



VALEMOUNT MOUNTAIN BIKE PARK

Rules of the Trail

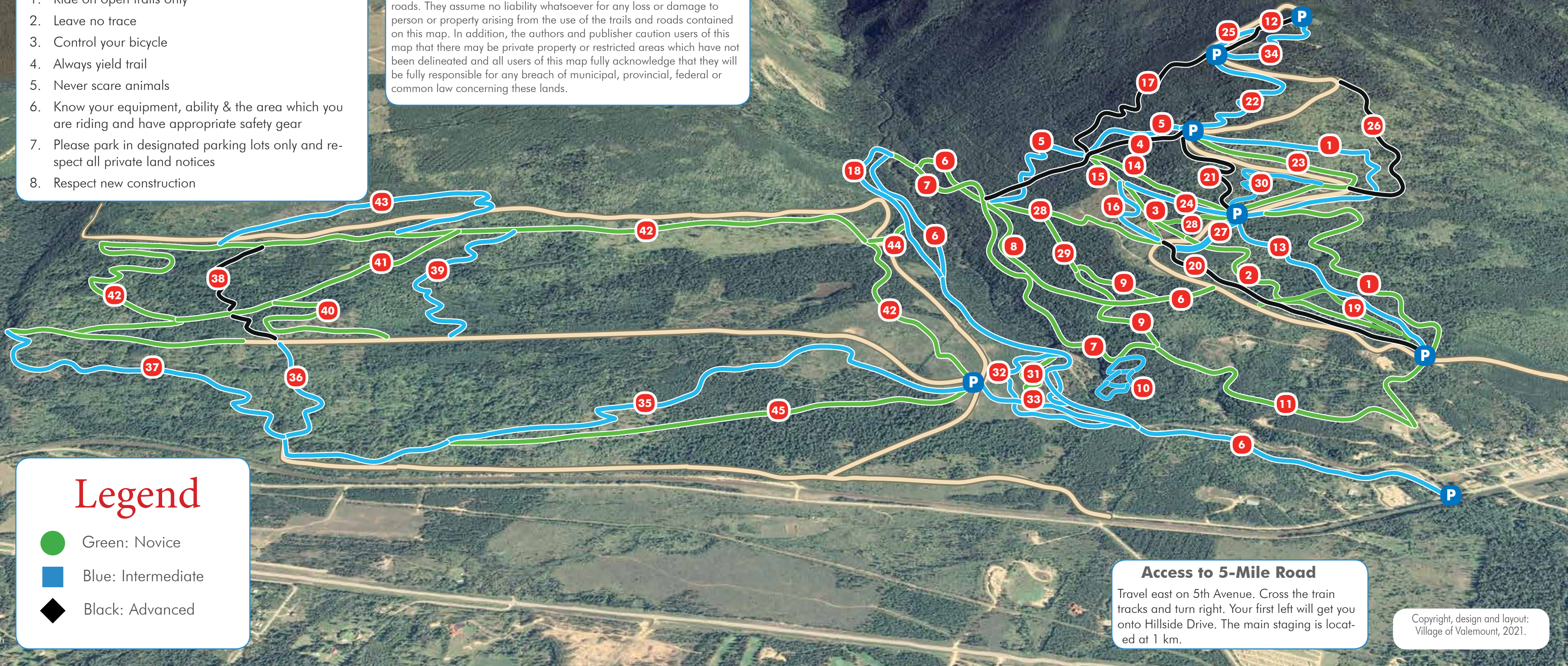
Please do your part to preserve and enhance our sport's access and image by observing the following rules of the trail, formulated by the International Mountain Bicycling Association.

1. Ride on open trails only
2. Leave no trace
3. Control your bicycle
4. Always yield trail
5. Never scare animals
6. Know your equipment, ability & the area which you are riding and have appropriate safety gear
7. Please park in designated parking lots only and respect all private land notices
8. Respect new construction

Disclaimer

The condition of the trails and roads contained on these maps are subject to change without warning and notice. Users must exercise extreme caution at all times and be aware of potential dangers such as poor weather/road conditions or unexpected traffic. The authors and publisher of this map play no part in maintenance and/or supervision of the trails and roads. They assume no liability whatsoever for any loss or damage to person or property arising from the use of the trails and roads contained on this map. In addition, the authors and publisher caution users of this map that there may be private property or restricted areas which have not been delineated and all users of this map fully acknowledge that they will be fully responsible for any breach of municipal, provincial, federal or common law concerning these lands.

Trails



Legend

- Green: Novice
- Blue: Intermediate
- ◆ Black: Advanced

Access to 5-Mile Road

Travel east on 5th Avenue. Cross the train tracks and turn right. Your first left will get you onto Hillside Drive. The main staging is located at 1 km.

