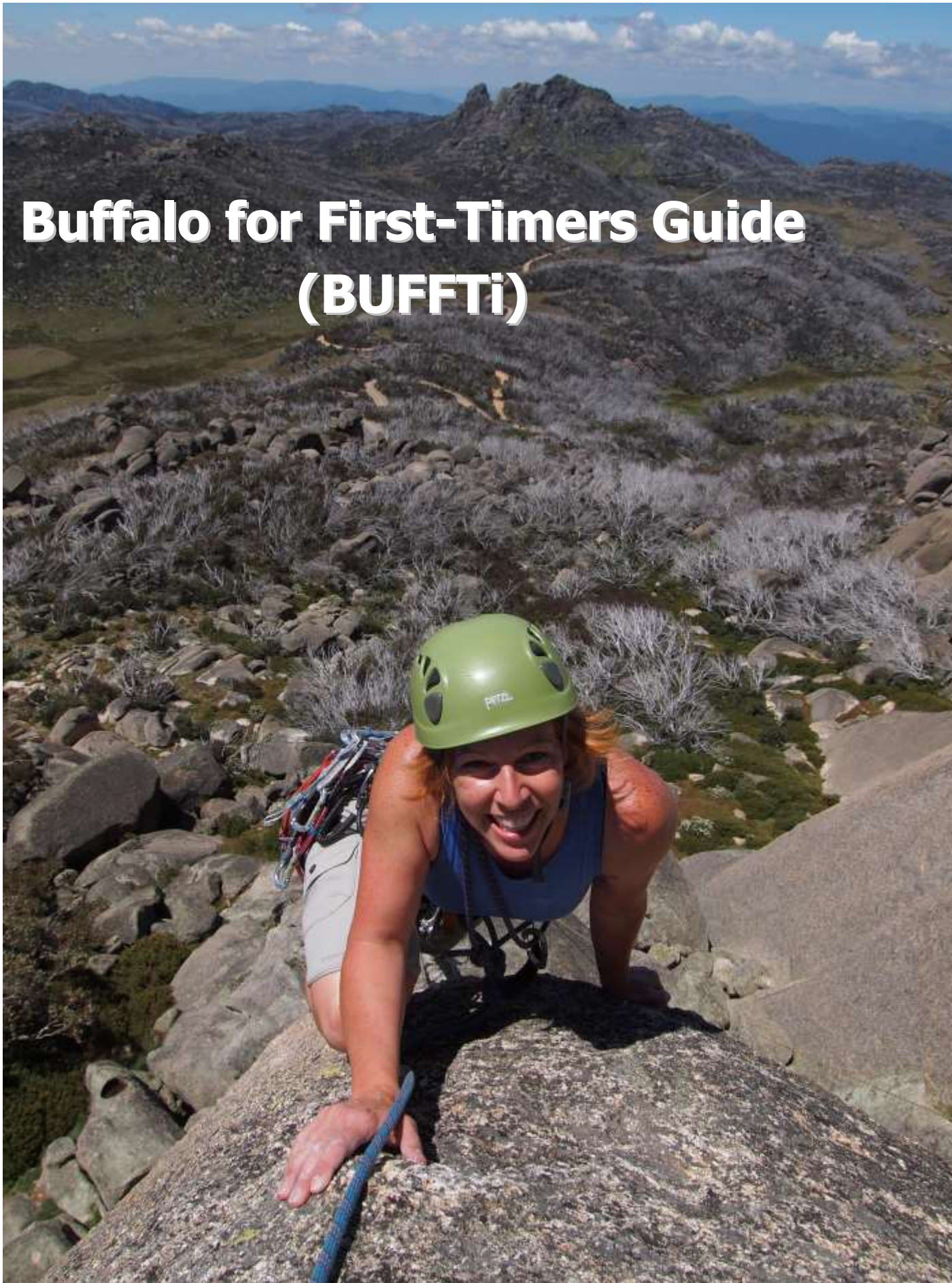


Buffalo for First-Timers Guide (BUFFTi)



Contents

Contents.....	2
Introduction	4
About this Guide	4
Gear.....	4
Camping and Access.....	4
The Areas	5
Weather	5
Tick List.....	6
‘What’ Rating System.....	7
Mackey’s Peak.....	8
Access.....	8
The Count of Mounting Crystals ** 498m 14.....	10
Noblesse Oblige ** 405m 13.....	11
The South Side	12
Access.....	12
Vortex (p2&3) 65m 18	13
Fat Wall Ordinaire Banana Blasé 30m 16**.....	13
Turkey Chute 10m 14.....	14
Coming up for Air 30m 20 *** (w3).....	14
Caligula (p2) 27m 18**	15
Beowulf 20m 18**	16
Fantasies of Gail 35m 15**	17
The Castle.....	18
Butterflies are Doodle 25m 20*	18
Corner and Crack 25m 16.....	18
Silver Girl 18m 21*	18
Rising Fast 20m 14+*	18
The Cathedral.....	19
Access.....	19
Sultan 65m 20***	19
Maharajah 17***	19
Fire in The Foothills 25m 19*	20
Edge of Pleasure p2 45m 21**	20

Bloodnok 27m 17*	20
The Hump	21
Access	21
Cross Purposes 15m 20*	22
Ariel 15m 17*	22
The Initiation 97m 18***	22
Run Free with the Buffalo 50m 19**	23
The Horn	24
Access	24
The Pintle LHV 16**	24
Peroxide Blonde 18m 20**	24
Hoi Polloi 40m 16*	24
Big Fun 25m 15**	25
Dreamworld	26
Access	26
Beware the Strathbogie 15m 12*	26
Eat Your Vegies 15m 14	26
This is Not Our Land 15m 19**	26

Introduction

About this Guide

This guide is a small selection of routes at Buffalo that are designed to be a tick-list for those visiting Buffalo for the first time. I've included extra beta and access notes to make it easier, although I still recommend you take either the Buffalo Guide (5th ed, 2006, Lindorff/Murray) and/or the Sublime Climbs guide (2011, Lindorff/Goding/Hodgeson) to help with topos and general information. Some of the routes described and/or beta given here are **new**, so they don't appear in any printed guide.

This guide will make you climb better, tackle heinous jam cracks without fear, lead runout slabs with nary a quiver, and make you better conversationalist at dinner parties. No warranty is expressed or implied.

There's nothing to read here about geology or history and limited information on how to get there or the weather. I've included routes from grade 12 to 21.

This revision is dated January, 2014 and contains updated access notes for Vortex among other changes

Gear

Bring brackets. Bring **lots** of brackets.

