

Wambenger Trails Wagyl Biddi Mountain Bike Trails

Choose your trail:

Consider your skills and experience before choosing a trail.

		Sprockets Rocket 730m A fun trail, suitable for all riders. Incorporating the three fundamental aspects of mountain biking, to climb, to traverse and to descend. Combine with the dual-use path and Wilman Trail for a 2km loop.
		Wilman Trail 830m An easy, flowing and scenic ride which follows the Collie River, and provides an ideal introduction to the mountain biking on offer within the Collie River Valley.
		Drop Dead Fred 1.0km A series of berms, rollers and jumps nestled in amongst the trees. Both entertaining and challenging, often at the same time. Ride it with Rocky Horror to complete a 2.5km loop.
		Rocky Horror 1.5km A rocky single-track and touch of flow, with rocky terraces and roller coaster berms. Ride it with Drop Dead Fred to complete a 2.5km loop.
		Missing Link 510m A slightly rocky trail with smaller jumps in the first 250 metres. Combine Missing Link with Sprockets Rocket to form a 1.2km fun-filled easy to moderate loop.
		Marri Meander 800m A trail that climbs and descends through some of the rockiest and most densely forested areas within the Wagyl Biddi network.
Dropped Pye Zone		
		The Playground A series of easy, moderate and difficult balance beams for riders to test their fundamental mountain biking skills.
		Kindy Kicks 40m A small berm ride for beginners to get a taste of what Dropped Pye has to offer.
		Elementary Watson 90m A fun and easy downhill berm with one little jump and a roll in at the end.
		Townie 200m A quirky outer trail with a combination of knuckle jumps, berms, rollable gap jumps and rollable tabletop gap jumps with an optional black wall ride.
		Middle School 90m The second of three trails that travels down from The Playground, starting with a drop into a tabletop jump line with a berm at the bottom.
		Baby Animals 100m A great starter technical trail with two to three rock features and a small rock drop.
		Tertiary Trials 90m A trail filled with steep gap jumps and a pulse-quickenng mid-air right hand turn into a tight berm finishing with a gap jump.

