

Trails in Motion

Ideas for creating engaging and sustainable trails.



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Conference

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Dirt vs. Soil

Dirt is unclean matter, especially when in contact with a person's clothes, skin or possessions when they are said to become dirty.



Dirt vs. Soil

Soil is a natural body consisting of fine rock particles that covers the surface of the earth.



Dirt vs. Soil

Earth is described as both the planet we live on as well as Soil.

Earth without art
is just "Eh"

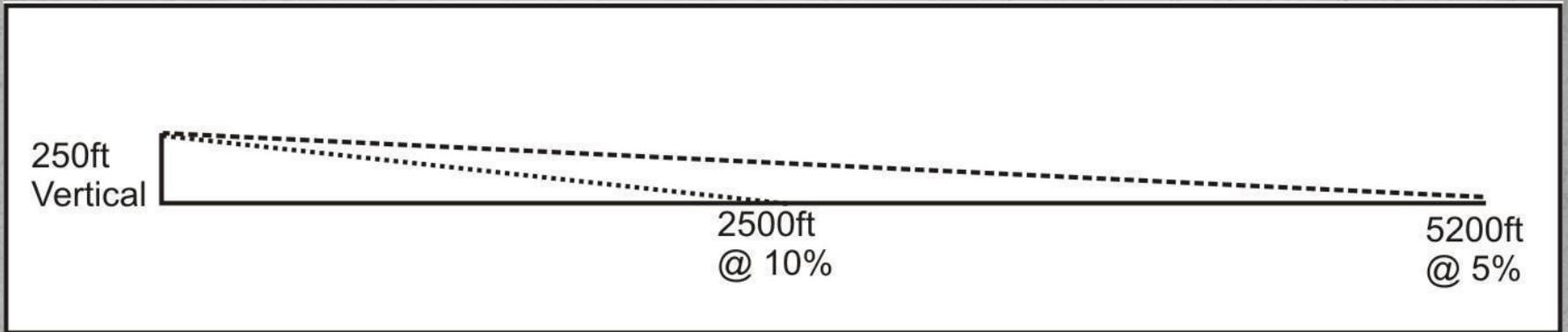
TRAIL DESIGN



Trail Design

Trail design is the **core** to any trail project, it identifies user needs, environmental considerations and construction standards.

