

Frederick Peak Climbing Guide



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Revision 9

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A participant's guide to rock climbing at Frederick Peak.

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Sources:

Townsville & Surrounding Areas. New Climbs. 2003. By Rik Wittkopp

Contributions by:

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Cover: Chris Glastonbury on Synaesthesia © Chris Beric



Disclaimer

Climbing is an inherently dangerous sport which can result in severe injury or death. Your safety is your responsibility.

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The authors accept no liability with regards to your actions in or around Frederick Peak. Each route has been described as best as possible, though be aware that the assigned grades, fixed protection, rock integrity and quality ratings documented will likely vary from reality.

Anyone who is in proximity to Frederick Peak must follow the Code of Conduct. This information has been developed in consultation with the landowner.

Code of Conduct

Adapted from Mark Gommers' 2003 mini-guide.

- Always leave gates as you find them. If it's closed, then close it after you drive through.
- Do not interfere with or scare livestock.
- Do not litter. This includes cigarette butts.
- Do not start bushfires. Campfires must be attended at all times. Extinguish if conditions are unfavourable for a campfire.
- Do not drive at excessive speeds or cause damage to access roads.
- Proceed straight to Frederick Peak vehicle parking area after entering the landowner's property. Do not loiter or detour on station tracks.
- Do not create excessive noise or create a nuisance while passing through the landowner's property.
- No shooting.
- Any person entering the landowner's property does so at his/her own risk. No legal liability will be accepted by under any circumstances.
- Equipment and water stored at the campsite or around cliffs is only to be used by its owner or with the owner's permission.
- Bolts can be placed, but only where appropriate. An abundance of good natural gear should not be substituted with bolts for convenience sake. Only place bolts if you have sufficient skills. Any equipment installed must be stainless or titanium. Galvanised and zinc-plated steel, polyester glue and unrecessed rings are not acceptable!
- Do not climb routes that are closed projects as stated in this guide, bolts with a visible marker such as tape or cord attached, or any that you cannot identify. If you are unsure if a bolted line has had a free ascent, check first.
- Do not create new 4WD tracks. Avoid driving on existing roads directly after rain to minimise erosion.

Introduction

Frederick Peak is located outside of Townsville and offers superb climbing on Intrusive Rhyolite in a wilderness environment. The quality and variety of the climbing offered is some of Townsville's best. The rock is favourably featured, with only a small portion glazed and blank. Large holds and features are present under large overhangs, on steep multipitches, technical slabs and eroded cracklines. Inexperienced climbers are recommended to accompany someone with a high level of experience, or try more user-friendly crags such as Mt Stuart and Castle Hill.

Four prominent pinnacles are situated on the side of Hervey's Range, which includes the North and South Sentinels, Frederick Peak and the South Pinnacle. The surrounding arid environment is home to a large variety of wildlife and the area offers views of the Queensland coast from Townsville to the Northern Beaches.

Juicy Buttress is a great place for beginners due to the high concentration of easier routes which are generally well protected. The South Sentinel features the majority of climbing with high quality sport and traditional routes. Frederick Peak and the South Pinnacle have seen little activity to date and only offer long, easy unrepeated routes.

A selection of routes are used for reference which are numbered on the topographical sketch for each area. The route descriptions are listed in order from left to right when facing the rock. Photo topos of each area are for guidance only and are not comprehensive. All projects are marked on the topos with a red line. Please stay off any projects until complete.

For prolonged visits it is possible to camp, although no amenities are available. A large campsite is situated on the ridge between the North and South Sentinels which provides a spectacular view of Townsville. Fuel and limited supplies are available at the Rupertswood General Store, 1 Ridge Drive, Alice River. The nearest supermarkets are Coles and Woolworths at Willows Shoppingtown Cnr Thuringowa Drive and Hervey Range Rd, or at IGA Sunland Plaza directly opposite Willows Shoppingtown. The closest accommodation to Frederick Peak is at the Range Caravan Park at 405 Hervey Range Road. They have cabins and powered sites on offer. If you are in need of a drink, the closest pub is Brothers Leagues Club on Golf Links Drive, Kirwan.

Local delinquents have previously dumped garbage alongside the dirt access road. If you witness any illegal dumping report them to the Townsville Council on 1300 878 001. Taking note of the vehicle's registration number, make, model, time, date and location is required to help eradicate these pests.

Access

Access to the area has always been a sensitive issue as access requires passing through private property. A competent 4WD is necessary. The code of conduct must be followed to maintain access to the area. For this reason access instructions are not given in this guide. Anyone wishing to visit Frederick Peak should contact the authors directly by email christopher.glastonbury@gmail.com, steven.ioannou@gmx.com or chris.beric@gmail.com. The walk-in is uphill, loose in sections, overgrown and difficult to follow at night.

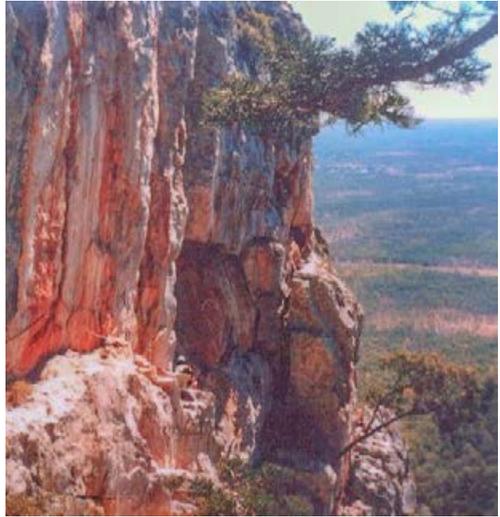


*Steve Ioannou on Lost Hanger
with Cristian Muñoz Mas on belay*

History

The earliest known activity occurred when Mark Gommers and Tracy Power visited the area in the winter of 1991. The pair hiked up to what is now known as the South Sentinel to on sight *The Soldier King* with the aim of investigating the area. Mark realised the tremendous potential for climbing, however the easier access and abundance of unexplored walls at Mt Stuart kept him fully distracted.

After establishing some of Mt Stuart's hardest and acclaimed routes Mark shifted his focus to the South Sentinel. In 2003 he returned with Townsville hardmen Andrew Rule aka "The Cleaner" and Rik Wittkopp to establish the majority of the moderate multipitch classics. Routes such as *Absent Friends*, *Pitch Black*, *Masters Apprentice*, *Frederick The Great* and *Mira Nova* were all climbed ground up over many months of effort. Andrew upheld his reputation and spent a considerable amount of time cleaning these lines for future ascents.



Rik Wittkopp exploring the Escape Alley ledge
© Mark Gommers

Mark and Andrew spent almost every weekend at either Frederick Peak or Mt Stuart in the early 2000's climbing new routes. They negotiated permission with land owners and councils resulting in the relative freedom of entry that we enjoy today. They also improved access by establishing the track, campsite and various abseil chains.

Frederick's treachery was affirmed one day when Mark Gommers and Nathan Walmsley were repeating *Absent Friends*. Mark has suggested a variant finish up a vague arête near the summit which Nathan began to lead. After a long traverse and a lack of gear Nathan started up the weakness above a large ledge. With scarce protection below him, a momentary slip sent him tumbling 15m down. As Rik Wittkopp recalls, "Nathan's falling. He's yelling, "TAKE-UP TAKE-UP TAKE-UP," I'm dying the slow death trying not to watch but transfixed and unable to turn away, and suddenly he stopped a metre above the ledge and for a heartbeat we all froze, as though checking our bodies after an accident to make sure we survived." Nathan continued to finish the route, aptly named *Finger of God*.

Leia Clark's newly acquired trad and aiding skills were put to the test on ground up ascents. Leia's purple uniform and her enthusiasm to climb anything on the menu, won her the nickname of Mira Nova. Following her efforts *Mira Nova* was named in her honour. Nathan Bolton contributed with the variant finish of *Absent Friends* and the precedential ascent of *Out on a Limb*, setting a difficulty standard for routes to come. Their vision and guidance was invaluable for the new generation.

History



The Three Monkeys developing Monkey on a String © Chris Beric

HJ's finest espresso) made the daily pilgrimage to The Fairy Garden where they established 8 routes in total, including *Hyperbole* and what later became *White Gold*, by far and large the steepest and hardest routes in North Queensland at the time. To this day their herculean effort has yet to be matched by anyone.

In 2012 a whirlwind of activity ensued, including some of the finest displays of climbing Townsville has witnessed with first ascents of *Supernova* by Steve Ioannou and *Transcontinental* by Lee Cujes. Over the years the Monkeys spent countless hours on the Oasis ledge which culminated in the first ascents of *Supernova*, *Hypernova*, *Kneebar Nexus* and *Trenchfoot* on the Supernova Wall. 2013 proved to be the busiest period of development with 48 new routes established, with the Three Monkeys responsible for all but one. On a quiet Friday morning in July, Steve completed his long standing vision to climb the Supernova wall bottom to top with the prodigious ascent of *Insanity and Beyond*. In turn, this new-guard of climbers have enticed some of the veteran climbers back to the cliffs. Recently Leia Clark has been working in secret establishing a new cliff. We keenly await her topos.

This guide continues to evolve to keep pace with the route development. The total route count at the end of each respective year was: 13 in 2003, 17 in 2004, 24 in 2005, 32 in 2006, 48 in 2007, 55 in 2008, 80 in 2009, 90 in 2010, 94 in 2011, 140 in 2012 and 188 in 2013.

A changing of the guard occurred in 2005 when the access keys were handed to local budding teenagers Chris Glastonbury, Chris Beric and Steve Ioannou. Over a number of years they maintained the traditional customs, then later on explored new styles of climbing evident by a swag of multipitch trad and sport routes. Notably, *Lost Hanger* first attempted in 2005 and completed in 2008 by Steve opened a new era of steep climbing in the north.

A steady increase in development has occurred since 2009 with routes materializing from a broader range of developers. In April 2009, Madoc Sheehan and company opened Juicy Buttress, home to a number of easier and more accessible routes and over a matter of months had completely climbed out the area.

In August 2009 Chris Glastonbury hosted Lee Cujes and Neil Monteith for a week of route development. The boys (fuelled by

Climate

The weather at Frederick Peak is similar to the rest of Townsville. Summer can be extremely hot, so carry plenty of water, particularly on the long multipitch routes. The wet season lies between December to March and rain affects the majority of routes. The Fairy Garden and Supernova Wall do remain dry during rain events though any cracks will seep after significant rainfall.

The rock does dry relatively fast in comparison to Mt Stuart, with the exception of few select routes which will continue to drip until winter (*Blood Sucking Scum*, *Citizen Arcane*). The best conditions (though only just tolerable by Southerners) are from May to September. On the coldest days a fleece is welcome.

Month	Average high (°C)	Average low (°C)	Precipitation (mm)	Average precipitation (days)
January	31.3	24.3	276.4	14.7
February	31.1	24.1	307.1	15.7
March	30.7	22.9	191.1	12.7
April	29.6	20.6	66.6	7.9
May	27.6	17.6	32.4	5.9
June	25.6	14.6	20.5	4.1
July	25.1	13.6	13.6	3
August	26	14.7	16.1	2.7
September	27.7	17.4	10.8	2.5
October	29.4	20.7	24.8	4.9
November	30.7	22.9	59.6	7.3
December	31.5	24.1	132.4	9.9

Gear

Double ropes are preferred for the traditional multipitches such as *Pitch Black*, *Absent Friends*, *Mira Nova* and *Master's Apprentice* as the routes tend to wander and long retrievable raps are mandatory. Two ropes are recommended to escape from the summit of the South Sentinel. A 60m single rope is perfect for the remainder of routes. A standard rack of cams, a double set of wires and 15 draws is sufficient. RPs, hexes, large cams, small offset wires and spare slings may be required depending on the route. Long slings are necessary on the majority of the long and wandery sport routes.

Essential items include a helmet, a headlight (especially if you plan on climbing any of the long multipitches), first aid supplies for snake bites, a mobile phone, plenty of water and suitable sun protection. It is easy to consume 5L of water a day in the sun so plan accordingly.

Bolts

A minimum standard of bolting is enforced at Frederick Peak. Other areas in the Townsville region such as Mt Stuart, Castle Hill, Kissing Point and the West End Quarry have all been tainted with unsafe bolts. It is strictly a matter of safety to maintain a high standard of bolting. DO NOT attempt to place bolts ANYWHERE without sound instruction from an experienced developer. At Frederick Peak there are minimum requirements that must be met to ensure the safety of others. If these are not met you will pay the price! Bolts have been forcibly removed in the past!

- Only place bolts where necessary.
- Only use stainless steel or titanium bolts and hardware. Galvanised, Zinc plated or mild steel is totally unacceptable.
- Mechanical anchors must be a minimum of 10mm in diameter.
- Glued anchors must only be secured with an epoxy resin. Polyester based glues are not tolerated!
- Ring bolts must be recessed.

This list is not exhaustive and is only an outline of the minimum standard of hardware necessary. Bolt placing technique is not covered and must be learnt from an experienced developer before attempting any bolting at Frederick Peak. The authors are currently leading a push towards the exclusive use of Grade 316SS glue-ins. Although none are yet unsafe, surface rust is occurring remarkably quickly on expansion bolts in certain areas. The unique varied rock chemistry here is most likely the cause; 15+ year old expansion bolts in Castle Hill granite have a much better visual appearance than some 3 year old bolts here!

Symbols and Abbreviations

	Crap!		Good		Excellent
	Classic		Super classic		Hazardous
	Anchor		Rappel/Lower-off		Escape Anchor
	Trad Route		Mixed Route		Sport Route
DBB	Double Bolt Belay	L	Left	DS	Direct Start
DRB	Double Ring Belay	R	Right	DF	Direct Finish
VS	Variant Start		Shade	<i>i</i>	Climb is Initialled
VF	Variant Finish	FH	Fixed Hanger		No. of draws required

Safety

In an emergency call 000. If helicopter evacuation is required, always give coordinates of your location.

Juicy Buttress	19.38420°S 146.62804°E	Hidden Pinnacles	19.39185°S 146.63075°E
North Sentinel	19.38482°S 146.62974°E	Frederick Peak	19.39237°S 146.63427°E
Campsite	19.38687°S 146.62975°E	South Pinnacle	19.40554°S 146.63706°E
South Sentinel	19.38882°S 146.62926°E		

Climbing here can be adventurous. The harder routes have been developed with safety in mind. However, some of the easier routes can be relatively dangerous due to large ledges and retreating difficulty. Any climbs with marginal gear are marked as hazardous. Rock fall is not uncommon and can occur during or immediately after rain events. Be aware that Juicy Buttress has an abundance of large blocks at the belays and around the top of the crag.

Hazards

Rainforest Scorpion



Photo © Chris Beric

Commonly known as the Rainforest Scorpion (*Liocheles Waigiensis*), this species is reported to have mild venom and usually protects itself using its powerful crab like pincers. Typical habitat is around rock crevices, soil and rotting leaf matter. These scorpions are usually more active at night and their sizes can vary between 30 to 100mm. A good reason to empty out your shoes before putting them on!

Yellow Paper Wasp



Photo © Chris Beric

Yellow Paper Wasps (*Ropalidia Romandi*) are common at Frederick Peak, particularly around The Land Before Time and Supernova Wall. They have an extremely painful sting and attack in numbers. Avoid the paper nests built underneath overhangs, in huecos and pockets. Do not disturb the nests and stay well clear. If you are allergic, ensure you have the appropriate medication on hand.

Death Adder



Photo © Chris Beric

The Death Adder is the ninth most deadly snake in the world and is commonly encountered on the ground. It has a diamond shaped head, its body is typically covered in thick bands of varying colour (usually grey), has a worm-like lure on its tail and averages 40cm in length. They are an ambush predator, are well camouflaged against the rock and rarely move unless directly provoked. Take care not to step on them! If you are bitten do not wash the area and do not elevate. Immobilise the limb, apply a pressure bandage and seek immediate medical treatment. At Frederick Peak this requires helicopter evacuation.

Stinging Tree



Photo © Chris Beric

There are numerous stinging trees (*Dendrocnide Moroides*) are present at Frederick Peak. Stay well clear of these trees, as the toxic silica hairs covering the leaves cause severe pain lasting up to several months when contacted. Even just the lightest brush past will disturb the hairs and they will become embedded in the skin. They heavily populate the bushland opposite Tranquillo Zone, but are common throughout the entire area. It may be possible to remove the hairs via waxing. Rubbing the fruit on the skin is ineffective for this particular species. You have been warned!

Queensland Tarantula



Photo © Chris Beric

The Queensland Tarantula / Whistling Spider (*Phlogius Crassipes*) may be encountered around the crag on the odd occasion. These are commonly known as Whistling spiders because of the fine hissing sound they make. Some refer to them as Bird Eating spiders, however, they rarely eat birds and were actually given this name because they resemble a fluffy bird chick. These spiders live in burrows up to 2m deep and can be quite aggressive if disturbed. Their bite is not known to be fatal for humans, however, it will quickly kill a dog.

