

THE BRONX

February 2012



THE BRONX

TURAKIRAE HEAD, WELLINGTON

NZTOPOR28712734

INTRODUCTION

The Bronx sector at Turakirae Head is well known (at least in local bouldering circles) for its impressive cave - the Bronx Cave - which has a number of radically overhanging test pieces. However, the area is also home to a wide variety of easy & moderate problems, some of which rank along side the very best problems in the region. All told, the Bronx is home to 160+ problems between VE and V11.

The compact nature of the Bronx area makes it a great place to climb, with problems of all styles and grades in close proximity. And while the rock quality varies from boulder to boulder, the better rock is some of the best around, offering amazing texture and variety for those who appreciate a quality hold when they hold one.

To assist with orientation, the boulder-by-boulder guide starts at the Bronx Cave & tracks (roughly) in a clockwise direction. You will notice that the numerical boulder references on the scale map on page 3 correspond to the problem numbering system, which is no coincidence. Hopefully this will make route-finding a breeze. If you're looking for a particular problem, there is a problem index at the rear of this guide (page 34).

Finally, a few tips to make your day at the Bronx an enjoyable one: take a pad and a spotter and beware of loose rock - it is a long crawl back to the car and mobile phone coverage is patchy at best. Watch where you tread, take your rubbish home with you & be sure to soak up rugged yet beautiful surroundings. That is, after all, largely the point!

HISTORY

Back in the early 1990s, Wellington climbing's favourite sons Roger & Richard Thomson "discovered" what is now known to climbers as the Bronx Cave - a huge natural bivouac which had been a favourite with pawa poachers for decades. Perhaps it was the absence of bouldering pads, or maybe it was the long walk in, but for whatever reason the Thomsons couldn't get anyone interested in developing the area. Not even themselves!

Enter (some years later) Australian strong man Sharik Walker. In early 2005, as part of a mad wave of problem prospecting at the 'Rak' started by John Palmer, Sharik rediscovered the Bronx Cave while out searching for "something steep". He didn't care whether anyone else was interested in climbing there - this is what he'd been looking for ever since arriving in the capital. Development in the Cave was fast and furious, with most problems established by Sharik & John Palmer in the early part of 2005. This included its hardest problem to date: Fatal Discharge V11.

As news spread (and Sharik fled), the local crew (including David Kopp, Kristen Foley, Chris Sanderson, Peter Allison and more latterly Ivan Vostinar) began exploring the many boulders surrounding the Cave. Since then, over 160 problems have been established, making it one of the premier bouldering areas in the North Island. For what that's worth!

ACCESS

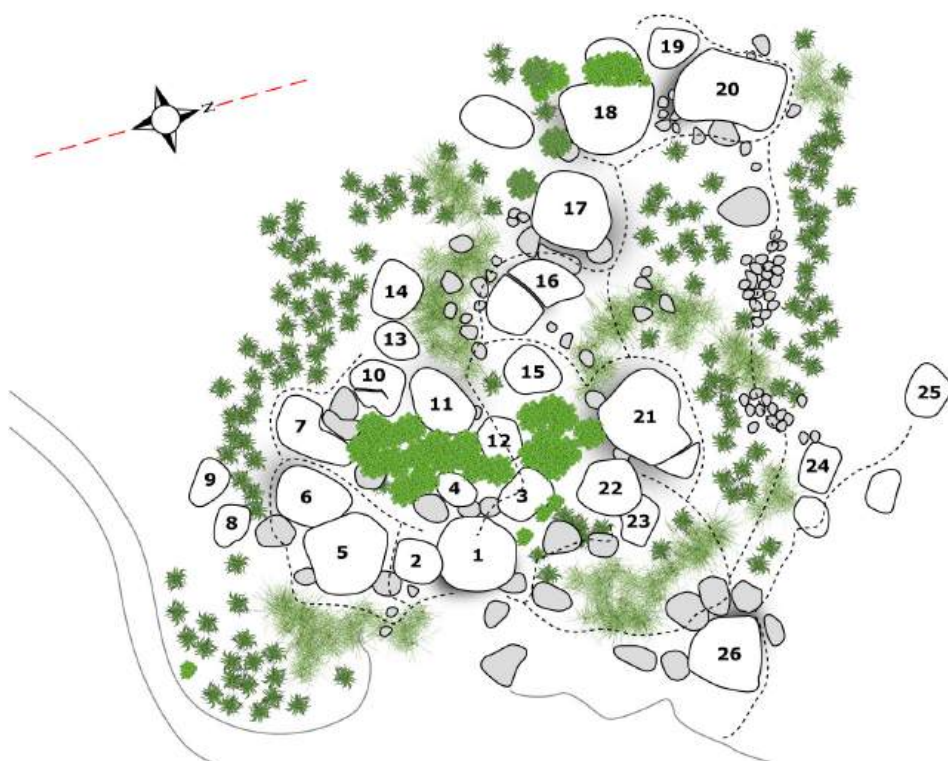
Access is from the Wainuiomata coast, south-east of Wellington city. Follow the coast road from Wainuiomata until you hit Cook Strait. Park by the 'private road' signs, and walk along the gravel road to the bridge. From the eastern side of the bridge, pass through the gate and follow the obvious DOC track to the Turakirae Scientific Reserve (about 30 mins).

From here, follow the rough road along through the boulders, until you reach the sign with 'corner creek' pointing left. Take this road (which leads up onto a plateau) and follow your nose around the base of the hill until you can see the Wairarapa (10 mins). At the fenced off area, turn right and follow the wide track seaward and then north towards a large cluster of boulders surrounded by Karaka trees.



The track takes you right to the Bronx Cave (10 mins). Please respect other users of the reserve & no bikes and no dogs!!

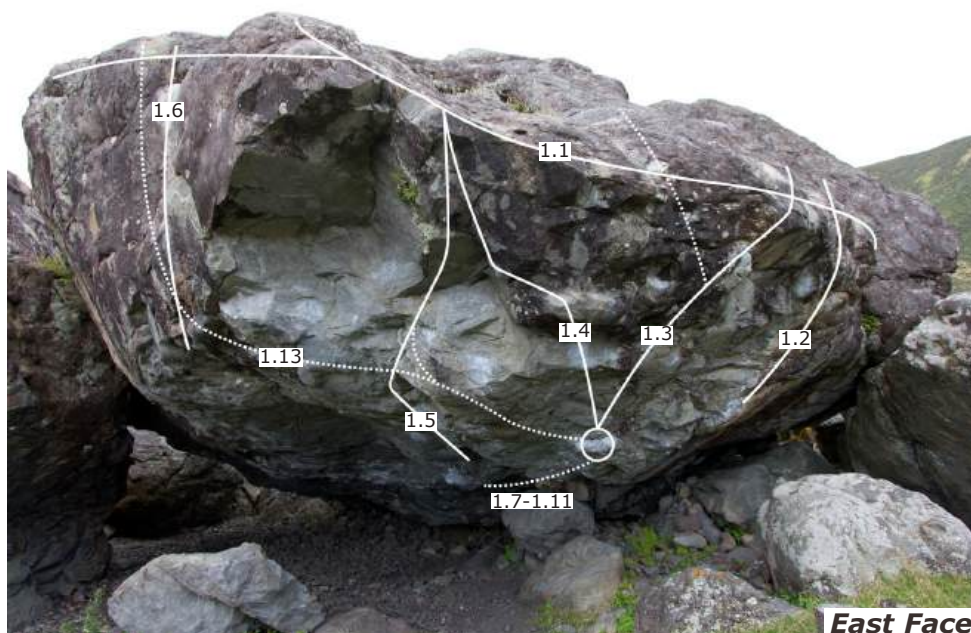
BRONX TOPOGRAPHY





Black Wall V5

BOULDER 1 - EAST FACE



East Face

BOULDER 1

Bronx Cave

The Bronx Cave has the highest concentration of hard problems in Wellington. Here are the primary lines on the east face from right to left...

1.1 Sideways V5

Start on the large hueco. Traverse leftwards along the lip on slopers and edges. Exit above *Fatal Discharge* or, better still, carry on to the end for an extra point.
FA John Palmer 06/05

1.2 Musashi V10 *

Start sitting on the block, with hands matched on the rail. Pull up and snatch the broken pocket with the right hand. Take the big pinch, slap the lip & mantle.
FA Ivan Vostinar 04/06

1.3 Speed King V7 ***

Start on the glued flake. Make a long move with your left hand out to the wide pinch. Move right to a sidepull, then again

to the diagonal flatty. Exit straight up (easier) or as for *Sport of Kings*.
FA John Palmer 10/05

1.4 Speed Freak V7 ***

One of the great Cave problems! Start as for *Speed King*. From the wide pinch, gain a series of vertical slopers then bust left into the crack and exit tending left.
FA John Palmer 04/05

