

Strangeness and Charm

ROCK CLIMBING IN BUNGONIA GORGE

Edited and topographed by Mike Law-Smith

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WARNING

The editor and publishers accept no responsibility for inaccurate or incomplete information included in this guide.

Rock climbing can be dangerous and some of the climbs described in this guide are particularly hazardous because of the serious location, difficulties in route finding, dangerous access and retreat, poor rock, lack of reliable protection and poor fixed protection. Many of the routes have had only one or a few ascents, so extreme caution must be exercised. Some of the less popular routes have sketchy descriptions as the writer was unable to source more detailed information. They have been documented for historical purposes only.

This is not your average sport climbing cliff, it is a big wall situation complete with loose rock and isolation requiring natural protection most of the time. It is recommended that newcomers to the Gorge attempt routes which are at least 2 or 3 grades below their leading limit. All persons wishing to climb in Bungonia Gorge must register their intentions at the ranger station. Failure to do this will not only endanger the party if an accident happens but could also incur a fine. Climbers should bear in mind that even relatively minor injuries, such as a broken ankle, will almost certainly result in a helicopter rescue.

Only experienced rock climbers should attempt routes described in this guide.

INTRODUCTION

The intention of this guide is to provide the climber with enough information to attempt the rock climbing routes in Bungonia Gorge. It is a no frills guide offering detailed descriptions and topos to the more popular routes in an effort to maintain rock climbing in the Gorge as a safe and viable activity.

Bungonia Gorge consists of limestone, a rock that is new to the Australian hand. Cracks, flakes and ribs offer challenging route finding with sporty cruxes amidst a big wall situation. Most routes are long and arduous, and require a full day to complete. However, there are a few shorter (1 or 2 pitch) routes which offer high quality climbing without too much commitment. Alternatively it is possible

to link combinations of different limbs, many of which allow the option of retreat at the end of each pitch. Generally speaking the quality of rock you are most likely to encounter ranges from fair to excellent with the odd bit of choss here and there.

Climbing conditions in the gorge are predominantly favourable all year round. The North Wall is shaded and provides a cool haven during the height of summer whereas the South Wall is mostly sunlit, making it ideal during the cooler months. The Gorge can fill up with water after extended periods of rain and wading may be required to access some routes at certain times of the year.

ENVIRONMENT

Bungonia Gorge is a fuel stove only area. There is a good bivi cave just left of the start to "Jewel Box" but camping in the Gorge is not generally permitted. Care should be taken not to dislodge blocks whilst climbing as this can permanently scar the cliff, destroy vegetation and seriously endanger bushwalkers in the Gorge. Climbers should also avoid leaving coloured slings for anchors as they are unsightly and spoil the beauty of the Gorge for bushwalkers and other users of the area. The use of fixed gear should be kept to a minimum, bolts and chains should only be placed (with discretion) when there are no other options for protection or belays.

HISTORY

Bungonia Gorge received a few visits in the late 60s and early 70s. Only two climbs were done during this period. These were "Old and Grey" on the South Wall and the more impressive "Morgan Mortimer Route" on the North Wall. Most climbers simply left the area with shattered egos and vowed never to return.

Virtually nothing was done for a decade until 1984 when John Fantini forged his way up the big, bold and boltless "Jewel Box" in fine traditional style. Although this jewel is only grade 23, it has repelled some climbers capable of leading grade 26+ at other areas. Giles Bradbury also got the ball rolling with his more modernistic approach to the all time classic "Strangeness and Charm".

John Fantini soon became the Bungonia Master and over the next few years produced such adventures

as "Red Supergiant", the first free ascent of the "Morgan Mortimer Route", "Reason for Man", "Scorpion", "Comet Chaser" and "Space Quakes". John led his own cult following claiming that: "There is a race of men and women that don't fit in, they go to Bungonia instead." By 1987/88 John had worn out most, and educated only a few of his prey, consequently only a few routes yielded, the best being "Solar Flare".

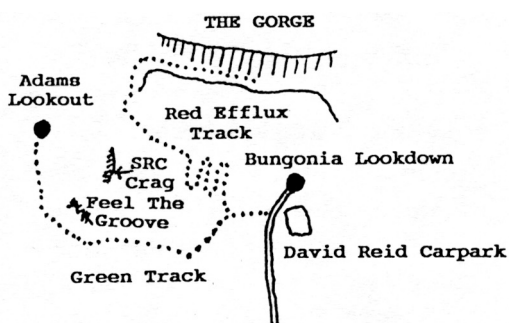
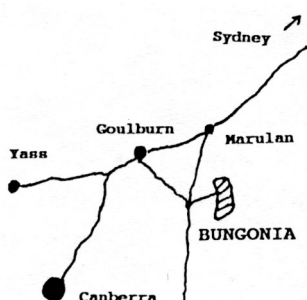
In 1989, high profile climber/photographer Glenn Tempest visited Bungonia and after producing the superb "Critical Mass", gave the area its first bout of national publicity in the climbing tabloids. Towards the end of 1989 Tony Barten bought a power drill, and with the assistance of his apprentices Andrew Bull and Craig Kentwell, produced the outstanding "Siblings of the Sun" which is now one of the best long climbs in Australia.

Andrew Bull and Craig Kentwell continued on from "Siblings of the Sun" by working well as a team in their own right, and by 1991, after many long hard days on abseil, they had completed the now very popular routes "Iron Curtain" and "Albino". Around about the same time John Fantini and Keith Bell weighed in with the powerful "Olympus Mons", an outrageous excursion through the roofs at the right hand end of the North Wall.

Although not much new route activity has taken place since "Olympus Mons", there is still enormous potential for the future.

ACCESS

This giant gash of limestone lies about 45km east of Goulburn in southern New South Wales. It's about 2½ hours drive south of Sydney and 1½ hours drive north of Canberra.



Park your car at the David Reid Carpark and enter the gorge by taking the Red Efflux track which is clearly marked by red squares attached to the trees. A map of walking trails is available from the ranger station.

TECHNICAL INFORMATION

There are two options when considering climbing in Bungonia Gorge. One is to embark on one of the more adventurous, traditional style climbs like "Jewel Box", "Red Supergiant" or "Reason for Man" which offer less in the way of fixed gear and more in the way of loose rock. The other more safe and definitely less scary option is to sample the delights of a modern style climb such as "Strangeness and Charm", "Iron Curtain" and "Siblings of the Sun" all of which bear good quality limestone with an adequate mixture of natural and fixed gear.

Suggested rack for traditional climbs:

- 6 to 8 slings
- 10 quickdraws
- Spare carabiners
- Double sets of Friends to size 3 and one of sizes 3½ and 4
- Two sets of Rocks
- Curved Stoppers on slings, sizes 7–10
- 2 sets of RPs
- A light weight rock hammer for cleaning and tapping in the odd nut placement
- Double ropes
- Helmets
- A bottle of bravery pills.

Suggested rack for modern climbs:

- 4 to 6 slings
- At least 10 quickdraws
- Spare carabiners
- 1 set of Friends with a double up of sizes 1, 2, 2½ and 3
- 1 or 2 sets of Rocks
- Curved Stoppers on slings, sizes 7–10
- 1 set of RPs
- Double ropes
- Helmets.

CLIMBS—NORTH WALL (WESTERN END)

1. Operation Zucchini 18
2. Green Peace 17, 19, 16
3. Roger Ramjet 19, 20
4. Solar Wind 12, 21, 14, 12
5. Rum Bum and Gramophones * 12, 21, 20, 12
6. Cosmic Tickler 22
7. Space Quakes ** 24, 21, 22
8. Strangeness and Charm—Direct Start ** 23
9. Synchrotron 26
10. Wailing Cockatoo ** 22 or 24
11. Critical Mass *** 22, 24, 24
12. Comet Chaser ** 22, 22, 24, 22
13. Microwave 21
14. Strangeness and Charm *** 18, 18, 22, 22, 19
15. Galactic Wanderer * 19, 21A1, 21, 20
16. Cosmos 22

EDITOR'S NOTE

I would like to thank everyone who has contributed to this guide, especially John Fantini and Craig Kentwell.

I would also like to point out that there will inevitably be some errors as I have only climbed about half the routes in this guide, and some of the descriptions I received were rather vague.

1. OPERATION ZUCCHINI 30M 18

Start at the extreme left hand end of the North Wall below a water polished buttress with a small roof at 10M (about 200M down from the Red Efflux track).

- 1: 30M (18) Up to the roof and get some threads. Pull over this and up to the tree belay. Rap off.

