

Canisbay Lake Campground (at Km 23.1)

Parking Area for Paddle-In Campsites

Pets are **not permitted** in this section of the campground. As well... the use of CD players, radios, stereos, televisions, or other similar equipment is prohibited. This does not include weather radios, two-way radios, or devices that can only be heard by using earphones.

- Power boats not permitted
- Beaches not patrolled or supervised
- Pets not allowed in beach areas
- Generators not permitted at paddle-in campsites

🚴 To Minnesing Mountain Bike Trail (bicycles only). Bicycle Trail Host is located at Campsite 175.

Campers at Canisbay Lake Campground can now divert **ORGANIC** waste. All organic waste must be in biodegradable bags (a paper bag with a cellulose lining), or in no container at all – **no plastic bags** in the Organics MOLOK! See page 7 for a detailed list of “what goes where.”

Paddle-In Campsites ▲
An area of 16 paddle-in campsites is maintained in the Highway 60 Corridor on Canisbay Lake. Permits are available at the Canisbay Lake Campground office (or at Tea Lake Campground in the spring). *Interior regulations apply.*

Canisbay Lake Campground
Canoe Launch

North
Map not to scale

← Huntsville (68 km west) → Whitney (38 km east)

Maximum
20
kph

Campsites with electricity (# 176 - 242) have the standard trailer hookup – a 15 A duplex receptacle and a 30 A receptacle.

In spring and fall, only 141 sites (# 102 - 240) are available at Canisbay Lake, and are marked “reservable” or “non reservable.”

Campground Office (Permits, Information, Firewood, Ice, Water)	Parking for Campers' Additional Vehicles	Campsites with Electricity	Campground Host	Vault Toilet	Organics MOLOK	Wheelchair Accessible
Telephone	Day Use Picnic Ground	First Come, First Served (Non-reservable) Campsite	Flush Toilets & Showers	Flush Toilet	Garbage MOLOK	Bulletin Board
Parking	Dog and Radio Free Zone	#* Walk-in Campsite (at Canisbay Lake Campground)	Comfort Station (Laundry, Flush Toilets)	Water	Recycling MOLOKs	Walkway
						Bike Trail