

Nearby Parks

If you're having a great time here, don't forget to visit this nearby state park!

McFarland State Historic Park (37 miles)
Named after Governor Ernest W. McFarland, who signed the bill to form Arizona State Parks, the building served as the county courthouse, sheriff's office, and jail until converting to a county hospital. (520) 868-5216

Cabins

Camping cabins are available for reservation. Each cabin has two covered porches to fully enjoy the beautiful desert landscape. Cabins are furnished with a queen-sized bed, two sets of bunk beds, a table with chairs, electricity, lights, heating and air conditioning, and a locking door. Campers must supply their own linens or sleeping bags. Restrooms and showers are within walking distance. Cabins sleep up to six people.

Reserve a camping cabin and start your park adventure at [AZStateParks.com/cabins](https://www.azstateparks.com/cabins).



Established 1957

Lost Dutchman State Park

6109 N Apache Trail, Apache Junction, AZ 85119

(480) 982-4485 | 1-877-MYPARKS

[AZStateParks.com/lost-dutchman](https://www.azstateparks.com/lost-dutchman)

AZStateParks

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Named after the fabled lost gold mine, **Lost Dutchman State Park** is located in Apache Junction in the Sonoran Desert, 40 miles east of Phoenix. Several trails lead from the park into the Superstition wilderness and surrounding Tonto National Forest.

Take a stroll along the Native Plant Trail or hike the challenging Siphon Draw Trail to the top of the Flatiron. Depending on the year's rainfall, you might be treated to a carpet of desert wildflowers in the spring. Stay in our comfortable camping cabins and enjoy a weekend of camping!

Thank you for visiting!



1-877-MYPARKS | [AZStateParks.com](https://www.azstateparks.com)

Hiking Trails

Native Plant Trail: A 0.25-mile trail near the Visitor Center that features desert plants along an accessible paved trail.

Discovery Trail: This 0.7-mile trail connects the campground and day-use areas. The trail features information signs, a wildlife pond, bird feeder, and viewing bench.

Treasure Loop Trail (#56): A 2.4-mile round trip, this trail is rated moderate and has elevation changes of 500 ft. It ends at either of our beautiful picnic areas.

Prospector's View Trail (#57): This 0.7-mile trail is rated moderate. It connects Siphon Draw Trail to Treasure Loop Trail and also connects to Jacob's Crosscut Trail.

Jacob's Crosscut Trail (#58): At 0.8 miles, this trail is rated easy, and runs along the base of the Superstition Mountains. It connects Treasure Loop Trail with Prospector's View Trail and continues 4.5 miles past the park area along the mountain's base.

Siphon Draw Trail (#53): The trail is 4 miles round-trip and winds into a canyon known as Siphon Draw with a 1,000-ft elevation gain to the basin area.

- NOTE: Hikers can continue to the Flatiron, but there is no designated trail past the basin. There are elevation gains of over 2,000 feet. The hike is very steep and difficult. Please allow 6-8 hours. 5.6 miles round-trip.

Hiking Rules

- Use caution when hiking.
- Carry at least one gallon of water per person and wear appropriate footwear.
- Day-use hikers park in the day-use lots only.
- Cars parked on roads, campsites, by shower buildings, or by cabins will be towed.
- For your safety, stay on designated trails and out of old mine shafts.
- If hiking alone, tell someone where you are going.
- No motorized vehicles on trails.
- Report any problems to a park ranger.
- For emergencies, call 911.**

