Changing climate changes everything

Hot, cold, moist, and dry, four champions fierce, strive here for mast'ry.
John Milton, Paradise Lost, 1667

he Sierra knows these “four champions” well. From its hot, dry foothills to the frosty peaks, temperature and moisture play a critical role in determining what lives where. In fact, the ups and downs of these climatic conditions affect just about everything everywhere.

Climate has always shifted, but almost always gradually. Over long periods of time, life adjusts very slowly — or adapts — to survive.

Therefore, each creature and plant lives where the specific conditions suit it. Each has a range of hot and cold, wet and dry, that it can tolerate — or that the food it depends on can tolerate. Those that can live with a wide range of conditions inhabit many places (think of common species like coyotes and dandelions). Others are remarkably limited in where they can survive (think of rare life forms like sequoias and cave insects). Climate dictates all.

If climate shifts quickly, life doesn’t have time to adapt. Animals and plants cannot change rapidly. A few can migrate, but only if appropriate habitat is close enough. During climate change that is faster than usual, what cannot adapt or move on must perish.

Due to its extreme variety of elevations — and therefore climatic conditions — this park is home to incredibly diverse life. Given that shifting climates could mean big changes to that life, park staff work hard to understand what climate was like in the past and how it could change. They join researchers from other agencies and universities to study a broad

field of topics related to climate:
• Snow: Monthly measurements taken at 29 places throughout the parks reveal snow’s depth and water content. This tells approximately how much snowmelt will flow into rivers that support wildlife and feed reservoirs that serve people.
• Daily weather: Over a dozen stations record temperature and other weather factors. These document record highs and lows as well as average changes over time. Temperature affects whether precipitation comes as rain or snow, which affects how much snow accumulates and how soon it is melted away by spring rains and heat. It affects how much water evaporates from rivers and reservoirs. In some reptiles, it affects the gender of offspring. For the pika, an alpine cousin of the rabbit, a few degrees too warm spells death. This tiny mammal, already living on mountain peaks, has nowhere to go if the climate heats up.
• Tree rings: Weather affects growth, so tree ring patterns tell us about past climate. Long-lived trees like sequoias give us a climate history over thousands of years. We can see when they grew well and when they grew not at all.
• Fire: Scars on tree rings also record the number and intensity of past fires. Since we can date tree rings down to season, we know when the fires occurred. Fire intensity and frequency is strongly related to climate. Fire is critical to sequoia reproduction, overall forest health, and creation of habitat for many plants and animals.

Studying these clues to past climate help to predict how upcoming climatic shifts might affect life. What will come to pass if the “fierce champion” of heat increases? Are we willing to accept those changes?
Get to know these parks!

Given the names of these parks, you expect giant trees and huge canyons — and you won’t be disappointed. Yet the whole of them is even greater than the sum of their famous parts.

Rising from 1300’ to 14,494’, these parks protect a spectacular elevational range. This span from low to high means dramatic shifts from hot foothills to shady forests to the cold High Sierra. It means extraordinarily diverse plants and animals living in extremely varied conditions. It means steep roads and trails that climb mountains, and cold rivers that plunge down from their heights.

There is diversity, too, in the caretakers of this landscape. Bordering these two national parks is a national monument, which is part of a national forest. A U.S. Geological Survey Field Station conducts research here. The Sequoia Natural History Association sells books and maps at visitor centers and contributes to education and research. The Sequoia Parks Foundation supports significant park projects.

Other partners, public and private, cooperate with the Park Service to meet a challenging mission — providing for public enjoyment while keeping the parks unimpaired for future generations. You are an equally important partner! Experience these parks fully: Learn all you can and join in preserving them. Together we can meet this inspiring goal:

The National Park Service cares for special places saved by the American people so that all may experience our heritage.

FEES HELP YOUR PARKS!

Most of your entrance and camping fees stay here. The parks use them to invest in projects that enhance visitor facilities and protect park resources. In the past few years, fees have paid for repairing and improving roads, campgrounds, trails, picnic areas, and restrooms. They have improved visitor centers, updated exhibits, and modernized naturalist slide programs.

ENTRANCE FEE OPTIONS

- 7-day pass for Sequoia & Kings Canyon, and for Hume Lake District of Sequoia National Forest/Giant Sequoia National Monument (GSNM): $20 per vehicle (private, non-commercial) or $10 per person on foot, bicycle, motorcycle, or bus.

- 12-Month Pass for Sequoia & Kings Canyon, & for Hume Lake District of Sequoia National Forest/GSNM: $30 admits all passengers in a private vehicle for one year from month of purchase.

- 12-Month: America the Beautiful Interagency Annual Pass: Cost $80. Valid for entrance fees at Federal recreation sites including National Parks, National Forests, FWS, BLM, & Bureau of Reclamation. Admits all passengers in a single private non-commercial vehicle where per-vehicle fees are charged, or the passholder plus up to 3 persons (age 16 & older) for person fee areas, for 12 months. Not valid at Crystal Cave.

- Seniors: America the Beautiful Interagency Pass: $10 one-time fee buys a lifetime pass for entrance fees for U.S. citizens & permanent residents 62 or over. (Previously issued Golden Age passes remain valid.)

- Accessibility: America the Beautiful Interagency Access Pass: Free to blind or permanently disabled U.S. citizens and permanent residents. Take appropriate documentation to any park visitor center. (Previously issued Golden Access passes remain valid.)

PARK, FOREST, OR MONUMENT?

Sequoia and Kings Canyon National Parks, Sequoia National Forest, and Giant Sequoia National Monument... What is the difference between them?

