



THE CLIMBERS' CLUB

CRAIG Y FORWYN GUIDEBOOK

After 20 years the limestone crags of Craig y Forwyn are available once again to climbers thanks to the efforts of the BMC Access and Conservation team, see <http://www.thebmc.co.uk/News.aspx?id=2880> for more details. The most recent guide book, edited by Andy Pollit and published by us in 1987 is virtually out of print. We have therefore made available this scanned version to enable all climbers to enjoy this superb crag.

The guide is available to all free of charge but if that troubles your conscience donations to our Colin Kirkus fund are welcome, We will ensure that any contributions are applied to access-related issues in consultation with the BMC. To make a contribution please;

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Enter the following information:

a) To: treasurer@climbers-club.co.uk

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The crag is located approximately one mile up an open valley which runs inland from the A55 at the village of Llanddulas. Turn off the A55 into the village and at the far end make a sharp right turn at the old school and follow the narrow lane. Do not park on the verges off the Issalt Road – otherwise access will be lost. The correct parking is located at a hairpin bend off the Trawscoed Road, in a field above the crag at OS Grid 902(5) 764(5). To get to this spot, drive along the Issalt Rd. below the escarpment, passing Plas Newydd Caravan Park. At 2 km beyond the caravan park, follow the road as it bends to the right to pass a Chapel on the right. At the following T-junction, turn right and proceed along Dolwen Rd. for approximately 200m until a sharp right turn along Trawscoed Rd. Pass along Trawscoed Rd. for approximately 900m (the last 100m are quite rough) until a sharp right hand hairpin with two gates on the left. Go through the metal gate and park on the grass either side of the farmers track/North Wales Footpath. The field quickly drops away towards the crag, so take care not to park too far down the slope. Accessing the crag from the agreed parking is easy and convenient - walk from down the inclined field and head for a stile in the right hand corner. This will take you directly into the left hand sections of the crag. A map should be available shortly on the BMC website.

Access and use of the crag is still a sensitive issue and every effort should be made not to disturb others in the area, keep noise to a minimum and generally follow the BMC crag code.

The guidebook is now more than 20 years old and over that period the crags have hardly been climbed on. Some clearing work has been carried out and more is planned but descriptions and grades should be treated with more than the usual degree of caution. There is a section on the crag on the North Wales Limestone Wikki site, <http://northwaleslimestone.wetpaint.com> and any comments about the routes and the crag generally should be posted there for the time being.

We are unaware of any bird restrictions at the crag but please keep an eye on the various websites and any local signs for updates on this situation.

David Lanceley
Honorary Treasurer
On behalf of The Climbers' Club

Craig y Forwyn

LEFT-HAND SECTION

The short corner crack near the base of Staircase Gully has been climbed at Very Severe, 4c. Also the arête to its left **Squatter's Rights** at a slightly higher grade. Neither is particularly worthwhile.

Un-named Route1 50 Feet Hard Very Severe

Start just left of the arête.

1 50 feet. 5a. Climb the wall to the roof. Surmount this via the wide crack to finish.

Scum Bag 45 feet Hard Very Severe

(30.6.82)

Start just left of the last route.

1 45 feet. 5a. Climb the shallow groove and wall above to gain the roof. Pull over this on good holds to finish.

Hooter 45 feet Hard Severe (5.71)

Start below a shallow corner just left of Scum Bag.

1 45 feet. 4b. Ascend the corner and go over the little roof onto a ledge. Move up left then back up the crack on the right to finish.

23 Skidoo 50 feet E2 (5.71/18.6.82)

Rather loose and not particularly worthwhile.

1 50 feet. 5c. Climb the overhanging groove, then the wall above finishing over a small roof 5 feet right of The Fox.

The Fox 45 feet Hard Very Severe (1969)

Start just left again beneath an obvious overhanging black corner crack. (Previously known as Un-named Route 2.)

1 45 feet. 5a. Climb the corner crack and pull over the roof onto a small ledge. Go straight up to finish over another roof.

Fading Colours 50 feet E2 (2.1.83)

A line up the wall left of The Fox starting beneath a short blankish groove. Bold but fairly good climbing.

1 50 feet. 5b. Go up the groove to its top and exit left onto the wall. Climb this at its centre over a few bulges and left of easy ground to the right.

Moonwalk 50 feet Very Severe

Start at the far end of the terrace below a large roof.

1 50 feet. 4c. Go leftwards up to the roof (peg) cross the wall leftwards by the undercut crack and finish up easier rock above.

A descent from the terrace to follow the path for 50 feet leads to the next buttress.

Coulombe 65 feet Very Severe (4.3.79)

Start as for Chatterley beneath the obvious overhanging crack. A good route.

1 65 feet. 4c. Go up rightwards over several bulges to a tree root. Finish direct.

Chatterley 45 feet Hard Very Severe (1969)

1 45 feet. 5a. Climb up into the wide crack and follow it steeply to the top. Polished. (Previously known as Clem.)

Think Void 40 feet E2 (16.7.82)

Start as for Chatterley.

1 40 feet. 5c. Climb the steep wall left of the crack to the roof. Pull through this at its weakest point and finish up a short wall.

Extinction Crack 40 feet Very Severe

Start just left of Chatterley beneath another crack.

1 40 feet. 4c. Climb the crack, go over a small bulge and finish up the wall on the right.

*** The Crunge** 50 feet E1 (14.3.79)

Takes the arête of this buttress. Start below an obvious undercut flake.

1 50 feet. 5c. Move up to the flake and follow it rightwards until a long reach leads to good holds above. Go up left into a scoop and exit rightwards to finish up the short slab above.

The Cringe 45 feet E2 (13.3.82)

1 45 feet. 5c. Climb the wall just left of the arête of The Crunge.

Vole 50 feet Very Difficult

Takes the obvious corner, through ivy, immediately left of the last route.

Whitewash 50 feet Very Severe (9.4.82)

1 50 feet. 4c. Takes the obvious corner 20 feet left of Vole.

The right arête of Whitewash has been climbed: **Gear Freak**, Very Severe, 4c.

Immediately left again is a broad, blank wall this has been climbed on its right-hand side at 5c and up the centre (**Sunny City**, E2, 5c, (9.5.81).

Just left again a large flake crack trends up to the right. This is the start of the next route.

*** Arian** 60 feet Hard Severe (12.6.71)

1 60 feet. 4b. Climb the flake to its top then traverse left above the roof to an in-cut corner. Finish up this.

Variations

Arian Direct Finish 60 feet Very Severe (1981)

1 60 feet. 4c. From the top of the flake step right and climb the crack direct to the top, or, the wall just to its left, (E1, 5b, (1984).

Arian Direct Start 50 feet Very Severe

1 50 feet. 5a. Enter the corner on the left and move up to the roof. Step right and pull over to join Arian at the in-cut corner. Finish up this.

Dave's Wall 40 feet E2 (9.1.83)

1 40 feet. 5c. The bulging wall just left of Arian Direct Start – not particularly good.

Ivy Line 40 feet Hard Severe

Start just left of Dave's Wall.

1 40 feet. 4a. Climb the vague crack over several bulges.

Paul's Wall 50 feet E1 (9.4.82)

A worthwhile route. Start just left of Ivy Line.

1 50 feet. 5b. Go up rightwards and over a small roof. Step back left and climb the wall direct, with a tricky finishing move.

Plas Newydd Groove 40 feet Very Severe (21.2.82)

1 40 feet. 4c. Climb the cleaned groove left of Paul's Wall.

The next routes are to be found a further 50 yards along the path below a clean wall with a long capping roof.

Hairline 40 feet Hard Very Severe (18.2.79)

Start below the thin crack on the right-hand side of the wall.

