

SWANAGE ROUTE DESCRIPTIONS FROM THE DORSET ROCKFAX FOR ROUTES WHICH REQUIRE AN ABSEIL APPROACH

The new guidebook is a bit big hence it is not the sort of thing you want to be carrying while pumping out on a big trad route at Swanage. To help avoid this we have made this little PDF document which has all the route descriptions for routes which require an abseil approach at Swanage. Now you can print out the document and take it with you then if it gets trashed you can just print it out again.

SUBLUMINAL - Pages 165 to 169

BABOON AREA - Page 166

- 1. Via Christina** **HVS 5a**
Start at the far end of the high ledges. Climb the final steep buttress starting from the left.
- 2. Dead Good** **E5 6b**
The left wall of the gully, starting from the gully. Bold moves to finish.
- 3. Greasy Chimney** **VDiff**
Needs no further introduction.
- 4. Suspension** **Sev**
Climb a short corner and ramble to the top.
- 5. Dolphin** **VS 4b**
A nice pitch up the blank rib with no gear to speak of.
- 6. Curving Crack** **Sev 4a**
Safe bridging up the steep corner crack.
- 7. Face** **Sev 4a**
The left edge of the front wall.
- 8. Face Central** **VS 4c**
Poorly protected climbing up the wall past a hole.
- 9. Face Away** **VS 4c**
The groove and wall just right of *Face Central*.
- 10. Baboon** **VS 4c**
Safe and strenuous roof swings to gain the corner above.
- 11. The Grobber** **E1 5b**
An eliminate up the bulges just right of *Baboon*.
- 12. Transcript Direct** **VS 5a**
Graunchy climbing up the steep corner bounding the overhangs.
- 13. Paralysis** **E2 5c**
A neat test-piece up a blank wall, with a committing crux.
- 14. Balcony** **HS**
Gain the jutting block then the flake above.

STROOF AREA - Page 167

- 15. Gangway** **Sev**
Climb some rightward-trending flakes to a rest. Then follow the ramp to its end and finish straight up.
- 16. Juggler** **E1 5b**
Climb the left-hand side of the roof above a narrowing in the ledge, then direct up the smooth wall. A bit scary and not often led.
- 17. Stroof** **E1 5c**
A well protected test-piece for young guns. Amble up the lower section to assault the central upper crack in the white headwall. See photo on page 165.
- 18. Graunchy Grippers** **E1 5b**
Use side-runners in *Spreadeagle* to protect the slim upper groove. An eliminate.
- 19. Spreadeagle** **VS 5a**
Take a direct line to the roof then pull over into the interesting main groove. A polished exit.

- 20. Back Street** **VS 4c**
Easy climbing leads upwards to the delicate slab leading left to a roof. Unusual climbing for the area and a touch bold.
- 21. High Street** **Diff**
This is the easy way out (or in). A good route for a first lead.
- 22. Bypass** **Sev**
Climb direct to an obvious left-facing layback flake.
- 23. Slip Road** **VS 4c**
Climb a short flake in the front of the buttress then pull over a bulge into a corner.
- 24. Thompson's Chimney** **HS 4b**
The steep chimney above the break in the ledge.
- 25. Botany Bay** **VS 4c**
Strenuously climb over the initial bulge into a wide bay. Follow this to easier ground and a corner above. Good fun.
- 26. Battleship Bow** **VS 4b**
A serious lead up the rib above a gap in the ledge. Nice position.

PHILATUS AREA - Page 168

- 1. Double Chockstone** **VDiff**
Climb the big corner with two chockstones.
- 2. Skinhead** **VS 5a**
A worthwhile eliminate straight up steep ground parallel to *Double Chockstone*.
FA. M.Hunt, A.Gilbert 28.8.77
- 3. Bird's Nest** **Sev**
A diagonal line, passing a big ledge, to finish on the arete.
- 4. Puffin** **VS 5a**
Climb direct to the ledge on *Bird's Nest* and finish up the pleasant crack in the wall above.
FA. R.C.White 4.65
- 5. The Indirect Route** **E1 5b**
Good climbing but poor gear. Assault the lower roof and the more delicate arete above.
FA. J Titt, S Titt 14.11.76
- 6. First Corner** **Sev 4b**
Excellent moves and fine gear up the bottomless corner.
- 7. Philatus** **E3 5c**
A real cracker of a face climb which is a 'must' for aspiring hard men/women. Tiring to protect and reachy.
FA. A.Wilmott 7.65
- 8. Poetry in Motion** **E3 6a**
A direct line parallel to *Philatus* but on smaller holds.
FA. P.Oxley 19.2.84 *Pete's first new route at Swanage.*
"800 newies later I still feel as keen as ever".
- 9. Second Corner** **Sev 4a**
Classy, open climbing up the groove above a break in the ledge.
- 10. Freda** **VS 5a**
A favourite of the area which always pleases time after time. It follows the thin crack ('ard) and the delicate face above.
- 11. Grandma's Groove** **E2 5b**
Boldly climb the fingery lower wall to safe, but hard, moves up the tight groove.
FA. A.Wilmott 7.65

- 12. Grandpa's Grope** **VS 4c**
Start up the chimney then step left for another tricky groove.
FA. T.Dunby 14.7.71
- 13. Pedestal Crack** **Diff**
This is the eastern descent or escape route taking the chimney corner at the right-hand end of the ledge.

The next routes start from blocks at sea level.
- 14. Pedestal Face** **VS 4b**
Climb a crack, above the anvil block, to the fault-line. Then move leftwards across the 'pedestal face'.
- 15. Pedestal Chimney** **VDiff**
Start as for *Pedestal Face* then climb the non-descript corner by the pedestal.

AVERNUS AREA - Page 169

- 16. Graduation Day** **E2 5c**
18m. A good climb, requiring some bizarre contortions, up the left-hand wall of the zawn. Start at a corner and ascend flakes to the first roof. Traverse left, then over, to attain a full body-bridge. Climb direct up the chimney to a belay in the rock blow-hole.
FA. S.Titt, N.Coe 24.6.89
- 17. Avernus** **Sev 4a**
20m. A popular and significantly easier alternative to *Graduation Day*. Start near the back of the cave and climb all the way through the chimney/roof to the rock blow-hole belay.
FA. M.Hurn, F.Higgins, D.Partridge 22.8.71
- 18. Rainy Day, Dream Away** **E2 5c**
20m. A safe double-roof-stack above the first part of the ledge.
FA. T.Dunby, S.Titt 7.7.91
- 19. All the Shakespearoos** **E2 5c**
20m. Start above the next rift in the ledge and follow the steep corner, finishing rightwards to skirt the roofs. Pumpy.
FA. P.Oxley 11.12.88
- 20. The Great Rock 'n' Dole Swindle** **E3 6a**
20m. The leaning buttress right of the last route has a hard pull over a roof in to a 'V' groove.
FA. P.Oxley 27.11.88

The ledge ends just beyond so drop down to sea level boulders again - **CALM SEAS ONLY**.
The last routes have a secluded and serious air about them.
- 21. Tangerine Dream** **HVS 5b**
25m. In the left wall of the bay climb a crack, overhang and steep groove to the top.
FA. G.Hounsome, K.Turner 8.4.78
- 22. A Subtle Shade of Emptiness** **E5 6b**
25m. The hardest of the lighthouse routes. It traces a line through the overhung bay, with awkward gear and plenty of arm work. From the back climb an arete, traverse left then blast straight over a bulge. A shallow groove leads (thread) to the top.
FA. P.Oxley 11.5.88
- 23. Close to the Sun** **E4 6b**
25m. More steep stuff through multiple roofs in the right-hand side of the bay - 4 threads on the route.

BLACK ZAWN - WEST - Page 171

1. Sweet Sixteen E5 6a
25m. Supersedes the climb *Just Seventeen* up the face left of *The Peccary*. It is bold low down with little protection. Traverse left past *The Peccary* from the *Astrid* stance and climb the bulging lower wall direct past the poor peg. Continue up the sustained face (thread) to finish up a thin crack.

2. The Peccary E2 5b
25m. Traverse left from the *Astrid* stance for 4m then follow the thin crack on lovely holds to a niche and the wall above.

3. Astrid HVS 5a
20m. The crackline in the centre of the wall gives easy climbing in impressive surroundings. Good gear.

4. Mars E1
Stunning positions, excellent rock and sound protection. You can't go wrong can you? High in the grade.
1) **5m 5a**. Traverse right along the fault, or drop down to sea level and back up, to a sloping ledge beneath the roofs.
2) **20m 5a**. Climb the intimidating roofed corner and the stammina-draining groove above to the top.

5. Melpomene E4 5c
30m. Very fine climbing which is both steep and pumpy - the 'E' is for 'Effort' on this one. Good gear but beware of rope drag. Climb diagonally right into *Mars*, above the fault. Move up then swing right under a roof, to the arete. Sprint up the leftward-slanting cracks, saving some for the top face and staying right of a square cut groove.

The next route starts from sea level and is approached by abseil from twin stakes, down the east wall of the zawn, to a rock platform in the zawn bed. Calm seas and low tide only.

6. Achelous E5 6a
35m. Even pumpier than *Melpomene*! It improves on the wandering line of another route, *Triton*. Protection is there when you need it. Climb a short arete to the fault, then a steep rib to a thin crack. Before an overhang is reached, swing left (hard) to a good knob, thread. Follow a thin crack leftwards to finish up *Melpomene*.

BLACK ZAWN - EAST - Page 172

1. Io VS 5a
A pleasant outing up the crack in the east face. Good gear. Low tide is required for the full route but you can start higher.

2. Last Great Innocent E5 6b
Abseil to ledges on the side wall at 3m, or at low tide onto the boulder. Break out rightwards and boulder out the lower arete, at the edge of the zawn, on its left-hand side wall. Then continue more easily to the top. The first ascent was soloed above not-very-deep water at E6 6b but there is gear.

The access to all the remaining routes is from the same stakes above the zawn but down the seaward face, in line with the climb *Ray of Sunshine*, to a good ledge. All the routes finish at stakes.

3. Mellow Yellow VS 4c
From the left-hand end of the ledge, climb a tough crack to the fault. Step right and follow a break to an easy slab. Stake belay.

4. Ray of Sunshine E2 5c
Highly recommended. From the ledge head for the steep groove line and storm up it. Good rock but sparse gear at mid-height.

5. Magic Mountain E4 6a
From the right-hand end of the abseil ledge ascend cracks right of a pillar to the fault. Things begin to hot up now. Cruise steeply to an undercut block, then head left on to the upper face. Climb fairly direct to an excavated ledge to finish. Take plenty of wires.

6. Fraggie Rock HVS 5a
Quite varied. Start below and left of a jutting overhang at the fault. Climb past the corner of the overhang and swing right to its front face. Ascend the buttress to the top.

APPROACH (Routes 7 to 10) - The next four routes start from the ledge, just right of a jutting overhang. This can be reached by scramble rightwards from the other ledge or by direct abseil.

7. Live at the Witch Trials E1 5b
A traverse. Climb diagonally left to finish up *Magic Mountain*.

8. Hard Nose the Highway HVS 5a
Follow the last route for 5m to good runners. Then climb up and traverse right at a roof line to gain a groove that leads to the top.

9. Harvest Gold VS 4c
Climb the corner directly above, trending right to an overhang. Pass this on its right-hand side and continue to the top.

