

# **The Waterfalls**

**A Rock climbers guide to the waterfalls of New England**

**by Al Stephens (1996)**

## Contents

Contents .....	2
The Waterfalls .....	2
History .....	2
WARNING .....	4
Dangars Falls .....	4
Dangars: Dynamight Buttress.....	6
Dangars: Flaky Buttress .....	7
Dangars: The Richard Cliff .....	7
Dangars: The Pritchard Cliff .....	8
Mihi Falls .....	8
Bakers Creek Falls.....	9
Four Mile Creek Falls .....	11
Wollomombi Falls .....	12
Oaky Creek Falls.....	14
Index of climbs .....	15

## The Waterfalls

The waterfalls around Armidale were the original climbing areas for climbers of the University of New England Mountaineering Club. Because they were popular tourist destinations, access was generally easy and the possibility of climbing these faces was obvious. Most waterfall routes were multi-pitch making them a serious undertaking, especially in the early days when protection equipment was very primitive. From the early eighties to today they have become less popular due to the developments of crack and extreme face-climbing at Ebor and Gara Gorges. However there are many fine, exciting and adventurous climbs to repeat in these areas. They are by no means climbed out. The potential for new routes depends on your imagination.

The areas covered in this guide are...

- Dangars Falls and Gorge
- Mihi Falls
- Bakers Creek Falls
- Four Mile Creek Falls
- Wollomombi Falls
- Oaky Creek Falls

## History

Rock climbing in the Armidale district is believed to have commenced around 1960 at Dangars Falls. Two climbers, John (Action) Lindsay and Hugh Spencer, at that time, climbed the waterfall face right of the water-course. This is of course the climb known today as Action. At the same time it is believed that they also climbed the orange pinnacle right of Action.

Looking for other great challenges, in 1961 Lindsay and party attempted and completed the first ascent of the Wollomombi-Chandler Ridge. Obviously other members of the Mountaineering Club thought they were a little crazy, as none of these climbs were recorded. No doubt Lindsay and others attempted/completed other climbs but unfortunately no records were kept.

The first recorded climbs were completed in 1964. Bob Harden and Doug McLean formed a climbing group called the Delta Club, a breakaway group from the University Of New England Mountaineering Club (UNEMC). Starts of climbs were marked with a Delta instead of the usual square. Some of these markings were still visible at Bakers Creek in the early seventies but have since been worn away. Two climbs were put up in 1964 by Harden and McLean. They are Bakercide (6) and Nitrocide(8), both at Bakers Creek.

1965 saw the Delta club leap into action. John Davis and Mike Thomas joined Harden and McLean. Apart from climbing at Bakers Creek, the group make excursions to Mihi Falls and Dangars Falls. Five new climbs were put up at Bakers Creek. The best being Davicide(13) by Davis, Punjacide(13) by I.Logan and

the two aid climbs, ADP(M1) and Bryocide(M1), both by Harden. Three climbs were completed at Mihi- the best being the classic Pull Up(15) by Davis. During the same year they made their first visit onto the big, scary wall of Dangars Falls. Harden put up the very run-out Toecap(13), while Davis climbed Goldfinger(16), a climb that hasn't, at the time of writing this guide, had a second ascent !

In 1966 McLean with Dave Mills repeated Lindsay's route, giving it the name Action (14), while the best route at Bakers Creek was Normacide (11) by Mills.

1967 produced only two new ones at Bakers Creek. Hardicide (14) by Thomas and the tricky Speleocide (12) by B.Douglas.

The only new route in 1968 was at Dangars, Nightcap (12) by Thomas.

Mills pioneered two new ones at Bakers Creek in 1969. The best being Klettercide (12). Noel Beynon with J.Street had a close look at the rock around Wollomombi Falls. They found and climbed Dono Dedit (8) During this year the Wollomombi-Chandler Ridge became a popular trip. Elaine Cantrill (Elaine's Gorge-a canyon- is named after her) arrived on the scene, and swinging leads with R.Jones, put up the long Magnificent Obsession (9) on Oaky Falls. The same pair did the first route at Four Mile Creek Falls, Skylite (6).

The only new route in 1970 was Drednought (14) at Dangars Falls by N.Hughes and Beynon. This takes the corner right of Action and left of the Orange Pillar. Today it is quite loose and probably was then.

1971 produced eight climbs. Five at Bakers Creek- the best being Pissed Psychedelic Peanut (15) by A.Suters and Cornelius Corners (15) by Rob Dixon. Hughes and Beynon found the chossiest route in New England at Wollomombi Falls. It goes up a slabby wall onto the Wollomombi-Chandler Ridge, opposite the falls. It is appropriately titled Violet Crumble Bar (13). J.Street with Dick Gallimore did We Are Not Amused(12), the chimney next to the falls at Four Mile Creek Falls, while R.Jones with Gallimore did Nuttinge (14) at the same crag.

1974 saw Phil Prior arrive, and with Jill Kelman put up a direct start to Nightcap, which they named Copperhead (12). Rob Dixon dragged Bob Killip and Brian Birchall to Mihi to do Deception(14). Prior, at Bakers Creek, disappeared into the mank just downstream of Bakers Creek Falls, to produce Frigid Air (6).

In 1975, Al Stephens with Dixon added the first four pitches to We Are Not Amused (12) at Four Mile Creek Falls. At the same location Killip with Rob Stazewski completed The Killip-Stazewski Route On The East Face Of Four Mile (20). At Mihi Dixon, with Stephens, did Bird On A Wire (16).

In 1978, a granite cliff, Flaky Buttress, downstream from Dangars, was discovered by Bob Killip. The result was Plain Sailing (14).

