

# LYTTLETON ROCK

Port Hills Climbing



Tony Burnell (2020)  
Rev. A



# LYTTELTON ROCK

## General

*Inclusion of any climbing area or climb in this guidebook does not mean that there is any right of public access.*

*The Port Hills Crags are home to rare species of geckos & native flora & fauna take care not to disturb wildlife or damage native plants.*

Lyttelton Rock is one of Christchurch's premier crags & one of the most accessible on the Port Hills. Located just South of the Summit Rd & east of the Christchurch gondola building its red walls can be seen overlooking the port of Lyttelton.

The crag has a mainly south / south westerly aspect, there is some shelter from northerly winds (NW round to NE), but the crag only gets sun through midsummer & then only at its western & eastern ends, however, if there is no wind you can climb here most of the year.

The climbs are up to 20mts high & the majority have anchor stations in place, there over 140 named climbs at Lyttelton Rock both trad & sport. There are also several boulder traverse lines (around Gone Bimbo) that work as warm ups.

Post earthquake most routes no longer top out.

The rock is solid & generally steep, with limited protection on some of the older climbs

## History

Free climbing started at Lyttelton in the early 1970's, prior to this some of the old aid lines had been climbed.

The free climbing era was ushered in by Ross Gooder climbing *Gooder's Line* (16) in 1971. Development was slow, presumably due to the steepness of the crag & the limited scope for protection & over the next decade only a few climbs were added; these included *The Ugliers*, *Sinking Ships*, *True Blue*, *Steppenwolf* & *Fantasia*. The latter, *Fantasia*, although reported as one of the better lines from the 70's has now been lost to the Rata, recently an attempt was made to resurrect the climb but DOC interceded.

The 1980's would have to have been Lyttelton's heyday for route development John Visser lead the charge by free climbing the aid line of *Scratching Julius* (21), other lines soon followed *Susie's Slab* (19), *Pumping Velvet* (23), *Feeding Time at The Zoo* (21), *Bombs Away* (21), *Suppressed Personalities* (20) & routes that are still test pieces today such as *Getting Rid of Mr Clean* (23), *The Active Ingredient* (22), *Rage Sur la Plage* (25), *Fillet of Arnold* (25), & *Victim of Ravishment* (23) courtesy of Merv English, Joe Arts, Lindsay Main, Ton Snelder & Dave Fearnley, there were others but you could say they had bit parts over this period. Once the Super Bowl was discovered in the early 90's the hard men departed but not before a swan song delivering *Gone Bimbo* (27), *Mysterious Swine Disease* (27) & *Creatures of Power* (28). Looking back through the guides Ton Snelder, more than any other, was the man to make his mark on the crag

Activity pretty much ceased through to the mid-90s. When Tony Burnell's arrival in 1996 saw a rebirth, with many new routes (*Red Wall*, *Cli Revisited*, *Spoonerism*, *Ground Effect*, *Buddies*, *Jug Jockey*, *Art For Art's Sake*, *Timberlands*, *Striking Distance*, *Salome Malone*), a few other people snuck in some new routes as well Kynan Bazley with *Rock Shock*, Lindsay Main with *Eight Million Years* & John Chambers with *Idol Boys*.

The earthquakes of 2011 put an end to climbing on the Port Hills but not for long & by 2011 things were coming back to normal. Around this time Grant Piper & friends started development on the "*Year Right Wall*" producing 8 lines. Little was done after this until 2016 when some people decided to over bolt the existing lines on Ataturk Wall, despite being written up & named I can find no new independent lines on the wall. A couple of test pieces were added for the troglodytes but they are only links & starts, although *Citizen 4* with the easy start makes for a great line. During the collection of the info for this guide *Red Herring* & *Red Dwarf* were added by Tony Burnell

## Climbing Notes

*By choosing to climb here you accept responsibility for your personal safety & must make your own decision regarding the condition of any fixed equipment. Neither the first ascentionists or the author accept any responsibility for the condition of any fixed equipment.*

As far as possible all known routes have been included in this guide. If you want to know where the route goes read the text as well as looking at the topos.

Sport routes are shown in **Red**

Trad or mixed pro routes are shown in **Green**

Variations are shown in **Blue or Yellow**

*Note:* Quite a few of the routes at Lyttelton Rock have only one, two or three bolts but are shown as sport climbs as there is no other protection, if you are not comfortable then set up top ropes.

### Abbreviations / Definitions

Br - Denotes a stainless bolt

S - Denotes Sport Route

Tr - Denotes Trad Route

Mp - Denotes Mixed Pro Route

So - Denotes soloed route unprotectable

R & L - Denote Right & Left

A solid circle at the top of route line indicates an anchor station

*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.*

## Access

Distance: 200 mts

Time: 5 minutes

GPS: -43.587616830000, 172.723724420000

Park on the Summit Rd below the gondola station & about 100 mts before the road closure signs, there is parking on both the South & North side of the road.

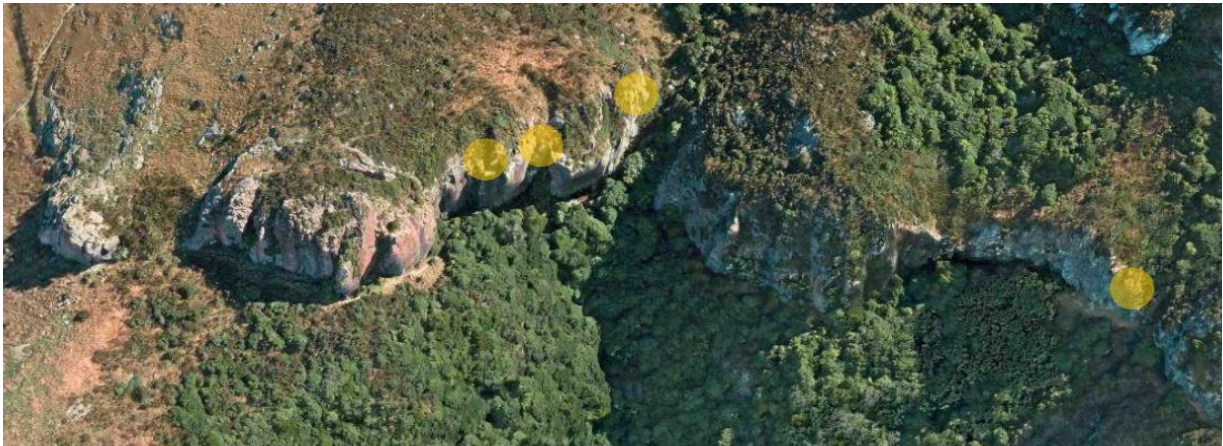
From the stile you can see the Pumping Velvet area to the South East & after crossing the stile a rising track leads directly here. For the main crag follow the track that heads around the corner & contours under the cliffs.





## Areas Of Seismic Damage

There are four minor areas of seismic damage that were cleaned up post the 2010/2011 earthquakes, the top of the crag was also cleared of blocks, this doesn't mean that there are no loose blocks on top.



## Area Overview

Lyttelton Rock is an extensive area & for ease of understanding, the crag has been split up into multiple sections, all routes are described from L to R, from the point at which you arrive at the crag.



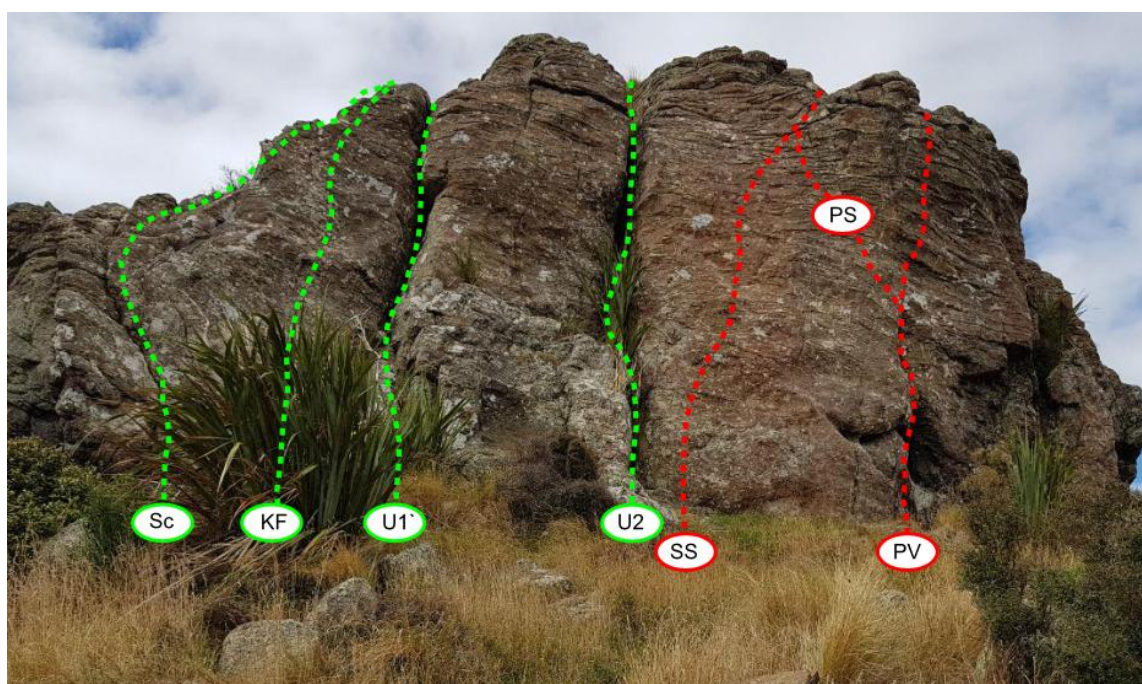


## Pumping Velvet Area (18 climbs)

The first section of crag on the approach path is Susies Slab, if you go to the L there are a couple of buttresses with a few short lines on them, these are graded around 14/15 & usually soloed.



These routes are on the Pumping Velvet /Suzie's Slab face, there are three anchor points on top of this buttress.



**Sc Scramble** 12 **So** 0

Up the vague crack L of the flax, then the scoop & arête above.

**KF Kissing The Frog** 20 **So** 0

A pretty much ungradeable mantleshelf problem followed by a tricky stand up, not for the faint hearted. *Alan Hill, 2000*

**U1' Ugly One** 13 **Tr** 0

The first ugly crack on the left-hand side of the buttress visible from the stile. *Stu Allan, 1972*

**U2 Ugly Two** 16 **Tr** 0

The second ugly off-width crack on the L of SS. *Stu Allan, 1972*



**SS Susie's Slab****19 Sp 1Br ★★**

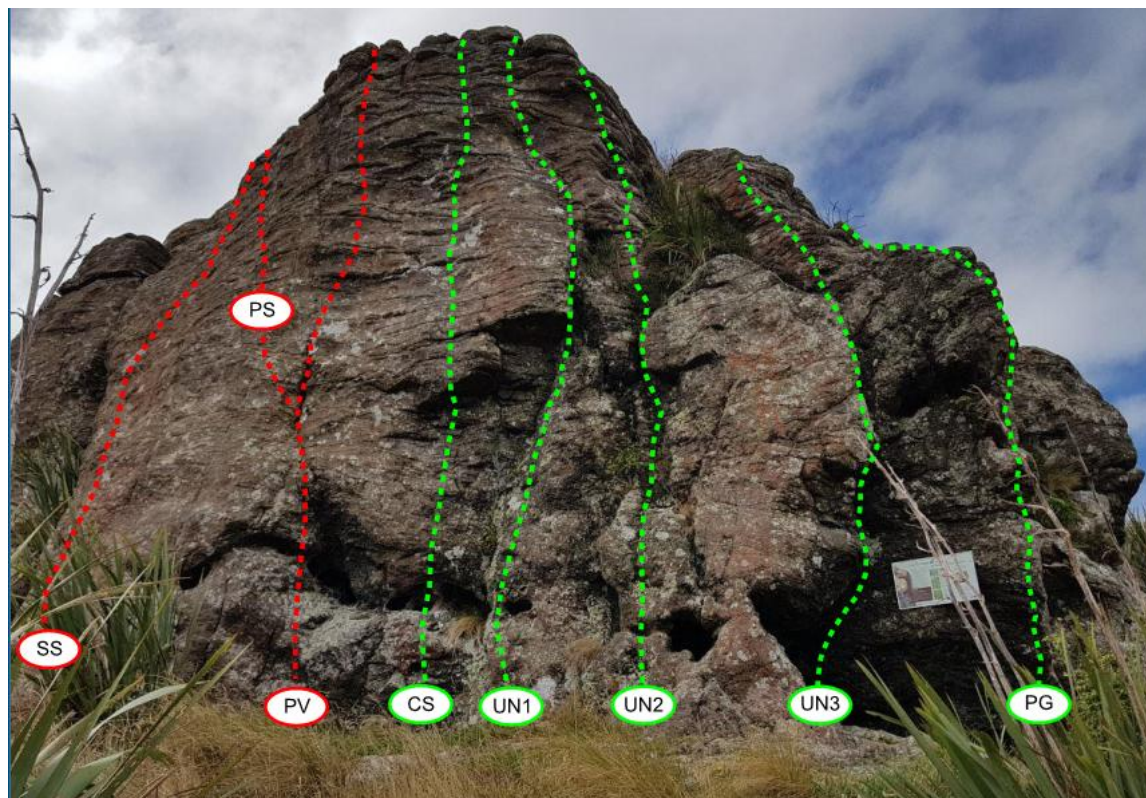
A Port Hills Classic, limited protection (1Br) fall could/would be quite serious. Start R of U2, saunter up the slab & mantleshelf before clipping the Br after the Br exit diagonally R to finish. *Merv English, 1983*

**PS Pumping Susie****23 Sp 1/2Br**

Steep face climbing, a linkup between the two climbs; move L from the first bolt of PV. Slightly easier if you go all the way to the Br on SS. *Marcus Thomas, 2003*

**PV Pumping Velvet****23 Sp 2Br ★★**

Another Port Hills Classic starting at the L side of a roof low down, head up the initial crack past a terrier to a Br on the R. Move slightly R using layaway reach a good hold, from here go straight up past Br2 to the top on improving holds. *Ton Snelder, 1984*

**CS Cheap Shoes Don't Kill****24 Tr 0**

The climb originally sported a bolt but was de-bolted by the Port Hills purists for infringing on PV. Climb out of the slot & up to the small roof, continue up without using the groove out R. *Tony Ward-Holmes, 1989*

**UN1 Unnamed One****18 Mp 1Br**

Climb the weakness on the R skirting the edge of the roof before heading straight up the scoop.

