



BRONX CIRCUIT GUIDE

LAT 41 LONG 174
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INTRODUCTION

The Bronx area at Turakirae Head is well known for its impressive cave - cleverly named the Bronx Cave - and for its radically overhanging test pieces. However, it is also home to a wide variety of easy and moderate problems, some of which rank along side the very best problems in the region.

The compact nature of the Bronx area naturally lends itself to Fontainebleau-style circuits, sequences of similarly graded problems designed to test a climber's ability and endurance. And to encourage more people to get out and enjoy the great problems on offer, we've created three such circuits: Blue (VM-V3), Red (V3-V6) and Black (V6-V8).

Each circuit starts in or around the Bronx Cave and flows in a clock-wise direction around the Bronx area. We've tried to include a variety of styles in each circuit: slabs, power problems, sit starts and highballs. We've also tried to vary the intensity, with 'crux' and 'rest' problems along the way.

The ultimate goal is to complete each climb on a circuit in a single session. But for many, just ticking each climb will be more than enough!

All of the usual caveats apply: take a pad and a spotter, beware of loose rock and if you're not up for a particular problem, then don't do it! Last but not least, ENJOY!

BLUE CIRCUIT (VM - V3)

PROBLEMS

1. Clark Slab (Centre) VM

Easy slab on good holds.

2. Warm Up Slab V0

More of a wall than slab. Stay just left of the arete.

3. Toast Slab V1

A cranky wall with some sweet slopers.

4. Rock On V2

Sit start in the hole, pull up to the rail then rock right onto the slab.
FA John Palmer 2006

5. Lippy V1

Traverse right along the lip & mantle.
FA John Palmer 2005

6. The Hueco Problem V3

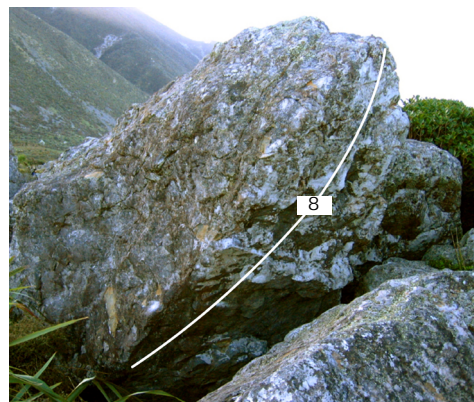
Start in the huge hueco, then climb directly up on edges.
FA John Palmer 2005

7. Sweet Thing V0

Climb the blunt arete.
FA Sharik Walker 2005

8. Hot With Fleas V3

Sit start, climb the left arete, swing across to the right arete & pull up onto fin.
FA John Palmer 2005



9. Lady Boys V2

Sit start on the boss, exit direct.

10. Lazy Boys VM

Climb the centre of the slab on good holds.

11. Palmer's Garden World V3

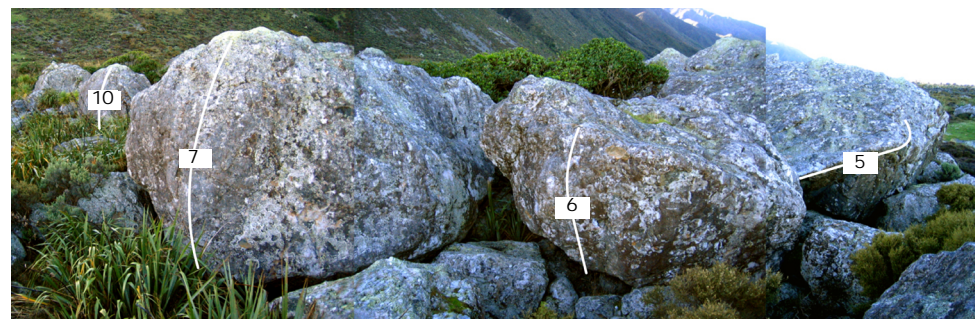
Sit start. Traverse right & exit up crack.
FA John Palmer 2006

12. PGW Direct V2

Start as for Palmer's Garden World, but climb directly up/over the bulge.
FA Peter Allison 2006

13. White Slab VM

Climb the easy white slab.

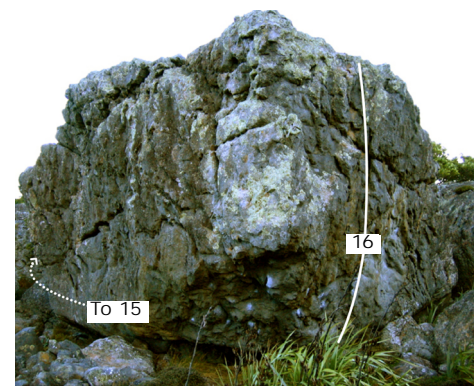


14. The Nose V2

Sit start. Climb up & around prow then traverse left along lip. Exit on the apex.
FA David Kopp 2006

15. Zigzagged V1

Climb the obvious 'zig zag' feature.
FA Kristen Foley 2005



16. Rollerskate Disco V0

Start on the large flake, layback this then climb the high juggy wall above.
FA Jono Clarke 2005

17. Old Rockovers Never Die V2

Sit start. Pull up & right to the arete. Rock up to the lip & finish straight up.
FA David Kopp 2006

18. Old Pushovers Never Try V3

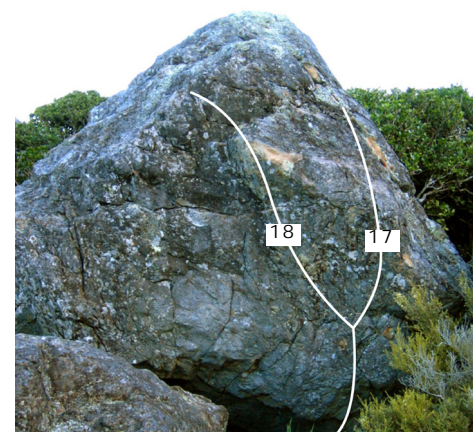
Start as for Old Rockovers. Pull up and make a big move left to a small edge. Exit left.
FA David Kopp 2006

19. The Ka-raka Slab V3

Start on some poor edges, gain the 'V' slot & exit direct (no jump starts!).
FA John Palmer 2006

20. Dough Bro V2

Sit start. Pull over bulge & rock onto slab.
FA John Palmer 2006



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