

# **Waitpinga Select – A Rock Climbers Guide**

*Version 7.0*

*Last updated: 22/03/10*



*Peter Daish - Smooth Sailing (23)*

**IMPORTANT!** Access to Waitpinga climbing is via private land. Telephone Alistair Carmichael on (0422 845 470) or Bernie Carmichael (8552 3799) **PRIOR** to entering the property.

DO NOT ENTER THE PROPERTY UNLESS YOU HAVE CONTACTED ONE OF THE TELEPHONE NUMBERS LISTED ABOVE.

Refer to the Access Map section at the end of this guide for specific access details. Questions regarding the cliff contact Peter Daish on [lpddaish@internode.on.net](mailto:lpddaish@internode.on.net) or 0412 311796.

## Introduction

This guide is a supplementary guide to the Waitpinga section contained within Nick Neagle's *The Adelaide Hills - A Rock Climbers Guide*. Although it lists some older routes, it mainly deals with new routes and lower off points established on Cephalopod Wall from 1999 to 2010.

## Access

The access to the cliff is via one of two methods. a) via private land or b) via the Heysen Trail coming in from the Victor Harbour side or Newland Head Reserve. Option A is described in detail within this guide. The CCSA (Climbing Club of South Australia) has arranged access via the landowners immediately above the cliff top. Any entry onto this land must first have the permission of either Alistair Carmichael or Bernie Carmichael.

This aspect of climbing at Waits is the most important as there is **NO OTHER ACCESS** to Waits except along the Heysen Trail, which would add about 90 –120 min to the walk in time!

## Camping

Absolutely no camping is allowed on the private property. If you are wanting to stay close to the cliff, consider Victor Harbour, Deep Creek or Newland Head.

## Cars

A 4WD/AWD is recommended though not mandatory. The road through the paddocks can be very soft sand and there is the occasional hole. Groups of four or more people are requested to car pool whenever possible in order to limit the amount of traffic entering the paddocks. Leaving a car on Waitpinga Rd or in Victor Harbour works well in these cases.

**Total Fire Ban days:** Entry into the farm will be restricted on high temperature days (35 degrees and above). This applies to low wheel based petrol driven cars due to the potential fire risk.

## Gates

Please ensure that the gates are closed tightly i.e. do not loosely attach the chains/wires so a large gap remains. **CLOSE EVERY GATE THAT YOU HAVE TO OPEN.**

## Directions through the property

Bernie's' house is the only house on the left of *Waitpinga Road* just after the church. About 50m past his house is the entrance to the property off the main road (normally open).

Refer to the *photo access map for gates* at the end of this guide more detailed information.

## Directions to the gully/cliff

When you are at the gate where the Parks information sign is, cross the fence line and walk slightly left down through the trees to a path. The path will briefly come out of the tree line past a picnic table on your right then wind round the corner until it dips into trees again in a small gully /creek. There is a small sign in the gully referring to rock climbing. This is the access gully! From the car to the start of this gully should only take 3 mins.

Follow the steep gully downhill to its base (approx 10-12mins) then once on the coast head right (as you are facing toward the sea) for about 50m along the shoreline towards a rock platform in the right hand corner. A 2-3m dropdown leads to the major wave cut platform at the base of the cliff. Remember to store all your gear on the highest point.

As previously suggested, the older routes are not in good condition to climb. Dirt, shrubs and the inability to rap back down to the base make them difficult to repeat and very adventurous. Be aware that access from the top of the cliff is not recommended due to the instability of the ground and amount of loose rock. This is particularly so when there are other people at the base of the cliff.

Because of this, the past 10 years has seen a huge amount of effort put in to establish anchors at the 30m break line. This effort has been carried out over the years by Peter Daish, along with the likes of Damien Hall and Jaimie Holland.

For an insight into some of the man hours involved, *Achilles Gambit* took Hally, Dutchy and Daish 10hrs straight on a rope to abseil, clean and equip the route. *Sea Lion* meanwhile took around 15-20 hrs of cleaning to get it to its current state.

## The Waits Survival Checklist

Finally – we have the **Waits Survival Checklist**. All you need to know about climbing at Waits in 6 easy steps!

1. Contact Alistair (0422 845 470) or Bernie Carmichael (8552 3799) to request access across the private land PRIOR to arrival.
2. Use a 70m rope. If you are using a 60m, take into account route length, and tie knots in both ends.
3. Take a helmet. Lots of loose rock exists both on the cliff as well as above it.
4. Consult a tide/swell forecast prior to planning a day down here. Big wave days can be very dangerous. Take note of low & high tide timings, as well as wind direction.
5. Climb in a group of 3 or more. If climbing with less than 3 people in your group, let someone know where you are and when you will be back. Mobile phone reception (in case of emergency) is dependant on which carrier you are with. Do not assume yours will work.
6. Use sunscreen, a hat and take plenty of water. The sun goes off the wall in summer around 2.00pm.

## Disclaimer

**WARNING!** Rock climbing is a dangerous activity. Treat all fixed gear with suspicion, route grades serve as a guideline only, and rock quality (especially on a sea cliff) can be variable. The editors of this document take no responsibility for any injury arising from the use of this information.

## Cliff blurb

Climbing at Waitpinga is an educational experience. On the established routes the rock is generally good, though being schist means there will always be some loose or flexible holds in places. The atmosphere of the area combined with the style and overall height of the wall may prove a little daunting at first. If you have not climbed slabs or indeed sea cliffs before, this will also impact your perception of difficulty here.

**WARNING!** Be aware that untravelled faces have a significant amount of loose rock on them, as does the summit area above the cliff line. Always take care when lowering off, and be mindful of your belayer and others on ground level.

To illustrate the ambience of this cliff further, big swell days have been known to result in the occasional belayer being drenched by an incoming wave. Prior to arrival check the sea conditions (taking note of the swell and wind direction), and use sound judgement when it comes to accessing the wave cut platform beneath the routes. As a precaution, do not stand too close to the seaward side of the platform, especially along the length of territory spanning the left hand end (facing the cliff) to the central sections of the wall (*Hard to Starboard* through to *Buoy Oh Buoy*). The routes themselves may stay dry, but the belay positions will not! Climbers must be mindful of these conditions and choose your routes appropriately. Any routes marked with a 'Wave' symbol fall into this category.

Although there are routes of grade 13, the scope of routes really opens up to the grade 19 to 21 leader at this cliff. Also bear in mind this is not strictly a sport climbing cliff. Sport routes do occur however to fully appreciate the scope of routes on offer a traditional rack is advisable.

Some sport routes have the occasional spaced bolt, where you may find that a wire placement will significantly reduce your heart rate. A confident leader is mandatory for any visiting party as the setting up of top-ropes can only be accomplished via one person leading a route to access an anchor at the 30m mark. You could however lead the 48m Dutchy's Route (18) which is almost fully bolted, then with two 60m ropes tied together top rope almost half of the cliff!

## Gear








You need at least 2 bolt plates, a set of wires, cams and lots of draws as some of the climbs are quite long. For example, *Clear the Deck - EASY* and *Clear the Deck* are 48m long with 16-17 bolts and about 4 natural placements (if you don't like running it out). It is recommended that you know how to place trad gear on lead, and take a trad rack when visiting. Bolts can be fairly spaced on some routes. *Clear the Deck*, *Achilles Gambit*; *Clearing the Mind*, *Sea Lion (P2)* and *Hard to Starboard* are just some of the routes requiring mixed protection and a good lead head.

