

Aoraki Ara Timaru Outdoor Ed Memorial Wall, Orbell Street

The bouldering is found on the western end of Orbell Street, in the big dip near Morgans Road. From the skate halfpipe follow the main track for about 150m, then turn right and up a faint track for 20m. First ascents are unknown, many were first done by local NZAC members and Aoraki/Ara OE students (Robert Scott to name just one). Many of these climbs were cleaned and established by Sash Nukada in April 2020. Grades are mostly in the VE – V4 range; they were purposely not graded. Think of this as an opportunity to be free from grades and to approach the rock as it presents itself. The wall faces WNW so gets good afternoon sun. A bouldering mat is essential here and watch out for loose rocks/blocks.



Aoraki Ara Wall – Social Boulder Comp Rules

- Bouldering can be dangerous, climb at your own risk. **Bouldering mats are essential here** (lots of ankle breaking ground), **spotters are highly recommended**, and **be aware of loose rocks/blocks** (some are marked with a big red cross).
- **Sit starts = 10 points, standing starts = 5 points.** There are 18 climbs so max points = 180 points. See how many points you can get in 3 hours, 2 hours or 1 hour. If you can climb all 180 points, how quickly can you do it?
- **Sit starts:** your bum must be the last thing to leave the ground. Hands and feet must already be on the rock.
- **Standing starts:** you cannot dyno (jump or bounce) off the ground. You must grab the rock and step off the ground.
- **“Never ever sacrifice style and grace for the summit”** (John Bachar, original Yosemite Stonemaster). Halve your points if you use crap technique at any stage.
- You must start directly in front (more or less) of the chalked climb initials. Any rock on the ground with chalk on it is out of bounds.
- You cannot grab or make contact with anything outside of the chalk boundaries. Some of the climbs may seem quite narrow, but it’s great for training your proprioception and spatial/body awareness.
- Climb is completed when both hands are holding the hold in the finishing chalk circle for 2 seconds.
- Please downclimb after you complete the climb and jump from a safe height onto a bouldering mat.
- Note for *Ninja Warrior* there is a ‘Ninja Warrior Direct’ variation worth 15 points; sit-start and eliminate the key hold in the left corner crack.

Climb name (listed from left to right)	Description	Points
1. The Nose (TN)	...of El’ Orbell. Just like The Nose of El’ Capitan except much smaller. But maybe proportionally steeper? The short steep arete with an intense start, intense middle, and intense left leg rock-over to finish.	
2. Mandelorian (M)	Kind of looks like one? Maybe? Up the mellow narrow arete.	
3. BOD (BOD)	Boulder of the Day, like WOD (Workout of the Day). But you may need more than a day to get your butt off the ground. The short steep arete with the shallow right hand pocket to start and not much else.	
4. Tame (T)	Named after a song by The Pixies. And you will need to tame the first move. Climb the face with the thin corner crack on the left.	
5. Velouria (V)	Another Pixies classic; beautiful and edgy just like this climb. Another face climb with a thin crack to the left.	

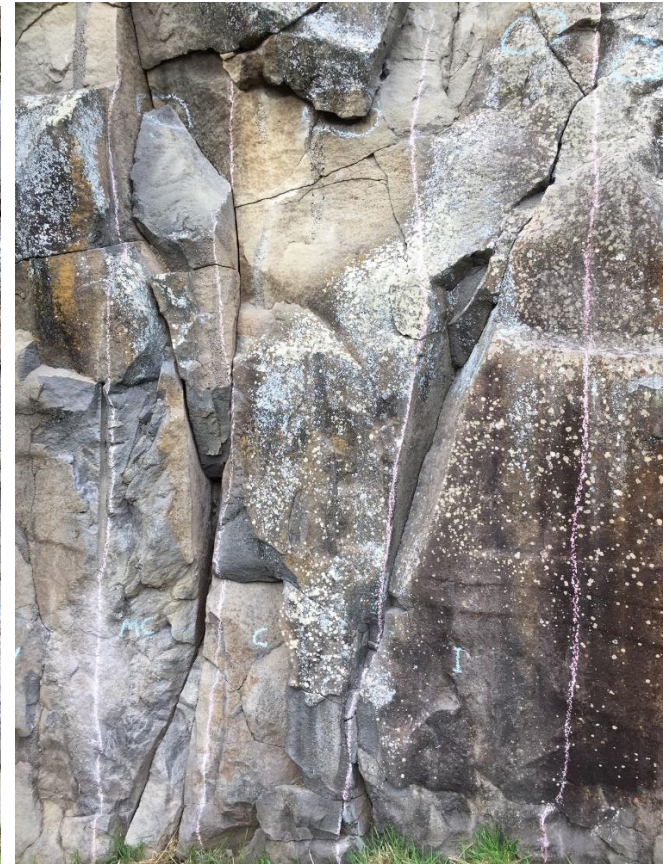
6. Monster Crack (MC)	Not quite the Monster Off-width in Yosemite, but close enough. Hand and finger jams up the obvious crack.	
7. Cactus (C)	How do you climb a cactus? With foot dynos? Good feet and slopy hands lead to a tricky final move onto the shelf.	
8. Ichiban (I)	Japanese for number 1. One of the first climbs done here. The V shaped corner and the face to its right.	
9. Do or do not (DDN)	...there is no try. And there is no trying the first few moves. Wrap yourself around the arete and DO the first moves, then a delicate right leg rock-over leads you to glory.	
10. Down Under (DU)	Down under the dodgy block, in a land down under. Short and sharp.	
11. Wolfgang (W)	Tribute to Wolfgang Gullich. And you will need to be as strong as the Legend himself to do the sit start. Up the right-hand end of the bulletproof buttress.	
12. Today Tomorrow Timaru (TTT)	The classic national anthem of Tima-vegas, sung by ironically an Auckland band. Bridge up the classic double corner.	
13. Seth's Slab (SS)	Delicate feet and big side pulls will see you well up this solid black slab. Deservedly popular.	
14. Ryan's Cave (RC)	Start in lower cave, finish in the upper cave. Involves a mega left leg rock-over move. Bonus points if you find the no-hands knee bar.	
15. Gamba! (G!)	Japanese for "Give it heaps!" or "Go for it!" or "Suck it up!" And you will need to on this one. Same start as Ryan's Cave, then move around the arete onto right face. Another crazy left leg rock-over awaits.	
16. Ninja Warrior (NW)	Training for NZ Ninja Warrior? Do this. The steep face to the right of the big corner. If you think it's easy don't forget the <i>Ninja Warrior Direct</i> variation worth 15 points (sit start and eliminate the key hold in the left corner crack). Some sweet moves on a sweet line.	
17. Skankenstein (S)	Lots of different moves on lots of different blocks. Kind of like Frankenstein, but different. Up the blocky ground into finger crack. Bridging will take the pressure off the last moves.	
18. Self-Isolation (SI)	Self-isolate yourself on this one. Walk past the dodgy blocks to find a clean solid face with thin cracks on its right-hand side.	
Name: Total Score (out of 180) =		



