



Bells line of road.

Top car park

Pierces Pass car park

Woman's toilet

Base-jumper's track to Wall's Lookdown

Big corner

110m

Deep chimney

Bladderhosen on blunt arete

Bladderhosen area

Church of the seven samurai

Rocky watercourse

Smegadeath

Born to be mild

Rigby Hill

Big rock

3rd creek crossing on log

Disco Biscuit

Proteus (around here)

Base-jumper's track round to Pierces Pass starts about here

Base jumper's landing site

Wall's lookdown

Waterfall

Top cliffline

Easy gully

Block + Cave

Abseil descent to Samarkand

Drop down around point and then back up to cliff base

Disco non stop party

Samarkand

Big tree

To Grose valley and Bluegum Forest

Mirrorball Pinnacle

Pinnacle

Weaselburger

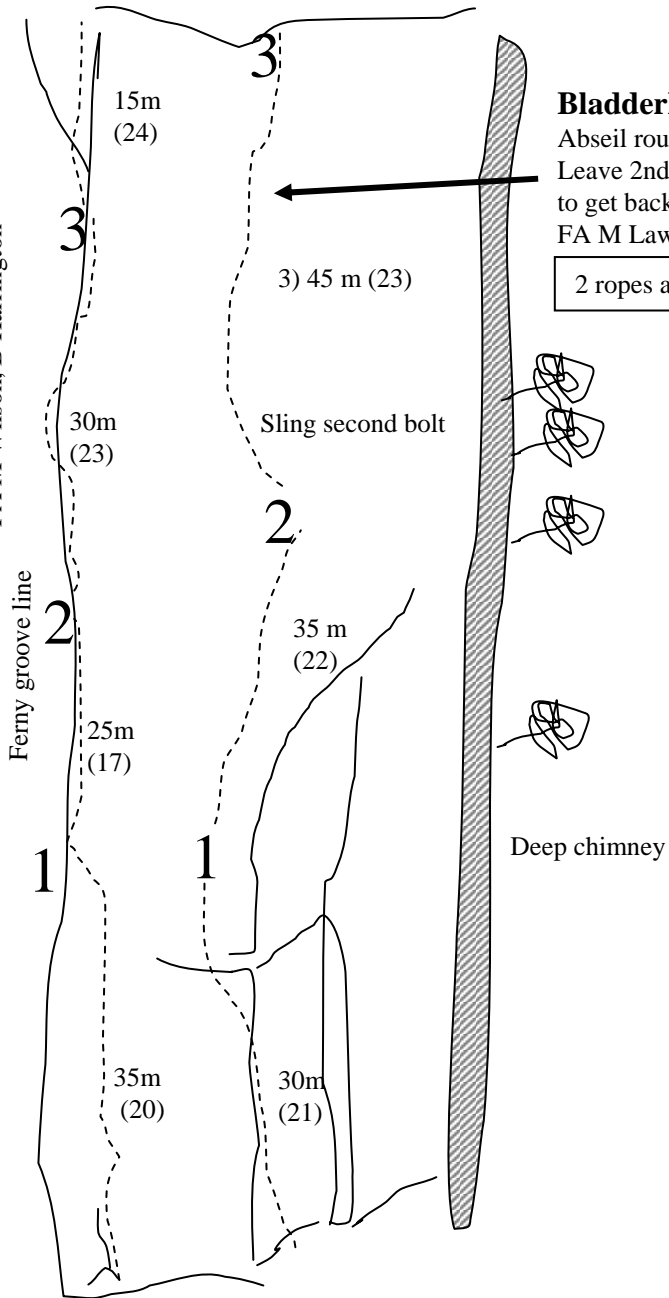
Mirrorball / Weaselberger area

Pierces Pass area

Access is from the Bells line of road, there have been thieves in the area so don't leave temptations lying about in your car. Some of the routes (Bladderhosen, Church of the Seven Samurai, most of the stuff at Wall's Lookdown) face pretty much south and don't see the sun. Other routes (Smegadeath, DiscoBiscuit, Samarkand, Weaselberger, Hotel California) get afternoon sun, so start early in summer.

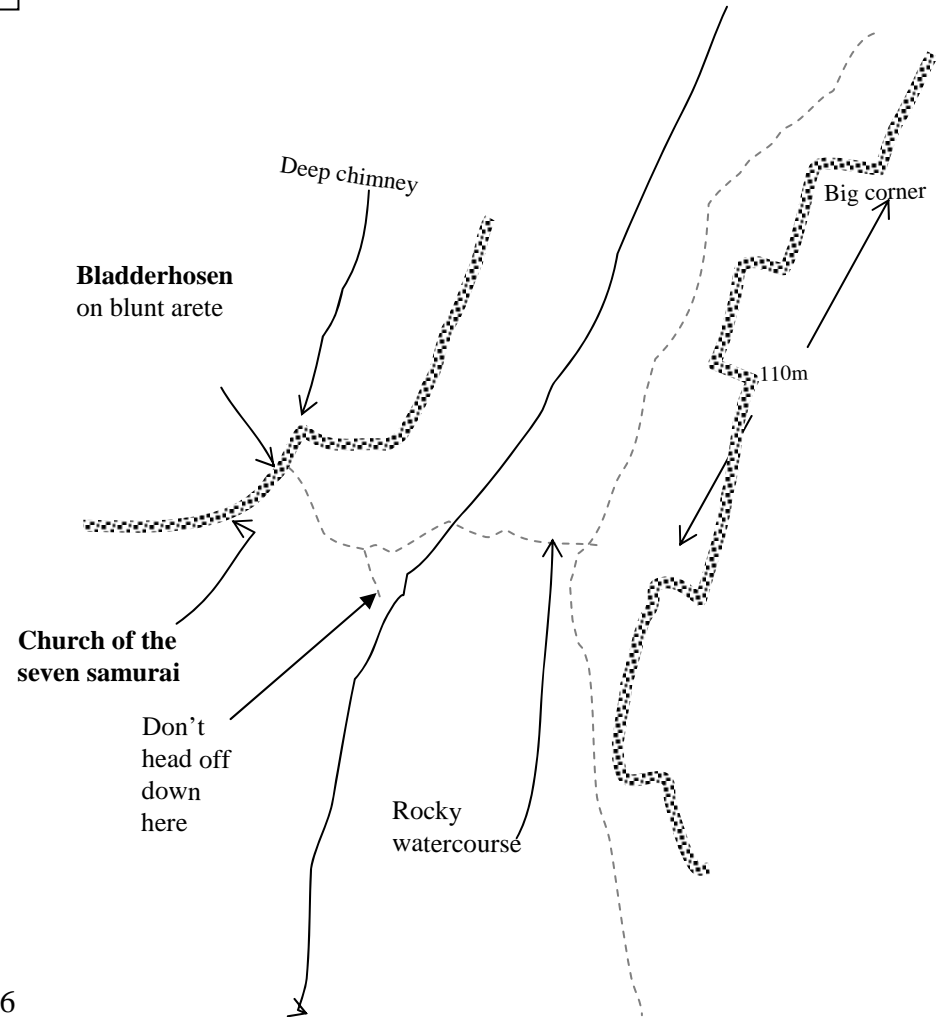
Routes with a star are best, others are good too but may require more "grit", trad gear, route finding or general climbing ability. Most routes need double ropes to get in, and bolt plates. Even on ring bolted routes a few bolt plates can add to the belay's comfort or security. Helmets are advisable, particularly on routes where others may be climbing or abseiling above. For trad routes, large cams (#2.5 and bigger) are very useful in horizontal beaks. A std rack would be medium to large wires, cams with large doubles. Parties of three can be very slow on the longer routes. Take too much water if it's hot, you can always pour it out.

Church of the Seven Samurai (24) 105m
wires and cams to 3.5, 4 Camalot
FA M Wilson, B Harrington



Bladderhozen buttress

A good spot for a hot day!