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South Pinnacle

Frederick Peak

Hidden Pinnacles

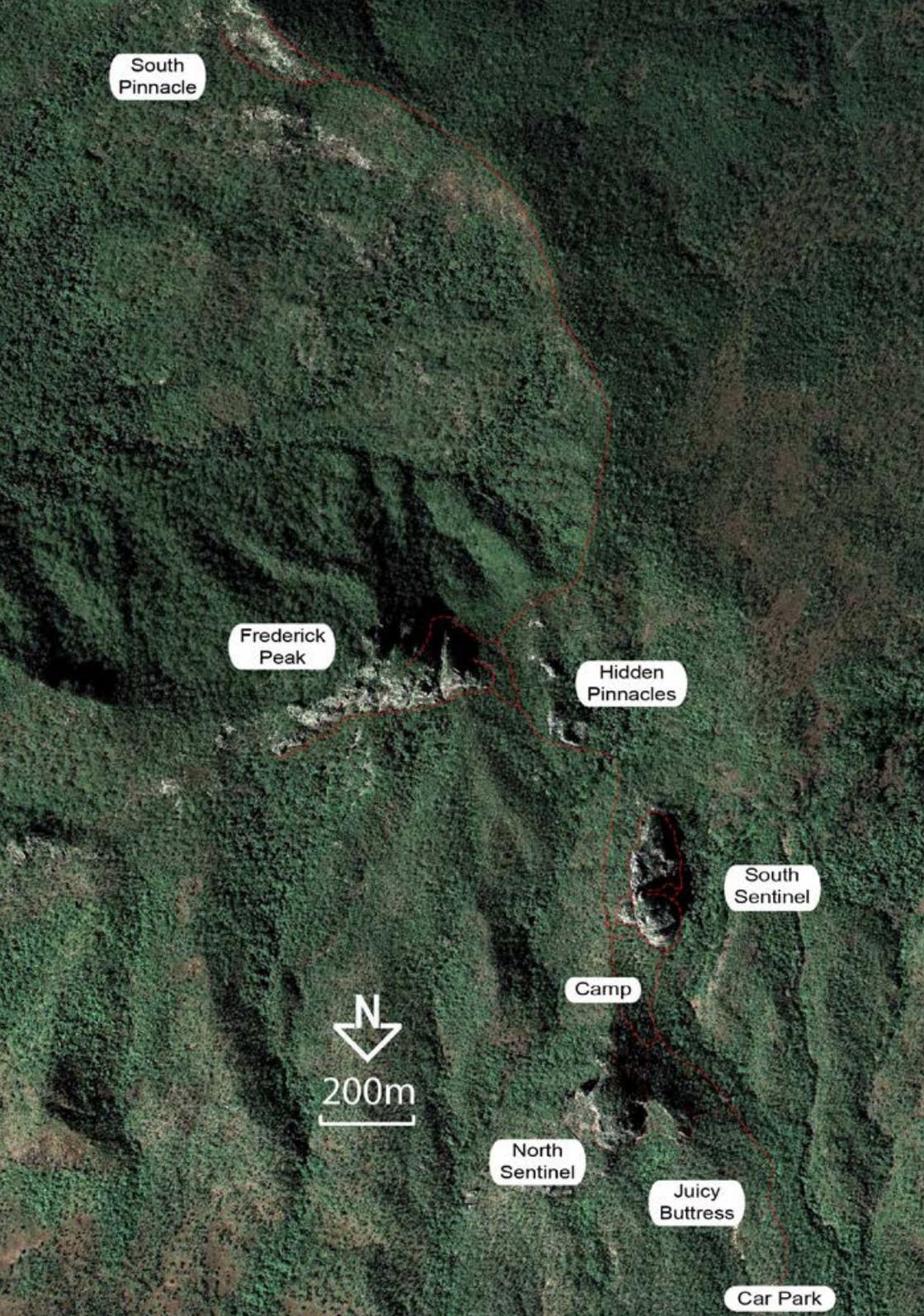
South Sentinel

Camp

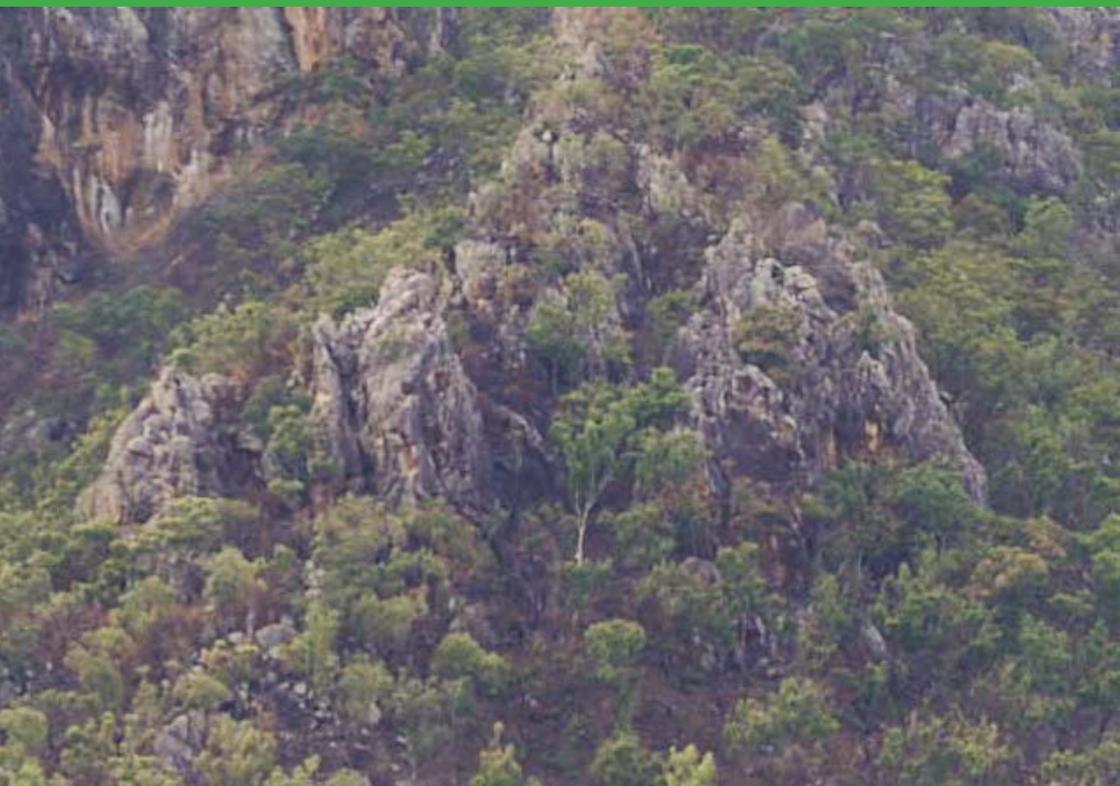
North Sentinel

Juicy Buttress

Car Park

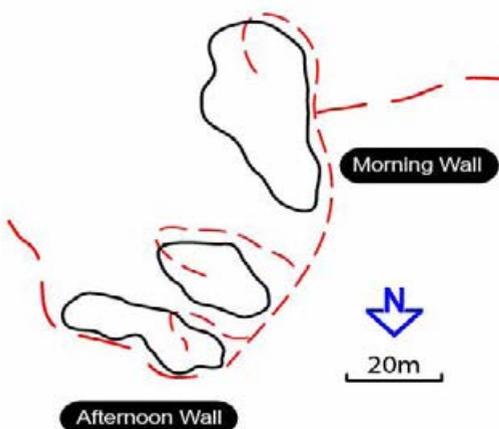


Juicy Buttress



A good excuse not to walk further up the hill. Situated adjacent to the North Sentinel. Juicy Buttress was discovered by Madoc Sheehan and Steve Baskerville during a boulder scouting adventure. It features single pitch routes including many easier routes which can be top roped. Be aware of the many loose blocks which are present around the top of Juicy Buttress.

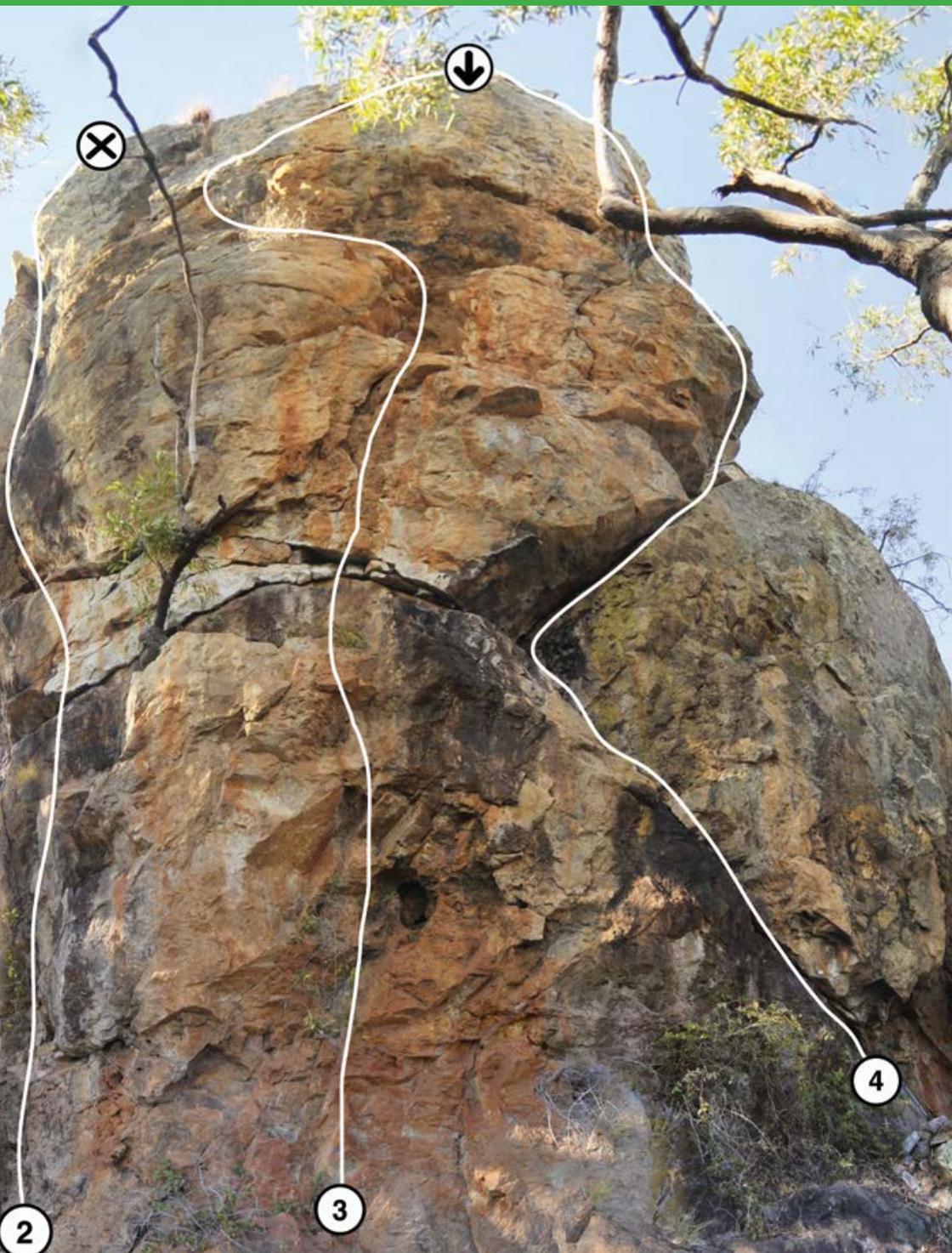
The Buttress is a short 15 minute walk from the car park and is accessed on the approach to the South Sentinel. At the first boulderfield, walk east straight uphill towards the buttress.





Leia Clark seconding Sweet Potato

Afternoon Wall



Juicy Buttress



After 2pm

5

T

3

M

0

S

33m

When you reach the buttress on the track, the Afternoon Wall is to the left. A small area with a few easier gems. Great for a lazy Afternoon.

1 The Frederick's Fandango 18m 21

Starts around the corner from SSS. Pass 3 U-bolts to a series of cracks and blocks to a DRB.
Graham Page, Chris Glastonbury 8.5.10

2 Sarah's Sunday Special *i* ★★ 25m 20

Starts at the arête. Stick-clip 1st bolt from the ground then up to the 2nd horizontal. Cruxy moves L to get into the steep but generous hand crack.
Madoc Sheehan 23.8.09

3 Blood Brothers ⚠️ 25m 21

Right up the middle of the face. From the horizontal break at one third height, move through the mildly overhanging orange face, move L to reach a R leaning weakness. Follow this to chains.
Chris Glastonbury, Graham Page 25.4.10

4 Banana Bender *i* 28m 18

Solid for the grade. Starts at the RH side of the Afternoon Wall at left leaning crack. Layback L along the crack to the alcove then back R via the steep, thuggy hand crack. Take the steep corner of the L to reach ledge and chains. Alternatively follow the easier crack on the R.
Madoc Sheehan, Anthony Timms 5.09

5 SSP *i* ★ 22m 16

Starts from the terrace 10m up and L of *Bowen Special's* start, about 6 m L of the gully. Through a small roof (crux - careful with gear here) then up the vegetated corner. Move R to finish up the slabby wall/arête past a FH.
Madoc Sheehan, Gordon Baudino 7.09

6 Green Ant Shuffle 25m 16

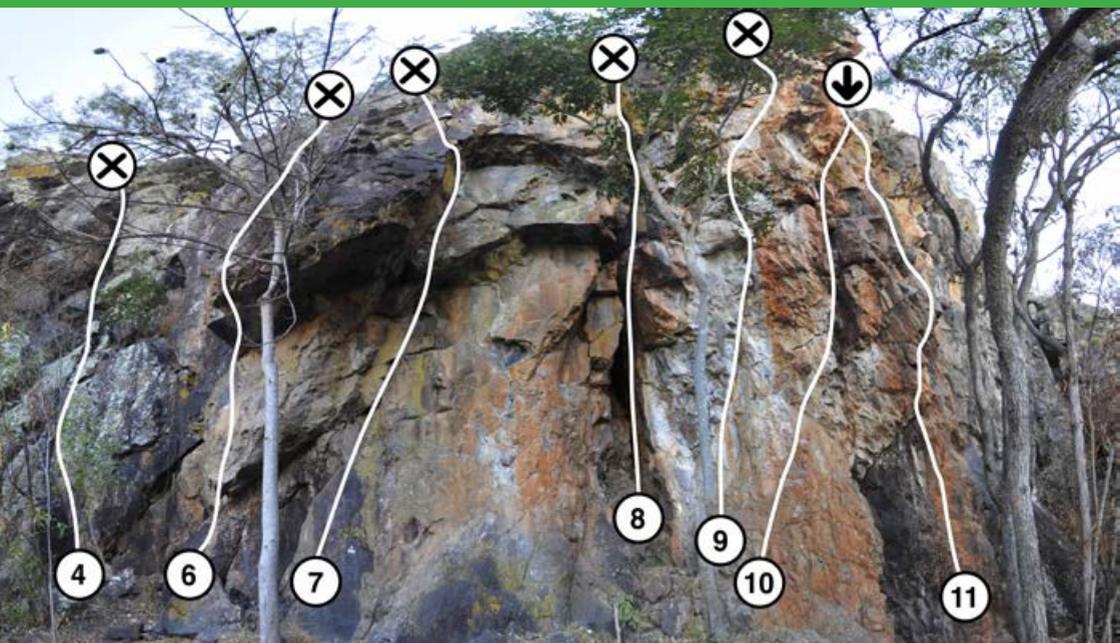
Starts 5 m R of SSP and 1m R of the gully. Up the next crackline L of The Bowen Special. Tough moves where it steepens followed by a delicate slab. Belay near the top of the buttress. Save a big cam for the upper slab just under the tree.
Madoc Sheehan, Anthony Timms 10.10.10

7 The Bowen Special *i* ★ 33m 14

An excellent adventure. Starts about 30m R of *Banana Bender*. Move up slab to diagonal corner, then follow this straight up. Belay in a comfy spot where the cracks run out. Descend by traversing (roped) R (looking out) for 8m to an easy gully.
Madoc Sheehan, Anthony Timms 5.09

8 Fruit Loop 🍌 ⚠️ 25m 15

Memorable for all the wrong reasons. Starts around to the R of *BS* at the black slab in the gully. Follow the right leaning crack to the summit starting at the LH side of the wall.
Chris Glastonbury, Steve Ioannou, Leia Clark 12.7.09



 Until 1pm 11 T 2 M 0 S 35m

From the track, walk R to reach the furthest-most wall. A great area with secure trad climbing and a few mildly overhanging testpieces.

1 Were-Rabbit *i* 25m 13

Start at the open book corner with the conveniently located large embedded rock. Step on the rock and enjoy the pockets and jams up the crack. Head slightly R using long slings and continue up to belay. Belay at 3 large boulders.

Leia Clark, Anthony Timms 10.4.09

2 Carrot Cake 27m 13

As for WR but step R under arête on small cams to slab. Head up slab then follow the crack L and belay as for WR.

Leia Clark, Steve Ioannou, Chris Glastonbury 12.7.09

3 Delicious 20m 17

The incipient crack-line in the green corner 4m L of SP. Up the steepening crack-line with a move R just under the top to avoid the overhang. Watch for wasps on the R half-way up.

Madoc Sheehan, Anthony Timms 10.10.10

4 Sweet Potato *i* 20m 15

Obvious wide-ish crack 2m to the L of Plum. Start at the thin layback crack. Lovely climb with great gear. End up just above the WR belay. Same exit as WR.

Leia Clark, Madoc Sheehan, Gordon Baudino 5.7.09

5 Plum *i* ★★ 25m 17

The first climb on Juicy Buttress. Begin below the left facing corner. Get off the ground (interesting) and follow the layback to turn the roof (crux) then follow the right leaning cracks to belay off the tree at the top of the cliff.

Anthony Timms, Madoc Sheehan, Leia Clark 10.4.09

6 Couch Potato 20m 24

3 FH and medium sized trad gear to finish. A bouldery route with a tough move to get established at the lip of the roof. Belaying at the obvious high corner allows a roped scramble to chains on PPJ.

Madoc Sheehan 24.10.10

7 Slightly Spicy Salsa *i* 35m 18

Starts at black slab below rooflet about 5m R of SP. Great moves up and into the hanging corner to jugs. Step immediately L, around the arête, and follow the easier face and cracks to the tree on the summit.

Take care with the blocks at the top of the corner.
Madoc Sheehan, Anthony Timms 5.09

8 The Wide Load 20m 20

Follow the heinous chimney and steep slab to natural belay. Take large cams.

Chris Glastonbury, Madoc Sheehan 24.10.10

9 The White Line ★★★★★ 20m 25

The best line at Juicy Buttress is also its hardest. Madoc's reverie is finally over! Plenty of excellent gear. Follow the immaculate white overhanging crack, move L to pod and then R into the hanging orange corner. Trend L past the roof onto the steep slab to finish. Natural belay or use the *PPJ* chains.

Chris Glastonbury, Madoc Sheehan 30.9.12

10 Blood Orange i ★★ 20m 24

Orange ramp underneath overhang. Soft for the grade. Powerful and technical climbing up the overhanging crackline to join *PPJ* at the top corner. Take care with hollow blocks after the crux bulge (thankfully easy through here).

Madoc Sheehan 6.09

11 Paw Paw Jam i ★ 20m 17

2m R of the big white over hanging wall. Up the black and orange ramp to the obvious left leaning crackline and the first piece of gear. Follow the crack with great gear to the square cut-out. Tricky move over the top (crux) to large sloping ledge. Move L to the chimney and continue up to chains.

Leia Clark, Anthony Timms 5.09

12 Marmalade ★ 30m 21

Enjoyable climbing on interesting holds. At the *PL* initials, climb straight up the intermittent crackline line past 3 FH's and good wires.

Madoc Sheehan, Gordon Baudino 9.09

13 Pink Ladies i 🍌 25m 10

At the very RH side of the wall. Scramble up the black ramp to the vertical wall with initial. Keep the big chimney on your RH side and follow the diagonal line to the chock stone at the top of the chimney. From the chock stone veer slightly L and up the weakness to a big flat rock with a tree behind. To descend scramble around to the R.

