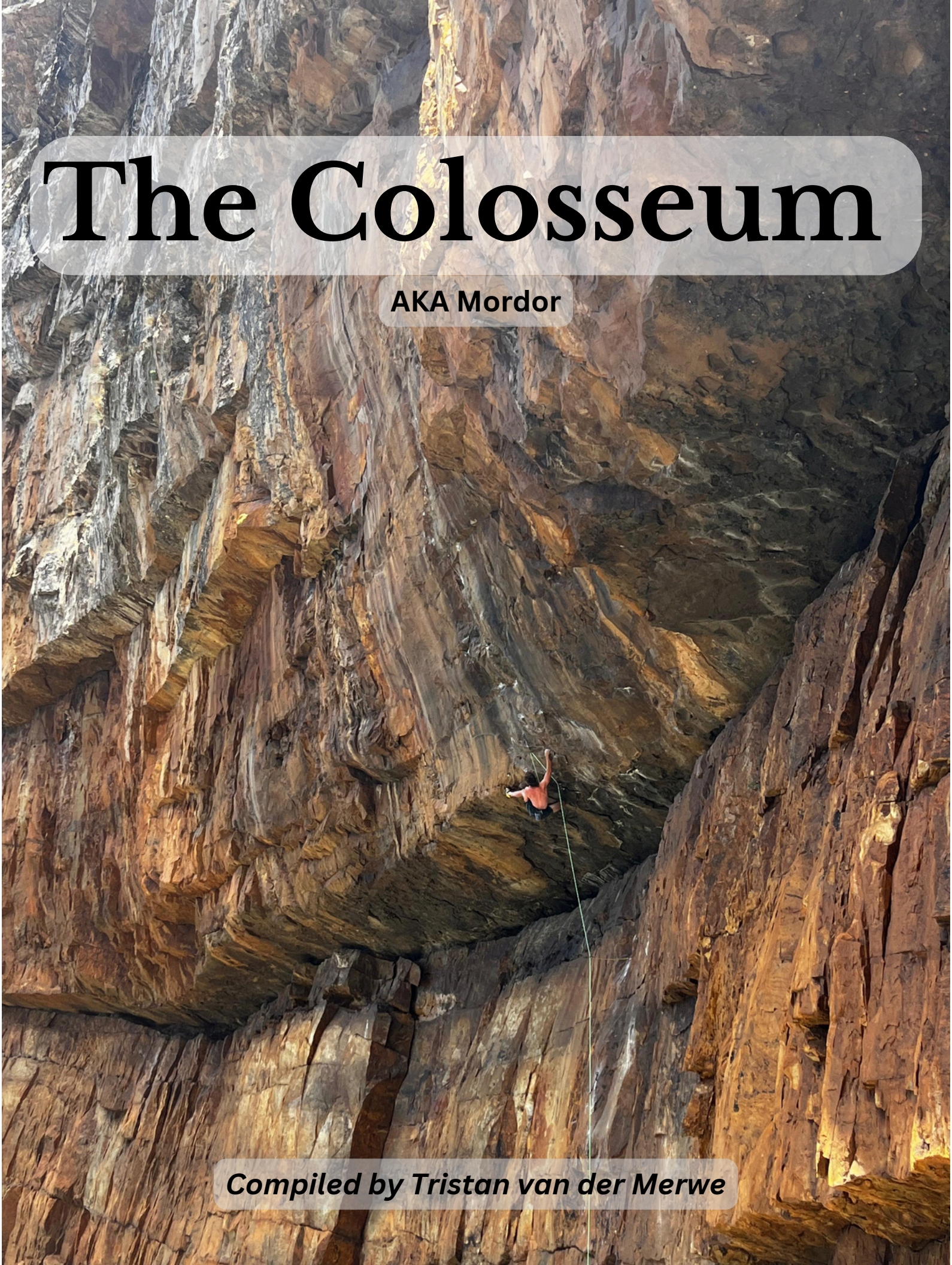


The Colosseum

AKA Mordor

Compiled by Tristan van der Merwe

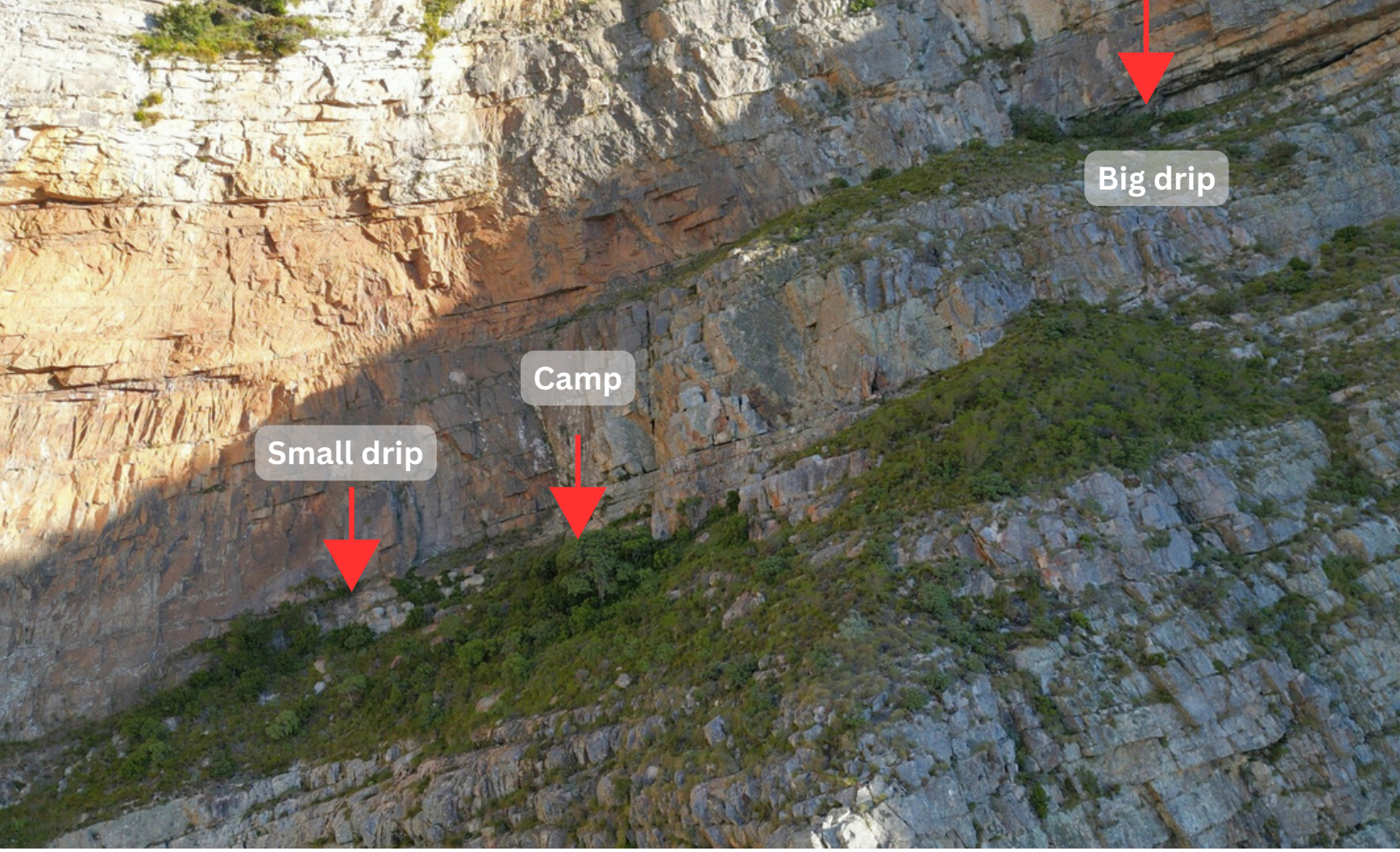
Directions: From Cape Town head through the Huguenot Toll Plaza (R50.50 for a car, cash or card, no phone) and Tunnel. Travel through the Du Toits Kloof pass toward Rawsonville and make a u-turn once passed the center island. Head back toward the tunnel for 3.5km from the start of the center island to find the parking at the start of the approach. Park in the culvert just after the road sign and just before the guard rail begins.
https://maps.app.goo.gl/oa8Pi2LT8HfaVky69

Approach: (1h30 UP/ 1h DOWN) From the parking, walk west (forward) along the shoulder and step over the guardrail. Walk along the embankment for another 10 meters until you see a cairn and a path up the dirt hillside. Move through the large protea trees and up the grassy hill till the boulder scree. Follow the boulder scree passed a couple rocky outcrops till you hit the base of one of the larger buttresses. Traverse right into the gulley following this through 2 fixed ropes. Trend right to the base of the crag where you will scramble up the 'de Gois' fixed line and staples.
https://www.gaiagps.com/public/aUAVv3IBGPh23qMgYIlSQ6hw

Rock Type: Sandstone. The quality of the rock is mostly quite solid but there is a chossy band or two and some large flakes that have come off the wall. The wall varies from roof to slab and everything in between, with most pitches being overhanging.

