



Backcountry Use Areas and Opportunity Classes

Semi-Developed

This Opportunity Class applies to Tuweep, a remote area accessible by vehicle. The park's 1995 General Management Plan states that Tuweep "...should continue to provide uncrowded, semi-primitive experiences that are dominated by nature and solitude." The area includes a campground with designated sites, composting toilets, and a ranger station. The campground has 10 sites for a maximum of 65 people.

Corridor

The Cross-Canyon Corridor is a developed inner-canyon area with campgrounds and facilities. The Corridor is not included in the proposed wilderness. The Bright Angel, South Kaibab, and North Kaibab Trails provide access to developed areas, and act as thresholds to wilderness use areas. The smallest Corridor campground use limit is 40; the largest is 90.

Primitive

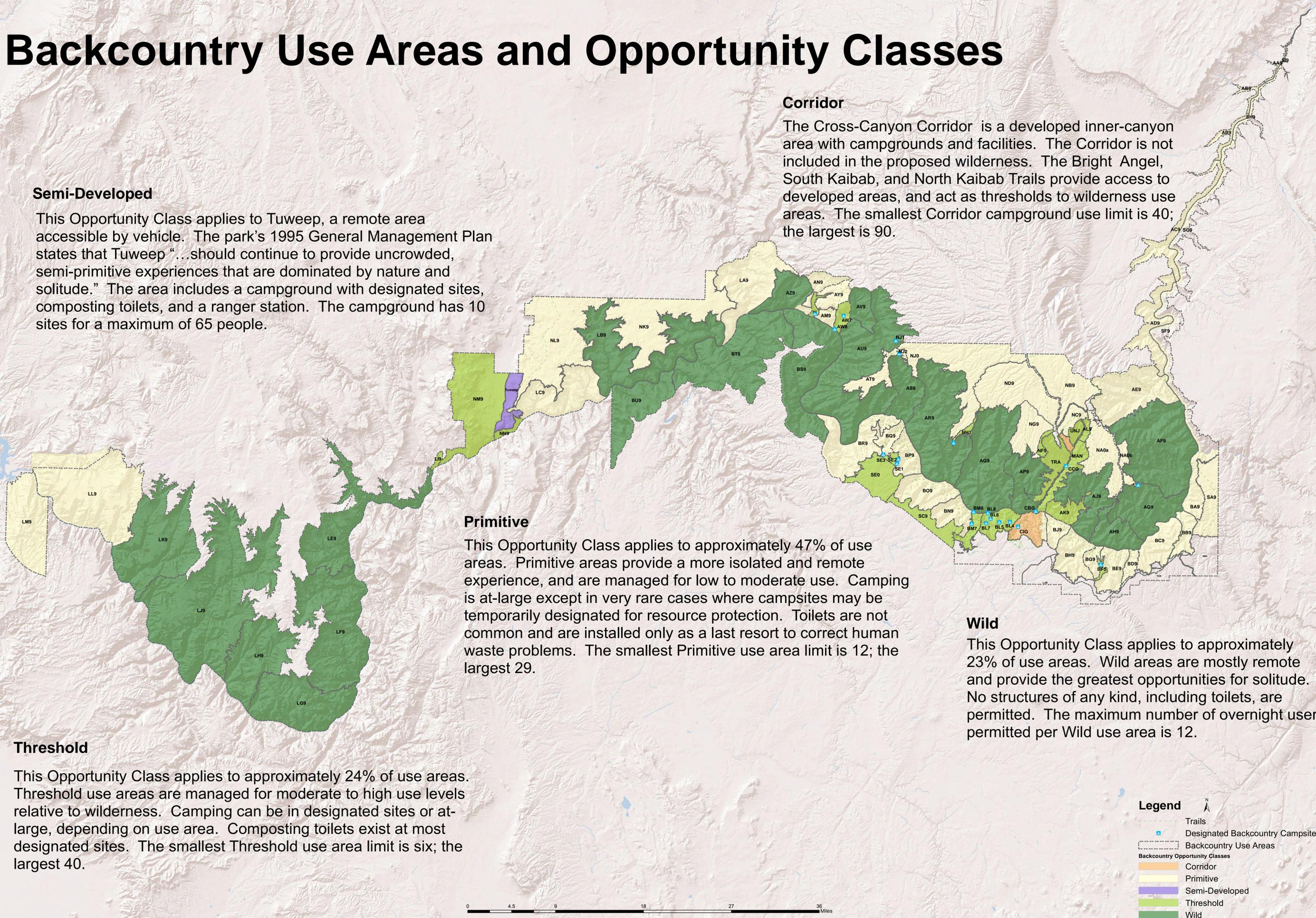
This Opportunity Class applies to approximately 47% of use areas. Primitive areas provide a more isolated and remote experience, and are managed for low to moderate use. Camping is at-large except in very rare cases where campsites may be temporarily designated for resource protection. Toilets are not common and are installed only as a last resort to correct human waste problems. The smallest Primitive use area limit is 12; the largest 29.

Wild

This Opportunity Class applies to approximately 23% of use areas. Wild areas are mostly remote and provide the greatest opportunities for solitude. No structures of any kind, including toilets, are permitted. The maximum number of overnight users permitted per Wild use area is 12.

Threshold

This Opportunity Class applies to approximately 24% of use areas. Threshold use areas are managed for moderate to high use levels relative to wilderness. Camping can be in designated sites or at-large, depending on use area. Composting toilets exist at most designated sites. The smallest Threshold use area limit is six; the largest 40.



Legend

- Trails
- Designated Backcountry Campsites
- Backcountry Use Areas
- Backcountry Opportunity Classes**
- Corridor
- Primitive
- Semi-Developed
- Threshold
- Wild