

# Guisecliff Bouldering

## Information and History

Guisecliff now has over 200 problems with many different variations and even more boulders have been discovered since the last edition of the topo in 2019, adding more excellent problems to an already extensive collection of boulders. With a northerly aspect and most of the boulders located in the woods, it's best visited after consecutive dry days. In the summer the boulders see the sun for most of the day, but in the middle of winter, it barely rises above the crag; however, there's a more open aspect to the woods from a lack of leaves on the trees so any breeze dries the boulders quicker than usual and there's plenty of shelter in windy conditions. The rock is excellent throughout, but a soft brush is advised to clean scritte that can be found on some of the problems. Most of the boulders are easily accessible throughout the year, but bracken can be thick around some of the areas along the top in the summer months. Please be aware of the dangers which include deep crevasses, biting and stinging insects in the summer and several paths which are used by downhill mountain bikers. As expected for Nidderdale, Tony Barley was the first to note the potential for the bouldering here as early as the 1960's, but it wasn't until around the year 2000 that activity began to be recorded when Greg Rimmer added the majority of the problems up on the folly prows with a little help from Andy Cave and in 2003 Andy Crome visited with a small team where they added the classic A Little Sparkle along with developing The Mop Top Bloc. Several years later local climber Fran Holland established some of the eastern boulders including The Lagoon and The Silly Boulder before a new decade brought more development when Tom Peckitt put up most of the problems in the quarry, including Guisecliff's hardest challenge to date in Mourning Air. Things went quiet until the spring of 2018 when interest was renewed by Oliver Parkinson, Sally-Ann Hardaker, Tom Watson and Sam Mawson who added problems to the central area such as Sausage Roll, Dr Watson and the justifiably popular arête of Afromoss. These efforts didn't go unnoticed and by the summer Steven Phelps had climbed Direct Little Boys, Cellulitis, Black Fang and finished off what someone had started at the tarn. Since then several other climbers from the likes of Robin Nicholls, Eddie Yeung, Martin Parker, Paul Clarke, John Hunt and a returning Tom Peckitt have contributed many more excellent problems including B-World, Mosaic, Book of Blood and Megasaurus. The new areas of Pan's Labyrinth and The Balcony that lie above the crag were noticed by Paul on one of his fruitful Saturday walks and are a good addition to the circuit above the crag. Guisecliff is a historic place and evidence of human activity can be traced back to the Bronze Age with numerous rock carvings and earthworks. The mixed woodland is home to deer and many different birds and not much time will go by without the calls of corvids from above the crag or visiting ducks at the tarn.

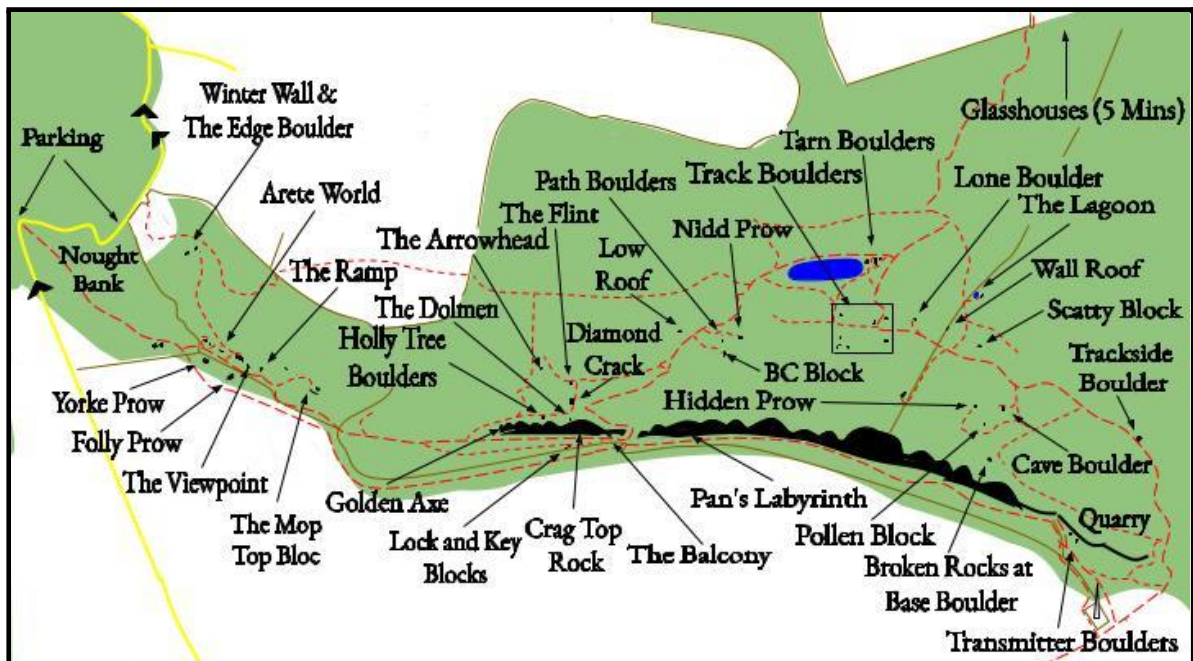
### Parking and Approaches

**From Nought Bank:** Use the lay-by at the top of the bank. Cross the road and take the well defined path to the first boulders located near the folly, a few minutes walk. The other boulders are to be found to the east with the quarry about 20 minutes following the top path. **From Glasshouses:** If you are visiting the boulders around the tarn, then another approach is to park in the village of Glasshouses where there's usually room for cars down the bottom before the bridge. Cross the bridge and go up the road on the left, then take the farm track going right via Low Fold and Hollin Farm. Once in the woods, follow the path for a few minutes until a T-junction at the top of a short steep bank. Turn left and follow this main track as it bends uphill to the tarn, 15 minutes walk.

2 - 2+	3
3 - 3+	10
4 - 4+	16
5 - 5+	47
6a - 6a+	50
6b - 6b+	38
6c - 6c+	32
7a - 7a+	29
7b - 7b+	9
7c - 7c+	1



Jess Grzybowski on Silly Little Boys 6a



The first boulders are on the moor beyond the Folly. The problems start on the left side of the first boulder encountered which is **Yorke Prow**, **Folly Prow** is visible to the east. These have softer rock compared to the rest of Guisecliff.

## Western Area

### Yorke Prow

**1. Poigard 5**

SDS. The wall on the left far left side.

**2. Gaunt 6b \***

SDS. The sloping bulges. Easier using the crack on the right.

**3. Lanastrian 6a**

SDS. Fragile holds lead to a sloping top out.

**4. Towton 5+**

SDS. Follow dubious flakes to another sloping top out.

**5. Kingmaker 5 \***

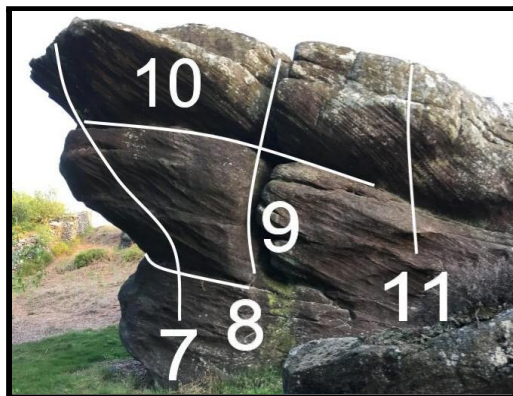
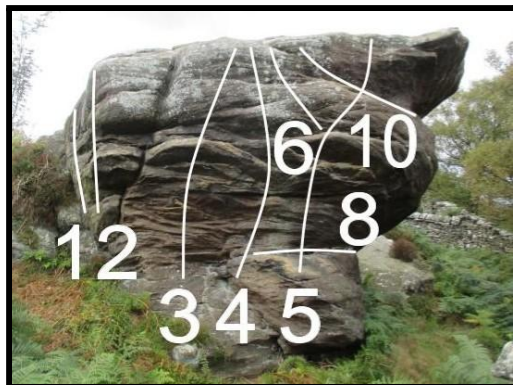
SDS. Climb through the fragile flakes to finish out right.

**6. War of the Roses 5**

SDS. Same as Kingmaker but finish out left instead.

**7. Yorkist 6a \***

SDS. From the low break, reach for a sloper to gain the good hold below the next break. Finish through the roof.



Yorke Prow

**8. Mucho Macho 6a+**

SDS. A R - L traverse of the low break. Finish as for Towton.

**9. St Albans 3**

The scrittly wide fissure that's green.

**10. Macho 6a**

A R - L traverse of the higher break. Finish as for Towton.

**11. Wakefield 5+**

SDS. From the break, climb up and left to a large sloping hold.

Pop for the good jug and the top.

**12. Obvious Tooth 5+**

SDS. This problem takes the juggy roof in the cave.

### Folly Prow

**1. Bilberry Bypass 6c \***

SDS. From the ledge, gain the layaway and climb the bulging wall to a sloping top out.

**2. Bilberry Bulge 6c+ \***

The large prow. Using an undercut flake, gain a good hold with an in situ bilberry shrub. Finish over the prow.



Folly Prow

**3. Bear Sign 6a**

Using a couple of scars, climb the blank wall to finish rightwards over the sloping bulge.

**4. Ragged Staff 4**

The thin wall leads to a good jug. Gain the thin break and finish over the bulge into the scoop.

