

# CONTOS BOULDERING MINIGUIDE

REVISION 0.1



View of Merchant Rock sector

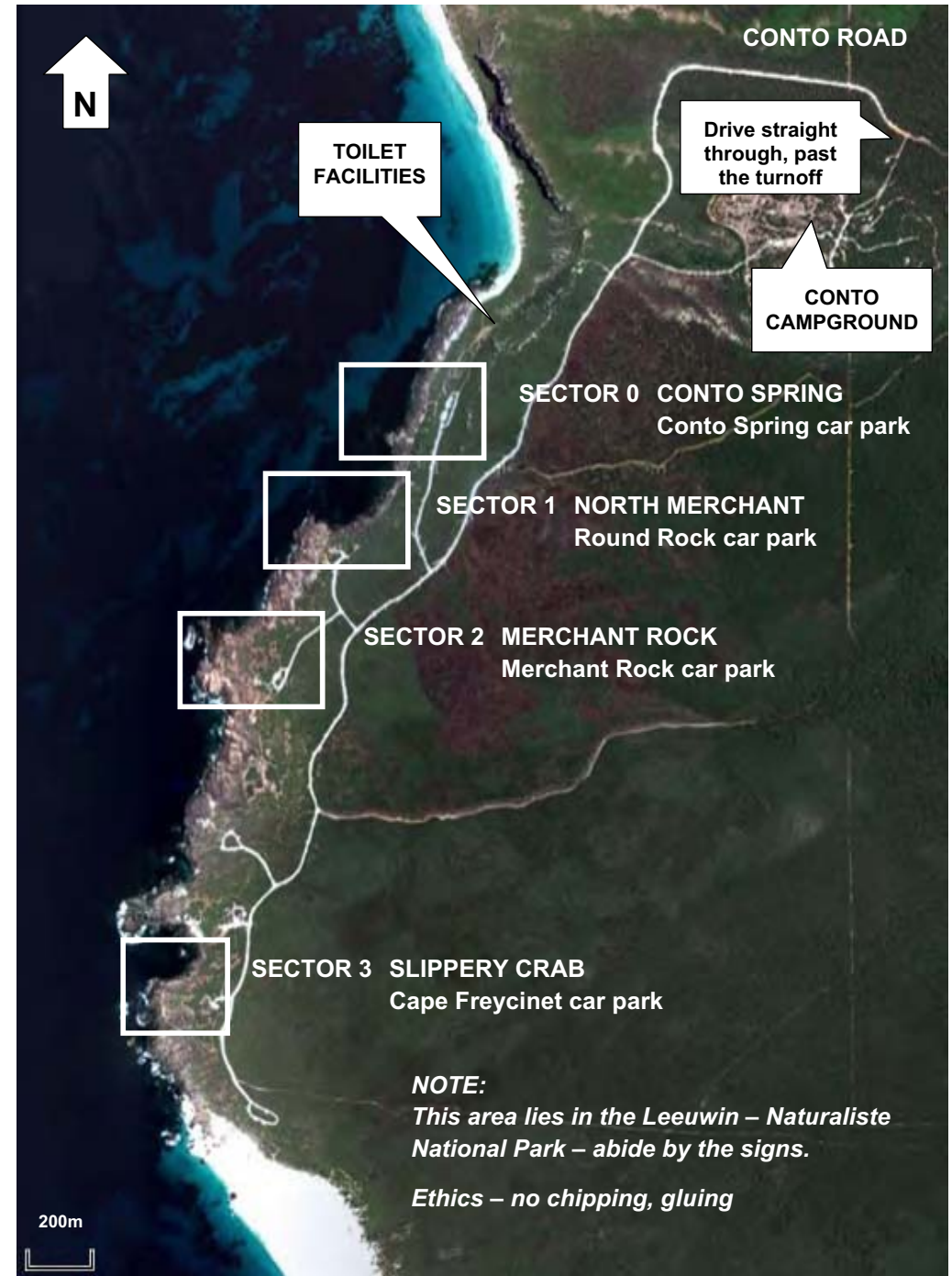


## GETTING THERE



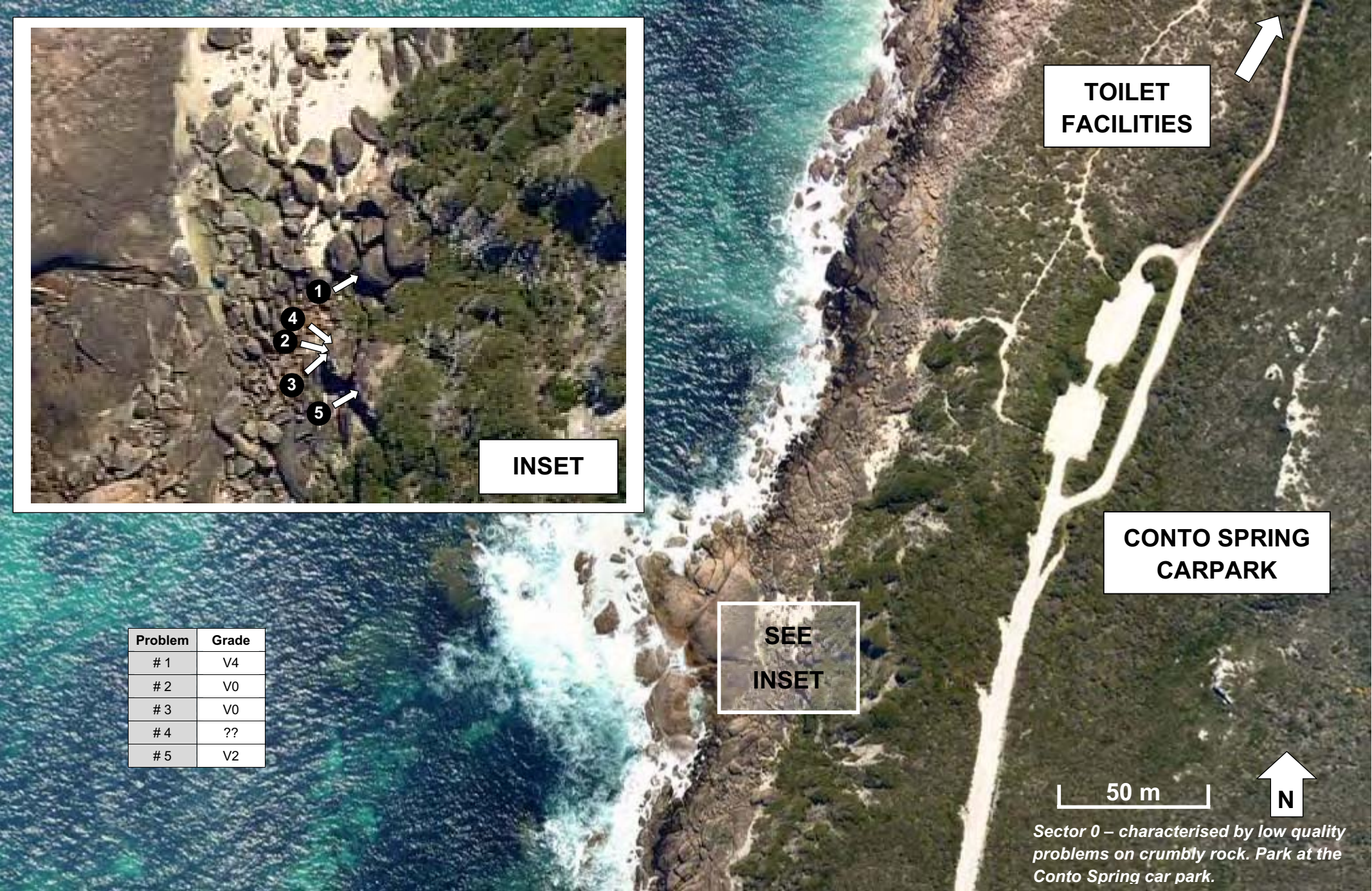
Head south from Margaret River on Caves Road or on Bussell Highway, cutting across to Caves Road via Redgate Road in Witchcliffe or further south on Forest Grove Road. Continue south on Caves Road until you get to Conto Road on your right. Turn in here and following the signs towards the Conto Campground (take the left turn – 1.2 km). At next the corner where a left turn will take you into the campground, continue straight ahead down the gravel track to get to the boulder car park areas right on the coast (follow the signs to get to each car park). It is quicker to park at each sector than to walk between them.

