

## Little Simon's Seat

**Climbs** – 32  
**Altitude** 450m a.s.l.  
**Faces** North West

**Other condition info:**

A jumble of boulders that are composed of good, silvery grit, set high on Simon's Seat. Problems have been done over the years but nothing recorded until now. There are some very good boulder problems (and some that are really routes) ranging in height from diminutive to highball. Landings are generally ok except where noted in the script - a couple of pads are recommended. Though north-facing the problems are clean and dry quickly. Easily combined with a visit to Dale Head Rocks, Lord's Seat or Simon's Seat. ***Beware the odd man-eating hole amongst the heather.***



*Paul Clarke – Smiling Through the Apocalypse*

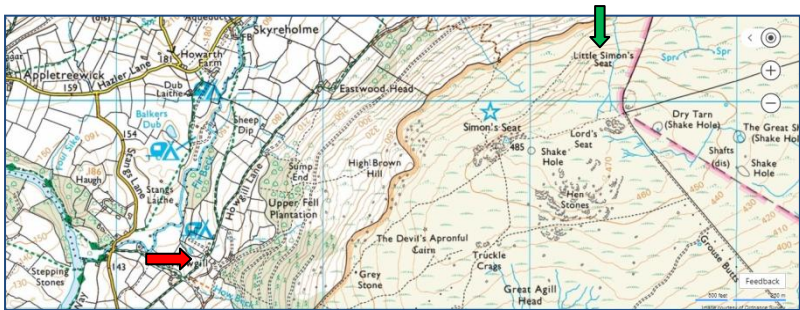
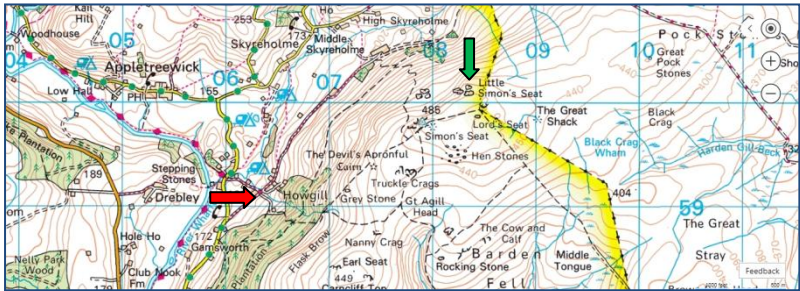
**Parking and approach info:**

The best starting point is the parking at the foot of the Howgill to Simon's Seat path from where there are two alternatives. 1/ Go over Simon's Seat towards Lords Seat and drop down a little way before there, as the rocks come into view. 2/ Follow the valley track and then up the zig-zags to Dale Head Rocks

(the ones over the stile/wall that gives access to CRoW land) then bash up through the heather to LSS - less distance and climbing but with some heather bashing. Either way takes around 40 minutes

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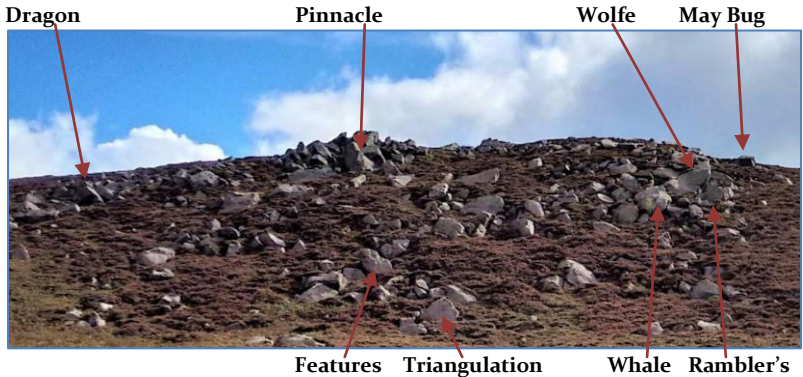
## Little Simon's Seat



*The Wolfe Boulder*

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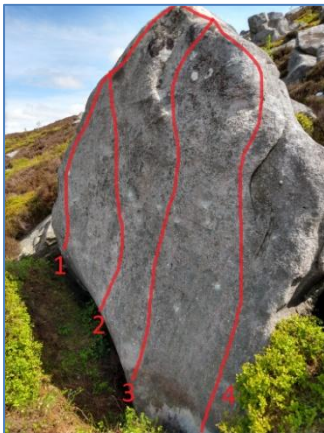
## Little Simon's Seat



The area is a bit confusing at first. However, the picture above should locate the various blocks. The first boulder(s) described lies at the foot of that ground just above the flatter area that lies below the crag.