**5. Muddle 3**

Start from the crack. Climb left and finish as for Ragged Staff.



Go back through the gate and turn right through another gate into the woods. The next area starts directly beneath Folly Prow down on the left.

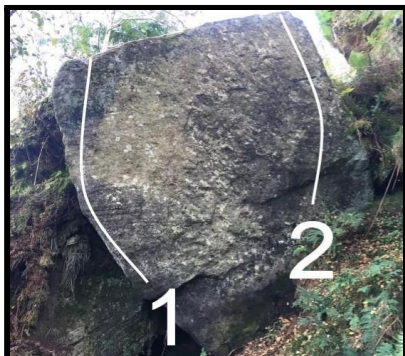
## Arête World

### 1. Fin Arête 6a \*

SDS. The left arête. Use the boulder for feet until the sidepull and a high left foot can be gained. From standing is 5+.

### 2. Upper Arête 3+

The right arête is short.



Arête World East

### 3. Groove Arête 6a+

The left arête of the first narrow pillar. Finish up the groove.

### 4. Losing Trend 6a \*

The right arête of the pillar. The block above aids the top out. Using the groove to gain the top reduces the grade to 5+.

### 5. Firsona 7a+ \*\*

The left arête of the next pillar.

### 6. Tomorrow Never Lies 6a \*\*\*

Use both arêtes to a high crux to gain the top.

### 7. World in Your Hands 6b \*\*

The right arête of the pillar.



Arête World East

### 8. Hakodate 5+

Climb the arête past the jug.

### 9. Shirokuma cafe 6b+ \*

Start at the good hold in the groove. Move up to the layaway and swing across to the jug on the arête, up which you finish. Can also be finished direct without the arête at 6c.



Steven Phelps on Tomorrow Never Lies 6a

The next problems are about 15m across to the west.

### 10. Sapling Corner 2

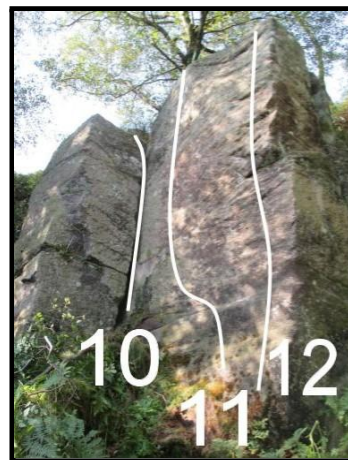
Layback up the corner crack of the boulders.

### 11. Jay Wall 5+ \*

Start from the arête. Move left and join a series of crimp rails without using the block on the left.

### 12. You Only Live Once 6a \*

The left side of the high arête using thin left hand crimps above mid height.



Arête World East

About 40m further to the west (and directly beneath the access gate) are some more recently cleaned problems. These are close to Bonjoy's Wall on the boundary wall with the Nought Bank Boulders. **Bonjoy's Wall 6c+** is also a good problem and takes the wall on this side of the stone wall. Finish by moving left once at the break.

**13. Mini Fridge 6b \***

SDS. The short arête. Fridge hug using the arête and sidepulls.

**14. Salt Arête 6a**

SDS. The steep gritty arête. From standing is 5+.

**15. Balsam Yomper 6c \***

Hang the crimp rail and pop for the top. Finish as for the last problem. An extension from the sit start of Salt Arête will bump the grade up significantly.



**Arête World West**

The next boulders described are to be found by walking down the hill through the woods for about 150m. They are hidden just above a small field and east of the boundary wall. These can also be approached by using the parking at Nought Bank. Walk down the road and go through the wooden gate (it may be locked). Cross the small field where you'll find them just up in the woods on the left. If you want to stay on the top circuit, then go to **page 5**.

**Edge Boulder**

**1. Media Bias 5**

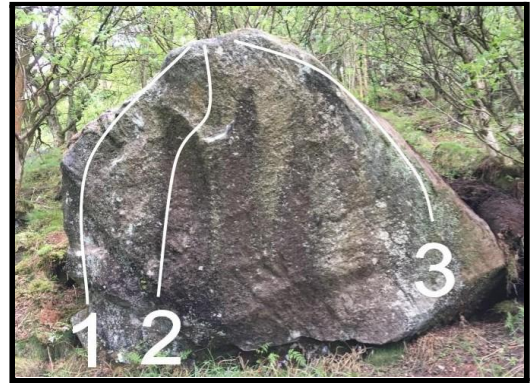
Pull onto the left arête from the green jug and small edge. Finish rightwards.

**2. Smear Merchant 6b \***

Start with your left hand on a small hold and your right on the good 'edge' on the face. Pull onto the wall and pop for the top without using the left arête. Pulling onto the wall using the good edge for your left hand and the right arête before popping for the top is around **6a**.

**3. Project**

The right arête throughout.



**Edge Boulder**

The next problems are on the steep boulder up to the right.

**Winter Wall**

**4. Shadow Ban 6b+ \***

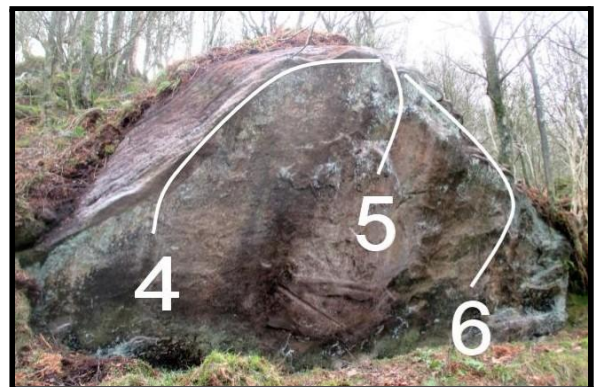
SDS. The rough left arête. Move right along the top and finish as for the next problem on good holds up a central ridge. From standing is slightly easier at **6b**.

**5. Externalize 6c+ \***

Use a thin left hand crimp and a dodgy looking flake to pull onto the wall before popping up for a fairly good rail. Finish direct. The sit start is a project.

**6. Deplatform 6b \***

SDS. Start from two shallow pockets. Make an awkward move to a good edge up and right which brings the jugs on the lip into reach. Follow leftwards to finish as for the other problems.



**Winter Wall**



If you've detoured down the hillside for Winter Wall, then get all the way back up to the main path above Arête World again. Follow to just past a twisted tree where the next problems start with a boulder with an obvious ramp down on your left.

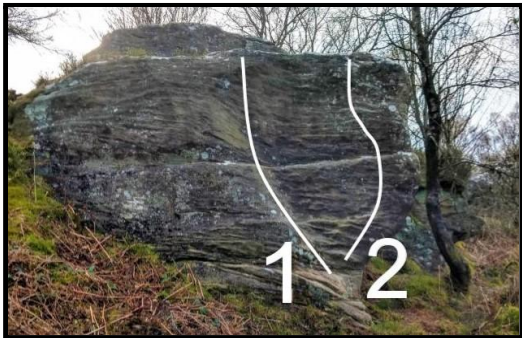
## Ramp Block

### 1. Rampant 4 \*

Follow the ramp stepping left to finish.

### 2. Ramp it Up 5+ \*

The wall above the ramp on crimps and maybe the arête.



Ramp Block

### 3. Left on the Shelf 6c \*

SDS. Start from a left hand flatty round the arête and a right hand sidepull. Use the jug on the shelf, then haul to gain a sidepull in the crack.

### 4. Rampage 5

Traverse right from before Rampant, drop low on the arête, then to the shelf and so the cave. Reach the top and finish back across to Rampant.



Ramp Block

About 20m back to the west is another bit of rock situated below the viewpoint. This buttress stays clean and gets plenty of sun. It will supply some good problems once it is finished.

## The Viewpoint

### 5. Orange Peel 5

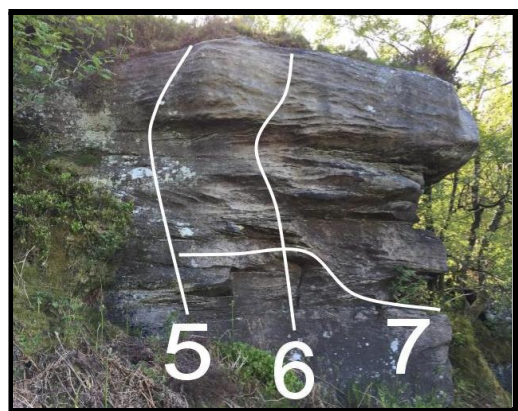
The left side of the wall to a long reach for the top

### 6. Project

Start where a small crack meets the ground. Move up to a letterbox and finish through the overlap on crimp rails.

### 7. Project

Start hanging on the right side at the shelf. Make a R to L traverse of the wall to finish up Orange Peel.



The Viewpoint

Get back onto the main track again. After about 50m there's a junction in the path. Take a left if you'd like to visit the popular problems of The Mop Top Bloc. The main boulder is about 70m to the east with a large buttress just above. There's also one lone problem called **Once In A Lifetime 7a**. This is found down on your left (north) between the junction and an obvious boulder next to the path as you approach The Mop Top Bloc. It's marked on the map but there's no path to reach it.

## The Mop Top Bloc

### 1. Up the Apples 7b

A L - R traverse of the block. Start by stepping on at the far left wall and going all the way round to finish up Apples. Finishing up Mop Top Arête Left is **Up the Apples Short 6c**.

