





# **Ophir Area Trails**

Мар	Trail Name	Difficulty	Route Type	Distance	Elev. Gain
1	East Fork	Difficult	Out & Back	12.8 mi / 20.8 km	1,925 ft
2	Cross Mountain	Moderate	Out & Back	6.6 mi / 10.4 km	2,110 ft
3	Lizard Head	Difficult	Out & Back	9.4 mi / 15.2 km	5,710 ft
4	Wilson Meadow	Moderate	Out & Back	3.8 mi / 6.2 km	1,390 ft
5	Hope Lake	Moderate	Out & Back	4.6 mi / 7.4 km	1,310 ft
6	Lewis Lake	Difficult	Out & Back	7.2 mi / 11.6 km	3,080 ft

Trail Difficulty provided by Alltrails.com

## 1. East Fork Trail

This trail follows the east fork of the Dolores River through dense forest so overviews will be obscure. At a little over 6 miles, one reaches Bolam Pass and the Colorado Trail.

#### 2. Cross Mountain

Access and parking is directly off of Hwy 145. First 2 miles is a steady 1,000 climb with no switch backs. By the end of the trail one has a panoramic view and reaches the junction with Lizard Head trail.

### 3. Lizard Head Trail

The west trail head is reached by hiking Cross Mountain (total of 8.0 miles one-way). Optionally one can avoid the Cross Mountain trail and take the north approach which is located off the highway directly across from Trout Lake. Great panoramic views across the ridge system.

#### 4. Wilson Meadow

Accessible by taking the north approach to Lizard Head which is located off the highway directly across from Trout Lake. Trail leads one to the high alpine Wilson Meadows. A number of switchbacks are involved.

# 5. Hope Lake

One of the most popular hikes, one turns onto 63A and drives by Trout Lake and then turns onto Forest Service Road 627 to reach Hope Lake trailhead. Recommended to have 4WD / high clearance on the Forest Road. Last half of the hike are numerous switch backs to reach Hope Lake.

#### 6. Lewis Lake

Trail is accessible off of 630 Road (Ophir Pass). Trail is very steep and rocky, numerous switch backs to reach Oscar Pass. Thereafter it is downhill to Lewis lake. One has the option to go an additional 1.0 miles southward (one-way) to reach Columbine Lake.

