

WAIPAPA

By Cliff Ellery

The "Main Cliff" at Waipapa is tucked away out of sight in a valley about 1km down stream of the Waipapa dam. It was first discovered by Kevin Barratt in 1999. Kevin returned to the crag a number of times that year and put up the first couple of routes, "Finger of Fate" and "Side Winder". This gem of a crag soon attracted a lot of interest and over the next 2 to 3 years a number of climbers from Hamilton, Auckland, Rotorua and Wharepapa put up near on sixty routes. The rock is a very compact fully welded Ignibrite with small edges lower down and pocketed nearer the top. The routes here require a totally different climbing style compared to their Ignibrite cousins down the road. The small holds and edges require balance and finesse as opposed to power and brute strength. The Main Cliff faces North and is situated on the side of a bush covered gully, with native trees right along the base and pine trees at the top. Access to the top of the cliff is difficult so all the routes have belay stations at or near the top of the cliff and descent is by abseil. There is a mix of sport climbs and trad climbing with some routes having a bit of both.

There are numerous climbs on the other cliffs around the dam and lake. To date there are five routes on the car park cliff and a few interesting boulder problems. There are also a number of routes on the cliffs along side the river, an area that is definitely under developed. Above the dam, on Lake Waipapa, there are two cliffs that have seen attention from climbers. The "Lake Side" crag which is below the "Old Village site" is the newest of the crags in the area, while further up the lake is the very first cliff climbed in the area

The first person to do any climbing around the Waipapa dam was Graeme Dingle, Corrina Gage and Andrew Cory in 1981. Graeme and Co paddle across the lake and put up 2 climbs on one of the small outcrops along side the lake directly opposite the road. These routes were forgotten about until the CNI guide was published. A few climbers started to develop some of the cliffs up above the road but despite it's appearance the rock here tends to be soft and friable and as a result there has been no further development in this area. There are numerous other account of people looking around the cliffs along side the powerhouse and immediately down stream of the dam but prior to Kevin Barratt discovering the main cliff there are no records of anyone doing any routes.

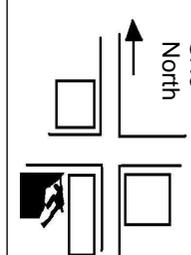


For the best rock climbing experience in New Zealand

- * **New Zealand's Best Gear Shop**
- * **Cafe** , **Accommodation**
- * **Instruction** **Gear Clinics**
- * **Workshops** **Guiding Service**
- * **Hire Gear (Ropes)** **Crag Information**
- * **Run by Climbers for Climbers**

for more information visit www.rockclimb.co.nz . Email bryce@rockclimb.co.nz
Telephone / Fax (07) 872 2533
1424 Owairaka Valley Road

Wharepapa South
RD 7 Te Awamutu
New Zealand



OTOROHANGA

OPEN 10AM - 8 PM
Harvest centre
5 Tuhoro St
\$12.50 Adult \$9.50 Child
Ph: (07) 873 8893
EMAIL: HARVESTROCK@XTRA.CO.NZ

Location

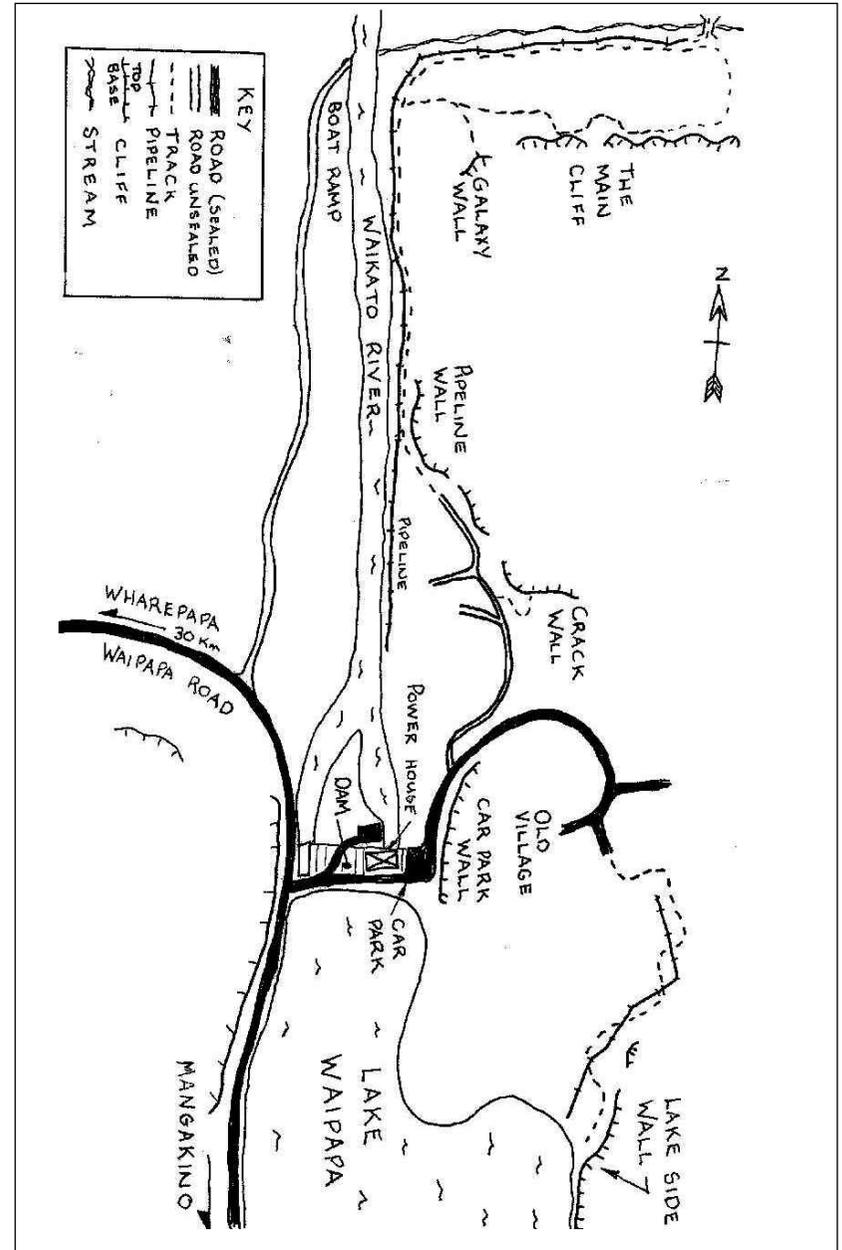
The Waipapa Dam is located on the Waikato River right along side of the Wharepapa to Mangakino Road (Waipapa Rd). The Waipapa Dam is about 30 km south of “Wharepapa South” and 15 km North of Mangakino. Once at Waipapa drive across the dam and park in the car park on the opposite side of the powerhouse.

The main climbing area is about 1 km down river from the dam. From the car park climb the gate and follow the sealed road for about 200m before veering off left down a metal road. Follow this road taking a right at the first fork in the road. Just past this point on your right is the Crack Wall area. To get to the Main Cliff continue down the road/track veering right at the 2nd fork then down this road till you reach the river and a steel water pipe. The cliffs in this area are referred to as “The Pipe Line Wall” and sport a number of fine lines. Follow the pipeline down river till you reach a stream. This means you’ve gone to far. Backtrack 10 metres then take the track marked by a couple of poles. This leads up through the bush cross a large slip then up a series of steps to the crag. The track meets the Main Cliff immediately below “Name Game” On the “Wall Of Fate” .

Disclaimer

The author, and landowners take no responsibility for damages, injury, disability, or death resulting from the use of this guide. This guide does not guarantee any of the fixed gear, including bolts, peg, or belays mention in this guide. All fixed gear is to be used at the climbers own risk. Ownership of the guide does not grant you entry onto the property or crag. No responsibility is accepted for the accuracy of the information in this guide. Climb at your own risk.

Figure 1: Map of Waipapa



Main Cliff

MILLENNIUM WALL

Having got to the main cliff follow a rough track down to the far-left hand end of the crag till you come to an obvious right facing corner crack system capped by a roof, this is the line of Millennium Madness. Three meters to the left is a short corner crack system, the start of "Supper C. Ellery" and "Rotovagus".

