

## Ruin Bank Wood and Park Crag

by Robert Fenton and Paul Clarke.

### **BMC ACCESS ARRANGEMENT**

Please note. The rocks are located in private, commercial woodland where there has been antisocial behaviour over many years. Access was banned and the following has been agreed on a temporary and trial basis with the landowner. BMC have agreed to indemnify the landowner (for climbing by BMC members) who has legitimate concerns about opening access onto private land. Failure to follow these arrangements is likely to result in access being removed.



- Access is for a trial period of 6 months
- Only BMC members are covered under the arrangement
- Climbing is restricted – Monday to Friday and the 1<sup>st</sup> Weekend each month.
- Anyone visiting the rocks should respect the environment and behave responsibly. Please keep climbing low-key
- No large groups
- No litter – it would be helpful if climbers bag any litter they find and take it away
- Keep noise to a minimum.
- No dogs
- No Lamping sessions
- Use the agreed access route(s)

### **Please Note**

The BMC Yorkshire Area have agreed run regular crag clean-ups and to monitor access on behalf of the landowner.

**If you plan to visit please send a text indicating your intention to do so to the local BMC Access Rep – Mick Johnson -07759 427737**

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**Climbs** – 100+ though not all are described.

**Altitude** 160m

**Faces** North and North East

This area first came into the public eye in 1917 when two young cousins Elsie Wright and Frances Griffiths took a series of five photos depicting the mysterious Cottingley Fairies. Interest then gradually declined until the 1980's when local climbers began whispering of a secret crag somewhere in the woods surrounding Bingley. Thankfully these rumours prove to be true- the woods provide some first rate problems and a few exciting looking projects.

Ruin Bank is predominantly technical highball bouldering of a vertical or slightly overhanging nature. Most of the top-outs require a brush before setting off due to the pine needles descending from the trees. Landings are all acceptable with a bouldering mat. A couple of problems may warrant an attentive spotter. Park Rocks varies in height and a mixture of bouldering and routes are likely to develop once the vegetation has been paired back.

**Other condition info:** The rocks face northwest and are situated within dense woodland dominated by conifers. The crags are best avoided during the winter months as they tend to retain moisture. Conversely it is a really very nice place to be in summer when the trees provide cooling shelter from the sun. Of historical interest, and directly above the main section of Ruin Bank is St David's Ruin. This Grade II listed folly was erected in 1796, intentionally visible from Benjamin Ferrand's home. Unfortunately the folly has been subject to graffiti and littered with BBQs and beer cans in recent years.

Due to the lack of use the rocks, especially the finishes, are in need of a very good clean. It is likely that this will happen soon.

