



Screda Point

SS 223 245

Screda Point lies to the south of Hartland Quay. It is easily reached and, having a spread of enjoyable routes on solid rock, is a good area for a first visit to the Culm. However, climbing is greatly affected by the state of the tide. It is wise to consult the tide-tables and arrive an hour or two before low water, especially if you wish to climb the easier routes on the seaward pinnacles. The slabs are at their best on a summer afternoon when the sun reaches them.

The climbs lie on the slabs and pinnacles, which can be well viewed from the car park of the Hartland Quay Inn. (Indeed the antics of climbers provide a colourful side-show for the visitors). In summer, the pub offers a welcome lunchtime or evening break from entertaining the other patrons. The climbs can be reached along the beach between half and low tide, or via the coast path to the level grass above The Landward Slab.



The Landward Slab

Sharks-teeth Pinnacles

Carnage Wall

CARNAGE WALL

SS 2231 2455

Located at the south end of the beach, just north of the main climbing on Screda Point. The problems are high, plenty of mats and spotters recommended.

1 The Arête f5+

The arête on the left of the wall, big moves on good holds.

2 100mph f7c+

Start as for *Carnage*, but move left on slopy crimps to the jug on the arête.

FA J Squire 23.6.15

3 Carnage f7b

The original, classic line. A stiff pull from a sit start leads to a crimp, then undercuts, followed by a committing move for the top.

FA S Young early 2000s

4 People of the Shire f8a

Links the start of *Carnage* with the finish of *Supercede*.

FA M Cleverdon 20.3.10

5 Corridors of Power f7c

Sit start as for *Supercede* and make a big move left to the crimp on *Carnage* to finish.

FA D Westlake 28.12.08

A variant **Autobahn (f8a+ J Squire 29.7.19)** starts as for *Corridors of Power* but moves left to finish as for *100mph*.

6 Supercede f8a

The main line up the centre of the wall, starting at an undercut below two slopy rails. The standing start is f7c+.

FA T Newberry 5.09

A variant **Superpower (f8a+ J Squire 29.7.19)** moves right from the top crimp finishing via slopers.

7 The Speed of Light f8b+

Start up *The Vault* and climb left through the cruxes of most of the problems to finish up *100mph*.

FA S Kemball 20.10.20

8 The Vault f8b

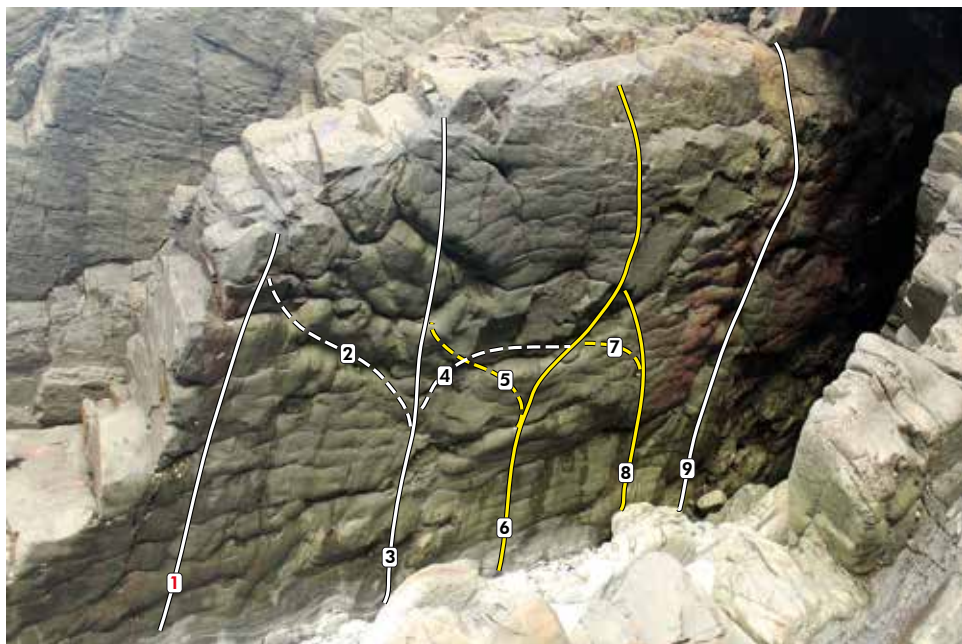
The right-hand sit start to *Supercede*. Start sitting on the obvious block on undercuts and climb up and left.