Routes described from left to right

Sex Kitten (24) 28m

Climb the easy angle but featureless bulges to a large ledge. From here climb over the steep and featureless bulge (crux) then move up the easier ground above followed by a steep Finish on large holds.

David Hood

* **Super C Ellery (26) 30m**

Start up the short corner crack of *RotoVegas* then veer left onto the face. Climb past 6 bolts finishing at a 2 ring bolt Belay. A bit of a sequence problem lower down with a powerful section near the top. (Pro: SCD, CD, Wires, 6 Bolts)

Dave Hood, Martyn Owen: 3-Feb-01

* **RotoVegas (25) 30m**

Start up the short corner crack, then move right into the adjacent crack system. Climb the crack and groove above, past one bolt, then continue up easier ground till you reach the small overhang (bolt) which is climbed utilizing the right arete. Move back left and continue straight up to the DBC belay. Two cruxes one at each bolt. (Pro: SCD, CD, Wires, 2 Bolts)

Cliff Ellery, Bryce Martin: Jan-01

3m left is a corner:

*** **Millennium Madness (18) 15m**

The obvious right facing corner and roof system. Climb the finger cracks around both roofs to the DBC belay. (Pro: SCD, CD)

Stolen By. Bryce Martin, Kevin Barratt, Jo McMurray: 01-Jan-00

Mid Year Madness (24) 25m

The continuation of *Millennium Madness*. Clip the belay off MM then climb through the roof (good hold on the lip) then continue up the thin crack and arete above. Belay off the large pine tree just below the top of the cliff. (Pro: SCD, CD, W, 2 Bolts)

Cliff Ellery, Kevin Barratt: June-00

* **Sun Dried Tomatoes (22) 15m**

Follow the line of bolts moving right after the 3rd bolt then continue directly up to the DBC belay (Pro: 5 bolts)

Martyn Owen, Nick Adams: July-00

* **Ring Them Bells (17) 15m**

Straight up the line of bolts to a DBC belay (Pro: 6 bolts)

Bryce Martin: 11-Jan-00

Dogs Breakfast (18) 17m

The right most line of bolts on Millennium Wall. Climb the wall and arete to the DUB belay. [Pro 7 bolts]

Andrew Whitmore 16-05-03

THE ARCH

From the right hand end of the Millennium Wall follow a rough track for about 15m till you reach the next distinguishing feature of the Main Cliff, a large right facing arching corner. From just right of the corner scramble up onto a narrow belay ledge complete with DBC belay. Starting about 3m left of this point is,

* **Seattle Rain (22) 8m**

Balance moves up the wall to you reach the crack. Move left taking an exposed step onto the overhang, pull through then mantel onto the 1st Belay ledge of *Mortality*. (Pro: 5 Bolts).

Kelly Cudworth & Bryce Martin 15-Feb-02

* **Popeye (23) 30m**

So named because you will need to be fully armed to do the top move.

Pitch 1 (23) 13m

Climb the wall and arete 2m left of the large corner. Eases off after the 3rd bolt then moves left at 5th bolt to DBC belay. Shares the last 2 bolts and belay of *Mortality* (Pro: 5 Bolts)

Pitch 2 (22) 17m Continue up the line of *Mortality* to the 2nd bolt, then move delicately right onto the slab and continue up till you reach the roof. Having gained the good hold on the lip make a big blind reach to get established in the groove, from here easy climbing leads to the DBC belay of *Mortality*. Twin ropes are advised, if not it maybe worth unclipping the 2nd bolt after you have clipped the 3rd, 25m abseil to ground. (Pro: 6 Bolts). Both pitch's can be climbed in one on double ropes.

Martyn Owen, Andrew Whitmore, Florian Baffie: Dec-00

* **Mortality (22) 31m**

Pitch 1 (17) 15m

Climb up to the forth bolt on the Arches (see below) to where that route starts to break left. Traverse left at this point past two bolts on the narrow ledge then traverse left to a BDC belay around the next arete. (Pro 5 Bolts)

Pitch 2 (22) 16m

Climb directly up the steep slab past three bolts to a large flake. Climb the right side of the flake and gain the groove above and slightly right (crux). Follow the groove to a DBC belay. (Pro: 7 bolts)

Kevin Barratt, Jan Wasey: 2 Sep-01

***** The Arches (18) 35m**

Climb the corner of the arch past 3 bolts then veer right onto the face then traverse horizontally across the wall about 2m below the roof. Belay on a small ledge on the right hand end of the face. The crux is the first few moves and there is a difficult move gaining the belay ledge. DBC belay and 25m abseil to ground. (Pro: 9 bolts)

Kevin Barratt: Jan-00

**** Gauche mais pas Maladroit (18) 20m**

Climb the shallow corner and crack 3m to the right of *The Arches* corner then move onto the face (crux) and continue straight up, crossing the line of "The Arches" (NZ road code applies at intersection), to a two hook belay just below roof. (Pro: 10 Bolts)

Nick Adams, Florian Baffie: 2/Dec/00

The Arches Three Steps to Heaven (26) 25m

The line up the right hand end of the Arch wall directly below the belay of *The Arches*. A frustrating move past the second bolt is followed by the crux at the 4 & 5 bolts, the climbing then eases off with a hard move to finish. (Pro: 8 bolts)

Martyn Owen: Jan-01

Five metres to the right of the Arch wall is another buttress with the following routes

Ben's Big Day Out (20) 22m

Scramble up onto the narrow belay ledge. Follow the two thin crack lines (RP size) to gain the next ledge at 5m height. Move left and follow the bolts up the corner then continue up the crack line above. At the top step right to the double ring bolt belay of *Fingers Crossed*. (Pro: RPs, Wires, CD, 3 Bolts)

Martyn Owen, Andrew Whitmore, Ben Owen: 18 Jan-01

*** Fingers Crossed (22) 25m**

Start as for *Ben's Big Day* but move right at the ledge making an awkward move to gain the hand crack. Climb the crack until it tapers out then move left to the bolt (crux). Follow the line of bolts to the top. Two ring bolt belay station, 25m abseil to ground. (Pro: CD, Wires, RPs, 4 Bolts)

