

A warning from the Climbers' Association of Western Australia (CAWA)

It appears that there are safety issues with the bolting on at least some of the routes contained in this mini guide.

At least some, if not all of the routes fail to conform to the minimum standard outlined in CAWA's Code of Bolting and New Route Development.

Climbers are reminded to check bolts before clipping them and that ultimately, **you are responsible for your own safety** and decision to climb a route. If in doubt, don't do it!

The guide has been left on the website so that climbers heading to Gibraltar Rock are able to identify and approach these routes with caution.



Painters and dockers 60m 15

Start at toe of buttress ten meters right of dockyard wall. Pitch one follows a ramp and slab up and left, through an overlap to a dbb. Five bolts, small cam under overlap if needed, 30m.

Pitch two, easier, up slab and left to runnel, 3bolts to a dbb. A single 60m rope will reach the ground in two raps or continue to caves and dockyard wall to top. Tim ball, Lars klessa.

Go the dockers 30m 15

An alternative start fifteen metres left of P&D. Start in obvious left facing flake, a couple of medium pieces protect this till the second bolt of P&D can be clipped, finish as for P&D. Lars klessa, Tim ball.

Lars attacks 20m 21

A thin, direct route to the first anchor of P&D. Start at steep face ten meters left of GtD. Five bolts up thin sustained face, slightly runout at top. Lars klessa, Tim ball.

Lars needs guitars 20m 19

The right facing flake five m left of Lars attacks. Feisty start past two bolts lead to flake, several medium to large pieces and a couple of mantles leads to another bolt past some balancy moves to a dbb. Tim ball, Lars klessa.

dbb: double belav fh: fixed hanger

Dinosaur junior 120m 17/18

Starts as per dinosaur in wide left facing flake 50 m up and left of previous routes. Climb flake past an old bolt to good ledge. The original dinosaur heads right to join dockyard wall above. Instead, blast straight up good rock, small gear in flake, then three bolts lead up and left to flake system, medium piece protects balancy moves to dbb 30m. Pitch two follows flake up then wall past three bolts to awkward exit onto large diagonal ledge. Big piece with long sling protects your second before moving left 15m up ramp, past sword grass and another bolt to a dbb 30m. Pitch 3, Up and left, heading towards an obvious brown and orange runnel 30m to a dbb below runnel. Four carrots protect this pitch. Pitch four, up the runnel past seven bolts and some small to medium supplementary gear; a beautiful pitch but 32m so be careful if rapping with a single rope...or go to top. One method is to leave a long sling on third anchor so you can clip it from end of ropes....tie knots! Pitches one and two FA Tim ball and Angela separovic, three and four Tim ball and Andrew mason.

Crystal method 50m 20

Start about 50 m up and left from DJr at a nondescript slab which leads to an obvious right trending dyke through a bulge. Immediately left is the beautiful groove/runnel of spangelic upstarts. Climb the slab past three carrots to a dbb above a sloping ledge25m...easy. Either belay here or continue up past thin seam with small wires and micro cams to first bolt. Four more bolts and one smallish piece (#7rock) follow the super cool diagonal through the bulge to a dbb, 25m. Tim ball and Andrew mason.

Spangelic upstarts 30m 20

Awesome stemming up the obvious runnel three m left of CM. Start on a large ledge on the left side of wall at a dbb (carrots). Climb an easy slab past a carrot then step right into groove. Small gear available here. Stem delicately up the groove past three bolts then small to medium gear in a flake to a dbb 30m. Tim ball and Angela separovic.

Bogan villager 30m 19

The sharp arête immediately left of SU. Start same anchor, up easy slab to a second carrot then up heady crux on steeper slab to arête, cool moves up arête past Bolts and small gear to good ledge and dbb.

Project corner immediately left of BV. Has a couple of bolts and a dbb at base. Flake is a little flexy hence bolts. Hard blank stemming leads to easier flake and gear at top. Has not been lead, only top roped.....

Unforgiven 25m 21

Great route that climbs a steep runnel face at right end of large cave system about 25m above previous three routes. Climb easy but unprotected slab to this cave and a dbb at right end. The route starts at dbb, up between caves past a carrot and six bolts to a dbb. Steep, balancy and a little runout at top make for an excellent pitch.

High plains drifter 70m 17/18

Atmospheric climbing at the far left end of previous mentioned cave system. Start about 100m left of previous routes where a large low angled slab forms a low angled toe at the southern end of east face. Head up middle to right of slab below an obvious groove and sword grass clumps. Unprotected belay in a low angled dish then a bolt after a couple of meters, up past left side of bushes to a horizontal ledge and thin gear. Traverse right to base of groove then up past small gear then run it out to large ledge on right . A bolt protects the second before you head right about 20m to a dbb(carrots). 55m15.

Pitch two heads right out of the dish and up,towards the left curving corner above. Four bolts and small to medium gear to a dbb. 15m 17/18. Tim ball and josh perling. A single 60m will reach the large ledge below caves. Head carefully down and right to the anchor at bottom of U, which leads to any one of the three anchors below and the ground. Four raps total to the ground or go to top.

All directions given are as you face the cliff. All bolts are fh unless stipulated as carrots. All anchors have fixed rap rings. A single 60m rope, ten draws, six hangers and a rack with a little of everything should be sufficient for a party of two on these routes. The rock drys incredibly quickly after rain. Twelve of these pitches were bolted on site on lead so they are not always where you would like them to be....have fun!