### 2. Apple 5

Pop for the top from two slopers. Mantel to finish.

### 3. Mop Top Pebbles Left 6a

From a cluster of pebbles, trend left past a high sloper. A direct start with a left hand sloper and a slanting edge is **6a**.

### 4. Mop Top Pebbles Right 6b+

As pebbles left but trend rightwards to finish before the arête.

### 5. Mop Top Arête Left 6a \*\*

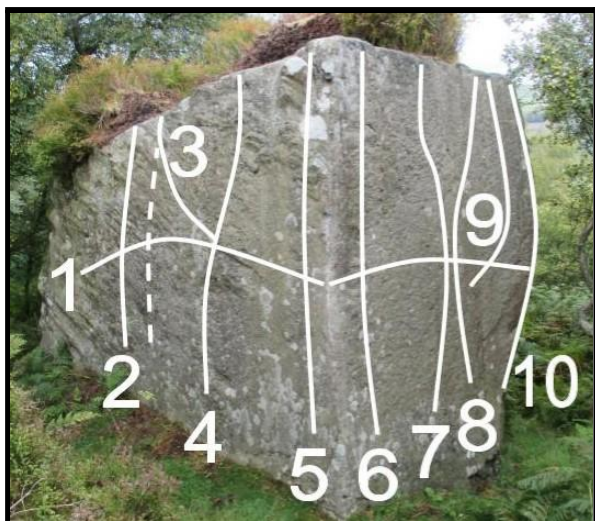
The left side of the arête.

### 6. Mop Top Arête Right 6a \*\*

The right side of the arête.

### 7. The Mop Top Pop 7b+ \*\*

The centre of the wall. Start with a shallow finger pocket and a pebble to pop for a flake. Finish direct.



**Mop Top Bloc**

### 8. Kim Pop 7b \*\*

Use a pebble and an undercling to reach a sloper left of the right arête. Use the central flake to pop for the top. Strict rules only.

### 9. Kim Pop Easy 6c \*\*

Use a pebble and the undercling to gain the sidepull flake near the arête. Gain a left flake and pop for the top.

### 10. Apples 6a+

The right arête on its left side. A sit start from low down on the right side and joining the left side is **6b+**.

### 11. Apples Right 6b \*

**SDS**. The right side of the arête from low down. From standing is **5**. A sit start up the north wall starting low and not using the arête is **6c**.

*The next problems/projects are on the buttress just above.*

### 12. Zaff's Wall 7a

Climb up the left wall on crimps to the break. Escape leftwards or drop off. It hasn't been done for a while so get brushing.

### 13. Project

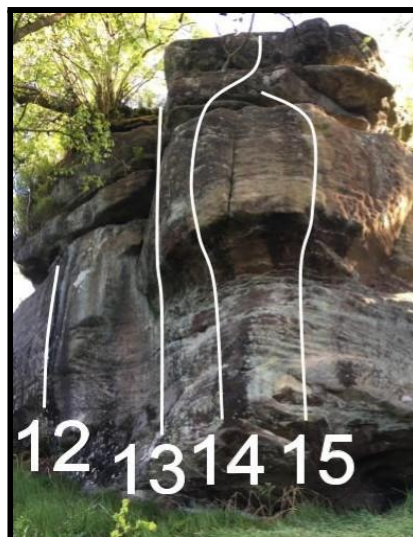
Climb the hanging wall to the right of the mucky groove on slanting rails.

### 14. Project

Climb through the overlap and up the hanging bulge with use of the flake crack. Once at the good break, move right and use the sapling to finish.

### 15. Free At Last 6a+ \*

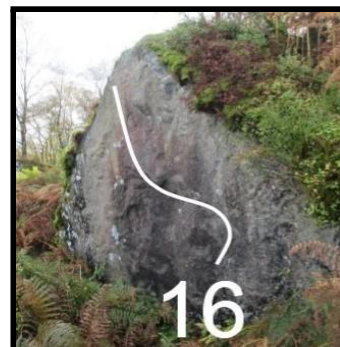
Climb up to and through the overlap on positive holds to the good ledge. Move slightly left and use the sapling to finish. Highball!



*The last problem described is beneath the approach path for the Mop Top Bloc. If you're leaving the Mop Top Bloc the way you came in from the west, walk back west and it's just beyond the boulder next to the path as mentioned at the end of **page 5**. Besides the surrounding shrubbery it is usually clean.*

### 16. Once in a Lifetime 7a+

**SDS**. Gain a poor crimp from the sloping hold. Use the large undercut pinch to move leftwards across to the left arête, up which it finishes.





Go back to the main path and follow it east. After a few minutes there's a gap in the wall, go through the gap and carry on along the main path into the woods. After about 150m there's a fallen tree which crosses the path, at this point there's two options. You can either go left on a small path 10m after the fallen tree to the **Central Boulders** or stay on the top to several lowball areas. (The first described here are the boulders on the top but if you want to start beneath the crag then go to **Page 10**). Carry on east going slightly uphill. After about 150m you'll see some boulders ahead, **Crag Top Rock** is the larger one and the problems are round the back facing out over the crag. Either approach here straight ahead or carry on along the main path and turn left after about 30m.

## Crag Top Area

### Crag Top Rock

#### 1. Good Samaritan 6a

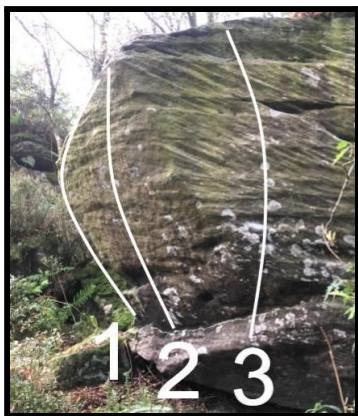
**SDS.** From sat on the block, use a thin crimp and a sloper on the sidewall to reach a good hold on the arête. Finish direct.

#### 2. It's All Behind 5+

With a wide span, pull onto the block and finish up the front. An awkward sit start may be possible.

#### 3. Power Grab 6c+ \*

**SDS.** From a left hand crimp and a right hand sloper, pull on and make a long reach/pounce for a good hold. Finish direct.



**Crag Top Rock**

Get back on the path. As you approach an obvious tented larch tree near the wall, take a right and follow a vague track back west keeping the wall to your left. The next boulders are about 80m along the track and provide some good short problems.

## The Lock and Key Blocks

#### 4. Repeat Offender 7a \*\*

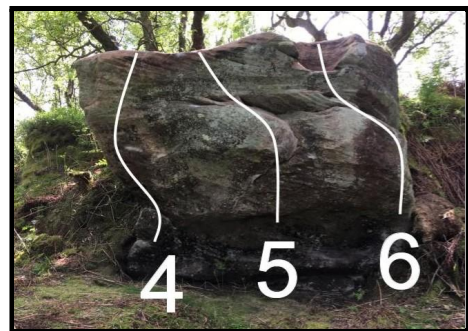
**SDS.** Pull onto the short prow/arête using holds on either side. Make a long reach/pounce for the top and mantel to finish.

#### 5. Jail Break 5+

**SDS.** From the large sloper and a small edge, climb up and leftwards and finish without the bowl. Originally done further below but it has since disintegrated.

#### 6. On Parole 6a \*

**SDS.** Start from the ledge on the right. Make a short traverse leftwards to an awkward finish using the bowl.



**Lock Block**

#### 7. Bustin' Out 6a

**SDS.** Use a side pocket and an edge to move past a good hold to the top. Mantel to finish.

#### 8. Clinging to the Wreckage 7a \*

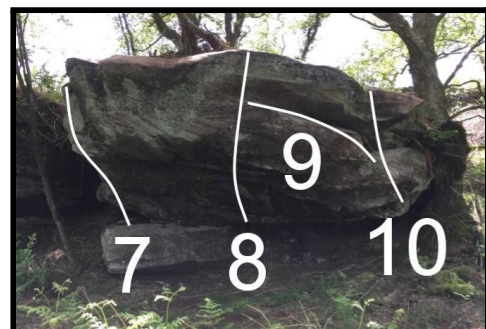
**SDS.** Start with feet on the back wall. Use a finger pocket and an edge to make a swift move for the good hold over the lip and then up. A shorter version starting matched on the good hold above the lip is 5+.

#### 9. Long Stretch 5+ \*

**SDS.** From the far right side, traverse leftwards all the way along the ledge to finish as for the last problem.

#### 10. Lagger 5+ \*

**SDS.** From the ledge, pop for the small bowl and use it to finish.



**Key Block**

Get back over to the main path. Follow it east but before you come out on the main path which heads down through the crag, go beneath A tented larch tree. There are a few vague paths going left to the next area which may be hard to see in the summer because of bracken, it's easily seen any other time of the year. There's some good steep problems here which mainly involve negotiating a steep overhang at the start.

## The Balcony

### 1. Left to Rot 5+

SDS. The short groove at the left side of the rocks.

### 2. Project

SDS. From the sloping ledge, climb the wall on no holds.

### 3. Full Intention 6c \*

SDS. Start from the sloping ledge again and feet on the wall under the overhang. Traverse rightwards to finish up the arête.