**UN2 Unnamed Two****15 So 0**

Climb the weakness on the R of the bushes in the groove, finish up the face above.

**UN3 Unnamed Three****16 So 0**

Climb the wall & arête to the L of the sign

**PG Pop Gun****19 Tr 0**

Climb the undercut arête just R of the sign, then the pink wall above. *Marcus Thomas, 1998*

## Hex Arete Area (12 Climbs)

This, scruffier area of the crag, comprises three buttresses split by two deep dank chimneys.

The first buttress is bounded on its R by "Neophyte" a black undercut crack / groove.

The second buttress has an alcove about 2.5mts above the ground & then a metre or so R is the chimney groove of "Skunk", venturing up here you will find a crack on the L wall "Yisturdie" & an unnamed groove on the R wall.

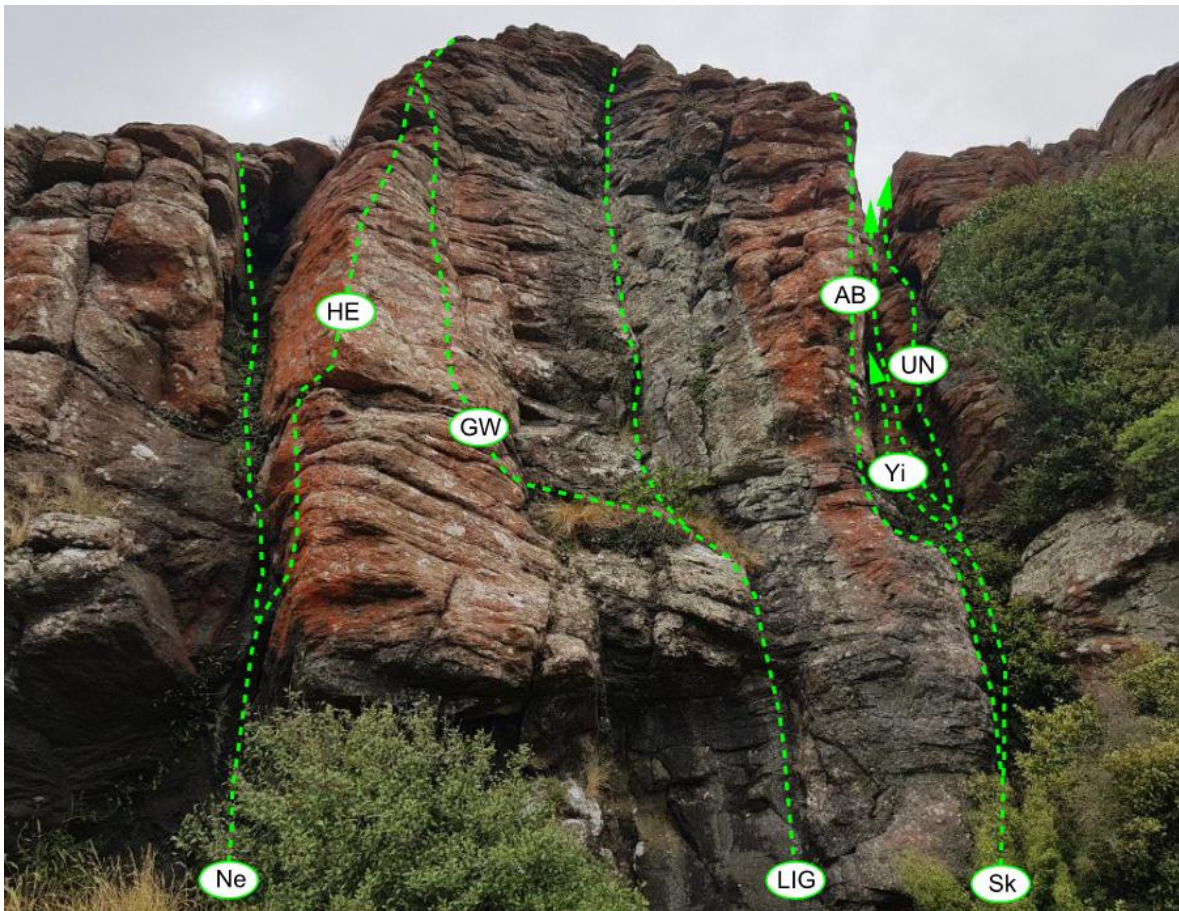
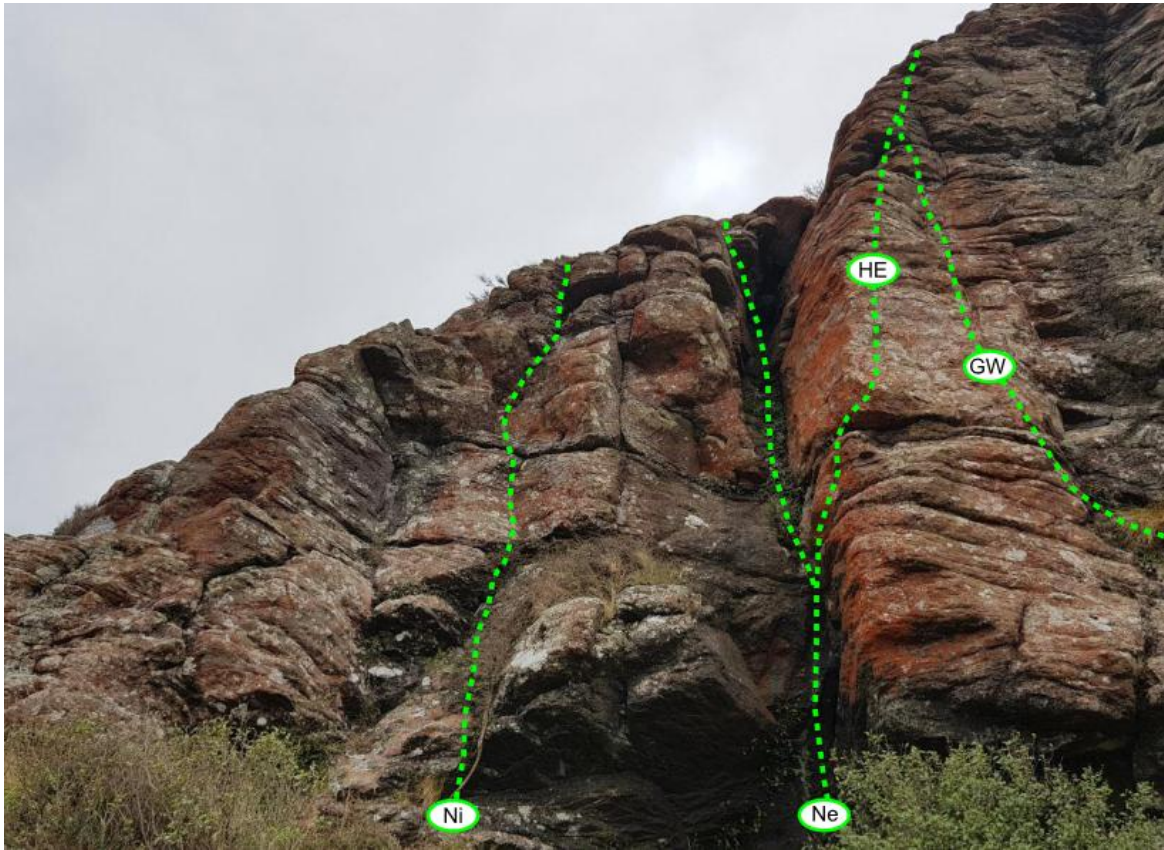
The third buttress has an obvious wide crack, this is "Sinking Ships".

There is a only single anchor set up on top of the first buttress.

**Ni Nihilist****16 Tr 0**

Climbs up onto the ledge, then follows the curving crack system. *Lindsay Main, 1985.*







**Ne Neophyte** 13 Tr 0  
The black cleft.

**HE Hex Arête** 19 Tr 0  
Start as for *Ne*, after placing a cam in the slots swing up & out R into the break, then onto the L side of the arête before stepping around to joining GW, bold. *John Chambers, 1996*

**GW Gone with the Wind** 18 Tr 0  
GW starts on the R side of the second buttress, climb up into the alcove as for *LIG* then head diagonally L & up the R side of the red arête. *Lindsay Main '83*

**LIG Let It Grow** 18 Tr 0  
At the rear of the alcove there are two crack lines, *LIG* takes the L corner crack line. *Lindsay Main 1983*

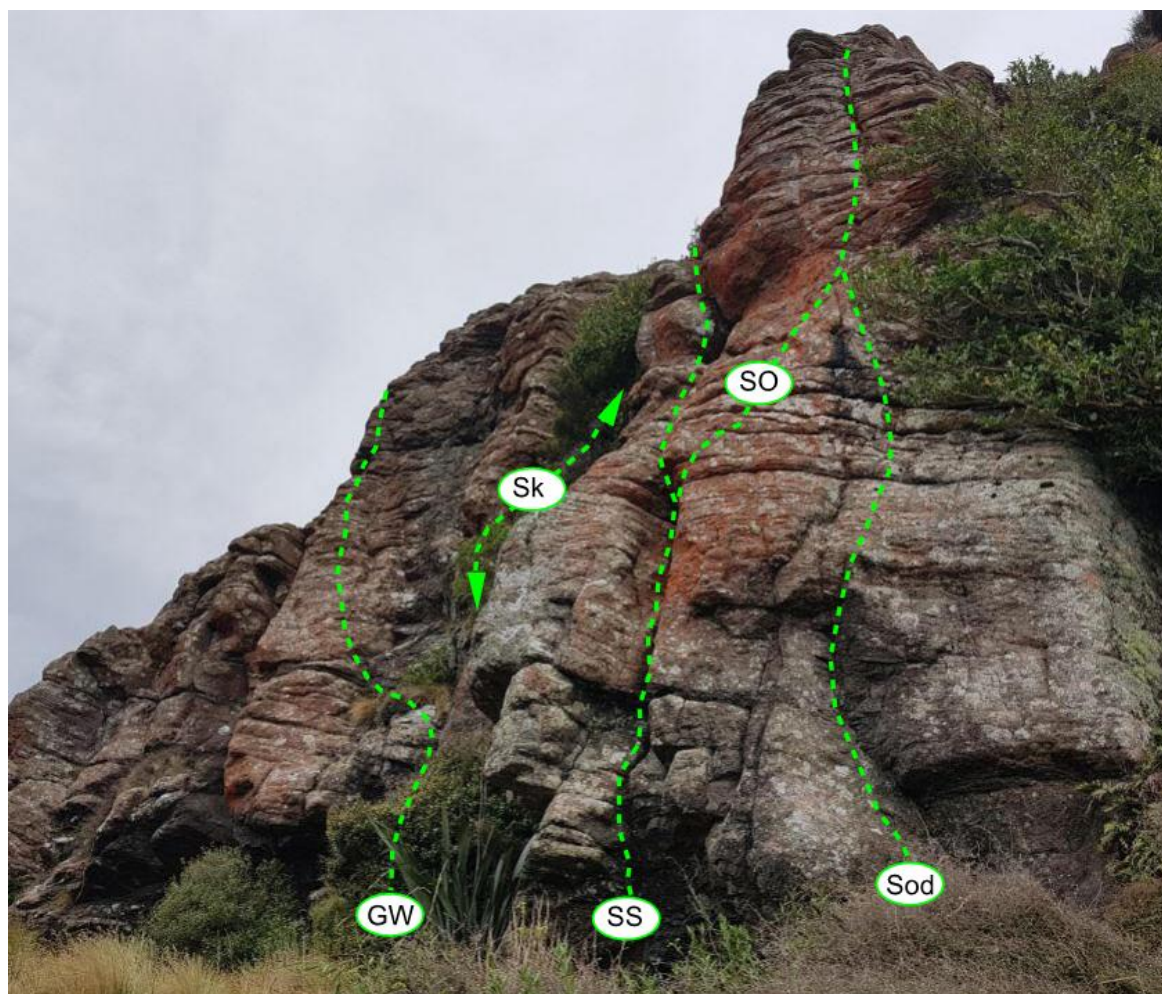
**AB Afghan Bandit** 20 Tr 0  
The arête R of *LIG*. start by climbing *Sk* to ledge at 3m, then step out L & go straight up arête. *Lindsay Main 1983*

**Y Yisturdie** 16 Tr 0  
A clean crack line on the L side wall of skunk gully, discovered whilst guidebook checking. *Ton Snelder (solo), 1985*

**S Skunk** 16 Tr 0  
The deep poxy chasm with a large root at the bottom. After gaining the ledge veer R up the black corner behind the large tree. This was apparently used as a decent route.

