

# Wolf Crag



**Climbs** - 36

**Altitude** 300m

**Faces** Standing blocks so all directions but mostly south.

**Other condition info:**

A superb, weathered collection of grit blocks set in a fine location. Fairly low-ball but with great lines.

**Parking and approach info:**

Located just to the west of Kirkby Malzeard. From the west end of the main street take the minor road to park near a ruined barn just past Bagwith House. The crag is visible from here.



A footpath and bridge opposite the barn crosses the stream. Walk on a short way and, staying high above the stream, find a narrow path that parallels it. Where this disappears cross a boggy area and then through heather/bracken to the crag.

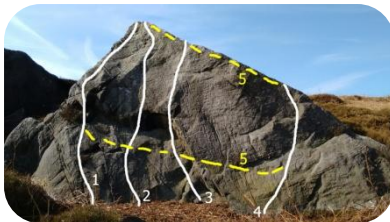
### Hanging Slab



**1/ Slippy** Font 2  
Follow the hanging edge of the slab.

**2/ Lippy** Font 2  
Climb the slab from the right.

### Pyramid Slab



Up to the right.

**1/ Fair O** Font 2 \*  
The lovely, easy left arête

**2/ Two Ton Carmen** Font 4+ \*  
Vague scoop feature.

**3/ Rameses** Font 4+ \*  
Centre line using small and round edges.

**4/ Sheep Arête** Font 2  
Right side to arête and pull over.

**5/ Halo** Font 5 \*  
Start up Sheep Arête and loop the block anticlockwise.



*Dave Turnbull on Rampart*

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## Wolf Crag

### Square Block



To the left is a block with two faces.

**1/ Slot Machine** Font 5+  
SDS. (No Block) The bulgy wall on slots.

**2/ The Safe Cracker** Font 4+ \*  
SDS Crack 'n up.

**3/ Fine, Fine** Font 4+ \*  
SDS. The fine crinkly wall.

A nice eliminate - **Plaque Attack** (SDS Font 6a) – pulls up off the jug then uses only side holds on the 'plaque' to make a reach for the top.

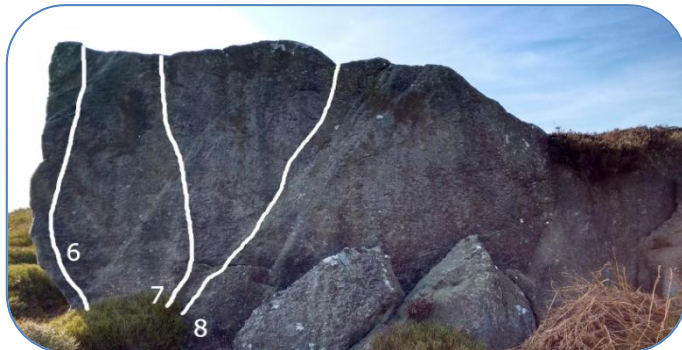
**4 Black Rose**  
Font 5+ \*\*  
SDS. The lovely arête. Standing is 4+. Without side edge on the left and staying on arête is 6a ish.

**5/ Maxim** Font 6a \*  
SDS on far left (no block).  
Traverse and then up arête.

**6/ Black Rose Right** Font 4+\*  
Right side of the arête.

**7/ Pocket of Change** Font 6a \*\*  
Rock onto obvious foothold at bottom of the ramp and then pull straight up the wall using obvious finger pocket and high crimp for left hand.

**8/ Rampart** Font 5+ \*\*  
Step onto and follow the ramp with your feet.



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## Wolf Crag

### Middle Block



A fine little boulder that is found up to the left. Good friction fun!

### Top Block

The upper block has several good faces:

The **Downhill Face** sits above a cave at its left side.

#### 3/ **Ex and Why** Font 6c+ \*

Low crouch start – SDS needed. From low hold for left and shot hole for right a hard heel hook is used to gain side edge and up.

