

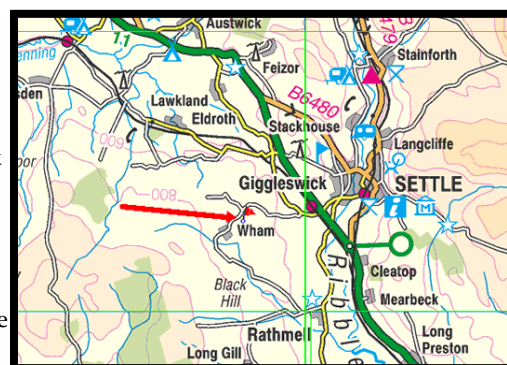
Birchshow Rocks

General information:

A south facing set of craglets and boulders that face generally south. All sections are quick drying and landings in all sectors (with one notable exception) are excellent. The rock varies in texture but is invariably good. Well worth a visit – even from afar. The crag is described in the YG Guide but thought worth of a full description (with thanks to the original online guide).

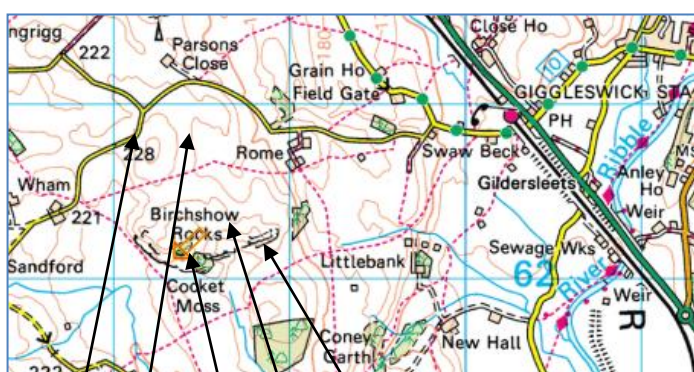
Approach:

Note: No official right of access but the rocks lie very near a footpath. Please park sensibly and don't go in large groups. If you have several cars leave some at the Giggleswick Station.



The best place to park is next to the gate (but not blocking it) where the red arrow crosses to road on the second map. SD 780 628. From here a gate leads into the field and the **Main Area** rocks are easily approached. For other areas, instead of following the wall

up to the gate, go straight forward across a boggy area to another gate (or drop down to here from main Birchshow bouldering). Go through the gate and the rocky **Borderlands** area comes into view. For the other areas continue straight onwards to another gate by a wood. **Shinless Boulder** is the prow at the top of the field up left. **The Crag in the Wood** can be seen in the next wood taking the form of a knoll



Parking

Main Area

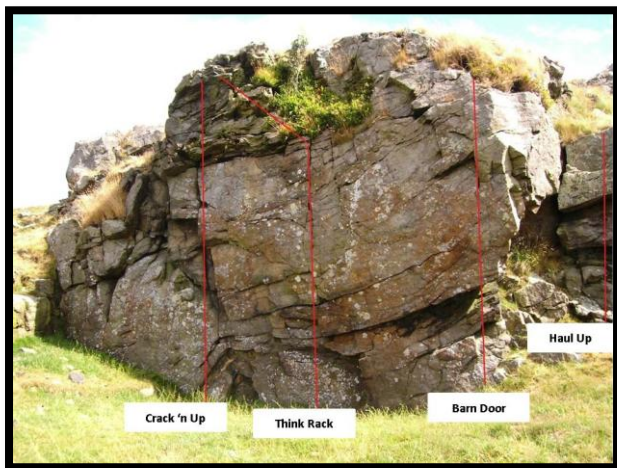
Borderlands

Shinless

The Crag in the Woods



FIRST WALL AND BOULDERS



This is the first wall that you come to when you approach from the parking place. Many variations and circuits are possible on this steep wall

Crack 'n Up V0/f4

Corner and wall above, left of centre. A little loose at top

Crack 'n Across V1/f5 **

Up FW1 then traverse right and up arête

Think Rack V1/f5

The thin central crack. Bear left at top to avoid heather

Walleye V2/f5+ *

Straight up the wall right of FW3, using thin holds.

