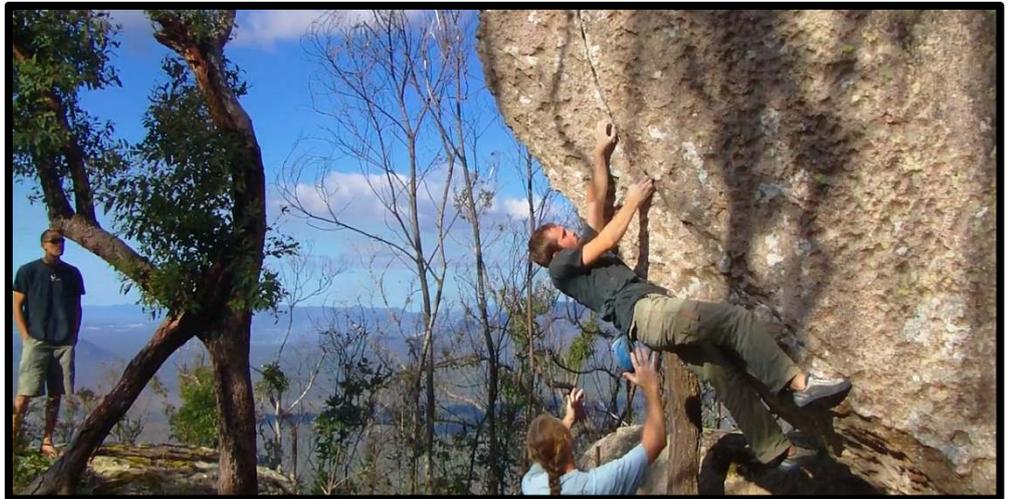
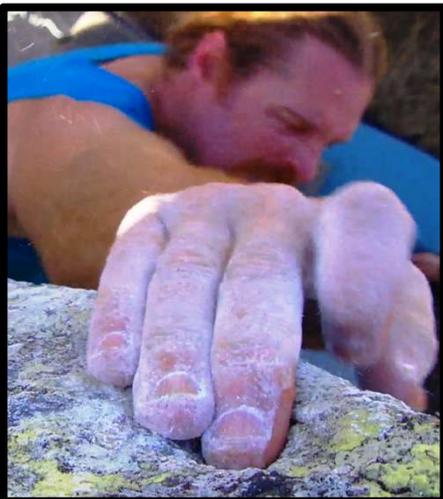
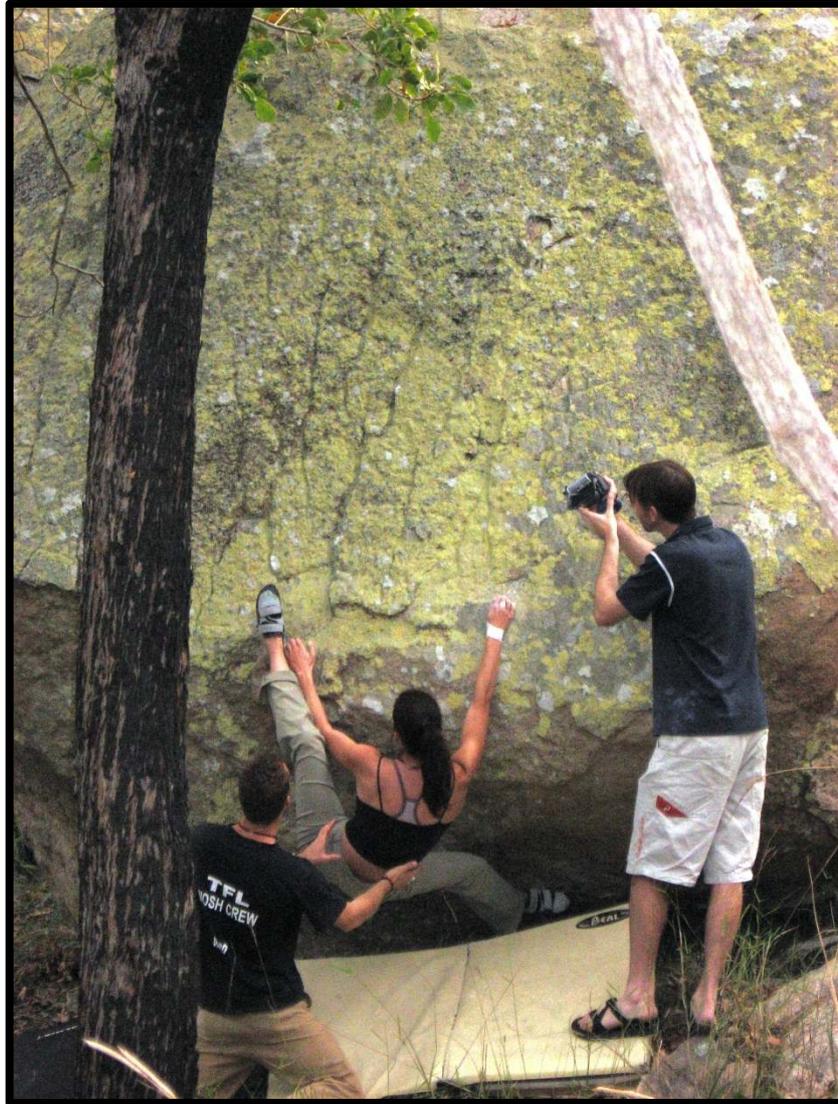


2014 Update

Bouldering at Harvey's Marbles

Steve Baskerville and Madoc Sheehan



Cover Photos

Main photo: Marissa Land on Hat trick of happiness V5 (Tristan Baskerville)

Bottom photos (L to R): Madoc Sheehan on Slow Service V6, Nick Larsen on Epitome of a man V7.

All images by the author unless otherwise noted.

INTRODUCTION

Discovered in 1999 by Dr Madoc Sheehan, Harvey's Marbles has fast become Queensland's premier bouldering area, with approximately 1600 problems as of 2014. Situated atop Hervey's Range at a pleasant altitude that keeps temperatures and humidity down (in winter at least), the crag is littered with granite boulders of all sizes. The pleasant dry forest is scattered with a wide variety of flora and fauna and provides a beautiful, tranquil setting for the bouldering.

Harvey's Marbles is a truly special place, yet very few people have a true understanding of the area's size and quality. You can spend hours walking and exploring amongst the thousands of boulders. It feels at times as if there is no end to the potential, and although this is not quite true, there is certainly scope for more than 5000 problems.

Most of the lines at Harvey's flow beautifully and are completely uncontrived, tackling startling features such as spectacular arêtes and superb faces. The rock is excellent, and will probably be unlike any other granite you have climbed on. Most holds are features of the rock, rather than flakes, and so are likely to remain as long as the boulders do. The problems range from blank low angle friction slabs through to overhung crimping walls.

Although there are problems of all heights, most are between 3 and 5 meters. Huge potential for some truly amazing highball desperates exists for those brave and strong enough. There is also an abundance of short problems, i.e.- grab the lip and mantle, of which only the better have been included in this guide, and many pleasant low angle slabs. Landings range from excellent to horrendous, although most are good. Keep in mind that the first couple of years of development took place without a bouldering pad.

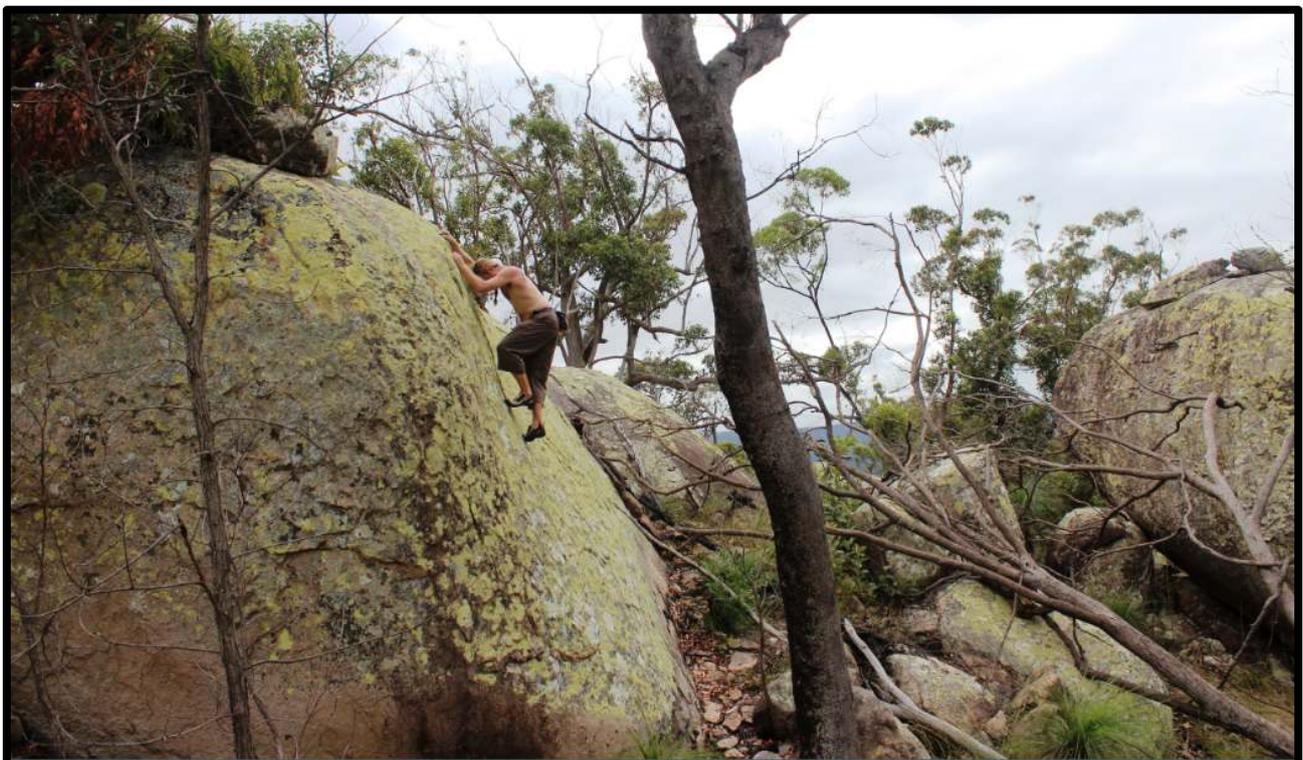


Photo: Co-author Madoc Sheehan on a classic slab at the Bus Shelter.

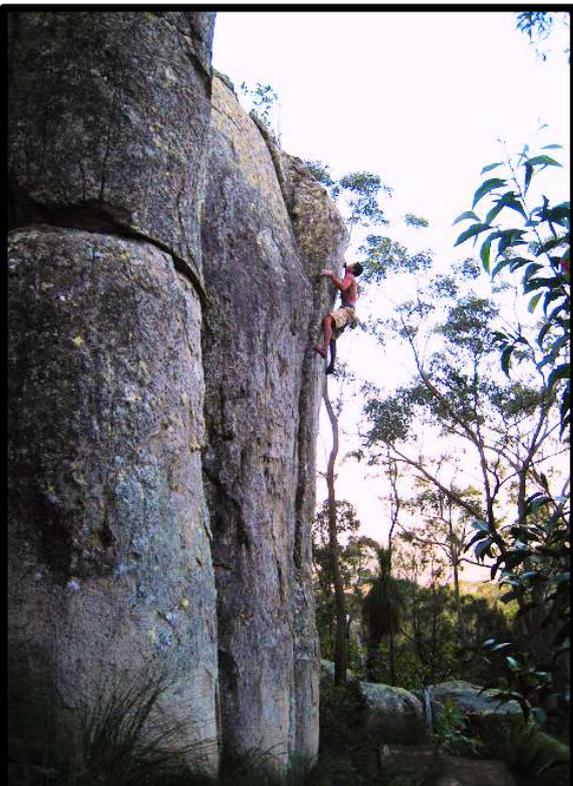
CLIMATE

The climate is dependent upon which season you choose to visit Harvey's. For a start, forget about summer, unless you have a particular desire to alternate your days between hiding under a boulder waiting for the torrential monsoon rain to stop, (it won't), and peeling your severely burnt flesh off the rock as you slide off that slippery and sweaty jug for the 15th time. Having said that it is possible to climb all year round, but with the winters that we have up here, why would you want to visit at any other time? The months of June, July and August offer an endless stream of cloudless 25 degree days, that cool substantially in the mornings and afternoons to give you the friction you need to send your project (you will even need a jumper). If you can't make it in mid-winter, any time between mid-April and September tends to be good as well. You may still get rain, but probably not the stuff that can last for 6 weeks at a time. As a rule try to time your visit as close to the middle of the year as possible.



ETHICS

Please respect the local ethics and at all times look after the environment. This means definitely no chipping, use your wire brush sparingly and only on the holds that you are using, leave the trees alone, (it is often possible to pull them aside temporarily if they are covering a problem) and of course take out everything that arrived with you. The rocks are covered in beautiful paint-like lichen that for the most part doesn't interfere with climbing. If you need to clean lichen from a problem, remove only what is essential, and preferably as little as possible.



BOLTS: Harvey's has innumerable very high lines, such as Spenser's Deliverance V3 (left- Emadch Beck MacNee photo) and Walk the Line V5 (Below). Despite this, Harvey's remains a bouldering crag and therefore no bolts are allowed. Top roping is fine if you want to do something that is too high for you to boulder.



ACCESS

Two issues surround current access to Harvey's. The area is under Pastoral Lease to local farmer Ray. Ray has so far been extremely generous to climbers, and for this to continue it is essential that we respect Ray's wishes for his property. DO NOT:

- Start fires, and if you are a smoker make certain your butts are out. Better still take them out with you in a film canister.
- Leave any litter behind.
- Interfere in any way with fences, gates and livestock.

The second issue is the nearby army training area, High Range. It is often possible to hear things being blown to pieces as the army undertake explosives and weapons training. The gate across the road that you reach forms a fence that continues along the road before cutting away from the road about 500m past the gate. **Do not cross this fence!!** If you do you may be shot. Almost all the good bouldering falls outside this fence anyway, so you would have no reason to cross it. In fact you should not cross any fences while at Harvey's.

NOTE: Harvey's Marbles is actually atop Hervey's Range. Note the different spelling. This was an early mistake that took Madoc and I an embarrassingly long time to notice. By that stage it was too late so the name remains.



Above: Madoc on an Andromeda classic, one of the nicest V2s you will find anywhere.

GETTING THERE

To get to the area take Hervey's Range Rd out of town, past Willows shopping Center, and follow it for about 35 minutes. After this time you will reach the range. Follow the road up the range, and just under 1km after you reach the top take the first road on your L (Sharpe Road). It is marked with a massive boulder perched above the road on your L just before the turnoff, and the turnoff has an old 'TABLETOP' sign.

Follow this road until you reach the army gate across the road. Park on your L well back from the gate. Scramble up the obvious track on the LH side of the road and you are looking out at Harvey's Marbles. Some areas do have different access points from the road.



Photos: *Getting ready for a day's bouldering at the Harvey's car park.*

USING THIS GUIDE

This guide comes in 2 forms. Use the PDF as an E-Guide on your smartphone, tablet or i-device. If you want to print use the bigger word files and print it section by section. To be able to read the topos you need to print in colour.

This guide is designed around a series of increasingly specific topos and written descriptions. The very nature of the area and the fact that you will be identifying a single boulder amongst thousands of others will probably result in some problem finding difficulties. However, most of the problems should be relatively simple to find once you reach an area, especially once you get your eye in.

- There are directions to about 700 problems in this guide.
- Use the overall topo to find an area, and then switch to an individual area guide and topo.
- Identify other areas on the overall topo as you go. It is easier to find an area if you know where it is in relation to other areas. Use the individual area guide to check you are in the right place.
- The tracks are fluid- they can often fade if not used for a while or change where they go.
- Each area tends to have several distinct boulders. Use a combination of written descriptions, topo drawings and photos to identify one problem or boulder, and go from there. Don't necessarily look for problem A on boulder #1, as it may be a short hidden slab. The same applies when looking for problems on a boulder. Identify one, and then the others will be easier to find.
- Remember, the topo maps are **simplified** versions of what is there. There will be boulders, trees and other features that are not marked on the map. Identify the biggest most obvious features, as they will not be left out. I have tried to include features like trees and small boulders especially when they lean against the rock. Other trees on the topo may represent a group of trees. If there is a large area without any problems I may have left it blank, even if there are trees and boulders there. Cyclones may remove trees that are still in topos and others may have grown since the topos were drawn.
- The maps are not drawn to a specific scale. While I have tried to be relatively precise, some boulders will be bigger than they should be, and others smaller, although in general they tend to be drawn slightly bigger than they are for the purpose of marking problems on them.
- Everybody makes mistakes, and there will be mistakes in this guide. If you are certain you have found a problem, only there is a tree next to it that is not marked, consider the fact that I have probably missed that tree. Some boulders will be out of shape, and incorrectly distanced from other boulders. Problems may be marked incorrectly, grades may be mistyped and all sorts of errors could be present. Hopefully, though, the errors will be small in number. Just remember to use the topos, written descriptions and a bit of common sense in finding problems.

Star Rating	Area	Problem
	A few ok problems only.	Ranges from not worth doing to ok.
*	Good area with a small number of quality problems.	Good problem.
**	Very good area with a significant number of high quality problems on good granite.	Very good problem with good granite,
***	Outstanding area with a large number of high quality problems on superb granite.	Outstanding problem with superb granite.
****	As above, only with potential for more than 1000 problems.	Outstanding problem with superb granite. Characterises the best aspects of Harvey's bouldering.

Scary, High and/or Dangerous Problems: All problems are potentially dangerous so use common sense and be aware of your capabilities. Scary problems, high problems or problems that are especially dangerous normally include a description indicating this. No symbols to indicate these characteristics have been used.

HARVEY'S MARBLES OVERALL TOPO

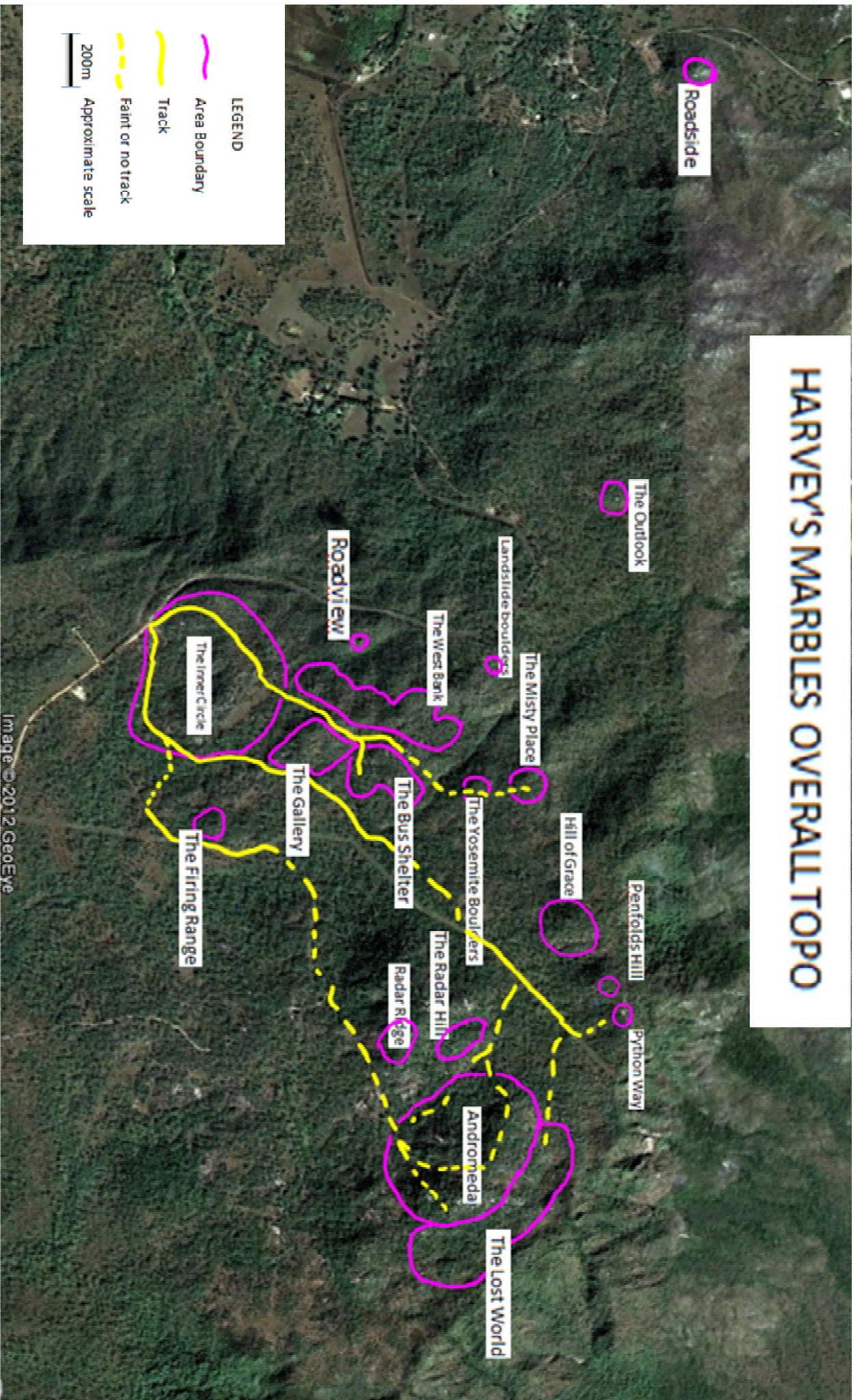
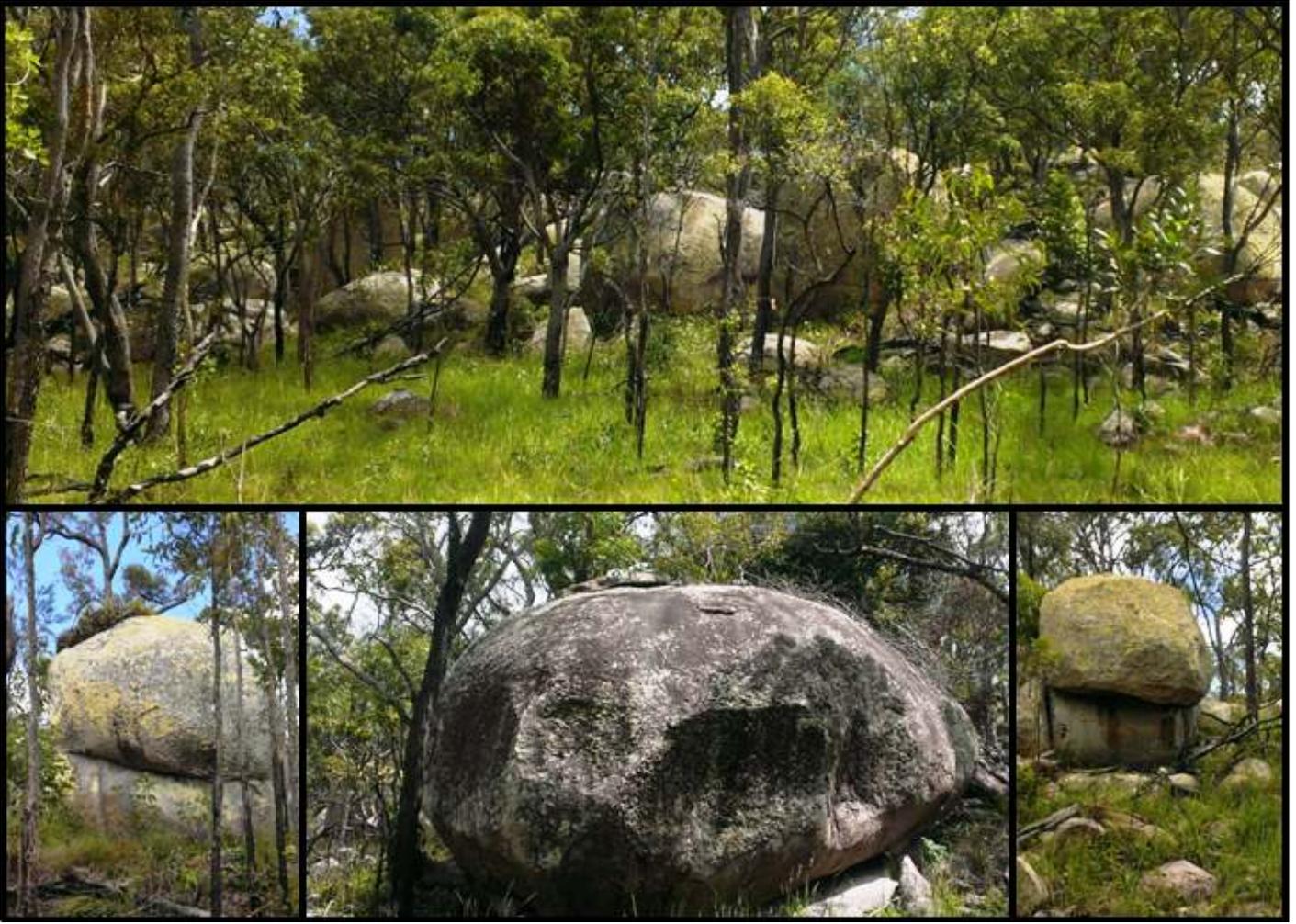
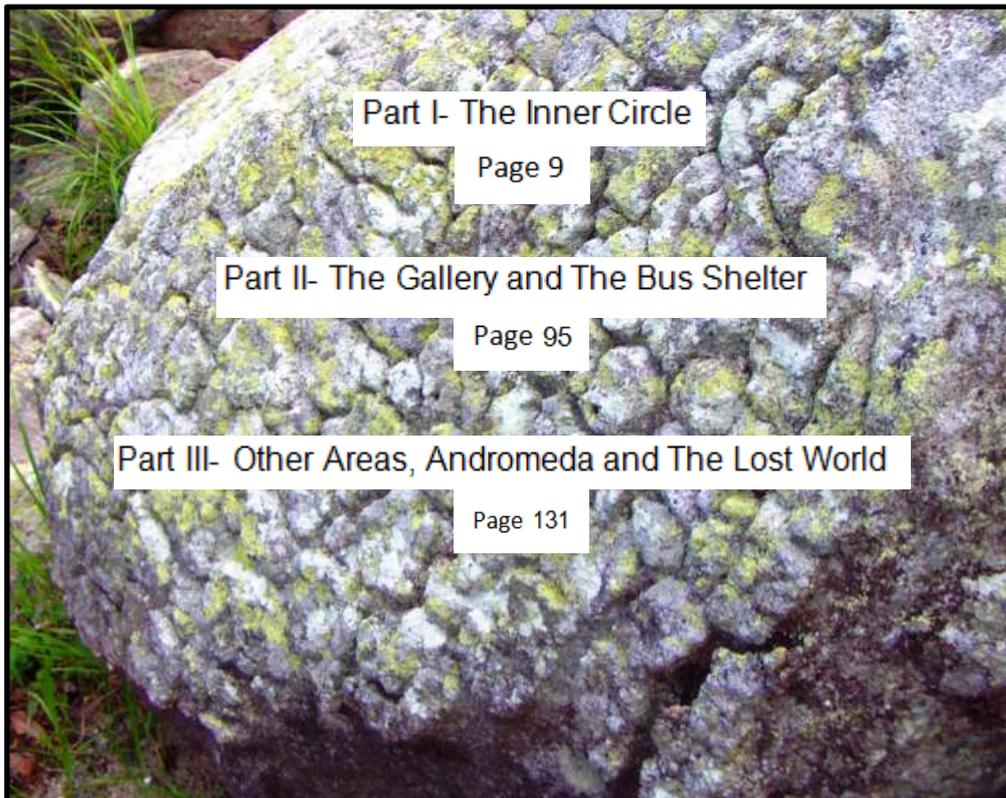


Image © 2012 GeoEye



CONTENTS



PART I- THE INNER CIRCLE



The Inner Circle contains the most extensively mapped areas at Harvey's Marbles. It was the first area discovered and contains numerous classic problems from this early period of development. In spite of this the area continues to produce classic first ascents, especially in the higher grades.

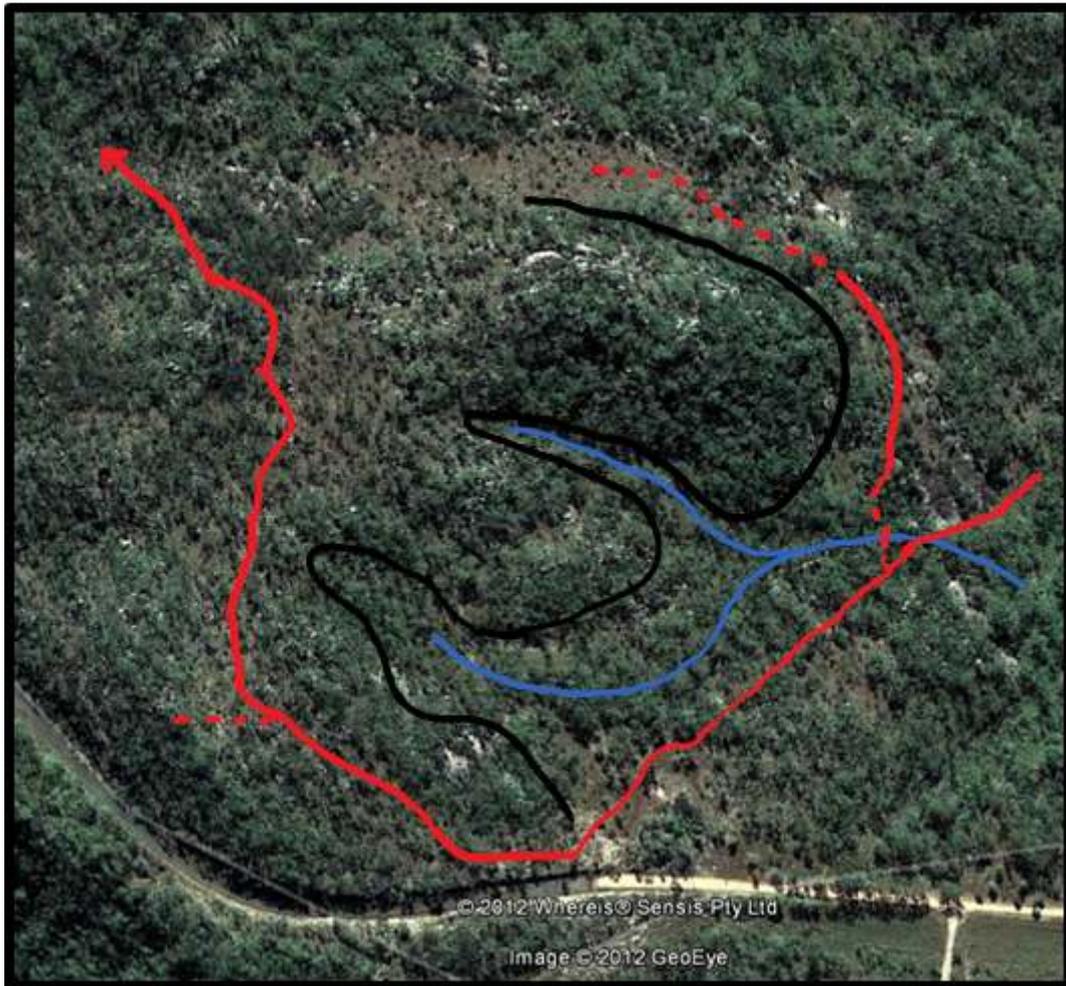
All areas in the Inner Circle are no further than a 10 minute walk from the car. It was traditionally also the only area with a guide and so was normally the only destination for visitors unless you attended with one of the developers.

There are currently approximately 500 problems in the Inner Circle from V0 to V10, and many challenging unsent lines. Classics abound and vary dramatically in height, style and grade. If you are visiting only for a short period of time then you may wish to focus on The Upper and Lower terraces and the Embankment, where the highest concentration of outstanding bouldering is found. The great thing about the Inner Circle though is that everything is so close and it is possible to tour the different areas picking off classics as you go.

Area Overviews:

Area	Area Rating	Number of Problems	Difficulty Range
The Upper Terrace	***	50	V0 – V9
The Embankment	***	62	V0 – V7
The Lower Terrace	**	105	V0 – V8
The Fun Parlour	**	40	V0 – V8
The Cow Paddock	**	40	V0 – V7
The Stack	**	20	V0 – V10
The Alley Way Boulders	*	23	V0 – V6
The Castle	*	15	V0 – V6
The Snooze Boulder	*	22	V0 – V7
The Little Boulders	*	17	V0 – V5/6
Sunny Side	*	20	V0 – V6
Middle Marsh		14	V0 – V6
The Slabs		14	V0 – V3/4
Pass By Boulders		12	V0 – V8

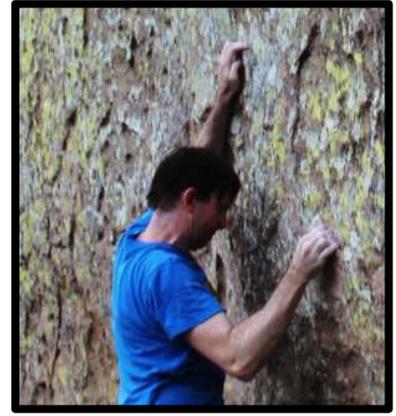
NAVIGATING THE INNER CIRCLE



Above you can see a Google Earth image of the Inner Circle area. I have marked tracks and creek beds onto the photo. You can also see the outlines of some of the hills. A large, hand drawn topo of this is over the page and easier to use for navigation.

- The creek beds are almost certainly dry (unless it is or has just been raining).
- The track going L from the car is clearer and more pleasant than the track going R from the car (to the Cow Paddock). Generally speaking, it is better to use this track to access most areas. This is especially true in May/June when spear grass season is at its peak.
- Boulders on the hand drawn topo are not to scale (they are enlarged for simplicity).
- As of early 2013, the creek near the castle has been washed out and is difficult to cross where the track used to cross it.

The Cow Paddock.



Photos from L to R: *Nick Larsen on The Divorce V7, Dan Radford and Steve Baskerville on The Good Wife V5*

Area Rating	Number of Problems	Difficulty Range	Notes
**	40	V0 – V7	Warm area in summer as it doesn't get much breeze. Most problems are below 3.5m except for the Good Wife and Five Year Cigar boulders. A few tough problems still to be sent on the Good Wife Boulder.

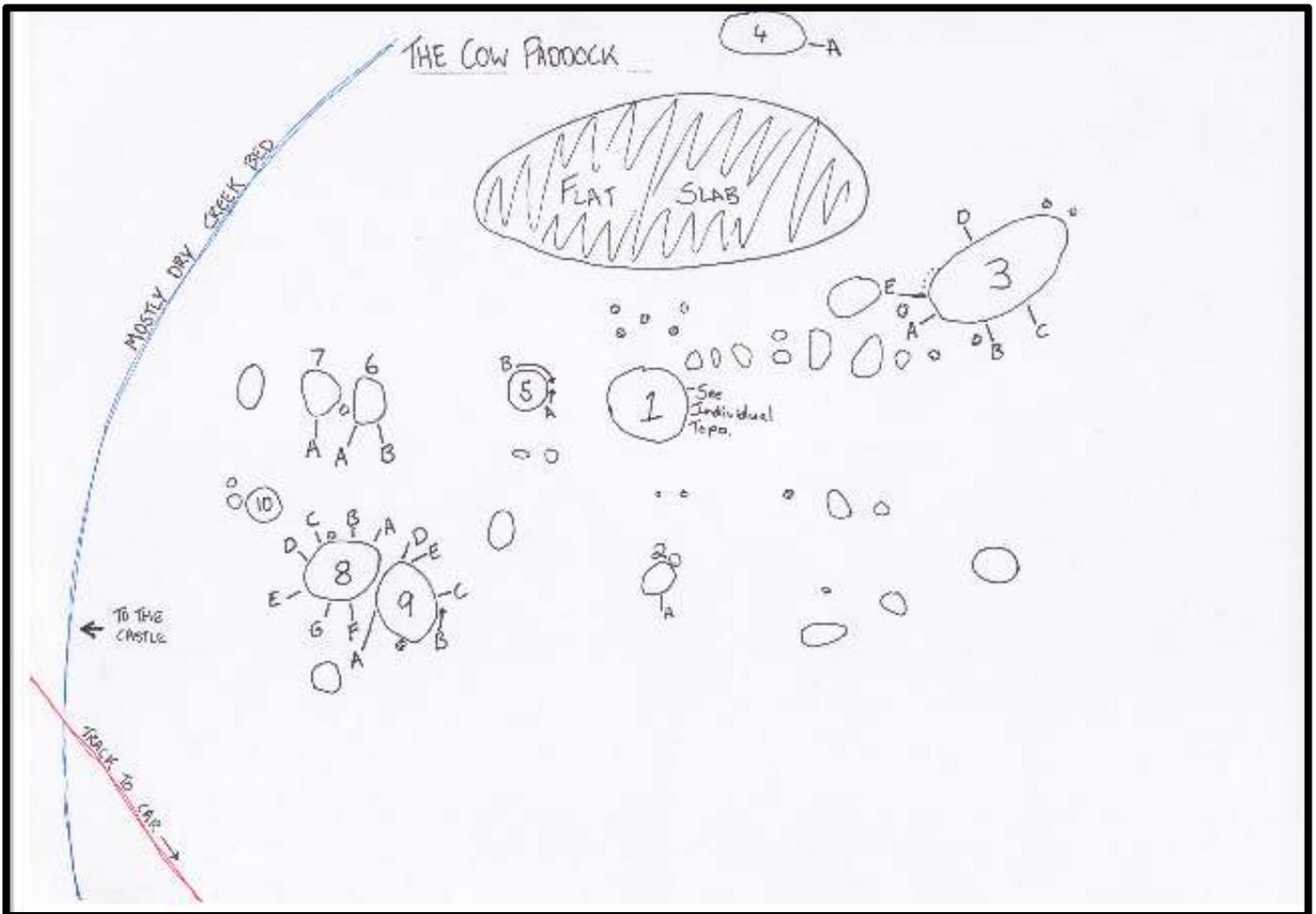
Access to the Cow Paddock is fairly simple, and you should suffice on the topo alone. However if all else fails, below are some instructions.

- Looking from the top of the road embankment with your back to the road, follow the track to the R down into the cleared area passing a small water hole on your L (sometimes dry). About 50m from the car the track veers R in a small trench.
- Follow this track passing a couple of small to medium boulders on your R after a further 50m. The short arête with the chunky undercling is the Lunge V2, and there is a V2 on either side of it. These problems are ok.
- From these boulders continue along the track for about another 100m or so, until there is an obvious bunch of boulders on your R. This is the Cow Paddock, and you should be able to see the Castle ahead and slightly to the L of the track.

NOTE: The track to the Cow Paddock doesn't get used as often as the track going L from the top of the road embankment. It is sometimes a little faint. Generally speaking the track going R also has longer grass.

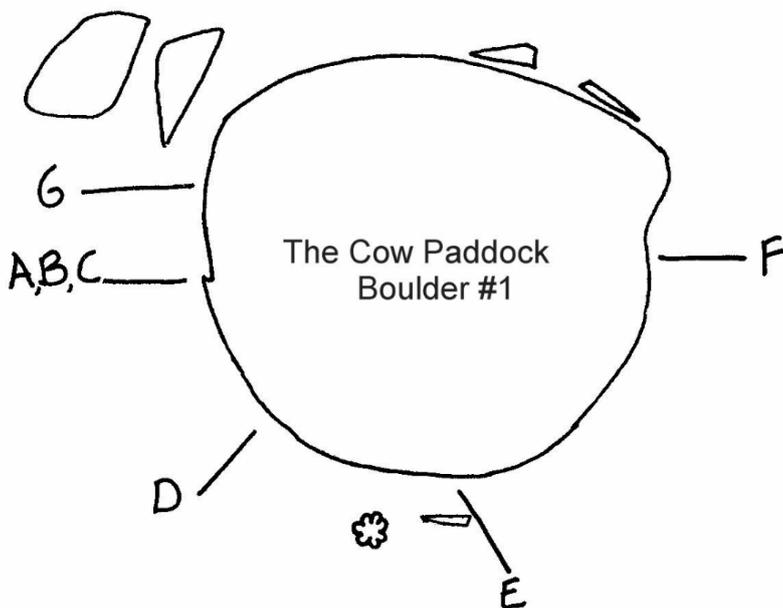
Once there try to identify the Bum Crack, as this is useful in locating other problems.

AREA TOPO – THE COW PADDOCK



BOULDER #1

A great little boulder with some fantastic rock quality.

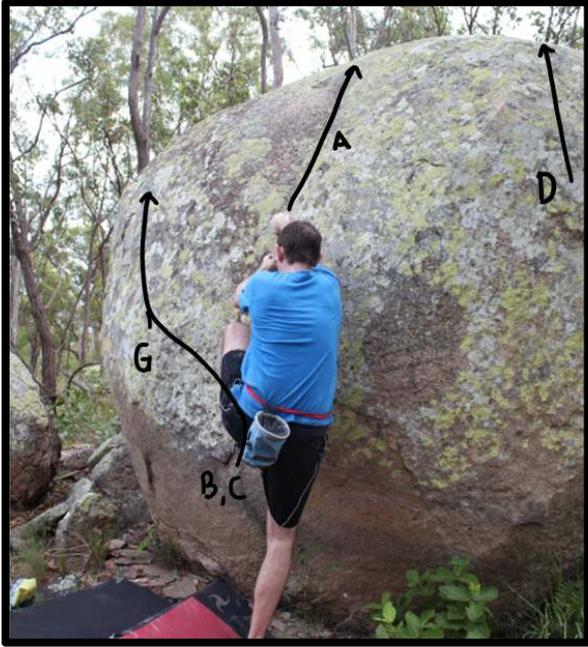


(A) * The Bum Crack V1**

Balancy crack and face climbing to a slope at the top and a pleasant top out. Classic.
Madoc Sheehan, 1999

(B) * The Bum Crack Sit Start V3**

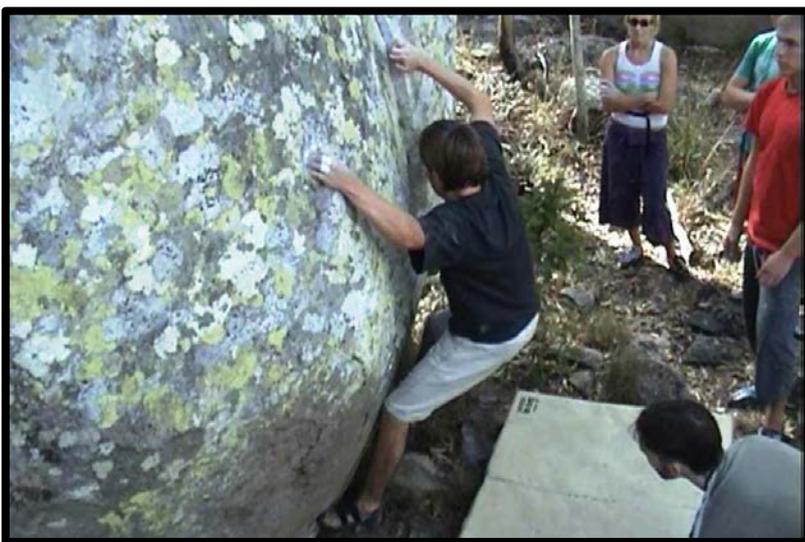
As for above, only with the obvious sit start.
Steve Baskerville, 2000



Above: The author about to start problem A.

(C) ** Escape V7

Start as for the Bum Crack sit start, only go up and across diagonally L to finish up as for Harry Houdini's Hand Holds V4, via a tough and thin traverse. Nick Larsen on the first repeat below.
SB, 2003



(D) * The Right Cheek V6

Start 2m R of the bum crack with a high slopy LH pinch, and a bad lower RH hold. Paste your feet and up to some slopes and a tricky mantle. Stack mats or blocks to reach the LH start hold if you are too short.
SB, 2003

(E) * Pull Hard V2

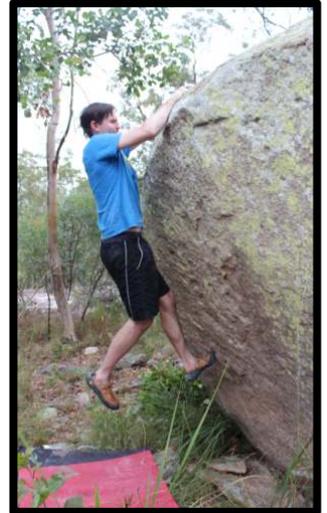
Crank through steep wall from slopes on lip. Starts off the flake embedded in the ground. Alternatively start without the flake (V3), start just L with LH sidepull (V3/4) or start way R at problem F and traverse L (V4). See photo right.
MS, 1999

(F) Unnamed V2

Slab R of above problem up slight corner.
MS, 1999

(G) * Harry Houdini's Hand Holds V4

Starts 1m L of The Bum Crack. Up from cluster of small edges to slopy pinch and a hard mantle.
MS, 2002



BOULDER #2

(A) * The Knob V0-

Fun, balancy moves up this tiny wall, starting off the obvious sidepull. Can be done using various eliminates as well as one handed, and has been done as a classic hands free problem!
Sarah Sheehan, 1999

BOULDER #3

(A) * The Elevator V1

Up on nice flakes. Start in the middle of the wall, moving R to the top. Downclimb, (This is the descent route from this boulder and it is tricky).
MS, 1999

*** Unnamed V1**

Not marked on topo. The RH arête of the Elevator V1 wall.
SB, 03

(B) * Family Values V2

Sustained slab just R of steep blank section. Step onto slab from boulders. Bad landing and scary.
MS, 2001

1.5m R

**** Unnamed V1**

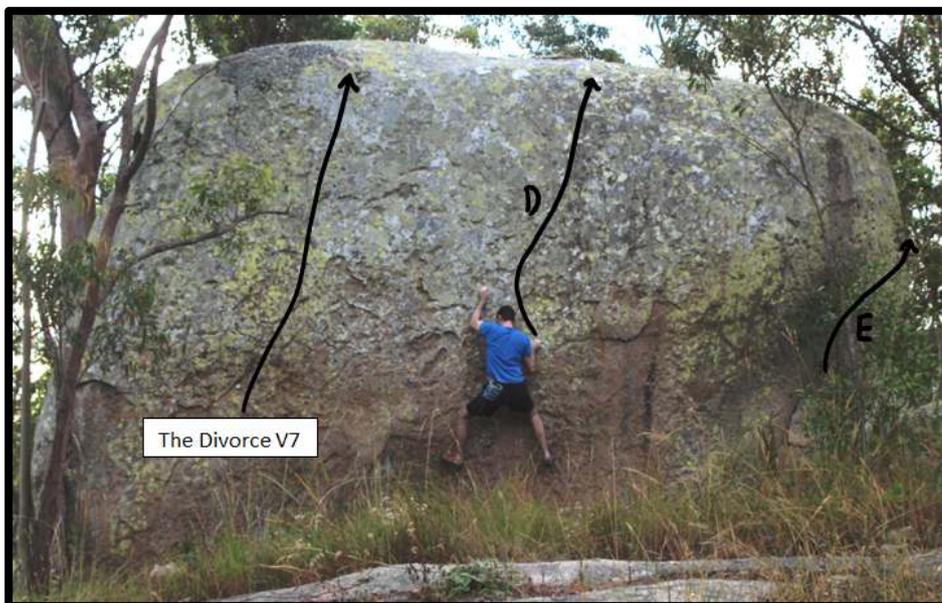
High Slab with a tricky start and a balancy finish. **Not marked on topo.**
MS, 2004

1.5m R

(C) * Marriage Vows V1

Fine slab with a reachy move at the top. Starts in the middle/right of the wall and up via a good RH sidepull to a cluster of good edges.
MS, 2000.

On the opposite side of the boulder is one of the best faces at Harvey's. Bring lots of pads for these next two problems!



(D) ** The Good Wife V6**

Super Classic. Steep highball face on good edges and sidepulls, just L of the obvious flake, with the crux at the top. Standing start off the pair of chunky edges. Superb!! Originally done with a single tiny bouldering mat!

MS, 2001

****** The Divorce V7**

Does bouldering get any better? Starts 2m L of the Good Wife. Up following the line of edges and scoops to a crux very near the top, and (thankfully) a cruisy mantle. Contender for Harvey's best problem.

Nick Larsen, 2004

(E) * The Oddity V4-V6?

Interesting. Start by establishing yourself on the detached block beneath the L leaning overhung arête. Now move R and onto the vertical face, going up this at the good flake. Variet: Start from ground level and go up the LH side of the vertical face, just R of the block and arête, (V1, SB)

SB, 2003

BOULDER # 4

Tall boulder with Rob's outstanding arête, The Five Year Cigar V7.

(A) The Family Outing V1

Up and down route up the obvious easiest slab.

MS, 2000

Just L

*** Unnamed V5**

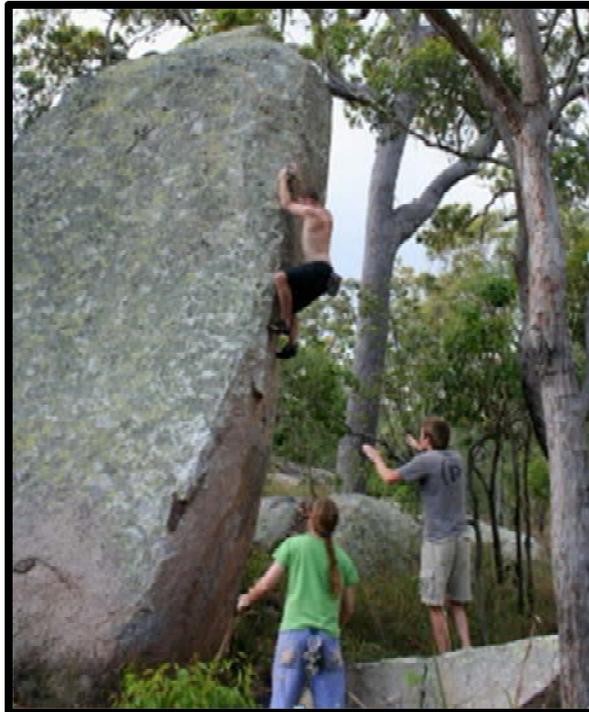
Featured Rib of holds up the slab. Footwork intensive. **Not marked on topo.**

Nick Larsen, 2004

****** The Five Year Cigar V7**

Very tall, proud arête and Rob's magnum opus. Sometimes there are some wasps on the face R so be careful. A spectacular problem that took Rob many visits to send. See photo on next page with Rob far above the spotters on the FA.

Rob Saunders, 2005



BOULDER # 5

There are also a few short mantles and sit starts on this tiny boulder.

Unnamed Traverses

Some short traverses on the side of the boulder facing the bum crack.

(A) Sit start at LH end of tiny bulge, moving R and topping out at highest point (V2, SB).

(B) Alternatively start way around R and traverse L to the start of A, and top out L, (*V5, SB). Reverse it for for a nice V4.

BOULDER #6

(A) * Miss Franjapenny V2

Tiny dynamic sit start off the rocking boulder.
SB, 2000

(B) Bedraggled V3

Short, steep sit start below the obvious flake and up. Sharp. V0 without the sit start and more pleasant.
SB, 2002

BOULDER # 7

(A) Kasia's Revenge V3

Another short sit start with a tricky first move and actually easier for those with a height impairment.
Jason Shaw, 2000

There are some short sit starts and an up problem on the tiny boulder below the above problem (toward the castle). LH arête V4 from a sit. Middle of face V0, RH arête V1 from a sit. Face R of arête V0.

BOULDER # 8

(A) Flappers for Free V3

Start sitting on the block below the short face and slab. Start 1.5m L of the tree, hanging off the LH arete and small crimp on the face. Up to hold on slab and finish moving up and L.
SB, 2001

1mR

(B) The 5 O'clock Surprise V2

Mantle onto short slab using the one obvious good hold. Not marked on topo. Climb it at 5 O'clock and find out why.
SB, 2002

1m R

(C) * Sneaky V2

Starts just R of the tree and up on slopey holds with a crux slap for the juggy flake.
MS, 1999

1m R

(D) ** Elastic V3

Excellent. Straight up the dimpled face starting off sidepull and slopey pinches.
SB 2001

(E)* Unnamed V0

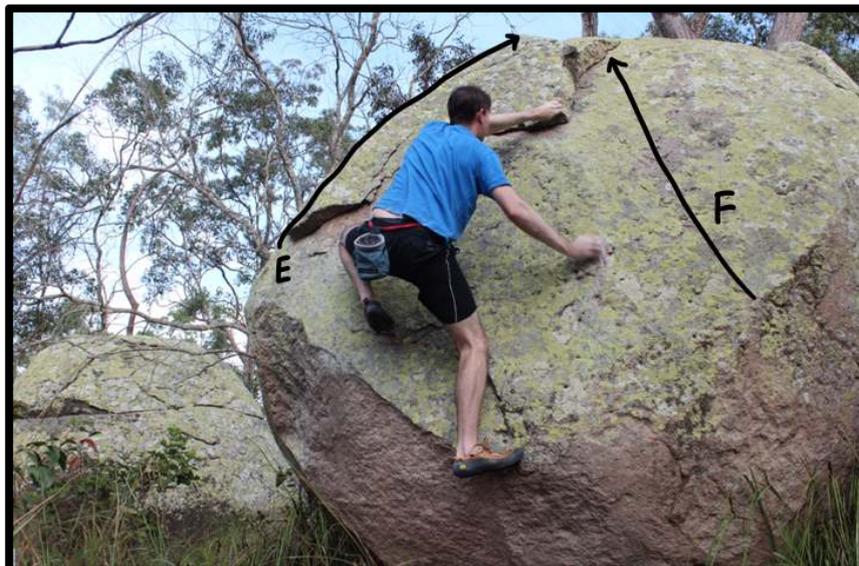
Up the obvious flake arete, Start off small blocks and step up to small underclings then follow the flake R. Good. Variant: Start from the ground off small slopey crimps, V4 (Rob Saunders).
MS, 2000

(F) * Creaking Limbs V3

Middle of the blank looking face below the hanging flake. Starts crouched off the obvious low handrail, up to flake.
Stuart Argent, 1999

(G) ** Nick off V1

LHV of CL, starting just L at better footholds, finishing via a great jug. Balancy goodness. See photo below with E and F also shown.
Nick Gust, 2000



BOULDER # 9

(A) Unnamed V0/1

Pocketed slab.
MS, 1999

(B) * Ice Cream Topping V0

Starting at the LH end of the long vertical face, traverse R along the slopy top and finish at the flake at the RH end. Surprisingly tricky. Mantle half way for an easier V0.
MS, 2001

(C) * Another Cone Please V4

Starting in the middle of the wall off the small LH sidepull and tiny RH crimp. Tricky feet and then launch for the slopy top. Fingery Fun.
MS, 2001

(D) * Nasty Knob V4

Sit start on the short uphill arete (below the obvious hanging knob) with RH sidepull and lower of the two LH slopes. Fun. See photo below.
SB, 2001



(E) * Winging Shorties V5/6

Essentially Nasty Knob, without the RH sidepulls. Sit start below the horn, with the slopes at the base of the vague arête. Now go straight up via some small divots and slopes to gain the horn. Reachy last move.
SB, 2003

Boulder #10

Some short problems on the dome.

Brittany Thorogood has done some great mantles on the smaller boulders around the Cow Paddock and Castle.