Dangars received two new ones in 1980. Stephens with Geoff Francis did the multi-pitch Slippery When Wet (13) during a drought, while on the opposite wall Birchall with Francis did Caprice (17). At Bakers Creek Austin Legler with Greg (Dulux) Pritchard did Basilisk (16). Back at Flaky Buttress (Dangars) Jack Lattanzio, with Ed Sharp, warmed up on Fairy Choss (8), and later that year returned with Mark Colyvan to complete Mystery Achievement (20).

1981 saw Dangars Falls yield Total Control (20) by Bayne and Colyvan, as well as Foolscap (18) by Birchall. Downstream, past Flaky Buttress Stephens and Rob Clark found The Richard Cliff and put up three great climbs, the best being Eavesdropper (19) by Stephens and Airs and Graces (19) by Clark. Stephens with Sharp had a Calculated Thrill (16) at Mihi after he did White Man's Burden (20) with Clark at Bakers Creek. Near The Richard Cliff Pritchard found The Pritchard Cliff and soloed the only route to date, Pariah (5).

In 1982 Paul Bayne found another crag, Dynamight Buttress, near (before ?) Flaky Buttress. No one has been able to locate it since. At Flaky Buttress Stephens put up the great Bombora (20 M1). Bayne managed to eliminate most of the aid but left the grade the same. On Richard Cliff, the next crag down the gorge, Bayne with Stephens, did the powerful Lackluster Backbuster (23).

In 1985, Stephens made a brief visit to Bakers Ck. to establish Cheesy Gland (20), a variant finish to Cornelius Corners.

At Bakers Ck. in 1986 Stephens with Larry Dixon eliminated all aid on ADP, now 21.

No new routes were put up on or around any of the falls from 1986 until the drought of 1993 when Wollomombi Falls were completely dry! Ben Christian and Stephens did After the Rain (18).

The drought continued in 1994 and once again Wollomombi Falls dried up. This time Gordon Low and Stephens with Tim Hill completed a line parallel to After the Rain, called God's Of Thunder (18).

## WARNING

Rock climbing, like climbing in the rain, or route stealing can be hazardous. The author of this guide-book accepts no responsibility for inaccurate or incomplete information, nor for any controversial grading of climbs, or reliance on any fixed protection. The author also assumes users of this guide have a high level of ability in climbing cracks, slabs, and walls, etc., will have received training from a skilled rock climbing instructor, will properly use appropriate equipment and will have great care for their and others safety.

### Dangars Falls

Access: Follow the signposts from various points around Armidale to Kennedy St. and out onto Dangarsleigh Rd. Continue along this road till you come to the War Memorial. Either turn left here, or continue along Dangarsleigh Rd. to a turn-off further along. Park in the car-park. The access walking track is located down the gully near the car park. This track zig-zags to the bottom of the gorge. Near the bottom the track gets very steep.

Warning: - Don't climb at Dangars Falls if the rock is wet or if it looks like rain. The rock is very slippery when wet.

- S.L.C.D.'s don't work very well on this rock type - they slip with alarming ease. Hexes and wires are needed here.

- Helmets are recommended. This is a tourist area and tourists throw stones.

- Some climbs may not be able to be attempted depending on how much water is coming over the falls. Be sensible.

The climbs will be described from the "orange pillar" on the right hand side of the water course, around left to the smaller climbs opposite the waterfall. The first climb is The Orange Pillar. Apparently this was climbed by John (Action) Lindsay and Hugh Spencer in 1960. No details or grades are available. As far as I know no-one has ever attempted a second ascent.

#### 11 ... Drednought ..... 195 m

Start: In the corner to the left of the orange pillar. This climb was put up by three climbers who became lost while attempting to do Action. The corner has a lot of loose rock. Not recommended. As for Action from pitch 2 onwards.

1. 46m. Straight up the corner for approx. 41m then traverse left for 5m. to a large ledge.
- 2-5. 104m Traverse left along obvious ledge, then up up and away...as for Action (see next route).

- N.Hughes, N.Beynon, J.Street, April 70.

#### 14 ... Action ..... 195 m

Start: The classic of the cliff. Many variants are possible. Start near the corner of Drednought at an old piton.

1. 30m. Straight up the steps. Belay on the most convenient ledge.
2. 50m. Continue straight up. You will eventually come to a slightly overhanging short crack corner. Up this, onto ledge then continue up to large ledge at the base of a layback crack corner. Belay.
3. 50m. Layback/bridge up the corner, then move across to the slightly vegetated wall above, and continue up the wall. Belay wherever convenient.
4. 35m. Continue straight up till you can move in right , behind a large block. Belay.

5. 30m.+ (crux) Up the steep wall beside the water course, picking the easiest line to the top. The exit is awkward and exposed.
- John (Action) Lindsay, Hugh Spencer, 1960.

-Named and grade by D.McLean, D.Mills, May 1966

16 ...Goldfinger ..... 200 m

Start: Can only be done when the falls stop flowing. Left of Action is a rib, then a channel- the main water course. Goldfinger goes up this channel, then swings right to join Action at approx. 2/3rds height. The grade may be much harder as no-one has yet done a second ascent. The original description, like this one, is very vague. Good luck.

1. 40m. Up the channel left of the rib.
2. 30m. Slightly steeper now. Sparse protection. Continue straight up choosing the line of least resistance.
3. 20m. Continue upwards till you are able to move right to join the last three pitches of Action.

4.5.6. 110m. As for Action.

-J.Davis, D.McLean, May 65.

13 ....Slippery When Wet ..... 172 m

Start: Moving left from Goldfinger the next obvious feature is a major corner. This is the start for Slippery When Wet (goes diagonally right) and Toecap. Dangars Falls dries completely usually once a year. This climb, like Goldfinger, can only be climbed when completely dry.