1 40 feet. 5a. Go up the crack finishing right of the roof at the top.

Spike Driver 50 feet E2 (20.1.80)

Start just left of Hairline.

1 50 feet. 5c. Climb direct to a small flake under the roof. Pull over on huge holds and trend leftwards to a difficult finish. 'Friends' useful.

Kiwi 60 feet Severe

Start as for Spike Driver.

1 60 feet. 4a. Climb diagonally leftwards across the wall and make a hard move round below the left-hand side of the roof. Go up right to an easier finish.

Variation

Kiwi Direct Start 50 feet E1 (12.5.82)

1 50 feet. 5b. Go straight up the bulging crack to join Kiwi at the end of its traverse.

* **The Last Grasp** 50 feet E2 (16.4.82)

A good route with a strenuous crux. Start left of Kiwi at the foot of the corner capped by a 4-foot roof.

1 50 feet. 5b. Take the right wall of the corner then the roof direct on good holds.

* **Larks a Bumbly** 50 feet Severe (10.4.82)

A little gem.

1 50 feet. 4a. The overhanging corner has huge holds. Finish on the left arête. The left arête climbed direct is Hard Very Severe, 5a.

Farther along the path are two obvious grooves.

Un-named Route 4 40 feet Very Difficult

1 40 feet. 3b. Climb the right-hand groove passing a tree stump just below the top.

Heart Attack 40 feet Hard Severe

1 40 feet. 4b. Climb the left-hand groove.

Un-named Route 3 40 feet Hard Very Severe

Start on a ledge just left of Heart Attack.

1 40 feet. 5a. Enter the slot out left and pull up into the crack up left again. Finish steeply up this.

Dyslexic's Delite 50 feet Very Severe (13.5.81)

1 50 feet. 4c. From 10 feet left of Un-named Route 3 climb into a vague groove starting at a short arête.

Hugh's Groove 50 feet E3 (7.82)

1 50 feet. 5c. Climb the obvious slim groove up the next buttress, finishing leftwards at the top.

Legal Separation 40 feet E2 (9.4.83)

1 40 feet. 5c. The short, steep wall left of Hugh's Groove. Thread runner.

Farther along a path leads rightwards to an obvious chimney.

Ann 30 feet Severe

1 30 feet. 4a. Go straight up the wall right of the chimney to a tricky final move.

Golden Gate 30 feet Difficult

1 30 feet. Climb the outside of the chimney finishing up a small corner on the left.

Claustrophobia 30 feet Very Difficult

1 30 feet. Climb the inside of the chimney, passing under two large chockstones to finish on a large ledge at the top.

Temptation 30 feet Very Difficult

1 30 feet. Start left of the chimney at a small roof. Pull over the roof and go straight up finishing via a roof crack.

Krag Rat 45 feet Very Severe

1 45 feet. 4c. From the top roof on Temptation traverse right around the arête and finish up a short steep wall.

To the left again is a vegetated gully.

Otto 30 feet Very Difficult

1 30 feet. Climb the left wall of the gully.

Beeline 30 feet Hard Severe (1969)

Start as for Otto.

1 30 feet. 4a. Go left for about 15 feet then ascend to the roof. Traverse back right to finish up a little corner.

Beeline Direct 30 feet Hard Severe

Start 10 feet left of Beeline.

1 30 feet. 4a. Pull over the roof to join Beeline at the end of its initial traverse.

Naughty Bits 30 feet Severe

Start just left of Beeline Direct.

1 30 feet. 3c. Climb the short groove, finishing up the arête on the left.

Cling 30 feet Hard Severe

Start left again beneath a crack.

1 30 feet. 4a. Climb the crack leftwards to the top.

A couple of little routes exist over the fence from here. **Kite**, Difficult and **Cervix**, Severe, take obvious little features.

CRAIG Y BOTEL

This obvious pillar in the adjoining field has been climbed on its outside face.

THE MAIN CLIFF

To the right of Staircase Gully is The Main Cliff, which provides the best climbing on the crag. The routes are described from left to right, ending just before the foot of a second descent gully, at the far end of the crag.

Human Menagerie 60 feet E1 (7.7.77)

A strenuous route up the wall just right of Staircase Gully.

1 60 feet. 5b. Climb the wall to a hollow flake. Follow the thin crack above, moving right then back left to finish. (The left arête of this route has been climbed.)

Swinger 100 feet Hard Very Severe (28.5.80)

A traverse of the left-hand end of the crag. Start as for Human Menagerie.

1 50 feet. 5a. Pull up to a small roof then traverse right crossing Pterodactyl and The Flue to belay on a ledge on the arête.

2 50 feet. 5a. Traverse right into the corner and go around the arête into the chimney. Cross to the right and pull up into the scoop at the top of Yam. Finish direct as for Yam.

Knightsbridge 60 feet Very Severe (5.7.0)

Start at an obvious sentry box 30 feet right of Staircase Gully.

1 60 feet. 4c. Leave the sentry box with difficulty to finish up the wide crack above.

Variation 60 feet E2 (1979)

1 60 feet. 5c. From the sentry box break out left and take the short groove and wall above to the top.

Banana Moon 60 feet E3 (2.10.79)

Start just right of Knightsbridge.

1 60 feet. 5c. Go up leftwards to a point just right of the roof of Knightsbridge. Pull over the bulge here and make a thin move up onto the wall above. Finish up the overhanging flake on the left at the top.

* **Pterodactyl** 60 feet Hard Very Severe (9.68)

Takes the wall and groove directly below a tree at the top of the crag.

1 60 feet. 5a. Climb up to the groove and layback this to the top of the crag.

* **The Flue** 60 feet Very Severe (6.67)

An excellent crack route. Start 10 feet right of Pterodactyl beneath the steep flue-like crack.

1 60 feet. 4c. Enter the crack with difficulty and climb it over a bulge at half-height to reach good finishing holds.

One Step Beyond 60 feet E2 (9.2.80)

A good climb up the wall right of The Flue.

1 60 feet. 5c. Pull rightwards over the roof at the base of The Flue and ascend direct to a wide scoop. Cross to the left for a few feet then go straight up via a short crack to a ledge. Move back right to finish.

Snotty Arête 60 feet E3 (1980)

A serious pitch up the shattered arête right of One Step Beyond.

1 60 feet. 5c. Traverse right beneath the roof and move up onto the arête. Go straight up this avoiding easier ground on the right.

Zig Zag 70 feet Very Difficult (1967)

Start round to the right from The Flue at a large open corner.

1 50 feet. 3c. Climb up to a huge perched block then traverse the break leftwards, passing a small bush to belay at an in-cut corner.

2 20 feet. Finish up the corner exiting left at the top.

Little Neb 70 feet Hard Very Severe (11.76)

Takes the roof crack left of the corner.

1 70 feet. 5b. Follow Zig Zag for 30 feet then climb the obvious crack up to the roof. Go straight out over this to a strenuous finish.

