

Cosy Corner Climbing Guide

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Warning about Rock Climbing

Keep in mind that this is only a guide, it helps climbers to find out what climbs have been recorded and that is all. The information given is true and accurate to the best of the author's knowledge.

Remember climbing is an adventure sport and as such accidents may result in serious injury or death. The grades and descriptions may be subject to debate as many of the climbs have only had a few actual and/or known ascents. Therefore, be warned that you must exercise your own judgment with regard to the route location, description, difficulty and your ability to safely protect yourself from the risks of rock climbing.

You should not depend on any information gleaned from this mini-guide for your personal safety. Your safety depends on your own experience, equipment and climbing skill. If you have any doubt as to your ability to safely attempt any route described in this mini-guide, do not attempt it. When you use this mini-guide, you accept and acknowledge the risk that it may contain errors. The responsibility for your safety is solely yours.



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So close to the ocean with escape being tricky, safety always comes first

Introduction

Cosy Corner has two very distinct areas. Short, steep, and hard routes in an amphitheatre that makes it feel like it could be just about anywhere inland, and then relatively relaxed slabby climbs on the taller walls that front the ocean.

The main walls offer an experience like no other in the South West, with a true coastal crag where anything you drop will end up in the sink. As such it is wise to take ocean conditions into account when intending to visit this place.

Location and Access

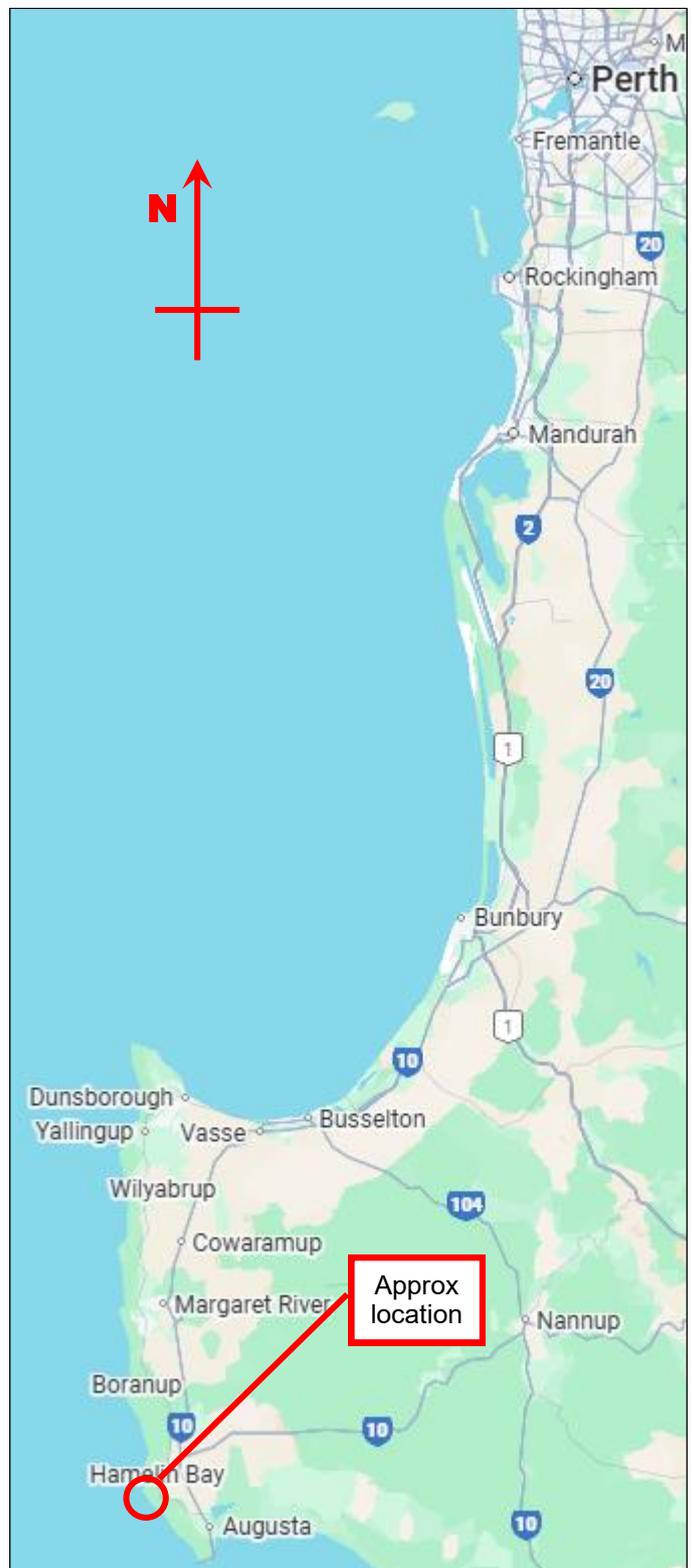
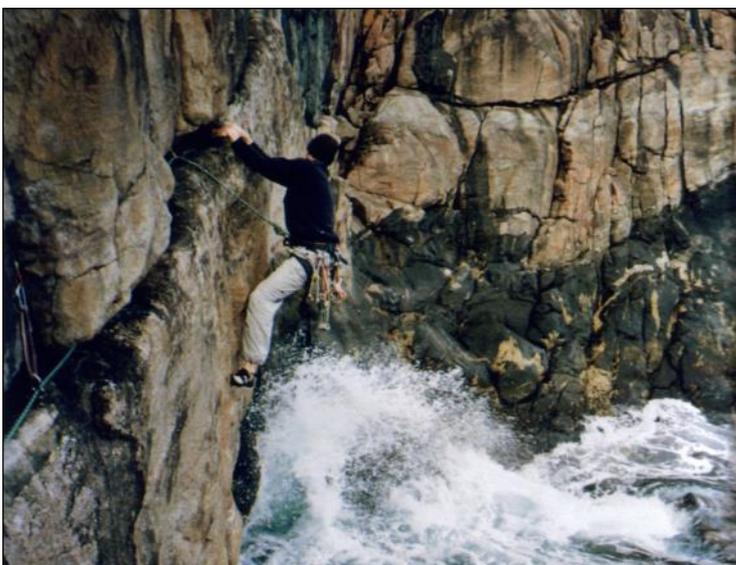
Approx. 260km drive from Perth, it is the most southerly crag in the Leeuwin-Naturaliste National Park.

