

Garfield County Trails Committee Proposed work projects for 2009

In consultation within the BLM we have a list of 3 possible work projects within Grand Staircase-Escalante National Monument:

- Re-cairning eastern and/or western ends of the Boulder Mail Trail: This would involve hiking from the Boulder Air Strip to Sand Creek - knocking over extraneous cairns and establishing the minimum necessary to keep hikers on route. On the Escalante end, we would hike the route up to Antone Flat, again knocking over extraneous cairns and establishing the minimum necessary for hikers to stay on route.

- Cedar Wash Arch: There are currently several braided social trails to the view of the arch. The proposed project would involve creating a single main trail from the parking area down to the slickrock rim of Cedar Wash Canyon at which point the arch is visible to the east.

- Create walk-in campsites along the Egypt road: The Egypt road bounds the Scorpion Wilderness Study Area. Campers and canyoneers would benefit from a few strategically located walk-in campsites. These would feature roadside parking for 2 cars and a camping site within easy walk. The roadside parking would be delineated by large boulders placed by heavy equipment. A crew of workers would “landscape” and delineate the camping site using hand tools, perhaps establishing a stone fire ring. Work might also include ash removal or other site restoration.

One project on Dixie National Forest is also proposed: It would involve trash clean-up at Criss Lake. Use of a horse has been donated to haul out the garbage.

For any of these projects, volunteers would want to supply their own gloves and work clothes. Hand tools will be supplied by the appropriate agency.

Other project proposals are welcome. So if you have more ideas, bring them to Wednesday's meeting when we hope to vote on a work project.

Working as a team is fun and these projects are meaningful for the land in Garfield County!!!! Please attend so you can have input on which project we choose!