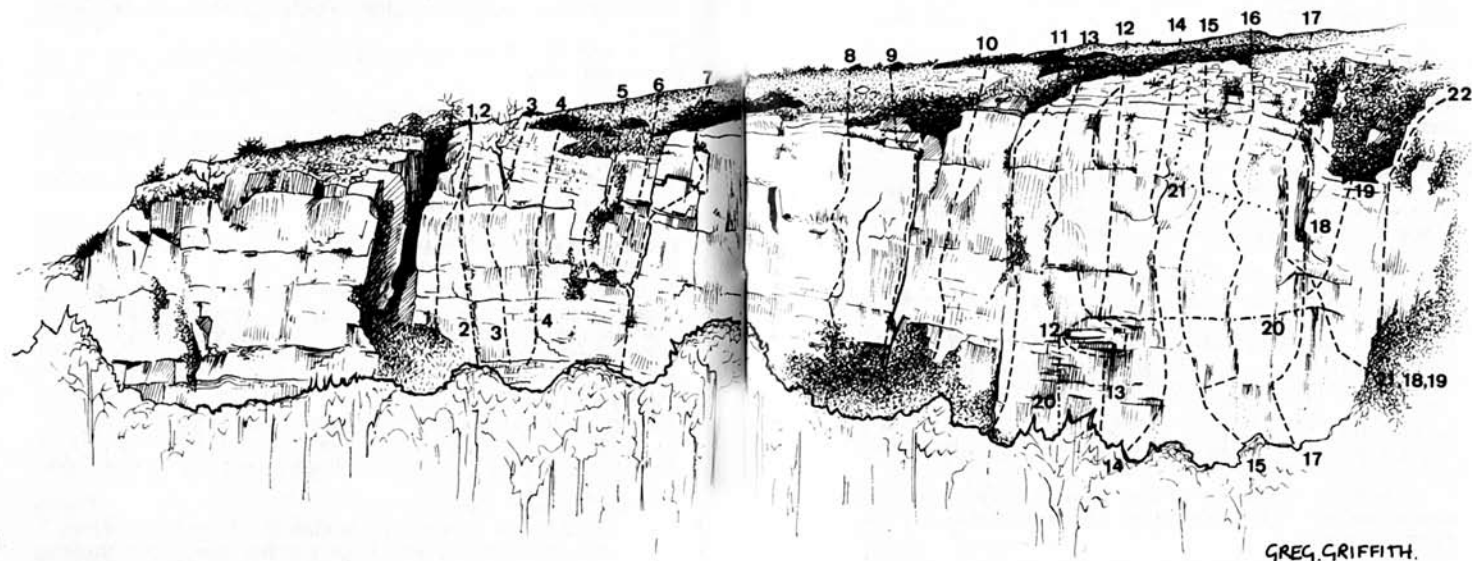
The roof just right of Little Neb has been climbed at E2, 5c **L'Indienne**, (27.1.82).

* **Softly Softly** 70 feet Severe (19.11.67)

A fine route taking the huge corner.

1 70 feet. 4a. Climb straight up the corner to a roof at 50 feet.

Craig y Forwyn — Main Crag Left-Hand



1 Human Menagerie E1
 2 Knightsbridge VS
 3 Pterodactyl HVS
 4 The Flue VS
 5 Zigzag VD
 6 Little Neb HVS

7 Softly Softly S
 8 Imminent Crisis E5
 9 Cutter S
 10 The Arête VS
 11 Fido's Redemption HVS
 12 Freedom (+ Var. Fin) E2

13 Mojo E1
 14 Quick Step E4
 15 Space Case E6
 16 Great Wall E4
 17 Book of Dreams/
 Magnum Opus E4/E5

18 Demolition VS
 19 The Texas Shuffle E2
 20 High Steppa E5
 21 High Plains Drifter E3
 22 Twisting Chimney VS

Traverse right a few feet and move up left into a short corner to finish.

The right arête of the corner is taken by a poor route: **Grotty Arête** Very Severe, 4c, (22.4.65). Right again are two obvious chimneys. The left wall of which has been climbed. (**Gary**, 65 feet, E4, 6b, (6.9.85).)

THE Y CHIMNEYS

* **Left-hand Branch** 70 feet Very Difficult (9.58)

1 70 feet. 3b. Climb the wall leftwards to a jammed chockstone. Ascend the outside of the chimney past a second chockstone and finish up the short gully.

* **Right-hand Branch** 70 feet Hard Very Difficult (9.58)

1 70 feet. 4a. Go up the back of the chimney then make a long stride right onto the wall. Surmount the roof and move back left above it into the continuation chimney which leads to the top.

Yam 70 feet Hard Very Severe

This route follows the obvious jutting arête which forms the right wall of the chimneys.

1 70 feet. 5a. Climb the wall just left of the arête to a scoop near the top. Pull up into the scoop and finish direct, OR, from the scoop swing out right to finish. Tree belay.

Jungle Love 60 feet E3 (27.10.81)

A good route with an exposed finish. Start just right of Yam at a short corner.

1 60 feet. 5c. Climb the corner, then go diagonally leftwards across the wall to the arête, peg. Climb the arête and top roof direct to finish.

Just around the corner from Jungle Love is an area of cleaned rock in a vegetated bay.

* **Imminent Crisis** 60 feet E5 (5.5.82)

A very steep and strenuous route with the crux right at the top. Start 10 feet left of Cutter.

1 60 feet. 6b. Climb the wall keeping left of a peg at 20 feet to a horizontal break and an excellent thread. Cross the bulge rightwards then pull up left to a poor resting position 10 feet from the top. Step right to a pocket, then with an enormous reach gain a jug and then the top.

Cutter 60 feet Severe

Start on the rock ledge on the left-hand side of the bay.

1 60 feet. 4a. Climb the corner crack exiting left at the top.

The wall immediately right of Cutter has been climbed at Very Severe, 4b.

The Arête 70 feet Very Severe, 4c (4.65)

Start on the right-hand side of the obvious arête in the centre of the bay. A pleasant route.

1 70 feet. 4c. Go up leftwards onto the arête. Move up left then back right into a shallow groove in the arête. Go up this finishing up an in-cut corner.

The vegetated gully is **Fido's Folly**, Very Difficult, (14.5.65).

The next buttress along, The Great Wall Area, provides some of the finest routes on the crag.

Clap Trap 80 feet E3 (31.3.84)

An interesting pitch up the right wall of the vegetated gully. Start on the path directly below the arête.

1 80 feet 5c. Climb the left wall of the arête past an obvious flake hold to the last of three threads. Move left and go up the wall to a rest position then back right to finish up the last 10 feet of the arête.

*** **Fido's Redemption** 100 feet Hard Very Severe (17.7.65/1.7.83)

A superb route with an airy top pitch. Start beneath the arête.

1 50 feet. 5a. Move up right for a few feet then go straight up the wall passing a thread and peg to belay at the yew tree.

2 50 feet. 4c. Step onto the wall and move up left onto the arête. Go up this for a few feet then pull onto a ledge on the right. Step right and finish direct.

Variation

Jugular Start 50 feet E1 (1.71)

Start 10 feet right of the normal start at a steep black corner. 1 50 feet. 5b. Climb the corner to a small roof. Pull over this then move out left onto the arête. Go straight up through a small overhang moving left to the yew tree. Belay.

* **High Steppa** 200 feet E5 (10.1.81)

A bold and technical traverse crossing Great Wall at half-height. Begin as for Jugular Start.

1 90 feet. 5c. Climb the corner to the top roof, swing right to the pegs on Freedom. Pull over here and traverse right along the lip, passing the peg belay and the bottomless corner of Crazy Horses to a hanging stance at the ring peg on Quick Step.

2 90 feet. 6b. Move right to good holds, then boldly cross the wall to join Great Wall. Carry on then go straight up and over the bulge (Demolition) to a tree belay.

3 20 feet. 4b. Climb the easy groove behind the trees exiting left at the top.

Great Whaler 170 feet E2 (1976)

A lower girdle of this area. Sustained on pitch two. Start as for High Steppa.

1 60 feet. 5b. Go up the corner for 15 feet to an obvious traverse line leading rightwards. Cross this and swing round the arête into Mojo. Follow this up to the roof (wooden wedge runner). Move right and pull up to the next roof, peg. Traverse delicately right to a peg belay on the arête.

