

Cademan Woods Bouldering

A guide to the bouldering in and around Cademan Woods



Tess Bennett on Crocodile

Overview

The bouldering in Cademan Woods has been extensively climbed and developed over the years. A 1993 guide by Geoff Mason and Ken Vickers lists a few routes in the woods which are included in this guide. More recently, Clint Maskell and Mike Adams have transformed the woods into an extensive bouldering venue. The problems from their development notes make up the majority of the climbs found here. Clint has also been very generous in offering advice and information for the guide.

Access

Cademan Woods has become increasingly popular with climbers, however, this increased traffic is presenting a threat to continued access. Please keep an eye on the access advice on UKC.com which will be more up to date than this guide. Many of the issues that come with increased traffic can be addressed if we park sensibly and pick up any litter found. **Climbers need to show that they are having a positive impact on the local environment and community.**

Conditions

The rock is well sheltered in light rain and extremely quick drying. With a good wind problems can go from gopping to bone dry in a couple of hours. Some of the problems may need a good brush and some occasional gardening, a pair of secateurs and a stiff brush can often come in handy and keep the problems from falling into disuse.

Navigation

Finding your way around the woods can be tricky. This guide uses a description of the approaches, a map and GPS coordinates. The GPS coordinates can be found in the approach sections and are formatted so that they can be copied into Google to bring up a map. The coordinates for sectors such as **Cademan West** or **High Cademan** will take you to the main parking. The coordinates for individual boulders and areas within a sector refer to the areas/boulders themselves.



Neil Kirk n Diamond Shield



Hazel Dearlove on Prowed

Ticklists

It can take some time to warm to Cademan's charms so here are some ticklists to take those new to the area to some of the better problems in the woods:

f5 and f6s

- **Little Llanberis** (Cademan West)
- **Big Flake** (Cademan West)
- **The Shield** (Trilobate Plantation)
- **White Powder** (Hob's Hole)
- **Grimley's Crack** (Grimley's Rock)
- **The Rockover** (The Allotments)
- **Prowed** (High Cademan)
- **Chockstone Roof** (High Cademan)
- **Pinnacle Left** (Pinnacle Crag)

f7s

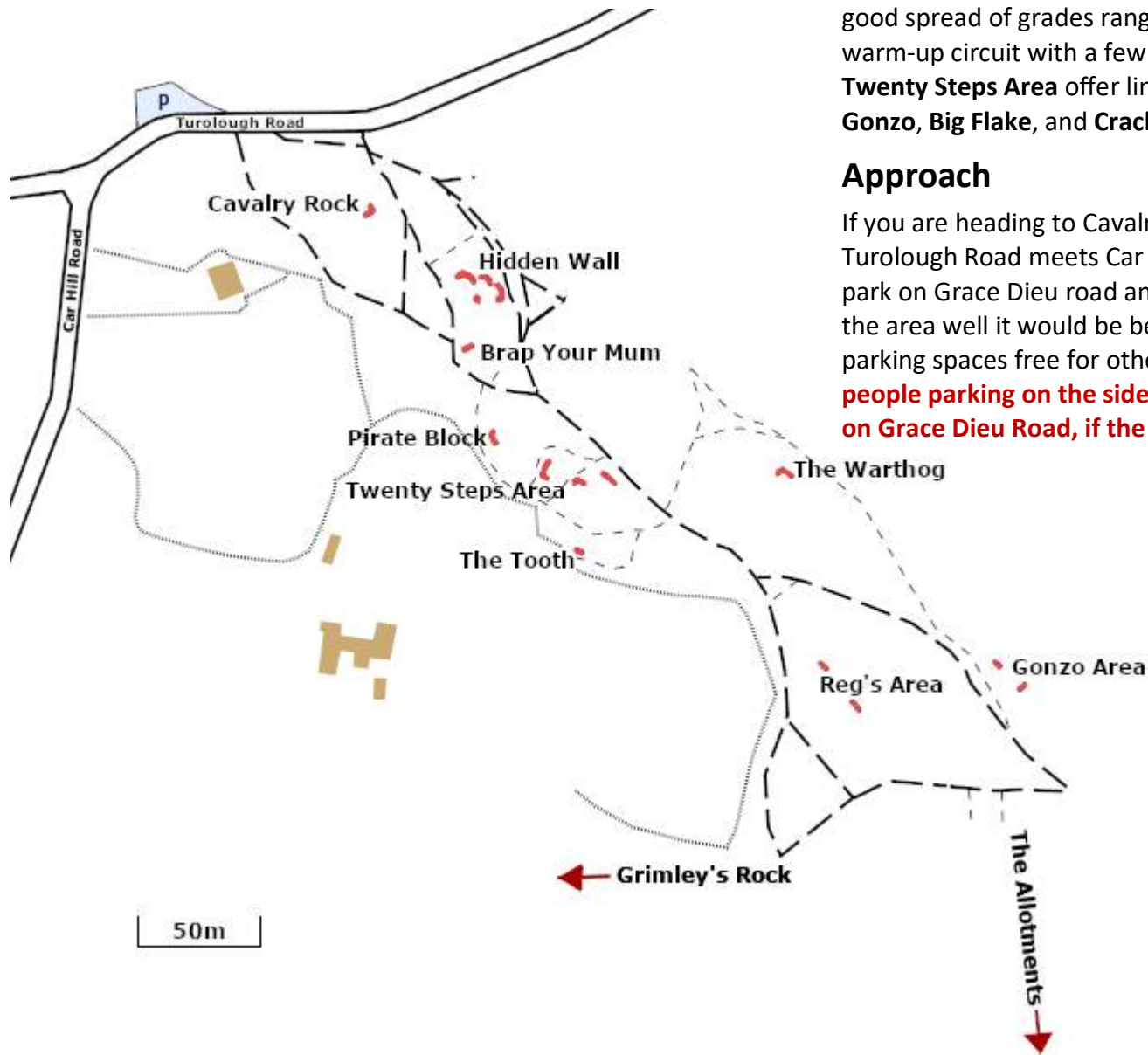
- **Suicide Prow** (Cademan West)
- **Decrepitation** (Trilobate Plantation)
- **Addams Family Values** (Trilobate Plantation)
- **Cross Dresser** (Trilobate Plantation)
- **Power of Juan** (Trilobate Plantation)
- **Karma** (Grimley's Rock)
- **Grimley's Traverse** (Grimley's Rock)
- **Sacrificial Offering** (High Cademan)
- **Misdirected** (High Cademan)
- **Jackhammer** (Pinnacle Crag)

Johnny's Little Helicopter

A list of Dawesian no hands, boots on rock only problems:

- **Whirly Bird** (Cademan West)
- **Johnny's Little Helicopter** (Trilobate Plantation)
- **Budgie** (Trilobate Plantation)
- **Black Hawk** (High Cademan)
- **Batcopter** (High Cademan)
- **Aerial Screw** (High Cademan)
- **Chopper** (High Cademan)

Cademan West



Overview Map of Cademan West

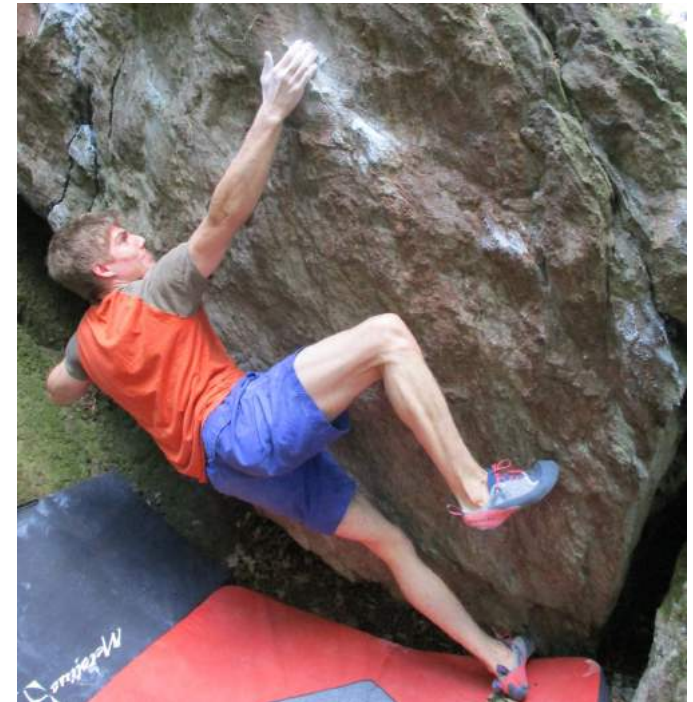
Overview

West is one of the larger sectors of the Woods. There are over 70 problems with a good spread of grades ranging from f3 to f7c. The **Hidden Wall** area offers a good warm-up circuit with a few intermediate problems, while **Cavalry Rock** and the **Twenty Steps Area** offer lines to challenge your average wad. Area classics include **Gonzo**, **Big Flake**, and **Crack of Wales**.

Approach

52.7511, -01.3606

If you are heading to Cavalry Rock or Hidden wall there may be parking where Turoloough Road meets Car Hill Road. However, parking here is limited. Alternatively, park on Grace Dieu road and approach as for **Grimley's Rock** (page 32). If you know the area well it would be best to approach all areas as for **Grimley's** to keep the parking spaces free for others. **Note: Local residents are becoming frustrated with people parking on the sides of Turoloough Road. Please park as for Grimley's Rock, on Grace Dieu Road, if the parking bays are full.**



Orrin Coley on The Welshy

Cavalry Rock

Approach

52.7507, -01.3597

From the parking spot on Turolough Road, walk towards the Roadside Area and take the second path on the right. This runs alongside the road before turning into the woods. Continue into the woods taking the right hand path. **Cavalry Rock** is a short way ahead on your right. See map on the previous page.

1 Crack of Wales f6c+

Sit-start beneath the crack by wedging yourself into the gap. Climb directly using only the holds formed by the crack for your hands.

2 The Welshy f7b+

Sit-start right of the crack, eliminating both the crack and the good jug up and right (marked with a red circle in the image). The poor hold above the jug is in.

3 Little Llanberis f6b+

Sit-start using the right arête and a good toe hook. Traverse up and left avoiding the top of the boulder before topping out on the far left.

4 Top Traverse f5+

Start from standing at the right side of the boulder, traverse the lip and top out as for **Little Llanberis**.

5 Whale Fin f5

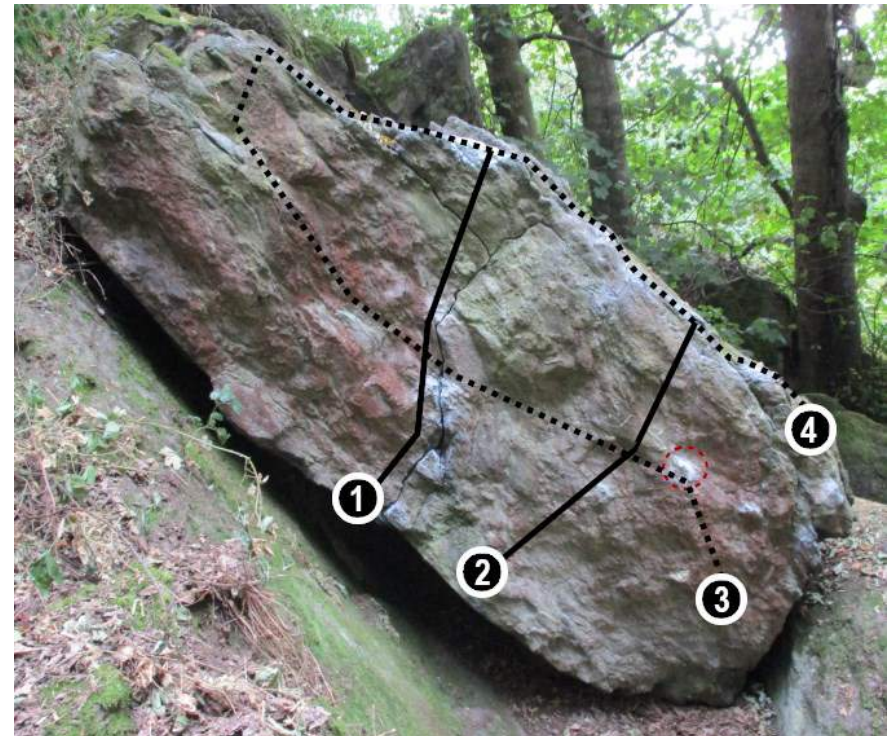
Climb the large flake from a sit start.

6 Whale City f6b

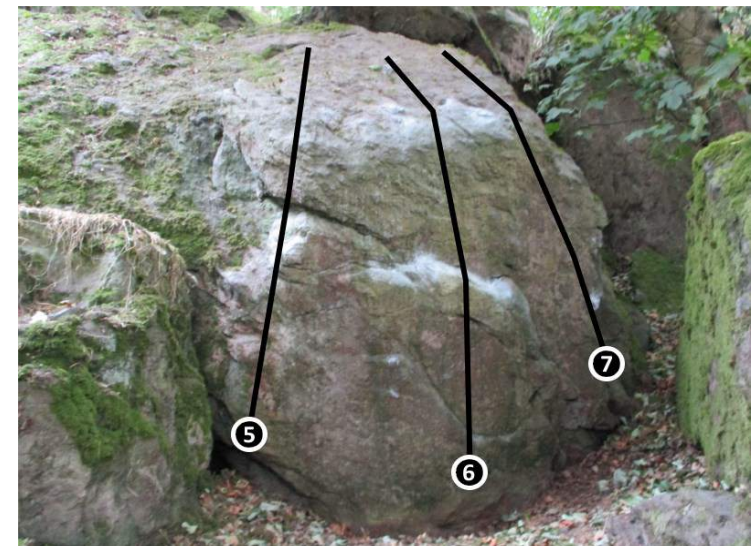
Sit start from the rail and climb up directly avoiding both the large flake on the left and the right arête.

7 Whale Arête f5

Sit start the right arête.



Main face of Cavalry Rock



Path facing side of Cavalry Rock

Hidden Wall

A fairly extensive area with a large number of warm-ups and low to mid 6s.

Approach

52.7505, -01.3586

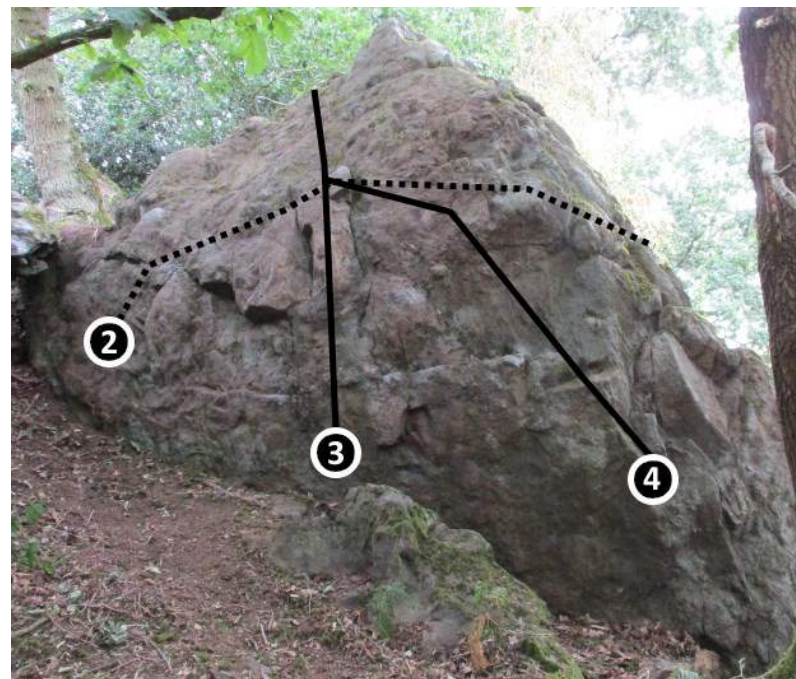
From Cavalry Rock, continue into the woods taking the left track where it forks. A short way on there is a large holly bush on the left. Walking under the fallen tree and into the holly bush takes you to Hidden Wall. Alternatively, continue a little further towards Brap Ya Mum. There will be a vague path on the left which takes you to the top of Hidden Wall.



The blocks around Hidden Wall



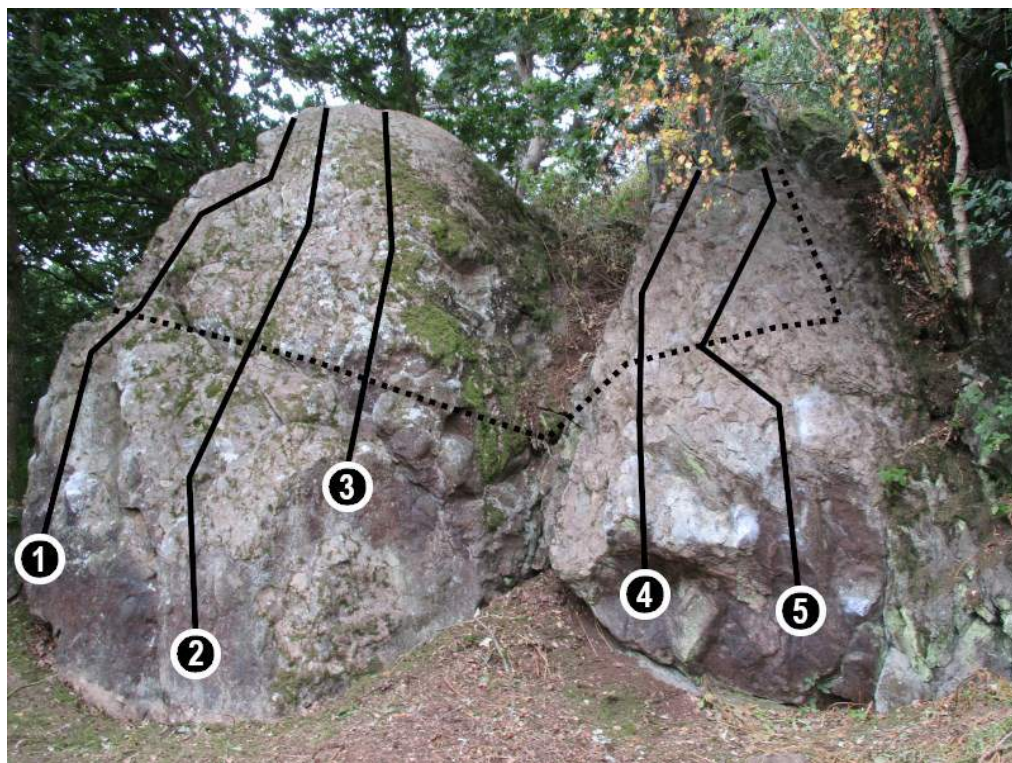
Orinoco



Bulgaria

- 1 **Orinoco** f3+
A little pillar sat above Hidden Wall. Climb the left arête from sitting.
- 2 **Bulgaria's Girdle** f4
Sit-start from a small edge and traverse right, heading around the arête and continuing all the way to a large edge right of **Bungo** and level with the little tree. Finish directly from here.
- 3 **Short Wall** f4+
Start with a hand on each of the low edges (either side of the topo line) and climb directly past the thin flake and a pointy jug.
- 4 **Short Ledge** f4
Start sitting with a hand on the large sidepull. Climb to the pointy jug on the last problem and finish directly from here.

Hidden Wall



Bulgaria



Tom Hirons climbing Backscratcher

See the previous page for the start of the traverse line

- | | |
|--|---|
| <p>1 Bulgarête f5+</p> <p>Sit-start using a blocky pinch for the right hand and a low jug on the left. A few stiff moves lead to easier ground above.</p> | <p>3 Bulgaright f4</p> <p>From standing, climb the right side of the slab. A sit-start from the obvious triangular sidepull is the same grade.</p> |
| <p>2 Uncle Bulgaria f4</p> <p>The central line of the big slab. Sit-start from the flakes.</p> | <p>4 Bungo's Arête f5+</p> <p>Sit-start using the jutting arête for your left hand and a blocky pinch for the right. Another hard start into easier ground.</p> |
| | <p>5 Bungo f6a+</p> <p>Sit-start using the blocky pinch for your left hand and a low triangular edge for your right. Make a big move to a slopy edge then move left to gain, and finish up, the rising flake line.</p> |

Hidden Wall

1 Hidden Arête f4+

Climb up and left, past a small spike, towards the tree. High with a sketchy landing.

2 High Ledge f4

Start as per the last problem but climb directly up past the large slopey ledge.

3 Covert Crack f6b+

Start as per **Private Pinch** then head left to gain the crack. From the top of the crack, bail off to the right or finish up **High Ledge**. No foot ledges.

4 Private Pinch f6b+

Sit-start right of the ledge using the break and the short right arête. Climb direct past the pinch. No foot ledges.

5 Hidden Wall f6a+

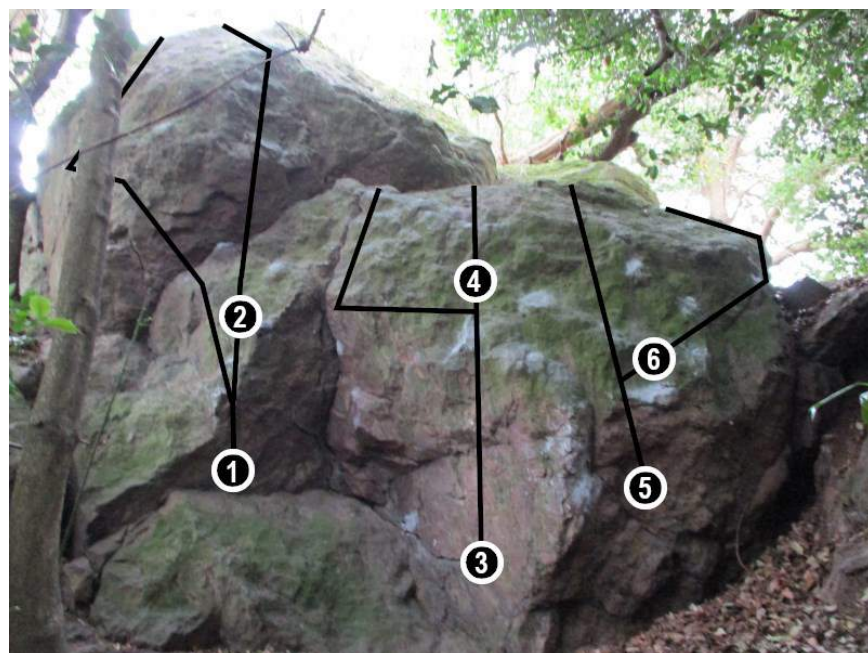
Sit-start from a slopey pinch and climb direct to the top. No foot ledges.

6 Secret Womble f6a+

Start as per **Hidden Wall** and head right to a jug on the arête. Finish up the arête. No foot ledges.



Brap Ya Mum



Hidden Wall

Brap Ya Mum

Approach

52.7501, -01.3588

Approach as per Hidden Wall, but continue a little further along the main path from Cavalry Rock. **Brap your Mum** sits immediately left of the path.

7 Brap Ya Mum f5+

Climb the short left arête from sitting. Avoid the foot ledge beneath the left arête and the large block on the right.

8 Slap Ya Mum f6a+

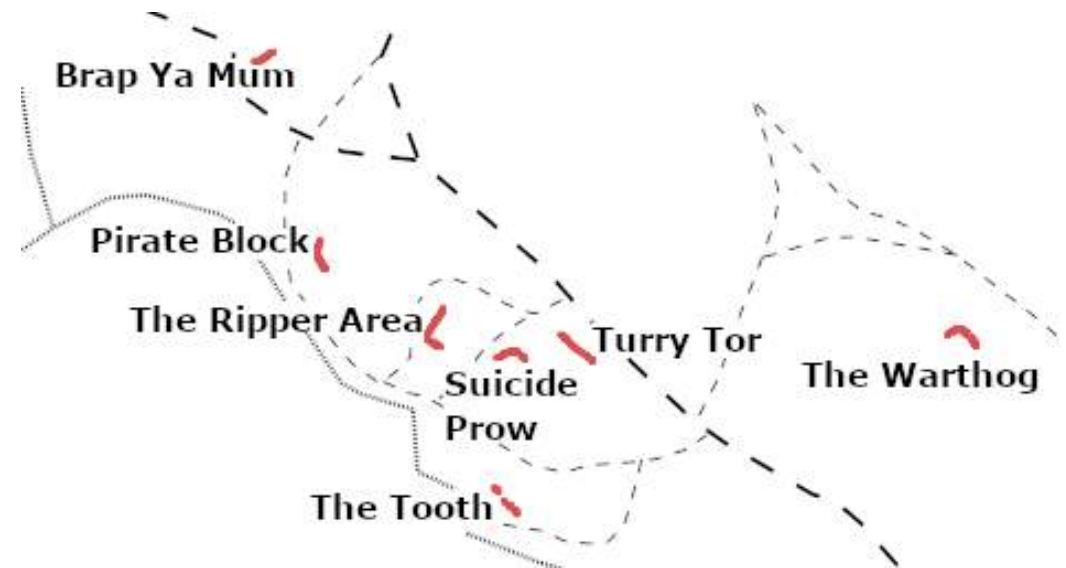
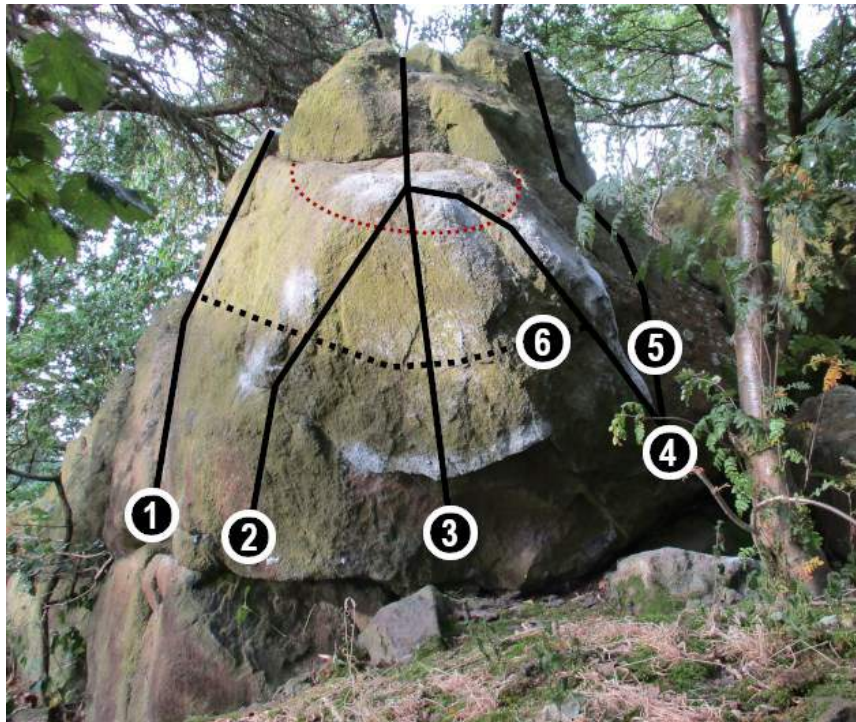
A good eliminate. Sit start using the lowest holds of **Brap Your Mum** (outlined in the above image) and dyno direct to the top.