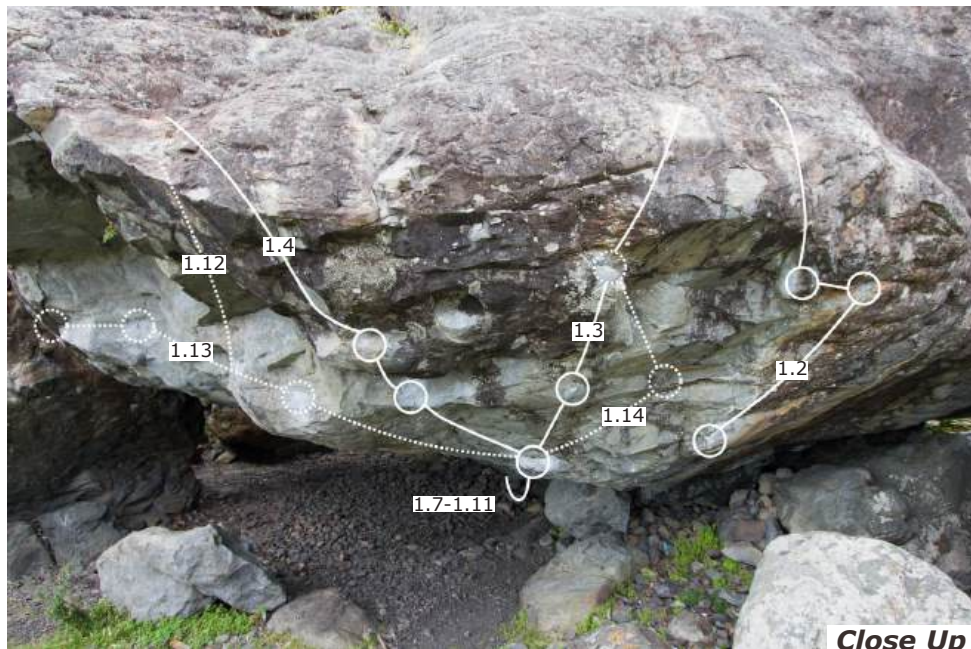
1.5 Fatal Discharge V11 **

Wellington's hardest problem, and still unrepeated! Start deep in the cave crossed up on a undercling (left hand) and shallow edge (right hand). Double take out to the glued keel. Match, then gain the diagonal rail without losing your feet. Exit up and left. Sit start is a project.
FA Sharik Walker 03/05

1.6 Calypso & the Barnacle V4

Interesting name. Jump to the razor flake (a pad stack will help), match and head upwards! Most people use the crack.
FA Ryan Heaseley 2005

BOULDER 1 - FREAK VARIANTS



It is possible to climb into Speed Freak and/or Speed King from deeper in the Cave...

1.7 Pro Series V8 ***

Start a body-length back from the glued flake on some obvious underclings (the right hand one is a jug). Make a long move overhead to the flake, match this and exit up *Speed King*.

FA David Kopp 11/05

1.8 Freak Show V8 ***

Start as for *Pro Series* but from the flake exit up *Speed Freak*.

FA John Palmer 11/05

Or you can go deeper still...

1.9 Allison Wonderland V11 **

Local lad hits the big time! A sit start (on a shallow undercling pocket and poor pinch) to *Freak Show*. One very hard move then steady as she goes. Easier if you stack pads under the starting holds.

FA Peter Allison 02/07

1.10 Through the Looking-Glass V11 **

JJG nails the Prolapse Project! As for *Allison Wonderland*, but finish up *Pro Series*. Long and draining.

FA Josiah Jacobsen-Grocott 10/11

1.11 The Code Of The Samurai V9/10 *

Links *Allison Wonderland* into *Freak Out*. Tomo says this 'V11 into V6' link is V9 or 10. He makes it look like V6. Either way, it doesn't add up.

FA Tomoya Kumagawa 11/11

Bored? Try linking Allison Wonderland into Agent Orange. Speaking of which...

BOULDER 1 - ELIMINATES & OBSCURITIES

There are some fun eliminates & whatnot in the Cave...

1.12 Freak Out V6

Another variant starting on the flake. Climb the first half of *Agent Orange* then finish up *Speed Freak*.

FA John Palmer 09/11

1.13 Agent Orange V10 **

Start on the *Speed Freak* flake. Staying below/left of the large crack line above the *Speed Freak* pinch at all times, head for the diagonal rail at the end of *Fatal Discharge*. From there, make a long move (via a sloping undercling intermediate) to a wide pinch. From a very bad right hand hold, slap for the razor flake on *Calypso*, match, hold the swing and exit up & left (no crack!).

FA John Palmer 09/11

1.14 Sport of Kings V8

The first problem establish on the front of the Cave, *Sport of Kings* turns out to be a gay eliminate &, as a result, is hardly ever climbed. Start with left hand on the glued flake, right hand on a pinch. Pull up, heel-hook the rail & make a long move up to the diagonal flatty. Snatch the wide pinch out left then head up over the bulge.

FA John Palmer 03/05

1.15 Control Freak V7/8

A fun eliminate on the front of the Cave. Start on the rail at the end of *Fatal Discharge*. Climb right into *Speed King*, using the sloping rails (but not the jug) on *Speed Freak* and a good (double) toe hook on the keel of *Fatal Discharge*. Good luck following that description!

FA Peter Allison 12/05

1.16 Hide The Sausage

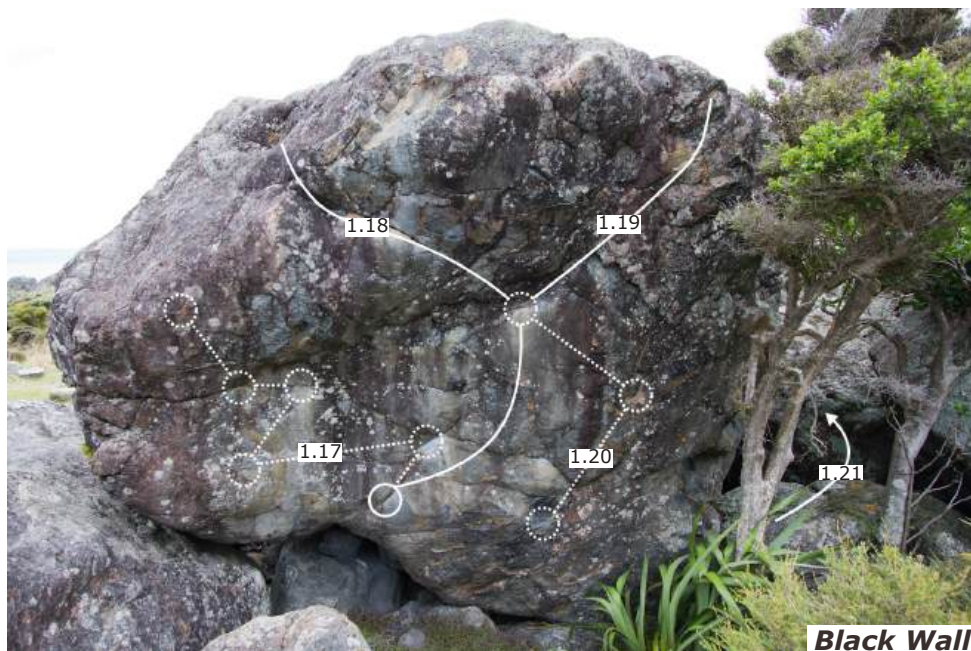
If climbing isn't your thing, you could try wedging yourself into the slot between the cave and the adjacent boulder (boulder 2). Now grovel. The name says it all really!

FA Peter Allison 2005



Control Freak

BOULDER 1 - BLACK WALL



Black Wall

Black Wall

The bulbous dark wall on the northern end of the boulder with a couple of fine problems...

1.17 Black Out V9 *

A worthy eliminate. Sit start with left hand in the diagonal crack. Pull up to the next diagonal crack then move along way left to a small gaston. Lock this, put your foot high & crank up to a small edge in the seam. From here follow a series of edges left and up to the lip.

FA Ivan Vostinar 05/06

If you use the easiest sequence of moves to climb diagonally through the lower left wall, it seems to be around V7/8.

1.18 Black Wall V5 **

Climb the centre of the wall to a good edge. Make a long move left and exit around the arete. A sit start (starting as for *Black Out*) seems to make it V6.

FA Sharik Walker 02/05

1.19 Kali V5

Start as for *Black Wall* but exit up and right (watch for loose holds). Again, the sit start goes at around V6.

FA Chris Sanderson 10/05

1.20 Noir Désir V9

Sit start right of *Black Wall*. Pull up to the right hand crescent-shaped gaston (which sadly has been enlarged by unnecessary 'cleaning'). Crank left to the good edge in the middle of the wall (crux), match and exit as for *Kali*.

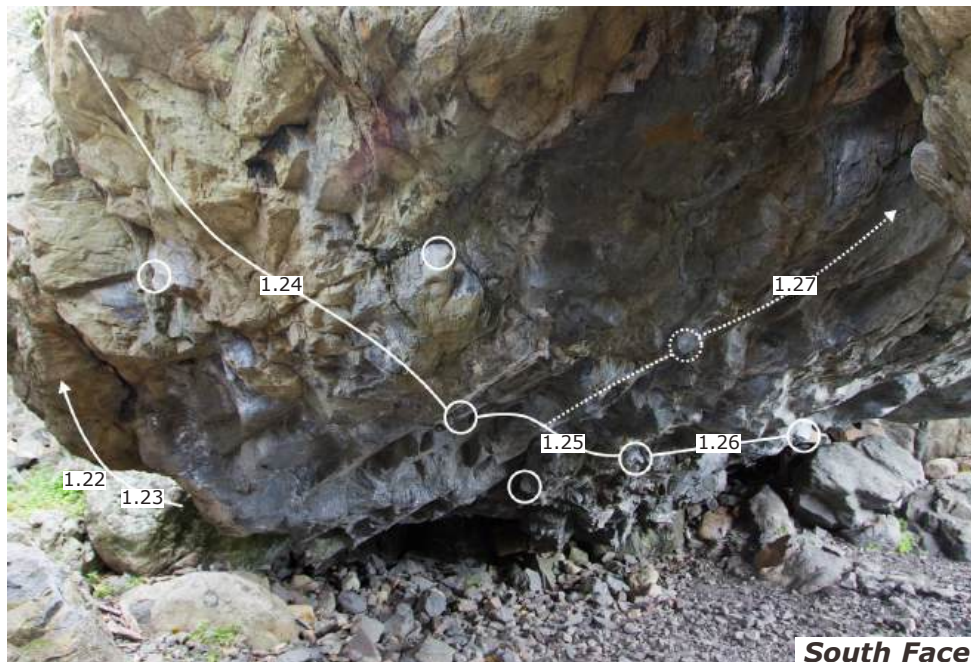
FA John Palmer 02/08

Around to the right, past the tree...

1.21 Backup V0

A poxy wall climb, starting in the hole.

BOULDER 1 - SOUTH FACE



Toast

The red roof offers some more monkey business...

