

MORCA - Porc Roast Route

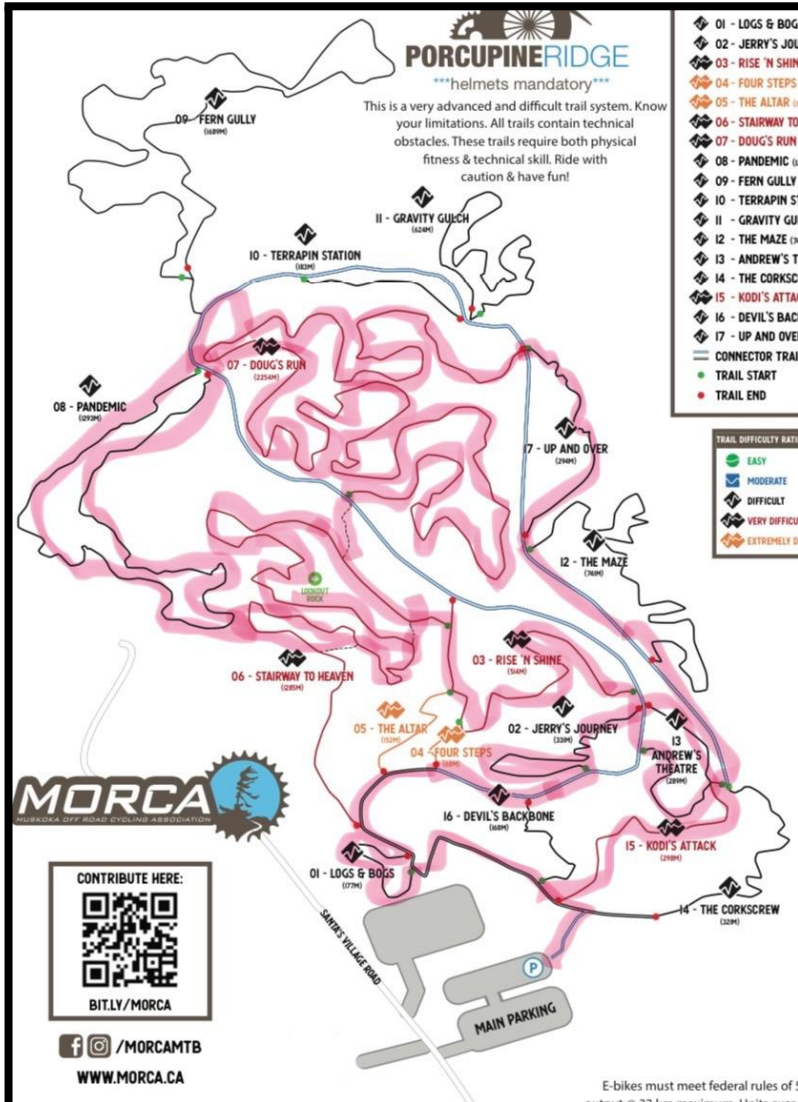


Route Link on Trailforks:

<https://www.trailforks.com/route/porc-roast-loop/>



Map of Route:



Summary of Route:

- Start at parking lot, follow “Connector Trail” (main trail) in, and turn left and follow this trail.
- Skip Devil’s Backbone, and head to Log’s & Bogs (clockwise). Pass the “End” and the start is just after.
- Back on the “Connector” climb up the big hill. If you can to do Devil’s Backbone, you cand add it in now and loop back up.
- On your left will be Jerry’s Journey with the tricky rockgarden climb near the Erratic.
- At the end of Jerry’s turn right and ride Andrew’s Theater (counter clock-wise).
- At end of Andrew’s, turn right and watch for almost immediate start of Rise ‘N Shine. Big rock roll here is great!
- Towards end of Rise ‘N Shine, you’ll see he start of Stairway to Heaven, turn onto Stairway!
- Ride Stairway initially so you are parallel to the Connector Trail, and then up onto the Rocky outcropping. Keep your bearings on the granite. Don’t descend down to the parking lot!
- If you make your way back to the start of Stairway to Heaven, well done! Follow it again, and about midway down,

parallel to the Connector Trail, you will see a trail heading down to your right. Follow it for a Rock Roll onto the Connector Trail.

- Take the Connector to Doug’s Run
- Mid-way on Doug’s, right after the long wooden bridge, there is an early exit, that leads to Pandemic (counter clock-wise)
- Pandemic ends and you can enter back to Doug’s to finish it off.
- At the end of Doug’s, turn right on the Connector and follow to Up and Over.
- Follow the Connector after Up and Over to the Connector. Follow the Connector to EITHER The Corkscrew or Kodi’s Attack, to decend back to the parking lot.

Optional Add-ons:

- After Pandemic, watch for the “Big Stoopid” roller, and after Big Stoopid, you will see the Fern Gully Sign (Clockwise)
- Once done Doug’s double back a bit on the double track and ride Terrapin Station and then Gravtiy Gultch (Counter Clockwise)
- On your way out after Up and Over, add on the Maze