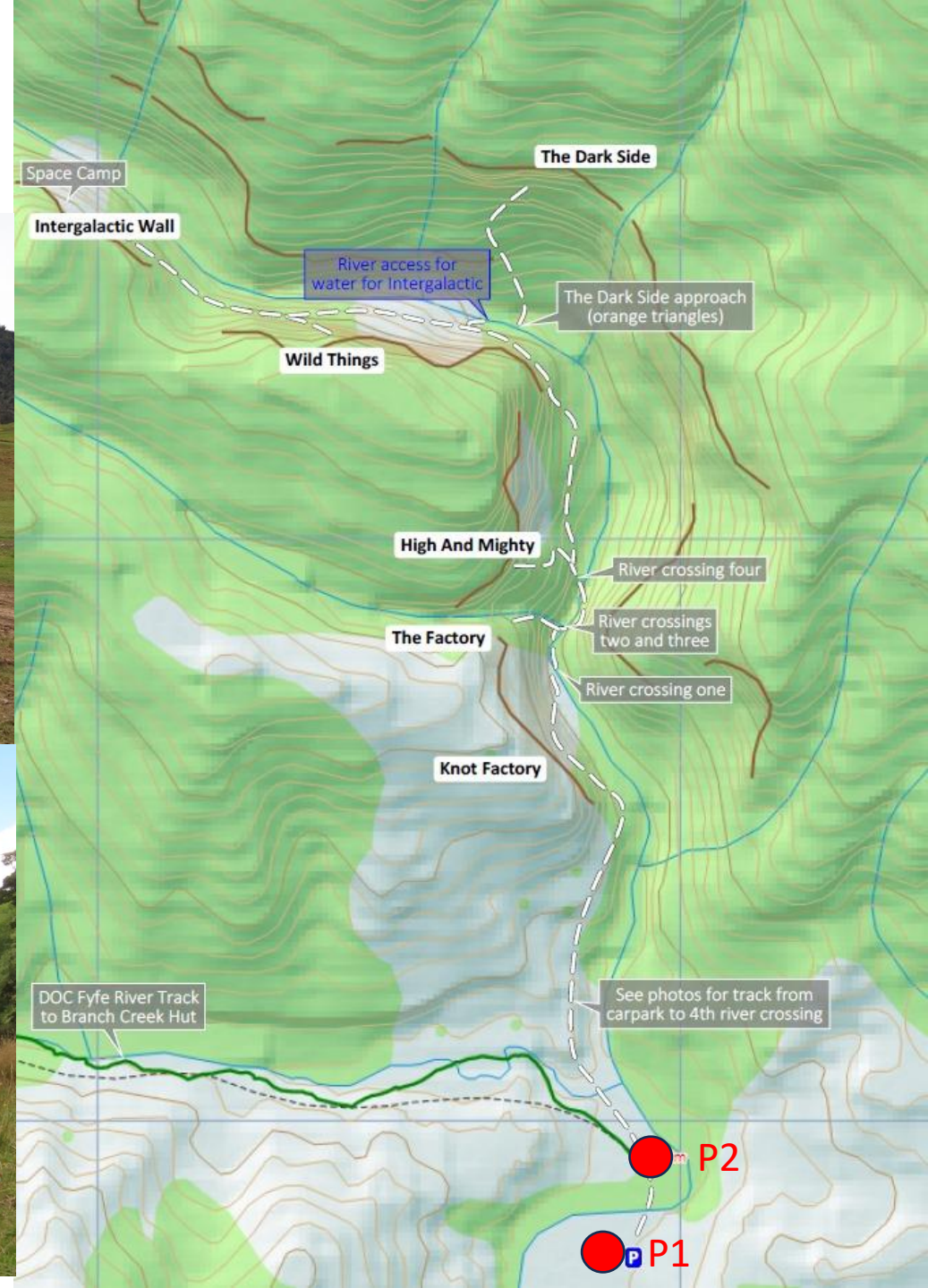


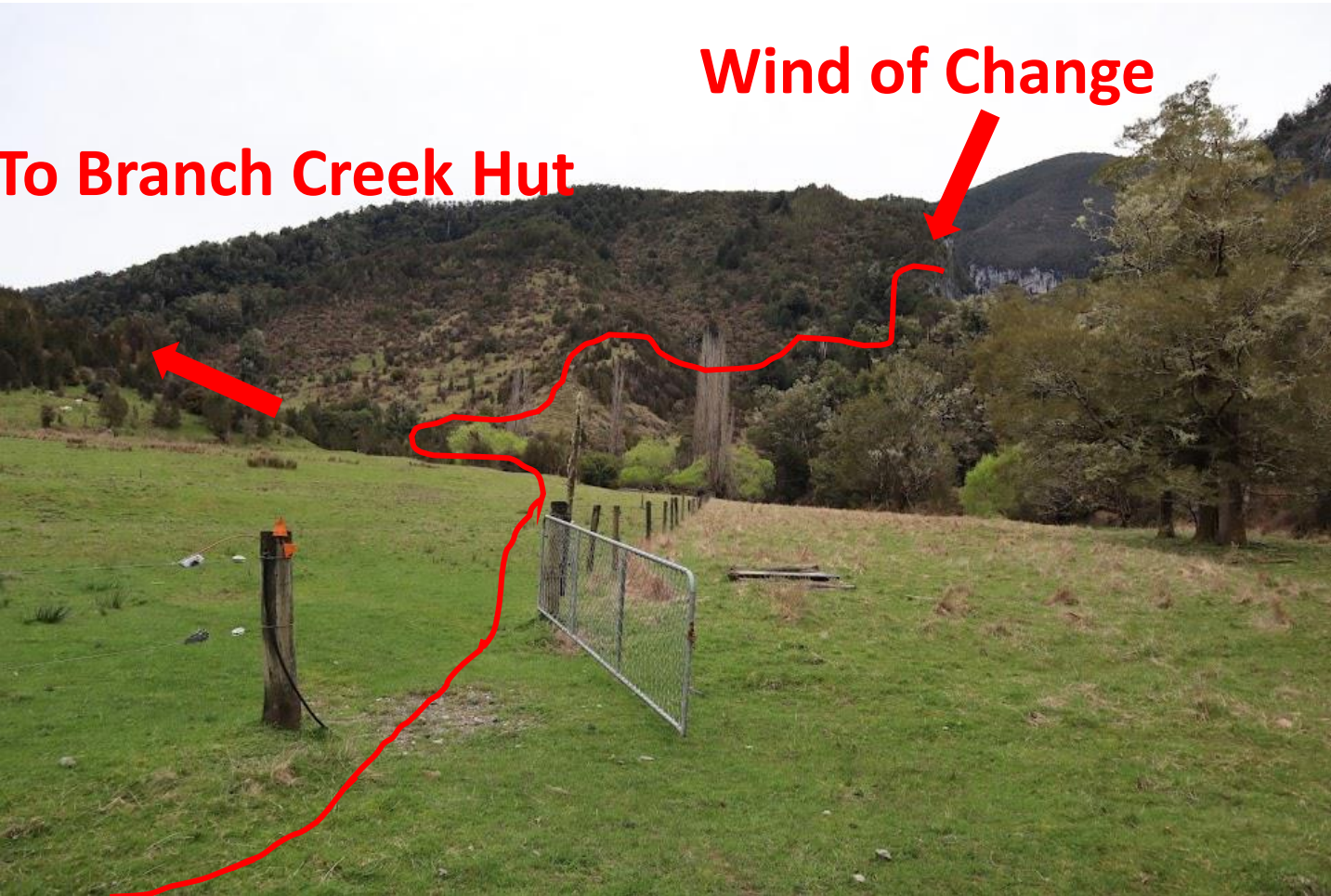
Parking is the same for DOC track to Branch Creek Hut.  
Adequate 4WD vehicles can drive slightly further for closer parking under the trees just before the old ford.



