

Cheung Chau



Online Guide



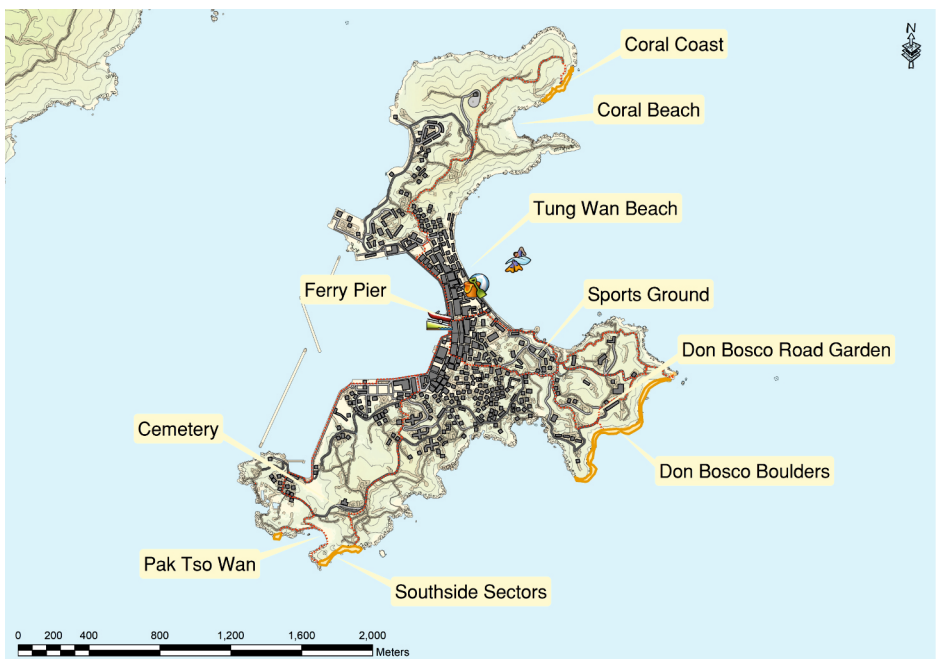
General

The small island of Cheung Chau is a haven for boulderers, with a long rocky coastline that is strewn with fine blocs and walls of granite beckoning to be climbed. Despite the growing number of established problems, what's presented in this guide is barely scratching the surface of the potential that really exists so get out there and go explore some more!

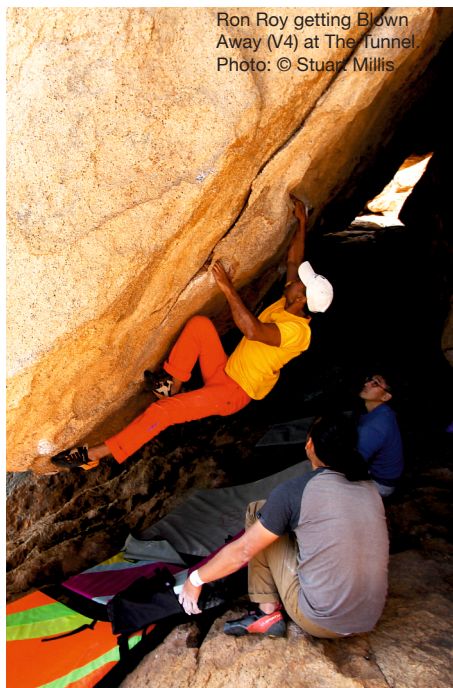
Access

Access to Cheung Chau involves taking one of the ferries from the Central Ferry Piers on Hong Kong Island. If taking a pad with you (advised given the rocky landings and frequent high balls), this will involve a 45 minute trip on one of the Ordinary Ferry Services as the Fast Ferry won't always allow luggage to be carried.

	Weekdays & Saturdays	Sundays & Public Holidays	Ferry Timetable for the Ordinary Ferry Service. It is advisable to check the ferry times on-line (Sun Ferry) to make sure the schedule is still accurate before heading out.
Central to Cheung Chau	06:10; 07:40; 09:00; 10:15; 11:15; 12:15; 13:15; 14:15; 15:15; 16:15; 17:20; 18:00; 18:45; 19:30; 19:40; 20:30; 21:30; 22:30; 23:30	06:30; 07:30; 08:30; 09:30; 10:30; 11:30; 12:30; 13:30; 14:30; 15:30; 16:30; 17:30; 18:30; 19:30; 20:30; 21:30; 22:30; 23:30	
Cheung Chau to Central	05:50; 06:40; 07:15; 07:50; 08:40; 10:00; 11:15; 12:15; 13:15; 14:15; 15:15; 16:15; 17:15; 18:20; 19:30; 20:30; 21:30; 22:30; 23:30	06:30; 07:30; 08:30; 09:30; 10:30; 11:30; 12:30; 13:30; 14:30; 15:30; 16:30; 17:30; 18:30; 19:30; 20:30; 21:30; 22:30; 23:30	



Sectors



Ron Roy getting Blown Away (V4) at The Tunnel.
Photo: © Stuart Millis

Don Bosco Boulders: The most established and comprehensive of the bouldering areas on the island. The Don Bosco Boulders are located on the southeast side of Cheung Chau and include a number of discrete sectors with high quality problems of virtually all styles, but with a bit more concentration on steep and powerful problems for the good stuff.

Southside: The Southside is a series of small clusters on the southern most peninsula of Cheung Chau, in the vicinity of the lovely beach at Pak Tso Wan. Although the problems are not as concentrated as the Don Bosco Sector, the area has a number of unique walls and features that are well worth seeking out.

Coral Coast: A small sector on the northern side of the island. Although suffering from more weathered rock quality, there's still a high enough concentration of lines to make a visit or two worthwhile.



The man responsible for most of the exploration and development on Cheung Chau, Perry Tong pulling hard on Tidal Roof (V6).
Photo: © Karen Chan

Cheung Chau

Terry Chan powering up
Colorado Climber (V7)
Photo: © Stuart Millis



Don Bosco Boulders



Online Guide



Google Map

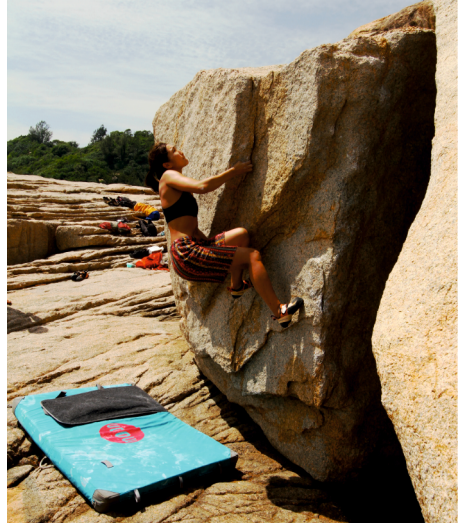


General

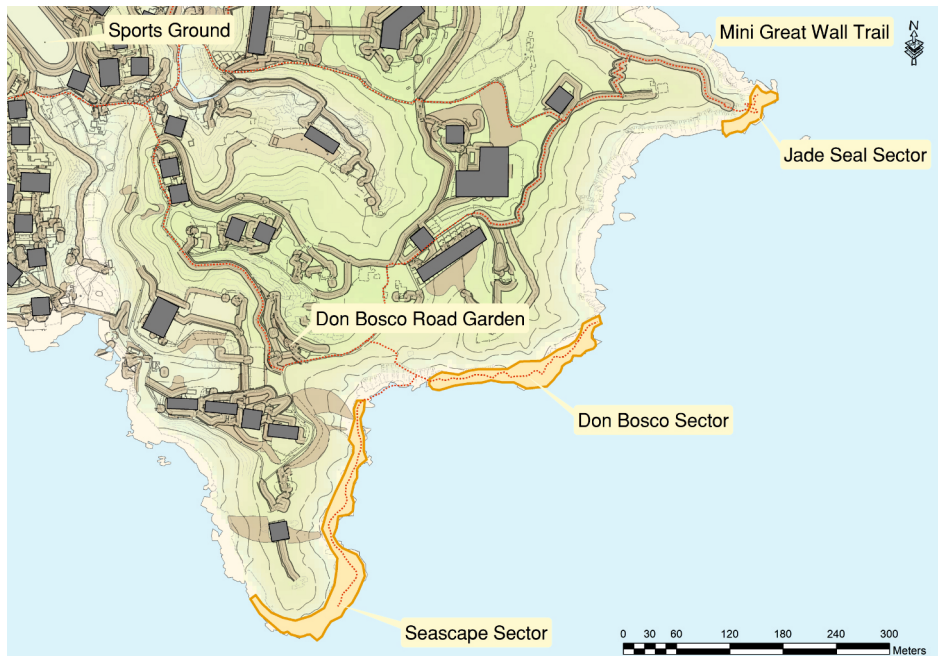
The Don Bosco Boulders includes the collection of blocs on the coastline beneath Don Bosco Road, on the southeast corner of Cheung Chau. With almost one kilometre of coastline, this is a relatively extensive area that is broken into three sub-sectors for ease of reference. At the time of writing, the Seascapes Sector is largely unexplored.

