

# Kai Kung Leng



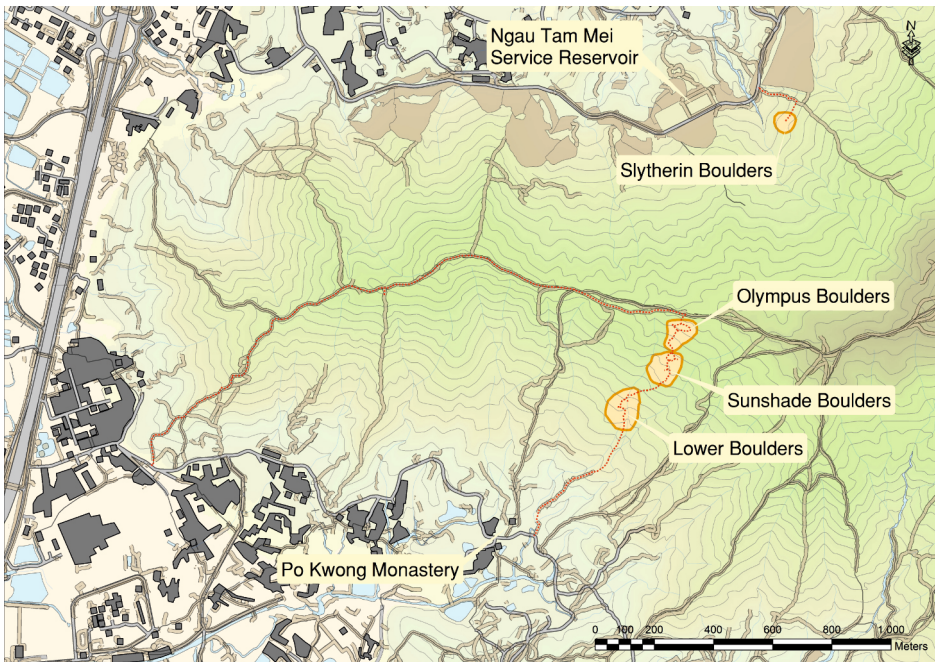
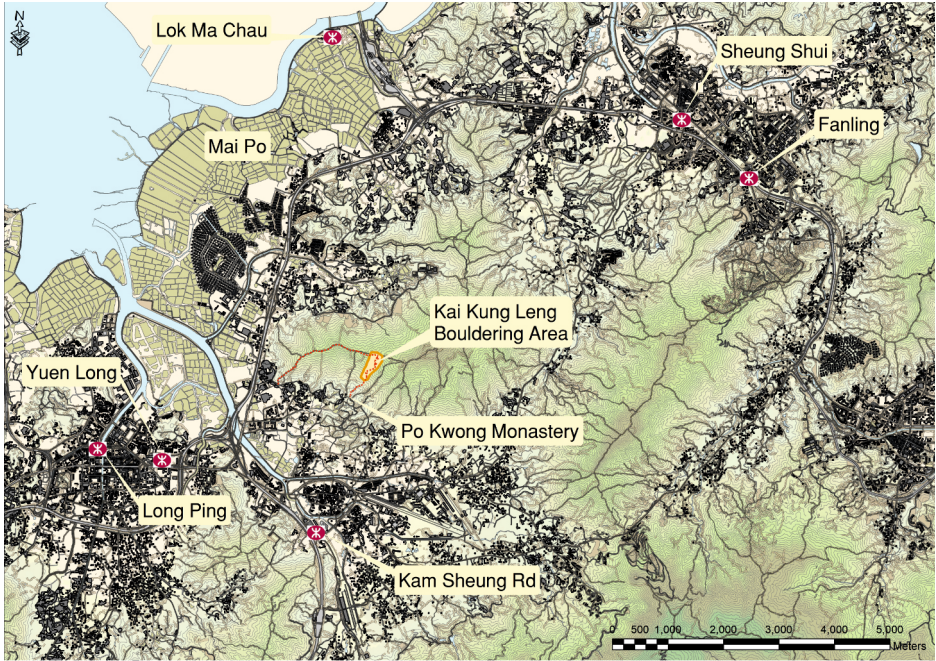
*Google Map*



*Online Guide*



## Access Maps



## General

If the bouldering at Tsuen Wan is all about pebbles and pockets, then all you can say about Kai Kung Leng is pockets. Nearly all the problems in this area are based around some of the most perfect pocket pulling you'll find in Hong Kong, be that on slabs, faces or fiendishly steep overhangs. Situated primarily along one of the main south facing ridge lines on Kai Kung Leng, this is a beautiful spot with a fine collection of boulder problems, albeit slightly on the high side in many cases. However, the south facing aspect of the area and the relatively limited vegetation cover make the area a sun trap. As such its worth saving visits until the temps drop below 20 degrees or a good cover of clouds is forecast.

## Access

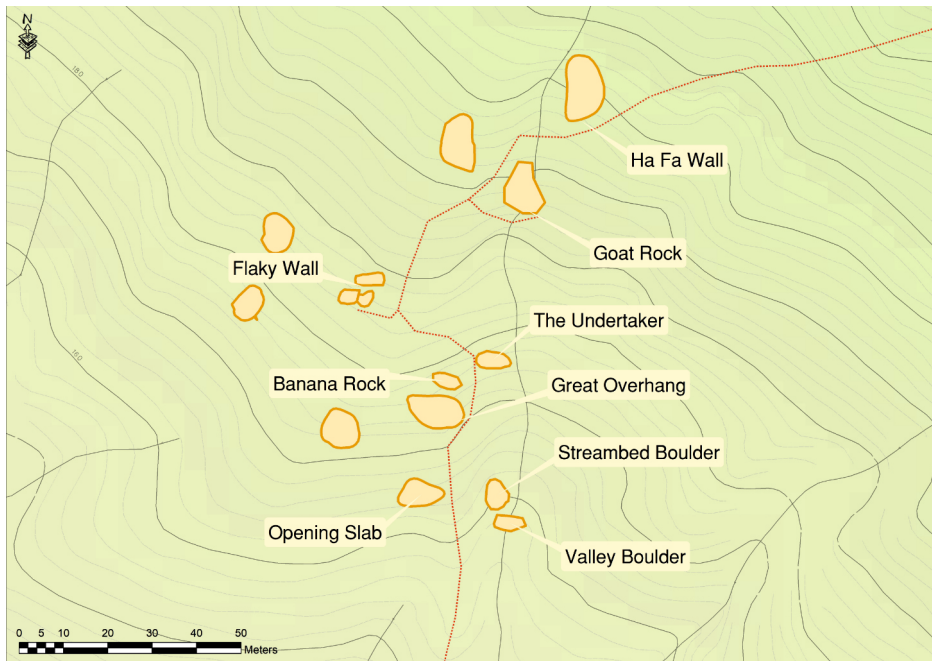
Kai Kung Leng is located in the northern New Territories, to the east of Yuen Long and north of Pat Heung. The area is best approached from either Yuen Long or Kam Shan Road MTR stations, arranging either a taxi or GoGo Van to drop you off at the end of the paved section of Fung Kat Heung Road for the main bouldering areas, just to the east of Po Kwong Monastery (at Google Map coordinates 22.454073, 114.069788), or at Ngau Tam Mei Service Reservoir for the Slytherin Sector (22.468633, 114.074353).

