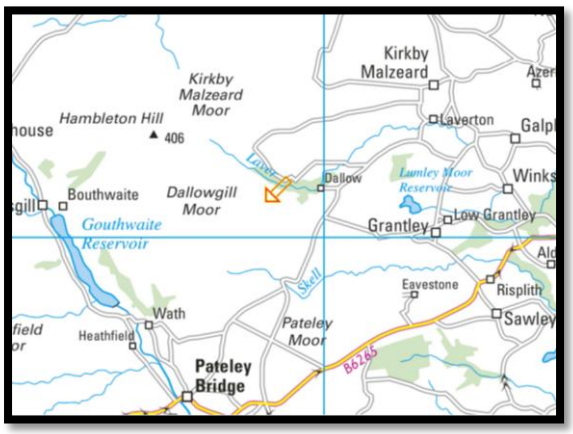
Gate House Crag

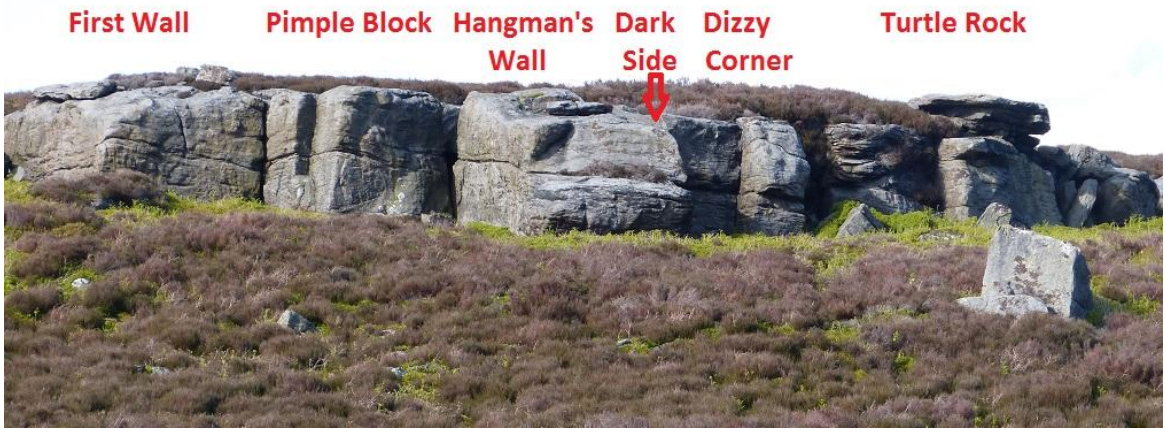
This is an excellent and long overlooked moorland bouldering venue with good rock and flat landings. It is generally south facing, though with walls of varying aspect, and an easy 25 minute fairly level approach walk. Most of the boulders are on open access land with great views although the far right hand end extends beyond a dry-stone wall into pine woods with a mini-Fontainebleau feel. Most of the problems are between 3 and 4 metres high with no significant scary highballs. The grade range is currently Font 2 to 7a.

Approach The crag is on Dallowgill Moor above Nidderdale at NGR SE 183710. Park at Harper Hill near the farm and follow a Land Rover track westwards taking the first right fork and continue parallel to and above the woodland until the track ends near a line of grouse butts. Cross the stream and take a vague track up the other side to reach the left end of the main crag first. Closures for shooting are likely during August/September and will be listed on the Natural England website.