## SECTORS





SECTOR 0 - CONTO SPRING



INSET

Problem	Grade
# 1	V4
# 2	V0
# 3	V0
# 4	??
# 5	V2

SEE  
INSET

50 m



Sector 0 – characterised by low quality problems on crumbly rock. Park at the Conto Spring car park.

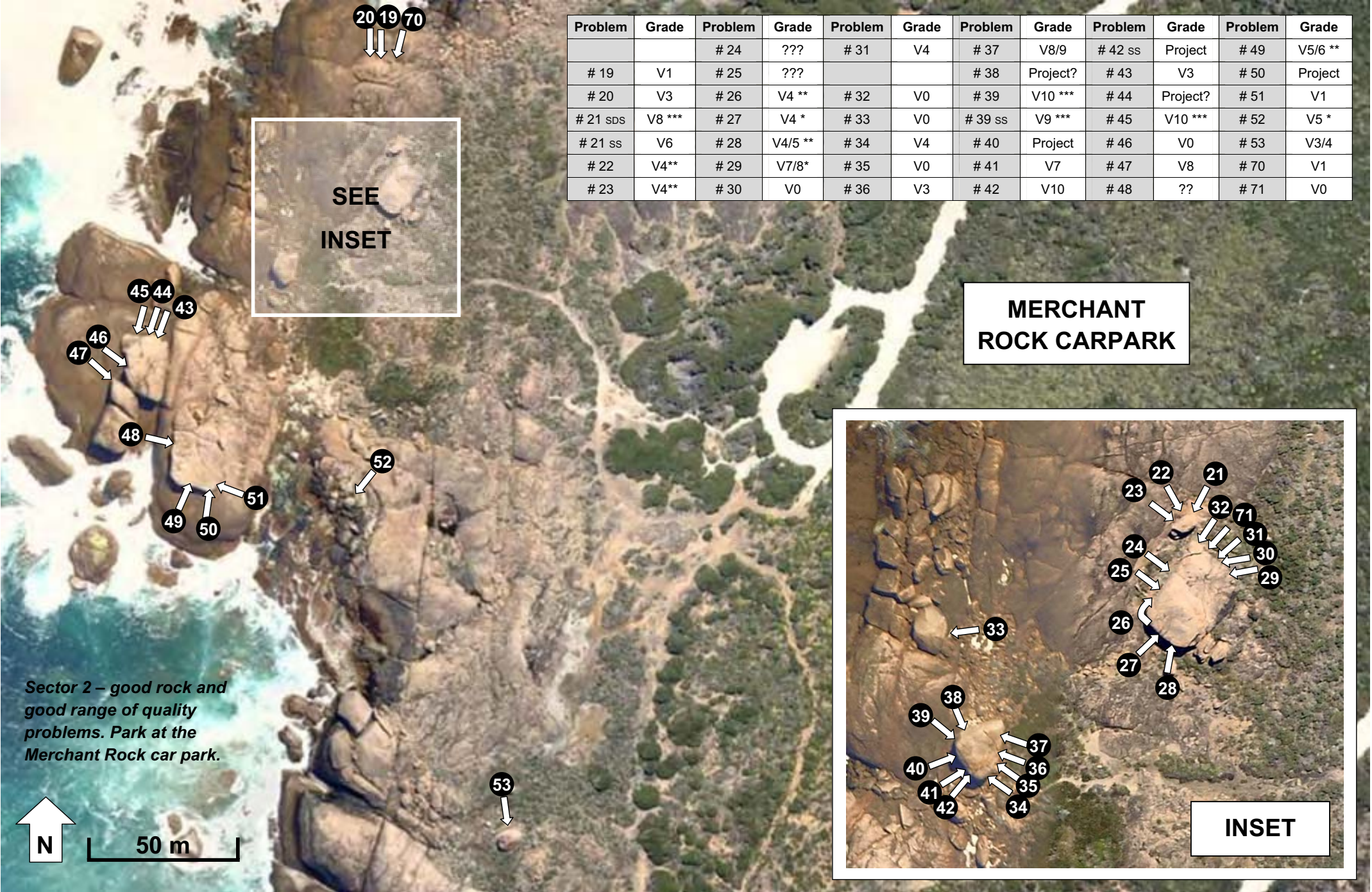


## SECTOR 1 - NORTH MERCHANT



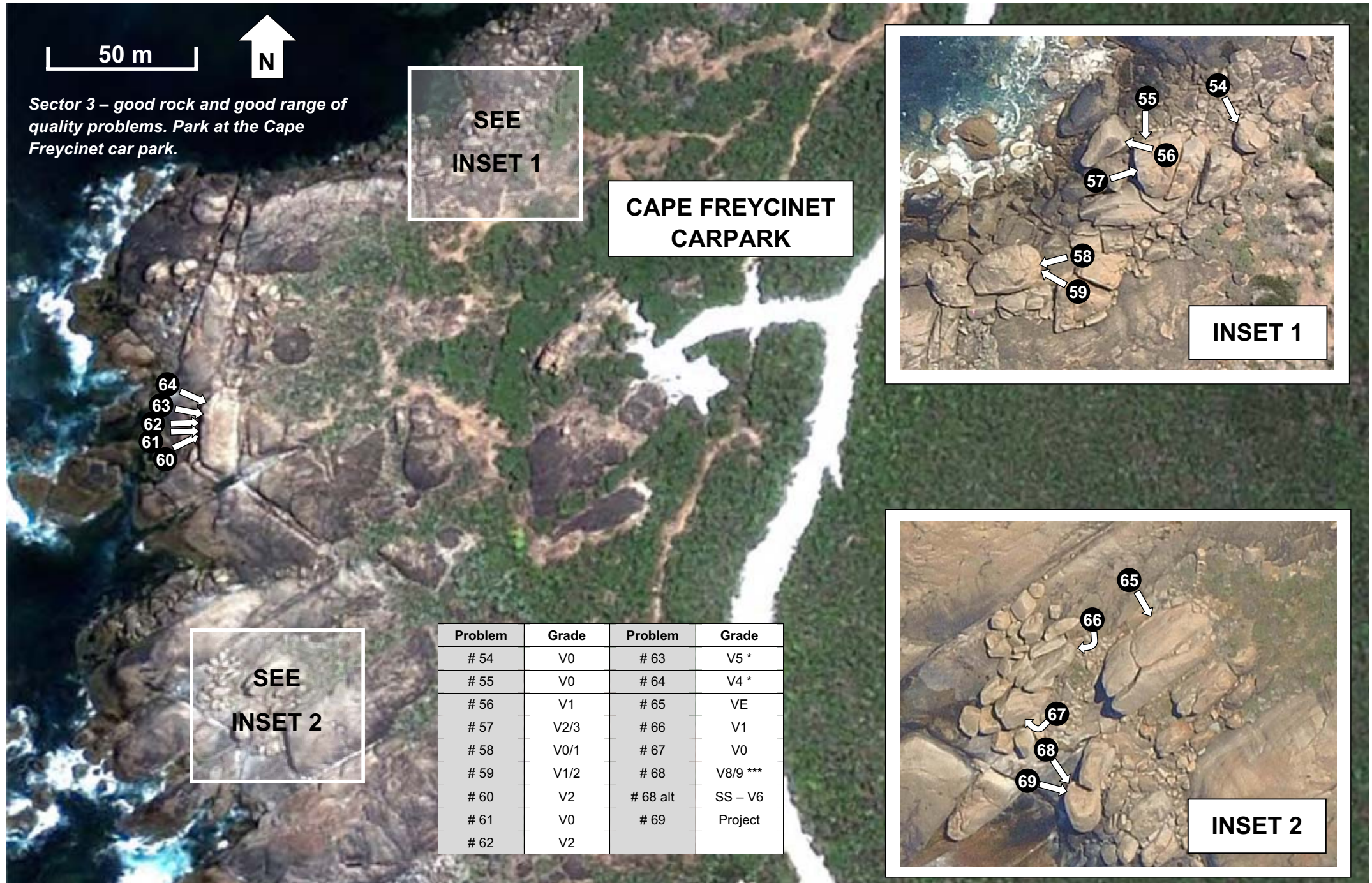


SECTOR 2 - MERCHANT ROCK





## SECTOR 3 - SLIPPERY CRAB



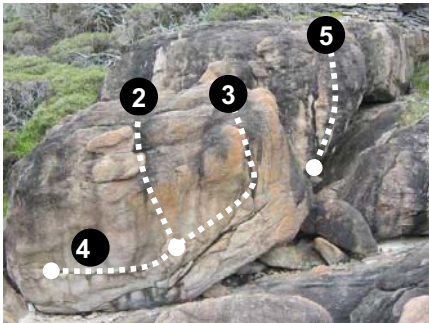


## PROBLEMS 1 - 8



### # 1 - V4

SDS on juggy undercling. Hard move up right with small sharp holds and bad feet



### # 2 - V0

SDS on obvious cream jug, straight up with long reach

### # 3 - V0

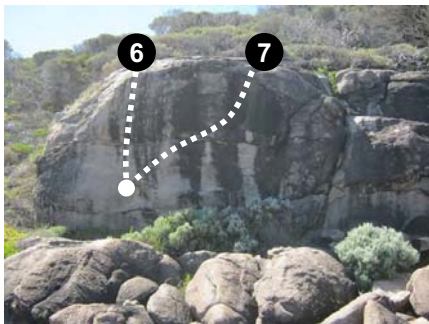