A small clearing is present on the left, not far from the end of the paved road. At the back of this clearing a dirt trail takes you up and onto the ridge where the bouldering is mostly located. The first major set of boulders, The Lower Boulders, are reached in about 15 minutes from the clearing. Given the remoteness of the drop off point, most parties without their own transport will work their way progressively up the ridge throughout the day, finishing on the summit ridge. They'll then hike west along this to gain access to one of the trails taking them back down closer to San Tam Road.



## The Lower Boulders

Located about 15 minutes walk up the ridge, this cluster of boulders provides a fine and varied collection of steep pocketed walls, arêtes, slabs and roofs.



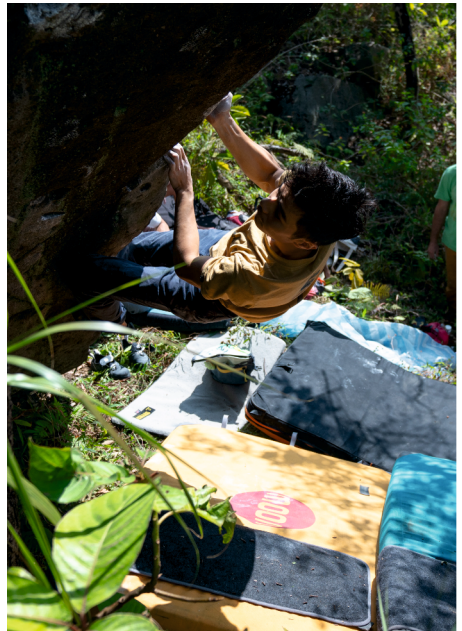
# Opening Slab

(22.459371, 114.071924)

One of the first notable boulders encountered along the path, this slab provides a good place to get moving over some easy ground before tackling the more pressing lines on the blocs slightly higher up the hill.



- 1) Ruy Lopez \* V1  
The left side of the slab, starting by the side pulls on the arête (which also offer a slightly harder sit start for those keen enough).
- 2) Queen's Gambit \*\* V0  
Climb the highest and longest part of the face on a succession of good pockets.
- 3) Sicilian Defence \* V1  
The right-centre of the face, through a slightly bulged start at the bottom of the slab.
- 4) Sokolsky \* V1  
The right hand side and arete of the main face of the boulder.



Thomas Chu on the steep arête of Lean on Me Now (V3)  
Photo: © Tony Cheung

## Valley Boulder

(22.459381, 114.072129)

Located in the streambed immediately east of the Opening Slab is a fine tall pocketed face on the downhill side of a large block. Descent is off the uphill side of the boulder, making use of the tree when necessary.



- 1) Find the Right Pockets \*\*\* V2  
Start beneath the tallest part of the boulder and follow a series of (mostly) positive but spaced pockets up the middle of the wall to an exciting top out. A good introduction to the best that Kai Kung Leng has to offer.
- 2) Valley Uprising \*\* V1  
Climb the left side of the face to reach the lip, which is then followed to the top.
- 3) Lean on Me Now (sds) \* V3  
Sit start on the left (overhanging) side of the arête and climb the steep face and arête, with difficult moves to turn the lip.

## Streambed Boulder

(22.459499, 114.072139)

Just up slope of the Valley Boulder and still within the drainage line is the Streambed Boulder, awaiting your development of new lines.

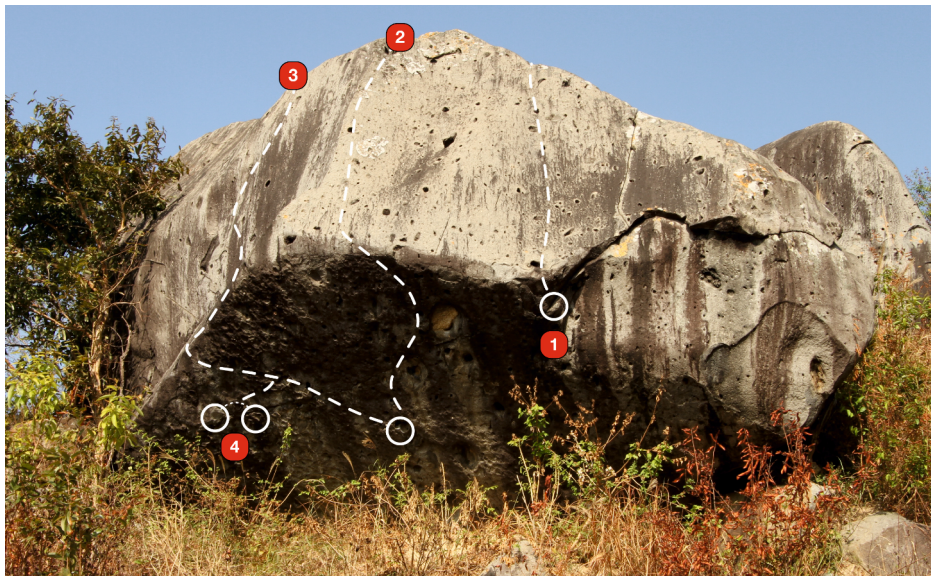




## The Great Overhang

(22.459534, 114.071993)

Back up on the ridge line is a large boulder with a big overhanging face looking back down towards the stream. This is home to several test pieces.



- 1) **One Punch Man \* V7**  
Start with two slippery holds in the groove right of the overhang and dyno up to the jug on the lip before pulling through this to finish up the wall above.
- 2) **Spot the Spotter's Spotter (sds) \*\* V8**  
Sit start at the large pockets in the middle of the overhanging face. Pull up to pockets slightly left before moving back right to the 'golden' pocket. Crank up to the lip before launching left to the pocket on the prow and a rock over to finish up the slab above.
- 3) **What is Solid (sds) \*\* V7**  
Sit start at the same pocket in the middle of the wall. From here make a series of powerful moves left all the way across the wall to the arête/lip. Once established on this, follow the lip back out right before rocking over on to it just before reaching the prow.
- 4) **Solid or Liquid (sds) \* V8**  
Start on two poor pinches on the left side of the overhanging face. Crank up and right for a sharp, but positive, pocket before throwing back left to the lip. Get established on this and follow it out towards the prow before rocking back up and onto the slab to finish up the steep wall above.
- 5) **Sidewinder \*\* V1**  
Up slope of Solid or Liquid is another tall wall. The pocketed right side of this, up the vertical and slabby face on the right of the rounded arête is essentially the line of least resistance.
- 6) **Cross Wired \* V3**  
Start on the right side of the wall at two small pockets. Make hard moves up from these to gain bigger pockets above and an easier finish.
- 7) **Size Doesn't Matter \*\* V5**  
Start with a small crimpy pocket with the right and an even smaller one/two finger pocket with the left. From here launch up to the slopy dishes above before finishing up the big pockets above.
- 8) **Size Doesn't Matter (sds) \*\* V7**  
The sit start to Size Doesn't Matter adds several fierce moves from pockets low down, with the crux being the accuracy needed to stick the starting left hand of the original line.
- 9) **Great Wall \* V2**  
Climb the left side of the pocketed wall.



Rachel Lee working the sit to Size Doesn't Matter (V7)  
Photo: © Stuart Millis

## Banana Rock

(22.459590, 114.071979)

On the immediate uphill side of the Great Overhang is a small boulder with several nice pocketed wall climbs on its downhill face.



