

Mount Clef Ridge – Lower Santa Rosa Trail to the “Train Yard”



Highlights

- Hobby train yard with castle gates at the west end of the Lower Santa Rosa Trail
- Views into the Santa Rosa Trail and its agricultural interests
- Close up look at rough volcanic rocks
- One of the segments of the 2023 Conejo Open Space Challenge (<https://cosf.org/challenge>; colored green on the map)

Description

This moderate out-and-back hike shows a less-visited region of Wildwood Park – heading down Mount Clef Ridge into the Santa Rosa Valley. Because the ridge is volcanic in origin, the trail down is a bit rocky, but the views make it worthwhile. The hobby railway yard, under construction for years, is a treat and a real surprise for people who aren't expecting it!

For mountain bikers, the Shooting Star Trail is pretty rough, in both directions, because of the volcanic rocks embedded in the dirt.

Key Statistics

Distance: 5.0 miles round trip

Cumulative Climbing and Descent: 980'

Popularity: You may encounter a few other visitors, but it shouldn't be crowded

Parking: Free on Wildwood Avenue next to the trailhead

Tread Surface: Firm dirt single-track trails with lots of rugged rocks

Hazards: For mountain bikers, lots of big rocks, especially on Shooting Star Trail

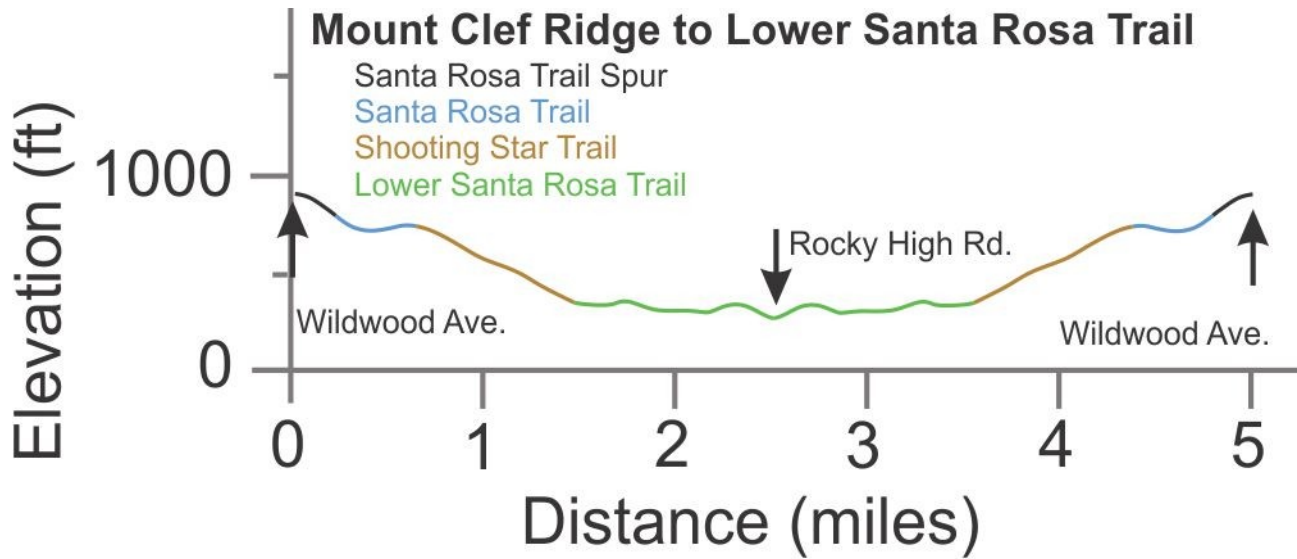
Facilities: None

Connections: Santa Rosa Valley trails; Lower Butte Trail to Wildflower Playfield and then Wildwood Canyon trails; Santa Rosa Trail to the Wildwood Mesa

