

## 11 Bat Buttress



Bat Buttress is a series of walls and block set amid a bigger edge that has some fine routes. The rock is generally very good and the south facing aspect means it gets plenty of sunshine. This can be a bonus or not depending on the prevailing air temperature and consequent conditions. The problems are pretty fast-drying though seepage can be a problem – this is usually evident from the road as one approaches the crag.

### Access

Bat Buttress is on private land and **permission should be sought** before climbing. This is almost always given. Please ask at Maud's Farm. This is the second house – the one with brown window frames. No dogs unless on a lead.

Do not access this crag by crossing the wall from the National Trust Estate.

The further fields that contain Oak Tree Wall is owned by Mr David Smith at Shepherd's Lodge Farm who doesn't mind climbing there so long as it is understood that he accepts no responsibility for accident or injury. If there are cows in the field you should use your own judgement about the sense of climbing.

### Approach

From the main car park follow the path from its southern end as for Little Brimham. The path crosses a track and heads southwards following the line of a wall until it emerges at the green track by Little Brimham. A short way to the left is the road (Grapha Plain Blocks are just over the road). Walk down the road and turn left to Graffa House. After asking for permission to climb follow the marked approach route to the blocks and crag.

The first bouldering is on the left as one approaches the crag. By the fence.



### Pebble Slab

#### 1/ Pebble Slab 4

Blank slab over by the fence - left of the arête and facing downhill

#### 2/ Clean Arête 3

The arête on its downhill side

#### 3/ Nosy 4

Cracked nose over to the right.

### Undercut Nose

#### Undercut Nose 6a

Small undercut nose on the block just down and right.

### Count Duckula

#### 1/ Count Duckula 6c \*

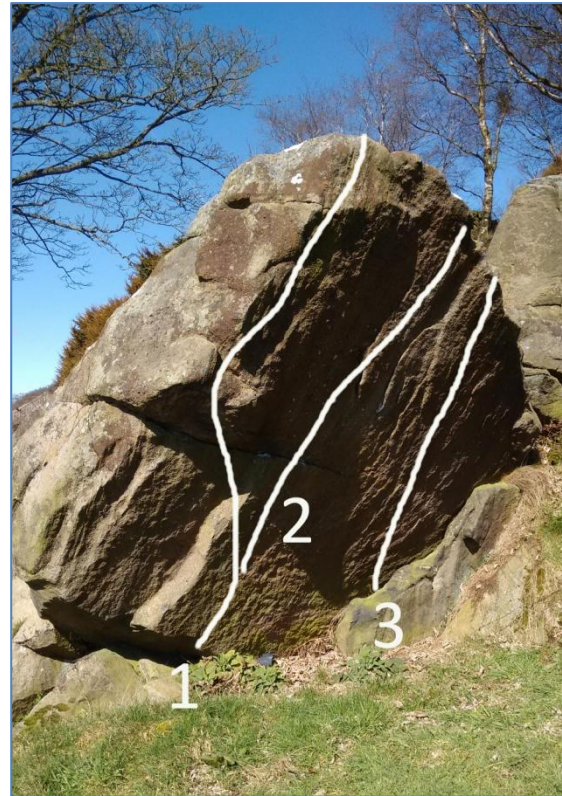
SDS at the break. Around 6c sticking strictly to arête. Low 6 version using side pull left of arête. Nice problem though.

#### 2/ Vlad Von Carsen 7b+/c \*

From a low crouch (foot on block) at the break, a side-pull and dyno up the centre of the wall gains the notch/top. Without the block for feet it is 8a. From standing but no foot-block it is 7b+.

#### 3/ Heckle and Jeckle 6b \*

SDS. Hands in crack of, and feet on, the Vlad foot-block. Pull up using jam and long reach for the left hand to gain the notch in arête. Finish as for Vlad. Easier version available...



Pipestrelle and Escape Route Areas are at this level and to the right. However, to reach the next area, climb up toward the boundary wall and into the jumble of blocks. The area has been neglected but has good rock and some good problems. First described is Ledge Wall which is okish. Beware the man-eating bracken and holes in the summer months – the area is best from Autumn to Spring.





## Ledge Wall

### 1/ Ledge Wall 3+

Little wall above the ledge.

### 2/ Blunt Arête 4+

Past the hole to the right of the cleft.

