

Ilkley - Addingham High Moor



Ilkley-Addingham High Moor

Climbs – Lots.

Grades – Few repeats and some not recently so some variation is likely. The grade spread is from easy to Font 7c.

Altitude Between 230 and 370m

Faces On a northward facing hillside but several blocks face east and west.

Other condition info:

For those fed up with the same old Brimham scittle and looking for something less touristy and with a decent backdrop. Here's a big area with many crags, craglets and blocks – some developed and documented, others less well known and with sporadic explanation over decades (or even since the Neolithic/Bronze Age!). O.K so you can't just fall out of the car and onto the rocks but then the problems aren't covered in chalk with mud, and discarded finger tape underneath them.



Possible Realms

There are many areas, so a mix of grit, but nearly always of very good quality. Despite the north facing aspect, the majority of the blocks dry surprisingly quickly. Bracken can be a problem and some areas are best avoided in summer – where this is the case it is noted in the text. A couple of areas are also described in YG 2 though not always in great detail (apart from Swastika Stones) so it seemed a good idea to include and give them the full treatment. All the crags have problems worth seeking out and it is easy to move between and combine the various sectors. Some tough projects remain for the wads but, be warned, some good boulderers have tried and failed.

Ilkley-Addingham High Moor

Parking and approach info: s

There are various approach locations going from West to East. Access to the crags is usually via the Millennium/ Dales High Way footpaths that run along the moor edge and then by going either up or down as noted in crag sections.

Some minor paths/easy ways are shown on the maps – please note, these can become impassable if the bracken is high.

Parking places are denoted on the maps below by coloured diamonds. Each crag sections indicates the best one or two of these for that particular location.

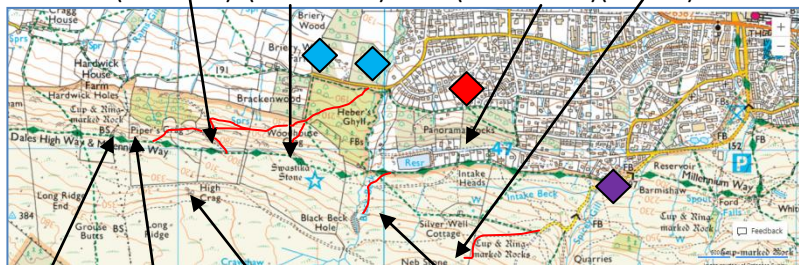
A/Slade Farm on Moorside Lane Park on the bend and follow the best path depending on the bracken..

B/Hebers Ghyll Dive – Ilkley Park at the driveable limit and go up through the woods then up or right. Perhaps easier is to park around 50m past the bridge and take the diagonally track rising through the woods. If the bracken is high the ghyllside path takes you steeply but easily to the moor and the Millennium Way.

C/ Hollin Hall Drive - Ilkley - Park just after Hollingwood Rise (for Panorama Rocks only).

D/Keighley Road – Ilkley Several parking places close to the stone bridge and Dales High Way. A higher parking place is at the end of the road above here.

East Section (Rabbit House) (Swastika Stones) (Panorama Rocks) (Neb Stone)

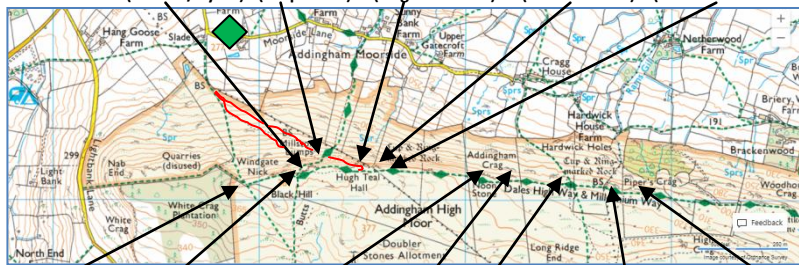


(Piper's Crag) (Pocket Blocks) (High Crag)

(Black Beck Blocks)

KEY - (Other paths or easy ways ) ( Parking place referred to in text)

West Section (Donald/Dylan) (Mop Block) (Hugh Teal Hall) (First Buttriss) (Fireman's Buttriss)



(Bench) (Millennium Cairn) (Noon Stone Jumble) (Anvil) (Impossible Wall) (Piper's Crag) (Pocket Blocks)

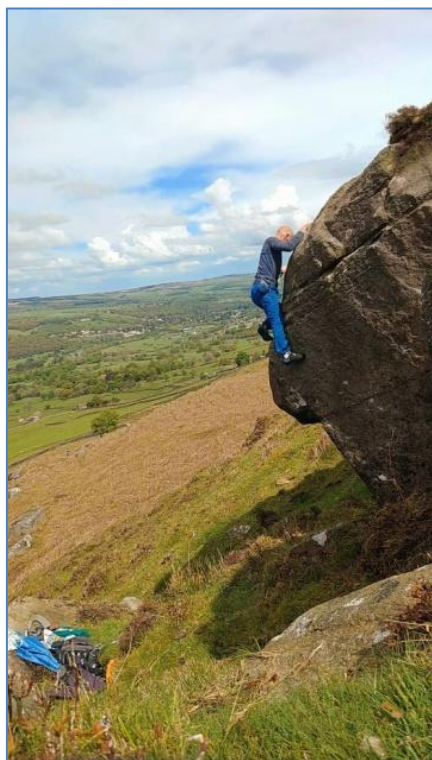
Ilkley-Addingham High Moor

History

These crags and boulders have been climbed on for years and it is certain that many of the problems recorded here will have had more than one 'first ascent'. For instance, whilst working on this guide we found that, following their development of Swastika Stones, those stalwart boulderers Mark Radtke and Jerry Peel had turned their attention to what is now described as the Moonstone Jumble but never published their climbs as they were working on some still uncompleted problems. They were walking in from the other side of the moor so ran out of energy. Nevertheless, Mark did direct one modern wad to go and take a look – unfortunately he failed to find the crag.

A couple of the locations are described in YG2 though generally (apart from Swastika Stones and Windgate) just as passing mentions or a route lists. Given the need to keep the guide to a manageable size this is understandable, though also a shame as the quality is often very good and problems exist that would certainly attain classic status elsewhere.

The crags sections mention the main explorer(s) – generally those that first recorded the problems though it is generally easy to tell if others have passed this way when cleaning either recent scuttle or stuff that has been there since the last ice age...



Out in the Moonlight Noonstone Area

Apart from the pair already mentioned, notable amongst the guilty are Richard Seabrook, John Hunt, Malcolm Townsend, Ken Wood, Phillipe Osbourne, Dave Sutcliffe, Luke Porter, Chris Sowden, Rob Fenton, Sam Pratt, Nick Smith and Paul Clarke. There are clearly others and we'd welcome any detail you wish to add by contacting Unknownstones.

All problems have been named by whoever did the first recorded ascent or for identification purposes – if they are incorrect let us know.

Grade warning: Many of the problems have been climbed just once and sometimes during recovery from an injury so the grades may be out (or well out!). If so – let us know.

Ilkley-Addingham High Moor

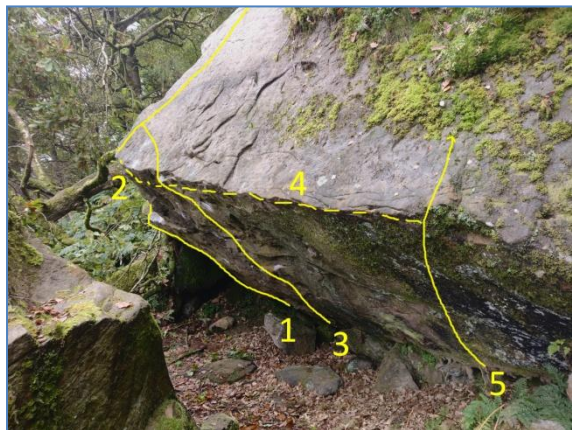
Panorama Rocks, Ilkley

OS ref: SE 103 470

Different in character to the majority of bouldering on the moorland are the boulders brooding in woodland on the fringe of Ilkley itself. Developed by local resident John Hunt some years ago the rocks have again become vegetated so only one recently developed block is described here – the rest can be found on the final pages – awaiting your brush and chalk to invigorate them. In a wood owned by Bradford Council. Knock yourselves out – we've all paid the council tax! Please be considerate of walkers and the residents of Panorama Drive

Conditions and aspect: North facing in one of Ilkley's classic bluebell woods. The problems may need a re-clean to get rid of woodland detritus so definitely bring a brush.

Parking and approach: Park **C/ Hollin Hall Drive - Ilkley** - Park just after Hollingwood Rise ends. The easiest approach is to follow the path up beside the fence until the upper boulders are seen. 5 min.



Whore Bag Boulder (AKA Aldo's Secret)

A fine big undercut boulder with some great problems, currently clean due to recent development.

If you are coming directly here walk 100m up the path by the fence then go diagonally up leftwards (passing a prominent undercut boulder – Centre Line Boulder) to the block that lies just right of a huge fallen oak. We are unsure of the development details – please let us know if anything needs changing.