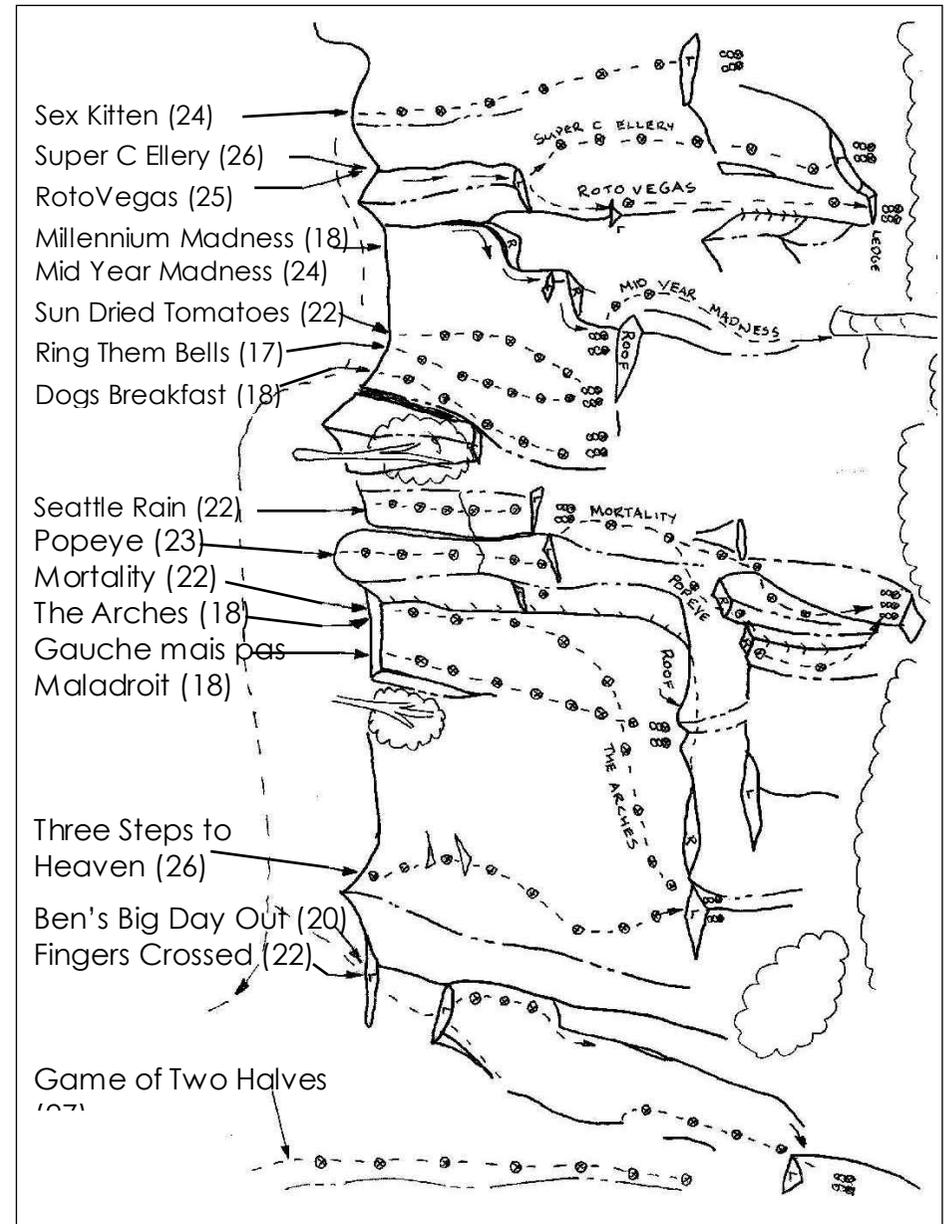
Richard Knott: Dec-00

Game of Two Halves (27) 25m

The line immediately left of *Fingers Crossed*. Follow layaway crack line past 4 bolts, continue up the square arete to gain the small foot ledge and rest stance (avoid the dirty stuff out left). Pull right and kick off again up the thin slab to the ledge and DB belay.

Martyn Owen, Fran Louder 26/9/02

Figure 2: Main Cliff



WALL OF FATE

From the base of *Three Step to Heaven* the track drops down from the cliff before moving right and crossing a large slip. Scramble up the right hand side of the slip to the base off.

The Root (18) 25m

Climb the groove with a prominent tree root (use root as runners). Continue up the gnarly crack into the large right facing corner. Climb the face, using small wires for pro, with some delicate climbing to the DBC belay. (Pro: CD, Wires & slung roots)

Dave Garrity, Craig Martin & Elsie Lemordant: 14-Aug-00

* Billy Bold (17) 12m

Ten metres right of the slip is a left facing corner crack system which finishes at a ledge at half height, this is the line of Billy Bold. Face climbing leads to the base of the corner crack. From here jam and layback the fist crack till you reach the ledge, DBC belay. (Pro: CD, Wires)

Bryce Martin & Craig Martin: 17-Mar-00

** Quarry Climbing (19) 12m

Two metres to the right of *Billy Bold* and finishing at the same belay ledge is the line Quarry Climbing. Climb up past 2 bolts then follow the thin crack which widens to fingers then hands. DBC belay. Reminiscent of climbing at Mt Eden quarry and in true quarry style an ascent has been made without using the bolts.

(Pro: SCD, CD, Wire, 2 Bolts)

Bryce Martin: 5-Mar-00

* Real Rock (21) 25m

Starts 3m to the right of *Quarry Climbing* on a ledge 2m above the track. Bridge and layback the corner then swing round onto the left arete and move up onto ledge. Follow the right facing corner crack to a large detached flake (A good but somewhat obtrusive rest can be gained by sitting atop of the flake). Follow the crack over steep ground then continue up past 2 bolts (crux). DBC (Pro: CD, Wires).

Dave Garrity, Cliff Ellery and Elsie Lemordant: 19-Oct-00

Sidewinder (18) 22m

Five metres to the right of *Quarry Climbing* and about 20m up is a large detached pinnacle. Sidewinder climbs up the outside of this feature. Start directly below the pinnacle up a set of twin cracks. Continue up the slanting crack to the right side of the pinnacle then step left round onto the front face (bolt). Climb obliquely left (hay, I just write the descriptions as they are given to me) onto the left-hand side then up past 2 more bolts before topping out on the summit of the pinnacle. DBC belay, abseil descent. (Pro: CD, Wires, 4 Bolts)

Kevin Barratt, Dennis Sanders, Catriona Davis: Dec-99

The next six routes from Finger of Fate to Batman start in a alcove just round the corner from the previous routes and left of the point the main track meets the base of the cliff. The left corner crack is

* Finger of Fate (17) 25m

Pitch 1 (17) 13m

Climb the corner and then move left and climb the next short corner to the base of the pinnacle chimney. DBC Belay. (Pro: LCD, CD, Wires)

Pitch 2 (16) 12m

Climb the chimney and belay on top of the pinnacle. DBC belay, abseil descent.(Pro: Bolts)

Kevin Barratt, Dave Harwood, Jan Wasy & Craig Martin: Nov- 99

* Perfect Light (21) 25m

Start up the right facing corner of *Finger of Fate* breaking right at the first ledge to continue up the wall to the right of the thin crack. Climb into the right facing hanging corner breaking left 5m from the top up the steep face and wide crack. DBC belay abseil descent. (Pro, LCD, CD, 5 bolts)

Kevin Barratt: Mar-01

* Lats Rule Thinking (23) 30m

Starts just right of the large right facing corner of *Finger of Fate*. Climb the face and shallow grooves past 4 bolts (crux) then continue over easier ground past five more bolts to the left facing corner. Once through the corner follow the crack to the hanging tree and DBC belay, 30m abseil descent therefore double ropes needed. Sustained climbing and the top crack section is longer than it looks from the ground. (Pro: CD, Wires, 9 Bolts)

Bryce Martin, Kevin Barratt: Feb-01

* Scavenger (24) 30m

A line cleaned and partly bolted by Aaron who then abandoned the project when he shifted south. The circling buzzards could be seen for months over head before the line was finally picked off. Start three metres to the right of "Lats Rule Thinking". Climb up the middle of the face past 3 bolts then pull over the small roof (crux). Move up and right (see note) then continue up the groove just to the left of the arete. Climb the short crack above (1 to 2 friend sizes) and top out on the small ledge, DBC belay. Bold but safe climbing. (Note. On the first ascent the 7th bolt of *Lat Rule Thinking* was clipped before the move right was made, double ropes req. (Pro: 9 bolts & CD)

Cliff Ellery, Richard Knott: 15-Jul-01

** Robin (23) 18m

Immediately right of *Scavenger*. Climb up blocky ground move right at the 5th bolt and mantel the ledge (crux). Climb the steep corner above with a difficult finishing move onto the belay ledge. DBC belay, abseil descent. To date the second pitch has not been climbed. (Pro 7 bolts).