Unlike most climbing elsewhere, many of the routes at Buffalo have bolts, and a lot of those bolts are hangerless carrots. So you'll need more bolt brackets than you would typically carry, check the route descriptions for quantities. For example, *Coming Up For Air* needs 5, *Peroxide Blonde* 4 plus 2 for the belay, *Big Fun* maybe 6, and *Edge of Pleasure* 8 plus 2 for the belay.

Also, some of the crack routes are a consistent width the whole way, so you may need doubles or triples of some cams. For example tackling *Caligula* in one pitch with a standard single rack of cams would be interesting, let me know if you are thinking of trying it this way so I can come and watch. So rack up: get your old cams out of the cupboard; meld with your partner's rack; and your old hexes may be useful to provide double-ups without the weight or expense.

Camping and Access

From Melbourne, drive up the Hume Freeway to the BP station past Glenrowan, then take the next exit, turn right at the T and follow "The Snow Road" and signs to Oxley, Milawa, Myrtleford and then Porepunkah. From Porepunkah on the Ovens Valley Highway, you cross the river then turn right at the major roundabout, signposted for Mt Buffalo. It's then about 26km up the mountain from Porepunkah to the Lake Catani campground. The road is windy and takes longer than you think, although the total driving time from Melbourne is about the same as Arapiles (3hr 45min).

Watch for wombats if driving at night. When you come up over a crest and descend a few hundred metres you're nearly there. The world's largest T intersection comes up soon, stay straight/right for the campground. You'll see Lake Catani soon on the left if there's enough light. The campground is on the other side of the lake, accessed via a sudden left turn (hard to see until you're on it) onto a dirt road – look for it after you make a left bend uphill as you pass the lake.

Unlike those used to the basics at Arapiles, this will seem like luxury: hot showers, clean bathrooms, marked sites, a place to wash dishes even! But with the added facilities comes some overheads: higher fees, the

need to book, and rangers who police the site boundaries, claiming that somehow sleeping on the soil around an 80-year old eucalypt with a soft mattress will harm the tree. No I'm not making this up.

You can't assume there are any public facilities on the mountain, although over the past 2 or 3 years during summer a shop was in operation at Dingo Dell (past Lake Catani) selling items such fresh bread and milk. So bring **everything** you need for the stay, with the possible exception of water - the lake water is available from taps, untreated but seems good.

There are no powered sites. Fires are allowed, but as this is National Park, gathering firewood isn't allowed so BYO. The Chalet has been closed for years now, and the Tatra Inn/Buffalo lodge burnt down, so anything you read about accommodation (other than camping) on the plateau is outdated.

The Areas

The Buffalo Guide covers 49 different areas in and around the plateau. Some of these have long access approaches. As a first-timer I suggest you're likely to climb in one or more of these areas, listed in order of access from the valley:

- Mackey's Peak
- The South Side of the Gorge
- The Castle
- The Cathedral
- The Hump
- The Horn and Dreamworld

Each of these has reasonable access - Mackey's is a bit more involved, details below – and a variety of interesting and worthwhile routes. Unlike say Arapiles, where most crags are easily spotted from the walk-in, climbing at Buffalo sometimes requires a bit of exploration and discovery. It's all part of the adventure.

Weather

The campsite is at around 1300m elevation and The Horn is at 1723m so expect Alpine weather. Typically the plateau will be 8C-10C cooler than the valley (Myrtleford). The higher elevation gets more UV, so bring sunscreen.

Tick List

Here's the list:

<i>Route</i>	<i>grade</i>	<i>itches</i>	<i>area</i>	<i>tick/notes</i>
The Count of Mounting Crystals **	14-15	10	Mackeys	
Noblesse Oblige **	13	8?	Mackeys	
Turkey Chute *	14	1	South Side	
(Fat Wall Ordinaire) Banana Blasé**	16	1	South Side	
Home James*	20	1	South Side	
Vortex (p2&3 only) **	18	2+	South Side	
Coming Up For Air ***	20	1	South Side	
Beowulf *	18	1	South Side	
Fantasies of Gail *	15	1	South Side	
Caligula (p2 only) **	18	1	South Side	
Corner and Crack	16	1	The Castle	
Silver Girl *	21	1	The Castle	
Butterflies are Doodle	20	1	The Castle	
Rising Fast	14-15	1	The Castle	
Maharajah ***	17	2	The Cathedral	
Sultan ***	20	3	The Cathedral	
Fire in the Foothills *	19	1	The Cathedral	
Edge of Pleasure (p2 only) **	21	1	The Cathedral	
Bloodnok *	17	1	The Cathedral	
Cross Purposes *	20	1	The Hump	
Ariel *	17	1	The Hump	
The Initiation ***	18	3	The Hump	
Run Free with the Buffalo	19	1	The Hump	
The Pintle LHV ***	16	3	The Horn	
Peroxide Blonde ***	20	1	The Horn	
Hoi Polloi	16	1	The Horn	
Big Fun **	15	1+	The Horn	
Beware the Strathbogie *	12	1	Dreamworld	
Eat Your Vegies	14	1	Dreamworld	
This is Not Our Land **	19	1	Dreamworld	

The number of pitches shown is my suggestion and matches the writeup below. The guide(s) may describe it differently. The "+" on the pitches indicates this route doesn't get you to back to your starting position so you need to do another route to finish. Specifically, linking Vortex into Banana Blasé makes a terrific 3-pitch outing.

Others: There are a few other areas worth mentioning:

Eurobin slabs has some interesting multipitch slab routes on very polished rock. As this is much lower down the mountain, it might be a better option if it's cold, although climbing options would be restricted if it's wet. *Mother of Pearl (14)* has a lovely corner to start, but the rest is mostly easy slabbing. You can traverse over

to the rap anchors on *LLafnwod* easily and reach the ground with two ropes, making a pleasant 2 pitch outing.

Chalwell Galleries is walking distance from camp, unlike all the others which are a drive. *Epic* (19) and *Son of Epic* (16) are worthwhile, although the latter is a bit runout at the start. Also *Untouched by Human Hands* (19) is good, the start is great, and the top slab has been retrobolted since the guide was printed.

My ratings: I've generally give the latest guide ratings for grades but indicated if it is soft or hard for the grade. I've applied my own stars, mostly the same as the guide but everyone I speak with thinks *Initiation* deserves 3 stars.

'What' Rating System

I've added something unique for this guide: difficulty of communications, being w (short for "what?") on a 1 to 5 scale.

- w1 easy communications. Short pitches with direct line of sight. Don't bother with the walkie-talkie.
- w2 "What?" A little harder. Longer pitches or less direct line of sight. Don't need a walkie talkie.
- w3 "What? What?" Some difficulty. Longer pitches and no line of sight. On a windy day, take a walkie talkie.
- w4 Pronounced "what for?". Hard. Longer pitches around corners with likely ambient noise. Take a walkie talkie.
- w5 "What? What? WHAATTT? " Severe. Communications unlikely without a walkie talkie.

