

HIKE & BIKE TRAILS

1 Copperhead 1.2 Miles

Gently rolling trail with only a few technical sections. Best access for Trip to the Moon Trail. Begins as a gravel path across Volcano Rd. from the Marina and soon takes hard right into single-track. If you just want to do a 1.2-mile loop, you can go either way at the first stream crossing. If you want to add most of Copperhead to your ride stay left at this point. At 2/10th mile Copperhead goes right, up the hill. At 9/10th mile Trip to the Moon intersects. To complete short loop, go right to continue on Trip to the Moon stay left.

2 Trip To The Moon 2.5 Miles

A real single-track showcase with technical sections and some great downhills. Fun ridden in either direction. Access from Copperhead Trail then continues for 1.4 miles to Quick Out then another 8/10th mile to Savanna. Trip to the Moon goes right here and then left in a 1/10th of a mile up a very steep rocky climb (better downhill) for another 3/10th mile. Best route to the Moon is up Savanna for 1/2 mile and pick up Trip to the Moon to ride down that rocky downhill section to Apollo 13.

3 Savanna Around The Moon 1.9 Miles

Awesome single-track climb to the Moon or interesting downhill. Has switchbacks and log crossings and a ride through an open, grassy area. Best access to the Moon.

4 Apollo 13 0.6 Miles

Can't quite make the final climb to the Moon? This trail will bypass it. Connects Trip to the Moon with Games Road close to Dark Side of the Moon. Also provides access to Bail Out, a 2/10th mile-long escape route down to Volcano Rd.

5 Dark Side Of The Moon 1.4 Miles

Single-track at its best. This trail will take you from Games Road up a climb through a beautiful section of timber and a steep climb to one of the higher points in the park. It then dumps you into several flowing downhill sections and brings you out at the picnic shelter at Gary's Grind.

6 Gary's Grind 1.9 Miles

A classic switch-back (grinding) climb to White Oak Ridge Trail or awesome fun downhill if ridden in the opposite direction. From the picnic shelter cross the stream onto Gary's Grind and enjoy a gradual climb along the stream for 4/10th mile. Gary's Grind will go right into single-track for the next 1.5 miles and climb to White Oak Ridge trail.

7 White Oak Ridge .5 Miles

A fun and flowing single-track from Gary's Grind's upper terminus to the crossing on Volcano Rd.

8 Powerline 1.3 Miles

Great connector trail from Volcano Road to the intersection with Walter Tait Trail at Four Corners.

9 Haystack 1.7 Miles

For mostly downhill, begin off Power Line not far from the power substation. In 7/10th mile Log Jam will go left; Haystack stays right. The next mile is awesome with a boardwalk, big bridge, rocks, jumps and flowing single-track at its best. You are near the end when you pass the old hay stacking machine.

10 Log Jam 0.5 Miles

The section off the upper end of Haystack is fast flowing single-track. Then from the connector trail over to Power Line the trail gets a bit more technical, with two larger log crossings, several smaller ones and a short very steep climb up to Collar Bone at intersection with Collar Bone Cutoff.

11 Collar Bone 0.6 Miles

Great, somewhat technical climb or screaming technical downhill. Intersects with Haystack near Walter Tait Trail and with Log Jam/Collar Bone Cutoff on the upper end.

12 Collar Bone Cutoff 0.2 Miles

Not extremely technical and best ridden downhill from Power Line to Collar Bone: Good connector to create different loops with other trails.

13 Hunter's Roost 0.5 Miles

This is sweet single-track trail with some obstacles. Gradual climb following the contour of the hill from Mansion Trail to Power Line Trail. Fast and flowing when ridden in opposite direction.

14 Mansion Trail 0.7 Miles

Begins on the left near the end of Walter Tait Trail and connects just past Hunter's Roost with Power Line. From Tait Trail you will pass connector to Caretaker Trail on your left in 1/2 mile. This portion of Caretaker will take you back to Four Corners. In another 1/10th mile Hunter's Roost will fade off to the right over some big roots. In another 1/10th mile it intersects with Power Line. Fun in either direction.

