

### RIDE SMART

**SLOW DOWN BEFORE YOU SPEED UP.** Crashes can happen on your first lap. Ride the trail multiple times to get familiar with the features and equipment you're on so you can confidently push your limits without pushing your threshold. Jumping skills are required for free-ride trails.

### PRE-RIDE

Warm up the brain and body by inspecting the trail at low speed. Take the time to check your equipment.

### RE-RIDE

Lap the trail a few times and get to know the flow of the feature.

### FREE-RIDE

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

**TRAILS CHANGE DAILY**

### UNDERSTANDING BIKE PARK SIGNAGE

All routes within the Bike Park are designated by colour-coded trail markers at the start of each descent. Trails with an orange oval indicate freeride trails with man-made features and may require jumping skills. Work your way up to more advanced trails and features based on your progression, skill and comfort level.

#### FREERIDE

Freeride trails are machine cut and contain man-made features. Routes may be enhanced with dirt jumps, ride-on features, gaps, narrow surfaces, wallrides, berms and other natural or constructed features. All freeride trails are identified with an orange oval.

**JUMPING SKILLS MAY BE REQUIRED**

#### TECHNICAL

Technical trails are designed to embrace the rugged shape and terrain of the mountain, utilizing a majority of natural terrain. Features are typically hand-built and feature organic obstacles and stunts such as rocks, roots, logs, drops, jumps & other natural or constructed features that require technical riding skills. Technical trails are identified by just their difficulty symbol. Jumping skills may be required.

#### TRAIL RATINGS

##### BEGINNER

Basic riding with obstacles such as gravel, roots, rocks, patches and bridges. **MUST WEAR HELMET & BICYCLE HELMET**

##### INTERMEDIATE

Challenging riding with steep slopes and/or obstacles, possibly on narrow trails with man-made obstacles and features. These include but are not limited to jumps, drops, berms, roots, logs & other terrain variations. **MUST BE A COMPETENT MOUNTAIN BIKE RIDER**

##### ADVANCED

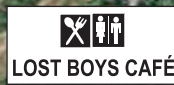
Difficult riding with a mixture of long steep descents, loose trail surfaces, numerous natural & man-made obstacles and features. These include but are not limited to jumps, drops, berms, roots, logs & other terrain variations. **MUST HAVE ADVANCED MOUNTAIN BIKE RIDING SKILLS**

##### EXPERTS ONLY

Highly difficult riding. Some elements that will be encountered include large man-made and natural jumps & obstacles, steep drops, elevated narrow trails, drops, rock faces & other difficult terrain variations. **EXPERT MOUNTAIN BIKE RIDERS WITH VERY ADVANCED BICYCLE HANDLING SKILLS ONLY**

There may be more difficult features in the area of trails than otherwise indicated on the ratings.

Lost Boys Café / Timber Top  
5662ft / 1725m



LOST BOYS CAFÉ

FOSSIL ZONE



photo by Sarah Windsor

Grizzly Peak  
6900ft / 2103m

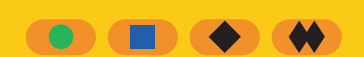
Top of Great Bear Express  
5551ft / 1692m



Due to fire hazard, smoking/vaping is not permitted on Fernie Alpine Resort property.

- #19 RUBBER DUCKY
- #20 MONORAIL
- #34 BIN LOGDIN
- #39 LIZARD LANE
- #32 TOP GUN
- #33 MR. BERMS
- #17 BEN'S BIG RIG
- #10 DUFF DYNASTY
- #35 EVILLE
- #6 DEER TRAIL

JUMPING SKILLS ARE REQUIRED



TRAILS LISTED ABOVE ARE RANKED IN ORDER OF DIFFICULTY

Freeride trails contain machine-cut and man-made features like dirt jumps, boxes, gaps, narrow surfaces, wall rides and berms.

### FREERIDE

## TRAIL PROGRESSION

### TECHNICAL

Technical trails embrace the rugged shape and terrain of the mountain and contain technical obstacles and stunts such as rocks, roots, logs and drops. Technical trails can contain Freeride features.

TRAILS LISTED BELOW ARE RANKED IN ORDER OF DIFFICULTY



- #3 / 4 BOOM / CEDAR
- #16 HOBBITS TRAIL
- #26 LIL 'MISS BUFF IT
- #18 HONEY BEE
- #22 HOLLOW TREE
- #23 HOLO BIKE
- #25 FAR OUT
- #36 EWOK
- #13 BLACK FOREST
- #14 AGGRAVATED ASSAULT
- #9 PLAYGROUND
- #21 PHAT LARRY'S
- #24 ALTERNATE FLIGHT PATTERN
- #7 WILL POWER
- #8 TRAC II / TRAC III
- #9A CASE CLOSED
- #29 RUMPLESTUMPKIN
- #27 BIKE THIEF
- #28 NEVERLAND
- #31 BC CUP
- #37 TNT
- #38 CATS PYJAMAS
- #11 KODIAK KARNAGE

### Multi-Use Trails

- #1 Silk (XC)
- #2 Manchuria (XC)
- #3 Boom
- #4 Cedar
- #5 View
- #12 Gorbie Loop
- #15A Double Creek Ext. (XC)
- #15 Double Creek (XC)
- #16 Hobbits Trail
- #30 Megasaurus

OBSERVATION DECK

BEAR'S DEN

INTERPRETIVE CENTRE

RED TREE ROAD

HAUL BACK T-BAR

TO MOUNT FERNIE PROVINCIAL PARK

### Legend

- Access Road
- Boundary
- Shared Hike/Bike Trails
- Hiking
- Dog Friendly (On Leash)
- Restaurants
- Lodging Check In
- Adventure Centre & Rentals
- Retail
- Tennis
- Washrooms
- Mountain Pantry Grocery
- First Aid
- Aerial Park