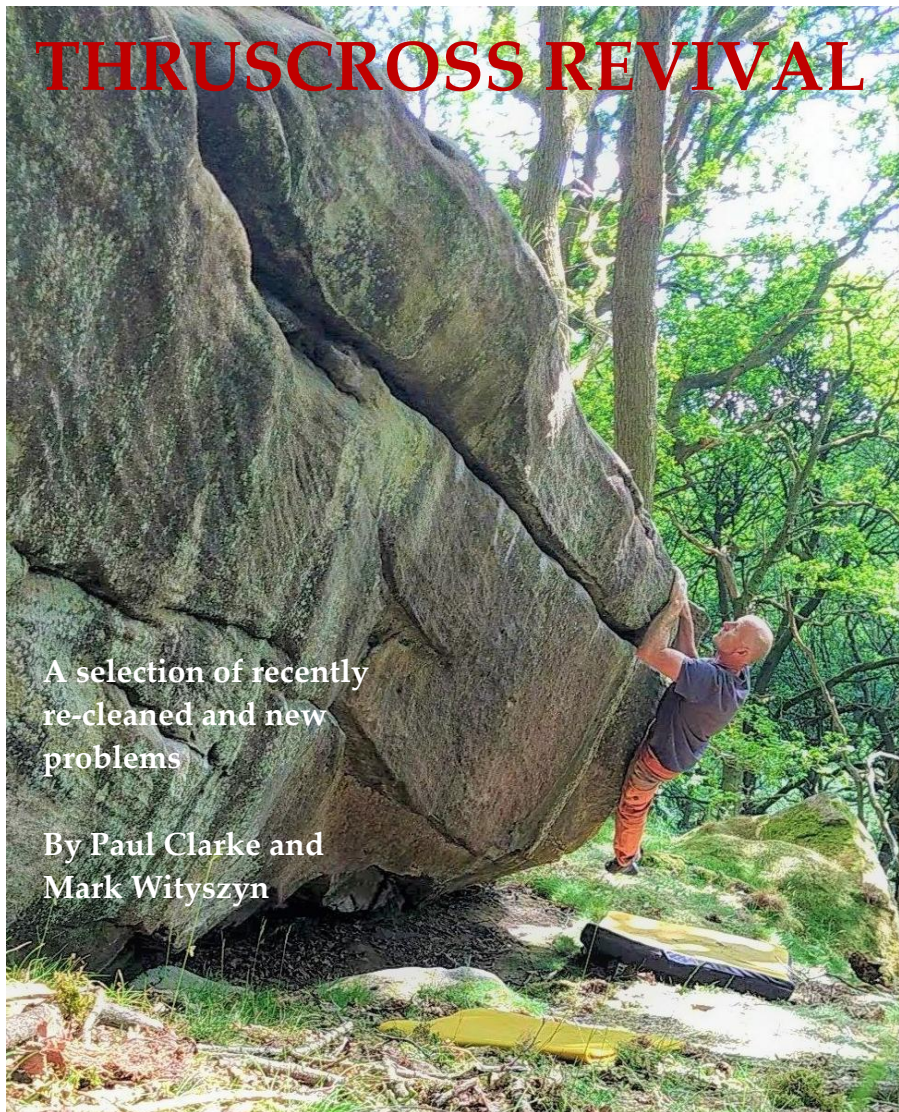


# THRUSCROSS REVIVAL

A selection of recently  
re-cleaned and new  
problems

By Paul Clarke and  
Mark Wityszyn



# Thruscross Selected Bouldering

**Climbs** – Lots    Easy to 8a    **Altitude** 240m

**Facing** These are mostly the boulders on the West facing side of the valley and the moor above so catch the sunshine and any breeze blowing. Wooded so can be useful in the summer months. A quality problem is included at Beanstalk Buttress – this faces East.

**Other condition info:** Much of the bouldering described in Tony Barley's Wild Bouldering had become vegetated. This was partly due to the woodland location, little traffic and loss of the old bracken free approach. Because of this, only selected problems are described here with a fair few omissions. On those described the rock and quality of bouldering are good (and often excellent) but you would be advised to make a visit during a dry or breezy spell and use an approach that avoids the deep bracken during the summer months. **Always bring a soft brush.** **Landslide Area, Wild Wall/Cuckoo Slab, Doe Traverse, Under Oakwood, Somewhere Slab Area, Blondin, The Thruscross Boulder, Wilderness Walls, Hanging Ridge, Beanstalk Buttress and Tirreme Buttress are the best areas.**

## Approach and access info (see detailed map on next page):

The blocks are located on access land but in woodland that is possibly private (Hanging Wood) so please keep group size small and be on your best behaviour. Climbing has taken place here for many years without any problems – please keep it that way.

**Parking** for several cars can be found just uphill from the east side of the Thruscross dam, opposite the driveway to a house. Cross the road at the downhill end of the parking and go up a faint path through trees to a fence. The YG description is to follow this and then follow it southwards (onto access land) to a high deer fence with a **ladder stile**. Up the road is a gate and alternative approach avoiding the fence. The map (overleaf) will be helpful but please read the approach descriptions carefully. Outlying areas are described in the script.



**Approaches** to the **Main Area** blocks are described in turn – see map overleaf. The woodland section falls into 3 groups settling around **1/ The ladder stile, 2/ Below Gate 1, 3/ Below and SW of Gate 2**. The best way to each depends on your sports plan – i.e. if you are going straight to a particular block or approaching from one of the others. Approaches are likely to be either through the woods or via one of a couple of paths that run southeast on the moor. One goes from the bend in the track near the ladder stile and fence (see map). A better one starts further up the track, close to an enclosure/old weather station. **Unless you know Thruscross moving between the areas can be best done by returning to and using the moor path.** **Descents used as part of approaches are described facing out.**

**The Problems:** Landings are generally good but some are very high and a pad party may be sensible for those. For people that like a traverse there are several excellent ones. The grade spread is pretty wide though those operating above 7b may need to seek elsewhere.

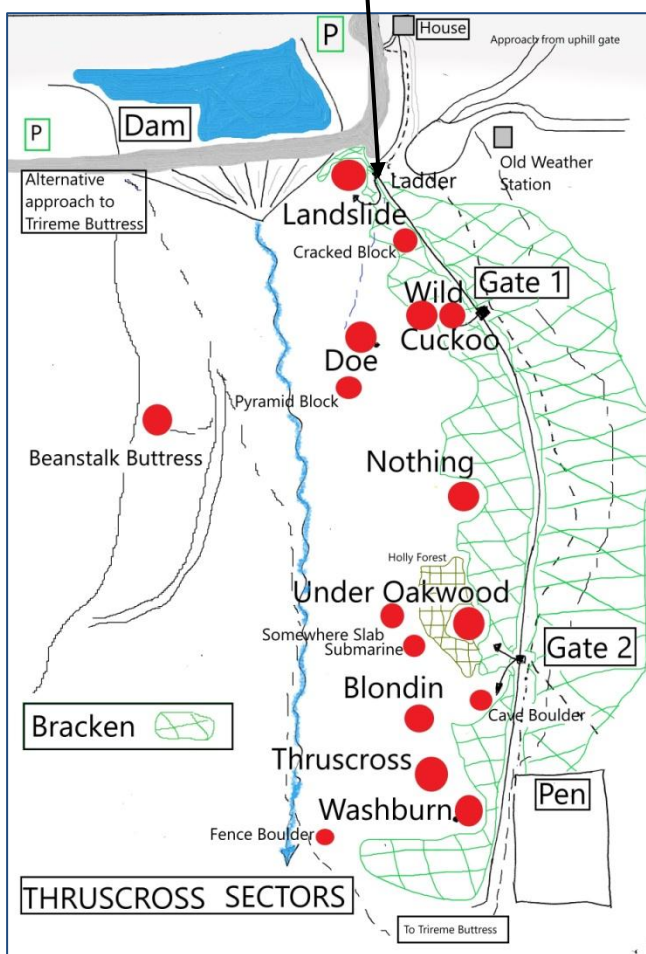
---

# Thruscross

## History

Tony Barley was a student engineer working on the dam in 1965 and between then and 1994 he gradually developed all of the **un-accorded** lines recorded here. After this time Andy Wild, Tim Barley, Dave Musgrove, Jerry Peel, Mark Radke, Dave Barton, Mick Johnston and Roger Hindle (amongst others) were invited to make repeats and add their own contributions. Some of these and many recent contributions are noted in the text.

**Approach and Sector Map.** The Ladder Stile is a good ref point.





### Landslide Blocks

Located below the **ladder stile**. There is an edge with a distinct hanging arête. Below this, two abutting blocks provide problems. **Ensure the finishes are clean before climbing.**

**Approach** by crossing the ladder stile then follow the fence SE for about 20m to opposite the bend in the moor track before descending, first south and then damwards to the undercut wall with blocks below it.

### The Main Wall

At the left side, just right of a tree an undercut short wall leads to a cave.

#### 1/ Maximus 6b

SDS on the rail under the roof. Over the roof leftwards. (Not on diagram). Tough.

Mark Radke '94

The next two problems start walking along the cave/ledge.

#### 2/ Holland, Hannen and Cubbits 5+ (E1 5b)

Centre of wall trending right to finish. Highball and a little overgrown.

#### 3/ Dam It All 6a+ (E2 5c) \*\*

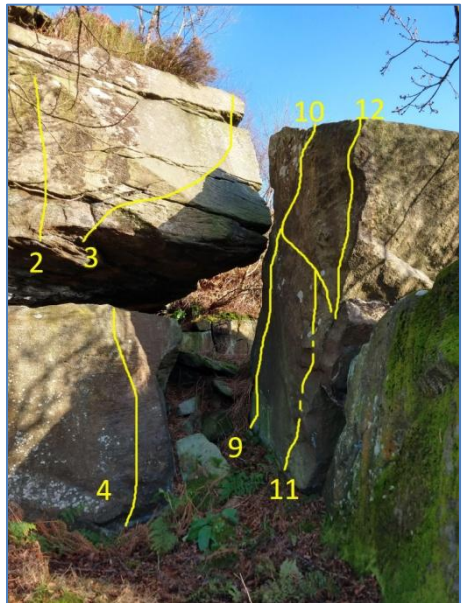
Take a deep breath and follow the tough undercut line to the right. Highball and stimulating.

