

THE AIRSTRIP

Bouldering on the Waitomo Limestone. Version 4.0
 by John Newby with updates from Bevan Jenkins, Dave Addison, James Morris, Sam Williams and Ben Rohde.

Getting to there

By car: Turn off SH3, signposted to Waitomo Caves, 40min south of Hamilton or 10min north of Te Kuiti. The Waitomo caves village is 10 min further on.

From the Waitomo Village, head west past the famous caves towards Te Anga and the coast. 10-15min onwards passes Hauturu road on the right and 50m on is the access, signposted Awatiro/Stubbs farm. Close the gate on your way though.

Boulderers have been requested to park on the south side of the airstrip, on your left as you drive in. This is to avoid any obstruction of work at the woolshed and yards

Permission

At present permission must be obtained from the farm managers Ben and Bex Stubbs: ph. 078787426

The bouldering & the rock

The airstrip excels in low to mid grade bouldering. The best problems are often up to 4m high, and offer a great range of moves although delicate smears and desperate slaps feature often.

The Waitomo limestone is generally very solid with reasonable friction, and well featured due to 1000's of years of weathering.

Where to stay & eats

Waitomo is a tourist town so take your pick, Backpackers start at about \$20 a night and comes complete with drunken free loving guests. The village camping ground costs about \$12pp for camping and also has cabins available. Climbers may be more attracted to the HTG Caving hut 1.5km out of Waitomo towards the bouldering. This is bunk bed accommodation with a communal kitchen and good showers, for \$12 a night and comes complete with drunken free loving cavers. Camping is also available here for \$7pp.

Waitomo village has a pub and bottle store which does basic evening meals. There is also a very average pizza café at a back packers, and the good (though expensive) Long Black Café for coffee, food, and caving tours (!?). The nearest

town, Otorohanga has a supermarket and 'The Thirsty Weta', a better than average bar/café.



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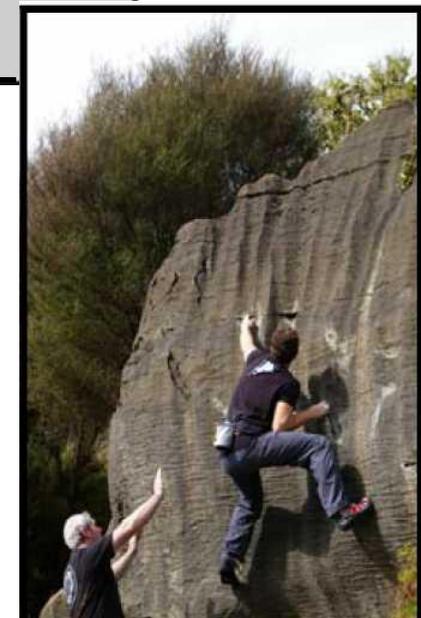
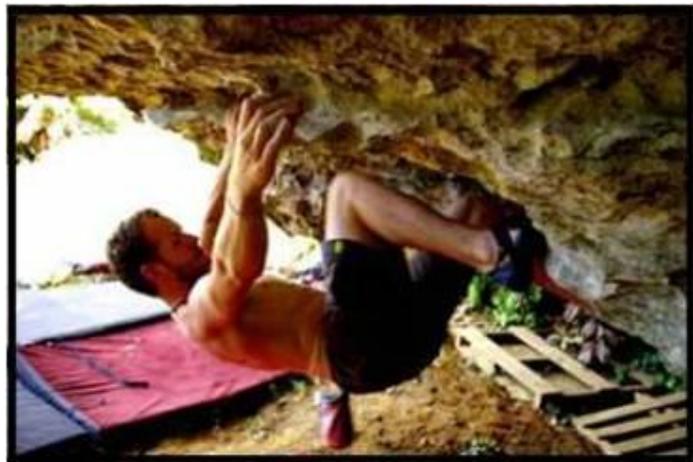
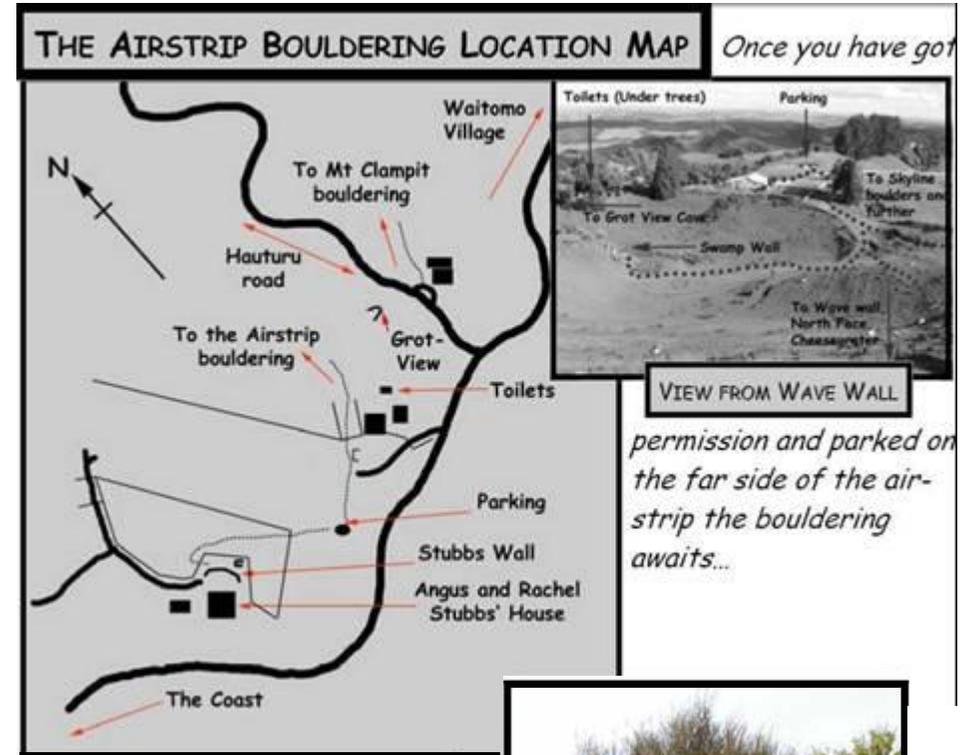
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Number One, for up to date
Rock Climbing Information

Grade Hit List

- VM Trees For Cheese (The Swamp) - Problem 6, (The Greek Gods)
- V0 Shimmeys Chimney Warm up Boulder (Valley Wall) Fishy Fingers (Fisher Wall)
- V1 Swampthing (The Swamp) Problem 3 (Skyline Boulders) Coconut Paddle (Totem area)
- V2 Gonzo (Highball wall) - Spanking Monkeys (Highball Wall)
- V3 K3 (Highball Wall) - Grated Parmesan (The Cheesegrater)
- V4 Golden Shower (Highball Wall) Echo-psychosis (Wave Wall) Approaching Insanity (Grot View)
- V5 Download (Highball Wall) - A Little Bit Camp (North Face)
- V6 Heavenly Curves (North Face) - Razorback Rider (Alchemy Wall) - Franks Better Half (Grot View)
- V7 Franks Route (Grot View) - Power Puku link up (Grot View)
- V8 Frantic (Grot View)
- V9 Ninja Rejecter (Reservoir Wall)
- V10 Anti-Hesitator (Grot View)

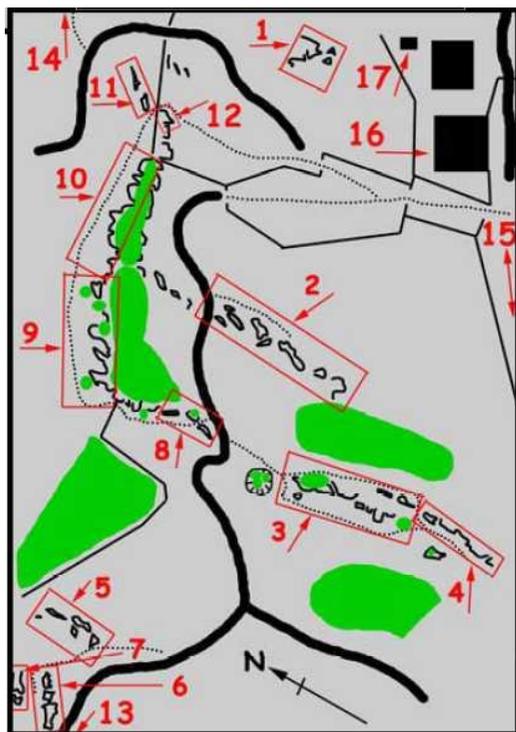


Dave Addison on Escargot (V2).