Shade: Routes on the right side of crag like 'Clash of the Titans' seem to move into the sun at around midday while routes on the left like 'Into the Fire' see shade until about 2pm.

Ethic: Routes at the Colosseum have been developed under the premise of 'Open Projects'. This is a futuristic idea that as a developer you do not own the rock, you simply outfit it for climbing to exist there. In an attempt to provide meaningful experiences to those who do not have means to bolt lines, create healthy competition and prevent quality hard lines from staying closed projects, the crag has adopted this ethic.*



Water: There are two drips currently in use. One is at the base of the wall about 10m right of the route 'Rust Dust & Guts'. Water is being siphoned out of a small rock pool with string, slow but steady - Best as an overnight drip. The second drip is at the base of the Dassie Cave which is found up and to right of the camp. A 5 minute walk along the same ledge as the camp and a short scramble will get you to the Dassie Cave.

***NB Please replace all stached water that you use.**

Overnighting: There is the potential to stay over at the crag. As of 10 Feb 2025, there are 2 hammock spots and 3 beds made of packed rocks. The beds could each sleep 2 people at a push. The sleeping area and main 'hang' spot is near to the base of 'Clash of the Titans' under the larger obvious tree. **Please do not poop near here**. There are many potential sleeping spots that would clean up well with 30min of rock packing. Please remember to pack out all trash and toilet paper. Access to these mountains depends on environmentally friendly practices, please adhere.



Above: Hammock nap time at the base camp.

General: There is a fixed rope that runs the length of the ledge for accessing the routes on the left side of the crag, along with a rope that is fixed most of the way along the ledge where 'CotT' & 'JSHS' and other routes are.

Thank you to those who have contributed to path and bed building, donated ropes and hardware, helped with drip discovery, carried heavy packs of gear to the base and shared the psyche of creating this epic playground. Without you this would not have been possible.



Above: Ethan Pringle working "Kolosso".

A note to developers: We are creating a user experience so please keep in mind what type of experience the climbers coming after you will have. If you're going to bolt routes, please think very carefully about the bolts you place, make sure the lines follow obvious weaknesses, and make sure to clean the rock well and remove ALL potential hazards from the wall.



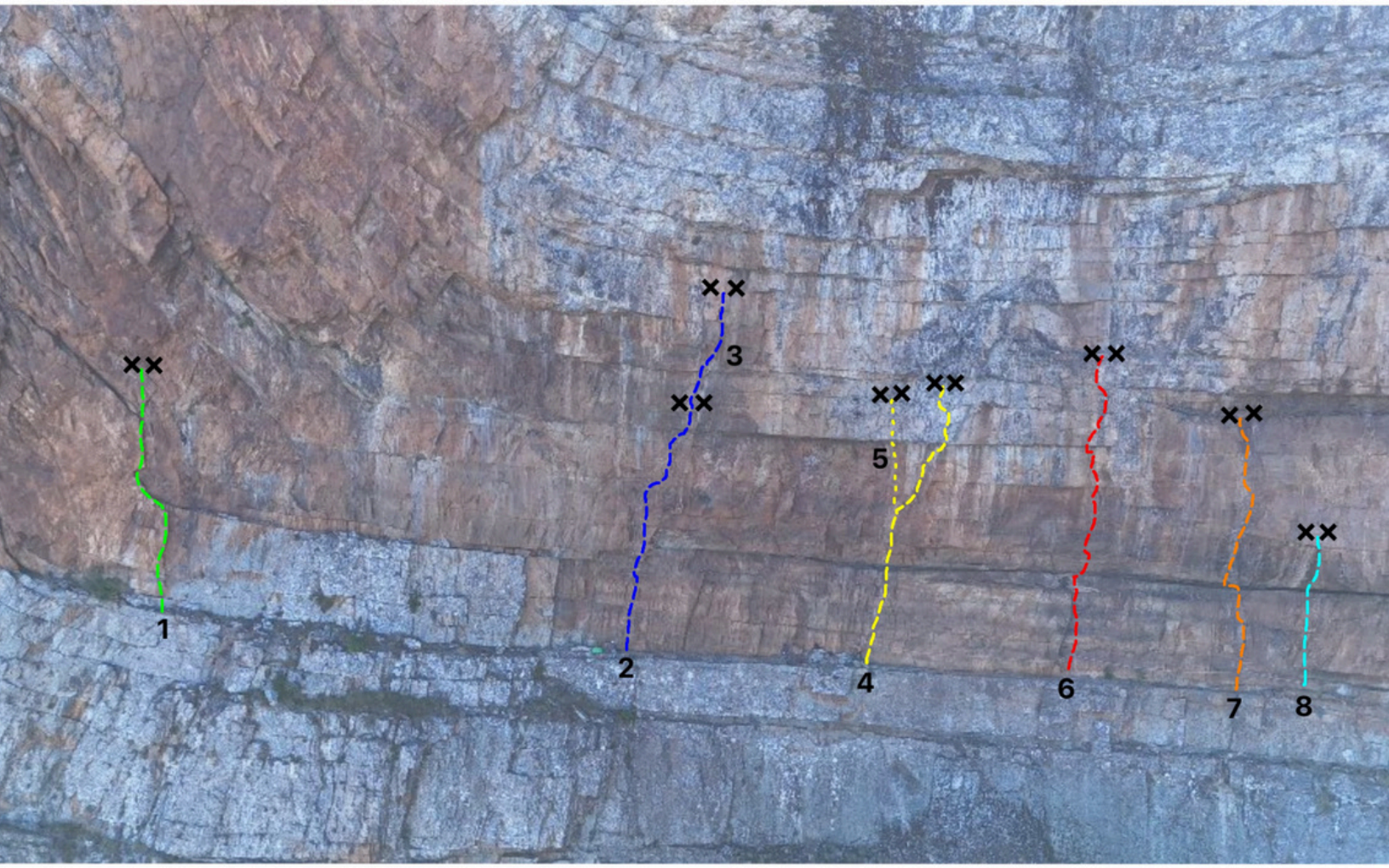
Above: Kai Fitchen questing into the unknown and placing bolts as he goes, on what became "Jagula!".

