

Fort Custer Adopt-A-Trail 2016

Dear volunteer,

Thank you for giving your time and becoming part of the SWMMBA Adopt-a-Trail program for 2016. We appreciate your interest in our trails and welcome you to our crew of trail stewards.

The goal of the chapter is to have a full crew of volunteers such as you that clean and maintain the trails so that the monthly trail days can focus on activities that rebuild, repair, and improve the trails.

Inside this introductory packet, you'll find a list of assigned trail section(s), a list of responsibilities, and a few other things that will be relevant to your duties at Fort Custer. Please take the time to read through everything presented within. If you have any questions about the contents of this packet, your duties, safety, or anything else, please use the contact information inside to get your questions answered.

Thanks again for signing up. The SWMMBA appreciates your efforts.

Adopt-A-Trail Expected Duties

As stated earlier, the goal of the chapter is to have a dedicated crew that clears and cleans the trails so that we can focus trail days solely upon maintaining, rebuilding, and repairing the trail system. The adopt-a-trail volunteers such as yourself will not be rebuilding or repairing the trails. Those activities will take place on official trail days and will be supervised by the trail coordinator. You will be doing simple clean up, deadfall removal, and vegetation trimming. Depending on your section, you might have to work anywhere from a few hours every week or you might work a few hours per month. As you know, some of the sections at Fort Custer are denser with vegetation than others. A few of these sections will require weekly trimming during the summer while some may not require any trimming at all.

Loosely defined, the three basic duties are as follows:

- 1) Simple Clean Up -Garbage pick up, small twig and branch removal, the cleaning of anything on the trail that doesn't belong.
- 2) Deadfall Removal -The removal of twigs, branches, small tree limbs, etc. after any wind or thunder storms. Any limb(s) that

require more than a simple handsaw will be taken care of by a specified chapter member.

3) Vegetation Trimming -The trimming and cutting back of briars, hanging branches, prickles, and anything that grows into the path of the trail. It's important to note that while it's desirable to have nice tight trails that don't have much blocking them, it's also impractical to trim a section every few days! We'll try and find a balance between the two.

Trail sections and Information

These are the trail sections, broken down, and given a brief description. I've used section names instead of marker numbers as the sections for the AaT program don't always fit neatly into the numbering system. If you have any questions about your assigned section, contact me (Andrew). I'll be glad to clarify anything. I can also meet anyone out at the Fort to ride their section with them and explain exact start and end points. You'll notice that some sections are missing. These sections are either two track, not crowded enough with vegetation to bother with, or have been designated to be brush hogged by Gordie and Mike.

Section #1 (Red – The Trenches)

Section #1 starts at the trailhead and runs the entire length of the Trenches section. It comes to an end at the four-way crossing of Reese road and the entrance to Rocks and Roots.

Section # 2 (Red Loop – Rocks and Roots)

Section #2 begins at the entrance to Rocks and Roots and ends where the section spills out into the meadow just before the Camel Humps.

Section #3 (Red Loop - Gravel Pit)

Section #3 covers the exit from the Camel Humps until the top of the climb away from the creek. The creek crossing is a good indicator of where that climb begins.

Section #4 (Red Loop – Cardiac Reroute)

Section #4 begins after the climb away from the creek and where you enter a meadow just before the Cardiac reroute. It ends at the four way crossing just before the Big Meadow section.

Section #5 (Red Loop – Big Meadow)

Section #5 starts at the four way crossing after Cardiac and ends at the next four way crossing. It crosses the Yellow Loop twice.

Section #6 (Red Loop – Frog Holler)

Section #6 begins at the four way crossing after Big Meadow and ends at the entrance to Grannies Garden.

Section #7 (Red Loop – Grannies Garden)

Section #7 covers Grannies Garden all the way until the DOA climb out.

Section #8 (Red Loop – Sleepy Holler)

Section #8 starts where the singletrack begins after the two track climb of DOA and finishes where the trail becomes the two track of the Deliverance section.

Section #9 (Red Loop – No Fear Chute)

Section #9 begins at the bike/horse trail crossing and finishes at the intersection of Reese Road and No Fear Chute. This is a high speed area so please use caution when working here and keep an eye out for other cyclists.

Section #10 (Red Loop – Amusement Park - Front)

Section #10 starts where the Amusement Park begins and covers the area up until the climb away from the lake which is about 150 yards after the granite (Demon Drop) slab drop in.

Section #11 (Red Loop – Amusement Park – Back)

Section #11 starts at the climb away from the lake and finishes at the six way (Green, Red, Yellow) intersection that dumps you onto two track that leads to Crazy Beaver.

Section #12 (Red Loop – Crazy Beaver)

Section #12 is relatively simple. It starts at the entrance to Crazy Beaver and finishes at the fallen tree skinny obstacle.

Section #13 (Green Loop – The Homestead)

Section #13 begins where the singletrack starts on the Green and ends at the six way crossing (Red, Green, Yellow) that dumps you out onto Reese Road.

Section #14 (Green Loop – Switchback Hill)

Section #14 begins where Reese Road turns into singletrack and ends at the top of the hill just before the log gullies.

Section #15 (Green Loop – Gullies to Water)

Section #15 starts at the log gully and finishes up at the second water crossing. Use caution if you have to do any clean up work in the gullies. This is a section where riders can't see what is below them and don't have any time to react should they see a worker. I don't foresee much being needed to be done in the gully section but be very careful if you have to.

