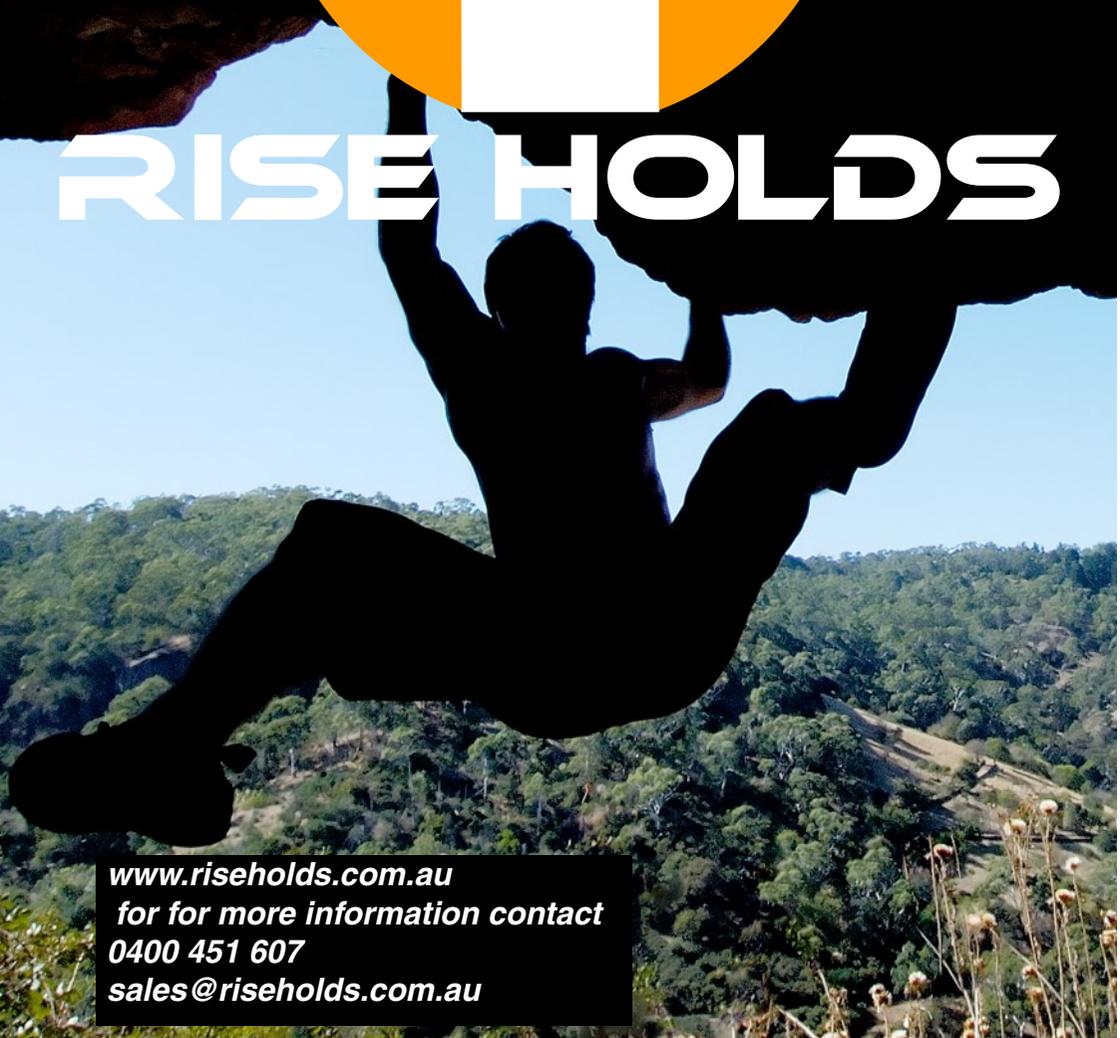


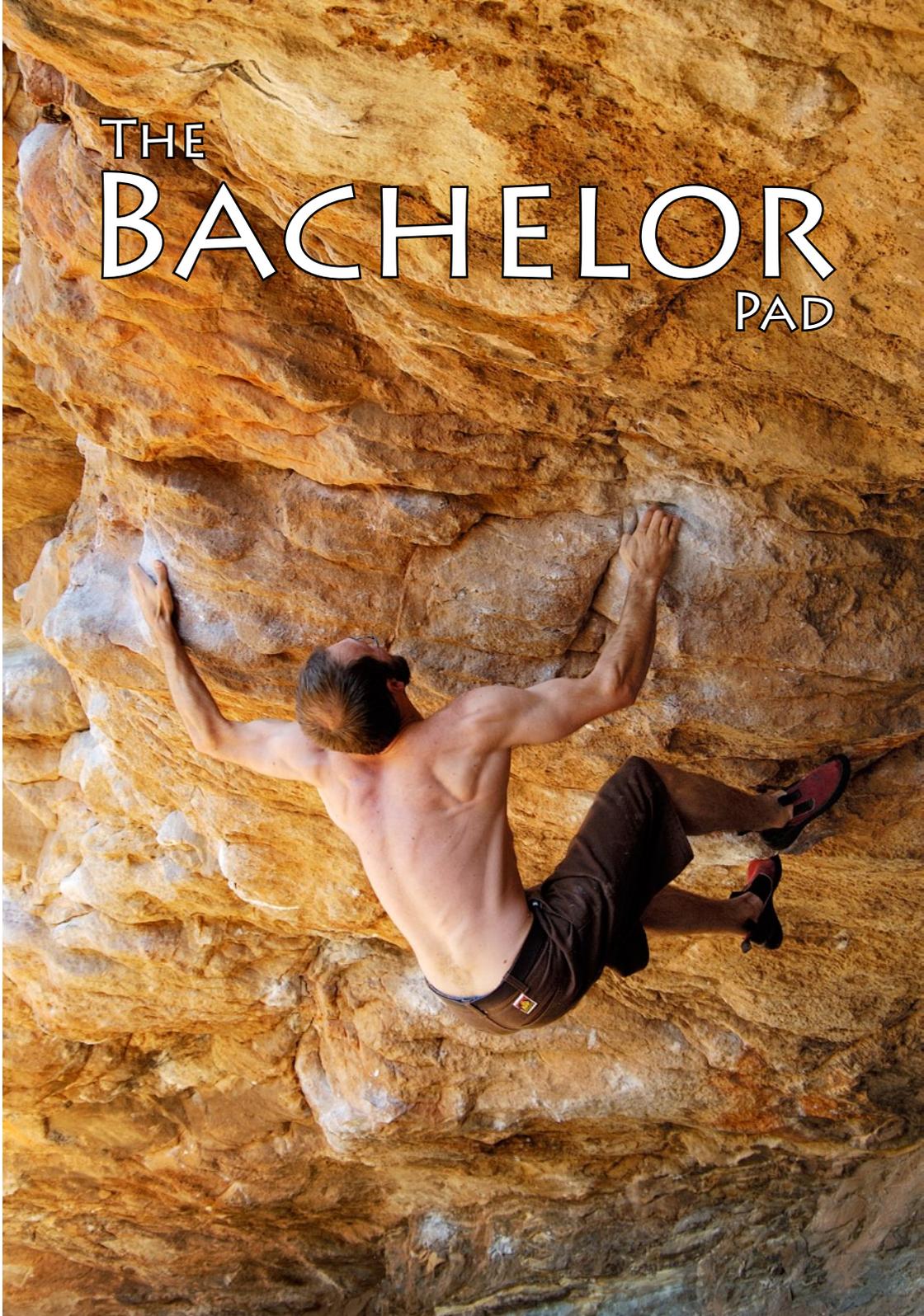


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THE
BACHELOR
PAD



Introduction (a history)

"We've got four people who boulder in Adelaide, there ton's that go trad climbing, but only four that boulder." - Sharik Walker, 2002

Overview

On first acquaintance with this place you could be forgiven for thinking that the 40 problems listed in this guide must be a printing error, for the place known as The Bachelor Pad doesn't exactly look like a bouldering 'mecca'. Shorter than the length of Sissy Crag (NSW), not as high as Lindfield, The Fear Factory or Akuna Bay (NSW), and less inspiring than Trackside or Anderson's (Vic) – it is nevertheless home to the hardest problems in South Australia.

Not only that, but it is also less than 20 minutes drive from the city, 3 minutes drive from a pub, and stays dry in the rain. What more could you want? Difficulty ranges from V0-V13, with just under half of the problems sub-V6, and all the rest being mainly in the V6-V10 bracket. Topping the scale are the problems of Austria's Klem Loskot (Madball sit start – V13) and ex-local boy Sharik Walker (Tao and Butchers – both V12).

