



DO NOT NAVIGATE WITH THIS MAP

Sand Point/ Crane Lake		TYPE	TENT PAD	FIRE RING	ACCESS	FOOD LOCKER	TABLE	PRIVY
S1	Brown's Bay	SC	2	1	Soft	0	1	1
S2	Brown's Bay	HB	0	1	Soft	0	0	0
S3	Brown's Bay View	LC	4	1	Dock	2	2	1
S4	Burnt Island	SC	2	1	Dock	1	1	1
S5	Feldt Channel	SC	2	1	Soft	1	1	1
S6	Granite Cliff North	SC	2	1	Sand	1	1	1
S7	Granite Cliff South	SC	2	1	Dock	1	1	1
S8	Grassy Bay	HB	0	1	Soft	0	0	0
S9	Houseboat Island West	SC	2	1	Sand	1	1	1
S10	King Pin	LC	4	1	Dock	2	2	1
S11	King Williams Narrows	SCG	10	5	Dock	5	5	1
S12	Mukooda Lake	SCG	0	5	Dock	5	5	1
S13	North Island West	SC	0	1	Soft	1	1	1
S14	Norway Island	LC	4	1	Sand	2	2	1
S15	Reef Island	SC	2	1	Sand	1	1	1
S16	Sand Point Island East	HB	0	1	Sand	0	0	0
S17	South Island	SC	2	1	Soft	1	1	1
S18	Stoneburner Island	SC	2	1	Dock	1	1	1
S19	Wolf Island	SC	2	1	Dock	1	1	1
S20	N.W. Arm Beach	HB	0	1	Sand	0	0	0
S21	Sandpoint Island West	HB	0	1	Rock	0	0	0
S22	Leach Bay	HB	0	1	Soft	0	0	0
S23	Grassy Bay South	SC	2	1	Soft	1	1	1
S24	Swanson's Bay	SC	2	1	Rock	1	1	1

Namakan Lake		TYPE	TENT PAD	FIRE RING	ACCESS	FOOD LOCKER	TABLE	PRIVY
N1	Birch Cove Island	SC	0	1	Sand	1	1	1
N3	Leach Bay	SC	2	1	Sand	1	1	1
N4	Cove Bay	SC	0	1	Sand	1	1	1
N6	Deep Slough	HB	0	1	Sand	0	0	0
N7	Depthfinder Island	SC	2	1	Dock	1	1	1
N8	Depthfinder View	HB	0	1	Sand	0	0	0
N9	Ebel's	HB	0	1	Sand	0	0	0
N10	Fox Island	SC	0	1	Sand	1	1	1
N11	Hamilton Island East	SC	2	1	Sand	1	1	1
N12	Hoist Bay	SC	2	1	Dock	1	1	1
N13	Johnson Bay	SC	2	1	Rock	1	1	1
N14	Junction Bay	SC	0	1	Soft	1	1	1
N15	Catamaran	SC	2	1	Dock	1	1	1
N16	Kettle Portage	SC	2	1	Dock	1	1	1
N17	McManus Island	HB	0	1	Sand	0	0	0
N18	McManus Island West	SC	2	1	Dock	1	1	1
N19	Mica Bay Beach	HB	0	1	Sand	0	0	0
N20	Mica Island	HB	0	1	Dock	1	1	1
N21	Mitchell Bay	SC	2	1	Sand	0	0	0
N22	Mitchell Island West	HB	0	1	Sand	0	0	0
N23	My Island North	DU	0	2	Sand	0	2	1
N24	My Island South	SC	2	1	Sand	1	1	1
N25	My Island West	SC	0	1	Sand	1	1	1
N27	Namakan Island East	SC	2	1	Sand	1	1	1
N28	Namakan Island West	SC	2	1	Sand	1	1	1
N30	Pat Smith Island	SC	0	1	Rock	0	1	1
N31	Pike Bay	HB	0	1	Soft	0	0	0
N32	Pike Bay	HB	0	1	Soft	0	0	0
N33	Rainbow Bay	SC	0	1	Dock	1	1	1
N34	Randolph Bay	HB	0	1	Sand	0	0	0
N35	Rusty Island	SC	2	1	Sand	1	1	1
N36	Rusty Island East	HB	0	1	Sand	0	0	0
N37	Sandar Point	SC	2	1	Dock	1	1	1
N38	Sheen Point	SC	2	1	Dock	1	1	1
N39	Sheen Point North	HB	0	1	Sand	1	1	1
N40	Smuggler's Point	HB	0	1	Sand	0	0	0
N41	Voyageurs Narrows	SC	2	1	Dock	1	1	1
N42	Steakhouse Point	SC	0	1	Rock	1	1	1
N43	Torry Fish Camp	LC	4	1	Soft	2	2	1
N44	Williams Island South	SC	2	1	Soft	1	1	1
N45	Windbreak Point	SC	2	1	Soft	1	1	1
N46	Wolf Pack Island West	SC	0	1	Sand	0	1	1
N47	Wolf Pack Island Cent.	SC	2	1	Sand	1	1	1
N48	Wolf Pack Island East	SC	2	1	Sand	1	1	1
N49	Your Island	SC	0	2	Soft	1	2	1
N50	Junction Bay North	HB	0	1	Sand	0	0	0
N51	Namakan Island North	HB	0	1	Rock	0	0	0
N52	Snake Island View	HB	0	1	Rock	0	0	0
N54	Wigwam Point East	HB	0	1	Sand	0	0	0
N55	Namakan Island N.E.	LC	4	1	Sand	2	2	1
N56	Beaver Bay	HB	0	1	Soft	0	0	0
N57	Aspen Bench	SC	2	1	Dock	1	1	1
N58	North Mitchell Island	SC	2	1	Sand	1	1	1
N59	Hammer Bay South	SC	2	1	Dock	1	1	1
N60	Voyageurs Narrows	HB	0	1	Soft	0	0	0
N61	Williams Island North	SC	2	1	Dock	1	1	1
N62	Sexton Island	SC	2	1	Dock	1	1	1
N63	Namakan Island South	SC	2	1	Sand	1	1	1

