

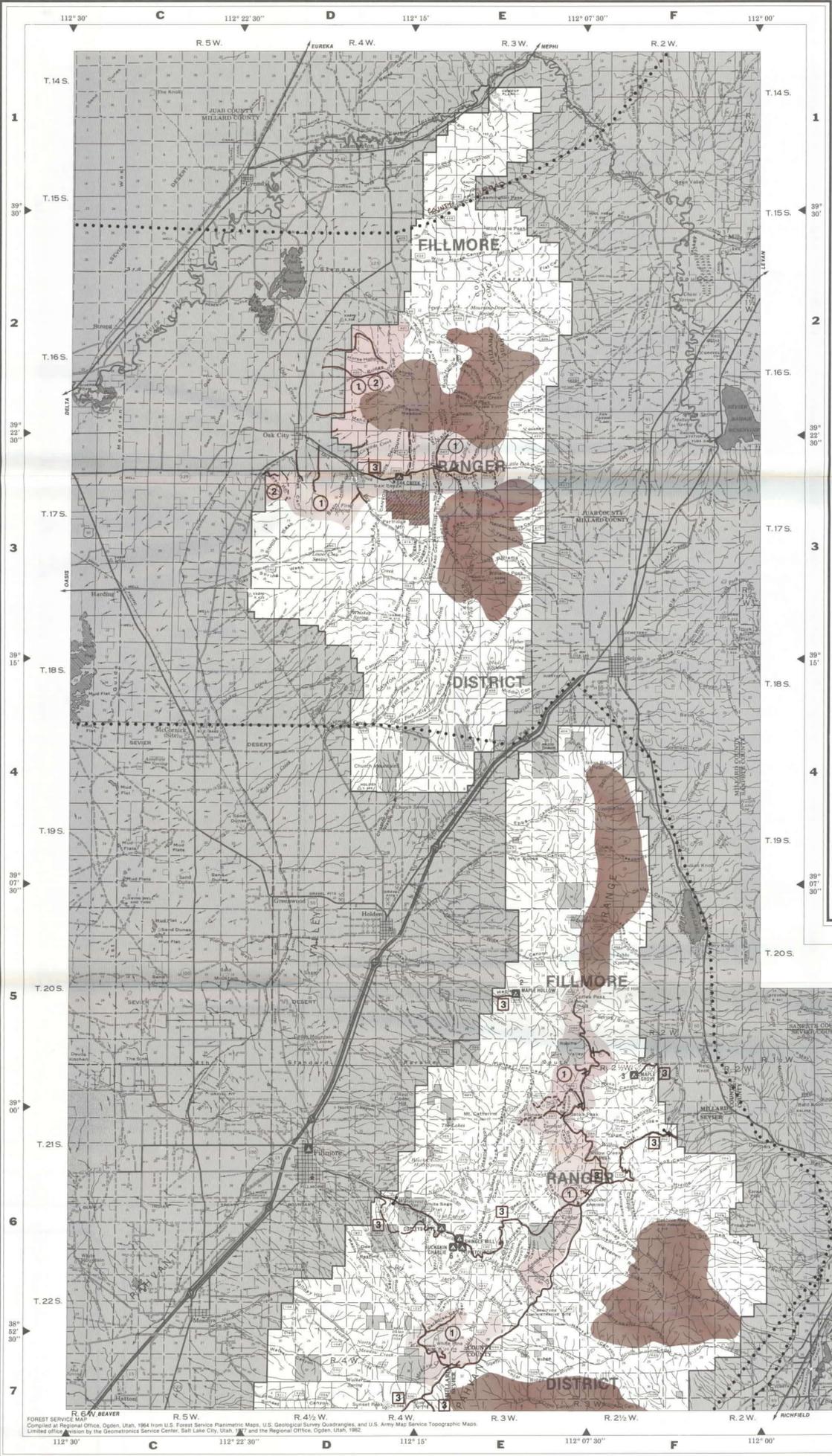


vicinity map

LEGEND

Salt Lake Meridian 1986

- National Forest Boundary
- County Boundary Line
- U.S. Highway
- State Highway
- Forest Route
- Forest Trail
- Existing Arterial and Collector Roads
- Proposed Arterial and Collector Roads
- All Weather Road
- Dirt Road
- Primitive Road
- Trail
- Existing Utility Corridors
- Forest Supervisor's Headquarters
- District Ranger Station
- Forest Service Station
- Mine, Quarry, or Gravel Pit
- House, Cabin, or other Building
- Spring
- Existing Developed Recreation Sites
- Proposed Developed Recreation Sites
- Lands not covered by this plan
- National Forest land open to all motorized/mechanized vehicles, except where specified
- National Forest land closed yearlong to all motorized/mechanized vehicles
- National Forest land with restrictions
- Designated Road
- Designated Trail
- Designated Road with *restrictions
- Designated Trail with *restrictions
- Area Reference Number
- Gate



HOW TO TREAD LIGHTLY

- Obtain a Travel Map from the Forest Service, or regulations from other public land agencies. Learn the rules and follow them.
- Avoid running over young trees, shrubs, and grasses—damaging or killing them.
- Stay off soft, wet roads and trails readily torn up by vehicles (particularly during hunting seasons). Repairing the damage is expensive.
- Travel around meadows, steep hillsides, or streambanks and lakeshores easily scarred by churning wheels.
- Resist the urge to pioneer a new road or trail, or to cut across a switchback.
- Stay away from wild animals that are rearing young—or suffering from food shortage. Stress can sap scarce energy reserves.
- Obey gate closures and regulatory signs. Vandalism costs tax dollars.
- Stay out of Wildernesses. They're closed to all vehicles. Know where the boundaries are.
- Get permission to travel across private land. Respect landowner rights.