Each is on federal land. Each exists to benefit society. Yet each has a different history and purpose. Together they provide a wide spectrum of uses.

National parks strive to keep landscapes unimpaired for future generations. They protect natural and historic features while offering light-on-the-land recreation. Park rangers work for the U.S. Forest Service, an agency in the Department of Agriculture.

National forests, managed under a “multiple use” concept, provide services and commodities that may include lumber, cattle grazing, minerals, and recreation with and without vehicles. Forest rangers work for the Bureau of Reclamation.

National monuments have a different history and pur- pose. Together they provide a wide spectrum of uses.

Given the names of these parks, you expect giant trees and huge canyons — and you won’t be disappointed. Yet the whole of them is even greater than the sum of their famous parts.
Crystal Cave Rocks!

No tickets are sold at the cave, only at Foothills and Lodgepole visitor centers. Buy them at least 1-1/2 hours in advance of your tour, and check timing of road delays between the Foothills and the cave. Crystal Cave Road is 15 miles (24 km) from the Sequoia Park entrance on Hwy 198, and 3 miles (5 km) south of the General Sherman Tree (see map on page 12). Maximum vehicle length is 22’ (6.7 m).

Use restrooms at the parking lot; there are none at the cave. Wear sturdy shoes; the 1/2-mile trail (.8 km) to the cave is steep. Bring a jacket; the cave is 50°F (10°C). No strollers, baby backpacks, or tripods. Not wheelchair accessible.

Ask about Wild Cave Tours and group reservations! Tours operated by SNHA: 1-559-565-3759.

Explore fabulous formations! Protected since its discovery in 1918, this is the only one of over 200 known caves in these parks that can be toured.

45-Minute Cave Tours daily (check details above) through October 28, weather permitting

Through 10/28 (weather permitting): Weekdays 11am, 1pm, 2pm. Saturday 11am, noon, 1pm, 2pm, 3pm. Sunday 11am, noon, 1pm, 2pm.

Fees: Ages 6-12 $6; age 13-61 $11; age 62 & up $10; under 6 free. National Park, Interagency, & Golden Age passes do not apply.

SNHA members get a discount!
Change: Natural & unnatural

We often think of parks as outdoor museums. Caretaking a living ecosystem, however, is very different than protecting unchanging objects. Both natural features and human facilities may be different each time you visit. Both are changing all the time. How we take care of those features and facilities may also affect your visit. You won’t notice the ozone monitor that works 24 hours a day, but you will see other activities such as revegetation, road work, painting, or trail maintenance. Some activities may unavoidably affect you, such as smoke from a prescribed fire, campsite closures due to revegetation, or bear management. The park staff uses such actions as tools to maintain the landscape and protect its inhabitants and visitors. Your visit gives you but a snapshot of this process; Nature decides the timing of many of these actions. They all share one goal: preservation of these parks for us all, now and in the future.

Fire: A natural change

Years ago, we tried to banish fire from the landscape, believing it was destructive. In sequoia groves, that meant putting out lightning-caused fires that naturally start as frequently as every 5 to 20 years. As time passed, we saw unanticipated consequences from this. Fire suppression blocked important ecological processes and caused many problems. Two problems were glaring:

First, sequoias were not reproducing. We learned that fires create the conditions that sequoias need to regenerate: They create a fertile ash seedbed and they open the forest canopy, allowing sunlight to reach the seedlings.

Second, dead wood and small, dense white fir trees increased tremendously. Natural fires used to burn these away frequently. Now, after fire’s long absence, these fuels feed bigger blazes that are more dangerous for people, plants, and wildlife. They burn hotter and are harder to put out.

For over 40 years at Sequoia and Kings Canyon, we have studied fire and its effects on the land. Now, to protect human safety and benefit giant sequoia trees, the National Park Service works with fire to gain the benefits it brings.

When and where it’s appropriate, we may ignite prescribed fires or allow lightning-caused fires to spread naturally, reducing fuels and improving resource conditions. Strong evidence shows that we are succeeding.

Why is this important? The National Park System exists to conserve resources “unimpaired for the enjoyment of future generations.” We once thought that aggressive fire suppression met this goal. A more complete understanding of fire tells us that excluding this important natural agent of change only hurts what we are trying to protect.

Unnatural change: Alien invaders!

Plants and animals evolve together in communities over time. Often they keep each other in check. When species get brought in from other places, the newcomers may multiply wildly since the competitors, predators and diseases they evolved with in their home communities are not here. They break links in the local web of life, badly disrupting species that depend on each other. Sometimes they completely replace native plants and animals.

Practice alien hygiene! Look for seeds and tiny animals attached to shoes, clothes, waders, equipment, tires, and pet fur. Wash mud from under cars and on tires before coming into the parks. The natives will thank you!

Two immediate threats:

- **Star thistle** is one of the most damaging non-natives in the state. Dense, thorny patches completely exclude native plants, and limit wildlife movements. Not yet established here! If you recognize it from your home or travels, make sure not to bring it in.

- **New Zealand Mud Snails** take over waterways that they invade, eating most of the food. Due to their biology, just one snail can start a huge population! They stick on gear; check boots & waders thoroughly for this. (They are not required for day hikes, or for overnights in the adjacent Monarch and Jennie Lakes wildernesses in US Forest Service. However, a free fire permit is required for any open flame on USFS land.)