Below the last two problems is a short rib of very good rock. Can be used as a start or as a low-ball problem in its own right.

#### 4/ Spring into Action 6a-7a \*

Micro magic. SDS. A series of side-pulls provides an option of a range of low starts before the final spring for the ledge.

P Clarke 2020



---

## Thruscross

Around the corner to the right and at a higher level is a wide trough between the hillside and the blocks. Around the arête and overlooking this is:



### 5/ No Left Block 5+ \*

Pull on using slots to rock leftwards to the arête and an easy finish. No using the block!

### 6/ Right No Block 5+ \*

Horizontal break and cracks to the right lead to better holds. Finish up or leftwards.

### 7/ Cave In 6b+/c \*

SDS. Start deep in the cave and follow good slots to muscle round and eventually join the previous problem.

A problem to the right has become very overgrown.

### The Blocks

At the far end of the trough is a South facing, short and undercut rib.

### 8/ Blazing Saddles 6b+

SDS at LH slot. Follow the right edge before rocking on. Watch your back.

P Clarke 2020

Facing the hillside is a cleaned slab with easy lines.



Dropping back down to opposite the Main Wall See earlier diagram.



### 9/ Chastise 6b+ \*\*

SDS. The striking arête proves tougher than it looks with a final decisive move. No jamming at this grade. **Chastise Pain Jam** 6a does use the jam – if you can stand the pain.

FRA P Clarke 2020

The next problems are based around the right arête which has an attached block that forms a horizontal slot on the right side. Slabby footholds on the lower block are usually obvious and allowed.

### 10/ Bouncing Bomb 6b \*\*

Use the slot to gain a crimp on the wall and use it to bounce for the arête of Chastise then un-trying not to bomb..

FRA P Clarke 2020

James Davies on Bouncing Bomb

### 11/ Lancaster Bomber 6c \*

SDS at undercut and arête edge. Gain the crimps without the attached block and slot then join Bouncing Bomb. A bit contrived but fun.

P Clarke 2020

### 12/ Dambuster 5+

Gains the horizontal slot and, staying on the face, use the lower block top to undercut up the arête and gain the top at the left edge of the upper slab.

Dave Musgrove '94

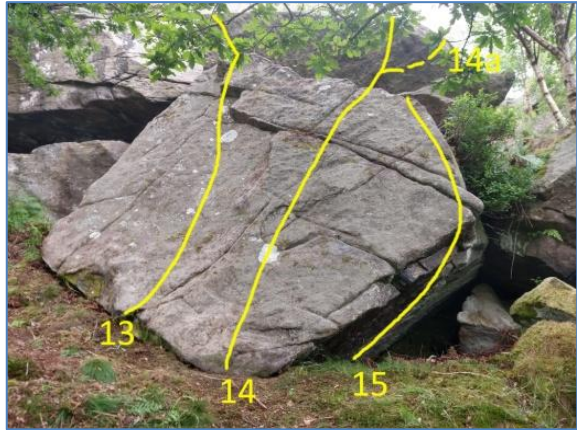
Below is a cleaned slab.

### 13/ Steinslag 3+ (Severe) \*\*\*

Left side of the lower slab to the ledge then hand traverse the top of the upper block and finish up the edge right of Dam It All makes this a mountaineering route!

### 14/ Compulsory Purchase 5+

Right side of the slab to the ledge. Bring up a few mats then pull up the impending upper block to finger slots and land on the slab. (14a) It is perhaps better to go for the easy option of rocking onto the right ledge



### 15/ Brocche da Arrampicata 6a+

Sit start the right end of the Steinslag bloc. Undercut with your left and find a cunning foot jam on the right; pinch the arête or slap a flatty on the right.

John Hunt, Steve Phelps 17/9/20

### Cracked Block

This small but fun block

**Approach** . From Landslide Blocks traverse the hillside for about 50m before climbing up to the block or by following the fence after crossing the stile until just beyond the bend in the wide track on the moor and dropping down rightwards.

#### 1/ Jump 5+

SDS using slot and/or undercut edge.  
Reach the slot on the arête then pull rightwards along the top to finish as for the next problem.

#### 2/ Jam 6a \*

SDS Climb the crack to good finishing holds. Bring a variety of jams and locks.

#### 3/ Just 5

SDS at holds on the nose and climb it without the flake line. Eliminate.

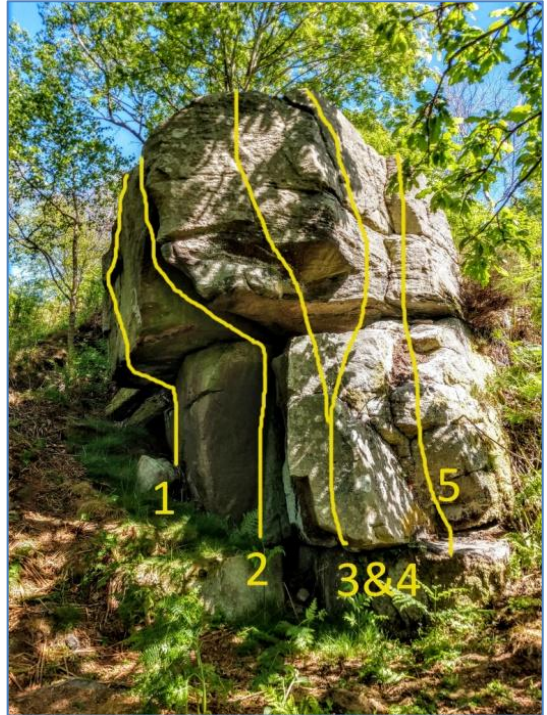
#### 4/ Jug 3 \*

SDS. The nose using the flake line.

#### 5/ Jaunt 2 \*

The nice groove – also a useful descent line.

All problems by John Hunt and Bruce Woodley 2020





### Wild Wall

A clean set of walls, all with flat landings and a range of grades. Below the walls is a giant leaning block known as **Cuckoo Slab**. Couple of projects still to do!

**Approach 1.** Follow the moor track to Gate 1 – about 100m from the stile. Cross this and descend through bracken straight down then slightly damwards to reach the right side of Wild Wall.

**Approach 2.** From Landslide Blocks traverse the hillside for about 80m before climbing up slightly to Cuckoo Slab. Wild Wall is just above.

The tall **Left Wall** with a tree is the home of some steady, good problems. Those on the right have a common clean escape. To the left of left wall is a **Warm-Up Slab** with eliminates (Problems by Mark Wityszyn July 2020). Useful as a down-climb from Wild Wall, just don't fall down the gap.

#### Left Left 2

Standing with both hands on the left arête, hand traverse to the top. **Left Centre 3** Climb to the apex, avoid both arêtes. **Left Right 2+** Right arête

#### 1/ Wild Swing 4 \*

The left side of the wall to finish by the protrusion. SDS- 4+  
Andy Wild '94

#### 2/Behind Bars 4 \*

The wall just L of the tree. The 6b SDS is a much tougher proposition than the standing version with sloping holds and hard to use footholds.  
Andy Wild '94. SDS John Hunt 1.10 20

#### 3/ Out of the Wild 4 \*

The rib right of the tree.

SDS 4+ Pull from the deck using a deep circular hold (next to the slopers) to the high slot in the wall. All low footholds are in. 3a/ **Out of the Wild Sit Variant 5 \*** As above but go off the slopers only – eliminate the deep circular hold. Crimp left to set up to get the slot. Variant - John Hunt 1<sup>st</sup> October 2020 (FRA)

#### 4/ Born Free 3+ \*

Wall just right passing the left break.

#### 5/ Into the Wild 4 \*

Pass the right break.

Paul Clarke and Mark Wityszyn June 2020



### 6/Free Swing 4 \*

Just left of the flake crack from a big sloper and passing slots.

Andy Wild '94

### 7/Decade Hence 6b+ \*

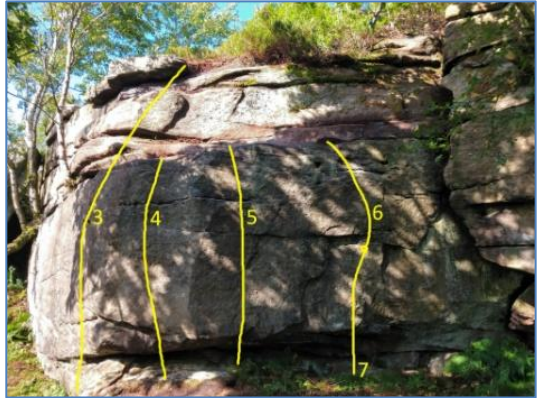
SDS just left of the crack using a pair of crimps. Gain the thin flake then up. Basically a SDS to Free Swing. A sitter just to the left is a similar grade.

Paul Clarke Dec 2019

### Wild Thing 6b \*

A long traverse from 1.5m left of the tree to the big sloper on Free Swing then up to the ledge.

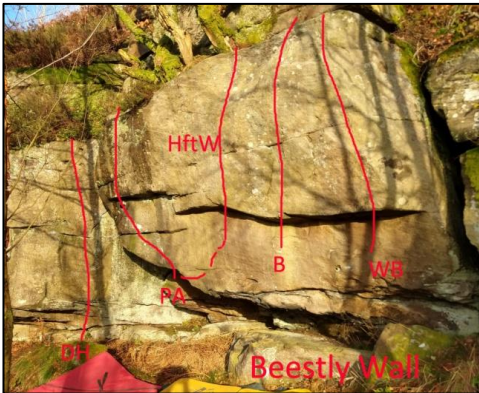
Paul Clarke July 2020



### Wild Swing Alt. Start 6b \*

Combine the start of **Out of the Wild Sit Variant** with the desperate finish of the **Wild Thing Traverse**. Good when seepage cuts off the original start.