Access

The Don Bosco Boulders are situated on the southeast corner of Cheung Chau, near Fa Peng. Access is made by heading across Cheung Chau to Don Bosco Road Garden. From the Garden, continue south and turn left to follow Don Bosco Road a short way east until a small dirt trail breaks right off this (at about 22.203227, 114.036571). Follow this trail down the hill to reach some intermittent granite slabs, which are then followed down the hill to reach the coastline below. Once at the coast, head right for the Seascapes Sector or left for the Don Bosco Sectors. Access to the Jade Seal Sector is best gained from the southern end of the Mini Great Wall Trail, on the southeast tip of the island.

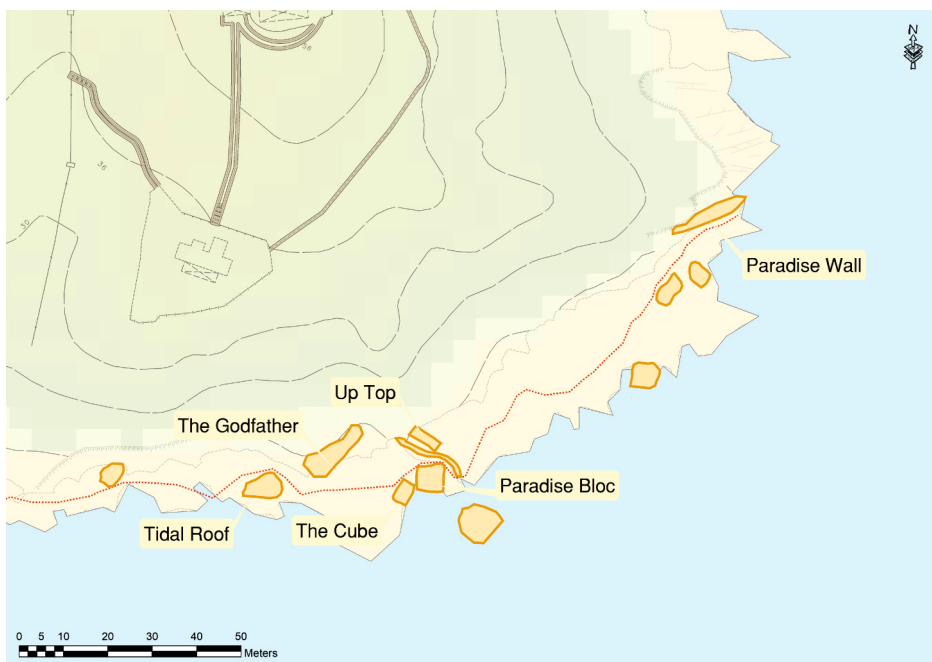


Cheng Ching grappling with Don's Flake (V2)
Photo: Stuart Millis



Don Bosco Sector

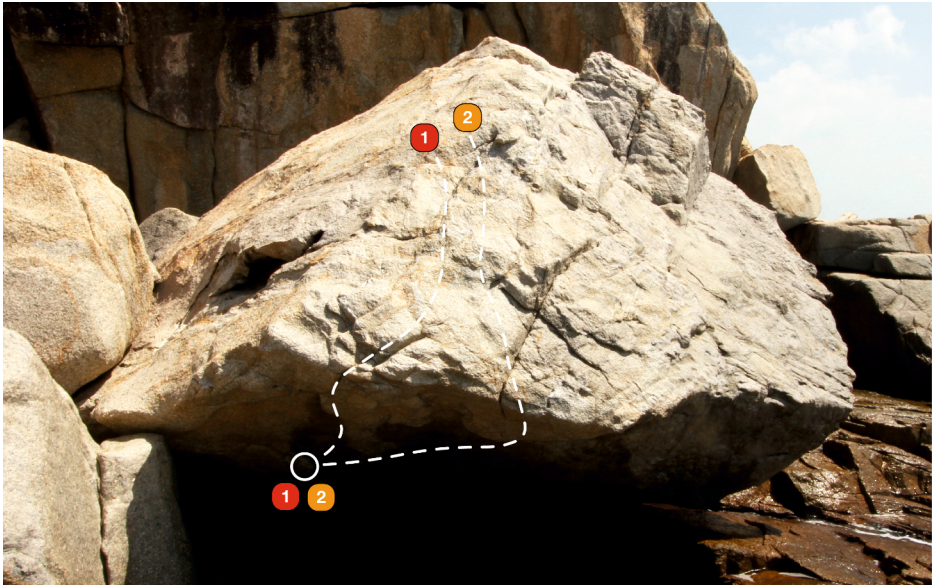
At the base of the hillside and upon reaching the coastline, turn left and scramble along the blocky shoreline to reach the boulders. However, be warned that a number of the blocs in this sector are affected by both high tide and big swells, so try to pick a period of small swell and low tide to visit so you can get the most out of your time.



Tidal Bloc

(22.202846, 114.038214)

The Tidal Bloc is one of the first worthwhile blocs encountered on the approach walk and offers a fun roof and wall. However, as the name suggests the bloc is highly affected by high tide and large swells so needs good timing to get conditions right.



1) Tidal Roof *** V6

Start deep in the roof, matched on the large flake. Move slightly right from this to another deep flake before reaching a long way out to a less secure side pull with the left. Now all you need to do is not violently swing and dab the floor when cranking through for the lip and the tricky finish above this.

2) Tidal Roof (Right) *** V4

Start on the same jug as Tidal Roof, but this time aim for the large flake out right, making powerful moves to gain this before finishing via a tricky rockover / mantle through the lip.



Stuart Millis risking a soaking for Tidal Roof (Right) (V4)
Photo: © Matt Ng

Tidal Bloc (cont.)



- 3) Tidal Wave * V2
Start matched on the nose between Tidal Roof and the wall to its right. Follow the lip of the overhanging wall out right to its highest point, before rocking over to the slab above to finish.
- 4) Project (sds)
The overhanging arête appears to have just about enough holds to make a line feasible, although the short window of dryness may make working it tricky.
- 5) Tidal Motion * V1
Start matched on the positive flake and pull up to, and then through, the lip above. Needs a sit start (as shown in topo) adding.
- 6) Tidal Motion (sds) Unclimbed
The sit start to Tidal Motion, starting sat on the boulder and then aiming up to the good flake above and left.
- 7) Time and Tide (sds) V1
The crack and arête at the right side of the face.

Agnes Kwan getting Undercut (V2)
Photo: © Stuart Millis



The Cube

(22.202868, 114.038427)

The small block sitting on the granite slabs has a number of fun problems that are great for warming up the fingers (and arms) for some of the more testing problems hereabouts.



- 1) **The Don (sds) * V4**
Start sat on the right side of the small face. Using the crack with your right and a sidepull on the left, lift up and then traverse diagonally left across the face to finish on the upper left side of the wall.
- 2) **Hollow Flake (sds) ** V0**
Sit start at the base of the hollow flake on the left of the face, before climbing this to the top of the boulder.
- 3) **Undercut (sds) ** V1**
Sit start in the middle of the wall. Powerfully pull off the floor to reach the good crimps and flakes on the wall above. Finish more easily up these.
- 4) **Don's Flake (sds) *** V2**
Start sat at the base of the right trending flake, either matched on undercuts in the flake or also making use of other holds low down and out left. Crank up these and then follow the right trending flake to the top.
- 5) **Bosco's Arête (sds) ** V2**
Start using a positive incut crimp on the arête and the undercut flake out left. From these, work your way up the undercut flake and arête to gain the top of the block. A harder variant is possible at V3, moving straight from the start holds to the left gaston flakes up high.

Matthew Sze on Bosco's Arête Variant (V3)
Photo: © Stuart Millis



Cave Wall

(22.202883, 114.038384)

Immediately behind the Cube is a long tall wall with a cave in the middle, which provides a handful of problems on rough rock.