A 60m rope can get you down a lot of the routes ending at the 30m mark – but in some cases only just. If you have a 70m then you will have no problems. Finally – take a helmet. There is a lot of loose rock above the cliff line, as well as on it.

**WARNING!** TIE KNOTS IN BOTH ENDS OF A 60M ROPE AS TOPROPING SOME OF THESE CLIMBS IS 60M OR LONGER. DO NOT USE A 50 OR 55M ROPE AT THIS CLIFF.

The bolts are extremely good 316 glue-in Hilti chem sets. Bolts down low on the wall are 316 hexagonal headed glue-in bolts which require bolt plates. Some bolts have a hexagonal head on them (NOT a threaded nut). These are 316 bolts set with the hangers deliberately loose so that they spin and clear any salt build up. There is no way they can come off so do not try and tighten them.

## Key to symbols

	1-star route. Very good quality and worth your attention.
	2-star route. Excellent quality relative to what the cliff has to offer.
	3-star route. Outstanding quality. Rare lines indeed.
	All trad line requiring the ability to place traditional gear on lead.
	Mixed line, requiring the ability to place traditional gear on lead as well as clip in-situ bolt protection.
	Fully bolted route requiring no trad, though trad may be used to supplement.
	Wave threat. Routes that have this symbol may have belay stances that could be affected by waves on big swell days. Take care when accessing these routes, and always consult the Victor Harbour tidal forecast prior to arriving.  Wave threat is dependant on tide (low or high) as well as swell and wind direction. Time your visit accordingly. As a guideline, SW winds with a high tide (1.1 or higher) and high swell rating mean BIG waves. 80% of the cliff may not be accessible on these days.  A good source of info is <a href="http://www.buoyweather.com">http://www.buoyweather.com</a> - the Victor Harbour link should provide a realistic forecast of the sea and wind conditions on the day.





***A big wave day! (12ft swell rating) Be extremely careful of walking along the base of the cliff on these days!***

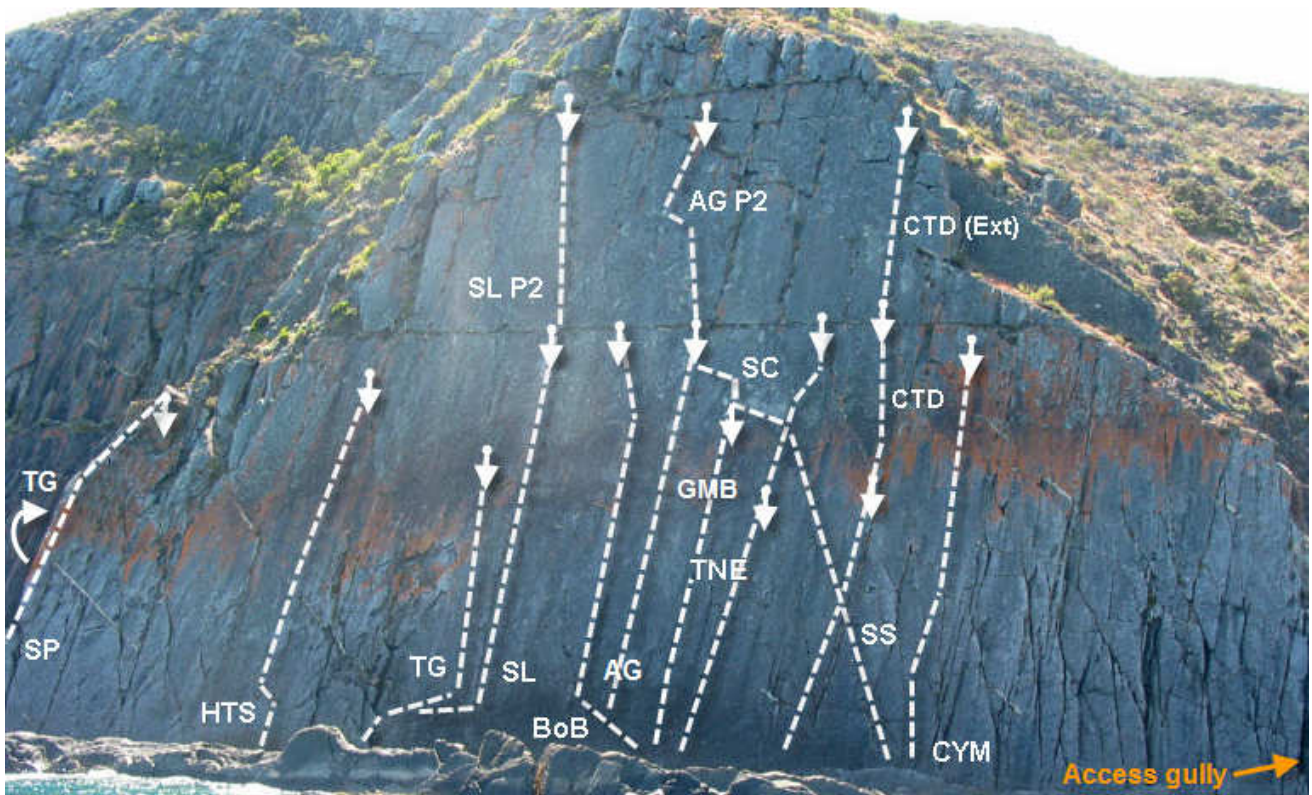


***Clearing Your Mind (19)***

## Cephalopod Wall overview topo

**Note:** Major lines displayed only, also showing lower off points. Refer to the **Route descriptions** section of this guide for details of these and the remainder of the routes.

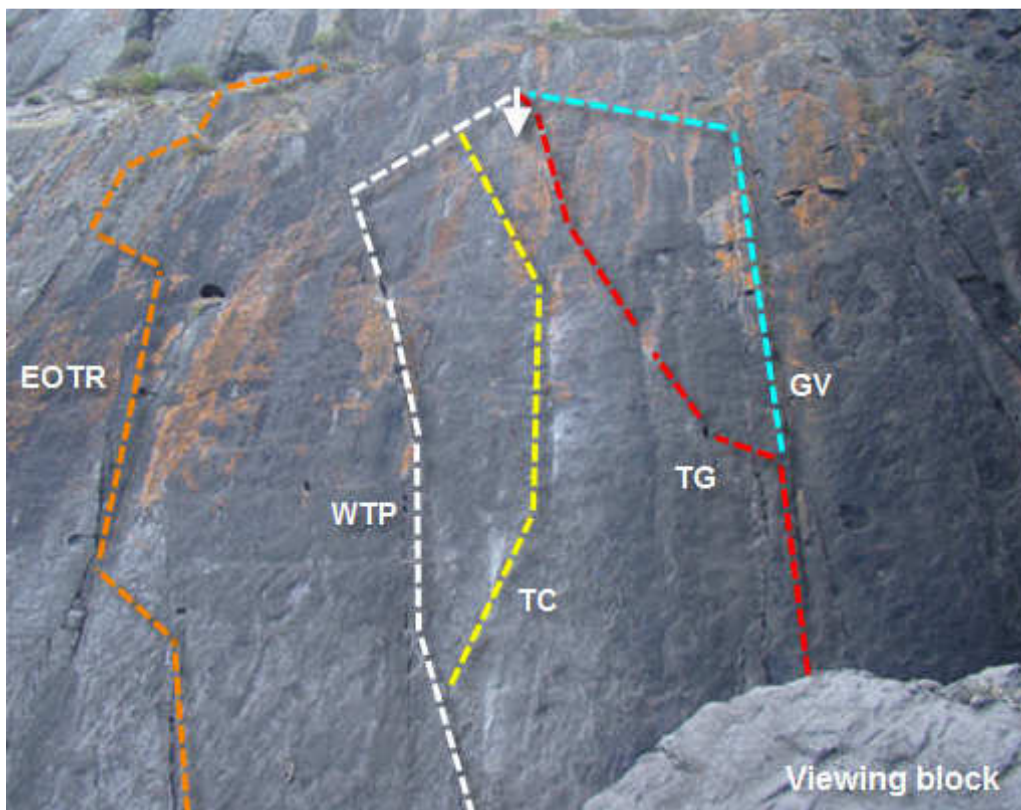
KEY: CRAG OVERVIEW TOPO	
TG	Technically Gifted (Mollusc Wall)
SP	Stimulus Package
HTS	Hard to Starboard
TG	Taleah Grace
SL	Sea Lion
SLP2	Sea Lion Pitch 2
BoB	Buoy Oh Buoy
AG	Achilles Gambit
AGP2	Achilles Gambit Pitch 2
SC	Smooth Criminal
GMB	Guru Memorial Buttress
TNE	True North Easy
CTD	Clear the Decks
SS	Smooth Sailing
CYM	Clearing Your Mind





