



High Desert Backcountry Horsemen Chapter

1161 South Kane Drive
Kanab, Utah 84741

Horse Boarding Availability:

“Sand Creek Stables” Cody and Britney Judd, 1855 North Highway 89A, phone: 928-643-7088; Email: Britneyscs@yahoo.com. Location between Kanab and Fredonia, Arizona

Equestrians may also board horses and camp at the Kaneplex (Rodeo Grounds) if they are not being used for events. Contact the Kane County Clerk to get information on using the Rodeo Grounds. No open fires permitted on the rodeo grounds. Corrals available and depending upon the weather, water may be available. Call County Clerk at 435-644-2458 during weekday office hours to learn the details of using Kaneplex facility.

Note: The above listing is provided for visitors looking for horse/mule boarding facilities in the Kanab area. HDBCH has not inspected the above facilities and is not responsible for the condition of the facilities nor the safety aspects of the facilities. The individual horse owners looking for boarding facilities are responsible for meeting with the boarding owner, inspecting the facilities and making decisions concerning the conditions thereof. Any comments or concerns should be discussed with the owner of the boarding facility.

Developed Public Campgrounds:

- Ponderosa Campground on Hancock Road to Coral Pink Sand Dunes (no highway #).
- Stateline Campground in House Rock Valley BLM Road 700. (Recommended you drive over Kaibab Plateau on 89A & enter House Rock Valley from the south and drive north.)
- USFS campground at Jacob Lake on Highway 89A within the Kaibab National Forest. Note Ponderosa and Stateline Campgrounds do not have water available.

Dispersed camping:

Dispersed camping is permitted anywhere on **BLM administered lands**. Please clean your campsite as you leave so others can also enjoy it. Leave No Trace of any of your activities. Be extremely careful with fires. And clean up the manure from the trailheads and camping areas.

Happy Trails to You! Noel Poe, President HDBCH, nmpoe0920@gmail.com