Location Map & Contents

Once you have got permission and parked on the far side of the air-strip the bouldering awaits...

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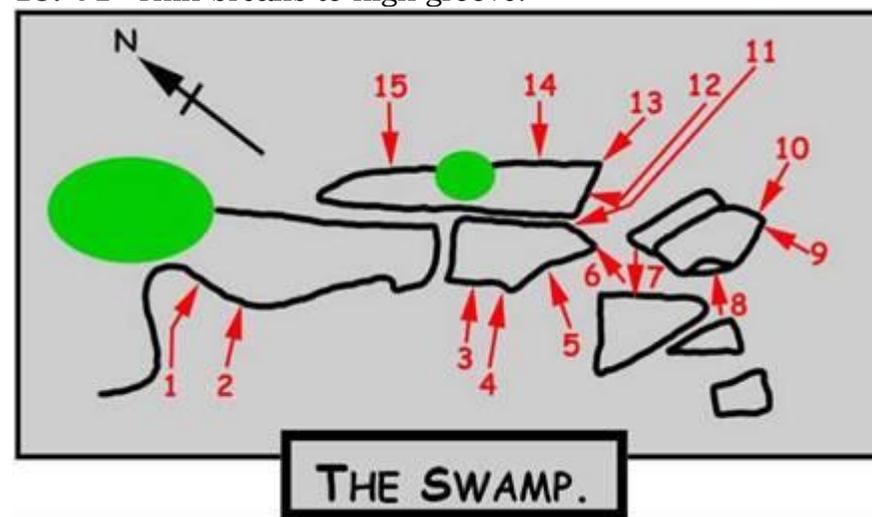


The Swamp

Walk 2min from the parking, through the left side of the yards and drop off to the right to the small collection of boulders at the bottom of the paddock near a swampy bit..

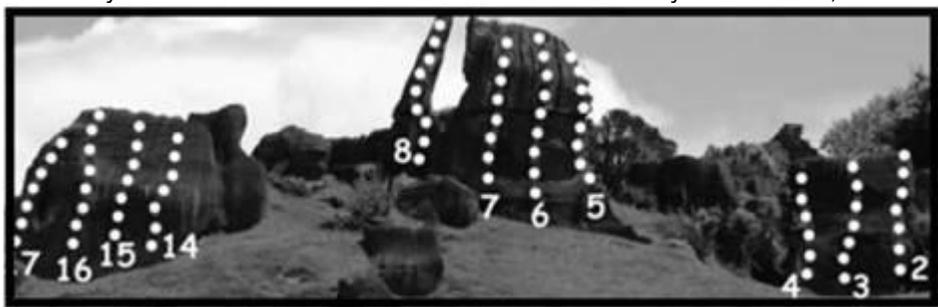
Picks of the Bunch: Swampthing (V1) and Swanlake (V3).

1. **V1*** ... Pocket and mantle, above oyster bed.
2. **V2*** ... Sit start, slap sloper and mantle.
3. **VM*** ... Centre of face with juggy ledges.
4. **VM+** ... Left side of arete.
5. **V5** ... Tiny pockets to big reach.
6. **V2 SPINAL CLINIC** ... Layback the thin arete only. Don't fall!
7. **VM+**... Smear and mantle up centre of short slab.
8. **VM** ...Into high groove on steep ledges.
9. **VM** ... Left side of arete on numerous sloping breaks.
10. **VM** ... The steeper side of the arete on bigger holds.
11. **VM+ ** TREES FOR CHEESE...**Highball corner. Pushy but nice. *(Kelly Chiusano)*.
12. **V3** SWANLAKE...** Steep face only. Big poetic deadpoint. *(John Newby)*
13. **V1*** SWAMPTHING...** Big moves up arete.
14. **V2...** Long reach to thin crack.
15. **V1*** Thin breaks to high groove.



Skyline Boulders

From the yards, follow the fence line up the hill then left along the vague farm track. Skyline boulders are the first on the left immediately off the track,



1. **V1**...Sit start. Up short overhanging arete.
2. **VM+**...The right arete of the slab is a superb eliminate (VM+) but also good using the leaning block on the way up (VM).
3. **V1*****...Balancey moves up centre of slab.
4. **VM+**...Through small shrub on left arete.
5. **VM+**...Right arete. To break then smears.
6. **V2****...**FRESH START**...Crimps and balance up face. Big move over break to the deepest flutings.
7. **VO***...Directly up to big holds above break on left arete.
8. **V2**...**PICKING THE NOSE**...From the short face under the hanging nose, lean out and crank up it.
9. **VM+***...High step and stemming.
10. **V2***...**PENETRATION ON IMPACT**...Delicate face on smears and crimps. Above the large and jagged boulder. Don't fall!
11. **VM+**...**ALTERNATIVE PLEASURE**...Up the face using right arete.
12. **VM-***...**SPIRAL STAIRCASE**...Step up, around, and mantle.
13. **VM+**...Smear and mantle open chimney and arete.
14. **V3****...**DWARF TOSS**. Reach high or jump to flutings on bulge. Straight up.
15. **V2***...Crimps to start in middle of face. Through shallow groove on open handed pinches.
16. **V2**...From under cling. Eliminate jugs

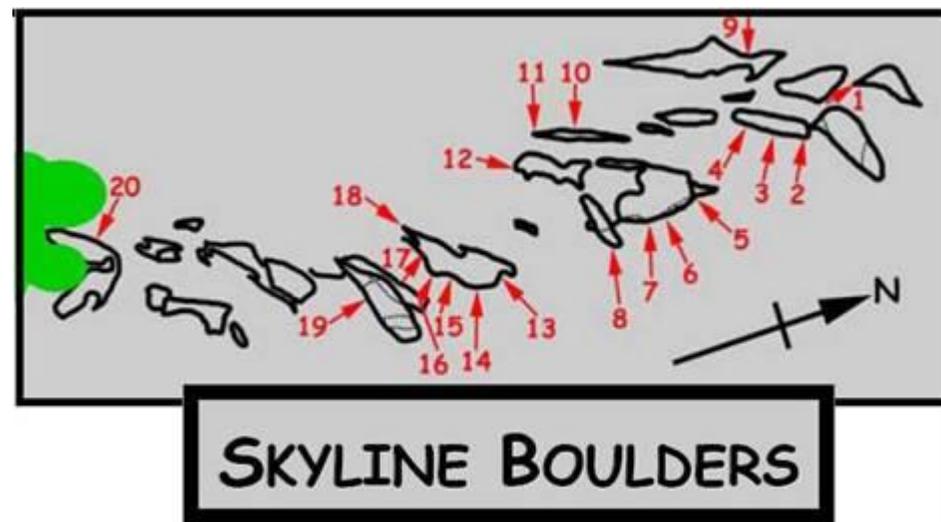
left, and mount bulge.

17. VM...HOP ON**...Hop from adjacent rocks onto smear and jugs. Over 'Ridgewalker', but be careful on the descent.

18. VM...RIDGEWALKER**...Arete to sharp ridge. For the full tick try walking off!

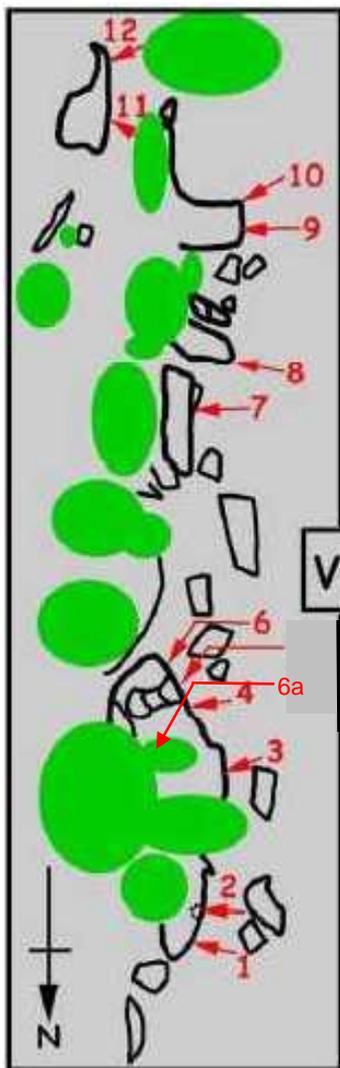
19. V3*...Sit start. From sloping crimps reach to break and mantle over. Short problem but fun.

