

Trail Classification System ↙

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For the Mountain Bike Network – Tasmania

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- This trail classification system is intended to provide a framework that enables consistent classification, communication and specification of MTB trail infrastructure.
- It is intended for administrative purposes though a market facing, simplified version should be developed to allow consistent communication of the attributes of Tasmanian MTB product to market.
- Selection of multiple responses in each column is expected to capture the range of attributes a single trail may contain.

Name	Users/ Month	TDR	Length (m)	Tread Width (m)	Average Gradient	Elevation (m)	Trail Surface	Profile	Geology/ Soils	Tenure	Network Context	Trail Dynamic	Visual/ Natural Values	Technical Features	User base	Shuttle/ uplift
		Easy		0-0.5	0-5%		Smooth	Climb	Granite	NP	Stacked loop	Technical	Strong	Natural	Local	Yes
		Intermediate		0.5-1	5-10%		Rocky	Descent	Dolerite/ Basalt	CA	Closed Loop	Flow	Neutral	Constructed	Regional	Assisted
		Difficult		1-3	10% +		Rooty	Loop	Mudstone/ Siltstone	NRA	Stand-alone	Jump	Low		National	No
		Extreme		3+			Loose	Undulating	Imported Surface	RA		Freeride				
		Pro					Stable		Gravel	SR		Flat				
									Sand	CL						
									Other	PTPZL						
										FPPFL						
										LG						
										PR						
										PP						

TRAIL NAME: The trail name endorsed by the trail manager. Can include informal names as the trail appears on popular platforms TrailForks and Strava

USERS PER MONTH: The number of rider passes of the trail per month. Requires track counter recording and understanding of network context to ensure data is used appropriately.

TDR: The trail technical difficulty rating as defined by the Auscycling/IMBA TDRS. For formal trails this should reflect the official rating as shown on signage but where a discrepancy exists between the official rating and trail conditions this should be noted. For informal trails, an assessment of trail difficulty should be undertaken.

LENGTH: Trail length in metres.

TREAD WIDTH: The width of the trail tread that can be ridden. Not the width of the worn line on established trails.

AVERAGE GRADIENT: The average gradient of the trail. Calculated as (elevation loss or gain/trail length) X 100.

ELEVATION: (Range) The difference in metres between the highest elevation the trail accesses and the lowest.

TRAIL SURFACE: The trail surface or trail tread profile and character.

- Smooth: There is little texture or micro-profile change in the trail surface created by tread protrusions like rocks, roots, ruts or braking bumps.
- Rocky: An uneven trail surface created by rocks protruding from the trail tread or irregular bedrock.
- Rooty: Trail surface with exposed tree roots.
- Loose: The trail surface is made up of moving particles of sand, gravel or uncompacted/unconsolidated soil.
- Stable: A firm, compact trail surface with few loose particles on the tread surface.

PROFILE: The general trail profile:

- Climb: Trail starts at lower elevation and predominantly ascends to higher elevation.
- Descent: Trail starts at a higher elevation and loses elevation consistently to finish at lower elevation.
- Undulating: Trail climbs and descends over its length. May still ascend or descend but despite general elevation change involves significant climbing or descending over its length.
- Loop: Trail starts and finishes at the same point. May involve distinct, consistent climbing or descending sections. Where this occurs, despite the trail having a single name it may be more useful for the purpose of classification to consider the trail as Trail X (Climb) and Trail X (Descent).

GEOLOGY/SOILS: The geology or soil type that makes up the trail. These categories have been selected and grouped to capture the critical geological/soil attributes found across Tasmanian trails that impact trail experience.

- Granite: A broad category including all granitoids.
- Dolertite/Basalt: Grouped together due to the similarities in the attributes of each rock being dense, fine-grained and angular and resultant soils being clayey, compact and erosion resistant.
- Mudstone/Siltstone: Both sedimentary rocks that usually produce fine soils interspersed with larger gravel particles often powdery and highly erodible when dry.
- Imported surface: Any trail with an imported surface. Usually used to address deficiencies in the natural soil often to mitigate issues related to water or excessive rockiness.
- Gravel: Gravel is loose particles derived from many parent materials. Gravel is defined by the soil particle size rather than the rock it is derived from which is between 2mm and 65mm. Gravel is a loose or unstable trail surface.
- Sand: Sand, like gravel can be derived from many different parent rock and is characterised by particles ranging from a fraction of a millimetre to 2mm. Sands are usually poorly consolidated and loose though very freely draining. They can be stable with higher moisture content.
- Other: Any distinct soil or trail surface not captured by the other categories. Can include asphalt, FRP plastics or simply other novel geology or soil types.

