

PURAU VALLEY

Banks Peninsula
Climbing

Purau Valley Crags

Tony Burnell
Rev. A (2024)

Banks Peninsula, Purau Valley Crags:2024



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

Thanks also to **Aspiring Safety Limited** for their support, go see them for all your climbing needs

Thanks to Lindsay Main, Simon Middlemass and David James Jefferson for their work editing the guide

General *The Banks Peninsula Crags are home to rare species of native flora and fauna in particular, geckos, take care not to disturb wildlife or damage native plants do not cut down any native trees or shrubs. Inclusion of any climbing area or climb in this guidebook does not mean that there is any right of public access.*

The Purau Valley Crags are extensive but seldom visited. Access to *Dawn Wall* is via a 60 min walk after a 60 min drive from Christchurch and, although remote, there is some great climbing here.

Located on the west flank of Purau Valley the crags overlook the Purau / Port Levy Road and comprise a long-broken escarpment below the ridge line. The crags are in full sun from sunrise to midday in summer and can be hot, and they are sheltered from the N and W winds. Drainage is good, so the crags dry quickly. Since the mid 2000's few climbers have visited the crag, and as there are no longer any goats, the original access track has disappeared under the gorse. There are numerous undeveloped crags / bluffs in this valley a lot of which have excellent rock.

No1 and No2 Walls are the nearest (most northerly) and there are only a couple of routes on them currently. *Fawlty Towers* is the next climbing when moving south along the escarpment. *Fawlty Towers* first appeared in *Canterbury Rock* guidebook published in 1994 by *Tim Wethey* and *Peter Taw*.

Dawn Wall is the most southerly and most extensive climbing area in the valley with around 55 routes up to 30m in height. The crag is significant but has only ever been included in one guidebook the 2004 edition of *South Island Rock* by *Lindsay Main* and *Tim Wethey*. The climbs here are predominantly sport, but some do have mixed protection and not all climbs are equipped with anchor stations.

History. *Fawlty Towers* was the first cliff to be explored, back in the 70s by *Murray Judge* and *Hugh Logan* who climbed *Ivory Corner* and *Bomb Bay Chimney*, fast forward to the 80's when *Tim Wethey*, *Callum Hudson* and *Nigel Perry* climbed numerous climbs including *Fifty Guillotines*, *Scorpion*, *The Snarl* and *Swift* amongst others. In 1999 *Tony Burnell* climbed *Face Off*, then between 2000 and 2004 *Lindsay Main* and *Joe Arts* cleaned up the rest of the crag. Since 1994 *Fawlty Towers* has not appeared any guides to the *Banks Peninsula*.

The first visit to *Dawn Wall* (originally called *Purau Valley Wall*) was around 1990 when *Athol Whimp* climbed the route *Ancient Gallery*. In one of those coincidences two separate ascents were claimed of the same route within a week. *Ancient Gallery* being the name given to it by would be claimant *Jonathan Gandy* (*Canterbury Rock Additions* 1990). The significance of the number 118 painted at the bottom of *Animal House* is not known, but it has been there for over 20 years. In 1999 *Marcus Thomas* and *Lindsay Main* decided that the time had come to start new routing and invested heavily in a large supply of bolts. The development started on the left side of the cliff purely because their first visit was on an extremely hot day and the overhangs offered the only shade. The first three routes to be climbed were, *New Horizons*, *Solar Power* and *Heatstroke*.

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After climbing some great steep routes, *Golden Streak*, *Gold Power* and *Thirty-One Degrees*, at the *Animal House* *Marcus* and *Lindsay*, started to work their way steadily rightwards along the wall, intending to establish a spread of routes across the cliff. Two routes were added on *Groove Wall*, then four quality routes on *Gold Wall*. They then moved right on to *The Central Buttress* where *Aviation* and *Outer Space* were established after lengthy preparation sessions. *Marcus* and *Lindsay* continued their exploration. *Joe Arts* joined the team and filled in some gaps as well as climbing the first line on *Caboose Wall*, *The Plague*. After this several routes were climbed on *Caboose Wall*, all over 25 metres long. By July 1999, the team had expanded to include *Tony Burnell*, *Dave Shotwell*, and *Richard Kimberley*, the pace of development increased. *Dave* climbed *Any Questions?* on *Slab Wall*, *Richard* climbed *Eternal Optimism* on *Central Buttress* whilst *Tony* had free reign at the right side of the crag climbing routes such as *Quality Street*, *30 Minute Rockslide* and *Scorpion*. It is interesting to note that the whole crag was developed over a period of five months.

Climbing Notes *Climbing is Dangerous* - By choosing to climb these crags, you must accept responsibility for your own personal safety, you must make your own decision regarding the condition of any fixed equipment. Neither the first ascensionists nor, the author accept any responsibility for the condition of any fixed equipment. At this crag trad climbing skills and the ability to construct and equalise your anchors is essential. Respect the existing climbs, do not add bolts, when doing new climbs make sure you know where the existing lines are before getting your drill out.

The route identifier at the bottom of each climb shown on the topos is normally that of the earliest recorded route. 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 climbs are all short therefore route lengths are not shown. Climb with care, test all holds before you pull on them, check your placements and wear a helmet. It is a good idea to take a brush and clean the routes, it will be appreciated by the next visitor to the crag. Routes are described left to right from the point at which you arrive at the crag.

Tracks are marked in

Sport routes are marked in

Variations are marked in

Trad or mixed protection climbs are marked in

Seismically Damaged climbs are marked in

YELLOW

RED

PINK

GREEN

WHITE

The following Abbreviations / Definitions have been used

Sp - Denotes Sport Route.

Tr - Denotes Trad Route.

Mp - Mixed Protection Route (bolts and trad).

R and L - Denote R and L.

DBA – Denotes anchor station or lower off.

#Br - Denotes the number of bolt or chain links

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 and are normally accepted as just the technical difficulty of a particular climb, it can be tricky to use these grading systems 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

The grades given here assume that the climber is climbing on-sight and placing gear on lead.

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 and 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 and a fall could result in serious injury.

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

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Access and Restrictions

Permission is required to access this crag.

For permission to climb contact Zac Kyle Tel; 027 604 1485 and you must request permission by text.

This is a working farm and the crag is closed for lambing in September and October

Dogs are not permitted.

For driving directions to the parking use the GPS coordinates below.

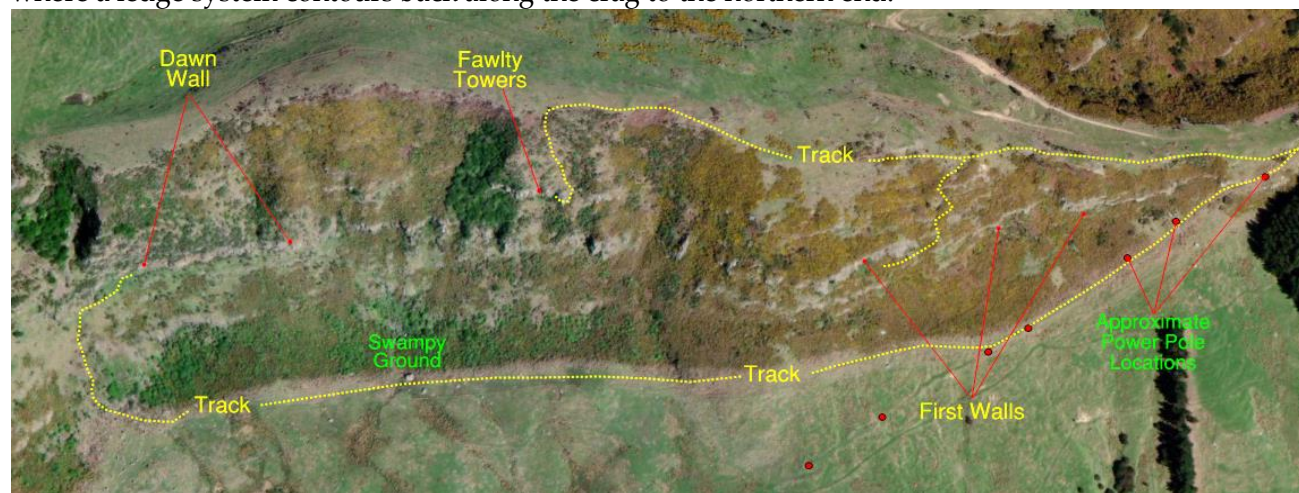
Location	GPS Coord	Distance	Walk Time
Parking	-43.63447, 172.737	-	-
First Walls	-43.6521292027, 172.7392776	2000m	45 mins
Fawlty Towers	-43.65492, 172.73835	2500m	60 mins
Dawn Wall	-43.65802905, 172.739385	2700m	60 mins

For driving directions to the parking area use the GPS coordinates for the parking area, there is limited parking so please be considerate do not block roads, access points or gates.

To get to the crags from the parking take the track up the east side of the hedgerow passing some farm buildings and pens, go through two gates and head diagonally across the next paddock to a corner gate then back in the opposite direction around the batch to pick up a fence line on the edge of a plantation, continue up hill to the power lines and a couple more gates.



For *Dawn Wall* follow an old 4WD track contouring downhill, to join a rough track along a fence line until it levels out, go past a couple of boulders in marshy ground and you should see a small black bluff 50m to your right, now look for a way through the gorse that will lead you to the left end of main crag at *Dawn Wall*. Depending on exactly where you cut uphill you will arrive at either *Slab Wall* or *The Animal House*, where a ledge system contours back along the crag to the northern end.



For the *First Walls* continue past the power lines up the ridge line alongside a fence. When you reach the first level ground there is an open gully with gorse and broom which descends between to potential climbing areas. There is a small bluff two thirds of the way down to be negotiated. When you get down

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to the main escarpment head south to the three recorded climbs.

For *Fawlty Towers* continue up the ridge following the fence line almost to the highest when you come to a steel gate keep a lookout down into the valley for an open gully with least vegetation. Work your way down-hill until the broadleaf trees on top of crag can be seen on your right, then descend and go around the northern end of the crag.

The First Walls There are several walls at the northern end of the escarpment which are visible from the track by the lower fence, the first is a slabby wall with potential for a few lines, further along the crag is steeper, currently there are three bolted lines here. For comparison the two escarpments on the left are bigger than Britten Crag and have better rock. Routes are described left to right.



