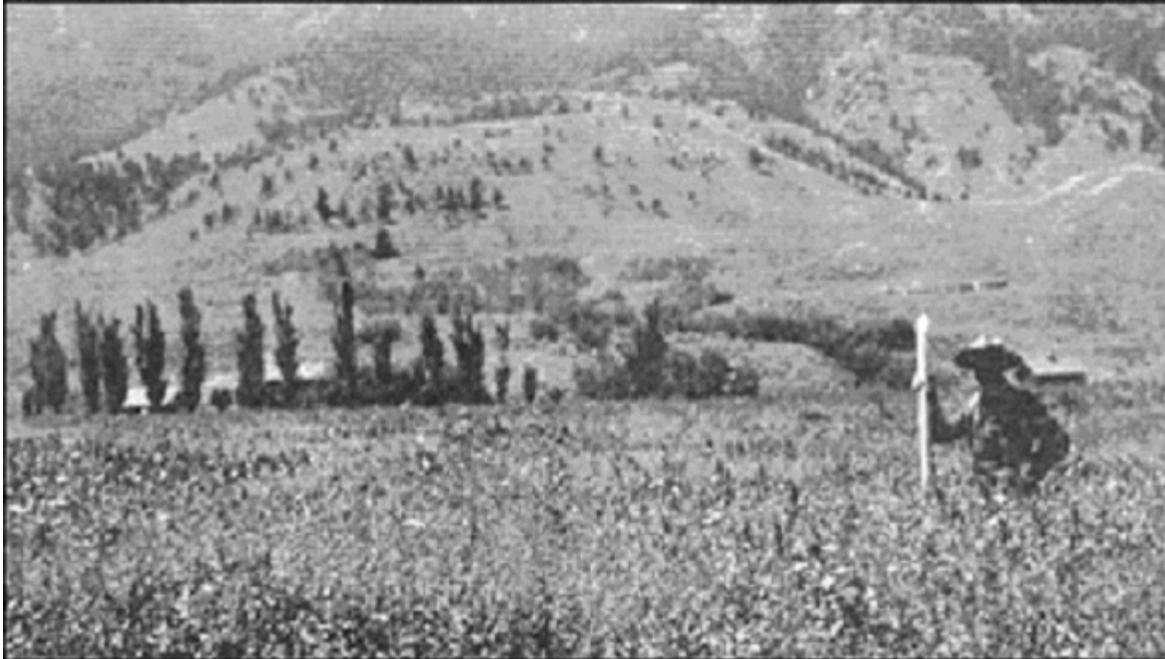

National Park Service
Cultural Landscapes Inventory
2006



Historic Game Ranch
Yellowstone National Park

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Inventory Summary

The Cultural Landscapes Inventory Overview:

CLI General Information:

Purpose and Goals of the CLI

The Cultural Landscapes Inventory (CLI), a comprehensive inventory of all cultural landscapes in the national park system, is one of the most ambitious initiatives of the National Park Service (NPS) Park Cultural Landscapes Program. The CLI is an evaluated inventory of all landscapes having historical significance that are listed on or eligible for listing on the National Register of Historic Places, or are otherwise managed as cultural resources through a public planning process and in which the NPS has or plans to acquire any legal interest. The CLI identifies and documents each landscape's location, size, physical development, condition, landscape characteristics, character-defining features, as well as other valuable information useful to park management. Cultural landscapes become approved CLIs when concurrence with the findings is obtained from the park superintendent and all required data fields are entered into a national database. In addition, for landscapes that are not currently listed on the National Register and/or do not have adequate documentation, concurrence is required from the State Historic Preservation Officer or the Keeper of the National Register.

The CLI, like the List of Classified Structures, assists the NPS in its efforts to fulfill the identification and management requirements associated with Section 110(a) of the National Historic Preservation Act, National Park Service Management Policies (2006), and Director's Order #28: Cultural Resource Management. Since launching the CLI nationwide, the NPS, in response to the Government Performance and Results Act (GPRA), is required to report information that respond to NPS strategic plan accomplishments. Two GPRA goals are associated with the CLI: bringing certified cultural landscapes into good condition (Goal 1a7) and increasing the number of CLI records that have complete, accurate, and reliable information (Goal 1b2B).

Scope of the CLI

The information contained within the CLI is gathered from existing secondary sources found in park libraries and archives and at NPS regional offices and centers, as well as through on-site reconnaissance of the existing landscape. The baseline information collected provides a comprehensive look at the historical development and significance of the landscape, placing it in context of the site's overall significance. Documentation and analysis of the existing landscape identifies character-defining characteristics and features, and allows for an evaluation of the landscape's overall integrity and an assessment of the landscape's overall condition. The CLI also provides an illustrative site plan that indicates major features within the inventory unit. Unlike cultural landscape reports, the CLI does not provide management recommendations or

treatment guidelines for the cultural landscape.

Inventory Unit Description:

The Stephens Creek Administrative site is located in the northwestern section of Yellowstone National Park, in Park County, Montana, near the town of Gardiner. It is part of the park boundary expansion that occurred during the 1930s. The Historic Game Ranch lies within this administrative site, which is located in the Upper Yellowstone River Valley at the base of a mountain slope below Electric Peak. Stephens Creek flows northeastward past the east side of the site to its confluence with the Yellowstone River. The land between the administrative site and the Yellowstone River consists of gently sloping terrain covered with sagebrush and grasses. The upper portions of the hill slopes behind the building complex are vegetated with conifers, while the drainage courses contain riparian vegetation including cottonwoods and aspens.

The Historic Game Ranch site was formerly a vernacular homestead landscape in a rural ranching river valley that was adapted and modified by Yellowstone National Park in the 1930s to serve game conservation (the feeding of elk and antelope) and landscape naturalization programs (the propagation of native plants for use in projects) through the use of the Emergency Conservation Work (ECW) program. In 1934, a landscape architect employed by the National Park Service Branch of Plans and Design planned and designed this complex; therefore this landscape is considered a historic designed landscape. After constructing the facility in 1934-35, the Civilian Conservation Corps (CCC) then operated the ranch and nursery until 1942. The nursery was disbanded in 1942, coinciding with the end of the ECW program. The park ceased irrigating the hay fields sometime later (between the 1940s-50s), as a result of a shift in game management policy that made it inappropriate to feed wildlife.

Three-quarters of a mile from the county road, the narrow, unpaved historic access road leads to the complex. Surrounding the complex are sagebrush flats: shrubs and grasses that are low growing and reminiscent of the extensive hay fields that preceded them historically. Irrigation ditches and the absence of filed stones also provide evidence of the former hay fields.

Buildings and structures that were NPS designed and CCC constructed using NPS Rustic Architectural principles, were organized into two clusters, residential and barn areas. Other extant improvements from that period include a small fire hose shelter and two hydrants located near the residence and garage. These are above-ground remnants of the historic water system that provided domestic and fire prevention supply to the residential complex. Extant landscaping in the residence cluster consists of the ornamental and agricultural vegetation that predated the 1930s park service acquisition of the site. This historic vegetation includes a small apple orchard located in front of the residence and a row of remnant Lombardy poplars (dead) lining one side of the access road. Extant CCC landscaping efforts include the lawn of wild grasses around the house and two stone walkways in the yard area: one connecting the access road with the front porch of the residence and the other running from the driveway behind the residence to the garage door.

Separated from this residential cluster at the end of the access road is the historic nursery site that now predominantly serves as the park horse corral operation. A small nursery shares the space within the historic nursery perimeter fence with this corral. The historic native plant nursery was planned and constructed in 1935 to supply trees and shrubs for the landscape naturalization program in Yellowstone

Historic Game Ranch Yellowstone National Park

National Park. During the height of its operation it reportedly yielded approximately 1,000,000 plants. It was historically protected by a tall and sturdy game and rodent proof perimeter fence (extant), shelter belt plantings to protect the plants from the wind, interior circulation system, an irrigation system, seed beds, transplant areas, shade screens and bed frames, drying screens, and storage shed. Today, the small park nursery that shares the former nursery area with the corral is reminiscent of the once extensive nursery operations. With the extant historic perimeter fence and remnant shelter belt plantings, one can still see the shape and large expanse of what was once the nursery.

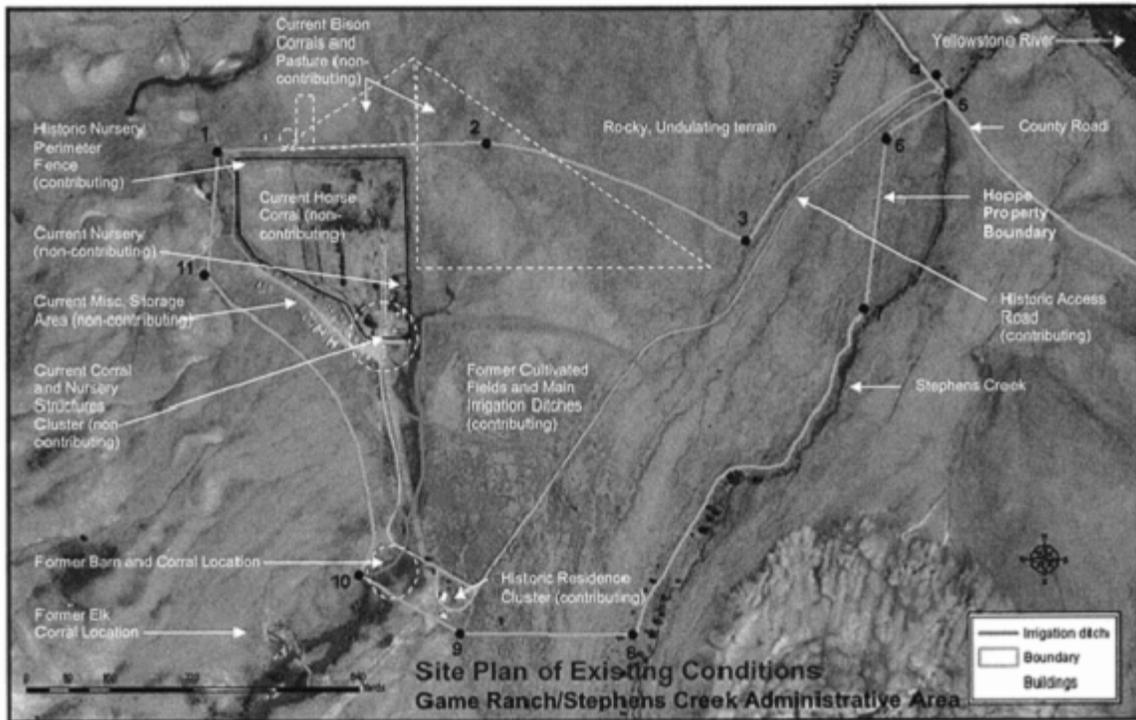
This complex or “administrative site,” located at a lower elevation than much of the park, today houses those utilitarian functions that need access year round, such as the horse operation, the storage of materials and equipment and the law enforcement shooting range. Current, historically compatible resource conservation operations continue to occur at the bison capture and holding facility at the northern end of the former nursery site.

The Historic Game Ranch retains integrity of setting, materials, workmanship, location, feeling and association, although the integrity of design has been diminished by the relocation of the barn and corral. On this basis, this CLI recommends that the Historic Game Ranch is eligible for listing in the National Register as a historic district.

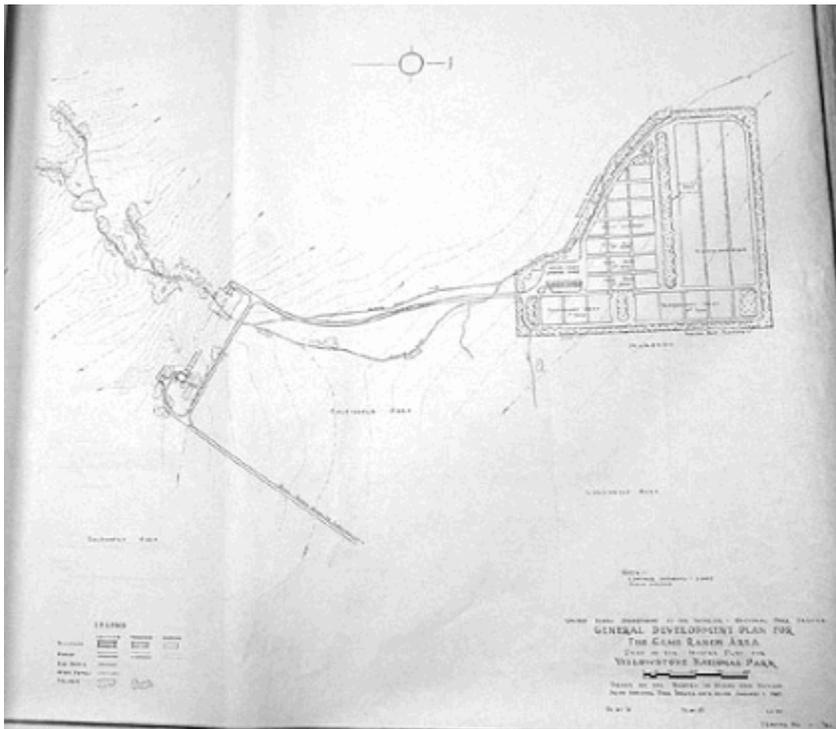
The degree to which the game conservation and nursery operation existed at the Game Ranch during its period of significance was no longer feasible as the ECW funding ended, the CCC crews left the park, game management policies evolved, and native plants used in park revegetation programs were instead contracted outside the park. Throughout the park, game were no longer fed, captured and manipulated. Therefore, fields were no longer irrigated and cultivated and fences were taken down while operations were modified. It can be assumed that at the Lamar Buffalo Ranch, the horse corral operation was probably no longer needed and was relocated to the lower elevation of the game ranch (which was accessible year-round) sometime in the late 1950s-early 1960s. This horse corral operation is bucolic, open-space in character and still conservation-oriented in nature, therefore it is considered a compatible land use that has been overlaid inside the nursery without removal of its perimeter fence or primary circulation system, so one can still see the overall form of the historic operation. Inside the perimeter fence, a smaller nursery currently shares the space with the corral operation.

The current conservation-oriented land uses (residence, nursery, bison corral and wildlife open range) continue to be an important association to the Historic Game Ranch, as do the Rustic Architectural Style residence, garage and barn. They exemplify a time when the feeding of wildlife, strategically placed patrol cabins and the growing of native plants were important aspects of the conservation of nature and natural resources. Today, wildlife may graze at the ranch, but feeding is not managed. The irrigation ditches are linked to the non-extant hay fields that were part of the game conservation program. The utilitarian nursery perimeter-fence and shelter-belt plantings are a link to the propagation of native plants used in the park’s landscape naturalization program, which was an important component of the era of National Park Service landscape preservation and rustic principles.