Pirate Block

Approach

52.7497, -01.3590

From Brap Ya Mum, continue along the main path. A short distance along, take the light grassy path on your right. Follow this towards the fence line you will see the **Pirate Block** on your left.



The blocks around the Ripper area

- 1 **Easy Cracks** f3 *Pirate Block*
Sit-start the cracks, keeping on the right side. Head for the rounded jug above.
- 2 **Pirate Slap** f5
Sit-start from a high sidepull and an undercut. Slap right for the top of the bulge and mantle to the top. The foot ramp is in at this grade.

- 3 **Greenbeard** f7a
The direct line up the bulge. Sit start with your left hand on an undercut and your right hand on the undercut lip. Make a hard pull to the slopy right arête and finish as per the last problem. Graded using a knee pad. Morpho.
- 4 **The Ramp** f4+
Sit-start with both hands matched on the ramp. Climb up and left into the finish of the previous two problems. Avoid all holds right of the ramp feature.
- 5 **The Ramp Direct** f3+
Sit start the ramp and climb to the top of the boulder avoiding the right arête.
- 6 **Pirate Fever** f7a
A little contrived but very good. Start as per **The Ramp** and climb left across the bulge to finish up **Easy Cracks**. Avoid holds along the top of the bulge (marked off in red on the image), the foot ramp below **Pirate Slap** is in at this grade. Easier for the tall.

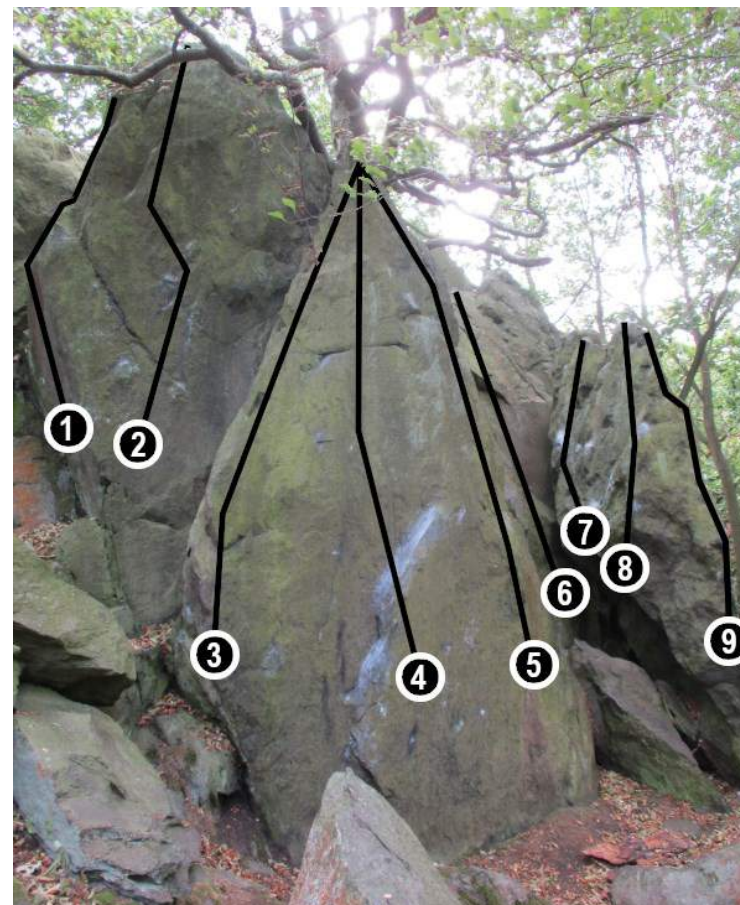
The Ripper Area

Approach

52.7497, -01.3586

Continue along the vague path past **Pirate Block** towards the large outcrop.

- 1 **Twenty Steps Arête** f6a
Sit-start the arête on its left side.
- 2 **Cutaway** f6c
A good wall climb with a bad landing. Sit-start the face of the boulder avoiding both arêtes. There is a blind pocket on the slopey top.
- 3 **The Ripper** f6b+
Sit-start the left arête using a good edge around the arête and a poor sidepull on the face. Avoiding the good edge and keeping the left hand on the arête is f6c.
- 4 **Big Flake** f6b+
Sit-start the flake avoiding both arêtes. An excellent problem up a near perfect feature.
- 4a **Let 'Er Rip** f7a-7b
Match the flake and dyno to either the break (7a) or the lowest of the three jugs near the top (7b). A dyno to the second highest jug and the top jug are projects.
- 5 **Right Arête** f4
The right arête from a sit-start.
- 6 **Claustrophobic Slab** f5
Sit-start the big slab at the back of the gap between the **Ripper block** and the **Detached Block**.

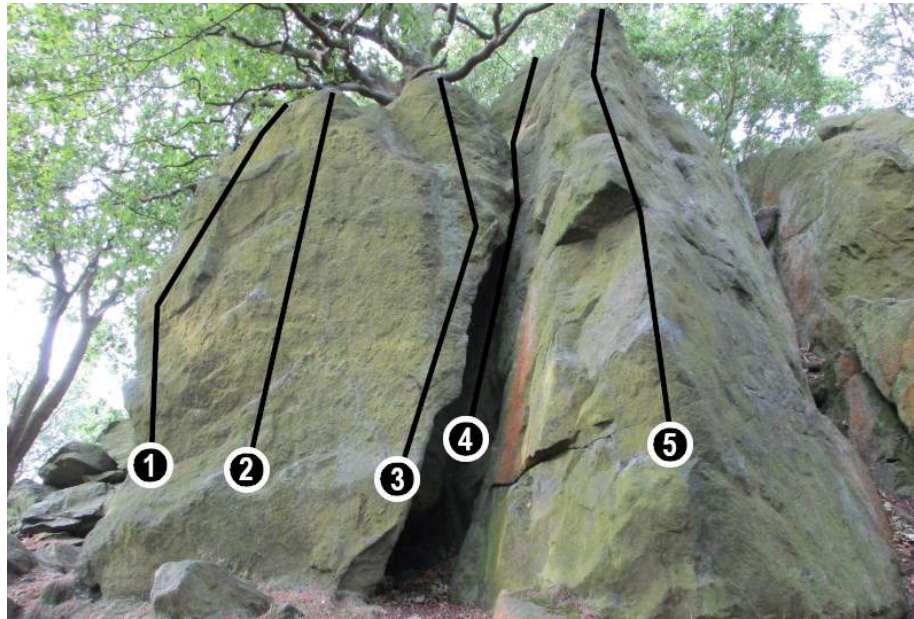


The Ripper Area

- 7 **Detached Block Left** f7a+
Sit-start using the large slopey ramp for your right hand and a slopey edge for the left. Make a big move out left to a poor pinch and finish easily above.
- 8 **Detached Block Right** f6a
Sit-start the slopey rib avoiding the arête.
- 9 **Detached Block Arête** f4+
Sit-start the steep right arête.

Twenty Steps

The opposite side of the detached block has a range of easy but high problems.
Some of these are old trad routes that are generally bouldered; take care.



The slabby face of the Detached Block

- | | |
|---|--|
| <p>1 Detached Wall Left f6a
Sit-start the slabby left arête. The stand is f3.</p> <p>2 Detached Block Wall f4 (S)
Sit-start the centre of the slab avoiding both arêtes. The stand start earns a severe in the old guide.</p> <p>3 Detached Wall Right f4+
An awkward sit-start to the right arête.</p> | <p>4 Twentysteps Chimney f3 (Diff)
Climb the chimney to a high top out.</p> <p>5 Twentysteps Arête f3 (Diff)
Climb the high arêtes. Be careful on the jugs higher up, the rock does not feel entirely solid. Alternatively, traverse off from the good ledge above the triangular step for a pleasant f3. The sit start from two side pulls is f5.</p> |
|---|--|

Suicide Prow Boulder

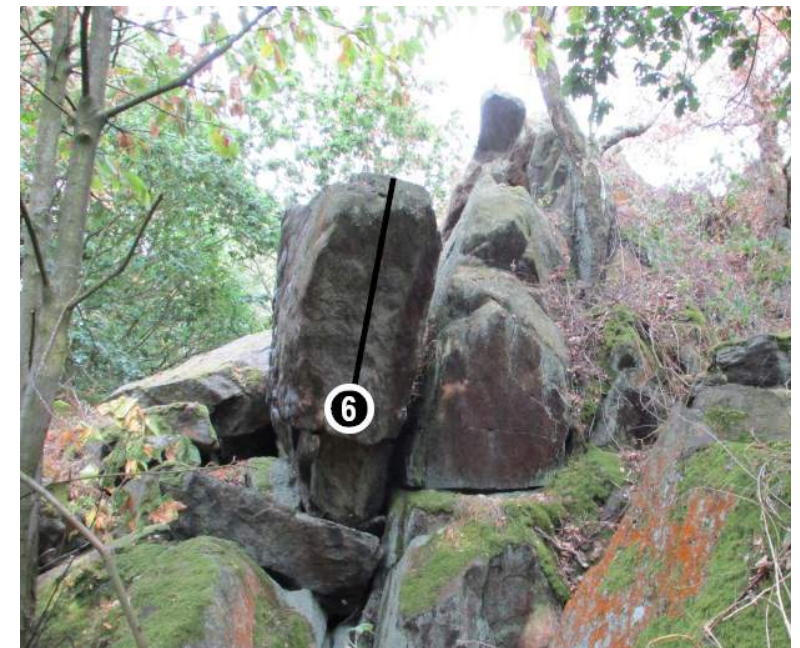
Approach

52.7497, -01.3585

Continue along the path around the crag. Suicide Prow is just round the corner on the right.

6 Suicide Prow f7c

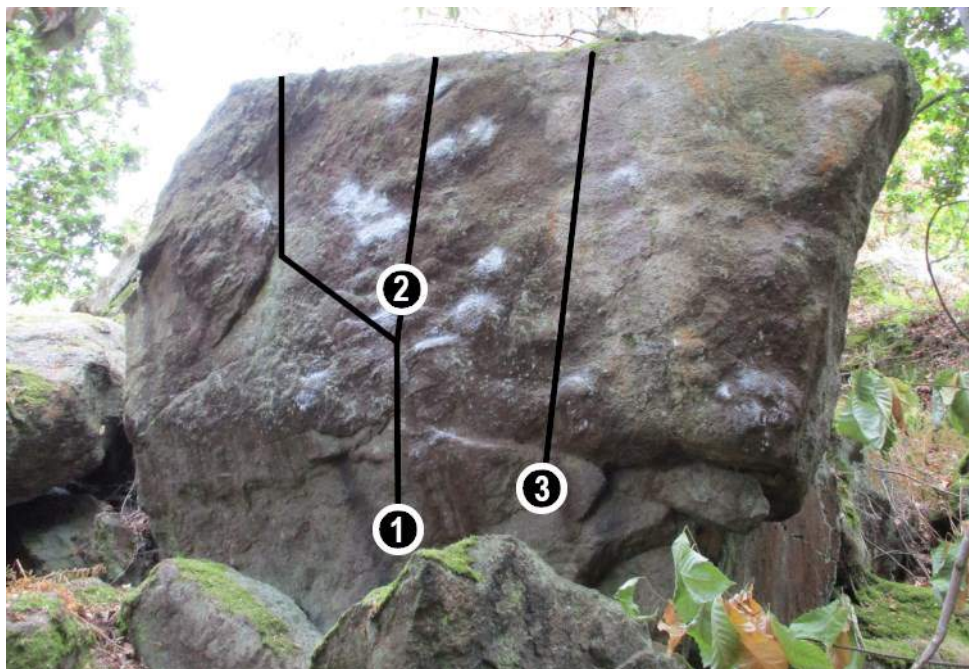
Clamp your way up the prow avoiding the detached boulders clustered around it. Start with your hands just above the overlap. Tiny humans may need to stack pads to reach the start.



The front face of the Suicide Prow Block

Suicide Prow Boulder

Around the left arête of suicide prow are three desperately crimpy problems.



The Crimpy Sidewall of the Suicide Prow Boulder

- 1 Stretch Left 6a+**
Start sat in the pit, choose between a range of poor crimps and make an improbable stretch to the large flake. Surprisingly good .
- 2 Green Goddess 6c+**
Get back into the pit, choose your crimps and climb the wall direct past a poor sidepull. Sit-down start.
- 3 On The Edge 7a+**
Sit-start, to the right of **Green Goddess**, with a leg dangling over the edge. Use poor crimps and a good flake to gain the top. A good problem for those who hate their legs and wish them harm.

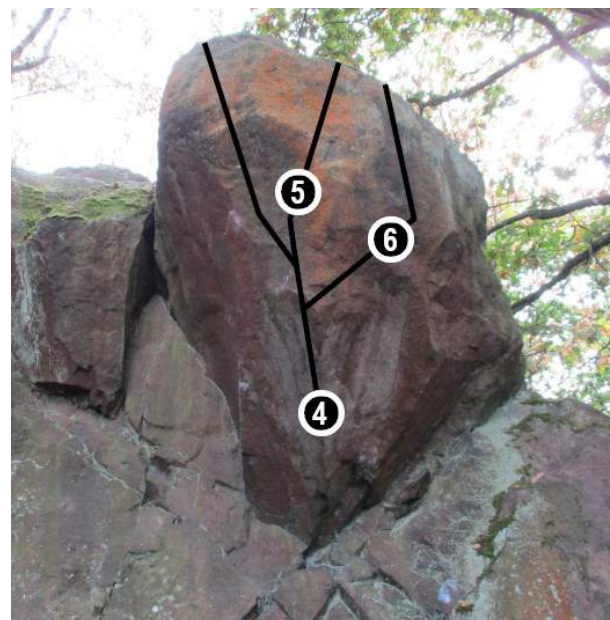
Turkey Tor

Approach

52.7497, -01.3579

Continue on the vague path between Suicide Prow and Twenty Steps. Turkey Tor is the next block on your right. If approaching directly, continue on the main path past **Bray Ya Mum**, you can't miss it.

- 4 Mike's Dyno f7a**
Use good sidepulls on the left of the arête to dyno straight for the top.
- 5 Turkey Tor Arête f6c**
Climb the steep arête directly.
- 6 Turkey Right f5+**
From the same start, trend right to finish up the good flakes on the right side of the arête.



Turkey Tor

The Tooth

Approach

52.7492, -01.3583

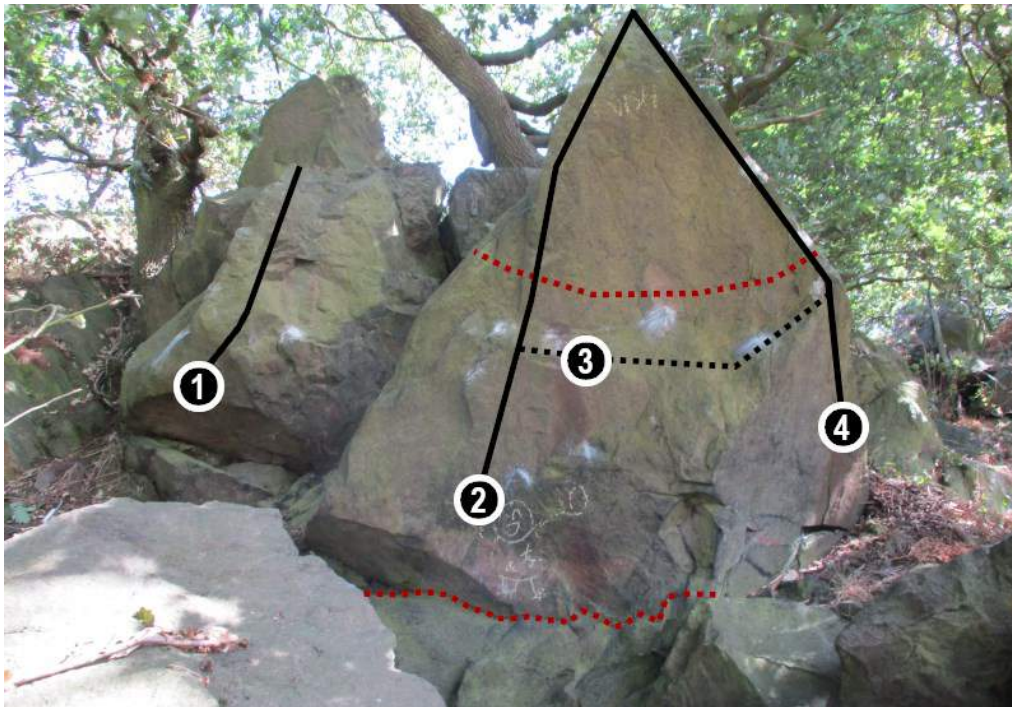
Take the main track past **Turkey Tor** until you reach the end of the outcrop to which it belongs. There is a light path heading right towards the fence and the back of the outcrop. **The Tooth** is located at the end of this path.

1 Megalomaniac f6a+

Sit-start using a pinch and the base of the slopy ramp. Climb awkwardly up the rib.

2 Megalodon's Tooth f5

The left arête from sitting. Start from a right hand pinch and an undercut. The ledge is in at this grade.



The Tooth

2a Cavity f5+

Climb **Megalodon's Tooth** avoiding both arêtes. Dynamic.

3 Traversal f6b+

Start as for **Megalodon's Tooth** and traverse the mid-height line of holds, staying low (see the top red line in the topo photo) until you reach the arête; finish up this. Avoid the foot ledge (see the bottom red line in the topo photo). **Reversal** climbs the reverse of this line, starting as for **Extinct Arête** to finish up **Megalodon's Tooth**, at the same grade.

4 Extinct Arête f4

The right arête from sitting.



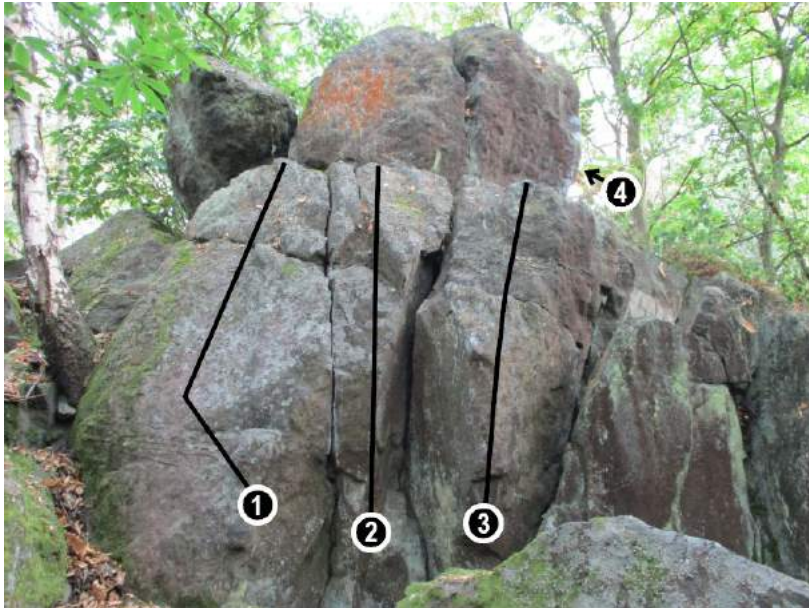
Evelyn Dearlove climbing Big Flake

The Warthog

Approach

52.7496, -01.3569

Take the main track past **Turly Tor** until you reach the end of the outcrop to which it belongs. Take the path shooting off left into the trees. Follow this, keeping right where it forks. **The Warthog**, and a vague path to the blocks, will be visible on your right a short distance from a right turn.



Front face of The Warthog Boulder

- 1 **Little Slab** **f3+**
Climb the centre of the slab from a sit-start using the good edge on the right side of the face.
- 2 **Twin Track Groove** **f4**
Sit-start the groove. There are many possible methods ranging from enjoyable to deeply upsetting. Sticking to either of the two cracks for your hands offers unpleasant jamming practice at around **f5+**.



Side face of The Warthog Boulder

- 3 **Little Prow** **f5**
Sit-start off the little block using a good left sidepull and climb the prow direct.
- 4 **The Warthog** **f6b+**
Grit style compression up the steep face. Stand start with your right hand around the base of the slopy rib and your left, at a similar height, low on the left arête. Fridge-hug up to a good jug and top-out. Avoid the giant foot ledge.
- 5 **Backscratcher** **f6c**
The steep face of the Warthog boulder without the left arête. Stand start with your right hand at the base of the slopy rib and left on a good sidepull. Pop to the top of the rib and gain the good jug. Finish as per **The Warthog**. No foot ledge.

Gonzo Area

Approach

52.7490, -01.3555

Approach as for **The Warthog**, taking the path leading left from **Turry Tor**. Continue along this path as it steepens, shortly after passing the vague track heading up to **The Warthog**. **Rizzo the Rat** will become visible as you top the little hill. See the map on the following page.

1 Gonzo's Nose f6a+

Climb the hanging left arête, making use of the crack, from a sit-start beneath the arête.

2 Crack Only f5+

Sit-start beneath the crack. Climb direct using a good undercut on the right. Avoid the left arête and the jug out right.

3 Gonzo's Arête f3

Sit-start the right arête using anything in reach.

4 Gonzo's Back Arête f3

Climb the arête on it's right from a sit-start off the block.

5 Gonzo f5+

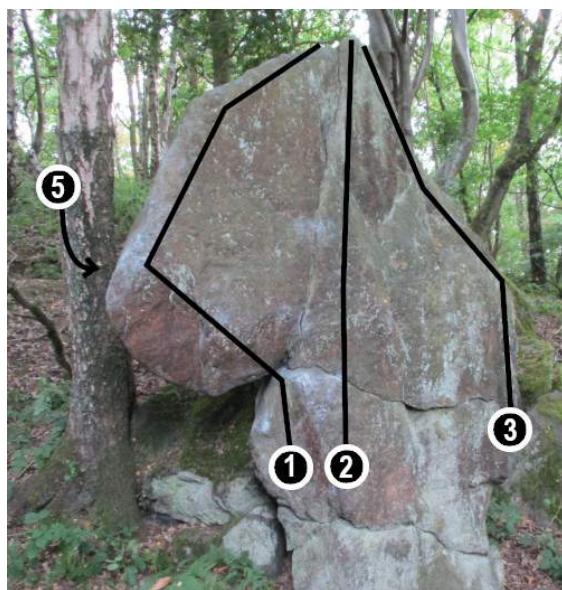
An excellent problem. From a sit-start, climb the back of the hanging arête.

6 Rizzo the Rat f5

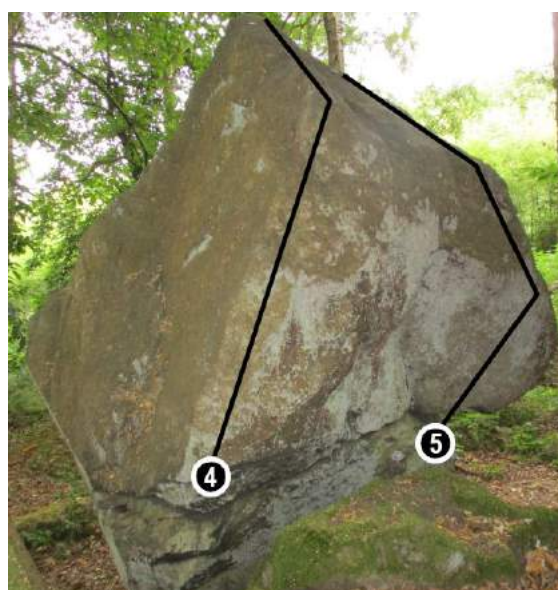
Sit-start/hang the jug and reach the left arête. Finish by mantling the prow straight on. Avoid the detached blocks.

7 Swing the Rat f6a

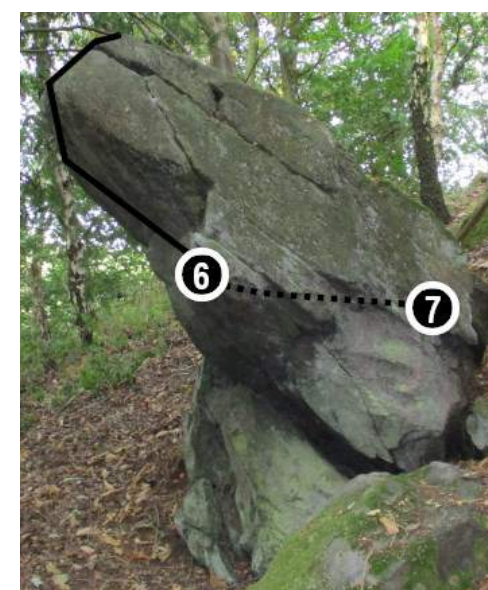
Sit-start using the right arête and the starting ledge of **Rizzo the Rat**. Swing onto the jug and finish up **Rizzo the Rat**. Avoid the detached blocks.



Front face of Gonzo



Back face of Gonzo



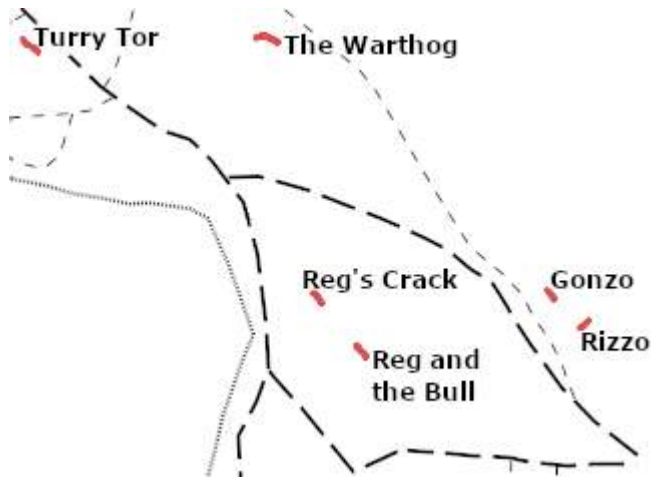
Rizzo the Rat

Reg's Area

Approach

52.7489, -01.3565

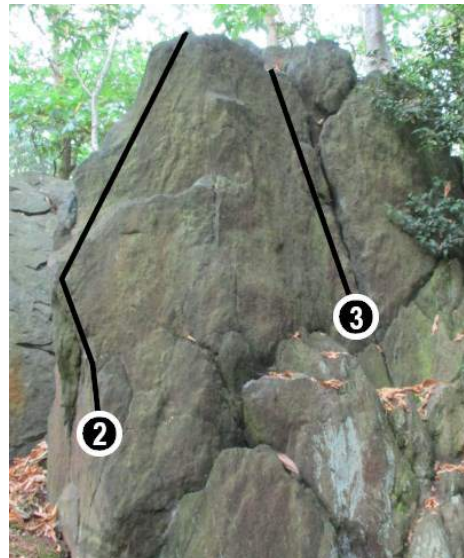
Take the main path past Turry Tor and keep right when the path splits. Reg's Area will be visible on the left shortly after this split.