1/ Teenage Kicks 6c+ **

SDS at obvious sharp slot/pocket – foot wedge and holds at very back. Gain the lip and kick across right to reach the obvious jug. Pull up to the rib above and follow it, moving around right, to gain the ledge.

2/ Sleeping Satellite 7a/+ **

Use the start of the next problem to just below the lip then throw left for the jug. Finish as for Teenage Kicks. It is possible to miss out the jug with a monster throw for the edge left of the rib but ...

3/ Burger License 7b ***

SDS with right hand using a pocket and left hand right next to it on small pinch. Work your way up the side-pulls and slots, heel hooking onto the slab direct -without using the big jug.

Harry Con 2021



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4/ Side Salad ??

From the twin pockets of Whore Bag traverse the lip leftwards to gain the hanging groove.

Presumably done though no ascent recorded?

5/ Whore Bag 5+

Sit start on two pockets. Throw for the edge on the left and grind up. - needs re-cleaning.

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Neb Stone

Aspect West

Facing.

Conditions A single perched slab forming a roof so lots of swing-time. Plod time 10 mins. Landings Generally good.

Parking and approach info:

D/Keighley Road – Ilkley But from the usual parking on Keighley Road drive uphill to the parking place where the road becomes impassable without a 4x4. Strike south west on one of various paths – the crag juts above the wall running up the moor

Other condition info: Magnificent Wharfedale scenery and fairly guaranteed solitude in spite of being close to the town. The plinth spoils the 'up' problems but good lip action is available. Sources mention two possible cup marks on the face of the slab – you need to use your archaeological imagination here; the block next door seems more obviously carved. Developed by John Hunt although a Neolithic climber may have been first given the carvings.



1/ Top Traverse 4+

A left to right traverse with hands on the very top. Step off onto the slab at the end.

2/ Stone Idol 5

Sit start on the decent crimp. Gain the middle jug and trend right to the apex. A good 4 standing from the jug.

3/ Graven Image 5+ *

As for Stone Idol but traverse under the prow and take its right side.

4/ Grove Variant 5

Start sat/wedged and use a side-pull under the roof. Pull left up the groove left of the prow.

5/ Neb Prow 6a

The same funny start as 4 but go direct and throw for the prow.

6/ Pull Ups 4

Simply hang the slots below the apex, throw and heave.

7/ The Go-Between 6b *

From a low undercut hidden by the wedged block and feet on plinth make tricky moves to pull past little holds between the better ones on the traverse.

8/ Simple Traverse 4

Go right to left with feet on the underlying plinths all the way. Nice holds and no swinging about.

9/ Font of Eternal 6b *

Right to left on the same hand holds – the wedged block at start is allowed but it's feet up after that. Expect swinging, toe-pointing and grunting.

10/ Font Up 6a+ *

As for Font of Eternal but heave up as for Pull Ups.

11/ Eternal of Font 6c *

Reverse Font of Eternal with a hard move to get a toe on the wedged block.

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Black Beck Blocks

Aspect South-West Facing.

Conditions A couple of blocks of very good grit that will provide a limited though worthwhile set of problems from slabby padding to full-on lip swings – all above flat landings.

Parking and approach info: D/Keighley Road – Ilkley and follow the Millennium path westwards to the foot of Black Beck. A path leads up the east side of the beck to just below the blocks. 10 min.

Other condition info: Bracken can be a problem in summer. There are three blocks though the leftmost one is small and doesn't really repay attention. The other two are obvious – an undercut one and an easy angled slab.

Developed by several people over time – FRAs Paul Clarke.

Undercutter

The main block that is steeply undercut below a nice slab.



1/ Black Pearl 6a+
SDS squeezing LH in crack and RH edge. Big move to hold on the slab then pull leftwards.

2/ Code Black 4+
Rock on using small side-pulls and step up the open groove to tackle the left side of the slab.

To the right a very obvious big side – hold can be used from

standing or low starts. The slab has an equally obvious slanting hold.

3/ Black and Blue 6a *

Use the big side hold and obvious foothold to rock into the open groove. Step up and climb the slab.

4/ Blackthorn 6a *

From standing use the side and slanting holds and a high heel to rock up onto the slab.

5/ Black Beauty 6c **

SDS at obvious crimps just above the lip. Haul and hook and push to gain a flatty below the slanting hold. Gain the good hold and so the slab and the top.



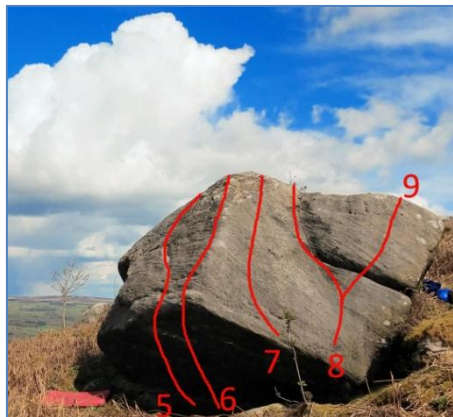
Pure White



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6/ Pure White 6c+/7a **

SDS using obvious crimps. A foot hook to the right may gain an open RH pinch on the blunt arête. Techy moves gain the easing slab and arête. The stand is still quite tough – 6c/+?



7/ White Eyed and Legless 5+ **

Step onto the slab and climb it without the groove/crack. With the arête it is **White Eye** 5 **

8/ White Rabbit 2 **

The very fine groove – what a pity it's so short.

9/ White Dwarf 2 *

Even shorter but ...

Climb the right edge

Over to the right is a large and easy angled slab:

Slab Block

Over to the right and very obvious.



Fun padding will take you up the slab almost anywhere with grades for around 2 to 4ish. The hard bit is usually the step onto the slab due to the undercut bottom. Try climbing it with no hands! Needs a bit of a brush atm.

To the highest point is **Paddington Bare** 4 *
Spelling is correct!

Ilkley-Addingham High Moor

Swastika Stones

These fine rocks, named after the fenced off example of rock art, provide a very good circuit within some stand-out problems that are amongst the best in the area (Easy to Font 7b+) and are also well described in Yorks Grit Vol 2 (Thanks to Will Buck) though the grades are tough. There's an assortment of styles and the landings are good. Marke Radke and Jerry Peel led the development.

Aspect North Facing.

Conditions sheltered in westerlies.

Other condition info: The ground below the lower blocks remains wet after rain.

Parking

B/Hebers Ghyll Dive – Ilkley Park at the driveable limit and go up through the woods. At the gate either follow the main path left then a smaller one to the left end of the rocks or go via small tracks direct to the lower blocks. Another path goes right and climbs to the right end of the rocks. 10 min.

First described are the blocks below the edge.

First Boulder

A rather green easy angled slab that can be used to get the body moving. Climb almost anywhere between Font 2 and 4+.

Graffiti Wall

The graffiti is thankfully almost gone. The left slab is a bit green and the right on clean.



1/ Crimp Wall 5

2/ Wall Centre 5+

Watch the landing.

3/ Graffiti Arête Left 4 *

As it says.

4/ Graffiti Arête Right 5 *

Harder than it looks.

5/ Graffiti Wall 6b+ **

Pebble pulling and smearing – an old-school delight.

6/ Right Edge 3+

If you climb just in from the arête using a small pocket it's a good 5+ problem.



John Hunt – Graffiti Arête Right

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Harris' Slab

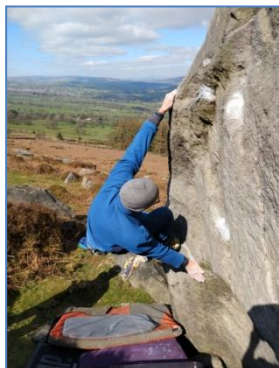
The oddly shaped block above and to the right has several cool problems. Others can be contrived on the left side – the back and from arêtes just about work from sitting starts.

1/ Groove 4+

Starting with layaways.

2/ Harris' Slab 5+ **

Another great old school slab.



Dave Turnbull – Cool Arête

3/ Cool Arête LHS 4+ **

Cool

4/ Cool Arête RHS 5 **

SDS. Even cooler.

5/ Neat Wall 6a+ *

SDS. Very neat.



6/ Neat Wall Right 6b+ *

A rather forced right-hand variation starts as for Neat Wall but avoids the higher holds



John Hunt – Neat Wall

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Slap Happy Block

The block above with a long overhanging face and down to the right of **Harris' Arête** area.

Harris' Arête

1/ Slap Happy 6b **

Lip trip.

2/ Blunt Arête 6a+ **

SDS the blunt arête.

3/ Arête Lip Combo 7a *

Up the arête, down Slap Happy and finish with a very tricky mantle.



Up to the edge. There are several blocks over to the left. One that lives up to the promise is **Green Prow** – 50m left of the Swastika Stone fence.

Green Prow

1/ Green Prow 6b

Usually rather green – and possibly a route.

2/ Green Wall 6b+

Don't step in from the gully blocks

3/ The Prow 6b+ **

Squeeze out the last drop of prowness.

4/ One Move 6b

Left hand on the arête and contrive upwards.



