

Gotham City

Like the Dynamic Duo themselves, these two walls offer action packed excitement and good entertainment. Tucked just a short distance into the woods away from traffic, expect a variety of climbing from ledgy faces to steep, juggy climbing on well featured rock. The centre routes on the Bat Wall are gently overhanging to start with bouldery moves off the ground that may warrant a stick clip for some. Belay stances are fairly flat and all routes are bolted with fixed anchors. The longest routes are only 13m but are full value from the get go.

The climbs face south for a long season, but the Bat Wall has morning shade, trees provide afternoon shade on some routes and all routes come into the shade at ~5:30pm in mid summer for cool evening sessions.

Access:

From Nelson, drive south towards Ymir. ~7 km after the turnoff for the Whitewater Ski Resort you will see the Hall Siding Crag on your right. ~500m after Hall Siding you will turn left into a grassy clearing. Look to turn just after a sewer drainage marked by a break in the pavement lip. It requires a cautious approach to avoid bottoming out your car on the steep bank (if you have low clearance) so best to let any traffic pass you on the straight road approaching Hall Siding so you can take your time exiting the highway.

From the parking, walk north along an old power line road and up a short hill. Turn right immediately above a short rock step following flagging into the woods and then left to a view point where the crags can be seen. The flagged trail leads to the Bat Wall in about 5 min. from the car. A short rocky trail leads from the base of the Bat Wall to reach the Robin Wall 30m away.

All routes described from left to right.

Robin Wall (on the left sporting the obvious arête)

1. Holy Smokes Batman 5.9 – Sport (5 bolts). The face left of the arête. (S. King '11)
2. Boy Wonder 10a – Sport (5 bolts). Straight up the arête. (S. King '11)
3. Two Face 10a - Sport (5 bolts). Lead the face immediately right of the arête or TR the corner & up the suspect block for a 5.8 variation. (S. King '11)
4. Bat Girl 10a – Sport (4 bolts). The arête finish. (S. King '11)
5. Dick Grayson 5.9 – Sport (4 bolts). The face out right. (S. King '11)

Bat Wall (the main white wall capped by a small roof)

6. Alfred 5.6 – Sport (5 bolts). The leftmost ledgy slab. Perfect for first time leaders. (S. King '11)
7. Bruce Wayne 5.9 – Sport (5 bolts). The corner / arête (5.8 if you go left at bolt 4). (S. King '11)
8. The Joker 10a – Sport (5 bolts). Fun jugs up the overhung bottom lead to a finish left of the big roof. (S. King '11)
9. Batman 10c – Sport (5 bolts). Pointy rock features lead to the crime scene roof. (S. King '10)
10. The Dark Knight 10d – Sport (6 bolts). The direct start that joins Batman at the roof. (S. King '11)
11. Catwoman 10d – Sport (5 bolts). A bouldery start leads left around an overhang and then up to the crime scene roof. (S. King '11)
12. The Riddler 10b – Sport (5 bolts). A reachy crux gains the corner cleft feature. (S. King '11)
13. This Town Needs an Enema 11a – Sport (5 bolts). Through the roof on the far right. (S. King '11)