Aaron Ford: 4-Jan-00

*** Batman (27) 18m**

The direct line of *Robin*. Strenuous start through the bulge to 2nd bolt. Bridge up twin cracks to 4th bolt then a thin move up and left with a big throw off, small crimps to ledge. Finish as with *Robin*. (Pro: 6 Bolts)

Aaron Ford: 1-Apr-01

*** Name Game (21) 20m**

Starts 5m right of *Batman* at the lowest part of the cliff. Delicate climbing up face past 4 bolts leads to a difficult sequence at the left facing corner. (The only advice I'm allowed to give is, Move left). Continue up the corner to DBC belay. (Pro: 7 Bolts)

Bryce Martin: Dec-01

*** Lock 'n' Load (24) 10m**

From the *Name Game* move up onto the narrow ledge that runs along the base of the cliff. In the middle of this face is *Lock 'n' Load*. Power straight up the middle of the wall to a DBC belay. Hard start with the crux at the 4th bolt. (Pro: 4 Bolts)

Aaron Ford, Sally Carter Oct-00

Lock 'n' Rock (25) 10m

Just right of *Lock 'n' Load* and starting just left of the Manuka tree is *Lock 'n' Rock*. Climb the face then veer left and follow the diagonal break to the DBC belay of *Lock 'n' Load*. (Pro: 5 Bolts)

Aaron Ford, Sally Carter 21-Jan-00

Stealing Dads Rack (17) 15m

The crack and corner system 5m to the right of *Lock 'n' Rock*. Climb the groove and crack to the overhang, which is climbed using the triangular block. BDC belay, descent by abseil. (Pro: CD, Wires)

Craig Martin: Jan-01

Its Not the Size (20) 9m

Just right of the groove of *Stealing Dads Rack* is a small buttress. Climb up and over the bulge to the ledge and DBC belay. (Pro: 3 Bolts)

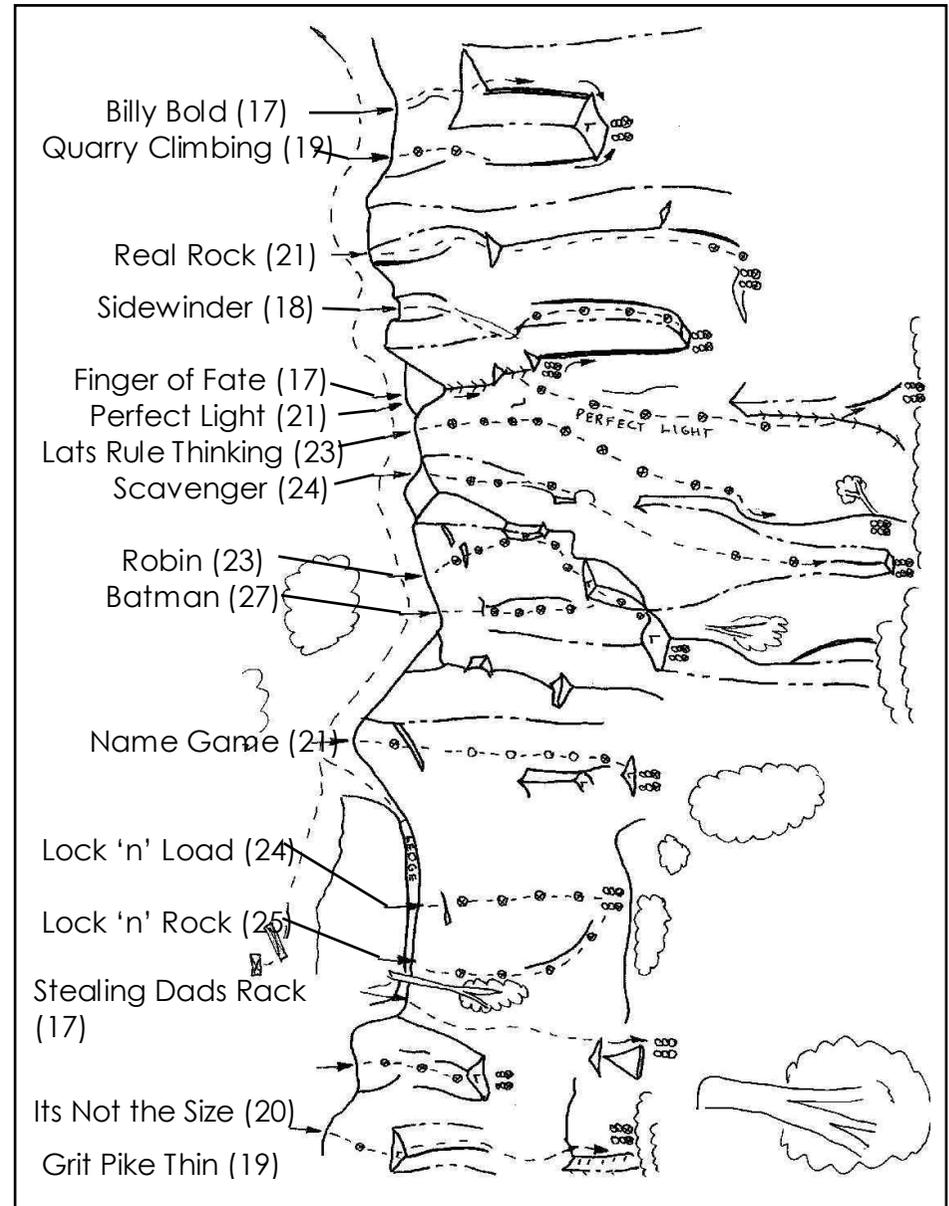
Phil Goss: Mar-01

*** Grit Pike Thin (19) 15m**

Five metres to the right of *The Triangle*. Start up the slab past a bolt then move into the left facing corner. Climb the crack through step section onto the face then move up to the left facing corner. Once established in the corner (crux) continue up the crack to a DBC belay. Descend by abseil. Dave was going to climb the bottom slab without the bolt, inspired by "Hard Grit" but then Piked. (Pro: SCD, CD, Wires)

Dave Garrity, Craig Martin, Bryce Martin: 28-Sep-00

Figure 3: Main Cliff Wall of Fate



GALAXY WALL

Galaxy Wall is on the other side of the large slip 100m further right from *Grit Pike Thin*. At the point the main access track meets the slip scramble up on the right hand side of the slip then up right a bit is Galaxy Wall. A rough track heads up to the top of the crag from this point.

** Star Gazer (18) 18m

Climb the left face and large over hanging book case corner past 2 bolts before gaining the ledge (crux). Mantel onto the ledge then continue up easy ground to the DBC belay. The first ascent was done without the 2nd bolt. Small friends or wires can be placed between the 3rd and 4th bolt if deemed necessary. (Pro. 5 bolts)

Richard Knott: 22-Sep-01

* Galaxy Grovel (21) 15m

Follows the right facing corner and "over vertical" arete 2m to the right of *Star Gazer*. The first crux is gaining the first shallow ledge and the second is moving onto the arete past the 3rd bolt. Has a pleasant top out. (Pro. 4 Bolts)

Richard Knott 24-Oct-01

Pipeline Wall

Down river from the Dam at the point the main track meets the pipeline and river are a series of cliffs. Make your way into the base of the cliff till you find 3 obvious crack lines, from right to left they are.

* Millennium Ways (19) 10m

The crack system on the right. Start up the ramp then move through the steep ground above. Move right under the roof then follow the crack, veering left 2m from the top to the DBC belay. (Pro. CD, W)

Cliff Ellery, Kevin Barratt: 14-Jan-01

Carless Days (19) 10m

Two metres to the left of *Millennium Ways*. Start up the prominent hand crack in the small left facing corner then follow the crack through the blocky ground above till it narrows to RP size just before the top. A committing move onto the left ledge is followed by another committing move across right to the belay ledge. A sling round the small tree at the top is a crucial runner. Belay off trees, abseil descent. (Pro: CD, W, RP's) There are 2 bolts of unknown origin on the arete to the left of *Carless Days*.

Cliff Ellery, Kevin Barratt: 14-Jan-01

The Grim Reaper (19) 18m

Around the corner 5m to left of *Carless Days* is a curving crack line with a number of blocks at the top. Easy climbing up the curved crack is followed by a difficult move into the book case alcove. Climb up and over the blocks above to a SBC belay. (Pro CD, W)

Richard Knott, Kevin Barratt 12/Jan/01

Just off the main track 10 m down stream from the point the track meets the pipe line is www.freeclimb.co.nz. Number One, for up to date Rocking Climbing Information.

Wiggle Wiggle (20) 30m

Scramble up onto the top of the pinnacle just to the right of the hanging Totara tree. Sling the tree then climb the shallow groove and mantel onto the large ledge above. Move left then up the small RP size crack, mantel onto the sloping ledge above then move left again into the thin crack. Climb the crack (crux) then continue up through the roofs above, big holds and good gear. Move right at top then back left and belay off the pine tree with chain sling. (Pro:CD, W, RP's)

Dave Garrity, Bryce Martin, Kevin Barratt: Nov-01

10m to the left

* * Synergy (20) 28m

Climb the right tending line of bolts through a series of corner cracks. A very nice, technical climber, one of the better 20's around.

