Lake Leslie Bouldering Guide

Editor's Note: the names of problems, boulders and areas have been updated so they are consistent with the QLD Bouldering guidebook and thecrag.com. This guide is particularly useful for bouldering in the Hill and Cactus Patch areas, which have poor reception and little documentation on thecrag.com. It is recommended to use this guide in combination with the QLD Bouldering guidebook when in these areas.

Use this guide if you want, go exploring if you want, Leslie is great for exploring, but it's very easy to see nothing but blank boulders on first inspection. It's all granite, so be prepared to lose some skin.

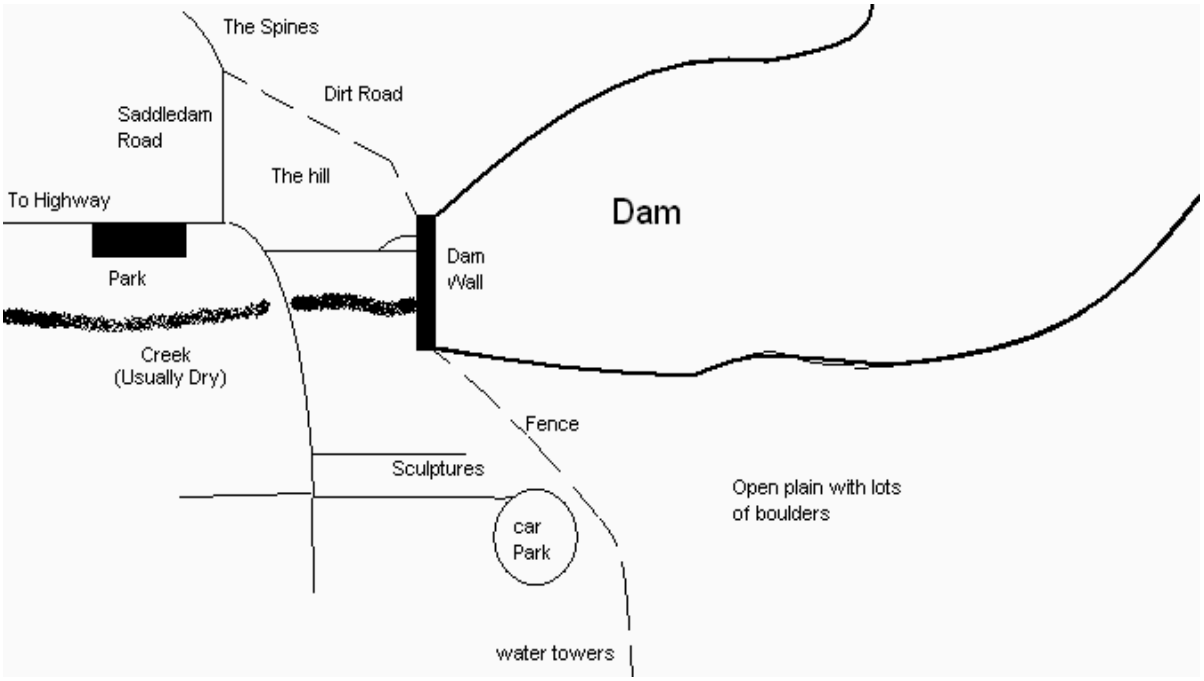
I've put together a few semi-dodgy maps of what we've done, these are just the most appealing lines, there's still some hard stuff and scary stuff.

The number applies to a small group of boulders as shown on the map; the letter shows roughly where the problem is on the boulder. Expect to get confused. But have fun.

* are some of my favourites
(ss) - sit down start

Disclaimer
Grades were thrown about at random depending on how I was climbing on the day. Feel free to slander them or admire them.