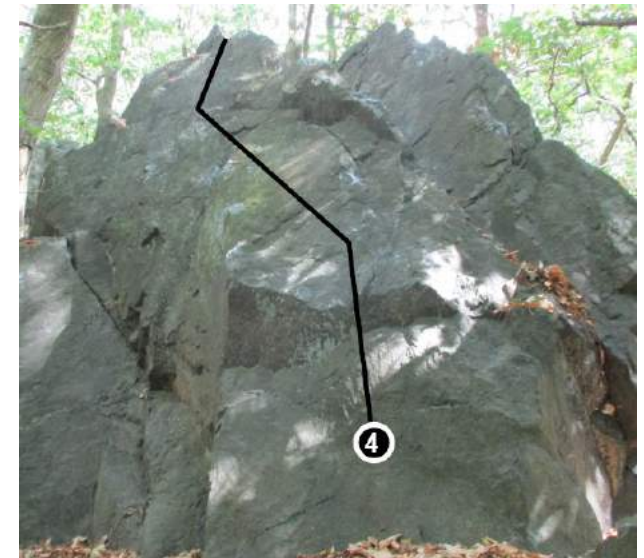
Map of Reg's Area



Side wall of Reg's Crack Boulder



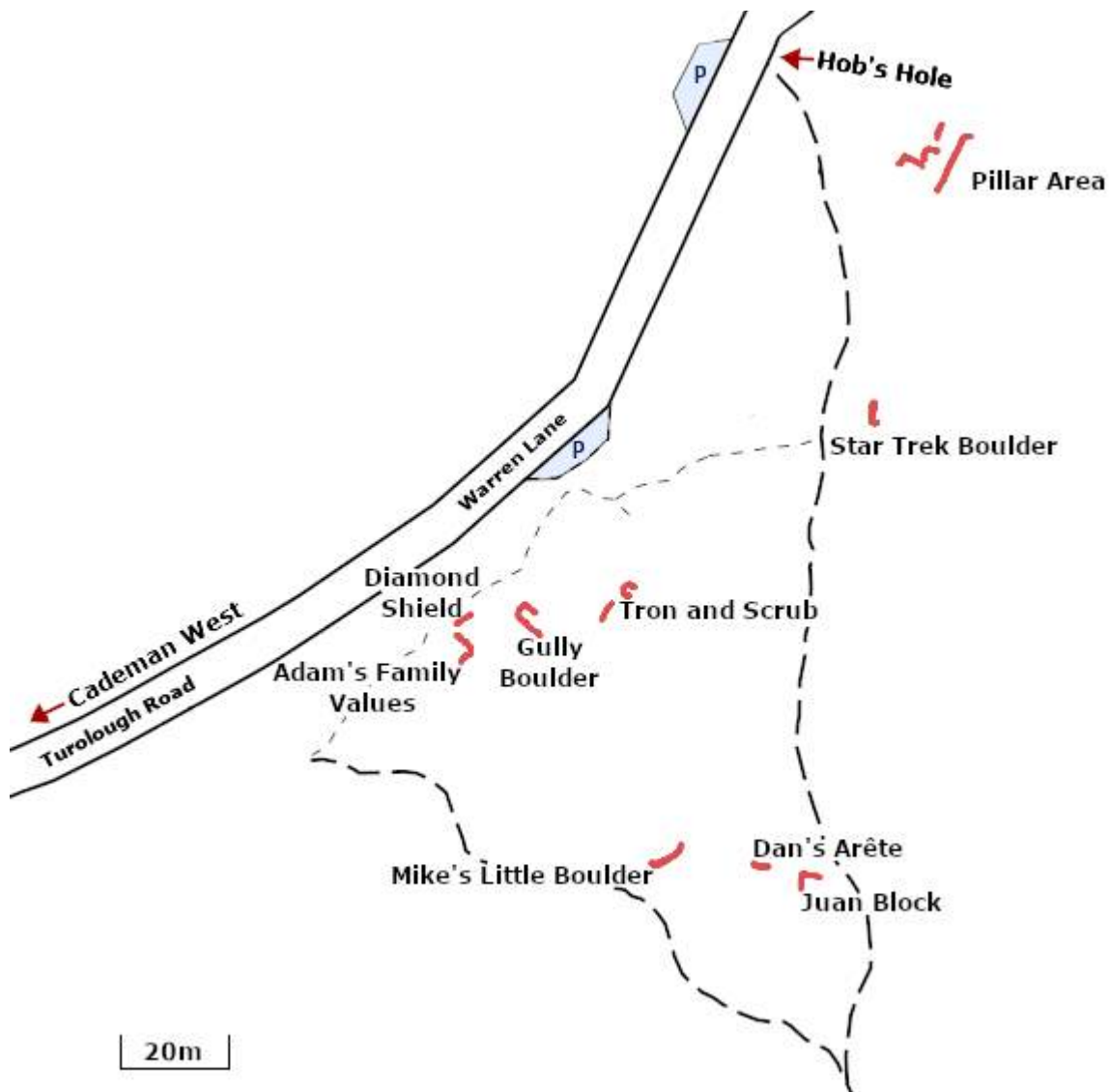
Front face of Reg's Crack Boulder



Reg and the Bull

- 1 **Reg Jr.** **f3**
Sit-start the short arête of the crack on its left side.
- 2 **Reg's Arête** **f3**
Climb the big arête from standing. Can be climbed on either side at the same grade.
- 3 **Reg's Crack** **f3+**
The crack from a stand-start.
- 4 **Whirlybird** **f6a+**
Up and right from **Reg's Crack** is a slabby block. Do a Dawes and climb the slab with only shoes touching the rock. No hands, no knees, just shoes. Start at the base of the slab and trend left to step over the top of the boulder.

Trilobate Plantation



Overview

A convenient spot with some of the best problems in the woods. Be sure to try **Diamond Shield**, **Addams Family Values** and **The Power of Juan**.

Approach

52.7514, -01.3579

Park in one of the lay-bys where Warren Lane becomes Turoilough Road. Parking is limited, if there are no spaces in the existing laybys Grimley's may be a better bet. **Note: Access issues have arisen due to people jumping the wall and parking outside of designated spaces. Please approach using the gate by Hob's Hole and park sensibly.**



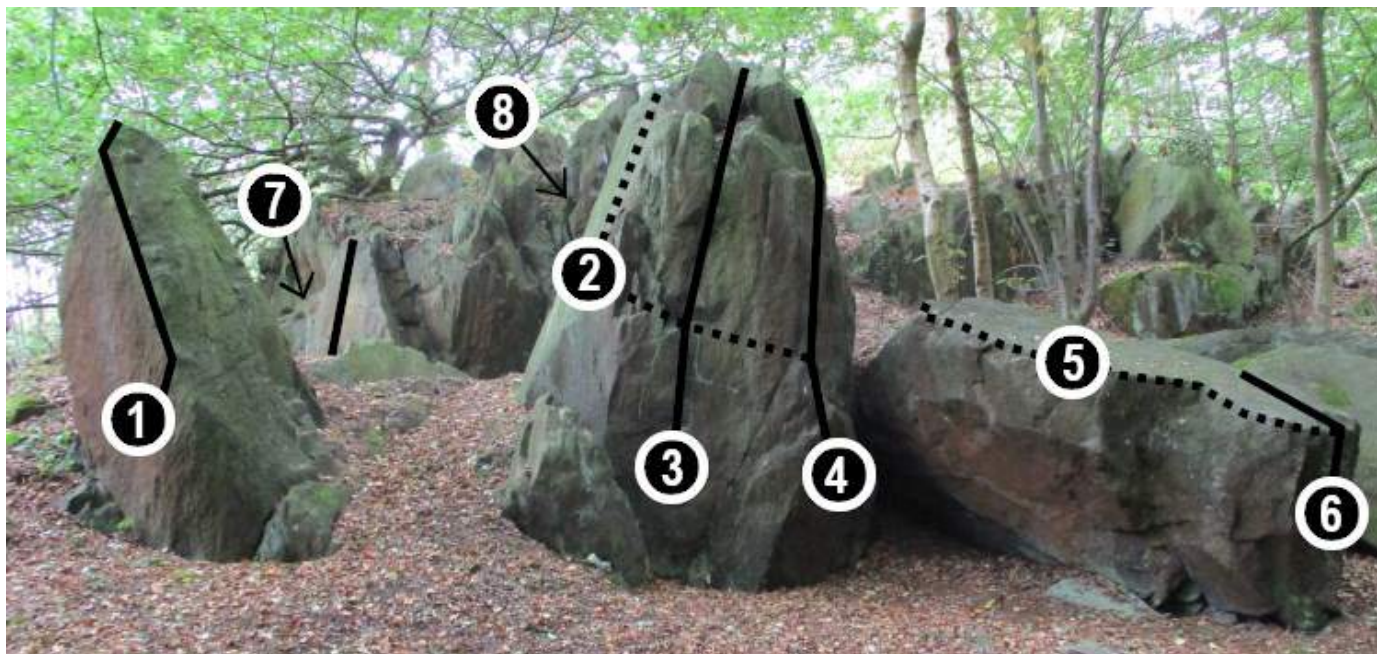
Kieren Radley on Addams Family Values

The Pillar Area

A mini crag with some good low climbs. The Climbing Station youth team can confirm its suitability for young crushers.

Approach 52.7524, -01.3559

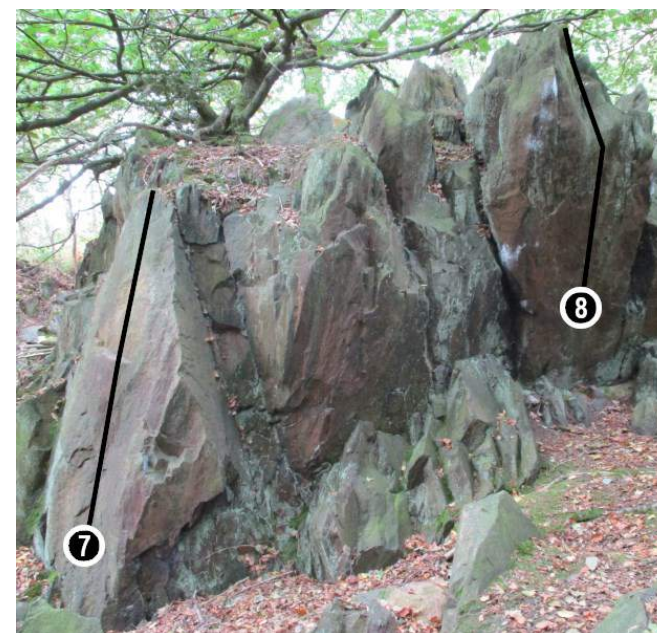
This is the first area, visible directly ahead as you pass the gate opposite **Hob's Hole**.



The front blocks of the Pillar Area

- 1 Slice** f4
Sit-start the short right arête on its left side.
- 2 Thrilling Traverse** f5
Start up **Not so Thriller** and traverse left, past **The Pillar** to finish on the left side of the vague arête.
- 3 The Pillar** f5
Climb direct between the two vague arêtes from a sit-start.
- 4 Not so Thriller** f5
Sit start the vague right arête without the low foot blocks.
- 5 Lowest of the Low** f6a
Sit-start as for **Lip Up** and traverse leftwards across the lip. Mantle to finish on the right side.

- 6 Lip Up** f4
A tiny but surprisingly good problem. Sit-start the front of the block and mantle straight over. Good for little ones.
- 7 No Thrills** f4
An awkward sit-start off the right arête and a low left ledge. A poor problem.
- 8 Thriller** F6a
A good compression problem on the short steep wall. Sit-start the wall using both arêtes and a bad smear. Avoid the foot blocks and anything either side of the two arêtes.



The back wall of the Pillar Area

Star Trek Boulder

A good block developed by Matt leger in 2015.

Approach

52.7519, -01.3557

From the gate opposite Hob's hole, follow the path up heading up and right into the woods. Shortly past the **Pillar Area** the **Star Trek Boulder** should be visible off the path on your left.

1 Jean Luc f7a

Sit-start from poor crimps, place a heel and mantle onto the slab. The right arête is in but the good rising flake line on the left is out of bounds. Variant include starting matched on the big low sidepull and avoiding the arête; all are varying shades of f7a.

2 Energise f7a+

Start as per **Warp Drive** and traverse leftwards across the lip into the start of **Jean Luc** to finish up this.

3 Warp Drive f6b

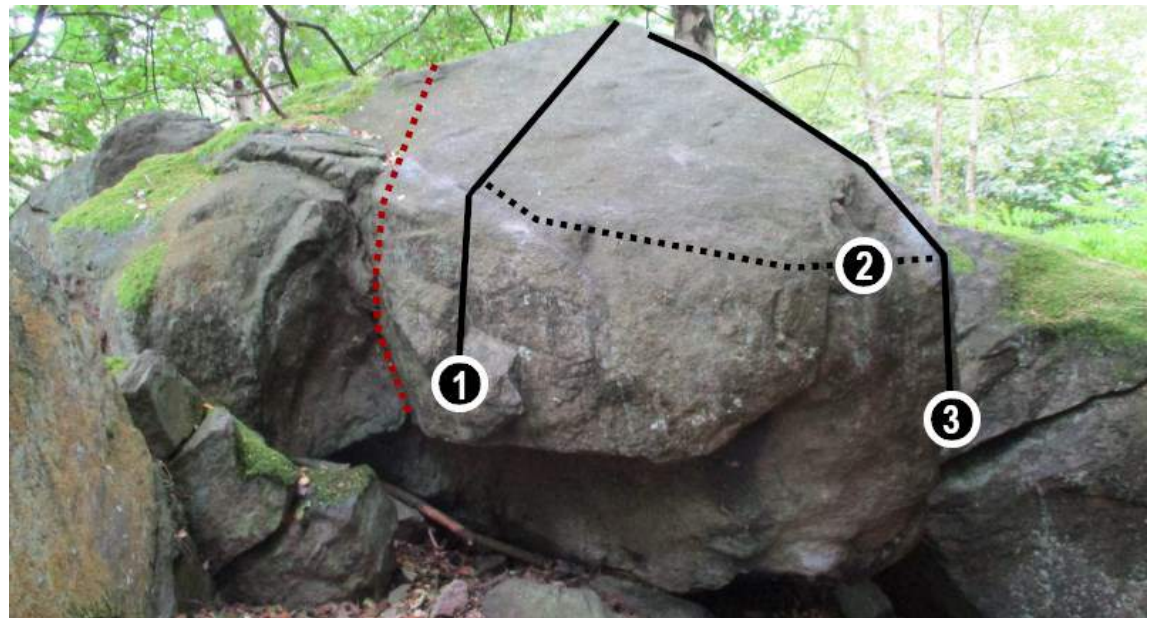
Sit-start the arête on its left side avoiding any foot blocks and good ledges.

3a Shut Up Wesley f6b

The right side of the arête from a sit start. Avoid foot blocks and good ledges.



Matt Leger climbing Energize on the Star Trek Boulder



The Star Trek Boulder

Tron and Scrub

Approach

52.7515, -01.3567

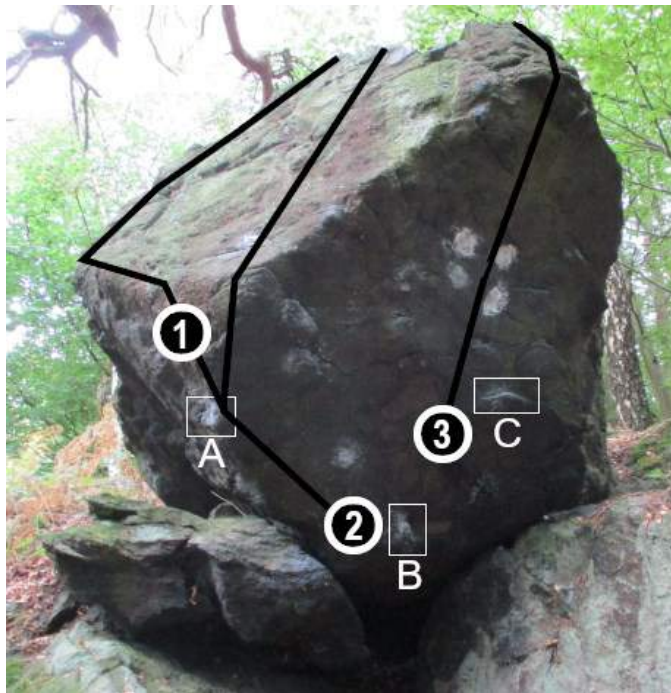
Approach as for the **Star Trek Boulder**, once level with this boulder take a vague path heading back towards the road. **Tron** and **Scrub** are on the left side of this path.

1 Ram f6b

Sit-start with your left hand on a hold by the arête (A) and a good sidepull for the right (B). Climb to the lip and traverse left to finish up the next arête. Avoid the various detached blocks.

2 Tron f6b+

Start as per **Ram** but finish direct on reaching the lip. Avoid the detached blocks.



Tron

3 Flynn f6b

Start with a left hand on gaston (B) and the right on jug (C). Sit or crouch depending on your reach. Climb over the nose avoiding the detached blocks.

4 Strange Brew f5+

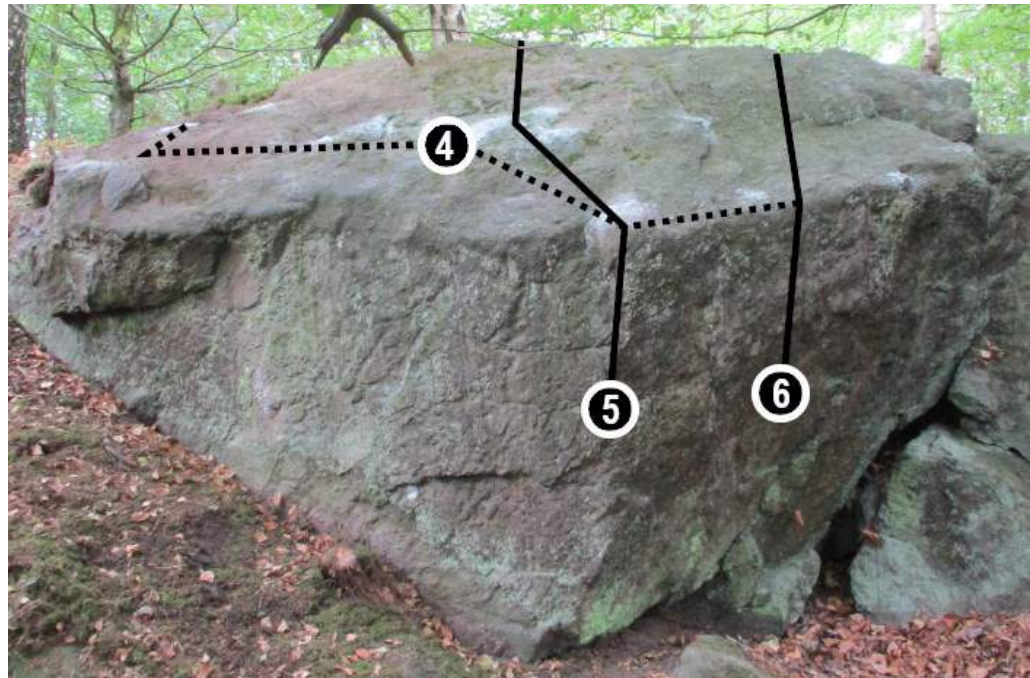
Start up **Scrub** and traverse left to mantle out on the far side. Can be reversed at the same grade.

5 Backwards Roly Poly f4

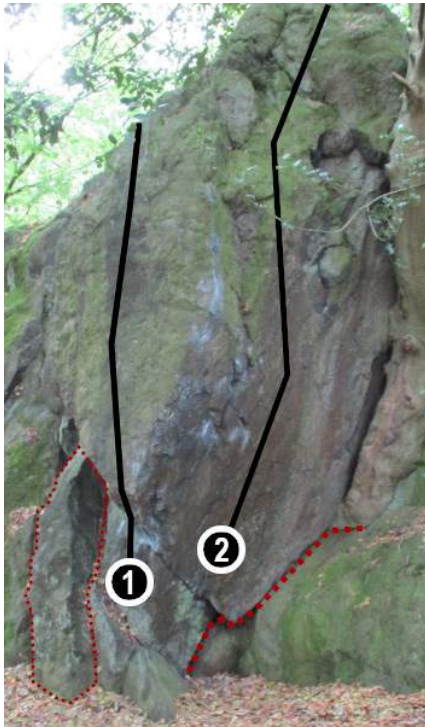
From a sit-start off the round hold on top of the prow climb up and left onto the slab. Using only the start hold and the large sloper for your hands is a good 5+.

6 Scrub f5

Sit-start the right side of the block and mantle onto the slab.



Scrub



The Shield

Diamond Shield

Approach

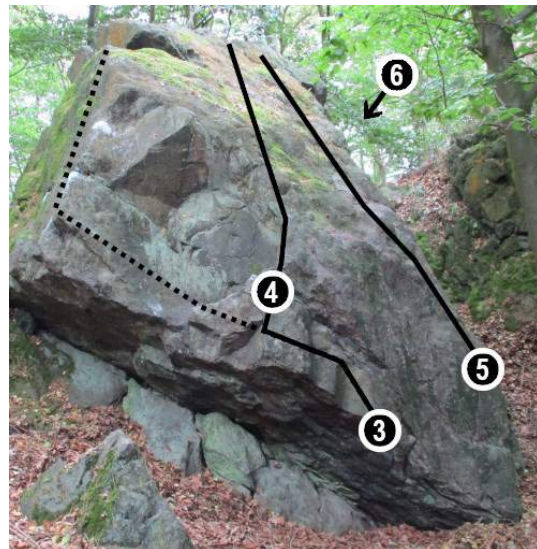
52.7515, -01.3572

Approach as for **Tron** and **Scrub**

1 Diamond Shield f5+

Climb the twin arêtes from standing. You can use the foot blocks directly beneath the shield but not the block out left.

Diamond Shield and its variants can be started from sitting but it's awkward and adds nothing to the grades. All of the variants described here use the undercuts beneath the left arête.



Front face of the Gully Block



Back prow on the Gully Block

1a Diamond Left f6b

Climb the face, eliminating the right arête.

1b Diamond Face f6b

Avoid both arêtes, opting instead for a selection of poor face holds.

1c Diamond Right f6a

Avoid the left arête.

2 Decrepitation f7b

Sit-start the right arête on its right hand side. Start using the arête and a low right sidepull. Avoid the low foot blocks and the large boulder to the right.

Gully Block

Approach

52.7516, -01.3568

Approach as for **Tron** and **Scrub**

3 Gullyver's Travels f6a+

Sit-start near the base of the lip from holds in the crack. Traverse the lip to finish on the left side of the right arête. Stay off the large foot blocks.

4 Gullyver's Excursion f5+

Sit-start as for **Gullyver's Travels** and traverse to the left arête of the big scoop. Finish directly up the wall.

5 Gully Slab f2

The slabby rib from standing. A good problem for kids.

6 Gully Prow f6b

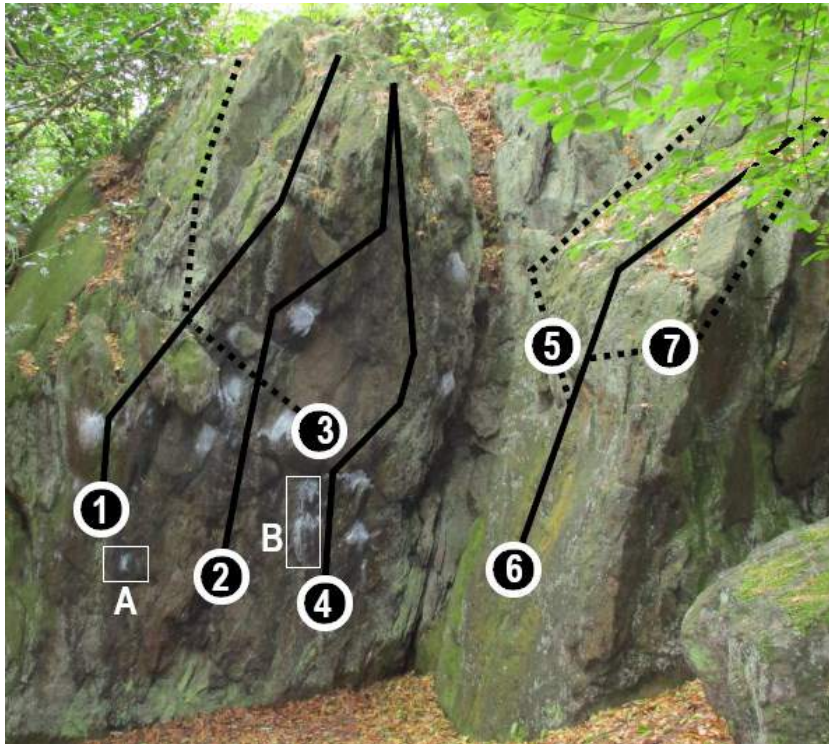
Sit-start the prow with feet on the back wall. Climb up and right. Very good.

Addams Family Boulder

Approach

52.7515, -01.3573

Continue on the main path from **Diamond Shield**. This boulder is just round the corner on the left.



Addams Family Boulder

- 1 Overhanging Arête f6a+**
The left arête climbed on its right side from a sit-start.
- 1a Overkill f7b**
Make the first big move of Overhanging Arête, traverse right into the good ledge above the start of **Addams Family Values** and finish up this problem.

