



Phase II Plan

Trail Descriptions

Features

Illustrations

Prepared by Bryon Black: 4/21/2024

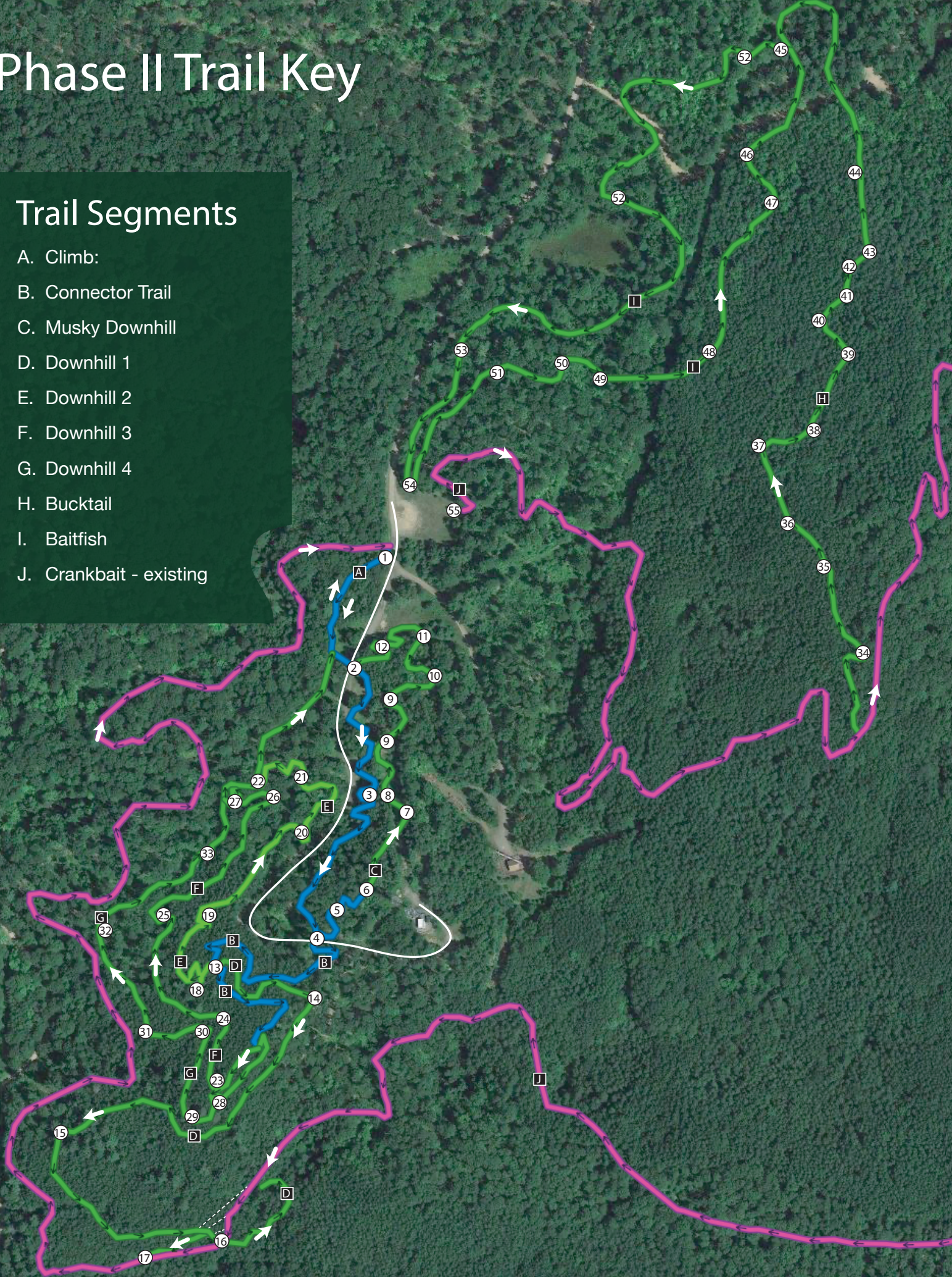
Phone: (715) 614-4094

Email: bryoneblack@gmail.com

Phase II Trail Key

Trail Segments

- A. Climb:
- B. Connector Trail
- C. Musky Downhill
- D. Downhill 1
- E. Downhill 2
- F. Downhill 3
- G. Downhill 4
- H. Bucktail
- I. Baitfish
- J. Crankbait - existing



