

Meeks Mountain Trails

Trail Use: Hiking, Running, Biking

All trails feature two-way traffic; please yield to climbing riders. Bike traffic has the right-of-way at all times. Advanced trails may include steep grades, large boulders, loose rocks, drops, fallen trees, and other significant trail hazards.

Bikes: A helmet is required for all riders. We highly recommend the following routine for all:

Pre-Ride, Ride, Re-Ride, know your limits.

Pets: Please keep your lovely pets under control.

If you're not confident in their behavior, please use a leash to avoid collisions or accidents.

Trash: Simple. Carry out what you carry in.

In the event of an emergency, call 911.

For more information, check out our Facebook page: "Meeks Mountain Trail Alliance".

Have fun and be nice to nature and others.

Love,
The Meeks Mountain Trail Alliance

Want to help build, maintain or join the trail team for the 2023 trail push? Contact us @ 304.549.3865 or check out the FB page. You have the opportunity to earn an exclusive pass/sticker.



3.2 miles (Red—White Trails)

City Street (0.2 miles): Short, but a sweet introduction.

Singletrack with the exception of an optional 5' drop in the middle, hit the approach right. It's the trail architects choice to ascend. A main vein to the landing pad parking lot, trail system as a whole and in the flesh to the Build Team.

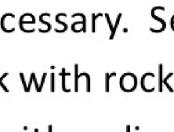
Kudlak's Kut (0.75 miles): Preferable drop from the pipeline with a connection into Kudlak. Don't let the beginning fool you, it gets techy with some hillside exposure. Requires a more skillful rider. Earn a trophy for the climb, stop and enjoy the sunrise midway.

Young Run (1.56 miles): A reminder of commitment. The trail is a playground, but the roller coaster of a ride will zap the energy. Stay focused and enjoy the sunset on Mae Camp. Skinny practice on Jerrill's Gym.

Super Siemore (0.9 miles): Packed with spontaneous bursts of fun. Berm practice, speed work and spins. It's the life of the party and leads you to some great picnic locations. It's a time trial for the locals. The chase is on.

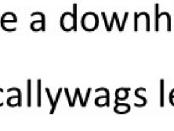
Cottrill's Calling (0.78 miles): The statesman stretched the cord and hit the western most sunview. A tall tree canopy boasts great valley views at 1020'. Nothing too technical, but enough to test the operator.

Adam Bomb (0.75 miles): under construction



0.72 miles (Yellow Trail)

Tol Flow (0.72 miles): A beginner's paradise. Just enough Toler rollers to help you progress. Keep in mind, it's ok to hike or bike until your comfortable or in better shape to tackle the short punchy climbs. Keep up the good work and enjoy the rest of the mountain soon.



3.50 miles (Green—White Trails)

Wageman's Wall (0.9 miles): Hike or bike, if necessary. Serious exposure, but scenic. Advanced tricky, technical singletrack with rock gardens, loose rocks, obstacles and large rock drops. No rest in either direction. A spicy treat for experts or those wanting to test their next-level skills.

Homebldy (0.7 miles): Should have been called homewrecker for its fast technical design. Combining with Wageman's Wall clockwise and enjoy a fast, winding descent. Choose the rock drop shortcut for the win.

Newhouse Dive (0.28 miles): A short downhill for it's namesake. Rocks, roots and tight switchbacks. It's preferable to use a downhill approach.

Captain G's (1.61 miles): It's the place to be. Scallywags leave this one up to the seadogs. We took a "stance" and while not too techy it'll keep you on the plank of exposure. Most creek crossings and bridges on MMT. A beautiful trail to explore.



10.15 miles (Blue—Gold Trails)

Lyle's Mile (1.3 miles): Relatively smooth track provides a nice overlook of the valley. A couple small bumps on the way to Dinky Knob 999'. Our Lead Compliance Officer kept this one fairly tame, but allowed some small jumps for rewards.

Stonestreetz (0.96 miles): Counsel laid down the law on this conservative smooth single track. Nothing tricky and you'll roll so fast on the reclaimed log road you may miss the close up view of the valley. A couple bridges help cross the holler gaps.

Dinky Land (1.38 miles): A true tribute to our young entrepreneur, Dinky. Far out playful adventure, but worth it. Specific built booters, kickers, gap jumps and log rolls to help hone the skills. Ups and downs as usual with an ascent to CW Knob at 1003'.

Quick Sands (0.71 miles): No sands, but plenty of quick on the downhill counter-clockwise - just enough tech to keep you on your toes. Roll it clockwise for a gradual climb with a steep pitch in the middle. The high tree canopy, hovering maples and pond views make this a sweet treat for trail candy.

Young Run (1.56 miles): Appropriately, a high frequency line. It's a climb, but gradual with a couple short steeps. The twist and turns will keep you occupied, but don't miss a couple sweet valley views. This trail communicates what the blue/gold is all about. It's nice to be Young, but a good reminder that it's hard for everyone to reach the top.

Coast 2R Coast (0.95 miles): This trail provides wisdom as it winds its way to MMT's highest elevation, Izzy's Peak at 1060'. It's the segue to MMT Backcountry. Nothing technical, but several tight switchbacks to navigate with steep elevation. A tribute to Coach and his four trips across the United States. Enjoy the peace and quiet along this trail.

Dawson's Streak (1.23 miles): Head to the bank of calories on this one. The ups, downs and all arounds will require a deposit. The final leg in the MMT Backcountry trail completes the blue/gold loop. The streak is still alive.

Star Spangled Stevens (1.0 miles): It's MMT Backcountry's roller coaster tribute to Mr. America. There's no obstacle worthy of holding back a hero on this trail. Freedom, sacrifice and a memorial to our military personnel.

Win Jarrell (1.06 miles): A creative design and fulfilling experience for many that wander to the Backcountry. A few tight, technical dips and crossings with a hidden gem below the feet. A trail dog's favorite exploration.