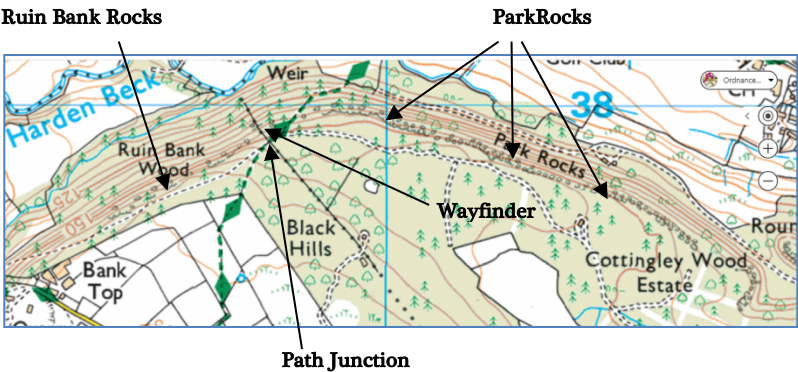
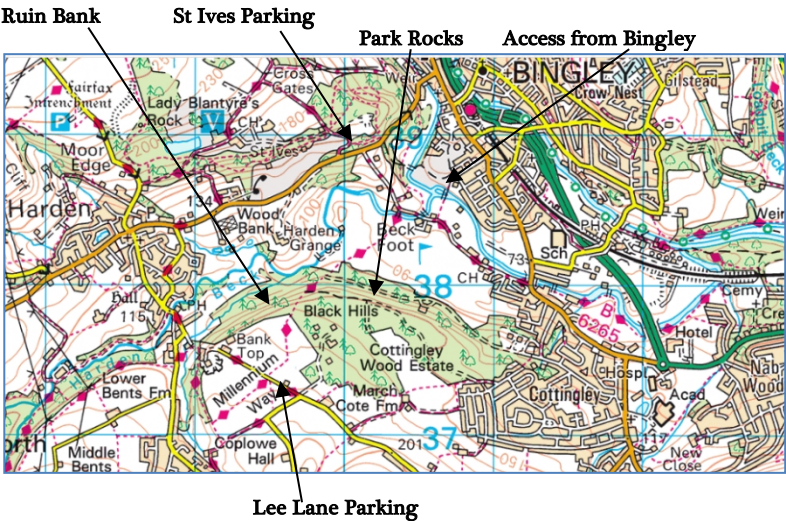
**Parking and approach info:** There are two official access points into the woods. It is possible to approach from Bingley following the Bradford Millennium Way across Shipley golf course (parking at either Myrtle Park or St Ives). However, the shortest walk is from Lee Lane. From Cottingley Moor Road (B6146) turn onto the first section of Lee Lane. Follow this for just over a mile to ample parking just beyond where the road takes a ninety degree turn leftwards. Please don't park further down the lane beyond the house. Follow the Millennium Way northwards to the corner of the woods, and go forward and downhill a short way alongside a fence to meet a broad path. Left here leads to St David's Ruin. The Ruin Bank Rocks are directly below. Approach time is 10 minutes. Park Rocks are reached by turning right (eastwards) and following a narrow path along the edge above the rocks, or from Cottingley but see separate approach notes at the beginning of that section.

**MAP on the next page**

**The rocks are in two sections and, as described, separated by the access track – Ruin Bank is described first.**

(A5)

Access Map



(A5)

### History

Historical information with respect to first ascents is lacking though Rob Fenton managed to pull together what is available at Ruin Bank and this script is based on his investigative work. There may be some difference between location, grade and description for problems. Hopefully, these can be sorted in due course.

Earlier protagonists definitely include locals; Iain Edwards, Bill Turner, John Dunne, Jim Purchon (aided and supported by Jim Mawson, Martin Parker and Adam Ryer), Chaz Ward, Adrian Jebb, Steve Dunning, Mark Katz and Dave Bucanon so it is unsurprising that a range of difficult problems were climbed. John has indicated that, living close to the rocks and visiting regularly, he and friends climbed around 60 problems whilst Jim Purcheon, who is also local, blitzed the place over a number of years. Other guilty parties appear to be, Nathan ?, Alex L?, Phil ? and Rob Squires. There seems to have been much retro-claiming and the woodland location means that problems go back to the veg quite quickly. Over 100 problems have been climbed and named though seldom recording quite where they are and some have been recorded at least twice!

Robert Fenton added Apollo in August 2009.

**If you have additional information then we'd be pleased to hear from you!**

### Wayfinder

A lone boulder near the path junction between Ruin Bank and Park Rocks. When approaching along the top track from the Ruin Bank Woods boulders, as the path descends towards the path junction look out for an old ruined wall. Follow this wall north-west downhill for 30m to find the boulder adjacent the wall on its eastern side. The ruined wall is marked on the map above and is easily found from the approach from Lee Lane.

**Wayfinder** Font 7B \*\*\*

Sit start holding an obvious crimp and slap out to the right arete in the cave. Gain the shelf and hold on till the top.



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## Ruin Bank/Park Crag (A5)

### Ruin Bank Woods

#### Pasta the Pinch

Some excellent highball problems found underneath the Folly. In order to minimise bouncing and cursing, it is worth dusting off the pine-needles from the gently sloping top-outs before setting off. There is a low roof to the left of this wall that may be the location of the Thief problems described but not located – recently rediscovered as **Italian Bee Sting 6a** and **Italian Ham 4+**.