Features

1. Beginning of climb, end of downhills.
2. Road gate/climb crossing on the north side of the gate. Musky Downhill returns to this locaion
3. Switchback climbs.
See attached Swichback Design
4. Road crossing
5. Switchback climb
6. Begin Musky Downhill trail
7. Berm - using existing landform
- The existing hillside is the perfect angle and size for the berm in this location.
8. Armored gravity dip into a large berm
- See attached Rock Armoring A Gravity Dip.
9. Medium berm section
10. Berm
11. Berm
12. Switchback climb returns to main climb
13. Hub
14. Berm
15. Berm
16. Crankbait flyover B-line and sightlines
- Advanced option for skilled riders to jump over the existing Crankbait trail. Limbs and small brush are cleared to provide sightlines so riders can see other riders coming and prevent collisions.
17. Downhill 1 merge with Crankbait trail
18. Switchback berms
19. 2 medium berms
20. Berm
21. Berm section (5 berms)
22. Trail merger
23. Berm
24. Berm
25. Berm section (2 large berms)
26. Berm
27. Speed control section before intersection
28. Berm
29. Berm
30. Berm
31. Berm
32. Berm
33. Berm
34. Berm
35. Berm
36. Berm
37. Berm
38. Berm
39. Berm
40. Berm
41. Berm
42. Berm
43. Berm
44. Berm
45. Intersection, return back to trail head.
46. Berm
47. Berm
48. Berm
49. Berm
50. Berm
51. Berm
52. Trail segment 75' away from wetland
53. Just a normal piece of trail.
54. Beginning and end of Baitfish

Phase II Trail Segment Descriptions

A. Musky Climb

Distance..... 1,759 ft.

Average Climbing Gradient:5%

Description: Starting on the South West side of the Musky Mountain parking lot, the Musky Climb is short and punchy,

B. Connector Trail

Distance.....1,397 ft.

Average Downhill Gradient 8%

C. Musky Downhill

Skill LevelExpert

Distance1,397 ft.

Average Downhill Gradient10%

D. Downhill 1

Skill Level..... Intermediate

Distance: 2,348 ft.

Average Downhill Gradient 6%

E. Downhill 2

Skill Level.....Expert

Distance:1,420 ft.

Average Downhill Gradient7%

F. Downhill 3

Skill Level..... Intermediate

Distance: 1,666 ft.

Average Downhill Gradient7%

G. Downhill 4

Skill Level.....Expert

Distance:1,666 ft.

Average Downhill Gradient 7.6%

H. Bucktail

Skill Level Intermediate

Distance: 2,567 ft.

Average Downhill Gradient 6%

Description:

I. Baitfish

Skill Level Beginner

Distance: 4,279 ft.

Average Downhill Gradient 5%

Berms

Berms are used both for climbing and downhills.

Downhill Berms

Diameter - 15' - 30'

Height - 2' - 4'

Berms of all sizes help a biker maintain momentum while keeping the rider at a right angle to the tread surface. This allows bikers to navigate the turn without losing speed and keeping the bike under control. Turns not constructed without berms lead to riders overusing breaks and skidding out, thereby causing erosion and trail damage. The result is a trail riding experience that is fun, exhilarating and safe.



Similar to climbing berms, downhill berms are also helpful in controlling the direction and flow of water to prevent erosion.