From Busselton head south on the Bussell Highway. After approximately 65km you'll come to Karridale, take a right onto Bushby Road and where this ends, turn left onto Caves Road. Approximately 3km along this road turn left, to stay on Caves Road and avoid ending up at Hamelin Bay. Another 3km along take a right onto Cosy Corner Road. This 5km road leads to a carpark overlooking the beach, the last km of which is gravel.

The climbing is located in two discrete areas. Either follow the track leading to the beach, keeping an eye out for the short walls on your right, or head northwards for 350m for the taller faces, which must be abseiled or scrambled down to.

Future Development

If anyone would like to share their past or future experiences in this area, details of new or listed routes as well as any reference issues, typos or mistakes in this mini-guide email them to kermi@iinet.net.au.



Craig Johnson with an epic first ascent, when the waves were crashing in, of Sink and Swim (18)

Rock, Protection & Grading

The geology is characterized by ancient granitic basement rock and younger Tamala Limestone, as such some of the granite walls are coated in flowstone of highly variable strength.

At this place you can opt to feel protected from the elements while cranking on short walls in an amphitheatre surrounded by bush; or be fully exposed with the ocean lapping at your feet on walls that come straight out of the water.

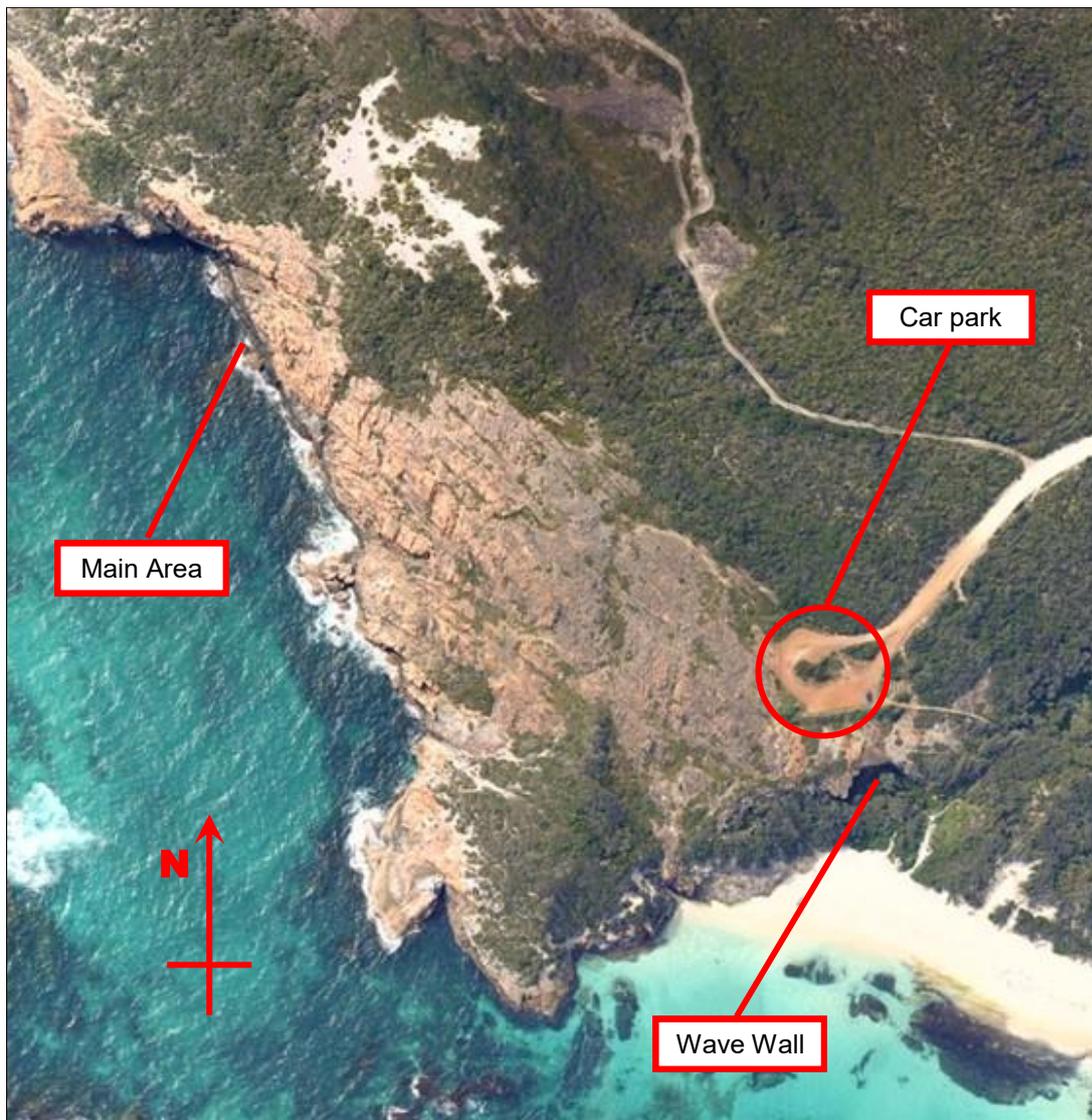
The short inland walls are steep and in parts seriously overhanging. They offer fine features including cracks, corners, flakes and flutes. The rock other one obvious line is solid. The coastal walls look broken and scrappy, while care is required as some loose rock exists the place offers great lines in a superb position. The main walls face west and south, so some portions hold the shade all day and even on a hot summer's day a good mornings' climb can be bagged. Then when it starts to get too hot the beach is just a short stroll away.

The inland walls offer powerful and sustained routes and includes a couple of fully bolted lines. In complete contrast the coastal faces are a traditional climber's paradise; full of exposure, atmosphere, great gear, and some very fine lines.