2 90 feet. 5c. Step down and move right, peg, then continue traversing into Great Wall, peg. Move up to a thread then do the traverse of Great Wall into the middle of the wall. Pull up to the next thread then go out right onto the wall and traverse right again until moves straight up lead over the bulge to tree belays as for High Steppa.

3 20 feet. 4b. Climb the easy, groove behind the trees exiting left at the top. (As for High Steppa). For those with strength to spare, to continue along High Plains Drifter gives an excellent pumpy finale.

Freedom Direct Start 50 feet E3 (19.8.82)

A strenuous alternative to a fine route. Start just right of Jugular Start.

1 50 feet. 5c. Boulder out the problem start to reach the break then long reaches between better holds lead to the top roof. Step right and pull over as for Freedom, traversing right to the peg belay. 'Friends' useful.

**** Freedom** 100 feet E2 (1.74)

An excellent route with two exciting and differing pitches. Start below the obvious corner in the middle of the wall.

1 50 feet. 5c. Climb the wall just right of the corner to a small roof. Step into the corner and go up to the next roof, wooden wedge runner. Traverse left to the arête, pegs, and pull over to a short crack. Traverse right to a niche and peg belays.

2 50 feet. 5c. Traverse right and step up to the thin crack in the steep slab above. Climb this into a short corner then either go straight up or traverse left under a little roof to an easy finishing groove.

***** Mojo** 100 feet E1 (6.59/12.5.75)

A magnificent first pitch through the huge roofs.

1 50 feet. 5b. Follow Freedom to the large roof, wedge runner, then move right and go up into a bottomless corner, peg. Traverse left to the lip passing several pegs and pull over on huge holds to a niche and peg belay.

2 50 feet. 4a. Traverse left and move up into a groove. Climb this passing a tree to finish.

Variation

*** The Direct Finish** 50 feet E3 (19.7.79)

2a 50 feet. 5c. Climb the wall via a series of thin moves, directly above the stance.

The first pitch of Mojo, if combined with the top arête of Fido's Redemption gives a fine route.

**** Crazy Horses** 90 feet E3 (15.9.81)

Although very much an eliminate the climbing is superb.

1 90 feet. 6a. Pull over the roof just to the right of the start of Freedom/Mojo and move up rightwards to a second roof. Go over this and straight up to the huge overhang. Step left and follow Mojo, pegs, almost to its lip, then make a hard move back right and pull into a bottomless corner, peg. Go up this to the roof and exit left onto a ledge below the top crack of Freedom. Follow this to another roof on the right. Go over this rightwards finishing easily up the top wall of Quick Step.

***** Quick Step** 90 feet E4 (1960/5.75)

A brilliant route up the stepped arête between Mojo and Great Wall. Strenuous and sustained. Start as for Crazy Horses.

1 90 feet. 6a. Pull over the first roof and traverse right to the arête. Climb this to a peg at the right-hand side of the large roof. Move round the arête on the right, then climb leftwards with difficulty to a ring peg in a little hole. Follow the thin crack above, thread and step left onto the arête. Climb the flake crack to the next roof and pull over this finishing up the short wall above.

Variation

***** Direct Finish** 90 feet E4 (1969/1979)

1 90 feet. 6b. From the thread, gain the continuation crack above with great difficulty and follow it direct to the top.

***** Space Case** 90 feet E6 (2.6.83)

A stunning pitch taking the vague groove between Quick Step and Great Wall. Start as for Great Wall.

1 90 feet. 6b. Follow Great Wall to the first peg then step left and make hard moves straight up over the bulge. Trend up leftwards to a point just right of Quick Step's ring peg then climb directly up into the shallow depression which curves up rightwards. Follow this boldly to a bolt then make hard moves straight above it to gain the break. Move left to climb a thin crack at the top.

***** Great Wall** 90 feet E4 (14.10.67/5.75)

Without doubt one of the finest pitches in the area. The climb offers steep, sustained climbing on perfect rock. Start directly below some large pockets in the middle of the wall.

1 90 feet. 5c. Ascend leftwards to a peg then traverse right, beneath a high thread, to gain the main line. Go straight up on long pockets passing another thread to a niche and a good resting place, threads. Step left and climb the obvious white pillar, then go up rightwards to a small flake crack. Cross left to a broken flake, then go straight up, bolt, to the top.

* **Book of Dreams** 110 feet E4 (6.3.81)
A wandering line but good climbing. Start just right of Great Wall.

1 110 feet. 6a. Go straight up the black streak to a small roof then up left with difficulty to meet Great Wall at the end of its traverse. Pull up to the thread then traverse right for 20 feet then straight up over a small bulge to a tree. Move left and climb a second black streak/groove to the break and traverse left into Great Wall to finish.

Variation

** **Magnum Opus** 90 feet E5 (17.4.84)
A much more direct version with a difficult start. Start a few feet right of the normal start.

1 90 feet. 6a. Go straight up to a small horizontal slot, small 'hex' and Tri-cam, then pockets above lead to better holds and a thread on the right. Go up to and over the bulge to the tree. Step left and climb the black groove to the break finishing up rightwards.

The next routes start from the obvious curving chimney right of Great Wall. A traverse line leads out left onto the wall from here.

** **High Plains Drifter** 140 feet E3 (29.3.81)
A strenuous girdle across the top of Great Wall in a very exposed position and with good protection.

1 140 feet. 6a. Traverse left out of the chimney, just above a small bush, then go up left and over the bulge to a tree. Step left and climb the black groove (Book of Dreams) to the break. Traverse left into Great Wall then continue traversing with increasing difficulty to a hard finish at the crack of Quick Step Direct.

Demolition 80 feet Very Severe (6.60)
Start as for High Plains Drifter.

1 50 feet. 4c. Traverse out left and climb leftwards to the bulge. Surmount this to the tree and belay.
2 30 feet. 4b. Climb the easy groove behind the trees, exiting left at the top.

The Texas Shuffle 80 feet E2 (17.1.82)
Good climbing up the bulging wall right of Demolition
1 60 feet. 5c. Follow Demolition to the first small bush, then

climb up to the bulge above. Go over this then straight up on small flakes to a ledge and belays.

2 20 feet. 4b. Move left and exit as for Demolition.

Variation

The Direct Start E3, 6a (1982)
A boulder-problem start joining the parent route at the small bush at 20 feet.

Washington Waltz 80 feet E2 (4.3.84)
Start as for Demolition

1 60 feet. 5b. From the start of Demolition go straight up the wall to the base of a slim groove/crack. Follow this, small wires, to the ledge.

2 20 feet. 4b. Exit left as for Demolition.

Twisting Chimney 80 feet Very Severe (6.60)
Start inside the chimney at a large cavern.

1 80 feet. 4c. Bridge up and climb the left wall to the outside of the chimney, then go straight up the outside edge past a jammed block to the top.

The Norman Conquest 70 feet Hard Very Severe (2.4.81)
A good jamming crack when clean. Start as for Twisting Chimney.

1 70 feet. 5a. Move out right and up to a short groove. Climb this and step left to a fine crack. Follow this over the bulge then go rightwards over easier rock to finish.

The broken wall and obvious open groove to the right of Twisting Chimney gives a poor and vegetated route **Ivy Union**, Very Difficult, (25.4.65).

* **The Neurotic Woodpecker** 110 feet Very Severe (6.2.71)
To the right of Ivy Union is a clean-cut orange groove behind some bushes. A popular route.

1 110 feet. 4c. Ascend the groove to a small roof, then climb the crack on the left to a ledge. Go straight up the wall to a little roof. Either go straight up over the roof or climb the left-trending flake moving back right above the roof (better) then straight up to finish. (A harder finish has also been done moving left at the top of the flake.)