10. Yellow Brick Road VS 5a
Climb diagonally right to a halfway ledge then direct up the tasty wall using a thin crack.

BOULDER RUCKLE - Far East - 175 to 177

OLD FAITHFUL AREA - Page 175

1. October Lady E1
Start at a small corner midway between quadruple overhangs to the left (looking in) of the abseil. Unusually thuggy climbing.
1) **4c 15m**. Climb the corner to the fault ledge.
2) **5b 20m**. Climb the crack above to the right of a rib. Then undercut the long roof rightwards to an exposed exit groove (thread).

2. Ice Queen E5 6a
35m. An excellent direct on *October Lady* starting 8m to the right. Climb the bottom bulging rib with difficulty (2 pegs) to the fault. Move slightly right then back left to the exit groove thread on *October Lady*.

3. Sun King E4 6a
35m. Start on the left of a massive block in an alcove. Climb direct to a crack (on *Jasper*) then swing left on the lip of the roof (hard) to a peg in a crack. Climb direct past the fault to eventually reach a large flake. Finish boldly up the white head-wall to a horizontal crack finishing rightwards over a strip roof.

4. Jasper HVS
1) **4c 15m**. Climb the right-hand side of the massive block and then move left to ascend a crack to a belay at the fault.
2) **4c 18m**. Surmount a bulge and trend rightwards past a ledge and small corner to another smaller ledge. Exit to the left of a small roof at the top.

5. Old Faithful VS
The line of the abseil is the safest escape and also a worthy route.
1) **4b 10m**. Climb the crack above the fin-backed boulder, to a large fault ledge. Poorly protected.
2) **4c 18m**. Climb the next crack boldly around a roof and continue to a ledge on the left. Move right in to a corner.

6. The Golden Fleece HVS
A superb outing which is steep and varied and has good gear when you need it. Start 15m right of *Old Faithful*, past a large corner, beneath an undercut buttress.
1) **5a 18m**. Climb a steep corner on the right-hand side to a ledge on the left. Continue up the wall (tricky) to belay on the prow at the fault.
2) **5a 22m**. Steep moves gain the edge above. Pull into a groove and continue on jugs to a ledge. A corner above leads to the top.

7. Moose's Tooth E3
Two unusual pitches.
1) **5a 18m**. Start as for *Golden Fleece* but break right along a sloping ledge to gain the arete. Follow this to the fault.
2) **6a 22m**. Pull over a bulge on the left and pass an overhang above (hard) to finish up the left-hand side of the arete above.

BEHEMOTH AREA - Page 176

1. Behemoth HVS
A well protected classic with a sensational top pitch. It follows the steep corner 30m right (looking in) of *Old Faithful*.
1) **5b 18m**. Climb the crack and corner to a roof. A tricky move around an arete leads to a belay at the foot of the main corner.
2) **5a 22m**. Ascend the corner past a bulge then climb the arm-blowing cracks to a rightwards exit to a cleaned ledge.
FA. R.Crewe, G.Smith 14.11.71. FFA H.Lancashire, F.Rech 1.75

2. Soul Sacrifice E3 5b
35m. A brilliant pitch up the centre of the soaring face. It has good gear but is very strenuous. Follow the starting crack on *Behemoth* then traverse right to take thin cracks to the fault. Fight through the short chimney and cruise up the rib (peg) and white headwall on pockets, to eventually exit onto a ledge.

3. On Life's Edge E4
Bold climbing up a rib above the zawn.
1) **6a 18m**. Hard moves lead over the bulge (peg). Proceed up the front face of the arete (serious) passing a peg, to the fault.
2) **5b 22m**. Undercut right to the front of the buttress and ascend the easier wall direct past a thread on the last flake.

4. White Horse E1
Another big line following the right-bounding fissure. The start is sometimes damp. An alternative start can be made up *Soul Sacrifice*.
1) **5b 20m**. Move into the back of the zawn and climb outwards to reach the corner which leads to the fault.
2) **5a 22m**. Ascend the crack steeply (peg) past a roof. Continue in the same line (peg) to the top finishing on a solid ledge.

TOO PRECIOUS AREA - Page 177

5. Anger is an Energy E5
A bold face climb starting 10m right (looking in) of the fissure of *White Horse*.
1) **6a/b 12m**. Climb the centre of the smooth wall, past a poor peg, to a fault.
2) **6a 18m**. Layback around the overhang above then move strenuously leftwards up to a thin roof. Pull over this on good holds then follow the slab above to the top.

6. Let the Punka Burn E3
A good technical first pitch.
1) **6a 12m**. Climb a thin crack, just right of a slight buttress, to the fault.
2) **5b 20m**. Pull over a roof (tough) and move into a niche. Continue direct up an easy crack to the top.

7. Sparky E5
Variation - 1a) 6b 15m. Climb the centre of the pillar left of *Let the Punka Burn* past a thread on the right to a very committing last move for the fault. Finish up pitch 2 of *Let the Punka Burn*.

8. Too Precious E6 6b
30m. A serious but superb direct line up the blank face starting 5m right of *Let the Punka Burn* with a possible 'Desmond' from high up! Climb up easily and place runners on the left in a short crack then take the centre of the face to the fault. Pull over on the right at a tiny corner then step back left to finish direct past an alcove to a finishing crack.

The next routes reside in a smooth-walled bay 5m further on.

9. Prudence HVS
The obvious line on the left-hand side of the bay. Good rock and gear throughout.
1) **4c 12m**. Climb the right-hand crack out of a small cave to the fault. Belay on the left.
2) **5b 20m**. Pull over the overhang on the right and continue up the crack, past another bulge, to an easy finish.

Two routes currently breach the face to the right but used some bolt protection. It is hoped these will be reclinbed without the bolts to give a pair of hard trad routes.

10. Ganymede E1
Another good route taking the crack on the right of the bay.
1) **5a 18m**. Follow the crack to the fault. Move left then over a bulge to a belay (poor peg plus good nuts).
2) **5b 18m**. Traverse right for 5m and gain the right-hand side of the high roof line. Pass it leftwards (tricky) and take the groove above to the top.

MARMOLATA AREA - Page 178

1. Koo-Koo E2

A tough start leads to the big corner.

- 1) **5c 20m.** Surmount the roof then follow the corner. Traverse right to a pillar. Climb this to the fault and belay on the right.
- 2) **5a 18m.** Gain a ledge around a bulge. Traverse left around the exposed arete to a groove line which is followed to the top.

2. Wide Awake**in America E6**

Two contrasting pitches - a strenuous crack and a superb grey headwall. Start at a short, deep groove 15m right of *Koo-Koo*.
1) 6a 18m. Ascend the groove to a rest on a slab (thread). Blast through the impending bulge to a jammed flake and climb the hand crack to a belay at the fault.

- 2) **6b 20m.** Step left and 'go for it' straight up the wall (2 pegs but serious). At a small footledge make hard moves up a grey headwall then leftwards to a jug. Easier ground leads to the top.

3. Boatpusher's Arete E4 6a

35m. The arete left of *Finale Groove*. Good climbing but a serious start. Climb the steep arete direct (hard and bold) to easier ground which leads to the fault. Pull over, as for *Finale Groove*, for 3m, then move out left to ascend the seaward face of the upper arete.

4. Finale Groove HVS 4c

35m. One of the classics of the area follows an awesome line up a tapering groove that is packed with good gear and large holds. A great introduction to the big routes at Swanage. It lies 10m right of *Wide Awake*... and is 50m left (looking in) of the abseil point. Climb the right-facing corner past a bulge at 15m into a niche. Then climb leftwards past the bulging fault to ascend the narrowing, continuation groove in spectacular position.

5. Sweet SA VS

A corner system 10m right of *Finale Groove*.

- 1) **4c 20m.** Climb the corner past a bulge to a ledge. Continue to the fault and belay over to the left.
- 2) **5a 15m.** Ascend the grey wall (peg) to a shallow groove. Some bold moves up this lead to the top.

6. All Guns Blazing E3

The highlight is the lovely roof on the first pitch.

- 1) **6a 20m.** Start as for *Sweet SA* then at 5m traverse right out of the corner and cross the 2m ceiling to an easier crack (4 threads). Belay at the fault.
- 2) **5c 15m.** Overcome a bulge on the right and then bypass the upper overhang on its right (spike and thread) to a ledge. Finish more easily up the wall above.

7. The Heidelberg Creature VS

A good first pitch. Start at a slightly overhanging corner 10m right of *Sweet SA*.

- 1) **4c 20m.** Climb the corner, passing a bulge, to a ledge on an arete. Follow the steep crack past another bulge and belay at the fault ledge.
- 2) **4b 20m.** Pass an overhang then climb the wall and groove above to a ledge. Exit with care on the right.

8. The Tool E2

A fine sustained outing in good positions. Start 5m right of *Heidelberg Creature*.

- 1) **5a 23m.** Climb steeply up parallel cracks to pass a blocky bulge on the left. Follow the deep hanging corner above past a large overhang at the fault line. Belay below a small roof above (nuts and a peg).
- 2) **5b 15m.** Step left around an arete and follow a thin crack and shallow groove to the top.

9. Tatra VS

A wandering route up the left-hand side of the huge abseil buttress. Very popular. Start at a huge sentry box 10m left of the abseil.

- 1) **5a 18m.** Enter the sentry box and cross it rightwards (awkward) to follow a steep crack more easily to the chimney. Large nut and thread belay.
- 2) **4b 10m.** Traverse right then climb up a small corner. Hand traverse the big break rightwards to a good ledge on the prow of the buttress.
- 3) **4b 18m.** Climb the two corners above to the top.

10. Marmolata Arete E4

Good climbing up the prow but with some serious moves.

- 1) **6a 18m.** Climb just right of the arete then step left and up a hanging groove to a short slab (optional stance as for route 11). Continue up the sharp arete to belay on *Tatra*.
- 2) **6a 18m.** Ascend the arete on the right, past a peg, direct to the top in superb position. Belay on the abseil point.

11. Marmolata Buttress E3

A gnarly first pitch leads to fine and varied upper pitches on the east face of the buttress.

- 1) **5c 10m.** Start as for the last route then climb a thin crack with difficulty to a large ledge on the seaward face.
- 2) **5b/c 15m.** Traverse around the corner (peg) to a groove which leads to the fault. Traverse right again to a second groove which leads onto a ledge. Belay in the corner on *Marmolata*.
- 3) **5b 10m.** Step left out onto the wall where a lovely flake system leads to the top. Belay on abseil point.

12. Marmolata Combination E2

The route *Marmolata* tackles the huge overhanging corner in two pitches, the second pitch being poorly protected. A popular combination is to climb *Marmolata* for one pitch then finish up *Marmolata Buttress*.

- 1) **5b 18m.** Climb the huge corner cracks to a big ledge belay.
- 2) **5b 10m.** As for pitch three of *Marmolata Buttress*.

LIGHTNING WALL AREA - Page 180

1. Director's Groove HVS

This pleasant route starts up a wide groove just right (looking in) of the abseil point on the south facing wall.

- 1) **5a 25m.** Climb the groove, passing a roof on the right, then move left to gain an arete. Traverse diagonally right to belay below a wide crack. Scary stance.
- 2) **4c 10m.** Follow the wide crack to the top. Poor gear.

2. Lightning Wall HVS 4c

38m. A well known classic with good holds in an exciting situation. Start 25m right (looking in) of the abseil, at a groove left of a deep corner. Ascend the groove and bypass a bulge, at the fault, on the right (old pegs) to gain a traverse. Follow this above the huge roof all the way to an arete which leads to a niche (peg). Head rightwards again and then exit via a corner.

3. Elysium E1 5b

38m. Interesting, sustained climbing with good gear. Start beneath the right-hand side of the big roof 5m right of a big corner. Climb a large crack to a ledge then a tricky thinner crack to reach the roof. Traverse right to a groove and right again to a second corner. Move back left around an arete to join *Lightning Wall*. Finish past the niche above (peg) then right to a short corner.

