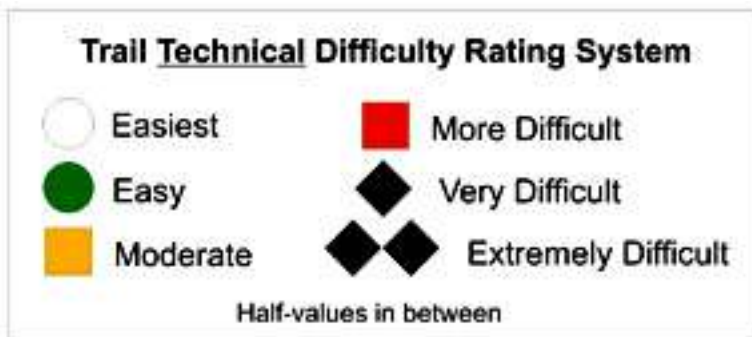


Jones Park Trail Ride Notes

While these trail notes are written for mountain biking, they will be generally useful for all users.

ALWAYS CHECK TERRAIN OR OBSTACLES YOU ARE UNFAMILIAR WITH BEFORE ATTEMPTING TO RIDE THEM. WHEN IN DOUBT, CHECK IT OUT!



This rating system is for the TECHNICAL difficulty of the trails. They are an overall rating for a particular trail, relative to other trails in the park. A rating of “Easy” does not necessarily mean that there are no features that you might find challenging, depending on your skill level. A rating of “Extremely Difficult” should not necessarily scare you away from exploring the more advanced trails. Just keep in mind that they can present more significant challenges.

As always, you need to be prepared to make your own assessment of a particular section of trail before proceeding.
When In Doubt, Check It Out!

LEGEND

Scale of difficulty 0-5; 0 being easy, 5 being difficult.
Ratings relative to this park and its trails for an “average” enthusiast rider.
A = Aerobic difficulty. T = Technical difficulty. W>E = West-to-East. E>W = East-to-West, etc.

Roads

West Main Street (1) – W>E (A-4, T-0): The initial portion of West Main Street represents a pretty good aerobic climb from the parking lot. It will get your heart going right off the bat. There is no technical challenge here to speak of. E>W (A-0, T-1.5): Descend this hill fast if you so choose, but watch for possible ruts and wet grass, and the gate!

East Main Street (1) – W>E (A-3.5, T-3.5) The bulk of East Main Street is relatively flat. However, the extreme Eastern end heading up to the Pipeline gets moderately steep. E>W (A-0, T-1.0): Descending requires good choice of line and speed control to avoid difficulty. Use appropriate caution, particularly when wet.

Pine Woods Road (2) – S>N (A-1.5, T-0) A nice open climb. Enjoy the woods! N>S (A-0, T-0.5) A nice fast smooth cruise down the hill.

North Road (3) Leads off of the property. There are no marked trails North of the North Branch Creek at this time.

Orchard Hill Road (4) – SW>NE (A-4, T-0.5) A long, moderately steep grade. A perfect place to work on good peddling technique. Can often be soft on the hill and muddy up on the upper flat. NE>SW (A-0, T-1) A fun run. You can attain pretty high speeds here. The surface has some washout and variation. Watch for the moderate washout at the bottom, hidden by a bend to the left!

Pipeline Road (5) – SW>NE (A-4, T-2.5) Getting started is a bit steep. Once underway, it is a very long, steady, smooth climb that requires resolve. There are areas where you can conserve, and areas that require determination and a moderately strong sprint, especially the last grade. A good test! NE>SW (A-0, T-2.5) You can really *haul the mail* going down, but be careful. The turns get pretty serious at speed, and there are lines to be chosen. Again, a fun run, but...!

Wash Out Road (6) – NW>SE (A-3.5, T-3) As the name suggests, the road is eroded significantly. Ride assertively through the creek and up the rocky washed out transition. You will then ride up the left side of the deep washout on a narrow, treed, rooted ridge. Smooth peddling and line control, and the ability to give bursts of speed are vital. A pretty long climb that requires some skill. SE>NW (A-0, T-3) Control is key. The trail is narrow and getting off line means snagging a tree or getting sucked into the rocky, deep washout. A fun run, but...!