Park Rules

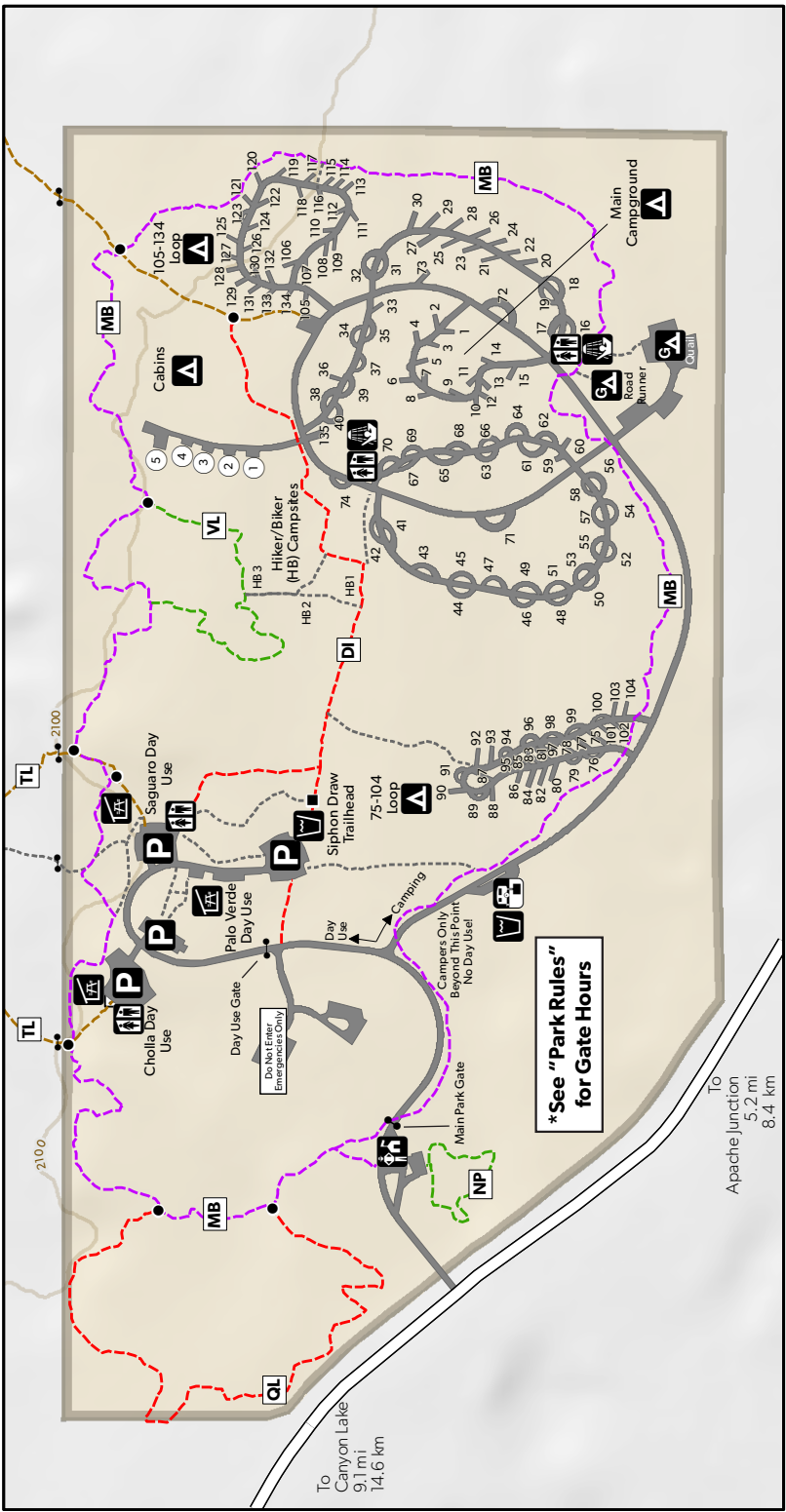
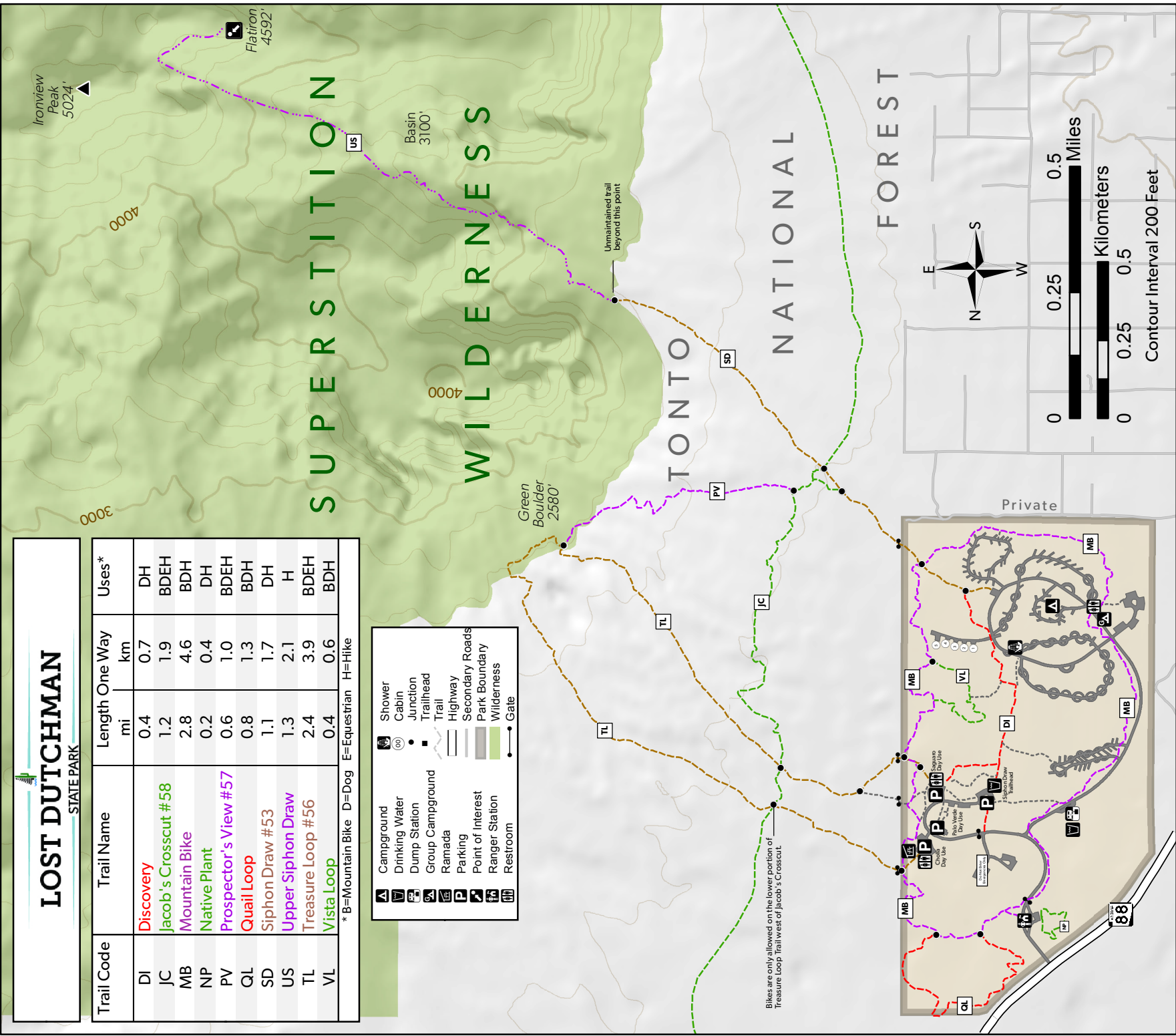
- Obey traffic signs. All tires must be completely on the pavement.
- Limit two vehicles per site or cabin at any time, no exceptions.
- Generator hours are 8 a.m. - 10 a.m. & 5 p.m. - 7 p.m.; includes idling vehicle.
- Quiet hours are 9 p.m. - 8 a.m. No nuisance noises at any time.
- Damaging/removing plants, animals, or archaeological, geologic, or historic objects is a crime!
- Leash (max 6ft.) and pick up after pets (domestic dogs and cats only!). Don't leave pets unattended or take into park buildings.
- No wood gathering. Fire in rings or grills only. Do not leave fires unattended.
- Day Use Gate:** Open 6 a.m. - 8 p.m.
- Park fees are per vehicle, unless in-tow. Campers arriving before 7 a.m. (Arizona time) must pay for the previous night.
- Stay limit is 14 nights in any 30-day period.
- Camp only in designated areas. Max 10 people per site. (No more than 6 adults.)
- Leave something in your site to indicate that it is occupied or site may be forfeited.
- Check-in time is 2 p.m. for campsites, 3 p.m. for cabins.