The Castle

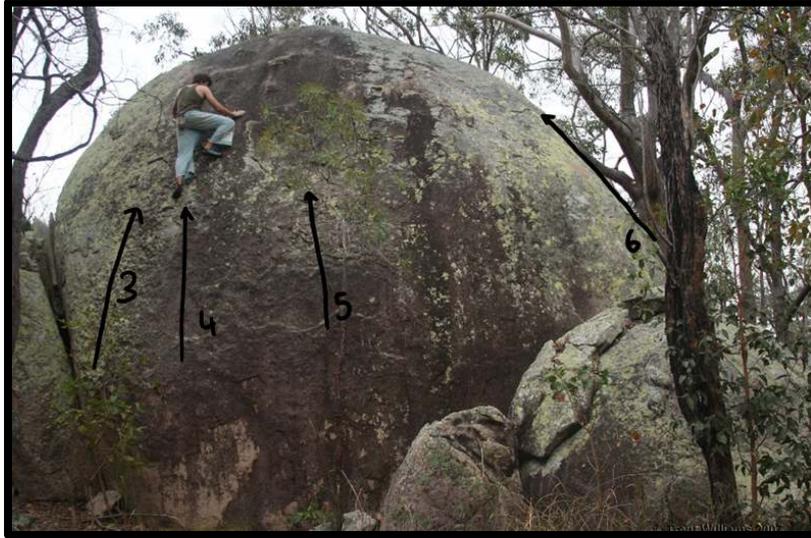
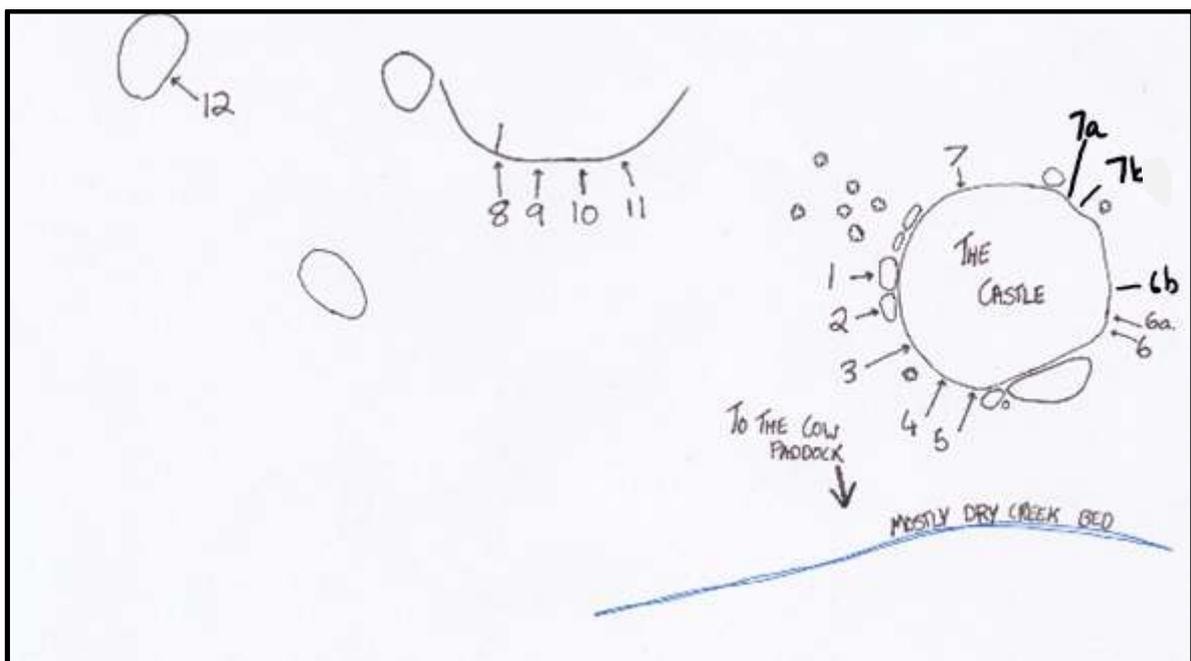


Photo: *Visitor Andy on Feet and Knuckles V1 (Photo Andrew Grosser)*

Area Rating	Number of Problems	Difficulty Range	Notes
*	15	V0 – V6	Can get a reasonable amount of shade but little breeze.

If you can't find the castle your most likely on the wrong mountain. The castle is the 7m high dome of rock visible about 40m from the Cow Paddock.

The Castle is home to about 10 problems, with quite a few classics. The problems that actually ascend the castle itself are quite high, but as the angle gets less as you get higher, the moves at the top are relatively easy. Get down via the Ramp, or down climb onto the pillars (either approach is a little daunting).



Approaching The Castle from the Cow Paddock, there are 2 large blocks resting against the left hand side of the castle. The L most of these is the first problem.

(1) ** Spider Bite V0

Balancy barn door problem with a great juggy pinch. Classic. Sit start at about V1.
MS, 1999

2m R

(2) Unnamed V1

On the second block just R. Hard moves up this small pillar. Sit Start, (* The Fridge, V4, Rick Wittkopp), makes the problem better.
MS, 1999

(3) * Air Con Man V1

Starts between the block and a small tree. Up off good sidepull and a few other small features. Reachy.
Adam Oudeman, 1999

1.5m R

(4) ** Feet & Knuckles V1

Great high problem starting off the obvious high handhold. A few hard moves lead to easy climbing.
Stuart Argent, 1999

2m R

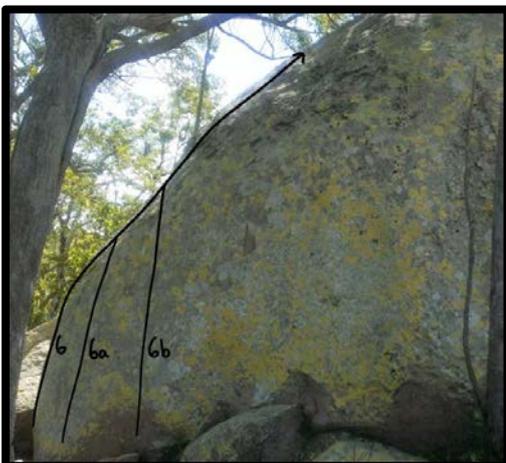
(5) * Scorched Rubber V3

A few hard moves to a pleasant juggy top section
Jason Shaw, 2000

The arete about 5m R starting from ground level.

(6) * Nubbin Nasty V2**

Starts at featured vague arete. Excellent starting moves up into a high finish. A fantastic adventure!
MS, 2000



(6a) * Unnamed V3

Slab just R. Essentially Nubbin Nasty without the arête. Good.
Anthony Timms, 2003

(6b) ** Unnamed V5

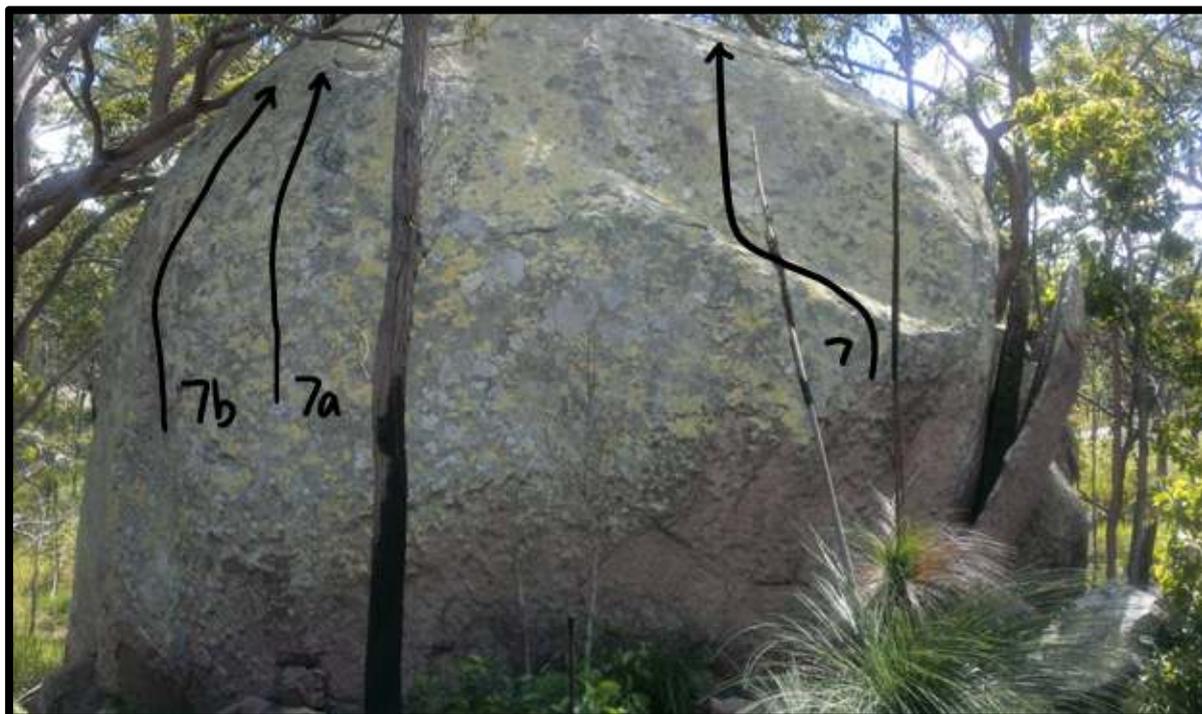
Tough slab just right again. Follow the micro crimps.
Nick Larsen, 200?

On the opposite side of the boulder to Scorched Rubber.

(7) * The Ramp V0

Easy access to the top. Start off the jugs below the sloping ramp, pull onto this and then follow it to a balancy final move.

MS, 1999



(7a) * Unnamed V3

Face R of the above problem. Crimpy high start off the stacked blocks and then find a way up through the tree branches.

MS, 200?

(7b) * Unnamed V4

Scary groove with bad landing. Good problem though, starting on the rock and reaching across L to start.

Rob Saunders, 200?

About 30m L when facing the front of the castle, is a 3-4 meter high wall that is about 6m long.

(8) * Flake Crack V0-	(9) Unnamed V0	(10) Unnamed V0	(11) Dimples V0
Up the nice flake line on the LH end of the wall.	Up following the line of incut flakes.	Up just R of tree. SB, 2000	Up the vague arete with some nice balancy moves. Starts directly below the arete.

The block just L of 8 also has a short V0.

5m further away from the Castle there is a sit start up the small undercut boulder, on the face pointing towards the castle.

(12) ** Xibalba V4

Steep sit start off obvious diagonal edge, moving L to some cool slopes and up. Tough for the Grade.

SB, 2001

*** Xibalba Direct V4**

As for Xibalba, only after the first move L, come back R to mantle onto your starting hand hold.

SB, 2003

Xibalba Zig Zag (a.k.a. Steve Can't Mantle) V6

Shows the extent to which the author will go to avoid a tough mantle. Very contrived. Start with the Xibalba starting hold for your LH, and your RH on a crimp in the roof. Awkwardly pull on and throw for the RH sloper, before a big move brings you back L. Continue traversing L all the way to the arête and an EASY mantle on some good holds.

SB, 2003

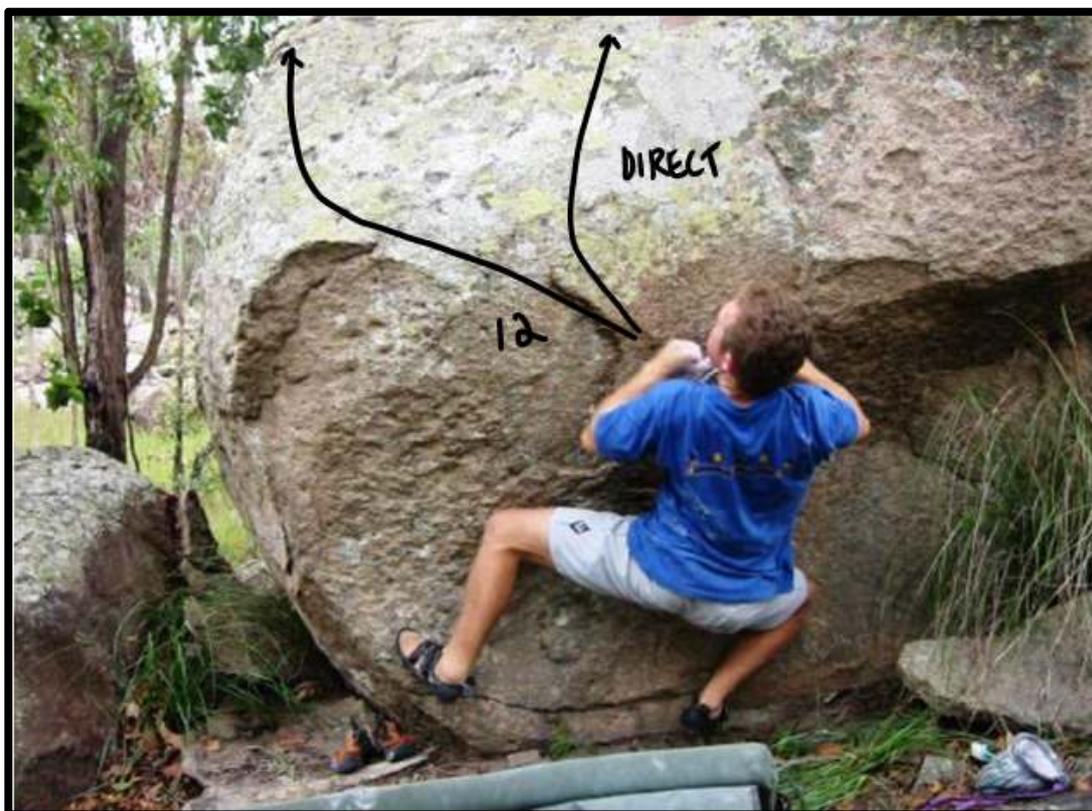
Just L of Xibalba-

Unnamed V3

Crouched start on the short arete.

MS, 2001

Photo below: Rob Saunders on Xibalba V4

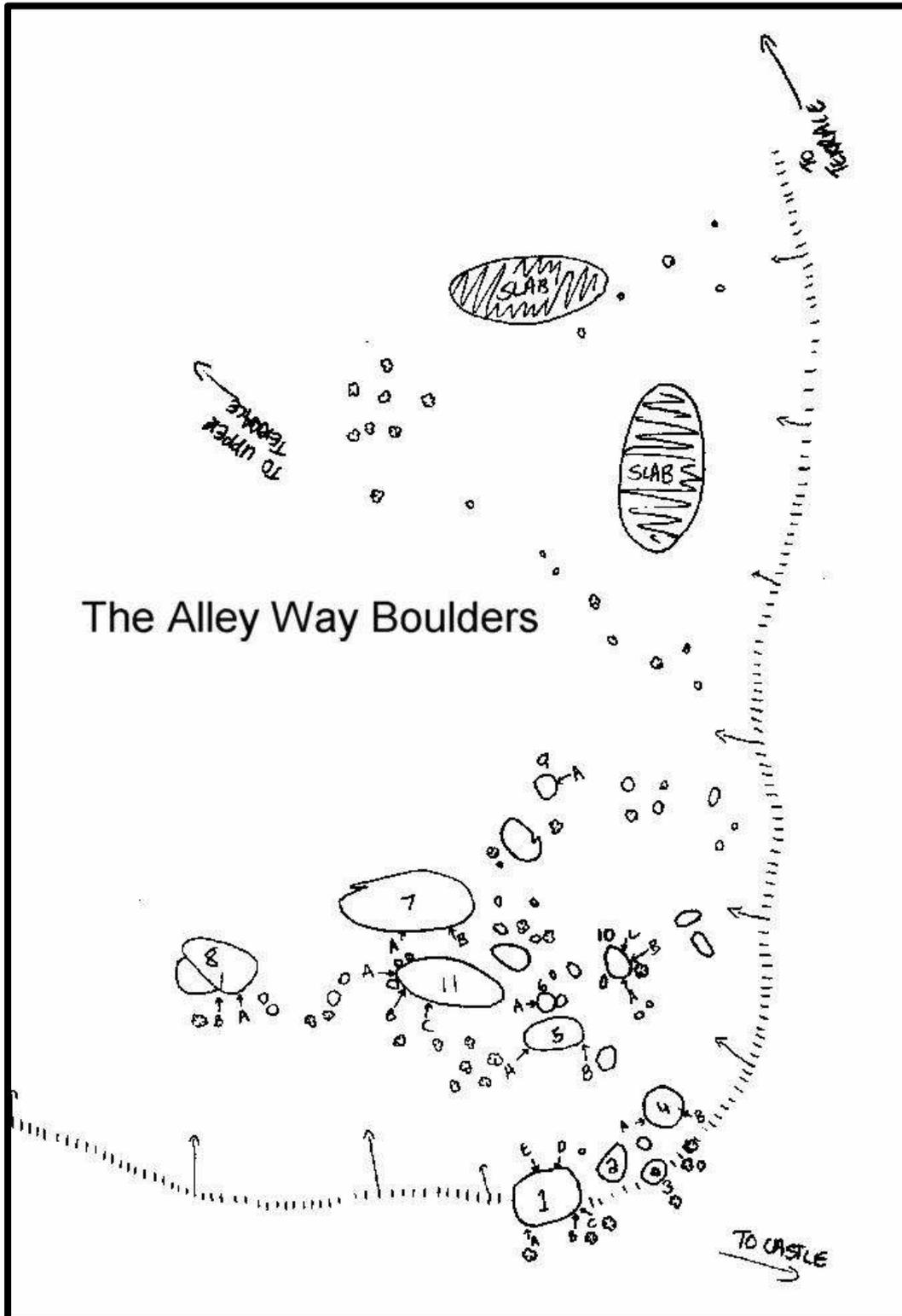


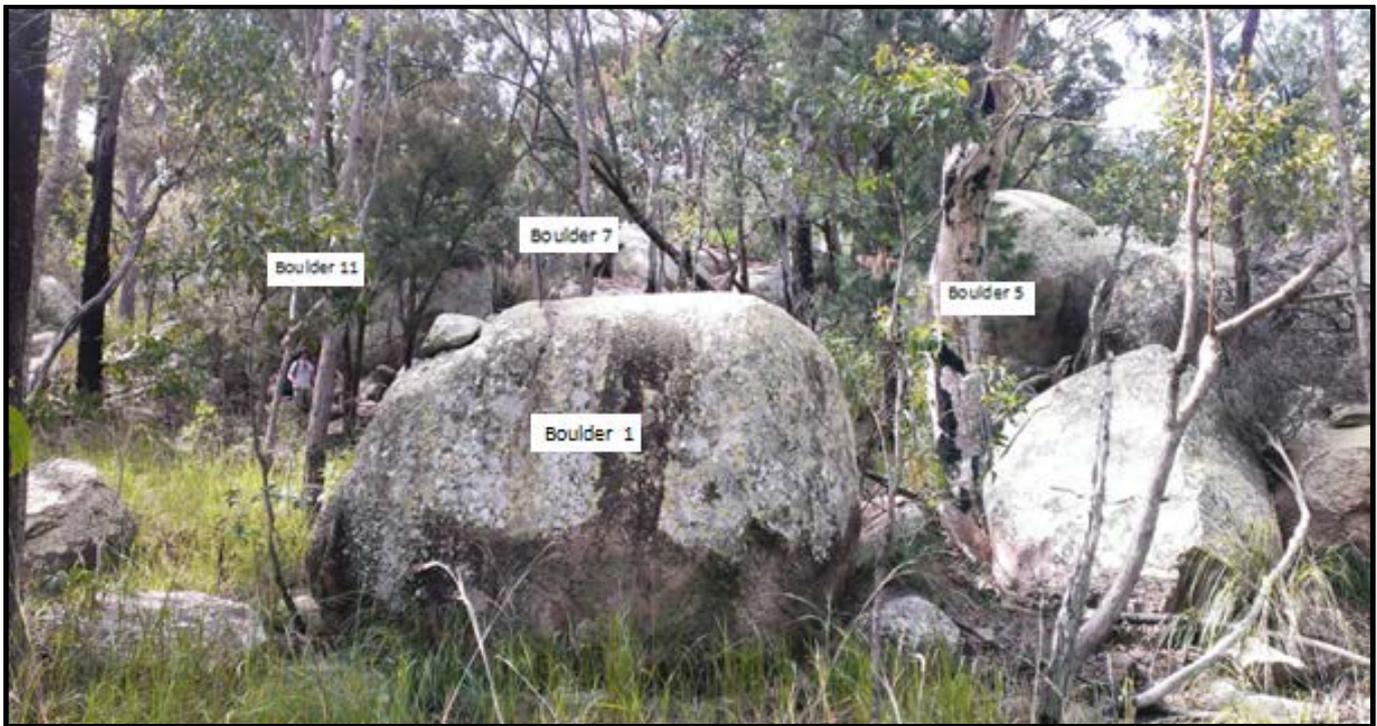
The Alley Way Boulders

Area Rating	Number of Problems	Difficulty Range	Notes
*	23	V0 – V6	Gets morning shade.

A shady area that has a variety of easy problems, as well as a few nice harder things. Access is simple as the area is very obvious and the boulders are quite clustered around the base of a hill. The area should be visible from the castle, about 150m behind you when facing Spider Bite V0.

The first problems are on the prominent largish boulder at the base of the hill.





Boulder #1

(A) ** The Fat Lady Sings V3

Sit start on LH arete and up, moving R to flake at the top and then mantle. Good, with lots of moves for its height.

MS, 2001

Between A and C is a heinous mono project that Live Lundemo came very close to.

(B) * Morning Glory V6

Desperate thin and slopy RH arete, starting from LH side. Hard move to get chunky sidepull, followed by a blank top section.

MS, 2002

(C) Avoiding the Issue V4

Starts just R of the arete , using arete and face holds to move up and diagonally R.

MS, 2001

(D) Unfortublock V0

Starts on uphill arete, directly over the badly located flake embedded in the ground, (don't use this). From slopes move to top and mantle.

MS, 2001

(E) Low Mentality V0

From good sidepull, move Up and mantle.

MS, 2001

Boulder #2

Some nice easy, short slabs, especially the arete. Perfect for beginners.

Boulder #3

One Tree Slab V0-

3 different ways up the short slab with the tiny tree growing on it. Please be careful of the tree.

Deb Thorogood, 2002

Boulder #4

(A) * Unnamed V1

Pleasant sit start on undercut face. Start with side pull for LH and edge for RH. Straight up.
MS, 2001

(B) Thuggery V3

Sit start at RH end of the undercut slab, just L of flake. Move L along lip joining the top of the above problem. Watch your feet.
SB, 2002

Boulder #5

There is a V0 just L of A, (Silly Putty, MS).

(A) Creaking Jug V5

Be careful on this one. Starts low at arete, on good LH edge, moving up to loose flake and the top.
MS, 2001

(B) * A Tick Swarm Ate my Spotter V5

The opposite arête and face, with the bad landing. Starts off the massive foothold, moving R to finish. Good, but scary.
MS, 2003

Boulder #6

(A) * Charlottes Web V3

Sit start with obvious undercling flake on tiny boulder.
MS, 2001

Boulder # 7- The Alley Way.

(A) ** The Alley Way Prize V0

Middle of wall. Up on nice holds, with poor feet. One big move and mantle. There is a good variant finish to this problem, moving up and R. You can also go up just R.
MS, 2000

(B) * Liberal Rubbish V1

Blank slab with poor feet.
MS, 2001

(C) Booby Prize V0

Just L of The Alley Way Prize on slopes.
MS, 2002

Boulder # 8

(A) * Viewpoint V0

Face R of crack with bad landing. Fun.
MS, 2001

(B) * Don't fall off V0

The finger crack just L with a bad landing. Easy but committing.
SB, 2002

Boulder #9

(A) * The Volkswagen Waltz V0

Interesting short slab with obvious large foothold. There is an easy problem nearby (Prickly Pair V0, MS).

MS, 2001

Boulder #10

(A) * Thruster V2/3

Just L of the tree. Up via jugs, watching the loose top.

MS, 2001

(B) Tree Nazi V3

Up in front of and just R of tree to jugs. Cramped and bad rock.

MS, 2001

(C) * Almost a Classic V0

Slab R of above problem . Pleasant.

MS, 2001

Boulder #11

This boulder often needs a clean!

(A) Uncovered V0

Short little enclosed slab with tough feet.

MS, 2002

(B) ** Silky Oak V3

Excellent scoop and arête to an easy top out. Start on LH side of arête, with small incut LH edge.

MS, 2002

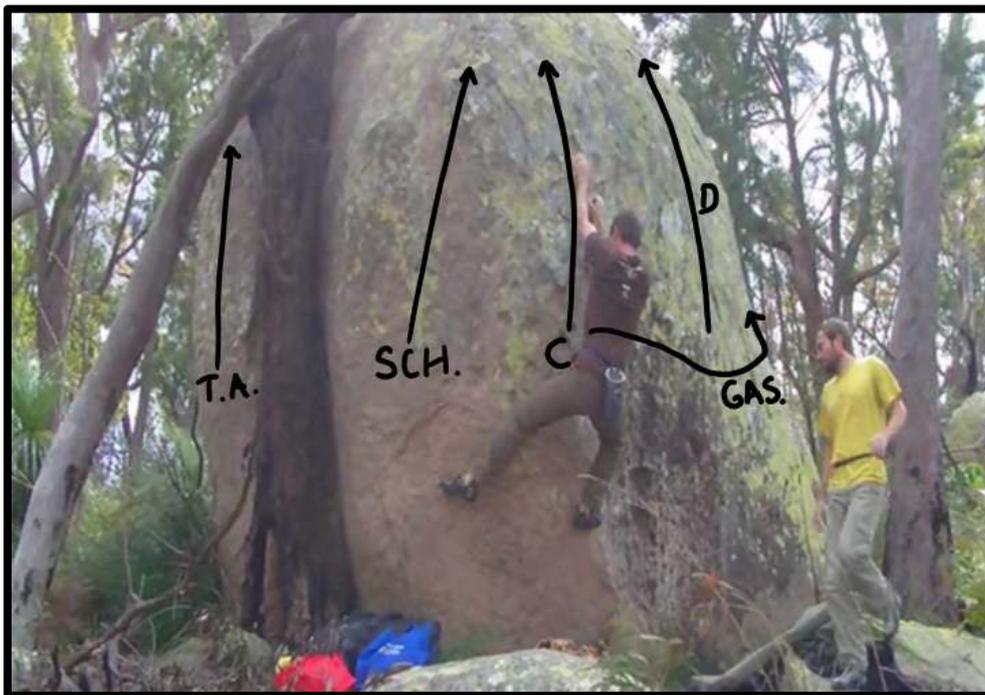
(C) * Seperation Anxiety V3/4

Up just R of the arête on good sidepulls. A little scary.

MS, 2002



Boulder #1- NOTE: The tree between T.A. and SCH. Is now gone!



(A) Disclaimer V3

Thin moves starting off the small block.
SB, 2000

*** Tight Arse V2/3**

You used to have to squeeze your way up under the fallen tree using face and the RH arete and avoid falling off the top for fear of an oversized wooden but plug! Easier without the tree!
MS, 2004

**** Wood Rot Arete**

Squeezed just R of TA. Tackles the arête straight on where the tree used to be.
MS, 2014

(B) Stretch and Dangle V4

1m L of problem A. From crimps to good edges and up. Sharp, but fun.
MS, 2000

**** Schlappy V6**

Dynamic move just L of false pretences. Standing start and up the flake to finish. Fun. See photos of Tristan Baskerville on, and off below.
MS, 2002



(C) * False Pretences V3**

Just R of tree. Up the steep face on scoopy rock and crisp holds to finish up the flake or via the pocket for a true classic. Start off lower holds (crouched start) for a nice V5, (SB, 2002).
Stuart Argent, 1999

**** Gastonia V4**

Start as for False Pretences V3, and then traverse R all the way to the RH end of the wall and finish up the V0 slab. Good technical traverse.
SB, 03

(D) * Trying Hard V2

Up middle of face R of False Pretences, via incut edges. Either go up R, or blast up and L.
MS, 1999

Variants: Link the start of either False Pretences V3 or Trying Hard V2 with the finish of the other.
Good.

Just R of D is a great balancy V0- slab.

Boulder #1a

*** Twisty Wristy V3**

Low traverse that tackles the downhill overhung side of the tiny flat boulder. Start sitting as far R as possible, and traverse L along the slopy lip, mantling just before the tree onto the massive foothold. Desperate!
MS, 2002

*** Balmy Palmy V5**

Mantle the middle of the tiny overhang from a sit start. Even more desperate!
MS, 2002

Boulder #2

*** Affliction, Affection, Afunction. V0**

A few fun short slabs, including the RH arete from either side, the middle of the wall and the LH arete. Also lot's of variants, like hands free (project) or one handed to try.
SB, 2000

Boulder # 3

This dome has a number of excellent warm ups. Most are V0.

Boulder # 4

(A) Unnamed V0

Cruisy warm up, hugging the gently overhung block. Sit start also good, with feet allowed to stray R of the crack.
MS, 2001

(B) * Unnamed V2

Starts just L on the above block. Starting low move up and R following the vague rising lip to jugs at the top.
SB, 2002

(C) Unnamed V2

Technical arete just R of above block, starting off high handholds.
MS, 2001

(D) * Dust Storm V6

Face just R, between obvious RH arête and vague LH arête. Standing start and up anyway you can.
MS, 02

Boulder #5

(A) Unnamed V0

Face starting from the sharp seam. Not great.
Aaron Jones, 2000

(B) Unnamed V0

LH arete. Even worse.
Keith Van Den Broek, 2000

Boulder #6

This is the shady boulder, and a good boulder to identify and use to find other boulders. It is in the middle of the terrace, is quite short, (2 ½m high), is shaped like a marble and has some shrubbery on top. It is adjacent to a similar looking but slightly larger boulder, (#7).

*** The Shady Boulder V0 – V4**

Lovely series of short problems on this central boulder. The author on a V4 below.



The best on the shady boulder:

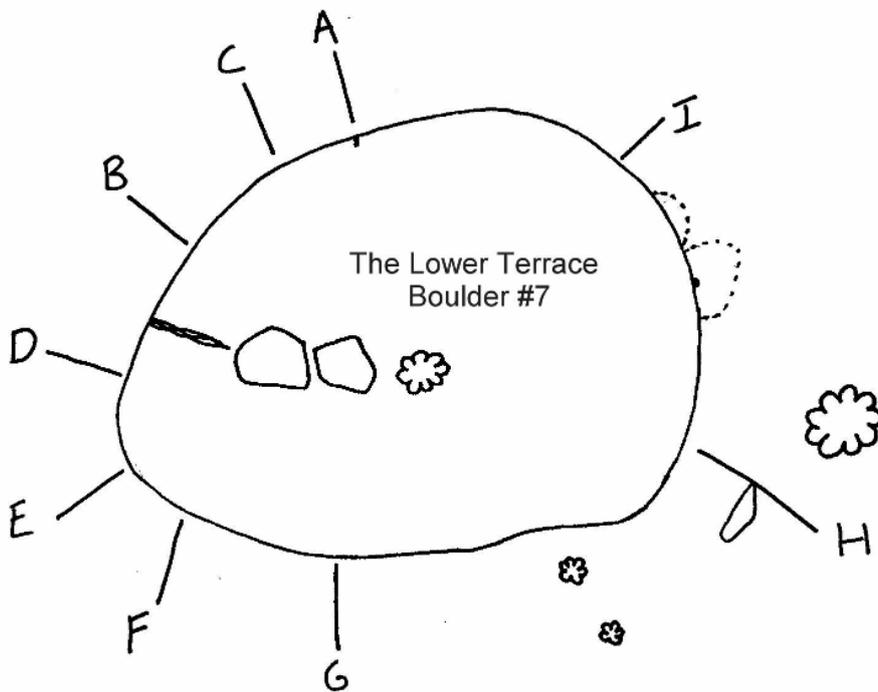
(A) * Cowboy V4

Sit start on shady boulder at obvious raised seat, about 2m L of obvious large curving flake, on the smaller curving flake. LH on flake and RH on small crimp out R.
SB, 2000

(B) * Heels V3

Sit start laying off the good flake, just R of the stump. Up, without moving too far L.
SB, 2002

Boulder #7



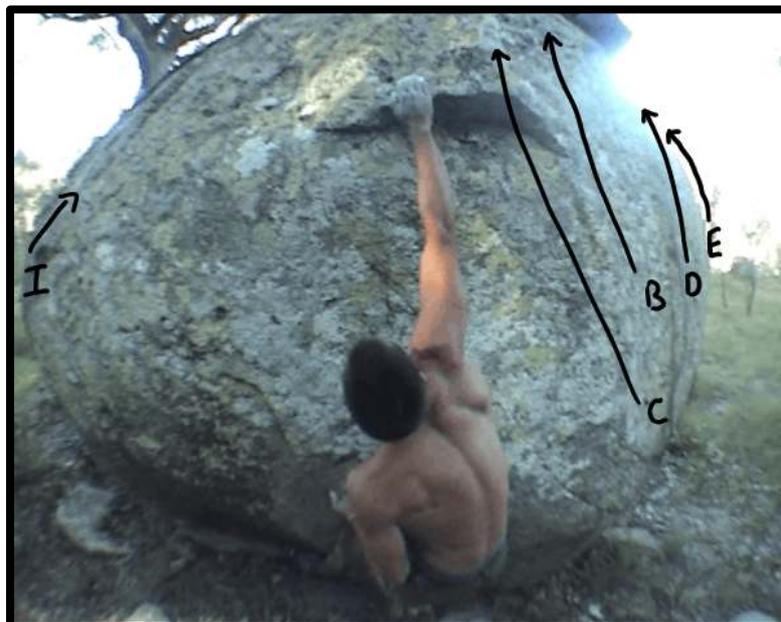
A well-travelled boulder. Down via the tree.

(A) * Mr Bastard V3/4

Powerful problem off juggy undercling flake on steep undercut wall of boulder. Start crouched off undercling and crimp. Dynamically up.
Jason Shaw, 2000

****** Mr Stupid V7**

Sit start to Mr Bastard. Great problem- often tried, seldom sent. See Spenser below.
MS, 2002



(B) * More Mats Please V5

Short hard thin slab 1 ½m R of Mr Bastard V3/4, and just L of hanging tree roots. High starting holds.

MS, 2002

(C) * State of Mind V6

Starts between More Mats Please and Mr Stupid. Low crouched start with LH on the curving undercling flake, and RH on the tiny edge. Move up via good LH edge and slopy RH pinch, then a crux slap L for a better hold and straight up.

MS, 2002

(D) More muffins please V3

Just R of More Mats Please and tree roots. Move up and R to arete.

SB, 2002

(E) ** Pigeon Twist V3

Very popular and obvious arete adjacent to shady boulder. Short and fun.

MS, 1999

(F) * My Girlfriend's Got a New Girlfriend V3

Just R of Pigeon Twist V3, sharing some holds but mostly independent. Starts with small slopy crimp for RH and diagonal slope for LH. Up via the bigger slope and a few other small features.

SB, 2002

The two problems below may be affected by a tree branch that has been slowly growing over them. Normally a cyclone will come along and break it off in a few years!!

(G) Sly Boy V3

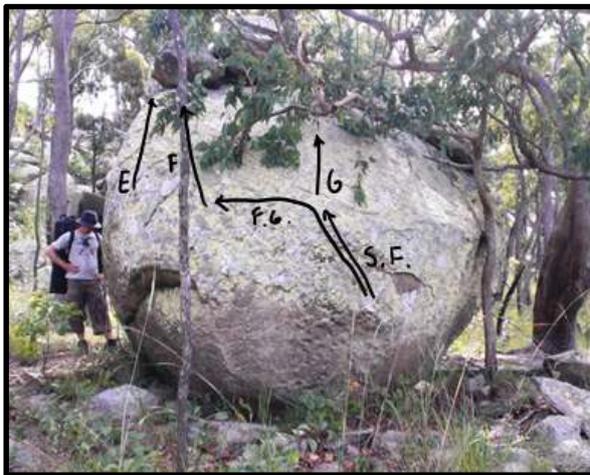
Slab R of pigeon twist.

MS, 2001

*** Sly Fly V7**

Sit start to Sly Boy V3. May be a crouched start if you can't reach the holds from the ground. Starts off the small edge and slopy sidepull located together. Up to bad holds and up slab.

SB, 2002



*** Fly Guy V7**

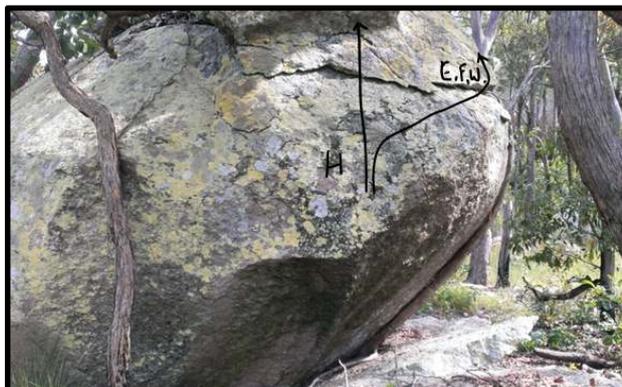
Link Sly Fly V7 left into MGGANG, via a tough short traverse,

Tully Rohrer, 2003

(H) * Free the Refugees V4/5

Sit or crouched start off small diagonal edges at the lip of a small undercut just L of the massive tree. Starts 1 – 2 m L of the obvious root running down the overhang. Variet: Start with your RH below the roof on the small flake for a tougher low start, (V6, Tully Rohrer).

MS, 2002



**** Escape from Woomera V6**

As for Free the Refugees V4/5 but instead of mantling, continue traversing R to the big jug and then mantle. Nice easy tick and excellent fun.

SB, 2002

You can also pinch your way up the massive tree root attached to the overhung wall, and then mantle out R on the massive flake.

(I) Unnamed V2

1m R of tree root. Start off slopely holds at lip, up to jug and mantle.

SB, 2002

Boulder #8

(A) * Unnamed V0

Middle of wall at good RH sidepull.

MS, 2000

1.5m L

(B) * Unnamed V0

LHS of wall to finish just R of vague arete.

MS, 2000

(C) * Lovepocket V4

Sit start just right of (A), with the obvious good sidepull to start.

SB, 2002

Boulder #9

(A) * The Cracks V0**

Great easy problem on the obvious cracked egg shaped boulder. Up finger crack, down hand crack. You can also traverse R from the base of the down-climb hand crack to the face R of the finger crack, which is fun.

Stuart Argent, 1999

(B) ** Between the Cracks V0-1

Technical slabs between the cracks on the downhill face. A couple of different options. All excellent.

MS, 1999

On the two blocks behind you and to your L when facing the cracks, there is a good V0 traverse on the inside steep face of the RH boulder, and the full traverse can be done at V1- Merry Go Round, (MS).

On the boulder directly behind you when facing the cracks, the one hidden in shrubbery, is a small V3 sit start on the undercut downhill side, (The day my house got trashed, SB). Just R of this is a pleasant V1 sit start, (The Dog's Bollocks, Deb Thorogood). Add a grade if you start without the massive flake for your feet.

Boulder #10

Had a juggy V1 up the block hanging off the boulder until Madi ripped it off on himself.

(A) * Wake up Call V2

Thin moves up the face to jugs and an easy mantle. Reachy start, below the obvious jug on lip..

SB, 2000

(B) * Meat Mincer V3

Just L, sharing some holds. Up to loose looking pinch block, (Try to avoid pulling on this with both hands). Technical moves and slap to jugs. Reachy at times.
SB, 2000

(C) ** Unnamed V4

Hard moves up the featured arete to a desperate final slap for the jug. Try holding the RH slope in summer!!. Originally sandbagged at V3.
Aaron Jones, 2000

(D) * Bungalo Bill V4

Start just L of (C). RH on arête, R foot on big hold. Jump to the edge up and L and then committing move to the top.
SB, 03

(E) Namtel V1

Center of face via good RH sidepull, starting off the block.
MS, 1999

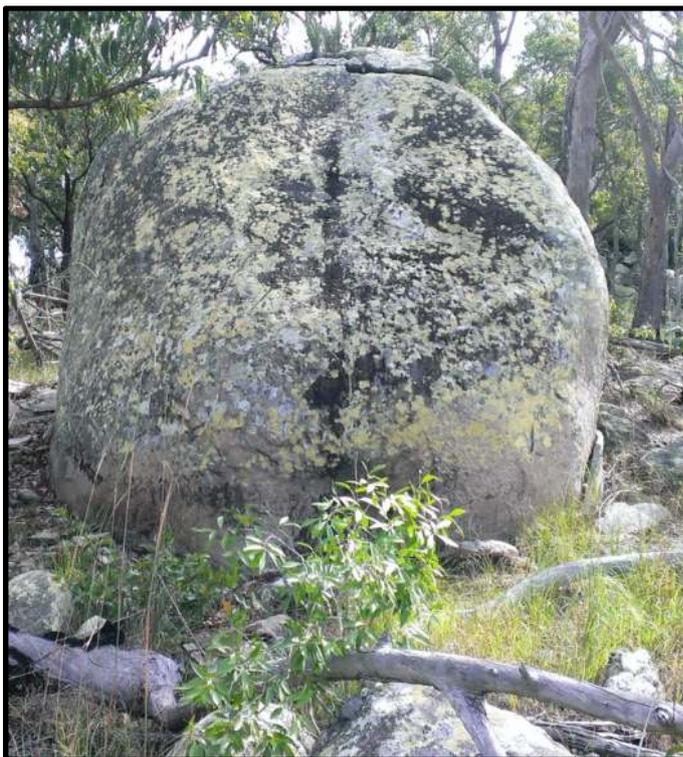
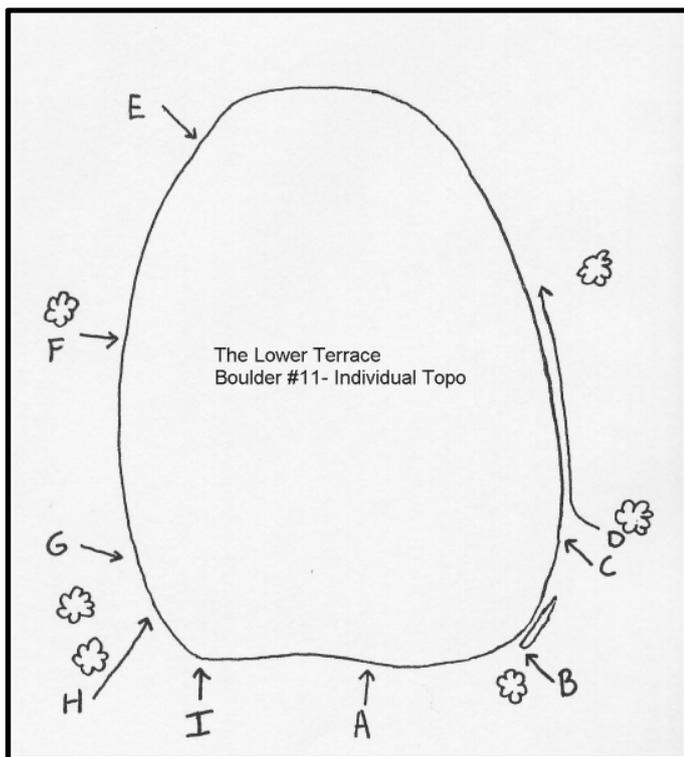
(F) ** Peter Pan V5

Start just R of (A) Wake up Call V2, off opposing side pulls, (LH high, RH low). Dynamically to top. Could be done any number of ways but was originally done by dynoing RH to the jug above your starting LH hold. Think happy thoughts.
SB, 03

*** Rover's Rump V4**

Do a sit start to Peter Pan, but rather than finish up Peter Pan V5, traverse L to finish up Wake up Call V2. Good and pleasant for the grade.
SB, 2003

Boulder #11



Almost every square cm on this boulder has been climbed.

(A) * Stu's Grunt V1

Start in the middle of the steep slab at slopy pockets on downhill side, finishing on the gentle slab above. Can be done with or without flake for feet.

Stuart Argent, 1999

(B) * Shorty V0

Arete just R of SG, starting R of tree, using the good jug.

MS, 2000

(C) No Right Turn V0

Starts of the good holds at head height and moves L to finish on the easy slab.

SB, 2000

(D) * Unnamed V2

Traverse R from No Right Turn along the obvious slopy line of holds, finishing at the RH end of the face.

MS, 2001

The next four problems have a multitude of variants, all good.

(E) * Unnamed V0

Starts off small crimps and up either L or R, (harder). Short but very nice.

MS, 2001

(F) * Floating V1**

Obvious groove for RH. Hard move, then jugs, to tick one of the nicest V1's around. There is a contrived variant just L, about V2.

SB, 2001

(G) ** Porky V0

Pleasant slab just R of the above problem with nice LH edge to start. Straight up or diagonally R to join below problem.

SB, 2001

(H) * Keep Left V2

Technical Slab / Arete starting just L of arete and going straight up, or L for easier variant.

MS, 1999

(I) * Unnamed V3

Bulgy arete below slab, just L of A.

MS, 2001

When facing Stu's Grunt V2, there are 2 small boulders about 10 - 15m L. One has a good sit start on the obvious feature on the short down hill face, moving up and R to jug on arête, (V1, SB). The other is just a fraction further on and has a good traverse starting off the bulbous jugs, and moving L as far as possible (* Sydney Swingers V3, MS)

Boulder # 12

(A) Unnamed V2

Surprisingly good? Move off tiny sidepull / undercling flake to jugs at the top. Mantle and down climb the other side. A few other short problems on this boulder as well.

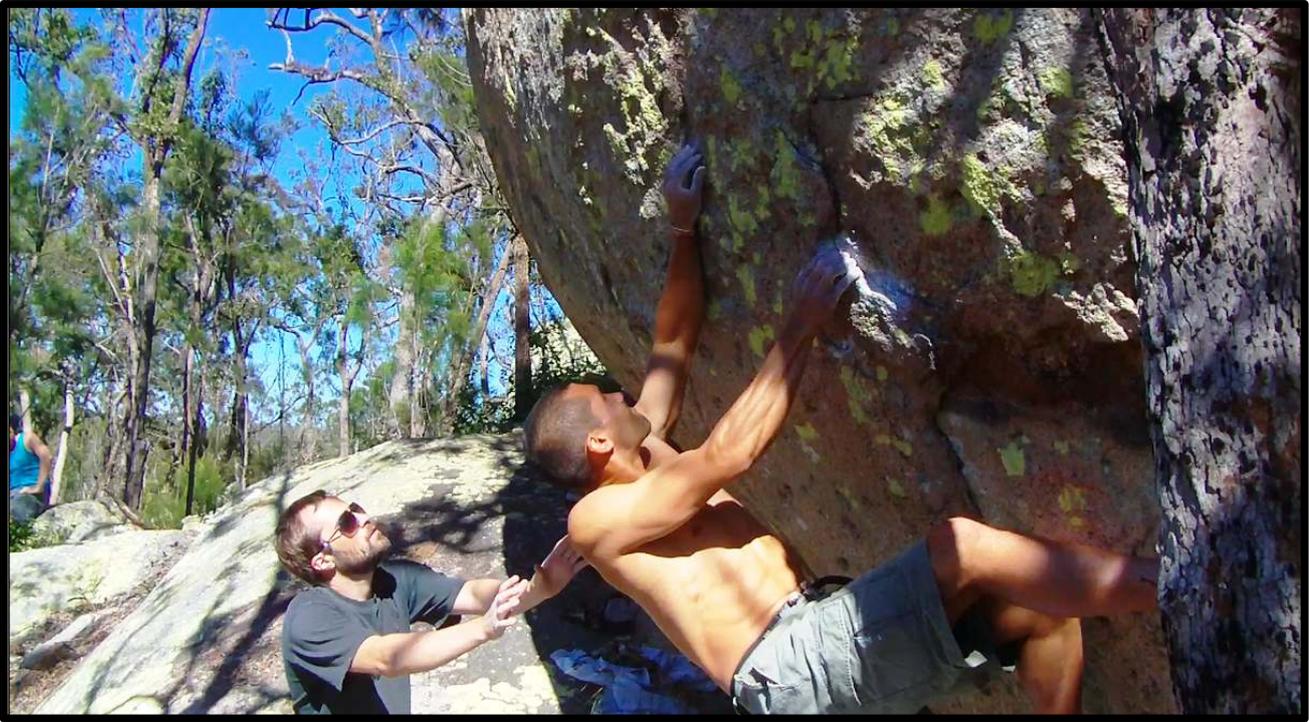
Jason Shaw, Feb 2000.

Boulder #13

Actually the two largest boulders in the area. A few outstanding hard projects still to go on these boulders. Two slabs just R of the tree, both easy V0. (A) starts 1 ½ m R of tree and (B) starts 2 ½ m R of tree. Don't fall off.

(C) Project starting from the obvious low holds.

(D) The Bug Piss Project- Outstanding hard line that Spenser almost sent. V9 or 10? See photo below.

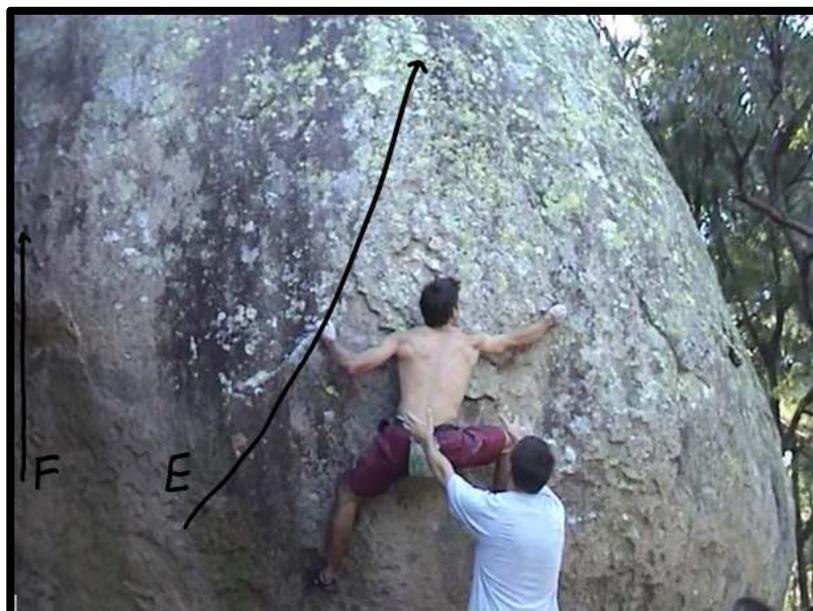


(E) Sydney Six V5**

I could explain the name but we don't have that much time. The steep sit start using the big detached block for feet. Up and R to a high finish.

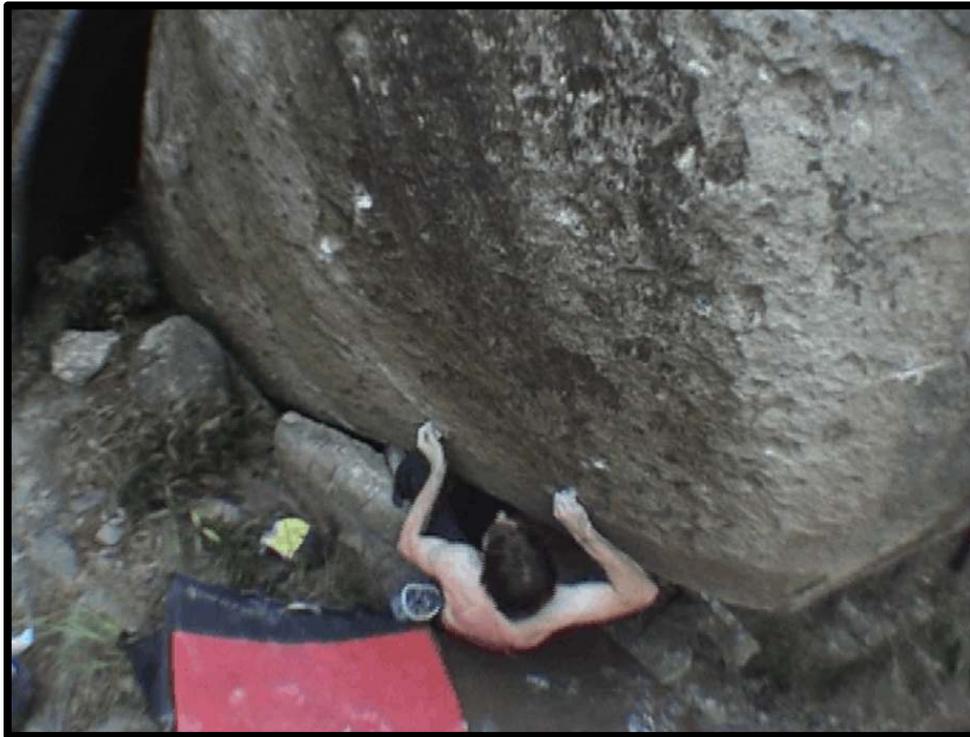
SB, 2003

The stand start (and high finish) was a Lee Cujes FA at about V3 (see photo below). Sydney Six, as well as the next two variants, can be finished at the obvious jug a few moves up, although they are / will be better going to the top.



Variation: **** Sydney Seven V7** Eliminate the block for your feet on the above problem. SB

Variation * **Sydney Six Point Five V6** Using the block for feet, start a couple of moves lower on Sydney Six as per the picture below. SB

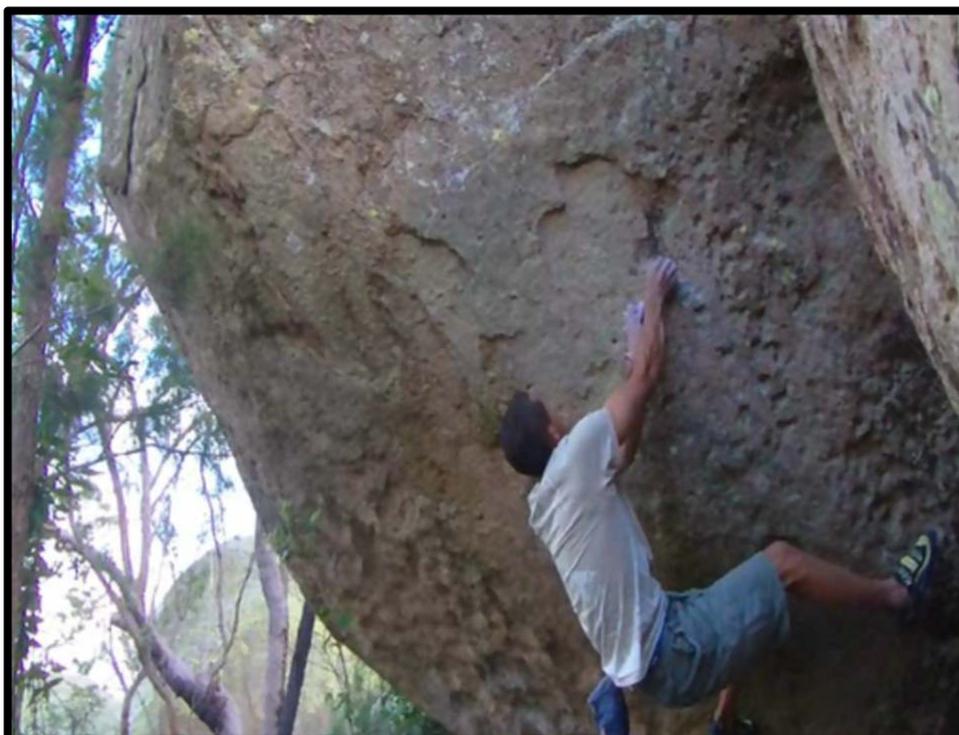


(F) Split Pea V6

The sit start just L of the above problems, finishing a couple of moves up with 2 small edges. Unfortunately the wall behind you makes any top out very unlikely.

MS, 2004

(G) The Ridiculous Project- Very hard, steep wall. See picture below.



(H) * Unnamed V1

Featured face, starting from block, but with bad landing.
SB, 2010

Boulder #14

(A) * Tall arête V5

Start on boulder and lean out R onto arête.
Rob Saunders

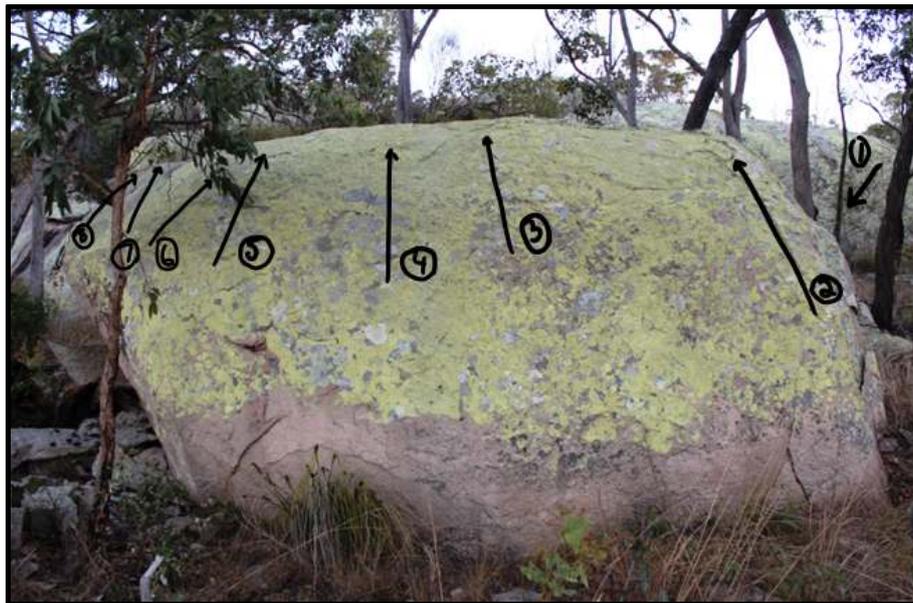
(B) * Comfortably Numb V8**

Sit start on obvious holds. Straight up to a tough finish. One of Madoc's hardest problems at Harvey's. Variet: Start as for above problem but traverse R to easier finish (V4).

MS

Not on Topo

If you continue walking away from the main area of the terrace, and continue parallel to the upper terrace on your L, you will eventually come to, (after about 100m), a large boulder that is about 3 ½ m high and about 5m long.



- (1) Scoop V0- Very easy scoop, although there is a reachy move.
- (2) * Arete V0- Arete from a stand sticking to the LH side. Some crispy holds but they can be avoided. The sit start is V2 and is called Give me Back my Heel.
- (3) * Face V0- From the high twin edges straight up. Stack mats or jump if needed.
- (4) Face V1- A little contrived, but up avoiding the jugs left and right.
- (5) * Face V0- Up from good edges.
- (6) * V0- From good edge (with your LH) move up and R.
- (7) * Back in the Game V5- From good edge (with your RH this time go straight up via some tricky slopes. Dan Radford, 2013
- (8) * Sloper Steve V4- From the sloper and edge, with poor feet, move up and L to the obvious holds and a potentially tough mantle. SB, 2013
- (9) Sit Start V2 – 1 ½ m L of 8. Tiny sit start with good edge. V5 eliminate avoiding the good edge.