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1. CBT's Munday Grind

A beautifully machine built climbing trail with 6 km of meandering ascent. Moderate grades with a few short and steep sections to get you grinding to the top. There is an exit to the Bacon trailhead off the main line about half way through the climb or stay in for the full push to the Tinfoil Hat staging area.

2. Inversion

A hand-made cross country trail that is suitable for novice-intermediate riders. For novice riders this may feel like a beginner downhill ride; for intermediate riders this may feel more like a cross country ride. This trail intersects the Provincial Trail at two separate occasions and gives riders a variety of choices. This is a great ride for anyone pedaling from the town site.

3. Mid DH Access or Exit

A relatively easy pedal from town, this trail can be used to access the middle of the downhill trails including Tinfoil Hat, Andreas' downhill and Stump Town. This can also be used as an early exit from the downhill trails to access Inversion, and Truck Yeah.

4. Andreas' Downhill

A very old school, hand-made fall line based downhill trail for advanced/expert riders. Steep and very rooty, this trail is NOT FOR BEGINNERS. This trail parallels the Tinfoil Hat downhill with multiple intersections so you can play a bit of "choose your own adventure" and mix things up a bit if you like.

5. Tinfoil Hat

An intermediate level, new school downhill mountain bike trail. All jumps are table tops, and easy to be ridden over. Any drops or harder lines have ride-arounds to avoid the obstacle completely. There is a mid-point entrance, easily accessed by pedalling from the town site; however, this trail is best enjoyed by shuttle.

6. Swift Creek

This is a 10-km-long round trip ride on a hand built old school cross country trail. The finish will utilize a bit of town road to return to the 5-Mile Road and ultimately back up to the staging area. This is more designed for hiking although bikes are allowed.

7. Southern Traverse

A new school rolling cross country trail. Accessed via the main Swift Creek entrance at 1 km up 5-Mile Road. This section of trail measures 2.5 km. To get in and out will require the use of the other trails.

8. Bucket Head Connector

This is a short connector trail. It allows downhill riders to utilize some of the flow of the Southern Traverse while making their way back to the staging area.

9. InorOut

This trail is used to enter or exit the Southern Traverse or the Tech Zone. This trail allows access to much higher elevations without having to use 5-Mile Road.

10. Tech Zone

This chain of 2.5 loops, situated in a small area, provides some technically challenging trails. Frequent and often dramatic changes in elevation combined with rock create a superb environment to get the legs burning. Accessible via the Swift Creek, Southern Traverse, Ale Trail, and InorOut trails. The alignment twists and turns through the topography with numerous optional technical trail features and a combination of fast open turns and bench cut trail.

11. Ale Trail

Accessed off the climb out of the Tech Zone or south end of the Southern Traverse this fast and flowy section of trails acts as another option to exit the trail system to either return to the lower staging area or to coast down to Valemount's town centre.

12. High Roller

Likely one of the nicest jump lines in BC outside of a commercial facility. Beginning at an elevation of over 1,500 m, this feature rich line is close to 1 km long, boasting some very unique options and over 20 jumps to get the arms pumping. This line terminates at the Turducken downhill trail so it can be ridden as an individual trail or part of a longer downhill run.

13. Bacon by NDIT

Designed to be the ultimate integration of all the various bicycle handling skills, the idea behind this trail is to provide a low risk, gravity assisted flow trail, which riders of variable skill levels can use to develop their skills. 2 km of berms, rollers and manageable jumps will flow you to the lower staging area and guarantee to put a smile on your face.

14. Connect the Dots

A pedal friendly flowing 1-km trail that gets users from the upper DH trails over to Devil's Gulch, Truck Yeah, and Bacon. Just another option for a great ride. Exit only. No uphill travel.

15. Devil's Gulch

A short rake 'n' ride that is steep and loamy. The access is off Connect the Dots. This short but sweet section is another option to spit you out onto the Stump Town trail.

16. Stump Town

Another flowy, quasi-downhill option filled with staggered hits and huge berms. This trail ends on the 5-Mile access road and the entrance to Moby Dick is just across the road. A great option for a top to bottom run.

17. Turducken

Begins at the end of High Roller, this downhill alignment is a feature rich 2.5-km adrenaline rush. More advanced than the Tin Foil Hat, this trail offers a more challenging descent to those looking to get a bit more technical. Tree lines, natural rock features and a flow like you have never seen are all highlights of this trail.

18. Northern Traverse

This is a continuation of the Southern Traverse, a new school rolling cross country trail. Turn right after the bridge to get on to this flowy delight. Can also be traveled north to south via access off of Main Street, just north of the Swift Creek bridge.

