

Hawkcliffe Bouldering

July 2023

General Info

Although climbers have visited Hawkcliffe for decades, the bouldering has remained largely undeveloped. Some recorded activity has taken place, and these problems are credited where known. After many days of cutting through jungle, shovelling dirt and building landings, the remaining problems in this guide have been jointly developed between Chris Locke and Liam Hutchinson.

We're leaving many lines unclimbed, ranging across the probable grade spectrum. This is in an attempt to lure people away from established honeypot venues with a chance of grabbing some FA's and learning how fun a bit of exploration can be! Some will need a clean, but others are ready to go.

The boulders have various aspects and shade can always be found. Some problems seem to stay dry after rain. Landings can be tricky and I have provided an estimated number of pads needed where this applies. All the problems top out unless stated otherwise. This is an esoteric venue, so bring a brush and check the tops.

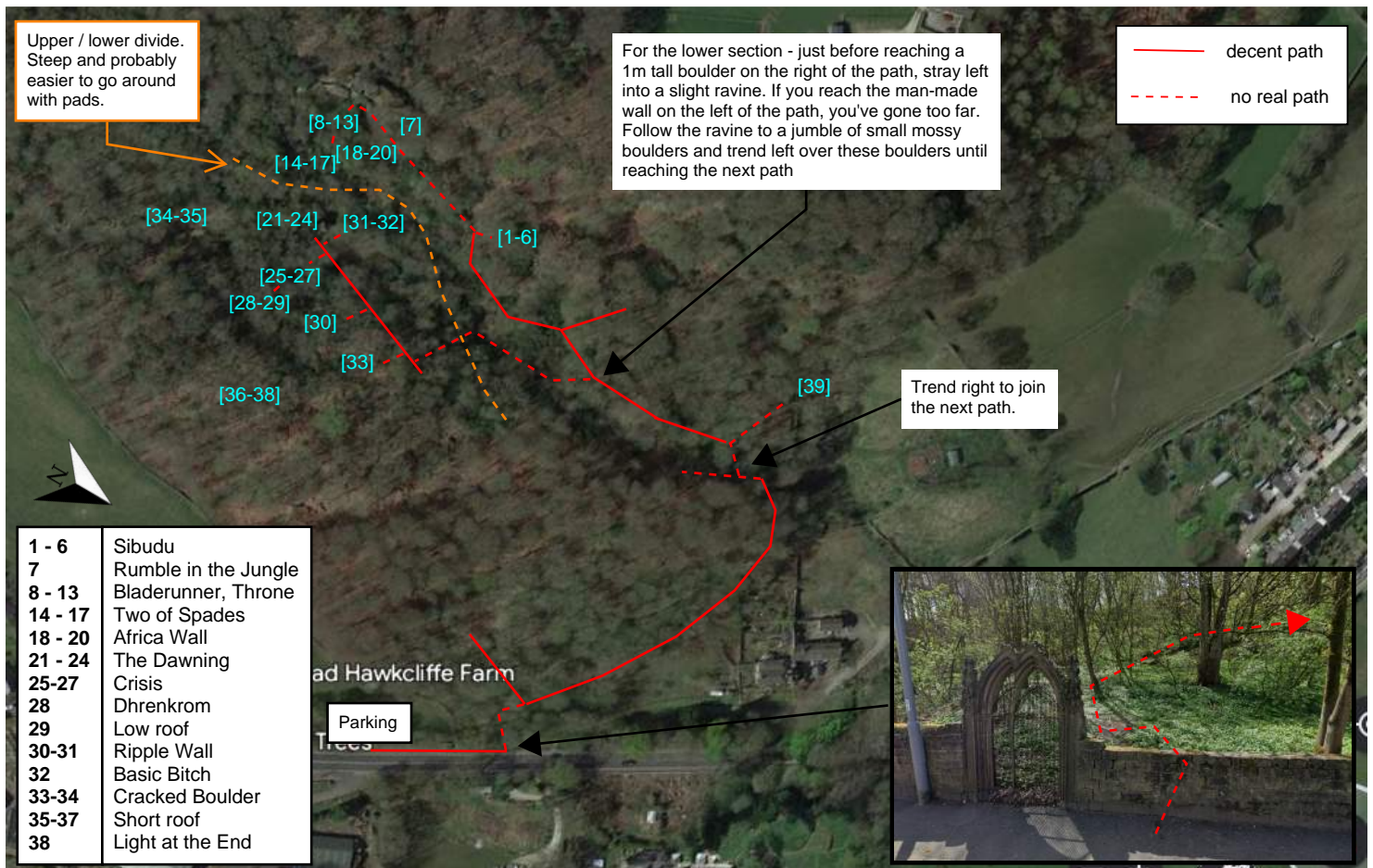
Access

Signs have previously been erected stating no climbing, but these signs no longer exist. It is private land, but I have never seen anyone here. Check the RAD before visiting to be aware of any current issues. Keep a low profile and be sensible.

