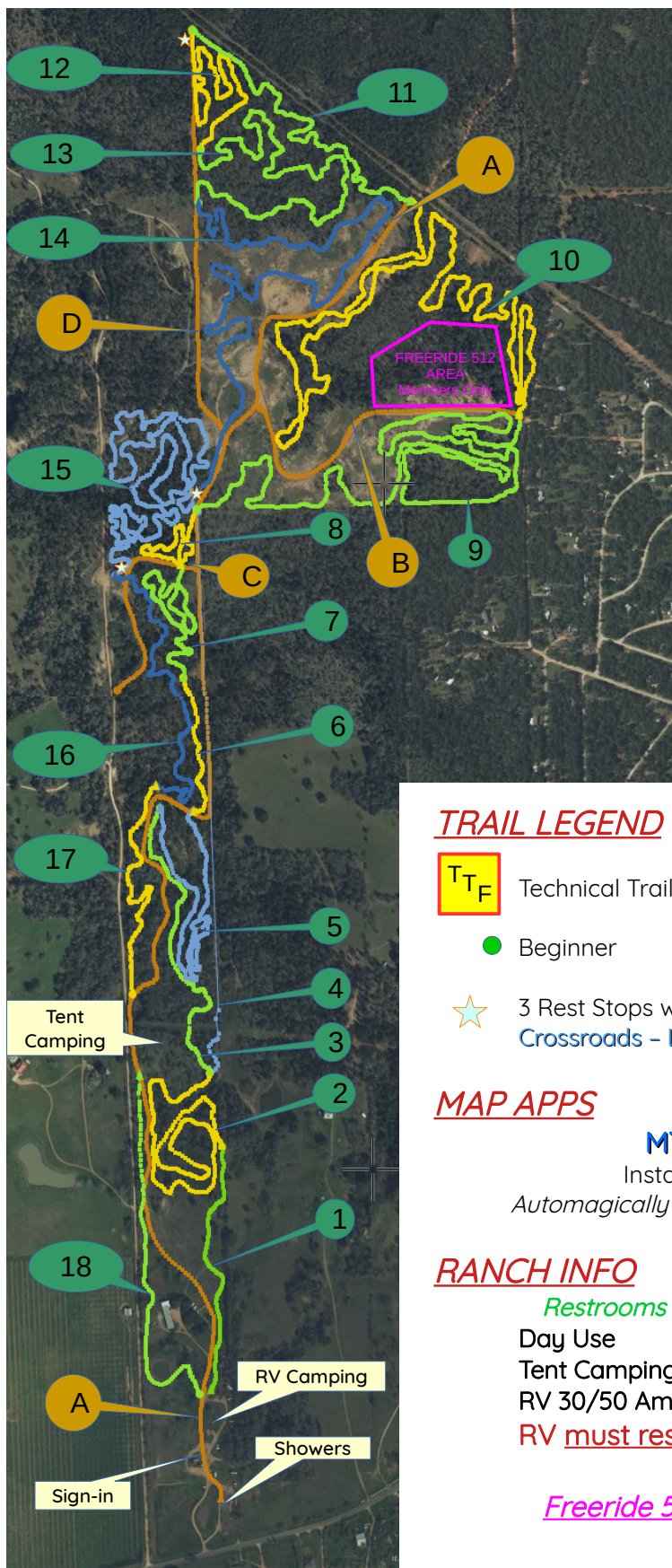




# Rocky Hill Ranch

## TRAILS



● 1) Milk Jug Hill	.32
● 2) Pam's Picnic	.77
● 3) Holden's Way	.41
■ 4) Grey's Way & ♦ Fat Chuck's Demise	.7
■ 5) Corkscrew	.64
● 6) Mini Me	.19
● 7) Switchback	.45
● 8) Hard Boil	.26
● 9) Karaway	1.7
● 10) Tristy	1.53
● 11) Lemonade	.51
● 12) Loblolly's Last Stand	.54
● 13) Y-Knot	.81
■ 14) Litterbox	1.21
♦ 15) Black Trac	 1.44
♦ 16) Sofa King Fun	 .47
● 17) Fofenique	.35
● 18) Home Stretch	.47

## RANCH ROADS

A) Grey's Highway*	1.89
B) Freeride 512 Rd.	.42
C) Wellhead Rd.	.26
D) West Fenceline Rd.	.51
*Takes you back to parking / campsite	

## TRAIL LEGEND



Technical Trail Feature - Inspect before riding

● Beginner      ■ Intermediate      ♦ Advanced



3 Rest Stops with Picnic Table and Water Jug  
Crossroads - Lemonade Stand - Ventoso Vista

## MAP APPS

MTBProject

Trailforks

Install App on Phone, then Update Texas Area  
Automagically provides GPS map location on phone while you ride!

