**GCC MASTER PLAN:**

**SURVEY SUMMARIES**

**WHAT TRAILS WE HAVE:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **LOCATION** | **TOTAL** | **GREEN** | **BLUE** | **BLACK** | **DOUBLE BLACK** |
| **GOLDEN TOTAL** | 69 | 8 (12%) | 50 (73%) | 7 (10%) | 5 (5%) |
| **MT** **7** | 16 | 1 (6%) | 6 (38%) | 5 (31%) | 4 (25%) |
| **MTN** **SHADOWS** | 18 | 1 (6%) | 15 (83%) | 2 (11%) |  |
| **CBT** | 11 | 1 (9%) | 10 (91%) |  |  |
| **MOONRAKERS** | 21 | 2 (10%) | 18 (86%) | 1 (4%) |  |

**COMPARATIVE:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **LOCATION** | **TOTAL** | **GREEN** | **BLUE** | **BLACK** | **DOUBLE BLACK** |
| **BC TOTAL** | 7112 | 1349 (19%) | 3526 (49%) | 1789 (25%) | 462 (6%) |
| **SQUAMISH** | 218 | 28 (13%) | 91 (42%) | 67 (31%) | 32 (15%) |
| **NELSON** | 116 | 11 (9%) | 56 (48%) | 37 (32%) | 12 (10%) |

**WHAT TRAILS WE WANT:**

(Style, in order of demand, with numbers from previous surveys)

1. ALPINE
2. FREERIDE
3. JUMPS
4. TECH XC
5. FLOW
6. DH
7. GREEN
8. VALLEY CONNECTORS
9. SKILLS DEVELOPMENT
10. ADVENTURE/DESTINATION
11. ADAPTIVE

(Difficulty, by demand)

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**WHAT STYLE OF TRAIL DO YOU WANT?**

**ALPINE (29)**

* Alpine (x20)
* Responsible alpine Ridgeline/dedicated trails
* Technical singletrack. Preferably in the alpine/sub alpine.
* Alpine technical xc
* Steep and technical and high alpine epics
* An epic XC trail like Frisbee Ridge or 7 summits
* High Alpine trail that is not too difficult.
* Accessible alpine trail for intermediate riders.
* An intermediate alpine trail off lookers right of Kicking Horse
* Alpine trail alternative to CBT for long loops

**CROSS COUNTRY (18)**

* XC (x10)
* Technical cross country (x6)
* Technical XC trails on Mt7/Shadow
* More advanced tech trail on Moonrakers
* Extend the CBT network on the other sides of the road, more difficult options, variety, roots, rocks, etc.
* Flowing Xc single track (x4)
* Fast Flowy XC Trails in the Moonrakers or Mt Shadows
* Rolling X/C. I love a good climb but I do not want to blow all my elevation riding my brakes.
* More trails with moderate descents
* More long directional XC loops with spicey climbs and fun flowing quick descents
* Long distance X-country
* Longer single track trails so one can build on cardio, ie XC trails
* Moonraker style- smooth and flowy, with a few challenges
* Another one like CBT
* Hemiptera and odanata style trails are my favourite
* XC with jumps
* Cedar lake area due to the mix of up/down/undulating
* More XC in Mount Shadows.
* Keep on expanding the network w trails like Twisted sister

**ADVENTURE RIDES (4)**

* Long, flowy, loop with a rewarding view
* Blue more along the river like Take it Easy
* Long Cross Country adventure rides
* All Mountain with views similar to Rock-a-bout and Cliffside

**ENDURO? (6)**

* All mountain. big climbs and big downs (x4)
* Pedal access downhill trails
* I'd like to see trails that are more technically challenging, but also welcoming to all levels of rider, intermediate and up
* More single black trails that are approachable by blue riders/go arounds for jumps and technical features
* Climbing with a fun down
* Relatively gradual climb with technical DH

**GREEN TRAILS (8)**

* Green trails that link our community to encourage bike commuting
* Green single track that is kid friendly (x2)
* Kid friendly trails
* Easy non technical trails to ride without stressing and hurting myself
* Green easy trails. Or easier blue trails.
* Adaptive Trail
* Beginner single track trails close to town for children
* More trails linked throughout the mountain shadows area that are beginner-friendly.