SDS on obvious cream jug, traverse right on ramp then up

### # 4 - ??

SDS low on left, traverse along crack and join up with #2 or #3.

### # 5 - V2

SDS on bottom jug, straight up



### # 6 - ??

SDS on left facing orangey flake, stretch up & left to crimps to top. Bad feet.

### # 7 - ??

SDS on left facing orangey flake, stretch right to slopy hold then up on small holds. Bad feet



### # 8 - ??

Contrived. SDS / hang on good edge at lip. Turn the lip.

## PROBLEMS 9 - 16



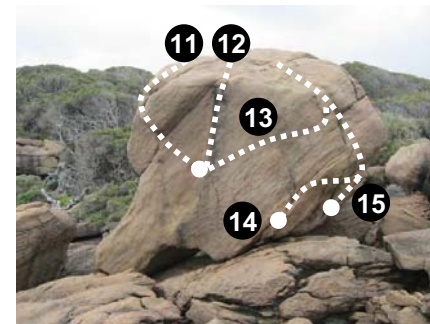
### # 9 - VE

Well featured face to play around on



### # 10 - ??

SDS on obvious creamy jug. A little bit squashy at the start.



### # 11 - V0

SS at slopy ramp feature and up around left of block.

### # 12 - V1

SS as per #11 and head up the black streak

### # 13 - V1

SS as per #11 and traverse right to balancey move, then to top.

### # 14 - V1

SDS low on left at edges. Head to big jug and top out.

### # 15 - V0

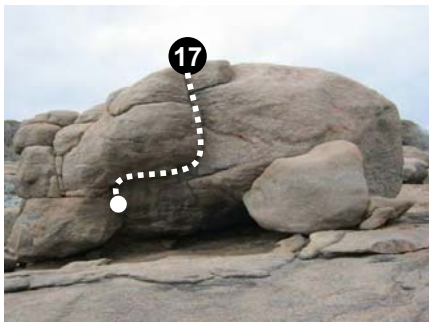
SDS low on right under overhang. Up to jug and top out.

### # 16 - V4 \*\*

SDS low in left of cave using good flakey edges. Blast out of cave and traverse along lip and turn the top.  
(G Wood Jan 2012 ???)



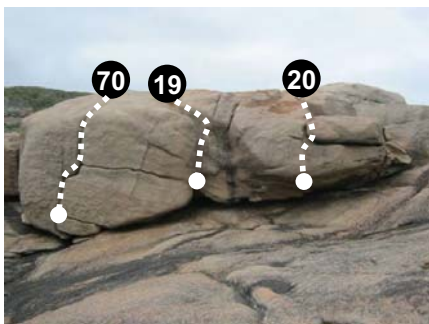
## PROBLEMS 17 – 23, 70



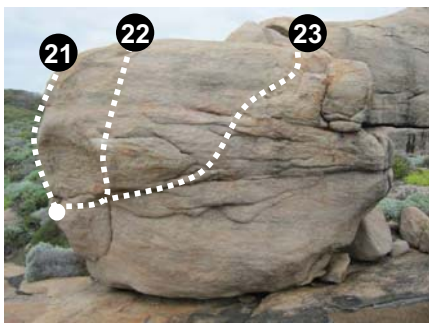
**# 17 - V3 \***  
 SDS low on left, traverse R then to top