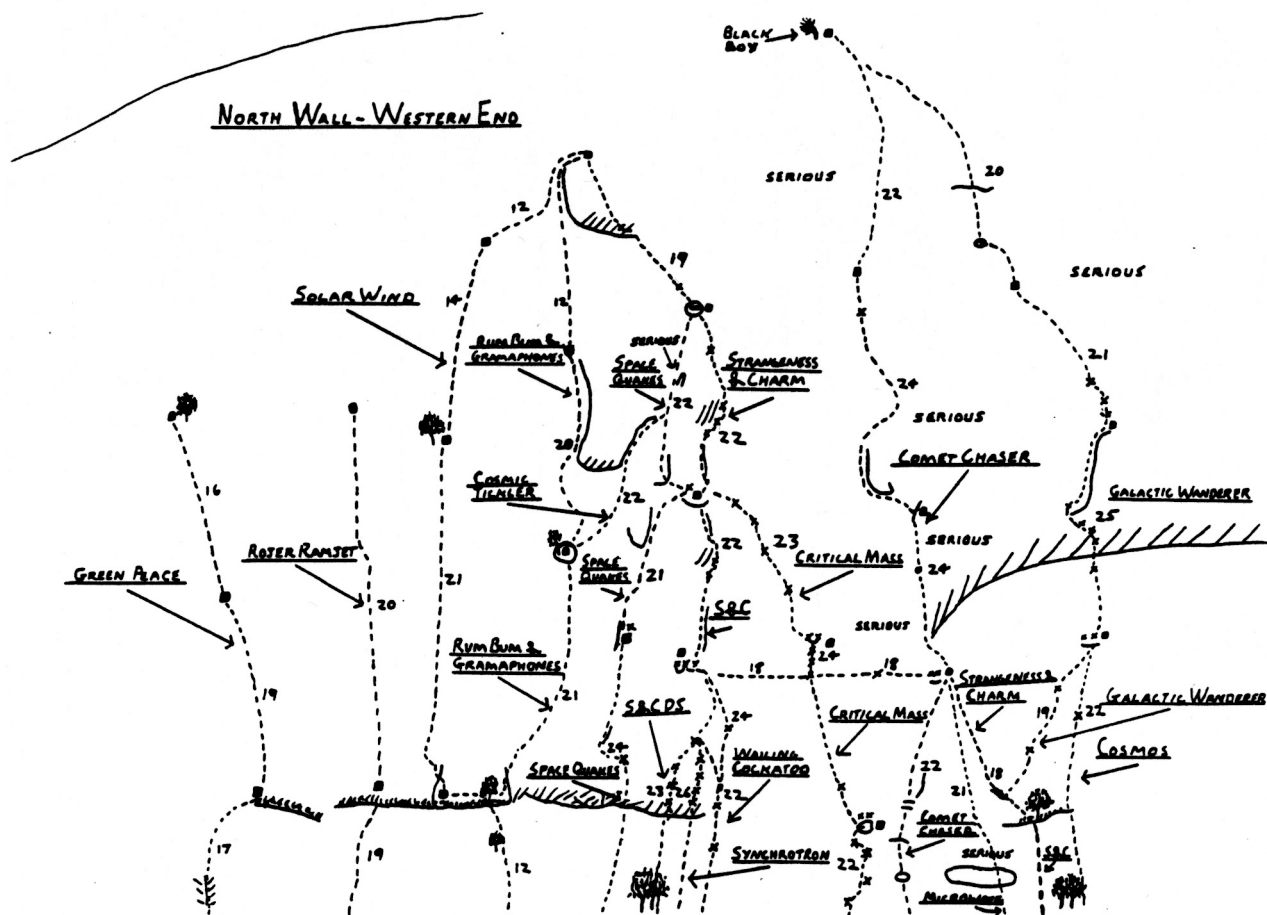
Tony Barten
Mike Peck 1986

2. GREEN PEACE 120M 17, 19, 16

Could this be a jungle safari?

- 1: 30M (17) Up the easy corner to a tree and then traverse R to a ledge belay.
- 2: 45M (19) Cut back leftwards and continue up lots of flakes, scoops and greenery to a good stance.
- 3: 45M (16) Even greener! Climb the ledges, scoops and trees leftwards to a tree belay.

Matt Madin
Andrew Kean 1986 or 87



3. ROGER RAMJET 65M 19, 20

Cleaner, harder and more direct than "Green Peace".

- 1: 20M (19) Up the thin wall to the big ledge.
- 2: 45M (20) A longer pitch offering varied climbing. Head pretty much straight upwards to a stance.

Matt Madin
 Dave McGregor 1986 or 87

4. SOLAR WIND 115M 12, 21,14,12

Exploration and discovery.

- 1: 20M (12) Shares the same start as "Rum Bum and Gramophones". Move easily up to the big ledge. Walk left to a prominent flake.
- 2: 40M (21) A good traditional pitch. Climb the flake and traverse left to easier ground. Now head straight up to a tree belay.
- 3: 30M (14) Follow a series of crater shaped ledges and scoops. Belay where convenient.

- 4: 25M (12) Continue rightwards to link up with "Rum Bum and Gramophones" and the 5th belay of "Strangeness and Charm".

John Fantini
 W Moon 1987

5. RUM BUM AND GRAMOPHONES * 130M 12, 21, 20,12

Quite good fun.

- 1: 20M (12) Up to the left hand end of the big ledge, as for "Solar Wind".
- 2: 40M (21) Take the nice exfoliated flakes above, trend R and upwards past some delicate moves that lead to a relaxing belay in a round recess (sapping belay).
- 3: 40M (20) Continue straight up for 4M then L to the steepening buttress. Follow the moderate corner system on its left side. Look for a good stance at 40M.

4: 30M (12) Finish more easily to the 5th belay on "Strangeness and Charm".

John Smoothy
W Moon 1984

6. COSMIC TICKLER 45M 22

A harder alternative to "Rum Bum and Gramophones".

1: 45M (22) Start from the "relaxing belay" on "Rum Bum and Gramophones". Take the R side of the steepening buttress and follow it to connect with the final crux on "Strangeness and Charm" (slings, wires and things). A difficult move above leads to the 4th belay on "Strangeness and Charm".

John Fantini
Matt Madin 1987

7. SPACE QUAKES ** 140M 24, 21, 22

Quite Challenging.

1: 45M (24) Climb easily up to a bulge and then move through it with caution to a bolt which leads to another bolt on top of a flake. Step down and teeter leftwards for several metres (gr 24) or stand in a foot sling to reach the flake on the left. Move leftwards into a groove and continue up past another bolt with some interesting moves on flakes to gain the bolt belay on the right.

2: 45M (21) Up more easily to the top of the flake and traverse horizontally R for 3 metres. Keep moving up trending R past a few flakes and natural pro to gain the 3rd belay on "Strangeness and Charm".

3: 45M (22) Traverse back leftwards and upwards to a prominent spike and climb up its L side to the steepening rock above. Place a good wire at the bulge and make a hard couple of moves to reach the 4th belay on "Strangeness and Charm".

John Fantini
Mike Law-Smith (1 Aid) 1986
Mike Law-Smith (Free) 1989

8. STRANGENESS AND CHARM DS ** 45M 23

Superb.

1: 45M (23) Easily up to a large scoop (friends and wires). Up to the roof and slot a #3½ friend beneath it. Lean out and clip a bolt before pulling over the lip (crux). Clip another bolt and then ascend diagonally R past an assortment of bolts, wires and friends to the 2nd belay on "Strangeness and Charm".

Giles Bradbury
Greg Moore 1984

9. SYNCHROTRON 45M 26

Rather extreme.

1: 45M (26) Straight up to the roof using side runners. Slot a #1 friend in the roof, clip a bolt and swing over the roof (crux). Continue up past 3 more bolts.

Mike Law-Smith
Glenn Tempest 1989

10. WAILING COCKATOO ** 45M 24 or 22

Perfect climbing in dicey situations.

1: 45M (24 or 22) Up the crack to a large scoop (wires). A few more moves give way to a bolt. Up to the roof (#1 friend) and R around it to another bolt. Get the hollow sounding flake above and trend leftwards past a bolt and straight up towards 2 more bolts which are 3 metres apart. Either wimp out L to connect with "Strangeness And Charm DS" (gr 22) or directly upwards past a 4th bolt (gr 24).

John Fantini
Mike Law-Smith (22) 1988
Glenn Tempest (24) 1989

11. CRITICAL MASS *** 85M 22, 24, 23

An excellent climb offering run-out situations with a mixture of bolts and natural protection.

1: 20M (22) Really nice thin wall climbing up some strange looking rock (4 bolts) leads to a cute belay in the scoop.

2: 25M (24) Move leftwards up the slab to a bolt then continue straight up to cross the traverse on "Strangeness and Charm" to a steep headwall. Straight up this past 2 more bolts (crux) to a belay chain.

3: 40M (23) Some delicate slabbing L from the belay leads to a bolt. Clip this and continue straight up past 3 more bolts and eventually stepping L to the 3rd belay on "Strangeness and Charm".

Glenn Tempest
Richard Smith 1989

12. COMET CHASER ** 150M 22, 24, 24, 22

Scary and sustained. This climb would probably get more ascents if the route had been set up better. However, it is a fine example of what can be done on sight (from the ground up without any prior inspection).

