

# THE TOWER v2.1

A climbing guide sheet to The Tower - Grampians - Victoria by Neil Monteith 28.11.2006

## Rock climbing is a dangerous sport

None of the information contained in this document has been verified. Treat all fixed gear with suspicion, route grades may be incorrect and the rock may be poor. The editors of this document take no responsibility for any injury arising from the use of this information. If there are mistakes in this guide then let the editor know by emailing [nmonteith@yahoo.com](mailto:nmonteith@yahoo.com)

25-35min access  
Shade until 5pm  
Protected from light rain

"How can a wall like this have lain dormant for so long?" That was the question on Kent's mind when he stumbled upon this area on one of his many exploratory trips with Neil whilst developing nearby Scoop Rocks. Easily visible from the highway and the Gallery it only contained one climb before the development of 2003.

The Tower is a giant pillar of rock with a sheer orange wall on its south face. From all sides it requires roped climbing to summit and this has obviously repelled people from attempting first ascents. With the addition of rap anchors the climbs are now much easier to deal with. The rock is of the finest quality – comparable to the Bluffs at Arapiles. The routes are wandery affairs up proud lines and contain some natural gear. As a training ground for Taipan Wall this place is hard to beat. This is not a sport crag.

The south facing main wall is shaded all day long. In winter it is a cold miserable place which rarely dries even several days after rain. In summer it is perfect. A small cave with some good roof boulder problems is a good shelter and is located below *Iron Arms*.

Access to this crag is quite complex and requires either a personal tour guide or a detailed map. For access information please contact Neil Monteith on [nmonteith@yahoo.com](mailto:nmonteith@yahoo.com) or 0421 994 290.

### 1] Jugging Through the Stratosphere 60m 10

Juggy wall of chicken heads on the south west face about 20m left of *Iron Arms*. Choose your own adventure. The easy way to the summit if you need to retrieve the bail-off gear from the main wall!  
FFA Gay Welders Union 2003

### 2] Iron Arms 45m 24 \*\*

Two pitches of pumpy orange wall climbing. Starts 5m left of *Popeyed* at scoopy overhung wall. Technical climbing up scoop past three FH's leads to jugs and cave rest (medium cams). Blast up reachy wall above past last FH and head left to chain. Second pitch (grade 20) steps right from chain and follows thin crack heading slightly right to finish up juggy headwall on spaced gear. Rap off sling.  
FFA Pitch 1 Neil Monteith & Kent Paterson 11th May 2003  
FFA Pitch 2 Neil Monteith 22nd November 2003

### 3] Popeyed Iron Arms Link-Up 15m 22 \*

A great warm-up. Start as for *Popeyed* and traverse leftwards on jugs to the cave on *Iron Arms*. Finish as for *Iron Arms* past FH.  
FFA Kent Paterson January 2005

### 4] Popeyed 40m 23 \*\*\*

You'd better eat some spinach first! The original line and possibly still the best. Obvious right leading crackline on left side of main wall about 4m right of *Iron Arms*. Pocketed wall off terrace at L end of orange Step R at overlap, then hard moves to R leading diagonal and then weakness to ledge. Continue up corner moving R at the overhang.  
FFA Glenn Tempest, Geoff Butcher, Michael Hampton 11th November 1993

### 5] See the Light 27m 22 \*\*\*

The easiest line up the main wall - but far from a cakewalk. Rock quality does not get better than this. Start as for *Terror of the Sea*. Climb past first bolt to horizontal (medium cam). Traverse left following horizontal past BR to reach *Popeye* line. Instead of traversing left, climb straight up to BR and onwards on amazing rock past BR and finally a FH. Pump like a fiend to surmount the final bulge and reach the clip-and-go rap anchor. Single rope is fine for lower off.  
FFA Kent Paterson October 2004

### 6] Terror of the Sea 40m 25 \*\*

Immaculate rock and a very tough crux. Central line about 10m right of *Popeyed*. Pitch 1 18m 25 - Over rooflet (BR) and up juggy wall to horizontal break and rooflet. Up and left past BR and two FH's to mantle onto ledge. Run it out up white marble pockets past BR to belay anchor in cave. Pitch 2 22m 22 - swings right past two RB's to very exposed prow and natural gear. Step left and up flakes (RB) and surmount rooflet to grey juggy wall. Up this for 6m to rap anchor on ledge. Has been led as one giant pitch. Bring some medium/large cams on the first pitch and some smaller gear for the second pitch.  
FFA Pitch 1 Neil Monteith & Kent Paterson 31 November 2003  
FFA Pitch 2 Neil Monteith 25th January 2004