Scoop Block

Returning along the edge is the obvious **Harris' Arête** area with a distinct crevasse below and to the left of it. Below and to the left is a nice little block.

1/ Scoopy 4+ *

SDS on the right arête then up and eventually leftwards.

2/ Scoop 3 *

SDS. Pull into the scoop and up.

3/ Scrape 6a+ *

Low start RH on obvious undercut. Reach the ledge and, using either a RH crimp or a mantle, get onto it.



John Hunt on Scrape

Ilkley-Addingham High Moor



Harris' Arete

1/ Harris' Arête 6a+ **

Work it out!

2/ Rib 5+ *

Very pleasant if it isn't greenish.

Christmas Day Arête

The next block has a couple of good problems but a stream runs down by it so choose a dry day.

1/ Christmas Day Arête 6a+/7a **

A gift on the left, a present on the right. If you actually climb it, rather than jump, you'll find it tough.....

2/ Xmas Rib 5+ *

Slappy Xmas.



The next boulder is to be found about 50m to the right

Barn Door Arête



1/ Barn Door Arête 6a+ **

Super arête.

2/ Swastika Eyes 6c *

A fine bit of air time starting off the foot ledge.

3/ Swastika Wall 6a *

Crimp the wall.

There is an obvious overhanging block across to the right.

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Pocket Problem

Roofed block over to the right.

A/ Josephine 6a+ (not on topo)

SDS abd going up then around the left arête.

1/ Pocket Problem 6c+ *

There's a pocket – just.

2/ Pogo Arête 7b/+ **

From the jug climb out and follow the crimps to the right arête.



B/ JoJo and Her Pogo 7a+ Start as for Josephine and climbing along the lip into the upper wall of Pogo Arête.

Walking the Dog

Again to the right is a jutting block.



1/ Walking the Dog 6c ***

A tough little problem that bites. From an obvious start go right to a hard pull up the left side of the arête. A SDS is optional. A RH SDS coming from under the roof add a grade or two.

2/ Absconded Dog 7b+ **

Follow Walking the Dog (with or without the SDS) but keep running rightwards on slopers to a final slap for the unhelpful top. Also possible from below at the same grade.

3/ Side Lever Scoop 7b *

On the block below. Braced low start in the runnel holding tight to the side-pull and feet opposite. Contortions gain the slab.



The Badger

1/ The Badger 7a **

SDS. The arête then right to find a small pocket to pull onto the slab.



Tall Order

1/ Tall Order 5+ *The strict arête so no foot ledges.

Ilkley-Addingham High Moor

Jerry's Traverse

Below is a grand traverse that may need a quick clean but is worth the effort.

1/ Jerry's Traverse 7a/+ **

Class. SDS. The arête, sloping traverse and rockover. Doesn't receive the attention it deserves. A continuation around to the left side of the arête adds a notch.

2/ Rampant 6c *

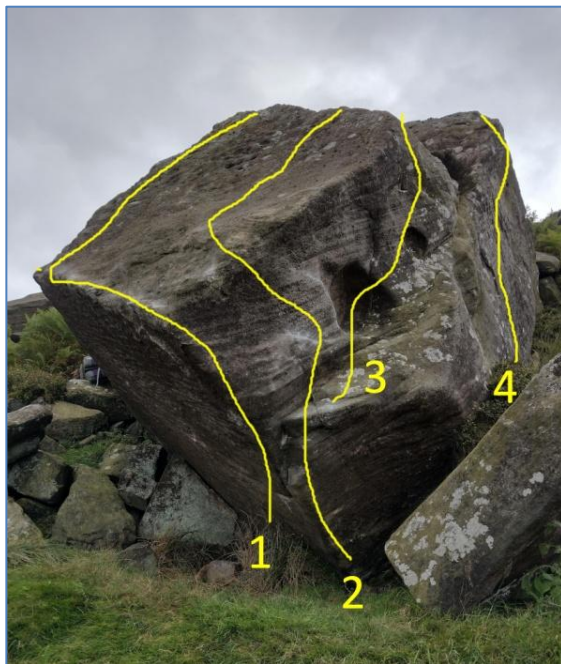
SDS both hands on the shelf. Haul up to the side-pull scoop and reach left to the arête. A good flat hold over on the slab aids a step left and then follow neat pockets.

3/ Rampage 3+ *

Step onto the ramp and follow it rightwards. A left exit at a pocket on the slab is also possible at 4+

4/ A Bit On The Side 5

SDS towards left side of the upper wall then follow side holds rightwards to reach the arête and then climb up.



Slimeball

After a gap there is a wall with obvious break.

1/ Slimeball Traverse 5+

Traverse the break.

2/ Slimeball Arête 5+

Actually quite good.

Slimeball Arête SDS is 7b

Dave Sutcliffe 2022

Problems have been done on the right side of the wall but are often wet.

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Megalith

Over to the right.

1/ Megalith 6b+**

Slab and arête – though the ground below slopes away so be confident or bring multi-pads or be prepared to run downhill.

There is a prominent block on the hillside below with a slabby front face. A couple of pleasant problems are possible.



Ilkley-Addingham High Moor

Ilkley High Crag

Climbs - 20

Altitude 340m

Faces Mostly North

Other condition info:

A group of blocks set high on Ilkley Moor and above the Swastika Stones. The grit is very good (but bring a brush) and the crag is well worth a visit. Grade spread from easy to Font 7a/b+.

Parking and approach info:

A couple of approaches are possible – around 20 min. **See Map.**



B/Hebers Ghyll Dive – Ilkley

Steep but shortest – park at the end of Heber's Ghyll Drive which branches off Grove Road. Go up through the wood. On leaving the wood and take the path leading up to above the Swastika Stone. Continue on the moor edge path and then follow a path up besides close, parallel walls. At their top take the traversing wall to below the crag then go up to it. If the bracken is up it is better to go a bit further then back left on a rising path. The path besides Heber's Ghyll up to the Millennium Way is a very pleasant alternative.

D/Keighley Road – Ilkley Several parking places close to the stone bridge

A bit longer but flatter – from parking on Keighley Road follow Millenium Way to one of many paths leading across/up to above or below Black Beck Hole where the path leads on to the top of the crag.

Problems

All problems first recorded by Richard Seabrook with additions by Rob Fenton and John Hunt.

Descriptions are from L – R starting amongst small blocks top left.

El Cid Block

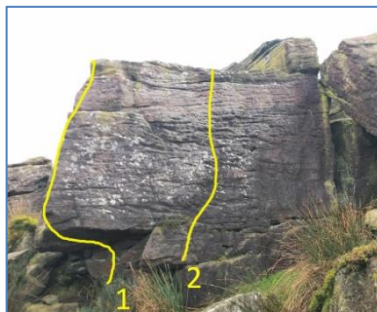
The undercut square block.

1/ El Cid 6a

SDS the square arête.

2/ El Cid Right-Hand 4+

A number of ways climb the wall on the right of the arête. Choose any one....



Ilkley-Addingham High Moor

High Block

The obvious main block to the right and on the edge of the moor. There are some blocky landings on the right side that benefit from a couple of mats.



1/ Storm 3000 5+

From the corner go up the edges.

2/ Phat Planet 6a *

SDS at large pocket and crimp your way up leftwards. Good. Purists will eliminate the chip at 6b+.

3/ Africa Shox 6b *

SDS LH same pocket, RH side-pull. Follow the thin right-hand crack.

4/ Afro Left 6a+**

The left side of the arête is good.

5/ Dusted 5+ *

Right side of the arête.

Harder than it looks from below.

6/ Done/Crimp 5 *

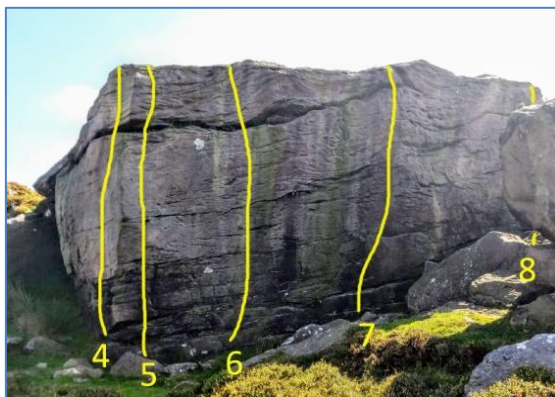
The wall to right.

7/ Chant of a Poor Man 4 *

The featured rib.

8/ Ali's Arête 3 * Right arête. SDS

is 4. There are other problems here.



Rob's Traverse Block

Just below is a block with a triangular lower face.

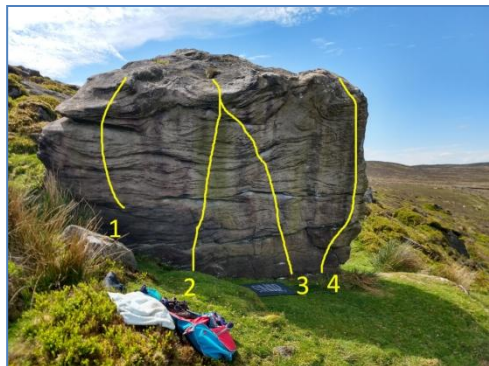
1/ Rob's Traverse 6a *

SDS. Ascend leftwards with aplomb.

