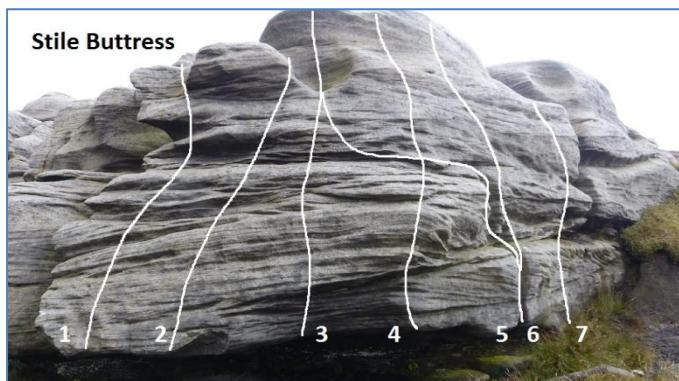


Rylstone Edge - The Cracoe Memorial Boulders



The cluster of boulders closest to the Cracoe War Memorial features only the first thirteen problems at Rylstone in the latest YG guidebook. However in reality there are over 100 excellent problems here, more than enough for good day out on their own, or in combination with the nearby Poetry in Motion block. The first Boulder described is closest to the Stile leading to the monument. Work anti-clockwise from here.



1 Happy Scramble F2. An easy starter to get you going. (SDS *Happy Go Lucky** F5+).

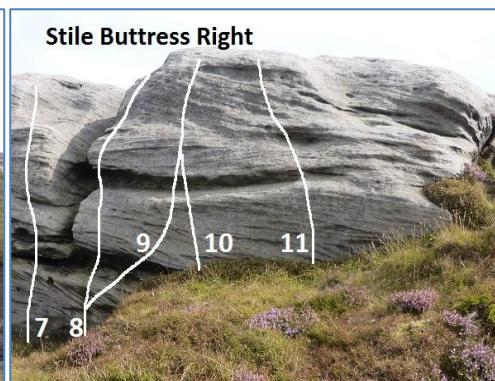
2 Benign Bumble F2+. Another warm-up. (SDS *Rock Steady F6a** involves a powerful reach).

3 Zag F3+. Straight up to big depression (SDS *Zag, No Zig F6b** needs a heel-hook).

4 No Zig, No Zag F4 *. Blunt undercut rib (SDS *F5+** A bit of basic campusing)

5 Zig-Zag Cleft F4+ *. Awkward start then move left .

6 Freestyle F4+ ** . Superb and direct but quite high!



7 Just My Stile F3+*. Nice wall tricky finish!

8 Stylus F3 * Excellent rib.

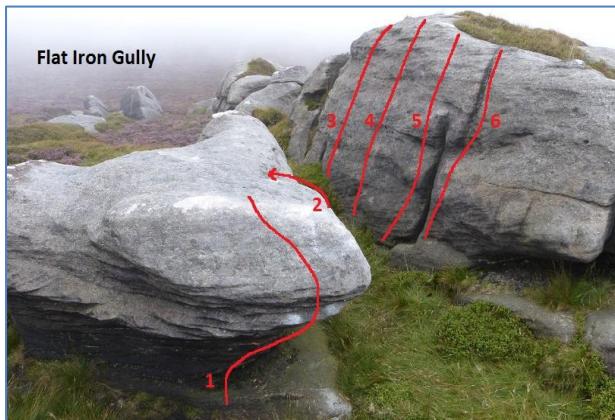
9 Stylistic F6a ** Crucial hidden dimple is the key.

10 Hair Style F4 Wall from heather bank start.

11 Beyond the Fringe F3 Short wall on right.

12 Don't Get Lippy F6c. ** SDS and traverse right from Happy Go Lucky to just before Just My Style.

Flat Iron Gully



1 The Flat Iron F5+ Climb the low nose from a sitting start.

2 Flat Iron Scoop F4 A delicate entry is needed to gain the scoop on the gully side. Swinny's variant climbs it backwards!