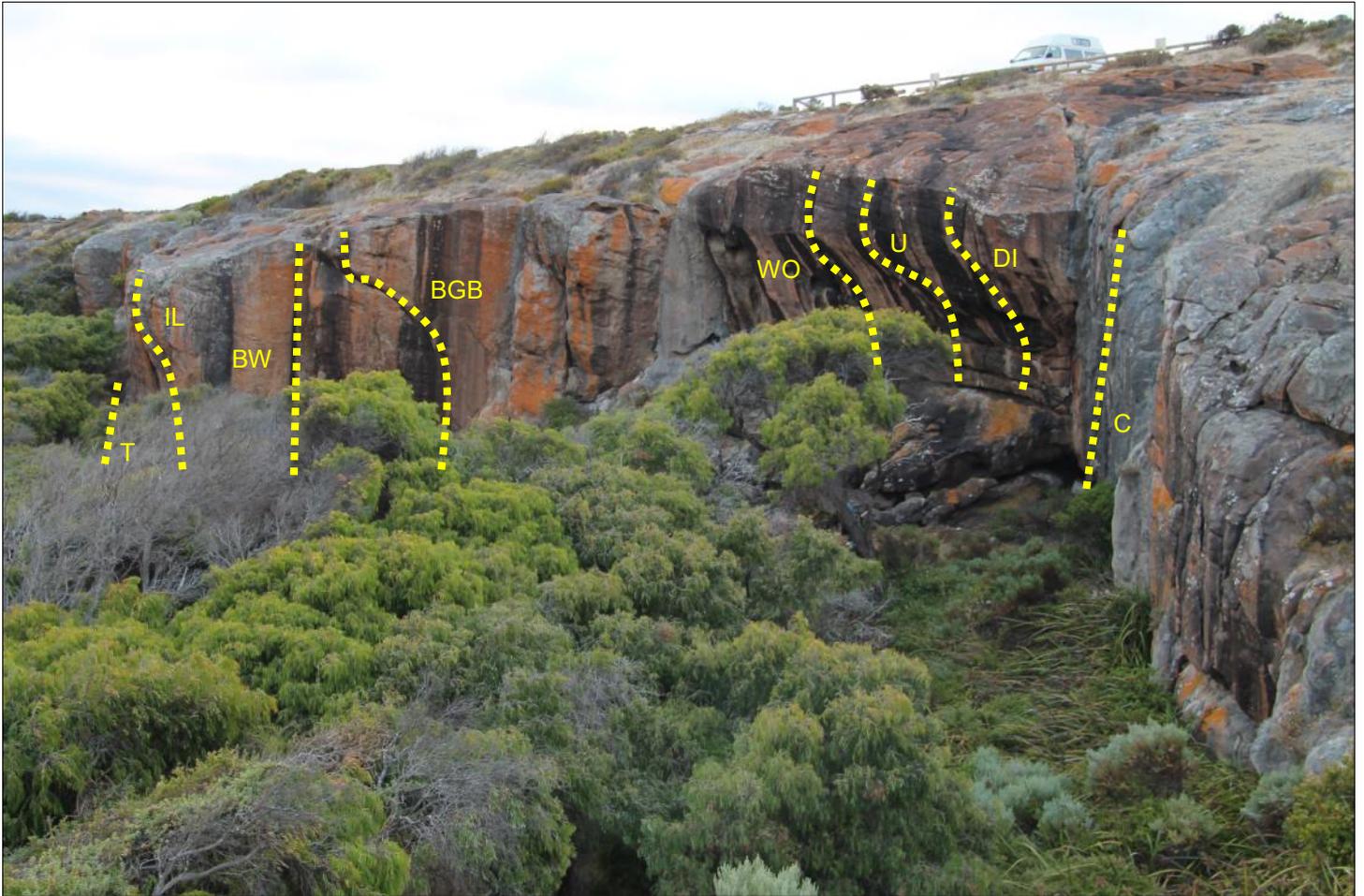
A full and varied rack is recommended, from house brick hexes through to RPs.

The routes are up to 20m high and range from 9 to 26. The grades of a few of the older routes on the Main Area have been adjusted for consistency, however you may still find some of the climbs challenging at the grade.

General Area Topo



Wave Wall



Thrutch (4m, 11)

A pleasant easy crack and shallow corner system at the very left end of the crag (Ian McMann 1989).

Innocent Looks (10m, 24)*

A serious lead. The rounded hand jamming crack with an overhung start looks innocent but is nothing of the sort and is not to undertaken lightly (Shane Richardson 1992).

Body Wedge (10m 15)

Good traditional fun bridging up the wedge shaped corner (Messiah 1992).

Big Girls Blouse (12m, 21)*

A real test piece at the grade. The crack system that trends left at mid-height is a very fine and obvious line, but getting to it requires some hard and very committing bouldery moves (Messiah 1992).