Leia Clark, Marissa Land 4.09



Anthony Timms on the first ascent of Plum

© Leia Clark

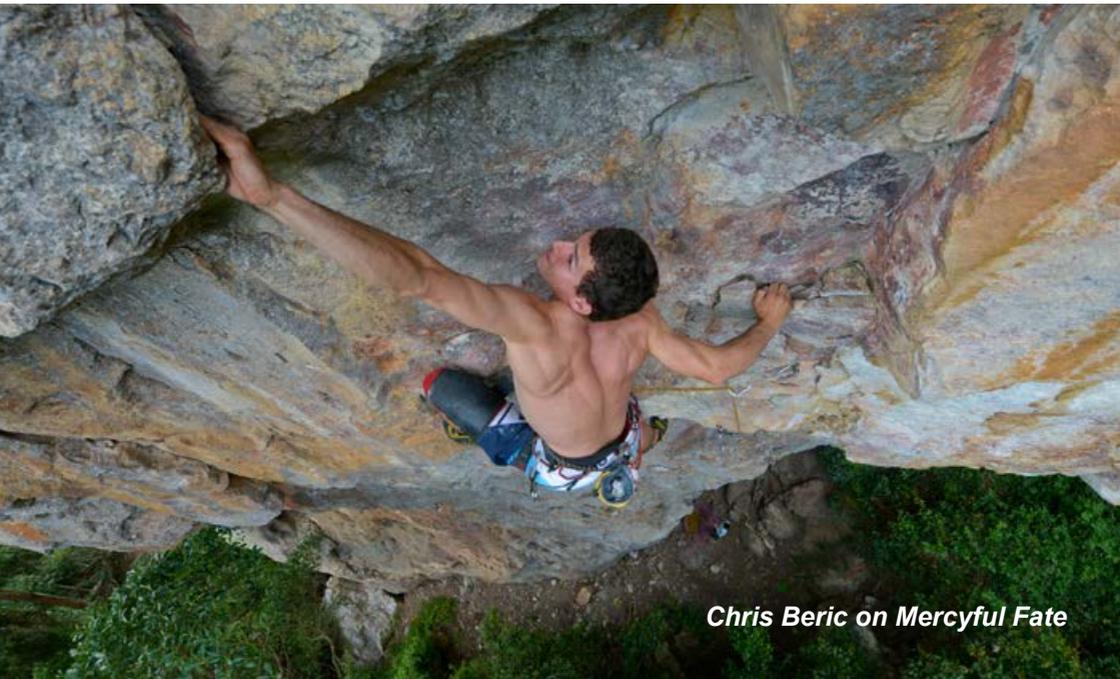
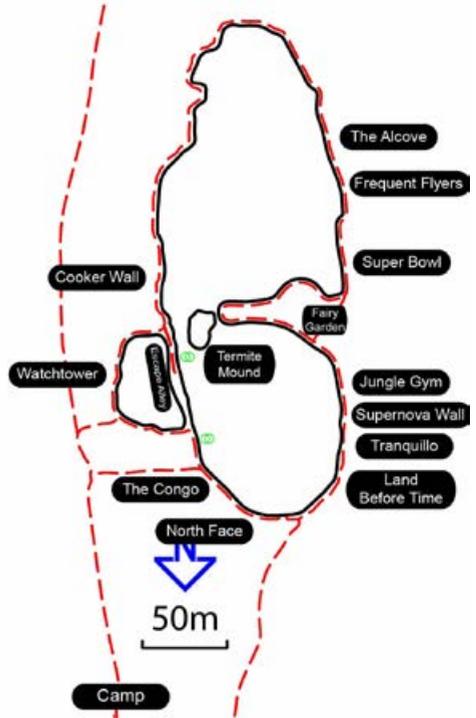
South Sentinel



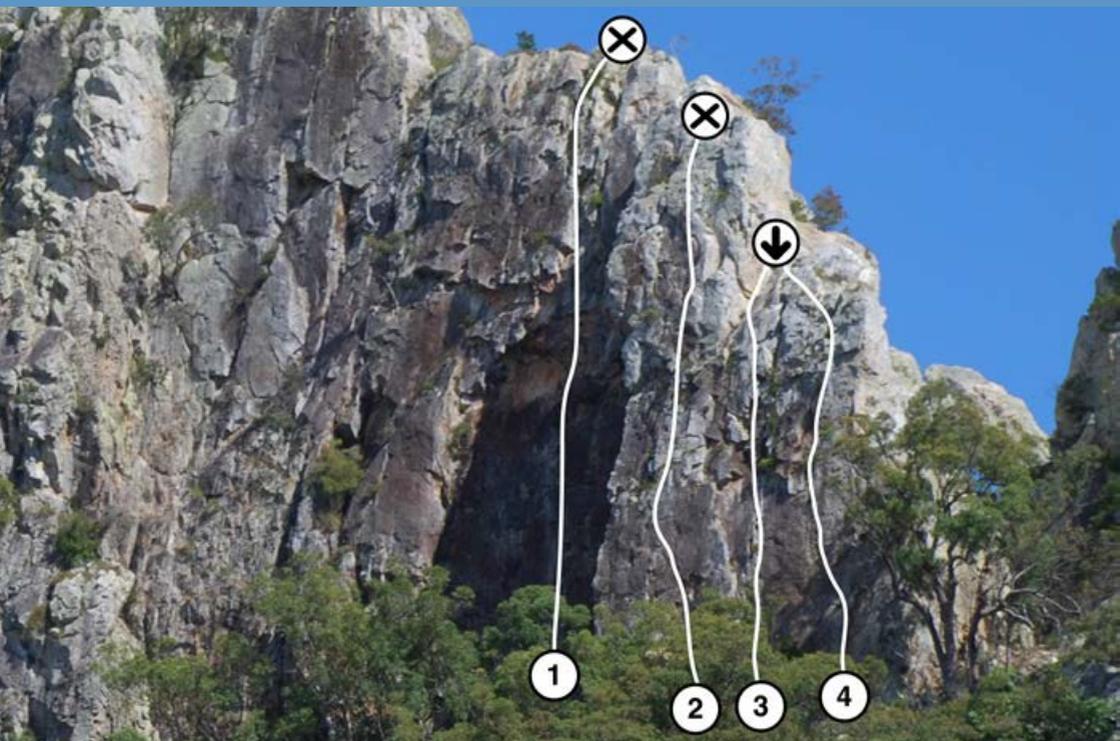
This area is the most developed of the four pinnacles. The rock is superb and incredibly varied and there is a good mix of high quality single and multipitch routes. The South Sentinel is undoubtedly the best location for route climbing in North Queensland.

The summit escape chains are located on the South East bluff near the summit area, directly opposite the termite mound next to the bush. These chains are directly 45m above Escape Alley. A second set of chains above *Monkey On a String* allows for escape to the base. This escape method is recommended to help reduce the erosion on the track down around The Watchtower. From Escape Alley, walk north along the ledge to reach the chains on the large block beside the leaning tree. A fixed stainless cable runs along this ledge towards the chains.

On the North Face, retreat from the large *Pitch Black* ledge via either *Pitch Black* or *Three Lost Monkeys*.



Chris Beric on *Mercyful Fate*



After 1pm 4 T 0 M 0 S 45m

Cooker wall is the eastern facing slab on the southern end of the South Sentinel. Follow the track around The Watchtower, up the steep track. Avoid the sun like the plague. Descend via the chains in Escape Alley to reduce erosion.

1 Sweet 'n' Sour 45m 20

10m L of *Raptor*. Follow the major weakness up the middle of the steep black slab, then move through a small roof to a natural belay. Escape via *IT*.
 FA Nathan Walmsley, Brett Forde 22.2.03
 FFA Chris Glastonbury, Steve Ioannou 30.1.11

2 Raptor ★ 45m 17

Starts 20m L of Escape Alley. A steep start up the crack to a small roof. Move up and L (before the second roof) along a diagonal finger crack past a small shrub. Delicate moves then climb up the black crimp slab. Follow straight up to top to reach a single FH. Descend by *Idyll Times*' DBB.
 Mark Gommers, Rik Wittkopp 19.1.03

3 Idyll Times 35m 17

3m R of *Raptor* is an obvious crackline leading to some offwidths up high. Follow this crack up to a set of twin cracks, then up to below the large offwidth. Trend L avoiding the offwidths following the crack up towards the top. Finish up a generously protected slab to DBB on the L wall. Requires a sling to escape.

Rik Wittkopp, Mark Gommers 18.1.03

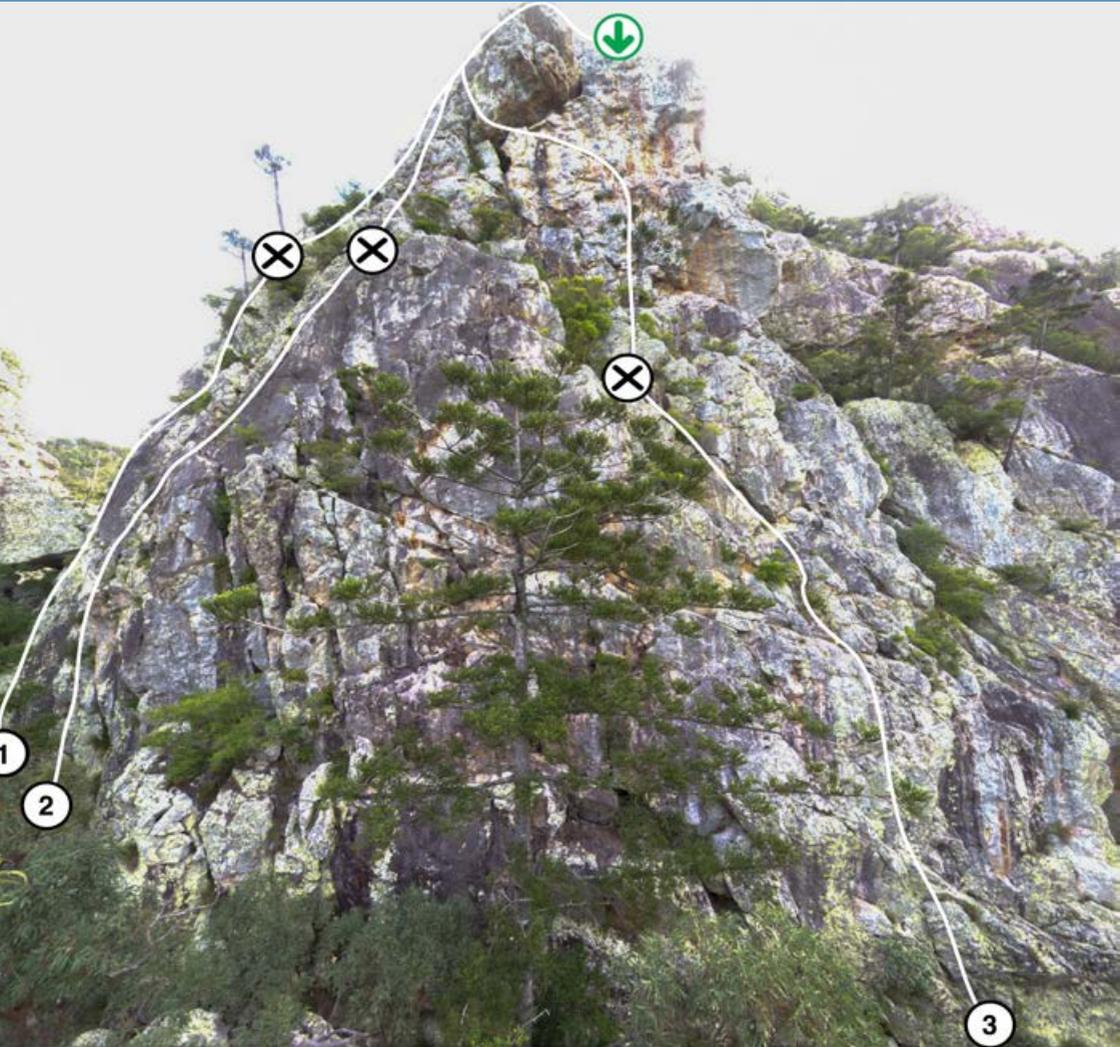
4 Blackbody Roaster 25m 16

Starts just L of the arête at the beginning of Cooker wall. Follow the crackline then gear to finish at the DBB for *IT*.

Chris Glastonbury, Steve Ioannou 15.2.09



Leia Clark on Necessary Evil
© Jarrah Brand-Adams



After 12pm 7 **T** 0 **M** 0 **S** 55m

Escape Alley is the large chasm which divides the Watchtower from the rest of the sentinel. A number of large chockstones cap the divide, offering a platform to climb from. It offers a few easy access climbs to the summit and provides the decent from the summit via a set of chains. The escape is described in the South Sentinel introduction.

1 Body Armour

40m 12

The summit milk run. Starts R of the vegetated corner below a huge chockstone.

1. 25m 12 Up to ledge on R side of chockstone (rear window) and move R. Up for a few metres to large sloping ledge and corner. Up the corner then finish up a nice featured headwall to belay on a large ledge.
2. 15m 10 Walk 5m R through the pine garden to join up with pitch 2 of *Soldier King*.

Andrew Rule, Leia Clark 2004

2 Soldier King**55m 15**

Starts 8m R of *Body Armour* below a sharp fin at slab in between two parallel cracks.

1. 20m 15 Slab then crux past the fin to easier ground out R. Continue up to reach the ledge R of the large pine tree with natural belay.
2. 35m 10 Up from the belay past multiple ledges to a tricky belay at the top. Escape by scrambling down and R towards the chains.

Mark Gommers, Tracy Power 1991

Rediscovered: Jenny Tannoch-Bland, Rik Wittkopp 15.6.03

3 Purple Arrows**55m? 19?**

Starts 20m R of *Soldier King* at a small pine tree.

1. 30m? 10? Ledge hop up trending L to the lone pine tree.
2. 25m? 19? Climb up towards the headwall and break L just before it gets steep. Move all the way out to join up with the finish of *The Soldier King*.

Jay Reilly, Robin Aiello 4.05

4 Succubus Knights**30m? 12?**

Ledge hop up trending L to the lone pine tree.

Rik Wittkopp, Andrew Rule, Craig Matthews 2003

5 Monkey on a String VS**48m 4**

Starts at the north end of *Escape Alley* at a small tree belay. Now fully protected by a fixed stainless cable installed by Mark Gommers. Joins into the final 3 pitches of *MoaS*. Walk out along the long ledge passing the decent chains. Finish on the R of the block.

Rik Wittkopp, Mark Gommers 18.1.03?

The following 2 routes are located on the wall above the long ledge above *Monkey on a String VS*.

6 Mary-Kate ★**20m 23**

The ultimate off-width adventure. Obvious wide crack on the L. Punch through the steep hand crack to reach a good rest. Move out R to follow the crack system to a large ledge. Escape via the pine tree to the L.

Chris Glastonbury, Steve Ioannou 4.3.12

7 Ashley**20m 21**

5m R of *M-K*. Up the open corner to reach a rest. The crack then widens to allow hands. Belay at a ledge. Escape as for *M-K*.

Steve Ioannou, Chris Glastonbury 4.3.12



Watchtower East



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 After 12pm 4 **T** 5 **M** 3 **S** 45m

This area is the large detached block on the eastern side of the sentinel, packed with high quality moderate routes. Please avoid descending from Escape Alley via the path to minimise erosion.

1 Slab King 20m 18

The left trending crack on the R of the Bowl.
Chris Glastonbury, Steve Ioannou 4.3.12

2 Path of Destruction 15m 17

Follows the blunt arête. 3m R of SK.
Steve Ioannou, Chris Glastonbury 4.3.12

3 No Free Lunch ★ 18m 19

8m L of GD. Steeper than it looks. Follow the jugs past 1 FH to reach the slab. Follow the thin crack to the corner and exit at a tree belay.
Chris Glastonbury, Madoc Sheehan 5.4.10

4 Glory Days ★ 37m 16

Starts 20m uphill from FTG at the tree closest to the rock.

- 25m 16 Climb onto the slab on the LH side of the tree and follow gear R, to a corner up high. Below the top of the corner, move R onto the ledge. Up last few metres on excellent holds and gear. Belay on the big ledge above the small scrub.
- 12m 16 Follow the prominent crack just L of the large orange corner. Continue towards the tree at the top by means of the small left facing corner. Escape using the tree.

Steve Ioannou (1), Chris Glastonbury (2) 27.2.07

5 Consolation Prize ★ 41m 18

Starts 4m R of GD at short, steep headwall.

- 24m 18 Pass the first bolt to reach a shallow ledge and easier ground. Join up and finish with GD.
- 17m 10 Traverse L along the ledge to crack. Up this and follow corner feature to slab. Up the slab to belay, descent via *Glory Days*.

Chris Glastonbury (1), Steve Ioannou (2), Leia Clark 19.4.08

6 Consolation Prize Direct ★ 35m 20

Start as for CP. After the corner continue up past 2 FHs on steep ground to finish up original second pitch.

Steve Ioannou, Chris Glastonbury 28.4.08

7 Glory Days DS ★ 45m 20

Excellent steep climbing on good holds, starting 10m R of the original. Move up small slab and pull into stance in corner. Move L out of the corner onto steep face passing 1 FH and then up onto ledge. Move up and R along ledge then through bulge passing another FH (crux) to final steep section of first pitch. Continue up the second pitch if you can, otherwise break it up.

Steve Ioannou, Chris Glastonbury 5.5.07

8 That's Not Honey... ★ 11 **D** 26m 23

Starts up the orange face between GDDS and DID. Tough moves up the weakness to a series of steep bulges.

Chris Glastonbury 18.4.10

9 Damsel In Distress 25m 18

6m L of FTG. Stick-clip the first bolt and move onto the ledge. Follow the corner crack line to the large ledge with DBB and twist shackles.

Jason Selman, Leia Clark 4.07

10 Rocky Road 15m 15

Starts at DID DBB. Climb the corner on the L for about 7m then move L out of the corner before it gets too loose. Pass the honeycomb rock and the large block to finish up the short crack to belay with tree rap.

Mark Gommers 2003?

11 Blackened ★★ ? **D** 18m 20

Starts at the top of DID. Exposed and quite steep with good holds. Quite sustained. Lower off at top or belay at tree above.

Steve Ioannou, Chris Glastonbury 26.9.07

12 Too Late, Too Late ★★★ 12 **D** 43m 22

Fun, exposed multi-pitch sport climbing up the obvious arête.

- 25m 22 Start as for FTG. Follow the line of bolts up the arête to ledge and DRB.
- 18m 22 Continue up the arête to link in with the final 3 FH's of *Blackened*.

Steve Ioannou (1), Chris Glastonbury (2) 18.2.12



After 2pm

2 T

3 M

3 S

63m

A large looming face populated with many hard routes. A comfortable place to relax in the shade during the afternoon.

1 Frederick The Great ★ 63m 18

This climb is the highly obvious corner you first reach when walking to the watchtower along the track.

- 33m 16 Pull up onto slab and follow it to base of the corner, then up the corner to sloping ledge and large tree. Finish up the wide crack on the left wall to ledge with a DBB.
- 30m 18 Step R around the arête to the face and climb up and slightly trending R. Avoid the large blocks towards the end by traversing R. Move back L and up dirty ramp to ledge at top of block. Escape is possible from the Blackened lower off.

Mark Gommers, Andrew Rule, Damien Boicos 1.03

2 Smokescreen ★★ 40m 22

Starts to the R of FTG on the terrace around the corner, below a small roof. Up past 2 FHs and diagonally R to steep section. Through this to horizontal break and over small roof (crux). Follow the crack (with optional rest out L). Move L just below a sharp arête to reach large ledge. Traverse to the DID anchor or use the large tree to escape.

Chris Glastonbury, Steve Ioannou 25.8.07

3 Bloodlines ★ 30m 24

Starts 10m R of Smokescreen in the orange bowl. Past the first FH and follow the crack. Move L to horizontal and over short headwall to stance. Move up and L to overhanging corner past two more FH's to easier ground and R trending crack to ledge and DRB. 5 bolts.

Chris Glastonbury, Steve Ioannou 26.9.10

4 PROJECT - Supervain 30m 26?

Chris'. As for *Bloodlines*, except step R after the 2nd FH and follow 3 more FH's up the pillar to join the final crack of *Bloodlines*.

5 Cognition ★★ 8 D 16m 21

Starts below the arête. Stick-clip the first bolt. Move up the ramp on the L and move R past the bolt. Follow the line of bolts to reach the ledge and headwall.

Chris Glastonbury, Steve Ioannou 23.11.07

6 Synaesthesia ★★★ 16 D 35m 27

Keep Calm and Carry On up the striking arête above *Cognition*. From the start of BC, move L out to the arête and straight up the exposed arête to a rest. Edge your way up to a layback, then veer slightly R towards the welcome ledge.

Chris Glastonbury 12.5.12

7 Bat Country ★★★ 20m 24

Starts at the top of *Cognition*. It's best to avoid the semi-hanging belay by having the belayer on the ground. Climb the sustained crack to the top and move L to a rest. Up the tricky face to wide exit and ledge with DRB. Link-up with *Cognition* awaits.

