

Tung Lung Chau



Online Guide



Google Map



General

More renowned for its sport climbing, Tung Lung is unlikely to ever become a focal point or hub for bouldering. However, the island does include several spots and opportunities for pebble wrestlers to get their fix, with the base of Tech Wall having several testing traverses and a couple of classic 'up' problems and the Pirates Bay and The Cave (if dry and free of sea trash) offering some steep gym-style problems.



Lau Koon Hing duelling with II Pirata (V6)
Photo: © Stuart Millis

Access

Access to Tung Lung Chau requires a pleasant and relaxing ferry ride from either Sai Wan Ho on Hong Kong Island or Sam Ka Tsuen in East Kowloon. Both options take about 40 minutes to reach the island, with the climbing areas accessed by a 10-15 minute walk from the ferry pier (the second stop on the island visited by the ferries).



from Hong Kong

This ferry runs from the Sai Wan Ho Typhoon Shelter (Note: not the ferry pier), with the boarding area located just to the east of the bus terminus beneath Grand Promenade at the following times:

Weekends & Public Holidays

Ferries from Sai Wan Ho:
09:00; 10:30; 12:00; 15:15; 16:40
Ferries from Tung Lung Chau:
09:45; 11:15; 14:30; 16:00; 17:30



from Kowloon

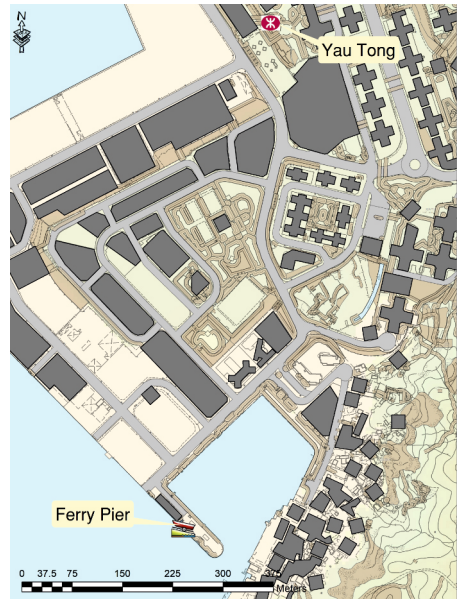
This ferry runs from the ferry pier at Sam Ka Tsuen at the following times:

Saturdays

Ferries from San Ka Tsuen:
09:00; 10:00; 11:00; 15:00; 16:30
Ferries from Tung Lung Chau:
09:40; 15:40; 17:00

Sundays & Public Holidays

Ferries from San Ka Tsuen:
08:30; 09:50; 11:00; 13:30; 15:30; 16:30
Ferries from Tung Lung Chau:
09:05; 10:20; 14:00; 15:30; 17:00