Barn Door V2/f5+ *

The left side of the right arête, using a finger slot at half height

Open Door V1/f5

The arête on its right side

Open Up V0/f4

The wall just right of the arête

Pussy Poulter V0-/f3+

The roof left of FW8.

Haul Up V0/f4

The easy roof, 1 metre right of the corner, on big holds

Edge Hog V0/f4

5 m right of the first wall. The left edge

Cracked V0/f4

The little corner and crack

Poulter Crumble V2/f5+

Start with two hands on the triangular block and climb straight up between both cracks, without using either.

Tricky Dicky V1/f5

The thin crack is trickier than it looks

Nixon V0/f4

The right side of the wall

First Wall Traverse v3/f6a

Low, left to right traverse of first wall, using finger slots in horizontal

Boulder 1 V0/f4 On boulder below first wall - left hand side. Sit start to top on slopers

Boulder 2 V1/f5 On boulder below first wall. Right side of overhanging side. Hard pull over

LITTLE PROW

The little prow is 15 metres right of the first wall and has three easy lines with sit starts

Nez V0/f4

SDS The nose direct

Bez V0/f4

SDS The centre of the wall

Fez V0/f4 SDS

Right side of the wall



Around the Bedroom V0+/f4+ Start top right of the little prow, traverse left to the arête, keeping hands below the top, then descend the arête until your feet are just off the floor and low traverse back right and then up to the start.

TRIPLE OVERHANGS

The easily recognisable triple overhangs are 50 metres right of the Little Prow.

Left Wall

V0/f4 The slabby wall left of the triple overhangs

Grit V0/f4

the nose of the first overhang

Grab V0/f4

The crack between the first and second overhangs

Grudge V0/f4

The crack between the second and third overhangs

Graunch V1/f5

Sit start, over the roof of the third overhang by a tricky mantel, direct up the upper wall

Grunge V0/f4

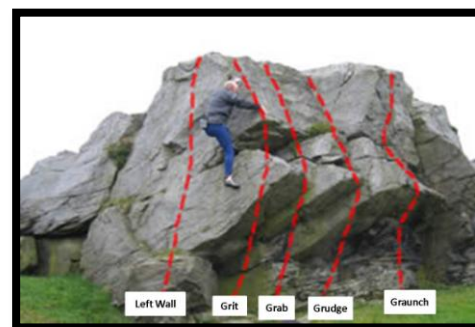
Sit start- arête right of crack

Just Another Mantel V0-/f3+

The wall just right of Grunge from standing

Slab Happy V0-/f3+

Easy but pleasant slab on right end of Triple Overhang buttress.



HOLLY BUTRESS

This narrow wall is 10 metres right of the Triple Overhangs.

Red berry wall VB/f3 *

Climb up just right of the holly.

Ilex Rib VB/f3 *

The pleasant arête right of Red Berry Wall.

Holly Butress ** VB/f3

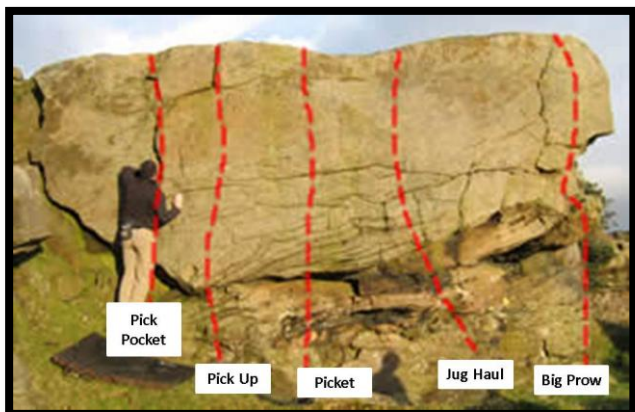
The pleasant wall right of Ilex Rib. A nice one for kids.

