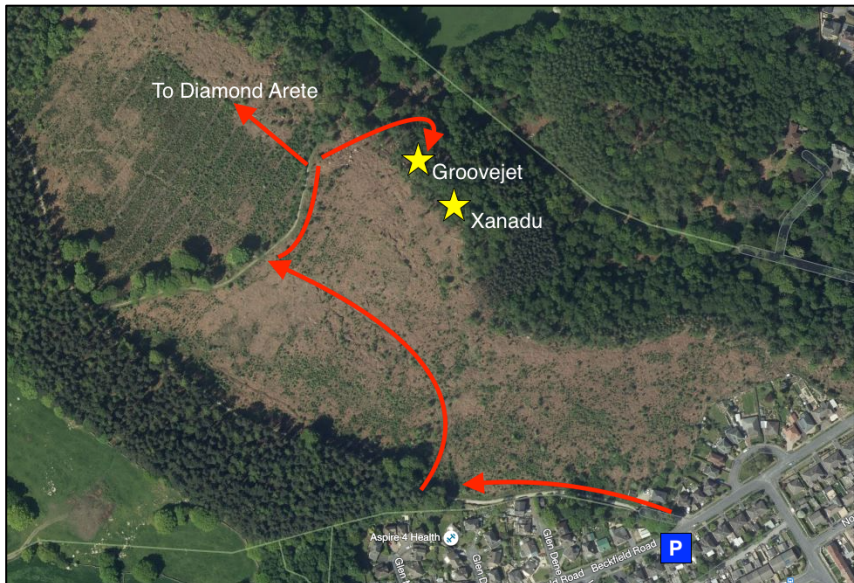


# Ruin Bank Woods The Far East

To the east of Ruin Bank Woods' Diamond Arete area lie a series of blocks of perfect gritstone: The Far East. Recent (Spring 2021) forestry work has seen the cutting down of a huge amount of rhododendrons which have been unceremoniously tossed over the crag top, littering the area below the climbs. Climbers from the Leeds Mountaineering Club (Will Hunt, Huw Goodall, James Rowe, Penny Newell, Helen Burns, Sian Smith, and Alex Bowers) set about clearing away the debris and scrubbing down the rock, giving a very pleasant circuit of problems up to Font 7A; all are worth doing and some are real belters. Follow the approach notes carefully to ensure you don't end up entangled in rhodies, and consider bringing a brush and pair of secateurs if visiting in future years to stay on top of the vegetation. There's lots more rock to be cleaned along this part of the edge – it looks incredibly daunting, but you'd be surprised how quickly it can be done if you pitch in with some friends. The area faces north-east and is sheltered. Good perhaps for warm days in the summer, but may need some time to dry in winter. The area also combines well with the Diamond Arete area of Ruin Bank Woods.

**Parking and approach:** Park considerably on Beckfield Road in Cottingley. Opposite no.51, take a track which forks off the road. Follow this to a gate where the land opens out. Turn immediately right and follow a trail as it bends gradually around to the left, meeting up with the main track again. Turn right onto the track and, where it turns sharply left, head off down and to the right along a machinery track. When nearing the treeline, hairpin right and follow another rough trail uphill towards the Groovejet area. A path to the area's left-hand end has been cleared. For the Xanadu area, return to the treeline and walk further along the edge. A large, tilted slab on the right is a useful waypoint; beyond this some large birch trees have fallen across the treeline. Just beyond the fallen birch trees, strike up to reach Xanadu (coordinates: 53.834562, -1.836232).





### **Xanadu**

A lowball wall with a couple of good lines and a project. Worth walking over for.

**1\ Xanadu** Font 6A+ \*  
SDS. The slopy left arete.

**2\ Line of Duty** Font 5+ \*  
SDS, preferably with feet at the back.  
The central groove.

**3\ James' Problem** Font 5  
The arete, starting with high holds.

Starting at the back of the cave and climbing the right arete is an obvious hard project. Starting *Line of Duty* at the back might be possible for the more compact climber.



Penny Newell on Groovejet (Font 6B)





### Groovejet

A pair of blocks separated by a deep cleft. The left-hand block hosts the eponymous, beautiful groove. Descend to the left.

#### 1\ Poltava Font 3

The left arete, on its left.

#### 2\ LMC Arete Font 3

The left arete on its right. **Sit Start:** Font 5+.

#### 3\ Racing Tips Font 6B+ \*

Surprisingly good. From the arete, traverse the fingertip break to a hard transition into *Groovejet*, finishing up this.

#### 4\ Groovejet Font 6B \*\*

SDS. Pull stiffly off the deck and tech up the groove. Footwork and core tension a must! **Stand start:** Font 6A+.