### 4. Balcony Slab 4+

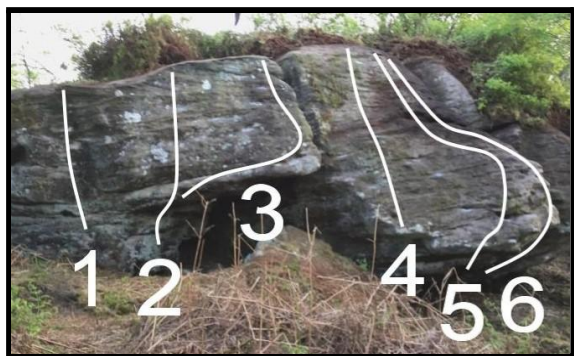
Pull on using some small edges to reach the break. Finish up the centre on more edges. Can possibly be done from a sit start.

### 5. Fine Fettle 6c \*\*

SDS. Start beneath the overhang from two obvious holds. Climb out to the hole above the lip and finish without using the right edge throughout. From standing is **6a**.

### 6. The Matrix 6b \*\*

SDS. The prow from far beneath with feet on a green block at the back and low holds. No use of the block on the right. From standing is **6a**. A good little link up starting from Fine Fettle and traversing rightwards is **Fine Matrix 6a+**.



The Balcony

These next offerings can suffer from seepage after heavy rain.

### 7. Project

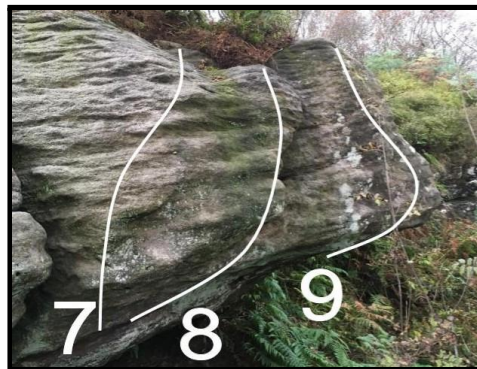
SDS. Start from the good hold beneath the next overhang. Gain crimps on the left edge and move rightwards to finish.

### 8. The Godfather 6c+ \*\*

SDS. From the same start under the overhang, climb out and finish up the blunt flake. The standing start using the flake and a left hand sloper on the face is worthwhile at **5+**.

### 9. Project

The left side of the arête. The real problem will be the sit start from underneath at an obvious pocket.



The Balcony

### 10. Easy Rider 7a \*

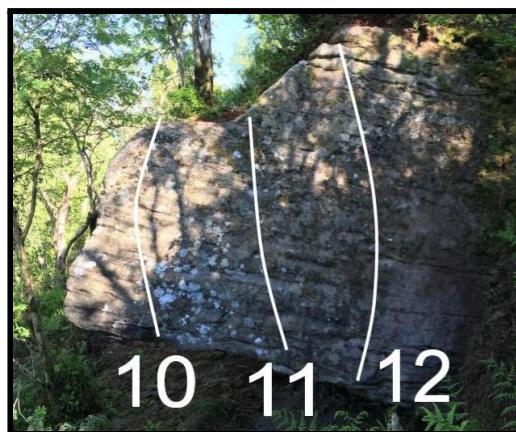
The right side of the arête starting with your left hand on the arête and a right hand sidepull. Make a high bunched step from the obvious lip hold into the vague break, then left to the arête. No mats stacked at the start.

### 11. Momento 3+

The slab climbed to the notch is pleasant.

### 12. Duck Soup 2+

The right side of the slab on good edges.



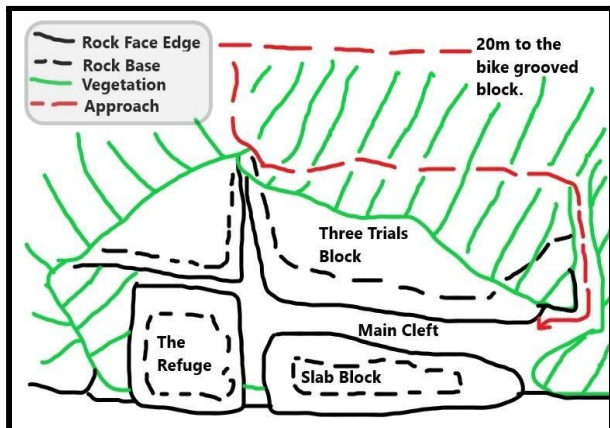
The Balcony

Onto the next boulders. Walk back out to the path and go through any of the gaps in the wall onto the path coming down from the stile. Cross a small ditch/stream to take another path which heads east above the crag. After about 50m, you will see a bike chain grooved rock on the path and 20m after this a rock viewing platform will be visible over to the left through the trees. You can either drop down to it or turn left and approach on a vague track through the shrubbery. If you want to visit **Pan's Labyrinth** or **The Balcony** first then they are best approached along the moor track from Nought Bank passing the folly prows and following the wall. This takes about 15 minutes from the parking.



## Pan's Labyrinth

An unusual area as it clings within the edge of the crag and takes the form of a labyrinth of passages linking several blocks. From above it is hard to tell if there's anything down there at all! The rock is excellent weather worn grit and the landings are, on the whole, good, unless you were to attempt anything on the outside that is, then you may be in trouble.



The first problems are found by crawling through the cave underneath Three Trials and on the left on the outside edge.

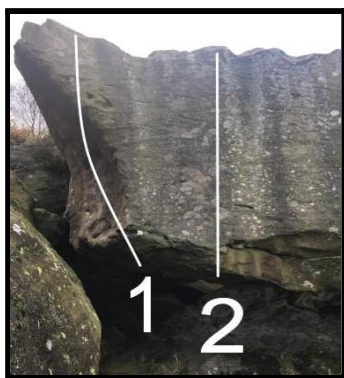
## The Refuge

### 1. Long, Long Time Ago 5+

SDS. Left arête (South east arête of the block) from a low start.

### 2. Project

SDS. The wall from the slot.



The Refuge

### 3. The Refuge 6a \*

SDS. From the slot, gain a sloper and so the top. Be careful.

## Three Trials Block

### 4. Book of Blood 7a (5.12c) \*\*\*

SDS. The mega roof crack and cleft is more of an event than a boulder problem so steel yourself, tape up and start at the very back. Pass a jammed block and keep going using holds, pockets, jams and undercuts until a bridged position as the cleft opens up. Escape up the arête of Three Trials.

### 5. Three Trials 6b \*\*\*

SDS. Start on small holds on the left lip of the bottom of the arête. Keeping feet on underneath, move around to the good hold and finish up the arête. From standing is 4+.

### 6. King of the Underworld 6c \*\*

SDS. The wall just right of the arête but majestically spurning it. From holds on the lip, make a big move to the break. Another big move gains holds and the flutings. From standing is 5.

### 7. Red Dragon 7a \*

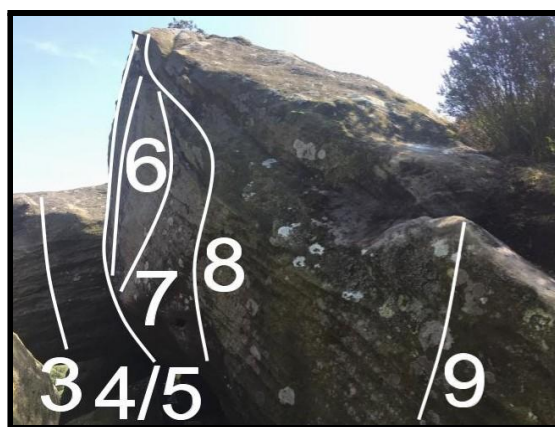
The wall to right at the blunt rib. Start using a left hand pinch undercut and the obvious sloper to step off the plinth and reach a finger slot. Pull up and step left to better holds and a pocket. Rock up to finish. No mat stacks! The sit start will be hard.

### 8. Deep Forest 6c \*\*

SDS. Using the fossil hole to start, gain good rails. Move left along the edge to a hole/slot and flutings. Also good from standing reaching the good rail and moving left at 5.

### 9. The Moribund Tree 6a+

Pull onto the wall above the cave using ripple holds and gain the sloping top. The sit start is a project.



Three Trials Block

## Slab Block

### 10. Under Innocence 7a \*\*

From the big slot/break under the nose, reach and swing along the lip to surmount projecting prow/nose. Precautions taken to avoid a plunge into the unknown are a good idea.

### 11. Pale Man 7a

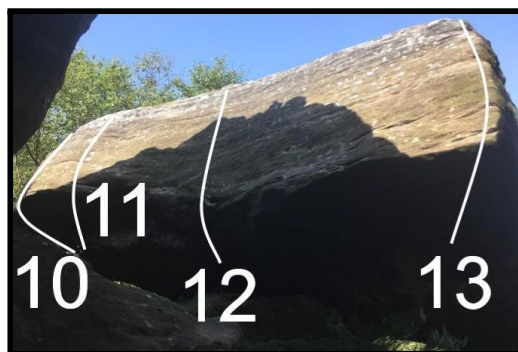
From the break again underneath, reach out to the lip. A right hand pebble cluster and crimps are used to surmount the slab.

### 12. Ofelia 6b+ \*

SDS. From the large hole/slot, gain a pocket to udge upwards and reach the top.

### 13. Mercedes Lullaby 6c \*

SDS. The right arête, looks childs play doesn't it!



Slab Block

Now onto the boulders below the crag. From **Pan's Labyrinth**, get back across to the path which comes down from the stile and follow it down between **North Buttress Block** and **North Buttress** on the main crag, the path brings you out just above **Diamond Crack Block**; however, for the sake of order the boulders are described back from where the path split after the fallen tree in the previous approach at the end of **page 7**.