Site Plan



Site plan of the existing conditions for the Historic Game Ranch.



1941 General Development Plan (GDP) of the Historic Game Ranch, showing existing conditions. Dwg # YEL NP/3311-D from YNP Archives. The elk corrals are not shown in this plan, but are in the 1939 GDP. Note cultivated areas and irrigation ditches.

Property Level and CLI Numbers

Inventory Unit Name:	Historic Game Ranch
Property Level:	Component Landscape
CLI Identification Number:	890229
Parent Landscape:	890220

Park Information

Park Name and Alpha Code:	Yellowstone National Park -YELL
Park Organization Code:	1570
Park Administrative Unit:	Yellowstone National Park

CLI Hierarchy Description

The Game Ranch is a component landscape within the parent landscape of the park as determined by the Cultural Landscape Inventory (CLI) process.

Concurrence Status

Inventory Status: Complete

Completion Status Explanatory Narrative:

The draft Historic Game Ranch (Stephens Creek) CLI was completed by Peggy F. Nelson of Historical Research Associates. The inventory information was compiled following a site visit (May 29, 1997) and reviewing a variety of historical research. The inventory was edited, revised, and entered into CLAIMS by Brian G. Fuller in June/July 2002. Tom Gibney, Shapins Associates, entered the latest revisions into CLAIMS in June 2005. Although this IU is not currently listed on the National Register of Historic Places (NR), the park wishes to pursue a DOE from SHPO on this CLI and then proceed with a NR nomination for the Historic Game Ranch.

Concurrence Status:

Park Superintendent Concurrence:	Yes
Park Superintendent Date of Concurrence:	01/30/2006
National Register Concurrence:	Eligible -- SHPO Consensus Determination
Date of Concurrence Determination:	02/16/2006

Concurrence Graphic Information:



MONTANA HISTORICAL SOCIETY

• cefra
• [unreadable]

225 North Roberts + P.O. Box 201201 + Helena, MT 59620-1201
+ (406) 444-2694 + FAX (406) 444-2696 + www.montanahistoricalsociety.org +

February 16, 2006

RECEIVED

FEB 27 2006

Superintendent Suzanne Lewis
Yellowstone National Park
P.O. Box 168
Yellowstone National Park, WY 82190

SUPERINTENDENT'S OFFICE

Reference: H4217(YELL): Determination of Eligibility (DOE) on the Game Ranch
Cultural Landscape

Dear Superintendent Lewis,

Thank you for your letter of January 31, 2006 and the opportunity to review the Historic Game Ranch Cultural Landscape Inventory (CLI) data report. The Montana State Historic Preservation Office (MTSHPO) **concurs** that the Game Ranch Cultural Landscape, as described in the CLI, is eligible for listing in the National Register of Historic Places at the local level under Criteria A and C.

Congratulations to Zehra Osman, Peggy Nelson, and all of the talented people who have worked to document and preserve this remarkable place. I found the narrative to be highly readable, interesting, and well researched. The National Park Service has been at the forefront of documenting how geography, natural and man made systems, building clusters, and small-scale features combine to effectively convey how a place has been used through time. We at MTSHPO appreciate your efforts.

Enclosed please find the letter you sent, signed by Stan Wilmoth, Acting State Historic Preservation Officer. We have retained copies of this letter for our files.

Please let us know if you have any questions or require any additional information.

Sincerely,

Kate Hampton
National Register Historian and
Deputy State Historic Preservation Officer

RECEIVED

MT SHPO concurrence on the Historic Game Ranch CLI, 2/16/2006.



United States Department of the Interior

NATIONAL PARK SERVICE
PO Box 168
Yellowstone National Park
Wyoming 82190

IN REPLY REFER TO:

H4217(YELL)

5002 T & NY*

MEMORANDUM

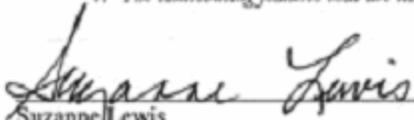
To: IMR Deputy Associate Regional Director, Cultural Resources
Box 728
Santa Fe, New Mexico 87504-0728

From: Superintendent, Yellowstone National Park
P.O. Box 168
Yellowstone National Park, Wyoming 82190

Subject: Historic Game Ranch, Cultural Landscape Inventory (CLI)

I hereby concur with the content and the assessment of the cultural landscape for the Historic Game Ranch.

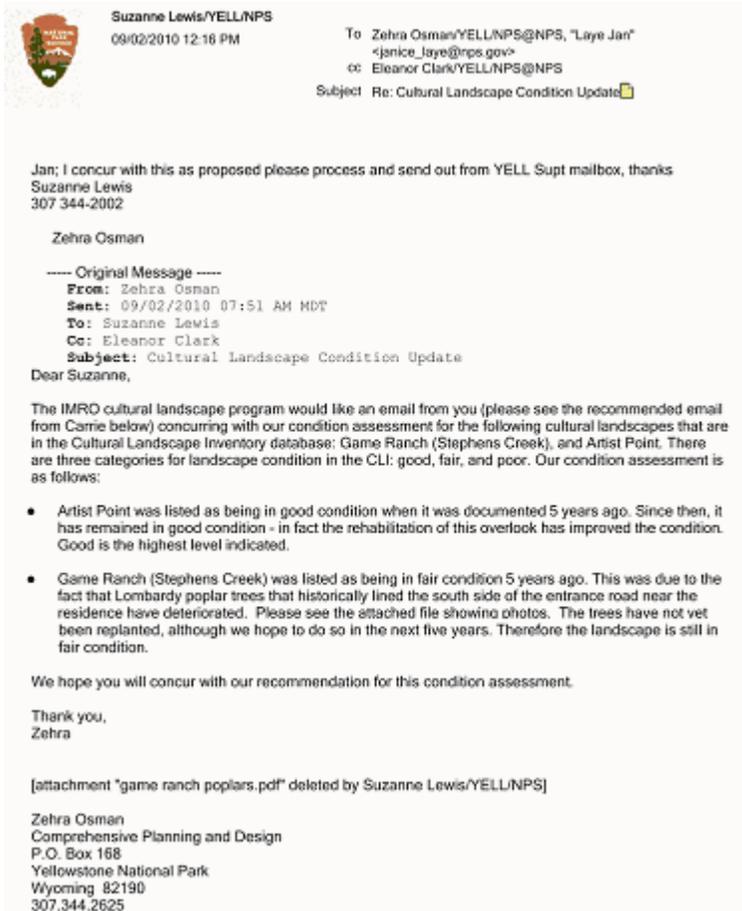
1. The CLI identifies the Historic Game Ranch as a "Historic Designed Landscape," (in the Chronology and History section of the CLI database).
2. The CLI rates the condition as "Fair" (in the Condition section of the CLI database) and the Management Category is listed as "Should be Preserved and Maintained" (in the Management Information section of the database).
3. The period of significance for the Historic Game Ranch is 1934-1942 for Criterion A and C (in National Register section in the CLI database).
4. The contributing features that are listed in the "Analysis and Evaluation" section in the CLI database.


Suzanne Lewis
Superintendent, Yellowstone National Park

1.30.06
Date

YELL Superintendent concurrence on the Historic Game Ranch CLI, 1/30/2006.

Historic Game Ranch
Yellowstone National Park



Superintendent concurrence on the updated condition, 9/2/2010.

Revisions Impacting Change in Concurrence: Other

Revision Date: 05/13/2005

Revision Narrative:

This document is an edited and revised version of the first draft authored by Peggy F. Nelson of HRA, and revises it with additional information recorded by the National Park Service. The first draft CLI level (1997), evaluated two separate adjacent landscapes that, separately, had little remaining integrity. This inventory was edited, revised, and entered into CLAIMS by Brian G. Fuller in June/July 2002. Both versions recommended the 2 component landscapes as ineligible to the National Register due to lack of integrity. However, as part of the 2005 revision, the park recommends that the Historic Game Ranch as a whole retains integrity and is eligible for listing on the National Register of Historic Places.

Park Superintendent concurrence: 1/30/2006

SHPO concurrence: 2/16/2006

Data Collection Date: 06/17/2002

Recorder: Brian G. Fuller

Data Entry Date: 06/27/2005

Recorder: Tom Gibney, Shapins Assoc.

Geographic Information & Location Map

Inventory Unit Boundary Description:

The boundary is based on Hoppe property maps, a soil survey, master plans identifying cultivated areas, extant physical features, and irrigation ditches.

Beginning at the northwest corner of the property, the boundary for this landscape includes the north section of historic nursery perimeter fence, and the north most section of former cultivated fields that are documented on historic site plans (up to where there rock piles and undulating topography that would have been difficult to cultivate). The boundary then runs northeast, capturing the historic access road up to the country road intersection. There the boundary runs along the road again until it reaches point (6), where the old Hoppe property boundary runs south toward Stephens Creek. Here the boundary runs south along the creek, capturing the former cultivated fields documented on historic site plans until it reaches the southeast corner of the boundary, running west until it captures the residential cluster. Here the boundary runs north at point (10) where it runs along the historic irrigation ditch until it reaches point (110) where it captures the northwest end of the development.

Boundary UTM's derived from Electric Peak, Digital Orthographic Quarter Quadrangle, June 27, 1994, Yellowstone Center for Resources, Yellowstone National Park.

State and County:

State: MT

County: Park County

Size (Acres): 173.00

Boundary UTMS:

Source:	USGS Map 1:24,000
Type of Point:	Point
Datum:	NAD 27
UTM Zone:	12
UTM Easting:	519,371
UTM Northing:	4,988,276
Source:	USGS Map 1:24,000
Type of Point:	Point
Datum:	NAD 27
UTM Zone:	12
UTM Easting:	519,262
UTM Northing:	4,988,200
Source:	USGS Map 1:24,000
Type of Point:	Point
Datum:	NAD 27
UTM Zone:	12
UTM Easting:	518,808
UTM Northing:	4,987,328
Source:	USGS Map 1:24,000
Type of Point:	Point
Datum:	NAD 27
UTM Zone:	12
UTM Easting:	519,218
UTM Northing:	4,987,899
Source:	USGS Map 1:24,000

Type of Point: Point
Datum: NAD 27
UTM Zone: 12
UTM Easting: 518,499
UTM Northing: 4,987,332

Source: USGS Map 1:24,000

Type of Point: Point
Datum: NAD 27
UTM Zone: 12
UTM Easting: 518,326
UTM Northing: 4,987,430

Source: USGS Map 1:24,000

Type of Point: Point
Datum: NAD 27
UTM Zone: 12
UTM Easting: 518,056
UTM Northing: 4,987,962

Source: USGS Map 1:24,000

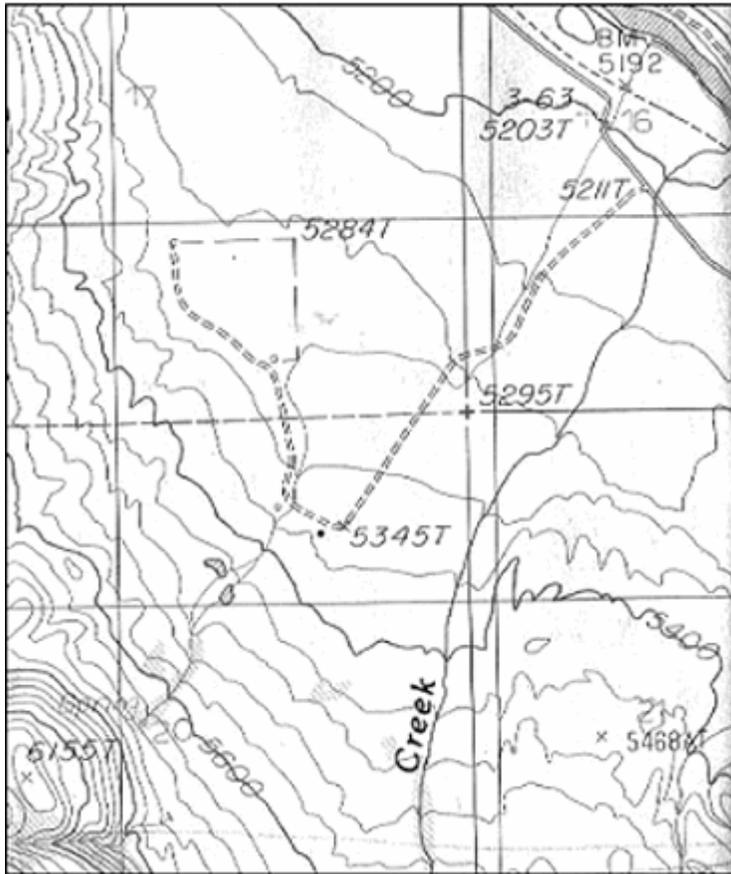
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Datum: NAD 27
UTM Zone: 12
UTM Easting: 518,078
UTM Northing: 4,988,180

Source: USGS Map 1:24,000

Type of Point: Point
Datum: NAD 27
UTM Zone: 12

UTM Easting:	518,551
UTM Northing:	4,988,193
Source:	USGS Map 1:24,000
Type of Point:	Point
Datum:	NAD 27
UTM Zone:	12
UTM Easting:	519,009
UTM Northing:	4,988,019
Source:	USGS Map 1:24,000
Type of Point:	Point
Datum:	NAD 27
UTM Zone:	12
UTM Easting:	519,345
UTM Northing:	4,988,307

Location Map:



Copy of 7.5 Minute Electric Peak USGS Quadrangle showing location of Game Ranch Area.

Regional Context:

Type of Context: Cultural

Description:

From the last quarter of the nineteenth century until the first quarter of the twentieth century the area was initially used as open range land and later claimed under the various homestead legislation. The buildings and structures located within the inventory unit were representative of the rustic style of architecture favored by the park service during the New Deal era. The conservation complex was constructed to meet the requirements of game preservation and landscape naturalization programs.

Type of Context: Physiographic

Description:

The Game Ranch is located in the Yellowstone River Valley between the Gallatin and Absaroka Mountain ranges. While the surrounding mountains are timbered, the vegetation on the range and unbroken lands consists of mixed grasses and sagebrush. The topographic features of the area are favorable for providing winter range for both elk and antelope herds.

Type of Context: Political

Description:

This landscape is located in Park County, Montana, within the northern boundary of Yellowstone National Park.