Kevin Barratt, Bryce Martin Oct-04

Crack Wall

From the Car park take the track as for the Main Cliff until you see the first bit of rock on your left. Leave the main track and make your way into the base of a south facing wall with a number of crack lines. Routes are described from left to right, and the left-hand corner and about 20m down river is.

Project

A line of bolts

* Grey Power (24) 25m

A step wall and crack. Climb up the easy ground then onto the small ledge just below the first bolt. Climb the face moving right into the base of the groove and corner. Continue up the groove past 2 more bolts (crux) until the crack widens to accept gear. Easier climbing up the crack above to the DBC belay. Pro [SCD, CD, & 3 bolts)

Kevin Barratt, Stephen Barratt 1/Jan/04

** Heavenly Crack (17) 15m

Just around the corner at the left-hand end of the *Crack Wall* is the crack line of *Heavenly Crack*. From the tree stump layback the offwidth to the large ledge. Move left and follow the corner crack to a DBC belay. Like many of the routes on this wall if you can't jam then you destine to say on the ground. (Pro LCD CD)

Dave Garrity & Cliff Ellery 16/Mar/02

Café Hands (18) 8m

Just right of the arete down the left-hand end of the cliff is a fist crack come off-width. This is the line of *Café Hands*. Climb the crack then move left onto the arete and small ledge. Climb the small head wall to a DBC belay on the large ledge at half height. It is alleged that Bryce backed off this climb and I quote "my soft café hands are no longer up to fist jamming." (Pro LCD)

Dave Garrity & Cliff Ellery 07/Feb/02

**** Don't Get Even Get Mad (19) 10m**

The crack system immediately right of the off-width of *Café Hands*. Pleasant climbing up the crack in the middle of the wall leads to steeper climbing up the crack system above (crux). Belay of the chain wrapped around tree. The grade is 17 if you finish at the belay of *Café Hands*. (Pro: Small to Medium CD)

Dave Garrity & Cliff Ellery 07/Feb/02

**** Time Passages (19) 10m**

The obvious fist size crack system in the middle of the wall that finishes in the left facing over hanging corner. Move left at the top onto the ledge complete with DBC belay. Pro (CD,H)

Bryce Martin 11-01

Project

The line of bolts up the arete.

*** Sweet Alabama (23) 15m**

An obvious finger crack. Get established in the crack using the ledge and crack out left. Then power up the crack laying away and using small foot holds on the wall. Pull up an onto the small ledge system at half height (crux). Then continue up the finger crack above till you find yourself at the bulge just below the belay. Using the crack and holds out left slap till you reach the tree. [Pro SCD, CD to 2 friend size, W]

Bryce Martin, Jessej Marc/03

*** Hard Rain (20) 20m**

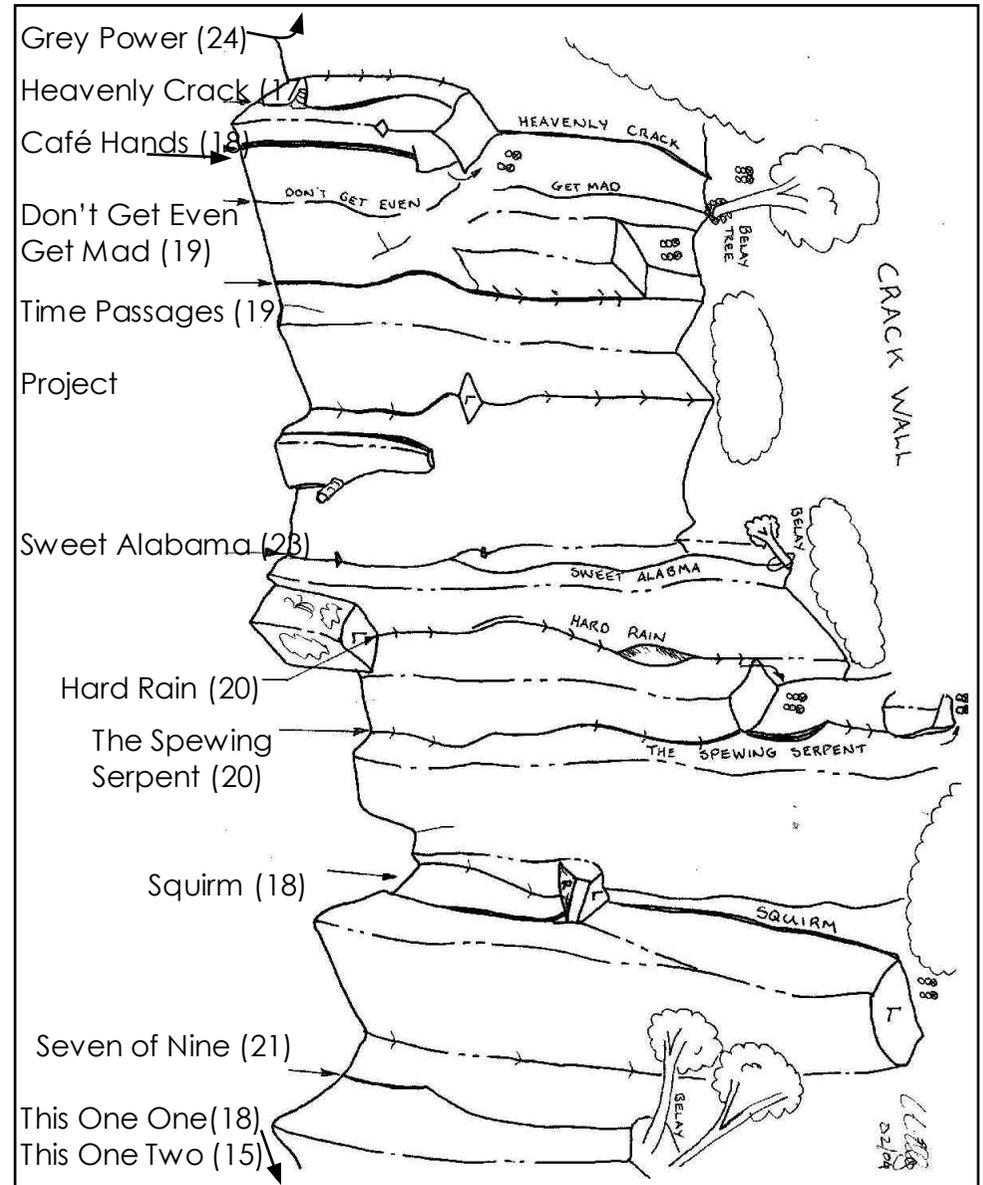
About 10m right of *Time Passengers* is a crack and right facing corner. Start on top of the boulder, a single difficult move gets you established in the crack proper (the degree of difficulty being inversely proportional to your height). Move up through easier ground then into the powerful layback section which is followed by a difficult move to get established into the peapod groove above (crux). Good gear can be arranged in a thin crack in the left-hand wall before continuing up the chimney/groove to the ledge and DBC belay. (Pro. Wires CD, SCD)

Bryce Martin, Cliff Ellery 1/Jan/02

*** The Spewing Serpent (20) 28m**

Two metres to the right of *Hard Rain* and 5m left of the large offwidth corner of *Squirm* is a prominent hand jam crack. A couple of difficult moves over the first 10m gets you established in the hand jam crack. Pleasant climbing on good jams gets you to the belay ledge of *Hard Rain*. From the ledge climb/layback the offwidth out right then jam the fist crack above, move back left onto the belay ledge, DBC

Figure 4: Crack Wall



Belay. The top section has some difficult climbing with a few tricky gear placements.

