

GOBLIN VALLEY

STATE PARK

Activities

Goblin Valley State Park allows visitors to explore and meander among the goblins. Five established hiking trails, bike trails, and the three trailless valleys offer unique and spectacular views of the landscape.

Valley of the Goblins— steps from the pavilion lead to the Valley, covering 3 square miles with thousands of hoodoos. It offers free-roaming hiking across three undeveloped valleys without maintained trails. Start with Valley One, then explore Valley Two, and for a longer, five-mile round trip, try Valley Three. Remember not to climb fragile hoodoos or harm any cryptobiotic soil and plants.

Carmel Canyon— 1.5 mile moderately strenuous loop which connects to the Goblin’s Lair trail and to the Three Sisters.

Goblin’s Lair— 3 mile out and back trail that is moderately strenuous. It starts on the Carmel Canyon and leads to a cave. Exposed, sandy, and requires basic bouldering skills to climb into the Lair.

The Three Sisters—This quick 250-yard trail is the most iconic of all goblin formations. It offers spectacular views and can be found on many souvenir items in the visitor center.

Curtis Bench— 2.1 mile out and back moderate trail that follows the Curtis formation. It offers a unique overview of the goblins as well as the Henry Mountains.

Toadstool Canyon— 2.7 mile loop that is considered moderate to strenuous. This canyon connects to the end of Curtis Bench trail. It does involve steep slopes and some crawling.

Red Canyon— 6 miles out and back moderate to strenuous route serves as a link between all valleys and federal wilderness areas beyond.

Grand Circle— 3.5-mile loop, moderate to strenuous, via Entrada Canyon, Carmel Canyon, and part of Goblin’s Lair.

Wild Horse Window—2 miles out and back moderate hike. Take the second road after the park entrance sign. The trail follows cairns on the slickrock.

Wild Horse Creek—Almost 10 miles out and back, moderate to strenuous. Take the third or fourth dirt road after the entrance sign to get to the trailhead.

Molly’s Castle—4x4 road with high clearance needed. Approximately 4 miles out and back to the castle, ten miles total to SR24.

Dispersed Camping—Stay on designated roads, and use pre-existing fire-pits. Pack out what you packed in.



Campground

Goblin Valley State Park features a 24-site campground, group site, and two yurts with centrally-located restroom and shower facilities all booked 4 months to the day in advance. Day-use and camping fees are charged.

Safety Tips

Lightning danger is severe in exposed locations. Seek shelter in a building or vehicle during thunderstorms.
Drink plenty of water—bring at least one gallon per person per day in summer. Goblin Valley is a remote, rugged area. Use caution while hiking.

Weather

The best times to visit are spring and autumn. Summer temperatures can reach over 100 degrees F. Afternoon thunderstorms in late summer provide a nice breeze, but they also bring the danger of lightning strikes and flash flooding in nearby washes and slot canyons. In the winter, nighttime temperatures drop below freezing, and on occasion snow on the ground.

Dark Sky

Goblin Valley has one of the darkest night skies on Earth. Virtually free of any light pollution from populated areas, Goblin Valley Park is a certified Dark Sky Park and offers unparalleled views of the Milky Way. Be sure to spend some time exploring the different constellations and enjoying the night sky.

“What a privilege it is to frolic with goblins under the beguiling light of a billion stars.”

From deposits laid 170 million years ago by a vast inland sea, Goblin Valley State Park was sculpted by forces of nature. Today, thousands of otherworldly stone gnomes inhabit the valley, evidence of this land’s unique geologic legacy. These uniquely shaped goblins lure visitors to join them in their desert playground.



Your park fees provide the care, protection, and enhancement of this park.

Park Location:

The park is located 50 miles southwest of Green River off State Highway 24.

Park Entry Fee:

An entrance fee is required at all times.