4. Brisngamen E5 6b

40m. A tight eliminate, parallel to *Singing Winds*, starting as for *Elysium*. It follows a faint run-out groove (peg), short crack above and the bold headwall trending slightly right to join *Singing Winds*.

5. Singing Winds E4 6a

40m. A big wall pitch just right of *Elysium* with some fine, bold facework. Start as for *Elysium*. Climb the initial crack then move right to a spike. Move up then launch up the blank, shallow groove to the fault (peg) - very bold! Climb direct to another peg, then move leftwards to a thin crack. Trend right and up more easily to an exit corner.

6. Dune Dust E3

A good first pitch.

- 1) **6a 25m.** Climb *Thunder Groove* for 5m then go straight over a bulge to a horizontal. Follow the technical black streak above (2 pegs) to the fault. Go right over a bulge and up a corner to a ledge.
- 2) **4c 10m.** Ascend leftwards around an arete to an exit corner.

7. Thunder Groove HVS

A quality easier route. Start at a small corner behind the highest Boulder.

- 1) **5b 20m.** Head right for 5m then make a hard move upwards past a pinnacle block to a ledge. The groove above leads with difficulty to the fault. Place some good gear then tackle another groove to a large ledge on the left. Belay as for *Dune Dust*.
- 2) **4c 12m.** Step right and climb the groove past a ledge into an exit corner.

8. Gypsy E2

Pleasure guaranteed, pumpy and sustained. Start below a fissure in the wall below the fault.

- 1) **5b 15m.** Gain a ledge strenuously and ascend a corner to a roof. Continue past another roof to the fault.
- 2) **5b 18m.** Step right and gain an open groove. Follow this to below a small roof. Step right and head straight for the top.

9. Strongbow E1

Similar quality to *Gypsy* with some nice steep climbing. Start at a right-facing corner.

- 1) **5a 15m.** Climb the corner and move left around an arete to a ledge. Trend rightwards to another ledge and belay.
- 2) **5b 30m.** Climb cracks above, passing the fault on the right, with conviction. Traverse right to a shallow corner (peg) then continue to a bigger exit corner.

10. Vortices E2

More good climbing with reliable gear.

- 1) **5c 20m.** Climb the wall and overhang right of *Strongbow* to a hanging flake. Nip up a groove then swing right for 5m and take a thin crack to the fault to belay (nuts and peg).
- 2) **5b 20m.** Pull onto the wall above and finish up *Strongbow*.

11. The Mace E5

Bold and technical on both pitches. Recommended.

- 1) **6b 18m.** Ascend past a triangular niche (thread on right) and then move leftwards to beneath a shallow groove. Bravely work up this to the fault (a popular spot for flight time!) Belay on wires over the roof and a large friend.
- 2) **5c 20m.** Step left and over to join *Strongbow*. At its second roof swing left and climb a poky face prior to moving right into a hanging exit groove.

12. Acapulco E4

More strenuous than bold but with a committing start. Start 3m left of where the flat ledges drop away.

- 1) **6a 18m.** Climb the steep buttress just left of an arete to twin spikes. Cracks lead more easily to the fault.
- 2) **5c 18m.** Go rightwards into a curving groove and up to a roof. Cross this to easier ground and finish slightly left.

These next two routes start from a lower level and need low tide and calm seas to gain access.

13. The Planet E3

A great trip (grip trip!?) - exposed and run-out on the main pitch up the huge profiled prow. Start 5m right of a big corner.

- 1) **5b 20m.** Go over a roof and up an arete to spikes. Move left under the roof and up a crack to the fault. Belay on the right.
- 2) **5c 25m.** Follow flakes on the right then traverse out right over the roof to ledges on the arete. Hold your stomach and climb the wall just left of the arete past a spike to a break. Exit up a short groove.

14. White Dwarf E2 5c

2a variation) 25m 5c. Variation to *The Planet* pitch 2. Climb the centre of the fine wall above the traverse. See photo on page 183.

15. Ximenes E2

A classic crackline which is sustained, athletic and protectable all the way. Start 10m right of the big corner.

- 1) **5c 18m.** Climb the crack and strenuously gain an overhanging corner which leads to the fault. Knee pads useful.
- 2) **5b 18m.** Rip through the roof above and move up to another one. Step right and over the roof then continue up the right-hand of two grooves. At the top step left to an exit scramble.

16. The Adventures of Portland Bill E2

A high quality traverse with lots of gear.

- 1) **5b 25m.** Climb the large crack on *Elysium* to a ledge then move right along a twin horizontal break until a step down gains a ledge on *Gypsy*.
- 2) **5b 17m.** Follow the breaks rightwards (peg) to a spike belay at the edge of the wall, on *Acapulco*.
- 3) **5b 10m.** Climb the flake crack on the right to the fault (strenuous) then belay on the right.
- 4) **4c 20m.** Ascend flakes on the right then move leftwards steeply to a roof. Cross this and continue up the exit corner.

BOULDER RUCKLE - Central - 182 to 185

GRIM REAPER AREA - Page 182

1. Prayers for Rain E3 5c 40m. The approximate line of the abseil. Starting 8m left of a high pedestal block. Good holds lead to a thin crack in a smooth wall. From the fault continue direct to cross a strip-roof. Use a good block to reach a short flake. Swing left then make a hard move through another overhang via a steep groove to an exit corner.

2. The Grim Reaper E1
A fine sustained route that begins just left of a huge corner.
1) 5a 20m. Gain a small ledge (poor peg) then pass a bulge to follow a crackline to a small, scary stance, 3m above the fault.
2) 5a 20m. Traverse left under roofs and pull over as for *Prayers for Rain* at a good block. Skirt the roofs above and right, then move back left to a short corner. Swing right then pass some final roofs by another hand traverse rightwards to easier ground.
Stake runner on the upper slope.

3. Alas, Poor Yorick E4
A great first pitch that tackles the bold arete.
1) 6a 20m. Climb to a small roof then move right to a steep flake. Gain jugs above that lead to the arete. Technical and bold moves lead to the fault. Belay on the left as for *Grim Reaper*.
2) 5c 18m. Ascend rightwards to a roof on the arete. Pull over leftwards and finish past hollow rock up the exposed top wall.

The huge corner is taken by the route *Scythe - E3 5b*. This big Gogarthian-style horror is best avoided owing to some loose rock in its upper section. Right of the corner is the sweep of Pillar Bay characterised by its long strip-roof at the bottom.

4. Razor Blade Smile E5 6c 15m. The only route to breach the strip-roof takes a line 5m left of the square-cut recess in the right-hand (looking in) side of the bay. The Ruckle's toughest roof challenge. Pull onto the roof via juggy pockets and pass a blind crack by desperate moves to a thread belay in the break above. Continue up *Gold Fever* or lower-off.

5. Blow the House Down E3
An intimidating route taking the traverse line above the roof.
1) 5c 25m. Climb into and around the square-cut recess (tricky). Follow the horizontal break into the far corner. Ascend this to a small stance below the fault.
2) 5b 25m. Climb the corner above the fault then move out left (thread) to gain the arete. Exposed moves up the long flake above lead to the top.

6. Gold Fever E4
Varied and sustained with a pumpy top pitch. A good route.
1) 5c 10m. Start as for *Blow the House Down* by negotiating the square-cut recess. Then head diagonally left 5m to belay in the centre of the wall.
2) 5b 30m. A big pitch. Pass a small ledge then climb the wall to the fault. Step right and then up, on small holds, to a metal spike. Step left and pull into a steep corner which leads strenuously to the top.

BUCCANEER AREA - Page 184

1. Larus HS
The escape route is also possible as a climb in its own right.
1) 4b 20m. By-pass an overhang on the left and climb a crack to a ledge. The corner above leads to the fault. Step left past a gap to a good belay ledge around the arete.
2) 4a 18m. Climb past a flake and two roofs then come back left and up an exit corner.

2. Joe 90 E5 6a 35m. A fine sustained pitch with some forceful moments taking the wall right of *Larus*. Climb past a roof and trend left to the fault. Continue to another roof then climb over and right up a flake to a further roof. Finish up a long flake.

3. Flying Finish E2
A varied and solid addition starting below the left-hand end of a long roof.
1) 5b 15m. Ascend to the roof then take a crack on the left to the fault. Hanging belay.
2) 5b 20m. Follow a groove to a high roof. Swing right and over it leftwards finishing via a crack to the top.

4. Billy Pigg E1
A great introduction into the divine art of roof thuggery with good gear. Start beneath the break in the roof line, 8m right of *Larus*.
1) 5b 15m. Climb to the roof and cruise over it? Continue to the fault stepping right to a belay ledge.
2) 4c 18m. Follow a wall and groove to a roof. Go left then back right and follow a corner to the top.

5. Rattler E1
A dominating groove line in a strenuous old style. Start 5m right of *Billy Pigg*.
1) 5b 18m. Ascend the groove past a huge flake. From a sloping ledge, climb a break in the bulge above to a good belay ledge at the fault.
2) 5a 18m. Follow the groove past a huge dubious block and continue to the top.

6. Fish Supper E3
An exposed second pitch. Start 5m right of *Rattler* below a left-facing corner crack.
1) 5a 18m. Pass a roof and follow the crack until you can break right and climb a corner. Step left onto a hanging boulder then move up and right to follow a crack to the fault.
2) 5c 20m. Move up left and take a corner to a roof. Go over on jugs and continue (peg) to another roof. Pass this then move right to finish up a groove.

7. Sinbad E1
A very pleasant outing with lots of variety. Start at a V-groove on the buttress front.
1) 5b 18m. Thrutch up the groove to climb a crack (thread). Move left over a roof then right onto the face. Ascend a deep crack to the fault.
2) 5a 20m. Gain the wall above and take a crack to a bulge. Pass this and climb some slabs to a small exit corner finishing rightwards.

8. Mickey Mouse E3
A hugely impressive route with two completely differing pitches. If you fall off the top wall you will land in Brittany! Start beneath big leaning cracks in the side of the next huge corner.
1) 5b 20m. Ascend the cracks in the left wall and thug up past a large poised block to the fault. Belay on a ledge to the left.
2) 6a 25m. Climb a curving crack on the left to a niche. Gain the roof above then move out left with difficulty to reach the sensational wall above (peg). Move up and left to an exit corner as for *Sinbad*.

9. Buccaneer E2
A truly magnificent climb which is one of the best in the area following the big narrowing corner to a wild finish.
1) 4c 20m. Ascend the corner crack to a bulge. Shift right into a parallel crack then back left into the corner to reach a small belay in the corner above.
2) 5b 20m. Continue up the corner (peg) to the capping roof - superb large thread and resting place. Drop out and over to a strenuous exit crack.

10. Cutlass E5 6a 40m. A good looking direct line up the intimidating face 10m right of *Buccaneer*. Very bold. Ascend direct to a blind flake in a tiny groove. Push on with commitment to the fault and step left to a crack. Trend right above to reach the big roof pulling over the central part and exiting right.

BOULDER RUCKLE - Far West - 190

BOULDER RUCKLE FAR WEST - Page 190

1. Sirius E3 5b 35m. The first of the steep mega-pumps has good gear and good holds. It follows an obvious crack-line marking the left edge of the face. Finish by pulling up the ab rope.

2. Wild at Heart E4 6a 35m. A poor eliminate. Start as for *Sirius* but swing into the parallel crack just to its right. Skirt the top roof on its left. Finish by pulling up the ab rope.

3. Punks In Power E5 6b 35m. A real arm destroyer. Start as for *Lean Machine* then weave up the cracked face to its left. The blank calcite sheet near the top provides a testing climax. Finish by pulling up the ab rope.