SR Simons Rib 17 S1 Sp 5Br

Simon Courtois, 2018

Climb the rib and the slabbier looking wall on the L.

HoP Horn of Plenty 21 S1 Sp 4Br

Tony Burnell, 2018

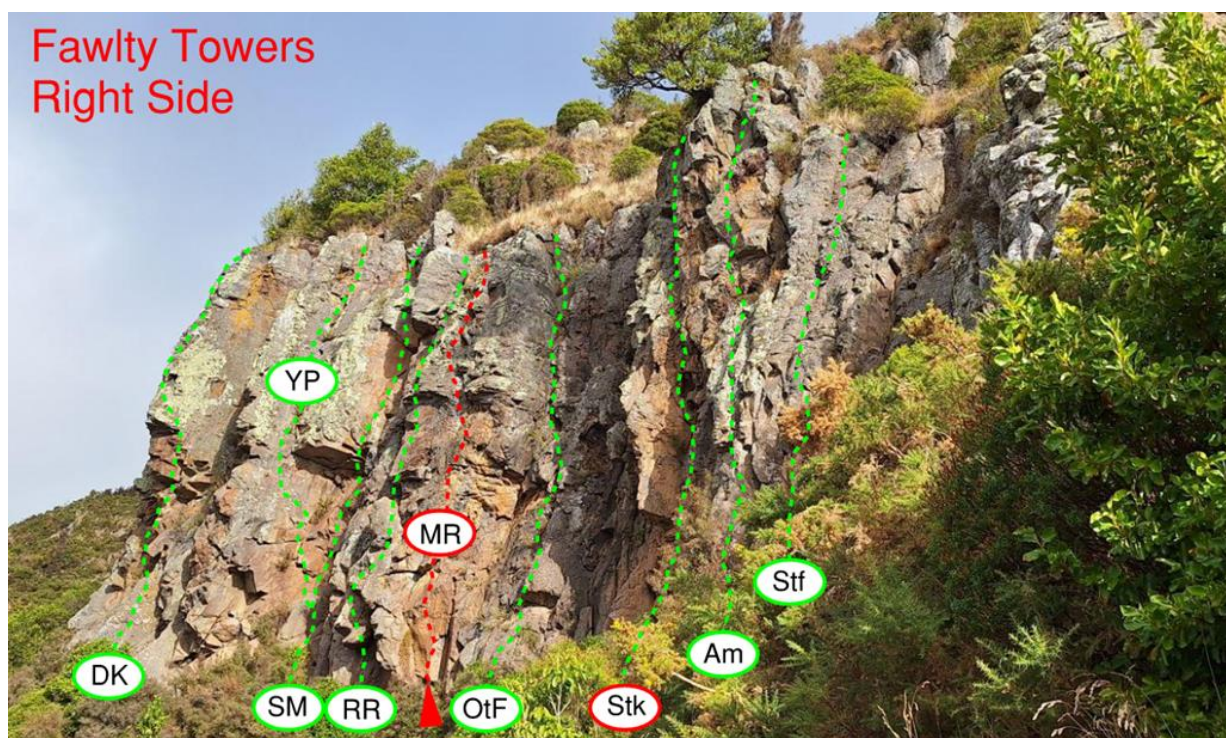
Start at the back of the open corner, use the horn and the block to stand up follow the corner closely to the top.

TD Tricky Dickie 24 S1 Sp 5Br

Tony Burnell, 2018

Start just R of 'HP', tricky moves up the short corner before using under-clings to get to the groove and up to a ledge, from the ledge hard pull through a slot on to the arete, finish more easily to DBA. *On the first ascent I sat on the rope after falling off at the arete.*

Fawlty Towers This is the bright orange wall with numerous grooves and cracks, *Fawlty Towers* is approximately 100m north of Dawn Wall and slightly higher up the hillside. There are a couple of broadleaf trees on top of the crag. Access the crag from the ridge line by descending an open gully with less gorse than the others. There are over 20 climbs here although only a few on the right side of the crag are shown on the topo, from left to right the climbs are as follows.



5G Fifty Guillotines 17 S2 Tr 0Br Tim Wetthey, 1986

Not Shown on Topo. The wide chimney with a square roof. Climb the chimney, starting on the R side in the crack, bridge past the roof. Finish up the steep crack above. Two ropes are handy to reduce friction, and in case of damage on the numerous sharp edges.+ At the top move R and abseil from the tree above 'Sc'

FO Face Off 23 S1 Sp 5Br Tony Burnell, 1999

Not Shown on Topo. Climbs the centre of the wall between '5G' and 'Sc'. Climb the almost useless crack splitting the centre of the wall easier from the third bolt upwards.

Sc Scorpion 18 S2 Tr 0Br Tim Wetthey, 1986

Not Shown on Topo. A L-facing corner, a nice bridging route on good rock, with a little nip in its tail

TS The Snarl 16 S3 Tr 0Br Callum Hudson, 1986

Not Shown on Topo. A steep L-facing corner, lower down to the R of 'Sc'. Start L to avoid the nettle, climb the corner and bulge and the crack above to a R-facing corner. Go over a protruding block to the top and bush bash to a tree approx. 5m R.

PP Possum Patrol 15 S2 Tr 0Br Lindsay Main, 2004

Not Shown on Topo. Another the L-facing corner. Step R around the roof with great holds, climb the crack past bushes (tie one off with a sling), go around another roof, moving R and back L to finish. Belay at tree.

DED Dead Eye Dick 17 S2 Tr 0Br Lindsay Main, 2003

Not Shown on Topo. Start up a crack on the L of a narrow face, follow it through a small bulge. At the overhang go L and gain a ledge. Finish out R up a short face, and then over a block to anchor on the R.

BBC Bomb Bay Chimney 16 S2 Tr 0Br Hugh Logan, 1976

Not Shown on Topo. The prominent wide chimney on the prow of the cliff, with a large roof at the top. Climb straight up the crack to the chimney and bridge around the overhang.

Pg Pugwash 19 S2 Mp 0Br Joe Arts, 2008

Not Shown on Topo. Climb halfway up the chimney, at Br1 swing out and cross the wall to a point below Br2 using side-holds continue up.

DK Dead Kipper 19 S2 Mp 4Br Joe Arts, 2008

Start up a crack just L of a rib, move R past a bush onto the rib then up a crack through a bulge and over an overhang, continue up the wall past Br1, before moving L to the arête past Br2, finish up the arête.

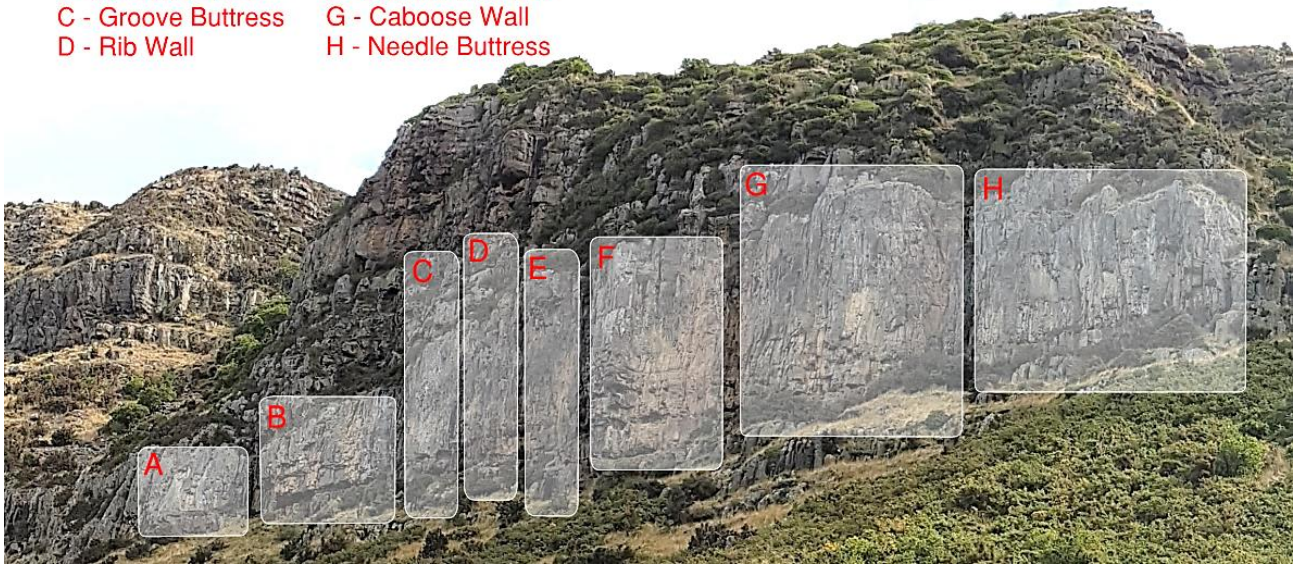
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- IC Ivory Corner** 14 S2 Tr 0Br Murray Judge, 1976
Not Shown on Topo. The major V-corner, start by swinging on to the rib on the R, then bridge back to the corner and climb through a bulge to good climbing in the corner. Abseil from the tree above.
- Sw Swift** 17 S2 Mp 1Br Nigel Perry, 1986
Not Shown on Topo. Start on the R side of a prominent rib and climb to a shallow chimney and cracks. When the cracks thin down at 2/3 height, move R from a bush to gain the arête. Up delicately on good holds with a Br to the R.
- YP Yellow Peril** 19 S2 Tr 0Br Tim Wetthey, 1986
Climb a R-angled corner to a big flake below the large roof. Go up the corner past the flake and reach L to a large hold, go across the wall to the top corner. Easier climbing to finish.
- SM Strip Mining** 20 S2 Tr 0Br Lindsay Main, 2000
Start a metre R of Yellow Peril and bridge up over a bulging block, then up the broken orange corner to the roof. Move R and up the corner, then layback into the niche above the two smaller roofs. Use anchor on 'AD' ring.
- CU Cracked Up** 20 S2 Tr 0Br Lindsay Main, 2000
Not Shown on Topo. Start in a wide crack 2 m R. Follow the L-leaning crack over flakes and up to a bulge. Step R and cross the slab to finish up the 'AD' chimney and anchor at the ring.
- AD Ama Dablam** 17 S2 Tr 0Br Nigel Perry, 1986
Not Shown on Topo. Takes the thin crack (crux) on the L side of a low roof on a prow (start directly). Continue up the chimney and cracks with reasonable protection and good positions, DBA at the top.
- RR The Rats Resthome** 21 S2 Mp 2Br Joe Arts, 2008
Climbs directly through the big roof using the central crack. Above the roof move through a friable pocketed area with 2Br to finish up cracks, trend L to the top of 'AD'.
- MR Manuals Rat** 16 S2 Sp 5Br Joe Arts, 2000
The corner on the R side of the undercut buttress. Up the R-facing corner, then through the roof and continue to the top.
- OtF On the Face of it** 18 S2 Tr 0Br Lindsay Main, 2004
Starts on a small undercut rib beside a coprosma bush. Boulder up the rib and continue on the same line on easy-angled rock. Overcome an odd section of hollow rock L of a small cave, and place gear L by the corner to protect the crux moves over a small bulge. Move R slightly and gain the crack beside a hanging orange pillar. DBA on 'AD', 5 m to the L.
- FD Flying Dustman** 18 S2 Tr 0Br Joe Arts, 2004
Not Shown on Topo. Starts at the transition to orange rock and climb the V-corner to a sharp bulge (crux). Pull through on good holds with useful protection, climb the cracks above, moving R in a small corner at the top to DBA out R.
- Stk Stinka** 18 S2 Mp 3Br Joe Arts, 2000
Start in a L-facing corner and move L to a yellow wall. Climb past 2 Br's to a knobbly area below the roof; move L to the arête (Br and a high wire), go back R to the crack through to the top Exit L, R, or direct to the broadleaf tree. DBA above.
- Am Amnesia** 20 S2 Mp 3Br Lindsay Main, 2005
Climb the overhang to a Br, move L and clip Br2. Go up past these on the rib to the L, moving R to gain an overhung niche. Reach high to get over this and reach Br3, go over another overhang with trad gear. Finish up easy cracks to DBA.
- Stf Starfish** 16 S2 Mp 3Br Joe Arts, 2005
To the R of the prow, start up a sharp brown V-corner. Go up past 2Br's, through the bulge on good holds, then spaced cams in shallow cracks past Br3, then easy climbing to DBA.
- Spl Splash** 16 S2 Tr 1Br Joe Arts, 2005
Not Shown on Topo. Start as for 'St' but below Br1 move R past a bush, then over a large spike to a tricky exit on to the grass, which is the only hard move and not well protected.