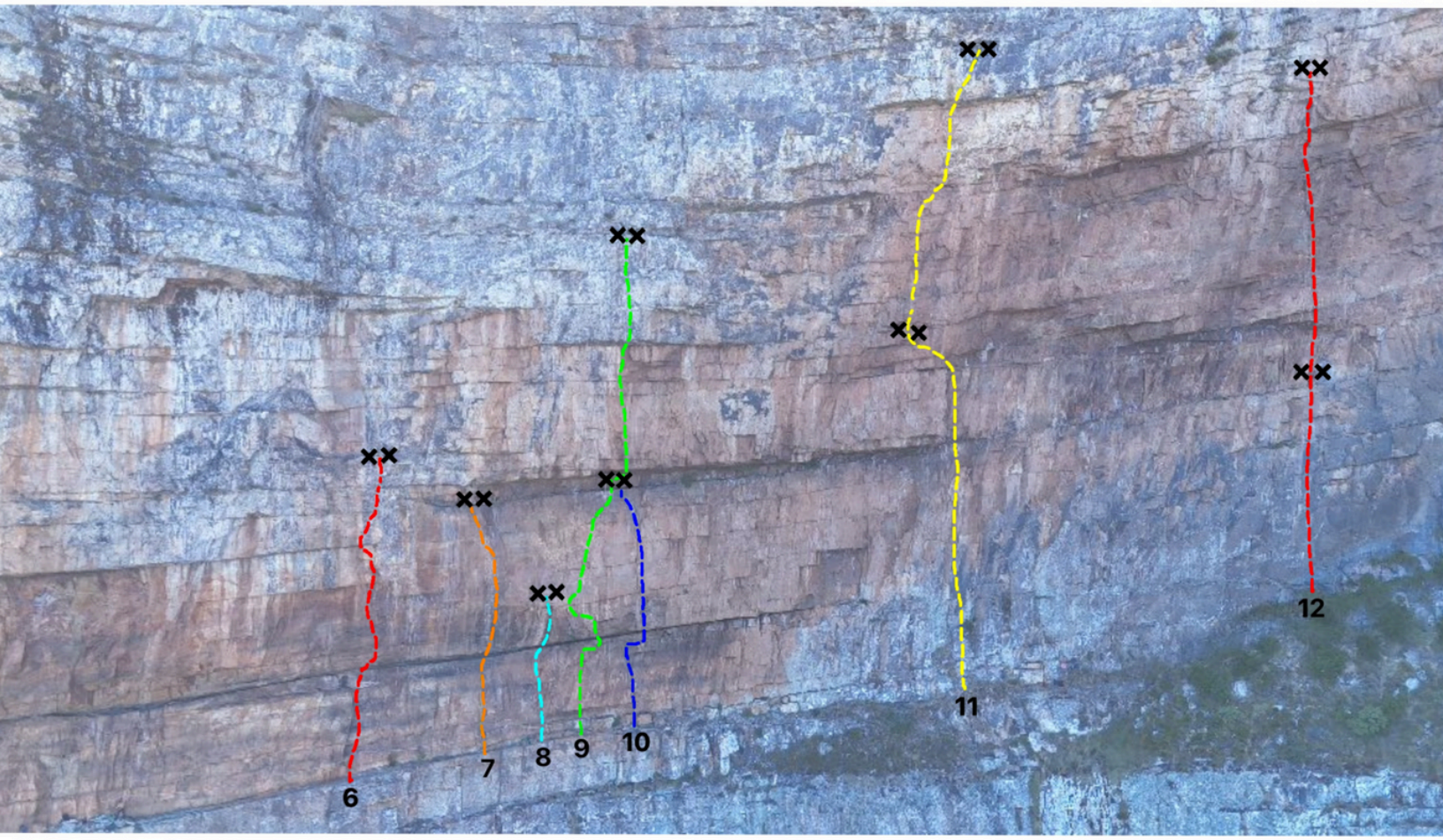


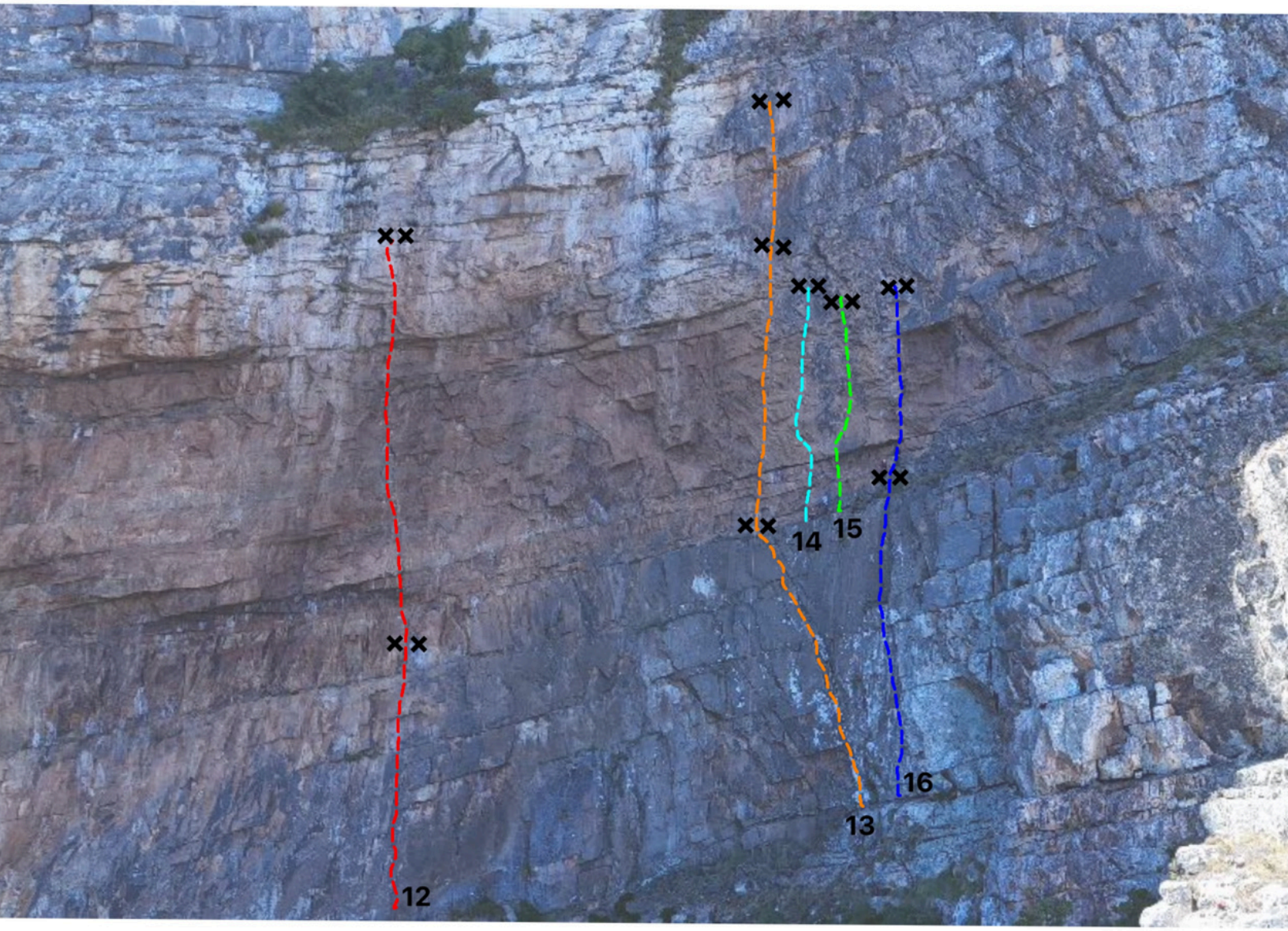
Above: Stephen Bartleet opening "I Came, I Saw, I Stole".