## Mollusc Wall Right Side Topo

Only five new routes are described on this wall. For more details concerning older existing routes (i.e. the two big traverse lines named 'Flight of the Gull' and 'Down to the Sea In Slips', refer to Nick Neagles *The Adelaide Hills: A Rock Climber's Guide*. This sector can be accessed from the base of the left arête of Cephalopod wall (*Stimulation Package*). Locate the large block left of the arête of SP (see topo's page 5&6) then walk around it into the right corner of Mollusc Wall. **Take note:** All of these routes rely on 'traditional' gear, some of which is very small and technical to place.







<b>Gift Voucher (GV)</b>				<b>14</b>	<b>26m</b>
<p>Sometimes not exactly what you want. Only mentioned due to it being the easiest route on this sector of wall and will clean up eventually. At the time of writing however it is still very dirty (the wire and cam placements were dug out on the lead). It also contains the occasional hollow flake – so belayers beware! To top it off, there's a run out finish across easy terrain but on some questionable rock. <i>Steve Kelly, Darren Williams March 2010</i></p>					
<b>Technically Gifted (TG)</b>				<b>19</b>	<b>26m</b>
<p>A classic. The first route established out of the five listed. Demanding all-trad line mainly on small to medium wire placements launching up the right hand side of Mollusc Wall. Experience at placing and relying on small wires is mandatory. Start at the prominent crack system just left of the corner and in front of the large 'Viewing block' (depicted). Follow the well protected crack up the wall until you are able to stretch out left to an obvious hole (flared 4 or 5 Camelot). From here, get psyched for the crux (or back off!) and trend up the sinuous diagonal seams until it relents at an obvious right-trending ramp line and a DB lower off. Take your RPs. <i>Darren Williams, Steve Kelly January 2010</i></p>					
<b>Technically Compromised (TC)</b>				<b>22</b>	<b>26m</b>
<p>Brilliant. Starts 4m left of TG. Take care with the bouldery start (crux) which can often be wet and is strenuous to protect. Place two wires in a sidepull pocket before leaving the ground (small then large sideways), then gun for a parallel slot (bombproof medium wire). Trend up then right into the middle of two parallel quartz seams running down the wall. Blast on up past 2 bolts to a big gaston/undercling hold on the left, then take a breath past a 3<sup>rd</sup> BR and enter into the crux at the 4<sup>th</sup> bolt. Continue up then break diagonally left to a 5<sup>th</sup> bolt and another technical section. Finish as for WTP. Wires to start, then 4 bolts lead the way to a spacey finish. <i>Peter Daish, Darren Williams and Steve Kelly March 2010</i></p>					

## Mollusc Wall Right Side (cont'd)



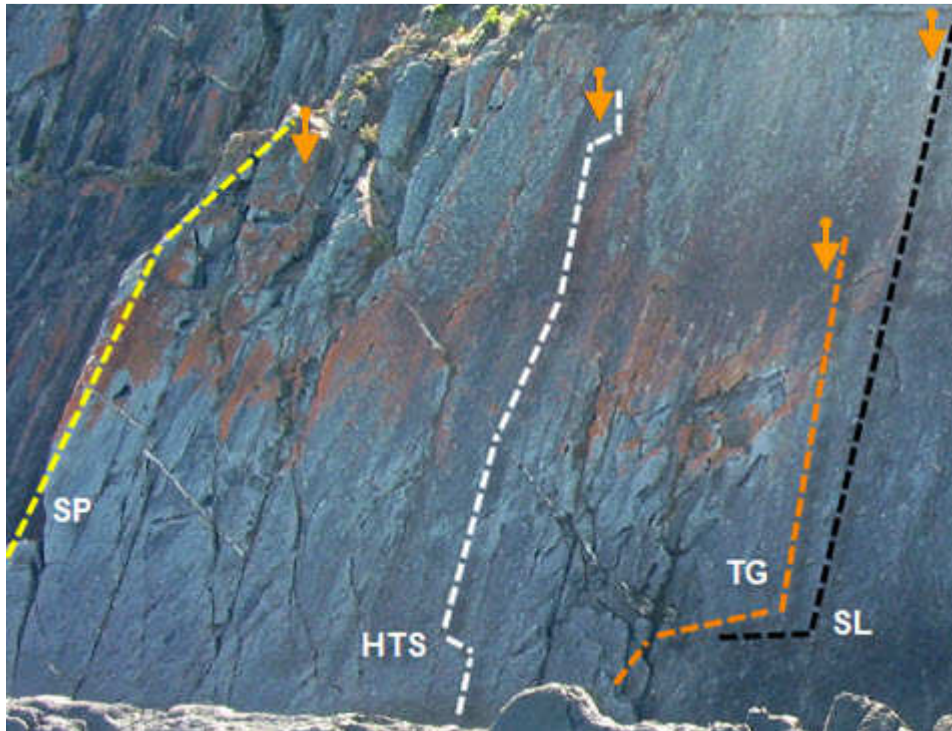
Technically Compromised (22)





<b>Walk the Plank (WTP) (refer to topo page 6)</b>				<b>19</b>	<b>28m</b>
<p>Another all trad line that is not a good choice for breaking into the grade due to the start which can be wet. The leftward diagonal crack line all the way starting 4m left of TG. Take care with the bouldery start (crux) which can often be wet and is strenuous to protect. Start as for TC then connect into easier climbing up the major crack system. When the crack closes to a seam near the top, place your last bit of gear and break right across the obvious right leaning weakness (the 'plank'). Easy climbing but runout for approx 5 metres. Finish as for TG. Double up on small to medium cams and take a good selection of wires including RPs. <i>Steve Kelly, Peter Daish 13 March 2010</i></p>					
<b>The End of the Rainbow (EOTR) (refer to topo page 6)</b>				<b>16</b>	<b>35m</b>
<p>A good one for curing depression, although you might pick up a few other mental illnesses along the way... Good rock and very good gear for the first 18m, but then things get a little out of hand.</p> <p>Climbs the crack weakness approx 3m left of WTP start to a stainless steel carrot bolt. (This is actually the original finish of the traverse <i>Flight of the Gull</i>). Link into the 2<sup>nd</sup> crack system and climb it to another rust coloured bolt. Keep going up left of the huge hueco, then against your better judgement move up and left into a cruxy problem on less than ideal rock. Place a small cam in an undercut shield feature that may be only a temporary resident, then climb delicately straight over it until you can place small cams in a rotten quartz seam high and to the left. Mantel the small foot stance then traverse right to a sinker V-groove wire placement (the best gear in the surrounding 10m). Continue up to a big layback rib that gains access to the grassy ledge. Beware the hollow and loose flake prior to accessing the ledge. Walk right to find a belay, and try and conceal your disappointment when you find a lone rainbow sling knotted and teased into a crack – along with a small shrub. Also possible to arrange 2 #1RPs and a #8 or 9 wire. Rap to gain the anchor of TG out to the right, then rap to ground. Better still; don't leave the ground in the first place! <i>Steve Kelly, Darren Williams March 2010</i></p>					

## Cephalopod Wall – Topo 1 (Hard to Starboard area)

Routes are described left to right when facing the cliff.