4. The Lean Machine E5 6a 35m. The classic central line up the wall is perhaps only E4 (if you have arms like a gorilla). The holds are mainly good and there are no gear worries, providing you can hang on long enough to put it in. Starting from a boulder leaning against the wall, climb a disjointed set of chunky cracks into a finishing groove. Finish by pulling up the ab rope.

There are four eliminates packed in around *Lean Machine*, the best two are:

5. Surge Control E5 6b 35m. Another superb stamina test up the cracked face right of *Lean Machine*. It shares the middle section of *Lean Machine* and has a tough start and finish. Finish by pulling up the ab rope.

6. The Roaring Boys E6 6b 35m. The hardest route around - almost E7 for effort. Start as for *Surge Control* then swing right and up the right edge of the wall (crux at the top - thread). Finish by pulling up the ab rope.

The big corner right of the main wall is E1 but is very poor and loose. The last two routes described are on a slab (!) just right of the corner. They have loose finishes.

7. Charge of the Wild Horsemen E1 5b 35m. Climb the slab diagonally right, up a crack, to the fault. Follow the groove above to the right of a prow.

8. Charge of the Light Brigade E1 5b 35m. A counter diagonal to the last route starting at a small groove near the arete and finishing up the left-hand side of the top prow.

Descriptions from the DORSET ROCKFAX for use on abseil descents

Check - rockfax.com/dorset for more details

OCEAN BOULEVARD AREA - Page 186

- 1. Le Jaune Mechanique** **E4**
Good clean climbing taking the left edge of the huge *Ocean Boulevard* wall. Start at a step in the rock platform.
1) 5c 22m. Climb onto the left wall of the arete (thread) and continue (thread) to a shallow groove. Step right and up the left side of the arete (thread) to a belay on the fault (peg and thread).
2) 5b 22m. Pass the overhang above on the right (peg) to join *Barracuda* to finish
- 2. Barracuda** **E4 5c**
45m. A 'mean fish' which is steeper than you think. It tackles the first big crack-line on the wall and never lets up. Safe and fun.
- 3. Tuna Lick** **E5 6a**
45m. An eliminate just right of *Barracuda* joining this route near the top. Very strenuous indeed.
- 4. Ocean Boulevard** **E3 5b**
45m. An established classic with lots of gear and plenty of holds. Start 5m right of the edge of the wall. Climb the big flake line, veering left to the fault. Then head steeply over via a crack and continue (gradually easing) moving left near the top.
- 5. Mother Africa** **E4 6a**
45m. Very sustained - a mega pitch with no let up which is high in the grade. Start 4m right of *Ocean Boulevard*. Follow good holds to a small ledge then make some hard moves up a thin crack to gain the fault (thread). Swing left (2 pegs) then follow the continuous thin crack (pegs) to the top.
- 6. The Great Hunter**
House Milk Robbery **E4 6a**
45m. Start as for *Mother Africa* to the fault, then climb direct up a blank wall (peg). Step left into the parent route near the top.
- 7. Wall of the Worlds** **E4 6a**
45m. Arguably the best single pitch at Swanage. Hyper sustained climbing following a direct line up the cracked, central line. Peg and thread near the top and lots of good wires elsewhere. A mesmeric crux.
- 8. The Last Hurrah**
of the Golden Horde **E3 5c**
45m. One of the worst single pitches at Swanage - loose and unpleasant. Start at the base of the Ramp. Climb to a large ledge then traverse left to ascend a crack to the fault. Follow the dodgy pillar and crack with care to the top.
- 9. The First Och Aye**
of the Tartan Army **E3 5b**
20m. Start by climbing most of *The Ramp* to a belay ledge. (There is a poor lower pitch). Move up and traverse out left to a peg. Ascend the wall above trending left to a shallow groove.
- 10. Indian Pacific** **E5 6a**
40m. A tremendous girdle starting as for *Tartan Army*. Move out left to the peg, then follow a vague break (peg) to a niche on *Golden Horde*. Continue across (peg) to good holds on *Mother Africa* and then up left again to finish up *Ocean Boulevard*.
- 11. Screaming Blue Messiah** **E3 6a**
18m. Start 3/4 of the way up *The Ramp* from a block belay (easiest reached by abseil). Climb steep thin cracks past a thread and peg.
- 12. Queen of Carp** **E5 6b**
15m. An eliminate up the face just right of *Screaming Blue Messiah* past 2 pegs and some small wires.
- 13. The Ramp** **Sev 4a**
40m. A poor escape route from the western section of the Ruckle. It follows the easy stepped ramp heading diagonally right underneath the right-hand side of the *Ocean Boulevard* wall. Pull out up your abseil rope - don't try and climb out!

AVENTURA AREA - Left - Page 187

- 14. Black Sunshine** **VS**
A solid and interesting route.
1) 4c 20m. Climb a scoop, just left of the big boulder then move leftwards around a roof. Traverse 8m back right to a corner and slab. The slab leads to a belay on the left at the fault.
2) 4b 18m. Climb to an overhang, traverse 3m right and pull over. Continue to the top.
- 15. Nassty Spider** **E2**
A typical Swanage roof test-piece. Start right of the large roof.
1) 5c 15m. Climb a wall and crack to the right-hand side of the roof. Swing out past a peg and surmount the roof leftwards into a crack leading to the fault. 6b for shorties!
2) 5a 17m. Head diagonally right via two stepped roofs. Move right again and over a bulge to finish up a solid corner.

- 16. Aventura** **HVS**
Good, clean fun and very exposed. Start at a cave just west of a huge undercut buttress.
1) 4c 15m. Climb the corner above the cave to an ammonite. At the fault move right to belay (thread).
2) 4c 15m. Ascend leftwards to a crack in the roof and pull around in sensational position to continuation cracks. These lead to a ledge and an exit corner as for *Nassty Spider*.

- 17. Judgement Day** **(E2)**
An exciting harder version of *Aventura*, starting just to its right. A recent rockfall may have affected this route.
1) 4c 15m. Climb steeply up a blunt arete which leads to the left-hand side of a triangular roof. Gain flakes on the right and continue to the fault (ammonite thread belay).
2) 5c 15m. Step right and up to a niche below the roofs. Cross the 2m roof by a twisting crack, traverse left and exit up a wall.

AVENTURA AREA - Right - Page 188

- 1. Bottomless Buttress** **HS**
The big undercut buttress is started from its right.
1) 4b 15m. Climb the corner on the right and traverse left to gain the front of the buttress. Two cracks lead to the fault and a good ledge (large nut belay).
2) 4a 15m. Climb up for 5m then move right to climb rock on the left of the mud to the top..
2. Silhouette Arete **VS**
The left arete of the huge roofs of *The Fin* is extremely exposed and gives extraordinary climbing for the grade.
1) 4b 15m. Pass a flake and continue to a small ledge. Traverse right and up a short corner to a sentry box.
2) 4c 15m. Traverse right along the fault for 5m then climb rightwards to climb the exposed arete to an overhang. Pull over this and pass a large flake to an easy exit groove.

- 3. The Fin** **E5**
Pump up your biceps its a monster roof crack. Right of *Silhouette Arete* is a short corner, start at the groove right again.
1) 6a 18m. Climb steeply up the groove and make serious moves leftwards over a bulge (poor peg) to a rest beneath the roof. Fight across the 3m jam crack, past a chockstone on the lip, and follow the easy crack above to the fault.
2) 4c 15m. Traverse left on to prow and continue as for *Silhouette Arete* to the top.

- 4. Cima Petite** **E4**
A similar experience to *The Fin* but a little safer to start.
1) 6a 15m. Climb a crack right of *The Fin* and continue up a steep wall (poor peg) to the roof (peg). Head diagonally right across the wild roof crack to another easier crack above which leads to the fault. Belay on the left.
2) 5b 18m. Climb a corner on the right then traverse right to the arete. Follow this over a roof then move left into a corner. Climb back right up the arete to the top.

RELAX AND SWING AREA - Page 189

- 5. Sun Streets** **E2**
A fine and exposed climb in a good position.
1) 5b 15m. Ascend a short 3m groove to the right of the pointed block to its capping roof. Then move out left and up before coming back right to a hanging arete. Waltz up this to the fault.
2) 5c 15m. Pull over a roof and climb a crack, just right of the arete, to a roof. Step left onto the arete and follow it to the top as for *Snowdrop*.
- 6. Snowdrop** **E1**
An intimidating route. Start at the perfect corner on the edge of the bay.
1) 4c 15m. Climb the corner to a hanging stance at the fault.
2) 5b 18m. Move up to the roofs then make an airy traverse left to the arete which is then followed to the top. Intimidating.
- 7. St. Elmo's Firé** **E3**
Another exposed arete with quality climbing tempered by a necky start. Starts 3m right of *Snowdrop*.
1) 5c 15m. Launch boldly over a low roof and up the left-hand side of the arete to the fault.
2) 5c 15m. Climb the crack right of the arete, then the arete itself steeply all the way to the top.
- 8. Thunderball** **HVS**
A typical Ruckle experience - steep, on good holds, weaving through overhangs. It begins from the edge of the bay, 5m right of the corner of *Snowdrop*.
1) 5a 15m. Cross low bulges to a rest. Then climb diagonally right to an arete. Move into a corner right again and up to the fault to belay.
2) 5a 20m. Climb the wall on the left, passing a mini-roof, then move back right above below a big roof. Pass a break in the roof strenuously to take a corner up to a final roof. Exit left to the top.
- 9. Jo** **HVS**
Similar in style to *Thunderball* with lots of variety for its grade. Start just inside the bay at a deep cavern.
1) 4c 15m. Climb the right wall of the cave to a ledge. Bridge past a roof into a corner, which is followed to the fault. Belay.
2) 5a 15m. Climb the wall and then move up right (thread) over a bulge to reach a smooth groove. Follow this, past good gear, to finish.
- 10. Relax and Swing** **E5**
A mind and body blowing experience. The highlight is a *Separate Reality*-style ceiling crack. Start 5m right of *Jo* at the large roof.
1) 6a 10m. The big pitch! Gymnastically power out along the 7m horizontal jamming horror (great gear) to reach a hanging belay in a square-cut corner.
2) 5b 12m. Traverse left to miss the next roof and follow an easy corner crack to the fault.
3) 5c 20m. Climb a shallow groove then move rightwards beneath a blank headwall. Climb a thin technical crack, stepping left at the top to finish.
- 11. Sardine Special** **E5**
More roof work - not as wide as *Relax and Swing* but harder! Start beneath a short, hanging corner.
1) 6b 12m. The original starting boulder has moved so combined human tactics are required to reach the first fingerlocks in the roof seam. Battle it out into the corner above then traverse right just below the next roof to a crack. Strenuously pass the roof to gain the left-hand groove. Belay.
2) 5a 25m. Climb the groove, past the fault, to a roof. Move out right in to a short exit groove.
- 12. Jug Index** **E4**
Another fun roof problem.
1) 6b 12m. From the raised ledge cross the centre of the 2m ceiling (thread) past the jug, to a corner. Climb this in more normal fashion to the fault.
2) 5a 15m. Move right along the fault to ascend a crack. This leads into a long groove that goes all the way.
- 13. Future Primitive** **E4**
The final described route over the roofs here is a real beauty, however the serious start may put many attempts off. It is situated just right of *Thunderball* Bay.
1) 6b 20m. Gain a groove and follow it to a small roof. Swing right to undercut around to a friable ledge. Swing left and attack the perfect 2m roof crack. An easy groove leads to the fault.
2) 5a 12m. Take a groove on the right to a ledge then move back left for another groove system right of the arete.