FA J Squire 26.02.19

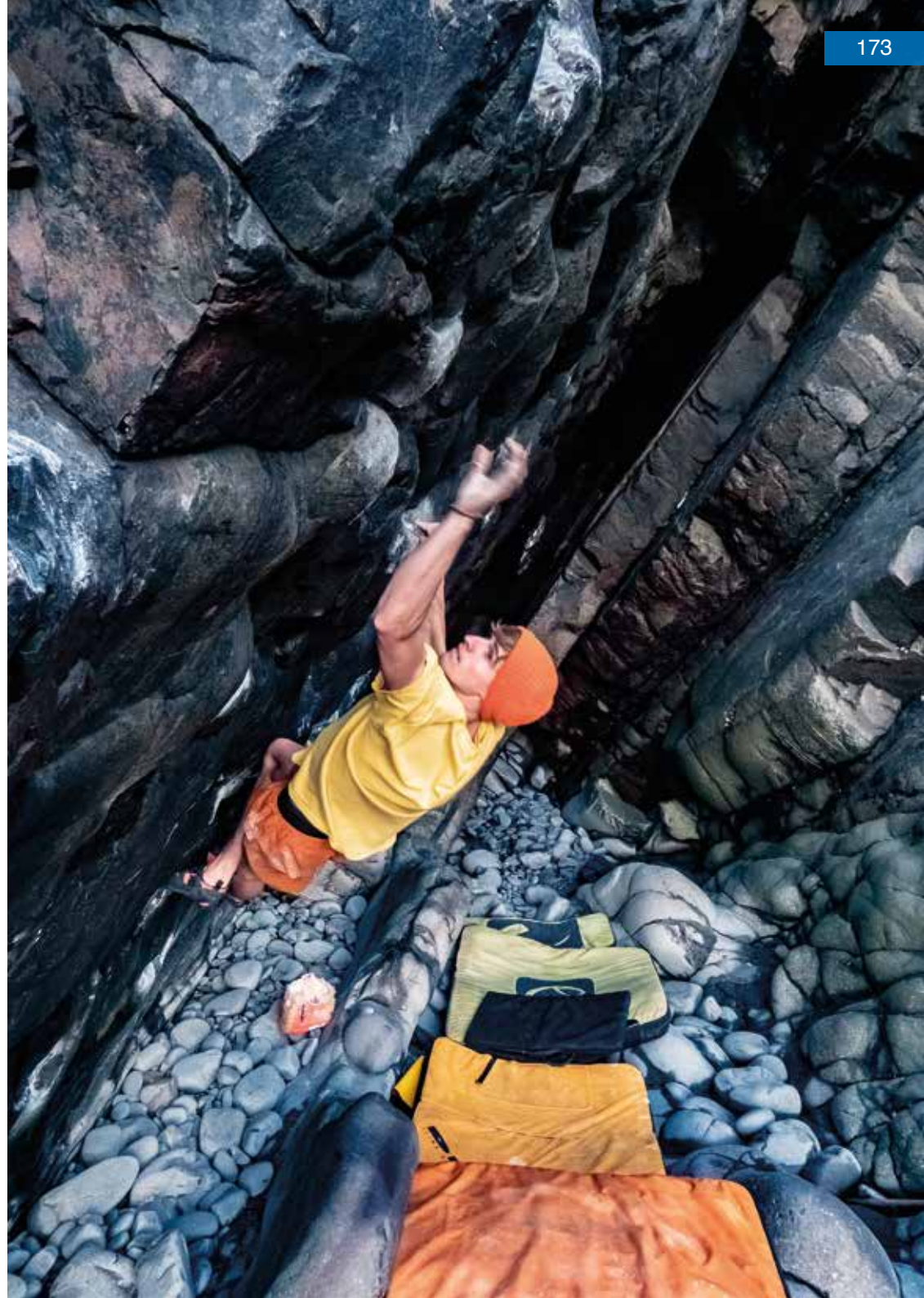
9 Northern Exposure f7b

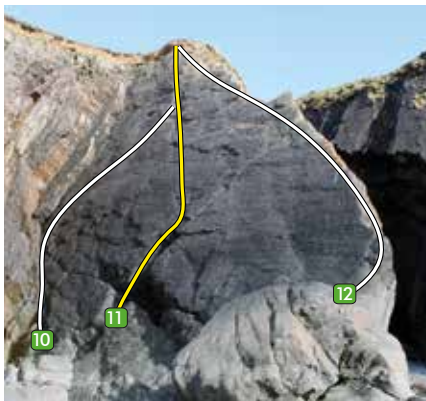
The highball crack right of *Supercede*.

FA M Adams 2009



7 *The Speed of Light* (f8b+ - first ascent) Solomon Kemball MIKE CLEVERDON





Just south of Carnage Wall is a small slab.

10 Pan Pan 12m HS 4b

The left side of the slab to finish near the top of the crack.
FA R Byrom, D Painter 7.08

11 Fizacle 12m S

The diagonal right-to-left crack.
FA Unknown

12 The Cleaver 14m M

The rib on the right.
FA T Patey, V Stevenson 27.9.59

The wide crack in the overhang behind *The Cleaver* is a

13 Micro Non Entity 9m E4 5c

A short route that packs a punch.
FA A Grieve, K Palmer 24.8.86

14 Misguided Ghosts f6c+

The thin diagonal crack to the right from a sit start.
FA J Surman 2009

15 Labyrinth f6b

This follows the lip of the ramp to the right from a sit start. Don't reach back to the jugs!

16 The Aerodynamic f7a+

Pull on using a tiny crimp and spring to the horn.
FA T Newberry 2009



LANDWARD SLAB LEFT

At the extreme left-hand end of The Landward Slab is a triangular cave, above which are impressive overhangs. The whole area appears to remain damp even in the driest of periods. The following three routes are centered on this cave and are graded for the normal damp conditions.

17 Water off a Duck's Back 24m E1 5b †

Start in the triangular cave. Climb the foul-looking crack, the bulging, slanting chimney above, and continue up easier terrain to finish.
FA N Dill 23.7.99

★ **18 The Visit to the Quack Doctor 24m E5 6a †**

Start in the cave. Climb the crack as for *Water off a Duck's Back* until it is possible to 'duck' right under the overhangs to a good resting-foothold on the edge of the slab. Make blind moves through the roof to a poor peg and another peg just above. Overcome the final roof on good but spaced holds past a final (good) peg, and climb rightward to finish.
FA S Young 22.7.99

★ **19 Canard 24m E6 6b**

Start in the corner right of the triangular cave, and climb it until able to step left into the middle of the slab. Climb the slab to a massive chockstone (thread). Make bold moves through the roof above to two poor pegs. Pull over another roof (poor peg) and finish up the slab above.
FA S Young 20.7.99



24 Nose Decay (E4) Will Hornby JAMES MANN