(Pro: LCD, CD, SCD, Hex, Small Wires)

Richard Knott, Kevin Barratt 13/Jan/02

Squirm (18) 25m

Squirm follows the obvious left facing corner and off-width crack system, which on closer inspection reveals itself to be a large partly detached pinnacle. Scramble up the loss bank to the base of the climb and the large open chimney. Layback the crack before bridging out onto the left wall (crux), if your legs aren't long enough to make the bridge then the life is going to be tough. Once established in the chimney "back and foot" up till your reach the roof. Climb out over the roof onto the large ledge. Climb both the crack in the corner and the one on the left wall, crossing back right higher up onto the top of the pinnacle and a DBC belay. (Pro: CD, LCD)

Richard Knott & Cliff Ellery Jan-02

* **Seven of Nine (21) 8m**

Around to the right of *Squirm* is a short finger crack on a left facing wall. Climb the crack, the crux is at 2/3 height, and belay of the hanging tree. (Pro small to med CDs & Wires)

Cliff Ellery & Dave Garrity 16/Mar/02

This One (18) 6m

Continue up the hill at the right-hand end of the Crack Wall for about 30m until your reach a small plateau and cliff with a very obvious crack ruining up the middle. Jam the crack till it becomes off width size then layback the upper section. Belay off tree on ledge above. (Pro CD, LCD)

Cliff Ellery & Dave Garrity 16/Mar/02

This One Two (15) 6m

At the right-hand end of the small wall. Climb the corner crack to the same ledge and belay tree of *This One One*. Easy climbing but take care placing protection in then inwardly flaring crack. (Pro W, CD)

Cliff Ellery & Dave Garrity 16/Mar/02

The Car Park Wall

The cliffs in the car park right next to the Powerhouse. From left to right

Xaviers Crack (18) 8m

The thin crack in the middle of the car park wall complete with bolt and a DBC belay. Xavier first attempted to Aid and clean the line but ripped his gear out at about half height, decked, and was taken off to Hospital in an ambulance. Concerned only for the safety of a fellow climber Bryce then complete the line thus protecting Xavier from further harm in any future attempts. (Pro: Small Cams, Wires, 1 Bolt)

Bryce Martin, Craig Martin 20-Aug-00

** **Rays Crack (23) 15m**

The Obvious right facing corner system in the centre of the wall. Balancy section at half height just before the roof then another hard section moving past the roof to the top mantle. TB belay. The line was cleaned and bolted by Ray Hollyworth then stolen by Andrew Devellie. [Pro. 6 Bolts]

Andrew Deville, Evan Geline 20/4/03

Birthday Girl (13) 15m

A choice of two starts, either layback the small left facing corner or climb the finger crack in the middle of the small buttress to the right. Having gained the ledge above, follow a series of steps tending right up to a DBC belay. A lower off Karabiner has been donated to save people having to thread ropes. (Pro: 5 bolts)

Gary Kinsey, Dave Garrity 29-Apr-02

Pretty In Pink (15) 15m

Starts 3m to the right of *Birthday Girl*. Climb broken ground to enter an obvious groove. Climb the groove until you emerge onto a ledge and the line of "Birthday Girl". Continue up to DBC belay, see above. (Pro. 4 Bolts)

Gary Kinsey, Dave Garrity 29-Apr-02

** **Road House Blues (21) 18m**

Immediately right of *Pretty in Pink*. Either do the boulder problem start on the right face or start of the bottom ledge of *Birthday Girl*. Having gained the next ledge climb the groove till you arrive underneath the small roof. Move right then mantle onto the large ledge above (crux). 6 Bolts and a DBC belay.

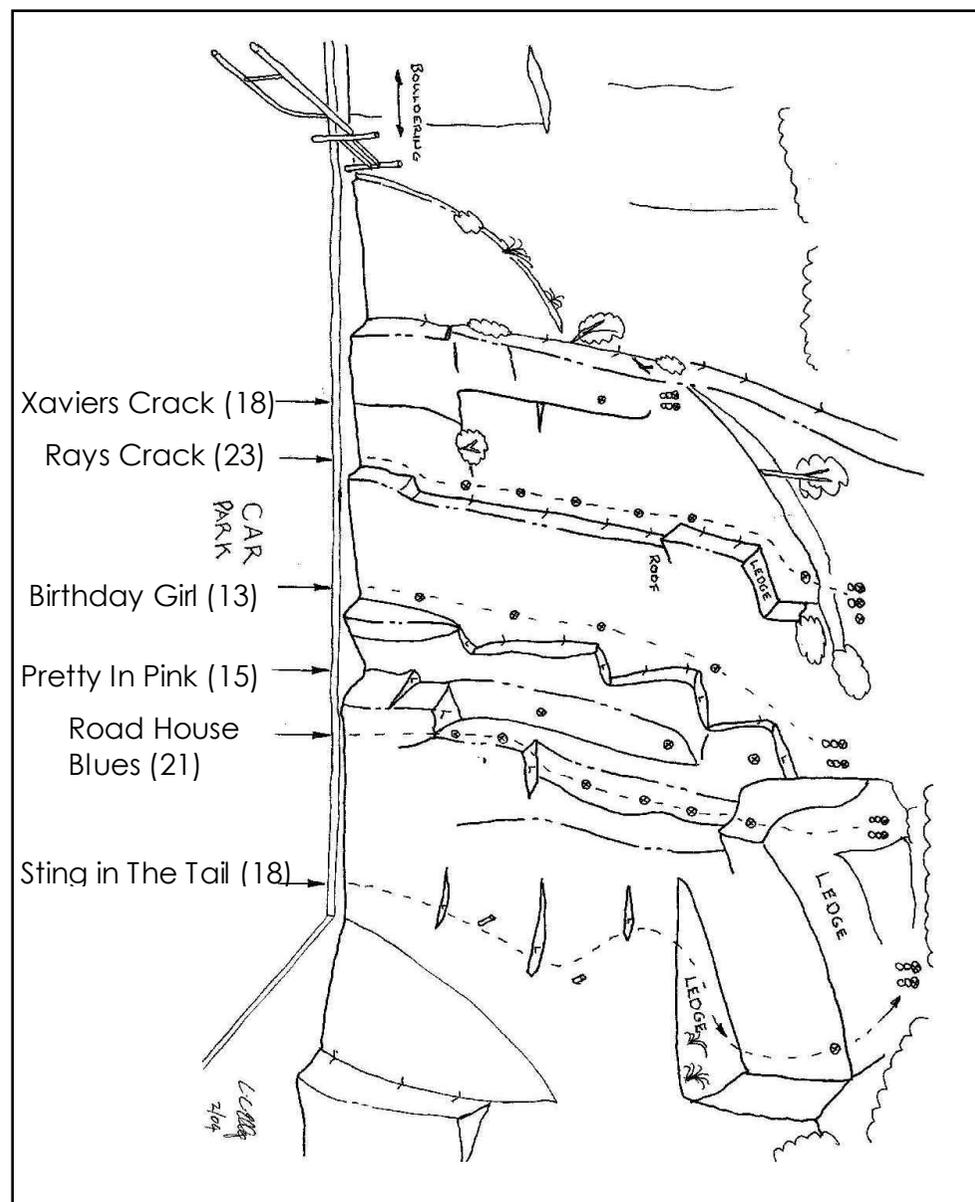
Gary Kinsey Bryce Martin 19/04/03

Sting in The Tail (18) 18m

The blocky ground immediately right of *Road hose Blues*. Climb on large holds using two protruding steel bars for protection. Having gained the large ledge climb the wall and overhanging corner at the right-hand end past 1 bolt (crux) and scramble up to a DBC belay complete with lower of Karabiner. (Pro: Sling over 2 steel bar, 1 Bolt)

Gary Kinsey, Dave Garrity 29-Apr-02

Figure 5: Car Park Wall



BOULDERING

There are a number of good bouldering problems on the cliffs in the car park and further down river just past the main gate.

Lakeside Wall

From the car park follow the tar-sealed road to the top of the hill to the "Old Village Site". Take the second tar sealed road on your left. The road leads onto a clearing, at the far left hand corner of this clearing a track leads along the side of the gully to a pipeline. Follow the pipeline back down the hill to the lake shore. The first route you come to is about 50m from the base of the hill, routes are described from left to right;

** Beauty & the Beast (23,27) 22m

1st pitch: (22) 12m

A difficult start move (especially if you are short) leads to easier climbing. The moves get progressively harder past the 3rd bolt and they don't let up till you've gained the large mantle ledge just below the belay. Double Ring Bolt Belay, (Pro 4 bolts).