- 1) Good Old Time \*\* V1  
Climb the right arête of the block.
- 2) Old Good Time \* V1  
Climb the main face of the block via an assortment of good pockets.

## The Undertaker

(22.459641, 114.072101)

Located about 15m uphill of Banana Rock is another large boulder with more pocketed faces. Sadly, the block also has a rather large hole beneath the landings on its right side, making them somewhat risky for those brave or foolish enough to take them on.



- 1) Back Scratch \* V0  
The left side of the face is climbed via numerous pockets, with a little back scratch from the branches behind though.
- 2) The Undertaker \*\* V1  
Climb the pocketed wall, just to the left of the big drop in the landing area.
- 3) Six Feet Under (sds) \* V0  
Sit start at a good pocket left of the big drop. Crank up to big pockets before heading out right on positive but spaced holds above the void of 'The Coffin'.
- 4) Coffin Box (sds) \*\* V3  
Sit start using pockets low on the right side of the wall. Pull directly to positive crimps above these before launching out left, over the void, to an okay pocket. From here make worrying moves up to positive pockets and an easier finish.
- 5) Safe as Houses (sds) \*\* V2  
Start as for Coffin Box but launch up and right to pockets and holds on the arête, which is then followed to the top of the boulder

# Flaky Wall

(22.459775, 114.071784)

Slightly uphill of The Undertaker and to the left of the track is a collection of three blocs, with two mounds lower down and a longer wall above these.



- 3) Flaky Arête \*\* V2  
The left arête of the wall.
  - 4) Pocket Plus \* V1  
Climb the arête on its left side, making more use of the pockets on the wall than there arête itself.  
  
The next few problems are on the two blocks below Flaky Wall. Neither are particularly worthwhile though.
  - 5) Pocket to Pocket (sds) V2  
Sit start in the pocket on the right arête and make a big throw to a positive pocket higher up. Finish more easily above this.
  - 6) Easy Picking V0  
Climb the left bloc via the line of least resistance.
- 1) Tree Dab \*\* V2  
Climb the right side of the wall via a collection of spaced pockets, being careful not to dab the tree behind you.
  - 2) Flaky Wall \*\* V3  
The centre of the wall can be climbed using a coalition of pockets and thin flakes that will [hopefully] bear body weight.

## Goat Rock

(22.459952, 114.072126)



Located 30m up slope of The Undertaker and just beneath a large landslide scar is another bloc with a steep downhill face.

- 1) Focus \*\*\* V5  
A stiff proposition for the grade but a line worth putting the fight in for. Start at the high pocket on the left of the face and crank right to more pockets and crimps in the middle of the wall. Launch directly up from these to gain more pockets at, and over, the lip.
- 2) Double Simon (sds) \* V8  
The sit start to Focus adds several very difficult moves from a small pocket and flake on the left arête of the face.

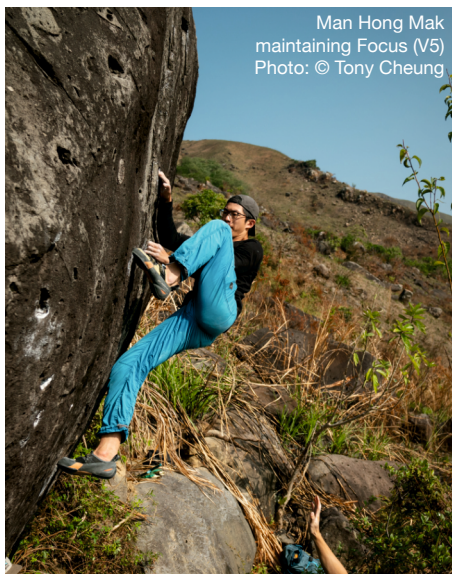
## Ha Fa Wall

(22.460132, 114.072248)

Just up slope of Goat Rock and on the right side of the landslide scar is another big boulder with several problems on its downhill face and a multitude of easy slab lines on its right side.



- 1) Transplant \* V1  
Climb the slanting crack and pocketed wall on the left side of the downhill face of the block.
- 2) XXX \* V4  
Start with a high poor pinch on the left of the bulge and an undercut in the crack low down. Pull on and slap to pockets on the lip of the bulge, before pulling through this and finishing up the easy slab above.

