



## Trails Condition Report

Kenai/ Prince William Sound Area

9/4/2009

**Overall Conditions:** All trails in the Resurrection Bay area have been cleared. **Due to heavy rains in August, streams have washed out portions of the beach berms and may require a stream crossing during high tides.**

**Public Use Cabins:** **Access to Callisto cabin from the north end of the beach will require a stream crossing during heavy rainfall and a high tide.** All public use cabins are operational. Cabin users that are hiking to the Callisto Canyon or Derby Cove Cabins, please see advisory below. Go to the website: [www.alaskastateparks.org](http://www.alaskastateparks.org) for cabin information and reservations.

### Advisory:

#### Seward Area:

- The Tonsina Creek south fork foot bridge is **CLOSED FOR REPAIRS** and will remain closed until mid-summer 2010. To continue south towards Caines Head SRA you must cross the south fork of Tonsina Creek. Once you reach the third bridge (south fork of Tonsina Creek), follow the trail downstream to find a shallow crossing point. **Rubber boots or sandals are recommended for the crossing as water levels at crossing range from 6-24"**. However, tides and rising creek levels may make this crossing hazardous and impassable during periods of heavy precipitation or runoff.
- As per Alaska State Parks regulations, all firewood collected for use at public use cabins must be from **dead and down trees**. Visitors should be prepared to harvest wood in the vicinity of the cabins or bring in their own.
- Treat all water in the park by filtration, boiling, or water purification tablets.
- Please use LEAVE NO TRACE camping techniques to minimize your impact while in the recreation area. Check out [www.lnt.org](http://www.lnt.org) for more info.

Caines Head State Recreation Area	
Caines Head Trail	Cleared- <b>South Fork of Tonsina Creek Bridge is CLOSED FOR REPAIRS</b>
Alpine Trail	Cleared
South Beach Trail	Cleared
Prince William Sound	
Shoup Bay Trail	Cleared
Canoe Pass Trail	Not Cleared