

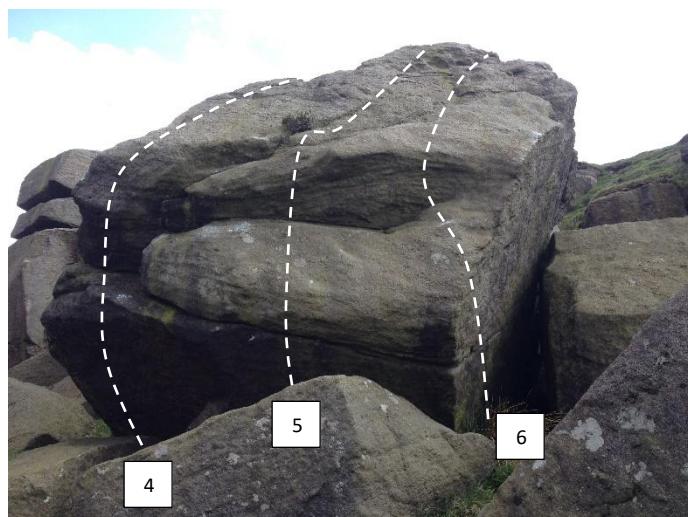
Earl Crag Upper Tier Boulders

Blocks to the right of Earl's Head and around Low Slab

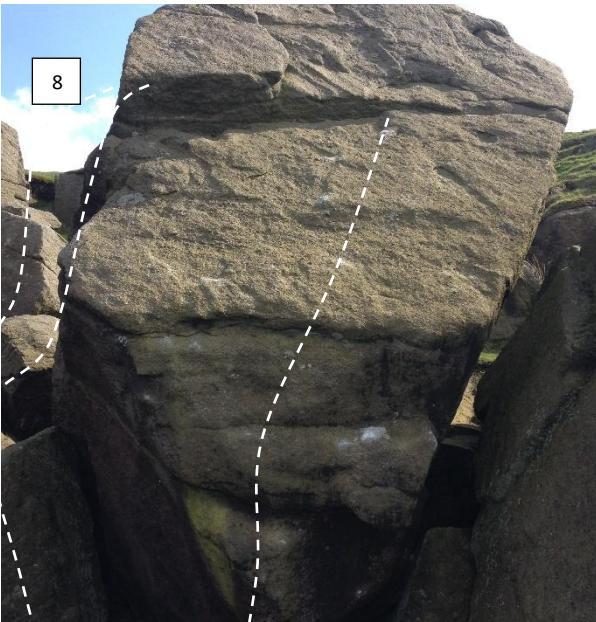
Some of the problems on the first six diagrams are high and have poor landings and so an extra pad is useful (could be said for a lot of the bouldering at Earl). Like the problems on the upper tier to the left they typically stay clean in winter.



1. F4 RHS arete – hardish at top.
2. F3+ Centre of featured wall, better than it looks.
3. F4 RHS of arete using pocket. Again better than it looks.



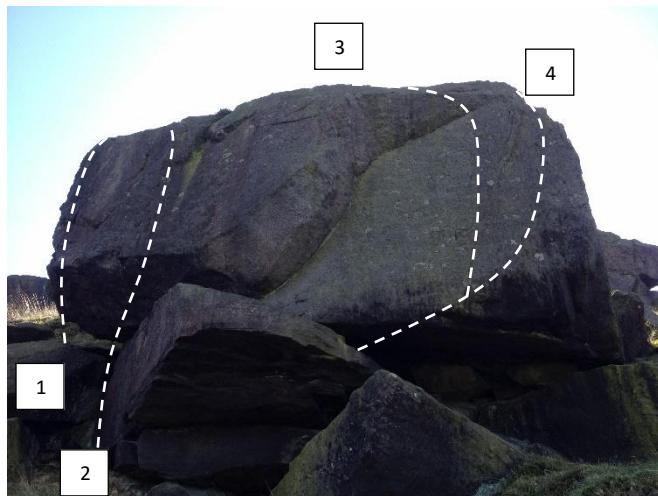
4. F5+ SDS on block, RHS arete.
5. F3+ Slab from block.
6. F4 Rock onto slab from R.



7. F3+ Nice slab direct to highest point of boulder.
8. F6a SDS on block in pit. Gain arete and follow it to top on its LHS. F5 from standing.
9. F6a* SDS on block in pit. Gain arete and rock onto its RHS. Standing start to R F4+.
10. F9 RHS of slab with 10 committing finish and dodgy landing.
11. **Twisted Smile** F5 Start at L side of pit and follow crack R to arete then follow this on its LHS and rock out to finish.

