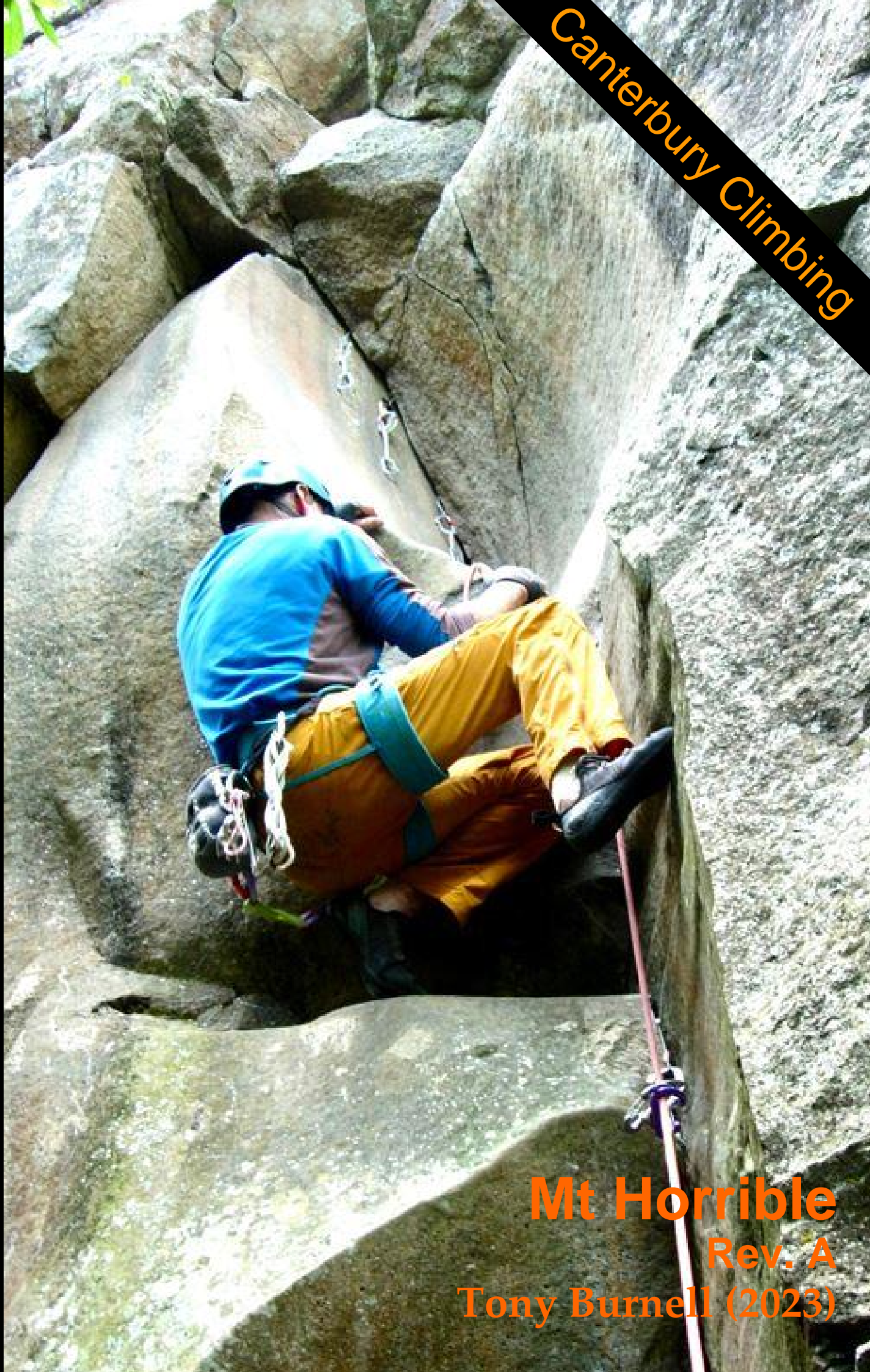


Mt Horrible

Canterbury Climbing



Mt Horrible
Rev. A
Tony Burnell (2023)

Acknowledgments



Thanks to **Conor Boyd IT** for creating & hosting the website
(www.porthillsclimbing.nz).



Thanks also to **Aspiring Safety Limited** for their continued support, get along & see them for all your climbing needs

A big thanks to *Sash Nukada* for reviewing the information.