TRAIL DESIGN



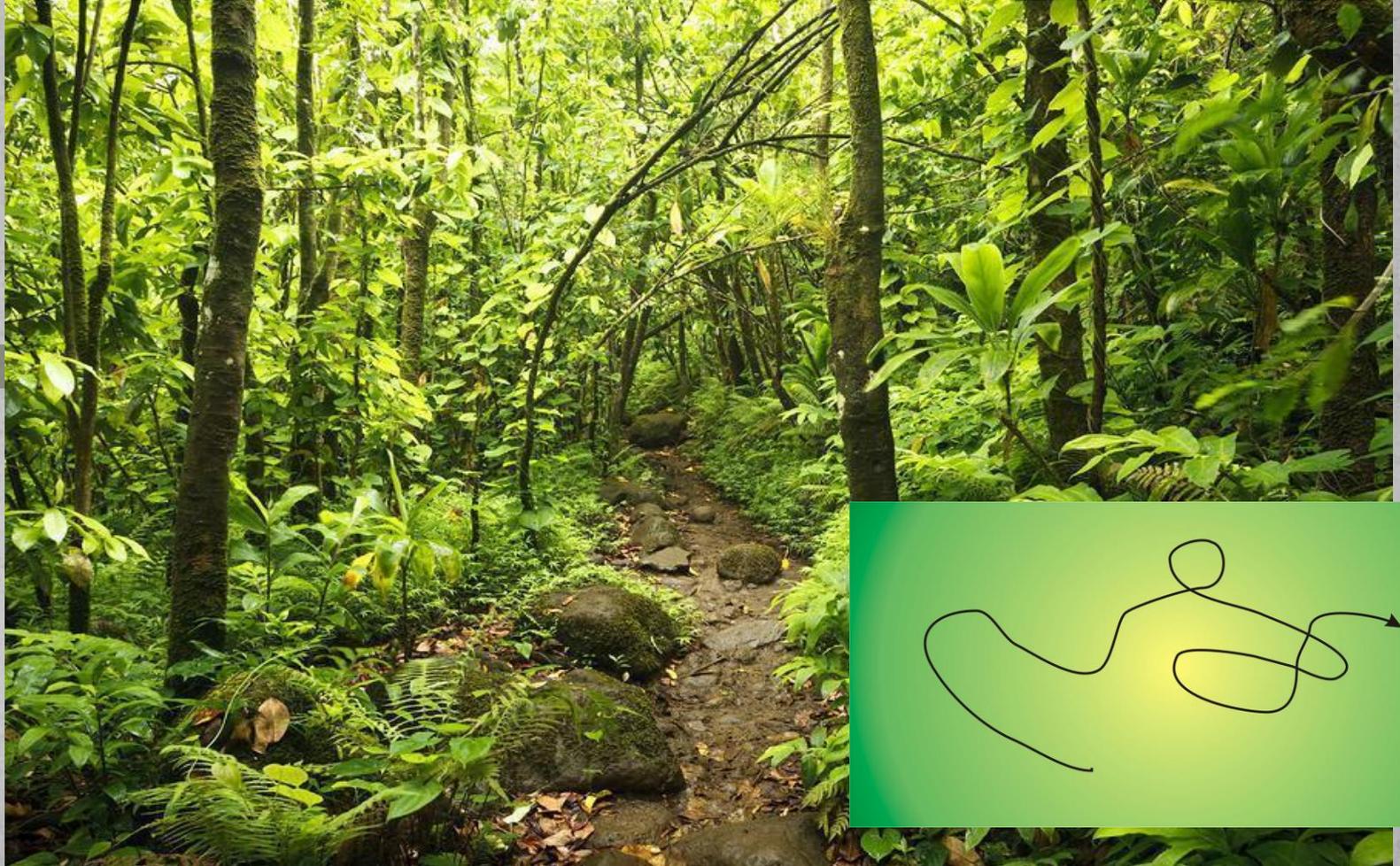
Steeper pitch = less trail to achieve desired elevation gain. Less trail = less \$.