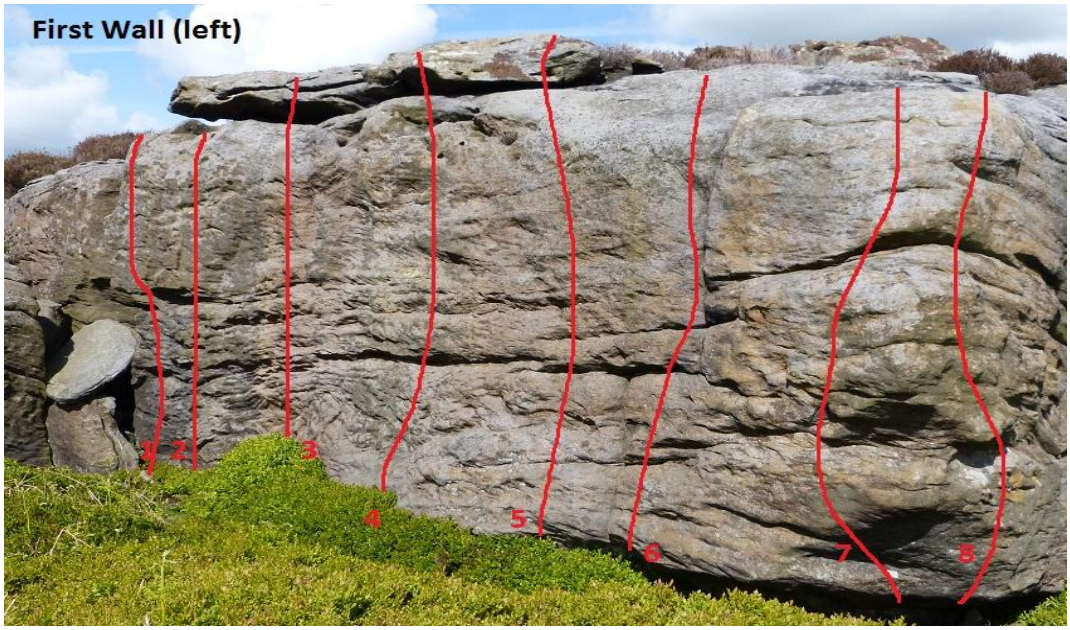
History No records of climbing can be found prior to 2007 and prior to The CRoW Act of 2004 it is likely that access was discouraged on this well managed Grouse Moor land. No doubt Tony Barley paid visits during his explorations of nearby Hullah Stones and Sypeland but no records have been found. A dozen routes were recorded on the main edge in 2007 by Francis Holland and Al Proudfoot and included on UKC in 2013 by Steve Phelps. In June of 2015 Paul Clarke and Dave Musgrove paid 3 visits in 5 days accompanied variously by Nigel Baker, Bob Larkin and John Hunt and the crag was thoroughly scoured and around 90 individual problems climbed and Paul Clarke making probable first ascents of everything above Font 6a named.

The Main Edge (overview)



.

The First Wall is a good place to get warmed up with several short pleasant wall climbs and one tricky sitter.



1 Let's Go F3+. The left arete without the blocks.

2 Trixy F5*. The wall between, but without using, two thin vertical cracks.

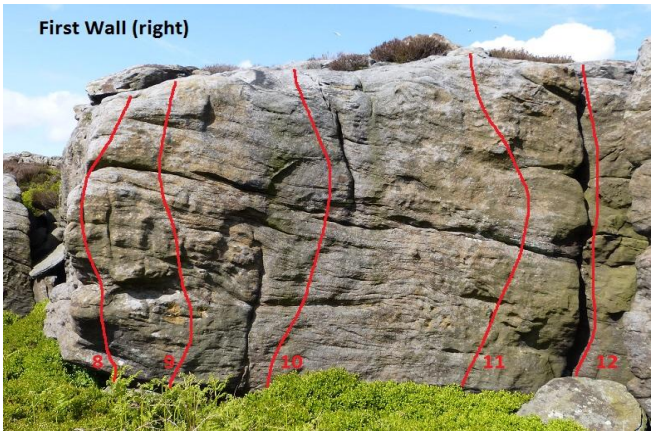
3 Little Cracker F4*. Thin crack to a good pocket.