General

The Canterbury Crags are home to rare species of geckos & native flora & fauna take care not to disturb wildlife or damage native plants. At the west end of the crag there has been significant rockfall, so treat all rock at this crag as suspect.

This is a working farm & this guidebook does not mean that there is any R of public access.

There are around 35 climbs at Mt Horrible, whilst the rock is reasonably good quality the crag is generally dirty & unless you take a soft brush & clean the climbs, they will feel hard. There are four sets of anchors along the top of the crag, there are also plenty of trees & substantial tree roots for setting up belay positions, a second rope & some long slings are helpful, normally trees & tree roots used. The routes don't exceed 15mts & comprise corners, cracks & blocks usually with good gear.

Most of the climbs were done by Andy Campbell probably in the late 70's / early 80's if a route is uncredited it is assumed to be Andy's.

Warning

Rock Climbing is Dangerous, by choosing to climb at these crags you accept responsibility for your own personal safety & must make your own decision regarding the condition of any fixed equipment. Some of the fixed equipment is more than 30 years old & the climbs were bolted to a different standard. Neither the landowner, the first ascensionists or the author accept any responsibility for the condition of any fixed equipment.

The grades at Mt Horrible are harder than those in the Port Hills so pick your climbs carefully.

There has been significant damage to the crag at its west end due to extreme weather when numerous substantial trees were uprooted. The initial buttresses appear damaged, blocks do not look embedded & cracks do not look as solid as they should, the access cave referred to on in the old guides is past the fallen tree & the scramble down described here.

Climbing Notes

Replacement of fixed gear is a costly & time-consuming exercise so please do your bit, lower or top rope off your own quick draws. Only use fixed gear for abseiling, by doing this you will extend the life of the equipment considerably. This guide is published with the climbs listed from L to R i.e., from the point at which you arrive at the crag when approaching as described.

As far as possible all known routes have been included in this guide. If you want to know where a route goes read the text as well as looking at the topos. The route identifier at the bottom of each climb shown on the topos is usually that of the earliest recorded route. If you want to know where a route goes then read the text as well as looking at the topos.

- YELLOW** Denotes access route / walking track.
- RED** Denotes sport climb.
- GREEN** Denotes trad or mixed protection climbs.
- PURPLE** Denotes variation

The following Abbreviations / Definitions have been used:

- #Br - Denotes the number of bolt runners or staples
- Sp - Denotes Sport Route
- Mp - Denotes Mixed Protection (bolts & trad)

- Tr - Denotes Trad Climb.
- DBA - Denotes double bolt anchor.
- R & L - Denote Right & Left.

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Grading

The 'Ewbank Grading System' is not the best grading system when applied to mixed pro or boldly bolted routes as it provides little in the way of information, they are generally accepted as referring to the technical difficulty of a particular climb; it is therefore a bit tricky to use this grading system when trying to assess the actual seriousness of any climb.

NZ	15	16	17	18	19	20	21	22	23	24	25	26
American	5.8-	5.8	5.9	5.10a	5.10b	5.10b	5.10c	5.11a	5.11b	5.11c	5.12a	5.12b
Euro	4c	5a	5b	5c	6a	6a+	6b	6b+	6c	7a	7a+	7b

In this guide you will see a suffix to the grades (S1 – S3) this is to provide the climber with additional information on the overall seriousness of the climb.

S1 - A straight forward climb with good protection & a low risk of injury from a fall.

S2 - Reasonable protection, but a fall could result in injury.

S3 - Protection is marginal or non-existent & a fall could result in serious injury.

Climbers should remember that this additional suffix to the grade is my opinion & in no way scientific, gear can fail, rock can fail & any fall can result in injury.

