# **Hiking Trail Rating**

Please note that all trails will be impacted by prevailing weather conditions and will vary seasonally. Snow and ice are not treated during winter on any of our recreational trails. All our trails are recreational in nature and regardless of which trail you chose, you should be suitably prepared for being outdoors in a natural setting

The following guide is provided to aid your selection of trail to visit. You will see markers at key decision points.

- Our most accessible trails: surfaced, obstacle free, no more than 2 km in length, are at least 1.5 m wide. Suitable for all users including wheelchairs.
- Our easiest trails: generally flat, no more than 2 km. Surface will be firm with a few obstacles like tree roots, rocks etc). Steps either built or naturally occuring may be present.
- Our moderate trails: steep sections and tight turns with an uneven surface. Steeper sections of steps or stairs (natural or built) may be present. Trails are up to 5 km in length. Rest points are infrequent.
- Our most strenuous trails: Longer than 5 km, and uneven.
  Steep sections which may be more than 500m long. The trail
  may be narrow in places and may have some tight turns.
  Rest points are infrequent.

# **Hiking Trails**

Rating

Vista Adventure Trail --- 1.5 km

0

**Buffalo Crag Trail** 

2

Nassagaweya Canyon Trail

- - - 4.7 km (Not a loop, 9.4 km round trip)

725 km

3 km

**Bruce Trail** 

Visit brucetrail.org for more info.

### e info.

### **Conservation Trail Ethics**

Trails are routed to protect neighbouring environmentally sensitive areas. Trail routes are selected to mitigate damage to animal and plant species.

#### Please stay on trails and do not cut new trails.

The cliffs of the Niagara Escarpment can be hazardous and quite slippery when wet. Please be careful when hiking the trails at Rattlesnake Point. Dogs must be on a 2 metre leash at all times

Please do not go too close to the cliffs or climb over the lookout walls. Beware of climbers below. For their safety, do not throw objects over diff.