What? No Ivy? * VB/f3

Right rib of Holly Butress.

BIG PROW

The Big Prow is 10 metres right from Holly Butress.



High Prow Traverse V0/f4

Left to Right from tiny corner to top of Prow without touching the top till the arete.

Pick Pocket V0/F4 The thin corner and pocket on the left side of the wall, left of the Big Prow

Pick Up V1/F5

Direct up the wall on slopers

Picket V0/F4

Direct past small pocket. Can be done without the pocket

Jug Haul V1/F5

Sit start to the large jug and up direct. Can be done without the jug.

Haul Away V2/F5+ **

Up to large jug (on Jug Haul) then traverse right to arête of prow and up this

Settle For Nothing Less V5/f6c

A testing rock-over for a sloper though tight between Jug Haul and Just the Craic

Just the Craic V4/f6b *

The thin crack just left of Big Prow without using the edge

Big Prow V2/f5 ***

Steeplly up to the arête and up it. A great problem that would hold its own anywhere.

Prow Campus V1/f5

Link the breaks just right of the Prow and make a tricky move to stand up and reach the arête

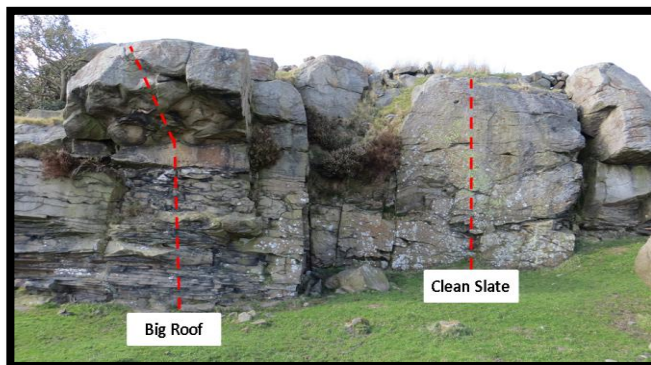
Prowess V0/f4

The easy line right of the Big Prow

Big Prow Traverse V1/f5 Start R of the arête. Hand traverse the shelf left and continue across the wall to the left side.

BIG ROOF AND LAST WALL

The Big Roof is 10 metres right of the Big Prow.



Between the Hollies Wall V1/f5 *

In the corner 5 m left of the Big Roof. Climb the short arête and wall between the 2 holly trees

Way Down Low V0/f4

Sit start-arête left of Big Roof

Big Roof V2/f5+ **

The big roof

Easy Corner V0/f4

Easy corner right of the big roof

Fly Up V2/f5+.

Left side of the wall without the horizontal break or left edge

Clean Slate V0/f4 **

Centre of wall

Clean Slate Eliminate V2/f5+

Centre of the wall missing out the horizontal and pocket

Thin Slate V2/f5+

Right of centre, on small edges, missing out the horizontal

Slated V1/f5 *

Right side of wall

Wallsend V0/f4 *

Right arête of wall

Midget V0/f4

Sit start-the little arête and roof

Dwarf V1/f5

Sit start-over the roof

Goblin V1/f5

Sit start-right side of wall

Elf V0/f4

Just right.

Last Wall Traverse V1/f5

Right to left low traverse. Start at far right of Last Wall and keep below the horizontal break on Last Wall. Go round arête past Big Roof. Finish under holly tree of Between the Hollies Wall. Grade dependent on footholds.

BORDERLANDS

About 300 metres south of the main crag is a steep slope littered with small gritstone blocks. Amongst these there is one undercut prow, that provides worthwhile climbing, above an alarming drop.

There are a number of problems on the scattered blocks that cover the hillside including a good Font 3 SDS roof located bottom centre. However the best area is around the obvious undercut prow (Borderlands) high on the hillside. There are some nice F3-4 problems to its left, around the wide crack.