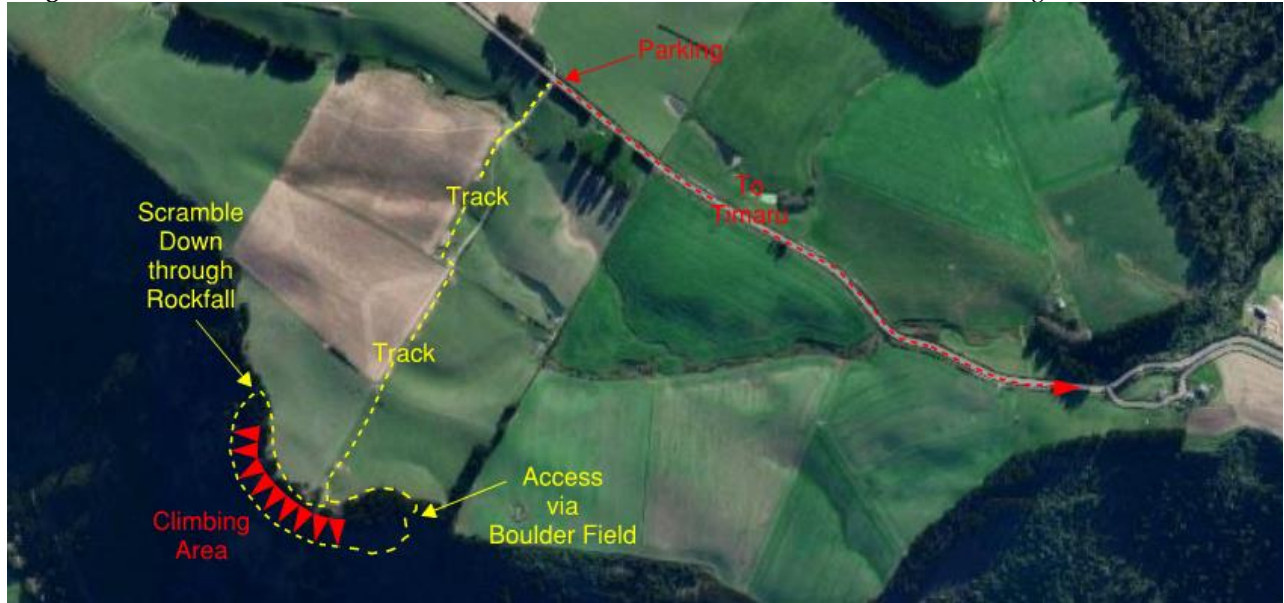
Access & Restriction

This crag is on private property & access is permitted thanks to the landowner & the leaseholder. This is a working farm respect all property & obey all/any signage, leave all gates as you find them. Park off the road & clear of farm gates.

This is the closest crag to Timaru but doesn't appear popular a lot of the climbs are dirty & some of the trees referred to as landmarks have disappeared whilst others have grown.

Enter the GPS coordinates into google maps to obtain the best directions.

Item	GPS	Distance	Walk Time	Restrictions
Parking	-44.403477, 171.071945	-	-	Lambing season August to start November
Crag	-44.409223, 171.06693	750mts	10mins	No dogs



From the parking go through the gate & follow the fence line heading slightly downhill through a swampy area before rising up to cross two more paddocks to the top of the cliff. If accessing the base of the crag on foot it is easiest to walk westward along the lip of the crag till you come to a massive fallen tree projecting out, you can scramble down here or continue past the fallen tree to the original scramble down.

Whilst on top of the crag if you keep a look out you can see approx. 4 sets of SS anchors.

TS **Politics of Utopia** S3 Tr 0Br *Pete Cleveland, 1994*

Not Shown on Topos: Described as the arete on the L side of the recess.

BM **Banana Man on Tour** 14 S3 Tr 0Br *Pete Cleveland, 1994*

Not Shown on Topos: Described as the second crack L of 'FF'.

FF **Future Fantasy** 20 S3 Tr 0Br *Brent Davis (solo), ??*

Not Shown on Topos: Described as the roof of the access cave. Start R & work your way L into the crack. Entertaining

WL **Whose Line** 20 S3 Tr 0Br *Brent Davis, ??*

Not Shown on Topos: This climb has '20' (grade) scratched into the L wall at the base of the climb & is approx 40mts from the scramble down to the crag. Climb the crack system.