**does not include, costs to mitigate user conflicts, erosion, or other issues.*

Curv-a-linear Trails



Meandering Trails



SLOW DOWN

Choke points

- Good choke points appear non contrived and have good sight lines



Braking Bumps can string out like washboard



'B' Routes



Utilizing local materials and trades



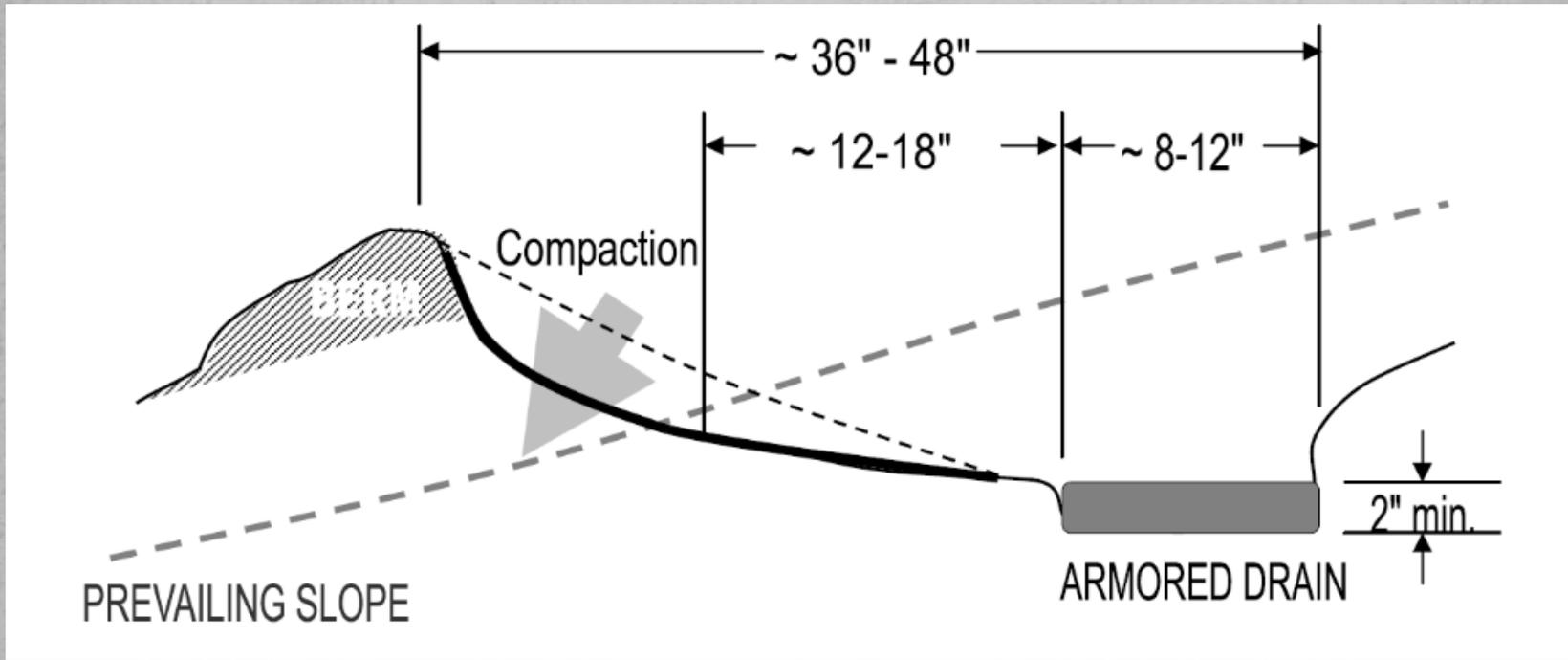
Craft over Import



SUPER Elevation



In sloping turns



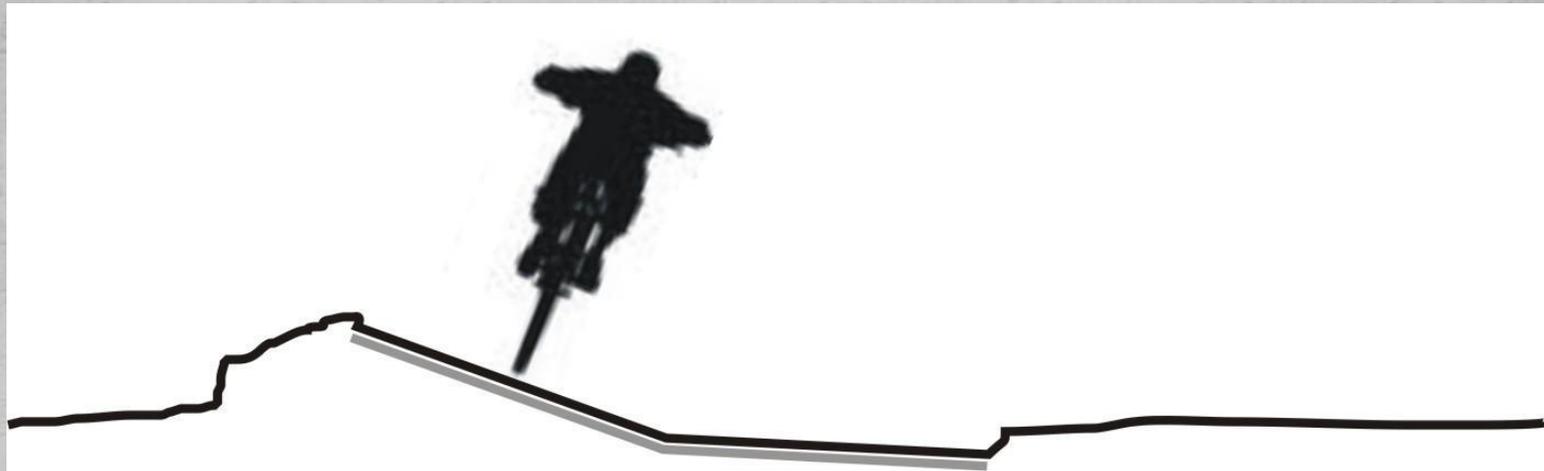
Super Elevation

with inslope turn