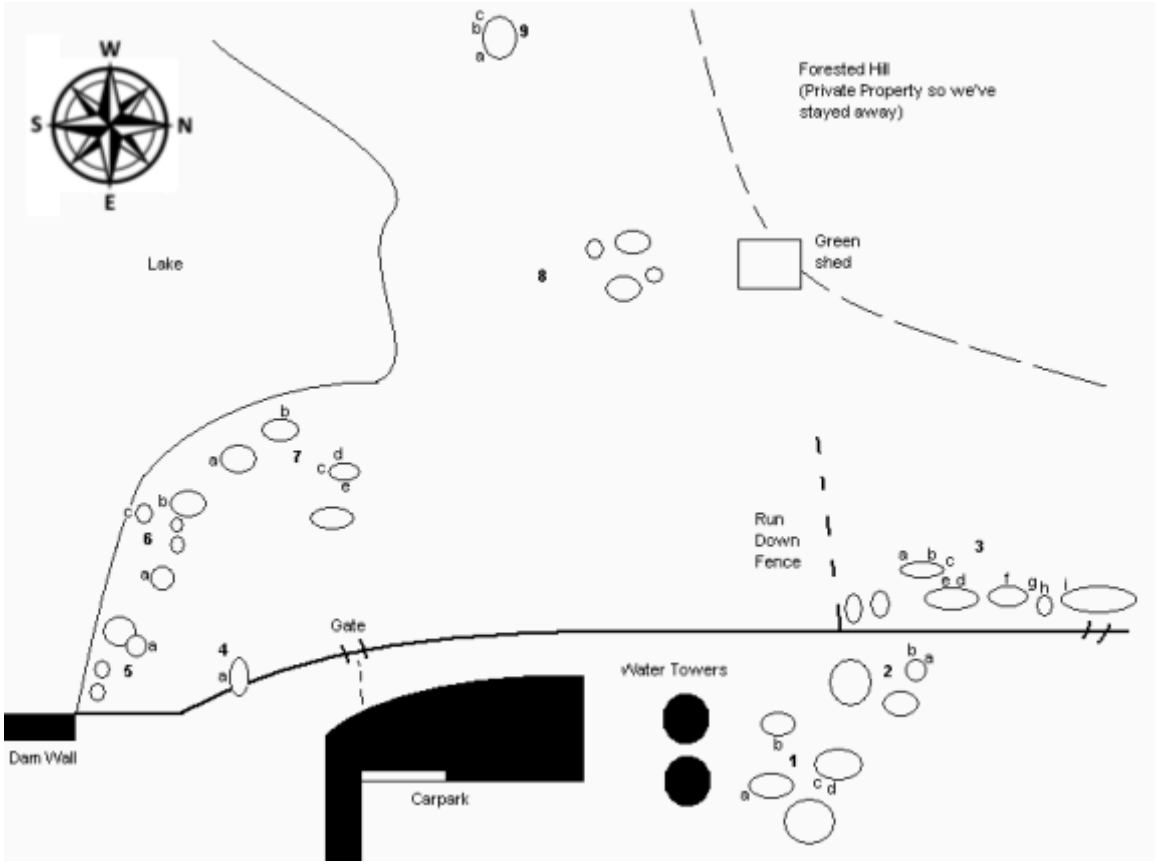
Directions
Go through Warwick; keep going on the Cunningham Hwy to Goondiwindi/Inglewood. A few kms after Warwick, turn left at the sign to Leslie Dam.



By Luke Dawson Edited by Nick Mortensen

The Dam

This is where most people have been. Follow the signs to the lookout, then head down into the sun on the dam floor, or seek more shade amongst the water towers.



The Water Tower Boulders

The water tower area has lots of highballs, and some definite classics, bring a few mats for comfort.

Group 1 and 2 - These boulders are directly right of the water towers when facing the dam

Highball Arête Boulder

*1a. V5? - The obvious sharp highball arête. Start underneath the detached block then move up and onto the R face above a nasty nasty landing (ss).

Kate Moss Boulder

1b. V4 - *'Kate Moss'*. Thin problem starts off the big undercling next to a tree.
Additional guidebook problem. V0 – 'Plain Jane'. Squat start and cruise the plain crack running left.

Gerbil Boulder

1c. V2 – '*Like a Frog in a Sock'*. Use diagonal crimps to get off the ground then follow the arête to the top.