**Note:** Older routes described within Nick Neagles *The Adelaide Hills: A Rock Climber's Guide* may have a lot of loose rock on them and suffer from extremely weathered fixed gear or no fixed gear at all i.e. no lower offs. These have therefore been purposefully excluded from this selected guide.



<b>Stimulus Package (SP)</b>		MIXED GEAR		17	30m
<p>7-8 bolts, double bolt belay (couple of small cams or rocks needed for the first 5m). It's the left arête of the main wall. Climb the small crack (cams) right next to the edge of the wall to a bolt, and then continue to a big ledge. Lean around and clip the bolt on the undercut arête then a tricky move onto the arête proper leads to another bolt. Be careful when clipping this bolt as falling whilst clipping could leave you hitting the ledge. The moves are not cruxy and the clip is easy on big holds. It is possible to move slightly right to reach the next horizontal above (crux). Follow the rest of the bolts on the arête all the way to the top. Take time to view the spectacular Mollusc Wall. One star for the position alone. <i>Peter Daish and Des Hudson 7 January 2009.</i></p>					
<b>Hard to Starboard (HTS)</b>		MIXED GEAR		20	30m
<p>5 bolts, double bolt belay. Double up on small / med cams. Start from the highest boulder 5m left of <i>Taleah Grace</i> starting boulder (left end of pond). Locate a hanger less bolt 3m above the boulder. Spot the climber to the 1<sup>st</sup> bolt (hanger required) then from the jug move left under the bolt to gain the LH crack weakness and climb this for 6m. Where the crack breaks right, continue straight up to the 2<sup>nd</sup> bolt. Cross the quartz line to reach the 3<sup>rd</sup> bolt then follow the shallow vertical seam which gets more difficult the higher you get. Arrange a nest of natural gear (small cam behind an undercling and an 'OK' #4 or #5 Rock) then continue to 4<sup>th</sup> bolt. Climb to the end of the seam then reach out right (crux) and continue past another bolt. Finish at DBB. <i>Steve Kelly, Peter Daish 25 January 2009</i></p>					

**WARNING! Take note of pitch length if using a 60m rope, and tie knots in both ends as a precaution.**



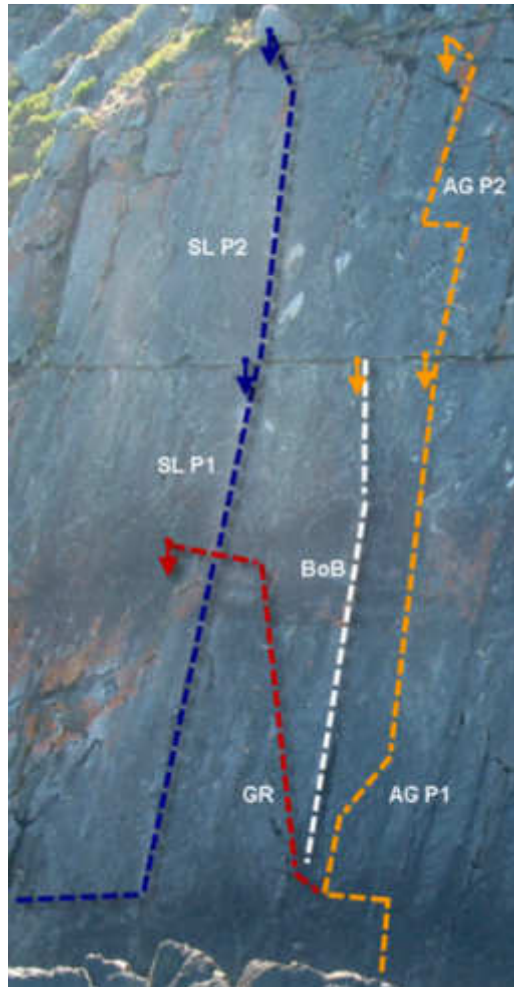
## Cephalopod Wall – Topo 1 (cont'd)

Routes are described left to right when facing the cliff.