1.22 Red Snapper Project

Climb the short west-facing wall from a sit start. Some power and a good wingspan should net you a shoddy V10 or 11.

1.23 Crumpet V8

Climb into the *Red Snapper* project from sitting to the right, using some friable holds.

FA Ivan Vostinar 12/10

1.24 Toast V7 **

Crouch start with hands in a generous undercut. Link some friendly pinches any which way to gain the lip. Exit direct. Soft for the grade but great fun all the same.

FA Sharik Walker 02/05

There are some variants to Toast (including Baguette V9 and Honza On Toast V8). Good luck figuring out where they go...

1.25 Pumping Iron V8 ***

Start sitting, hands on two opposing sidepulleys. Make a long move to a sloping pinch, swing feet around and then make a series of burly undercling moves to join the start of *Toast*. It might be V9 one day, if the holds keep falling off.

FA John Palmer 06/05

1.26 Mr Olympia Redux V10 **

The extension to *Pumping Iron*, onto its second incarnation. Sit start below *Allison Wonderland*, with an undercut and a pocketed sloper thing. Crank left to a small rail, match and truck left to join *Pumping Iron*. Soft but you'll still take the tick!

FA John Palmer 05/06

1.27 Raw Iron V8

Start as for *Pumping Iron*. From the double underclings, grab the large spike and make a long throw up for a good edge. Swing around (with some difficulty) and finish on the adjacent boulder.

FA John Palmer 02/12

***Kish Kash V3***


Clark Slab

BOULDER 2

Clark Boulder

A popular boulder covered in holds...

2.1 Clark Slab (Left) V2 **

An eliminate, but worth doing all the same. Climb the thin slab on small slopey edges. Anything big is out of bounds.

2.2 Clark Slab (Centre) VM

Climb the central slab on good holds.

2.3 Clark Arete (Left) V2

As for *Clark Arete*, but exit up left wall.

2.4 Clark Arete V3 *

Sit start. Climb the arête with 'Clark' painted on it, then swing right onto the hanging slab. Direct eliminate goes at V4.

2.5 Zac's Warm Up V2 *

Start on the arete, traverse left to a friendly jug then exit up.

2.6 Toast Slab V1

A cranky wall with some nice slopey holds.

2.7 Warm Up Slab VM

More of a wall than a slab. Stay left of the arête as long as you can.

2.8 The Vomitron V5

Start on the arete right of *Warm Up Slab*, traverse left into *Zac's Warm Up*.

FA Ivan Vostinar 08/06

If you continue *The Vomitron* left to *Clark Slab* you get *The Vominator V8ish*...

2.9 Corridor Slab VE

Step off the rock & pad up the easy slab.

2.10 Corridor Mantle V3

Sit start in the low corner, right of *Corridor Slab*. Slap up to the lip & mantle.

FA John Palmer 10/05


Warm Up Slab

BOULDER 3

3.1 Dough Bro V2

Sit start on the low bulge (which is just across from *Black Wall*). Pull up over the bulge & rock onto the slab.

3.2 Dab Bro V5

Climb the short wall 2 metres left of *Dough Bro*, starting wedged in the gap on a good undercut. Ridiculous.

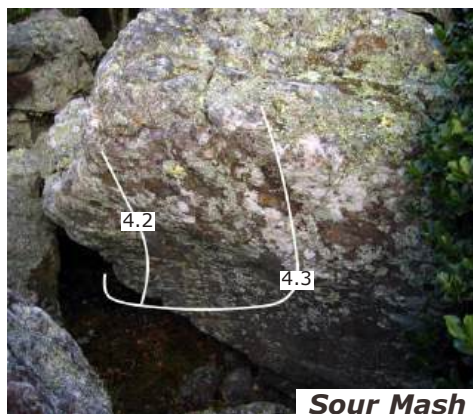
FA John Palmer 2011

BOULDER 4

Sour Mash Boulder

4.1 The Letterbox V2

Sit start on rail at the back of small grotto. Crank up to the large slot (which is more of a parcel slot than a letterbox these days) & exit direct.

**Sour Mash****4.2 Sour Mash (Left) V5**

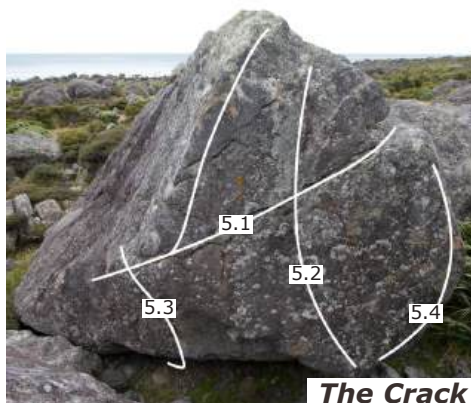
Sit start as for *The Letterbox*, but climb right out of the grotto to the obvious pocket. Exit straight up from here.

FA John Palmer 04/05

4.3 Sour Mash (Right) V6

As for *Sour Mash (Left)*, but get your left hand in the pocket, swing feet around & crank right to the crescent-shaped sidep-ull. Exit up the short wall.

FA John Palmer 04/05

**The Crack****5.4 Kompressor Arête V7**

Similar build quality to your average Mercedes! Sit start on the block and clamp your way to the top of the arête.

FA John Palmer 03/07

5.5 Pitbull Terrier V9 *

Sit start in the middle of the slightly overhanging wall. Head left then up on small edges, finishing with a long crank up the short hanging slab. Hard.

FA Ivan Vostinar 05/06

BOULDER 5**Warm Up Boulder**

A popular boulder with good climbing...

5.1 The Crack V2 **

Start on the left arête. Traverse right to gain the diagonal crack, then follow this to the top. Easy-ish, loose & scary but that's what dreams are made of!

5.2 Crack Variants V1/2

It is possible to climb a couple of variants on *The Crack* wall. The right side of the left arête makes a good outing. Or you can climb the middle of the wall by stepping off the block in the corridor.

5.3 Whip It Good V6 *

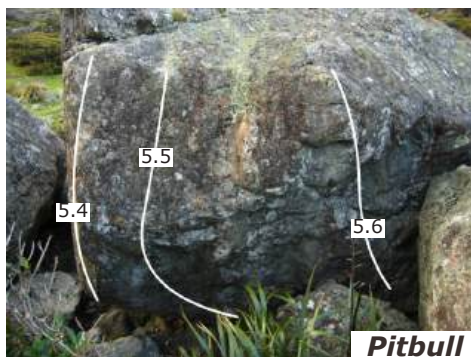
Sit start, with feet under the small roof. Make a couple of hard pulls up the short wall, then exit left onto the slab. An obscure lower start on underclings bumps the grade to V8. Chose life!

FA Ivan Vostinar 07/06

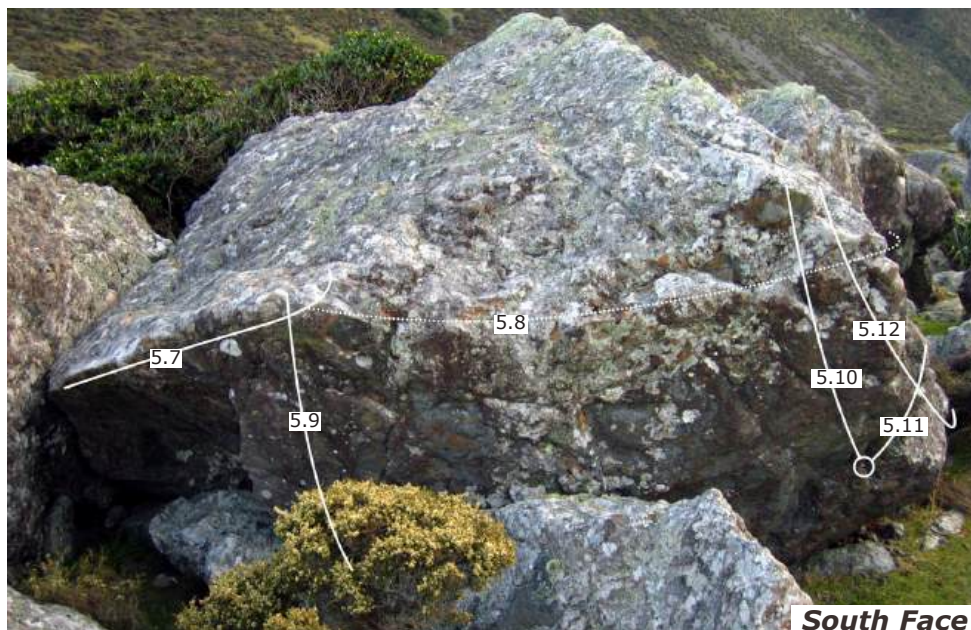
5.6 Jack Russell V2

Start down the hole at the right end of the wall. Crank up & left to a mantle of sorts.

FA David Kopp 03/07

**Pitbull**

BOULDER 5 - SOUTH FACE



South Face

5.7 Lippy V1 *

Start on some comfortable slopers at the left end of the overlap, traverse right across the lip & exit as for *Slaprobatics*.

FA John Palmer 02/05

5.8 Pumpy V2 *

Start as for *Lippy* but traverse right all the way to *Game On*. Finish by rocking right onto the slab. You can sit start in the corner, which bumps the grade to V3. Or you can 'campus' the thing at around V7.

FA John Palmer 02/05

The start of Lippy is also a mantle, if you're desperate & haven't had it in ages.

5.9 Slaprobatics V4 **

Sit start, with left hand on the blunt arête & right on an undercling. Pull up, slap left, right & then right again to gain the lip. Match then 'beach a whale', as they say. If you stack the pads or start with left hand too high, it lowers the grade.

FA John Palmer 02/05

5.10 Game On V5 *

A eliminate but a worthwhile outing. Start sitting, with hands in the large pocket. Take the gaston edge, then one of the edges on the wall just left of the arete. Now make a long move up to another gaston & exit direct.

FA John Palmer 02/05

5.11 Rock On V1

Start as for *Game On* but from the pocket roll up with your left hand to the sloping rail. Match then head up & right onto the slab.

