

Trail Descriptions

Green Trails - Easy

Shake, Rattle 'n Roll skills loop ● Map C3
This 800m long interpretive beginner skills loop is a great place to warm up or hone your skills. Along-the-way hints for climbing, cornering, berms and negotiating obstacles.

Camel Train ● Map B4-B3
This two way trail provides a fast and fun link between the Black Stump car park and the Camel Farm. A great little short cut if you don't have the time or energy to tackle Slippery When Dry.

Tangaroo Kick ● Map C4-D4
This easy climb is as flowy as you can get going uphill.

Gottysnobble ● Map D4-C4
A fun twisty descent suitable for all levels and abilities.

Flaccid Ashback ● Map D4-F5
Is this the best flow trail around? Endless berms and turns on this easy flowy descent. Just be warned that the corners can bite back if you over cook it, so sit back and enjoy the ride.

Gridlocked ● Map E4-D4
What goes down must come up. Picturesque climb which avoids the alternative gravelly and steep fire trail climb back from the Dell. Features cattle grids each end (dieback protection).

Black Stump Pump Track ● Map B4
An outstanding facility suitable for riders of all ages and abilities. Pump tracks are great fun for riders of all abilities and are both a great introduction to mountain biking and a way for more experienced riders to hone their skills.

Munda Biddi ● Map F1-E8
The Munda Biddi trail is a long distance offroad touring trail that runs from Mundaring to Albany (1000km). A section of the Munda Biddi passes through the centre of the Kalamunda Trails and is a useful "spine" to the network.

Blue Trails - More Difficult

Joeys Line ■ Map C3
This section of trail named after Canadian trail builder Joey Klein who ran a trail workshop here. An easy climb with a few rocks thrown in to get the legs warmed up.

Dugite ■ Map C3-D3
A snaking trail with one small jump and lots of fast corners.

Camakazi ■ Map D3-G2
A real favourite; a predominantly downhill (heading east) trail with berms, some small jumps and a few rocks to keep it interesting.

X-Files ■ Map G2
A climbing linking trail, from the Munda Biddi. Named after the prison crew who constructed this section of trail who were supervised by Officer Scully and went missing afterwards...

FJ ■ Map G2-H2
A flat, weavy section of the Kalamunda Circuit that passes by an old burnt out Holden FJ.

Highway to Dell ■ Map G4
A twisty climb up through the pines which takes you gradually to the Dell. So gentle that it doesn't even feel like a hill.

Metasoma ■ Map G5-H5
A fun, tight downhill trail that leads from the top of Highway to Dell towards Lube Me Up.

Lost and Found ■ Map F5-F6
A gentle climb that weaves back up the bottom third of the hill.

Mercury Lane ■ Map F6-F5
A short flowy trail that links into the bottom part of Mercury Street from the end of Lost and Found. Great for beginners looking to step it up a level.

Rocky Balboa ■ Map F6-F7
A technical climb with many hairpin corners and exposed rocks to catch you out - a good challenge to take the mind off the screaming legs.

Drago ■ Map F7
This climb is not as hard as Rocky Balboa and is a simple non-technical climb for those who want to cruise back to the top of Mt Gunjin to do it all again.

Apollo ■ Map F7
Starting from the end of Drago and Rocky Balboa, this rocking and twisty trail provides a good link to the start of Mercury Street.

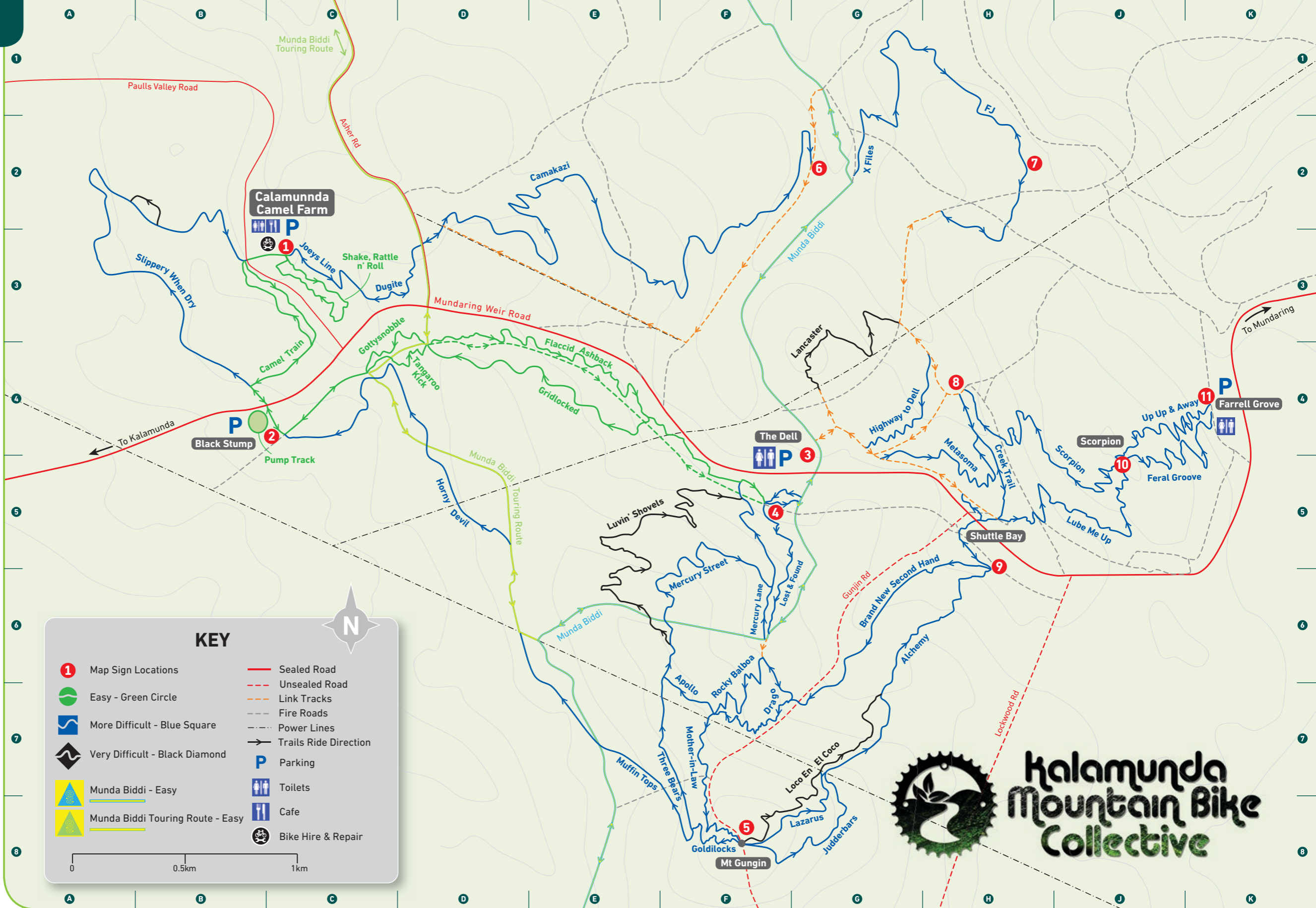
Mercury St ■ Map F6-F5
Long, fast and fun downhill with many tabletop jumps, fast corners and a challenging log ride.