Smegadeath area

A) Smegadeath, * 215m (23) The classic of the area. All bolts, take about 17 brackets, all belays on good ledges, "U" bolts on first 4 belays for retreat (you need 2 ropes to abseil)

B) Fret Arete * 23 Vanessa's less pumpy variant start to Smegadeath, all bolts and rings, take 7 std brackets for these 2 pitches. Start as for Smegadeath

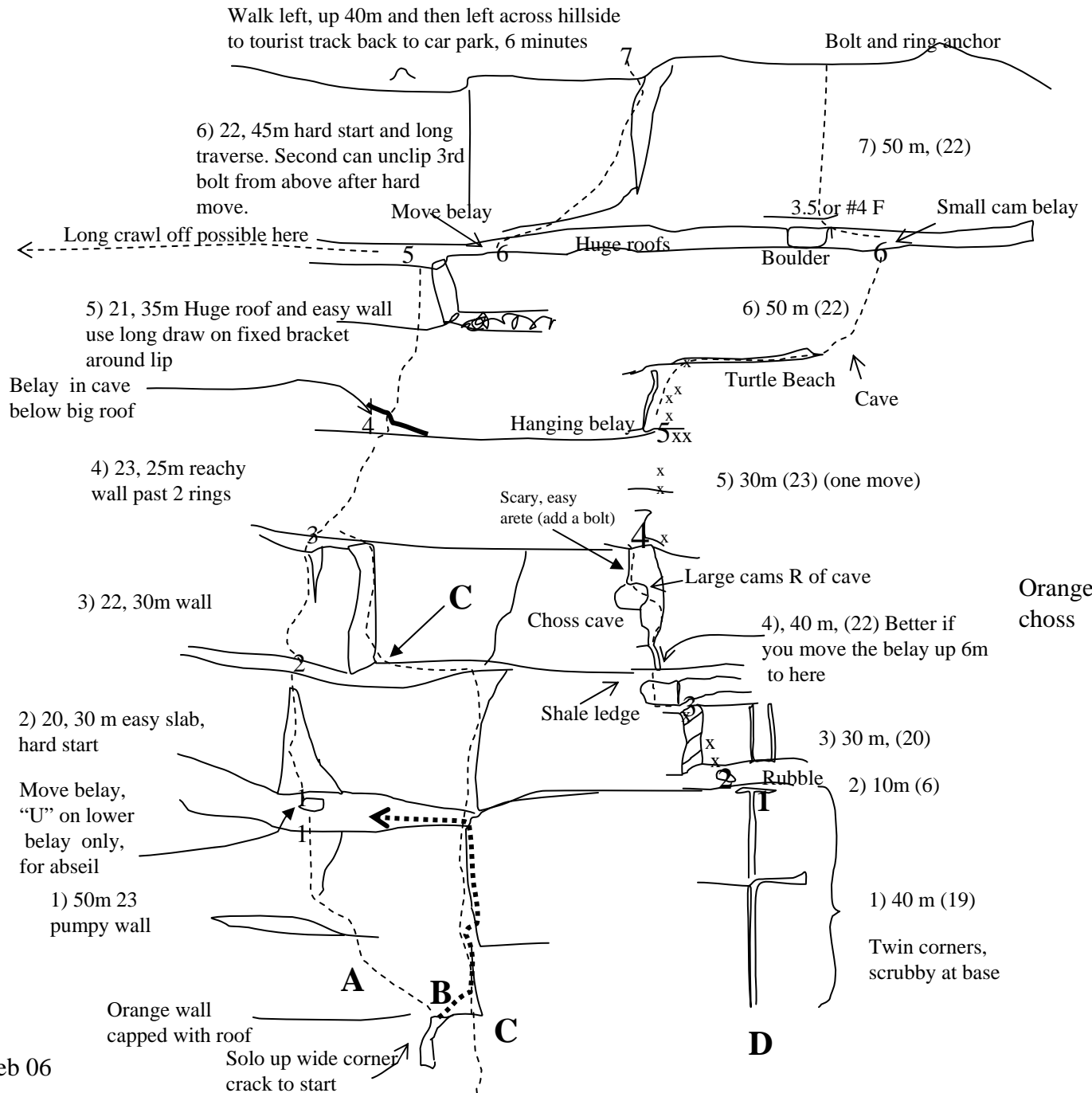
- 1) 25m(20) Right to crack (as for "C") up crack (large S/S bolts, take RP hangers) to ring and bolt stance
- 2) 20m Up and onto balancy arete past rings and 3 bolts. Belay on 1 bolt above arete and 2 on wall behind

Walk L to pitch 2 Smegadeath, there is an abseil anchor 6 m below this.

C) 3 pitch thin corner system (22) natural gear and bolts, finish up Smegadeath or rap off.

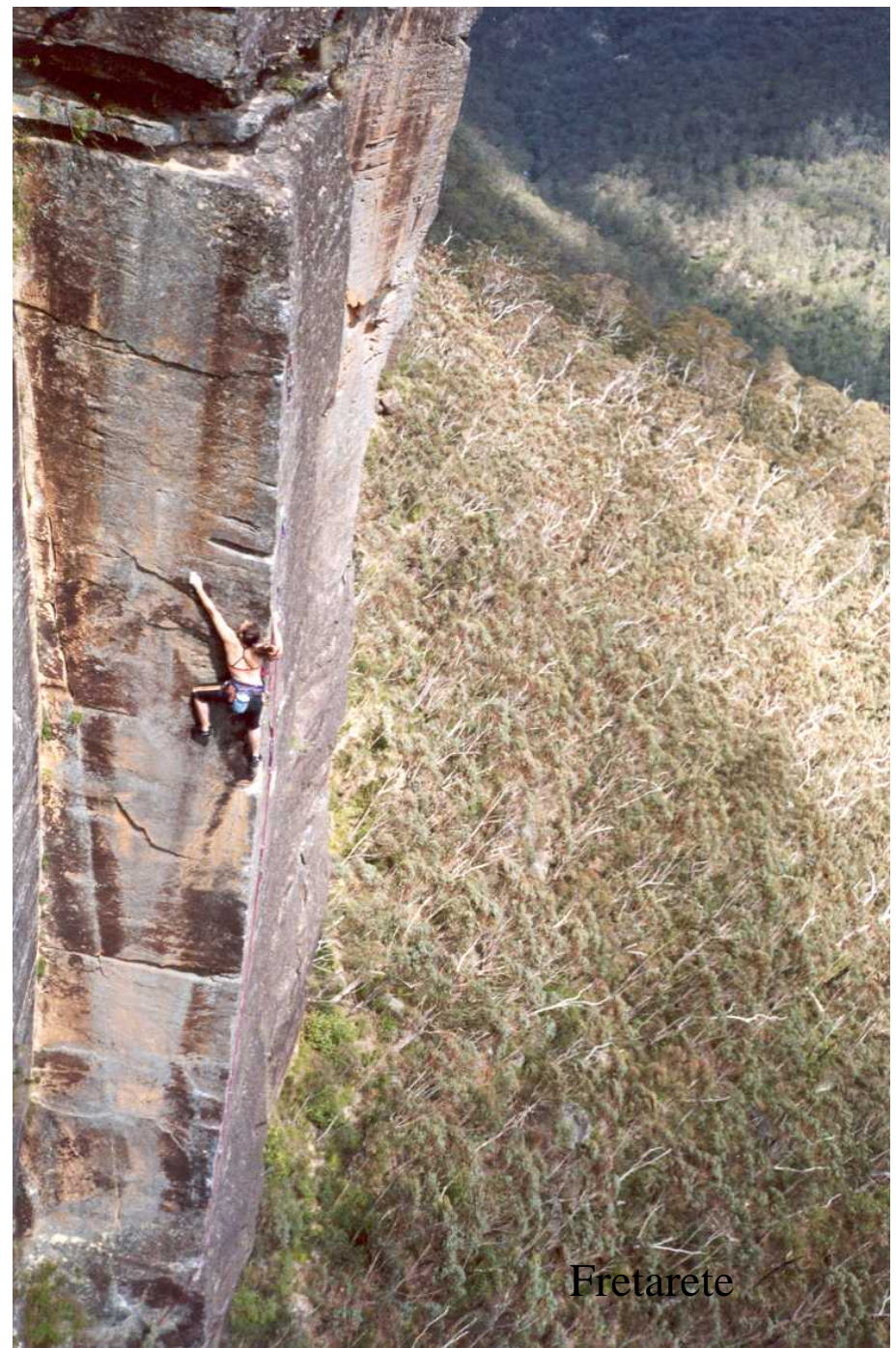
D) Disco Biscuit, 250m (23)
Easy but a bit trad, retreat difficult from last pitch.
take double ropes, extra med and large cams