*1d. V3/4 - '*Hung Like a Gerbil'*. Delicate moves take you to a thin vertical seam, sling the sapling if feeling scared and continue to the top (we've been downclimbing the opposite arête then walking along the ledge, either way it's still a scary way down).

Lassie's Boulder
*2a. V4/5 - *'Lassie's Lobotomy'*. Beautiful rounded arête climb the LHS, desperate.
2b. V3 – '*Lad Bible'*. Slab, better than it looks, start off the block out R then up the face.

Group 3 - This collection of boulders can be accessed through the towers or via the open dam, it has some lovely warm-ups

Rasta Boulder
*3a. V2/3 – *'Rasta Vibes'*. The R arête of this block, climb the LHS.
3b. V4 – *'Bob Marley's Legacy'*. Strong moves through thin holds at the ground take you up the L hand face of this boulder.
3c. V0 – *'Lion King'*. End of this block at the front of the others.

Heaven & Hell Boulder
*3d. V1 - *'Laybacks Go to Heaven'*. Layback up the beautiful thin crack on the face. Marvelous.
*3e. V2 - *'Slabs Go to Hell'*. Face just right of the crack through the knob up high.

Jah Bless Boulder
3f. V0 - *'3 Pitch Glory'*. ramble up this block via two big ledges.
3g. V2 – *'Jah Bless'*. Follow the thin seam on the corner of this block, above a very sloping landing.

Buffalo Soldier Boulder
3h. V1 – *'Buffalo Soldier'*. Hug the rounded block to get on top.

Tide Boulder
3i. V0 – *'High Tide or Low Tide'*. Climb the steepest corner of this wide low angled slab.

Below the Car Park

Group 4, 5, 6 and 7 - These boulders are near the dam itself, starting near the dam wall and moving out

Breezers Boulder
4a. V3 – *'Breezers'*. Walk past the stunning overhanging arête Stand on the rubble to the right of it, grab the good hold, the hollow sounding hold then up and mantle, don't grab the tree.

Uncharted Shorelines Boulder
*5a. V4 – *'Uncharted Shorelines'*. Top stuff. Grab the good chalked hold at head height; move up to crimp, then fun dynamic move with the right takes you to an easy top out.

6a. Project
6b. Project
6c. Project

No Fishing Boulder
*7a. V4 - *'No Fishing'*. Start just right of one of the many NO FISHING graffiti. Use the long vertical rail, then through a tenuous top out (ss).

Don't Fish Boulder
*7b. V2 - *'Don't Fish Climb Crack'*. The crack on this wall screams at you from a mile away. Climb it.

Mack Attack Boulder
7c. V3 – *'Spooked Seadogs'*. Sit start on the slightly steep diagonal rail, up through the delicate top out (ss).
7d. V4/5 – *'Mack Attack'*. Difficult start off two diagonal small crimps takes you to an easier top out.
7e. V1 - *'Mangled Mossbacks / Slap Slab'*. Step up through a few footholds and no handholds.

Dam Field

Group 9 - The next three problems are found on the big round boulder deeper in the field with the obvious diagonal crack (jump off the back to descend)

