hold up the flow of cars by waiting for a parking spot. If there isn’t room at your chosen destination, consider moving to another area and coming back later.

People take vacations to escape the stresses of daily life, but traveling itself can be stressful. Visitors to Arches during the busy season might encounter long lines, jostling crowds, intense heat, and unexpected delays—all of which may make tempers flare. Thankfully, these same visitors will also encounter breath-taking scenery, warm and welcoming park staff, and opportunities to help preserve these timeless landscapes for the enjoyment of others for years to come.
Hiking Trails

Be Safe

Each year, park rangers respond to dozens of search or rescue incidents in the park. These frequently involve heat exhaustion, dehydration, climbing or scrambling and improper footwear.

- Always carry and drink water. Even the shortest stroll will make you thirsty on a 100°F (38°C) day. One gallon (4 liters) per person per day is recommended for longer hikes. Water is available only at the visitor center and at Devils Garden.
- Wear sturdy shoes with enough tread to give you good traction. Do not hike in smooth-soled shoes or boots. Some trails cover uneven terrain and follow rock ledges.
- Protect your skin with a hat, long-sleeved shirt, and sunscreen. There is little shade in the desert. The sun is intense year round and can easily burn your skin, especially in the summer.
- Slickrock invites adventure. When you climb or scramble, be sure you can retract your steps, and remember that it is often easier to go up than down. Sandstone is very slippery when wet or covered in snow.
- Sudden thunderstorms with deadly lightning occur here. The distance of lightning can be calculated by counting the time interval between a lightning flash and the subsequent thunderclap. Sound travels about a mile in five seconds, so if the interval is fifteen seconds or three miles or less, seek shelter immediately. One of the safer places to be during a thunderstorm is in your vehicle with the windows closed. If you are unable to reach your vehicle, go to a low-lying area. Stay away from open areas, high spots or tall objects (like Delicate Arch), and solitary trees. If your skin tingles or your hair stands on end (signs that a charge is building up), crouch down and place both feet together firmly on the ground.

Hiking Etiquette

- Stay on established trails and/or solid rock: follow the rock cairns. Help protect the fragile biological soil crust and other vegetation in our desert environment.
- Leave no trace: move like a shadow, and carry out garbage, even if it isn’t yours.
- Pets and bicycles are not permitted on hiking trails.

EASY TRAILS

Balanced Rock
Start: Balanced Rock parking area
Length: 0.3 mile (0.5 km) round trip
Time: 15 to 30 minutes
A loop trail at the base of a fragile, picturesque rock formation.

The Windows
Start: Windows parking area
Length: 1 mile (1.6 km) round trip
Time: 30 to 60 minutes
A gentle climb up a gravel loop trail leads to three massive arches (North and South Windows and Tunnel Arch). An alternate return, slightly longer, is by way of the primitive loop around the back of the two Windows. The primitive loop trail starts at the South Window viewpoint.

Double Arch
Start: Double Arch parking area
Length: 0.5 mile (0.8 km) round trip
Time: 15 to 30 minutes
A relatively flat, sandy trail leads to the base of two giant arch spans which are joined at one end.

Delicate Arch Viewpoint
Start: Delicate Arch Viewpoint Trailhead
Length: 100 yards (91 meters) round trip
Time: 10 to 15 minutes
In addition to the short accessible trail, another (moderately strenuous) hiking trail climbs 0.5 mile (0.8 km) toward Delicate Arch and ends at the rim of a steep canyon that separates the viewpoint from the arch. This is not the popular trail to Delicate Arch, which starts at the Wolfe Ranch parking area.

Sand Dune Arch
Start: Sand Dune Arch parking area
Length: 0.3 mile (0.5 km) round trip
Time: 15 to 30 minutes
Trail leads through deep sand to a secluded arch among sandstone fins. Do not climb or jump off the arch.

Broken Arch
Start: Sand Dune Arch parking area or Devils Garden campground across from campsite #40
Length: 1.3 miles (2.1 km) round trip; 2 miles (3.2 km) including the loop
Time: 30 to 60 minutes
From the Sand Dune Arch parking area, the trail crosses a large meadow to the arch and continues to the campground. Trail leads through fins with sand dunes and slickrock.

Skyline Arch
Start: Skyline Arch parking area
Length: 0.4 mile (0.6 km) round trip
Time: 10 to 20 minutes
A short hike on a flat, well-defined trail. On a cold November night in 1940, a large chunk fell out of the arch, instantly doubling the size of its opening.

Landscape Arch
Start: Devils Garden trailhead
Length: 1.6 miles (2.6 km) round trip
Time: 30 to 60 minutes
A relatively flat, gravel-surfaced trail (usually heavily populated with hikers) leads to a spectacular ribbon of rock, whose span is more than a football field in length. Short side trips to Tunnel and Pine Tree Arch. Trail guide available at trailhead.