A permit is required for each overnight trip. Reserved and first-come, first-served permits are issued the morning of your trip or after 1pm the day before at the park permit station/visitor center nearest your trailhead (see pages 8 & 9). If the quota for your preferred trail is full, you can choose another trail for that day or another day to start, if space is available. Permits are not issued after mid-afternoon as minimum distances must be reached before you camp. Requests to reserve a permit for a certain date are accepted beginning March 1 and at least 2 weeks before your trip’s start date.

Reserved permits must be picked up between the afternoon before and 9am of your day of departure. If delayed, call the Wilderness Office or you may lose the reservation. Camping in the park’s “Frontcountry” is permitted only in campgrounds. Camping or sleeping in vehicles is not allowed in parking lots, pull-outs, picnic areas, or trailheads in the park.

Wilderness Permit Reservations Sequoia & Kings Canyon N.P. 47050 Generals Highway #60 Three Rivers, CA 93271 1-559-565-3766; Fax 565-4239

For more details, visit Wilderness Information at www.nps.gov/seki/planyourvisit/wilderness.htm or get a free copy of Backcountry Basics.

HIGH SIERRA LODGE

- **BEARPAW MEADOW CAMP** (DNCPR) www.visitsequoia.com Reservations (required) taken starting January 2: 1-888-252-5757. Open June 8 to September 15. This tent hotel is at 7800’ on the High Sierra Trail, an 11-mile hike from Giant Forest.
Bats, raccoons, and skunks are common. Avoid touching or feeding them. If you see a bat or raccoon with a damaged tail, or if you think they have West Nile virus, report it to the Park Service. For a tow: 565-3341 then press 9, then 4. Recorded information: 559-565-4070 (24 hours).

ICY ROAD CONDITIONS
Watch for icy areas and snow plows. Recorded information: 559-565-3341 (press 9, then 4).

ROAD TO MIDDLE FORK TRAIL: This road leads to Lake Helen and Middle Fork Kings River from Stony Creek Village. Unpaved. Slippery when wet. A 4WD is recommended. It is partially unpaved.

ROAD TO KINGS CANYON: This road enters Kings Canyon National Park. It continues through the park from Stony Creek Village to the Generals Hwy. Unpaved, rough. Not plowed.

ROAD TO HONEY LAKE: This road is a side trip from Stony Creek Village. Unpaved. It connects with Stony Creek Village.

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Highlights

SEQUOIA PARK

ALONG MORO ROCK - CRESCENT MEADOW ROAD
This road is temporarily closed for construction. The road will reopen in spring 2008 with new pavement, drainages, and culverts. Check at visitor centers for more information.

MOРО ROCK: A granite dome with a steep 1/4-mile (4.8 km) staircase to the summit (300 feet / 91 m elevation gain). A spectacular view of the Great Western Divide and the western half of the park. 2 miles (3.2 km) from the Generals Highway.

TUNNEL LOG: A fallen sequoia that was tunneled through. The only "tree you can drive through" in these parks. A by-pass is available for larger vehicles. 2.7 miles (4.3 km) from the Generals Highway.

CRESCENT MEADOW lies at the end of this road. Excellent summer wildflowers. Stay on designated trails; walk only on fallen logs to access fragile meadows. Several trails start here, including the 1-mile (1.6 km) route to Tharp’s Log, summer home of the first settler in Giant Forest, and the High Sierra Trail, which runs 71 miles (114 km) to Mt. Whitney (14,494 feet / 4417 m; highest peak in the lower 48 states).

AUTO LOG: Once you could drive a car onto this fallen giant sequoia but rot in the log has put an end to the tradition.

NEARBY TRAILS
TOKOPAH FALLS: 1.7 miles (2.7 km) along the Marble Fork of the Kaweah River, ending below the impressive granite cliffs and waterfall of Tokopah Canyon. Spectacular in early summer, but be careful around the water! Start in Lodgepole Campground, 500 foot/152 m elevation gain. Allow 2-1/2 to 3 hours.

LITTLE BALDY: Ascends 700 vertical feet (213 m) in 1.7 miles (2.7 km) to a rocky summit with a grand view. Starts at Little Baldy Saddle, 9 miles (14 km) north of the General Sherman Tree on the Generals Highway. Allow 3 to 4 hours round trip.

THE FOOTHILLS
These lower elevations host more different kinds of plants and animals than the rest of the park. Watch for ticks and poison oak on foothills trails.

HOSPITAL ROCK PICNIC
AREA: Western Mono people once lived here; exhibits offer insight into their lifestyle. A very short trail built by the Civilian Conservation Corps leads to a cascade. Be careful! Drownings occur here.

MARBLE FALLS: This trail climbs 3.9 miles (6 km) through chaparral to a lovely cascade. Park near site #14 at Potwisha Campground. Follow the dirt road across the concrete ditch. The trail starts along the steep bank to the right.

MIDDLE FORK: Leading through chaparral to highcountry, the first miles offer views of Moro Rock and Castle Rocks. Take the Buckeye Flat Campground road and turn left on the dirt road before the campground. Go 1.3 miles (2 km) to a parking area. Panther Creek Falls is 3 miles (5 km) beyond that. Park at Hospital Rock 1 mile (1.6 km) when Buckeye Flat is closed.

PARADISE CREEK: Follow the footpath across from site #26 in Buckeye Flat Campground and cross the footbridge over the Middle Fork. The trail then follows Paradise Creek, not the Middle Fork, for just over 1-1/2 miles (1.6 km) before growing faint.

SOUTH FORK
Park at South Fork Campground at the end of a 13-mile road leaving Highway 198 in Three Rivers.

