

# Kangaroo Point Bouldering Guide

## Introduction

KP is the home of Queensland finest contrived boulder problems. So if you don't like contrived problems, please stop reading this page. The grades we have given are an indication of what we think the grades of the problems are compared to other places and problems we have bouldered (ie outside of SEQ). If the grade seems soft or stiff for a problem, for a number of people, we will be happy to re-grade it. The problems have been named to make it more interesting, if you FA'ed a problem and don't like our name tell us and we will change it. Also with regards to FA take our info with a grain of salt. If you have any FA info let us know. For all the other whingers out there do us and yourself a favor and jump off the top of KP. The guide will be updated as people submit problems (to submit probs' email kp.bouldering@gmail.com).

## Location

To get to Kangaroo Point (KP) catch a bus or a train to south bank stop or station next walk to the river and follow the walking track to the cliffs. It might help to look at a map first or ask for directions once you get to southbank.

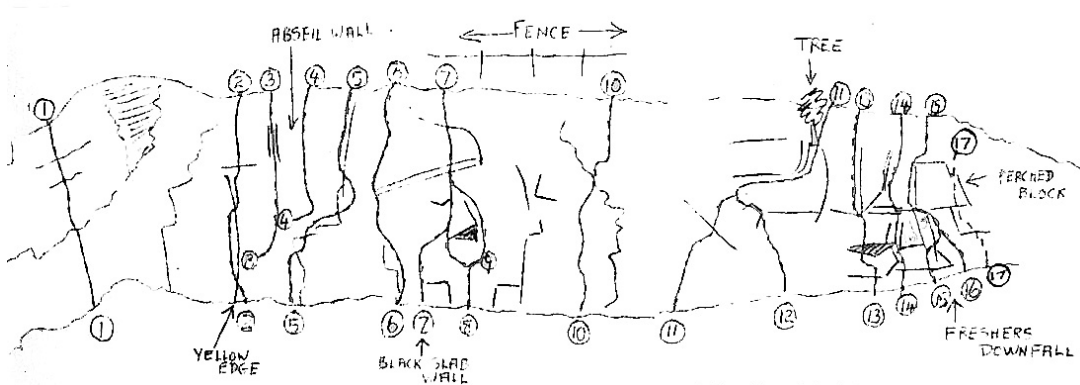


Various Parking options are available above and below the cliff. It can be difficult to get a park. Try looking on the Lower river terrace and Lepoard street/River terrace. Use Ellis street to go between the two.

## History

To be completed in the next version.

Up to this point bouldering never was taken seriously as a sport in its own right. We had the conventional view it was a game or trifling diversion from real climbing involving multi-pitch roped ascents of large cliffs. Moreover there are few actual boulders in Brisbane that, by virtue of limited height, would focus our efforts suitably. The favorite training ground was Kangaroo Point, a 20-m quarry face that encouraged top roping, although I added several hard boulder problems on a smaller section of the cliff (W1). [1]



The early history is very interesting but we would be interested in obtaining some modern history too. Email [kp.bouldering@gmail.com](mailto:kp.bouldering@gmail.com) .

### Also See:

KP guide book - current edition is by Darrin Carter.

Neils Bouldering Guide - [www.geocities.com/Yosemite/Rapids/1229/Code/boulderindex.html](http://www.geocities.com/Yosemite/Rapids/1229/Code/boulderindex.html)

[1] T. Cais, <http://www128.pair.com/r3d4k7/AustralianBoulderingPage.html>, (2005)

[2] M. Meadows, private communication , (2005).

## Aspect/Rock

The cliff faces north west-ish. During summer the cliff is shaded from dawn till 10:30am. Its possible to climb all day during winter, if you really wanted to. Their are taps around the bottom.