Future opportunities for exciting travel with your recreation vehicle are in your hands, so—TREAD LIGHTLY!

PURPOSE OF GATES ON MAIN ROADS

Several main access roads have gates which will be closed during saturated conditions in the winter and spring. Travel on saturated roads causes deep ruts. Water runs down the ruts instead of running across and off the road. This causes erosion and gullies. Ruted roads require significantly more maintenance and increases funding needs.

VEHICLE OPERATOR RESPONSIBILITIES

Travel on roads, trails, and off-road areas shall be in accordance with this map and as signed or posted on the ground. Restrictions have been established to provide public safety, protect National Forest resources, and minimize conflicts.

Operator and vehicle shall conform with State law as to age of operator, license, registration, and operating requirements. Vehicle operation on county roads and State highways crossing National Forest lands shall conform to State laws; however, vehicle use on roads under Forest Service jurisdiction will be in conformance with this map.

Exceptions can be authorized by written permit issued by a Forest Officer. Also, temporary exceptions are permitted for law enforcement, emergencies, and fire when conducted by a Federal, State, or local officer performing an official duty.

Authorities for managing vehicle use on roads, trails, and areas under Forest Service jurisdiction are Secretary of Agriculture Regulations 36 CFR 212.7, 261 subpart A and subpart B, and 295.

J. Kurt Sayle
Forest Supervisor, Fishlake N.F. Date *May 15, 1986*

Forest travelers are always encouraged to check for changed conditions or issuance of a new travel map. This is especially useful after one year from date of signature.

INFORMATION SOURCES

FOREST SUPERVISOR
115 East 900 North
Richfield, Utah 84701
(801) 896-4491

Fire Dispatch
(801) 896-8404

Beaver Ranger District
190 North 100 East
Beaver, Utah 84713
(801) 438-2436

Richfield Ranger District
115 East 900 North
Richfield, Utah 84701
(801) 896-4491

Fillmore Ranger District
390 South Main Street
Fillmore, Utah 84631
(801) 743-5721

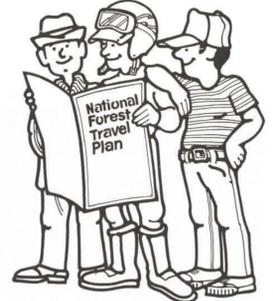
Loa Ranger District
150 South Main Street
Loa, Utah 84747
(801) 836-2811, 2800

OTHER PUBLIC LANDS

Bureau of Land Management
150 East 900 North
Richfield, Utah 84701
(801) 896-8221

Capitol Reef National Park
Torrey, Utah 84775
(801) 425-3871

State Lands and Forestry
130 North Main Street
Richfield, Utah 84701
(801) 896-6494



- Map symbol or field sign

Applies to motor vehicles of 40" width or more

Applies to two-wheel vehicles such as trail bikes, scooters, or motorcycles designed for trail use. No larger vehicles may be used on any Forest trails, unless otherwise designated

Applies to snowmobiles or any other vehicle capable of over-snow travel. This would include vehicles which run on cleats, belts, tracks, skis, or low-pressure tires

Applies to all other vehicles such as ATVs, mountain bicycles, etc.



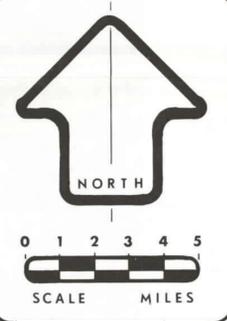
ROAD and TRAIL RESTRICTIONS

REFERENCE NUMBER	PERIOD OF RESTRICTED USE	VEHICLES OF 40" WIDTH OR MORE	TWO-WHEEL MOTORIZED VEHICLES	OVERSNOW VEHICLES	OTHER VEHICLES	PURPOSE OF RESTRICTION
1	Yearlong	Prohibited	Prohibited	Permitted	Prohibited	Reduce Erosion
2	Yearlong	Prohibited	Prohibited	Permitted	Permitted	Reduce Erosion
3	Yearlong	Permitted	Non-Street Prohibited	Permitted	Non-Street Prohibited	Safety

AREA USE RESTRICTIONS

REFERENCE NUMBER	PERIOD OF RESTRICTED USE	VEHICLES RESTRICTED	PURPOSE OF RESTRICTION
1	Yearlong	All vehicles restricted to designated roads or trails except over-snow machines operating on adequate snow	Reduce erosion, watershed, and wildlife protection
2	Dec. 1 - April 1	All motorized vehicles prohibited except travel permitted on designated roads	Prevent unnecessary stress to wildlife during winter

NOTE: In Restricted Areas with Reference Number 1, access to and from temporary campsites or for gathering firewood (by permit) within 300 feet of designated roads is permitted; also, retrieving legally taken big game using a desirable direct route not causing resource damage is permitted.



FISHLAKE NATIONAL FOREST
UTAH

NORTH HALF
TRAVEL MAP

Land & Resource
Management Plan

Beaver, Fillmore, Loa,
and Richfield Ranger Districts