Please remember to be respectful to the road and mindful of livestock when driving through the farm



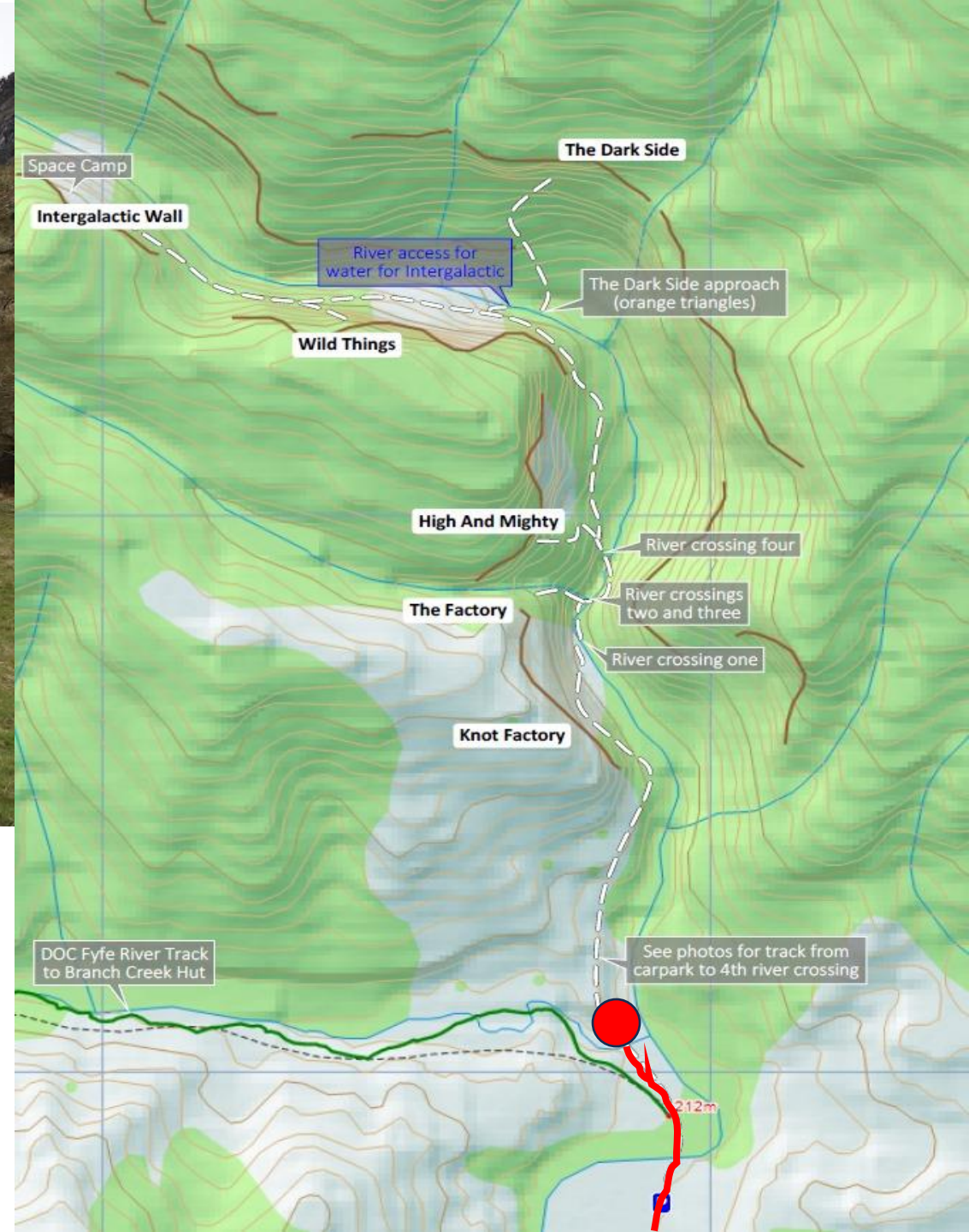




Wind of Change

To Branch Creek Hut

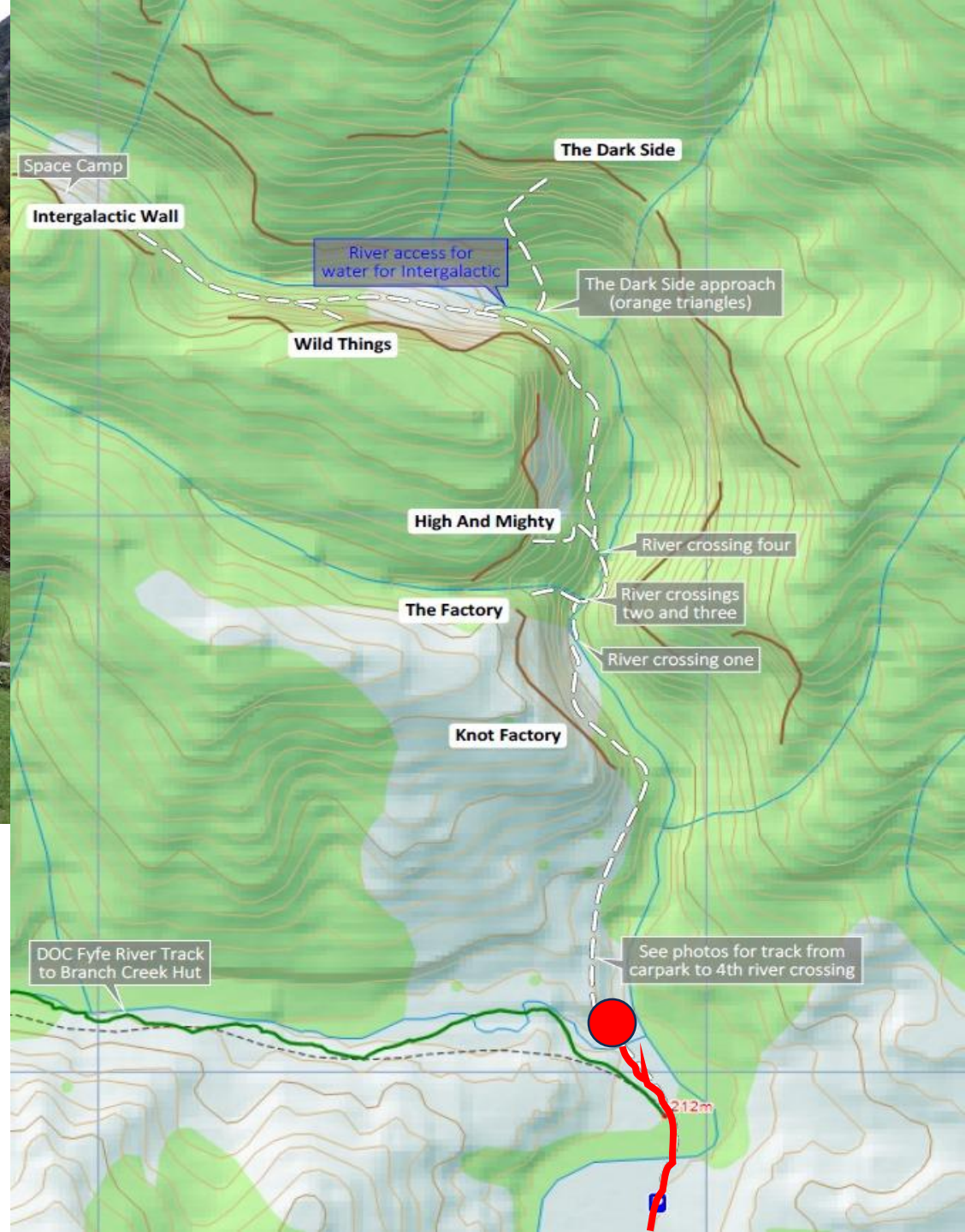
Access the start of the track through a small paddock (leave gates as you find them and don't disturb livestock). Tend slightly left before crossing Frying Pan Creek to begin the uphill slog to the first wall; Wind of Change