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Lower Block

A fine block though occasionally needs a bit of a dust-off. Some confusion has existed around the central lines on the left wall. All are good and well-worth the walk.



1/ Space Shanty 6b

SDS. Slopers to the boss.

2/ Rhythm and Stealth Variation 7a *

SDS hanging the sloping break and wrestle up the wall by a jam/undercutting the break. The **Stand** is 6a-ish. A **RH Finish** is also described at 7a+

3/ Rhythm and Stealth Original 7b+ **

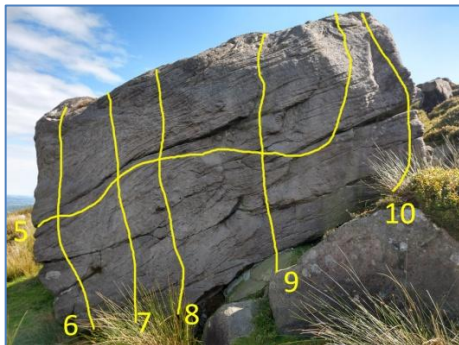
From hanging the good hold to the right pass increasingly unhelpful slopers

4/ Leftism 6b+/c ***

SDS on undercut flake. Climb the gem-like left side of the arête. Good, tough and totally satisfying.



Rightism



5/A Change of Alliance 6b *

Start as for Leftism but move around the arête and follow the break right, dropping down halfway to finish just left of End Arête. Also good if started as for Rightism SDS.

6/ Rightism 4 *

Right sided of the arête. A SDS is optional.

7/ Tainted Wall 4 *

Just right again.

8/ Double Flash 5+ *

Thin wall. Quite steep/

9/ Open Up 6a *

SDS low break and climb over right end of the bulge using slopey crimps.

10/ End Arête 3 *

SDS. The right arête.

Ilkley-Addingham High Moor

Rabbit House Slab

Climbs: 16 (2 are projects)

Altitude: 290m Grid: SE091470

Faces: West, North (main slab) and East

Other Condition Information:

A single slab set below the main path between Swastika Stones (Woodhouse Crag) and The Pocket Blocks or Pipers Crag. The climbing interest is mostly on its flanks. Named for the funny little house to the West (it is called this on the 1906-07 map). It is easily reached from the main path but can also be accessed from below. Developed by John Hunt 2020.

Parking and approach info:

A couple of approaches are possible – **See Map**.

B/Hebers Ghyll Dive – Ilkley Park at the end of Heber's Ghyll Drive which branches off Grove Road. Go up through the wood. On leaving the wood, follow the path that goes below Swastika (see map). 12min. Alternatively take the path leading up to above the Swastika Stone. From the Millenium Way, and just before the cluster of twisted trees are reached, there is a gap in the wall. Go through this and down a short way.

The Left Face

A short, steep overhanging face. All sitters, the traverse is the main attraction.

1/ Climb 1 4+

Sit start. Take the end portion using everything. Mount the crunchy ridge to finish.

2/ Climb 1

Eliminate 5

Sit start. Just the crimps, cut out the left arête.

3/ Middle Prow 6a

Sit start. Get high enough to grab the sinker, then grind on. Attain a standing position then choose between jumping off and finishing up the arête at Severe.

4/ Lowest Prow 5+

Sit start. Press into a standing position on the slab.

5/ Too Fast 6b

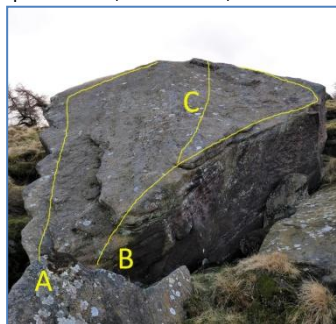
Sit start on the lowest prow. Ride the edge – there is a distinct slopey crux in the middle.



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The Slab Proper

Easy angled but be prepared for crumbling holds and scritch. Also watch the landings and the rock spikes below; even better, don't fall off.



A/ Left Arête Severe

Can be started from the bottom or used as a slightly nervy finish to the prow problems.

B/ Main Slab Crosser Severe

Start on the left, step gingerly along the lip until the safety of the edge is gained.

C/ Main Slab Middle Rib Hard Severe 4b

As for the 'Crosser' but take the main slab more or less direct. The central rib is in.

The Right Face

More sitting starts and potentially gruesome mantel finishes. The lip traverse is still a project.

6/ Project – the full lip traverse.

7/ Not Pretty 6b

SDS with hands atop the low flake top. Mantel on (there are incuts on the slab). Take one of the slab finishes or bail.

8/ Project – Hang the lip and mantel.

9/ Toe Jam 5

Sit start hanging the lip right of the floor block. Slap out to the arête. The block is only used as a foot jam – don't stand on it.

10/ Diamond 5+

Sit start with hands on both arêtes. Gain the apex and finish up the easy left side of the arête. Completely avoids the foot block.

11/ Swing Round 6a

Sit start only using the right arête, take the apex then swing up left to finish up the left side of the arête.

12/ Keep Right 5

Sit start on the right arête. Gain the apex again but stay on the right to finish up that side. Only hard to get on.

13/ Easy Side 2

Step on; hands on the crest; love it; step off at the end.



Ilkley-Addingham High Moor

Pocket Blocks

Climbs - 15

Altitude 310m

Faces Mostly North

Other condition info:

A group of low blocks set on the moor edge beyond the Swastika Stones and just before Piper's Crag. The 'up' problems are short but rather sweet and there are a couple of good and challenging traverses.



Pocket Picker

Parking and approach info:

A couple of approaches are possible – around 20 min. **See Map.**

B/Hebers Ghyll Dive – Ilkley Go up through the woods then follow the path to the moor joining the Millennium Way by the Swastika Stones. Follow this past an area of bent and twisted larch trees until just before a wall when Piper's Crag comes into view the rocks are down to the right just before a wall. Alternatively (shorter) follow the path and open ground that goes below Swastika – see Map.

D/Keighley Road – Ilkley Follow the Millenium Way to join the previously described approach at Swastika Stones

There are three blocks. The first, near the path, has a prominent arête. Below and right is the fine Pocket Block. Immediately below are the Pair Blocks. FRAs by John Hunt and Paul Clarke.

Arête Block



A few problems have been done on the small block on the moor edge. They all sort of go from SDSs thus giving sufficient length to make them worthwhile. For reference – note that there are three sub-arêtes as these aid locating the problems.

1/ Micropop 4

SDS at flake and hole – and pop.

2/Micrometer 6a+ *

SDS LH undercut, RH on second arête. Pull on and throw for the top.

Ilkley-Addingham High Moor

3/ Micron 6a+/b *

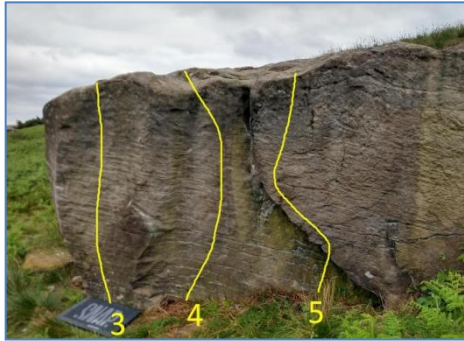
SDS LH first arête, RH side-pull on third arête. Pull on and throw for the top.

4/ Microscoop 6a+ *

SDS. LH side-pull on third arête, RH low side-pull nr crack. Work up RH side-pulls then top.

5/ Undercracker 6a

SDS RH little flattly, LH pinch crack. Layback and reach.



Pocket Block

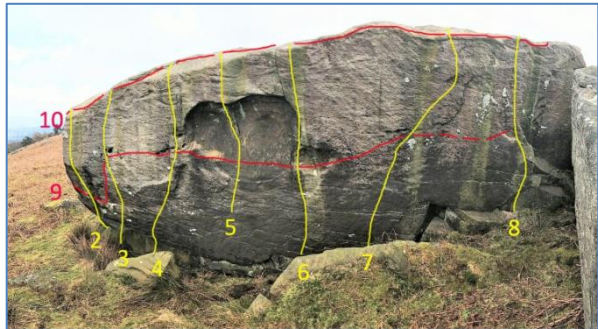
A good wee location that won't disappoint devotees of pocket pulling as it provides many and of varied size. Couple of good traverses too.

1/ The Cut 4+ * (Not on Topo)

SDS. Pull onto the cutaway using the obvious edge and side-pull above. 3 from standing.

2/ Pocket Picker 6a *

SDS long flat hold. Pull to the pockets to instigate urgent moves up the broad nose to the top.



3/ Pocket the Change 6b **

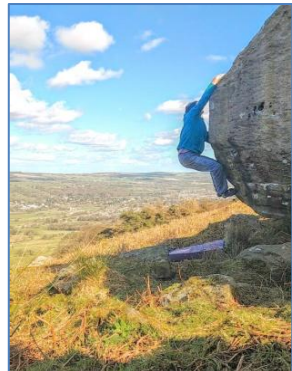
SDS Undercuts and low edge to gain the pocket cluster (via knee bar?) then a big move to the top.