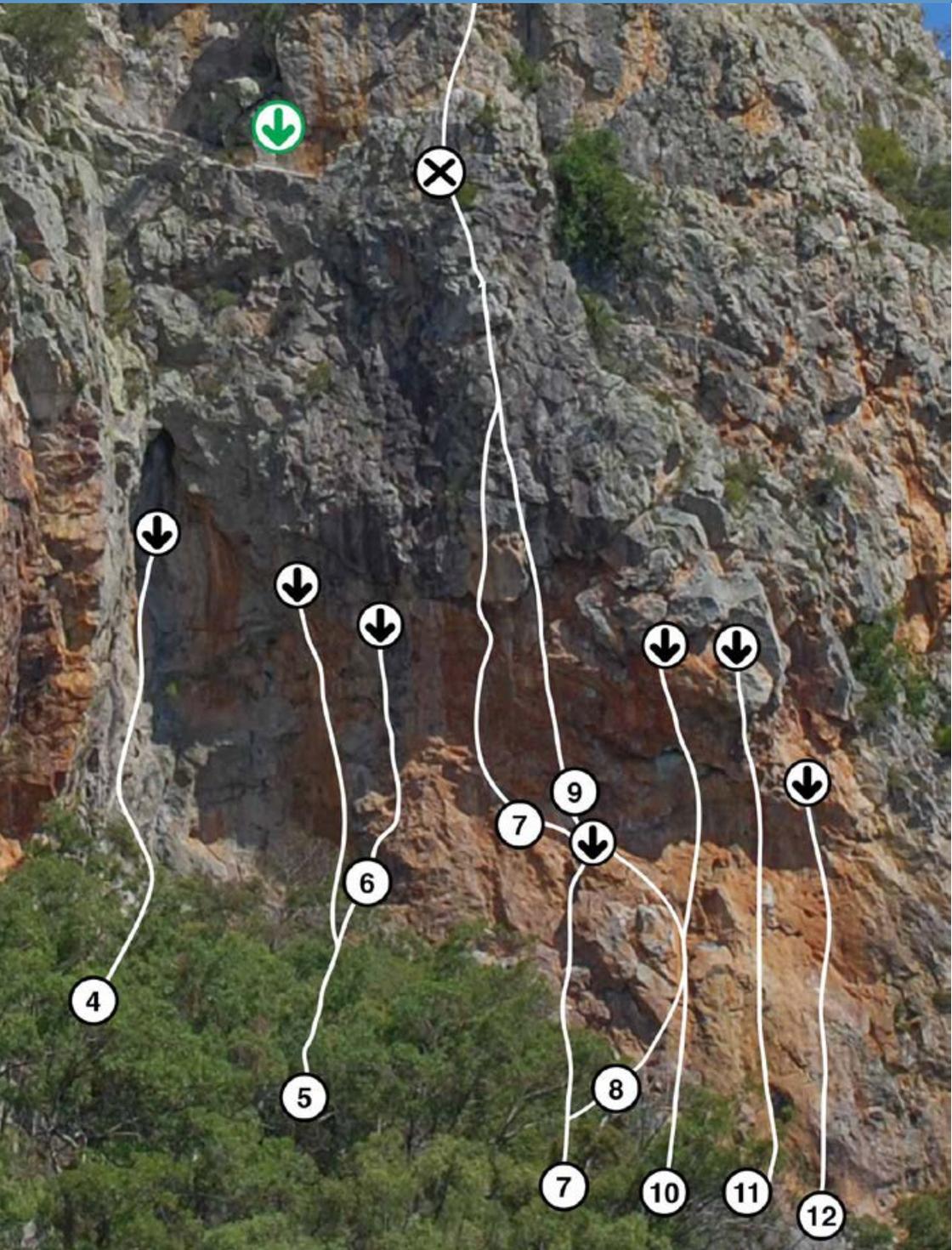
Steve Ioannou, Chris Glastonbury 10.5.08

8 Hardcore Parkour ★★★ 13 D 24m 28

Solstice could be a good luck charm. Starts 8m R of *Cognition*. Up to the ledge, then follow the pillar towards the unrelenting rail. No forgiveness for the unrepentant.

Chris Glastonbury 21.6.13

The Congo



 After 12pm 0 T 5 M 7 S 120m

The great orange wall on the Eastern side of the Sentinel, starting at the opening of the corridor. High quality sport routes on offer.

1 Cave Route 25m 4/A0

A loose adventure up the guts of the mountain. Old tat, which is now since removed, suggested that this passage was likely previously navigated by bushwalkers. Scramble up, or aid your way past the boulder choke. A tight squeeze at the exit. 7 bolts. *First recorded ascent Mark Gommers & co 17.12.13*

2 Satisfice ★ 10 D 20m 25

Starts at the entrance to the corridor. Balancy and technical arête climbing on nice solid edges. *Steve Ioannou, Chris Glastonbury 5.7.13*

3 Noobtube ★★ 14 D 23m 19

Starts 4m R of *Satisfice*. A long and varied pitch on nice green rock which unfortunately suffers from wet conditions. *Steve Ioannou, Matt Romaior 19.12.12*

4 Road to Nowhere 20m 17

Starts 2m R of *Noobtube*. Move up small ramp to high FH and to tricky slab moves out R. Follow the gear and jugs. Traverse L (FH) to the bottom of the leaning crack and head straight up to ledge. Finish up the short headwall (FH) to DRB in cave. 4 bolts. *Steve Ioannou, Chris Glastonbury 30.4.06*

5 Midday Monkey ★ 14 D 25m 23

5m R of *Road To Nowhere*. Break L to the bowl and up the face. *Chris Glastonbury, Chris Beric 28.3.13*

6 Midnight Monkey ★★ 13 D 25m 22

Start as for *MM*. Tricky start to cruisy climbing through some unique features leads to a crimpy finale past the last bolt. *Steve Ioannou, Chris Glastonbury 9.2.13*

7 Monkey on a String ★★★ 120m 23

Starts about 25m L and uphill of *Absent Friends* at a large flake forming a fist sized crack.

- 25m 20 Up the flake for 8m to a sloping ledge and FH. Balancy moves up the corner, then move L and climb through tiny roof to ledge, then up obvious L facing corner to chains.
- 42m 23 Traverse L for 4m (cams) until it is possible to move up and clip FH before cranking onto ledge. Now up the steep wall (crux) passing two FHs and into an awkward

rest below overlap (gear). Exit on the L passing a FH to gain the easier wall above. Move R and then up the slab to the large ledge.

- 25m 18 Climb the obvious crack 1m R of the large detached block to ledge and move R to reach large ledge with tree. Now up the featured corner to perfect crack below cave.
- 8m 22 Strenuously up the 45° overhanging wall past 3 FHs and then move slightly R up slab to natural belay.
- 20m 12 Immediately move diagonally L below vegetation and aim for the L side of the large block. Finish up the last few metres of AF. This pitch can be linked with the 4th.

*Chris Glastonbury (3,5) Steve Ioannou (4) 11.6.06
Chris Glastonbury (1,3,4), Steve Ioannou (2,5) 25.7.07*

8 Fly on a Wall ★ 27m 18

As for *MoaS*, except after the corner move immediately R to stance. Continue R for 2m then straight up excellent orange rock to optional belay, or continue L to chains. 25m rap to the ground. *Chris Glastonbury, Steve Ioannou 30.4.06*

9 Monkey Steals The Peach ★★★ 40m 23

Variant 2nd pitch of *MoaS*. Climb directly above the belay past two FHs and pull over onto the ledge passing a wire. Move up and L to the corner and then step L onto the tooth. Traverse around to the front and pass a horizontal break and move up easier ground to natural belay on large ledge. *Chris Glastonbury, Steve Ioannou 10.8.08*

10 Arrested Development ★★ 13 D 30m 24

Past the two scoops, up the slab beneath the orange headwall. Fantastic climbing on good holds up the immaculate red streak. *Chris Glastonbury, Chris Beric, Steve Ioannou 10.3.13*

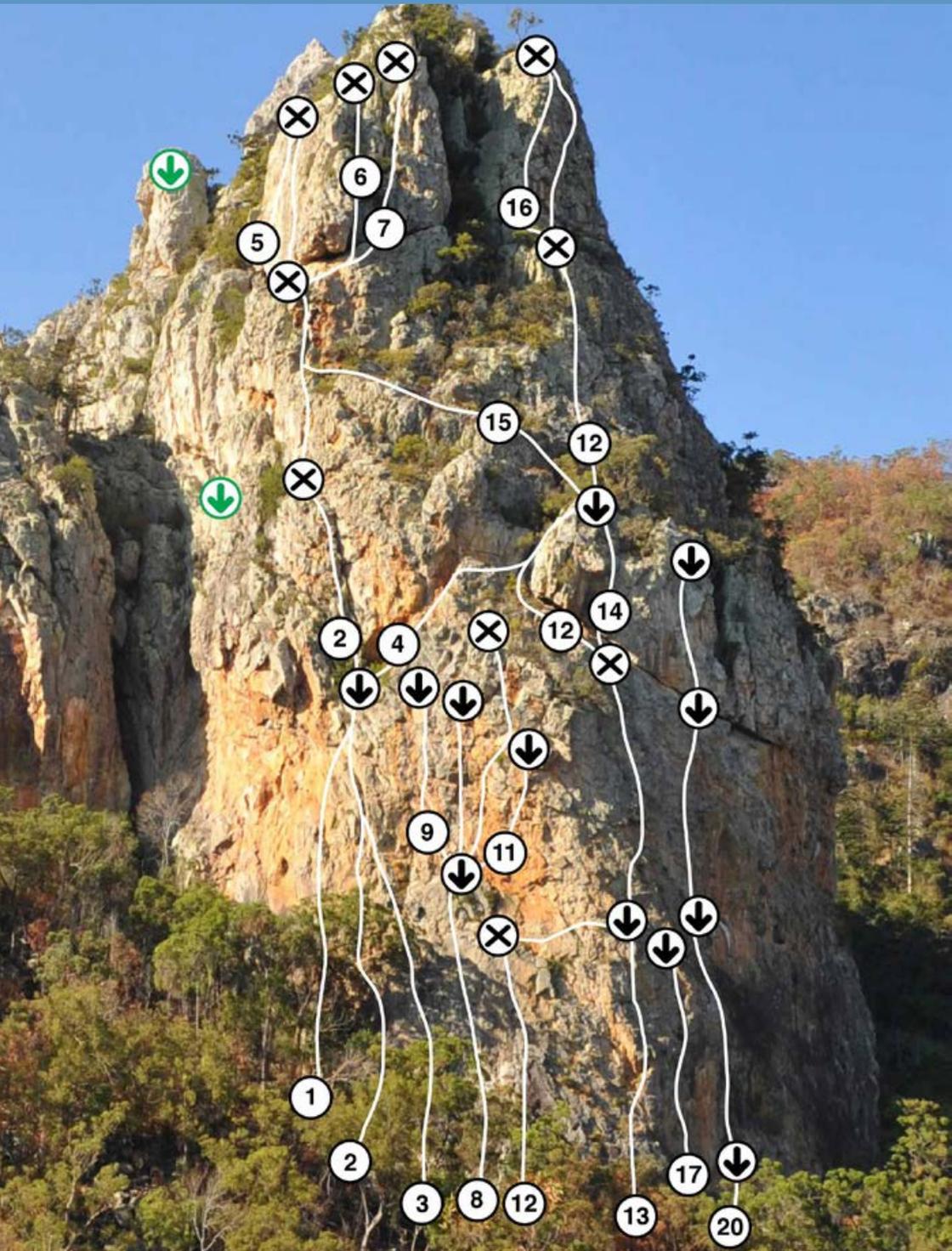
11 Serial Driller ★★★ 17 D 33m 25

Start as per *RD* and break off L at the 5th bolt to follow subtle weakness up orange wall. Rest up on the ledge and blast through mega steep territory to anchor. Swing to the L to get down with a 60m rope. *Steve Ioannou, Chris Beric 24.5.13*

12 Rival Development ★★★ 14 D 30m 23

Ambiguous start 15L of *AF* at a dead log. Crank through the steep start and up past the bowl. Varied climbing leading to an exciting dynamic crux to finish at the bowl. *Steve Ioannou, Chris Glastonbury, Chris Beric 13.4.13*
The majority of this route was originally a sparsely protected trad route and finished at the AF chains.
Chris Glastonbury (1), Steve Ioannou (2) 6.10.07

North Face



 After 12pm 9 **T** 4 **M** 7 **S** 200m

The front of the sentinel. Plenty to see and do. Features the moderate classic *Absent Friends*. More comfortable in winter when it's not so hot. Refer to the South Sentinel introduction for retreat information.

1 On Its Own 43m 19

10m uphill of *AF* at a white streak. Up for about 5m to first pro in horizontal break, then move R and up onto slab. Follow slab back L then move up past FH (crux). Now climb up and R to the belay chains of *AF*. Take care with gear.

Nathan Bolton, Mark Gommers 16.4.05

2 Absent Friends ★★★ 124m 17

Starts where the western track meets the rock on the vague north-eastern corner of the South Sentinel.

- 44m 17 Up from initialled corner to large scoop and gear. Move R out of scoop and continue up the crack. Move L past 1 FH to a small horn and another FH. Gain the corner crack and follow the ledges to vegetated belay ledge and chains.
- 25m 11 Up and L from the belay through vegetation to gain the large detached rib. Pass optional rivet on the main wall (requires 1 bracket) and follow rib to ledge with prominent crack. Scarce gear.
- 30m 12 From the belay climb up to gain ledge and steep scooped corner. Follow corner to large cave and traverse L to single FH (back up with gear).
- 25m 16 Obvious crack above belay then easy corner to summit.

P1-3 Mark Gommers, Andrew Rule (alt) 16.2.03

P4 Mark Gommers, Rik Wittkopp 2003?

3 Absent Friends Original Start 48m 16

Starts about 8m R of *AF* and initially follows a vague grey line. Up the ramp with loose blocks on the L then continue up for about 20m. Climb up to the R of an orange scoop then traverse L above it to reach orange rock and corner. Climb corner to vegetated belay ledge and chains.

Mark Gommers, Jason Mudge, Chris Noon 2.2.03

4 Link #1 40m 8

From the 1st belay of *AF* follow the obvious crack on the R to ledge then continue up and traverse R to join up with pitch 4 of *Pitch Black*.

Mark Gommers, Jason Mudge, Chris Noon 2.2.03

5 Absent Friends VF #1 ★★ 20m 19

Excellent! 5m L of the 4th pitch of *AF*. Pass 4 FHs up the pocketed wall to reach crack at top. Natural Belay.

Nathan Bolton, Mark Gommers 2004?

6 Absent Friends Original Finish 25m 14?

Starts about 3m R of the cave. Follow L facing corner system to summit area.

Mark Gommers, Andrew Rule, Nathan Walmsley? 16.2.03

7 Finger of God 25m 14?

Starts 8m R of the cave. Appropriately named following Nathan Walmsley's near fatal fall. Up short corner to slabby buttress.

Nathan Walmsley, Mark Gommers 2003?

8 The Noob Express ★ 13  56m 15

- 28m 13 Just R of *AFOS*. Follow the U-bolts up the black slab with a fun finish to a ledge.
- 28m 15 Straight up passing two u-bolts before a great corner. Traverse R over the slab to reach the steep headwall. Over this to finish at a natural belay. Escape via an easy scramble to the *Pitch Black* ledge.

p1 Chris Glastonbury, Steve Ioannou 27.1.13

p2 Chris Glastonbury, Steve Ioannou 10.2.13

The following 3 routes start from *The Noob Express* belay. Escape these routes via a 28m rappel to the ground.

9 Bicentennial ★ 10  17m 22

Head L up the ramp towards the corner. Awkwardly up over the bulge to an interesting crimp finish.

Chris Glastonbury, Steve Ioannou 27.1.13

10 Rationality ★ 10  15m 21

Straight up from the *Noob Express* belay. Enjoyable moves on grippy orange rock with a few nice pockets. Small traverse left at the end to finishing jug.

Steve Ioannou, Chris Glastonbury 27.1.13

11 Flash Fry ★★ 8  12m 19

The far RH line off the ledge. Sustained jug hauling on overhung orange rock in an airy position - wicked climbing for the grade!

Steve Ioannou, Chris Beric, Chris Glastonbury 2.2.13

North Face

Back down at ground level.

12 Pitch Black ★★ 200m 15

About 8m R of *Absent Friends* is a low blocky ledge and a not-so-obvious weakness. An excellent climb with great rock and exposure, a little run-out with tricky gear in places. Escape is possible from chains at the end of pitch 2 & 4.

- 33m 13 Follow the weakness on good rock until you reach a ledge with a single FH. Scarce gear.
- 12m 15 Traverse up and R to below large death block – don't touch it. Get some gear in and begin exposed juggy traverse around arête to small ledge and chains.
- 37m 15 Up from belay and then trend L below overlap. Now follow L facing ramp for a few metres until it ends at a small ledge with loose blocks above. Move out R past tricky crux on sketchy gear and pull through a final steep section to reach a large sloping ledge and cave (DBB).
- 30m 3 Crawl up and L under cave and scramble up loose gully or wall on R. Continue until you reach a chain belay and large tree directly above previous belay. Escape possible here via chains.
- 45m 13 Pull through steep section and small V groove (little gear) to reach a ledge. Alternatively, start L at a featured corner. Continue up excellent featured rock to belay ledge below final headwall.
- 43m 14 Up and slightly R from the belay. Blast through the steep section and wander around a bit before moving R past 1m high horn. Now move up heavily featured section to summit.

Rik Wittkopp (1,3,6), Mark Gommers (2,4,5), Chris Noon 26.1.03

13 Black Gold ⚠️ 40m 18

Direct start to *PB*. 15m R of original start. Climb the black slab to a ledge then a steep blocky corner on thin gear. Pull over onto easier ground and follow the RH facing corner to a short headwall and the 2nd pitch belay chains.

Chris Glastonbury, Steve Ioannou 18.2.12

14 Pitch Black Pitch 4 Direct 10m 18

Follows the steep crack directly above to chains.

Mark Gommers, Andrew Rule 2004?

15 Link #2 40m 8

Starts from the large ledge on *Pitch Black* (the end of the 4th pitch). Up the short steep section a few metres L of pitch 5 of *PB* then follow ledges L until you reach the ledge with tree in the middle of the third pitch of *Absent Friends*.

Steve Ioannou, Chris Glastonbury 8.12.06

16 Pitch Black VF 40m 13

Set the belay further L of the original below two obvious corners. Up the R corner and onto ledge then trend R and easily up to top.

Steve Ioannou, Chris Glastonbury 5.6.07 Possibly done previously by Mark Gommers 2004

17 Frayed Ends of Sanity ★ 11 D 30m 22

Gareth finally lost the plot! Clip the first 4 bolts of SC, traverse 2m L, then straight up fantastic diagonal rooflet rails.

Gareth Llewellyn, Chris Beric 20.7.12

18 Prince of Darkness ★★ 15 D 30m 22

Variant finish to SC. Instead of trending R to corner/arête, head straight up through brilliant steep, orange rock to finish at *FEOS* anchor. It is possible to belay from the anchors at the top *TLM* 1st pitch.

Chris Beric, Steve Ioannou, Chris Glastonbury 29.6.13

19 Sabbra Cadabra ★★ 12 D 35m 19

Shares 1st 3 bolts of *TLM* p1, then goes straight up through immaculate orange rock trending R into corner/ledge. Step out L from the sanctuary corner for exposed finish at *FEOS* anchor (for convenient lower off and cleaning) or continue to p2 anchor of *TLM*.

Chris Beric, Chris Glastonbury, Steve Ioannou 10.6.12

20 Three Lost Monkeys ★★★ 12 D 76m 19

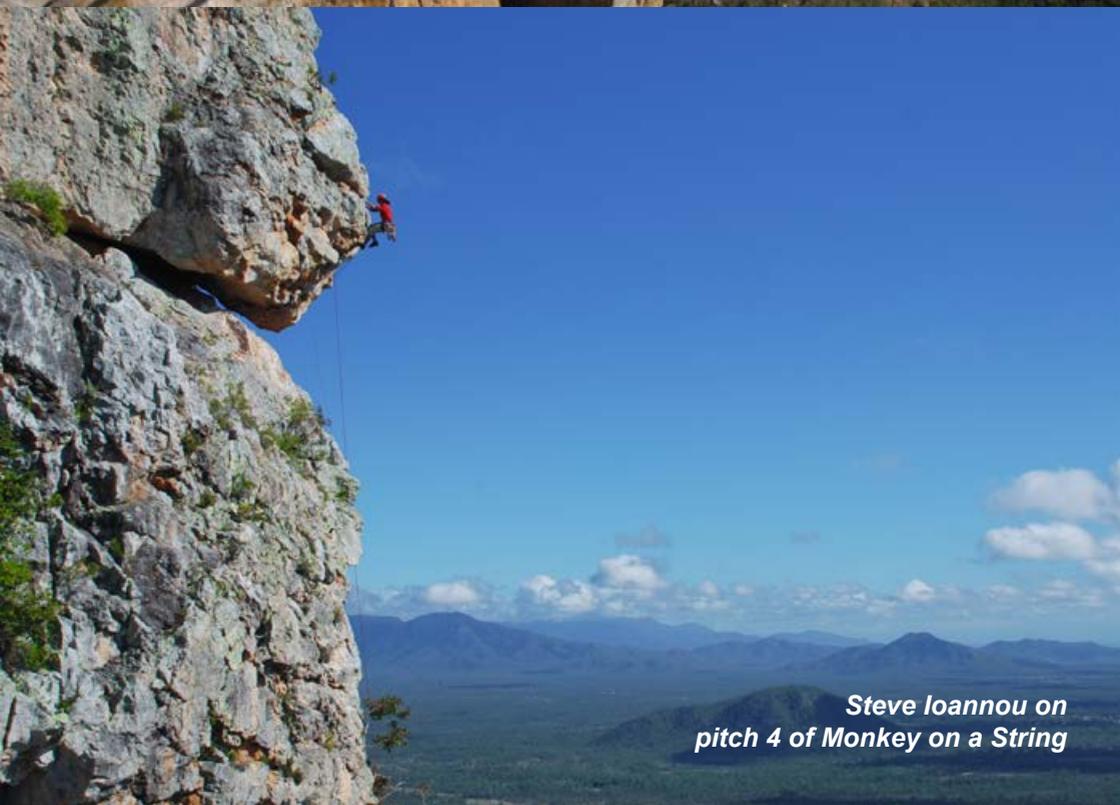
Promote yourself and your bumbly partner to rank 'noob' as your ascent will be envied by every Playground toproper.