**UN Unnamed** 16 Tr 0  
Start as for *Sk* but go right to the back & climb the groove in the R wall.

**SS Sinking Ships** 15 Tr 0  
To the R of *Sk* is a blunt arête then a wide crack, this is *SS*. Start up the capped groove, continue straight up veering slightly L *Lindsay Main, 1978*





**SO Social Ostracyte****20 Mp 1Br**

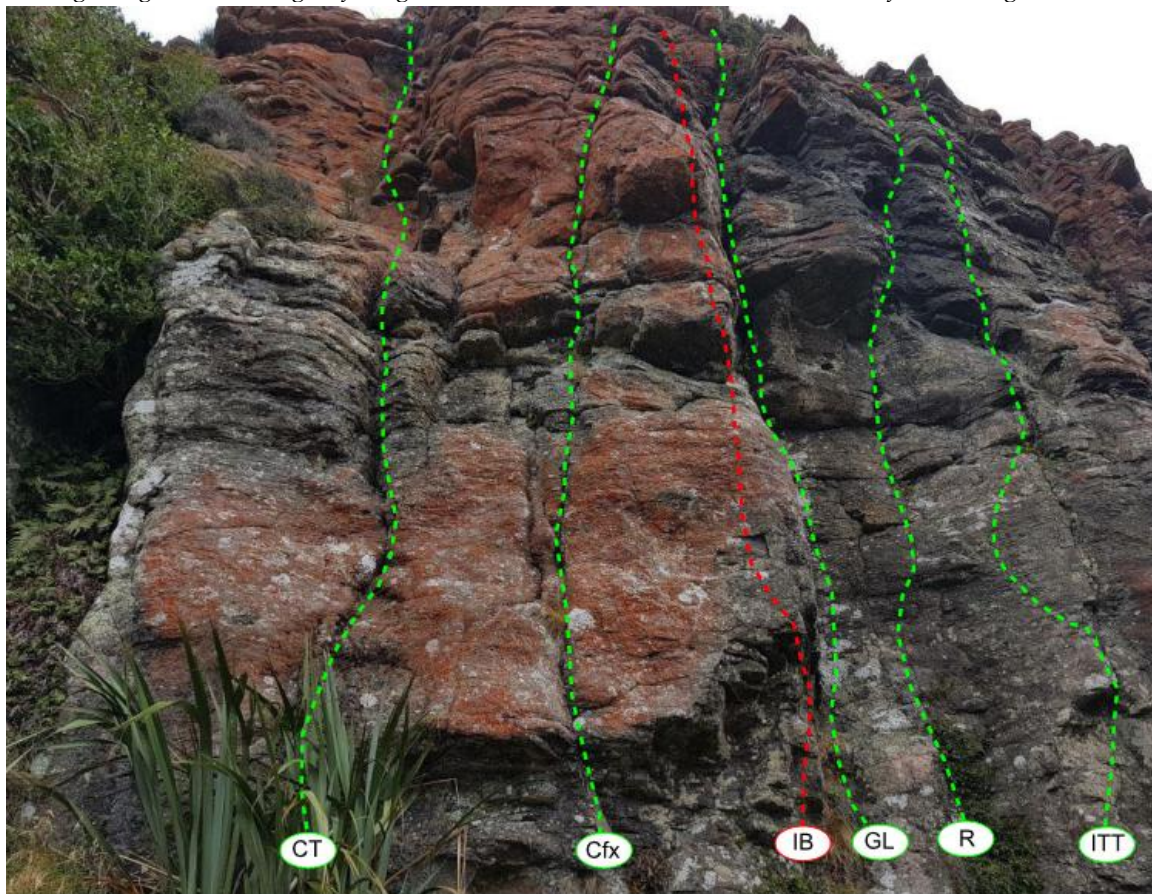
On the wall to R of SS. Start up the capped groove as for SS, place gear here & head R to a Br on the face, straight up the face to finish. *Roger Parkyn, 1984*

**Sod Social Ostracyte Directr****25 Mp 2Br**

A direct start to *Sod*. There is a small wooden marker post at low level. Go up under the roof & using the seam on the L get onto the slab Br, continue more easily up to join SO, finish up this. *Peter Smale, 1984*

## Rubicon Area (11 Climbs)

Moving along there is a large L facing corner with a red wall to the L and a series of cracks & grooves on the R

**CT Changing Times****18 Tr 0**

Boulder up some tricky moves at bottom of a thin crack, then easier top. *Merv English, 1982*

**C Crucifix****21 Tr 0**

Starts up the crack 2m left of the corner of GL & goes up the L side of the Indians face. Hard moves & poor gear leads to easier, but dirty climbing. *Lindsay Main, 1983*

**IB Idol Boys****23 Sp 3/4Br**

Direct line up the arête left of GL. The bolts are around the R side of the line so a fall could be interesting. Start at the toe of the buttress before staunch moves out L get you onto the face, go back R to the arête & Br3, there is no more gear to the top but the climbing is easier. *Paul Jackson, John Chambers, 1997*

**GL Gooders Line****16 Tr 0 ★**

The classic prominent R facing corner, great bridging gets you to the off-width. Good climbing good gear. *Ross Gooder, 1971*

**R Rubicon****21 Tr 0 ★**

Climbs the wall R of GL to the roof, take the roof via the crack on the R. *Lindsay Main, 1983*

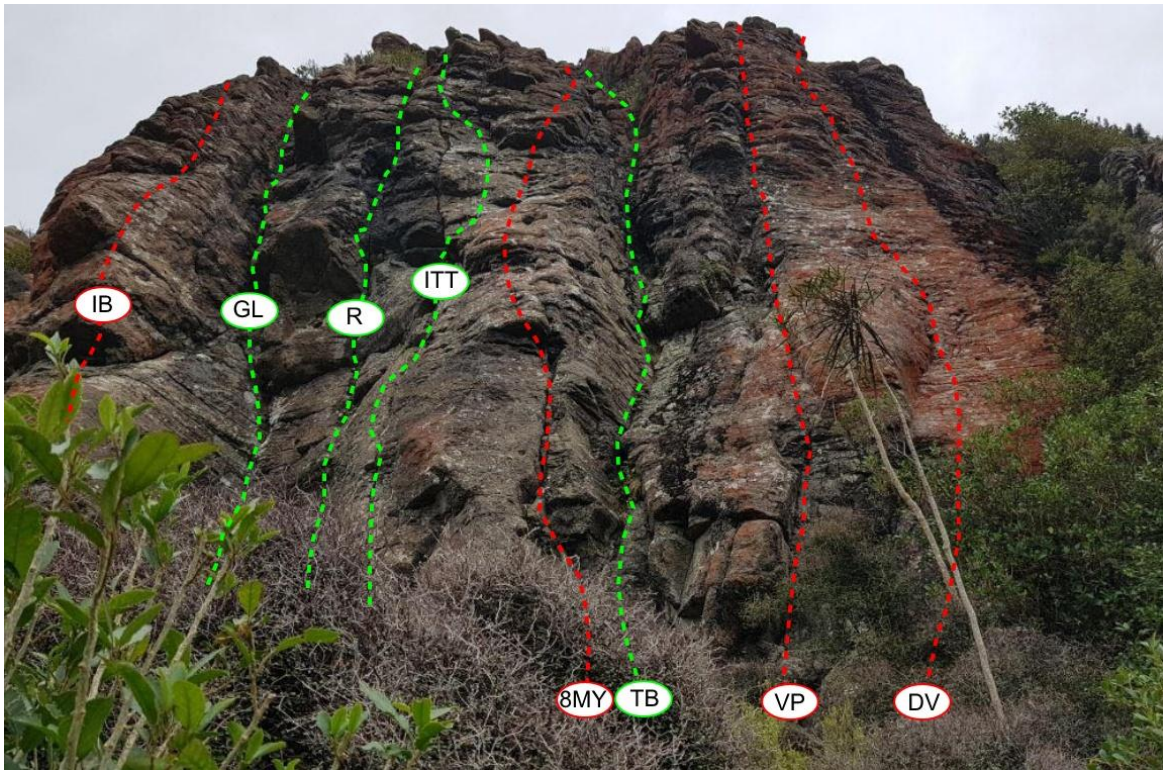
**IT It's Tough at the Top****20 Tr 0**

Start up the thin crack 3m right of GL. Move right at upper bulges then back L to the top, good gear. *Lindsay Main, 1983*

**8M Eight Million Years****20 Sp 4Br ★**

Arête to the R of ITT, start in the groove on the L good holds to swing R onto the face, tricky moves over the bulge then a slabby stand up before the final bulging head wall. *Lindsay Main, 2000*





**TB True Blue**

**15 Tr**

The dirty overgrown corner right of ITT & 8M. Ross Gooder, 1971

**VP Velvet Prescribed**

**21 Sp 4Br**

The first ascent was done on trad gear, the route was rebolted by GP in 2020. Start up the small right facing corner to the left of DV follow the vague groove to the R of the TB. John Chambers 1992

**DV Dumping Velvet**

**19 S 2Br ★**

Climb leftwards using layways to a reasonable hold, a bit of a committing move to clip Br1, head up a shallow R facing groove before moving to good foot holds on the blunt rib out L, easier to Br2 with the aid of a shallow pocket. One more tricky move then easy climbing to the top. More sporting than sport. Joe Arts, 1983

**Gravy Train**

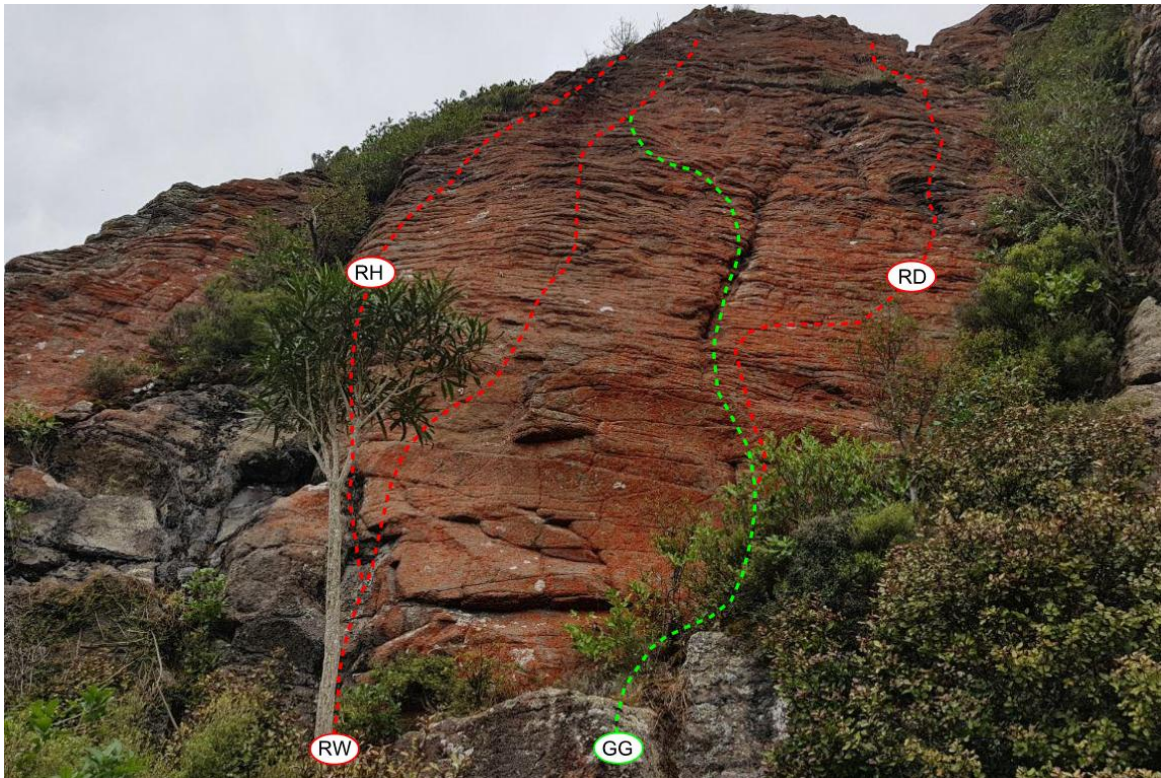
**15 Tr 0**

Not Shown on Topo: Move down & R on the track to a chossy looking black & red arête where the track turns to Red Wall, head up the arête. John McCallum (solo), 1978



## Red Wall (4 Climbs)

Just down & around the next corner is Red Wall, this is large impressive red wall with a ledge 2mts above the ground around the next corner. There are quite a few bushes on the ledge, please take care.



**RH Red Herring** 23 Sp 5Br

*Grade needs to be confirmed.* Start behind the Lance Wood, move up easily past Br1, follow the left side of the slab without heading into the dirty gully on the .. Tony Burnell, Feb 2020

**RW Red Wall** 24 Sp 5Br ★★

Start behind the Lance Wood, move up easily past Br1, move out R on reasonable holds to a powerful rock over by Br3, above this move L then go up the centre of the wall. Tony Burnell, 1997

**GG Get a Grip On Yourself** 21 Mp 1Br

The crack on the Red Wall, 6m left of W. Climb the crack until it runs out, move left to a bolt which protects the upper section. Lindsay Main, 1983

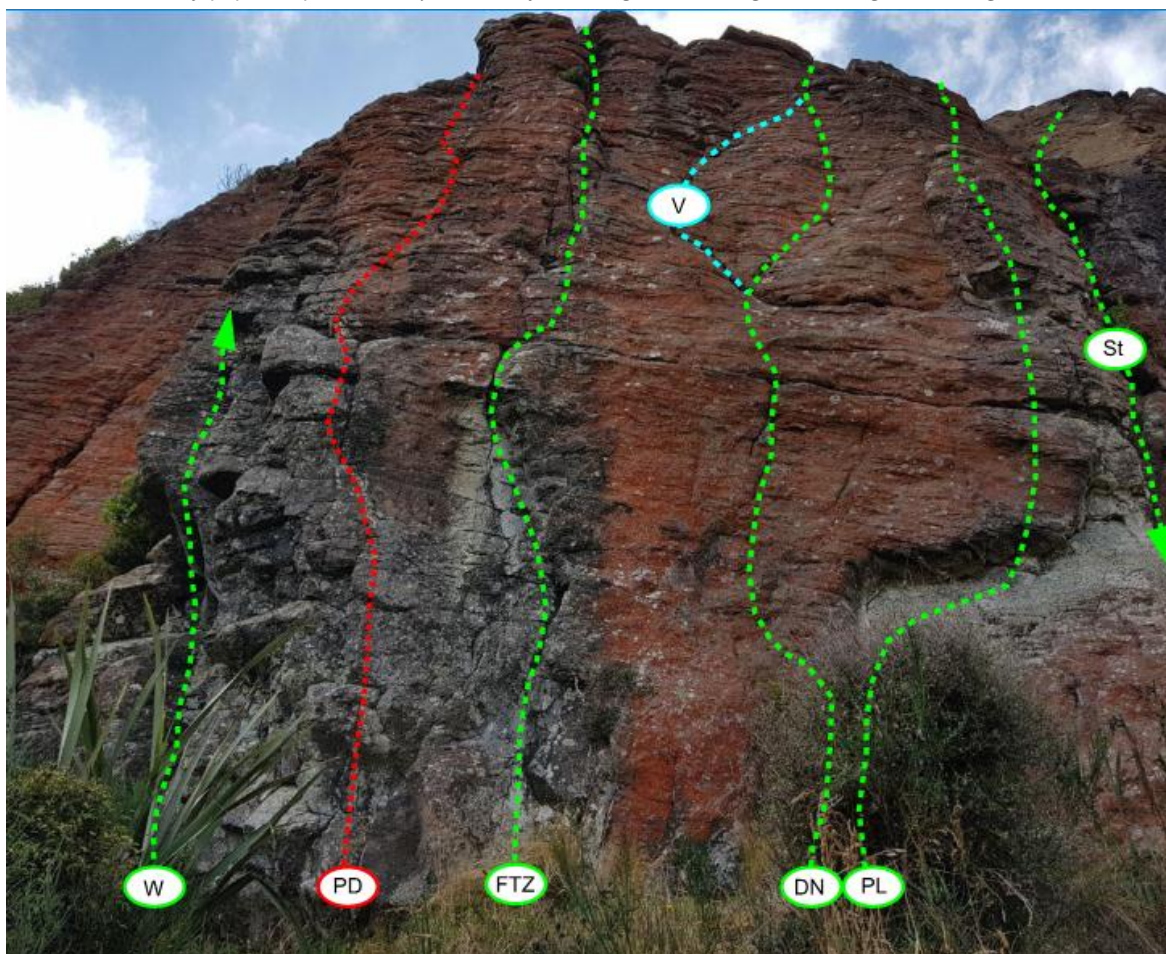
**RD Red Dwarf** 23 Sp 5Br

*Grade needs to be confirmed.* Start either as for GG or climb the stepped wall n the L to gain the ledge, clip Br1 then step L using the big flat hold & small crimps go diagonally R to good hold below Br2, tricky moves past this to Br3, using slopers go up & round R of the garden, finish up the wall above. Tony Burnell, March 2020



## Feeding Time Area (12 Climbs)

Continuing along the track & around the corner you come to flatn open area at the base of the cliff this is Feeding Time area, is a very popular spot but is often windy but. It gets morning & evening sun in high summer.