Wipe Out (10m, 24)*

An impressive and very aesthetic line. Jug up the flutes and place a No.4 Camelot. Hard moves get you up and over the lip, clipping 1 BR along the way (Shane Richardson 1992).

Unknown (10m 24)**

Another strenuous but worthwhile climb. makes use of the flakes before a committing move to gain the lip and headwall. 2 BRs & DBB (plates required) (unknown).

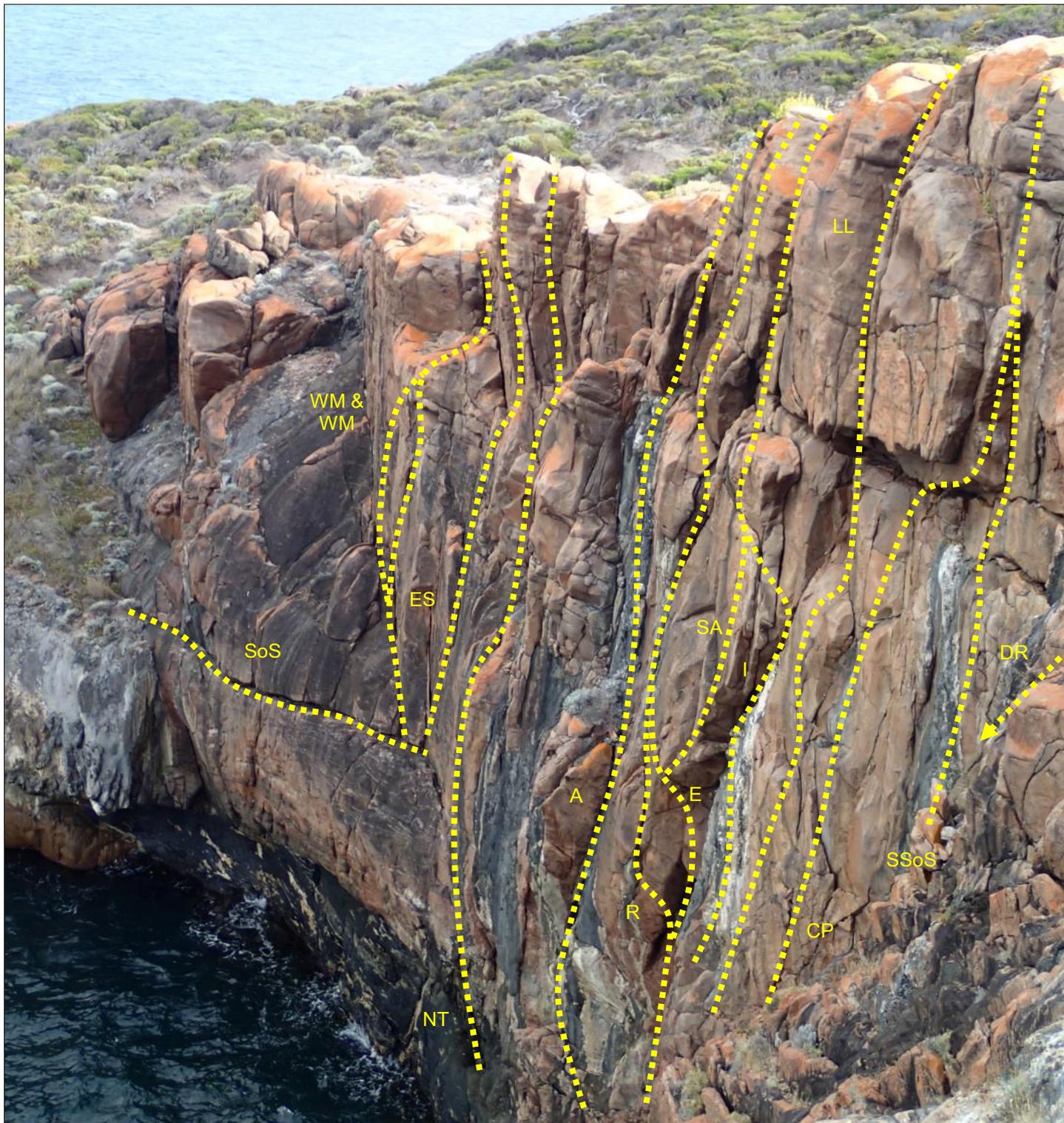
Drop In (10m, 26)

This climb was first top roped by Shane Richardson in Nov 1992, but it is not known who equipped it. Levitate up the steepest part of the wall making use of the water runnel and anything else you can find. 2 BRs & SBB (plate required) (unknown).