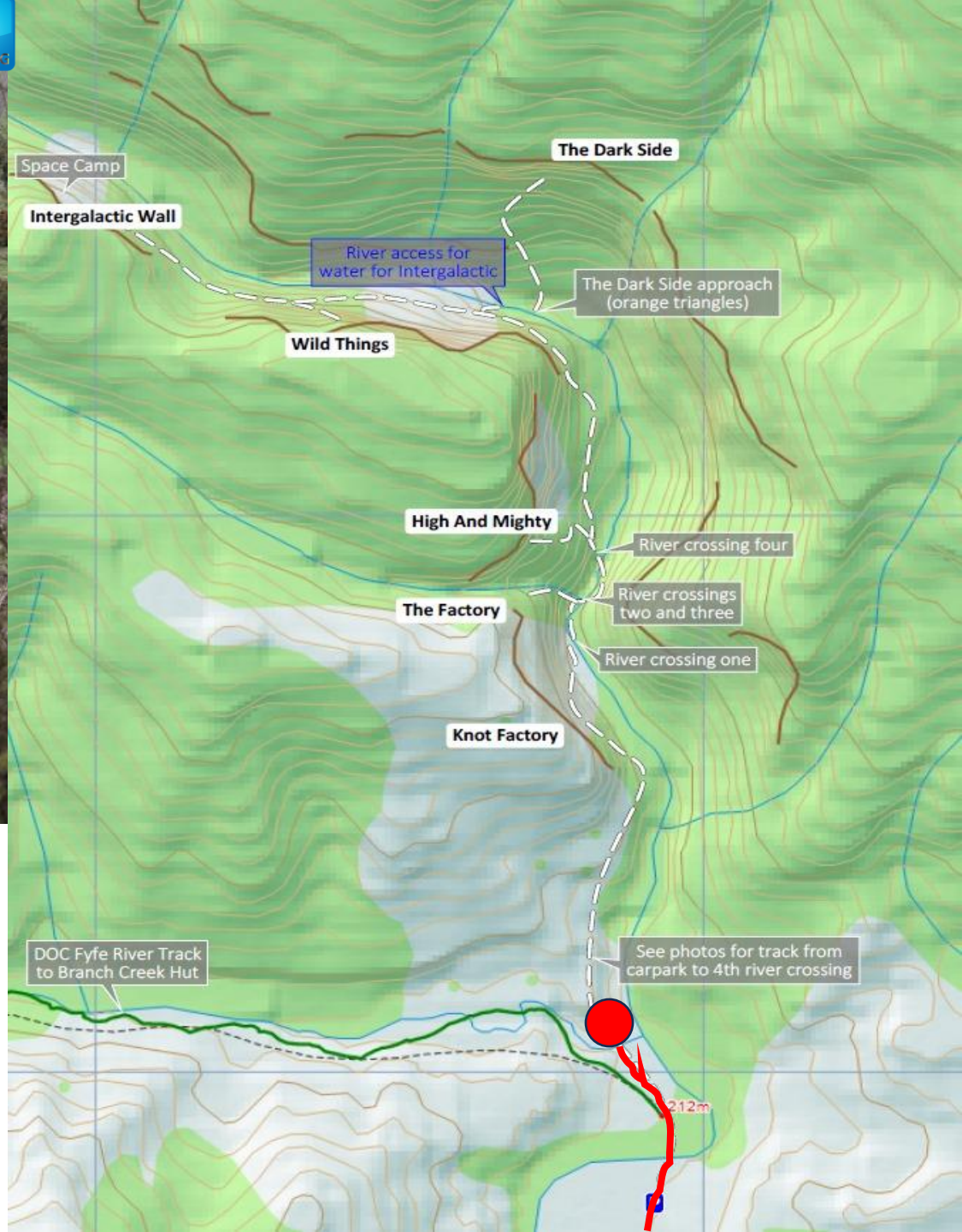




Cross Frying Pan Creek and head up grass knoll as shown in above photo. The track dips out on the right-hand side then continues into the bush. Beware of wild berry bramble, sequiturs or loppers are recommended if early season