FA M Law, M Stacey





Smegadeath P5



Fretarete



Rigby Hill

Bladderhozen

Track to
Bladderhozen

Pierces
Pass
track

Smegadeath

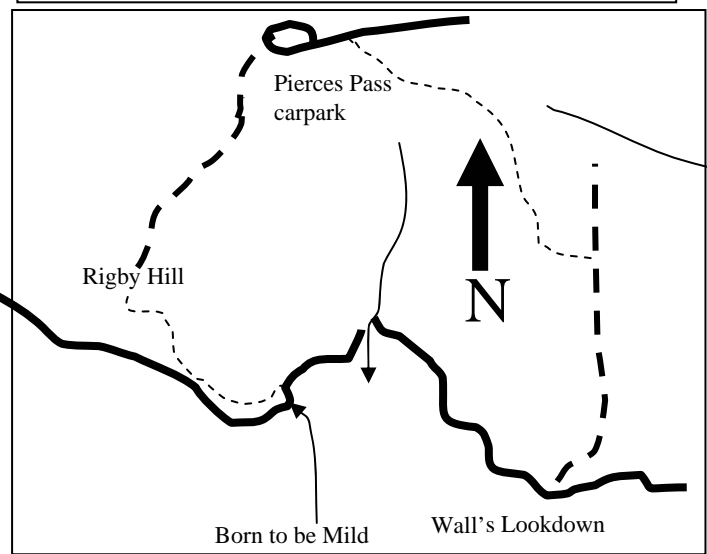
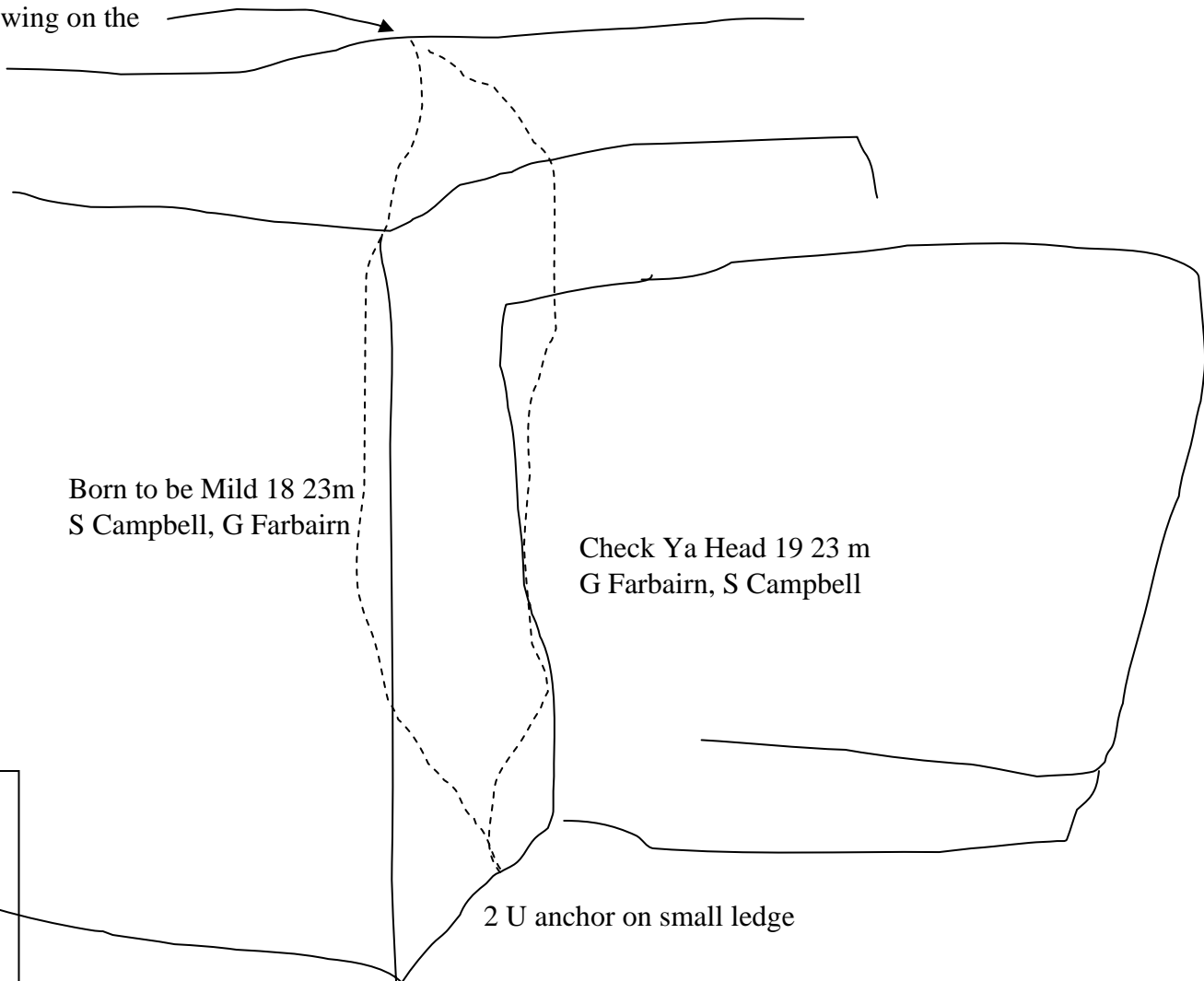
BASE
jumper's
track

Proteus

2 ring anchor on edge, 25m rap, start a gentle swing on the way down so you can reach the belay

These two routes are on the east side of Rigby Hill and face Wall's Lookdown. Walk down the ridge towards Wall's Lookdown from Rigby Hill and near the edge you'll find U anchors (below some crap bolts) to rap from. Walking further north and looking back across the cove will help you see them. 10 minutes walk. You can rap on a doubled single rope and pull it, all U bolts. You need to bounce a bit to get the belay as it's gently overhung

Very exposed and pleasant climbing on both routes. The original description read:-
 "We have no idea really of the grades. They both have massive run outs, are incredibly pumpy and have dynamic technical powerful tendon destroying cruxes".
 If you are feeling nervous after reading that you could fix a rope for escape.



Sucking void below

Wall's Lookdown area

Disco Non-stop party*, (25) 45m
 abseil in, 15 BRs
 R LeBreton

Scramble down to
 abseil rings for Debris

Big bollard

3 bolt belay

X Old dyna-bolt

X

Corner / chimney
 (Jimmy
 Schlimm Schlammer)

Awesome choss

Debris *(23) 55m

Exposed! 50 m is a long way!
 50m + rope stretch abseil from
 rings 6m East of top of route (add
 slings if you're nervous, or light).
 Bounce to get in, have a knot in the
 end of the rope. 3 ring belay on
 ledge. Don't waste any lead rope in
 the belay
 1) 50m (really)
 2) 5m, take 3 brackets for top
 Warwick Payten

Supertrance, (23) 30m

Abseil from bollards, old dyna bolt and bolts on edge
 and back aid down to ring belay
 12 rings F Yule, B Junger

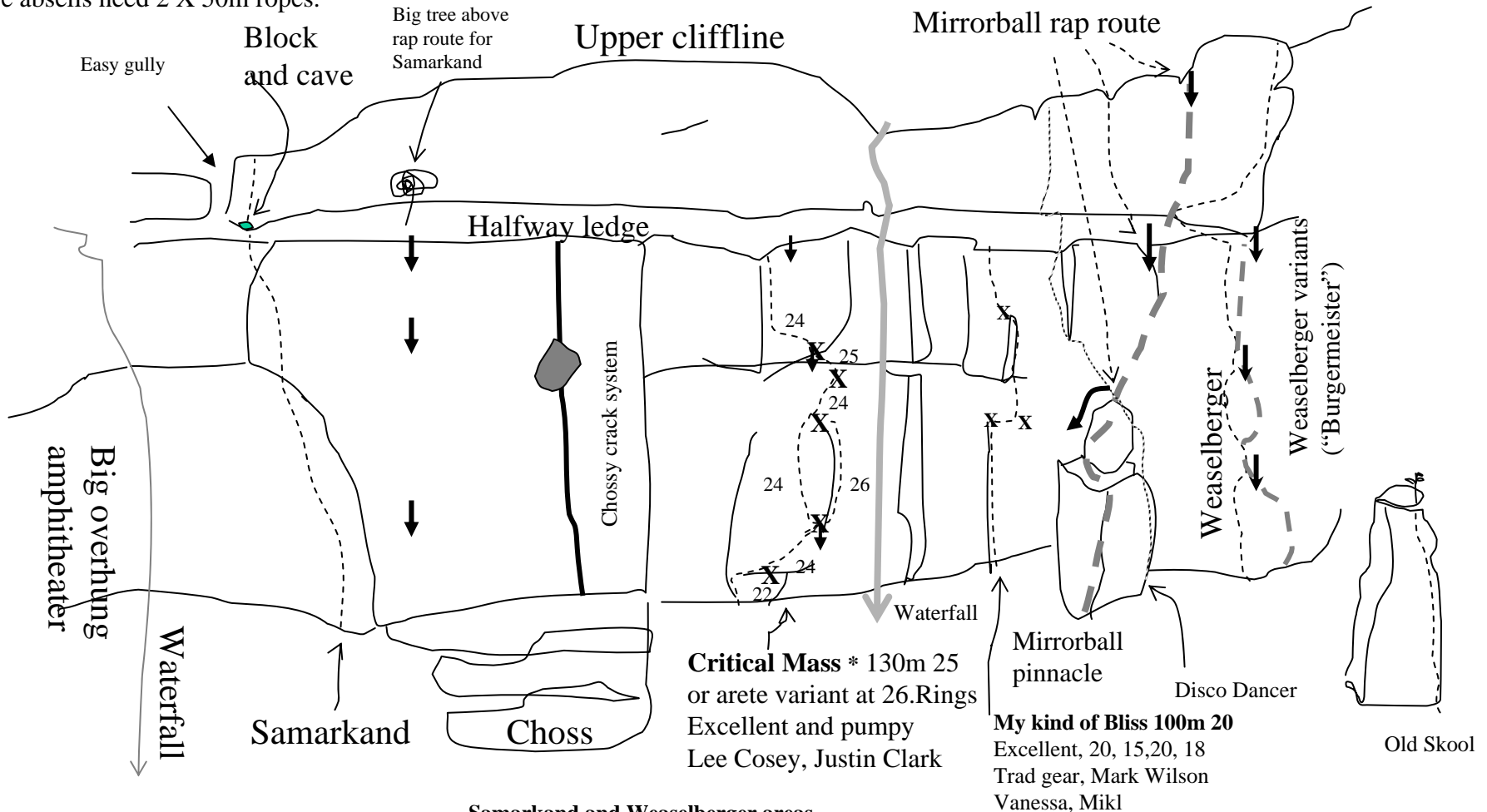
XX

I Have a Dream *, (25) 45m
 11 rings, Abseil in & preclip to
 hanging belay
 M Law, V Kondos

