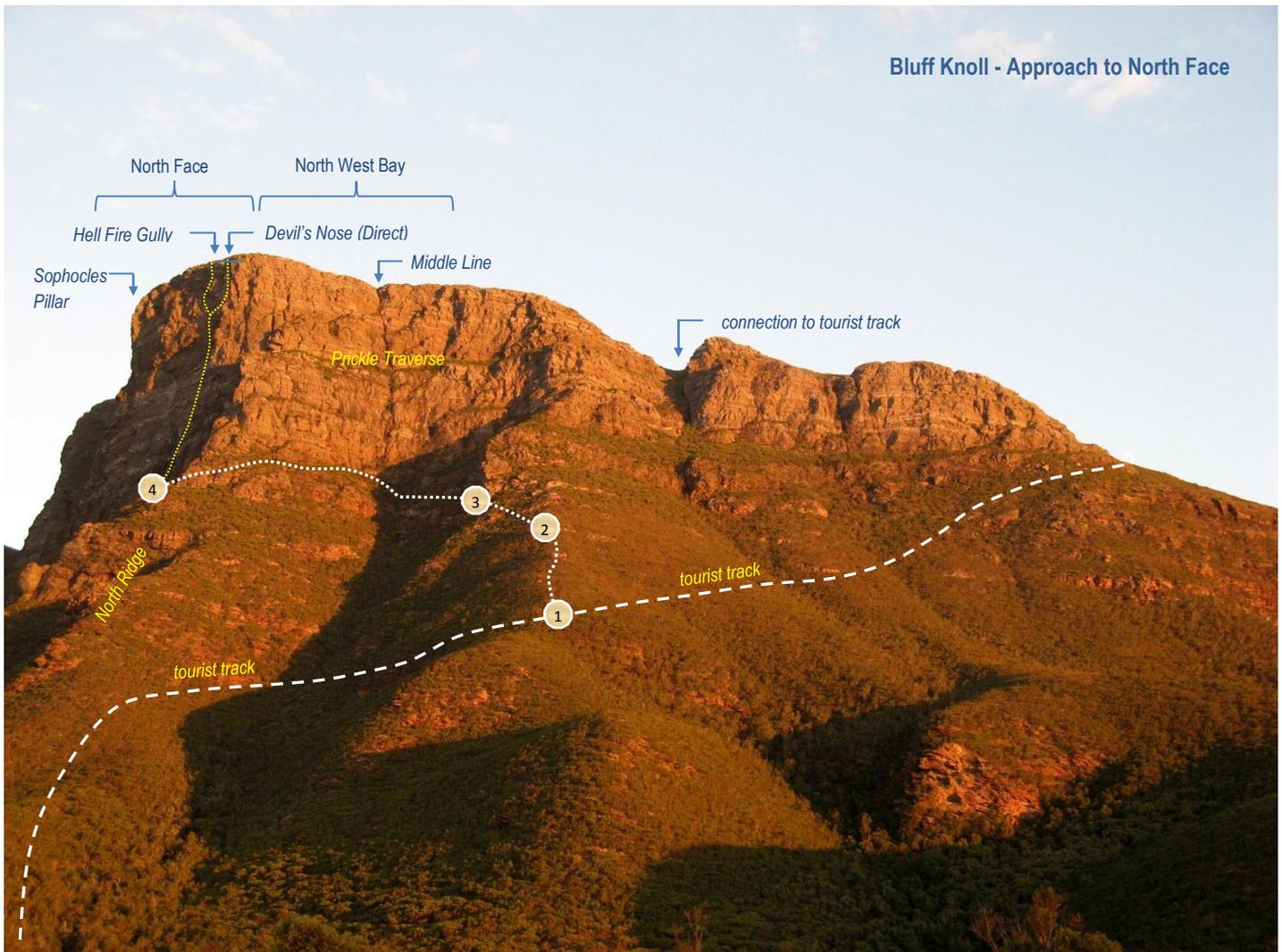


Bluff Knoll - Approach to North Face



Approach to Bluff Knoll North Face for *Hell Fire Gully / Devil's Nose* (by Ross Weiter)

GPS Coordinates:

- ① S34.37380°, E118.24984° Turn-off from tourist track
- ② S34.37473°, E118.25135° Top of rock step
- ③ S34.37488°, E118.25206° Below rock buttress
- ④ S34.37441°, E118.25575° Start of Hell Fire Gully / Devil's Nose

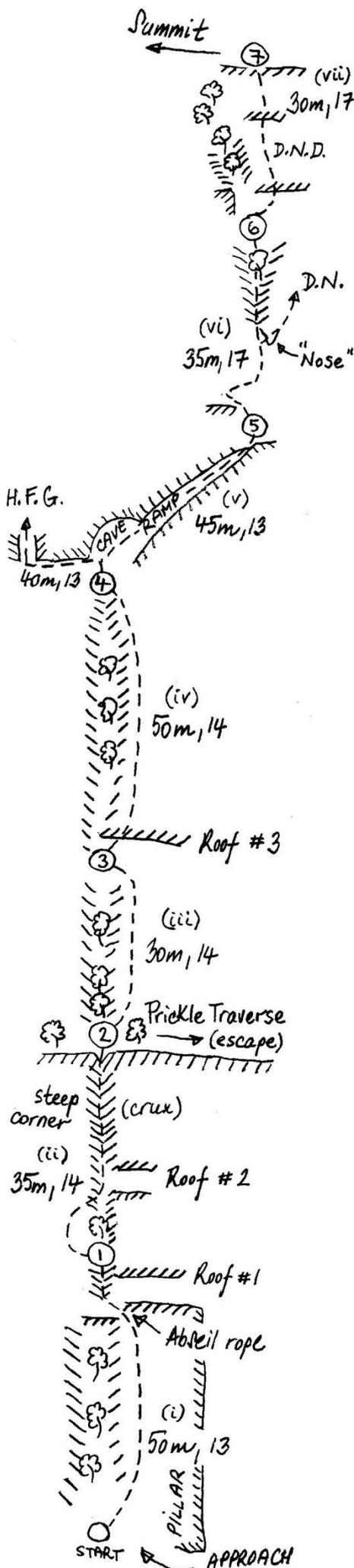
Follow tourist track across for 20 minutes until it crosses a deep gully, and then heads uphill for 300 metres. Turn left at ① and follow overgrown dirt track along crest of ridge. Climb 4m rocky step to its top ②. There is no track after this point, until the cliff face is gained. Go diagonally up and left to the bottom of a large rocky buttress on left side of the ridge ③. Traverse left along the base of the buttress; then go across top of gully, staying below the tree line. Traverse along the bottom of the cliff (intermittent track) to gain the top of North Ridge. The North Face will now come into view. Continue for 300 metres, to a 5m wide by 40m high pillar leaning against the face. Hell Fire Gully / Devil's Nose start on its left (east) side ④. Total approach time from car park is 1 – 1½ hours, depending on your speed. There is some light bush bashing at times, so trousers are recommended. Take light approach shoes as you will be carrying them up the cliff. Carry a headlamp each.

Notes for Climbing on North Face of Bluff Knoll

Weather: The approach ridge is in the shade until 8 am, which makes ascending it more pleasant in warm weather. In summer, the face is in the sun all day, there is little shelter. Wear white clothes. If forecast is for 30°C or more, stay away. Carry 2 litres of water and some sunscreen. It can be very windy and cold at the top at any time of year, so a light wind jacket with hood is a good idea.

Gear: Very small cams down to #0 C3 Camalot are very useful for the many horizontal cracks in between rock layers. Cam sizes above #2 C4 Camalot are not very useful. Bring a full rack of nuts, but there is no need to double up on sizes. If you have hexes, bring one or two of medium size. Bring many longer slings of 0.3 - 1m length; you will be using these for most of your runners because using quick draws will often result in rope drag due to protruding rocks. There is much loose rock, wear a helmet.

Experience: Besides climbing difficulty which is not great, you will need to deal with loose rock, run-outs, heights, and oblivious tourists throwing rocks off the summit above you. Do not attempt *Hell Fire Gully* or *Devil's Nose* unless you are a solid grade 18 trad leader at Wilyabrup / Churchman's. This is to say that you will need some grades up your sleeve. You can bail off the top of pitch 2 by traversing right along Prickle Traverse and gain the tourist track by ascending to the V-notch in skyline (steep gully).