Rainy Lake		TYPE	TENT PAD	FIRE RING	ACCESS	FOOD LOCKER	TABLE	PRIVY
R3	Anderson Bay West	HB	0	1	Sand	0	0	0
R13	Fish Camp Island	SC	2	1	Sand	1	1	1
R14	Hanson	SC	2	1	Sand	1	1	1
R19	Logging Camp	SC	0	1	Sand	1	1	1
R25	Sand Bay South	HB	0	1	Sand	0	0	0
R27	Virgin Island South	LC	4	1	Dock	2	2	1
R32	Fish Camp Bay	HB	0	1	Rock	0	0	0
R33	Fish Net Point	HB	0	1	Sand	0	0	0
R56	Windmill Rock View	SC	2	1	Sand	1	1	1
R58	Finger Bay Beach	DU	0	1	Sand	0	1	1

Back Country		TYPE	TENT PAD	FIRE RING	ACCESS	BEAR POLE	TABLE	PRIVY
B2	Beast Lake	SC	0	1	Canoe	0	0	1
B18	Ryan Lake	SC	1	1	Foot	1	0	1

LAKE COUNTRY TRAVEL

Rocks, water, large trees — Voyageurs may seem hard and rugged but the resources are fragile. Your actions when multiplied by all the other people who use a campsite can add up to resource damage.

- Day Use Site — picnics and daytime activities but no overnight stays
- Small Campsites — overnight use with tents; designed for a maximum of 9 people
- Large Campsites — overnight use with tents; designed for a maximum of 18 people
- Small Campground — overnight use with tents
- Group Sites — overnight use with tents; designed for a maximum of 30 people
- Houseboat Sites — overnight use for self-contained houseboat; most are designed for 2 boats

OVERNIGHT PERMITS — All visitors staying in the park overnight must fill out a free, self-registration permit. Permits are available at park visitor centers, boat launches, Woodenfrog State Campground and Crane Lake Ranger Station. Permits are required year round.

WHERE TO CAMP — Except for the two group campsites and Voyageurs Narrows campsite, no reservations & no fees — sites available on a first come, first served basis — be prepared to travel to an alternative campsite if a campsite is occupied — length of stay in park 14 consecutive overnights — total for season 30 days. Do not leave camping gear unattended to reserve a campsite. **All Voyageurs National Park campsites are accessible by water only.**

PARTY SIZE — Overnight sites are built to accommodate a specific number of people. To protect the park's natural setting, use the developed sites provided and limit your party size as follows:
 Small campsite — up to 9 people
 Large campsite — up to 18 people
 Houseboat site — up to 2 boats
 Group campsite — up to 30 people

TRASH — Carry out what you carry in — parking lots have trash receptacles — do not bury or put trash down vault toilets.

HUMAN WASTE — Use vault toilets or onboard houseboat toilets. If toilet is not available, dig a cathole 8" deep and 200' from water and cover tightly with soil — carry out sanitary napkins and diapers — do not pump out holding tank waste in lake.

WATER — Wash dishes and bathe in a basin using biodegradable soap — dispose of wastewater 200' from the lake — boil all water for a minimum of 2 minutes or filter with a 0.4 micron filter — strain food scraps and put with garbage to avoid attracting bears — BE SAFE!

NOISE — Quiet hours: 10:00 pm — 6:00 am — bring quiet, reliable lanterns and flashlights — generators may be used in lakeshore sites, but not during quiet hours. Quiet and solitude are valued by other visitors — keep noise levels low.

BEARS & WILDLIFE — Keep wildlife wild, do not feed any animals — dispose of cooking grease in a container — store all food, cooking gear and garbage in a bearproof locker or hang in a tree 10' up and 4' from the trunk — clean fish away from the site — cut up fish entrails into small pieces and dispose of them in deep water.