4 Wall of Delight F3**. Easier than it looks and very good.

5 Just Great F3+*. Wall just left of offset cracks.

6 Big Cracker F3*. The offset vertical cracks give the strongest line.

7 Bagpuss F5+*. Sit-down start to a rounded finish on the left of the arete.



8 Opus F6a The right side of the arete has a harder sitter.

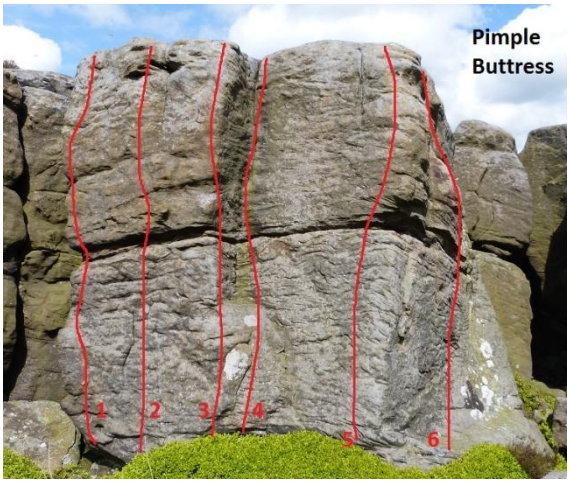
9 Olympus has Fallen F6b*. A tough sit-down start just right of Opus. (F5+ from standing).

10 Puss F4+*. The short central crack on the front face.

11 Smooth Operator F5+**. The technical wall left of the jamming crack is excellent.

12 Back Crack F2+. The crack.

Pimple Buttress Much better than its name implies.



1 Pimple F3+*. The delightful left arete.

2 Zit F5*. The wall between the arêtes is awkward to start.

3 Boil F5. The right arete feels a little contrived.

4 Nice Spot F4*. The Groove.

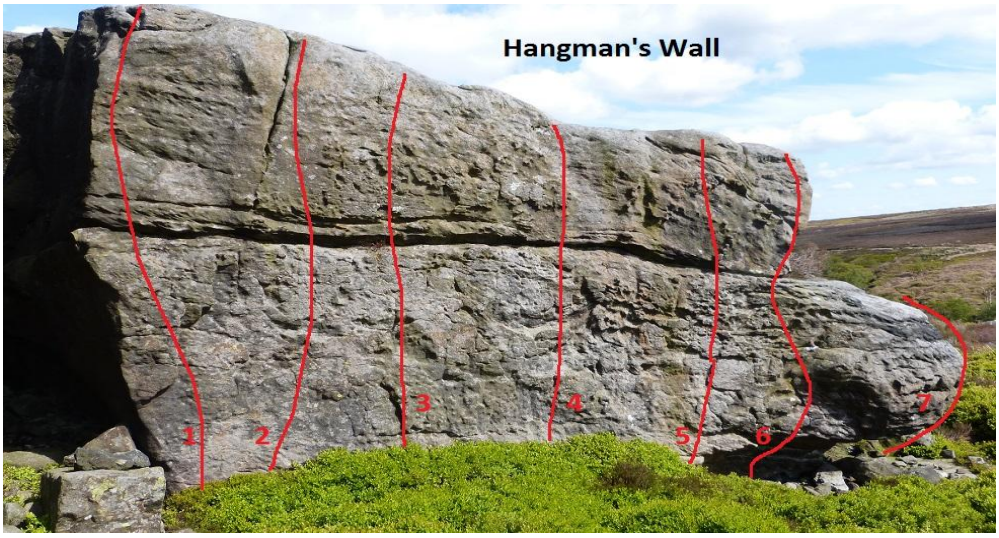
5 Ooze F5+*. The right arete of the groove is harder than it looks.

6 Acne F4+ The fluted flake to a small high pocket.

Bob's Traverse F2+* Starts from the foot of Pimple Arete and finishes on the shelf to the right of Elephant's Ear on Hangman's Wall.

Nigel Baker on Zit, F5a – Pimple Buttres

Hangman's Wall. This is another good warm-up spot with lots of positive knobbly holds.