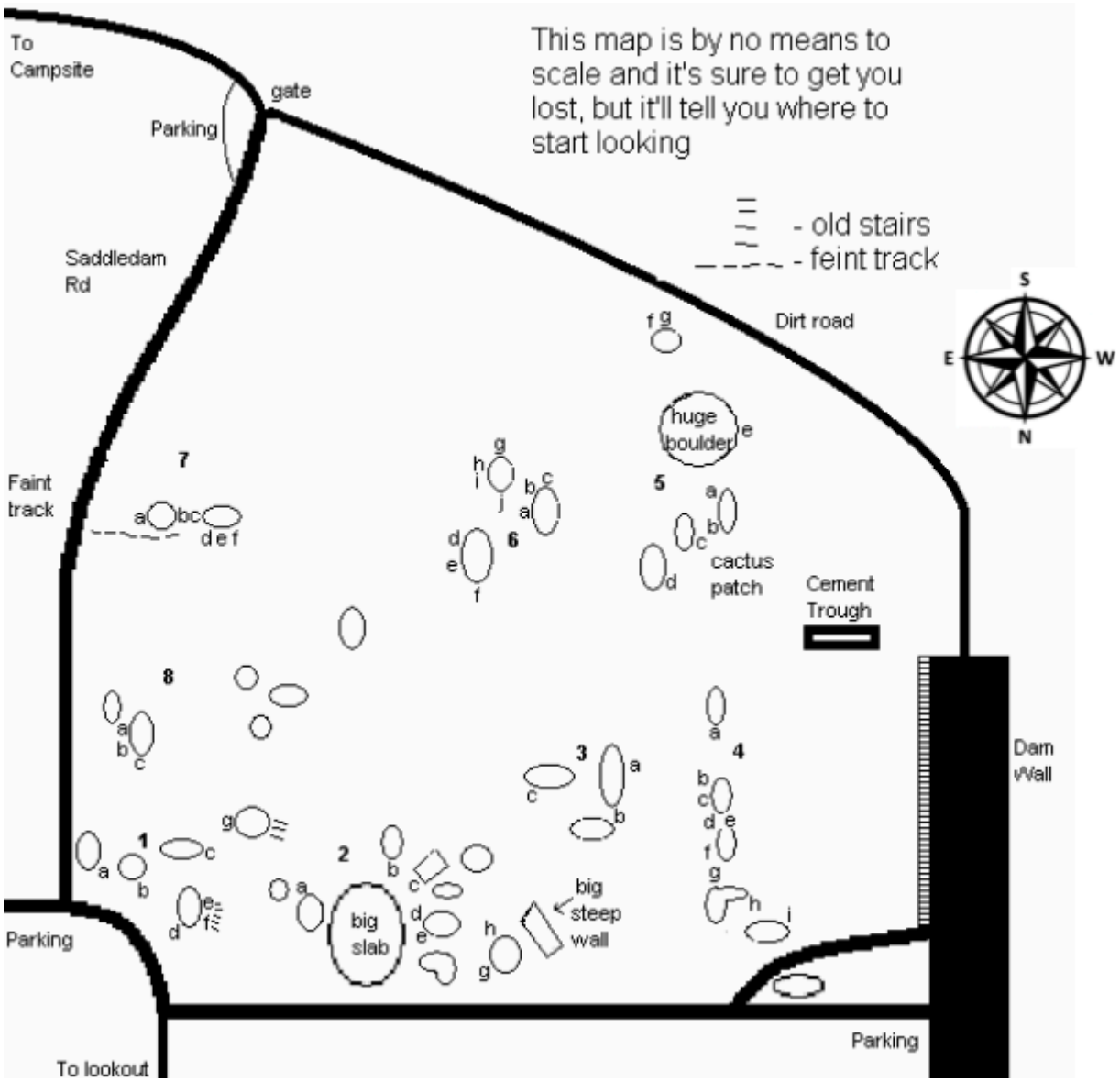
Cinematic Boulder
*9a. V2 - *'Cinematic Crack'*. Much photographed, once thought to be the only boulder at Leslie. Good stuff.
9b. V3 - *'Cinematic Crack Direct'*. Sit start on the diagonal rail, strenuous moves to the right will meet up with the crack (ss).
9c. Project - *'Left Hand of Darkness'*. The arête L of the crack looks hard.

Group 10 - There's a few more boulders past the crack boulder, I've only written up 2 (not on map)

10a. V2/3 – Possibly *'Heavy Petting'*. Continue along next to the dam on the track for a fair while till you see a long boulder with a nice face and nice landing, there's a problem on the face facing back towards the car park.
*10b. V4/5 - *'My Goldfish Won't Flush'*. Continue on the track to the boulder just next to the fence, Strong moves up the slightly overhanging end of this boulder with no footholds.

