

Weidaa

Wadi Weida'a, Waydi'ah

Info: The quality of this description has not been checked yet or was rated bad. If you know this canyon, please check this description and file a report with a rating for this description using <i>Reports</i> -> <i>+New Report</i> . Should you notice any error, please let us know or join the community in order to fix this description yourself.		
Create: 2023-03-09 20:54:15	Update: 2024-01-13 17:35:38	Print: 2025-11-08 06:11:57
Country: ندرألا / Jordan Region: كركلا / Al Karak Subregion: ةببونجلا راوغألا ءاول / Al-Aghwar al-Janubi Town: ةعرزمل راوغ ءاصق		
Difficulty: very easy	Grading: v1 a1 II	Total time: 2h50
Approachtime: 10min	Tourtime: 2h30	Returntime: 10min
Altitude entry: 90m	Altitude exit: 10m	Delta Altitude: 80m
Canyon length: 1000m	Highest rapell: m	Amount rapells: 0
Transport: on Foot	Rock type:	Drainage area: km ²
Season:	Orientation: North	Best Time:
Rating: ★ 1.4 (1)	Info: ★ 0 ()	Belay: ★ 0 ()
Specialities:		
Gear:		
Summary: (machine translated) Hiking canyon with thermal bath. After a mudslide, the canyon has largely lost its attractiveness.		
Hydrology:		
Access: (machine translated) We drive from the town of Karak on the "50" down to the Dead Sea. After 20,5 km we turn left directly after crossing the wadi and park our car under trees next to a water reservoir. From Mazra Junction in the west it is 5,7 km to the turnoff.		
Approach: (machine translated) Next to the wadi we go upstream. Over a water drainage we come into the streambed.		
Tour: (machine translated) A small step is climbed without difficulty. Then in a few minutes you will reach the bathing pump with thermal water. A further ascent was no longer worthwhile from 2010 because of the landslide that occurred before.		
Return: (machine translated) On the way back again.		
Coordinates: Canyon Start 31.2386 35.5882 Parking Entry and Exit 31.2426 35.5770 Canyon End 31.2416 35.5802		
Reports:		
2023-03-09 System User ★ 📖 📍 Daten importiert von https://canyon.carto.net/cwiki/bin/view/Canyons/WeidaaCanyon.html		