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Dawn Wall Crags This is the main climbing area in Purau Valley, the climbing is split across multiple buttresses along the escarpment, 'Slab Wall' is the most northerly buttress. The main areas of the crag are connected via a fairly continuous catwalk. The crag is quite tall getting up to 30m in height and whilst most of the climbs are noted as 'Sport' they are not usually over bolted. Due to the angle the crag shots are taken from the buttresses are dramatically foreshortened. The climbs are described from left to right.

- | | |
|---------------------|----------------------|
| A - Slab Wall | E - Gold Wall |
| B - Animal House | F - Central Buttress |
| C - Groove Buttress | G - Caboose Wall |
| D - Rib Wall | H - Needle Buttress |



Slab Wall This is the first (most southerly) buttress, located left and slightly below the Animal House Sector there is scope for several climbs on this buttress.

Slab Wall



AQ Any Questions

21 S2 Sp 3Br

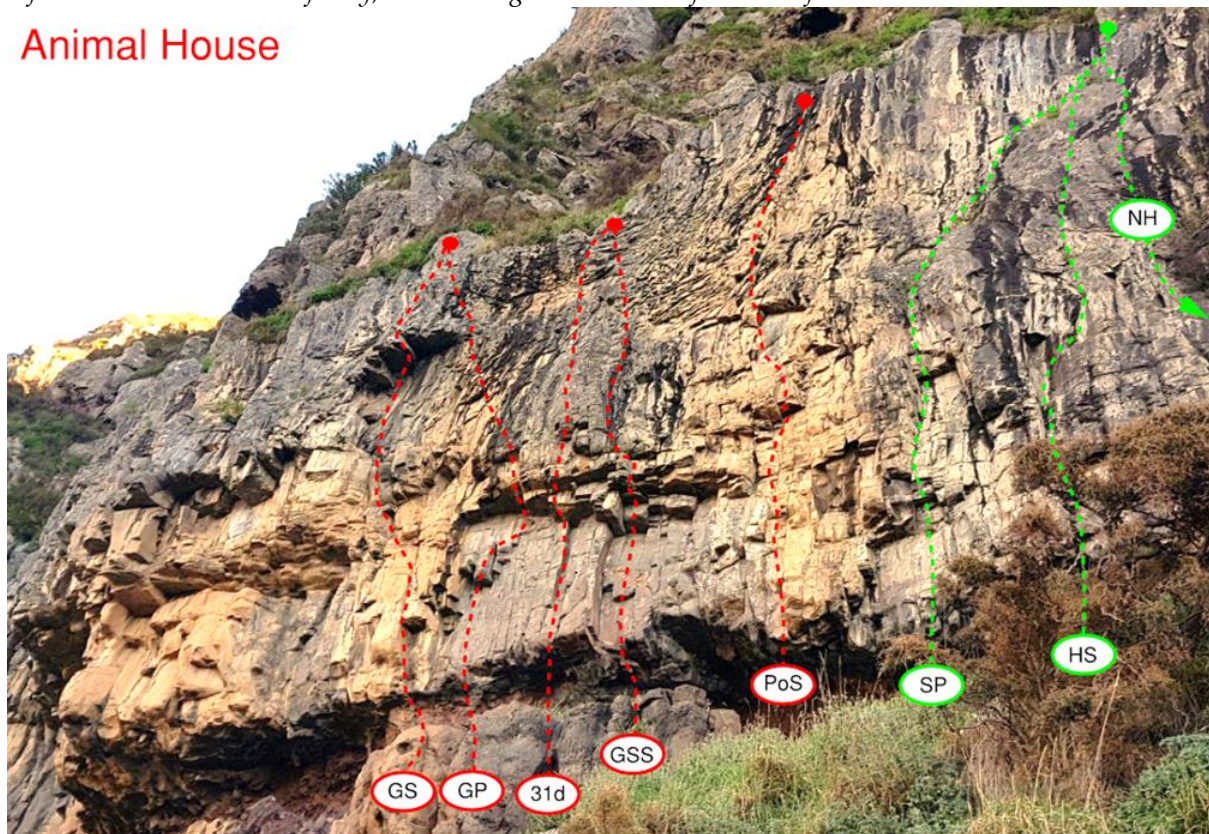
Dave Shotwell, 1999

Climb the slabby looking wall L of Animal House Sector, starting through the small bulge.

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The Animal House The second sector comprises a superb, steeply undercut orange wall. The orange rock is high quality and there is the scope for several hard test pieces at the left side of the roof. The grey rock at the right side of the wall can be a touch flakey, there are eight climbs with four sets of anchors.

Animal House



GS Golden Streak 22 S2 Sp 4Br *Lindsay Main, 1999*

Start on grey rock at the L end of the ledge and pull onto the rib with a protruding hold. Move L and pull through a bulge (hard clip) to the upper wall. Exit R of a large loose block.

GP Gold Power 23 S2 Mp 5Br *Marcus Thomas, 1999*

Hard start, then through the highest part of the roof on well-spaced holds. Use Br1 and Br4 of 'GS'. A large cam can be placed above Br1.

31d Thirty-One Degrees 21 S2 Sp 4Br *Marcus Thomas, 1999*

Start at the small rib, up the wall on positive holds and pull through the roof on jugs, clip Br4 on 'GSS'.

GSS Goat Shit Soup 22 S2 Sp 4Br *Marcus Thomas, 1999*

Start on flaky grey rock in a R-facing corner and balance on to the wall, then pull through the roof on small positive holds, and up the wall. Move L at Br4 to finish up the groove.

PoS Prisoners of the Sun 22 S2 Sp 4Br *Marcus Thomas, 1999*

Hard start to pull up R past Br1, then sustained climbing with balancy moves up the wall to a steep finish.

SP Solar Power 22 S2 Mp 3Br *Marcus Thomas, 1999*

Powerful moves through the roof, then up the wall past 3Br, follow the ramp R to a common DBA.

HS Heat Stroke 21 S2 Mp 3Br *Lindsay Main, 1999*

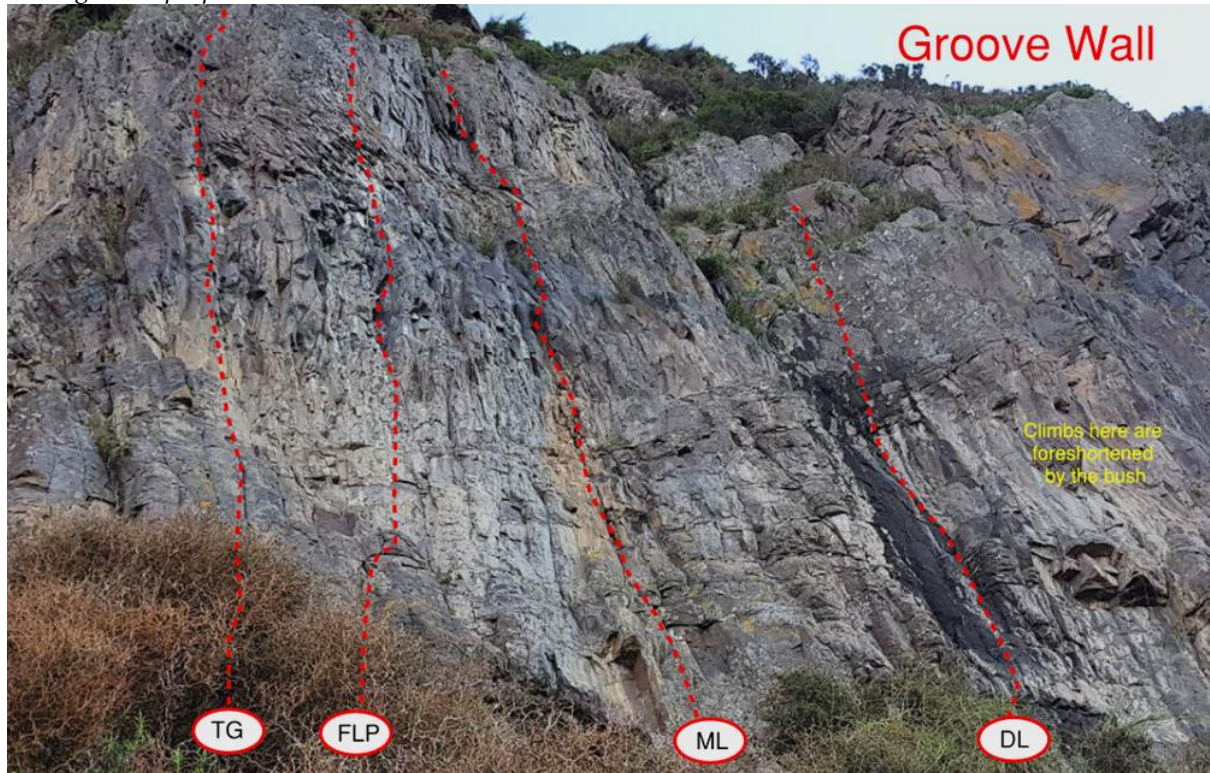
Hard pulling on big holds over the roof to a high Br; go R to a large hold, great moves to the upper slab past gear to a common DBA.