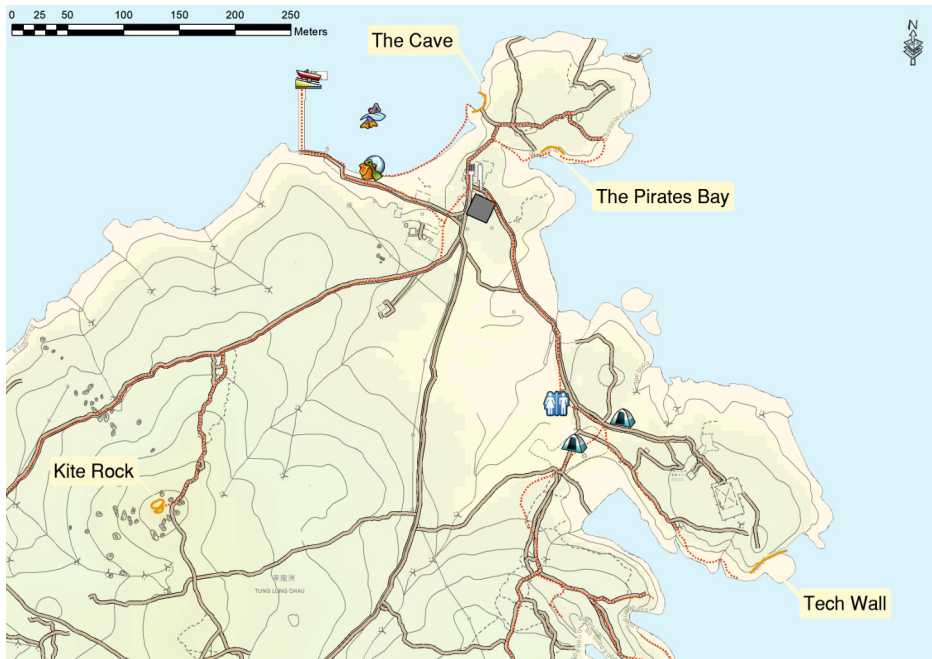


Bouldering Sectors

Terry Chan sailing Across the Seven Seas (V6)
Photo: © Stuart Millis

All sectors are accessed from the second pier that the ferry stops at. From which you continue along the path to the beach area and then either:

- i) **The Cave:** Break off onto the beach and contour this (scrambling over some rocks) to reach The Cave;
- ii) **Pirates Bay:** Continue to (and then through) the Holiday Store. Almost immediately break right to scramble down a dirt trail to a beach. Traverse the left side of the bay to reach the overhung cave (the cave gets cut off at high tide)
- iii) **Kite Rock:** Turn right where the path splits just after the beach and continue up the steps until paths lead off left up the hill towards the two large boulders;
- iv) **Technical Wall:** Continue past the Holiday Store and along the path to reach the campsite area. Continue straight across this and scramble around the right side of the headland to reach Tech Wall.



The Cave

(22.258146, 114.294663)

The Cave is located on the left side of the fine sandy beach near the Ferry Pier. Climbed on sporadically over the years, sadly neither the rock quality nor the lines are really much to write home about. However, for those keen enough there's still several hours fun to be had here and even a bolted line too.



The Pirates Bay

(22.257836, 114.295350)

The small bay situated behind the Holiday Store is home to one of the rare areas of roof climbing in Hong Kong, hosting a handful of high quality lines and endless potential for gym style eliminates.



- 1) **Il Pirata (sds) ** V6**
Start at an undercut/pinch block with left and good slot with right. Make powerful moves up from these using a combination of sidepulls out left and gastons out right, to eventually finish matched on a flat ledge above the lip of the roof.
- 2) **Across the Seven Seas (sds) ** V6**
Start as for Il Pirata and make a series of extremely powerful moves diagonally right across the wall to join Torrent Hound just beneath the lip of the cave. Finish as for Torrent Hound.
- 3) **Torrent Hound (sds) ** V3**
Sit start at a sidepull and small crimp directly beneath a positive jug. Pull up to the jug before trusting holds in the slopy shelf beneath the lip to let you gain a sloping ledge on the right side of the small groove. From here, reach right to finish in the letter box slot at the top of The Pirate Bay.
- 4) **Pirate Bay (sds) *** V2**
Sit start at the large slopy ledge at the deepest point of the cave. From here follow a line of positive holds out through the roof to eventually gain the large letter box slot above the lip. Drop off from this.
- 5) **Pirate Bay Ext (sds) *** V3**
A long right to left extension traverse into The Pirate Bay, starting from a positive slot near the right end of the roof.
- 6) **The Black Corsair (sds) ** V7**
Starting form the same slot as Pirate Bay Ext, but this time tackling the stepped roof directly above via a tricky sequence of crimps and sidepulls. Unlike most other lines, don't stop at the lip but continue up the wall above to gain positive holds in the high break above. Drop off from here.
- 7) **Jack Sparrow (sds) *** V2**
Sit start using a low undercut block with the left and high crimp with the right. From these, work your way right along the sloping shelf to a good jug. Launch up and right from this (be careful of the loose block at the lip) and then reach left to finish matched on the sloping shelf.

Kite Rock

(22.257836, 114.295350)

The two large blocs perched atop the small hillside overlooking the path between the two ferry piers are an obvious target for boulderers. However, it wasn't until 2025 that any serious effort was put in to developing them specifically for hard bouldering when Gordon Chow 'reimagined' their potential and kick started a period of development.

The first few lines tackle the smaller bloc on the left side of the cluster.