LADYBUG: Hike along the South Fork of the Kaweah in the upper foothills (moderately steep). From the campground, cross the river via footbridge. The trail ends 3 miles (5 km) up at one of the low-elevation sequoia groves.

GARFIELD: A relatively steep 5 mile (8.3 km) one-way climb to Garfield sequoia grove. Start on the south side of the river in the campground.

MINERAL KING
Open late May through October 31 (weather permitting), the winding, steep road to this valley ends at 7800' (2380 m), the park’s highest road. From there, trails lead to the High Sierra and excellent — if hilly — hiking. Fall weather can be severe on the passes; ask for a weather report. No gasoline or electricity is available. Starting November 1, the road is gated at the park boundary (about 9 miles from Highway 198). See page 8 for more information.

REGIONAL PARKS
CLOVERDALE: An easy 2.2-mile (3.6 km) loop trail, which descends to the base of the cliffs. You can see a waterfall to your left; to your right, a 200-foot cliff. The trail starts at the parking area for the falls and ends at the trailhead.

THARP’S LOG: A short, steep hike (1.1 miles / 1.2 km) to Tharp’s Log. The log is a Fallen Giant Sequoia that was tunneled through. This road is completely closed for construction.

GENERAL SHERMAN TREE: Trails and parking for the world’s largest tree have changed! The main area is via Wolverton Road, off the Generals Highway just north of the tree itself (between Lodgepole and the Sherman Tree). From there, the 1/2-mile (722 m) trail descends and includes some stairs. Rest on benches along the trail; don’t overexert yourself. Handicapped parking and an accessible trail are along the Generals Highway two miles (3.2 km) north of the Giant Forest Museum. You can drop off and pick up passengers here. If you have difficulty walking at this elevation (7000 feet / 175m), stop at a park visitor center for a temporary parking permit.

GIANT FOREST MUSEUM: Start your visit here! It’s the best place to learn about the Big Trees before you go exploring.

BIG TREES TRAIL: This 1/3-mile (6km) trail circles Round Meadow. Colorful trailsides panels describe sequoia ecology. Start at Giant Forest Museum and follow the paved, accessible trail from there. Allow 1 hour round trip.

CONGRESS TRAIL: A fairly level, partially paved two-mile loop (3.2 km) through the heart of the sequoia grove, beginning at the Sherman Tree. Use the main parking area off the Wolverton Road (see General Sherman Tree).

LADYBUG: Hike along the South Fork of the Kaweah in the upper foothills (moderately steep). From the campground, cross the river via footbridge. The trail ends 3 miles (5 km) up at one of the low-elevation sequoia groves.

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DEAD GIANT LOOP:

NORTH GROVE LOOP:

GENERAL GRANT TREE:

tell someone where you are going.

yourself before heading out and Carry a map and water. Orient

review safety advice on page 5.

& SEQUOIA NATIONAL FOREST / GIANT SEQUOIA NATIONAL MONUMENT

Before taking to the trails, review safety advice on page 5. Carry a map and water. Orient yourself before heading out and tell someone where you are going.

GENERAL GRANT TREE: One of the world’s largest living trees. President Coolidge proclaimed it the Nation’s Christmas Tree in 1926. It is also a National Shrine, the only living memorial to those who died in war. Visit historic Gamlin Cabin and the Fallen Monarch along this 1/3-mile (.5 km) paved trail. A trail guide is sold at the visitor center. North and west of the visitor center 1 mile (1.6 km).

NORTH GROVE LOOP: This lightly traveled, 1-1/2 mile (2.4 km) trail provides a close look at the Big Trees and a quiet walk through conifer forest. Starts at lower Grant Tree parking area.

DEAD GIANT LOOP: Speculate on what killed this sequoia, and enjoy a picturesque view of an historic mill pond. Follow the old road from the lower Grant Tree parking area for about a mile. The trail branches off, creating a 1-1/2 mile (2.4 km) round trip.

NEARBY TRAILS & POINTS OF INTEREST

PANORAMIC POINT ROAD: Spectacular vistas of the high Sierra. Go east through the visitor center parking lot, left around the meadow, then right at the intersection signed “Panoramic Point, 2.3 miles (3.7 km).” Walk 1/4 mile (.4 km) up to the viewpoint. Trailers and RVs strongly discouraged on this steep, narrow road. The 47-mile (75 km) round-trip Park Ridge Trail begins here.

BUENA VISTA PEAK: Begin just south of Kings Canyon Overlook on Generals Highway, 7 miles (11 km) southeast of Grant Grove. 360° vista of Redwood Canyon, Buck Rock Lookout, and the high Sierra. 2 miles (.3 km) round trip.

REDWOOD CANYON: The world’s largest grove of giant sequoias. Acres of rejuvenating forest result from 30 years of prescribed fires, showing the positive relationship between fire and sequoias. Across the Generals Highway from the Quail Flat/ Hume Lake junction (6 miles/9.6 km south of Grant Grove), turn south/west at Redwood Saddle. Go right for 2 miles (3.2 km) on a bumpy dirt road.

BIG BALDY: Great views and a look down into Redwood Canyon from this ridge. The trail winds 2 miles (3.2 km) to the summit at 8,209 feet (2502 m). From Grant Grove, drive 8 miles (13 km) south on the Generals Highway to Big Baldy Trailhead. Elevation gain 600 feet (183 m); round trip 4 miles (6.4 km).

KINGS CANYON OVERLOOK: For a view to the northeast of the high Sierra wilderness, stop at this overlook about 6 miles (9.6 km) south of Grant Grove.