4/ Pocketeer 6b *

SDS. Low moves the edge and wide pinch rib using to pockets (a techy sequence) that are used to instigate a long move to the top.

5/ Pocket Money 6b

Low slopers to pocket/crack and a high side-pull to the right gives access to an urgent move to the top. Swing right to finish at the mega jug.



Pocket Picker

6/ Is That a Gun in Your Pocket 6a+ *

SDS. A bizarre move to gain the pockets then subtle moves or a leap.

Ilkley-Addingham High Moor

7/ Gotta Pick a Pocket or Two 6a *

Low step-on to two pockets and reach for a high side pull up right then the top.

8/ The Sidings 6a

SDS on low holds/sidepull. Heave and heel hook.

9/ Pocket Promenade 7a/+ ***

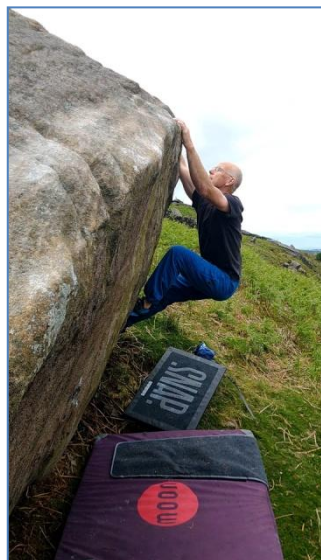
A super traverse with hard moves between semi-rests. SDS. Subtle moves around the first arêtes then reachy pocket pulling with steps and hooks on the underlying blocks to finish up Pocket Money. Moving into The Sidings is an extension project. *Paul Clarke.*

10/ Top Pocket 6b **

From the far left traverse the sloping top of the block. Quite pumpy. *Paul Clarke.*

Pair Blocks

Down below is a pair of blocks with an obvious and quite long lip traverse that provides a fun exercise with three distinct sections



Two of a Kind



1/ Two of a Kind 6b+ **

SDS at obvious holds and traverse the lip of both blocks to the far right.

Ilkley-Addingham High Moor

Piper's Crag

Climbs - 20

Altitude 315m

Faces East, West and North

Other condition info:

A great and quite big block with two faces plus a challenging jutting prow makes this a fine spot. Some of the 'problems' are pretty high and so bring your a route head or a big pile of mats. FAs by John Hunt and/or Malcolm Towsley unless stated otherwise.

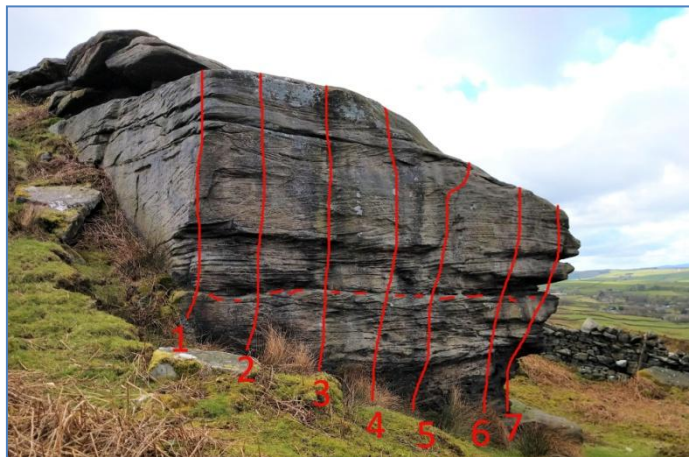
Parking and approach info:

A couple of approaches are possible – around 20 min. **See Map.**

B/Hebers Ghyll Dive – Ilkley The crag is obvious as you walk along Millenium Way, past the next wall after Pocket Blocks (see approach). It is just by the next wall.

D/Keighley Road – Ilkley Along Millenium Way and join the above approach.

Left Wall



1/ Arête f3+ *

You can us both sides

2/ Wall Just

Right f4 *

As it says.

3/ Bring a Brush

5

Centre of the wall. Easy until the top

4/ Between the Green Streaks 5 *

As it says and passing the crescent.

5/ Pinch 6A *

The shallow flakes going right at the top.

6/ Lunge 5 *

Just left of the arête but don't use it.

7/ Piper's Arête f4 **

The arête on its left side.

8/ Easy Traverse 3+

In either direction.

Ilkley-Addingham High Moor

Right Wall

9/ Church Parade 5

Traverse the obvious break to finish as for Piper's Arête

10/ The Amphibian / Bogey Arête 5 (HVS 5b) **

Direct with a tricky move to get established on the nose; short and safe if cams are used.

11/ Champions

Eliminate f6C+ *

A blinkered eliminate version of Champions Once Moor which eschews the break on the right. From the obvious sloping dish, use a tiny hidden crimp in the wall above to reach the top break direct. *Will Hunt*

12/ Champions Once Moor 6b (E2 6a) **

Link the slopers passing the end of the break - straight up the centre of the wall. High but the landing is decent.

13/ The Amphibian Sleeps 5+ *

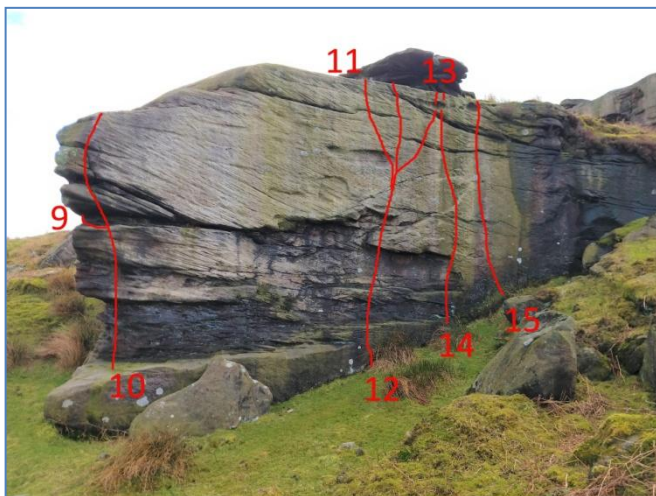
Trending rightwards from the big sloper

14/ The Legion 6a (E2 5c) **

A direct line past the overlap to the left hand dish. Using the central small flat hold to gain the next break is the crux.

15/ Gallant Men E1 5b *

Pull up from the "eyes" to the same flat hold. Finish via the right dish. Nasty landing

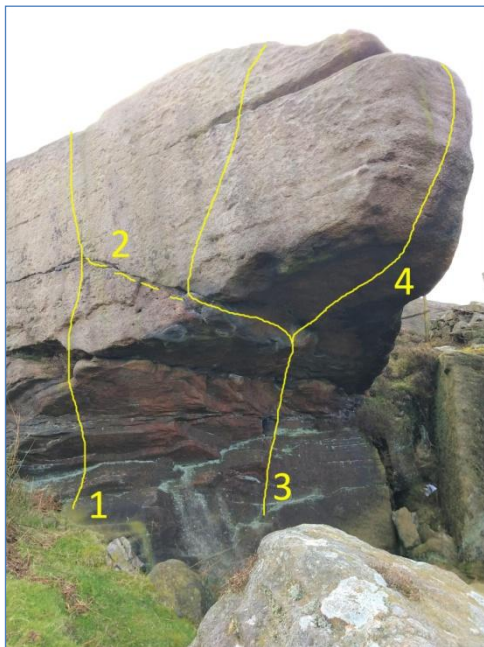


John Hunt Is Champion Once Moor

Ilkley-Addingham High Moor

The Shepherd's Refuge

The rather obvious jutting prow.



1/ Popper 5+ *

SDS and pop up the little wall

2/ No Harder f5+

Start from the back of the cave and finish as for Popper.

3/ Asylum Left 7A+ **

Again starts at the back of the cave before gaining the obvious flake in the middle of the roof. Emerge left to an obvious pocket before finishing with a tough move to the break.

Tom Peckitt 2011.

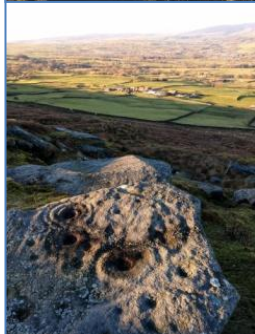
4/ Asylum f7B+/c ***

Clamp along the underside of hanging nose direct from the back of the cave using slopers and heel hooks to a big throw to finish. A really superb problem and the hardest one here.

Tom Peckitt 2011.

Ilkley-Addingham High Moor

Impossible Wall



Just above, near the path, is a fine example of Cup and Ring carvings.

Parking and approach info:

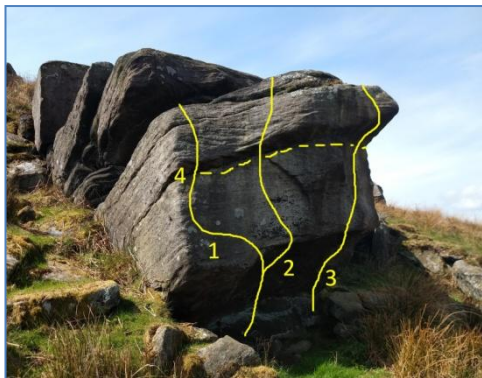
B/Hebers Ghyll Dive – Ilkley

Cross the wall at Piper's Crag and continue to the next one. Cross this and 20m ,onwards, go down to the right to find this wonderfully sculptured example of rock art. Not the

worst example of chipping on the moor! 25min.