- 1) **C's Arête ** V4**
The left arête of the wall has a tenuous start, which is followed by an equally tenuous move to the ledge above. From here, good holds thankfully bring easier climbing in the upper part.
- 2) **The Godfather (sds) *** V4**
Start sat in the cave at a good undercut. Make a powerful move left to gain the undercuts and crimps located along the lip of the roof. Follow these out to the arête, where a stiff pull brings the break. Either traverse off right and down climb the crack or take a deep breath and continue up the high arête above.
- 3) **The Goddaughter (sds) ** V3**
As for The Godfather but start one move into that climb, using the large undercuts at the end of the lip instead of the big undercut deeper inside the cave.
- 4) **Corleone (sds) *** V4**
A slightly harder variant to The Godfather, which avoids the hold around the arête and goes directly from the two crimps on the lip to the break, via whatever holds you can find in between.
- 5) **Ron's Wall ** V1**
The wall right of the crack is climbed via a series of small ledges.
- 6) **Don Don Donki (sds) * V1**
Climb the tallest section of the wall, making use of the various horizontal breaks.
- 7) **Don Daft Rocks (sds) * V1**
Climb the wall just right of the point where its overall height decreases.
- 8) **Donny Brasco ** V3**
Start on a protruding jug and make a big move to the horizontal break, before another long reach brings slopers at the top.



Ron Roy slaying
The Godfather (V4)
Photo: © Stuart Mills

Paradise Bloc

(22.202882, 114.038487)

Adjacent to the Cube is a large boulder with a stunning overhanging face on its coastal side, which contains one of the best problems Cheung Chau has to offer.

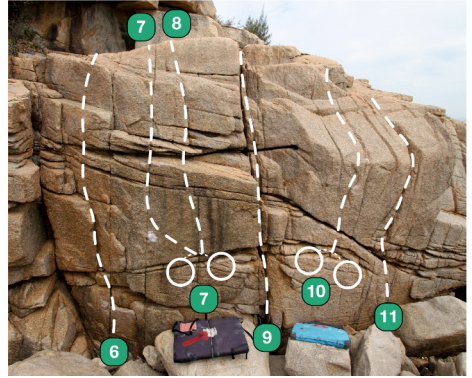


- 1) **Supercoolio ** V2**
Start matched on the large jug on the arête and throw right from this to the lip, finishing with a precarious pull on to the slab above.
- 2) **Colorado Climber (sds) *** V7**
Sit start with the large pocket for right hand and a small hold in the seam for the left. Power up from these to (somehow) gain the large jug on the arête, before finishing as for Supercoolio.
- 3) **Gangster's Paradise (sds) ** V3**
Start sat on the block using small holds just beneath the good jug on the right side of the roof. Make a difficult first move to gain the jug, before powering your way left along the lip to join the finish of Supercoolio.



Jonathan Sin feeling Supercoolio (V2)
Photo: © Stuart Millis

The walls behind the Paradise Bloc provide number of easy and moderate lines, albeit above some rather poor and blocky landings, unfortunately.



- 1) **Been There, Don That (sds) * V1**
Sit start at the horizontal break under the roof. Reach out left from this, making use of the bloc on the left to gain entry to the wall above. Finish up this.
- 2) **Hard Don By (sds) * V1**
Start on the same holds but pull right instead of left to gain and finish up, the flake on the right side of the small roof.
- 3) **When All is Said and Don (sds) * V1**
Sit start using the edge of the small ledge for your hands. Pull up from this to gain further ledges and an easier finish up the broken stepped wall.
- 4) **A Don Deal * V0**
Start at the large ledge and climb the broken wall above.
- 5) **Well Don VB**
Climb the right side of the broken wall via a large collection of horizontal breaks and flakes.
- 6) **Don Away With * V1**
Climb the flake immediately to the right of the obvious crack.
- 7) **Donny Darko (sds) * V1**
Sit start matched in the low horizontal break. From here, move out left to a good juggy flake before making a long reach to the breaks above. Finish above these.
- 8) **Don Quixote (sds) * V2**
Start as for Donny Darko but avoid the juggy flake out left, instead making tenuous moves directly to the breaks above.
- 9) **Don Old Chump VB**
The broken crack, like its namesake, isn't much to write home about.
- 10) **Don and Dusted (sds) ** V2**
Start matched on the ledges to the right of the crack. From these, climb the wall above via some suspicious looking holds to reach parallel rounded vertical cracks, which are used to gain the sloping shelf above.
- 11) **Easier Said Than Don (sds) * V2**
The crack on the right of the wall is, as the name suggests, easier said than done...

The small wall on the ledge above the previous routes provides a handful of worthwhile lines, just be cautious of the rather narrow ledge landing beneath some of



Ian Millar cutting loose for the camera
on Don Vito's Revenge (V3)
Photo: © Matt Ng



- 1) Up Above * V1
The left side of the clean face.
- 2) Up and Away V1
The centre of the face.
- 3) Home and Away V2
The right side of the face.
- 4) Sicilian Side Hustle (sds) * V3
Climb the right side of the arête using some compression and cunning.
- 5) Exit Only (sds) V3
Start on the flake. Move left to the first crack above the roof before making a long reach to the higher crack and slopey shelf above. Top out with trepidation.
- 6) Scarface (sds) ** V4
A more direct version of Don Vito's Revenge, which instead of compassing out along the lip simply continues straight up, avoiding the holds out near the arête.
- 7) Don Vito's Revenge (sds) ** V3
A powerful line up the horizontal breaks above the lip of the small roof, starting from a sit on its left side and working your way out the arête for some stiff pulls to gain the top.
- 8)

Paradise Wall

(22.203414, 114.039214)

A short scramble further east along the coast brings you to a steep overhanging wall with a pool beneath the tallest part. Although the main cliff is too large for bouldering, the short wall on its right side has a few great little lines on it. Again, the base is highly affected by tides and swell, so calm conditions are definitely required.



- 1) Another Day in Paradise ** V2
The twin cracks on the left side of the wall.
- 2) Paradise Wall *** V2
The right trending flake provides one of the best ways up (and the safest way down) the wall.
- 3) Paradise Wall (sds) *** V3
The low start to Paradise Wall from a sit at the obvious juggy ledge adds a few more moves of fun to this fine problem.
- 4) Lost in Paradise *** V4
Start at the same holds as Paradise Wall but follow the flaky holds out right instead.
- 5) Lost in Paradise (sds) *** V5
Add a sit start to Lost in Paradise from the juggy break low down.
- 6) Paradise City * V2
Follow the vague groove on the right side of the undercut face, near the arête.
- 7) Paradise Lost * V2
Climb out through the front face of the undercut wall.

Cheung Chau

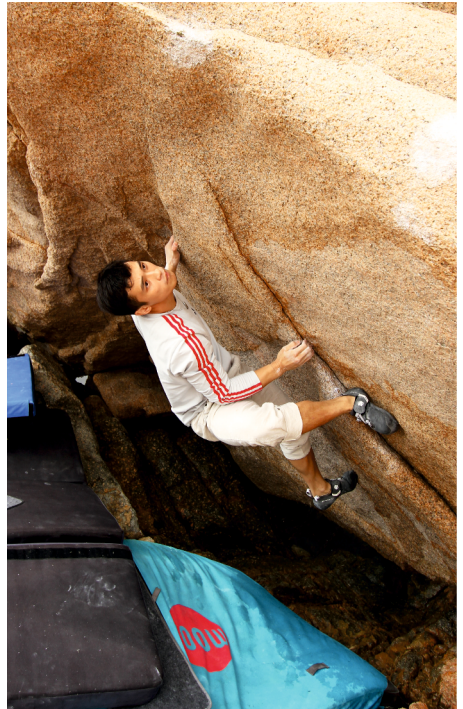
A happy bunch of boulderers finding rare
dry conditions on Paradise Wall (V2)
Photo: © Tony Cheung



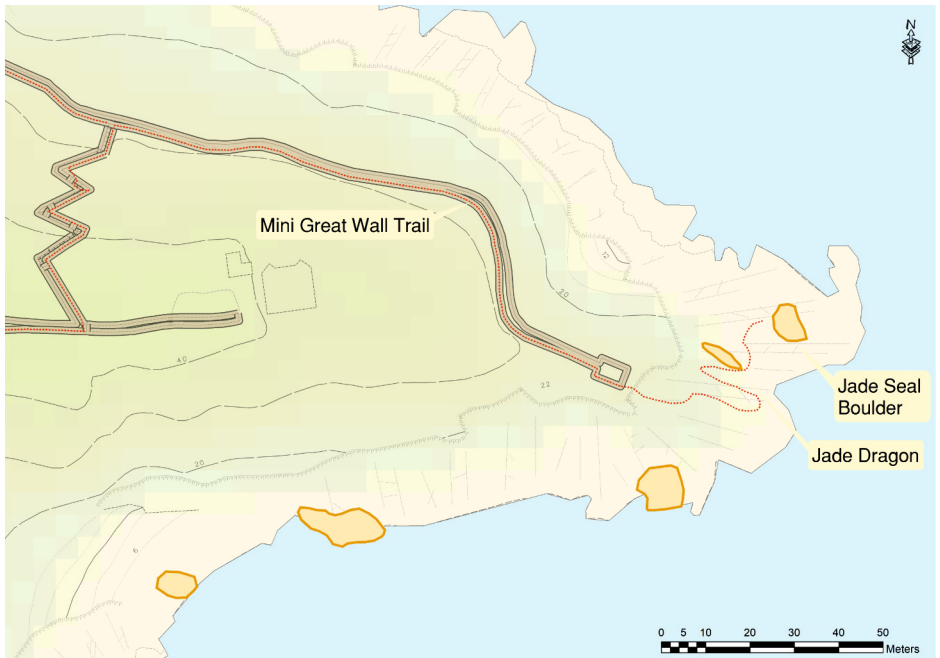
Jade Seal Sector

The Jade Seal Sector is located at the southern end of the Mini Great Wall Trail, on the eastern-most part of Cheung Chau Island. From the viewing platform at the end of the trail it is possible to climb over the low wall and make a short scramble down and left across the slabs beyond (hopefully the fisherman's step ladder will be in place for the short steep step) to reach the coastline itself.