### 3/ Bat Runnel 5

Corner/runnel past hole



Around to the left and at a slightly higher level is:

## Stepped Overhang

### Stepped Overhang 6A \*

SDS. Climb vague arête without the block to the right.

Avoiding the mid-height break/jugs is 6B.



## The Sphinx

Going up towards the wall and right is a block with a green back wall sporting the old 'Keep Out' graffiti and a sloping break. The break is the start of a long traverse:

### 1/ Kitchen Sync 6b+/c

Traverse the sloping break around the arête and finish up Sinkopation. The old 6a grade seems tight.



Moving around the arête:



### 2/ Jiggle of the Sphinx 6b+ \*\*

The right side of the undercut arête. SDS with hands in lowest break. Jiggle up further breaks to reach right to the left-hand sink.

### 3/ Sinkopation 6a/+ \*

Wall just to the right. SDS off the low break and reach the next. A throw from the good hold at the end of the break may gain the sink (check it is not full of water first).

### 4/Vampyramid 5+ \*

Climb up the ramp and then back right – having made sure the low block is well padded.

### 5/ Nanga Parbat Pilgrimage 4+ \*

The ramp and the arête have a mountaineering feel.





Going around the corner above a flat area (good gearing/picnic spot) is a wall with some easy but useful warm-up problems.

**1/ Albatross 3**

Left side of the wall.

**2/ Wombat 3**

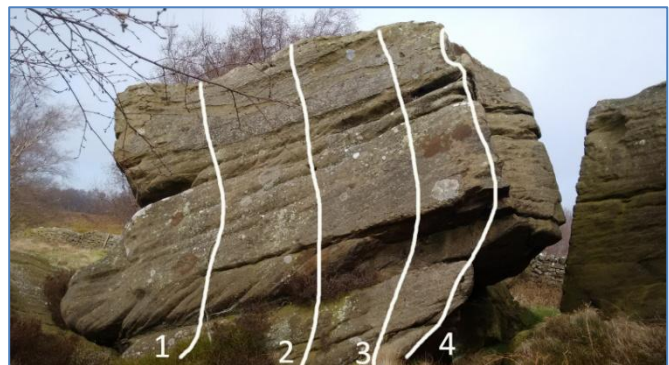
Centre of the wall

**3/ Womble 3**

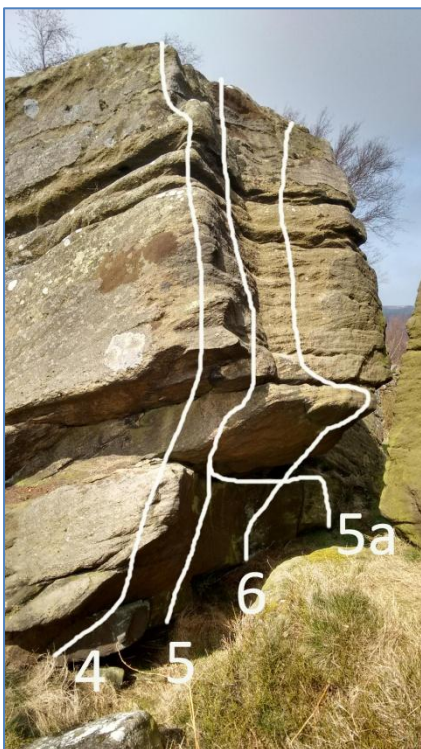
Right side of the wall

**4/ Batting Order 4+**

SDS and up the arête on jugs.



Paul Clarke on Jiggle of the Sphinx



**5/ Nosferatu 5 \***

SDS on big arête jug. Pull to jug at the left end of the break then crimps on the left side of the scoop.

An extension (5a) is to start with hands on the big ledge at the right end of the underlying break. Follow the break leftwards to join the original. Font 5 \*