### Triangulation Boulder

The lowest boulder has a nice slabby face with a flake on the right.



#### 2/ Correlation 6a

LH in mono-pocket, RH on side-pull. Step on and up.....

#### 3/ Triangulation 6b+ \*\*

Step up to gain the obvious ramp then upwards.

#### 4/ R 4

Flake and right arête.

#### 1/ Static Stick 4

The left arête from standing



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## Little Simon's Seat

### Features Boulder

Up and to the left.



#### 1/ Features 5+ \*

Starting in the hollow, rock up to gain side-pulls and better holds.

Above and around these two boulders are a number of slabs and blocks with potential for problems but the next obviously good problems are up to the left.



### Dragon Boulder

For those with an imagination it is possible to see a dragon's head.



#### 1/ Dragon 6b \*\*

From standing (no mat pile) pop up for the side-pull with RH and hole with LH. A throw gains the left arête. A harder start uses a pocket and poor hold to pull on – 6c/7a?

#### 2/ Draco 5 \*

The right arête. A SDS adds difficulty but feels contrived.

Back over to the right is a pinnacle/boulder below the upper left-hand jumble.

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## Little Simon's Seat

### Pinnacle of Achievement.



#### 1/ Where There's a Will 5+ (E1 5b) \*\*

Start up the crack then move left onto the wall. Climb upwards eventually using the left arête.

#### 1a/ Lacking the Will 3

The same crack and easy ground above.

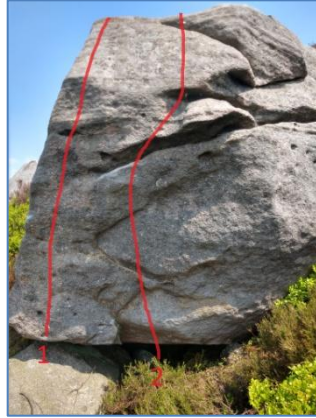
The massive jumble of blocks above here has some potential but lines and landings seem difficult to isolate.

### Right Area

Well across to the right is a giant block (**Wolfe Block**) with a fine scoop facing the valley and a lovely leaning wall on its right side.

The next problems are on the blocks below it starting down near an obvious featured slab.

### Tea Snob



#### 1/ Swag Juice 5+

The short arête. Top out direct or more easily leftwards.

#### 2/ Tea Snob 5

Climb out using good rails and jugs.

### Cockchafer's Slab



#### 1/ Cockchafer's Slab 5 \*

The centre of the hanging slab using a sloping rail, side pulls and shallow pockets.

#### 2/ Slab Flake 2+ \*

The right side using the flake.

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## Little Simon's Seat

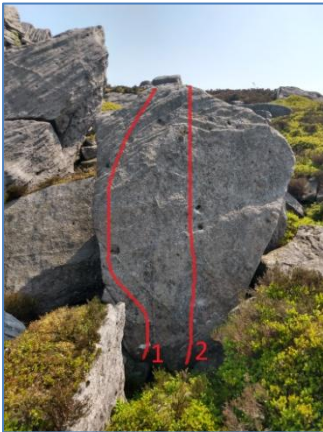
### Whale Block



**1/ Whale of a Time 6b \***  
SDS on the underlying block. Reach out for the eye and then the ear and up. The 'up' goes on for a long way but is easy. Easier for the lanky.

### Rambler's Block

Just below the Wolfe Block.



