



WHISTLER MOUNTAINBIKEPARK

Trail Status

604.935.5555

2

WHISTLER
MOUNTAINBIKEPARK

				FREERIDE TRAILS
GB - 4	A	D1	GARBANZO	
FB- 1	A	CRABAPPLE HITS	FITZSIMMONS	
FB- 3	A	DWAYNE JOHNSON	FITZSIMMONS	
FB - 1	A	LOWER DIRT MERCHANT	FITZSIMMONS	
FB - 1	B	UPPER DIRT MERCHANT	FITZSIMMONS	
FB - 1	B	FADE TO BLACK	FITZSIMMONS	
FA - 1	C	A LINE	FITZSIMMONS	
GA - 2	C	FREIGHT TRAIN	GARBANZO	
FB - 1	C	RIPPIN' RUTABAAG	FITZSIMMONS	
CB - 1	C	INSOMNIA	CREEKSIDE	
GB - 4	C	SIDETRACK	GARBANZO	
CB - 1	C	SHAKE AND BAKE	CREEKSIDE	
FA - 1	C	CAT'S MEOW	FITZSIMMONS	
FB - 4	E	JOY CROSS	FITZSIMMONS	
CB - 1	E	MIDGARD	CREEKSIDE	
FA - 2	E	C-MORE	FITZSIMMONS	
FA - 1	E	CRANK IT UP	FITZSIMMONS	
GA - 2	E	BLUE VELVET	GARBANZO	
CB - 1	E	PALM CORNERS	CREEKSIDE	
CB - 1	E	ELDIR	CREEKSIDE	
GA - 1	E	UNA MOSS	GARBANZO	
GB - 4	E	LITTLE ALDER	GARBANZO	
GB - 4	E	BLUEBERRY BATHTUB	GARBANZO	
CB - 2	E	EARTH CIRCUIS	CREEKSIDE	
CB - 2	E	BENGAL BEAR	CREEKSIDE	
CB - 1	E	SOUTHPARK	CREEKSIDE	
FB - 3	E	HEART OF DARKNESS	FITZSIMMONS	
FA - 1	E	B LINE	FITZSIMMONS	
FB - 2	E	WORLD CUP SINGLE TRACK	FITZSIMMONS	
FC - 1	E	GOLDEN TRIANGLE	FITZSIMMONS	
FB - 1	E	CRABAPPLE TURNS	FITZSIMMONS	
FB - 1	E	EZ DOES IT	FITZSIMMONS	

FC-1			ROD	FITZSIMMONS
FC-1			TODD	FITZSIMMONS
FB-2			PINES OF MAR GABLES	FITZSIMMONS
FB-2			SHADY ACRES	FITZSIMMONS
FB-2			DEL BOCA VISTA	FITZSIMMONS
FB-3			HO CHI MIN	FITZSIMMONS
FA-1			FANTASTIC	FITZSIMMONS
FB-4			HORNET	FITZSIMMONS
FB-4			NAUGHTY HANDS	FITZSIMMONS
CB-2			BCC	CREEKSIDE
FB-1			SHAOLIN CHIPMONK	FITZSIMMONS
FA-1			NINJA COUGAR	FITZSIMMONS
FB-2			KARATE MONKEY	FITZSIMMONS
CB-2			CALL ME MAYBE	CREEKSIDE
CB-1			BARKING DUCK	CREEKSIDE
CB-2			SPINGAR	CREEKSIDE
FB-2			SMOKE & MIRRORS	FITZSIMMONS
FB-3			WEDNESDAY NIGHT DELIGHT	FITZSIMMONS
FB-3			DEVIL'S CLUB	FITZSIMMONS
FB-2			SAMURAI PIZZA CAT	FITZSIMMONS
FB-1			LOWER ANGRY PIRATE	FITZSIMMONS
FB-2			BLUESUM	FITZSIMMONS
FA-2			FUNSHINE ROLLY DROPS	FITZSIMMONS