John Hunt 1<sup>st</sup> October 2020 (FRA)



### Beestly Wall

#### Pierced Arête 4+ \*

SDS The arête with a piercing fossil hole using the plinths.

#### Pierced Arête Pure 6a+ \*

SDS. Same arête – awkwardly using no plinths.

John Hunt 2019

#### Hunt for the Wilderpeople 6c - 7a \*

Opposing side-pulls are used to make high steps onto the wall, followed by a searching throw for the top. Grade

depends on reach and throw potential. A SDS from under Pierced Arête is **Wilderpeople Project**. Paul Clarke Dec 2019

#### Hunt for the Beast 6c+/7a \*

Start on the lowest side-pulls and make a reach rightwards to crimps on Beastly then up.

Nathaniel Gjøderum -Larsson Oct 2020

### **Beastly 6c \***

Direct to the tiny scoop from the crimps.

Jerry Peel 1994

### **Wilderbeast 6b \***

Just to the right. Basically the rib with the foot block, but avoid the block to the right.

Andy Wild 1994

The continuation of the **Wilderpeople Project** into **Wilderbeast** is another project.



Hunt for the Wilderpeople and Wilderbeast. Paul Clarke

### **Grunter**

Past two cracks is a prominent undercut rib:

### **Grunter 6a \***

SDS. The undercut nose.

A good problem when clean.

Dave Barton 1994.

### Cuckoo Slab.

A fine and unusual piece of rock that yields some short but taxing 'up' problems and two traverses that are well worth seeking out.

See approach notes via Wild Wall (above).

#### 1/ Left Side 2 \* (not on diagram)

A couple of easy pulls on the left side gets the juices flowing.

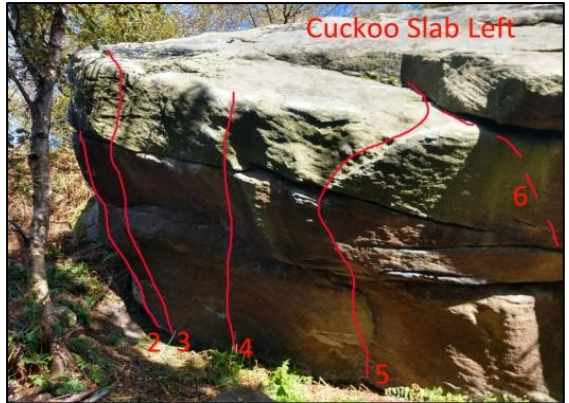
#### 2/ Coded Cuckoo 5 \*

SDS. From the undercut flake pull up the arête – perhaps stepping left to finish. 4 from standing.

#### 3/ Cuckold 6c+ \*

SDS using the thin break and undercut flake. Climb just right of the arête but not using it.

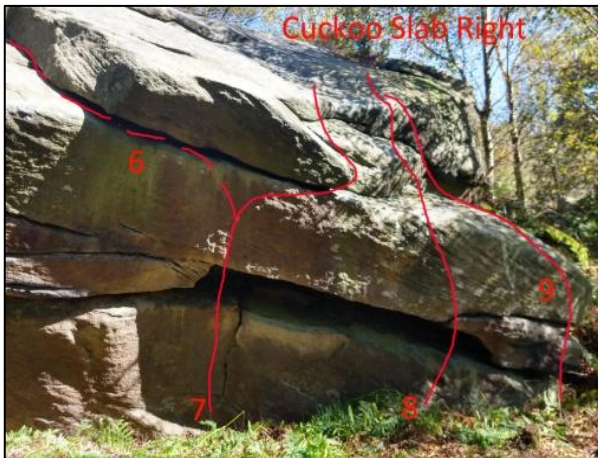
Paul Clarke 2019



#### 4/ Kyloe Out of Here 6a+

SDS. The overhanging wall from undercut and pockets past break to a tough finish.

Mark Radke '94



#### 5/ Cuckoo Crack 6a \*\*

SDS at the obvious big flake and pull up past the break to a tough finish using the crack on the left side of the upper block if you must.

#### 6/ Cracked Cuckoo Left

**Finish** into Cuckoo Crack is good and 6a \*\*. Looks easy doesn't it?

#### 7/ Cracked Cuckoo 6a+/b \*

SDS at the crack. Reach the upper break and pull around the block's right side.

#### 8/ Intruder 6b+

SDS at small side hold passing the subsidiary crack and sloping nothingness. PC 2019



### 9/ Cook Who 3 \*

Step 'easily' onto the glacia from the side and climb the slab via the flake

**9a/ Cook Who SDS** from very low and grinding onto the glacia is 6b+. Having a chin protecting beard is a good idea.

John Hunt

### Cuckoo Slab Traverses.

There are two long and very good traverses of this block:

#### Young Bloods 7b \*\*\*

Follow the horizontal crack across the block from R to L with some tenuous undercutting and finger crimping near the end. Maybe low in the grade if the correct sequence is found but whatever the grade it's a real pumpfest!

Mick Johnston & Roger Hindle 1990s

#### Flying over the Cuckoo's Nest 6c+/7a

\*\*\*

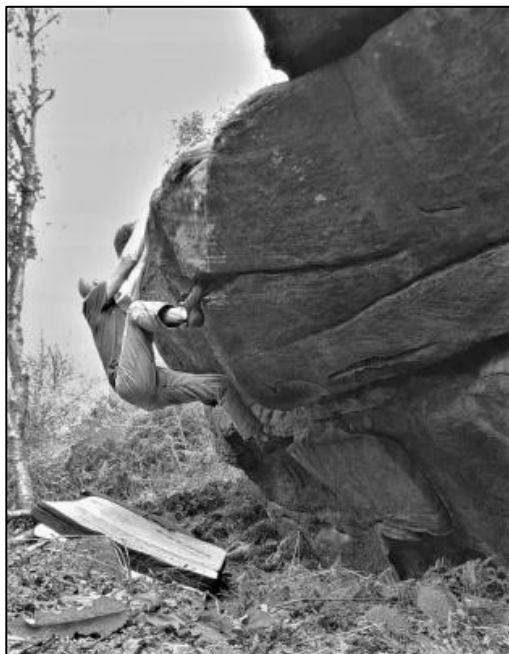
No hard moves but a total blast. Traverse the long and sloping top of the block from a SDS at the far right, passing the upper break to a finish at the left arête. Phew.

Paul Clarke 2019

#### Flying Into Bloods 7b \*\*\*

A long and tough link is to follow Flying over the Cuckoo's Nest and drop into Young Bloods from the good holds after the break to join the crux of that line.

Neil McCallum Oct 2020



Nearing the end of One Flew Over the Cuckoo's Nest

## Doe Traverse and Pyramid Block

Long, low and undercut – the home to some super traverses. Does seep in wet weather.

**Approach:** A direct approach is diagonally down from the initial part of the Landslide descent, picking up a faint path part of the way down. **Pyramid Block** is below here. . From the upper edges drop down the hillside for about 80m directly below **Cuckoo Slab** to reach **Doe Traverse**.



### 1/ Cracking Up 6a \*

SDS at the thin crack to gain the break and the top then use the crack to the left to top out.

Paul Clarke 2020

### 2/ Doe Traverse 7a \*\*\*

A tip-top R-L traverse of the obvious undercut break – worth seeking out. Start hanging the glaciis at the obvious point just right of a thin crack and finishing by pulling up from the equally obvious jug onto the ledge. Pumpy.

FRA Tom Peckitt & Rupert Tasker 2011 but thought to have been done before possibly Peel, Johnson, Hindle, Gibb.



Rupert Tasker on Doe Traverse

### 3/ Doe Extension 7a \*\*\*

From the jug shake out then keep going.

### 4/ Pump It Up 7a \*\*\*

Another good option. Start at the same SDS as Doe Traverse. Gain the lip and follow the lip with increasing difficulty to a full lactic finish.

Paul Clarke 2020

### Combined Ops 6c \*\*

R – L Using both the top and the break. Paul Clarke 2020

### 5/ Stag Party 6b \*

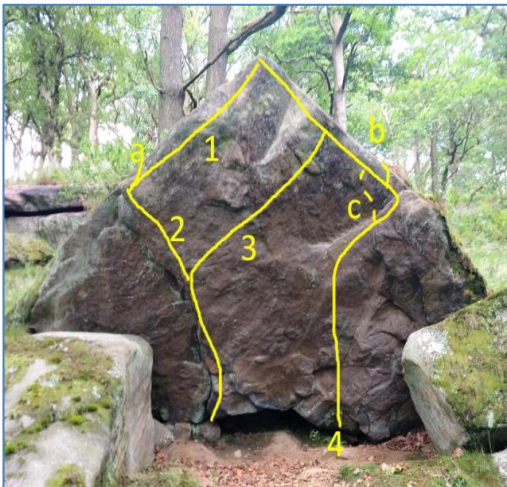
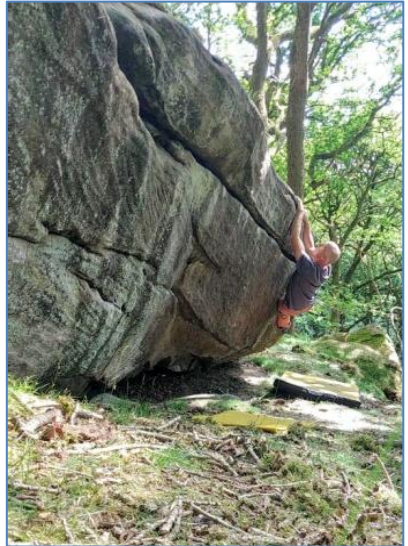
SDS. Holds to the break then the top. Finish left as for Pump It Up  
Paul Clarke 2020

Paul Clarke on Pump It Up

### Pyramid Block

The Pyramid Block is just below. It is overhanging and supported by side blocks that unfortunately tend to get in the way! A useful location as it dries very quickly.

