

Category		Trail Name	Description	Area / Getting There
Just Learning		Funny Bunny	Located in the beginner's area, this short trail has a mellow pitch and is easy to lap	Timber Creek Base Area; take Chair 9 (Bunny) and follow the lift line back down
Easy Scenic		Snowkirk	Great for learners who are starting to build confidence; slightly longer green trail that winds through the trees	Village Base Area; take Chair 1 (Snowkirk) and follow the signs back to the Village
Scenic Cruiser		Upper & Lower Elevator Shaft	Great for a morning dose of speed; always groomed; a steep upper pitch finishes in a wide flat area that's great for big GS turns	Chair 4 (Sunrise); runs directly underneath the lift
Burner (Intermediate)		Ditch of Doom	Kids Choice! A winding gully with a mellow pitch; this zone is off-piste and anyone entering should be comfortable with small bumps	Exit Chair 7 (TC Express) to the right and follow Squirrel Ridge (green) until you see Ditch of Doom on your left
Groomer		Buckboard	This is the groomer for the intermediate skier looking for a slightly steeper pitch	Exit Chair 11 (The Ruet) right and follow the groomed cat track around the top of Snow Snake Gully (Black) to reach the top of Buckboard
Burner (Advanced)	 	Monte Wolfe & Lower Monte Wolfe	On the steeper sider, this trail runs off of the top of the ridge back to the base area	Exit Chair 6 (Cornice) right; wrap back underneath the chair line, and follow the (usually) groomed trail to the bottom.
Fresh Powder		The Wave	Try to be one of the first to take the leap off of the wind roll known as The Wave; charge into the wide open fields of powder below	Exit Chair 4 (Sunrise) left; follow the traverse to the top of The Wave
Sun		Hully Gully & Cold Shoulder	Known for its early sun exposure, this is a great area for hitting small cliffs and finding short, but fun, gullies and chutes	Exit Chair 4 (Sunrise) right; follow the short traverse
Glades		Sentinel Bowl (Fireball, Jim's, Sentinel, Rabbit Runs)	This area tends not to get as skied out and holds quality snow for a long time; Pockets of fun tree skiing line the sides of the trails	Exit Chair 6 (Cornice) right; follow the long traverse to Sentinel Bowl. Wrap back under the cliff band to the right to access Fireball and Jim's
Chutes & Gullies		Eagle Bowl	Though this area is rated single black, navigating the right shoulder of The Wall (double black) is required to reach it. Once you reach the top, this zone is filled with early sun, small chutes and fun gullies	Chair 10 (The Wall); wrap back under the chair line and follow the skier's right boundary to Eagle Bowl
Steep & Scary		Wagon Wheel Bowl	North facing, shaded, deep snow, cliffs, insane chutes, and fun gullies; an extreme skiing playground; if you have something to prove, ask a local where 'Once Is Enough' is located!	Easier: Chair 6 (Cornice); go around the patrol shack to the left and follow the cat track to the easier terrain in Wagon Wheel Bowl Harder: Chair 10 (The Wall); head right to the top of The Sister's where you will find the Notch Chute, The Heart Chute, and Once Is Enough
Showing Off		The Wall	Arguably the most famous trail here; The Wall proper, to the skier's left of the chair tends to ski very firm and is a true, experts only zone	Chair 10 (The Wall); the easier way in is to head directly underneath the chair line; though it's still plenty steep
Chute Lover's Paradise		Thunder Saddle Chutes	Pick your poison in any of these experts only chutes; consider an inspection lap first on the "easier" way down (Thunder Saddle trail); then wrap back to the right to inspect the run outs of the chutes	If Chair 14 (Vista T- Bar) rope tow is open this is the easiest access; reached from the top of Chair 2 (Capels Crest). Some hiking is required to reach the far skier's left chutes from this direction. Alternatively, exit Chair 4 (Sunrise) right and follow the traverse to the top of Thunder Saddle