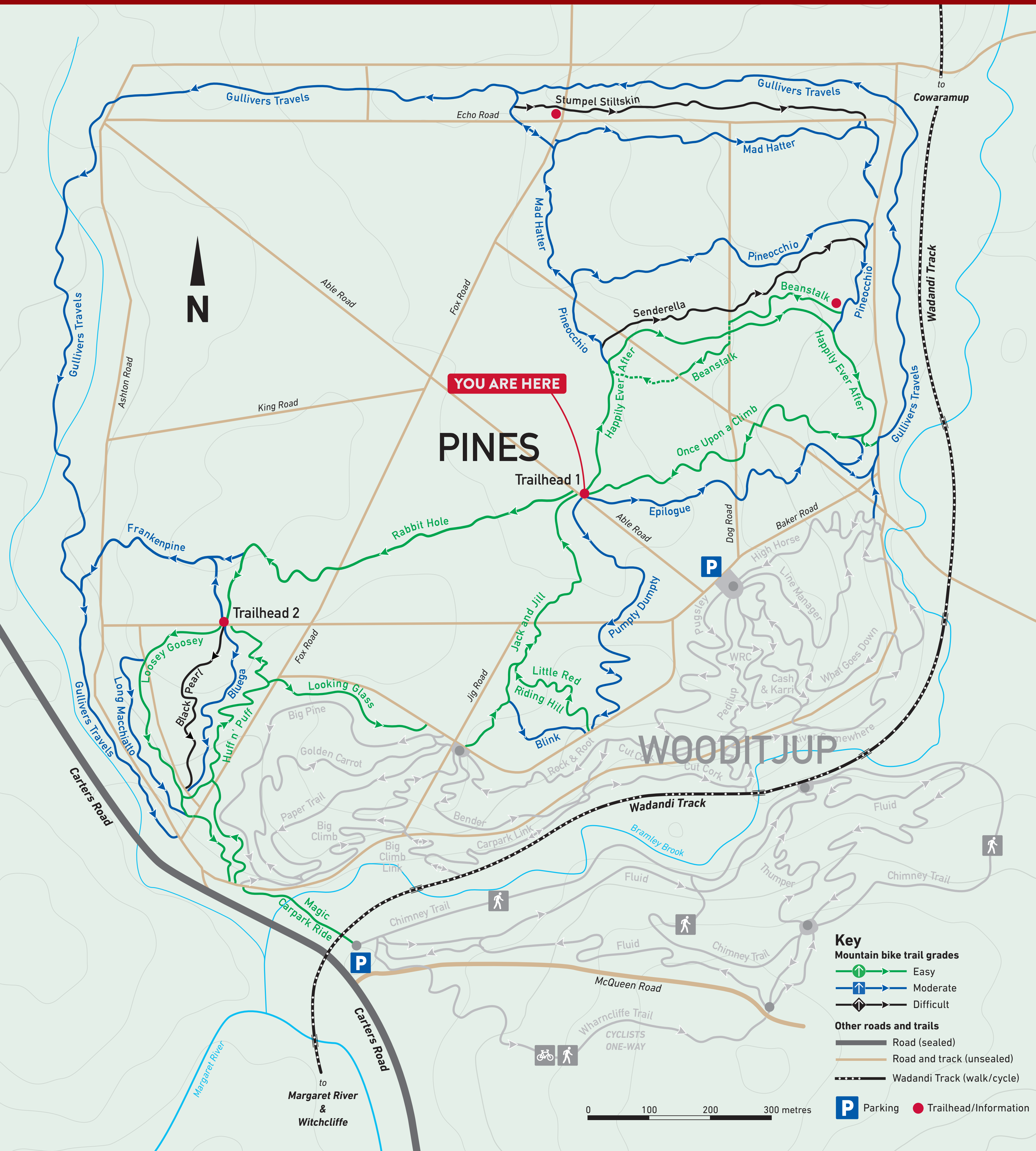


# Pines Mountain Bike Trails • Wooditjup Trail Network



## Beanstalk

Convenient access trail to get you back up to the hill if you want to ride Pineocchio or Senderella again.

## Happily Ever After

A fun trail in its own right, also used to get to the start of Pineocchio and Senderella. Starts off on level ground and gradually builds up speed until you fly down the last hill before joining Once Upon a Climb.

## Huff n' Puff

A gentle winding climb which takes you all the way from the bottom, with an exit option to Looking Glass.

## Jack and Jill

A gentle climb through young pines to get you to Trailhead #1

## Little Red Riding Hill

Connects from the bottom of Blink and Pumpty Dumpty, joining Jack and Jill. There are a couple of optional small rock gardens, ideal for beginners to hone their skills.