1. 33m. Up rib (15m) then traverse right (6m.) and up to ledge below steep wall (rusty piton).
2. 18m. Diagonally up and right, then traverse right and up corner with thin crack to very large ledge (another rusty piton).
3. 22m. Diagonally up and right, then straight up to belay in small corner (yet another rusty piton).
4. 28m. Diagonally up and right, then straight up corner, then right onto nose, then right into second corner, up corner then traverse right to belay on ledge 6m. left of Action.

5. 30m. Diagonally up left across slabs then to base of wall, traverse left and down slightly, then up fine, left diagonal crack to belay in sentry box.

6. 23m. Up diagonally right crack line, then diagonally right again to corner, left around projections.

7. 18m.The line of least resistance to top.

-A.Stephens, G.Francis, (alt leads) Jan. 80.

13 ... Toecap .....200 m

Start: As for S.W.W. The rib. Avoid any yellow rock ! Its rotten...Variant starts are possible to the left.

1. 45m. Up left of rib, then onto rib, up slabs to wall, traverse 5m. to left, then up corner to large ledge, then scramble easily up to ledge below steep wall.
2. 40m. Diagonally left onto slabs, up slabs to obvious corner.
3. 45m. Up corner, traverse left along ledge to belay stance.
4. 40m. Rising traverse to right (poor protection), then to ledge.
5. 30m. Up wall and scramble to top.

- R.Harden, D.McLean, Apr. 65.

Further round to the left of Toecap is a smaller wall where the lines finish on a dirty ledge. The left-hand climbs are easiest. The climbs are described here from Left to Right, ie from downstream to upstream. The line furthest to the left is Kneecap. From the top of these climbs you can either walk out up the long dirty gully or, more difficult, go left and down to the large pool, cross the river, then traverse at water level, left around to the original walk-down track.

10 ... Kneecap .....80 m

Start: At the base of a ramp below first pool opposite the main falls

1. 34m. Up towards vertical cracks, step right and continue up to right, to a spiky ledge. Belay.
2. 32m. Traverse right to bottom of v-shaped gully. Up wall on right, traverse right under small overhang. Belay
3. 14m.Up corner or wall to top.

- M.Thomas, V.Galer, May 66.

12 ....Nightcap ..... 75 m

Start: 15m. right of Kneecap.

1. 30m. Traverse along and up ramp, moving up to base of wall on right.
  2. 15m. Up to right, across wall.
  3. 30m. Up to top of small gully.
- M.Thomas, J.Street, Oct. 68.

12 ....Copperhead..... 20 m

Start: This is a direct start to Nightcap. No details available.

- P.Prior, J.Kelman, Mar. 74.

18 ....Foolscap ..... 230 m

Start; The next major line right of Nightcap. A crack through a roof. A real adrenalin booster.

1. 25m. (crux) Slab up to left of roof, swing right and up to base of roof, surmount roof then up crack and then step right to belay ledge.
2. 40m. Up incipient crack directly above ledge to tree belay (trend slightly to left).
3. 40m. Right, and up vegetated gully to obvious wide crack, continue up to suitable tree belay.
4. 25m. Take the easiest line to tree belay (trending right).
5. 50m. Straight up wall, then scrambling, climbing to tree belay.
6. 50m. Take easiest line, scrambling and climbing to top.

- B.Birchall, G.Croft, Mar. 81.

20 ....Total Control ..... 65 m

Start: The line right of Foolscap. A crack through a small roof with a thin crack corner above. Paul put a Friend in a vertical, near parallel groove-gave it a tug to test it...the Friend slid straight out, much to his horror. He later returned with Hexes.

1. 25m. (crux) Up slab to base of roof, around roof and delicately up corner, moving slightly right in thinnest section, to belay ledge.
2. 40m. As for pitch 2 of Foolscap.
3. Either walk off leftwards or continue as for Foolscap.

-P.Bayne, M.Colyvan,(alt leads) G.Croft, Mar. 81.

17 ... Caprice ..... 140 m

Start: The next main line right of Total Control.

1. 22m. Slightly leftward up slabs to wall, traverse right around nose and up ramp to small ledge at base of large corner (protection pool).
2. 16m. Up corner and through short off-width to small ledge (crux).
3. 25m. Up corner 8m. then traverse right into smaller corner and delicately up over bulges (loose rock) to base of wall.
4. 40m. Up onto ledge, then up corner and onto wall on right, diagonally leftwards and up more easily to belay tree.
5. 37m Scramble up slabs to trees.

- B.Birchall, G.Francis, (alt leads) Feb 80.

Along the northern rim of the gorge are several granite crags. These can be seen from the various lookouts. The first one you will approach as you proceed along the gorge is Dynamight Buttress. No one has been able to find it since then so if you do let me know.

**Dangars: Dynamight Buttress**

Eastward, along the north rim of the gorge to the first granite outcrop approx. 200m. past a large gully, descend a minor gully (marked with two pieces of tape on fence) about 20m. then traverse east below upper tier. There are three obvious lines. Two have been completed.

20 ... Incremental Creep..... 15 m

Start; A superb layback crack, starts on a ledge 5m. up.

15m. Up crack to top.

- P.Bayne, B.Birchall, Aug 82.

20 ... Dynamight..... 12 m

Start: The finger crack through steps.

12m. Up crack through the overhanging steps and join the line to the right at half height.

- P.Bayne, B.Birchall, Aug.82.

## Dangars: Flaky Buttress

This is further east, approx. 2km along the gorge rim from the Dangars Falls car park, and is the first large buttress seen from the Dangars Falls lookouts. The climbs are described from left to right. The first climb you see is the roof problem Mystery Achievement.