AMPHITHEATRE LEDGE - Page 194

1. Varina HS 4a

25m. A pleasant, though serious, route up the arete of the Amphitheatre. Belay on the ab rope.

2. Uncry These Tears E2 5c

25m. A strong line up the face right of *Varina*. Climb to an overlap (small thread) then onwards to a larger overlap. Pass this on its left (thread) and continue past a peg to reach an exit ramp on the left.

The next three routes are situated on the gloriously steep orange headwall to the right. For those who have enjoyed *Lean Machine* these give similar super-strenuous pump-outs. It is best to pre-place a belay rope from the abseil stakes.

3. Atomic Road Hero E5 6b

30m. Climb straight up an easy lower wall and attack the technical and intricate face above (3 threads, 1 peg) to a large undercut. Move diagonally left (thread) to a slight corner and continue rightwards to the top.

4. Theory of Everything E5 6b

30m. This is the central line and has the most sustained climbing. Start 3m right of the last route and ascend the easy lower wall to beneath some spidery cracks. Power up these past a peg and continue in a direct line to a good finish.

5. Zoolookologie E5 6a

30m. A full-body workout with reasonable gear. Start easily as for *Theory of Everything* then take the big cracks to the right up the steep wall (thread) finishing over a final bulge to a ledge. An easy groove leads to the top.

APPROACH (Routes 6 to 9) - Abseil from a stake, below a thorn bush, to the left (looking out) of a hollow. This is 30m left (looking out) of the Amphitheatre. Leave the abseil rope in place as a belay point at the top of the routes. Take prussik loops down with you in case of problems. Routes 6 and 7 can be reached by a sea level traverse (Diff) at low tide.

6. In a Big Sky E2 5c

25m. Start from a large sloping ledge, at a flake, 15m right of the big leaning wall. Move straight up to follow thin cracks past 5 threads. Near the top move right with difficulty to an easier finish and a ledge. Belay on the ab rope.

7. Land of the Leaning E2 5b

1) 8m. Start as for *In a Big Sky*. Climb the flake (thread) but then move right easily for 3m to a ledge above a zawn. Thread and nut belay.
2) 20m 5b. Climb cracks rightwards then step left and back right at their end. Finish up easier rock (thread) to belay on the ab rope.

8. World in Action E5 6b

30m. A peach of a climb on lovely rock. It needs a direct abseil approach to gain an isolated small ledge at the fault 5m above the sea, 5m right (looking in) of the ledge of *In a Big Sky*. Climb the bulging arete above (peg and thread) to easier ground (thread). Then move slightly left to beneath the orange headwall. Surge up a thin crack past lots of wires and 2 threads, to a jug. Before the pump wins finish up the technical shallow groove to a cleaned exit. Belay on the ab rope.

9. Arapiles Syndrome E3 5b

35m. Reminiscent of *Ocean Boulevard* on good rock. Abseil directly, from the same stake, to a ledge beneath a diagonal crack, 5m right of *World in Action*. Start up a short groove then swing out left to reach the crack and follow it diagonally right to an overlap. Make two staggered short traverses rightwards again to gain an exit ledge. Belay on the ab rope.

10. Mr. Ruckle E1

A fine, mid-height traverse of this exciting area all the way from *Varina* to finish right of *Arapiles Syndrome*. It can be done in rough seas. Before starting you need to pre-place a rope on the twin stakes above the *Lean Machine* area, for the last belay.

- 1) 18m 5a. From 8m up *Varina* traverse right (small thread) past a groove to belay on a cracked prow.
- 2) 30m 5a. Drop down and rightwards across the *Zoolookologie* bay thread. Continue past a slight prow and vague scoop. Belay down and right of a cracked pillar.
- 3) 28m 4c. Climb down and right to traverse a weakness past various old threads, in the centre of a bay, to a comfortable stance on the far side in a groove.
- 4) 15m 4c. Follow the corner to the top and a terrace where you hope to find your pre-placed rope. Pull out on the rope to finish.

HANGOVER AREA - Page 196

1. Inspiration Sev

A pleasant line up the centre of a flat face. Start just right of a large boulder.

2. Consolation Sev

The right-hand side of the face via a short groove.

3. Chockney VDiff

A classic style of corner problem just left of the descent route. A good first lead if you can get off the ground!

THE LECTURE THEATRE

Right of the way down, and past the easy slabs, is the first route above the east side of the amphitheatre. The following four routes finish at a stake belay by the cliff-top path.

4. The Chimney VDiff

The unmistakable first feature reached along the access ledge. Exit on the right.

5. Hangover VS 5a

A great little route up the steep wall 2m right to a large ledge. It has lost holds over the years hence the upgrade.

6. Resurrection HS 4b

Right of *Hangover* follow a lovely buttress-face to a recess. Exit rightwards to the good ledge.

7. Old Lag's Corner VS 4c

The obvious corner above a large pedestal block. By-pass the top overhangs on the right to a good ledge.

Just before the end of the Lecture Theatre is a good bouldering wall.

8. Bunney's Wall VS 5a

This climb takes the central line to the top with good moves, finishing up a slanting crack. A good alternative is to swing right and climb the headwall. Nut and block belays.

ISIS AREA - Page 197

9. Fallen Block Climb VDiff

Take an easy line up the wall on the far side of the bay.

10. Pulpit Route Diff

A smart little route and a fine first climb. Follow the diagonal slab on the eastern (left - looking out) edge of The Pulpit. Move left near its top to finish on easy ground.

11. Pearly Gate HVS 5a

Climb a crack on the right of the slab, then follow flakes leading to a roof. Move left to finish via a groove. Serious.

12. Eskimo Nell E1 5b

An excellent pitch. Climb on to a huge block just right of *Pearly Gate* then up to follow a groove just left of a half-height overhang.

13. Isis VS 4c

A popular route with varied climbing in good situations. Start at the left-hand side of a high arched recess 5m right of a large block. Climb the groove on the left until moves left gain the lip of an overhang. Ascend a bulging groove on the left trending right then back left and finish up two short walls.

14. Archangel (E3 6a)

A scary route which has been affected by a recent rockfall and probably hasn't been re-climbed. The line follows the centre of the arch wall and continues over the middle of the roof. See photo on page 192.

15. Peacemaker HVS 5a

The last good route on this area goes up the right-hand corner of the arch to a foot-ledge near the top. Step up right on to a slab for a tricky finish. Good gear for a route in this area.

SQUID AREA - Page 206

- 1. Helix** **Diff**
15m. A superb climb for its grade - solid and varied. It spirals leftwards up a hidden slab above the Conger Cave. It is most often climbed as a descent to these areas.
- 2. Felix** **VDiff**
15m. Very pleasant climbing up the juggy black wall with a tricky high groove.
- 3. Rough Boys** **HVS 5b**
18m. Some good climbing but slightly escapable. Start 3m right of a wide crack. The hard bit is reserved for the upper crack.
- 4. Bon Firé** **E1 5c**
18m. Start as for *Rough Boys* then traverse rightwards across the lip of the big upper roof before finishing straight up.
- 5. The Wey of All Men** **E3 6a**
 Well protected and varied. Start as for *Rough Boys*.
1) 4c 10m. Climb up to clear the first overhang then traverse right above it to belay near the end of a slab.
2) 6a 15m. Climb the roof crack (crux) then continue direct via a thin crack.
- 6. Quo Vadis Direct** **E2 5c**
 A wandering route up the buttress left of the impending roofs above the main ledge.
1) 5c 8m. Pull over the first roof then move out left and up a short groove. Continue through the next roof onto a slab and belay on *The Wey of All Men*.
2) 5b 15m. Traverse right and break through the next overhang. Come back left to an arete then climb direct, via an open groove, past an overhang, to the top.
- 7. Paternoster** **E2 5b**
 A typically awkward undertaking which was once given HVS.
1) 5b 20m. Climb into a niche and then up into a chimney/slot (2 threads). Break right to gain a blocky corner then traverse left, 4m along a break, beneath a strip roof. Climb into an open groove and belay on a perched ledge on the left.
2) 5b 8m. Ascend the groove above to a snappy finish.
- 8. Bad Young Brother** **E4 6b**
30m. A wicked direct route with reasonable gear. From the first niche on *The Ritz* break left (crux) around a bulge (2 threads on the left) to gain the blocky corner on *Paternoster*. Go direct over the roof (peg) then climb straight up twin cracks, passing a large flake. Follow a crack above (thread) to the top.
- 9. The Ritz** **E3 6a**
 A brilliant outing for the grade, travelling through some awesome overhangs with good protection. Start below a niche.
1) 5b 10m. Attain the small niche then move right into a chimney. Swing right along a roof and climb a groove to the next roof. Ape through this to an amazing hanging perch to belay.
2) 6a 10m. Put on your cycle clips and power through the roof crack on the right to below another roof. Traverse left to an arete then climb the corner above to finish.
- 10. Squid** **E2 5c**
 Similar to *The Ritz* but with a very definite crux roof. Be careful to avoid rope drag. Start beneath the right wall of the roofed central bay at a diagonal crack.
1) 4c 10m. Follow the crack up left to a ledge and take a small chimney to the left of a roof. Belay on a good ledge on the right.
2) 5c 15m. Assault the brutal roof to a breather in a chimney below the next roof. Traverse left into the light to join *The Ritz* at the arete and finish as for this route.
- 11. Crackers** **E3**
 A bold undertaking skirting the right-hand side of the roofs.
1) 5b 10m. Climb direct above the start of *Squid* via a short groove. Trend left to the *Squid* belay.
2) 5c 15m. Climb rightwards to make difficult and scary moves over the roof into a small groove. Finish straight up.
- 12. Mental as Anything** **E4 6b**
30m. The very exposed double roof right of *Crackers* gives a safe and strenuous undertaking. Start above a diagonal crack. Climb past a ledge then up a groove to tackle the first overhang (2 threads). Pull straight over another roof to a scoop. Then undercut rightwards and cross a final overhang to reach an easier cracked corner. Climb this by its right-hand wall.

LIMITED EDITION AREA - LEFT - page 207

- 13. Rock Around the Block Direct** **E3 6a**
30m. An enjoyable outing which is more sustained than cruxy. Start at the left-hand side of a rock pool. Trend right to gain a chimney then pull over the block roof directly on its left-hand side. Continue to the top.
- 14. Sting in the Tail** **E4 5c**
30m. Highly underrated. Bold but with great rock on a good line up the left-hand side of the main face. High in the grade. Start on the right-hand side of a rock pool. Climb past a roof and up a flake on its left-hand side. Then move rightwards up a wall passing a shallow groove to gain the upper corner. Weave up this, first rightwards, then finish back left (poor peg). Save some 'umpf' for the final moves.
- 15. Limited Edition** **E4 6a**
25m. One of the highlights of the sector which takes a big line up the centre of the wall. Start by a small rockpool. Climb the sentry-box and over a roof with difficulty, trending right to a shallow right-facing corner. Climb this easily to a roof then move direct up the impending wall above (peg) to the top.
- The large corner to the right (*Aquascrotum II*) is steadily collapsing and is best avoided - good name though.
 The rest of the Limited Edition Area is described and illustrated on the next page.