**1/ Rambler's Arête 3+**  
Move up the arête avoiding the block on the left.

### 2/ Ramble On 4 \*

Climb the wall without the arête.



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## Little Simon's Seat

### The Wolfe Block

Most problems here feel high and the ones above the leaning wall are above a pile of blocks so a few (lots of?) mats are sensible.



#### 1/ Mau-mauing the Flak Catchers 1+ (Moderate) \*\*\*

Pull into the scoop and follow it to undercut features leading right. As good an easy line as you will find anywhere.



#### 2/ The Bonfire of the Vanities 3 (Severe) \*\*

Pull into the scoop and across to the horizontal. Join the dots, stepping right and back left to easier ground.

#### 3/ Buy the Ticket 5+ \*

SDS at the scoop and follow the arête to the break. Pull round left and escape.

#### 3a/ Take the Ride E5 6a (Font 6a+ with many mats and spotters) \*\*

Follow Buy the Ticket and continue up the hanging arête with some trepidation avoiding the temptation to step off onto the jutting block. Only one short hard section but .....

#### 4/ Smiling Through the Apocalypse 6c \*\*\*

A great problem. SDS at the crack and rail. Use this and a pocket to pull up and rightwards through the roof. Move up past a side-pull and another pocket to gain better holds and a fine finish. Easier from standing at the side-pull.

Font 5 stepping of the block below the roof.

#### 5/ The Right Stuff 5 \*\*

Pockets and edges lead leftwards to a final move past a surprising pocket.

#### 6/ Back to Blood 5+ \*\*

SDS at holes. Pull up and

left to a long reach and a finish.

#### 7/ The Electric Kool Aid Acid Test 6b+/c \*\*

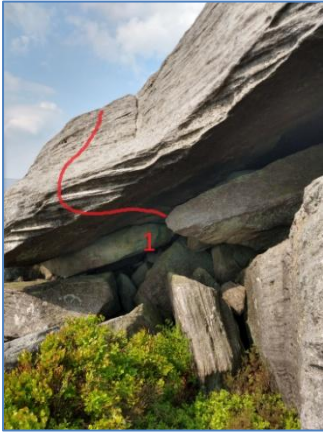
SDS. Follow Smiling Through and traverse at ground level to gain and finish up Back to Blood.

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## Little Simon's Seat

**Upper Blocks** Just above the Wolfe Block is a roof/cave and a rippled wall to its right.

### Painted Blocks

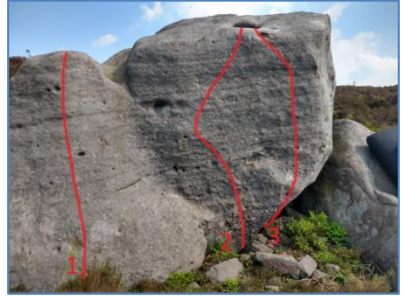


**1/ The Painted Word** 5+  
SDS at the back of the cave with hands in a crack/thread. Climb out and over using surprising pockets and a belly flop.



**2/ A Man in Full** 5  
SDS. Rock up using ripples.

### May Bug Block



**1/ The Pockets** 1  
Step past pockets.

**2/ Upper Class** 5 \*  
Pull onto the wall using a good foot ramp. Span to the top and finish direct using the large bowl.

**3/ May Bug Arête** 6b+/c \*  
SDS. The right arête using undercut pockets and a reach. From standing it is also good and 5+.

### The Step

Over to the left

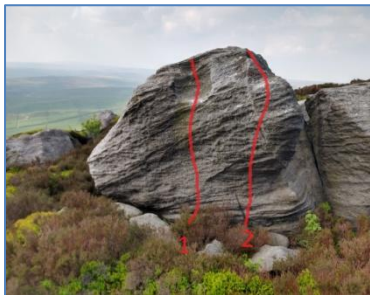


**1/ The Step** 3+  
Pull on and step onto the step then step right to finish.



### **The Bowl**

Just above.



#### **1/ Bowled Over 4**

Pull into the large bowl.

#### **2/ Annihilating 4+**

SDS. The steep rough prow on the right.