The problems here are primarily focused on the Jade Seal Bloc, which is the large bloc perched on the headland with numerous high quality lines on it.



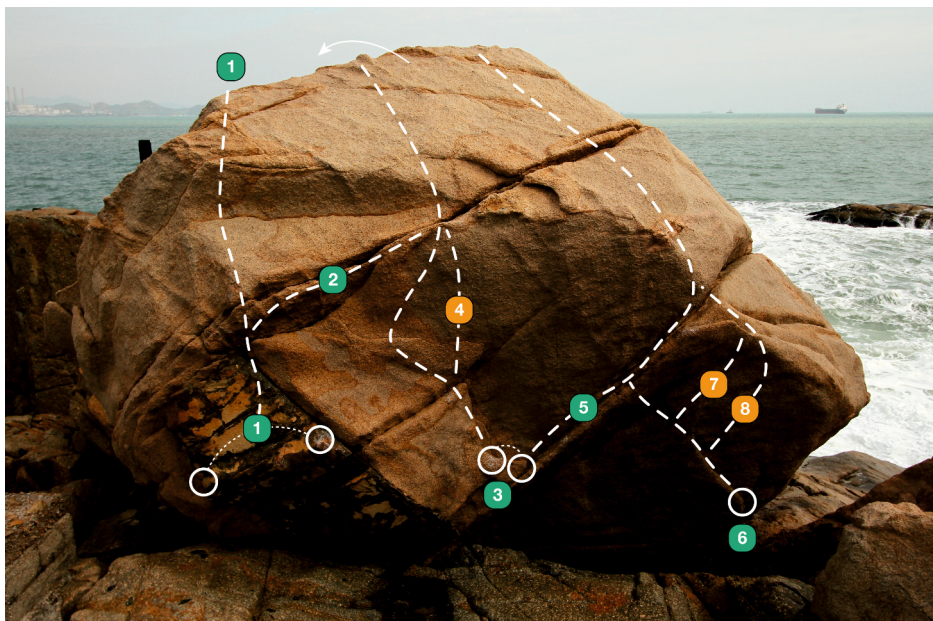
Jonathan Sin eyeing the jug on Triple Treat Pt II (V3)
Photo: © Stuart Millis



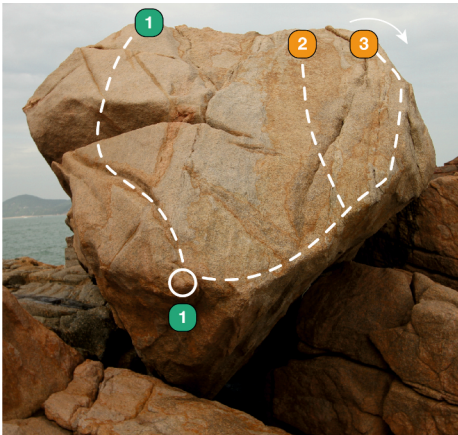
Jade Seal Bloc

(22.205706, 114.0041060)

The Jade Seal Bloc is the largest and most interesting boulder in this area, with a high concentration of quality lines, a surprising number of which are in the low to moderate grade ranges. This makes it a great deal of fun for everyone.



- 1) **Jade Garden (sds) * V1**
Sit start matched on opposing sidepulls either side of the blocky wall. Pull up from these to follow an assortment of small ledges up the wall above.
- 2) **Crystal Jade (sds) *** V2**
Start as above, but upon reaching the break follow this out right to a rockover finish once the break runs out.
- 3) **Jade Seal (sds) *** V2**
Start on a good jug in the middle of the wall. From the sit, pull up and make long reaches out left to more jugs. Continue slightly left from these to small ledges, which allow the break above to be gained. Rockover and mantle this to finish.
- 4) **Jade Sealed (sds) ** V3**
Start as for Jade Seal and follow this to the second jug. From this, skip the ledges out left and simply launch for positive holds in the break above. Finish directly
- 5) **Heshibi (sds) ** V2**
Start on the same jug as Jade Seal, but reach out right and follow the diagonal crack / flake to the lip of the block and a rockover finish.
- 6) **Triple Treat Pt I (sds) ** V2**
Start matched on the flake on the right side of the face. From here, bump out left to good side pulls before bumping again to the crack on Heshibi, which is followed to the top.
- 7) **Triple Treat Pt II (sds) *** V3**
As for Triple Treat but skip the crack on Heshibi and go direct to a good hold on the lip from the left sidepull. Finish out left as for Heshibi for full value.
- 8) **Triple Treat Pt III (sds) ** V4**
Simply start on the flake, ignore all the other holds, and crank for the lip. Finish as for the other variants.



- 1) Jade (sds) * V1
Sit start matched on the large jug and rockover onto the slab above, making use of the curving flake.
- 2) Nephrite (sds) ** V3
Sit start matched on the same jug as the previous problem. From this, make long moves right around the corner to reach good holds on the lip. Crank up the lip of the overhanging face right of these until it is possible to reach back to the positive crack and a rockover finish.

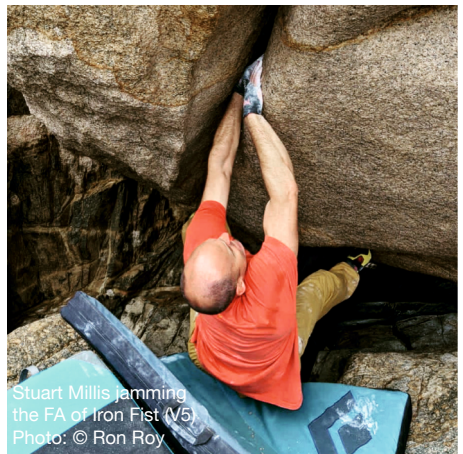


- 3) Jadeite (sds) ** Unclimbed
As for Nephrite, but continue along the lip of the overhanging face until you reach the short wall on the right side of the overhang. Finish directly above this.
- 4) Iron Fist (sds) ** V5
A brutal but short exercise in technical jamming. Start sat deep beneath the overhanging hand crack. Follow this until it peters out, making long reaches to the undercut pocket on the lip from the last secure jams. Powerfully turn the roof and then scamper up the slab above to finish.

Above the Jade Seal Bloc is a long high wall with a few highball lines



- 1) Jade Dragon (sds) ** V3
The left side of the face gives a tenuous, high, and somewhat reachy line.



- 2) Ron's Dragon (sds) * V2
Sit start at the diagonal cracks above the ledge on the right of the wall. Use these to gain the wide horizontal break, which is then used to gain the rounded lip above.

Southside



Online Guide



Google Map



General

The Southside is a collection of scattered blocs and walls on the sections of coastline either side of Pak Tso Wan beach, including numerous fine standalone boulders with fine mid-grade lines as well as some beastly steep and crimpy lines at The Tunnel.

Access

The best approach to the sectors at the Southside is via either Pak Tso Wan beach or Cheung Chau cemetery, depending on which sector you want to head to first.

Reclining Rock Sector: This area is accessed via Pak Tso Wan beach by following the coastal footpath back up the hill towards the Reclining Rock, breaking off left at the top of the hill and scrambling the coast a short distance to the wall.

The Tunnel Sector: The Tunnel can be accessed from either Pak Tso Wan or the cemetery, with the former providing probably the easier and quicker route as well as the one least affected by the tide. However, be warned that both approaches require an adventurous scramble around the coast to reach the blocs.

Southside Sector: From the cemetery, follow staircases up to the highest point, where a dirt train then leads along the ridge and down the far side towards the coastline. Once on the coastal side of the hill, follow the trail downhill a short way before contouring right across the hill to reach a steep path and gully scramble down the side of Southside Wall. Access to all areas from here is by scrambling around the bouldery coastline.