Rope up on the ground. If you solo up the vegetated gully, you will miss out on most of the first pitch, which follows the rock to the right of the gully. All pitch descriptions are different from those in the 1990 CAWA Guide, as pitches described here are longer, which will make the climbing faster. Allow 5-6 hours for HFG and 6-7 hours for DN or DND.

Hell Fire Gully (250m, 14)

- (i) 50m, 13 Clamber up rocks R of the grassy gully, staying out of the vegetation. At 38m you will reach a ledge 6m below a large roof – there is a fixed black abseil rope here. Continue up gully and wall to its left until 5m past the L edge of this roof. Belay here, not under roof - this way you can see your leader on the 2nd pitch.
- (ii) 35m, 14 Go up face L of gully for 6m to avoid vegetation, then short corner, then L past another roof, then nice steep 15m corner (crux) to large terrace (Prickle Traverse).
- (iii) 30m, 14 Climb the buttress 4m R of the gully all the way to belay. This is an excellent and exposed pitch which takes good gear. Belay on ledge 6m below roof, in gully.
- (iv) 50m, 14 Up and R - turn the overlap at L end of roof, past long protruding spike. Climb face 4m R of gully until 5m below cave.
- (v) 40m, 13 5m up, then airy traverse left for 10m then up into loose chimney. Before entering the cave, move onto left wall (peg in situ). Leftward gully then move left to airy stance.
- (vi) 45m, 12 Steep wall then easier rock followed by pleasant airy climbing to finishing platform. Scramble for 20m to reach the top.

Michael Adams, Brian Lever, Oct 1975.

Devil's Nose (275m, 17)

Pitches (i) to (iv) follow HFG up to the point where HFG traverses left. DN continues up the gully. (i)-(iv) as for HFG.

- (v) 45m, 13 Continue up R-rising ramp, past several small overlaps, until the ramp runs out. Go right around the corner on jugs, to gain a wide ledge belay situated below an imposing headwall.
- (vi) 35m, 17 Up and left for 2m to another ledge, 3m left and then back right on a rising diagonal to a bottomless corner 15m above the belay. Go out right to stand on small nose. Up overhang above (peg in situ) and up steep wall above to good belay on left of gully.
- (vii) 30m, 8 Easiest way up gully to top.

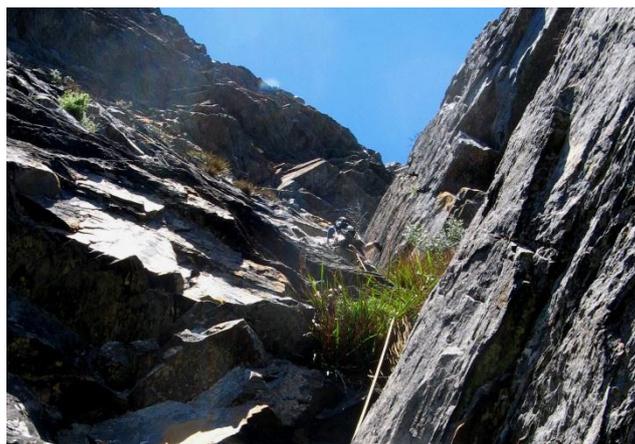
Mike Smith, Dave James, 'Mac' MacArthur, Dec 1975.

Devil's Nose Direct (275m, 17)

Takes a more direct path up pitch (vi) and stays out of the gully pitch (vii) of DN. Follow DN up to end of pitch (v). DN and DND split half way up pitch (vi).

- (i)-(iv) as for HFG
- (v) as for DN
- (vi) 35m, 17 Up and left for 2m to another ledge, 3m left and then back right on a rising diagonal to a bottomless corner 15m above the belay. Pull through this (loose rock but good gear) and continue up gully above. The last 8m are increasingly vegetated. Belay in a shaded rocky alcove deep inside the gully.
- (vii) 30m, 17 Exit alcove to the right. Climb the wall 4m R of gully all the way, pulling through overhang, face, then another overhang. Stay out of gullies and vegetation all the way. This is a very exposed, juggy and enjoyable pitch. It finishes 30m R of the summit.

Ross Weiter, Francis Butler, Mar 2012.



Francis Butler on pitch (ii) ->