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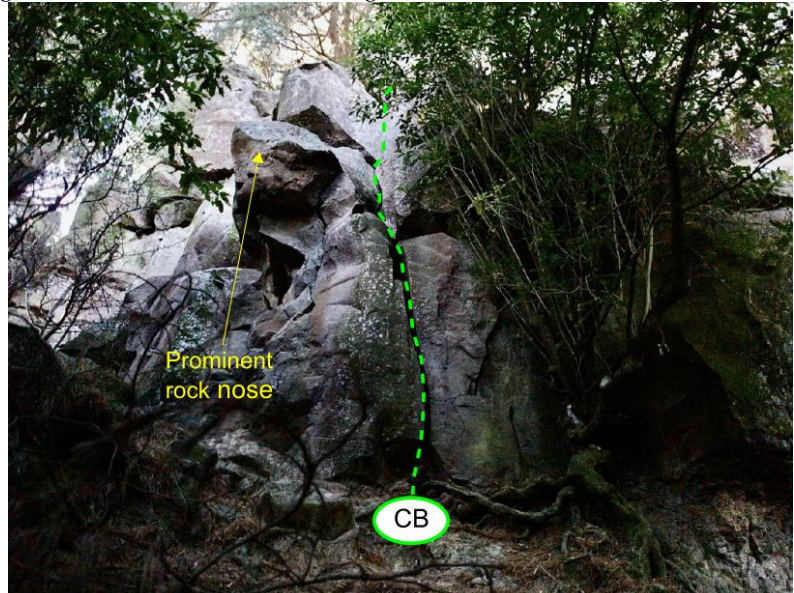
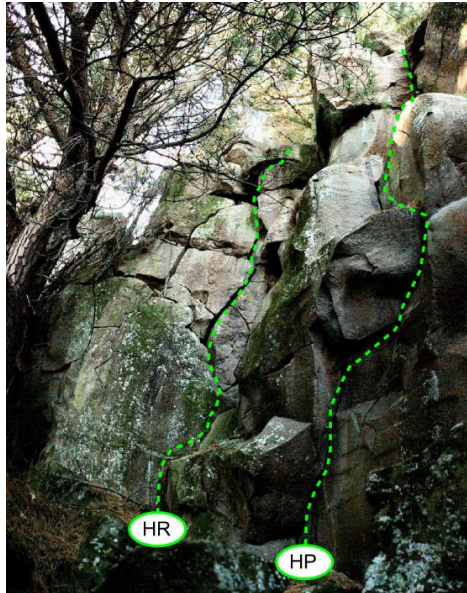
The next two climbs are in a bay to the R of a large tree close to the crag & L of the prominent rock nose near 'CB', these climbs are very dirty.

HR Hip Replacement 14 S3 Tr 0Br *Andy Campbell (assumed)*

A10m L of Dipper Mouth graffiti is a shallow gully with a rising lightning crack & a blocky top half

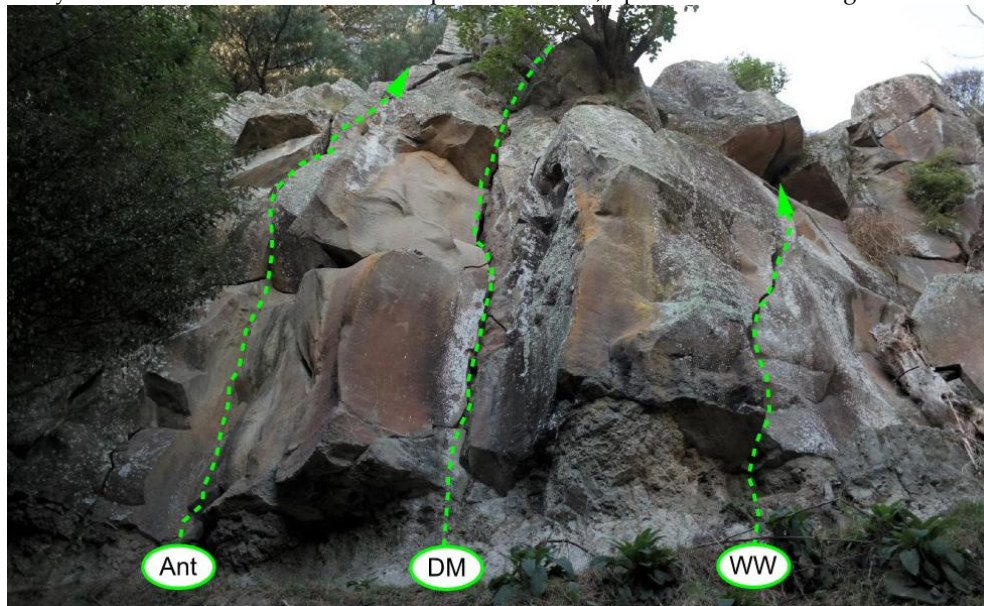
HP Hippopotamus 16 S3 Tr 0Br *Andy Campbell (assumed)*

8m L of Dipper Mouth graffiti climb a L-facing corner crack which turns R-facing at a second small overhang.



CB Compost Bin 16 S3 Tr 0Br *Andy Campbell (assumed)*

Climbs the crack system L of the Māhoe tree & R of a prominent nose, up the crack & R facing corner above to a DBA.