Management Unit: N/A

Tract Numbers: N/A

Management Information

General Management Information

Management Category: Should Be Preserved And Maintained

Management Category Explanatory Narrative:

This inventory unit meets the following criteria: the inventory unit meets National Register criteria; the inventory unit is compatible with the park's legislated significance; the inventory unit has a continuing or potential purpose that is compatible with its traditional use or function.

Maintenance Location Code: SC

NPS Legal Interest:

Type of Interest: Fee Simple

Explanatory Narrative:

The NPS owns the land constituting the Game Ranch.

Public Access:

Type of Access: With Permission

Explanatory Narrative:

This is NPS park operations site for an employee residence, stock operation, park nursery, shooting range, bison holding pens and boneyard storage.

Adjacent Lands Information

Do Adjacent Lands Contribute? Yes

Adjacent Lands Description:

The Game Ranch is within the Yellowstone River Valley, which is lined with ranch lands and grazing lands outside of Yellowstone National Park. The valley is mostly undeveloped and long-distance views along the river valley corridor remain unobstructed. The lack of development other than those associated rural land uses in the valley contributes to the setting of a rural vernacular landscape. All of the lands originally purchased by the Game Preservation Company for donation to Yellowstone National Park for use as the Game Preservation Ranch could potentially contribute.

National Register Information

Existing National Register Status

National Register Landscape Documentation:

SHPO Documented

National Register Explanatory Narrative:

This inventory unit has not been previously documented.

National Register Eligibility

National Register Concurrence: Eligible -- SHPO Consensus Determination

National Register Classification: District

Significance Level: Local

Significance Criteria: C - Embodies distinctive construction, work of master, or high artistic values

Significance Criteria: A - Associated with events significant to broad patterns of our history

Period of Significance:

Time Period:	AD 1934 - 1942
Historic Context Theme:	Expressing Cultural Values
Subtheme:	Architecture
Facet:	Rustic Architecture
Other Facet:	None
Time Period:	AD 1934 - 1942
Historic Context Theme:	Expressing Cultural Values
Subtheme:	Landscape Architecture
Facet:	Protection Of Natural And Cultural Resources
Other Facet:	None
Time Period:	AD 1934 - 1942
Historic Context Theme:	Expressing Cultural Values
Subtheme:	Landscape Architecture
Facet:	The 1930's: Era Of Public Works
Other Facet:	None
Time Period:	AD 1934 - 1942
Historic Context Theme:	Transforming the Environment
Subtheme:	Conservation of Natural Resources
Facet:	Game Protection
Other Facet:	None

Area of Significance:

Area of Significance Category: Conservation

Area of Significance Subcategory: None

Area of Significance Category: Landscape Architecture

Area of Significance Subcategory: None

Area of Significance Category: Architecture

Area of Significance Subcategory: None

Statement of Significance:

Located near the northwest boundary of the park, the Historic Game Ranch has local significance as a property that was purchased, and then developed and operated for the express purpose of game conservation (the feeding and of elk and antelope on their northern range) at Yellowstone National Park. It was also the location of an extensive native plants nursery used to provide plant material for the park's landscape naturalization program (used to blend and harmonize the park developments into the landscape). A historic designed landscape, this entire complex was planned and designed in 1934 by a landscape architect employed by the National Park Service Branch of Plans and Design, and constructed by the Civilian Conservation Corps. After constructing the facility in 1934-35, the CCC then operated the ranch and nursery until 1942. The nursery was disbanded in 1942, coinciding with the end of the Emergency Conservation Work (ECW) program. The park ceased irrigating the hay fields sometime later (between the 1940s-50s), as a result of a shift in game management policy that made it inappropriate to feed wildlife. The period of significance thus begins with the construction by the CCC in 1934 and ends with the termination of the CCC operation of the complex in 1942.

Criterion A: Events

The Historic Game Ranch qualifies for the Historic Register under Criterion A for its association with Yellowstone's game management philosophies of that era. Game protection, under the historic context of "Transforming the Environment/Conservation of Natural Resources/Game Protection," is represented by the former hay fields and irrigation ditches that were maintained for the express purpose of feeding elk and antelope in their winter range. The residence cluster is also representative of this context, since it housed a park ranger who patrolled the park's northern elk herd. These features all have integrity. Game, specifically elk and antelope, were protected not only here, but throughout the park by feeding, holding, culling, and other intensive management policies. Hay fields, holding corrals and associated support structures (cabins, barns, etc.) were found not only throughout the park to facilitate these manipulations of game populations. Rangers patrolled for poachers and tried to

Historic Game Ranch Yellowstone National Park

exterminate predators. These policies were based upon little knowledge of ecosystems and science. Game animals were treated like “scenery” and when held in fenced areas, provided a tourist attraction. The game preservation ranch at Stephens Creek was developed shortly after it was acquired in a northern boundary expansion that covered the northern winter range of ungulates. Through the acquisition and development of this conservation complex, Yellowstone National Park was able to better protect elk and antelope from hunters along the northern boundary who awaited their winter migration.

Also associated with the protection of natural resources, the historic context, Expressing Cultural Values/Landscape Architecture/Protection of Natural and Cultural Resources, is represented by the historic nursery, associated with the park’s landscape naturalization program. During the period of significance, the NPS oversaw the development of visitor facilities, operational facilities, roads, and trails using principles that emphasized “harmonizing” these facilities with the scenery. This was accomplished through the use of Rustic Architecture, careful site planning and landscape naturalization. Native plants were necessary to blend facilities into the landscape. When exotic plants were prohibited in the 1930s, and the ECW program intensified the development program in Yellowstone, the need for a native plant nursery became urgent. At the height of its operation, the nursery reportedly yielded approximately 1,000,000 plants. The historic nursery perimeter fence and remnant shelter-belt plantings show the outline and convey the overall form of this once extensive nursery operation. A much smaller nursery exists inside today and shares the space with a horse corral operation.

Because of the use of the CCC for both the construction and operation of this conservation ranch complex between 1934 and 1942, this whole complex represents the historic context “Expressing Cultural Values/Landscape Architecture/1930’s: Era of Public Works,” also under Criterion A. Most of the work at the Game Ranch was accomplished with Emergency Conservation Work (ECW) funding.

Criterion C: Design/Construction

The buildings constructed by the CCC are significant under Criterion C for the NPS Rustic Architectural style used in the historic structures. The buildings they constructed are extant and are representative of the historic context “Expressing Cultural Values/Architecture/Rustic Architecture.” At the same time, the NPS used landscape architectural site planning and rustic architectural principles to develop the site. The master planning of this designed landscape is also associated with this context.

The property reflects the following areas of significance in order of priority:

1. Conservation: reflected by the former hay fields used to feed game that are today represented by open space and remnant irrigation ditches, and by the residential cluster, which housed the ranger who patrolled the herds. The property exemplifies a time when the feeding game, strategically placed patrol cabins and the growing of native plants were important aspects of resource conservation. The CCC were used to implement these programs during this period of significance.
2. Landscape architecture: reflected by the historic designed landscape; today represented best by the historic perimeter fence that defined the historic nursery, where native plants were propagated to be utilized in the park’s landscape naturalization program.
3. Architecture: where NPS Rustic Architectural principles were utilized in the structures.

National Historic Landmark Information

Historic Game Ranch
Yellowstone National Park

National Historic Landmark Status: No

World Heritage Site Information

World Heritage Site Status: No

Chronology & Physical History

Cultural Landscape Type and Use

Cultural Landscape Type: Designed

Current and Historic Use/Function:

Primary Historic Function: Agricultural Field

Primary Current Use: Livestock

Other Use/Function

Horticulture Facility

Agriculture/Subsistence-Other

Government-Other

Single Family House

Other Type of Use or Function

Both Current And Historic

Both Current And Historic

Historic

Both Current And Historic

Current and Historic Names:

Name

Old Hoppe Ranch; Game Ranch, Game Preservation Ranch Nursery, and Game Preservation Ranch Administrative Area

Historic Game Ranch; Stephens Creek Administrative Area

Type of Name

Historic

Current

Ethnographic Study Conducted: No Survey Conducted

Associated Group:

Name of Group: Until we have more specific information, it should be assumed that 26 tribes may have some association.

Type of Association: Both Current And Historic

Ethnographic Significance Description:

An old Indian trail on this side of the Yellowstone River, referred to as the Bannock Trail, led into and out of the park. Many different tribes traveled that corridor. There is no entry in the ERI database at the present time. The park has not conducted any specific consultation with tribes concerning this area of the park. When consultation does occur, the information will be documented in the CLI and the ERI.

Chronology:

Year	Event	Annotation
------	-------	------------

Historic Game Ranch
Yellowstone National Park

AD 1860 - 1869	Explored	During the 1860s miners began exploring the area for gold and coal (Yellowstone National Park, 1995).
AD 1870 - 1925	Ranched/Grazed	Area was used by ranchers as open range and later claimed by private citizens under homestead legislation. Improvements typically associated with ranching included residential and agricultural buildings, fencing, and irrigation ditches (Whittlesey 2005).
AD 1871 - 1879	Settled	A. Bart Henderson was the first settler on the "Historic Game Ranch" parcel. A. Bart Henderson
AD 1879 - 1882	Settled	Yellowstone Park Superintendent, Clarence Stephens settled on the "Historic Game Ranch" parcel from 1879-1882 (Whittlesey, 2005). Clarence Stephens
AD 1883	Settled	George Huston and Joe Keeney settled on the "Historic Game Ranch" parcel. George Huston Joe Keeney
	Settled	Carroll T. Hobart owned the land on which the game ranch was later built (Whittlesey, 2005). Carol T. Hobart
	Settled	Hugo Hoppe recorded his claim for the ranch in 1883 (Whittlesey, 2005). Hugo Hoppe
AD 1883 - 1925	Developed	When Hugo Hoppe bought the parcel, two bungalows, a barn, a ranch house, and a bunkhouse stood there. Hoppe erected a 16' x 20' house with a corral, an outhouse, and irrigation ditch. He cut the wild hay and raised oat hay and potatoes (Whittlesey 2005)
AD 1925	Purchased/Sold	The Game Preservation Society purchased the Walter Hoppe Ranch (1000 acres) (Whittlesey, 2005). Game Preservation Society

Historic Game Ranch
Yellowstone National Park

AD 1926	Cultivated	<p>Park staff managed the ranch for game conservation though the NPS had not yet received title. Operations included hay production, irrigation, and harvesting. Hunting was prohibited and the area patrolled (Whittlesey, 2005).</p> <p>National Park Service</p>
AD 1931	Land Transfer	<p>NPS obtains title to the former Hoppe Ranch (Whittlesey, 2005).</p> <p>National Park Service</p>
AD 1933 - 1934	Moved	<p>During the winter of 1933-1934, the Rife house, located on an adjacent homestead, was purchased and moved to the site for remodeling, using ECW and CCC programs.</p> <p>National Park Service Civilian Conservation Corps</p>
AD 1934	Designed	<p>During March 1934, Junior Landscape Architect Frank Mattson (Branch of Plans and Design In San Francisco) begins work on the design.</p> <p>Frank Mattson,</p>
	Designed	<p>During August 1934, Mattson (now resident Landscape Architect) holds on-site discussions regarding the development of the grounds. The stable, garage, and storage are located and the entrance road is discussed.</p> <p>Frank Mattson</p>
AD 1935	Removed	<p>Seven old buildings from the Hoppe Ranch were removed.</p>
	Built	<p>The CCC completed the water storage system. It consisted of a 5000 gallon concrete tank on the hillside above the Game Ranch buildings, which were connected to the tank by a 3" pipe. Two fire hydrants and a hose shelter were placed behind the residence.</p> <p>Civilian Conservation Corps</p>
	Built	<p>Between Jan. and Apr. 1935, the four-horse barn (stable and corral) and the garage/storage building were built. The barn was painted brown, with a bronze-green roof that blended well with the surrounding hillsides.</p>

	Altered	In spring of 1935, the access road from the county highway was completed. Where it diverted from the new road, the old road was obliterated.
	Planted	Additional landscaping and seeding is undertaken for area around the game ranch house.
	Designed	In May 1935, design and preliminary work was initiated for new native plant nursery. It included clearing of brush, disc cultivation of first unit, and some planting for the shelter belt.
	Built	In July 1935, the nursery perimeter fence was constructed and water system installed.
	Planted	In October 1935 work was initiated in preparing beds and transplanting. Moving and planting of trees for the shelter-belt was underway.
AD 1935 - 1942	Planted	Nursery continues to be utilized by park for growing and cultivating a variety of plant materials for use in Yellowstone National Park and neighboring park areas.
AD 1935 - 1941	Cultivated	CCC continues to cultivate hay, including improvements to the irrigation ditches, burning of weeds, replacement of headgates, plowing and seeding in crested wheatgrass, brome, slender wheatgrass, seed oats, alsike clover, and tall oats (Whittlesey, 2005).
Civilian Conservation Corps		
AD 1942	Abandoned	Operation of the Game Ranch nursery was disbanded and all land under cultivation within the nursery area, except that which was occupied by transplant beds, was plowed, harrowed, disced and seeded with crested wheat grass.
	Planted	Park Superintendent allows park employees to use the area for "victory gardens" during the war years.
National Park Service		
AD 1941 - 1955	Cultivated	From 1941 to the mid 1950s, the NPS continues to irrigate and cultivate "alfalfa and other grasses" until game management policy changed and artificial feeding of game became inappropriate (Whittlesey, 2005).

National Park Service

Historic Game Ranch
Yellowstone National Park

AD 1958 - 1962	Ranched/Grazed	The Yellowstone horse herd was kept at the Game Ranch, after being moved from the Lamar Buffalo Ranch in the late 1950s or early 1960s. The corral system was incorporated into the area of the old nursery (Whittlesey, 2005).
AD 1963	Moved	After 1962, the Game Ranch barn was moved from its original location near the house and placed in the immediate vicinity of the abandoned nursery (Whittlesey, 2005).
AD 1987	Planted	Planted nursery is re-established by park staff within the perimeter fence of historic nursery.
AD 1987 - 1994	Built	From 1987 to about 1994, additional structures were added to the nursery site, including a potting shed, tool shed, outhouse, tack room and quarantine shed.
AD 2000 - 2005	Retained	The Historic Game Ranch continues to be used for wildlife management purposes; the holding areas for the park's bison management program are located at that site.

Physical History:

1860-1925 Early Settlement

Americans of European descent arrived in this area during the 1860s when miners began exploring the area for gold and coal. Coal mining, combined with the newly built railroad (from Livingston to Cinnabar, see below) first attracted people to this area. Homesteading in this area began in the 1870s (Yellowstone National Park, 1995). Between the 1870s and the early 1920s, this area, north of the original park boundary (between the Roosevelt Arch in the town of Gardiner, Montana and Yankee Jim Canyon), became the site of ranches and small farms. It was used by ranchers as open rangeland for cattle and later claimed by private citizens under various federal homestead legislations. Improvements associated with private ranching endeavors usually included a cluster of residential and agricultural buildings, fencing and irrigation ditches constructed on outlying lands (Whittlesey, 2005).

