Kalamunda Mini Guide

First Edition March 2005

INTRO

Piesse Valley in Kalamunda National Park is Perth's premier bouldering area. The valley is quite extensive so this first edition mini-guide covers only the southern section in detail although directions to the more extensive northern areas are given.

ACCESS

Follow the access maps to the car park. The bouldering areas are generally located within a short bush-bash to the west and east of the main walk trail. A detailed overview map is provided and sometimes a cairn on the trailside marks where to head bush.

STYLE

Kalamunda is characterised by thin face climbing on superb granite. There are also many classic aretes, cracks and a the obligatory thin slabs with slopey topouts! Landings are generally good but a pad and a spotter are recommended as many of the problems are high-ball.

SCOPE

50+ problems are recorded in this first edition alone. This number will be more than doubled when the problems from the northern areas are added in subsequent editions. Grades range from V0 to V10+

CREW

Most of the problems in the valley were established by local legend Chris Jones in the late 90's. The problems lay dormant until a flurry of activity in 2003/2004 by local lads Andy, Ben, Steve, Jay and Tim saw most of the problems repeated and a few new classics added.

RECOMMENDED

Uncomfortably Numb, Problem #5 at Overlook and The King. Of course a pint of Super at the Kalamunda Hotel at the end of a hard day is mandatory.

TIMING

Best on cold dry winter days. In summer, the valley is tick infested and stinking hot; climbing is not recommended.

ETHICS

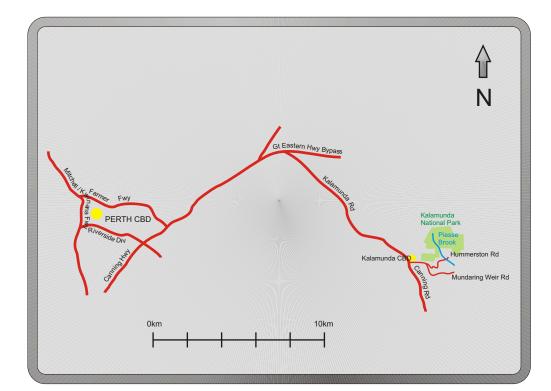
Absolutely no bolting! Problems you think could use a bolt have more than likely already been soloed. The bouldering is in a national park - abide by park rules

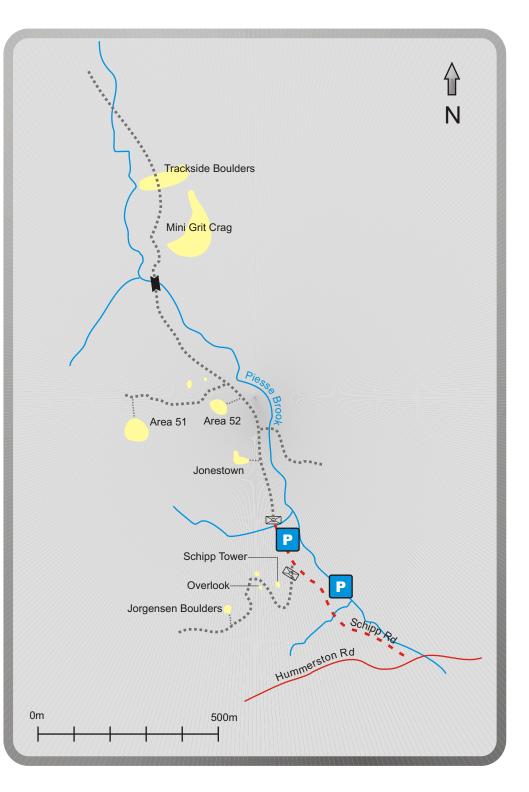
DISCLAIMER

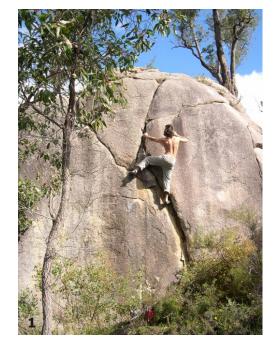
I have applied somewhat arbitrary names to problems and areas. If you think you have previously named an area or problem, or have an appropriate name for an unnamed problem / project post your discussion to the CAWA bulletin board. Don't get too hung up on names and grades, the rock doesn't care what you think.