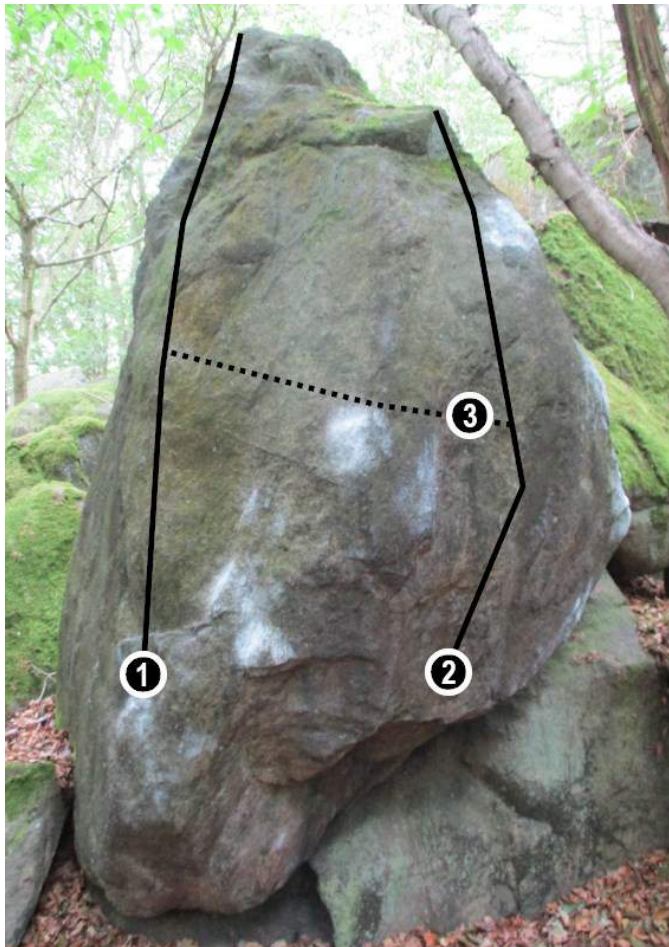
- 2 Doneover f7c**
Sit-start with your left hand on a sidepull (A) and your right on a gaston (B). Make a hard move to the sidepull sat just beneath the break and a slopy pinch to its right. Use the higher sidepull/pinch above and the slopy pinch just down and left of this to gain a good hold near the top of the right arête and top out. Avoid both arêtes and the ledge above the starting holds of **Addams Family Values**. The undercut beneath the gaston (B) is also out at this grade.
- 2a Overdone f7b+**
Start as above to the holds by the break then climb left to finish up **Overhanging Arête**. Stiff for the grade.
- 3 Crossdresser f7a**
Sit-start from a sidepull (B) and the sloper to its right. Climb up and left to finish up the left side of the left arête.
- 4 Addams Family Values f7a+**
From the start of crossdresser, climb the wall direct using the right arête and a high sidepull. The good ledge on the right is in at this grade. A three star mega classic. Eliminating both arêtes is **Areteless f7b**.
- 5 Budgie Project/f6cish?**
Shoes on the rock only, no hands, no knees, no nothing. Start from the centre of the slab and finish up the left arête.
- 6 Fester's Slab f2**
A good kids' route up the centre of the slab.
- 7 Johnny's Little Helicopter f6a+**
Following the same rules as **Wednesday's Bull**, start up the centre of the slab and climb right using a large foothold on the arête.

Juan Block

Approach

52.7511, -01.3561

Continue along the main path from the **Star Trek Boulder**, the **Juan Block** is sat to the left of the path.



Juan Block



Dan's Arête

1 The Other Juan f5+

Sit-start from the good ledge and climb direct to the top. Avoid the low foot blocks and ledges.

2 The Power of Juan f7a

Sit-start with your left hand on a poor sidepull and your right on a slopy undercut. Make a hard move to the right arête and finish with powerful compression moves between the two arêtes. Avoid the foot blocks and ledges. Extremely good.

3 When Two Become Juan f6c+

Start as for **The Power of Juan**, once established on the two arêtes throw a heel onto the starting ledge of **The Other Juan** and rockover to finish up this problem.

Dan's Arête

Approach

52.7511, -01.3562

The cracked boulder up and right of **Juan Block**.

4 Dan's Arête f4

Sit-start with your left hand on the arête formed by the crack and your right on a crimp. Stand-up to gain the ledge and an easy finish.

Mike's Little Boulder

Approach

52.7510, -01.3567

Approach as for **Dan's Arête**. This boulder is just up and left as you face the road.

1 One Move f7a+

Sit-start the left arête eliminating the large undercut and the big flake on **Flake Pop**. Start low using the arête and a low slopy edge (A), make a hard throw to a poor sloper and finish above.

2 Flake Pop f6c

Sit-start matched on the large undercut flake. Make a big move to the good flakes and finish easily above.

3 Mike's Seams f6a

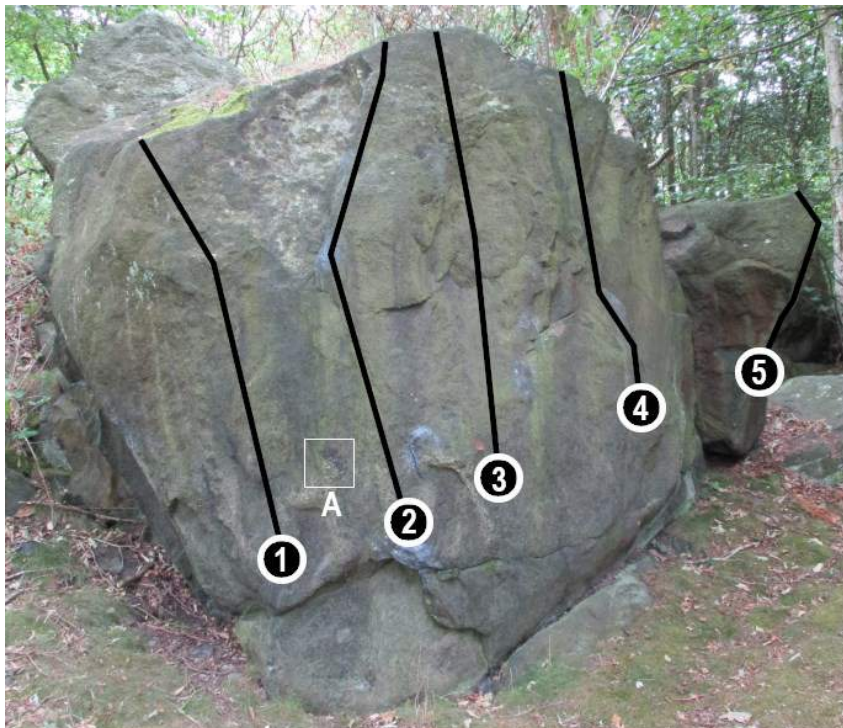
From a sit-start climb directly up on small flakes. Avoid the large flakes on **Flake Pop** and **Big Flake**. The foot block is also out of bounds.

4 Big Flake f4

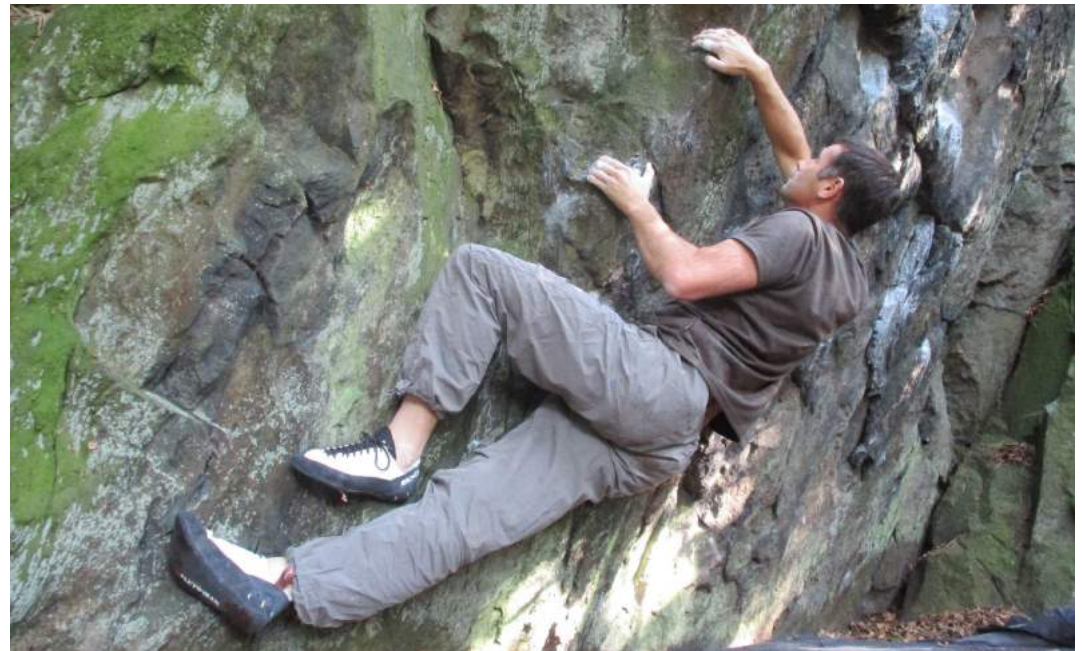
From a sit-start, climb the big flake. Avoid the foot block

5 Penny Pincher f6a

Sit-start the little prow right of Mike's Little Boulder. Awkward in the best possible way.



Mike's Little Arête



Neil Kirk on Overhanging Arête

Hob's Hole

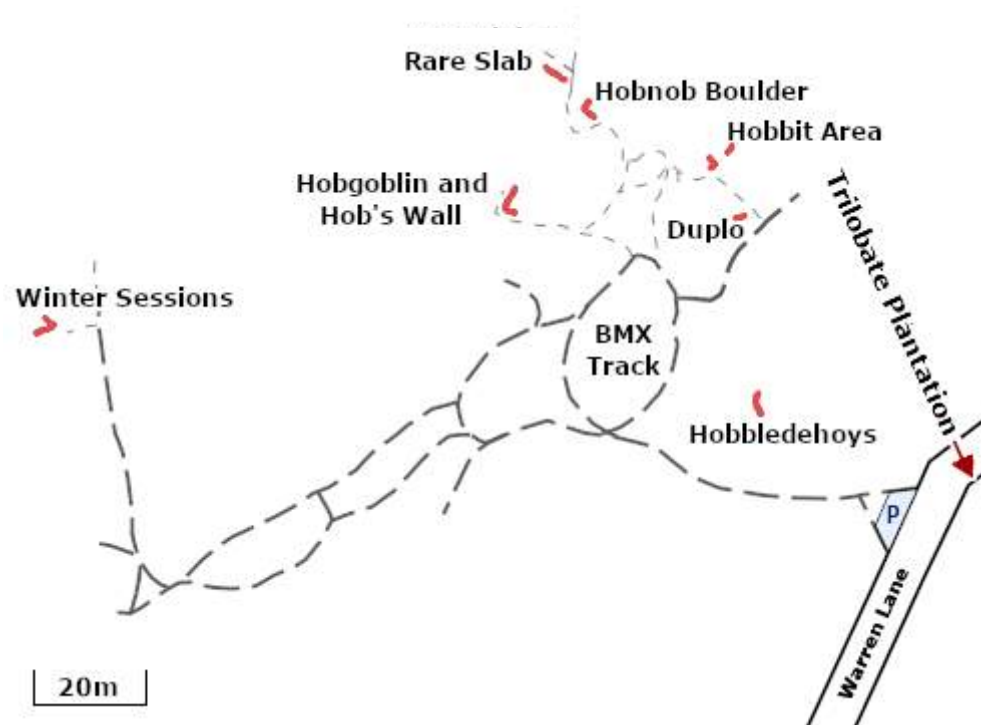
Approach

52.7526, -01.3564

Hob's Hole is located in Grace Dieu woods opposite **Trilobate Plantation**. Where Warren Lane joins Turolough Road there are two large gates either side of the road. Park in the layby on the Grace Dieu Woods side of the road.

52.754222, -1.362917

Once you know the area there is alternative parking on Melrose Road (52.754222, -1.362917). Parking here will limit the impact of climbers parking on Turolough road



Overview Map of Hob's Hole

Overview

A small crag with a large number of climbs in the f3-f6c range with a single f7b. When the motocross riders are about it can be a little noisy, but it is generally fairly secluded. Be sure to try **Hob Pocket**, **Hobbledehoys**, and **Hobgoblin**.

Hobbledehoys

Approach

52.7527, -01.3568

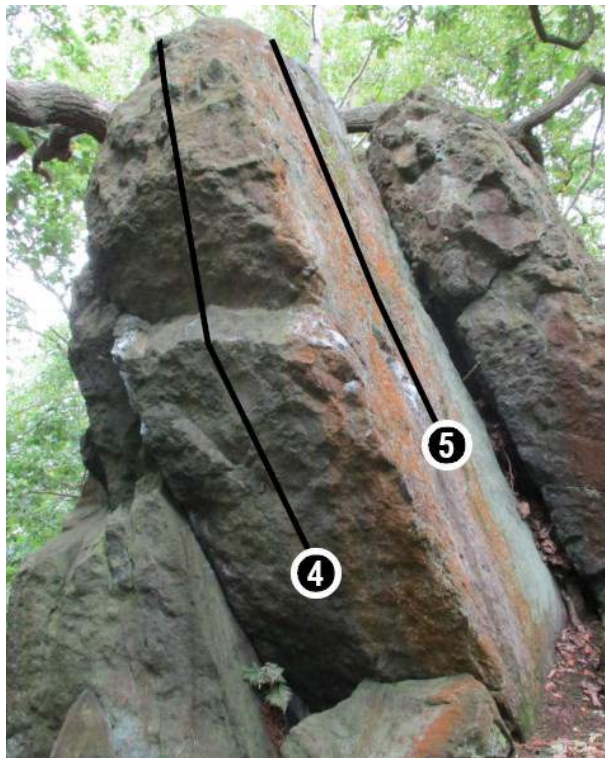
The first block, up the hill on the right as you enter the BMX track.

1 Hob's Big Pinch f6c+

Sit-start with both hands on the large fin.
Finish directly.

2 Hobbledehoy Arête f5

Sit-start using the crack and a matchbox edge. Head up using the crack and the arête of the fin.



Hobgoblin

2a Hobbledehoys f5+

Variant. Hands in the crack only.

3 Hobbledehoys Right f5

Sit start using the crack for your left hand and anything you like for your right.
Climb the right side of the crack.

Hobgoblin

Approach

52.7530, -01.3572

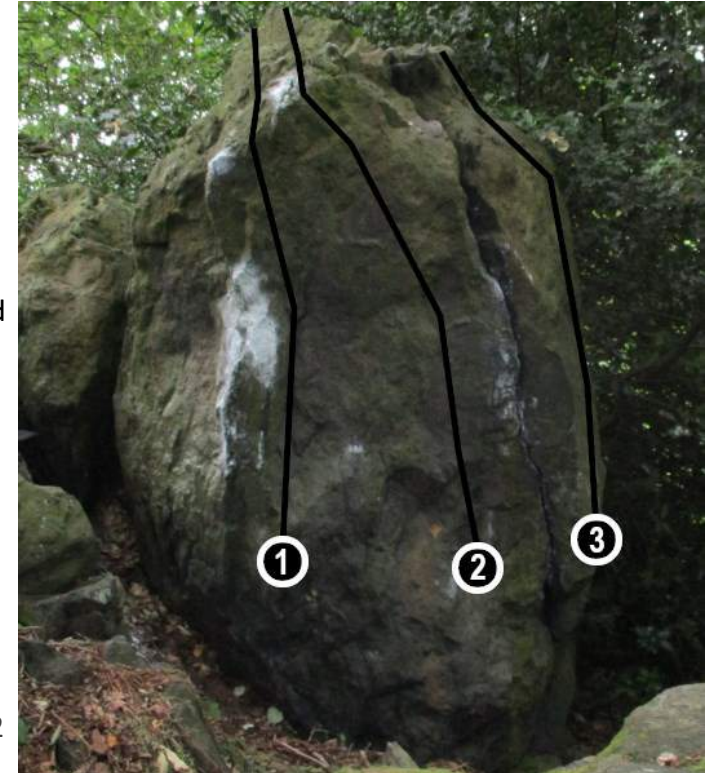
Enter the BMX track and follow its right edge to a path on the other side. The big prow of Hobgoblin is hard to miss

4 Hobgoblin f6a

Squeeze your way up the steep arêtes from a sit-start. Avoid the foot block.

4a Bugbear f6b+

The original problem kept hands on the arêtes until the top.



Hobbledehoys

5 Hob Pocket f4

Gain the top of the slab using only the pocket and smears.. Avoid both the arête and the leaning block on the right.

5a Empty Pocket f5

Variant. Eliminate the pocket.

Hob's Wall

A large block with a good collection of climbs across the grades.

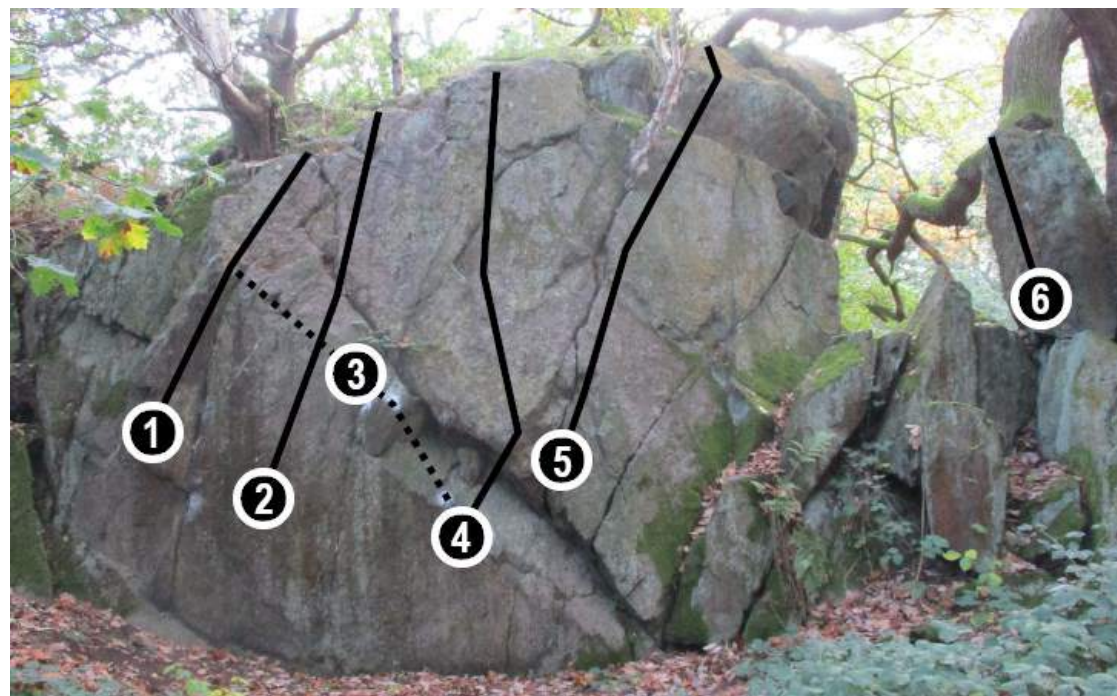
Approach

52.7530, -01.3572

Walk past the front of Hobgoblin and drop down to Hob's Wall.



Tom Hirons on Hobgoblin



Hob's Wall

- | | |
|--|---|
| <p>1 Hob's Crack and Arête f5+</p> <p>Sit-start the left arête and crack. The foot ledge is in at this grade.</p> <p>1a Mike's Move f6c</p> <p>The original line, climbed by Mike Adams, avoids the foot ledge.</p> <p>2 Hob's Crack f5+</p> <p>Sit-start the crack on its right side. The foot ledge and crack/arête out right are in at this grade.</p> <p>2a Captain Cademan f7b</p> <p>Mike Adams originally climbed this line without the foot block.</p> | <p>3 Hob Along f6c</p> <p>Sit-start from the base of the ramp and traverse, avoiding holds above the lip, to the left arête. Finish up Hob's Crack and Arête.</p> <p>4 High Hob f4+</p> <p>Climb the slab direct. The sit-start from the base of the ramp is f6a.</p> <p>5 Tree Crack f3</p> <p>The crack on its right from standing. High crux.</p> <p>6 Short Hob f5</p> <p>Sit-start the short arête on its left side. Avoid the big block on the right.</p> |
|--|---|

Hobbit Area

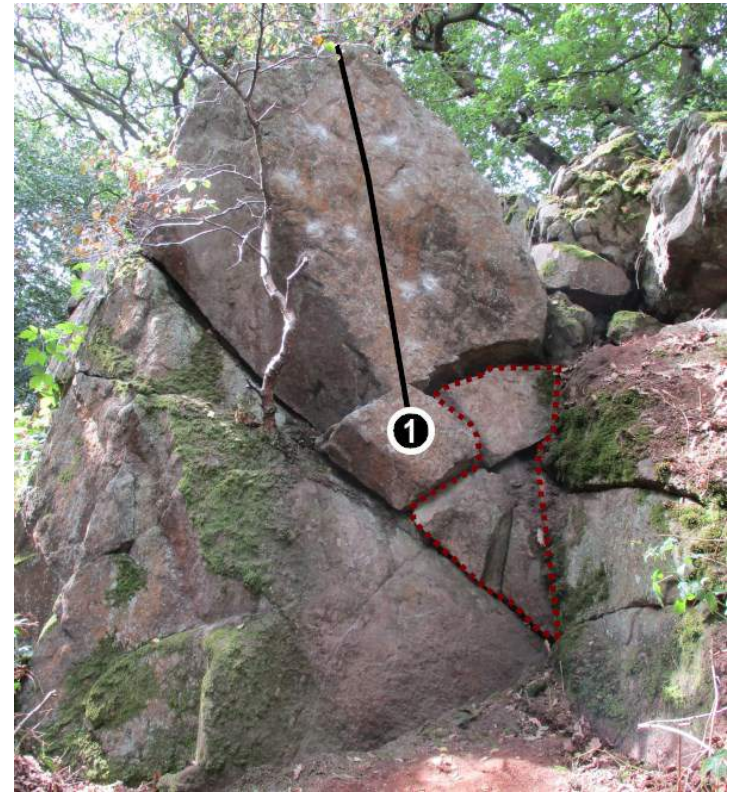
Approach

52.7531, -01.3569

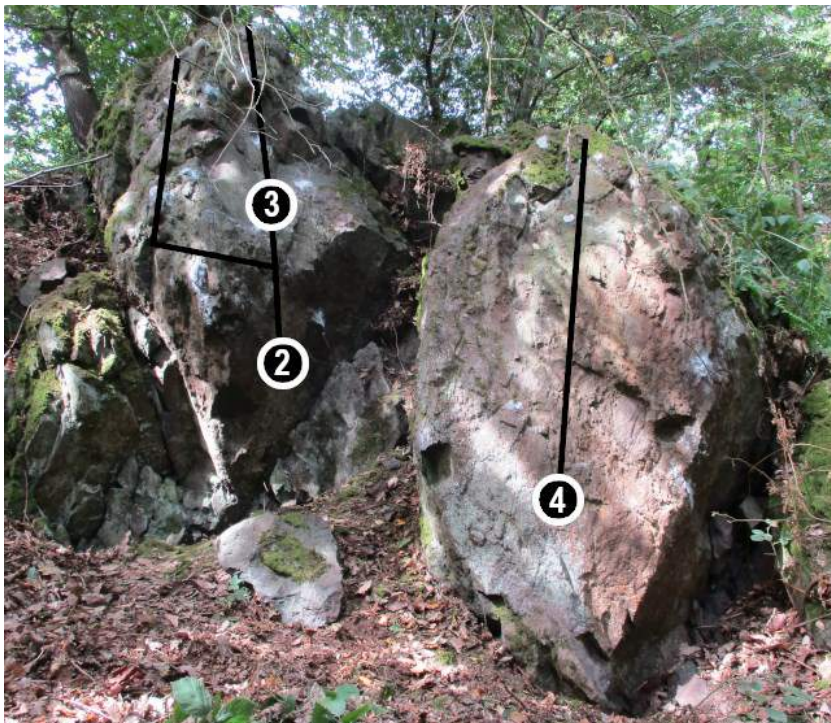
From the entrance of the BMX track walk along its right side as for **Hobgoblin**, take the first good path on the right with a large holly bush on its left side. Follow this path over a small hill until you see a small track on the left. The hobbit area is along this little path.

1 Duplo f3

From the detached block beneath the wall, climb up using the two arêtes and eliminating the two detached blocks on the right (see red line in the image). Eliminating the arêtes of both the main block and the block it sits upon produces a crimpy **f6a** face climb (harder for the short of arse).



Duplo



Hobbit Block and Gimli's Dream

2 Sauron's Swing f5+

Sit start with your left hand on the arête and your right on an undercut sidepull. Stand up and swing round the arête to finish up its left side.

3 Hobbit's Direct

Start as per Sauron's Swing and finish directly, staying on the right side of the arête.

4 Gimli's Dream

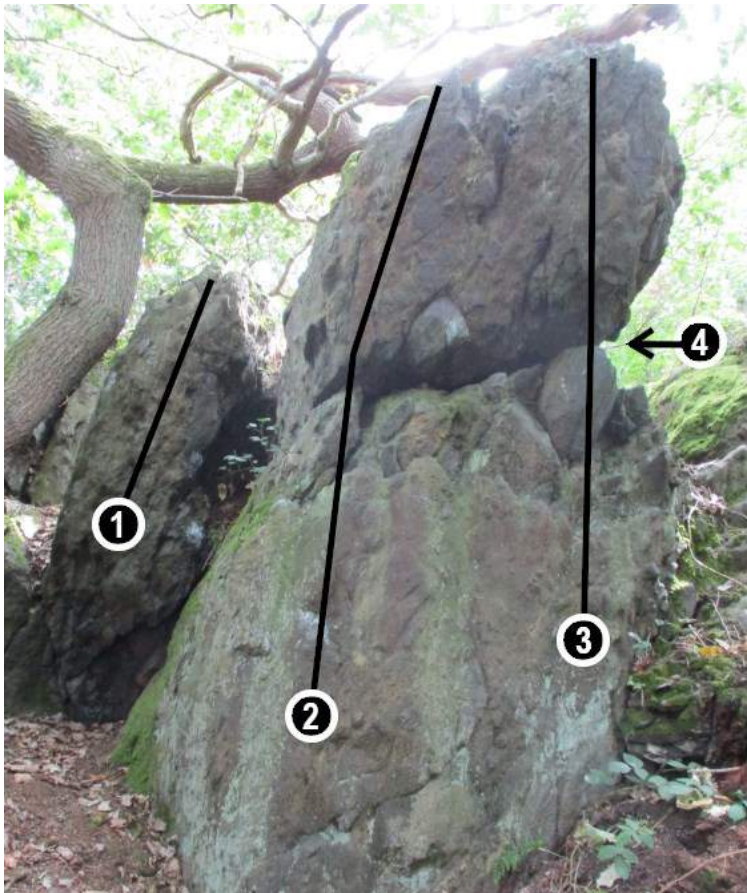
Climb the two arêtes from an awkward sit-start.