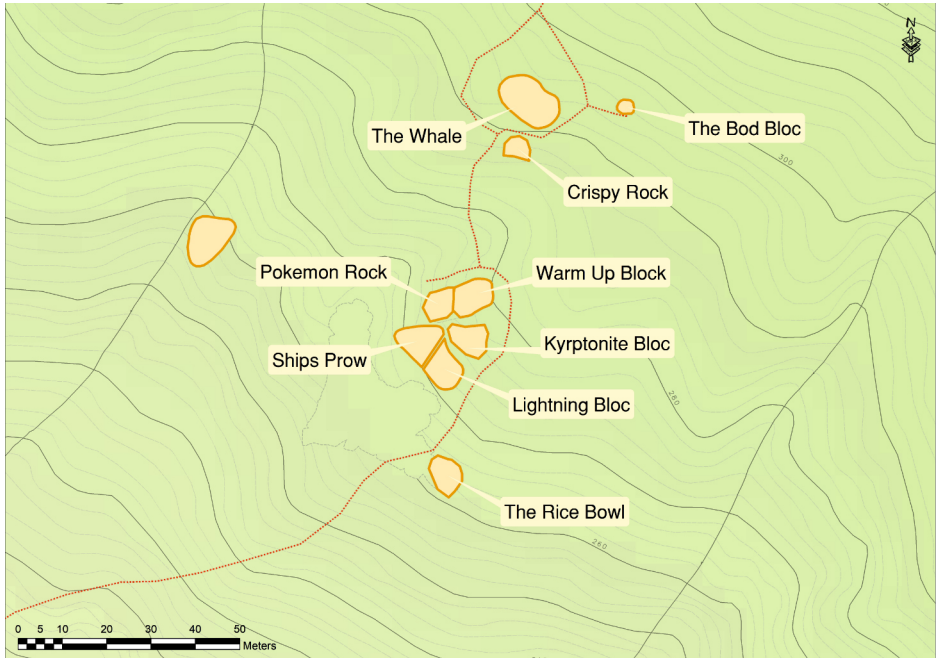


Man Hong Mak  
maintaining Focus (V5)  
Photo: © Tony Cheung

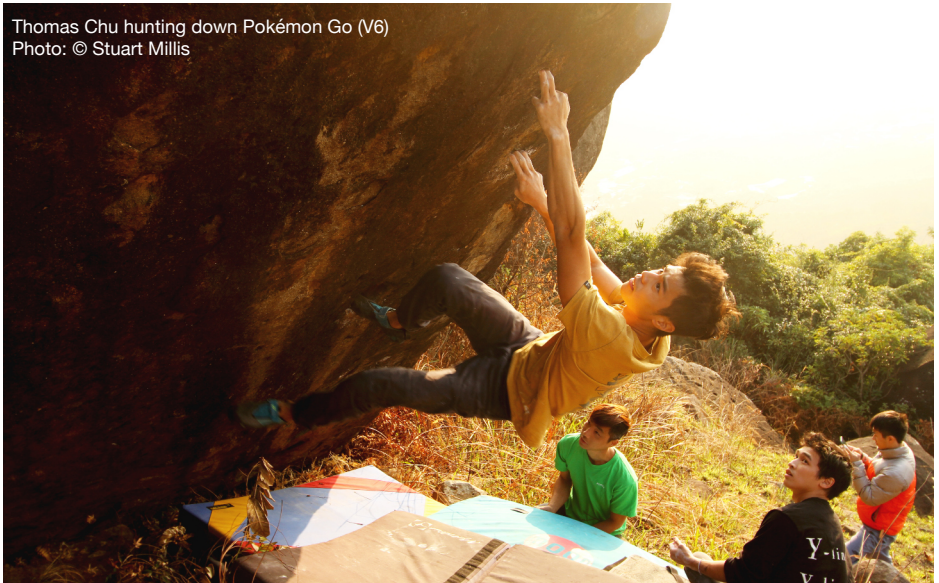
- 3) Ha Fa on Loan (sds) \* V3  
Frequenters of Ha Fa Shan Summit Boulders will find something about this one oddly reminiscent. Sit start on small flakes and launch up for positive holds in the v-notch above. Pull through this to finish up the slab above
- 4) Way Down \* VB  
The easy angled slab can be climbed a multitude of ways, all at relatively amenable difficulties. This also provides a useful way back down the block.

## Sunshade Boulders

The Sunshade Boulders are the next obvious cluster located about 100 m further up the ridge line from Goat Rock. Home to Pokémon Go, this is one of the 'must visit' areas at Kai Kung Leng.



Thomas Chu hunting down Pokémon Go (V6)  
Photo: © Stuart Millis



## The Rice Bowl

(22.460431, 114.073347)

The lowermost of the boulders in the cluster up the ridge to the right of the large landslide scar, the Rice Bowl provides a number of very high slabby easy lines.

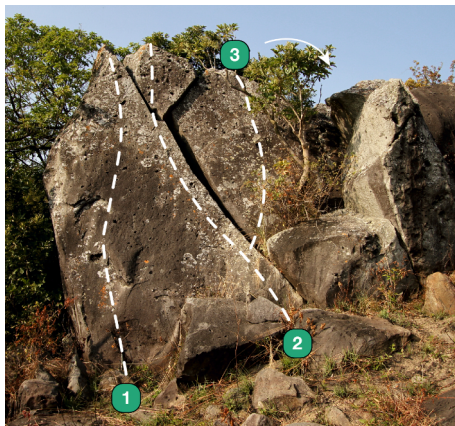


- 1) **Broken Bowls V0**  
The less featured side of the face can be climbed via pockets and breaks, all be it on slightly more suspect rock than the other parts.
- 2) **The Rice Bowl \*\* V0**  
The middle of the (very) large slab face, via the obvious large pocket.
- 3) **Faahn \* VB**  
The right side of the face is littered in large scooped projects that allow it to be climbed in relative security.
- 2) **Beeline \*\* V0**  
A slightly trickier start leads to pleasant climbing up the pocketed left arête.
- 3) **The Wasp Factory \*\*\* V1**  
The pocketed slab wall in the middle of the face gives a good introduction to slab pocket pulling.

## Lightning Bloc

(22.460635, 114.073369)

Located just uphill of the Rice Bowl Bloc is a large face split by a lightning bolt crack.

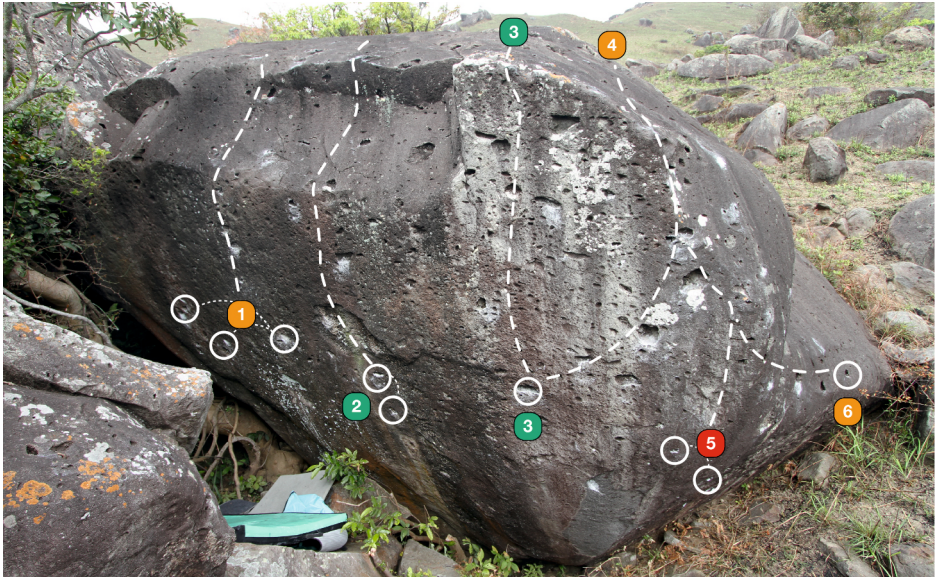


- 1) **Hollow Slab \*\* V1**  
The slightly hollow sounding slab on the left side of the face, making use of the side of the crack in the upper part, where the bolt jolts left.
- 2) **Lightning Crack \*\*\* VB**  
Climb the slab crack, mostly using it to lay back until the upper part, where you can finish up the block.
- 3) **Thunder Struck \* V1**  
Start in Lightning Crack but immediately break out right on to the slab above, which is climbed to the top.

# Kryptonite Bloc

(22.460694, 114.073394)

Immediately above the Lightning Bloc is a steep face with a number of fine pocket pulling lines on it.

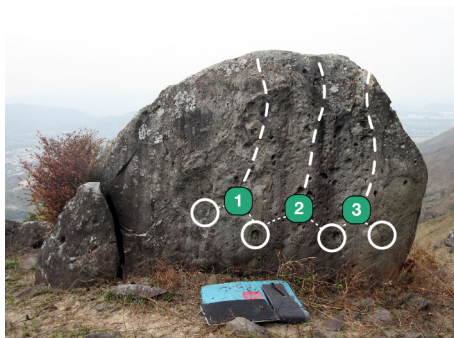


- 1) **Pockets Full of Kryptonite \*\* V4**  
Start with a small but positive right crimp and either undercut pinches or more small crimps out left (depending on reach). Make hard moves up to a good crimpy pocket before finishing with trepidation through the bulging lip above. The big pocket out right is off.
- 2) **Clark Kent (sds) \*\*\* V2**  
The only disappointing thing about this line is that its not slightly harder. Start sat on the slab from a positive pocket and smaller one just beneath it. Using features and pockets, climb the wall above with surprising ease to a slightly trickier finish through the bulge above.
- 3) **Superman \*\*\* V1**  
Start matched in the good slot and make powerful moves up the wall above to reach the lip using a collection of good, but spaced pockets. Turning the lip itself is probably the crux however.
- 4) **Daily Planet \*\* V3**  
Start in the good slot and make big moves out right to a good pocket. From here, tricky moves may allow you to finish up the arête above.
- 5) **Climb Like a Cockroach, Sting Like a Wasp (sds) \* V5**  
Start on a small three finger pocket with left and a low crimp pocket with right. Make a powerful move up to another small pocket before launching out left to the good jug on Daily Planet. Finish up the positive holds of this and Superman.
- 6) **Lois Lane (sds) \* V4**  
Start on the right most pocket on the lip and work your way left across this to the finish of Daily Planet.