20. V4...ECOTERRORISM...Sit start. One move wonder. Left hand takes vertical slot. Smear then big move.



Valley Wall

Great selection of the best V2's – V4s



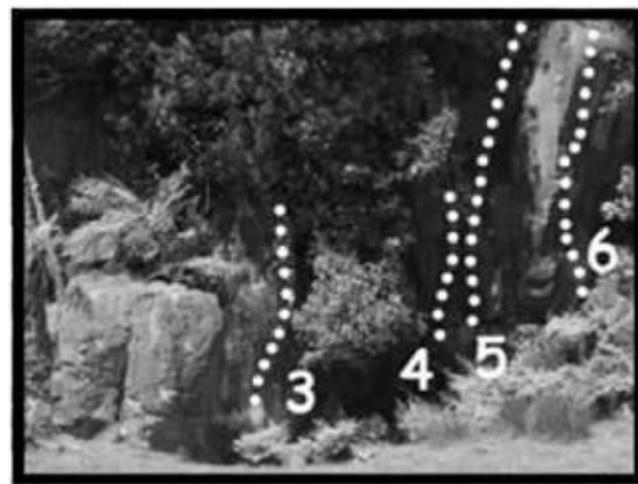
1. **V2...EAT THE SQUEEZEY**...Slopy crimps left of groove.
2. **VM...SWEET AND EASY**...The right leaning groove.
3. **V8*...WAZZUP**...Sit start, to gaston and way up to the right arete. *(Steve Conn)*.
4. **V3...2ND CHANCE**...Layback left side of crack to face. Beware of loose rock.
5. **V0*...BIG FUZZY BALLS**...8m highball problem that takes the line up the centre of the chimney. *(John Newby)*
6. **V4***...EPIPHYTE**...Right side of the big leaning arete. The last moves are easier, so use them well, and don't fall. *(Bevan Jenkins)*
- 6a. **V6**...In the Bush to the right of Epiphyte. Start on side pull and under-cling and go at the lip, pull into trees. *(Stu Kurth)*
7. **VM+ ***...Just right of the hole and up the steep broken face.
8. **VM***...Smear into the open chimney.
9. **V0***...WARM UP BOULDER**...Sit start and reach straight out across the roof and pull like a school boy! This is a good boulder to eliminate and train on. Has a good V3 campus problem and a two handed dyno for the brave.

10. **V0***....Climb the crack feature to the right of the roof.

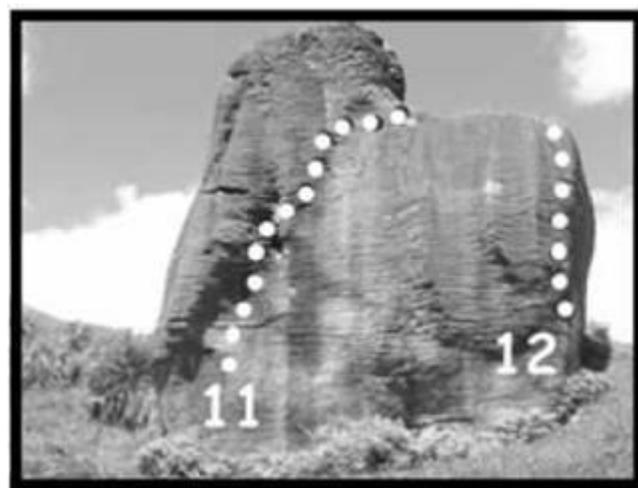
11. **V5**...DOWNLOAD**...Fingery moves up the groove to an oyster fossil, lead to a big move right to the lower top out.

(Steve Conn).

12. **V6*...OH LORD**...Rounded arete. Pull on with sidepull for Left hand, crimp for right and throw for the top. *(Steve Conn)*.



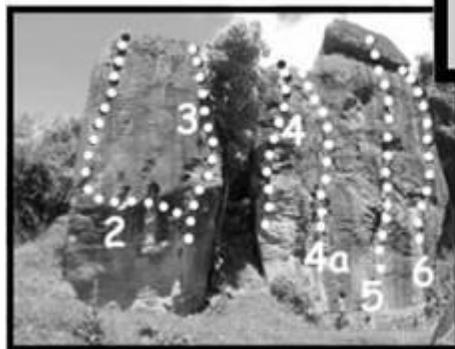
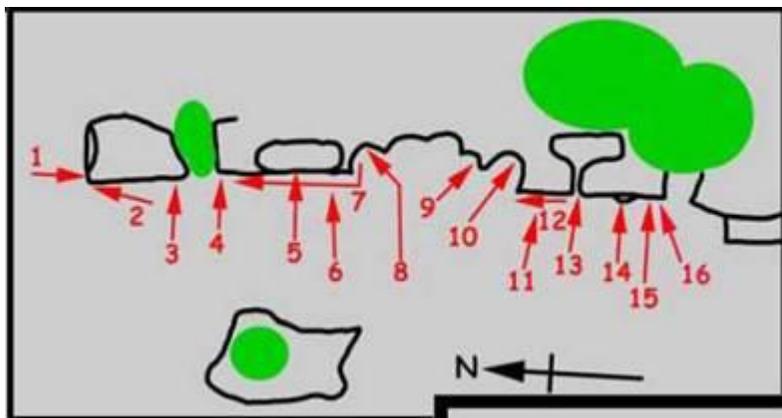
Pick of the Bunch....Warm up Boulder (V0), Epiphyte (V4) Download (V5)



Highball Wall

'strip', with a good number at a queasy height.

Picks of the Bunch: Gonzo (V2), K3 (V3), Golden Shower(V4)

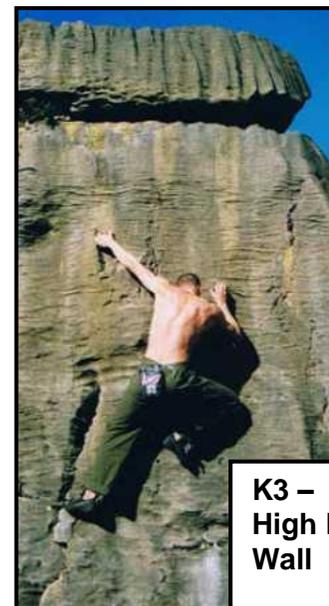


HIGHBALL WALL

- 1. V2**...SLAPPER...Fondle and smear arete.
- 2. V4**...DIRTY LITTLE SLAPPER...Sit start. From Gonzo, left on pocks to arete. Layback right side of arete to

- 3. V2***...GONZO...Sit start on jugs. Up arete. *(John Newby, Richard Knorf)*
- 4. VM+*...Left arete and big jugs.
- 4a. V2*...A bit more cruxy than the others. Pull hard to jugs then left at the top.
- 4b. V6... Dyno from the jug in the middle of the face to the top. *(Shorty)*
- 5. V3***...K3...Vertical crack and blank top. Try the sit start. *(John Newby)*

