Of the 7 climbing games, at the bottom of the list is:-

1. The Bouldering Game "RURP" March 1970

We have already discussed bouldering, but one should note that the basic bouldering rules eliminate not only protection, but also comparison. The boulderer is essentially a solo climber"

This excerpt is from "The Games Climbers Play" by Lito Tejada-Flores, which appeared in an earlier RURP.

One of the things Brisbane lacked climbing-wise was boulder problems such as the sandstone boulders in the Blue Mountains and Victoria's Hanging Rock.

A large number of pitifully small sandstone boulders are scattered at random around the Toohey Forest Park, Tarragindi. The boulders do however offer 20 good problems, including a couple of exceptional ones. Ted Cais and Paul Caffyn were first there and named the area "Monument Valley", followed immediately after by Chris Meadows and myself. This was 12 months ago. Infrequent visits during the year were unpleasant due to the thousands of mosquitoes, which lately have been scarce, so now is the time to go out and try the boulders.

Access - Park car or bike about halfway along Barnehurst Street, which is the last on the left going from town along Toohey Road, just before going over the hill to Salisbury. Pass through the vacant block next to a modern house.

The Boulders

They are sandstone boulders, which result in blistered fingertips after an hour or so. A lot of the problem routes are marked with a white square and a number. There are obvious limitations imposed with many of the routes being so close together. Nearly every problem is a straight line.

Boulder I	-	About 10-12' high and 25-30' long. A wall.
Climbs 1		All good routes - 1, being the easiest on this boulder.
2		The hardest problem there so far and has had 3 ascenders to date.
3,4		3 and 4 are of equal difficulty - good problems.
Boulder II	-	The second boulder above I.
Climbs 5		A tricky mantleshelf, don't go too far left.
6		Similar to 5 - slightly harder.
7		A strange problem that has had several different solutions.
8		Trivial, using the obvious crack.
Boulder III	-	About 80 yards west of II. Overhang problems.
Climbs 9		Overhang start, straight up past shelf.
10		Up the arete, the ledge on "9" and the boulder on the right are obviously outlawed. A good

Boulder IV	-	Just west of III. The highest point.
Climb 11		An easier one, good start.
Boulder V	-	The one below IV.
Climb 12		Trivial - an indirect start right is better.
16		On the move, the block on right is outlawed - strenuous.
Boulder VI	-	100 yards east of II.
Climb 13		Only a problem if purely jambed.
14		A good boulder, higher than the others. It is important to start directly below, not come in from the right slightly.
Boulder VII	-	The boulder right of VI.
Climb 15		A nice small problem.
Boulder VIII	-	This one is unmarked, it is about ¼ mile east of the others. It is very close to a house, whose owner objects to bouldering.
Climb 17		A tremendous "chimp" type roof to get over, really worthwhile.

N.B. Boulder VI has a low traverse on it as well.

There is another set of large boulders (15'). They are just above the corner of Tarragindi Road and Davey Street, Salisbury. They are visible through the trees. About 5 unmarked problems here, one really good one.

You will find a lot of easy routes unmarked, as unlike easy climbs, easy boulders are not worth doing. Problems remain, as of yet the circuit of 15 boulders has not been done without a fall, in fact several falls. No.2 is yet to be done on the first attempt, even by those who have done it, let alone on sight

Rick White.

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PHILOSOPHY CORNER

Skill is what looks easy until you try it yourself.
Technique is what is needed to make the impossible seem easy.

. . . . . .

"I like leading", says Hoy-hero Peter Crew. "It means that I can fall further"(sound forgotten).

Extract Tom Patey's article
No.4 MOUNTAIN.

. . . . . .

The law of this world is nothing but the law of strength; its driving force the will to power.

TOOHEY FOREST PRELIMINARY 'GUIDE'
(SELECTED BEST).
APOLOGIES IN ADVANCE FOR ANY MISSED CLASSICS OR WRONG INFORMATION.

