



RECREATION OPPORTUNITY GUIDE

Olympic National Forest

<http://www.fs.fed.us/r6/olympic>



Recommended Season

SPRING SUMMER FALL WINTER



Little Quilcene Trail #835

Hood Canal Ranger District – Quilcene Office
295142 Highway 101 S. P.O. Box 280
Quilcene, WA 98376 (360) 765-2200

ACCESS: The little Quilcene Trail #835 starts 14 miles northwest of Quilcene on Forest Service Road #2820. Turn left on Lords Lake Road 2 miles north of Quilcene, stay to the left at the lake and follow Forest Service Road #28 over Bon Jon Pass to the junction with FS Road #2820. Follow #2820 4 miles to the trailhead.

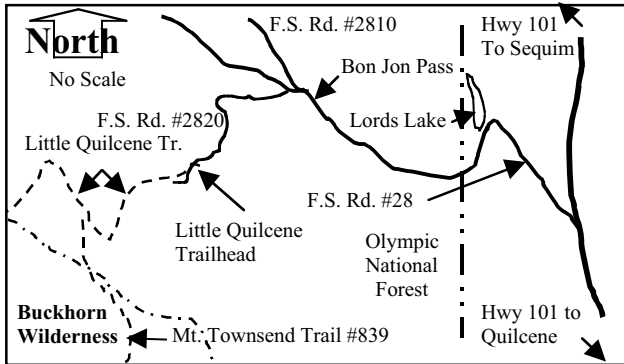
OPPORTUNITIES: Hiking, horseback riding, viewing scenery and backpacking. Please use existing campsites when possible and camp at least 100 feet from water sources, although water is scarce. Pack and saddle stock are permitted with extreme caution urged on steep grades. Pick-up could be made at the end of the Little Quilcene Trail on FS Road #2870 or the Mt. Townsend Trailhead at FS Road #2770 or #2700-190 road. Treat all drinking water taken from streams. Please pack out what you pack in.

Practice LEAVE NO TRACE techniques during your trip.

CLOSURES: Motorized vehicles and mountain bikes are prohibited. No open campfires permitted above 3,500 feet, stoves only in the Buckhorn Wilderness.

TOPO MAPS: Tyler Peak USGS Quad or Buckhorn Wilderness Custom Correct Map.

PASS NOT REQUIRED: A Northwest Forest Pass is NOT REQUIRED at this trailhead.



FACILITIES: Small parking area alongside road.

SETTING: Conifer forest, vistas of snow-capped peaks and Straits of Juan de Fuca. Spring blooming rhododendrons.

TRAIL INFORMATION: 4.2 miles in length, grade is 15-20% to Little River Summit. Mostly level to Mt. Townsend Trail. The descent from the ridgetop to the trailhead on Forest Service Road #2860 is extremely steep, 35-40%.

Destination	Miles	Elev.
Trailhead	0.0	4,200'
Little River Summit	0.9	4,800'
Intersection with Mt. Townsend Trail #839	1.9	5,275'
Intersection with FS Road #2860	4.2	3,400'