<b>Taleah Grace (TG) (refer to topo 1)</b>				<b>13</b>	<b>28-30m</b>
<p>7 bolts. A great warm up for beginner leaders. Bolts are far more spaced at the top than the bottom but climbing difficulty is the same. Start on the big rock at the far left on the pond. Step up and across easily to the first bolt about 4m off the ground and about 6m right of your starting point (hanger required). Follow the fixed hangered bolts straight up the wall to a double bolt belay. Although it is very easy (grade 8ish) climbing, you may want to take a small cam or small wire to protect just before the first bolt, especially if it is your 1<sup>st</sup> lead. Abseil back into the raised belay and belay up in the little platform 4m above the water if the waves are too big. <i>Peter Daish, Jordy Moffat June 2007</i></p>					
<b>Sea Lion P1 (SL P1) (refer to topo 1)</b>				<b>P1: 18</b>	<b>35m</b>
<p>The 200 foot vertical crack in the middle / left side of the pool. You can't miss it. Beware a 60m rope will not lower you off. Better to lower to Georgie Rose anchor then rap again (or use a 70m). Traverse in from the left from Taleah Grace clipping the first hangerless bolt, then slide across the wall diagonally up to the first ring bolt. Engage the crack pass another 8 ring bolts to the 'alcove' at the 30m horizontal. Alternatively you can stop at the anchors of <i>Georgie Rose</i> to make it a very easy grade 12ish sports route called '<i>Sea Lion Pup</i>'. There is only really 1 tricky move across the wall to the crack. It then is only grade 8-11 up to Taleah's chains. <i>Note: This grade 12 variant is regarded to be a lot safer 1<sup>st</sup> route option than Taleah Grace.</i></p> <p><b>Notes on the FA:</b> Sea Lion was first climbed without bolts after Damian Hall walked across a plank in the pond and started the route at the very bottom of the pond. Both belayers as he was finishing the 1<sup>st</sup> pitch were washed off the platform (right down to the start of Achilles Gambit). Sea Lion was later fully bolted as it was deemed a very serious lead when established on all trad. It is now the direct opposite. The safest grade 18 you will ever do - so get onto it. <i>Damien Hall, Peter Daish, Jan 2000 (1<sup>st</sup> pitch freed on all trad – later retro bolted by the first ascensionists). 2nd pitch freed in Jan 2008</i></p>					
<b>Sea Lion (P2) (SL P2) (refer to topo 2)</b>		<b>MIXED GEAR</b>		<b>P2: 21</b>	<b>20m</b>
<p>The second pitch is regarded as the best pitch above the 30m horizontal line and is thoroughly recommended. 3 bolts, small to medium wires and medium to large cams required. A very technical bit of climbing. Double bolt belay at each pitch. Double 60m ropes will reach the ground. BE AWARE: To the 1<sup>st</sup> bolt off the belay is difficult climbing. Place a wire before it and make sure you clip a draw on the DB belay before setting off. An extra bolt may be added to this shortly. <i>Damien Hall, Peter Daish, Jan 2000. 2nd pitch freed in Jan 2008</i></p>					
<b>Georgie Rose (GR) (refer to topo 2)</b>		<b>MIXED GEAR</b>		<b>18</b>	<b>30m</b>
<p>5-6 bolts. This and the next 2 routes share the same start. Start at the very last boulder in the water on the right of the pond. Up 3m to bolt without hanger and head left 4m to welcome little horizontal cracks. Clip second bolt of Achilles if required and keep travelling diagonally across into BOB's crack, crossing straight over it into the lovely diagonal slashes across the wall. Head up through the vertical slashes on good gear (wires plus small / med / large cams) and clip the first of 4 bolts on that wall, (well left of BoB crack). Clip the last bolt and then traverse left into <i>Taleah Grace</i>'s double bolt belay. <b>Note:</b> The initial traverse above the water is the crux so having a fully conscious belayer is handy as you go for the first bolt! The rocks you start off may be under water if it is high tide. You can then still traverse in but it is a lot harder. Finishing as for <i>Sea Lion</i> makes for another 2-star grade 18. <i>Peter Daish, Jordy Moffat, April 2007.</i></p>					
<b>Buoy Oh Buoy (BoB) (refer to topo 2)</b>		<b>MIXED GEAR</b>		<b>23</b>	<b>33m</b>
<p>1st pitch described only. An amazing line that takes all natural gear until the final 6-8 metres (2 bolts) (crux). Start as for <i>Georgie Rose</i> by traversing in from the right of the pond below the bolt without the hanger at 5m. Gear gets smaller and smaller (small wires) as you reach the bolts. Very technical and quite exciting. The first pitch was originally done with a rest point at the first bolt and graded 22MO. It was (much) later freed in one push in 2009. Take note of pitch length when considering lowering off with a 60m rope ((i.e. use a 70m or rap and pendulum to half height TNE anchor over to your right). Refer to Topo 3. <i>Tony Barker, Mike Broadbent, March 1996. FFA 1<sup>st</sup> pitch Steve Kelly Jan 2009</i></p> <p><i>Note on the 2<sup>nd</sup> pitch: The second pitch has not been climbed since the first ascent in 1996. During that ascent a 'key hold' was broken and it has remained dormant ever since. The pitch is very dirty and has a very large loose flake that poses a major threat to both the climber and belayer.</i></p>					

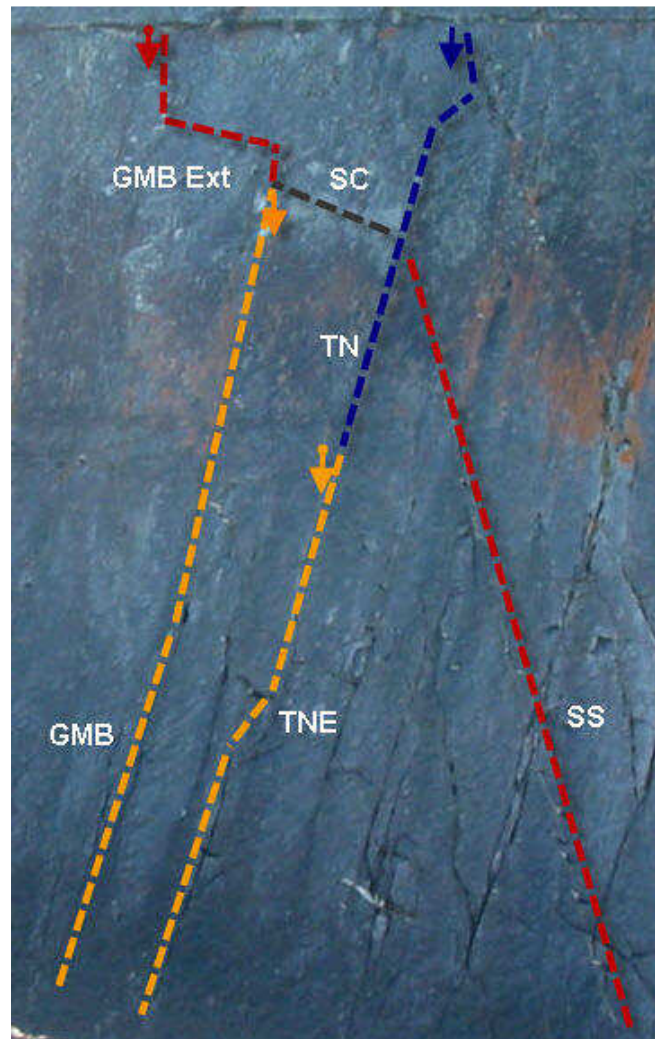
## Cephalopod Wall – Topo 2 (Georgie Rose area)

Routes are described left to right when facing the cliff



<b>Achilles Gambit P1 (AG P1) (refer to topo 2&amp;3)</b>				<b>21</b>	<b>35m</b>
<p>(11 bolts) 1 bolt bracket required. A brilliant route. Take some small cams / medium wires if you scare easily. Starts as for <i>Georgie Rose</i>. 2m right of Buoy Oh Buoy are 2 little horizontal slots on the wall. You're heading for these 2 slots and then up and up. Start up wall as for <i>Georgie Rose</i> and <i>BoB</i> with small crack to bolt at 4m. Clip this then traverse left <b>under</b> the bolt to two little horizontal slots. Tricky move up to 2<sup>nd</sup> bolt (first with hanger) then another and traverse right 2m and up thin line past 2 bomber medium rock placements (if you need them) to 5th bolt. Continue to small hole in wall and 7<sup>th</sup> bolt. Move slightly right and up the thin line /crack past 4 more bolts (crux) to the chains at the horizontal. This climb doesn't drop below 19 the whole way. Take note of pitch length when lowering off with a 60m rope (i.e. use a 70m or rap and pendulum to half height TNE anchor over to your right). Refer to Topo 3.</p> <p><i>Peter Daish, Damien Hall, Jaimie Holland Oct 1999</i></p>					
<b>Achilles Gambit P2 (AG P2) (refer to topo 2)</b>			<b>24</b>	<b>18m</b>	
<p>Can often be dirty especially after a winter and not much traffic. Quite sustained with a very technical iron cross crux. Climb straight up past 3 bolts to a 3m left traverse (crux) small cam required. Climb into the crack for 3m then straight back onto the right wall again past 2 more bolts. Medium cams needed for the headwall. At the top traverse left into Buoy Oh Buoy (2<sup>nd</sup> pitch) chains. Take some medium cams for the top wall.</p> <p><i>Peter Daish, Damien Hall, Jaimie Holland Oct 1999</i></p>					

