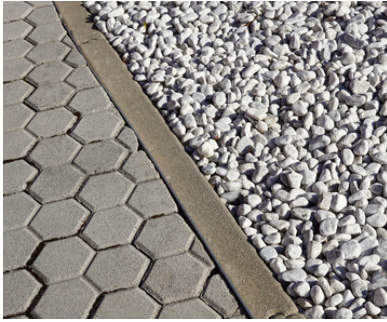


# THINGS TO LOOK FOR



**Path terrain**



**Cracks**



**Tree roots**



**Potholes**



**Steps**



**Stairs**



**Bridges**



**Dead ends**



**Alternative routes**



**Rest spots/benches**



**Washrooms/facilities**



**Special features**

(Mobimats, accessible playground, etc.)