

Schedule Subject to Change

Due to activity durations, walk-up activities may close lines prior to closing time

	9-am	10-am	11-am	12-pm	1-pm	2-pm	3-pm	4-pm	5-pm	6-pm	7-pm	8-pm
Walk-Up Activities												
Mega Zip & Mega Jump												
Climbing												
COMING SOON - Ridge Course												
Adventure Course												
Climb2Zip												
NEW - Canyon Zip												
Canyon Crossing												
COMING SOON - Canyon Spur												
Eco Trekking - Self Guided												
Mountain Biking - Self Guided												
Flatwater Kayaking - Self Guided												
Stand-Up Paddle Boarding - Self Guided												
Time Slot Activities												
Whitewater Rafting	NONE											
War Canoes	NONE											
Water Times	We are Conducting Annual Maintenance. Water Times will Continue in March											

Preparation

SHOES—All activities require secure footwear. Open toe shoes may be used for water activities. Land activities require closed toe shoes.

CLOTHING—Quick drying clothing is recommended. Shirts are required for most activities. If you wear a swimsuit, have additional clothing available.

SUPERVISION—Certain activities may require adult assistance and/or supervision in order to participate.

Rental Options

FOOTWEAR

AllSport Shoes	\$8
River Booties	\$5
Climbing Shoes	\$4

FOUL WEATHER GEAR

Wet Suit	\$15
Splash Jacket	\$5
Wet Gear Package	\$20

STORAGE

Locker Token (Single Use)	\$2
Lost Locker Key	\$10
Bin Rental (Unlimited Use)	\$10

Additional Info

RAFTING TIME SLOTS - Family and Adventure Rafting guests may choose from two options.

Reservation	- \$5 per person
Next Available	- No Charge

TRAIL STATUS—Trails close during wet conditions. During a closure access to trail activities such as Eco Trekking and Mountain Biking are still available but with limited access.

Activity Location

EXPLORE -

We encourage self discovery, so after purchasing a pass take a few minutes to explore the USNWC. All activities are identified with locators as shown here. Find one that interests you and enjoy!