19. Provincial Down

A hand-made beginner downhill trail, suitable for all levels of riders. This trail is accessed via an older skid road about 0.75 km up 5-Mile Road; it can also be accessed from the upper section of the Inversion Trail, Bacon or Munday Grind. For novice riders this may feel like a beginner downhill ride; for intermediate riders this may feel more like a cross country/enduro ride.

20. Moby Dick

Another amazing and flowy quasi-downhill option. This is a bumpy new school trail with ladder drops, wall rides and the namesake "Whale Tail" feature.

21. Coaster

A fast and tight hand built downhill trail featuring beautiful cedar "roller coaster" type bridges and tight dropping turns. This trail terminates at the Bacon staging area.

22. Stinger

A machine built trail designed to have a hand built feel. An intermediate level trail that is different from the rest of the flowy trails in our inventory. Steeper, more natural trail surfaces with rock work and some technical features.

23. Trap Line

A beginner downhill trail suitable for all levels of riders. This is a great option for those who enjoy the Munday Grind climbing trail, but want an easier option down the mountain, or for newer riders looking to develop the skills needed for some of the more advanced trails.

24. Stump Connector

A hand built trail that allows access to Stump Town from the Bacon staging area.

25. Lowballer

Located part way down the Highroller trail, just before the long series of jumps start. Lowballer offers an option for those still looking for a top to bottom lap but who prefer to avoid the large jump line.

26. Firebreak

Built by a group of local volunteers, Firebreak is an advanced downhill trail with an "old school" feeling. Aimed at as close to fall line as deemed sustainable, your brakes will certainly be hating you after you drop into this trail. Steep, technical, and puckering are three words to express Firebreak. The trail terminates at the Mid Trapline or Inner Piece Junction.

27. Downflow

Downflow is short but oh so sweet. Originally envisioned as a simple connector trail to link up the Bacon staging area with the Moby Dick trailhead, this short section of trail turned into something much more. A 420-meter mix of flow with a bit of jank, Downflow will be sure to make you smile on your way to one of Valemount's signature trails.

28. Truck Yeah

Named after an old International truck bed found during the initial layout, Truck Yeah is a two-way mountain bike trail offering some amazing connectivity within the trail system. Comprised of two segments, the opportunities are abundant as the route runs from the Bacon staging area down to the Southern Traverse/Tinfoil Hat junction with a quick pitstop at the Moby Dick/Stumptown junction along the way. Used as a gentle downhill or an easy climb to link up some of your favourite trails, Truck Yeah is a smooth flowy ride that is sure to please.

29. Spur Six

Older pre-existing double track. It's all about the options available. Use this section to access mid Truck Yeah when entering from the bottom up or as a green downhill

connector to access InorOut/Ale Trail when riding down Truck Yeah. A simple little spur used to increase access or connectivity.

30. Inner Piece

A true mountain bike trail totaling 1.6 km of all mountain goodness. Inner Peace consists of short punchy ups and techy downs. This trail uses the same access point as the lower section of the Trapline trail and makes use of the space between the current Trapline and Coaster trails. Finishing at the Bacon staging area.

31. Retro-version

Just under 1 km, this climbing trail takes off the current Subversion trail just before the main gully. It was created to allow riders to access the Northern Traverse and lookout without having to use the Swift Mtn FSR. The trail terminates at the "picnic table" or current lookout on the Northern Traverse and is a great option to get into the trail system.

32. The Gully DH

A fast and flowy downhill option utilizing a small gully in the middle of an old cutblock. A great option for those finishing up on the Northern Traverse or new Swift Mtn Trails and looking to head back to the valley bottom.

33. Sub-version

One of the original trails within the Bikepark. Subversion is a crucial access point to the north side of our trail system. Old school feeling, hand built singletrack.

34. The Craig

Providing a blue option from the top of our trails system, The Craig is a 1.7-km long trail built with a hybrid of machine and hand building techniques to create a truly amazing experience. The trail is named after our fallen friend Everett Craig. Everett was a true supporter of the trail system and encouraged others to do the same whenever possible. You will find a special feature on this trail that is just as unique as he was. A significant amount of rock was brought into the site to create something truly unique to our trail system. The trail terminates at the Turducken staging area.

35. Lower Blue South

NOTE: at the time of writing this text, the trails on the north side of Swift Creek are currently being constructed. For the most up to date info, please visit trailforks.

36. Blue Downhill

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37. Lower Blue North

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38. Black Downhill

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39. Blue Early Out

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40. Green Early Out

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41. Green Mid Connector

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42. Big Green Loop

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43. Top Shelf

A hybrid built tech trail with a mix of punch climbs, quick downs and beautiful views of the valley. Best run from the south to the north.

44. NT to Swift Mtn Trails Connector

A short connector trail connecting the pre-existing bike park trails over to the newest trails at the base of Swift Mtn.

45. Lower Green South

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