A berm under construction at the Zip Trail in Minocqua, WI.

Climbing Berms

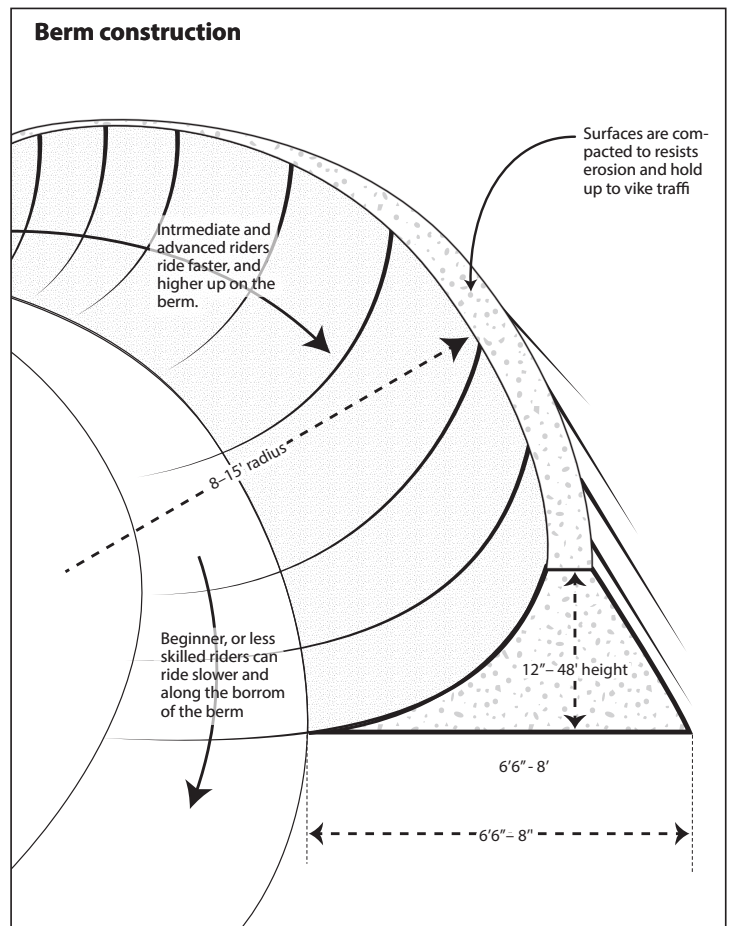
Diameter - 15' - 30'

Height - 1' - 2'

Climbing Berms are used to further direct water, and assist riders. For climbs, berms are typically no taller than 24".



