

Mt Eden Quarry – Long Side

By Martin Broederlow

Introduction

Alternatively described as cruxy, sequency, difficult, balancey and just sh*t. All personal opinions aside there is no argument that Auckland's home crag has a flavour of its own. Nor on its convenience, located close to Auckland's CBD, the Quarry is no more than a 20 minute drive from most parts of Auckland.

The columnar basalt crag has a mix of traditional and sport routes. Spaced along the top of the crag are DBC anchors and large ring anchors which can be accessed from above by a steep path. This path can be reached from the crags top or bottom western end. Accessing some of the anchors from above can be dicey so exercise caution.

There is a good quantity of bouldering problems established at the crag and the excellent quality guide, produced by Zane Bray, Ketzal Sterling and Anthony Stead can be sourced on-line.

The Quarry is located on the grounds of the Auckland Grammar School (AGS) and permission must be granted before climbing. This can be obtained from the schools administration. A notice board displaying the schools regulations concerning use is displayed at the base of the crag.

Many thanks to the contributors to this effort, the editorial team (Double Ze Power and the Irish Thrutch Master), Freeclimb for distribution and of course the FA's.



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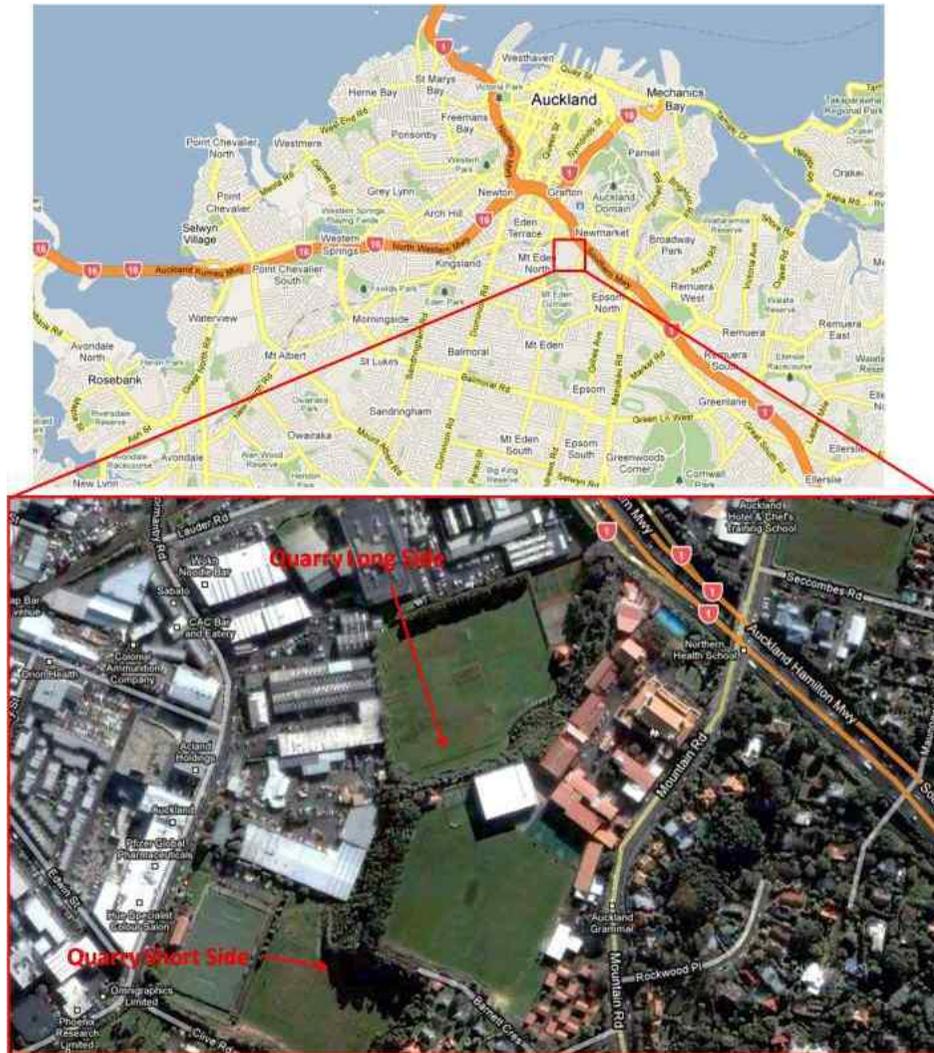
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Rock Climbing Information

LOCATION



Access

The AGS grounds are a short drive from the Gilles Ave motorway off ramp, close to Newmarket. There is street side parking around the school grounds and by entering from the main gate, close to the motorway overpass you can avoid walking near the classrooms during school hours. The crag is located on the lower fields, at the north of the school grounds – bordering the Mt Eden prison..

Disclaimer

The author, publisher, 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 mentioned 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.

Routes are listed and numbered from left to right, facing the crag. A selection of routes have been indicated on the phototopos.

At the extreme left hand side of the cliff are two routes that share a double bolt chain belay

1. Casual Regression (15)

Follow the crack line 2m left of 'False Introduction' on natural pro to a shared DBB.

John Smith 1995

2. False Introduction (16)

Look for a line with 2 bolts 10m left of the start of the cliff proper. Climb direct using bolts and natural pro to DBB, shared with Casual Regression.

John Smith 1995

At the left hand end of the cliff proper is a short corner:

3. Cliff Smith's Corner (16)

Climb the left facing corner and mantle the ledge to a DBC anchor, shared with the next two routes.

4. Bop Gun (23)

The short overhanging arete finishing on the ledge – no protection.

Charlie Creese 1981

5. Brain Damage (20)

A short right facing corner, climbed to the ledge.

Len Gillman 1977

6. Dekuf (24)

A steep crack and groove to the right of the Bop Gun buttress and blast hole. Climb the crack and top out among bushes at DBC anchor.

Bryce Martin 1977

7. The Raven (24)

Climb the steep left tending crack system to shared belay with Dekuf.

Robbie McBirney 1977

8. Deffust (18)

The overhanging finger crack is reached by moving left from the start of Desolation Angel. A balancy traverse into the jugs above.

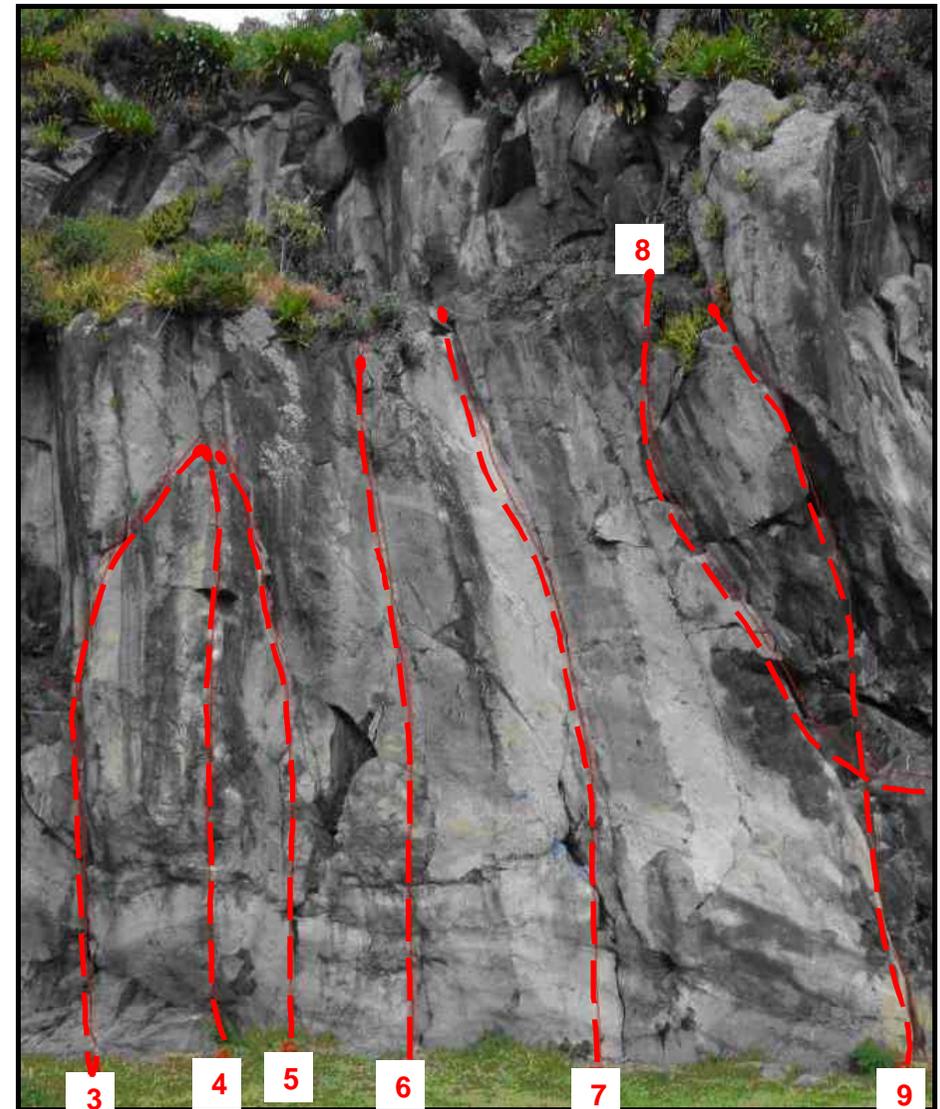
9. Desolation Angel (24)