Ivy League, (1965) a poor Severe takes a parallel line a little to the left of the next route though it is not really very worthwhile.

Street Stroller 110 feet E1 (27.1.82)
Basically just an easier approach to Scalar Arête. Start around the corner from the last route in a corner. Often vegetated.

1 50 feet. 5b. Climb up to the roof, then take the wide crack on the left up and into a niche. Pull up right to a small ledge and belay.

2 60 feet. 5a. Go up the slab to a break. Traverse this rightwards and pull up onto a loose ledge. Finish up the arête in a fine position.

Scalar Arête 115 feet E4 (5.11.76)

A strenuous line up the wall and arête containing two obvious large peg runners, just right of the last route. Start in the corner.

1 115 feet. 6a. Climb the right arête of the corner to the roof then go up right to a small roof, peg on right. Go up left to two large pegs, step left then back up right to the roof. Traverse left to a resting place on the arête. Climb the left arête of the groove above, stepping into the groove at its top. Pull up onto a loose ledge, then climb just left of the arête to a good ledge at the top and tree belay.

**** Scalar** 120 feet Very Severe (1962/1963)

An excellent route crossing the big wall. Start as for Scalar Arête.

1 60 feet. 4c. Climb the corner to the roof, then make a rising traverse rightwards, peg, into a corner/crack. Ascend this to a good ledge and belay.

2 60 feet. 4c. Follow the corner to the roof, peg, and surmount this to gain a wide crack. Climb the crack to finish.

Variation

The Direct Start 60 feet Hard Very Severe

Start at a short corner and ledge 15 feet right of the normal start.

1 130 feet, 5b. Go straight up then over the roof to join Scalar at the corner/crack. No gear until the original route is joined.

***** Moonwind** (Direct) 130 feet E5 (9.4.81)

Superb climbing up the big wall right of Scalar Arête with a tremendous finale on the steep white headwall above the roofs. Start below the short steep wall just right of Scalar Arête.

1 130 feet. 6b. Go straight up the wall to a small roof and peg. Move up left then back up right to another peg under the first of two central roofs. Pull up to gain a horizontal crack. Traverse this wildly left and pull over on a prominent sloping hold. A hard move to reach a jug above the next roof then a step right leads to a good finger flake and pocket. Pull straight over then move up right to a small flake and resting place. Climb straight up the middle of the wall finishing up a short crack.

The Maiden 100 feet E3 (28.1.82)

Start as for Hedera Wall.

1 50 feet. 5b. Climb leftwards to the arête and follow it to the stance on Scalar. Loose in places.

2 50 feet. 6a. Re-gain the arête and climb up right to the peg on Hedera Wall. Move left to the arête and an in situ thread, then steeply climb the arête until a step left into Scalar leads to the top.

Hedera Wall 110 feet E3

This route follows the steep wall between Scalar and the obvious deep crack of Ivy Sepulchre. Start directly beneath the wall.

1 110 feet. 6a. Go straight up for 15 feet. Move up right then back left. Go up for a few feet then good holds lead to a peg just below a scoop. Pull into the scoop with difficulty and exit rightwards on rather dubious holds. Climb straight up the wall exiting left at the top on to a good ledge and belays.

*** Ivy Sepulchre** 110 feet Very Severe (16.5.59)

A good climb up the deep crack.

1 60 feet. 4c. Go straight up the crack to a bulge. Surmount this, then go up the crack again. Move up right to a good ledge and belay.

2 50 feet. 4c. Move back left to the crack and follow it to the top of the crag.

*** Titus** 110 feet Hard Very Severe (1963)

Start just right of Ivy Sepulchre.

1 60 feet. 5a. Climb the short corner to the roof then step right to reach the crack. Ascend this over a bulge at its top to a good ledge and belay.

2 50 feet. 4b. Climb the thin crack in the wall directly behind the belay to the top.

Wackeroo 160 feet E2 (1964/1975)

Start just around the arête from Titus.

1 60 feet. 5b. Climb up to a peg then enter the groove on the left. Follow this over a bulge into a scoop and pull out leftwards onto the arête to belay as for Titus.

2 100 feet. 5c. Step back onto the arête and climb this to gain a traverse line crossing the steep slab on the right. Follow this, peg, to its end and make a hard move up into a groove. Climb up leftwards and pull onto a small ledge. Traverse left to the arête (loose) and finish up this.

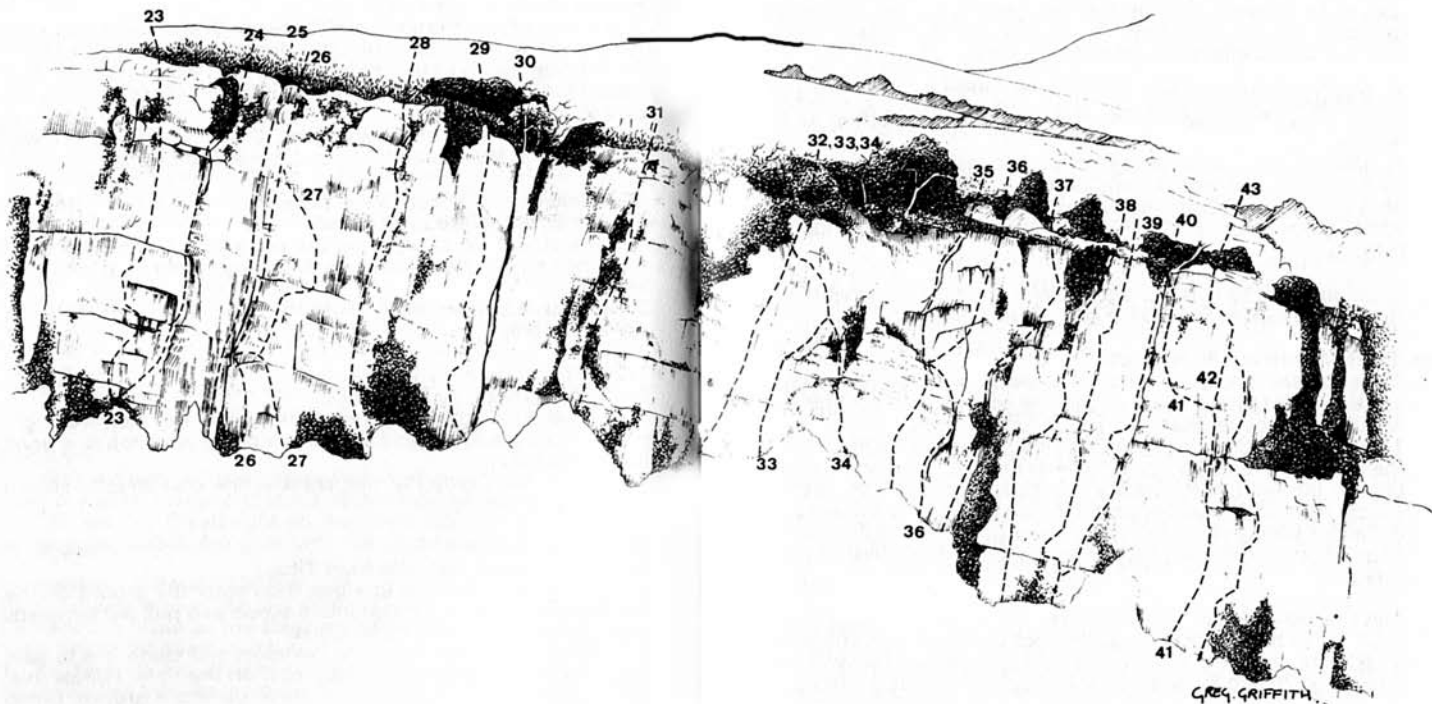
Variation

Direct Finish 50 feet E1 (1982)

A worthwhile pitch.