Mackey's Peak

Mackey's Peak is home of the long, easy slab routes. As they have bolted belays and mostly bolt protection, if you move fast, any of these routes can be done in a half day - we did the 10 pitches of TCOMC in 2:40 last time. This area gets morning sun and afternoon shade so time your visit depending on the weather.

Access

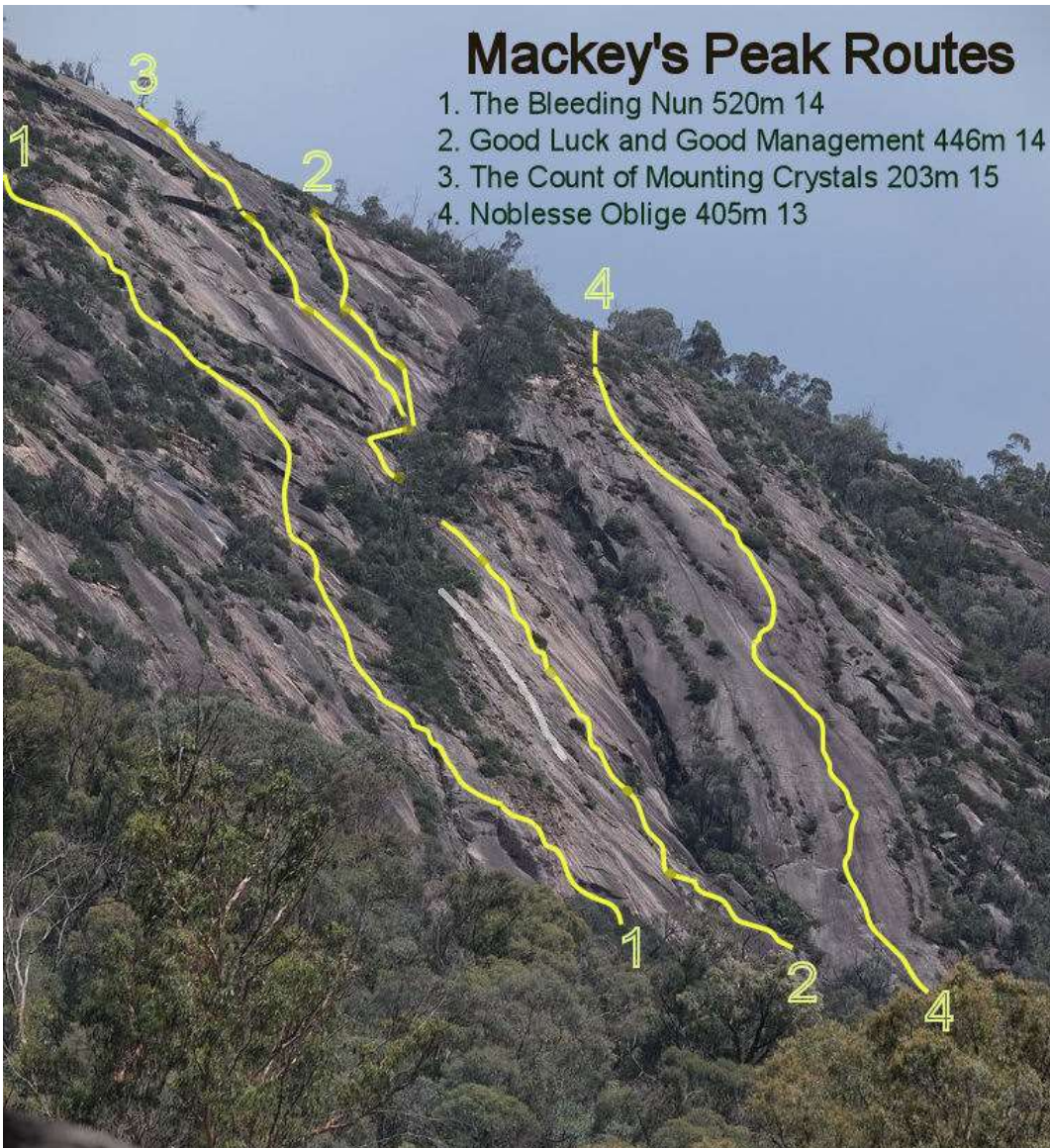
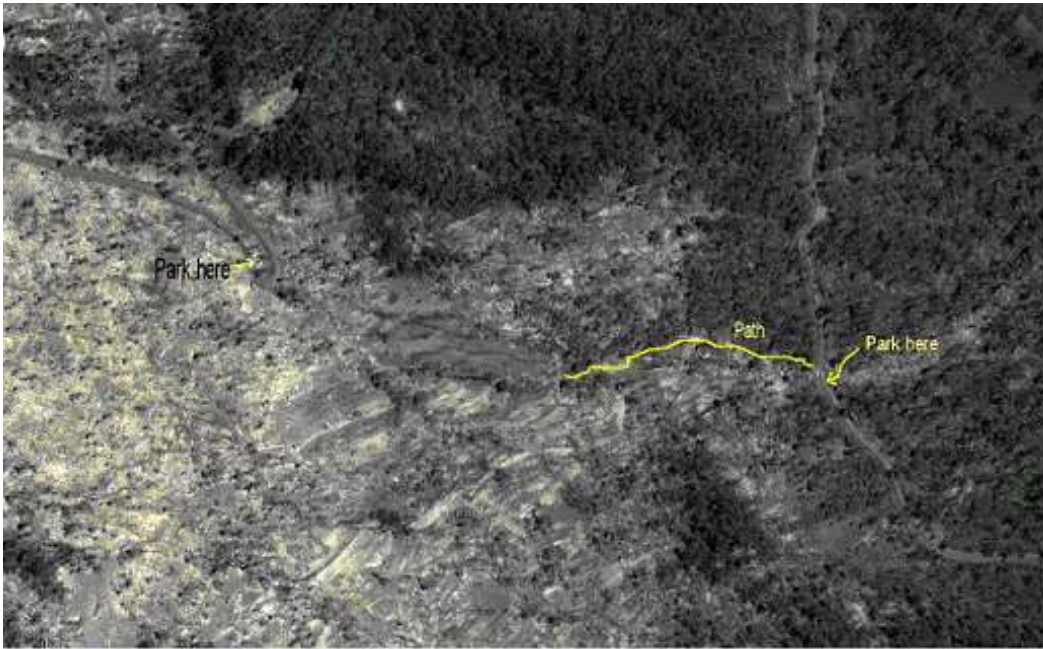
As you drive down (or up) the mountain, the hairpin signposted "Mackey's Peak" on the access road is a short walk from the top of the climbs. Routes here are unusual in that there is road access to the base then road access to the top!

