

# Halton Heights Lower Quarry

**Climbs** - 29

**Altitude** 340m

**Faces** South

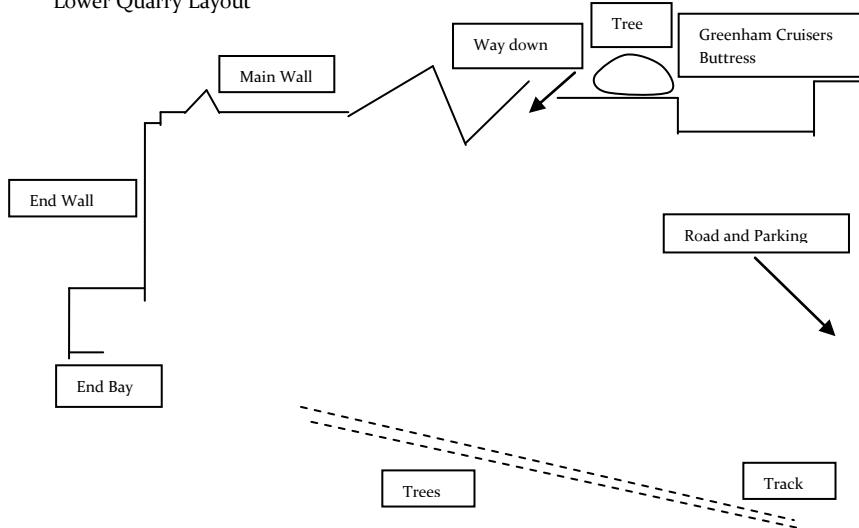
## Other condition info:

A good route and bouldering venue part of which can be quite condition dependant. Greenham Buttress is good all year round but the main quarry can be damp and suffer from seepage especially in winter and because of the proximity of the trees has its own micro climate. My favourite time to visit is late spring, summer and early autumn when things are relatively dry. A lot of the problems have fairly high dismounts and so an extra pad is useful.

## Parking and approach info:

See volume 2 of the Yorkshire Gritstone Guide for approach and parking. The crag is easily accessible, on access land and 5 minutes walk up the track from the parking to the left of the natural edge.

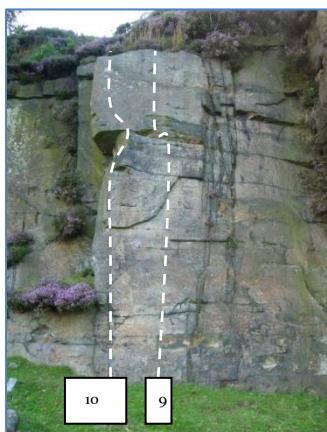
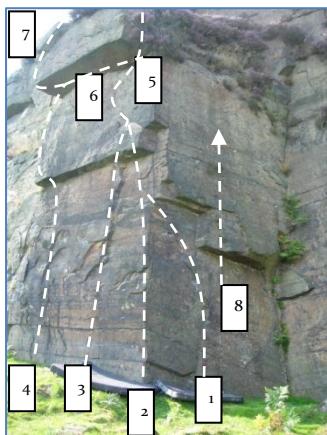
Lower Quarry Layout



# Halton Heights Lower Quarry

## Greenham Area

*A lovely buttress of generally solid quarried grit that offers the best bouldering in the quarry. None of the problems use the chipped and drilled holds that mar this buttress.*



Either 2 or 3 is the original start to Greenham Cruisers, take your pick. Problem 4 is noted to have been climbed in the YGG and so

must have a name but is unknown to the author.

### 1 Dr Strangelove 6a+

Start right of the arête and use flakes to gain the big jug – very good.

### 2 Greenham C Arête 6a+

The arête direct mainly on its left side to the big jug. The best start to Cruisers – good.

### 3 Greenham C Seam 6a

The creaky seam to the jug. The easiest start to Cruisers - good.

### 4 The Other Arête Start 5+

Climb the wall just right of the crack, latch the sharp arête and climb this on its right side to touch the second roof. Escape into the corner to the left.

### 5 Greenham Cruisers

E4 6b (highball 6c just)  
Ace continuation to any of 1, 2 or 3. The finish above the second overhang is relatively easy.

### 6 Peace Camp Finish E1 5c

An easy finish to 4 traversing the break rightwards and finishing up Cruisers. Stepping off into the corner to the left and placing a side runner reduces the grade to HVS.