#### 4/ **Ex- Terminate** Font 4+ \*

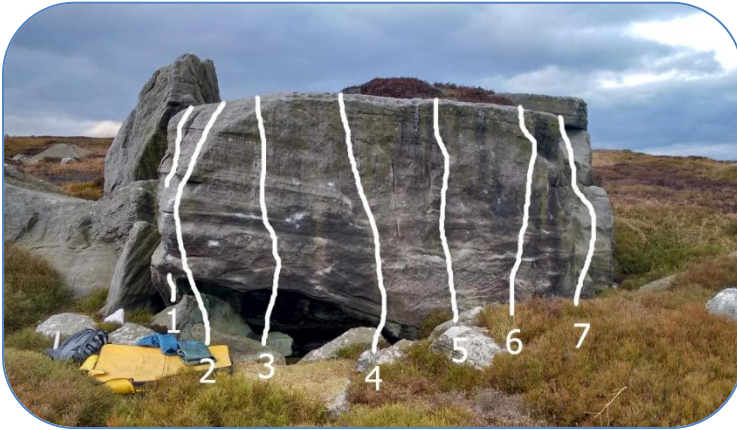
Lay off crack with right hand and pop.

#### 5/ **Ex Machina** Font 4+ \*

Short crack on right with left hand.

#### 6/ **Touch and Go** Font 6a+ \*\*

SDS at right side of wall on slopers. Pull up to left hand on short crack/side-pull then up using crescent scoop. A bit easier from standing.



#### 1/ **Exploration of Doubt** Font 6a\*

Haul up from sitting – perhaps more fun from standing (Font 4).

#### 2/ **Ex-Factor** Font 6b \*

SDS. A stiff pull and heel hook allows the arête to be climbed. The crack to left is in.

#### 7/ **Descent Groove** Font 1

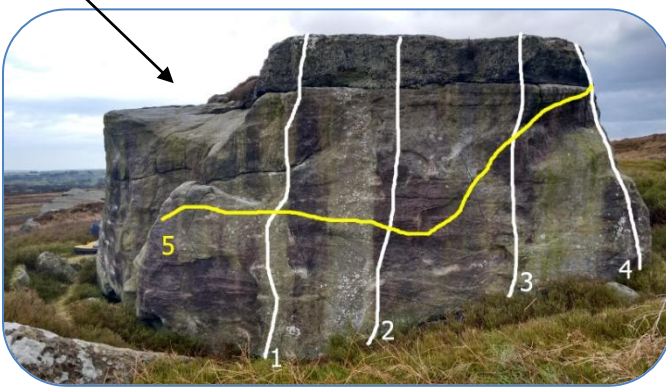
Down or up the groove

Needs a cave lip sitter traverse but a block needs moving and might be tough!

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## Wolf Crag

Around the corner is the **East Face**.



**1/ Ancestry** Font 5+ \*  
SDS. Tough pull to better holds.  
Font 4 from standing.

**2/ Parentage** Font 5  
SDS. Side holds and long reach.  
Font 4 from standing

**3. Lineage** Font 3  
Right side past a pocket

**4/ Origin** Font 1  
Easy rib

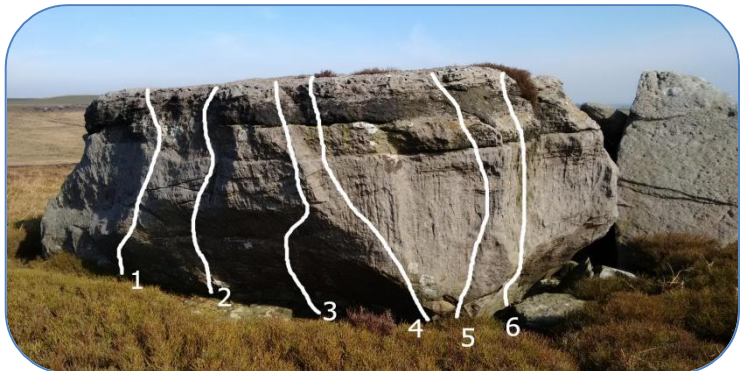
**5/ Succession** Font 5+ \*  
Low traverse of the wall

At the back of the block is the **Uphill Face**. Short but steep and perfect rock

**1/ Wrinkle Splitskin** Font 5+  
SDS. Short pull at left side.

**2/ No Pain No Gain** Font 6a\*  
SDS. Reach for sharp flake/crack and then up.

**3/ A Wrinkle in Time** Font 6a+ \*\*  
SDS at obvious rail. Pop up right and better holds. Short/sweet.





**4/. Turn the Screw** Font 6a+  
SDS. Poor side holds and a long  
slap left for the better holds on  
the previous problem

**5/ Four Fold** Font 6a  
SDS. Just next to the next problem  
but poor side holds to start.

**6/ The Crease** Font 5 \*  
SDS. The flake feature.

Further round is a subsidiary  
block. Stepping onto it from the  
right is **JJeannie** Font 2.



*Paul Clarke on  
Turn the Screw.*



*JJeanie on JJeannie*