Hobnob Boulder

Approach

52.7532, -01.3570

From the entrance of the BMX track walk along its right hand side. Go past the good path leading to the Hobbit area and take the second vague path on the right. This goes up the hill and splits, turn left past the stone steps. **Jug life** will be visible on the right a little way ahead.



Hobicide Prow and Hobnob Boulder

1 Hobicide Prow f6a

Sit-start the short prow and finish with an undignified squirm beneath the tree branch.

2 Hobnob Left f4

Sit-start the left arête.

3 Hobnob Right f4

Sit-start the right arête.

4 Jug Life f4

Sit-start on the right side of the boulder using the large sidepull for your right hand. Traverse across the jug line and top out on the left side.



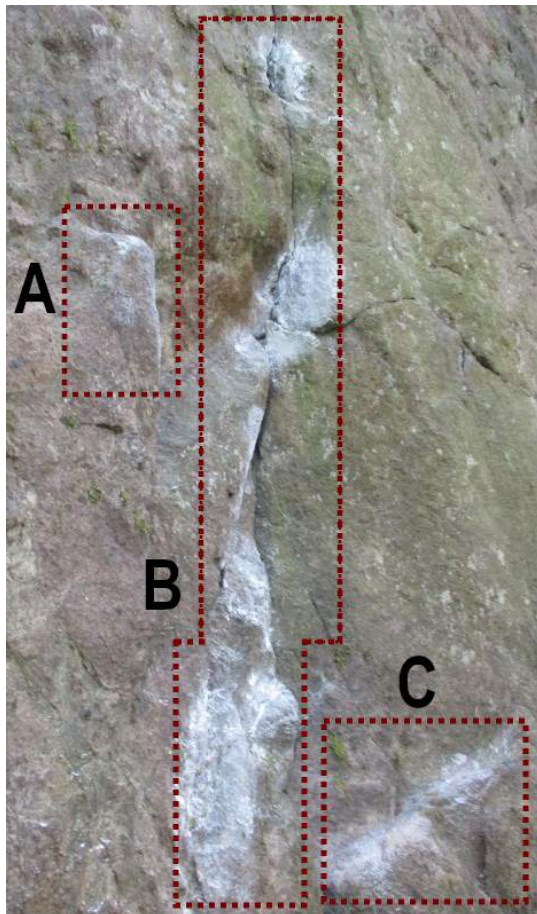
Hobnob Boulder

Rare Slab

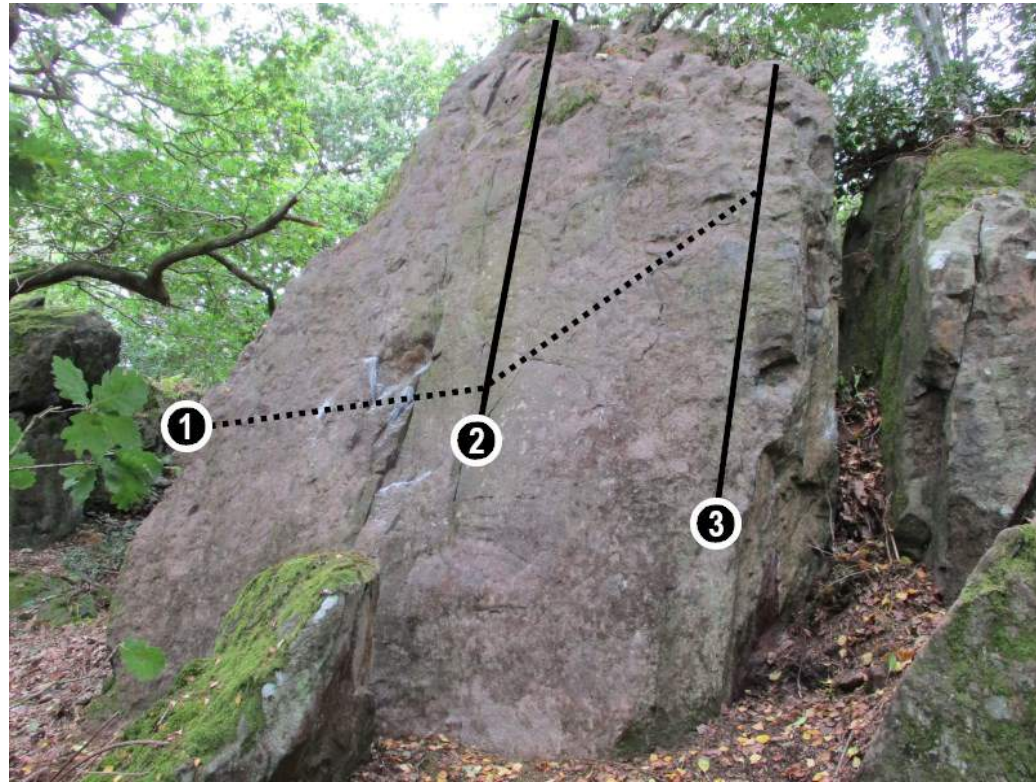
A nice slab with perfect smears and little edges. The traverse lines push the boundaries of an acceptable eliminate, but if you can tolerate that sort of thing they are good slab practice.

Approach 52.7532, -01.3573

Just across the path from **Hobicide Prow**.



Eliminate holds



Rare Slab

1 Hob's Traverse f5

Traverse from the left to the right arête, avoiding the good holds along the top of the block, the large edge labelled C in the image to the left and the footholds around the right arête. Finish up the arête or hop off. The right to left traverse is slightly easier and uses the foothold on the right arête.

1a Hob's Contrivance f6a+

Climb Hob's Traverse, with all its dumb rules, further eliminating holds marked A and B in the image to the left.

2 Rare Slab f3+

Start standing to the right of the small block. Climb the slab direct.

3 Rare Slab Arête f3

Climb the right arête from standing. The sit-start is a poor **f6b**.

Winter Sessions

A little block with a lot of good quality problems

Approach

52.7528, -01.3589

Enter the BMX track and walk around its left edge. Take either the second or third path leading out of the BMX track and follow until they merge. The path then splits, take the path turning right around the base of the hill. Winter sessions will soon be visible on the left side of this path.

1 Dark Side Arête f5

Sit-start the left hand side of the left arête from the large slopey ledge.

2 White Powder f5+

From the start of **Winter Sessions** gain the good hold on the left arête. Finish on, but don't necessarily stick to, the right side of the arête.

3 Winter Sessions f6c

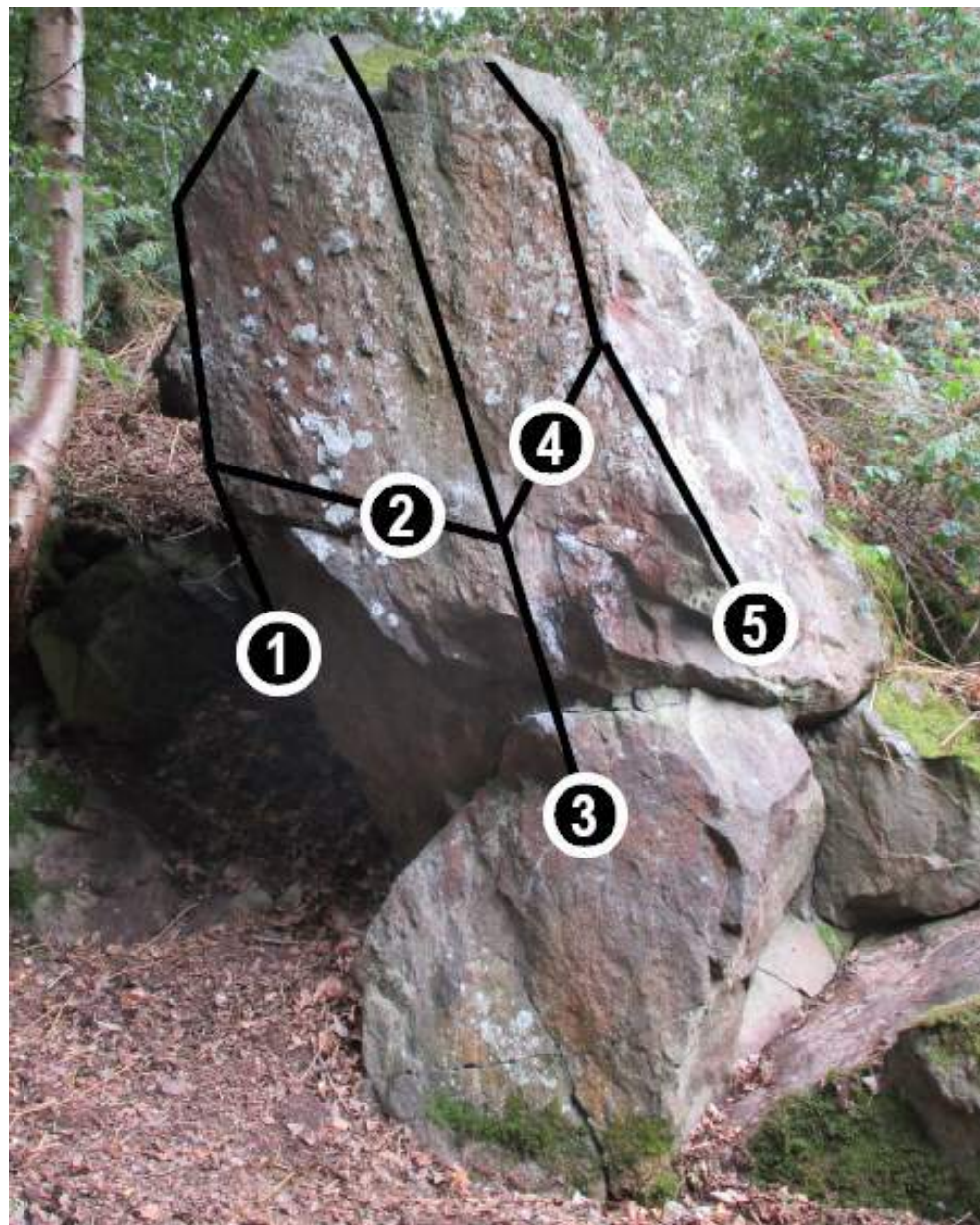
Start from the ledge beneath the lip and climb the centre of the face eliminating both arêtes.

4 Cold Days f5

From the start of **Winter Sessions** reach the right arête and climb this sticking to its left side.

5 Winter Slopes f4+

The right arête on its right side. A nice problem on good slopey holds.



Winter Sessions

Grimley's Rock

Overview

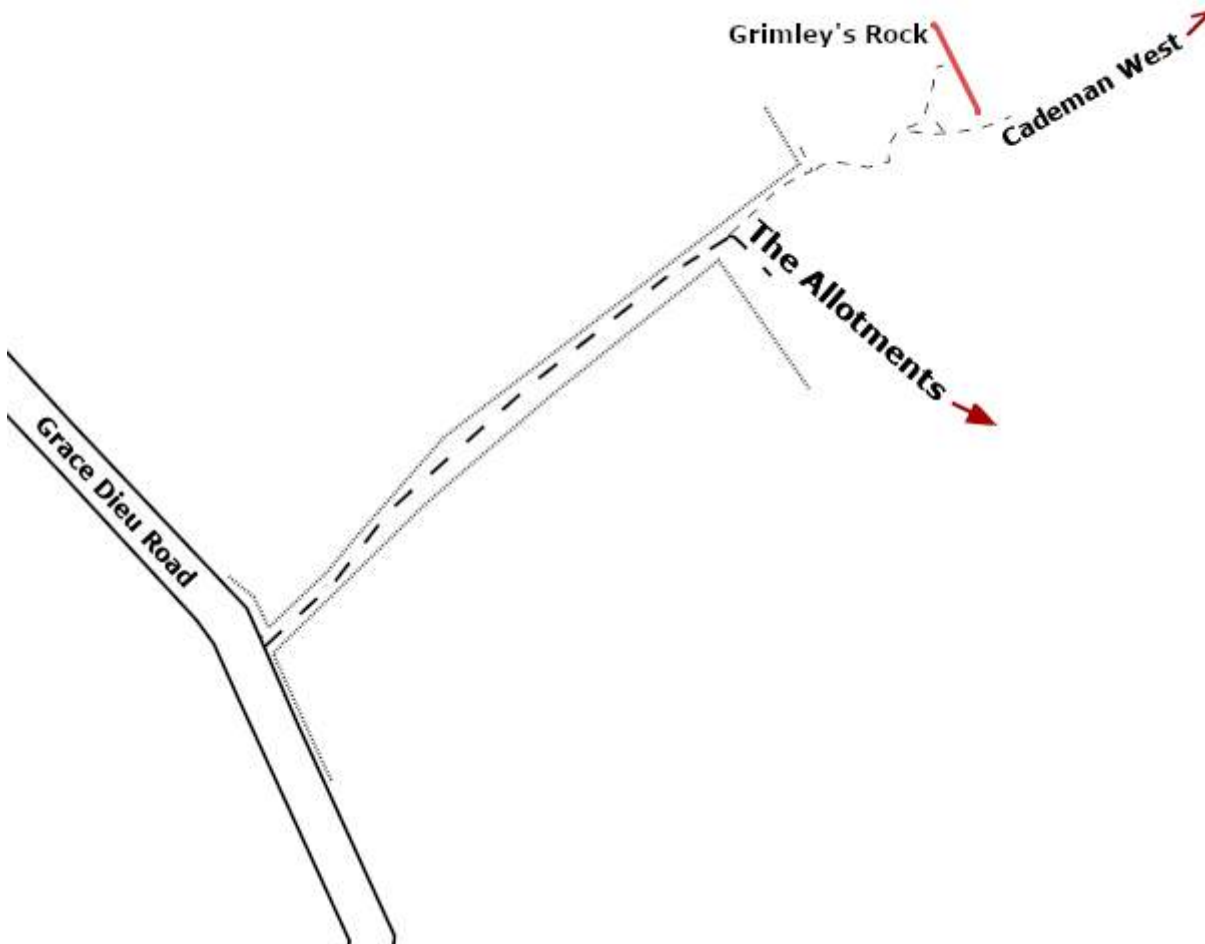
A small quarried wall with a bunch of classics including **Karma**, one of the best problems in the woods.

Approach

52.7473, -01.3600

Park on Grace Dieu Road between where it meets with Loughborough Rd and where it intersects with Car Hill Rd. There is a good public footpath leading into the woods on the left side of some allotments.

When the footpath meets the tree line and bears right, take a vague path heading directly into the woods. Ignore the first path heading left along the fence and continue up the hill. Take the next little path on the left which will take you down to Grimley's rock.



Grimley's Rock

Approach

52.7482, -01.3582

See previous page.

1 Grimley's Groove f3+

Pull into the groove from a stand-start.

2 Grim Lee f5

Sit-start the left arête.

3 Amrak Eliminate f7b

Sit-start from crimps below the slopey ramp. Gain the slopers and rock over to finish above. Avoid the good hold at the base of the slopey ramp for your hands and the crack/arête on the left.

4 Grimley's Crack f5+

Sit-start the centre of the wall up the flakes and crack. Don't pull too hard, they're snappy. The stand start is 6a+.

5 Grimley's Crack Left hand f6a

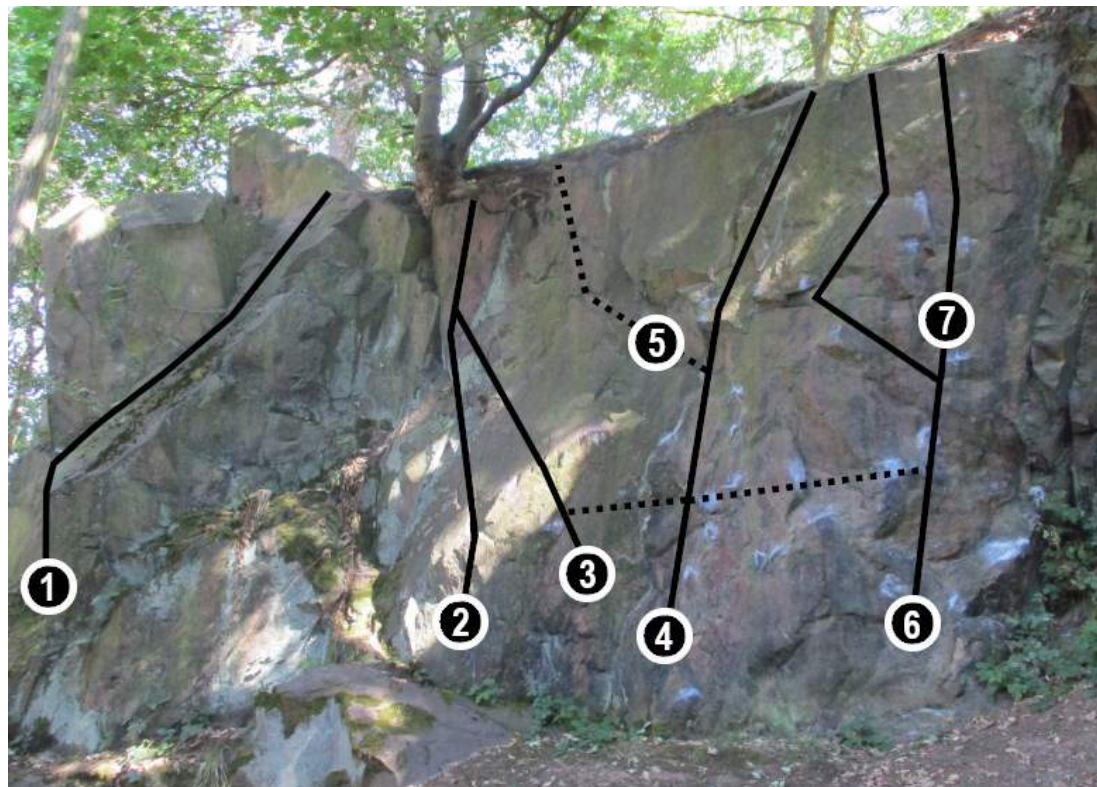
Start as for Grimley's Crack and head left at mid height past the large undercut flake. The stand start is 6a+.

6 Karma f7a+

One of the best problems in the woods. From crimps just left of the edge of the wall, climb to a good edge and rock over into the big undercut. Head back right to the slopey rib and finish direct. The sit-start is the same grade.

7 Hard Karma f7b

Start as for **Karma** but climb direct avoiding the large undercut and opting instead for poor edges. The sit-start is the same grade.



Grimley's Rock Left Side

Link-Ups

A	Karma Sutra	f7b	D	Grimley's Traverse	f7b
					Start as for Hard Karma and traverse left to finish up Amrak Eliminate .
B	Karma Sutra (Hard)	f7b+	E	Amrakarma Extension	7b+
					Climb Grimley's Traverse to finish up Amrakarma .
C	Amrakarma	f7b+			
					Start up Amrak Eliminate , gain the mid-height flakes of Grimley's Crack and traverse into the finish of Karma .

Grimley's Rock

Two good highballs on the right side of the quarried wall.

Approach

52.7482, -01.3582

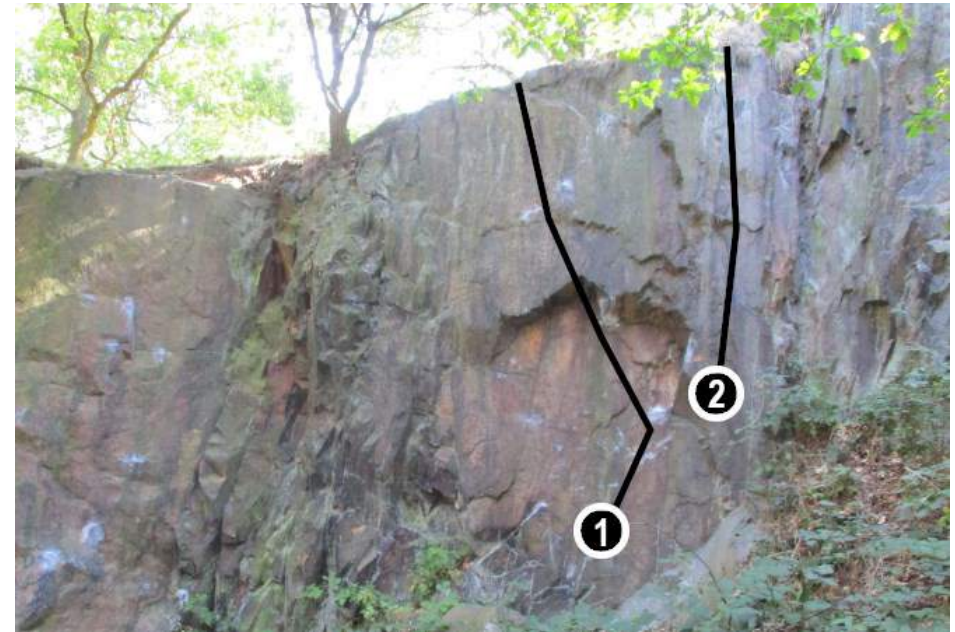
The wall immediately to the right of Karma.

1 Grimley's Dream f7b+

From standing, avoiding the low shelf, climb up through the overlap and finish on edges above. A sit-start without the low shelf is **7c**.

2 Clint's Arête f6b

Climb the right arête from a sit-start.



Grimley's Rock Right Side



Tom Hiron on Hard Karma

The Allotments

Overview

A spread out collection of boulders on the south side of the woods. The better problems include **The Rockover**, **WTF**, and **Seventh Arête**.

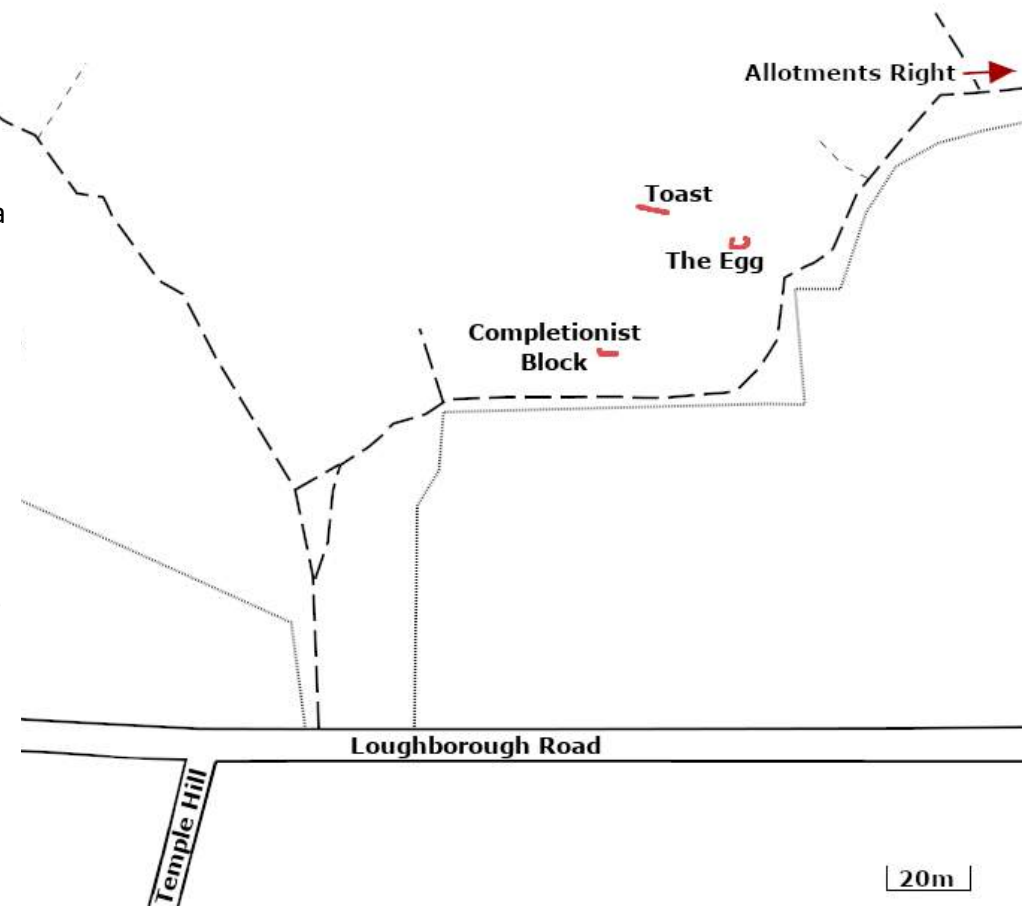
Approach

There is a good path running beneath the boulders in this area which can be accessed from a number of different points:

For the **Shark's Tooth Area**, park as for **Grimley's Rock** (52.7473, -01.3600). Take the public foot path and follow it as it bears right along the base of the woods. A little further on is a path heading down and right, take this and Shark's Tooth will become visible within the woods.

Alternatively, park on Loughborough Rd (52.7475, -01.3510) between where it intersects with Cademan Street and Temple Hill. Take the path into the woods. Where the path splits head left for **Shark's Tooth Area** or right for the other blocks in this area.

Finally, you can use the large car park on Swannymote Road (52.7476, -01.3447). Take the path on the left of the car park. This will take you past a large outcrop where the rightmost problems in this area can be found. A map of the right hand side of this area, including this car park, is on page 36.



The left side of the Allotments

Shark's Tooth

Approach

52.7475, -01.3567

See approach notes on the previous page.

1 Shark's Tooth f6b

Sit-start beneath the hanging arête to mantle out on the right side of the arête. No foot blocks.

2 Winky Face f5+

Start as for Shark's Tooth and traverse the lip of the boulder up and left to top out round the back of the block.

3 LOL f6a+

Sit-start crimps on the lip and climb direct avoiding both arêtes and the jugs on the right. No foot block.

4 EZPZ f3

The right arête from sitting. No foot block.

5 WTF f6c

Traverse from the arête of **EZPZ** to finish up **Winky Face**. Avoid holds above the lip and the foot blocks. Easiest if you lead with your feet to the left arête. Finishing up **Shark's Tooth** is the same grade.

6 Jug Haul f4

Sit-start the jugs and top out on the left side of the block. No foot block.