1: 45M (22) Really nice climbing up the steep sections. Start directly below a niche and move out L and up the steep rock on good positive holds to reach the left end of a small ledge. Place a #3 Friend in a hole, traverse R and up a small corner to gain the belay on "Strangeness and Charm".

2: 20M (24) Straight up from the belay to the overlap for a good stopper placement, move L and upwards to gain the prominent small corner. Continue up past a hard move (24 was 22A1) to gain the hanging belay at an obvious short crack.

3: 45M (24) This pitch needs a good solid rack of gear. Struggle up the L side of a flake before traversing R to gain a series of pockets which lead to a solitary bolt high up. Make some hard moves past the bolt to gain a bolt belay a few metres above.

4: 40M (22) Continue straight up past a few fixed wires or traverse horizontally L to gain the 4th belay on "Strangeness and Charm".

John Fantini
Mike Law-Smith 1 Aid 1986
S Boyden
M Snell (Britain) First Free Ascent 1987

13. MICROWAVE 45M 21

A gap filler.

1: 45M (21) The difficult bit is at the bulge. Hammer in the odd wire and continue up to the 1st belay on "Strangeness and Charm".

John Fantini
Mike Law-Smith 1986

14. STRANGENESS AND CHARM * 160M 18, 18, 22, 22, 19**

An all time classic on beautiful limestone. The most popular route at Bungonia.

1: 45M (18) Up the wide crack and wall to a ledge with a tree. Join 2 slings together and sling the tree. Now move out L and up to a large scoop with a couple of wires. Continue trending diagonally up leftwards to a small belay ledge with 2 bolts.

2: 20M (18) Delicately across the traverse to a hanging belay chain.

3: 30M (22) Pleasant climbing up a flake system that leads to a steeper section with 2 bolts (crux). Continue up the line to finish out L, past the restriction, to a belay with a bolt and thread.

4: 20M (22) Easily up to another steep section with bolts. A long reach gives way to a scoop (crux). Step L to a lounge chair belay with chain in a large round hole.

5: 45M (19) Up to a bolt before moving down L and up to the top of the North Wall. Retreat by rapping back down the route.

Giles Bradbury
Greg Moore 1984

15. GALACTIC WANDERER * 190M 19, 21A1 OR 25, 21, 20

This route was started by Giles Bradbury and was finished off by John Fantini.

1: 45M (19) As for "Strangeness and Charm" pitch 1 to the scoop and L to the belay on 2 bolts. Move rightwards past a bolt to a stance with a chain.

- 2: 45M (21A1 or 25) Easily but carefully up the slab above the belay to a bolt. At the roof, move left, then either use 3 aids or free climb to get across the roof. Up the corner to a hanging belay (bolts).
- 3: 50M (21) Up past 3 bolts and continue trending L to a hanging belay at 50M. Route finding ability is a useful asset on this pitch.
- 4: 50M (20) Continue a leftward trend which aims for the protruding blackboy above.

Pitches 1 & 2: Giles Bradbury, Greg Moore 1985
 Pitches 2 & 3: John Fantini, Matt Madin

16. COSMOS 45M 22

Nice climbing after a grubby start.

- 1: 45M (22) Start about 5M right of "Strangeness and Charm". Some steep moves up the short wall give way to the ledge (wires). Continue up to a bolt with some thin moves (crux). Up to the 1st belay on Galactic Wanderer.

Mike Law-Smith 1986

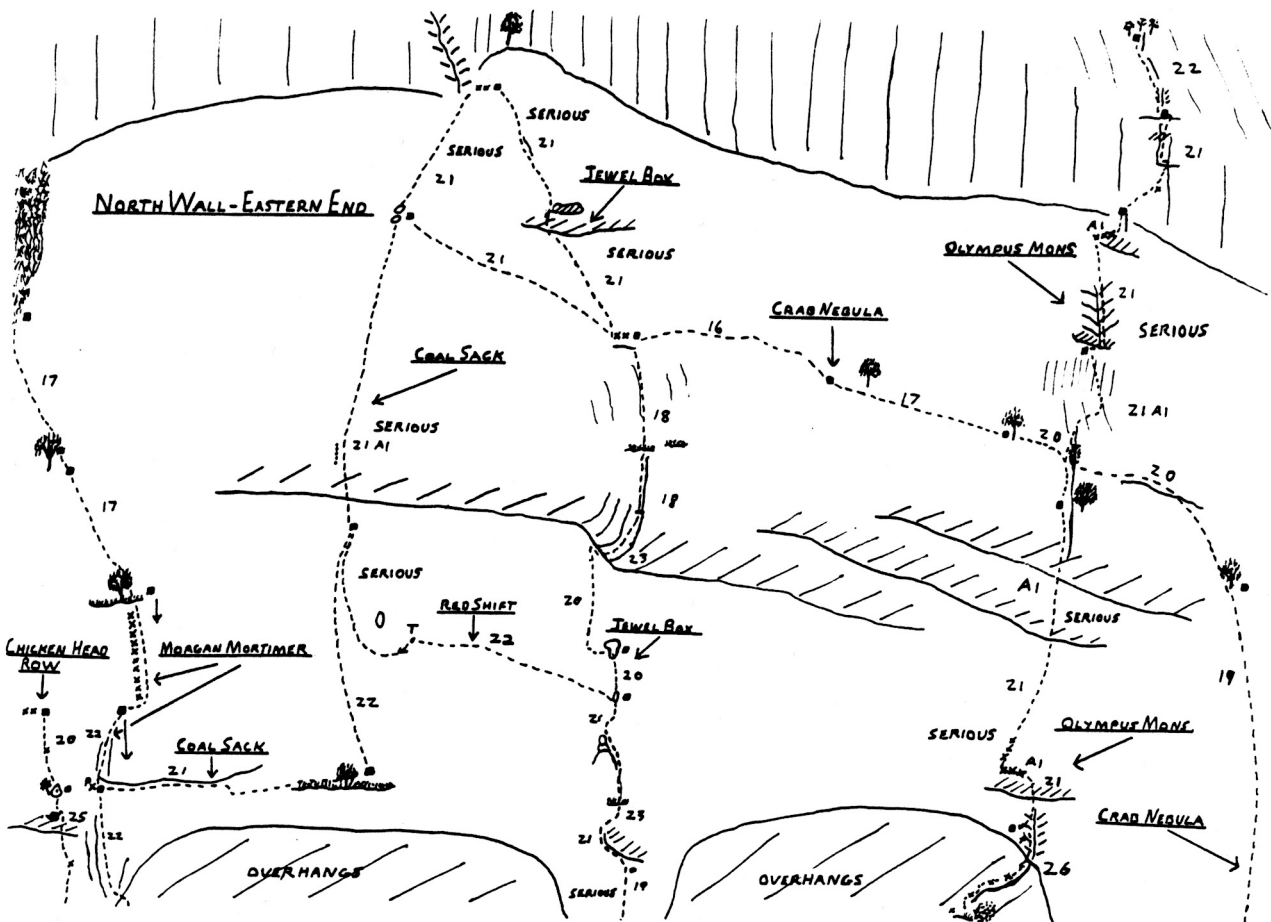
CLIMBS—NORTH WALL (EASTERN END)

- 1. Chicken Head Row 21A1, 20
- 2. Morgan Mortimer Route * 21, 22
- 3. Coal Sack ** 22, 21, 22, 21A1, 21
- 4. Red Shift 23, 22, 21, 21A1, 21
- 5. Jewel Box *** 23, 23, 21
- 6. Hyperspace 21A1, 21A1, 21A1
- 7. Olympus Mons ** 26, 21A1, 21A1, 21A1, 21, 22
- 8. Crab Nebula 19, 20, 17, 16, 21, 21

1. CHICKEN HEAD ROW 45M 25, 20

The obvious overhanging line immediately to the left of the "Morgan Mortimer Route". Good steep rock to keep the adrenalin level up.

- 1: 20M (25) Up past the overhanging block using an aid point to gain the tree belay above.



2: 25M (20) Up the wall past a bolt and a fine sequence of chicken heads to gain a hanging double bolt belay.

John Fantini

Dave McGregor 1989

Richard Watts first free ascent

2. MORGAN MORTIMER ROUTE * 75M 22, 22

A tremendous effort for its time.

1: 50M (22) A hard start with sketchy protection gives way to a good short crack higher up. Now move across left to the void and up into a shallow groove with a piton. Continue up to gain the top of a small pedestal. Belay on good Stoppers and Friends.

2: 25M (22) Directly up to a bolt/stud before dropping down to traverse out R to gain an obvious groove. Make a series of interesting moves to continue upwards and finish with some fine bridging to reach a double bolt belay.

Pete Morgan

Greg Mortimer mid 1970s

3. COAL SACK ** 195M 22, 21, 22, 21A1, 21

A big wall.

1: 40M (22) As for the "Morgan Mortimer Route" to the stance on top of a small block.

2: 40M (21) Gain the obvious traverse weakness above and continue horizontally until forced to drop down to the big ledge and tree way out to the right.