The Hill

The Hill is opposite the first car park that you go past, next to Saddledam Rd. It's a nice shaded scrubby forest that's very easy to get lost in. The rock is friendlier on the fingers than the dam itself, and has all ranges of grade. It's tops.



Group 1 - These boulders are closest to the eastern car park

Wave Boulder

1a. Project - *'The Wave Cave Arête'*. The arête on this huge boulder, just R of the scooped cave.

Pineapple Soup Boulder

*1b. V3 - *'Pineapple Soup'*. Sit start jug, big move to arête and up (ss).

Grass Tree Buttress Boulder
1c. V0 – *'Grass Tree Buttress'*. Slab your way up the western side of this boulder.

Stairs Boulder
*1d. V5 – *'Stair Master'*. Fun throw and catch off small crimps to the rounded ledge, then funky layback up the top boulder, nice and high.
*1e. V1 – *'Never Trust Stairs'*. Follow the nice array of holds on this wall, next to old stairs.
1f. V2 – '*They're Up to Something*'. Easy moves down low to a crux right at the top of this slabby monster.

Stop Stairing Boulder
1g. V3 – *'Please Stop Stairing'*. The top end of this boulder, through sharp crystals.

Group 2 - The next six are best found once you're standing on the big fat rock slab visible from the road

2a. Project - Up the high arête with holds that are oh so far apart

2b. Project - Starts well, but the top is oh so rounded.

2c. Project - Start on the pinch, do something.

Sapling Boulder
2d. V1 - Squeeze in between saplings onto the jug then mantle through more branches (ss).
2e. V0 - Start in break, escape out L onto the slab.
2f. V0 - Sit start on the rock, up via crack and funky knobs (ss).

Not a Tumour Boulder
*2g. V4 – *'Not a Tumour'*. Start just left of the hollow sounding knob, to top, and then move slightly left to mantle.
2h. V1 - Step up high to an easy slab top out, sit start possible??

Group 3 - The next group of three is in between group 2 and 4 a bit up the hill, surrounded by trees

*3a. V1/2 - Nice face through crimp at the top of this boulder.

*3b. Project - Start with hands on the diagonal rail, straight up through thin holds.

3c. Project

Group 4 - This group is right next to the dam wall, head up the hill from the big boulder by the road

Slap Slab Boulder
*4a. V0 - Slab it up the face, slap it up the arête.

To the Wall Boulder
4b. V0 – *'Walls to the Ball'*. Top corner of this boulder.
*4c. V2 - *'…To the Wall'*. Highball slab bypassing the only hold visible from the ground.
4d. Project - Corner, trying to do it only L of the crack.

Elbow Deep Boulder
4e. V1 - *'Elbows Deep'*. Up crack.
4f. V3 - Stand on tip toes on the boulder to reach the obvious hold, then straight up.

Dare to Dream Boulder
4g. V0 – *'Triple* Decker'. Juggy top side of this stack.
4h. Project – *'Dare to Dream'*. Blank steep hard wall. Is it possible? looks so good.

Pumping Station Boulder
4i. V2/3 – *'Pumping Station'*. Start with R sidepull, up through a tough mantle on the uphill side of this boulder.

The Cactus Patch

Group 5 - These cruisy warm-ups are near a big clump of cacti, good for getting the blood into the fingers

Cacti Boulder 1
5a. V1 - *'Cacti-Rampi'*. Traverse R on the diagonal sloping ledge and mantle once at the top.
5b. V1 - *'Cacti-Sharpi'*. Straight up using small sharp crimps at chest height.

Cacti Boulder 2
5c. V0 - *'Cacti-Lacki'*. Lovely easy slab arête, shame it's so short.

Cacti Boulder 3
5d. V0 - *'Cacti-Bacti'*. Layback/jam up the short slabby crack. The next few are just near the dirt road.

Pinnacle Dreaming Boulder
*5e V2 - *'Pinnacle Dreaming'*. Grab the jug, grit your teeth and layback/jam through the thin crack to stand on the lower tier. Keep going up if you've got big balls and no brains.