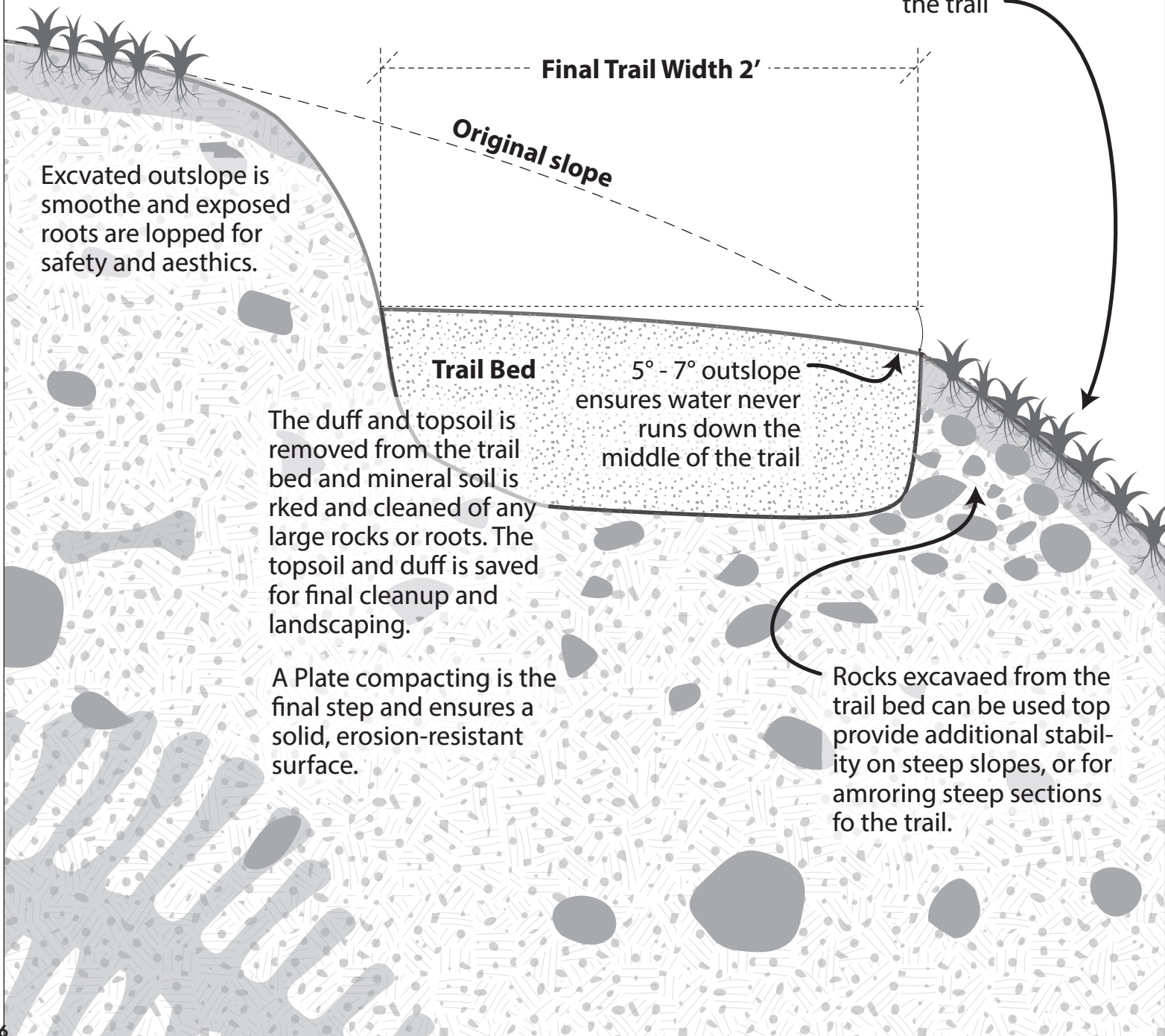
Shown above: climbing berms in a series of switchbacks after two full days of rain. Moisture can be seen on the trail, but there is no standing water or erosion.



Trail Design Hillside Profile

In general, all trails are built following standards for sustainability. These standards ensure trails do not wash away, do not create hazards, and are safe and fun for people to ride.