Uphill from this boulder there are two slabby walls set into the hill. The easier RH slab is the Very Nice V0 Wall and the LH wall is Three Star Friction.

*** Three Star Friction V0

Loads of fun and gets late afternoon shade. There are at least 7 different problems, which are described in relation to the obvious tree at the LH end of the wall.

- (1) 2 ½ m R of tree at good holds. Up to thin diagonal.
 - (2) 5m R of tree. Brown water streak. Hardest of these slabs.
 - (3) 6 ½ m R of tree. Up to the LH of the small flakes at the top of the wall.
 - (4) 8m R of tree. Up to the RH of the small flakes at the top of the wall.
 - (5) 10m R of tree. Up through the obvious big pocket. Mega cool.
 - (6) V1 Up directly below the LH end of the hanging block. Carefully straight over the block. (MS)
 - (7) V3 Start up problem 5 and then traverse L to the start of problem 1 (MS).
- SB, 2002

The Very Nice V0 Wall

A nice high wall covered in interesting holds. All problems are V0.

- (1) * Easy slab just L of the small twin pockets.
- (2) * Easy slab straight up from the twin pockets.
- (3) ** Up just L of block on ground.
- (4) * Up 5 and then traverse into 3.
- (5) *** Just R of the block trending up and R via some amazing holds.
- (6) ** Straight up through the big scoop.
- (7) ** Up into the groove.
- (8) * Up the face keeping R of the groove.
- (9) Watch the loose rock at the top.
- (10) Watch the loose rock at the top.
- (11) ** Hard start and then an easier finish. About 1m left of the vague arête.
- (12) The vague arête starting from the sloping slab.

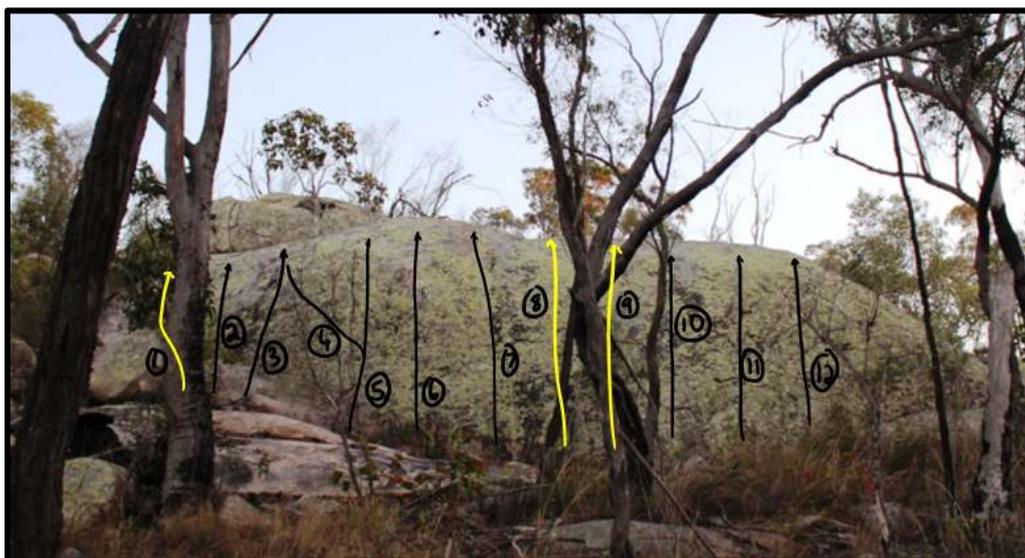
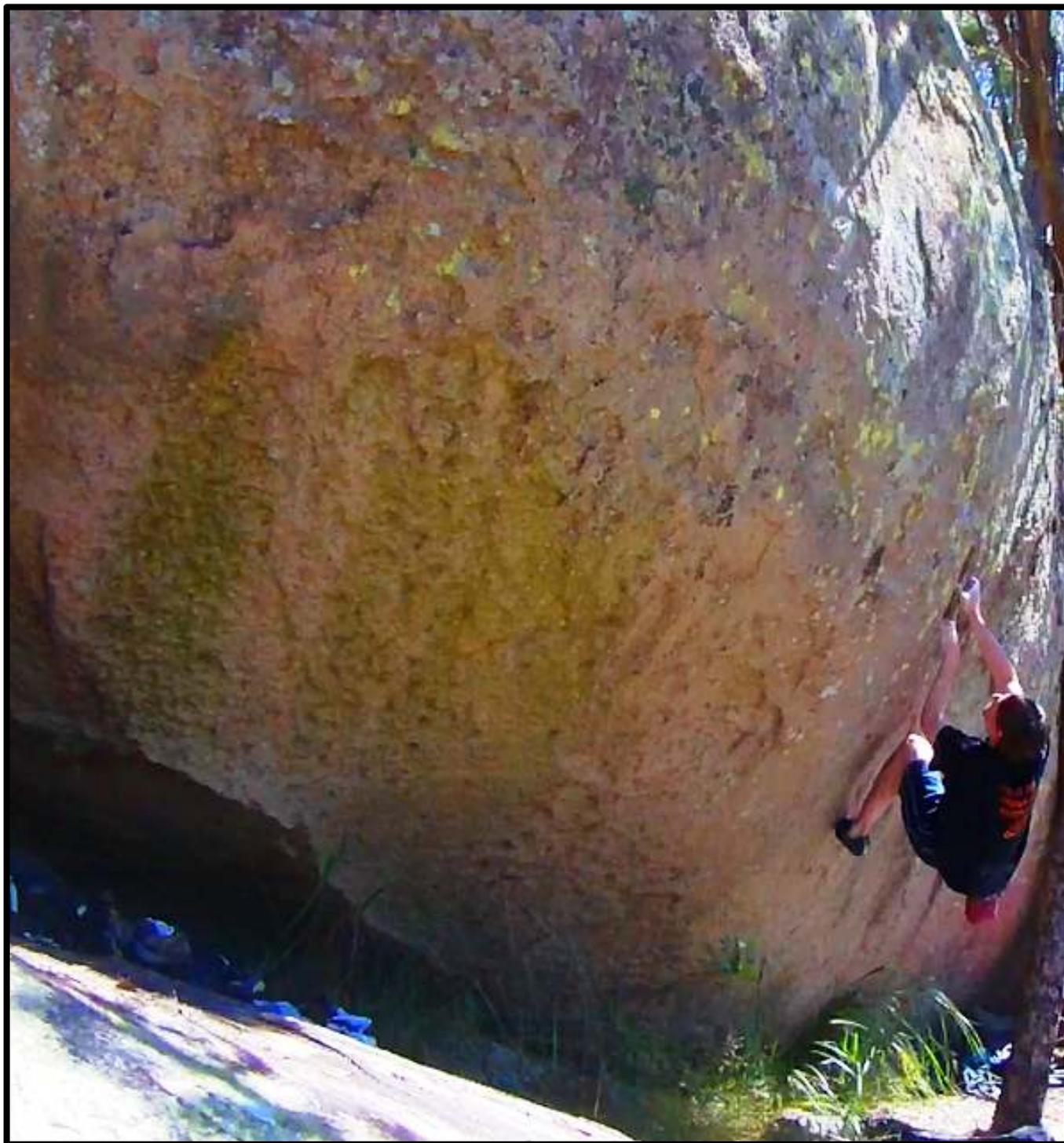
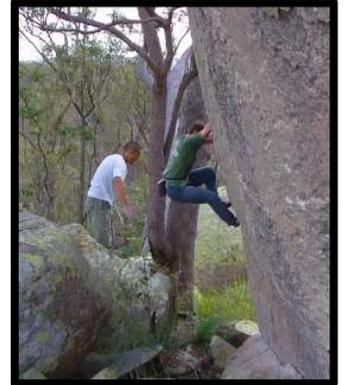


Photo: Dan on the Bug Piss Project, showing the amazing hard wall to its L.



The Upper Terrace



Photos (L to R): Spenser on Sleight of Hand V5, Nick on The Eyeball V5, Tris descending.

Area Rating	Number of Problems	Difficulty Range	Notes
***	50	V0 – V9	Superb rock quality. Many classics in the V5+ range Catches lots of breeze and dries quickly.

Home to many classics, the Upper Terrace features 3 and 4 star problems of numerous styles, heights and grades. The eyeball boulder is easy to identify, and that then allows you to identify the other boulders.

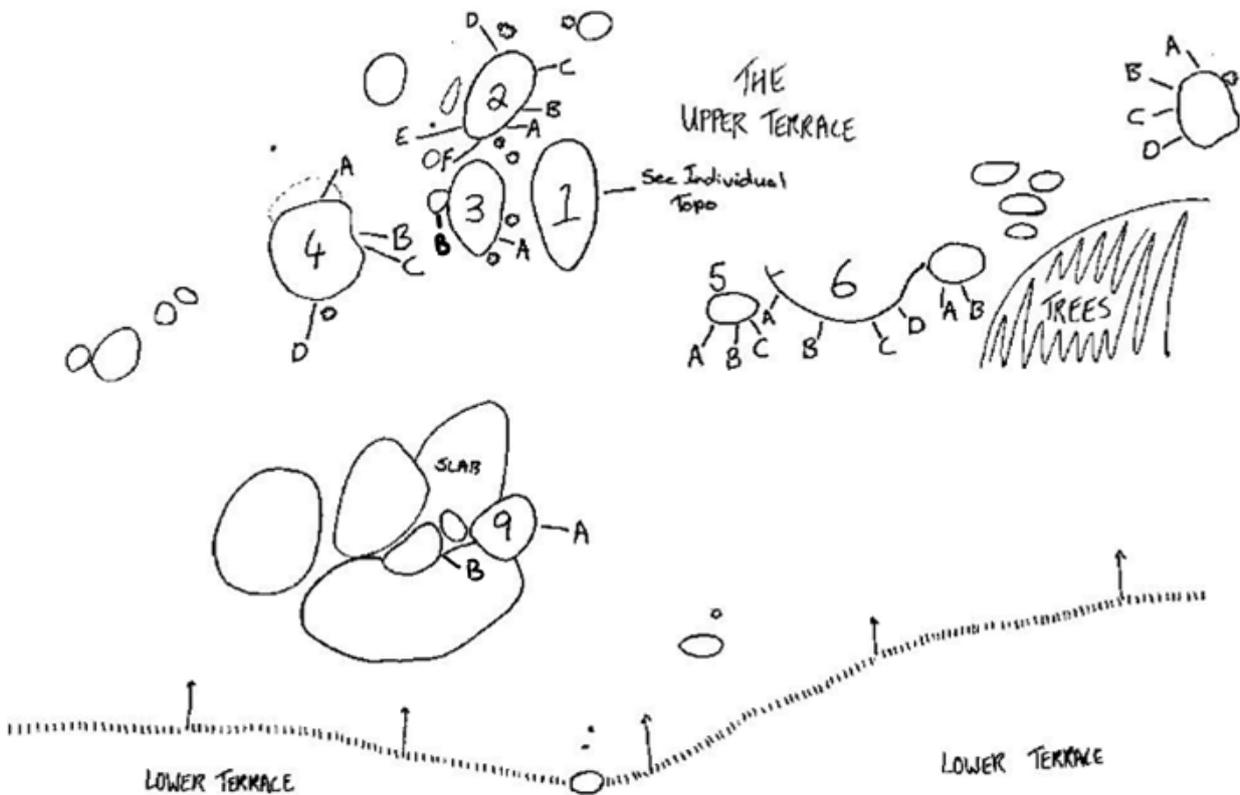
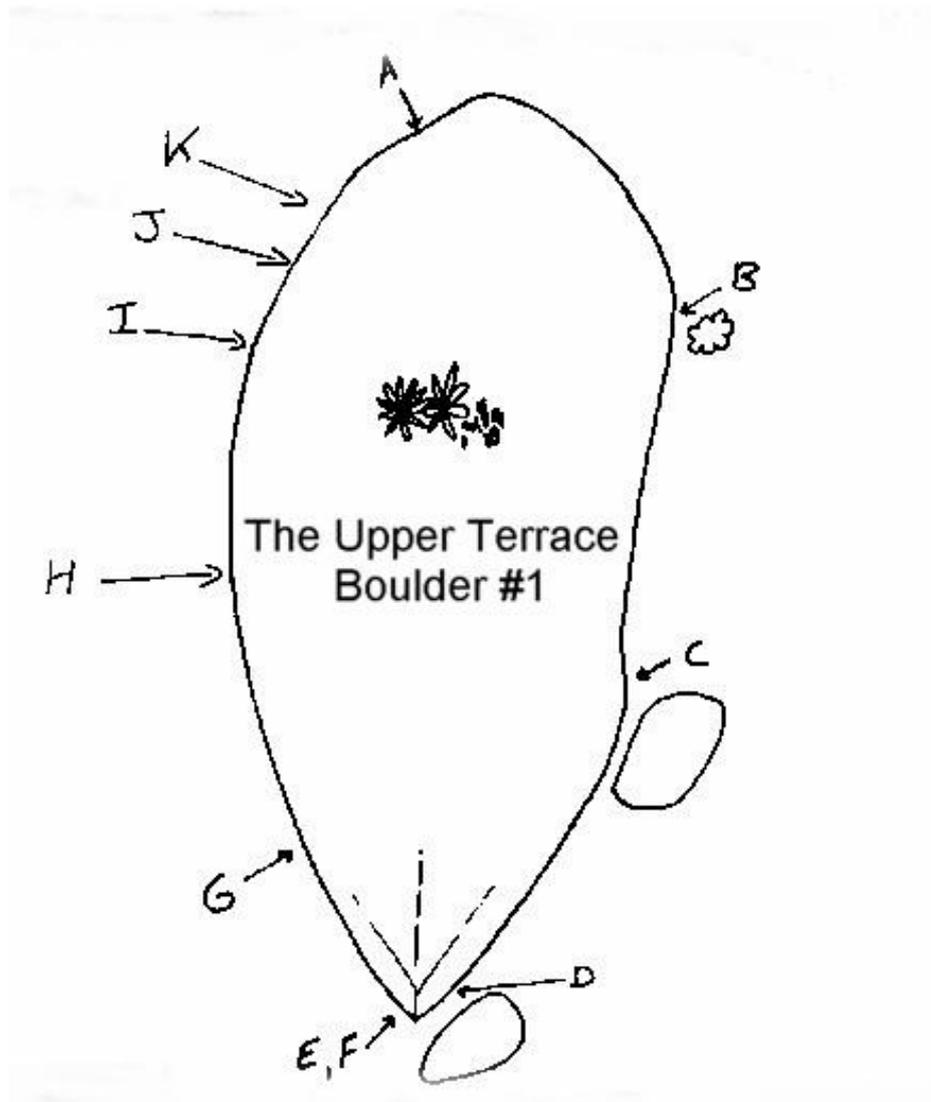
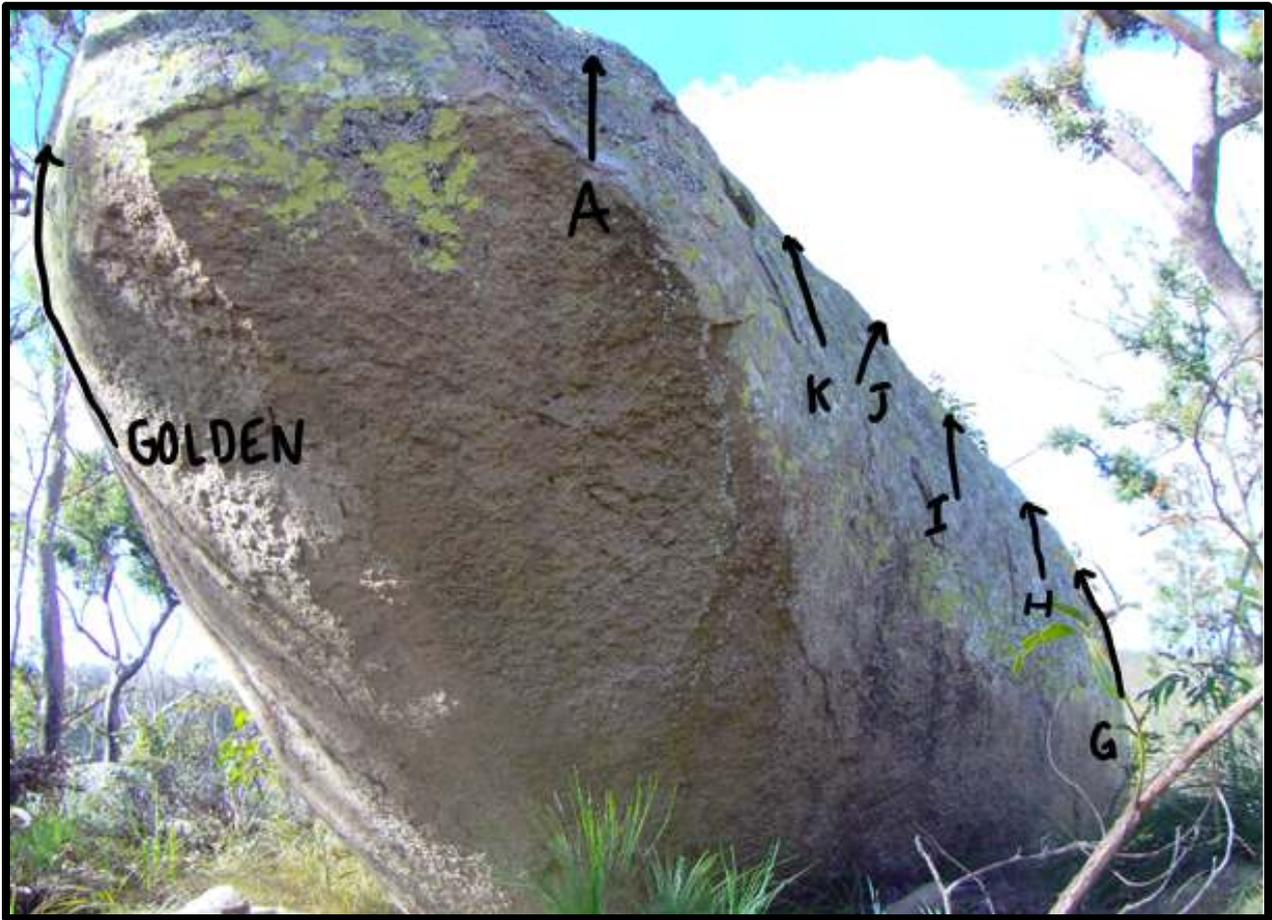




Photo: *The prize boulders of the Upper Terrace.*

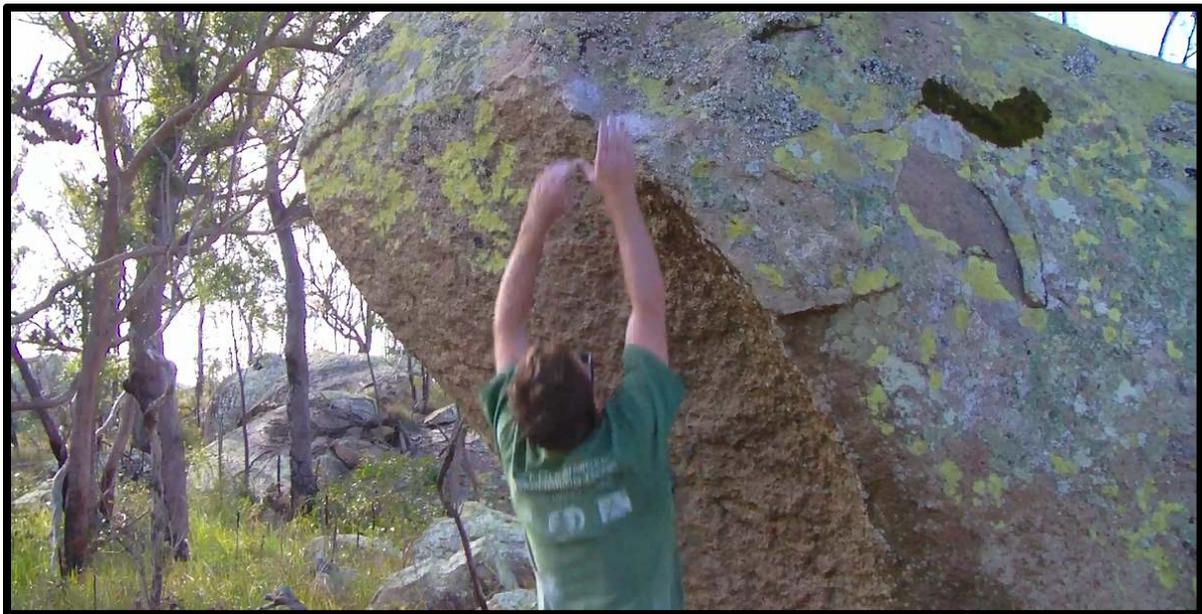
Boulder #1





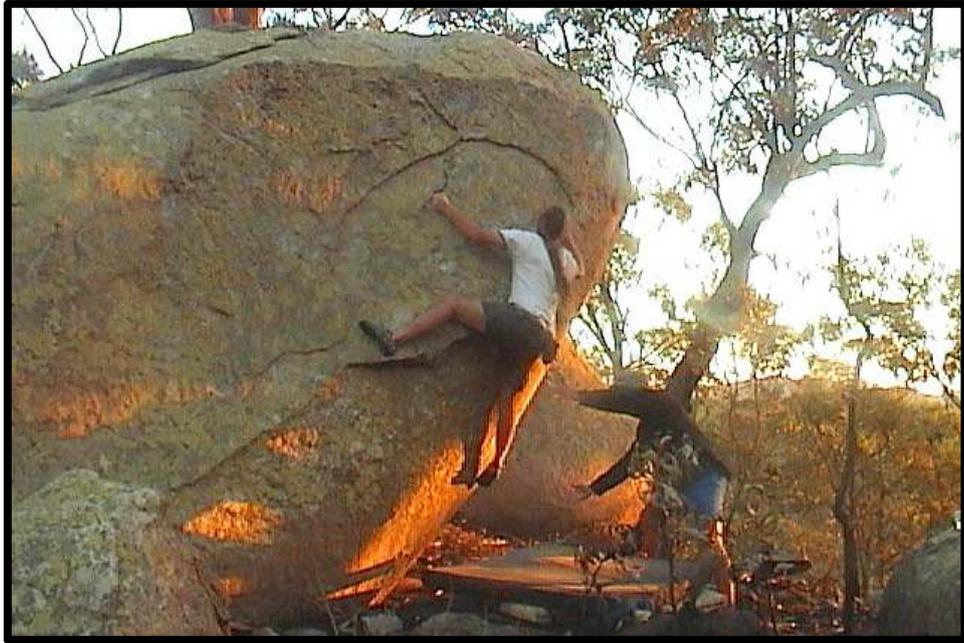
(A) ** Mike Delta X-Ray V6**

Sensational!! Starts under the obvious overhanging prow, slightly on the RH side. Jump to the slope at the lip and mantle the scoop. You can make it V4 by going out L to the chunky edge before mantling. See photo below of Tristan Baskerville jumping to the starting sloper.
 Aaron Jones, 2000



**** Skippy with a Smile V5**

Tackles the wall just around L of the prow, and just R of the obvious curving flake. Start with high LH sidepull, and high and tiny RH crimp. Stack mats if you're shortish. Fun with immaculate rock.
 See photo on next page.
 SB, 03



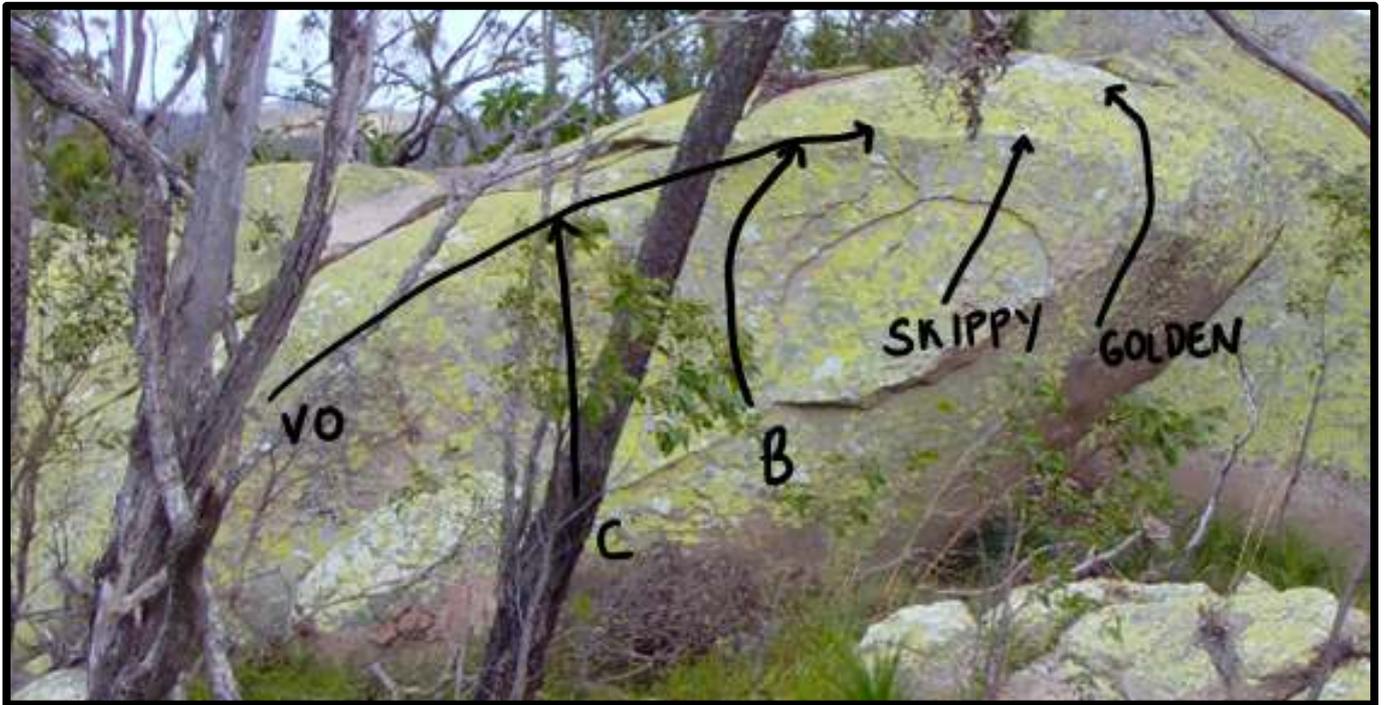
****** Golden V9**

Very classic if you can do it! Start just R of above problem with your LH on a high pinch and RH on a terrible slopey scoop. Up via small holds and two hard moves. Could be V8 (It definitely is V8 with a swing/jump start). Photo below of Spenser on the first repeat.
SB, 2004



(B) * Jason's Problem V2**

Balancy face climbing starting at the obvious curving flake. Up and then R to top out. Variant: Start low and crouched (V5, SB).
Jason Shaw, 2000



(C) Go Go Gadget Gaston V1

Starts R of the small boulder with crimps. Up to jug on top. Short SB, 2000.

**** Unnamed V0**

Traverse L from just L of the above problem to finish up as for problem B. Good warm up. Variant: Can be started sitting off block down and L off obvious edge (V2, MS). MS, 200?

(E) ** Elegance V0**

The obvious arete starting from ground level and going up on either side. See Tristan in the photo below. Not a beginner problem because of the height and landing. Jason Shaw 2000



*** Elegance Sit Start V6**

Desperate and at times awkward sit start to Elegance. Good. Steve in the photo on next page. SB, 2004



(F) ** Delicate Connection V1

Links the elegance start into the finger crack to finish. fun!
Adrian Bautze Geue, 2001

(G) ** Collateral Damage (a.k.a. Dead Babies) V6

2m L of above problem. Up, starting off high LH slopy pocket and undercling for RH. Don't move R to arête (V4 if you do), rather go straight up to a precise deadpoint then a desperate finish.
MS, 2001

(H) Of Mice and Men V5/6

Short wall just L of the above problem. Starts off a small edge and then up via some slopy dishes. Desperate.
MS, 2002

(I) Unnamed V3

Middle of the wall just R of obvious hold.
MS, 2001

(J) * Super Double with a Twist V4

Weird. Starts just R of Mike Delta X-Ray V6 with LH on obvious sidepull and RH on obvious hold. Up and out R, starting off a small block or stacked mats to reach LH sidepull.
MS, 2002

(K) * Font Dreaming V6

Start as for the above problem but go up and L, via some fantastic slopers, and mantling via jugs for LH. Fun.
SB, 2003

Boulder #2

(A) ** High Roller V3**

High slab on LH end of wall with obvious flake foothold. Up on series of sidepulls. Classic slab.
MS, 2000

(B) * Children Overboard V4

High slab in the middle of the wall with another series of sidepulls. Hard.
MS, 2001

*** Unnamed V2**

Slab just R of above problem identified by prominent triangular edge for your feet. Madoc on this problem in the photo below, with problems A and B marked.
MS, 2003



(C) Unnamed V0

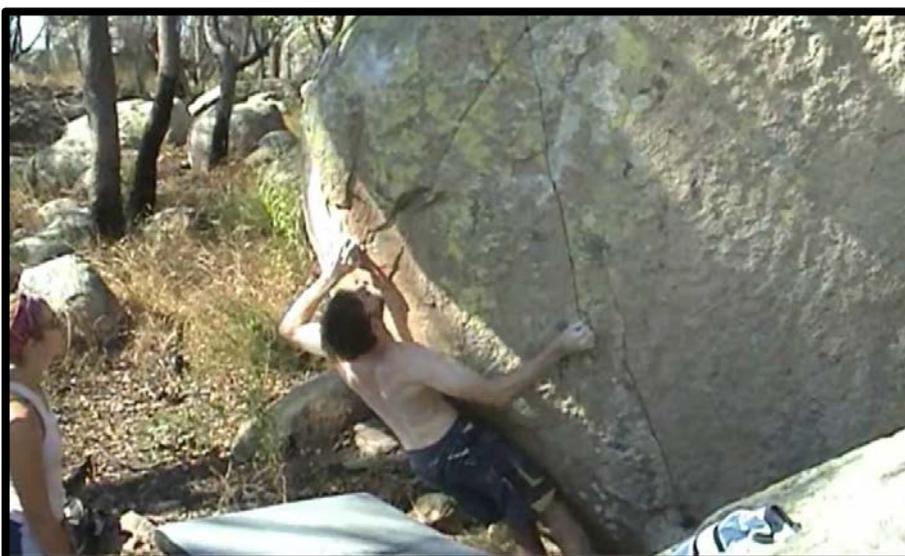
Mantle short face on vague arete.
MS, 2001.

(D) * The Fun Ain't over yet V1

After somehow managing this awkward mantle the problem lives up to its name as you somehow figure out a way to get down. For extra value mantle the jugs without moving up arete.
Jason Shaw, 2000

*** Nasty Bastard V6**

Sit start off the block to above problem, using tiny RH sidepull and LH pinch. See photo below.
SB, 2004



**** Unnamed V1**

Start standing with the jugs on the above problem. Follow the arête up and R to the obvious jug and mantle. Extension continuing this line all the way would be good but scary.
Nick Larsen

(E) * Best in Tension V7**

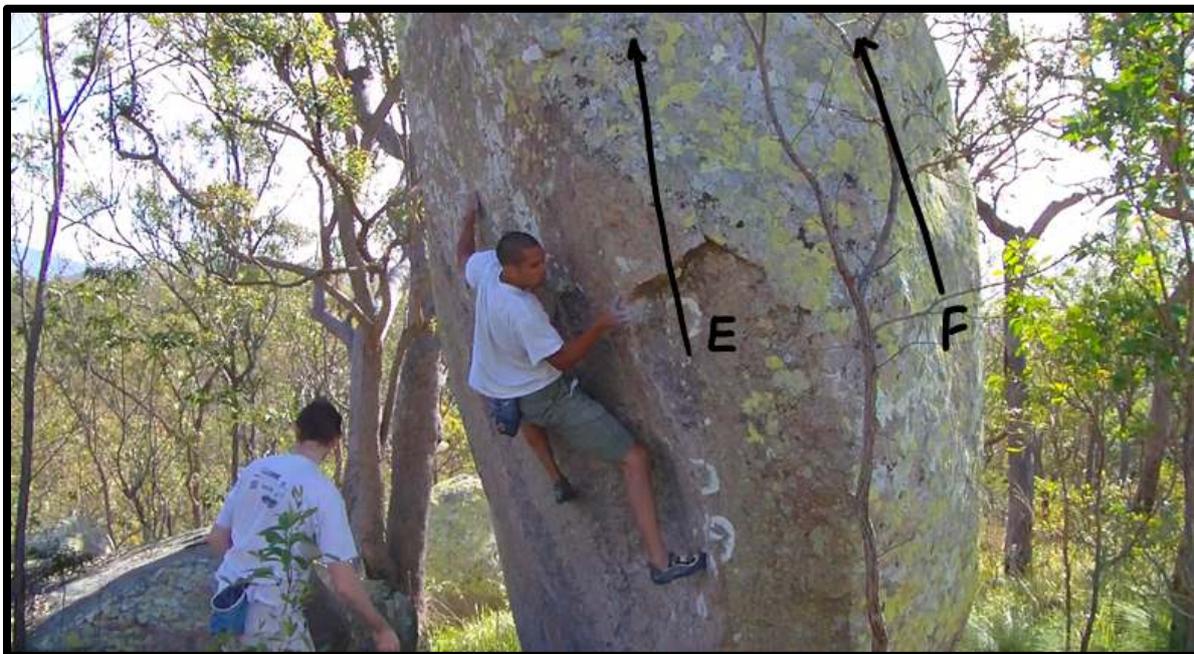
Stunning! The steep highball arete on the top L side of the boulder. Up via underclings and slopers to a crux rockover at about half height.

MS, 2002

***** Best in Show V6**

Classic line just L of problem E, sharing some holds. See photo below which also indicates problems E and F.

Spenser, 2011

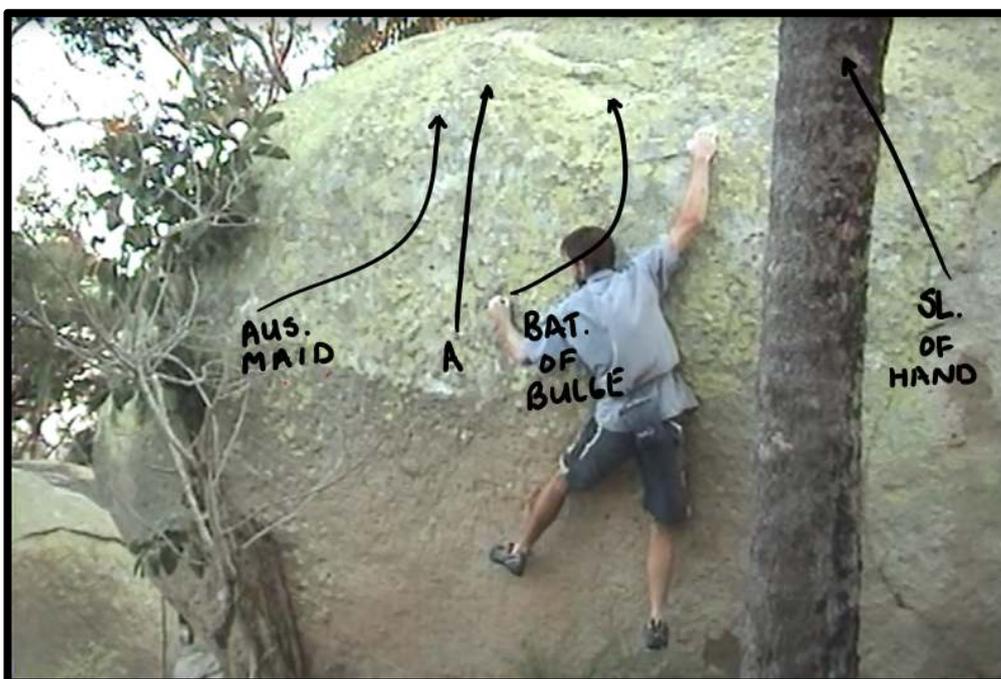


(F) * Sidewinder V6**

Just R of above problem. Start off bad RH sidepull and high LH edge. Up to obvious cluster of small edges then move L and up.

MS, 2002

Boulder #3- Hard Person Wall: see photo below



(A) ** Imported Products V6

Starts in the middle of the steep wall off the in-cut edges with a lack of feet. Big moves to the top. Sharp but good.

Matt Zimmerman, 2001

*** Australian Maid V7**

LHV of above problem, using a high LH hold, and moving up into the top of Imported Products. Watch you don't tumble back too far on the landing!

SB, 2004

**** Battle of the Bulge V6**

RHV of Imported Products. Start with your LH on the obvious sharp incut. Paste a foot and jump start up and R, then a slopey finish coming back L.

SB, 2004

**** Sleight of Hand V5**

Start with the good RH sidepull about 3m R of above problem, pretty much in front of the tree. Swing start, (one foot on the wall and jump) to a good LH hold. Up and L to the good holds above Imported Products. Variet: Instead of moving out L mantle straight up. Similar difficulty. MS, 03.

SB, 2003

The other side of this boulder is home to a super hard steep project- go for it.

(B) Gritstone Dyno V5

Sit start on tiny boulder. Grizzly rock!

SB, 2006

Boulder #4

(A) Jungle Fever V1

Slap your way up this unfortunately sharp hanging flake. Starts off the massive fallen slab of rock. Jason Shaw, 2000

(B) * The Eyeball V5**

Mantle out of the middle or R of the scoop, starting from ground level on L arete, or alternatively making a launch for the lip. Classic. Jason Barber below.

MS, 2001



(C) * The Incred-eye-ball mantle V7**

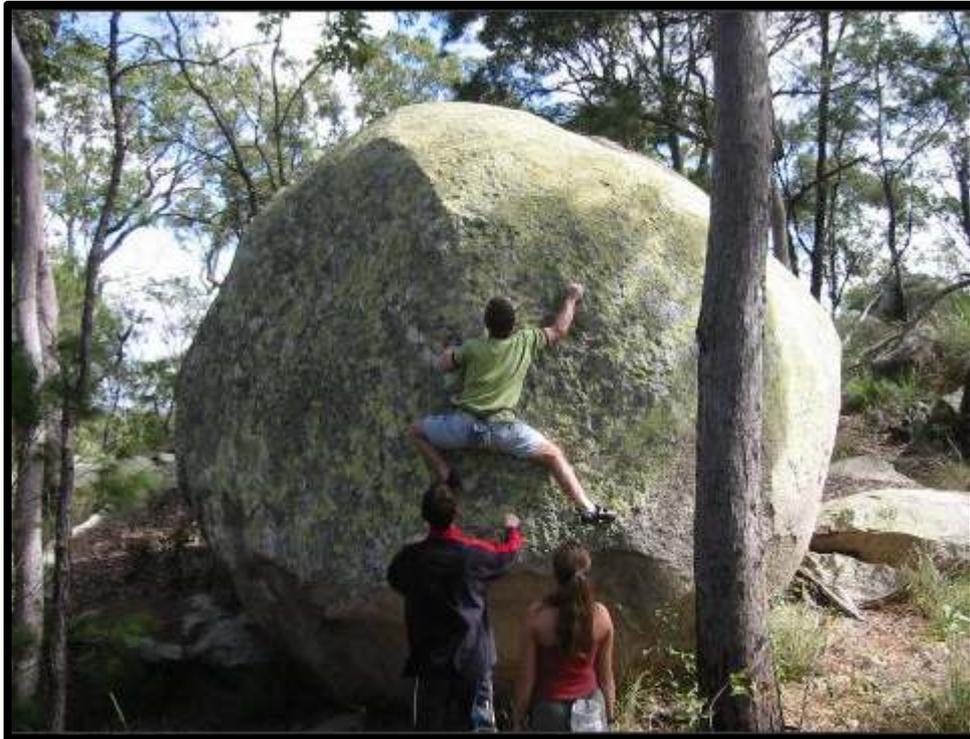
Mantles the LH side of the eyeball. Move up the arete till you get your LH on the good crimp, and then a hard move moving L onto the slab.

Rob Saunders, 2002

(D) * The Big Tick V7**

Face with undercut start 2m L of above problem. Start below vague scoop with RH on tiny positive 'ear' and up on thin holds. See Rob Saunders in the photo below.

SB, 2002



Eddie the Enlightened V4

The face 2m R of Jungle Fever, and just L of arete. Start with really high edge for RH and 2 finger scoop for LH. Up trending L. **Not marked on topo.**

SB, 2004

Boulder #5

You can traverse the lip of this boulder in either direction for a nice V2 warm up.

(A) * The testicle mantle V0

If you had seen the first ascent you would understand why. Starts with the flake on the LH end of the boulder. Great steep move to jug on lip, then mantle, (trying to use ONLY normal climbing appendages) .Low start can be done with RH on edge and low LH pinch (V7, SB).

SB, 2000

(B) Groin Strain V4

1.5m R. Start crouched off small RH sidepull and incut tooth for LH, slap holds on lip and launch for the massive flake back a bit, (or mantle). V0 if you start with the holds at the lip.

SB, 2000

(C) Unnamed V4

Sit start with LH undercling, and RH crimp. One move to top and mantle.

MS, 2003

Boulder #6

A multitude of variants are possible on this wall. Good warm up wall.

(A) * Unnamed V0-

Very easy. Up on nice nice holds to jugs at top. Starts R of the loose flake.
2m R

(B) ** Slippery when wet V0

First done in the rain. Good holds lead to an easy mantle.
MS, 2000.

*** Unnamed V1**

Wall between above and problems B and C, aiming for good edges. **Not marked on topo.**
MS, 2002

*** A Mere Technicality V5**

Link Slippery When Wet into below problem, staying on the bottom half of the wall while you traverse. Good.
SB, 2004

2m R of (B)

(C) * Cicada cravings V0

Fun slab problem up featured wall with almost perfect rock and weird nubbins. Through small tree branch at top.
SB 2000

(D) Unnamed V0

1m R. Nice short cruisy problem.
John Baskerville, 2000

Boulder #7

(A) ** Frayed V1

Nice problem up the vague arete in the middle of the next boulder, moving L to flake then up. Sit start at V2.
SB, 2000.

The slab 1/2m L of Frayed is a nice V0-.

(B) * Balded V3

Wall just R of frayed. Start with the Frayed sit start for an even better V4 problem.
MS, 2001

Continuing along past these walls there are some nice easy up problems and traverses on the next collection of little boulders.

Boulder #8

(A) * Grasshopper Crawling V3

Excellent sit start on obvious flake.
MS, 2000

(B) Rear Entry V2

Wall just L of flake with hard top out.
MS, 2000

(C) * Unnamed V0

Nice slab with small pockets and edges.
MS, 2000

(D) Unnamed V0

Just L of arete
MS, 2000

Boulder #9

(A) ** Rally for Peace and Justice V4

High, thin and delicate with a bad landing. Starting just L of the block and just R of the thin dead tree. Move up and slightly L, then precariously to the top. Scary.
MS, 2002

(B) * Jostling V3

Cool prow, but watch the tree and the landing.
Lee Cujes, 2006

The slab 6m L is called Buckland V1 and was also put up by Lee.

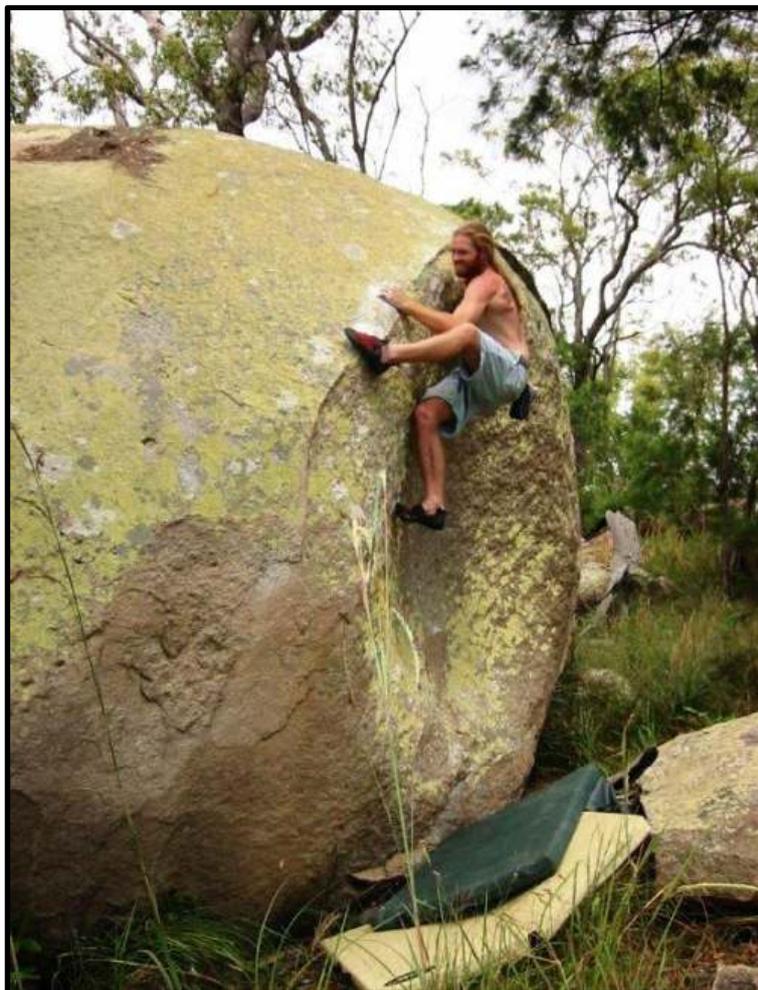
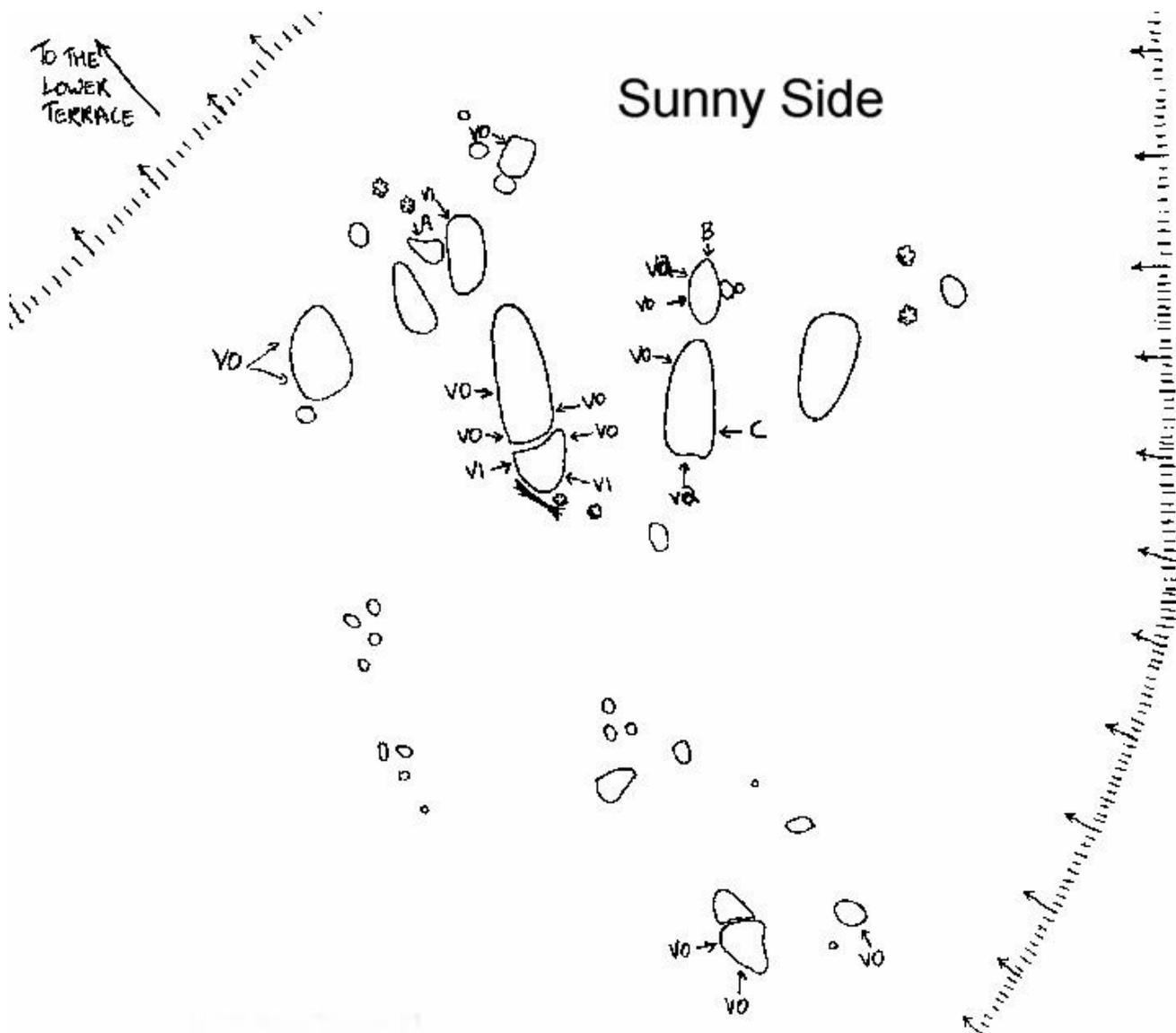


Photo above: Madoc on the Incred-eye-ball mantle V7 (Rob Saunders). Problem on page 50.

Sunny Side

Area Rating	Number of Problems	Difficulty Range	Notes
*	20	V0 – V6	

Has a few other nice problems, but this area is not very extensive. Most of the problems are marked directly on the topo below, but the three best problems have individual descriptions.



(A) * Blade Runner V1**

The short curving arete following it L to the top. Best started from a sit on the L.
MS, 1999

(B) * I'm Over Your Fat Arse V0

A reference to the problem, I assure you. Juggy arete to the top. Sit start, (V4, MS), improves the problem substantially. You can also link the sit start with the slab R.
SB, 2000

(C) * Tendon Terrorist V6

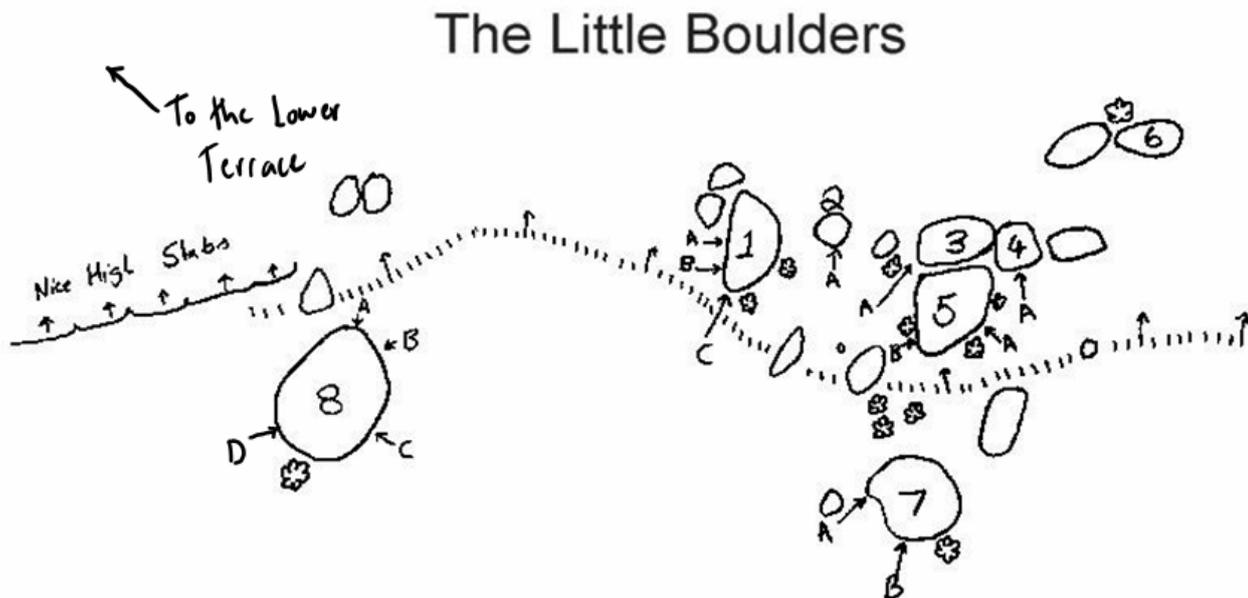
Reachy and a little contrived. The face with the high and tiny RH sidepull. Starts using a slopy LH pinch, Tough. Jug above and R of sidepull and arête of pinch are both off.
SB, 02k

The Little Boulders

Area Rating	Number of Problems	Difficulty Range	Notes
*	17	V0 – V5/6	As the name suggests, the boulders are all very small.

A nice area with a couple of classic short tough problems in the mix.

- Continue from the middle of the lower terrace (Pigeon Twist boulder, Boulder #7), parallel to the ridgeline for about 60m.
- As the vegetation clears on your R, continue diagonally R down the grassy slope and you should walk straight into the first of the boulders, (most are hidden by trees or down the hill).



Boulder #1

(A) * Sprung V0

Nice moves starting off obvious flake handhold.
SB, 2002

(B) *Sprung VS V2

Face and arete moving up and L at the top to finish as for sprung. Doesn't use the obvious flake hold.
SB, 2002

(C) * A Kick in the Pants V3

Slightly scary downhill facing arete and face starting just L of the tree. Be careful of landing. The sit start, (** A kick in the teeth V5, MS) is surprisingly good.
SB, 2002

Boulder #2

(A) Unnamed V0

Easy mantle with another interesting landing
MS, 2002

Boulder #3

(A) * Back to the Wall V0

Arete at the beginning of the small trench.
SB, 2002

Boulder #4

(A) Unnamed V0

Sit start off obvious jug.

(B) Unnamed V4

Hard Mantle.
MS, 2002

Boulder #5

(C) **Little Wing V5

Great. Sit start on small, steep pillar. Slap your way up, but don't use the boulder R for feet. See photo below.
MS, 2002



Boulder #6

The black boulder has a few problems that have been done by somebody??.

Boulder #7

(A) * Unnamed V3

Obvious scoop. Start off protruding slope at lip. Straight up or move R to top out (slightly easier). Traverse in from out L, (sitting on block), for a better V4 (SB).

MS, 2002

(B) Unnamed V1

Face just R of scoop.

MS, 2002

Boulder #8

There are also a few projects to attempt on this boulder, most notably the jump start on the downhill nose between the two trees.

(A) Unnamed V0

Nice short face to a fun mantle.

SB, 03

(B) Unnamed V2

Used to be easier, but somebody broke the key hold. Not too bad though.

SB, 03

(C) * Unnamed V2

Nice face, with a bit of a dodgy landing. Some big moves, but with some big holds.

MS, 03

The below problems are late additions so not marked on the topo.

(D) * Unnamed V5/6

Slopy pocket mantle L of the big tree and prominent nose (opposite side of boulder to above problems), not using the flake embedded in the ground. V12 if you use Madoc's original sequence and stick your RFoot above your head! Varient: Use the flake embedded in the ground and sit start on the jug L, moving R into the slopy pocket mantle, (V5, MS).

MS, 03

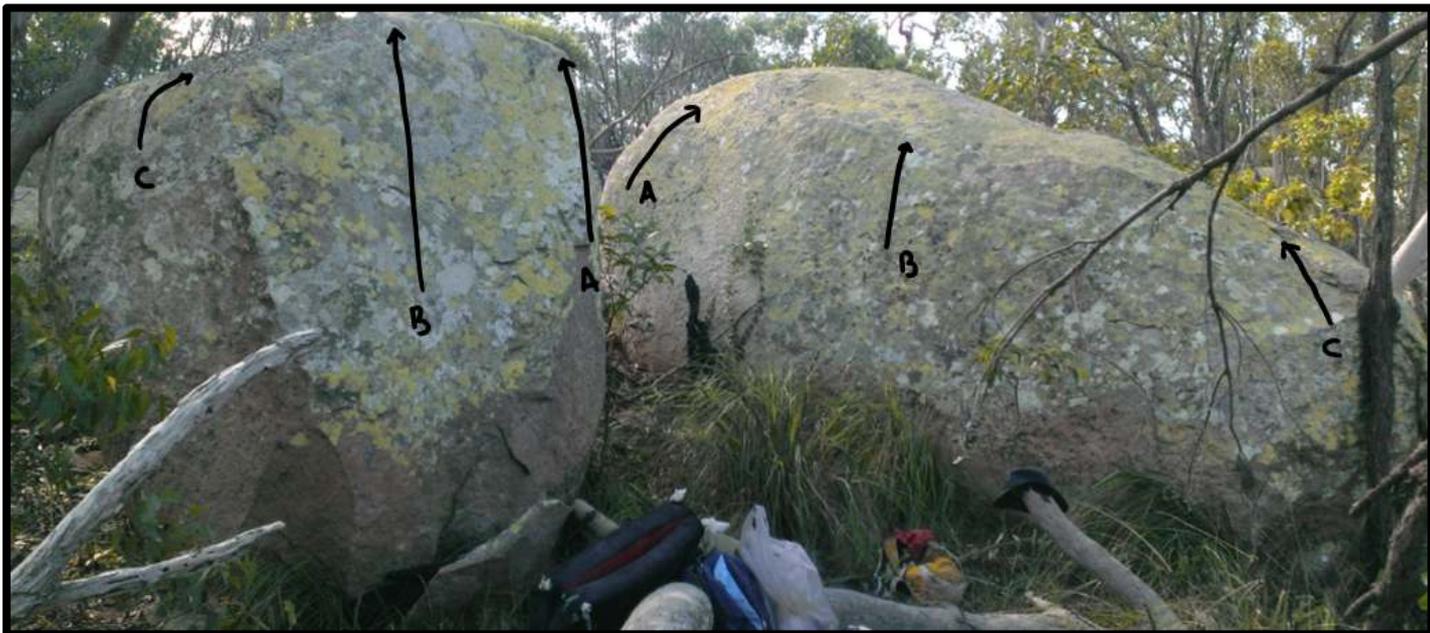
**** Bubblewrap V5/6**

Fun Fun Fun. Originally done by headtorch. Sit start just R of above problem, (just L of tree), using the flake embedded into the ground for your LHand and feet, and the edge for your RHand. Steep start up into the above problem.