The area near 'DM' is unusually clean & clear underfoot 'DM' is the prominent capped corner with a technicolor R wall & some faint scratched graffiti on its L, to the R is a steep crack (WW) & a tree stump in a crack.

Ant Anthropology 18 S3 Tr 0Br *Andy Campbell (assumed)*

Start up the clean corner & wall to get to a R leaning crack, then climb through blocks exiting in a second wide crack

DM Dipper Mouth 17 S3 Tr 0Br *Andy Campbell (assumed)*

Climb the corner & exit R through the notch by the large tree.

WW Windy Wander 17 S3 Tr 0Br *Andy Campbell (assumed)*

An undercut start to get into the strenuous hand crack which widens to off-width crack, finish by moving L to the shallow corner system R of the tree to a DBA.

Com Competition 17 S3 Tr 0Br *Andy Campbell (assumed)*

Climb up the crack system & over the tree stump to the roof exit up the hanging crack with a shrub in it.

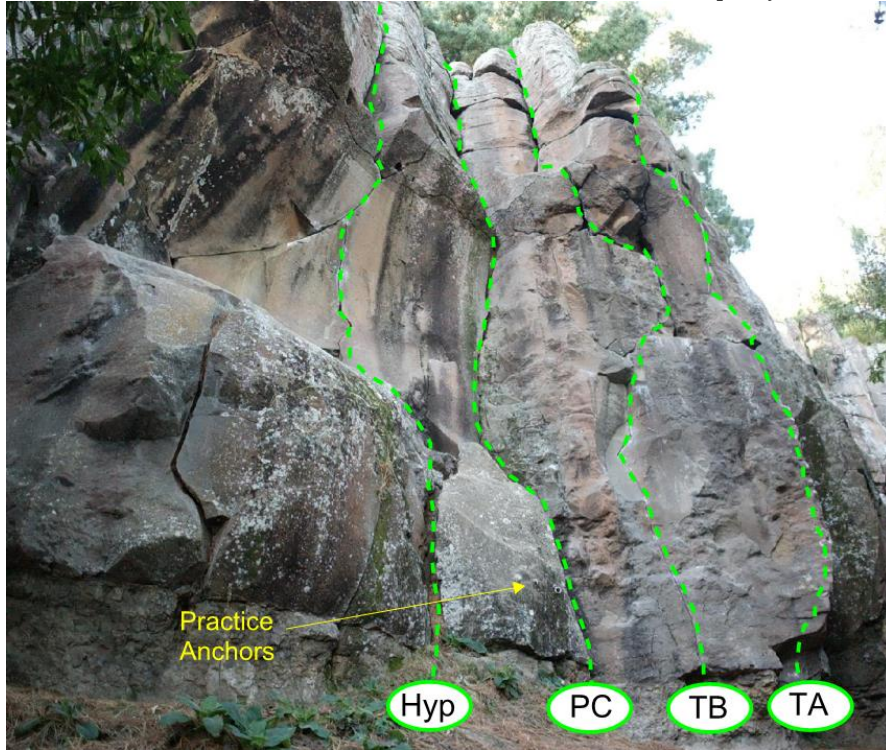
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From here to the end of the crag the climbs are well used & usually clean

TG Turn to Gold 24 S3 Sp 2Br

Tony Rooney

The arete L of 'HYP'. Climb a short clean groove to the foot of the rib, climb the arete pretty much direct.



Hyp Hypformance 23 S3 Tr 0Br

Dave Fearnley, 1982

Climb the lower convex wall, then the yellow concave wall & finally the steep exit groove with a crack.

PC Pareora Corner 18 S2 Tr 0Br

Andy Cambell

The continuous sinuous corner.