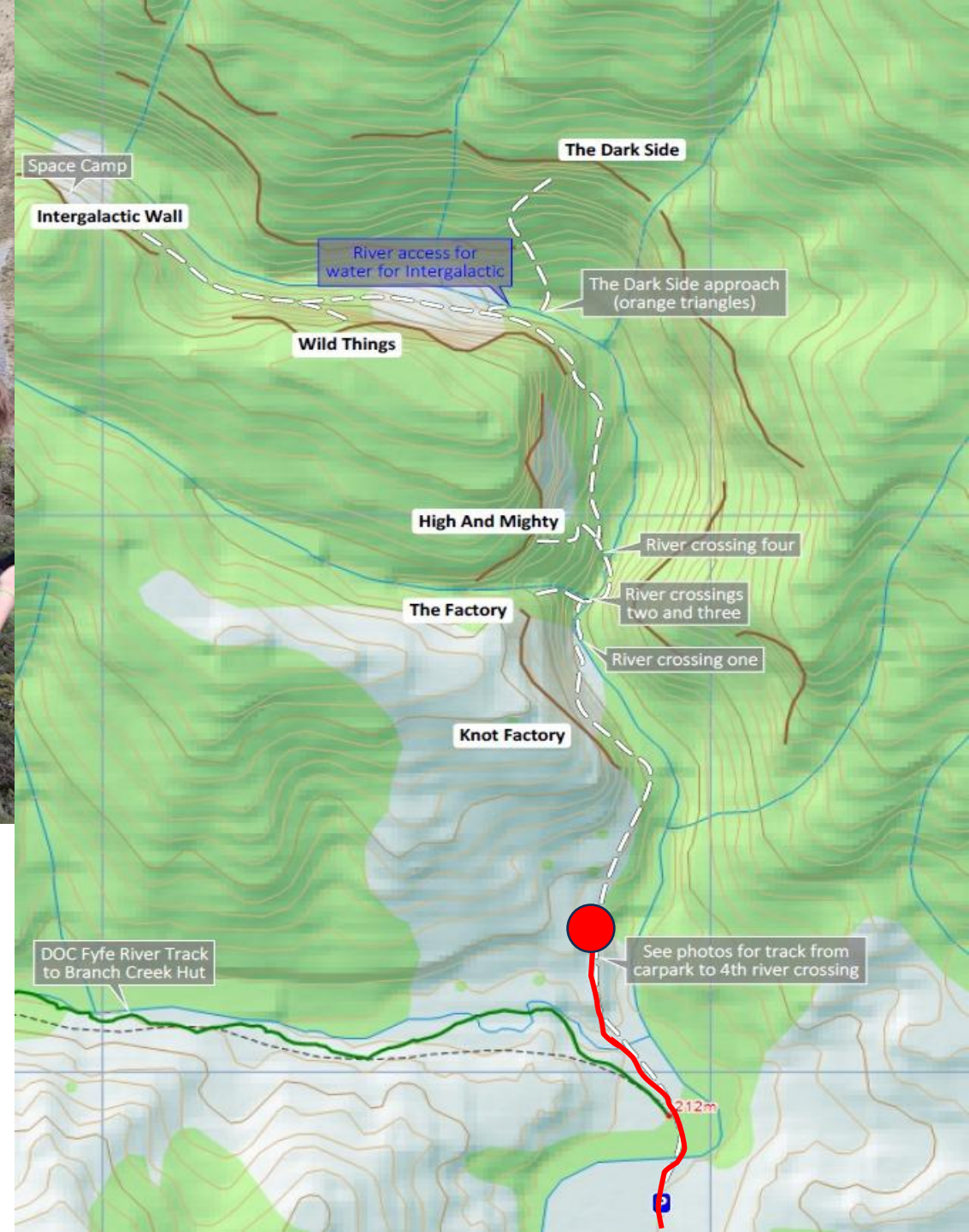


From here the track is fairly decent, follow track markers labeled 'FRG' and/or wasp traps until you reach a vantage point just before Wind of Change.





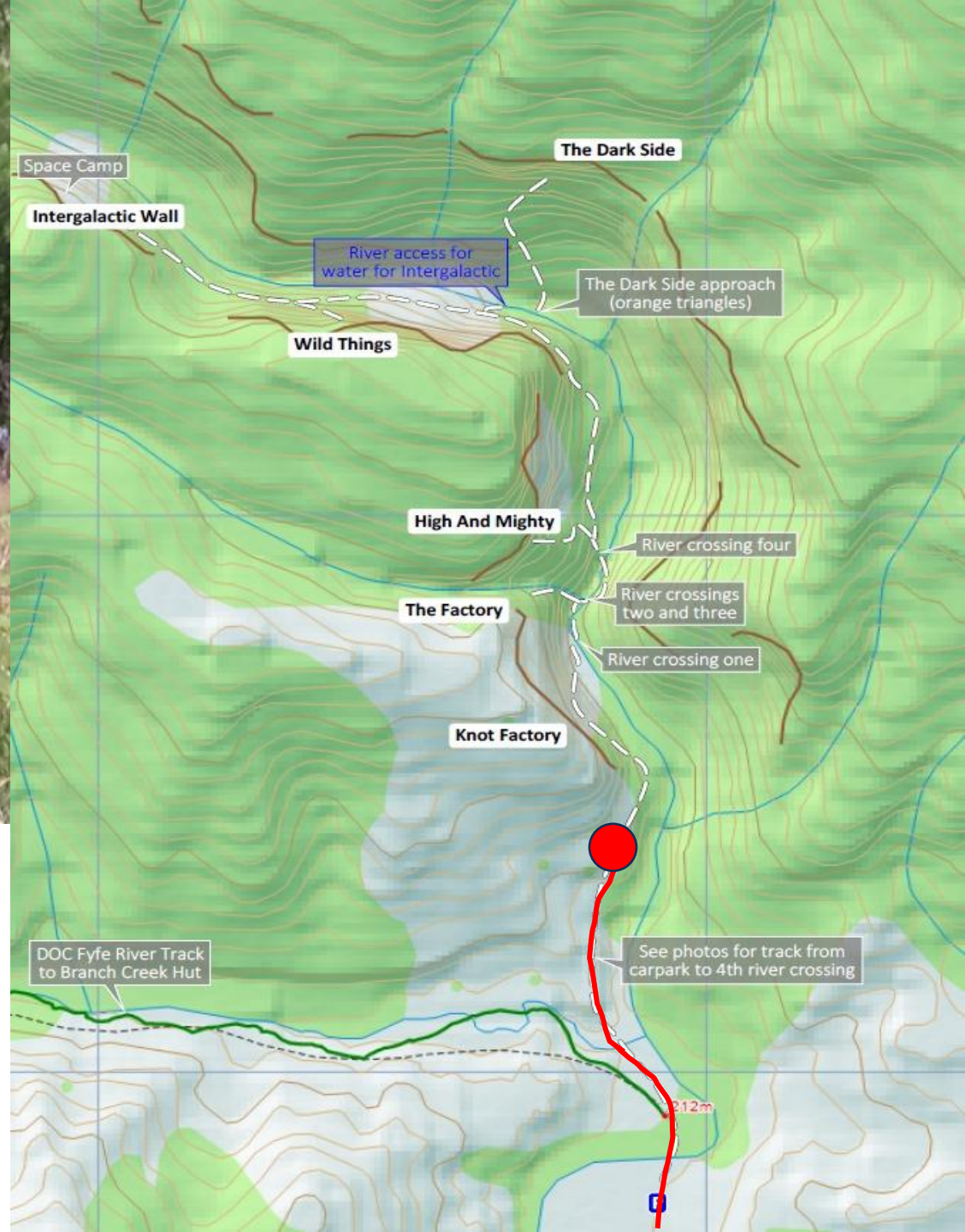
Once reaching Wind of Change, trend downwards five minutes to a fixed line that leads further down to the Knot Factory