## Central Boulders

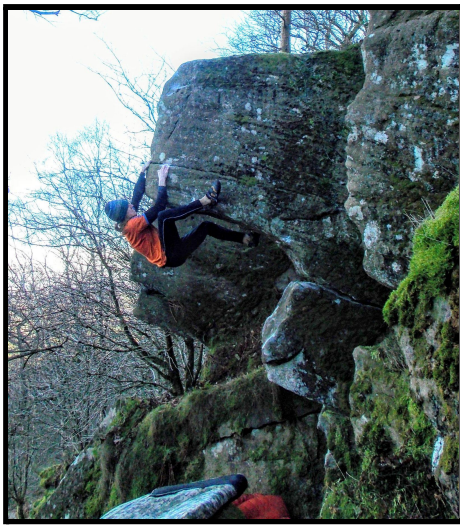
### Golden Axe

#### 1. Golden Axe 7a \*

Climb the prow using holds on its right side.



Golden Axe



Robin Nicholls on **Golden Axe 7a**

Carry on along the path heading east to some obvious boulders next to the path. The big slab has some good problems and has cleaned up nicely, but before you set off on any of the problems, make sure you have a brush in your bag just in case. Some cleaning can also be done by leaning in from the right.

### Holly Tree Boulders

#### 2. Afromoss 7a \*\*\*

**SDS.** Climb the left side of the excellent arête to a high step around onto the slab to finish. There are several different ways to do this. Originally it was started by using the low break to get positioned on the arête before using the flake on the wall but it has also been started with the low break and using the flake, both around the same grade. Apparently an eliminate climbing the flake without the arête until reaching the jug has also been done. From standing is around **6c**.

#### 3. Stonehenge 4+ \*

The slab side of the arête.

#### 4. Atmospheres 6c+ \*\*

Start with a left hand sidepull and a right hand sidepull/pebble cluster. Climb to a hold on the left and rock/reach to the ledge to eventually stand on the hold and so the ledge. Follow pockets and the left arête to the top.



Eddie Yeung on **Afromoss 7a**

#### 5. Mosaic 6c+ \*\*

A good link-up. Follow Atmospheres but traverse along rightwards until the blunt right arête is reached. Follow pockets and the right arête to the top.

#### 6. Tom's Problem 7a+ \*\*

A fine direct compression to the ledge is a much harder proposition. Finish as for Mosaic. The sit start is a project.

#### 7. Cosmos 6c \*

From the block on the right, get onto the slab (watch your back) using small holds and follow the arête. Jumping for the shelf is somewhat easier and misses the point.



**Holly Tree Boulders**



Carry on along the path for about 60m. The next boulder is directly above **Diamond Crack** and is located up on the right beneath the main crag. It lies on supporting blocks reminiscent of a Neolithic Dolmen.

## The Dolmen

### 8. Clean Cut Kid 7a+ \*\*

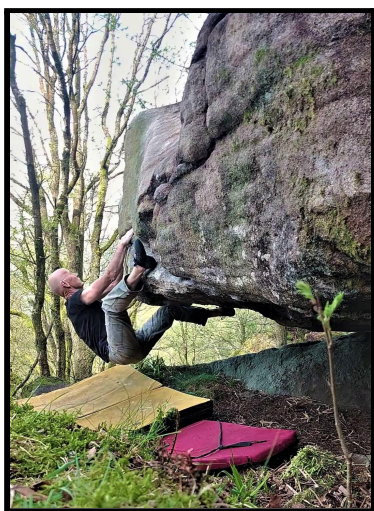
Pull out using clever toe and footwork. Follow the rail eventually reaching good holds on the arête. Pull to the top. Easier if your toes are a long way from your fingers. A nice wee problem is the final moves from a sit start at 5+.

### 9. Dolmen Days 7a \*\*

As before to the rail. Pull up to the obvious jug, then move rightwards to another jug and so the top.



The Dolmen



Paul Clarke on **Clean Cut Kid 7a+**

Just above located beneath a significant overhang on the main crag is a short wall. The problems finish on jugs in a small cave that holds a very nice tree fossil.

## Fossil Wall

### 1. Soft Tissue 6a+ \*

**SDS.** From the obvious jug, climb up left then right to the finishing jug.

### 2. Colossal Fossil 6a \*

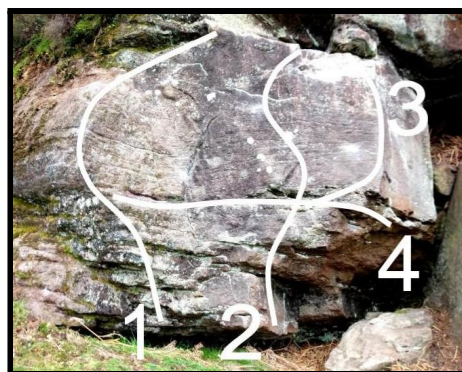
**SDS.** From the lowest break, pull to the obvious pocket and pass a hold on the wall to the finishing jugs.

### 3. Self Preservation 7a \*

**SDS.** As for the last problem to the hole. Use this to make long moves right up the rib on crimps. Move left to finish.

### 4. Nature's Clock 6b \*

**SDS.** Start on the rail. Traverse left and finish up Soft Tissue.



Fossil Wall

There is another problem on the crag a bit further along climbing an arête. This will need a brush for an ascent as this part of the crag does suffer from seepage.

## Jesus Jelly Mould

### 5. Jesus Jelly Mould 7a+ \*

**SDS.** The left side of the right arête. Climb to the good hold at about 4m. From standing is 7a.



Jesus Jelly Mould

The next problems are on a large boulder 40m beneath the crag. It holds some good problems and some Guisecliff highlights which are well worth seeking out. Use the tree to descend off the top.

## Diamond Crack Boulder

### 1. Cheese and Crack 7b \*\*

The thin crack system to reach better holds.

### 2. Dr Watson 6c+ \*\*

Climb the thin wall trending leftwards.

### 3. Mr Holmes 6a

Start as for Dr Watson but finish direct using small pockets.

### 4. Diamond Groove 4

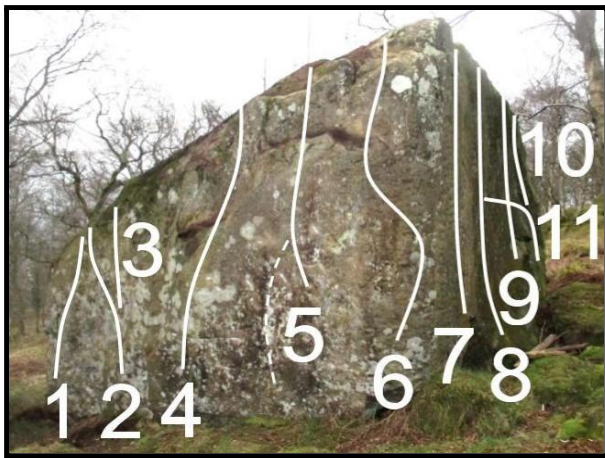
The centre of the wall following the line of good holds.

### 5. Sausage Roll 6b \*\*

The thin wall to a sharp slanting hold and a long reach to a good flatty. Harder for the short. The **sit start** from a left hand edge and pockets is **6c+**. A variation starting as the sit start and going to the central hold with the left hand and a small adjacent crimp with your right before reaching the right side of the ledge near the top is **A Vorgan Sausage Roll 6b+**.

### 6. Charlie's Problem 5+

Climb the blunt arête to reach the juggy ramp without the edges of Sausage Roll. A sit start using a low left hand pocket is **6b+**.



Diamond Crack Boulder

### 7. Diamond Crack 4+ \*

Follow the thin crack.

### 8. A Little Sparkle 7a \*\*\*

Figure out a way up the smooth wall just right of the crack.

### 9. Crazy Diamond (aka Samdunk) 7a+ \*

Slam dunk the top from behind the tree. There's also a recent variation **Slamdunk Cheat 6a**: Start by stepping on the start, then smear up but allow yourself use of the good hold on the top of the flake of the next problem.

### 10. Gloworm 6a \*

SDS. From the ledge, climb up the wall direct.

### 11. Sparky Traverse 7a+ \*

SDS. Start as for Glow-Worm. Traverse leftwards to finish up A Little Sparkle.

### 12. East Wall 3

Move up the right side of the wall. Finish past the hole.

### 13. Crusty Arête 4+

Climb the blunt arête direct.

### 14. Crusty Slab 4

Climb the slab just right of the arête.

### 15. Concave Climb 5+ \*

Mantel the ledge. Use small edges to finish slightly left.



Diamond Crack Boulder

The next boulder is 20m below and was wrongly thought to be The Arrowhead in the previous topo.

## The Flint

### 16. Early Riser 5 \*

Hop on the left side and traverse the lip rightwards.

### 17. Distant Noise 6b+ \*

Pull onto the wall using a slanting left hand flake and an opposing right hand undercut. Quickly pop for the top.

### 18. Flint Arête 6a+ \*

The awkward right arête using an undercut. A sit start will be possible.



The Flint



Follow the small path to the north west for about 80m to the actual **Arrowhead**, which is just next to a bike track running down from above (The bike track going downhill from near the Holly Tree Boulders). This was originally featured on [Yorkshiregrit.com](http://Yorkshiregrit.com) and has recently been cleaned.

