













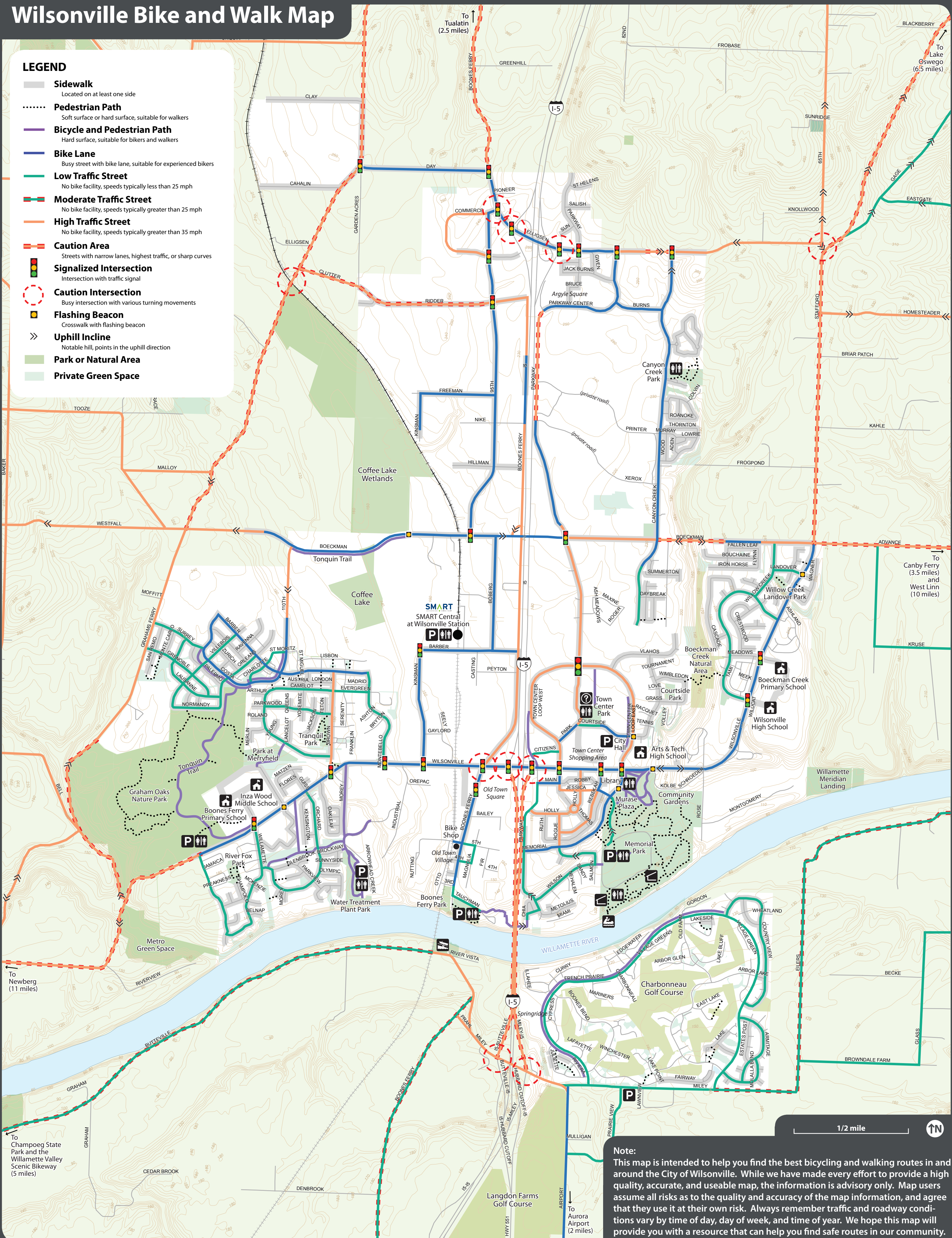


# Wilsonville Bike and Walk Map

## LEGEND

-  **Sidewalk**  
Located on at least one side
-  **Pedestrian Path**  
Soft surface or hard surface, suitable for walkers
-  **Bicycle and Pedestrian Path**  
Hard surface, suitable for bikers and walkers
-  **Bike Lane**  
Busy street with bike lane, suitable for experienced bikers
-  **Low Traffic Street**  
No bike facility, speeds typically less than 25 mph
-  **Moderate Traffic Street**  
No bike facility, speeds typically greater than 25 mph
-  **High Traffic Street**  
No bike facility, speeds typically greater than 35 mph
-  **Caution Area**  
Streets with narrow lanes, highest traffic, or sharp curves
-  **Signalized Intersection**  
Intersection with traffic signal
-  **Caution Intersection**  
Busy intersection with various turning movements
-  **Flashing Beacon**  
Crosswalk with flashing beacon
-  **Uphill Incline**  
Notable hill, points in the uphill direction
-  **Park or Natural Area**
-  **Private Green Space**



To Newberg (11 miles)

To Champoeg State Park and the Willamette Valley Scenic Bikeway (5 miles)

To Tualatin (2.5 miles)

To Lake Oswego (6.5 miles)

To Canby Ferry (3.5 miles) and West Linn (10 miles)

1/2 mile



**Note:**  
This map is intended to help you find the best bicycling and walking routes in and around the City of Wilsonville. While we have made every effort to provide a high quality, accurate, and useable map, the information is advisory only. Map users assume all risks as to the quality and accuracy of the map information, and agree that they use it at their own risk. Always remember traffic and roadway conditions vary by time of day, day of week, and time of year. We hope this map will provide you with a resource that can help you find safe routes in our community.