Hanging belay
 about 8 m
 above scrubby
 ledge

Samarkand and Weaselberger areas: Access: Walk towards Wall's Lookdown and jig back up the main track for a 10 m then down the ridge and into the gully, cross the creek a few times too (see map). Walk along the halfway ledge and rap in, or come down Pierce's Pass and walk around the bottom of the cliffs on the base jumpers track (this is a good escape route too). If you know you'll get up your route it's best to come in on the halfway ledge, rap down and climb up to the ledge, have lunch etc, do the top pitches and then rap back down to the ledge, or walk down the easy gully if you're on the left side.

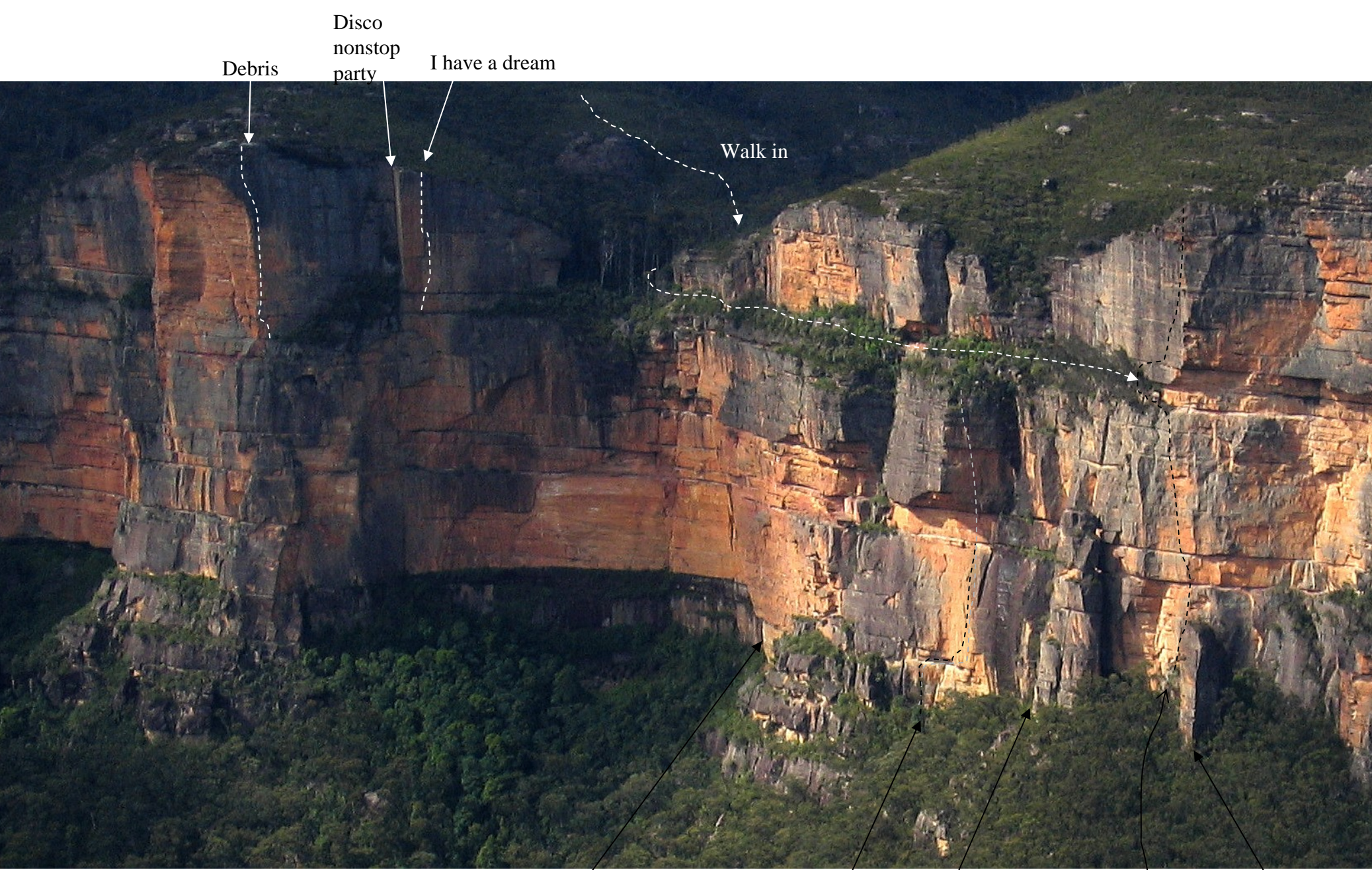
There are rap routes below a big wattle tree for Samarkand (3 raps, scary), down Critical Mass (3 raps, plush), down Mirrorball (2 raps, easiest, a good place to take a helmet) and at the far right end of the ledge down Weaselberger (3 raps but the ropes often get stuck). All these abseils need 2 X 50m ropes.



Critical Mass * 130m 25
or arete variant at 26.Rings
Excellent and pumpy
Lee Cosey, Justin Clark

Mirrorball
pinnacle
My kind of Bliss 100m 20
Excellent, 20, 15,20, 18
Trad gear, Mark Wilson
Vanessa, Mikl