## The Arrowhead

### 19. When I Grow Up 4

Follow the left arête.

### 20. I Want To Be 6a+

The centre of the slab without using either arête.

### 21. A Sport Climber 5+

The right arête.



The Arrowhead

Get back up to the narrow path going east past The Flint. It becomes part of a bike route (it was actually once used as a downhill bike course for a world championship event). Walk down a steep section to a grassy open space and a large tree. The next problems are down on the left at a small roof.

## Low Roof

### 1. Low Roof 6a+

SDS. The centre of the roof to a tricky mantel finish.

### 2. Low Fold 5+

SDS. The prow from low holds.

### 3. Overactive 6a

SDS. Make a tough pull to start and climb the wall leftwards.



Low Roof

The next boulders aren't obvious until you cross the main track and go into the woods. The first boulder is a large blocky prow which can suffer seepage from a diagonal seam.

## BC Block

### 4. Afters 4+

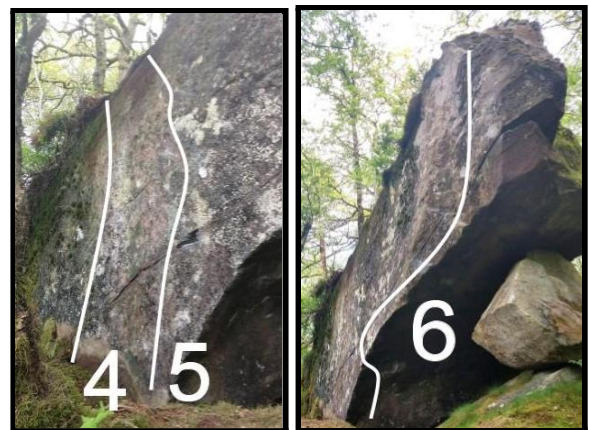
A french start/jump just left of Ageless.

### 5. Ageless 6c+ \*

SDS. Start at the jug of BC and the break. Thin pockets and precise footwork lead to the top rocking onto the jug as you go.

### 6. BC 7b+ \*\*\*

SDS. Start as low as possible. Traverse the seam rightwards to a good hold left of the nose. Finish up the shallow scoop.



BC Block



Oliver Parkinson on BC 7b+

There's another problem climbing an arête about 40m behind BC on another large boulder. The landing will need several mats and possibly a spotter. There is also the opportunity for more problems on this boulder for those who are willing to do some cleaning.

**7. Megasaurus 7b \*\*\***

The right arête with help from crimp edges and pockets on the wall.



The next problems described are below BC Block but are awkward to reach through the woods. Walk back towards the main path to just out of the woods, then walk down the hill for a bit where you'll see a few small boulders on the right. These are the **Path boulders** and hold a few short problems. The last boulder for this section **Nidd Prow**, is about 50m behind these taking a small track through the shrubbery. Most of the problems described use the obvious foot block beneath.

**Path Boulders**

**8. New Kicks 6b \***

SDS. Straight up the front of the boulder without use of the block on the right.



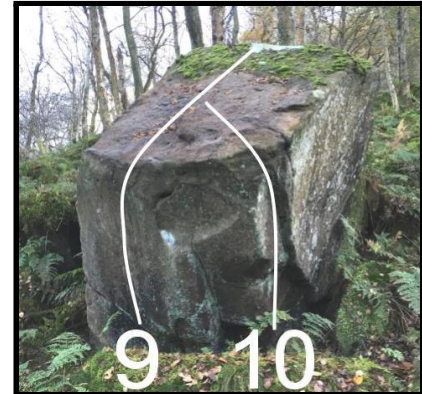
**Lower Boulder**

**9. A Bit Iffy 6a**

SDS. Climb straight up the front of the boulder using the left arête and a right hand sidepull to start. Finish up the slab.

**10. Iffy Corner 5+**

SDS. Climb the blocky corner starting with a good left hand pocket and smaller right hand one in a thin crack.



**Upper Boulder**

**Nidd Prow**

**1. Slow Sun 6c**

SDS. Start on a thin rail on the sidewall. Throw a heel up and move up past a good hold which brings a finish.

**2. Pateley Fair 6a+ \***

SDS. From the ledge, reach the good pocket. Finish past the break.

**3. Get Schwifty 6a**

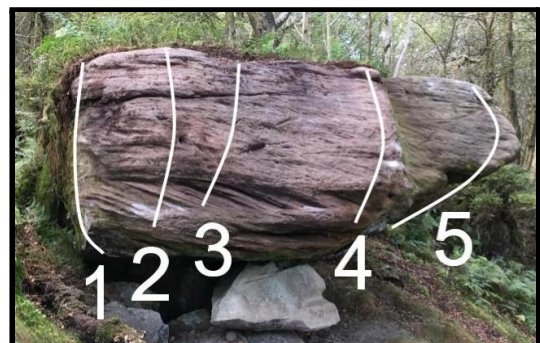
SDS. Start just to the right of Pateley Fair. Make an awkward press to reach the break on the slab and a final reach to finish.

**4. Project**

SDS. Move up using holds on or around the rib of the groove from either standing or probably much harder, a sit start.

**5. Project**

SDS. Under the roof is an obvious edge. From matched on this, climb out up the steep prow.



**Nidd Prow**



**6. Nidderdale Show 6b \*\***

**SDS.** Start matched on the edge underneath. Pull on and reach out to a sloper at the bottom of the sidewall and another just beneath the bulge. Now pop for the deep pocket and finish past the break to some slopers on the lip and a distant helpful pocket over the top.

**7. Side Entrance 6c \***

**SDS.** A good extension to Nidderdale Show. Start from a right hand pocket on the far right side of the wall. Using a convenient foot block beneath, move across the wall on good edges to a point where you can pop for the deep pocket. Finish as for Nidderdale Show.



**Nidd Prow**

*A traverse of the boulder will also be possible with a left to right version probably being the better option.*



**Steven Phelps on Nidderdale Show 6b**

*That's it for this section. Now get back over to the main path and follow it downhill to the next area.*

Follow the main path down to the tarn where you will eventually reach the eastern shore. If approaching from **Glasshouses**, follow the **Six Dales Trail** up from the village and make your way through the woods on good paths (See **Page 1** for directions). There are several decent sized boulders here with some good problems in nice surroundings. The boulders seem to stay clean and dry quickly after rain whatever time of year.

## Tarnside Boulders

### Tarn Slab

#### 1. Cracked Wall 4+

Traverse the wall leftwards using the slab edge. Finish at the apex.

#### 2. Tarn Slab Left 4

Climb up the slab straight through the small overlap.

#### 3. Tarn Slab Right 4

Climb the slab trending slightly rightwards.

#### 4. Project

Follow the sloping lip. Finish as for the next problem.

#### 5. We're Not Alone 6b \*\*

Climb up to undercut Crack Dog for the lip of the slab. Gain the top at the apex and rock over onto the slab to finish.

#### 6. Crack Dog 5+

**SDS.** Start from the jammed flake. Gain the upper crack and follow it rightwards to an awkward thrutchy finish.

#### 7. Tarn crack 5+ \*

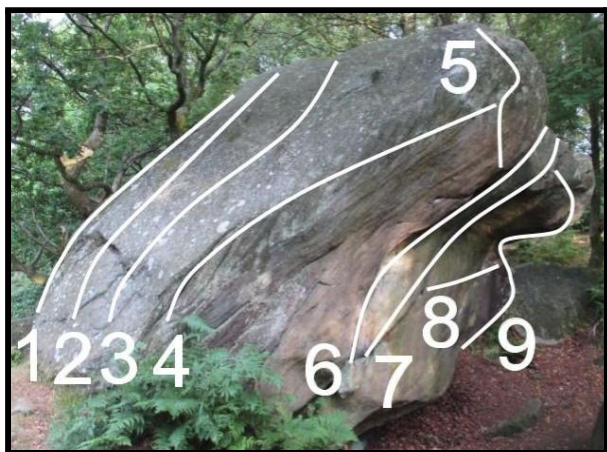
**SDS.** Start from the jammed flake again. Take the lower crack as it rises rightwards to the same thrutchy finish.

#### 8. Ball Ache 6b+ \*

**SDS.** Follow Tarn Crack until you can reach across into the next problem. Reach for a crimp round the corner on the slab and finish direct.

#### 9. Turn the Tables 6b \*

**SDS.** Start with a small left hand pocket and a right hand undercut pocket. Make a stiff pull and move leftwards to a rounded undercut. Finish as for Crack Dog and Tarn crack.



Tarn Slab

## Tarn Wall

#### 10. Tarn Wall 6a+ \*

The thin wall to the left of the arête.

#### 11. Tarn Arête 3 \*\*

The left side of the arête. A sit start has also been done at **6c**. The right side without using the block on the right is **5**.



Tarn Wall

## Tarn Roof Area

#### 1. Canopy ridge 6a \*

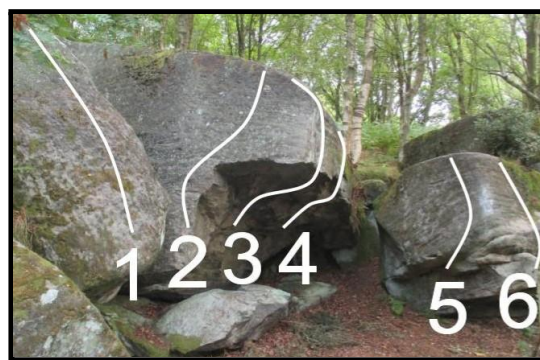
Figure out a way to rock onto the slab and follow the right arête. Use the main block only. Unfortunately it gets very mossy.