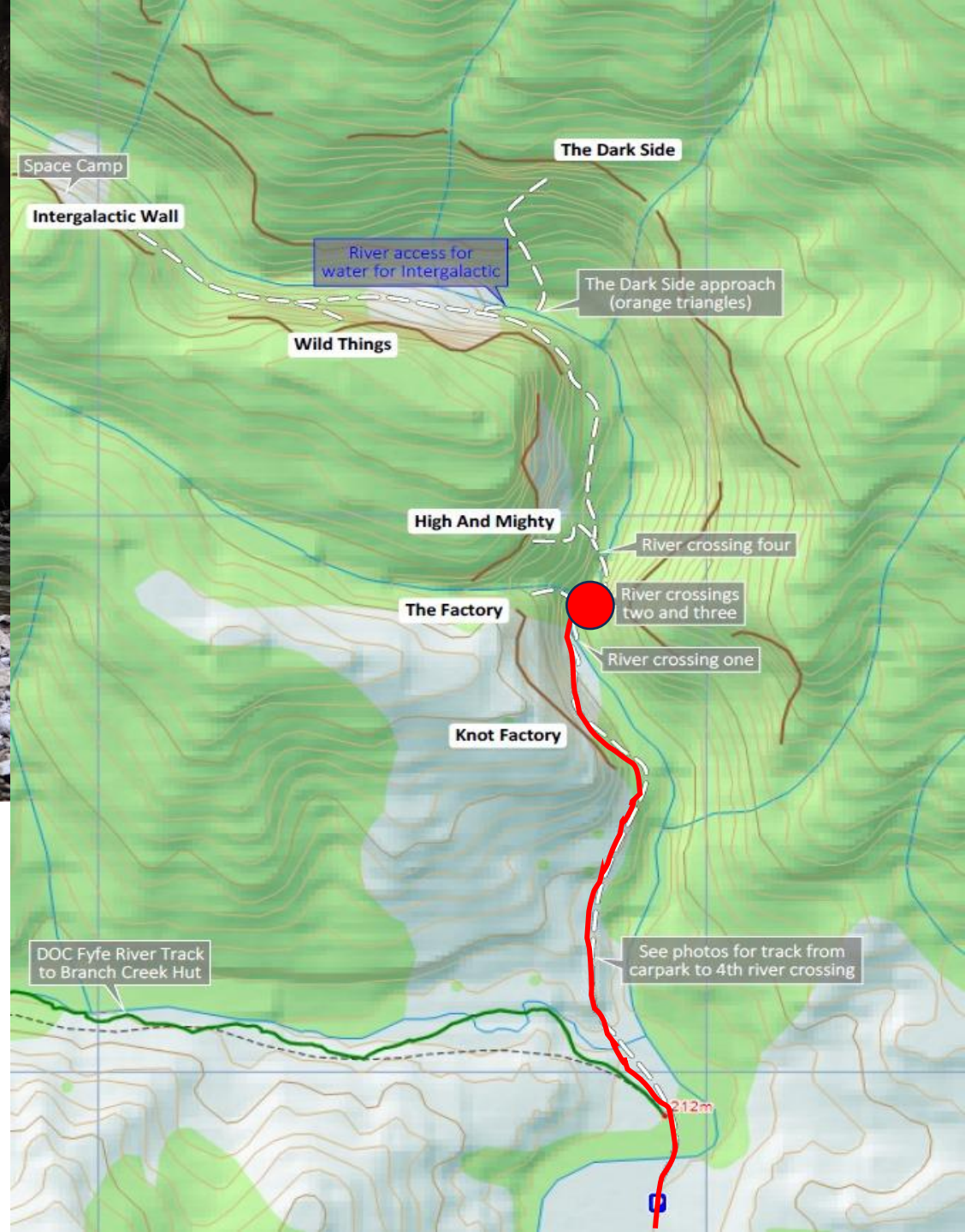
As with any fixed gear, always inspect the fixed rope before descending the steep slope. Walking down is slower but equally as viable.







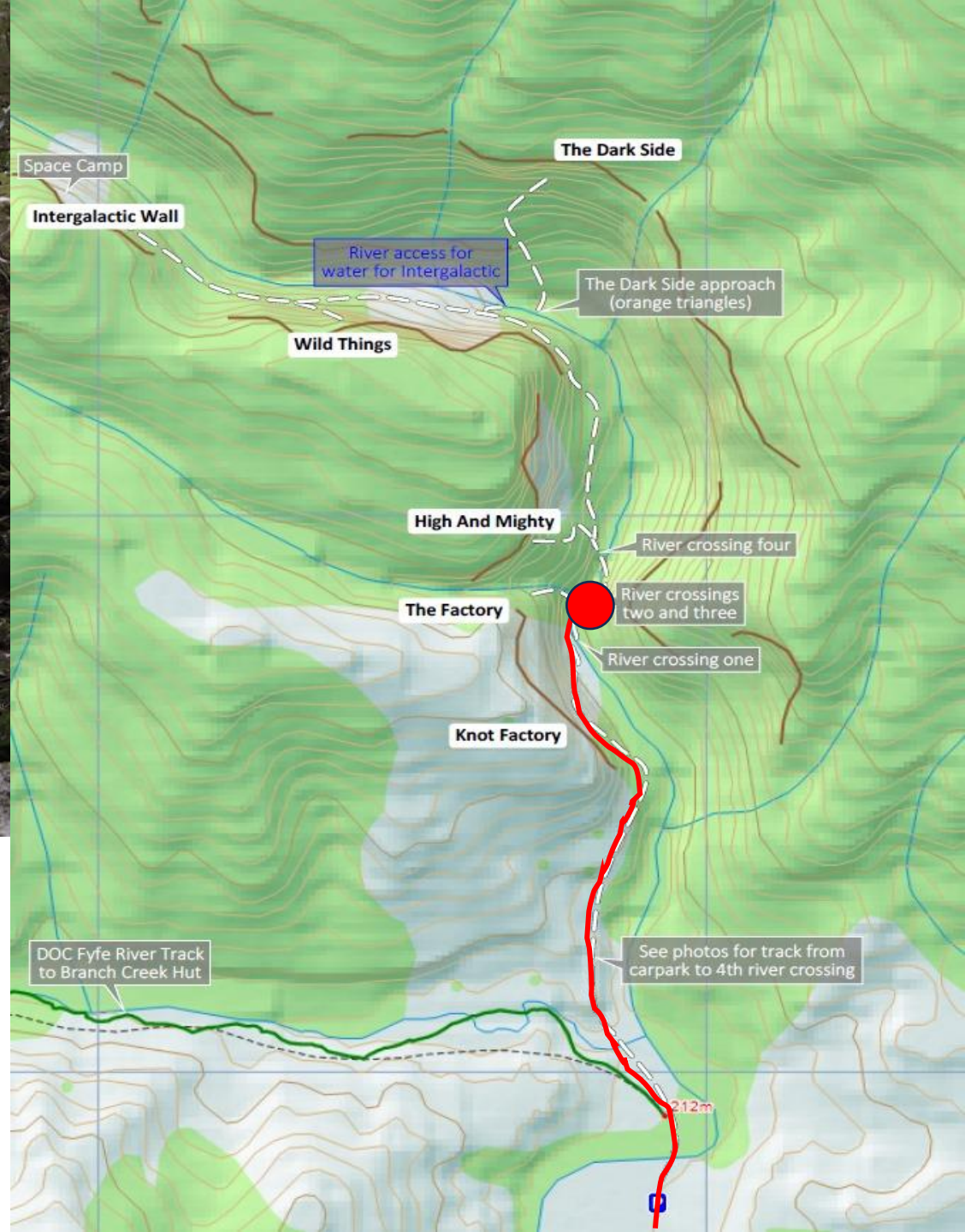
Once passing the Knot Factory, you will encounter the first of four river crossings as well as the turn off to the factory after the second.





