

Summary

At the end of this beautiful valley is one of Sisimiut's most unusual attractions - a UFO!

The trail is very narrow, well-marked, and has mostly gentle to moderate grades. There are a few stream crossings that might be tricky early in the season or after a lot of rain.

LEAVE NO TRACE

- Follow the marked trail
- Carry out all trash
- No fires. Be careful of cigarettes
- Do not disturb wildlife
- Respect the tranquility of nature



SAFETY FIRST

- All passage is at your own risk
- No cellphone reception on trail
- Refill water from any stream
- Watch the weather
- Be careful of slippery and unstable surfaces

hiking.gl (GPX route, feedback)
destinationarcticcircle.com

UFO TRAIL

CHALLENGING • • • • ○

17 KM RETURN

323 M MAX ALTITUDE



TRAIL DESCRIPTION

The trail begins 3km from the start of dog town. There is a large cairn to the left of the road as it curves around to the right towards the shooting range, and the first of the markers (blue dots) heading off - also to the right.

The first part of the trail stays high and essentially follows the left-hand side of the valley. There is a clear, foot-width trail to follow for the majority of it with wonderful views of the valley, lakes, waterfalls, and the surrounding mountains.

There are a few narrow rivers to rock-hop across with the trail indicating the most likely crossing point. However, you may need to search a little up or downstream if the water is unusually high. Be careful as wet rocks tend to be very slippery!

At the end of the valley, the trail follows the lefthand edge of the lake before continuing its climb towards another pass.





Make sure you look behind you as you climb for awesome views of the lakes!

At the top of the pass, look for the UFO perched on the ridge above a steep descent to the Kangerluarsuq Fjord. It is about another 2km to reach it through what can be quite boggy ground. Although the trail mostly disappears, follow the blue dots to remain as dry as possible.

Return to Sisimiut is via the same route.