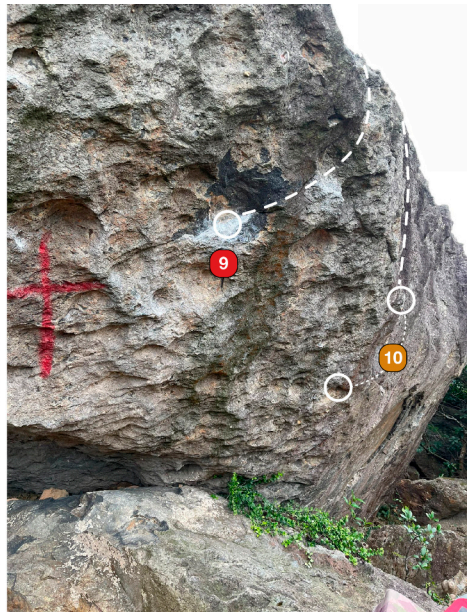
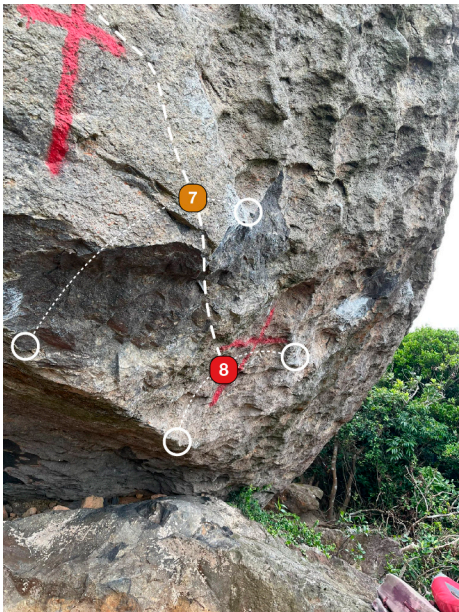
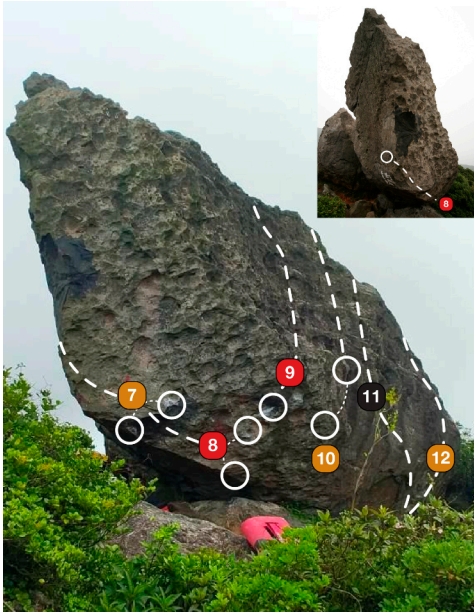
- 1) **Punch Mark * V0**
Climb the pocketed slabby wall on its left side.
- 2) **Island View * V1**
Climb the pocketed slabby wall on its right side.
- 3) **Season Extended ** V5**
Start with a good crimp for the left and side pull for the right, making a long traverse left from these to join and finish up Island View.
- 4) **Off Season Delight ** V8**
Start as for Season Extended but attack the arête above more directly and avoiding any use of the large pockets on Island View.
- 5) **Green Vision * V2**
Start on two good crimps and climb the short face above.



James Ling making the F.A. of Wee Heavy (V6)
Photo: © James Ling

Tung Lung Chau

The next few lines tackle the main boulder of Kite Rock itself and involve drop offs for those tacking the steeply overhung front face and highballs (mostly on big jugs) for those on the right side. To get off the bloc, your best bet is to down climb using the jugs until a short drop back to the pads is possible.



- 6) **Project**
A line for the next generation perhaps?
Tackle the underside of the awesome roof.
- 7) **Morphling ** V4**
Start on the good slope and undercut before launching out left to eventually gain the start hold on the sport climb Kestrel (F7a). The brave (or stupid) could also continue up that line for a highball that would be pushing the definition of highballing...
- 8) **Morpho Combat *** V7**
A low start to the previous line from a sloper (right) and good undercling beneath the roof (left). Requires either extreme tension of dynamism, with neither option being easy... Finish at the start jug of the sport line Kestrel.
- 9) **Wee Heavy ** V6**
Essentially a bouldering variant start to the sport climb It's All Right (F6c), starting from matched on the sloper and then moving powerfully up to the jugs above. If you value safety and sanity, finish direct above rather than following the bolts.
- 10) **Sun Potion * V4**
From an undercut left hold and high right, make a difficult move to get established before things ease on the wall above.
- 11) **Project (sds)**
A potential rising leftwards line between Summer Kite and Sun Potion.
- 12) **Summer Kite (sds) * V3**
Start on a good crimp and make big moves up the right side of the bloc.