**TECHNICAL ADVANCED (30)**

* Neo-North shore with more rock features with well built wood lead ins. Guys trail type
* More technical rock slabs and rock rides incorporated into the trails. (x2)
* Features. Bridges, skinnies, drops, teeter-totters.
* I do miss the built-up rock bridges on huff and puff so maybe something to play on and practice those kind of skills would be fun
* A trail with wooden features such as skinnies, jumps, etc. that are dark blue in difficulty. A trail like hymenoptera doesn't let you build up to these features - it's either roll them or go huge.
* Technical trails with a variety of TTFs below the 10km on Mt 7
* Tech, Jank, slower speed gnar. Maybe a few north shore style skinnies.
* Black technical trail on CBT network
* Black tech trails (x6)
* Narrow single track with some rock slabs, good soil. Enough of super wide trails
* Blacks. More challenging than what we have, but not as crazy as Mount 7
* Technical trails with lower levels of consequence
* More technical riding (x3)

Flow/Gnar combo trails ie Mt7 5k style!! Flow and smooth with some more raw gnarly sections throughout. Using interesting terrain features to an advantage.

* Flowy, some technical challenges like Rock-A-Bout, Cliff Side
* Technical , roots rocks, steep north Vancouver style
* Steeper black/advanced blue on CBT side
* Steep, rough, and technical (x2)
* Black and double black trail. Rough and steep, to gap jumps
* Black and Double-Black
* Black/Double blacks on Mt 7
* More advanced stuff is nice

**DOWNHILL (22)**

* Downhill trails on Mt 7 (x5)
* Blue trails on mt 7 that are technical and raw but reasonable for blue level riders (x4)
* DH (x3)
* A long version of Gold Rush (x2)
* Downhill variety off schacher (x2)
* Fall line, technical, flow, natural, featured
* More high speed trails like the Mt 7 psychosis course
* I'd like to see the GCC preserve the original Psychosis Course / dead dog.
* Freeride on mount 7
* Expert level DH trails
* Technical black trails like LSD and 5km

**JUMPS (27)**

* jump trail (x6
* Black jump line (x5)
* Dirt jump (x4)
* Double Black jump trail on Mt 7 (x2)
* Harder flow trail with proper berms and small side/large side jumps so people can progress, as well as properly built drops, also small side/large side. Generally trending downhill as well with no uphills in it. CBT side has room for more trails and is easy climbing to get to.
* Jump trail close to town
* Mt 7 free ride/flow/jump
* I like nice landings and flow
* Intermediate with alternative jump/feature lines for blue/black riders
* I really like mighty Quinn, would be cool if there were some bigger jumps beyond that. I want to learn to jump better.
* More jumps and drops, not death gaps, but jumps with big transitions and something people can progress on or hit blind, think last few jumps on hymenoptera
* Good quality jump line with different size options
* Freeride jumps and drops
* Jump trail on Mt.7/Mtn Shadows side
* Jump trail. Think Silver Star not kicking horse

**FLOW (29)**

* Flow (x13)
* Jump flow trail (x6)
* Blue Flow (x4)
* Black Flow trail. A Line style. Nice and wide, big jumps.
* Flow trail with loam sections added in
* Flowy blue trails with some black optional features.
* Mt 7 summit - blue with black options flow long trail
* More flow single tracks
* Flow trails with links to town

**SKILLS PARK**

* Pump track
* Jump/drop skills track park

**BLUE TECH**

* A mix of challenging blue like Trial & Error, Kobe's and RockaBout
* Blue tech trails
* Trail that didn’t have 1/2 full on vertical
* Challenging but not terrifying

**BE CAUTIOUS**

* I think that there are currently plenty of trails to keep me very happy out there. I rarely see others on the trails.
* None, i think there are enough to enjoy
* We have amazing trails currently that just need to be maintained. No new ones needed.
* Content with the current layout of trails. I feel as though there is a quality mix of terrain and difficulties. Also a lot of trail to ride for the number of riders here. I would rather see focus on maintaining the top knotch riding we have than, going into developing more terrain that we don't have the resources to keep world class.
* Keep adding to our existing trail networks, but not at the expense of maintaining or sprucing up existing trails
* No alpine trails - the impacts are too great.