Approach - 10 minutes

Park on the grass verge on the same side of the road as the wood. At the request of the farmer, do not park on the farm side. Walk east along the side of the road and discretely jump over the wall as you pass a locked gate.

The best way to think about navigating the bouldering is an upper section and a lower section. It is possible to go direct from one to the other, but it is very steep, unstable and easier to go around with pads. Use the map below and descriptions given for each problem/area, noting that a bit of bushwhacking will be needed! The map is not oriented north but in a manner that 'up' is generally uphill with the road being at the bottom. It makes more sense when you're there.



Upper Section

1A. Sibudu, 7C ***

Start sitting with left hand on a sidepull and right hand undercutting the arete. Climb direct to a highball finish. Hard to pull on with terrible feet.

1B. Sibudu Light, 7C **

For those without the requisite foam, spotters or bravery, trend right at half height to finish right of the block. Slightly easier but most of the difficulty lies down low.

2A. Sibudu Stand Start, 7A+ *

Start with right hand on the good flat gaston and left hand on the sidepull crimp below it.

2B. Sibudu Stand Start Light, 7A *

As above but take the less bold right exit.

3B. Diamond Cutter, 6C *

Pull on matching the jug and take the diagonal line of crimps to the right exit. Worthwhile.



4. Sibudu Arete, 6A

The highball arete on big holds.

5A. [unclimbed]

The short block directly below Sibudu. Start matched on a positive undercut below the lip and climb direct.

5B. [unclimbed]

This time traverse left along the lip using small crimps and slopers before topping out up the left arete.

6. [unclimbed]

A very hard low start on obvious good edges looks possible, but how do you join the stand?



7. Rumble in the Jungle, 7A+ / 7C ***

Oliver Parkinson 2019

A proud line, up near the crag. Originally climbed with a difficult match sequence at 7C, but more recent ascents have bumped the right hand up the arete, or laid one on for the top at a more amenable grade. 2-3 pads and a spotter.

Passing the Great Rift area on the right, a jumble of boulders (8-13) can be found in a ditch below the iconic Charlie Don't Surf E8.



8. The Throne, 7B **

From a sit start, complete a few steep moves on edges to reach the lip, then follow slopers rightwards until a relative jug is reached and top out. 2-3 pads.

9. [unclimbed]

Start as per The Throne, but upon reaching the lip, top out direct. Looks a bit harder.

Easier problems look possible on the left of this block.

10. [unclimbed]

The compression prow to the left looks moderate. Can it be started in the hole using a bridging sequence to join the prow? Needs cleaning but looks decent.



11. Bladerunner, 7B **

Starting on undercuts with feet on the back wall, climb the lip of the roof before rocking onto the slab with difficulty and up. Poor landing, 3-4 pads is best.

12. [unclimbed]

Starting as far back in the cave as possible, climb the roof into Bladerunner without using the side walls for feet.

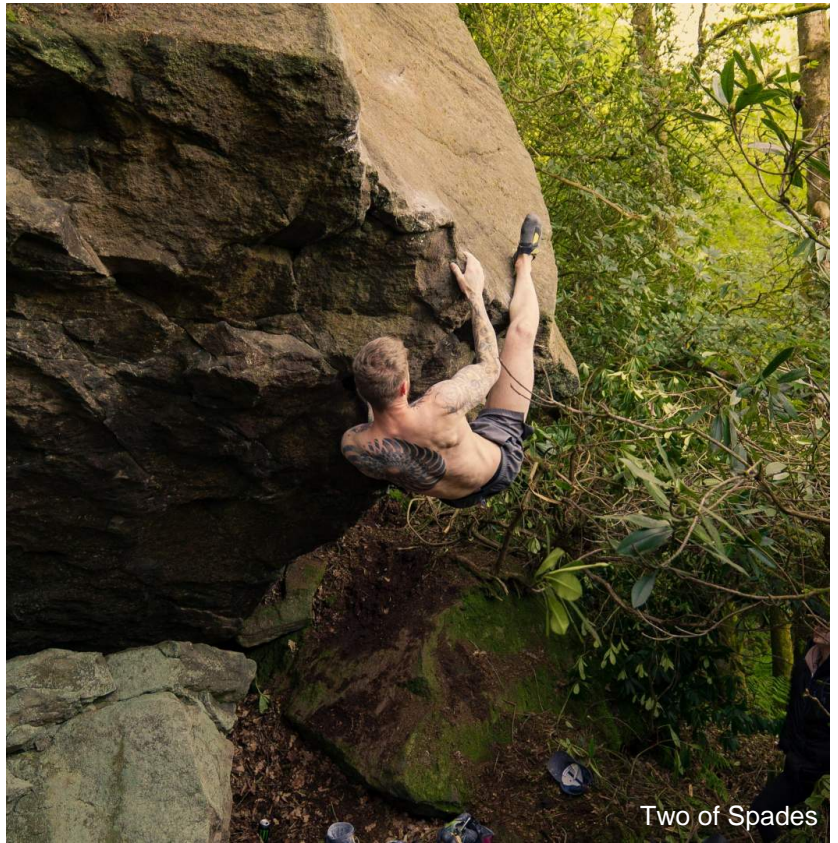
13. [unclimbed]

Just above Bladerunner and below Charlie Don't Surf is an easier looking highball arete (not pictured).

50m down hill from The Throne is a large steep wall. 10 points if you can figure out why these particular cards were chosen.

14. Two of Spades, 7A+ **

Start at the right hand side using a pinch on the arete (below the prominent overlapping pinch) and a crimpy undercut for the left. Pull on without using the block. Powerful moves to reach the lip before traversing left to gain the slab in a faint groove. Thankfully, the slab is climbed with relative ease. Can be done with 3 pads but best approached with a crew. You will land where the branches are now filling a hole.



15. Three of Spades, [unclimbed]

Start as above, but this time top out direct without traversing to the centre of the wall.



16. Four of Diamonds, [unclimbed]

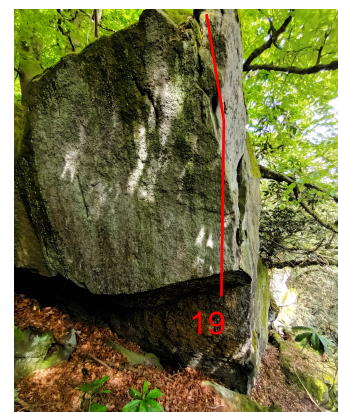
Start at the left hand side of the boulder using a series of jugs to reach the groove in the slab and top out.

17. Six of Clubs, [unclimbed]

Start as per Four of Diamonds, finish as per Three of Spades.

18. Africa Wall, 7A *

30m through the jungle to the right of the big steep wall is a crimpy, gently overhanging wall. start low using a juggy undercut for the left and the undercut arete for the right. The block is out.



19. [unclimbed]

Short arete just above Africa Wall. Still needs cleaning but it's not a big job.

20. Jungle Drums, 6B+ *

Oliver Parkinson 2019

The short prow from a sit.



Lower Section

Follow the lower path until a clearing is reached. A large free standing block is at the end.

21. The Dawning, 7B/+ ***

Mark Radtke, 1996

The leaning arete was originally done on gear, but can now be climbed as a mega-highball. The crux is high, dynamic and committing! Done with 3 pads but the more the better.

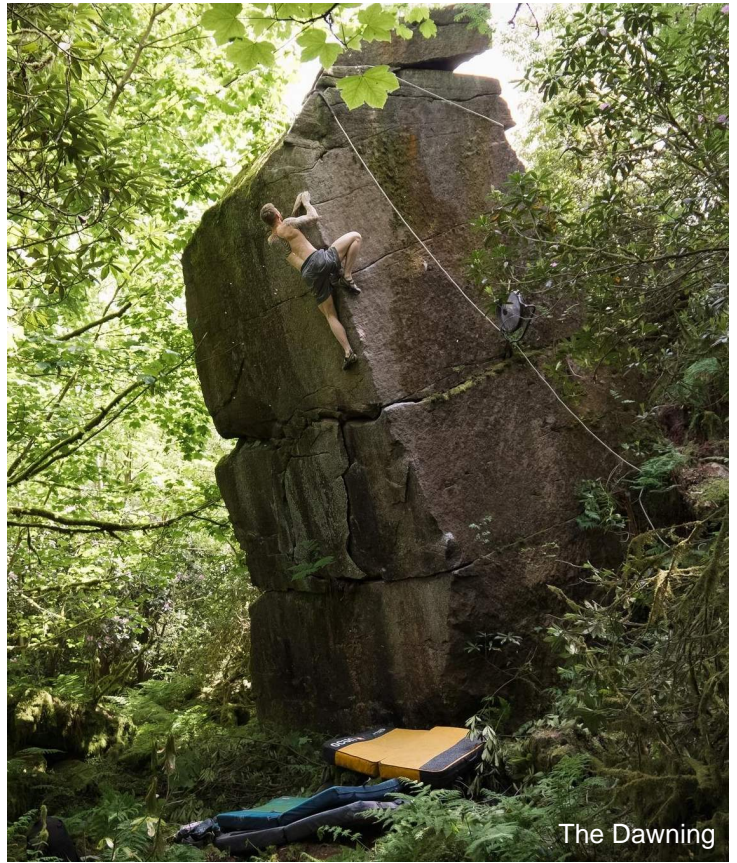
22. Tarzan, [unclimbed]

Pull on as for The Dawning and dyno to the sloping shelf. Drop off here.

Approx 50m east from The Dawning is a steep wall. Go through the trees. The path is not obvious.

23. [unclimbed]

A board style line directly up the steep wall. Hard, but unfortunately most of the holds will need stabilising.



The Dawning

24. Right arete, 6b

Start with right hand on the arete and left hand on an undercut. The top is now cleared.



The lower path boulders can be difficult to find and reach. Crisis/Gargoyle is easiest.

25. Crisis, 7C+ ***

Turn left off the path just before reaching the clearing. Depending on height, start sitting or crouched, with left hand on the scoop and right hand on the arete. Climb the steep side of the arete using a combination of body tension, power and trickery.

26. Crisis Averted, 8A ***

Oliver Parkinson, 2023

Sit start further down using an undercut for the right hand and a small gaston for the left.

27. Gargoyle, 6C **

Ben & Mitch 2022

Start sitting on the right hand side of the arete using a pinch on the arete and an undercut for the right hand.



28. Dhrenkrom, 6C

Mitch 2022

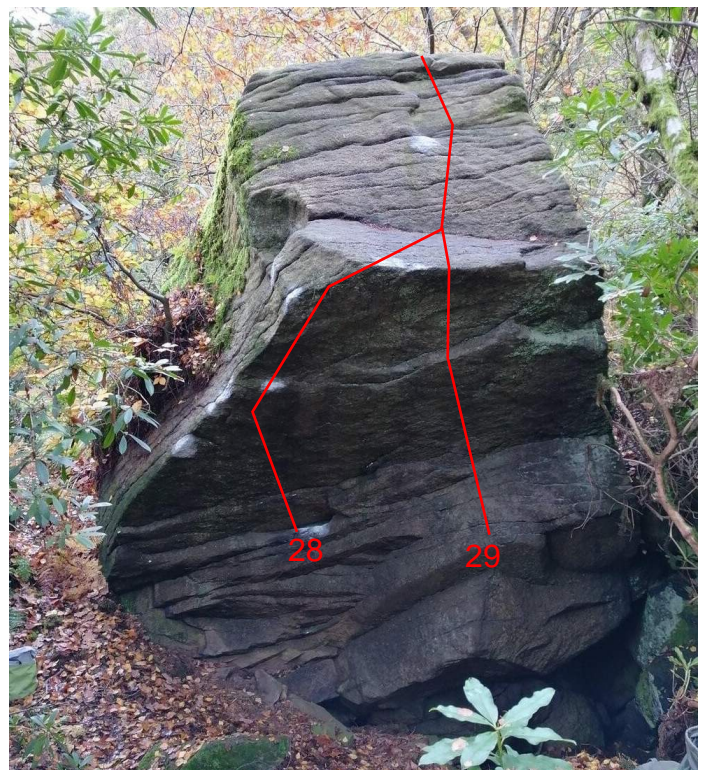
Follow the path up from Gargoyle, away from dense jungle. Start matched on the jug, climb the roof using the arete.