SB, 03

If you continue along away from the Little Boulders there are some high slabs, and one good sit start (V3/4) in about the middle of these walls, (Start laying off a good sidepull, mantle up into slab).

The Slabs

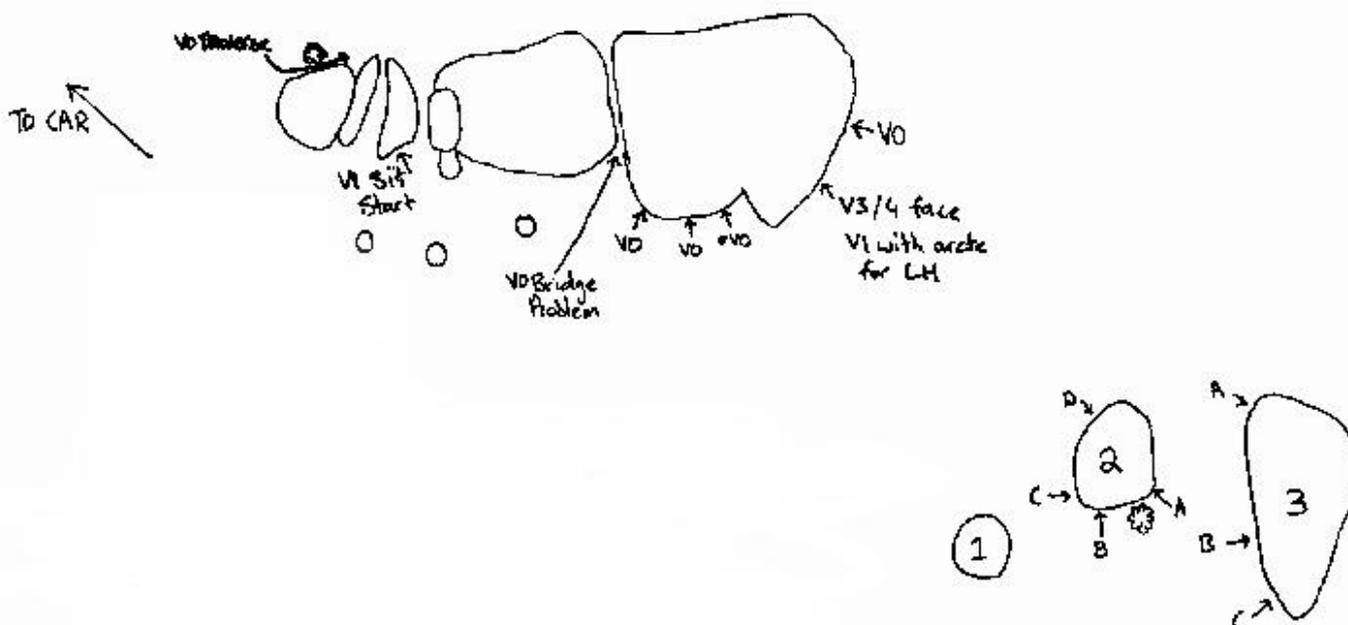


Above: Boulders 2 and 3

Area Rating	Number of Problems	Difficulty Range	Notes
	14	V0 – V3/4	30 seconds walk from the car.

The Slabs consist of a row of very low angled boulders and have a few very easy problems, great for kids, and a couple of tougher 0's. The better problems are located on the small boulders just downhill from the end of the slabs that is furthest from the car.

Most problems are just marked on topo, while the better problems are also described below.



Boulder #2

(A) * Flight Path V2

fun short dynamic problem. Up arete in one big move. Watch the flake.
SB, 2001

(B) * Unnamed V2

Face between the two aretes with an awkward landing.
MS, 2001

(C) Unnamed V2

Face and arete to a tricky mantle.
SB, 2001

(D) Unnamed V0

Nice warm up.
SB, 2001

Boulder #3

(A) SRM V0

Short round mantle.
SB, 2001

(B) Unnamed V2

Middle of blank slab.
MS, 2001

(C) Unnamed V1

RH end of slab. Step L onto big foothold.
MS, 2001

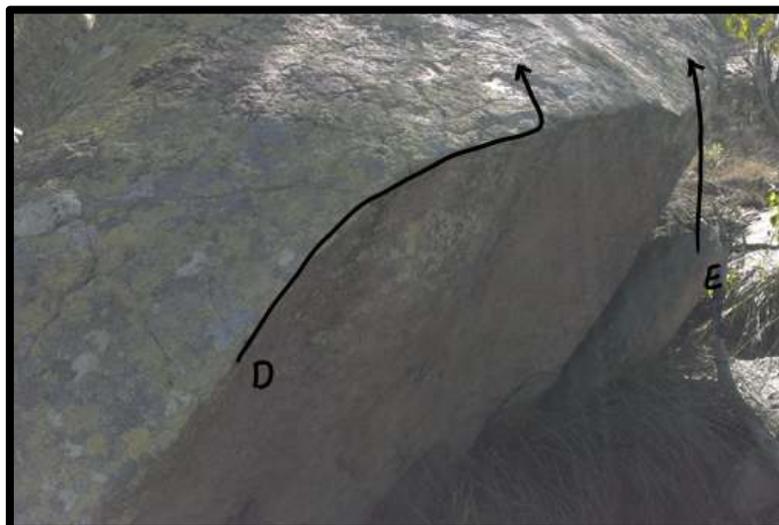
Back of Boulder #3

(D) Unnamed V2

Traverse from the LH arête along lip. Exit before flake.
MS, 2001

(E) Unnamed V0

Sit start on big flake.
MS, 2001



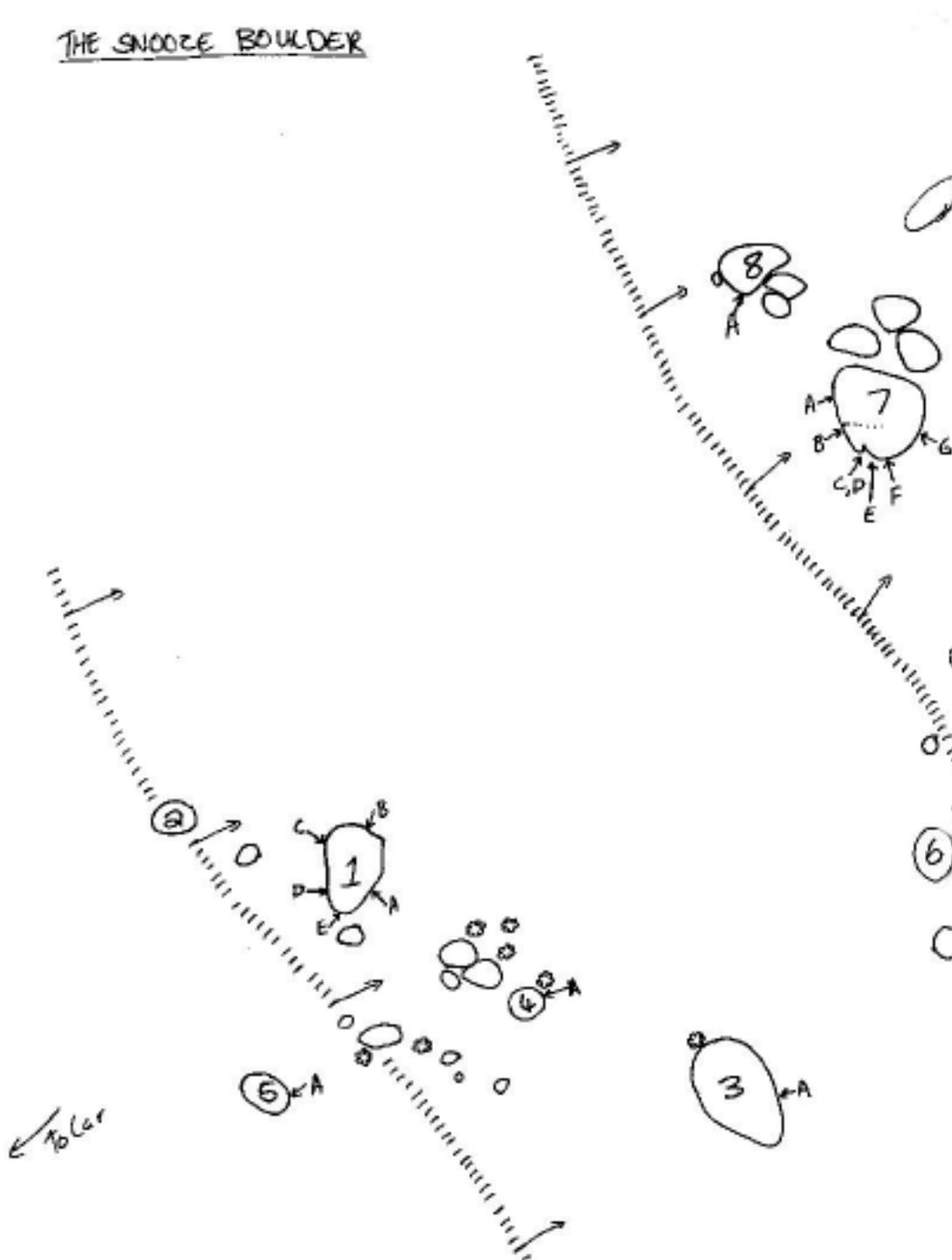
The Snooze Boulder

Area Rating	Number of Problems	Difficulty Range	Notes
*	22	V0 – V7	Low, short problems on rock that often needs a clean.

Home to one of the pumpiest problem at Harvey's, (Monster of Rock/PMT), as well as a few other nice problems.

- From the top of the road embankment where you park the car head down and L for the obvious collection of slabby boulders that are visible about 40m away (The slabs). From these boulders head directly away from the road for about 100m, crossing a small creek and heading to the top of the hill. .

THE SNOOZE BOULDER



Boulder #1: The snooze boulder

(A) * Unnamed V1

Face starting from opposing sidepulls.
Can be done eliminating the RH
sidepulls at about V2.
Madoc Sheehan, 1999

(A1) * No Doze V3

Start low on jugs. Up and L to join A at top.
MS, 2013

(A2) * Insomnia V5

Sit start on jugs moving L on slopers.
Watch your back on the block!
MS, 2013

(B) * Unnamed V2

Mantle the slight bulge starting from
a sit on the little arête.
MS, 1999

(C) * Unnamed V0-

The arete just R. Nice easy warm up
with some great footwork. Move to
middle of slab and mantle.
MS, 1999

(D) * Wondergirl V6

Sit start in the middle of undercut slab.
Move R to arete and up via hard last
move. Easier in winter.
SB, 2001

(E) * Unnamed V2

Sit or crouched start on arete off good edges,
(final move of wondergirl). Straight up. V0
if you start standing.
MS, 1999

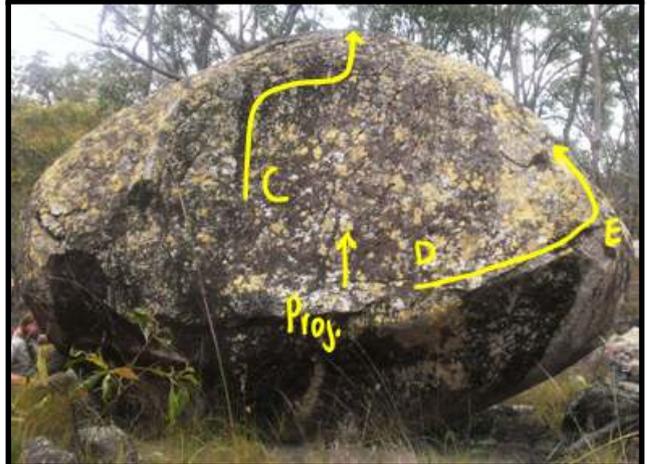
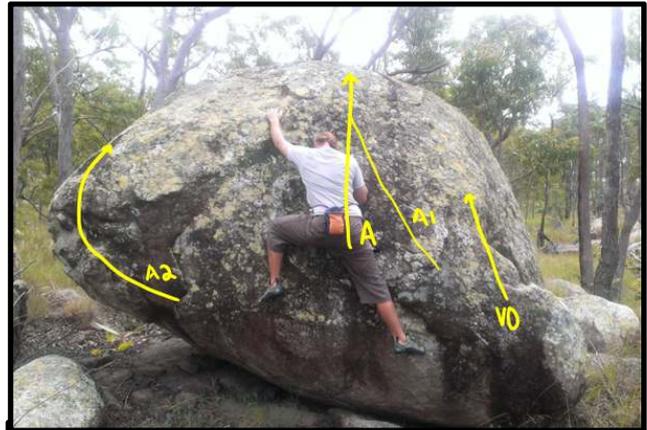
Boulder #2 has some nice easy problems.

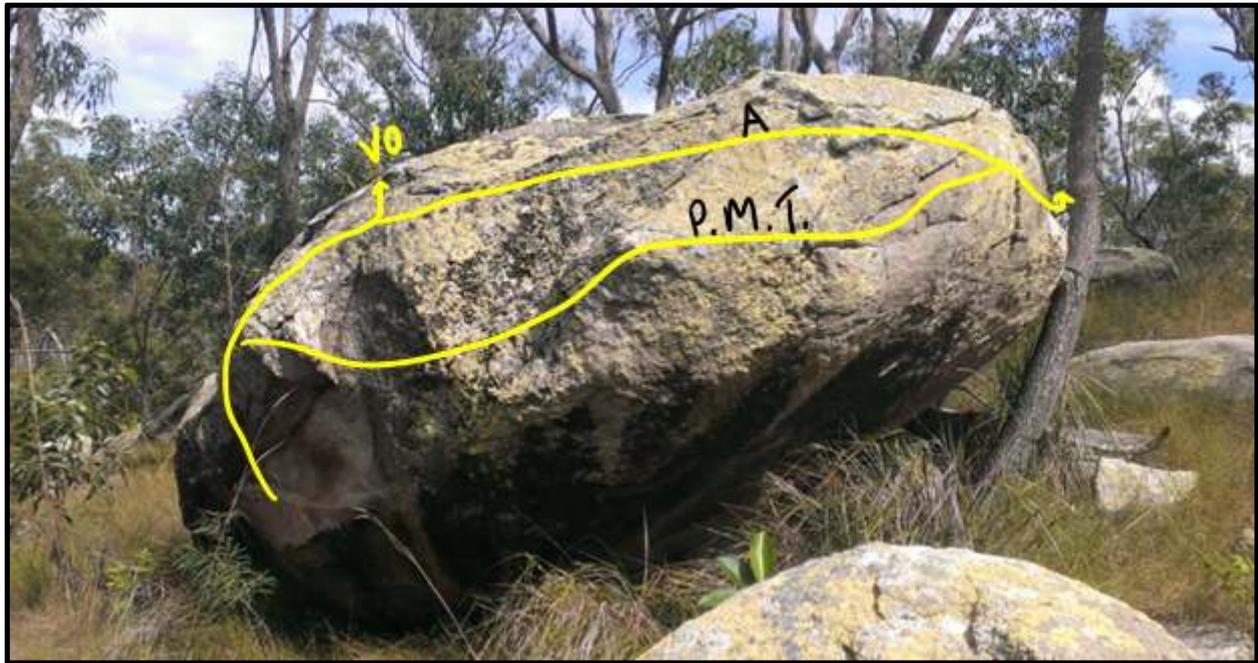
Boulder #3

A few little up problems can also be done on
this boulder.

(A) ** Monster of Rock V4/5

Completed by visiting Canadian Adrian because the locals have no endurance. Obvious sit start under the hanging flake. Up and steeply traverse R along the lip, moving round the corner and then mantling off the final good holds about a meter before the tree.
Adrian Bautze Geue, 2001





**** PMT (Pulled Muscle Tendon) V7**

As for the above problem, only takes the low traverse option after the first few moves. Big sideways move off the huge flake to small edges, then to jug. From jug continue as for above problem.

MS, 2002

Boulder #4

(A) *Unnamed V0-

Nice short face.

MS, 1999

Boulder #5

(A) Unnamed V0

Short problem up crunchy face, starting off low set of holds.

Deb Thorogood, 2001

Boulder #6: The power boulder

Blood V3

The best of the three. Low start under the obvious jugs. Bad rock.

Jason Shaw, 2000

Unnamed V3

RH line. Sit start off nasty edges to a fun, (read grovel), mantle.

Jason Shaw, 2000

Pumpy Power Piece V4

Start near tree off crusty diagonal LH edge and small crimp for R. Pop R to slot and then move to big jugs.

Jason Shaw, 2000

Boulder #7

(A) Unnamed V0

Mantle into featured slab.

MS, 2001

(B) Unnamed V0-

Obvious easy flake crack.

MS, 2001

(C) * Unnamed V3

Sit start at the base of the corner, (R side of the block). Move technically up and L onto the slab to finish at the flake crack.

MS, 2001

(D) Unnamed V0

Corner to the top.

SB, 2001

(E) * Unnamed V1

Contrived problem up wall just R of corner staying away from holds in the corner.

SB, 2001

(F) * Arnold Lane V0

Arete R of corner from either side.

SB, 2001

(G) Unnamed V0

Face R of arete. Many variations.

MS, 2001

Boulder #8

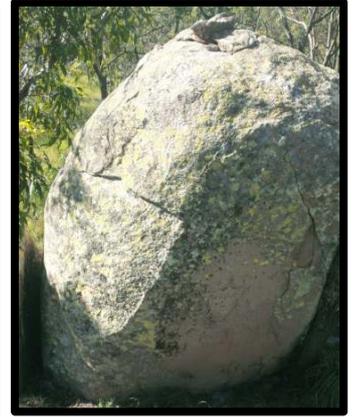
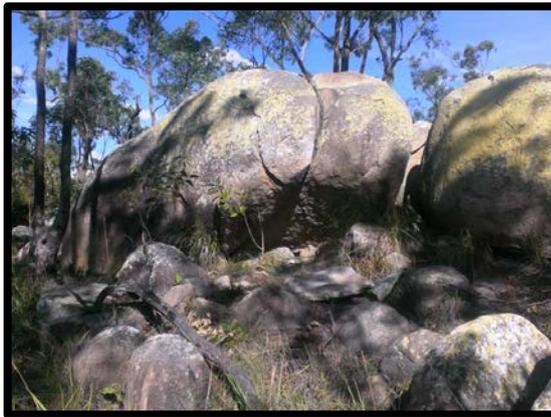
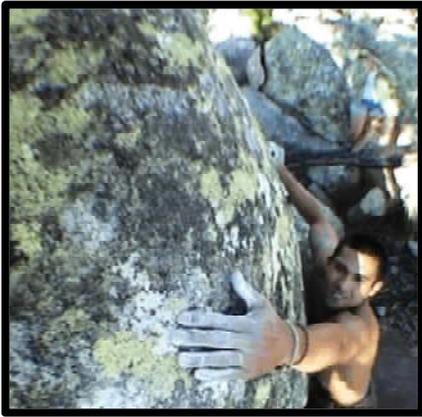
(A) Unnamed V0

Slab L of big blocks.

MS, 2001

There are a few nice things just downhill of boulder #7, as well as a few nice traverses just uphill.

The Fun Parlour



Area Rating	Number of Problems	Difficulty Range	Notes
**	37	V0 – V8	

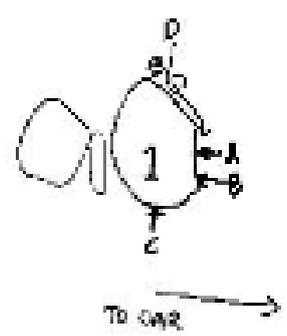
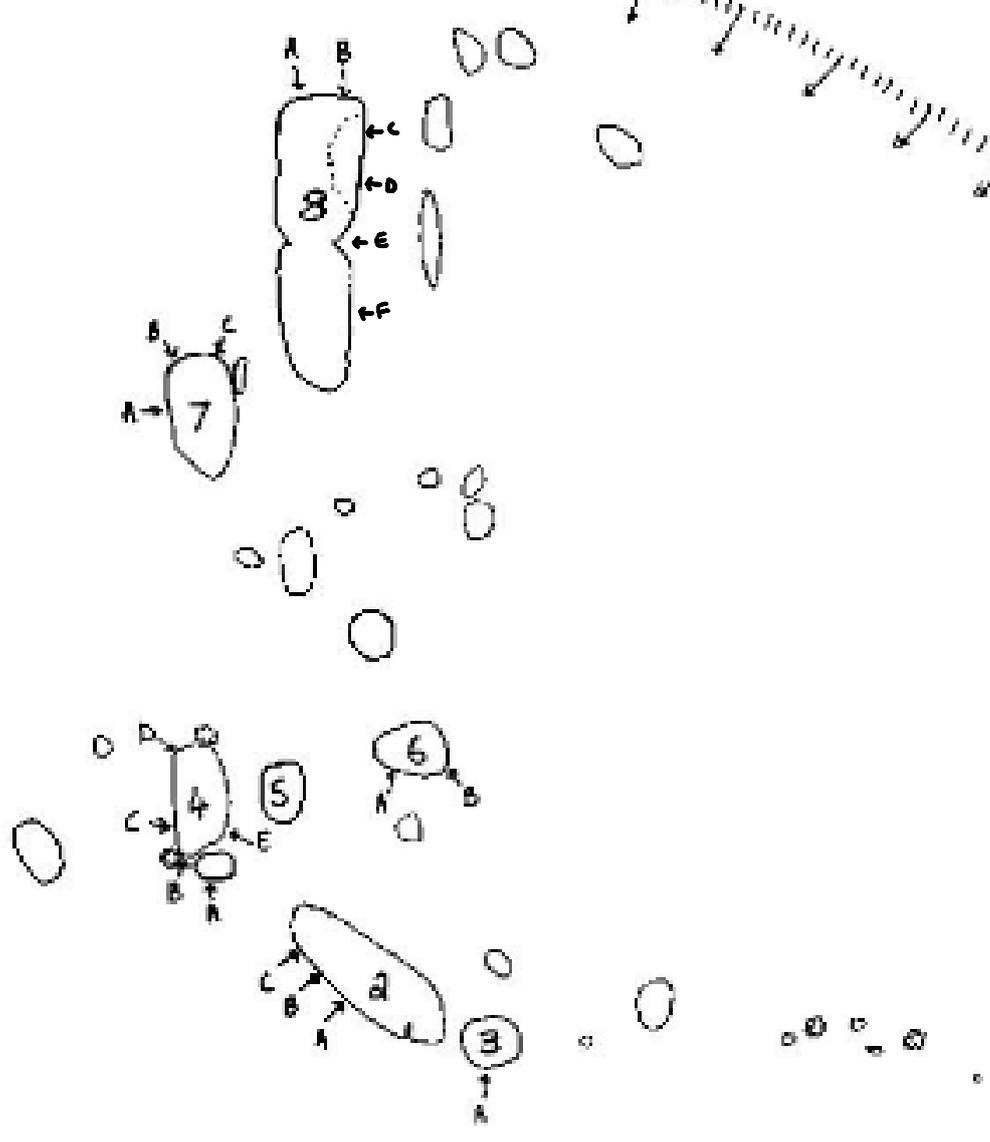
Access to the Fun Parlor is also easy, and once again the topo alone should suffice. Just in case though, here are the directions for the easiest way from the road. The best problems are Fall From Grace V2, and Tumble V3. Also home to one of the hardest slabs at Harvey's, with Subtle Manipulation V8.

- At the top of the road embankment, turn L and follow the track for about 60m till you reach an obvious rock cairn on a small boulder.
- At this point follow the track away from the road.
- Continue in this direction and after 100m or so you should see two small boulders that are slightly isolated from the rest of the Fun Parlour. This is the Scoop Boulder and has 4 problems. Amazingly, it has a scoop on the front face.

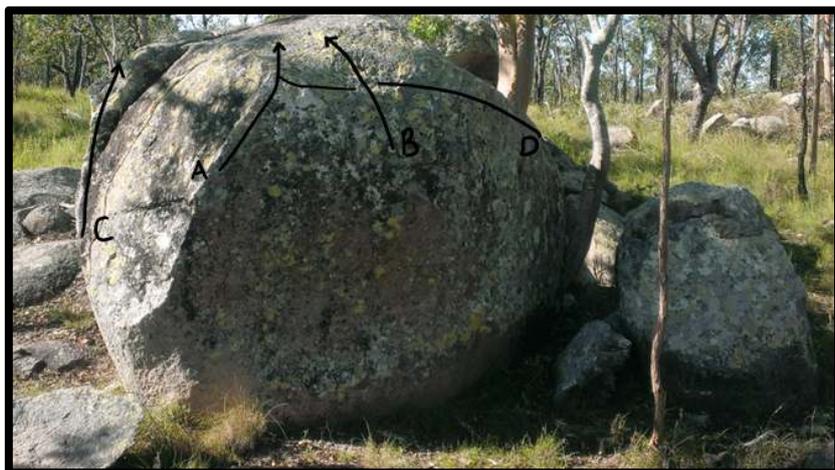
The first problems, as mentioned above, are on the scoop boulder.

THE FUN PARLOUR

Hydrolytic enzymes



Boulder #1- The Scoop Boulder



(A) * Scoop Left V1

From centre of scoop using L arete.
MS, 1999

(B) * Scoop Direct V4

From centre of scoop straight upwards avoiding LH arête and jugs R. Sit start is called **Lisa V4**, (Live Lundemo) and is even more desperate!
MS, 1999

(C) Unnamed V0

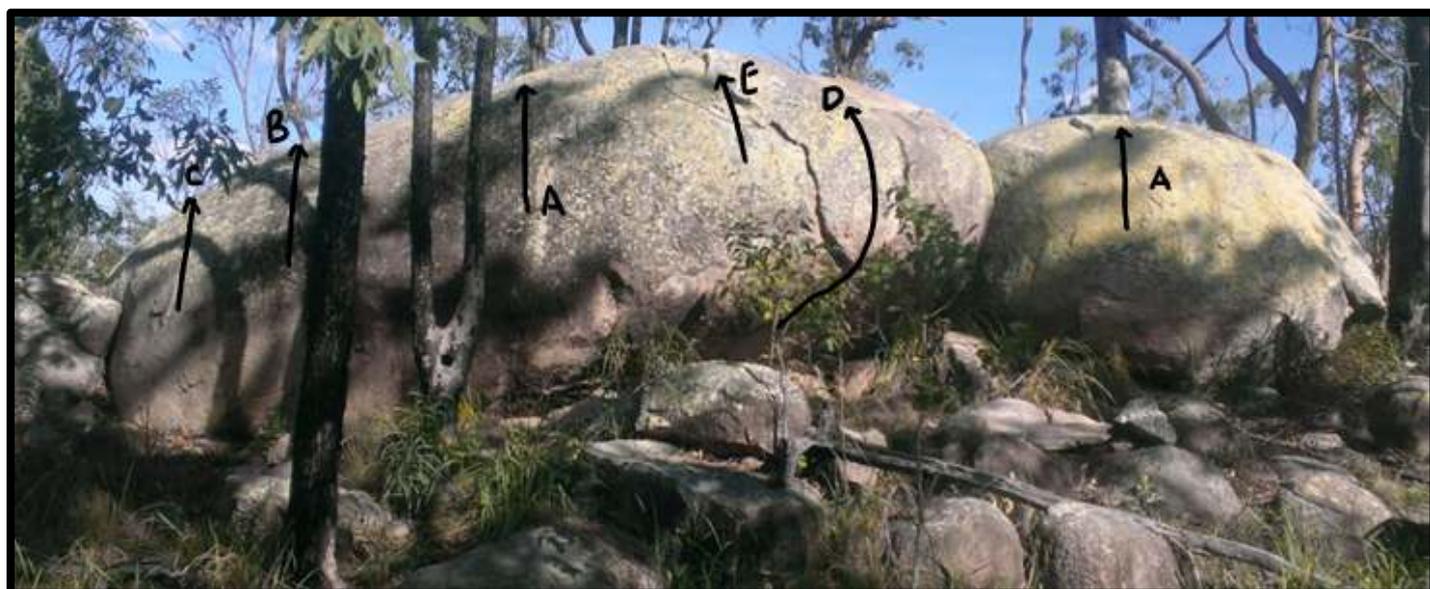
Obvious flake. Sit start is about V2.
MS, 1999

(D) * The King is a fink V2

No, that's not a typo. Start as far R of the scoop as possible and traverse L, topping out L of the scoop, (as for scoop left). Can also be done in reverse.
SB, 2002

There is also a V4 sit start on the small boulder behind the scoop boulder, tackling the tiny overhang **(E) Shorty V4**, Live Lundemo).

Boulder #2- The Warm up Boulder



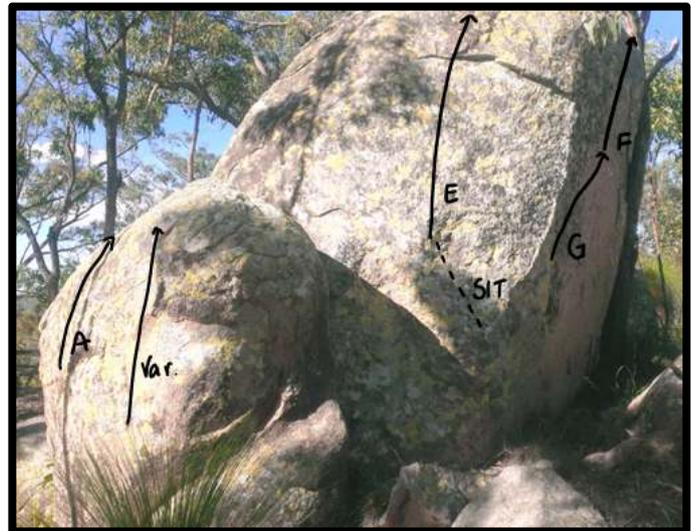
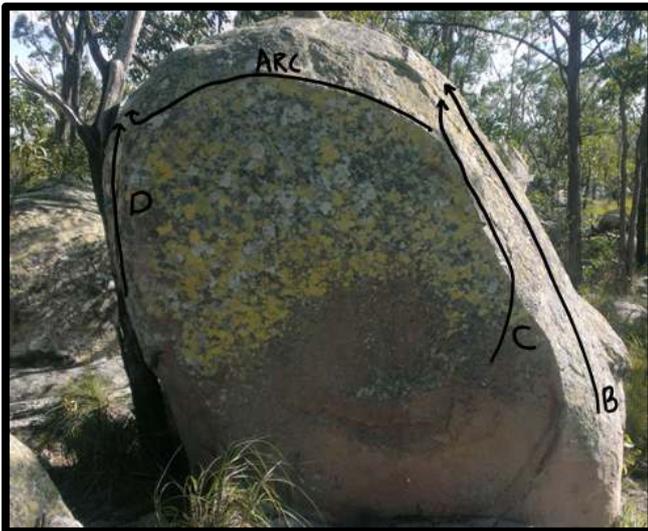
<p>(A) ** Warm up #1 Centre of face via good in-cut sidepull. Variant: scoop just L without the sidepull V3.</p>	<p>(B) Warm up #2 1m L. Up through bulge.</p>	<p>(C) Warm up #3 1m L. Short slab.</p>	<p>(D) * Present Tense V5 Obvious steep crack a few meters R of the above problem. Start sitting with both hands in the crack. Sharp but classic, if you are into that sort of thing. SB, 200?</p>	<p>(E) Unnamed V1 Stand start just L of Present Tense with high RH hold. Not very good.</p>
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Boulder #3

(A) Moo V0-

Pleasant face and a great kiddy problem. The next boulder R also some short V0 slabs.
Sarah Sheehan, 1999

Boulder #4



(A) Unnamed V2

Up small block. V2 variant- sit start the RH side of the block and up.
MS, 1999

(B) ** Deception V1

Slabby arete and face just L of block. Good. Also V1 as a sit start and even better.
MS, 1999

(C) ** Fall From Grace V2**

Area classic with lovely technical moves. Up the L leaning vague arête. Normally done from a sit now, although the stand is no easier.
MS, 1999

***** Arc V6/7**

Continue Fall from Grace L along the slopy lip till you reach the other arete and mantle here.
SB, 2004

(D) * Gone in 15 Seconds V4

Jason's final new problem at Harvey's. The steep flake and arête on the uphill face, starting just R of the tree. Typical of Jase to do it on his first attempt, without warming up, having just taken a 2 month break from climbing.

**** Sit start** (V5, SB) adds some interesting moves.

Jason Shaw, February 2001

(E) * Subtle Manipulation V7

The high slab on the opposite side of fall from grace V2. Work through the low scoop and then up onto a balancy top. Photo below shows crux hold with a coin for reference.

SB, 2002



**** Subtle Manipulation Sit Down Start V8**

Add the sit start, with the lower of the two LH sidepulls and a RH sidepull barely off the ground, for a tough, thin and sustained problem.

SB, 2003

(F) * Slip Slop Slap V3

Wall just R of above problems starting with LH on high small crimp and RH on lower sidepull.

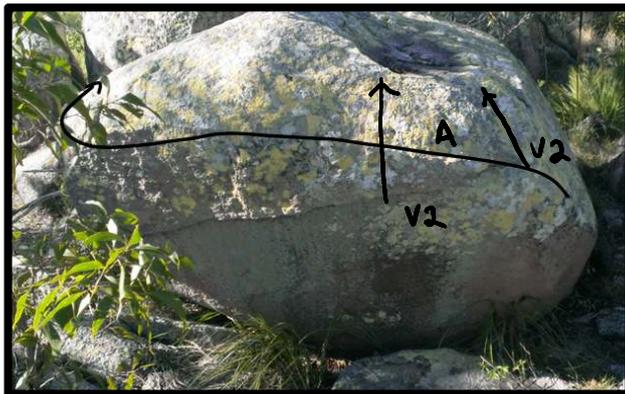
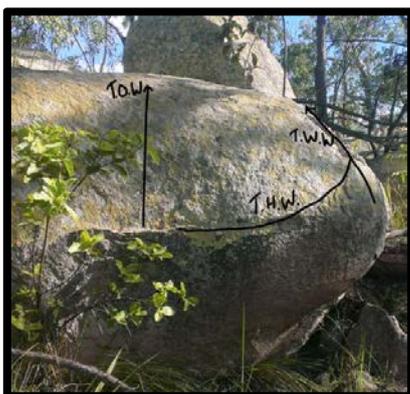
SB, 2004

(G) ** Little Lefties V7

A reference to the holds rather than a swipe at any particular political preference! Sit start off the block (or crouched start) into above problem. Starts with low RH sidepull. Technical and crimpy.

SB, 2004

When facing Fall From Grace, there is a small boulder 10m behind you with two little V3 sit starts. The Wrong Way, on the RH arête (SB) and the Other Way, in the middle, (MS). Link the sit start of The Other Way, R into the start of The Wrong Way via a tough thin traverse, and add a couple of grades, (The Hard Way, SB). See LH photo below.



Boulder #5 (See RH photo above)

Boulder #5 has some short sit starts at about V2/3, (One on RH tiny arête and the other in the middle of the overhung face using horizontal break). Also has:

(A) * Unconventional Means V5

Sit start on RH arête, and then traverse L along the lip, (not using obvious jug over the top), continuing around the LH arête and mantle just around the corner.

SB, 2002

Boulder #6- The Mushroom Boulder

(A) Timeout V1

Steep slopy layback flake up crumbly boulder that's a nice breather from the crimps. Best from a crouched start.

MS, 1999

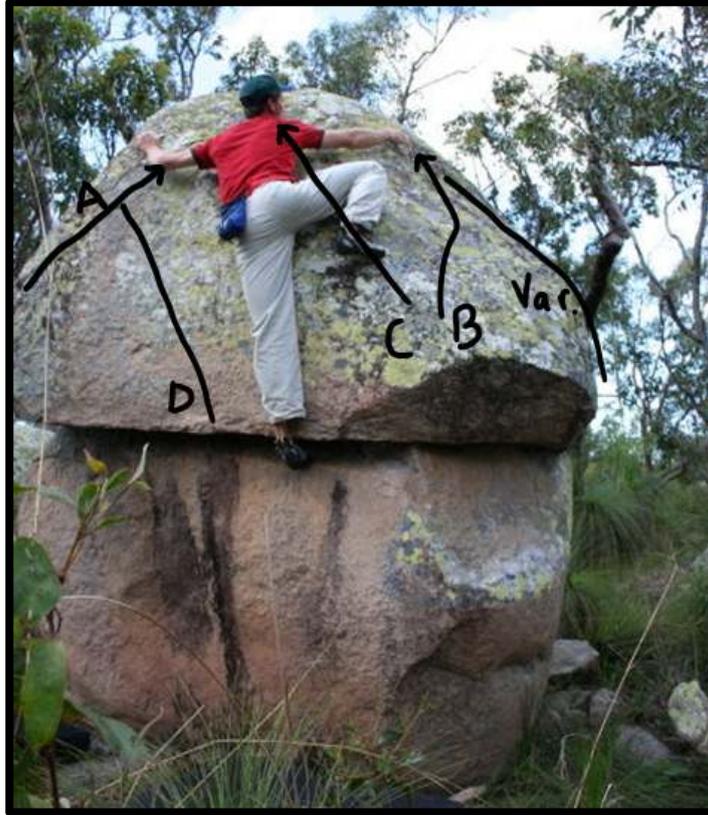


Photo: Tyson Adam Burns on Magic Mushrooms. Cameron Burns

(B) ** Delicat V0

Slab with steep start on back end of the boulder.

Variante: Start to the R off the low jug V1.

MS, 1999

(C) * Magic Mushrooms V3

Starts at Deli-cat V0, on the mushroom boulder. Move up and diagonally L, hanging off the very vague arete. Big move to reach the slopy dish out L and then mantle. Alternatively traverse in from the variante start to (B) for V4 (MS, 2002).

SB, 2002

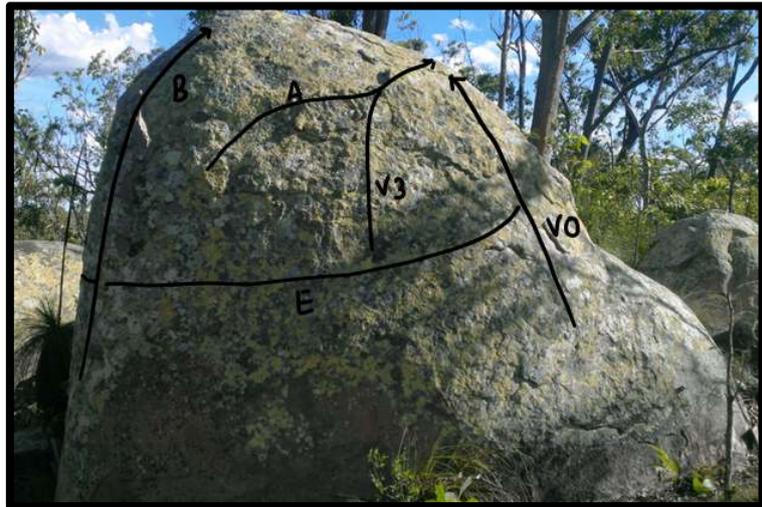
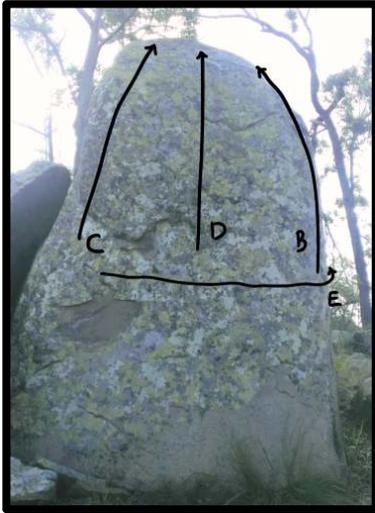
(D) * The Mushroom Dyno V7

Start just R of Timeout V1, with both hands using the small roof as an undercling. Pull on and throw up and L for the flake and finish up this.

MS, 2002

Facing Delicat on the above boulder there is a slabby arete behind you and downhill a few meters. This, starting from LH on the big low jug and RH on sidepull is **Finicky Finishes (V5, SB)**.

Boulder #7



(A) * Spiderman V1

Centre of face starting off obvious rock, moving R to finish. Can be started directly under the finishing holds at about V3, (SB), and can be linked with the ashes V2, (SB), for some longer problems. Other variants include a mantle straight above the block, avoiding the jugs out L and R, (V3, MS)

Stuart Argent, 1999

(B) * The Ashes V0**

Arete just L of Spiderman. Great.
MS, 1999

(C) * Beached Whale V1

Arete just L of B, with tricky moves toward the top.
MS, 1999

(D) Unnamed V1

Face just R of Beached Whale. **Not marked on topo.**
Ben Collins, 2002

(E) * Unnamed V4

Traverse R from Beached Whale, around the Ashes arête to the end of the boulder and up the easy arete. Stay quite low during the traverse.
SB, 2004

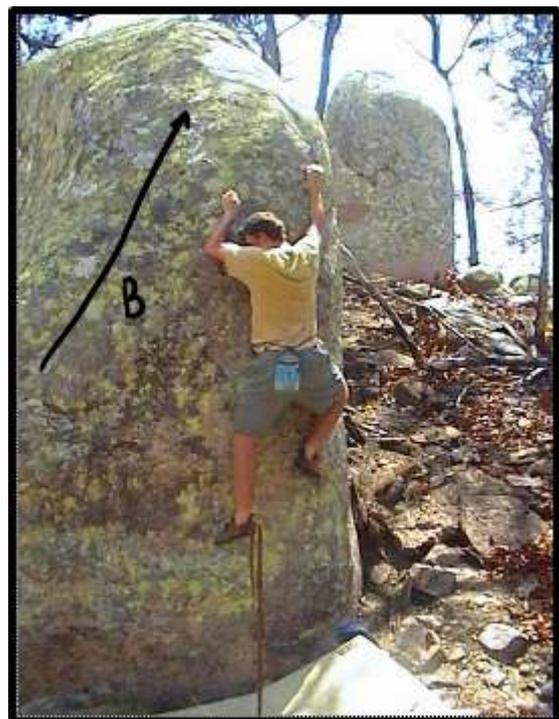
Boulder #8

(A) * Tumble V3**

Another excellent technical arete starting from lowest level at the ground.

See photo right.

MS, 1999



Blame Canada V3

Take the tumble arete from the RH side. Bad landing, but worth repeating just to touch the same rock as was fondled by some celebrity Canadians! **Not Marked on Topo.**

Jason Barber, 2004

(B) * Left Hand Wall of Tumble V1

1.5m L of tumble. Up to join vague arete (RH side of scoop). Follow this to top.

SB, 2002

(C) * Scoop Going R V0

Into the scoop anyway you want and then move R to exit. A little spooky.

(D) * Scoop Going Direct V0

Also a little spooky. Up the middle of the scoop. Can use the LH arête.

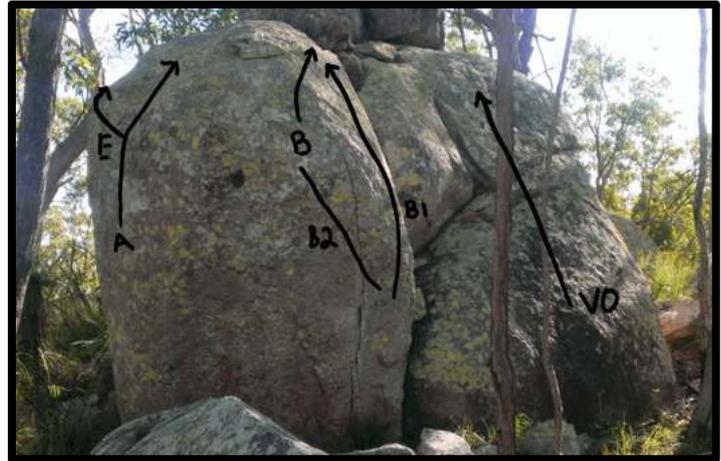
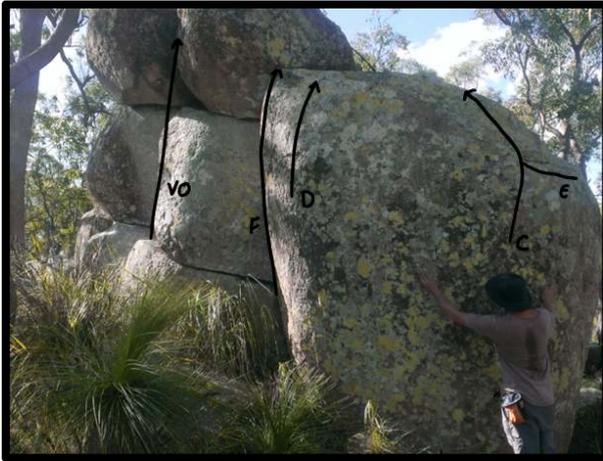
(E) * Easy Crack V0

Fun.

(F) S and M Slab V4

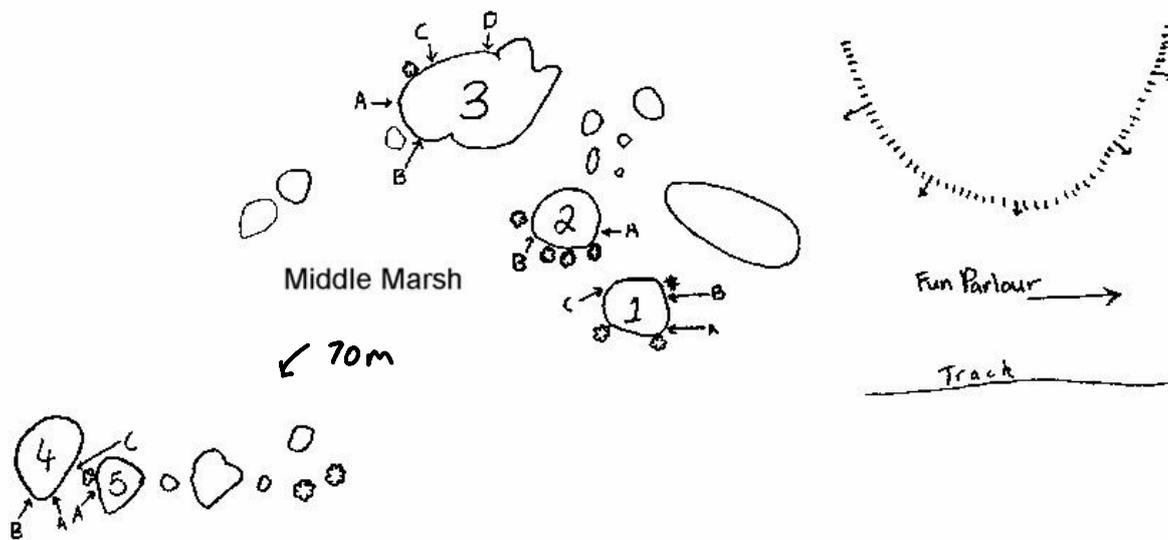
Short little blank slab about 2m L of the crack. Can be done direct or going L.

Middle Marsh



Above: Boulder 3

Area Rating	Number of Problems	Difficulty Range	Notes
	14	V0 – V6	



A few small boulders, with a few good problems. Access is easy.

- From the Fun Parlour continue along the main track straight across the top of the gully.
- Continue for a further 30m. Middle marsh is essentially one cluster of moderate sized boulders, surrounded by a handful of smaller ones.

On the first boulder you come to there are a few tiny sitstarts that aren't very worthwhile, The first is just Right of the obvious flake line-

Boulder #1

(A) Unnamed V0

Sit start off good holds either going straight up or out L to the flake.
Rod Marsh, 2001

(B) Tlaloc V1

Crouching start off the good edge directly in front of the grass tree (spikey plant). Crimpy moves on gritty edges, straight up.

SB, 2001

(D) Xolotl V4

Start sitting on the block, beneath the vague arete. Hard move up to lip and mantle.

SB, 2001

Boulder #2

(A) * Unnamed V2

Powerful sit start on good holds but with poor feet at the start.

SB, 2001

(B) Unnamed V0

Thin mantle 2m L of above problem, starting off the high RH hold.

MS, 1999

The next problems are on the obvious jumble of large boulders. The back face of this is basically the Nahaul boulder and contains the only really worthwhile problems here.

Boulder #3 – Nahaul Boulder

(A) * Nahaul V4

Great thin face on vague arete starting just R of small tree on opposing high slopey holds. Slap for jug then mantle up and L. Mantle direct is slightly harder, (MS).

SB, 2001

(B) * Too many Slopes V4/5

Starts 2m R of Nahaul, on and just L of arete. Standing start on bad slopers, and find a way to get your foot up onto the one good foothold.

Variet B1: The direct sit start (V5, Alister Robertson)

*** Variet B2:** The sit start going L to join the start of problem B. Now contrived and superseded by Alister's beta, but cool enough to include. (V7, SB)

SB, 2002

(C) * Destiny's Child (a.k.a. should have had an abortion) V5

Starts 1.5m L of Nahaul, on small sidepulls. Up to the jug out R, and then up and L to mantle.

SB, 2003

(D) * Unnamed V3

Up arête just R of corner to a solid mantle. Uses crack but not wall L of crack.

SB, 2003

(E) * Madi's Traverse V6**

Start as for Nahaul and keep go L to finish above C on slopey holds.

MS, 2002

(F) * Unnamed V0

Corner crack from a sit or stand.

MS, 2003

Boulder #4

(A) * Unnamed V0

The arete from the RH side.
SB, 2001

(B) Unnamed V0

Arete from LH side.
Rod Marsh, 2001

(C) Over Analyzed V1

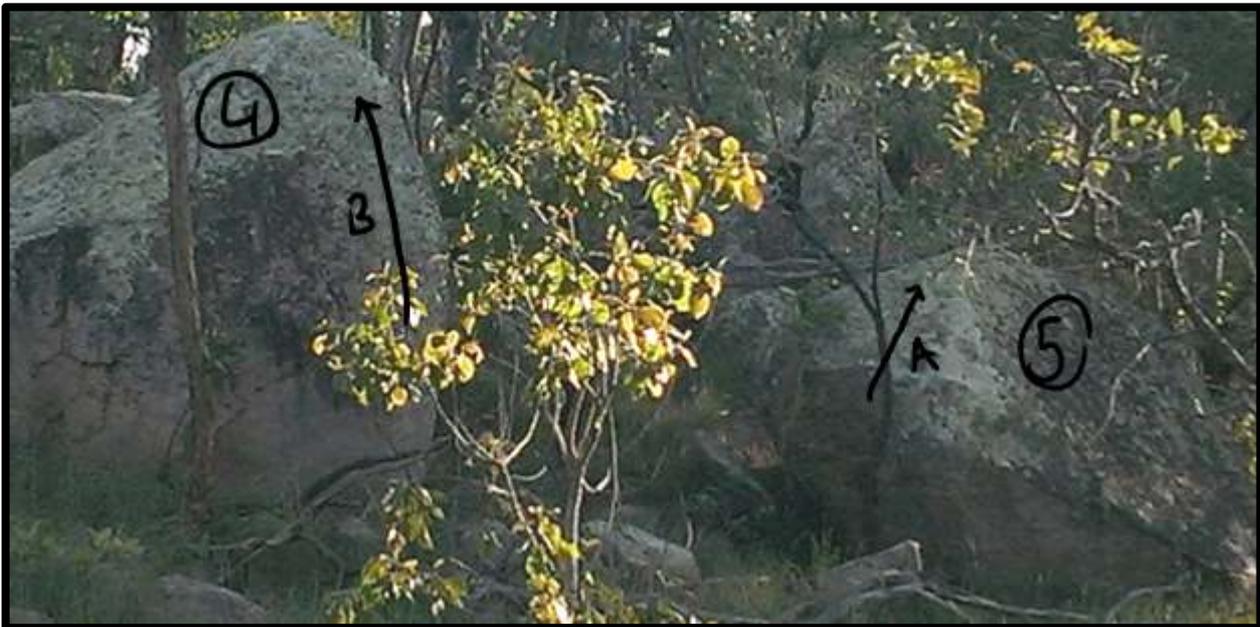
Face just R of arete, without using the arete.
SB, 2001

Boulder #5

(A) Disillusioned V3

Don't ever bother, but if say, everything else is being climbed: Very close to the ground. Undercut sit start off obvious sloped hold in front of small tree. Watch your feet.
SB, 2001

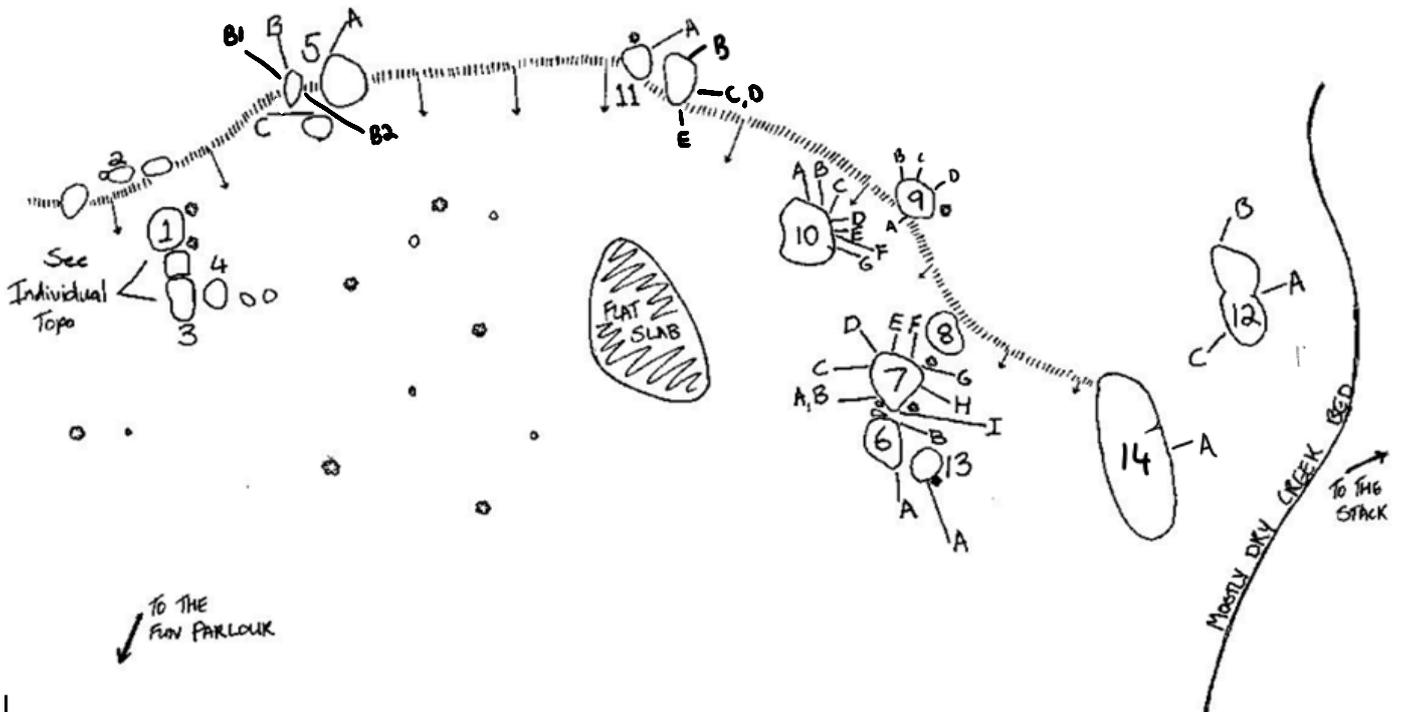
There is also a cool hands free slab just to the R.