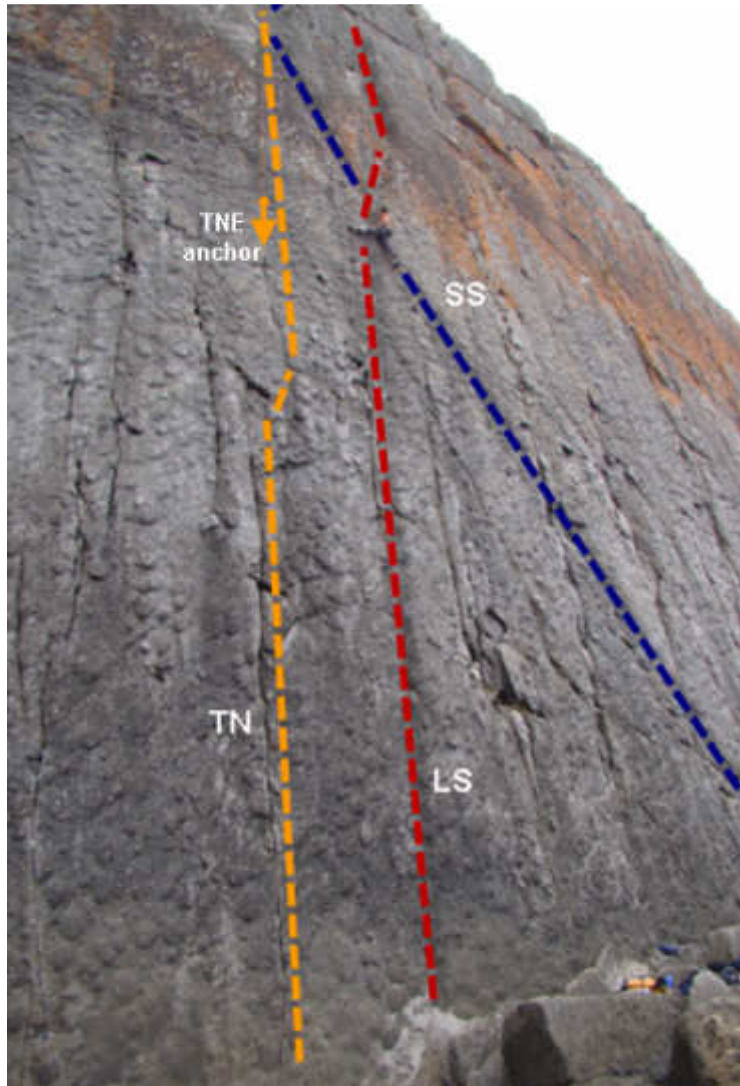
## Cephalopod Wall – Topo 3 (GMB/TN area)









<b>Guru Memorial Buttress (GMB) (refer to topo 3)</b>		MIXED GEAR		18	27m
<p>A classic outing starting at the second to last boulder in the water (it is sometimes underwater). Clip a bolt (carrot) then climb the flared technical crack past a couple of ring bolts to easier terrain (natural pro), then one more bolt protects the final 5m to the double bolt belay on the left of the crack weakness. If you're still feeling keen, continue as for the next route. <i>Paul Francis, Mark Witham 1990 (FFA of 1<sup>st</sup> pitch)</i></p>					
<b>GMB Extension (GMB Ext) (topo 3)</b>		MIXED GEAR		21	34m
<p>The extension part was previously led as the finish of <i>Smooth Criminal</i>, making this an obvious addition. Take GMB to its anchor then keep going past its belay for a few moves until you can reach the good crimper line on the left face (ring bolt). Traverse left via smaller crimps (crux) into <i>Achilles Gambit</i> and finish as for that route (this is the finish of <i>Smooth Criminal Extension</i>). Take note of pitch length. Clean back to GMB belay, then rap from there to de-gear. <i>Peter Daish, Steve Kelly (TR) Jan 2010</i></p>					
<b>True North (TN) (refer to topo 3&amp;4)</b>		MIXED GEAR		23	31m
<p>4 bolts plus trad. Takes the line of <i>Atlas</i> for the first 10m. Start in the crack at the right hand end of the water, 3m right of GMB. Follow the crack all the way until it meets <i>Smooth Sailing</i>. Effectively straight up the crack. Bloody fantastic!!! Once you clip the double bolt belay of <i>T-North Easy</i>, it is 20+ all the way with no rests whatsoever. 4 bolts excluding clipping the double bolt belay of <i>T.N Easy</i>. Take note of pitch length if using a 60m rope. <i>Peter Daish, Alistair Carmichael 29th April 2007.</i></p>					








## Cephalopod Wall – Topo 4 (Lost Socks area)



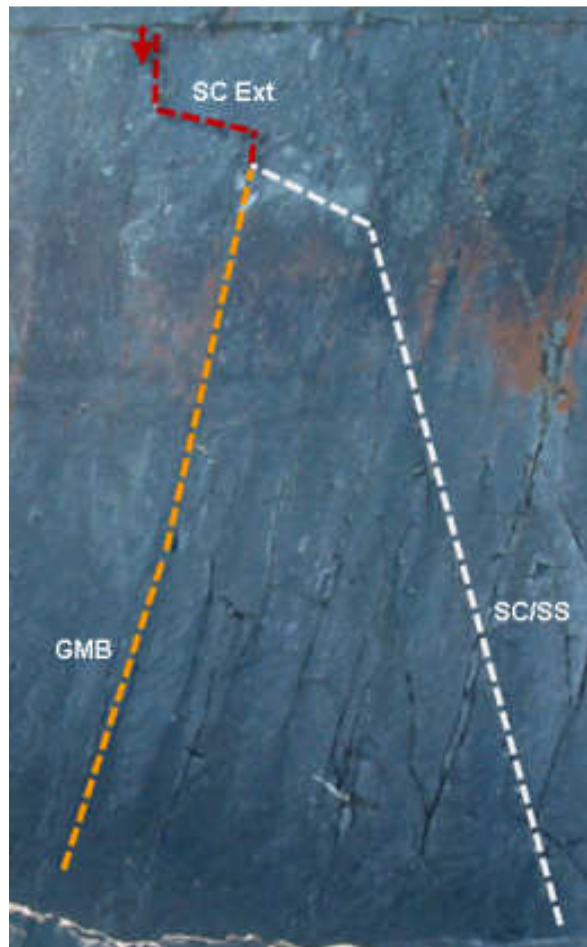
<b>True North (Easy Variant) (TN) (refer to topo 4)</b>				<b>15</b>	<b>17m</b>
<p>This is a beautiful little climb in its own right. Fantastic protection with lots of wires and small cam placements (see previous topo). There is also a thread runner at the horizontal gash at approx 8m. The climbing ends at the double bolt belay. Climb <i>True North</i> (TN) to the double bolt belay with bomber natural protection all the way. A great introduction to jamming. <i>Peter Daish, Jordy Moffat April 2007.</i></p>					
<b>Lost Socks (LS) (refer to topo 4)</b>				<b>18</b>	<b>30m</b>
<p>Refers to one of those annoying 'little' waves that happened to steal some clothing... Climbs directly up the black wall 5m right of Atlas and True North. Starts at the very end of the highest belay position. Any further left and you will fall into the water. Up to bolt without hanger then past 2 ring bolts. They are the only ring bolts within 15m. Past these into the easy crack system. Continue straight up crossing Smooth Sailing (bolt) into another thin crack (crux) until you reach the right diagonal. Now follow the diagonal left to the belay of Smooth Sailing and True North. (4 bolts, good natural gear). If using a 60m rope, you can lower off to the TNE anchor, then rap again, otherwise use a 70m. <i>John Nankivell and Alister Carmichael August 2007</i></p>					





