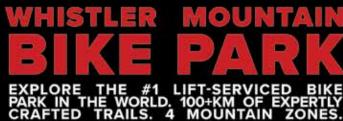




KNOWLEDGE AND CAUTION CAN REDUCE THE RISK. FOR YOUR SAFETY AND

- people or objects. You must understand bike park signage, trail ratings and trail progression. Start

- ride and unload lifts when riding at lift access resorts. Ask for assistance with chairlifts and surface





Free Wi-Fi powered by TELUS

EMERGENCIES & FIRST AID

You might not be able to anticipate an accident, but you can at least be prepared for one. For first aid assistance in the Bike Park, call patrol for help and let them know your location. If possible, move to the side of the trail and out of the way.

ON-MOUNTAIN EMERGENCIES AND FIRE EMERGENCIES:





MOUNTAINBIKEPARK



THESE TRAILS ARE LISTED IN ORDER OF **DIFFICULTY FROM GREEN BEING THE EASIEST TO RED BEING PRO LEVEL.**



FITZSIMMONS

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

SKILLS CENTRE 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 eeride trails 🚹 💧 🔧 PSI





 For riders looking to progress from intermediate freeride skills to advanced freeride skills.

JOYRIDE JUMP PARK

Advanced jump and drop zone.

COMMENCAL AIRBORNE FEATURE

WHISTLER MOUNTAINBIKEPARK

UNDERSTANDING BIKE PARK SIGNAGE

CLOSED

D NOT RIDE ON ROA

Bike Park

Privileges

Revoked

e 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

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.

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uphill beyond

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A STATE OF A STATE

Here are examples of some of the signage you might encounter.

MERGE

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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 equire technical riding skills. Technical ails are identified by their difficulty ymbol. Jumping skills may be required.

Jump take off

the rugged shape and terrain of the

nountain, utilizing a majority of natural

nical trails are designed to embrace

TECHNICAL

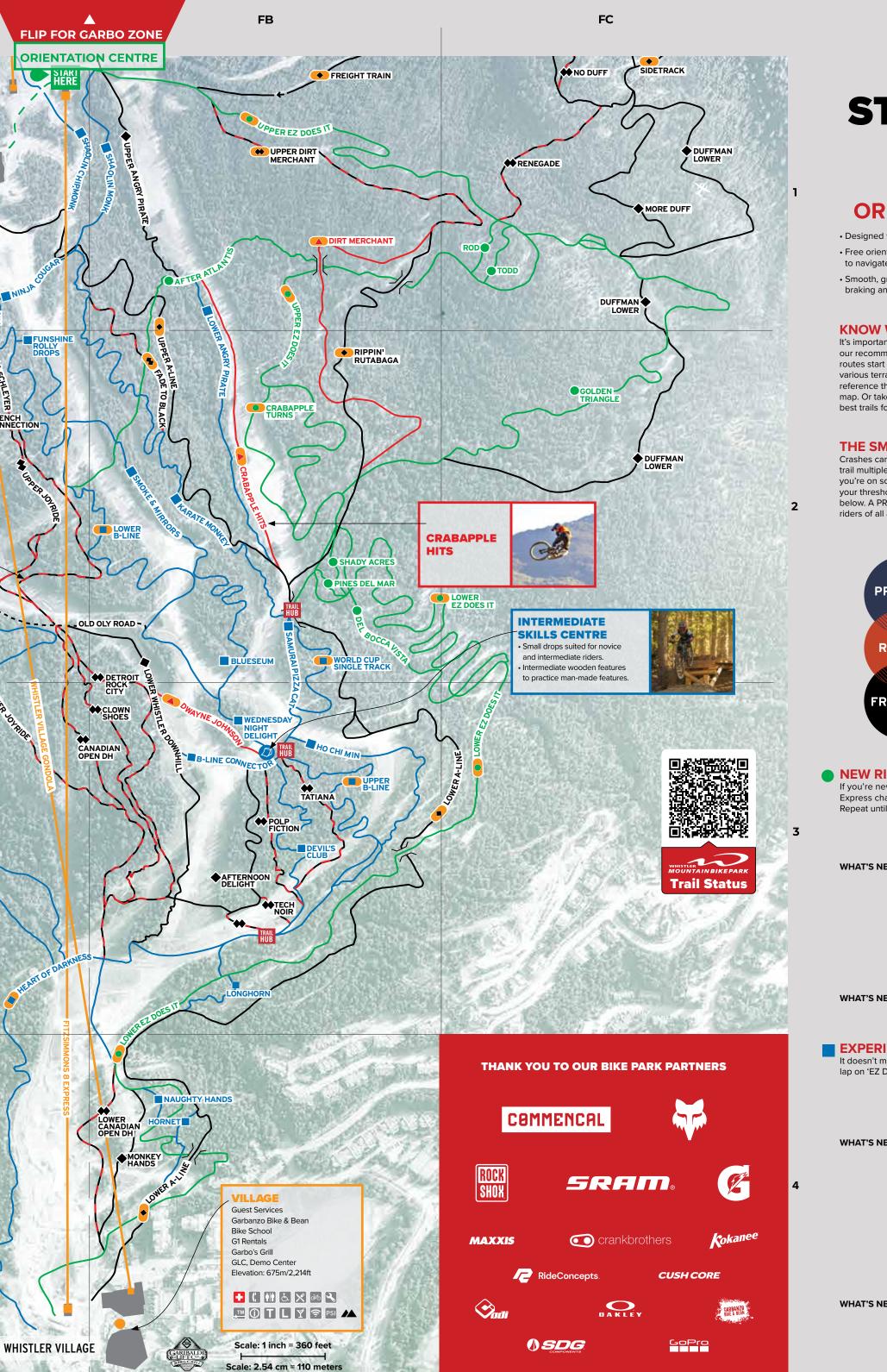
TRAIL HUB

RENCH

D.

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19 30



FIRST TIME AT WHISTLER BIKE PARK?

START HERE

ORIENTATION CENTRE

- 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.

KNOW WHAT YOU'RE RIDING

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.

THE SMART WAY TO START

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.



NEW RIDERS

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.

| | EZ DOES IT |
|------|--|
| this | y that you're feeling confident, try trail route at a slow speed. Move when you feel 100% ready. |
| | EZ DOES IT |
| | CRABAPPLE TURNS |

| CRABAPPLE TURNS |
|-----------------|
| DEL BOCCA VISTA |
| EZ DOES IT |

WHAT'S NEXT: Head to 'B-Line' for larger rollers and berms.

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.



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



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.