2a 50 feet. 5b. Follow the arête on its left-hand side to a small bulge and thread. Step right then go straight up to reach jugs and the top.

Craig y Forwyn — Main Crag Right-Hand



23 Moonwind (Direct) E5
 24 Scalar VS
 25 Ivy Sepulchre VS
 26 Titus HVS
 27 Wackeroo E2
 28 Rocker HVS

29 Space Mountain E5
 30 Ash Groove VS
 31 Glade Arête VS
 32 Thatch S
 33 Stretch VS

34 Burgess Wall E2
 35 Panorama E3
 36 The Groan E3
 37 Square Cut Chimney HS
 38 Duchess HVS

39 Sunset Strip HVS
 40 Route 66 VS
 41 Sangfroid HVS
 42 Sangfroid Direct E2
 43 The Snake E2

The Hurting 110 feet E3 (6.6.83)
Quite serious and with a tricky start. Start 15 feet right of Wackeroo.

1 110 feet. 6a. Climb the bulging wall rightwards to a thread runner on the arête then climb up left to join Wackeroo at the end of its traverse. Pull up into the groove (as for Wackeroo) (possible belay) and climb to its top. Go rightwards into a shallow scoop, climb this, then finish direct.

Mad World 130 feet E4 (25.4.84)
Takes a line between The Hurting and Rocker, starting as for Rocker.

1 130 feet. 6a. Climb Rocker until it is possible to swing left to a wider crack and thread. Step left to a ledge then climb the wall above to a peg. Surmount the bulge to reach two threads and easier ground above which leads leftwards to finish as for The Hurting.

The slanting groove to the right of Wackeroo is taken by **Rocker**, Hard Very Severe, 5a (1964) a poor route with much vegetation.

*** **Space Mountain** 90 feet E5 (26.7.82)
An excellent pitch, continuously steep with only sufficient protection. It follows a line of shallow scoops up the white wall left of Ash Groove. Start just left of Ash Groove.

1 90 feet. 6a. Step left from the tree stump and climb up into the first scoop. Balance up rightwards to good holds in the break, peg on the right, then fingery moves lead up left into another scoop. Ascend rightwards past a thread to jugs, then move back left into a slim groove. Follow this to jugs below the final bulge. Step left and surmount the bulge finishing direct past another thread.

Ash Groove 90 feet Very Severe
Start at the back of the bay at the foot of an obvious chimney.
1 90 feet. 4c. Move left into the crack/groove and follow it over a bulge at 70 feet to belay on the large ash tree at the top.

* **Sinister Chimney** 90 feet Severe (1962/1963)
Start at a cavern at the base of the obvious chimney.
1 90 feet. 4b. Bridge up the chimney to the roof, then move on to the left wall, peg. Re-enter the chimney above and follow it in the same line, moving out right for the final moves.

Savage the Cabbage 80 feet E1 (17.4.85)
Start as for Sinister Chimney.
1 80 feet. 5b. Climb the right arête of the chimney via a shattered groove and move onto the tower on the right at half-height. Ascend this, thread, to finish.

Eight-Footed Exercise 110 feet Hard Very Severe (2.1.82)
A scrappy approach to a good finishing crack. Start below an open groove right of Sinister Chimney.
1 110 feet. 5a. Climb the easy groove, over a bulge, and the steep finishing crack.

The Electric Butterfly 130 feet Very Severe (19.4.81)
Start midway between Sinister Chimney and Glade Arête beneath an obvious flake crack.
1 130 feet. 4b. Ascend the wall to the flake and climb this to its top. Step left then go straight up to a tree. Take the slab on the left, trending right to finish.

Glade Arête 130 feet Very Severe (9.65)
The obvious arête, usually containing a fair amount of vegetation, gives an interesting climb. Start below the left-hand side of the arête.

1 130 feet. 4c. Ascend rightwards to the arête then go back up left to a ledge (possible belay). Go right onto the arête again, peg, and follow it to a ledge beneath the final steep slab. Either go straight up the arête on small holds (best) OR traverse left and climb a short, easy groove.

** **The Fun House** 130 feet E4 (25.12.84)
A strenuous line up the wall just round to the right from Glade Arête. Start 10 feet left of the stile.

1 60 feet. 6a. Climb steeply up to a flake with two old pegs at its top. Swing up left to a hole, thread, then climb the overhanging wall past a peg into a very faint groove. Climb this to easy ground then traverse left to belay just around the arête.
2 70 feet. 5c. Step back around the arête and climb the wall just to its right avoiding easier alternatives to the left, past two threads.

* **Purple Haze** 130 feet E3 (1977)
Start at the stile just right of the last route.

1 60 feet. 6a. Step off the stile and climb up to a ledge with a perched block, peg. Traverse right and make a hard move into the corner. Ascend this to the roof, then pull out onto the right arête. Go leftwards, then straight up the wall above to a triangular ledge.
2 70 feet. 5c. Move left to a friable hold. Climb straight up then slightly right and climb the wall direct.

Variation
The obvious corner just right of the stile has been climbed at 5c joining Purple Haze at 25 feet.

Gone with the Gonads 50 feet E1 (26.8.84)

Start just right of the corner, right of the stile.

1 50 feet. 5c. Climb the wall trending rightwards to a bolt on Thatcher Traverse. Abseil off or traverse right to a belay in Thatch.

Just right again is an obvious deep chimney crack which gives the next climb.

* **Thatch** 120 feet Severe (15.4.64)

1 50 feet. 3a. Scramble up over easy rock to a good belay in a shallow groove.

2 70 feet. 4a. Move up to the roof then step onto the arête on the right. Climb the arête and re-enter the chimney above. Follow this finishing through the thatch at the top.

Variation

Thatcher Traverse 150 feet Hard Very Severe (1970)

2a 60 feet. 5a. Traverse left from the cave to belay on Glade Arête. One bolt runner.

3a 90 foot. 4c. As for Glade Arête.

Stretch 110 feet Very Severe (1962/1963)

Start just right of Thatch.

1 70 feet. 4c. Climb the short wall to a groove. Follow this and the crack above, then go rightwards over some blocks to a good ledge.

2 40 feet. 3c. Climb the wall behind the stance for 10 feet then traverse left around the arête into Thatch up which it finishes.

To the right of Stretch the wall steepens and several good routes are to be found.

The Space Race 120 feet E4 (27.4.84)

Start just right of Stretch.

1 80 feet. 5c. Climb up to a small roof. Surmount this, thread, and climb the slim groove above, peg, to an in-cut corner. Ascend this to a ledge. Belay on the right.

2 40 feet. 6a. Gain the thin crack in the wall above with difficulty and climb this, peg, to finish.

* **Burgess Wall** 120 feet E2 (4.76)

A strenuous route with adequate protection. Start 10 feet right of The Space Race below a peg at 20 feet.

1 80 feet. 5c. Climb leftwards at first then go back up right to the peg. Enter the slim groove on the left and climb it to a little overhang. Surmount this then go up the in-cut corner above to belay on the ledge as for Stretch.

2 40 feet. 3c. Finish as for Stretch.

* **Burgess Wall Right-Hand** 120 feet E4 (16.6.82)

A strenuous first pitch leads to an exciting finish over the top bulge. Start as for Burgess Wall.

1 80 feet. 6a. Ascend steeply to a ledge at 20 feet then go up rightwards, crux, to the horizontal break. Traverse 5 feet left then move up to a slim right-trending groove above. Follow this and the short, slabby wall to the ledge and belay as for Stretch.

2 40 feet. 5c. Climb the wall behind the stance for 10 feet then traverse left onto the arête (as for Stretch). Move up, then gain the bulge on the right via a good flake. From the peg in the break above, move left and finish with a long reach.