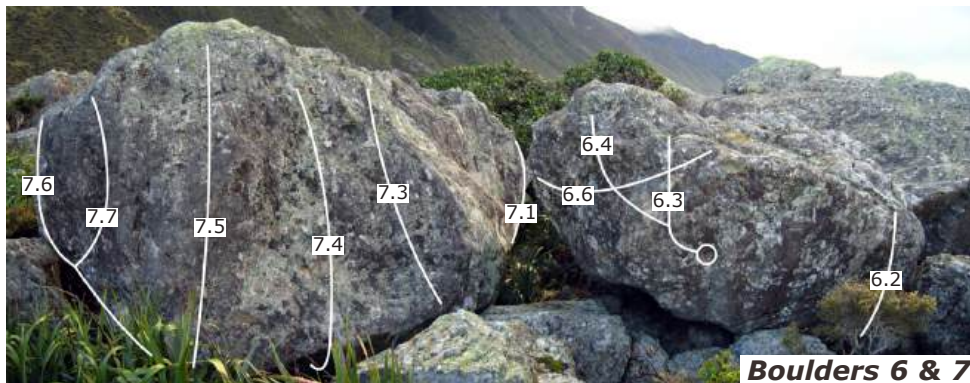
5.12 Roll On V2

Yet another variation. Sit start to the right of *Rock On*. Climb the arête on its left side all the way to the top. It is possible to start much further right but the climbing is not as good as it could be.

5.13 The Slab VE

Pick your line up the slab. Now try it with no hands, especially the far right side.

BOULDERS 6 & 7



Boulders 6 & 7

Hueco Boulder

Another low but popular boulder...

6.1 Lumpy VM

Two moves up the short lumpy slab left of the start of *Lippy*. Good for kids!

6.2 The Tooth V6 *

Sit start on the sloping crimp & sharp sidepull/undercling. Pull up & lunge for the lip. If you stack the pads, it lowers the grade.

FA John Palmer 06/05

6.3 The Hueco Problem V3 ***

Start on the huge hueco. Head straight up.

FA John Palmer 02/05

6.4 Hueco (Left) V4 *

Start as for *The Hueco Problem*, but roll up right hand to the lumpy edge. Crank left then up to the lip. Exit direct. A spotter is recommended.

FA Chris Sanderson 01/07

6.5 Cave Man V4

Start under the low roof on underclings, pull up into the snaking crack & exit slight right. Hard and below average.

FA Kristen Foley 02/05

6.6 Cayman V7

Start as for *Cave Man*, but from just below the lip of the boulder traverse right & exit up *The Hueco Problem*. Average to poor.

FA Ivan Vostinar 02/07

Shark Boulder

A great boulder with two Rak must-dos, & some other stuff to keep you interested...

7.1 Primogeniture V0 *

Climb the low left arête from sitting. An eliminate mantle onto the slab is V4ish.

FA Kristen Foley 02/05

7.2 Return of the Primogeniture V2

Basically the same problem as *Primogeniture* but with a longer name. Sit start on the right arete.

FA Kristen Foley 02/05

7.3 Unnamed VE

High easy slab.

7.4 Stink Thing V6

Sit start under the very low roof. Mantle the bulge & exit direct. A poor problem.

FA John Palmer 05/05

7.5 Sweet Thing V0 ***

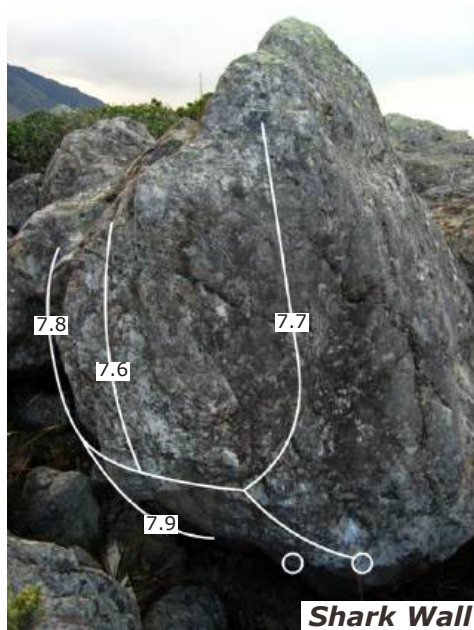
The fantastic blunt arête.

FA Sharik Walker 02/05

7.6 The Shark V6 ***

O for awesome! Sit start just below the start of *Sweet Thing*, left hand on a good pinch, right hand & heel clamping the prow - awkward if you are short. Triple take up to the big jug, crank left to a good edge then climb straight up the arête.

FA Peter Allison 07/06

**Shark Wall****7.7 Jaws V6 ***

As for *The Shark* but from the big jug head right up the vertical wall.

FA John Palmer 04/07

7.8 Greg Norman V6 **

As for *The Shark* but carry on around the arête to a large diagonal pinch on the left wall then exit up the groove.

FA John Palmer 04/07

7.9 The Barracuda V7

A direct (sit) start to *Greg Norman*, with one huge move from opposing sidepulls.

FA John Palmer 08/07

7.10 The Albatross V4

The short scruffy wall left of *The Barracuda* goes from a sit start, spanned between the left arête & a sidepull. If you combine this with a traverse (right) of the obvious sloping break it goes at V8.

FA David Kopp 06/07

BOULDER 8**8.1 Tee.S.P V1**

The very short wall facing the sea, from a sit start.

FA Terezka Kejdanova 03/06

BOULDER 9**9.1 Turn Your Head & Cough V3**

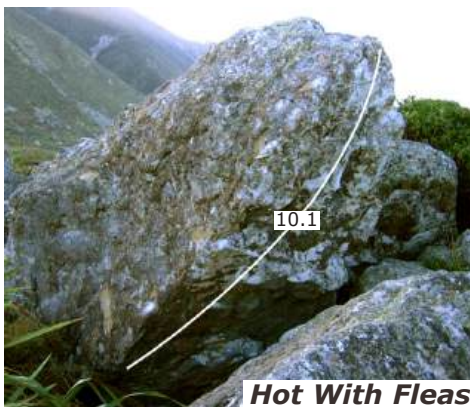
Another short wall, this time facing the hills. Sit start on a small edge & a slopey sidepull. Crank to the lip & mantle.

FA David Kopp 03/06

BOULDER 10**10.1 Hot With Fleas V2 ****

Sit start on the left. Climb the obvious prow.

FA John Palmer 04/05

**Hot With Fleas****BOULDER 11****Treestyle Boulder**

A squat boulder with a good low traverse and some other distractions...

11.1 Treestyle V6 *

Start wedged down in the hole under the Karaka trees, foot jammed between the main boulder & a small partially embedded boulder. From the crack, gain the glued edges, then crank through the tree for the lip. Crux seems to be avoiding the dab.

FA Lans Hansen 11/05

11.2 Chesley's Traverse V2

Sit start on the scruffy red arête. Gain & traverse the ramp to the lip. About V6 if you keep going to the end of the boulder.

11.3 PGW Direct V1/2

Start as for *Palmer's Garden World*, but climb directly up/over the bulge.

11.4 Palmer's Garden World V3 *

Sit start. Traverse right & exit up the crack in the middle of the face.

FA John Palmer 05/06

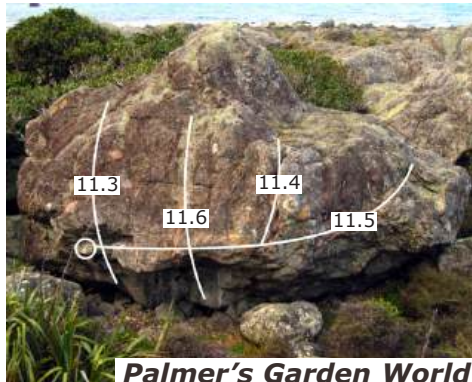
11.5 PGW #2 V4 *

As for *Palmer's Garden World*, but continue right to the end of the boulder.

FA John Palmer 05/06

11.6 Unnamed V2

Sit start in the low alcove right of *PGW Direct*, crank over the lip & up the layback.



Palmer's Garden World

BOULDER 12

12.1 Jase The Ace V0

Sit start on low face opposite *PGW Direct*.

FA David Kopp 03/06

12.2 Sharik's 6 V6

Sit start in the middle of the low wall that faces the hills. From a sidepull & a loose edge, lay one on the top & mantle.

FA Sharik Walker 02/05



Sharik's 6



Huck V4

BOULDER 13

13.1 Mullet V7

A sit start to the very low prow adjacent to the end of *PWG2*.

FA Ivan Vostinar 12/06

BOULDER 14

14.1 Lady Boys V2

Sit start in the hole between the two boulders. Crank from the big jug to the shelf then mantle.

FA John Palmer 08/05

14.2 Lazy Boys VM

Climb the centre of the easy slab.

FA John Palmer 08/05

14.3 Rude Boys V4 *

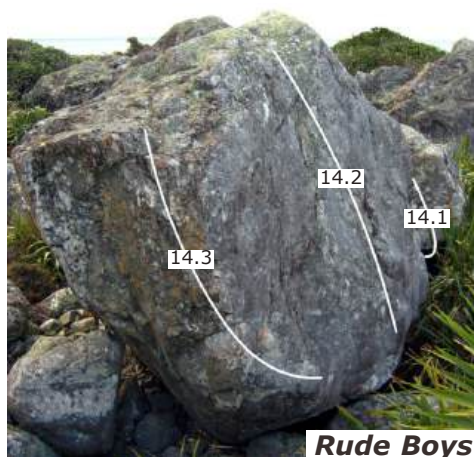
Sit start at the base of the small arête, slightly on its right side. Climb up & left, finishing on the left side of the arête.

FA Kester Brown 05/05

14.4 Unnamed V0

Sit start. Climb the short but pleasant corner left of *Rude Boys*.

**Panic V4**

**Rude Boys**

BOULDER 15

15.1 Unnamed V2

Climb the south-facing left arête on scruffy rock. An ordinary problem. A sit start will make it harder but no less shit.