- 12m 13 Trend R on 'Gringo Nomad' slab to the R of the orange streak.
- 25m 19 Dabble in technical delights up fingery crack into corner.
- 27m 19 Enjoy some arête action, then traverse 3m R to anchor on uber cave ledge.
- 12m 15 Meander up jugs and then L around steep arête.

Chris Beric (1,4), Steve Ioannou (2), Chris Glastonbury (3) 28.4.12

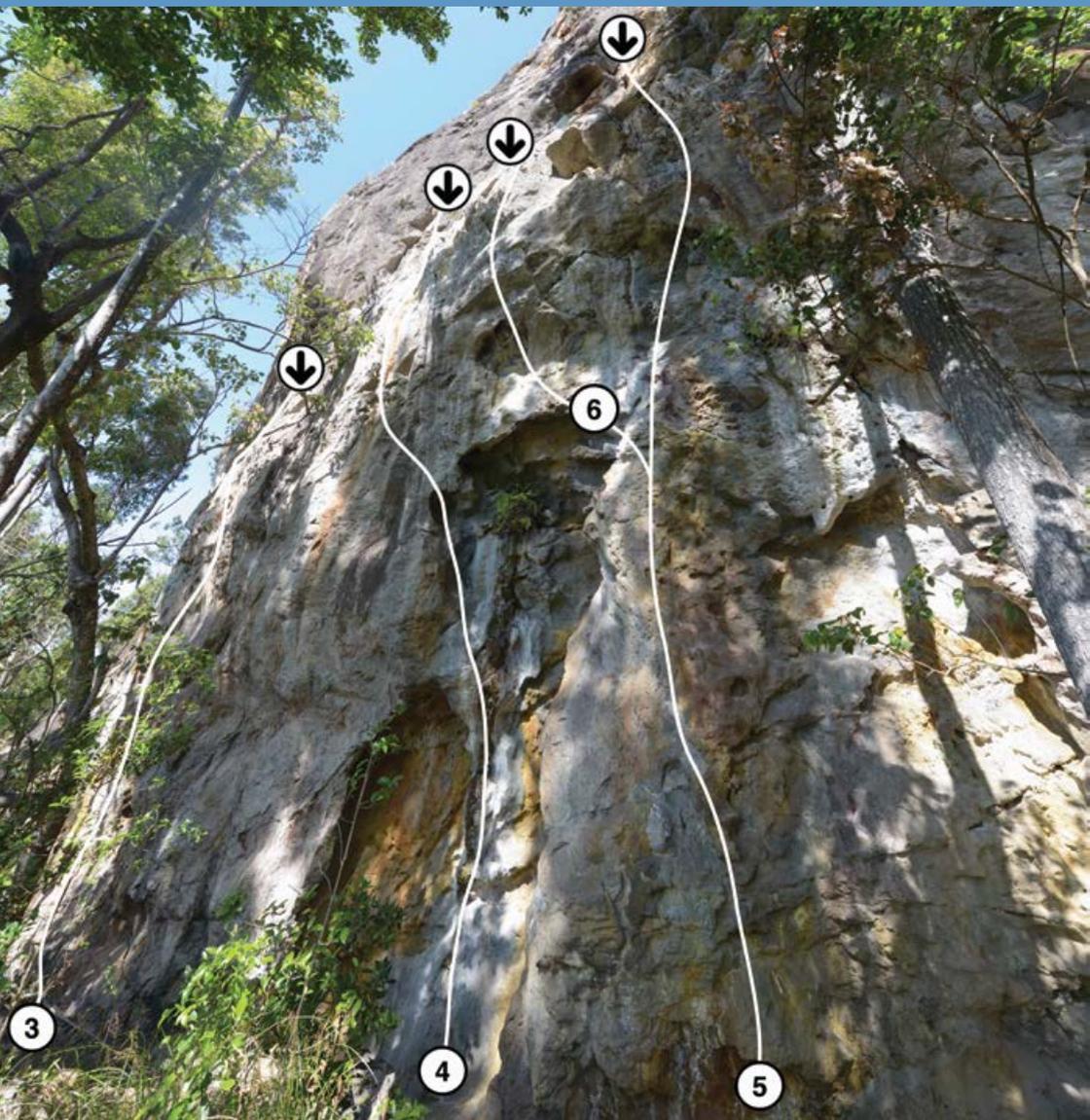


*Leia Clark on pitch 2 of Pitch Black
© Mark Gommers*



*Steve Ioannou on
pitch 4 of Monkey on a String*

The Land Before Time



 Depending 0 **T** 1 **M** 10 **S** 152m

Starts at the end of the black slabs at *Killing Time*. Some routes remain shady all day under the trees. Some of this area is heavily featured and reminiscent of limestone. More comfortable in winter when it's not so hot.

1 Killing Time ★ 152m 21

Starts 7m R of *TLM*. First 3 pitches were done ground-up.

- 20m 18 Up the black slab past 3 FHs (crux) then place gear before mantling onto small ledge. Slightly R and up then move about 4m L across ledge to base of V corner. Up corner and R to small ledge and natural belay.
- 18m 21 Straight up the steep yellow corner for 2m then traverse R above overlap. Up and R until you reach a ledge and FH. Up the thin slab past 2 more FHs (crux) and then into cave with rings. 35m rap to the ground.
- 17m 16 Step R out of cave (FH) and up past fin onto a ledge. Move back L and up onto slab. Now diagonally R to orange wall. Up this for 5m then traverse L to belay about 3m below a large spike.
- 22m 21 L from belay along ledge then up short corner to large sloping ledge and gear. Traverse R along ledge avoiding loose blocks then lean out and clip FH. Crank up into exposed corner (crux) then move R onto ledge. Follow the heavily featured wall to ledge with bollard and tree. This is the *PB* p4 belay. Walk behind the tree for 5m until you meet the rock again. Escape via *PB*.
- 25m 12 Up and R to ledge then traverse R for 8m until it is possible to continue straight up to ledge with orange thread. Take care with the loose blocks on the traverse.
- 50m 12 Up the easy slab for 25m to reach a ledge below an orange roof. Move up cracks to the R of the roof and then move back L onto slab. Up the slab then finish straight up steep final wall.

P1 Steve Ioannou, Chris Glastonbury 16.9.06

P2-3 Chris Glastonbury (2), Steve Ioannou (3) 8.10.06

Steve Ioannou (1,4,6), Chris Glastonbury (2,3,5) 28.10.06

2 Bad Obsession ★★ 10 20m 21

The crazy bolting cycle continues! 3m R of *KT*. Brilliant climbing that's much steeper than it looks.

Chris Beric, Steve Ioannou 1.10.12

3 Cam on a Stick ★ 7 12m 26

Starts 10m R of *KT* at the gently overhanging orange streak. Intense bouldery climbing made possible thanks to a convenient tree and some sneaky aid trickery!

Steve Ioannou 25.8.12

4 Slime Time ★★★ 7 13m 25

Bridge past the slime to get established on jugs then climb out L through a demanding crux. Add a grade if you're shorter than 6ft.

Steve Ioannou, Chris Glastonbury, Chris Beric 2.6.13

5 Steeling Time ★★★★★ 8 15m 23

Start up the prominent rib feature to a powerful crux at the third bolt. Now cruise up the jugs to the orange streak, watch out for the tricky last move!

Steve Ioannou, Chris Beric 5.8.12

Originally finished R to OoaL chains and titled

Slack Time - Steve Ioannou, Chris Glastonbury 1.4.07

6 Fixxxxer ★★ 6 15m 25

"We had to get our fix man! ... just one more bolting mission, then back to just climbing, I swear..". Shares 1st bolt of *ST* then trends L and up through bouldery roof.

Steve Ioannou, Chris Beric 1.10.12

7 Out on a Limb ★★ 9 15m 24

4m R of *ST*. Start up rusty, coral featured jugs. Trend R to suspended block, then straight up. Preferably clip the first bolt with a full-length sling.

Nathan Bolton, Mark Gommers 7.5.05?

8 Medieval Mystique 9 15m 27

Clip first 3 bolts of *OoaL* then traverse L on roof lip. Power straight up through berko crimps with glorious jugs to follow.

Chris Beric 26.6.13

9 PROJECT - OoaL DS 8 15m 27

Chris Beric's *OoaL* direct VS project. Starts 2m R of *OoaL*. Straight up 2 bolts to link into 4th bolt of *OoaL*.

10 PROJECT - BSS VS 10 15m 27

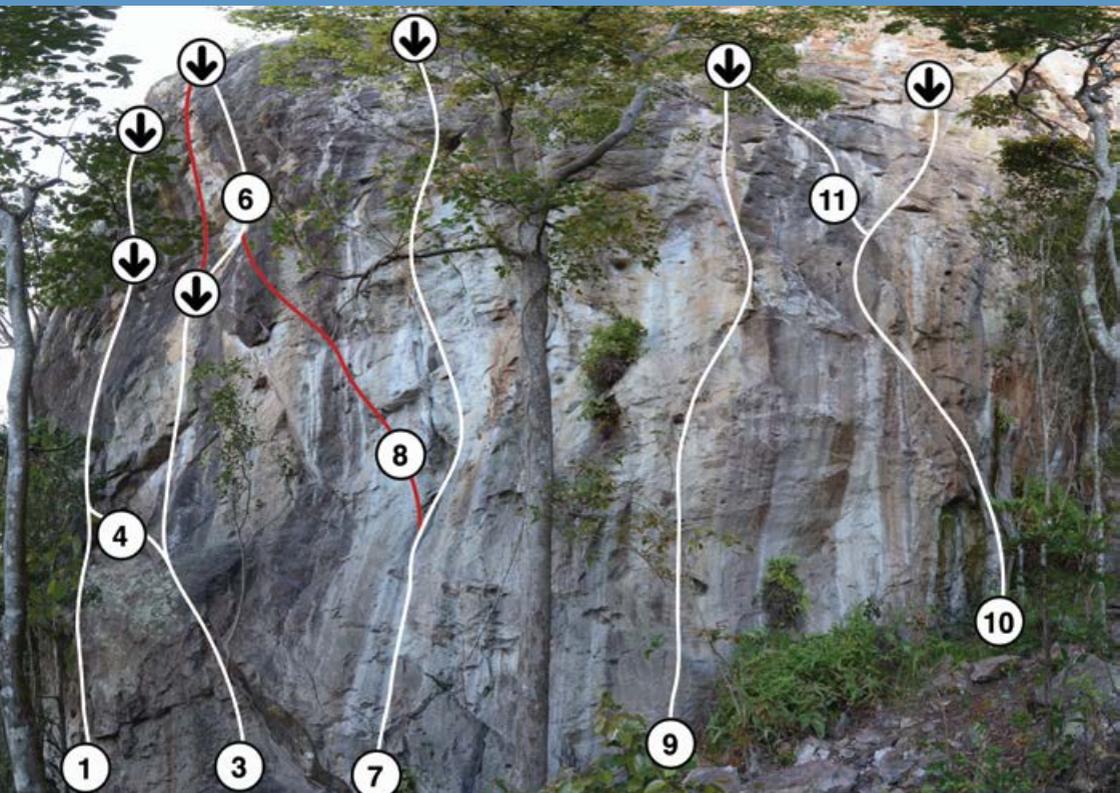
Chris Beric's *BSS* variant start project. Starts 2m L of *BSS* and links *BSS* at the lip.

11 Blood Sucking Scum ★ 9 12m 25

Starts 4m R of *OoaL*. Intense bouldery start or a dyno to the glorious jug on the lip if you're crazy! Then blast through enjoyable sustained jug haul. Clip 1st bolt near ground to prevent climber/belayer collisions. Recommended that you stick clip 2nd bolt with a locker on the rope end of the draw. This will remove the chance of rope unclipping if the leader falls on cruxy moves over the lip.

Chris Beric 6.6.10

Tranquillo Zone



 Until 12pm 0 T 0 M 11 S 25m

The Tranquillo Zone is a dense sport sector R of The Land Before Time. The specky forest trees and cruisy access make it the perfect 'refugio' for climbing bums to chill out and send. Don't wander too far from the base of the cliff as the dense outskirts are infested with unfriendly stinging trees.

- 1 The Crimps You Rode In On** 9 D 15m 23
Starts 10m R of BSS. Crimptastic moves! Stick clip the 1st bolt.
Gareth Llewellyn, Chris Beric 28.7.12
- 2 Horse Bite** 11 D 23m 25
Extension of TCYRIO. Charge through short boulder sequence to clip DRB anchor in airy position!
Gareth Llewellyn, Chris Beric 26.07.12

- 3 Clear & Copius** ★ 8 D 13m 19
Starts 4m R of TCYRIO. Pass the (convenient) plant feature next to the 1st bolt. Then layback up block to orange streak and DRB in back of bowl.
Gareth Llewellyn, Chris Beric 26.07.12
- 4 Metal Militia** 9 D 15m 18
Go 3 bolts up C&C then traverse L and link into TCYRIO for cryptic climbing.
Chris Beric, Gareth Llewellyn 26.07.12
- 5 PROJECT - C&C Extension** ? D
Gareth's. 5 bolt direct extension of C&C through the white streak above the bowl.
- 6 Silver Spurs** 13 D 25m 23
RH extension of route C&C. Move R along the edge of the bowl and up rad steep wall for tricky finish.
Gareth Llewellyn, Chris Beric 26.07.12

South Sentinel

- 7 The Gommernator** ★★ 11 D 25m 24
5m R of C&C. Follow the steep left leaning V groove with superb white rock. Originally part of a Gommers aid line.
Gareth Llewelin, Chris Beric 23.07.12
- 8 PROJECT - Gareth's** 11 D
At 2nd bolt of TG, angle L and link into *Silver Spurs*.
- 9 Espresso Pronto** ★★ 8 D 13m 24
Long move to start then up slab then short steep blood orange corner to lower-off. Much harder than it looks from start to finish!
Neil Monteith, Chris Beric 17.7.12
- 10 Tranquillo** ★★ 8 D 16m 22
3m R of EP. Bridge against the tree and cliff to bypass the often wet start. Cruise R at 3rd bolt and conquer the glorious mantle!
Chris Beric, Steve Ioannou 20.7.12
- 11 A Link To The Past** ★ 6 D 10m 22
Quest begins as per first 3 bolts of *Tranquillo* then journey L to *Espresso Pronto* anchor.
Chris Beric, Steve Ioannou 20.7.12



Chris Beric on Berko Beta

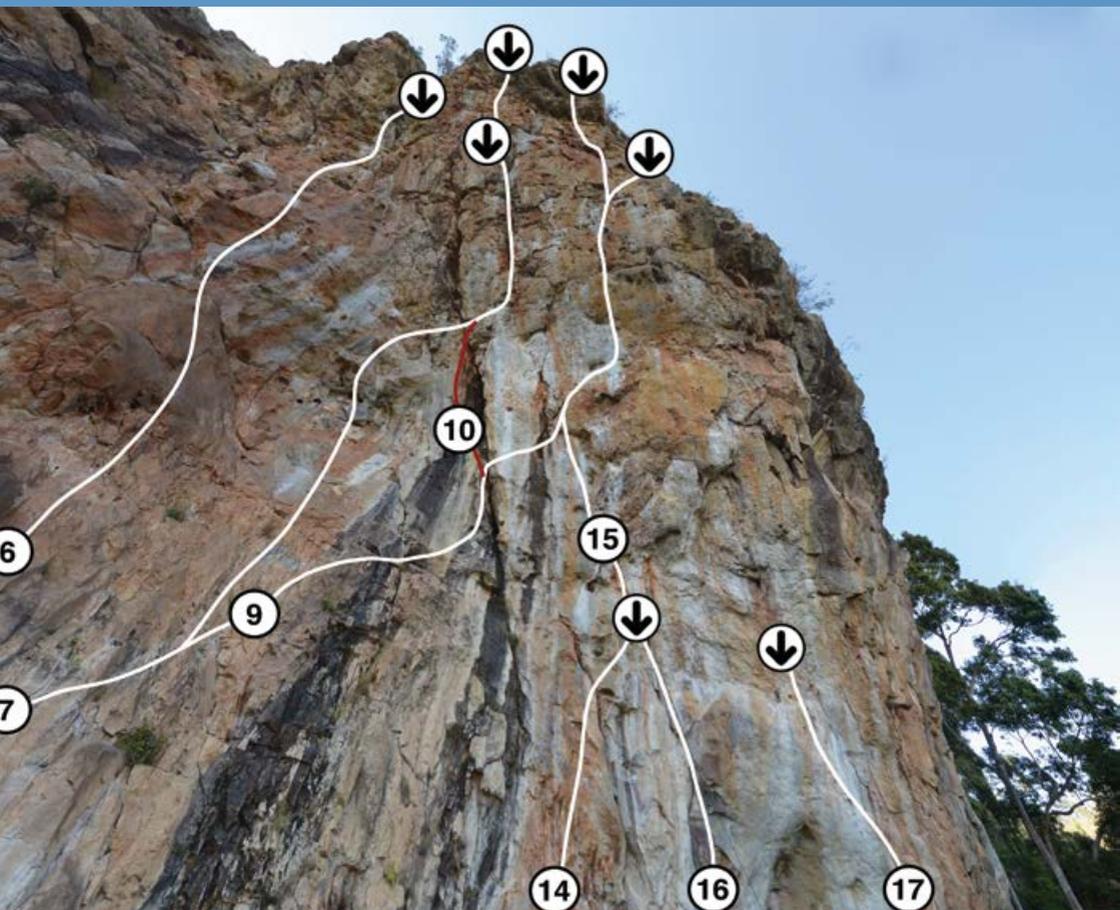


Lee Cujes on Transcontinental
© Chris Beric



*Chris Glastonbury on Citizen Arcane
© Steve Ioannou*

Supernova Wall



Until 1pm

3



1



13



128m

Looming over the top of the Tranquillo Zone, this outrageous 40° overhanging wall features the most spectacular climbing to be found anywhere in the North...

1 Berko Beta ★★

8  14m 26

Starts 5m R of *Tranquillo* on top of large block. Traverse L then blast straight up berko gaston crack to anchor below *Mira Nova* pitch 1 ledge.

Chris Beric 22.5.13

2 Maharaja

8  15m 25

Start 5m L of *Mira Nova*, atop precarious pile of fractured blocks. Be sure to pre-clip 1st bolt! Quirky powerful climbing. Finish same anchors as *Necessary Evil*.

Chris Beric, Steve Ioannou 31.10.13

3 Mira Nova ★ 128m 17

Starts at the ramp below the large scoop. Be aware of loose rock on pitches 2-4.

1. 8 D 18m 17 Up into grey scoop past the 1st FH. Traverse out L and then around the block to easier ground. Up to ledge with DRB and tree.
1. 30m 12 Up the obvious corner. Go L and up until you reach the large ledge beneath the short headwall.
2. 30m 13 Walk L along ledge and climb around bulge to gain short steep corner. Up corner on RPs and then diagonally L until you reach a small section of orange rock below a steep headwall. Belay at end of orange section.
3. 50m 17 Climb up the headwall past horizontal breaks, then traverse R to crack. Up and over to reach the large ledge. Traverse R along the set of ledges to reach the top of *Masters Apprentice*. Escape via the chains.