**W Whitless** 20 Tr 0

The really ugly looking, overhanging, corner crack system at the extreme L of this area, poor rock & poor pro, but if you must you must. *Lindsay Main, 1982*

**PD Profit of Doom** 23 Sp 5Br ★★

What was a great climb has now been sanitised for the masses, whilst the moves are the same the climb definitely is not, the sanitization has taken what was an absolute classic down to a run of the mill sport route, even the route description was changed to suit the new bolt locations. Start just to the R of the steeper rock. Climb up to a standing position with a small triangular pod for the hands, up the incipient crack to the break, straight up the easier wall above. *Simon Middlemass, 1990*

**FTZ Feeding Time at The Zoo** 21 Mp 1Br ★★

Starts in a short L facing corner, follow the corner to the small roof split by a crack (good runner placement here). Swing up & R into the horizontal break then poor holds & a shallow vertical crack system with a Br. *Joe Arts, 1982*

**DN Driftnet** 22 Mp 2Br ★★

Another super technical climb on the wall between *FTZ* & *PL*, climb into the porthole & leave it with difficulty before you get to the horizontal break. With a high rock-over to the R you can stand in the next scoop, Br2, then improving small holds lead up the centre of the wall. *Ton Snelder, 1989*

*There is an alternate finish by moving L up the crack to a RP3 slot, before moving back R to join the original line.*

**PL The Promised Land** 17 Mp 1Br ★

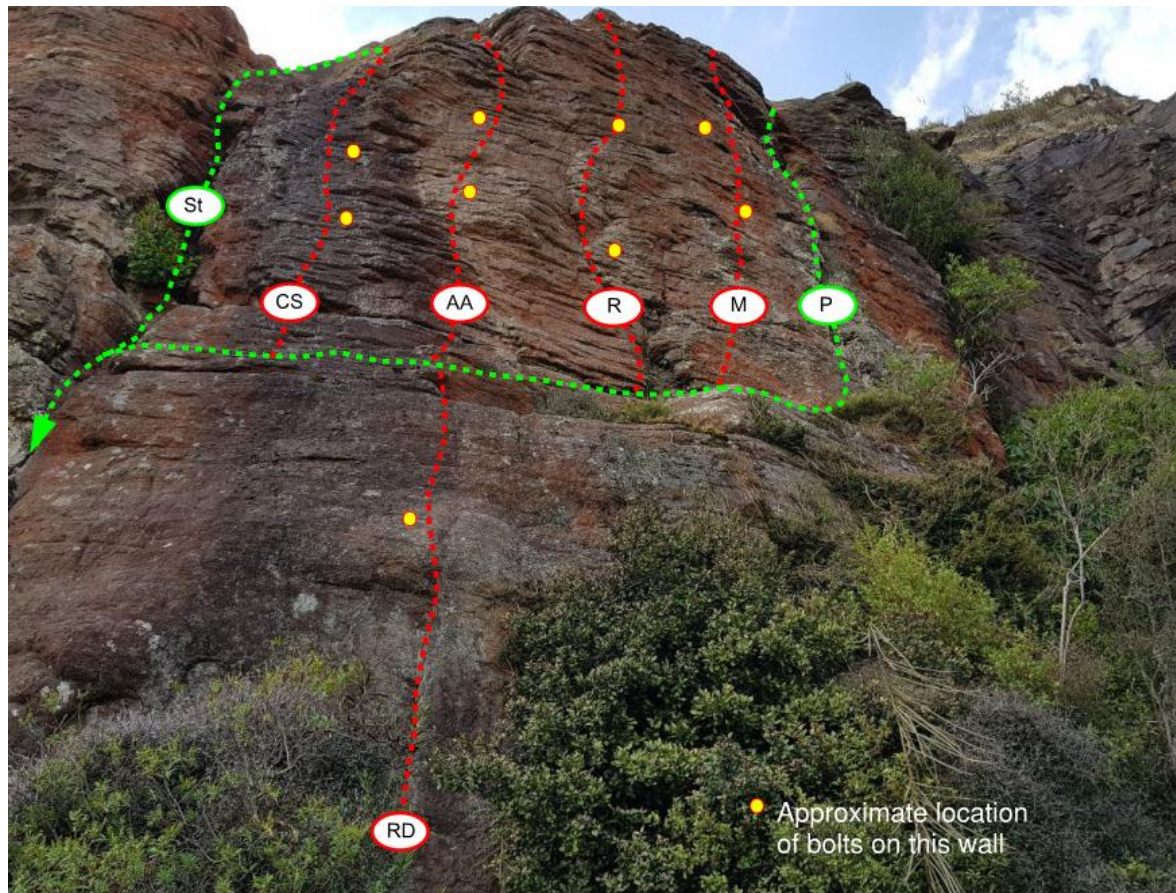
Starts in a short corner & heads up & R under the roof (cams & wires) at the end of the roof layback up to the ledge (Br) then stand up in the break (cams & wire). Straight up to gain the L facing corner (wires at top) then onto large ledge & anchor over L. *Lindsay Main, 1983*



**St Steppenwolf****14 Tr 0**

The obvious crack line splitting the buttress, a low grade but a good climb, use the belay on CS. *Paul Drake, 1975*

The next 5 routes start off the midway ledge. Protection can be arranged in the start of 'St' but if you have a single rope it's probably pointless creating more problems than benefits.

**CS Calling All Sport Climbers 18 Sp 2Br**

Originally a solo climb, this is another route that received a makeover by the Port Hills Health & Safety Committee (self appointed). Takes a line up the darker coloured streak before exiting R & up a slab to the anchor station *Joe Arts, 1989*

**AA An Alpinist Answers 19 Sp 2Br**

You need to be a bit blinkered to keep out of the CS at the start. *John Entwistle*

**R Restless 19 Sp 2Br ★★**

By far the best route on this wall, the central line with some great moves. *Joe Arts, 1982*

**RD Restless Direct 24 Sp 3Br**

Hard pulls & a rock-over gets you to the start of AA & R, finish up one of these. *Tony Burnell 19/12/2019*

**M Mistery 19 Sp 2Br**

The most R line on the ledge, 2Br on the wall, go rightwards past the first back L to the 2nd then into the breaks L. *Simon Middlemass 2000*

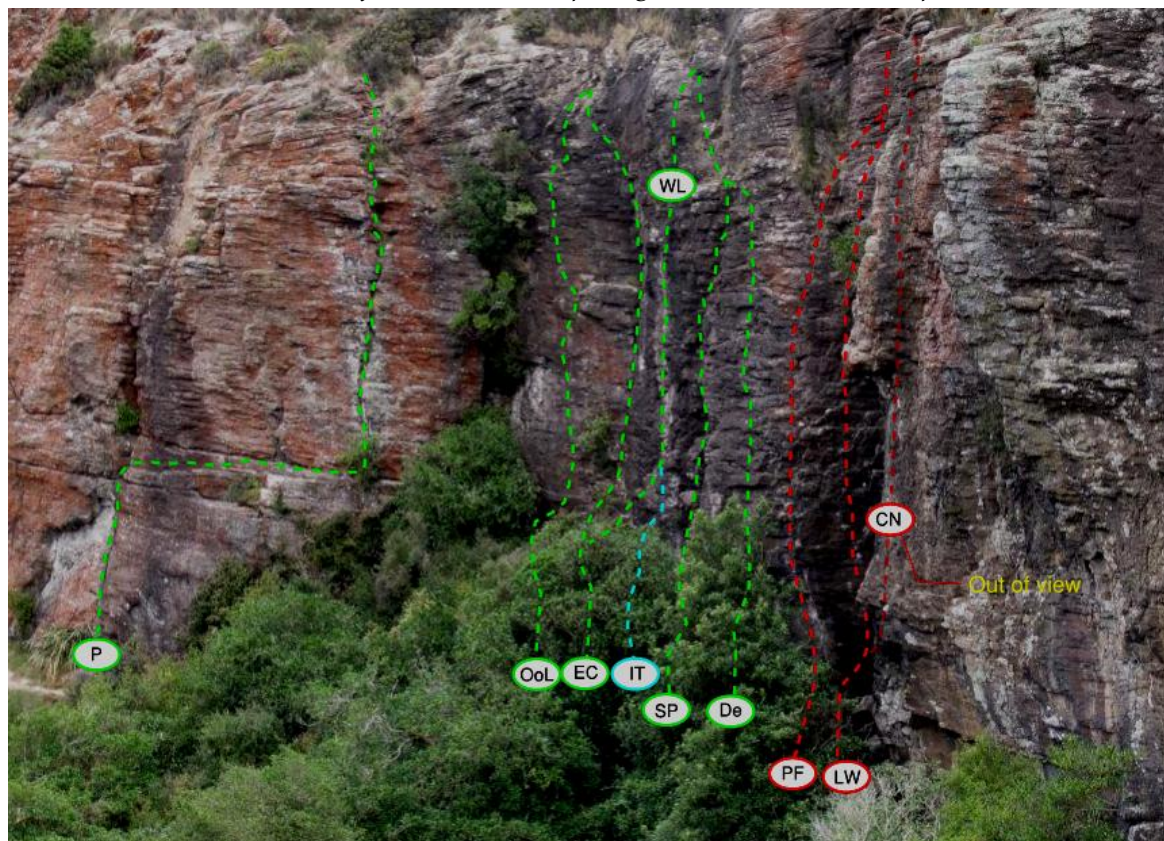
**P Porcupine 15 Tr 0**

The tussock filled crack at the R end of the ledge. *Al Hay, 1977*



## The Environment Centre (9 Climbs)

The track now enters an area of bush with an imposing black wall, can be damp on the L side.



### OoL Out On A Limb 19 Sp 3Br ★

Low in the grades this is still a daunting climb if you are a grade 19 climber, the starting bolt was replaced a long time ago & is a long way L of its original position. Either start as for *TEC*, or climb the tree. If you start by bridging off the tree, swing out R to reasonable holds then go back L & up to Br2, continue up to Br3 then make a dash for the top, air time anywhere on this climb is not recommended. *John Birch, 1990*

### EC Environment Centre Bites the Dust 17 Tr 0 ★

Climb the corner to a ledge on the R, follow the corner crack on reasonable gear. The crux is just below the top, first heading out R & up then back L across the corner & up to the top. *Joe Arts, 1983*

### WL White Lies 18 Mp 2Br

Start as for *EC* once on the ledge go R & up to a ring bolt in the white streak, follow this up to Br2 then direct up the wall without heading into *SP*. *John Barnes, 1988*

### IT Into the Trees 21 Tr 0

A direct start to *WL*, climb up the & over the bulging arête onto a ledge, first gear is Br1 on *WL*. *Ton Snelder, 1990*

### SP Suppressed Personalities 20 Tr 0 ★★

At the base of the slope is a stunted tree & to its L is a hanging corner leading up to a crack system above. A great route if a bit strenuous. *Joe Arts, 1983*

### De Delicia 24 Mp 1Br

Just R of the stunted tree is a Br on the lip, good holds to the Br then a powerful section to the next roof, cross this easily & go straight up the wall about 1.5mts R of *SP*. *Athol Whimp, 1990*

### Pf Prizefighter 27 Sp 6Br

The bolted line just to the left of *LW*, the crux is leaving the ledge. *Owen Davies. Equipped by Tony Burnell.*

### LW Leaning Wall 21 Sp 7Br ★★

Climb onto a ledge then onto a block, climb the steep featured wall, to the left of the vegetated crack. *Tony Burnell 2013*