15.2 Flax Arête V4

Sit start at the base of the south-facing right arête. Make a couple of moves up on slopers & then rock onto the slab.

15.2 Unnamed V1

Sit start at the base of the short north-facing right-leaning arête. Now climb it.

BOULDER 16

16.1 White Slab VE *

Climb up the centre of the high, easy (and white-ish) slab across from *Palmer's Garden World*.

16.2 White Slab SS V4

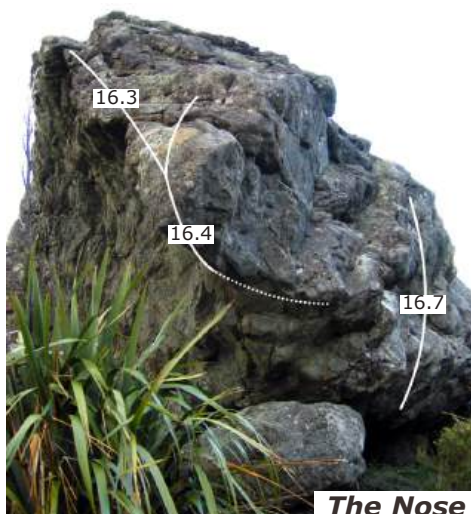
Sit start to *White Slab*, starting in the low roof. It mostly involves an awkward mantle & looks a lot easier (and a lot better) than it is.

FA Peter Allison 01/06

16.3 The Nose V2 *

Sit start on the protruding nose. Climb around the nose then traverse left along the lip of the boulder to its apex. Watch the rock quality & the landing!

FA David Kopp 08/06

**The Nose**

16.4 Nosey V2

As per *The Nose* but starting further right & finish on top of the nose.

FA Kristen Foley 05/05

16.5 Bad Landing Traverse V2/3

Start on the wall just left of the prow (standing down in the pit). Using two edges (no feet on the surrounding boulders!) pull on snatch a good righthand edge overhead. Traverse left on edges all the way to the far left arete.

FA Jono Clarke 11/11

16.6 Bad Landing Direct V2

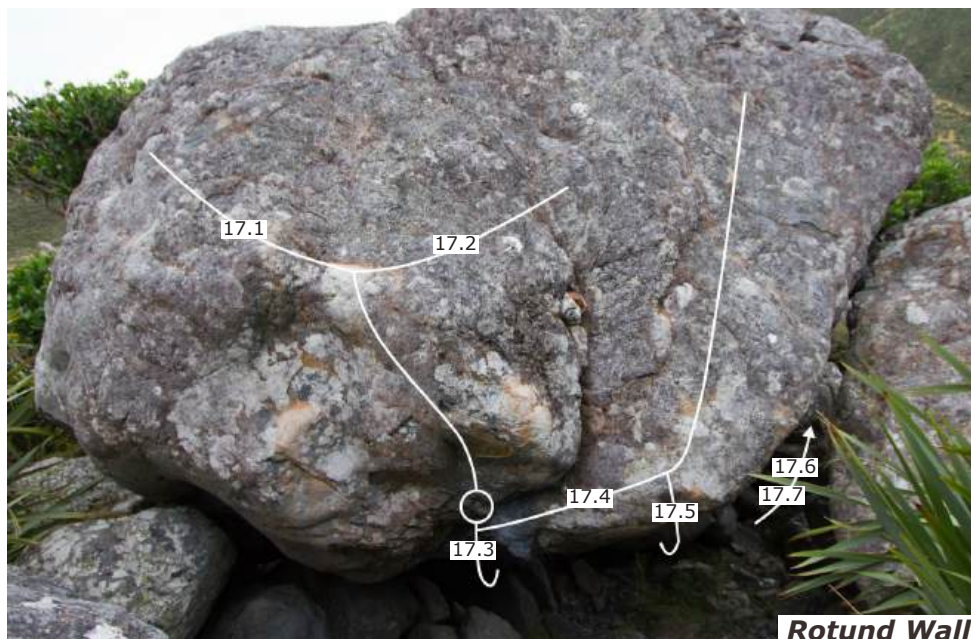
Start as for *Bad Landing Traverse* but after the first snatch exit straight up.

16.7 Nostril V2

The low roof from a sit start. Awkward & shit.

**Bad Landing**

BOULDER 17 - ROTUND WALL



Rotund Wall

BOULDER 17

Rotund Boulder

One of the best boulders at the Bronx with a good range of medium problems...

17.1 Rotund For Success V4 ***

Start on the huge undercling. Pull on & follow a series of slopers up then left to the arête. A sweet little problem.

FA John Palmer 03/05

17.2 Rotunder V4

Start as for *Rotund For Success*, but once through the bulge pull right into the crack & exit up the slab.

FA John Palmer 03/05

17.3 Über Rotund V7 **

A quality low start to *Rotund For Success*. Start in the cave on a couple of sidepulls. Double take with the left hand to an edge adjacent to the starting undercling on *Rotund For Success*. Now finish up this.

FA Ivan Vostinar 03/06

17.4 Über Alles V8

An eliminate but a tricky problem all the same. Start as for *Über Rotund*, but from the good edge crank right (staying below the crack line) to some small flakes. Grab the good gaston edge & mount the bulge.

FA Ivan Vostinar 08/06

17.5 Übermensch V10

'Jerry' start on the big undercling beneath the bulge. Slap around the bulge to the small flakes, and exit straight up (ie. the same exit moves as *Über Alles*).

FA John Palmer 08/08

17.6 Huck V4

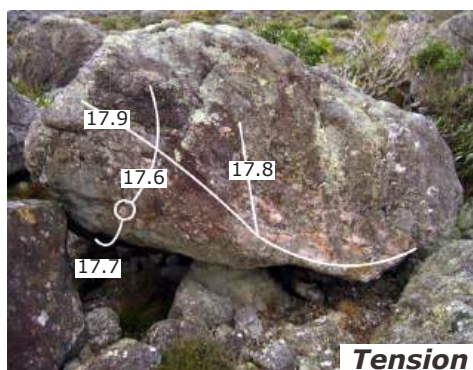
Pull on using the obvious lightening bolt edge & another small edge, then campus up & right to a good sloper. Exit on jugs.

FA John Palmer 07/05

17.7 Über Huck V7 *

A low start to *Huck*. Start down & left of the starting edges of *Huck*, hands in a large hanging undercut. A heel-toe makes the problem amenable but committing.

FA John Palmer 08/06


Tension

17.8 Tension V5

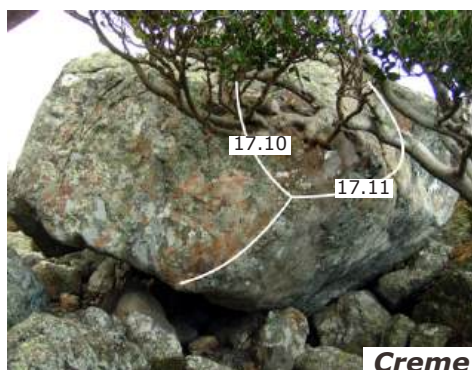
A real low ball. Start at the extreme right end of the low lip, feet under the roof. Traverse left along the slopy lip & finish by rolling up onto the slab using the monster jug.

FA John Palmer 08/06

17.9 Tension Extension V6 *

As for *Tension* but stay on the lip until you join the top of *Huck*. Gets a star because...er...it's my guide!

FA John Palmer 08/06


Crème

17.10 Crème V3 *

The low slopy arête. Sit start, make a big move up & right to the remnants of a sloper. Rock left to a good hold then exit up the slab. Easy now the sloper is a jug.

FA John Palmer 05/05

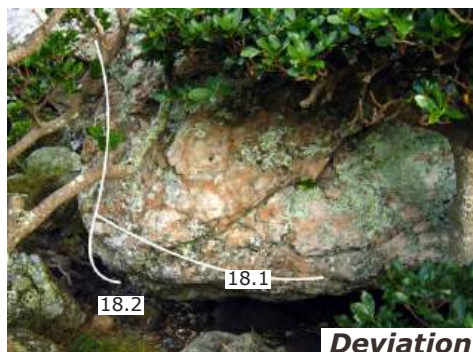
17.11 Crème V5/6

Start as for *Crème*. After the first move, match the arête & traverse right under the tree to the base of the hanging red groove. Exit up the groove on edges & big fat slopers.

FA John Palmer 07/05


Lippy V2

BOULDER 18



18.1 Deviation V3

Start sitting, matched on a small sloping edge. Traverse left on funky holds, passing under the tree, then mount the bulge & exit into the sunlight.

FA John Palmer 07/05

18.2 War of the Worlds V5 *

A direct start to *Deviation*. Sit start on the low prow & use whatever you can to climb the bulge. It gets a star because the crux sloper is a nice hold. The rest is poo. Maybe V6.

FA Peter Allison 08/05

18.3 Frippery V3

Traverse out from the middle of the back wall of the roof & exit as for *Deviation*. A sit start in the middle of the wall bumps the grade to V6.

FA Kristen Foley 03/05

18.4 Conundrum V8

Start as for *Sawn Off*. Climb up & right to join *Frippery*, probably using a gaston and other holds in the crack. Crimpy and (according to Ivan) easier for shorties.