**WHAT TRAIL IDEAS DO YOU HAVE?**

**MT 7 JUMPLINE**

* Big mount 7 proper jump line

**MT 7 ALPINE**

* Blue Trail from Mt 7 launch to Kapristo on the East
* Keep developing mount 7 and build a ridable Trail to the cedar house trail head (less hike a bike)
* More trails beyond the cedar house and from town

**FRENCHMAN’S RIDGE**

* Dark blue Frenchmen's Ridge Traverse
* Flowy Cross Country. Frenchman’s Ridge/Hospital Creek.

**RANDOM**

* Green xc from Golf course heading north along river on the old road grade
* The slope under the power lines across the road from the bottom of Hymenoptera would be perfect for a machine built jump line.

**ADVANCED TRAILS NEAR TOWN IN CBT**

* Black trail in LSD area with lots of features that connect to bottom of CBT
* Low elevation DH trails in CBT network
* Perhaps more black runs close to town on the Cbt side.
* CBT side has room for more trails and is easy climbing to get to.
* black technical trail on CBT
* Extend the CBT network on the other sides of the road, more difficult options, variety, roots, rocks, etc.
* More extensions off CBT so there’s more variety closer to town
* steeper black/advanced blue on CBT side
* Freeride/dh trails in the cbt network

**TALAS AREA**

* Technical, difficult, ups or down from last part of terminator ridge down aka an alternative to LSD
* epic alpine climbing trail up to LSD
* more trails connecting Kicking Horse to Canyon Creek
* Black trail in LSD area with lots of features that connect to bottom of CBT
* have single track up and down from MoonRakers to top of Canyon Creek/LSD
* Somehow create some connectivity to T4
* more trails around LSD
* Proper descents from the exit of T4. With a climbing trail to get off the road on the way to LSD or said new trails.

**CROSS COUNTRY**

* Cross Country- connectors/network from KHMR to the Moonrakers.
* Odanata to KHR. Loop trails in that area too.
* Connector between Rockabout and Cliffside not requiring the drop in elevation.
* Cross Country/Flow/Tech Combo, Blue/Black rating, Location: Upper Mtn. Shadows, new trail connecting Cliffside to Rockabout, above the Woodlot, as high as possible up against the cliffs. Call it High Roller or Classic Rock
* Extra loop around rock about/trial and error
* Improve 2% to Quartz

**WHERE WOULD YOU LIKE TO SEE TRAILS?**

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**MOUNT 7 (30)**

* Mt 7 (x24)
* DH specific trails on MT 7
* Blue trails off Mt 7 summit
* Upper Mt7
* mt 7 more tech and flow dh trails
* connecting Mount 7 with the Mountain Shadows
* Mt7 above mtn shadows - something like a cbt mainline for climbing vs the road

**CBT (9)**

* Black trail in LSD area with lots of features that connect to bottom of CBT
* Low elevation DH trails in CBT network
* Perhaps more black runs close to town on the Cbt side.
* CBT side has room for more trails and is easy climbing to get to.
* black technical trail on CBT
* Extend the CBT network on the other sides of the road, more difficult options, variety, roots, rocks, etc.
* More extensions off CBT so there’s more variety closer to town
* steeper black/advanced blue on CBT side
* Freeride/dh trails in the cbt network

**NICHOLSON (5)**

* South canyon creek area, linking certainty mine
* Nicholson (x2)
* 12 mile.
* Canyon Creek

**FRENCHMAN’S RIDGE (4)**

* Frenchman’s Ridge (x2)
* Barber/ frenchmans/ dump
* Develop Frenchman ridge

**HOSPITAL CREEK (2)**

* Hospital Creek
* East Bank, Hospital Creek area

**TALAS (7)**

* Develop more below & off of T-4 (x2)
* Exit of T4 zone. A couple of descents and a climb trail.
* LSD (x3)
* Single track between top of LSD and Moonrakers

**NORTH OF SKI HILL ROAD (4)**

* North Bench (x2)
* Twisted Sister Area, North side of Ski Hill Road
* 2% towards Quartz

**MOUNTAIN SHADOWS (2)**

* On Mnt Shadows a dark blue down only from top but less old school.
* Mountain Shadows is great because its dry and is useful in the shoulder season.