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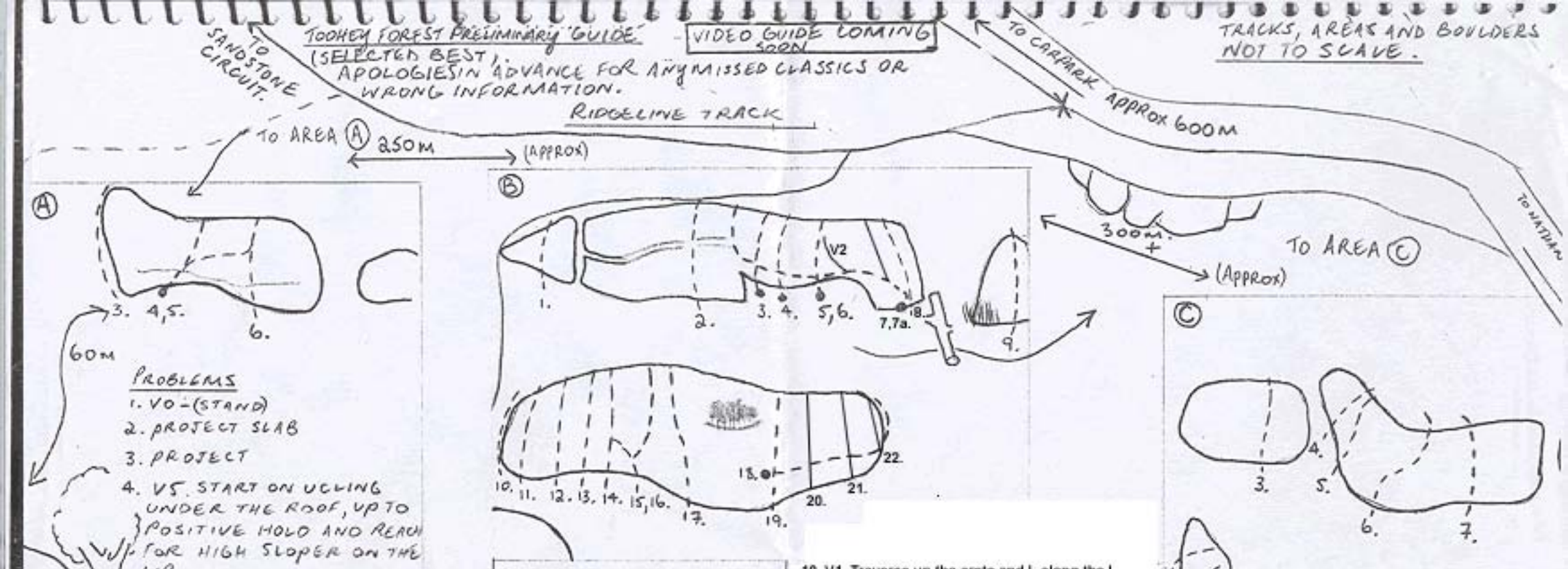
TRACKS, AREAS AND BOULDERS NOT TO SCALE.



PROBLEMS

1. V0-(STAND)
2. PROJECT SLAB
3. PROJECT
4. V5. START ON UCLING UNDER THE ROOF, UP TO POSITIVE HOLD AND REACH FOR HIGH SLOPER ON THE LIP.
5. PROJECT. LINK 4 AND 6.
6. V6. START ON COBBLE AND UCLING. UP ON EDGES.

NOTES. MANY ELIMINATES HAVE NOT BEEN INCLUDED, BECAUSE THERE ARE ALOT, ESPECIALLY IN AREA B.
PLENTY OF EASY - MODERATE PROBLEMS EXIST IN OTHER AREAS OF THE FOREST, SUCH AS ALONG THE SOUTHERN SANDSTONE CIRCUIT.
NEARLY ALL PROBLEMS ARE SIT STARTS UNLESS (STAND) IS WRITTEN, AND ARE GRADED ACCORDINGLY. MANY CAN BE DONE AS EASIER STANDING START. ALL FOR BUTS

PROBLEMS.

1. V1. Stand. Slab

2. Project - ?

3. Smoke And Mirrors V3. Start bunched in low break. Out to lip & throw R for a good hold.

4. V5. Start on cobble (?) under the roof. Long move to lip & straight up.

5. Unleash The Dancer Within V7. Start on undercling under roof. Long throw with R to jug at the lip, aim for pocket with L (high) or straight up.

6. V9/10. Start as for 5. Traverse L the whole way.

7. The Traverse
- Short version V2: Finishes up #5 past the pocket.
- Long version V?: Finish up #4.
- Full version: Project. Finish up #3.

7a. V?. As for #7 trav to first chip in rail. Straight up past sidepull.

