

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.

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 accounts 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.

Climbing Restrictions

There is absolutely no Climbing on any of the cliffs in and around the power house or carpark. To ensure continued access to the other cliffs in the area please do not climb on any of the cliffs in the car park area.

The NZAC is currently in negotiations with Mighty River Power over access to Lakeside Wall and Crack Wall. While these negotiations are in progress the Lakeside and Cracks walls are closed for climbing.

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Figure 1: Map of Waipapa

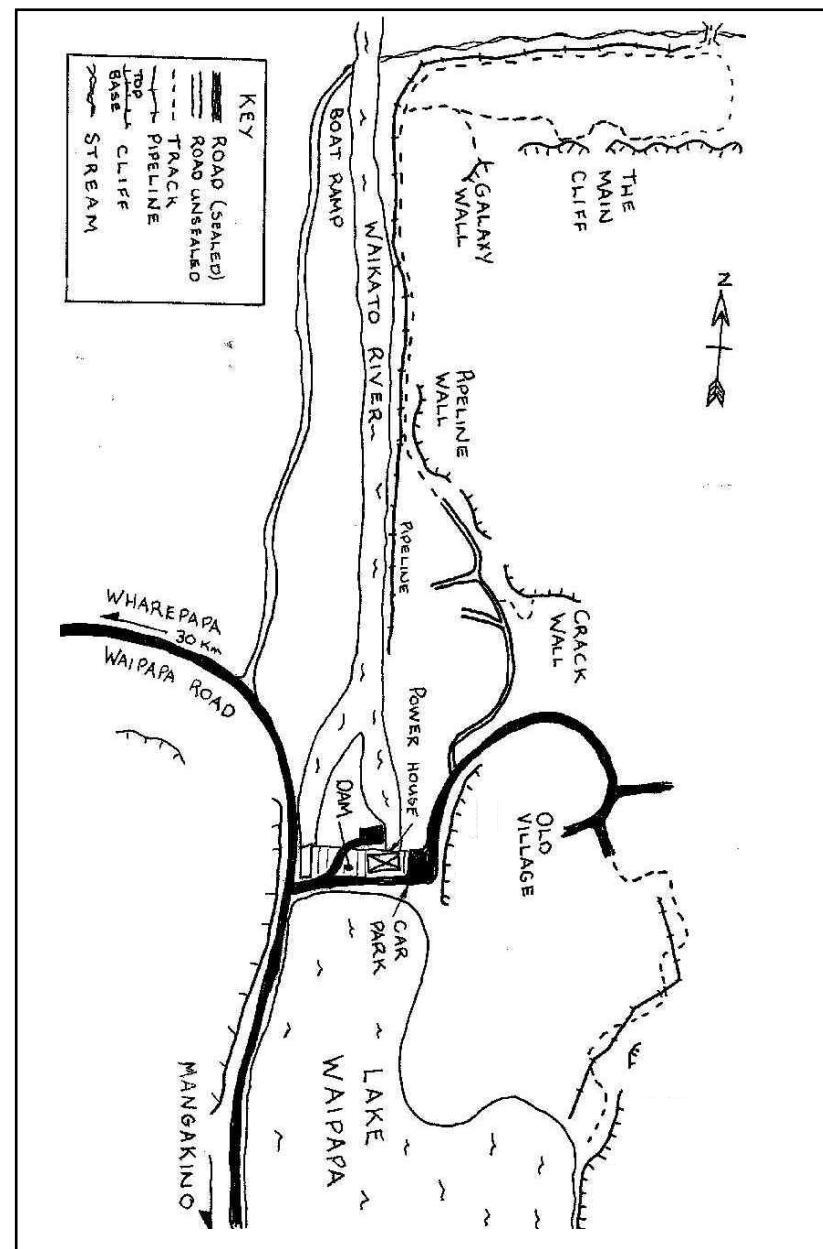
Location

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.