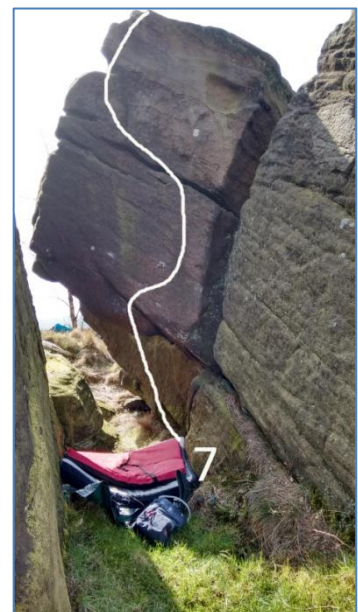
**6/ Batteries Not Included 6b+/c**

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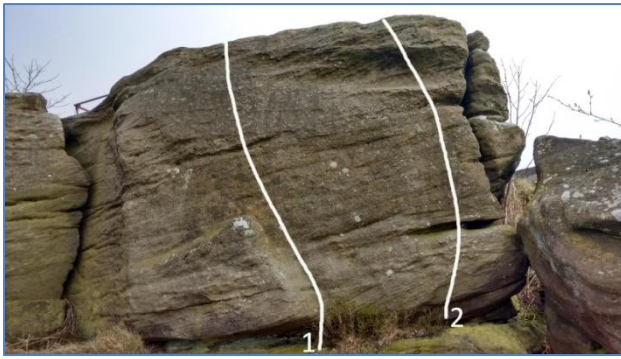
SDS at the lime coloured jug under the roof. Climb out to a crimp on the arête/lip then pull left to the break. Climb the scoop ( or join the last problem. – easier but logical).

**7/ Gotham by Gaslight 6a \***

SDS at same lime jug. Pullout to crimps and rock up to the break using the right arête Keep feet off the ledge). Pull left to the arête and a juggy finish.



Behind Batting Order/Nosferatu is another wall with a couple of easy problems:



**1/ Vampyressa 2 \***

Pass the 'tooth'.

**2/ A Bat and Costello 2**

Just to the left of the crack.

Around to the right is a wrinkled wall and roof:

**1/ Crinkle 3+**

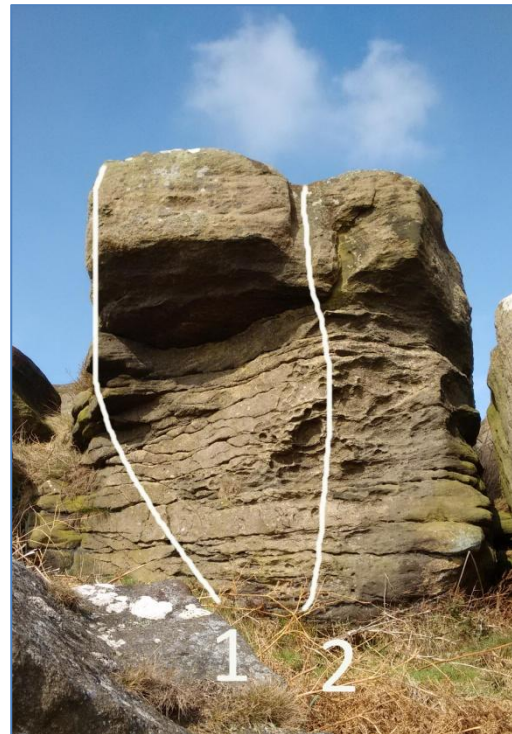
Left side and nose.

**2/ Crinkle 3**

Crinkles and flake.

**Escape Route Buttress Area**

There are other possibilities hereabouts but there is better fare to come back down below.



**Ribbler Block**

Below and right of Ledge Wall and above Pipestrelle Block is a nice rib.

**1/ The Ribbler 4+ \***

A nice delicate rib.



### **The Pipestrelle Block.**

#### **1/ Pipestrelle 5+**

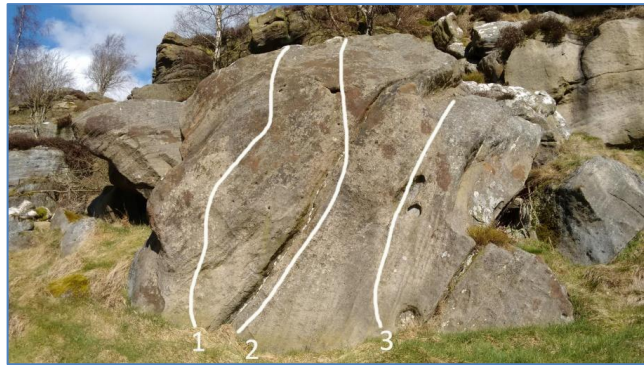
The wall left of the crack.

#### **2/ Bat Crack 5 \***

Crack to a tricky finish.

#### **3/ Daubenton's Wall 4**

Wall passing hole to reach the top of the crack.