Hugo Hoppe, the last settler on the parcel that would later be called the Game Ranch (now the Historic Game Ranch), recorded his claim in 1883. The previous owner of the land was reportedly concerned about the safety of his cattle within the proximity of the new railroad tracks and sold it to Hoppe. Hoppe stated that he found the following improvements on the property: 2 frame bungalows, a large barn, a ranch house, and a bunkhouse. He described open rangeland as well as wild hay. Hoppe then reportedly erected a 16x20 house with a corral, an outhouse, and irrigating ditch. He cut the wild hay, raised forty tons of oat hay, and 200 bushels of potatoes (Whittlesey, 2005).

The adjacent town of Cinnabar emerged in 1883, on the knowledge that Northern Pacific Railroad would terminate here. Officially, rail service to Cinnabar began in 1883. There was not much in the way of a town at Cinnabar (1883-1903) until the railroad arrived; passengers would disembark here and take stagecoach to Yellowstone National Park. The town lasted till 1903, when the Northern Pacific Railroad extended all the way to Gardiner. After the town of Cinnabar died in 1903, the area reverted back to ranching. Rail service to Gardiner ended officially in 1948. Freight service continued until 1975. Tracks between Livingston and Gardiner were removed in 1975.

1872-1960s Early Game Management in Yellowstone National Park

Beginning when the park was created in 1872, and for the following century, park managers struggled with the appropriate management of park natural resources. The professions of “wildlife managers” and “range managers” did not exist in 1872; funds were scarce and there was little understanding of ecological processes (Yellowstone National Park, 1997) As management practices evolved with new information and knowledge, so did the infrastructure with which these practices were implemented. The first decade of the park’s administration permitted the uncontrolled slaughter of wildlife until 1883, when public hunting became illegal. This was followed by intensive husbandry practices that involved the protection, culling, winter feeding and semi-domestication of game, especially elk and bison. Predators of game were also exterminated. A growing awareness of ecological processes eventually lead to progressively less intensive and intervening policies and more towards the preservation of a complex set of

processes that drive a wild ecosystem, however this was not fully realized until much later (Yellowstone National Park, 1997).

Following the precedent established by the U.S. Army, the National Park Service protected game from poachers, predators and natural threats such as winter mortality. During this time, the park was recognized as a “reservoir of game” that could replenish adjacent lands of popular game and then as a wildlife sanctuary and where visitors could enjoy them as scenery in the landscape (Yellowstone National Park, 1997).

Especially for elk, there were inconsistent reports and confusion over population numbers (Yellowstone National Park, 1997). There were predictions of possible extinction, alarmed reports of overpopulation and overgrazing, concern over reported massive winterkill where thousands of elk died of undernutrition, and horror over the slaughter by poachers in the park and legal hunters north of the park (Yellowstone National Park, 1997).

Until the 1920s, concern over elk overpopulation focused on the perceived tragedy of winterkill. By the 1920s, increasing concern regarding the effects of elk overpopulations on their habitat centered on overgrazing of range. Between the 1920s and the 1960s, northern Yellowstone elk were trapped and relocated to North American game ranges. They were also shot by park rangers. During the same period, between 1923 and 1968, bison and pronghorn were also culled or otherwise manipulated on the northern range (Yellowstone National Park, 1997).

These interventionist game management efforts usually involved physical changes to the park landscape; including facilities and infrastructure necessary to support these programs. These efforts and associated facilities are described below:

PATROLS

The park was very large (2.2 million acres) and winters were harsh. Civilian superintendents attempted to establish outposts, which included cabins and government stations within areas where resources violations, including poaching, occurred (Johnson, 2000). In 1886, the U.S. Army greatly improved on this concept through a systematic approach that included a secret telegraphic code and a well-organized patrol operation. The patrol operation was based out of a hierarchical system of camps, soldier stations, and snowshoe cabins; apportioning the park into patrolled districts (Culpin, 1997). These structures allowed for effective patrolling during the winter months, enabling the soldiers to reach even the most remote areas of the park. The current system of ranger stations and patrol cabins was based on the geographically strategic patrol operation that was established during the military administration of the park. This operation was supported by a system of soldier stations and snowshoe cabins first built by the U.S. Army and then augmented by the National Park Service after 1918. The nucleus of the system, representing the Army era and early NPS facility development, was constructed and expanded between 1890 and 1934 (Culpin, 1997) (Johnson, 2000).

Patrols were also based out of the Game Ranch. Rangers posted notices prohibiting hunting at the ranch and a ranger patrolled the area in an effort to limit poaching (Whittlesey, 2005).

FEEDING AND CONTAINMENT

Game such as elk, bison and antelope were managed through their feeding, capture, manipulation and containment. Initially, to mitigate winterkill, the Army and later the National Park Service felt it was necessary to supplement natural foraging with hay during seasonal fluctuations in available grass. As an added (perceived) benefit, tourists enjoyed the scene of “natural” wildlife grazing in the park landscape; fences were sometimes hidden within the trees to achieve this effect. Strategic areas within the park were turned into a food source for these animals through the construction of irrigation systems and hay cultivation. Fences were constructed to not only keep elk and bison in a specific area, but also to keep other animals out. In some cases, residences, barns and/or other structures were constructed as infrastructure to support these operations. For example, the Lamar Buffalo Ranch, begun in 1905, represented a serious effort to save the bison from extinction. Here, hay and oats were cultivated on irrigated fields and fences were erected to protect the herds. Buildings provided housing and other necessary infrastructure for the staff (Lamar Buffalo Ranch Historic District Nomination Form)

BOUNDARY ADJUSTMENT AND THE HOPPE RANCH ACQUISITION

As early as 1917, the Cinnabar Triangle became the focus of an attempt to protect the northern Yellowstone elk herd from depletion due to human predation. During the 1910s, hunting and poaching pressure on the northern Yellowstone elk herd was extreme during the fall months, when the elk migrated to lower elevations outside the park’s north boundary. Here, long hunting seasons in Montana allowed game to be killed on their natural winter range (Johnson, 1995). This factor, plus a series of harsh winters, had resulted in what was reported to be large reductions in the size of the herd. NPS Park Superintendent Horace T. Albright and others advocated the expansion of the park boundary in order to bring suitable winter range under federal management. The privately owned lands between Roosevelt Arch and Yankee Jim Canyon, and adjacent to the then northern park boundary, provided all of the requirements of wildlife winter range. In order to accomplish this, in 1917 some federal lands north of the park had been withdrawn from "patentability," through a presidential proclamation. In 1919, a second proclamation closed these lands to all withdrawals under the public lands law. The National Park Service began purchasing private lands and took others by eminent domain. A 1932 presidential proclamation added 7609 acres of this area to the park’s northern boundary. The process continued through 1941 court case and finally 1972 conveyances of Northern Pacific Railroad lands to the U.S. (Whittlesey, 2005).

Horace Albright was aware that the Hoppe ranch (later known as the Game Ranch) was one of the most important parcels in the acquisition of winter elk range. Walter Hoppe was already friendly with the park. His relationship included the selling of oats for park horses, the leasing of Hoppe’s horses to the park, and employment as Park Buffalo Keeper in 1918. Walter Hoppe allowed park rangers to live on his land during the winters of 1922-23 and 1923-24 in exchange for reimbursements. Hoppe was allowed to live on the property even after the National Park Service purchased it. Relations between the National Park Service and the Hoppes later deteriorated (Whittlesey, 2005).

The manner in which the park received title to the Game Ranch warrants discussion.

According to Park Historian Lee Whittlesey, Superintendent Albright was responsible for "the courting of Thomas Cochran (of the J. P. Morgan Company) and George D. Pratt, two New York businessmen who became the founders of the Game Preservation Company." Formed in 1922, the Game Preservation Company used private funds to purchase lands suitable for elk winter range, and then donated the parcels to federal land managing agencies. The majority of the land purchased by the Game Preservation Company ultimately was transferred to the Gallatin National Forest; however the park service received title to the privately patented lands in the Cinnabar Triangle. Albright identified the Walter Hoppe ranch (of nearly 1000 acres) as particularly suitable for winter range--not only for elk but for antelope as well. At Albright's behest, the Game Preservation Company purchased the Hoppe Ranch in 1925. As Whittlesey discusses, the transfer of ownership to the park could not take place until the passage to two pieces of legislation. In 1926, Public Law No. 295 gave the Secretary of the Interior the right to accept private funds donated for acquisition of lands between the north park boundary and Yankee Jim Canyon, for deposit into a special account. In 1928, Congress approved \$150,000, to use as matching funds for the Game Preservation Company's contributions (Whittlesey, 2005).

Albright was thrilled with the acquisition of the Hoppe ranch and immediately had "No Hunting" signs posted and began ranger patrols. He wrote to Thomas Cochran, "I will never be able to find the words to express how I feel about your aid in making this ranch property available to us. In my judgment, it is the most constructive thing that has been done in game protection around Yellowstone Park in the past twenty years or more" (Whittlesey, 2005). Although the park service did not receive title to the property until 1931, from 1926 onward park personnel managed the ranch for the express purpose of conservation of elk and antelope herds. Specifically, this management included hay production on the 225 acres previously cultivated by Hoppe, as well as on an additional 75 acres of land. Park employees irrigated the hay fields during the summer, cut the hay in the fall, and used it to feed game animals during the winter months. Beginning in 1930, the Hoppe ranch was called the "Game Preservation Ranch" (later this was shortened to "Game Ranch"). In 1932, the following improvements were listed as already existing on the Hoppe ranch: a two-story residence of seven rooms, 15x24 granary, 6x12 combined chicken house and toilet, 14x16 hay house (no sides), and a 45x18 two-story barn. (Whittlesey, 2005).

1934-1935 Developing and Operating the Game Ranch with the CCC

Beginning in 1934, park managers were able to use both funding and manpower associated with President Franklin D. Roosevelt's various New Deal programs to improve the facilities and infrastructure at the Game Ranch. Most of the work at the Game Ranch was accomplished with Emergency Conservation Work (ECW) funding, with Civilian Conservation Corps (CCC) enrollees also contributing their labor to several construction projects at the site. Throughout the NPS, these crews were supervised by architects and landscape architects following the traditions of rustic architecture and the harmonious blending of new construction with the park's landscape.

The majority of the NPS improvements currently present at the Game Ranch property were completed between 1934 and 1935. By 1935, the Game Ranch contained the following CCC

improvements:

- 1) a residence moved to the site in 1934
- 2) a stable constructed in 1935
- 3) a garage constructed in 1935
- 4) elk holding corral
- 5) plant nursery constructed in 1935
- 6) service road realignment and improvement
- 7) water storage system facility

Until 1941, the CCC personnel also worked on the ranch and in the nursery. They irrigated the hay and grass crops and cared for the nursery plants. Whittlesey documents that some of the work requirements as including improvements to the irrigation ditches, burning of weeds, replacement of headgates, plowing and seeding in crested wheatgrass, brome, slender wheatgrass, seed oats, alsike clover, and tall oats (Whittlesey, 2005).

DEVELOPMENT DETAILS

Development of infrastructure was initiated during the winter of 1933-1934, when the building known as the "Rife House" was moved onto the Game Ranch, to serve as a residence and office for the new administrative group. The Rife house came from an adjacent ranch on the east side of the railroad tracks. By the spring of 1934, Junior Landscape Architect Frank Mattson, of the Branch of Plans and Design in San Francisco, California, was drafting plans for "revising and remodeling the structure" (Mattson, 1934). The moving of the building was done as a Civil Works Administration (CWA) project (Project #15). The finish work on the interior of the building was completed with Emergency Conservation Work (ECW) funding.

During the remainder of 1934, Mattson continued to report on the progress of the house. In the early summer, he found the work being done by the single carpenter foreman and his CCC crew to be unsatisfactory. On August 1, 1934, Mattson again inspected the house, and reported progress by the new carpenter, who had to make improvements on the structure. In October, Mattson (now resident landscape architect) reported that the house was habitable and occupied. The only elements still incomplete were the basement floor and the stone veneer base. (Mattson, 1934).

In addition to his attention to the house, Mattson worked on other Emergency Conservation Work (ECW) Game Ranch projects. On August 13, 1934, Mattson, in company with other park service personnel, selected the sites for the barn (ECW project #9-19) and a storage building/garage (ECW project #10-58), and discussed the new service road (ECW project #21-23b). The removal of the old Hoppe ranch buildings, some of which were in the way of the construction of the new barn, was given a separate ECW project number (#14-11). The elk catching corral (project #17) and irrigation ditch (project #18) were also completed in 1934. The large timber corral and chute facilitated the capture of elk for the purposes of shipping them to other parks or zoos, as well as impounding other animals for study (HRA, 1996). The park master plans developed between 1941 and 1962 do not show the elk catching corrals in "existing conditions," indicating they may have been removed by 1941. Other park records

indicate that elk were captured within the park between the 1920s and the 1960s.

Associate Landscape Architect Sanford Hill (also from the Branch of Plans and Design) reported on the progress of these and other Game Ranch projects in his "Final E.C.W. Report, Fourth Enrollment Period" (Hill, 1935). This report indicates that most of the projects had been completed. Only the construction of the barn was unfinished, being 75 percent complete at the end of the period. The service-road project was 100 percent complete, including the obliteration of the old road where it diverted from the new 12-foot-wide roadway.

The barn was completed in April of 1935. Hill notes in his monthly report that the barn "has been stained the regular Park Service brown. The shade of green for the roof, however, has been changed from the regular blue green to a Bronze green which blends well with the surrounding hillsides" (Hill, 1935).

Other completed Game Ranch projects included the installation of a "water system storage facility." The storage facility consisted of a 5000 gallon concrete storage tank on the hillside above the Game Ranch buildings. (CCC enrollees constructed the storage tank.) The tank was fed by a spring running 20 gallons per minute. Five hundred and twenty-three feet of ditch were excavated for the 3" pipe that carried the water to the Game Ranch buildings. The water system included two fire hydrants placed behind the residence directly west of the garage. (These fire hydrants and a small fire hose shelter, presumably constructed as part of the fire suppression system, still remain at the site.) The construction of a 10' x 30' x 14' septic tank, northeast of the residence, also was accomplished as ECW Project #13-26a (Hill, 1935). By the end of 1935, most of the park service improvements associated with the "administrative group" at the game ranch were completed. For the most part, these improvements would not be modified until the 1960s.