A thin overhanging crack through the buttress – strenuous and demanding to protect.

Bryce Martin 1977

Photo 1. Climbs 1-9

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



10. Desolation Angel Direct Finish (26)

Climb Desolation Angel and continue up the buttress and past a bolt above, rather than exiting to the left with the crack.

David Nepia (1994)

11. Hear No Evil (25)

Climb Morning Glory Eliminate for the first few moves then climb past the ear shaped slab past 2 bolts.

Alex Palman 1989

12. Morning Glory Eliminate (25)

Climb the steep and thin groove between Desolation Angel and Moral Dilemma. Also variation finish left with 2 bolts. The original Morning Glory was destroyed when a column, slowly separating from the face was demolished.

Tony Ward-Holmes 1986

13. Playing Chicken (18)

Climb to the ledge of Moral Dilemma, move right onto the next ledge then angle back left to the ramp which leads to the groove at the top of Moral Dilemma.

Geoff Bates 1985

14. Moral Dilemma (18)

An awkward mantel leads to a ledge and groove. Follow the cracks to blocky ground above and a grassy top out at the rusty fence with chain belay.

Alex Palman 1985

15. Tears For Fears (19)

Take the groove between Moral Dilemma and the start of Shitbox Klingons. Continue up the arête above.

Peter Dickson (solo) 1985

16. Shitbox Klingons (20)

Climb the groove right of Moral Dilemma to the ledge on the arête. Continue up the wall, passing left of an old peg to ledges, then angle right to finish up the thin cracks to the right of the wide crack.

Bryan Moore 1985

17. Unknown Climb (17)

Between Tears for Fears and # 17. Climb the arête to the ledge and continue up the groove above. Negotiate around the block and climb to the anchor of Moral Dilemma.

Unknown Climb (26)

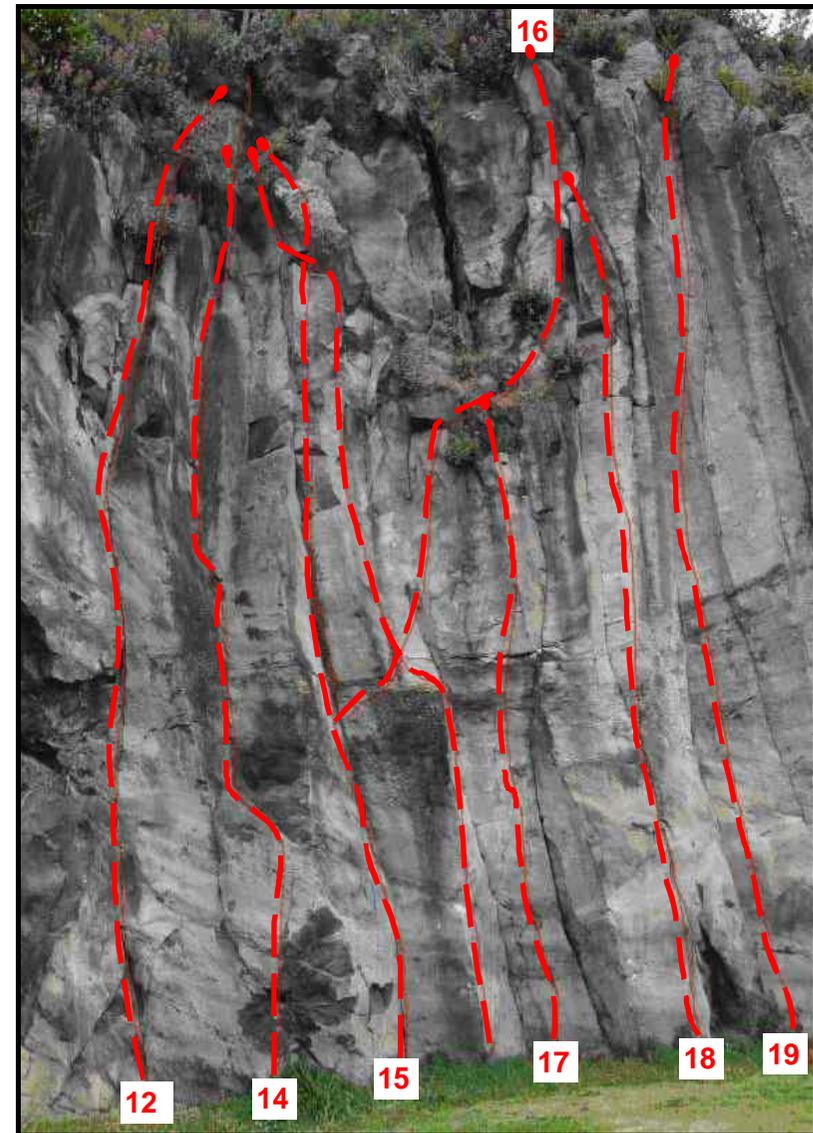
Climb the short groove left of Yuppie Floosie. The difficult section ends in the foliage, then easier climbing up and left to the Moral Dilemma anchor.

18. Yuppie Floosie (26)

A frustrating tantalising prospect - Climb the arête left of Supergroove and continue directly above moving right at the old ring piton to the ledges and final cracks of Kamikaze or Shitbox.

Tony Ward-Holmes 1987

Photo 2: 12 -19

**19. Supergroove (26)**

A NZ classic and a defining moment for climbing in New Zealand. Cutting edge climbing for 1976! A tricky sequence leads to hard moves past a bolt and relentless bridging.

Robbie McBirney 1976

20. Perennial Pipedreams (26)

The scene of some very puffy post ascent hands. Climb the overhanging groove past the bolt at half height and continue up the finger to tight hands crack above.

Rick McGregor 1983

21. Blam, Blam, Blam (27)

Tip tearing moves lead up the overhanging wall right of Perennial Pipedreams to reach the peapod groove and an easing difficult finish.

Charlie Creese 1981

22. Faulty Logic (27)

The wall with 2 bolts, continue straight up past the hole from the start of Blam, Blam, Blam.

Kim Carrigan 1986

23. Effort, Money and Time (24)

This is the crack/face combination between Faulty Logic and Graveyard Groove. Start from the pointy ledge but stay out of the easy ground in Graveyard.

Bolke Water

24. Biggles Flies West (21)

Follow the thin crack up the wall left of Graveyard Groove and do a 'Bigglesworth' to reach the ledge at the top – harder than it looks.

