



## Winter Preserve Road Status

Vehicle access to preserves will be limited to select preserve locations once the roadways become snow or ice covered due to staff and equipment limitations. Signs are posted welcoming walk in use at all preserve locations, with some hard paths kept cleared, but not all parking lots will be available and not all gates or roadways will be open. Below is a planned list of areas accessible by vehicles and hard paths for pedestrian use for the winter of 2023-24.

### North Area

- Atwood- front gate parking with select roadways open for walking
- Ferguson- trailhead parking lot open
- Jensen – front gate parking open
- Kieselburg – front gate parking lot open
- Macktown – Main roadway to shelter and visitor’s center
- Roland Olson – front parking lot open; walking areas on select roadways inside preserve
- Hononegah – front parking lot open; walking areas on select roadways inside preserve
- Headquarters – all parking lots and hard path open
- Colored Sands – Yale Bridge parking lot open; front gate parking only at banding station
- Sugar River Alder – main parking lot open
- Laona Heights – front gate parking open
- Sugar River – front gate parking open
- Two Rivers – main parking lot open

### South Area

- Deer Run – front gate parking lot open
- Funderburg- trailhead parking lot open
- Oak Ridge – main parking lot open
- Kishwaukee River – front parking lot on west side of river open; portions of rec path
- Blackhawk Springs – Mulford Rd entrance ONLY with select parking lots open; portions of rec path
- Espenscheid – front parking lot open
- Kishwaukee Gorge – front parking lot open
- Indian Hill – main parking lot open
- Fuller – front gate parking lot open
- Severson Dells – front gate parking lot to preserve & all lots to nature center open; hard path open
- Seward Bluffs – front gate parking lot open
- Pecatonica Wetlands – front parking lot open on Pecatonica Road
- Four Lakes – Main parking lot at South entrance open.
- Trask Bridge – boat launch parking lot open