Disclaimer (of sorts)

This guide has been produced to be a supplement to the Norton Summit climbing guide available on the CCSA website. Unlike the original topo for the area, it attempts to document a far greater variety of problems. These include variants, standup starts and such like. The purpose of this is to illustrate the wealth of good problems at this area below the grade of V8 (something that the previous topo neglected). Respect has of course been maintained to the original problems and first ascent details.

Early problems

The Bachelor Pad was first 'discovered' by the posse of Stuart Williams and Simon Wilson. Back in those dark ages Simon actually hauled up a rope, a drill and a couple of bolts to establish the first route (still only one of two) called 'Bachelor Blend' (23) back in 1995 (with Stuart Williams). It wasn't until the likes of Matt Adams, Andrew Beckworth, Guy Abell, Luke Geelen and Martin Lama visited around the same time that the majority of problems sub-V7 were put up. Standout problems were things like Chocolate (V5) and Aftertaste (V2), but it took the visionary Luke Geelen to link up the now classic Chocolate Aftertaste (V6).

The Block

The original topo to the Pad was written up by Sharik and then posted onto the australianbouldering.com site. On it was roughly drawn the location of a large 'block' that was the point of reference for most of the problems. It was a large boulder that sat beneath the Warm Up Wall. This was 'trundled' one fine day by a couple of visitors who thought they might like to see a boulder travel at near the speed of sound. This was triumphantly accomplished – but in doing so they inadvertently made the online guide somewhat confusing. Climbers made the trip up to the Pad and began looking for this so-called 'block' from which to get their bearings – but it was nowhere to be found!

The Right hand side

If you thought the Middle was steep – think again. Now we are talking obligatory cut loose moves, but like a lot of the problems here tricky footwork will get you through some sequences that you'd otherwise dismiss as completely impossible. If you like the type of climbing that slaps its way up the underside of various maritime vessels – then this is the place for you!

A note on the foot specifics of the Cocktoe/Stalker problems: Originally the rock platform was omitted from the beta of Stalker – hence the reason why it was given a grade of V8. Nowadays most people use the 'raised' platform for the feet (far less contrived). Common sense will hopefully play a part in judging what is in – and what is not. The ground is definitely NOT!

1. Madball stand-up

Stand-up start. Was a long time open project for a few years, until Toni turned up. Starts LH undercling and RH pocket – then dyno to polished sloper – then out to jug and up. Very solid at the grade. If you skip the hard first move and pull on at the sloper – it's probably still V8 (Ft 7b). FA: Toni Lamprecht.

2. Inflatable Bulge

Stand as for Madball Stand-up but continue up and right to the finish hold on Tao FA Trev

3. Madball sit-start

Obvious sit-start extension. Apparently the hardest power problem that Klem did during his Australian holiday. FA: Klem Loskot.

4. Cocktoe

Next line from the back of the cave – start left of Stalker. Out diagonally right via pinches and a fingery undercling (optional), then through the 'breadloaf' pinch (often wet), finishing directly on the Stalker final finish hold. FA: Sharik Walker.

5. Tao

Start as for Cocktoe, then break left out near the lip via a crimp and a large sidepull slap. FA: Sharik Walker.

5. Stalker

Starts back of cave – feet on rock platform. Through 'bunny ears' undercling – out to large sloper hold, then out to obvious 'sharkfin' hold on lip and up. Finish on large sloper/jug out and left past niche.

6. Restraining Order

Stalker Extension, from the finishing hold head left to finish on Tao. FA Trev

7. Butchers

Linkup of Stalker into Tao, crossing into Cocktoe through the Stalker side-pull and seeping pinch hold. 'Slightly harder than Tao' according to the first ascentionist. FA: Sharik Walker. If you climb this then do the entire finish of Cocktoe it's V9/10.

8. Stalker Left Hand Finish

A harder version of Stalker original – but not necessarily a grade harder. As for Stalker all the way to the RH 'fin' hold – then throw out left to the pocket on Cocktoe. Finish as for Cocktoe. An excellent variation despite being slightly contrived.