Mark Gommers, Andrew Rule, Leia Clark 2004

4 The Lost Woods 30m 22

At the end of pitch 2 of *Mira Nova*, climb straight up through steep featured roof with obvious crack (crux). A hidden, over-hanging corner crack reveals itself. Journey through rare and unique climbing to tree belay and ledge above *Supernova* wall (mind the loose rocks on the ledge). Take a #5 C4.
Chris Glastonbury, Chris Beric 7.7.12

Routes 5-11 start on the Oasis ledge atop the first pitch of *Mira Nova*.

5 Mira Nova VF 10m 12

From the 3rd pitch belay, head diagonally L to reach the large ledge. Escape via *Pitch Black* or *The Three Lost Monkeys*.
Chris Glastonbury, Steve Ioannou 10.9.05

6 Mad Agent ★ 12 D 27m 24

Up and then L on the deceptively steep orange wall directly above. After white streak, head R to red diagonal rail (crux) and work L into the corner. Climb out R onto exposed face and then straight up the pump overhang. DO MAD AGENT!!
Chris Beric, Chris Glastonbury 24.6.12

7 Kneebear Nexus ★★★★★ 14 D 23m 27

King line up through berko steepness and brilliant jugs. Head up scoop to jug pillar, then climb R and straight up the featured outskirts of looming RH trench. Don't forget your kneebear pads!
Chris Beric, Steve Ioannou 30.11.12

8 Trenchfoot ★★★★★ 19 D 30m 28

The *Kneebear Nexus* extension, forever known as *Trenchfoot*. Battle onward through the final core intensive section. Break out onto steep juggy terrain positioned some 50m up. Power through topmost roof on superb holds to triumph atop the grand *Supernova* wall. Re-direct off *Kneebear Nexus* anchor when lowering to avoid being trapped dangling way out in space.

Chris Beric, Chris Glastonbury, Steve Ioannou 7.6.13

9 Supernova ★★★★★ 13 D 25m 28

A collective effort, however Steve deciphered the final unlikely piece of the puzzle. An exposed journey through flawless pocketed rock, this mega classic would attract three stars anywhere in the world! Start up the featured slab to the base of groove then move out R along rail. Blast through the wicked bouldery crux to some big moves, before trending R to the arête to finish.
Steve Ioannou 19.5.12

10 PROJECT - Kneebear Nexus VS ? D 22m

Beric's. Shares the first 3 bolts of *Supernova*, then moves into the bottom of the LH trench to link into *Kneebear Nexus*.

11 Hypernova ★★★★★ 20 D 37m 28

The journey continues! Break out L at the last bolt of *Supernova* and continue steeply up through immaculate orange rock. Surmount the final tricky roof to stand victorious atop the *Supernova* Wall.
Steve Ioannou 6.10.12

Back down on ground level.

12 Necessary Evil ★★★ 9 D 15m 21

Clip first 2 bolts of *Mira Nova* then head straight up to constantly wet awesome jug. Power L through layback flake to clip anchors on the steep, sexy, sexion of rock.
Chris Beric, Chris Glastonbury, Leia Clark 27.5.13

13 Primosity ★ 13 D 24m 23

Clip first 6 bolts of NE and then link R into *Thundermentals*.
Chris Beric, Chris Glastonbury 27.5.13

14 Thundermentals ★★ 12 D 24m 25

Past *Mira Nova*'s first bolt into bowl. Up steep sporty pockets (Thailand anyone?) to some varied, continually engaging climbing to lower-off.
Lee Cujes 14.7.12

Supernova Wall

15 **Insanity & Beyond** ★★★★★ 30 D 50m 29

The first unbroken route through all of Supernova wall, a true king line encompassing 50m of Frederick's finest rock. Climb *Primosity* then power through a remarkably tough boulder problem to link up with *Hypernova*. The only question is, are you insane enough to take on this monster?

Steve Ioannou 5.7.13

16 **Citizen Arcane** ★★★★★ 24m 26

The unmistakable leaning crack line. Without a doubt the best traditional route in NQ. Take cams up to #3 C4.

Chris Glastonbury 25.8.12

17 **Transcontinental** ★★★★★ 11 D 22m 29

Words can't do this route justice. Undeniably a world-class, "you should travel here to do this" route. Starts with stickclipping the bolt a couple of metres R of CA. Technical slab/groove start to the Facebook-famous dyno. Motor up the crack and confront the "press". Seam section to monster pockets. An unforgettable finale to cap things off.

Lee Cujes 28.7.12

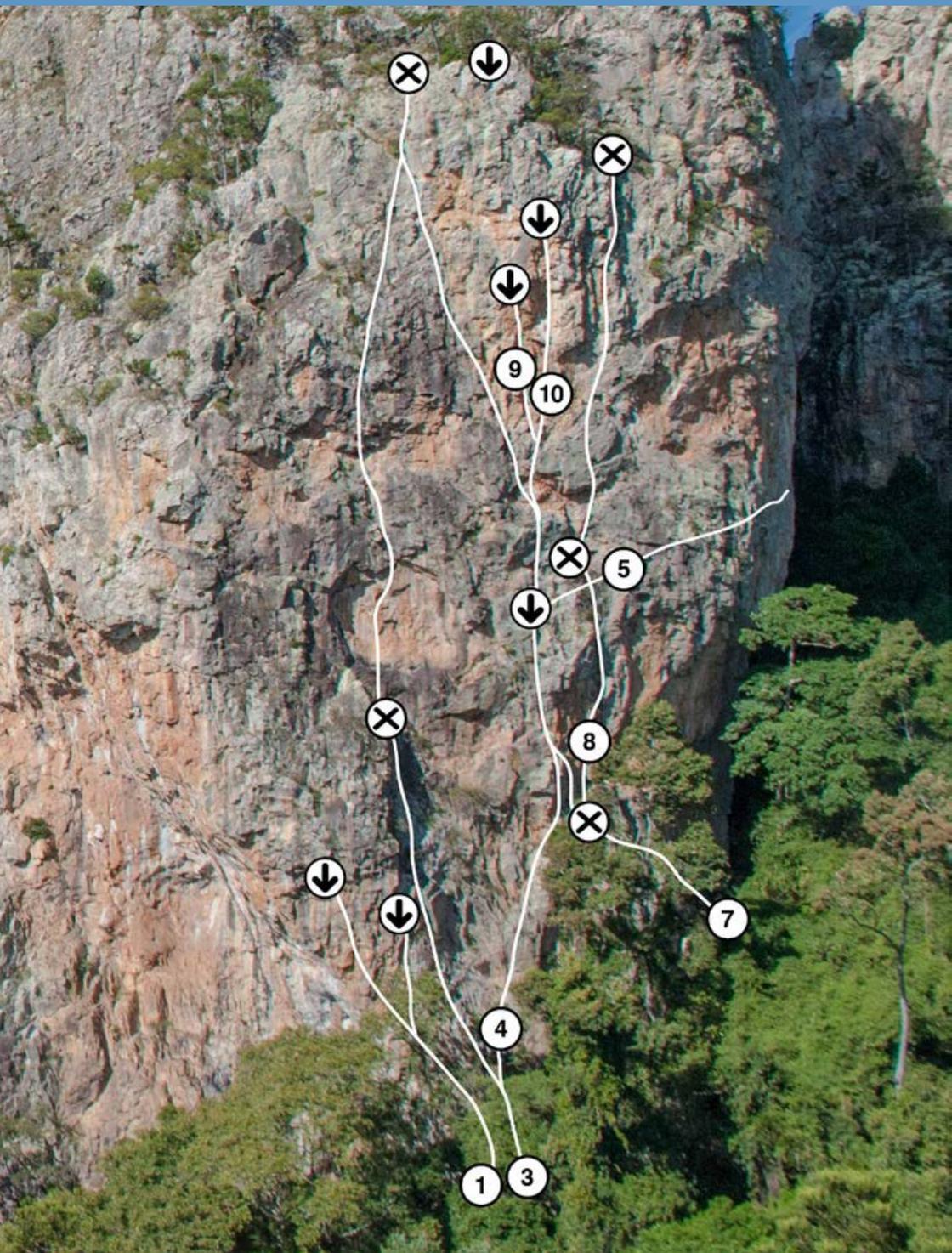


Chris Beric on Kneebars Nexus



Steve Ioannou on Supernova

Jungle Gym



 Until 1pm 2 **T** 1 **M** 7 **S** 185m

If the crowds at Tranquillo are all too much, venture further uphill for a nice selection of routes in all styles. Still under development, this area has plenty to offer at ground level as well as several impressive multipitches, benefiting from ample morning shade.

1 Old Man Frederick ★★★★★ 13 **D** 25m 26

Around the corner from *Transcontinental*. An impressive rising line with a high crux and a steep finish.

Steve Ioannou, Chris Beric 22.12.12

2 Speed of Life ★★★★★ 11 **D** 18m 19

One last route for 2012! Start up the first four bolts of *OMF* then continue straight up. Steeper than it looks.

Steve Ioannou, Chris Glastonbury 30.12.12

3 Welcome To The Jungle 80m 23

Ambiguous start just R of *OMF*.

- 30m 20 Stick clip the first bolt and pass the 2nd (crux) to gain easier ground. Trend L, then move R to a steep corner at large block. Move over the block to slab and belay on ledge with small corner.
- 50m 23 Step up into the orange bowl and pass 4 bolts (crux) through to headwall and gear. Continue directly up through the scoops (2 more bolts) to easier ground. Finish up slab to L facing chimney and large ledge. Same escape as for *MA*.

P1 Chris Glastonbury, Chris Beric 4.7.08

P2 Chris Glastonbury 5.8.09

4 Arguable Arrogance ★★★★★ 16 **D** 35m 19

Start as for *WtJ* and then break R and follow the pillar system to join into the 2nd pitch of *Masters Apprentice*.

Chris Glastonbury, Steve Ioannou 9.2.13

5 Driven ★★★★★ 16 **D** 185m 21

An insight into Steve's obsession; he spent 3 days bolting this on his own in the middle of December! A long and interesting excursion, take 16 draws including a few slings. Recommended to have a confident second due to the traversing nature of the route.

- 35m 19 Climb *Arguable Arrogance*.
- 35m 16 Traverse right forever on spaced bolts to a semi-hanging belay.

- 30m 21 Up the orange face and move right around bulge (crux) to ledge. Up and hard right to belay on sloping ledge.
- 30m 17 Diagonally up and right towards ledge. Continue further right to belay over the void.
- 25m 19 A few hard moves to gain the superb clean white face. Up this to spacious ledge.
- 30m 18 Tricky bottomless start up the groove then carefully run it out over ledge. Climb towards nose feature and finish up the exposed arête.

Descent: 4x30m raps straight down. Take care with rope placement on the 2nd and 3rd raps as there are potential rope jamming cracks.

Steve Ioannou (led all), Glenn Hayford 22.12.13

6 Gone In 60 Days ★★★★★ 9 **D** 17m 26

Starts below the corner / roof 10m R of *AA*. Sustained moves from the ground to a powerful crux over the bulge (watch out for the boulder below). Move right and up to a straightforward finish.

Steve Ioannou 29.10.13

7 Master's Apprentice ★★★★★ 80m 19

Starts just before the fairy garden just after the large boulder. Take a 70m or double ropes.

- 15m 17 Up past U-bolt into small corner and gear. Move L along ledge to gain slick diagonal crack. Follow this to belay ledge.
- 20m 19 Follow the loose but easy buttress on the left side of the ledge to gain steep face. Climb through the sustained face passing 3 FHs and up to chains on ledge.
- 45m 19 Traverse R and up to FH. Technical moves past this (crux) to ledge with weakness on left side. Follow this trending L to sloping black ledge. Continue up cracks to the R of this ledge until you reach a large corner/chimney. Now up this to large ledge and tree belay. Escape via hidden chains below the large tree at the southern end of ledge. 2 x 35m raps to the ground.

P1-2 Mark Gommers, Nathan Bolton, Adam Hardaker 1.7.03

P3 Rik Wittkopp, Mark Gommers 2.7.03

8 Bottom of The Barrel ★★★★★ 45m 19

- 15m 19 From top of pitch 1 of *MA*, straight up through the orange rock and crack. Belay at a ledge.
- 30m 17 The path of least resistance sticking R of the orange corner of *Terra Nullius*. R to the vague arête and natural belay on the ledge.

FTRA (1) Mark Gommers

Chris Glastonbury (1), Steve Ioannou (2) 10.3.13

Jungle Gym

The following two routes start at the top of pitch 2 of *Master's Apprentice*.

9 Drill First, Ask Questions Later ★ 11 D 19m 19

Start up the 3rd pitch of *MA* and then tend R over the bulge past 5 bolts that conjoin with *Terra Nullius*. Straight up the shallow orange corner to a steep and tricky finish on great rock.

Steve Ioannou, Chris Glastonbury 10.2.13

10 Terra Nullius ★★★ 14 D 28m 20

As for *Drill First*, then tend R and follow the large orange corner on the R all the way to the roof.

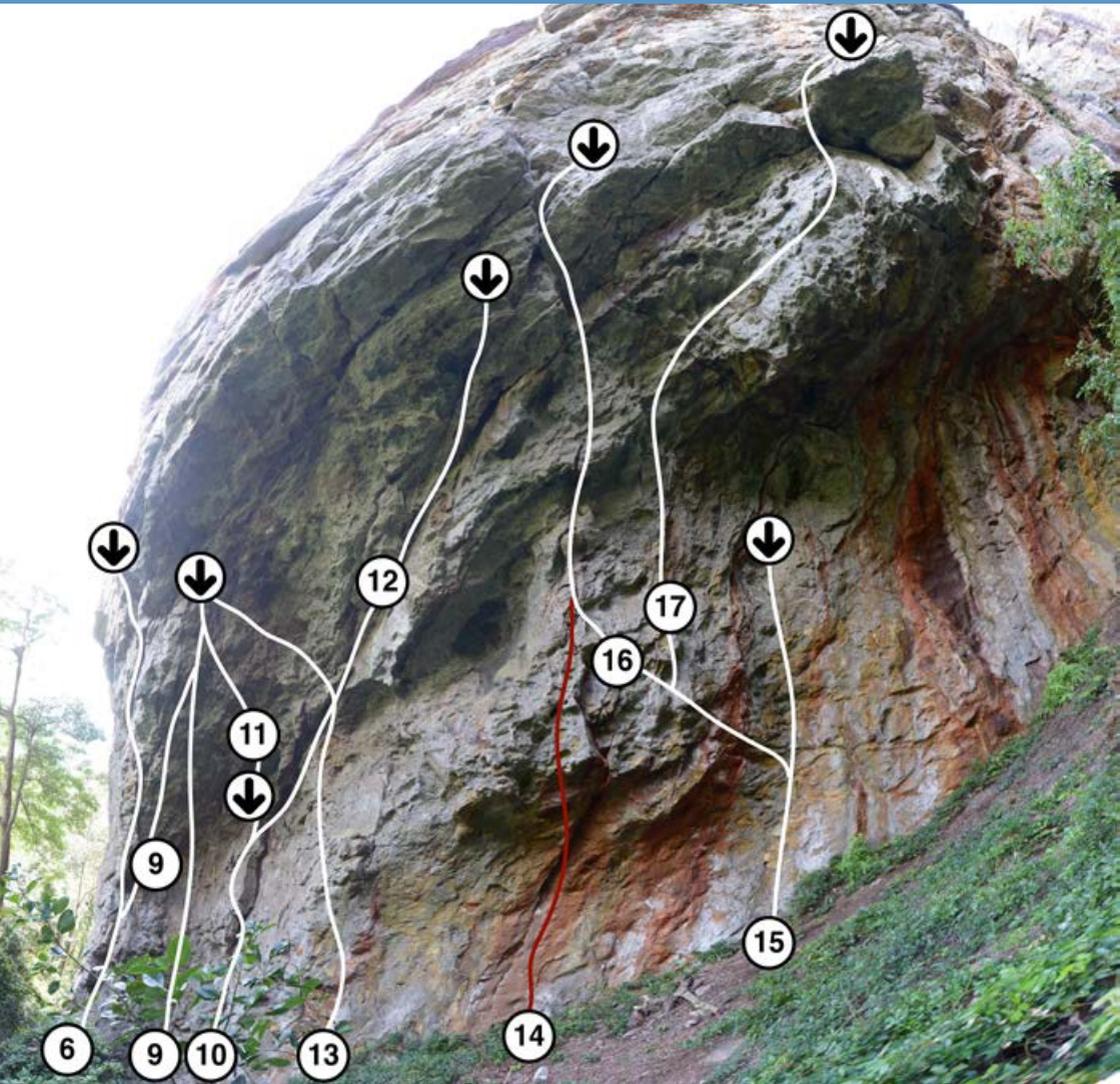
Chris Glastonbury, Steve Ioannou 10.2.13





Neil Monteith on White Gold
© Lee Cujes

The Fairy Garden aka Hyperbowl



All Day

0 T 1 M 16 S 32m

An impressive cave just beyond *Master's Apprentice* primarily filled with hard sport routes. A great place to climbing during torrential rain or sunny days thanks to permanent shade.

1 Rampage ★★★★★

11 D 20m 24

Starts off the block as per *MA*. Technical moves off the ledge leading to a brilliant punchy finish through awesome steep pockets.

Steve Ioannou, Chris Beric 3.2.13

- 2 Sound of Madness** ★ 9 D 15m 23
Start as per *Rampage*. After 1st bolt head R and then straight up through physical, overhanging corner. Rest out on ledge and then trend L slightly for fantastic finish below roof.
Chris Beric, Steve Ioannou 3.2.13
- 3 Coola** ★★★ 9 D 15m 24
Starts about 5m R of *MA*. Perfect little sport route with some lovely pockets. Start off block, up orange wall on good holds to final tricky bulge. It's a nice grade 21 warm-up to 6th bolt.
Neil Monteith 8.8.09
- 4 Kicking & Screaming** ★★★★★ 13 D 27m 25
2m R of *Coola*. Up to overlap and past orange seam. Traverse directly L past the last bolt with mallow, and up to finish at ledge.
Lee Cujes 8.8.09
- 5 Metalicious** 11 D 15m 23
Sustained technical face climbing. Starts just L of cave edge, 2m L of *White Gold*. Bouldery start then blocky bulges to little R traverse to finish at anchors over last bulge.
Neil Monteith 6.8.09
- 6 White Gold - short version** ★ 9 D 15m 22
Funky, steep arête on the L edge of the cave. Finish L past bolt 6 to finish at the same anchor as *Metalicious*.
Neil Monteith 4.8.09
- 7 Merciful Fate** ★★★ 15 D 23m 26
Extends beyond the *Metalicious/White Gold* anchor. Unlock the over-hanging mantle and then venture upwards through the steep roof. Enter an amazing fantasy world hidden above the Fairy Garden canopy.
Chris Beric 19.5.12
- 8 White Gold** ★★ 16 D 32m 27
Gobsmackingly good climbing that links an impressive line up a subtle arête, roof and overhung headwall. Very pumpy. Don't fall off on the last move! From bolt 6, traverse R under bulge, kick through big roof then up fantastic white face above. 60m rope required.
Neil Monteith 17.7.12
- 9 Burnt Ice** ★★ 11 D 16m 27
Start as per *WG* but head straight up and onto the slab. Climb through the unrelenting steepness on pinches and jugs to join up with the last bolt of *AD*.
Steve Ioannou 4.9.13
- 10 Fairy Dust** ★★ 6 D 10m 18
Great warm up! Large open corner on the L of the cave. Stick clip the first bolt. Move L before corner to easy ground. Straight up to lower-off on the roof. Originally a mixed route.
Steve Ioannou, Chris Beric 29.11.05
- 11 Angel Dust** ★★★ 11 D 15m 25
If you're chasing something a bit harder than fairy dust, this is your fix! From *FD* anchor venture L through steep roof to *CW* anchor.
Chris Beric, Steve Ioannou, Chris Glastonbury 2.6.13
- 12 Arch Enemy** ★ 25m 25
Follows the arching crackline with committing moves in between natural protection. Start up *Fairy Dust*. Large gear is very useful. Finish just above the pod below the anchors of *Townsvillians*. Anchor yet to be installed.
Chris Glastonbury 18.5.12
- 13 Core Whipped** 9 D 15m 24
Steep cave climbing on big holds. Start 2m R of *Fairy Dust*. Up wall to under roof (knee bar here!) then out L across roof to anchors. Overhangs 5m.
Neil Monteith 8.8.09
- 14 PROJECT - Townsvillians DS** ? D 20m
4 bolts up shallow corner into original.
- 15 Revenge of The Pixies** ★★★★★ 5 D 9m 22
Beginning 15m R of *FD*, stick-clip the first bolt and climb the orange slopers. Finish at anchor below roof.
Steve Ioannou, Chris Glastonbury 26.3.06
- 16 Townsvillians** ★ 12 D 20m 25
Start up *Revenge of The Pixies* for two bolts, then break L and up through juggy ever-steepening terrain. An awkward step L under the roof gives the remarkably trad-like finish. Add a star if you like jamming. Overhangs 8m.
Lee Cujes 4.8.09
- 17 Hyperbole** ★★★★★ 15 D 25m 27
As for *Townsvillians*, but go straight up, then punch R with mind blowing scoops to a rest below roof. Breach the roof, and desperately underclimb your way R to *DRB*. Overhangs 10m.
Lee Cujes 5.8.09



All Day

3 **T** 4 **M** 1 **S** 105m

This section forms the summit area on the South Sentinel. Easiest access is via *The Soldier King* or *Body Armour*. Escape via the Escape Ally chains.

