

Farrar Wood Blocks

Climbs - 25

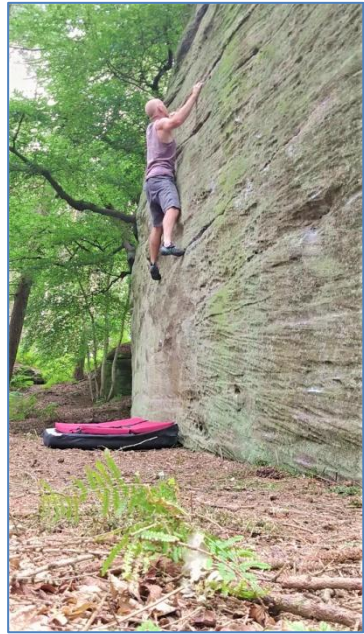
Altitude 40m

Faces North

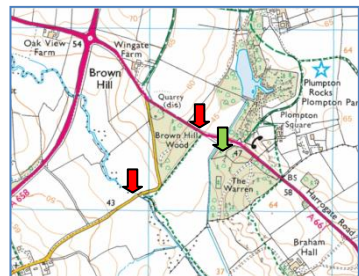
Other condition info:

A couple of fine and very different blocks set in a woodland location near Harrogate and close to Spofforth Pinnacles and Plumton Rocks. The grit is unusual (perhaps similar to Eavestones) and of very good quality. Being in a wood it is probably best to visit in a dry spell. Landings are flat but some of the problems are highball so a couple of mats are useful.

Note: The woodland is private land though visits seem to be tolerated so long as you email liz.parr@gmail.com first, only the two blocks described are accessed and impact is kept to the minimum. No large groups, no dogs and keep the noise down!



Love Like Blood – Paul Clarke



Parking and approach info:

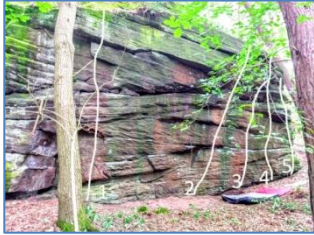
Ample parking can be found on the A661 just west of the entrance to Plumpton Rocks and enter the field via a broken gate. Walk across to the wood and cross a ditch to enter it. A path leads up to a gap in the rocks. Twin Peaks Block, home to some good traverses and link-ups, is on the left overlooking the road. Heroes League Wall is over to the right. There is alternative parking on the road leading to Follifoot.

Developed by Robin Nichols during 2017.

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Twin Peaks Block

The block is steep and crossed by a number of breaks that provide super traverses and link ups (as long as your skin lasts). There are a couple of 'Up' **Problems** that are described first.



1/ Project Blue Book

The alcove and hanging flake above has not been climbed atm.

2/ Dream Man 6c *

SDS. From the obvious large edge climb to the hug at the apex.

3/ Doppelgangers 6b+

SDS. Start on two crimps (not the jug!) and climb direct through crimps to join The Black Lodge at the large break.

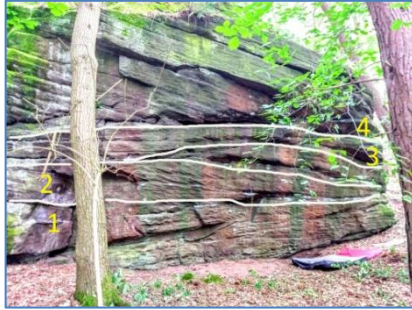
4/ The Black Lodge 6b+ *

SDS. Hands on a flatty in the low break and go up to a sloping pod in the next. Head up left to the apex jug.

5/ Deputy Andy 4

The right edge to gain the slab.

The break traverses are described in relation to the four obvious breaks that are numbered on the topo in yellow:



Traverses

Bob 7a *

The lowest break (1) R to L. Bob Reverse is 6c+ *

Fire Walk With Me 7a *

The next break (2) from R to L. Fire Walk Reverse is also 7a *

Agent Cooper 6c+ *

The thin break (3) from L to R.

Big Break 5+

The biggest break (4) is good but often wet and can be done in either direction.

Link-Ups

Tibet 7b **

Bob Reverse then Fire Walk then Agent Cooper. Feeling pumped yet? Also possible to finish up Black Lodge at no change in grade.

The White Lodge 7a *

Bob Reverse into Black Lodge

Damn Fine Coffee 7a+ *

Fire Walk Reverse into Black Lodge.

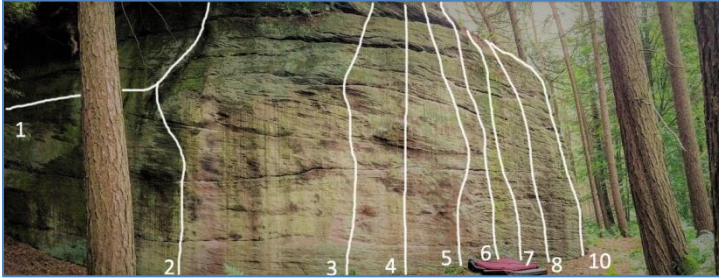
Laura Plamer 7a *

Bob into Dream Man

Big Ed 7a+ *

Fire Walk into Dream Man.

Heroes League Wall



Note – right side is foreshortened

1/ Mumen Rider 5+

From the flat hold traverse to and finish up the ramp/flake.

2/ The One Freeman 7a+ *

Gain the ramp by a pop from the deck.

3/ One Punch 7b ***

Start LH break and RH large pebble. Pull on and pop for the good crimp hold in the high break. Rock up and gain better holds and so the top.

4/ Weapon X Project

Pass the appealing boss maybe.

5/ Love Like Blood 6c+ *

Rather eliminate but

Start LH sharp sidepull, RH break/undercut. Pull on and reach slopers and a hold that is maybe used on Killing Joke. Up and leftwards on improving holds to a steady finish.

6/ The Killing Joke 6c ***

Super problem. SDS. The wall about 3m left of the right arête passing a mono-undercut with the right hand. Then fairly direct to finish up the short arête at the top.

7/ Dynamic Duodenum 6b **

SDS. The wall 2m left of the arête finishing just right of the short arete.

8/ The Dark Knight Shift 6c *

SDS. LH in the shallow scoop and RH on an edge. Climb direct using and undercut and obvious large sloper.

9/ Banana Man 5

(Not on diagram)

Eliminate just left of the arête – same grade for the SDS.

10/ West is Best 4 *

Left side of the arête.

11/ C Class 7a **

(Not on Diagram). From the arête traverse and finish up The Killing Joke or, better Love Like Blood. Finishing up Dynamic Duodenum is also good and 6b+ ish.

12/ Kryptonian Summer 3+ *

Right side of the arête.

Problems are possible on the (quarried?) slab to the right but only one is clean.