D/Keighley Road – Ilkley Along Millennium Way and join the above approach.

From the Cup and Ring marked rock **Impossible Wall** is down and left (facing outwards) whilst the **Possible Block** is directly below and at a lower level. Above Possible Block is nice slab that provides warm-up opportunities.



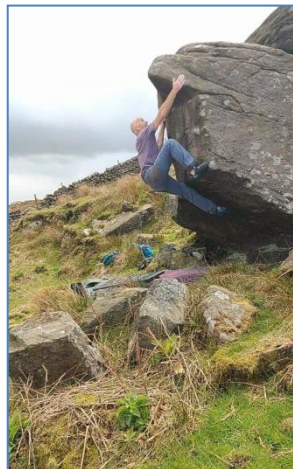
Climbs - 15

Altitude 320m

Faces North

Other condition info:

A long low block set just below the moor edge. Potential for some short but **very** hard problems on the main block so bring your best send head. Seepage is a problem in winter. A couple of other blocks provide easier but worthwhile challenges. FRAs by Paul Clarke.



Possible Realms

Possible Block

1/ Submission Possible 6b+/c *

SDS LH arête RH Crimp. Reach the break then up.

2/ Possibilities 6b+/c *

SDS at crimps on the lip. Reach the break, then another, and then the top.

3/ Possible Realms 6c/+ **

SDS using previous crimp and another on the arête. Pull and rock to glory.

Ilkley-Addingham High Moor

4/ Possible Ways 6b *

Traverse the break and finish as for Realms.

5/ Possible Worlds 6c *

SDS LH on arête crimp, RH poor crimp. Follow crimps just left and right of the arête.

5a/ Possibly Right 6b+

(not on topo).

From the same starting holds gain a tiny slot and obvious foothold at right end of the roof to rock rightwards. Step left to finish.



6/ Possibly Easy 3 *

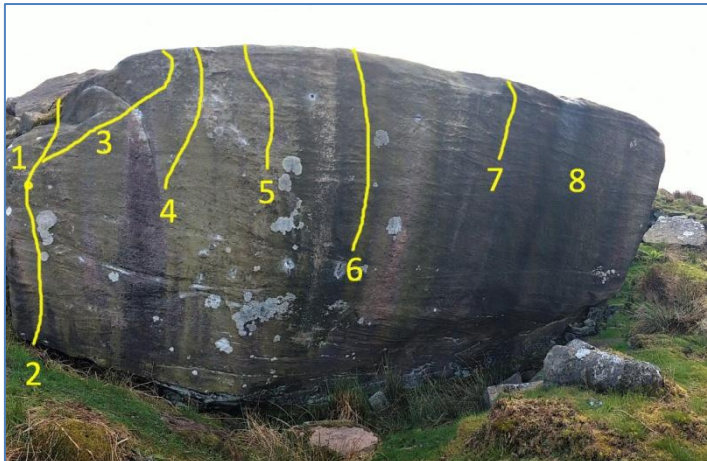
Climb a line of breaks rightwards.



Possible Worlds

Ilkley-Addingham High Moor

Impossible Wall



The wall is long and impossibly smooth on the overhanging central section. Possibilities exist but only for those with strong fingers and impeccable footwork. The keen eyed will notice that there has been chipping way back in the past –

presumably to create a shelter. They offer a little help to the climber. Needs dry conditions but has some interesting challenges.

The first features are a scoop above a short arête.

1/ Step Up 3

Pull into and pass the scoop using the good hold found in it.

2/ Pull Up 5+

A SDS to Step Up using aside-pull around the arête. Make a move to reach the scoop and up.

3/ Grey Zone 6a/+

SDS as for Pull Up then use the edge of the scoop and the ripples to reach the top just above the ripples. Step up and use LH side hold to gain the top. The direct SDS from the obvious crimp is a project.

4/ Triple Effect 6c+ *

Low. LH in the thin crack, RH in chip to gain the ripples. A SDS using the low edge is a project.

5/ Monolithic 7a/+ *

From the lowest ripples pull on and gain the mono then use precise footwork to a sloping finish. The SDS from the chips is a project.

6/ X Project The Quest

Use LH on RH chip to gain a slim slot and the mono.

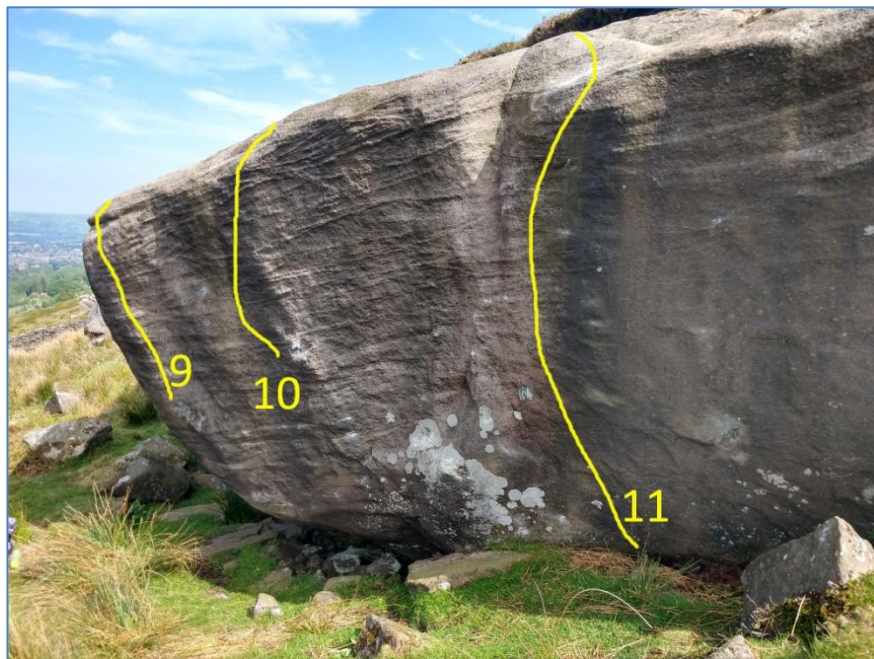
7/ Impossible Dream/Project/6c

The centre of the vaguely rippled bulging wall. Pretty hard from standing. From the block use pebble and jump for the good hold and begin the struggle to top out. Only the strong and talented need apply for the SDS from ripple holds to use the pebble lozenges to gain the jug!

8/ Impossible Project 2

The even harder RH side of the wall

Ilkley-Addingham High Moor



9/ X 6c - 7b *

Very height dependent. Using RH in obvious side-pull chip undercut, jump, pop or reach (depending on your height) to slopers just below the top and then a trying finish.

10/ Tweak Performance 6c+ *

The vague rib feature. LH on pebble nipple, RH undercut side-pull chip. Step on and reach a sloper/ crimp. Pull up rightwards to effect a graceful (maybe) finish

11/ Redemption 7a ***

A short but fine feature. SDS. Using side-pulls, slap for the red flake and then the sloping top. Toe up the pebbles and use good holds above to haul over the top.

12 Squall 5

Short wall to right. The SDS is a project and needs cleaning.

Will Hunt

Ilkley-Addingham High Moor

The Anvil

Climbs – 8

Altitude 320m

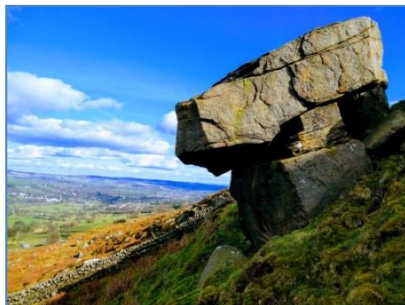
Faces North, East and West

Other condition info:

A pair of blocks set on a rather steep hillside.

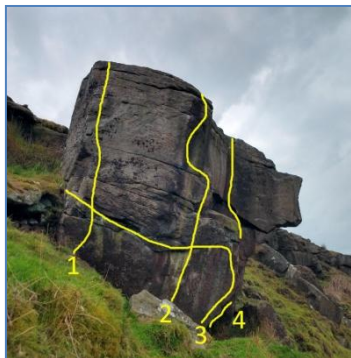
The rock is generally good. Exploration is ongoing as there has been some brushing and some holds chalked. Details would be welcome.

Recorded problems by Paul Clarke.



Parking and approach info:

B/Hebers Ghyll Dive – Ilkley Continue along the Millennium Way beyond Piper's Crag. Go through the gate and enter the Noon Stone section, the blocks will be found down the hillside. 30min.



Left Side

1/ The Dwarf 4

Left side of the east facing wall using left arête. Dodgy landing.

2/ The Blacksmith 6b+ **

Left arête on its right-hand side.