1 Pierrepoint F5. The left arete is not as easy as it looks.

2 Hanging Crack F4+**. The classic crack.

3 Gallows Wall F4*. The knobbly wall is fun

4 Noose F3. Easy sitter from a big low hold.

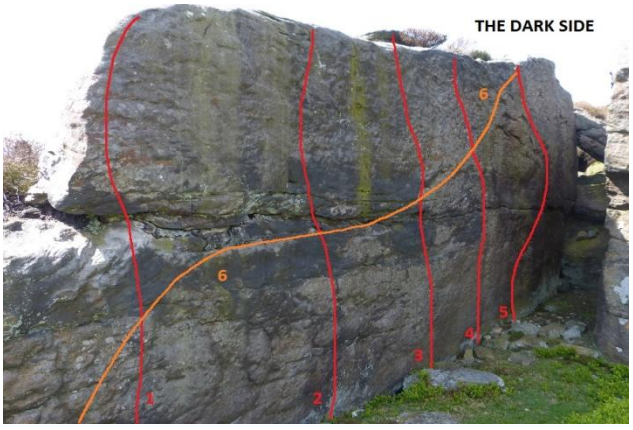
5 Chicken Heads F3+*. The sticky-out features to a rounded finish.

6 Elephant's Ear F4+ The wall to right arete from a sitter with feet below the roof.

7 Idle Hangs F6c*. Lie down start then use a pocket and crack to climb the bulge. Lateral thinking helps.

8 The Big Hang Theory F6c. From the end of the break slopers and the occasional better hold lead across the bulging nose to gain the break crossing the right wall.

The Dark Side. The long and shady east facing wall leads into a narrow gully.



1 Darkness Beckons F4. Uses the upper left-hand arete.

2 Darkinbad F4*. Two metres right of the arete.

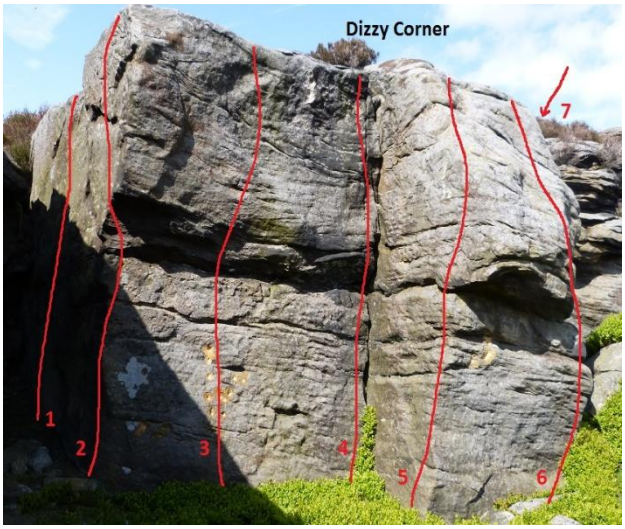
3 Shades of Grey F3. The easiest line up the centre.

4 The Empire Spikes Back F6a+**. A high rock-over leads to a tiny spike below the top.

5 Dark Matters F7a*. Just right of the right end of the 'ledge'. A hard start leads to an urgent finish.

6 Darkness Rising F5+*. An interesting traverse to the good hold at the top Dark Matters.

Dizzy Corner contains 7 excellent problems.



1 Izzitw'thit? F4. We thought so.

2 Izzy's Arete F5+*. The left arete with a sketchy finish.

3 Dizzy Izzy F5**. A fine reachy wall.

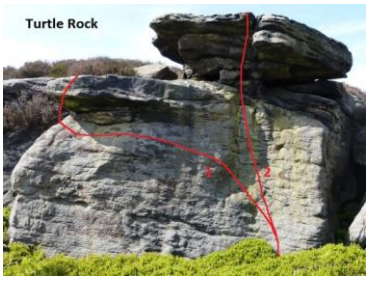
4 DIzzy Corner F2+. Easy but has to be done.

5 Izzy's Corner F5*. Not really a corner – a tricky rib.

6 Izzy Wizzy F4+*. The blunt nose, stepping left.

7 We've been Bizzy F4. The side wall.

Turtle Rock is the final block on the main edge.