Old Skool



Debris

Disco nonstop party

I have a dream

Walk in

Wall's lookdown

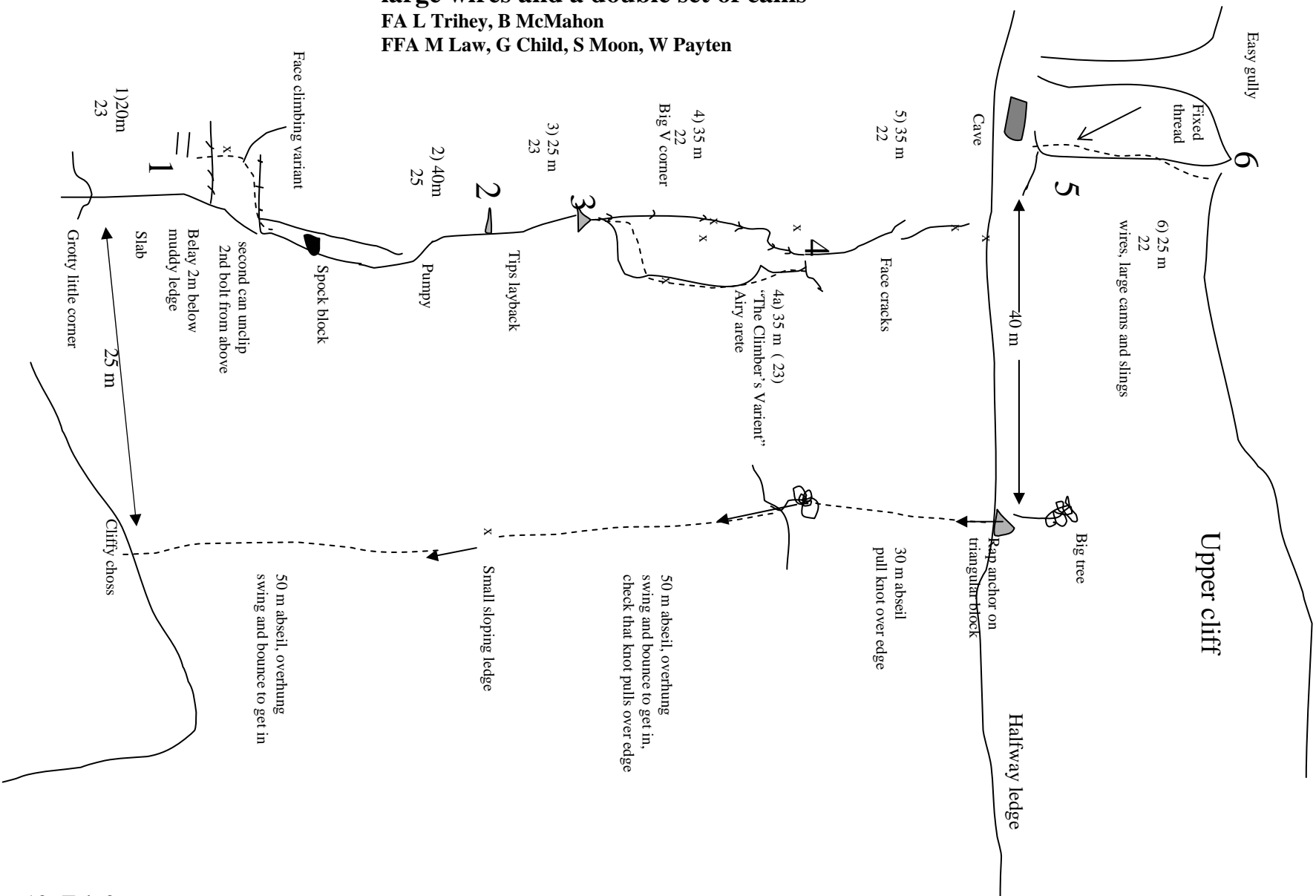
Samarkand

Critical Mass

Mirrorball

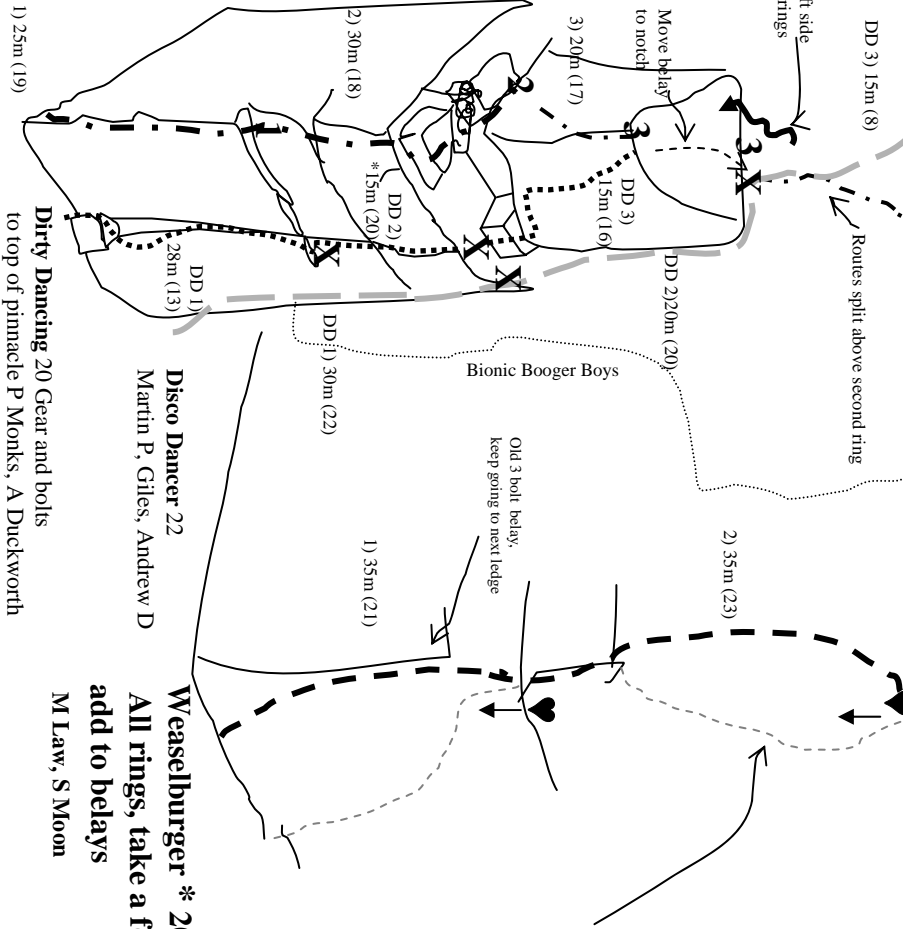
Weaselberger Old Skule

Samarkand, * 180 m 25
large wires and a double set of cams
 FA L Trihey, B McMahon
 FFA M Law, G Child, S Moon, W Payten



The West face of the Mirrorball * 21 (or 19 to the ledge)

Sports route, rings and bolts, take 10 brackets, A Helmet is good for the abseils.
 RP brackets fit the S/S glue-in bolts best
 Rap down (2 ropes) or walk in.
 Pitch 3 + 4 of Disco Dancer is a good variant.
 Vanessa Peterson, Mark Wilson, Mikl



Bergermiester 100m 23
 An easier start to Weaselberger,
 only goes to halfway ledge,
 finish up Weaselberger

Mirrorball / Weaselberger area

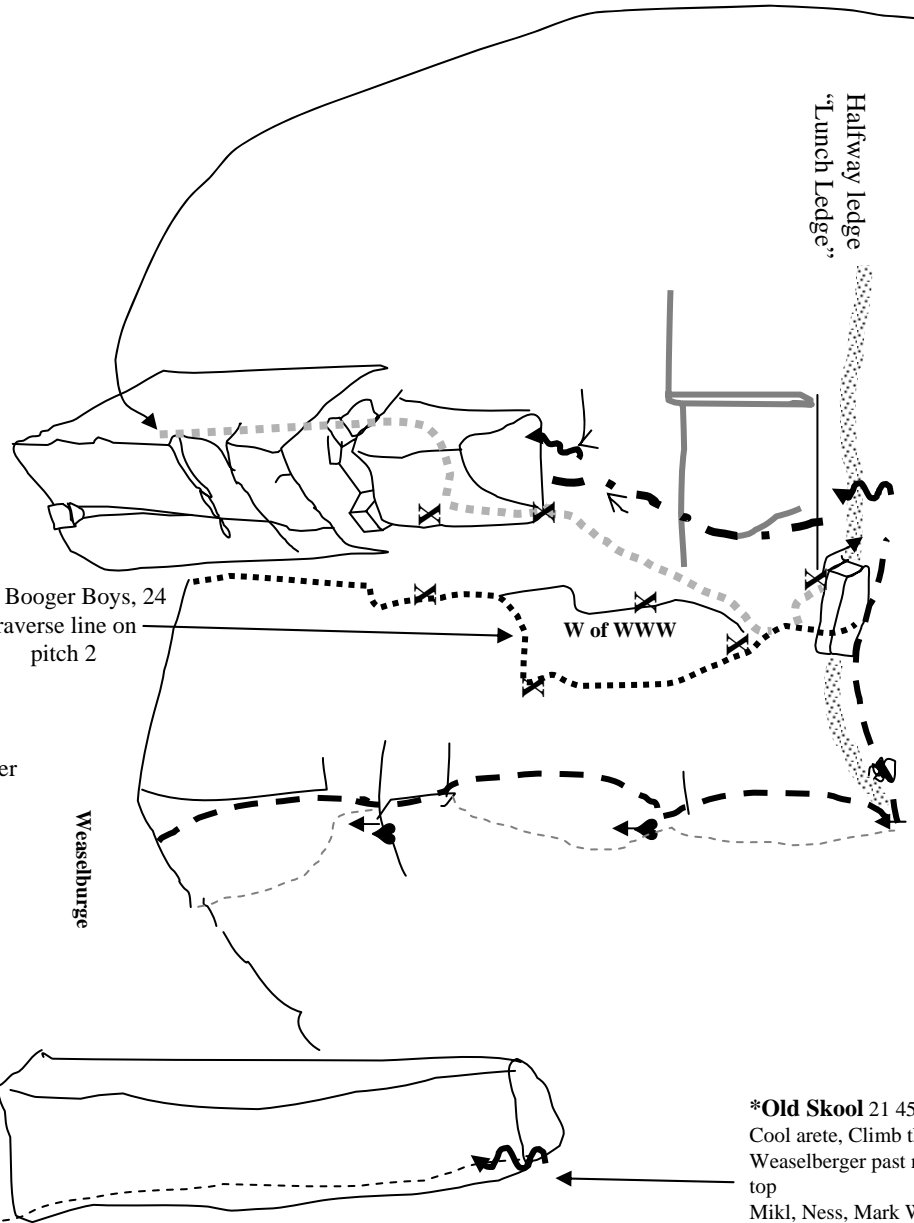
If it's windy, the abseil down Mirrorball top pitch can lose you a rope. When you pull down the rope, the free end blows across the wall and wraps around the arete and jugs. Walk down the descent gully 300 meters left instead.