REDWOOD MOUNTAIN OVERLOOK: Six miles (9.6 km) south of Grant Grove, on the Generals Highway, it looks west over one of the world’s largest sequoia groves. Studies here proved the strong relationship between fire and sequoia reproduction.

KINGS CANYON & CEDAR GROVE

The road into this spectacular gorge is open late April to mid-November (weather permitting). Be very careful around the river!

CANYON VIEW: The “U” shape of Kings Canyon, apparent from this viewpoint, reveals its glacial history. 1 mile (.6 km) east of Cedar Grove Village turnoff.

KNAPP’S CABIN: During the Roaring ’20s, Santa Barbara businessman George Knapp commissioned lavish fishing expeditions here, using this small cabin to store gear. A short walk from a turnout 2 miles (.3 km) east of Cedar Grove Village road.

ROARING RIVER FALLS: A shady, five-minute walk to a powerful waterfall rushing through a narrow granite chute. 3 miles (4.8 km) east of the Village turnoff. Relatively accessible, fairly level. Repaving in progress.

ZUMWALT MEADOW: This 1.5-mile (2.4 km) trail offers high granite walls, a lush meadow, and the meandering Kings River. Park at trailhead 4-1/2 miles (7.2 km) east of the Cedar Grove Village turnoff. Purchase a trail guide at the trailhead or visitor center. Allow 1 hour.

ROAD’S END: Here where the pavement ends are high granite walls and trails to the river, Muir Rock, and the High Sierra. East of the Village turnoff 5-1/2 miles (8.8 km).

TAKE TIME FOR A HIKE

MIST FALLS: Follow the river to one of the park’s largest waterfalls. Allow 4-5 hours; 9 miles (14.4 km) round trip. Fairly flat at first; a 600-foot elevation gain in the last 2 miles (3.2 km). Park at Road’s End.

DON CECIL TRAIL: The main route into the canyon prior to the 1939 completion of Highway 180. It starts 2 miles (.3 km) east of the village, climbs a north-facing slope past Sheep Creek Cascade (1 mile/1.6 km up); good views. Lookout Peak (13-mile/21-km round trip, 4000 foot/1220 m elevation gain) has a great panorama. Strenuous; allow all day.

HOTEL CREEK TRAIL: Starts 2 mile (.3 km) north of the market at the intersection with the pack station road; climbs through chaparral to a forested ridge and Cedar Grove Overlook. Great views. 5 miles (8 km) round trip; 1200-foot/365 m elevation gain. Strenuous; allow 3-4 hours. Return via Lewis Creek Trail for an 8-mile (12.9 km) loop.

USFS NATIONAL FOREST

Explore Giant Sequoia National Monument, part of Sequoia National Forest (see page 2).

CONVERSE BASIN: Virtually every mature sequoia in this huge grove was felled early in the 1900s. Walk the 2-mile (.3 km) Boole Trail loop to see a monarch they spared (6 miles north of Grant Grove), or the 1/2-mile (.8 km) loop to the Chicago Stump, a tree cut for exhibit at the 1893 World’s Fair (2 miles north of Grant Grove).

INDIAN BASIN: Logged a century ago, this recovering forest and meadow look quite different today. A one-mile, newly constructed accessible trail extends another unpaved mile. Take Highway 180 7 miles north of Grant Grove; turn into Princess Campground. Trail begins by the host’s site near the dump station.

HUME LAKE, formed by a rare, historic multiple-arch dam, supplied water for a flume to float lumber to Sanger, 67 miles (108 km) below. An easy 2-1/2-mile (.4km) trail circles it. Page 9 lists recreational options there. 8 miles (12.8 km) north of Grant Grove; turn into Princess Campground. Trail begins by the host’s site near the dump station.

BUCK ROCK LOOKOUT: A 1966 tower, still used for spotting fires, offers 360° views. Approximately 6 miles (9.6 km) off Big Meadows and 14Sil at Forest Road 13S04.
**FACILITIES IN SEQUOIA NATIONAL PARK**

**GIANT FOREST SEQUOIA GROVE**

6400’ (1950m) elevation. Home of the world’s biggest trees, it offers 40 miles (64 km) of walking trails. See highlights on page 6, and this page for information on road delays between Giant Forest and Three Rivers.

- **Giant Forest Museum (NPS):** Daily 9am - 5pm through 10/31, then 9am - 4:30pm. Exhibits about the Big Trees. Books, maps, first aid. 1-559-565-4480. No payphone; closest phones are at Lodgepole & Wolverton.

**CRYSTAL CAVE - DAILY through 10/28 (weather permitting)**

This cavern is one of the highlights of the park! Tickets are not sold at the cave; see page 3 for details and schedule.

**Lodgepole Area**

**Lodgepole Village**

6700’ (2040 m) elevation. A few miles north of Giant Forest, in beautiful Tokopah Canyon along the Marble Fork of the Kaweah River. For nearby picnic areas see page 3 and your map. Lodgepole Village offers:

- **FACILITIES IN SEQUOIA NATIONAL PARK**

**FREE NATURE PROGRAMS**

Park rangers may offer free walks and talks in the Giant Forest, Wuksachi, and the Foothills, usually on weekends.

Once it snows enough, free snowshoe walks are offered. Ask at visitor centers and see local bulletin boards for times, locations, & topics.
Grant Grove Area

GRANT GROVE VILLAGE

6600’ (2008 m) elevation. This was originally General Grant National Park, created in 1890 to protect sequoias from logging. Here you can see both a pristine grove & one that was logged in the 1800s.