NPS PLANT NURSERIES

Historian Linda McClelland explains that park nurseries were established at this time to support the NPS landscape naturalization program. This program involved the transplanting and replanting of groupings of native trees, shrubs, and grasses along roadways, construction sites, and eroded areas, as well as the removal of vegetation for fire control and beautification. Utilizing techniques of the Arts and Crafts movement, NPS designers concealed man-made surfaces with plantings. Reforestation was used to screen unsightly or burned-over areas. Large evergreens were often transplanted to envelop new construction to blend it into the surrounding landscape, used as architectural features to accent building corners and entrances and control views. Daniel Hull utilized native plantings to rehabilitate Apollinaris Springs in 1925. During the late 1920s, Thomas Vint recognized that a planting program was an important part of most NPS landscape problems, however, it did not routinely receive adequate funding or attention. Landscape designer, Ernest Davidson, who had substantial experience in planting and transplanting trees and shrubs, was hired by Vint in 1927. After several successful rustic architectural projects that were enhanced by the use of plantings, Davidson documented his work in an illustrated report to help justify costs for transplanting and planting projects in the parks. Director Albright was immediately taken with "landscape naturalization" shown in the report and became committed to making it a "definite feature of National Park Service

Activity.” This report became a reference model that would be followed for future Emergency Conservation Work (ECW) projects (McClelland, 1998).

In 1930, the NPS had adopted a policy excluding all exotic seeds, plants, and animals from the parks. This policy further supported the emerging landscape naturalization programs. Park nurseries were established in order to provide large numbers of native trees and shrubs for mass plantings required for these landscape naturalization projects. Sequoia National Park was one of the first to establish a nursery and Acadia National Park had a nursery sometime before 1930. In the 1930s the NPS partnered with various state agricultural institutions in a movement to use native vegetation for revegetation purposes. The Emergency Conservation Work (ECW) program also brought with it a demand for landscaping using native plants. Utilizing rustic architectural principles and the landscape naturalization model illustrated in Davidson’s 1927 report, the CCC projects required sources for native plants. The NPS, along with various state institutions, provided native plants used in CCC projects. The work in this field was new and emerging. The ECW program was in great need of planting stock (McClelland, 1998).

GAME RANCH NURSERY

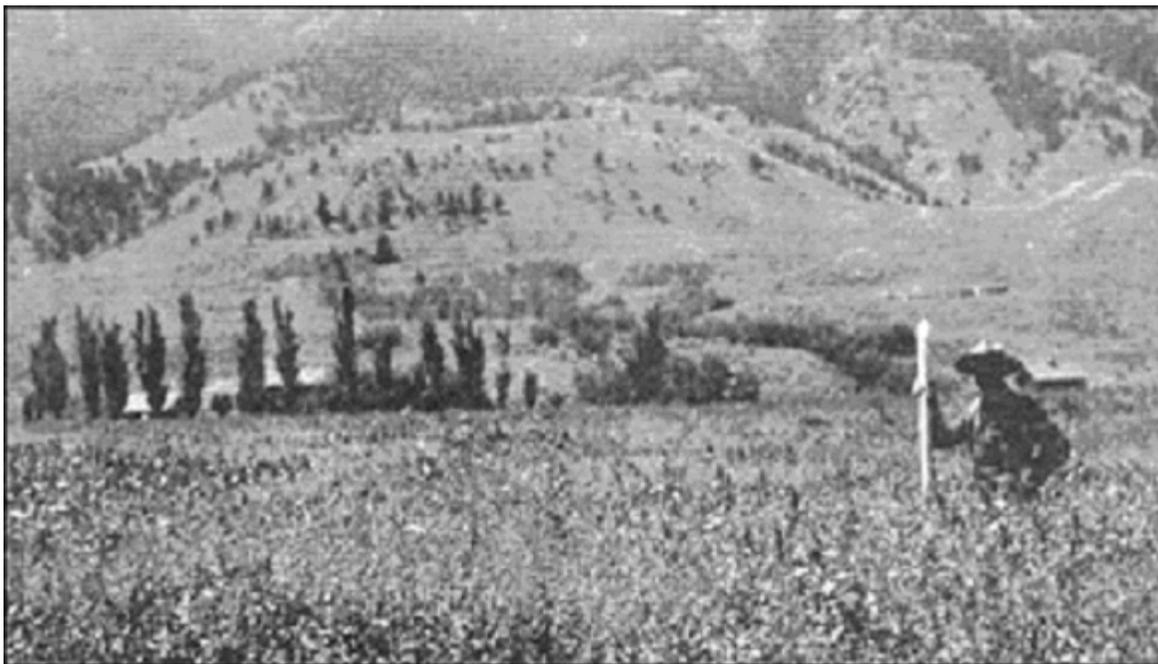
In 1935 the Game Ranch was one of several sites considered for the establishment of a plant nursery, for which the park had received \$10,000 in Public Works funding (Emmert, 1935). The proposed nursery would be used to grow seedlings, which would then be used for planting projects in the park. In April of 1935, Sanford Hill in company with other park service personnel and "Mr. Fox," supervisor of the US Forest Service's Savenac Nursery, inspected three sites for their suitability as a nursery.

At that time, the USFS Savenac Nursery was considered the largest supplier of tree seedlings in the U.S. Started by 1910, the nursery represented pioneering techniques in propagation research and development. It was irrigated by ditches until 1933 when an underground irrigation system was installed. In 1935, the CCC further developed the nursery, adding buildings, improving the grounds, relocating the arboretum and constructing the formal entrance that oriented to the new Highway 10. and being a leading supplier of seedlings (website of National Register property “Savenac Historic Tree Nursery”). The USFS was authorized at that time to provide seedlings and young trees for the use by national parks in the revegetation of areas burned by fire (McClelland, 1998).

Initially, the Reese Creek Area, the Game Ranch, and the "Old Hoppe Place," were discussed as potential locations for the nursery. Hill explained that the Game Ranch was considered because ". . . the administrative group which already existed, soil conditions, and conveniently [sic] located which would allow hiring labor from Gardiner for operation without the necessity of constructing a mess and bunk house group. Heavy winds at the Game Ranch were considered a serious handicap for the growing of the small seedlings" (Emmert, 1935). Ultimately, the Reese Creek site was rejected on the basis of a lack of level ground, the "Old Hoppe Place," on the basis of its gravelly soil and also because of a question regarding its water rights. Both Hill and "Mr. Wirth" recommended the Game Ranch site, although Wirth originally suggested an area northeast from the Game Ranch buildings. The problem of high winds at the Game Ranch was mitigated by a proposal to incorporate extensive shelter belt plantings around

the nursery.

The Game Ranch thus developed as a nursery and propagating center, utilizing the existing irrigation, the areas' low elevation, and sunshine (McClelland, 1998). The establishment of the nursery proceeded quickly under a PWA allotment. By 1936, under an Emergency Conservation Work (ECW) program, the nursery had been completely fenced to keep out animals and rodents (Supt AR, 1936). By 1937, almost the entire shelter belt had been planted and "a crop of 1,500,000 trees" expected, all as an ECW project (Supt. AR, 1937). Beginning in 1939, the CCC operated and maintained the nursery under the supervision of the Protection department. A stock of 822,744 seedlings, cuttings and transplants were inventoried, with a "large percentage" of the stock going to the newly-developed Mammoth campground (Supt. AR, 1939). In 1940, 75,000 trees were planted "in the vicinity of Mammoth and Old Faithful." The nursery was continually improved through the construction of a lath house, a sand bin, large compost bin, construction of walkways and roads and the irrigation system improvements (Supt. AR, 1940). The nursery operation continued until the CCC program ended in May, 1942.



YELL 15079-3 View of the Historic Game Ranch residence cluster, looking southeast, 1936.

1942 to Present: The End of the New Deal and an Evolving Game Management Philosophy

During the 1940s, the park's wildlife management philosophy began to evolve to one where wildlife populations were to be more self-sustaining and the NPS was less intervening. Throughout the park, these changes were reflected in land use and features within the landscape. Hay was no longer cultivated, fences that contained animals were removed and other uses were assigned to park game management ranches, including Lamar Buffalo Ranch

and at Stephens Creek.

To this day, the Historic Game Ranch still provides low-elevation winter range, is closed to hunting, and continues to contribute to the park's management of wildlife. It now provides capture and holding areas used not for elk management, but instead for the park's bison management program. This site continues to be the location of the park's scaled-down nursery, although this operation was discontinued in 1942 and then resurrected in 1989. It now supplements the off-site contracted propagation of native plants associated with construction projects. The park horse operation used for purposes that include ranger patrols and resource management projects are now kept at the Historic Game Ranch.

GAME FEEDING AND CONTAINMENT

There is little information in park service planning and administrative documents regarding the Historic Game Ranch for the period following its completion in 1935. In Lee Whittlesey's work, "They're Going to Build a Railroad," he documents the recollections of Robert Murphy (retired park ranger who worked in Yellowstone during the 1940s and early 1950s). Alfalfa and other grasses continued to be irrigated after the CCC left in 1941 until the park ceased irrigating the hay meadows at the Historic Game Ranch prior to his leaving the park in 1957. He suggested that this change resulted from a change in game management philosophy instituted by a new park superintendent. In short, the artificial feeding of elk, antelope and bison was no longer considered to be appropriate. The series of park master plans indicate that the elk catching corrals at the Game Ranch were removed sometime before 1941 (1941, 1952, 1962 Yellowstone Park Master Plans, Yellowstone Park Archives).

The Greater Yellowstone Area (GYA) is now home to the largest wild and free-ranging elk and bison populations in the United States. Yellowstone no longer feeds and captures elk at the Game Ranch. There are, however, 24 elk winter feedgrounds in northwest Wyoming (the National Elk Refuge and 23 state operations) that may support approximately 25,000 elk, depending on winter severity. Approximately 5,000 bison occupy the GYA across trans-boundary bison management jurisdictions in and adjacent to Yellowstone National Park (4,200) and Grand Teton National Park (800). Bison hunting presently occurs only in select national forest areas in Wyoming, with most bison in Jackson Hole annually utilizing the feedground on the National Elk Refuge during winter (NPS Briefing Statement, 2005). Today, ungulates utilize this area as their natural winter range, without additional NPS feeding. However, bison are contained within a fenced pasture area, discussed under Bison Management below.

HORSES FROM LAMAR BUFFALO RANCH

According to retired park ranger Bob Murphy, most of the park horses were kept at another park "game preservation ranch," the Lamar Buffalo Ranch, until after 1955. Here at Lamar, there was a movement to manage the bison so that they were more self-sustaining, and the fences and haystacks at Lamar had been removed by 1945. Horses had been previously used to herd bison as part of an effort to manage them using cattle ranching techniques (Lamar Buffalo Ranch Historic District Nomination Form). By 1963, there were proposals for alternative uses for the Lamar Buffalo Ranch buildings, such as a research center.

Until sometime after 1955, only 2-6 horses were kept at the Historic Game Ranch. In the late 1950s or early 1960s the park transferred approximately 110-130 park horses from the Lamar Buffalo Ranch to the Game Ranch. Robert Murphy indicates that this administrative change took place after he left the park in 1957. Drawing No. 2261-A/NP-YEL, dated March of 1962, shows that park planners had considered building a large corral system and a barn immediately northeast from the Historic Game Ranch residence. However, this plan was never implemented. Instead, the corral system was incorporated into the former nursery area, utilizing the existing nursery perimeter fence. This strategy included moving the Historic Game Ranch barn from its original location by the residence, to the vicinity of the nursery sometime after 1962. It is assumed that the original corrals were also abandoned at the same time. New fencing was added inside the nursery perimeter fence for corrals. Since the early 1960s, the park has kept its principal corral operation at the old Historic Game Ranch nursery. A tack room and a quarantine shed have been added to the vicinity of the nursery to support the corral operation.

"GAME MANAGEMENT" CONTINUES: BISON CAPTURE FACILITY

All elk and bison populations in the GYA are variably chronically infected with brucellosis (*Brucella abortus*), which may cause aborted pregnancies in domestic cattle. Arising from the highly successful national brucellosis eradication program among domestic livestock and captive wildlife, free-ranging GYA elk and bison are now recognized as the last large reservoir of *B. abortus* in the United States. Brucellosis was recently confirmed in several cattle herds from Wyoming. Consequently, Wyoming's brucellosis status was downgraded from class free to class A. This disease in livestock is regulated by state veterinarians and the USDA Animal and Plant Health Inspection Service (APHIS) (NPS Briefing Statement, 2005).

Through an Interagency Bison Management Plan (IBMP), the Yellowstone National Park now collaborates with other federal agencies and the State of Montana to resolve both brucellosis management and population management issues to preserve a free-ranging population of bison at Yellowstone. Temporal and spatial separation of bison and cattle has been successful in managing the risk of brucellosis transmission from bison to cattle near Yellowstone National Park (NPS Briefing Statement, 2005).

During winter, the park conducts bison hazing operations along the northern boundary and provides support to the Montana Department of Livestock (MDOL) for bison hazing operations along the western boundary. When hazing becomes unfeasible to prevent bison from leaving the park's northern boundary and entering private lands with cattle, the park conducts capture operations at the park's Stephens Creek facility. The animals are tested for brucellosis. Those that test positive are sent to slaughter and those that test seronegative are held at Stephens Creek and later released back into the park. In 2004, seronegative bison calves and yearlings were vaccinated for brucellosis (NPS Briefing Statement, 2005). Corrals and capture chutes are located at the north end of the nursery perimeter fence.

HISTORIC GAME RANCH NURSERY

The nursery continued to be operated as long as New Deal funding lasted. In 1942, the nursery

project, which had been operated under the auspices of the ECW, was discontinued. The Superintendent's Annual Report for 1942 explained the situation:

"The Yellowstone nursery was operated up to the close of May 1942, when the project was disbanded. Twenty-seven thousand lodgepole pine transplants were lifted and shipped to Glacier Park and a small number of miscellaneous plants were removed from the nursery and planted in the Mammoth area. All land under cultivation in the nursery area, except that which was occupied by transplant beds, was plowed, harrowed and disced and seeded with crested wheat grass (sic)" [Supt. AR, 1942].

Although the formal use of the nursery ceased in 1942, former park personnel indicate that the park superintendent allowed park employees to use the area for "victory gardens" during the war years. These gardens supplied vegetable plots to employees during a time of war-time rationing shortages of such commodities. It has been reported that the casual use of the old nursery for private gardens continued to a greater or lesser degree through the 1980s.