## Cephalopod Wall – Topo 5 (Smooth Sailing & Barque Worse Than Its Bite)



<b>Smooth Sailing (SS) (refer to topo 5)</b>				<b>23</b>	<b>32m</b>
<p>(11 bolts) A crag classic. The major quartz line starting 5m right of <i>Bark Worse Than Its Bite</i>. It takes a diagonal quartz line rising right to left across the wall. You can't miss it. Place your face at the bottom of this quartz line and tell me it isn't the best looking line you have seen for a while! It builds from grade 12 to grade 23 slowly and steadily until the crux at the last bolt. Step right at the top to gain the easy crack once you have made "the move". An absolute must. Take note of pitch length when considering lowering off with a 60m rope, or rap to the TNE anchor, then rap again. <i>Damien Hall, Peter Daish March 2007</i></p>					
<b>Smooth and Easy (S&amp;E) (refer to topo 5)</b>				<b>16</b>	<b>20m</b>
<p>(6 bolts) Climb Smooth Sailing until the 6th bolt then head straight up the wall until you reach the belay 5m above. Fantastic line and rock. Take some trad gear if it's your first 16 lead as the bolts are spaced. Second bolt requires a hanger. <i>Peter Daish, Damien Hall 2001</i></p>					
<b>Its Barque is Worse Than Its Bight (BWTB) (refer to topo 5)</b>				<b>17</b>	<b>32m or 45m to top</b>
<p>OK climbing but the original route doesn't have an anchor. As a result, the preferred option is to climb this until the 30m horizontal, then traverse left to the chain of <i>Clear the Decks</i> (as marked on topo). A tad dirty. Mainly trad. Take note of pitch length when considering lowering off with a 60m rope, or rap to S&amp;E anchor. <i>John Chester, Ian Paterson 1978</i></p>					

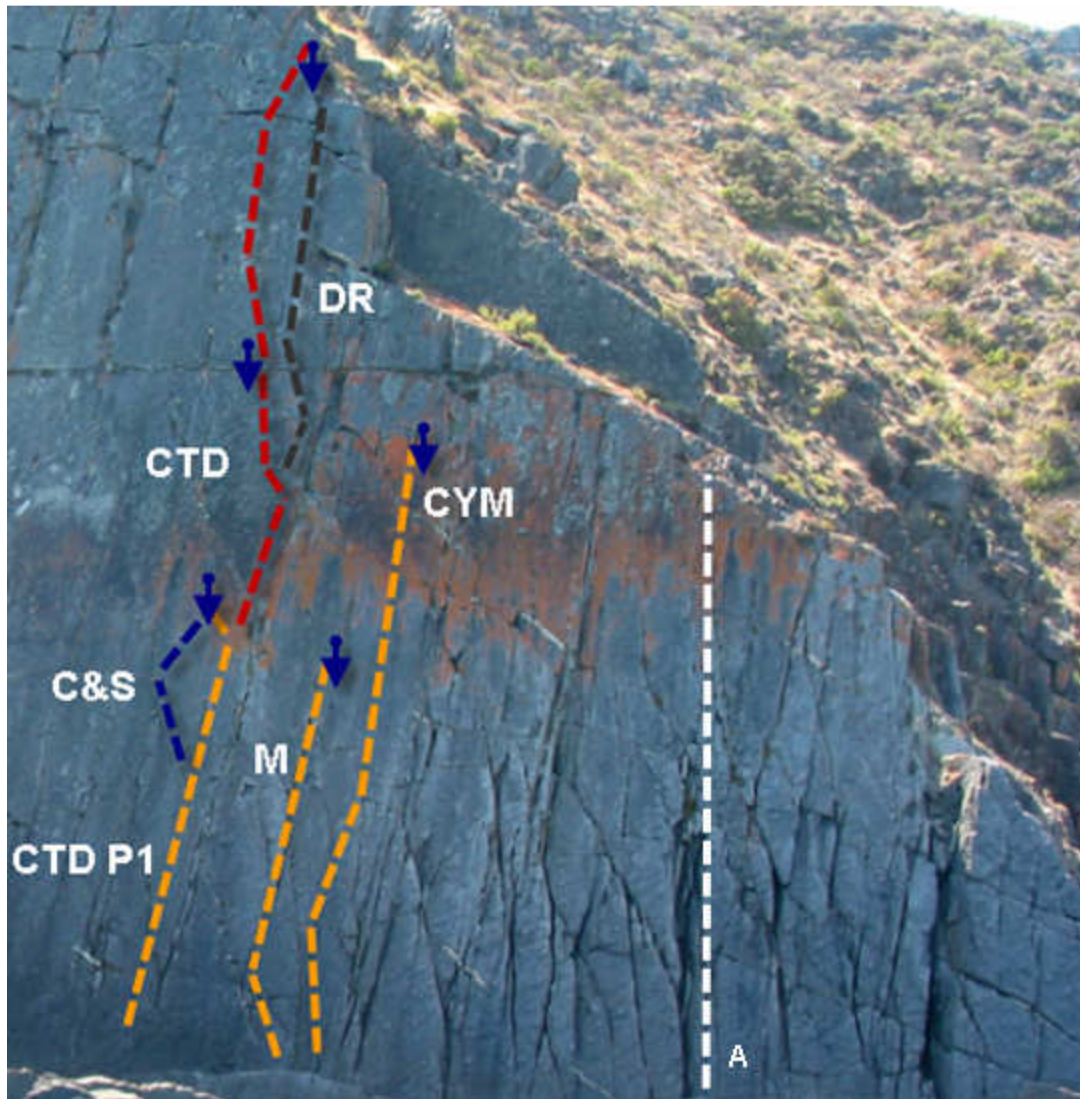
## Cephalopod Wall – Topo 6 (Smooth Criminal)







<b>Smooth Criminal (SC) (refer to topo 6)</b>				<b>24</b>	<b>32m</b>
<p>The original redpoint of this ended at the GMB belay as a pre-cursor to the entire link (<i>Smooth Criminal Extension</i>). Complex, technical climbing with the choice of 3 crux's along the way. This climb redefines the term 'polished footers'. Climb <i>Smooth Sailing</i> past its first crux until you reach the vertical crack at about 22m (True North). Up to the good side pull above the 10<sup>th</sup> bolt, then break left across the face to another bolt out on the face. From here make some big iron cross moves on good hand holds but bad excuses for footholds to gain the crack line of GMB and its anchor. If you still have any feeling left in your feet and haven't fallen off yet, keep going as for the next route. To de-gear: Back jump to <i>Smooth Sailing</i>, then lead this to SS chain and lower off. 70m rope recommended. <i>Peter Daish, Damian Hall May 2000</i></p>					
<b>Smooth Criminal Extension (SCExt) (ref topo 6)</b>				<b>24</b>	<b>36m</b>
<p>This was the line originally envisaged by Peter, who did it with one rest at the GMB belay (see above description). It adds two more difficult sections to the original route plus a little bit of headspace. Climb <i>Smooth Criminal</i> to GMB, and then continue past its belay via a cruxy mono finger lock to gain a good horizontal crimper on the LH face of the crack (about 3m above and to the left of the belay point). From here, crimp your way leftwards via some very dubious footholds and small edges – which hopefully allow access into Achilles Gambit. Clip the last bolt on <i>Achilles</i>, then head on up to its belay. Ultra technical slab climbing. To de-gear: Clean to <i>Smooth Sailing</i>, then lead this to SS chain and lower off. 70m rope recommended. <i>Steve Kelly, Peter Daish January 2010</i></p>					