- Checkout time is noon (12 p.m.) for campsites, 10 a.m. for cabins. Renew by 9 a.m.
- Contain grey water, don't litter, and keep sites clean.
- No washing/repairing RVs or vehicles. Emergency repairs require staff pre-approval.
- Discharging fireworks/firearms in the park is a crime! This includes BB and pellet guns, bows, and slingshots.
- Main park gate** closed from 10 p.m. - 6 a.m. Campers may exit, no re-entry until 6 a.m.

LOST DUTCHMAN STATE PARK

Trail Code	Trail Name	Length One Way		Uses*
		mi	km	
DI	Discovery	0.4	0.7	DH
JC	Jacob's Crosscut #58	1.2	1.9	BDEH
MB	Mountain Bike	2.8	4.6	BDH
NP	Native Plant	0.2	0.4	DH
PV	Prospector's View #57	0.6	1.0	BDEH
QL	Quail Loop	0.8	1.3	BDH
SD	Siphon Draw #53	1.1	1.7	DH
US	Upper Siphon Draw	1.3	2.1	H
TL	Treasure Loop #56	2.4	3.9	BDEH
VL	Vista Loop	0.4	0.6	BDH

* B=Mountain Bike D=Dog E=Equestrian H=Hike

- Campground
- Drinking Water
- Dump Station
- Group Campground
- Ramada
- Parking
- Point of Interest
- Ranger Station
- Restroom
- Shower
- Cabin
- Junction
- Trailhead
- Trail
- Highway
- Secondary Roads
- Park Boundary
- Wilderness
- Gate



To Apache Junction
5.2 mi
8.4 km

To Canyon Lake
9.1 mi
14.6 km