## The Guide

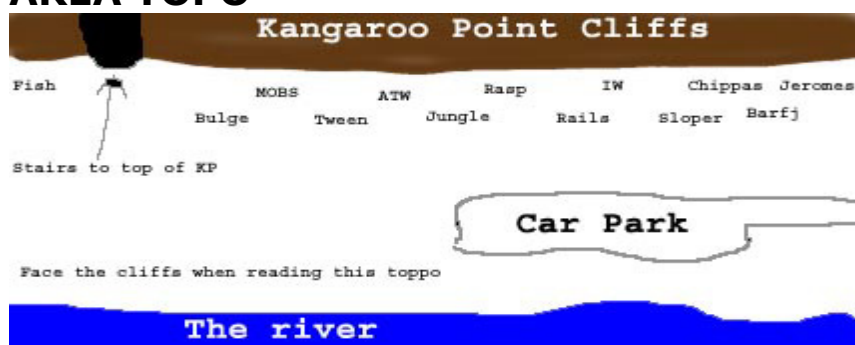
We have based the guide on the AustralianBouldering.com 's [Sissy guide](#). We have original photo's which anyone can download and edit and we will post them on the web page. If there are places without photo's and you have taken some we will also upload them.

In the guide foot and or hand holds are marked by numbers. Then a boulder problem will be formulated by a string of numbers and letters such as M1, L4, R2,R3 M5. The previous string reads as Start on hold #1 Matched (M) , Left (L) hand to hold #4, Right (R) to #2 then pop to #3 with right again to finish Match on #5. All problems are understood to be ANY feet, Tracking, or specific footers will me mentioned in the problem description

## Style & Ethics

1. If you use tickmarks clean them off. Remove excessive chalk with a toothbrush once you have finished the problem.
2. Never chip holds. If you choose to remove loose rock (which I generally try to avoid) then I would apply the John Sherman toothbrush test. That is, if you can't lever it off with the plastic handle of a toothbrush then it should stay.
3. If a crucial hold breaks off keep it and give it to someone who can glue it back on.
4. Try to use something to wipe your feet on before stepping on a problem. If you take a look at somewhere like Round the World at KP you will notice how polished foot holds become when climbing with sandy or dirty feet. A square of carpet is useful.
5. Dont Litter. Eg. Try not to leave finger tape at the crag.
6. Noise. Remember we share the cliffs and park area with all types of people.

## AREA TOPO



## PROBLEM DESCRIPTION KEY

Symbol	Description	Example
L	Left hand	L3 Left hand on hold number (#) 3
R	Right hand	R4 Right hand on hold # 4
M	Match hands (both hands on same hold)	M2
grey	out of bounds area	
V1   V2	could be V1 OR a V2 depending on various individual factor	a problem might be V1 for Kelly because she has a big reach, while John will struggle as he is shorter than Kelly for him it might be V2.
V1/2	hard V1 easy V2 (similar to V1 + convention)	

## Fish Area



Murray and the Fish. Photo J. Goble

The fish area can be found behind the fish sculpture that Murray is sitting in front of.

### The fish problem V hard

Start in pocket above 'FFP' and head up via crimps, pockets and underclings. Possibly the best hard and least contrived problem at KP. Does not see many repeats.





**Fish Tail V?**

Head up this arête anyway possible.

At the eastern most end of the cliff next to the old naval building (LEFT of the fish problem) and behind the large oversized navigation buoys.

**The Austin Powers Traverse V3**

From the wire fence down to the blocky crack and back again. FA Peter Stebbins 3-99

**Throw me a Freak'n Bone V1**

Big dyno up seamy face near wire fence/building. FA Chris O'Neill 3-99

**Yeah Baby, Yeah! V0**

Highball blocky crack on R end. Peter Stebbins 3-99

## The Bulge Area

The bulge area has been a long time favorite for boulders as it is one of the few steep sections on the base of the cliff.

For the old timers it is to the right of where the tree used to be. The other way to find it is to look two metres to the right of tiger stripe.

This area has many unfinished eliminates. It's a pity it is not another metre higher.



Murray on Power Gamin. Photo J. Goble



**Movements V5**

Fantastic body movements, dropknees, cross throughs, flagging, side pulls. Superclassic!

Start R2, L3. M3, L4, R5, L7, R14, L17, M7, MF6.

**Power Gamin V2**

M6, L18, R11, M11.

**Lazyback V0**

Fun. Does not matter which hand you go up to #10 with first, either is fine. Nor does it matter if you bring your feet up before or after matching on #10.