## Cephalopod Wall – Topo 7 (Clear the Decks area)



<b>Mercy (M) (topo 7) (refer to topo 7)</b>				<b>13</b>	<b>18m</b>
<p>(5 bolts ) Climb directly up from smooth sailing start to the first bolt then keep going straight up the crack pass <b>4 ring bolts</b> to double bolt belay. This climb is easy to find as the ring bolts are the only ones within this area. Crux is from 1st to 2nd bolt. From the double bolt belay there are 2 ways to extend mercy to the double bolt belay of <i>Clearing Your Mind</i>.</p> <p><b>Mercy variations: Mercy Hard (20)</b> - Climb straight up pass the next ring bolt then once passed the bolt head right on tricky moves to the next bolt straight above you. Keep climbing to chains.</p> <p><b>Mercy Medium (17)</b> - From the D.bolt belay head up the crack on your right, clipping bolt on your far left and then the next bolt on your left. Now the same as for <i>Mercy Hard</i>. <b>Grade 17</b>. A little contrived from the DB belay but still worthwhile at the grade. Far less committing than <i>Clearing Your Mind</i>.</p>					
<b>Clear the Decks P1 (CTD P1) (refer to topo 7)</b>				<b>17</b>	<b>20m</b>
<p>Refer to topo previous page. 8 bolts. Takes the line straight up to the right side of the horizontal niche at 5m passed 2 bolts without hangers. Then follow the bolts up crossing <i>Smooth Sailing</i> then into the small vertical cracks left of the major crack of <i>A Barque Is Worse Than its Bite</i>. Pop left to finish at chains. Apart from the last 3m this route goes straight up. <i>Peter Daish 2006</i></p>					

## Cephalopod Wall – Topo 7 (cont'd)

<b>Clear the Decks (CTD) (refer to topo 7)</b>	MIXED GEAR		<b>24</b>	<b>30m or 48m</b>
<p>Refer to topo previous page. 17 bolts total. 12 bolts plus some medium cams to first horizontal at 30m. The name of the route refers to the constant 30 foot falls off the crux taken by Daishy and Hally whilst attempting to make the 1<sup>st</sup> ascent. It is a bit of a head game at the crux, despite having good protection. Climb <i>Clear the Decks P1</i> missing the belay on your left. Move up into the crack and climb the thin crack (left of the major one) past 4 bolts - all on your left. The 3rd to 4th bolt is the diabolical crux. Finish at the main horizontal, DBB or do the route as it was originally intended and continue as described.... (Basically a grade 21 section in its own right).i.e.</p> <p>Climb up to the crack that heads diagonally left for 4m. Climb the sharp flake to the next bolt, and then climb the wall following the bolts to the chains. Clip bolts on your left at the top as only this area has been brushed. Take some medium and small cams and a couple-600mm slings to extend any bolts. Note that after the anchor at 30m, this line is around grade 20 / 21. This climb could effectively be 3 pitches 17-24-21 all with double bolt belays.</p> <p><i>The line of bolts 3m to the right is the crack of Dutchy's Route which finishes at the same chains.</i></p> <p><b>WARNING!</b> Lowering off the '30m' mark chain with a 60m will be too short due to the line taken. Rap to C&amp;S anchor (refer to topo 7).</p> <p><i>Peter Daish, Damien Hall, 17.12.2001</i></p>				
<b>Clear and Smooth (C&amp;S) (refer to topo 7)</b>			<b>16</b>	<b>20m</b>
<p>Refer to topo previous page. 7 bolts. <i>Clear the Decks</i> into <i>Smooth and Easy</i> is a great link up. Keep all the bolts after the first two to your right.</p> <p><i>Peter Daish, Jordy Moffat March 2007</i></p>				
<b>Dutchy's Route (DR) (refer to topo 7)</b>	MIXED GEAR		<b>18</b>	<b>48m</b>
<p>Refer to topo previous page. aka <i>Clear the Decks Easy Variant</i>. 14 bolts. As for <i>Clear the Decks</i> until after the first bolt on the thin crack, about 6m above the first belay move right 2m to under the small overhang into major crack and follow the bolts all the way to the top. Some small to medium cams for the moves just past the first belay at about the 20m mark. Take some 300-450mm draws to extend runners or the rope drag will become difficult.</p> <p><i>Jaimie Holland, Peter Daish 2002</i></p> <p><b>WARNING!</b> Lowering off the '30m' mark chain with a 60m will be too short due to the line taken. Rap to C&amp;S anchor (refer to topo 7).</p>				
<b>Clearing Your Mind (CYM) (refer to topo 7)</b>			<b>19</b>	<b>28m</b>
<p>Refer to topo previous page. 7 bolts. An exciting little number for the grade. 4m right of <i>Smooth Sailing</i> is a small crack. 7 bolts head straight up the wall to a bolt belay. The climbing is easy when you're run out and when it gets hard there's a nice bolt to clip. Just 'clear your mind' and climb on spaced bolts to the top. Not recommended as a first grade 19 lead. <i>Peter Daish &amp; Tom Lapies March 2007</i></p> <p><b>WARNING!</b> Falls could be big if you fall whilst clipping! Rope stretching rap on a 60m cord.</p> <p><b>And lastly...</b></p> <p><i>In case you thought the remainder of the wall had nothing on it, there are three old trad lines approx 6m right of CYM. 'Claw' (14) is 3m left of the 'Y' shaped cracks, whilst 'Crows Nest' (14) takes the line 3m right of the 'Y' shaped cracks. 'Albatross' (15) (marked 'A' on topo 7) is the chimney leading to cracks – 7m right of 'Crows Nest'. None of these lines have lower offs. There's also 'A Good Line' (18) 110m, which traverses the entire wall at roughly 10m height and is done in several pitches. The project of an ultra low traverse starting below and right of Taleah Grace and traversing right above the pond (on a calm day) still awaits an ascent – but be prepared to get your feet wet!</i></p>				





*Mercy (13)*




































































*The dive - grade 12 in calm conditions, grade 28 in big swell conditions!*



## Recommended order of attack for climbing Waits (selected)

Ordered in terms of the 'seriousness' of the climb i.e. not the grade.

Route	Style	Stars	Grade	Ticked?
Sea Lion Pup			12	
Sea Lion Easy Variant			13	
Mercy			13	
Taleah Grace			13	
Smooth and Easy			16	
Clear and Smooth			16	
True North (Easy Variant)			15	
Sea Lion P1			18	
Clear the Decks P1			17	
Mercy Medium (Variant)			17	
Stimulus Package			17	
Its Barque is Worse Than Its Bight		n/a	17	
Georgie Rose			18	
Dutchy's Route			18	
Mercy Hard (Variant)			20	
Clearing Your Mind			19	
GMB			18	
Gift Voucher (Mollusc Wall)			14	
GMB Extension			21	
Lost Socks			18	
Achilles Gambit P1			21	
Walk the Plank (Mollusc Wall)			19	
Technically Compromised (Mollusc Wall)			22	
Smooth Sailing			23	
Sea Lion (P2)			21	
True North			23	
Clear the Decks			24	
Smooth Criminal			24	
Smooth Criminal Extension			24	
Achilles Gambit P2			24	
Hard to Starboard			20	
Buoy Oh Buoy			23	
Technically Gifted (Mollusc Wall)			19	
The End of the Rainbow (Mollusc Wall)			16	

## Access Map - Gates