TB The Bird 19 S2 Tr 0Br

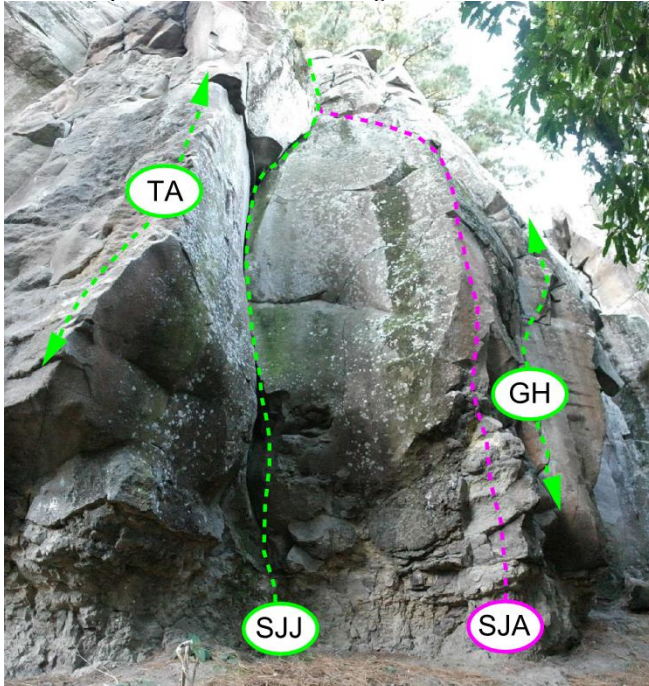
Andy Cambell

Climb the initial wall to a ledge, step around R & over the bulge to a second ledge, finish up the easier open corner crack.

TA The Arete 24 S3 Tr 0Br

John Howard

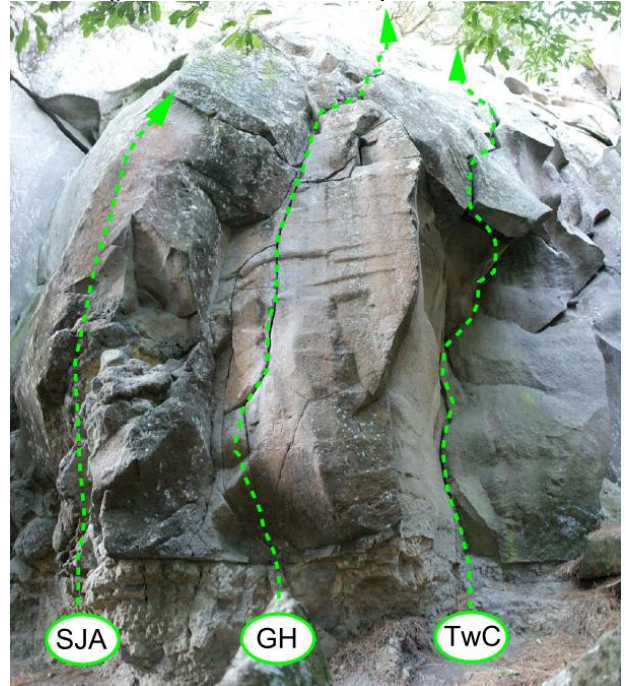
Boulder up the arete to the first ledge on 'TB' use the R arete & exit direct go back L to the arete & up the breaks to finish.



SJJ Slim Jim's Jam 16 S3 Tr 0Br

Unknown

Climb the open groove to the R trending exit crack, once on the face head straight up to finish more easily up the corner.



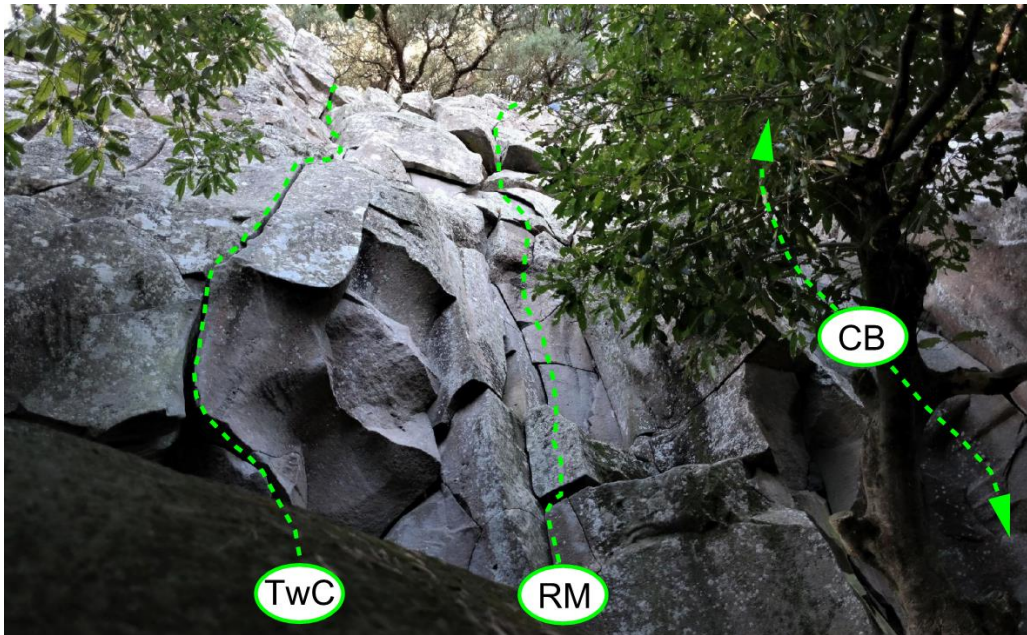
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SJA Slim Jim's Arete 17 S3 Tr 0Br *Unknown*