### **The Escape Route Wall.**

To the right is a tiered wall. The lower band has problems on each of the twin parts that are separated by a grassy break/gully.

#### **Left Wall**

##### **1/ Break Out 3**

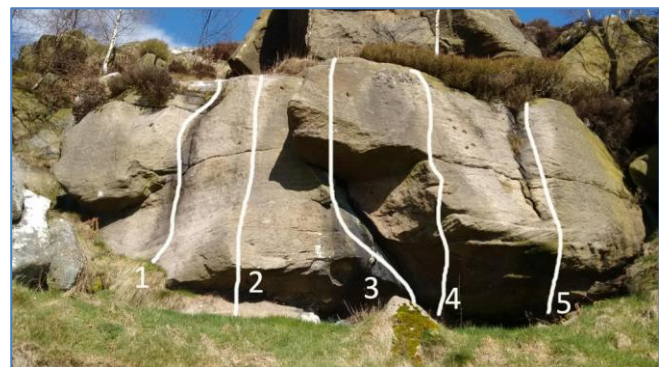
Shallow Crack with heathery exit.

##### **2/ Delicate Rib 4+**

Right of grotty crack

##### **3/ Colditz 4+**

Flake and hanging prow.



The next two problems have extensions up the walls above.

#### **4/ The Tunnel King 5+**

SDS. Use jug and up rib and the slab above the rib. The start of The Cooler King.

#### **5/ Escape Route 4**

Crack-like features up slab to the right. Start of Escape Route.

#### **Right Wall**

##### **Free and Breezy 3+**

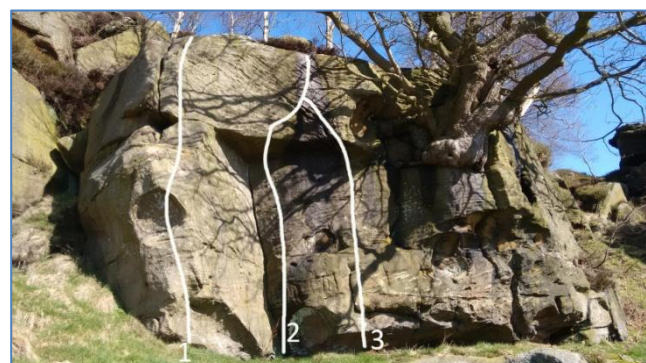
Rib to the right of the gully. The upper slab is easy but makes it into a route.

##### **The Great Escape 5+**

Bridge up the corner and escape to the right over the roof and up the scoop.

##### **The Lesser Escape 4+**

Gain the same scoop from the right.



There are three lines on the grotty slab to the right – take a lawnmower for the finishes.

**Tom 3** - Up through the cutaway. **Dick 4+** - Centre of the slab to veg finish. **Harry 5** - RH line on the slab to very veg finish.

### Bat Buttress Main Walls.

To the right is the mighty Bat Buttress. Its left wall has a number of routes and highball problems. The problems finish at the ledge.

#### 1/ Vampire Rib 5+

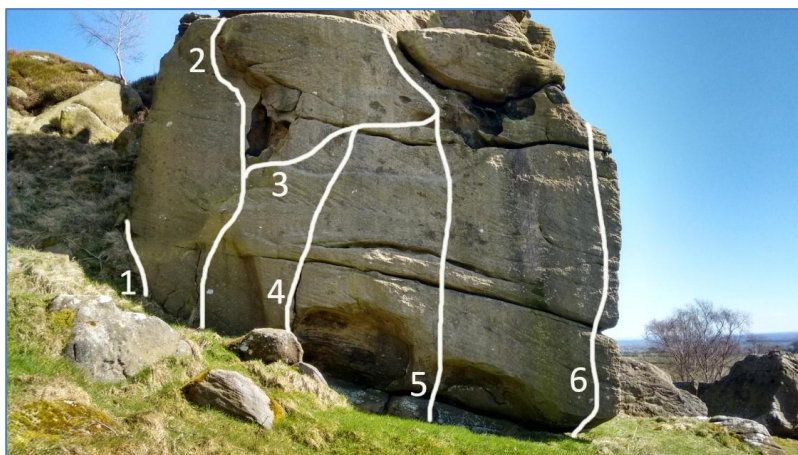
Necky rib above the block.  
Climbed on its left side.