INFORMATION
- Kings Canyon Park Visitor Center (NPS): Daily 8am-5pm through 10/27, then 9am-4:30pm. Exhibits & 15-minute movie in English and Spanish. Books, maps, first aid, bear canisters. Local wilderness permits issued until 1/2 hour before closing. 1-559-565-4307.
- Pay Telephones: Available 24 hours at Kings Canyon Visitor Center (booth by front door); & outside gift shop, market, & post office.

FOOD & SHOPS (KCPS)
- Restaurant: Daily 8am-2pm & 5-7pm (Fridays & Saturdays until 8pm).
- Gift Shop, Market: Daily 9am-7pm (Fridays & Saturdays until 8pm). Souvenirs, film, clothing, ATM. Market sells food and other supplies, sandwiches, bear canisters, emergency gas.

OTHER SERVICES
- Camping & Lodging: See page 10-11.
- Post Office: Hours may change without notice. Monday-Friday 9am - 3:30 pm; Saturday 10 - noon. Lobby open 24 hours. Send mail for visitors to: c/o General Delivery, Kings Canyon NP, CA 93633. 1-559-335-2499.
- Pay Telephones: Available 24 hours at Kings Canyon Visitor Center (booth by front door); & outside gift shop, market, & post office.

In the Kings Canyon

Highway 180 from Junction View into the canyon remains open until November 13, weather permitting.

CEDAR GROVE VILLAGE

4600’ (1410 m) elevation. This glaciated valley features towering granite cliffs, tumbling waterfalls, and the powerful Kings River — “a rival to the Yosemite,” according to John Muir.

INFORMATION & CAMPING (NPS)
- Cedar Grove Visitor Center: Closed for the season. Check bulletin boards for information.
- Wilderness permits: Self register at Road’s End, 6 miles (9.6 km) east of the village. See details about permits on page 4.
- Camping (NPS): Details on page 11.

FOOD, LODGING, SHOPS, & OTHER SERVICES (KCPS)

Last day for services - October 13.
- Restaurant: Counter-service meals (not a full-service restaurant). Weekdays 8am-10:30am & 5-7pm, Saturday/Sunday 8am-2pm & 5-7pm. Picnic supplies at market.
- Gift Shop & Market: Salads, sandwiches, supplies, bear canisters, souvenirs, film. Daily 8am-7pm.
- Lodging: Open daily (last night 10/13). Page 10 has details.
- Showers & Laundry: Daily 8am-1pm & 3-6pm. Last laundry load in by 1 hour before closing.
- Picnicking & Horseback Riding: See page 3 & the page-12 map.
- Pay Telephones: Outside visitor center & restaurant/market.

Fee Collection at Kings Canyon Visitor Center starting October 16th.

This fall, fee collection will be moved near the visitor center, so please stop there to pay. The Big Stump Picnic Area will reopen on 10/17. Until then, take your picnic basket to Columbine (or see the park map for other picnic areas). If you want to explore an area that was logged in the last century, try Converse Basin, north of Grant Grove in the National Forest.

USFS: National Forest & Monument

HUME LAKE & BIG MEADOWS AREAS (FS)

Giant Sequoia National Monument, part of Sequoia National Forest, borders much of the western edge of these National Parks. You are in National Forest when you drive between the park areas of Lodgepole and Grant Grove, and between Grant Grove and Cedar Grove (see page 2 for more on Parks and Forests). It was sold to the government as a Forest Reserve in 1935. It is an excellent place to see sequoias recovering from intensive logging in the late 1800s.

PAY TELEPHONES
- Between Wuksachi Village & Grant Grove: Summer only at Stony Creek Resort & Big Meadows trailhead.
- Between Grant Grove & Cedar Grove: Hume Lake (year round); Kings Canyon Resort (summer only).

INFORMATION
- USFS Hume Lake District Office (FS): 35860 Kings Canyon Road (Hwy 180) in Dunlap, 10 miles (16 km) west of Kings Canyon Park entrance at Big Stump. Weekdays 8am-4:30pm. Maps & books sold. 1-559-338-2251; www.fs.fed.us/r5/sequoia.

OTHER SERVICES
- Boyden Cavern: Closes when road does on 11/13. On Hwy 180 between Grant Grove & Cedar Grove. Cave tours on the hour Monday-Friday: 11am-4pm; weekends: 10am-5pm. $11 ages 14 & up; $6 ages 3-13; under 3 free. AAA discounts. 1-209-776-2708.
- Montecito Lake Resort (FS): A permitted resort on public land open all year. On Generals Highway 9 miles (14.5km) south of Grant Grove. Breakfast 7:30-9am, lunch 12-1:30pm, dinner 5:30-7pm. Cabins, hotel, children’s activities. 1-800-227-9900 or 559-565-3388.
- Hume Lake: Private facilities open to public, 8 miles (13km) north of Grant Grove on Hwy 180 then 3 miles (5 km) south on Hume Lake Road. 24-hour laundry (coin operated) & gas station (with credit card). Market open daily 8am-5pm. Snack shop open on weekends, call ahead for hours of operation. 1-559-335-2000.

GASOLINE SALES
At Hume Lake, Stony Creek, and Kings Canyon Lodge. See page 5, Rules of the Road - Finding Gasoline for hours.

FREE NATURE PROGRAMS

In the fall, park rangers offer free walks and talks on some weekends in Grant Grove.
Snowshoe walks start when the snow lies deep enough.
Check local bulletin boards and visitor centers for schedules.
**KEEP FOOD FROM BEARS!**

It’s required all year! Learn how to do it correctly — see below.