### 20 ....Mystery Achievement..... 10 m

Start: 6m. right of the fence, at the left hand end (higher) of the buttress. A rightward trending crack through a roof.

10m. Start in cave, climb crack through roof to top.

- J.Lattanzio, M.Colyvan, Aug. 80.

### 8 .....Fairy Choss..... 60 m

Start: The corner 30m. right of Mystery Achievement.

1. 30m. Up chimney trending to off-width, to a sloping grassy ledge. Belay in open chimney.

2. 30m. Continue up corner to spacious grassy ledge, then up chimney to top.

- J.Lattanzio, E.Sharp, Jun.80.

### 14 ....Plain Sailing..... 45 m

Start: Corner crack about 20m. right of F.C.

45m. Pleasant, well protected climbing up corner crack.

-B.Killip, A.Killip, R.Thomas, B.Birchall, May 78.

### 20M1 .....Bombora .. 45 m

Start: The impressive line up the wave-like rock to the right of Plain Sailing.

1. 20m. (crux) Straight up the crack till it no longer feels like 20. Some aid over the bulge and into the crack again. At the top move left onto small ledge.

2. 25m. Straight up the crack then easy wall to top.

-A.Stephens,G.Croft,Oct. 82.

-P.Bayne,G.Croft, Several aid moves eliminated,Oct. 82.

## Dangars: The Richard Cliff

This is the next major cliff approx. half a kilometre past Flaky Buttress and about the same size. Named in honour of the famous Cliffy Ritchard and The Shadows ! The first climb is Eaves Dropper.

### 19 ... Eaves Dropper .....30 m

Start: Half-way down the gully is a corner with two roofs. Scramble up to the large ledge at the base of the corner.

30m. Bridge the corner and move around the roofs. Up the overhanging jam crack and an easier crack to the top.

- A.Stephens, R.Clark, (alt. leads) (one rest) Aug. 81.

-F.F.A. A.Stephens, E.Sharp, Oct. 81.

### 19 ... Airs And Graces .....60 m

Start: Approx. half-way between Eaves Dropper and Nicotinus. Scramble up to the base of the right-angled corner.

1. 20m. (crux) Hard jamming up a corner to good ledge.

2. 15m. Up and around roof to base of fierce crack. Avoid the true line and traverse left to a large flake.

3. 25m. Up flake then easily up crack.

- R.Clark, A.Stephens,(alt. leads) (one rest), Sept. 81.

- F.F.A. M.Colyvan, G.Pritchard, A.Stephens, Oct. 81.

### 23 ... Lackluster Backbuster .....60 m

Start: The direct line up from where Airs And Graces begins. Pitches 1,2 and 3 are great climbing. Pitch 4 is the price you have to pay.

1. 20m. As for Air and Graces.

2. 10m. (crux) Continue straight up crack to belay where it ends.

3. 10m. Traverse right to mantle onto jutting block, then up corner to belay in large sloping alcove.

4. 20m. Through jam/offwidth bulge (three right hands needed) then up body chimney (struggle) to top.

- P.Bayne, A.Stephens, (alt. leads) Nov. 82.

18 ....Nicotinus..... 65 m

Start: Near the right-hand end of the main cliff, an off-width chimney corner.

1. 25m. (crux) Off-width chimney leads to twin grooves. Take the left groove, belay on ledge.
2. 25m. (crux) Up crack to ledge. traverse left to main exit crack which leads to a large ledge.
3. 15m. Jam up sickle shaped crack (avoid the layback), move right and up to ledge. Scramble to top.

- R.Clark, A.Stephens, (alt leads), Aug. 81.

Opposite the Richard Cliff is a cliff discovered by Dulux on one of his many visits to Armidale...The Pritchard Cliff. Here he recorded the first (and only) route on it to date. If for some reason you would like to visit the cliff (for example a strong interest in Botany) it is located on the righthand side of the descent gully (as you walk down) to the Richard Cliff. It is the obvious green slabs.

**Dangars: The Pritchard Cliff**

The green slabs on the right of Richard Cliff descent gully.

5 .....Pariah ..... 15 m

Start: An unpleasant excursion into the fringes of Botany. Solid for the grade.

15m. Up the obvious corner/slab to a large ledge. Escape (walk) off left.

- G.Pritchard, (solo, flashed, ethically pure, on-sight), Oct 81.

**Mihi Falls**

Access: See access to Dangars Falls Car park, in the Dangars Falls section. (Oh, der !) From the car park walk over to the information shelter. Behind the shelter a track leads off down across the river, out through the Dingo gate to a lookout over Dangars Falls, then continues on across country to Mihi Falls. To get to the climbs you can either descend the gully near where the track ends (involves a short abseil), or walk around the rim to the top of the falls. From here go down the falls face by following the water chute down to the large slabs where the chute goes to the left of a large rock projection. The descent route goes to the right of this projection, then down a steep slab, bringing you to an abseil from a chockstone in a crack. You are now at the hidden pool which can be seen whilst descending the slabs, and is not part of the main falls. At the bottom of the falls is Pull Up. It goes straight up the falls face and can only be climbed when completely dry.

15 ... Pull Up ..... 125 m

Start: Interesting climb directly up the face of the falls. Some loose rock. Possible only in dry weather. Start at the chockstone to the left of the bottom of the crack and left-hand ledge of falls.

1. 25m. Right to base of crack, up crack then slab to belay.
2. 20m. (crux) Back down (?) slab to crack, up crack, then chimney and left at top of crack to stance.
3. 33m. Traverse left along ledge, then up small wall onto slab, then tree belay.
4. 33m. Traverse right across slab then up water chute.

-J.Davis, B.Harden, Jun., 65.

