



BRONX CIRCUIT GUIDE

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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!

RED CIRCUIT (V3 - V6)

PROBLEMS

1. Clark Slab (Left) V3-
Climb the thin slab on small slopy edges.

2. Clark Arete V3
Sit start. Climb arete, finishing out right.

3. The Letterbox V3
Sit start on rail. Crank to the mail slot!
FA John Palmer 2005

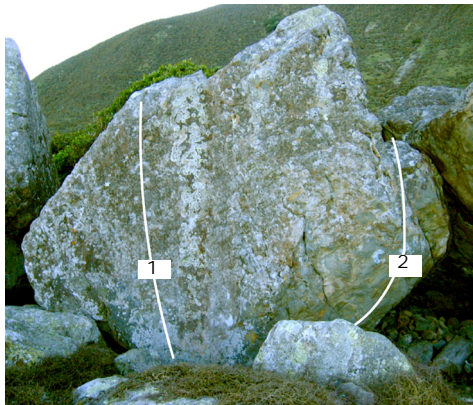
4. Corridor Mantle V3
Sit start. Slap up to lip & rock onto slab.
FA John Palmer 2005

5. The Crack V3
Start on the arete. Traverse right then
climb the high diagonal crack.

6. Game On V5
Sit start in the large pocket & climb the
wall just left of the arete.
FA John Palmer 2005

7. Slaprobatics V4
Sit start on low arete & undercut. Slap
left, right & right again, then mantle.
FA John Palmer 2005

8. The Tooth V6
Sit start on edge & undercut (no crouch
starts). Pull on & launch for the top.
FA John Palmer 2005

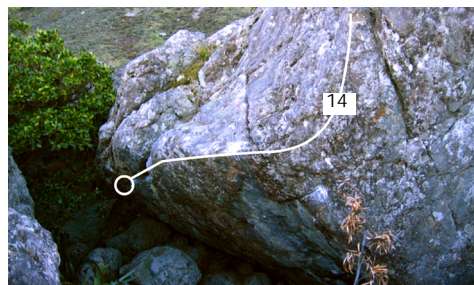


9. Rude Boys V4
Sit start low & right. Climb the low arete.
FA Kester Brown 2005

10. Palmer's Garden World #2 V4
Sit start. Traverse right, staying low, all
the way to the shelf. Rock up & walk off.
FA John Palmer 2006

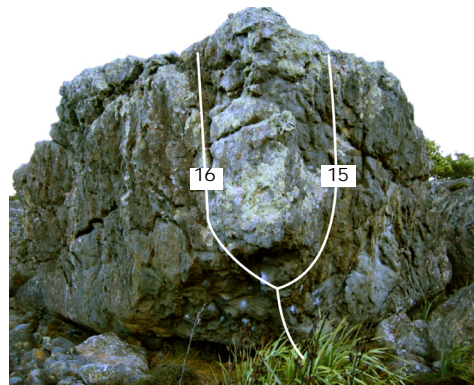
11. One Trick Pony V5
Start hanging the red sloper. Campus left
to a broad pinch then exit direct.
FA John Palmer 2006

12. Rotunder V4
Start on a huge undercling. Follow slopers
up then right to the crack. Exit up slab.
FA John Palmer 2005



13. Deviation V3
Sit start on low rail. Traverse left under
the tree branch & finish up on red slopers.
FA John Palmer 2005

14. Inertia V5
Start sitting on block. From incut edges
traverse the crack, then lip, to arete.
FA John Palmer 2006



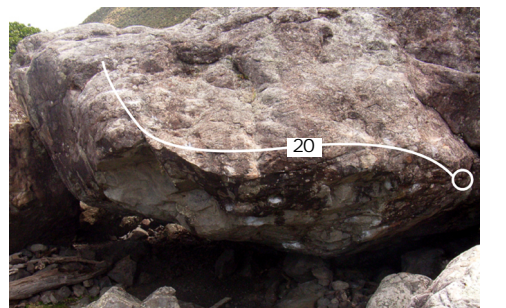
15. Kash Converters V4
Sit start at base of steep arete. Long
moves lead up & right to good slot. Crank
to the edge & finish up high juggy wall.
FA David Kopp 2006

16. Kish Kash V4
Start as for Kash Converters but crank up
& left to the lip of the small overhang.
Finish up the high mossy groove.
FA Kester Brown 2005

17. Lunchcutter V4
Sit start in low roof on an undercut.
Crank out to the lip, then up the slab.
FA John Palmer 2005

18. Panic V4
Sit start. Climb sloping arete to the very
top! Mount the nose, scramble to the
summit & exit over the back.
FA John Palmer 2005

19. Black Wall V5
Climb the dark wall on edges. Exit left.
FA Sharik Walker 2005



20. Sideways V5
Start in large pocket. Traverse the lip of
the cave on slopers & edges.
FA John Palmer 2006

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