#### 1/ Italian Bounce Font 6c \*\*

Trick moves lead up the left arête to a sloping top- the timid will use the tree to assist the final mantel.

#### 2/ Addio-Arête Font 7a \*\*\*

The central arête directly below the ruin from a sit down start. Superb. AKA Deputy Dog.

#### 3/ Holy Father Mother of God

Font 7a \*\*

Start as for Pasta the Pinch but trend leftwards to finish up the last couple of moves of Addio-Arête.

which is utilised to top-out. Maybe the line of the crag!?

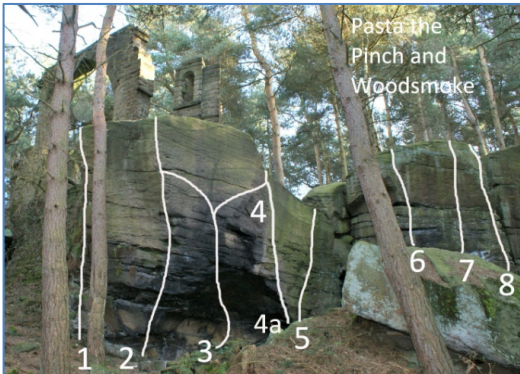
#### 4a/ ?? 7b \*\*

A direct. SDS at right side of the cave. Small edgest to a big move for e the sloping top.



*Pasta the Pinch*

A variation to Pasta – **Follyfoot 6c??** is described as a SDS and the crimps to the left of it but may be the next problem?



#### 4/ Pasta the Pinch Font 6c \*\*\*

Climb through the cave energetically. Once the holds run out make a long stretch rightwards to gain the scoop

#### 5/ Wood You Believe It

Font 6b+ \*\*

Crimp up the gently overhanging wall right of the cave. A fine problem.

A SDS is 6cish.



### Wood Smoked

The next block is just to the right and has three problems- unfortunately some old chipping is evident here.

#### 6/ Watcha the Head Font 6c \*\*

Follow the line of the vague arête up and over the bulge using an undercut.

#### 7/ Wood Smoked Font 6b \*\*

Head up the centre of the steep wall using crimps and breaks.

#### 8/ Timberline Font 5 \*\*

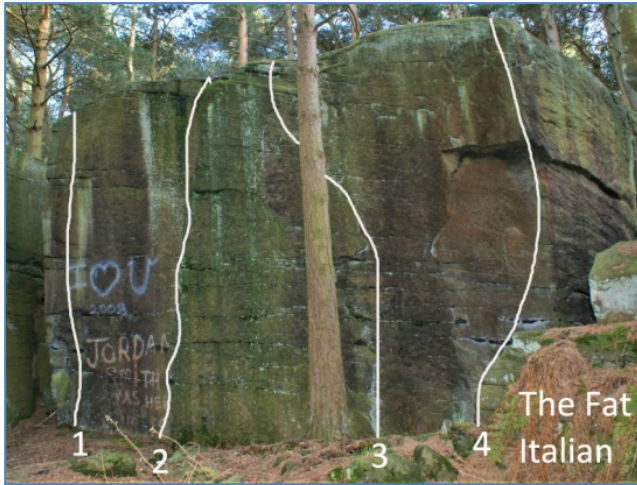
The easier right arête is a pleasant warm up problem.

### Timberline



### The Fat Italian

Found at the bottom of the access steps.



*Jordon Direct*

**Greenline** Font 5 is the wall to the left.

#### 1/ Nice N Spicy AKA Kindling

Font 5+ \*

Follow the arête right of the large chimney.

#### 1a/ Jordon Direct 6c

Ascent the wall just to the right.

#### 2/ Hotshot Font 5

The 'groove' contains some good moves but unfortunately it is often rather damp.