3 Squirrel Slab F3+ Left side of slab.

4 Hide your Nuts F4 Centre of Slab.

5 Look, No Trees F3+ Just left of cracks.

6 One Handed Crack F2 The cracks.

Misty Walls



1 Misty Y F4+ Climb the feature.

2 Play Misty F5 The wall between the Y and the arete without recourse to either.

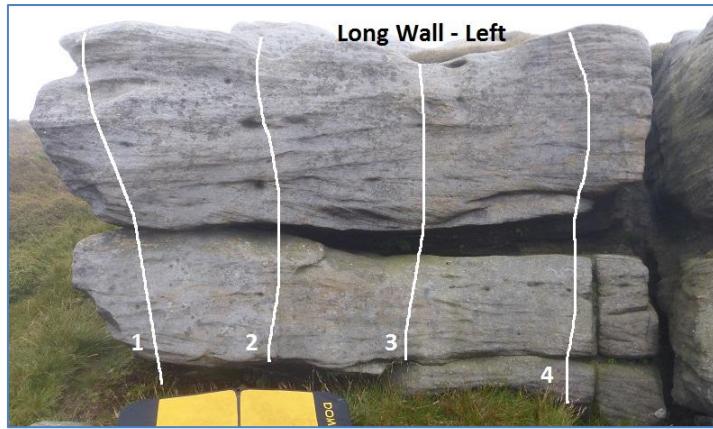
3 Clint's Rib F4+ High stepping, barn-door arete.

4 Foggy Dew F4 Past the pocket to a slopey top.

5 Fog Horn F3+ The blunt rib on its left.

Long Wall - Left

Just around the corner from Misty Walls this is the left end of a more continuous west facing wall of excellent rock.



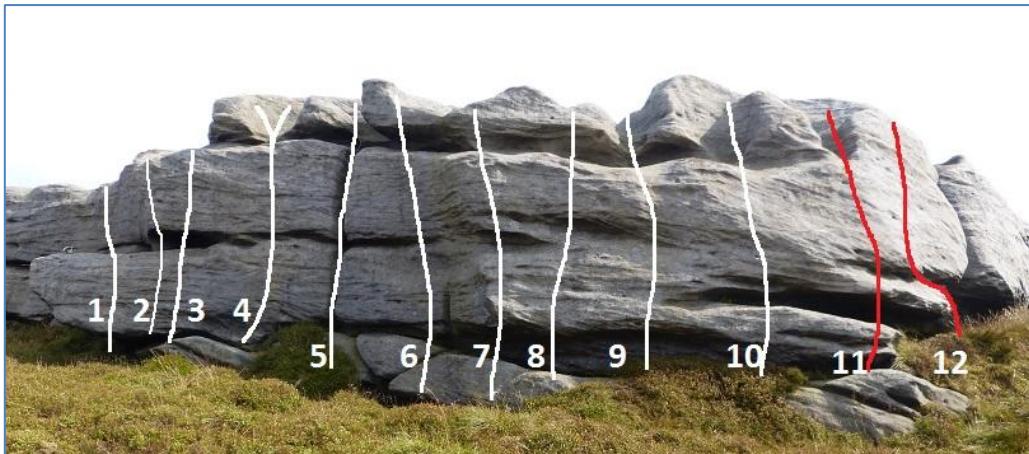
1 Trixy Rib F3+ Slopey hands and smelly feet. Get used to it!