Courthouse Wash Rock Art Panel
Starting Point: Lower Courthouse Wash parking area (Highway 191, on the right 0.5 miles north of the Colorado River)
Length: 1 mile (1.6 km) round trip
Time: 30 to 45 minutes
A short walk south across the Courthouse Wash bridge and a brief climb leads to a prehistoric rock art panel (at the base of the cliffs, facing west).

MODERATE TRAILS

Park Avenue
Start: Park Avenue parking area
End: Courthouse Towers parking area
Length: 1 mile (1.6 km) one way
Time: 30 to 60 minutes
Elevation change: 320 feet (98 meters)
From Park Avenue parking area, the trail descends steeply into a spectacular canyon and continues down the wash to Courthouse Towers. If you have a shuttle driver, you can begin at one point and be picked up at the other. For round-trip hiking, retrace your steps along the trail rather than walk along the park road.

Delicate Arch
Start: Wolfe Ranch parking area
Length: 3 miles (4.8 km) round trip
Time: 2 to 3 hours
Elevation change: 480 feet (146 m)
Take at least 2 quarts (2 liters) of water per person. Open slickrock with some exposure to heights and no shade. This trail is a well-defined trail. Upon reaching the slickrock, follow the rock cairns. The trail climbs steadily and levels out toward the top of this rock face. Just before you get to Delicate Arch, the trail traverses a rock ledge for about 200 yards (183 m).

Double O Arch
Start: Devils Garden Trailhead
Length: 4.2 miles (6.8 km) round trip
Time: 2 to 3 hours
Beyond Landscape Arch, the trail becomes more challenging as it climbs over sandstone slabs; footing is rocky; there are narrow ledges with exposure to heights. Spur trails lead to Partition and Navajo Archs. Dark Angel is one-half mile (0.8 km) farther. Trail guide available at trailhead.

Devils Garden (includes primitive loop)
Start: Devils Garden Trailhead
Length: 7.2 miles (11.6 km) round trip, including all spur trails to points of interest
Time: 3 to 5 hours
Longest of the maintained trails in the park, Devils Garden Trail leads to eight awe-inspiring arches. Expect narrow ledges with rocky surface hiking and scrambling on slickrock. Not recommended when rock is wet or soggy. Trail guide available at trailhead.

Fiery Furnace (Fee Area)
The Fiery Furnace is a maze-like labyrinth of narrow sandstone canyons. To enter the Fiery Furnace, visitors must accompany a ranger-guided hike (see page 2) or obtain a hiking permit at the visitor center. There is no trail, so visitors are encouraged to accompany a ranger — both for their own safety and to reduce impacts on the area.

STRENUOUS TRAILS

Tower Arch
Start: Klondike Bluffs parking area, via the Salt Valley road
Length: 3.4 miles (5.5 km) round trip
Time: 2 to 3 hours
The trail climbs a steep, short rock wall, cuts across a valley and then meanders through sandstone fins and sand dunes. An alternate, shorter trail (0.3 mile [0.5 km] one way), begins at the end of the four-wheel-drive road on the west side of Tower Arch. This unpaved road washes out quickly in rainstorms; check road conditions before heading out.

Broken Arch Viewpoint Trailhead
Start: Balanced Rock parking area
Length: 0.3 mile (0.5 km) round trip
Time: 15 to 30 minutes
A loop trail at the base of a fragile, picturesque rock formation.

Sand Dune Arch Viewpoint Trailhead
Start: Sand Dune Arch parking area
Length: 0.3 mile (0.5 km) round trip
Time: 15 to 30 minutes
Trail leads through deep sand to a secluded arch among sandstone fins. Do not climb or jump off the arch.

Delicate Arch Trailhead
Start: Wolfe Ranch parking area
Length: 3 miles (4.8 km) round trip
Time: 2 to 3 hours
Elevation change: 480 feet (146 m)
Take at least 2 quarts (2 liters) of water per person. Open slickrock with some exposure to heights and no shade. This trail is a well-defined trail. Upon reaching the slickrock, follow the rock cairns. The trail climbs steadily and levels out toward the top of this rock face. Just before you get to Delicate Arch, the trail traverses a rock ledge for about 200 yards (183 m).

Double O Arch Trailhead
Start: Devils Garden Trailhead
Length: 4.2 miles (6.8 km) round trip
Time: 2 to 3 hours
Beyond Landscape Arch, the trail becomes more challenging as it climbs over sandstone slabs; footing is rocky; there are narrow ledges with exposure to heights. Spur trails lead to Partition and Navajo Archs. Dark Angel is one-half mile (0.8 km) farther. Trail guide available at trailhead.