10 ... Rumble Gully..... 90 m

Start: At the bottom of the second gully to the left of the pool below the major falls.

1. 20m. Up crack, then chimney and over the small overhang,(crux).
2. 40m. Scramble up to knife-edge which hides the hidden pool.
3. 12m. Up wall above the hidden pool via crack.
4. Walk up.

5. 20m. Depending on the amount of water, take the overhanging chimney behind big rock in big pool. Alternatively, chimney to the right of the pool and traverse left.  
- B.Harden, D.McLean, Mar. 65.

10 ? . Variant Start To Rumble Gully ..... 30 m

Start: In gully right of R.G.

30m. Up 7m. then up right crack 10m. Traverse 5m.(which way ?) then after this wandering, over slight overhang to belay.

-D.McLean, (second did not follow), Mar. 65.

14 .... Deception ..... 40 m

Start: The crack between R.G. and Zig Zag.

40m. Up the crack for 30m. (some rotten rock) over the bulge and either up the slabs to the right, or continue up the corner crack.

- R.Dixon, B.Killip, B.Birchall, Aug. 74.

11 .... Zig Zag ..... 33 m

Start: An appropriate name. In the chimney above the lower pool, to the right of Deception.

33m. Up narrow chimney, then traverse right, along ledge, then up, traverse left, then right and up line of weakness. Traverse left and scramble to top.

- D.McLean, B.Harden, Mar. 65.

16 .... Calculated Thrill ..... 92 m

Start: On the large wall downstream from the main falls. The huge (Eternity) crack in the wall. Hands to easy off-width. Large gear (Tubes if you have them) is necessary.

1. 47m. (crux) A short hand traverse then straight up the crack.
2. 25m. Traverse left, joining up with Pitch 2 of Bird On A Wire. Belay in corner.
3. 20m. Straight up as for Pitch 3 of Bird On A Wire, then scramble out to top of gorge.  
- A.Stephens, E.Sharp (alt. leads), Oct. 81.

16 .... Bird On A Wire ..... 90 m

Start: A Leonard Cohen classic. On the downstream side of the lower pinnacle, approx. 50m. downstream from the waterfall.

1. 35m. Up the line of corners to the base of a ramp.

2. 25m. A rising traverse to the left along the ramp.
3. 20m. (crux) Up the right-hand crack/chimney, scramble up the groove and then some mank for 70m.  
- R.Dixon, A.Stephens,(alt leads), C.May, May 75.

## Bakers Creek Falls

Access: Take the Grafton/Dorrigo road out of Armidale for 22km. Turn off right at the Bakers Creek Falls Lookout signpost (the back road to Hillgrove). Follow this for a couple of kms., stay left at the turn-off to Metz, cross the Bakers Ck. bridge and park approx 150m. up from the bridge. Walk directly across the paddock for approx. 300m. to the gully down the left-hand side of the falls. Watch your hands on the sword grass. The climbs are described in an anti-clockwise direction when facing the falls. The first climb is on a wall in the watercourse below the pool. This is Ammon.

11 ... Ammon..... 15 m

Start: A crack on a wall in the watercourse below the pool.

15m. Up the crack.

- R.Dixon, D.Gallimore, 1971.

22 ... Klettercide ..... 20 m

Start: The right-hand side of the large pool. A short face.

20m. Up and slightly left to the top of the short face.

- D.Mills, D.Jones, 1969.

16 ... Basilisk..... 20 m

Start: Just left of Klettercide (?) , the middle of the wall.

20m. Up fine line in wall to top and then right to tree belay.

- A.Legler, G.Pritchard, Mar. 80.

21 ... ADP ..... 10 m

Start: An old water-level aid line, M1 from Right to Left. It has been freed from Left to Right at grade 21.

10m. Aid from right to left M1, or free from left to right, either way its good fun.

- B.Harden, (R. to L.) 1965.

- A.Stephens, L.Dixon, (L. to R.) Jan. 86

At the end of ADP is a ledge near the water-level. From this ledge White Man's Burden goes up and around to the right, while Davicide goes straight up to the left.

20 .... White Man's Burden..... 20 m

Start: On the ledge. Step out and around right then up.

20m. A slightly overhanging and diagonal crack. Strenuous layaways lead to a slight rest at half height. More layaways and delicate moves lead to easier ground and a tree belay.

- A.Stephens, R.Clark, May, 81.

13 .... Davicide ..... 60 m

Start: As for W.M.B. The major crack on the right-hand side of the falls.

1. 45m. Up the crack and traverse left across the slabs.
2. 15m. Up the upper falls chimney, (crux) then out onto the face to the top.

-J.Davis, B.Harden, May, 65.

M1 ... Bryocide..... 10 m

Start: Upper falls, on the right of the water.

10m. Climb up underneath overhanging tree, then aid up and over the right-hand end of the overhang, and continue up the crack, the right-hand one.

- B.Harden, M.Thomas, June 65.

15 .... Pissed Psychedelic Peanut..... 35 m

Start: A classic. Nice moves on beautiful rock. Excellent.

35. Follow the slightly diagonal groove, then up over a short wall and delicately up a smooth thin crack to the left of the smooth slabs, to a large ledge.

- A.Suters, S.Ashton, R.Dixon, Mar. 71.

13 .... Punjacide ..... 25 m

Start: On the platform above water level, 2m to the right of the main water chute.

25m. Up and slightly left to a ledge, traverse left, then up slabs.

- I.Logan, D.McLean, May 65.

11 ... Can't Decide.....30 m

Start: 1m. right of the main water course. The smooth slabs.

30m. Straight up the smooth slabs.

- D.Mills, J.Street, Apr. 69.