LIMITED EDITION AREA - RIGHT - Page 208

- 1. Slow Road to Ruin** **E5 6a**
15m. After an easy start follow the bold, right-trending groove to finish up the next route (peg).
- 2. Vigilante** **E6 6b**
18m. The central line direct up the wall gives intricate climbing that doesn't relent. It is bold low down then continues direct before trending left (peg) near the top. Small wires are needed. Two bits of fixed gear have disappeared hence the higher grade.
- 3. Sue's Route** **E1 5b**
18m. Enjoyable. Climb the technical cracks and flakes on the right that form a long shallow groove.
- 4. Girl from the Snow Country** **E1 5c**
15m. A hidden gem that follows a diagonal flake onto a slab and the lovely calcite pocket vein above. This leads over a roof and direct to the top.
- 5. All Quiet on the Southern Front** **E3 5c**
20m. An absorbing climb with tricky gear but in a good position. From the right-hand end of the ledge swing out right to a spike and then continue fairly directly up the vague rib on finger flakes.

PALACE OF THE BRINE - Page 209

- 6. Impending Gleam** **E4 5c**
25m. A tremendous climb up the huge towering groove.
- 7. Temple Redneck** **7c+**
30m. A sensational route up the arete on the left-hand side of the cave. Climb the right-hand side of the arete and over a large roof. Continue up the steep wall to the break on *Mind Cathedral*. Swing out left to belay or continue as for *Mind Cathedral*. Wires are needed to supplement the 6 bolts.
- 8. The Mind Cathedral** **E6 6b**
 The big groove in the roof gives well protected and outrageous climbing. The recent loss of holds hasn't affected the grade.
1) 6b 30m. Climb the groove (2 threads) to a belay on the lip.
2) 5b 8m. Finish straight up a short wall.
- The next line of bolts is *Project Lifeforce* - a potential 8b.
- 9. Palace of the Brine** **8a+**
30m. A huge climb with an amazing line through the roof of the cave. Start from a non-tidal ledge and trend right up a blank wall. Then ape out left to tackle the horizontal groove in the 15m roof.
- APPROACH and TIDES (Routes 10 to 16)** - Abseil directly to the ledge below *Calcitron* at any tide. For Routes 10 to 13 traverse leftwards to two small stances 5m up the wall. This approach is possible at any tide. You can also walk and scramble to the *Calcitron* ledge from Squid Area at low tide.
- 10. Drunken Butterfly** **7c+**
25m. 7Bs to top. The hanging V-groove gives another big roof climb.
- 11. Paparazzi News** **E6 6b**
30m. A sensational pitch. Climb a blank groove above the belay to undercuts. Then blast out right and through the roofs into a shallow groove. Exit via a corner on the left, as for *Drunken Butterfly*.
- 12. Cave Rave** **E5 6a**
25m. A wild pump-out, with good gear, up the steep groove 4m left of a deep chimney. Starting from a ledge at 6m. Climb the groove and roofs (thread) before moving left to a corner (peg). Finish up this.
- 13. The Beautiful and the Damned** **E5 6a**
25m. Start as for *Cave Rave* but ascend the serious slab to the right to a peg. Pull over the roof and up a short hard groove to a thread. Finish rightwards (thread) to a pre-placed rope.
- 14. Test Department** **E2 5b**
25m. Fine climbing up the left-hand side of the wall past 7 threads. Take a crucial 1/2 Friend.
- 15. Damage Case** **E3 5c**
25m. The straight crack past 6 threads.
- 16. Calcitron** **E2 5b**
25m. The crack in the middle of the wall has 3 threads. A classy mid-grade route.

FUNKY WALL - Page 210

1. ...and Captain

Blood's Cavern **E4 6a**
40m. An atmospheric and beautifully structured classic poised over a hidden sea cavern. Seepage can affect this route. From the ledge traverse the break a long way leftwards, until almost at the sea cavern. Launch up the leftward-arching corner for 10m and overcome the bulge on the left to gain an easier exit on the right. (F6c).

2. Davey Jones'

Lock-off **E5 6a**
45m. At the end of the leftward traverse on *Captain Bloods*, step down and continue left to a jutting foot ledge. Climb the bulge above on undercuts and side-pulls to a rest. Finish up left on some friable holds. (F6c+).
FSA. C.Waddy 8.94

3. Privateer

25m. *Captain Blood's* big brother which is dead scary with a high and exposed crux. **Approach** - abseil directly from two stakes above a large boulder, keeping a big swing going to reach a small footledge at the base of a corner at sea level (good large nut placement). Climb the corner above to join *Captain Bloods'* archway for 5m. Pull around a bulge to follow a tough right-facing groove which terminates in a committing finale to exit into a short crack. (F7b).

4. For Whom

the Swell Tolls **E6 6b**
25m. Three cruxes with some steep stuff near the top for maximum pump. **Approach** as for *New Privateer*. Swing right at sea level for 2m and ascend a hard scoop to the big break. Continue up on good incuts then make extending moves leftwards to reach a giant undercut. Deep breath - 'go for it' with full power direct to a mantelshelf exit, passing a big jug mid way. (F7b).

5. Fathoms

30m. A 'rites-of-passage' route with a crux at the top. Approach as for *Captain Bloods*. Traverse the break leftwards for 8m to a ledge then climb the first big groove diagonally leftwards to its finishing bulge. Leaving the big jug may take some will power. See photo on page 6. (F6b+).

6. Feeding

Neptune **E6 6b**
25m. A steep bouldery route with some 'big air potential'. Start up *Donald, Where's Your Trousers* then break left across difficult terrain to a thin finger flake. Excitement guaranteed! (F7b). See photo on page 215.

7. Donald, Where's

Your Trousers **E2 5b**
25m. Follow *Fathoms* to the small ledge below the big groove. Then break right up a lovely flaky wall to finish up a short flake. (F6a).

8. Amazonia

20m. A great introduction to this sector for soloists. From the ledge gain a secondary small shelf then head leftwards to an arete and corner. (F6a+).

9. Amazon

Emancipation **E5 6b/c**
15m. Hot and sticky and not a DWS yet but it may be done soon. It follows the very narrow corner directly above the secondary ledge on *Amazonia*. Belay on this ledge then climb up to a desperate move over a bulge at 8m (should stop most attempts). Crucial Rock 2 at mid-height and hard-won gear in general. (F7b).

The next set of routes are not deep water solos. Presently they finish at stakes and drilled threads.

10. The Rise and Dear Demise of the Funky Nomadic Tribes

15m. A useful escape. Good incuts all the way up a slight groove starting from the left-hand side of the main ledge. **HVS 5a**

11. Ten Thousand Spoons

15m. A line up the wall above the middle of the ledge on seams and cracks. **E2 5c**

12. The Friendly Ranger from Clontarf Castle

15m. A tricky face climb on good rock, starting from the right-hand side of the ledge. **E2 5c**

13. Telomere

15m. A very pleasant pitch from the right-hand side of the ledge taking a rightwards trending line of holds into a small notch at the top. **E1 5b**

14. The Talisman

15m. A serious eliminate. Start as for *Telomere* initially then head out right via a pocketed break (thread) to another thread and good wires. Step left and climb the blank unprotected scoop slightly left to good wires in a niche. Trend right easily to finish. Belay on drilled threads and a stake to the left or boulder to the right. **E6 6a**

15. Gorillas in the Mist

15m. A quality line which starts as for *Talisman*. At the thread at the end of the pocketed break ascend a cracked layback rib to the top exiting up a groove on the left. Belay as for *Talisman*. **E3 5c**

16. Charmed Life

20m. This route gives *The Talisman* a long direct start for a fine, balanced, hard route. Approach - abseil to the right-hand side of the very lowest ledge at sea level - **low tide and calm seas only**. Trend right to the low break (good wires) then make finery pocket pulls (crux) above gear, to the thread on *Talisman*. Finish as for that route. **E6 6b**

RUFTY TUFTY AREA - Page 212

1. The Slant

20m. Tackle a left-trending ramp starting up *The Friendly Landlord*... Good moves on perfect rock. Pass 2 threads and exit to a boulder belay with drilled threads. **E3 5c**

2. The Friendly Landlord of Durlston Castle

15m. This follows beautiful rock up the right-hand side of a rib 5m left of a large rectangular recess. Finish leftwards to the abseil belay. **HVS 5a**
APPROACH (Routes 3 to 10) - Abseil from a stake 10m west (right - looking out) of the finish of *Aubergine*. This leads down a brown scoop (*Rufty Tufty Vivisects his Mummy*) which drops over a large roof at the bottom to ledges.

3. Where the Land Meets the Sea

20m. From the recess traverse left for 3m then follow a big diagonal flake to two sling placements. Finish direct via a run-out technical scoop. **E2 5c**

4. On the Third Day

15m. Climb a groove from the left-hand side of the recess, finishing rightward past a roof via a flake line. **E3 5c**

The next 3 routes have suffered a rockfall at their base. The shared start has been re-climbed and the routes have been reassessed as described below. They are now solid.

5. Break Like a Wave

15m. An unusual direct start to the next route. From abseil, pre-place a sling over a jug on the lip of the recess, 3m right of the edge. Make wild moves (safe due to sling) straight past the bottomless roof then climb direct on thin flakes to the top past a mild runoff. Only the tall will reach the lip of the roof. **E4 6b**

6. Moving Away

from Rufty Tufty **E5 6b**
20m. A serious route which has become much harder since the rockfall. Climb the roof-crack (as for *Rufty Tufty*) then move diagonally left up a 'grit-like' ramp to a vague crack. This leads to a hard finish shared with *Break Like a Wave*.

7. Rufty Tufty

15m. A former gem which has become much harder since the rockfall. Climb the roof-crack as for the last route but continue direct up the easier pocketed crack above. Step right to finish. **E4 6b**

8. Rufty Tufty Vivisects

His Mummy **E5 6b**
20m. French-like 'gouttes'. Start as for *Rufty Tufty* then make a hard traverse right to the base of a the brown-streaked scoop. Climb this to the top. Safe but very strenuous.

9. Hallucinating

Freely **E6 6b**
15m. Low in the grade but it only has two runners. Start 10m left (looking in) of *Aubergine*. From the right-hand side of a recessed cave climb a series of layback fins (crucial Rock 6) then pull over a bulge to an incut (crucial Rock 2). Continue with difficulty up the headwall in an out-of-body-type of way!

10. End of the

Innocence **E4 6b**
15m. A better protected route with some great climbing. Start 3m right of the last route and head out rightwards up a flake to follow the overhanging corner diagonally right - hard!

APPROACH (Routes 11 to 14) - Abseil down *Aubergine* which follows a corner in the west (right - looking out) side of the central bay. All routes finish at stake belays.

11. Tempting Truancy

15m. Excellent finery wall climbing taking the face 4m left of *Aubergine* but with negligible gear. **E4 5c**

The next routes lie in a recessed bay of smooth black walls above a ledge.

12. Aubergine

15m. Often used as an escape route but it is worthy in its own right. Climb the big flake crack in the corner past good gear. **VS 5a**

13. Terminal One

15m. A very serious eliminate based on the 'grit-like' arete just left of *Aubergine*. A skyhook and poor thread protect the upper section. No side runners at this grade. Very photogenic. **E6 6a**

14. Mile High Club

15m. A cracking test-piece. From the bottom of the ramp on *Aubergine* step right and climb up flutings to the break (gear). Undercut a flake and make a very hard move slightly rightwards. Finish direct with no more gear. Serious. **E6 6c**

ARMED INSURGENCE AREA - Page - 214

1. Into You (Like a Train) E5 6b
15m. The steep, seamed bulge 3m right of *Aubergine* is very technical with good wires when you really need them.

2. Armed Insurgency E3 5c
15m. The centre of the black wall above a big ledge trending right via the intermittent crack to a steep finish.

3. Pariah E6 6a/b
15m. Another good, bold line. From a small ramp 5m right of *Armed Insurgency* (wire) follow side-pulls direct until serious moves left gain a huge flake on *Armed Insurgency*. Finish up this.