9. Cocktoe-Stalker linkup

A worthwhile variant. Climbs the first 4 moves of Cocktoe – then crosses into the Stalker sidepull and finishes up that problem. Arguably the hardest of the trio of 6's hereabouts.

10. Cockless

Yet another variation – and probably the best of the bunch. Climb Cocktoe-Stalker linkup – but then head back into Cocktoe once you've gained the 'fin' hold on Stalker (you punch into the pocket on Cocktoe). Essentially skips the big pinch hold (crux) on Cocktoe. So to make it easy follow 3 then 8, up 5 till you get to 7 then finish up 3! Excellent.

11. Snowball

Starts at far right-hand end of cliff line on left side of scoop/shallow cave (questionable rock) finish up slopers on right.



Klem and Toni's visit 1999

On a flying three-day visit to Adelaide in May 1999, Klem Loskot and Toni Lamprecht were introduced to 'The Pad' during a 'surfing and clubbing' sabbatical from their Grampians trip. Despite being in holiday mode, they established the standup start to Madball (V8), and sent the first ascents of many of the hardest problems to date in a single day. Some of these included Twist and Shout (V9) (flashed by Klem), Benelli's Extension (V8/9), and Guy Abell's old project Hot Chocolate (given V9 by Klem – later upgraded to V10). Klem then returned two days later to complete Madball's sit start extension – which he originally gave solid 8a+ (V12), but later personally upgraded to V13.

First ascents and repeats

July '99 saw young Sharik Walker make the 2nd ascent of Madball (standup) before suffering a seemingly serious shoulder injury gained whilst surfing. After a 4 month layoff he came back with a bang, and completed the classic Free Mahi Mahi (V4), and a new line dubbed Non Intentional Life Form (V10) in May 2000. But that was just the warm up. His real goal was making a repeat of Loskot's Madball sit start (V13). After a couple of weeks work in total, he sent. The remainder of the year was left for the first ascents of Cocktoe (V9) and Kid Indestructible (originally V10).

Luke Geelen meanwhile repeated Madball standup in the same year, made the 2nd ascent of Non Intentional – then completed the first ascent of Stalker via an extremely contrived sequence – leading him to give it V8. This was repeated by Sharik 2nd shot, who confirmed the grade (for the original sequence) but was later to see a 2nd try ascent by Guy Abell. It was then downgraded severely on principle (reportedly because Guy is so weak – but probably because of a change in footholds!) Currently the grade stands at V6 – though if you ask Abell – it's 'merely V4'. Judge for yourself...

June of 2001 saw him establish first ascents of Tao (V12), by breaking left out of Cocktoe and slapping out via some pretty impressive hold types. By this time he had a good base on which to measure the difficulty of these creations, notably having sent the Grampians HMC problem Cave Woman (V12) in a mere 2 shots, and the aforementioned Madball sit start. Tao took him a full 6 days of work, and remains set at the grade after a further two repeats (see below). Later (April '02) he was to add Butchers (V12) - basically a Tao variant – starting up Stalker instead.

No doubt spurred on by 'the power of Sharik', local lads started to attempt the problems put up by the Austrian/German roadtrippers. Luke Geelen quickly sent Twist and Shout (V9) for an entrée, then devoured Benelli's Extension (V8/9) for main, and dusted off Kid Indestructible (V9) (3rd ascent) for dessert – all in the same afternoon. Steve Pollard got in on the game and made repeats of Twist & Shout, Cocktoe (V9) Benelli's Extension and Kid Indestructible (V9) – the latter of which was the 4th ascent. Mick Wells also gave Benelli's the treatment.

Madball sit start at V13 held out until Trevor Pearce made its 3rd ascent in July 2002. This came after repeats of Tao, Butchers and Kid Indestructible (all 2nd ascents). A month later he ticked Hot Chocolate (V10) which qualified him as one of only two people (Sharik being the other) to have ticked every problem above V8 at the crag.

Raiding Canberra climber James Kassay later made the 3rd ascent of Tao in 2 days, but not before flashing Cocktoe (V9) in the process.

Access and considerations

Directions

The Pad is located on The Old Norton Summit Road, about 1km down hill from The Summit. (The climbing area not the actual summit!) To get there drive east out of the city and head up Magill Road. Continue straight onto The Old Norton Summit Road for 1.5km, there is a small pullout for parking left hand side opposite a large stand of bamboo. There isn't much parking here so be courteous of others, there are a few extra parking spaces further up the hill. The track up to The Pad is located on the other side of the road (south) just next to the bamboo (downhill) Cross the guardrail and you will see the track heading across the creek and up the hill. It takes about 10 minutes of uphill slog to reach the cliff.