NH New Horizons 19 S3 Tr 0Br *Lindsay Main, 1999*

Start in the corner at the R end of the wall and pull round leftward to a crack (awkward); follow this to the top. Step L to common DBA.

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Groove Wall The next wall past the steep gully, this is a narrow wall with a small, vegetated ledge 3m above the ground proper.



TG The Groove 19 S3 Sp 4Br Lindsay Main, 1999

Clamber up to the vegetated ledge and climb the wall past 2Br's (beware a loose hold) to join a shallow groove line on the L. From the top of the groove move slightly R to a hidden Br before bridging up to good flat holds.

FLP Feeling Lucky Punk 23 S2 Mp 5Br Marcus Thomas, 1999

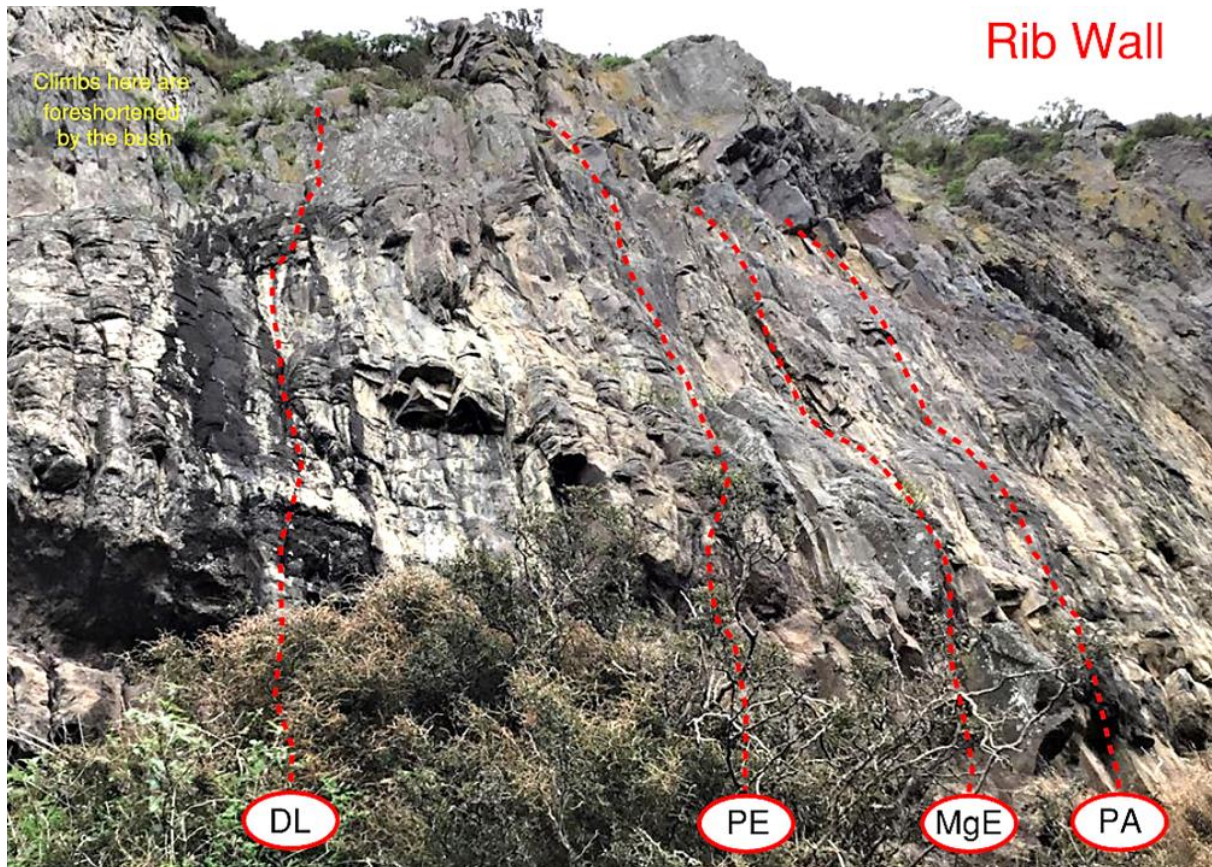
Start as for 'TG' but move R from Br1 following a steep line through a bulge, with very thin climbing on the upper headwall.

ML Mc Liable 17 S2 Sp 5Br Joe Arts, 1999

The groove that has a small collapsed corner and some tan coloured rock above one of the easiest climbs on the crag, well protected. There are anchor chains about six m below the top of the cliff.

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Rib Wall The next climbs start just right of the prominent water worn black streak at the right side of low shallow cave.



DL Doolittle 20 S2 Sp 4Br

Marcus Thomas, 1999

At the R side of a shallow black cave and streak, follow the groove through a bulge with Br's, eventually you head out R at Br4, runout to the scrubby ledge with DBA out R.

PE Path to Enlightenment 20 S2 Sp 4Br

Lindsay Main, 1999

Start up the groove with a thin rib at the R and bridge to good holds, then small holds on the bulge to reach great jugs above. From the ledge at Br3 move R and up a little, then back L to Br4 and run it out on easy ground to DBA slightly to the L above the scrubby ledge.

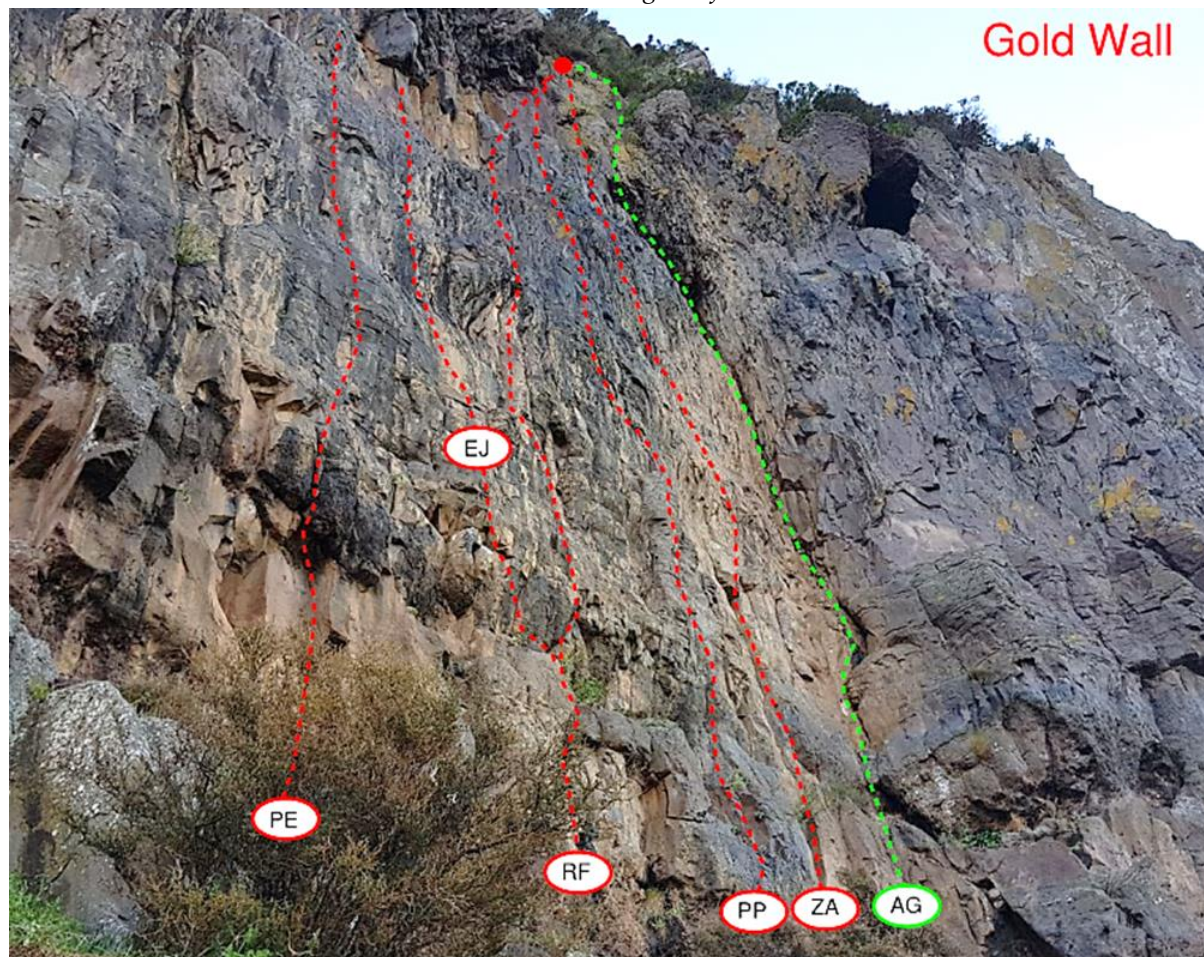
MgE Mc Genetically Engineered 20 S2 Mp 6Br

Joe Arts, 1999

Start on the L of the very prominent ear-like rib on the R of the wall and pull on to the ledge. Place medium to large cams in flared cracks and continue up to the crux at Br4, straight up to the Br then go R to DBA. The first and last pieces are chain links.

