

### The Bronx Cave (front)



	<u>Grade</u>	<u>Name</u>	<u>Start</u>	<u>Description</u>	<u>First Ascent</u>	
1	V4	Calypso & the Barnacle	B	Jump to the razor flake (a pad stack will help), match and head upwards! Most people use the crack.	Ryan Heaseley	2005
2	V5	Sideways		Start in the large hole on the large hueco. Traverse leftwards along the lip on slopers and edges. Exist above Fatal Discharge or, better still, carry on to the end for an extra point.	John Palmer	Jun-2005
3	V7	Freak Out	X	Start on the glued 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. Finish up Speed Freak.	John Palmer	Sep-2011
4	V7	Speed Freak	X	Start on the glued flake. Make a long move with your left hand out to the wide pinch. From here gain a series of vertical slopers then bust left into the crack and exit tending left.	John Palmer	Apr-2005
5	V7	Speed King	X	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 flattly. Exit straight up (easier) or as for Sport of Kings. (4 → 5)	John Palmer	Oct-2005
6	V8	Sport of Kings	X	The first problem established on the front of the Cave, turns out to be an eliminate. Start with left hand on the glued flake, right hand on a pinch. Pull up, heel-hook the Musahi rail and make a long move up to the diagonal flattly. Snatch the wide pinch out left then head up over the bulge. (6 → 5)	John Palmer	Mar-2005
7	V8	Freak Show	P	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 Freak. (7 → 4)	John Palmer	Nov-2005
8	V8	Pro Series	P	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. (7 → 4 → 5)	David Kopp	Nov-2005
9	V8	Control Freak	C	An eliminate, yet obvious line 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. (9 → 5)	Peter Allison	Dec-2005
10	V8	Freak Out (low start)	P	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 Freak Out. (7 → 3)	Anthony Chui	Feb-2020
11	V9	off piste	X/M	An eliminate, but nice moves. A bit like Sport of Kings but skipping the good hold up left (E). Start left hand on the glued flake and right hand on Musahi rail. Right hand to pinch, left hand to flattly, then the little crimps above the jug (that's being skipped), then top out. (11→ 6 → 5)	Rob Gajland	Jan-2020
12	V9	Out of Control	X	Link Freak Out into Control Freak. (3 → 9 → 5)	Rob Gajland	Aug-2020



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Grade		Name	Start	Description	First Ascent	
13	V9	Speed Addict	X	Direct/eliminate to Speed Freak. Start on the glued flake. Make a long move with your left hand out to the wide pinch, right hand to upside down v undercut (V), left hand to "loose" crimp, right hand next to it, then direct top out. (4 → 5 → 13)	Rob Gajland	Sep-2020
14	V10	Musashi	M	Sit start with hands matched on the rail. Pull up and snatch the broken pocket with the right hand. Take the big pinch, slap the lip and mantle.	Ivan Vostinar	Apr-2006
15	V10	on piste	P	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 off piste. (7 → 15 → 11 → 6 → 5)	Rob Gajland	May-2020
16	V10	Control Freak Out	P	Link Freak Out (low start) into Control Freak. (7 → 3 → 9 → 5)	Rob Gajland	Aug-2020
17	V10	Addicted	P	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 Addict. (7 → 4 → 5 → 13)	Rob Gajland	Sep-2020
18	V11	Allison Wonderland	A	Low start with left hand on a shallow undercling pocket and right hand on a poor pinch. Finish up Freak Show. Make sure to establish on the starting holds before moving on. (18 → 7 → 4)	Peter Allison	Feb-2007
19	V11	Agent Orange	X	Start on the glued 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 and left (no crack!). (3 → 19 → 1)	John Palmer	Sep-2011
20	V11	Through the Looking Glass	A	Low start with left hand on a shallow undercling pocket and right hand on a poor pinch. Finish up Pro Series. Make sure to establish on the starting holds before moving on. (18 → 7 → 4 → 5)	Josiah Jacobsen-Grocott	Oct-2011
21	V11	The Code of the Samurai	A	Low start with left hand on a shallow undercling pocket and right hand on a poor pinch. Finish up Freak Out. Make sure to establish on the starting holds before moving on. (18 → 7 → 3)	Tomoya Kumagawa	Nov-2011
22	V11	Shogun	X	Start on the glued flake. Traverse into the start of Musashi, finish up that. (15 → 22 → 14)	Lans Hansen	Jul-2020
23	V11	Doraku	L	Start matched on undercut (right hand is a juggy pinch). Pull off the ground and make hard-to-not-dab move to Musashi rail. Finish up Musashi. (23 → 14)	Rob Gajland	Aug-2020
24	V12	Fatal Discharge	F	North Islands' hardest problem for a long time; went unrepeated for quite some years too. Start deep in the cave crossed up on an 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. (24 → 3)	Sharik Walker	Mar-2005



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	Grade	Name	Start	Description	First Ascent	
25	V12	full piste	A	Low start with left hand on a shallow undercling pocket and right hand on a poor pinch. Finish up on piste. Make sure to establish on the starting holds before moving on. (18 → 7 → 15 → 11 → 6 → 5)	Rob Gajland	Jun-2020
26	V12	Code Control	A	Link The Code of the Samurai into Control Freak. (18 → 7 → 3 → 9 → 5)	Rob Gajland	Aug-2020
27	V12	Ronin	P	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 Shogun. (7 → 15 → 22 → 14)	George Sanders	Aug-2020
28	V12	Overdose	A	Low start with left hand on a shallow undercling pocket and right hand on a poor pinch. Finish up Addicted. Make sure to establish on the starting holds before moving on. (18 → 7 → 4 → 5 → 13)	Rob Gajland	Aug-2021
29	V13	The Abortionist	F	Link Fatal Discharge into Control Freak. (24 → 9 → 5)	Rob Gajland	Jul-2020
30	V13	Sasaki	A	Low start with left hand on a shallow undercling pocket and right hand on a poor pinch. Finish up Shogun. Make sure to establish on the starting holds before moving on. (18 → 7 → 15 → 22 → 14)	George Sanders	Jul-2021

If some of the above wasn't already silly enough there's more:

31	V8	Extended Freak Out	M	Sit start matched on the Musashi rail. Climb left/down to the glued flake, from here climb Freak Out (3). (22 → 15 → 3)	Rob Gajland	Oct-2020
32	V10	Loosing Control	M	Sit start matched on the Musashi rail. Climb left/down to the glued flake, from here climb Out of Control (12). (22 → 15 → 3 → 9 → 5)	Rob Gajland	Oct-2020
33	V8	Extended Freak	M	Sit start matched on the Musashi rail. Climb left/down to the glued flake, from here climb Speed Freak (4). (22 → 15 → 4)	Rob Gajland	Oct-2020
34	V8	Extended King	M	Sit start matched on the Musashi rail. Climb left/down to the glued flake, from here climb Speed King (5). (22 → 15 → 4 → 5)	Rob Gajland	Oct-2020
35	V10	Extended Addict	M	Sit start matched on the Musashi rail. Climb left/down to the glued flake, from here climb Speed Addict (13). (22 → 15 → 4 → 5 → 13)	Rob Gajland	Oct-2020

as of 10/09/2021