Noise levels This is a public area so please be considerate of others by keeping noise, music and swearing to a minimum. Think about taking a rubbish bag with you to help keep the place clean.

Imports/exports (rubbish/mats/tape) Normal rules apply, take everything with you, this includes finger tape and cigarette butts. Take only foam mats to leave at the pad, no coil mattresses. Help keep rubbish to a minimum by removing any badly damaged mats before they create an unsightly mess.

Track maintenance

Track maintenance is the responsibility of any climber that chooses to frequent the Pad. The track becomes virtually impossible to use in periods of rain (see below) and in its current state will only get worse (hard to imagine). Voluntary work by CCSA members and other climbers that visit this site is welcomed.

Conditions

Sun

Early mornings can have their advantages (and some shade), but then the sun comes round and it can be pretty grim indeed. Generally speaking the best time to visit is after 2.00pm – once the sun is blocked by the hillside and the cliff goes into the shade for the rest of the day.

Rain

The cliff is unaffected by rain, making it a good wet weather destination. However that said, the access track up to the cliff is definitely NOT a good wet weather option – and it is best to visit The Summit instead (if you really want to boulder in such conditions). Once the path has been fixed up by volunteers, only then will access to this cliff in wet weather will be a viable option.

Seepage

Given the nature of the cliff, seepage is unavoidable. After a period of heavy rain, water tends to drain down the right-side of the crag – especially around the Tao and Stalker problems. There's a perennial seep (very rarely dries) on the pinch hold of Cocktoe, and parts of the Aftertaste Traverse can also get wet if it's been raining for weeks. In this case it is probably not worth leaving the house anyway – and so you may as well go in search of a good board instead!

Chalk

Chalk build up on the holds in any bouldering area is unavoidable, however climbers can minimise its use and do their bit at keeping the crag tidy. Avoid massive chalk spillages, take a brush to clean the holds, and try and keep chalk usage to a minimum.

Routes

There are two routes here. Bachelor Blend (23) follows the line of bolts on the left-hand side of the crag (above Mahi Mahi). The line through the centre of the crag (above Derf) was a long-standing project (originally Adam Gower's) until Steve Pollard put it out of its misery, and gave it the slightly suspicious grade of 28. Highly technical, with blind slaps for underclings – it is certainly one of the hardest pure power routes in the state. To date it remains unrepeated.

The Middle

1. Chocolate

One of the original problems. Basically starts on the huge jug midway across the traverse, and finishes on the sloper (as for both traverses).

2. Chocolate Aftertaste High

High traverse. Traverse high break from large 'coral' jug (right of 'Derf') to a point where you can drop down to jugs – aiming for the monster bucket (midway across). Continue through to jug at the end of the traverse line. Pretty much a route! FA: Andy Beckworth (probably!)

3. Chocolate Aftertaste Low

Low traverse. Start as for previous problem but dropdown (crux) to low level traverse from jugs at the top of 'Jacques' using LH pocket/sidepull. Motor rightwards into the 'fin' pinch (still tricky) – then up to the original line. FA: Luke Geelen.

4. Jacques the Potato

Sit start with inverted RH undercling and good LH undercling – or come in from just right of this. Paste the feet on and dyno (or lock!) to pointy jug, then more easily up to jugs on traverse line. A one move wonder if there ever was one.

5. Potato Aftertaste High

A link up of Jacques into Aftertaste High traverse.

6. Potato Aftertaste Low

A link up of Jacques into Aftertaste Low traverse.

7. Hot Chocolate

An old local project nabbed by the raiding Austrians! Sitting start just right of Jacques on LH sidepull and RH good undercling, then into and through Aftertaste Low Traverse (sidepull/pocket and fin hold) and finishing straight up. FA: Klem Loskot.

8. Non-Intentional Life Form

More of the same in between Hot Chocolate and SGF. FA: Sharik Walker.

9. Living or Existing

Starts RH on SGF's LH start hold (get it?) and LH on a pinch/crimp. FA: Luke Geelen.