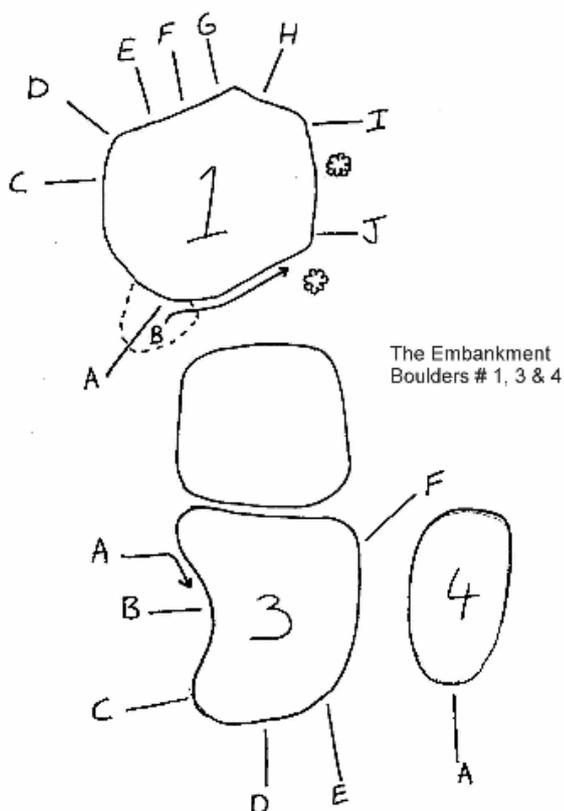
The Embankment



Area Rating	Number of Problems	Difficulty Range	Notes
***	62	V0 – V7	Home to some of the nicest sunsets at Harvey's Spectacular problems in the V4 – V7 range One of the quickest drying areas Hot in the middle of the day- spectacular late afternoon



BOULDER # 1



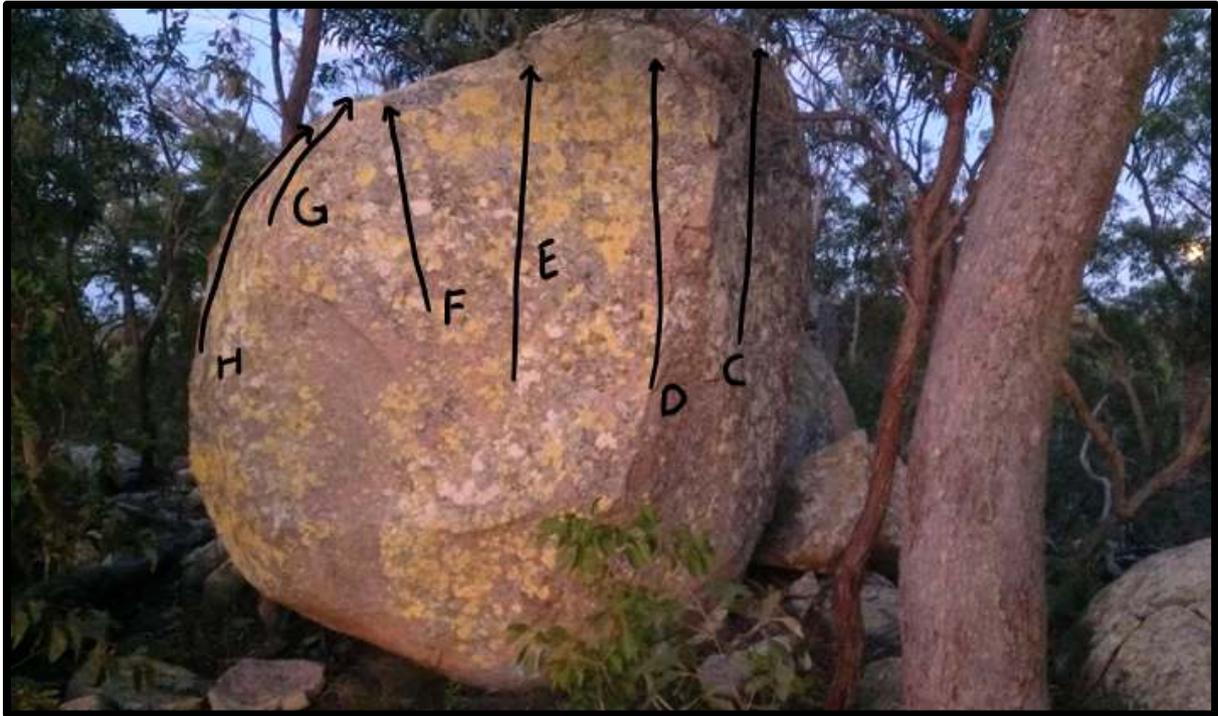
(A) * Snorkel V4

Sit start with both hands on obvious edge and up via slopes and crimps to a good finishing jug. Watch the spikey block underneath! Variants: Pull L onto face (V3/4) or low start eliminating starting edge of original problem (V6)
MS, 2000

(B) * Breathless V5**

Sit start as above, Traverse R, using the slopes along the obvious lip, finishing on the RH arete in front of the small tree. Variant: V4, continue around the arête and finish up as for problem J.
SB, 2001





(C) * Any Which Way V3

Technical face and arete, staying R of arete. Better than it looks. Can be done without the arête at V4, (SB, 03).

MS, 2000

(D) * Between the Sheets V2

Starts straight on at the base of the above arete and then moves L onto face. Hard.

SB, 2001

(E) * Left Cocky V4**

Starts standing with 2 sloping underclings, (big one for LH and small one on arete for RH). Brutal move to stand up and then slap up RH arete. A little easier if you start off the block.

MS, 2000

(F) * Almost a deadpoint, not quite a dyno V4

Slightly contrived problem tackling the face between Left Cocky and Vertical Therapy. Doesn't use either arete and finishes via the great jug at the top. Slopey holds to the top.

SB, 2002

(G) * Vertical Therapy V2

Face and vague arete, with improving LH sidepulls, finishing via the great jug.

SB, 2001

(H) * Sunset Delights V1

Arete from R side, moving R to the same finishing jug as the above problem.

MS, 2000

(I) Keith's arete of Destruction V0

Same arete, only from the L side, with some nice layback moves.

Keith Van Den Broek, 2001

(J) * Nibbles V1

Face, starting from lowest level, 1m L of above problem.

SB, 2000

There are also some short flaky faces below this boulder, at about V0 – V1 (**boulder #2**).

BOULDER #3

(A) ** The Crest of the Wave V0**

Rising traverse, topping out at the RH arete. Super classic and a fantastic warm up.
MS, 1999

(B) * Tricks of the Trade V1

Slightly contrived, but still great. Took several months of attempts by several different climbers to figure out what turned out to be a simple problem. Tackles the concave face, not using the LH arete and finishing via the jug at the top.
SB, 2001

(C) ** Mr Angry Head V1

Swing start dyno (start with one foot on the wall and jump) using RH on arete, to jug.
Tristan Baskerville, 2001

***** Fate V6**

Essentially Mr Angry Head without the swing start. In other words establish yourself on the rock and then dyno for the top. Technical and fun. See photo right with Lee Cujes.
SB, 2003

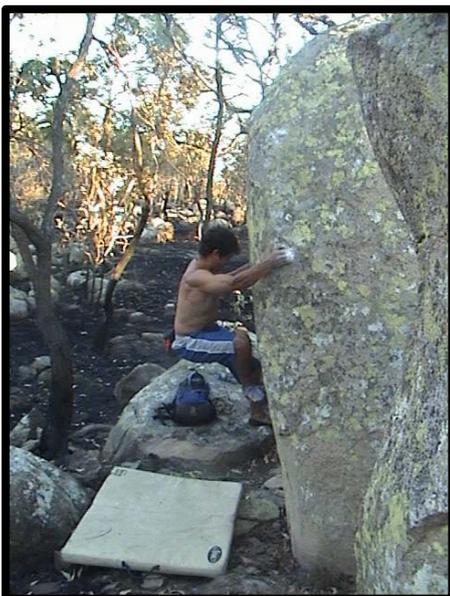


(D) ** Bear Huggies V3

Obvious bear hug arete.
MS, 2000

****** Squatting Bear V5**

Super classic sit start to bear huggies and very pleasant for the grade. A Harvey's Marbles must do! See photos of Phil and Paul below.
SB, 2002



*** Slow Progress V6**

Same sit start as Squatting Bear, only move R into trixter, moving R along crimps to the slab and up this. Technical and good.
SB, 2002

(E) * Trixter V2

Start off the pair of edges on the RH arete of Bear Huggies. Across to and up the face just R to finish.

SB, 2001

(F) * Beginner waddle V0

Short cruisy face and arete with some nice scoops around the arete. Too easy.

Stuart Argent, 1999

BOULDER # 4- The Horn

(A) * The Horn V0

Nice beginner problem that can be started from numerous holds and heights, but best if started low off opposing sidepulls.

BOULDER # 5

(A) ** Pikers Variet V2

Up steep wall on downhill side to jugs and then traverse L along the crack to finish. The scary direct mantle is still to go.

MS, 1999

Variet: **** Nick's Variet to Pikers V5**

Start as for Pikers Variet but after getting the half way jug, head up and R to finish above the little gully. Very good.

Nick Larsen, 200?

Just R on the obvious slab.

(B) * Unnamed V3

Hard slab with some very technical footwork. Start from lowest level.

MS, 2000

(B1) * Steamy V3

From small crimps move up to good edge and then chunky flake.

(B2) Whipped V2

Up to layback. Finish direct. Scary.

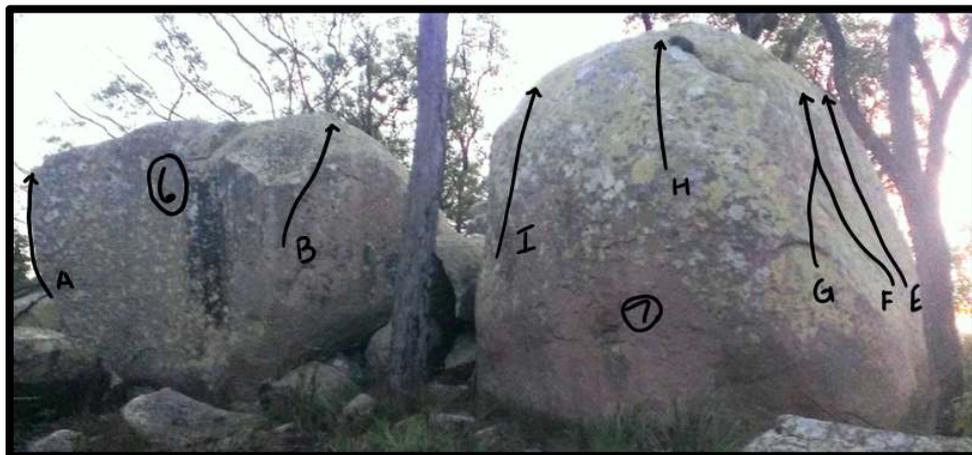
Uphill about 5m from this boulder, at the lip of a small boulder, there is a tiny problem.

(C) Unnamed V2

Up from slopy holds at lip of roof. Sit start under the roof with crimps, using big flake for feet is V4. (SB, 2004).

Yianni Marawarni, 2001

BOULDER #6



(A) ** Screamer V4

The obvious overhung arete with a standing start.
SB, 2000

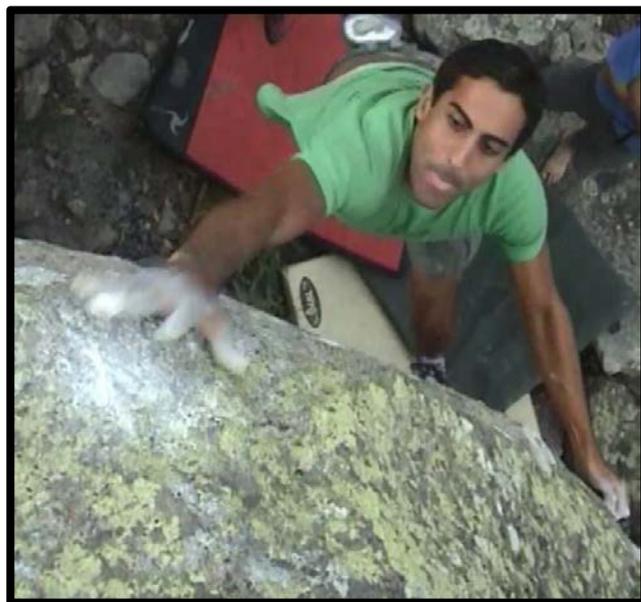
***** The Norwegian Way V7**

Sit start to screamer. Classic and sustained
up a steep arete. See photo right.
Jon Egil Auestad, 2002



(B) ** Launch Pad V6**

Face and arete with a long floaty dynamic crux. The small block directly below the arete is in for feet at the start. Best move at Harvey's? See photos of Lee and Paul below.
SB, 2001



BOULDER #7

(A) Out of Reach V0

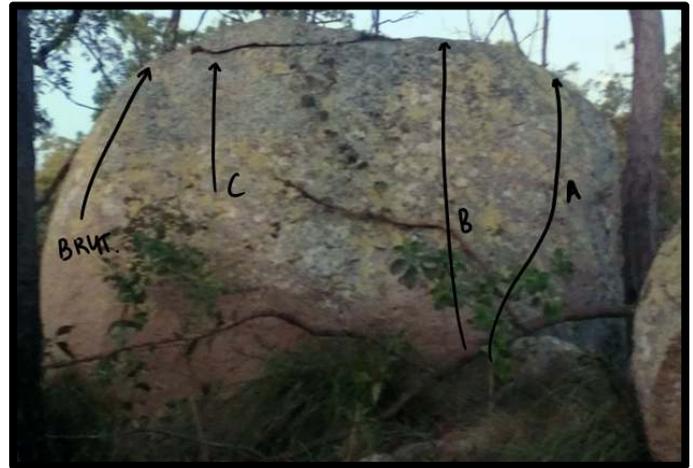
Slab starting from ground level L of small block, then moving out R.
SB, 2001

(B) * Quetzalcoatl V5

Contrived. Same start as above problem only keeping L of small block, except for starting RH hold. Straight up through some desperately sloping holds.
SB, 2001

(C) * Live's Pockets V5

Just R of Soft Pockets V3, on the blank looking wall. Hard move to pop to a multitude of mono's (swing start ok) and then to up via a slightly better micro-pocket!
Live Lundemo, 2002

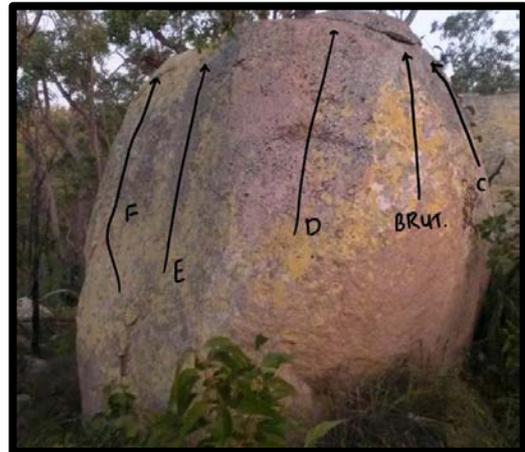


**** Brutality V5**

The blocky arête between Live's pockets and Soft Pockets. Up via a very cool RH pinch at the crux.
SB, 2003

(D) ** Soft Pockets V3

The tricky RH end/arête of the big slab, covered in lichen. Starts above the big foothold. Really interesting- climbs better than it looks.
MS, 2000



(E) * Sharp Pocket V4

Starts just R of Strictly Ballroom above the big diagonal foothold. Up on multiple mono pockets. Balancy and tough. See Erica in the photo above.
MS, 2002

(F) * Strictly Ballroom V3**

Starts in center left of slab, moving up and out L to a small foothold and then up.
MS, 2000

(G) ** The John Lennon Memorial Slab V4

The greatest musical genius ever and I hear not a bad slab climber. The face and arête with an undercut start to a balancy finish. Excellent.

SB, 2003

(H) * Elvis V5**

The King of Rock 'n' Roll, and you'll see why on this problem. Harvey's first V5. The blank face with the good starting hold at about half height. This and a pathetic slope are it though. The author on this below.

MS, 2000



(I) * Spring Loaded V5/6

The face and arête just L of tree. Start standing on the flake embedded in the ground, with slopey sidepull for LH and incut tooth for RH. Reachy and hard move up and R to the sidepull and up. Reach dependant start.

SB, 2003

BOULDER #8 – 5m behind Boulder #7

(A) Lego Land V0

The small corner on the downhill face starting from the L. The hard sit start is the obvious line and is yet to go.

MS, 2001

BOULDER #9

(A) Unnamed V0

Traverse along the front slabby face of the boulder, with a crux top out. Start as far L as possible.

MS, 2001

(B) Unnamed V5

Short sit start. Broken hold has made it harder.

SB, 200?

(C) ** \$10.80 worth of tape V7

That is how much it cost Dan Radford to do the second ascent. Up from edges to slopes and mantle.

Madoc Sheehan, 200?

(D) ** Unnamed V5

Steep face from a standing start. Sit start will be hard!

Dan Radford, 200?

BOULDER #10

(A) * Super Slabs V0

Loads of fun for everyone. Various problems up the friction slab.
SB, 2000

(B) Smokey the Supercat V1

Sit start the LH most slab, just R of arete, moving onto arete to finish.
SB, 2001

*** Slight Indiscretion V4**

Do the above sit start then traverse L to top out (problem F)
SB, 2004

(C) ** Kisa the Catabolic Budgie V0

The arete starting from lowest level and slightly L. Great beginner problem.
SB, 2000

(D) * Funkaroony V2

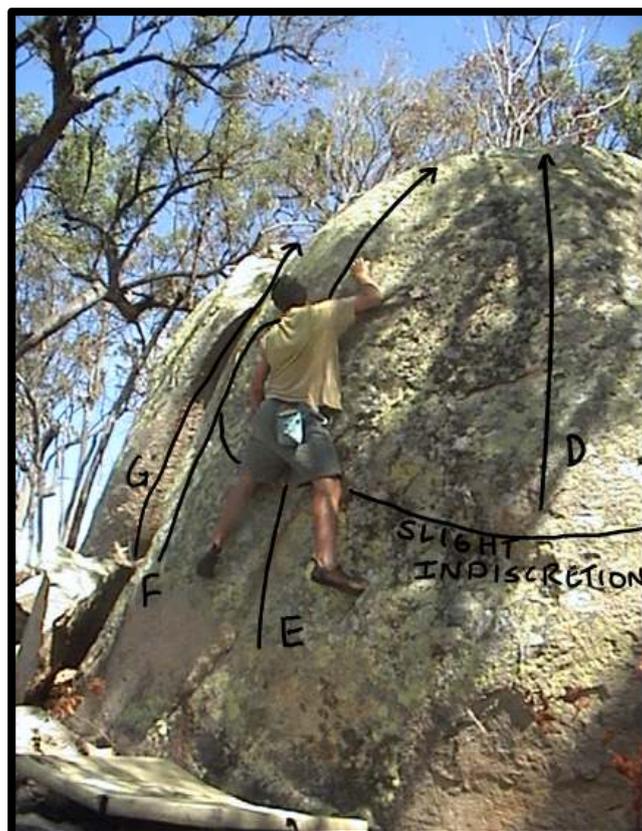
Face 1 ½ m L of arete, now with a missing hold which has increased the grade. Up via some tricky moves, moving onto the arete for the top half.
SB, 2002

(E) ** Banded Burritos V3

Middle of face going straight up through some thin moves. Nathan on this problem below with other problems marked.
SB, 2001

(F) * Winter Woolies V1

Start just L on the bigger footholds, just R of crack, moving R to finish as for above problem.
MS, 2000



(G) Crankinus Horribulis V0

Obvious layback.

MS, 2000

BOULDER #11

(A) Security V1

Balancy slab starting in the narrow gap between the 2 boulders, starting from lowest level.

MS, 2000

(B) * Mature Adult Violence V3**

Fantastic wall. Very high with a cruxy finish.

MS, 2007

(C) Direct V1

Up arête and crack to higher arête on L.

SB

(D) * Tyson's Crack V1

Start on arête. Follow crack R to finish.

Tyson Burns

(E) Unnamed V0

Up face and thin crack.

BOULDER #12



(A) * The fantastic fist crack V0**

If you're into that sort of thing! Gets three starts purely because there aren't many cracks at Harvey's. Originally done in joggers!!

Aaron Jones, 2000

(B) * Another Pretty Face V0

High V0 up the obvious flaky face, staying L of arete for nicest moves.
MS, 1999

(C) Weighting Gains V1/2

Start in middle of face with RH on rising lip, LH on diagonal edge. Move up and mantle. Variet: Start low, matched off the diagonal edge (V5, MS).
MS, 1999

(D) * Any Way but Steve's Way V7**

Start in middle of face with low edges, moving up and left to a tough finish. Face was uncovered after a large fire destroyed a tree in front of the face.
Dan Radford

BOULDER #13

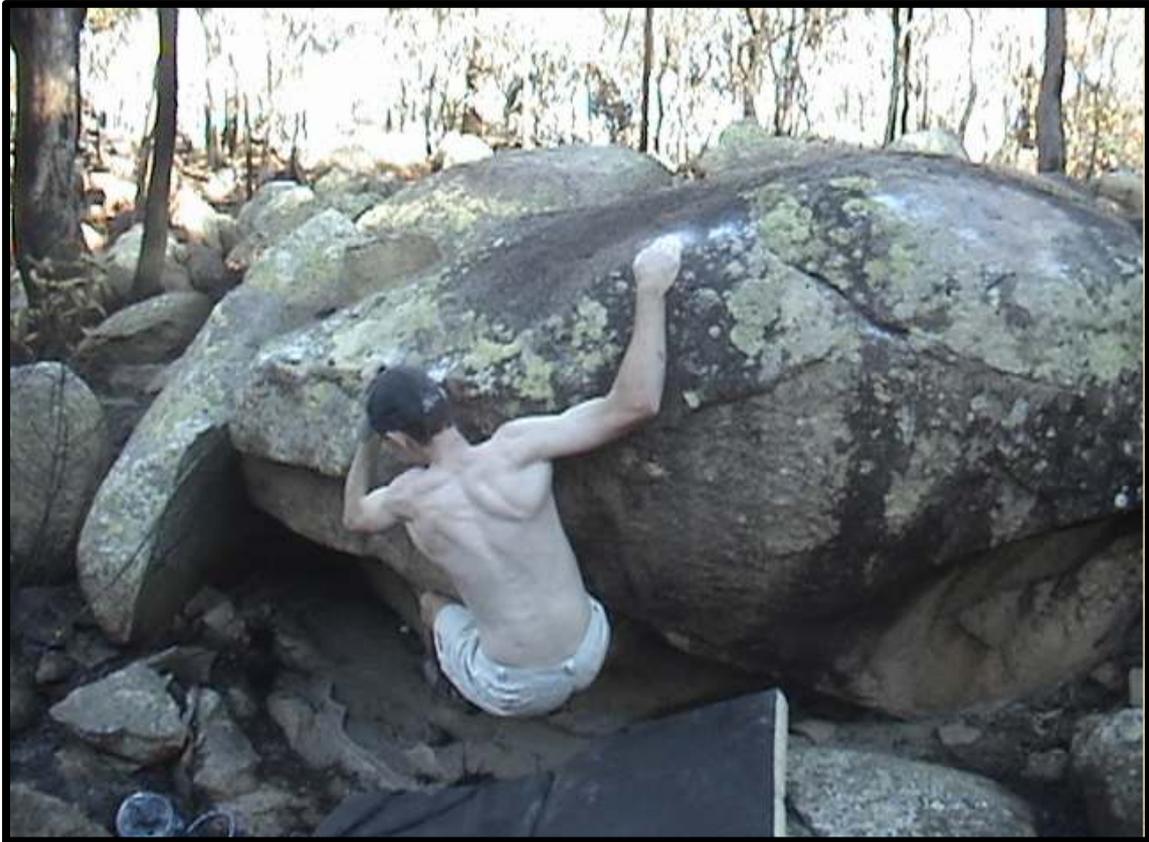
(A) ** The Good Shorts V3

Sit start just L of the tree. Move R traversing the lip and passing around the tree. Continue and mantle about 1m R of the tree. Easy for the grade. Traverse all the way to almost the end of the boulder and up the grade to V5. Alternatively go straight up and L from the sit start for a V2.
SB, 03

About 30m away to your L and slightly behind you when facing the above sit start is another tiny boulder that is undercut on it's downhill side. You wouldn't really look twice, but it is home to a fun traverse, (Not on topo):

**** More Value for Your Crag V5**

Sit start at the LH end of the overhang and traverse R along the slopey lip, finishing as far R as possible on the massive R foothold. Great low fun. Variet: Start sitting on the block in the middle and mantle straight up via some slopers, (V4, SB).
SB, 03



BOULDER #14

(A) **Jehoshaphat V7

RH side of wall. Up, with a terrible undercling and a small mono to start.
Spenser Tang-Smith, 200?



The Stack

Area Rating	Number of Problems	Difficulty Range	Notes
*	20	V0 – V10	Home to Harvey's hardest problem. Spread out area that is pleasant in the afternoon.



Photo: The Stack Boulder

The stack is a spread out area and I have only included the two best boulders. The rock is generally a little more varied than the rest of Harvey's, although some great problems do exist.

- Access to the stack is from the bottom of the embankment.
- About 50m across the creek from the bottom of the embankment two large boulders with a third stacked on top should be visible. This is the stack boulder, and the beginning of the area.

THE STACK BOULDER

(A) * Global V2

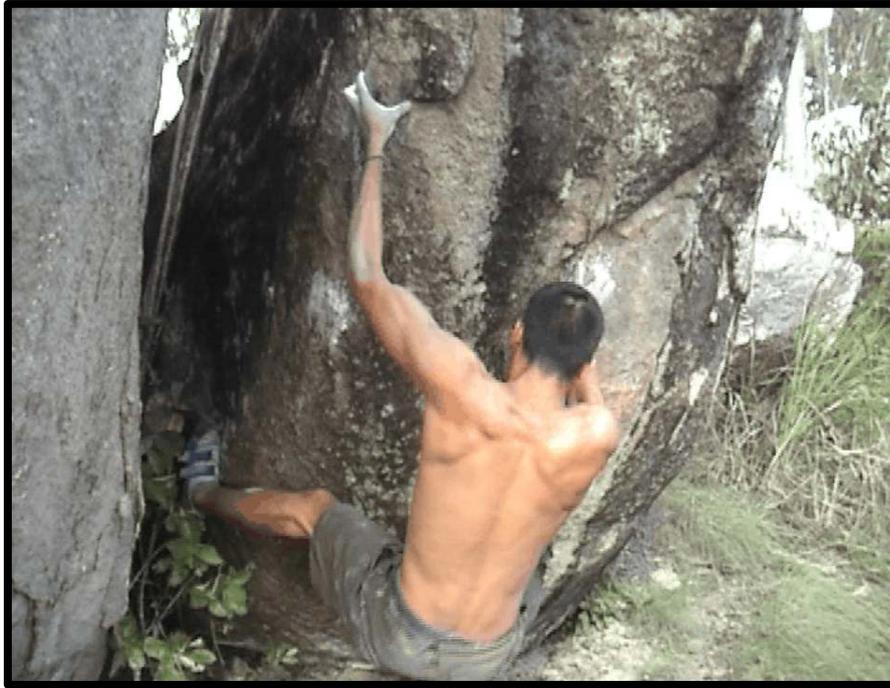
Great dynamic problem up the steep blunt arete.

Jason Shaw, 2000

(B) ** Globalisation Left V8

Sit start the LH arete of the steepness. Starts with RH pinch and LH on arete. 2 mats used on the sit for the FA. Up into Global. Spenser on this problem on the next page.

SB, 2004



(C) ** Globalisation Right V10

Sit start just R of above problem on the low edge. Likely Harvey's hardest problem. Nick on this problem below, showing the starting hold in the LH photo.
 Nick Larsen, 2007



(D) * Unnamed V0

4 meters R of the above problem. Up the pleasant face from the brake.
 MS, 200?

(E) Unnamed V3

The face with opposing gastons and up. Starts with a few mats stacked to reach the higher LH gaston.
 MS, 200?

Just left of the Globalisation problems, on the next boulder is the next problem which tackles the obvious steep hanging flake.

(F) * Unnamed V1

Steep and sharp, but still loads of fun, particularly if it's approaching your limit. Grunt your way up the obvious overhung flake. The dead-hang pinching the base of the flake is another fun challenge.

Mick, 1999

(G) * Unnamed V2

Steep, crumpy and sharp, but also loads of fun. Up steep wall just L of tree, (1m L of previous problem), starting crouched. Pop to jug and mantle.

Jason Shaw, 2000



(H) No More Nutcases V5

2m L of above problem and just L of tree. Start with LH edge and RH sidepull and big move to the good edge.

SB, 2003

(I) Black Streak Slab V1

Actually just L of the black streak. Up the slab starting from the flake in the ground.

MS, 200?

(J) ** Chap stick V1

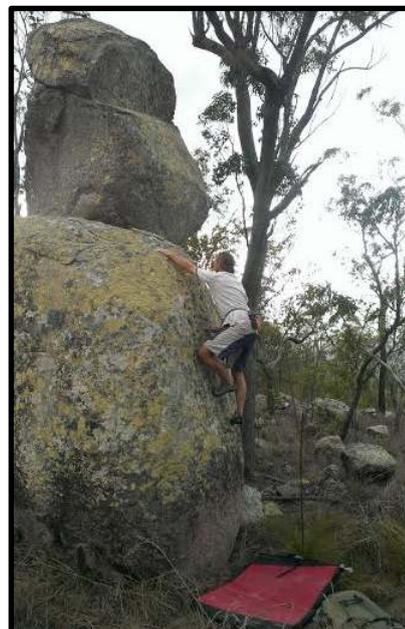
4m L. Starts at the far LH end of the long flat wall, beneath the juggy flake. Up off good edge, slap for flake and top out. Photo right..

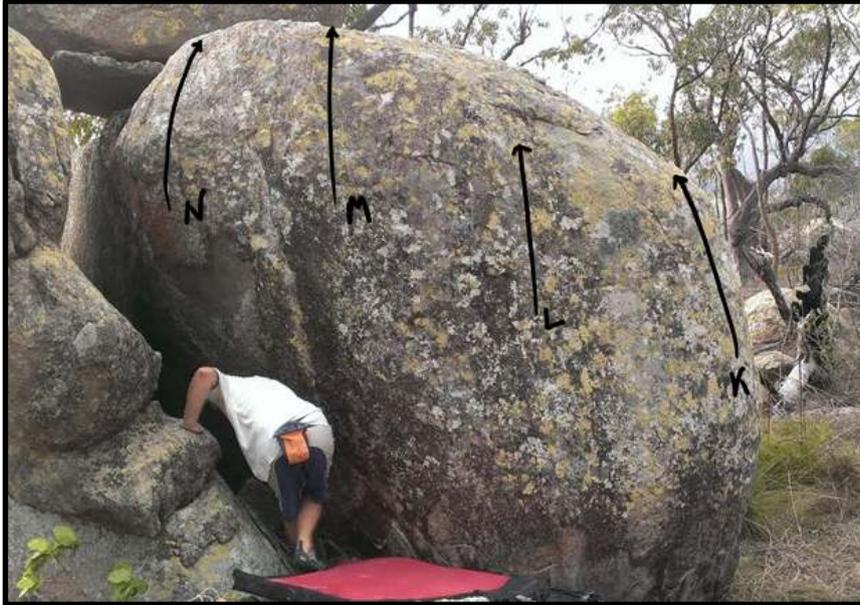
SB, 2001

(K) Unnamed V2

Arete tackled from the LH side.

MS, 1999





(L) * Unnamed V2

Face above the big, crumbly foothold. Good LH and tiny low RH scoop.

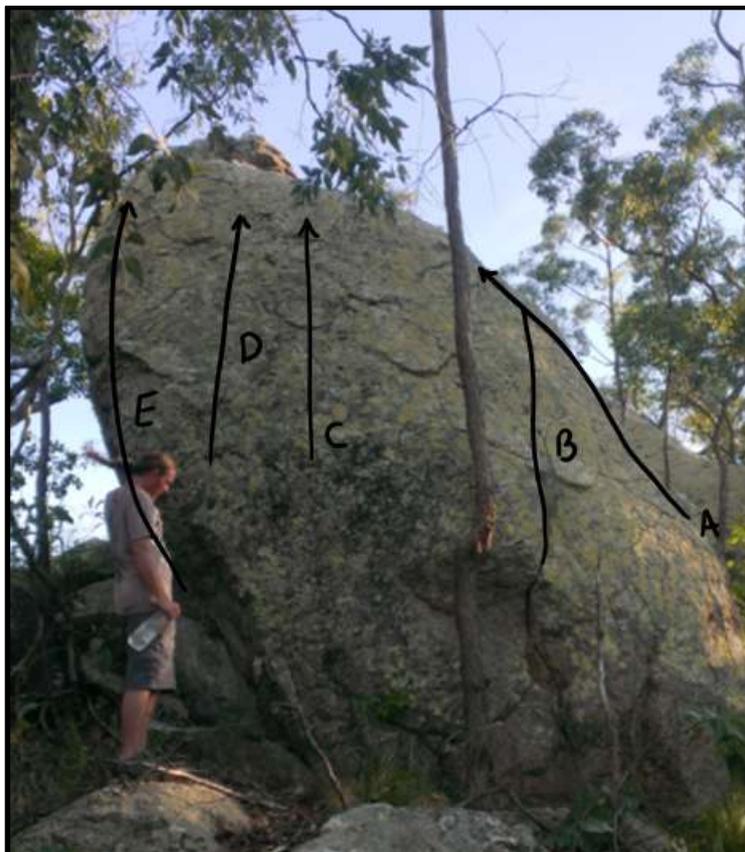
(M) * Unnamed V2

Vague arête with good LH sidepull.

(N) Unnamed V3

Squeeze into the gap and start with the big sidepull. Straight up. God but watch your back.

Continue away from the embankment and slightly uphill for about 70 meters to some obvious large boulders set into the hill. These boulders are the Kama Sutra boulders.



Unnamed V0

Tall black slab just R of A.
MS, 20012

(A) Cruise Control V0

Easy highball following flake line to the top. Down climb or chimney against other boulder.
SB, 2001

(B) * Well Serviced V0

Good. Start at the thin crack 1.5 m L that disappears quickly. Up through bulge, moving R to join the above problem towards the top.
SB, 2001

(C) * Unnamed V5

Contrived face starting from 2 very small high crimps. Straight up, avoiding big holds to the L. Lower start still to go.
SB, 2004

(D) ** Cruise Factor V2

Another classic highball 2m L. Starts using the obvious flake jug, then moves R up the face.
Madoc Sheehan, 2001

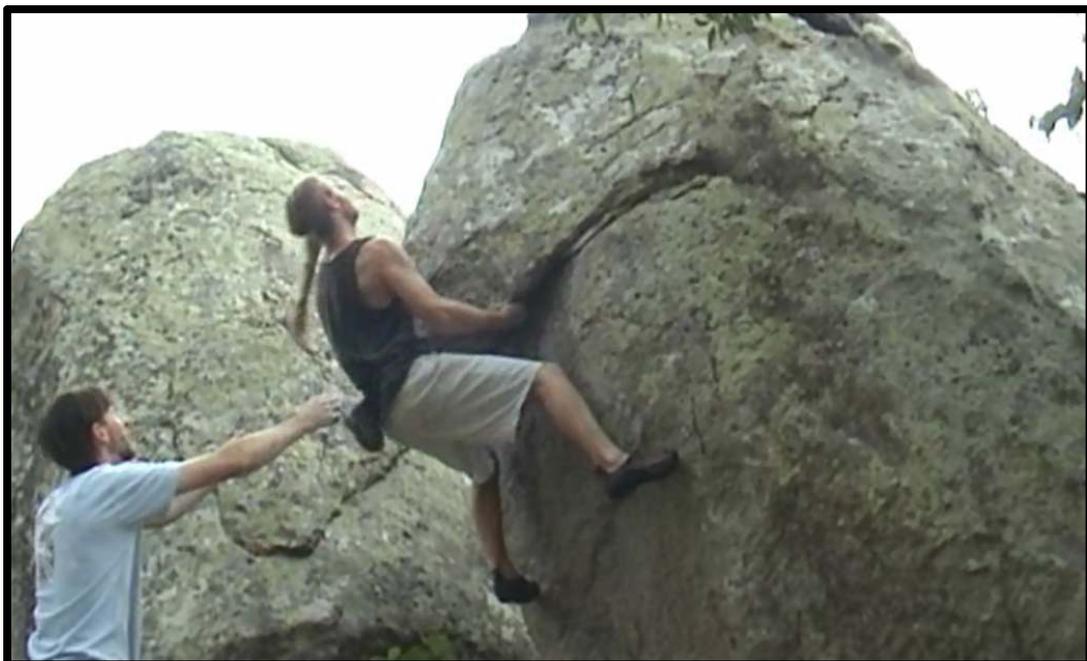
(E) ** Unnamed V2

Long arête from a sit start.
Nick Larsen, 2004

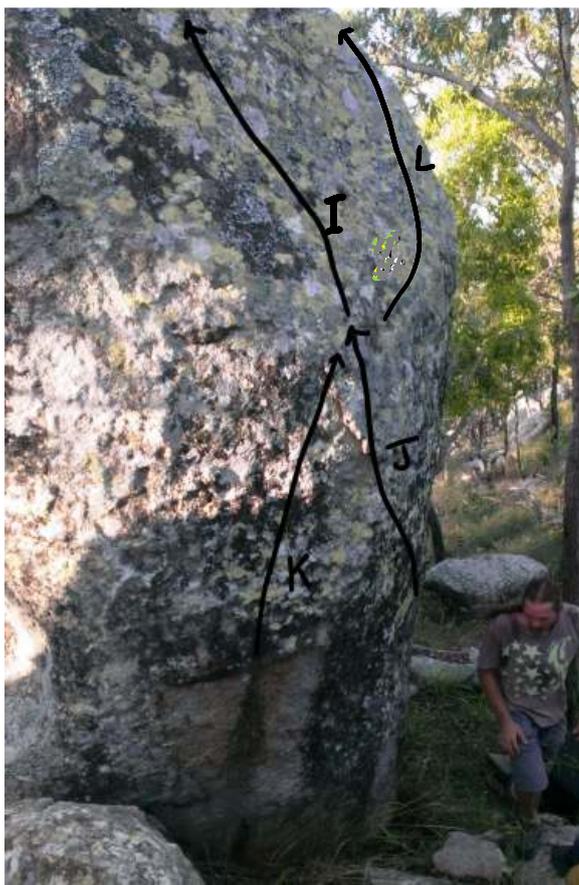
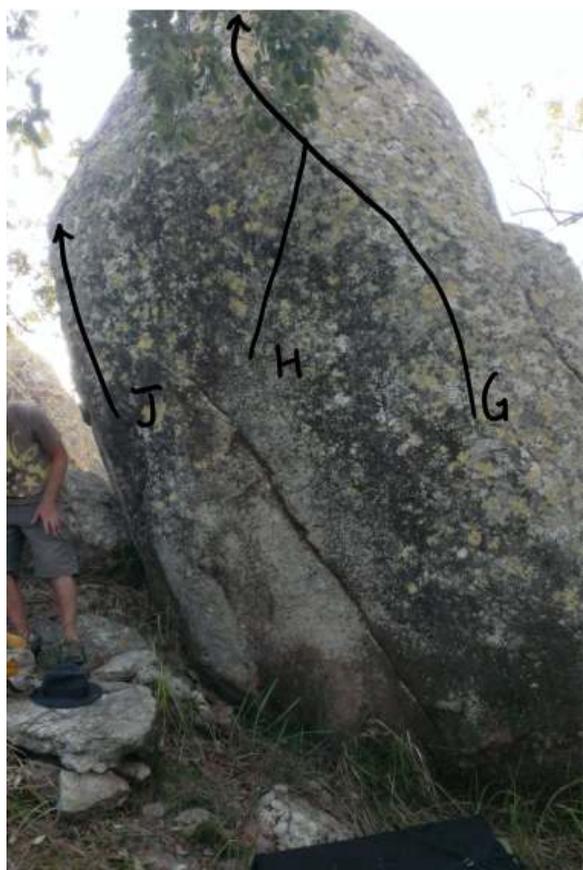
The crimpy face just R of Kama Sutra is still to go.

(F) * Kama Sutra V5**

Tackles the rooflet straight on. From the starting jug move up R into the roof and straight up to the top. Was harder but a hold broke making it easier. Classic fun! See photo below. Variant: from starting jug go strait up.
SB, 2004



On the uphill side of the two big boulders:



(G) * Unnamed V4

The high face using holds on the RH vague arete. Up to jugs above middle of wall and then mantle.

MS, 2002

The direct start from the seam **(H)** is a project and will be very tough.

(I) ** Rice BubblesV4

Thin slab 3m L of above problem. Starts off good knob at lip and then up on small holds and shallow pockets.

MS, 2002

(J) Sit start project. Classic.

(K) * Fart and Fall V6

Sit start to above I using the underclings. Desperate!

SB, 2004

(L) * Unnamed V3

Move R to the arête over the increasingly spooky landing. Scary.

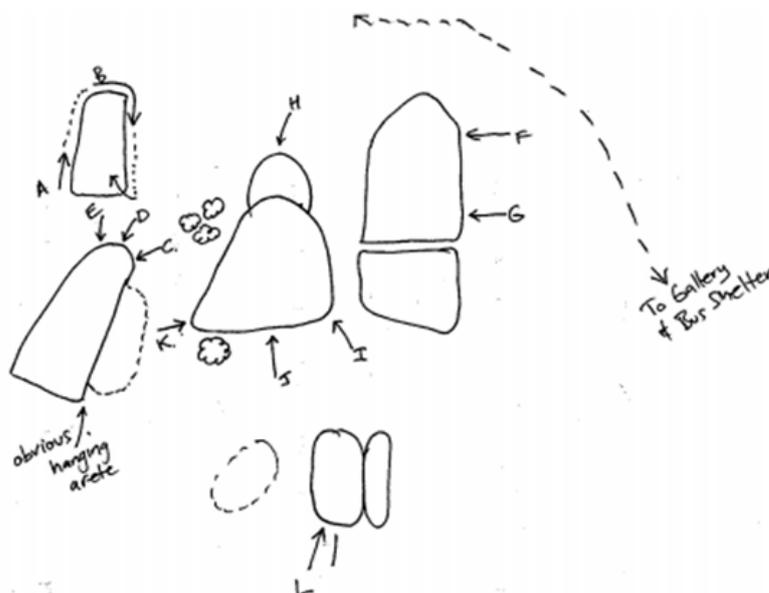
MS, 2013

The Pass By Boulders

Area Rating	Number of Problems	Difficulty Range	Notes
	12	V0 – V8	Located next to the track on the way to the Gallery



- (A) V0. Traverse around to finish before the blocky gulley
- (B) V0. Do the full loop.
- (C) V3. Sit start just R of the tree (cramped). Tough start on slopes
- (D) V0. sit start off good flakes to arete.
- (E) V4. RH pinch/LH pocket. Tough move to direct mantle.
- (F) V0. Good slab and feature.
- (G) V0. Nice start. from the ledge finish L.
- (H) V0. Nice face with chunky holds.
- (I) V1. RH sidepull/LH undercling. Up slabby arete.
- (J) V4. * From good foothold. Dynamic move up and L or delicate move up and R (V2*)
- (K) V8. ***The Nerd. Fantastic body tension arete.
- (L) V0. ** Start underneath prominent jug. Finish R or Finish L (V1)



Rim Boulders

A few scattered boulders that are marked on the overall topo, (RB1, RB2 etc.). Worth visiting only when you are running out of things to do or when bouldering is playing second to just going for a nice walk. There are plenty of these boulders that have been found and climbed but I will only mention the best of them.

Rim Boulder #1

2 nice problems. The first a nice sit start on the obvious double undercling block, moving L to finish (V2, SB). The second is the mantle from the scoop just R, (V1, MS). Link the two for a great V3, (MS, 03).

Rim Boulder #2

A couple of nice boulders situated on the edge of the obvious swampy area, (not always wet). The two best boulders are situated together, and are the biggest boulders. The LH one when facing uphill has a great V3 starting on the low line of slopy holds, L of arete (SB). The RH one has a nice dynamic V2 on the middle L of the downhill facing wall, (SB).

Rim Boulder #3

Actually a pair of good boulders. With your back to the creek the problems are from R to L- V0 Slab at RH end of RH boulder (Rod Marsh).

* V2 Flake line with dynamic crux (SB).

V0 Slab between both boulders on RH boulder (SB).

** V1 Excellent steep face using both aretes on LH boulder (SB).

* V0 Arete on opposite boulder of above problem (SB)

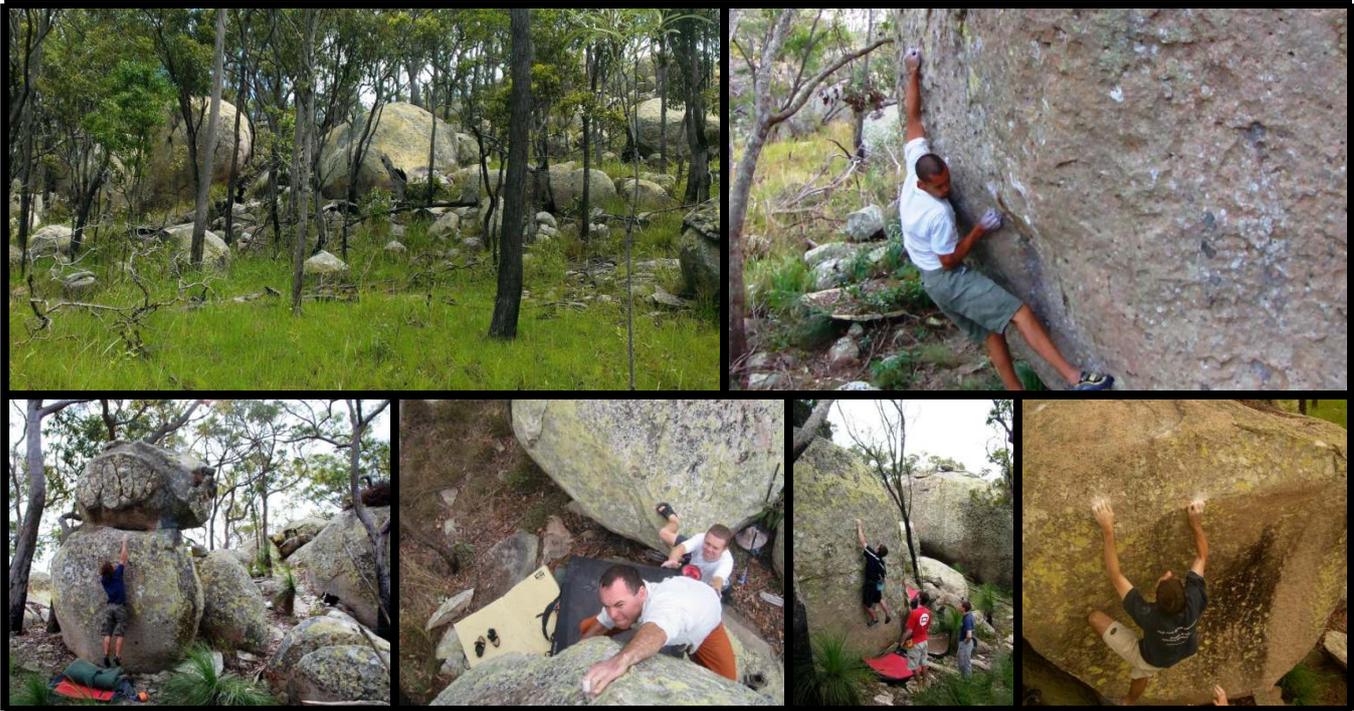
Rim Boulder #4

Has a great problem up the arete with obvious RH undercling, (V1 MS). Some interesting faces R through the small roof.

Rim Boulder #5

Two problems L of the tree, (V1 and V2 respectively) and a V3/4 R of the tree starting low off the slopy crimps.

PART II- THE GALLERY and THE BUS SHELTER



Photos: (Clockwise from top L) *The beginning of Alley of the Giants*; *Spenser on Northern Exposure V8*, *Jump for Joy V2*; *Ant on El Destructo V7*; *Dan on The Grusome Nothingness V8*; *Steve on The Happy Campus V5*.

Although not comprehensive, this guide does provide details of the majority of the most worthwhile problems in these two very large areas. Additional established problems and first ascents can also be found in large numbers.

These two areas contain some of the very best of Harvey's and have a more adventurous feel than the Inner Circle areas. The Gallery is characterised by the massive boulders tucked into a nicely shaded hillside. The Bus Shelter features a mix of tall and more moderately sized problems, all on wonderful granite and some of the wildest features at Harvey's.

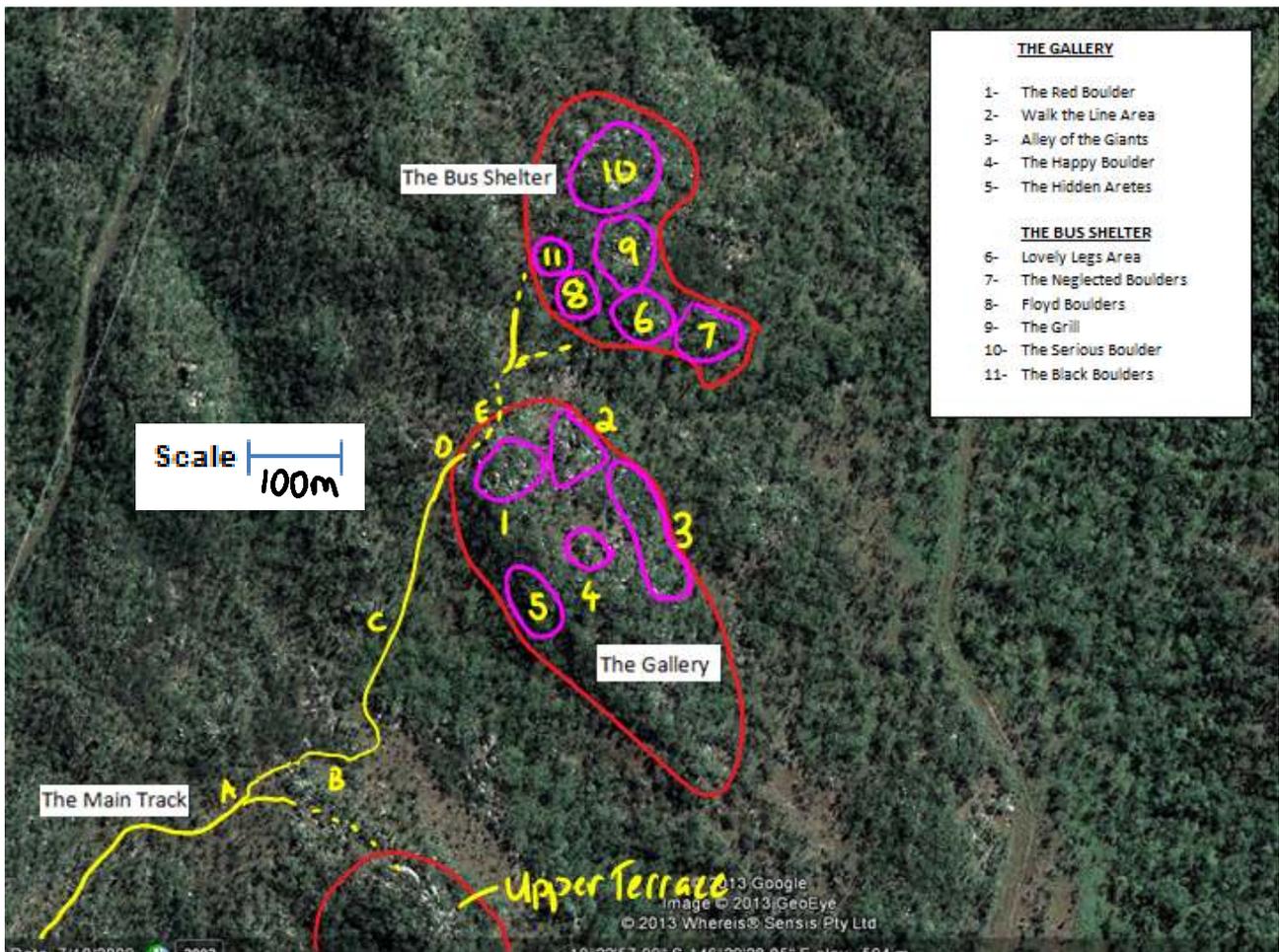
The Gallery Area Overviews:

Area	Area Rating	Number of problems included in the guide	Difficulty Range
Walk the Line Area	***	23	V0 – V8
Alley of the Giants	***	23	V0 – V8
The Red Boulder	**	33	V0 – V8
The Happy Boulder	**	12	V0 – V8
The Hidden Aretes	**	2	V0 – V6

The Bus Shelter Area Overviews:

Area	Area Rating	Number of problems included in the guide	Difficulty Range
Lovely Legs Area	***	40	V0 – V8
The Serious Boulder	***	40	V0 – V8
The Grill	**	17	V0 – V7
Floyd Boulders	**	17	V0 – V6
The Neglected Boulders	**	12	V0 – V6
The Black Boulders	*	10	V0 - V6

NAVIGATING THE GALLERY AND THE BUS SHELTER



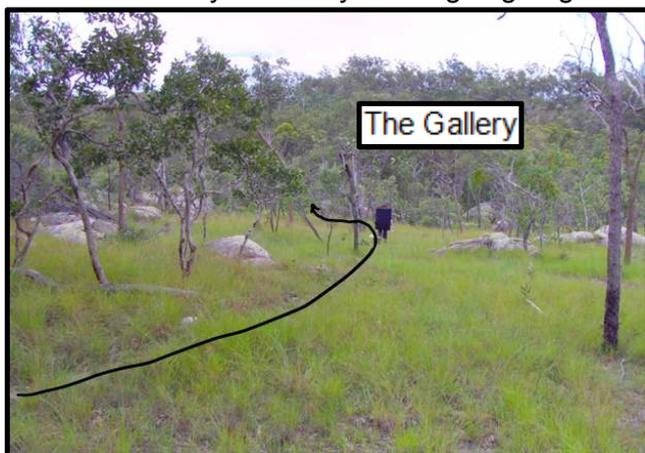
The Main Track:

The first challenge you will find in accessing the Gallery and the Bus Shelter will be the track. Although quite well established, there are parts of the track that can be hard to follow. To help, several viewpoints have been included to guide you in the correct way.

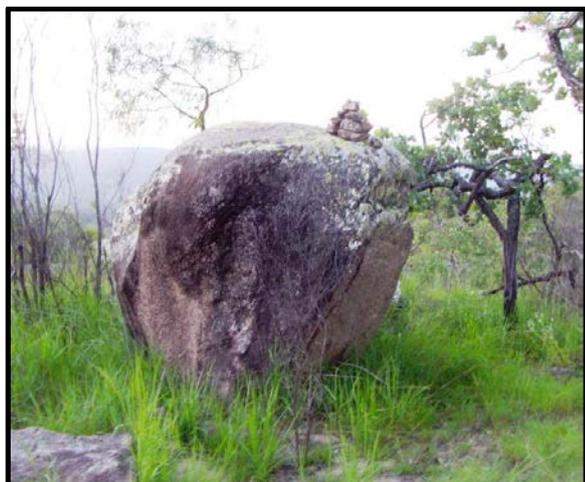
The track you follow is a continuation of the main path that goes past the Fun Parlour (the one going L from the top of the road embankment). Follow it past MiddleMarsh and up a slight rise until you reach **viewpoint A:**



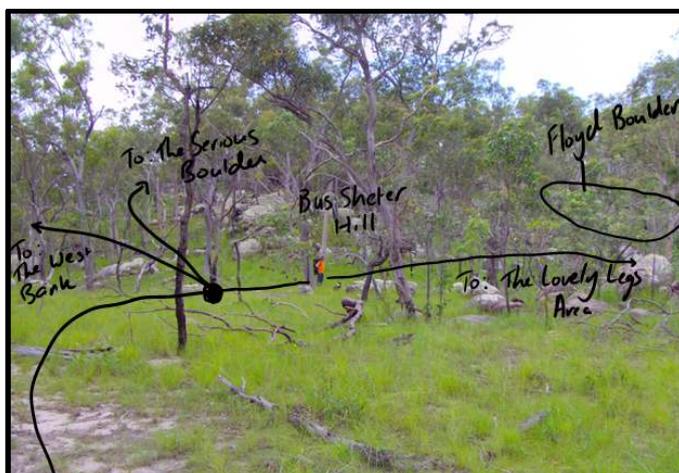
From here continue following the track until it reaches a clearer area and **viewpoint B** (below L). The hill ahead is the Gallery Hill and you are going to go to the LH end of this hill.