Section # 16 (Green Loop – Crossing to Boat Launch)

Section #16 starts at the second water crossing and finishes at the boat launch.

Section #17 (Green Loop – Boat Launch to Dickman)

Section #17 starts at the boat launch and runs all the way until the Dickman (marker 11) Road section.

Section #18 (Green Loop – Dickman to the Pines)

Section #18 starts at the Dickman Road section and runs all the way until the end of the singletrack/road crossing.

Do's and Don'ts

Do:

Be aware of your surroundings at all times and wear bright colored clothing if possible. Be visible to people who may be riding while you work.

Be courteous to people using the trail.

Wear the proper protection (DEET spray, sunscreen, long pants, gloves, etc) for the job you are doing.

Stay hydrated and properly fed. Bring water and cliff-bars or gels if need be.

Let the park office know you are working – phone number is listed in this packet.

Log your hours at the chapter website or with me – address is listed in this packet.

Perform **minor** repairs to the trail surface: backfill puddles, replace loose logs or flagstones, and clearing water bars.

Let the proper people (Andrew, Gordie, Mike) know if anything on the trails requires attention.

Take pride in your work. You are helping the chapter and your fellow mountain bikers. Be proud of that.

Don't:

Use a chainsaw unless authorized by the chapter.

Make modifications or changes to the trail other than the responsibilities outlined in this packet.

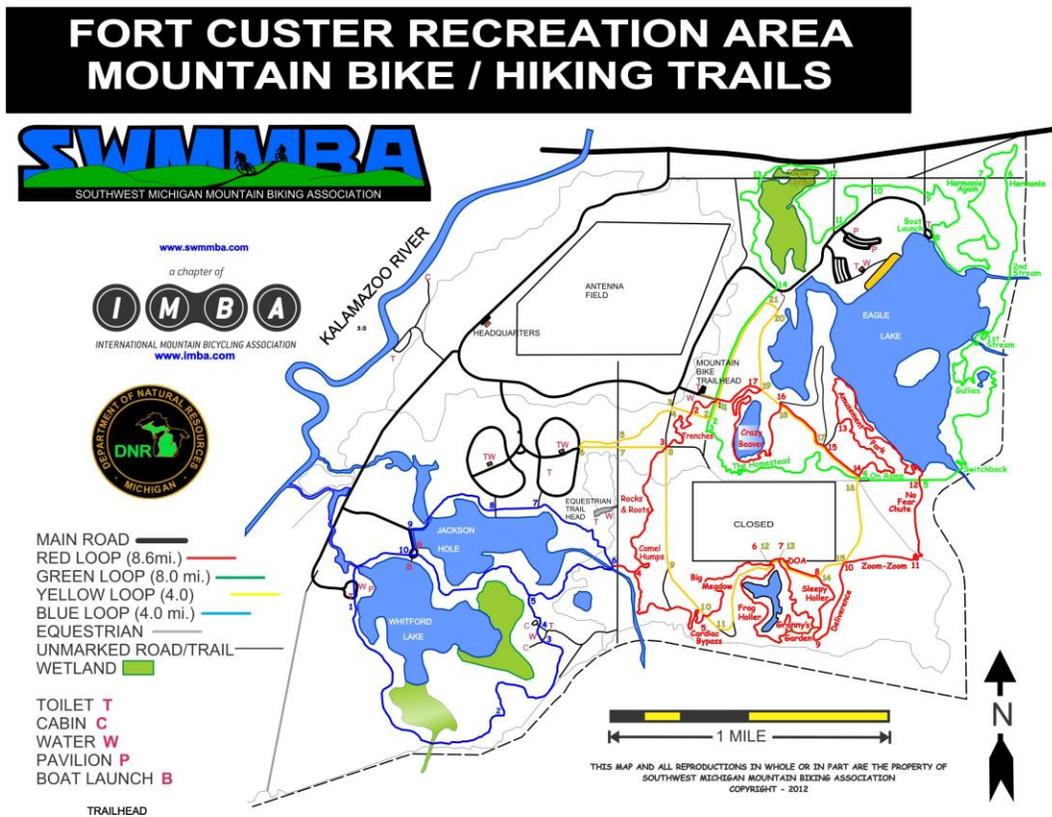
Use motorized vehicles to access the trail.

Complain or confront other section adopters because their section is messy or unkept. Contact Andrew and he will address the situation.

Trail Map

This is an updated map of Fort Custer as well as a link to an expandable map at the DNR website.

http://www.michigandnr.com/publications/pdfs/RecreationCamping/fort_custer_map.pdf



Contact Information

In case of an emergency call 911 immediately. The ranger station at the park monitors the Kalamazoo County central dispatch but a second phone call should be made to the ranger station to let the park staff know what is going on. If an emergency does occur the rangers and the emergency responders will need a detailed and accurate location (“I’m between markers 7 & 8 on the Green Loop”) so they can reach you as fast as possible. When dealing with trail conditions and other related questions, the best people to consult are Andrew, Gordie, and Mike as they are the primary custodians of this program.

Emergency - 911

Fort Custer Park Office - 269-731-4200

Meg Zapalowski - President – 269-779-7770

Brian Orwat – Vice President – 269-532-0470

Gordie Allen - Trail Coordinator - 269-207-6565 -

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