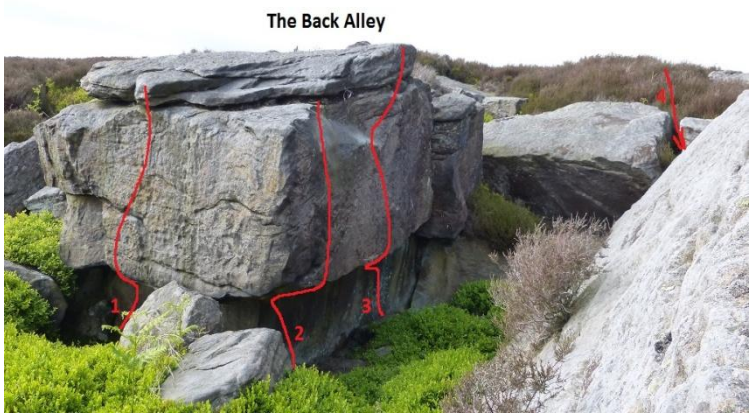


1 Turtle Traverse F4+ . Traverse left to the arete without using the lip or jammed block.

2 Myrtle the Turtle F3+. Direct over the roof on good holds.

The Boundary Blocks . These are the cluster of boulders on the left of the dry-stone wall about 80 metres right of the main edge. The first, and furthest left is tucked away out of sight at first glance.

The Back Alley



1 Sitting Duck F5+ The warm-up!

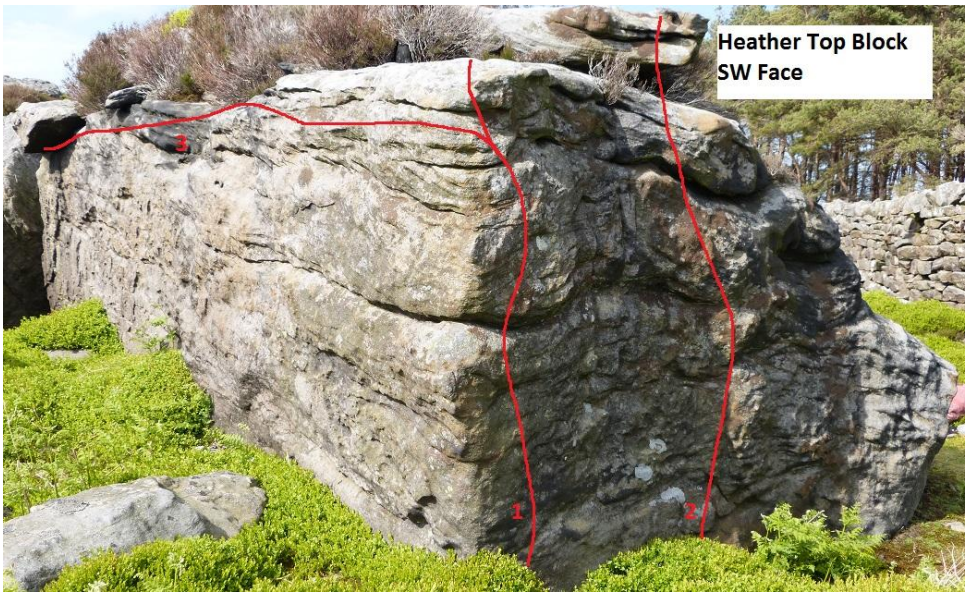
2 Sitting Pretty F6b+ *
SDS from horizontal under the roof. Pull out to slot by arête then a big pull to gain a triangular jug and up.

3 Sitting Target F6c **
A micro-classic. SDS just right. Pull out to big side-pull then aim one for the sloper up and left. Hang this and pull up right to jugs.