10 ... Fungicide .....40 m

Start: Possible only during drought. At the base of the main water chute.

1. 30m. Straight up the water chute.
2. 10m. On the upper falls, the finish goes directly up the face slightly to the right of the water chute.

- B.Harden, M.Thomas, Mar. 65.

6 .... Bakercide .....30 m

Start: About 6m. right of the corner, at the left end of the waterfall face.

30m. Climb up to the ledge, walk right, across to the water chute, then up to top.

- B.Harden, D.McLean, Apr. 64.

11 ... Normacide.....60 m

Start: About 6m right of the corner, as for Bakercide.

1. 45m. Up to a large block, over this and up a ramp to the bottom of the wall.
2. 15m. Up the wall and the obvious crack (crux).

- D.Mills, D.McLean, Oct. 66.

9 .... Hydrocide.....40 m

Start: In the corner/gully to the left of the falls.

40m. Up the right wall and wander up below Nitroicide to just below a smooth slab. Up the crack to the left to finish as for Nitroicide.

- B.Douglas, E.Cantrill, Sept. 67.

8 .... Nitroicide.....40 m

Start: As for Hydrocide.

40m. Straight up the corner/gully.

- B.Harden, G.Hindmarsh, D.McLean, 1964.

12 ... Speleocide .....35 m

Start: At the slightly overhanging wall at the Right-hand end of the major rock platform. A real mystery climb.

1. Up the corner to a triangular ledge. From here traverse right, through a "cave" to a ramp, and then a groove to the top.  
- B.Douglas and party (?), Jul. 67.
- 14 ....Hardicide ..... 50 m  
Start: As for Speleocide. An excellent steep start.
20. Up the corner (crux) to the large triangular ledge. Step left around bulge and up to grassy ledge.
  - 30m. Straight up then slightly right to overhang. Step up slabs on the left and straight to top. Tree belay.  
- M.Thomas, E.Cantrill, A.Gallagher, May 67.
- 16 ....Homicide (Variant ) ..... 50 m  
Start: Just left of Hardicide is a harder crack start.  
- B.Douglas, 1968.
- 12 ....Gorton's Downfall..... 40 m  
Start: A corner just around from Hardicide. At one time it was disputed whether this was The Great White Father (12), by D.Gallimore, C.Hansen, C.Cowled, Mar. 71. One seems to be a slight variant of the other.
- 40m. Directly up to crack, hand traverse right and mantle to belay. Up the V-groove, or the wall beside and continue to top.  
-B.Killip, N.Hughes, Feb. 71.
- 15 ....Cornelius Corners ..... 40 m  
Start: 15m. left of G.D. The line of triangular corners. A nice climb, a little loose in parts.
- 25m. Up the line of triangular corners directly to belay ledge.
  - 15m. Move right and up to top.  
- R.Dixon, N.Hughes, Mar. 71.
- 20 ....Cheesy Gland ..... 50 m  
Start: As for C.C. pitch 1, then move out left and straight up the steep buttress.
- 30m. Cornelius Corners to the belay.
  - 20m. (crux) Continue straight up to the overlap, move out left (poor pro) and clip BR, then pull over the overlap and up open corner/wall past 2nd BR to top. (#4 Rock very useful).

-A.Stephens and party. June 85.

- 9 .... Sunnicide .....40 m  
Start: At the left-hand end of the buttress, left of Cornelius Corners opposite the falls. Variant starts and finishes have been done.
- 25m. Up the slab in the corner, then up right in a crack to a fig-tree ledge.
  - 15m. Up into "cave", traverse right to finish up corner.  
- M.Thomas, E.Cantrill, D.Fisher, July 66.
- 6 .... Frigid Air.....27 m  
Start: On the slabs 30m. Downstream of Sunnicide.
- 15m. Up slabs to tree belay.
  - 12m. Continue up slabs to top.  
- P.Prior and party, 1974.
- 12 ... Cams Corner.....20m.  
Start: From Sunnicide, down the creek for about 50m. to a small face on the left side. The climb is a corner at the right-hand end of this face. Rarely climbed, it may be very dirty.
- 20m. Up the corner.  
- C.Cowled, M.Davies, 1971.

## Four Mile Creek Falls

Access: Take the Grafton/Dorrigo road for 25km. and turn right to Hillgrove. Near the old post Office pick up the Long Point Rd. and follow this for 4km. till you cross a concrete bridge, then turn right over a grid into private property. (Permission MUST be obtained from the property owners. Please don't arrive before 9:00am. Farmers sometimes sleep-in.) Follow the track for about 1km.from the homestead until just over the creek and park before the gate. Follow the creek down for a kilometre to the gorge. To enter the gorge walk one km. down the left side to a gully or abseil in down the right-hand side.

The climbs are described from left of the waterfall, around to right of the waterfall. The first climb described here is Skylite.

- 6 .... Skylite ..... 126 m  
Start: A meandering route up the face to the left of the falls. The description is vague, so good luck. Rarely attempted these days.

1. 18m. Start about 18m. left of the water. Up the crack then right across small slab.and up to base of falls.
  2. 30m. Wander up above the first belay and slightly left of second belay(?) to a small chimney. Chockstone belay.
  3. 28m. Go up and slightly left to the base of the large chimney. Chockstone belay.
  4. 30m.Wander straight up and to the left to belay on a large roof over a cave.
  5. 18m. Across the grass to the left and up the gully and left to a large tree belay. Scramble to top.
- E.Cantrill, R.Jones, 1969.

14 ....Nuttinge ..... 37 m

Start: At the top of the 4th pitch of Skylite and is virtually a variant finish.

