



1

ITINERARY

THE QUICK JAUNT

DISTANCE ~10 kilometres

DIFFICULTY LEVEL Easy

TIME 2 to 3 hours

PUT-IN/TAKE-OUT

Hoople Island Boat Ramp,
Long Sault Parkway

THE DEETS If you only have half a day to spend on the water, this is the perfect outing for you. Starting on Hoople Island, travel north toward what was once the only inland village of the Lost Villages. You'll clearly see what's left after the flooding: Wales Island. Keep your eyes peeled downward for signs of the original roadway. As you close in on the northeast corner of the island, you'll notice the foundation of St. David's Anglican Church; if the water is low enough, you may find some bricks dating back to the 1880s. Look out for the eerie line of old-growth tree stumps that would have lined the main road, too.

As you continue north, cross under the bridge on "new" Highway 2 and enter into Hoople Bay, a zone defined by cattail marshes and languishing herons. You can continue paddling into the creek going westward but if you're paddling in the late season, low water can hamper your efforts. Circle back to the take-out when you're ready.

PADDLING THE LOST VILLAGES

TRIP ITINERARIES BY COBUS TERMORS



3

ITINERARY

THE SCAMPER

DISTANCE ~25 kilometres

DIFFICULTY LEVEL

Intermediate
(but best suited for the
paddle fit!)

TIME 8.5 to 10 hours

PUT-IN/TAKE-OUT

Woodlands Island (West),
Long Sault Parkway

THE DEETS Consider camping at Woodlands Campground so you can get a sunrise start. On this trip, you'll circumnavigate all 11 islands on the Parkway, two Lost Villages (Dickinson's Landing and Sheek Island), and one hamlet (Santa Cruz). Head east and follow the old King's Highway.

Fun fact: at low water, you can exit your boat, stand on the road, and give the illusion of walking on water! Pass over Santa Cruz, a small hamlet populated with tourist-friendly cottages and confectionaries.

Move onward to Dickinson's Landing where you may see the remnants of the town's bustling industry: the brickyard, carriage factory, grist mill, six taverns, and five hotels. Head north between Dickinson and Heriot Island to see some pretty views from the inside passage of the Parkway before heading towards Bergin Island, a breeding ground for cormorants. You'll then reach Sheek Island, originally named O'wasne or "place of feathers" by the Mohawk people.

Prior to the flooding, archaeologists found evidence of a 3,500-year-old Indigenous settlement—including a burial site. They petitioned to postpone the building of the Seaway so their research could continue but were unsuccessful. The village and its important artifacts are now submerged. Backtrack to the starting point using the outside passage. Beware! The current is strong. To be safe, hug the shoreline on your way back.



2

ITINERARY

THE RAIL RUNNER

DISTANCE ~17 kilometres

DIFFICULTY LEVEL

Intermediate

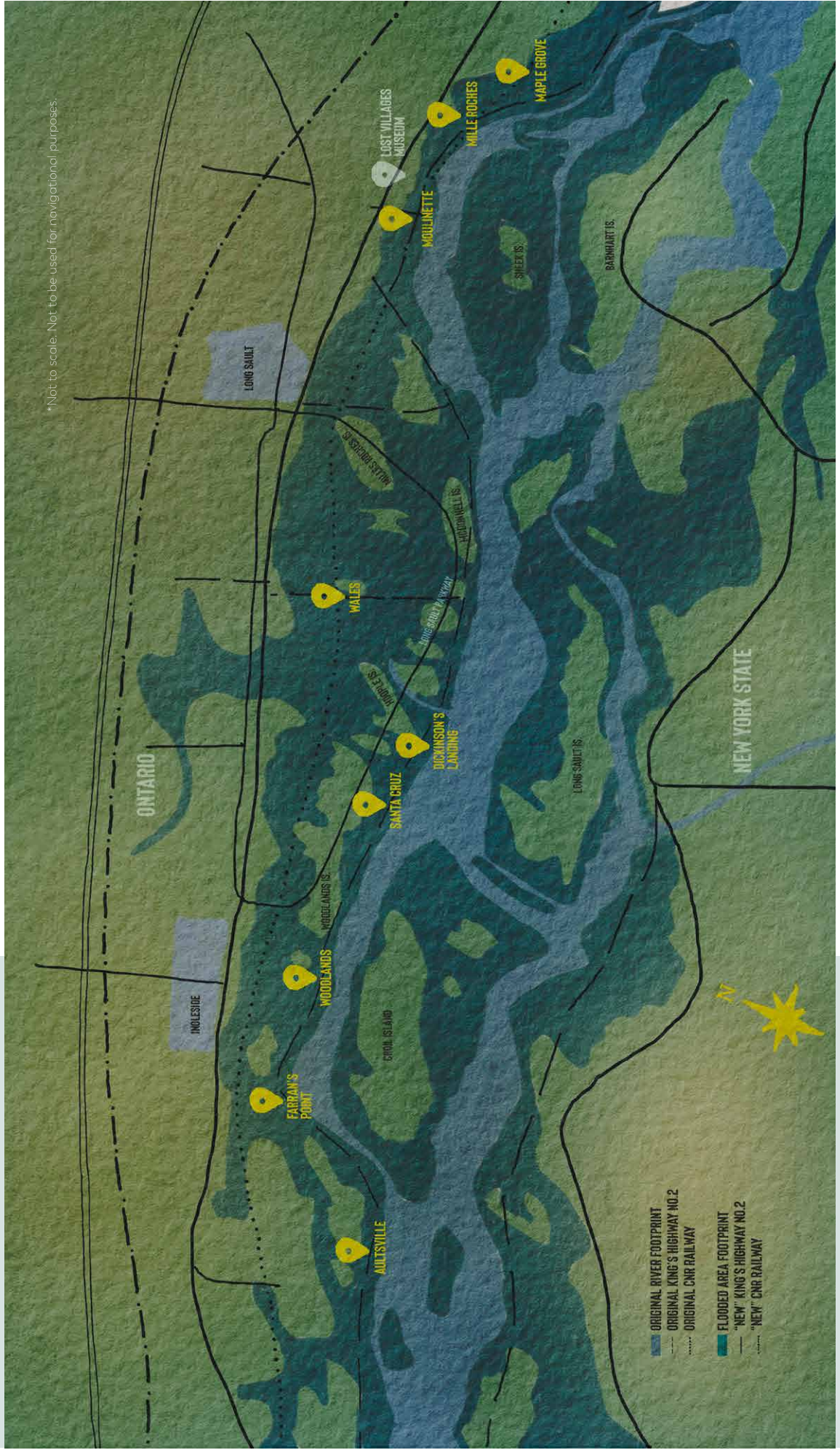
PUT-IN/TAKE-OUT

Parking lot, West entrance of
the Long Sault Parkway

THE DEETS This route follows the inside passage of the Parkway and will take about 5 to 6 hours round trip. Go east and follow the old Canadian National Railway railway all the way to Wales where you can hop out/off of your craft to explore a little. Continue paddling east until you reach Mille Roches Island, your turnaround point. Variation: You can also go around the island to its western shore where you'll find Mille Roches Beach—a great spot to sprawl out for a picnic.

On the return leg, consider a pit stop on Hoople Island to stretch your legs. There are two short nature trails, both easily accessible from the shore. The first one you'll reach is the Butternut Trail (2.2 kilometres); the second, the Chipmunk Trail (1 kilometre) is on the northwestern part of the island.

PADDLING THE LOST VILLAGES



*Not to scale. Not to be used for navigational purposes.