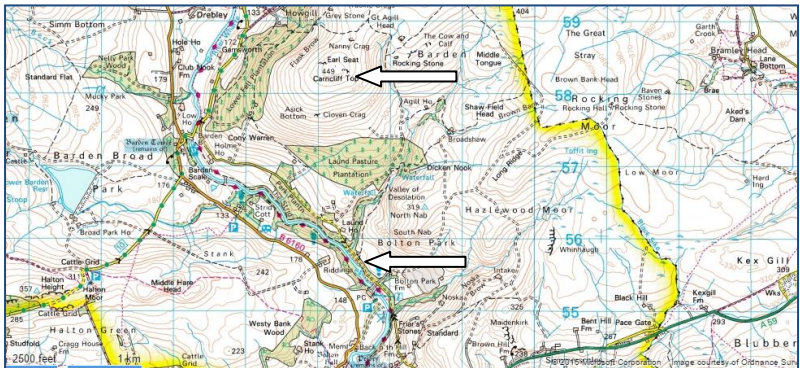


# Carncliff Top and Upper Earl's Seat

**Climbs** - 42

**Altitude** 440m

**Faces** All directions but primarily East. Good for warm summer weather.



## Other condition info:

A pleasant bouldering area on Carncliff Top – the hill opposite and south-west of Simon's Seat and just above the Earl's Seat crag. The rock is coarse grit that has weathered to produce some fine features. The landings are flat and the walls face in a variety of directions so sun and shade can be found at most times of the day. It is in a high moorland setting and although it dries relatively quickly you are advised to choose the day of your visit wisely.

## Parking and approach info:

Though there are shorter approaches, the easiest is to use the limited parking on the Storrieths road just uphill from the Cavendish Pavilion and follow the Valley of Desolation path until it exits the woods. Turn left here and follow a track above the woods for a short way until it goes uphill and passes a series of shooting butts (this point can be reached from Cony Warren by taking the path to the moor and

following the wall southwards). Where the path ends, continue uphill until a large boulder comes into view. This is the Ripples Wall (actually marked Carncliff Crag on the map). Alternatively walk up from Howgill as for Simon's Seat.

It is fairly easy to combine a visit to Carncliff with Simon's Seat, Lord's Seats, Hen Crag or Long Crag.

### Ripples Wall

There are some short problems on the back of the boulder and another down to its right. A couple of these are worthwhile. There are also some sloper traverses.

On the main wall - from left to right:



#### 1/ The Nose f5 \*

The bulging nose on the left – no bridging onto the adjacent boulder.

#### 2/ Slap in the Face f6a \*

Pull up to the break and then much harder moves into the gritty scoop above

#### 3/ Project 1 f7 \*

The breaks and rounded top

#### 4/ Project f7 \*

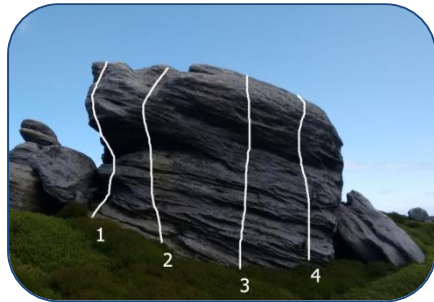
Similar to the right

#### 5/ Slab Face f6a+ \*

The slabby face around to the right is harder the further left you go – don't use the crack

#### 6/ Crack f5

The strangely tricky crack



Continuing in the direction of approach a series of walls making up the **Main Walls** come into view.

On the far left these are small but have some good warm-up problems.



### Little Block



**1/ Full Frontal f6a \***  
SDS ish. The small but good front face

**2/ Sideline f2**  
The right side

### Runnel Block

The block is split into three bits by two runnels each f2.



**1/ Left f2**  
Left protruding bit

**2/Centre f2 \*** Centre bit.

**3/ Right f1** Right side.

**4/ Runnel Traverse f4 \***  
Right to left below the top to finish up Left

Just to the right again is

### The Finger Area:

**1/ Easy Crack f3**

**2/ Flakes f4+**

**3/ Central Crack f4+ \***

**4/ Index f4 \***

The line past the base of the Finger.

**5/ Giving the Finger f4+ \***

Pull onto and past the obvious finger by a long reach.

**6/ Finger Food f5 \***



L to R finishing up Giving the Finger

### The Thumb Wall.

**1/ Digit f5**

Just in from the left edge and right of the obvious wide crack.

**2/ Nail It f5 \***

A thin seam to the left of centre

**3/ An Absence of Pebbles f6a \*\***



A step up onto the thin ramp and then step right before making a difficult rock back left

### 4/ Indicator f6a \*

Step onto the boss and finish as for the previous problem or slightly more direct

### 5/ The Thumb f4+ \*

The knobbles leading past the thumb - without bridging the chimney

To the right of the chimney is the Thousand Dances Area

## Thousand Dances Area

### 1/ Birdland f5 \*\*

Start up the rib and use the flake crack to finish.