The foot blocks are in for all problems and many variations are possible.



#### 1/ Pharo 6a+

From the jug pull right along the lip to the apex. a) Easier and short but sweet is to start from the jug and pull to the back of the block

#### 2/ Khufu 6c

SDS at the undercut flake/crack. Pop leftish to gain the jug on the lip. Trying really hard to keep your butt off the side block.

#### 3/ Isis 6c \*

SDS. From both hands on the undercut crack a dab left foot on the side bloc is used to reach right to the right edge, then up.

#### 4/ Giza Job 7a \*\*

SDS at an undercut pocket and sharp undercut. Pull to the thin seam and then gain the jug on the right edge. Follow the edge back to the apex. It's easier to avoid the block this time! b) an easier option is to pull to the back of the block. c) avoid using the jug 7a+ \*

Problems - P Clarke 2020

### Nothing Rocks

Around a dozen problems have been recorded but many have greened. However, the main central block provides a few sitters that pull into old Tony Barley problems, have good, interesting, rock and are worthy of attention. Below the main blocks is an overgrown slab known as **Flatfish Slab**.

**Approach.** About 80m right of **Wild Wall** is an array of blocks known as **Nothing Rocks**. The best approached is by going low to traverse the hillside then up. Alternatively go along the fence and drop in if the bracken is down.

### Something Else 5+ \*

Pull on using crimps on the sloping shelf just right of the arête. **Something in the Air** 7a is a low start but the full sitter remains a project.

SltA Paul Clarke Jan 2020

### All or Nothing 6b+ \*

SDS. From just right of the arête rock right to a flake then up – no arête. The stand from the big flake is **Somatup** 4+

Paul Clarke Jan 2020

### Something in the Wind 6a \*

SDS at small flake and undercut. Pull to join the big flake of **Something** 4. Finish left or over the block to the right.

Paul Clarke Jan 2020

### Much Ado about Nothing 6b \*

SDS. From the shelf and big block to the right pull across to **Something**, then **Somatup**, then to the arête and crimps of **Something Else** to finish.

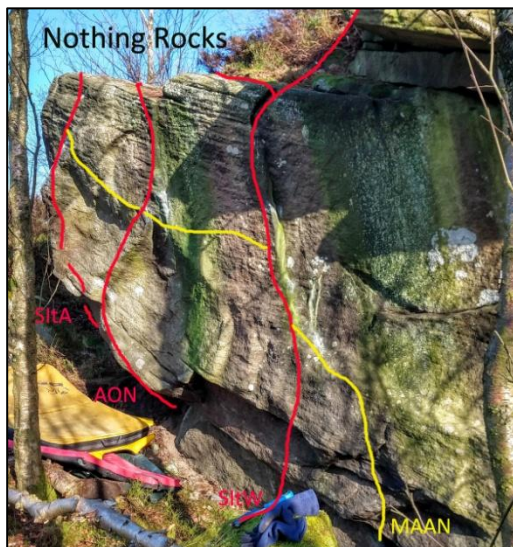
Paul Clarke Jan 2020 – A low level

traverse **Lever Down** 5c is somewhere here. Marke Radke '94

### Not Much 5+

Pull over the roof block to the right.

Jerry Peel '94





### Somewhere Slab Area

A collection of airy and slabby blocks low on the hillside.

**Approach 1.** From Gate 2 (about 150m past the first – not the wooden bar) drop down damwards through bracken and descend keeping the holly forest on your left. Pass several green blocks (Inc Submarine Slab - topped by a square block) to reach the slab.

**Approach 2.** If traversing from below it is possible to drop down below the holly woodland that is encountered on the way.

**Approach 3** Three minutes' walk from Doe Traverse rising slightly.

### Somewhere Slab

A clean and fun slab with a good flat landing. The centre has an unusual 'ladder' feature. Bring your best sticky boots! Problems Mark Wityszyn June 2020



**0/ Easier 3+** The left edge.

**1/ Should Be Easier 5 \***

Start braced between Cracked Ladder and the flake to the left, match the ledge and enjoy slopers to finish, the jug on the left-hand wall is not in.

**Mind Your Chin 5+ \*** Starts at the right arête and traverses to join **Should Be Easier**

**2/ Step-Up 6b\***

Pass the thin break without the good hold on **Should Be Easier**

P Clarke July 2020

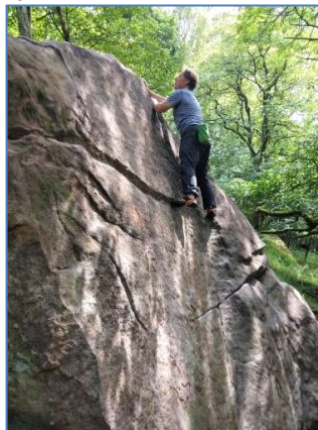
**3/ Cracked Ladder 4 \*\***

Climb the ladder to a long reach over to a flat hold and then a juggy finish. Avoid the Left Arete of the scoop.

**4/ Shallow Eye 4 \***

Pass the eponymous feature and use the arete to finish the same as **Cracked Ladder**. Avoid the right arête. Eliminates possible without **Cracked Ladder** rungs.

Denis Gleeson Cracked Ladder



### 5/ R-Eye-ght Arête 3+ \*

SDS, Direct over the scoop to finish.

### 6/ On the Rails 4 \*

Laying down start! and follow the ironstone rails staying on the right side to an apex finish.

Denis Gleeson July 2020

### 7/ One Nice Move 3

Standing start on the right from the obvious hold, finish up the scoop

## Knitwear Block

Just below Somewhere Slab. Wool-worthwhile ☺

Problems - Denis Gleeson and Paul Clarke July 2020.

### 0/ Socks 6b \* (not on topo)

SDS form low on left side of the arête and keeping on the left.

### 1/ Beanie 6a+ \*

From low handholds step on and follow the arête. A stand start is 4+

### 2/ Jumper ?? \*

An ungradeable step and leap using a thin crimp and unhelpful footholds.

### 3/ Buttonhole 2

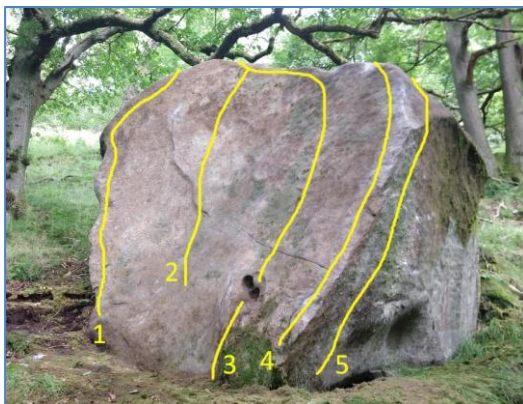
Step into the hole and up. A SDS is possible with hand in the hole – 6b?

### 4/ Scarf 4+

The arête on its left side – no hole.

### 5/ Pullover 6b \*\*

SDS the arête on its right side to a rather grinding mantel. The stand start is also worthwhile at 6a.

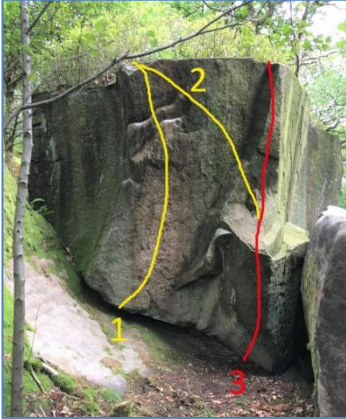


John Hunt getting to grips with the knitting.

## Submarine and Conning Tower

Set above Somewhere Slab is a giant undercut slab block that is said to resemble a submarine! Well featured rock and some interesting problems. Above it is a square block – the Conning Tower.

### Conning Tower



#### 1/ Airtight 6a+ \*

SDS. With low LH on the arête and a good pinch in the groove, climb direct past good holds and mantel to finish.

Steven Phelps Sept 2020

#### 2/ Conning Tower 3

From standing on good holds to the left

Mark Wityczyn August 2020

#### 3/ Pressure Drop 6a \*

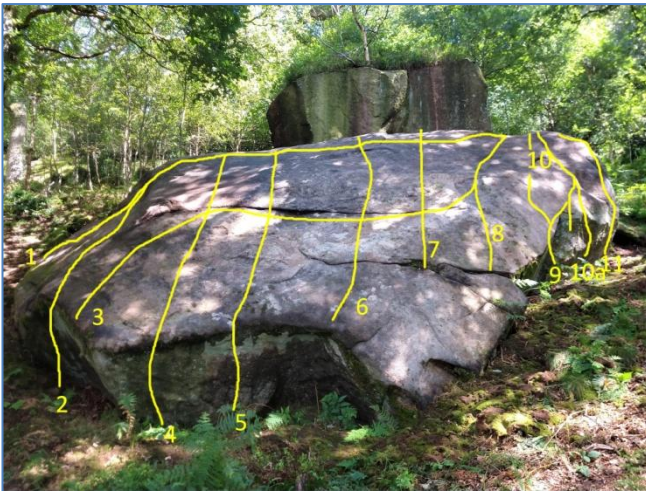
SDS on good holds, pull and rock to the top and a mantel finish.

Paul Clarke, Steven Phelps Sept 2020

### Submarine

#### 1/ Topout Tour 2

Step on easily and hand traverse the top. Keeping above the break and below the top is Dave's



#### Devious Diagonal Deux 4+ \*

Mark Wityczyn August 2020. DDDD Dave  
Musgrove 2020

#### 2/ Rating 5

Sit start. Left hand in the good crack system at the left end of the slab, right on the boss (dreaming of pure sloper glory). Pull on and pad up.

John Hunt (FRA)

22/9/20

### 3/ Dead Hip 4

High right foot on the iron flake, push/grovel. Finish up over to the right.

Mark Wityszyn August 2020

### 4/ Dead Foot 3+

Left hand on iron flake, high left foot.