It's 7.5km downhill from the hairpin/car park at Mackey's lookout to the roadside pull-out where you start walking. To get back to the start, either have 2 cars, or (more fun) lock a bike to the guard-rail at the top then drive down to the bottom. You can then coast back to your car (all downhill) on the bike after you finish, which is enough fun in itself!

Park: 7.5km downhill from Mackey's there's a boulder on the right (uphill) side of the road; a tree nearby has some tape around it. There's a spot to pull off the road on the left here. Walk uphill from the taped tree, ascending steeply up the ridge on a faint track. You stay about 60m right of the slabs near the creek. Watch for pieces of yellow tape (which run out about 2/3 of the way up) then watch for cairns on rocky outcrops on your left. If all goes well you eventually bushbash left and emerge on a small (and possibly wet) section of slab with a tangle of dead wood at the left end. Follow this upwards (I think) for Noblesse Oblige, or lead left across the slab then through very thick bush then up about 10 metres to the start of GL&GM/TCOMC.

Allow 20 minutes or up to an hour (if slow and you get lost) to ascend from the road.

Aerial photo showing the Mt Buffalo road:



Mackey's Peak Routes

1. The Bleeding Nun 520m 14
2. Good Luck and Good Management 446m 14
3. The Count of Mounting Crystals 203m 15
4. Noblesse Oblige 405m 13

The Count of Mounting Crystals ** 498m 14

Enjoyable slab climbing in a proud position high on Mackey's. Pitch 7 is probably one of the best slab pitches at the grade at Buffalo, and pitch 10 pulls through a body-height overlap. A 60m rope is essential.

The route as described here includes the first 6 pitches of the earlier route, Good Luck and Good Management. The original description for TCOMC was described as a variant to that route. When done this way, the combined route is 498m with 10 pitches of 12,14,14,13,6,9,14,12,14,6. This route is not described in any of the printed guides.

Start: ascend the track (as for access to Noblesse Oblige), then head left to the creek/gully where there is a slab with a small tree (bush) at 6m and a flake visible on the wall above that. This appears to be just left of the main watercourse down the gully. A 60m rope is **essential**.

Rack: Mostly bolts – all with fixed hangers, **no carrots**. Additionally you need a small selection of cams (see note for pitch 7) and a single set of wires. Don't take a full rack, it's not needed.

1. 40m 12 Up the initial slab to the bush, then onto the flake (small-medium cams). Continue up heading left to the middle of the slab past two FHs and to belay on the left edge of the slab (cams). (w2)
2. 40m 14. Up the slab heading diagonally right, past 2FHs, and ending at a small tree on the right of the slab. Belay from small wires or cams plus one FH at a stance on the arete at some broken rock. (w2)
3. 57m 14. Directly up from the belay on scoops, then step right to clip a FH. Straight up past another FH and moving right around bush above. Up to belay on a dyke (two FH). (w3)
4. 59m 13. Follow the dyke heading up and right (medium cam (2.5 Fr) in a pocket). When the dyke ends near a bush, head up left (medium wire) and up to a FH. From here, climb another 20m straight up past another FH to belay from 2 FH at a good sloping stance. Watch for loose flakes. (w2)
5. 59m 6 Straight up the black 'nose' on better rock to reach a bushy ledge. Enter this and bushbash up and right about 30m to a stance at the base of a mossy slab with a FH a few metres up. (w3)
6. 40m 9. Up the slab to the FH, then head up to another large bushy ledge, Head right along this about 20m to a stance at the base of another clean slab. (w3)
7. 60m 14. Start up the slab, move right to the crack, up this (cams, take a Fr#4 for the highest possible placement) and up to the bolt (FH). GL&GM heads up and right here, but you go straight up the clean white slab, passing 3 more FH's, to a DBB on a small stance just as you run out of rope. (w3)
8. 45m 12. Straight up over a small overlap (pro), then up the grey slab to a FH, then straight up over another small overlap and into the bushy ledge. One FH (and many small trees) for belay. (w2)
9. 58m 15. Straight up the slab to the overlap (high FH). Pull through this on good holds and follow the lovely dyke up the slab above (occasional pro can be hard to spot) trending a little R to a single FH at a good stance just before you run out of rope. This pitch is runout in places, but mostly easy. (w3)
10. 40m 6. Up easily to the top, or scramble off right. (w2).

Head up and/or across right to find the walking track, then follow this back down to the road.

FA: Steve Toal, Mei Ying Liew, Damien Heath. 22 January 2011.

Noblesse Oblige ** 405m 13

Classic easy slab climbing. Takes a long black streak, so avoid it after rain. Take slings and a light rack – Mike Law says hexes are useful, but YMMV. Be prepared for 10-15m runouts on easier ground. The climb takes about 2-3 hours. Start on the right side of the slab, right of a left slanting scrubby crack.

- 1) 35m 8 Head up right to a short crack with a flake at the top at 10m, then leftwards past another flake then a BR to a bolt and gear belay in a big scoop.
- 2) 30m 8 Climb up past flakes to 2 BB in a deep bushy scoop
- 3) 40m 13 Go right up to a poor sling runner, BR, and then past another sling to a DBB in a scoop.
- 4) 40m 12 Up past BR to a dyke at 30m, walk R to a sling and bolt belay.
- 5) 40m 8 Back left to black streak and up past BR to bollard and bolt belay.
- 6) 55m 6 Traverse diagonally right past a crack, a thread-able flake and more cracks to a bush in the black streak on the next buttress to the right. Up black streak to DBB.
- 7) 40m 6 Up streak past gear in scoops to DBB.
- 8) 40m 8 Head up slightly rightwards (~ 1 o'clock direction) past bush and up white slab to DBB on ledge.
- 9) & 10) 100m 4 Continue scrambling in this 1 o'clock direction up the buttress to the "Great Walk" track.

Walk 30m right to the road and hitch/drive/cycle back to car.

Mikl Law, Geoff Gledhill Easter 1976, retro-bolted February 2008

The South Side

Access

Getting to the South Side couldn't be simpler: drive to the Chalet – from Catani head back to the large T intersection and turn right. A few km from the turnoff you will see buildings up to the right and soon a pull-out at the Oval which is a grassy area with a cricket pitch, in case you didn't know. The Chalet is a minute further, and Bent's Lookout is the main lookout at the car park below the chalet. The South Side Hut is a small stone hut a little further on the left. If you haven't been before, I recommend you first visit Bents Lookout and maybe the South Side for a look.