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Gold Wall The routes on this wall are about 20m long and finish at abseil stations about 8m below the top.



PA Premature Ageing 22 S2 Sp 5Br *Lindsay Main, 1999*

About 2m R of the protruding rib. Start in a clean-cut corner with a flake hold to the L, bridge to the bulge, undercling on the knobbly rock, use a movable but secure hold in a crack for the L hand to move up the bulge past the Br2. Balance up to Br3 bridging past to easier climbing. DBA 10m below the top.

EJ Experimental Jetset 21 S2 Sp 3Br *Marcus Thomas, 1999*

Start two m R go up to the ledge, then climb through the bulge about a metre L of Br2. At Br3 a long reach rightward gives a good hold, followed by bridging through the next bulge and then easier climbing to DBA.

RF Radical Fingers 21 S2 Sp 7Br *Marcus Thomas, 1999*

Climb the previous route to the ledge and clip Br2. Move R about two m and clip Br3, then unclip the previous one. Directly up to a bulge, then easier to DBA.

PP Pillar Pillage 21 S2 Sp 5Br *Lindsay Main, 1999*

Takes a small pillar in the middle of the wall above a tussock. Climb easy unprotected ground (easier to the R) past ledges to a high Br1 and move up to the base of the pillar with a large flat hold on the L. Use edges and holds on both sides to climb the pillar directly. Then a good edge on the L deals with the final steepness on the rib at the top.

ZA Zen Arcade 22 S2 Sp 4Br *Marcus Thomas, 1999*

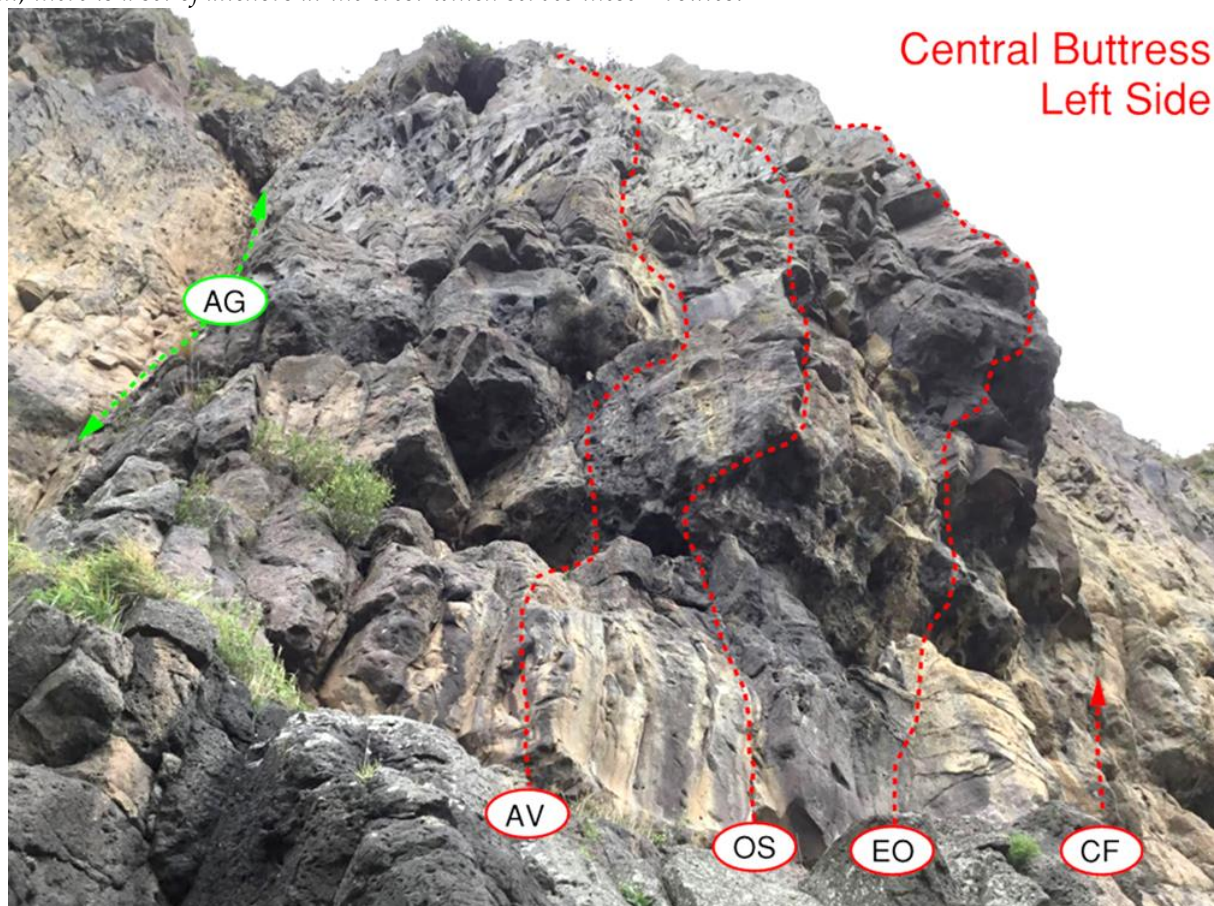
A direct route up the slightly bulgy orange wall. Starts in a groove with a low Br to the ledge, then up the wall on small holds, moving slightly L at the top to DBA.

AG Ancient Gallery 16 S3 Tr 0Br *Athol Whimp/Johnathon Gandy, 1990*

Major corner with a wide crack and entirely natural protection. The only route done before wholesale development of the crag started in 1999. As the crack is quite wide, bigger gear is the most useful.

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Central Buttress The dominant feature of the crag is this large overhanging prow reaching a height of 30m; there is a set of anchors at the crest which serves these 4 routes.



AV Aviation 22 S2 Sp 10Br *Lindsay Main, 1999*

Takes a corner line a few metres L of the main buttress. Scramble to the ledge and clip Br1 then haul up the undercut corner (crux) and step R to a ledge, climb the L of two short corners above, then trending R to easier ground. Clip a Br on the route to the R with a sling and climb the groove past the Br to AS at the top of the buttress. Run out at the top, but it's quite easy if you step R on to the prow.

OS Outer Space 23 S2 Sp 10Br *Marcus Thomas, 1999*

An impressive line through the overhangs just L of the crest. Clip Br1 and jump for a big pocket; up over some crumbly stuff to the main roof. Pull up on good, spaced holds and pockets, moving L to the arete to gain the big ledge. Then up the bottomless corner and move R to a groove (watch for rope drag on the arete, long quickdraws help). Awkward moves lead to an easy slab, technical moves up the arete to DBA.

EO Eternal Optimism 25 S2 Sp 10Br *Richard Kimberley, 1999*

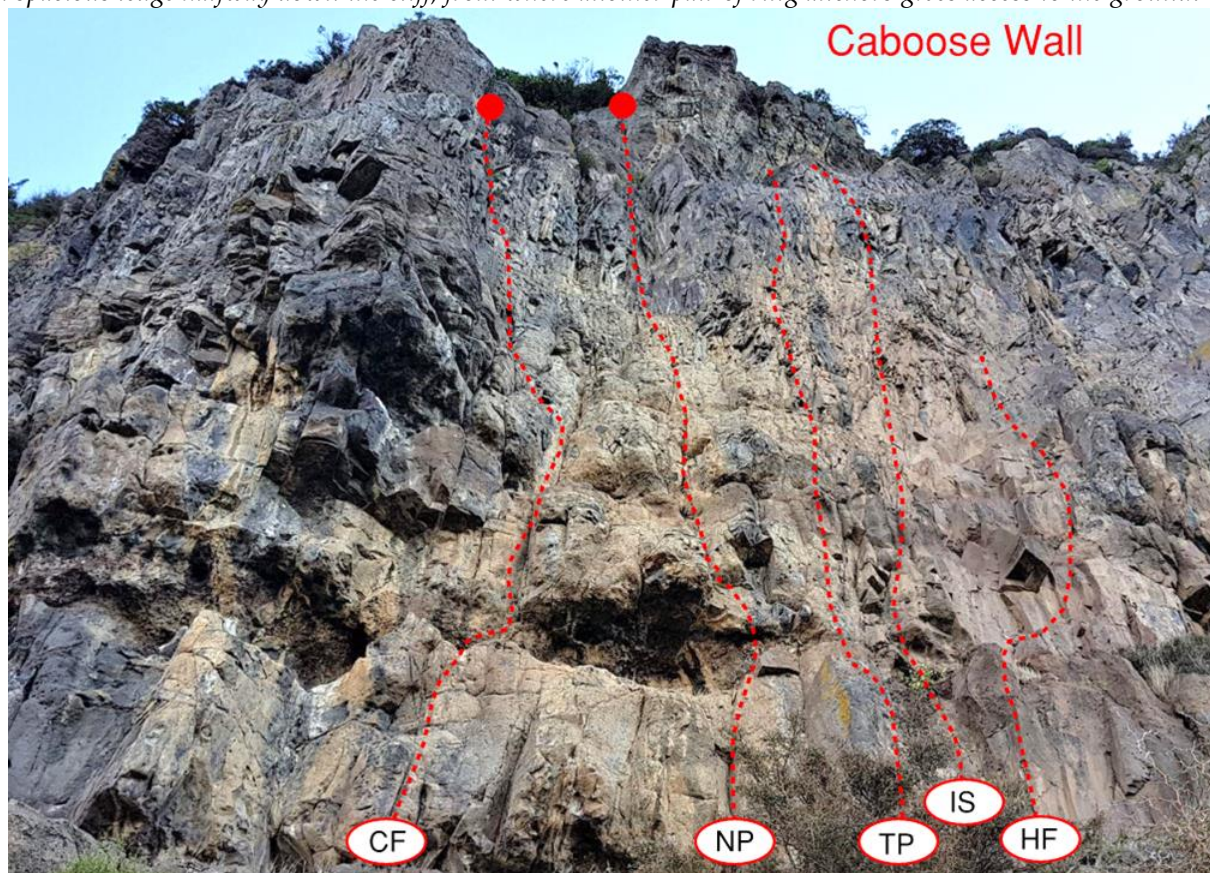
Direct line R up the prow of the main buttress.

CF Chronic Fatigue 22 S2 Sp 9Br *Lindsay Main, 1999*

Climb a scaly lower corner and move R past Br1 to a ledge, go up the overhanging L-facing corner to a rest. Continue up the wall, moving L past Br5 to black rock in the corner. Continue to the top (with a tricky move at the top) and cross the ledge leftward DBA.