15 Caretaker Trail 0.6 Miles

Begins at Four Corners and will take you to Mansion Trail in 2/10th mile.

16 Walter Tait Trail 1.9 Miles

A gently rolling wide gravel trail providing access to several other trails and the Stiles Mansion ruins. The first intersection on left off Tait is Haystack/Collar Bone. The next trail access is 7/10th mile out on the right (Prolog). At 9/10th mile is Four Corners and the intersection of Caretaker, Power Line, Four Corners Trail and Minnehaha. Mansion Trail will go left at near the end of Tait. If you wish to bypass the ruins, go left on the connector to Mansion (marked with a sign).

17 Prolog 0.4 Miles

Connects Tait to Lake Trail. Fun downhill section from Tait Trail to Lake Trail; however, it is not a bad climb. Can be used to make different loops.

18 Four Corners Trail 0.5 Miles

Provides access to the lake and the wild side of the park. From Four Corners, it is an awesome, mostly downhill single-track ride connecting to Lake Trail at the bottom. Easily ridden in either direction.

19 Lake Trail 1.9 Miles

Great access for fisherman. Not an easy ride for bikers in some spots and mostly used as a connector in other places. Can be a 2.9-mile loop if you add the blacktop roads to completely circumnavigate the lake.

20 Tecumseh 1.7 Miles

Sweet single-track with a few technical features. Begins near the beach house on Lake Trail and takes you up on and out a fun ridge and then down and back to a point back on the Lake Trail near the primitive campsites.

21 Medicine Man 1.7 Miles

A technical trail with some quite steep downhill sections. Starts with a 4/10th mile climb off Lake Trail, then follows the ridge and in 8/10th mile begins downhill and comes back out on Lake Trail at the dam.

22 Warrior Ridge 2.2 Miles

Wonderful outer loop trail that begins and ends off Tomahawk and takes you high above Mountwood Lake at the Park's western end.

23 Tomahawk 0.7 Miles

Scenic and rocky trail that circumvents dam at Mountwood Lake's western end, connecting Medicine Man to the Lake Trail.

24 Rat Snake 0.3 Miles

Connects Copperhead Trail to the blacktop road near the old maintenance building. Added to eliminate some road travel if riding around the lake to Tecumseh and Medicine Man.

25 Little Gnarly 1.3 Miles

Another great loop trail that connects Gary's Grind to Games Hill area. Fantastic downhills in either direction.

26 Sand Hill Trail 2.3 Miles

This trail has been under construction for two years and is now ready for public use. This outer loop is stacked with fast, contour-line flowy sections on its west end off Savanna and becomes progressively rockier and more technical as it nears its high point above the top of the Little Gnarly trail. At nearly two and a half miles, this stretch of single-track is both challenging and fun to ride in either direction, and it also has sweeping views off a north face of Sand Hill with some areas of moderate

27 Pumphouse Trail 0.8 Miles

The Pumphouse Trail is an intermediate "flow-style" trail that descends off Gary's Grind and finishes at the parking area at the bottom of the hill on Volcano Road. It is road accessible at either end and may be shuttled. Numerous fun and technical features make this trail enjoyable and challenging in either direction, and the ruins and relics of the 19th century oil-boom era found along this route also make for a great history lesson.

28 WUT - Warm Up Trail

A brief, serpentine warm-up trail that is ideal for beginners looking to improve upon their bike-handling skills. Located just off Collar Bone on a broad, flat shoulder.

29 D-Lite

This trail serves as a scenic, beginner-friendly access to the easier trails off the Walter Tait Trail. It bypasses the steep beginning sections of the Walter Tait Trail and deposits riders on the rolling plateau near access to Minnehaha and Four Corners.

30 Minnehaha

This trail starts on the top of the ridge south of Volcano Rd. at a nice power line view and runs down the south face of the hill to end at Four Corners.

31 Minnehaha Connector

This trail climbs from the Walter Tait Trail to about the midpoint of Minnehaha.