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)

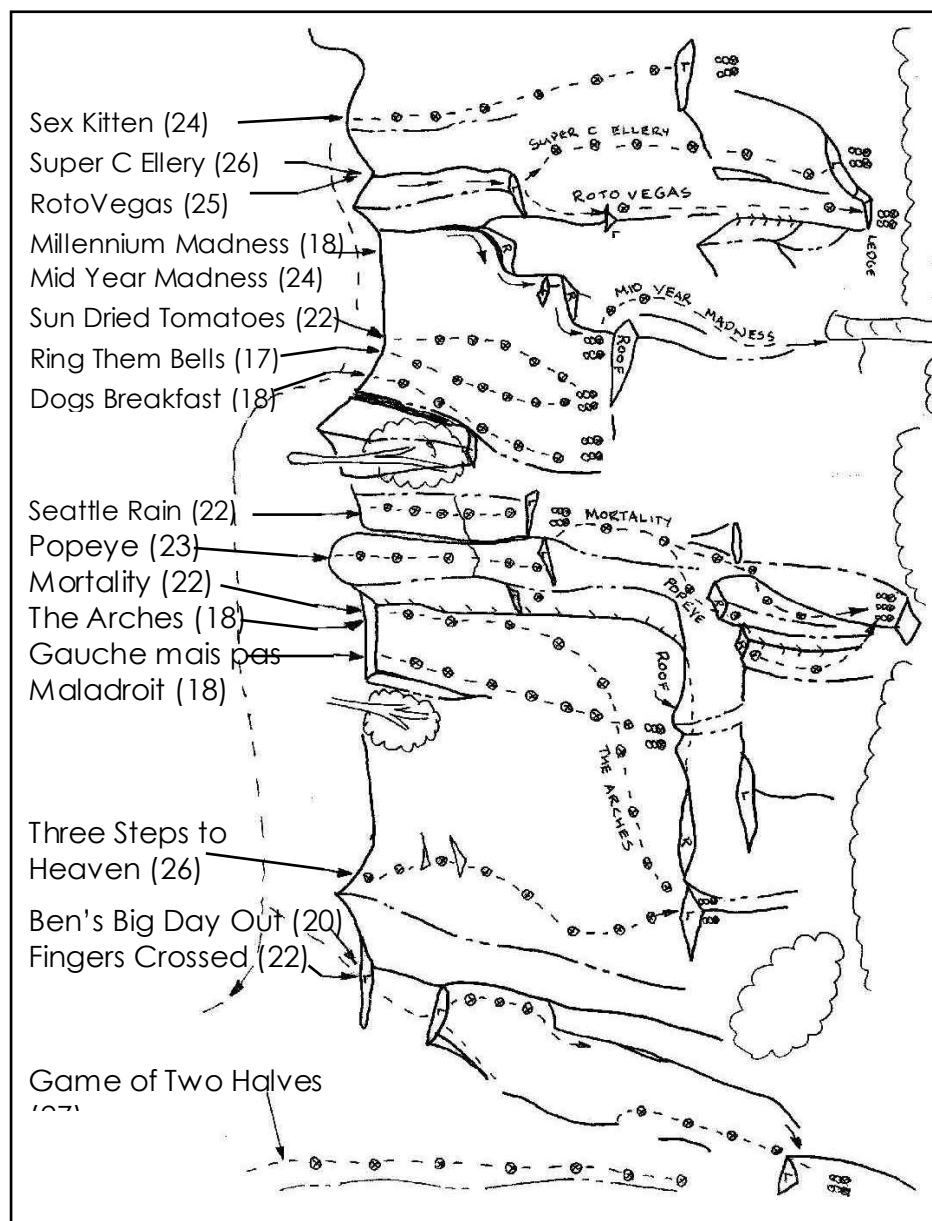
Richard Knott: Dec-00

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

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)