Problems described as projects in the tables are either hard projects or potential lines that have been spied but not yet attempted. Either way, send them, name them and discuss on the CAWA bulletin board.

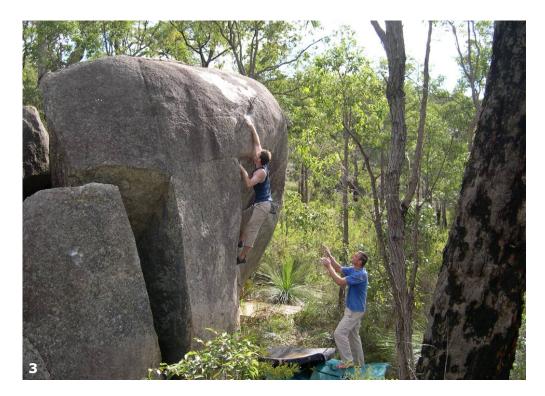
AUTHOR: Ben Fleming March 2005.





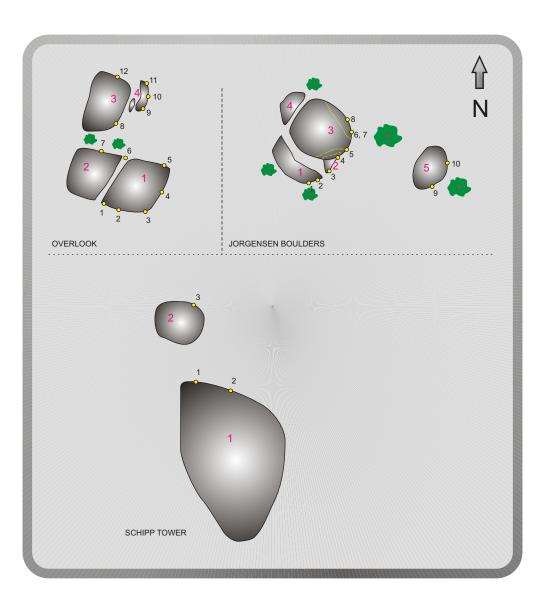






PHOTOS (previous page)

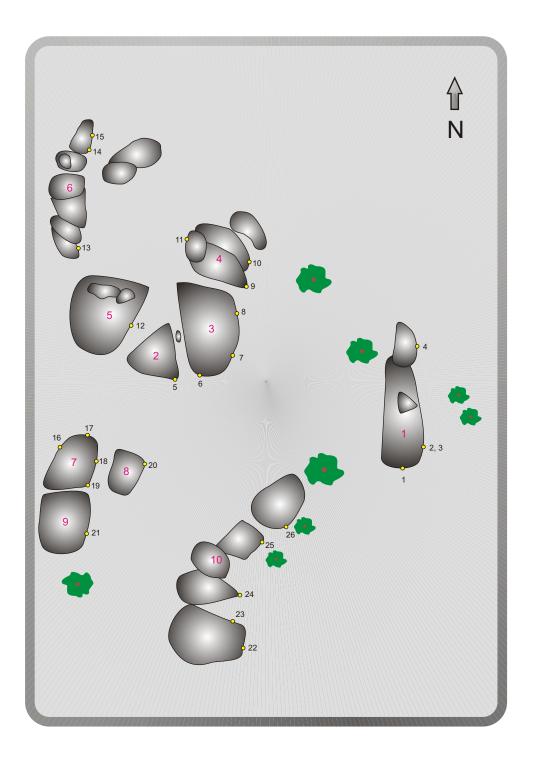
1.Andy styling on The King. 2.Andy slapping for the jug on Uncomfortably Numb. 3.Ben slapping for the jug on Uncomfortably Numb



AREA NOTES (OVERLOOK, JORGENSEN, SCHIPP TOWER)

These areas are accessed by walking 50m south from the car park to the gated track which heads west and uphill from Schipp Rd. Schipp Tower is the prominent boulder visible from Schipp Rd near the gate. Overlook and Jorgensen can be accessed by continuing along the track uphill. The Overlook boulders are obvious on the left side of the track as shown on the map. Jorgensen boulders can be tricky to find; walk past the boulders along the track and turn right at a small cairn following a roo trail to the boulders about 75m from the main track.