Trails

West Creek Trail (A) – W>E (A-2.5, T-3) Very slightly uphill. The creek trail as a whole is not consistently aerobic nor technical. However, there are certain areas that require skill and bursts of speed to traverse. There are also numerous creek crossings of varying difficulty that require a moderately aggressive approach. E>W (A-1.5, T-3): Slightly downhill all the way. Increased speed potential changes the feel noticeably. It’s a hoot!

- ALWAYS CHECK CREEK CROSSINGS IF YOU ARE UNSURE OF THEIR CONDITION. -

East Creek Trail (A) – W>E (A-4, T-3.8) A pretty challenging ride, both technically & aerobically. The hill is pretty steep in places, traction can be an issue, and there is a creek bed, and large steep mounds to burst over. E>W, (A-1.5, T-3.5) These ratings depend on your speed. Higher speeds will give you a challenge, as the terrain gets rough and highly variable. Picking good lines and keeping the bike “soft and free” underneath you are key, especially when wet. It is advisable to learn the nuances of this trail before you really open it up!

North Branch Trail (B) – S>N (A-2.5, T-4.0) While it is a short trail, it is full of challenge. Narrow with lots of twists, turns, roots, and humps. Many spots where good line and repeated short-burst ability are called for. N>S (A-1, T-2) It rides completely different going down hill. Fun without being nearly as challenging.

Corner Trail (C) – E>W (A-1, T-4) Two words; Brake Control. The flat portion on top is fast rolling and twisty. The last portion down to the creek corner is VERY steep, with a couple roots and rocks to be dealt with near the bottom. Don't be a schmuck and skid all the way down. Control it or Walk it! W>E (A-4, T-3.5) A very steep climb of about 40yds. to challenge your skill and strength. Lots of traction, but a spongy Hemlock forest floor saps your energy a bit.

Pine Forrest Trail (D) – Mostly just a walking trail, and not often well maintained at this point even for that. Most of the Pine Forrest has fallen, but it is still an interesting spot.

Mud Flats Trail (E) – W>E (A-3, T-2) The last area of the park to dry, it often doesn't! A very uneven and variable surface littered with rocks and roots, plus a consistent if mild grade, makes it a much more difficult ride than you might think. It is relentless, and takes stamina and pace to ride the entire length without resting. Did I mention the mud?

Two very steep climbs at the end, South of Orchard Hill. The newer (left) section is moderately technical, and requires stamina and some skill in peddling technique and balance. The old section is an extremely technical route, with log piles, off-cambers and side-hills, lots of roots, and some VERY steep segments that require power with finesse. Arguably the most technical challenge in the park (T-5). Don't be afraid... just ready for a fight!

E>W (A-1.5, T-3) As draining as it is going up, it is that much fun going down. The same roots that get you on the way up offer similar challenge and can get you out of shape on the way down.

Drop Zone (F) – E>W (A-1.5, T-4) This trail is fun, but take care. It has some high speed sections followed by tighter turns and some uneven terrain that you must slow for. The portion West of the Pipeline Road gets quite rocky & rough, and has the steepest descent in the park. Use caution here the first time. EVERY time! The small loop to the North is less daunting, but still steep. W>E (A-5, T-5). The Western section has only been bested by a couple of riders in this direction. Certainly a top challenge for a skilled rider. If you need a super-challenging climb, this is it!

Highroad Trail (G) – N>S (A-2.5, T-3.0) Two fairly steep descents, and lots of varied, rocky, rooted terrain and twists & turns to keep your interest. Two ramped log piles and a wooden bridge (all 2' wide) that ride very nicely. Scope them out first, then take them with conviction and you will be fine. S>N (A-3.8, T-3.5) The steep descents turn into fairly challenging, if short, climbs. Not much downhill or even flat ground. It will take some resolve to ride it all the way through in this direction. Give it a go!

Zig Zag (H) – W>E (A-4.5, T-4.8) A most peaceful, serene, and scenic area, but you will get a serious workout in this direction. Alternates between fast rolling, rough & tumble, and tight & twisty. Easily the tightest technical trail in the park. A challenge even for the advanced rider. Beginning-to-Intermediate riders will likely be walking some sections, and even advanced riders are not guaranteed a "clean." E>W (A-3.0, T-4) More downhill than up in this direction, but still plenty of off-camber, tight, twisty challenges. Don't be shy. Give it a go!