* More routes here on next page

Dirty Dancing 20 Gear and bolts
 to top of pinnacle P Monks, A Duckworth

Disco Dancer 22
 Martin P, Giles, Andrew D

Weaselburger * 200m 23
 All rings, take a few plates to
 M Law, S Moon



Darkside* 14 110 m
 A really nice chimney with good pro. Start behind the Mirrorball pinnacle on the left side of the cleft (facing the main cliff). Take wires, cams, slings, 2 ropes, bolt plates

- 1) (14) 40m Up breaks (big cams) past 2 bolts and more cams then 2 more bolts. There's gear on both walls. Go through the gap and belay on the right side on 2 bolts. Worth cleaning any loose stuff of the ledges on the way down until it's all gone. Well hidden or helmeted seconds recommended.
- 2) (14) 20m Right side, up past some bolts and then steep corner to the notch on the right side of the pinnacle.
- 3) 10 35m Out right past bolts and some cams, over pinnacle and out right to belay on 2 rings from Bionic Booger Boys
- 4) (14) 15m Left and up past 2 fixed hangers, then left past another bolt, traverse left and up to lunch ledge.

Ness, Mikl, Mark Wilson

— = **Wrath of the Wicked Wedgie Women 21**

Same start as pitch 2 of Bionic Booger Boys

- 2) Up to the shale ledge, don't traverse right. Instead jam, layback and stem up overhanging right facing corner for 5 m to roof, BR. Traverse right below roof for 3m across overhanging wall on good handholds to end of roof and up to stance immediately above roof. Follow flake straight up for 8m till it ends then left across the wall on big holds for 3 m then straight up wall on small holds past 2 bolts (8 m) to belay on large friends at small ledge.
- 3) Up the front face of the pinnacle, BR and 3.5 friend to join Darkside as it traverses right to belay as for BBB
- 4) up pitch 4 of the BBB, double rings on top of boulder.

Mark Wilson, Steve Hawkshaw

..... = ***Bionic Booger Boys 24**

Start in the chimney on the right, on the main wall.

- 1) (21) Follow line of pockets up good wall, right a bit and
- 2) (23) up funky arete and follow high traverse line out R
- 3) (24) up pumpy arete
- 4) (20) Up and over block to the lunch ledge

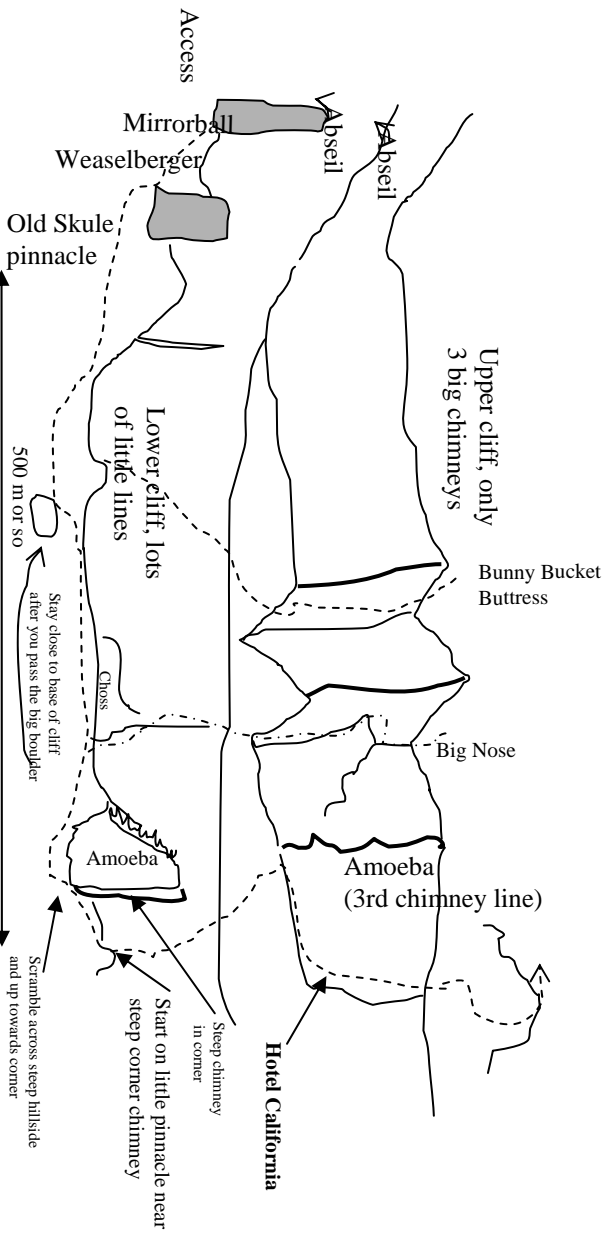
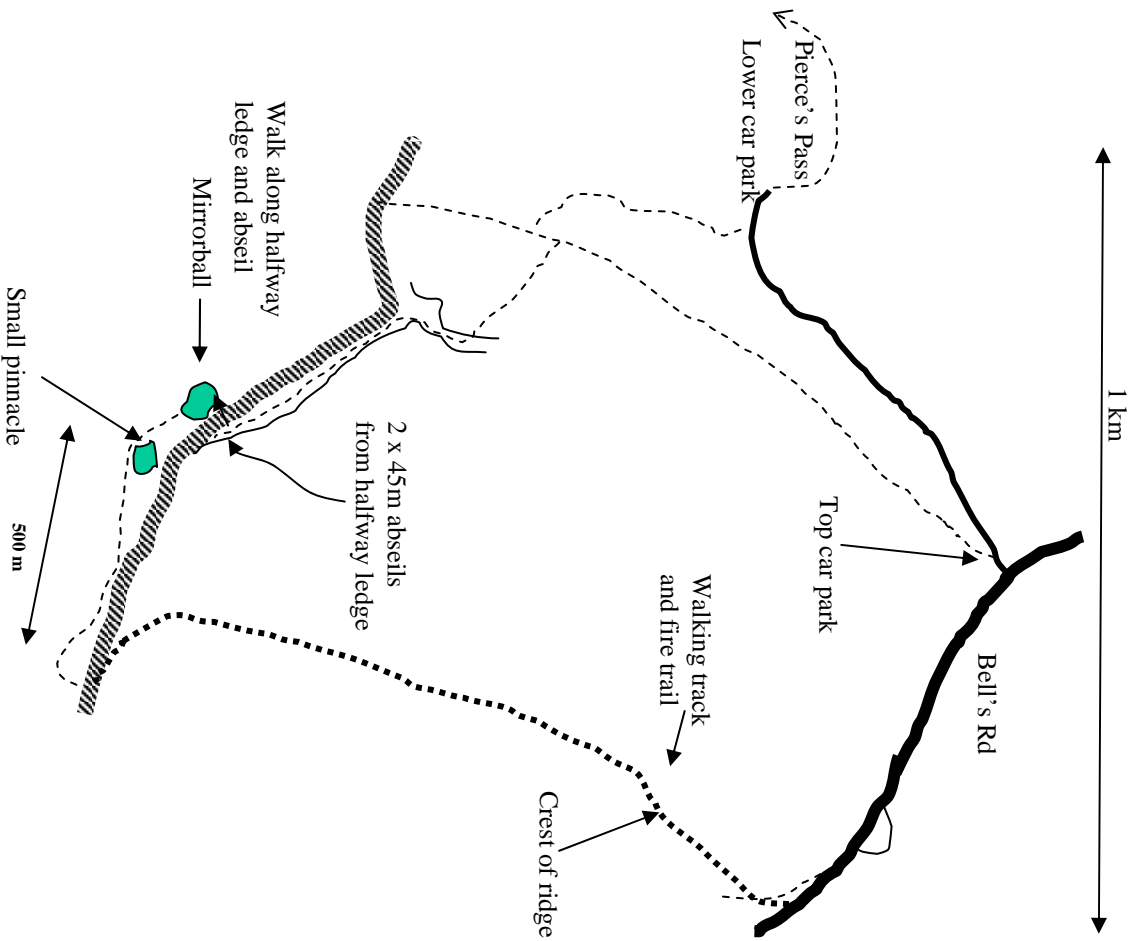
Mark Wilson, Steve Hawkshaw, Mikl Law

***Old Skool 21 45 m**
 Cool arete, Climb the right (south) arete of the pinnacle R of Weaselberger past natural gear and some bolts to a rap station at the top
 Mikl, Ness, Mark Wilson



Old Skool takes the right arete

Access to Hotel California and Contented Cows



Walkdown back to Mirrorball

Weaselberger

9) 40m 14

8) 20m 17

7) 25m 17

6) 40m 17

5) 40m 8

4) 30m 8

3) 40m 18

Old Skule

2) 20m 18

1) 20m 18

Big Nose

Mirrorball

Bunny bucket buttress

Walking track to Hotel California

Bunny bucket buttress 18 270m

Another carrot patch for the sports bunnies, with an awesome final wall. Generally safe, but run-out at times, with a few loose patches of rock. Take helmets as belayers are lashed to small ledges and can't dodge shrapnel. Take 2 ropes (for rapping), 14 bolt plates, and a few slings. There are U's on a few bealts for retreat

