

Newgale Bouldering

Thanks to www.midwalesclimbing.com

This tidal venue offers great bouldering on clean, slopy rock. Care should be taken in some of the caves with friable holds on rotten bands; generally these are obvious to the eye. The landings are generally quite friendly but pebble shift can expose bare rock landings, a mat is definitely recommended. The pebble levels do shift a lot (up to a metre and a half) and each visit to the crag will feel different. The grades given are at best approximate, and on any given occasion the starting position of a problem will vary greatly. Some problems can be climbed even when raining.

Newgale is mentioned in the Pembrokeshire climbing guide as an afterthought. It has long been used as a bouldering venue but as yet nothing specific has been documented until now. Many problems have probably been climbed before but not named or graded; maybe there is no need? It's done now!

WARNING! The Newgale Caves are a tidal venue and are inaccessible at high tide. You can easily become cut off should the tide come in while climbing! Always check local tidal information before climbing. Newgale tidal/surf reports are available on 01437720698 (recorded message service, calls charged at local rate).



Cave 4

This cave is host to the largest concentration of quality problems and varied moves. Bounded on the left by the L.O. (Little Overhanging) Wall. Interest on the Back Wall and potential on the right hand B.O. (Big Overhanging) Wall.

L.O. WALL:

1. The Brethren V0+

From a sit down start on the right hand side of the Pyramid Stone. Work up leftwards to a standing position on the Pyramid, finish standing on the slab. Traverse left or jump off.

2. Tidal Race V5

Start with both hands in the undercut rail. With effort step off the floor, reach for the lip and go for the mother of all rock overs! Two hard moves, which is the crux?

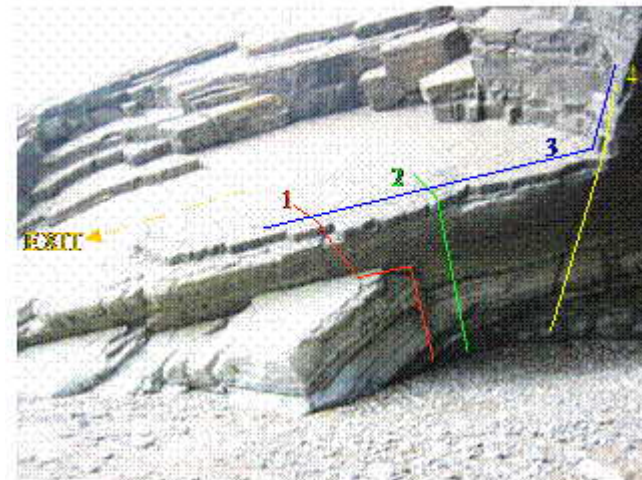
3. Lloyd Llewyn Onn V7

From a standing start on the left of the Pyramid Stone. Hand traverse left to right until a campus move gains the jug in the right wall. Rock up to a standing position on the slab to finish. Then ponder on how to return to earth.

Footloose and fancy free or heel hook heaven?

4. Project (Seeping Crack Of Dhobar) V?

At last, a straight up line! From a sit down start follow the crack to finishing holds above the lip. Rock up to a standing position on the slab to finish.



5. **Boxsnot V6**

From a sit down start where the LO Wall meets the Back Wall follow the rising diagonal line to the large sloping ledge, Span to the large triangular finishing hold.

6. **Cocksnot V3**

From starting holds on the pedestal most folk will be in heel hook heaven. Lurch or cruise for the large sloping shelf way over left, adjust your feet and the triangular finishing hold is yours. The harder sit down start following the ramp from the right goes at V5.

7. **Bamforth Go Forth V2**

The sit down start to the highest ramp above the *Cocksnot* ramp. Finish on holds where the ramp meets large fractured block.

8. **Cilan V3**

The far right ramp. A similar style problem to No.7, suction pads are useful. A sit down start follows the full ramp-line until a precarious drop onto the slab may be attempted. Top tip... Don't place a mat on the slab as the finishing drop zone!



9. **Project V?**

The overhanging overlap.

10. **Caught In The Act V1**

The first and lowest rising traverse on the most seaward seam. Finish on the sloping shelf. SDS. From the sloping shelf a few more moves gain the next seam directly above at an entertaining V2.

11. **Quartz Trek V0**

A great warm up problem, tremendous journey and obvious natural line.

From a sit-down-start allow your hands to follow the quartz seam, rock over onto the slab. Surprise! Continue the journey into Cave 3, unusually a problem that starts and finishes on terra-firma!

Quartz Trek-The Next Generation V0+

The return journey!!!



