

Directions to VCNP Lodge

From Colorado

- Head south towards Sante Fe/ Los Alamos on either I25 or US 285
- Turn west towards Los Alamos heading on NM 502 off HWY 285/ 84 north of Sante Fe
- Continue through Los Alamos on NM 502 (Trinity Dr)
- Turn left on Diamond Dr (still NM 502) at Los Alamos medical center and continue 1-2 blocks
- Turn right on NM 501 (W Jemez Rd) – 502 and 502 form the main route through town which is easier to follow than it sounds
- Turn right on HWY 4 and climb up into the mountains
- When you complete the climb you will come to a large, LARGE meadow on your right – the Valle Grande
- Continue westerly to mile marker 39.2 and see directions for entering the preserve below

From Albuquerque (1.5 – 2 hrs)

- Take I 25 North out of ABQ
- Exit Rd. 550/ 44 /Bernalido Exit
- Continue on Rd 550/44 to State Rd. 4

Note: the Highway Dept renamed State Rd. 44 to 550/44, so watch for the 550 sign.

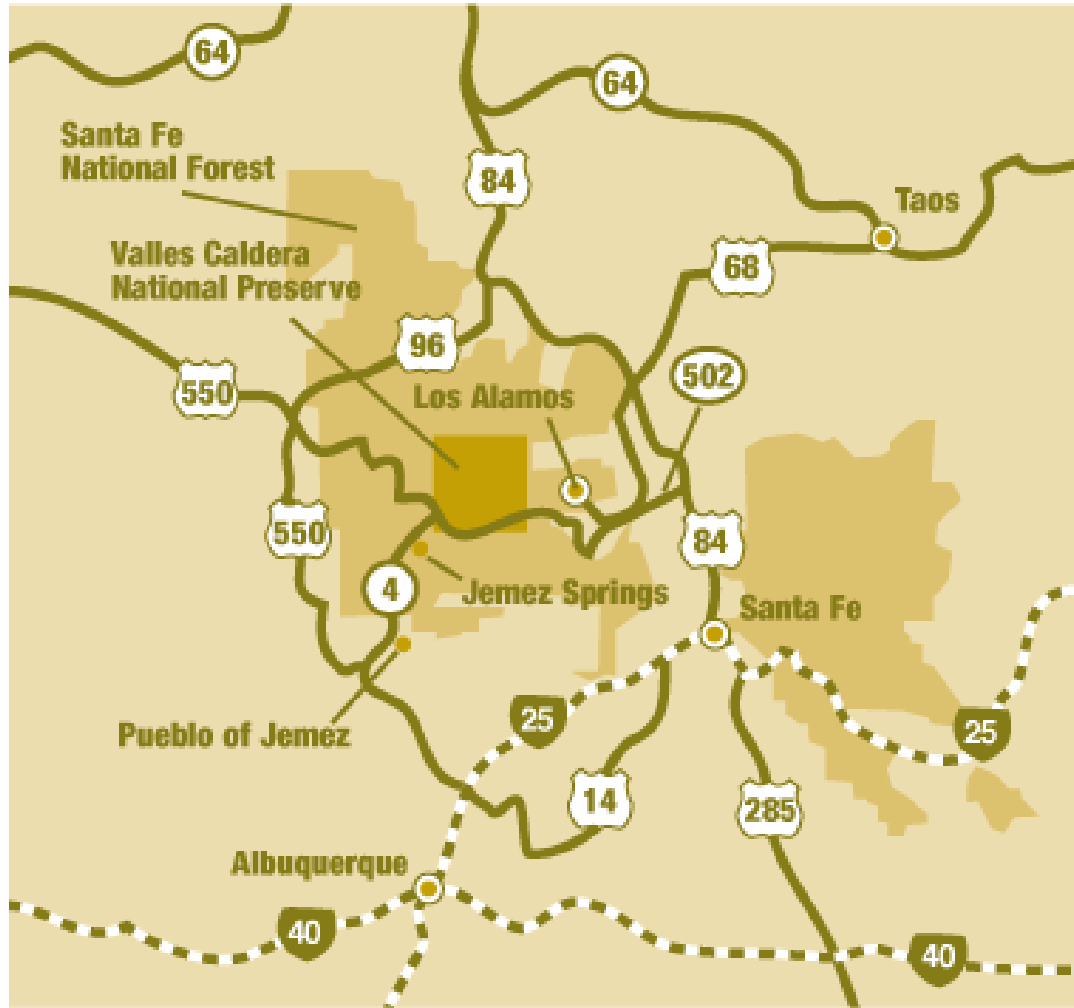
- Turn Right on State Rd. 4

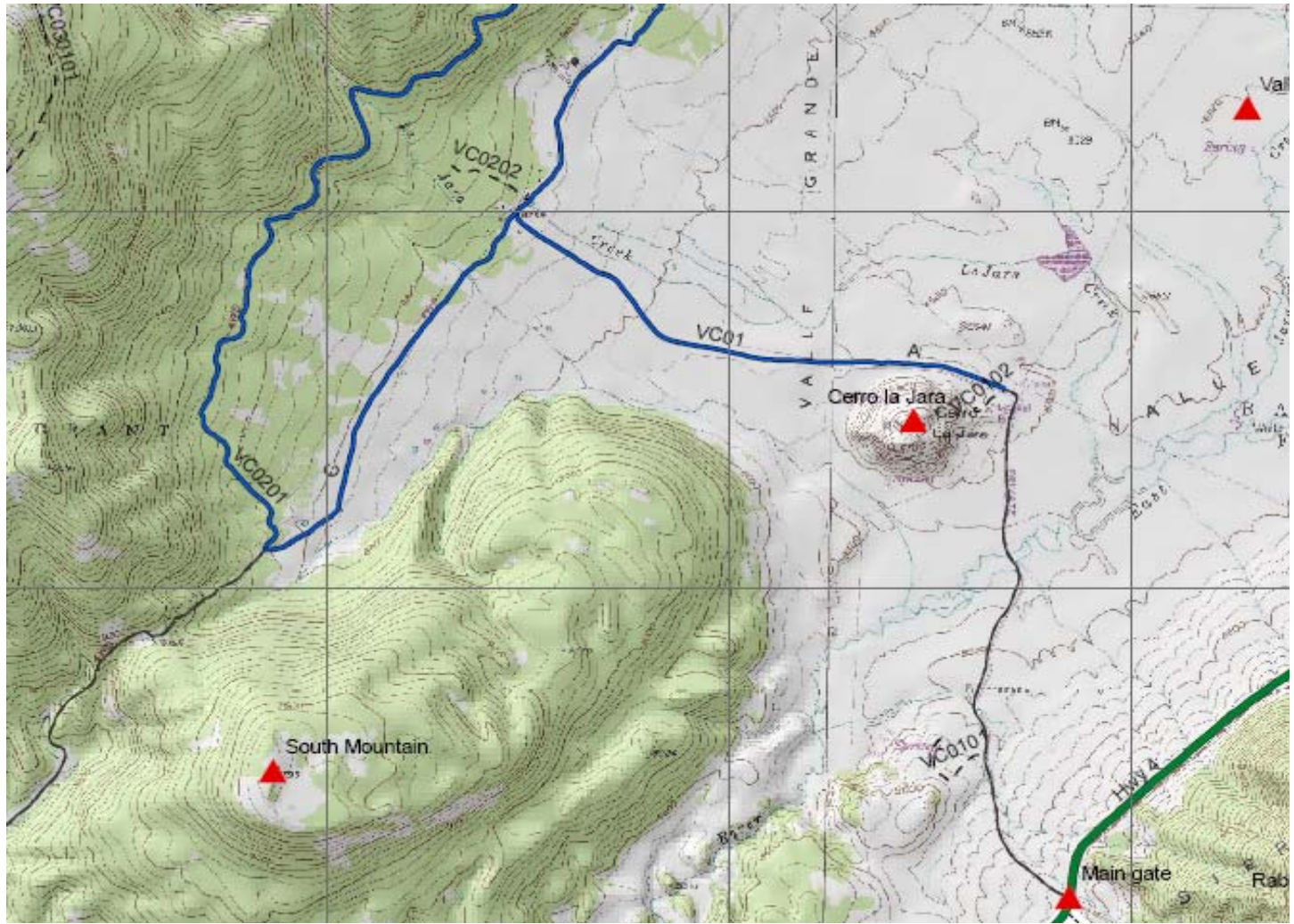
There is a speed trap in Jemez Springs Village, so SLOW DOWN here.

- Pass La Cueva (junction of route 126 and route 4); road curves to east and then south
- Continue winding easterly for approximately 12 miles to mile marker 39.2 and see directions for entering the preserve below

Entering the Preserve

- Turn north on a dirt road into the main entrance of VCNP (approximately mile marker 39.2 on HWY 4)
- Continue across LARGE meadow (the Valles Grande) approximately 3 miles to a small entrance, staging area, guard shack. Tell them you are with the SAHRA researchers
- Continue up dirt road approximately 1 more mile until you come to several buildings at the edge of the forest. Turn right and follow the edge of the forest/ meadow past several older log cabins, turn left at approximately 0.25 miles - you should be able to see the large, circular lodge where we will be staying from this junction (red arrow and circle on location map below)





Entrance into VCNP off SR 4 (green road on lower right corner of map), near mile marker 3