## RANCH INFO

Restrooms - Showers - Pavilion - Picnic Tables - Fire Rings

Day Use	\$10/person/day
Tent Camping	\$15/night/tent + Day Use
RV 30/50 Amp, Water	\$30/day + Day Use
RV <u>must reserve by email</u> - GreyLHill@AOL.com	

Freeride 512 Area is NOT included in RHR Day Use

See [www.freeride512.com](http://www.freeride512.com) for more info

Visit Smithville, Texas for Dining, Supplies, Lodging

# TRAIL DESCRIPTIONS

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## Trailhead

This is where you get started on the Rocky Hill Loop. Located at the North end of the parking/RV area and just to the right of the road. Look for the sign. It will lead you up Milk Jug Hill and onto Pam's Picnic.

### **Milk Jug Hill** (Green) 0.32 mi

The first of several climbs, a green trail, that leads into Pam's Picnic. Notice the white water tank on the left that gave this section its name.

### **Pam's Picnic** (Green) 0.77 mi

Stay to the left onto Picnic for a short downhill run which then winds up and down a hillside before bringing you into the Campground. Follow the trail around the perimeter. You'll reach a T: Left is Holden's Way (green); and Right goes to Grey's Way/Fat Chuck's Demise (blue/black).

### **Grey's Way** (Blue) & **Fat Chuck's Demise** (Black) 0.7 mi

These are some of the oldest sections on the ranch.

**Grey's Way** (not to be confused with Grey's Highway) is a windy, rooty climb, followed by a short descent to a Y in the trail. If you go left at the Y, it takes you onto Holden's Way. If you go right, well...

**Fat Chuck's Demise** has one of the most difficult climbs on the ranch. Taking this trail has been known to lead to swearing, suffering, coughing up a lung, and, for those that make the climb cleanly, bragging rights! (This bypasses ~2 miles of singletrack on the RHR Loop)

Keep trying till you make it without putting a foot down and be proud of this accomplishment. Then, never ride it again. Ha ha.

**History:** Chuck was a fellow who helped Grey make the ranch ready for riders back in the 1990s. He is no longer with us, and no, he didn't die on this section. Still, there is a commemorative headstone for Chuck and a "Congratulations, you made it" sign at the end.

### **Holden's Way** (Green) 0.41 mi

Take the left at the T. This trail then crosses two bridges to avoid the technical climbs on Grey's Way and Fat Chuck's. This trail leads to Corkscrew, and offers a bailout to Grey's Highway (jeep road). This is a great way to get on the RHR Loop for those staying in the Campground.

### **Corkscrew** (Blue) 0.64 mi

A bundle of twists and turns that go up, go down, and then go back up, again and again and again. No wine-ing on Corkscrew. This section leads into Mini-Me.

### **Mini-Me** (Green) 0.19 mi

Mini Me takes you over a bridge and onto Switchback. There is an optional left on Mini Me that can be used to ride repeats on a feature called The Wall. Just before Switchback is another option on the left to ride repeats that include both The Grind and The Wall.

### **Switchback** (Green) 0.45 mi

This section of the loop was built as a single-track alternative to Fat Chuck's Revenge. It leads into Hard Boil.

### **Hard Boil** (Green) 0.26 mi

This section of the loop delivers you to the Crossroads rest stop with a table and a water jug. Drink up, you ain't done yet.

### **Karaway** (Green) 1.7 mi

Go right, along the fence line onto Karaway. This Rocky Hill classic is a fun ride in and out of the woods that includes a variety of small challenges. Really, just good fun!

### **Tristy** (Green) 1.83 mi

After you cross Freeride 512 Rd this trail starts with a downhill and then winds through the trees and over 5 bridges with slight grades that makes for great flow.

## **Lemonade** (Green) 0.51 mi

After crossing at the North end of Grey's Highway this section of the loop takes you across the top of the ranch. It connects the loop from East to West and offers good flow and gradual climbs and descents. It is a hoot! Enjoy.

**History:** This trail was built in a scramble after a land sale lost legacy trails further North. Something had to be built to connect into a loop. When life gives you lemons you make Lemonade, of course!

