

Bayview Horse Trailhead

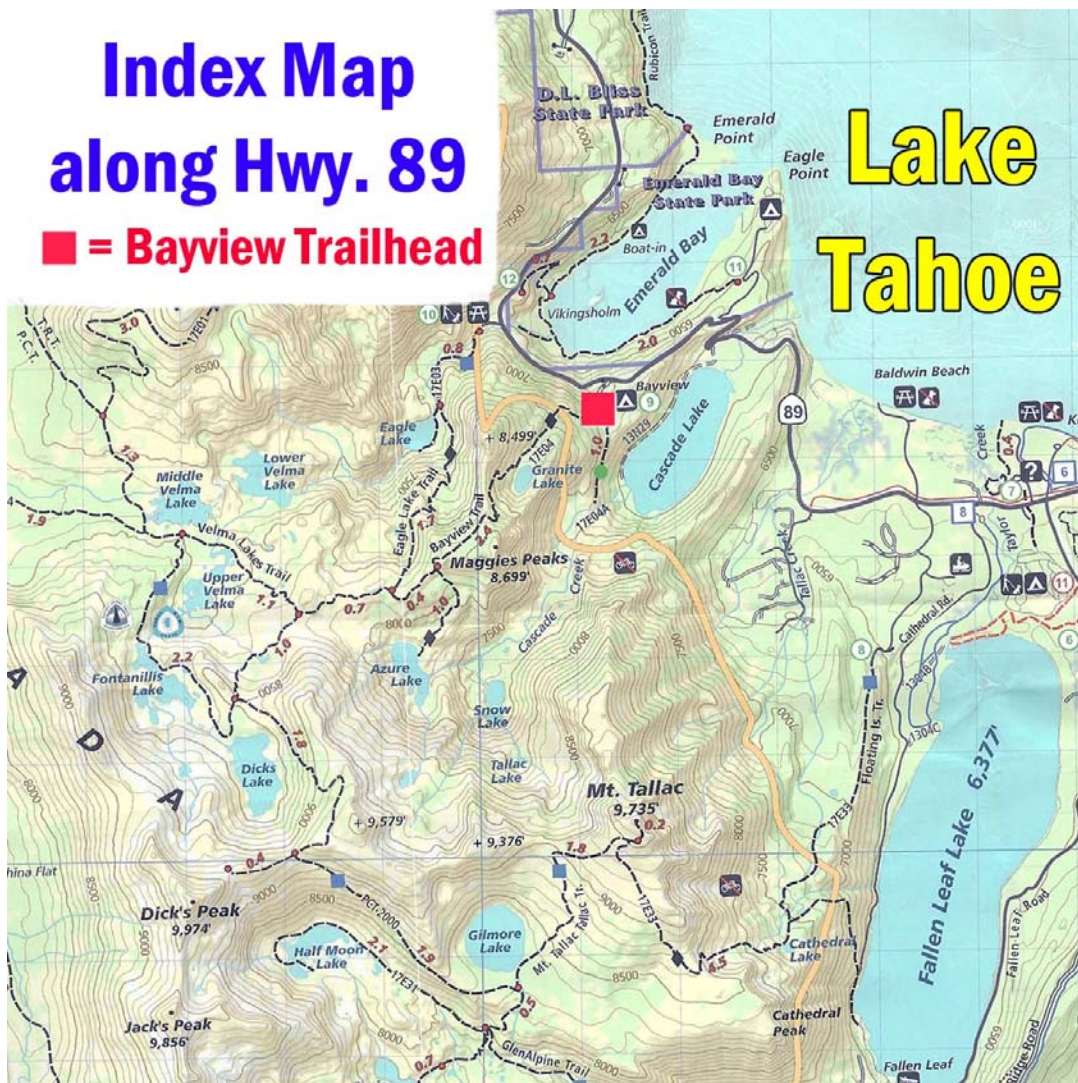
near Emerald Bay, southwest shore of Lake Tahoe
Highway 89, Eldorado National Forest

by Robert H. Sydnor, *Backcountry Horsemen of California, Mother Lode Unit* June 2014

Bayview Trailhead is an entry portal into the Desolation Wilderness Area within Eldorado National Forest. Access is from Highway 89 in the vicinity of Emerald Bay, about 8 miles north of South Lake Tahoe. Drive south through the campground to reach the horse trailhead.

The Bayview Trailhead (shown by the red square) is at an elevation of 7,100 feet. Mount Tallac, elevation 9,735 feet is nearby. The Bayview Trail connects into the Velma Lakes Trail and the Pacific Crest Trail within Rockbound Basin inside the Desolation Wilderness Area. A USFS Wilderness Permit is required to enter Desolation Wilderness (shown by the orange line on the map). There is no cost to use the USFS trailhead. Overnight horse camping is not permitted at the corrals. Bayview Trailhead contains several horse corrals, a horse trailer parking area, and a horse loading ramp. The small creek that supplies the horse water-faucet usually runs dry by early summer, so bring your own horse water.

**Index Map
along Hwy. 89
■ = Bayview Trailhead**





Bayview is both a campground and a trailhead. Equestrians cannot camp with horses at the corral. It is just for unloading horses that are headed into Desolation Wilderness Area. For further information go to the Lake Tahoe Basin Management Unit at this website: <http://www.fs.usda.gov/recarea/ltbmu/>



The Bayview Trailhead serves two different trails:

A scenic hiking trail leads south to **Cascade Falls**, one mile distant. This trail is heavily used by hundreds of tourists each weekend, so typically there is congestion of vehicles at the trailhead. Horses *cannot* traverse the waterfall trail with granite steps and narrow ledges.

The horse trail into the **Desolation Wilderness** is well-marked. It traverses southwest and ascends steeply to Upper Velma Lake, then into Rockbound Basin. Refer to map.