Calciting (10m, 15) X

A horrendous undertaking and one to avoid. The limestone coating on this part of the wall will crumble under your feet and hands, and you are unlikely to find any descent gear (Ian McMann 1989).

Main Wall



For the first route you need to walk out toward the headland, which ends at a small ledge. From here you have to either reverse the climb or jump on the Escape Hatch.

Sink or Swim (15m, 18)*

A fantastic traverse in an awesome position, along the rounded break with limited foot holds. It is best done on a rough day to get the full experience (Craig Johnson, Krish Seewraj 2006).

Waxing Moon & Waning Moon (13m 18)

Follow the ramp to the left and then pick your crack up the short wall, the left line is trickier but only just (SGS 2025).

Escape Hatch (15m, 16)

Fine climbing up the curving layback crack, then a left trending line to the base of the steep headwall. From here decide whether to tackle the front face or sneak right and up the fine corner (Craig Johnson, Krish Seewraj 2006).

Main Wall

The following climbs are shown on the topo on the previous page.

This climb starts low down from the black slab. Safe access requires a calm day, and to avoid going for a swim if they mucked up the start a preplaced piece was used to protect the start moves for the first ascent:

Neptune's Trident (20m, 20/16)

Start from the black slab with tricky climbing leading up and left to towards the belay ledge at end of Sink or Swim. Just before reaching it, use flakes and cracks to ascend the wall right of The Escape Hatch finishing up the corner. The upper part of this climb goes at 16, and can be accessed from the belay ledge (SGS 2025).

The next climbs can be accessed using Descent Route:

Alkaline (17m, 18)

Thug your way up the hanging corner crack that has limestone flowing down it, approx. 6m left of Indecision. Above this the limestone becomes impossible to avoid, until wonderful granite is encountered in the form of a hanging flake and cracked headwall wall (Krish Seewraj, Ryan Doe 2022).

Rubik's (20m, 18)*

The in-cut chimney approx. 3m left of Indecision, which is exited by an exposed and insecure move onto a flake the face to the left. From here more varied and enjoyable climbing ensues up a face, body sized crack, hanging flake, and corner, before the last crack on the headwall (Ryan Doe, Krish Seewraj 2022).

Elapid (20m, 15)**

This has a variant start to Rubik's that makes the grade for the whole climb more consistent. Rather than tackle the awkward exit from the chimney, continue with wonderful bridging until a more gentle exit onto the upper wall can be reached then continue as Rubik's (SGS 2025).

Suspended Animation (20m, 18)

A link route, but a worthy one. As for Elapid and then after the more gentle exit onto the upper wall follow the arête with sparse gear to link into and finish up Indecision (SGS 2025).

Indecision (20m, 17)*

Very good. The blank face, with limited protection to start, until it is possible to gain and climb the flake system. Near the end of the flake step left and up to gain the ledge before tackling the final layback corner (Krish Seewraj, Dan MacNish 2015).

Loose Lips (20m, 16)**

An absolute cracker and must do climb. Up the pleasant face making a direct line to the obvious hanging corner, pull into and follow this in an exposed position (Pitchford 1992).

Chick Point (20m, 17)*

A great line, but a little thin for protection in the crack. Climb the crack and weaknesses until you reach the small roof, step right and layback the corner in great style (Pitchford 1992).

South Side of Slime (15m, 15)

Start part way up the Decent Ramp and to the right of the uninviting flowstone, head directly for the final corner of Chick Point (SGS 2025).

Decent Route (20m, 4)

Scramble down the ramp to gain access to the three previous routes, being careful of loose rock (unknown).

During calm conditions a scramble along the slabby base of the crag is possible to reach the climbs detailed on the next page. However, when the swell is up the following traverse will gain you access.

Access Traverse (20m, 15)

A fun traverse that follows the horizontal break, where this ends scramble down and right to get past the blocky nose (unknown).

Main Wall



Nostril (20m, 10)

Cracks up the slightly steeper face leads to a pleasant ramble up the blocky wall, finishing as for Sinus (SGS 2025).