## Warm Up Bloc

(22.460834, 114.073426)

The highest of the initial boulder cluster, the Warm Up Bloc has a number of moderate lines on its faces that, as the name suggests, are good to get yourself warmed up on.



- 1) Warm Up Flake (sds) \* V1  
Start sat using the good side pull flake and pocket out right. From these crank up the various pockets above to an easier finish.
- 2) Warm Up (sds) \*\* V0  
Starting from good pockets low down, climb up using even more good projects.
- 3) Warm Up Arête (sds) \*\* V0  
Climb the right side of the wall from a sit start.

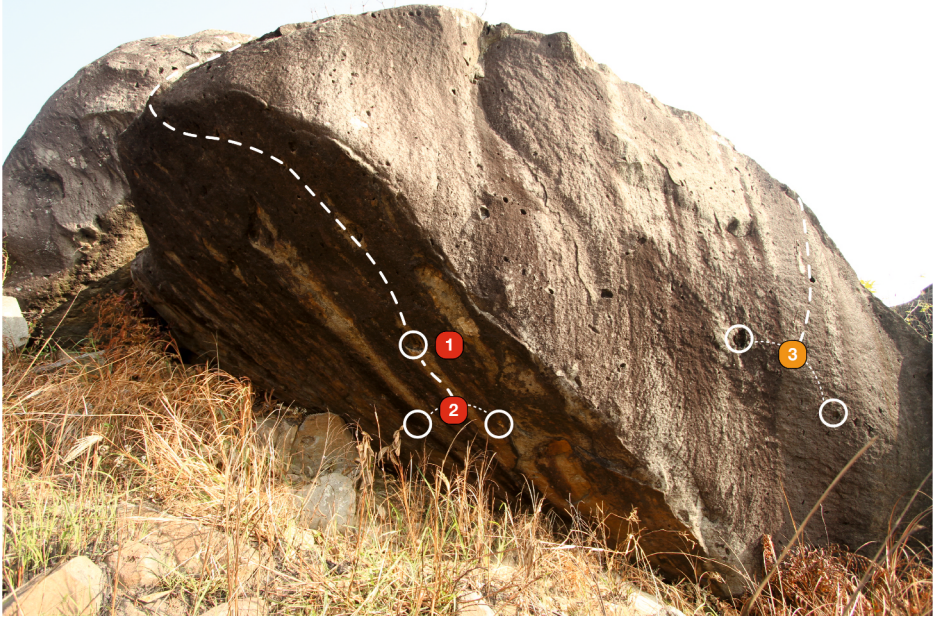
Simon Phillips trying not to Climb Like a Cockroach (V5)  
Photo: © Stuart Millis



# Pokémon Bloc

(22.460830, 114.073342)

Back down the hill on the other side of the Warm Up Bloc is a steep overhanging face with several pocket pulling test pieces on it.



- 1) **Pokémon Go \*\*\* V6**  
Start at a big pocket low down. Crank up to another reasonable pocket before launching out left on various deep two finger pockets to eventually gain the lip near the left side of the roof. Pocket lovers will like it but be sure to bring those tendons of steel! Can also be finished direct from the two finger pocket at a similar grade.
- 2) **Pocket Monster Go (sds) \*\*\* V7**  
The sit start to Pokémon Go adds an extra hard moves to get established in the start pocket of the original line.
- 3) **Pikachu \*\* V3**  
The wall right of the roof has a large pocket at chest height in its middle part. Start on this and a smaller pocket to the right and climb straight up via the lone pocket above.



Ray Ho blasting up Pocket Monster Go (V7)  
Photo: © Stuart Millis

## The Whale

(22.461180, 114.073538)

The Whale is the large bloc up hill and looming over the Pokémon Cluster. The bloc beneath this is Crispy Rock, which was basically given up on as most holds kept exploding in our faces when we tried lines on it.



- 1) **Moby Dick \*\* V5**  
Climb the wall and arête on the right side of the Whale Bloc.
- 2) **Tso's Project (Project)**  
The awesome overhanging wall is about as proud as a project can get. Starting on the right side, use awesome amounts of self belief to somehow work your way up and left to jugs at the lip. From there all that's left to do is put fear behind you and continue up the flake and pocketed wall above to a daunting finish some 8 or 9 metres off the ground!
- 3) **Shamu \*\* V2 (TR)**  
Currently only sent on a top rope due to the height (approaching 8m), the overhanging corner crack gives a fine exercise in lay backing, jamming and bridging, with added bonus of a slightly spicy top out too!
- 4) **Hump Back (sds) \*\* V4**  
Start sat matched on the good flake low down. Crank up the corner to gain the horizontal break above before making tricky moves to get established on the slobber part of the corner above. A deceptive line that's harder than it first looks.

# The Bod Bloc

(22.461150, 114.073775)

Roughly level with the back of The Whale, but further over to the right, is a bloc with a small overhanging prow and a big pocket in its middle.



- 1) Dad Bod \*\* V3  
Start matched in the pocket and work your way left along the lip towards the arête, before topping out on the left side of the face.
- 2) Mum Bod \*\* V5  
Start matched in the large pocket and work your way right along the lip, using pockets above and below and a good deal of heel hooking and slapping. Finish up the line of pockets and arête on the right side of the face.

Shoji Chan working the stunning and imposing (and, as yet unsoft) line of Tso's Project  
Photo: © Tony Cheung



## Olympus Boulders

Behind the Whale Boulder and nearing the summit ridge is a collection of large, mostly highball boulders that include some of the best looking unclimbed (and largely unattempted) lines in Hong Kong. The less godly amongst us will however be more interested in the blocs between these and The Whale, which include a number of more sensibly sized quality problems.



### Sine Bloc

(22.461441, 114.07380)

Off to the right of the main cluster of boulders is a small bloc with a prominent tree behind it and a sine-shaped crack on its front face.



- 1) Cosine \*\* V2  
Climb the blunt rib on the left side of the face, left of the sine-crack.
- 2) Sine Line \* V1  
Start mid-way along the sine-crack and climb directly up the wall above.
- 3) Tangential \* V0  
Start at the right side of the sine-crack and climb the short wall above.

## The Tinderbox

(22.461570, 114.073623)

Near the bottom of the main cluster of boulders behind The Whale are a couple of little gems worth a quick stop.



- 1) Charred Remains (sds) \* V2  
Sit start at the base of the flake and climb this to the roof, which is then tackled directly to gain the slab above.
- 2) Tinderbox \* V2  
From matched in the slot, pull through the overlaps above using, you guessed it, pockets.
- 3) Simon Says \*\* Unclimbed  
The bulging prow on the bloc to the right of Tinderbox also has a feasible and not overly difficult looking line up it.
- 4)

## Cracked Wall

(22.461723, 114.073647)

Behind the Tinderbox Bloc is a short slabby wall split by a large crack / flake in its central part.