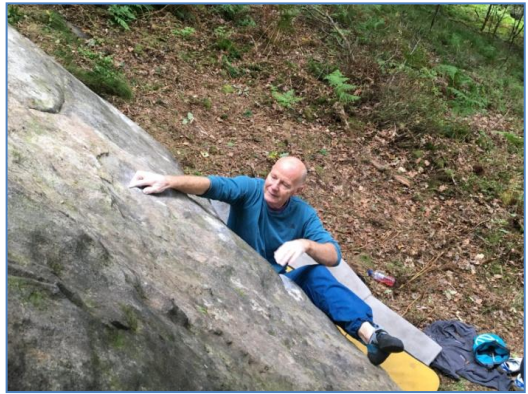
SDS possible.

James Hooton July 2020

### 5/ Conqueror 6c \*\*

The central line of the slab. Sit start in the recess with hands on the good flake feature. Use of heel hooks, slopers and brute force may win a good incut. Once stood on the slab, pad direct.

John Hunt 17/9/20



Paul Clarke on Conqueror

### 6/ Dead Bird 3+

Use the ridge for a hand and any combination of feet. A SDS is 4+.

James Hooton July 2020

### 7/ How Are Your Bilges? 3

Good hole to start, finish using the flake.

James Hooton July 2020

### 8/ Set Gyros by Hand 3+

Step on and work up

Mark Wityszyn August 2020

### 9/ Up Periscope 6c\*

SDS with LH side-pull and RH on sloper. A hard pull and slap left. Gain the slab and up or right. There is also a low start just to the left with a throw for a crimp then pull on but it really needs a proper SDS

Paul Clarke 2020

### 10/ Depth Charge 5 \*

Step on and rightwards into the triangular recess. Pass an ironstone nodule to the top.

Paul Clarke & Denis Gleeson 2020

### 10a/ Alliance 6c \*

SDS Positive foot holds to the left but more puzzling for hands (pinching arête with right) - some of the holds are as smooth as HMS Alliance's hull. Basically, Depth Charge with a hard sit start.

John Hunt 22/9/20

### 11/ Torpedo 5+ \*

SDS hugging the arêtes. An eliminate uses just the LH arête and the face.

Denis Gleeson July 2020. Eliminate John Hunt Sept 2020.



### Under Oakwood

This area includes a fine piece of rock with a pronounced arête that provides one of the main Thruscross attractions. Pop to the top and check the finishes are clean first..

**Approach 1.** From Gate 2 (about 150m past the first – not the wooden bar feature on the crest of the hill) drop down through bracken and descend a gully feature.

**Approach 2.** If traversing from below it is possible to pass between blocks and the holly woodland encountered on the way

**Approach 3.** From the Cave Block (next boulder) traverse below the bracken damwards to the top of the gully.

### Heart of Oak Block

There are a number of blocks left, right and below. The main block sits above a very large oak tree and a holly forest. Leftwards, behind the holly trees, is a prominent projecting block yielding **Crocodile Ridge 4**. To its left are a couple of problems and there is also an eliminate **Croc-Roc Sit 6a \*** (John Hunt 2019) that clamps up using both arêtes of the square block. On the main block there is an overgrown problem **Stop End 5+** that would be good if cleaned and then:



#### 1/ Rising of the Sap 6a+ (E3 5c) \*

Climb up then step right with feet in break to juggy holds and an exposed finish. Highball  
TB '95



#### 2/ Sapphire 7a \*

From mats on the green block make hard moves to gain the jugs and the stimulating finish of the last problem. Well brushed and may have been done from lower or even the break??

#### 3/ Strong as an Oak 6b+ \*

A masterly traverse of the front face and around the arête to finish by Heycorn provides a test of fingers and footwork.

Jerry Peel '94

#### 4/ Thrustration 6c+ \*\*

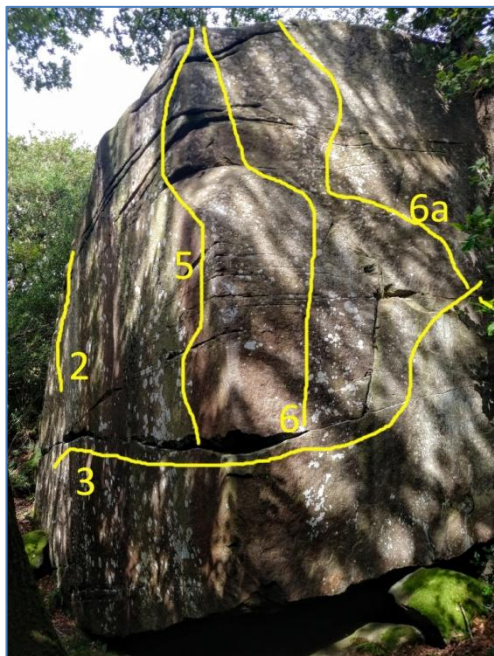
Strong as an Oak into Heart of Oak – better make sure you have the arête sorted first!

Mick Johnston

Hamish Stephen on Heart of Oak

---

## Thruscross



On the undercut block to the right are a couple of worthwhile problems.

### 7/ Off the Wood 5 \*

SDS. Features on the left side

### 8/ Oakey Cokey 6a \*

SDS. Over and up the arête.

### 5/ Heart of Oak 6b \*\*\*

The big arête with a perplexing start on is a Barley class act and worth seeking out. It is also possible to rock around right once you have a foot in the break.

TB '94

A harder variation has been done using only holds to the left and no arête. Var Andy Doney

### 6/ Heycorn 5+ \*

An easier right-hand start to Heart of Oak, using the crack. Jerry Peel '94

### 6a/ Barking Up the Wrong Tree 4+ \*

Stroll up the ramp – taking care over the finish.

Tim Barley '94



### Cave Boulder

A small but useful block that **helps with approaches to other areas** and has a cute little problem. It takes the form of a big block sitting on others so forming a big cave.

**Approach 1.** From Gate 2 go along the fence for 30m. Turn right and pass some bracken to an open grassy(ish) area.

**Approach 2.** From Under Oakwood traverse across the hillside at the height of the buttress top.



### Cute 5 \*

SDS at the underlying block. Reach out and then up the lovely featured cute nose.

FRA P Clarke 2020

### Blondin Boulders

A collection of boulders including a very obvious and rather huge Blondin Boulder. There are many blocks and problems though several have become vegetated. The ones described are good.

**Approach 1.** From the Cave Boulder a vague path leads diagonally downhill and the blocks soon come into view below a huge multi-stemmed oak tree.

**Approach 2.** From around Somewhere Slab and Submarine it is easy to traverse the hillside – climbing slightly at the end to the boulders below Blondin.

### Toughwood Boulder

Just below the oak. The uppermost of this collection of boulders – currently needs a quick scrub.

#### 1/ Toughwood 4+

The left face of the block.

#### 2/ Toughwood 6b+ \*\*\*

Pull over using the sharp edge. Excellent.

Jerry Peel '94



The right wall is 3/ **Wooden Top 4+**

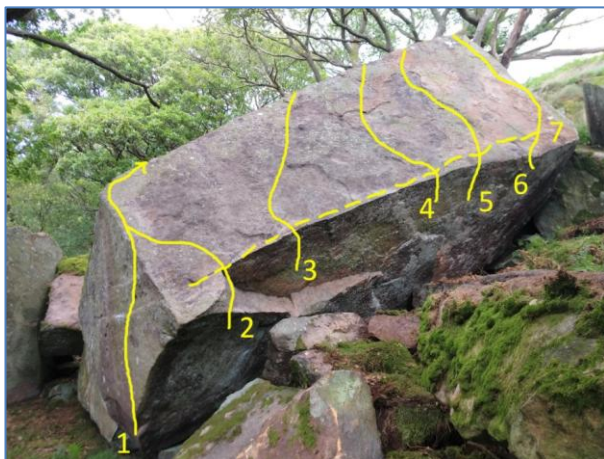


Louise Hall tackles Toughwood



## Blondin Boulder

The huge lozenge shaped block just below has several problems on wonderfully featured rock. There are 5 problems on the adjoining blocks graded from 4 to 6a.



**0/ Rafter 5+ \*** (not on diagram)

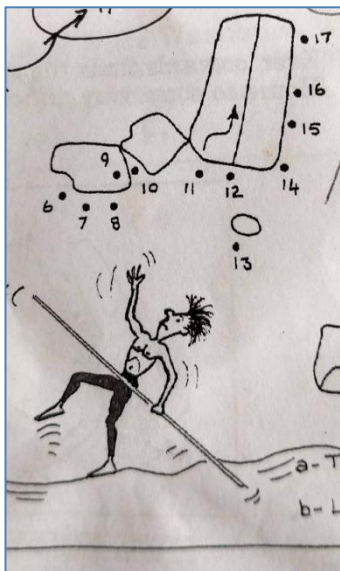
The left edge and join Blondin. A 6a SDS from the diagonal crack is available.

**1/ Walk the Blondin 5 \*\*\***

From the diamond shaped front use the rail to reach the right arête and pull up to the ridge. Either, shuffle or bravely balance up it – Feels highball. A SDS from the lowest rail is 5+.

**2/ Sideline 4 \***

Rock leftwards to gain the edge and then ridge.



**3/ The Highwire Shindig 5+ \***

A tricky pull-on using dimples then going direct.

FRA Paul Clarke 2002

**4/ Flanker 4+ \***

From a good crimp just left of the wrinkles rock left then directly up.

**5/ Groover 5\***

The very fine wrinkled groove feature. SDS 6a+ \*

Dave Musgrove '94 Sit John Hunt Sept 2020.

**6/ The Edge 4+ \*\***

Pull on at the right edge and follow it. Stadium rock??

**7/ Rainbow Bridge 6c+ \*\*\***

A low lip traverse from Sideline to finish up The Edge. Keep your back up!