**CAMPFIRE RESTRICTIONS**

Check bulletin boards for restrictions before you start any fire! Gather only dead & down wood; do not cut limbs from trees. Better yet, bring wood or buy it at a market. Fires must be out cold before you leave. In the national forest & monument you must get a free campfire permit at the Hume Lake District Office, Kings Canyon Visitor Center (Grant Grove), or a Forest Service ranger.

**ROADSIDE CAMPING?**

It’s not permitted in the park. Camp only in designated sites in campgrounds. In the National Forest & Monument, roadside camping is permitted unless posted otherwise. Ask a ranger for possible locations.

**NO HOLDING CAMPSITES**

You may not hold a site for someone who has not arrived. Sites not occupied for 24 hours are considered abandoned; property may be impounded.

GROUP SITES & MAXIMUM GROUP SIZES

**UP TO 6:** Many campgrounds allow only one vehicle & six people per site. Check locally for slight variations in these limits & parking locations for extra vehicles.

**7 TO 19:** In summer, Crystal Springs in Grant Grove has first-come, first-served sites for groups of 7-15 & Canyon View in Cedar Grove has sites for 7-19, for $35.

**LARGER:** Call in advance for information on reserving group tent-camping areas in the parks: For Sunset or Canyon View - 1-559-365-4335 (5/1-10/3: 505-3792 for Canyon View). To reserve a group site in Dorst or in the national forest/monument: call 877-444-6777 or go to www.recreation.gov.

**TIME LIMITS ON CAMPING**

Camping is limited to 14 days between June 14-September 14, with 30 days total per year.

**QUIET HOURS**

topm-6am. At Lodgpole & Dorst use generators only 8-11am & 5-8pm. At other campgrounds 9am-9pm only. Music should be audible in your campsite only.

**RVS & TRAILERS**

No hookups are available. Dump stations: See chart on page 11. Trailers are permitted in all but four park campgrounds; check the chart on page 11. Many sites are not suitable for trailers or RVs. Vehicles over 30 feet long can fit in a small number of sites.

Length advisory: On Generals Highway in Sequoia Park, from Potwisha Campground to Giant Forest Museum, a vehicle length limit of 22 feet is advised. See page 5 for other limitations & warnings.

**PROPANE CANISTERS**

Do not throw propane or other fuel canisters in park trash cans or leave them in the parks. Take them with you when you leave.

**BE A VOLUNTEER HOST!**

Live in the park, take care of campgrounds & resources, & meet great people! Learn about volunteer opportunities; contact the Park Volunteer Coordinator, 47050 Generals Highway, Three Rivers, CA 93271-9651.

**YOU MUST STORE ALL FOOD!**

Bears quickly learn to get food from cars, picnic tables, and backpacks. They then become destructive and sometimes aggressive. They want our food, not us, but people can get hurt. Too often these bears must be killed. This is why you may be fined if you do not store food properly.

- **DRIVERS:** Never leave any food or scented item in cars. Take infant seats out of cars; the smells they absorb may attract bears.
- **CAMPERS:** Store food day and night in the metal boxes provided (see page 11 for box sizes; avoid bringing coolers that won’t fit). Store ALL food, coolers, related items, and anything with an odor (even if it’s not food) – including unopened cans and bottles. Latch the box completely. Food not stored properly will be impounded. Where boxes are not provided, store food in the car trunk (seal food to reduce odors). If the car has no trunk, put everything on the floor, cover it well, and close the windows. Keep a clean campsite. Deposit garbage immediately in bear-proof containers or store it like food.
- **PICKNICKERS:** Guard your food at all times.
- **Lodge guests:** Keep cabin doors closed any time you leave.
- **BACKPACKERS:** Store all food in a portable canister. Less than 3 pounds; it holds up to 5-day’s food for one and fits in a pack. Metal boxes in a few backcountry locations offer backup storage. Rent or buy a canister at park visitor centers or markets. Bears defeat most attempts to hang food in trees.
- **EVERYONE:** Don’t let bears approach you or your food. Wave your arms, make loud noises, and throw small rocks in their direction (avoid hitting the face or head). Keep a safe distance but be persistent. If a bear does get food, never try to take it back.
Each campsite has a table & fire ring with grill; no hook-ups.

Food-storage regulations: Always read & follow instructions on bulletin boards to help save a bear!

Summer reservations for Dorst & Lodgepole (in Sequoia NP) & for reservable campgrounds (marked * below) in the National Forest (USFS) may be made up to 6 months in advance of the date desired.

Contact www.recreation.gov or 1-877-444-6777 (7am - 9pm PST from 3/1-10/31. Customer service: 888-448-1474.

### Food Storage

Avoid bringing items that won’t fit.

Symbols on the chart tell the size of bear-proof food-storage boxes available in each campground:

- One small box per site (47" long x 17" deep x 16" high);
- One large box per site (at least 47" long x 33" deep x 28" high);
- A mix of box sizes;
- Additional boxes available for sites to share.