LF1, RF2, L8, R9, L10, LF8, RF7, M10, R15, Right foot on hold #4 (not RF4), M15.

**Bust a Boiler V3**

Powerful but good. Short people should finish on #12 else add a grade. No intermediate foot holds just flagging!

M6, L7, R15, M15.

**Power Gambit V5**

M6, L18 (under cling) , R11, M11.

**Back V1**

As for LazyBack.

LF1, RF2, M8, L10, LF8, RF7, M10, R15, Right foot on hold #4 (not RF4), M15.

### **Ninja Boner V6**

M6, L18 (under cling), R7, L11, M11.

### **Stuart and Scott Campus V2**

No feet.

M11, R13, L12, R15, M15.

### **Dynofour V1**

Start L5, R4, then dyno with both hands, M15

### **Project 1 hard**

M6, L7, R3, ?.

### **Bust out V4**

R6, L18, R7, L10, R12, Match on the shitty slopey hold at the top above #10.

### **Another Campus Problem V2**

M11, R14, L13, then back down

### **Dyno-one V2**

Start L5, R4, then dyno with one hand to #15

### **Project 2 hard**

M6, L18, R7, R13 or new hold not on top

## **Dyno Area**



This area is just left of the MOBS area and is easily found by looking for the graffiti 'SIN' .

### **Ninjas are Mammals V2**

M1, dyno to M2

### **Ninjas fight all the time V2/3**

M1, dyno and catch #2 with one hand!

### **The purpose of Ninjas is to flip out and kill people V4**

One hand on #1, dyno and catch #2 with one hand!

## MOBS Area

Both MOBS and FOBS have quite bouldery starts so naturally this area was included in the guide.



### MOBS start V0/V1

Think about your feet! Good.

L1, R2, L3, R4, R5, M6 (just out of picture).

### Toms problem V2/3

feet have to be right of the 'fobs' marking.

Use holds 10,11,12 to get to jug #14.

### FOBS start V0/V1

Good deadpoint.

R8, L9, R13, M13, R14, M14, L15.

### Rib Tickler V3

Start matched on big undercling #16, left hand to #13 (far right side of hold), match on #14, then theres 2 crimps just left of the drill hole line #17 and #18 use these to get to right hand #5, left hand #3, and finish matched on #4.



**Warm Apple Pie V4**

Start matched on big undercling #16, instead of going to #13, there is a small 2finder shallow pocket go to this with left hand. ( the pocket is right about where #13 is maked on the photo) and finish matched on #14.

**Zin V 2/3**

Static, dyno or dead point from undercling to #14.

**Tween Area**



**No Hands V0**

Start at beta finish at alpha (Just right of FOBS). Also can start at alpha and finish at beta. This is a handless traverse, but you can lean on the rock.

**Flying Ninjas V0**

Run and Jump for #1. Fun.



**No Feet V3**

Sister problem to no hands. Start at #3 and traverse along the ledge that contains holds numbers 2 and 1 using no footers ie campus. Or you could start the other way.

**Double D V2**

L1, R2, double hand dyno to #7.

**Crampus V2**

Campus L3,R4, L5,M5, L6,R10

**Alan's dyno V?**

M0, L4, M4, dyno to #8 the side pull.

**Single D V1**

L1, R2, single hand dyno to #7.

**Cointreau V?**

Is contrived. L1, R2, pop to R9 as weird catch then to 7.

## ATW Area

The Around the world area could possibly have its own guide. The number of eliminates in this area alone would be in the hundreds. It is easily the most popular bouldering spot at KP. Partly because its shady and partly because it has KP's most popular boulder problem... around the world.

The footers are very polished, so make an effort to brush the dirt off your feet before stepping on.



### Around the World V1/2

KP classic. Great training problem or gripping project. Try and do as many laps as you can with out resting! There are many variations to this problem.

L1, R2, M3, M4, L5, R6, M6, R7, M7, R8, L9, M10, M11, R12, back to start again.

### Around Australia V1

One of the cooler variations, nice layback move.