#### 2/ Yo-Yo Direct 4+ \*

Climb to the heart-shaped hole  
then up the flake. Highball

#### 3/ Yo-Yo 4 \*

Traverse right from the hole  
and up cracks to the ledge.  
High.



#### 4/ Diablo 5 \*

Variation start to Yo-Yo from just left of the LH undercut hole.

#### 5/ Whip and Top 6a \*\*

Direct to the finishing cracks of Yo-Yo.

#### 6/ Fingers Rib 6a+/b \*\*\*

The L side of the arête is very good indeed. The SDS is **Gimble In d't Wabe** 7a \* Left side and no crack (if you can reach it).

#### 7/ Fiddlesticks 6c \*\*\*

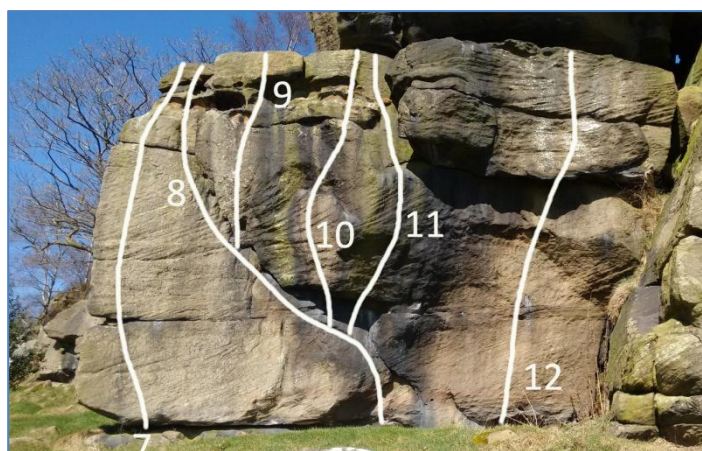
Same arête – right side – class.

#### 8/ Trio Wall 5 \*\*\*

Layback the flakes to the ledge.

#### 9/ The Buns of Navarone 5+ \*\*

Straight up the thin right-hand flake  
then reach.



#### 10/ All Buns Blazing 6a+/b \*\*

Undercut to jugs then long reach or dyno.

#### 11/ Man with a Golden Bun 6c+ \*

From the undercut reach a hold on the nose from where slopers may lead upwards/

#### 12/ Project

A line through the overlap to the right. Tentatively named The Bat-Bun Project.



To the right routes go all the way up the wall – the problems finish at the break or ledge. If you like wall climbing you'll be in paradise.



**13/ The Riddler 3+ \***

The arête past a hole on its right side.

**14/ Riddler at the OK Corral 5+**

Uses the hole on The Riddler to reach right to the good jug and join Bun Fight.

**15/ Bun Fight at the OK Corral 6a+ \***

The vague arête. Wild rock-over using a spike or can be done with a dyno.

**16/ Wongy 7a/+ \*\***

The undercut and a big move just right of the rib.

**17/ Fougue 7a \***

Same line as Wongy but climbed completely differently - avoiding the undercut. Thin but less reachy!

Low start on small side-pull for left and big undercut for right. Up to the break then crimp your way up the scoop.

**18/ Vogue 8a \*\*\***

The scoop using the very right-hand end of the break and up rocking over to the right using a tiny crimp and long reach.

**19/ Rogue 7c+ \*\*\***

Start at the big pod/pocket and go direct up the wall via a thin seam.

**20/ The Bunforgiven 6a \*\***

The line of 'weakness' 3m in from the right edge.

**21/ Turn Me Loose 7b \***

The wall to the right. High!

**22/ Loose Cannon 7c \*\***

A direct start to Turn Me Loose. Climb where the rock changes colour.