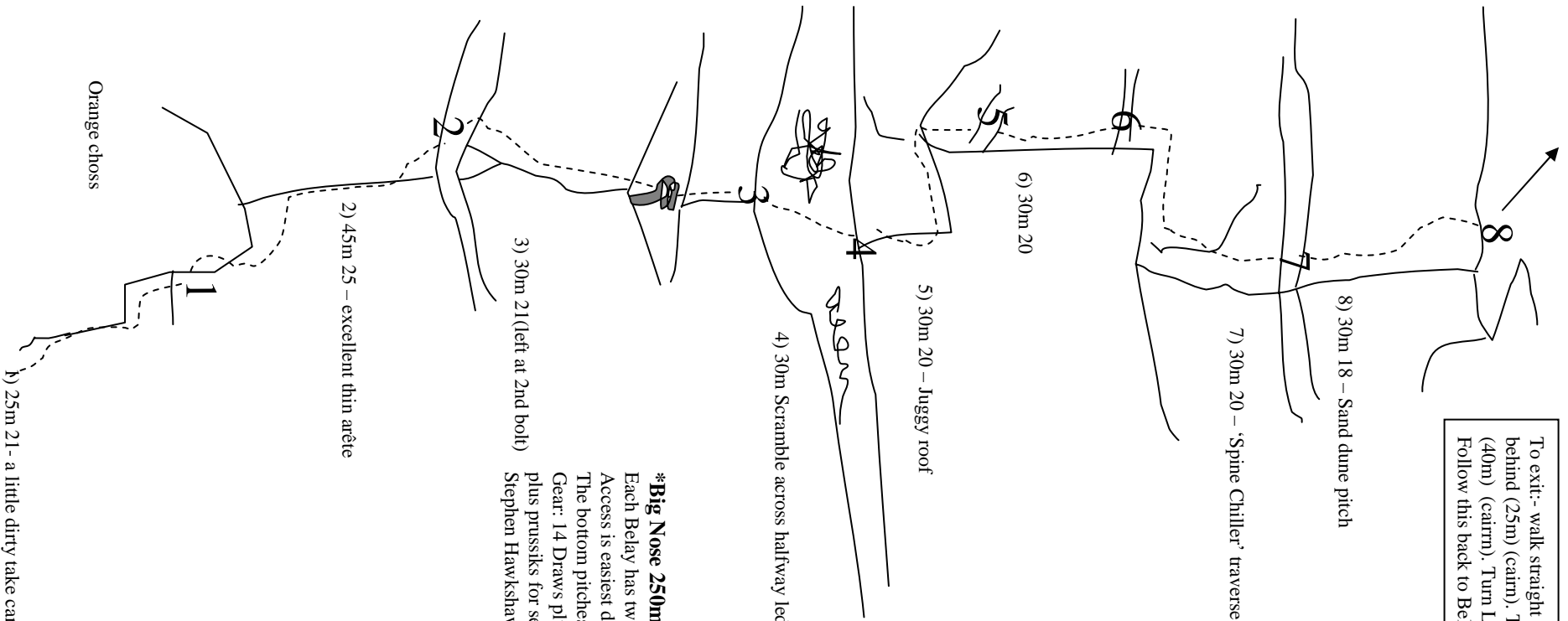
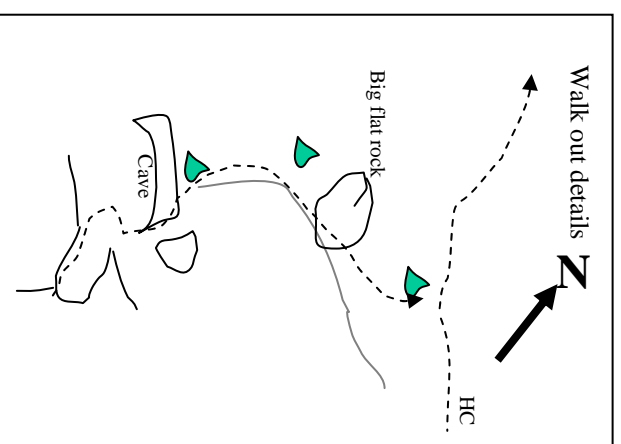
ACCESS: - It's halfway to Hotel California from Mirrorball. Rap down Mirrorball and walk along the track to the right (facing the cliff). After 50m, drop down around the base of Old Skule (clean arete on next pinnacle) and go 70m horizontally till you hit an orange buttress. Continue about another 70m and scramble up and right to a ledge 15 m above the track, right of a chossy white patch, just right of a short squeeze chimney. Scramble up and walk right on the ledge till you see the bolts at the desperate boulder problem start. If you come to a square 50m corner, orange at the top you've gone too far (above the "t" in buttress in the photo on the last page).

- 1) 20m 18 Traverse out right and back left to flake, reachy. Up to ledge, 2BB.
- 2) 20m 18 right and up seam and corner to ledge. Up a move and diagonally R to arete, then R to ledge and 2BB.
- 3) 40m 18 Up dirty slab and R across corner, traverse R to nose and up corner and nose to ledge, walk R 8m to 2BB at base of wall
- 4) 30m 8 A hard hands-free problem, diagonally R past bolts to tree belay at the top of the slab.
- 5) 40m 8 climb across ledges and walls past bolts to below orange overhang, R to 2BB.
- 6) 40m 17 Up choss and head out L staying low under roof. Sling the first 3 bolts to reduce drag. Head up wall to big ledge. 2BB.
- 7) 20m 17 Up vertical pump to 3BB on small ledge.
- 8) 20m 17 pump up vertical wall and move L to layback move at top. 2BB. (can run these 2 pitches together at 18)
- 9) 40m 13 Up and left onto ledge, diagonal L past bolts and across groove. Climb loose left wall to top. Lots of rope drag.

FA - GBF's 1997

Walk up the L side of the ridge for 100m to join the footpad heading L back to Bell's line of road. Or go down ridge to cairn above small gully and rap down Mirrorball P5 to your gear.

To exit:- walk straight up hill from belay to cave (20m), and up to ridge behind (25m) (cairn). Turn right and up this ridge over rock to flat top (40m) (cairn). Turn Left along ridge till you reach the fire-trail (250m). Follow this back to Bells line of road (another 10 minutes)



***Big Nose 250m 25.**

Each Belay has two U-bolts to allow retreat. Access is easiest down Mirrorball pinnacle.

The bottom pitches are still a little dirty.

Gear: 14 Draws plus gear to clip anchors plus prussiks for second if they slip off traverse. Stephen Hawkshaw, Mike Law

*** Hotel California 350m 21**

Great climbing! The biggest carrot patch in NSW. The traverse is inspiring, seconds should have prussic loops. Take about 16 brackets and 2 slings for tree belays, you need 2 ropes for the abseil. There are U's to aid retreat on some belays, the raps for this are shown on the topo. Best to leave your car at the carpark for Wall's Lookdown, near the Bell's line of road. Walk down and abseil as for Mirrorball (see earlier Pierce's Pass topo for more detailed maps). Best if you've found the Mirrorball rap route before. Walk around below smaller pinnacle (Old Skule) and then, once you hit the cliff again, stay close to the cliff. Along under a chossy wall, then you have to drop down a bit and scramble around a steep hillside where Amoeba starts up a chossy gully on the left, with a steep chimney corner on the right side of the block. Scramble up towards the chimney, then right 10m to a small pinnacle sticking out of the greenery. About 10 minutes / 450 m from the base of Weaselberger to here. Oh yeh, the first pitch is a bit of a sandbag, but pulling on 2 bolts makes it easy, speed is the essence! An easier start is up Contented cows if you carry a light rack. Many people skip to top pitch as it's a bit chossy after rain, but should be done. A fair party should take 8 hours car to car, a group of 3 is very slow. If you waste 10 minutes on every belay that's 2 hours gone straight away. The route gets afternoon sun (2pm) in summer on the top pitches.

From the top, walk off left following the ridgeline, it's a bit indistinct and scrubby at first, then you pick up an old firetrail after 250m, about 20 minutes back to the car. To retreat from the route, there is a U on belay 1, on belays 2 and 3 there are trees.

From the end of the traverse (pitch 6) there is a U and a 50 m abseil might just reach on stretch. Go as far left as you can along the lip, first one down could clip a bolt on the traverse over to the left to get in towards to the halfway ledge. Once over the lip, start swinging before you lose contact with the wall,. Take prussics! Shaz Clark, Ness Peterson, Mikl Law

***Contented Cows 21 240m**

Awesome face climbing with reasonable pro, just like being at "the County". Take a fair rack, large wires, cams to #4 (with extra 2-4's), bolt plates, and 8 slings. Put up on sight, the top pitches are the good ones. The first 3 pitches offer a quicker and easier start to Hotel California that require natural gear.