Adventure Boulder
5f. V3/4 - *'Choose Your Own Adventure - Blue'*. Start on low holds, move up and R through R gaston, head back left and mantle.
5g. Project – *'Choose Your Own Adventure - Red'*. Start on the same hold but big dynamic move up L.

Group 6 - These are all at the top of the hill, you'll find them

Heifer Hunt Boulder
6a. V1 - *'Heifer Hunt'*. Start at undercling, big move to top, then move R and mantle.
*6b. V4 - *'Young and Duffed'*. Start on the jug, up via crimps to a difficult mantle.
*6c. V3 - *'Pram Jammer'*. Start on undercling and side pull, straight up.

Sandbox Boulder (mistakenly under Heifer Hunter Boulder in guidebook)
6d. V3 – *'Up the Sandbox'*. Delicate moves down low leads to a high slab mantle.
6e. V2 - *'Sandbox Traverse'*. Same start as *Up the Sandbox*, traverse R on low slopey footholds, mantle near tree.
6f. Project – Figure out a way to hug and slap your way up the double arêtes.

Jane Fonda Boulder
6g. V2 – *'For Pete's Sake'*. Sit start under arête, slap out and up L side (ss).
6h. V1/2 – *'Do the Jane Fonda'*. Difficult move onto L Face, up - stand start V0/1.
*6i. V3 - *'Barbra Streisand's Pork Belly*'. Same start as *Do the Jane Fonda*, onto R face and slap, slap, slap to top out (ss).
6i. V3 – *'Barbra Streisand's Pork Belly 2'* (guidebook variant). Squat start at the arête to the right of *Do the Jane Fonda* and slap up the arête.
6j. V5 - *'Like a Lamb'*. Difficult start follows crack up diagonally R (ss).

Group 7 and 8 - You can follow a faint track from Saddledam Rd to these boulders.

Budgie Ebola Boulder
*7a. V3 - *'Budgie Ebola'*. Start off the block using opposing sidepulls up via crimps on top.
7b. V3 – *'Laneways'*. Fun but a bit contrived, sit start with feet on the chockstone, straight up (ss).

It's Raining Granite!
7c. V1 – *'Alley Cat'*. Eastern end of this boulder, just next to the tree.
*7d. V2 - *'It's raining Granite!'*. Face just L of the crack; note the big empty space where a chunk of granite should be.
7e. V2 – *'Dreaming of Frog'*. The crack. Take a grade off if you can actually climb crack.
7f. V2 – *'Farmer's Friend Fest'*. Bunch start on the low hold, pounce for the top and mantle, avoid crack.

Begeezus Boulder
8a. Project – *'Been a Minute'*. Just right of the trees up via very shallow pockets.
8b. Project – *'Holy Macaroni'*. Blank looking arête. Looks good, but hard.
8c. V4/5 - *'Begeezus'*. Crimp and smear like a demon on the R of the arête to grab the ledge on top.

The Spines

This is a little easy area with moderate climbs and moderate heights; it's down where the boaters hang out so watch out for the broken shards of glass.

Spiney Boulder
1a. V1 – *'Spiney'*. Start on the ledge with a diagonal crimp, straight up.
1b. V2 – *'Spinier'*. Just left of *Spiney* with a long vertical crimp and shallow pocket.

Spiniest Boulder
1c. V0 – *'Spiniest'*. An easy ramble up this side of the boulder moving up and left.

Fishing Expedition Boulder
*1d. V0 – *'Fishing for Compliments'*. Climbs the nice arching crack (laybacks only, no jams required!), ss at the crack then follow it up and left. Head right at the top for a VE (good as the descent route for all these next climbs).
1e. V1 – '*Fishing Expedition'*. Thin holds a few metres L of the crack.

Dalveen Dreams Boulder
*1f. V0 – *'Dalveen Dreams'*. A very pleasant stroll up the spine of this block.