- 6. V3**...Juggy ledge and up face. Tend right to arete.
- 7. V1*...PETE'S TRAVERSE...From chimney right of '6', reach around left to catch l edge and traverse face to '4'.
- 8. V3...STICK INSECT...Up chimney/groove. Bad landing.
- 9. V2*...SPANKING MONKEYS...Smear, spank arete.
- 10. V0**...SHIMMEY'S CHIMNEY...Hard start. Descend via cave or highball over 'Spanking Monkeys'.
- 11. V3*...CRUCIFY YOURSELF...Face between 'Top in Crack' and 'Shimmey's chimney'. Layback and crucify to the top. Exit left.
- 12. V4*...BEST BREASTS 2001...Traverse left, using toe pocks, from 'Topin Crack' to 'Shimmey's chimney'.
- 13. V1**...TOPIN CRACK...Layback and jamming.
- 14. V1*...GOOD FORM...Over old Tufa.
- 15. V4***...GOLDEN SHOWER...Layback crack to holds high and right. Nightmare top out for short people. *(John Newby)*
- 15a V7**...GOLDEN SHOWER DIRECT...Take a dynamic leap off the ground using the mono to the sloping ledge. Without using the footholds in the big crack left, finish on Golden Shower. *(sneaked from James by Dave Rogers).*
- 15b V8+*...GOLDEN SHOWER direct but no jumping off the ground. *(Matt Lewis).*
- 16. V3...Dirty Shower hides on the arete at Shower'. *(Rich Kersel).*

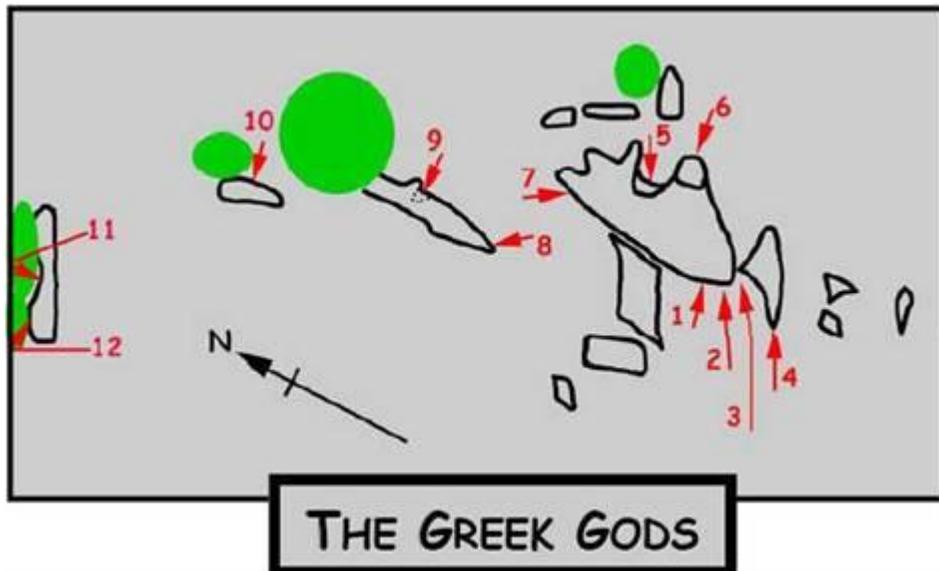


K3 – High Ball Wall

The Greek Gods

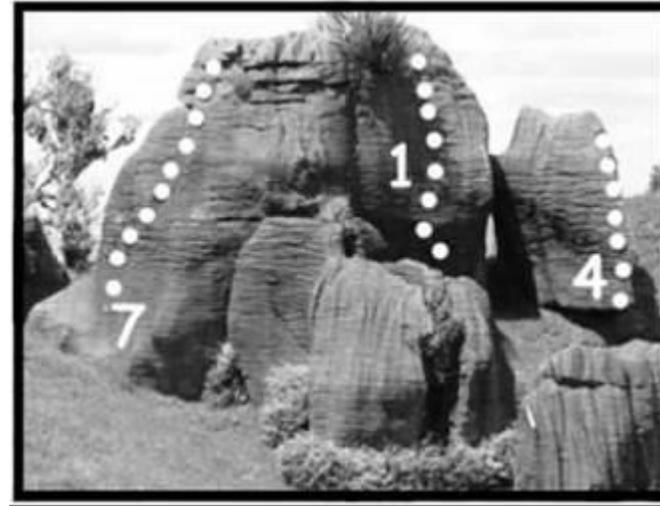
Follow the vague farm track onwards past the turn off to Highball wall, until another even vaguer track breaks up right over the hill on which The Greek Gods can be seen sitting...

Picks of the boulders:...Problem 6 (VM), Open up Dyane (V3)



1. V5*...WHERE'S MY VENUS?..... Sit start from vertical crack to use only the crimps on the steep wall. (John Newby)
2. V2...FIGHT FOR JUPITER...Arete right of 'Where's my Venus?'
3. VM+...Chimney from the downhill side. Obvious.
4. V3**...OPEN UP DYANE...Sit start with hands and feet on prominent nose (not down on the embedded rock!). Up to layback arete. (John Newby)
5. VM...The wide chimney/scoop. Bridge or face climb.
6. VM**...Up the blocky arete and over the loose hanging boulder.
7. V1*...The rounded arête/face is well worth doing.
8. VM+...GRAZED NIPPLES...Short steep arete.
9. V1...Short but committing. From protruding step, up short vertical crack.

10. V7...Sit start on under clings, head up left slopy fin to top. (Liam).
- 10a.V4...Start as for #10 then from the slopy fin make your way back further round to the second more positive fin.



The next two problems are in a small tree covered gully. Warning!!! Take care in this gully, entering only past problem 12 as there is a deep tomo at the other end.

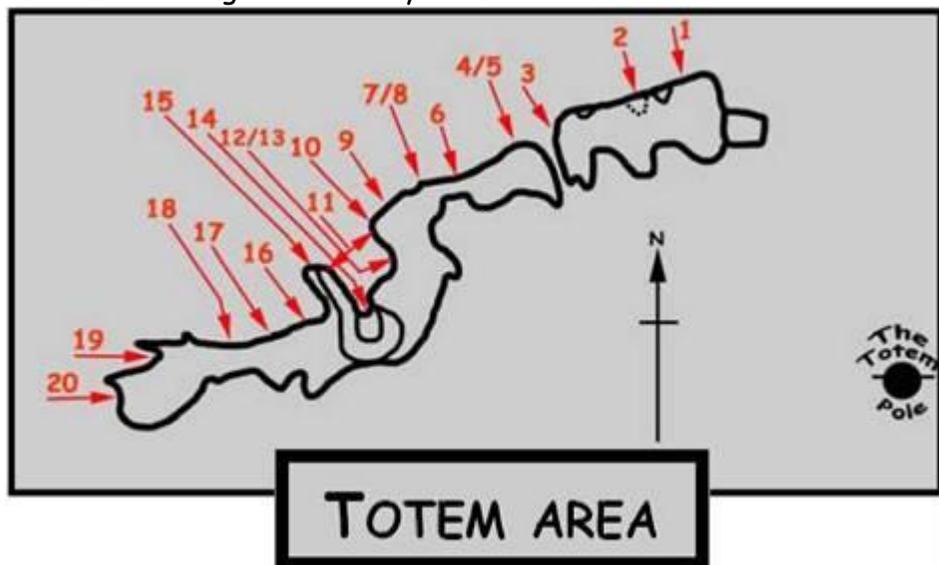
11. V5*...PIT OF DISPAIR...Technical groove climbing out of the pit.
12. V3...Short rounded arête.

Totem Area

A great Variety of fun problems are found in the Totem area, making it one of the key bouldering spots.

Picks of the boulders:...Coconut Paddle (V1), Tupoc (V4)

1. V0...Steep jugs.
2. V0...Big holds above the groove.
3. VM+...Chimney and left arete.
4. V0...Reach high to start layback.



5. V6*...BEANBAG...Sit start. Hands start in low break. Into short crack and long reach to fluting. (Steve Conn)

Cup it. Standing start by the short crack of Bean Bag, Go directly up through rounded fluting. (Mat Dowsett)

6. V1*...Dyno off ground to jug.
7. V3*...TRILOGY...Sit start and from low break, throw far left to problem 6.
8. V2...Same start as 7, but straight up.
9. VM+*...Great sequence of jugs. (Lisa Fisher)

10. V5*...Pull on arete and snap for good crimp. Starts with sloper for left hand, and arete for right. (Steve Conn)

11. V2*...5.7" SUPERMAN..... Mega-wide chimney. Exit to left arete.

12. V6...SWING AND A MISS...Traverse left around scoop from 'Coconut Paddle' to Problem 10. Does not use top holds.

(Dave Rogers).