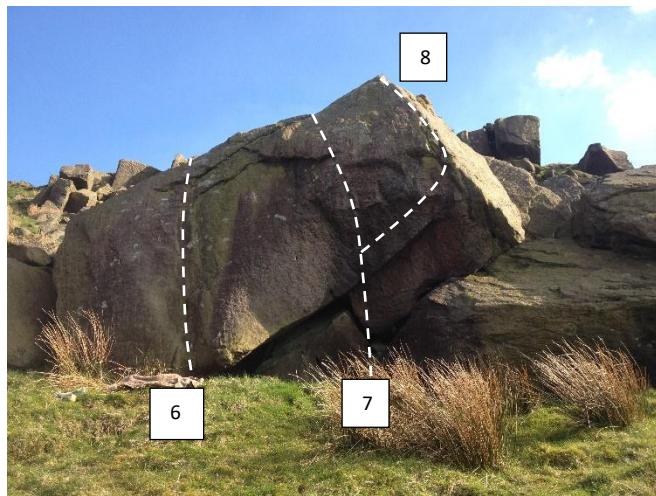


The next two boulders are further down the slope and both have good problems although they can be greenish if they have not seen much traffic. The first boulder feels high but all the landings are padable with care with the exception of problem 3 where you are definitely on your own.



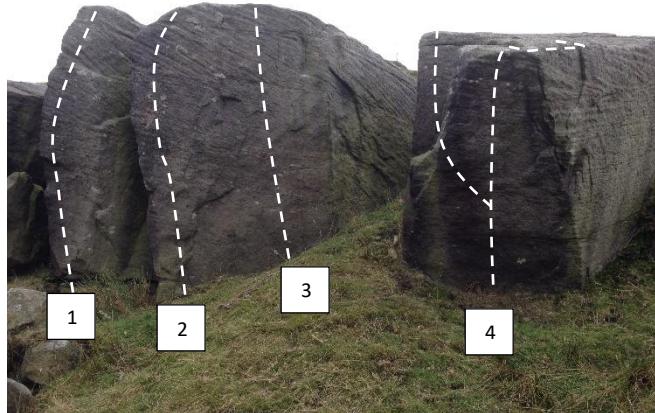
1. F4 RHS of arete from block.
2. F6a* From the ground rock onto the LH low block then make a couple of exciting moves to finishing holds L of the green runnel.
3. F6b+ Really nice moves, really bad landing. From the block step R onto the slab using the flake near the arete, gain the slopey rail at the top of the corner then finish leftwards by bridging the corner. The hardest moves are at the top. Given V2 5b in the old Rockfax guide!
4. F6a* From the same start as 3 follow the nice thin flake to the arete and finish up the LHS of this.
- 5 F4 The featured RHS of the arete.

The next boulder is further R at about the same level.

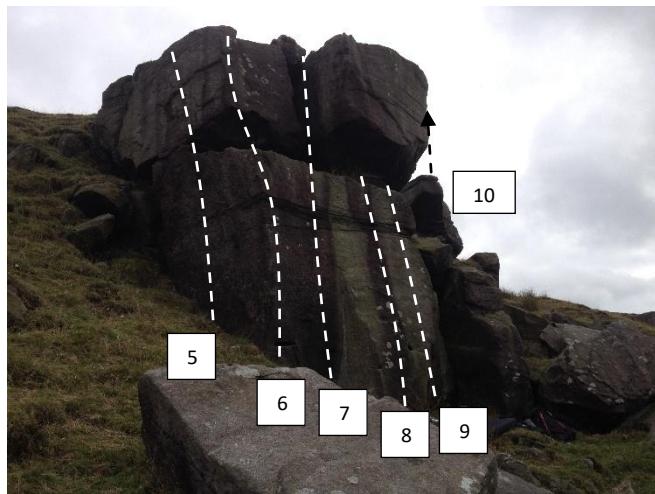


6. F4 Short green streak up slab – deceptive.
7. F5+ Shallow scoop from big sidepull.
8. F6a+* From sidepull reach R to arete and follow this to top, no low block for feet. RHS this arete from block is a poor F3.

Problems in the next three diagrams are above Low Slab. They are generally short with good landings and so this area offers a good alternative warm up.



1. **Diddymen** F4+ RHS arete from SD.
2. F5+* RHS of nice sharp arete from SD is worthwhile.
3. F5+ Centre of wall via thin seam is a 2 move wonder but could be extended.
4. F5/5+ Blunt nose from low sidepulls. Exiting via the groove is F5, traversing R to a mantle finish is better at F5+.



