



2024

TrailLink Unlimited 🔯

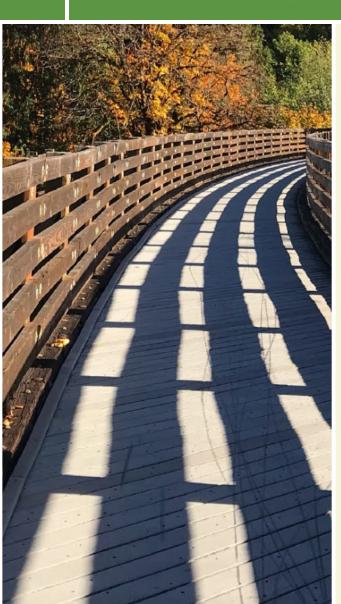


Guides 🕫 🤝









Dennis Chavez Trail

New Mexico



The Dennis Chavez Trail provides over a mile of paved, flat trail at the very edges of the city limits of Albuquerque. Following the route



segments, so exercise caution if you choose to use both parts of the trail - currently the Dennis Chavez Trail functions mostly as a nice recreation path for nearby residents, but some small increases in connectivity could make it into a useful path for students of the high school and a decent local destination trail. The trail does currently connect with the Unser Boulevard Trail in the east, a sidepath trail that leads for almost nine miles north, and connects with a short extension of trail leading down to the Atrisco Heritage Academy High School in the west.

The Dennis Chavez Trail provides over a mile of paved, flat trail at the very edges of the city limits of Albuquerque. Following the route of Dennis Chavez Boulevard, the 10-foot wide asphalt runs through a corridor flanked by suburban homes in the Anderson Hills neighborhood on one side and a concrete flood control channel on the other. Offering nice views of the open arid landscape to the south, the trail is lined with stubby trees along the fence that separates the houses from the path, lending the trail a dose of greenery.

The trail currently comes to an end at the end of the row of houses; across the boulevard, another segment of the trail runs along the south side of the street along the border of the high school. There is currently no sidewalk or crosswalk connection to connect between the





States: New Mexico
Counties: Bernalillo
Length: 1.7miles

Trail end points: Mead Ave. & Grace Village

Rd. to 118th St. SW **Trail surfaces:** Asphalt

Trail category: Greenway/Non-RT

Trail activities: Bike, Inline Skating, Walking

Parking & Trail Access

No dedicated parking is available for this trail; street parking may be available on the local streets in the neighborhoods north of the trail.