- 1) Cracked Up \*\* V1  
Climb the left side of the face to join the crack at its top.
- 2) Cracking Up \* VB  
Follow the left trending crack easily up the slab.
- 3) Broken \* V0  
Follow the right arête of the bloc up its entirety.

## Slim Groove

(22.461763, 114.073737)

Just up and right of Cracked Wall is a pocketed slab with a light grey groove on its right arête. This bloc is home to a few fun low-grade slab problems.

- 1) Flaked Arête \* V1  
Use flakes and the arête to get established on the lower, steeper wall, before pulling up to the easier slab above.
- 2) Warped Wall \*\*\* V1  
A delightful climb through the scooped wall and slab above on big bucket pockets.
- 3) S-Club \*\* VB  
Weave an s-shape up the right side of the face following the line of least resistance and positive holds throughout.
- 4) Slim Groove (sds) \*\* V1  
Climb the pale coloured open groove using pockets and holds on the arêtes either side.



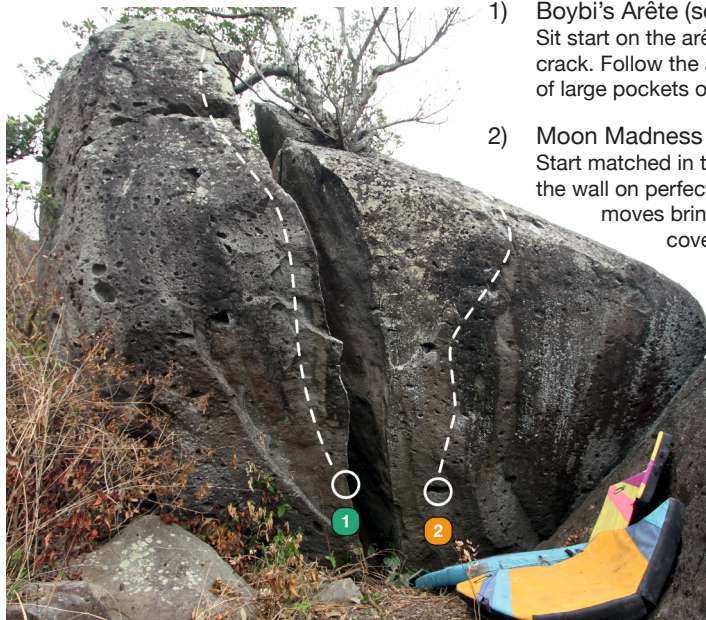
- 5) Pocketed Wall \* V0  
The highly pocketed side wall of the block, up the tallest part.

6)

## The Moonboard

(22.461833, 114.073748)

Immediately behind the Slim Groove Bloc is an overhanging face split by a large crack, with a slab behind it. This is home to a couple of very high quality steep pocketed lines that mother nature designed with no other purpose but to be climbed.



- 1) Boybi's Arête (sds) \*\* V2  
Sit start on the arête left of the wide crack. Follow the arête, making good use of large pockets out left on the way.
- 2) Moon Madness (sds) \*\*\* V4  
Start matched in the big slot and crank up the wall on perfect pockets, before hard moves bring the lip and lichen covered slab above.

# White Wall

(22.461834, 114.073657)

To the left of Slim Groove is another small bloc with a fine arête on its front face and a short white wall on its uphill side.



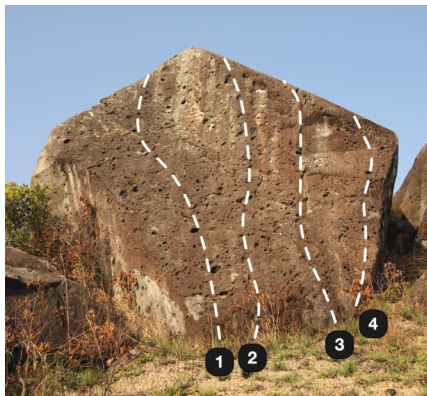
- 1) Grey Scale \* V1  
Follow the narrow grey wall on the right side of the prominent arête.
- 2) Underbelly (sds) \*\* V2  
Start matched in the lowest of the pockets, just above the lip and with feet under the roof. Jug haul through the roof before finishing up the pocketed wall and arête above.
- 3) Grey Mouth \* VB  
The pocketed slab on the left side of the face is also a convenient way back down the bloc.
- 4) White Walkers (sds) \*\* V1  
The right arête of the white face, from a sit start.
- 5) Silicified (sds) \*\* V3  
Start on two small pockets in the middle of the wall and shoot straight up for the bottom of the notched lip above, making use of other pocketed features between as necessary.
- 6) Great White (sds) \*\* V0  
The left arête of the white face, from a sit start.
- 7)

Boybi Sarmiento experiencing Moon Madness (V4)  
Photo: © Stuart Millis

## Titan Rock

(22.462191, 114.073837)

The leftmost of the three large blocs near the summit ridge has a big slab on its lower face and equally interesting faces on its sides too. Nothing had been attempted on these at the time of writing but this will hopefully all change in the near future and some of the beautiful looking lines indicated below will get quickly dispatched.



The right face in particular (see above) appears to contain potential for a number of steep, hard, highball lines up it's pocketed face. Those indicated herein are indications of what appears to be feasible from the photos we've gathered, but may change once people actually get on them.

## Gaia Rock

(22.462197, 114.073928)



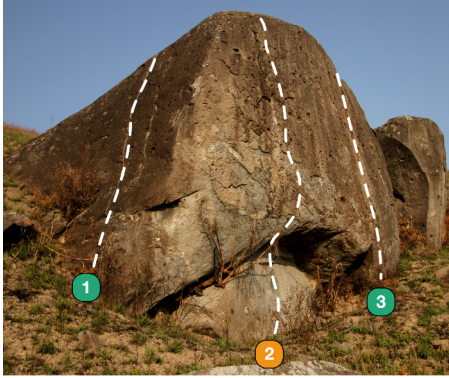
Adjacent to Titan Rock is the slightly smaller, but still rather huge, Gaia Rock. At present this only has a single line on it but more potential exists.

- 1) Gaia \*\*\* V1  
Climb the middle of the steep, tall and imposing lower face of Gaia Rock.

## Zeus Rock

(22.462124, 114.074038)

The right most of the summit trilogy is another highball bloc, this time with a fine collection of cracks splitting its faces.



- 1) Zeus \*\*\* V1  
The perfect splitter crack on the slab left side of the boulder.
- 2) Olymp \* V4  
Start inside the mini-cave and make dynamic moves to reasonable holds on the vertical face above. Finish up and to the top left of the rock.
- 3) Thunder Crack \*\*\* V1  
Climb the other perfect splitter crack, making more use of the holds on the right side of crack than the crack itself.

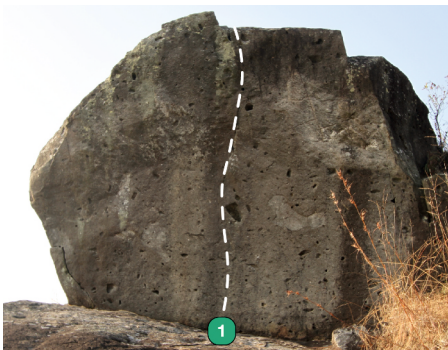
Jack Lam risking the wrath of the gods on Thunder Crack (V1)  
Photo: © Jack Lam



## Hermes Rock

(22.462294, 114.073506)

Just to the west of Titan Rock is a lone bock with one line on it.