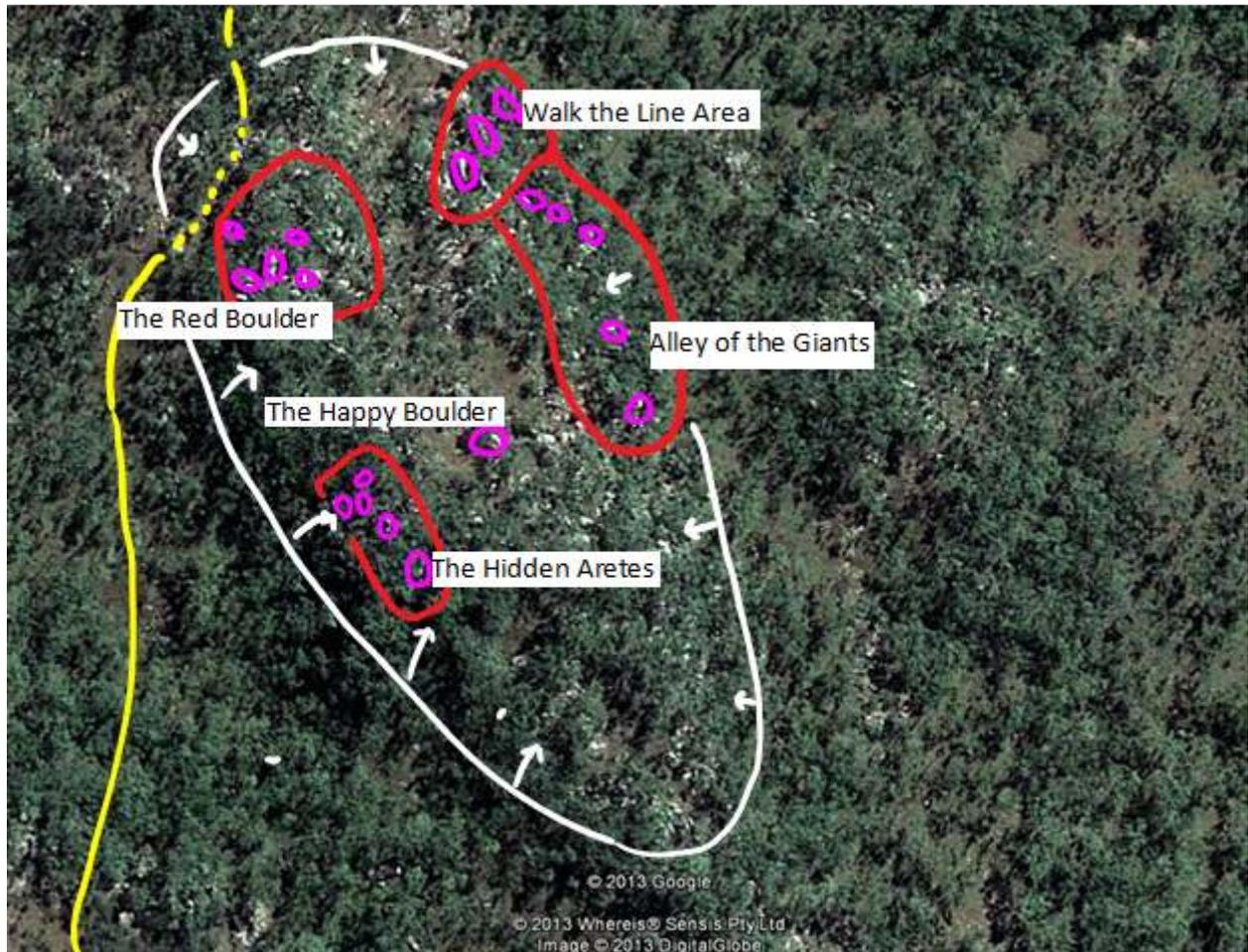
Follow the track down and then L as it passes around a small cluster of boulders. It will then cross through a grassy, sometimes damp area. The track is harder to follow here but once you cross the low point you have reached **viewpoint C** (above R). Follow the thin track up the gentle slope and then up a steeper little rise onto a clear platform with nice views of the Paluma range to the west. The start of the Gallery will be on the right and a small boulder with a cairn will be in front of you (photo below L). This is **viewpoint D** (photo below R).



From here you can go up the hill to the Red Boulder area in the Gallery. To get to the Bus Shelter cross the rocky slope at roughly the same height with a tricky step through and then follow the track down as below left: NOTE this is not marked as a viewpoint on the map. Keep walking down to the next saddle. This is **viewpoint E** (below R) which is a junction and allows you to access the Bus Shelter or the West Bank.



The Gallery Overall Topo



Lots of big boulders characterise the Gallery, making it a reasonably unfriendly beginner's area (with a few exceptions). We tended to develop this area in areas, starting with the Red Boulder area and gradually moving through the other 4 sectors. This process is ongoing and only in 2013 are we turning our attention to the Hidden Aretes.

Walk the Line V5 and Pickpocket V8 are two of the most obvious must do lines here. Both climb the big, blunt arêtes that Harvey's dose so well. The Parallel Universe boulder, in the Alley of the Giants, offers a more technical style of bouldering. The Happy Boulder, meanwhile, should make you very happy with its smattering of fun problems.

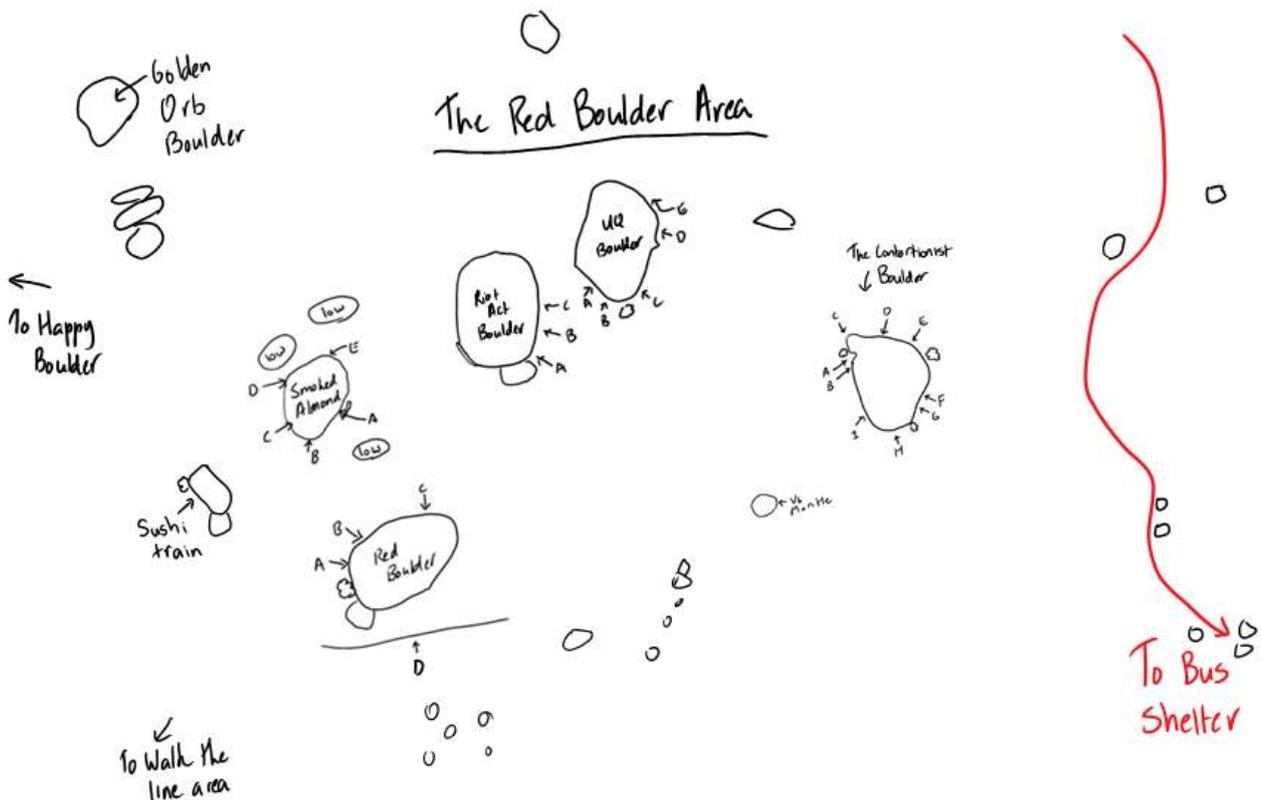
There is still plenty of potential, especially in the Alley of the Giants. This explorative side of the Gallery offers a mini taste of the adventure to be found at Andromeda and The Lost World.

Area 1- The Red Boulder



Photo: The Red Boulder area, as it will first appear when viewed from the approach track.

Area Rating	Number of Problems	Difficulty Range	Notes
***	50 33 described in this guide	V0 – V8	Sitting under the Red Boulder is a great place to hang out and base yourself. The westerly facing boulders are a little warm until late afternoon.



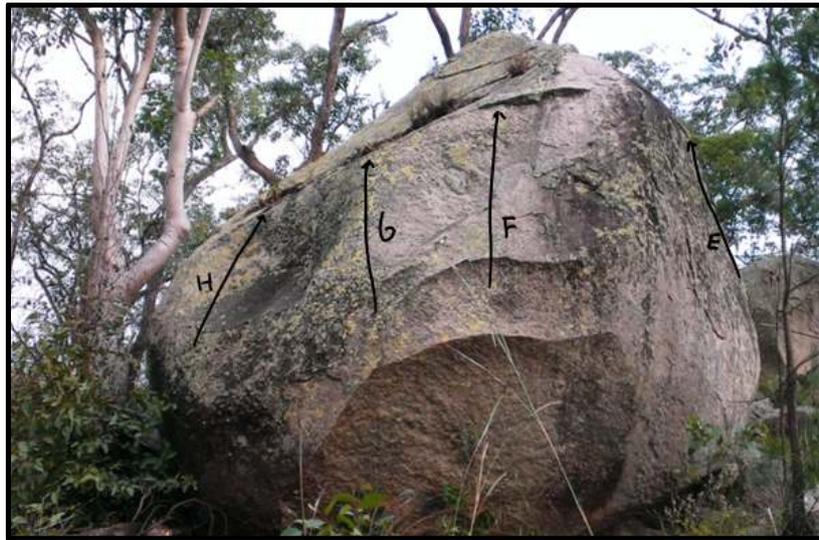
1- The Contortionist Boulder

A- ** The Contortionist V3 - Sit start on the RH side of the cool corner/dihedral and then move up into it and exit on the LH side at the top, before the shrubbery.

B- Contortionist right V1 - Sit start as above but go straight up/right to finish.

C- ** Summit Fever V1 - Sit start on the undercut arête. A few tough moves and then up an easier, pleasant finish. This is also the descent route (with the tree).

D- Face V1



E- * Vague arête V4- High start

F- * Face V4 – Straight up with slopy holds and gastons. Tyson

G- ** Point of interest V6 - Thumb destroying fun on the downhill side of the boulder. Spenser Tang-Smith

H- Strange edges V3 – Slopy shelf with odd holds and then a high finish.

I- Easy V0 – Up via arête and slab starting off the big ledge.

Just behind the side of the boulder with problems A, B and I on it is a V6 mantle (one of Harvey's hardest!), starting low on sidepulls.

2- The UQ Boulder

A- ** Middle Face V0 - Pleasant face on good rock.

B- ** Arete Sit V2 - Start sitting on the arête. Up and left. Very good. SB

C- ** Tall Flakes V2 - A little spooky up high. Up the obvious incut flakes to the top. Nathan Bolton

D- ** UQ V5 - A new addition. From the two crimps blast up to the slopy lip and mantle.

E- Madi's Arete V4 – Up to arête from the RH side.

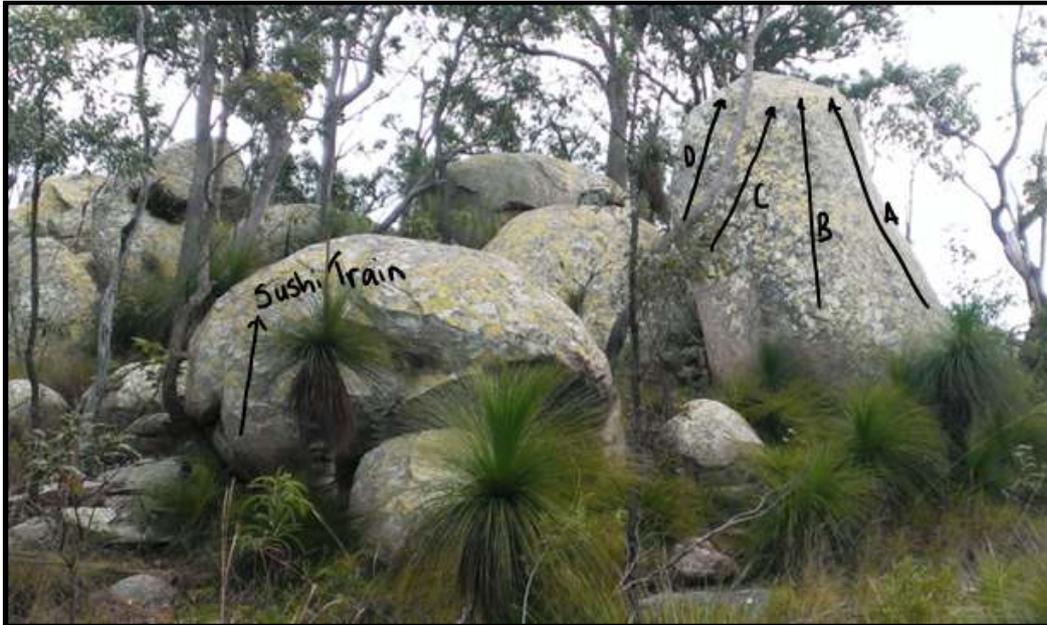
3- The Riot Act Boulder

A- ** Riot Act V8 - A broken foothold has made this a little harder. Sit start (you may need to crouch if you are too short) off LH pinch and RH crimp. Up via good edges with big moves. Classic. The stand start (** V5, MS) is even better. SB

B- * Tall Face One V3 - Up the face with the big pocket in it. MS

C- * Tall Face Two V3 - Easier. MS

4- The Smoked Almond Boulder – beware the tough jump to get off!



A- **** Sunset Delights V1 - One of the best slabs at Harvey's. Up left of the arête. High degree of trust and balance required. Classic with lots of variants. MS

B- ** The Nipple V5 - The tough slab on the LH side of the boulder. Cruxy start. Anthony Timms

C- * V4 – Hard start pulling onto R arête and slab.

D- ** Roasted Macadamia V4 - Crimpy face and arête with LH pinch to start.

E- Sit start V3 – Arete from sit.

* Sushi Train V6 - Sit start up via bad slopers. Kaine Delaney

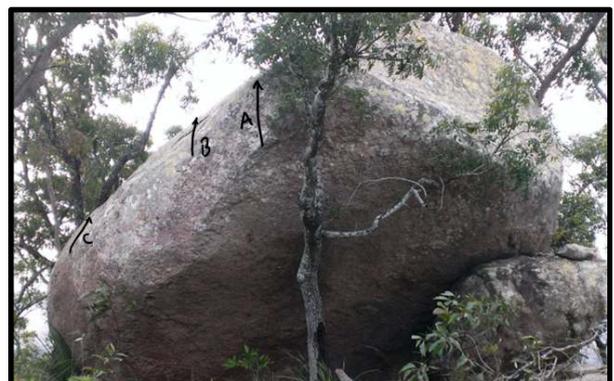
5- The Red Boulder

A- ** Tully's Red Rocket V5 - The original problem on the red boulder. Jump to the big hold and then up. Tully Rohrer

B- Jump 2 V3 - Just left. Up through the bulge. SB

C- * Madi's V5 - Up from slope scoops. MS

D- ** Slabs V0-V1- Multitude of options.



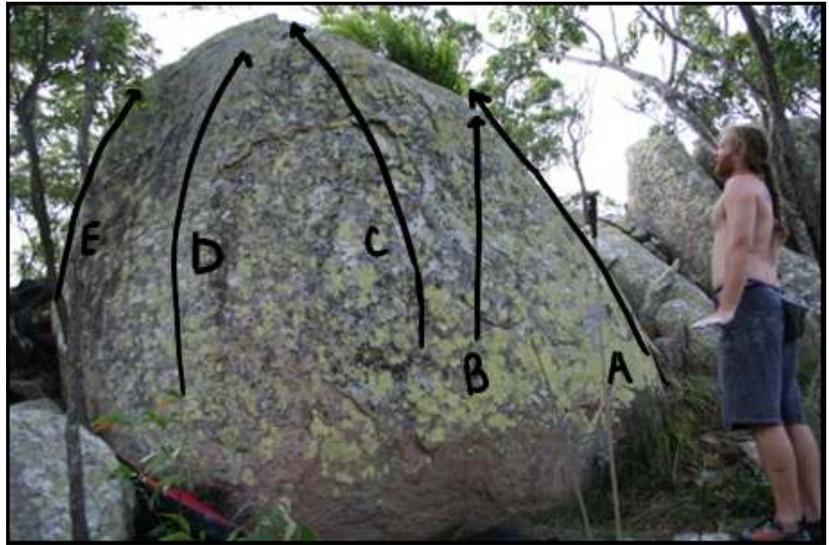
6- The Golden Orb Boulder

A- * V1- Slab right
of the scoop. MS

B- * Scoop V2- Face and
LH side of scoop. MS

C- *** Golden Orb V6- Middle
of face. Classic. A recent broken
hold has made it harder. MS

D- ** V1- Face/slab
at LH end of boulder just R of tree.
MS



E- * Arete V2- just L of tree from a sit or crouch. Up via the big RH sidepull. SB

There are a few little problems around this boulder as well.

The Gallery- Walk the Line Area

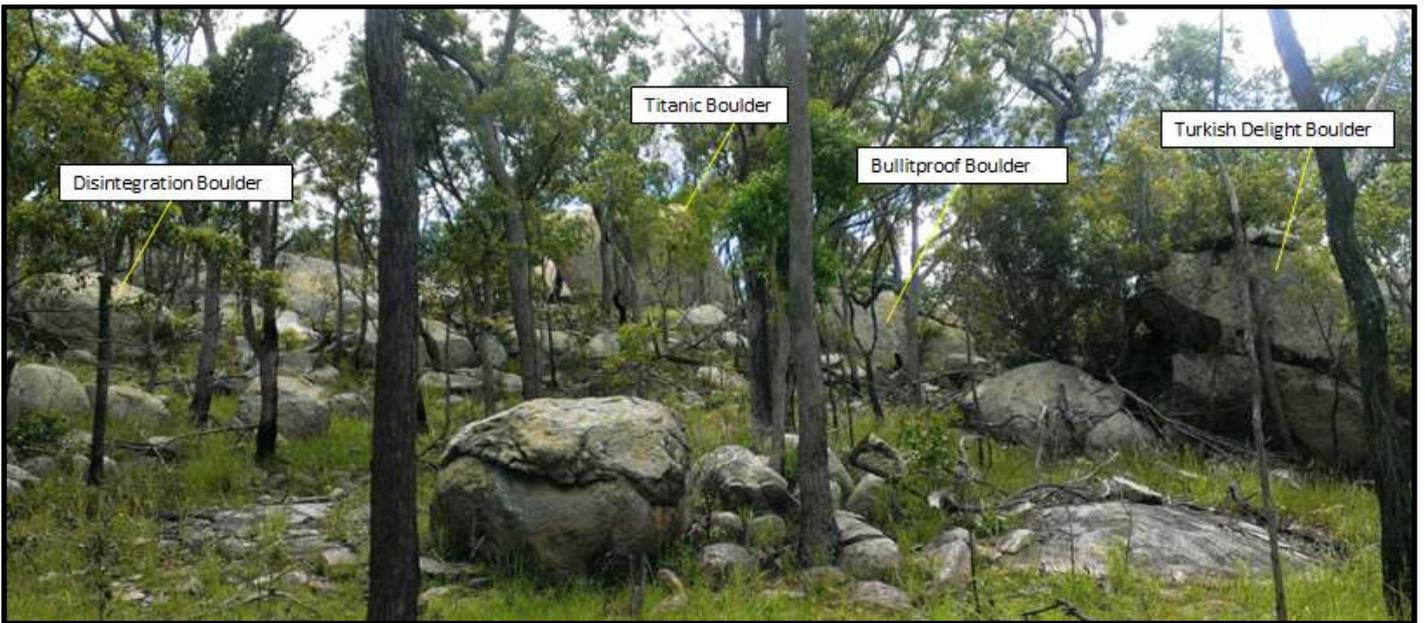
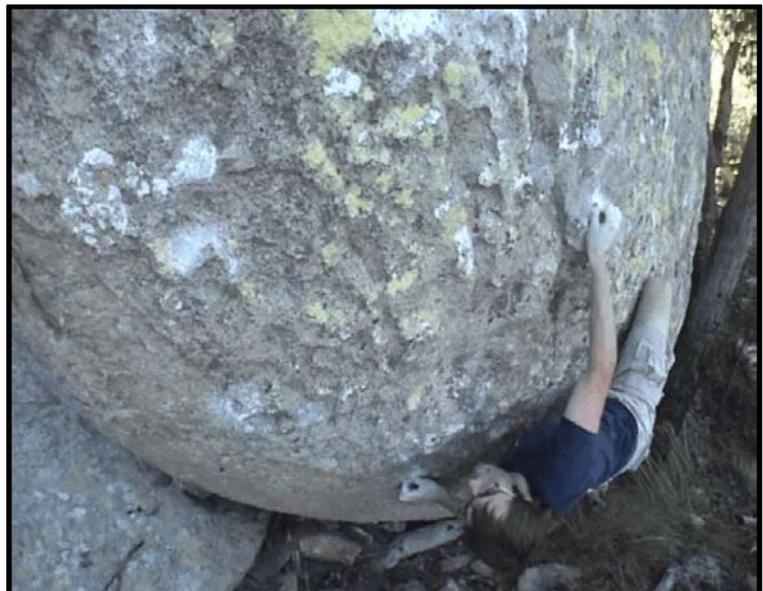
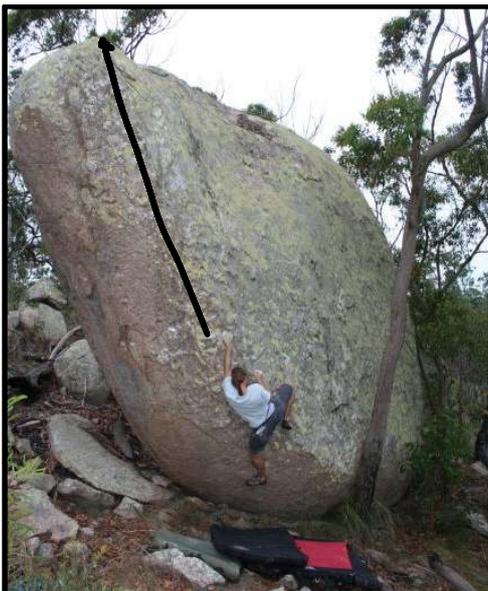


Photo: The Walk the Line boulder and area, as it will appear from the base of the hill.

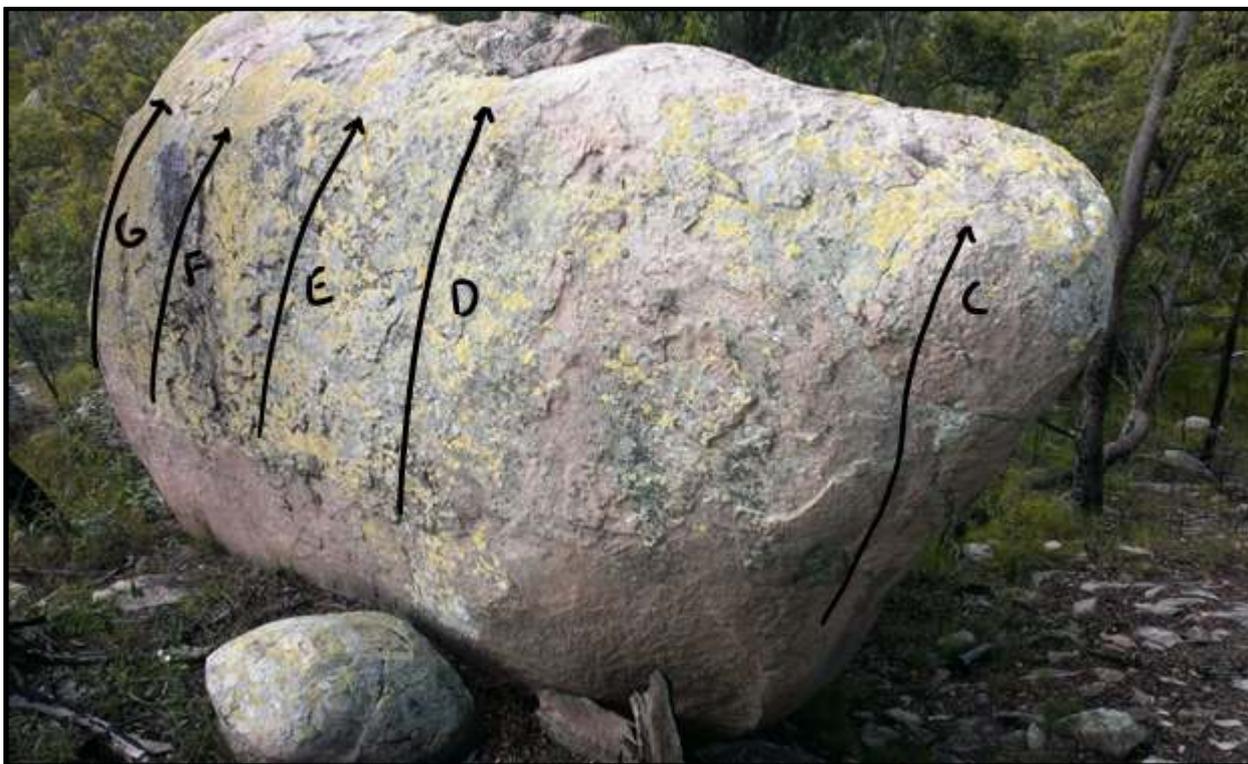
Area Rating	Number of Problems	Difficulty Range	Notes
***	30 23 described in this guide	V0 – V8	Home to Walk the Line, one of the best problems at Harvey's.

1- The Titanic Boulder

A - **** Walk the line V5 - One of the classic lines at Harvey's. Spectacular, big, steep and hard. Up the obvious featured face right of the arête to a high crux. Another contender for Harvey's best problem. SB



B- **** Walk the phat line V7 - The low start adds about 4 tough moves. Photo above R shows starting holds (RH crimp, low LH undercling). Nick Larsen



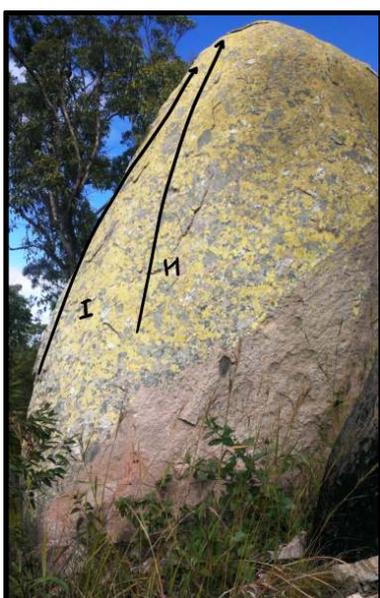
C- *** The Antidote V4 - Spectacular steep face with a terrifying landing and a crux hold that feels like it shouldn't hold your weight but somehow does (so far...). Bring lots of pads and spotters.
Tully Rohrer

D- * Titanic Face 1 V0 - Up and down route. Can be started low or from the little block.

E- * Titanic Face 2 V0 - Face just L of the block

F- ** Titanic Face 3 V1 - Some nice features up the obvious line of holds between the block and arête.

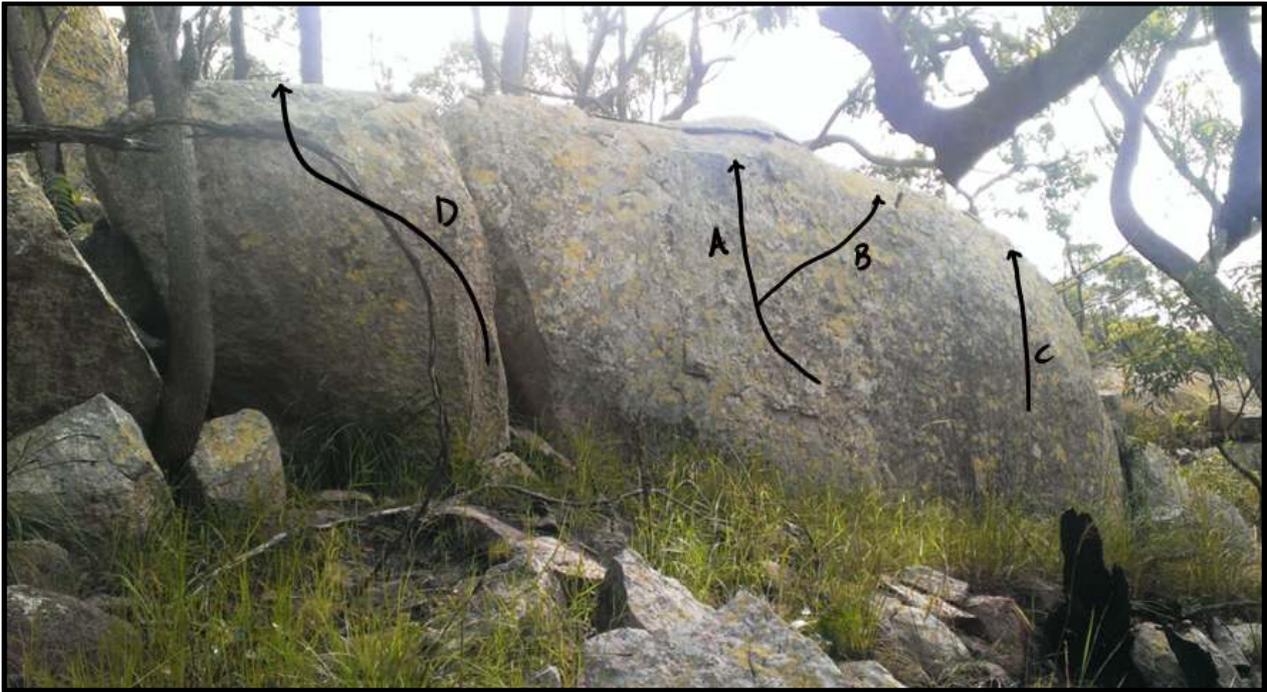
G- ** Titanic arête 1 V2 – Tall arête with cool holds.



H- ** Titanic Arete 2 V1 - Tall vague arête. Pretty good.

I- ** Titanic Arete 3 V5 - Cruxy start on the face and vague arête and then moving up to join Titanic Arete 2.

2- The Bullitproof Boulder



A- ** A Hard Day's Night V4 - Crimpy face from a sit start.

B- ** All the young facists V7 – As for above problem but then move R via some small slopy holds. Alistair Robertson

C- ** Bulltiproof V6 – Starts with small crimps and then up to featured line of small holds. AR

D- *** Sloper Sit V6 - Sit start on the arête with big ledge for feet and then move left through the bulge. SB

3- The Turkish Delight Boulder



A- *** Turkish delight V7 - Start straddling the tree and follow the thin, overhanging flake left to a slopy finish. Watch the block that makes the landing awkward. The stand start is a very pleasant V5. Nick Larsen

B- * Easy V0 -Just L of the finish of Turkish Delight

C- Scoop V2 - Tucked into the jungle is this interesting scoop.

D- * Who needs tendons? V6 - A very tough single move with a very small LH crimp and terrible feet. SB

E- *** Crusty's big day out V5 - Start on the arête with a high LH pocket. Up and follow the line of holds for a few moves and then a fantastic finish. MS

F- * Unnamed V4 – From a high hold.

* Warm up traverse V1 - Fun traverse starting next to the tree and moving around right. Rock can be a little crusty. *See photo right.*

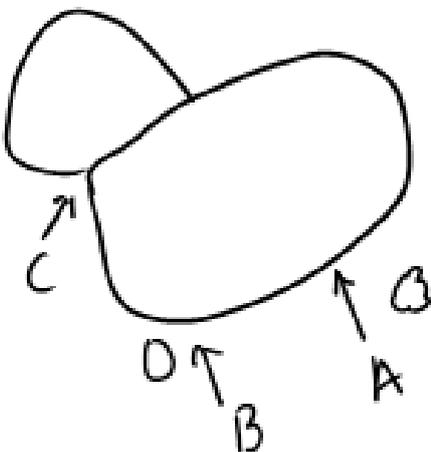


The Disintegration Boulder

A- * Disintegration V6 - Steep sit start. Watch the holds. SB

B- V4 - Sit/crouched start.

C- * V3 – Fun little sit start.

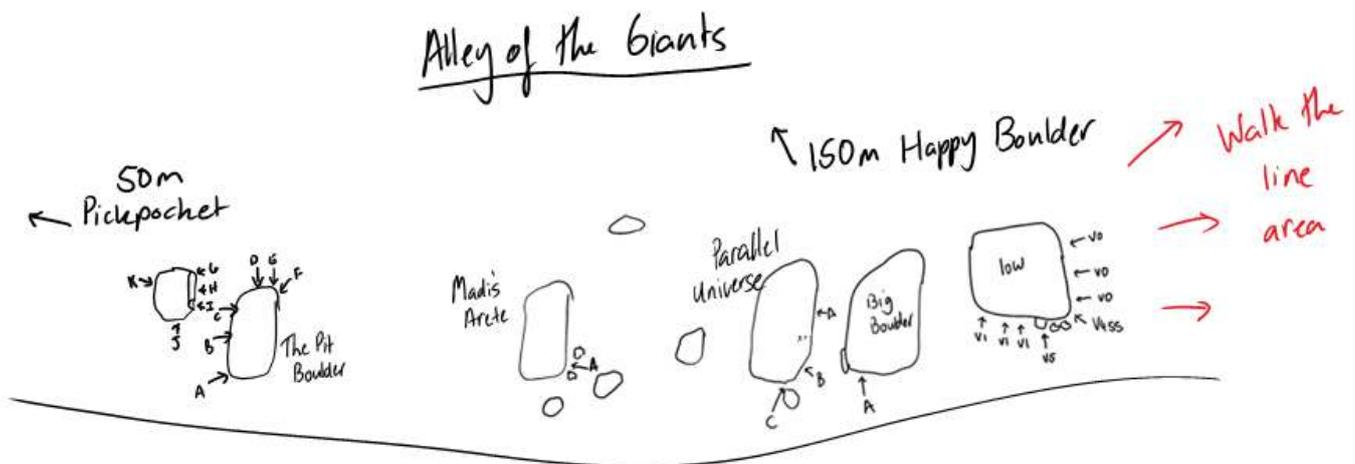


The Gallery- Alley of the Giants



Photo: The major boulders of the Alley of the Giants

Area Rating	Number of Problems	Difficulty Range	Notes
***	40 23 described in this guide	V0 – V8	Shady row of massive boulders



The Big Boulder

A- * Nick's Tall Face V5-** Super tall 8m face with a cruxy start and a scary finish. Bring lots of mats. Nick Larsen

The Parallel Universe Boulder

A- * Parallel universe V6-** Tough, thin slab with some cool little holds. SB

B- * Twilight Zone V4-** High crimp face/slab. Very good, but hurts a little. MS



C- * Rob's V5- Start off the blocks and up via the cool blocky hold. Rob Saunders

There are projects on either side of this problem (the one L has the same start and then traverses L)

Madi's Arete Boulder

A- * Madi's arête V2-** Tall featured arête between trees. Classic. MS

The Pit Boulder

A- * Project** – the obvious feature on the arête.

B- ** Project – Line of small holds up the middle of the wall.

C- ** V2 – Featured face at the LH end of the boulder.

D- * V4 – Centre of face off sidepulls.

E- ** V3 – From pocket and up face.

F- * V5 – Arete straight on with RH in pocket.

G- V1 - Balancy problem with LH starting on arête.

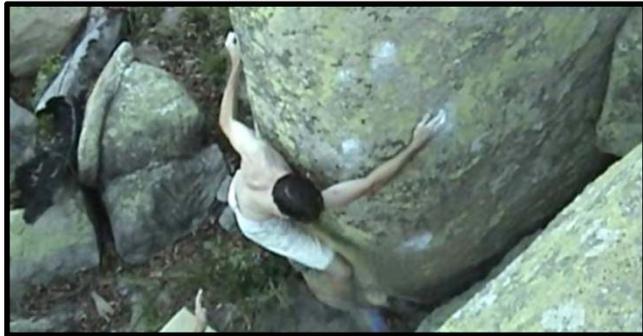
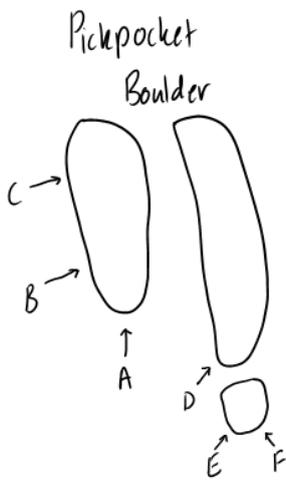
H- V2/3 – Up LH arete

I- * V0 – layback.

J- * Crusty V4 – Stand start with RH arête and face.

K- * All thumbs V4

The Pickpocket Boulder



A- ** Pickpocket V8** - Super classic arête from the low start adds 4 moves (starting position shown in photo above R top). SB

***** Hail to the thief V7** - The original problem, starting a little higher on the arete. A little easier, perhaps even soft for the grade. (Starting holds shown in photo above R bottom). Tully Rohrer

B- ** Slab 1 V4

C- * Slab 2 V2

D- ** Sloper Madness V6 – Slopey arête and finish. Rob Saunders

E- ** Sit start V1 – Featured arete

F- Face V1

The Gallery- The Happy Boulder

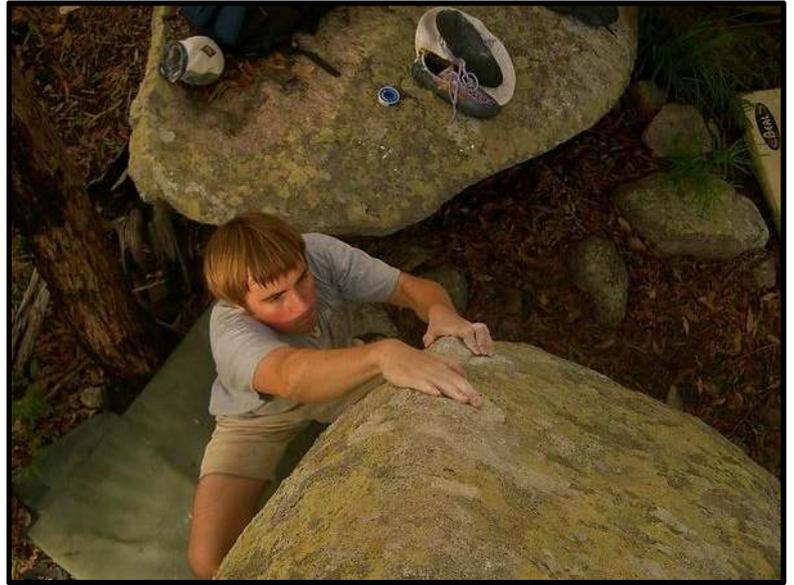
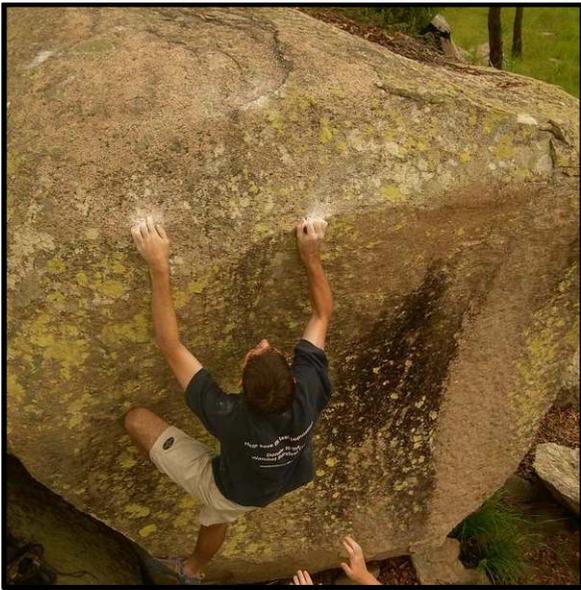
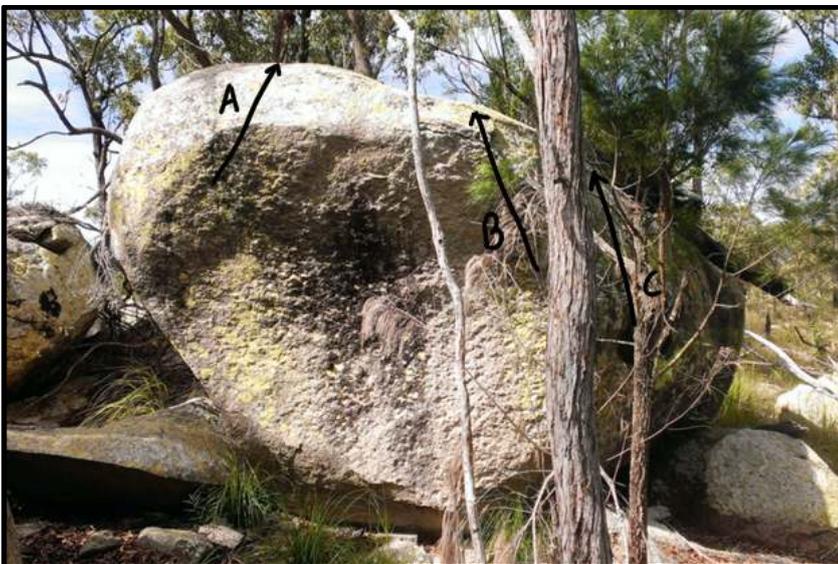


Photo: The Happy Campus V5 (L) and The Campground Project V7 (R).

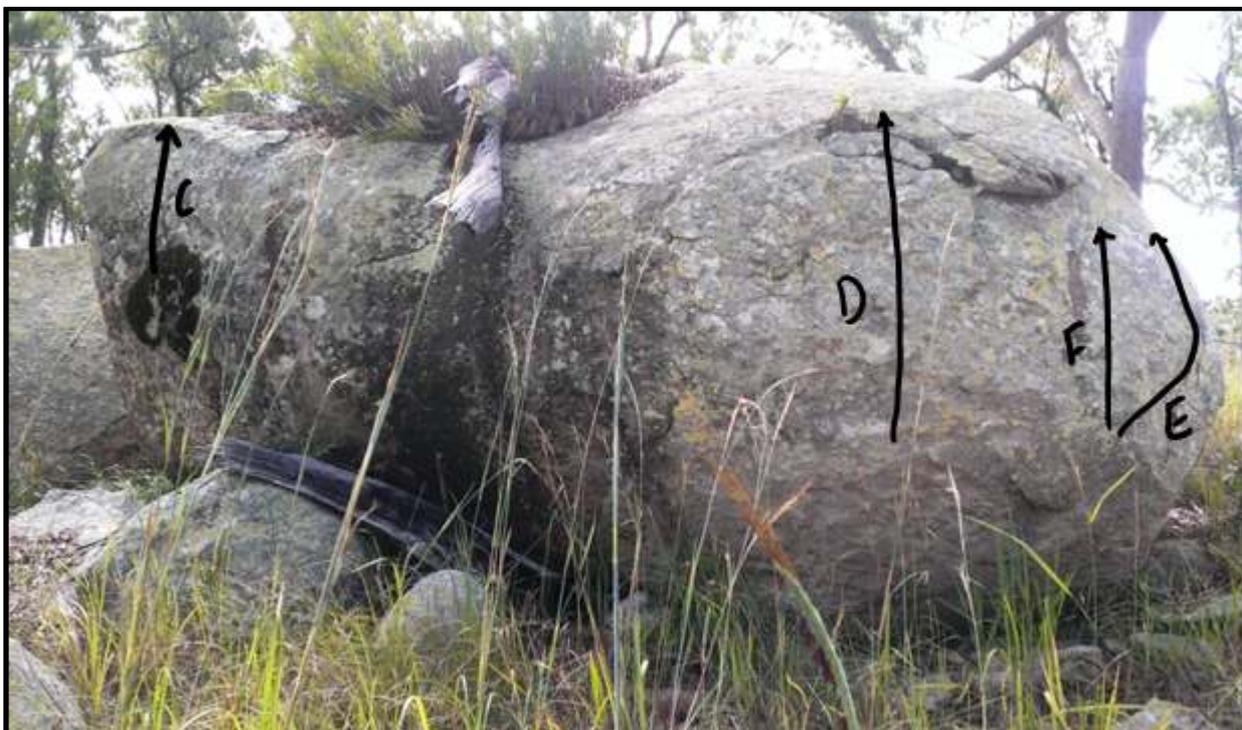
Area Rating	Number of Problems	Difficulty Range	Notes
**	15 12 described in this guide	V0 – V7/8	A great boulder with a collection of classic problems. The happy trifecta is a must do.



A- ** Happy Campus V5 - Start standing on the block and lean in to somehow get the slopers at the lip. Up, any way you can. Reachy start and tough for the grade. SB

B- *** Happy Dyno V5 - The arête from a stand. Pull on and blast to the lip. Classic! MS

C- ** Happy Mantle V5 – The face R of the arête starting with LH on arête and RH on edge. Up to a cruxy lip encounter. Soft. MS



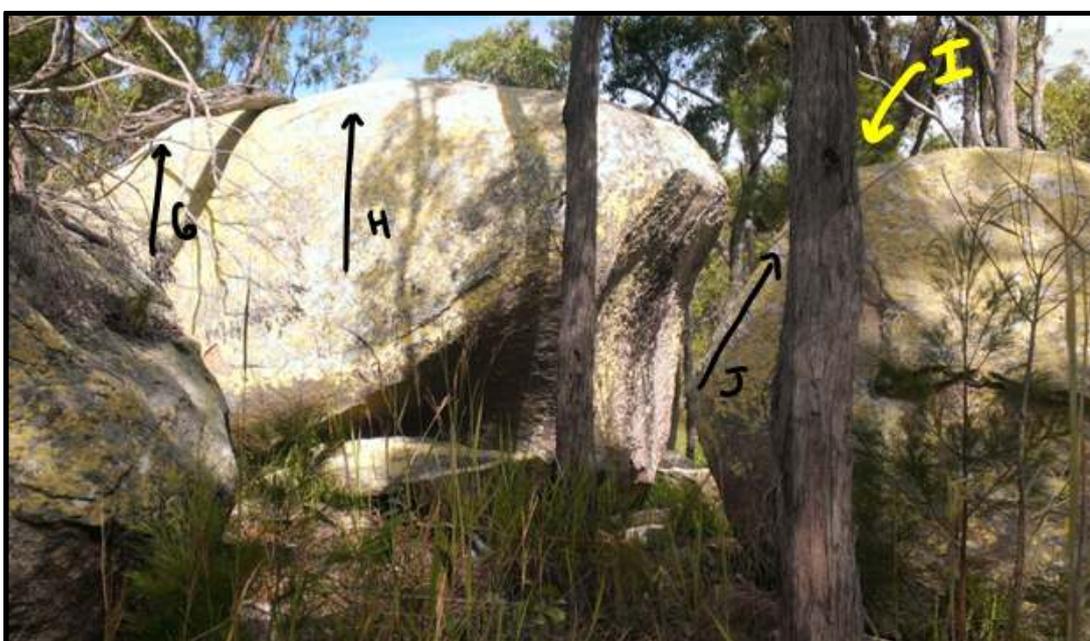
D- * The Influx V7/8 - Crimpy sit start with diagonal LH and small RH. Straight up. Hard.SB

* Influx stand V3- A little better. MS

E- ** Domestification Right V4 - Sit start moving R to the arête. Fun. SB

F- * Domestification Direct V5 - A little contrived, As above but without using the arête. SB

Variants: Start start at V1 and the arête R at V0.



G- * Blank slab V1

H- Blanker slab V3 – Hard!

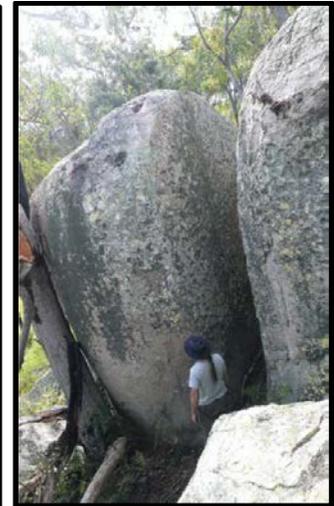
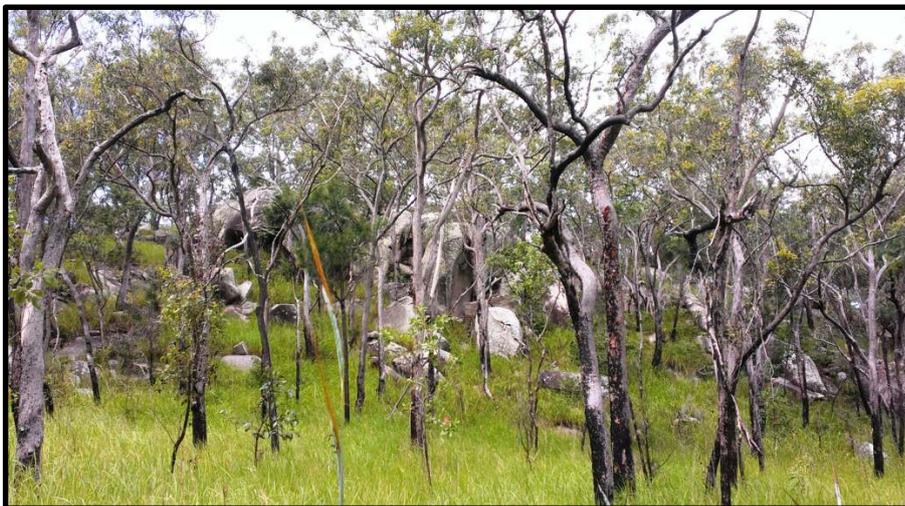
I - ** Easy Slabs V0 – Lots of fun with a few different variants.

J - * The Camp Ground Project V7 – Tiny arete from a sit. MS

K- * Unnamed V2- Fun face with a variety of good holds. Sit start is a long standing project. MS



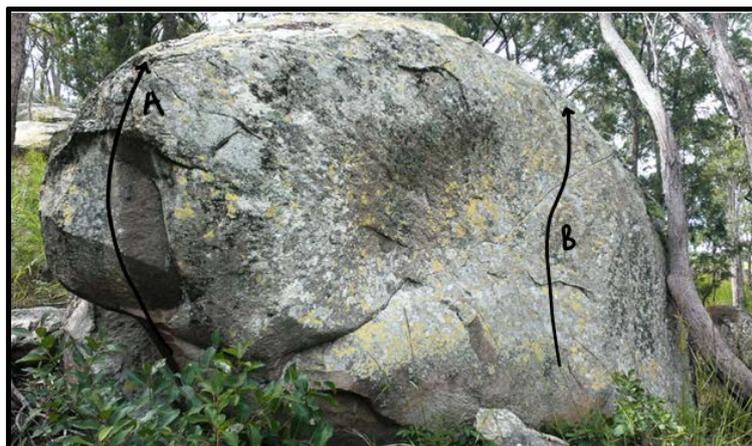
The Gallery- The Hidden Arêtes



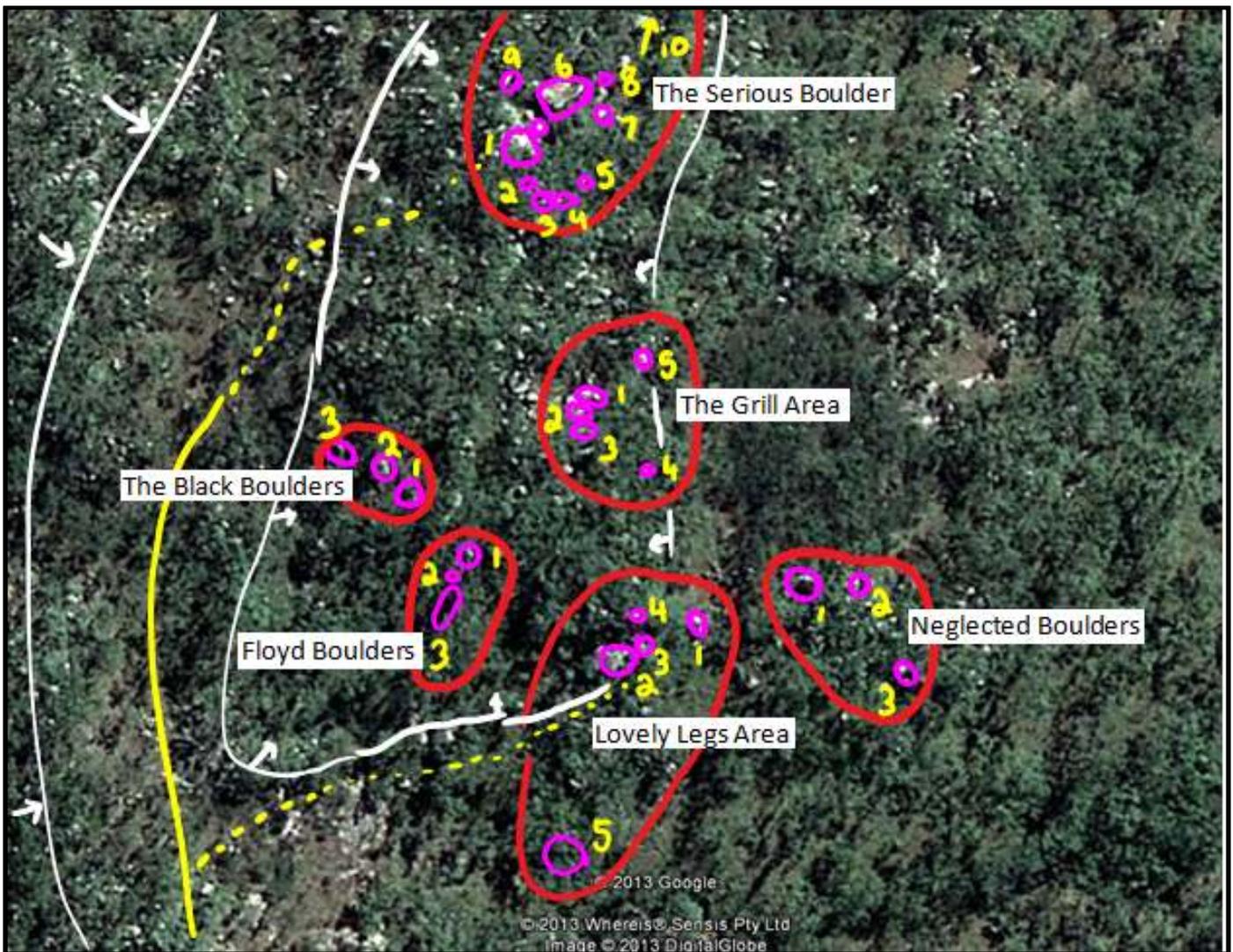
Area Rating	Number of Problems	Difficulty Range	Notes
**	10 2 described in this guide	V0 – V6	Some classic undone lines remain including the arêtes in the photo above R.

A- ** Bee's Knees V5 – Steep wall from a sit using the block L for feet.

B- *** Stitch N Bitch V6 – Start on the little cairn to reach the seam and up. A fine addition by the Fredericks master Chris Glastonbury- a nice enough bloke but unnaturally attached to his rope.



THE BUS SHELTER OVERALL TOPO



The Bus Shelter contains a huge assortment of classics at all grades. It is also home to some of the most significant test pieces at Harvey's. Any high grade tick list should include Northern Exposure V8, Dan's Arete V8/9, El Destructo V7, Thr Grusome Nothingness V8 and Gutter Halo V8.

At the opposite end, Lovely Legs V0 is appropriately lovely and the arête and slabs R of The Grusome Nothingness are also must dos. In between these grades, Anxiety and Life is Beautiful offer a fantastic pair of V3s.

The area is named after the Grill boulder, which resembles the front of a bus. In general the rock in the Bus Shelter tends to be some of the most featured at Harvey's. This manifests itself almost perfectly on the Serious Boulder, which is probably the best boulder at the Bus Shelter and has just the right amount of holds to be covered in hard problems and projects.

The Bus Shelter- Lovely Legs Area

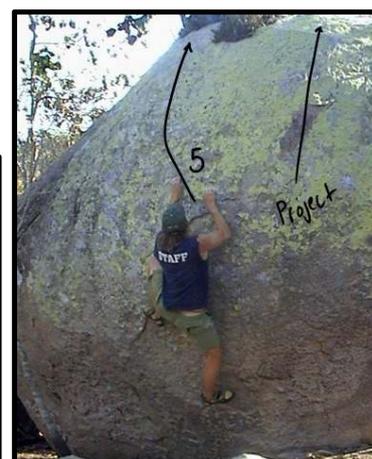
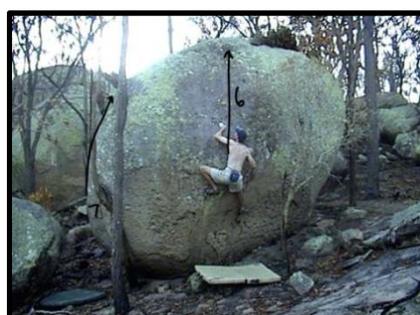
Area Rating	Number of Problems	Difficulty Range	Notes
***	40 25 described in this guide	V0 – V8	The Lovely Legs Boulder has a multitude of classic problems on it. Northern Exposure is the original Harvey's test piece.