7 Great Central f5

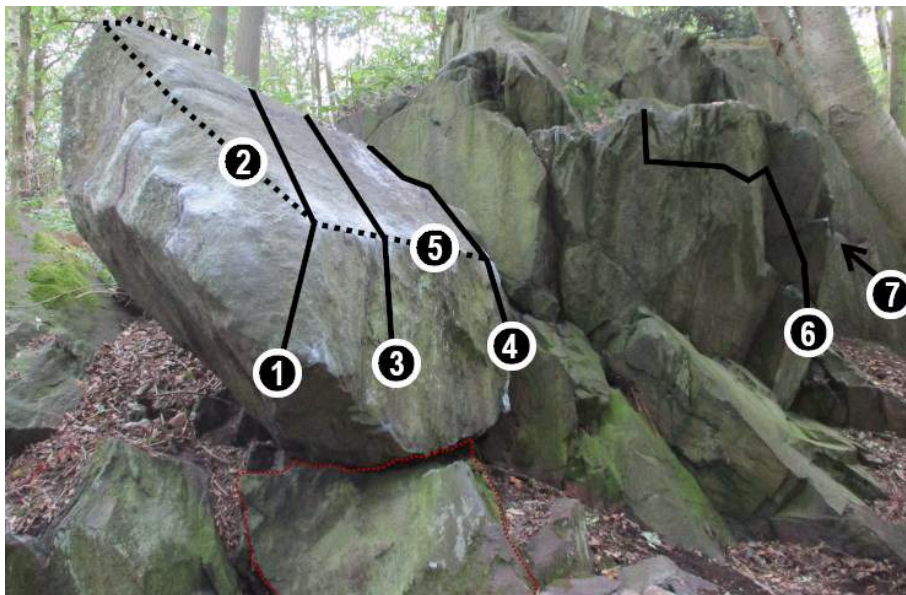
Sit-start the centre of the wall without the arêtes.

8 Grand Horizontal f6a

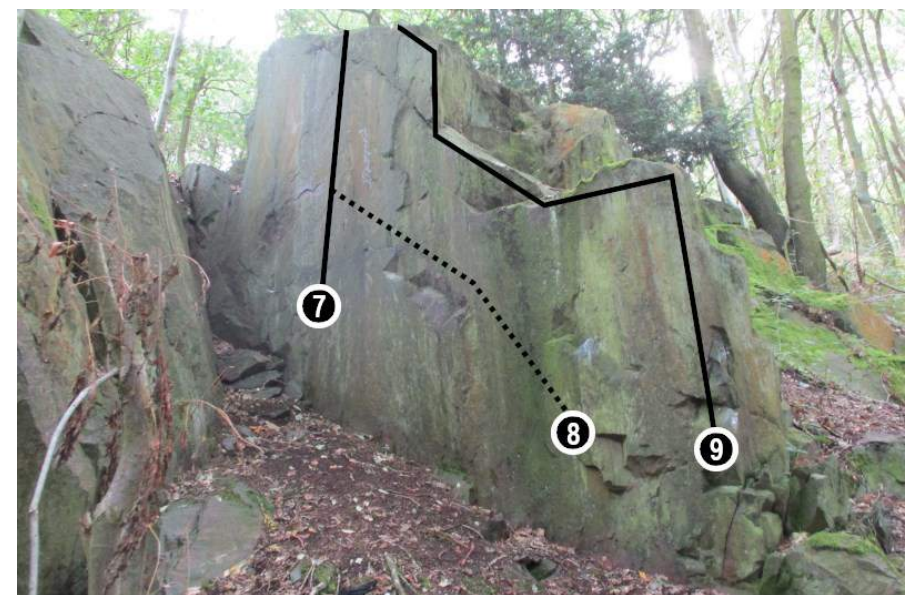
Sit-start the pointy hold and traverse to finish up **Great Central**. Avoid the top and arêtes.

9 Step Arête f3

The right arête from a sit-start. Follow the arête/lip to the top of the boulder.



Shark's Tooth



Grand Horizontal

Completionist Block

Approach

52.7466, -01.3543

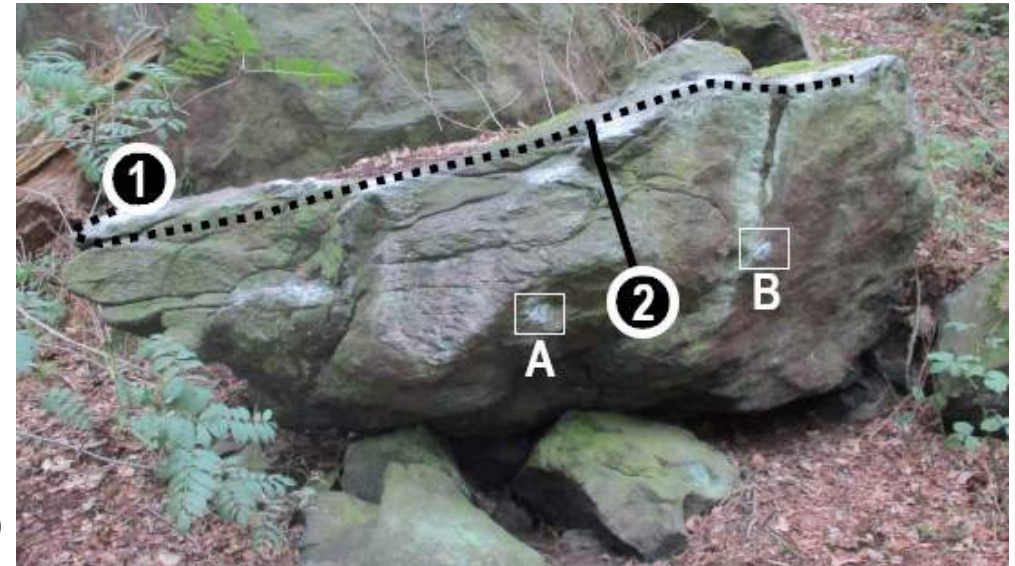
From **Shark's Tooth**, continue along the main path. Where it forks, stay left (the right path heads down to Loughborough Rd). The **Completionist** block is a little further along, up and left of the path.

1 Completionist Traverse f5+

Start sat on the back left side of the boulder next to a detached block. Pull on, turn the arête and traverse the lip to top out on the far right side of the block. Can be climbed right to left at the same grade.

2 The Completionist f5

A low start, sat holding a small crimp beneath the lip of the boulder (A) and the good edge beneath the dark streak (B). Pull to the top and mantle out.



The Completionist Block

The Egg

Approach

52.7470, -01.3538

A little further along the main path.

3 Egg arête f4+

Sit-start the back arête on its left side.

4 The Egg f6b

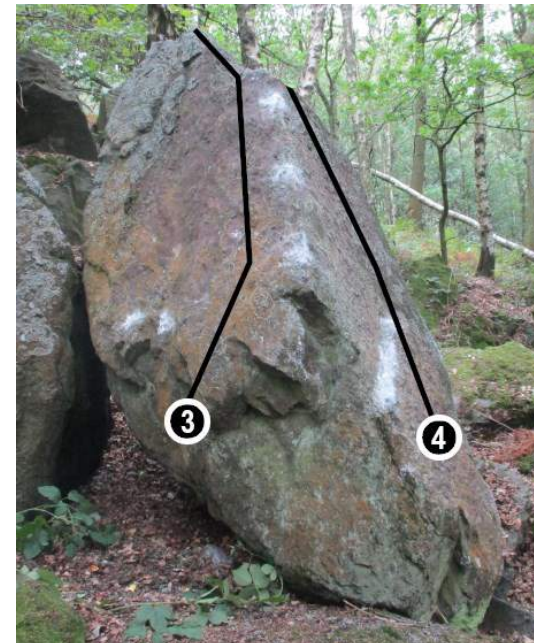
Sit-start using the arête and the base of the rail. Climb direct avoiding the foot block. Using the foot block is **Soft Boiled f5**.

5 Diamond f6c+

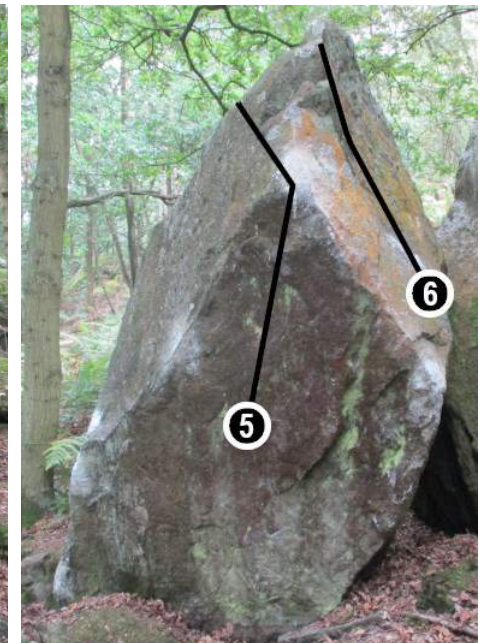
The left side of the right arête from a sit start. A stiff move.

6 Juggy f4

Sit-start matched on the jug and climb to the top.



Back of The Egg



Front of The Egg

Toast

Approach

52.7470, -01.3541

A little further up the hill from The Egg.

1 Toast Arête f5

Sit-start the left arête. Avoid the low thin flake for your feet.

2 The Flake f6b

Sit-start using the good sidepull and climb the wall direct using the good slopey pinch.

3 Burnt Out f6b+

Sit-start from the good sidepull and traverse left to finish up **Toast Arête**. Stay below the pig slopey pinch until you've reached the arête.

4 Bird-Brained f6a+

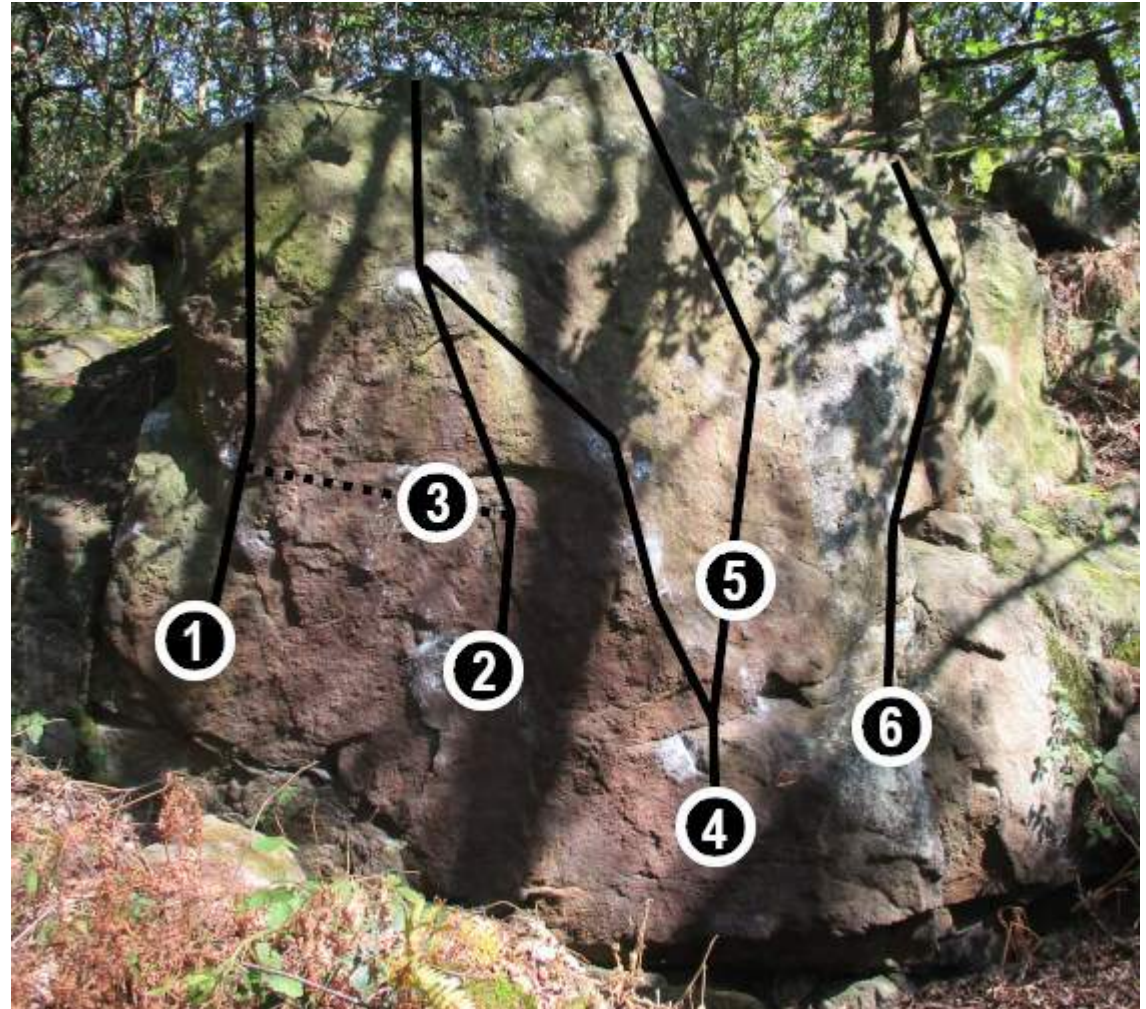
A good eliminate up the vague ramp line of flakes and chicken heads. Sit-start from a gaston and a sharp blocky undercut. Gain the flake at the base of the ramp and use this and the two chicken heads up and left of this to reach the slopey pinch. Finish as for **The Flake**. Keep to the handholds next to the topo line.

5 The Rockover f5+

Sit-start as above and gain the holds in the vague crack line up and right to finish at the highest point of the boulder. A good **f6a** eliminate avoids the crack in favour of poor face holds.

6 Crust f4

Sit-start the right arête.



Toast

6a Toasted Traverse f6a+

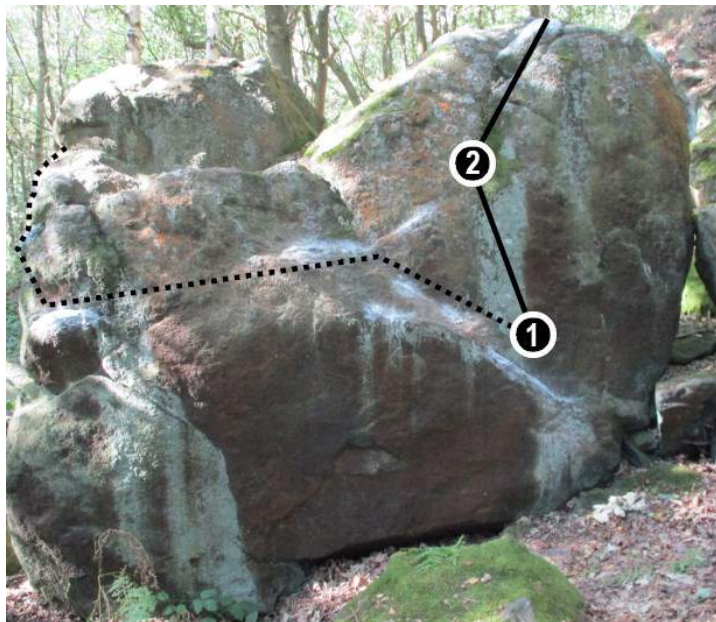
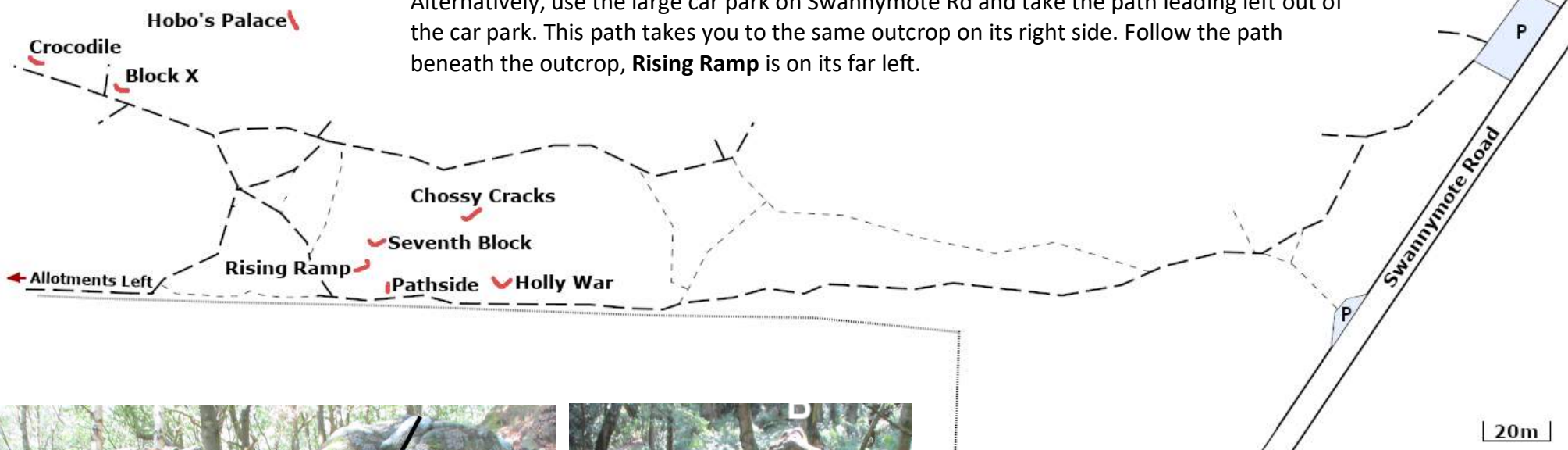
Sit-start as for **Crust** and traverse the face to finish up the left arête. A low level traverse into the starting sidepull of **Burnt Out** to finish up this problem is an unpleasant **f6c**.

Rising Ramp

Approach

From **The Egg** continue along the main path until you reach a large outcrop. **Rising Ramp** sits beneath this outcrop next to the path.

Alternatively, use the large car park on Swannymote Rd and take the path leading left out of the car park. This path takes you to the same outcrop on its right side. Follow the path beneath the outcrop, **Rising Ramp** is on its far left.



Main face of Rising Ramp



Crag facing side of Rising Ramp

Right side of The Allotments

- 1 **Rising Ramp** **f5+**
Sit-start matched on the jug at the base of the ramp. Follow the line of crimps and edges leftwards to finish on the left side of the left arête. Avoid the top of the boulder until you top out.
- 2 **Ramp-Up** **f3**
Start as above and climb direct to the top. A dyno from the jug to the top is **f6a**.
- 3 **Stub** **f3**
On the crag facing side of this boulder is a little prow. Climb from a sitting with a hand on each arête.

7th Wall

Approach

52.7470, -01.3499

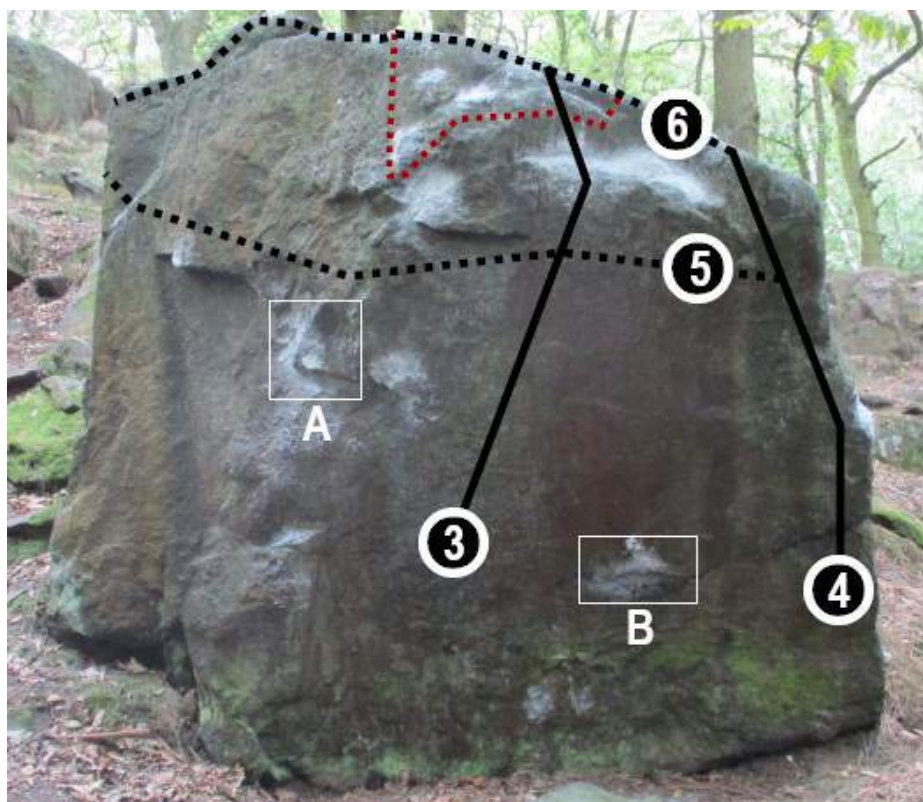
7th Wall is on the crag just above **Rising Ramp**.

1 7th Arete f5

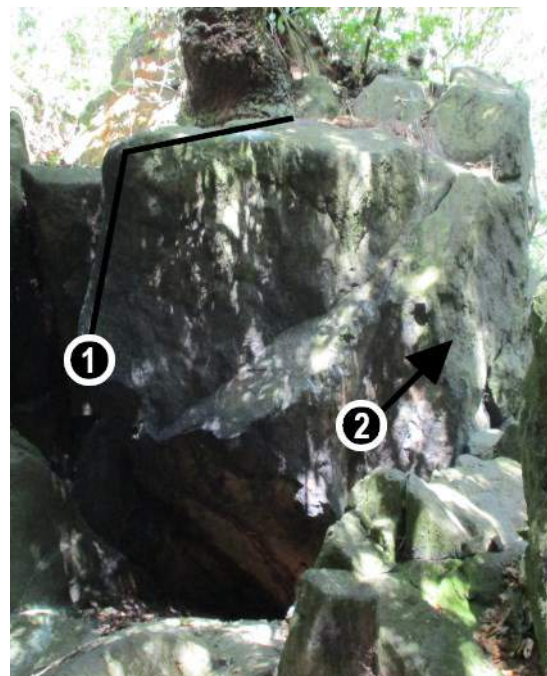
Sit-start matched around the middle of the sharp arête. Make a hard pull to the lip and finish above.

2 7th Wall f4

Sit-start using a jug and the short arête. Finish directly.



Pathside



Side face of 7th Wall



Front face of 7th Wall

Pathside

Approach

52.7470, -01.3499

Next to the path beneath the problem **7th Wall**.

3 The Path f5+

Sit start the centre of the wall using the vague rib (A) and the poor undercut (B)

4 Pathside f5+

Sit-start the right arête using the poor undercut flake (B) and the arête.

5 Pathing f5+

Climb **Pathside** to the lip and traverse left to finish up the left arête.

6 Pathos f6b

Climb **Pathing** eliminating the top of the boulder and the collection of edges around the top (see the red outline in the image). Nice and slopey.

Holly War

Approach

52.7472, -01.3490

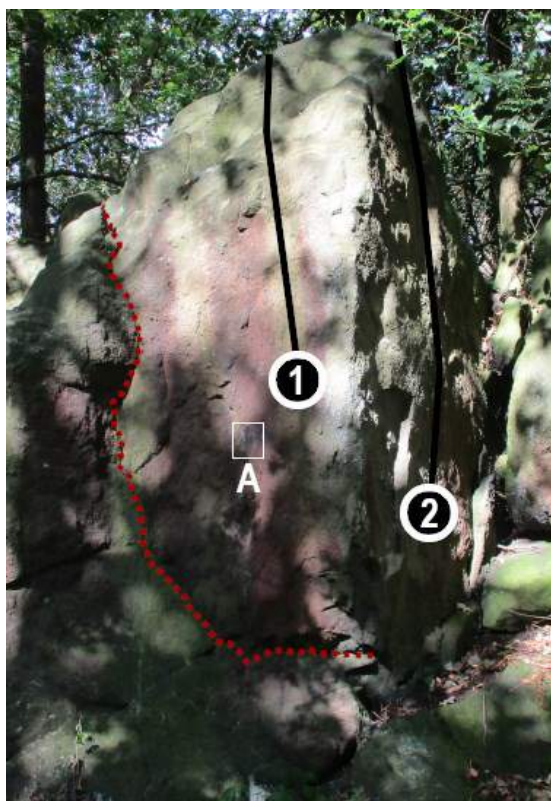
Just above the path, below the centre of the large outcrop.

1 Holly Ghost f4+

The left side of the arête. Avoid the ledge beneath the overlap and the crack out left (see the red line in the image).

2 Holly War f4+

Sit-start the arête on its right side using the crack. Avoid the low foot ledges.



Holly War

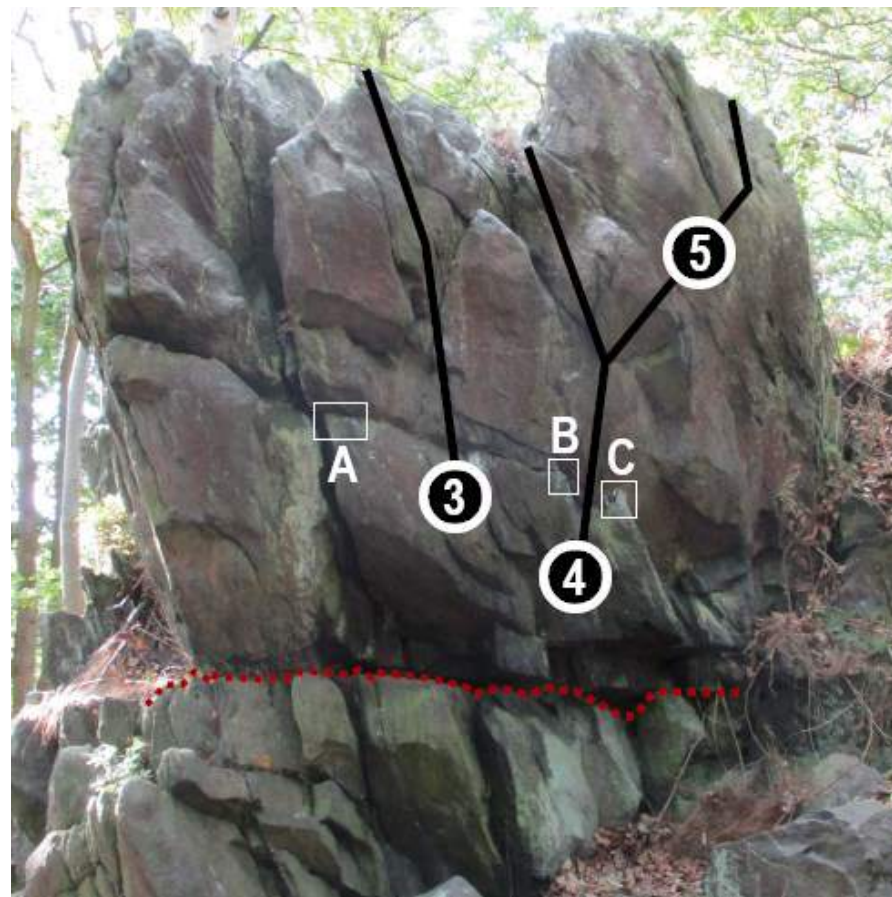
Chossy Cracks

Poor problems on poor rock. The problems below are much nicer with the foot blocks but barely register at f2.