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Caboose Wall The strongly featured wall right of Central Buttress with a cave feature around 3m off the ground, the climbs are about 28m long. Most finish at the large ledge running across just below the top of the cliff, which has been fitted with anchor bolts on the overhanging wall above. Anchor using the bolts nearest to the route. The descent route is on the right (north) side of the ledge where there is a pair of ring hangers. A 15m abseil gets you to a spacious ledge halfway down the cliff, from where another pair of ring anchors gives access to the ground.



NP Nine Pins 21 S2 Sp 9Br Lindsay Main, 1999

Technical start with a layback move to the ledge, then step R and pull through the overhang moving L. Continue up to the corner then up the smooth black section near the top. Step R on to the ledge and DBA.

TP The Plague 22 S2 Sp 5Br Joe Arts, 1999

Just R of a broad arete. Climb to the ledge and climb up a shallow groove L of Br1 to steep moves with small on a bulge at the Br4, followed by a rest above. Move L to another groove to finish, with chains just below the main ledge.

IS Itchy and Scratchy 22 S2 Sp 5Br Marcus Thomas, 1999

Starts just to the R of The Plague but moves R to another groove, finishing just L of the prominent arête.

HF Half a Flea 18 S2 Sp 4Br Joe Arts, 1999

Climb the groove with the crux move rightward a few metres up, and step R to finish at the halfway ledge after the Br5. This is the first pitch of what was to be a two-pitch climb, pitch two has not been climbed.

MS Motion Sickness 23 S2 Sp 5Br Joe Arts, 1999

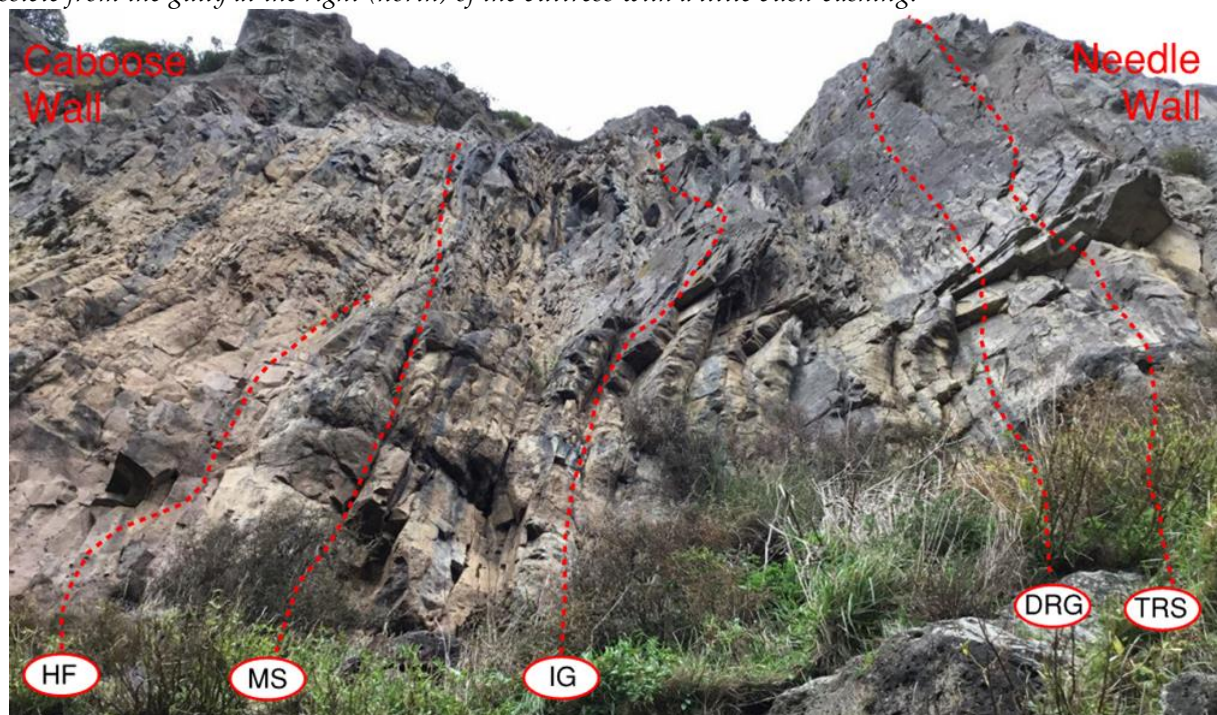
Start just R on move L from the wall below the rounded black roof to a steep rib. From the Br3 step R and climb the R-facing corner, then step on to the small wall and climb to the ledge.

IG Instant Gratification 22 S2 Sp 4Br Lindsay Main, 1999

Overhanging shallow groove with the crux moves past Br2 to a rest at Br3, then hand traverse L to the chimney. Tricky arm-bars to finish at the abseil ledge.

Banks Peninsula, Purau Valley Crags:2024

Needle Buttress At the righthand side of Caboose Wall, the greyer 30 metre buttress is distinguished by a detached pillar near the top, left of the prow. There are two sets of anchor rings. Access to the top of the crag is possible from the gully at the right (north) of the buttress with a little bush-bashing.



MS Motion Sickness 23 S2 Sp 5Br Joe Arts, 1999

Start just R on move L from the wall below the rounded black roof to a steep rib. From the Br3 step R and climb the R-facing corner, then step on to the small wall and climb to the ledge.

IG Instant Gratification 22 S2 Sp 4Br Lindsay Main, 1999

Overhanging shallow groove with the crux moves past Br2 to a rest at Br3, then hand traverse L to the chimney. Tricky arm-bars to finish at the abseil ledge.

DRG Death Rattle Gulch 21 S1 Sp 10Br Tony Burnell, 1999

A long line of bolts up the featureless wall at the L side of the *Needle Buttress*. Start up a steep groove, step L to rest at the small roof, and step R on to the headwall. Up the wall, deviating R slightly at Br2 above the roof, then back on to the line. Climb directly up the centre of the wall with an awkward move R at the top to gain the belay.

TRS Thirty Minute Rockslide 25 S2 Sp 7Br Tony Burnell, 1999

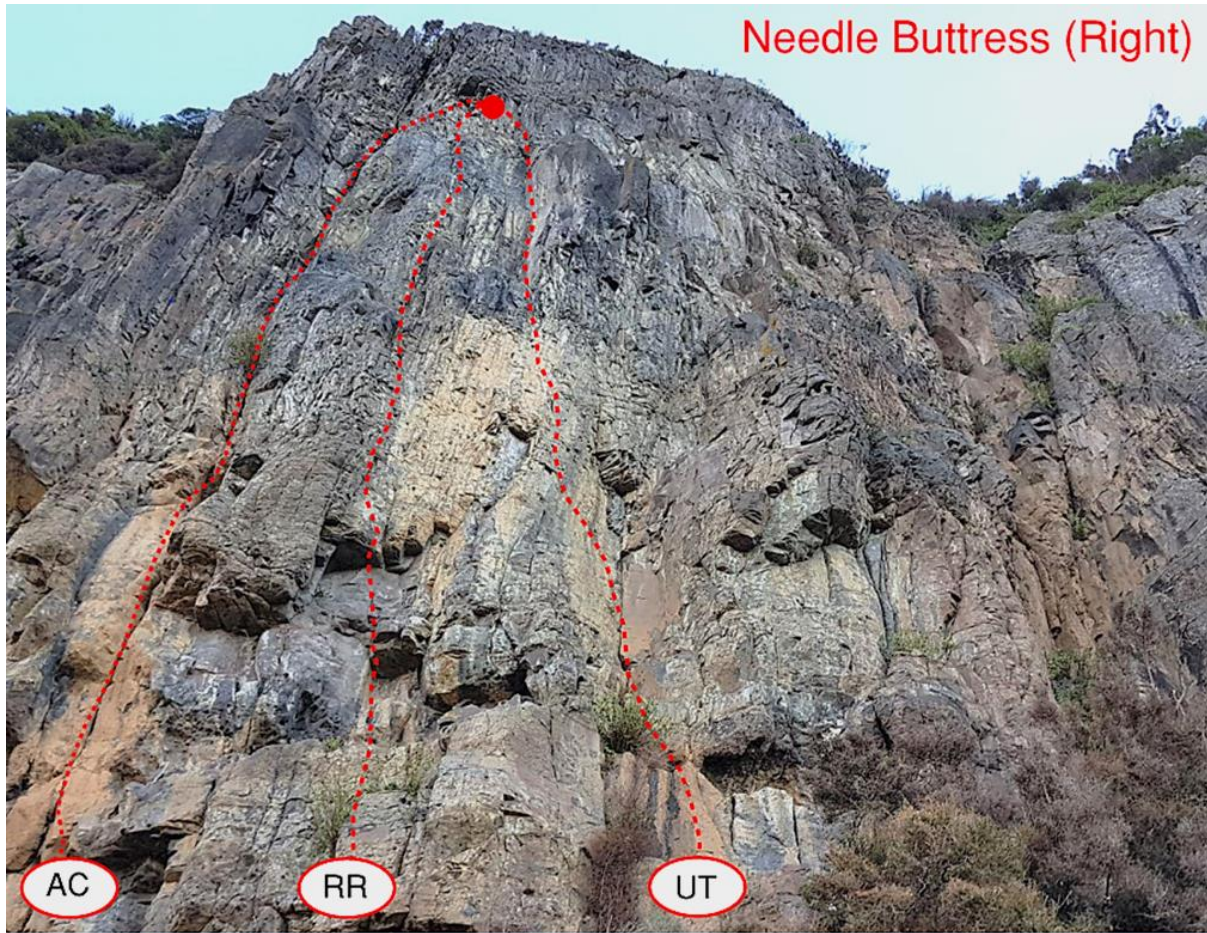
The 30mt high arete at the R hand side of the main face. Start up the wall just under and L of the arete. Move R on poor holds, past difficult clips and making hard moves until you reach good holds high up on the arete. Easier climbing up the groove / crack leads to a precarious standing position on top of detached pinnacle.

AC Astro Crab 22 S1 Sp 10Br Marcus Thomas, 1999

The crack and corner system, starting up the beautiful brown rock. Committing moves through a bulge and up the corner, moving R at the top.