**# 18 - Shoots & ladders V8/9 \*\*\***  
 SDS on low flake, up to slopey holds then to top  
 avoiding boulder on left  
*(A Lampard)*

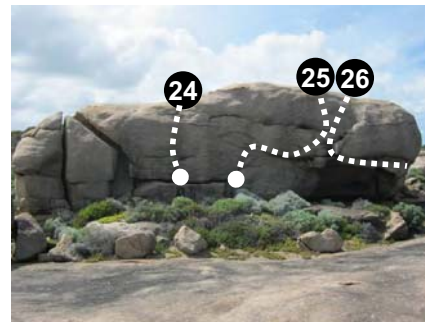


**# 70 - V1**  
 SDS. Up crack to top.  
**# 19 - V1**  
 SDS in hole. Interesting moves out to top.  
**# 20 - V3**  
 SDS low using jug under roof to start



**# 21 - The Big Squeeze V8 \*\*\***  
 SDS using top of bulge, squeeze your way up.  
 Alternate – V6 stand start  
**# 22 - V4 \*\***  
 SDS as for # 21 but head right and up at the big flakey feature with tricky top-out.  
**# 23 - V4 \*\***  
 Start as for # 22 but continue traverse further right and up to ledges.

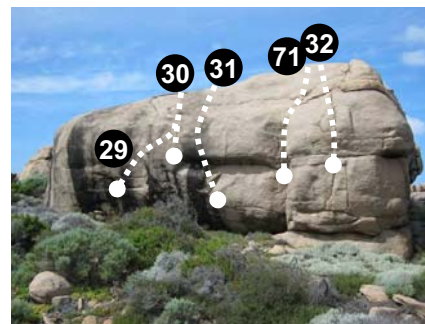
## PROBLEMS 24 – 33, 71



**# 24 - ???**  
 SS using horizontal slopey edges, up via a crimp to slopey top  
**# 25 - ???**  
 SS using flake & small underclings and smearing feet, head right up up. Exit straight up is possible at a couple of locations.  
**# 26 - V4 \*\***  
 SDS using obvious hueco traverse left around corner to the end of cave and top out



**# 26 - V4 \*\***  
 SDS using obvious hueco traverse left around corner to the end of cave and top out  
**# 27 - V4 \***  
 SDS in right hand side black streak/flake, head straight up to jugs and tricky top out  
**# 28 - V4/5 \*\***  
 Sit start low on black flake. Up to good hold and then move right on slopey holds to gain big scoop, big stretch up.

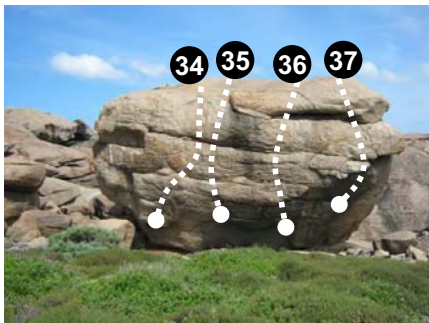


**# 29 - V7/8\***  
 SDS on crimps in left side of black streak, head up to the right  
**# 30 - V0**  
 SS high at vague vertical crack, straight up.  
**# 31 - V3**  
 SDS on crimps in right side of black streak, head straight up.  
**# 71 - V0**  
 SS climb up right side of off-width to top.  
**# 32 - V0**  
 SS climb up using vertical crack and features.  
**# 33 - V0**  
 SS using series of huecos to top. Easy with long arms





## PROBLEMS 34 - 45



### # 34 - V4

SDS low on left using obvious undercling bottom left. Make your way up to the right

### # 35 - V0

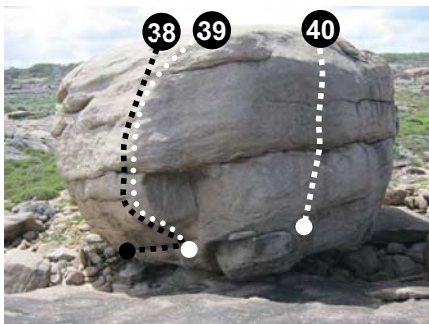
SDS at left of darker coloured rock using undercling feature.