### 3/ Land of a Thousand Dances \*\*\*

f5

The thin crack is a belter. Well worth the walk!



### 2/ Rendo Beach f6a+ \*

An eliminate between the rib and the crack using the subsidiary flake to reach two ribs up right to finish.

### 4/ Break It Up f5+ \*

The rib on the right with a reach.

### 5 Fern Crack f3

The easy crack – probably with a fern growing from the base.

### 6/ Free Money f3+\*

The centre of the low wall.

### 7 Twin Cracks f3+

The twin cracks.

### 8 La Mer f5+\*

The bulging rib using the edge of the crack. Harder variations are possible using less and less of the edge. Can you do away with it completely?

### 9/ Horses f6a+

The same bulge but using edges close to the right-hand crack and a gritty finish.

### 10/ Gloria f4+ \*\*

The hanging edge forming the right edge of the next crack. A sitting start can be added.

There are a couple of short problems to the right but they are rather dirty and likely to remain so.

A traverse **Just Kids** f6b\* goes

Walking about 200m further around the hill and at a similar level is a short but entertaining wall with a low roof and a number of problems. As the name suggests, the wall lies just above Earl Crag (see YMC Grit Guide) where there are still two fine highball/routes waiting to be done.

Described from the left

### 1/ Short Crack f3+

Just around from the left arête

### 2/ The Arête f4

A sitting start is also possible.

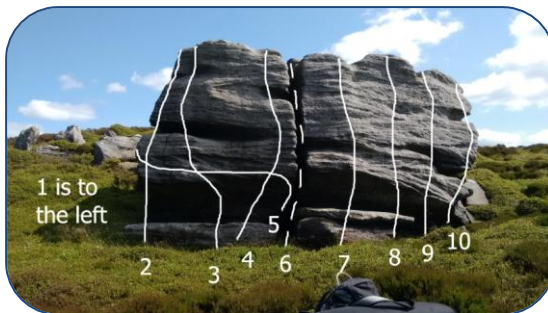
### 3/ Trauma f5+ \*

SDS in slot. Pull through roof and take the wall just right of the arête.

**Shock Tactics** f6c\* Pulls right from the break and avoids the arête of Lefty

### 4/ Lefty f5+ \*

The left arête of the central crack



from Birdland to Break it Up

### 5/ Low

### Traverse f6a \*

Start at the central crack and follow the slopers leftwards around the arête and across to easy ground

## Earl Seat – Upper Crag

### 6/ Central Crack f4

Use anything! The right edge alone is Righty f4+



### 7/ **Blunt Rib** f5+ \*

The blunt rib just to the right

### 8/ **The Wall** f4+ \*

Climb the centre of the right wall to the notch

### 9/ **Right Wall** f5 \*\*

Just to the right of the low block a sitting start leads to a ledge then a rightwards finish.

### 10/ **Layback Flakes** f4+ \*\*

The nice layback flakes on the rib and an interesting finish

### 11/ **Master-Class** f6b+ \*

SDS below bulge to the right. Ingenuity leads upwards.

### **John's Rib** f5 \*

A nice rib problem on the lone boulder 50m right and further back from the main boulders. The wall to its right is also good.

There is another good but small wall a long way to the right and at a lower level with 5 problems from f4 to f6a.

### **Earl Crag Project Alert**

On the main crag (Earl Seat below – see YMC Grit Guide) are some of the **Last Great Problems** on York's Grit. For a starter take a look at the east facing wall. This is split by an obvious chimney (Womb with a View M \*\*\*). The wall left of this was top-roped at

the time of the original exploration of the crag (pre-mat days - you had to be tough). Unfortunately a pebble just below the top broke on the head-point attempt, the fall resulting in a big hole in the soft ground and the line hasn't been done since. The wall to the right is just plain awesome.



The right-hand boulder provides a problem **John's Wall** f5 up the wall between the arêtes.

The Earl's Seat problems were the work of John Hunt and Paul Clarke. Carncliff will have been climbed on but is a long way from other bouldering and unlikely to have received much attention before the rise in popularity of 'wild bouldering'. Paul climbed the crack of Land of a Thousand Dances (whilst on an injury induced exploratory walk – couldn't resist) and it showed little signs of having been climbed but one never knows.

A few easy problems were done at this time but most were added in 2009. The removal of unattached pebbles seems to indicate their virgin nature. Recently Ben Clarke, John Hunt, Gill Peel and Dave Musgrove have all made contributions

