

**BEAUSOLEIL FIRST NATION  
WAASEYAAGMIK SCHEDULE  
EFFECTIVE  
Saturday April 16, 2022**

DAY OF WEEK:	DEPART: CHRISTIAN ISLAND	DEPART: CEDAR POINT
Monday:	7:45 a.m.	8:15 a.m.
Tuesday:	9:15 a.m.	9:45 a.m.
Wednesday:	10:45 a.m.	11:15 a.m.
Thursday:	12:45 p.m.	1:15 p.m.
Friday:	2:15 p.m.	2:45 p.m.
Saturday:	3:15 p.m.	3:45 p.m.
Sunday:	4:15 p.m.	4:45 p.m.
	5:15 p.m.	5:45 p.m.
	7:15 p.m.	7:45 p.m.

**EMERGENCY TRANSPORTS WILL TAKE PRIORITY OVER ALL THE ABOVE SCHEDULED DEPARTURE TIMES!**

**THESE SCHEDULED TRIPS WILL PROCEED WIND AND ICE CONDITIONS PERMITTING!**

**Vehicle Fares:**

AT THIS TIME TRANSPORTATION WILL ONLY BE PROVIDED TO BAND MEMBERS AND IMMEDIATE FAMILY THEREOF, INCLUSIVE OF NON MEMBER SPOUSES AND CHILDREN  
TRANSPORT WILL ONLY BE PROVIDED TO THOSE MEETING THE REQUIREMENTS OF THE PASSENGER HEALTH SCREENING TOOL MANDATED BY TRANSPORT CANADA.

**FARES ARE NOW IN EFFECT AS PER THE APPROVED TRANSPORTATION DEPARTMENT FARES POLICY. ELECTRONIC TRANSACTIONS AND EXACT CHANGE AND THE PURCHASING OF MEMBER VEHICLE PASSES ARE ENCOURAGED TO LIMIT CASHHANDLING.**

**\$10.00/PER MEMBER VEHICLE.**

**\$40.00/PER NON-MEMBER VEHICLE**

**\$10.00/PER PASSENGER RETURN FOR VISITORS**

**IN ORDER TO LIMIT EXPOSURE TO THE FERRY CREW ON BOARD THE WAASEYAAGMIK PASSENGERS ARE REQUIRED TO REMAIN IN THEIR PERSONAL VEHICLES WHILE IN TRANSIT. MASKS ARE REQUIRED TO BE WORN SHOULD YOU NEED TO EXIT YOUR VEHICLE ON TO THE VEHICLE DECK OR. TOTAL COMBINED PASSENGER CAPACITY INCLUDING THOSE ON THE VEHICLE DECK CANNOT EXCEED 12 PASSENGERS.**

**WAASEYAAGMIK** - Department of Transport Regulations will not permit passenger capacity to exceed 16. Load Restriction: 156,000 lbs (12 passenger/4 crew/16 vehicles per loaded trip. Beausoleil First Nation does not assume responsibility for any loss, theft or damage to goods.

**INDIAN MAIDEN** –Department of Transport Regulations will not permit passenger capacity to exceed 70 including crew. Beausoleil First Nation does not assume the responsibility for any loss, theft or damage to goods.