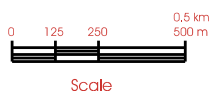


Gil Barry
CONTRACTING LTD.



TRAILS

NAME	LEVEL	DISTANCE	COLOUR	DIRECTION
Squirrel	Easier	1.5k	Green	One-Way
Forest Lane	Easier	1.2k	Green	One-Way
Memory Lane	Easier	1.0k	Green	One-Way
Rabbit	More Difficult	2.4k	Blue	One-Way
Telemark	More Difficult	6.8k	Blue	Two-Way
Summer Road	More Difficult	0.5k	Blue	Two-Way
High Country	More Difficult	3.0k	Blue	Two-Way
Cut Off	More Difficult	0.6k	Blue	Two-Way
Easy Street	More Difficult	0.8k	Blue	One-Way
Panorama Ridge	More / Most Difficult	5.4k	Blue / Black	One-Way
Fern Creek	More / Most Difficult	9.2k	Blue / Black	Two-Way
Connector	Most Difficult	0.6k	Black	Two-Way
Crystal Rim	Most Difficult	7.8k	Black	One-Way
Racing Trails	Most Difficult		Black	One-Way

• Last 1k of Telemark is One-Way. Start the trail heading west from the Chalet
• Panorama Ridge and Fern Creek have both “More Difficult” and “Most Difficult” ratings depending on the section of trail and the direction of travel.

[Check the trail descriptions below](#)

TRAIL DESCRIPTIONS

- Squirrel** - Flat with moderate hills
- Forest Lane** - Flat with moderate hills
- Memory Lane** - Rolling terrain with some more challenging hills
- Rabbit** - Rolling terrain with numerous challenging hills
- Telemark** - As above with elevation gain (check elevation on numbers on trail map)
- Summer Road** - Straight with elevation gain
- High Country** - Gradual climb with significant elevation gain
- Cut Off** - Gradual climb with some challenging hills
- Easy Street** - Rolling terrain with some challenging hills
- Panorama Ridge** - Rolling terrain, steep hills, More difficult up to short cut, most difficult past Fern Creek
- Fern Creek** - Rolling terrain with challenging hills and significant elevation gain. No short cuts (Fern Creek is less challenging done counter clockwise - take Squirrel to Cut-off to Fern Creek)
- Connector** - Rolling terrain with some steep hills
- Crystal Rim** - Rolling terrain with steep hills and major elevation gain
- Racing Trails** - Are all less than 1k and have many steep hills and sharp corners