Grant Davidson 1980

25. Graveyard Groove (17)

The prominent corner.

Bryan Moore 1984

26. Biggles Sucks a Kumara (22)

Climb the buttress between Graveyard Groove and Dalrymple's Groove past one peg and a bolt.

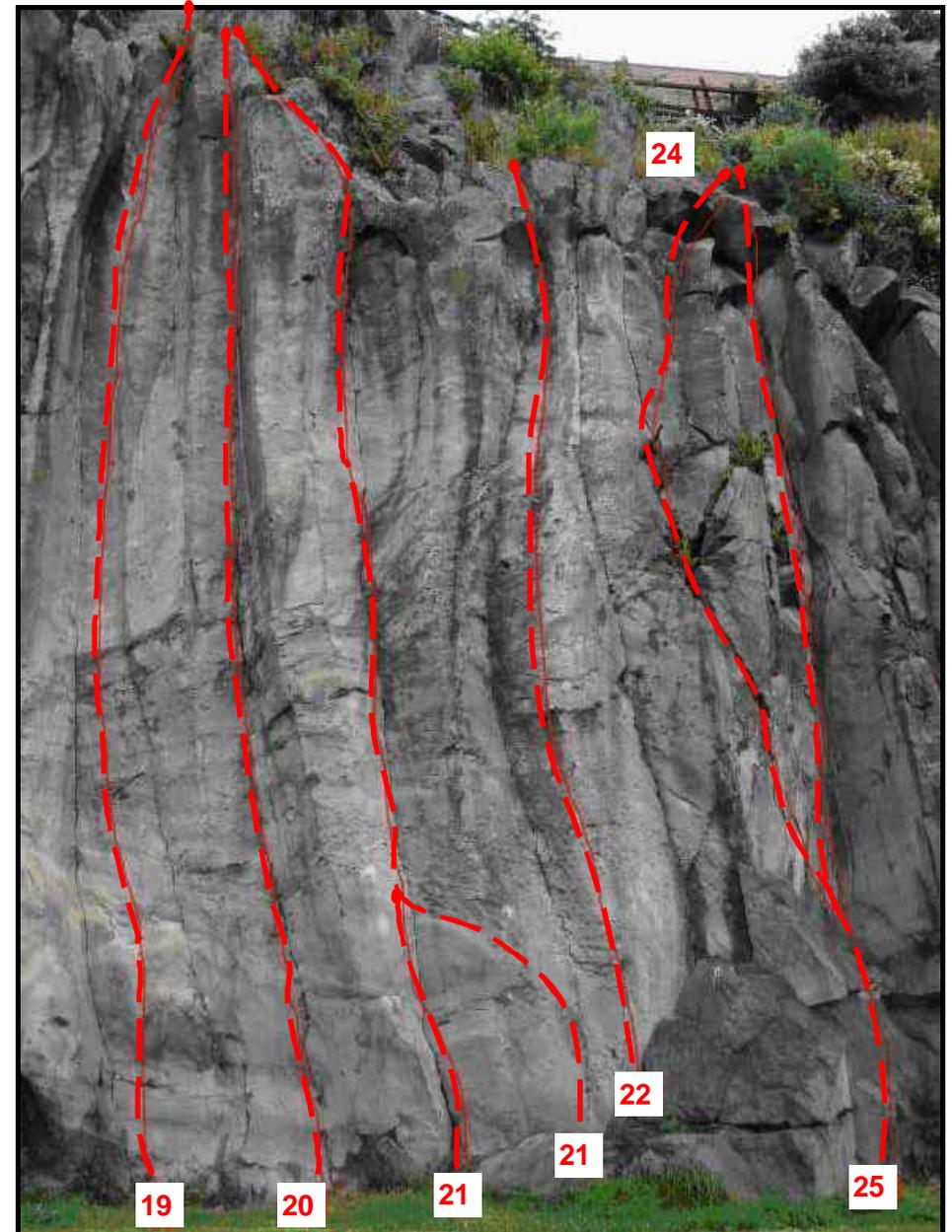
Peter Dickson 1984

27. Dalrymple's Groove (18)

The prominent V groove, somewhat difficult to protect. For an easier variation climb to the ledge at half way, then move left to finish up Graveyard. Dalrymple is Rick McGregor's middle name.

Robbie McBirney 1973

Photo 3: 19 - 25



28. Diddely Dick (23)

Climb the arête between Dalrymple's Groove and Koruba, past 2 bolts.

Rick McGregor 1981

29. Koruba (19)

The prominent U shaped groove left of Nutcracker – a bridging classic.

Rick McGregor 1974

30. Nutless (18)

The arête between Koruba and Nutcracker is protected by 2 bolts. Don't use the cracks on either side.

Peter Dickson (solo) 1985

31. Nutcracker (17)

Either traverse in from the left (16) or climb direct (17) to the ledge. Continue up the upper groove, exiting out right.

Robbie McBirney 1973

32. Thunderpussey (25)

Up the buttress left of Green Groove Eliminate with 2 bolts high up.

Peter Dickson 1990

33. Green Groove Eliminate (23)

Start as for Nutcracker or Green Groove to the ledge. Continue up the thin crack through the buttress between the two, moving right at the top.

Rick McGregor 1981

34. Green Groove (21)

The bottomless groove. Climb the V groove direct to the blast hole then move across into the groove proper. Good protection can be arranged in the crack of the Eliminate. Exit onto ledge on the right.

