

# TRAILS ORDERED BY DIFFICULTY

## ROD RUN

.38 MILES ▲ 44' ▼ 44'

## CREEK CLIMB

1.13 MILES ▲ 396' ▼ 9'

## HALFWAY UP

.32 MILES ▲ 49' ▼ 29'

## SNAKEBITE

.23 MILES ▼ 101'

## CHICKEN OF THE WOODS

1.41 MILES ▲ 42' ▼ 390'

## UPPER CREEK

.69 MILES ▲ 196' ▼ 16'

## QUEEN JOLENE

.59 MILES ▲ 10' ▼ 203'

## HOLLER HOLLER

.85 MILES ▲ 17' ▼ 288'

## RATTLER RIDGE

.25 MILES ▼ 108'

## THRILLIUM

.85 MILES ▼ 275'

## VERY GNEISS

.52 MILES ▲ 12' ▼ 206'

## WHIP-OR-WILL

.45 MILES ▼ 259'

## FLOWVANA

.58 MILES ▼ 193'

## DOLLY'S CURVES

.28 MILES ▲ 10' ▼ 164'

## SMOOTH OPERATOR

.72 MILES ▼ 295'

## DARKSIDE

.39 MILES ▼ 282'

## THUNDERHEAD

.25 MILES ▼ 88'

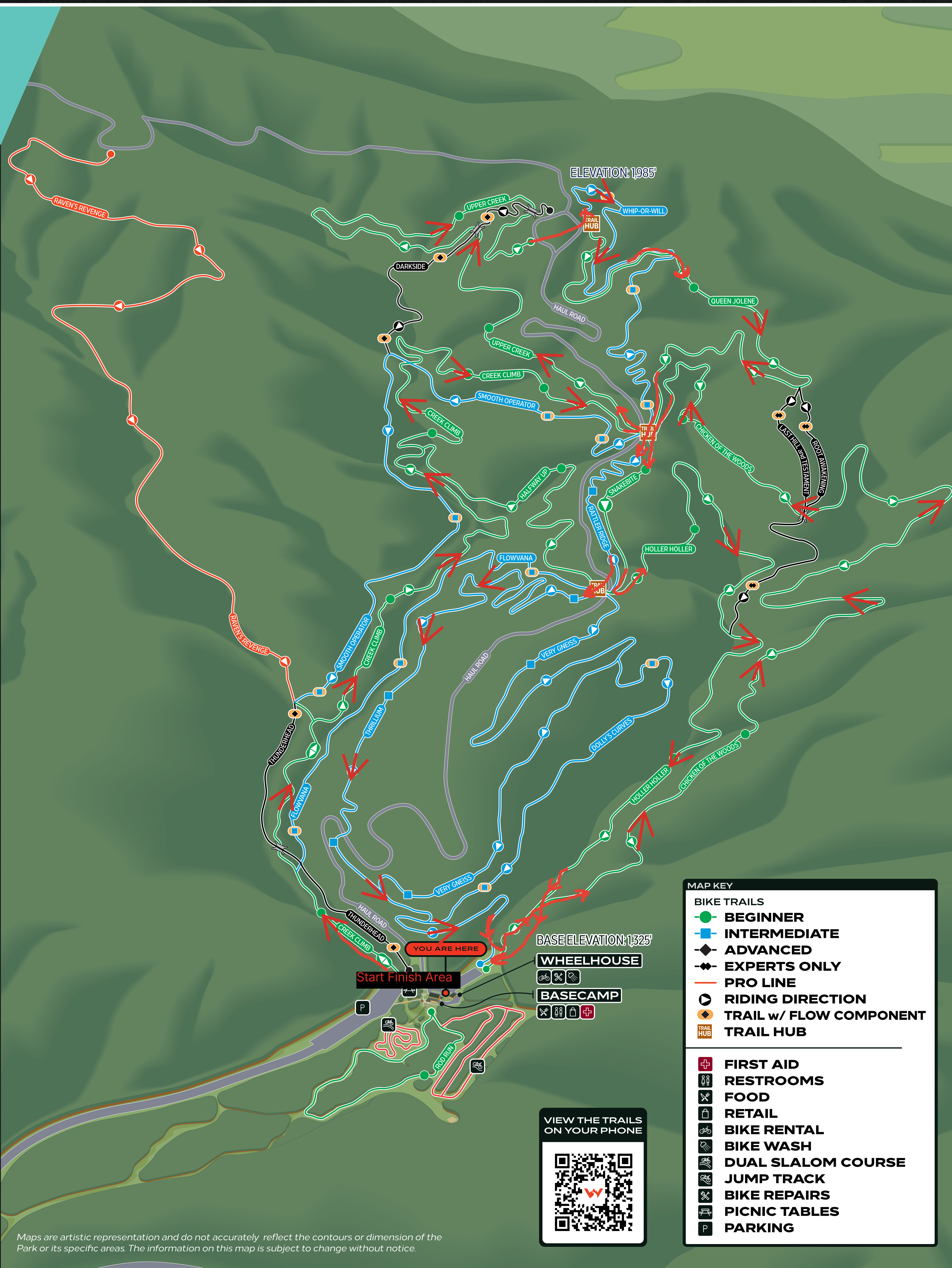
## LAST HILL AND TESTAMENT

.49 MILES ▼ 383'

## ROOT AWAKENING

.14 MILES ▼ 177'

## RAVEN'S REVENGE



Maps are artistic representation and do not accurately reflect the contours or dimension of the Park or its specific areas. The information on this map is subject to change without notice.

## RIDE SMART

Crashes can happen on your first lap.

1

### PRE-RIDE

Wake up the brain and body. Inspect the trail at low speed. Check your gear.

2

### RE-RIDE

Ride it again. Lap the trail a few times to get the flow of the features.

3

### FREE-RIDE

Send it! Start small and work your way up to faster speeds and larger features.

## FEATURES

### CLIMBING

Steep trails that require constant pedaling to get to the top. Range from mellow to steep.

### DOWNHILL

Consistent downhill trails which require riders to lean back and rely on both brakes. Range from mellow to steep.

### BERM

A banked turn on a trail that helps riders maintain speed and control through the curve.

### ROLLER

A series of small, smooth bumps on the trail that can be ridden over or used to gain momentum.

### BRIDGE

A wooden constructed feature that allows riders to cross over obstacles like streams or gaps safely.

### FLOW

A smooth trail that allows riders to maintain a consistent speed and rhythm with minimal braking or pedaling.

### ROCK GARDEN

A section of trail that has a dense collection of rocks often varying in shape and size.

### FLYOVER

A wooden or metal feature that crosses over another trail.

### JUMP

A feature consisting of a takeoff and landing where riders can catch air or choose to roll. Jumps vary in size and design.

### TECH

A technical trail that can include more challenging natural obstacles like roots, rocks, and off camber grade.

### SINGLE TRACK

A narrow hand-built trail.

### DROP

A sudden change in elevation that includes a ledge or gap where both tires typically leave the ground.

IN CASE OF EMERGENCY, PLEASE CALL:

(865) 356-7657