

Walks Grading System Explained

This is only a guideline. It gives an indicative description of what a walk, of a given grade, might involve.

Category	Grade	Likely Distance (km approx.)	Total Ascent (m)	Possible Gradients	Likely Time (hrs)	Likely Underfoot going	Route type (typical)	Other typical features that could be part of the walk... <i>and some examples</i>
Very Hard	H3+	18 - 20	<1200	Very Steep	6 - 8	Rough, uneven	Poled route Open rocky tops	Exposed areas, drop-offs, narrow sections, loose scree, open rock, high winds, weather changes (<i>e.g. Mt Arthur</i>)
Hard	H3	12 - 18	<1000	Often steep	6 - 8	Rough, uneven	Marked route Open tops	Multiple river crossings, exposed roots, mud, narrow sections, open rock (<i>e.g. Beebys Knob</i>)
	H2	12 - 16	<1000	Some steep	6 - 8	Rough, uneven	Tramping Track Open tops	River crossings, mud, roots, rocky sections (<i>e.g. Lodestone</i>)
	H1	10 - 15	<900	Moderate to steep	6 – 7.5	Firm, uneven	Formed Track Open tussock	River crossings, mud, roots, gravel (<i>e.g. Brown Acre, Mt Campbell</i>)
Medium	M3	9 - 14	<800	Steep pinches	5 - 6.5	Firm, Rutted	Farm Track Open grassland	Mud, water, loose sand, gravel (<i>e.g. Moa Park – Mt Evans</i>)
	M2	8 - 13	<500	Steady grades	4 – 6	Loose, Gravel	4WD Road Pasture	Fords, mud, gravel, sand (<i>e.g. Pepin Island over Stuart Hill</i>)
	M1	7 - 12	<300	Moderate grades	4 – 5.5	Firm, pine needles	Forestry Road	Wind fallen trees, mud, gravel, cyclists (<i>e.g. Hacket Hut</i>)
Easy	E3	6 - 10	<150	Gentle with slopes	3.5 - 5	Gravel, smooth	Walkway Path	Cyclists, other users (<i>e.g. Twds Spooners Tunnel, Coquille Bay</i>)
	E2	5 - 8	<100	Gentle	3 - 5	Packed gravel	Formed path	(<i>e.g. Milnethorpe, Whispering Falls</i>)
	E1	4 - 6	<50	Flat to Gentle	3 - 5	Seal or concrete	Road or footpath	(<i>e.g. Lower Maitai Walkway</i>)
Very Easy	E	Under 5	Flat	Level		Tar seal	Road	(<i>e.g. Snowdens Bush</i>)