## Loosey Goosey

One of the most fun green trails around. Makes full use of the contours as you quickly build up speed, swooping down and across Fox Road before emerging at the bottom fire road.

## Looking Glass

A short but sweet connecting trail from the western trails to connect up with Jack and Jill plus the classic Wooditjup trails of Big Pine, Bender and Paper Trail.

## Once Upon a Climb

Up trail which begins after the end of Epilogue and Happily Ever After. The first section is steeper but it becomes more gentle.

## Rabbit Hole

An access trail between Trailheads #1 and #2, but surprisingly fast. You can also swing off to do the fun part of Frankenpine into Gullivers Travels.

## Blink

As the name implies, it's a short trail, but with some challenging rocks to negotiate. A great side trip from Jack and Jill.

## Bluega

One of the first jump lines to be built in the new Pines, Bluega features tabletops, berms and a fast drop-down before a final large tabletop right before the finish.

## Epilogue

A jump line which gets up speed as you encounter steep lipped jumps, drop-offs, a whale tail after you cross the road and finishing with a crazy fast 180 degree berm. Optional access to Gullivers Travels.

## Frankenpine

Starts on the level but you quickly build up speed as you tackle some small jumps and a couple of drops. After you cross the road there are some more optional features before you merge into Gullivers Travels.

## Gullivers Travels

A true cross-country experience, Gullivers Travels gives you 3.7 km of continuous singletrack. From the start, the trail meanders through low lying bush before climbing into the Pines area. The winding top section is a nod to the old Pines trails before plunging into remnant forest where you'll find jumps and drops as you climb and descend before emerging at Ashton Road.

## Mad Hatter

Splitting off from Pineocchio it's fairly flat before reaching the corner of Fox and Echo roads. Here you can peel off to ride Stumpel Stiltskin or merge with Gullivers Travels. Mad Hatter continues on and makes full use of stumps and rocks for an interesting ride that requires skill to maintain speed.

## Long Macchiato

One of the original Pines trails now reborn as an alternative line to Loosey Goosey. Old school, tight and fun.

## Pineocchio

A true progression trail full of fun features and options which let you build up confidence and experience. As well as a suite of jumps, there's a big rock drop with a smaller one alongside, tabletops, berms, and rocky jumps before swooping back into a short climb.

## Pumpty Dumpty

The name says it all. Features humps, pumps and jumps from top to bottom. A great trail for improving your pumping technique, as well as berms, gentle camel-top jumps and step-downs.

## Black Pearl

Steep lipped jumps to give you plenty of air plus a few tricky features to keep you on your guard. A favourite with the young shredders.

## Senderella

Rocks and roots plus a fast wooden flyover with some optional lines. Keeping your speed up will help you float over the gnarlier sections.

## Stumpel Stiltskin

Rock drops and doubles with optional line choices as you descend through pine plantation into natural bush as the trail levels out.

## Responsible Riding

- Ride open trails.** Respect trail closures and wishes of land managers. Ride trails only in the direction specified.
- Leave no trace.** Take out everything you brought in – do not litter.
- Control your bike.** Ride within your limits and avoid skidding, which tears up the trail and causes braking ruts in corners.
- Plan ahead.** Know your equipment, your ability and the area in which you are riding and prepare accordingly.
- Ride within your limits.** If you're unsure of an obstacle, get off and have a look to determine the best line. Don't attempt features way beyond your skills - work up to them.
- If it's wet.** If a trail has running or standing water on it, consider riding a drier trail to minimise trail erosion in the park.



**Mountain biking is a potentially dangerous activity with inherent risks. Ride within your skills and abilities.**

It should only be undertaken with a full understanding of all the risks. The information provided must be used along with your own experience, intuition and careful judgement.

## Ride with a buddy

Do not rely on your mobile phone. Coverage in the area may be limited.

## For further information

For further information contact the Department of Biodiversity, Conservation and Attractions Busselton District Office at 14 Queen St, Busselton. Phone: (08) 9752 5555 For park and trail alerts visit [alerts.dbca.wa.gov.au](http://alerts.dbca.wa.gov.au)



We acknowledge the Wardandi and Pibelmen people as the traditional owners of the land on which we ride and pay respect to their elders past, present and emerging.



Download the free Emergency+ app to call for emergency assistance if ever required ([emergencyapp.triplezero.gov.au](http://emergencyapp.triplezero.gov.au)). If there is no mobile phone coverage you **WILL NOT** be able to call 000 but the app will provide you with GPS location details.

## Emergencies

**In the event of an emergency, phone Triple Zero (000).** The nearest hospital is located in Margaret River.