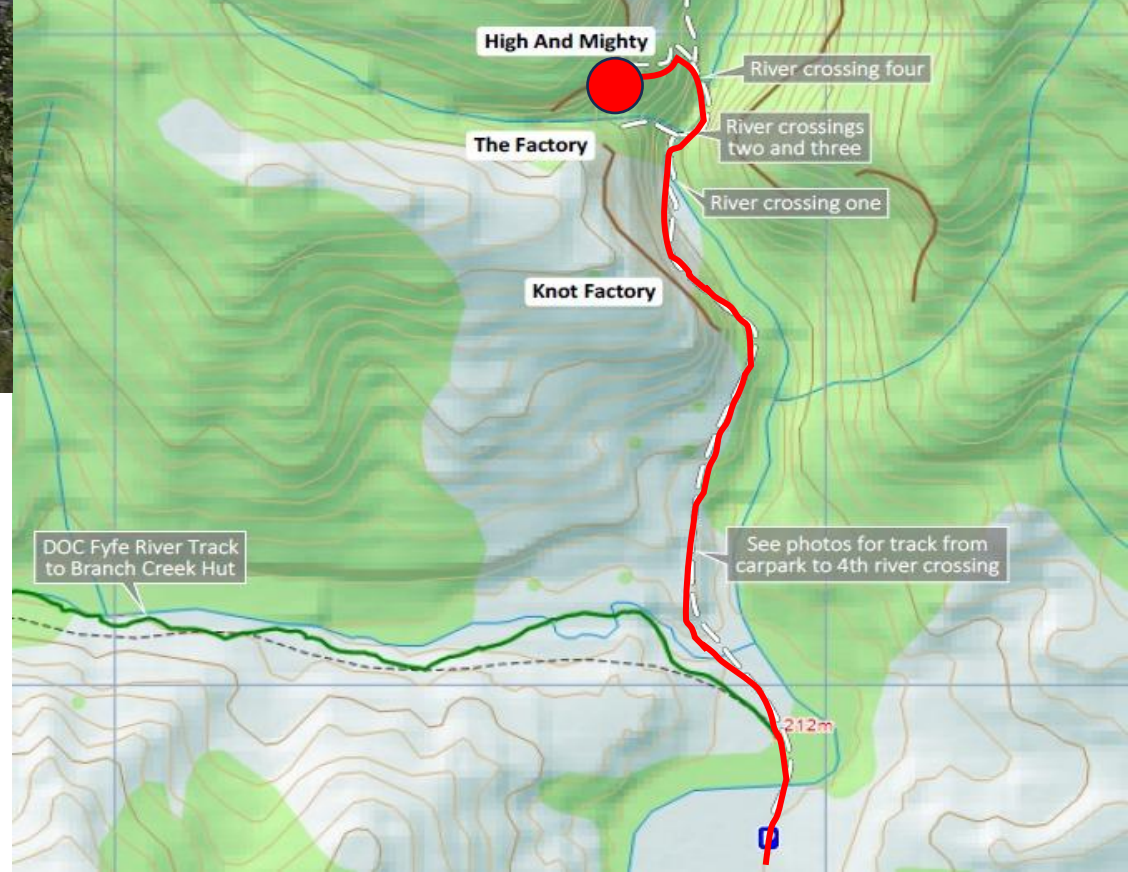


After completing the first and second crossing, either turn off to the factory or continue to the third crossing and then uphill via a fixed line to the final river crossing





## High and Mighty



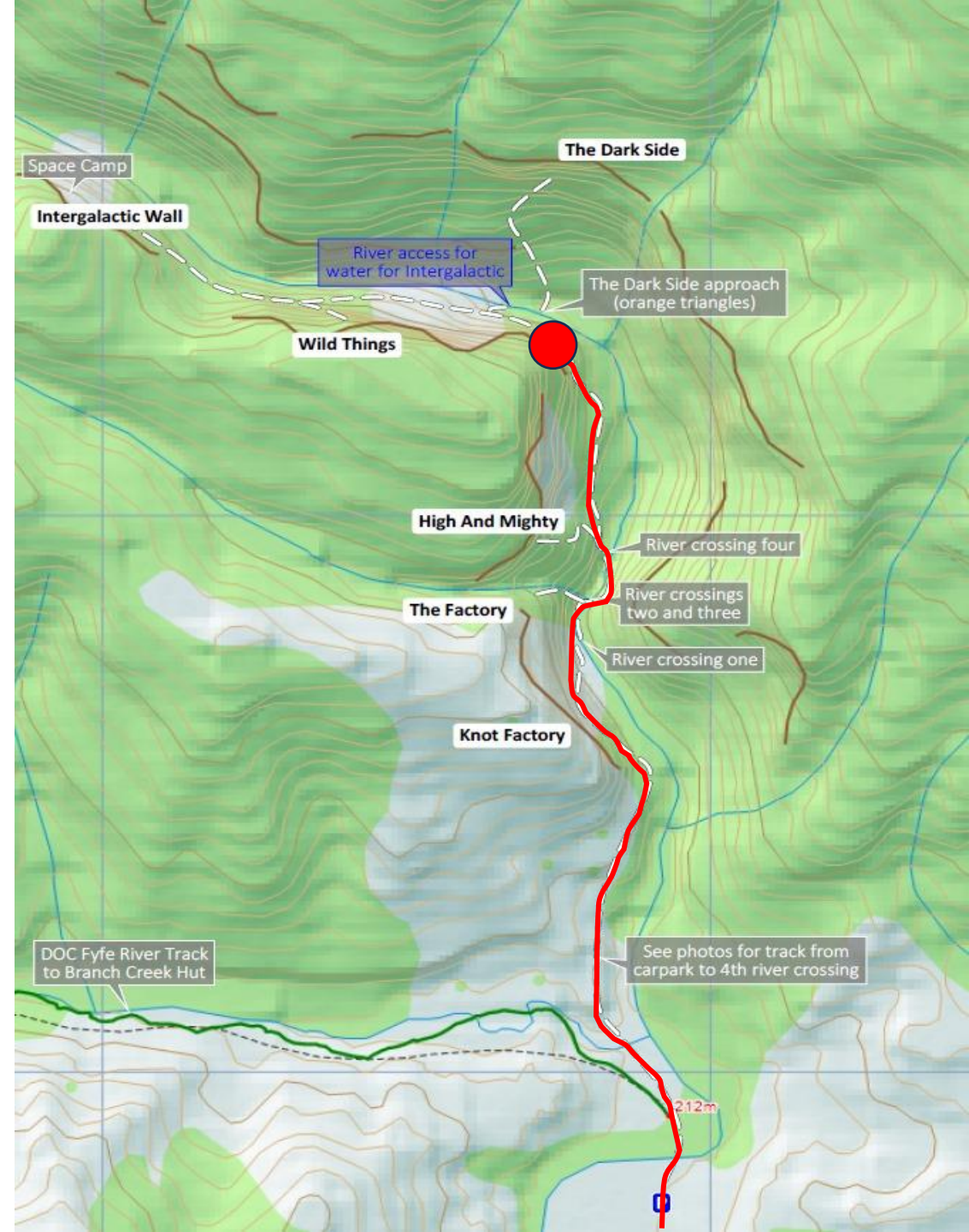
After the final river crossing (should usually be crossable with dry feet unless river in heavy flow) you will reach the High and Mighty turnoff. A track here splits off and initially follows a scree slope before a large hill.