Roller Coaster (I) – W>E (A-2, T-2) A fun diversion from the rough Upper Creek Trail, and "boring" Main St. Gets more technical and aerobic as you go East. E>W (A-2, T-3.5) Ahhh... now this is where the trail shines. Begun after ZigZag, it is a long rolling rip over varied terrain, or entering midway off the Upper Creek Trail, it is a flat blast! Aply named, the smooth, undulating, twisting surface is punctuated by two/three creek crossings. The entire trail can be ridden with abandon. Keep it on the 2nd ring and hammer!

Chimney Crossing – The deepest creek crossing in the park leading to this signature landmark. It can – and to some extent needs to – be ridden with gusto, and is a perfect exclamation point on a hot run down the East Creek and Roller Coaster trails. Hit it hard and catch air! The Chimney area is a perfect place to rest and reflect on how much fun that run was!

Chimney Trail (J) – Either direction (A-1, T-2) West of the Chimney is fairly smooth and rolling. East of it, the trail gets fairly rocky and runs through old creek bed terrain. A nice little diversion to plonk around on. There are numerous unmarked secondary creek crossings over to Main Street in this area where one can spend a lot of time just dinking around with fun little technical challenges.

Rock n'Roll (K) – S>N (A-3, T-1.5) A long steady climb of moderate grade with a nice rolling downhill blast near the end. Nothing overly technical, but a couple of spots that require some power and/or finesse. N>S (A-1.5, T-2) Now we are talking! This is the direction where the trail's moniker makes sense. Named literally for the sweeping, twisting, high speed "Roll," and the impressive natural and man-made "Rock" structures that you will have the opportunity to ride over if you choose. The boulders offer some drop opportunities, if you are so inclined, and the lower one gives foundation for one of the most impressive trees you will ever see; the *Grand Old Man* of Jones Park.

BeeLine (L) – Either Direction (Not Rated) This is strictly a transit trail to get from Mud Flats to Orchard Hill and/or Rock n'Roll, and/or offering an alternative route at times when the Mud Flats is living up to its name. Mostly straight and flat, and it can be muddy on the North end. Make sure to enjoy the Teeter Totter.

Chutes & Ladders (M) – W>E (A-2, T-3) A good center-park alternative, this trail offers some unique features. The segment West of Pine Forrest Rd. has 4 wood slat bridges that require good control. There is a large root wad mound and a steep downhill/uphill bowl section toward the East end that must be ridden with skill and conviction. These last two areas also have safer ride-arounds on the hill's edge for persons of less aggressive intent. The section East of Pine Forrest Rd. is a bit more tame, but does have a large bench cut downhill chute that will get your attention. The extension East of Orchard Hill Road (4) connects it to Rock n'Roll (K), and offers a bit of a climb. E>W (A-1, T-3) The East section is

really flowing and fast. The middle section is now downhill and can be ridden quite quickly. The West section rides similarly. It's a fun blast!

Outer Limits (N) Only rideable for most E>W. This is easily one of the most advanced trails you will find in the Triple Cities. It starts with a serious climb that will take a ton of energy and technical peddling ability. The downhill portion is twisting, tumbling, rough, and often hard to follow. It is a true test of control and stamina. Technical & aerobic ratings are both 5+!!

THIS IS AN ADVANCED TRAIL. USE CAUTION!!

Toby (O) Either direction; A rolling benchcut trail crossing a very steep sidehill in a very peaceful section of the park. It is not aerobically difficult, but is technical in that it is narrow, tight, and twisting. You will need some good balance & control to navigate it. There are some technical features that should be very carefully considered before attempting!

Donkey Kong (P) A brilliantly laid out trail that is barely more difficult to ride in the uphill direction as down. A VERY steep hillside with numerous twists, turns, ups and downs. Numerous steep ledges with pronounced drop offs. Riding this trail with solid commitment, keeping good pace, and looking where you want to go are the keys to making it through cleanly. Not that high in technical difficulty, but definitely in pucker factor. A real blast!

Heartbreak Ridge (Q) This is a wild one. Not nearly as difficult as Outer Limits because it flows more across the hill than down it, but it is still a trail to be reckoned with. Much more difficult uphill (E-to-W) than downhill. Downhill will test your bike handling skills, where uphill will test your stamina. There are some VERY steep hillsides that must be ridden with real commitment and pace. It's a long way down a super steep slope if you goof. The terrain is often rough, rooty, and off camber. It is a good challenge for even for the most seasoned rider.

TRAIL NOTES COMPILED BY "TRAILMAKER"