



## Camp Sekani & Beacon Hill Trail Plan 2014 / 2015

In late Summer 2014 we'll be renting a mini-excavator to start work on several new trails at Camp Sekani and Beacon Hill. The overall trail plan for Sekani & Beacon encompasses a diverse set of trails geared to riders of all skill levels. In the recent past we've focused on adding beginner-friendly trails to make the area accessible to more users. But, we're poised to start adding some grit and flavor by laying the groundwork for an assortment of intermediate and advanced trails. Many of these trails will need to mature under a blanket of snow and will be ready to be shaped come Spring 2015.

Here is what's in store:

### **Additions:**

#### **Pop Rocks**

*Difficulty: Intermediate (Blue)*

*Construction: mixed machine and hand tooled.*

The mantra when flagging was "make it rocky and chunky." This descent-only trail begins at the towers and travels past the Zipper before connecting back to the middle of the Esmeralda Trail. Easy and harder options on most every feature allow you to create an à la carte ride to your taste. Expect the route to be blanketed in as many rocks as we can muster; rock faces, rock drops, rock gardens, and more rocks.

#### **Buck Wild**

*Difficulty: Expert (Double Black)*

*Construction: (already partially built) hand tooled with some machine work.*

Freeride trail with large downhill-bike oriented gap jumps. Hucking and air time marinate together to form an adrenaline packed ride for capable riders – don't expect rollable features. Buck Wild starts below Rushmore and ends on Upper Dan by the Dual Slalom.



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### **Artificial High**

*Difficulty: Advanced (Black)*

*Construction: machine and hand tooled.*

*A new DH course leaving to the East of Beacon Hill. Artificial High makes its own fun with the addition of constructed rock drops and rock gardens. A portion of this trail already exists between Blast Off and the camel humps.*

### **Bone Collector**

*Difficulty: Intermediate (Blue)*

*Construction: machine built and hand tooled.*

A collector trail designed to divert downhill traffic away from Up Chuck. Bone Collector catches all of the freeride trails on the East side of Sekani (Peter Built, Stahlingrab, Lower Old School, Kessel Run, and Good Times). It makes use of flow, rock, and some wooden features to smooth out the irregular terrain. Optional dirt and wood features including drops, rollers and coaster will keep things lively along the way.

### **Stahlingrab**

*Difficulty: Advanced (Black)*

*Construction: machine built.*

Dirt and wood unite for greatness on this advanced freeride trail. Featuring drops, tables, doubles, step-ups, berms, and a wall ride – all rounded out with a healthy dose of flow. Positioned between Peter Built and Artificial High/Lower Old School.



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### Upper Hollywood

*Difficulty: Intermediate (Blue)*

*Construction: machine built.*

An extension to the popular existing Hollywood trail. Anticipate an action pack ride over table tops, jumps, step-ups, step-downs, and large excavated berms. In addition, there will be one rock/wood step down. Features will be built to jump well at speed but also roll well at lower speeds.

### Skills Park

*Difficulty: Beginner through Advanced (Green - Black)*

*Construction: machine built.*

A completely re-envisioned skills park adds a beginner jump line, intermediate tabletop line, pump track, and new drop zone. Plus the other odds and ends you'd expect to find.

## Closures and Revisions

Sometimes trails need to be closed too – even if it isn't our favorite activity. The agreements that allows us to steward the rich multi-use trails at Camp Sekani and Beacon Hill occasionally require us to decommission a portion of trail as new ones comes to life. Trails are closed for other reasons such as; braiding, un-sustainability, concerns for safety, and unauthorized trail building. Below is a list of trails that will be impacted.

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Simple Tools: rerouted (2013).

Colossus: decommissioned.

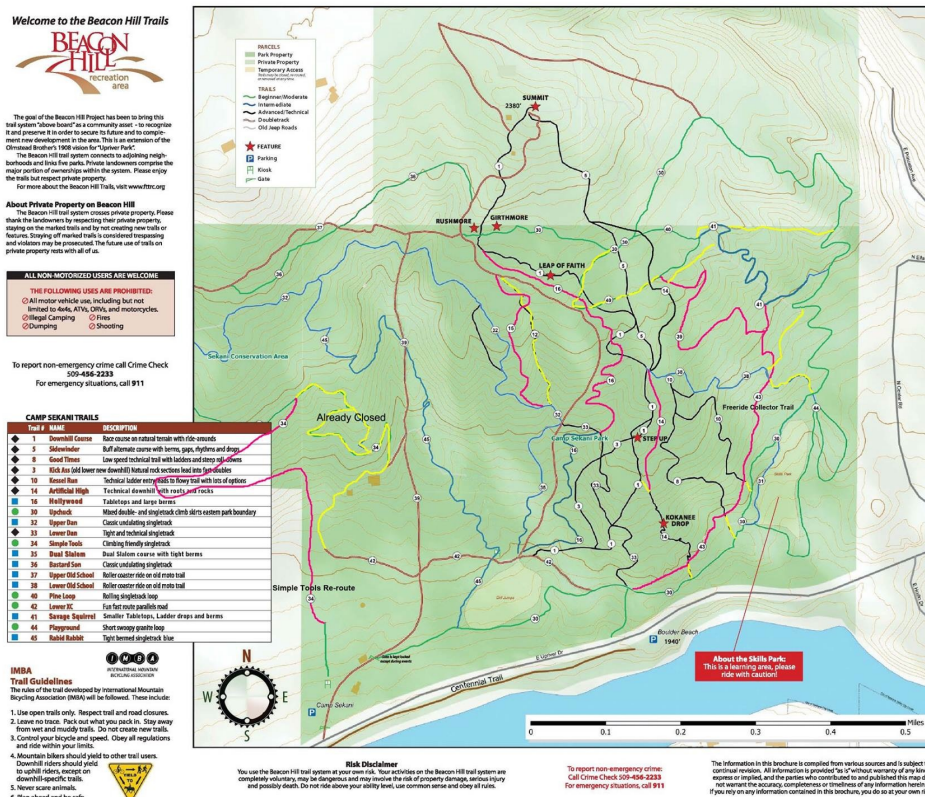
Pine Loop: decommissioned.

Peter Built: rerouted to connect with Bone Collector.

Lower Old School: rerouted to connect with Bone Collector.

Kessel Run: rerouted to connect with Bone Collector.

Good Times: rerouted to connect with Bone Collector.



Pink = Additions / Yellow = Revisions or Decommissions