**ALPINE (11)**

* Alpine (x8)
* Alpine ride off of Glenogle
* Hobo alpine and parson river DH (x2)

**RANDOM**

* alternative down to cbt
* a river trail in the Blaeberry
* from KHMR to the Moonraker trails
* Dawn Mountain area
* Connect Donald Blaeberry and hospital creek to the roundabout above town

**NEGATIVE**

* Keep the alpine untapped or it will become too popular and will get destroyed by too much human traffic
* Avoid sensitive habitat and high wildlife areas
* I think we should limit the number of land we use and keep wildlife in mind.
* Again, I think that there is more than enough biking trails right now.
* As stated above, none, there are enough trails already. Leave some space for WILDerness between the existing trails.
* None

**WHAT MAINTENANCE FEEDBACK DO YOU HAVE?**

**GENERAL**

* some improvements could be made, especially communication about what is happening for maintenance, why, and what has been accomplished
* could always progress!
* Need more
* never enough
* Trail crew was building trail when there was plenty to maintain
* All work was on Mt. 7
* time could have been better spent in other areas besides MT7.

**OVER-MAINTAINED**

* Stop dumbing down the trails. Not all need to be buff and smooth as eggs
* We don’t need to doctor everything into safer less risky trails. We need to level out ruts and re shape corners

**MOUNT 7**

* Psychosis race course needs more work and slow jumps need to be removed
* Race course has a couple of reroutes that don’t work.
* Would like to see psychosis race course returned to its original speed and fun, the new jumps slow things down way too much and it is vital that the original lines be re-established with the blown over trees, current lines as of sept are very slow and come to a halting stop when trail should be fun at speed.
* Mt 7 needs more maintenance
* Mt 7rutted trails

**BRIDGES**

* Three boards missing on Bear Claw and one board on Arrowhead all summer.
* AND BRIDGES when WET... WE need wire on our bridges, I personally blew off three bridges this year.
* some boardwalks need revitalizing.
* I would like to see the bridges without missing planks (like on Moonraker and Arrowhead this year)
* Boardwalks need repairing, Upper Bearclaw swamp, Various ones in Moonrakers

**BRUSHING**

* Moonraker trails did not get any brushing as far as I could tell.
* more brushing in moonrakers
* Needed more brushing done on Moonraker trails
* brushing grown in trails
* Trails are brushy in general
* I feel sight lines, and hanging trees bushes and branches at head that poke you in the face could be improved.
* Brushing/face slappers for us tall folk

**DEADFALL**

* Deadfall could be cleared better.
* Tree removal
* Kobe's through the lower cutblock still has trees down

**DIRT WORK**

* Berminator berms are scrubbed out
* Berminator braking holes
* LSD has suffered tremendous erosion.

**JUMPS IN GOLDEN: Desires and Issues**

**JUMP DEMAND:**

Jump related comments taken from the question “What style of trail do you want built?” and sorted into categories. Responses in parenthesis note multiple identical replies.:

**GENERAL**

* jump trail (x6)
* Jump flow trail (x6)
* Dirt jump (x4)
* Jump trail close to town
* Mt 7 free ride/flow/jump
* I like nice landings and flow
* Freeride jumps and drops
* Jump trail on Mt.7/Mtn Shadows side
* Jump trail. Think Silver Star not kicking horse

**DOUBLE BLACK**

* Double Black jump trail on Mt 7 (x2)

**BLACK**

* Black jump line (x5)
* Black Flow trail. A Line style. Nice and wide, big jumps.

 **BLUE**

* Flowy blue trails with some black optional features.
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* Mt 7 summit - blue with black options flow long trail

**JUMP CONCERNS:**

Jump related comments from the question “What do you dislike about riding in Golden?”:

* Lack of obvious trail speed making some jumps just plain dangerous
* Jump trails that are built by people who don't know what they are doing.
* Having jump options with consequential gaps.
* flow trails don't always flow as they should
* not enough easy access jumps. the jumps kind of suck.
* badly built jumps and woodwork
* no sweet jumps
* no big jumps!
* No jump trail
* Too small jumps built more for beginners, which just kills trail flow for more advanced and faster riders
* No jumps it's like the people of golden are scared to leave the ground
* Lack of features and jumps.
* Could use more features, jumps and wood