4 Baby Sitting F4+ * Starts low under the apex at the end of the long slab. Rock-over right.

Heather-Top Block

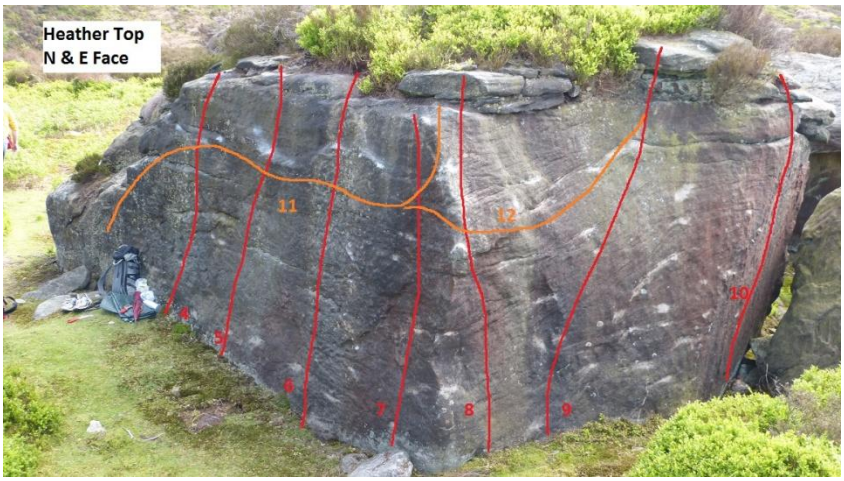
A long low block with the best problems on the North and East faces including some excellent traverses.



1 Energy Crisis F5. SDS then straight up.

2 Handjam Surprise F3. Standing start.

3 Heather Top Traverse F5*. Energy Crisis then traverse left with hands on top until final bridge across to next block.



4 Lapwing F3. short wall right of slabby descent

5 Oystercatcher F4. Two metres left of arete

6 Merlin F5.** A metre left of arete**.** Mantel finish – no need to grab the heather.

7 Short Eared Owl F4.* The arete on its left**.**

8 Pipit F3+. The arete on its right**.**

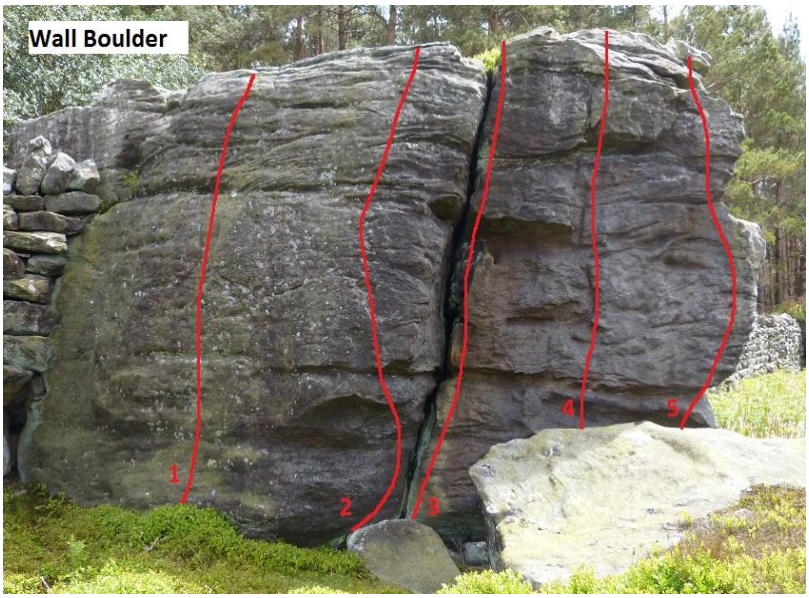
9 Hen Harrier F4+.* Centre of the back wall trending right.

10 Curlew F5.** Right side of back wall avoiding the slab to its right**.**

11 Gamekeeper F5+.*** Low left to right traverse finishing up the arete.

12 Keeps on Coming F6a.** Continue the traverse with hard move around the arete using the half height knobble.

Wall Boulder This excellent block forms part of the boundary into the woods and has problems on three sides.