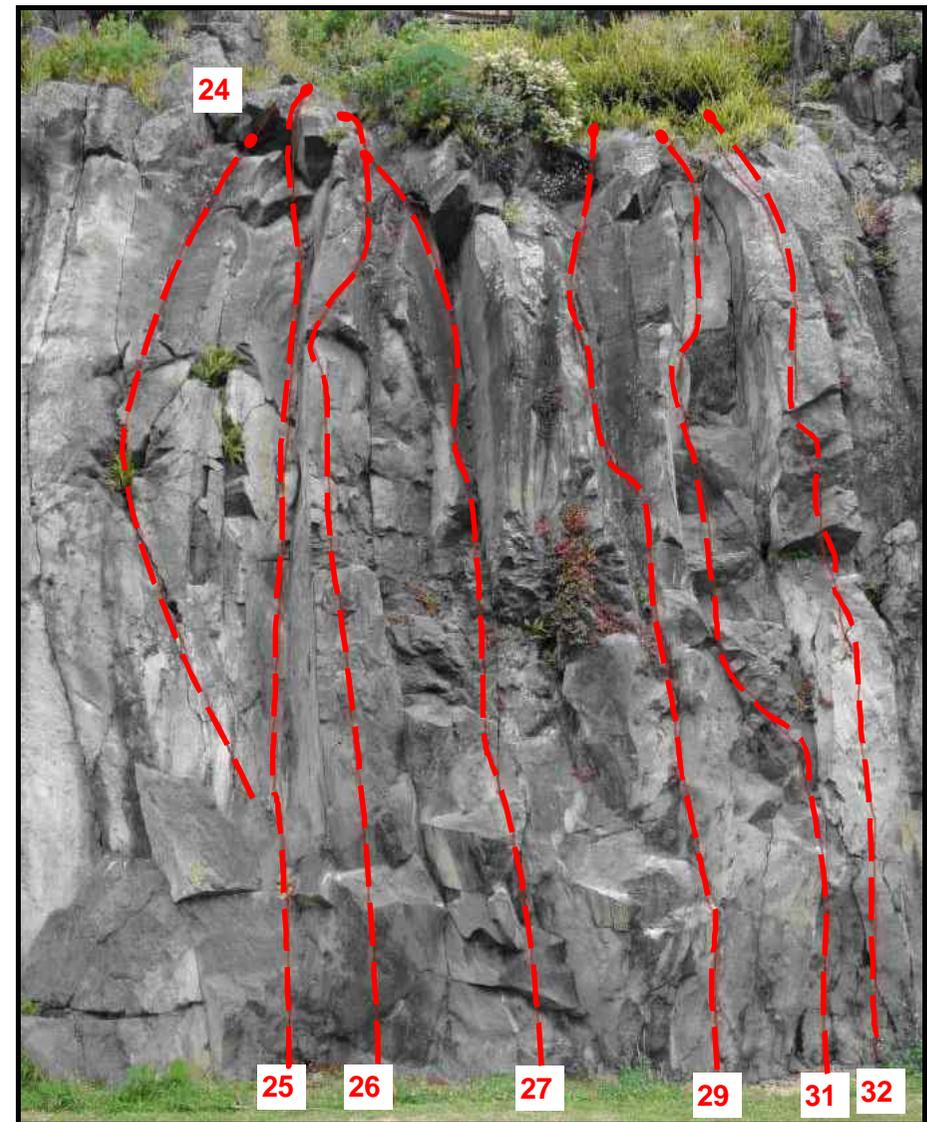
Robbie McBirney (solo) 1974

35. Wild Gravity (25)

Start as for Sneakeasy but move left at the second bolt and finish direct up the buttress. A direct variant (grade 26) stays left of the arête after the first bolt of Sneakeasy and continues up the Wild Gravity finish.

Alex Palman 1987

Photo 4: 24 - 32



36. Sneakeasy (23)

Start up the wall right of Green Groove past a bolt to a small ledge. Continue up left past 2 more bolts.

Bryce Martin 1987

37. Zillmerised (30)

Solo up the arête just left of Bodysnatcher to obvious ledges.

Roland Foster 1993

38. Bodysnatcher (23)

The prominent pea pod groove. Climb past the small overhang and move out left of the rib. Continue up the groove above a bulge (crux) and finish over blocks at the top. A sustained and classic route.

Robbie McBirney 1977

39. Boys On Bikes (26)

Climb Bodysnatcher until the corner on the right can be gained and follow this to the top. A few blocks forcibly fell out of this groove prior to this route being largely superseded by Pig Igneous.

Graeme Aimer 1983

40. Pig Igneous (27)

Climb the groove past 2 bolts and natural gear.

Ton Snelder 1989

41. Sweat (27)

Start as for Pig Igneous. At the first bolt go right into the shallow groove which is climbed on natural gear.

Dave Vass 1981

42. Heat (26)

A must do. Climb the thin overhanging crack or the buttress past one bolt and continue past another in the groove above.

Charlie Creese 1981

43. Legs this wide (25)

The bulging shallow grooves right of Heat, protected by two bolts and small wires above.

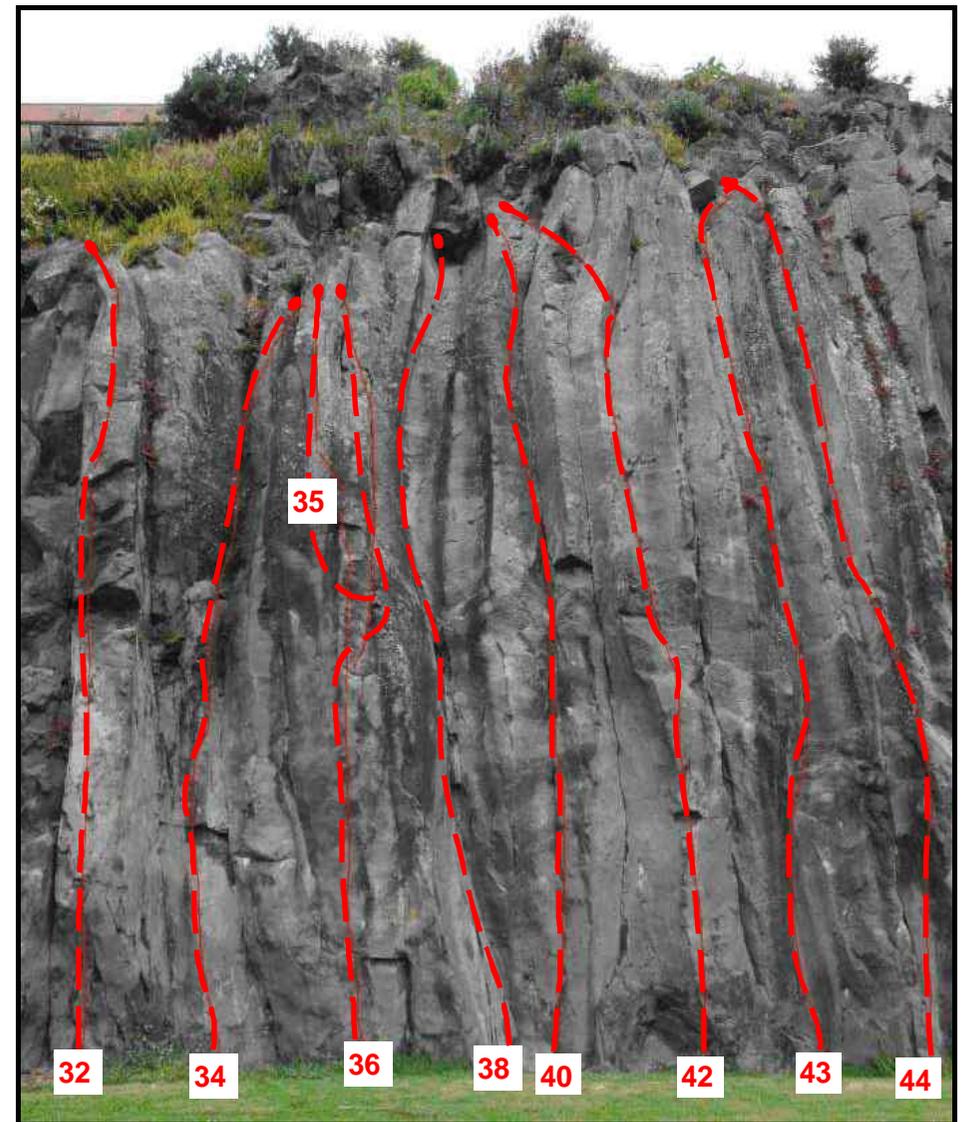
Graeme Aimer 1983

44. Sample The Dog (26)

The full length groove left of Wired, with four bolts.

Luke Newman

Photo 5: 32 - 44

**45. Wired (24)**

Broken ledges are reached by climbing the wall on the left. Move right and finish up the groove.

Rick McGregor 1981

46. Black Stump (23)

Gain the broken ledges shared with Wired from the groove on right. Continue up the thin crack above, exiting right.

Cliff Smith (2 pts of aid) 1974, Robbie McBirney 1977

47. The Grip Goes On (23)

From the start of Black Stump, climb straight up the shallow groove above past a bolt to the ledges above.

Graeme Aimer 1983

48. The Ghost Who Walks (26) Tony

Climb the narrow groove right of The Grip to the ledge of Gothic Groove. Step back left past a ledge to better holds and the finish of Gothic Groove. One bolt in place.

Ward-Holmes 1986

49. Gothic Groove (22)

Climb the wall to the ledge and groove. Continue up the groove and at the horizontal break move left (crux) to gain the ledges which lead up to the top.

Robbie McBirney 1975

50. Roo Squeaks (25)

A direct finish to Gothic Groove – this generally tests ones ability to get into weird positions and stay on.

Alex Palman 1987

51. Fuck Knuckle (22)

Climb to the shattered ledge right of Gothic Groove and continue up the crack through the bulge before moving across right into the upper reaches of Silver Airman.

Rick McGregor 1979

52. Silver Airman (17)

Climb the series of ledges heading left up to the prominent ledge. Continue up the groove above and exit left but tend right again to finish. Two known variations to this (a) climb the face of the buttress directly below the groove at grade 17 and (b) climb the groove to the left of this mantling the ledge at grade 21.

Robbie McBirney 1973

53. Rebuilding Oscar (25)

Start as for Silver Airman then continue up the buttress above past a bolt before finishing leftwards. Protection is poor and the bolt was placed retrospectively.