Reclining Rock Bloc

(22.197408, 114.019310)

Not the Reclining Rock itself, which is further west, but a small wall on the coast to the west of Pak Tso Wan that houses a couple of worthwhile lines. Access is gained by taking the coastal path west from Pak Tso Wan and following this up the stairs until close to the top of the hill, where a dirt path breaks off left and leads quickly over rocky slabs to the wall itself.



- 1) The Scythe ** V2
Follow the sickle shaped crack on the left side of the wall.
- 2) Cheat Day (sds) *** V6
Sit start matched in the crack beneath the roof. Pull through the left side of the overlap and attack the wall above using the seam and whatever else you can find near this.
- 3) Laid Back (sds) *** V2
Sit start beneath the roof. Follow the crack right beneath the roof and then lay back up the fine crack and corner above.
- 4) Stretched Out (sds) ** V4
Start as for Laid Back but rather than follow the crack, reach out right and make tricky moves around the arête to gain access to the short slab, which is followed to the top.
- 5) Curved Crack V1
Climb the crack on the right side of the face.

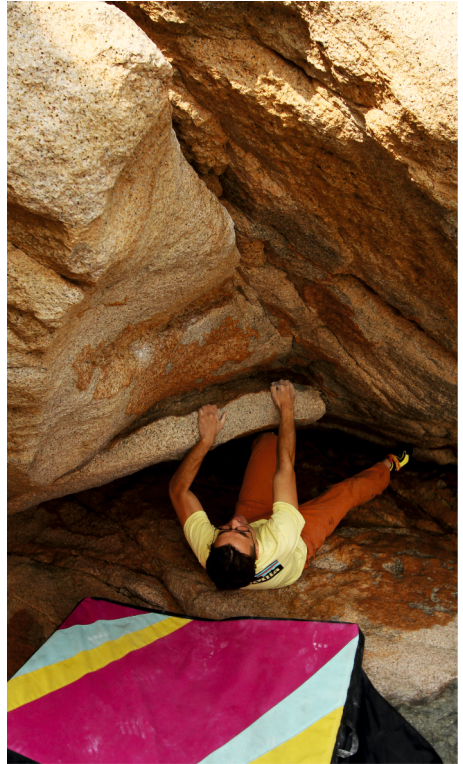
- 6) Perry Tong working Reclined (Project)
Photo: Stuart Millis



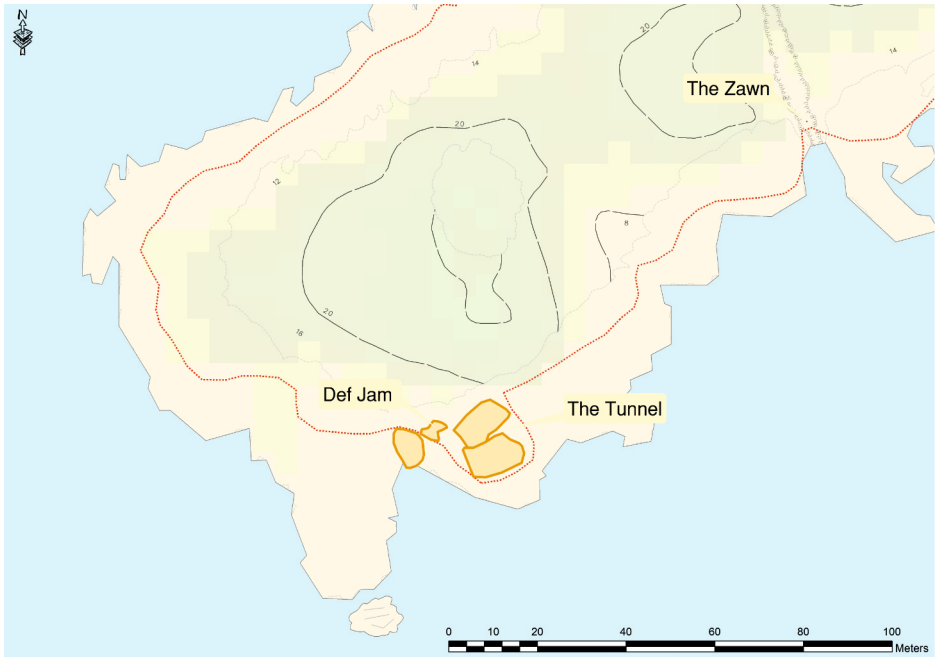
The Tunnel Sector

The Tunnel Sector is focussed around the very large block near the southern tip of the peninsula, to the east of Pak Tso Wan.

This area can be accessed by a coastal scramble around and over the cliffs and boulders from either Pak Tso Wan to its west, or from the Southside Sector to the east. If coming from the latter it's worth noting that access can get cut off at The Zawn during high tides or big swells. Passing The Zawn is also slightly sketchy as it requires scrambling across a wedged block, meaning those of a more nervous disposition are advised to approach from the beach.



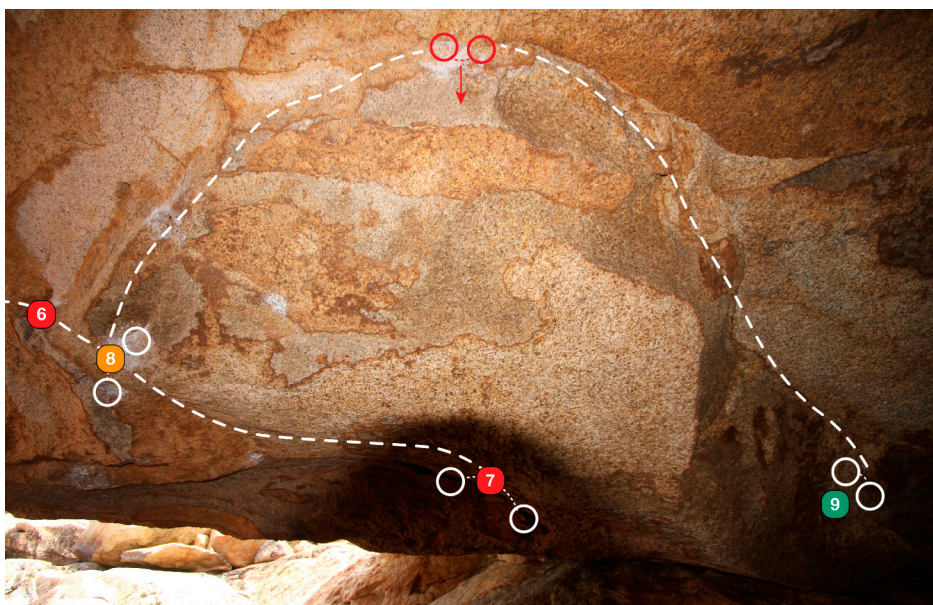
Martin Eriksson trying to avoid a Premature Ending (V1)
Photo: Stuart Millis



The Tunnel

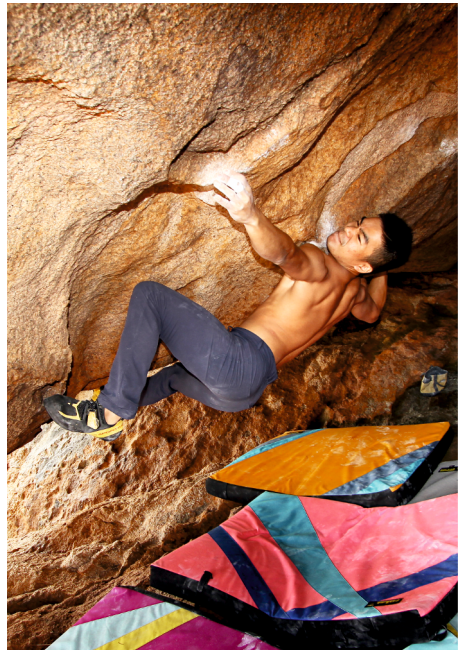
(22.196099, 114.021922)

The Tunnel is the huge bloc leaning against the cliff. Problems exist on all sides of this bloc and all require you to climb to defined finish holds before dropping off, unless you fancy tackling some very high solos that is. The problems are described starting in the tunnel itself and then moving clockwise around the boulder.