Boulder #1- The Lovely Legs Boulder



- 1- *** Lovely Legs V0 - Obvious featured flake. Short but very pleasant. Also the down route.
- 2- ** Lovely Legs Left V2 -Essentially Lovely Legs without the flake. Up via some nice edges. A little contrived but fun. Jason Shaw
- 3- * Lovely Legs Low V7 - Low crouched start off RH sidepull and little LH sloper. Up and across into Lovely Legs. Maybe V6? SB
- 4- ** Chocolate Frogs V6 - Classic two mover with little scoops and crimps. Rob Saunders
- 5- *** Orchid V6
The quintessential Harvey's style. Powerful crux down low. Technical crux up high. Very good. From the slopy edges up and L slightly.
MS
- 6- ** Tweaker V4

From the obvious hold, battle the bulge and find a way onto the thin black slab.
MS



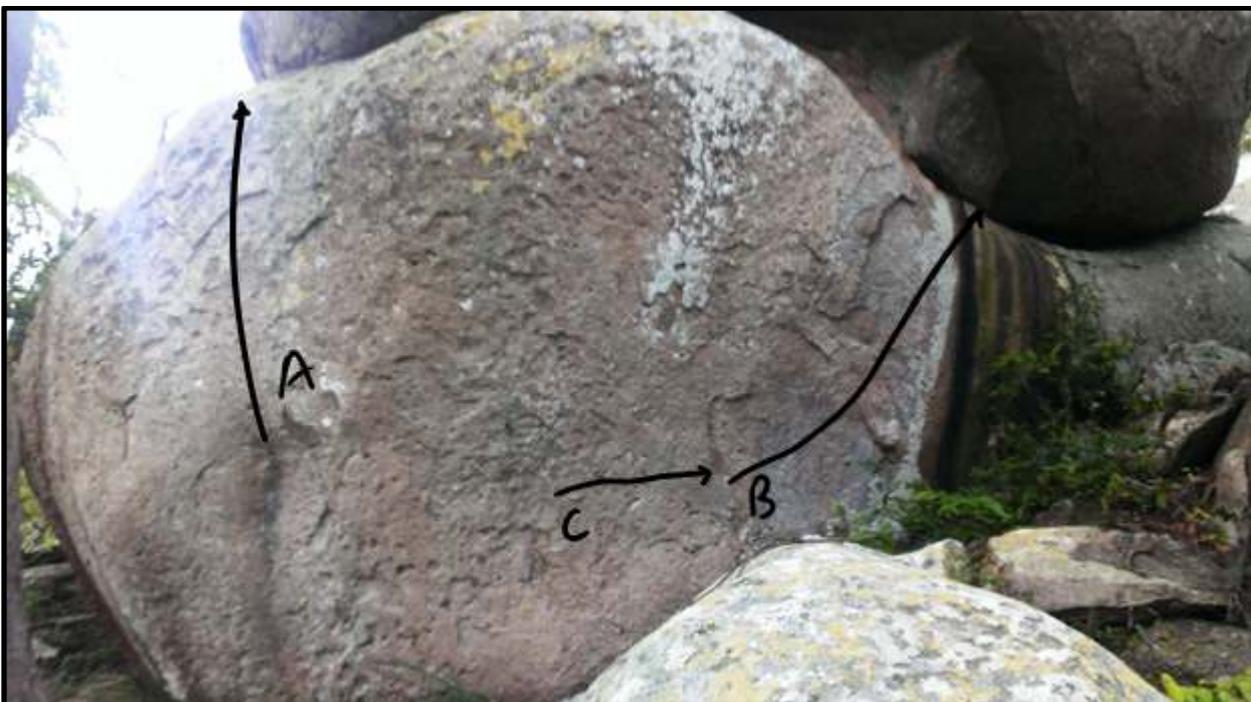
7- ** Over Grippped V5 – The deceptive line of holds left of the arête. MS



8- * Attack of the killer quads V4 – Up from underclings.

9- * V0 scoopy face

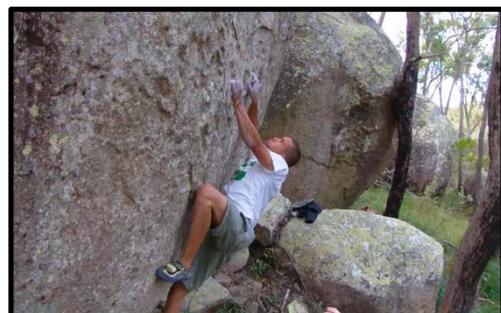
Boulder #2- Northern Exposure Boulder



A- **** Northern exposure V8

The original Harvey's test piece. An inspiring line with powerful moves. Start off the obvious RH ear and the crystallised LH sidepull.

Tully Rohrer



B- ** Against the grain V4 - Great moves- shame about the finish. Start sitting on the obvious flake. Traverse R to finish matched in the big break. SB

C- * Extend the grain V7- Start a little further left on the little crimps and link into the above problem. Soft. SB

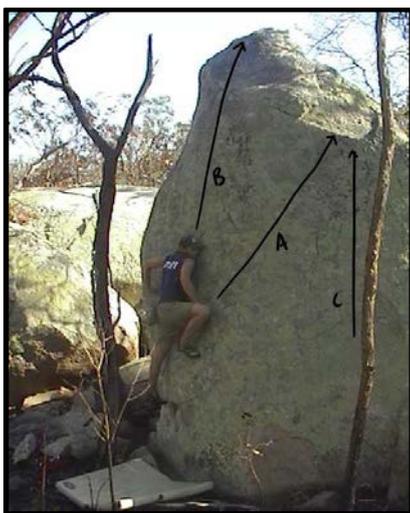
Boulder #3- Dan's Arete Boulder



A- *** Dan's arête V8/9 - The obvious steep arête with two cruxes, the higher of which is pretty terrifying. Dan's finest addition to Harvey's. Dan the Man

B- * Madi's face V1- Pleasant face with some nice holds opposite the finish of Against the Grain.

Boulder #4- Anxiety Boulder



A- *** Anxiety V3 -Named after a day of bouldering during which an ex-girlfriend's budgie was left in a room with the cat by accident! Trusting your foot on the crux of this slab will be far less stressful. Classic slab heading up and right. One of the key holds is very tricky to find! SB

B- *** Anxiety direct V3 - As above, but keep going straight up and avoid the easy finish R. SB

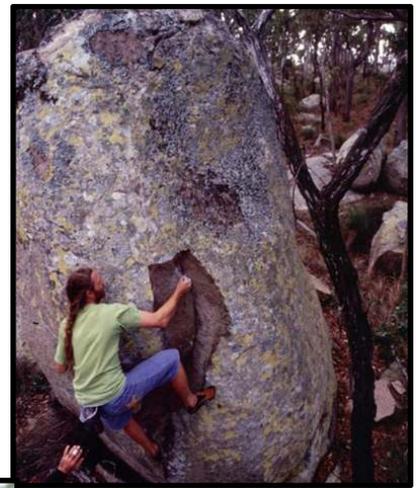
C- * Slab V1- Pleasant, but a little tough!

*** El Destructo V7 -One of Rob's finest additions.

Sit start the obvious steep feature. Up into a technical top. The stand can be done as a V5. Rob Saunders

See photo right.

* Arete V3 – Obvious arête L of Above problem from a stand start.



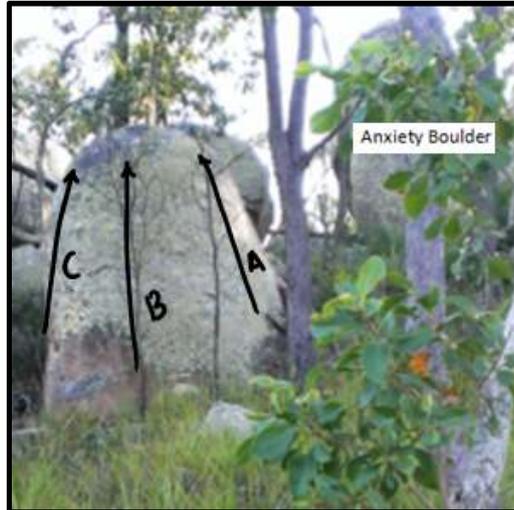
Just below the anxiety boulder:

A- ** Slab 1 V0

Can be done hands free!

B- * Slab 2 V1

C- * Face V3 – Just L of B.

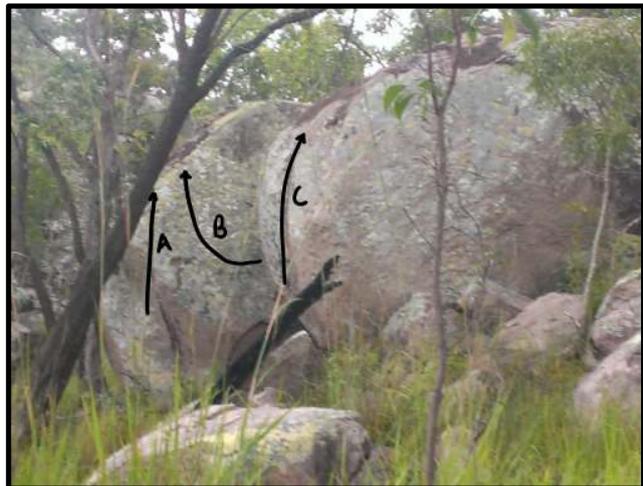


Boulder #5- The Bald and the Beautiful Boulder

A- The Wasp V3 – Great arête.
Note that a tree has recently fallen down limiting access to this problem.

B- * Cat Burglar V4 – Slab starting in the middle and then moving L.

C- *** Bald and the Beautiful V7
Classic Harvey's face with a great finish.
Often covered in pine needles and needs cleaning. **Photo below.** MS



The Bus Shelter- The Neglected Boulders



Area Rating	Number of Problems	Difficulty Range	Notes
**	25 12 described in this guide	V0 – V6	A few classic problems on some generally good granite. Grass is often quite long.

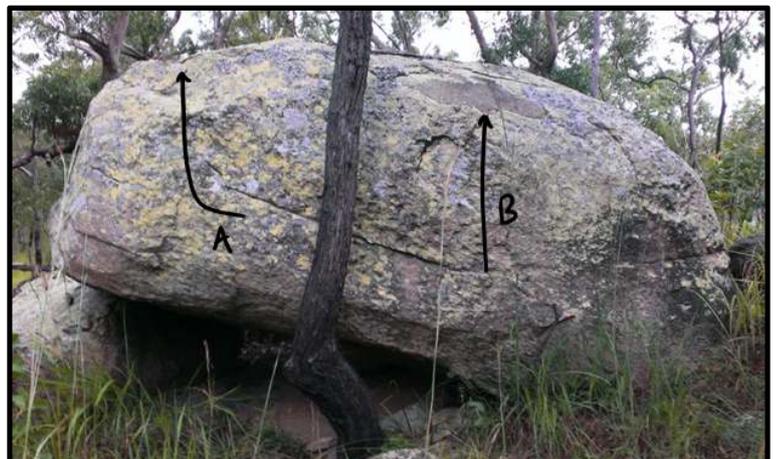
Boulder #1- The Neglect Boulder

- A- *** Neglect V5 – Classic face. Tyson
- B- *** Overtime V6 – Classic arête. Tyson
- C- Up and Down V0
- D- * Other arête V2
- E- * Anal Probe V0



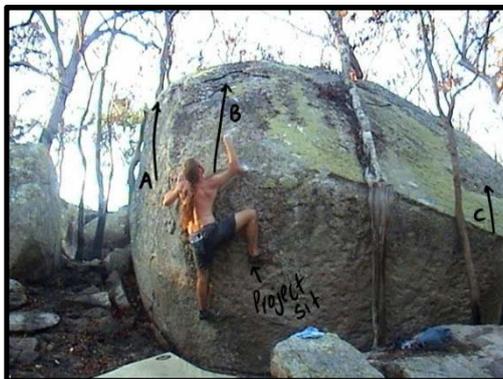
Boulder #2- Blockbuster Boulder

- A- * Blockbuster V4 – Start in the horizontal. L to arête and up.
- B- * Right of Blockbuster V6 – Tiny sit start.



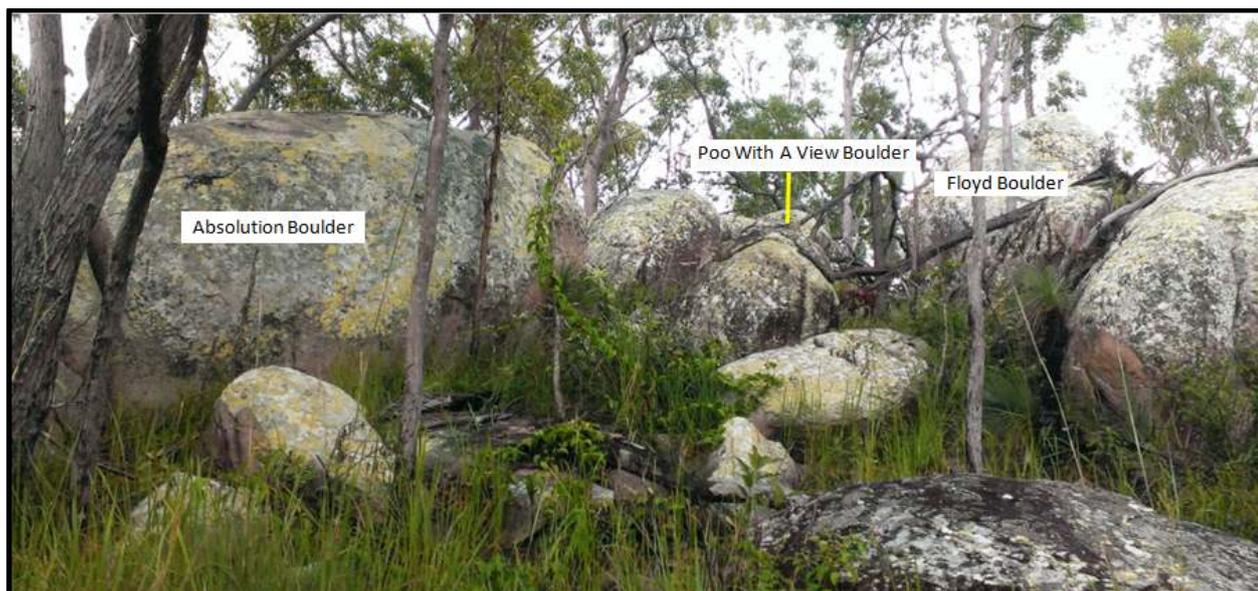
Boulder #3- Chestscraper boulder

- A- ** Tully's V6 – Start on arête with Big RH hold.
- B- * Unnamed V7 –Technical.
- C- Chestscraper V4 – Mantle / campus.
- D- * Easy V0 – Big scoop around the back

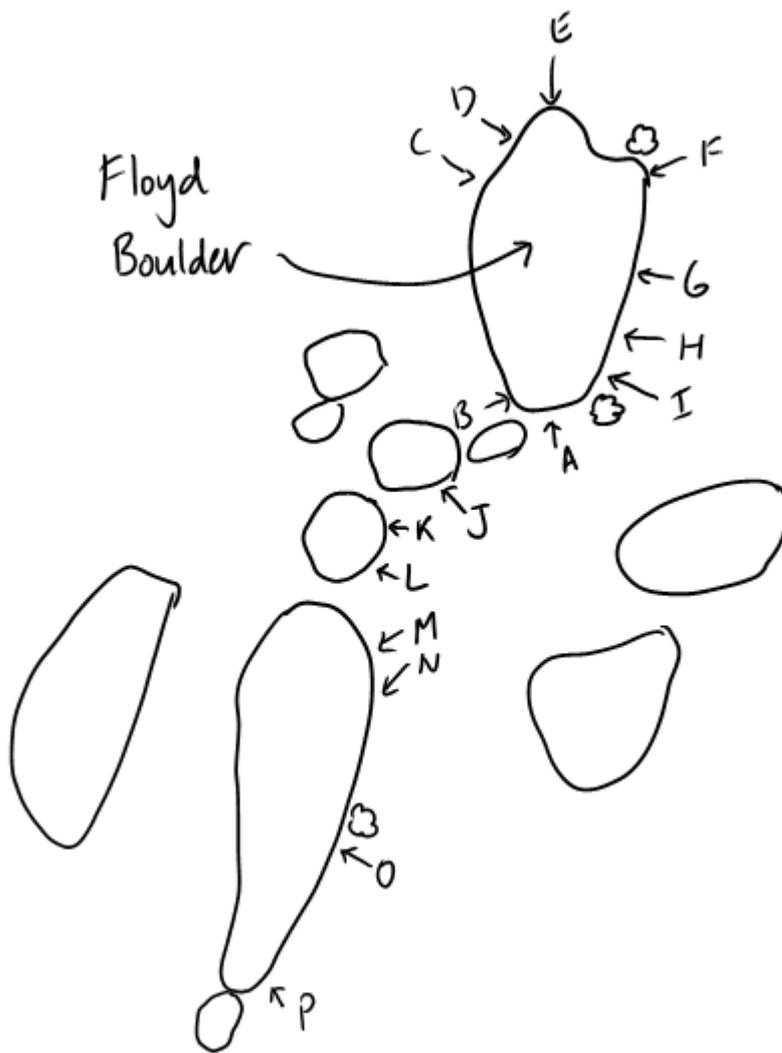


Just near the above boulder is *** Firebug V5 →

The Bus Shelter- Floyd Area



Area Rating	Number of Problems	Difficulty Range	Notes
***	25 17 described in this guide	V0 – V6	Great place to spend an afternoon. Poo with a View V5 is a Harvey's mini cult classic! A few other little problems not included in the guide.



Boulder#1- Floyd Boulder

- A- * High Styling V5 - Arete straight up.
- B- * Mantis V4- LH seam, RH on high slopy crimp. Up and L along ramp / edges to mantle.
- C- ** Pink V2/3 - Big flake for LH, RH on undercling sidepull. Up face via slopy edges.
- D- ** Floyd V2 -Great wall with big sidepull and little edge. Up and L to fin.
- E- * Summers Gone V5 - Hard move to the fin and up.
- F- ** Bucks Night V0 - Up arête from either side (R is easier). Stick to arête for best value.
- G- * Unnamed V0 - Middle of slab avoiding arêtes for best value.
- H- * Unnamed V0 - Traverse L to flake
- I- * Unnamed V1 - Just R of tree. Straight up to flake.

Boulder #2- Poo With a View Boulder

J- ** Poo with a view V5 - Sit start the steep arête with good holds. Traverse R to finish (or mantle L for a slightly easier variant). SB

K- Sarah's arête V0

L- * Sarah's face V1

Boulder #3- Absolution Boulder

M- * Better the 2nd time around V1- Start on the arête (low) with slope and edge. Move L to join the above problem at the good holds.

N- Crud V2 - Hard start and then straight up to good holds.

O- ** Absolution V6 - Face just L of tree starting with undercling and crimp. Up via some tough moves. SB

P- *** Spooky V4 - Tough arête and mantle. MS

The Bus Shelter- The Grill



Area Rating	Number of Problems	Difficulty Range	Notes
**	25 17 described in this guide	V0 – V6	Namesake boulder for the Bus Shelter. A row of featured boulders. Rock is good, but can be not as fine grained as elsewhere in Harvey's.

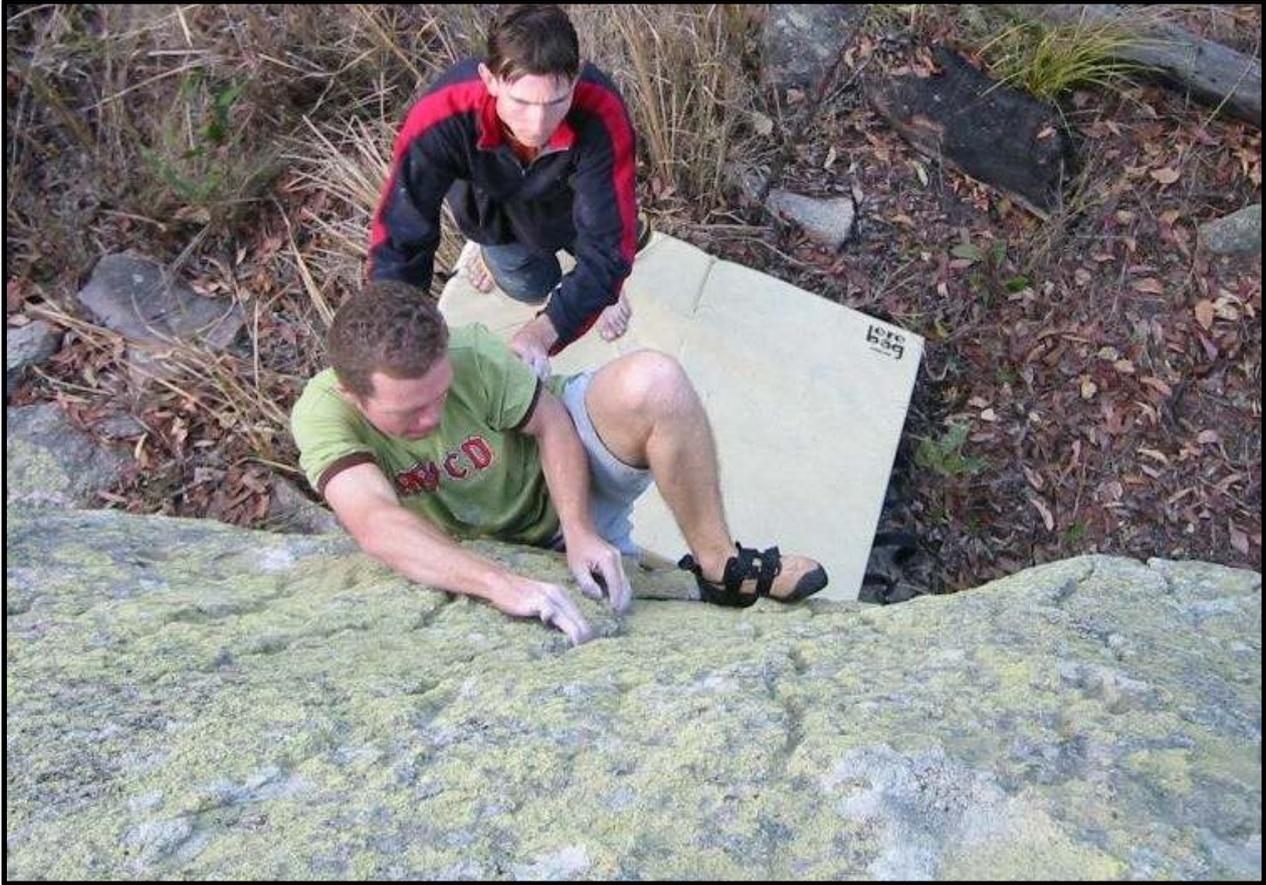
Boulder #1- The Grill

- 1- *** The Grill V6 – Up grill feature from holds at lip. A little sharp but such a cool feature. Rob Saunders
- 2- * The Grill LHV V6 – High start (stack mats). SB
- 3- * Face L of grill V3
- 4- ** Hattrick of happiness V5 – Start on obvious jug and up the vertical runnels. Rob Saunders.
- 5- * Easy V0

Boulder #2- Prowler

- *** Prowler V5 – See photo right. Obvious prowl L of the grill. SB
- * Right of prowler V2 – Slabby face





Photos: Above, Rob on the FA of Hat trick of Happiness V5. Below, Madoc on The Grill V6.



Boulder #3- Scorpion

A- ** Scorpion V5- MS

* V2 Right of Scorpion



Boulder #4- Chunky Sit start Boulder

A- ** Chunky sit start V1

There are a multitude of other short V1-V3 faces on this boulder.

Boulder#5- Scoop Boulder

A- ** Scoop off slopers V5 -MS

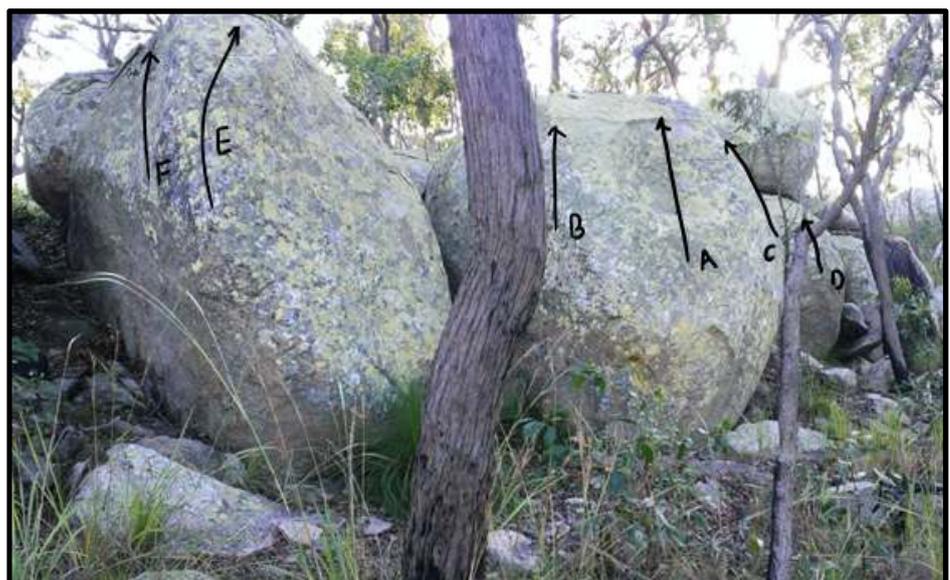
B- ** Arete L V2

C- * Jack Hammer V6 -MS

D- * Madi Style V5 -MS

E- * Pincer arete V5/6 -SB

F- Arete LHS V3/4



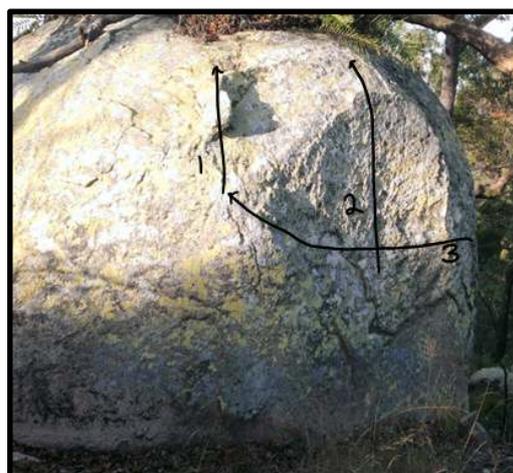
The Bus Shelter- The Serious Boulder

Area Rating	Number of Problems	Difficulty Range	Notes
***	60 40 described in this guide.	V0 – V8	The Nothing and Serious boulders are outstanding. Gets a nice breeze and quite climbable in summer.



Boulder #1- The Nothing Boulder

- 1- * The Blob V0
- 2- ** Spiders Lair V0
- 3- * Traverse V2
- 4- ** Next to Nothing V6 - MS
- 5- *** The Grusome Nothingness V8 – Tully Rohrer tips inderclings and tiny scoops- hard!
- 6- ** Almost Something, not quite Nothing V3
- 7- **** Nothing Arete V1- Hard start.
- 8- ** Slab Left V3
- 9- **** Middle Slab V0
- 10- * Slab Right V0





Boulder #2- Jump for Joy

- 1- *** Jump for joy V2
- 2- * Warm up arête V2

Boulder #3- The Rail Boulder

- 1- ** Rail direct
- 2- *** The Rail V1
- 3- **Rail Complete V2
- 4- * Rail low V7 - SB
- 5- * Face R of rail V2
- 6- * Slab R of rail V0



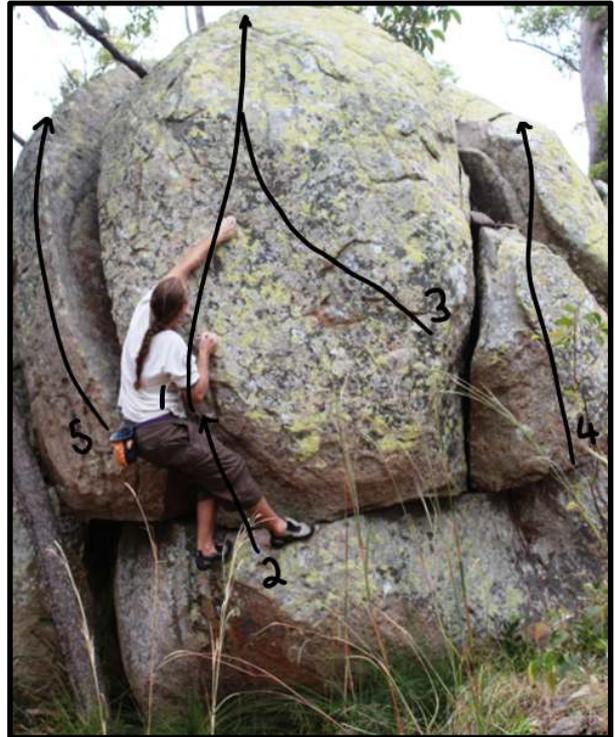
Boulder #4- The Traverse Boulder

- 1- * Traverse V3



Boulder #5- Life is Beautiful Boulder

- 1- **** Life is Beautiful V3- SB
- 2- * Life is beautiful sit V6
- 3- * Life is beautiful RHV V4
- 4- * Sit start V1
- 5- * Curved arête V2



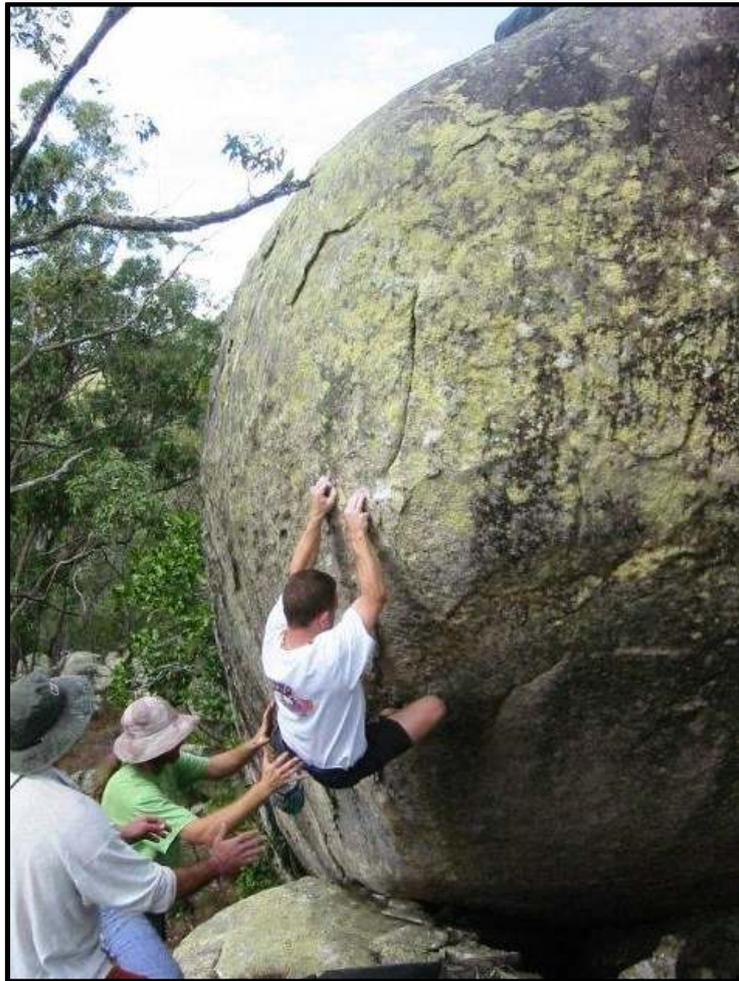
Boulder #6- The Serious Boulder

NOTE: These problems are high and dangerous and the descent is difficult and scary.

- 1- *** Puckering Up V3 – Tall face. Classic and committing! SB
- 2- ** Thread Count 400 V3 - Cuan
- 3- ** Lower Serious V6 – Tristan Baskerville



4- *** High Society V6 –Rob Saunders on the FA below. Stand start with the frightening drop off behind you! Don't fall off.



Just behind Puckering Up is a little bearhug arête at V2.

Boulder #7- Dyke Boulder

1- ** Sit start V5 – Off flat edges and up into underclings. Easier from higher starts.

2- * Arete V0

3- Arete V1

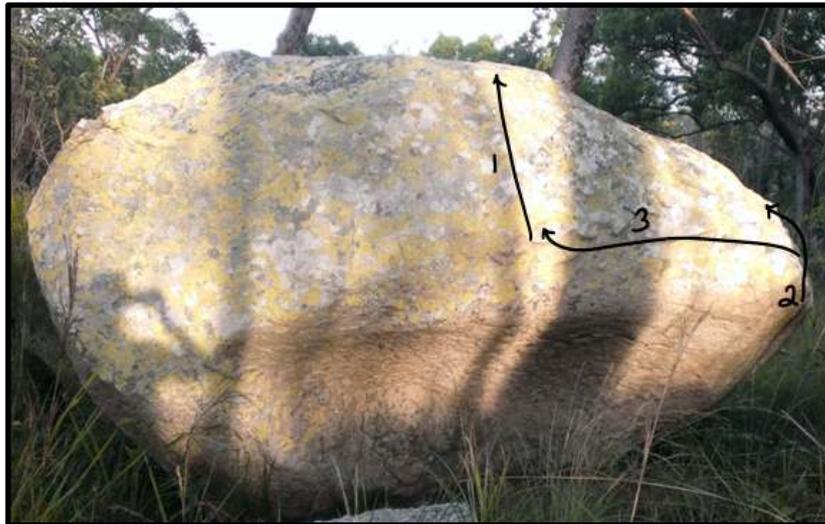
4- Arete – V2

Opposite 3



Boulder #8- Classic Little Boulder

- 1- ** Classic Little V3
- 2- * Mantle V4
- 3- * Full value V5



Boulder #9- Gutter Halo Boulder

- 1- *** Gutter Halo V8 – Start with opposing sidepulls, up R to a terrible sloper and blast to the jugs.
- *Slab V2 – 4m R of 1
- * Face V3 – 2m L of 1



Boulder #10- Deforestation Boulder

There are many other problems around this area.

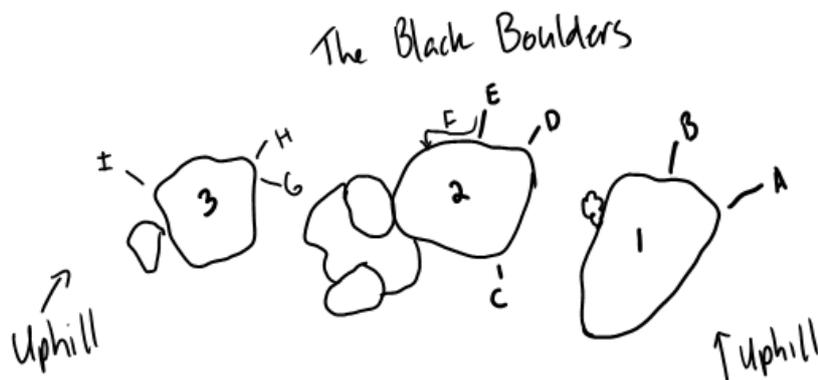
- 1- ** Deforestation V7 – Tully Rohrer
- 2- ** Face R V5
- 3- * Other arête V2



The Bus Shelter- The Black Boulders



Area Rating	Number of Problems	Difficulty Range	Notes
*	10	V0 – V6	Rock is not as good in parts but still some outstanding lines. Topo has boulders closer together than they actually are



A- Rounded arête with poor landing

B- Easy face on jugs.

C- ** The Busted Gasket V6 – Using the low boulder for feet pull up and R onto the arête and slopey mantle to finish. MS

D- * V5 – Stand onto great footholds and then desperately up the blank slab.

E- V4 – Sit start on loose flake and mantle a few moves right.

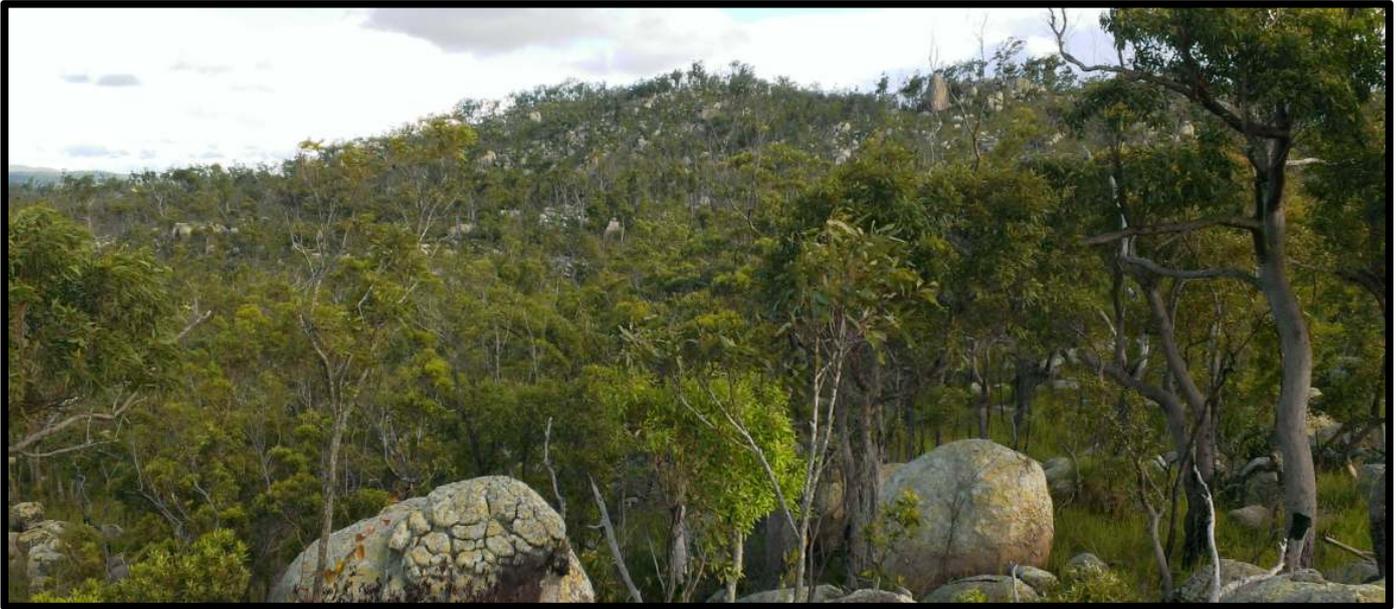
F- V5 - Same start but continue R to the blob and mantle.

G- ** V0 – Up the slabby ramp.

H – Arete from RH side.

I – Start at good flake and up dynamically via spaced jugs.

ANDROMEDA, THE LOST WORLD and OTHER AREAS



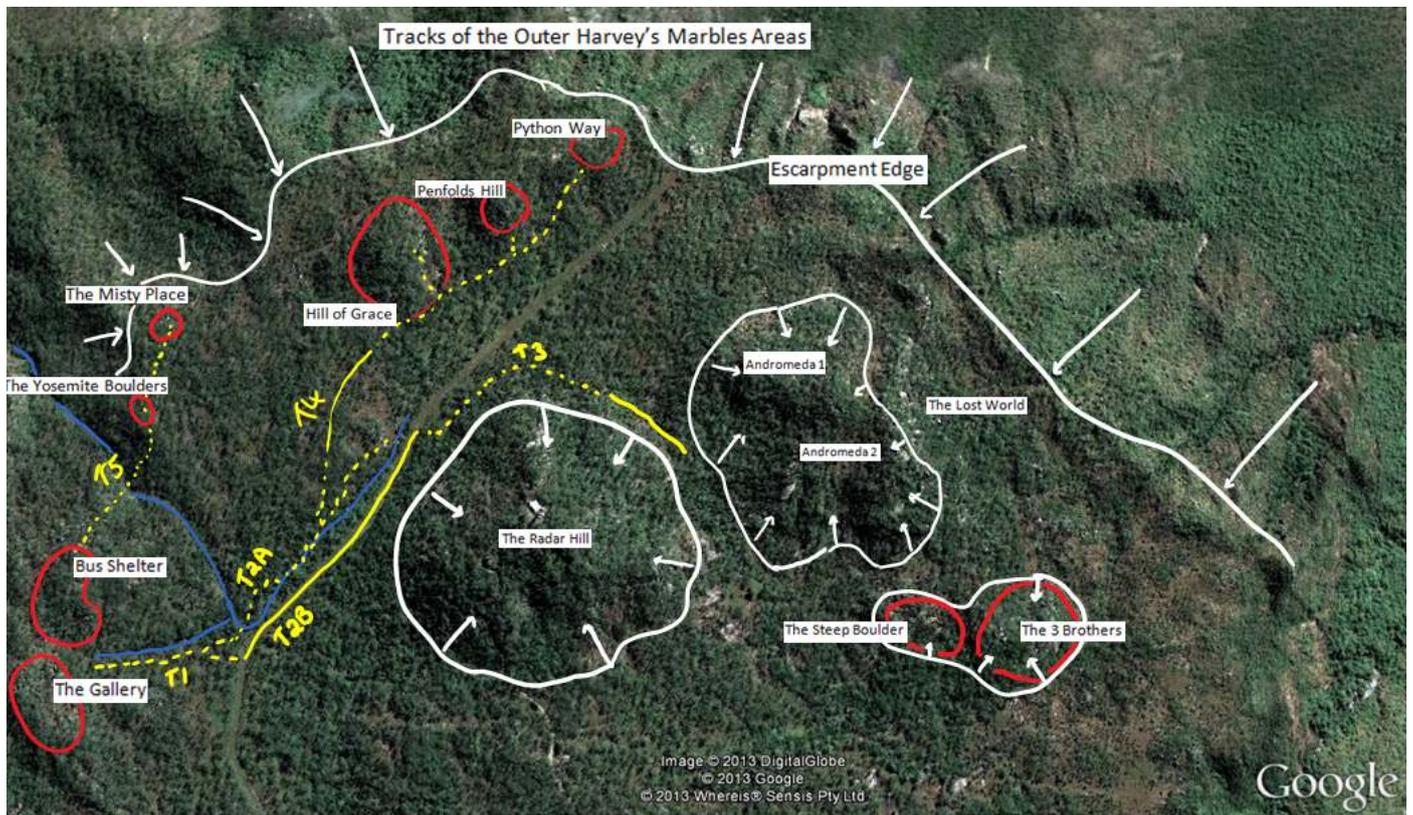
Above: The boulder saturated slopes of Andromeda Hills 1 and 2 and the Lost World. Enough bouldering to last a lifetime.

Andromeda and The Lost World are the most significant areas at Harvey's, with potential for thousands of high quality problems. It would be a guidebook writer's nightmare to try and guide the reader to all of the established problems. Not only that, but much of the wonder of these two areas is found in the sense of adventure and exploration- feelings enhanced through the absence of a comprehensive guide. Therefore, this guide will direct you to a handful of prominent established areas and problems in Andromeda. The rest is up to you. For the remaining areas, a brief description is given as well as a few photos of some of the classics.

Overview of Andromeda, The Lost world and Other Areas:

Area	Area Rating	Approx. Number of Established Problems	Difficulty Range
Andromeda	****	200*	V0 – V7
The Lost World	****	100*	V0 – V6
The Radar Hill	***	100*	V0 – V5
The Three Brothers	***	50	V0 – V7
The West Bank	***	150	V0 – V8
The Misty Place	***	50	V0 – V7
Hill of Grace	***	30	V0 – V6
The Steep Boulder	**	30	V0 – V7
Python Way	**	30	V0 – V4
Roadview	**	40	V0 – V6
The Yosemite Boulders	**	30	V0 – V8
Penfolds Hill	**	20	V0 – V6
The Outlook	*	40	V0 – V5
The Landslide Boulders		20	V0 – V4
Firing Range		20	V0 – V4

** Indicates significant potential for new problems (several thousand in the case of Andromeda and The Lost World).*



ANDROMEDA

An enormous area covered in hundreds upon hundreds of high quality boulders.

To access Andromeda you need to begin on the Gallery side of a small creek located about 40 downhill of the Turkish Delight boulder in the Gallery (See page 105). This is the start of T1.

The track is often not visible here, so essentially keep the creek on your L for about 300m until you reach a junction in the creek. The power line road will be visible on your right.

The more obvious path to pick up then is T2B. This is the road that runs under the power lines. However it is often overgrown with spear-grass. A nicer option is to cross the creek and pick up T2A, but this is less clear.

T2A runs through some long grass and then drops down into the creek after approx. 50m (staying on the L of the creek). After a further 100m (approx.) follow the obvious track out of the creek. Don't follow this track (unless you are going to Hill of Grace, Penfolds Hill or Python Way), instead follow a faint track that is just next to the creek for a few hundred meters, gradually moving a short distance away from the creek (but always keeping it on your R). When you reach an open area with a small cluster of boulders (The Crossing Boulders) cross back over the creek and join the road.

Follow the road for under one hundred meters until you reach the first cluster of boulders close on your R (this is the area- Beneath the Radar Tower). Then move off the road follow the base of radar hill (see later section of this guide) around to the R (no real clear track here, but let's call it T3). You will eventually move into the space between Radar Hill and Andromeda 1, where you should pick up an old 4WD track. Follow this up to the top of a small saddle. Andromeda is on your L and from here you will need to go in different directions for different areas.

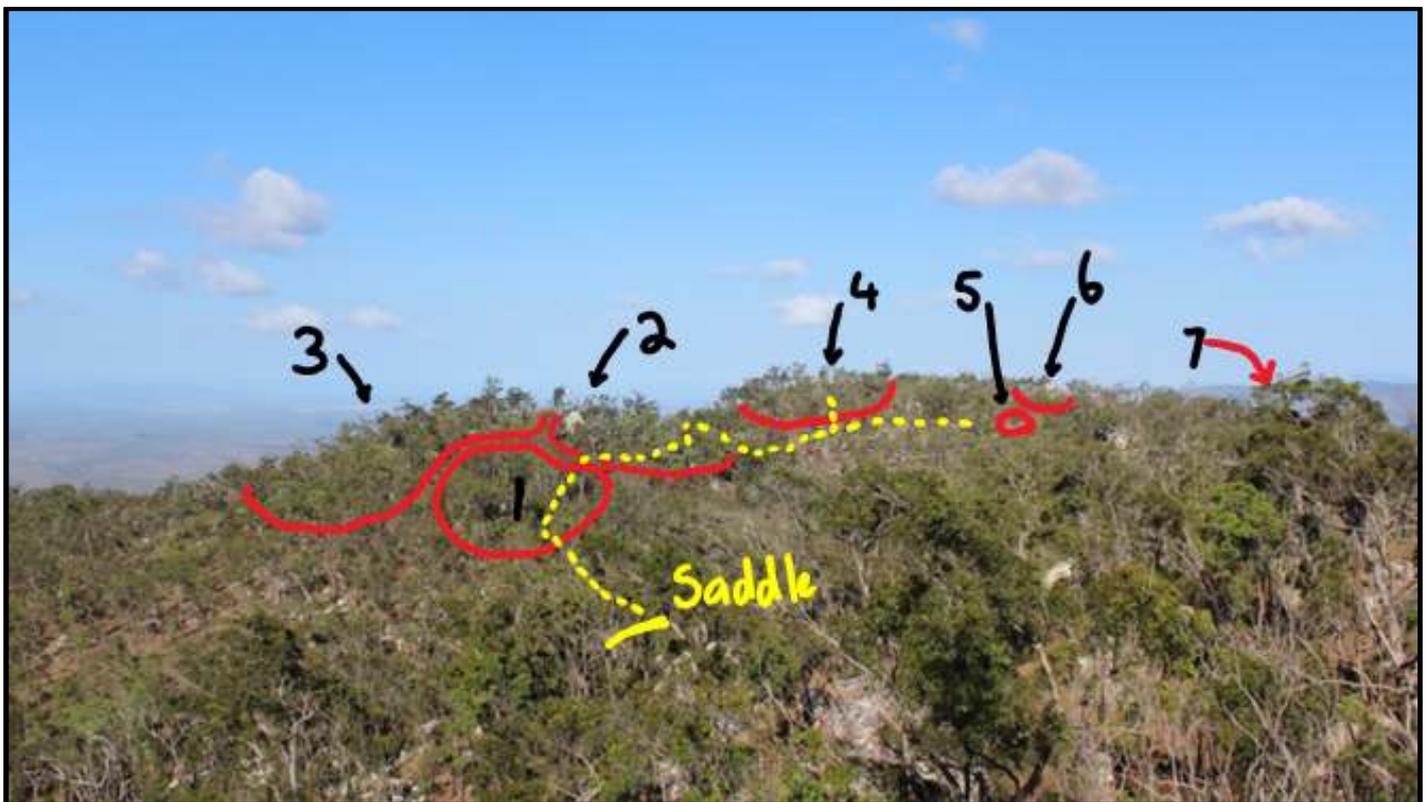


ANDROMEDA HILL ONE

- 1- The She Oak Boulders
- 2- Warm up Alley
- 3- Ridge of First Contact

ANDROMEDA HILL TWO

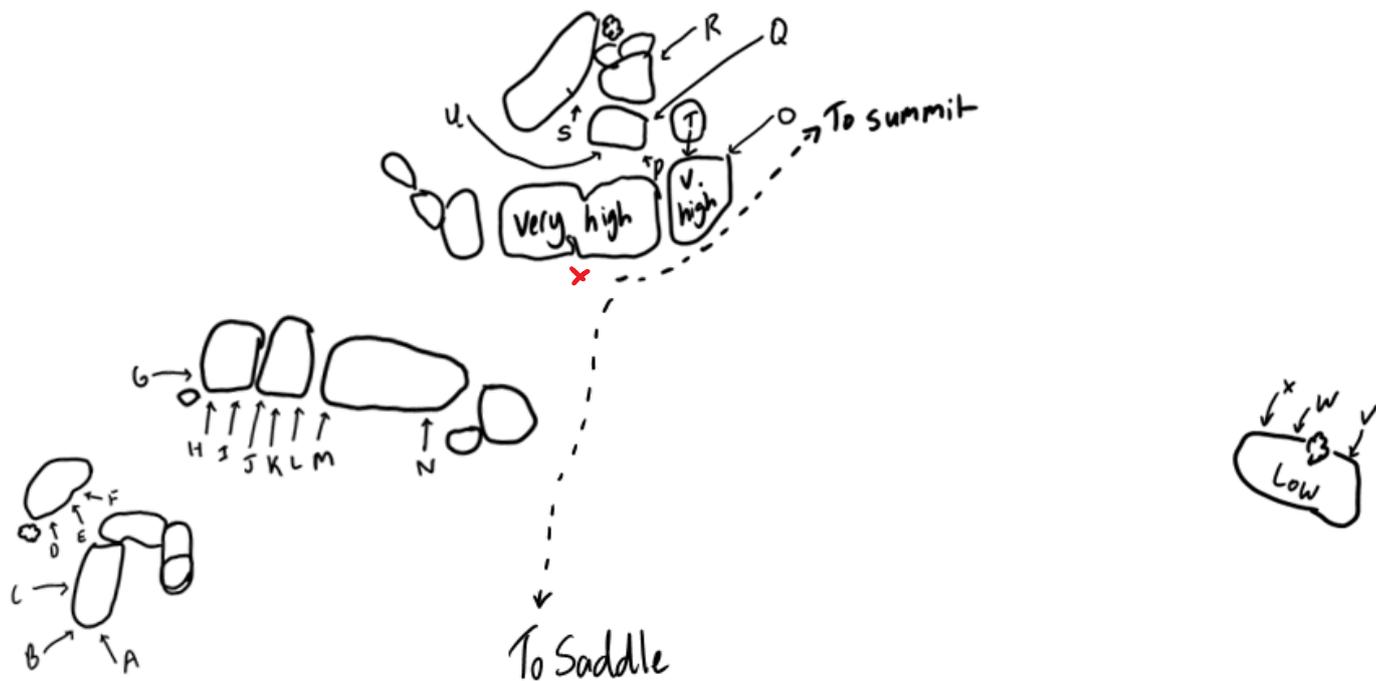
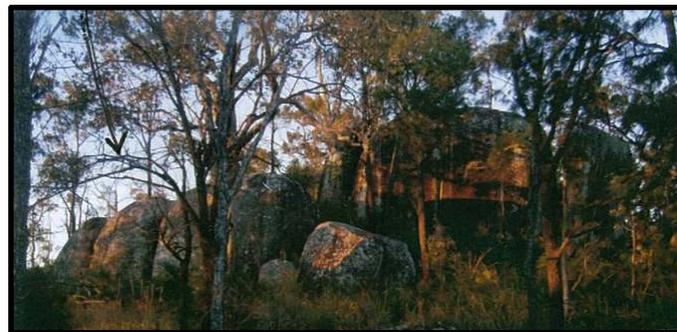
- 4- Andromeda Two Aretes
- 5- Slow Service Boulder
- 6- Epitome of a Man Area
- 7- Emma's Rad Boulder



Above: Andromeda Hills one and two, viewed from the Radar Hill, with areas and tracks marked.

1- The She Oak Boulders

From the saddle walk up the hill to the left following the vaguest of ridges. After 150m you will reach a row of tall, black boulders with a groove running down the front face. This is the top of the She-Oak boulders and marked by a red x (and shown R).



A- Seedy underbelly V6- SS using block for feet and little crimps. SB

B- * One-handed Bogan V7- Crouched start on obvious crimp. Straight up to slopers and then press L into scoop. Desperate! MS

C-Blank Ramp V1- Slab

D- * Jelly Ben Arete V5- Arete from RH side. MS

E- * Leggy V4- Up from big foothold in middle of face. MS

F- * Groovy V2

G- Not So V3- Up arête from LH side.

H- * Tippy V4- Up arête from RH side

I- ** Blob on top- Up face with some holds on arête.

J- ** Old Timer V1- Featured face slabby arête.

K-Squeezed- From L, balance up to and onto ledge.

L- ** Automatic- Nice featured slab.

M- * Opening Gaston V2- Slabby arête with a tough top.

N- Desperate slab project.

O- Cool arête project.

P- * Popper V2- Arete from a stand start. Finish moving L to mantle.

Q- * Sandstone V1- RH arête from a stand or sit. Nice with cool features on top.

R- * Avoidance V2- Arete starting on undercling. Up arête to good jug and then move R to finish. LH finish is a project.

S- Leaping Lizard V4- Sit start the seam and then finish L of the seam.

T- Seam Slab- Nice slab, albeit squeezy, following the line of holds.

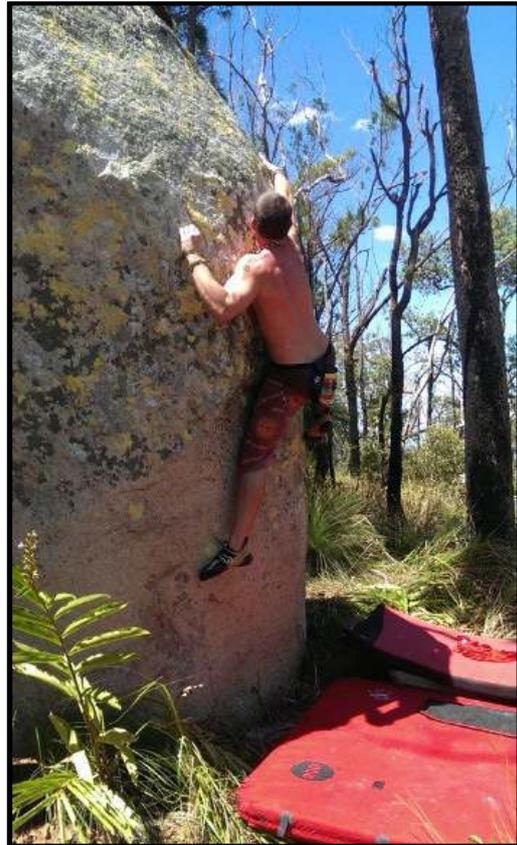
U- The Gem V3- Using good edge move L Crank for the top.

V- Campus V5- Crouched start on slopers.

W- V3 Sit start next to tree.