P1 50m (17) up short crack and right arete of Amoeba block past shrubs and bolts to top of the Amoeba block.

P2 10m (10) up easy crack as for Amoeba to small ledge and ,small cam belay.

P3 40m (18) right on ledge 4 m, up corner (good wire at 3 m) and rightwards up slab past bolts and wires and cams, pull over roof (some cads bridge up the tree on the right) and up final stuff to tree belay (shared with HC).

P4 30m go left and up easy corner to halfway ledge, or straight up HC then left, 2BB.

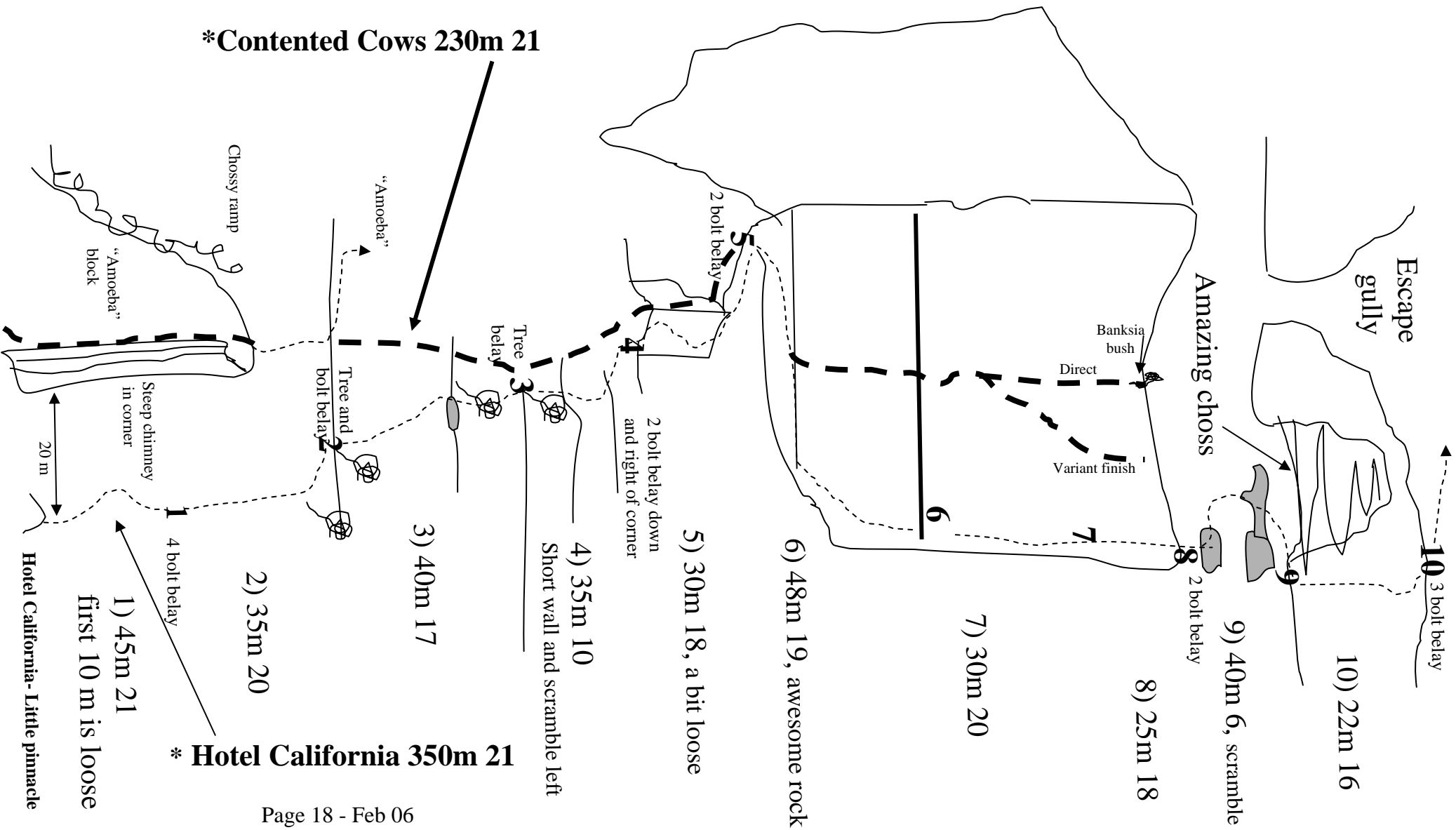
P5 20 m Climb easy corner (as for Amoeba) and go left to 2BB (HC).

P6 40m (21) Follow Hotel California out on the traverse for 4 or 5 bolts then up brilliant seam to ledge and poor 2BB (clip bolt around lip also). Large wires plus cams.

P5 45m (21) pull around lip of cave and past BR's , right a move then back left and straight up for 40 m, big cams and 6 good slings. Trend right last 5m to finish right of banksia on top, 2BB. Variet finish out right isn't as good or as well protected.

Scramble right and up to choss cliff, traverse left and up gully

Mark Wilson, Zac Vertrees, Mikl Law



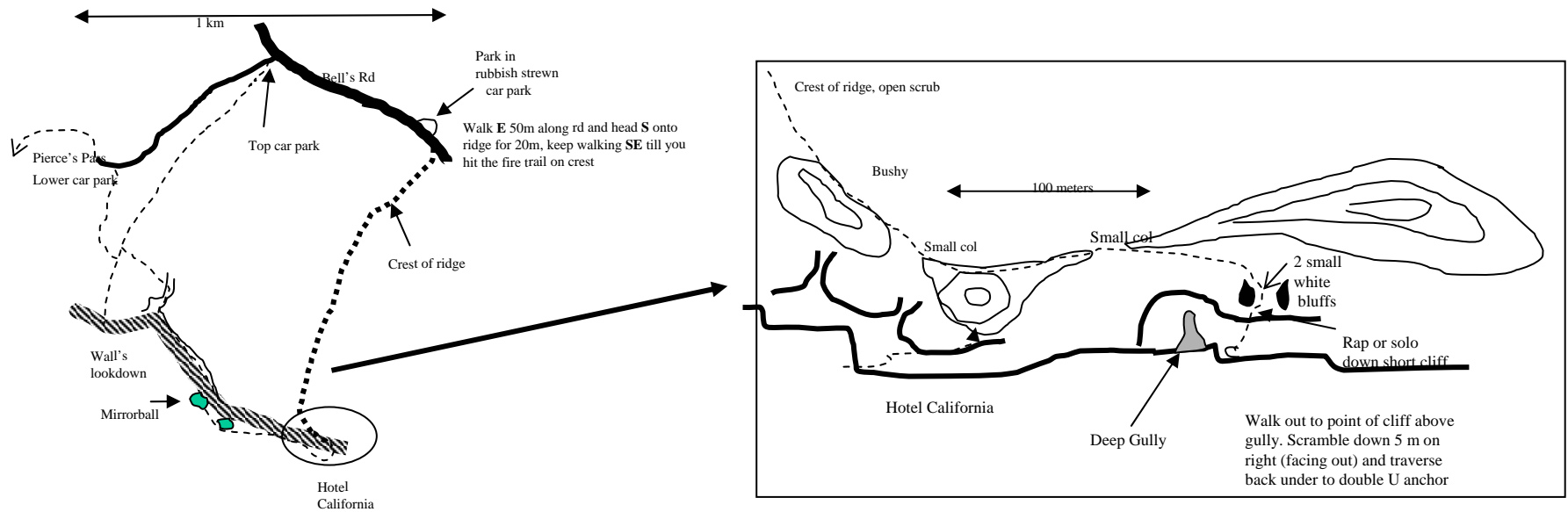


Hotel California pitch 8

Hotel California
top pitches



Yesterday's groove



* Yesterday's Groove 105m 24

Bridging up a long fused corner system followed by a lusty traverse! A bit thoughtful, bridgy, and run-out at times. Old-fashioned! Climbs a fine groove on the top cliffline only, right of Hotel California. Take about 14 brackets, you need 2 ropes for the abseil, a wire would help with high bolts too. Park 300 east of Pierce Pass and follow map to top of abseil U's (about 20 minutes flat walk), 1 X 50m to ledge and U's and 1 x 40m abseil then right to base of corner. On the top abseil you rap straight over the crux move, clean the slopes and check out the hidden pocket!

- 1) 35 m (23) Up corner and little arete at the top, 4 bolt belay.
- 2) 40 m (23) Up to good ledge and 3 BB.
- 3) 30 m (24, but not the crux!) Up 4 m and traverse left, leap onto flake with feeling and up past U to top abseil station.

M Law, M Wilson, G Child, V Peterson

