

Chalet

At Wasatch Mountain State Park

Reservations are required and can be made up to **11 months** in advance by calling:
1-800-322-3770

Or online at:
www.stateparks.utah.gov

Provided Inside:

- Kitchen area
- Stove/Oven
- 2 Refrigerators
- Standard kitchen sink
- Counter space
- Restrooms (no showers)
- Furnace for winter
- Large fireplace
- Tables and chairs for up to 50 people.
- ADA accessible

Provided Outside:

- Picnic tables
- Large lawn area
- Baseball backstop
- Volleyball standards (with ball and net)
- Horseshoe pits (with horseshoes)
- Large Grill
- Large open fire pit

The Chalet is a one room, 1720 square foot ranch style building. It is located in a large, grassy area with plenty of room for overnight camping and field games. There is limited parking.

Reservable for Overnight Use:

Check-in: 3:00 p.m.

Check-out: 2:00 p.m.

Fees: Nightly Building Rental	\$250.00
Reservation Fee	\$10.25 (non-refundable)
Cleaning Deposit	\$150.00 (refundable)

You Bring:

- Cooking utensils
- Tableware
- Sleeping accommodations.

Self contained RVs and tents are allowed to park on the grass below the ball diamond.

No camping or driving is allowed on the lawn area around the building to protect the irrigation system.

Closed on Tuesdays and Wednesdays for maintenance and irrigation of the grounds.
Sorry, no exceptions.

Building Occupancy:

Summer (April 1 – Oct. 31)	49 people building max 100 people total (When using outdoor lawn area - before providing portable restrooms)
Winter (Nov 1 – March 31)	49 people maximum

Cleaning/Damage Deposit: A cleaning/damage deposit is required in addition to the regular fees. This deposit is refundable if the building and grounds are left in good condition. The deposit is collected when you pick up the building keys.

Building Keys:

During the summer, you may pick the keys up at the Campground Office from 8:00 a.m. to 10:00 p.m. During the winter, the keys may be picked up at the Visitor Center from 8:00 a.m. to 5:00 p.m.

Chalet Layout

1720 Square Feet Inside