#### 5\ Pex Life Font 6C \*

A crimpy testpiece requiring timing and precision. SDS as for *Groovejet* but pull right onto the crimp break. Catch the crimp above and you're there. The **Stand Start** is the same grade but not as satisfying. Has also been climbed via a dyno from break to break.

#### 6\ Eat the Tall Font 7A \*\*

SDS. The technical arete using a crucial sidepull out left has a couple of very fluffable moves. The original **Stand Start** (Font 6C) is also very worthwhile.

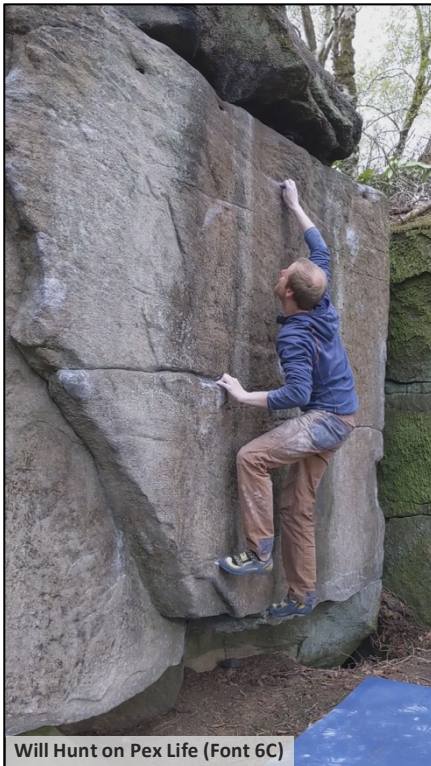
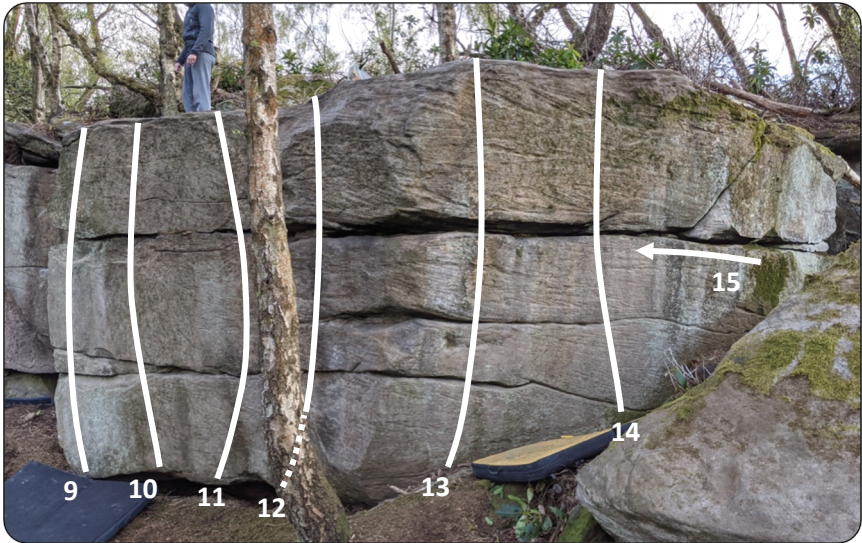
#### 7\ The Horrifice M

Back-and-foot/bridge between the walls to ascend the chimney. Cleaning the top would be cheating.

Diving into the cleft and chimneying up the various passages is essential adventuring. Going straight ahead is **Helen's Hole**; heading right is **Huw's Hole**; starting in *Helen's* and transitioning into *Huw's* via a narrow hole near the chimney top is **The Master Hole**: much feared and not for the stouter explorer.

#### 8\ Twoccer Font 2+

The slab makes a useful descent.



Will Hunt on Pex Life (Font 6C)

**9\ Kitchen Disco** Font 4 \*  
The arete. **Sit Start:** Font 6A+.

**10\ Flowers** Font 6B+  
SDS. The eliminate wall right of *Kitchen Disco* without the arete. Either explode off the break or use a crafty heel out right.

**11\ Sunship** Font 6B \*  
The vague groove from SDS. Link breaks with difficulty (either a big lash or use the tiny intermediate) and top out slightly left.

**12\ Spiller** Font 6B \*  
The left-hand of two little aretes. SDS on the lowest break; climb to a devilishly sloping top-out direct through the scoop.

**13\ Snakes & Beggars** Font 6A+  
SDS. The right-hand of two little aretes.

**14\ Urastar** Font 6A  
Start low hanging the break and climb past a nice crimp.

**15\ Huw's Girdle is it Anyway?** Font 4+  
Inevitable. SDS on the far right and traverse the break to finish up *Kitchen Disco*.