

411 West First Street, Duluth, Minnesota 55802 218-730-4309 | www.duluthmn.gov | Lindsay Dean, Parks and Recreation Division Mgr.

For more information contact Pakou Ly, Public Information Coordinator 218-730-5309

DATE: 1/31/2017 SUBJECT: Public Invited to Duluth Traverse Trail Master Planning Meeting BY: Pakou Ly, Communications Office

Public Invited to Duluth Traverse Trail Master Planning Meeting

[Duluth, MN] - The public is invited to attend the first public meeting for the Duluth Traverse Trail Management and Master Plan. The City is leading a public process to determine best practices for future management, to guide final segment development and construction, and gather input on improvements to the trail system. The meeting details are provided below:

Thursday, February 9th

5:30-7:30 pm

Denfeld High School - Commons Area, 401 N 44th Ave. West

The Duluth Traverse is a multi-use trail system linking neighborhoods and people to parks and green spaces, and stretches the entire ridgeline of Duluth, from Lester Park in the east, to Chambers Grove in the west. The Duluth Traverse is a single-track, natural surface trail, purpose built for mountain bikes. It will be the first 100-mile trail system of its kind, entirely within an urban environment.

Although purpose built for mountain biking, this trail is intended to be multi-use and open to all human-powered users. Besides mountain biking, trail uses include running, hiking, and dog walking in the summer, and fat tire biking, snowshoeing and backcountry skiing in the winter months. This has been a shared vision between the City of Duluth and the Cyclists of Gitchee Gumee Shores (COGGS). Major completed sections include, but are not limited to, Lincoln Park, Woodland and Observation Hill neighborhoods, as well as segments through Hartley Park, Brewer Park, Lester Park, and Spirit Mountain Recreation Area.

For more project information, or to submit a comment, contact Jim Shoberg, Project Coordinator, at jshoberg@duluthmn.gov or (218) 730-4316.

###