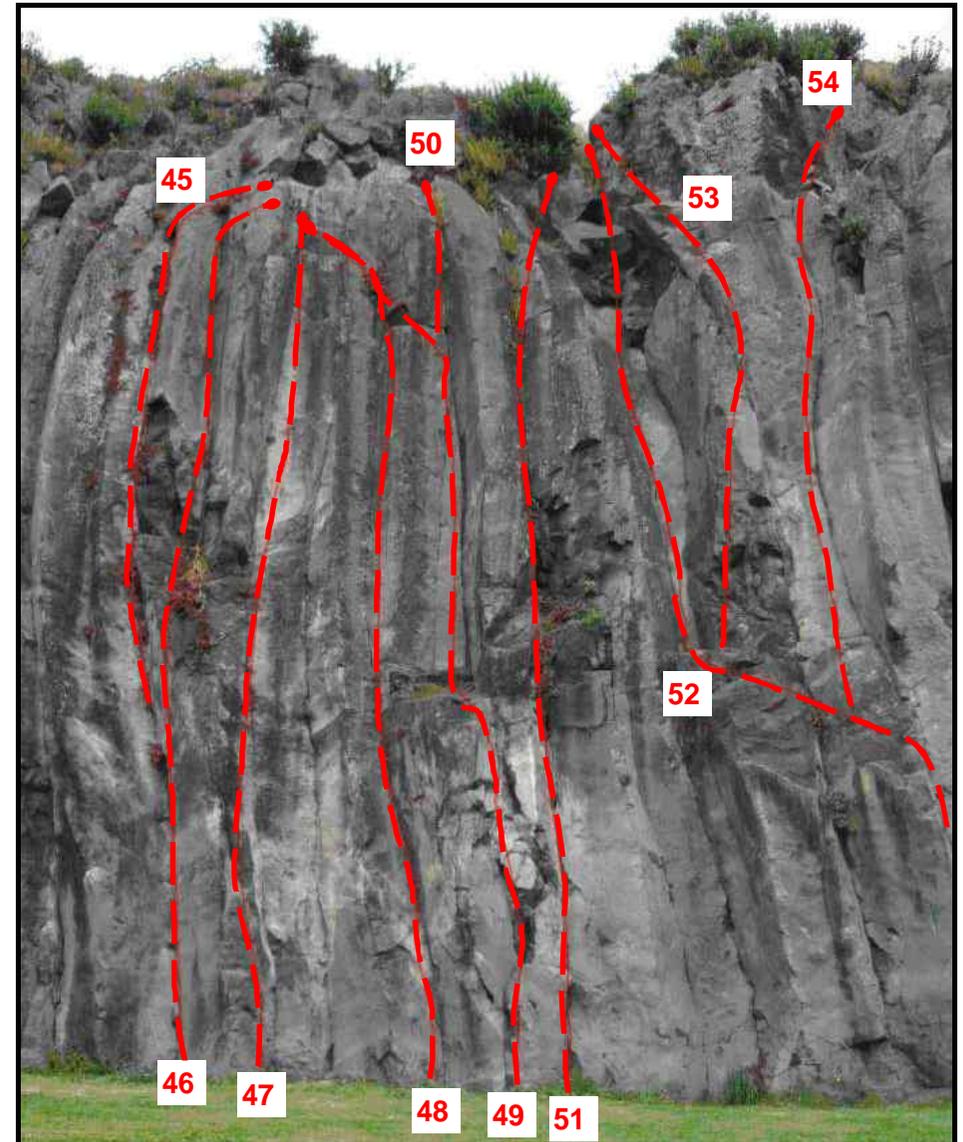
Ton Snelder 1986

54. Smash And Grab (25)

Climb the overhanging groove directly above the start of Silver Airman past a bolt. Move right and finish up broken ground above.

Rick McGregor 1983

Photo 6: 45 - 54



55. Wendy Kroy (26)

The unpleasant way to do Sheerlux. Carry on up the groove past the bolt doing some typical quarry weirdness as you go.

Ton Snelder 1995

56. Sheerlux (24)

A truly classic route. The groove with a roof at half height right of Smash and Grab. Climb the groove moving right onto the wall at the roof. Finish up the leaning corner above.

Rick McGregor 1979

57. Porkland (24)

Start up the wide groove of Naughty But Nice but continue up the wall above.

Mike Law 1983

58. Naughty But Nice (23)

A wandering route but varied climbing. Climb the wide groove past the bolt then move right to finish up the crack to the top of the block on Momrath.

Rick McGregor 1980

59. Down To Earth (28)

Not an easy route made harder by a poorly placed bolt. The groove between Porkland and Maisola Party. Finish up the crack of Naughty But Nice.

Tony Ward-Holmes 1992

60. Maisola Party (25)

The thin crack to the left of Momrath, past a small peapod to the top of the block.

Charlie Creese 1981

61. Momrath (19)

Bouldery start from either side lead up into the groove. Climb this and exit left onto block, finishing up the left leaning ramp. A variant (21) moves right at the top of the groove finishing at the Load It For Me anchors.

Rick McGregor 1974

62. Load It For Me (24)

The thin crack up the right hand buttress of Momrath. A well protected classic route.

Rick McGregor 1980

63. Another Broken Hero (26)

Climb the groove right of Load It For Me with 4 bolts.