Borderlands V2/f5+ *

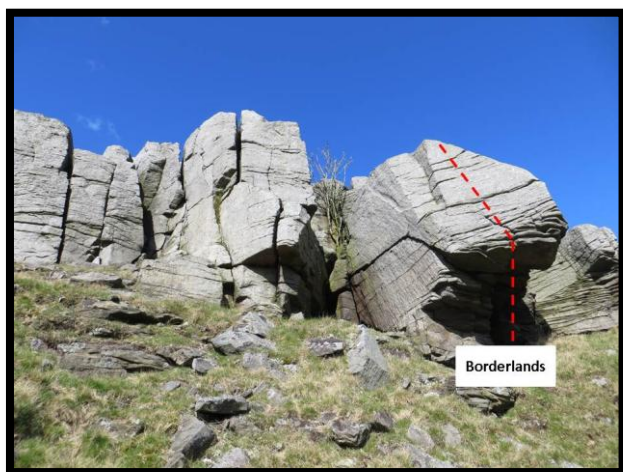
Climbs the nose of the prow from a sit start. Don't fall off! Some might want an E grade.

Border Control V1/f5 *

The wall left of Borderlands. Very reach dependent indeed.

Clarkey's Problem V1/f5 *

To the right of Borderlands, start in the pocket and climb the wall.



SHINLESS WONDER

From below the Borderlands block, continue around the hill, heading towards the Crag in the Woods. 100 metres before you enter the eponymous woods, a jutting roof can be seen above and to the left of the woods.

Shinless Wonder V3/f6a+ *

Climb the left arête from a sit start

Shinless Wonder Right Hand V5/f6c *

As for Shinless Wonder, but eliminate the left arête itself for the hands, forcing a tougher line out right to the groove on the lip.

Classical Gas V4/f6b+ *

Start in the centre of the roof and, using a sloper on the right lip, top out through the groove on the lip.

Careless Pork (Costs Ticks) V4/f6b *

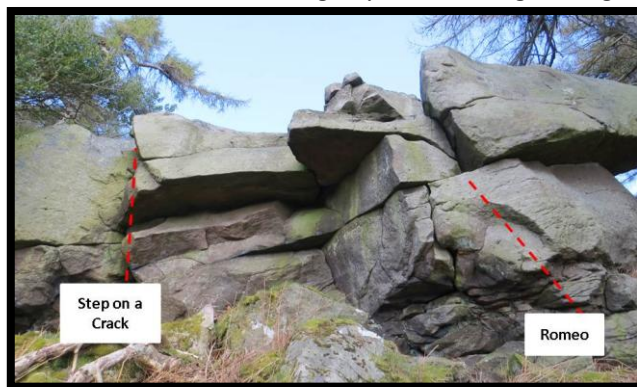
The right hand side of the roof, climbed through wanton use of a tiny crimp and a slap for the top

Skylark VB/f3 *

The rib at the right hand side of the roof

CRAG IN THE WOODS

About 200 metres beyond Borderlands is a wood enclosed by walls. There is a natural crag of rough gritstone in the wood (grid reference 784621). Do not damage any walls accessing this crag.



Sleepy Hollow V4/f6b ***

On the left side of the crag. The wall by a holly past pockets and a fine edge is a great problem.

Step on a Crack V0/f4 *

The crack to the right

Extra Rib V2/f5+

The rib to the right avoiding the crack – a bit artificial.

Crack in the Track VS 4c *

Left of the big tree a steep crack gains a niche. The corner crack finishes the line.

Romeo V2/f5+

The steep recess a meter to the right is tackled on its right side. Jump off or down-climb the crack

The Tiger That Came to Tea V3/f6a *

Romeo (or the next start) and then traverse the fine horizontal crack to eventually finish up War and Peas.

Tomorrowland E2 5c **

A rib leads to the roof. Stretch right to the base of the curving crack. Follow this left then a rock-over and long reach gains good holds where another rock-over gains the top. (A couple of 0.5 cams or similar are useful).

War and Peas V1/f5

The east facing pebbly bulge at the right side of the crag.