Approach

52.7472, -01.3491

Up the hill from Holly War.



Chossy Cracks

3 Choss Master f5

Sit-start with your left hand on a good hold above the crack (A) and your right hand anywhere you can reach. Climb direct avoiding the low blocks (See red line in image).

4 Choss Match f5+

Sit-start from two small crimps (B and C). Finish on the left side of the bulge. Avoid the low foot blocks.

5 Right Choss f5+

Start as for **Choss Match**. Gain the slopy pinch above with your left hand and move out right to finish up the bulge. Avoid the low blocks.

Crocodile

Approach 52.7476, -01.3511

Up the hill from **Chossy Cracks** or **Rising Ramp** is a good high path. Head left down this path. **Crocodile** is just past **Block X**.

1 Croc Traverse f4

Sit-start on the left side of the block and traverse the lip to finish up **The Crocodile**.

2 The Crocodile f4

Shuffle, head first under the boulder. Grab a good hold in the break with your right hand and a poor flake in the roof with your left. Climb out, being careful not to dab, and finish up the front of the boulder.



Crocodile

Block X

Approach 52.7475, -01.3510

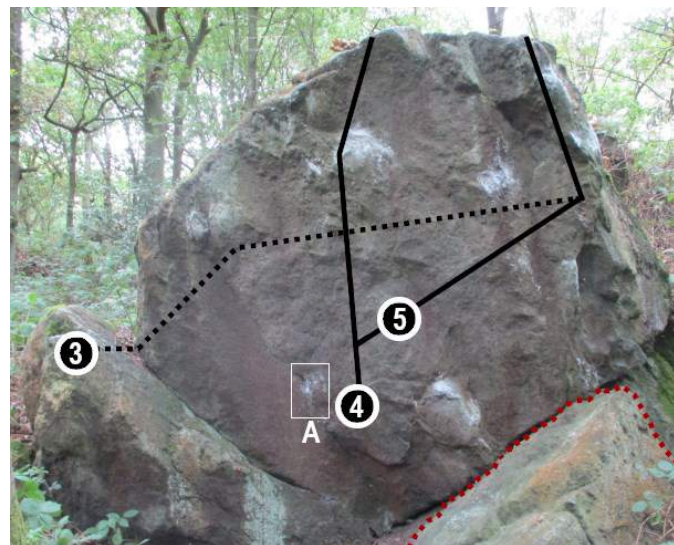
Just before **Crocodile** on the high path.

3 Knacky Ds f6a+

Sit-start from the block on the left, gain the face of the main boulder and traverse to finish up **Buns**. Avoid the top and left arête of the main boulder until you top out.

4 Fast Feud f6b

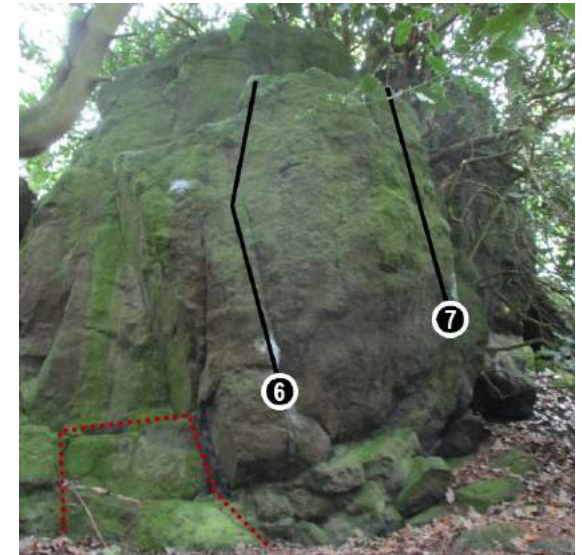
Start with your left hand on the small undercut (A). Gain the pinch above with your right hand and top out. Avoid the large block to the right. Avoiding the ledge on the left and smearing beneath is **f6c**. A dyno to the top without the ledge out left is **Bun Slap f7a**.



Block X

5 Buns f6a

Start with your left hand on the undercut (A), and climb to the right arête and finish up this. Avoid the large block to the right. Avoiding the left block is **f6a+**.



Hobo's Palace

Hobo's Palace

Approach 52.7476, -01.3503

6 Hobo's Palace f3

Sit-start from a good sidepull. Avoid the ledge out right.

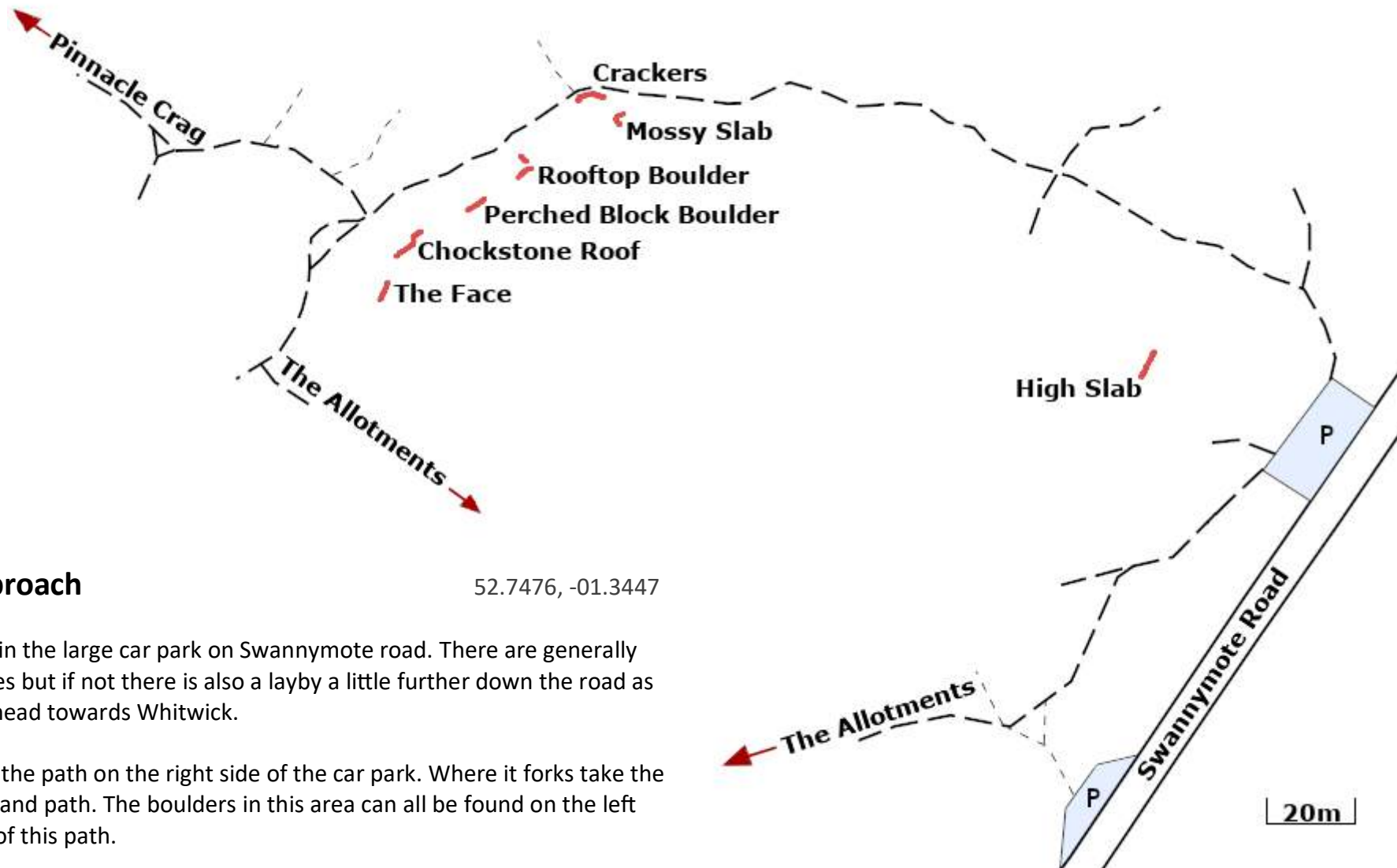
7 Attila the Bum f3

Sit-start the right arête.

High Cademan

Overview

Some of the best and highest problems in the woods. Some of the better climbs are **Crackers Ramp**, **Prowed** and **Sacrificial Offering**.



Approach

52.7476, -01.3447

Park in the large car park on Swannymote road. There are generally spaces but if not there is also a layby a little further down the road as you head towards Whitwick.

Take the path on the right side of the car park. Where it forks take the left hand path. The boulders in this area can all be found on the left side of this path.

High Slab

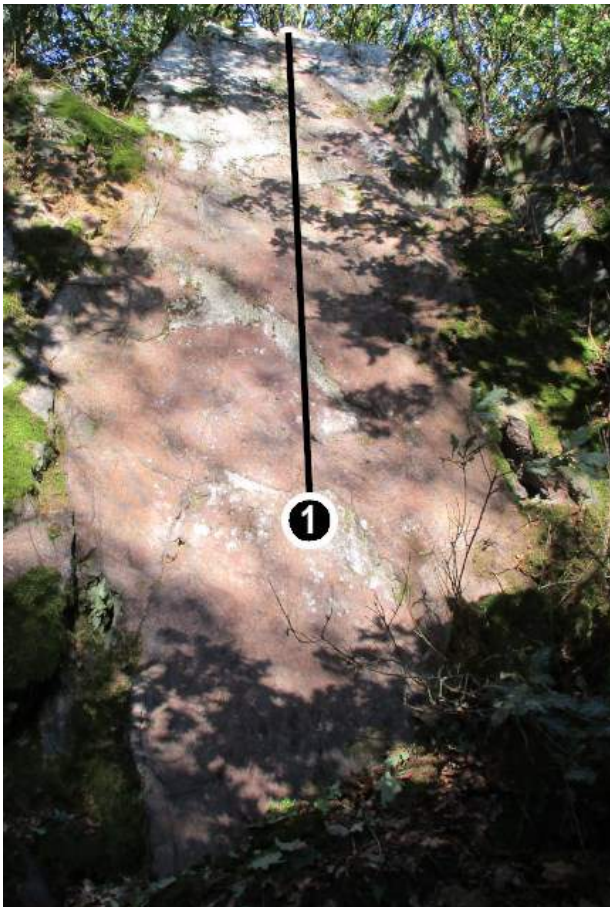
Approach

52.7475??

Set back on the left of the path shortly after the car park.

1 High Slab f3

Climb the centre of the slab direct avoiding the cracks on the left and the arête on the right.



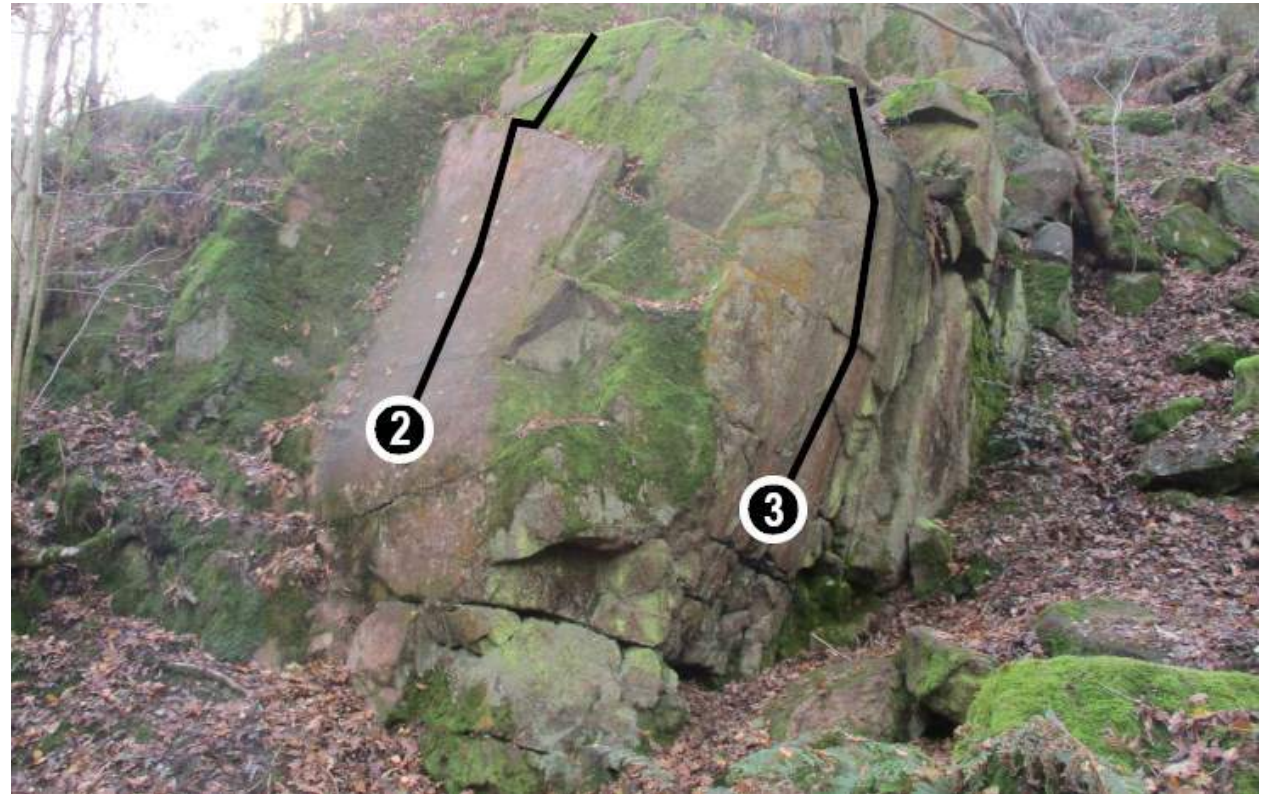
High Slab

Mossy Slab

Approach

52.7475??

Continue on the main path. Mossy Slab is up and left of **Crackers**.



Mossy Slab

2 Mossy Slab f3

Climb the slab from standing avoiding the arêtes and the large ledges on the right. Good for eliminates.

2a Black Hawk f6b

Climb Mossy slab with feet touching the wall only. You can use the edge on the left arête. Bold last move.

3 Mossy Arête f4

Sit-start the arête on its right side. Poor.

Crackers

Approach

52.7475??

Sat next to the main path, just below **Mossy Slab**.

1 Grubby Groove f3

Sit-start the steep groove and prow

2 Awkward Slab f6b

Sit-start from a good left sidepull and a crimp rail. Treat the detached block as the floor, i.e. sit on it but don't use it as a hold.

3 Crackers f6a

Sit-start with both hands near the base of the crack and follow it to the top.

4 Crackers Right f6a

Start as for **Crackers**, make a big move to gain the ramp and finish up **Crackers Arête**.

5 Wallace f6b+

An extension to **Crackers**. Burrow under the block and start with both hands in the roof crack, your head at the back and your feet pointing out. **Gromit** finishes up **Crackers Right** at the same grade.

6 Crackers Ramp f6a

Sit-start with hands on the ramp and climb it to jugs at the top. Avoid the top of the boulder until you reach the top of the ramp. The slab out left is in.

7 Crackers Arête f5+

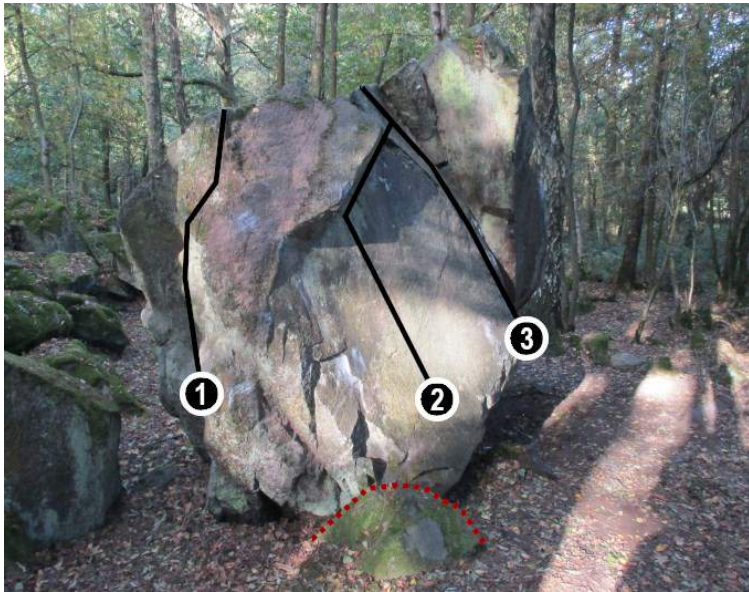
Start as for **Crackers Ramp** and finish up the right arête.

8 Aerial Screw f6a+

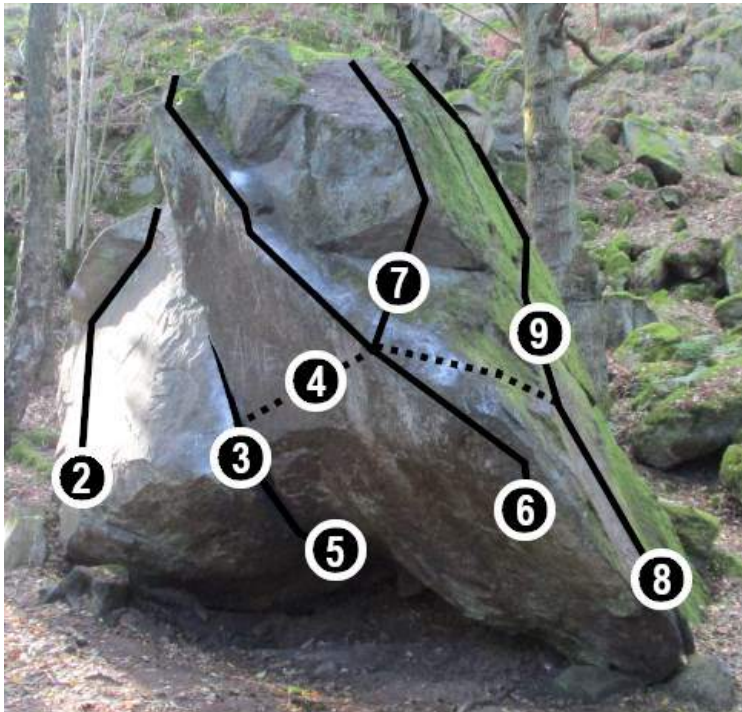
Shoes on the rock only, walk up the slab and along the ramp to top out on its far left.

9 Batcopter f6a+

Same start and rules as for **Aerial screw**. Finish up the short ramp on the right side of the boulder.



Crackers Near Side



Crackers Far Side

Rooftop Boulder

Approach 52.7475??

Continue on the path past **Crackers**. **Rooftop Boulder** is on the hill above the left side of the path.

1 Positive Ape f6c

Sit-start using a pinch beneath the ledge (A) and a good pocket (B). Climb round the arête to a pinch on the left side of the ramp. Finish above. Morpho.

2 Call to Mind f7a+

Start as for **Positive Ape** but stick to the right side of the arête until you reach the top. Finish by rocking over left onto the slab.

3 Acute Arête f6b

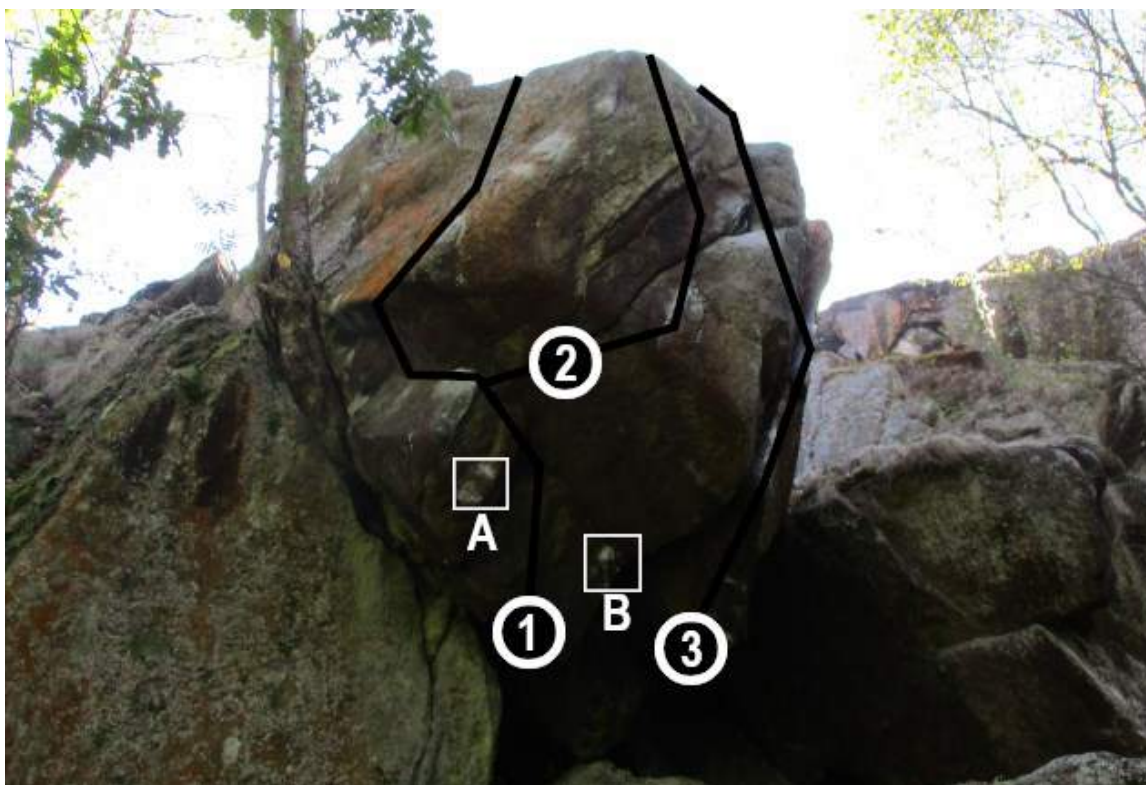
Sit-start the sharp arête. A powerful start leads into a delicate finish.

4 Basement Slab f2

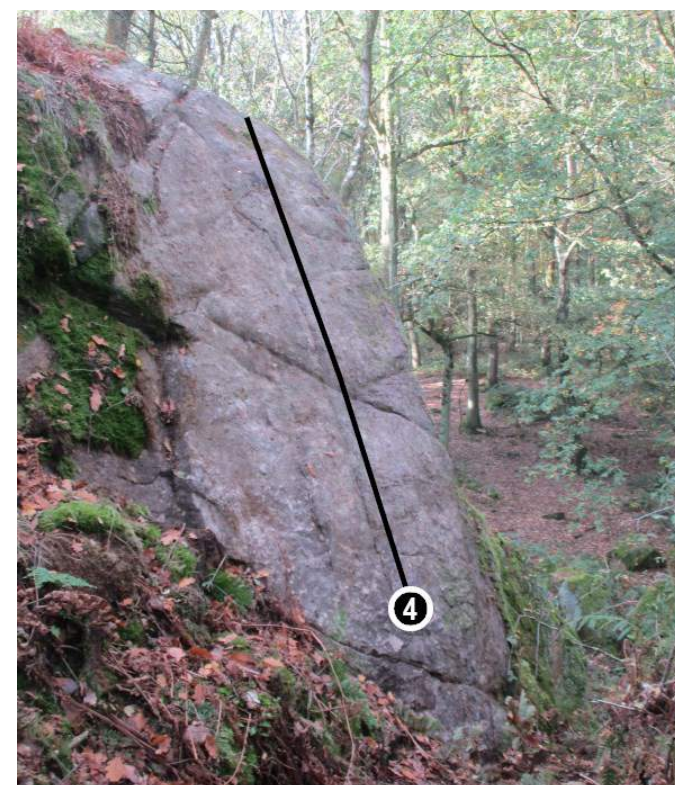
Beneath the Rooftop boulder is this easy slab. From standing near the right arête climb the centre of the slab.

4a Chopper f6a

Climb basement slab with shoes touching the rock only.



Rooftop Boulder



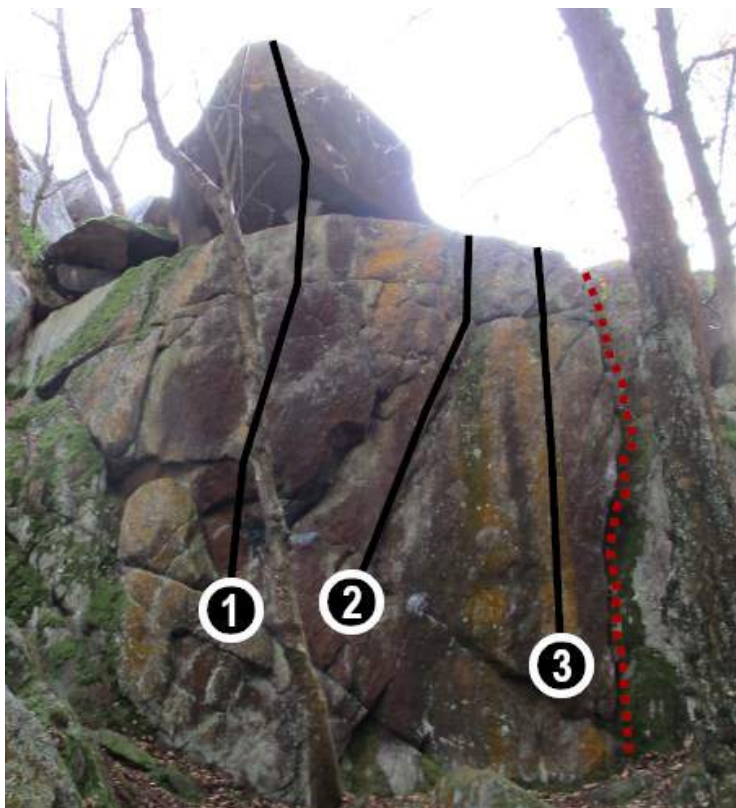
Basement Slab

Perched Block

Approach

52.7475??

Continue on the path past **Crackers**. **Rooftop Boulder** is on the hill above the left side of the path.



Perched Block

- 1 **Perched Block** f4+
Start beneath the perched block and climb direct. Highball.
- 2 **Perched Block Cracks** f5
Climb the crack line from standing.

