





Game Drive: Appendix E: Escape Terrain

I define Escape Terrain as any topographic feature, such as a side canyon, slot, crack, rock rim, slope, etc., that would allow animals to elude pursuit. In Appendix E, I list twenty-four escape routes or potential routes out of the canyon between the *Banner Panel* and *Trapdoor Panel*. Three of them are wide; the Wilderness Escape Terrain, Cattle Trail Canyon Escape Terrain, and Snakes Alive Escape Terrain. The other twenty-one range from a few yards wide to nearly impassable. Nearly all of them are affiliated with rock art.



Figure E 1. Cattle Trail Canyon. Animals entering the canyon at  Slim's Way would expect they could leave at  Cattle Trail Canyon, the largest piece of Escape Terrain in the game drive corridor. They would not know that the hunters had sealed it off. The *High Life Panel* is across the creek from Cattle Trail Canyon. The intense art work there, including the many Hand Holders, reflects the extra effort, and the type of effort, this area required of the hunters.

 Le Bug and  One AT are two minor areas of Escape Terrain. Both could be easily blocked.

Areas I do not include as Escape Terrain are the upstream and downstream limits of the corridor, Slim's Way where sheep probably entered the canyon, and the Abattoir where they may have met their fate. There are two escape routes out of the Abattoir. They are easily blocked.

The canyon wall on either side of the Wilderness Escape Terrain, Figure 76, is poorly suited for rock art. Across the canyon, however, the rock is better at the *Wigglefoot Panel*, Figure 99. The panel contains a number of hunting themes, including Cat Tracks, Wavy lines, and Atlatl Throwers.

A similar situation exists at Cattle Trail Canyon, Figure 175, the largest area of Escape Terrain in the corridor. Here, as at the Wilderness Escape Terrain, rock art directly across the canyon at the *High Life Panel*, Figure 178, expresses a number of hunting themes.

The third large area, the Snakes Alive Escape Terrain, Figure 304, has good rock adjacent which holds a number of panels. There is rock art across the canyon but, thematically, it seems more reflective of containment and herding activities moving downstream through Ambush Alley to Lion Rock. It does not seem focused on containment activities, as does the art at the Snakes Alive Escape Terrain.

Escape Terrain in the Mill Creek Game Drive Corridor

1. High Sider, Figure 60
2. Wilderness, Figure 76
3. Cat Rock, Figure 87
4. Two Sash, Figure 108
5. Le Bug, Figure 111
6. One ZZ, Figure 127
7. Intermission, Figure 131
8. Drive Time, Figure 151
9. Cattle Trail Canyon, Figure 175
10. Crisscross, Figure 199
11. Longhorn, Figure 279
12. Fenceline, Figure 286
13. Snakes Alive, Figure 304
14. House Point, Figure 342
15. Side Pocket, Figure 365
16. Big Sheep, Figure 369
17. Striper, Figure 389
18. Cobble Cranny, Figure 415
19. Curious Crack, Figure 470
20. Ambush Alley, Figure 561
21. Striper, Figure 581
22. Junipers, Figure 583
23. Johnson's Slot, Figure 612
24. Yes Deer, Figure 905

After Lion Rock there is only one area that could be Escape Terrain. It is at the *Yes Deer Panel*.