#### 2a/ Twin Ribs Font 5

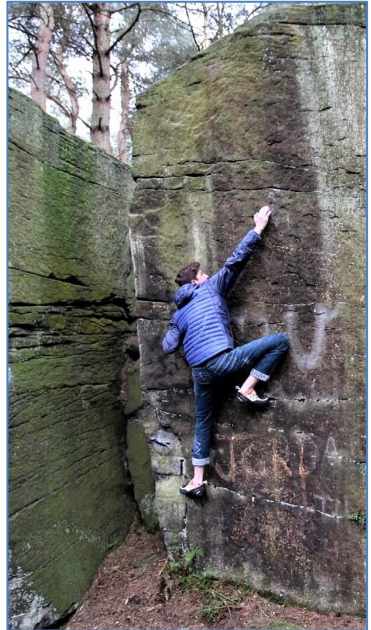
Just right.

#### 3/ Pizza Boy Font 5+ \*\*

Follow the ramp-line behind the tree.

#### 4/ The Fat Italian Font 5 \*\*

The crimpy arête taken on its left side. Climb directly through the overlap.



Other problems are possible just right.

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## Ruin Bank/Park Crag (A5)

### The Athletic Englishman

Tucked away 30 metres to the right is an arête and a square cut corner.



#### 1/ The Athletic Englishman

Font 6a+\*

The arête taken on its left side has a scary fall zone.

#### 2/ Go Snatch

Font 6c

\*\*

The arête ascended much more powerfully on its right side.

#### 3/ Dark Chocolate

Font 6a

Crimp up the wall left of the corner starting at the obvious big hole.

#### 4/ Cocoa Crack

Font 4+

The corner crack can be lay-backed all the way.

Mind your back on the next couple of problems.

### Pond Block

#### 5/ Thin Thing

Font 7a+

\*\*

A tough challenge rocking onto the slab above the small overhang. No arête at this grade. AKA Grimp Crimp.

#### 6/ Lefty Leany

Font 6b+

\*\*

The hanging arête taken on the left side. If it feels powerful then you're doing it wrong- this problem is all about balance. AKA Dynastic Fantastic

#### 7/ Pull, Pocket Pond

Font 6c

\*\*

Start at the obvious circular graffiti mark. Climb up to an obvious crimp, rock up to the one and a half finger pocket, and crank through to the summit pond.

#### 8/ Rampletiltskin

Font 6b

\*\*

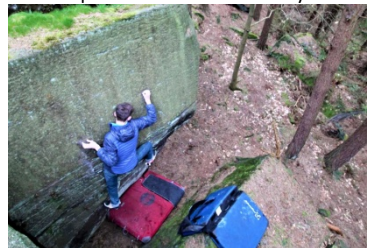
Gain the sloping ramp and trend leftwards to finish.

#### 9/ Pondering

Font 6a+

\*

The blunt right arête is taken directly. Looks improbable but climbs really well.



*Thin Thing*



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## Ruin Bank/Park Crag (A5)

### Oh Spotter, Where Art Thou

A mildly overhanging buttress found 15 metres to the right. On its left side is an easy angled slab with some problems - added by John and Will Hunt:



#### 1/ Under Moss 3

Take the wall left of the big footholds. Decent crimps for mitts but thin for feet to start.

*The next two go from big footholds to great ledges:*

#### 2/ Black Gold 2

Straight up from the left-hand big foothold.

#### 3/ Ledges 2

Up from the right-hand big foothold.

#### 4/ Ancient Pollution 3

Right of the central arête.

#### 5/ High O'er Moss 3

The taller right-hand face. The left-hand crack is in.

#### 6/ 'ill Traverse 3

Traverse leftwards using everything except the top.

On the steep face is:

#### 1/ Oh Spotter, Where Art Thou

Font 6c

\*\*

From a sit down start behind the tree gain the break. Use undercuts to powerfully reach for the pre-brushed / pre-chalked top.

#### 2/ Over Here, Don't Fall Off

Font 5+

\*

Trending rightwards, rock over into the scoop then locate jug / thread to finish.