Andrew Whitmore 24/Jan/03

2nd Pitch (26) 10m:

Follow the crack using the crack and a small pocket to get established on the head wall. Easier climbing to the DB belay. (Pro 3 bolts and 1 ½ friend optional)

Martyn Owen 24/Jan/03

Brass Monkey (20,22) 25m

Pitch 1:(20) 20m

Climb the tight corner crack then move right and climb over blocky ground just left of the tree stump. Continue up wide crack system then past 2 bolts (crux) and mantle onto belay ledge DBC belay.

Pitch 1:(22) 20m

A difficult move off the belay ledge is followed by easy climbing past one bolt to DBC belay

Cliff Ellery, David Bland, Kevin Barratt 6/Jul/03

2m to the right

* Short Span (22) 20m

Start up the shallow corner then onto the face, pull over the small roof at the top to the DBC belay of *Brass Monkey*. (Pro 8 bolts, sling the tree or large wire)

Kevin Barratt & Bryce Martin 8/Jul/03

** Love Handle Expansion (24) 26m

5m metres further down the hill is a shallow right facing corner. Trend leftward past the 2nd bolt (crux) then continues up the groove and rib to the bulge. Pull through the bulge on good holds and side pulls to flat ledge out left. Move back right and climb the wall then mantle onto the small ledge in the groove to finish. (Pro 10 bolts)

Martyn Owen 24/Jan/03

5m right , the next 2 lines shear the same start

**** Rule of the Red Rose (29) 26m**

Named in honor of the English Rugby Victory over the All Blacks. Start up *Stalemate* to the 4th bolt. Move left into the very shallow groove and follow this past 4 bolts up a thin crack steeping left onto small ledge. Pull back right onto the wall through small bulge and join the line of *Love Handle Expansion* at the 10th bolt. DBC belay of *Love Handle Expansion*.

***** Stalemate (28) 26m**

The obvious Groove, rib and corner system in the centre of the wall. Climb up the rib and move right into the shallow groove at the 5th bolt. Hard sequence to reach a sloping ledge. Pull right into the corner section. Sustained thin climbing up the corner all the way to the top – awesome. (Pro 10 bolts)

Martyn Owen 24/Jan/03

The next small corner 3m down the Hill is.

Under the Thumb (20) 13m

Mantle on to the ledge then climb the groove and arete above. The climb finish at half height and shares the belay of *Thumbs Up* . (Pro 4 Bolts)

Andrew Whitmore, Martyn Owen Aug/03

The 2nd Pitch of *Under the Thumb* is.

Finger & Thumbs (25) 12m

From the belay of *Under the Thumb* move back left and climb the hanging corner. Then move back right onto the belay ledge of *Outside Edge* . (Pro: 4 Bolts)

Martyn Owen Aug/03

The next corner system just left of *Under the Thumb* is

Thumbs Up (24) 13m

Starts in the left facing corner. Hard start moves then climb up the small groove above to the belay at half height. (Pro: 5 bolts)

Andrew Whitmore 06/Jul/03

Just down the hill a couple of metres is another corner and arete system. The next three lines shear the same start, *Outside Edge* climbs the left corner and arete, *Collective Agreement* goes straight up and *Rolling Stoppages* climbs the sharp arete out right.

**** Outside Edge (26) 25m**

From the first bolt move left into the corner, then move left onto the arete higher up. Mantel onto the ledge then bridge up the corner above moving left past the roof then up to a good rest stance. If you escape out left onto the belay of *Thumbs Up* the climb to this point would be a very solid and very enjoyable 23. Otherwise clip the bolt and launch into the crux move. Continue left of the roof mantle onto a small ledge (2.5 friend for pro) then move back right onto belay ledge, DBC belay. (Pro 8 bolts). The corner crack above is waiting for a first ascent.

www.freeclimb.co.nz. Number One, for up to date Rocking Climbing Information.

Cliff Ellery 6/Jul/03

**** Collective Agreement (26) 25m**

Start as for *Rolling Stoppages* to the third bolt then move left up to the ramp/corner. Hard moves up the corner till you gain the ledge and belay of *Rolling Stoppages* out right. From here continue up to the 2nd slopping ledge, then up the last hard corner to the Belay. [Pro 11 bolts].

Martyn Owen 21/Nov/03

*** Rolling Stoppages (26) 18m**

Climb the face then move onto the blunt arete to a small ledge . From here launch up the right hand side of the square arete on smears, tiny pockets and 1 good hold. No bridging out right into the corner of “Industrial Action” DBC belay complete with lower off Krab (please leave). (Pro: 6 Bolts)

Martyn Owen 03/Apr/02

*****Industrial Action (22) 22m**

The corner and arete system just to the right of *Rolling Stoppages*. Climb the lower crack section then continue up the wall on rounded holds. Once in the base of the obvious corner move right onto the arete. Climb the arete then pull onto the head wall, move right again into the overhanging groove to a DUB belay. (Pro: 10 bolts)

Andrew Whitmore, Martyn Owen & David Hood 03/Apr/02

The next three climbs all start from the large grassy lakeside ledge

**** Route Rustlers (25) 25m**

A steep start leads into a groove system which is then climbed to the first small roof. Move left from here onto a small ledge just below the large roof. Step back right passing to the right of the large roof, crux. Follow the crack and groove out right onto the arete and then move back left to the belay ledge. DBC belay. (Pro: 9 bolts)

Cliff Ellery 15/Sep/01

*****Morning Glory (27) 20 m**

Climb the groove and right arete past the first 4 bolts, difficult climbing with the crux between the 3rd & 4th bolts. Bridge the upper grove past 3 more bolts then break right at the top and pull up onto the small belay ledge, just under the main roof. DBC belay. (Pro:7 Bolts)

Cliff Ellery 7/Feb/02

**** Drop Me in the Water (26) 25m**

Bridge up the groove to the small roof, then move out right and climb out and over the roof onto the face. A succession of hard moves for the next 15m gets you to a small ledge and a no hands rest. From the ledge another difficult move gets you established under the roof out right. From here move back left then left again to the DBC belay of *Route Rustlers* (Pro:8 bolts)

Cliff Ellery, Richard Knott 04/Nov/01

The next lot of climbs all start of the boardwalk.

Man Over Board (26) 10m

Climbs the obvious arete part way along the boardwalk, to the Belay of *All Above Board*. The direct start to All Above board. (Pro: 4 bolts)

Martyn Owen, June/04

The next lot of routes start from the small ledge at the end of the boardwalk. Clip your belay into the DBC belay, chuck your rope in to a rope bucket or a pack and your ready to go. The first three lines all climb the corner directly above the belay, from left to right they are.

***** All Above Board (23) 30m**

1st Pitch Climb the corner of *Wet Under foot* to the third bolt then traverse left onto the belay ledge (DBC Belay) (Pro 4 bolts).

2nd Pitch From the belay move left into the groove and climb this to the top. DUB belay [Pro 7 bolts].

Andrew Whitmore Martyn Owen 26/06/04.

**** Wet Under Foot (25) 28m**

Hard start moves up the corner then things ease off considerable once at the 2nd bolt. Climb up a series of ledges then at the fifth bolt traverse left, across the slab (tricky) and climb the corner. Move back right at the top of the short corner and climb the arete (1st crux) then up the corner to the roof. Move left around the roof and pull up into the groove above (2nd crux). Continue past 2 more bolts to the DBC Belay. Another fantastic "Lakeside" line on superb rock with great moves. (Pro 12 bolts).

Cliff Ellery, Kevin Barratt 4/10/03

**** Checkmate (26) 28m**

Start as for *Wet under foot*, break right at the 2nd bolt onto the large ledge then climb up the easy ground out right. Climb the arete for a few meters then move back left onto the face and climb the steep wall up to the roof. Pull over the roof and climb the blank head wall above.

Cliff Ellery 10/Dec/04

*** Daylight Robbery (25) 30m**

Belay as for *Wet Under Foot*, Pull into the corner out right. A hard start is followed by easier climbing, which moves right past a number of small ledges. Continue up the shallow corner, pull left onto the slab below the overlap. Climb over the overlap and up onto the head wall. Climb the wall & get established in the rounded groove above (crux). Bridge up the groove exiting slightly left at the top the DBC belay. [Pro 11 bolts]

Martyn Owen, Andrew Whitmore, Sam Bird 21-Nov-03

To get to the start of the next 2 lines you need to climb/aid up the start moves of Daylight Robbery. At the 4th Bolt move right to the Fixe Belay.