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Fiery Furnace Trailhead
Start: Fiery Furnace (Fee Area)
The Fiery Furnace is a maze-like labyrinth of narrow sandstone canyons. To enter the Fiery Furnace, visitors must accompany a ranger-guided hike (see page 2) or obtain a hiking permit at the visitor center. There is no trail, so visitors are encouraged to accompany a ranger — both for their own safety and to reduce impacts on the area.
CAUTION
Stay on trails or slickrock to protect fragile biological soil crust. These tiny organisms are critical to all life in the desert.

Parking is limited at all destinations. If a particular parking lot is full, please return at a later time.
Shorty after entering Arches National Park, a large yellow sign with the image of a bighorn sheep alerts us that for the “next three miles” we might encounter them crossing the road. Seeing sheep in Arches is a treat that only a few visitors experience each year, however. Desert bighorns (Ovis canadensis nelsoni) historically ranged in large numbers throughout most of the Colorado Plateau. Today, only a few remain. Life for desert bighorns is tough and they face many challenges that have pushed them close to extinction. The sheep in Arches National Park provide hope that their resilience, combined with our help, will keep them here for many generations to come.

Sheer cliffs, rugged slopes and deep canyons are where bighorns prefer to live, but the tough terrain can work against them, too. Imagine the challenges they face while attempting to outmaneuver a mountain lion or seek a mate. Male sheep, known as rams, commonly travel over 100 miles to find an ewe through an environment where there is very little water, forage, or shelter from predators.

In spite of the harsh conditions, sheep thrived here for thousands of years. Westward expansion in the mid-1800’s brought thousands of settlers and new challenges for bighorns. Unregulated hunting, a loss of good habitat, and deadly diseases transmitted by domestic sheep reduced the once abundant herds. Sheep disappeared completely in some areas, including Arches National Park, by the early 1900’s. In the mid-1980’s, a partnership between the state of Utah and the National Park Service reintroduced 25 sheep to Arches from nearby Canyonlands National Park.

The current Arches herd is only around 50 animals. Management and study of the sheep here in Arches will continue in the hope that the bighorns will endure, prosper among their human neighbors, and once again become a stable part of the Arches ecosystem.

Marks on the Land - Links to the Past

Every person who passes through this land makes a mark, leaves a track, or stakes a claim. These marks create a link to the past and allow modern explorers to imagine how the area’s 12,000 years of human history has influenced the present.

Groups of Native Americans have traveled through and lived in this area for over 10,000 years. They left behind flakes of chert, which are remnants from stone tool-making. They inscribed on rock walls, creating pictographs (paintings on the rock) and petroglyphs (carvings in the rock). Early ancestral Puebloans wore sandals with raised patterns that left marks on the ground while later groups painted their ceramic pots with elaborate decorations. All of these marks may have helped to link families with the others that would follow. Their stories and culture live on through their descendants.

In 1765, Juan Maria Antonio de Rivera and his company left their mark by becoming the first Euro-Americans to cross the Colorado River at what later became Moab. The efforts of these Spanish explorers led to the lucrative trade route that later became the “Old Spanish Trail”. Nicknamed the longest, crookedest, most ornery pack trail in the history of the United States, this part of Utah was one of the few places to get around impassable canyons. Only sections of the full 1,121 mile trail can be retraced, but part of it is believed to pass through Arches National Park just north of the Visitor Center.

In the 1850’s, waves of settlers from the east began adding their mark. Ranchers tamed the harsh landscape to raise cattle and sheep. John Wesley Wolfe was one such homesteader who set down roots in the future park. His family joined him from Ohio in 1906, and they built a new cabin with a wooden floor, complete with fine china ordered from the Sears Catalog.

Later, others arrived seeking mineral riches, especially valuable uranium. While the inhospitable desert took its claim on many of the prospectors, some struck it rich. Roads, mine shafts, and tailings are the marks they left behind. Other miners found different value in the landscape, like Alexander Ringhoff who helped create Arches National Monument in 1929.

Make your mark a positive one. National parks protect the irreplaceable evidence of the past.

Explore Arches past:
- See rock art near the Delicate Arch trailhead and lower Courthouse Wash.
- Ask for information about the Old Spanish Trail at the Visitor Center.
- Visit the Wolfe family’s cabin near the Delicate Arch trailhead.

BTW, if you ever spot a bighorn sheep, be a caretaker:
- Preserve your heritage. Do not enter, alter, or deface historical sites. Leave artifacts undisturbed. (It is illegal to remove them.)
- Explore Arches past:
Visitors typically describe their Devils Garden campground experience as “amazing,” “tremendous,” and “spectacular.” Fifty campsites are nestled among distinct sandstone formations and desert vegetation—trademarks of Arches National Park. Encounters with wildlife, night skies flooded with stars, and quiet campfire gatherings are among the experiences that make the campground such a special place. Not long ago, campers also experienced the constant droning of diesel generators intruding on their tranquility.

