CARPENTER BYPASS TRAIL SYSTEM



WELCOME TO CARPENTER BYPASS TRAIL SYSTEM!

Whether you rock your bike shorts loud and proud, don moldy flannel, pay attention to your heart rate or track frequent flier miles, you are bound to find more and better stuff to video, shred or rip at this popular trail system just west of Lorane, Oregon. Here you will find an 18-mile network of single track mountain bike trails that offer a wide variety of riding experiences for the local and regional mountain biking community.



KNOW BEFORE YOU GO

- OPEN year-round; NO FEES
- TO ACCESS TRAILS, riders use Carpenter Bypass Road.
- **PETS** are allowed on leash (max. 6 feet) in the parking lot. Wet trails are susceptible to damage. When trails are wet, please consider other riding options.

DIRECTIONS

From I-5 South of Eugene: Take the Creswell exit (about 10 miles south of Eugene). At the freeway exit traffic light, turn right (west) onto Oregon Ave. and continue west through downtown Creswell. The name of the road changes to Camas Swale Road as you leave Creswell. The road name changes again to Hamm Rd. After 10 - 12 miles, Hamm Road ends/T's at Territorial Road a few miles north of Lorane. Turn left (south) onto Territorial Road and proceed to Lorane.

From I-5 Northbound: Either drive north on Territorial Road from Curtin or exit I-5 at Cottage Grove and take the Cottage Grove Lorane Road.

From Lorane: Drive west on Siuslaw River Road: About 1.4 miles west of Lorane on Siuslaw River Road (just after mile post 43), you will see a BLM "Carpenter Bypass Trail System" sign. Turn left onto Carpenter Bypass Road. Continue 8/10ths of a mile to a large gravel parking lot on the left side of the road. This is where people park to start the ride. There is an additional parking lot 2 miles further on Carpenter Bypass Road. It is well signed.

CONTACT INFO

3106 Pierce Parkway Springfield, OR 97477 (541)683-6600 BLM OR NO Mail@blm.gov

POINT OF INTEREST

There are several local wineries along the scenic drive to the trail system.



