

West Yellowstone to Bozeman, MT
90mi
145km

West Yellowstone to Big Sky, MT
48mi
77km

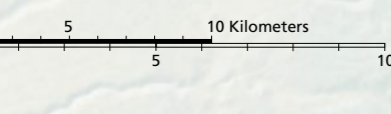
West Yellowstone, MT to Earthquake Lake Visitor Center
28mi
45km

West Yellowstone, MT to Ashton, ID
60mi
97km

Bechler to Ashton, ID
26mi
42km

Road not recommended for large trailers or RVs. Road closed in winter.

North



- Forest / meadow land cover
- Unpaved road
- Distance indicator
- One-way road
- Geothermal feature
- Trail or boardwalk
- Day-use hiking / bicycling trail (ask for more information)

Visiting Yellowstone National Park
Road construction is underway on park roads. Check the park newspaper, visit www.nps.gov/yell, or phone 307-344-2117 for delays or closures.

Speed Limit
45 mph unless otherwise posted. Please drive slowly and cautiously to protect yourself and wildlife.

Winter Road Closures
From early November to mid-April most park roads are closed. The exception is the road between Gardiner and Cooke City. It is open all year.

From mid-December to mid-March, oversnow vehicles may be used only on the unplowed, groomed park roads. Call park headquarters for regulations or check the park website, www.nps.gov/yell.

Boating
Permits are required for all watercraft; ask at ranger stations. Areas closed to watercraft include all rivers except Lewis River between Lewis and Shoshone lakes.

Fishing
A Yellowstone National Park fishing permit is required. State permits are not valid in the park and state regulations do not apply.

Backcountry Use
Get trail maps and permits, required for backcountry camping, at most ranger stations. Do not use this map for backcountry hiking. There are almost 1,000 miles of trails.

Firearms
You are responsible for knowing and following federal and state (WY, MT, ID) laws that govern firearms and weapons within the park. Find information at www.nps.gov/yell.

Accessibility
We strive to make facilities, services, and programs accessible to all. Service animals are allowed but require a permit in the backcountry. Find information at visitor centers and on our website.