Trail tread is above grade



Split Turns



Flowsticks



Flow Sticks

- Confirm continuity of arcs
- smooth transitions
- Visual aid
- measuring tool

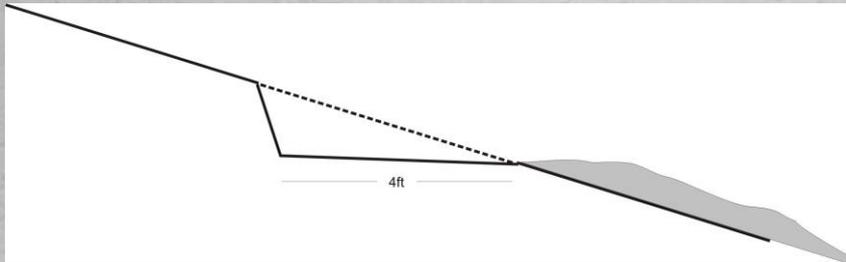


Offset Flagging

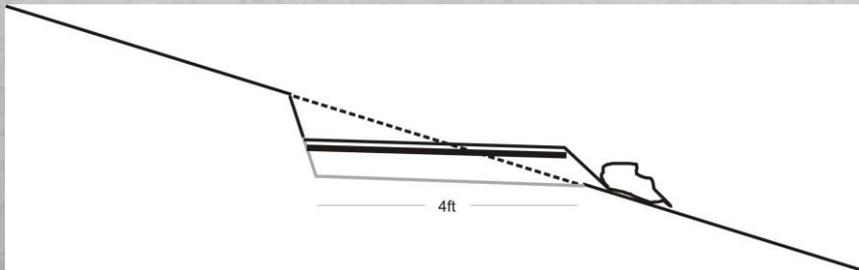


Partial Bench Construction

Full Bench with spoil spoils



Partial bench with bench waddle



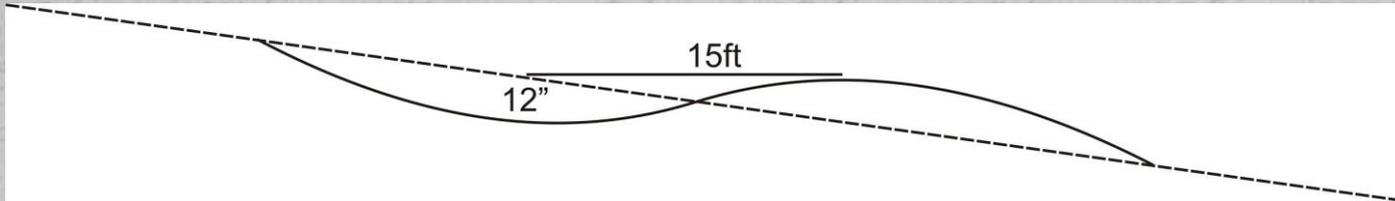
Dirt compaction



Grade Reversals

Pitch vs Frequency

Depth to defeat cupping



Worn Shoulders (splash erosion)



Questions