GB-2			LEWON FEE	GARBANZO
CB-2			ODESSA	CREEKSIDE
GB-4			TOO TIGHT	GARBANZO
FB-4	⬅	➡	MONKEY HANDS	FITZSIMMONS
GB-4			MACKENZIE RIVER TRAIL	GARBANZO
FB-1	⬅	➡	UPPER ANGRY PIRATE	FITZSIMMONS
CA-1			7 YEAR WAR/MORE	CREEKSIDE
GB-2			LOAMONADE	FITZSIMMONS
FC-1			MORE DUFF	FITZSIMMONS
FB-3	⬅	➡	AFTERNOON DELIGHT	FITZSIMMONS
GB-4			DUFFMAN	GARBANZO
GA-2	⬅	➡	LOWER WHISTLER DH	FITZSIMMONS
CB-1		Ⓢ	DELAYED FUSE	CREEKSIDE
CB-2		Ⓢ	LINE OF CONTROL	CREEKSIDE
GB-2	⬅		NO JOKE	GARBANZO
CB-2			DARK MATTER	CREEKSIDE
GA-2	⬅	➡	ORIGINAL SIN	GARBANZO
PA-1			TOP OF THE WORLD	PEAK
CB-1			LOWER RIDE DON'T SLIDE	CREEKSIDE
GB-3			DROP IN CLINIC	GARBANZO
GB-3	⬅	➡	FATCROBAT	GARBANZO
CB-1		Ⓢ	MISS FIRE	CREEKSIDE
FA-1			UPPER WHISTLER DH	FITZSIMMONS
FA-1			SCHLEYER	FITZSIMMONS
GB-4			NO DUFF	GARBANZO
FA-2	⬅		UPPER JOYRIDE	FITZSIMMONS
FB-3			POLR FICTION	FITZSIMMONS
FB-3			CLOWN SHOES	FITZSIMMONS
CB-2		Ⓢ	BC'S TRAIL	CREEKSIDE
CB-2			PUMPKIN MOON	CREEKSIDE
FB-3			TATIANA	FITZSIMMONS
FA-2			LOWER JOYRIDE	FITZSIMMONS
FA-2			DETROIT ROCK CITY	FITZSIMMONS
FA-2			CANADIAN OPEN DH	FITZSIMMONS
CB-2			TECH NOIR	FITZSIMMONS
FA-2			FRENCH CONNECTION	FITZSIMMONS
GB-3			IN DEEP	GARBANZO
GB-3			PATROL ROCKS	GARBANZO
GB-4			TOO MUSHROOM	GARBANZO
FC-1			RENEGADE	FITZSIMMONS
CA-1			SABERTOOTH HORSE	CREEKSIDE
GB-3			CAPTAIN SAFETY	GARBANZO
GB-4			EL GORDOBATA	GARBANZO
GB-3			GOAT'S GULLY	GARBANZO
CA-2	▲		1199	CREEKSIDE

The original Bike Park zone with the largest variety of trails and features for every skill level. Includes Technical, Freeride, and beginner trails for all abilities.

MAX ELEVATION: 1019M/3346FT

- For the beginner to intermediate rider.
- Small berms to practice cornering.
- Small wooden features to practice bridges and other man-made features found on blue Technical trails.
- Progression rollers and jumps to practice features found on blue Freeride trails.

- For intermediate to advanced riders.
- Medium size jump and drop features.
- Progress on technical features.

- Advanced jump and drop zone.
- For riders looking to progress from intermediate freeride skills to advanced freeride skills.



**COMMENCAL
AIRBORNE
FEATURE**

UNDERSTANDING BIKE PARK SIGNAGE

All routes within the Bike Park are designated by colour-coded trail markers at the start of each descent. Trails with an orange oval indicate Freeride trails with man-made features and require jumping skills. Work your way up to more advanced trails and features based on your progression, skill and comfort level.

Freeride trails are machine-cut and contain man-made features. Routes are enhanced with dirt jumps, ride-on features, gaps, narrow surfaces, wallrides, berms and other natural or constructed features. All Freeride trails are identified with an orange oval.

Technical trails are designed to embrace the rugged shape and terrain of the mountain, utilizing a majority of natural terrain. Routes are typically hand-built and feature organic obstacles and stunts such as rocks, roots, logs, drops, jumps and other natural or constructed features that require technical riding skills. Technical trails are identified by their difficulty symbol. Jumping skills may be required.

ORIENTATION CENTRE

 crankbrothers

CUSH CORE

GARBANZO
WINE & BEAN

GoPro

GoPro

START HERE

Designed for first time Bike Park riders.

Free orientation sessions to learn bike handling skills and how to navigate trails.

Smooth, gradual gradients for practicing bike positioning, braking and cornering.

It's important to learn to navigate the trails with confidence. Follow our recommended routes which are designed for progression. These routes start small and let you build your skills by linking together various terrain and features you'll find around the Bike Park. Just reference the Trail Progression Chart to the left of the Fitzsimmons map. Or take a lesson from our Bike School and we show you all the best trails for your level.

Crashes can happen anytime, especially on your first lap. Ride the trail multiple times to get familiar with the features and equipment you're on so you can confidently push your limits without pushing your threshold. The best way to remember this is with the graphic below. A PRE, RE, and FREE-RIDE mentality should be used by riders of all ages and skill levels.

Wake up the brain and body.
Inspect the trail at low speed.

Lap the trail a few times to get the flow of the features

Start small and work your way up to faster speeds and larger features.

If you're new to the Bike Park, all riders should take the Fitzsimmons Express chairlift and ride 'EZ Does It' back down to the village. Repeat until you feel 100% comfortable on your bike and with the trail.

WHAT'S NEXT: Now that you're feeling confident, try this trail route at a slow speed. Move on when you feel 100% ready.

 **CRABAPPLE TURF**

DEE BOCCA VI

EXPERIENCED RIDERS

It doesn't matter your experience level, everyone needs a warm up lap on 'EZ Does It' and 'B-Line' to start their day.

 B-LINE

WHAT'S NEXT: After your warm up lap try the following route of Freeride and Technical trails to help you ease into your day.

 NINJA COUGAR

SAMIRAL PIZZA

HO CHI MINH

WHAT'S NEXT: Try linking 'Funshine Rolly Drops', 'Smoke & Mirrors', 'Blueseum' and 'Wednesday Night Delight' from 'B-Line'. From there you can move on to 'Crank It Up', and re-ride it until you master all the features on that trail.

Scale: 1 inch = 360 feet

Scale: 2.54 cm = 110 meters