Problem	Name	Grade	Boulder	Comment	Rating	Photo
Jorg	ensen Boulders					
1		V1	1			
2	Project		1	Short hard slab		
3		V0	2	Up LS of boulder 2 to join boulder 3 to top out		
4		V0	2	Up RS of boulder 2 to join boulder 3 to top out		
5	Belt Sander	V6	3	Start L arete up to desperate slab	*	
				Start in corner, dyno L to good edge, scary top.		
6	Uncomfortably Numb	V5	3	Classic	***	
7	Healing Power	V4	3	Start as for #6, traverse crack right finish up	*	
8	Quantum Static	V7	3	Start 1m R of #6 big move from crack to tiny hold up face. Use finishing holds of #6	*	
9	Project			Not been tried as far as I know probably a fairly easy lowball		
10	Project			Not been tried as far as I know probably a fairly easy lowball		
Over	rlook					
1		V0	1			
2		V1	1			
3	Project		1			
4		V4	1	Good introduction to highball	*	
_				Start on L arete move R onto face then sketchy top out thru bulge. Straight up arete is an alternate finish but to border.		
5		V5 V3	1	is harder. Nasty off-width up past tree	***	
6 7	Project	v3	2	Nasty on-width up past tree		
8	Project		2			
9	Project		4			
10	Project		4			
11	Project		4			
12	Project		3			
Schi	ipp Tower					
1	Lisa Marie	V0	1	Easy broken arete L of gully		
2	The King	V3	1	Straight up the obvious crack. Tricky move 3m off the deck. Classic	***	
3	Houndawg	V1	2	Sit start N facing blunt prow		
4	Project		1	Start as for #2 but follow crack L at half height. Looks pretty hard.		



AREA NOTES (JONESTOWN)

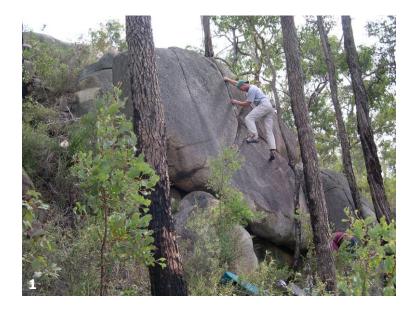
If you thought there was no bouldering around Perth then this little gem will prove you wrong!

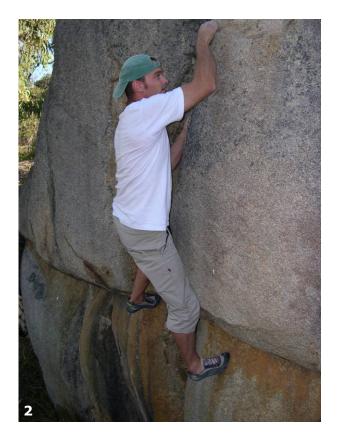
Access Jonestown by walking 200m along the trail from the car park. The boulders are about 75m uphill on the right hand side and they are reasonably visible from the trail. The first boulder you'll come across is No.1 and it should be nearly impossible to miss the prominent crack line of problem #3.

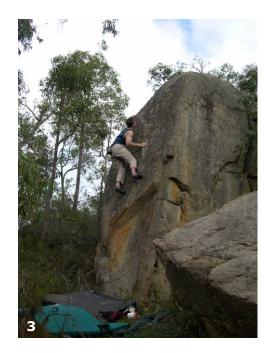
PHOTOS (Next Page)

1. Steve cruising problem #3 2. Steve on #19 3.Ben on #4 at Overlook

1		V1	1			
2	Project		1	Up the closed seam		I
	-			Start as for #2 but pad right to gain the obvious crack		I
3			1	to top.	*	
4		V0	1	·		
5		V3	2	Blunt arete		
6		V2	3	Another blunt arete		
7		V2	3	"S" Shaped feature	**	
8		V7	3	Super thin	***	
9			4			
10			4			
11	Totem		4	Fun	*	
12			5	Sit start trend left		
13			6	Easy		
14			6	Fun slab		
15			6	Fun slab		
16			7	Easy		
17			7	Easy		
18		V2	7	One move wonder		
19			7			
20			8			
21			9			
22			10			
23			10			
24			10			
25			10			
26			10			
						I







MAP LEGEND