FA Rich Castillo 2010



18.5 Sawn Off V6 **

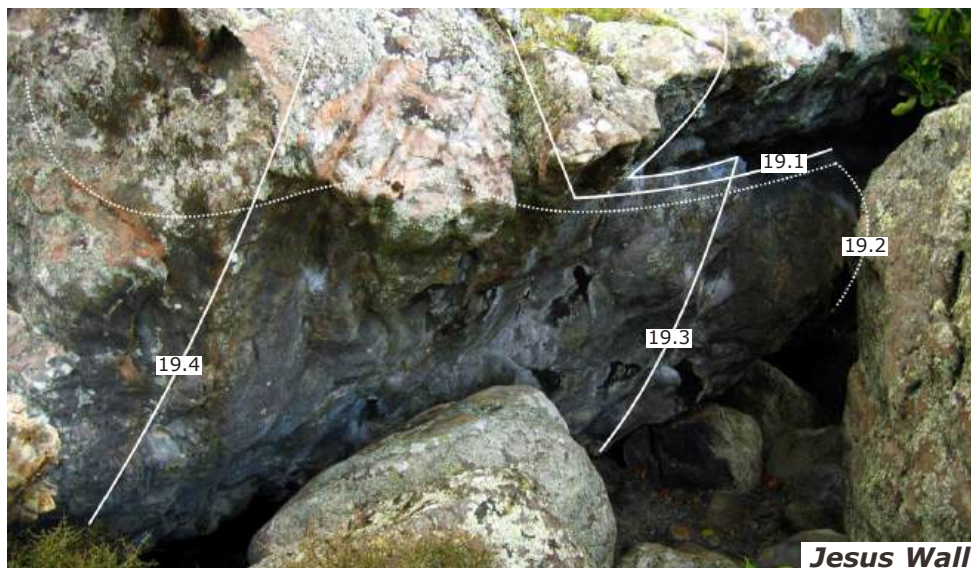
Start on some good finger jugs at the back of the low roof. Gain a couple of reasonable edges in the middle of the roof & then slap for the lip. Regrettably a few extra holds have materialised in recent times, offering less burly (& less aesthetic) sequences.

FA John Palmer 03/05

If you start as for Conundrum then climb straight out the roof (using holds on Sawn Off with your left hand only) it makes a for a tricky little V7.



BOULDER 19



Jesus Boulder

One good steep wall with some nice athletic problems...

19.1 Bang Your Head V2

Start at the right end of the overhanging wall. Using a series of holds in the obvious seam, traverse left then mantle the hanging block.

FA Kristen Foley 03/05

19.2 Bang Your Head Again V5 *

Sit start at the far right end of the boulder on some poor red slopers. Climb into *Bang Your Head* then traverse all the way to the left end of the wall, staying below the lip until you have passed under the hanging block. Finish around the arête.

FA John Palmer 08/06

19.3 Jesus SS V5 **

Sit start in the middle of the wall. Climb to the seam, traverse left then mantle the lip. Originally climbed by Kristen Foley at V2, starting on a now non-existent boulder. Must have been a short V2!

FA John Palmer 08/06

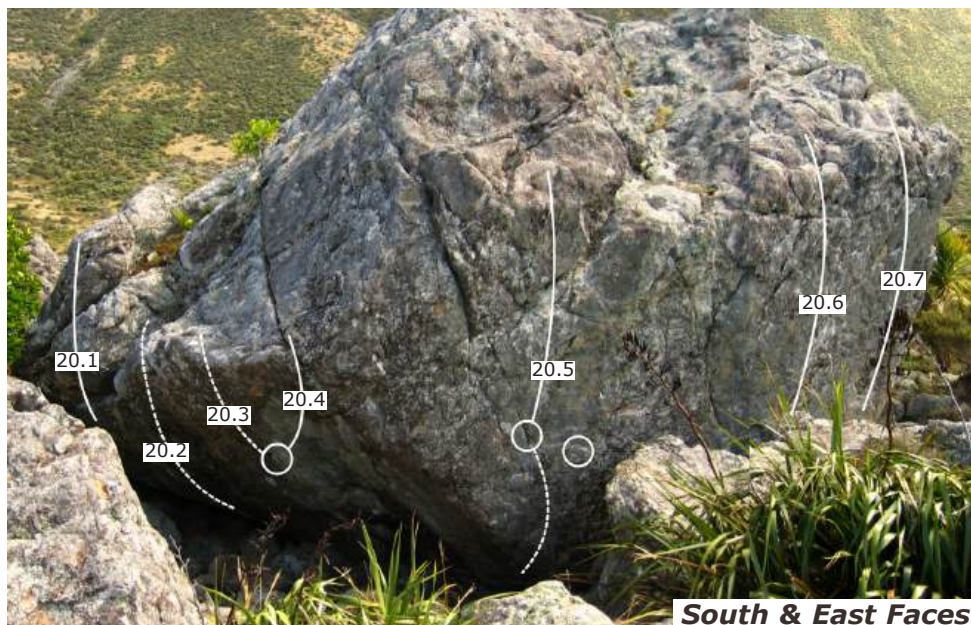
19.4 Unnamed V6

An obscure eliminate on the left arête. Basically, anything juggy is out.

Ivan Vostinar 02/07



BOULDER 20 - SOUTH & EAST FACES



South & East Faces

BOULDER 20

Kish Kash Boulder

One of the premier boulders at the Bronx, this boulder has something for everyone...

20.1 Inertia Direct V2

Sit start on the chalky finger jugs. Make a couple of burly moves right then finish straight up on jugs.

20.2 Project

A good span, strong hands & strong shoulders will be required to dispatch this burly line. Sit start, pull left into the slot and explode for the lip. V12ish.

20.3 Chuck Yeager Project

Faux Jet but starting matched on the undercling. V11ish.

20.4 Faux Jet V7

Pull on the wall, using the obvious undercling and a broad pinch out right. Snatch the lip and mantle.

FA John Palmer 07/05

20.5 Boilerplate V8 *

Pull on using an incut gaston and a small crimp (which is broken a little since the first ascent). Pop for the slot and exit direct or right. Sit start is a project.

FA John Palmer 09/06

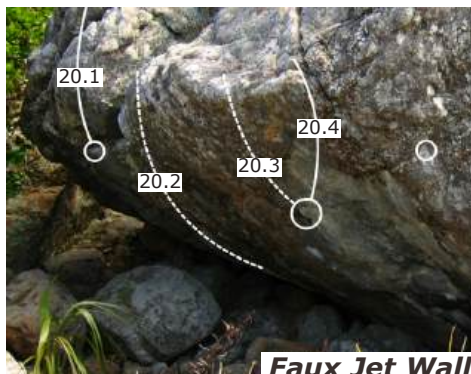
20.6 Unnamed VM

Easy wall from a sit start.

20.7 Zigzagged V0 **

Climb the high zig zag feature. SS V2.

FA Kristen Foley 03/05



Faux Jet Wall



Chuck Yeager Project

BOULDER 20 - NORTH FACE

North Face

This large featured wall sports some loose highballs, a few burly test pieces & Kish Kash!

20.8 The Arete V3

The featured arete is best climbed from a sit start, although the stand start is a pleasant enough V0. Please be very careful on this problem - although it is dead easy, some of the rock is very loose and gravity is everywhere!

20.9 Unnamed V0

Climb the featured wall. Caution required!

20.10 Unnamed V0

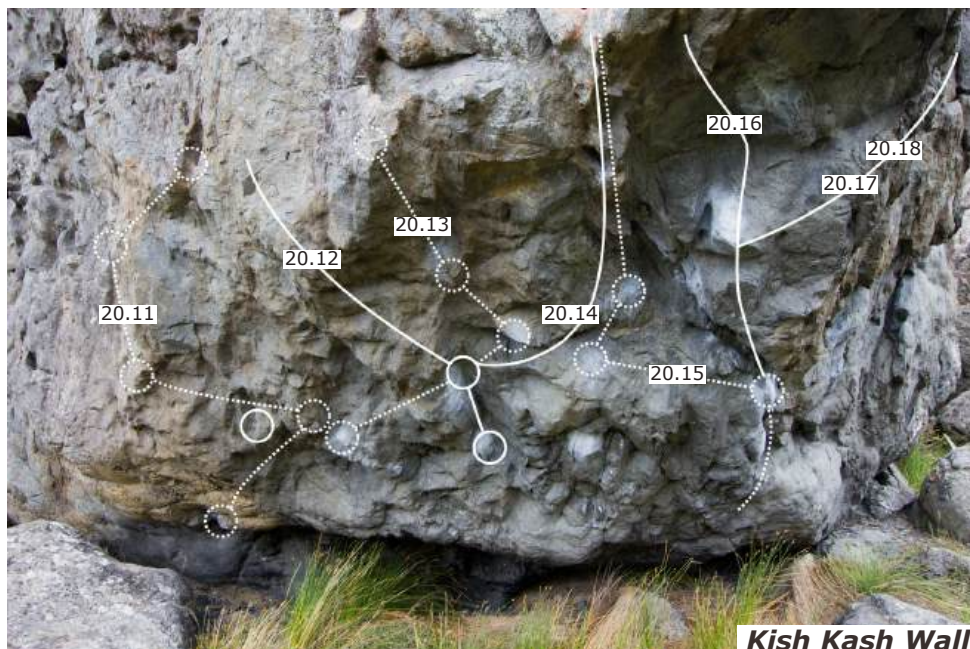
More features, more wall. More caution required!

As you will note, problems 20.9 and 20.10 are completely arbitrary. Choose your own adventure.



North Face

BOULDER 20 - KISH KASH WALL



Kish Kash Wall

20.11 Bulk Modulus V8 *

Sit start in the low roof on a sidepull & an undercling. Pull up right to a pinch, go left to an improbable sloper then double take to a much more probable sloper. Swing right to a jug and top out if you feel like it.
FA John Palmer 12/08

20.12 Supersonic V8 **

Sit start, spanned on some sloping pinches. Pull up and right into a large sloping sidepull then lunge for the distant narrow groove.

FA John Palmer 05/05

20.13 Tyrant V9 *

An eliminate line, as it happens. Sit start as for *Supersonic* but with left hand in a shallow pocket instead. Roll up and gaston the large sloper. Pull right into the obvious undercut pinch, then head left for the lip (via a very bad intermediate pinch). Exit up *Kish Kash* or drop off.

FA John Palmer 05/06

20.14 Overwatch V8 *

Non-eliminate version of *Tyrant*. Start as per but from the lefthand gaston, move right to a sloper & then again to the edge on *Kash & Carry*. Finish up the groove.