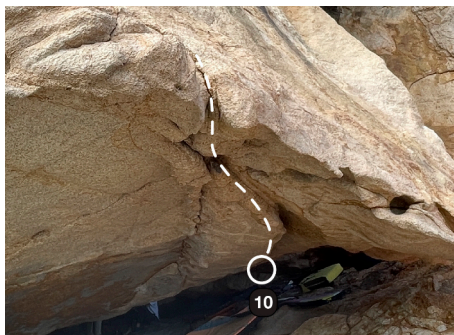


- 1) **Blown Away (sds) ** V3**
Sit start using good pocketed jugs on the far left of the wall. Make long moves up from these to the lip of the cave, before powerful moves right bring you to holds either side of a suspect looking thread. A big move right from these gains the 'jug of justice' (JoJ). Match on this before dropping off to finish.
- 2) **Boybi's Extension (sds) ** V4**
Sit start outside the tunnel on the obvious blob of rock on the lip of the roof, several metres left of the tunnel entrance. Work your way right along the lip to join Blown Away, which is then followed to its finish on the JoJ.
- 3) **Blown Away Ext. (sds) *** V4**
Start at the lip of the near-horizontal part of the roof, using a small crimp and rounded pocket (some stacking of pads may be needed to facilitate a proper sit start). From these work your way left to join the start of the original problem and follow that to its end.
- 4) **Blown Away Extended Ext. (sds) ** V6**
Sit start slightly lower down beneath the roof at small holds between the crack and the start crimps on Blown Away Ext. and make one hard extra move to join the start of that line. Finish as per Blown Away Ext.
- 5) **One Hour ** V9**
Start crouched underneath the roof, in the horizontal part. Move out to small crimps near the lip of the horizontal part before cranking out right to the crux footholds on Too Fast. Move back left to a small crimp on the wall before gaining the crux crimp on Too Fast (but with right hand this time). From here power your way up to the JoJ via a poor intermediate on the left wall.
- 6) **Too Fast (sds) ** V8**
Sit start using a positive sidepull and adjacent jug. Lift off using these, paste your feet on the wall and make long powerful moves left to a tiny crimp. Somehow latch/use this and make a stiff pull to another crimp up and right. From here, easier moves lead you to the JoJ, which is matched to finish.
- 7) **Too Furious (sds) *** V9**
A significantly harder extension to Too Fast, starting much lower down in the scooped out feature and following the line of tiny crimps out through this to eventually join the starting holds of Too Fast and an 'easy' finish.
- 8) **Tunnel Vision (sds) *** V3**
Sit start as for Too Fast on the sidepull and jug. Move up to crimps above this before launching right to a good hold at the top of a flake. Drop off from here.
- 9) **Neolithic (sds) ** V2**
The obvious rising right to left flake gives a fun problem on good holds. Sit start using whatever you can reach in the lower part of the flake. Follow this all the way up and left to finish at the jug on the highest part of the flake.

Dennis Kwok bagging the first ascent of Too Fast (V8)
Photo: © Stuart Millis



The Tunnel (cont.)



10) Caveman *** Project

The main roof of the cave is split by an awesome intermittent finger crack. Attack this from as low as possible, making use of the sloping lip out right, where feasible, to eventually gain the juggy lip on the seaward side of the roof. A beast of a line that will definitely require tapping into those primal instincts.



11) Dennis' Dyno ** V3

Start matched in the good juggy pocket on the right of the roof. Paste your feet on poor holds (or heel hook the start hold) and make a huge reach left for a positive pocket. Use this to pull up to the grey blob above, which is matched to finish before dropping off.

14) Botato ** V4

Start on two crimps to the left of the slot. Move up to crimps and the crack above before making a long move to the mid height break. Further long moves from this bring the ledge and an easier, but intimidating (especially as some holds are friable) finish up the groove above.

12) Lobster Claw * V7

Starting mid-way through the roof at good slots in the flake, pull up to the lip and then continue up and left to gain the ledge above the lip. Compose yourself before continuing up the high wall above.

15) Botato (sds) ** V6

The sit start to Botato, starting from the positive crimps low down.

13) Premature Endings (sds) *** V1

Sit start matched at the big ledge low down and jug haul your way out through the left side of the cave to finish at the good jug on the lip.

16) CruxNCampus (sds) *** V7

Start matched in the good undercuts and make powerful moves up and right to eventually gain good holds in the break. Move up to the lip of the ledge before swinging right around the corner to join Botato for the finish.



- 17) Commitment Issues ** V4
A huge dyno from the break above the main ledge to a small ledge just below the lip of the wall. 99% of the climbing population will be having commitment issues with this one I suspect, especially as the landing is a pants....
- 18) Zima Blue ** V4
Start matched on there juggy blob beneath the break and at the edge of the roof and the left edge of the ledge. Make powerful moves up and left to get established on the wall above the cave entrance (feet on the ledge is okay), before moving up and right to gain good jugs beneath the lip of the wall. Finish precariously and very cautiously above this.
- 16) Escape Portal ** V2
Start matched on the jug in the cave, at the mouth of the tunnel. From here, move left to get established beneath the roof before working your way around the left side of this to lay back / jam up the corner and slab to reach the small ledge above.

Behind the far end of The Tunnel is a boulder with an obvious hand jam crack on it. This is harder than it may first appear...

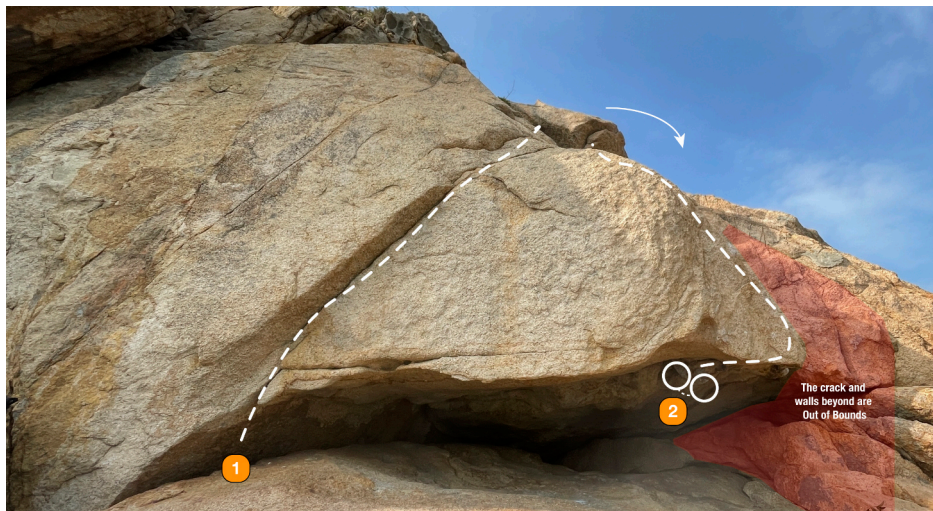


- 1) Def Jam (sds) ** V6
Sit start at the base of the obvious jamming crack / corner. Using the block behind the roof to help get lift off, fight your way up the overhanging corner crack to a precarious finish. Crack gloves definitely recommended for this one!

The Beastie Bloc

(22.196099, 114.021922)

Back near the entrance of The Tunnel, slightly upslope and behind of Blown Away, is a small undercut wall with a couple of problems on it.



1) Thin Seam (sds) * V4

Follow the diagonal seam up the blank wall to a thinned committing top out.

2) Sabotage (sds) ** V5

Sit start at the small flake in the roof and the hold just right of this. Lift off and make a big span to the lip before somehow turning the lip and continuing up the left side of the arête above to a precarious finish, rocking over on to the right slab once near the top of the wall. The crack at the back of the roof and the walls to the right of this are all out of bounds for this line.



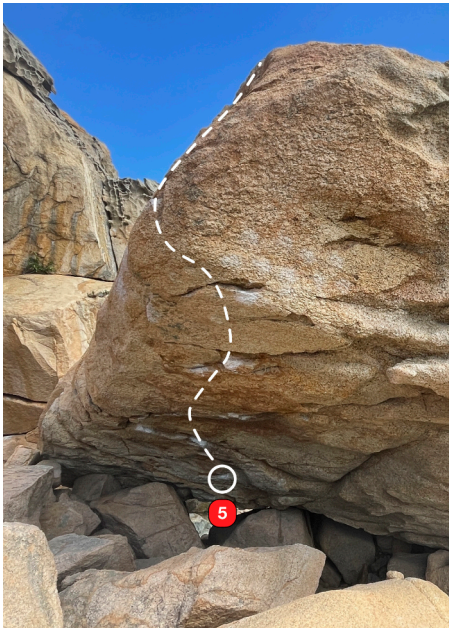
Jason Fong making light work of Def Jam (V6)
Photo: © Stuart Millis

Sunset Slab

Back on the far side of The Tunnel Bloc, next to Def Jam, is another large bloc with a fine slab on its seaward side.



- 1) **Dusk * V2**
Start up the flake and finish up the blanker slab above. Not quite as easy as appearances would at first suggest.
- 2) **Twilight ** V2**
Climb the blankest looking section of the slab.
- 3) **Sunset Boulevard *** V1**
Climb the diagonal flake trending up and across the left side of the high face.
- 4) **The Strip * V3**
A direct start to Sunset Boulevard, climbing the gritty slab on the left of the wall to join the flake just beneath its top.