### # 36 - V3

SDS using underclings or small edges. Straight up

### # 37 - V8/9

Start on slopy edges & smears. DYNO to jugs and up.



### # 38 - Project?

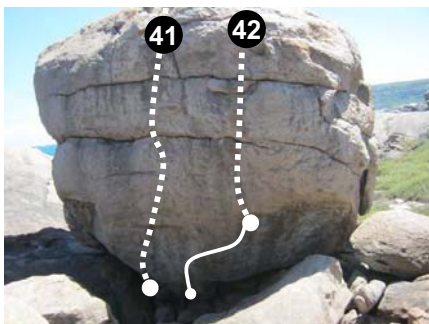
SDS at left of rail, traverse right to end, up to undercling, over bulge and straight up

### # 39 - Ramble On V10 \*\*\*

SDS on right of rail, over block on left of corner and up the slab to top. Alternate - **SS V9\*\*\***  
(A Lampard)

### # 40 - Project?

SDS on crimps, straight up.



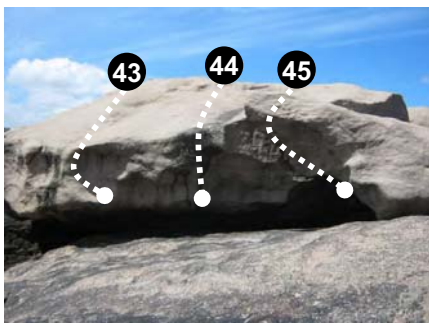
### # 41 - V7

SDS very low on bottom left jug then straight up.

### # 42 - Cat Herder V10?

SDS left hand on pocket right on crimp higher up with left heel hook. Straight up

**Alt - project - SDS very low**



### # 43 - V3

SDS at bottom of large scoop feature on left, top out.

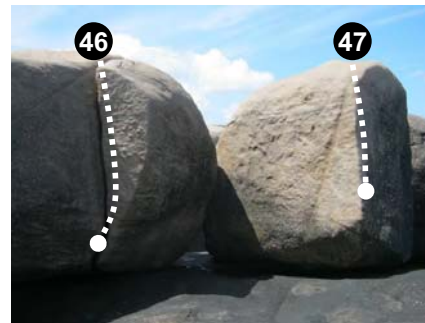
### # 44 - Project?

SS under black streaks??

### # 45 - Contos Cave V10 \*\*\*

SDS in cave, up along arete to top

## PROBLEMS 46 - 52



### # 46 - V0

Up crack. Highball.

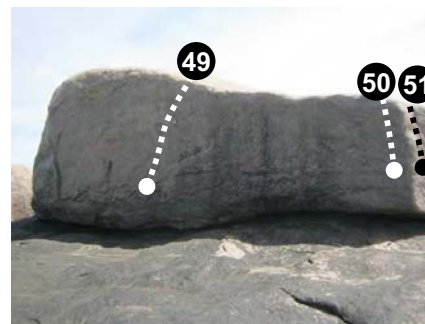
### # 47 - Jonesy's Arete V8

Up arete. Highball.



### # 48 - ??

SS to top using protruding feature in middle of wall. Unnervingly close to the drink



### # 49 - Steve's Dyno V5/6 \*\*

Start left of black streaks, follow up vague ramp rising right to two pockets then fly

### # 50 - Project

SS on left hand side of blunt arete to slopy top

### # 51 - V1

SS. Up on small crimps on the right side of the blunt arete



### # 52 - V5 \*

SDS low on corner of pocketed faces. Up using pockets & laybacks. Poor starting feet.  
(R Müller ??? Sept 2010)



## PROBLEMS 53 - 57



**# 53 - V4**  
 SDS on right of horizontal crack. Traverse left to jugs then reach up to slopy top out



**# 54 - V0**  
 SDS on horizontal crack, up to big jug and top out



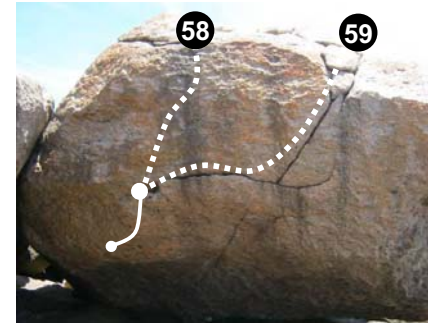
**# 55 - V0**  
 SS, up on jugs.