13. V1**...COCONUT PADDLE.....Stemming to get to high groove. (Kelly Chiusano).

14. VM...Dirty smearing and bridging. Variation 1m right also goes at VN

15. V1*...Big move from small and sharp pocks.

16. V2*...Over the slightly bulging arete.

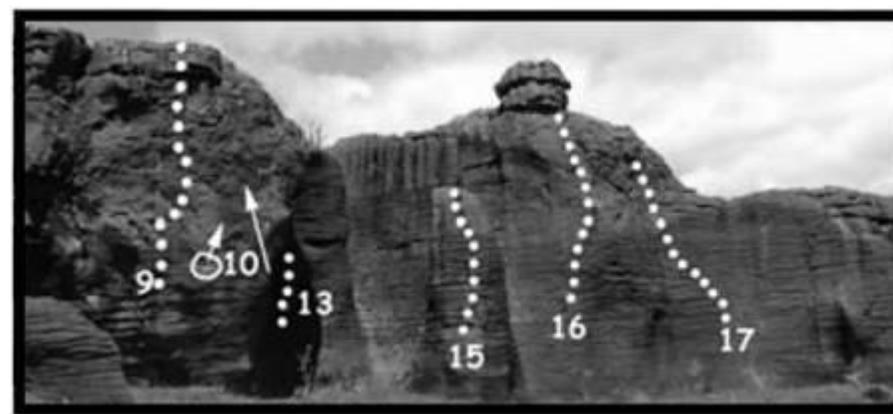
17. V4**...TUPOC...Sit start from mono's to shallow dish.

(Dave Rogers)

18. V2...Thin and balancey slab moves. (V0 as a smear and bridging problem).

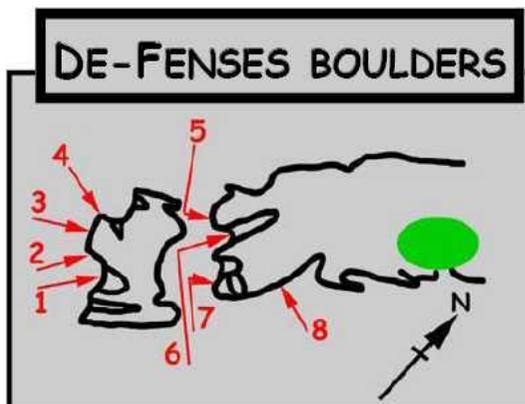
19. VM+*...Chimney. Try it with a run and no hands!

20. VM+*...Stemming and bridging.



De-Fenses Boulders

Not a lot of significant problems are found at the De-Fences and Trackside boulders but the starred problems are still worth the effort for some variety. Picks of the boulders:...Fishy Fingers (V0), Aquarius (V4)



1. VM+*...Wide Chimney.
2. V2...Face and arete.
3. V2*...BEAR HUG...The face between and using both aretes.
4. V3*...Long delicate reach up arete.
5. V0...Awkward bulge.
6. VM+...Into big groove.
7. VM+...Jugs and over top of groove.
- 7a.V3... right of arete. Any holds

on face only and pull up to, and then past horizontal break.

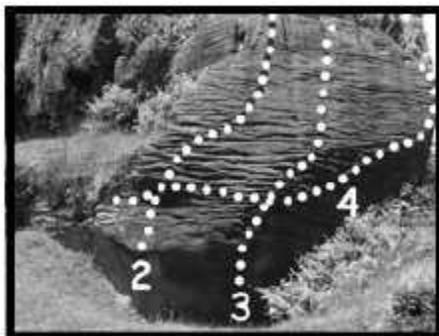
8. V0...Face on ledges.

8a.V1... Further right. One move wonder. Good ledge, to not so good ledge.

Trackside

On The 'Fisher wall are the best problems around here.

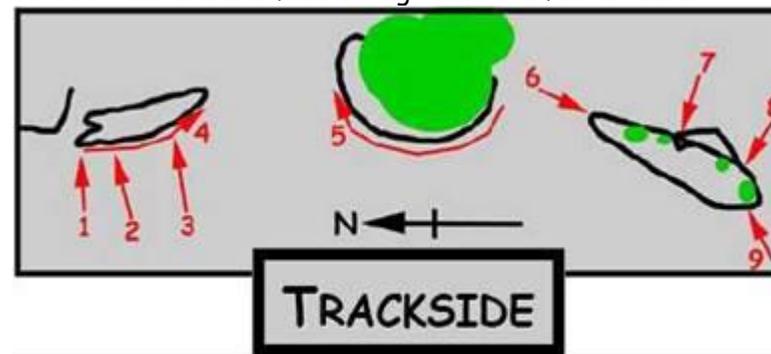
1. VM+*...Layback left arete.
2. V3...Sloping ledges. Eliminate left arete, tending right.
3. V0**...FISHY FINGERS...Sit start. Pockets and up.
4. V4*...AQUARIUS...Sit start under the left arête and low traverse right and then up to the right arête.
5. V1*...SWEET JO... Sit start and hand slap/traverse clockwise around steep side of boulder. (Josh Taylor)
6. V2...The overhanging arete.
7. VM...Up easy flutings.



(Guy the Israeli)

8. V0...Up left side of the boulder. Break to arete under the epiphyte.

9. VM**...Arete and face on big holds and foot smears.



North Face (East)

The problems here need a bit of searching out but are worth it for some sloper action. Picks of the Bunch: A little bit camp (V5), Heavenly Curves (V6)

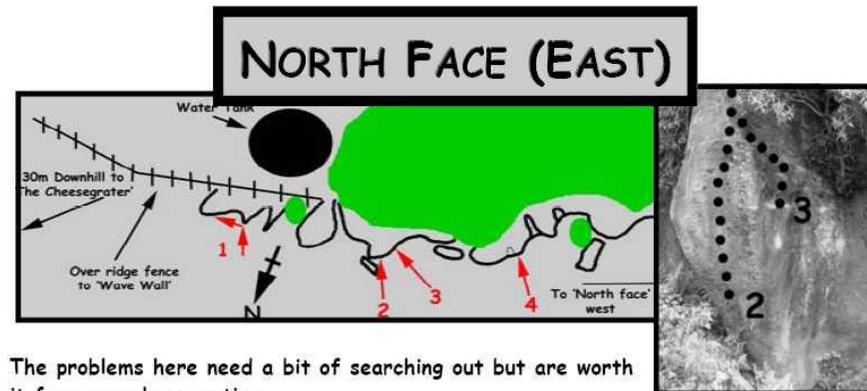
1. V2...Sit start. A rather contrived line and hard to follow but nice moves anyway. Reach left, low across the groove and then up on thin holds.

2. V6***...HEAVENLY CURVES...A Brilliant find. Sit start on the fallen slab and clamp the big rounded arête. Slap up then mantle.

(Bevan Jenkins)

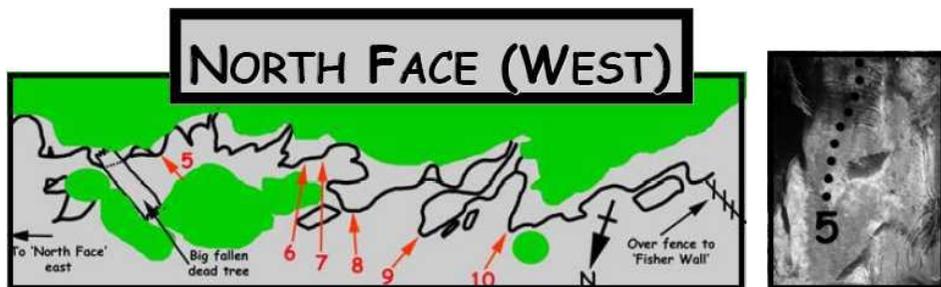
3. V5**...A LITTLE BIT CAMP...To the right of 'Heavenly Curves', stand start holding the lowest slopers. Pull on and campus left until the mantle of Heavenly Curves can be managed. (John Newby)

4. V3...RABBIT THRUTCH...Sit start in crack, and swing right near the top into the next finger crack.



The problems here need a bit of searching out but are worth it for some sloper action

5. **V6****... A lovely rounded and steep arete can be found hiding in the bush. Precise sloper moves and extra reach can make this soft for the grade. *(Steve Conn)*.