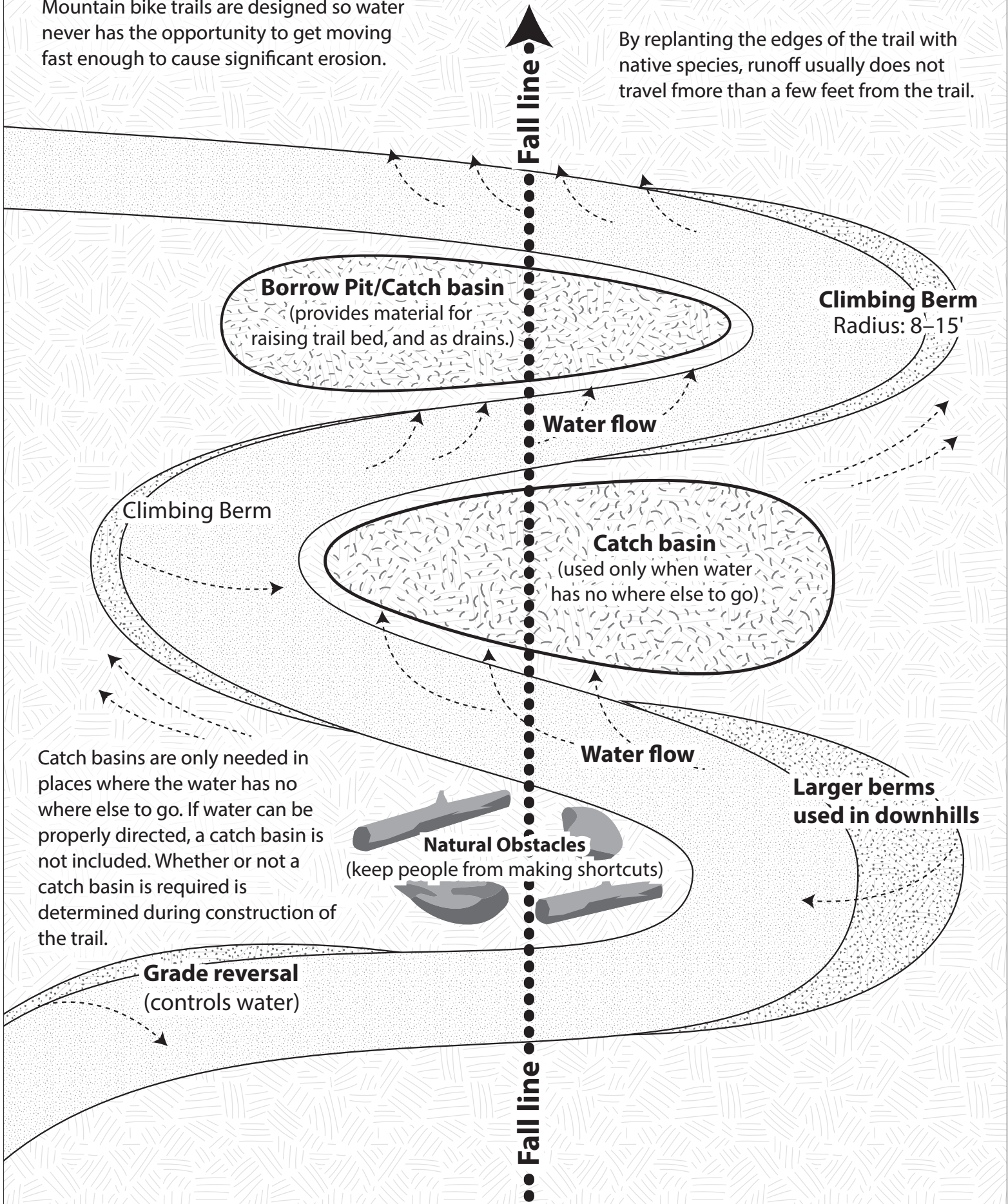
Native turf and plants are returned to areas outside the trail bed for a natural look, and to catch any run-off from the trail



Switchback/Berm Section Design

Mountain bike trails are designed so water never has the opportunity to get moving fast enough to cause significant erosion.

By replanting the edges of the trail with native species, runoff usually does not travel more than a few feet from the trail.



Catch basins are only needed in places where the water has no where else to go. If water can be properly directed, a catch basin is not included. Whether or not a catch basin is required is determined during construction of the trail.

Natural Obstacles
(keep people from making shortcuts)

Rock Armoring A Gravity Dip

Gravity dips are sections of the trail where the grade exceeds 15%. Without rock armoring, they would quickly erode.

This kind of feature is a fun challenge for advanced riders!

Similar to molar teeth, large rocks are deeply embedded into the trail with their flat sides up. The mass and depth of the rocks keeps them anchored and prevents erosion

Care is taken to choose rocks that are large enough to hold in place, yet still have a relatively flat surface to ride over.