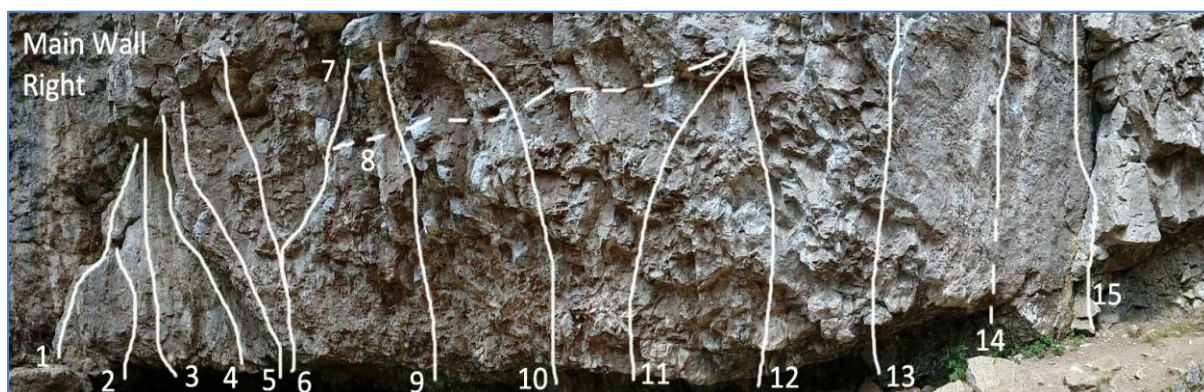


Trollers Gill Bouldering

There has always been climbers who have sampled the bouldering on the Main Right Wall's steep starts and eliminates but thanks must go to those that have recorded several of these on the UKC website (kenny6102 and Betajunkie) thereby firming up lines for others to follow. Expect polish and power-pulls, sore fingers and tough grades. The starts of the Main Left Wall also has problems but these are left for you to sort out. On the opposite wall there is also a finger busting traverse that was cleaned and climbed many years ago by a climber (Chris?) who, at the time, was living in one of the cottages at Parcevall Hall and recognised the stamina training potential.

The main wall remains dry in rain and quite often during long periods of poor weather. A problem can be the stream which, though absent for the great number of days of the year can flow after intense rainfall at which times it flows under Angel Delight and down the Main Left Wall.



Main Wall Right

1 Big Crack Sit 3

Jugs to huge flake

2 Rabbit Warren 7a

Right of The Big Crack. Sit start at two good edges below the right-facing flake. Pull on and make a big move up to the flake, then get established on the flake and bust out left to finish on the huge hueco pocket.

3 Toffee Hole 7a

Eliminating the big jugs on the Big Crack, sit start just right of the large block. Pull on a good edge for RH and a sloper for LH. LH into the hole, RH to good edge, LH to crimp with a crack in, then match the break jugs to finish.

4 Cinder Toffee Sit 6a

Follow undercuts and side-pulls up the big flake to finish at the overlap

5 Fingers of Fudge 6b+

Start sitting using a big LH undercut in the flake, pull up to the good flattly, then LH through to a slopy crimp directly above. Slap though to a good edge with RH, then up to finish at a finger edge by the bolt. No flakes either side!

6 Fingers of Fudge Direct 7a

As for Fingers of Fudge, but start sitting on a poor pinch (RH) and good undercut just right of the flake line (LH) to make a hard move into the good flattly. Avoid the big flake of Cinder Toffee for hands, and higher flakes either side too

7 Flake Out 6a+

Start as for Fingers of Fudge but on reaching the big flattly, follow good holds out right to drop off at the big protruding block on Angel Delight

8 Shake Out 6b+

Start as for Fingers of Fudge but on reaching the big flattly, traverse right to finish at the two obvious holds either side of the bolt on Jim Grin

9 Angel Delight SDS 6a+

Make a powerful pull off a pinch (LH) to gain the good holds and follow these to the protruding block.

10 Instant Whip 6b

Sit start. Pull up on good edges into a side-pull flake, then slap from here straight to the big stepped jug. Finish at the protruding block.

11 Grim Gin 6b

Sit start. Pull on just right of Instant Whip, go to a good diagonal crimp (RH), then up to the two holds either side of the bolt on Jim Grin

12 Jim Grin 6b

Start sat directly under the bolt, pull on via a large undercut and go up good holds to reach the two jugs either side of the bolt.

13 Barguest 6b+

Sidepulls to the better holds above.

14 White Zone 6b+

The standing start to White Zone direct dropping to the bigger holds. The SDS is a project.

15 Brute 3

Big holds in the corner and arête

Gill Right Wall On the opposite side of the Gill and slightly upstream is an undercut wall with some easier sport routes. It sports a sideways saunter of some quality when clean and dry.

The Good, the Bad and the Strugly

The traverse can be divided into three main sections defined by SDSs on three blocks on the ground beneath – plus an easier fragment that is the end of the traverse. The full traverse goes from a sitting start on the very big left-hand block. It can be extended by starting further left but this feels somewhat illogical.

Working grades until a consensus is reached. Sport Grades reflect the long nature of the problems.

1 The Good 7c+/8a.

SDS at the big block and a good rail. Follow diminishing holds to a difficult drop and then the thin rail described below. Continue to the end

2 The Bad 7c

SDS at the second block. Pull up and follow the thin rail and break to the good holds described below that provide a hanging semi-rest. Continue to the end.

3 The Strugly 7b/+

SDS at the third block. Pull up to the good holds. Swing right past a pinch to a big protruding hold. Swing across to the corner and round the rib to find a good resting undercut. A tricky sequence to gain the finger holds on A Few Dollars More ends in its long move to gain the big holds. Continue to the end.

4 A Few Dollars More 6c

The vague rib to finger holds on the downward pointing nose and a spring to a good hold in the slot. Pull across and easier ground leads up to big holds by the bolts.