3: 40M (22) Start R of the tree on small holds. Continue for a few metres until it's possible to go out left. Continue up and leftwards doing a rising arc to gain the hanging belay.

4: 40M (21A1) Straight up and over some rather unique steep rock on pockets until forced to resort to aiding for 5 points due to calcified rock. Continue up on mind blowing chicken heads to gain a good thread belay.

5: 35M (21) Continue up a groove/flake system then almost horizontally right to a small sapling. Follow the weakness upwards until forced to move left

around an awkward groove to the hanging stance on the left with a bolt rappel anchor.

John Fantini

Dave McGregor 1985

4. RED SHIFT 167M 23, 22, 21A1, 21

A connection from "Jewel Box" to "Coal Sack".

1: 42M (23) Up "Jewel Box" to a hanging belay in a large scoop just below the cave.

2: 50M (22) Traverse leftwards until the holds run out. Do a tension traverse to gain some good holds again and join the 3rd pitch of "Coal Sack".

3 & 4: Continue as for pitches 4 and 5 of "Coal Sack".

John Fantini

Matt Madin 1985

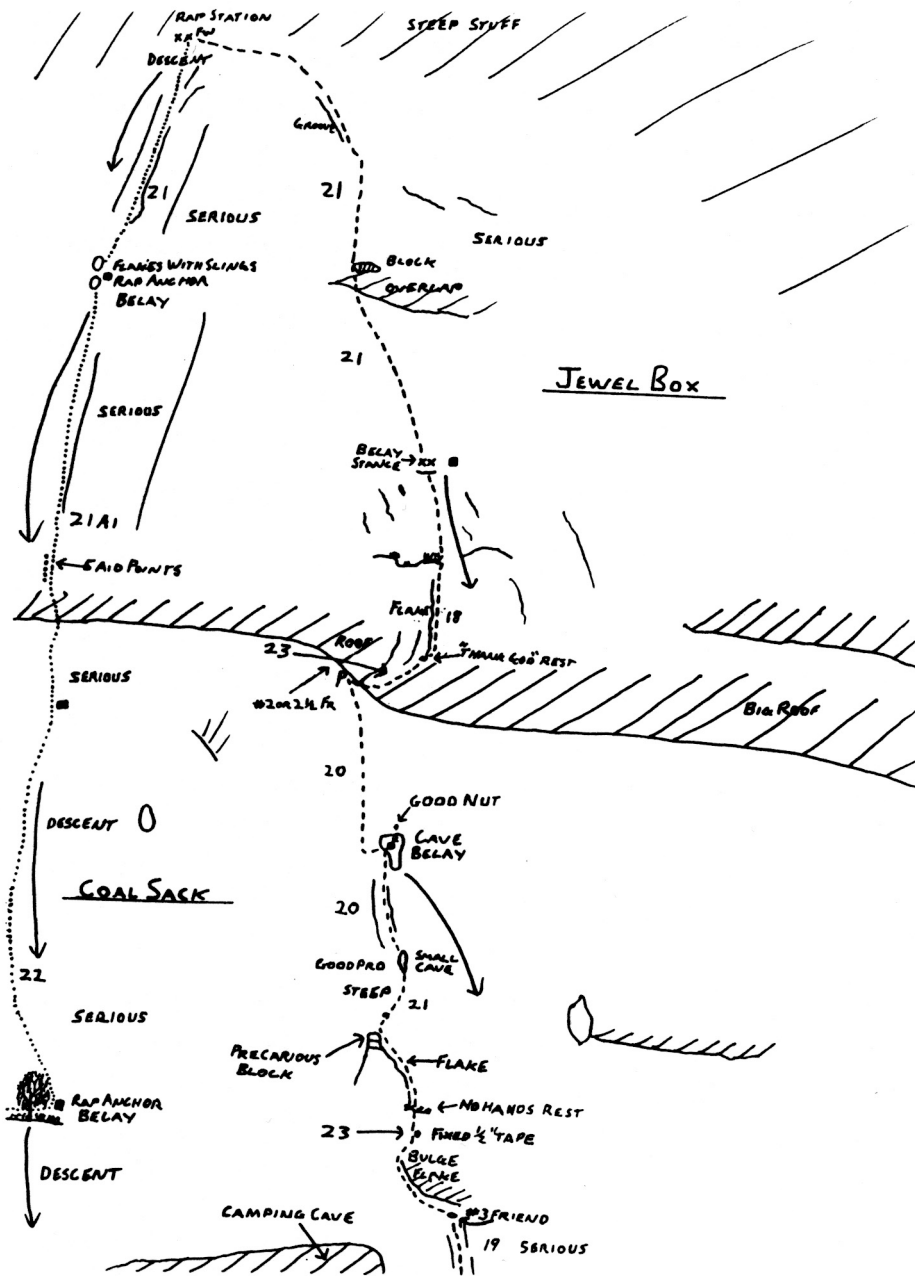
5. JEWEL BOX * 150M 23, 23, 21**

A very sustained and strenuous route which has repelled many strong leaders. A classic that gives three of the best naturally protected pitches at Bungonia.

1: 50M (23) Start right next to the camping cave. An unprotected start leads to a #3 Friend at 9M. Move left around the bulge to a steep wall with a fixed sling. Thin moves up this to a ledge (crux) and a no hands rest. Teeter left to surmount the block (with caution) and then up to a small cave high up. Sustained but well protected climbing brings you to the belay cave.

2: 50M (23) Lean out and place a wire just above the cave. Step down and traverse across leftwards for a few moves and then follow a line of holds to the roof. Clip a fixed pin and get a #2 or #2½ Friend up high and to the left. Ape your way right across the roof (crux) to a "thank god" flake and rest. Easier climbing leads to a stance at 50M (2 bolts on the stance).

3: 50M (21) From the belay take the rising groove to the left and continue up leftwards in a rising arc to a block at the overlap. Pull through the overlap and continue directly up a few metres before traversing horizontally left. Move leftwards to a groove which seems the only



sane way up. Continue up using lots of good small Stoppers to a point where it is possible to traverse way out left to the bolt rap station.

John Fantini

Tony Barten 2 Aids 1984

J Demontjoy first free ascent (Pitch 1)

Chris Plant first free ascent (Pitch 2) 1986

6. HYPERSPACE 125M 21A1, 21A1, 22A1, 19

Steep with plenty of space between the knees. Start 6M right of "Jewel Box".

1: 35M (21A1) Up the flake to the first bolt and continue left and on up past some bolts on aid until it is possible to free climb on excellent rock to the belay cave.

2: 25M (21A1) Straight up the groove past many bolts to a belay under the roof.

3: 40M (22A1) Aid through the roof on bolts and stoppers to a wall above, then move right to the flake. Up through the overlap then left and up to a niche and bolt belay.

4: 25M (19) Move left from the belay and up to the obvious buttress above on beautiful rock.

Note: The route finishes at the foot of the impossible looking buttress. Bolts to rap off.

John Fantini

7. OLYMPUS MONS ** 220M 26, 21A1, 21A1, 21A1, 21, 22

The mother climb at Bungonia. Takes all the obvious orange overhanging corners at the right hand end of the North Wall. The route was hand bolted over a period of 3 weekends. All belays are on bolts. The first pitch was eventually done free at 26 by a visiting Italian hot shot after it was power bolted for fast clips. Most of the lower pitches used substantial aid moves on the first ascent.

- 1: 40M (26) Start at the very obvious overhanging crack and continue out steeply, 26 or A1, to a vertical wall and cave. Go out and over the top of the cave lip and trend diagonally right over some interesting moves to the bolt belay.
- 2: 40M (21A1) Surmount an overlap and traverse left on bolts to further bolts. Over the next steep overlap to finish up a free crack to gain the next niche belay.
- 3: 30M (21A1) Continue up the crack to the slab above and move right and up a steep little buttress to gain the belay.
- 4: 40M (21A1) Step right and over the bulge to gain the big corner. Continue free climbing up to the 3 bolts which traverse right across a little orange face to the lip of the overhang. Now up the crack to the belay.
- 5: 30M (21) Up the orange rock to a bolt runner. Traverse left at the obvious line to gain a steep groove and bulge which lead to a belay ledge.
- 6: 40M (22) This pitch is on beautiful grey slabby rock. Start in the corner and take an obvious leftwards sloping crack to gain the vertical groove which leads to easier ground and trees.

John Fantini

Keith Bell 1991

Rolando Archer (Italy) first free ascent—Pitch 1

8. CRAB NEBULA 220M 19, 20, 17, 16, 21, 21

Almost a girdle. Pitch 1 not the best but the remainder are well worth while if one likes girdles.

- 1: 50M (19) Start at the very right hand end of the roofs on the North Wall. Up some choss to a tree at 50M.

- 2: 35M (20) Follow the scoops, cracks and ledges L to another tree belay.

- 3: 30M (17) Continue leftwards past a tree to a good stance.