6. **PROJECT**... A clean groove up the face.

7. **PROJECT**... A steep rounded arete.

8. **V2*...BURLY AND INSENSITIVE**... Jugs, from right arete and swinging left, and up. Or direct at V3.

8a. **V7...BURLY & INSENSITIVE SDS**... The Sit start on good jugs on left, go right to pocket and crank to side pull *(Stu Kurth)*

9. **V1**... Sit start. From under the under cut arete pull up and big throw for the jugs.

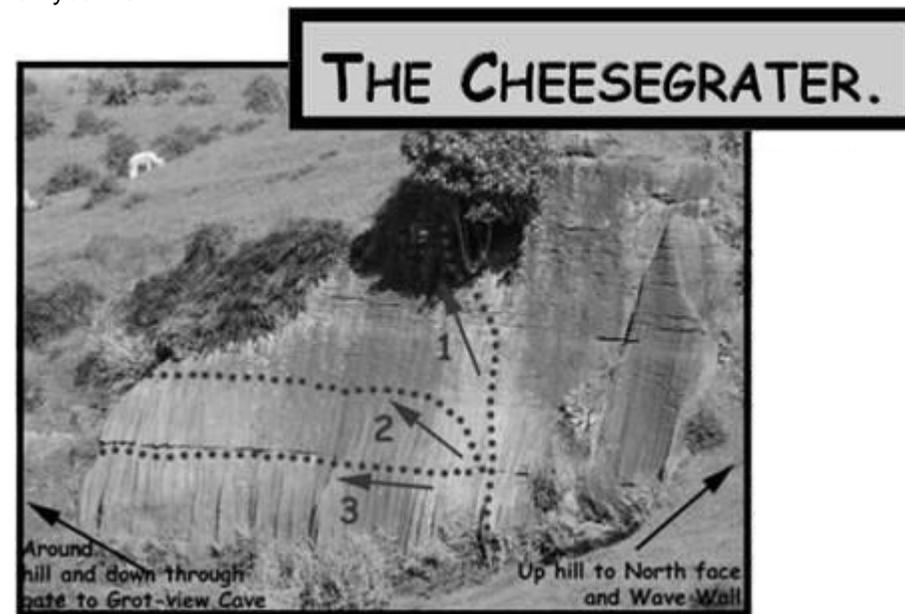
9a. **V7... SECRET SEQUENCE**... Pull on tiny crimps and do a one legged squat.

10. **V1**...DREAMWEAVING**... Technically nonstrenuous. Straight up steep, stepped arete.



The Cheese Grater

From the yards head straight up the hill along the fence line passing Wave wall and North Face (East end). 30metres down and right from the ridgeline fence is this colourful slab. If you are into highball slabs then grated parmesan should be on your list.



1. **V3***...GRATED PARMESAN**... Slab to oyster fossil and then slightly left.

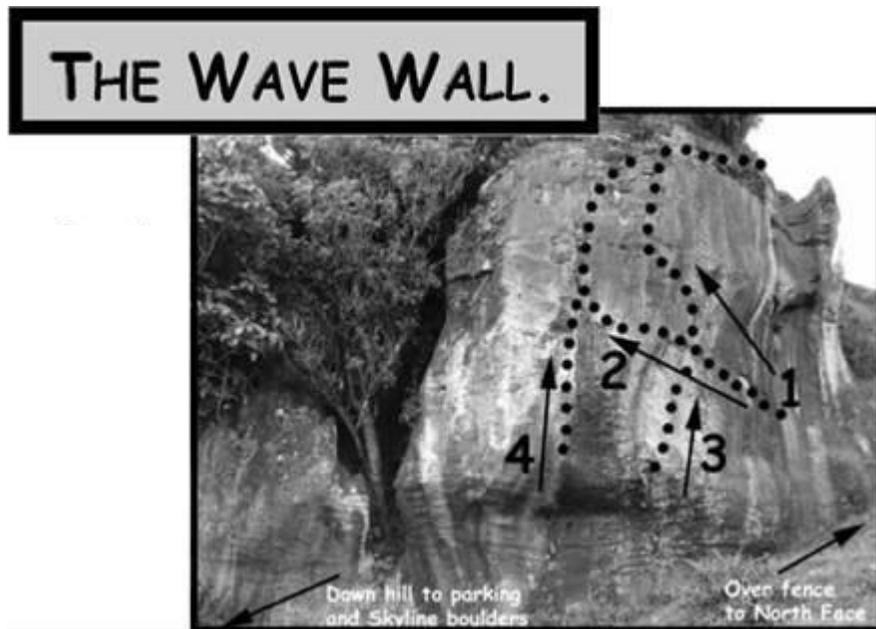
(John Newby).

2. **V1***... Feet on horizontal break and traverse left. Delicate.

3. **V0**... Low hand traverse along horizontal break.

The Wave Wall

This Wall is easily seen from the yards. It is just to the right of the fenceline which runs up the hill, and just below the Stubbs water tank. The existing lines are brilliant and the projects look.....hard!



1. **V4***...ECHO-PSYCHOSIS**...On the wave wall past the mysteriously placed bolt and hanger. Traverse left on crimps and up past the mono/stack. Escape right at the top (*John Newby*)
2. **V5**...ROASTED ADDICTION**...Same start as 'Echo, but continue left on the crimps and layaway to throw way left to the sharp jug. (*John Newby*)
3. **V9***...WAVE OF ECHOES**...Direct start to Echo-psychosis. Start on cheat stone, left on bad edge, right on sloper and straight up with a couple of hard moves to jugs. (*Stu Kurth*).

4. **V6*...CORIOLIS FORCE**...Start as for "WoE" problem 3, but left hand further left on crimp, and right on the good side pull by head, pinch then throw to ledge, finish up cracks (*Matt Lewis*).

Pallet town

Facing the Wave Wall head to your left until you get to the fence, you are now entering Pallet town.



Problems described from left to right. The left most line in the above image is "Pikachu".

1. **VM Togepi**...Immediately to the left of "Pikachu". High steps, and three fins to the top! (Sam Williams)
2. **V1* Pikachu**...The obvious left hand arête. Stand start, and smear your way to the top. (Sam Williams)
3. **V5** Scyther**...The line up the face just to the right of "Pikachu". Sit start in crack, then navigate your way through a poor crimp, and vague sloping arête. Surprisingly technical. (Sam Williams)

4. **V8** Machamp**...The line up the middle of the face. Sit start in crack. Shares the crimp on "Scyther", but the bulge on "Wobbuffet" is off line. (Andrew Theobald)

5. **V5* Machoke**...Shares the same start as "Machamp", but traverses across to the right, and finishes up "Wobbuffet". (Sam Williams)

6. **V2* Wobbuffet**...The line just left of the right hand arête. Sit start in crack, climb through the bulge, and up the face to the top. (Craig Houston)



7. **V2 Metapod (above)**

Awkward sit start, then work your way up right-hand arête. (Josh Kerr)

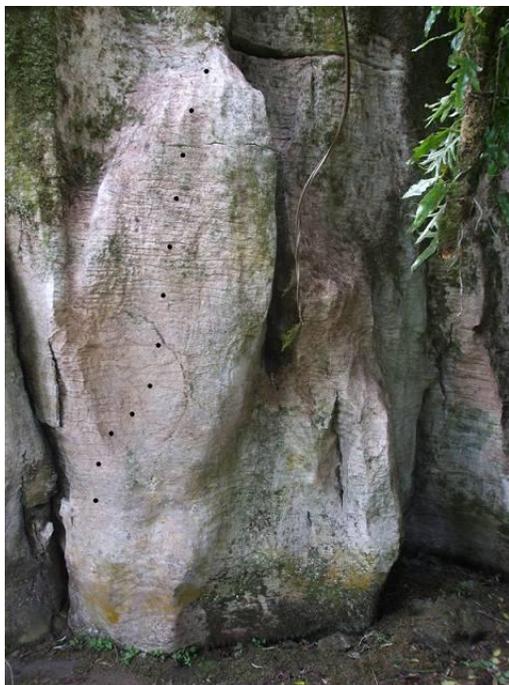


8. **V1 Caterpie (above)**

Sit start left hand on arête, and right hand in low crack. Powerful first move, and up. FA Sam Williams.