RR Recycled Recreation 24 S1 Sp 6Br Tony Burnell, 1999

Climb to the ledge at 4m, from the ledge move up the R side of the roof, continue slightly R before going a fair way back L to gain a series of corners above. Climb the blank corners and the head wall above to a hanging belay.



UT Urban Trauma

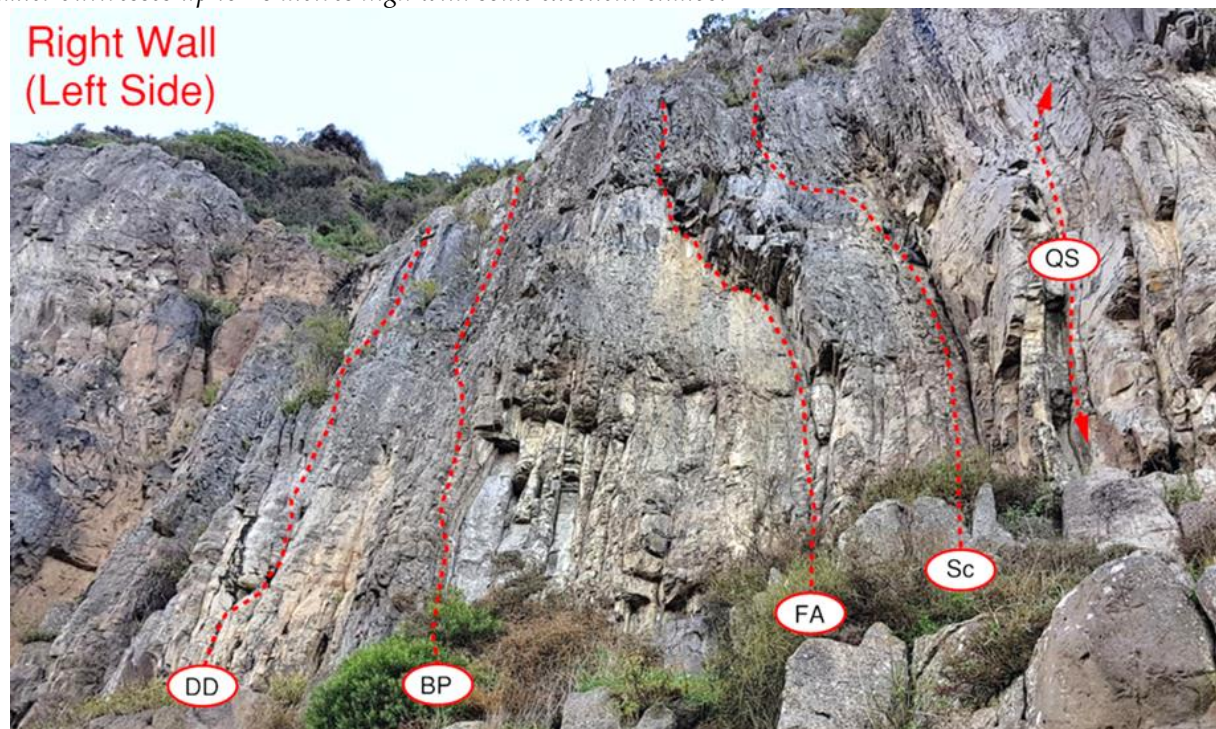
24 S1 Sp 6Br

Tony Burnell, 1999

Starts up the corner on the R of the wall. At Br2 go out L onto the wall and climb direct up the steep wall to a steeper series of corner grooves. Above the steep groove is a ledge move L and up to the belay of Recycled Recreation. Take care with rope drag when exiting to the belay.

Banks Peninsula, Purau Valley Crags:2024

Right Wall This is the next buttress across a gully to the North of Needle Buttress it comprises a series of smaller buttresses up to 20 metres high with some excellent climbs.

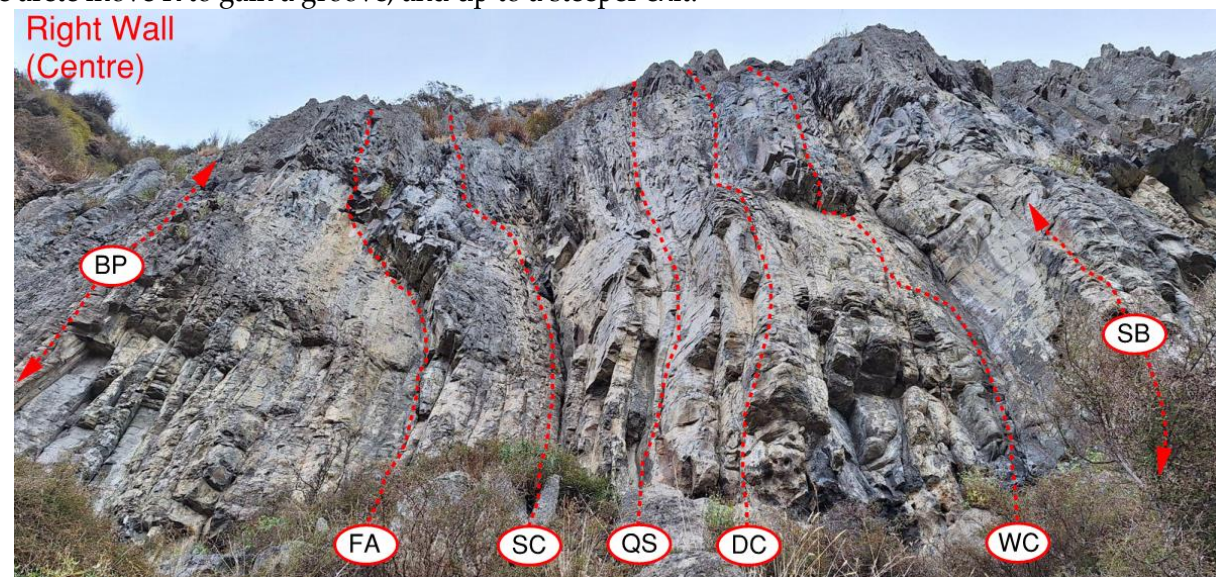


DD Down the Drain 23 S2 Sp 4Br Tony Burnell, 1999

Starts in a small R-facing corner, beside a brown arete, at the L side of the wall. Straight up the short steep water-worn wall, just above the Br3 and before you get into the easy angled, vegetated rock on the L make a committing move R, across and into the wide, shallow groove (crux). Finish up the easier corners.

BP The Bone People 21 S2 Sp 3Br Joe Arts, 1999

Starts just R of a prominent grey capped chimney, climb the L side and go L on to the brown arete. From the arete move R to gain a groove, and up to a steeper exit.



FA Fallen Arches 23 S2 Sp 7Br Tony Burnell, 1999

Follows the leftward trending arch, make the best of the holds on the arch and the wall on its L, where the arch peters out move directly up the head wall and finally over the top to a belay.

Banks Peninsula, Purau Valley Crags:2024

Sc Scorpion 22 S2 Sp 6Br *Tony Burnell, 1999*

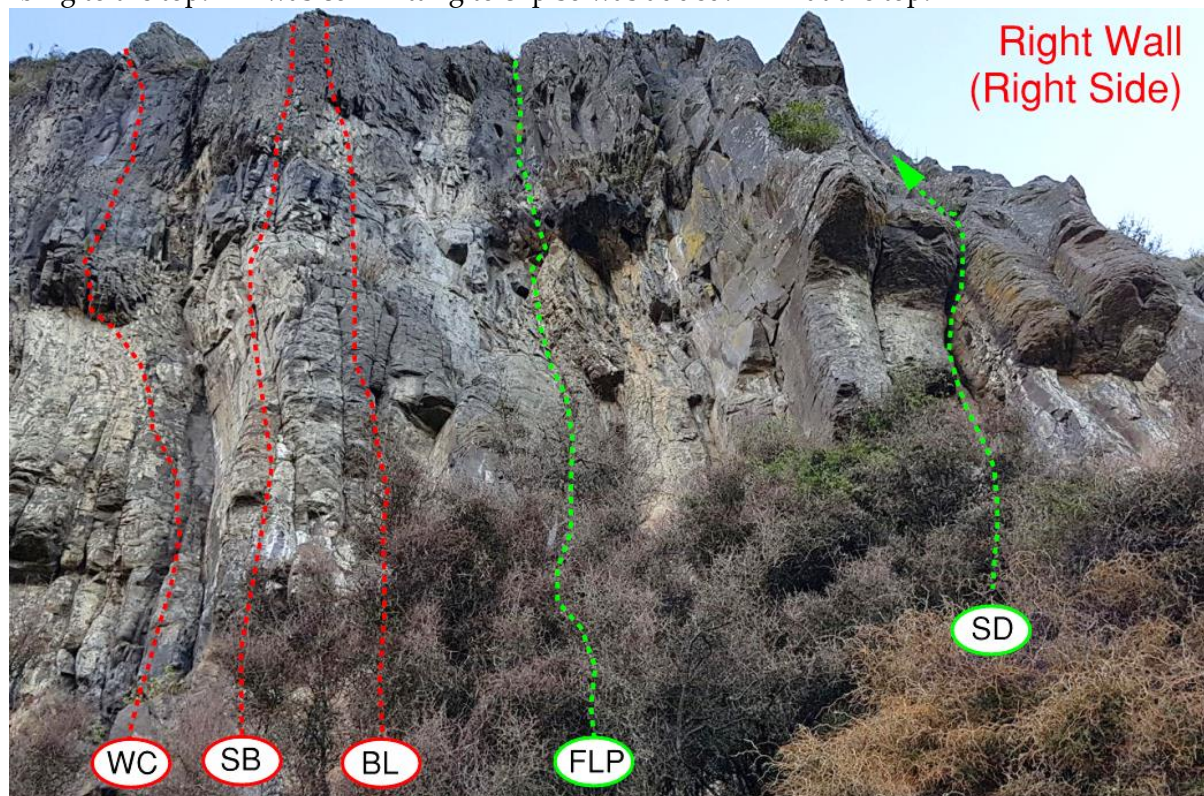
Starts up the easy corner. Climb the corner or more precisely the wall on its L until the roof bars your way. Tricky, the roof above can be climbed using some contorted bridging.