2 Warmer Upper F2+ Rounded scritty finish. Another common feature here.

3 Easy Starter F2 No problem with this – unless you are a midget.

4 Chimney Rib F3 High stepping finish.

Long Wall - Centre



1 Legend F2

2 Premier Rib F3

3 Gillie's Grunt F5+* Using only undercuts for the hands explode for the top.

4 Premier League F5+** Classic wall with tricky crux!

5 Central Crack F2

6 Gorillas in the Mist F3+*

7 Chimps F3 Slight rib

8 Gibbons F4

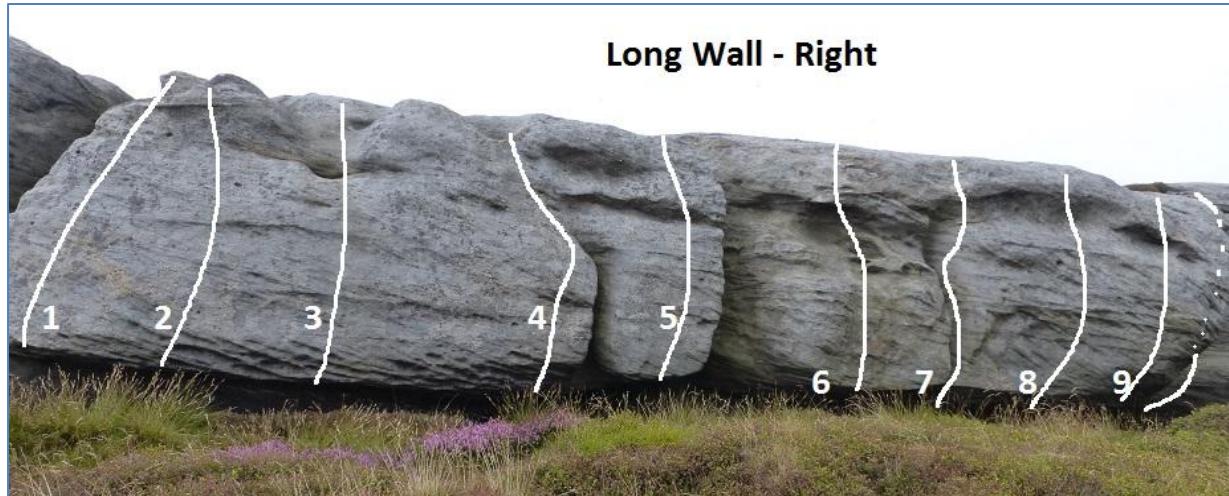
9 Lemurs F4+

10 Baboon F5* The right edge of the upper rib is excluded.

11 Colobus F4* Monkey into the final scoop.

12 Primate's Slab F4+* The high, undercut slab has a useful rusty seam near the top.

The **Long Wall** continues at a slightly higher level now veering to the south west. These are all short problems on excellent rock above flat grassy landings. A good place to start your session..



Nigel Baker - Panning for Gold

1 Pickpockets Left F3. Tiny finger pockets.

2 Pickpockets Right F3+. More tiny pockets.

3 Panning for Gold F5*. Mantel into the pan.

4 Crack and Scoop F4+. Up and left.

5 Central Rib F3+.

6 Rusty but Trusty F3. Nice features.

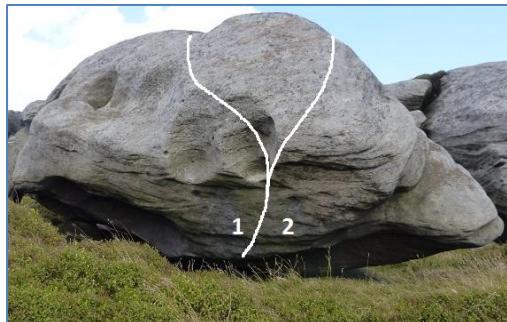
7 Rugosity Sitter F5+*. Sit start moving up and right.