Climbs the arete between 'SJJ' & 'GH', at the top of the arete move back L to join 'SJJ'.

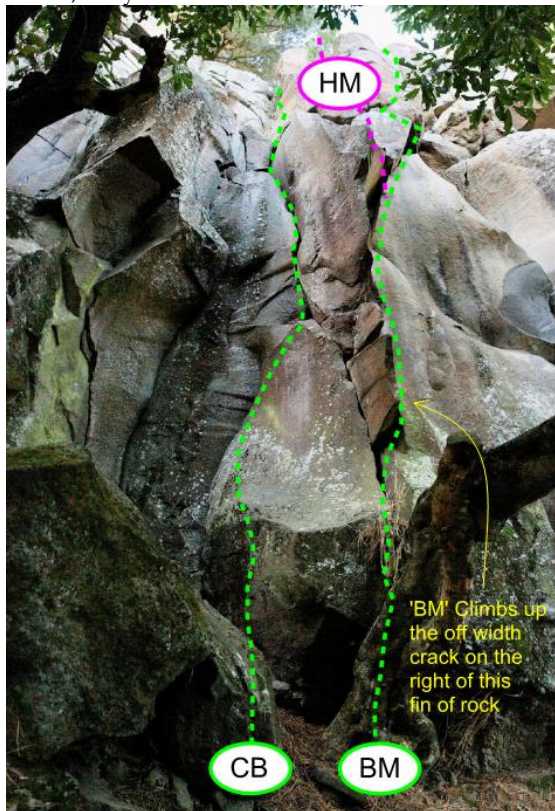
GH Groove in High 18 S3 Tr 0Br *Unknown*

Climbs the shallow corner L of an arete, poor protection & hard moves to get up & R to the final wall, the upper wall is very dirty, the logical exit is straight up with a slight trend to the R, or the described finish heading L into the capped exit groove.



TWC Twin Cracks 17 S2 Tr 0Br *Andy Campbell (assumed)*

Great moves up & L to gain the cracks despite the crucial holds resonating somewhat, climb the tricky crack to a good stance, dirty but easier above.

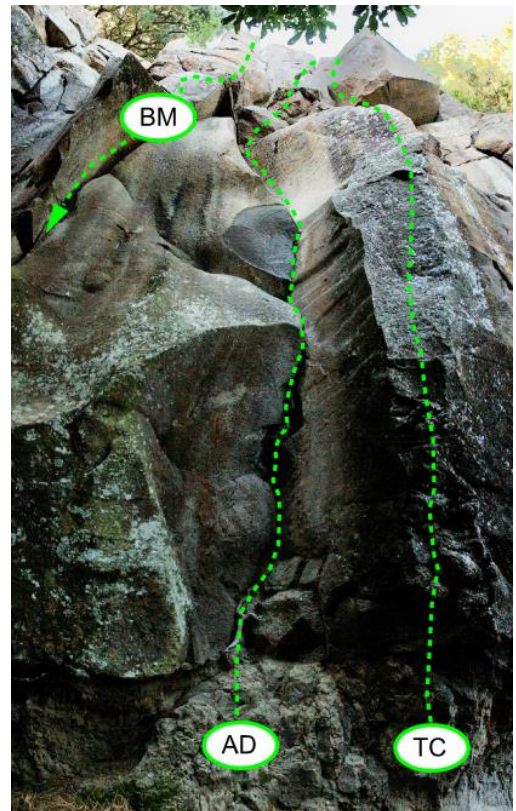


RM Rural Monkeys 16 S3 Tr 0Br *Sash Nukada*

Just L of 'CB' by the tree, start in the R facing corner, climb the blocky looking wall on surprisingly good rock.