Rhinomer (20m, 10)

Providing a bit more verticality than Nostril, the very wide corner is exiting into flake on the right before broken ground leads to the same finish as Sinus (SGS 2025).

The Marvellous Mini-Flake (20m, 14)

Very fine climbing is provided on elegant flakes up the steep wall just left of Sinus. After the ledge a different scramble path can be taken before meeting up with Sinus at the top (SGS 2025).

Sinus (20m, 12)

Start on the right side of the blocky nose, place your gear and launch up the wall until a horizontal break provides welcome protection. Continue along the right trending ramp to reach a large ledge, or at 15 climb the vertical crack that starts near the base of the ramp, after which it's a scramble to the top (Ian McMann 1989).

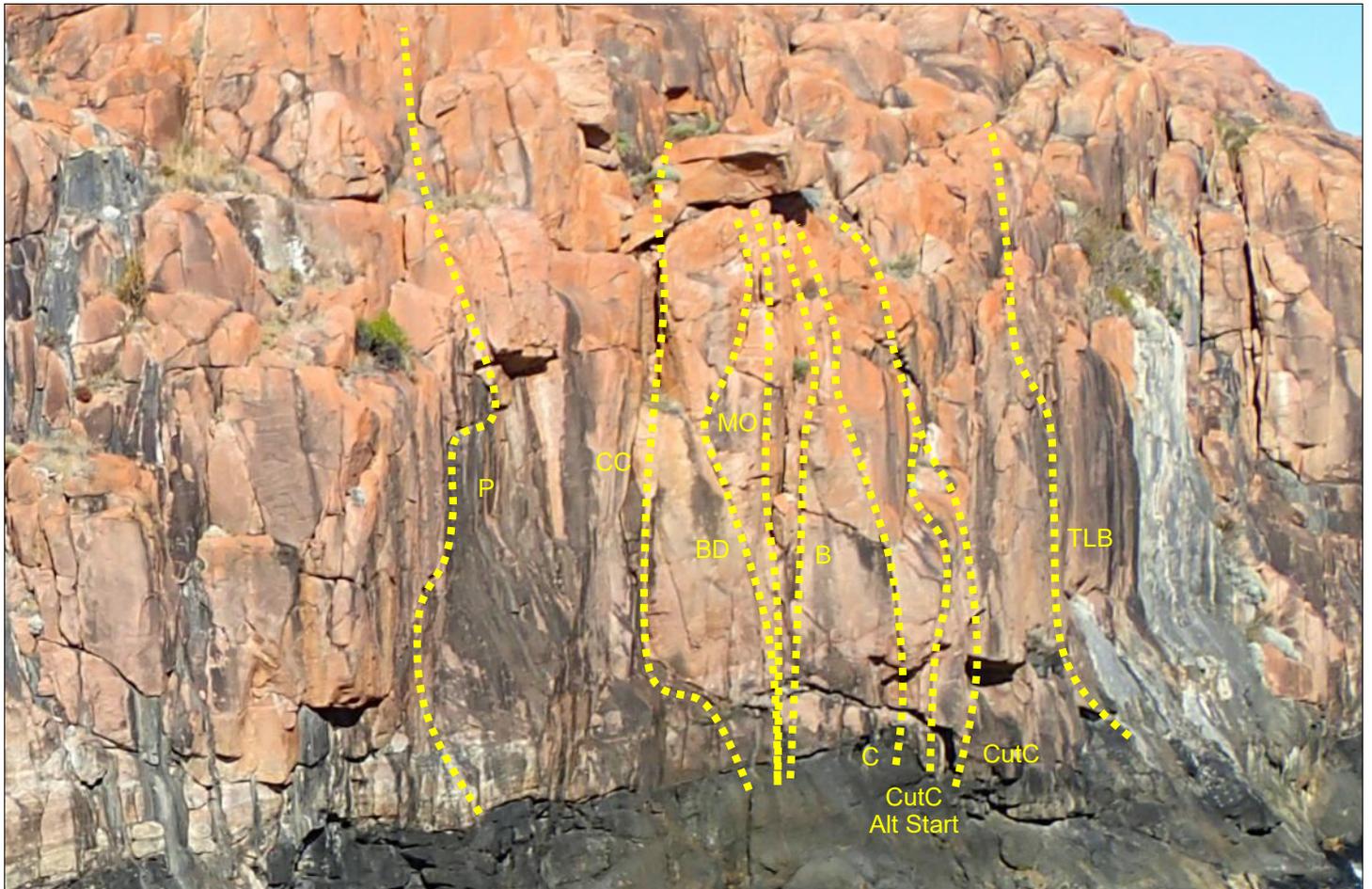
Pat-a-Cake (20m, 17)