#### 2. Project

Step up with the embedded boulder and use a thin left hand sidepull. Now possibly gain the top?

#### 3. Magisteria 6c \*\*

**SDS.** Start from sitting on the boulder. Using the deep hole, climb out using the arête for your left hand. Stick with the arête all the way as you top out. It can also be done without using the arête by making a long reach at **6b+** or a dyno at **6c**.



Tarn Roof Area

#### 4. Temper Trap 6b+

**SDS.** Start sat on the right side of the boulder. Use a hold under the roof and a sloper just above the roof to get some leverage and pop for the top. Finish using a good jug.

#### 5. Shill 6a+ \*

**SDS.** The nice little arête on its left side. The right side is **6b**.

#### 6. The Hack 6b \*

**SDS.** Gain the slopy ramp and make a long reach for the top.





Jess Grzybowski on **Shill 6a+**

Take the track uphill from the tarn for about 100m to the next boulder which is an **Throstles Prow**. **Leaning Boulder** is just opposite with a nice little arête and a project. There's also a wall beneath the prow which reportedly had some problems done on it but nature has since taken over.

## Track Boulders (East)

### Throstles Prow

#### 1. Cellulitis 6b \*

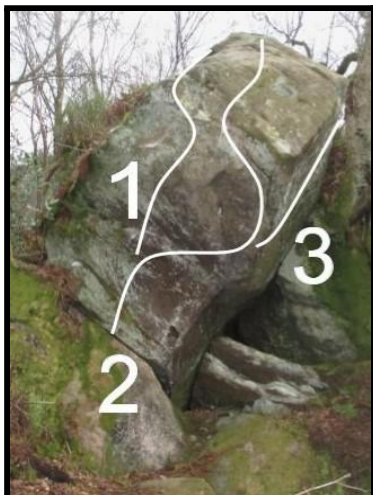
**SDS.** From the crack/ledge, climb the underside of the prow on edges and flake holds until you can rockover leftwards onto the short slab to finish. From standing at the back edges is **6a+**.

#### 2. Allergy 6c \*\*

**SDS.** Start as for Cellulitis at the crack/ledge again. Once positioned at the back edges, reach the roof flake for your right hand and follow the underneath of the prow to the good slot. Finish up the front face via the jugs. A standing start with the slot for the right hand and a flake on the roof is **6b**.

#### 3. Anaphylaxis 7a+ \*

**SDS.** Start as for the other problems. Climb up the steep wall moving rightwards from the lowest pocket. Finish up the other short slab. From standing is **7a**.



**Throstles Prow**

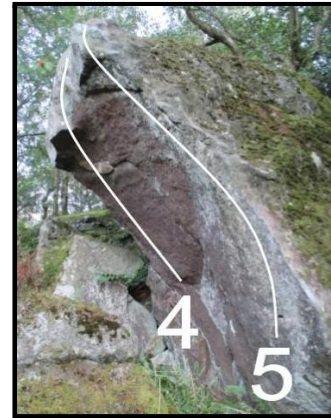
### Leaning Block

#### 4. Project

The left edge and the front face. It will need a brush as the rock is a bit soft.

#### 5. Contact High 6a \*

Climb the left side of the arête all the way to the flutes at the top. Rockover once these are gained.



**Leaning Block**

Walk past Throstles Prow where the next boulder is down through the trees just to the south. There's some good problems here on fine solid rock.

### Silly Boulder

#### 6. Silly Season 5+ \*

**SDS.** Follow the break and shelf. Finish up the jam crack.

#### 7. Stupid Girl 6b

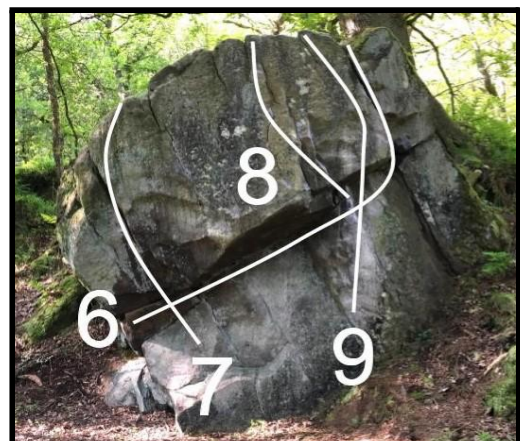
Undercut to a right hand layaway and a sloper in the crack. Pop for the top and finish slightly rightwards.

#### 8. Direct Little Boys 7a \*\*\*

A good technical eliminate starting at an edge on the lip and climbing up the slopey central fault passing a high crimp edge.

#### 9. Silly Little Boys 6a \*

Climb through the overlap and up to the right edge. Pop for the top to an easy finish.



**Silly Boulder**



Jess Grzybowski on **Vintage Arête 4+**

The next boulders are either side of the small path which goes west behind **Throstles Prow**. The first boulder is about 60m along the path and about 10m hidden down on the right.

## Track Boulders (West)

### Double Arête Boulder

#### 1. Universal Solution 6b \*

**SDS.** The steep arête to an awkward topout. Start from the flake hold on the arête and a low left hand edge.

#### 2. Misterium 5+ \*

**SDS.** The left side of the other arête from low down.



**Double Arête Boulder**

Get back up to the path and cut straight across where the next boulder is again hidden about 10m from the path. The other two boulders are a bit further to the south

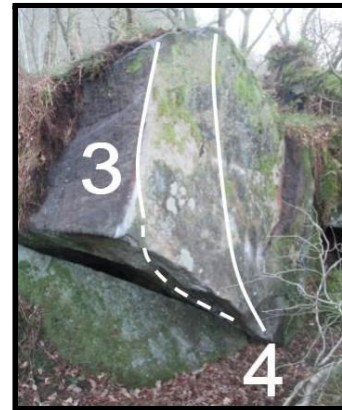
## Vintage Boulder

### 3. Vintage Arête 4+

The right side of the arête. The sit start is a project.

### 4. Transfixed 6b+ \*

**SDS.** Without use of the obvious embedded block beneath for feet, set off up the wall on crimp edges to a steady reach for the top from some good holds. From standing is **3**.



**Vintage Boulder**

## Low Traverse Block

### 5. Low Life 4

**SDS.** A L - R traverse of the block about 10m to the south east.



**Low Traverse Block**

## Pit Wall

### 6. Down the Pit 5+

**SDS.** Start with a left hand flake and your right hand on the ledge. Without use of the embedded block beneath for feet, climb up the faint groove.

### 7. Project

**SDS.** The line up the curved ledge finishing slightly left.



**Pit Wall**



Get back on the main track heading east. After about 50m from Throstles Prow, take a small path going left between two mossy blocks (If you've got to where the wall crosses the track you've gone too far). Follow this small path back west where the next boulder is hidden down the hillside to your right.

## Eastern Area

### Lone Boulder

#### 1. Left Alone 5

Pull on the left arête and pop for the top. Needs a sit start.

#### 2. Obfuscate 6c \*

The left side of the right arête with help from a crimp on the wall. Be careful of the boulder behind.



Lone Boulder

Get back to the main track. About 10m after the wall crosses the track, turn left on a small path. The next boulder forms part of the wall and is over to the left. These problems involve tough pulls and throwing your feet up somewhere to get going.

### Wall Roof

#### 3. Squanchy 6a

SDS. Start using a good jug on the left and a sloper on the face. Pull on and reach for the top. Grovel to finish.

#### 4. Tree of Life 6a+

SDS. Start from two slopers on the face about 1m to the right. Gain a shallow pocket, then the top. Grovel again.

#### 5. Cup and Ring 6a+

SDS. Start as for the last problem but you've once pulled on, traverse rightwards and finish as for the next problem.

#### 6. Well Played 5+ \*

SDS. Pop for the ledge from the break, then reach the top.



Wall Roof

The next boulder is 100m to the east back across the small path. Since being developed it has become a bit green.

### Scatty Block

#### 7. Scatty 6c

SDS. Start with your left hand on the green jug in the crack and a low right hand undercut. Use poor footholds to get some leverage and reach a vague right hand sloper. Pop for the top and make an awkward finish leftwards.

#### 8. Scatty Traverse 6a

SDS. A R - L traverse of the lip of the boulder with an awkward start. A bit scrittly.



Scatty Block

Get back over to the path. Follow it down hill for about 100m to where it goes through the wall and almost straight away go back through once again. The next boulders are just near a natural spring and the info for which was supplied by Yorkshiregrit.com. These can also easily be found by taking a left off the track before reaching the tarn if approaching from Glasshouses (See map on **Page 1**).

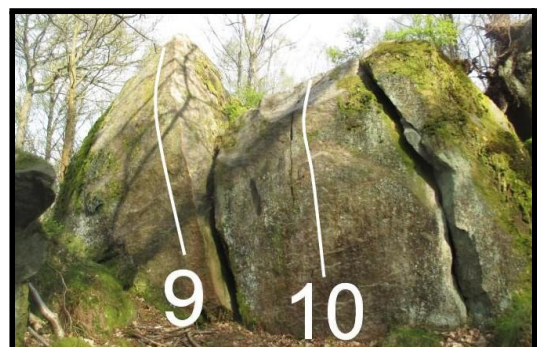
### The Lagoon

#### 9. Lagoon Arête 3 \*

The obvious arête on its left side. The sit start is 5+.