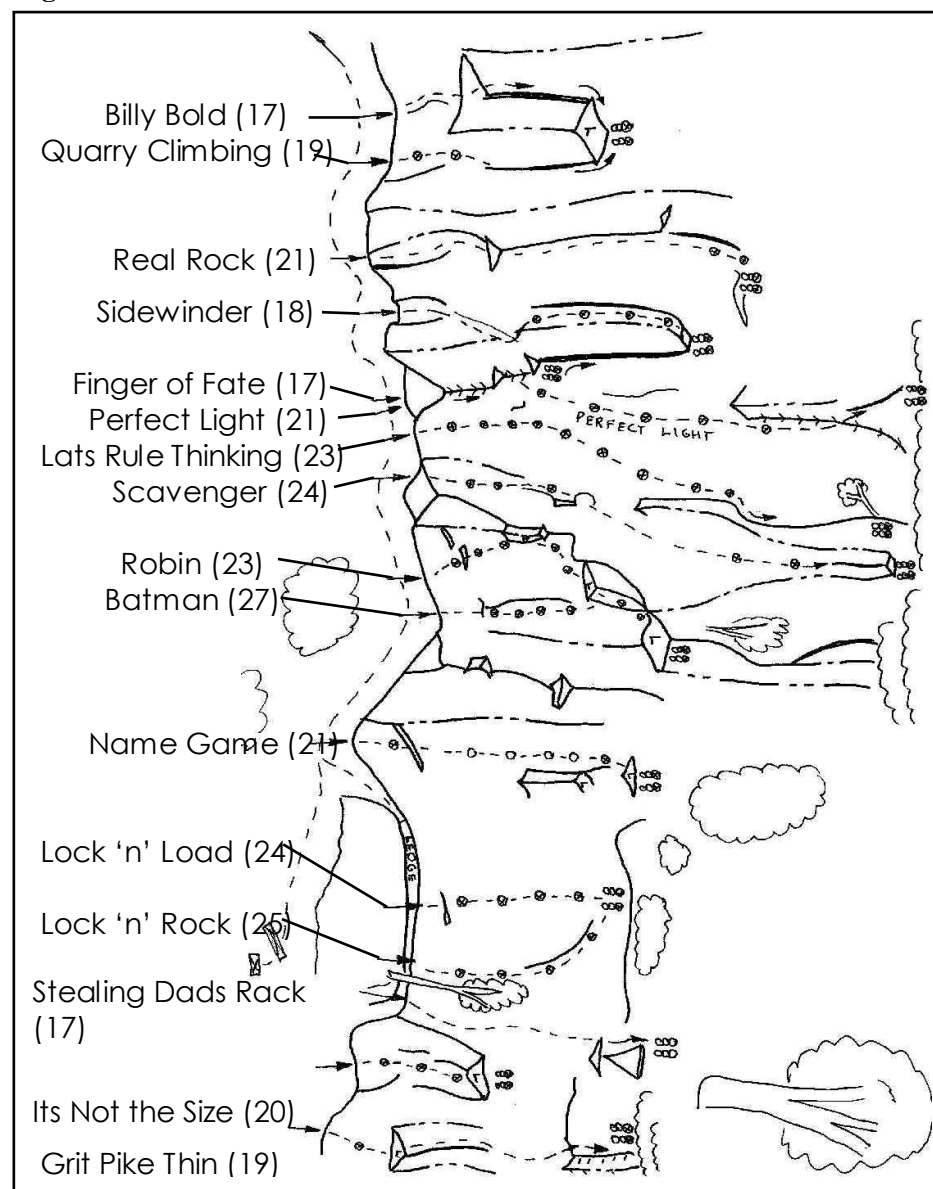
Richard Knott: 22-Sep-01

*** 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

Figure 3: Main Cliff Wall of Fate



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

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 corners, grooves aretes and cracks. A very nice, technical climber, one of the better 20's around.

Kevin Barratt, Bryce Martin Oct-04

Crack Wall

The NZAC is currently in negotiations with Mighty River Power over access to Crack Wall. While these negotiations are in progress Crack wall is closed for climbing.

Lakeside Wall

The NZAC is currently in negotiations with Mighty River Power over access to Lakeside Wall. While these negotiations are in progress Lake sidewall is closed for climbing.

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 I 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, Corrina 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