

Warning – rock climbing may result in serious injury or death.

Disclaimer

The following list of route descriptions is intended as a guide only, the information contained may not be accurate, some of the information is unchecked and second hand. The editor accepts no responsibility for any errors contained in this text. The fact that a route is described in this text does not mean that it is safe to climb.

It is the responsibility of any person using this information to evaluate the risks and consequences associated with their activities. You are the one who is going to get injured if something goes wrong. As with most activities experience and good judgement will help reduce the risk of injury.

Remember that when you clip a bolt you are taking a risk. Unlike natural placements there is no reliable way of visually assessing the strength of the placement.

Safety Tips

- It is strongly recommended that inexperienced climbers should either hire a qualified climbing guide (a person, not a book) or complete an accredited climbing course before undertaking any climbing activities.
- Climbers should be familiar with rescue techniques and first aid.
- Wear a helmet.
- Take your mobile phone in case of emergency (they will work in most areas). Try Calling 112 if your mobile is out of range, it should pick up any available service provider.
- Try to evaluate the condition of fixed protection (eg bolts) before use. However; in practice it is difficult to visually assess the strength of a bolt.
- Look out for bad rock and loose holds / blocks.
- Always tie to an anchor when near the cliff edge.
- Carry a first aid kit.

Editors note

The rock is there to share. If you think at any of these routes are poorly protected and need more bolts feel free to add some, however before you place bolts please consider the following.

- Place good bolts. Learn how to do it properly. Use marine grade stainless bolts (316 or A4-70)
- Try to resist the temptation to put bolts where good natural placements are available.

New Climbs in the Blue Mountains

Mt Piddington

All climbs are listed from left to right when facing the cliff
All climb descriptions are written as if you are facing the cliff

Avago (Ya Mug) **17** **20m** **Mixed**
A variant finish to *Avago*.
Start up *Avago* and step right after the roof. Follow the carrot bolts up the slab. There are 2 belay bolts (carrots) at the top.
Ivan Valenta / Jane Montgomery 2002

Psychotic ** **19** **20m** **Mixed**
A variant finish to *Psychopath*.
Start up *Psychopath* and take the left (thin) crack about half way. Once the crack finishes go straight up the face past 3 carrot bolts.
Ivan Valenta / Jane Montgomery 2002

Joslab **18** **20m** **Mixed**
The slab 2m left of *Joseph*. Finish at the 2 ringbolts as for *Joseph*.
Can be used as an alternative start to *Joseph*. The second half is several grades harder than the first but can be avoided by traversing into *Joseph*.
Ivan Valenta / Jane Montgomery 2002

Cart wheeling **13/19** **30m** **Sport (carrots)**
1. (15m 13) Start just right of *Walhalla* and follow carrot bolts to 2 ring bolt belay. (Still needs cleaning)
2. (15m 19) Start up either the crack or the slab until you have to step right to gain the arête. Up the arête to another 2 ring bolt belay.
3. Can finish up *Van Idyl*
Ivan Valenta / Jane Montgomery 2002

Zig Zag

All climbs are listed from left to right when facing the cliff
All climb descriptions are written as if you are facing the cliff

Geezer Pleaser * **21** **30m** **Sport (carrots)**
The arête 4m right of *Honey Dip*. Joins Just for Fun at about 15m.
Start up *Honey Dip* for about a metre then hand traverse right 4m to clip the first bolt. Up through the roof to gain the face just left of the arête. Continue up the face / arête until it joins just for fun.
Rob Dun / Ivan Valenta 2002

The Mighty Quinn * **22** **15m** **Sport (rings)**
The ring bolts directly above pitch 1 of *Dress Rehearsal Rag*. A 50m rope will get you to the ground from the lower offs.
Ivan Valenta / Rob Dun 2002

Truckstop Lawyers **23** **20m** **Sport**
The bolted line 2m left of *Possession*. Grade 19 if you start up the crack on the left and skip the initial crux moves.
Ivan Valenta / Robert Dun 2002

Monty Madness * **22** **10m** **Sport**
The short wall between *Groovy* and *Catweasel*. There is a 2 ring bolt lower off at the top.
Ivan Valenta / Robert Dun 2002

Mt York

All climbs are listed from left to right when facing the cliff
All climb descriptions are written as if you are facing the cliff

Dalek Staircase **16** **12m** **Sport (carrots)**
Start as for *Unknown* 2m right of *Stinkeye*. Follow carrots veering right up to 2 ring bolt anchor.
Robert Dun / Ivan Valenta / Jane Montgomery 2002

Mt York – Barden’s Lookout

All climbs are listed from left to right when facing the cliff
All climb descriptions are written as if you are facing the cliff

Calamity Jane **25** **25m** **Sport (rings)**
Start up 4m left of *Dragon’s Tooth*, a hard start leads to thin crux, jugs to final slopers at the top.
Ivan Valenta 2002