The first half of this climb is excellent and challenging at the grade. From a few meters right of the blocky nose head to the right rising crack. Work along this until you can get established to ascend the very fine vertical finger crack. It is worth scrambling up from the ledge to tackle the final crack (Ian McMann 1989).

Petropunster (20m, 20)

Another climb that is hard at the grade but very worthwhile. Start as for Pat-a-Cake but continue along the right trending crack. Fierce and technical crack climbing past the vertical section. Then work towards and continue up the left facing corner. An easy scramble takes you to a fun crack in the top wall (Pitchford 1992).

Main Wall



These six routes are best abseiled into from the large hanging block. Note Petropunster and Three Little Birds are also shown to help with orientation.

Crystal Corner (15m, 13)

An enjoyable route starting with fine bridging in the left facing corner (Messiah 1992).

Bad Directions (15m, 9)

Tackle the arête just right of Crystal Corner, passing a large loose flake at half height. Quite possibly a sandbag. (Steve Sterling, Leanne Dunlop 2015).

Moving Out (15m, 14)

The crack system on the far left of the wall, left of Bland, until you are forced to climb the arête. Avoid reaching round the arête where the loose flake of Bad Directions awaits to unnerve you, and stick to the arête until it is possible to move right to finish up the face (Chris Howe, Josh Hobby, Krish Seewraj 2022).

Bland (15m, 9)

Fun and relaxed climbing directly below the hanging block, and a good one to get used to the area. Straight up the middle of the wall passing corners and flakes (Moline 1992).

Crickets (15m, 15)

The crack on the left of the hanging prow approx. 4m right of Bland. Steep climbing to gain the crack, which continues at a more relaxed pace (Krish Seewraj, Chris Howe 2022).

Cut Crystal (15m, 15)*

Worth jumping on. Originally started from the large overhang to the right of the wide chimney, 5m right of Bland. But to add several meters of good climbing start from the lower and smaller overhang to the left of the chimney. The chimney leads to the steep wall covered in crystals. Pull onto the wall without cutting yourself and make a beeline up the fine face. There is also an alternative start that goes up the face immediately to the left and joins the original route at the base of the final wall, all the options come in at the same grade (Moline 1992).

Main Wall



Approx. 15m to the right of Cut Crystal is a large blank face. These two routes are located immediately to the left of the blank face, and can be accessed by abseiling from the large ledge at the top, or potentially by a scrambling traverse from Cut Crystal in good conditions.

Three Little Birds (15m, 15)

Sustained and continually engaging climbing, approx. 10m right of Crystal Cut. Tackle the larger of the flake systems and after mounting the flake take a slightly left trending line for best value (Krish Seewraj, Chris Howe 2016).

Away from the Nest (15m, 18)*

The thin undercut flake immediately left of the blank face. The flake provides a very fine but committing crux sequence, finish direct using the shallow right facing corner (Chris Howe, Krish Seewraj 2016).

Immediately right of this area is a large flowstone covered wall, beyond which there lies a myriad of flakes and cracks interspersed with a few ledges. All of these have been climbed providing some 15 or more climbs at grade 10 to 15, some of which may criss-cross to varying degrees. On calm days they can be climbed from the black slab to provide wonderful outings. While the rock is reasonable in this area, take extra care as it is rarely climbed and loose rock may be about.



Chris Wiggins thinking that even though we added a grade to this old route it still feel pretty stiff, Pat-a-Cake (17)



Ryan Doe taking a breathe before committing to the crux during his first ascent of Rubik's (18)



Glen Sullivan finding out that you shouldn't go by the name of the climb as has fun on Bland (9)



Dan MacNish pleased to have a rope above him after offering me the lead on the tricky Petropunster (20)



Mikie Howe finishing up the wonderful corner of Chick Point (17)



Chris Howe aiming for the exit of the Escape Hatch (16)



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