Petit Theft (17) 10m

Climb the crack line to the Fixe lower off. [Pro Wire, CD]

Martyn Owen Dec/03.

www.freeclimb.co.nz. Number One, for up to date Rocking Climbing Information.

Minor Misdemeanor (21) 10m

Start at the same belay as *Petit Theft*, Climb up the wall past 3 bolts to right of *Petit Theft*, move left past last bolt to *Petit Theft* belay, Technical.

Martyn Owen, Andrew Whitmore 26-06-04.

Graemes Wall

At very low water the this crag can be gained via a bush bash from the top of Lakeside Wall down the other side on to the mash land then across the flats to you reach a small rock outcrop. This last section is below the high level mark for the lake so it is not the recommended approach. Access is thus best achieved with a boat. The crag can be seen from the road opposite the Waipapa stream.

Fallen Angel (17) 18 m

The chimney and crack system on the right side of the buttress.

Graeme Dingle, Corina Gage, Andrew Cory 5/May/81

Harvey the Wall Banger (21) 15m

The finger then hand crack on the front of the buttress, Nice Line

Graeme Dingle 5/May/81

This free guide book was made possible by the team at;

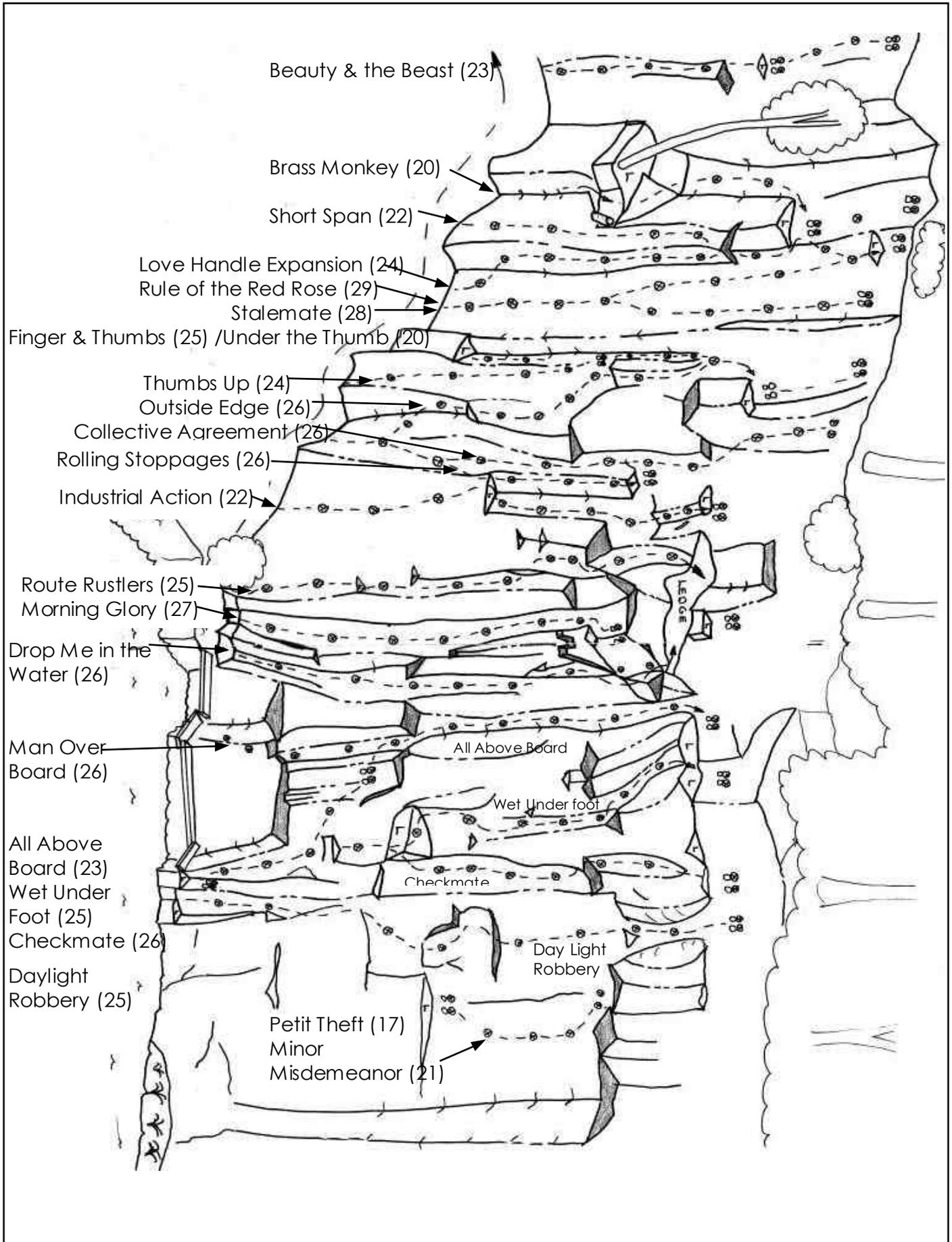


OTOROHANGA

Indoor Rock Climbing: 5 Tuhoro St



Figure 6: Lake Side Wall



Waipapa Index of Climbs by Grade

			The Grim Reaper	7				
			** Don't Get Even Get Mad	8			GRADE 24	
			** Time Passages	8			Sex Kitten	3
			GRADE 20				Mid Year Madness	3
			Ben's Big Day Out	4		*	Scavenger	5
			Its Not the Size	6		*	Lock 'n' Load	6
			* Hard Rain	8		*	Grey Power	7
			* The Spewing Serpent	8		**	Love Handle Expansion	10
			Wiggle Wiggle	7			Thumbs Up	11
			Synergy	7			GRADE 25	
			Under the Thumb	11		*	RotoVegas	3
			GRADE 21				Lock 'n' Rock	6
			* Real Rock	5			Finger & Thumbs	11
			* Perfect Light	5		**	Route Rustlers	11
			* Name Game	6		**	Wet Under Foot	12
			* Galaxy Grovel	7			GRADE 26	
			* Seven of Nine	9				
			** Road House Blues	9		*	Super C Ellery	3
			Harvey the Wall Banger	12		*	Collective Agreement	11
			GRADE 22			*	Three Steps to Heaven	4
			* Sun Dried Tomatoes	3		**	Outside Edge	11
			* Seattle Rain	3		*	Rolling Stoppages	11
			* Mortality	3		**	Man Over Board	11
			* Fingers Crossed	4		**	Drop Me in the Water	11
			** Beauty & the Beast	10		***	Checkmate	11
			Brass Monkey	10			GRADE 27	
			* Short Span	10			Game of Two Halves	4
			*** Industrial Action	11		*	Batman	6
			GRADE 23			***	Stalemate	11
			* Popeye	3		***	Morning Glory	11
			* Lats Rule Thinking	5			GRADE 28 & 29	
			** Robin	5		***	Stalemate	11
			* Sweet Alabama	8		**	Rule of the Red Rose	11
			** Rays Crack	9				
			*** All Above Board	11				
			* Daylight Robbery	12				
GRADE 13								
Birthday Girl	9							
GRADE 15								
This One Two	9							
Pretty In Pink	9							
GRADE 17								
* Ring Them Bells	3							
* Billy Bold	5							
* Finger of Fate	5							
Stealing Dads Rack	6							
** Heavenly Crack	7							
Fallen Angel	12							
GRADE 18								
*** Millennium Madness	3							
Dogs Breakfast	3							
*** The Arches	4							
** Gauche mais pas Maladroit	4							
The Root	5							
Sidewinder	5							
** Star Gazer	7							
Café Hands	7							
Squirm	9							
This One One	9							
Xaviers Crack	9							
Sting in The Tail	9							
GRADE 19								
** Quarry Climbing	5							
* Grit Pike Thin	6							
* Millennium Ways	7							
Carless Days	7							