**# 56 - V1**  
 SS. Up the left hand side of the arete



**# 57 - V2/3**  
 SDS on jug, traverse left along seam, around corner and up at the deep end

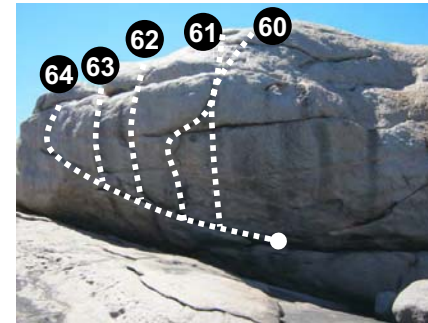
## PROBLEMS 58 - 66



**# 58 - V0/1**  
 SDS using jug. Up on small holds.

**# 59 - V1/2**  
 SDS using jug. Head right to top.

**Alt – project – SDS very low on small pockets**



Problems **# 60 to # 64** all involve the same SDS low on the right on a flake, with a traverse left along an obvious horizontal feature, taking different exits along the way:

**# 60 - V1/2** - First exit – up via horizontal slots & pocket (extra points if avoiding the big flake!).

**# 61 - V0** - Second exit – up via large flakey features

**# 62 - V2** - Third exit – straight up from small flake

**# 63 - V5 \*** - Fourth exit – head up at the vertical slot (left sidepull) long stretch to shallow scoop then jug

**# 64 - V4 \*** - Fifth exit – traverse to the end and up.



**# 65 - VE**  
 Well featured face to play around on



**# 66 - V1**  
 SS, traverse right along crack, around the corner and up.

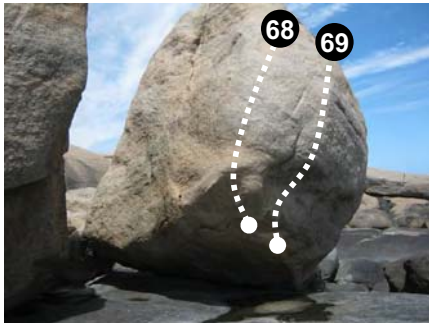


## PROBLEMS 67 - 69



### # 67 - V0

SDS using little vertical crack. Delicately up.



### # 68 - Slippery Crab SDS V8/9 \*\*\*

SDS very low on flakes. Move over bulge.

Alt – V6 SS squeezing bulge.

### # 69 - Project

Abbreviations: SDS = sit down start , SS = stand start

#### Acknowledgements / thanks to:

**Andy Lampard for providing heaps of info**

**Gareth Wood for helping with the blanks**

**Everybody else who has sent in feedback and new info.**

These areas have a reasonably long history of bouldering activity but little recorded / readily available information. This provided the impetus to put this guide together. The information contained in this guide is not exhaustive of the area, there is a fair bit more to add or improve. In order to improve the content of this guide please send in:

- names, grades, FA's, date etc where missing
- corrections to existing descriptions, grades, names etc
- new problems with location, descriptions, grades, FA's etc – photos and sketch of route would be good too, thanks.

Contact me (Eric Friis) via email: ec @ arach dot net dot au

#### Disclaimers:

- 1) Grades are subjective. Use them as a rough guide for difficulty level. Use your own judgement of your skill level & problem difficulty when selecting problems to try;
- 2) Climbing is dangerous. Climb / boulder at your own risk, etc.
- 3) Some of the problems here have bad landings, are highballs or dangerously close to the surf, or may be better not to try during high seas – the author takes no responsibility for your safety – use your own judgement;
- 4) The author takes no responsibility for the accuracy of the information contained in this guide.