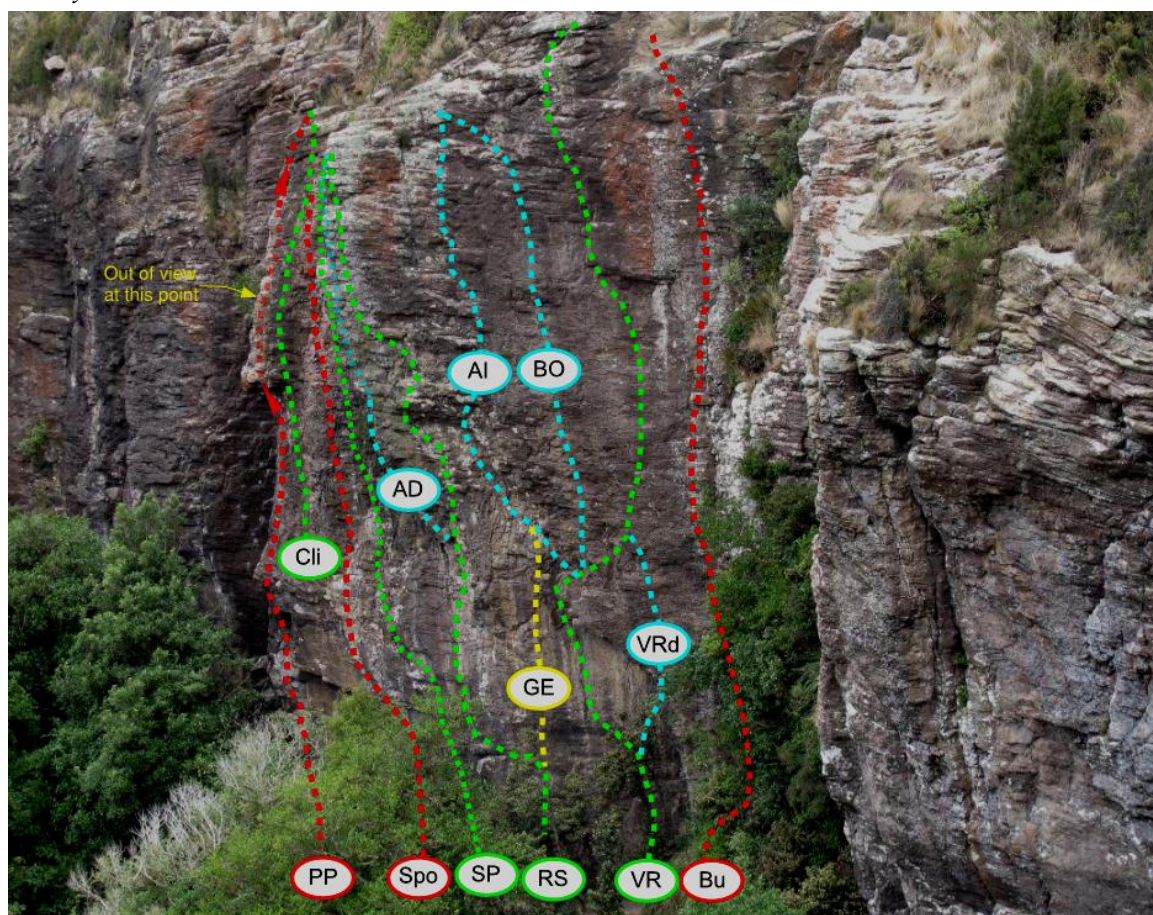
**CN Carbon Neutral****19 Sp 7Br**

A popular climb. Climb onto the ledge as for *LW*, move R to a step, head out R again & climb the arête of the pillar. *Grant Piper 2013*

**Raj Area (14 Climbs)**

The track drops down below CN & there is a steep undercut area where a small stream comes out, where the wall touches the ground again is the start of *Raj Sur la Plage*.

Part of PP is around the L arête.

**PP Pulling on Pinches 27 Sp 6Br**

Just below the pillar of CN is a steeply undercut arête, start by getting off the ground & up into the hanging corner, finish up the arête to the top. *Tony Burnell 2013*

**Cli Cli 20 3Br**

Half a climb, from the top of the crag abseil down to a ledge, then climb back up & abseil off. *John Barnes, John Chambers*

**Cli Direct Start**

Not Shown on Topo:- R of PP, climb over the massive roof to join *Cli* at the ledge, protected by a knotted hanging rope on the 1st ascent, no bolts have been placed. *Jodi Apiata*

**Spo Spoonerism 24 S 6Br**

Start under the, now very damp, arête just R the aid route *CD*, after Br1 swing out L onto the face, L again & up the bulging green groove to a ledge just R of *Cli* Carry on up the black wall.

**Christchurch Disco A2**

Not Shown on Topo:- An old aid climb

**SP Smash Palace 23 Mp 2Br**

Climb the unprotected, undercut, open groove to a roof & Br1, veer off L (Br2) then up more easily to climb the crack & corner above. *Joe Arts, 1985*

**AD Acid Drop 25 Mp 4Br**

Climb RS past Br1 to the top of the corner, step L here & go up the L side of the pillar coming back R to the anchor of RS. *Andy Milne, 1994*



**RS Raj Sur la Plage 25 Mp 4Br ★★★**

An awesome climb up the featured wall & tower at the top of the crag. Powerful boulder problem start to Br1 & groove above, where the corner peters out swing R & go up the steep wall past an overlap to a reasonable stance & recover, head out L & steeply up again to anchor station. *Dave Fearnley, 1987*

**GE Ground Effect 25 Mp 1Br**

Start as for Rage but stay right of the 1st bolt continue straight up on small holds till you reach a good cam placement on R continue up to join AI, finish up this *Tony Burnell, 1998*

**AI The Active Ingredient 23 Mp 1Br ★★**

A brilliant climb, requiring a high level of commitment, this was climbed in 1985 & was the first climb on the wall. Step into the crack from the L & clip Br1, go up the crack to good cams & a stance on a ledge. Follow the L arching crack/groove until it ends, good gear here (the last gear). Go over the bulge/roof & up the head wall trending L after a couple of metres, keep stepping up until you get to the anchors. The climb is not technically hard, but sparse protection & strenuous climbing give it an overall feel of 23. *Roger Parkyn, 1985*

**BO Bodies 22 Mp 2Br ★**

Another classic line, technically one of the easiest of the routes on this wall, but its lack of protection makes it a challenging route, not one for dogging.

Start as for AI & VR, after clipping Br2 on VR step down & go L to the centre of the wall, follow a clean streak rock up the centre of the wall before going out L to the anchor of AI. It is possible to reach & place the cams on VR before doing the final tricky section & heading L. *Ton Snelder, 1985*

**VR Victim of Ravishment 23 Mp 3Br ★★★**

An all time classic that still tests out most climbers. Step into the crack from the L & clip Br1, go up the crack to good cams & a stance on a ledge. Step out R & go up past Br2 to Br3 (1st crux). From Br 3 move up to a small roof then go L into a short groove, good cams. just above the gear make half a move L then go straight up, no more gear, to the anchor station. *Ton Snelder, 1985*

**VRd Victim of Ravishment (Alt Start) 23 Mp 3Br**

A direct start to VR. Climb directly to the lone Br on the wall, continue straight up to Br2 on VR, continue as for VR.

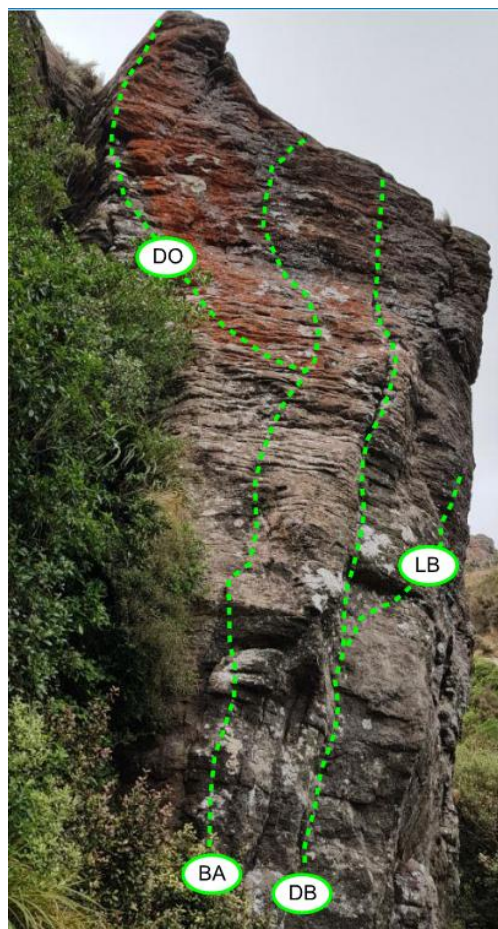
**Bu Buddies 21 S 7Br ★**

The most R route on the wall, start by scrambling on to a ledge. Follow the weakness up the wall until you step L & head more steeply up a tricky couple of moves & a tricky step up to the anchor in the rock scar. Rebolted out of obscurity by Tony Burnell in 2016. *Tony Burnell, 1998*



## Mr Clean Area (15 Climbs)

The track goes down some rock steps below this ridiculously overhanging wall split by a groove system in its centre with a crack line on either side. Above the steps on the L is what appears to be a large red slab, do not be deceived.



### DO Drop Out 23 Mp 6Br

Start as for BA to Br2, traverse with difficulty to the L arête. Follow the arête to its highest point; belay as for DB. *Tony Burnell, 2005*

### BA Bombs Away 22 Mp 3Br ★★

Climb the wide crack in the corner by the bushes, tricky clip at Br1, crux moves to get to Br2, above this the climbing eases, Anchor station on top of the crag. *Joe Arts, 1983*

### DTB Drop the Bomb 26 Mp 2Br

Down & R of BA is a groove with a crack system above which has recently sprouted a 2nd Br. Up the corner & crack system above. *Dave Fearnley, 1987*

### LB Love the Bomb 27 Mp 5/6Br

*Not the full name.*

Start up Drop the Bomb, climb crux to good jug (& a cam if you want). Span right to great pocket & bolt then head up & right wards to 'the edge' on Clip or Fly. Finish up this route. *Derek Thatcher 2018*

### DS Doctor Strange Love 32 Sp 6Br

A direct start to CoF. Starts down the steps R of DTB, climb the bulbous arête to the knee bar on SJ finish up CF. *Derek Thatcher 2018*

### CoF Clip or Fly 25 Mp 3Br ★

Climb SJ to above the crux & a knee bar rest. Move out L onto the arête follow this to a short corner before going L again & up to the anchor station. *Peter Taw, 1991.*

### SJ Scratching Julius 21 Tr 0 ★★

The steep crack at the left side of the wall, a great trad line which is unusual on the Port Hills. Strenuous & sustained all the way, unless you can knee bar. *John Visser, 1981*

### FA Fillet of Arnold 26 S 4Br ★★

Great steep face climbing on the wall R of SJ. Recently losing a hold on the exit moves added a grade. *Ton Snelder, 1989*

### SS Stars & Stripes 25 MP 1Br

*Originally an aid climb.* The climb starts up MC to Br1, hard moves out L below the overlap to gain the flake system, good gear, easier climbing on the flake system, before leaving it behind to head straight up the wall & top out before going L to the belay of FA. *Steve Schneider, 1987*

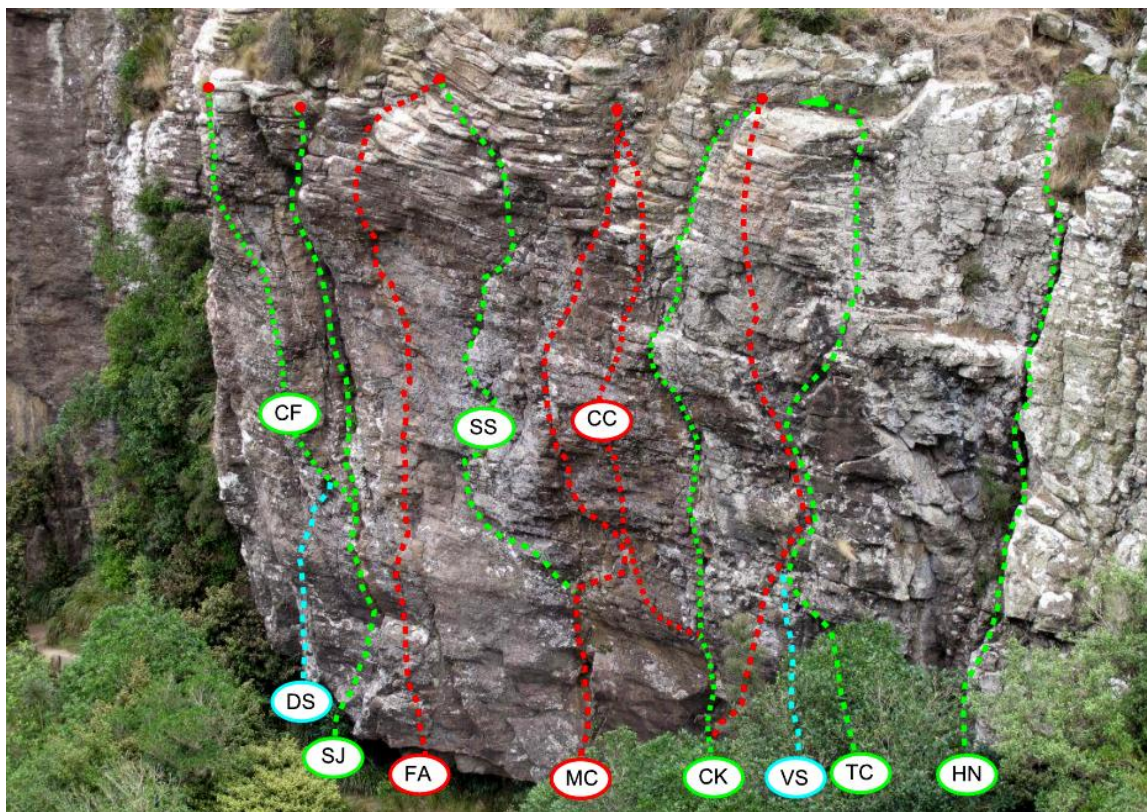
### MC Getting Rid of Mr Clean 23 Sp 3Br ★★★

This has to be the classic of the crag at this grade, strenuous, pumpy & sparsely bolted. Start up the weakness in the centre of the wall at Br1 move our R, go up to the small roof & Br2. Swing up & L into a short groove (Br3), above here the groove becomes a little more vague. *Ton Snelder, 1984*

### CC Citizen Clean 24 Sp 3Br ★

An eliminate line between MC & CK, start as for CK past Br1, swing out L & up to Br2 of MC. Stay L of the gear & go up the steepening wall, clip Br3 of MC out L. Now up & R before moving back L to the finish of MC. *Tony Burnell, 2003*





**CK Citizen Kane 22 Mp 1Br ★★★**

Another local test piece, a great trad line with 1Br at the start. From a ledge at 1.5m step out L onto some large holds, go up to a flange & Br, pull into the steep crack & follow this to the roof, over the roff & up the groove above to an anchor station on the R.