1. 18m. Step right off the roof and into a shallow groove, and up to next ledge.
  2. 18m. Up crack to block, traverse around to the right-hand side of the block. Up the crack, onto the ledge on the nose. Then up crack in wall to top.
- R.Jones, D.Gallimore, (alt leads), 1971.

12 ....We Are Not Amused ..... 110 m

Start: The chimney/cleft just to the left side of the water course. Good fun.

1. and 2. 50m. Up the slabs to base of the chimney.
- 3.4.5. and 6. 60m. Step inside and up the chimney.

- J.Street,D.Gallimore, (pitches 5,6) Apr. 71.

- A.Stephens, R.Dixon, (pitches 1.2.3.and 4.) Feb. 75.

20 ....The Killip-Stazewski Route On The East Face Of Four Mile ..... 110 m

Start: At the far right-hand side of the buttress, east wall. The corner with blocks in it and a large tree at the base. Sickle-shaped crack up higher. Bob was simply going to call it The Sickie, a nice name. But he failed to do the sickle crack, side-stepping to the left. Hence this wonderful name. The sickle off-width awaits a first ascent !

1. 40m. Up corner then traverse left under the roof into flake system, then right to ledge under off-width.
  2. 40m. Up off-width to a manky ledge, then up corner off-width to the start of sickle shaped crack.
  3. 30m. Traverse left then up crack to roof. Left around roof and up to small fig-tree and ledge.
  4. 20m Right into cracks, then traverse right and up line to top.
- B.Killip, R.Stazewski,(Some aid 2nd pitch) (alt.leads), 1975.

- F.F.A. J.Friend, B.Killip,1977.

## Wollomombi Falls

Access: The falls are about 40km. east of Armidale off the Grafton/Dorrigo Road. They are well signposted. Park at the car park/picnic area. Getting into the gorge is not easy. The recommended route into the gorge requires no abseils but it is loose and Dangerous. From the car park walk 100m towards the falls where there is a long grassy platform slightly below the rim of the gorge. At the far-left end of the platform is a gully and rib. Stick to the very loose rib. Stay on the rib, making a few detours around minor obstacles, until you pass a huge landslip on your left and finally reach a small saddle. The spur bluffs out beyond the next high point beyond the saddle. From the saddle, move down right, until you arrive at a steep, slippery watercourse. A scrubby steep spur to the right of the watercourse avoids the steep section in the gully. Once below this section continue on down the watercourse until you arrive at another steep section close to the gorge floor. From here move left into bushes and scree, down to the gorge floor. If you get lost you will have to abseil. Walk up the left-hand river past the junction to the base of the falls. If you are doing the Ridge, go straight up between the two rivers from the junction

12 ... Wollomombi-Chandler Ridge.....330 m

Only experienced bushwalkers or rock climbers should attempt this trip. Helmets recommended. The party will need some large Hexes or Friends, and approx. 10 long slings with carabineers to sling bushes, the only protection after the start crack.

Start: The junction of the two rivers. Move up the ridge through bushes and rotten hand holds till you are confronted with a steep wall, split by a chimney. The chimney has been done but it is easier to move around left till you come to a groove in a corner. This corner is the only place where you need Hexes or Cams. Climb the groove to the crest of the ridge. Continue up and along the ridge using slings and carabineers as running belays. A step in the ridge (a bridge) is the first major obstacle. Running belays are difficult to find here so don't fall off. Further along the ridge there are two large rock towers. Negotiate these on the right-hand side. Eventually you will come to a large rainforest saddle, full of vines and creepers. The best route out of the saddle is via the extreme left-hand side. The first thirty metres is loose and dangerous- take care. Swing up through bushes and loose hand-holds, gradually moving across to the right. At this point the drop-off into the Chandler (on the right) is frightening. A few short walls, a little more scrambling and you will be back on the gorge rim. Head back across the Wollomombi River (near the transmission lines is easiest) then follow the gorge rim back to the carpark via a few gullies and the Dingo fence.

8 .....Dono Dedit..... 16 m

Start: There are slabs opposite the Wollomombi Falls. There is a chimney left around from the slabs.

16m. Start in the chimney, straight up for 13m., then traverse left for 3m. Walk round to the bottom.

- N.Beynon, J.Street, Jun.69.

13 ....Violet Crumble Bar..... 130 m

Start: An appropriately named climb opposite the falls. A death route that has probably never had a second ascent. Want to make a name for yourself ? Start in the overhung corner/crack that goes up the slab.

1. 23m. Up the crack and belay above and to the right of a small overhang.
2. 36m. Move up again and continue past the ledge to the third tree (?) and belay.
3. 43m. Up the crack 2m. to the left. Up over overhang, and continue for 16m. in the corner (crux). Belay in corner on rotten rock.

4. 30m. Move up the face for 7m. on loose rock and then traverse right on to the buttress, continue up.
5. 30m. Continue up. Belay on the tree on the other side of the ridge.
6. Continue up the Wollomombi-Chandler Ridge.

- N.Hughes, N.Beynon, Apr.71.

Opposite these horror shows is the main falls. The following two routes can only be completed when the falls are completely dry. This happens only very occasionally. It happened in '93 and '94.

18 ... After the Rain ..... 190 m

Start: Technically about 17 but some sparse protection on the crux pitch(needs RP's). Take a full rack. Scramble up onto the large terrace directly under the waterfall. Twin cracks in a corner lead up onto the large pillar.

1. 25m. Up the twin crack corner on your right, to a large ledge with a large block.
2. 40m. From the right-hand side of the ledge climb up the channel using cracks on either side, then veer left up to a good ledge.
3. 25m. (crux) Up the steep open corner to a small (half metre) roof. From here step delicately back down then to the left, then easily up to low angled crack corner and belay.(#6 Hex in place)
4. 50m. Continue straight up the crack/corner, carefully through two loose sections, then excellent rock to sentry box.
5. 10m. From the belay step left then easily to top of main falls. (A long scramble, following the water course leads up to a large pool. From the pool move left and up through scrub to the gorge top.).