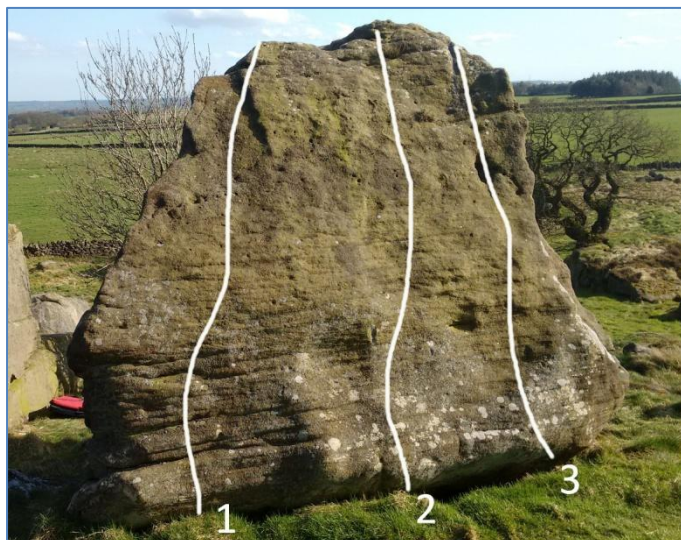


## Crag Blocks

Below the Main Wall there are a number of free standing blocks scattered down the hillside. Some decent problems have been done though never recorded. Family fun or good warm-ups abound plus the odd harder fare.

## Upper Block

There is a greenish but fun slab facing the crag:



### 1/ Brillig 2

Left side and arête.

### 2/ Slithy Toves 2 \*

Centre.

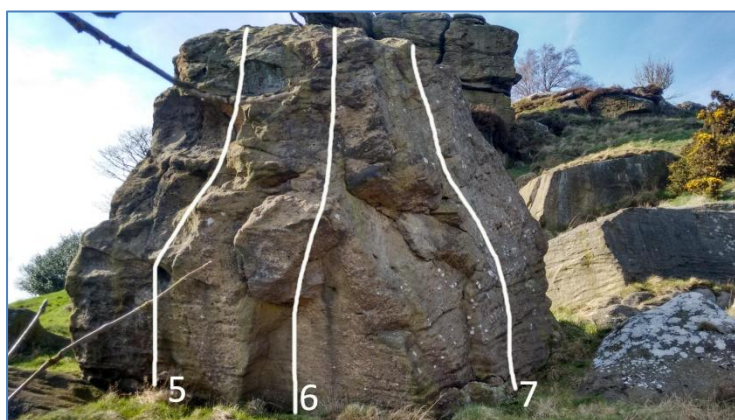
### 3/Gyre 2

Right side.

### 4/ Gimble 2

The face around the corner

On the downhill side is a very featured face. Many variations and traverses are possible.



### 7/ Tum Tum 2+ \*

The east facing slab.

### 8/ Galumphing 4 \*

A traverse of the block starting on the left side of the downhill face is quite good.



### 5/ Borogrove 3

The left side of the face. A SDS adds a little.

### 6/ Mome Rath 3+ \*\*

The very good line of side holds and holes.

## Lower Block

To the right is a block with a square arête and a couple of surprisingly good lowballs.



### 1/ Bandersnatch 5

The short left arête from standing.

### 1a/ Jabberwock SDS 7a \*

The arête from a sitter – much harder and a good problem. Starting with both hands in the break gives a very low start and adds a grade.

### 1b/ Smoko Pop 7a \*

Start sat with both hands on undercut, using this only, make a hard pull onto the rock, set your

feet/foot and then make a tricky dyno straight to the top.



### 2/ Vorpall Blade 4+ \*

The right arête is much easier. SDS with hands in the break.

## Oak Tree Walls.

Going to the right some way and through a gate is a series of walls. The most prominent of these is The Little Acorns Sector.



### Little Acorns Sector

A problem 8m left of Annie Oakley is **Your Joking** 5+ SDS in small cave and climb the arête.

### 1/ Annie Oakley 4

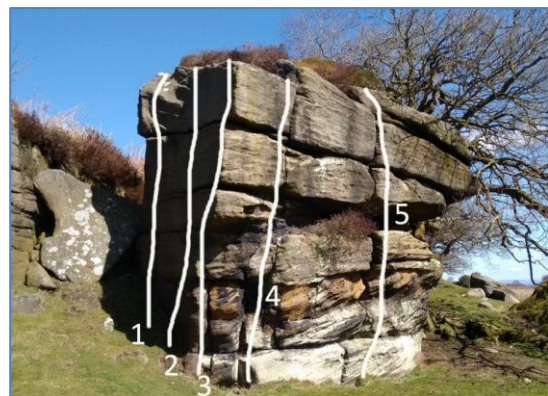
L edge of the sidewall

### 2/ Little Acorns Grow 3

Centre of sidewall.

### 3/ Oak A Arête 3+

The rib.