Park either at the Oval (most convenient for *Fantasies of Gail*, and good for *Beowulf* and *Caligula*) or Bent's Lookout (good for the previous two routes and *Coming up For Air*) or near the South Side hut (for *Deville'd Cream*, *Vortex* and *Banana Blasé*). It's only about 10 minutes walk from The Oval to the South Side Hut so you can park wherever it suits you if you're doing routes in more than one area.

To get to the hang-glider's ramp, follow the track east across rocky ground from the eastern end of the car park, starting near the South Side hut.

Other recommended routes in the area that I either haven't tried or haven't done for years are *Deville'd Cream (15)*, and *Goat Island 19 (21 in some guides but reputedly soft)*.

Vortex (p2&3) 65m 18

This description only covers pitches 2 and 3 – p1 is crack that's hard to access and I haven't done it. Also, protection (on p2) is only OK – you'll be a bodylength above gear doing hardish moves. These considerations aside, this is a brilliant route up a prominent dyke system in the south wall. Well worth doing.

Access – is a little complicated. I've tried a couple of options since the original Buffti guide, and I can't recommend either of them. This really needs its own access, but for now the best way is: rap down to the carrots on *Vertical Tai Chi* (refer to a guide or the pic, right) and leave the rope tied off there, then do another shorter rap to the ledge at the start of p2. However, this means you have to recover your hangers etc from VTC at the end, which is an excuse to do *Home James* (20). To get to the start, swing right from the shorter rap to a ledge (and I recall a tree, see picture, near '2').



The south side of the gorge, Vortex area. 1. Approximate location of carrots on Vertical Tai Chi. 2. Ledge at start of Vortex p2. 3. Banana Blasé 4. Hang Glider Ramp. Photo ripped off from climb.org.au

I have tried to rap in to Banana Blasé, and fix a single rope from its base (off gear) and rap in and left across to the start of *Vortex p2* – but a 60m rope is well short.

1. 45m 18. From the ledge, move right then up a corner system to gain the dyke, then follow the dyke up to make a move onto a right-trending slab. Head left to belay at a block in the corner. Communications is very difficult and a walkie talkie is recommended. (w4+)

2. 20m. Up wide crack for 8m then wander easily right to the base of FWOBB, which is a flake on the wall (other variations noted in guidebooks). (w1).

Fat Wall Ordinaire Banana Blasé 30m 16**

A really nice route at the grade, pleasant laybacking that requires a little bit of technique. Short but enjoyable the whole way, this is one of the most popular routes at Buffalo, and should be on your list.

Access - The standard access was to tie a rope to the hang-glider ramp and rap down the short face down to its right (looking outwards). However I believe in 2011 some rap anchors have been added to the top of the route so walk down and right a bit from the ramp to check. Alternatively use this route to exit from *Vortex*.

1. 30m Layback up the crack, then up the face/crack systems stepping right at some point. Hanging around to place gear at the crux is a little strenuous, so have your small to medium cams handy. (w2)

Turkey Chute 10m 14

An easy introduction to Buffalo, nice face climbing. No pro so get lowered down on a top rope.

From the fenced lookout down past the South Side hut, jump the fence and get lowered down to the right (looking out) to a ledge. Climb the dyke. There are two bolts outside the fence that are padlocked, they are used by commercial groups so you'll have to anchor to the railing.

Coming up for Air 30m 20 *** (w3)



Awesome. This was the cover shot for a previous guide, and with good reason – the position is butt-clenchingly exposed and spectacular. To add to the attraction, it's mostly face climbing with no jamming. Take five (5) brackets: two for the belay and 3 for the route.

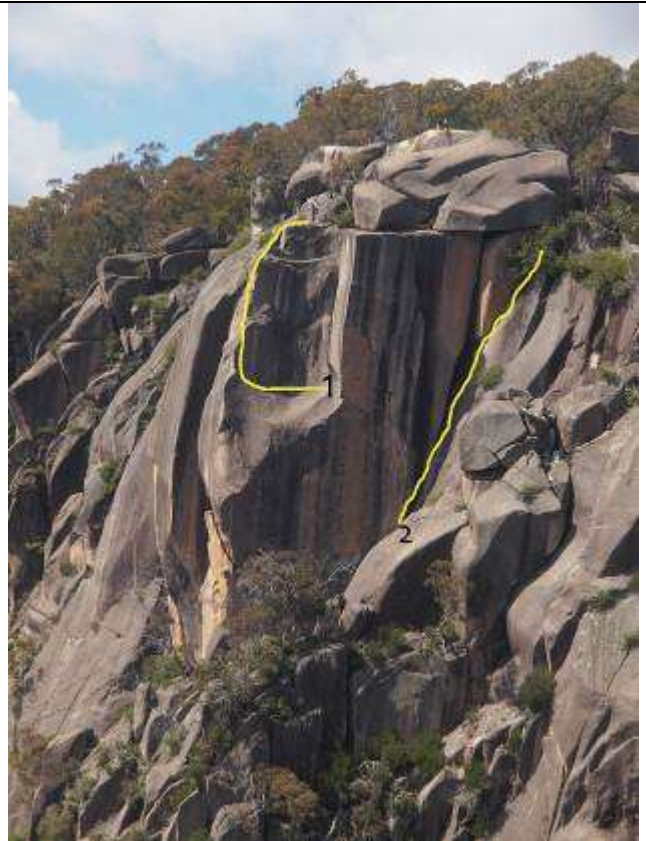
Access - The Sublime Climbs guide has more detailed access notes, but the photo below will help you work it out.

Find the climber's lookout – this is visible off to your left (looking out) from Bent's lookout. You pass through a gully between some large boulders before coming out on an exposed slab. There's a boulder there, you have to scramble/chimney down below it and I'd bring a second rope (a short one would do) to fix to a tree or under the boulder to make getting down and back out easier. The chimney brings you out onto a good sized but exposed ledge (see pic below) with a corner that faces northeast below you.

Rap down the corner (*Backless 21* – worth top roping) and make a semi-hanging belay from carrots (pictured). Best to leave a rope fixed so you can get back out again – pulling the rope here would make the ultimate commitment as CUFA is the easiest way to the top. And tie knots in the end of the rope, it's a long way down.

1. Traverse delicately down and left to a carrot and make a hardish move up to the arete. Clip 2 more carrots here before making the crux move up left (be careful in that the rope runs over a sharp edge here). Continue with some good rests up the arete (cams and a bolt) in a deliciously exposed position. Hard exit.

Ignore the guide that says you need a large cam and RPs – the RP placements have been superseded by another bolt and I placed a size 1 or 2 cam where a large cam could have been placed. In other words a standard rack is fine.