8. V1. Straight up

9. V3 (E) Stand. Slab avoiding cobble.

10. V1. Traverse up the arete and L along the L.

11. If The Shoe Slips V8. Improbable blunt arete.

12. V5. Start with L on positive gaston, R on on sidepull. Throw high to lip and mantle.

13. The Plum V9. Start bunched on low edges, aiming for high sidepulls and mantle.

14. V5. Start on good undercling. Straight up and mantle.

15. V6. Start on slopers and join 14 avoiding the undercling.

16. Start as for 15 on slopers, then head R.

17. V1. Start on good holds on prominent bulge under and L of the high ferns.

18. V6. Layaway and traverse L to R starting on good sidepull, round the corner and up. R to L is a little harder.

19. Chopsticks (E) V7. Start on low slopers. Hit high L sloper. Mantle only using high groove.

20. Bulbous V2. Start with cobble for L foot. Pull on, slap L to big sidepull , then throw for bulbous sloper and mantle.

21. V1+. Start on good RH sidepull, up & bounce across L to rail, then top it out up R.

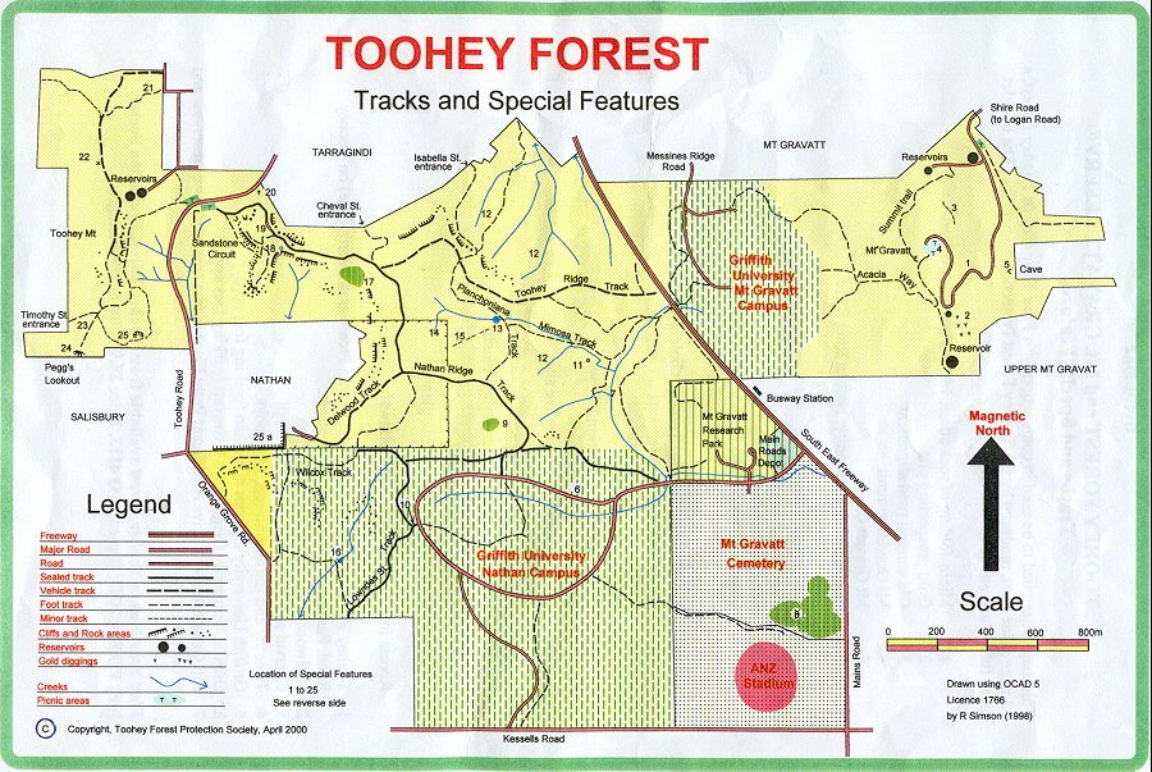
22. V0. Start RH on low undercling, LH on obvious hold. RH to sharp tooth, then big LH move to sloper. Easy top out.

PROBLEMS

1. "CROUCHING TIGER" V2, BIG THROW FRO LOW EDGE
2. "HIDDEN DRAGON" V2/3. FOLLOW TH ARETE.
3. V4 MANTLE (STAND)
4. V3 (E) STRAIGHT UP AVOIDING 5.
5. V0 - FOLLOW THE PROMINENT CRACK
6. "BUTTER ME UP" V8. START ON LOW POCKET, TRENDING RIGHT AND UP.
7. V1. WARM UP
8. PROJECT. HIGH BALL

TOOHEY FOREST

Tracks and Special Features



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