After the High and Mighty turnoff, the terrain becomes somewhat rocky and doesn't lend itself to an amazing track. You will need to follow track markers and wasp bait traps until you reach some fixed lines to navigate the somewhat treacherous segment before the turn off to the Darkside.



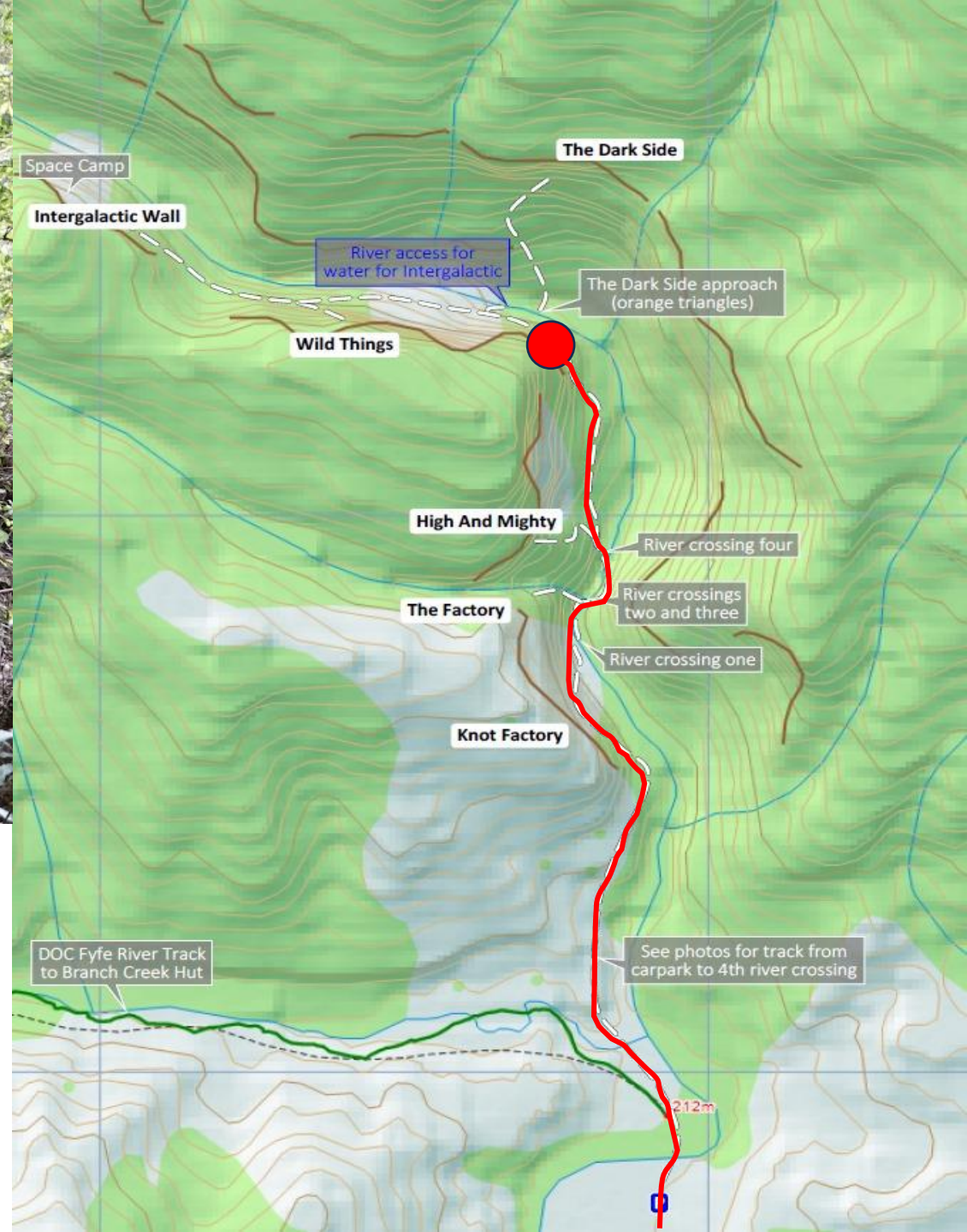
It is imperative to be very careful on the fixed lines, especially in wet conditions, as a fall could land you a dozen meters down the cliff to the river.