The black wall right of *Pariah* is an excellent looking project (*Black Box Recorder*) which will be one of the hardest and most serious routes in the south when it is climbed at E8 6c.

4. A Taste for Danger E3 6a
15m. The shallow black corner rising above a break in the ledge is harder than it looks. The gear is sparse but good. Exit rightwards via an easy slab.

5. La Quebrada E3 6a
15m. Strenuous but reasonably safe. Start at a corner 3m right of *A Taste for Danger* above a small belay ledge. Climb into the corner then move out left to follow a central rib through steep black overlaps to an exit flake. Finish as for *A Taste for Danger*.

6. Whack your Porcupine E1 5b
15m. Climb the steep, tapering groove 3m right of the area of steep roof-lets. There is no real belay ledge at the bottom.

APPROACH (Routes 9 and 10) - After a gap of 5m, past an easy corner marking the end of the shallow bay, are the next routes. Abseil directly into these from awkward nut and drilled thread belays.

7. The Caretaker E6 6a
15m. A serious headpoint taking a good line up the face left of *Ruurd Ruum* to arrive at an easy exit groove. Hard climbing above a nasty landing with no gear!

8. Ruurd Ruum E4 5c
15m. Ropes needed. An under-rated pitch taking a fine series of rightwards-slanting cracks to an exit groove. Difficult to protect.

CONGER AREA - Page 217

1. Leap of Faith E3 5c
15m. The arete left of the cave gives fine climbing, in a great position, on rock which is full of hidden pockets. Move leftwards around the bulge. Beware of a submerged rock at the base. (F6b+).

2. Tsunami E4 6a
15m. An exposed crux at the top makes you think. The left-hand finish to *A Bridge Too Far* with a tricky move around the bulge.

3. A Bridge Too Far E1 5b
20m. A good line but with a friable finish. Start at a large corner left of the cave. Climb the corner to a roof then step down to a foothold. Bridge the chimney rightwards to the exit of *Conger*. remember to bridge the chimney lower down. (F6a).

APPROACH (Routes 4 to 6) - Abseil into a hanging belay on an undercut pillar below and left (looking in) of the *Conger* exit.

4. Crime Wave E2 5c
 The face left of *Furious Pig* is a bit thin on gear. (F6a+).

5. Furious Pig E2 5c
15m. Climb the left-hand pillar and flake to the *Conger* exit. (F6a).

6. The Great Shark Hunt E4 6a
15m. The right-hand groove from the hanging pillar start. (F6c).

APPROACH (routes 7 to 16) - Solo or abseil down the route *Helix* (page 206) to the sea-level ledge at its base.

7. The Conger E2 5c
30m. A totally memorable solo in a very atmospheric position. It can be wet out of season. Start by traversing in along the break to a niche just before the cave. Continue past another corner and across slabs until stopped by a wall. Bridge out and up the chimney. Keep bridging then pull out left and up to finish. (F6a+).

8. Snap, Crackle and Plop E3 5c
25m. A direct finish above the chimney of *Conger*. Friable holds make it even more exciting.

9. Jellied E3 5c
30m. Another variation finish above the chimney of *Conger*. Break rightwards above the big roof to a prow. (F6b).

10. The Drowning Pool E6 6b/c
20m. A classic new splashdown! This follows an impossible-looking sister line to *Swordfish Trombones* through the left-hand side of the roof finishing on the last holds of *Jellied*. (F7b).

11. Swordfish Trombones E5 6b
18m. A wild trip through the roofs above the slabs of *Conger*. The big roof provides most of the excitement with a hard pull over to finish. E6 for the solo, good gear if you are leading it. (F7a+).

12. The Musharagi Tree E2 5c
20m. The diagonal hanging slab which can be started direct via the hanging arete (harder). Start at the niche of *Conger*. (F6a).

13. Halcyon Days E1 5b
20m. This tackles the fine overhanging corner above a good belay ledge to the finish of *Musharagi Tree*. Not a solo.

14. Herman Borg's Basic Pulley Slippage E6 6b
20m. The left arete of the side wall is very technical. (F7b).

15. Freeborn Man E4 6a
20m. A classic frightener with a soft landing which is traditionally attempted as an onsight solo. From halfway along the approach traverse, climb the slab and then the steep pocketed wall above to a big hole. Swing left and make some final tricky moves onto the top slab. See photo on page 10 and 205. (F6c).

15a Freeborn Borg E5 6b
20m. Break left just below the crux to finish on *Herman Borg*. (F7a+).

15b Freeborn Direct E4 6a
20m. After the crux exit direct onto the slab. (F6c+).

16. Troubled Waters HVS 5a
20m. An eliminate up the wall right of *Freeborn Man*. Popular as a warm-up for the bigger challenges to the left. (F5).

THE WEST FACE - Page 228

1. Dougal the Great E6

A big route taking a huge diagonal line to finish at a high leaning chimney. Start near the right-hand side of the low cave roof.
1) 6b/c 30m. Go direct over two roofs (peg and wedge) to join *Race for the Oasis*. Traverse 10m left under the roofs (thread and 3 old studs) to a peg. Power around the roof and continue up the steep wall (2 threads and a peg) to a small recessed ledge. Peg and nut belay. Watch out for rope drag
2) 5c 20m. Climb the bulging wall above from the left-hand side (thread) to a jutting ledge (thread). Finish diagonally leftwards, on shattered rock, to exit up the chimney.

2. Race for the Oasis E5

Quite a wandering route but with good pitches. Start at the very right-hand side of the low roof.
1) 6a 25m. Gain a chimney then traverse left for 8m (peg under the strip-roof) then move up to a peg below another roof. Swing out to a bottomless small groove and climb its left-hand side via a fingery rib before trending right to join *Tudor Rose*. Hanging belay at the right-hand end of a narrow roof.
2) 5b 10m. Move left for 3m and then climb a shallow groove. At the top of this traverse left again, and down, to the recessed belay on *Dougal the Great*.
3) 5c 30m. Head diagonally rightwards to the fault and swing along to a good ledge (peg). From the left-hand side reach a peg, step left and move boldly up the wall to good finishing holds. Exit right then left up an easy groove.

3. Sons of Pioneers E6

Very intricate route finding and another set of bold and interesting linkups. Start as for *Race for the Oasis*.
1) 6a 18m. A bold pitch. From the chimney move left for 3m then drop out and around the roof (crucial Friend 2) to follow a right-leading handrail for 3m. Cross the bulge above to the foot of a slight corner on *Tudor Rose*. Peg and nut belay.
2) 6b 10m. From the top of the corner move up right to a horizontal break in a bulge (peg). Make wild moves over the bulge onto the lip. Multiple large to medium Friends belay.
3) 6a 20m. Just right of an ammonite, climb the bold wall to wires. Trend right to a square-cut niche below the headwall. Climb direct (peg) to the top ledge. Move right to an exit corner.

4. Tudor Rose E2

A well known classic with sustained quality wall climbing. Start below a long crack right of the low cave roof. Photo - 227.
1) 5b 45m. Gain some cracks and climb the long left-hand one until it eases. Then traverse left to a good foot-ledge. Continue traversing past two slight corners (peg) and continue up past a jammed block to a small roof. Step left and climb up a groove, past the fault, to reach a stance in a corner. Large nut belay.
2) 5b 20m. From the right-hand side of the ledge a flake leads into a shallow groove on the left. Gain the horizontal crack then traverse right to finish up a short corner on *Oceanid*.

5. Facedancin' E3

A fantastic direct line up the steep wall left of *Oceanid*. A tough route but well protected where it matters.
1) 5c 25m. Start as for *Tudor Rose* to the good foot-ledge. Then ascend the wall and bulge via a groove to a belay at the fault.
2) 6a 25m. Head diagonally right for 5m then back left to a ledge. Pass a bulge (peg) then step right and climb the thin cracks in the white headwall (peg) to the top ledge. Exit up the corner as for *Tudor Rose*.

6. Oceanid E2

The dominating central line up the major crackline. Steep, strenuous and safe. Start 5m right of *Tudor Rose* on a boulder pile.
1) 5a 20m. Traverse left for 3m and move up into a niche. Follow the cracks above to a slab belay just below the fault. Thread.
2) 5b 30m. Climb up left to the fault and gain the wall passing a bulge on the left. Follow a steep groove direct, stepping left at its top. Avoid some funny blocks above to reach the exit corner.

7. Fly Crazy E5 6b

Technical and pumpy climbing blasting up the white face just right of *Oceanid* pitch 2.
1) 5a 20m. As for *Oceanid*.
2) 6b 30m. Climb diagonally left then back right, above an overhang, to a small ledge (peg). Swing left and pass a niche to ascend twin cracks above. A hard move on the left gains a good horizontal. Continue up the technical leaning headwall (2 pegs) to the top.

8. Warlord E4

A safe classic with strenuous and 'out there' climbing especially in the last few moves.
1) 5a 20m. As for *Oceanid*.
2) 5c 25m. Climb diagonally left then back right, above an overhang, to a small ledge (peg) (as for *Fly Crazy*). Fire straight up the 'lightning crack' above to hard wall moves at the top. Many pegs.

9. Vikings E4

Three fine pitches right of *Warlord*. Technical and sustained with small wires essential. Start a little way right of *Oceanid* at two converging cracks.
1) 5a 20m. Climb halfway up the right-hand crack then step left into a scoop. Ascend a short corner to a slab then traverse along until it is possible to reach the higher slab (peg). Continue left to the belay on *Oceanid*.
2) 5c 10m. Trend right to the roof (large Friend) then move over to a sloping ledge. Undercut right along the lip then move up to belay below a short corner in the next roof. Peg and nut belay.
3) 6a 20m. Gain a corner and pull over the roof onto a narrow ledge (peg). Climb the wall just right to a rest in a flake-crack, then tackle the steep white wall on the left.

10. Caiaphas E3

A good bottom pitch. Start at a short corner on the right-hand side of the main wall, 3m right of a huge reclining pillar.
1) 5c 25m. Climb the corner then trend right to reach a white sheet. Traverse 3m left and climb a thin crack to pass a strip-roof at the fault. Follow a long diagonal flake rightwards to a stance after 5m.
2) 5a 15m. Continue along the flake and finish with care up a loose corner.

11. Deaf Mosaic E6 6c

A desperately blank test-piece up the white face right of *Caiaphas*. Good gear.
1) 6c 25m. Climb direct as for *Caiaphas* to a horizontal beneath the wall. Monodigit holes lead up the centre (2 pegs) to the main break. A big undercut gains the shield above then proceed more easily to belay on *Caiaphas*.
2) 5a 15m. As for *Caiaphas*.

SENSOR II AREA - Page 230

1. Exit Chimney E4 6a

Two - The Sequel
30m. Once used to be the descent route then the chimney collapsed! Now a fierce and bold line. Start 8m right of the abseil. Climb past a roof crack then make bold moves up flakes to a mid-height roof (thread). Follow twin, leaning cracks to the fault then climb direct on big holds to the top.

2. Sapphire E1

A very popular route with a solid and safe crux. Start 18m right of the abseil, beneath a sentry box, near the fault.
1) 4b 10m. Amble up the wall to the open sentry box (thread).
2) 5b 20m. Gain the fault and swing left to an arete. Move over the roof (2 pegs) to reach the next roofs. Traverse right underneath these to finish up a crack, past a bulge to the top.

3. The Spook HVS

A great route which is thoroughly recommended.
1) 5a 18m. Climb the left-hand of 2 grooves and swing right beneath a roof to layback a steep groove to the fault. Belay on right.
2) 5a 15m. Ascend to a small roof, pull over and finish up the steep wall.