8 Bronze Age F6b. Low start to blankish wall.

9 High Hold Silver F4+* Good high handhold, not much for the feet.

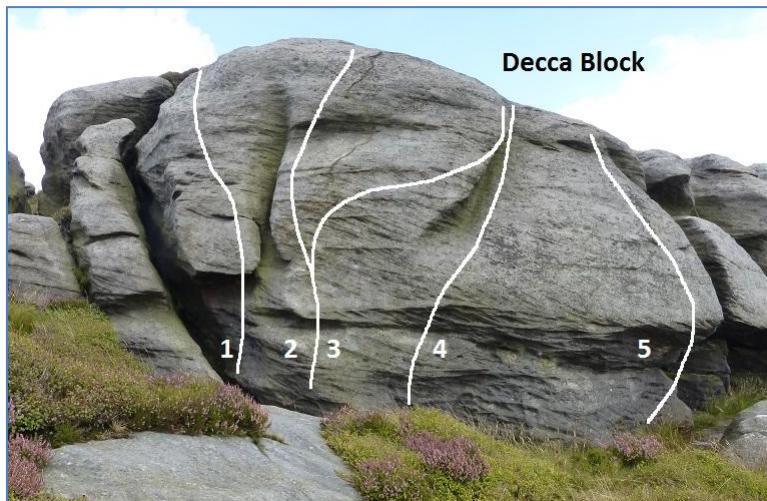
10 Drum Roll F6b+ * Low start, hanging pockets then slap and grovel.

The DBC Block is down and right of the long wall, and in front of Decca Block. The exact lines of DBC and Maxell are a little unclear. Some improvisation may be necessary?



1 DBC F6c. Original description says 'SDS From both hands in the pocket make a hard move up and left to another pocket, then finish up the slab direct'.

2 Maxell F5+. Standing start then up right. (This seems the logical line at this grade but the original description describes a low start using a pocket and arete?).



1 Nerd F6b+ Highball, dodgy landing, scrittly finish!

2 Helicon F6a+ * Reachy highball, spotters useful.

3 Helicon/Decca Combo F6a ** Delightful combination.

4 Decca F6b+ * Hard start to pleasant finish.

5 Silvertone F7b SDS on boulder.

Pull hard on very little.



*Bob Larkin on the
Helicon/ Decca Combo*

Voodoo Wall has only 2 problems documented in the guidebook but the three scoops are amongst the best problems on the crag.



1 Nosey F3 The jutting feature from standing. **Nosey Sitter** is F7a going right to left.

2 Warner F4 (SDS F6a) Nice moves up the right side of the arête into a slopey runnel.

3 Abracadabra F6a+ The blunt rib.

4 Voodoo F6a** Gain the first scoop with difficulty. Leave it in scrittly desperation!

5 Witchcraft F5+*** The left-hand scoop on the right-hand block. Excellent highball.

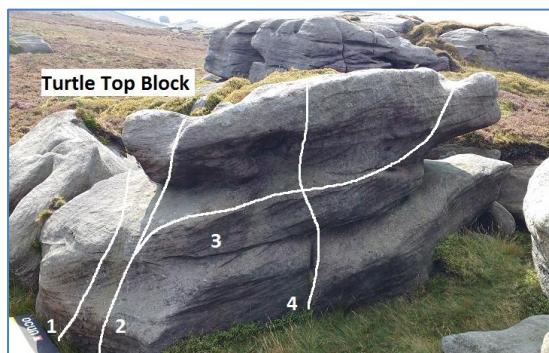
6 Black Magic F5 ** Right-hand Scoop. Maybe 6a if entered direct without the flake on its right.

7 Curse F6a+ R to L traverse on the undercut to gain the Witchcraft scoop.

8 Hougan F3 Blunt rib with small flakes.

9 Mambo F2 Short crack around to the right.

The South Side Blocks



1 Leatherback F2+ Mantel up left.

2 Loggerhead F3 Mantel then up through the scoop.

3 Red Slider F3. Traverse right.

4 Snapping F2 Up the side-wall.

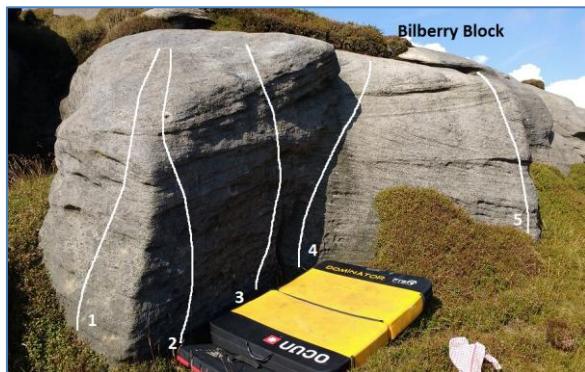


Lots of possibilities here for hard 'Elephant's Arse' finishes!