### 7] Inspector Gadget 40m 24 \*\*

A very height dependant grade and a killer line right up the centre of the main wall. Pitch 1 18m 24 - Starts up *Terror of the Sea* to 2nd BR. Instead of traversing left go straight up past another BR and 2 FH's. Traverse right across slab to last FH and then to single u bolt loweroff or traverse further right to cave and belay on #3.5 camalot, big nut and #2 friend. Pitch 2 20m 22 - Step right from cave and up amazing sustained orange cracked wall. 3 BR's, 1 RB and small-medium trad gear. Double ring lower off (double ropes required). Fantastic rock and moves the entire way.  
FFA Kent Paterson & Tim Le 7th February 2004

### 8] Toar 15m 23 \*

First pitch is still a closed project (Neil's). Exposed face climbing. For the moment climb first pitch of *Inspector Gadget* and belay at single giant U-bolt just left of fridge sized bird-poo stained hanging 'death' block (5m right of *Terror of the Sea*'s first pitch). Climb cautiously onto block (good #4 rock in pocket a metre above anchor). From block climb faint crack directly above onto exposed face and up this past two FH's to juggy

## Rock climbing is a dangerous sport

None of the information contained in this document has been verified. Treat all fixed gear with suspicion, route grades may be incorrect and the rock may be poor. The editors of this document take no responsibility for any injury arising from the use of this information. If there are mistakes in this guide then let the editor know by emailing [nmoneith@yahoo.com](mailto:nmoneith@yahoo.com)

finish. An alternative which avoids the hanging block is to start as for *BMX Bandits* for two bolts then traverse left into the crack line. Double rap rings for descent.  
FFA Neil Monteith 3rd January 2005

### 9] HB Project 20m ?

Start as for Toar pitch one. At the third bolt step right to thin crack. Up - with extreme difficulty.

### 10] BMX Bandits 20m 24 \*

An awesome faint arête and corner system on super quality rock. An alternate second pitch of *Inspector Gadget*. Belay in cave as for the end of *Inspector Gadget's* second pitch. Clip first BR on *IG* then launch directly up to FH. Battle upwards on slopers, dishes and the occasional ledge past a further two FH's. Finish up small corner (medium cams then BR) to finish at double RB belay/lower-off.

FFA Kent Paterson & Jono Schimdt 3rd January 2005

### 11] King Features 40m 22 \*

The big girdle traverse of the left leading horizontal crack feature which splits the main wall. Start at ground level right of Toar and finish at chains on Iron Arms. Bring lots of cams, slings and body protection.

FFA Neil Monteith & Jono Schmidt 2004

### 12] Super Mario Bros 20m 25 \*\*\*

The famous crazy jump. Prominent hanging arete on right side of The Tower with immaculate rock. This was the first of the 'new' routes to get attention. Stickclip third bolt and leap across to thread hold from the pinnacle opposite. It's about 3m horizontal! The climbing gets easier the higher you get. Double bolt lower off.

FFA (25) Kent Paterson & Neil Monteith 22nd November 2003

### 13] Super Mario Bros Direct 20m 27 \*\*\*

Avoid the big dyno by starting on the cairn down low. Stick clip first bolt then boulder up the unlikely steep corner and through roof to reach big jugs and join into original route. Burly.

FFA Malcolm Matheson 16th January 2005

### 14] Grease Me Up Laddie 70m un-graded

Squeeze into slot under *Super Mario Bros* (50m right of *Popeyed*). Squirm your way through to the other side of The Tower heading for the light. Finish in the bouldering cave.

Neil Monteith & Jono Schimdt (no torches) 11th May 2003

### 15] Red Right Hand 17m 26 \*

Left leaning overhung crackline about 5m right of *Super Mario Bros*. Neil took a groundfall attempting the first ascent ground up. Two very hard cruxes on polished perfect rock. A trad classic for those with the skills. Chain lower off.

FFA Gareth Llewllin 17th January 2004

### 14] Wellington Wimpy 17m 20

Starts 20m right of RRH just right of ugly black groove. Step across vast chasm onto wall (FH) and up right side of groove on big jugs past two more FHs and then easy juggy crack finish. Rap anchor. Bring medium/large wires.