- 4: 30M (16) More traversing leftwards to the 2nd belay on "Jewel Box".

- 5: 40M (21) Up "Jewel Box" for about 5M then diagonally leftwards to the 4th belay on "Coal Sack".

- 6: 35M (21) As for the 5th pitch of "Coal Sack". Continue up a groove/flake system then almost horizontally right to a small sapling. Follow the weakness upwards until forced to move left around an awkward groove to the hanging stance on the left with a bolt rappel anchor.

John Fantini

Dave McGregor 1985

CLIMBS—SOUTH WALL

1. Slope'n Soap'n 24, 21
2. Pulsar ** 18
3. Stardust 20
4. Startrek 18
5. Antique 20
6. In the Lap of the Mountain Gods * 21,17
7. Red Supergiant ** 20, 20, 16, 12, 13, 18, 20, 17A1
8. Strider 16
9. Nitro Express ** 19, 22, 23, 23
10. Arachnophobia * 19
11. Iron Curtain ** 21, 22, 22, 18
12. BobYabbie* 22
13. Screaming Tribesmen 22, 21, 20, 12, 19, 22, 22A1,16,12
14. Red Heat ** 20, 21, 20, 20, 12, 21, 22A1
15. Old and Grey 18A1
16. Scorpion 22, 19, 14, 21, 21, 19, 10
17. Reason for Man ** 22, 19, 17, 17, 20, 14, 22

3. STARDUST 50M 20

Thin, slippery and totally worthless as the bolts only lead to two thirds height.

1: 50M (20) Up the slab with 4 bolts a few metres right of "Pulsar".

Scott Camps 1985

4. STARTREK 50M 18

Not worth it.

1: 50M (18) Up the grotty slab further right of "Stardust".

5. ANTIQUE 50M 20

Nothing special.

1: 50M (20) Up the slab past 3 bolts to a ledge and tree belay.

First ascensionist unknown.

6. IN THE LAP OF THE MOUNTAIN GODS * 65M 21, 17

Can be used as a variant start to "Red Supergiant".

1: 40M (21) Up the thin crack and wall to an overlap. Follow the line leftwards and up past a fixed peg to a ledge and tree. Now either take the crack above all the way or merge into the left crack (best option). Finish easily up the arete to a good stance with bolts.

2: 25M (17) Move up the right side of the arete above and continue trending right to gain the 2nd belay on "Red Supergiant".

Will Moon

Bruce Cameron 1985

7. RED SUPERGIANT ** 365M 20, 20, 16, 12, 13, 18, 20, 17A1

A good alpine adventure despite the fact that the rock quality rates fair at its best. The only route that finishes at the old "Cooee Point" lookout.

1: 45M (20) A chipped square marks the start. Delicate moves up the slab lead to a series of ledges. Move leftwards into the corner and up it. A steep pull onto the ledge leads to anchors.

2: 45M (20) Up 2 metres from the belay to a series of holds leading right. Continue right to a short corner in the overlap (#3-#5 Rocks). Some balancey moves over this to easier ground (crux) and tree. Continue upwards trending leftwards, at 6M surmount another small overlap, then on up to the belay 8M above.

3: 50M (16) Move left from the stance to a corner, up this and through the overlap (good pro). Straight up to a tree belay at 50M out to the left and along the ramp.

4: 50M (12) Easy bush-bashing up the ramp to a tree belay at 50M.

5: 45M (13) Up the ramp for 10M. Move right at the tree and ledge, continue to do so by making a rightwards traverse to gain the top of a block at the foot of the orange rock.

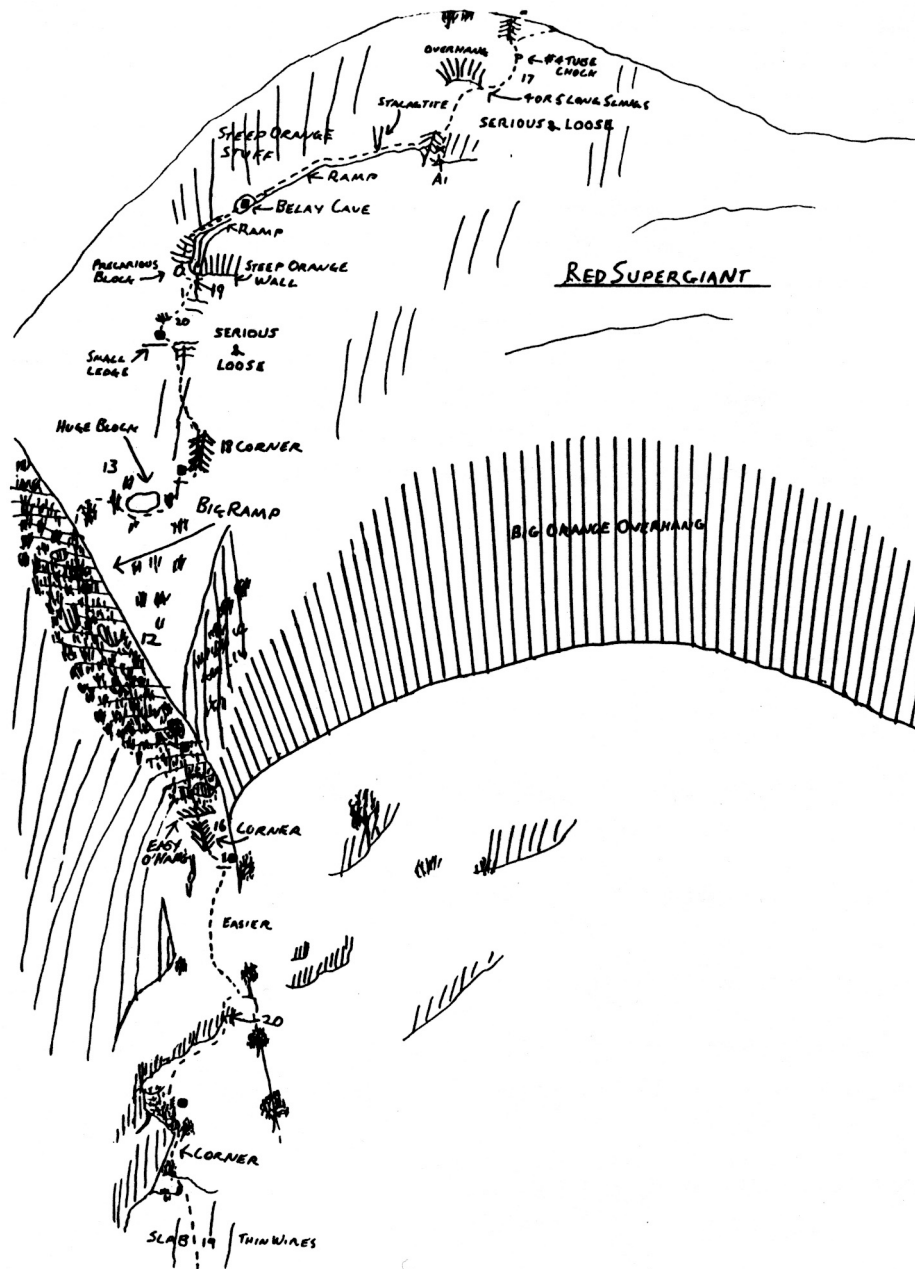
6: 30M (18) Things steepen a bit now. Step right from the ledge into a corner and up it. When the corner finishes, step left into another line and follow it to a good belay ledge. This is a good spot to eat lunch whilst contemplating the steep orange wall above.

7: 50M (20) Make some committing moves up the orange groove (#3/4 Friend). Continue up an orange niche and make some difficult moves to gain the easier rock above. Up to the small stance under the steepening orange wall (large size Friends in pockets). More difficult moves lead onto the precarious block over to the left (crux). Get some good small sized Friends in the corner and follow it. From the corner step right onto the buttress and follow a large ramp to a neat little cave beneath an overhang.

8: 50M (17A1) Scramble rightwards past a large stalactite (slings) until the ramp finishes. Drop down and right to a ledge at the base of an orange corner with a bolt in it. Stand on the bolt and reach very high for a #4 Friend (AI). Pull onto easy ground and up this to a big overhang with large pockets in it (Friends with 4 or 5 slings attached so as to avoid rope drag). Move delicately rightwards onto the wall above. Go up and over right to a good #4 tube chock in a neat little pocket. Now up the corner to the old "Cooec Point Lookout".

John Fantini

Dave McGregor 1985



8. STRIDER 35M 16

Needs cleaning.

1: 35M (16) Start from a grassy ledge almost directly opposite the campsite. Go through the roof (crux) and up the easy wall above.

Steve Schnell 1989

9. NITRO EXPRESS ** 115M 19, 22, 23, 23

Excellent climbing although a bit run out in places.

Bolts where you want them and natural pro in between. Start 5M left of "Arachnophobia".

1: 25M (19) Up through the steep overlap past 2 bolts to the tree and belay.