Later, in 1989, the park re-established a small nursery operation within the historic nursery perimeter fence. An extensive native plant nursery was not necessary since a majority of native seed and cutting cultivation is contracted and grown outside the park. Some materials are collected from specific park areas by park staff and propagated in the current nursery at the location of the Historic Game Ranch nursery site, which is still defined by the historic perimeter fence. Infrastructure added to support this modern nursery operation, includes a potting shed and a tool shed.

MISCELLANEOUS ADDITIONAL LAND USES AT THE HISTORIC GAME RANCH

Because of its low elevation and accessibility throughout the year, this administrative site has become the location for other park uses. Trailers, equipments, vehicles and supplies are stored at this site year round, however the inventory is far greater during the winter months. Most of these "boneyard" storage items are located to the west side of the nursery perimeter fence (current horse corrals) at the base of the slope.

Other non-historic uses of the area include a shooting range used by law enforcement rangers for firearms certification/qualification. This involves targets located just north of the boneyard.

Analysis & Evaluation of Integrity

Analysis and Evaluation of Integrity Narrative Summary:

DEFINITION: Landscape characteristics are defined as tangible and intangible aspects of an inventory unit which have either influenced the history of the development of the landscape, or are products of its development. They define and characterize the landscape and, individually and collectively, give a landscape character and aid in understanding of its cultural value. Through an analysis and evaluation of landscape characteristics, one can comprehensively discern contributing and non-contributing features. These landscape characteristics include: natural systems and features, spatial organization, land use, cultural traditions, topography, vegetation, circulation, buildings and structures, cluster arrangement, views and vistas, constructed water features, and small-scale features.

The land use and development patterns at the Historic Game Ranch continue to illustrate its history and cultural traditions as a 1930s conservation ranch where the park based a protection ranger and cultivated hay to feed ungulates on their winter range. The outline of the historic nursery perimeter fence, remnant shelter belt plantings and the small nursery operation is evocative of the once large nursery where reportedly 1,000,000 plants were once propagated to service the landscape naturalization program during the 1930s-1940s. There is a new land use that has been inserted into the fenced-in historic nursery area; a corral operation of between 100-200 horses. Although this is a new land use, it is agricultural, bucolic and utilitarian in character, and is thus a compatible adaptive re-use of the fenced-in area.

The location of the Historic Game Ranch (present administrative site) was primarily dependent upon where park ungulates migrated toward lower elevations as part of their winter range. The siting of the ranch was secondarily dependent upon the needs of hay and native plant cultivation needs. These needs include water from a perennial water source, a relatively flat river valley with well-drained soils and protection from surrounding mountains. As a response to the natural environment, irrigation ditches controlled surface drainage, additional wind-breaks were provided by the shelter belts plantings along the perimeter fence as well as within the nursery interior, and the residence was protected and shaded by Lombardy Poplars planted by the previous homesteaders. As an important response to grazing animals and rodents, a heavy fence was constructed around the nursery. Remarkably, the expansive views of a relatively undeveloped rural river valley with spectacular mountain ranges remain much as they were historically.

The design and materials of its buildings, organization of developed features, and proximity of cultivated fields are representative of cultural traditions centered on early NPS game management policies, horticultural operations, and rustic architectural principles. However the organization of developed features has changed somewhat due to the relocation of the historic barn to the historic nursery site. Plant materials such as the lawn, the orchard and the poplar allees are functional as well as ornamental.

The spatial organization of the Historic Game Ranch illustrates the planned design a NPS landscape

architect developed in 1935 to meet the program requirements of (a) a north boundary patrol base/residence, (b) haying operations, and (c) horticultural nursery operations. These three functions are also the three zones within the site. The first program element, the residence, continues to hold a cluster of structures. These structures continue to reflect rustic architectural principles and are simple and utilitarian in character. The relocation of the barn/corral from the residence cluster to the nursery area has diminished the integrity of design of both areas. The third program element, the nursery operation, is currently much smaller and shares the fenced-in area with 100-200 horses rather than 1,000,000 plants. The second program element, the hay fields, are no longer cultivated and are now open space that are void of field stones and contain a mixture of crested wheat grass and sagebrush flats with remnant irrigation ditches.

The primary circulation system is perfectly intact and reflects the utilitarian nature of the ranch. The secondary circulation systems and pedestrian paths through the residence cluster are also intact, although the circulation systems within the historic nursery are lost. Small-scale features are also utilitarian in character, and they include fire hydrants, a hose shelter and various nursery equipment. The nursery equipment are much diminished in size and scale.

New land uses include a boneyard and shooting range. The storage of trailers, equipment and other items around the nursery, commonly called a boneyard, has created a visual blight and has affected the character of the landscape. If desired, this use can be easily lifted from the site and relocated. Therefore the boneyard is not a permanent new feature. However, there are no current plans to relocate the boneyard although its size may be reduced and a vegetative screen can be used to mitigate the visual eyesore. The shooting range has a few small features associated with it and does not affect the character of the site.

INTEGRITY EVALUATION

Integrity is defined as the ability of a property to convey its significance. This cultural landscape unit retains integrity. The following seven aspects of integrity are described for cultural landscapes:

1. **LOCATION:** The place where the historic property was constructed or the place where the historic event occurred (see all landscape characteristics).

Overall, the Historic Game Ranch property retains integrity of location. All features remain in their historic location with the exception of the horse barn and corral, which were moved away from the residential cluster to the site of the historic nursery sometime after 1962. The barn remains within the boundaries of the Historic Game Ranch district and accommodates a new compatible use, the horse corral operation. Thus, the relocation of this structure has not significantly diminished the integrity of the overall conservation ranch complex.

2. **SETTING:** The physical environment of the historic landscape; the character of the place in which the property played its historic role (see landscape characteristics “Natural Systems and Features,” “Land Use,” “Topography,” “Vegetation,” “Cultural Traditions” and “Views and Vistas”).

The integrity of the Historic Game Ranch setting remains intact. Cultural traditions such as game conservation (historic elk/antelope feeding operations to current bison corrals), agriculture (historic hay field cultivation to current livestock-care), and horticulture (historic and current nursery) are still conveyed by the site and its setting. Minimal development has taken place in the ranch since the period of significance. Situated along the northern boundary of Yellowstone National Park, the ranch still provides winter elk range, a base for ranger patrol operations and a good environment for a native plant nursery. Sited at the base of an upland slope along a rural portion of the Yellowstone River Valley, the landscape continues to benefit from the natural springs, deep soils and a natural wind shelter provided by the surrounding mountains and natural vegetation. The surrounding rural river valley remains a ranching/agricultural area with unobstructed long-distance rural and undeveloped views throughout. The sage-brush flats surrounding the landscape are extant. The land use both within the site and within adjacent lands continues to be agricultural or undeveloped. Within view, the private airport is small as are its few structures, so that it does not compromise the integrity of the views associated with the historic setting. The Yellowstone “boneyard,” where trailers, machinery and equipment parts are stored, detracts from the setting of the historic ranch, but this situation could be rectified with mitigation measures. The park horse operation is a new use that has been superimposed within the nursery fence, but is compatible with the rural vernacular setting. The hay fields, historically cultivated for the express purpose of feeding game, are now open space with a mixture of crested wheat grass and sagebrush flats.

3. DESIGN: Design is the combination of elements that create the form, plan, space, structure, and style of the property (see landscape characteristics “Spatial Organization,” “Land Use,” “Vegetation,” “Cultural Traditions,” “Circulation,” Buildings and Structures,” and “Cluster Arrangement”).

The development on the property is still spatially organized and segregated by two functions (residential and utilitarian) and surrounded by open range that was historically hay fields as it was during the period of significance, 1934-1942. Although, the relocation of the historic barn/corral to the nursery site compromises integrity, the Rustic Architectural design elements are still evident in the barn, residence, garage, and hose house. The access drive to the garage has remained in place, though it has been extended to loop around back to the primary access road.

The strong vertical features offered by the Lombardy poplars that lined the access are still evident. While these trees are in poor condition, they could be replaced in kind. The lawn and orchard are intact. The 1950s-60s clustering of the historic barn and miscellaneous non-contributing structures around the entrance gate, where a storage structure once stood, has had an impact on the integrity of the original design. The overall shape of the nursery is discernible by the remaining historic perimeter fence as well as the remnant shelter belt clusters. However, the horse operation has obliterated the original design features of the historic nursery. The continuation of agricultural and conservation-related land uses has helped to maintain the property’s sparse development utilitarian design and style over time. These functions continue to be connected by an unpaved primary access road that has retained its character.

4. MATERIALS/SPECIES COMPOSITION: Materials are the physical elements that were combined or deposited during a particular period of time and in a particular pattern or configuration to form a historic property. “Species Composition” focuses on the dominant native and introduced plant and animal species (see landscape characteristics “Cultural Traditions,” “Circulation,” “Buildings and Structures,” and “Vegetation”).

Materials/species composition used throughout the site retains integrity. The use of wood and stone in the NPS Rustic Style, such as in the buildings, is still evident and the unpaved narrow roads are intact and yet unpaved. The historic nursery perimeter fence, made of dimensional lumber, metal and wire, is extant. Traces of the partial alley of Lombardy poplars, the orchard and the shelter-belt plantings are still discernible, however these species are in decline and in poor condition, or dead. The dominant vegetative setting is sage-brush flats where cultivated hay fields historically existed. This is considered a compatible natural replacement.

5. WORKMANSHIP/MANAGEMENT TECHNIQUES: Workmanship is the physical evidence of the crafts of a particular culture or people during the period of significance. Management techniques are reflected in the physical characteristics of a biotic community (see landscape characteristics “Cultural Traditions,” “Vegetation,” “Constructed Water Features,” “Small-Scale Features,” and “Land Use”).

Workmanship/management techniques have integrity. Within this conservation/agricultural ranch there continues to be examples of workmanship that is very utilitarian and practical in style, as exemplified by the extant timber/metal nursery perimeter fence, remnant shelter-belt plantings, orchard, hose house, unpaved road, and stone pathways. The extant Rustic Architectural details added to the house, garage and barn by NPS landscape architects during the period of significance, embody the predominant NPS style of that era. The use of wood, stone and color blends the buildings into the landscape. The roof color, for example, was adjusted so as not to stand out in the sage-brush flat environment. Historic management techniques such as horticultural operations have been re-established within the fence, though reduced in size. Game management continues as wildlife use the open range at the ranch for winter grazing and bison holding-pens have been recently added to the site. Hay is no longer cultivated, though some traces of the simple historic irrigation ditches are visible.

6. FEELING: Feeling refers to a landscape’s expression of the aesthetic or historic sense of a particular period of time. Feeling results from the on-site presence of physical features, and from continuing values and meanings of the place alive in contemporary communities; these, taken together, convey the landscape’s historic character (see landscape characteristics “Natural Systems and Features,” “Cultural Traditions,” “Land Use,” and “Views and Vistas,”).

The integrity aspect of “feeling” has been retained. The Historic Game Ranch site was formerly a rural vernacular ranch that was converted by the NPS into a winter range for park wildlife/game in the 1930s. The site was used for hay production, ranger residence and a native plant nursery; all compatible land uses within the context of this agricultural valley. The adjacent land uses continue to enhance the mostly undeveloped, rural, and mountainous views as in the Historic Game Ranch's period

of significance. Today, the hay fields are reverting back into sage-brush flats, blending the ranch into the surrounding landscape, yet maintaining the broad expansive views up and down the valley corridor. The Rustic Architectural style of the buildings, the coarse nursery perimeter-fence and the unpaved roads continue to convey the feeling of the 1934-1942 rural and utilitarian landscape. The historically extensive nursery size has been reduced to a smaller nursery, yet it still conveys the feeling of a horticultural land use. The new stock land-use that has been superimposed within the former nursery perimeter fence, although not historic, it is a compatible land use. Although the barn has been relocated to the new stock operation area and new (non-contributing) structures have been added adjacent to it, this utilitarian building cluster is evocative of a small conservation ranch operation from the period of significance.

The extensive historic nursery operation with its interior planting beds and circulation system has been mostly removed as a result of the new stock operation. The boneyard (storage of equipment, vehicles and trailers) diminishes the “feeling” of this ranch. Removal of most of these items and the use of vegetative screening will do much to mitigate the situation.

7. ASSOCIATION: The direct link between an important historic event or person and a historic landscape (see landscape characteristics “Land Use,” “Cultural Traditions,” “Vegetation,” “Small-Scale features,” “Constructed Water Features,” and “Buildings and Structures”).

Overall the integrity of “association” has been retained as a continuum of conservation-related features that have changed over time to meet evolving resource management policies. Because of the use of the CCC for both the construction and operation of this conservation ranch complex between 1934 and 1942, this whole complex represents the historic context Expressing Cultural Values/Landscape Architecture/1930’s: Era of Public Works. The buildings they constructed are representative of the context “Expressing Cultural Values/Architecture/Rustic Architecture.

Game protection, under the historic context of Transforming the Environment/Conservation of Natural Resources/Game Protection, is represented by the former hay fields and irrigation ditches that were maintained for the express purpose of feeding elk and antelope in their winter range. These features have integrity. Because the non-extant elk catching corral were apparently removed during the period of significance, before 1941, it is not considered a character-defining feature and therefore its absence does not diminish integrity. The residence cluster is also representative of this context, since it housed a park ranger. Because the barn/corral facility has been removed from this cluster, it has diminished integrity.

The historic context Expressing Cultural Values/Landscape Architecture/Protection of Natural and Cultural Resources is represented by the historic nursery, associated with the landscape naturalization program of that era and the use of native/non-exotic plant material. The master planning of this designed landscape is also associated with this context. The nursery has low integrity of design (interior), although the overall shape has been retained by the intact perimeter fence.

NONCONTRIBUTING FEATURES

New structures associated with stock and nursery operations:

- Tack shed
- Outhouse
- Hay storage structure
- Quarantine shed
- Toolshed

Boneyard: storage of equipment, supplies and vehicles

Shooting range

Bison chutes and pens

Landscape Characteristic:

Archeological Sites

There are no known archeological sites within the landscape unit.

Buildings and Structures

Historically, there were three primary buildings around the administrative/residential area: the residence, the garage and the barn. Contributing structures include the hose house, and the water storage tank. The three primary buildings were all constructed in the “rustic style” typically promoted by the National Park Service between 1916 and 1942. Rustic design elements included: small scale structures with wide weatherboard siding on the exterior walls, the stone veneer on the concrete foundation walls, and the sawn wood shingles doubled every 6th row on the roof. The residence was moved to the site in 1934 and new materials were applied to the building to make it compatible (rustic) with the garage and barn. During the period of significance, only the vehicular garage was located within the nursery area of the site; this no longer exists. The perimeter fence around the nursery was constructed with iron posts, hog wire and chicken wire at the bottom.