Reportedly this route was top-roped by John Chambers in 52 seconds. *Joe Arts, 1984*

**C4 Citizen 4 26 Sp 5Br ★**

A direct start & indirect finish to TC. Start as for CK but span out R to the arête, 2Br on the face, go up into TC before breaking L steeply to the anchor station of CK. Bizarrely awkward especially trying to clip Br2, it makes much more sense to climb the R arête direct (24). *Derek Thatcher 2018*

**TC Topping Cecil 22 Mp 2Br**

The obvious line to the R of CK. Sustained, with poor pro, there is 1Br near the start & you can now clip at least 1Br on C4. There was no anchor station when I did this climb so you may have to go hard L to that of CK/C4. *Pete Sykes, 1987*

**HN Hornets Nest 14 Tr 0**

The description says start in the broken corner with bushes (now a tree), the route is likely to be the crack with the tree in it around & R of TC. *Lindsay Main, 1977*

## Year Right Wall (8 Climbs)

Heading down hill from Mr Clean area & before the board walk you pass under the Year Right Wall, there is a collection of less appealing sport climbs here.

Several of the climbs note two first ascensionist, which is tricky on a Sport Climb so I assume that the person whos name appeared first was the first ascensionist

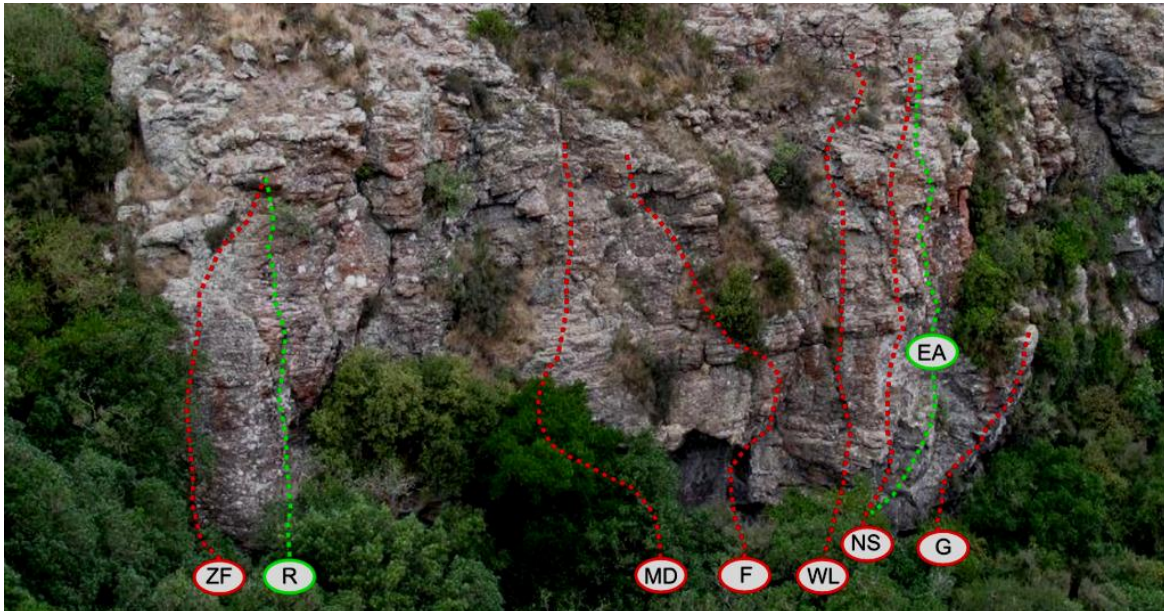
**ZF Zombie Fodder 18 Sp 5Br**

The very L most route on this wall. Go up the L facing corner, at Br3 go R onto the slab before scrambling out to the anchor on R. *Grant Piper 2015*

**R Retrobolitix 23 Sp 5Br**

The second route on the wall, there are some sawn off trees just above where the track crosses a slabby rock heading down hill. Go up to the wall & climb steeply round the bulge to gain a crack system, gear in the crack, on the face above, angle up & R more easily up to the anchor station. *Kevin Barratt, Grant Piper 2014*





**MD Minimal Disturbance 20 Sp 6Br**

The next feature is a clean undercut slab with a corner on the R & a roof on the L. Head up the slab before going L under the roof & into a corner, exit through the notch to an anchor station above. *Grant Piper, Dave Van Der Kraben, 2014*

**F Funacation 18 Sp 7Br**

Takes the line up the L facing corner on the R side of the slab weave through the corners above before exiting L across the wall to an anchor station. *Grant Piper 2014*

**WL Wikki LEaks 17 Sp 5Br**

Climbs the steep corner R of the clean slab go R to a ledge then straight up to a combined anchor station.. *Grant Piper 2011*

**NS Nanny State 18 Sp 6Bt**

The next weakness about 2m R of WL. moves up face following the line of bolts through the overlap to finish. *Kevin Barratt 2011*

**EA Easy Action 21 Mp 4Br**

From the start of NS head R & follow the line of Br's, go up a corner & over a bulge to an anchor station. *Kevin Barratt 2013*

**G Grace 23 So 4Br**

Unfortunately the first ascensionist recommends a clip stick to start, inevitably in Chch this means pulling out a native tree & having to top rope the start or should I say the crux. Start below & R of Br1 pass this then head L up the pillar. *Dave Van Der Kraben, 2014*

## The Thunder Dome (13 Climbs)

Continue along the track contouring around the cliff through bush, the track rises up the hill to a large overhang. At the point where the track hits the crag is an arête, this is Hyperspace, to the L in the bush is a huge red corner with a crack, this is Fantasia. Originally described as one of the best climbs of that time (1970's) the climb now has 40 years of bush collecting on it as testament to its popularity, an attempt to clean up the area & establish more lines was made around 2018, but proved unpalatable to DOC & Chch Park Rangers

**Fantasia 17 Tr 0**

*Not Shown on Topo:* The overgrown orange corner & flakes R of Hy. *Rob Rainsbury, 1975*

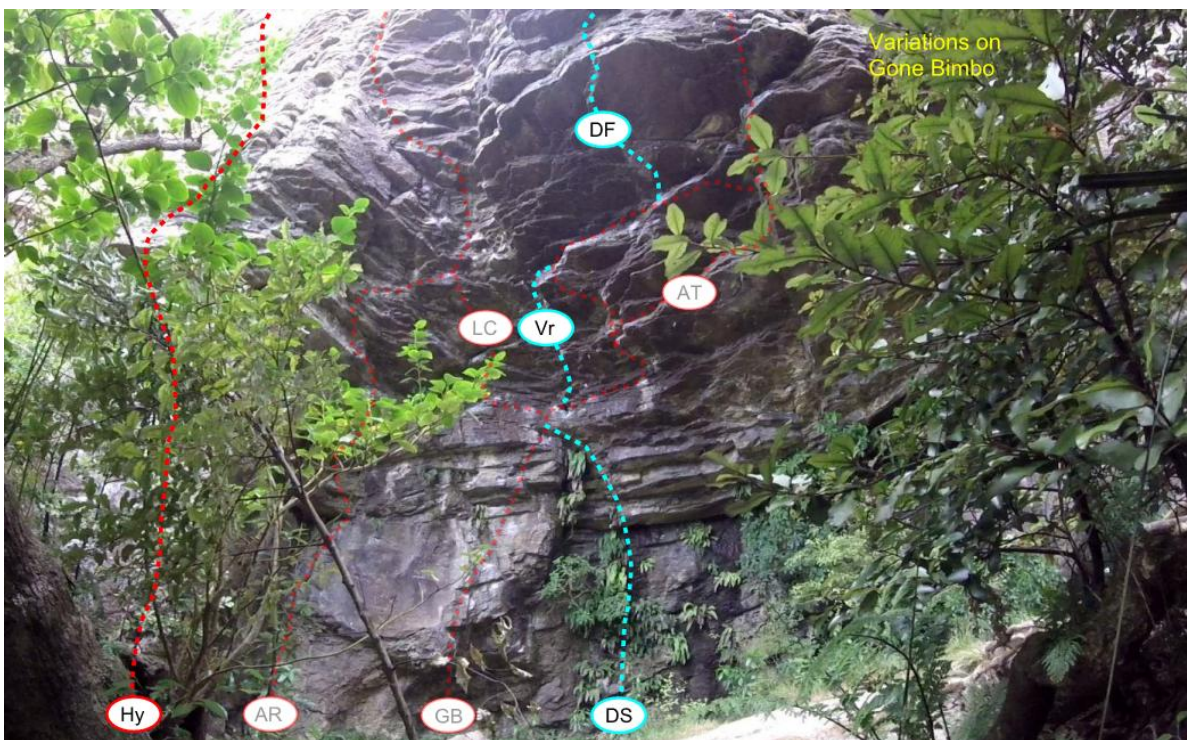
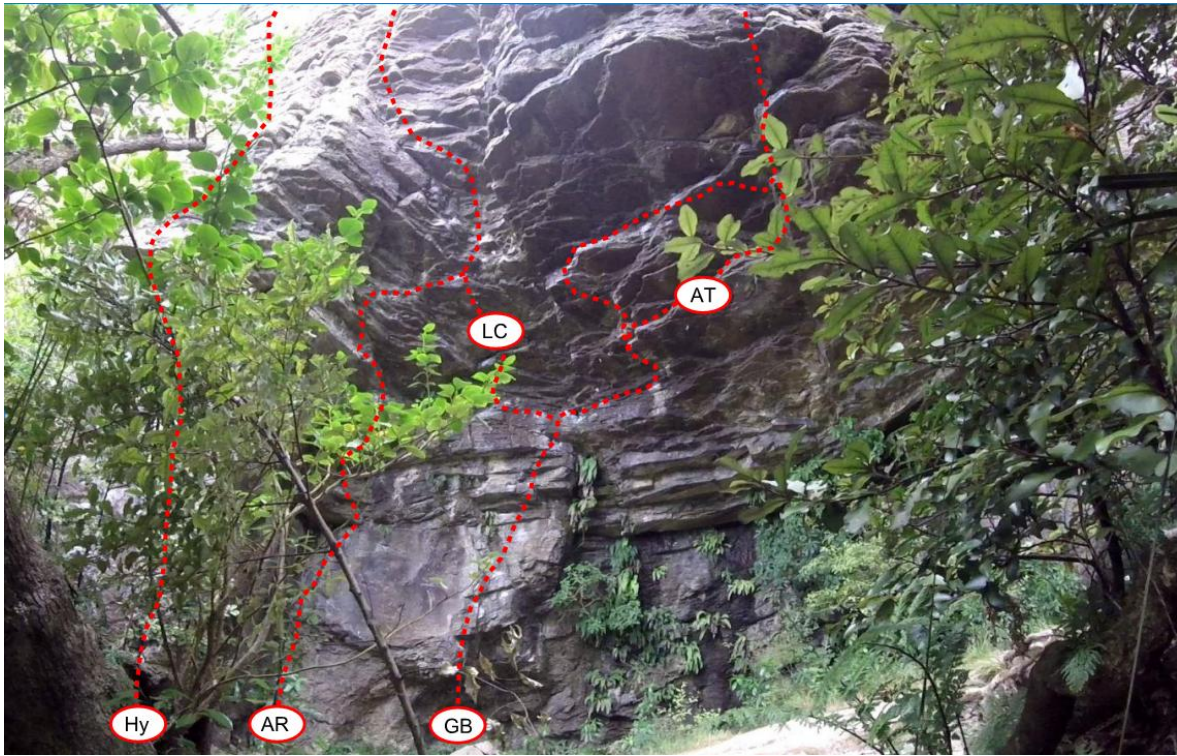
**Hy Hyper Sapce 22 Mp 3Br**

The bolted arête L of the cave. Up the arête past 2 bolts (crux), then slightly left & continue up the easier but very run-out wall above: there is just one more bolt & it's quite high. *Ton Snelder, 1991*

**AR Arms Race 24 Sp 6Br ★★**

Start in the R-facing corner L of Gone Bimbo. Straight up to the 4th bolt & join Layer Cake climbing directly to its 5th bolt. *Tony Burnell, December 2017*





#### **LC Layer Cake**

25 Sp 6Br ★

Starts at the undercut arête below & R of the open groove as for GB, from the first roof move out L then go diagonally up into the groove steep open groove s, once established in the groove, move out to the L arête & up to an anchor station. *Tony Burnell*

#### **GB Gone Bimbo**

27 Sp 7Br ★★★

Starts at the undercut arête below & R of the open groove. Climb the arête to a hole, move out R past 2 glue-ins then powerfully through crimps & layaways t o the traverse line, head R along this & up over where it eases. *Ton Snelder, 1989*

#### **Vr Gone Bimbo (Variation)**

26 Sp &Br ★★

Start as GB but at the hole go straight up to a good hold on the lip & an undercling, go up to the traverse line to re join GB. Pete Oxley added the Br at the start of the traverse in 2011. *FA Unkn but had been climbed*



by 2000

**DF Gone Bimbo (Direct Finish) 27 Sp 7Br**

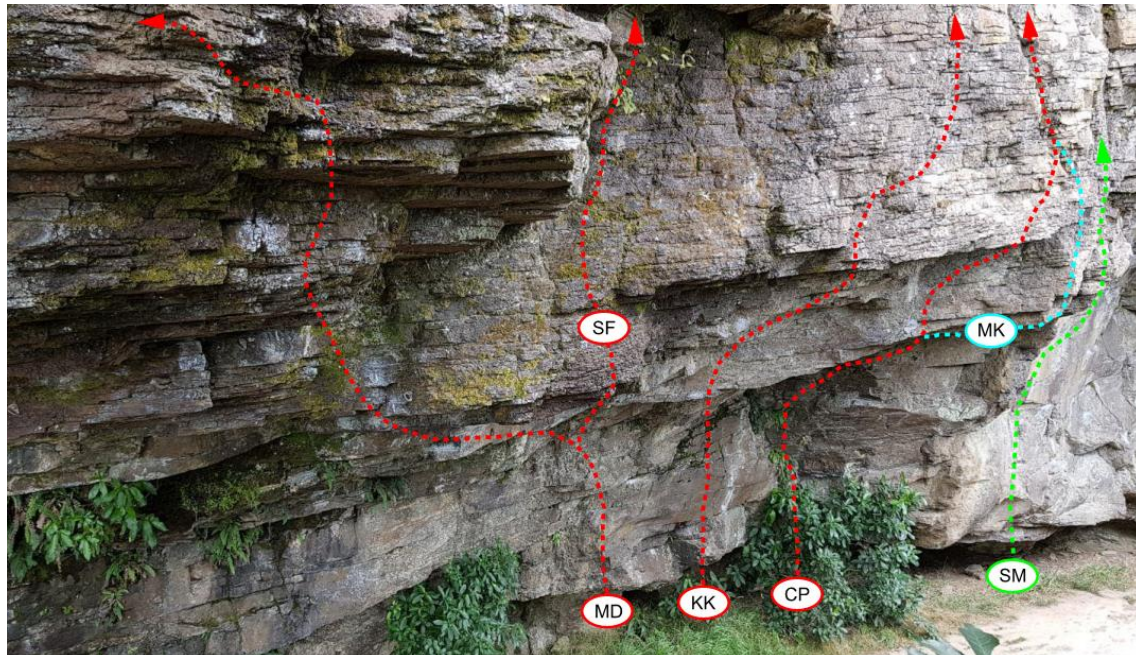
From the traverse line go straight over the roof to an anchor station. *Peter Carter, 1990* A bolt in the finishing roof & anchor were added by Greg Jack.

