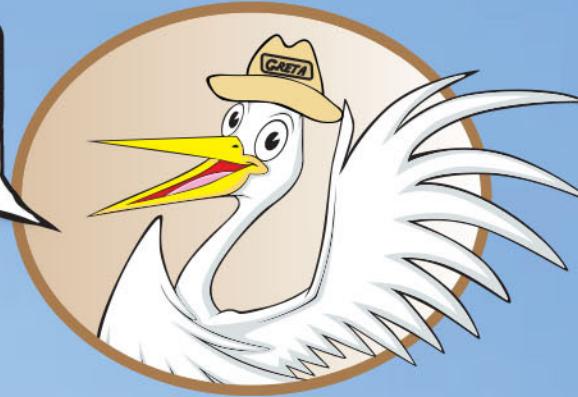


HI, I'M GRETA THE GREAT EGRET!  
WELCOME TO ARCATA MARSH AND  
WILDLIFE SANCTUARY!



ARCATA MARSH AND WILDLIFE SANCTUARY  
QUEST TRAIL INFORMATION:

Start: Arcata Marsh Interpretive Center, 569 South G Street, Arcata.

Contact: (707) 826-2359

<http://www.cityofarcata.org/>

Total Length: 1 mile loop/ ~1 hour

Difficulty: Easy (mostly level gravel path)

Driving Directions:

**From the south**, from Highway 101 take the Samoa Boulevard (Route 255) Exit. Cross over the freeway, then turn left onto G Street and park at the Interpretive Center parking lot on the right.

**From the north**, from Highway 101 take either Samoa Boulevard (Route 255) Exit (see G Street turns above) or take South G Street Exit and watch for the parking lot on the left.

HOW TO QUEST:

You are holding a treasure map! Follow the movement clues (*italicized*) between stops (numbered) and discover the natural and cultural treasures within this area. At your final destination you will find your Quest Clue; this is the "key" to your prize! (See the "Now that you've finished..." section for your next step.) Have fun, be safe, and stay on marked trails on this adventure.



NOW THAT YOU'VE FINISHED YOUR QUEST:

Return to the Arcata Marsh Interpretive Center (open 9-5 Tues.-Sun. and 1-5 Mon.) by continuing down the path or go to the Recreation Office at Arcata City Hall (736 F St, Arcata; open M-F 9-5). There you will display your final clue and receive your prize. If these sites are closed, log on to the Redwood EdVentures website (below) and we'll mail your prize to you.

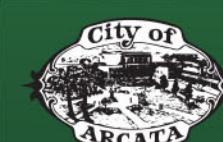
Photos: Leslie Scopes Anderson and A.W. Ericson (historic photos)

WHERE WILL YOUR NEXT QUEST TAKE YOU?

The journey you've just completed is one of many Redwood EdVentures Quests. Find Quest locations and download free copies at [www.redwood-edventures.org](http://www.redwood-edventures.org). Teachers, students, and families can also explore hundreds of outdoor places and educational opportunities on the beautiful Redwood Coast. Find out why nature is closer than you think!