X- V3 Sit start and up through slots

2- Warm-Up Alley



Above: *Space and Time V5* (Photo Credit: Deanna Houston)

Warm up Alley

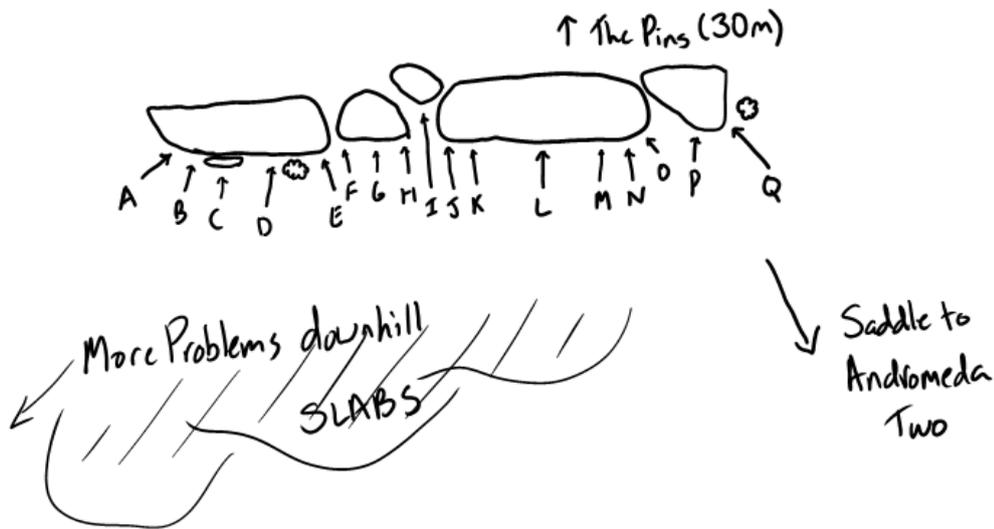
30m

Nick's V7

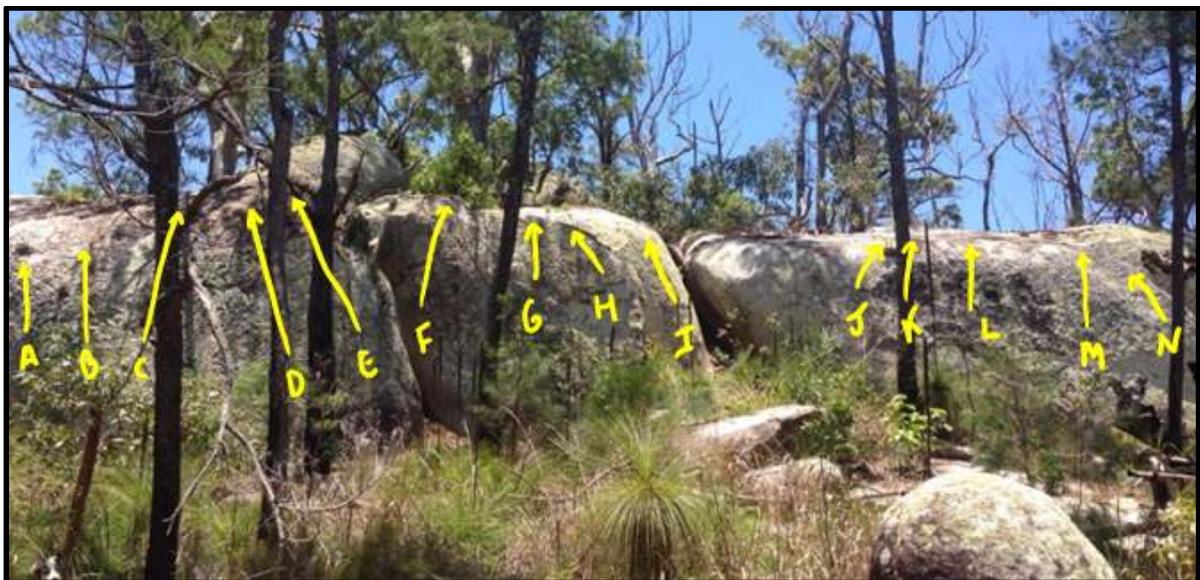
Spenser's Rad Crack



Two great problems on the obvious massive boulders as well as the usual assortment of hard projects. 30m away is Warm-Up Alley with a wall of nice easy problems and some tough ones also. (Note that a she oak can often cover the problems with pine needles, resulting in the need for some cleaning. Below Warm-Up Alley there are a number of classic walls, arêtes and slabs.



- A- V2- RH high on arête at good pinch. Straight up.
- B- * V3- Slab just L of embedded flake. Flake is out.
- C- ** V1- Slab starting on embedded flake. SS is possible. Tricky topout.
- D- ** V3- Slab just L of the tree. Tough start.
- E- ** V1- Slaby arête moving L at little fig.
- F- * V4- The arête up L to jug and then back R to finish. Tough little number!
- G- ** V2- The middle of the face going straight up to the top.
- H- ** V0- Juggy arête.
- I- V1- Short tough slab starting low from good holds.
- J- * V4- Slopey pocket for RH, LH high at base of sidepull. Move R to mantle.
- K- * V5- Slopey pocket LH, sidepull RH. Up and slightly R to mantle.
- L- ** V4- LH undercling, RH slopey sidepull. Straight up.
- M- ** V4- 1m L of vague arête with slopey RH sidepull/crimp.
- N- ** V2- Lay off vague arête. Fun!
- O- V2- Tough slab.
- P- *** Space and Time V5- From high edges up via the slopey arête.
- Q- V2- Mantle edges and up the slab.



3- Ridge of First Contact

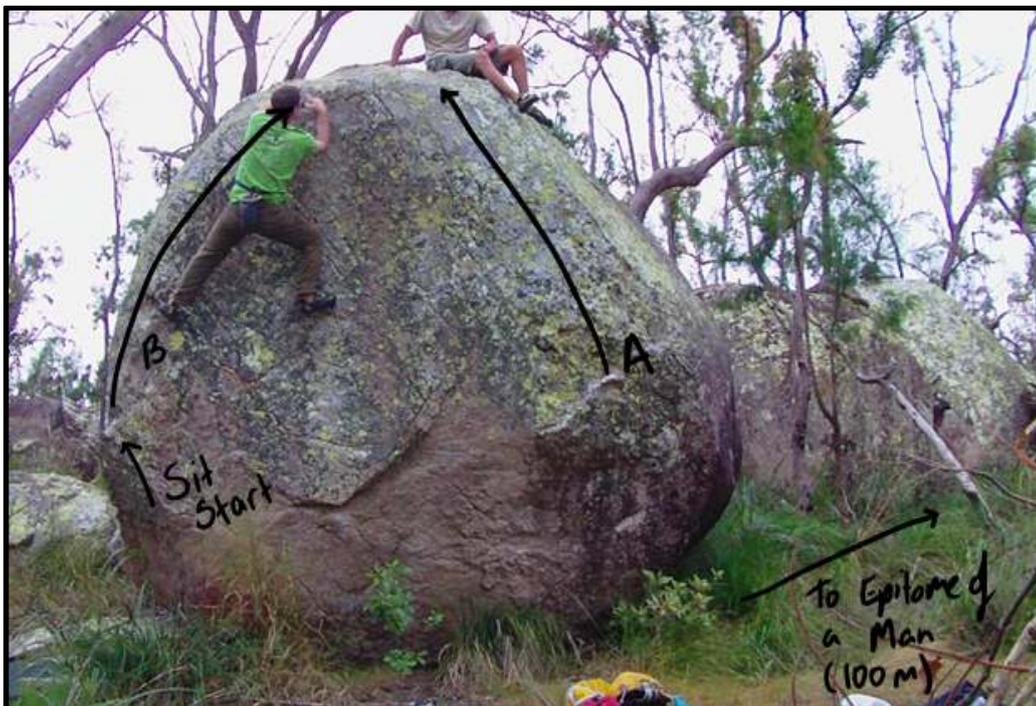
The first area climbed at Andromeda. A massive area covered in boulders with numerous problems to go. It is the front facing ridge (pointing toward the escarpment edge) of Andromeda Hill 1.

4- Andromeda Two Aretes

An area characterised by amazing tall arêtes, some of which have been climbed, some of which have not. 30-40 problems established, many more to go. Problems are at the highest point of Andromeda Hill 2 and down the slope toward the escarpment edge.



5- Slow Service Boulder



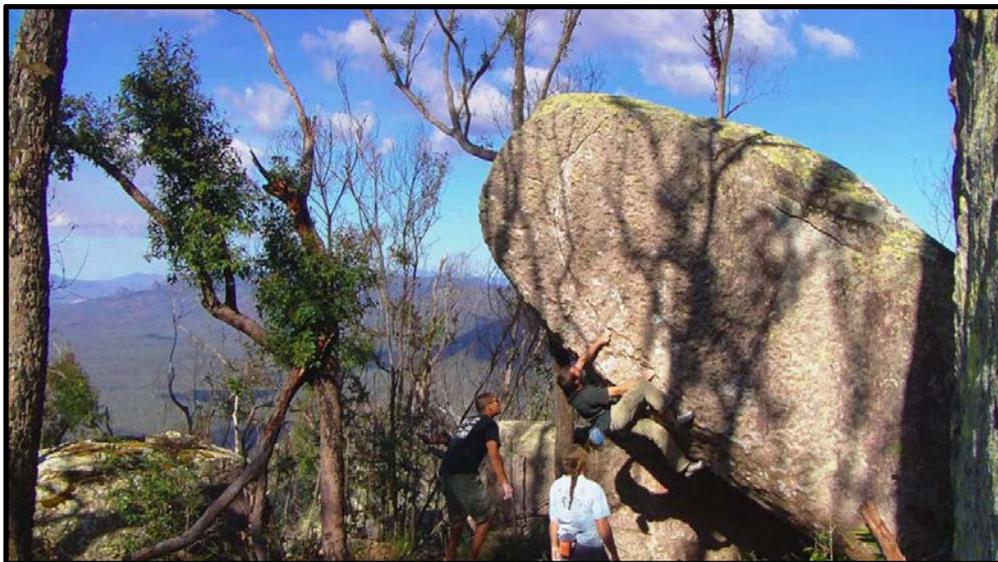
A- *** Slow Service V6 (Spenser Tang-Smith)

B- **** An Andromeda Classic V2 (Madoc Sheehan)

The sit start to B is about V3/4 and there is another V2 sit start just L of B around the corner.

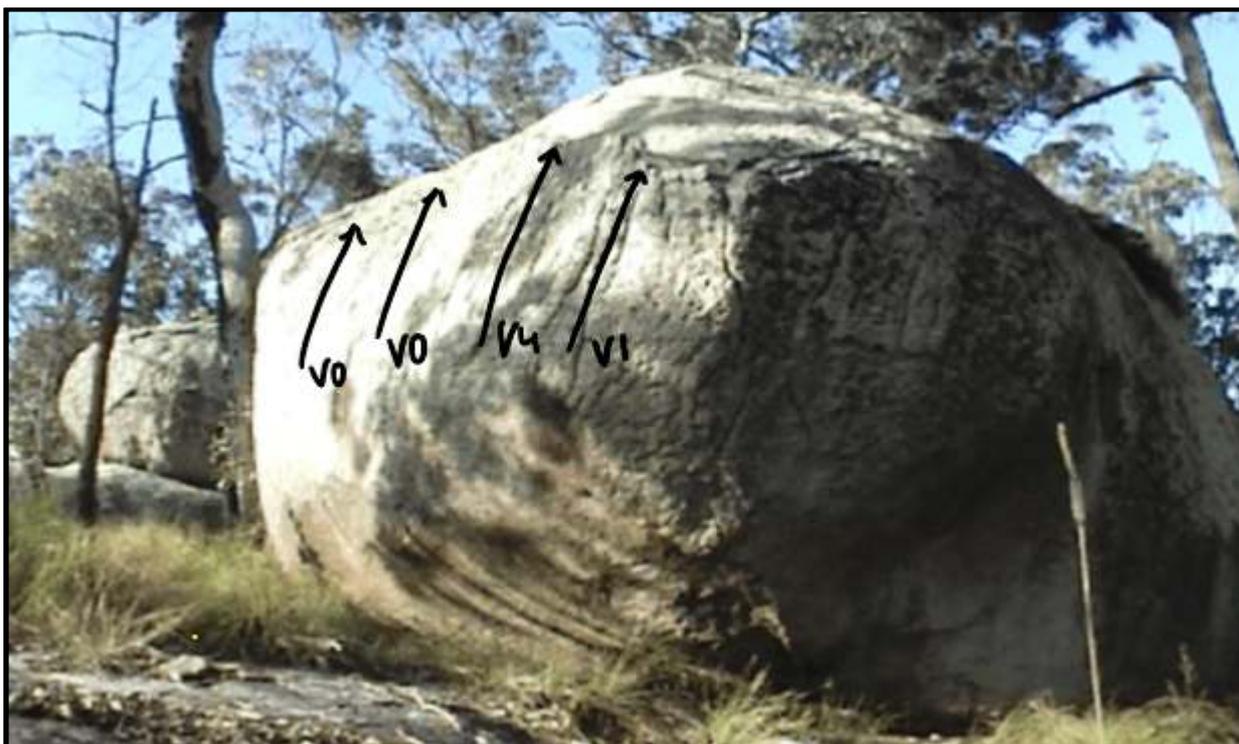
Again, there is a significant amount of rock in this area with many other established problems. From here it is only about 100m to a very large boulder on the escarpment edge. Tucked in behind this is the Epitome of a Man boulder, with one of Harvey's finest problems.

6- Epitome of a Man Area



Epitome of a Man is the V7 curved arête from a sit start. The stand is V5. Both were put up by Spenser Tang Smith and are 4 star problems. On the other side of this boulder is another V7 sit start (off the block). From atop this boulder you can access a beautiful V2 that tackles a tall thin flake. Plenty more done and to do around here as well.

7- Emma's Rad Boulder



The Emma's Rad boulder is a cool boulder with some hard lines still to go. But there is also about another 30 problems established around here so go explore!

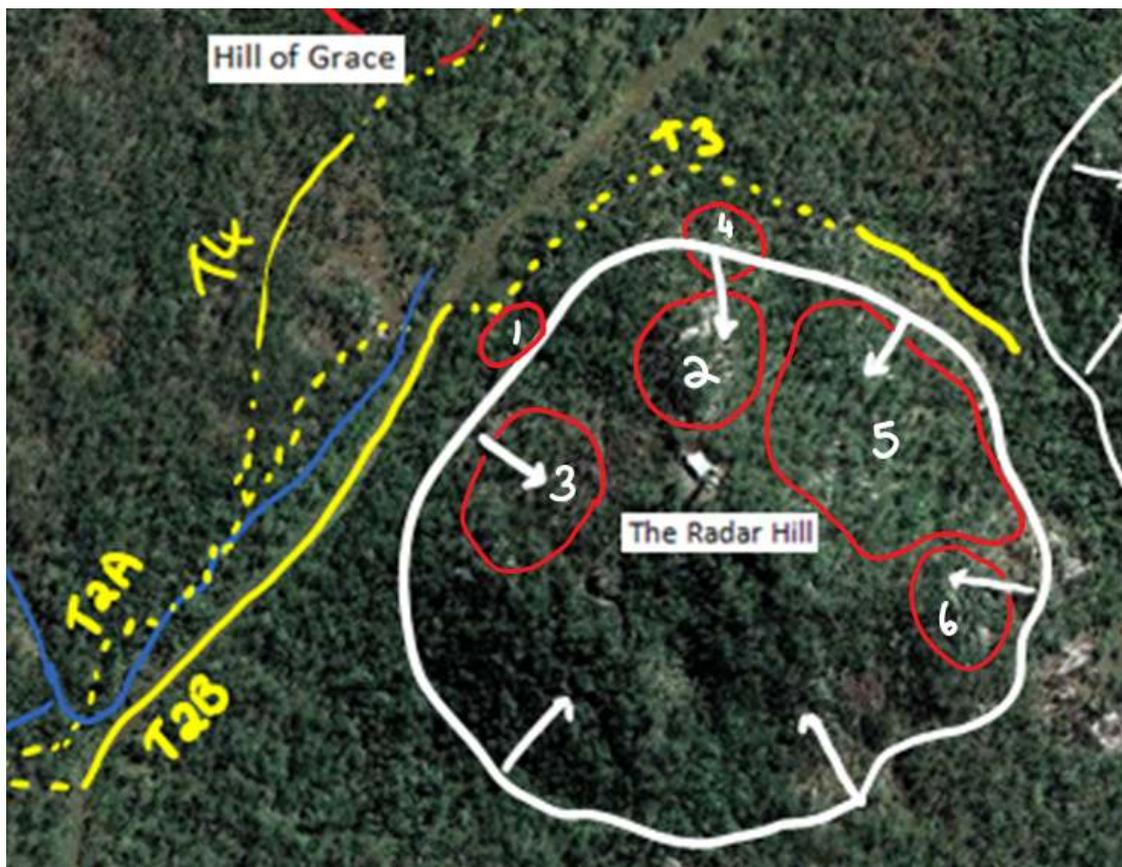
From the RH side (as seen in the photo above) of the Emma's Rad boulder, head up the hill for about 150m, keeping the gully on your R. When it levels off you should be able to see the next boulder- the Slow Service Boulder.

The Radar Hill

Easy to find due to the massive Radar instillation. Lots of different areas established. Be sure not to get too close to the radar tower itself.



Above: The Radar Hill when viewed from the base of Hill of Grace



1- Beneath the Radar
2- The Radar Tower
3- The Citadels

4- The Radio Wave Boulders
5- Radar Hill Proper
6- Radar Ridge

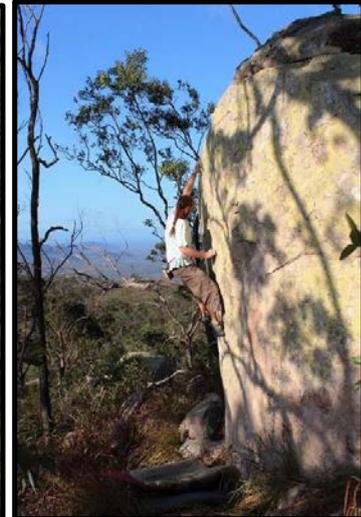
1- Beneath the Radar

Small collection of boulders closest to the power lines. Best problems are on two boulders at the back RH side when looking from the road. Below left is the uphill boulder. Below right is the downhill boulder.



- A- * V0- Up from the jug with bad feet.
- B- ** The Flying Gaston V5- LH on arête, RH on undercling/sidepull.
- C- ** V1- The arête straight on and pulling L onto the face.
- D- * V5- Face with obvious slopey hold. Difficult.
- E- * V4- Crimpy face
- F- * V2- The arête on the uphill boulder.
- G- * V1- Crack from a sit
- H- V1- Face

2- The Radar Tower



Right at the top of the hill, just under the Radar Tower. Worth the hike for Madi's **** **Flying Under the Radar V5**, shown in the photo above R. R of this at the end of the boulder in a thin V4. Madi has established a handful of other problems as well.

3- The Citadels

Big boulders scattered across the steep western side of the Radar Hill. Spread out with little development to date.

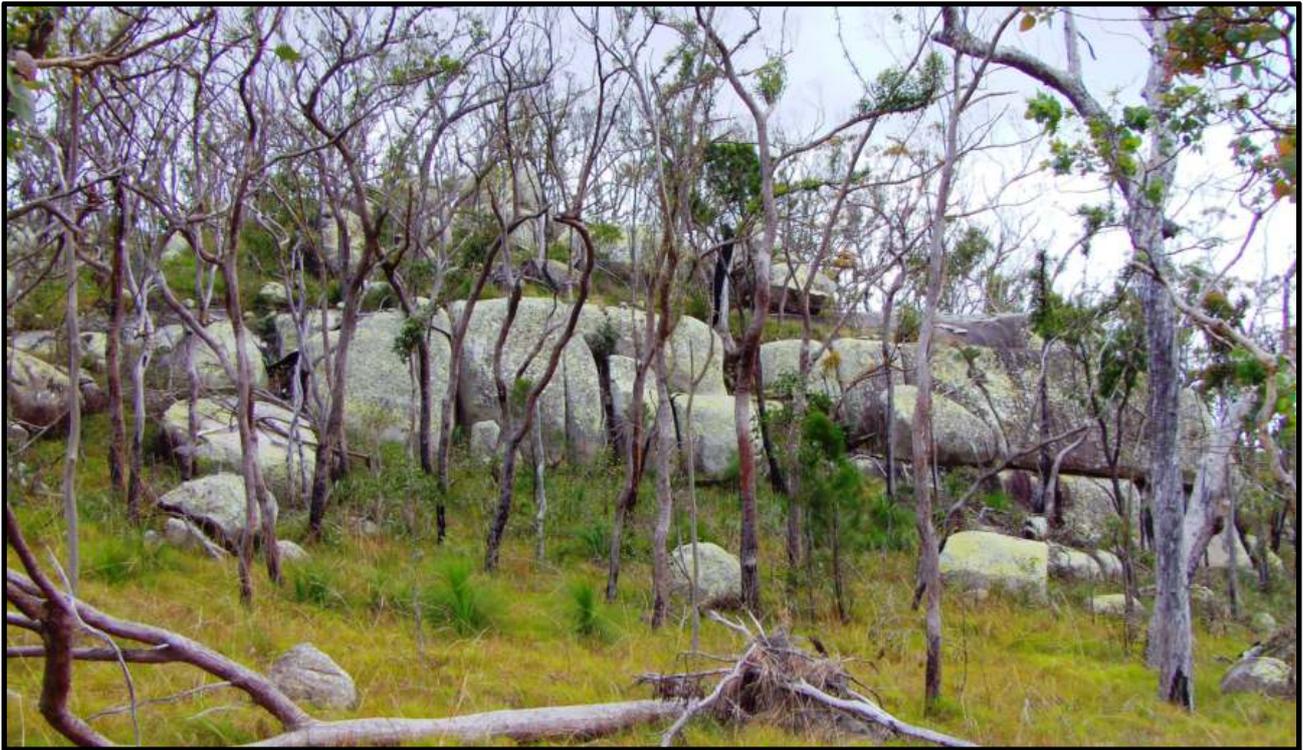
4- The Radio Wave Boulders

A few boulders close to T3. An impressive 'stack' of boulders and a few other things. Again, lots of potential.

5- Radar Hill Proper

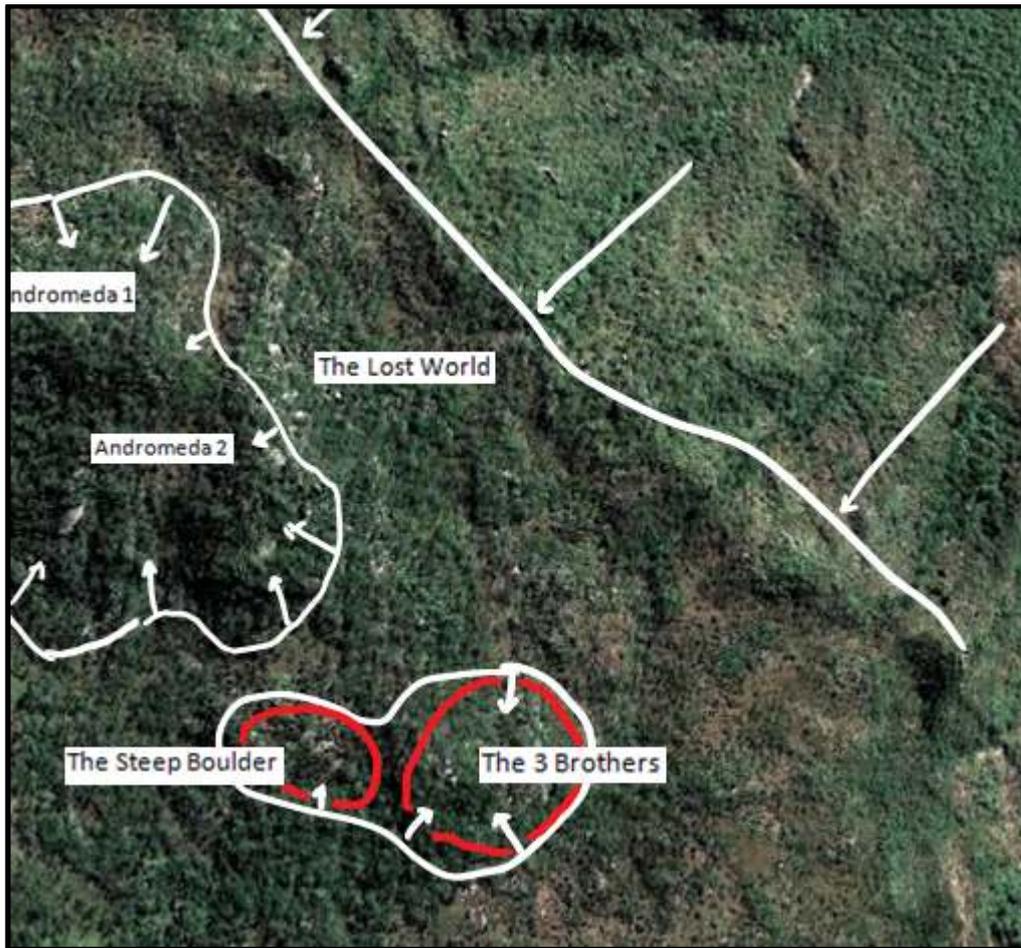
A vast array of boulders across the north-eastern face of the Radar Hill, with only small number of problems established. Not as densely populated with potential problems as other areas, but still lots of potential and some very impressive lines remain unsent.

6- Radar Ridge



Guarded by an impressive row of tall slabs, this is a great area with some high quality problems and many hard projects remaining. Atop and behind the slabs sit the best of the boulders.

The Lost World



The Lost World refers to all areas on the East face (facing toward Townsville) of Andromeda and stretches to the Escarpment edge. It is an enormous area, and hours can be spent exploring it.

Some outstanding problems established but the real tressure lies in the 1000+ problems to go. Adventurous bouldering with a wild array of big boulders scattered into steep, rugged terrain. The outer edge of Harvey's with a suitably frontier feel to it.

The Steep Boulder

Access is easiest from the Emma's Rad Boulder. From this boulder continue straight across a gully and then continue straight (Andromeda 1 and 2 will be on your L) and head up a small gully. At the top of this will be the Steep Boulder.



A *** V5. See below L photo for starting position. There is a V6 variant crouched start just R.

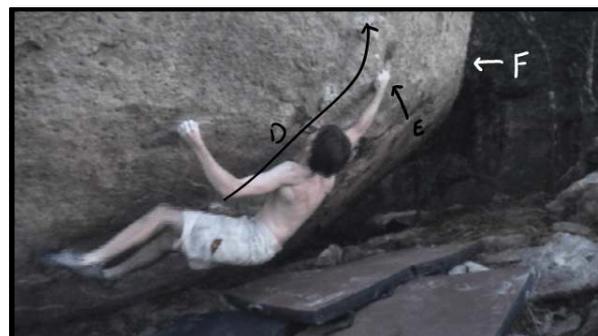
B ** V6 Dyno. Bad landing. Spenser.

C ** Steep V2 up the flake.

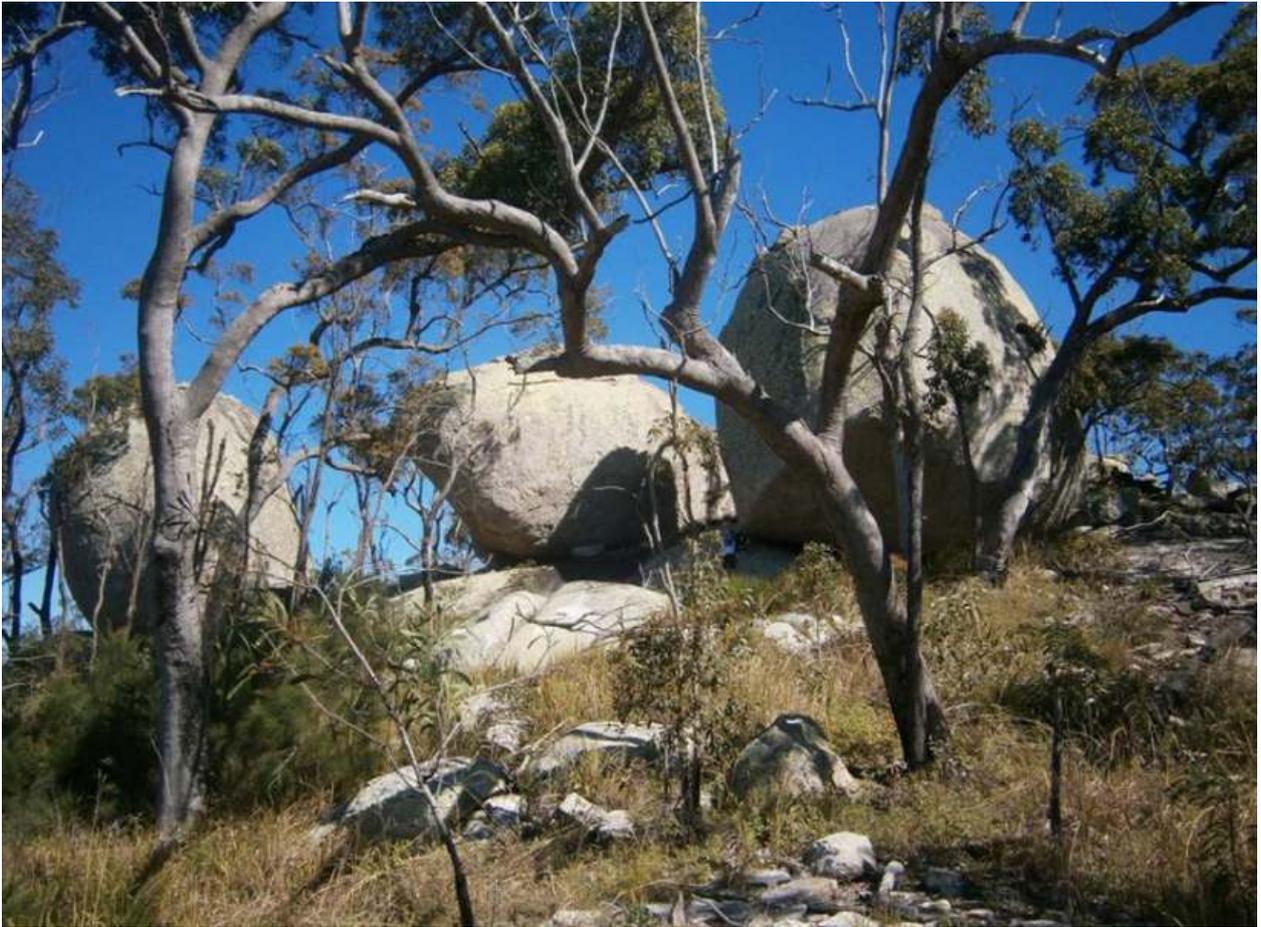
D ** Living in the 9Ts. Steep face starting down low. Broken hold so now a little harder than the original V6. SB

E ** V4. Variant start to the previous problem. Pleasant and much easier. SB.

F * Campus Crusader for Christ V6. Campus problem on the slopy holds. Starts as low as possible. Spenser / SB.

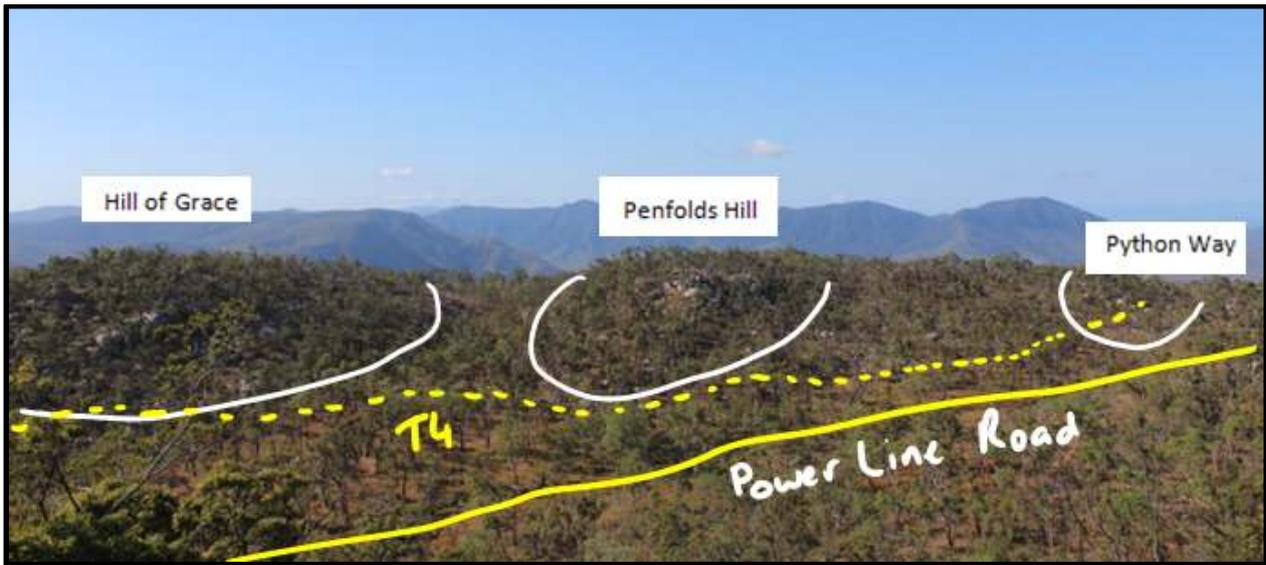


The Three Brothers



Another hill, another amazing array of giant boulders. Quite a few problems established but again the real excitement is in what remains. The Three Brothers themselves are spectacular and largely unclimbed.

The Track 4 Areas:



See Andromeda directions for access to track 4.

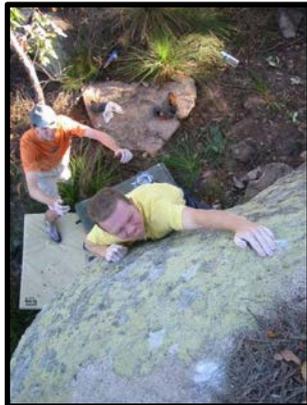
Hill of Grace



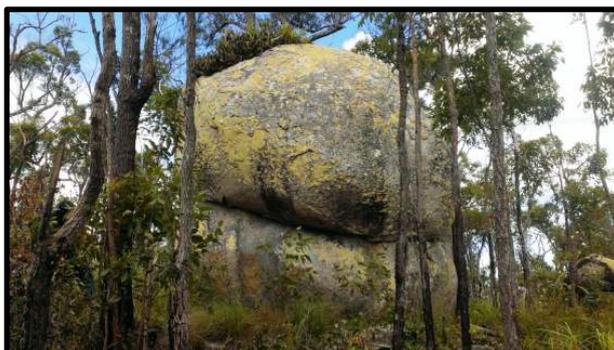
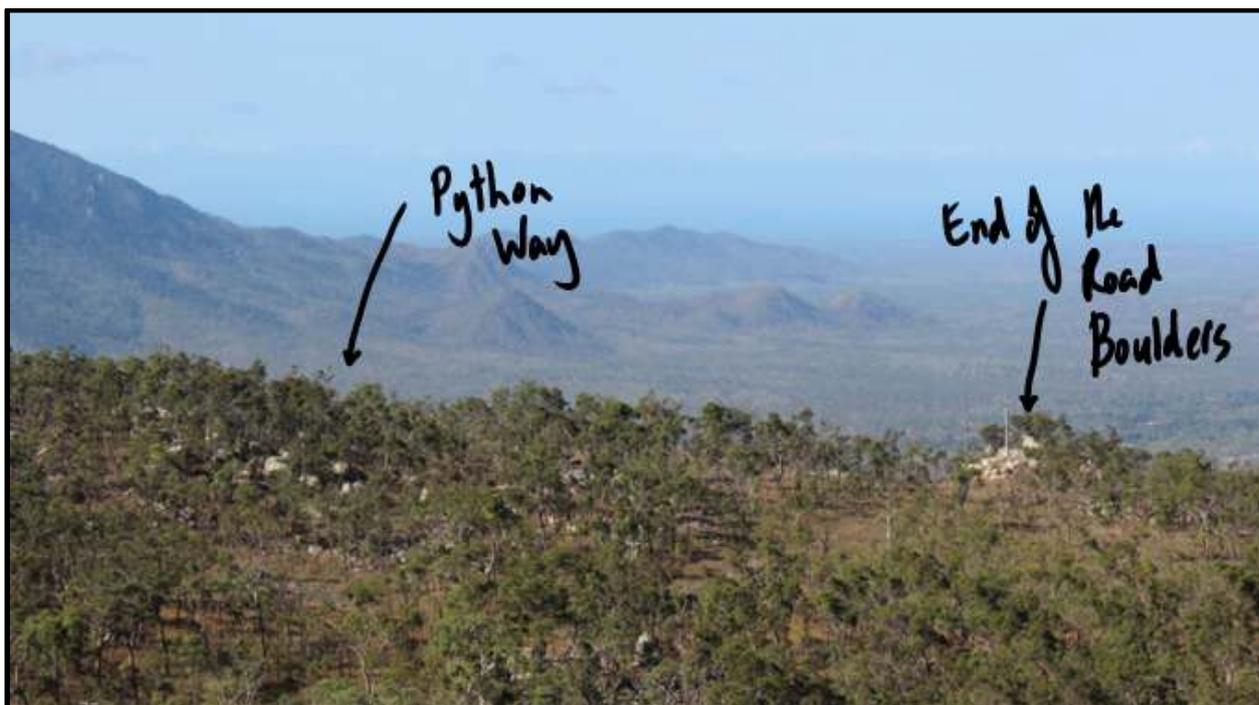
The slopes of this great hill have a number of great problems, albeit without any significant concentration. The real prize though lies in the boulders on top. The two pictured above are particularly fun. Heaps of potential remaining with about 30 problems established.

Penfolds Hill

One especially great boulder with a few problems established and some tough projects to go. Some problems surrounding the hill as well although not many established.



Python Way



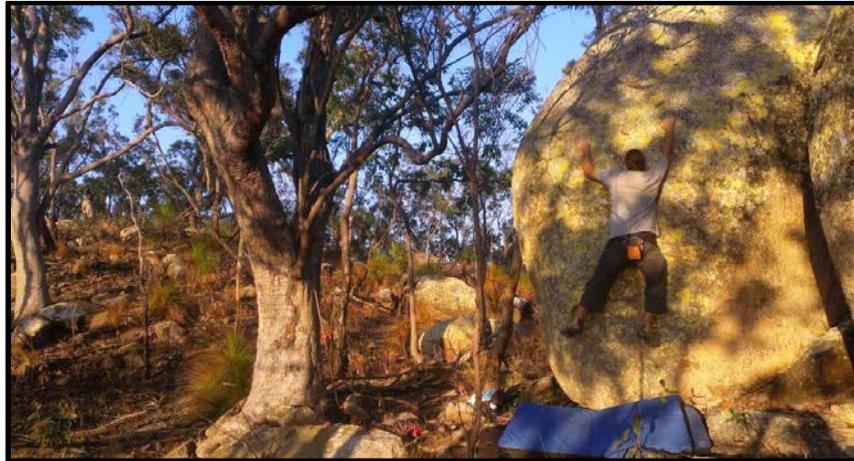
The Python Way boulder itself (above right) is superb, with only one problem on it currently. Quite a few other problems have been established on the escarpment edge as well. As always, lots left undone.

The End of the Road boulders have an amazing outlook but only a few problems established. Some route climbing potential over the escarpment edge.

The Track 5 Areas

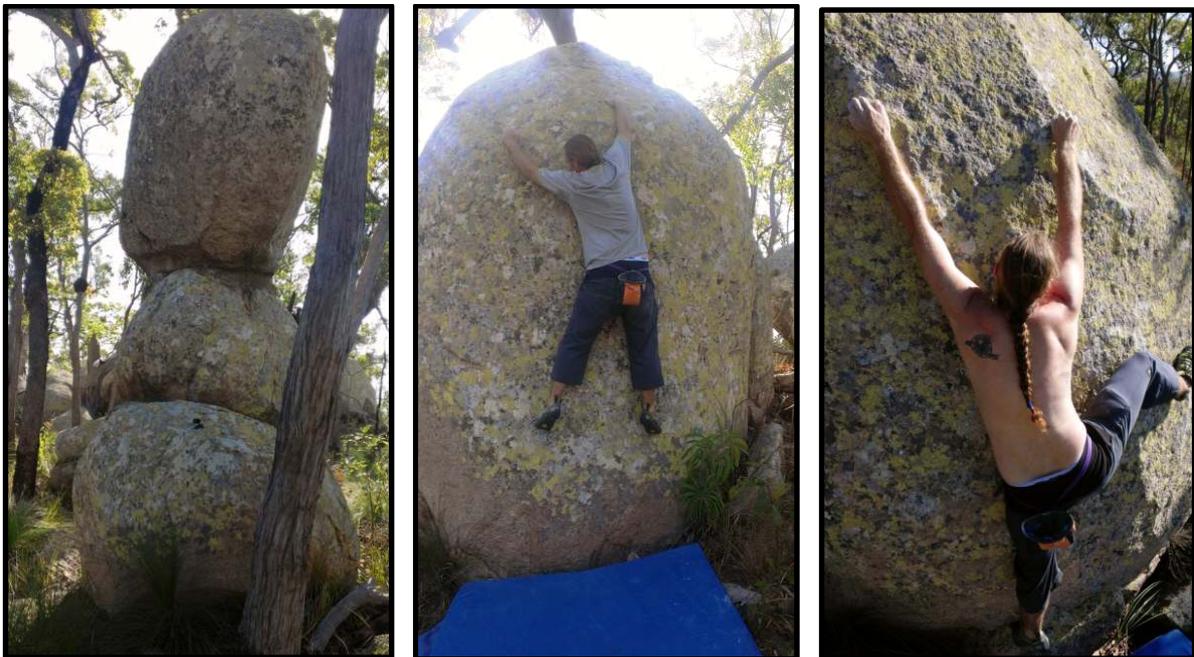
Access via track 10 which goes down the hill from the Deforestation Boulder in the Bus Shelter, crosses the creek and heads up and L. The first area you will arrive at is the Yosemite Boulders.

The Yosemite Boulders



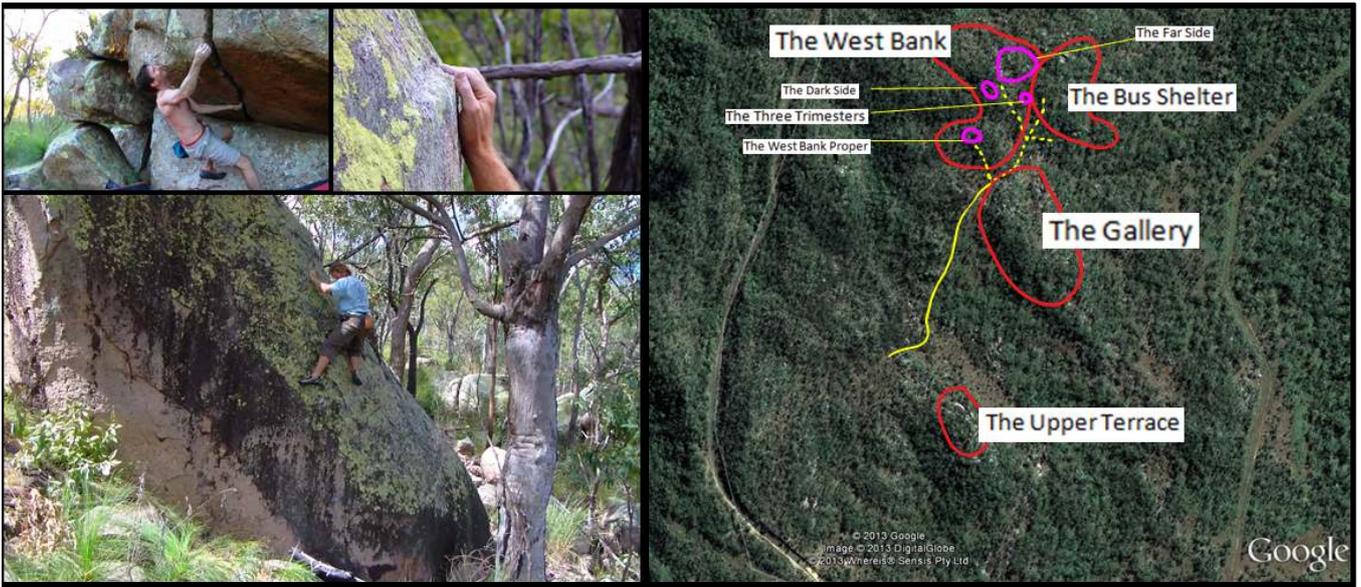
A spread out little cluster with about 30 problems established and at least that many to go. In particular the Technician's boulder (above) has quite a few good problems on it.

The Misty Place



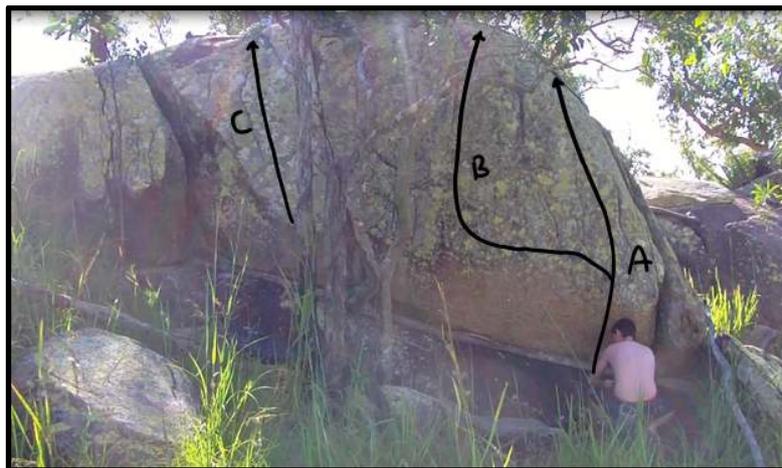
A great area perched on the escarpment edge with some very high quality rock and a great outlook. The triple scoop has never been summited. The boulders continue down the hill.

The West Bank



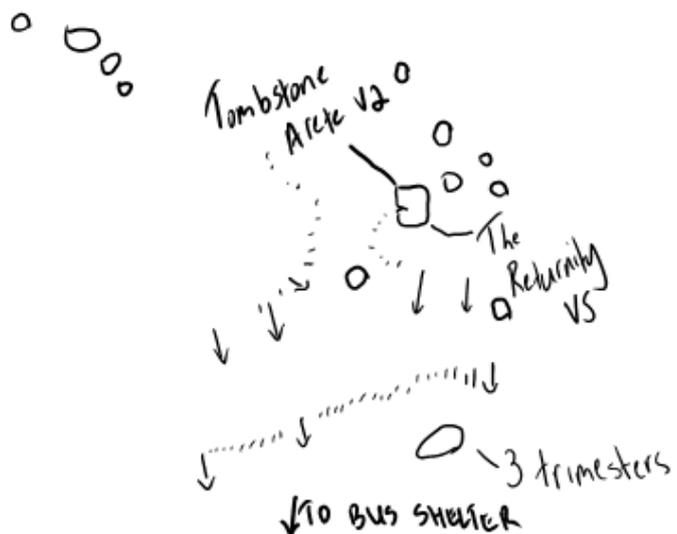
A massive area that is made up of The Far Side, The Dark Side, The Three Trimesters and The West Bank Proper. 150+ problems established and plenty more to go. Might get included in a later update to this guide.

Close to the Bus Shelter, atop the West Bank is The Three Trimesters.



- A- * The Second Trimester V3 – Sit start from the horizontal tree root! Up the arête.
- B- *** The Third Trimester V5 – Sit start, traverse L and then up to small edges.
- C- * The First Trimester V1 – Sit start and up on good holds.

The Returnity (V5) (in Madi's top 10) is about 100m down the hill on the RH side of the saddle. It is the RH arête of the side of the boulder facing the Bus Shelter. Mantle onto the balance your way up the featured arête. Super classic!



The Firing Range

A few boulders overlooking the power line track.

Roadview



Great area. Often breezy. 3 good clusters to visit. Park 1700m up the final steep section of road. Boulder 1 has The Yawning Mouth V2 (below L) and The Roadview Classic V7 (below R) as must dos.

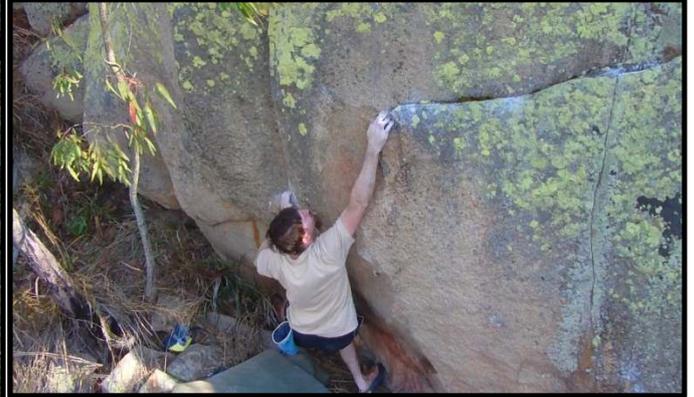


Boulder 2 has HCS V5 (below L) and an assortment of other nice problems. Down the hill at the creek is Boulder 3 with Ringo's traverse V6- a slopy lip traverse pictured below R.

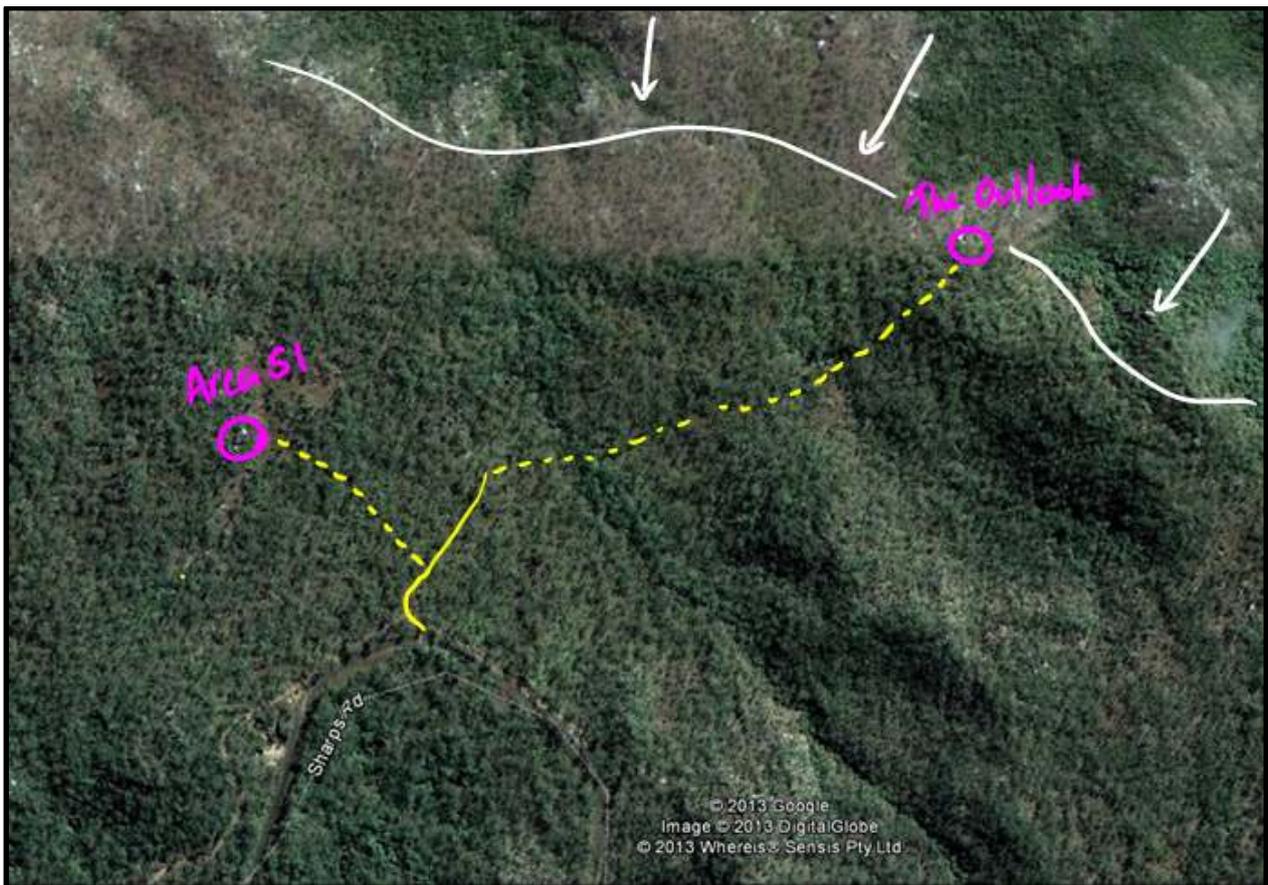


The Landslide Boulders

Recently discovered area with some nice little problems. Head in from the road and find the fence. Follow it up until it ends and then head away from the road, trending slightly up until you reach the first of the boulders. Great V2 pictured below. Park 1100m past the beginning of the final steep section of the road.



The Outlook



Fun and adventurous, but some serious hiking in between. Area 51 has some house sized boulders and a few problems but generally it doesn't climb as well as Harvey's proper- the rock is a little different. The outlook is a small, high quality cluster of boulders right at the escarpment edge. It is essentially the highest point before the range jumps up to Harvey's proper. Park the car 700m past the beginning of the final steep section of the road.

Motivation: Authors' Top Ten Must Do Problems

Steve:

- 1- Walk the Line V5 (THE GALLERY)
- 2- The Divorce V7 (THE COW PADDOCK)
- 3- Epitome of a Man V7 (ANDROMEDA)
- 4- An Andromeda Classic V2 (ANDROMEDA)
- 5- Nothing Boulder Middle Slab V0 (THE BUS SHELTER)
- 6- Pickpocket V8 (THE GALLERY)
- 7- Launch Pad (THE EMBANKMENT)
- 8- Golden V9 (THE UPPER TERRACE)
- 9- Squatting Bear V5 (THE EMBANKMENT)
- 10- The HCS V5 (ROADVIEW)

Madi:

1. The Returnity V5 (THE WEST BANK)
2. Fall from Grace V2 (THE FUN PARLOUR)
3. Launch Pad V6 (THE EMBANKMENT)
4. Jump for Joy V1 (THE BUS SHELTER)
5. Good Wife V6 (THE COW PADDOCK)
6. Crest of the wave V0 (THE EMBANKMENT)
7. Orchid V6 (THE BUS SHELTER)
8. Bald and the Beautiful V7 (THE BUS SHELTER)
9. Life is Beautiful V3 (THE BUS SHELTER)
10. Smoked Almond V1 (THE GALLERY)

Other Significant Contributors to Harvey's Marbles

Nick Larsen: Nick lived in and visited Townsville on a number of occasions. His highly technical style and strong fingers resulted in some spectacular FAs, including: Globalisation Right V10, Turkish Delight V7/8, The Divorce V7 and Walk the Phat Line V7

Rob Saunders: Rob has visited Harvey's since its discovery, with frequent work trips somehow ending up on the plateau amongst the boulders. He has contributed many fine problems, including: The Five Year Cigar V7, El Destructo V7 and High Society V6.

Spenser Tang-Smith: Like Nick, Spenser is based in the US but came to Townsville's James Cook University to study. In between studying (or perhaps it was the other way around) Spenser added some spectacular problems including: Epitome of a Man V7 and Slow Service V6, as well first repeats of Golden V9 and Northern Exposure V8.

Tully Rohrer: Another visiting US student. Tully spent 6 months at Harvey's. He added many of the earliest Harvey's test pieces, including the Bus Shelter trio of Northern Exposure V8, The Grusome Nothingness V8 and Gutter Halo V8.

Live Lundemo: Over a year or so Live, from Norway, added an assortment of sandbagged desperate problems and repeated other, including a 2nd go repeat of the Big Tick V7. Try Live's Pockets at The Embankment to really understand her finger strength.

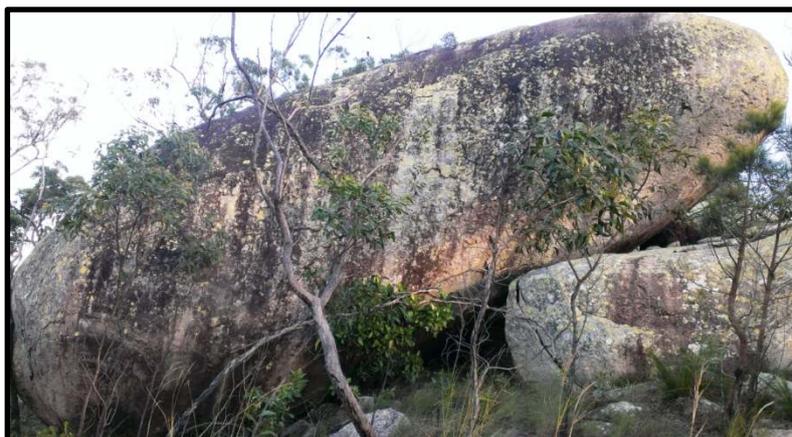
The 3 Canadians: Jason, Erica and Curtis caught site of Harvey's over the internet in Canada. So impressed with the pictures were they that they moved to Townsville for 9 months and became heavily involved in early development. In particular they helped to discover much of Andromeda and Curtis was responsible for coming up with the name.

Stuart Argent: One of the original developers at Harvey's and always keen for a bit of exploration. It was on Stuart's suggestion that Madoc first discovered the area. Stuart had a keen eye for a brilliant line, with inner circle classics such as False Pretences and Feet and Knuckles to his name.

Tyson Burns: An off-the-couch-Master (*Lucky bugger – Ed*), Tyson repeated a bunch of classics and contributed his own body tension intensive classics to Harvey's. His Bus Shelter masterpieces, Neglect and Overtime, hint at the tensions involved in being a family man. Many of his best problems are hidden out in the depths of Andromeda, especially around the 3 Brothers sector.

Dan Radford: Constructed almost entirely of tendon, Dan has repeated and put up a number of hard problems at Harvey's over the years. His finest additions include Any Way but Steve's Way V7 at The Embankment and Dan's Arete V8/9 at The Bus Shelter. The latter is one of the hardest problems at Harvey's.

Photo right: *The back side of the Serious Boulder at the Bus Shelter, home of the future sends of the next generation of Harvey's boulderers.*



15 YEARS OF HARVEY'S SENDS (All photos Rob Saunders Collection)