2: 30M (22) Up through the overhang with bolts and then the wall with a mixture of natural protection and bolts. A bit run out in places.

3: 15M (23) Straight up the corner from the belay and move left to the tree belay.

4: 45M (23) Some desperate moves through the bulge (bolt) lead to a run out slab with bolts to the chain belay left of the big cave in the big orange overhanging wall. One can also deviate from the line to the 3rd belay on "Iron Curtain".

John Fantini

Keith Bell (alt leads) 1991

10. ARACHNOPHOBIA * 35M 20

As slippery as a butcher's dick.

1: 35M (20) Up the technical wall past 3 bolts to a good #2 Friend. Step left and pad your way left into the crack. Climb the crack and finish up past several more bolts. Good belay ledge off to the left.

Mike Law-Smith
Catherine Eadie
Glenn Robbins 1989

11. IRON CURTAIN ** 125M 21, 22, 22, 18

A well protected, thoroughly enjoyable multi-pitch dimb starting between "Arachnophobia" and "Bob Yabbie".

- 1: 35M 21 An excellent pitch in its own right. Take a full rack of quickdraws and a selection of Friends, and clip on up to a bolt belay behind a small tree.
- 2: 30M 22 Move left for about 5 metres until you reach some bolts leading through an overlap. Straight up past the abseil chain and through another overlap to a corner which has some difficult moves to exit left. 2 bolts with shackles, threads and Friends for the belay.
- 3: 30M 22 Move left from the belay, slot in a wire and then power on up the bulging wall and slab above. At about 25 metres, clip a directional bolt and move right to a comfortable ledge with 3 bolts to belay.
- 4: 30M 18 A novel pitch. From the comfort of the belay move back out left to the directional bolt and then up the slab to a large stalactite with a couple of threads. Continue up through a plague of bolts and some chossy stuff to yet another bolt belay below the imposing red wall.

Craig Kentwell
Andrew Bull
Brogan Bunt Pitch 1 1990
Andrew Bull
Craig Kentwell (var) Pitches 2-4 1990

12. BOB YABBIE * 40M 22

Good mixed climbing with a solid move through the bulge.

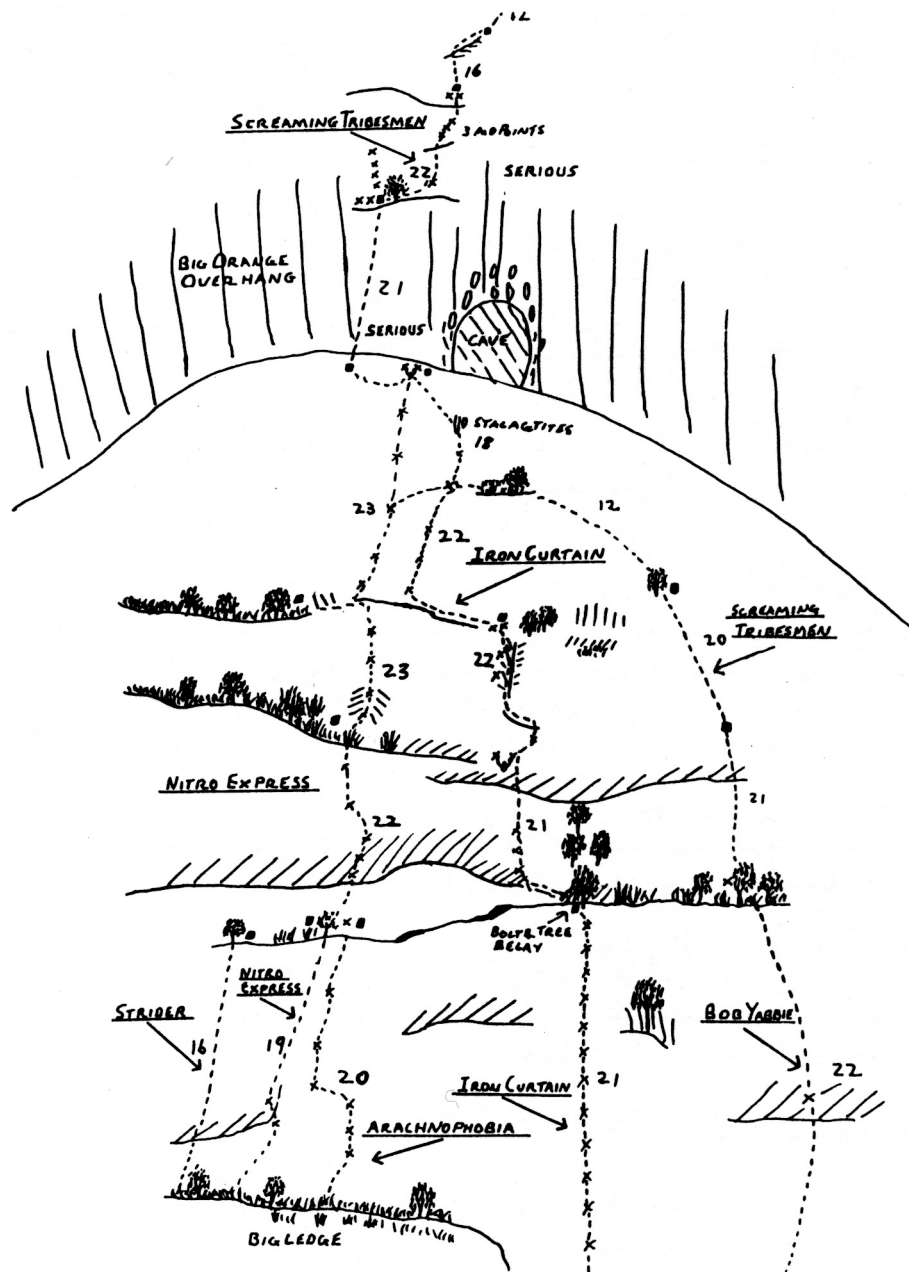
- 1: 40M (22) Up the slab to a bulge with a bolt. Through this with difficulty and onto the easier slab above to finish on a ledge with a bolt belay.

David (Bobby) Gilbert
Greg Cotterill 1988

13. SCREAMING TRIBESMEN 280M 22, 21, 20, 12, 19, 22, 22A1, 16, 12

"Bob Yabbie" to the top. It had to be completed by others as the Poms ran out of time to finish this fine project. An excellent climb up through the spectacular orange headwall.

- 1: 35M (22) As for "Bob Yabbie". Up the slab to a bulge with a bolt. Through this with difficulty and onto the easier slab above to finish on a ledge with a bolt belay.
- 2: 25M (21) Directly up past the overlap to a good double Friend belay at 25M.
- 3: 20M (20) Short interesting pitch weaving up to a tree.
- 4: 10M (12) An easy 10M pitch leads directly above to a ledge and 2 fixed pins.
- 5: 40M (18) An interesting and varied pitch. Climb directly up and leftwards to a hole above. Sink in the worlds best #3½ Friend and continue up leftwards past chicken heads to belay at a fixed sling at the base of the orange headwall.
- 6: 8M Abseil down and leftwards to gain the obvious belay chain.
- 7: 22M (22) This pitch is what you do the climb for. Leave the belay trending right and up the orange headwall on great jugs and jambs. Follow the obvious weakness to gain the "thank god" ledge and double bolt belay above.
- 8: 35M (22A1) Don't go up the bolts leading off the belay, instead, move horizontally right along the ledge to gain a bolt runner on top of the pedestal. Blast up with strenuous and gymnastic moves leading to three aid bolts. Up the corner to finish out leftwards with difficulty at a good ledge and double bolt belay.
- 9: 40M (16) Move easily left for 5 metres and surmount the short headwall to gain easy



pastures above. Continue up the rightwards sloping ramp to belay on top of the pedestal at the thread.

10: 45M (12) Continue to the top with care.

Completed over three days by John Fantini, Phil Georgeff and Dave McGregor. Final complete ascent by John Fantini and Ed Garnett.

14. RED HEAT ** 242M 20, 21, 20, 20, 12, 21, 22A1

1: 45M (20) Start up an obvious weakness via a rising rightwards sloping break. After 3 metres, traverse leftwards and up to a horizontal weakness to its left end. Continue up on small

face holds past a bolt to a small niche and trend horizontally right for 4M and up to the obvious big tree.

2: 45M (21) Continue up the steep wall to the left of the tree on a series of interesting face moves for 10 metres to gain a ramp heading up to the right. Scramble up the ramp until you are directly below a big tree. Now climb the little wall to belay at the tree.

3: 25M (20) Traverse rightwards to the bottom of the corner/groove and follow the leftwards corner to a cave 25 metres above the belay.

4: 50M (20) Head out leftwards from the cave and up to a block with a bomb proof Stopper

placement. Trend rightwards and up diagonally past sinker Friend pockets to the big cave 50M above (bolt belay).

5: 12M (12) From the cave traverse out horizontally right and up to another small cave at the foot of the steep groove.