10. Secret Gay Fantasy

Starts under main roof on reasonable undercling (RH) and poorer undercling (LH). A very powerful 3-move problem. Recommended start is sitting off 1.5 mats! Pop LH to intermediate 'breadloaf' pinch, then dyno out to the pocket on the lip (LH again) – catch the breadloaf as an intermediate (RH) – then dyno up to jug in the Aftertaste traverse line. Very dynamic and VERY powerful. FA: Luke Geelen.

11. The Ballroom Slap

Starting RH on the SGF finish jug, and LH on the pinch of Aftertaste. Build feet up (R on 'The Pinch' crimp) – then dyno for a sloper in the top break. FA: Steve Kelly

12. The Pinch

2 moves. Start LH on sidepull/pocket of Aftertaste Low Traverse (shared with SGF) and RH on adjacent rounded crimp on lip. LH to the pinch hold, then RH straight up to the top break (Aftertaste High traverse line).

13. Chinese Nuggels

Standing start. From huge jug in middle of traverse line – go up to jug (RH cross) then up. Too short for a warm up – but fun nonetheless. Footless it's V4.

14. Twist & Shout

Sitstart – then out across the bad crimpers/slopes on the lip. RH crescent sidepull, then left into undercling right into undercling paste right foot on and go to the triangle pinch out left (in traverse line) – then straight up to the sloper (via intermediate pinch) – and match. Apparently flashed by Klem on the first ascent. FA: Klem Loskot

A great V4** standup start to Twist and Shout starts at the two opposing underclings. Easier if you go to the jug instead – but still good.

15. The Sharik Dyno

Starts on the finish hold of Chocolate Aftertaste traverse (jug) – then huge dyno to obvious break. How many mats have you got? FA: Sharik Walker.

16. Benelli's Extension

Start as for 'Twist' but keep traversing right across slopes then up into the good LH undercling. Cross RH into adjacent undercling and go up (through jug) to the finish hold of Twist. FA: Toni Lamprecht.

V10

Standup start to Benelli's V5** . Start on sloper and RH sloper/crimp at the end of the Benelli's traverse (just under the underclings). Left foot on lip, then up into the good undercling. Cross RH (or match) – and aim for the pointy jug – through the finish jug of Aftertaste – then up to the big sloper. Match.

V8

17. Kid Indestructible

Start as for Twist – then out right and into large underclings (across 'vertical break') – then up via pinch/pocket. FA: Sharik Walker.

V8/9**

Standup start to Kid Indestructible V6*** . Start as for 'Benelli's Standup' off LH sloper and RH sloper/crimp – then into underclings. Keep traversing 'leftwards across underclings, then up through pinch/pocket to cracked 'spike jug' in break.



- 9. Living or Existing V8
- 10. Secret Gay Fantasy V8/9**
- 11. The Ballroom Slap V3
- 12. The Pinch V4
- 13. Chinese Nuggets V1
- 14. Twist & Shout V9**
- 15. The Shark Dyno V?
- 16. Benelli's Extension V9**
- 17. Kid Indestructible V9***

- 1. Chocolate V2
- 2. Chocolate Aftertaste High V4***
- 3. Chocolate Aftertaste Low V6***
- 4. Jacques the Potato V4
- 5. Potato Aftertaste High V5***
- 6. Potato Aftertaste Low V6/7***
- 7. Hot Chocolate V10
- 8. Non-Intentional Life Form V10

The Sectors

To keep things easy, the small crag known as the Bachelor Pad has been divided into 3 distinct sections. These are:

The Left hand side

Describes problems from left to right starting with One Legged Cougar and finishing with Derf. This is the place to warm up and prepare yourself for the main course. The classic Free Mahi Mahi (V4) can be easily identified by the strange looking undercling 'blob' – a good point of reference for the other problems in this area. If you're into jumping, then there are some fun dyno's here as well.

It all starts to get a bit steeper hereabouts. The two easily identifiable traverse lines are the stand-out landmarks, with 'up' problems bisecting these lines at various intervals – the first of which is 'Jacques' – the last being 'Twist and Shout'.

The Middle

Describes problems from left to right starting with the Aftertaste Traverses and finishing with Indestructible (V6). With the exception of the traverses, most of the problems here are short and brutal, and have a penchant for requiring good bicep strength (that means underclings). Some of the rock architecture is pretty amazing (witness the 'breadloaf' pinch on SGF) – and the climbing is radically steep – most of the problems starting in a roof.