* **Man Alive Direct Start** 80 feet E3 (3.7.82)

Start 15 feet right of Burgess Wall.

1a 80 feet. 6a. A line of obvious flakes leads directly up the bulging wall to a small thread in the break at 25 feet. Go up rightwards to join Man Alive in the in-cut corner. Climb this but instead of moving left, continue in the same line until a higher traverse left gains the stance.

* **Panorama Direct Start** 80 feet E3 (10.8.85)

1a 80 feet. 6b. Go straight up the wall between Man Alive Direct Start and the ordinary start of Panorama past two threads. More in keeping with the upper pitch.

* **Panorama** 120 feet E3 (3.8.82)

Good climbing up the pocketed wall left of The Groan. Start just right of Man Alive Direct Start.

1 80 feet. 6b. Boulder out the initial wall, thread, to reach the break then climb up leftwards into the in-cut corner. Step out right and climb straight up on good pockets until a traverse right leads to the stance on The Groan. Poor belays.

2 40 feet. 6a. Climb the overhanging groove/crack above the belay, past a bomber thread placement at half-height, moving slightly rightwards at the top.

Man Alive 120 feet E1 (1971)

Start at the base of the chimney right of Panorama. An obvious line leads left across the wall.

1 80 feet. 5b. Move up a few feet then traverse left across the steep wall and pull up onto a ledge below an in-cut corner. Climb the corner for a few feet then swing out left on to a good hold. Cross over to the ledge on the left and belay as for Stretch.

2 40 feet. 3c. As for Stretch.

* **The Groan** 110 feet E3 (13.6.71)

Takes the groove and bulging wall left of the chimney. Start as for Man Alive.

1 70 feet. 5c. Climb up to the foot of the groove and follow it to a ledge and poor belay.

2 40 feet. 6a. Traverse out right a few feet then go straight up the bulging wall, peg, to the top.

Square Cut Chimney 130 feet Hard Severe (30.7.65)
This route climbs the obvious chimney right of The Groan.

1 50 feet. Climb up a short easy slab and gain a crack. This leads to a ledge and belay at the foot of the open chimney above.
2 80 feet. 4c. Climb the chimney for 30 feet then swing out right on to the arête. Ascend rightwards to the foot of a left-trending groove. Climb this to finish.

Variation

* **The Direct Finish** 70 feet Hard Very Severe
2a 70 feet. 5a. Climb the chimney to where it closes completely, then pull over the bulge, good nut placement, and finish direct.

** **Duchess** 140 feet Hard Very Severe (29.8.79)
Square Cut Chimney is bounded on the right by a long slabby wall. Start midway between the chimney and the arête.
1 140 feet. 5a. Climb up to a thin crack in the slab then follow this to a small grassy ledge. Move right for 5 feet then ascend leftwards on excellent pockets to a broken crackline which provides the finish.

Variation

* **Variation Start** 60 feet Hard Very Severe (3.3.82)
1a 60 feet. 5a. The slab 15 feet right of the thin starting crack provides an interesting alternative joining Duchess at the grassy ledge at half-height.

* **Sunset Strip** 160 feet Hard Very Severe (1968/4.74)
Another fine route up the slab. Start down right from Duchess in a corner.
1 40 feet. 4c. Climb the corner to the roof, then traverse leftwards to the arête and belay on small ledges.
2 120 feet. 5a. Enter the groove behind the stance and move right into a thin crack. Follow the crack until a move left onto the slab is made, then climb up to a flake which leads to a ledge. Step right and climb the short, steep wall to finish.

Variation

The Direct Start 30 feet Hard Very Severe (3.8.2)
1 30 feet. 4c. A poor variation, taking a line of dubious flakes directly to the stance.

Autobahn 140 feet E3 (22.5.82)

Start as for Sunset Strip.
1 140 feet. 5c. Climb the right arête of the corner then cross left and pull leftwards between two small roofs to reach a ledge on the arête. Climb the arête to another ledge. The wall above, peg,

is the crux and leads to better holds rising left onto the arête up which the route finishes. A hold has since disappeared – the route may now be a little harder.

** **Route 66** 140 feet Very Severe (1962/1963)
A fine, popular route. Start below the corner as for Sunset Strip.
1 90 feet. 4c. Climb the corner for 20 feet then traverse right to the arête. Ascend the arête to a steep wall and climb this exiting left or right on to a good ledge and belay.
2 50 feet. 4b. Follow the obvious corner behind the stance to finish.

** **Manhattan** 140 feet E5 (13.8.82)
Excellent climbing up the lower part of the huge wall right of Route 66. Start below the middle of the wall.
1 140 feet. 6a. Ascend to a peg at 20 feet then go straight up again, difficult. Trend leftwards to a second peg in a horizontal break. Shuffle left past the peg then go straight up to an undercut flake. Move left to another flake then a long reach gains holds above leading left into Route 66 up which it finishes.

* **Variation** 140 feet E4 (3.8.85)
1a 140 feet. 6a. Alternatively climb directly up the wall just left of the normal start, thread, over a small roof to a junction with the original route.

** **Sangfroid** 160 feet Hard Very Severe (21.11.73)
An excellent route. The best of its grade on the crag giving steep climbing in airy positions. Start right of Manhattan below an obvious flake high on the wall.
1 30 feet. 4a. Climb easy ground to a small bush. Belay.
2 130 feet. 5a. Climb up past several small ledges to gain the base of the flake. Follow this to its top then make an exposed traverse left across the wall stepping down onto the arête at the end. Move left and finish up the corner.

Variation

*** **Sangfroid Direct** 120 feet E2 (30.1.81)
A superb pitch taking a very direct line.
2a 120 feet. 5c. Follow Sangfroid to the top of the flake. Pull out right to another flake on the steep headwall and climb this to a small ledge. Follow the shallow corner above to reach a ledge and finish either direct or by a short traverse onto the left arête.

The wall and wide crack leading up to and through the roof 10 feet right of Sangfroid has been climbed at E1, 5b.

**** The Snake** 130 feet E2 (2.5.71/1.74)

A very good route taking the twin flakes high on the arête right of Sangfroid. Start in a shallow corner directly beneath the jutting roof.

1 80 feet. 5c. Climb the corner to the roof then step right onto the arête. Pull over the small bulge to a crack. Climb this to its top then transfer to another steep crack on the right. Ascend this to a rubble-covered ledge.

2 50 feet. 5c. Climb leftwards to a small ledge at 20 feet. Go up the shallow corner above and either finish direct or by a short traverse onto the arête on the left.

Variations (1981)

2a 60 feet, E3, 5c. Climb the wall behind the stance leftwards at first then back right to finish. Bold.

2b 50 feet, E2, 5b. A better way to climb the pitch. Go straight up into the niche, pull up, then exit rightwards to finish through the fence at the top.

**** The People Mover** 140 feet E5 (31.3.84)

A superb, hard route taking the fine white wall right of The Snake. Start 20 feet right of The Snake.

1 80 feet. 6b. A shallow groove leads past two threads to twin bolts below the headwall. Go straight up for 10 feet then transfer right and move up to a thread with difficulty. Continue direct to the big ledge.

2 60 feet. 5c. Move out left as for The Snake pitch 2 then attack the wall above direct via a black streak and a final huge jug.

Stripper 100 feet Severe (1963)

The deep chimney crack right of The People Mover.

1 70 feet. 3c. Climb the crack to a small ledge and go over this to enter the chimney above. Follow this to an awkward exit under a large chockstone to finish on a huge grassy ledge with tree belays.

2 30 feet. 3b. From the tree go 10 feet left and climb a short groove to finish.