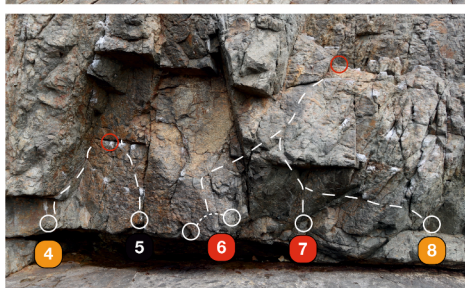
Cecelia Tang wrestling with Morpho Combat (V7)
Photo: © Cecelia Tang



Technical Wall

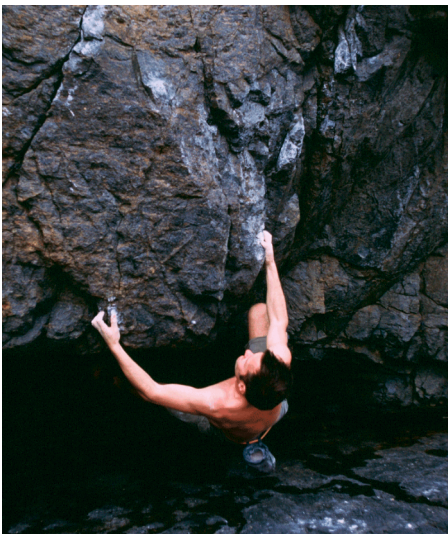
(22.254576, 114.297257)

The most popular sport climbing area in Hong Kong, Technical Wall also offers pebble wrestlers a few hours of fun in the form of traverses / variants to the start of the routes.



- 1) **The Traverse (Part I) ** V5**
From jugs on the far left side of the wall, make a difficult traverse right all the way across to the start of The Corner. The meat of the problem lies in crossing the various corners and undercut sections of the wall.
- 2) **The Traverse (Part II) *** V3**
The best section of the traverse lies between the routes The Corner and Purple Heart. From jugs at the base of The Corner, make tricky moves right to eventually gain a series of good jugs. One more tricky section through a short corner brings more jugs and eventually the start holds on Purple Heart.
- 3) **The Traverse (Part III) * V6**
The hardest section of the T-Wall traverse. From the start of Purple Heart, move right round the small corner and, having decided whether to go above or below the roof, continue right to another short corner. Move up to reasonable holds in the break before continuing along the lower part of the wall with increasing ease. Finish when the risk of stepping off into water gets too high.
- 4) **Pincer (sds) *** V4**
Start on good but small crimps on the left wall, with feet out right. Move up to a small but positive crimp in the overlap and then power out right to the flake before continuing up to finish in the break out right.
- 5) **Wonderful Souvenir (sds) ** Project**
The sit start to the route Wonderful Souvenir looks feasible but is a fearsome and frustrating challenge. Start on okay sidepulls low in the crack and then slap your way up this (and poor holds out left) to eventually finish in the break.
- 6) **Pocket Rocket (sds) *** V6**
Sit start at a small pocket and poor sidepull. From these, slap your way up small pockets and crimps to gain a reasonable crimp. Move right from this, past the vertical crack, to so-so holds above the lip of the overlap. Continue up and right to eventually finish at the ledge. An even lower start from matched on undercuts under the roof has been made at about V7.
- 7) **Time for T (sds) * V6**
Start matched on a woefully inadequate rounded boss. Move up from this (crux) to poor holds in the groove before fighting through the roof above to eventually gain the upper part of Pocket Rocket.
- 8) **Twisted (sds) * V5**
Start sat and facing outwards on the small ledge beneath an overhanging corner. Using an assortment of pockets and layaways, spin around and make a low traverse left to join Time for T at the groove. Finish as for that problem.

Linking all three sections of The Traverse is a beast of a line that seldom gets attempted / repeated and probably warrants a sport grade of about F8a rather than a V-grade to reflect the effort and stamina required.



Colin Spark blasting off on Pocket Rocket (V6)
Photo: © Stuart Millis

Tung Lung Chau

Colin Spark powering up Pincer (V4)
Photo: © Stuart Millis