3/ Road Runner 6b+

SDS. Short bulging arête to ledge and leftwards traverse.

It is possible to pull onto the ledge and go up the wall above but the finish is dirty.



4/ Pritchel 4+

Crack and corner. A RH finish is possible too.

1/ Around the Horn 6c *

SDS on block. Climb the short arête to the ledge. Use a heel hook to reach crimps on the lip of the roof and another to assist the pull past more crimps.

2/ The Anvil 6b *

SDS. Climb the short arête, hand-traverse the ledge and pull upwards using the undercut edge to step

up and onwards.

3/ Step 3 *

The obvious line of holds. A SDS is possible but adds little.

4/ Hardie Hole 6a *

SDS and tackle the uphill overhang.

Ilkley-Addingham High Moor

Noon Stone Jumble

Climbs – 40(ish)

Altitude 320m

Faces Mostly North but other directions too

Other condition info: The area comprises a set of blocks and walls that are set just below the moor edge before the Noon Stone (a giant block set beside the path and which also provides a few low sitter problems and a traverse on good rock). Developed some time ago by Jerry Peel and Mark Radtke but not recorded – because they still had projects to try! Others have been added recently by Paul Clarke who cleaned and documented the following:

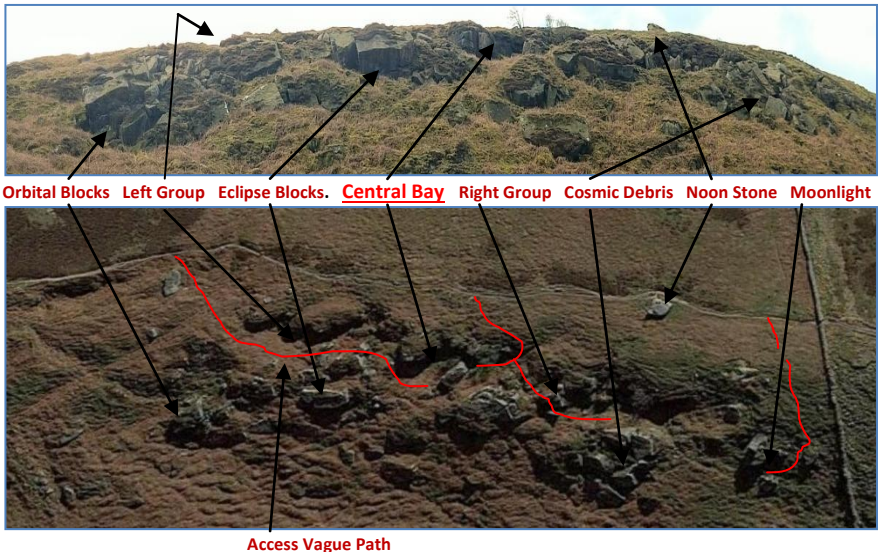
Parking and approach info:

B/Hebers Ghyll Dive – Ilkley Continue along the Millennium Way beyond Piper's Crag until, as you approach the Noon Stone, a couple of trees will be seen on the moor edge. The Central Bay is just below the trees. The Left Group can be approached directly a little before by a faint path starting by a cairn on a big flat block - 30min. Other sectors can be approached from just past the Noon Stone **A/Slade Farm on Moorside Lane** Park on the bend and follow the path up to Windgate Nick Millenium Cairn. Continue along Millenium Way for about 1km until the Noon Stone is reached then as for above.

The area is quite complex on first acquaintance being set at various levels - so rather than the usual left to right descriptions it seems better to begin at the large **Central Bay**.

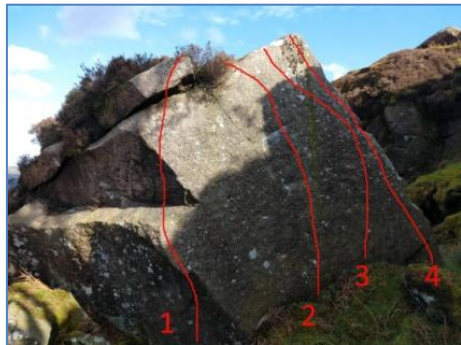
Central Bay

As previously mentioned this is below the trees and has a large, freestanding, clean block with a slabby east face set in the centre – the **Lunar Boulder**. The surrounding **Lunar Bay and Crater Rim Walls** look to have been quarried but it may be that this is simply due to a landslide formation and the very compact nature of the lower band.



Ilkley-Addingham High Moor

Lunar Boulder



Starting at the back/moor face are a couple of problems that may or may not be height dependent.

1/ Giant Steps 6b

SDS. Pull, rock, mantle – effect a landing on the glacis any way you can. Stand is 5ish.

2/ Walking on the Moon 6b+ *

Step up using the crystal crease and either step again or leap before gravity takes hold.

3/ Take Off 6b

Using the small pocket by the arête step and leap.

4/ Callisto 3+

The arête on its left side.

5/ Charon 2 *

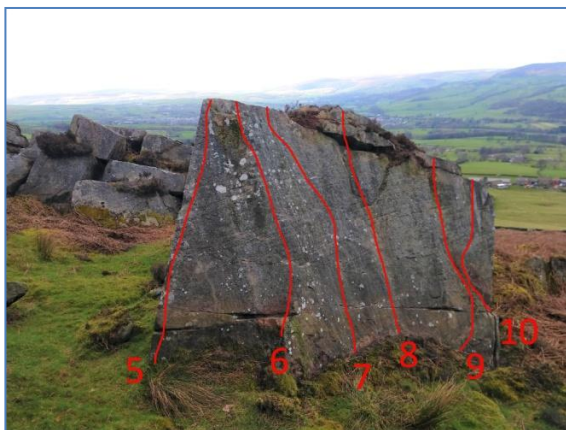
Arête on its right side

6/ Oberon 3 *

The vague rib feature

7/ Triton 4+ *

The strict slab just right.



8/ Europa 3+

Mantle into the little groove.

9/ Io 3+

Stepping up off the ramp.

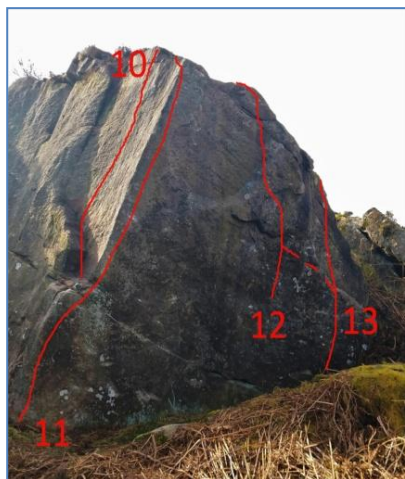
10/ Charon 4+

From around the arête step onto the ramp and pull rightwards towards the arête.



Dave Turnbull on Tranquillity

Ilkley-Addingham High Moor



11/ Armstrong 6b **

SDS using the flake around the left side and climb the right side of the fine arête feeling the pinch. The stand is also good at 6a.

12/ Tranquillity 6b **

LH side-crimp, RH crimp. Step up (no French start) to slap for the opposing side-pulls then pull left to reach better holds and a stiff finish. A SDS coming in from the next problem to gain the crimps adds a couple of grades but feels contrived.

13/ The Eagle Has Landed 5

SDS. Pull up the edges. Can be continued along the top.

Crater Rim Left

Going around the bay and starting to the left the first feature is a small slab on a cleaned block by the left entrance – **Smooth Entry**.



Armstrong

1/ Smooth Entry 6a

Step on and up the middle – no jumping.

2/ Smooth Entry Sitter 6c+/7a

SDS Pull on using the nothing crimps.

Ilkley-Addingham High Moor

Crater Rim Wall

The left side of the bay has problems on smooth grit and highball/route extension opportunities on more usual rough grit.

1/ Metius 6b+/c

SDS at obvious big flat hold. Rock on and use sidepull and crimp to gain the ledge.

2/ Moretus 6b+/c (E3 6a)*

The bold extension with a standing or sitting start.

3/ Maginus 4

Pull up to the ledge from obvious holds.



Dave Turnbull – Meteoric Impact

4/ Fly Me to the Moon 6a (E2 5c) * Layback the left edge of the obvious pinnacle.

5/ Ocean of Storms Start 7a *

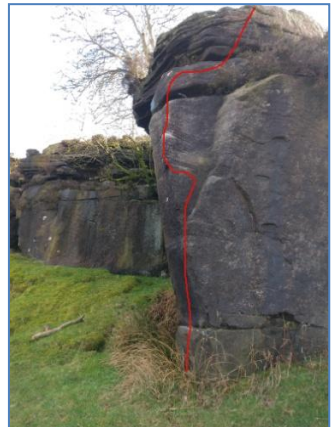
The smooth rib to a hold on the right and throw for the ledge

6/ Ocean of Storms 7a (E5 6c) ***

From the previous start. Undercut the break and make a high step and reach for a good edge up right. Holds and a good edge in the short corner gain the top (take care not to fall into the crevasse behind. Using the blocks to start is an easier option.

7/ Alternative Start 6c (E4 6b) **

An easier way to the mid-height break



Crater Rim Centre

At the back of the bay is a fine rib at the right side of a smooth wall.