9. **V3 Butterfree (above)**

Sit start on right hand end of face. Find your feet, and crank to the lip. FA Sam Williams.



10. **V6* Geodude**...Sit start on obvious jug in crack. Then work your way up and out to the lip. Finish standing on top of the lip. (Josh Kerr)

Grot View Cave

Grot View Cave is accessible from either the airstrip parking or from roadside parking:

From the airstrip walk past the ASG hut (the green building) and the toilets. A little way on a farm track will take you down to the cave in about 2 minutes.

Roadside parking is found 100m up Hauturu road. Park on the meagre verges near the wooden gate just past and opposite the large farm buildings (traffic is light on this road but take care) or get permission from Ben to park inside the gate. The Cave is a mere 1 minute walk from the car. Just head for the grey buttress.

Grot view Cave is an exciting chunk of overhanging limestone with a plethora of sloping ledges and the occasional welcome jug. The climbing is politely thuggish (though not aggressive) and requires considerable stamina and an excellent array of technical heel hooking. The longest lines are in excess of 20 moves so the route climbers may well find their niche here. Development started here in the summer of '03/'04 when my partner Lisa Fisher and I built a platform to cover the 2 meter deep stream. It was a DIY disaster but did serve its purpose for nearly 2 years!. There is now a culvert and flat area replacing this platform, funded by Ben Stubbs and local

1. **V5*...DU HAST**...Sit start. A pump fest traverse that you will either want or hate. From furthest right in the dark low corner, (or from the nearest dry holds if theres seepage) follow the weakness which passes the big juggy plate and around the bulge into the grotty dark corner above the stream. (John Newby)

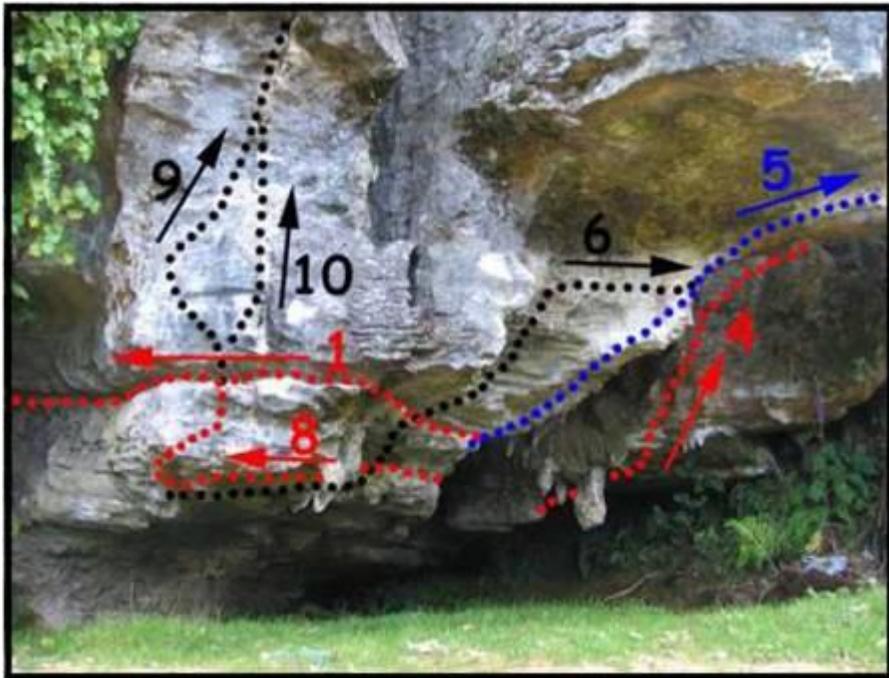
2. **V4***...APPROACHING INSANITY**...This is the first half and first crux of 'Du Hast', finishing on the big plate. (John Newby).

2a. **V9**...SAVAGE ALFERESCO**...Starts up the huge jugs left of "Approaching Insanity" to the lip, then traverse it right using tension and a iron cross!. Finish standing on the far right points as for "Franks Route" (Stu Kurth)

3. **V7*...A TASTE OF BILE**...Sit or crouch start left of 'Du Hast'with feet on the base rock.Out to the sloping V hold, a couple of moves on 'Du

Hast' and then clench tight for some tenuous moves through the corner. Feet high will get you across left to the break and all the way along as far as the rock goes. (*John Newby*)

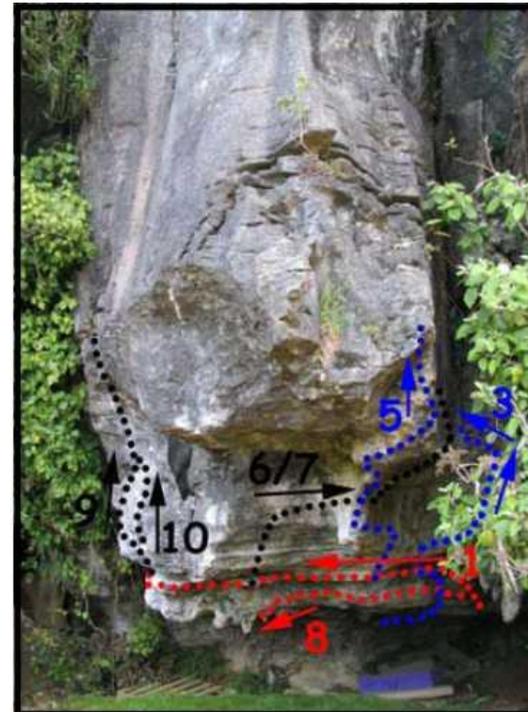
4. V6*...DIRTY DANCING...A sit start to the right off Du Hast. Start on slopers on the big overhung flake thing. Clamp your way out and reach right, past the tufa and dodgy looking ledges to get on the undercut far right face. More slopers get you set for an awkward lunge or, sweeter, a gaston in the small roof above to gain the right arete. The tufas are all eliminated on this line simply because they are wet for at least 95% of the year! (*James Morris*)



5. V8...FRANTIC...**A fingery line to start followed by some fantastic burly moves. Starts at an apex half way round the traverse of 'Approaching Insanity'. Feet on and throw for a high crimp right.

Throw left hand to low undercling under the nose, then clamp your way out below the finishing traverse of 'Franks route'. (*James Morris*)

5a. V9... Frantastic...SDS of Frantic. Start with feet on base rock at back of cave, find a couple of underclings, then out through the obvious crimps and sloper jug. Takes the direct line to link in to Frantic. (*Sam Williams*)



6. V7*...FRANKS ROUTE...**The best line in the cave so far. On the left side, below the finish off 'Du Hast', clamp using left hand on a good high sloper, right hand on a really bad one under the roof proper. Feet on and throw right for the sloping jug, match and on to the big plate. Halfway! Reach into the groove and through technical moves under and around the over hung bulge to the final traverse of 'A Taste of bile'. (*Frank Enz*)

7. V6*...FRANKS BETTER HALF...**This was Franks original send but it wasn't hard enough

so he added all the moves before it. Starts at the juggy plate where 'Approaching Insanity' ends. (*FrankEnz*)

8. V6*...POWER PUKU...**Burly gut wrenching moves will see you to the end of this one. Start as for 'Du Hast' but take the lower line on small slopers around the first corner. Leave this line before the juggy plate and drop on to the two small blobs. Reach or lunge all the way under

the overhang then clamp your way to reach and finish at the sloping break of 'Du Hast'. Perhaps on the stiff side of the grade, but a great send.