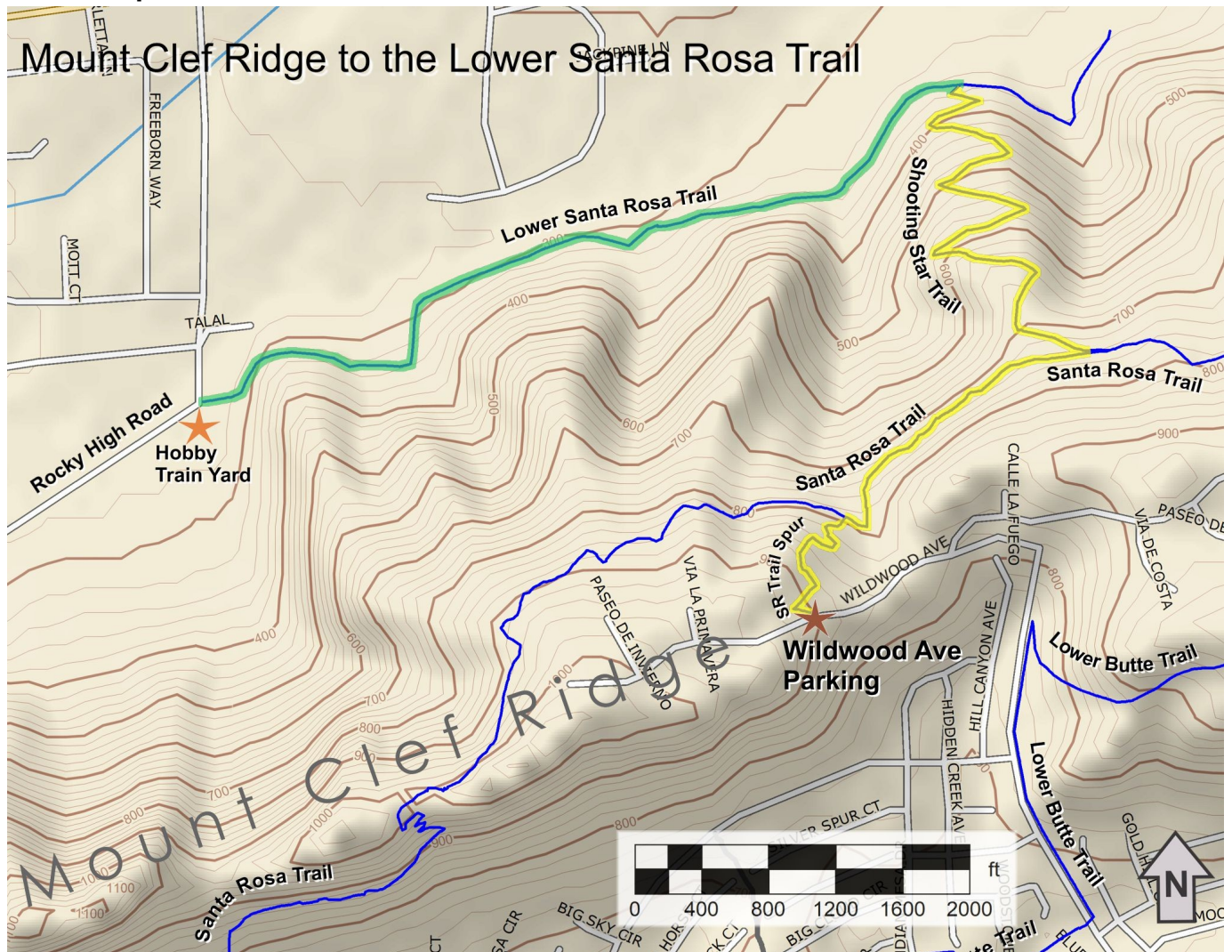
Driving Directions: From the 101 Freeway in Thousand Oaks, turn north on Lynn Road and continue 2.9 miles to Wildwood Avenue, then turn left. Follow the street around for 0.9 miles. Park at the side of the road near the trailhead.

Map: <http://tinyurl.com/49mz5eo>

Elevation Profile



Route Map



Map courtesy of <https://www.venturacountytrails.org>

Updated January 28, 2023

Photos

Santa Rosa Trail Spur trailhead



Santa Rosa Trail Spur



Santa Rosa Trail



Building the Shooting Star Trail



Shooting Star Trail



Lower Santa Rosa Trail



Train Yard