QS Quality Street 22 S2 Sp 7Br *Tony Burnell, 1999*

One of the best routes at the crag. Climbs a water worn slightly curving groove, at the top of the groove move up and L up a staircase. An awkward move up the steepening wall to good holds, steeper face climbing to the top and a move R to DBA. There is a DBA on the other side of the block.

DC Dawns Coming In 22 S2 Sp 7Br *Marcus Thomas, 1999*

Arete with a small groove in it. Climb the groove and mantle the ledge at half height. Continue with easier climbing to the top. Br2 was committing to clip so was added. DBA at the top.



WC Wall Street Crash 24 S2 Sp 9Br *Marcus Thomas, 1999*

Starting in the prominent corner, trend quickly left on to the wall, then thin moves straight up to the roof. Undercling slightly left to jugs, then big moves up the wall to a small ledge and rest. At the Br head left to join the top of 'DC'.

SB Southerly Bluster 22 S2 Sp 7Br *Tony Burnell, 1999*

Starts below a L facing corner (Marcus's Route), climb the initial wall and swing into the corner. Bridge off the apparently detached pinnacle and swing onto the arete. Climb straight up and get a no hands rest on the R. Move up to the L end of the roof on 'Blinkers' and from the downward pointing fangs move continue up and slightly L to a flat-topped hold, stand on this and continue more easily to the top.

Bli Blinkers 23 S2 Sp 8Br *Tony Burnell, 1999*

Climb the undercut L facing corner towards a pedestal on the R. Before reaching the pedestal a hold on the R wall enables you to swing out onto the steep black face, good holds after a couple of moves. Continue up slabbier walls and ledges until you reach some downward pointing flakes in a small roof / overlap. From the undercuts move up awkwardly and slightly R into a shallow open groove which leads to the top. At Br8 go L across the ledge to a DBA.

FLP A Friend in Low Places 18 S2 Mp 6Br *Joe Arts, 1999*

Start in a corner on L of a bush with a cam placement in a slot to protect the first moves. Move L past Br1 to and climb trending L following the weakness, go back R at Br5 bride up to cross the roof. No anchors.

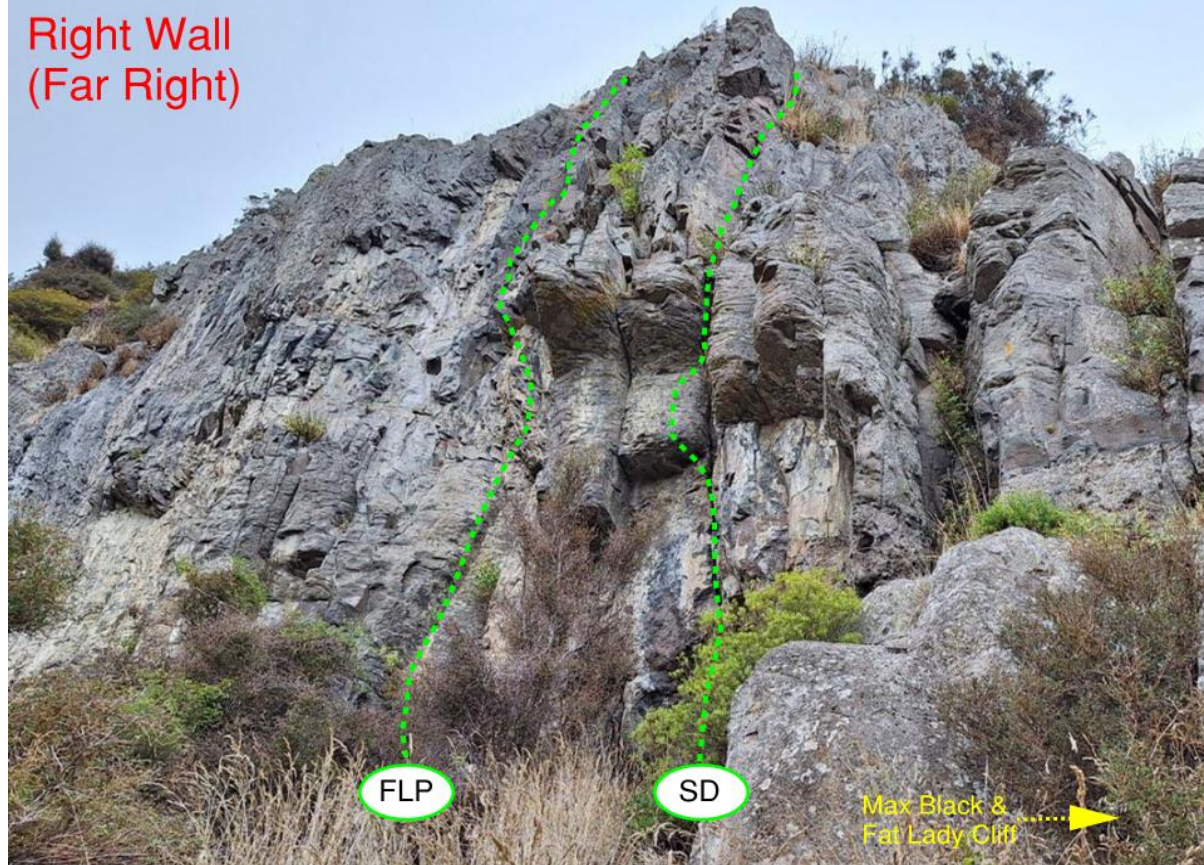
Banks Peninsula, Purau Valley Crags:2024

SD Sword of Damocles

19 S3 Mp 2Br

Joe Arts, 1999

The wider, R-hand of two cracks through the overhangs at the R edge of the cliff. Awkward through the first overhang to get established, then good bridging through to the easy top cracks. Belay wherever.



Max Black Wall The smaller black wall in the centre of a gully about 15 m right of 'SD'.



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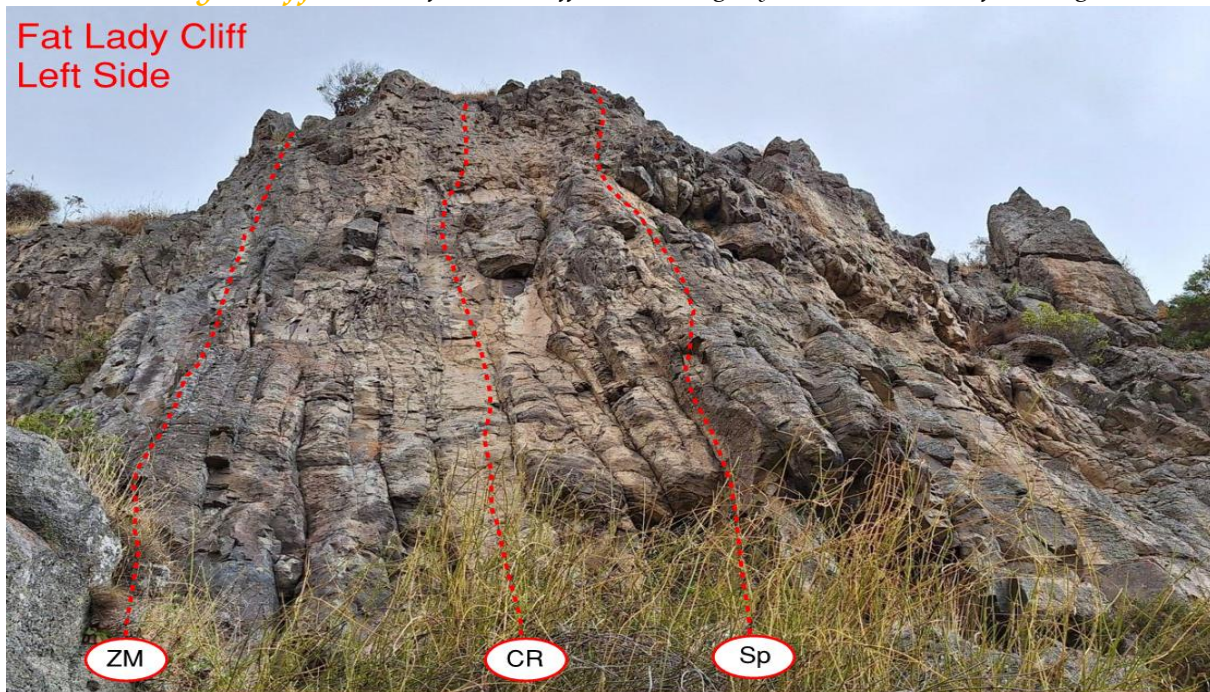
MB Max Black

21 S3 Sp 2Br

Marcus Thomas, 1999

No anchor. In the middle of the steep gully on a small black wall. Straight up the black wall on spaced holds past 2 Br's. Move slightly R after Br2 and belay from blocks and trees at the top.

The Fat Lady Cliff A series of smaller cliffs across the gully at the North end of the crag.



ZS ZM Sucks

20 S1 Sp 7Br

Joe Arts, 1999

No anchors. From the grassy ledge climb a 3mt corner to a second ledge, clip the Br and climb the arete from the L, go up to Br3 (somewhat hidden) then follow the Br's rightward to a steep and strenuous finish

CR Classic Rock

21 S1 Sp 7Br

Tony Burnell, 1999

Superb climbing up the steep tan coloured wall about two hundred yards along the ledge with a nice grassy base to relax on. Climbs straight up the wall without deviation or hesitation. Single bolt at top.

Banks Peninsula, Purau Valley Crag:2024

Sp Spartan

20 S2 Sp 4Br

Tony Burnell, 1999

Starts in a short corner just R of 'CR'. Awkward moves up the corner and R onto the wall proper and Br2. Climb straight up to Br3 (hidden) at the L end of the large roof, go straight up past the Br4 to a single Br.

Gl Gladiator

18 S2 Mp 3Br

Joe Arts, 1999

Two of the three bolts are on the adjacent route (FLS), there is no anchor. From the grassy ledge start up an easy corner to a small overhang and pull through past a bolt just R of the arete. Up past some small overlaps with cam protection to an alcove below the overhang, clip a bolt and finish directly clipping the last two bolts of FLS

FS The Fat Lady Sings

20 S2 Mp 3Br

Grant Piper, 1999

No anchors. Climb up past two grassy ledges to an indistinct rib with natural protection and easy climbing to Br1 on an arete. Then committing moves under the overhang to reach Br2 and hard pulling to surmount the overhang