Left: Bent's lookout area showing 1. *Coming up for Air* 2. *Caligula* (bottom section not visible)

Caligula (p2) 27m 18**

This is a more significant undertaking than most of the other South Side routes describe as it requires some better crack climbing skills and is a long (and a little sustained) pitch. Good training. You need lots of fist-sized cams – I've climbed this on a 'standard' rack by using the abseil rope for runners and/or walking bits of pro up the crack, but multiple (say 6-8) cams from wide hands to fists would be welcome – in particular save one for the final crux.

If you don't have enough cams, you can leave your abseil rope fixed and tie some knots in it. This route mostly stays dry after rain.

Access

See photo for *Coming Up for Air* above. Part way down the second major set of steps coming from Bent's Lookout there is some dead timber on the right, turn right just before this and follow a rough track across the slope then stay higher up on the hill until you can scramble down a short (2m) wall with a good ledge and well-worn trees below you.

Tie off a spare 60m rope here (single not double) and rap straight down the wall/corner system to a small ledge just below a thin crack on the left wall (facing in) – just below the steepest part of the rap.



Check guidebooks for more detailed directions.

1. 27m 18. Climb the thin crack then stem/chimney your way up to the handcrack. Follow this up the wall until a bulge where you have to step/layback right (crux) and then up the final delightful crack/corner system. (w3)

This route can also be done in 2 pitches with an uncomfortable belay in the base of the chimney.

Beowulf 20m 18**

This route looks piss-easy from below but it steep enough to hand you a spanking if you pump out easily. A classic corner-crack route.

Access

The best I can suggest is to follow the track from the Chalet down towards the Oval, as described for *Caligula*.

Turn right part-way down the stairs as for *Caligula*, but scramble down lower on the traverse and across a little to a small slot/arch under a large boulder.

Beowulf is on the north side of this buttress, so unless you want to set a topope, scramble down through the slot (leave packs) and down the gully then around to the right (looking out) to the base of the obvious corner.

1. A tricky start leads into the corner proper then a slabby rest, then up the corner to the steeper conclusion. I recall a 4 or 5 RP was handy here, otherwise a standard rack will be fine, and the pro is very good.

Fantasies of Gail 35m 15**



This is a great little route. The actual climbing isn't much, the clean and hard section is fairly short, but the position is fantastic making the overall experience well worthwhile. If the waterfall is flowing and/or windy, communications will be very difficult.

Access: from the Oval turn left onto the walking track (heading away from the Chalet) and after about 50m (I guess) turn right into the bush and rap from a large tree. Which tree? Well the best way to find this is to go with someone who has been there before. Failing this, continue on the walking track, cross the waterfall on a bridge then to the next lookout where it is possible to spot the route from the other side of the gorge - using a guidebook. The rap in goes over a slab then large overhanging bulge which is reasonably prominent (pictured). Tie a knot in the end of the rope.

Rap to a stance with 2 bolt belay.

1. 35m 15. Head up and step right onto slab (pic). Up past 3 FHs. Up mossier and easier section to finish. (w4 if the waterfall is running). The step onto the slab can be intimidating – position your feet carefully.



The Castle

The climbs here are shorter than most other areas but the routes I've selected are good climbing and fairly well protected. Great views are a bonus.

Access – from the road at the saddle (past Dingo Dell and where the Cathedral is visible on the right) pull off and park near the toilet block on the left. From here a track (with steps) leads upwards. Keep following that past a large boulder (The Sentinel) then to quote the 2006 guide “soon after this, the main track heads down L for another 40m or so to a gully and then to the cliff line”.

Corner and Crack, Silver Girl and Butterflies are Doodle are all in the first set of boulders around to the left a little. *Rising Fast* is a bit more boulder-hopping around and to the left.

Butterflies are Doodle 25m 20*

Really nice slabby arete climbing with some trad at the start and welcome bolts. The crack then arete 5m left of the corner i.e. left of *Corner and Crack*. Pictured right.

Rap from new rap station (installed December 2010). (w2)



Butterflies are Doodle (20)

Corner and Crack 25m 16

Very pleasant the whole way. There are two corner systems left of the Silver Girl face, with a horizontal crack between them at 3/5 height. See picture. This route takes the right of these two (not the crack in the left corner, which is *The Crack Corner 13*). At the top, traverse right along the arete to the new rap station (2010). (w1)

Silver Girl 18m 21*

Great face climbing, not tough for the grade and well protected. Recommended for an onsight attempt. Up the bolted face right of C&C, via some flakes. 3 FHs and optionally some gear in the short crack at the top. Belayer might want an anchor. (w1)

Rising Fast 20m 14+*

Interesting features and fun the whole way. More 15 than 14 IMHO. Boulder-hop and scramble around left about 30m from *Butterflies are Doodle* to a featured buttress with a flared chimney to its left. Up the front of the buttress. Rap off. (w2a)



The Cathedral

Access

Access to The Cathedral is via a well-graded, well paved track up from the road, until you reach the saddle which is the turnoff for climbers. Then it turns to complete shit. To me, this confirms the relative importance of climbers to the Parks administration.

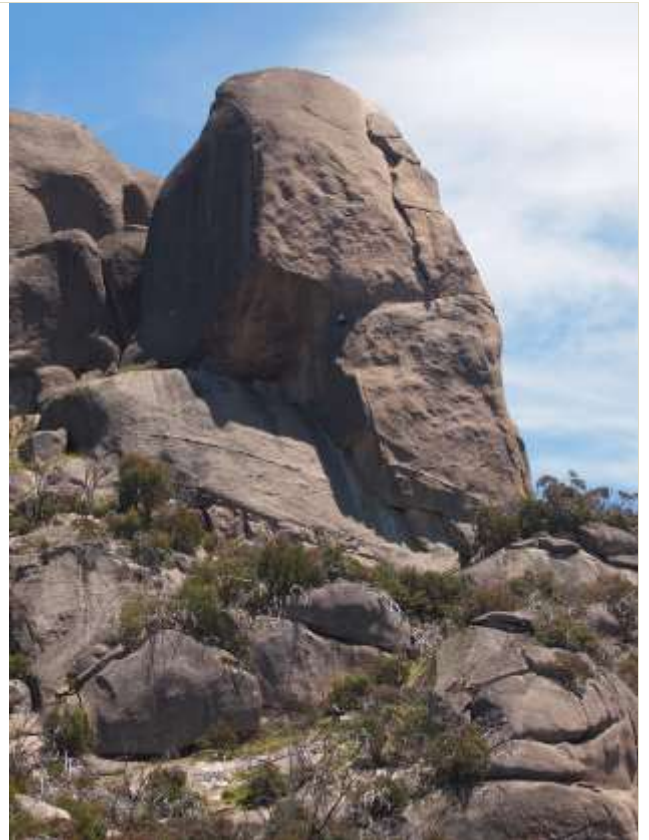
From just below the saddle where the track turns left for The Hump, drop right and down across the steep hillside. To get to Sultan, stay relatively low, descending down a slippery slope then across and around the hillside. For Maharajah, best to go to the base of Sultan (see pic) and keep going across right and make a short scramble up through small trees to the large slabby ledge on the north side. The traditional, but harder way is to stay higher from the saddle and scramble up higher over boulders (tricky in spots, pass packs) to pass through the chasm that runs north-south between the Sultan buttress and the next buttress behind it.