The generator noise impeded our mission to preserve “unimpaired the natural and cultural resources and values” of this special place. Equally disturbing were the engine exhaust (a byproduct of the generators running 24 hours each day) as well as the price tag of $20,000 a year in operating costs and many hours of staff maintenance. The park needed a better way to provide power to the campground, and after years of study and research we finally saw the light…

…of the sun! In 1995, the NPS (in partnership with the state of Utah) installed a photovoltaic/diesel hybrid electrical system for the campground. Photovoltaic technology—also called solar power—harvests clean energy from the sun and stores it in batteries. Currently, 95 percent of the campground’s electrical needs are captured from the sun, and the generators only run if the PV system fails or on a rare cloudy day in the desert. Noise has diminished, air quality improved, and the money saved can fund other projects that improve visitor experiences.

Thanks to a productive partnership, wise management decisions, and implementation of new technologies, the constant whirring of diesel engines and their choking exhaust are no longer part of the Arches camping experience. So breathe deep and enjoy the serenity.
Time flies! Use it well

HAVE A LIMITED TIME TO EXPLORE ARCHES? HERE ARE SOME SUGGESTIONS to help you make the most of your visit, even if it is brief.

IF YOU LIKE TO HIKE

Time allocations are based on an average hiking speed of two miles per hour, and include time to drive to the trailheads. (Time spent marveling and contemplating the majestic wonders and sights varies greatly and is not included here.) Add time to take in the scenery from roadside pullouts between destinations.

In 2 hours, you can do one of these 4 routes:
• Hike the Windows loop trail and get an up-close view of the North and South Windows and Turret Arch. Then take the short trail between parking areas and hike up to Double Arch. Drive back to Balanced Rock and take the loop trail around its base. Consider its precarious position as you walk beneath it.
• Take the Delicate Arch Trail from Wolfe Ranch up the sloping slickrock to stand under the best known arch in the world. (During hot months, do this hike early or late in the day.)
• Hike between the tall sandstone fins in the Devils Garden to see Landscape Arch, perhaps the world’s longest. How long will this thin span resist the forces of gravity?
• Walk to Sand Dune Arch, across the grassy field and onward to Broken Arch. Continue around the loop, through the end of the campground, and return. Enjoy the vista toward the distant Book Cliffs, Tapestry Arch and the sandstone fins.

In half a day, take one of these three hikes:
• Hike the entire Devils Garden Trail, all the way out to the spire called Dark Angel. When you return, take the primitive loop.
• Take the moderately strenuous ranger-guided hike through the fiery Furnace. Make a reservation online at least four days in advance (see page 2).
• If you don’t mind driving the rough and often “washboard” road to the remote island of rock known as Klondike Bluffs, hike the primitive trail to Tower Arch.
• If you have a whole day or more, combine the above hikes to fill the time you have.

IF YOU LIKE TO TOUR BY CAR

If you have 1½ hours:
• Drive to the Windows Section and see some of the park’s largest arches. (Add one-half hour to stroll beneath either North Window or Double Arch.)
• Drive to the Delicate Arch Viewpoint and see the world’s most famous arch, a mile distant. Stop at Wolfe Ranch on your way back and imagine what it would have been like to homestead this relatively barren area in the late 1800s.

If you have 3 hours:
Do both drives listed above (or you can do one drive, spending ten minutes at each viewpoint along the way).

If you have 4½ hours:
You can drive all of the paved park roads, spending ten minutes at each viewpoint, and take quick drives to the Windows Section, Wolfe Ranch, and Delicate Arch Viewpoint.

Can’t decide?
Well, forget the schedule and stay another day!

Weather Information

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CANYONLANDS NATURAL HISTORY ASSOCIATION (CNHA) sells hundreds of items about Arches National Park and the rest of Utah’s canyon country.

Visit their outlets in the Arches Visitor Center and the Moab Information Center (corner of Center & Main in Moab).

CNHA
3015 S. Highway 191
Moab, Utah 84532
(800)840-8978 (toll free)
(435)259-6003
www.cnha.org

Friends of Arches and the Canyonslands Parks
The Friends of Arches and the Canyonslands Parks: Bates Wilson Legacy Fund provides direct support to Arches and Canyonlands National Parks and to Natural Bridges and Hovenweep National Monuments in order to enhance existing projects in these spectacular areas 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. Bates came to Arches in 1949, inspiring and leading the effort that resulted in Canyonlands National Park being established 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;
• Youth indeed are the future: Bates enhanced the lives of countless young people as they explored and learned to appreciate the parks with him.

Go to www.bateswilson.org to learn more or mail a check made out to Friends of Arches and the Canyonlands Parks/CNHA to:
Friends of Arches and the Canyonlands Parks
c/o CNHA
PO Box 1680
Moab, Utah 84532.

Thanks!

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