Meteoric Impact 5+ **

Climb the rib and groove feature to reach the breaks then follow them slightly rightwards.

Ilkley-Addingham High Moor

Left Group

To the **left** of the central bay and stretching down the hillside are a sporadic edge and various layers of blocks. Just left of the Central Bay is an attractive looking wall forming part of the edge - **Clanger**.



Clanger 6b+ *

From poor crimps gain the sloper and side-pull. Climb edges to the break and tackle the final jutting block, either direct or stepping left.

Soup Dragon

Just below here and facing Clanger is a block forming a slot from which escapes the next wee challenge:



Suffers from bracken in the summer months.

1/ Soup Dragon 6c *

SDS at obvious side-pull and follow the edge to reach the jug on the lip. Further guppy/edge action gains better hold and a haul to finish. A thin mat helps to avoid back cheating.

2/ Iron Chicken 3+ *

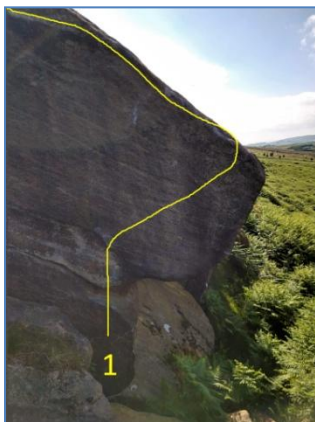
SDS at obvious hold and keep right of the thin crack.



Below here are a number of major blocks that present overhanging faces to the valley (see **topo pic on intro page**).

They can be approached by scrambling straight down below the **Left Group** or by returning to the **Central Bay** and descending rightwards (facing out). The bottom and leftmost block is the **Orbital Block**, a jumble with a prominent jutting prow on its left side.

Ilkley-Addingham High Moor



Orbital Blocks

1/ Orbital Progression 6b+ *

The prow on its left side using undercuts and the arête to reach the rising edge. Step left and either execute a gut wrenching roll onto the slab or follow the edge leftwards above blocks (mat well and/or have a catcher to move them) to eventually rock onto the slab. Feels a bit like a route.

There may be other possibilities hereabouts but they would need a lot of cleaning

Balistic Block

Up to the right from here is an overhanging and rising traverse block set into the hillside amongst vegetation

1/ Balistic 6c+/7a *

SDS hanging the obvious long hold. Traverse the lip holds until a couple of ballistic moves gain the arête and a step onto the slab. Take care with the



underlying blocks at the end. Use of the underlying foot-block takes a full grade off.



Eclipse Blocks

Slightly higher and to the right are two big blocks that form an open book corner and provide a number of fun problems and the potential for something really substantial.

1/ In the Shadow 6a+ *

SDS on obvious flat hold. Go up and then left to stand on it and gain the slab.

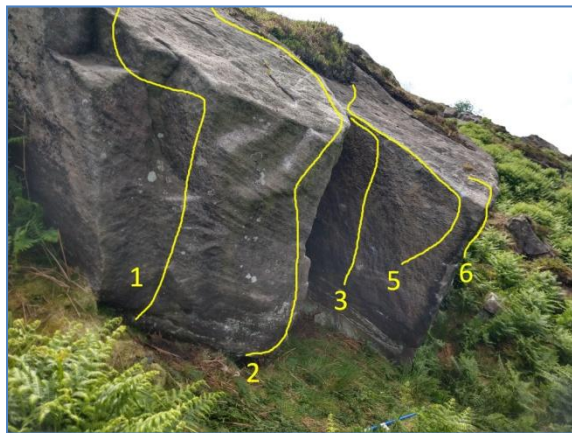
2/ Darkness at the Break of Noon 6bc **

A bit height dependant. SDS LH in very low hidden big pocket. RH hold/side-hold on arête. Reach the lip and follow it rightwards to good finishing holds near the corner crack

3/ Go Between 5+? ***

Bridge and push the gap inside the open-book to reach the right edge. Reach back and use the finishing holds of the last problem.

Ilkley-Addingham High Moor



4/ Deep, Dark and Devious 5 ?? *

Jam, smear and bridge the rather green corner crack to the common finish. Refresh your trad .

5/ Roemer's Hypothesis 6c *

Low start – full SDS needed. LH side-hold, RH chip on the arête. Step on and reach the lip. Hold the swing and follow it leftwards to rock on close to the corner. The French start is cheating and easier but fun. Mat the start well.

6/ L'eclipse – Currently in need of a clean
Use the arête chip to reach the lip and grovel/mantle over the top. Needs a better brushing. A SDS may also be possible.

Project

To the right is a leaning wall with a standout line just waiting for someone with the necessary skill. strength or bounciness.

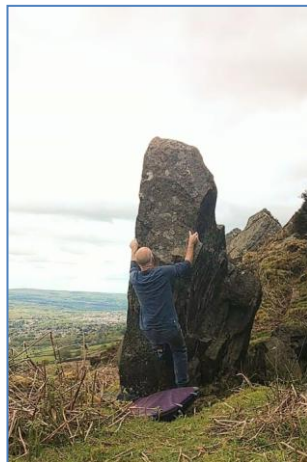
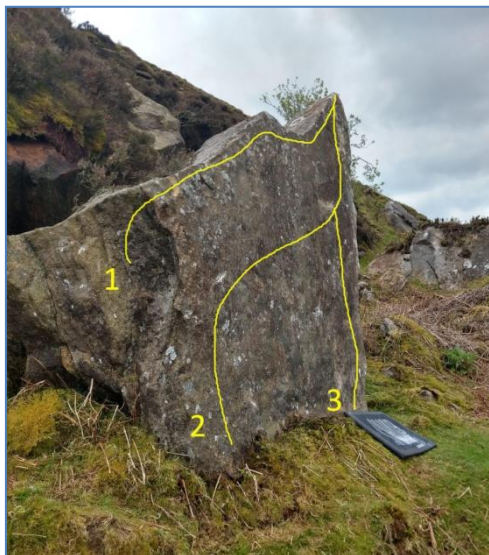


Ilkley-Addingham High Moor

Right Group

Going right from the upper part of the Central Bay there are a number of short overhanging blocks that need a trim. Standing alone is a small, tombstone-like block embedded in the ground. The left side is a slab. This is:

The Asteroid



Space Odyssey

1/ Lip Trip 3+

Follow the lip

2/ Scrape the Atmosphere 4+

SDS at low crimp. R to arête then up.

3/ Space and Time 6b/+ *

SDS – LH thumb sprag RH arête.
Pull/smear/balance.

4/ Space Odyssey 6a *

The narrow face around to the right. SDS. Hug the arêtes and up. A Font 5 version uses the holds around to the right. The stand is 4.

The semi-cleaned arête behind is a project.

Ilkley-Addingham High Moor

Cosmic Debris

Below here is fallen jumble of giant blocks, most of which have slabby faces. The rock is of variable quality but there are a few good problems. There are options on the small uphill slabs but the main event is down below.

Cosmos Slab

The main slab has 3 problems cleaned and climbed by persons unknown. The rock is fragile.

1/ Left 3+

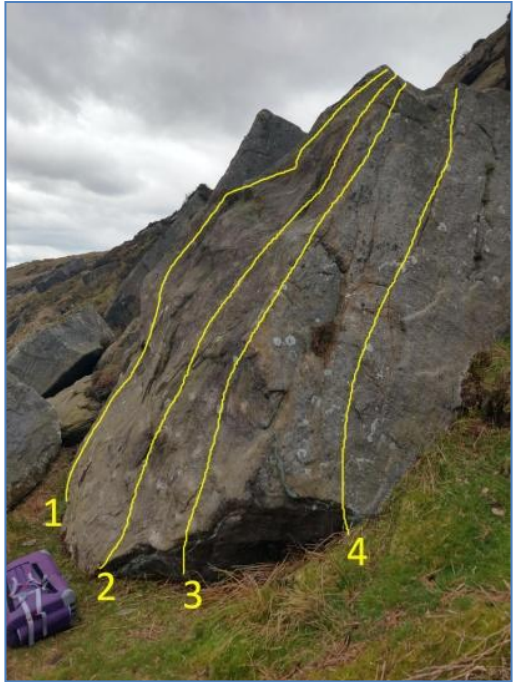
2/ Centre 3+

3/ Right 3+

The slab to the right has better rock and gives a pleasant excursion.

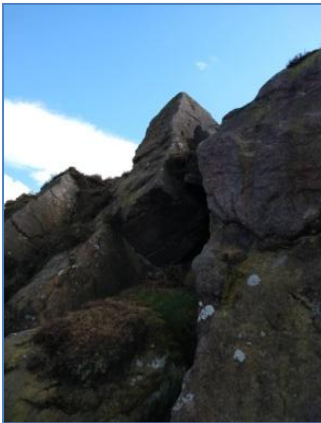
4/ Cosmos Right 3+ *

Follow the slab rightwards using the crack and small edges.



Comet

To the left, starting in a recess is a rising rib that is in need of a clean.



Comet Project

SDS. