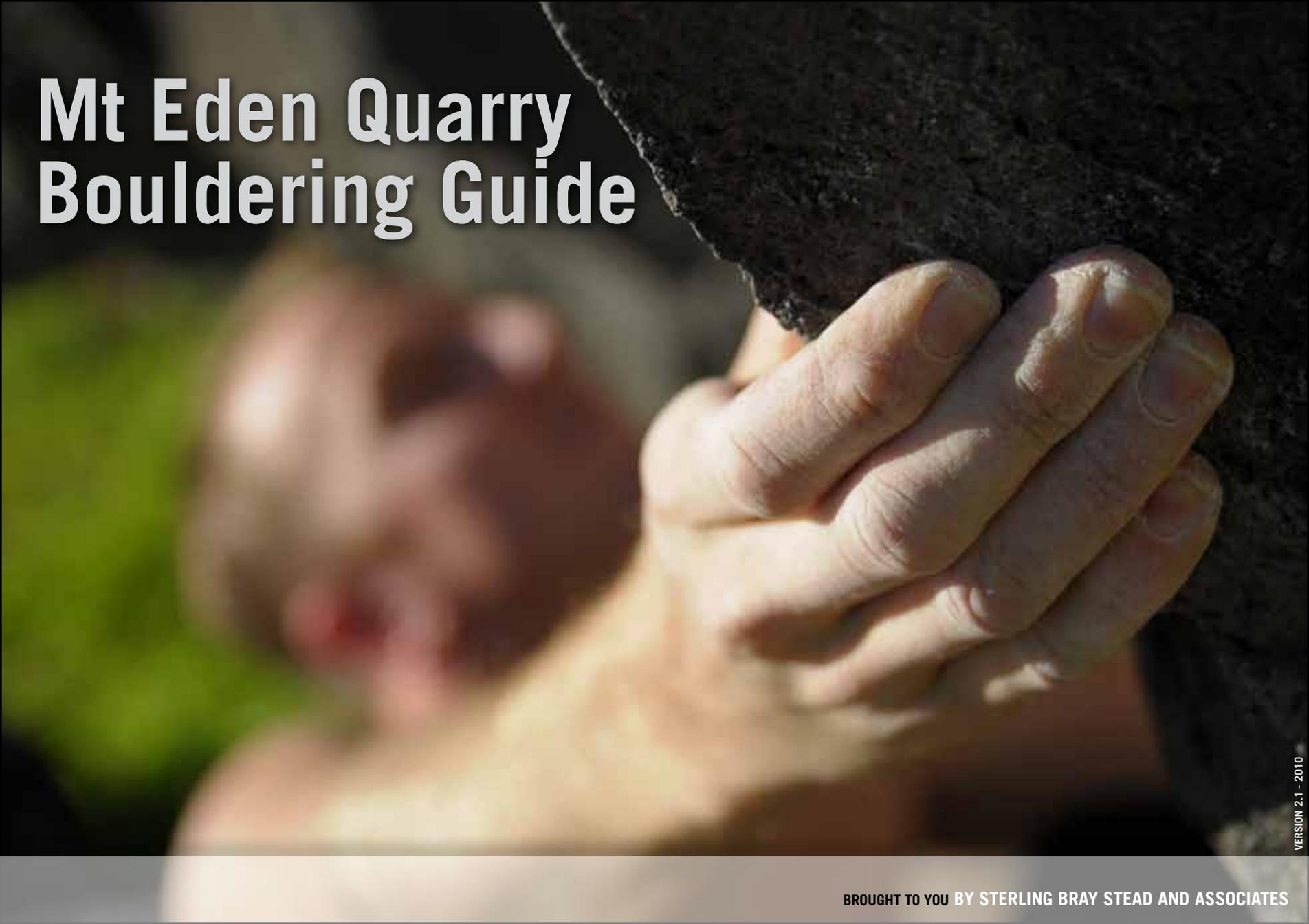


Mt Eden Quarry Bouldering Guide



Intro

Here it is, a comprehensive guide for bouldering at the Mt Eden Quarry. The Quarry is broken into two crags located in close proximity, this guide covers what is known as the “Long Side”.

In the last five guides to the Mt Eden Quarry, bouldering has only received a passing mention (if that) and most of the better problems have only been passed on through word of mouth. Unfortunately, that meant most people have viewed the quarry as ‘too hard’ when only a few hours drive there’s some other sharp, pumice style, baked mud with bolts pushed in every metre or so. The Quarry provides some of the best climbing you will find in close proximity to some excellent cafe’s, bars and even your own bed (if you’re from Auckland of course). You don’t have to plan an entire weekend away, you can spend an entire day there, or simply pop in for a few hours, and still be home for Coronation Street.

Climbing at the Quarry has been going on since the early 1970’s, hasn’t time and technology changed... With climbing came Bouldering. Initially used as a training aid or just frowned upon as a waste of climbing time, it has become a style all it’s own. Seen as more powerful and gymnastic than route climbing as all the intensity is in a few moves over a couple of metres.

Bouldering by nature is a more social sport, you’re always within a metre or so of your friends, everyone can try the same problem without any time consuming setup and all you need to get started is some shoes, chalk a good boulder mat and HORSE POWER.

Note: This is the first edition, some names are to be confirmed, if you have anything to add / discuss.

Email: aucklandbouldering@gmail.com

The grand traverse

For a real challenge, starting at Orangotan, traverse all the way to Bop gun, completed by Tony Ward-Holmes in 1991. The Right to left (reverse) has also been done.

Access to the Long Side

Access to the ‘Long Side’ of the Quarry is off Mountain Rd, Either through the main gates if walking, or, Gate 3 through the carparks.

If bouldering during school time, please park on the road and walk in. On your first visit make sure you fill in the schools permission form at the main office before proceeding further.

Outside of school hours parking may be available within the schools grounds, but it is a privilege, not a right, drive slow and respect others on the grounds.

Follow your nose downhill and you will see a narrow driveway between two buildings toward the back of the second level carpark. Once you travel between the buildings, look left and you will see the cliff.

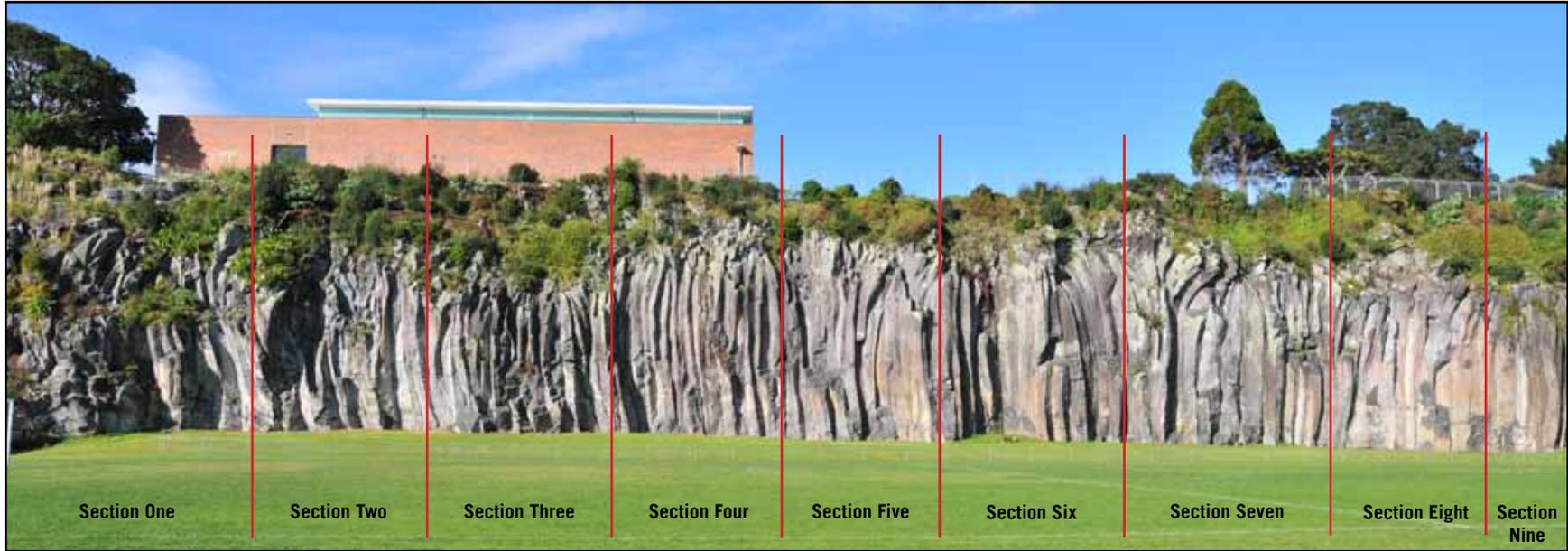
Do not leave any rubbish behind. Perhaps, if you are feeling generous, pick up any rubbish you find. Access to the quarry through the school is at the school’s discretion, do not give them a reason to become disgruntled. If any loose rock is dislodged, do not leave it on the grass as it will damage the lawnmower’s blades or twist someones ankle.

To contact the school, either visit the main office, signposted just inside the main gates (the arch), or Phone (09) 623 5400

Emergency info:

In case of an accident, Dial 111 for an ambulance, or The Auckland Hospital is down mountain Rd, across Khyber pass into Park Rd and on the right (very close).

**This guide was produced by Zane Bray, Ketzal Sterling, and Anthony Stead.
Contact us via email:** aucklandbouldering@gmail.com



BOULDER PAGE INDEX

SECTION 1	PAGE		PAGE		PAGE
1. Whale Dork V1 *	07	23.5 Lego V5	13	39. Soliloquy VE	26
2. Egg and Soldiers V6	07	SECTION 4		40. Cheeky Booty V2	26
3. One Move Wonder V4	07	23. Sneak Easy V3	17	41. Hypercaffienated V7	26
4. Liken Slap'n V1 *	07	24. Zilmerised V8 *	17	42. Project Booty V? project	26
5. Dark and Murky V0	08	24.5 Solarised V8	17	43. I C Lightning, U C Crack V8	27
6. Project V9	08	25. Methodone V9	17	44. Tune In, Turn On, Drop Off V2	27
7. Bop Gun V4	08	26. Heat V4 * *	17	45. When the cat's away V5	27
8. Brain Damage V1	08	27. Bitch V6	18	SECTION 8	
9. Virgin Lay VE	09	SECTION 5		46. The Professional V9	29
SECTION 2		27.5 Eddie Flash V2	20	47. Melquiades V4 *	29
10. Deffust V0	11	28. Silver Airman VE/V1/V3 *	20	48. Zephania V6 *	29
11. Desolation angel VE	11	28.5 Down to Earth V3	19	49. Booty pain V1	29
12. Moral dilemma V2 / V3 Sit start * *	11	29. Docking Practice V2	20	50. Arêteology V1 * / V2	30
13. The Egyptian V8	11	SECTION 6		51. False Hope V2	30
14. Yuppie Floozie V5	12	30. Another Broken Hero V5	22	52. Crazy booty frog V1	30
15. Supergroove V4 * *	12	30.5 Mumbles V5	22	SECTION 9	
16. Perrenial Pipe Dreams V5	12	31. Zorns Lemma V5	22	53. Booty Rocking Ketzatron VE * *	32
17. Scott's Arête V8 *	12	32. Shoes This High V2 / V4	22	54. Pet Cemetery V5	32
SECTION 3		33. Revenge of the Lawn VE/VM * / V1/V2	22	55. Silver Surfer V4 *	32
18. Blam Blam Blam V6 / Blam direct V8	14	34. Big Max, V5 *	23	56. Orang-utan V0 / V1	32
18.5 Grunta V4 * *		SECTION 7		SHADY TREE AREA	
19. Tight Booty V0	14	35. Plumley Walker V7	25	57. Latte V1 *	33
20. Boulevard Pèriphèrique C4 (Campus 4) * *	14	36. Studio 54 V6 * * *	25	58. Tree Hugger V2 * * * / V0 / V8	33
21. Drive through coffee V4 * / V2	14	37. Short Black Decaf V1	25	59. Slim Shady VE	33
22. McNuggett V7 *	15	38. Barracuda Start VE	25	60. 'it Man V2	33
				61. Short Man VE	34

BOULDER GRADE INDEX

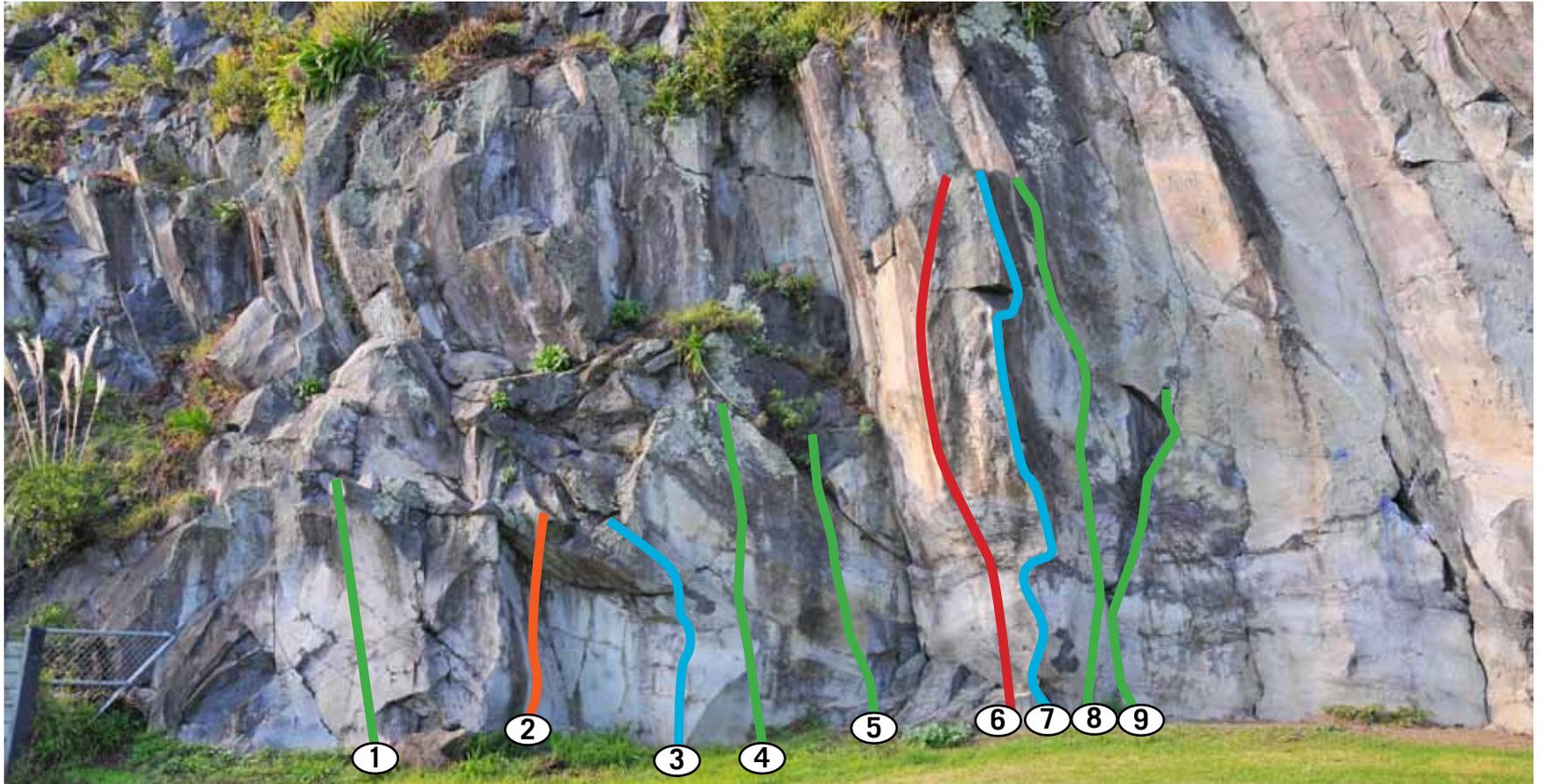
NAME	PAGE	NAME	PAGE	NAME	PAGE
09. Virgin Lay VE	09	40. Cheeky Booty V2	26	02. Egg and Soldiers V6	07
11. Desolation angel VE	11	51. False Hope V2	30	18. Blam Blam Blam V6 / Blam direct V7	14
28. Silver Airman VE/V1/ V3 *	20	60. 'it Man V2	33	27. Bitch V6	18
33. Revenge of the Lawn VE - V2 *	22	58. Tree Hugger V2 ** / V0 / V7	33	36. Studio 54 V6 ***	25
38. Barracuda Start VE	25	44. Tune In, Turn On, Drop Off V3	27	48. Zephania V6 *	29
39. Soliloquy VE	26	23. Sneak Easy V3	17	13. The Egyptian V8	11
53. Booty Rocking Ketzatron VE **	32	28.5 Down to Earth V3	19	22. McNuggett V7 *	15
59. Slim Shady VE	33	03. One Move Wonder V4	07	41. Hypercaffienated V7	26
61. Short Man VE	34	07. Bop Gun V4	08	35. Plumley Walker V7	25
10. Deffust V0	11	15. Supergroove V4 **	12	24. Zilmerised V8 *	17
05. Dark and Murky V0	08	18.5 Grunta V4 **	15	24.5 Solarised V8	17
19. Tight Booty V0	14	21. Drive through coffee V4 * / V2	14	43. I C Lightning, U C Crack V8	27
56. Orang-utan V0 / V1	32	26. Heat V4 **	17	17. Scott's Arete V8 *	12
01. Whale Dork V1 *	07	47. Melquiades V4 *	29	06. Leftism V9	08
04. Liken Slap'n V1 *	07	55. Silver Surfer V4 *	32	25. Methodone V9	17
08. Brain Damage V1	08	20. Boulevard Pèriphèrique	14	42. Project Booty V? project	26
37. Short Black Decaf V1	25	C4 (Campus 4) **	14	46. The Professional V9	29
49. Booty pain V1	29	14. Yuppie Floozie V5	12		
57. Latte V1 *	33	16. Perrenial Pipe Dreams V5	12		
52. Crazy booty frog V1	30	22.5 Lego V5	13		
50. Arêteology V1 * / V2	30	30. Another Broken Hero V5	22		
12. Moral dilemma V2 / V3 Sit start **	11	30.5 Mumbles V5	22		
27.5 Eddie Flash V2	19	31. Zorns Lemma V5	22		
29. Docking Practice V2	20	34. Big Max, V5 *	23		
32. Shoes This High V2 / V4	22	45. When the cat's away V5	27		
		54. Pet Cemetery V5	32		

KEY

Problems are colour coded

	V0 - V2
	V3 - V5
	V6 - V8
	V9 +

SECTION 1



SECTION 1



1. Whale Dork V1 *

Jump to prow* (dork), mantel out. A nice fun mantle; it did however nearly kill Vince *'the land anchor'* Lovrich.

* No Hands

VE If using starting hand holds



2. Egg and Soldiers V6

Sit start, right face is out, prow on right mantel out.



3. One Move Wonder V4

Sit start on slope & edge, to under cling, mantel out. Left face out. Let us know how this problem got its name.

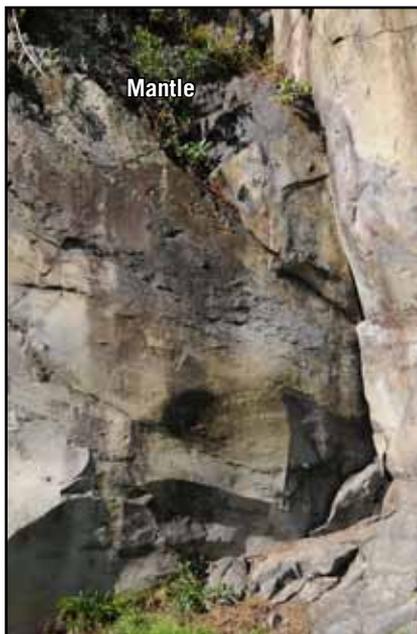
James FM



4. Liken Slap'n V1 *

Straight up, mantle out. The mantle can be somewhat ugly, and a wee bit bushy...Nothing wrong with a 'bit' of bush. Boo yah.

SECTION 1



5. Dark and Murky V0

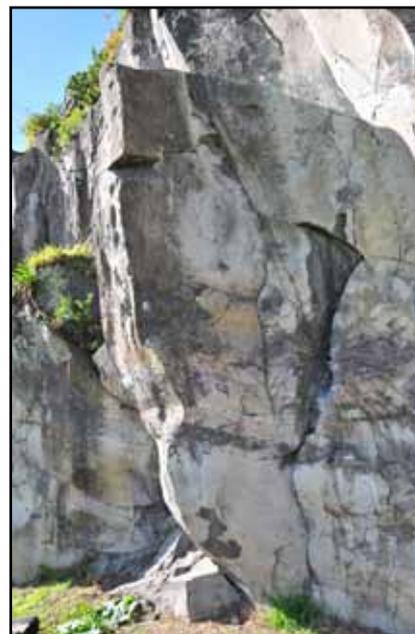
Left hand small edge, left foot small edge, pop to slopy jam, mantle out. Some people enjoy jamming their hands in cracks, if so the line starts here.

If you are a cheater and were born tall it is a **VE**



6. Leftism V

Left face is out, 'bop gun' arête is out, to ledge. This is by far the most badass boulder project at the quarry. Many try...all fail. Send this project and become forever famous the world over. High ball - DANGER



7. Bop Gun V4

Up arête to top, mantle out (high). Bop Gun is a climb in the NZAC quarry climbing guide. There are bolts on the ledge, and is usually top roped. Big and ballsy, use every boulder mat available.

High ball - DANGER

V6 * Sit start



8. Brain Damage V1

Up blast crack, bridging left, up fine crack tending left to top, (high). Same high ledge as Bop Gun and the same rules apply - Lots of boulder mats. Beware the final move is the crux. High ball - DANGER DANGER WILL ROBINSON! DANGER

SECTION 1



9. Virgin Lay **VE**

Everybody had a first lay...back. Sit start, few easy layback moves to match flake finish. Avoid right wall to make more interesting.

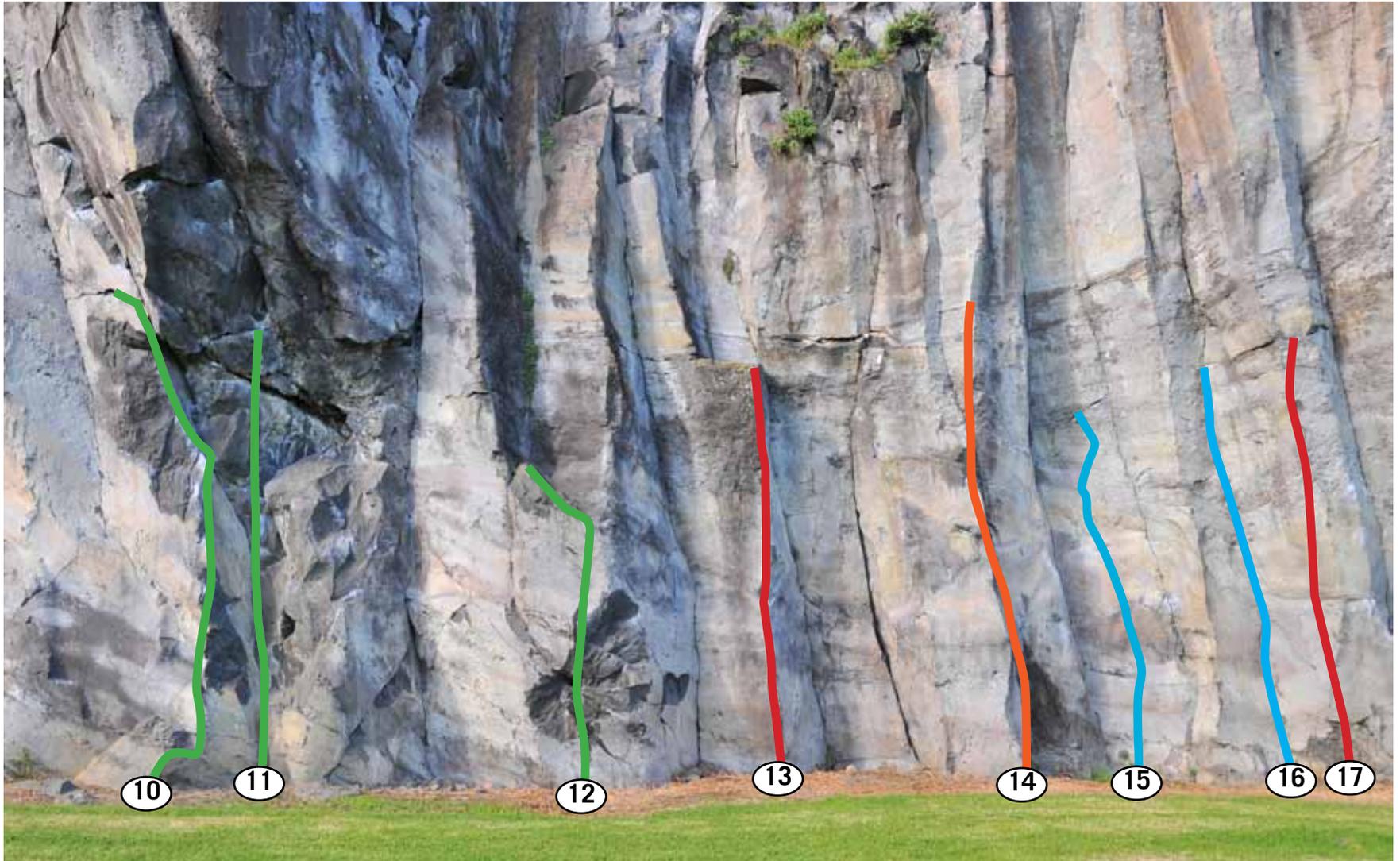
Climbing Grades

French	UK	Australia	UIAA	USA
1-2	HVD	8-9	I-II	5.2-5.3
2-3	MS	10-12	III	5.4-5.5
4	S	13-	IV	5.6
4+	VS	13+	V-	5.7
5a		14	V	5.8
5b	HVS	15	V+	5.9
6a	E1 5b	19	VI+	5.10a
6a+	E2 5c	19 / 20	VI+ / VII-	5.10b
6b		20	VII	5.10c
6b+	E3 5c	21	VII+	5.10d
6c		21 / 22	VII+ / VIII-	5.11a
6c+	E4 6a	22	VIII-	5.11b
7a		23	VIII	5.11c/d
7a+	E5 6b	24	VIII / VIII+	5.12a
7b		25	VIII+	5.12b
7b+	E6 6b	26	IX-	5.12c
7c		27	IX	5.12d
7c+		28	IX / IX+	5.13a
8a	E7 6c	29	IX+	5.13b
8a+		30	X-	5.13c
8b	E8 7a	31	X	5.13d
8b+		32	X / X+	5.14a
8c	E9 7b	33	X+	5.14b
8c+		34	XI-	5.14c
9a	E10 7c	35	XI	5.14d/5.15

Bouldering

Hueco	UK	Font.*
-		
-		
-		
-		
V0	B1	4
V0+	B2	4+
V1	B3	5
V2	B4	6a
V3	B5-6	6a+
V4	6b/c	
V5	6c+	
V6	B7	7a
V7	B8	7a+
V8	B9	7b+
V9	7c	
V10	B10	7c+
V11	B11	8a
V12/13	B12	8a+

SECTION 2



SECTION 2



10. Deffust V0

Up to first horizontal jug.
Direct start **V1**: without lay backing
right arête. Match to finish.



11. Desolation angel VE

Up easy broken ground to slopy
ledge. Match to finish. Super
beginners problem.



12. Moral dilemma V2

Mantle onto ledge
V3 Sit start **



13. The Egyptian V8

Start left hand sloper, right hand
pocket, up arête to ledge, mantle.

Michael Welson

SECTION 2



14. Yuppie Floozie V5
Follow arête up to high left ledge.
V7 Sit start - to the right



15. Supergroove V4 **
Up groove to match on pea pods.
A very cool technical problem.
Requires both power and finesse.



16. Perrenial Pipe Dreams V5
Up edges around crack to jug.



17. Scott's Arête V8 *
Start with hands in pockets on arete,
to sharp ledge at 4.5m height.
Beware last hold sharp and may
make you bleed!

SECTION 3



SECTION 3



18. Blam Blam Blam V6

Up sharp edges to sharp ledge out left.

Blam direct V7: side walls are out, face only until last move left.



18.5 The Grunta V4 **

Sit start up to high ledge. Face to the right is out. Descend right.

No Arêtes V6



19. Tight Booty V0

Sit start, mantle out right.

Ketzal came up with this problem but was talking too much and Craig jumped in and got the FA.



20. Boulevard Périphérique C4 (Campus 4) **

Start on left prow, campus (foot free) to far right ledge. As you can see from our superbly toned models (Zane, Craig), this problem is designed for males/monkeys i.e. people with no footwork skills (pictured).

SECTION 3



21. Drive through coffee V4*
Sit start, right hand drill hole, left hand ledge, pull to slopes, dyno to ledge on right. Looks dead easy, sadly its not. Requires brute force and ignorance. A loud Sharma yell can help with sending this problem. Instructions available from Jamie Baron.

V2 With heel hook and pocket



22. McNuggett V7*
Sit start, left hand small edge, right hand low dimple, pull to ledge, mantle. A great problem. On first impressions its looks like a joke, one move; easy. Then you sit down and try to pull on...one word - frustration, no two words - spank.



22.5 Lego V5
Straight the butress to ledge, match. Ledges to the left are out.

SECTION 4



SECTION 4



23. Sneak Easy V3

To ledge up right. Big moves and fun. Highball - DANGER.



24. Zilmerised V8 *

Up arête to ledge, mantle out (high), holds 2feet right of arette are in.

Sit start V8 **

High Ball - DANGER



24.5 Solarised V8

Up slab to *Zilmerised* top out. Crack to right is out.

High Ball - DANGER



25. Methodone V9

Left face is out, up sharp edges to ledge on right.

1999, Glenn Erik Johannessen

SECTION 4



26. Heat V4 **
Slap up buttress to high ledge.



27. Bitch V6
Up arête, cracks are out, to ledge.
V5 If holds in crack are used.
Highball - DANGER

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SECTION 5



SECTION 5



27.5 Eddie Flash V2

Up arête until you can reach right to the ledge. Face to right is out.



28. Silver Airman VE

Up right crack to ledge.

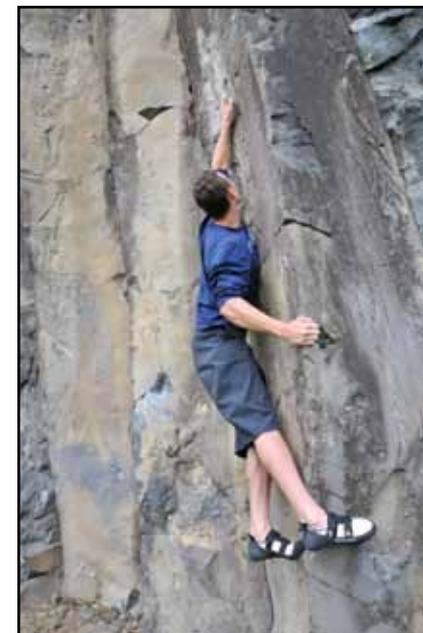
V1 Up left crack to ledge.

V3 * Up middle of buttress to ledge, right foot, right hand ONLY.



28.5 Down to Earth V3

Up to big side pull.



29. Docking Practice V2

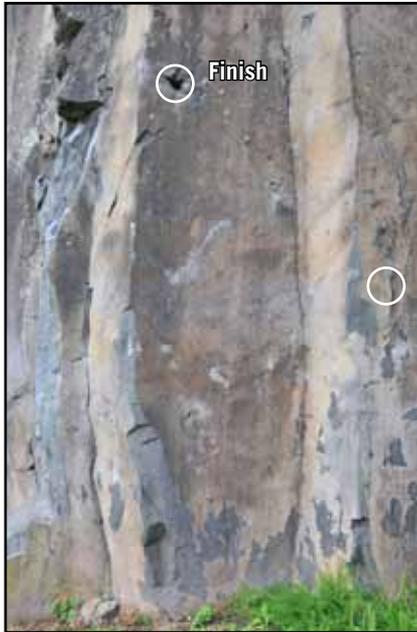
Left foot on ledge, right hand jug, dyno left hand to ledge. Nothing to do with sheep!

VE With all holds

SECTION 6



SECTION 6



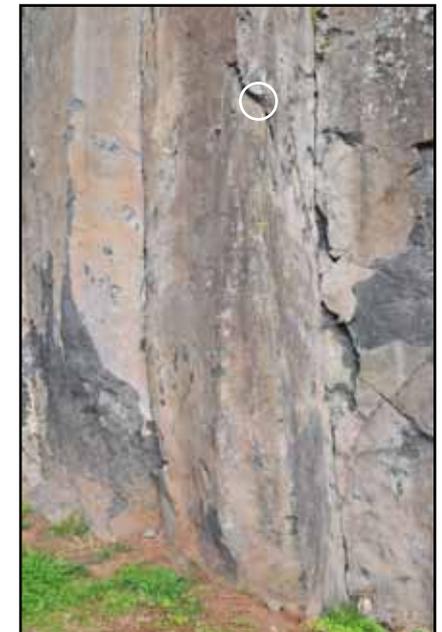
30. Another Broken Hero V5
To blast hole. Right hand starts on sharp hold right of arête.



30.5 Mumbles V5
Up Arête to crack in right face.

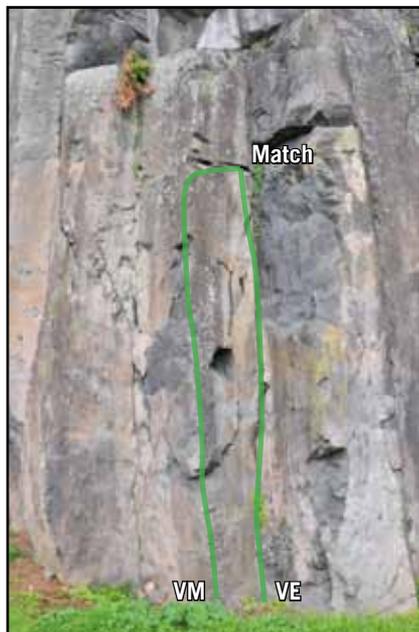


31. Zorns Lemma V5
To the point where you can touch the first bolt in control. Yes, this is a bit convoluted, but there is no real finishing hold until the top of the actual quarry, which is....er...high.



32. Shoes This High V2
To diagonal break.
V4 - sit start.
The sit start is easier than V4 for tall bastards, as they can access the 'glory' hold.

SECTION 6



33. Revenge of the Lawn VE

Up groove to horizontal break
VM * using left buttress only.
V1 sit start, left buttress only.
V2 Up buttress to the big ledge.
High ball - DANGER use lots of
boulder mats!!



34. Big Max, V5 *

Right of arête, up to ledge, match to
finish.
V5 left of arête,
V6 sit start, right of arête to ledge.

SECTION 7

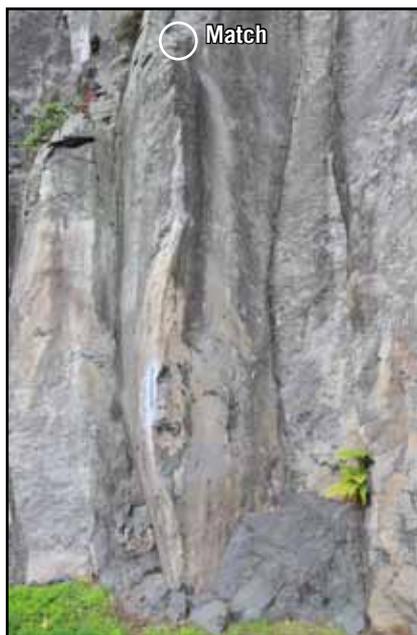


SECTION 7



35. Plumley Walker V7

Up buttress, mantle out.
This problem is super hard, and hasn't seen many repeats. Sharp holds. Highball - DANGER.



36. Studio 54 V6 ***

Up arête to ledge. Match to finish.
A classic problem. Very cool moves, and perfect benchmark for the grade. Make sure lots of mats are present!
Highball - DANGER.



37. Short Black Decaf V1

Up small holds on arêtes to ledge.
Otherwise known as hot brown water.



38. Barracuda Start VE

Up rough blast hole to ledge. Match to finish. Nice 'n' easy, good first problem for beginners.

SECTION 7



39. Soliloquy **VE**

Up jugs in crack moving left to ledge. Match to finish.



40. Cheeky Booty **V2**

Sit start off layback edge, right face is out, to ledge. Ketzal likes to torque it up.



41. Hypercaffienated **V7**

Sit start, left hand in low crack, right hand arête, up to mid face sloper - finish. Crack is in, left of crack is out. Violent haul to get off the ground.



42. Project Booty **V? project**

2009 - Zane Bray

SECTION 7



43. I C Lightning, U C Crack V8
Up arête and face to lightning bolt holds. Big, high, and proud. High Ball - DANGER



44. Tune In, Turn On, Drop Off V2
Straight up to big jug. This is the beginning of a very exciting 25



45. When the cat's away V5
Staying on right crack, to jug. Finish the same as 44, but uses the crack to the right, slightly contrived, but worth a shot. Could be V6?

SECTION 8



SECTION 8



46. The Professional V9

James Field-Mitchell's project until March 2010 where he got the send. High Ball - DANGER

2010 - James Field Mitchell



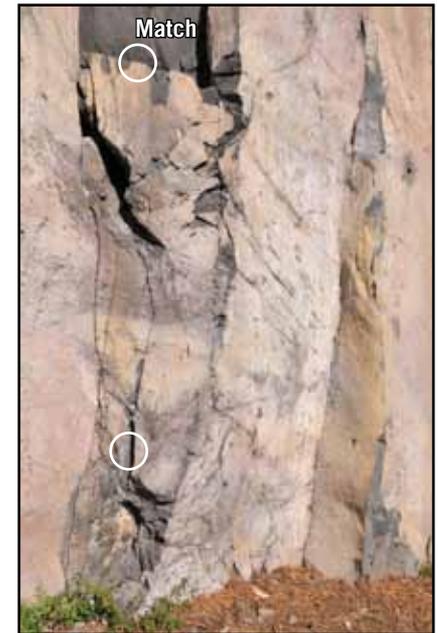
47. Melquiades V4 *

Start on square cut jug, up to ledges above peapod. Great problem, solid technical moves. Annika says "this is the easiest problem at the quarry". This is normal behaviour for a....muppetoid.



48. Zephania V6 *

Left hand square cut jug, right hand mono, slap up left arette and edges next to right seam to sloping ledge. (27 if you climb to the high big ledge) or solo to ledge on top.



49. Booty pain V1

Sit start, to big ledge at 3m height. Bounce off your booty, grab hold - send!

2009 - Ketzal Sterling

SECTION 8



50. Arêteology V1 *

Up arête (only) to ledge by blast hole.

V2 Sit start. Left wall is out for both verisons, no sneaking your pesky little feet on there, you cheats!

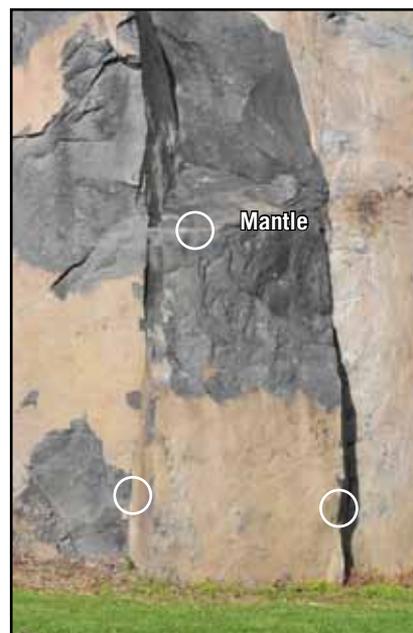
2009 - Ketzal Sterling



51. False Hope V2

Up arête to broken holes, right face is out. Finish on marked holds.

2009 - Zane Bray



52. Crazy booty frog V1

Sit start, left hand pinch, right hand arête, stand up, go for ledge, mantle. If you begin in the correct booty position, you will look like a frog...*ribbit*

2009 - Ketzal Sterling

SECTION 9

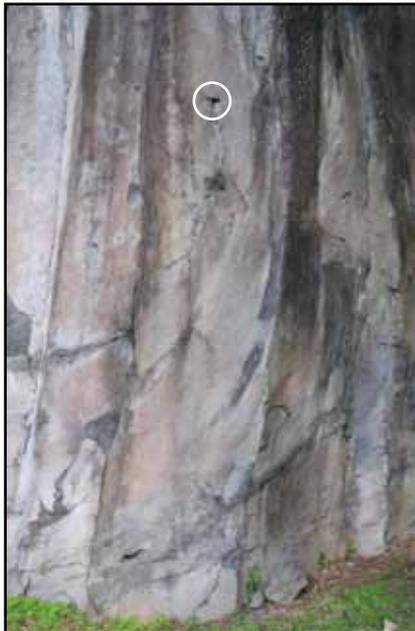


53. Booty Rocking Ketzatron

VE * *

Sit start, tending left and up to mantle onto ledge. Nice fun beginner problem. The name is an insider joke, figure it out. 1million cash for the first correct answer.

2009 - Ketzal Sterling



54. Pet Cemetery **V5**

Up faces and crack to 2nd large pocket.
Eliminate project, left arête is out.



55. Silver Surfer **V4** *

Up to standing on flat top ledge.
A solid V4, and one of the most popular climbs at the quarry.

V4 Sit start.



56. Orang-utan **V0**

Up to horizontal crack. Big ledge on right is out. Rumoured to be somewhat ugly.

V1 Sit start.

SHADY TREE SECTION To the right of Latté (57)



57. Latte V1 *
Sit start, to ledge, mantle out. Left of diagonal seam is out. Try sending with coffee in hand, V4? - Any spillage and you're out!

2009 - Zane Bray



58. Tree Hugger V2 **
Up face using crack on left and arête on right match the ledge. Bridge off tree **V0**.

2009 - Ketzal Sterling

The Juice Extractor V8 No crack or arete(nor holds coming off the crack). Face only, moving off a shallow mono stack in the middle of the face, stand on nothing, then dead point and match.

2010 - Glenn Erik Johannessen



59. Slim Shady VE
To ledge



60. 'it Man V2
To ledge high left in grass, down climb to right, watch loose rock!

SHADY TREE SECTION To the right of Latté (57)



61. Short Man **VE**

Sit start to match finish on small solid ledges at 1.8m, left arête is out. Watch loose rock above! Don't top out.