6: 25M (21) Up the steep overhanging groove on fantastic holds to the chimney. Continue up on "thank god" holds to a small ledge on the left side. Move left 2 metres and up to the hanging belay on cliff tower nuts (Hexcentrics—sizes 6, 7, 8 & 9 are useful).

7: 40M (22A1) The "Master Blaster" pitch. Requires 8 long slings to minimise rope drag on the upper headwall. Up the steep groove on unique holds to its end (2 aid points used). Cut loose from the top of the fixed aid stopper and step left with an adrenalin pumped brain to gain a small niche and sinker protection. Continue straight up and then diagonally right past a #4 Friend pocket and a big thread using many interesting moves to gain the horizontal.

John Fantini

Keith Bell 1990

Note: This climb has a direct finish, see "Jump Master".

15. OLD AND GREY about 300M 18A1

A meandering route which was pioneered in the mid 1970s.

Follow up a series of ledges, as for "Reason for Man". Up the 3rd and 4th pitches of "Reason for Man". Go up pitch 5 for a little way then left for 8 metres until a small corner/niche is gained. Continue straight up a steep bulge past an old carrot bolt to arrive at a bush ledge. Traverse to the left hand end of the ledge and climb the last 40M to the top. Warning: the 2nd last pitch is quite serious.

Ian Brown

Don Fletcher 1977

16. SCORPION 305M 22, 19, 17, 21, 21, 19 10

Similar to "Reason for Man" except that it has more of a sting.

1: 50M (22) Climb the strenuous corner to the top of the spike past 3 bolts. There is a chain belay at the top of the spike.

2: 45M (19) You can get to this pitch more easily by using "Old and Grey". Pleasant climbing up the wall and slab above to a tree belay.

3: 30M (17) Easier slab climbing to the "Green Ledge" and tree belay.

4: 50M (21) Up easily for a few metres to connect into a weakness at the start of the orange rock. Follow a groove and a flake, which provides some interesting moments, to gain the obvious big block seen from the bottom of the gorge.

5: 45M (21) From the block, head right for 3 metres and weave your way through the blankness. Put in some Friends and continue bravely on and upwards, trending left to the belay at a "thank god" break.

6: 45M (19) Move horizontally right to a nose and eventually get some runners when the difficulty eases. Continue upwards over a steep bulge past an old carrot bolt on good, clean, grey rock to finish at a welcome sit down belay.

7: 40M (10) An easy scramble to the top.

John Fantini

Dave Sargent 1985

17. REASON FOR MAN ** 295M 22, 19, 17, 17, 20, 14, 22

Similar to "Red Supergiant" but harder.

1: 50M (22) Climb the strenuous corner to the top of the spike past 3 bolts. There is a chain belay at the top of the spike.

2: 45M (19) You can get to this pitch more easily by using "Old and Grey". Pleasant climbing up the wall and slab above to a tree belay.

3: 30M (17) Easier slab climbing to the "Green Ledge" and tree belay.

4: 30M (17) More pleasant steep climbing to the cave belay. Many parties retreat from here.

5: 45M (20) Move right from the cave to a bolt. Now more directly upwards to a ramp and some good stoppers. Continue upwards trending rightwards

up a groove on some mediocre rock to finish at a big ledge. Note: this is a serious pitch!

6: 45M (14) Step right from the ledge and move around right above the overhang to another big ledge at 45 metres (loose).

7: 50M (22) Walk right along the ramp to sling a stalactite before launching onto steep ground above. Up ribs and cracks to a hard crank at 35 metres (crux). More easily to the belay.

John Fantini

Tony Barten 1985

18. STORM FRONT 270M 20, 20, 20, 17, 20, 21

1: 45M (20) Up the flake, step left and up to the ledge, traverse 3 metres left, up, then right through the obvious arch on the right, now on to the belay.

2: 40M (20) Slightly left to a tree bowl and climb the steep wall at the rear. On past one of the twin trees to where the obvious crack splits (left is "Red Heat"). Up the right crack and over a block to belay on nuts.

3: 40M (20) Step off the belay and follow up the crack.

4: 40M (17) Up the easy crack above.

5: 35M (20) From the left side of the cave/ledge (pitch 6 of "Old and Grey"?)

6: 40M (21) From the right edge of the ledge, go straight up to a bolt and nuts, then up and right (crux) to a tree belay.

7: 30M (10) Continue easily to the top.

Richard Watts

Mark Wilson

19. JUMP MASTER 50M 23, 22A1

This climb takes the steep orange wall to the left of "Siblings of the Sun". It starts from the biggest cave at the base of the wall and carries on to the top via another smaller cave directly above. A terrifying abseil leads to the cave. Once there, allow a suitable amount of time to calm down.

1: 20M (23) Up the right wall of the cave past two bolts to a niche and traverse left up through a gap to finish on a good bolt belay.

2: 30M (22A1) Follow the water line up through the steep orange rock above to a niche. Use a point of aid to surmount the obstacle to gain the steep grey rock above. One further aid move on smooth grey rock to achieve easier rock to the top.

20. SIBLINGS OF THE SUN * 235M 22, 21, 23, 22, 21, 24, 26, 18**

A multi pitch, multi star classic which blasts straight up the South Wall. 30 man days in the making with multi bolt chain belays on every pitch. 54 protection bolts and 1 peg, a minimum of loose rock and a maximum of climbing pleasure. Start at the big corner to the left of the huge overhangs on the South Wall.

1: 35M (22) Climb the strenuous corner to the top of the spike past 3 bolts. There is a chain belay at the top of the spike.

2: 40M (21) Up past 6 bolts then right past four more to belay chains.

3: 45M (23) A hard start then follow the 12 bolts to the "Green Ledge". A #4 Friend and wires are handy.

4: 30M (22) From the right hand end of the "Green Ledge", move right and up to a semi hanging belay left of the orange cave. 10 bolts and a #3 Friend.

5: 30M (21) Right into the cave (#3 Friend and #2 TCU). Up and out to the right. Trend left past 5 bolts and a fixed peg. A #4 Friend at the bottom of the red band then up to the "Red Ledge".

6: 30M (24) Left to a bolt then up the red wall past lots of natural pro and four more bolts to the "Red Pillar", very pumpy.

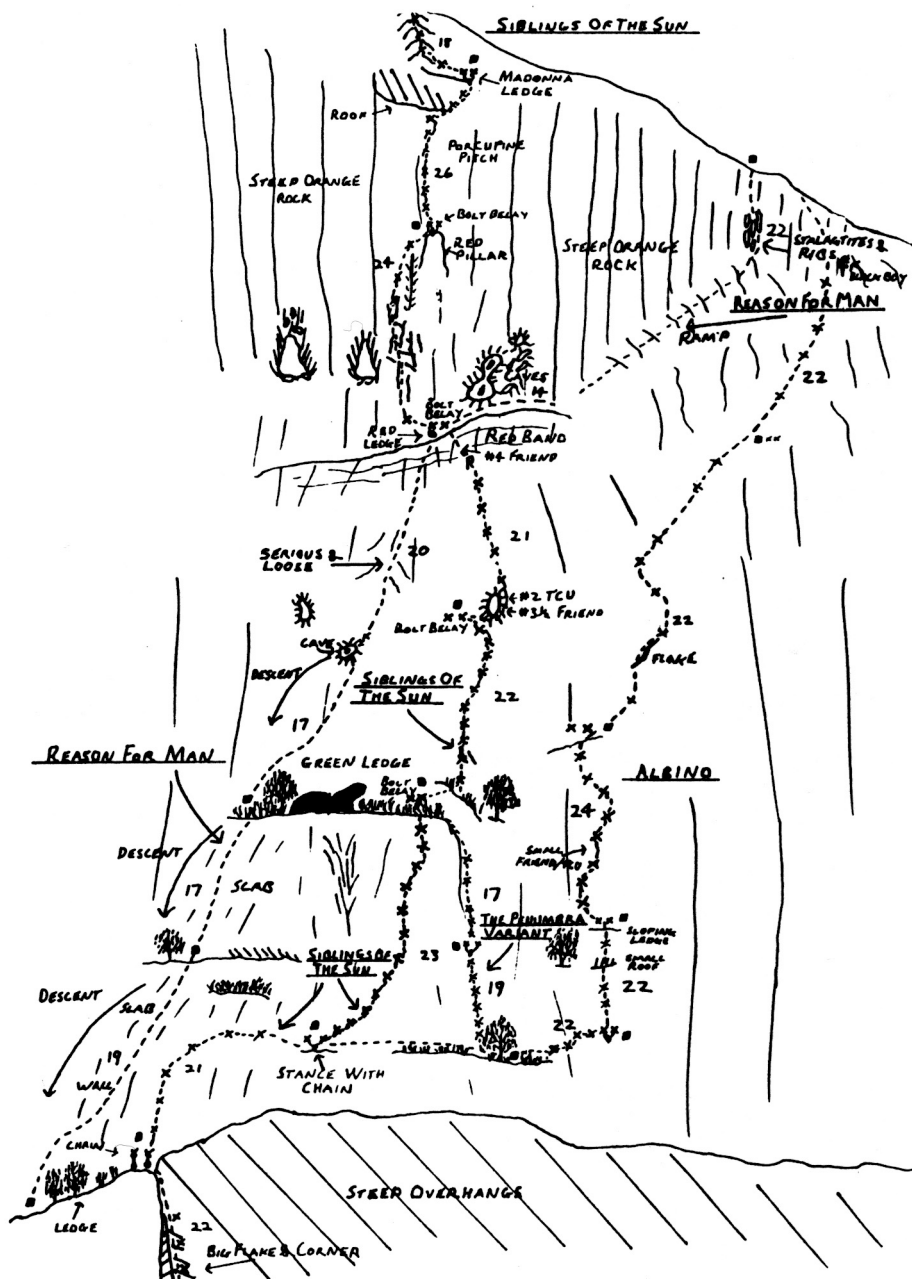
7: 10M (26) "The Porcupine Pitch". Up the steep wall and over the roof using a multitude of chipped holds and bolts to the "Madonna Ledge".