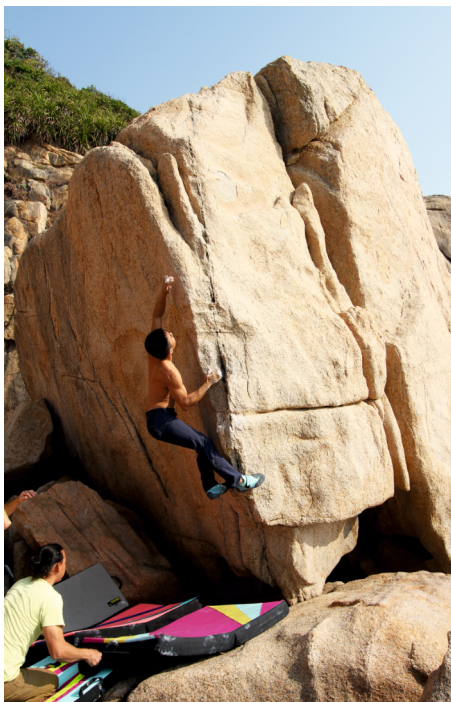


The next line is located on the left side of the steep undercut face on the back side of the bloc:

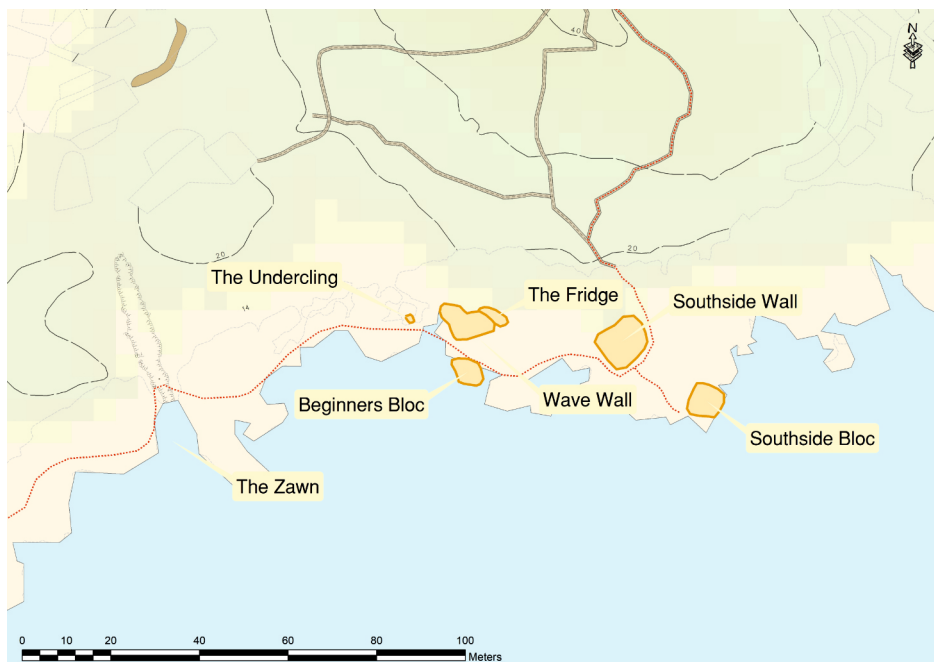
- 5) **Bad Mode (sds) ** V6**
Sit start deep under the roof matched at the crimp rail. Make a series of tricky moves out the roof following the zig zag breaks until it is possible to gain a positive hold above the lip on the left corner of roof. Finish above this.

Southside Sector

The Southside Sector is the collection of blocs on the section of coastline behind Cheung Chau Cemetery. Although not particularly great in number, the rock in this area is generally pleasant and the problems concentrated in a couple of nearby areas, making them convenient to tick off in quick succession.



Dennis Kwok storming up Southend Sanction (V4)
Photo: © Stuart Millis



Southside Wall

(22.196805, 114.023672)

The large walls adjacent to the descent scramble have some potential for highball problems for those brave enough. The easy corners and cracks have all been climbed to the break to check the feasibility / ease of getting back down but currently nothing of note has been done.



Southside Bloc

(22.196781, 114.023825)

Located just down from the Southside Wall is a large boulder with several good problems on two of its faces, the remaining side being a bit too large for bouldering.



- 1) **Dab Rats (sds) ** V5**
Sit start in the vertical crack splitting the lower part of the wall. Using this and gastons to its side (optional), crank up to positive crimps before making committing reaches to the rounded lip and an easier top out.
- 2) **Southend Sanction (sds) ** V4**
Sit start at the undercut arête and make a tricky pull to holds on the edge of the small shelf. From here, make committing moves up the steep left side of the arête to eventually gain more positive features and a more relaxing romp to the top.
- 3) **Southside Slab ** V2**
Climb the narrow slab between the arête and crack, avoiding use of either of these features in order to keep things a bit more interesting.
- 4) **Don't Back Down ** V0**
The crack to the right of the narrow slab is also the easiest way to get back down this boulder.

Wave Wall

(22.196805, 114.023323)

Around the coastline and to the west of Southside Wall is a bloc with a fine scooped out wall on its sea facing side.



- 1) **Can't Find It (sds) * V3**
Sit start matched on the good ledges low down. Make long moves up to slopey holds on the lip and a difficult move to the jug next to this. Finish more easily up the lay back crack behind.
- 2) **Golden Rails ** V2**
From the good flake make powerful moves to the undercut pocket above. Utilise this and the flake to its side to reach around the lip before making a committing rockover to surmount this.
- 3) **Golden Rails Extension (sds) ** V2**
The sit start extension to the above line adds nothing in terms of difficulty, but provides a slightly more complete challenge.
- 4) **Moon Hole ** V2**
Start on good sidepulls on the right side of the face and make powerful moves to get established on the arête. Finish up the various cracks and (slightly hollow sounding) pockets above.
- 5) **Moon Hole Extension (sds) ** V4**
The sit start to the arête adds one very hard move to get going, but quickly yields in difficulty as you get back on the original part of the climb.
- 6) **Southside Flakes ** V1**
The flakes on the short wall to the right of the small gully provide a pleasant exercise in technical lay-backing.
- 7) **The Fridge (sds) * V2**
Sit start fridge-hugging the narrow face on the coastal side of the block and move up to the sloping ledge above. Mount this before finishing up the short wall above.

The wall around the corner from Wave Wall looks to have potential for a few lines but nothing has been attempted yet as the landing is rather poor and the lines aren't super impressive, to be honest.

Beginners Bloc

(22.196805, 114.023323)

Just beneath the wave wall and sat above a small, sometimes wave-washed, gully is a tilted bloc with a couple of interesting lines on it.



- 1) She's The One (sds) *** V0
Start sat on the block behind the boulder and, from the positive jug low down, work your way up a series of good holds. A great introduction to bouldering.
- 2) The Big Nose ** V3
Start matched on the big flake. Work your way up the overhanging corner before moving over/around the rounded arête above to a committing mantle shelf finish.

The Undercling

(22.196862, 114.023097)

Further west around the coastline and about half way between Wave Wall and The Zawn is a small bloc on the upper side of the bouldery part of the coastline. This contains a lone interesting line on it.



- 1) Like No Other * V4
Start on the big under cling and attack the overhanging face via the crack and arête, finishing up and left of these.
- 2)

Cheung Chau



Gonzalo Carranza giving it
some Beans and Curry (V7)
Photo: © Stuart Millis

Coral Coast



Online Guide



Google Map



General

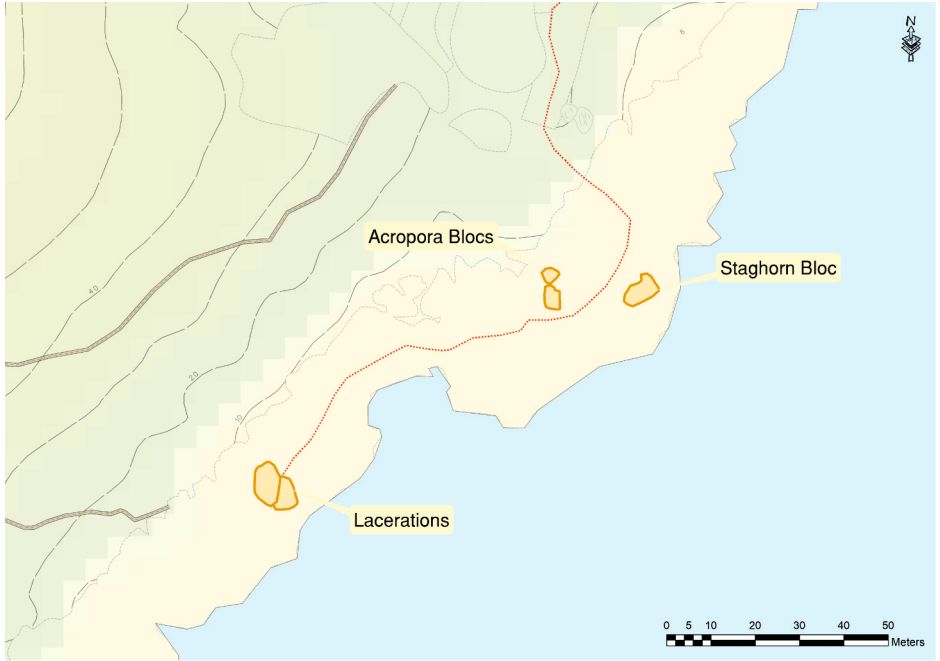
A collection of boulders on the coastline to the north of Coral Beach in the northeast of Cheung Chau, with just about enough quality and variety to keep most bloc huggers happy for a session or two. Sadly the rock quality is not quite as good as elsewhere on the island and a number of the blocs suffer from weathering, resulting in much more friable holds and surfaces.