FA Liam Dickson 09/11

20.15 Kash & Carry V6

An interesting eliminate. Sit start as for *Kish Kash*. Staying below the large undercling feature, head left to the undercut pinch on *Tyrant*. From here, head to the lip and exit as for *Kish Kash*.

FA John Palmer 07/06

If you combine Kashed Out and Kash & Carry, you get Kashed Up V7ish.

20.16 Kish Kash V3 ***

Sit start. Climb up and left into the large undercling. Gain a sloping pinch below the lip (a knee bar helps), find some jugs on the lip then exit up the mossy crack.

FA Kester Brown 03/05

20.17 Money Shot V5/6 *

As for *Kish Kash* again but this time exit straight up the prow. Shit rock, excellent moves & caution required.

FA David Kopp 07/07

20.18 Kash Converters V3 **

As for *Kish Kash* but head right around the arete to a 'mail slot' hold. From here, head straight up the wall on spaced holds. Take care on the upper section; the holds are loose & a fall could be fatal!

FA David Kopp 06/06

West Face

The large featured wall

20.19 Rollerskate Disco V0 **

Start on the large flake. Climb the lay-back/crack feature. Beware of loose holds!

FA Jono Clarke 04/05

20.20 Skateland Killa V2 *

The high wall. Exit right up the groove (V2) or direct via a long lock to a sweet pocket (V2+). Usual rock warning applies, and the landing is quite poor.

FA Peter Griffin 03/06

20.21 KB's Groove V1

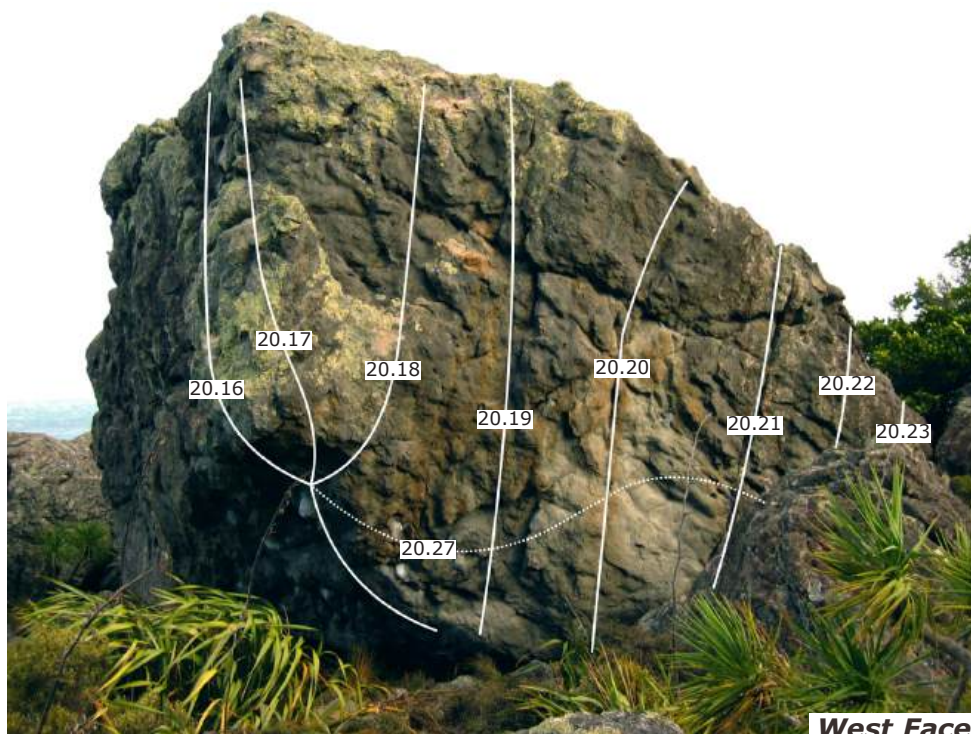
Climb the mossy crack/groove.

20.22 Unnamed V0

A reasonable warm up.

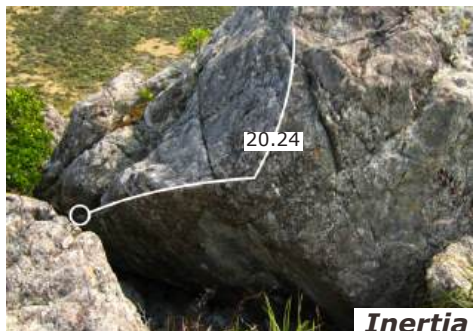
20.23 Unnamed V0

Short juggy wall from a sit start.



West Face

BOULDER 20 - TRAVERSES



South Face

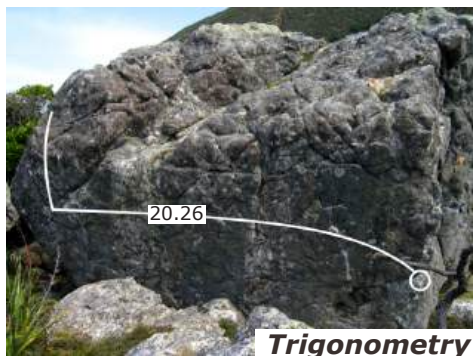
20.24 Inertia V3 *

Start sitting on the block (as for *Inertia Direct*). From incut edges traverse right along the crack, then along the sloping lip, to the arete. Exit up the arete.

FA John Palmer 06/06

20.25 Project

The extended start to *Inertia*. Sit start left in the narrow corridor on a good plate. Traverse right on poor red slopers, make a hard move around the bulge to join the start of *Inertia* and then finish along this.



East Face

20.26 Trigonometry V6 **

Start on a large jug on the right arete. Traverse left across the start of *Zigzagged* into a cruxy match at the base of the vertical seam. Continue left on good angles and finish up the easy part of *Boilerplate*.

FA John Palmer 01/07

North Face

20.27 Kash Machine V5

Start as for *Trigonometry* but head right on generous holds. Link some well-spaced jugs at the top of the Kish Kash wall, reverse *Kish Kash* and swing around the arete to finish on the large flake.

FA John Palmer 01/06



West Face

20.28 Kashed Out V6 *

Sit start at the southern end of the face. Pull up then traverse left (at around shoulder-height) all the way to the large flake on *Rollerskate Disco*. Drop down into the start of *Kish Kash* and then exit up that problem...or, if you want another V grade, *Money Shot*.

FA John Palmer 05/05

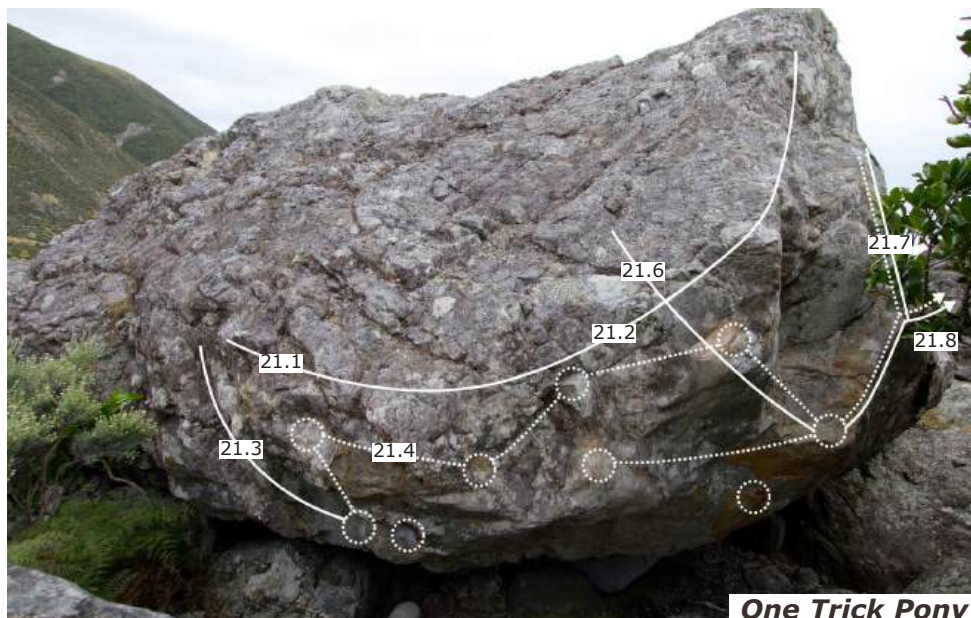
Last but not least...

20.29 The Girdle V8 **

Link *Kashed Out*, *Kash Machine* in reverse and *Trigonometry*. For extra points, if you've got something in the tank lunge left, reverse *Inertia* & finish up *Inertia Direct*. Pumpy!

FA John Palmer 03/07

BOULDER 21

**One Trick Pony**

BOULDER 21

Martini Roof

The boulder with an amazing horizontal roof - with no (solid) holds on it. But it makes a good pad stash.

21.1 Dicky V1

Sit start left of *Brassneck* & traverse along the lip of the roof on jugs, then head up above *One Trick Pony*.

FA Richard Thomson 10/07

21.2 Tricky Dicky V6

Link *Dicky* into *Tricky* via a burly dropdown onto the big red sloper. Comprehensively superseded by *Thor's Hammer*.

FA John Palmer 10/07

21.3 Brassneck V7/8

One of the lowest problems at the Rak! Sit start on the low roof, right hand on a good edge & left hand in a shallow dish. Pull up (crux) & lunge left to a good rail. Exit up on good holds (beware the dab).

FA John Palmer 05/06

21.4 Thor's Hammer V9 *

Start sitting as for *Brassneck*. Throw lefthand up & over to a smooth sloper. Staying below lip, traverse right using a chipped hold & some great slopers to the big red sloper. Finish along *Vision Thing*. A pumper.

FA Josiah Jacobsen-Grocott 06/11

21.5 Loki The Trickster V8

Thor's Hammer Lite! As for that problem but finish up *Tricky*.

FA Josiah Jacobsen-Grocott 05/11

21.6 One Trick Pony V5 *

Start hanging footless on the big red sloper. Campus up & left to a fat pinch, then again to the lip. True sit start (on lower holds) is about V6.