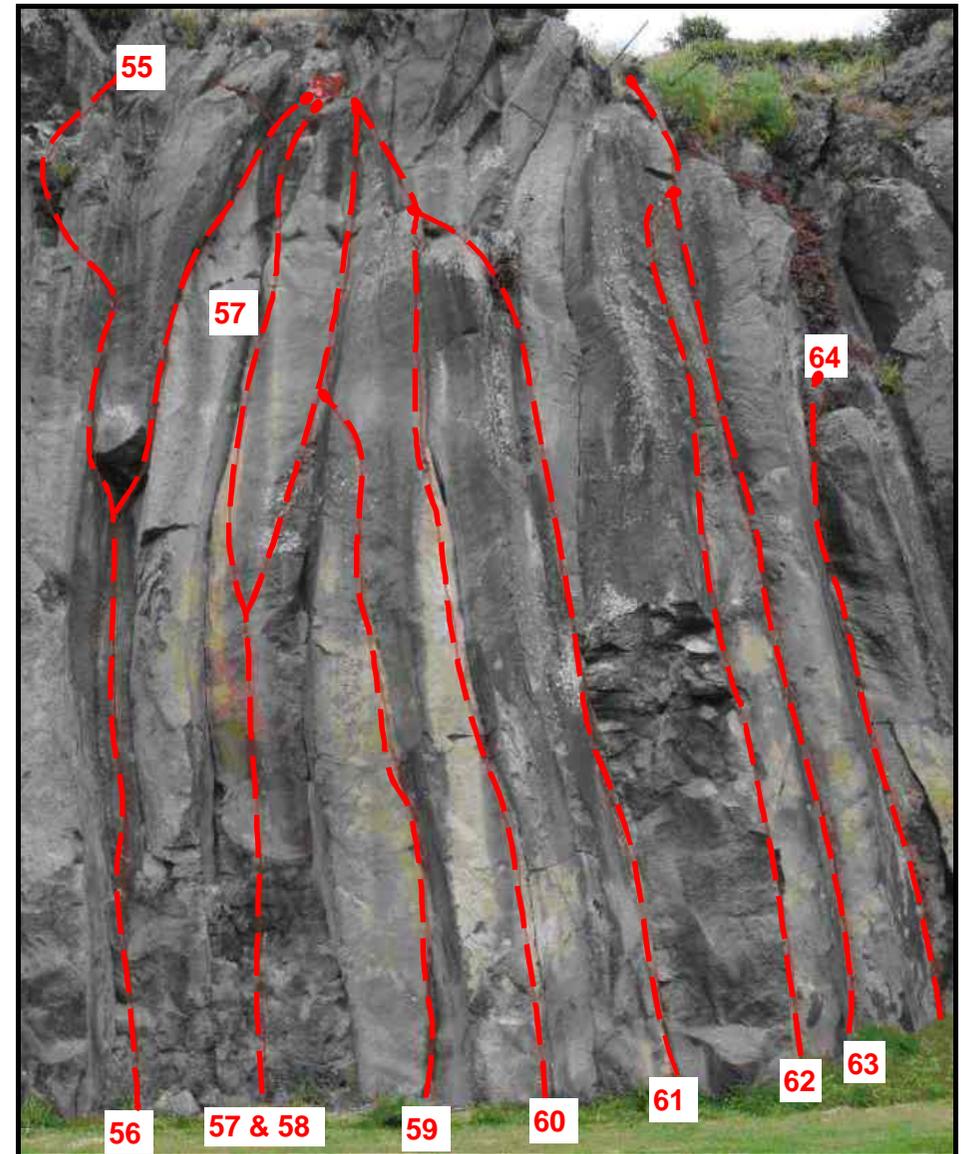
Rick McGregor 1985

64. Ugly Murmurs (25)

Can be quite ugly for the inexperienced operator. The left hand of 2 short corners, climb the overhanging groove and crack to ledge.

Rick McGregor 1980

Photo 7: 53 - 64



65. Samarcand (19)

The short deep black corner, ends on the ledge sharing anchor with Ugly Murners. Follow the groove cracks up and left until a mantel to the anchor.

Rick McGregor 1975

66. Zorn's Lemma (29)

The groove with three bolts to single bolt/chain belay. Go for it.

Roland Foster 1982

67. Shoes This High (24)

The groove and buttress left of Revenge. Climb the corner to the left hand end of the large ledge, continue up the buttress above moving left at the top. Somewhat contrived but provides some interesting moves high up, one for double ropes.

Rick McGregor 1983

68. Revenge of the Lawn (21)

Twin grooves lead to a large ledge and small roof. Climb either groove (right hand is easier) to the ledge, pull through the roof on the right and continue up the shallow groove above. A variant (22) exits out left to the top of Shoes This High.

Rick McGregor

69. Banshee (22)

The thin crack starts a couple of metres right of Revenge Of The Lawn. A fine climb, balancy at the top – thin fingers are a bonus.

Robbie McBirney 1974

70. Transvaal (18)

A wandering route with a wandering history – apparently. Climb the grooves of ROTL until the large ledge and traverse right across the wall to the ledge below the crux of Kaloo Kalay. Now either: climb the crack of Kaloo Kalay (19), the groove of Diddley takes a Detour or the groove above Studio 54 to reach the next ledge system. Then move up and right to finish across the slab above Thimblerrigger. Sigh in relief.

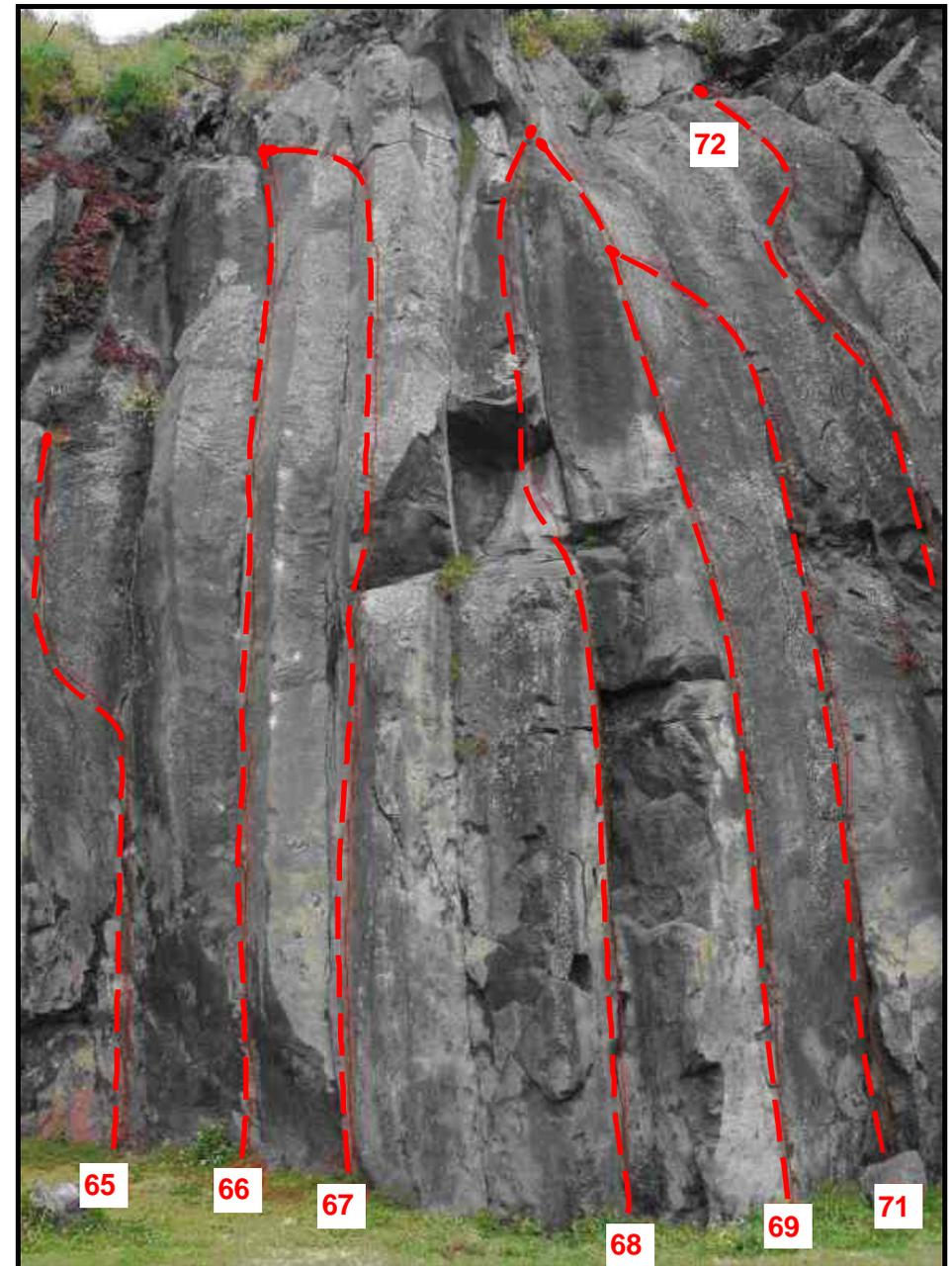
Robert Stavely Parker 1978

71. Stem The Evil Tide (22)

Climb the wall between Banshee and Kaloo Kalay, following the thin crack until forced left to the top of Banshee.

Rick McGregor 1974

Photo 8: 65 - 72



72. Suspended Animation (25)

Apparently this route is climbed by taking the arête between Stem and Kaloo Kalay.

Alex Palman 1988

73. Kaloo Kalay (19)

Start up the short difficult groove or gain the ledge from the left arête (harder). Climb the crack above (crux) to the ledge on the right, step left to continue up the crack through the next bulge and onto the slab. Finish up right or the eliminate which takes you left.

Rick McGregor 1973

74. Plumly Walker (28)

The arête between Kaloo Kalay and Picture This. Painful holds, nasty plunge.

Tony Ward-Holmes 1991

75. Diddely Dick Takes a Detour (18)

Climb the initial groove of Kaloo Kalay and continue up the groove right of Kaloo's crux crack. Finish up the left leaning ramps above.

Grant Davidson 1982

76. Picture This (24)

The poorly protected corner right of the start of Kaloo Kalay is climbed to broken ledges. Continue up the corner to the ledge above and tree. Twin pillars lead to a higher ledge, exit either left or right.