29. [unclimbed]

A direct version looks to be similar difficulty.

30. [unclimbed]

30m north from Crisis, through the jungle, is a short roof.





31. [unclimbed]

Opposite side of the path from Crisis, just before the clearing. Starting in the cave on obvious slots, climb the wall above. Mysteriously, this had chalk on the starting holds but the top still needs a clean.

32. [unclimbed]

The right side of the wall on poor edges.

33. Basic Bitch, 6C+ *

Turn left off the path near its start. Circa 100m north from Crisis. A board style problem on good holds. Start from sitting and complete some big pulls to reach the first ledge. Match and drop off here.



Miscellaneous

34-38 were established by Oliver Parkinson, 2018. These boulders are not within the upper/lower sections described above and require a different approach from the road. The map on the front page shows the approximate locations

34. Crack Jack, 6B

An impressive feature for the grade. From standing, negotiate the steep face to reach a good boss and a sloping top.

35. Grunt Arete, 6C

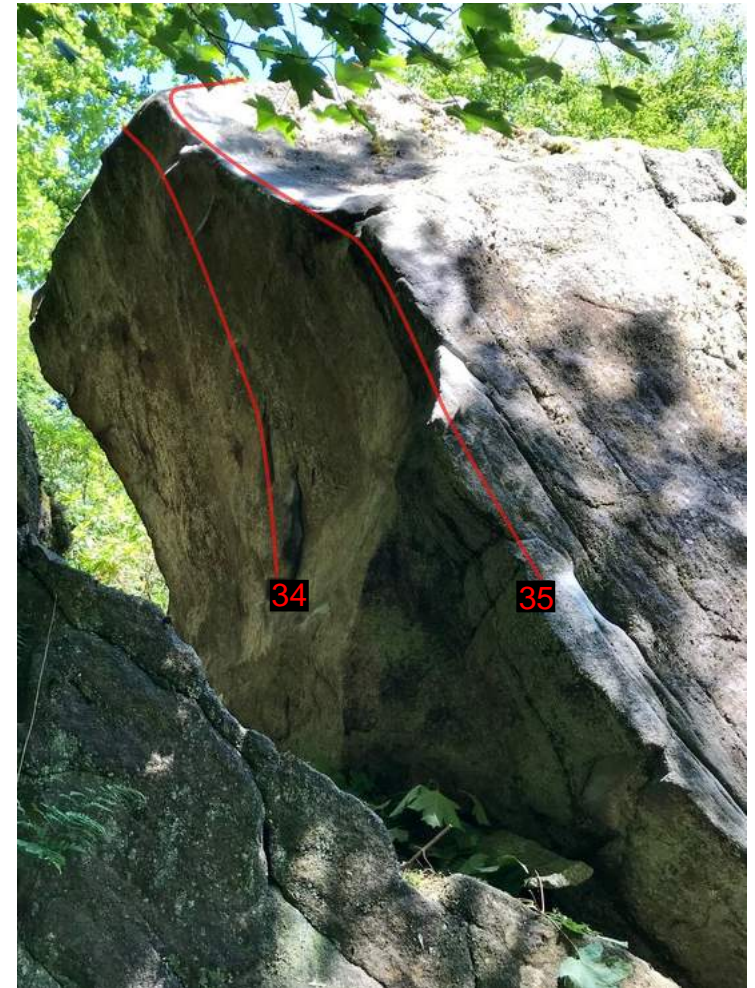
From a sit on a good edge and the pod climb the arete to reach the sloping top.

36. Straight Ahead, 5+

Sit start on jugs on the left side of the roof and climb out directly through good holds.

37. Crush, 6B

Sit start on jugs and move right to stay under the roof on good edges before reaching out for the right hand side of the point.



38. Cutting Edge, 6C

From the right of the roof, traverse to reach good holds on the point.



39. Light at the end of the Jungle, 6A *

This one is easier to find from the main approach, located within a jumble of boulders over the wall. Start sitting on the block to the right with hands matched on the arete. Layback moves reach the apex before topping out.



Contact me on Instagram with any new additions and I'll update the guide! (liamhutch89)