1 Another One Bites The Dust ★★ 105m 26

A tribute to Matt Romaio's marital commitment. Starts up the ramp in the bowl at the end of The Fairy Garden.

- 30m 26 Up through the steepness to a welcome rest. Move L out across delicate slab, then up to large ledge and DBB.
- 20m 25 Traverse L past 4 FH's then move up over bulge, past small ledge to cave and natural belay.
- 25m 21 Move out and R of the cave past 3 FH's on steep ground. Through the generous overhang to slab and large ledge with DBB.
- 30m 18 Up the bottomless corner to ledge. Climb to the L on the nose passing 1 FH. From the ledge, pull through steep featured rock to gain slab and natural belay at the summit.

P1 Chris Glastonbury 3.5.10

P2 Steve Ioannou, Chris Glastonbury 31.7.10

Chris Glastonbury (1,3), Steve Ioannou (2,4) 22.8.10

P4 originally "Rackless" Steve Ioannou, Chris Glastonbury 22.3.09

2 Escape To The Void 28m 19

Starts about 10m R of *AOBTD*. Up the awkward corner until it is possible to clip a FH and escape L onto slab (crux). Continue up slab passing a FH and a wire then move R to third and final FH. Climb around the bulge into the corner and up gully trending R to large ledge and trees.

Steve Ioannou, Chris Glastonbury 10.3.07

3 Snakes & Ladders 22m 23

Starts about 10m R of *ETTV*. Delicately up the technical slab. Move R into corner system. Undercling and traverse L to corner with a fun finish.

Chris Glastonbury, Steve Ioannou, Chris Beric 26.5.13

4 Black Hole 🕒 22m 22

The insidious crack 7m L of *PITS*. Starts at the L end of the ledge, but not that you'd want to.

Chris Glastonbury, Steve Ioannou 27.5.12

5 Ascendancy ★★★ 37m 21

Starts from the terrace at the top of *ETTV* and is the obvious huge corner between two arêtes.

- 15m 21 Straight up the sustained corner with bomber gear then traverse L to exposed belay ledge below a triangular roof.
- 22m 18 Climb slightly R of belay and up through a committing layback (exposure!) to easier ground. Continue up, staying close to the arête to large belay ledge with a fixed pin.

To escape, walk along the ledge to an obvious easy corner and climb this to the top. Climb up and over to rap chains.

Steve Ioannou (1), Chris Glastonbury (2) 30.6.07

6 Pie In The Sky ★ 7 **D** 25m 25

A wicked position on the clean face high in the sky above the fairy garden. Starts at the ledge at the top of the first pitch of *Ascendancy*. Alternatively, rap in from the top from a ledge atop *Body Armour*. Natural anchors.

Chris Glastonbury 25.8.12

7 Lost Hanger ★★★ 20m 26

Climbs the exposed overhang and slab above the big gully, starting on a small extruded block passed when climbing *DBMP*. Up the juggy wall passing wires to large horn and 1st FH. Out past another FH then over lip (crux) to final bolt (clip with 80cm sling). Now up the balancy slab and continue to the summit. Don't place any gear on the slab and no seconding due to a knife blade edge on the lip.

Steve Ioannou 28.9.08

8 Dead Bird Mashed Pear 18m 15

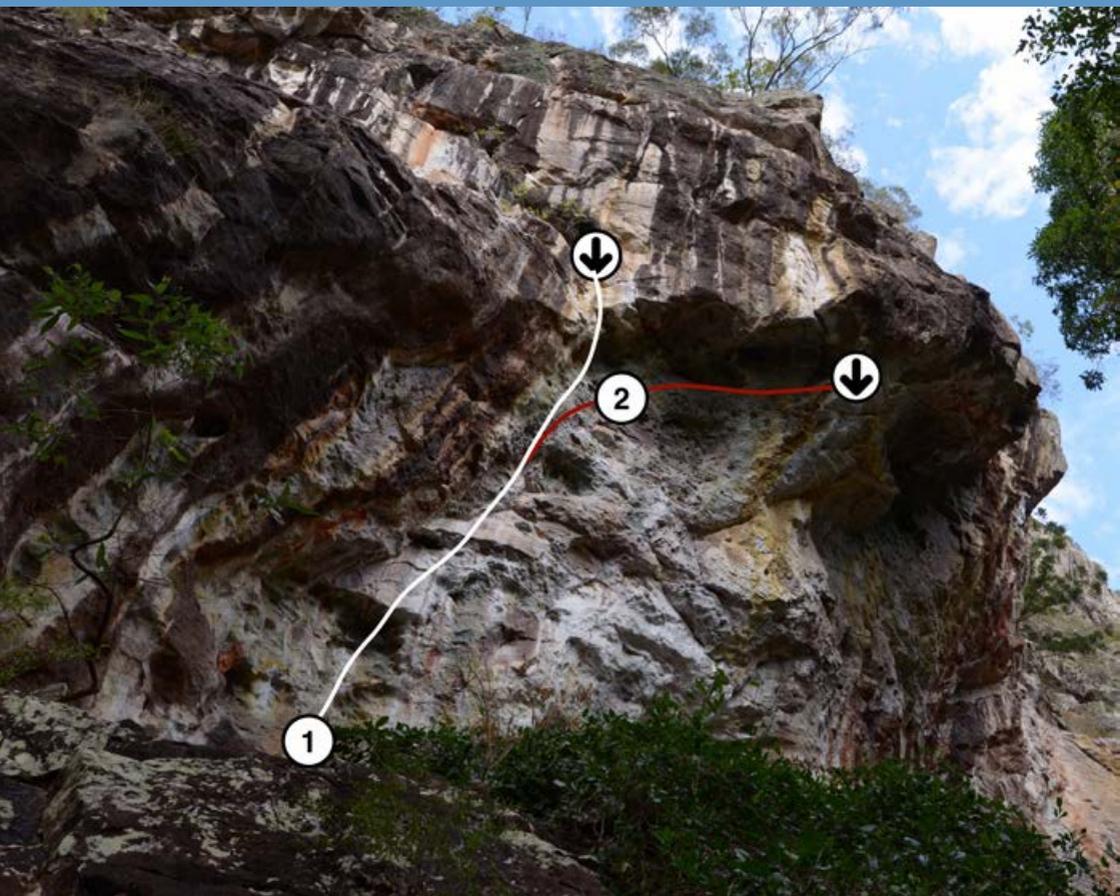
Starts at the saddle between the Termite Mound and the rap chains. Follow the major traversing crack along a series of slabs to reach a large curving corner with a high sloping crack (crux). Continue on to pass an extruded block and finish at a major ledge. Exit up the steep gully.

Chris Glastonbury, Steve Ioannou 14.7.05



Chris Beric on Mercyful Fate

Frequent Flyers



 Until 2pm 0 **T** 0 **M** 2 **S** 14m

20m R of The Super Bowl is Frequent Flyers
- a small cave with awesome pockets. Walk
in from the RH end.

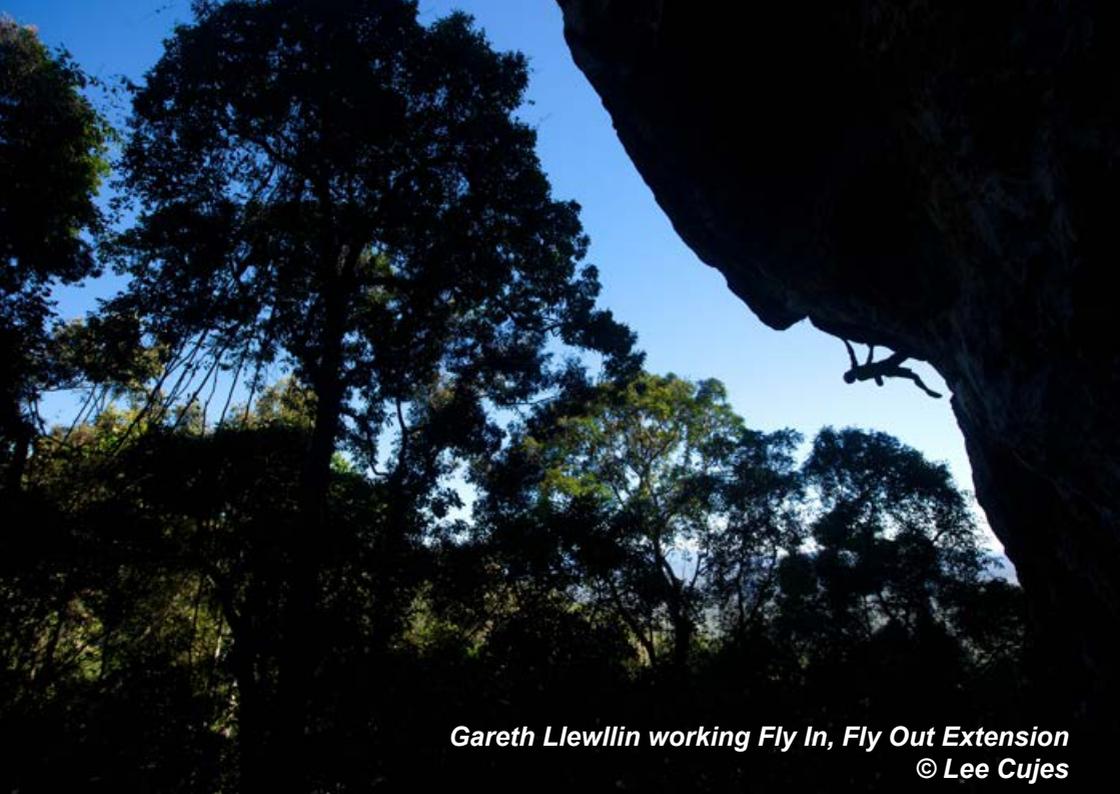
1 Fly In, Fly Out ★ 8 **D** 12m 24

Steep sustained pocket pulling reminiscent of
Nowra. L side of cave finishing out L onto orange
wall.

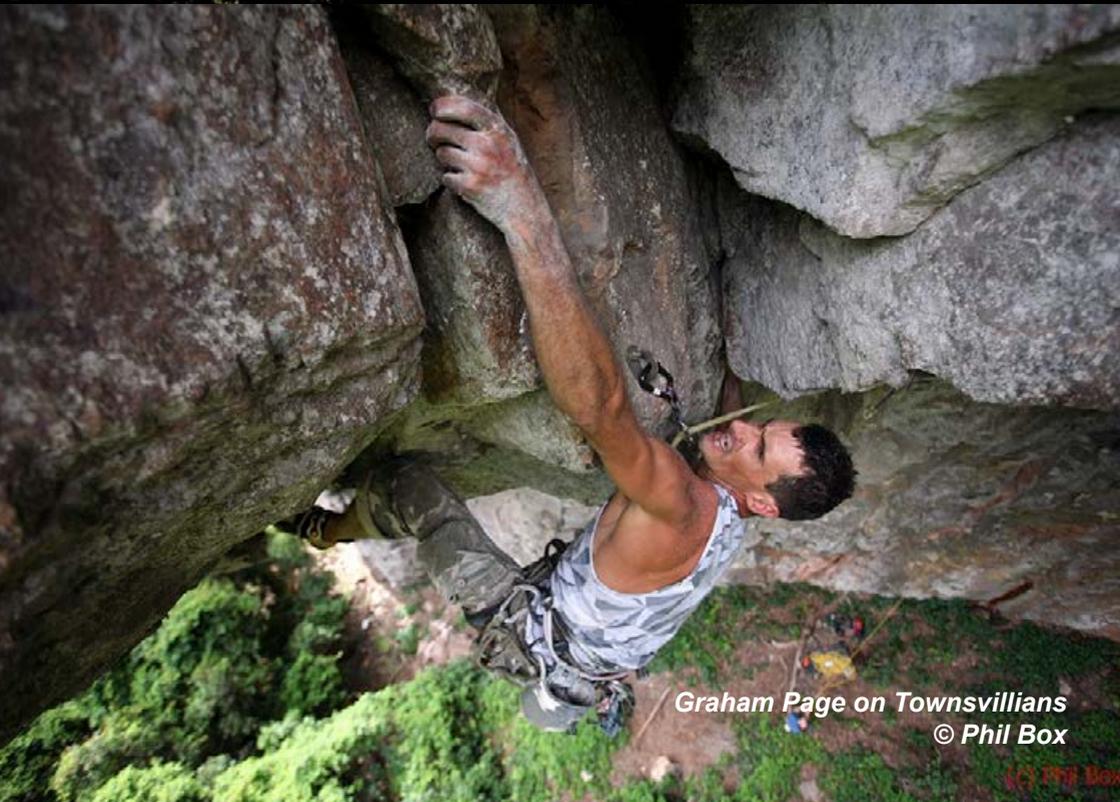
Gareth Llewelin 23.7.12

2 PROJECT - FIFO Extension 10 **D** 14m

Gareth Llewelin's. Shares first 5 bolts of *FIFO* and
then extends R.

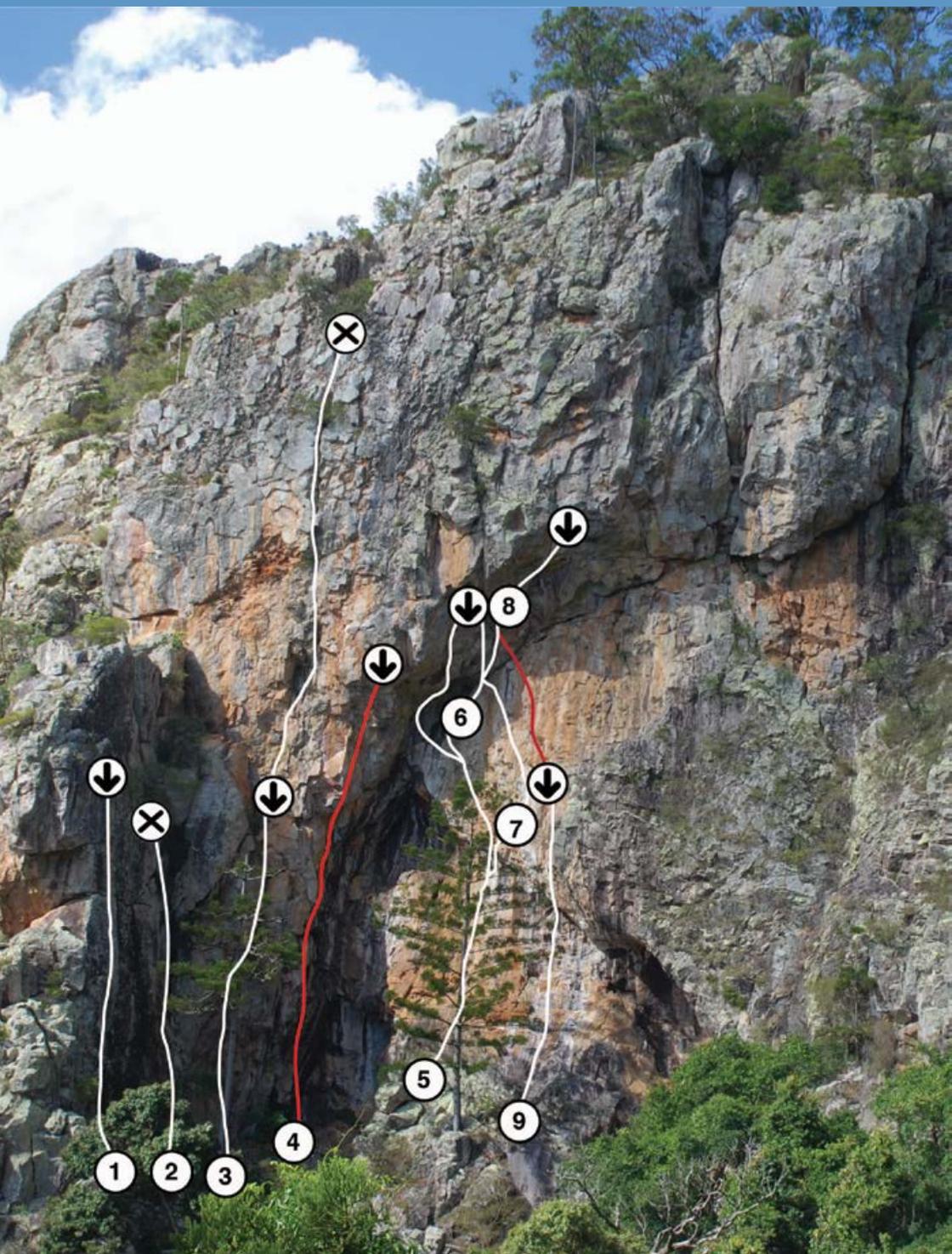


Gareth Llewllin working Fly In, Fly Out Extension
© Lee Cujes



Graham Page on Townsvillians
© Phil Box

The Alcove





Until 2pm

3 T 0 M 7 S 50m

Continue south past Frequent Flyers for 30m until you reach a barrel under a tree. From here carefully scramble up and L about 20m to a large shelf with a big hoop pine tree. This is The Alcove.

1 Hoop Pine Crack ★★★ 22m 18

The vertical crack on the L of the southern facing wall behind the hoop pine tree. Fantastic continuous climbing up a stunning line. From 1m R of the crack make balancy moves L into the crack proper. Straight up the line via elegant bridging and fine finger locks to finish on the generous ledge with a DBB.

Madoc Sheehan, Craig Matthews, Chris Glastonbury 14.10.12

2 Grovel 20m 15

Better than the name suggests. Good gear (medium wires and cams) and interesting climbing up the corner to belay on the big ledge on the L. Escape as for *Hoop Pine Crack*.

Gordon Baudino, Madoc Sheehan 10.11

3 Faster Than A Speeding Pharmacist 50m 25

Reminiscent of Arapiles. With some more cleaning on the second pitch this will be a great trad testpiece.

1. 20m 25 Blast up the immaculate orange crack, over the bulge and to the ledge. Follow the easy corner to the large ledge and DBB.
2. 30m 22 Excellent featured rock on the top half of this pitch. From the ledge step out onto the headwall (take care with gear) and follow the large weakness through a series of roofs to finish at a large tree and natural belay.

Chris Glastonbury 14.10.12

4 PROJECT - Arete 14 D 25m? 2??

Steve's. Bolted circa 11/10/13. From the ground, up the arête.

The following routes start up on the mezzanine below the roof.