1 Left Rib Rollover F4. High step.

2 No Hiding Place F4 Far end of the long gully wall swinging round to the right.

Bilberry Block



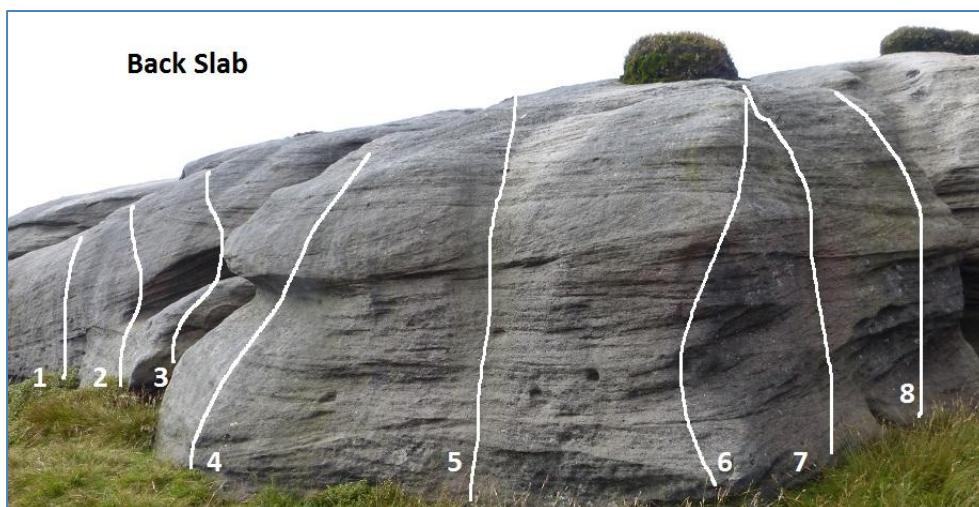
1 Bill* F5 Interesting Mantel required.

2 Berry* F5 Another interesting Mantel!

3 Pie F5* And another. You should be getting good at these by now!

4 Fruity Corner F2+ Pleasant padding.

5 Summer Pudding F2 Nice!



1 Project Tiny pockets to not very much!

2 Whaleback F5* Tricky slab from left edge of feature.

3 Hump F3+ Breach the rib right of Whaleback.

4 Beluga F3 Pleasant padding.

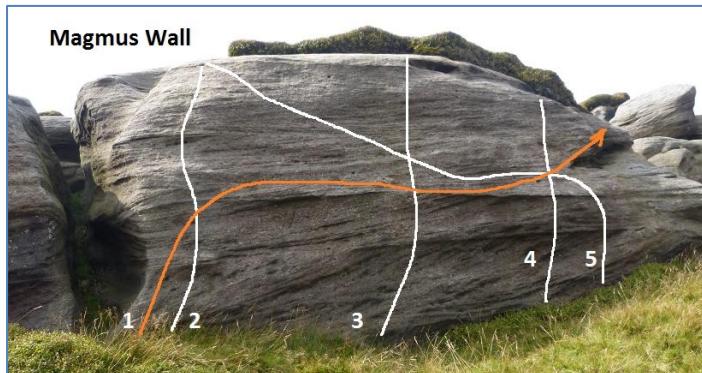
5 Centre Back F5+* Technical shallow groove.

6 Fine Spine F4+ Bald blunt rib.

7 Shallow Groove F4 Straightforward if you can reach..

8 Roly Rib F4+ Lay off rib with the right hand.

The Magmus Wall is a high and steep East facing slab of bullet-hard rock.