Rivers to  
Redwoods  
CHILDREN'S FOREST

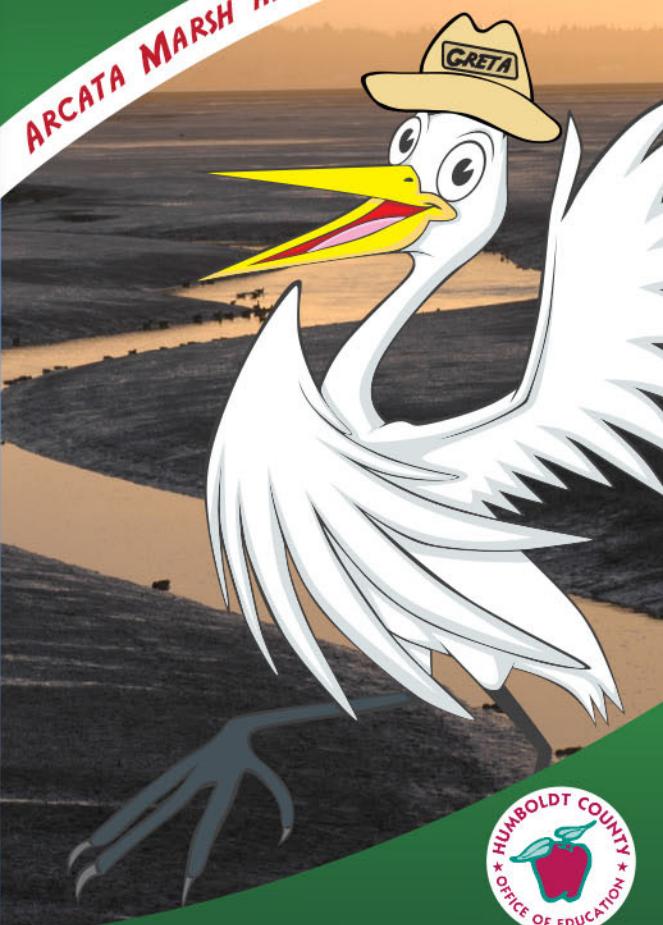


Based on a Quest written and produced by Shea Lignitz, Grace Lovell, with the assistance of Liberty Ingraham-Gonzales, which was part of a service project of Sunny Brae Middle School's Roadrunners Afterhours in collaboration with the City of Arcata Environmental Services Department.

Produced in cooperation with the USDA Forest Service, which is an equal opportunity service provider and employer.

# REDWOOD EDVENTURES QUEST

ARCATA MARSH AND WILDLIFE SANCTUARY



MARSH MADNESS  
QUEST

Begin this quest at the  
Arcata Marsh Interpretive  
Center.

Find a multi-layered  
puzzle that depicts Humboldt  
Bay's change over time.

1 Play this game just for fun  
You will see when you're done  
How the marsh was tamed  
When the people came.

Next go back towards the parking lot,  
Across the slough (side canal) take a right  
On the pebble path and find a place to sit  
And rest while you contemplate this quest.

2 The Interpretive Center used to go  
By another name... it was the plywood mill  
Now they're one and the same!  
A forest of dead trees still standing upright  
Used to be the sawmill's site.

Continue south across the track there you'll  
find the orange sock clue don't slack!

3 You flush it down and now you can see  
This is where your waste will be  
Where it is filtered with glee,  
First mechanically then  
Naturally by the marsh,  
Before returning to bay and sea.

Now cross the bridge and make a left  
To find the sign on your right,  
You'll need to be deft!



## DISCOVER THE HIDDEN TREASURES OF THE ARCATa MARSH AND WILDLIFE SANCTUARY!

4 His name is Dr. Harris and he's just like you and me  
He's an expert in ecology and also ornithology (study of birds)  
Although, this **No-Name Pond** belongs to him  
He must have named it on a whim.

Follow the slough on your left towards the bay,  
Stop at the sign where Godwit's play.



5 In Klopp Lake otters play, on a bright and sunny day,  
While a cloud of shorebirds rise,  
Pretending to be large, hiding from raptor's eyes.

Continue along the trail, until you see the  
E Clampus Vitus plaque about a rail.



6 Out in the bay, can you see it out there?  
The eroding remains of a rail so rare  
The engine that pulled it is not what you think  
A horse named Spanking Fury was its locomotive link.



Retrace your steps. Then down the stairs on your left,  
follow the lake shore, go up the hill and  
stop at the field to learn more.



7 Many people are aware that the marsh is a great place  
But, beware! You may find more than cattails there.  
This marsh is a mound of garbage in the ground.  
The garbage is covered evermore  
We call it **Mount Trashmore**.

Continue along the path in the direction you are facing,  
at the pointing rock (on your right with a plaque)  
look for a "sign" of your next stop.



8 The Allen Marsh was named after our dear friend  
George Allen who had the idea of recycling  
wastewater by the gallon!

Now pay attention! This gets tricky!  
Continue along the trail

At the tracks, partly onto the road you go,  
Cross over the tracks and right back on the trail you go.  
Stop on the bridge.

9 At the edge of the bay, salt and fresh water meet  
For plants to live here is quite a feat.  
They spend half the time covered in salty water  
Then low tide comes and suddenly it's hotter!

Continue down the trail you're almost there,  
Veer to the right at the intersection.  
Stop at the heron sign if you dare...

10 Herons and egrets can be quite picky,  
Living in wetlands suits them best,  
Put on your thinking cap this might get tricky,  
How many species of herons and egrets come here to rest?  
Write down the number below, this is your Quest Clue.

Now that the marsh has been explored continue around  
the path and soon you'll be at the **Interpretive Center**  
where you can claim your reward!

WRITE YOUR  
QUEST CLUE HERE:

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