(John Newby)

9. V4*...STANDING OVATION...Finally a 'vertical' problem at grot-view and surprisingly technical. From the sloping break where 'Power Puku' finishes, crank the sidepull, slap way left to slopers hen finish on the juggy breaks and jump off. This was graded V5 until Steve proved the sidepull to be online. The harder variation is also worth doing. *(John Newby)*

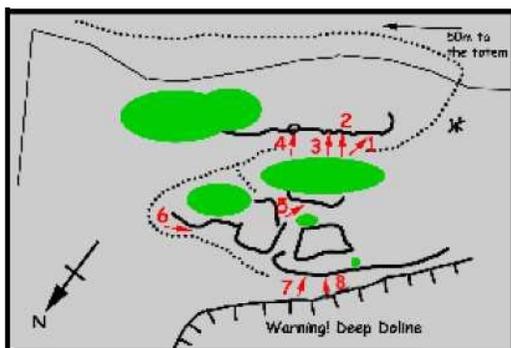
10. V4*...MAESTRO A Further variation to Standing Ovation is a problem of its own. Same start and taking the big sidepull, but uses handholds in the vertical crack only. Finishes on the same jugs.

(John Newby)

11. V7...POWER PUKU LINK UP...**This link up of 'Power Puku' and 'Standing Ovation' had to be done and needs a serious combo of power and stamina. *(Steve Conn)*.

11. V10*...THE ANTI-HESITATOR...**Waitomo's first V10! Sit Start in the middle of "Power Puku" and straight through the start of "Franks Better Half", then through the "blank" horizontal roof out to the lip, finish up "Savage Alfresco". *(Stu Kurth)*

Alchemy



From the Totem area, pick up the farm track along the fenceline heading down hill. About 30metres down this fenceline jump over and scramble steeply down the grassy bank to below Alchemy wall.

1. **V7+**...Starts in left two finger pock and right sidepull. Right to sloping lay back then up.

(Steve Conn)

2. **V6*****...**RAZORBACK RIDER**

Up fins in middle of wall. (Bevan Jenkins).

3. **V6**...Thin wall using the shallow pocks and rib left of Razorback rider. (Bevan Jenkins)

4. **V3**...**NATURE BOY**...Layback and long reach. Don't fall!! (Bevan Jenkins).



The other side of the bush directly behind razorback rider is a single boulder with Armed Offenders on it.

5. **V7****...**ARMED OFFENDERS**...Sit start, make your way to the jug at the top through the crimps. (James Morris).

From the left side of Alchemy Wall walk down to some shady overhangs with some excellent harder problems

6. **PROJECT**...Sit start and work up the sloping overhanging arete.

7. **V6***...**LIVE LIFE**...From the low sloping ledge, cut loose up to the lip, and mantle like you really want it. Spotters recommended. (John Newby).

8. **V8****...**NIGHTFALL**...Far side of the wall, through the bulge on crimps and up the high slab. (James Morris).

8a. **V8***...**LIGHTSPEED**...Start on Night fall and traverse left across ledge, finish up Live life. (James Morris).

Trail Boulders

INFORMATION: Continue down the farm track past the alchemy wall, after the left bend in the track, the first boulders are on the ridge ahead. The trail boulders follow the track down most of the way to the reservoir boulder. Most problems found here are fun warm ups with a couple of trickier lines.

Picks of the boulders: **Escargot (V2)**, **Got dirt (V8)**

1. **V0***...up the big holds on the left arête.

2. **VM****...friendly holds up right arête

V1... Face.

3. **VM**...easy slab.

4. **V0**...through the lip. Start 2m to right also at **V0**

5. **V2****...smearly slab, left side of vague arête.

6. **V3****...right side of arête, smear up.



Continue down the track 10m,

7. **V0***...layback the big arête. (Dave Addison).

8. **V2*****...**ESCARGOT**...start off the jug in the middle of the face, awesome moves through the top flutings. (James Morris).



9. **V2...SUGARBOWL**...up the slab on the left side of bowl, where the rock protrudes out at the bottom. (*James Morris*).
10. **V3*...STYLUS**...right side of bowl, up to the break before the headwall, traverse left along break to top out. (*James Morris*).
- 11a. **V2**...Obvious arete left of #11.
11. **V1*...TAI TOY**...using both aretes. (*Moko Smith*).
12. **V6...GOT DIRT**...sit start on the sloper, through series of crimps and mantle the ledge, no desperate grabs at grass or tree! (*James Morris*).
13. **PROJECT**...mantle the sloping ledge.

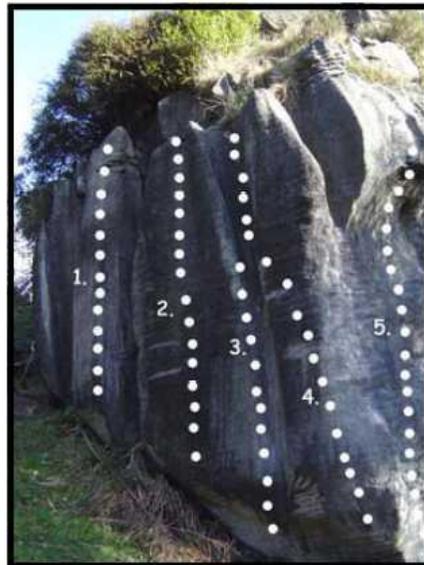
The Reservoir

Information Continue down the farm track from the alchemy wall, past the trail boulders. The reservoir boulder is right at the bottom of the valley on the right hand side of the track. East side is the first wall you come to.

EAST SIDE

Picks of the boulders:... **Angel of discomfort (V1), problem #5 (V5)**

1. **V0**...Easiest way up/down to check those slopers!
2. **V1**...ANGEL OF DISCOMFORT**... span the runnels and work your way up (*Dave Addison*)
3. **V3**...LAZY MONDAY**...layback the left side of the runnel (*James Morris*)
4. **V5****...Start right hand on the slopy arête and left in the runnel, exit up #3. (*Bevan Jenkins*)
- 4a. **V6**...Sit start to problem 4. Pull up from good right-hand slopey



boss, to the hold in the left runnel, mantle.

(*Bevan Jenkins*)

5. **V2***...Obvious line on the end of the wall, through the bulge.

(*Bevan Jenkins*)



Bevan Jenkins
Reservoir - Problem #4

Project Wall

6. **V9*** ...THE NIJA REJECTOR**...Start on the crimps in the middle of the face and head left and up through Slopers. (*Stu Kurth*)

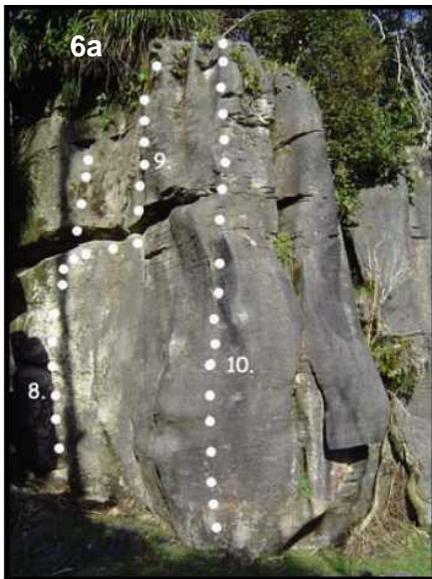


6a. **V7*...EMPIRE ARETE**...Start on the slopy arete left of "NR", head up and right, finish up "NR". (*Stu Kurth*).

7. **V5**...TANK TOP**...Start on the same crimps as project, but head to the right, through the cracks and groove. Exit through the epiphyte (original send) or traverse left to a safer top out. (*Bevan Jenkins*).

WEST SIDE:

Picks of the boulders:...**Tank Top (V5), Reservoir Dogs (V5)**



8. V3*...Variation of #9. Eliminating the vertical crack, mantle the slopy ledge and reach for the jug.

(Bevan Jenkins).

9. V3**...Fun line, through the awesome sloper, and layback the crack. (Bevan Jenkins).

10. V5**...**RESERVOIR DOGS**

...pull on the two slopers, smear a foot, powerful move to the jug, top out the column.

(Bevan Jenkins).

Spartan Roof →

From the North face boulders head down the gully and stay to the right then further down past the Cheese grater boulder you will start to see this amazing feature.

- 1. PROJECT**...Spartan Roof - Simply try and make your way up to the roof and then follow whatever holds you can use out through this near horizontal feature.

