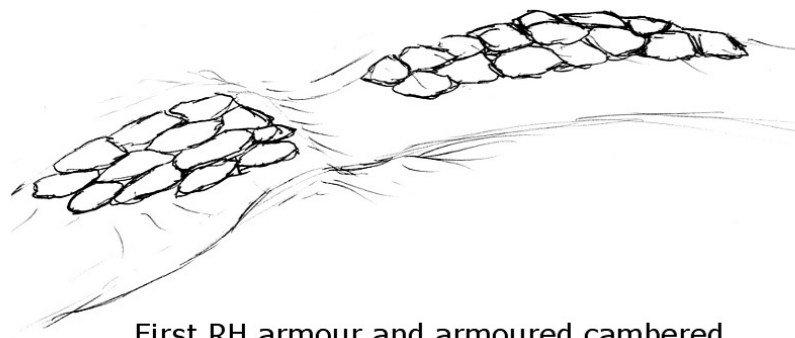


Top DH Start Roller



This feature is to mark the start of the DH and provide an initial roll for the flat start. Length should be 2m long on the top surface and around 0.6m high.

There should be two large coraling rocks on either side to provide the feeling of an entrance to the DH.

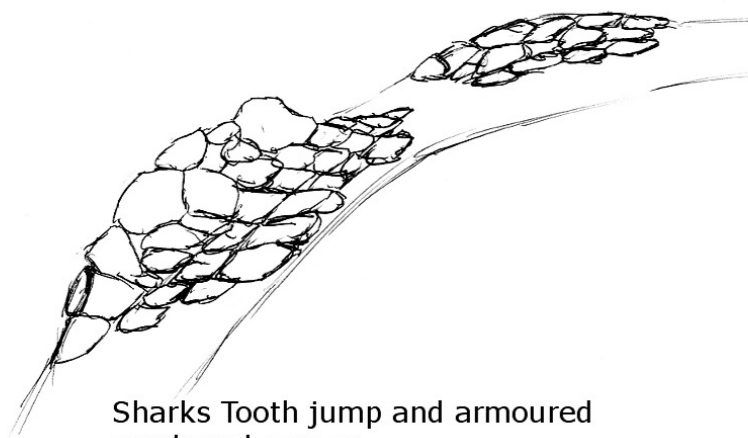


First RH armour and armoured cambered corner.

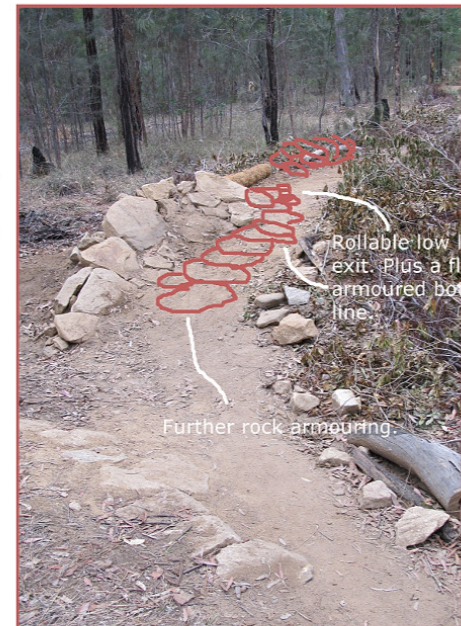


This uses the existing water bar for drainage of this area. It however needs to be armoured on its front edge maintaining shape.

Out of this there is the requirement to armour and camber following corner as this is quite a sharp and fast corner that provides all the traction for a sharp change of direction.

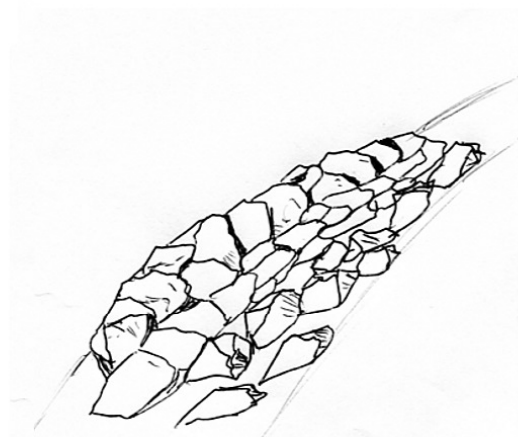


Sharks Tooth jump and armoured cambered corner.



Sharks tooth jump is good. The middle rolling line needs a little more rock on its exit to make it more easily rollable while the inside line needs to be armoured and textured with rock.

The exit needs an armoured raised cambering to protect the surface and to direct riders correctly to the next naturally armoured corner.



Bottom rock berm and armoured rock garden feature



Top line of berm is good and leads well into the following roller. The middle line needs to have smooth a ending with a few rocks. The bottom line to slow riders needs to an embedded rock berm that will provide a breaking surface as well as a minor technical feature to slow riders.