#### 4/ Crack Attack 5

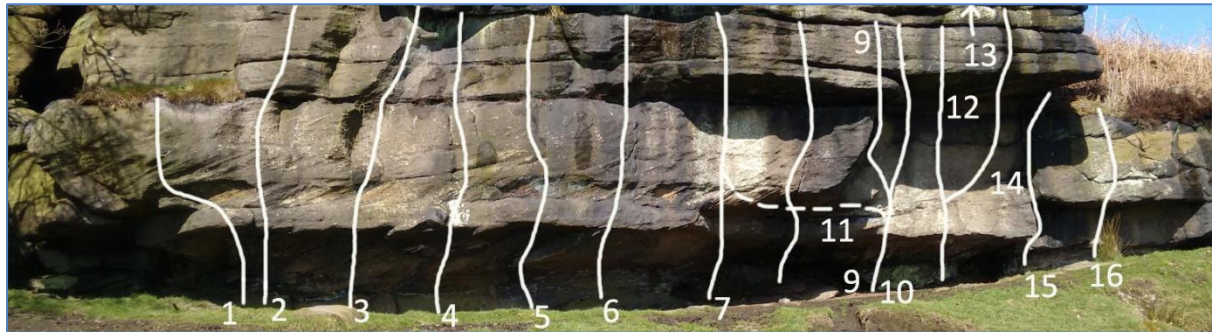
LH Crack to a tricky finish.

#### 5/ Wooden Heart 4

RH crack.

### Low Roof – Up Problems

The long low roof. **All problems are SDSs** and most are eliminates in order to make the most of the low-lying bulge and maximise the finger training. It is possible to do longer problems either from sitting or standing, but the most fun is to be had by dropping off at the break. Many are worth stars – but which ones? A dry spell is a good idea as the low break seeps in wet weather and the ground below the wall can become muddy.



#### 1/ Low Loader 6c

Swing out leftwards from the first scoop to small slopers on the vague arête.

#### 2/ Lowlander 6a

Easier line just to the right of vague arête.

#### 3/ Lowlife 6a+

From the stone move direct up the vague groove.

#### 4/ Low Spirits 6a+

Direct to vertical flakes.

#### 5/ Lowbrow 6a+

The shallow groove just to the right of Low Spirits.

#### 6/ Lowercase 6b

Slopers and faint flake.

#### 7/ Lowest Common Denominator 6b+

From the lighter coloured rock. Take a pinch and udge up using flat holds.

#### 8/ Low Tech 6c+

The hole and crack – hurt.

#### 9/ Low and Mighty 7a

From the flat hold in the cave dyno for the obvious hold at the base of a flake.

#### 10/ Low Impact 7a+

Same start and up the frustrating groove.

#### 11/ Low Season 7a+

Start as for Low and Mighty and move left to join Lowest Common Denominator.

#### 12/ The Lowdown 6c

From a smaller flat hold blast straight up to the shot gun blast and then the break.

#### 13/ High Tide 5+

Short overhang left of Low Tide from standing. Basically the finish to the local problems.

#### 14/ Low Tide 6c

From the same flat hold as The Lowdown, swing up right to another. If you are feeling keen then keep going above the roof.

