

JUMPS PARK – EXAMPLE FEATURES

Berms

- Enables riders to corner faster without braking
- Variable sizes to suit different rider ability/speed
- Small 'snake run' berms a fun beginner feature



Rollers

- Safe beginner feature
- Good for practicing 'pumping'
- Used between jumps to generate speed



Table Top

- Table top provide flat safe landing suitable for all abilities
- Various sizes for all difficulties
- Option for reinforced jump lips (concrete or wood) to improve performance and reduce maintenance.



JUMPS PARK – EXAMPLE FEATURES

Gap Jumps

- Used on larger intermediate and advanced jumps
- Suitable for advanced riders as can't be rolled
- Step-up landings (landing higher than ramp) often used to reduce risk



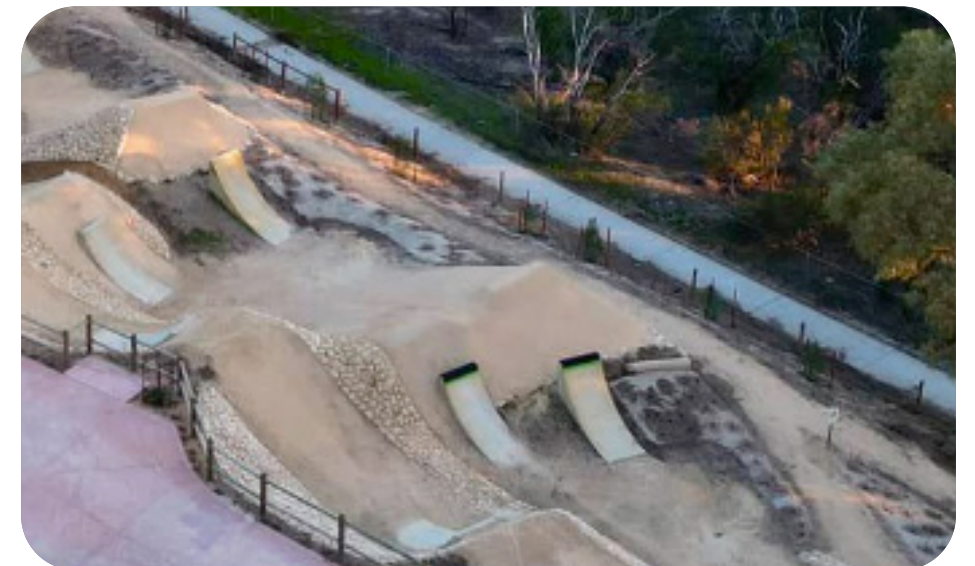
Hip Jump

- Hip jumps are used where a change of direction is required and for variety
- Landing ramp is different direction to take-off ramp
- Suitable for intermediate and advanced riders



Transition Jumps

- Enables riders to move between two jumps lines
- Adds variety and provides more options for rider creativity



JUMPS PARK – EXAMPLE FEATURES

Taco Roller

- Riders can exit low and high depending on ability
- Used for variety and changing direction



Wall Ride

- Suitable for riders of all levels
- Riders progress higher up wall as they improve
- Can be flat or curved



SKILLS TRACK – EXAMPLE FEATURES

Rock

- Rock rolls
- Rock Gardens
- General obstacles



Timber

- Skinny bridge
- Bridges
- Drop downs
- Log stacks



Dirt

- Snake berms
- Rollers / double rollers
- Tabletops