- B.Christian, A.Stephens, May 93.

18 ... Gods of Thunder ..... 195 m

The second climb to be completed on the Wollomombi Falls face. Can only be done in times of drought.

Start: The first roped pitch starts left beside the twin cracks of After The Rain.

1. 40m. Scramble (solo ) up to the ledge to the start of A.T.R.

2. 40m. Up the crack left of the twin crack corner, to where the line steepens and splits. Take the left crack for 3m. then step left to a good belay ledge.
3. 40m. Continue up crack to a large diagonal ledge and belay next to small detached block.
4. 30m. Traverse left 3m. over to another crack line and continue up this to where very poor rock forces you to traverse right (about level with the big roof on your left) 10m. to join A.T.R. Up 4m. to belay at a stance where the crack branches.
5. 45m. Take the left-hand crack (A.T.R. is the right-hand crack) to belay at the top of the waterfall face. Scramble out left and along gorge rim to get back to the carpark.

- G.Low, A.Stephens, (alt. leads), T.Hill,  
Nov. 94.

2. 24m. Up the 4m wide ramp to belay on tree.
3. 18m. Up and to the left to a natural belay.
4. 43m. Scramble up the watercourse.
5. 40m. Continue scrambling up to the pool.
6. 40m. Go left and up sloping walls to a tree.
7. 30m. Scramble up the loose rock to the right.
8. 24m. Go up and to the right to tree belay.
9. 15. Up and traverse right and up to the nose.
  10. Traverse horizontally and then drop to the watercourse above the waterfall.
10. 24m. Scramble up and go across the watercourse below the left-hand waterfall.
11. 61m. Walk up the ramps. (Note: the top part of the falls is split by a fair sized bluff.)
12. A chimney and traverse to beneath the right hand water chute. Not to be confused with an obvious chimney between a detached block and the gorge wall. This should bring you to the top.

- E.Cantrill, R.Jones, (alt. leads), J.Street,  
J.Griffith, Oct.69.

## Oaky Creek Falls

Access: Take the Grafton/Dorrigo road from Armidale. Turn right onto the Kempsey Rd. just past the Wollomombi Bridge. Continue along this till you come to the turn off to the Oaky Hydro-Electric power station. At the power station is a vertical railway line. The climb on the falls is upstream of this, access being down the road near the railway or (gulp) abseil the falls. Only one climb exists here, Magnificent Obsession.

9 .....Magnificent Obsession..... 286 m

Start: On the left-hand side of the falls, at the base of the obvious slab. Only about 5 or 6 pitches are of any standard and the rest involves scrambling.

1. ?m. Traverse across to the left hand-side of the falls to the slab.

## Index of climbs

.5 Pariah 15 m .....	8	14 Deception 40 m.....	9
.6 Bakercide 30 m .....	10	14 Hardicide 50 m.....	11
.6 Frigid Air 27 m.....	11	14 Nuttinge 37 m .....	12
.6 Skylite 126 m.....	11	14 Plain Sailing 45 m.....	7
.8 Dono Dedit 16 m .....	13	15 Cornelius Corners 40 m.....	11
.8 Fairy Choss 60 m .....	7	15 Pissed Psychedelic Peanut 35 m .....	10
.8 Nitroicide 40 m .....	10	15 Pull Up 125 m .....	8
.9 Hydrocide 40 m .....	10	16 Basilisk 20 m.....	9
.9 Magnificent Obsession 286 m.....	14	16 Bird On A Wire 90 m.....	9
.9 Sunnicide 40 m .....	11	16 Calculated Thrill 92 m .....	9
10 ? Variant Start To Rumble Gully 30 m .....	9	16 Goldfinger 200 m .....	5
10 Fungicide 40 m.....	10	16 Homicide (Variant ) 50 m.....	11
10 Kneecap 80 m .....	5	17 Caprice 140 m .....	6
10 Rumble Gully 90 m.....	8	18 After The Rain 190 m.....	13
11 Ammon 15 m.....	9	18 Foolscap 230 m .....	6
11 Can't Decide 30 m.....	10	18 Gods of Thunder 195 m.....	13
11 Drednought 195 m .....	4	18 Nicotinus 65 m .....	8
11 Normacide 60 m.....	10	19 Airs And Graces 60 m.....	7
11 Zig Zag 33 m .....	9	19 Eaves Dropper 30 m.....	7
12 Cams Corner 20m.....	11	20 Cheesy Gland 50 m .....	11
12 Copperhead 20 m .....	6	20 Dynamight 12 m.....	6
12 Gorton's Downfall 40 m.....	11	20 Incremental Creep 15 m .....	6
12 Nightcap 75 m .....	6	20 Mystery Achievement 10 m .....	7
12 Speleocide 35 m .....	10	20 The Killip-Stazewski Route On The East Face Of Four Mile 110 m .....	12
12 We Are Not Amused 110 m .....	12	20 Total Control 65 m .....	6
12 Wollomombi-Chandler Ridge 330 m .....	12	20 White Man's Burden 20 m .....	10
13 Davicide 60 m .....	10	20M1 Bombora 45 m .....	7
13 Punjacide 25 m .....	10	21 ADP 10 m .....	9
13 Slippery When Wet 172 m .....	5	22 Klettercide 20 m.....	9
13 Toecap 200 m .....	5	23 Lackluster Backbuster 60 m .....	7
13 Violet Crumble Bar 130 m.....	13	M1 Bryocide 10 m.....	10
14 Action 195 m .....	4		