#### 10. Reactivation 6c \*

SDS. Using two tiny crimps, which are either side of the sloper, make a stiff pull to a high sloping rail and one last reach to finish. Shorties may need two mats to start.



The Lagoon

If you've come down here get all the way back up to the main track. Carry on east for about 50m and a bend in the track, there's a boulder up on the right which is **Cave Boulder**, it's easily missed but there is a small path running up the hill. Before that though there's an obvious boulder if you carry on along the main track for a few minutes.

## Trackside Boulder

### 1. Sideshow 5+

The centre of the slab on blunt flakes and slanting edges.

### 2. Track Slab 3

The centre of the big slab on good holds.

### 3. Sidewalk 5

Traverse leftwards from a cluster of pebbles to finish at the apex.



Trackside Boulder

Walk back down the main track and go up the previously mentioned path. Once level with Cave Boulder, approach from the side and climb down to it. These problems seem to stay clean and dry fairly quickly.

## Cave Boulder

### 4. Hewn Ramp 2 \*

Step across the void from the boulder and climb the ramp on the slab.

### 5. Hewn Hang 6a+

SDS. Hang the lip of the cave just left of the tree. Contort onto the slab and up the ramp. No use of the adjacent block.

### 6. Project

SDS. Climb out of the back of the cave on the big flakes to finish up the slab.

### 7. Black Fang 6b+ \*\*\*

SDS. From the slot, Climb the sculptured edge of the cave to a sloping shelf. Gain the right side of the arête until you can step around and finish direct. Climbing to the shelf, then moving around to finish up the left side of the arête is also good and around the same grade.



Cave Boulder

### 8. B-World 7a \*

SDS. Start as for Black Fang. Gain the wall via the flexy hold and move out leftwards via a mono pocket. Make a high finish over the bulge.

### 9. B-Earth 6b

SDS. Starting from the slot of Black Fang again results in the principal difficulties. Gain the flexy hold on the wall followed by the jug on the right. The wall above is steady but the increasing height might be thought provoking. From standing is 3.

### 10. Bring Me A Higher Ramp 6b \*\*

SDS. Start on the right side. Gain the higher ramp above B-World via the massive hold and jug on the shoulder and follow it leftwards - the ramp slopes and the final moves around the bulge are spicy.



Steven Phelps on **Black Fang 6b+**

The next problems start on a leaning boulder which forms part of a small cave. Head directly south from Cave Boulder for about 30m on some grassy tracks which take a right below the crag which looms high above. **Pollen Block** is just right of the track and **Hidden Block** is a little bit further on and down to the right.





Steven Phelps on **Pollen Bomb 6c+**

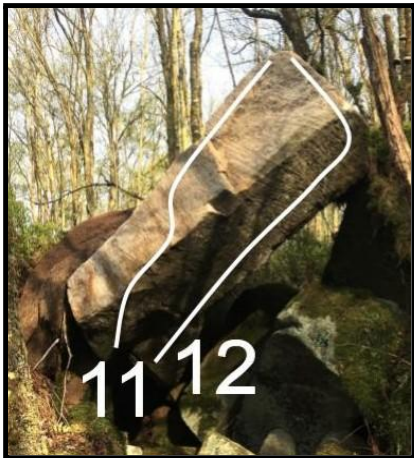
## Pollen Block

### 11. Antihistamine 6a

**SDS.** Using a left hand undercut and the lip, pull on and gain the first good hold. Reach the back of the block and follow to finish.

### 12. Pollen Bomb 6c+ \*\*

**SDS.** Start with your left hand on the left edge/lip and a thin right hand sidepull. Climb out of the cave with difficulty to rock up once the top is gained. A good compression problem though you may need two mats to reach the starting holds.



**Pollen Block**

## Hidden Prow

### 13. Deboost 5+

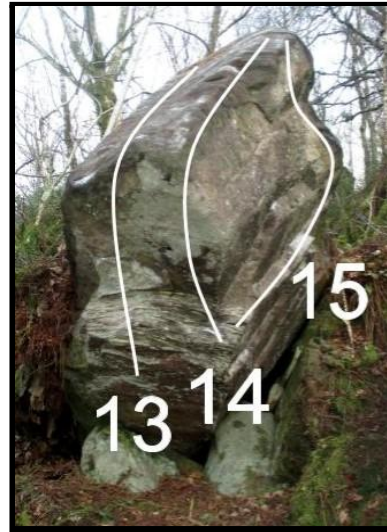
**SDS.** Climb up the front of the prow via the flake. Finish up the slab which may be mossy compared to the other problems here.

### 14. Troll Report 6a

**SDS.** Start from two good edges. Climb the centre of the prow finishing rightwards to the apex. Use of the flake is allowed.

### 15. Champagne Socialist 6a+ \*

**SDS.** Start from the edges again. Make some shapes across the wall using the sloping ledge. Finish direct over the apex with help from the right edge of the block.



**Hidden Prow**

*Walk east back over to the path. About 80m directly above **Cave Boulder** are the next problems. These are situated on a large boulder beneath **Number Two Buttress** on the main crag.*

## Broken Rocks At Base Boulder

### 16. Base Arête 5+ \*

The high arête with the difficulties near the top.

### 17. The 7a Problem 7a \*

**SDS.** Slap to the overhanging arête from the curved rail from the steep side of the boulder. Follow to finish using good holds.

### 18. Contra 5+ \*

**SDS.** The lip leftwards from a good incut to finish as for the 7a.



**Broken Rocks at Base Boulder**

Head south east past some old quarry buildings towards the quarry but before reaching it there's a lone problem on the right side of the path in a jumble of boulders. Another one which will need a good brushing before an ascent.

**15. The 6b Problem 6b**

Follow the left side of the high arête above a particularly bad landing.



Carry on south east into **The Quarry**. At present the problems along the top edge can't really be topped out due to the heather so just drop off once the top is gained. The problems start on these up at the top.

**The Quarry**

**1. Problem 1 (The Highball Wall) 6b**

The highball wall on pockets and sidepulls to a finish on the heathery ledge.

**2. Jaws 7b+ \*\*\***

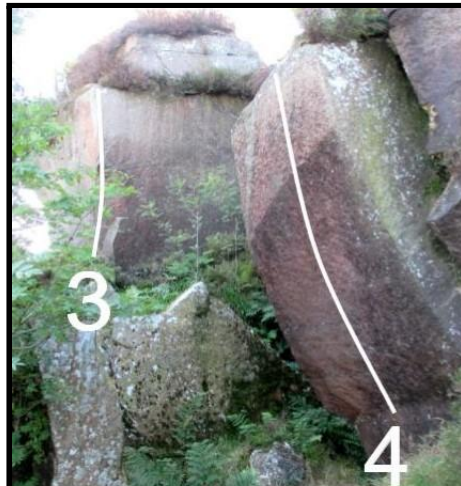
**SDS.** The steep arête. Drop off once matched on the top or venture through the heather. From standing is **7b**.

**3. Jaws - Right Hand Arete 7a+**

The right hand arête is also a good technical problem.

**4. Geometer 7b**

**SDS.** Fridge hug using the obvious arêtes about 10m to the west. Drop off once matched on the top.



The next boulder is thought to be below Jaws. The problems described here are for historical reasons only until someone does some cleaning.

**5. Problem 5 7a+**

Climb the arête above a poor landing.

**6. Problem 6 5**

Climb the short groove passing a large hole.

Follow the thin path at the bottom to the far east of the quarry. The next problem is located on a long low block. Some up problems have also been done on this boulder but have previously been described as the worst in Yorkshire.

**7. Mourning Air 7c+**

A R- L traverse of the lip to a mantel onto the ledge.



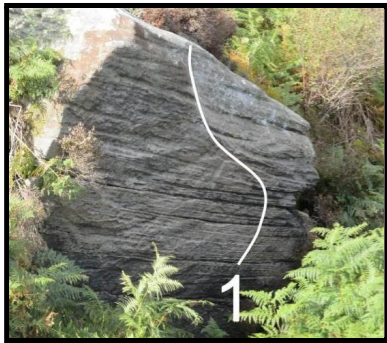


The last boulders are up on the top below the transmitter. Either carry on east to join the main track and take a diagonal path or walk up the left of Jaws and join the diagonal path. Pass a grassy field on the top where the first boulder visible is the **Flying Saucer**, the other one is close by but take the path down the side of the wall and approach from the side. Clamber over some boulders but beware of hidden holes. These will need a brush from scittle that has developed over the years.

## Transmitter Boulders

### 1. Problem 1 6b

**SDS.** Start as low as possible on the right side. Use small but positive holds to climb leftwards past a sloping ramp.



## Flying Saucer

### 2. Problem 2 6c

**SDS.** Gain the sloping lip from the back of the roof. Finish up the shallow groove.

### 3. Problem 3 7a+

**SDS.** Climb directly through the roof to a sloping top out. You have been warned!

### 4. Problem 4 7a

**SDS.** Start at the last problem. Climb rightwards onto pockets on the sidewall. Finish with more slopeyness.