4. Toiler on the Sea E5

Good, clean climbing. Start at the arete right of *The Spook*.
1) 6b 18m. Serious. Follow the arete to the roof (peg and threads) then pull around past a niche (peg) to safer ground. Pass another peg to finish up a shallow groove to the fault. Belay as for *August Angie*.
2) 5b 15m. Ascend diagonally left (peg) to reach a protruding ledge. Gain a nose and continue to the top.

5. August Angie E1

Pleasantly sustained. Start at the groove right of the arete.
1) 5b 25m. Take the groove (peg) to the roof (peg) then traverse right to clear it. Follow a corner to the fault (stance 3m on left). Take care with rope drag.
2) 5a 12m. Climb the wall on the right to a roof. Swing right around an arete then climb through the weakness in the overhangs to the top.

6. Necromancy E4 5c

Technical and bold wall climbing up the committing face 5m right of *August Angie*. Move up and pass a break in the roof. Trend right to a (peg) at a flake then run it out direct to a ledge (possible belay). Finish heading rightwards across a short blank wall to a clean-cut exit.

7. The Heat E3

Another big pitch with quality moves but little gear. Start beneath a large roof at 15m.
1) 5c 15m. A short wall leads to a ledge (peg). Move left (peg) then climb direct on blind edges to a ledge.
2) 5b 20m. Follow a corner and trend right then left past a fault to a nose (peg). Traverse left to breach a V-shaped overhang.

8. The Big Heat E4 6a

30m. The direct extension to *The Heat*. Climb the serious lower wall then press on (2 pegs) up the face left of the arete in a good position. Finish easily up the final wall as for *Necromancy*.

9. Funeral Pyre E5

Unprotected where it matters. The line follows the wall 8m right of *The Heat*, 5m left of a corner.
1) 5c 15m. Ascend right then left to footledges. 'Go for it' up the blank scoop to a good stance as for *Tensor II*.
2) 5a 15m. Finish as for *Tensor II*.

10. Tensor II VS

The best route of its grade at Guillemot with two contrasting pitches. Start at a corner as for *Strapiombo*.
1) 4c 20m. Climb the corner until undercuts lead out left. Pass a bulge and move up onto a good ledge and flake belay.
2) 5a 15m. Technical slab moves (peg) gain the fault. Pass an overhang above to an exit groove.

11. Strapiombo HVS 5a

30m. A direct corner and crack climb starting as for *Tensor II*. Follow a corner past a spike peg to pass a big roof on the right. A chimney allows you to gain the fault and a huge ledge (possible belay). Climb the continuation crack to the top.

12. Ledgend HS

The easiest way out if things go wrong. Start below a big flake crack, in a steep wall, 60m east (right - looking in) of the abseil, and 5m right of the corner of *Strapiombo*.
1) 4b 25m. A crack leads rightwards to gain the flake. Follow this to its top. Climb a corner on the right to the fault then traverse right to belay on a ledge.
2) 4a 15m. Step right off the ledge then move up for 5m. Traverse left to reach the quarry.

13. Ledgend Direct VS

A popular route up a gear-packed corner 9m right of *Ledgend*.
1) 4c 18m. Climb a wall to gain the corner which leads steeply to a ledge on the left as for *Ledgend*.
2) 4a 15m. As for *Ledgend* pitch two.

14. Batt Crack VS

Start as for *Ledgend Direct*.
1) 4c 18m. Climb a short wall to a ledge then move right to enter and follow a corner to an overhang. Go right to a belay ledge.
2) 4a 18m. Ascend a groove and flakes then move right and up to a ledge. Pass another ledge and a small roof on the left.

15. Friends from the Deep E3

An absorbing first pitch. Start just right of a chimney, in an arete, 8m right of *Ledgend Direct*. An eliminate.
1) 5c 25m. Gain a slot (thread) then pull out right to cross a bulge. Continue to a rest on *Yellow Wall*. Traverse left to a flake then follow the sustained crack (thread) to the fault. Belay on the left in the corner as for *Batt Crack*.
2) 4c 15m. Move 2m right then finish rightwards through a V-shaped roof.

16. Yellow Wall E1

More fine wall climbing. Start just left of a big groove.
1) 5a 20m. Climb the wall trending left to a down-pointing spike. Move left and past a bulge (peg) into a shallow groove. Continue to belay on a wedged boulder. Belay on left as for *Batt Crack*.
2) 5b 20m. Trend steeply right under blocks then over to a small ledge. Move on and rightwards, around an arete, into a corner with a large flake. Finish up this exiting left.

17. Yellow Belly Wall E4 6b

40m. A fine hard eliminate on *Yellow Wall*. Follow a shallow groove, left of the normal start, past a bulge. Continue more easily to an undercut flake on *Yellow Wall*. Step right and follow lovely pockets to the fault then pass the roof above (peg) to gain an undercut block on *Yellow Wall*. Finish direct, exiting up a white wall right of a broken groove.

18. Younger Days E3 6a

35m. An unusual climb taking a prominent arete 8m right of *Yellow Wall* and with some orange streaks on its left-hand side. Start 3m right of the arete and climb easily until the arete steepens. Layback its right side (thread) to the fault. Finish up the easy wall above direct.

POLARIS AREA - Page 219

- 1. Frank's Little Secret HVS**
A fine climb on good rock starting from the base of the abseil.
1) **25m 4c.** Climb a left-hand crack to an overhang. Traverse right and up to another then step left and ascend a crack until moves right gain a nut belay below a flake .
2) **10m 4c.** Follow a flake line above to the top.
- 2. Polaris E5**
Highly committing. A real South West adventure with maximum exposure and reasonable gear. Start as for *Frank's Little Secret*. See photo on page 223.
1) **30m 5b.** Follow *Frank's* to below the second roof then traverse the fault right to the arete (or better, traverse at a lower level). Continue to belay below a large open groove.
2) **15m 6a.** Step down and onto the main arete. Tackle a steep thin crack then swing out right on a wild hand-traverse across a very steep wall. A graunchy move gains a ledge above the big roof. Nuts and peg belay. Very exposed!
3) **25m 5c.** The best pitch. Climb the side wall, 2m right of the corner, to a hidden peg. Move left and follow a slanting crack into the base of the large upper groove (good rest). Climb the pumpy groove past a bulge to an exit slab.
- 3. Exchange of Fire E5 6a**
35m. A well-positioned route based on the left arete of *Polaris*. Steep but with good rests. Dynamically climb the lower arete on its right-hand side to the fault. Follow *Polaris* up the steep thin crack then direct over its capping bulge to gain a niche. Continue direct up the blunt arete to join and finish up the flake of *Nuke*.

The next 4 routes are variation top pitches to *Polaris*.

- 4. Nuke E4 6a**
25m. Another exposed climb up the flake, trending left onto the arete, and finishing more easily on slightly suspect holds.
- 5. Bolt the Blue Sea E5 6b**
25m. A meaty number tackling a very steep crack in the left wall. Climb the back of the corner and pull over a bulge to join *Polaris*. Swing left (peg) and climb the thin crack steeply to good flake holds (peg). The flakes lead leftward onto the arete to easy ground beyond to the stake belay.
- 6. Weapons of Sound E5 6a**
25m. Well protectable. From the right-hand side of the stance move rightwards to a pocket-line (thread). Gain a hand ledge and go up a short groove. Launch right across the steep corner wall, on a pocket line, to a break. Continue direct to easier ground.
FA. M.Crocker, J.Harwood 2.10.94
- 7. Enter the Void E6 6b**
25m. A superb climb in an awesome position mainly on good pocket holds. Start out as for *Weapons of Sound* past the thread. From the hand ledge above, traverse right to another pocket line. This leads steeply (peg) to a good slot. Climb straight up the blunt, white arete with hard moves to gain the ledge above. Step right to a broken but easy finish.

HEDBURY - Big Cove and Smokey Hole - Page 247 to 249

HEDBURY BIG COVE - Page 247

Only the routes on the right-hand side require abseil approach.

- 5. Nowhere to Run E6**
One of the biggest adventure challenges in the area. A fantastic voyage crossing the entire cove from right to left at roughly half height. Massive commitment, huge exposure and some loose rock. Make sure you choose a long Summer day since you will need plenty of time to complete the trip.
1) **6a 27m.** Traverse the break past a corner. Continue along a shelf in the fault until a drop down, and hand traverse, leads to a good stance on the lip of the cave. Peg and Friend belay.
2) **6a 15m.** Traverse easily left until squeezed by steep rock forcing a strenuous link (2 threads and a peg) to a superb stance on a perched slab in the centre of the cove. Peg, thread and nut belay.
3) **5c 10m.** Continue left with a tricky move to gain a slab. Follow this more easily to belay at its end. Nut and Friend belay.
4) **6b 28m.** Climb down left to a thread jug then finger traverse left to a short groove. Ascend the groove and pass two 'leg-over' breaks leftwards, before making breath-taking moves left (peg) and over a bulge to gain an open groove. (Possible stance as on *Once in the Jungle*). Climb diagonally down for 5m then horizontally to a belay on a spectacular hanging arete. Thread and nut belay.
5) **5c 20m.** Follow the break leftwards past *Jesus Lizard* and the other routes, to a corner. Continue using a thin break to the arete and make a final haul up (thread) to a projecting belay on the edge of the cove. Scramble left into the quarry.

- 6. The Fabulous Professor Panic E5 6a**
30m. A totally intimidating experience breaching the east side of the cove. Unbelievable exposure and good gear. Ascend a deep crack on the left but where that continues out right, pull left (thread) to a niche in a corner. Move up the corner then traverse left between roofs for 10m to a break in the roof (thread). Gain jugs above and a steep exit headwall. Belay to the fence.

- 7. Figurehead E2 5b**
15m. Another exposed pitch but at a more friendly grade. Can be a bit dirty and dusty. Start as for *Professor Panic* by traversing left and up the deep crack. At its top swing right to finish up the steep, hanging arete into the quarry.

SMOKEY HOLE - Page 249

- 1. Slow Dive E6 6b**
25m. A complicated and serious pitch on good rock. High in its grade. Trend left via a groove to a small ledge (runners on left). Boldly gain a layback edge above and step left (Rock 2). Make hard moves past a peg to a break then pull over a 2m roof (thread). Finish straight up the headwall (2 pegs) to a juggy break at the top (thread). Exit easily on right.
- 2. Diving for Pearls E5/6 6b**
25m. The central line is very sustained with a fairly bold start. From the bolt belay climb direct up a slight groove (RPs and peg) to arrive shaken but not stirred at the fault (Friend 3.5). Cross a tough bulge (peg) to a hand-ledge. Then move left and back right to a jug (peg on right). Reach some large flakes (peg) and finish up slabby rock on the right.
- 3. Vapour Trail E6/7 6b**
25m. The best route here. A killer start leads to lactic-death higher up. Start from a semi-hanging belay 5m right of the bolt belay. Ascend a blank pillar (peg) making hard, and dangerous, moves to the fault (thread). Pass a peg to a spike then muscle left to a jug (peg). Move right to gain an alcove then climb straight over a series of bulges (peg and thread) onto the head-wall. More pumpy stuff leads to a solid top.
- 4. Rocket USA E6 6b**
25m. Not as serious as *Vapour Trail* but even steeper! It follows the groove system overlooking the deep zawn on the right. Start at a semi-hanging belay on the left arete of the zawn, 10m right of the bolt belay. A right-facing corner leads past an overhang to reach a fault. Swing up left (thread) to a handrail then power right to jugs and runners. Continue up the groove, past a hole, and over a wave to a jug (2 pegs). Finish up leftwards.