Cave 3

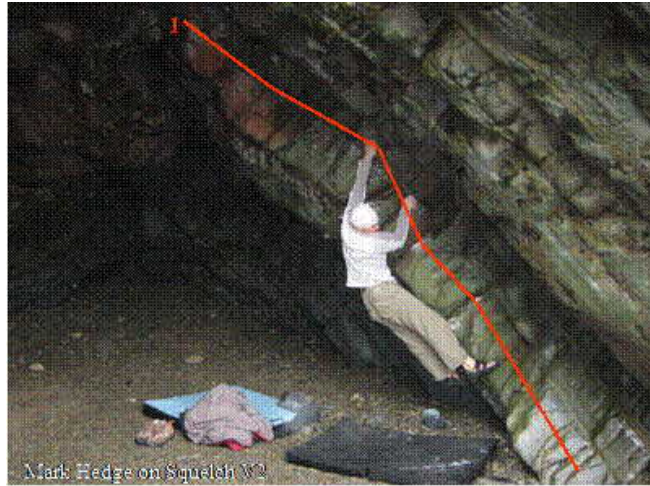
A narrow wet cave with few obvious lines. In prolonged periods of dry weather this cave may offer further problems.

1. **Squelch** V2

From sloping holds on a sit down start, traverse up and leftwards to finish at the obvious jug. Standing start goes at V1.

2. **Pokey Bum Wank** V0+

The first and lowest break on the left side cave entrance.



Cave 2

This is a very wet cave holding pools of water from high tide. There are no obvious lines to climb however with a little enthusiasm (and possibly some wet feet!) routes may be found.

4. **Spuff Monkey** V1

The first and lowest rising traverse on the most seaward seam. Finish via a campus move to the large block above. Beware of the fractured block left of the final move.

5. **Porky** V3/4

Similar style of climbing to Slim in Parisella's though with more meat on it!

A problem through the largest section of roofs. From large starting holds span the roof. Gain good holds in the seam and campus to gain the juggy finish. Rock over onto the slab.

6. **Newgale Air Miles** V2

A great highball problem, a bit scary!

From a standing start o jugs pull up to gain the middle seam. Follow the seam passing a vague groove, here the footholds run out and the hand-holds rounded. A high and committing span out left gains the finishing jug. Rock over onto the slab to finish.



Cave 1

The deep slash in the cliff, the obvious seaward wall is only a rock layer thick.

1. **Projection Detection V3**

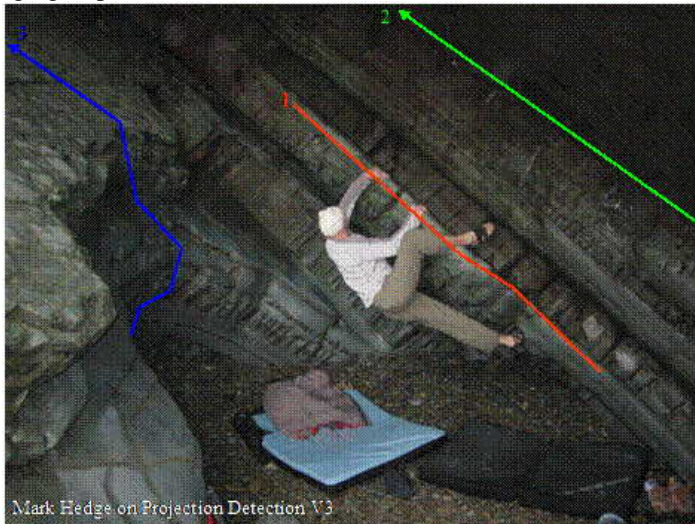
From a sit down/hanging start take a rising and increasingly pumpy traverse along the rounded break until it is possible to step onto the slab.

2. **Project???** V?

From a standing start right of Projection Detection. Undercling the roof crack to finish on the slab as with previous route.

3. **Project???** V?

From a sit-down-start in the alcove use the sloping holds to gain the upper slab negotiating the 3 overhanging steps. Hard work indeed!



Mark Hedge on *Projection Detection V3*

Scoop

The first problem reached walking from the car park.

1. **Mouflon Rouge V3**

From a sit down start follow the lowest rising diagonal line on the outer (lowest) cave lip to the obvious jug. Rock over onto the slab to finish.

2. **Hat Factory V1**

From a sit down start follow the rising diagonal jug line on the middle seam of the cave lip. From the finishing jug of *Mouflon Rouge* rock over onto the slab to finish.

3. **Knights Move Eliminate** Vdynamic!

A pointless but real fun eliminate! Feet free to the finish. Hang the massive start jug, launch diagonally leftwards to the next jug and campus straight up to the finishing ledge. Foot on and rockover.



Graded List
 SDS Sit Down Start
 ST Stand Start

V0				
Quartz Trek				
Next generation				
The Brethren				
Pokey Bum Wank				
V1		V2		
Hat Factor	S.Taylor		Newgale Air Miles	S.Taylor
Spuff Monkey	S.Taylor		Squelch (SDS)	M.Hedge
Squelch (S.T.)	M.Hedge		Bamforth Go Forth	M.Haedge
Caught in the Act	M.Hedge			
V3		V4		
Mouflon Rouge	M.Hedge			
Projection Detection	M.Hedge			
Porky	M.Hedge			
Cocksnot (ST)	M.Hedge			
Cilan	M.Hedge			
V5		V6		
Tidal Race	M.Hedge		Boxsnot	M.Hedge
Cocksnot (SDS)	M.Hedge			
V7				
Lloyd Llewyn Omn	M.Hedge			