FFA Neil Monteith & Adam Demmert 26.11.2006

### 16] Donkey Kong Jnr 10m 23 \*

Located on north east side of The Tower and just right of giant chossy cave. Novelty sport climbing up blobs holds. One very high first BR and two RB's lead to DRB lower off.

FFA Kent Paterson & Neil Monteith 22.2.2004

### 17] Olive Oyl 18m 19

Nice jug hauling spoilt by a dirty halfway ledge. Starts about 80m right of *Popeyed* and in centre of south facing wall on a separate buttress behind *Wellington Wimpy*. Up left facing flake to vegetated ledge. Swing up overhung wall above trending left to bollard belay.

FFA Neil Monteith & Jono Schimdt 11th May 2003

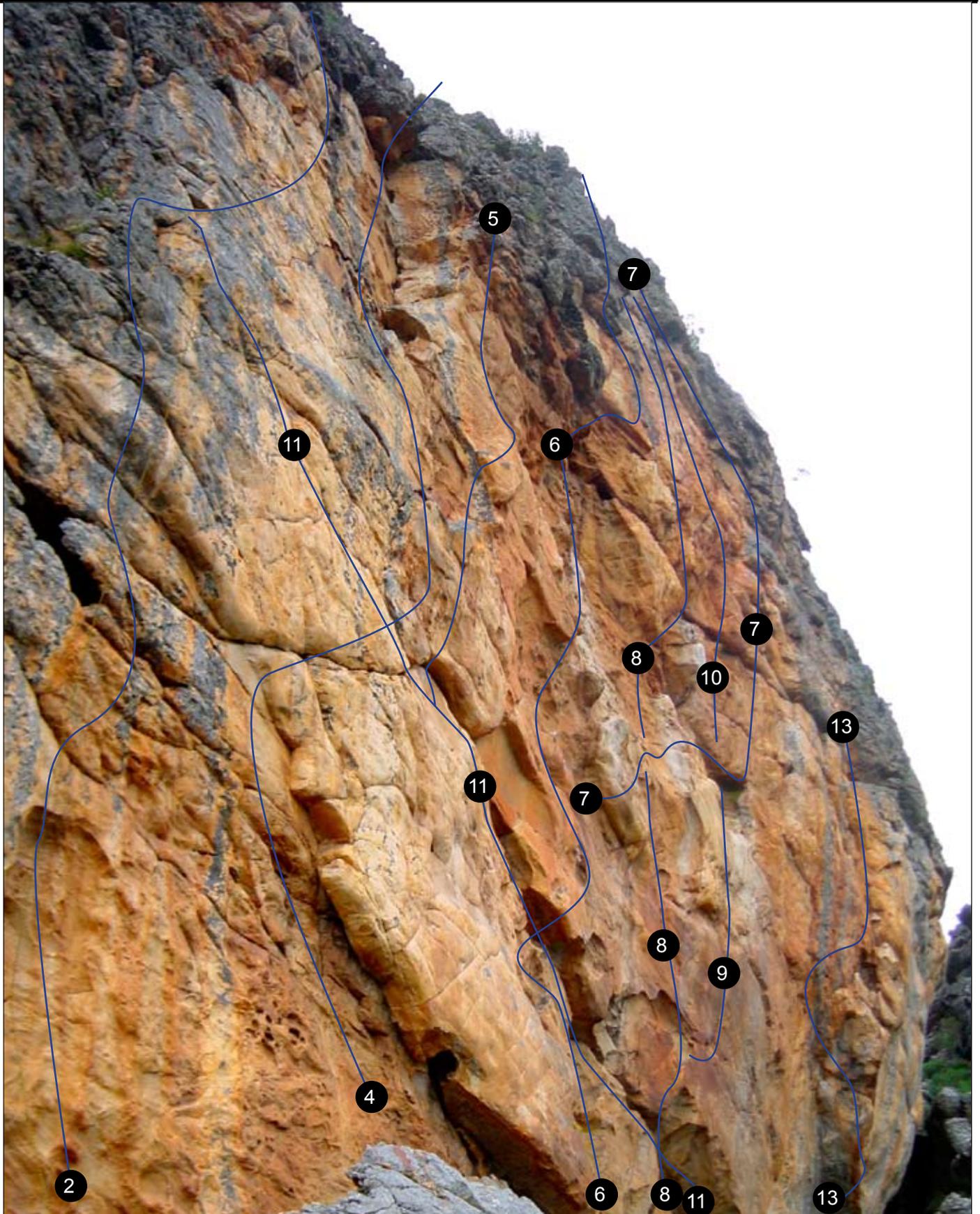
### 18] Goil 11m 22

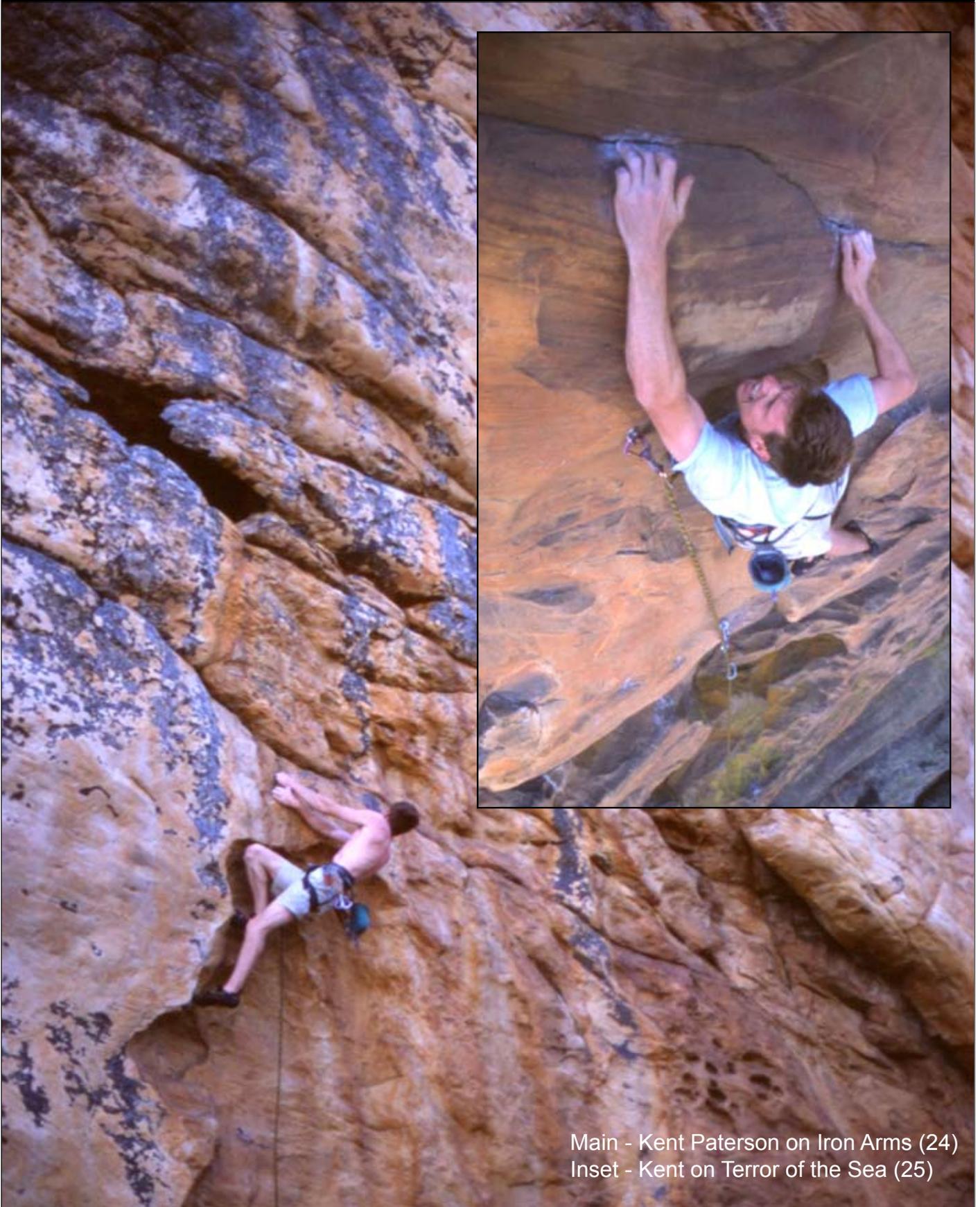
Small south facing grey wall on boulder about 100m below the north-west end of the Tower. Start is marked by cairn. Up overhung juggy crack to start then onwards up slopers and faint corner with spaced good gear. Crux move in corner near end. Rap off tree leaning against boulder to descend.

FFA Neil Monteith & Jono Schimdt 11th May 2003









Main - Kent Paterson on Iron Arms (24)  
Inset - Kent on Terror of the Sea (25)