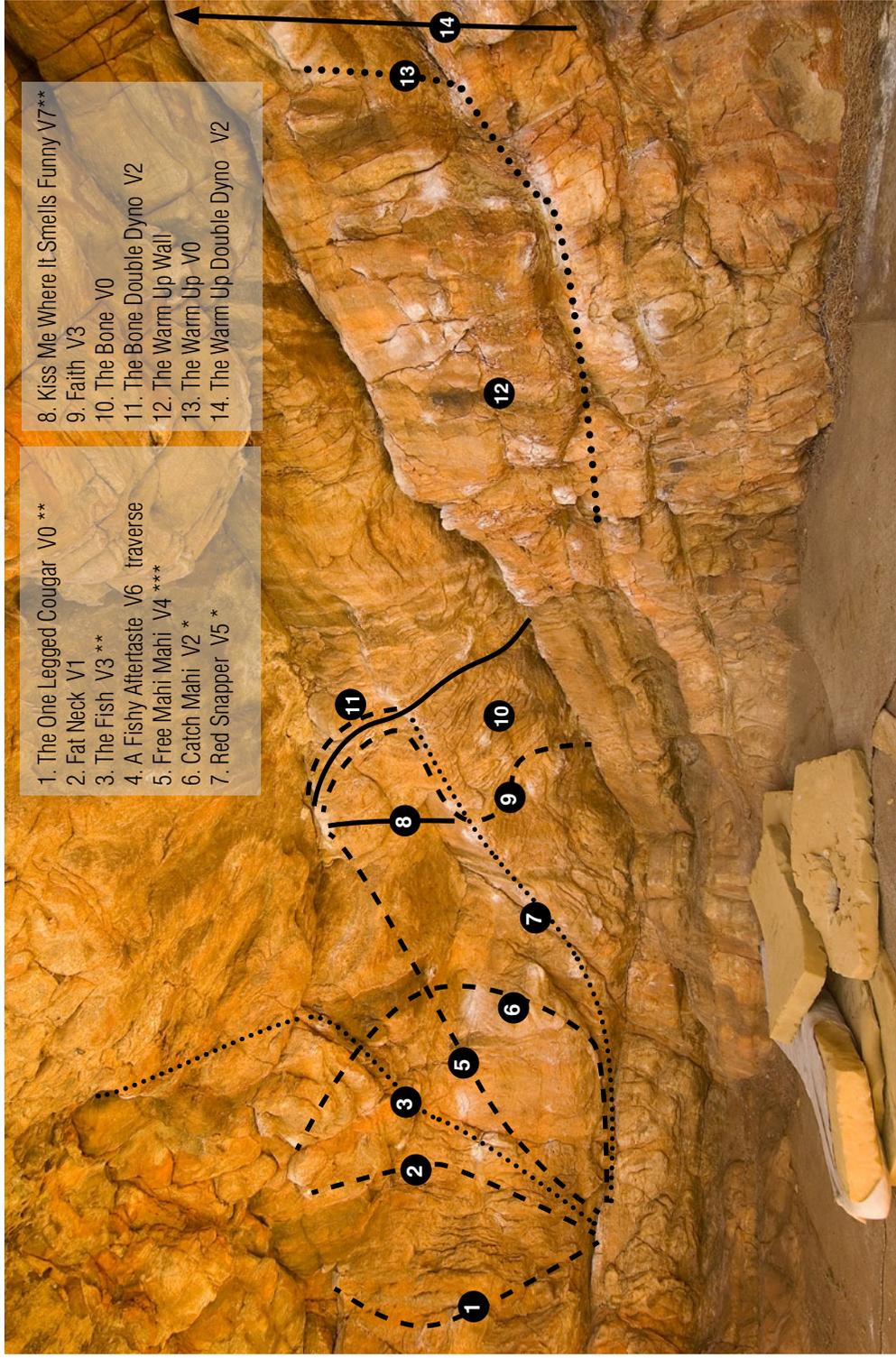
The Right hand side

Describes problems from left to right starting with Madball (V8) and finishing with Snowball (V3). If the Middle sector hasn't fulfilled your appetite, then this surely will do the job. Basically speaking you need to be 'smokin' to be able to climb most of the problems in this sector. Undeniable proof that God intended you to boulder (footless?) – when you look at the architecture of 'Madball'. Your entry fee to this, and most of the problems here, goes by the name of 'body tension'. Did you bring some?