Paul Clarke 2020

A Nigel Baker original from Wild Bouldering1

### Fettle Boulder

A short distance down and left of the Blondin Boulder (past others that hold some old Font 4 problems).

#### 1/ Fettle Arête Left 2

Easy arête starting with a step.

#### 2/ Fettle 4 \*

The side wall of the boulder on sharp crimps

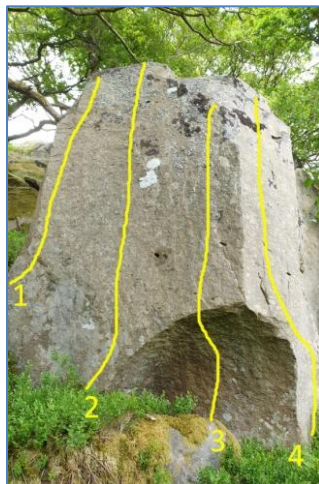
#### 3/ Fool's Fettle 6a+ \*

The face between. Stand on over the overlap and use a round hold on the arête.

John Hunt 2019

#### 4/ Kettle 5

The other side of the arête



Will Hunt on Rewind on the Thruscross Boulder (see next page).

### The Thruscross Boulder

One of the major attractions of the area – this giant free-standing block has some compelling lines, several of which are high and mighty and would achieve classic status if better known. As nearly all of the problems are highball and/or have awkward landings **a couple of pads are sensible** – the more the merrier.

**Approach.** The block is just across the hillside from The Blondin Boulders

The left wall has clean finishes and some reachy problems.

#### 1/ **Linen Weaver** 4+ \*

L arête of L wall stepping on from the adjacent block. Harder without. Dodgy landing.

#### 2/ **Flax Trade** 6a \*

Reach the L part of the horizontal and then make a looong reach to the break



#### 3/ **Right Eye** 6a \*

Pop for the right side of the horizontal and with some ingenuity reach for the next.

Mark Radke '94



#### 4/ **Full Thruss** 6c+ \*\*

The thin and fingery wall to the right. Lean in to reach the horizontal slot then pull right and up to better holds and an easier exit that feels high Pad well.

Mick Johnston.

#### 5/ **Yarn Spinner** 6b (E2 6a) \*\*\*

The fine and testing arête is worth seeking out. The start is the hardest part but interest is maintained. Highball. TB '65

An old line described as **E2 - Cotton Reel** \* - goes from the right arête to join Yarn Spinner. With several or movable mats it is a good 6b+/c and can be climbed independent of Tarn Spinner (just) – see next problem



The right edge of the front wall takes the form of a double arête that yields a couple of very good highball problems.

### 6/ Fast Forward 7b \*\*\*

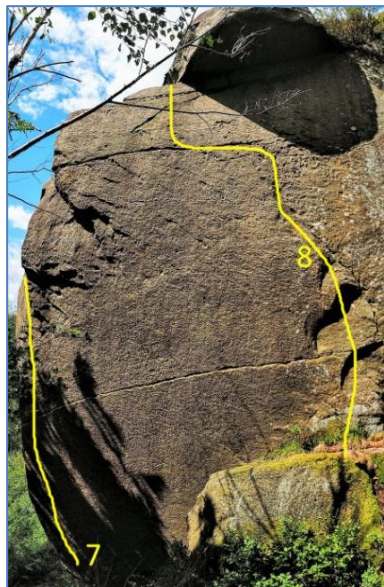
The arête on its left side is a quality line and would regularly see a queue if it was at Brimham or Caley. High and fine.

Will Buck and James Turnbull 2017

### 7/ Rewind 7a/+ (E6 6b) \*\*\*

Mega. The original and superb problem up the double arêtes. Originally graded for the rather dodgy landing though this has improved encouraging the brave and strong to give it a go (with a few pads!). The hardest moves are fairly low but can you reach the top jug when stood in the thin break? If not a thought provoking high move is needed.

John Dunne 2001



### 8/ Cracklin' Crease 6c \*\*

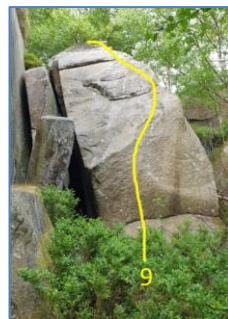
A fine and bold climb, high and not a great landing – so sees few suitors. From the ledge take the crease, passing a small pocket, to a thin but good break. Step left above an increasing drop and reach to better holds. Several people holding the mats might work! Maybe E5 6a/b?

Jerry Peel '94

### Winkling Wall 6b \*

Takes the crimps to the right but needs a brush and a spotting team.

Andy Wild '94



### 9/ Holy Trinity 4+ (HVS 5a) \*.

The front and ridge of the block opposite.



## The Washburn Walls

**Approach 1.** Walk up and right from The Thruscross Boulder.

**Approach 2.** Cross just above Blondin and the Thruscross Boulder.

Once-poor landings and lots of undergrowth have made visits here a rare occurrence. Tree clearance, the use of the branches, some block rearrangement and multiple mats make the landings more user-friendly. On the far left is a clean wall.

### 1/ Crackling Syke 5+ \*

On the left.

Anton Fatti '93

### 2/ Sykelops 6a+ \*

SDS. to hole and use it to gain crimps and then the top.

John Hunt 2019



### 3/ Syke Out 5

The right arête.

Anton Fatti '93

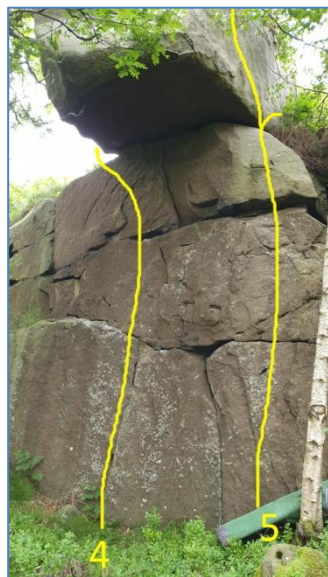
Over to the right is the main area here.

### 4/ Green Syke 4 or 5 \*

The cracked wall to the roof. Escape here or tackle the rib and wall of the balanced boulder.

### 5/ High Lair 4 or 5

The wall and right side of the balanced block.



---

## Thruscross

### 6/ Ratlin' Row 6a (E3 5c) \*\*

Starts at a thin vertical crack and traverses below the overlap until a big move up gains a jug and a still tough finish (ensure it is clean).

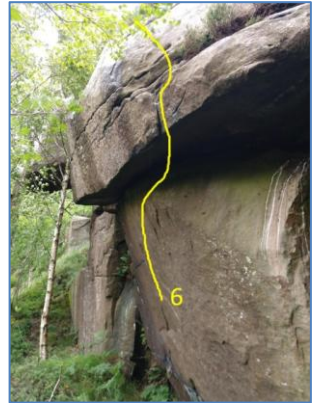
**NOTE – An owl has nested in the alcove to the right and the area is covered in guano and pellets. Best avoided, esp in the nesting season.**



### 7/ Laughter Lines 6c (E3 6b) \*\*

A Jerry Peel special grunting it's way up the vicious chimney/crack – the Thruscross version of Giggling Crack.

Jerry Peel 1994



There are old problems to the right that have gone back to the vegetation so best avoided. A protruding square block at the right end is **Pellucid Wall 5 \*** and it has a hard SDS (6a). The wall just left of this has two nice problems; **Thor's Cross 5+** and **Clogger Lane 4+**. The finishes of these problems are currently dirty but would soon clean up.

## Lower Block

Dropping down below Pellucid Wall is a group of blocks with good rock. On the far left are old problems on small blocks but the main event is obvious.



### 1/ Breaks Lane 4 ( Not on diagram).

The left edge

### 2/ Corkscrew Lane 4 \*

Balance across the ramp to the nose.

### 3/ Cartwheel 6b \*

Pull on from just left of the crack and make a hard mantle.

Jerry Peel '94

### 4/ Patrick's Wheel 4 \*\*

The fine corner/crack unfortunately tends to seep.

### 4a/ Patrick Wheel Sitter 6a \*\* The SDS PWS John Hunt 2019

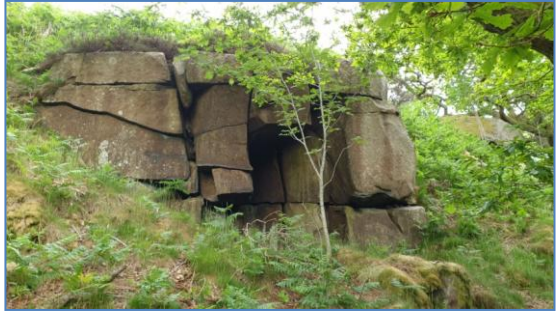
### 5/ Walkers Mill 5+ \*

The featured wall to the right from the sharp hold near the arête. A SDS is much harder.

---

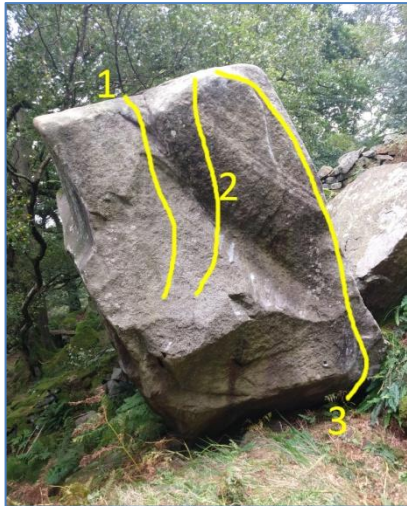
## Thruscross

Returning to the main area then going rightwards are more blocks that may yield problems



### Fence Boulder

Drop down from anywhere to the fence that encloses the wood then follow it the broken old wall. Go alongside this, southwards, to the far corner and one will find a big undercut boulder. Unfortunately the biggest wall is severely undercut making landings awkward but the south wall has good rock.



#### 1/ Trellis 6a+\*

Use the left arête and obvious right facing edge.

#### 2/ The Fence 6a \*

Little LH flake in groove and right arête.