1 Gotta Pick a Pocket or Two F6b**

Low left to right traverse.

2 Polydor F5+ * The blunt left arete.

2a Pebble Bash 6a * The thin slab between Polydor and Magmus. Keeps going a little more than others hereabouts

3 Magmus F5+ ** The central line.

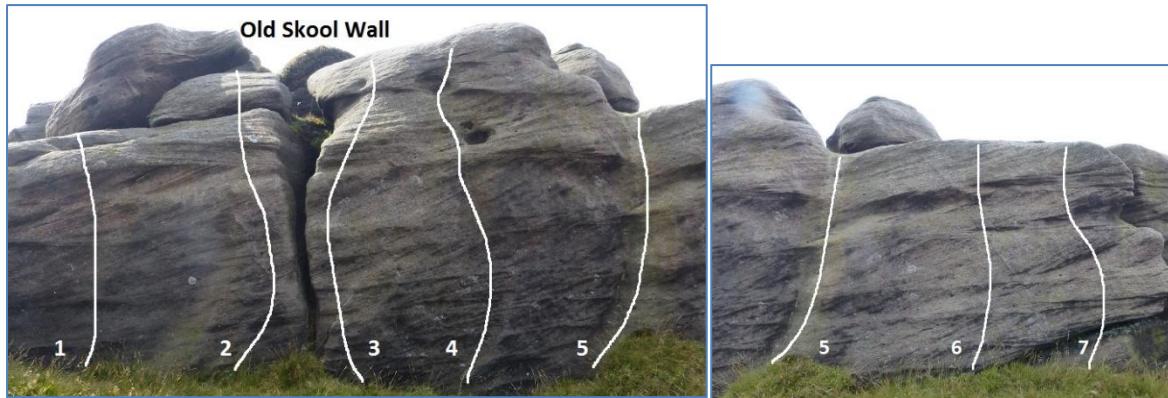
4 Exeldy F5 Right side of slab from pockets.

5 Slab Traverse F6a * The easiest line right to left without touching the top till the very end.



The Pinnacle. This is the flat topped block between, and in front of, Magmus Slab and Old School Wall. It has possibilities on all sides but nothing recorded as yet.

The Old Skool Wall is to the left of Stile Buttress and close to the back of the Pinnacle.



1 Assembly F4. Short Wall.

2 Teacher's Pet F4+. Scrittly Arete.

3 Eleven Plus F5 *. A good test!

4 Old Skool Special F4 **. High Class problem through the pockets.

5 One Hundred Lines F3+. The green groove.

6 Rodin's Thinker F4+. Smeary wall.

7 Art Class F4. Eliminate; avoid the right edge.



Bob Larkin 'Thinking' his way up Rodin's Thinker.

The North Top Corner is the gully closest to the dry stone wall just left of Stile Buttress



1 The Remount F4+. SDS Left edge onto low shelf.

2 The Slapper F6b+ Rounded bulges just left of crack. The crack is out of bounds.

3 Style Guru F5. Flattish wall just around left from Stile Buttress.

4 Truncated Rib F6a SDS then slab both sides of the rib.

5 Blood Donor F6a SDS then try jam the crack without 'donating' blood.

First Ascent Details: These boulders have been scrambled over and climbed upon by wandering activists for possibly more than 100 years but until recently nothing was written down. Thirteen of the more obvious problems were listed in Steve Dunning's 2011 Total Climbing Guide but none were individually credited. Dave Musgrove began systematically collating and recording all known problems during a fairly intensive campaign in September 2015 along with a big team of friends including Bob Larkin, Paul Clarke (SDS specialist), Gil Peel, Ken Suggett, Nigel Baker, Robin Whitham and Chris Swindells. Some of the less obvious and esoteric lines may well have been new but it seems pointless to try claim credit for them now when the lineage of the more prominent classic problems is unlikely ever to be known.