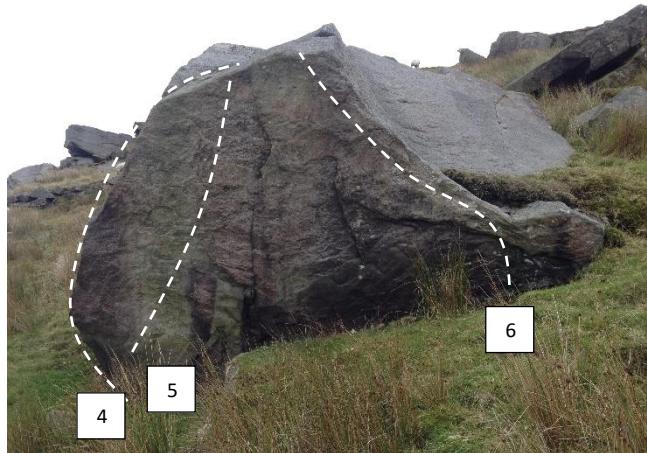
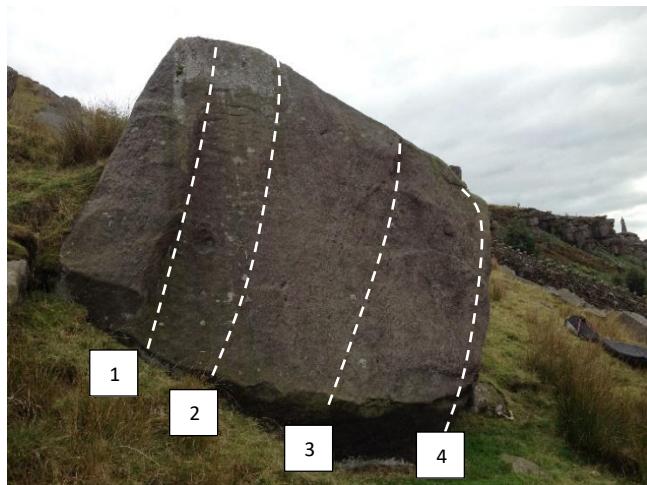
5. F4* Satisfying line of flakes up wall on L side of block.
6. F4+ RHS of arete with an easy finish above the break. Starting up the LHS of the arete is the same grade but not as good.
7. F5 The nice groove finishing up the chimney/corner.
8. F5 RHS of arete L of corner finishing up 7.
9. F5+ Crimpy narrow face without either arete to the break. If you are feeling confident finish up the next problem.
10. F5+ The block above 9 on the RHS has a poor landing.



11. F4+ Nice rockover onto the slab. The SDS from the base of the groove is much harder.
12. F5 RHS of featured sharp arete from SDS.

Low Slab

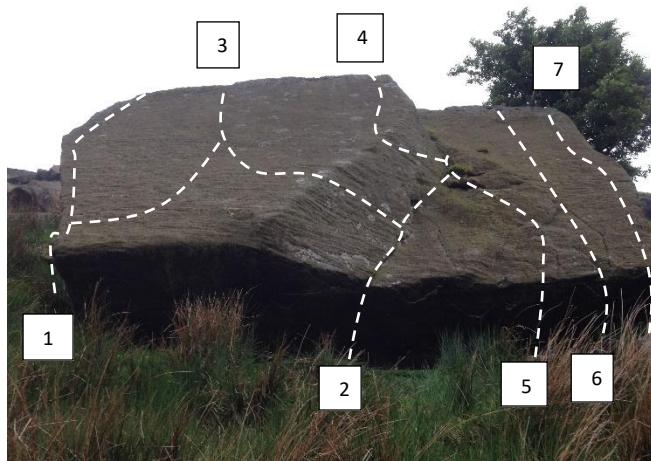
Classic Earl, popular and generally clean.



1. F4 Groove up L side of slab.
2. **Centre Court** F6a+* Delicate slab on pebbles.
3. **Right of Centre** F4 More featured R side of slab.
4. **Low Slab Arete** F6b+ From SDS at flake slap up the R side of the arete. The L side of the arete from standing is F5+.
5. F6b+ SDS, same start as 4 then R on flakes to top.
6. **Tiny Arete** F6b SDS and follow nice arete L.

Grooved Slab

This is the big undercut slab below low slab by the wall. There is a prominent tree growing on its right side. Problems feel high and the landings are slopey but soft. Its north face can be green and damp in winter.



1. F4 L arete on RHS, rock on from LHS.
2. F6a* Nice R slanting groove into easy grassy corner, hard for the short.
3. **Groove and Slab** F6a+** Start up 2 then rock L onto nose and follow pockets up centre of slab. Easier from start to 1 traversing R at F4*. A SDS would be worthwhile.
4. **Groove and Arete** F6b+ (E1,6a)* Start up 2 then rock onto LHS of hanging arete from base of upper corner using solid pebbles and rounded holds. Would be harder from big sidepull lower down. High insecure crux and slopey landing, can be protected by a small cam in a slot to R of corner.
5. F4+ Flakes and big hold and then L into corner and up this to finish, easier if you jump for big hold.
6. F5 Centre of RH slab using flakes to start (no big hold).
7. F5 R arete on L starting from R, tricky finish.
8. F6a+ LHS of L arete from standing starting half way up, awkward.

Extending problem 8 to a SDS at the base of the left side of the block or further along the lip of the undercut slab to the groove would be good.