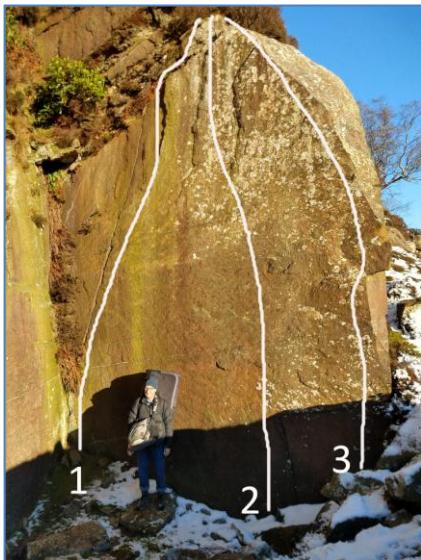
### 7 The Other Arête Continued E2 6a

The logical continuation to 4 climbing the nose on its right side – very bouldery. Graded with a side runner in the corner to the left at the level of the second overlap – several more E points without this. 8 Possibility The wall continuation to 1.

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## Halton Heights Lower Quarry

*Over to the left is a prominent bay  
with a steep and smooth right wall.  
There is one route/problem here  
and a couple of possibilities.*



**1 Project**  
The crack

**2 Project**  
The wall

**3 The Runt E5 6a (Font  
6b). \*\***  
Highball. The curving arête.

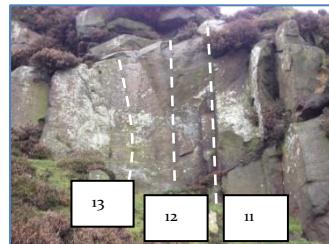
# Halton Heights Lower Quarry

*To the left a good compact piece of rock gives two fine highballs with good landings.*

**9 Kai's Wall F6a (E2 5c/6a)**  
The clean wall left of the cracks using the S shaped flake. Move slightly left to the hole and finish direct to the rail - good.

**10 Naked Archaeology F6a (E2 5c)**  
The intense arête from the ground is classic, ignore the dumb chips.

*Further left just before the decent is a nice bay which despite its appearance gives three nice problems when dry.*



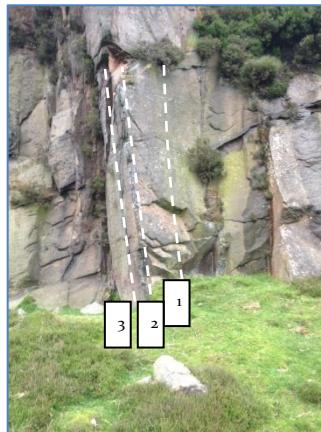
**11 Major Kong 4**  
Corner/wall.

**12 Love the Bomb 4+**  
The shallow corner/flake - good .

**13 We'll Meet Again 4+**  
The thin wall, no crack to left.

## Main Wall Area

*At the right end of the main wall is a nice arête.*



**1 Fissile Wall 3+**  
Pleasant wall.

**2 Fissile Arête Right 4**  
Sharp arête's right side.

**3 Fissile Arête Left 5**  
The good left side of the arête.

*At the left end of the main wall are three problems based around the start to Urizen.*



**4 Urizen Start 5**

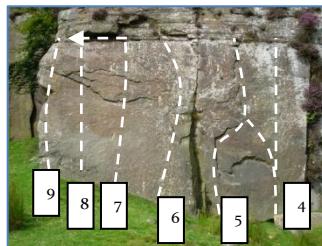
## Unknown Stones

# Halton Heights Lower Quarry

Clean and good right side of arête using hole.

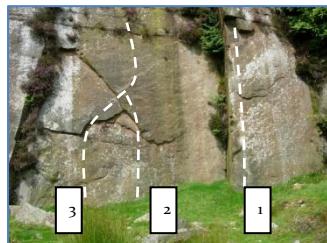
**5        Urizen Scoop 5+**  
Excellent moves up the scooped centre of the blunt arête, do not use left arête of scoop.

**6        Urizen Left 5**  
The right side of the left arête using slot.



## End Wall Area

*Many of the problems on this wall are the starts to existing routes, most are good and on relatively clean rock. Problems at the right end of the wall can suffer from seepage but problems 4 to 10 are usually dry.*



**1        Empires and Dance Start 5**

Class and usually dry, the rest of the route is good as well.

**2        Chip Chop Right Hand Start 6a**

Without slot to left and slightly more technical than 3.

**3        Chip Chop Start 5+**  
Original start using slot, very good when clean.

**4        Fission Chips Start 6a**  
Technical wall and rib.

**5        In the Flat Field Start 5**

Good but creaky at the top. Also possible to start from 4 at 5+.

**6        Disc World 5**  
Left side of arête to the left of Crack Line One then wall to the left of the crack on thin edges, no crack.

**7        Coma Toes Start 6a**  
Nice balancy slab climbing and the best line on this slab.

**8        Both Ends Burning Start 5+**  
Unusual move.

**9        The Arête Start 4**  
Enjoyable arête on the right side and possible way down.

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## Halton Heights Lower Quarry

1      **Backstrom 7b+ \*\***  
The thin and techy wall  
to the break and across to the  
arête jug.

2      **The Arête Left Hand**  
Sit 6a+ \*\*  
The left side of the arête is also  
quite technical. Also good from  
standing 5+

