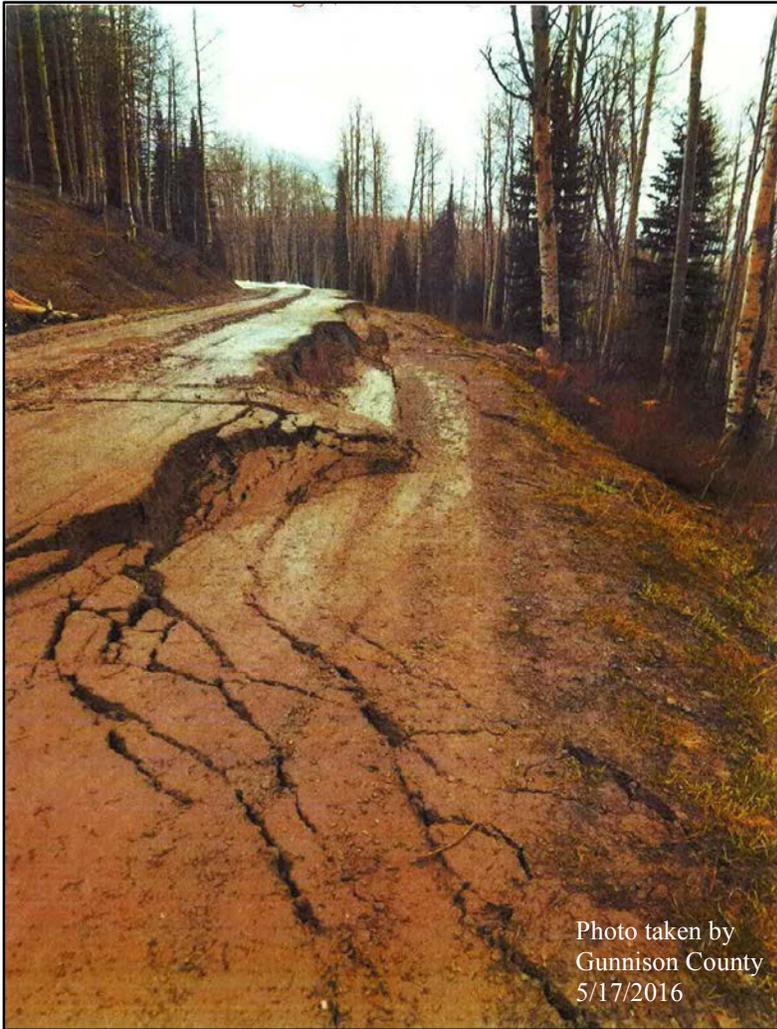


# GMUG National Forest Road and Gate Status 2016

Paonia Ranger District (970) 527-4131		Updated 05/23/2016	
Route Name	Route #	Current Status	Comment
Steven's Gulch Rd.	701	<b>OPEN</b>	Open to the Collbran Road, #265. Wet & muddy spring conditons.
Overland Rd.	705	<b>CLOSED</b>	Winter Closure.
Beaver Res. Rd.	710	<b>OPEN</b>	Spring conditions.
Lone Cabin Rd.	798	<b>OPEN</b>	Spring Conditions.
Minnesota Res. Rd.	711	<b>OPEN</b>	Dry to Deep Creek. Spring conditions beyond that.
Buzzard Divide Rd.	265	<b>OPEN</b>	Open to Collbran. Muddy & wet spring conditions. Drifts on the side of the road.
Clear Fork Rd.	844	<b>CLOSED</b>	Winter Closure.
Condemn It Park Rd.	704	<b>CLOSED</b>	Open to the Private Gate.
Coal Creek Rd.	709	<b>OPEN</b>	Wet and Muddy spring conditions. FS road crew is working on the road.
Kebler Pass Road	Gunnison County #12	<b>CLOSED</b>	The road has slumped at MP 14.5. <b>See picture below.</b> For more information please call Gunnison County at 970-640-0044.
Lost Lake Road	706	<b>CLOSED</b>	Winter Closure.
Virginia Creek Rd. Smith Fork Area	714	<b>CLOSED</b>	Winter Closure. Virginia Creek Gate is CLOSED.
Crystal Creek Road	713	<b>CLOSED</b>	Winter Closure. Road is open to Baldy Stomp. Very muddy.
Myers Gulch Road	715	<b>CLOSED</b>	Winter Closure.
Old Black Mesa Road	716	<b>CLOSED</b>	Winter Closure. Road is open to power lines, very muddy.
Mesa Creek Road	717	<b>CLOSED</b>	Snowed in.
Corral Gulch	719	<b>CLOSED</b>	Open to #716 Road. Wet & Muddy.
Curecanti Road	720	<b>CLOSED</b>	Open to 2.7 miles beyond the bridge. Road slid beyond that point. Wet Muddy conditions.

# GMUG National Forest Road and Gate Status 2016



This slump is approximately 350 feet long with a 4 foot drop from the remaining road. The remaining section of road is less than 12 feet wide. Due to concerns that the remaining section of road will also slump, Gunnison County is not going to open Kebler Pass Road, Gunnison County Road 12, to through traffic until a geotechnical engineer can evaluate the area.