**AT The Alternative Traveres 28 Sp 6Br ★**

Start as for GB, after moving R past the glue-ins go R on the slopy rail to the hanging corner, join GB here & finish up this. *Andy Cockburn, 1993*

**DS Gone Bimbo (Direct Start) 27 Sp 7Br**

Starts R of the normal start in the fernery & climbs the often damp holds direct to the pocket & the glue-ins, join GB here. *Lionel Clay, 1989*



**Carnivore 27 Sp**

*Not Shown on Topo:* Start as for MD, once at the short groove keep heading out L into GB, follow this before going over the roof finish. *Peter Taw, 1993*

**Mega Pump 27 Sp**

*Not Shown on Topo:* Although reportedly climbed a year later, from the description, this would appear to be the same climb as *Car*. *Peter Taw, 1994*

**MD Mysterious Swine Disease 27 Sp ★★**

A classic, strenuous, gymnastic route. Fingery climbing to a rail, head out L via a wet heel hook to gain the short groove (knee bar possible) move up as the climbing eases go across the wall to the GB anchor. *Pete Taw, 1992*

**SF Swine Fever 26 Sp**

Start as for Mysterious Swine Disease But go straight up to a ledge & right facing corner *Tony Burnell*

## Art For Arts Sake (13 Climbs)

*The next, cleaner, section of rock with a series of rooves that peter out as they go from L to R & at the end rising to a large prow*

**KK Kubla Khan 29 Sp 4Br**

A vicious roof problem that receives little attention. *Sefton Priestley 2004*

**CP Creatures of Power 28 Sp 5Br ★★**

Hard moves leaving the corner & crossing the roof out to the L, move back R & stand with difficulty better holds, easier climbing up a dirty head wall. *Peter Taw, 1993*

**MK Michael Karnick 26 Sp 3Br**

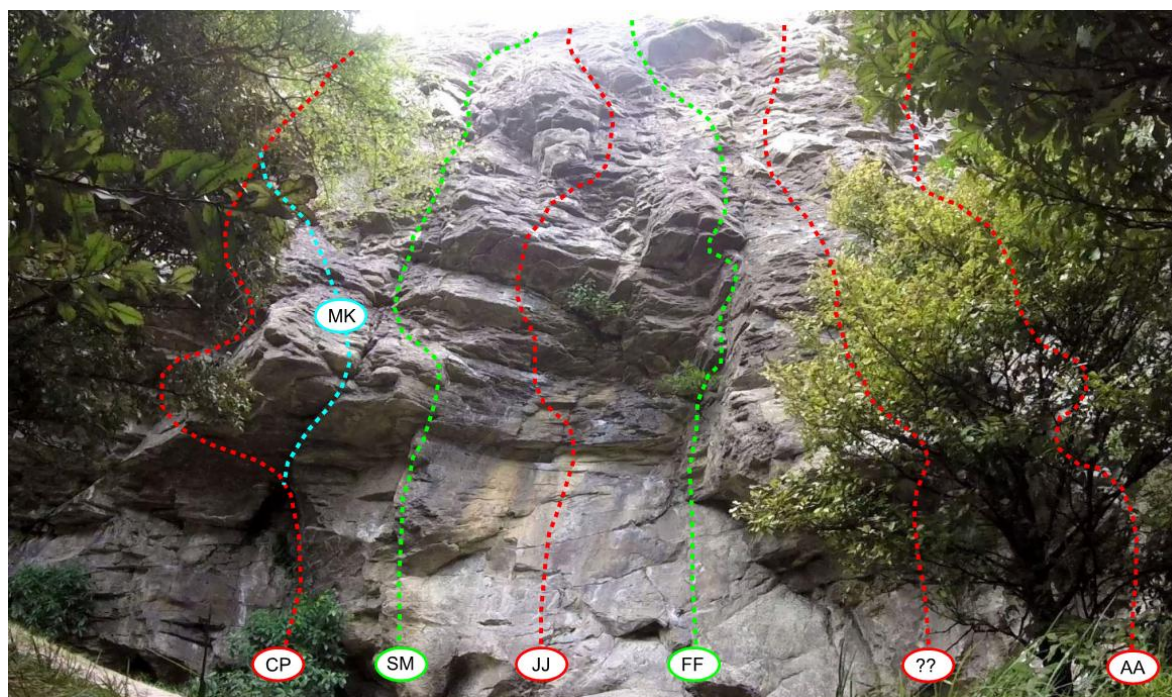
A variation across the roof out from the corner where CP starts, turn the roof & move back L to finish up CP. *Michael Karnick, 2010 circa*

**SM Scud Muscle 23 Mp 1Br**

Awkward moves up the prow to a Br & good hold, head L into the groove easier but poorly protected



climbing around the arch above. *Dave Fearnley*



**JJ Jug Jockey** 24 Sp 5Br ★★★

Start just L of the corner of FF. Start up the yellow coloured wall directly below a series of overhangs. Climb easily up to the first bolt, a hard moves up over the first two rooves on crimpers then steep climbing up a shallow groove, go L onto the head wall & climb the slab (not the crack). *Tony Burnell, 1997*

**FF Franks in a Frenzy** 23 Sp 5Br

Immediately R of JJ. Climb the corner with a tricky move to turn the roof after Br2 step R onto the face then back L round the end of the roof into the crack above. *Damian Carroll*

**?? ??** 24 Sp 5Br

Tricky move to get over the initial roof, climb the centre of the wall above to exit on the R side of the top roof. *Tony Burnell*

**AA Art For Arts Sake** 21 Sp 5Br ★★

Takes a line up the steep rock between Frank's in a Frenzy & Stu Allan. Above the initial roof is a left facing square capped corner. Start down & right, climb to the corner (BR) on slab, move up left to a small shallow scoop (BR), continue straight up over a small roof to good flat holds (BR), continue up passing the fourth bolt till the angle eases, last bolt, finish easily up to a double bolt belay slightly left. *Tony Burnell, 1996*

**ER Easter Rising** 21 Sp 8Br ★★

Start R of AA by a bolt on the slab, using a pocket on the R stand on the slab, then step L into the steep, shallow groove, up this through where it narrows to stand on the slab out R. Clip a Br in the roof then move up onto the pedestal in the corner before leaning out L & going on to the steep wall staying R of the arête until above the final Br. *Tony Burnell 2002*

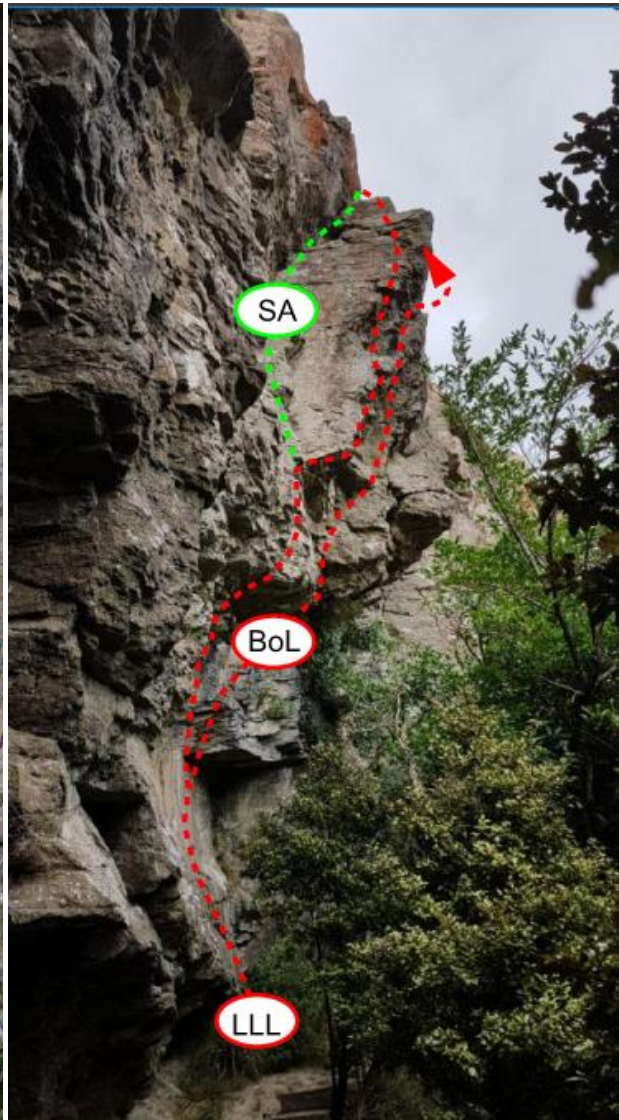
**SA The Stu Alan Memorial Roof** 23 Mp 2Br

Starts below an open, capped, recess up easily to clip a Br on the L wall, swing round L onto the face & head up the steep groove to the large ledge of ER, go up on to the pedestal, then follow the leaning corner onto the slab & an anchor on the head wall above. *Joe Arts, 1989*

**LLL Location, Location, Location** 24 Sp 6Br ★★

Start as for SAM to the ledge. Move right & down to the lip of the roof that forms the steep top arête, reach round the corner & clip Br, then swing round on to the steep face & climb direct up the arête left of BoL. Above the third bolt reach up into a blind crack finishing awkwardly to easier ground. *Tony Burnell, 2003*





### **BoL Bridging Over Lyttelton 27 Sp 6Br ★★**

Start in the open, capped, recess but head R across the wall to an awkward stance below the roof, hard moves to gain the hanging groove above. *Rod Newburn, 1996*

### **Michael Karnick 26 Sp**

Not Shown on Topo: Start as for TL but go L under the large roof, over this to a break then up & out slightly L onto the wall R of the groove of BoL. *Michael Karnick, 2010 circa*

## **Ataturk Wall (18 Climbs)**

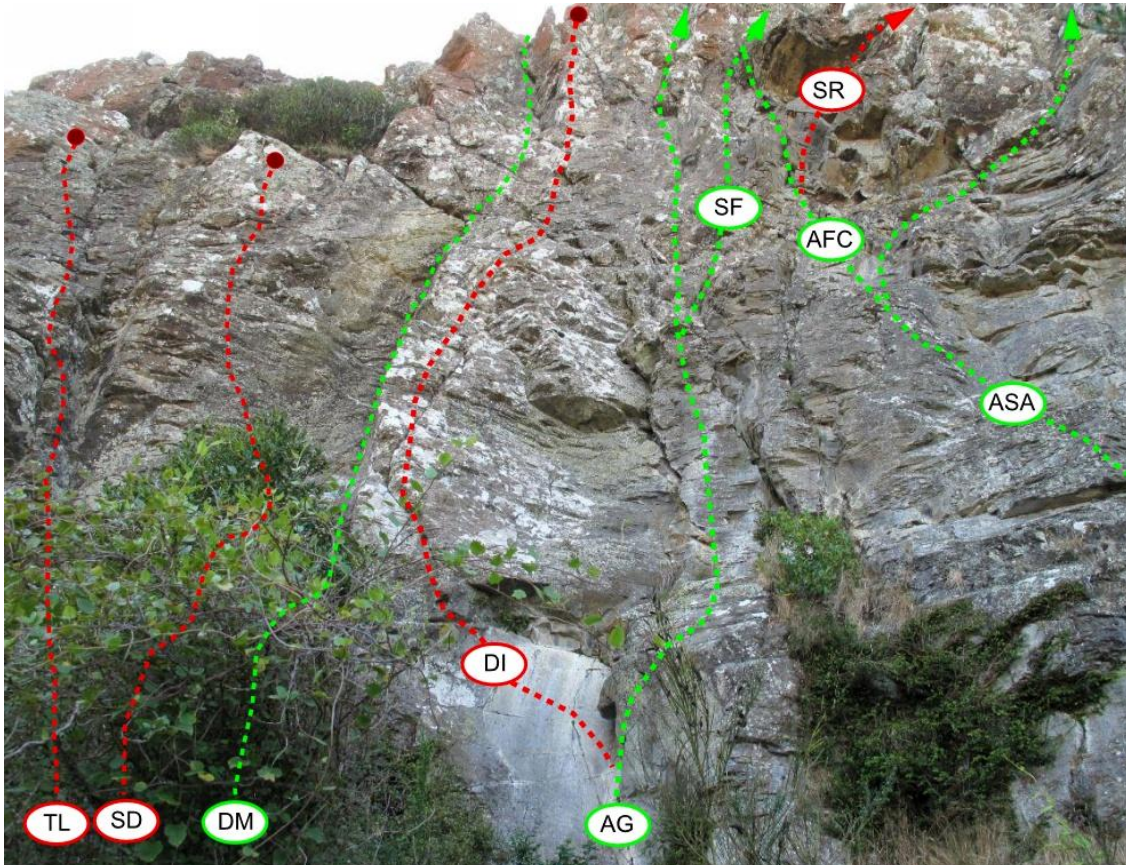
*The final wall at Lyttelton, pretty much vertical & sports some good climbs.*