1 Hadrian's Wall F2*. Easy way up or down.

2 Vallum Hadriani F5+* Sit start to arete left of crack.

3 Heddon F3+* SS to big crack.

4 Steel Rigg F5 SS to wall right of crack.

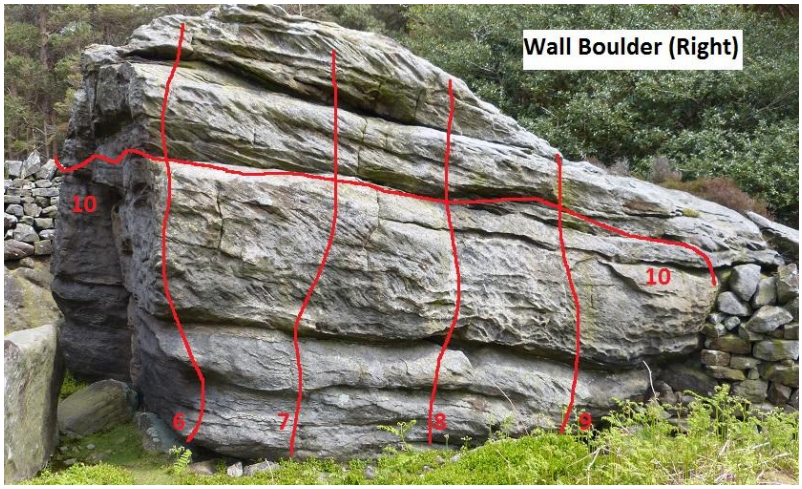
5 Chesters F6a. SS left of the arete.

6 Birdoswald F5+.** SS right of arete. (F3+ from standing).

7 Vercovicium F6a+* Hard slappy sit-start (Nice F4 from standing).

8 Houseteads F5 ** SS but good all the way.

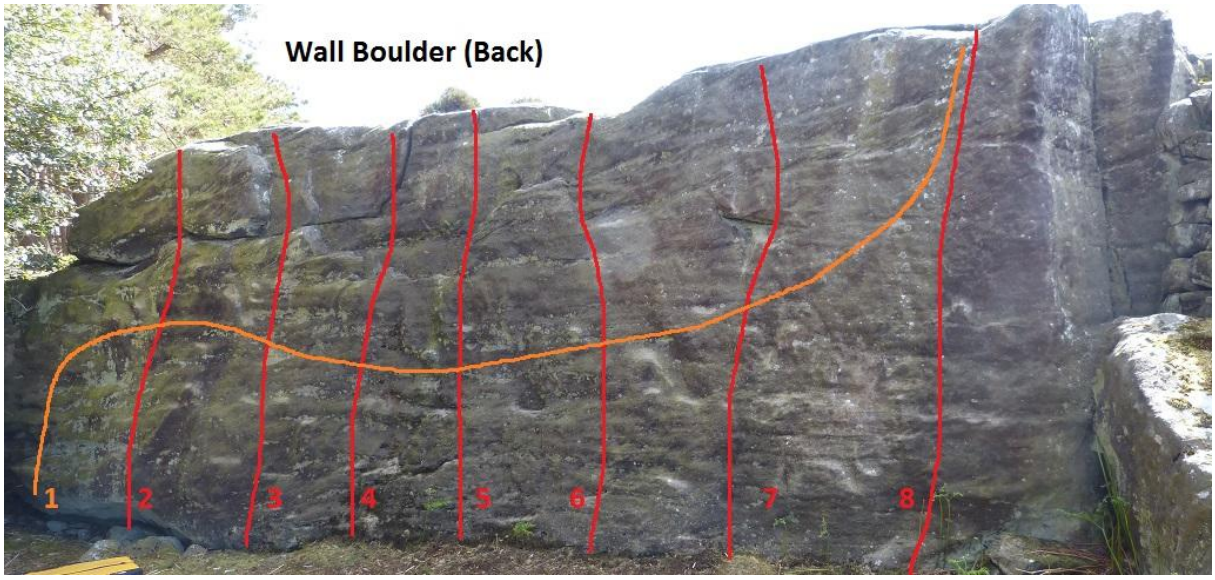
9 Milecastle F5 * SS from short flake.