Current Conditions: While the addition the park stock operation is considered a compatible evolution of land-use at the Historic Game Ranch at Stephens Creek, this action has diminished the integrity of this particular landscape characteristic (buildings and structures). The addition of the park-wide stock operation required a few additional small structures clustered at the terminus of the primary access road, both within and outside of the nursery perimeter fence. These include a tack shed, hay storage structure located inside the perimeter fence, as well as the historic barn (relocated from the residential area) and quarantine shed (both located outside the perimeter fence). An outhouse, greenhouse and tool shed occupy the now smaller nursery area. The nursery storage structure no longer exists.

The perimeter fence remains intact, and now contains the corral/stock operations. The residence, garage and nursery-fence remain intact although the barn and corral were relocated to the new stock operation and the water tank was removed.

Character-defining Features:

Feature: Historic Game Ranch Residence (Stephens Creek Residence)

Historic Game Ranch
Yellowstone National Park

Feature Identification Number: 101025
Type of Feature Contribution: Contributing
IDLCS Number: 051012
LCS Structure Name: (Sc) Stevens Creek Residence
LCS Structure Number: HS-0102

Feature: Historic Game Ranch garage (Stephens Creek Garage)

Feature Identification Number: 101023
Type of Feature Contribution: Contributing
IDLCS Number: 051010
LCS Structure Name: (Sc) Steven's Creek Garage
LCS Structure Number: HS-0099

Feature: Historic Game Ranch Barn (Stephens Creek Barn) relocated within district,
remains eligible

Feature Identification Number: 101022
Type of Feature Contribution: Contributing
IDLCS Number: 051011
LCS Structure Name: (Sc) Steven's Creek Barn
LCS Structure Number: HS-0100

Feature: Historic Game Ranch Hose House (Stephens Creek Hose House)

Feature Identification Number: 101024
Type of Feature Contribution: Contributing

Feature: Nursery Perimeter Fence

Feature Identification Number: 101026
Type of Feature Contribution: Contributing

Feature: Tack Shed

Feature Identification Number: 101029
Type of Feature Contribution: Non-Contributing

Feature: Outhouse

Feature Identification Number: 101027

Type of Feature Contribution: Non-Contributing

Feature: Hay storage structure

Feature Identification Number: 101021

Type of Feature Contribution: Non-Contributing

Feature: Quarantine shed

Feature Identification Number: 101028

Type of Feature Contribution: Non-Contributing

Feature: Toolshed

Feature Identification Number: 101030

Type of Feature Contribution: Non-Contributing

Feature: Bison chutes and pens

Feature Identification Number: 101020

Type of Feature Contribution: Non-Contributing

Circulation

The primary vehicular access road to the site was formerly a two-track, constructed through the sagebrush flats with numerous drainage crossings. The NPS upgraded the road base and straightened the alignment at the same time they implemented other improvements during the period of significance. This narrow, un-paved primary road accesses the residential area then curves around toward the nursery area, where it terminates.

Secondary vehicular circulation includes: the spur to house which terminated at the garage, the spur to the barn, and the interior circulation within the nursery perimeter fence. The road to the elk catching corrals has been non-extant since at least 1941.

Within the nursery, once inside the perimeter fence gate, interior circulation roads led to transplant areas, seed beds and the nursery garage and storage yard.

Pedestrian paths: Formal pedestrian paths appear to have been limited to the residential area. A stone lined path leads from the front of the building to the primary access road, and another leads from the rear of the house to the pedestrian entrance in the west elevation of the garage. Inside the nursery, footpaths gave access to the seed and transplant beds.

Current Conditions: The main circulation systems of the site retain integrity. The primary access road remains intact, is still narrow and unpaved. Sometime prior to the 1960s, the access spur to the house and garage was extended to loop back toward the primary access road as a circle drive. The barn no longer exists and neither does the secondary access spur to it. The

interior circulation system within the nursery fence has changed to represent land use changes over the years. These interior roads have no remaining integrity.

Character-defining Features:

Feature: Primary unpaved access road (through residential area and up to nursery)

Feature Identification Number: 101031

Type of Feature Contribution: Contributing

Feature: Secondary unpaved spur roads to residence and garage

Feature Identification Number: 101032

Type of Feature Contribution: Contributing

Feature: Stone pathways to house

Feature Identification Number: 101033

Type of Feature Contribution: Contributing

Cluster Arrangement

During the period of significance, the Historic Game Ranch was divided into two component areas, the residential area and the nursery area. Very few essential structures were clustered within these two areas along the primary access road, creating a simple and sparse arrangement. Within the residential area, the garage was clustered within close proximity to the house. The barn and associated corral were located away from this cluster on the opposite side of the adjacent creek, but still within the residential cluster. Within the nursery area, a storage structure was located immediately within the perimeter fence gate at the terminus of the primary access road.

Current Conditions: The character-defining features associated with Cluster Arrangement is that there are few small scale structures, clustered in mainly two zones in what can be characterized as a sparse development. The barn/corral cluster has been moved from near the residence to the terminus of the primary access road at the nursery area, where it is clustered with other non-contributing small structures associated with the stock operation and smaller nursery operation. The new cluster occurs in the general location of the former storage structure, thereby respecting the historic placement of structures in that location. The new structures are small in scale that is complimentary of the existing rustic style of historic structures on the site. For these reasons, integrity is not lost. However, the simple, sparse cluster arrangement of this landscape characteristic has been altered and has diminished integrity.

Character-defining Features:

Feature: Residential cluster

Feature Identification Number: 101034

Type of Feature Contribution: Contributing

Landscape Characteristic Graphics:



YELL 14429-8 Overview of the Historic Game Ranch administrative group, 8/27/1936. View to southeast. Barn is in the foreground, residence in the rear. Note poplars lining access road and at least two rows of fruit trees in front of residence.



Similar view to YELL 14429-8 from 2005, showing absence of barn and corral.

Constructed Water Features

The water storage tank that was constructed up hill from the residence has been removed. However, there are two small structures associated with the irrigation system and ditches. These are in poor condition.

Character-defining Features:

Feature: Irrigation ditch structures and associated structures

Feature Identification Number: 101035

Type of Feature Contribution: Contributing

Cultural Traditions

EARLY GAME MANAGEMENT CONCEPTS

Before wildlife management policies were informed by a comprehensive understanding of the complex set of ecological processes that drive a wild ecosystem, the NPS managed wildlife with an intervening approach. Elk, antelope and bison were protected through feeding, containment within fenced areas, breeding, culling, and other intensive animal husbandry practices (Yellowstone National Park, 1997). The goal was to exterminate predators, including wolves, mountain lion and coyotes. Bears were fed in public settings. Animals were viewed as part of the park scenery.

LANDSCAPE NATURALIZATION

Concealing man-made structures and surfaces with plantings, such as trees, shrubs, ferns and vines were techniques utilized during the Arts and Crafts movement. The NPS utilized these techniques in their effort to “harmonize improvements with the landscape,” a 1918 NPS policy for scenery preservation (McClelland, 1993). Large evergreens were used to envelope new construction and blend it into its surroundings, screen disturbed or burned-over areas, and otherwise enhance Rustic Architectural principles.

Park nurseries were established to support the NPS “landscape naturalization program,” which provided native trees and shrubs for mass plantings in disturbed areas (McClelland, 1993). This program supported the NPS prohibition of exotic plants and seeds in 1930 (McClelland, 1993). Landscape naturalization was also an important component of rustic architectural principals that emphasized “blending” built structures into the park’s natural setting.

RUSTIC ARCHITECTURE

During the early 1920s, the National Park Service began incorporating rustic architectural design principles into all park development, including those having to do with game preservation. In 1918, the National Park Service policy for scenery preservation called for “harmonizing these improvements with the landscape” (McClelland, 1998). Backcountry patrol cabins and structures associated with the hay ranches were designed in the rustic style, such as for the (Upper) Slough Creek Hay Ranch. Rustic architecture principles were incorporated into landscape elements as well. Corrals and fences were constructed so that they were obscured by trees in a way that visitors could gaze upon grazing animals in what looked like open range.

The practices that have influenced the development of the landscape at the Game Ranch include National Park Service “Rustic Style”, National Park Service “landscape naturalization program,” and the rural vernacular style that had preceded the NPS ownership of the ranch.

RANCHING

The area had been used as open rangeland for domestic cattle, and then had been cultivated for hay production for the feeding of game. It appears that the NPS placed the Game Ranch development in the same general location near the spring as the Old Hoppe Ranch buildings and the access road. The road was improved and realigned in some areas and the Old Hoppe Ranch buildings were removed. The Lombardy Poplars appear to have been in place along the access road prior to the NPS development, shading the residence and providing a wind break.

CONTRIBUTING CHARACTERISTIC FEATURES:

NPS Rustic Style, as exhibited by the residence, garage, and barn

Open space and irrigation ditches (from previously cultivated fields) that reflect Early Game Management Practices

Perimeter fence and shelter belts that reflect the former Nursery operations

Land Use

During the historic period, this early National Park Service complex within a rural agricultural valley contained agricultural and conservation-related land uses: a nursery operation, cultivated hay fields and a residence with an associated garage, barn and corral. The house was designed for permanent year-round residency, and the associated barn/corral was developed for the care of a few NPS horses. Elk and antelope were fed through the cultivation of hay at this site. Historically, the horticultural land use (nursery area) had only been used to grow plants for landscape naturalization associated with the CCC projects.

Current Condition: The original framework for the rural land uses associated with the period of significance is still visible today, while the use and function of this facility has evolved to represent evolving NPS conservation and operational philosophy. Thus the integrity of land uses has been retained.

For the most part, the cultivated hay fields no longer exist at Stephen's Creek and are reverting back to sage brush flats. These former fields remain undeveloped as open space that is still utilized for wildlife grazing. The residential area is still used for NPS staff, though not for patrol. NPS use of the nursery for CCC projects ceased in 1942. Employee gardens continued casually into and through the 1980s. Since 1992, the nursery operates to supplement plant materials used for revegetation projects grown by contract as a primary source of plant material. Thus, the horticultural land use is smaller and occupies only part of the nursery.

When game management policies changed and the large horse operation was probably no longer needed at Lamar Buffalo Ranch, this operation was relocated to this lower elevation game ranch. The horses are used by the park for operations that include resource management. This additional agricultural land use, a stock operation, now shares the area within the nursery perimeter fence with the smaller nursery. This new land use is considered a compatible evolution of this conservation ranch within this rural valley and is a reasonable adaptive use of the large area fenced in by the substantial perimeter fence. The fence has been left intact and one can still see how extensive the original nursery operation once was.

A new and extensive boneyard (storage of trailers, supplies and equipment) that is not compatible with the historic land uses has been placed around the nursery fence and dominates the setting. This land use diminished the integrity of this landscape characteristic. The shooting range, as a new land use, has a negligible impact on this landscape characteristic.

CONTRIBUTING CHARACTERISTIC FEATURES:

Formerly cultivated hay fields that remain as open space

Residential land use (House, garage)

Nursery/Horticultural land use (represented by historic perimeter fence and small nursery)

NONCONTRIBUTING CHARACTERISTIC FEATURES:

Stock operation
Boneyard Storage
Shooting Range
Bison Holding Area

Natural Systems and Features

The entire Game Ranch complex was located at the base of an upland slope within a river valley, within close proximity of a natural spring. This location was primarily dependent upon where elk and other ungulates migrate in the winter months, where the lower elevation extends their northern range. The park boundary was adjusted in order to capture this northern range. The Game Ranch property was considered an important part of the northern range. The site was also a strategic base for patrolling the north boundary of the park.

The NPS also selected this site for both haying operations and the park nursery because of the perennial water source, the well drained soils and relatively flat terrain of the river valley with the mountains on three sides and trees to the north provided a relative degree of shelter from the winds that blew through the Yellowstone River Valley corridor. Additional shelter-belt planting were planted around the entire perimeter of the nursery fence in order to enhance this naturally occurring wind-break of the area. The NPS maintained the row of Lombardy poplars as a windbreak and for shade. The nursery fence itself protected the propagated plants from the very wildlife they were feeding. Irrigation ditches directed water drainage.

The water storage tank was located partially up the slope behind the residential area at the location of the spring and creek. A series of irrigation ditches were also associated with this spring.

The site was also within convenient proximity to housing and labor in Gardiner, Montana for housing and labor source.

Current Condition: The natural systems that are associated with the location and operation of this unit all retain historical integrity. The natural systems and features that dictated the placement of the Game Ranch complex are still apparent within the site. Specifically, the northern range is still of great value for ungulates, the sheltering effect of the local topography remains evident, as does the water source, and the deep, well-developed soils.

CONTRIBUTING CHARACTERISTIC FEATURES:

Surrounding mountains
Small spring
Well-drained soils
Elevation (5300 ft.)
Vegetation to the north
Proximity to Gardiner
Strategic north boundary patrol base
Wildlife winter range

Small Scale Features

During its period of significance, the residential area at the Historic Game Ranch contained a few small-scale features, including two fire hydrants located near the fire hose shelter and one next to the original barn site. The historic location of the barn and corral, near the residence, contains some remnant protective fencing around trees that were within the corral. The Nursery contained many small-scale features including a variety of drying and sorting screens for cones and seeds, irrigation features (sprinkler heads, head gates along irrigation ditch, etc.), and shade laths; however, these are not extant.

Current Conditions: Overall, the residential area small scale features have retained integrity while those in the nursery have not. Most Nursery apparatus was removed when the Nursery was abandoned in 1942.

Character-defining Features:

- Feature: Fire hydrants
Feature Identification Number: 101036
Type of Feature Contribution: Contributing
- Feature: Protective fencing around trees
Feature Identification Number: 101037
Type of Feature Contribution: Contributing

Spatial Organization

The spatial organization of the landscape includes two small clusters, separated by function, which are constructed along and connected by the primary access road. During the period of significance, these developed areas were: the Game Ranch Residential Area (which historically contained the residence and garage, the barn and corral), and the Game Ranch Nursery Area (which contained an extensive plant nursery and storage structure surrounded by a perimeter fence and shelter-belt plantings). Surrounding the two developed areas were cultivated hay fields used to feed game animals during the winter months. Within the Nursery Area were a system of vehicular and pedestrian pathways that outlined and organized the planting beds and transplant areas.