Sultan 65m 20***

The King of the plateau. A varied and fabulous route, and well protected (except for the start of p4, which isn't a problem). If 20 is beyond you, you can apparently traverse in from the ledge on the left at the top of pitch 1 and drop this to a 2-3 pitch grade 18.

Sultan is the obvious corner and flake on the east (roadside) side of the Cathedral (pictured). Traverse around the east side as described to the bottom of the prominent corner.

1. 20m 20 (w3). Up the corner to belay under the roof on the large sloping ledge. A few fist-sized cams are handy.
2. 15m 14. (w3). Up the steep dyke systems then traverse right to a bolt belay at the base of the flake system. The traverse can be awkward.
3. 21m 18 (w3). Straight up from the belay then follow the flake to the ledge on top of it. (Maharajah comes in from the right here).
4. 9m 16 (w2). A tricky slab move to start then up easily to bolt belay on top. Rap down the chasm on the other side. You could link this with p3 but rope drag and communications would be awkward.



Maharajah 17***

Another superb classic. This description takes the "flake start" which is the preferred way to do the route, and is described in 2 pitches instead of 4.

1. 25m 17. Start at the thin crack systems on the north-facing terrace up right of Sultan, about 1-2m left of a wide crack. Up these (small cams and wires) to some hard moves and gain a ledge for a rest. Move left and up the (sometimes grassy) twin cracks to a good ledge.

2. 18m 17. Up the right-leaning corner with good pro (if you can stop to place it) and some good small footholds to exit onto the top of the flake. Finish up the slab above (as for *Sultan* pitch 4).

Fire in The Foothills 25m 19*

Worthwhile in its own right, but also for access to the top of *Edge of Pleasure*. This route is not in the 2006 guide.

“A fun, well protected slab” as described in *Sublime Climbs*.

1. 25m (19) Start up at the top of a ramp/block, on the east-facing wall well left (the other side of the chasm) of *Maharajah*, below a small but conspicuous pocket in the wall above. Up via the pocket (*Shell Shock* (18) heads right here on a separate line of bolts) then head left with 4-5 more bolts. Rappel 25m back to the start or head over the top to rap down *Edge of Pleasure*.

Edge of Pleasure p2 45m 21**

I haven't done pitch 1, and I hear it is worthwhile, but pitch 2 is certainly terrific and access is easy from the top of *Fire in the Foothills* or *Shell Shock*.

From the top of *Fire in the Foothills*, head up and over to a DBB on the west-facing side. EoP follows the blunt arete below you. Rap on a spare rope down to a ledge. You might preclip the carrots on the way. The crux is down low but the route holds your interest the whole way.

1. Climb up a little from the ledge then make a harder move up onto the arete. Follow this back to the top.

Bloodnok 27m 17*

Good jamming practice, and enjoyable overall. From *Maharajah*, face outwards and wander down the slab to two carrots near the north edge of the slab. Rap 30m down to a ledge.

1. 27m 17. Up an initial slab at the front of the buttress then slightly left and up to a sloping ledge. The original route then climbed through the roof (offwidth crack) which looks tricky, but it is also possible to climb the arete to its right on small holds (arrange pro in the roof first). Up to a good stance then with difficulty into the crack above, which is followed to the top. I recall pro for the belay was fiddly, might need to leave a large cam at the top. (w3)

The Hump

Access

Access: park below the Cathedral and walk up the track to the saddle, then head left and continue on the track. The Hump is comprised of two main areas; a set of large blocks on the ridge, and some larger faces down and away on the other side of the mountain, facing west.

Cross Purposes is fairly distinctive from the approach with two crossed dykes forming a †. It lies maybe 60m to the right of the track. I've marked the possible location on the sat photo (below), but can't be sure.

To reach *The Initiation*, you use the *Glossop Skins* rappel. To get there, go past the turnoff to *Cross Purposes* and continue on the main track until you can turn right on a small slab then onto a faint track through some thigh-high scrub from a switchback (before you reach *Ariel*). Follow this across flattish ground west (should be cairns), into the trees, and scramble down a gully (the right side is easier) then walk left and across open ground to the top of the *Glossop Skins* rap at a false summit. The rap anchors are out of view on the far side of the outcrop. Leave packs on top.

To get to *Ariel*, keep going up the track a bit further until you see outcrops over to the right, then bash over to them. *Ariel* is a slabby face with 3 carrots (the bolts are hard to spot from below), roughly mid-way along the cliff line.

The 2006 guide provides better access notes. However, the following aerial shot from Google Maps will help:



1 = track from The Cathedral/saddle. 2 = probably *Cross Purposes*. 3 = approximate location of turnoff to *Glossop Skins* rap. 4 = *Ariel* Buttress. 5 = Descent gully. 6 = top of *Initiation*/*Glossop Skins*.

Cross Purposes 15m 20*

Hard start to pull through the overhang (crux), then thoughtful climbing up the dyke. The start has great gear, pro is OK for the rest but take some smallish cams.

Ariel 15m 17*

Nice slabbing with enough pro. 3 carrots (take brackets). Belay from small-medium cams or wires.

While you're there, you could also top rope *Daughter of Ariel* (18), the steeper face to its left with a reachy start, and/or lead *Son of Ariel* (15), the two bolts up right.

The Initiation 97m 18***



Andrew Porter seconding *The Initiation* (18)

Fabulous. This only gets 2 stars in some guides but would be my pick for the 'must do' route at Buffalo. Then again, there's also *Sultan*, and *Coming up for Air*, and ...

If you have two ropes, one of which is 60m, then ignore the guidebook which says to do two raps. Instead, fix a **60m** rope (single, not doubled) to the *Glossop Skins* anchors, tie a knot in the end and abseil down the wall. Swing right (facing in) to make sure you have enough rope. This gets you to the large ledge near the bottom of *The Initiation*, with perhaps a short scramble. Walk down (west) to the edge, the route starts on the wall/crack which leads up into a shallow corner.

Best done in 3 pitches as described, especially if you have some slings or can run it out a little on pitch 2 (about grade 12) to lessen the drag. Take 3 bolt hangers. The crux is over in the first few metres of pitch 1; the rest is no harder than 15.

1. 40m (18). Up the wall, crack/flake then harder up the corner crack until the angle eases. Continue along the fabulous flake (pictured). Continue until it steepens and belay in an alcove with a small overhang (and left-facing corner above).