Rick McGregor 1982

77. Studio 54 (26)

The buttress between Picture This and Thimblerigger is climbed to the ledge. Continue as for any of the preceding routes to the top.

Charlie Creese (solo) 1981

78. Principles Of Lust (21)

Climb the face left of Studio 54 past 4 bolts. Bridging moves will take you past the first bolt and onto the face and arête. The ledge can bring a break but don't relax, it's not over yet. The thin crack to it's right can be climbed at grade 26.

John van der Werff 1994

79. Thimblerigger (21)

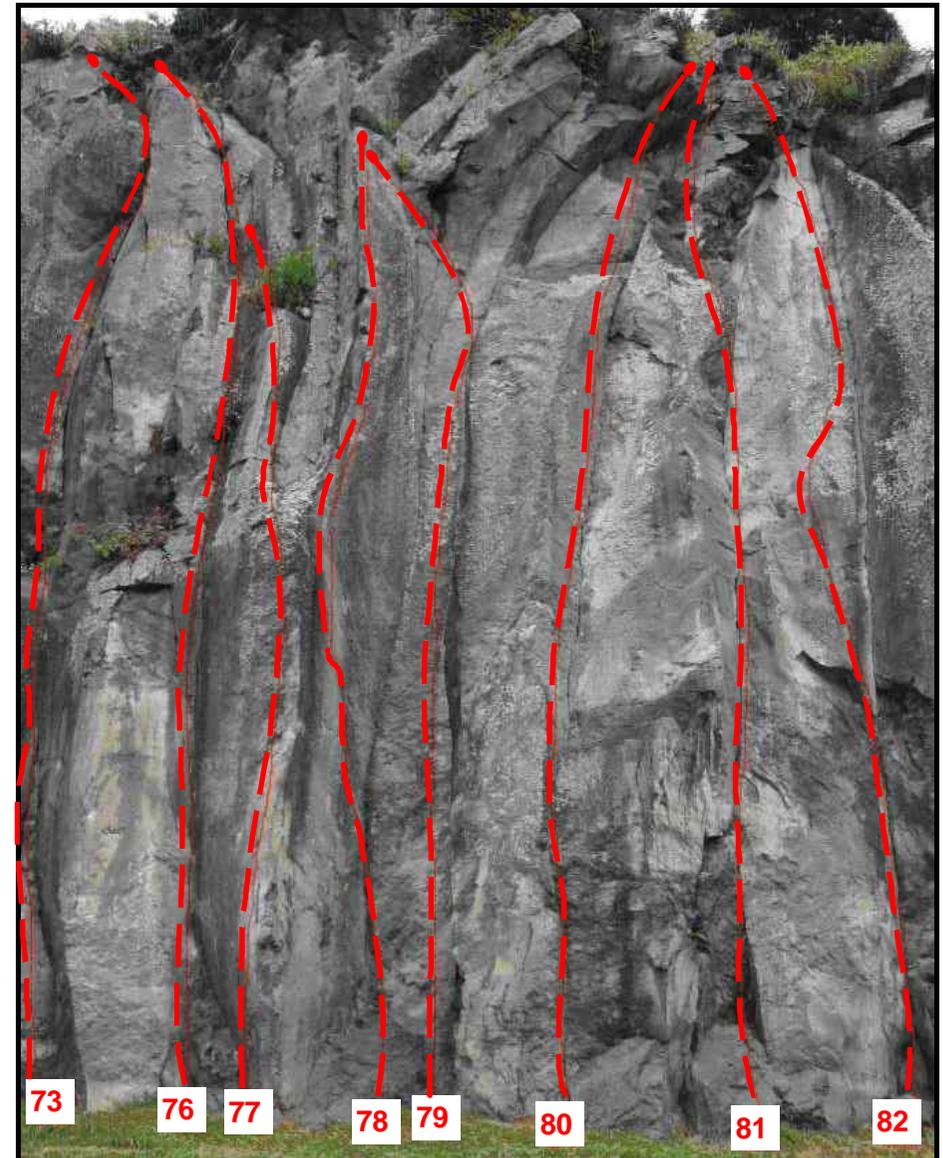
The groove with the crack up the right side of it is climber with increasingly difficulty to the ledge on the right. Cross left past a block to another ledge and finish up the slab of Transvaal. Harder than it looks.

Rick McGregor 1975

80. Barracuda (24)

From the ledge between Thimblerigger and Soliloquy proceed up the thin crack passing the bulge at the top (crux) to ledges. Finish straight up or out right as for Sililoquy. *Robbie McBirney 1977*

Photo 9: 73 - 82



81. Sililoquy (18)

Either gain the ledge on the left and move into the crack or tackle the crack directly from ground level. Small ledges lead to a pull up (crux) on to a series of broken ledges. Proceed up to the overhang and finish up the notch on the right past 1 bolt.

Robbie McBirney 1973

82. Training For Straining (25)

This route takes the gothic arch right of Soliloquy. From a shattered area climb the thin crack until it is possible to step left onto narrow ledges halfway up Soliloquy. Move back right and continue up the line of the crack to the top of the crack.

Rick McGregor 1981

83. Bad Karma (26)

The arête and corner crack left of Jams O'Donnell are climbed with a number of long reaches up to the lower angled rock above. Hard to protect.

Charlie Creese 1981

84. Jams O'Donnell (24)

Three short clean cut corners lead up to dark grey ledges. Climb the crack in the left hand of the three finishing up blocky terrain above.

Robbie McBirney 1977

85. Tune in, Turn On, Drop Off (25)

This short but strenuous route takes the two corners right of Jams O'Donnell to the ledges. Finish as for Jams O'Donnell or Melquiades. For an eliminate climb just hand groove.

Charlie Creese 1981

86. When the Kats Away (26)

A variant of Tune In. Stay in the right hand corner.

Alex Palman 1988

87. Melquiades (24)

A difficult sequence leads up the steep ground to a blast hole. Move left onto the ledge of the preceding routes, then follow the awkward groove to the top. The lower groove is difficult to protect but there is a bolt near the top.

Robbie McBirney 1975

88. The Engineer of Human Souls (24)

A good direct finish to Melquiades. Continue up the right hand groove from the ledge past a bolt, take some small wires.