#### 3/ Slanty Mohanty

Font 6b

\*

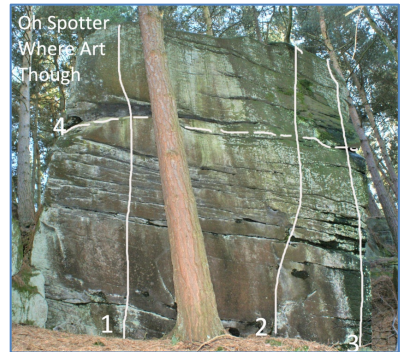
Climb the right arête on the right using the scoop to finish.

#### 4/ Flat Cap Traverse

Font 7b+

\*

Traverse the whole boulder from left to right with increasing difficulty and finishing up the arête of the right wall near to the tree.



The right wall has some potential. Or it may be that problems have been done in the past – Apart from the traverse, one problem has been recorded.

#### 5/ By Jove

Font 6b+

Around the corner on the right wall. Just left of the tree, a difficult pull leads to an easier finish.

### Roofus



Just right, this distinctive boulder cannot decide whether it is a slab or an overhang (it's an overhang). A left to right traverse of this block would be very impressive. For these up problems it will be necessary to give the sloping top-outs a quick brush prior to an ascent.

#### **1/ Roofus** Font 5 \*

Start on the slab and trend left towards the jug. Throw a heel into the enormous dish and rock over stylishly.

#### **2/ How's Tha Doin?** Font 6b+

Layaway up the right side of the slab to a dodgy mantelshelf finish.

#### **3/ ??** Font 7a+ \*

Just right (between the trees), utilise undercuts to conquer the rippled wall.

#### **4/ Steve's Arête** Font 5+

Right arête taken on the left side from a sit down start. Interesting mantelshelf finish!

#### **By Gum** Font 4

Easily up the ledges on the right wall.  
*Not on the diagram.*

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## Ruin Bank/Park Crag (A5)

### Easier and Easier AKA Giant Boulder

The mammoth boulder found at a lower level below Pasta has a couple of good problems and some potential.



#### 1/ It's Crackin' Font 6b \*

Sit down start to the overhanging crack at the top left end of the boulder. The grade can be harder or easier depending on the starting position.

#### 2/ Easier and Easier Font 5+ \*\*

In the middle of the high face, boldly follow the juggy flakes to the top of the boulder.

#### 3/ Stupid Jack Font 6b \*

Thin wall to jugs then left into Easier and Easier

#### 4/ Prow Do You Like It Font 7a+ \*\*

SDS/ Low Start. The fingery arête to the half height break. Any suitors for a dyno finish? AKA Eh Up.

**The impressive hutting upper prow is thought to be unclimbed despite some strong contenders.**

4a/ ?? Font 7b \*\*

SDS. Slap and fridge hug your way up the blunt prow just to the right of the arête.

#### 5/Fat Mans Mystery VS 4c \*\*

8m

Just round the corner is an obvious severely overhanging chimney. A fun squirm if you like this kind of thing?



### No Credit

A smaller boulder 50 metres to the right of the Easier and Easier boulder. Two good problems but give a wide berth if wet.



**1/ No Credit** Font 6a+ \*  
Delicately pull on and make a lunge for the top. Using the crack is easy and cheating!

**2/ No Crunch** Font 6b \*  
Sitting start on the steep side of the arête. Bounce up to the lip and finish with a straightforward pull to gain the edge of the crack.

### Apollo

From the Easier and Easier boulder follow the little path leftwards (North East) 250 metres past many large and small outcrops to find a largish block containing a half hidden cave in a corner to its right. This is not far along the path from the entry point to the woods.



**Apollo** Font 7c \*\*

From a crouch start within the right hand cave, make use of a left hand undercut and clever footwork to gain the lip. Match with difficulty then pull through for the top. This problem awaits a visiting superstar to add a sit down start from the big undercut jug at the back of the roof.



### Park Rocks

Whilst the information for Park Rocks is still being investigated and the rocks are in need of a very good clean it has been decided to keep the script as a separate document (on Unknownstones site).

This is the area east of the entry point. An assortment of problems have been documented **See history note**. These problems tend to be more heavily guarded by foliage and trees, hence tend to only be desirable during a dry spell. At least a couple of the problems are listed here and we will add more as they are cleaned and identified.