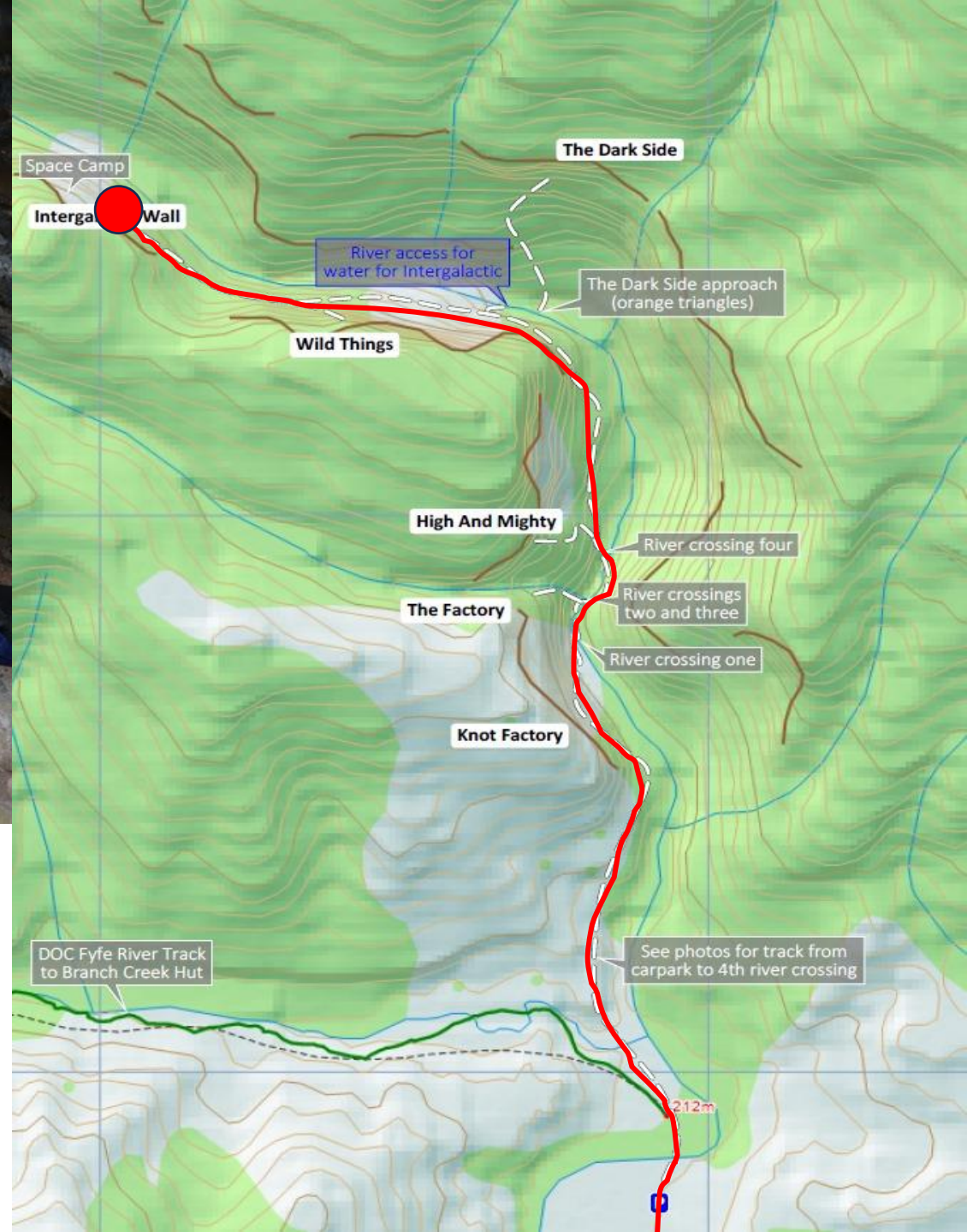




After the fixed lines, the shape of the gorge tends leftwards around a corner. At the Intergalactic/Wild-Things Darkside turnoff there is a cave close by to the river that is used to collect water when staying at Space Camp. There is water available from a small stream at the Darkside.







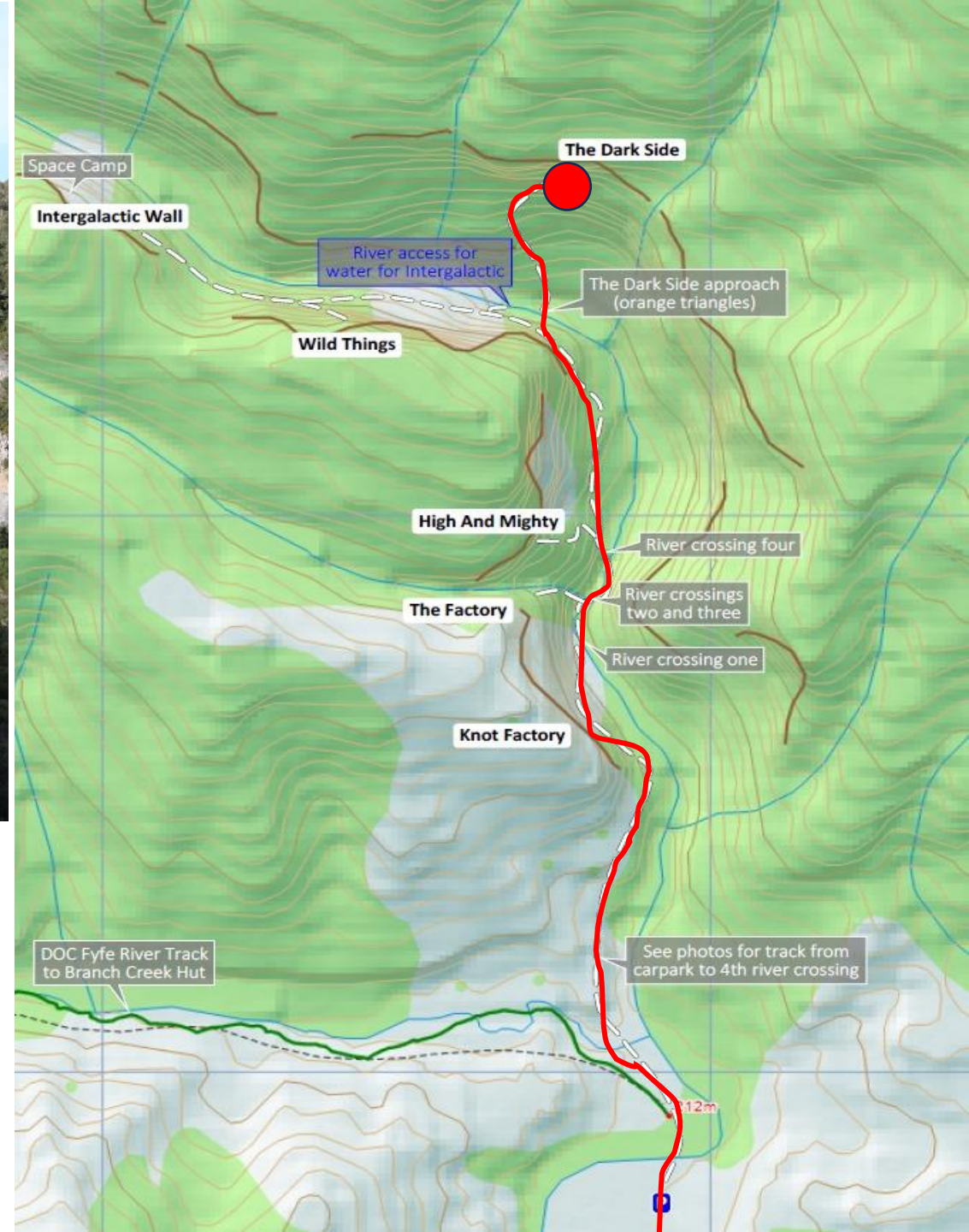
Space Camp (as shown above) is the destination on this side of the gorge and is used to stay when climbing at High and Mighty, Intergalactic and the Wild Things area. Please pack out all rubbish and leave any fires completely extinguished.



# The Darkside



Access for the Darkside requires crossing the river at the Intergalactic turnoff, then heading straight up the hill via a well marked track to the obvious limestone cliffs seen above.





# *The Darkside*





Sentinel and further undeveloped crags