#### 3/ Out of Bounds 6b \*

SDS right arête. The stand is 5.



Out of Bounds

### Outlying Areas

The main wooded area has a number of satellites; on the moor above the crags, in the valley downstream and on the opposite side of the valley.

### Trireme Buttress

Trireme Buttress is located off this map and to the south

**Approach 1.** From the main Thruscross Parking follow the path down to the river, cross the bridge and walk down the valley to take the first path heading uphill that eventually becomes a track. Where this levels out keep an eye out for a grassy area on the right that overlooks the valley. This is above the Fish Block. 10-15 mins from the parking.

**Approach 2.** From the main area follow the path between the pen and fence, past the corner of the fence then diagonally down to a gate in the wall. Go forward a few metres to the track. The top of the rocks are just below going right then left. 10 minutes from the pen.

Somewhat detached from the other areas but useful as it is out of the woods so dries quickly and suffers less for bracken encroachment. The blocks are described from the top and descending right or southwards.

### Fish Block

The block just below the grassy area that tops the crags. It is actually the top section of a jumble of blocks (so take care you don't take a bigger ride than is necessary). It is named after the fish shaped rib in the crack/ramp on the right side. Many eliminates and some fun features make it a worthwhile location. FRAs Paul Clarke 2020

#### 1/ Catfish 4+

SDS at sharp undercut, Reach up for big flatty with right hand and pull up leftwards.

#### 2/ Blackfish 5 \*

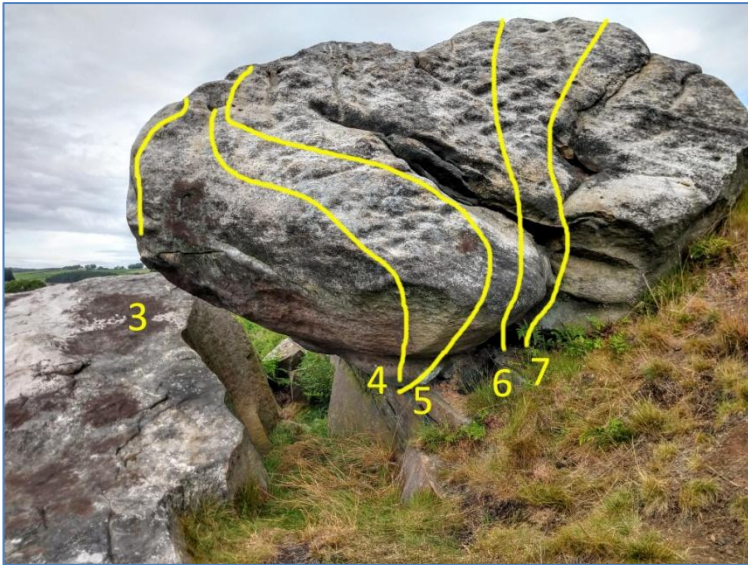
SDS same start. Reach flatty with left hand and pop rightwards

#### 3/ Gutting the Guppy 7a \*

Climb the rib using guppies from a low sitter. A lower start and pulling out from below are projects.





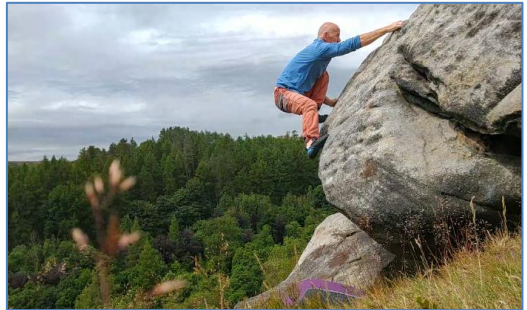


#### 4/ Starfish Trombones 7a \*

SDS at obvious undercut fin. Blocks in for feet. Gain slopers on the lip and side pull then make a big move for the hole near the rib. Rock on. The ramp/crack is out – easier for the tall?

#### 5/ Goldfish 6b+ \*

Same SDS but pull past slopers to hang the ramp. Pull left to the hold spurning the fish hold!



Starfish Trombones

#### 6/ Jellyfish 2 \*

Stand onto the ramp and up.

#### 7/ Fishing in a Barrel 4+ \*

SDS hanging bottom of the ramp. Pull past the holes and ramp.

### Udge

The jumble below has a flat face on the left, facing the dam, and a distinct offwidth on the downhill side.



#### 1/ Creak 6a \*

Step off the block using the crease and creaky flake. Go for the top.

Martin and Tom Robinson June 2020

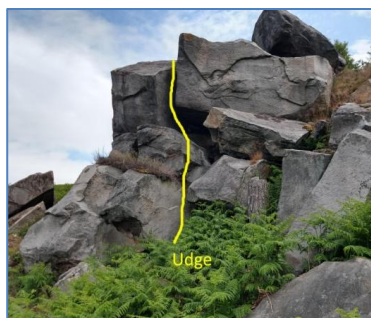
#### 2/ Creak Arête 3+ \*

Step off the block and up the edge.

Martin and Tom Robinson June 2020.

#### Udge 4+ (E1 4c?)

Struggle up the big crack. Go on you know you want to!



There is a cave/ roof just right that could provide a hard project but the rock is a little fragile.

### Trireme Buttress

Moving down and right past a mossy wall or going over the top and down from the grassy area atop Fish Block one comes to a big buttress composed of land-slipped blocks. Both side walls are steep and the front face forms a fine slab. Most problems can be climbed as routes or highballs.



#### 1/ Ratline (Mod) Font 2 \*

Cleft and blocky ledges on the left side of the buttress. Bruce Woodley

#### Bilge 2

A through squeeze to emerge on the other side.

Bruce Woodley

#### 3/ Side Wall 4+ (HS) \*

The side wall passing a prominent pocket and reaching the arête high up. John Hunt 2020

### 4/ Trireme LH Severe 4a (Font 3) \*

8m. Left side of the front face.

Bruce Woodley

The front there is a lower wall that houses a couple of boulder problems.

### 5/ Between the Oars 6b \*

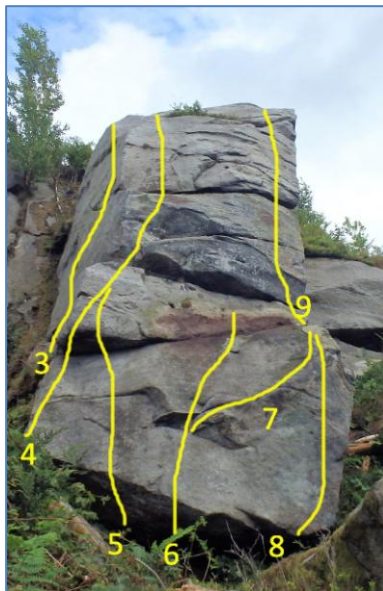
Sit start super low without the side block or underlying plinth and campus to shoulder next to the nose then up this. This will be harder for the tall. Starting on the shoulder hold is a good 5+.

John Hunt Feb 2020

### 6/ Máti Direct 6b \*

Sit start hanging the big central 'eye' hold. Plant feet and go for the pocket up right. No underlying blocks at this grade but.....

John Hunt February 2020



### 7/ Diavolikó Máti 6c \*\*

Sit start hanging the big central hold. Climb the seam by a powerful sequence to gain the right arête. Again, no underlying blocks at this grade.

John Hunt Feb 2020

### 8/ Rostrum Left 6a \*

The arête on its left from a sitting start.

John Hunt Feb 2020

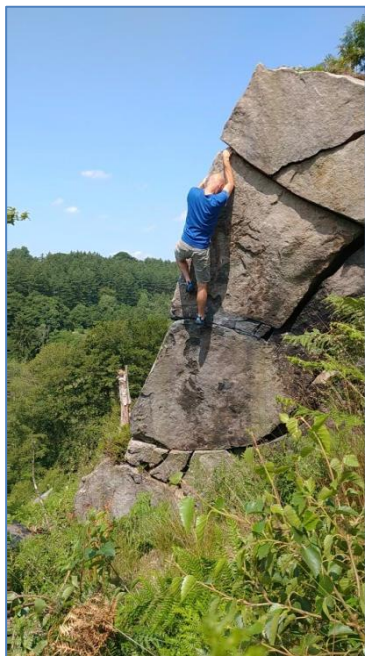
### 9/ Trireme RH Severe 4b (Font 3+) \*\*

8m. Right side of front face.

Bruce Woodley

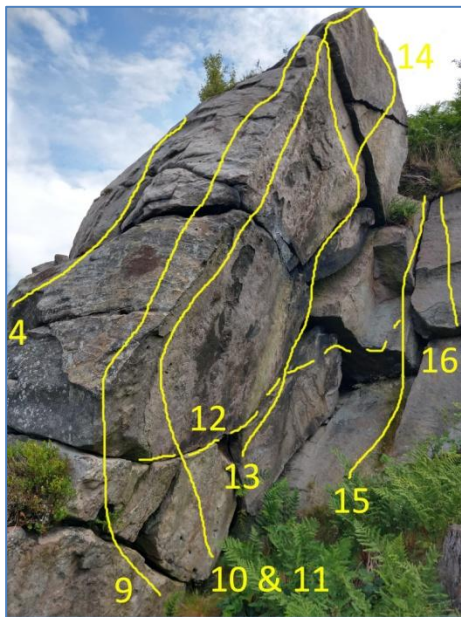
The right wall is steep and the ground below slopes. However, there is plenty of old timber to construct a landing-pad if you are doing the problems as highballs (though please deconstruct before you leave). Alternatively the lines are well protected by wires and cams. Topo overleaf.

Kubernarete



---

## Thruscross



Crack action! Climb the lower cracks leading up to the thin left angling crack and then the arête climbed on its right side.

Woodley, Hunt 2020

### 14/ Galley Slave 5 (HVS 5b) \*\*

As for Ramming Speed but with the final wall direct then and exciting finish leftwards to the jug.