TENURE: The tenure of land within which the trail falls. This may be multiple types for longer trails. Abbreviations used refer to:

- CA- Conservation Area
- NRA – Nature Recreation Area
- RA – Regional Reserve
- SR – State Reserve
- CL – Crown Land
- PTPZL – Permanent Timber Production Zone Land
- FPPFL – Future Potential Production Forest Land
- LG – Local Government
- PR – Public Reserve
- PP – Private Property

NETWORK CONTEXT: The format the aggregate of trails within a network or destination takes. Larger trail networks may involve areas or trails in each network configuration.

- Stacked-loop: A trail format popularized by IMBA (International Mountain Bike Association) where loop trails commencing at trail heads connect with other loop trails of difficulty that increases with distance from trail head.
- Closed-loop: Trail format where multiple descending trails of various TDR's are access by one or more climbing trails and shuttles. Riders usually complete multiple loops or 'laps' using the shuttle or climbing trail.
- Stand-alone: Trails that are independent or only loosely connected to other trails/networks. Longer point-to-point trails in remote settings are examples.

TRAIL DYNAMIC: Describes the style of trail. A trail can combine multiple dynamic styles within the trail and within any discreet section of trail.

- Technical: Trails with irregular surfaces and involving frequent and quick changes in rider speed for most riders. Well built technical trails may allow experienced riders to navigate the trail at constant speeds. May be machine or hand-built but involve less features usually associated with Flow trails like cambered corners and constructed grade reversals.
- Flow: Usually machine-built trails featuring significant surface profile manipulation to create berms, rollers and jumps. Tend to be smoother surface. Slower and fewer changes in rider speeds than technical trails.
- Jump: Trails with a focus on jumps. Aside from jump lines that don't involve corners, will usually involve the features of Flow trails.
- Freeride: Trails with a focus on and oriented around riding natural and constructed technical features; other than jumps. Can include rock slabs, drops, step-downs, wall-rides, balance features etc.
- Flat: Trails that don't use camber or vertical profile changes to influence rider experience and behaviour. Usually either very easy trails for beginner riders or connecting trails. May be dual direction and shared-use.

VISUAL/NATURAL VALUES: How strong is the natural setting in which the trail is located and how strongly does it contribute to the total experience the trail, or broader network provides?

- Strong: The setting is an example of a unique or iconic Tasmanian environment. This can include rainforest, proximity to creeks and rivers, escarpments and look-outs etc and examples of European and Indigenous cultural heritage sites.
- Neutral: The environment in which the trail is found is pleasant and does not add or detract significantly from the experience of the trail. The trail experience is more defined by the trail itself and the trail dynamic. This could include native forest communities that are more common, found elsewhere in Australia and less aesthetically pleasing like common Eucalypt communities.
- Low: Obviously modified environments with frequent evidence of human activity outside of the trail corridor.

TECHNICAL FEATURES: Does the trail contain technical features?

- Natural: Technical features most frequently created using rock slabs, rock drop-offs or terrain features.
- Constructed: Technical features created using combinations of local materials like soil, rocks and logs or imported materials.

USER BASE: Does the trail get used primarily by riders from within the local area, within Tasmania or from interstate consistent with the following loose definitions:

- Local: Riders from within a 50km radius.
- Regional: Riders from outside the region but are from Tasmania
- National: Riders from outside Tasmania (and including any international riders).

SHUTTLE ACCESS: Is there shuttle access

- Yes: shuttle access to within 10 metres elevation and 200m trail distance to trail start OR trail is accessible from another primarily descending trail that is.
- Assisted: Shuttle covers some of the elevation required to access the trail start or significant distance to trail start from shuttle drop-off.
- No: There is no shuttle access or access from other trails that do have shuttle access.