- 1) Stealthy Grip \* V1  
Climb the middle of the pocketed east face of the bloc.

# Slytherin Blocs



*Google Map*



*Online Guide*

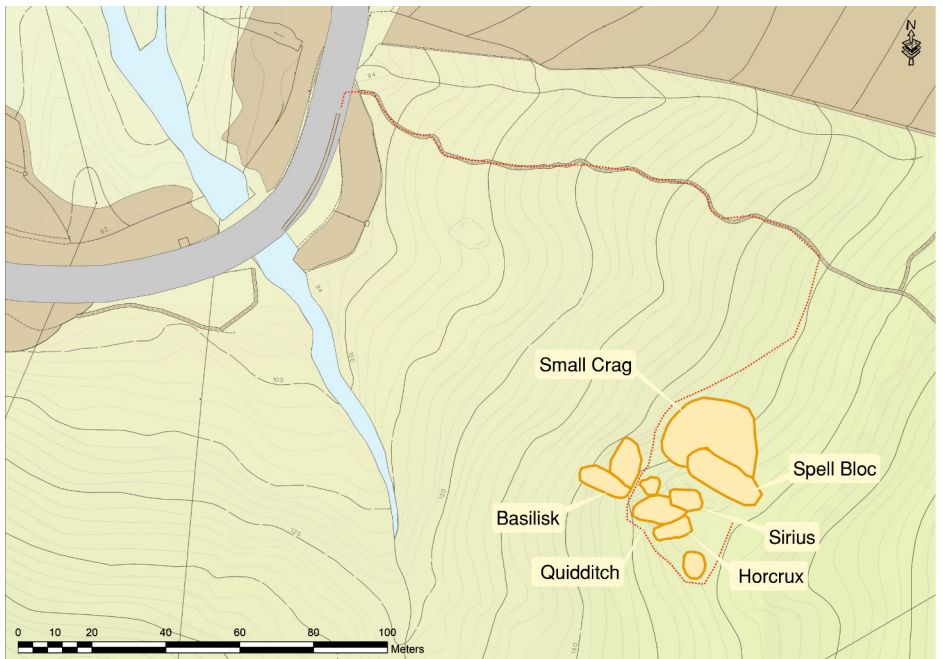


## General

The Slytherin Blocs is a small and accessible area (from the drop off point) that is home to a number of fine low- to mid-grade problems. The northerly aspect and ease of access makes it a good spot for a quick afternoon session.

## Access

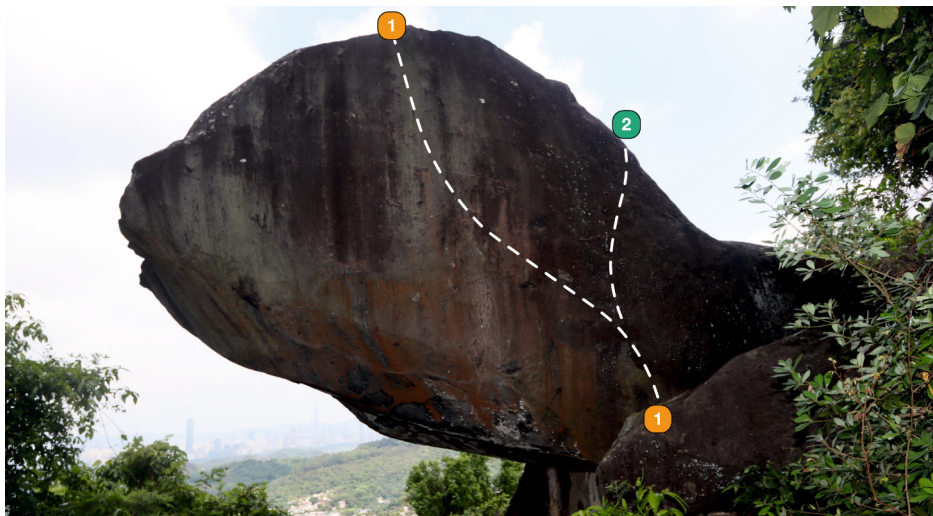
The Slytherin Blocs are located on the northern side of Kai Kung Leng, near the Ngau Tam Mei Fresh Water Service Reservoir. Access will require either a taxi ride or a car to get you to the bend in the road / stream just east of the Ngau Tam Mei Service Reservoir (22.468633, 114.074353). From the small clearing, follow the slope maintenance staircase to the left of the stream (looking up hill) a short way before breaking left along a berm. This will bring you to a dirt trail that weaves up the hill to eventually reach a small outcrop. Follow the trail right at this point and scramble over and around some blocs to reach the bouldering area itself. The approach takes less than 10 minutes from the road.



## Basilisk Bloc

(22.468481, 114.077218)

The first major bloc reached is a gravity defying boulder housing two lines, one of which is a rather serious proposition requiring a very steady head.



### 1) Basilisk \*\* V5

A pulse raising excursion up the main face of the bloc. From pockets above the ledge, step left above the drop and keep moving up and left across the face with increasing trepidation.

### 2) Nagini V2

Start at the same spot as Basilisk but take the more sensible direct approach up the face above. Just be careful not to bounce off left if you fall!

The Wall beneath the Basilisk overhang also appears to have potential for a few lines for those willing to spend some time clearing and cleaning it a bit.

Long Tsang risking the wrath of the Basilisk (V5)  
Photo: © Jack Lam

## Quidditch Bloc

(22.468375, 114.0772216)

Just around the corner from the Bailisk is a tall slabby face with a number of pleasant highball slab climbs on it.



- 1) **Invisibility Cloak \* V1**  
Follow the pockets up the left side of the slab, trending behind the tree and being hidden by the bushes.
- 2) **The Golden Snitch \* V1**  
Another pockety line, this time taking the slab just to the left of the crack splitting the upper part of the face.
- 3) **Quaffle \* V1**  
Start directly beneath the crack and climb up to, and then follow, this.
- 4) **Nimbus 2000 \*\* V2**  
Follow the pockets up the wall to the right of the hanging crack, passing through the overlap just to the right of the v-shape.
- 5) **Holyhead Harpies \*\* V1**  
Climb the right side of the slabby face.



## Snitch Slab

(22.468308, 114.077306)

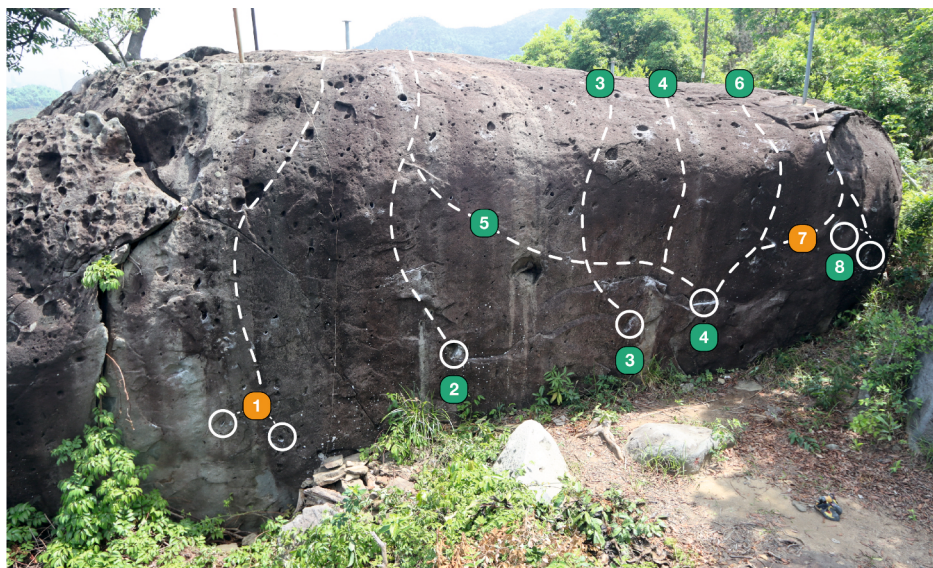
Just up the hill from the Quidditch Bloc is another slab with a couple of easy lines.