L1, R2, M3, L17 (side pull), R14, L9, M10, M11, R12, back to start again.

**Drill Hole V4**

Use only the drill hole (both sides) including #9 to get to #8. The drill hole roughly runs between #18 and #8.

**Drill Hole 2 V2**

As above except start on the crimp #18.

**Drill Hole Left side only V?**

Use only the left side of the drill hold for your hands.

**Drill Hole Right side only V?**

Der.

**Up not out V4**

sweet if you can get it  
M1 dyno to #13

**Jungle Area**



Jungle area is just to the left of the around the world area and to the right of the rasp. In the jungle. More problems exist than are shown.

**Monkey Boy V4 ?**

Big high step originally Alex's problem, FA Kenny circa 2002. Feet are NOT allowed in the grey area.

Sit start R1, L2, R3, L4 - the slopy bulgy thing, M5 - the jug

**Others V ?**

?

## Rasp Area



### **Rasp Traverse V0**

KP classic !

Traverse along the holds 2,3,4,9,8,10 use any feet.

### **Exterminator (start of the rasp) V3**

KP Classic !

L13, R9, heel hook #9, R17, L16 (just for balance), R22, M22

### **Termites have feelings too V4/5**

L3,R15,L14,R18,L19[optional], M20

### **My spiders go sideways V4/5**

R10,L23,M23,L22,M22,R16,L14,R21,M21

### **Mini arête near #1 v0**

left ?

### **Exterminator eliminated V3**

R9,L13, M19

### **Cockies should die V3**

L3,R15,L18,M22

### **Extended Exterminator V?**

Fingery fun.

L5, R6, L13, R9, heel hook #9, R17, L16 (just for balance), R22, M22, R18, L19 [optional], M21

**Dyno part 1 V6**

Much cooler than the full dyno.

M8,R24,L23,M23

**Dyno part 2 V7**

no idea how to grade a dyno this big, but its pretty hard

M8,M23

**Rails Area**



**Straight up V1**

Follow the numbered holds straight up.

**Jump up V2**

Campus up.

## Idiot Wind Area



### Idiot Wind High Traverse V4 (L-R)

follows the line of holds roughly 6, 5, 7, 8, 9, 11 or 12

### Proj ?

#4 to #15 then #7 or #8

### Proj Sir Gustav Gaston

M17 to matched gaston near #1 (just below and right), R16, L15 or new hold between 15 and 9 but lower, R new hold M8

### Idiot Wind High Traverse V3 (R-L)

follows the line of holds roughly 6, 5, 7, 8, 9, 11 or 12

### Shannon and the Cigarette Lighter V?

M3, L16, R15, L7, M7

### Proj

M17, R14 (undercling and sidepull), L15, R9, then any hand to #8, M8.

## Sloper Area



There are two views here. There is no duplication of holds.

**Twister V?** start with feet on #8 back to rock and dyno to #7

**Sloper V?** L1,R3 (no knee bars!),L2,R4,L5,R6,M6



# Chippas



## **Chip-a-Holdaway Start V1**

KP Classic  
L2&3, R5, L6, M6

## **Chippas 2 V2**

L2&3, R6 M6

## **KP Run and Jump Slab V ?**

RUN AND JUMP - M6

## **G Dyno V ?**

M10 or 4 to ledge near 6

## **Chippas 1 V2**

R5, L6, M6

## **Anti Slab V**

L2, R3, dyno or deadpoint to #6

## **KP Run and Jump Slab V ?**

L2&3, R5, L6, M6, walk across, down climb on 7, 8, 9, then M4, L2&3, R1.

## BARFJ Area



### Barfj traverse V3/V4

Start at CC and finish on jugs at MF.

### Sit Start Barfj V2

Start just to the left of the barfj marker. Sit start up to the chalked up rail. Keep going until you hit the bit jug above the 'O' in the LOST graffiti.



**Bufo Marinus Traverse V6/V7**

"so thin, so pain full" KP classic !

Start on left and go right or vice versa.

## Jerome's Area



### Mini Mantle V?

Mantle #1 from a sit start.

### Jerome's V?

M1, R2, M2 ? ? ? ?