

# SUMMER '90 THROUGH SPRING '91

#### PROGRAMS AND HIKES

·At Cedar Pass, June 3 through August 25·

Norbeck Ridge Hike—6:30 a.m. daily. 3 hours. Meet at Fossil Exhibit Trail, 5 miles west of Cedar Pass Visitor Center. Short steep climb at beginning and end; otherwise, mostly level. Features Badlands Wall, Medicine Root Gravels, prairie, and canyons. Sturdy shoes and water required.

Nature Walk-8 a.m. and 6 p.m. daily. 1-1/2 hours. Meet at Amphitheater parking lot. Bring car for transportation to trail head. Prairie life, eroding buttes, and fossils. Easy walk.

Fossils Reborn—12:30, 2:30 and 4:30 p.m. Drop-in during 1 hour sessions daily at Fossil Exhibit Trail. A naturalist tells about Badlands fossils while removing them from the rock.

**Evening Talk**–9 p.m. through August 11; 8:30 p.m. through August 25. At the Amphitheater.

Weather permitting, a Night Prowl or Night Sky program follows the Evening Talk. Prowl the dark prairie with a naturalist, or view the deep Night Sky through a telescope. Bring a flashlight.



The Cedar Pass and White River Visitor Center have bookstores operated by the Badlands Natural History Association, P.O. Box 6, Interior, SD 57750. All profits are donated to the park for research and public education, For catalogs, contact the Badlands Natural History Association.

#### WELCOME

Badlands National Park is famous for its fantastically eroded landscapes. Fossils 37 to 23 million years old erode out of buttes and gullies while pronghorns, bison and bighorn sheep drift across old homesteads and hunting grounds of the Sioux Indians—the wind-stirred prairie.

There is much to see and do. You may want to stay and explore both this park and neighboring parks, forests, and grasslands.

The park staff is dedicated to making your visit a safe and pleasant one.

Let us hear from you. We welcome your observations and suggestions. Write to: Superintendent, Badlands National Park, P.O. Box 6, Interior, SD 57750.

#### REGULATIONS

To preserve the prairie and make your visit more enjoyable:

- •Leave rocks, fossils, animals and plants undisturbed.
- Stay on established roads. No offroad driving or biking.
  - ·Keep pets on leash.
- •Be careful of fire. Campfires are not permitted.
  - •No hunting or shooting.
- •Camp only in campgrounds or in the backcountry.
- •The park speed limit is 45 MPH or as posted.

"VARIETY VOLUNTEERING" - Ask or write the Badlands National Park VIP Coordinator

# **PARK FACILITIES**

CEDAR PASS VISITOR CENTER: Information, park video, touch-room, natural and cultural history exhibits. Books, postcards, maps and posters for sale. Park offices, restrooms, water and telephone. June 3 through Sept. 1–7 a.m. to 8 p.m.; April 8 through June 2 and Sept. 2 through Oct. 20–8 a.m. to 5 p.m.; Oct. 21 through April 6–8 a.m. to 4:30 p.m.

CEDAR PASS CAMPGROUND: Summer-\$7 per night, 14 day maximum. No reservations for tent or RV sites; reservations required for group sites. Water, restrooms, shaded tables, dump station. No hookups. CAMPFIRES

PROHIBITED. Winter-Free, pit toilets, no water.

CEDAR PASS LODGE: Dining. Gift shop. Cabins. April 15 through October 15. Reservations: (605) 433-5460 or write Box 5, Interior, SD 57750.

BIGFOOT AND CONATA PICNIC AREAS: Tables, trash cans, pit toilets. NO WATER. CAMPFIRES PROHIBITED.

WHITE RIVER VISITOR CENTER: Information, Oglala Sioux exhibits and video program, restrooms, water. June 3 through August 25 only–9 a.m. to 5 p.m.

SAGE CREEK PRIMITIVE CAMPGROUND: Free, no reservations, 14 day maximum. Tables, pit toilets. NO WATER. CAMPFIRES PROHIBITED.

# SERVICES NEAR THE PARK

INTERIOR: Gifts, groceries, gas, LP gas, food, motels, laundromat, campgrounds.

**WALL:** Gifts, groceries, drug store, gas, LP gas, food, motels, laundromat, campground, and small-craft airport.

**KADOKA:** Food, gifts, gas, LP gas, laundromat, motels, campground, groceries, and small-craft airport.

SCENIC: Groceries, gas, souvenirs. SHARPS CORNER: Groceries, gas.

KYLE: Food, groceries, gas, laundromat. Nearby Oglala Lakota College, a center for Oglala studies.

CACTUS FLAT, I-90 EXIT 131: Gas, laundromat, groceries, campground.

# TRAILS-CEDAR PASS AREA

**DOOR TRAIL:** Easy. 3/4 mile. Fossil soils, ash layers, and erosion. A trail quide booklet explains geology.

NOTCH TRAIL: Moderately difficult. 1-1/2 miles. A ladder to climb. At the

notch the wind howls while you enjoy the view.

CASTLE TRAIL & MEDICINE ROOT TRAIL: Easy, but 5-1/2 miles one way, or a 6 mile loop using the Medicine Root Trail. Take drinking water! Trailheads at Notch Trail and Fossil Exhibit Trail.

CLIFF SHELF NATURE TRAIL: Easy 1/4 mile, though steps preclude wheelchairs. Shrubs, trees, birds, mammals, snakes, and a cattail pond, all explained in a trail guide booklet.

SADDLE PASS TRAIL: Moderate, though steep. 1/2 mile. Climbs the Wall to a view and connects with Castle Trail and Medicine Root Trail.

FOSSIL EXHIBIT TRAIL: Easy 1/4 mile loop. Replicas of local fossils displayed under clear protective domes. Trail guide.

### **ENTRANCE FEES**

**Charged May through September** 

\$3.00 per car and passengers. \$1.00 for each bus passenger between the ages of 16 and 62. Free for holders of Golden Eagle, Age, or Access Passports.

# SPECIAL ACCESS



Fossil Exhibit Trail and the Window Trail are accessible to people in wheelchairs. Cedar Pass Visitor Center, its desk, displays and restrooms are accessible. The park orientation video is captioned on request. In the Touch Room, fossils, rocks, bones, and plants are accessible and may be handled. All doors are 32" or wider. Two comfort stations in the Cedar Pass campground are wheelchair accessible. White River Visitor Center displays and restrooms are wheelchair accessible.

### **EMERGENCIES**

Report problems to Park Rangers, or call 433-5361.

## SAFETY

Explore off the trails but beware. The Badlands are crumbly and treacherous. Spiny cactus lurks hidden in prairie grass.

Heat exhaustion can be a problem. Carry lots of water while hiking, and drink often. Hike at a moderate pace.

Wildlife (particularly bison and rattlesnakes) are unpredictable. View them at a distance.

Drive carefully. Observe posted signs. Summer traffic is heavy-the park roads are narrow. Pedestrians abound.

# **WEATHER**

Summer-Most days are sunny with highs in the 90s; a few days top 100. Thunderstorms bring high wind, hail and lightning.

Fall-Mild and pleasant with wet snow a possibility in late September.

Winter-Some days are mild and sunny, many are cold. Blizzards bring snow, wind and temperatures perhaps twenty below.

Spring-Warming begins in March, though freezes and blizzards are possible through April. April and May typically are wet.