Current Conditions: Overall, the spatial organization of the complex remains intact, though diminished. There are still two separate, clusters of facilities connected by the primary access road and surrounded by open space that was once hay fields. The residential area still functions as such. The stock facility (barn and corral) was relocated to the nursery area. It was expanded into the park-wide stock operation which now shares the space within the historic nursery perimeter fence with a scaled-down nursery operation. The historic spatial organization of the interior of the nursery operation is barely perceptible. The new use (horse corral, with log and mesh fences, hay troughs and animals) has obliterated the historic planting beds and

pathways within the nursery interior. However, as a corral, the area inside the fence remains open and undeveloped and the land use is considered compatible.

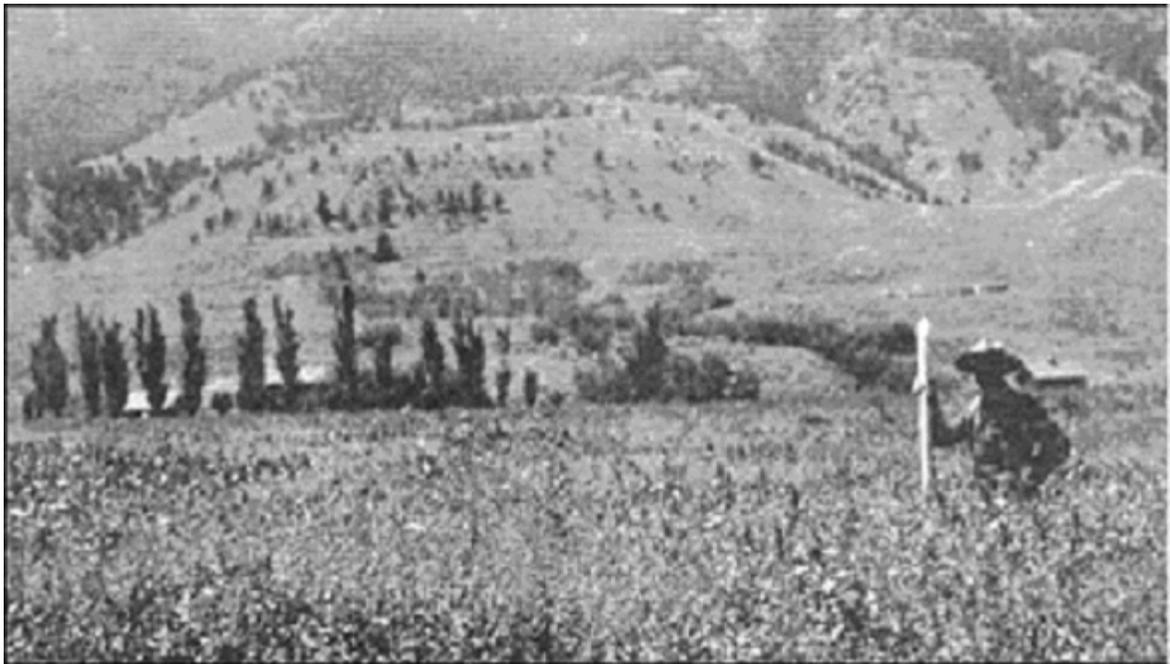
CONTRIBUTING CHARACTERISTIC FEATURES:

Residential Area Cluster

Nursery Area configuration outlined by perimeter fencing and shelter belt plantings

Former hay fields (currently open space)

Landscape Characteristic Graphics:



YELL 15079-3 View of Historic Game Ranch residence cluster, looking southeast, 1936.



View of Historic Game Ranch residence cluster, looking southeast, 2005. Compare with YELL 15079-3: Note the absence of barn and polars lining the access road.



YELL 14363-1 Nursery equipment and storage tent, August 4, 1936



View of horse corral cluster (with historic barn relocated to historic location of storage tent), 2005. Compare with YELL 14363-1.

Topography

Overall, the unit is located at the base of lower mountain slope on the edge of a river valley. Prior to the NPS purchase of the unit in 1931, the flatter areas of the ranch may have been utilized for open range for domestic cattle while the improvements were developed at the base of the slope closer to the spring and creek. The NPS continued this pattern in 1934. The site is relatively flat and open with low-growing vegetation. Irrigation ditches have been constructed for hay cultivation as well as for the nursery operation. Master plans from the period of 1934-41 show the main irrigation ditches in the same location they are found today.

Character-defining Features:

Feature: Relatively flat river valley at the base of upland slope

Feature Identification Number: 101039

Type of Feature Contribution: Contributing

Feature: Main irrigation ditches

Feature Identification Number: 101038

Type of Feature Contribution: Contributing

Vegetation

The Historic Game Ranch is located within sage-brush flats along the Yellowstone River valley. Creek-side vegetation occurs just up-slope of the development. During the period of significance, NPS landscape designers incorporated previously existing ornamental, functional and agricultural vegetation into their development plans for the site. The former Hoppe ranch cultivated hay, as did the NPS. The NPS cultivated hay on 225 acres. The NPS also incorporated a previously existing partial allee of Lombardy poplar trees located along the south side of the primary access road, and a small apple orchard located in the area that became the front lawn of the new NPS residence.

In addition to this previously established vegetation, NPS landscape architects created a more formal appearance in the residential area by planting grass in the yard surrounding the residence and garage. There is also a reference to planting 50 trees in the vicinity of the Game Ranch buildings; however, these are not apparent today.

Early written accounts describing the selection of the Game Ranch site for development as the park nursery mention the recommended relocation and use of both willow and aspen as shelter-belt plantings surrounding the nursery. The “General Development Plan of the Nursery at the Game Ranch” dated May 1935 shows an existing shelter-belt area labeled “willows and aspen” along the west southwest edge of the Nursery. The remaining shelter-belt areas shown surrounding the perimeter of the Nursery are labeled “proposed” and no particular species are noted. Later, a 1941 drawing shows shelter-belt planting around the entire perimeter of the Nursery, within the boundary fence. During the period of significance, there existed organized seed beds and transplant areas within the entire nursery area inside the perimeter fence.

Current Conditions: Lawn is still maintained around the residence and a few apple trees (in poor condition) remain in the orchard. Creek-side vegetation remains upstream of the complex. The cultivated hay fields are reverting back to short native vegetation that is of compatible, low-growing character. The partial allee of poplars along the south side of the access road are reduced to a few located along the stretch of road northeast of the residence. Stumps reveal a few former poplars and together with the remaining living trees there is an indication that there was once an allee along this road. A few small segments of the shelter-belt planting (both inside and outside the perimeter fence) remain; however, on the whole, they do not reflect the original extent of these plantings. Finally, the original seed plots and transplant beds have been reduced to a small fraction of what they were during the period of significance, expressing the current revegetation program emphasis. Currently, native seed and cutting cultivation is contracted and grown outside the park, although materials are collected from specific park areas. Only a portion of this program is handled at this site by park staff. The character-defining vegetation at the Historic Game Ranch has diminished integrity due to the disappearance of ornamental and functional plantings and cultivated fields.

Character-defining Features:

Feature: Apple orchard at residential area

Feature Identification Number: 101040

Type of Feature Contribution: Contributing

Feature: Lawn around residence

Feature Identification Number: 101042

Type of Feature Contribution: Contributing

Feature: Shelter belt plantings: willow and aspen around perimeter of nursery fence and willow and aspen within the nursery interior area

Feature Identification Number: 101045

Type of Feature Contribution: Contributing

Feature: Open space dominated by sage brush that reflects historic fields

Feature Identification Number: 101043

Type of Feature Contribution: Contributing

Feature: Creekside vegetation

Feature Identification Number: 101041

Type of Feature Contribution: Contributing

Feature: Practice of cultivating native plant material for revegetation

Feature Identification Number: 101044

Type of Feature Contribution: Contributing

Views and Vistas

Expansive panoramic views of the mostly undeveloped Yellowstone River valley and surrounding mountains created an impressive backdrop to an otherwise practical facility. Cultivated fields within the sage-brush flats may have been visible from this location, although that is not certain. From within the historic nursery, the shelter-belt plantings may have screened views to the valley and mountains, however, this is not certain.

Current conditions: The same expansive views that existed during the Historic Game Ranch period of significance around the river valley remain unobstructed and mostly undeveloped. This landscape characteristic has retained integrity. Internal views have been degraded by the boneyard, as are views to the Stephens Creek administrative facility.

Character-defining Features:

Feature: Expansive views of river valley and mountains

Feature Identification Number: 101046

Historic Game Ranch
Yellowstone National Park

Type of Feature Contribution: Contributing

Feature: Mostly undeveloped adjacent lands

Feature Identification Number: 101047

Type of Feature Contribution: Contributing

Condition

Condition Assessment and Impacts

Condition Assessment: Fair
Assessment Date: 05/15/2002
Condition Assessment: Fair
Assessment Date: 05/15/2005

Condition Assessment Explanatory Narrative:

The vegetation at Game Ranch; specifically the Lombardy poplars that line the entrance road near the residence cluster, and the shelter-belt plantings around the perimeter of the nursery fence are all in poor condition and mostly dead. The apple orchard is in fair condition. Restoring these plantings will improve the condition of the unit.

The nursery perimeter fence is in fair condition and requires repair in order to function as a corral fence.

Superintendent concurrence 1/30/2006.

Condition Assessment: Fair
Assessment Date: 09/02/2010

Condition Assessment Explanatory Narrative:

Game Ranch (Stephens Creek) landscape remains in fair condition. The Lombardy poplar trees that historically lined the south side of the entrance road near the residence have deteriorated. The trees have not yet been replanted, although the park hopes to do so in the next five years. Superintendent concurred on 9/2/2010.

Stabilization Measures:

It is not necessary to plant the same species of poplars and shelter belt plantings. Replacement of plant materials that are similar in screening and protective character yet easier to maintain, as well as pruning of orchard trees would stabilize these vegetative features. Protection of the shelter-belt plantings is needed.

Impacts

Type of Impact: Deferred Maintenance
External or Internal: Internal
Impact Description: Age and failure to maintain the vegetative features (Lombardy Poplars, apple orchard and shelter-belt planting) has resulted in the loss of these formerly contributing features. Mitigation

includes pruning, planting of same/similar species (planting in-kind species) to eventually replace lost vegetation.

Type of Impact: Operations On Site

External or Internal: Internal

Impact Description: Lack or consistent watering and impact from the park stock operation have impacted the shelter-belt plantings. Mitigation includes providing appropriate barriers to keep stock away from this vegetative feature as well as irrigation.

The park boneyard (storage of trailers, equipment and vehicles) is a new land use that is incompatible with the rural character of the landscape. Mitigation includes reduction of size, and/or vegetative screening similar to the shelter-belt.

Type of Impact: Neglect

External or Internal: Internal

Impact Description: Neglect of the vegetative features (Lombardy Poplars, apple orchard and shelter-belt planting) has resulted in the death and near loss of what were contributing features. Mitigation includes pruning, planting of same species or planting in-kind species to eventually replace lost vegetation. Irrigation is needed.

Type of Impact: Neglect

External or Internal: Internal

Impact Description: The (3) main irrigation ditches have remained undisturbed; however, they have filled in over the years. There is a threat of invasive exotic plants if these ditches are cleaned out.

Landscape Stabilization Cost Explanatory Description:

Costs have not been calculated.

The Intermountain Support Office is in the process of updating the LCS for Yellowstone National Park.

Treatment

Treatment

Approved Treatment: Undetermined

Approved Treatment Document Explanatory Narrative:

Stabilization and rehabilitation are recommended, and a new barn associated with the stock operation is proposed, but has not yet been approved through the NPS planning process.

There is no approved treatment document for the rehabilitation of the Game Ranch. The decision to stabilize and rehabilitate the cultural landscape features of this unit will be made while developing a proposal to rehabilitate the overall site and build a new horse barn facility. It is anticipated that an Environmental Assessment will be developed to address this project and allow consultation with SHPO.

Approved Treatment Costs

Landscape Approved Treatment Cost Explanatory Description:

Costs have not been calculated.

The Intermountain Support Office is in the process of updating the LCS for Yellowstone National Park.

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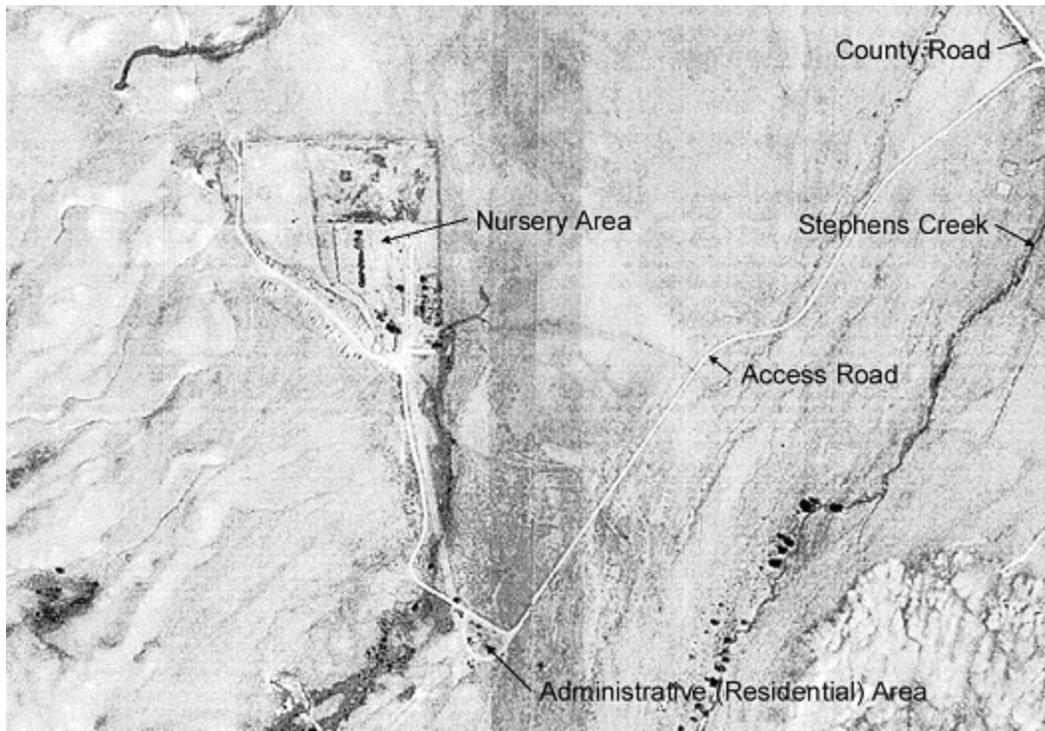
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Supplemental Information

Title: Aerial Photograph

Description: USGS Aerial Photograph, 25 Aug 1994
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