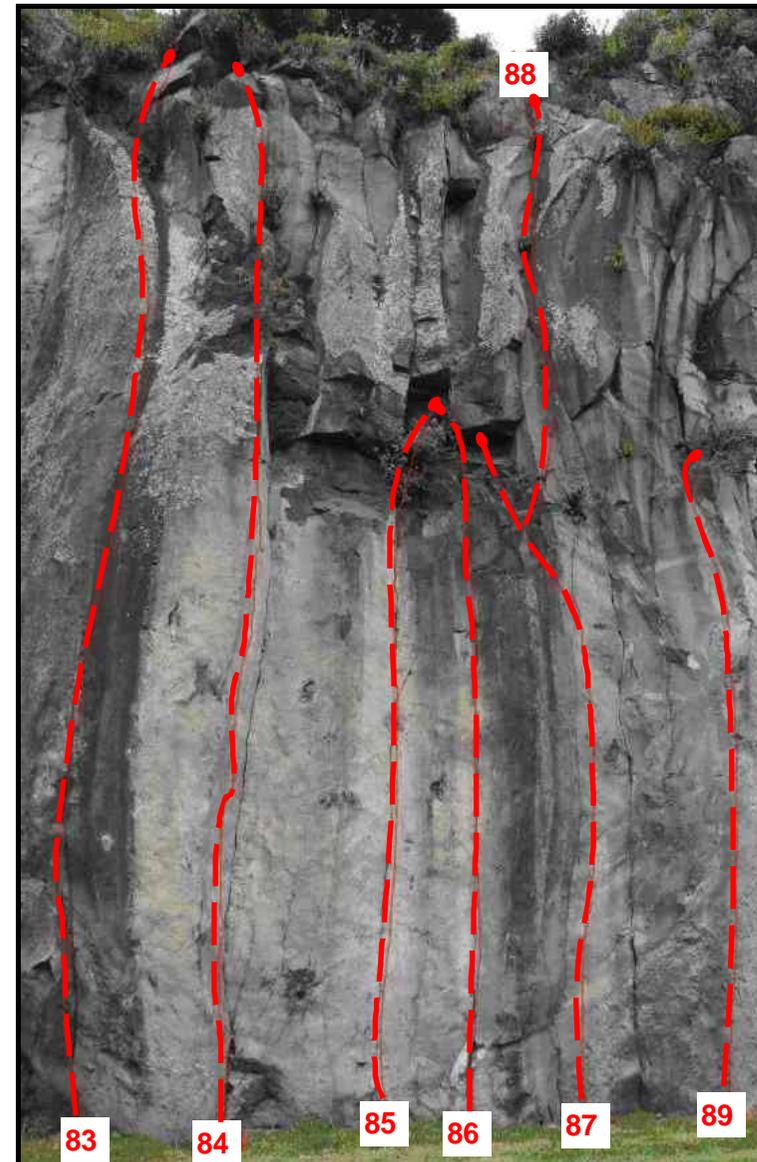
Luke Newnham 1989

89. Zephania (27)

The solo buttress right of Melquiades. Start on left side sharp letter box pocket. Slap up the arête finishing on ledges.

Roland Foster 1991

Photo 10: 73 - 89



90. Busted Bicycle (25)

Starting at the shattered block of Splatter tend leftwards up the wall past a bolt to the ledge right of Melquiades. Move right and climb the overhanging wall to exit left over blocks.

Rick McGregor 1980

91. Splatter (24)

From the shattered block a difficult move, awkward to protect, leads to the prominent ledge on the right. Climb the fractured pillar above to a sloping ledge and exit diagonally left.

Rick McGregor 1975

92. The Towering Inferno (25)

The wide groove with yellow streaks between Splatter and Snatchbender, capped with an arching overhang. Climb the groove to the sharpened ledge of Splatter. Step right again into the groove and clip the peg high in the apex. Move right and climb a thin crack to the top of the overhanging blocks. The scoria at the top deals swiftly with the unwary.

Rick McGregor 1983

93. The Frayed Ends of Sanity (23)

Straight up the right hand edge of the Towering Inferno groove past 2 bolts.

Alex Palman 1989

94. Snatchbender (23)

A classic test piece. Stepped ledges lead up in to a groove. Climb this to it's apex on the right and pull over the overhang to a wall pocket on the left. Make an awkward step into the groove further left and up to a bolt. This point can also be reached direct up the arête below, protected by a bolt. From the bolt climb the overhang on the right to a ledge and pull over the bulge above to finish.

Robbie McBirney 1974

95. Bad Behaviour (23)

Straightens the original Snatchbender. Gain the overhang and wall pocket of Snatchbender and continue directly over the bulge past a bolt to the top ledges of Snatchbender.

Peter Dickson 1989

96. Chasing After Charlie (24)

Climb the shield of rock left of the ledge on the lower part of Bandersnatch. Move right to a thin crack and corner left of the blast hole. Move left to pull through the bulge and finish up the groove to the right of the top of Snatchbender. The 4 bolts were placed retrospectively.

Rick McGregor 1981

97. Chasing After Charlie Direct (25)

As for the above but finish straight up from the last bolt.

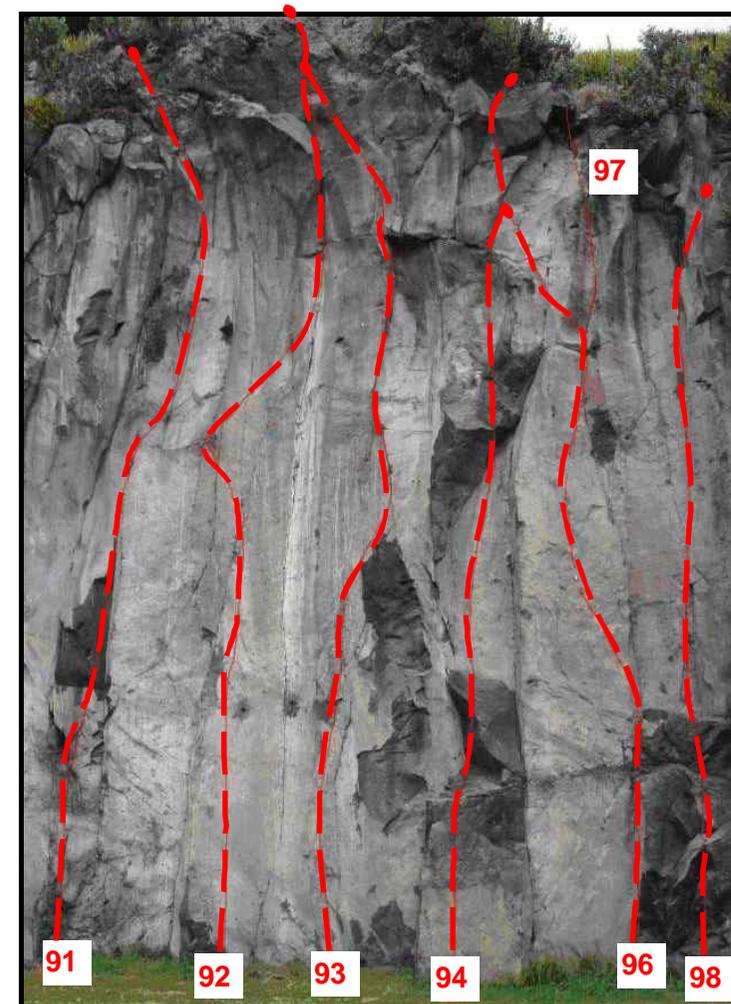
Ton Snelder 1994

98. Bandersnatch (19)

Climb the ledge at the foot of the obvious corner. Follow the groove using the crack for protection past a blast hole on your left at about half height. Continue up to the right and top out at a DBC anchor on a ledge. The arête can be climbed at grade 22 if the crack is used only for protection.

Rick McGregor 1974

Photo 11: 91 - 98



99. Spanish Moon (24)

The shallow corner to the right of Bandersnatch. Broken ground leads to a shallow corner and balancey moves. It helps to be tall when placing pro for the crux moves.

Charlie Creese 1982

100. Pet Cemetery (27)

The 2nd corner right of Bandersnatch, on the final buttress. Climb the corner and rib past 2 bolts – “A 30 foot saga of steamy stemming and violent cranking which relentlessly explores the obsessive themes of guilt, lust, fear and revenge” – Northern Rock. Interessante!

Charlie Creese 1982

101. Straight out of Clapton (27)

For a variation on Pet Cemetery stay on the right hand buttress from the bottom. If you end up laybacking the corner then you're in Pet Cemetery. Finish up the hanging groove left of Silver Surfer.

Tony Ward-Holmes 1991

102. Silver Surfer (25/26)

This is the serrated crack in the left wall of Orangutang corner.

Charlie Creese 1981

103. Orangutang (19)

The prominent corner at the right-hand of the crag. The crux is near the bottom of the corner. At the top cross left at the small roof and finish up the groove to a ledge with DBC anchor.

Rick McGregor 1973

104. Night of the Crabs (20)

Climb the right hand arête of Orangutang without recourse to the crack.

Hunter Johnson 1989

105. Badfinger (21)

From the ledges at the base climb the corner to gain a ledge out right (crux). Proceed over the bulge above direct on in cut holds. Adequate protection can be difficult to arrange.

Robbie McBirney 1975

106. Contested Corner (17)

To the right of Badfinger, one stage higher up the ledges is an even shorter corner. This can be climbed either to its conclusion or until one can exit left onto the ledge of Badfinger. Finish right of Badfinger or exit off right.

107. 'It Man (21)

This one is a thin crack on the short face 5 m right and down from Orangutang.

Marty Beare 1982

Photo 12: 98 - 103



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