

Valley Mountain Biker's Crew training schedule

Day one (half day) *Walk Trexle/Leghigh game preserve with VMB members and land managers. Discuss vision, priorities, define roles etc.*

Day two and three Walk land alone, focusing on overview plan including conceptual loops, parking, trail heads etc. Compile findings, create map. Identify “demonstration loop” to build during training.

Day four (half day) *Present findings from day two and three to land managers and VMB members as a conceptual plan with map. Refine plan with open discussion. Walk select areas with group if necessary.* Start “demonstration loop” rough corridor design alone. Start “demonstration loop” final tread design alone.

Day Five A.M. *Classroom session with land managers and VMB members focusing on planning, rough corridor design, final tread design and trail building. IMBA Trail Solutions book will be used as text book.*

Day five P.M. *Walk pre-designed rough corridor with land managers and VMB members. Discuss design technique. Continue designing rough corridor and final tread design with group. Start building trail with group.* (bring your clinometer and trail building tools)

Day Six Hands on trail building training on demonstration loop. **(Day six can be a repete of day five if participants are available)**

Day seven Hands on trail building training on demonstration loop.

Day eight Hands on trail building training on demonstration loop.

Day nine Hands on trail building training on demonstration loop.

Day ten Hands on trail building training on demonstration loop.

Italicised bold print: VMB members and County parks staff participation required.

Week two: All VMB members and County parks staff encouraged to participate if available.