Address Inquiries To:

Goblin Valley State Park
P.O. Box 478
Green River, UT 84525
(435) 275-4584
or
Utah State Parks
P.O. Box 146001
Salt Lake City, UT 84114-6001
(801) 538-7220
stateparks.utah.gov

Reservations:

1-800-322-3770

Utah State Parks Mission:

To enhance the quality of life by preserving and providing natural, cultural, and recreational resources for the enjoyment, education, and inspiration of this and future generations.

For more information, visit:
<https://stateparks.utah.gov/parks/goblin-valley/>
or
www.reserveamerica.com

Scan the QR code to purchase day-use passes online or visit us at parkspass.utah.gov
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Goblin Valley State Park



Utah State Parks

Plants and Animals

Plants have adapted by reducing the size of their leaves and producing waxy coatings so that they lose less water through transpiration. Visitors will likely encounter Mormon tea, Russian thistle, Indian ricegrass, and various cacti. Jackrabbits, scorpions, kangaroo rats, pronghorns, kit foxes, rattlesnakes, and coyotes are found within or near the park. Most animals in the area are nocturnal, venturing out only in the cooler evenings to hunt and forage for food.



Geology

Goblin Valley is at the southern end of the San Rafael Swell, a massive anticline that was uplifted about 40-70 million years ago. The goblins, known scientifically as hoodoos, were formed through the gradual erosion of Entrada sandstone, which was deposited about 170 million years ago when the area was a tidal flat situated next to an ancient sea. The goblin’s unearthly shapes are formed from the interbedded sandstone through a process called spheroidal weathering. Because the siltstone and shale layers are softer than the more resistant sandstone layers, they dissolve more quickly. As vertical cracks appear, the sandstone’s sharp corners are smoothed by chemical decomposition and erosion, forming the rounded caps and curves of the formations.



- Morrison Fm.**
Rivers and lakes, volcanic ash
- Summerville Formation**
Siltstone from shallow tidal flats
- Curtis Formation**
Hard sandstone from marine reefs
- Entrada Sandstone**
Fine-grain sandstone, siltstone, and gypsum from ancient tidal flats

Park Guidelines

Camping—Camp only in designated areas. Each reservation covers one vehicle and any attached recreational equipment. An extra fee is charged for any additional vehicles. Up to eight people are allowed on a campsite.

Quiet hours: 10 p.m. to 7 a.m.

Fires—Campfires must be in designated fire rings only. Most developed campsites provide camp stoves or grills. Firewood is available for sale at the visitor center.

Pets—Pets must be under control at all times with a maximum leash of 6 feet. Clean up promptly after your pets.

Bicycles—Bicycling must be on paved roads, and approved bike trails that are located by the Curtis bench trail. They are not allowed on hiking trails, on unpaved portions in the campground, or in the Valley of Goblins.

Plants and animals—All plants, animals, minerals, and other natural features in Utah State Parks are protected. It is unlawful to remove, alter, or destroy them. Goblin Valley’s formations are fragile. Please treat them with care.

Fireworks—Unless authorized by the park manager, fireworks and firecrackers are prohibited.

Vandalism—It is unlawful to mutilate or deface any natural or constructed feature or structure. All unauthorized business will result in immediate citation and eviction.

Wastewater—It is unlawful to dump or drain water from campers or trailers onto the ground. A sanitary disposal station is provided for registered campers.



Goblin Valley State Park Area

Trails & Roads

Entrance Station/Visitor Center

Parking Area

Restrooms

Covered Picnic Area

Viewpoint

Point of Interest

Yurt

Hiking Trailhead

Campground

Group Campground

Amphitheater

OHV Trail

Horse Riding Trail

Hiking Trail (No Bikes)

Biking Trail (Hiking Friendly)