3 Stihl Air

f6c+

Sit-start the right arête, gain the undercut pocket and pop for a good hold above. Avoid the wall right of the arête.

Prowed

Approach

52.7475??

Continue along the main path. **Prowed** is the large arête to the left of **Chockstone Roof**.

4 Prowed

f6c

Climb to the juggy wobble block and finish on the left side of the arête.

4a Clint's Clipity Clop f6c+

An eliminate variation of **Prowed**. From the wobble block keep hands to the arête to the top.

5 Wobble Block Arête f6b+

Gain the wobble block and climb the arete above on its right side.

6 Narrow Wall f6a

Start standing with hands matched in the crack. Climb direct avoiding the sidewall on the right.

7 Cave Arête f5

Sit-start the sharp arête on its right side.



Prowed

Chockstone Roof

Bring plenty of pads and spotters.

Approach

52.7475??

Difficult to miss. A large roof on the left of the path a little way after passing **Perched Block**.

1 Chockstone Roof f6b+

From the left side wall, traverse the lip of the roof to finish on the right. Avoid the right side wall.

2 Miss Directed f7a

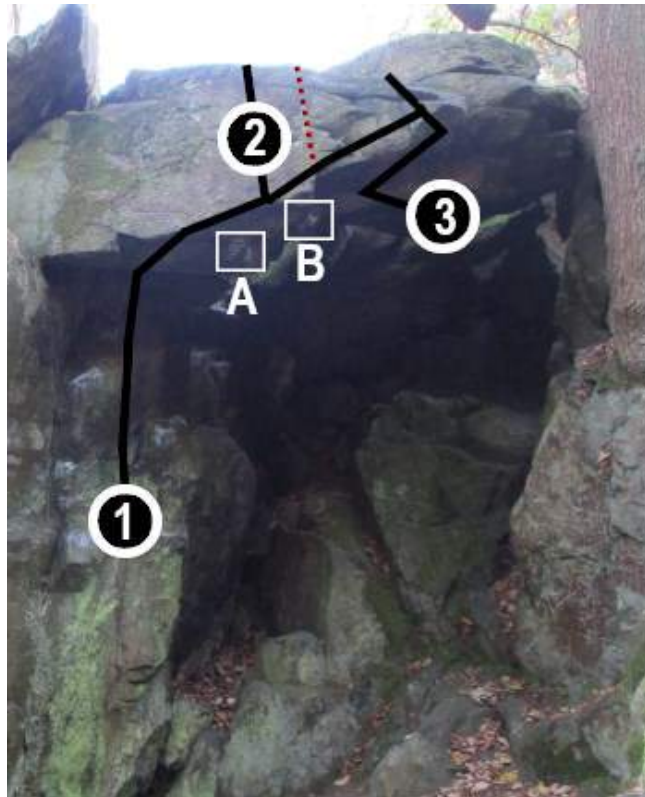
A very good eliminate. Climb **Chockstone Roof** without holds on the right side of the roof (see red line). Use the large sloper to gain the sloping top and “swim” to glory.

2a Miss Direction f7a+

Morpho. Climb **Miss Directed** without the left side wall. From the rocks beneath the roof stretch/jump to a good slot (A) and a large edge (B) just beneath the lip of the roof. Finish as above.

3 Sacraficial Offering f7a

Generally accepted as the best line in the world. Technical, burly and very bold. Start from the back, using a good edge in the roof, a slopey edge, on the same crack line and a foot on the back wall. Gain the crack with your left hand, swing a heel onto the big edge (B) and make a long move to a juggy pinch on the right side of the roof. Finish as for **Chockstone Roof**. Avoid both sidewalls and treat the rocks beneath the roof as the ground. You will need plenty of pads, spotters and confidence at the grade. Be careful.



Chockstone Roof



The Face

The Face

Approach

52.7480, -01.3478

Just beyond **Chockstone Roof**.

4 The Face f6a

Climb the face of the boulder from standing. Topping out on the right is harder, more harrowing and much more fun.

Pinnacle Crag

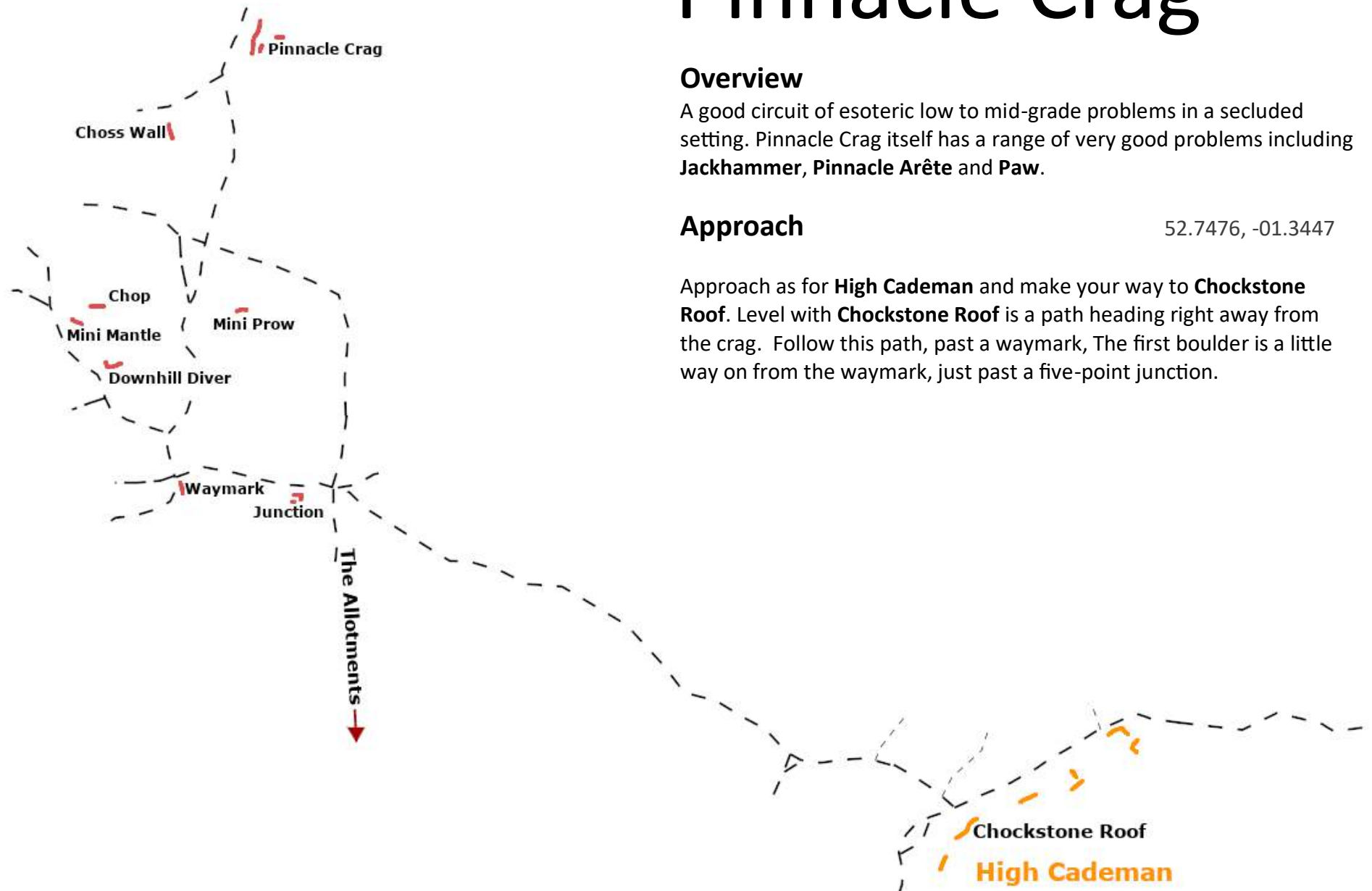
Overview

A good circuit of esoteric low to mid-grade problems in a secluded setting. Pinnacle Crag itself has a range of very good problems including **Jackhammer**, **Pinnacle Arête** and **Paw**.

Approach

52.7476, -01.3447

Approach as for **High Cademan** and make your way to **Chockstone Roof**. Level with **Chockstone Roof** is a path heading right away from the crag. Follow this path, past a waymark, The first boulder is a little way on from the waymark, just past a five-point junction.



The Junction

Approach

52.7492, -01.3507

See previous page.

1 Up The Junction f3+

The front face from sitting using both arêtes.

1a Smear Tactics f6a

Surprisingly good. From sitting climb to the top keeping hands to the left arête only.

1c Shame Faced f6c+

Climb **Up the Junction** avoiding both arêtes. Hard on the thumbs.

1c Traction f5

The ugly brother of **Smear Tactics**. Sit-start using the left arête only.

2 Bored Walk f4

Climb the face avoiding both arêtes. Poor.

2a Bored Left f3

Sit-start the left arête.

2b Bored Right f3

Sit-start the right arête.



The Junction



Waymark

Waymark

Approach

52.7489, -01.3514

Continue on the path past **The Junction**. Where the path splits **Waymark** will be on your left facing away from **The Junction**.

3 Waymark f5

Sit-start the left arête. You can dyno from the sit straight to the top at the same grade.

Downhill Diver

Approach

52.7494, -01.3512

Approach as for **The Waymark**, turn right where the path splits and follow this down the hill.

1 Uphill Battle

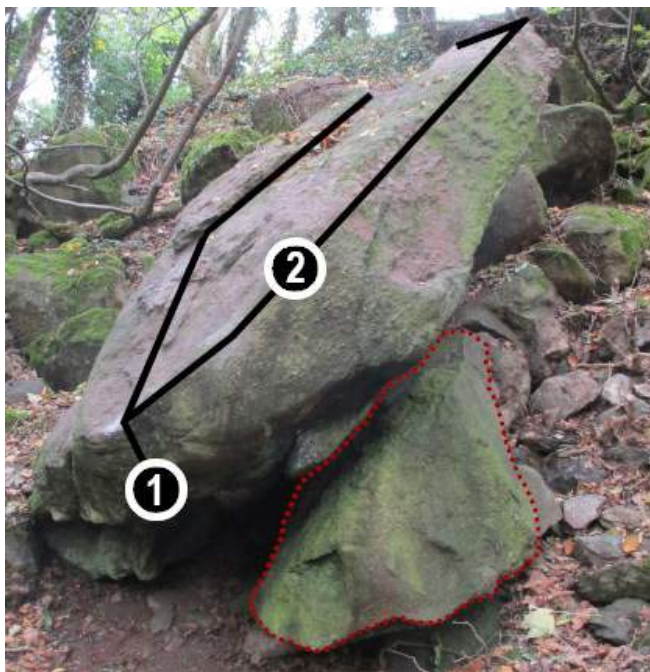
f6a

Start on holds under the roof. Pull to the lip and mantle onto the slab. Avoid the detached block (see red line in the photo).

2 Downhill Diver

f6a

Start as for **Uphill Battle** and traverse the lip to the top of the boulder. Avoid the detached block (see red line in the photo).



Downhill Diver

Mini Mantle

Approach

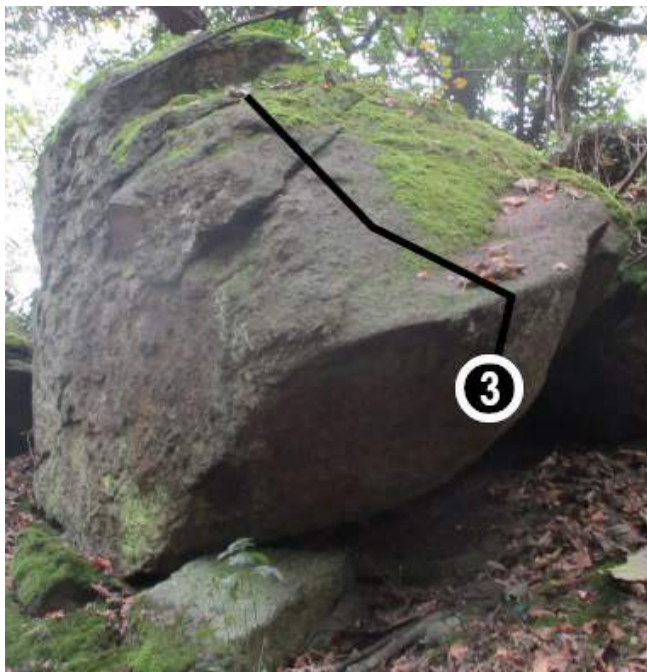
52.7495, -01.3517

On the right a little further down the hill from **Downhill Diver**.

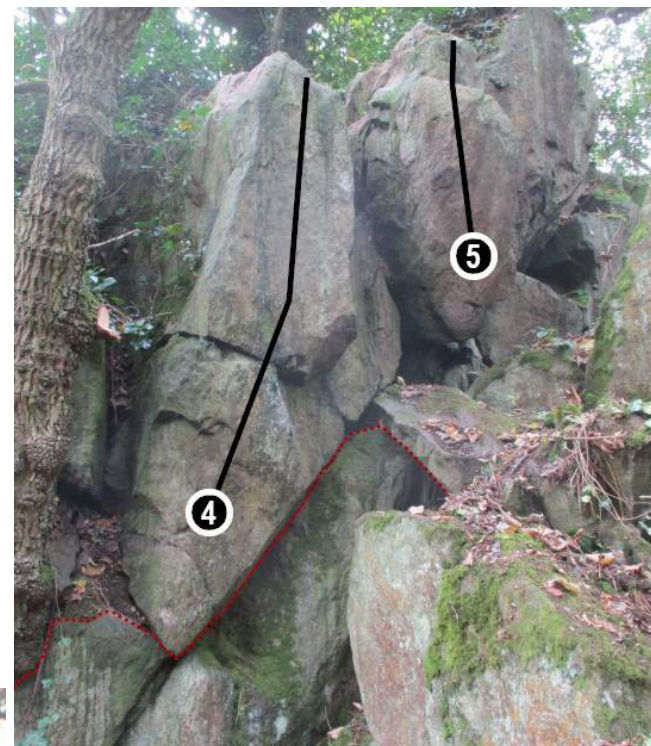
3. Mini Mantle

f4

Start sitting with both hands on the lip. Mantle onto the slab. One move wonder.



Mini Mantle



Chop and Strawberry

Chop

Approach

52.7496, -01.3517

Continue down the path from Mini Mantle. Take a vague path on the right round the back of the crag.; Chopped will be on the right.

4 Chop

f6a+

Climb the twin arêtes from standing. Avoid the detached blocks on which the main boulder is sat (see red line in photo)

5 Strawberry

f6a

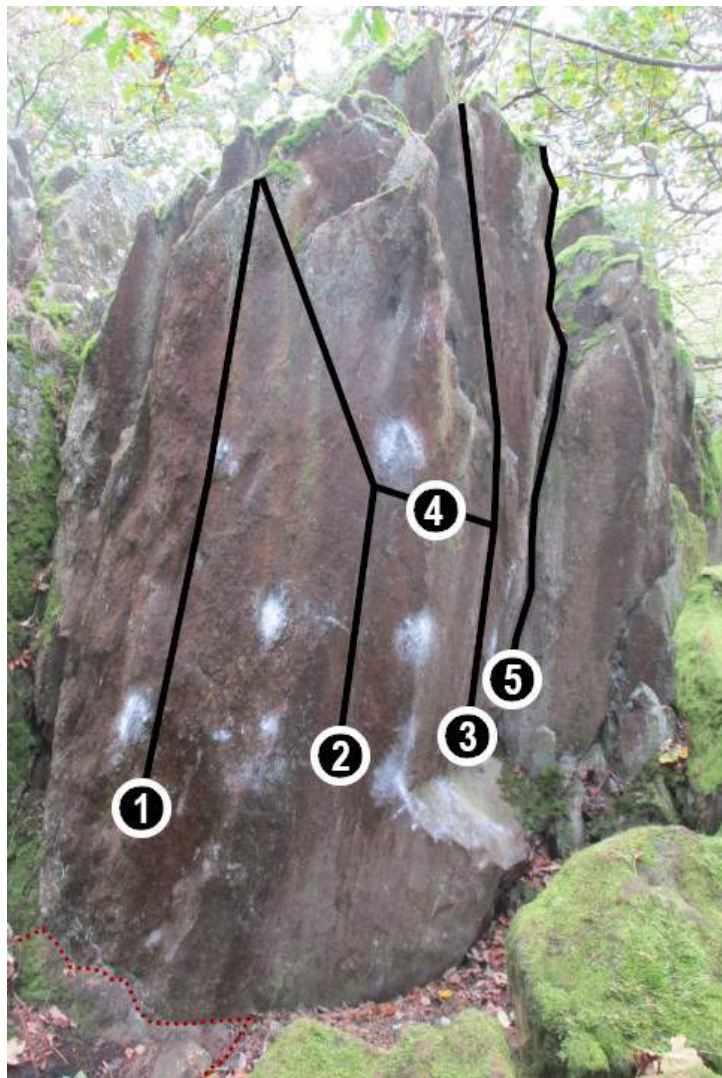
Sit-start the arêtes avoiding detached blocks.

Pinnacle Crag

Approach

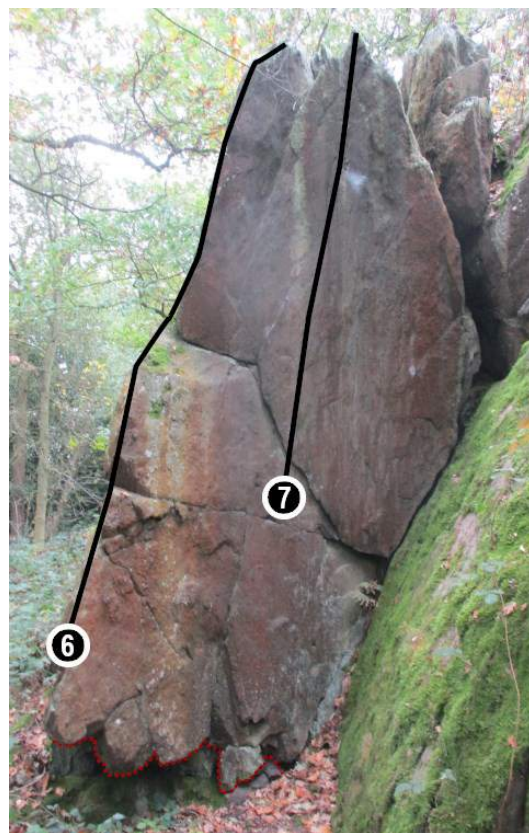
52.7502, -01.3509

From the path leading away from **High Cademan**, take the path shooting off right at the five-point junction (not the vague path heading back and right). Follow this down and left to a four point junction and go right again. The crag will be visible on the right after a short walk.



Jackhammer

- 1 Jumping Jack f6c**
Sit-start the wall just to the left of the far left arête. Avoid the left crack and arête. The low foot blocks are in.



Curving Arête

- 2 Jack Hammer f7a+**
Sit-start the left side of the vague arête. Avoid the low foot blocks (see red line in the photo) and the pocket on the right side of the arête. The large ledge is in.
- 3 Relocation Relocation f7a**
The right-side of the vague arête from sitting. Very morpho.
- 4 Relocating Jack f7a+**
Start as for **Relocation Relocation**. Traverse left, staying beneath the good holds on the right face, to gain the chicken head on the left face. Finish as for **Jack Hammer**.
- 5 Pinnacle Crack f4**
Sit-start the crack line
- 5 Curving arête f6c**
Sit-start the arête on its right side. Avoid the low blocks (see red line in photo)
- 5 Steep f6b**
The steep wall from standing. Avoid both arêtes.

Pinnacle Crag

Approach

52.7502, -01.3509

See previous page for the approach. The problems below are round the back of the crag.

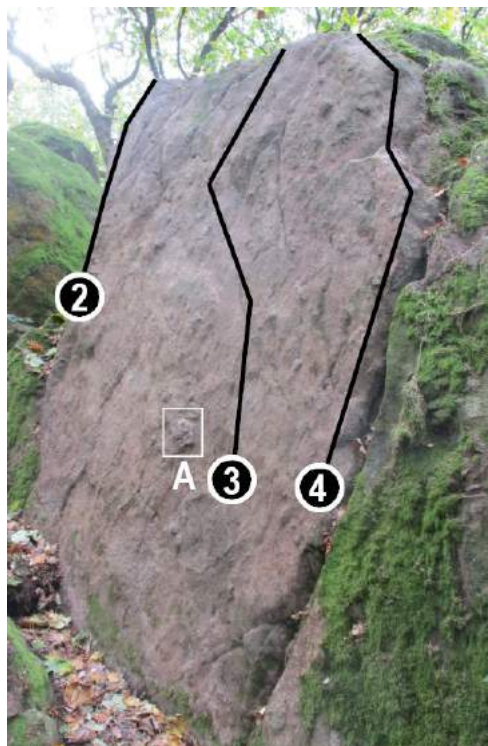
- 1 I am Groot f3**
The mossy face from standing. Probably best to leave the moss in place.

- 2 Left Arête f4**
The left arête of the slab.



I Am Groot

- 3 Paw f4**
Start on the right side of the slab with the paw hold for your right hand. Climb up and left to finish up the big flake. Avoiding the flake is the same grade but a little more sustained.



Sweet Dee's Slab

- 3a Sweet Dee f5**
Start in the same place as **Paw**. Climb direct using only the chicken heads for your hands.

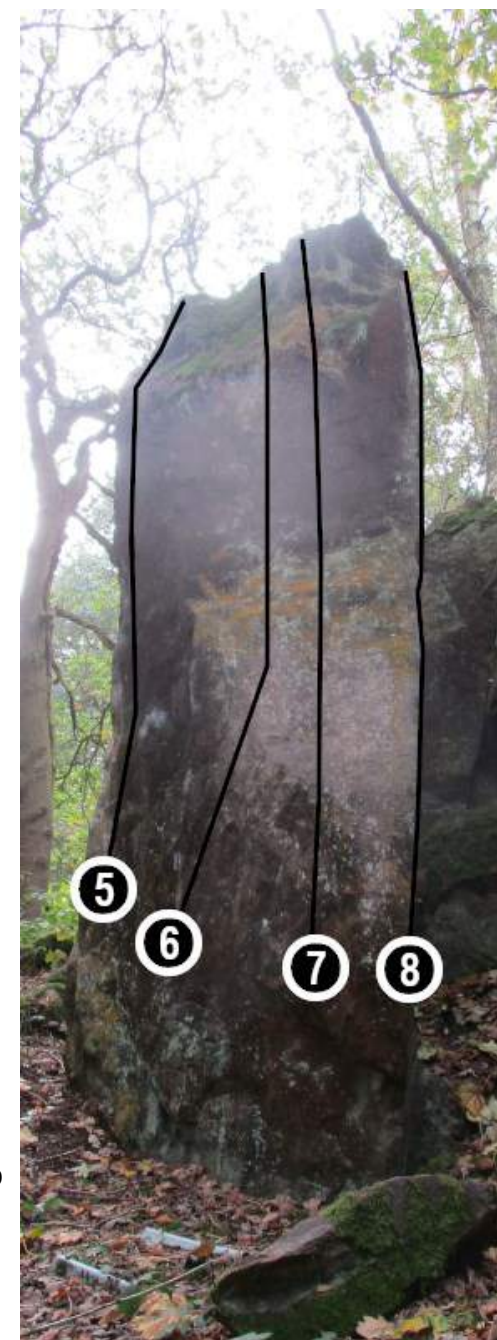
- 4 Right Arête f4**
The right arête from standing.

- 5 The Stack f5+**
Sit-start the arête on its right side.

- 6 Pufin f6a**
From sitting, climb the face without the arêtes.

- 7 Pinnacle Arete f5+**
Sit-start the arête on its left side. Very good.

- 8 Hemmed In f7a**
Sit-start the sharp arête on its right side. Avoid the foot ledge at the base and the right arête. Claustrophobic and hard not to dab the slab. Using the foot ledge and both arêtes is **f5**.



Pinnacle

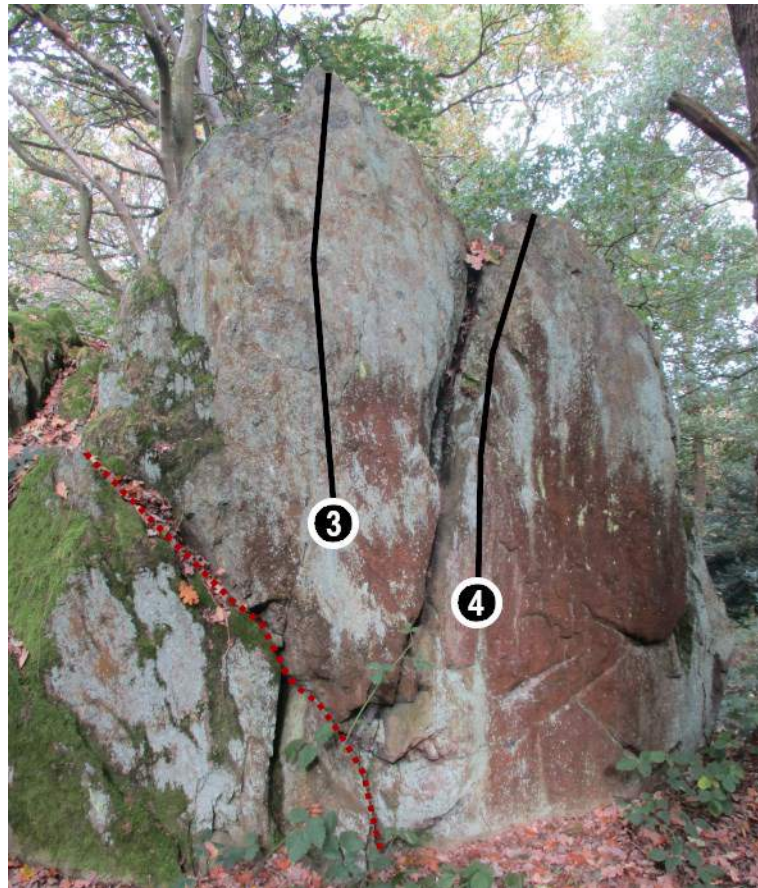
Pinnacle Crag

Approach 52.7502, -01.3509

See previous page.



- 1 Column f5**
Climb both arêtes from a sit-start
- 1a Column Left f6a**
Climb **Column** avoiding the right arête.



- 1a Tight Slab f6b+**
Climb **Column** avoiding both arêtes. Surprisingly brilliant.
- 1a Column Right f5+**
Climb **Column** avoiding left arête.
- 2 Dirty Prow f3**
Climb the two arêtes avoiding the large block beneath the main boulder and the block right of the crack.
- 3 Dirty Crack f3**
Climb the crack on its right side from a sit start.