Sour Grapes 110 feet E2 (31.1.81/1984)

Takes the arête right of Stripper. Start at the foot of the arête on its right-hand side.

1 80 feet. 5c. Climb the arête for 15 feet then move up leftwards to a small roof, peg on the right. Pull over by a prominent jug on its lip and move rightwards to a short flake. Go up leftwards to the large grassy ledge. Tree belay.

2 30 feet. 5a. Climb the cleaned wall directly behind the large tree.

Di's Delight 70 feet E2 (18.8.83)

1 70 feet. 5b. A filler-in up the slabby wall between Sour Grapes and Top Cat finishing any way from the grassy ledge.

Zonesthesia 220 feet E1 (11.8.0)

An interesting girdle of the right-hand side of the cliff. Start as for Top Cat.

1 40 feet. 5a. Climb Top Cat for 30 feet then traverse left around the arête to a belay in Stripper.

2 50 feet. 5a. Drop down a few feet then make a rising traverse across the steep white wall to the arête. Move round and go up to a belay on Sangfroid. A bold pitch.

3 70 feet. 5a. As for Sangfroid to a belay in Route 66.

4 60 feet. 5a. Traverse left onto the arête of Sunset Strip then go leftwards to a ledge. Take the easier ramp over on the left to finish.

Top Cat 120 feet Very Severe (1965)

To the right of Stripper a crackline in the wall provides a mildly pleasant route.

1 90 feet. 4c. Climb up to a small ledge, step left and climb the crack to reach the huge grassy ledge. Tree belay.

2 30 feet. 3a. Over to the right of the ledge is a vegetated groove. Climb this to the top.

TWO TIER BUTTRESS

The most recently developed part of the crag. The Upper Tier is clearly visible from the road while The Lower Tier is hidden by trees below and to the right.

To approach, walk 500 yards down the road from the main crag approach path, and ascend a scree slope, through trees, until The Lower Tier is reached. This is clearly recognizable by its bulging central wall. The wall here being about 60 feet in height.

For The Upper Tier, walk leftwards under the Lower Tier and climb over the wall. Go through bushes and scramble up left to a ledge running back right to the foot of the steep striped slab.

LOWER TIER

Limestone Cowboy 30 feet Severe (1.6.82)

1 30 feet. 3a. The corner round the arête right of Making Memories.

Making Memories 60 feet E2 (26.2.85)

1 60 feet. 5c. Climb the groove right of Making Movies, moving left at its top and up to a bolt. Trend up right to a flake and finish on the left.

N.B. Has been led without the bolt runner.

* **Making Movies** 60 feet E3 (3.6.81)

A fine sustained little route on excellent rock. Start just right of the middle of the wall.

1 60 feet. 6a. Climb to a thread at 10 feet then go up again to a peg. From the peg move up right to the start of a shallow left-trending groove. Ascend this past two small threads then step left on to a small ledge. Straight up the wall above to the top. Peg belays.

* **Skateaway** 60 feet E3 (12.6.81)

A nice companion route to Making Movies. Start just to its left. 1 60 feet. 6a. Go straight up the bulging wall to a thread at 20 feet. From the thread move up left to the foot of a slim groove. Climb this, over a small roof and finish up the easier wall above. Peg belays.

Eastbound Train 60 feet Hard Very Severe (6.6.81)

Start below the arête left of Skateaway.

1 60 feet. 5a. Climb the arête until it is possible to move on to the wall on the right. Ascend this into the slim groove of Skateaway. Cross this and move up onto a ledge. Finish straight up.

Rock On, Severe, 3a, (6.6.82) and **Face Value**, Very Severe, 4c, (6.6.82) take parallel lines up the wall left of Eastbound Train. Rock On is the crackline on the left while Face Value more or less follows the right-hand arête.

Jackdaw Chimney 70 feet Very Difficult (30.5.81)

Start at a deep chimney left of Eastbound Train.

1 70 feet. Climb the chimney, go over a large jammed boulder, and move up left to finish up a wide crack and easy wall.

Romeo 70 feet Very Severe (30.5.81)

Start left of the chimney at an obvious corner/crack.

1 70 feet. 4c. Climb the right wall of the corner then move up rightwards into a chimney. Hand-traverse out left to a wide flake crack and ascend this to finish.

Juliet 65 feet E1 (5.7.81)

Strenuous jamming up the initial crack leads to an unpleasant battle through vegetation to finish. Start just left of Romeo below a steep crack.

1 65 feet. 5b. Enter the crack and follow it over a bulge at the top onto a ledge. Finish either left or right.

Amateur Dramatics 40 feet E2 (3.8.83)

1 40 feet. 5c. Climb the loose crack and groove just left of Juliet.

UPPER TIER**Into The Gap** 50 feet E3 (20.4.84)

Start 30 feet right of the deterioration of the crag at the foot of an obvious tower.

1 50 feet. 5c. Climb the wall steeply (wide crack on the right) to the break. Move up and right to a crack in the headwall and finish up this. Large 'Friends' useful. There is a peg belay in the platform 20 feet back.

Good Friday Groove 50 feet E1 (20.4.84)

Start 15 feet right of Into The Gap.

1 50 feet. 5b. The crack/groove is climbed in its entirety to finish over an unsound block. Belay as for Into The Gap.

Notta Bleck 50 feet Hard Very Severe (20.4.84)

Start 5 feet right of Good Friday Groove.

1 50 feet. 5a. Climb the scoop to the remains of a slender flake and pull onto the ledge above. Ascend the groove moving left at the top with some loose rock to finish. Belay as for Into The Gap.

Physical Diagnostic 60 feet E3 (17.6.82)

Good climbing up the shallow groove right of Notta Bleck.

1 60 feet. 6a. Boldly gain the groove and follow it to a flared slot at its top. Swing out onto the left arête and climb this, peg, to the top.

Napalm Sunday 70 feet E4 (14.4.84)

A very bold route crossing The Black Hole from left to right. Start between Physical Diagnostic and The Black Hole.

1 70 feet. 6b. Climb the slab then step right onto a ledge just above the thread on The Black Hole. Go straight up to the peg on The Black Hole then move up right to reach a thin break. Make a hard move up and right on an undercut for a good hold, thread, then lunge for the top.

* **The Black Hole** 65 feet E4 (7.4.84)

A superb bold pitch up the centre of the slab right of Physical Diagnostic starting 15 feet right of that route.

1 65 feet. 5c. Go straight up the grey wall to a scoop at 20 feet, thread on its left side. Pull directly out of the scoop and go straight up the wall on the right into a second scoop and peg. Move up to the thin break above then swing left to finish up a slight groove.

* **Livingstone, I Presume?** 65 feet E4 (7.4.84)

An immaculate pitch, bold to start but with a well-protected crux. Start 15 feet right of The Black Hole, near a tree.

1 65 feet. 6a. Climb up into a very slim groove and follow it boldly to a peg. Pass this directly via a slight groove to a good hold and continue direct up the flake crack above to the top, thread.

Bush Doctor 65 feet E2 (7.4.84)

The next slim groove to the right gives a neat pitch. Start just right of the tree.

1 65 feet. 5b. Climb grey rock direct into a scoop, thread. Step up left then ascend into the obvious groove/crack, thread. Climb this directly to the top.

Bush Rush 60 feet Very Severe (15.4.84)

The partly cleaned slab right of Bush Doctor gives an awful route.

1 60 feet. 4b. Climb a dirty crack to a ledge, trend rightwards then go up back left to finish. Yeuch!

Electric Avenue 60 feet E1 (7.4.84)

1 60 feet. 5b. The long black slab at the right-hand side of the wall is climbed passing a thread and peg.