## **Loblolly's Last Stand** (Green) 0.54 mi

After topping out on Lemonade there is a short descent into a berm then it's a slight downhill on West Fenceline Road for a short stretch. Watch for the entrance to Loblolly on the left. This trail is cut into a stand of the Lost Pines and takes you up and down on sections affectionately named after some of the local fauna: Coral Crawl; Rattler Ramble; and Copperhead Run, after which it winds around a little more until you get to Y-Knot.

Please avoid kissing any snakes as it can make some of them nervous.

## **Y-Knot** (Green) 0.81 mi

This section of the loop offers more flowing fun dodging trees and going up and down gradual hills. It can be a little soupy in places after a good shower and there is an alternative route up West Fenceline Rd. if Y-Knot has been closed due to rain. (rarely closed) It delivers you onto Litterbox.

## **Litterbox** (Blue) 1.21 mi

This section is unique as it goes across an area where wooded trail used to be, until the bulldozers came. These "Cats" left behind piles of gravel which has been carved into a trail that will require balance and skill to navigate the skinny challenges. We call them "Clumps" but you can just think of them as trail. The trail winds it's way across an open area and around a few remaining trees, then leads into the back side of the Crossroads rest stop. At this point you have the option to stay on Black Trac, or find an easier way back. (see "Bypass Options" in Black Trac description)

## **Black Trac** (Blue w/Black features) 1.44 mi

This section is tough right from the start. There are several technical climbs, twists, turns, dips, bridges, and flowy fun that will eventually lead to a long, fast downhill run.

After that downhill, your hard work is paid back with Tres Grunts, three climbs divided by two downhills. This ends up on top of a hill at Ventoso Vista rest stop, with a picnic table, water jug, and almost always a nice breeze to cool you off.

This trail isn't for everyone and if you prefer to avoid it here are the options:

Black Trac begins at the Crossroads rest stop:

- You can take Hard Boil, Switchback, and Mini-Me to Grey's Highway. Then follow the road to the right to go to camp or parking areas, or stay right on the singletrack that leads to Fofenique that brings you onto Grey's Highway further down.
- You can take Grey's Highway double-track on the fence line (aka Fat Chuck's), then after the first climb go right on Grey's Highway and following the road most traveled back to camp or car.

## **Sofa King Fun** (Blue w/Black features) 0.47 mi

This trail starts at Ventoso Vista rest area. After crossing Wellhead Road there's a short climb, after which riders will be treated to a fast downhill run. The namesake sofa is behind a banked turn, after which riders will find Technical Trail Features named The Grind, and The Wall, two thrilling dips that you should stop and consider your line before riding the first time.

You can bypass either of these features on connectors that go Left to Mini Me, then just stay Right to Grey's Highway.

The last feature is Reveille's Romp, a thrilling boogie that begins with a short steep downhill, a bridge crossing, a short uphill, then a U-turn back down and across another bridge. It will test your climbing and balance skills.

### **Fofenique** (Greenish Blue) 0.35 mi

Named after the little-known Fofenique tribe that long ago established Camp Fofenique which offered comfort for weary travelers. Many of whom spoke of the healing powers of the tribe's unique soothing balm.

This section of the loop is fun, flowy and tight. It brings riders onto the Grey's Highway just before the cattleguard. Stay left of the gate to cross via the bike cattle guard. If you are staying in the Primitive Campground you have arrived. Otherwise, at the top of the hill stay right on Home Stretch which takes you back to the parking lot.

### **Home Stretch** (Green) 0.47 mi

The last section begins with a fast, straight downhill run that eventually loops around a stock tank and delivers you to the Trailhead/Parking lot. If you haven't had enough yet, go ride some more of the loop.

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## **Ranch Roads of Rocky Hill**

(great riding for gravel grinders ~6 miles of out and back)

### **Grey's Highway** – 1.89 mi

The main road that goes from the entrance at Highway 153 to the North end of the Loop.

*The road block at the North end designates the property line for RHR visitors.*

### **Freeride Road** – 0.42 mi

Provides access to the PRIVATE riding area of Freeride512 organization. Makes a good connector to get back to Grey's Highway and other trails.

Rocky Hill Day Use does NOT include the features at Freeride512. Membership is required. More info at [www.freeride512.com](http://www.freeride512.com)

### **Wellhead Road** – 0.26 mi

Is crossed by Hard Boil and Sofa King Fun trail sections when riding the loop.

### **West Fenceline Road** – 0.51 mi

Left off of Grey's Highway after the Crossroads rest stop, before you get to Freeride Road. It can be used as a way for riders who have had enough to take the road by exiting the loop after Lemonade, Loblolly's Last Stand, and Y-Knot.