FA John Palmer 05/06

21.7 Tricky V5 *

Start as for *One Trick Pony* but head right then up on pleasant slopers.

FA John Palmer 10/07

21.8 Vision Thing V7

Largely superseded by *Thor's Hammer*. Sit start left of the big red sloper on *Tricky*, with hands on a big pinch and a sharp sidepull crimp. Pull on, snatch the red sloper & campus match (unless you've used the unapproved heel hook beta). Head right as per *Tricky* but carry on along the lip of the cave until you reach a big crack. Exit up.

FA John Palmer 06/08

21.9 Splinter V7 *

Better than it looks. Climb the horizontal roof at the seaward end of the Martini Roof from two underclings in the obvious crack. A devious sequence with double toe jams seems to be the key. No dabs!

FA John Palmer 02/08

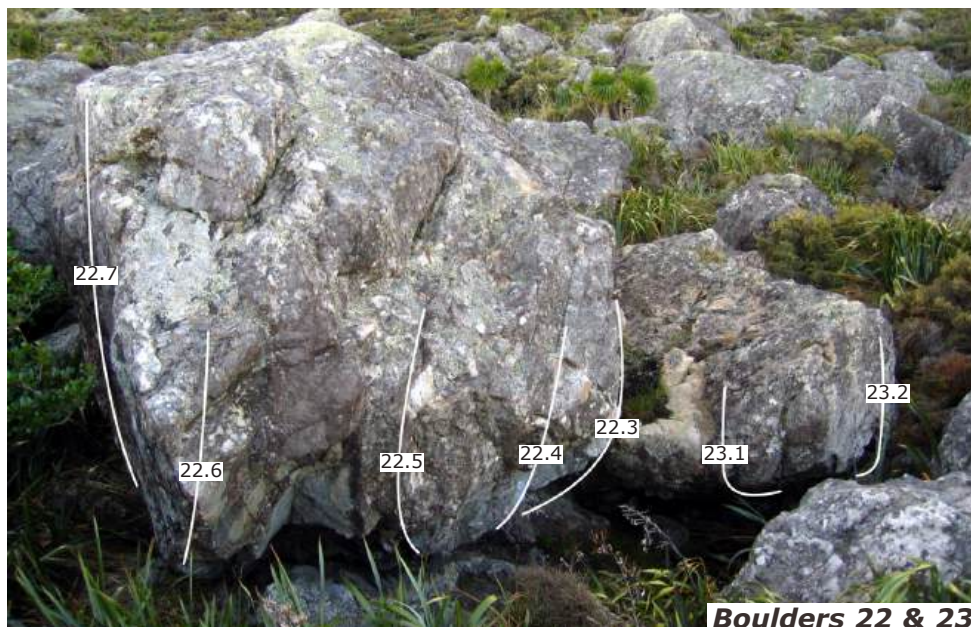


Splinter



Hueco Problem

BOULDERS 22 & 23



Boulders 22 & 23

BOULDER 22

Land Speed Record Boulder

Another fine boulder with a good cluster of hard problems

22.1 Old Rockovers Never Die V1

Sit start on the vertical wall around the corner from *Land Speed Record*. Head up & right, finishing up the arête.

FA David Kopp 05/06

22.2 Old Pushovers Never Try V2

Start as for *Old Rockovers Never Die*, but climb the wall left of the arête instead.

FA David Kopp 05/06

22.3 Land Speed Record V6 *

Climb the hanging prow mostly on its right side from a sit start. There are numerous sequences but all start on the good incut edge & almost all use the hanging pinch.

FA Sharik Walker 02/05

22.4 Land Mine V6

Sit start with right hand on the starting edge from *Land Speed Record*, left hand

on an undercling. Slap up the *Land Speed* arete & again to a huge jug just back from the lip. Midgets need not apply.

FA John Palmer 06/05

22.5 Mine of Mourning V7 *

Sit start. Pull up using a big undercling, take the dodgy-looking pinch & dyno for the lip. A crafty heelhook helps slow the dyno down.

FA David Kopp 04/05

22.6 Clumsy V4

Climb the scruffy arête from a sit start.

FA Peter Allison 04/05

22.7 The Ka-raka Slab V4 **

The thin slab, which ever way you can. A jump start makes it easier.

FA John Palmer 04/05

22.8 Neo-Problemism V7

Sit start just left of *Ka-raka Slab* in the small notch. After the initial awkwardness, you can either climb the blunt arête or head right & finish up *Ka-raka Slab*.

FA Ivan Vostinar 09/06

BOULDER 23

23.1 Swamp Thing V6

Sit start under the low roof, then climb the short wall. Hard.

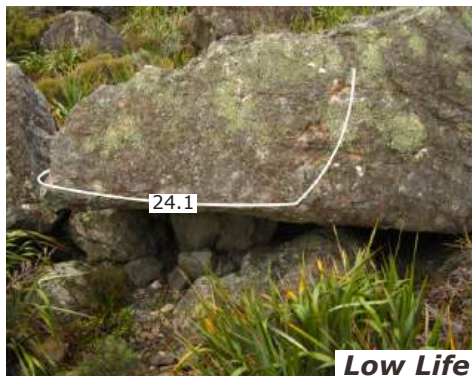
FA Sharik Walker 02/05

23.2 Hellhole V3

Sit start, then climb the other short wall.

FA Kristen Foley 04/05

BOULDER 24



Low Life

24.1 Low Life V8 *

Sit start. Traverse around the small prow & continue right along the slopy lip until you reach some reasonable holds on the slab. Now mantle.

FA John Palmer 09/05

BOULDER 25

25.1 Unnamed V4

Sit start on the small seaward facing arête. Lunge for the top & mantle.

25.2 Unnamed V3

Just around to the right from problem 25.1 is a small prow. Climb it from a sitting start.

25.3 Lunchcutter V4 *

Sit start near the back of the low roof on an undercut. Crank out to the lip, then up the slab. Better than it looks, although that isn't saying much.

FA John Palmer 03/05



Lunchcutter

TAKATAKA



Takataka

This low, longish boulder is WNW of Lunchcutter. The following problems climb along the seaward aspect...

Takataka V5

Sit start. Traverse around the small prow & continue right along the slopy lip until you reach reasonable holds about 2/3rds of the way along the lip. Now mantle.

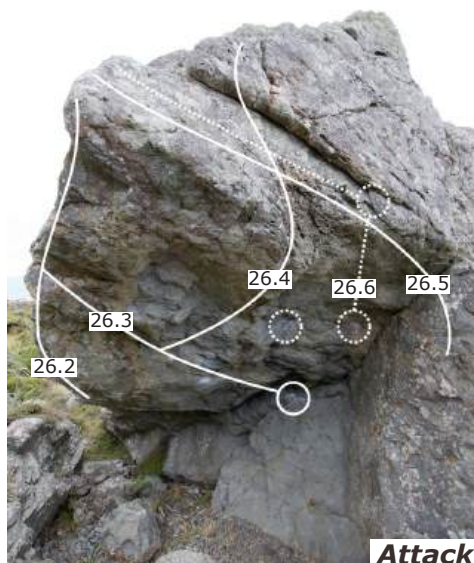
FA Tereza Kejdanova 05/06

Takatakatakataka V6

Yip, it's an extension to Takataka! Keep traversing the lip all the way around the corner, finishing when the rock runs out.

FA John Palmer 04/10

BOULDER 26



Attack Boulder

The huge boulder with an impressive roof...

26.1 The Press V3

The low overlap around to the right of the *Attack* roof. Sit start, mantle the bulge then beat your chest.

FA John Palmer 08/06

26.2 Panic V4 ***

A Bronx classic! Sit start at the base of the long diagonal arête. Climb all the way to the apex, mount the nose, scramble to the summit & exit over the back. Multiple spotters recommended.

FA John Palmer 03/05

26.3 Attack V7 ***

Another beauty. Start at the back of the high roof. Reach back to a painful finger lock then pop for a good lefthand sidepull. A couple more beefy slaps will get you to the lip. Exit as for *Panic*.

FA Ivan Vostinar 11/05

26.4 Passive Attack V8 **

Enjoyable, beefy climbing. As for *Attack* but from the good lefthand sidepull, move

right to a small broken edge. Wind up & huck for the lip, match (usually via a committing toe hook) & Bob's yer uncle.

FA Ivan Vostinar 12/09

26.5 Shivers V3

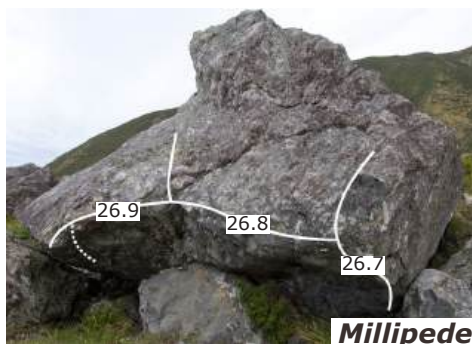
The true right lip of the *Attack* roof offers a short but spicy outing. Take care!

FA John Palmer 12/07

26.6 Shiver Me Timbers V4

Jump from good holds in the roof to the lip (no feet on slab) & exit as for *Shivers*.

FA Derek Thatcher 01/12



26.7 Detritus V8

The low prow. Sit start on a low left sidepull & a small sharp edge on the face. Gain an undercling in the roof, slap to a sloper on the face then grab the jug at the apex of the prow without dabbing! Exit up or along *Millipede*. It matters not.

FA John Palmer 08/11

26.8 Millipede V4

Start on the jug at the apex of the *Detritus* prow. Traverse left on edges & slopers to the vague corner. Roll up onto the slab & pour yourself a beer.

FA John Palmer 08/06

26.9 Centipede V3

Start at the left end of lip above the overhang. Traverse right to the vague corner & exit as for *Millipede*. Starting on double underclings in the roof makes the problem a little bit better, and harder.

FA David Kopp 08/06



The Code Of The Samurai V10

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