Mother-in-Law ■ Map F7-F8
Like the mother-in-law, this final part of the climb to Gunjin is going to be hard work. Try not to bite your tongue though, just think you could be climbing the pea gravel road to the left.

Goldilocks ■ Map F8
This flow trail might be short but it packs a lot of fun in. Descending from the top of Gunjin it takes you to the start of Muffin Tops or Three Bears.

Three Bears ■ Map F8-F6
These three bears (tabletops) when linked in with Goldilocks and then continuing on to Mercury St makes a sweet l-o-o-o-o-ng descent from Mt Gunjin.

Muffin Tops ■ Map F8-D6
The fastest downhill blast around. Take your hands off the brakes and enjoy the ride. There are several table top jumps to add to the fun!



Horny Devil ■ Map D6-C4
A fast flowing trail, marked with a pair of Devil's Horns (trees) at its start. The first few corners are a bit tight but it just gets faster and faster! Beware the slippery tree roots. The last section (which has become known as 'Burn and Turn') is a set of lightning fast sweeping turns through woodland that will make you want to do it all again!

Slippery When Dry ■ Map B4-B3
This is one of the first sections of trail to be constructed and contains challenging rock gardens, fast corners, fun jumps and one Black Diamond log ride shortly before you descend to the Camel Farm.

Judderbars ■ Map F8-G7
You want flow? This trail is packed full of rollers which you pump, manual or link up and double if your speed allows. It continues in to Alchemy when the gradient flattens out.

Lazarus ■ Map F8-G7
A little bit of Whistler-inspired magic, Lazarus features lighting fast berms, tabletops and step-downs. At the end, you can continue straight on, joining Judderbars and hooking onto Alchemy or turn left to join the last section of Loco En El Coco.

Alchemy ■ Map G7-H6
This trail provides a little calm before the storm with a flattish section to catch your breath. They it is time to hit the smooth sweet berms and pump the rollers before the final big tabletop to finish.

Lube Me Up ■ Map H5-J5
This climb takes you from Creek Trail all the way to the very top of the hill and the start of Scorpion and Feral Groove trails - beware the tight corners!

Scorpion ■ Map J5-H4
An old favourite that has been given a new lease of life. The speed you can rip around the wood lined berms - or should we say wall rides, will leave you grinning ear to ear.

Feral Groove ■ Map J5-J4
Fast, flowy trail with wooden berms and plenty of jumps. Gets faster and faster as it spits you out at the Farrell Grove carpark.

Up Up And Away ■ Map J4-J5
Steady climb from the Farrell Grove car park and picnic area to the start of Scorpion and Feral Groove trails. Not as steep and tight as Lube Me Up.

Creek Trail ■ Map H4-H5
A handy link that runs from the end of Scorpion trail, linking with Metasoma on the way, for those either looking to do it all again or to link into an easier ride up Mt Gunjin.

Black Trails - Very Difficult

Luvin Shovels ◆ Map F6-F5
This advanced trail has large and fast jumps and non-rollable drop offs. Its high and technical log rides are legendary, if you're skilled enough.

Lancaster ◆ Map G4-G3
This trail starts tight and slow before a small drop off leads you in to a couple of nice berms that ramp up your speed for a series of table tops, log ride, small jumps and ladder drops.

Loco en el Coco ◆ Map F8-G7
This advanced trail has two faces. The top part will test your skills with large drop offs, ladder ramps and a large wall ride. Further down the trail style turns moderately bike park style with largish doubles, rollers and berms to put a smile on your dial.