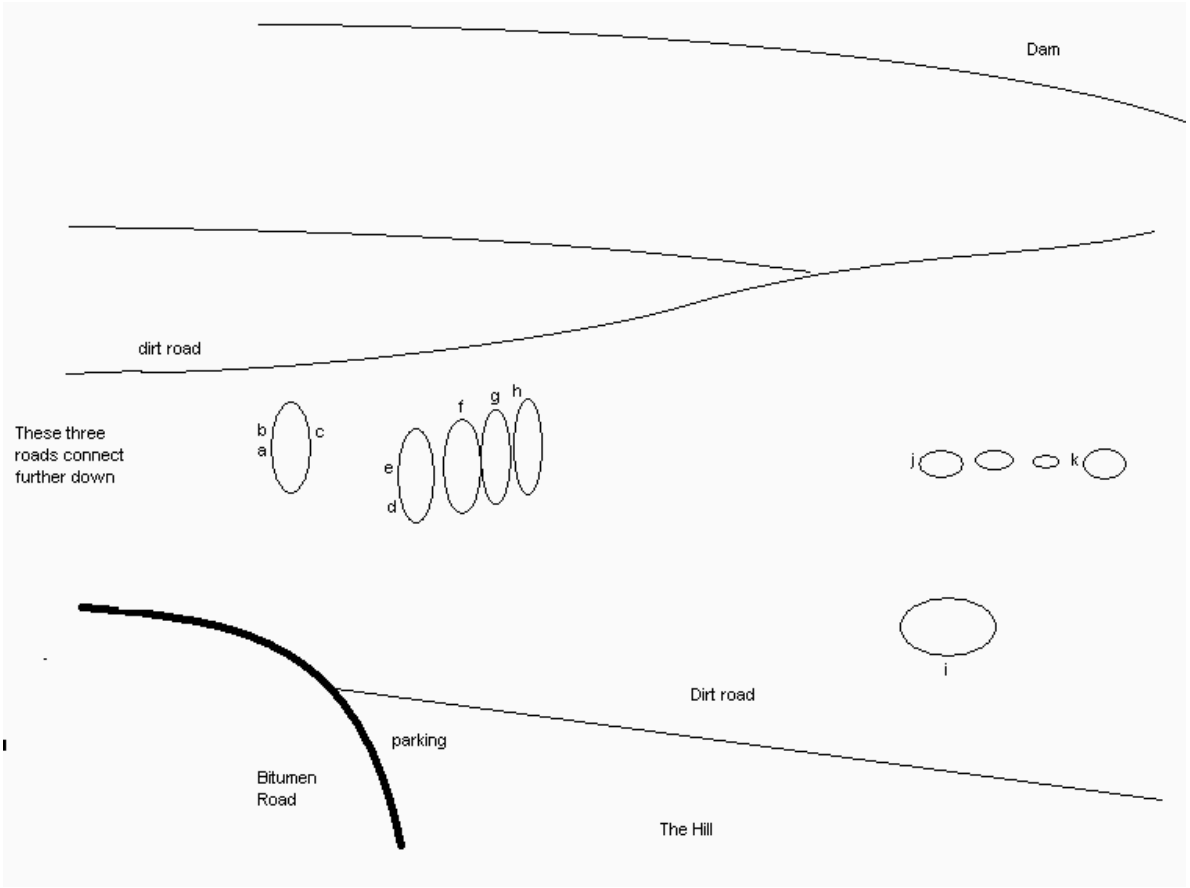
Twin Boulders
*1g. V2 – '*Fush and Chups'*. ss on right arête, then up the block to a nice smeary mantle.
1h. V2 – *'New Transmission'*. On the next block along, a long move on crimps leads to another smeary mantle.

The next problems are further along the dirt road, in the bush up to the right

Closed Waters Boulder
1i. V1 – *'Closed Waters'*. Slab on the back of the boulder with the no fishing signs, stick R of the water run, more problems should be on the front of this boulder.

Coal Nugget Boulder
1j. V3 – *'Coal Nugget'*. Tough moves off the ground lead up the steep short end of this boulder with big rough holds (ss).

1k. Project – Should be worth a star, tough start on side pulls leads to slopey top out which climbs well (ss).



(This is a very rough map)