### Key to Symbols

- "Nearby" - Within 2 miles/ 3.2
  - Year-round
  - Summer only

### IN SEQUOIA NATIONAL PARK (NPS)

#### Foot Hills Area

<table>
<thead>
<tr>
<th>Campground</th>
<th>Elevation</th>
<th>Lowest in elevation, therefore hottest and usually snowfree.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Potwisha</td>
<td>Open all year.</td>
<td>42</td>
</tr>
<tr>
<td>Buckeye Flat</td>
<td>Closed.</td>
<td>28</td>
</tr>
<tr>
<td>South Fork #</td>
<td>Non-potable water, Last night</td>
<td>10</td>
</tr>
</tbody>
</table>

#### Mineral King Area

<table>
<thead>
<tr>
<th>Campground</th>
<th>Elevation</th>
<th>No RVs or trailers.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Atwell Mill #</td>
<td>Last night</td>
<td>21</td>
</tr>
<tr>
<td>Cold Springs #</td>
<td>Last night</td>
<td>40</td>
</tr>
</tbody>
</table>

#### Lodgepole Area

<table>
<thead>
<tr>
<th>Campground</th>
<th>Elevation</th>
<th>*Summer reservations up to 6 months in advance (see Reservations above.)</th>
</tr>
</thead>
<tbody>
<tr>
<td>*Lodgepole ✦ ✦</td>
<td>Open all year.</td>
<td>214</td>
</tr>
<tr>
<td>*Dorst ✦ ✦</td>
<td>Closed</td>
<td>204</td>
</tr>
</tbody>
</table>

#### Grant Grove Area

<table>
<thead>
<tr>
<th>Campground</th>
<th>Elevation</th>
<th>Flush at village</th>
</tr>
</thead>
<tbody>
<tr>
<td>Azalea ✦</td>
<td>Open all year.</td>
<td>110</td>
</tr>
<tr>
<td>Crystal Springs ✦</td>
<td>Closed</td>
<td>36</td>
</tr>
<tr>
<td>Sunset ✦</td>
<td>Closed</td>
<td>157</td>
</tr>
</tbody>
</table>

#### Cedar Grove Area (on the floor of the Kings Canyon)

<table>
<thead>
<tr>
<th>Campground</th>
<th>Elevation</th>
<th>Flush at visitor center</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sentinel ✦ ✦</td>
<td>Last night</td>
<td>82</td>
</tr>
<tr>
<td>Sheep Creek ✦ ✦</td>
<td>Last night</td>
<td>111</td>
</tr>
<tr>
<td>Canyon View ✦</td>
<td>Last night</td>
<td>23</td>
</tr>
<tr>
<td>Moraine ✦</td>
<td>Open only as needed.</td>
<td>120</td>
</tr>
</tbody>
</table>

#### Sequoia National Forest/Giant Sequoia National Monument (FS)

#### Hume Lake Area

<table>
<thead>
<tr>
<th>Campground</th>
<th>Elevation</th>
<th>*Reservable in summer.</th>
</tr>
</thead>
<tbody>
<tr>
<td>*Princess - Closed</td>
<td>88</td>
<td>$17 single</td>
</tr>
<tr>
<td>*Hume Lake - Closed</td>
<td>74</td>
<td>$19 single</td>
</tr>
<tr>
<td>Tenmile</td>
<td>No water - Closes when snow falls.</td>
<td>13</td>
</tr>
<tr>
<td>Landslide - Closed</td>
<td>9</td>
<td>$15</td>
</tr>
<tr>
<td>Convict FLat</td>
<td>No water. Last night</td>
<td>5</td>
</tr>
</tbody>
</table>

#### Big Meadows & Stony Creek Areas

<table>
<thead>
<tr>
<th>Campground</th>
<th>Elevation</th>
<th>*Reservable in summer. Elevation 6400-7500'.</th>
</tr>
</thead>
<tbody>
<tr>
<td>*Stony Creek # - Closed</td>
<td>49</td>
<td>$19 single</td>
</tr>
<tr>
<td>Upper Stony # - Closed</td>
<td>18</td>
<td>$15</td>
</tr>
<tr>
<td>Horse Camp</td>
<td>No water - Close mid-November</td>
<td>5</td>
</tr>
<tr>
<td>Buck Rock</td>
<td>No water - Close mid-November</td>
<td>11</td>
</tr>
<tr>
<td>Big Meadow</td>
<td>No water - Close mid-November</td>
<td>40</td>
</tr>
</tbody>
</table>

* Dump station not recommended for vehicles over 30 feet long.

**SEQUOIA NATIONAL FOREST / GIANT SEQUOIA NATIONAL MONUMENT**

FALL 2007 11
**PARK ROADS**
- Campground
- Picnic Area
- Lodging
- Horses/riding
- Gas station

**Major paved road**
**Minor paved road**
**Unpaved road**
**Park boundary**

**LIFE ZONES:**
- **High Sierra**
  9,000 to 14,500 feet.
  Summer: Warm to chilly days; nights down to low 30s.
  Winter: frigid.
- **Conifer zone**
  5,000 to 9,000 feet.
  Summer: Warm days & cool nights.
  Winter: deep snow.
- **Foothills zone**
  1,500 to 5,000 feet.
  Mild, wet winters; hot, dry summers.
  Cedar Grove is cooler than the foothills, hotter than Grant Grove.

**STEEP ROADS:**
Grades of 5-8%.
Downshift to avoid overheated or failed brakes. See page 5.

**DRIVING TIME IN GOOD WEATHER:**
**FROM FOOTHILLS TO:**
- Giant Forest - 1 hour
- Lodgepole - 1 hour
- Visalia - 1 hour
- Mineral King - 1 1/4 hours.
  Road closed Nov 1 to late May.
**FROM GIANT FOREST TO:**
- Grant Grove - 1 hour
**FROM GRANT GROVE TO:**
- Cedar Grove - 1 hour.
  Road open mid-April to Nov 13.
- Fresno - 1 1/2 hours.
  Yosemite south entry via Hwy 41 - 3 hours.