2. 27m (15). Watch the rope drag, extend runners. Up the corner until it ends, then up to a bolt (carrot). Traverse down and right (carrot) (see pic) until a crack is reached. Place a cam to protect the 2nd, then downclimb a little until it is possible to step off right onto a chockstone. Either belay here (better for drag and communications), or up another 3m to the good ledge below a hand crack on the right wall.



Phil G seconding pitch 2 (as described here) of The Initiation.

3. (15). Up the superb hand crack which widens – a few fist-sized cams and maybe one larger cam will be useful. Follow the crack up and the angle soon eases. Belay on the slab.

Run Free with the Buffalo 50m 19**

Nice intro to grade 19 granite slabs. From where the access gully ends near the *Glossop Skins* rap, head right (facing out). This is somewhere above the “6” on the aerial photo. These access notes are taken from *Sublime Climbs*:

Chains are located past a large chockstone in a gully, which is easily scrambled past on its right (facing out) and onto a good sized ledge. The chains are on your right (facing out) where the slab starts to steepen. There are two carrots (hard to see) on the subsidiary buttress down and south a little that you should clip to keep the rap rope in a better line for RFWTB. Leave a rope fixed as pulling the rope from the chains will be hard, or make a shorter rap from the carrots. Angle left (facing out) to a chockstone in the gully that makes a small ledge (the ‘diving board’). Belay from cams.

1. 50m 19. Up trending left past 6 carrots.

The line of carrots to its left (facing in) is *Chickens in Choppers*, also 19, starting from the same ledge.

You might also find *Cows with Guns* (20) worthwhile, which is on the next buttress to the left.



Joe on Run Free With the Buffalo

The Horn

Access

The Horn is terrific. Tourists to bedazzle, superb views, and some great climbs. A 'must' for any first timer.

Drive all the way on the plateau past the Cathedral until the sealed road ends and continue up hairpin bends on dirt to the car park at the end of the road. It can get busy here during tourist season, so arriving early is advisable to get a car park, and watch for traffic coming the other way.

Follow the Horn walking track from the car park all the way to the very summit where there is a tourist lookout and guard rail. On the north side of the guard rail there are two stainless carrots. Fix a 60m rope to these, hop over the rail and rappel 60m down the slab (*Peroxide Blonde*), then down the blocky gully, then keep going down over an overhang to arrive at the bottom of *The Pintle* just as you reach the end of the (60m) rope. You may want to preclip the carrots on *Peroxide* as you go down, and leave the rope handy for pitch 3 of *Pintle* (see notes). *The Pintle* follows twin cracks up a slab to belay under an overhang.

The Pintle LHV 16**

Superb. This description includes the left-hand variant as pitch 2.

1. 20m 14. Climb the cracks (the right one is the usual way) to belay under the overhang. A fist-sized cam is handy. (w1)
2. 25m 16. The 'money pitch'. Step up and left, and climb the steep corner/crack/face. Gear gets fiddly towards the top of the flake (take small wires), then it ends and you have to run it out on easier ground to belay on top of the buttress. (w3+)
3. 24m 14. Grab your abseil rope and rap down 5m to the gully on the right. (If you can't reach your rope, it's possible to downclimb with care, or I recall a new rap ring was installed in 2011). Continue up the water-washed corner on the right to the guard rail. (w2). Alternatively finish up *Peroxide Blonde*.

Peroxide Blonde 18m 20**

The white buttress visible from the sealed road is quite a landmark. Probably deserves 3 stars, for the position alone. The first bolt is fairly high, but you can fix this by preclipping and extending it with a long sling or two while rappelling in.

1. Up the slab/arete via 4 bolts. Step over the railing and smile for the tourists. (w2)

Hoi Polloi 40m 16*

Nice slabbing. Thin. From the base of *Peroxide Blonde* scramble up through a chimney on the right to reach the base of the next buttress across from last pitch of *The Pintle*.

1. Up the arete past 3 carrots. (w2)

Big Fun 25m 15**

Recommended. Good slabbing, committing but well protected. Use your rap rope that you use to get to *The Pintle*, but mid-way down the blocky gully (say 15m below the bottom of *Peroxide*) flip the rope over a buttress to your right and rap down that to a stance on a boulder (have a careful look at the pic, right – you can see the abseil rope right of Paula). Take enough brackets (7).



1. 25m. Step up to a carrot, up to a gully/crack (which used to take a large cam but last time there was another carrot), step right and up the wall (3 more carrots) then up the arete to ledge (2 more carrots). Belay from cams. Finish up *The Pintle*, *Peroxide Blonde* or *Hoi Polloi*.

Dreamworld

Access

Dreamworld is a small set of outcrops just down the hill from the Horn carpark. They basically face west so they're not that obvious until you're standing underneath them. Walk down the Horn road about 30m from the bottom car parking area, then scramble down left steeply off the side of the road, following cairns. The route goes between some blocks and (with a short downclimb and tricky step around the corner) emerges out under the face of *This is Not Our Land*.

Beware the Strathbogie 15m 12*

This is worth doing for the rock features alone. In the chasm behind TINOL (which is usually the way you reach the cliff) there is an amazing chimney/face with multiple large knobs (chickenheads). Chimney across and up the start (cam in left wall to protect) until you can make a committing step across to the right wall. The rest is fun and easy. Take slings for pro. Bolts at top, rap or lower off (it's not really a comfortable belay spot).

Eat Your Vegies 15m 14

Not as unprotected as the guide implies. Up the corner right of BtS, then up the face to the BtS bolts. A largish cam is handy, plus slings. Rap or lower off.

This is Not Our Land 15m 19**

Very good face climbing, but add a grade (or two) if you're short. Up the sensational dykes toward the left end of the face, with only 3 carrots and the tricky crux at the top. It looks run-out but the bolts are in the right spots. New (gfdonc) rap anchors on top (December 2011).

While on top you might also top rope *Injustice* (22), to the left of TINOL, or *Needlepoint for Beginners* (22) which takes the steep face opposite *Beware the Strathbogie* on the back side of the block. Use the older bolt anchors on top of the block for this. Alternatively you could lead *NfB*; two carrots and a sling, and maybe a cam at the bottom as for *Beware the Strathbogie*.

There's also a new Joe Goding route with 6 (!) bolts to the right of TINOL, called *The Day After Invasion Day* and about 18. It overlaps some other older routes (hence controversial) but is worthwhile.

There are several routes in the guide on the face right of TINOL/TDAID that look good but (if you don't use the bolts on TDAID) pro looks poor; for example *Buffalo Soldier* (16) might be worth top-roping if you've done one of the other routes on the pinnacle.