*The original lines on this wall were trad lines, shown in GREEN, mostly climbed by Joe Arts in the 1980's, as mentioned in the history this wall underwent a bit of a change in 2016 with numerous routes bolted, climbed & named, however when you take a step back look at the crag & work out where the trad lines go, what actually happened was that the trad lines were bolted & a few link ups added.*

### **TL Timber Lands 24 Sp 5Br ★**

Start 3mts R of BoL below a steep overhanging groove. Beat a path up the wall between the trees to the base of the groove. Really small holds at the start getting better. Exit the groove to the L onto the face & a no hands rest. Continue up a short vertical wall onto easier, but lichen covered. *Tony Burnell, 1997*

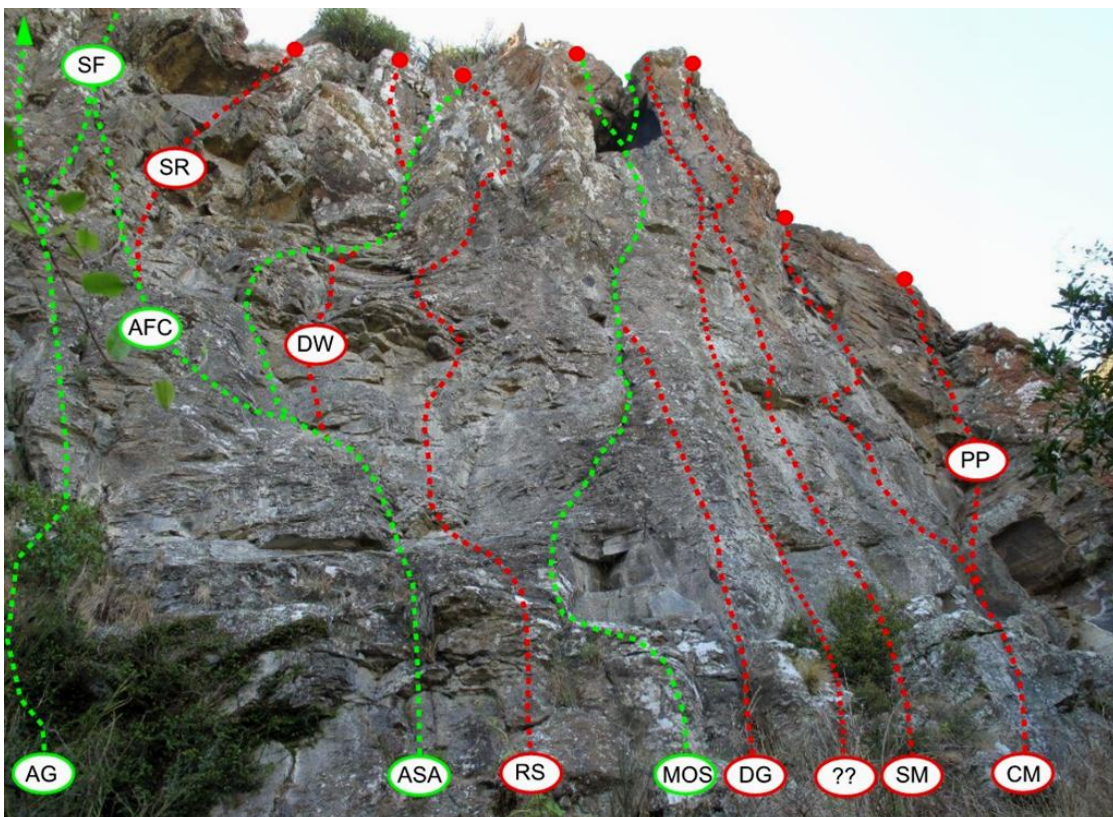




### SD Striking Distance

27 Sp 4Br ★

The steep wall/groove to the right of Timberlands. Climb the dead tree to reach the first bolt, then up on painful, crimpy things. *Tony Burnell, 1997*



### DM Dead Men Don't Lie

18 Tr 0

Start as for SD, from the ledge move up the horrible crack to another ledge, go straight up into the final groove, belay on the R as for Dia. *Lindsay Main, 1989*



- DI Diablo** 21 Sp 9Br ★  
Start at the corner, then move left across the face to the arête. Find your way staying just right of the arête continuing up the slab past the flake then over the bulge, and finishing up the corner system past the bolts. *Grant Piper 02*
- AG Avant Garage** 22  
Start at the L side of Atatürk Wall, there are some cut back stumps, climb the short L facing corner to a ledge, follow parallel cracks onto a slabby section then up the shield flake & into the groove directly above. *Joe Arts, 1989*
- SF Sneg Field** 19  
Climb AG to the a point below the finishing groove, break out R into the subsidiary groove,. *Joe Arts, 89*
- AFC A Futile Campaign** 20  
Originally a good Mp line bolted over by someone. Follows the line of staples, starting at the small nose to gain the lower ledge. Climb the pillar from the ledge going up directly under the roof. Exit leftwards up a ramp to the corner to left of the roof & then finish up the headwall to left & onto the rap station. *Joe Arts '89*
- SR A Sport Route** 19 Sp 6Br  
An independent finish masquerading as an independent line. Pretty much climbs ASA before breaking R under the roof to the anchors.
- ASA Atatürk Strikes Again** 19  
Start up onto ledge 2m above the start. Climb wall then traverse rightwards at the 3rd bolt across a line of jugs to the corner on the R, follow up the corner, veer rightwards up to the rap chains that are used for RS. *Joe Arts '89*
- DW A Dream Of White Elephants** 19 Sp 6Br  
Even less independent climbing than SR but means ASA is bolted in its entirety. *Grant Piper, 2016*
- RS Rock Shock** 23 Sp 4Br ★  
Starts where the clean section of the rock touches down, go up ledges on the R then step L, move up into the scoop, using good crimps on the L, move up to the roof & go R up to good holds (Br2). Using a crimper on the R make a dynamic move L to gain the slab. Once on the ledge go R to the initial groove, up to Br4 then R into the long open groove, bridge up to the anchors *Kynnan Bazley, 1997*
- MOS Mother of All Session Routes** 18/20 Tr 0  
Follows a weakness with very little protection up in to the cave below the summit & have a sit with the pigeons & contemplate exiting either L or R out of the cave. Can now be climbed as a Sp climb thanks to GP. *Lionel Clay & Tony Stempa*
- DG Disillusions of Grandeur** 20 Sp 5Br  
The climb is independent for a few moves at the start before it joins MOS up to the cave & out of it. *Grant Piper, 2016*
- ?? ??** 23 Sp 5Br  
Start on the ledge just L of SM, thin moves directly up the wall L of SM join at the ledge but go straight up an easier exit on the arête on the R edge of the cave above.. *Tony Burnell, 1996*
- SM Salome Malone** 23 Sp 5Br ★★★  
Start on the ledge just L of CM, straight up to & over the roof on to a wall with large holds, move easily up to the crack, swing out R using poor holds & go up into the red groove, go straight up to the highest point of the crag, difficult moves up the front face of the obvious tower lead to a slight alcove & pinch grips get you to the top, anchor setup around the R side. *Tony Burnell, 2011*
- CM Colonel Malone** 22 Sp 4Br ★★★  
Near the right end of the crag, just left of the wide gully. Stand on convenient block to clip first bolt, then straight up the steep face to a hard move through a bulge just above the last bolt. *Joe Arts, 1989*
- PP Pimple on the Arse of the Universe** 18 Sp 3Br  
The climb (not worth doing) suffered some minor damage in the earthquakes & received a stainless makeover in 2016. *Joe Arts, 1989*
- Stainless Sproutings** 15 Sp 4Br  
Not Shown on Topo: An awful climb that follows the last arête on the crag before the wide gully.



## Route List

1.	Cli Direct Start		
2.	Christchurch Disco	A2	
3.	Scramble	12	So
4.	Ugly One	13	Tr
5.	Neophyte	13	Tr
6.	Steppenwolf	14	Tr
7.	Hornets' Nest	14	Tr
8.	Unnamed Two	15	So
9.	Sinking Ships	15	Tr
10.	True Blue	15	Tr
11.	Gravy Train	15	Tr
12.	Porcupine	15	Tr
13.	Stainless Sproutings	15	Sp
14.	Ugly Two	16	Tr
15.	Unnamed Three	16	So
16.	Nihilist	16	Tr
17.	Yisturdie	16	Tr
18.	Skunk	16	Tr
19.	Unnamed	16	Tr
20.	Gooders Line	16	Tr ★
21.	The Promised Land	17	Mp ★
22.	Environment Centre Bites the Dust	17	Tr ★
23.	Wikki LEaks	17	Sp
24.	Fantasia	17	Tr
25.	Unnamed One	18	Mp
26.	Gone with the Wind	18	Tr
27.	Let It Grow	18	Tr
28.	Changing Times	18	Tr
29.	Calling All Sport Climbers	18	Sp
30.	White Lies	18	Mp
31.	Zombie Fodder	18	Sp
32.	Funacation	18	Sp
33.	Nanny State	18	Sp
34.	Dead Men Don't Lie	18	Tr
35.	Pimple on the Arse of the Universe	18	Sp
36.	Susie's Slab	19	Sp ★ ★
37.	Pop Gun	19	Tr
38.	Hex Arête	19	Tr
39.	Dumping Velvet	19	S ★
40.	An Alpinist Answers	19	Sp
41.	Restless	19	Sp ★ ★
42.	Mistery	19	Sp
43.	Out On A Limb	19	Sp ★
44.	Carbon Neutral	19	Sp
45.	Sneg Field	19	
46.	A Sport Route	19	Sp
47.	Ataturk Strikes Again	19	
48.	A Dream Of White Elephants	19	Sp
49.	Kissing The Frog	20	So
50.	Afghan Bandit	20	Tr
51.	Social Ostracyte	20	Mp



52.	It's Tough at the Top	20	Tr	
53.	Eight Million Years	20	Sp	★
54.	Whitless	20	Tr	
55.	Suppressed Personalities	20	Tr	★ ★
56.	Cli	20		
57.	Minimal Disturbnce	20	Sp	
58.	A Futile Campaign	20		
59.	Disillusions of Grandeur	20	Sp	
60.	Mother of All Session Routes	20	Tr	
61.	Mother of All Session Routes	20	Tr	
62.	Crucifix	21	Tr	
63.	Rubicon	21	Tr	★
64.	Velvet Prescribed	21	Sp	
65.	Get a Grip On Yourself	21	Mp	
66.	Feeding Time at The Zoo	21	Mp	★ ★
67.	Into the Trees	21	Tr	
68.	Leaning Wall	21	Sp	★ ★
69.	Scratching Julius	21	Tr	★ ★
70.	Easy Action	21	Mp	
71.	Art For Arts Sake	21	Sp	★ ★
72.	Easter Rising	21	Sp	★ ★
73.	Diablo	21	Sp	★
74.	Buddies	21	S	★
75.	Driftnet	22	Mp	★ ★
76.	Bodies	22	Mp	★
77.	Bombs Away	22	Mp	
78.	Citizen Kane	22	Mp	★ ★ ★
79.	Tupping Cecil	22	Mp	
80.	Hyper Sapce	22	Mp	
81.	Avant Garage	22		
82.	Colonel Malone	22	Sp	★ ★ ★
83.	Pumping Susie	23	Sp	
84.	Pumping Velvet	23	Sp	★ ★
85.	Idol Boys	23	Sp	
86.	Red Herring	23	Sp	
87.	Red Dwarf	23	Sp	
88.	Profit of Doom	23	Sp	★ ★
89.	Smash Palace	23	Mp	
90.	The Active Ingredient	23	Mp	★ ★
91.	Victim of Ravishment	23	Mp	★ ★ ★
92.	Victim of Ravishment (Alt Start)	23	Mp	
93.	Drop Out	23	Mp	
94.	Getting Rid of Mr Clean	23	Sp	★ ★ ★
95.	Retrobolotix	23	Sp	
96.	Grace	23	So	
97.	Scud Muscle	23	Mp	
98.	Franks in a Frenzy	23	Sp	
99.	The Stu Alan Memorial Roof	23	Mp	
100.	Rock Shock	23	Sp	★
101.	??	23	Sp	
102.	Salome Malone	23	Sp	★ ★ ★
103.	Cheap Shoes Don't Kill	24	Tr	
104.	Red Wall	24	Sp	★ ★

105.	Restless Direct	24	Sp	
106.	Delicia	24	Mp	
107.	Spoonerism	24	S	
108.	Citizen Clean	24	Sp	★
109.	Arms Race	24	Sp	★★
110.	Jug Jockey	24	Sp	★★★
111.	??	24	Sp	
112.	Location, Location, Location	24	Sp	★★
113.	Timber Lands	24	Sp	★
114.	Social Ostracyte Direct	25	Mp	
115.	Acid Drop	25	Mp	
116.	Raj Sur la Plage	25	Mp	★★★
117.	Ground Effect	25	Mp	
118.	Clip or Fly	25	Mp	★
119.	Stars & Stripes	25	MP	
120.	Layer Cake	25	Sp	★
121.	Drop the Bomb	26	Mp	
122.	Fillet of Arnold	26	S	★★
123.	Citizen 4	26	Sp	★
124.	Gone Bimbo (Variation)	26	Sp	★★
125.	Swine Fever	26	Sp	
126.	Michael Karnick	26	Sp	
127.	Michael Karnick	26	Sp	
128.	Prizefighter	27	Sp	
129.	Pulling on Pinches	27	Sp	
130.	Love the Bomb	27	Mp	
131.	Gone Bimbo	27	Sp	★★★
132.	Gone Bimbo (Direct Finish)	27	Sp	
133.	Gone Bimbo (Direct Start)	27	Sp	
134.	Carnivore	27	Sp	
135.	Mega Pump	27	Sp	
136.	Mysterious Swine Disease	27	Sp	★★
137.	Bridging Over Lyttelton	27	Sp	★★
138.	Striking Distance	27	Sp	★
139.	The Alternative Traverse	28	Sp	★
140.	Creatures of Power	28	Sp	★★
141.	Kubla Khan	29	Sp	
142.	Doctor Strange Love	32	Sp	