Paved Highways & Roads

Gravel Maintained Road

Unpaved Road

OHV Trail

State Highway Shield

Red Canyon Primitive Route

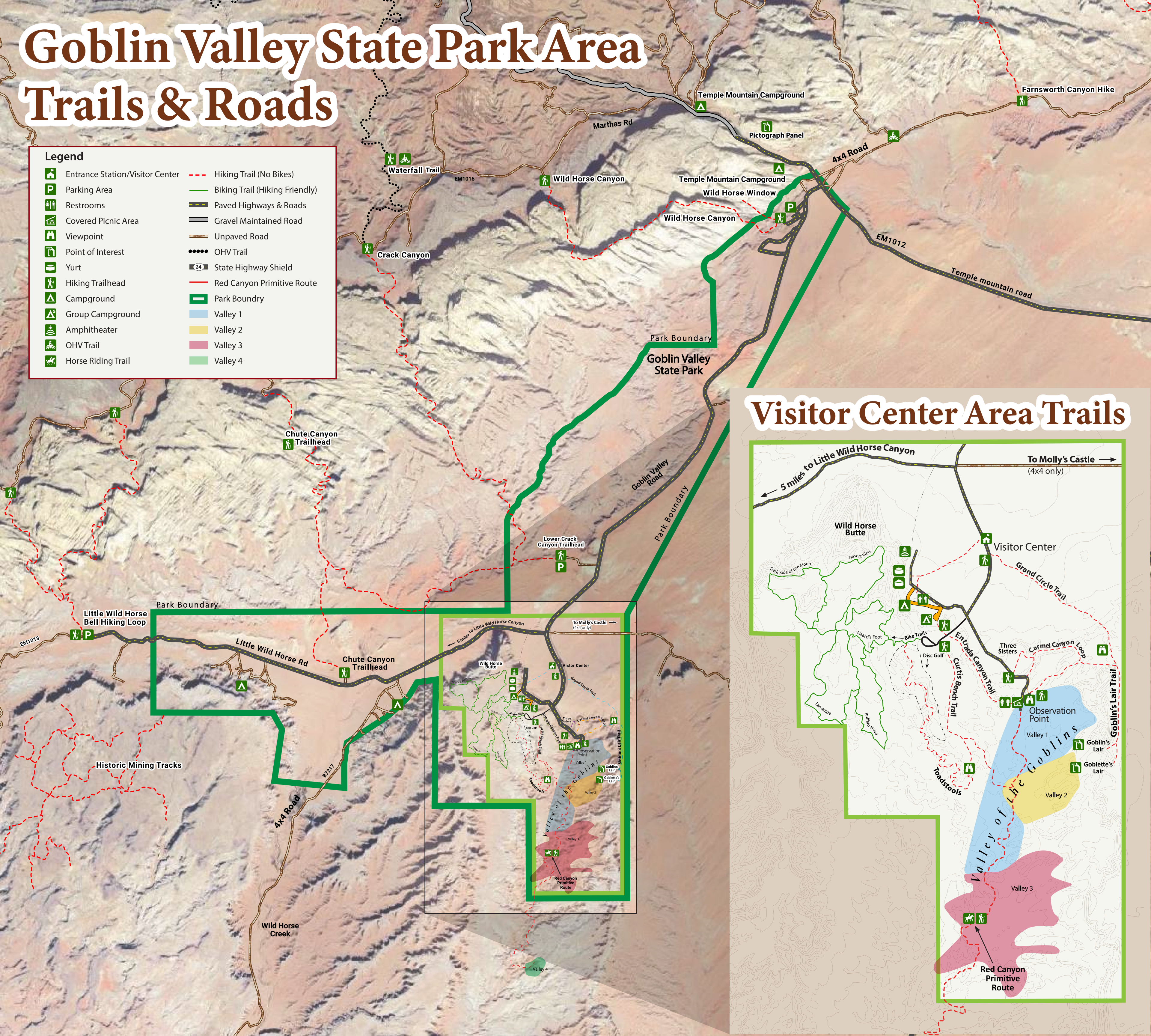
Park Boundary

Valley 1

Valley 2

Valley 3

Valley 4



Visitor Center Area Trails