8: 15M (18) Very situational! Follow the ramp leading up left past a bolt and then up the wall past four more and a giant thread to gain the top of the gorge. The bolt belay is slightly back from the edge.

Tony Barten

Andrew Bull

Craig Kentwell Var Sept 1989



21. THE PENUMBRA VARIANT ** 35M 19,17

Was going to be part of "Siblings Of the Sun" until a better alternative was found. To start scramble right 20M along a vegetated ledge from the start of pitch 3 of "Siblings of the Sun". Belay off the last tree.

- 1: 15M (19) Delightful wall climbing and jug hauling past 6 bolts to a chain belay
- 2: 20M (17) Up the corner past 5 bolts and some wires to the "Green Ledge".

Craig Kentwell
 Andrew Bull (Alt)
 Tony Barten Sept 1989

22. ALBINO * 240M 22, 21, 22, 22, 24, 22, 22**

A real stonker which also finishes at the top of the gorge. Was supposed to be grade 18 but things sometimes look easier than they actually are! Good clean well protected climbing with chain belays at the end of each pitch.

- 1: 35M (22) As per "Siblings of the Sun".
- 2: 40M (21) As per "Siblings of the Sun". Then scramble right for 20M along the obvious ledge.
- 3: 30M (22) Starts at the same point as "The Penumbra Variant". A long traverse right along the lip of the roof to a hanging belay on chains. A considerable number of bolts augment the natural protection.

- 4: 20M (22) Left and up from the chains through a small roof to a sloping ledge and belay.
- 5: 30M (24) Delicate and sustained moves. 8 bolts with a small Friend/TCU between the 3rd and 4th bolts.
- 6: 50M (22) A rope stretcher up some superb rock. Take all the quickdraws you can find, some wires and friends. Up the wall behind the belay then along the flake. Up a corner trending left and up through a small roof, then right to a comfortable belay ledge. Be careful with the flake.
- 7: 25M (22) Up the orange wall then turn left at the blackboy and scramble up to the final chains and a well earned rest.

Andrew Bull

Craig Kentwell Sept 1990–June 1991

23. SOLAR FLARE 150M 22, 15, 21, 18**

Abseil down "Tony's Rap Line" to a comfortable cave recess at the end of the 3rd long rappel. Start at 2 bolts located near a tree with a red sling attached. The rappel line splits on the 2nd drop. Trend right to gain the 4th anchor. Don't follow the bolts over to the left as this is another rap line.

- 1: 45M (22) Start in the comfortable cave recess at the end of the 3rd long rappel. Leave the luxury of the cave recess and head up the little weaknesses that continually appear (sustained). You should arrive at the 3rd rap anchor at about 45 metres (a fine pitch).
- 2: 10M (15) A short pitch on some mediocre rock to gain the good stuff above.
- 3: 50M (21) Head up through some good steep rock above, connecting all the weaknesses together. Belay at the 2nd rap anchor.
- 4: 45M (18) A fine and enjoyable pitch. Move diagonally right to gain a scoop that heads to the top on fine grey rock.

John Fantini

Richard Watts

Keith Bell 1987

24. CELESTIAL MECHANICS 65M 21, 24A1, 23A1

An incomplete route with good climbing up the obvious corner and arete about 80 metres left

of "Polenta Pumper". No first pitch yet but it is possible to traverse across to the 3rd pitch from the first pitch of "Planet Earth".

- 1: 20M (21) From a stance on a slab, cruise up the ramp to a bolt. Some slippery moves past this (crux) then up to another bolt. Up to the block and ledge with chains at the base of a corner.
- 2: 20M (24A1) Up the corner past a couple of bolts to some thin bridging (crux) and wires. Continue up the steepening corner past bolts to an overhang. Pull around this on finger pockets to a double bolt belay.
- 3: 25M (23A1) Up the sharp arete past bolts to a rest. Clip a bolt and then move up (crux) and right to easier climbing. Double bolt/chain belay. Rap down.

Mike Peck

Pete Mills

John Stone (var) 1990

25. POLENTA PUMPER 25M 25

Pumpy, what else?

- 1: 25M (25) Starts out of the sandy river bed situated at the very right hand end of the South Wall. Up the overhanging wall past a bunch of bolts to a roof with two fixed slings.

Mike Peck 1987

Mike Law-Smith first free ascent 1988

26. PLANET EARTH 65M 25, 19, 18/22

Fearsome and primordial! Starts about 100 metres down stream from the "Efflux Track", where the gorge closes in, there are two fixed red threads hanging out of the roof of the massive orange cave high on the right wall. Start below the roof, at the overhanging corner about 10 metres right of "Polenta Pumper".

- 1: 20M (25) Up the corner past 3 bolts then hard moves left and up onto the slab. More slopes past another bolt lead into a groove (Friends and wires) then up onto a sloping ledge. A ridiculous move out left past the final bolt, then up to a chain belay.
- 2: 35M (19) A great pitch up fabulous orange rock with heaps of threads. Up to a bolt on the

slab above, then up and left to the base of the orange corner. Up this past 2 bolts near the top of the "Bone Cave". Belay on threads among the carcasses!

- 3: 10M (18/22) Straight forward but steep! Climb onto the right wall of the cave and up the bulges above, bomb proof threads all the way, the last couple are fixed. A cave, complete with a no hands rest offers sanctuary right at the lip. From here, step out right and up to a double bolt belay and chain. Two raps to the ground.

George Feig

Mike Peck (var)

John Stone 1991

27. AUTO ARREST 30M 20

Very, very well protected. This route is useful as an access pitch to "Big Greenie" (the ledge systems that extends for about 150 metres along the South Wall). Start about 20 metres right of "Polenta Pumper".

- 1: 30M (20) Fight your way up past some bushes then up a corner system to the right hand end of the ledge.

Tony Barten

Mike Peck 1986

COOEE POINT

There are several routes on the wall above and to the left of the old "Cooee Point" lookout. Most routes have ring bolts and double bolt belays, top and bottom.

IN THE REALM OF THE SENSES 25M 22

- 1: 25M (22) Excellent face climbing in a very exposed position. Look for the double ring bolt belay down from a dead tree about 50 metres right of the old "Cooee Point" lookout. Rap down to a ledge and another double ring bolt belay. Up following the bolts.

Brogan Bunt

Tony Barten

THE FAT CONTROLLER 25M 20

- 1: 25M (20) Rap in from a double ring bolt belay about 20 metres right of "In the Realm of the

Senses". Up a crack and then a face (ring bolts). Double ring bolt belay at the base.

Mike Peck

SIREN 15M 23

- 1: 15M (23) Starts from the gully behind and up from the top of the above two climbs. Double ring bolt belay at the base. Up the face then trend right to the base of the arete. Up the arete to yet more double rings.

CREOLE CRUISER 18M 22

- 1: 18M (22) Rap down to the double bolt belay. Up and left past two bolts to a cave and mega thread runner (double sling runner required). Up to a no hands rest in the next cave then up past two more bolts (crux) to a double bolt belay.

Mike Peck

Laura from MD's

THIS IS HIP 15M 22

- 1: 15M (22) Good steep climbing on good pockets and jugs. Up right of "Creole Cruiser" (using the same belay) past four bolts to the top.

Mike Peck

Wendy Stevenson

Phil Dunne

ADAMS LOOKOUT

There is a small Sydney Rockclimbing Club cliff about 300 metres down from "Adams Lookout". All the climbs here are easy except for one grade 17 and a 22 with one bolt. The rock is solid and is a great beginners area.

About halfway back along the "Green Track" and 100 metres down the hill is a great little wall route.

FEEL THE GROOVE * 15M 23

- 1: 15M (23) An excellent little wall climb. Step off the flake/ledge into a diagonal line leading to the left (nuts and wires). At the top of this move up through the steeper stuff past a bolt and on to the top.

Dave Sargent

John Smart 1985