#### 15/ Low IQ 5

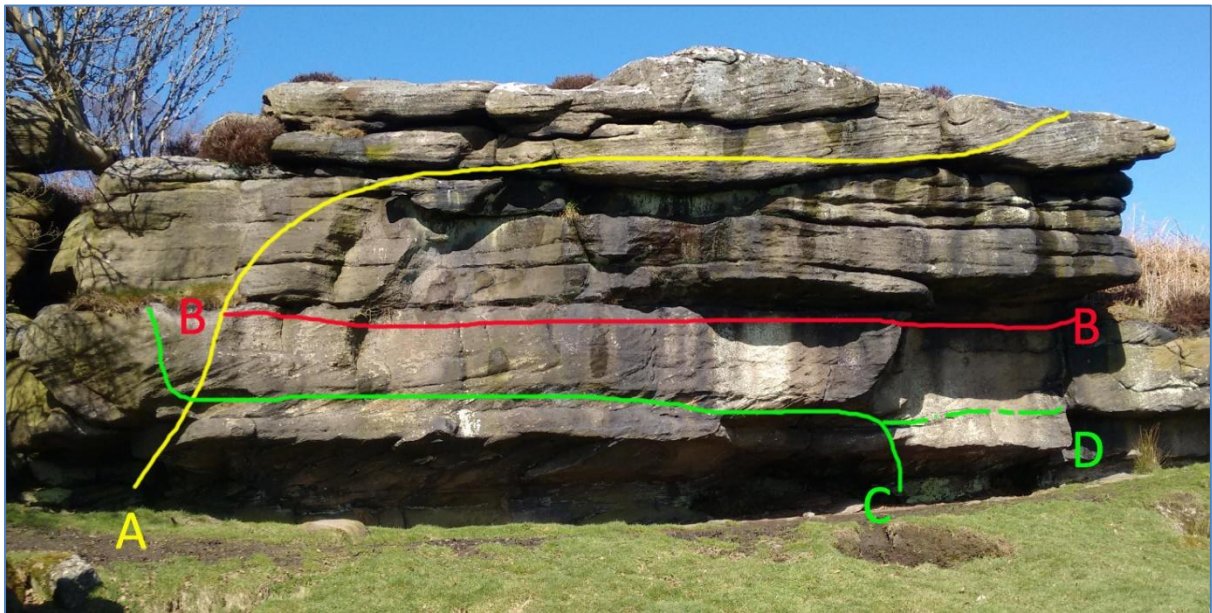
The groove on the right

#### 16/ Lonely 5

Short wall to the right

## Low Roof - Traverses

There are some good traverses:



### A/ High School 4+

From a standing start on the left climb up to the top break and follow it to finish as for High Tide.

### B/ Swing Low 5+

The mid-height break in either direction – or both!.

### C/ Long Good Friday 7a

Start at Low Season but stay low and left with feet on the plinth.

### D/ Just Another Saturday 7b

From the far right to join Long Good Friday. A finger blaster.

### E/ The Ultimate High 7b (Not on the diagram).

Just Another Saturday + Swing Low + High Tide and back along High School



## Oak Tree Wall

100m further along.

There are a couple of problems: **Quercus** 4 A short flake, R of the nose on the wall set back from the main buttress. **Roots** 6c Sit start on the left side of the main buttress starting from the obvious slot with right hand and a hold out left. **Stumpy** 6a Starting from the obvious slot with left hand and a hold out right. The wall above these problems with a rounded finish is **The Mighty Oak** 6b (E3 6a) – not too high but you'll need lots of pads.

To the right are some routes that can be highballed or finished at the break.

### 1/ The Wood Cutter 4 (HVS 5a)

\*

The arête.

### 2/ Heart of Oak 3+ (HS4b)

Start just left of the central crack. Climb to a thin crack and aim for the arête.

### 3/ Sparrow Wall 5 (HVS 5c) \*

A short, fingery problem between Heart of Oak and Oak Tree Crack. Finish through the breaks if you wish.

### 4/ Oak Tree Crack 3 (HVD 4a) \*

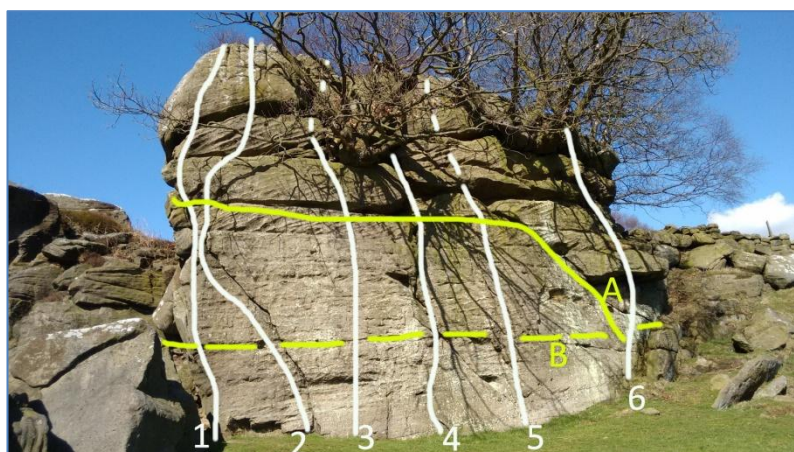
The crack.

### 5/ Thin Veneer 3+ (S 4a) \*

Nice flaky wall right of Oak Tree Crack.

### 6/ Easy Way 1

The far right wall.



### A/ Branch Line 3

Up the slanting crack and keep going to the back of the buttress.

### B/ Call of the Wild 4

The lower, less well-defined break from far left to far right.