The Nose (TN)
Mandelorian (M)
(At start of TN, chalked rock on ground is out)



Boulder of the Day (BOD)
Tame (T)
Velouria (V)
(BOD and T share a key foothold at the start)



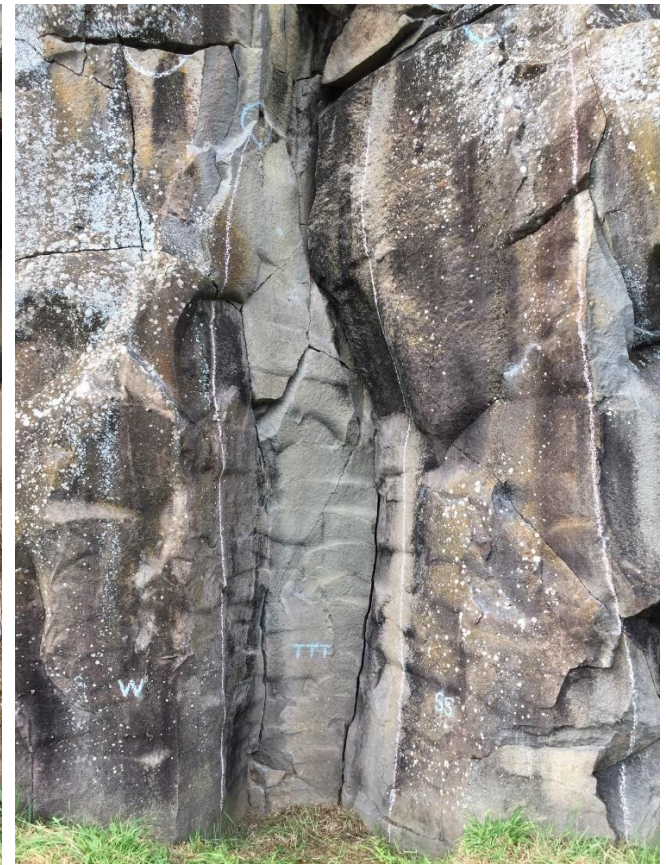
Monster Crack (MC)
Cactus (C)
Ichiban (I)



Do or Do Not (DDN)



Down Under (DU)



Wolfgang (W)
Today Tomorrow Timaru (TTT)
Seth's Slab (SS)



Ryan's Cave (RC)

Gamba! (G!)

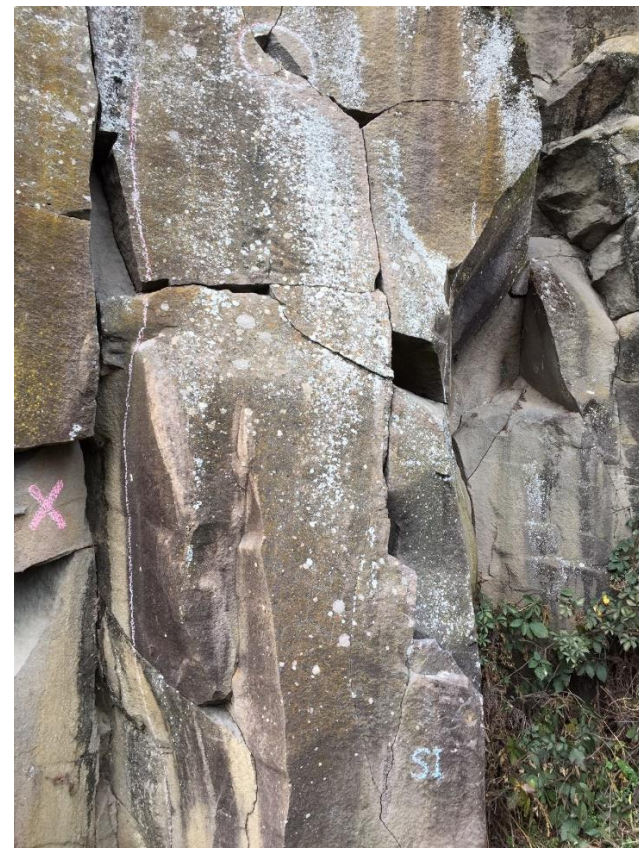
(These two climbs share the same start.
RC goes up and left, G! goes around
arete onto right face.)



Ninja Warrior (NW)

Skankenstein (S)

(Chalked rocks on ground are out.
NW Direct eliminates the key hold
in the left corner crack.)



Self-Isolation (SI)