10 Vindolanda F5** Pumpy wall-to- wall traverse from right to left.

John Hunt making the slap on Vercovicium F6a+

The Forest Boulders are all over the wall in the woods. There are more possibilities here but more cleaning will be required. There is easy access through a gap in the wall 30 metres north of Wall Boulder



1 Scratch my Back F3+.* Left/right traverse.

2 Greenback F3. LH line to rounded finish.

3 High Corner F2. To small upper corner.

4 High Crack F2. To short high crack.

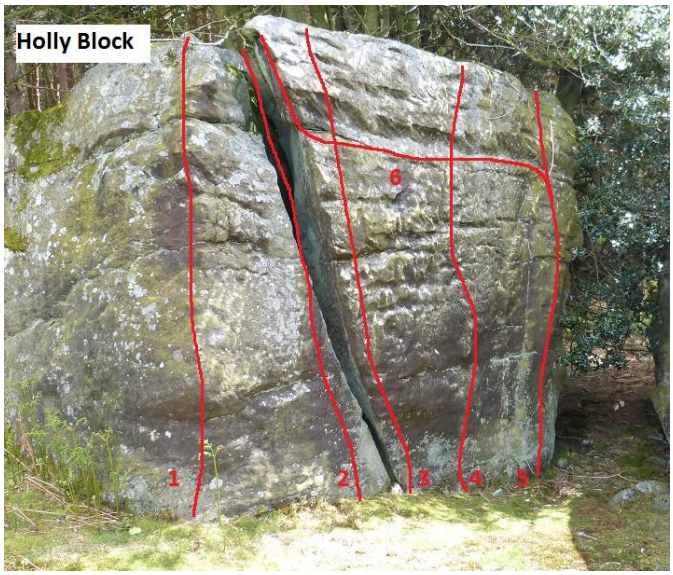
5 Tufty F2+. To ramp and heather tuft on top.

6 Central Wall F2. Up the middle.

7 Big T F2+.* Via Tee shaped feature.

8 Hidden Gem F3+. ** Right hand line.

The Holly Block is opposite the back of the Wall Boulder. The Holly on top has been trimmed since the picture was taken. Descend via route 1.



1 Holly Rib F1. The descent route.

2 Prickly Crack F2. If you must!

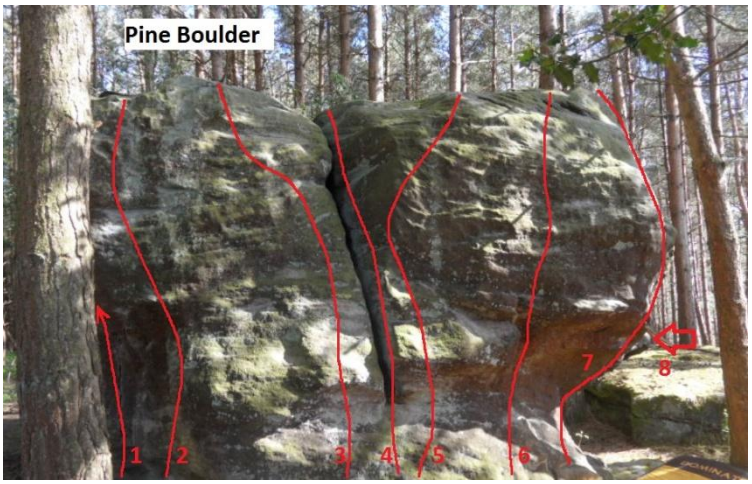
3 Ilex F3. * The slanting rib. (F4+ from a sitter).

4 Holly Wall F5+* Excellent from sit start. Can be finished left or right at same grade.

5 Spiky Rib. F4+ * Nice from a sitter.

6 Hollystic F6a ** Super little traverse from Spiky Rib start.

Pine Boulder is just beyond Holly Block and further into the woods it has several excellent problems, some slightly impeded by nearby trees.



1 Silkwood F6a. ** SDS at finger flakes in the shallow groove. Climb up and slightly leftwards on improving holds.

2 Memories of Woodstock F6b. ** SDS just right of Silkwood and climb the hanging rib to the best hold in Yorkshire.

3 Pine Slab F5. A little contrived but SDS to hold just left of crack. Then step up on slopey footholds. F3 from standing

4 The Crack F2 A bit pointless.

5 Cone Head F4.* From pocket in arete move up right.

6 Larch as Life F6a.** From tiny pocket go straight up (5+ span right for the arete).

7 All Spruced Up F6a+** Excellent High stepping arete.

8 Pine Descent F1 * Superbly featured blobs.

Dave Musgrove and Paul Clarke 'All Spruced Up' F6a+