Panasonic Princess **21** **25m** **Mixed**
Start up the arête 2m left of *Metabo Man*, passing 3 bolts, then veer right at *Metabo Man’s* 4th bolt.
Finish up steep wall at 2 rings.
Ivan Valenta / Jane Montgomery 2002

Heathcliff

Access

Either walk to the bottom of the cliff as for *Thing 1 and Thing 2* (as per the description in the Pircher / Carter guide) or walk to the top and abseil in. The walk to the top involves much less scrub bashing. To get to the top of the cliff take the Porters Pass track down across the first dark creek and then follow the main track around on the right hand side of the creek. When the track opens up again (just before it drops down into porters pass) turn right and head back up the next creek to the right (looking out). Cross this creek after about 15 metres and follow the track up the creek / gully for about 500 metres until the ridge is gained. Once you get to the ridge turn left and follow the track along the ridge for about another 500 metres. Follow the cairns to the abseil point. The abseil point is located under a rocky overhang a little down from the cliff edge and can be hard to locate. The easiest way to find it is to look for 2 stainless carrot bolts on the cliff top. The abseil rings are about 3 metres left of this looking out. The abseil is 60 metres or can be split into 23m, 8m, and 25m.

All climbs are listed from left to right when facing the cliff
All climb descriptions are written as if you are facing the cliff

Spook **20** **25m** **Trad**
Start at the obvious leftward trending ferny crack 5m left of *The Rift*. Not as bad as it looks. Pull up the crack and onto the slab. Step left around the fern and mantle onto the ledge. Step back right and move up the thin leftward trending crack to a chain in the cave. 25m Rap off the chain.
26/9/04

The Rift* **19** **55m** **Sport (rings)**
Start 10m left of block and 5m right of the ferny crack. The first bolt has a fixed hanger, the rest are rings. P1 and P2 can be joined. P3 can be joined with the last 4 bolts of *14 carrot gold* if you want to top out.
1. (20m 18) Up the slab trending right and then steeper to anchor. (7 ring bolts + 2 ring bolt anchor)
2. (20m 19) Up the wall to anchor at ledge. (9 ring bolts + 2 ring bolt anchor)
3. (15m 19) Up the arête climbing on both left and right sides, past slab moves (crux) to anchor. (7 ring bolts + 2 ring bolt anchor)
4/1/04

Wise Crack **20** **25m** **Mixed (trad+carrots)**
Start just left of the block at a leftward sloping crack. Up the crack with natural protection to ledge, then past 4 carrot bolts to 2 ring bolt anchor. Either lower off, or semi hanging belay and continue up past 2 bolts to join *14 carrot gold*.
26/9/04

Chip off the old block* **19** **25m** **Sport (rings)**
Start by stepping off the right hand side of the block. Up the slab trending right and continue up to a 2 ring bolt anchor and chain at ledge. 13 bolts (including the lower off).
4/1/04

14 carrot gold* **17** **35m** **Sport (carrots)**
Start at the anchor for *Chip off the old block* and *Plumber's Crack*. Trend left to fixed hanger at the crux, then more easily to the top. 10 bolts to ledge, 4 bolts to top, 2 bolt belay.
4/1/04

Plumber's Crack **19** **26m** **Mixed (trad+carrots)**
Start at the obvious left facing crack 10 metres right of the block. Up the crack with natural protection then past 6 carrot bolts to 2 ring bolt anchor and chain at ledge (same anchor as chip off the block).
4/1/04

Thing 2 – refer to the Pircher / Carter guide
Thing 1– refer to the Pircher / Carter guide

Leighsageezer **23** **60m** **Sport (rings)**
Start at black slab 5m left of bad blood.
1. (23m 22) thin moves up the slab past 9 ring bolts to anchor (9 ring bolts + 2 ring bolt anchor).
2. (25m 23) steep climbing through a small roof to 2 ring belay (11 ring bolts + 2 ring bolt anchor).
3. (15m 15) easy climbing to the top but run out (3 bolts).

Bad Blood **22** **40m** **Sport (rings)**
Start at the far right end of the cliff under a patch of orange rock.
Bad Blood is the left line of bolts, shares the first bolt with *Fake Blood*.
1. (25m 19) a hard move off the ground, then up the groove and juggy wall. 2 ring bolt anchor (10 ring bolts + 2 ring bolt anchor).
4/1/04
2. (15m 22) straight up the steep wall to 2 ring anchor (8 ring bolts + 2 ring bolt anchor).
26/9/04

Fake Blood **18** **20m** **Sport (rings)**
Start as for *Bad Blood* at the far right of the cliff.
Fake Blood is the right line of bolts, shares the first bolt with *Bad Blood* (10 ring bolts + 2 ring bolt anchor).
4/1/04