CAMPFIRES & STOVES — Bring a dependable campstove — build campfires in metal fire rings or existing rock rings — do not build new rock rings. Purchase firewood locally or gather only dead and downed wood the diameter of an adult's wrist — do not peel bark, strip lower branches or cut live trees. Bring a small hatchet or handsaw — chain saws are prohibited. Put out all campfires completely — remove all trash from fire ring. Bring metal sticks for roasting hot dogs and marshmallows instead of cutting shrubs.

PETS — Pets are not allowed on trails or in backcountry campsites. Pets are allowed in lakeshore sites, but they must be on a 6' leash and under your control at all times. Left in a campsite, pets are vulnerable to bears — dispose of pet waste as you would human waste.

REMEMBER: TENTS NEED TO BE ON TENT PADS. TENTERS MAY NOT CAMP IN HOUSEBOAT OR DAY USE SITES AND HOUSEBOATS MAY NOT STAY OVERNIGHT IN TENT OR DAY USE SITES. DAY USE IS ALLOWED AT TENT SITES UNTIL 2:00 P.M. DAY USE IS NOT ALLOWED AT HOUSEBOAT SITES. STORE FOOD IN METAL FOOD AND GARBAGE LOCKERS OR HANG IT FROM TREES.

ON THE WATER

These large bodies of water are used by small and large craft. Obey "No wake" buoys — maintain a speed that throws the minimum wake when passing canoeists and give them a wide berth. Paddlers should be prepared and turn into a boat's wake to ride it out.

FISHING & BOATING — Each person in a watercraft must have a United States Coast Guard (USCG) wearable life preserver readily available for use — USCG requires children under 10 years of age to wear a life preserver when in a recreational boat. USCG boating regulations and Minnesota fishing and waterskiing regulations apply within Voyageurs National Park. Regulations are enforced by park rangers, state conservation officers, deputy sheriffs and USCG officers. Personal watercraft cannot be operated in park waters.

HOUSEBOATS — Houseboats are defined as a motorized vessel that a person can walk through standing upright, from bow to stern, and that has sleeping facilities, a bathroom (permanent or portable), and cooking facilities. Sailboats and cabin cruisers are not included in this definition.

DOCKING AND ANCHORING — Overnight docking is not allowed at the three visitor center docks or day use site docks. Houseboat mooring aids and dock space for motorboats are available above and below Kettle Falls Dam. Park docks are not designed for houseboat mooring.

NAVIGATION — Main channels and waters of the park are marked with USCG red and green numbered buoy system — have a quality lake map onboard. Water flows from Crane, Namakan and Kabetogama lakes to Kettle Falls and from Kettle Falls, Rainy Lake flows to International Falls.

HAZARDS — Many unmarked hazards exist in less-traveled areas — a cylindrical white buoy with an orange diamond marks rocks, no wake zones and beaches — slow down and give them wide berth.

CUSTOMS — Bureau of Customs and Border Protection is available at Crane Lake (218-993-2321) and International Falls (218-283-8611). Canadian Customs on Sand Point Lake and Fort Frances, Ontario (807-274-3655 ext. 240).

SAFETY — Monitor the weather — listen for lake wind advisories — visitor centers fly red triangular flags to indicate small craft warnings. Consult the USCG safety equipment list needed for your boat. Lights are required for travel after sunset and before sunrise.

FUEL — Resorts, businesses and Kettle Falls Hotel sell gas.

COMMUNICATIONS — Channel 16 is monitored by National Park Service when rangers are on duty. USCG Auxiliary and some local resorts. For weather forecasts listen to 104.1 FM, 99.5 FM, 1230 AM, or 640 AM.

BACKCOUNTRY TRAVEL

A backcountry trip at Voyageurs can be a backpacking trip into a lake on the Kabetogama peninsula or it can be a combination of hiking and canoeing, reserving one of the park's watercraft on seven different lakes of the Kabetogama peninsula.

Check at a visitor center about reserving "Boats On Interior Lakes." Wheeled vehicles (except wheelchairs) are not allowed on park trails. Come prepared with a map, compass and backcountry gear — bring rope to hang your food 10' up and 4' out from a tree — pack out what you pack in — bring a complete first aid kit — bring a cookstove and tent — test out your gear before your trip.

CHAIN SAWS, FIREARMS, FIREWORKS AND ARCHERY ARE PROHIBITED — HUNTING AND TRAPPING ARE NOT ALLOWED IN THE PARK.



ALL overnight visitors (campers and houseboaters) must have an overnight permit displayed.

Key to site abbreviations

▲ SC: Small Campsite	● HB: Houseboat
▲ LC: Large Campsite	□ DU: Day Use
▲ SCG: Small Campground	— Road
★ GS: Group Site	— Portage
	— Hiking Trail



Crane Lake Ranger Station
 218-993-2481