Bruce Woodley, John Hunt 2020



### 14a/ Galley Slave Sit Start 5+

Strangely awkward moves on massive holds. Stricter eliminates would add interest.

John Hunt 26<sup>th</sup> July 2020

### 15/ Stern Post 4 \*

The jamming crack in the corner..

Bruce Woodley 2020

### 16/ Third Tier 4

Pass the pocket to finish besides the crack.

### 10/ Rostrum Right 6a \*

The arête to the break on its right from a sitting start. Escape or drop.

John Hunt 8<sup>th</sup> February 2020

### 11/ Kubernarete 6b (E3 6a) \*\*\*

Super moves all the way to the mega finishing jug The full arête climbed on its right side is worth seeking out..

Paul Clarke June 2020

### 12/ Trireme Traverse 5+

L-R along the low break. Finish by bridging up Stern Post.

Bruce Woodley Feb 2020

### 12a/ Traverse Sitting Arête Start 6a+

The L-R traverse with the Rostrum Right sit start.

John Hunt Feb 2020

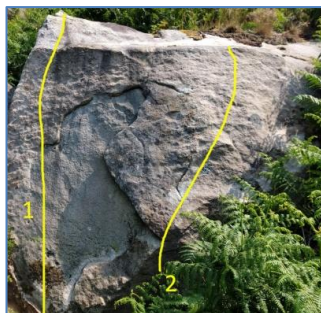
### 13/ Ramming Speed 5+ (E1 5b) \*\*



## Lower Blocks

Down to the right is a double block the right side of which is **Second Tier Font 4**

To the right is another block with two problems:



### 1/ Bis 3

Arête left of fragile flake

### 2/ Cuit 4

The wall/mantle right of the flake.

Another problem **Rigg 3+** is by an oak on a block above here.

Lower Block Problems – Bruce Woodley

## Beanstalk Buttress

Beanstalk Buttress is located on the west side of the valley

**Approach** From main Thruscross Parking follow the path down towards the river and on meeting the big track follow it a short way. When the blocks come into view climb up the wooded slope to the rocks

Somewhat detached from the other areas this is the home to several good routes that are, unfortunately, nearly always a bit grubby though they can be cleaned with a quick brushing.

Such is the popularity of bouldering that the one (very good) problem is nearly always clean and has a landing pad constructed below it.

### Damnation 8a \*\*\*

At the right side of the crag SDS. The curving and hanging arête is gained and followed to a fairly high finish.

The stand version is obviously easier but still good.

Dave Barrans 2017



Damnation © Dave Barrans

### **Hanging Ridge**

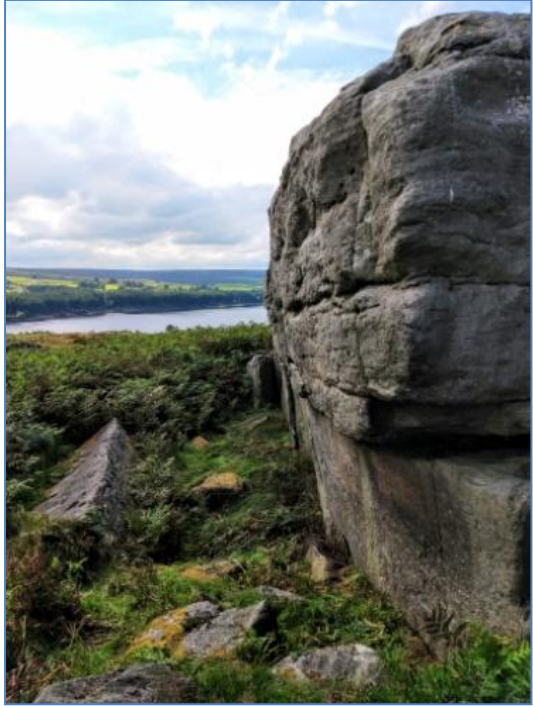
A low wall of very good and well-featured rock set in a slight dip on Hanging Ridge Moor above Thruscross. It hosts a selection of tightly packed but independent problems in a good setting that provides views across the Washburn Valley.

### **Parking and Approach:**

There is a pull-in for 1 or 2 cars where the 6 Dales Trail branches off the road and a gate gives access to a footpath leading east onto the moor. This is some 500 metres north of the dam. If the parking is full it is possible to park carefully part off the road by the parking space.

Go through the gate and follow the track to go through another gate onto the footpath. At a way-mark post a short way ahead go up the grassy slope on the left where the top of the block come into view just

past a collection of smaller blocks. 10 Mins. The Shepherd's Block is in the second of two rough fields just right of and below the second gate.



Area developed by Paul Clarke Aug 2020

There are two good traverses to get you going....

#### **A/ Hang 'em High 4+\*\***

From the block on the left traverse the top of the blocks to finish at the right arête.

#### **B/ Help the Poor Struggler 6b+/c \***

Traverse the blocks without using the top to finish around the right arête. The main horizontal is in for feet but not for hands.

**All 'up' problems start from sitting – grades also given from standing using holds a foot or two below the top.**

The wall is split towards the left side by a crack.

## Left of Crack

### 1/ Scaffold Steps 6a – 2

The arête using feet against the adjoining block or avoiding it.

### 2/ Crimp Project

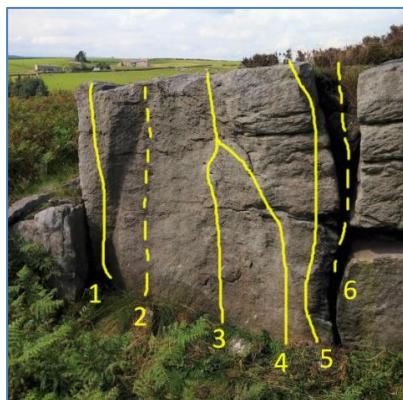
SDS The line of tiny edges.

### 3/ Gallows Humour 6b+

LH pocket pinch below the flake, RH crimp. Gain the flake and up.

### 4/ Tyburn 6a/+ \*

From crimps left of the arête gain the flake and up.



### 5/ Dule Tree 4 – 2 \*

The arête of the crack.

### 6/ The Neck Crack 2

The crack from standing.

## Right of Crack

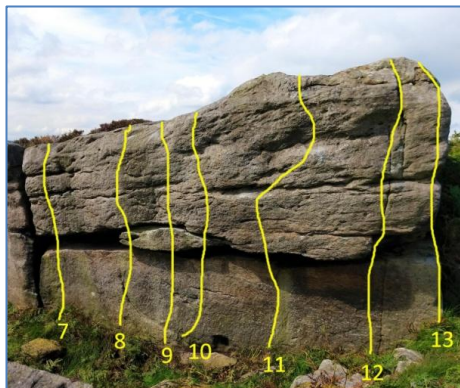
All problems start from the main low break

### 7/ Pierrepont 5 – 3 \*

Breaks just right of the arête. A contrived arête problem is also available.

### 8/ Hangmen 5+ -3 \*\*

Left side of the block and thin break.



Mark Wityszyn at Hanging Ridge

### 9/ Hang Time 6a – 5 \*

Centre of block and slopers.

### 10 Cliffhanger 6a+ 5+ \*

Right side of block and thin crimps. A heel hook helps.

### 11/ Hanging in There 6b+ -

5+ \*\*

Pass slopers.

### 12/ Northanger 6a – 3 \*

Just left of the arête.

### 13/ Capital Punishment 5 – 3 \*

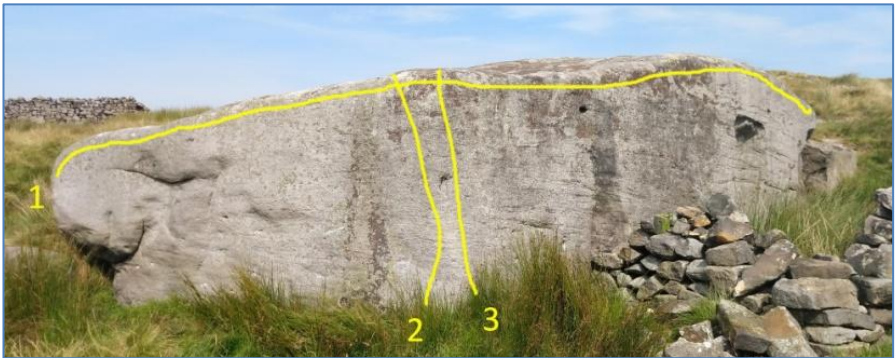
The arête.

### 14/ The Trapdoor 1

Ledge and very good holds just around the corner.

### The Shepherd's Block

Mentioned in the intro; this modified piece of stone features a shelf, roof slots and a carved gutter. Though very low there are a few interesting problems and a worthwhile long pumpy traverse.



### 1/ Shepherd's $\pi$ 6b \*\*

Step off the block and follow the edge all the way to a step up at the very end. Only natural holds for feet.

### 2/ Sheepish 6a \*

SDS. Left side of the arête.

### 3/ Crook 5+

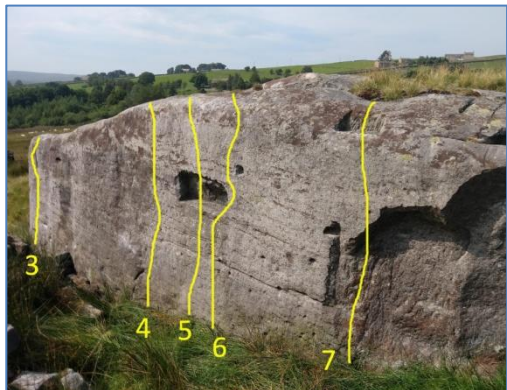
SDS. Right side of the arête.

### 4/ Ram 6a \*

SDS LH on low ramp RH in L side of shelf. Pull on and up

### 5/ Ewe 6a+

SDS hanging shelf. Mantle up.





### 6/ Lamb Chop 5 \*

SDS hanging shelf. Up using the roof slot. Also possible without.

### 7/ Fleece 4

SDS roof cut-out and RH slot.



A room with a viewe.