5 Xylocaine ★★★ 15 D 25m 26

Up the slab, past the overlap and tend L to a powerful bunch of horizontal moves through the roof to the great hueco. Sustained climbing up to the anchor in the small cave. Big thanks to Steve for placing the majority of the bolts.

Chris Glastonbury 13.4.13

6 Skyfall ★★★ 13 D 23m 24

As for *Xylocaine* then trend R at the roof and up the vertical weakness on immaculate rock to the anchor.

Steve Ioannou, Chris Glastonbury 9.2.13

7 Rims Pleasures ★ 13 D 23m 24

Direct start to *Skyfall*. Pass the first 3 bolts then punch R into steep crack with chockstone hold. Continue up through tricky crux and link into last 2 bolts of *Skyfall*.

Chris Beric, Chris Glastonbury 28.3.13

8 The Appropriate Opiate ★★ 16 D 30m 27

As for *Skyfall* then head R and dynamically hurl through the steepness with a tricky finish.

Chris Glastonbury 5.7.13

9 Bucket Jukebox ★★ 8 D 15m 24

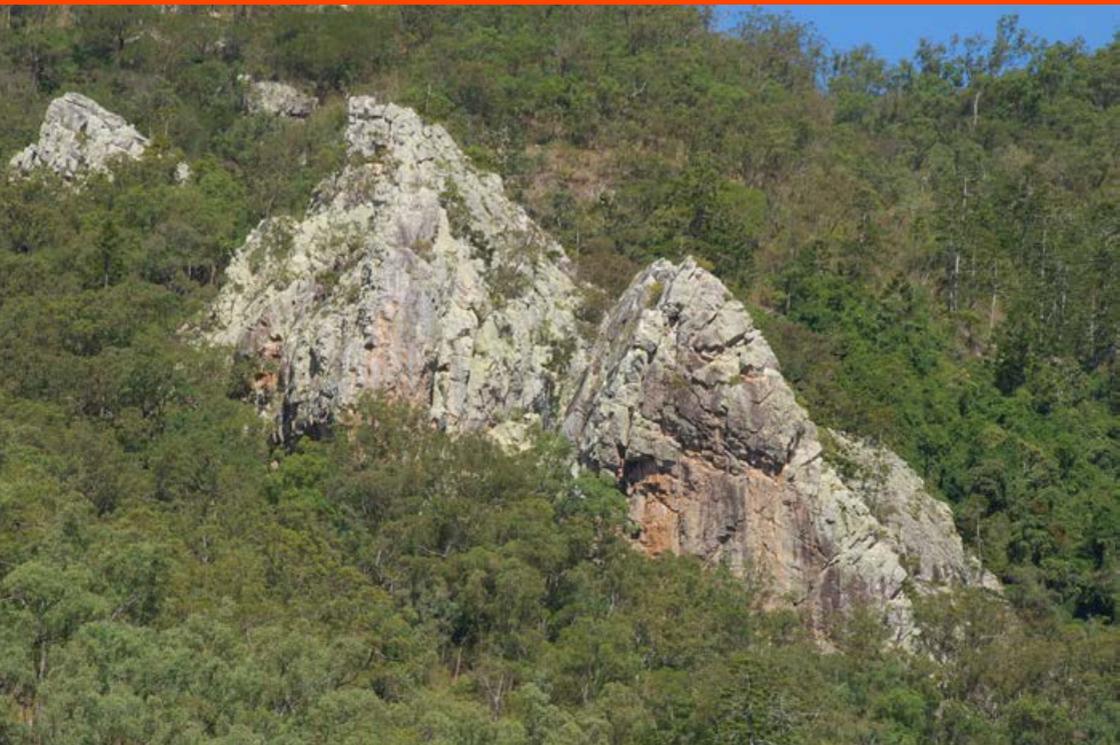
3m R of *Xylocaine*. Up slab to large horizontal break. Power through short steep wall to ledge on R, then hook out L for finish.

Chris Beric, Chris Glastonbury, Steven Ioannou 23.3.13

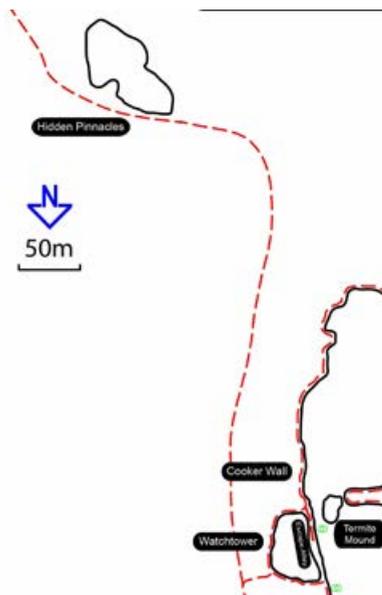
10 PROJECT - Bucket Jukebox Ext. ? D 30m 27

Beric's. Links *Bucket Jukebox* into *The Appropriate Opiate*.

Hidden Pinnacles

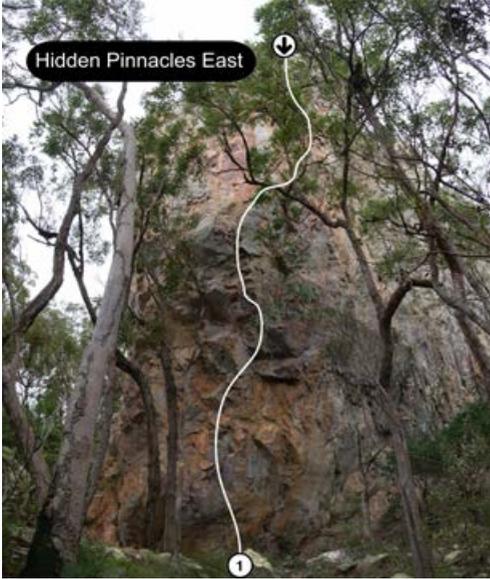


This small buttress sits between the South Sentinel and the Frederick Peak. It has seen only a minimal amount of development. It is accessed by continuing south on the track from the campsite. The area is situated immediately after the creek crossing.



🌴 Until 1pm 1 T 0 M 2 S 55m

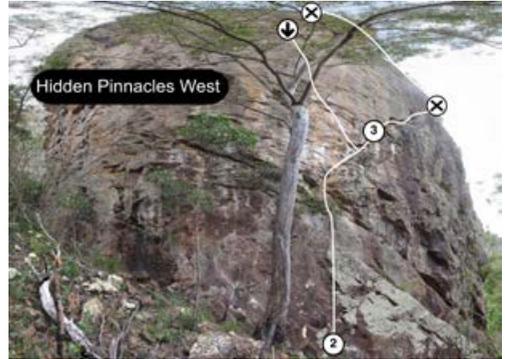
Two small buttresses with a few good routes. Rarely visited.



1 Full Circle ★★★★★ 15 D 27m 25

Punch through the slopy overhanging wall to a rest. Move up and R to the arête then move back L to the final headwall.

Steve Ioannou 29.12.11



2 Hidden Agenda ★★ 10 D 27m 22

Start as for H&S, then step L onto the orange wall. Trend diagonally L and up through great jug hauling.
Chris Glastonbury 29.12.11

3 Hide & Seek 55m 20

The obvious right-leaning crackline.

1. 35m 18 Follow the generous crack to the blunt ridge.

2. 20m 20 Follow the ridge to the summit.

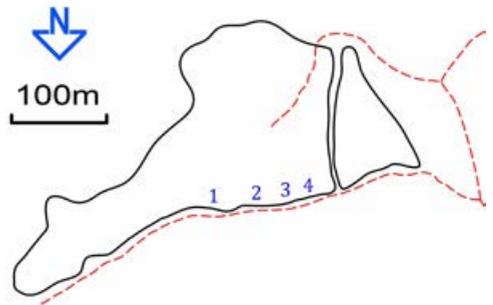
Mark Gommers (1), Nathan Bolton (2) 4.05

Frederick Peak

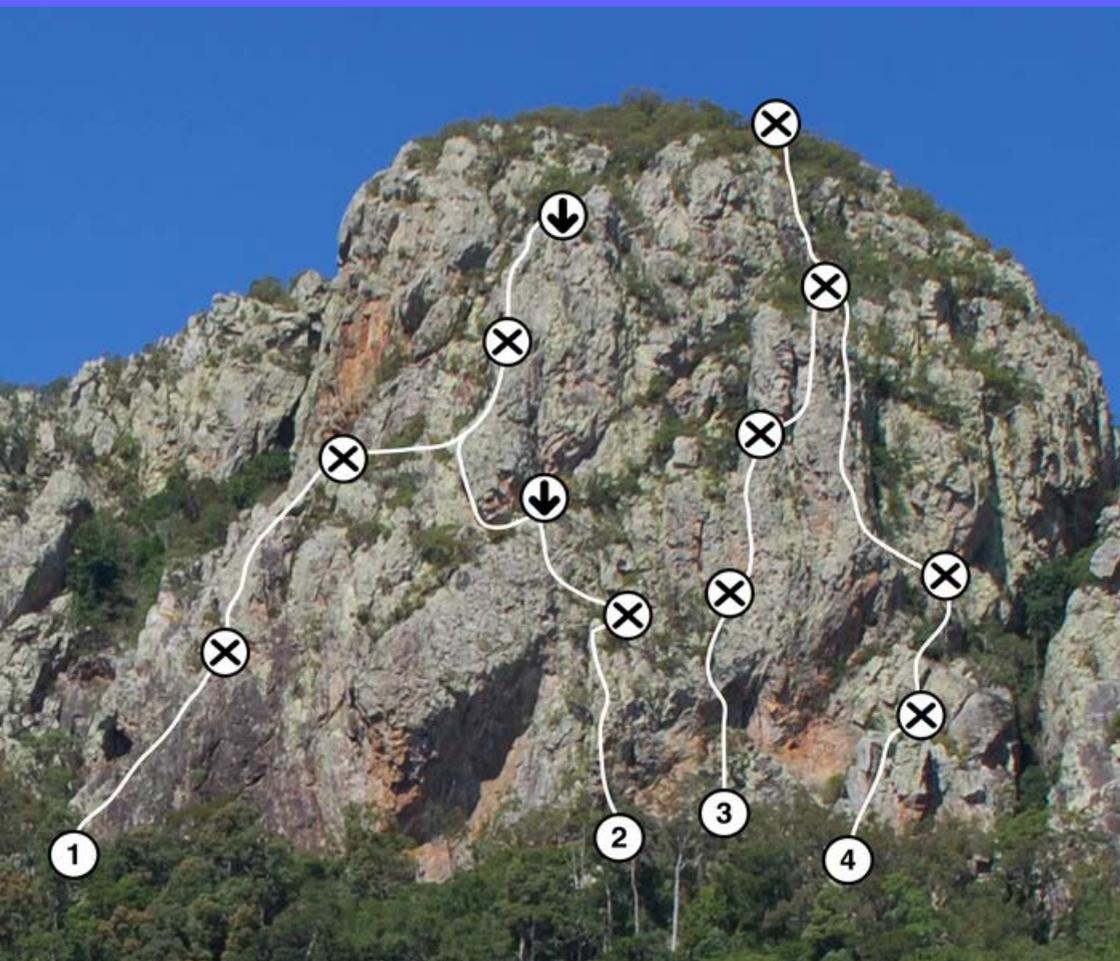


For more adventurous climbers, the peak offers the opportunity for endless exploration. A great bush walk to the summit is a great 5 hour return journey. Best in the winter months.

Continue further uphill from the Hidden Pinnacles. The track traverses the bottom of the wall. The summit can be accessed by continuing up to the saddle and hiking up the rear.



Central



 Depending 4 **T** 0 **M** 0 **S** 160m

This is the largest area in the middle of the North Face with many adventurous multi-pitches. Escape is possible (2x50m raps) from the fixed anchor located at the end of one of the unidentifiable blunt ribs at the top of the main section. The second rap is from a natural anchor on the ledge (end of 4th pitch of *Betrayed*).

1 King Frederick

160m 14

Follows the vague arête on the R side of the eastern gully. Start 20m uphill from the large fig tree.

1. 45m 14 Up the green/black slab over ledges to gain obvious corner then through some vegetation to a large ledge just below cave. Climb around the R side of this and up onto slab. Belay below obvious cracks.
2. 40m 11 Up the cracks to a sloping ledge and continue up and over onto another ledge. Move up for another few metres then traverse L for 10m to belay on the edge of a large ledge with a big buttress. The 3rd pitch starts at the back of this ledge to the L of the prominent buttress.
3. 35m 11 From the ledge, head up the black slab to the L of the gully. Pass a series of ledges and trees to reach a large ledge and tree for belay below a chimney.
4. 40m 13 Head directly up the chimney with good wires and then break R onto the slab. Mantle the block to the L of the group of trees and then follow the gully to reach a large tree on the R.

Steve Ioannou (1,3), Chris Glastonbury (2,4) 16.12.06

2 Betrayed

91m 20

Walk 100m past the first gully passing a cairn. Scramble 10m up to a smaller ledge with tree. Start up the steep black rock on the L of the ledge, 2m L of the tree. Some of the belays are omitted from the topo for clarity.

1. 25m 20 Commit to pulling through 4m of steep rock (crux) mostly on slopers and then find dirty, but easy climbing up corner/gully passing a large chockstone to reach ledge with a tree belay.
2. 18m 18 Step out L past the tree onto the slab and then take the crack up the middle of the wall. Interesting moves to reach a hanging belay directly L of the end of the horrible vegetation.
3. 8m 6 From the hanging belay traverse R through all the thick scrub to mantle up on a tree and reach a ledge w/ tree belay.
4. 25m 15 Up the corner for a few metres and then carefully walk L for about 10m over a tree to gain another corner. Straight up avoiding loose rock to ledge and tree.
5. 15m 13 Up the corner on great gear then L and up to large ledge and belay.
6. Originally finished here but more suitable to reach summit via last two pitches of KF.

Steve Ioannou (1,3), Chris Glastonbury (2,4), Chris Beric (5) 1.2.06

3 Agenda Suicide

125m 20

Starts 5m R of Betrayed on the ledge with tree.

1. 30m 18 Follow *ramp* to the bottom of the corner crack. Crank up above the corner and trend L towards the blunt arête. Easy climbing up the slab, move diagonally R to reach a ledge with tree.
2. 15m 16 Climb easily up over a few blocks to gain an obvious corner. Break out R of the corner before it gets too steep to belay on a small sloping ledge below a horizontal crack.
3. 20m 20 Climb directly up the centre of the wall and follow the holds up the L hand side of the shallow corner (crux). Pass a few trees, trending R to reach a shady ledge.
4. 30m 15 Cross the gully just around the arête of the wall standing above the shady ledge. Climb straight up and over the horizontal break and further up the blunt arête. Follow the path of least resistance. This pitch merges with the 4th pitch of Cooked. Tree belay.

Either climb the 5th pitch of Cooked (30m 17) or scramble up the gully on the R to reach the summit.
Chris Glastonbury (1,3,5), Steve Ioannou (2,4) 2.2.08

4 Cooked

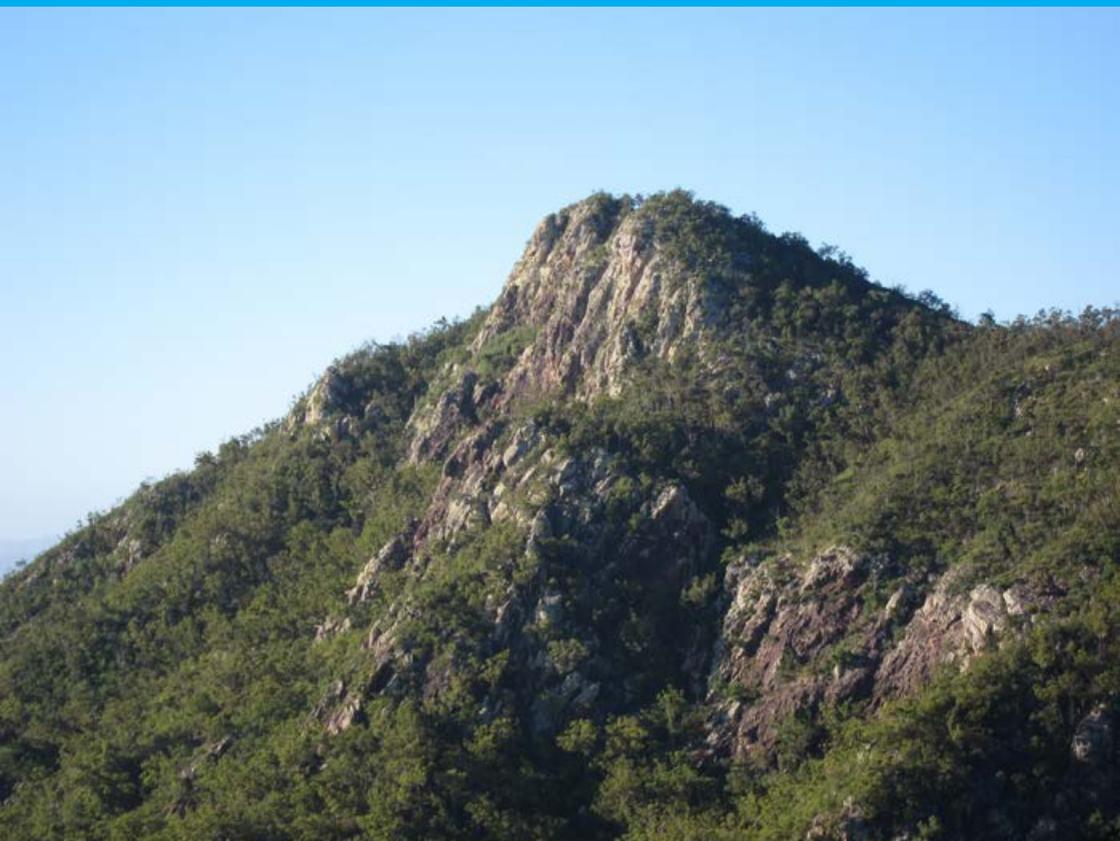
150m 17

Starts at the west corner of the large detached block just after the eastern gully. Done ground-up onsite.

1. 42m 8 Up large corner to belay below obvious slabby corner.
2. 15m 4 From the ledge, move up and L onto the small buttress. Continue up obvious cracks to belay at large ledge with trees.
3. 43m 16 From the ledge, climb up the gully L of the tree to reach the ledge below the steep wall. Up the wall for about 10m to a small ledge.
4. 20m 16 Traverse L of the belay into exposed territory. Move up past a horizontal crack and some vegetation to a large ledge.
5. 30m 17 At the back of the large ledge, follow the black streak up the steep wall and move L to easier ground on green rock. Tree belay.

Chris Glastonbury (1,3,5), Steve Ioannou (2,4) 3.3.07

South Pinnacle



After 1pm

4

T

0

M

0

S

55m

This is the place is you're seeking a real adventure. The South Pinnacle is a flat two hour trek from Frederick Peak along the N-S ridgeline. There is a flat saddle to camp on just before the ridge steepens to the pinnacle summit. What a forest!

Four routes have been done here during one overnight trip on the area just below the summit. There is limited potential for new routes compared with other areas.

1 Where Do We Go Now? 15m 16

On the first decent bit of rock you see there is an obvious brown corner. Escape R past a tree to finish.

Steve Ioannou, Chris Glastonbury 20.4.07

2 Cracking Up 20m 17

Up perfect crack in green face to the ledge then move L and up featured rock to belay ledge.

Chris Glastonbury, Steve Ioannou 20.4.07

3 End of The Line 55m 12

Up black slabby corner, moving R following gear to ledge below gully. Now up chossy face on the L of the gully to blunt arête and up to ledge.

Steve Ioannou, Chris Glastonbury 19.4.07

4 Pinnacle of Insanity 48m 16

Starts at a slabby right leaning corner. Up this and move L into scoop, then continue L and up to above scoop. Trend R until it is possible to move up onto brown slab. Up this for a while until you reach a small roof. Now climb the obvious corner on the R to belay ledge. Stay roped for the final few metres to the top.

Chris Glastonbury, Steve Ioannou 19.4.07

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Chris Beric on Mad Agent