Grades

Grades as always are subjective, especially when compared to route difficulty. For the purposes of clarification however, the following table has been included using the two most widely recognised systems in the world (John Sherman's 'V' grades, and Fontainebleau grades). The route equivalent column merely displays a common link to what the majority of climbers can boulder – relative to their hardest worked route (redpoint). It is by no means a 'hardline comparison' – but it does give a rough indication of what route level your bouldering grade dictates – or at least how strong you have to be to do some of the problems.

For instance, if you're bouldering V4 and you like redpointing, then chances are that you've climbed a 25 as well. If on the other hand you stick to onsighting, then you might find that despite bouldering V4 – your hardest climb is still 23. Clearly there is no baseline here. What it does show though is the level of maximum bouldering power most climbers have relative to their hardest routes, and vice versa.



1. The One Legged Cougar V0 **
 2. Fat Neck V1
 3. The Fish V3 **
 4. A Fishy Aftertaste V6 traverse
 5. Free Mahi Mahi V4 ***
 6. Catch Mahi V2 *
 7. Red Snapper V5 *

8. Kiss Me Where It Smells Funny V7 **
 9. Faith V3
 10. The Bone V0
 11. The Bone Double Dyno V2
 12. The Warm Up Wall
 13. The Warm Up V0
 14. The Warm Up Double Dyno V2

The Left hand side

Warm ups-ville, with a good bunch of problems in the V0-V5 bracket – with the exception of course of the huge dyno problem! Problems are described from left to right

- 1. The One Legged Cougar V0 ****
Far left hand side of cliff – sit start off chalked horizontal, then up left through ‘V’ gaston hold, then up to roof.
- 2. Fat Neck V1**
Same start as OLC, but taking a line slightly right of this. Any which way to the good hold up under the roof.
- 3. The Fish V3 ****
Same start as OLC. A highball. Follow the bolts, then jump off before you get scared. Essentially the start of the grade 23 route.
- 4. A Fishy Aftertaste V6**
Traverses half of the crag! Only included for those persons that are ‘pumpers’ and would rather climb routes (what are you doing here then?) It goes something like this: Red Snapper >> The Bone >> Warm Up Wall >> Chocolate Aftertaste High Traverse. Lots of good rests along the way. Do you really want to bother?!
- 5. Free Mahi Mahi V4 *****
Same start as OLC – but then right across large sloper and through obvious undercling (it hasn't snapped yet). Big reach up and right for finish jug of ‘Kiss Me’ dyno – and match! FA: Sharik Walker.
- 6. Catch Mahi V2 ***
Same start as OLC, but directly right into large undercling, then direct to LH sloper, then right. Up and left through more underclings/sidepulls to good hold up under big roof – just right of OLC finish.
- 7. Red Snapper V5 ***
Start as for Catch Mahi (start jug just right of Mahi Original start), then rightwards across underclings and KMWISF start holds into The Bone. Very foot eliminate-based – so contrived, but still good.

8. Kiss Me Where It Smells Funny V7 **

Dyno. Standing start using small LH nubbin crimp on hanging slab, and RH on adjacent sloper with thumb press. Jump for jug under roof! As with all dynos, very dependant on strength, commitment, and height! Then again – the latter never stopped Johnny Dawes (5'3")

9. Faith V3

Crouching start under ‘Kiss Me’ – going LH into undercling, RH into gaston press with thumb catch, then ‘faith move’ to LH nubbin crimp of ‘Kiss Me’ (employ a good spotter). R to big scoop jug, then dyno for big jug under roof.

10. The Bone V0

Move into large undercling then up to U shaped jug – then big move to the finish of Mahi/KMWISF.

11. The Bone Double Dyno V2

Scary! Match both hands in the U-shaped jug of The Bone, then launch (double-handed) diagonally leftwards for the finish of Mahi Mahi. Spotters mandatory.

12. The Warm Up Wall

(multiple problems/eliminates) Grades V0-V3 – all problems start on obvious sit-start jug.

13. The Warm up V0

Classic warm up on big holds just right of the Warm Up Wall.

14. The Warm Up Double Dyno V2

Double-hand dyno from the obvious launch site (pick a jug!) to the top. Control that swing!