- 1) **Snidget \* VB**  
The left side of the slab, following a series of large incut pockets.
- 2) **Seeker \* VB**  
The right side of the slab, starting at the large flake.

## Spell Bloc

(22.468447, 114.077339)

Continuing up the trail a short distance from Snitch Slab, and bearing slightly left brings you to a large opening in the vegetation and a cluster of several quality blocs. The most prominent of these is the long face of the Spell Bloc

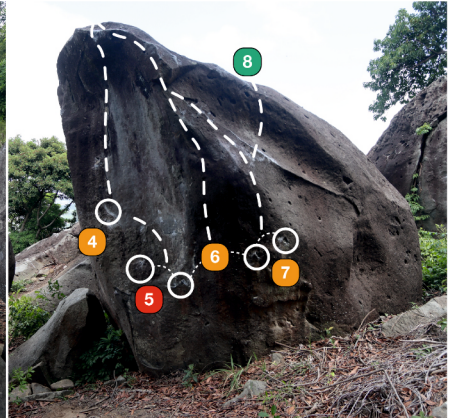
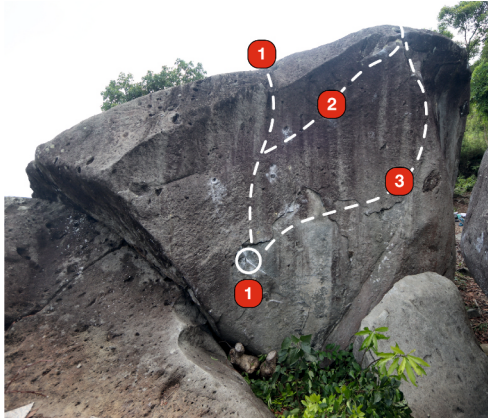


- 1) **Sectumsempra (sds) \* V4**  
Start on small pockets low on the left side of the face. Make a tendon wrenching pull to get started and then follow much nicer pockets up the wall above.
- 2) **Stupefy (sds) \* V1**  
Sit start at a low deep pocket. Make a powerful pull to good crimps and then follow the deep pockets above.
- 3) **Obliviate \* V1**  
Start at a low lay away. Pull up to the left side of the ledge above and then continue up positive pockets.
- 4) **Crucio \* V2**  
Start at the low ledge on the right side of the wall. Pull up and left to the right side of the higher ledge, before continuing directly up this via small crimps and pockets.
- 5) **Cunfundo \*\* V1**  
Start as for Crucio, but this time keep working your way left across the wall to eventually join and finish up Stupefy.
- 6) **Avada Kedavra \* V2**  
Sit start at the same ledge as the previous problems. From here, crank directly up to climb the wall above via an assortment of crimps and pockets.
- 7) **Smoothie Power (sds) \*\* V4**  
From the low ledge on the right side of the wall, make a low level traverse right to gain a gaston in a positive pocket at the arête. Move powerfully from this to gain more pockets above and an easier finish.
- 8) **Patronum (sds) \*\* V2**  
Start using the low pocket beneath the gaston on Smoothie Power and an even lower pocket out right. Use these to get established on the face and to join the upper part of Smoothie Power.

# Sirius Bloc

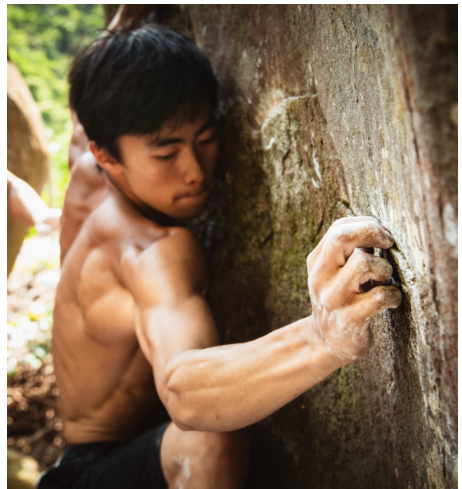
(22.468447, 114.077339)

Sandwiched between the Spell Bloc and Horcrux Bloc, this boulder provides some of the harder test pieces in the Slytherin Sector.



- 1) **Fire Ant Straight (sds) V6**  
Start at a positive layaway low on the left side of the face. Figure out how to get established without dabbing the boulder to the left or the tree stump, then attack the wall directly above with difficulty.
- 2) **Fire Ant (sds) \* V7**  
Start as for the previous problem, but rather than just topping out, traverse right using pockets and crimps beneath the lip to eventually top out at the right arête.
- 3) **Black Magic (sds) V8**  
From the same start as the previous problems, make a low right traverse across the face to gain the thin undercut flake, which is followed upwards. Be gentle with the flakes as they may not last that long given their hollow sound.
- 4) **Azkaban \*\*\* V5**  
Start on small crimps on the left side of the face. Reach up to a small pocket and then make a long move to the lip above.
- 5) **Azkaban (sds) \*\* V8**  
The sit start to Azkaban, moving into the original line from tiny crimps and pebbles low on the right side of the face.
- 6) **Goblet of Fire \*\* V5**  
From opposing sidepulls either side of the arête, slap your way up the narrow prow.
- 7) **Dementor (sds) \*\* V3**  
Sit start at the positive pockets right of the arête. Pull up to the shelf above and then traverse this left to eventually move around the arête and on to the Azkaban face. Rock over the lip to finish
- 8) **Muggle Struggle (sds) \* V2**  
Start as for Dementor. Reach up to the sloping shelf directly above and then continue through this to top out.

Ray Ho bagging the first ascent of the fiendishly crimpy Azkaban (sds) (V8)  
Photo: © Jack Lam



## Horcrux Bloc

(22.468395, 114.077292)

The bloc immediately to the left of the Sirius Bloc has a fun narrow end face as well as a slabby side face with several quality lines.



- 1) **Salazar \* V1**  
Tackle the left side of the slab, starting at the sloping ledge and making use of a deep pocket to enable a long reach for the positive lip above.
- 2) **Cerberus \* V3**  
The right side of the slab is a slightly more testing affair, yielding to balance, crimping and rockovers.



- 3) **Horcrux \* V1**  
The right arête of the slabby face of the bloc.
- 4) **Two Faced Professor (sds) \*\* V1**  
Sit start using a positive lay away with the right and low pocket with the left. Make use of further positive sidepulls to work your way up the narrow face to positive jugs at its lip.



Boey Lee cruising up the Two-faced Professor (V1)  
Photo: © Jack Lam