Access

Turn left out of the ferry pier and follow the main road north and along the coastline to reach the basketball courts at Pak Tai Temple Playground. Cut between the court areas to reach the ramp on the northern side before heading up this and turning left up the staircase next to Wan Ho Kan Elderly Centre. Follow the staircase up the hill to join the Cheung Chau Family Walk, turning right onto this and following it north until just after the WSD Service Reservoir complex, where a right fork in the path takes you on to another trail towards Tung Wan Tsai. Stay on the footpath on the ridge of the hillside, passing some stairs leading down to the beach. Follow this path all the way towards the northeast tip of Cheung Chau. Eventually the trail will become more overgrown and start descending through some abandoned agricultural terraces, before popping out on the coastline itself. The blocs are situated a short scramble south along the coast. It is also possible to scramble back to Coral Beach from the blocs, but this would be a bit tricky and hazardous whilst carrying a bouldering pad so is not advised.



Area Map



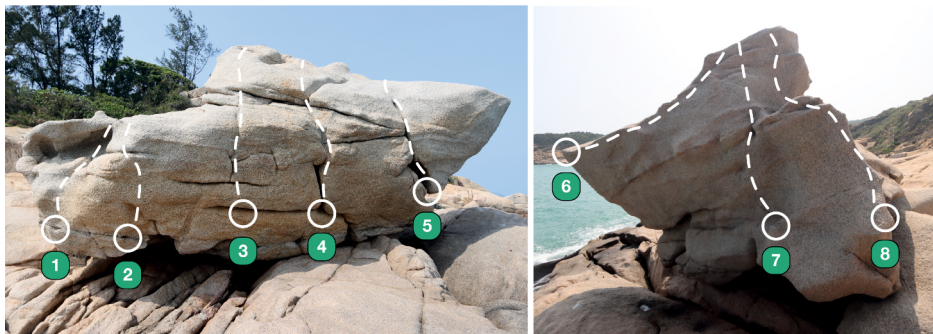
Simon Phillips bagging the first ascent of Ultra Mega (V4)
Photo: © Stuart Millis



Staghorn Bloc

(22.220302, 114.035019)

A low boulder located near the shoreline with a number of easy lines that provide good warm ups. The lines were mostly climbed during early explorations of this area in 2008 and, although grades weren't checked for this guide as the area was a relatively late addition, most appeared relatively easy.



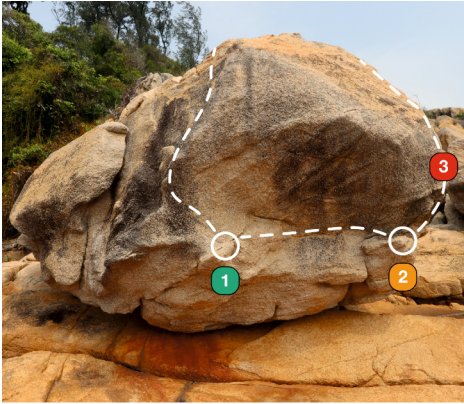
Acropora Blocs

(22.220220, 114.034573)

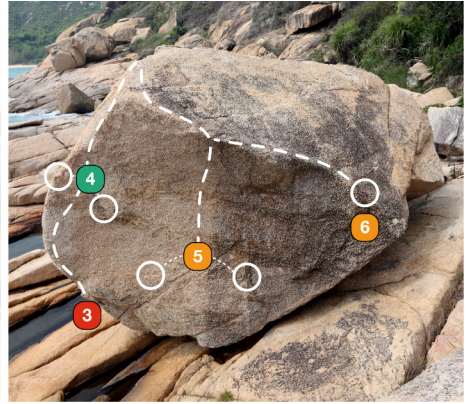
The Acropora Blocs (Latistella and Grandis) are the two adjacent large blocs sitting on a slightly sloping granite shelf. The blocs (especially Latistella on the left of the two) have a number of fun lines on mostly good quality rock that seems less friable than elsewhere on this section of coast.



- 1) Oedipus Arête * V1
Climb the arête on the right side of the left face of the bloc.
- 2) Narcissus ** V3
Start on the short steep triangular face, using the arête and crimps on the right side. Make insecure moves up the arête above to eventually gain better holds and a romp up the upper part.
- 3) Branch Coral * V0
Climb the left arête of the bloc, this time starting up the easy angled slab rather than the steep part of the face taken by the narcissists out there.
- 4) Coral Branch * V0
Follow the various features up the right side of the slab.



- 1) **Latistella (sds) * V1**
Start matched on the juggy blob on the left side of the overhung face. Move up from this to good holds on the arête above, continuing up this before rocking onto the left slab high up.
- 2) **Heel Steal (sds) ** V3**
An extension start to Latistella from the jugs on the right side of the overhanging face, traversing this low down to join the start of the previous problem which is then followed to the top.
- 3) **Beans and Curry (sds) ** V7**
Sit start on the jug on the right side of the overhanging face. From here, work your way up the arête above, eventually making a hard reach to a positive crimp on the right face. Work your way up the sloping arête/lip to finish.
- 4) **Curry ** V2**
The stand start to the left arête of the compact face, from the positive crimp and arête.
- 5) **Cool Beans (sds) ** V5**
Sit start in the middle of the blank face using a small crimp for left and the sidepull groove low down for right. Make thin moves up the wall following small crimps, to eventually gain the lip above where a rockover through the tallest part brings you to the top of the bloc.



- 6) **Heinz 57 (sds) ** V3**
Sit start on the far right of the sloping lip and make a rising left traverse of this to its highest point, before rocking over onto the top of the bloc to finish.
- 7) **Ultra Mega (sds) ** V4**
Sit start on a low jug on the right side of the back face of the bloc. Make a left traverse along the lip of the bloc, first to a positive jug on the arête and then further left to small crimps on the face left of this before hucking on a left heel and rocking up to the break above. Low but fun.
- 8) **Badmotorfinger (sds) * V3**
Start as for Ultra Mega and follow this to the jug on the arête, but instead of continuing left rock up and onto the starting jug instead.

Lacerations

(22.219895, 114.034238)

These are the two large blocs located slightly further along the coastline. Although looking awesome from afar, sadly the rock is rather crumbly and they don't quite live up to expectations. Having said this, several fun highball lines have been climbed that are worthwhile. Be warned however that there is no simple way down these blocs, with the left bloc requiring an intimidating slab down climb in the groove between the blocs and the right typically just being jumped off to pads from its right (uphill) side.



- 1) Desert Point (sds) ** V3
The wide crack has a tricky sit start but soon yields in difficulty as good holds to the left provide respite and much needed holds for rocking onto the slab above. Either top out or (preferred), climb back down to the juggy rail after rocking over and then drop from this.
- 2) Lacerations (sds) ** V2
The sickle shaped flake on the right side of the bloc provides a fine piece of lay backing up the positive flake, but with minimal feet.
- 3)

- 3) **Galaxea * V4**
Start matched on a low jug on the right of the pock-marked face. Make powerful moves up through the pocketed features and flakes to eventually get stood on the sloping shelf above the left side of these. From here, make extremely committing moves up the slab above, trending right near the top to gain more positive features and much relief as you top out this highball problem.
- 4) **Disintegration (sds) ** V3**
Sit start beneath the open feature on the right side of the face. Carefully choosing holds that won't crumble too much, lift off and then follow the various juggy features above to top out.
- 5) **Shipwrecks ** V3**
Start using the small juggy ledge and flake immediately above the overhang on the left side of the uphill face of the bloc. Make powerful moves up and right from these to big, but slightly crumbly, sidepulls, before continuing directly up with trepidation to get established on the slab above

The face to the right of Shipwrecks has several visually appealing lines up tufa's and flutings but close inspection reveals these mostly to be in highly friable and weathered rock that stands a good chance of simply breaking off when pulled on (or rapidly destroying any skin that comes in to contact with it on the off chance it doesn't break).

Gonzalo Carranza high up on the first ascent of Galaxea (V4)
Photo: © Stuart Millis