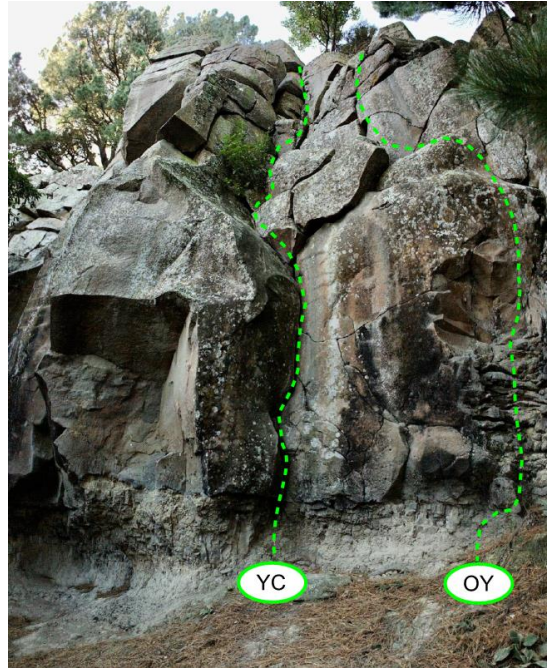
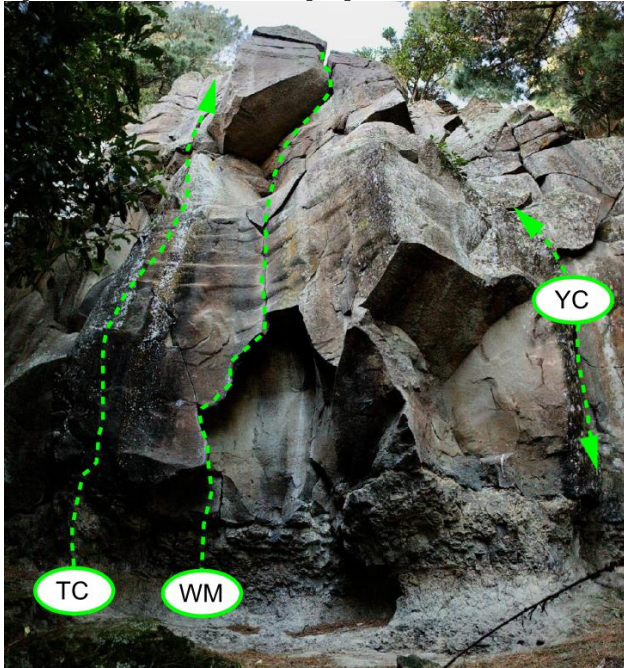
CB China Boy 14 S2 Tr 0Br *Andy Campbell (assumed)*

Climb the open groove R of a tree & L of the fin on 'BM', at the top exit up & R to bridge up the L facing corner.



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HM	The Hairy Monster	20	S3	Tr	0Br	<i>Alan Hill, 2002</i>
Start as for 'BM', move L onto the arete then up cracked blocks to exit up a groove.						
BM	Blue Monday	18	S3	Tr	0Br	<i>Unknown</i>
Bulging start into the crack R of the fin, up the crack then out L step back R to climb the L crack.						
AD	Arch Dig	17	S2	Tr	0Br	<i>Andy Campbell (assumed)</i>
Up the corner crack into the peapod, tricky moves to exit then up the RH crack to finish.						



TC	Treacherous Cretins	20	S3	S1	0Br	<i>Luke Newnham</i>
The blunt arete L of 'WM' finish up the head wall, pretty much a solo.						
WM	Wildman	19	S3	Tr	0Br	<i>Andy Cambell</i>
Start under the arch & go to its apex, place good gear then jam or layback the crack & exit out R to the wide crack						
YC	Young Coronary	16	S3	Tr	0Br	<i>Unknown</i>
Climbs the R facing corner with a sloping ledge, follow the sloping ledge into the base of the final corner, finish up this.						
OY	Otago Youth	18	S3	Tr	0Br	<i>Luke Nenham</i>
Climbs the featured face at the end of the main climbing area about 2mts R of 'YC'. Bouldery moves up the initial wall before moving slightly L into the crack system in the head wall R of the corner.						
PS	Pigs in Space	20	S3	Tr	0Br	<i>Luke Newnham</i>

Not Shown on Topos: Located approximately 50m R of 'YC'. This climb takes a shallow groove to a ledge, from here go up the off-width crack & exit via a hand-crack.

There are other unnamed climbs & scrambles to the R of the main climbing area predominantly by Ross Cullen.