Below: Clinton Martinengo opening "Rome Wasn't Bolt in a Day".




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1. Jagula! (18/6a) - A Bennetts & K Fitchen
This route was ground up bolted by Aidan and Kai and takes the obvious off-width crack on the left side of the crag. A bit of a chossy journey with a very traddy feel. You'll notice how impressive the ground up bolting was when you climb it.

2. First Blood (27/7b+) - Sam Nightingale
A fun one that does a fair amount of meandering as it makes its way up the wall. Great moves pulling the last lip to the chains. One of the more vertical lines at the crag. Bolted by Tristan van der Merwe.

3. Fatality Project
The extention to 'First Blood'. A hard boulder problem after the first set of anchors leads to sustained thuggery above. Quite a long one, needs an 80m rope. . Bolted by Tristan van der Merwe.

4. Kolosso (35/8c+) - E Pringle
Ethan opened this line on his last day in South Africa. Reach into your bag of tricks for all manner of wizardry to get this thing done. Bolted by Ethan Pringle.

5. Project
The direct finish to Kolosso. Hard and big moves through the final roof. Bolted by Ethan Pringle.

6. Are You Not Entertained? (34/8c) - E Pringle
Who needs Hollywood when you have moves like these? Bolted by Ethan Pringle.

7. Into the Fire (33/8b+) - E Pringle
Arguably the most proud line at the crag. Everything about this line is asking to be climbed. Bolted by Ethan Pringle.

8. I Came, I Saw, I Stole (26/7b) - Stephen Bartleet
A short but striking overhanging corner. You love it or you hate it. Might be 27? Bolted by Tristan van der Merwe.

9. Live or Die (31/8a+ x2) - C Martinengo
2 Brilliant pitches of 31 stacked on top of each other for your pleasure. Clinton and Ethan went go for go on this rig, with back to back ground-up sends. This things got it all. Bring your thinking cap. Bolted by Clinton Martinengo (in a single day!).

10. The Midday Games (27/7b+) - Phlip Olivier
Boulder through the roof on some spectacular features and enjoy the glory climbing to the chains. Bolted by Jason Temple-Forbes.

11. Project
The longest route at the crag. You will certainly be feeling the exposure when you put the final roof at the top of the second pitch. Bolted by Bernie Theron.

12. Rust, Dust and Guts (23/6c+ & 29/7c+) - Thomas Luger P1 & Tristan van der Merwe P2
Another long one. A powerful slab pitch leads to a comfortable stance where you'll load up your forearms and finesse your way through the technical corner above. The first route bolted and opened at the crag. Bolted by Tristan van der Merwe.

13. Julius Sees Her Salad (19/6a+ & 27/7b+) - Ethan Pringle

A fun and technical slab corner pitch leads you to the comfortable ledge. Then cruise up the technical, overhanging 27 which also has an extention, should you feel you have not yet done enough. The extention adds no grade. First pitch of this route serves as good ledge access. Bolted by Ethan Pringle.

14. Rome Wasn't Bolt in a Day (27/7b+) - Clinton Martinengo

A short and punchy pitch. Flowy and fun. Bolted by Tristan van der Merwe.

15. Clash of the Titans (25/7a+) - S Nightingale

Another shorter but punchy pitch. Good technical movement. Less bouldery than the other pitches but no less fun. Bolted by Jason Temple-Forbes and Ethan Pringle.

16. Nobody Puts Precious in a Corner (21/6b+ & 25/7a+) - P1 Joshua Swinney & P2 Alan Hills

A fun and technical slab corner that isn't over till it's over with a pitch of good and stimulating climbing above. Bolted by Ethan Pringle.

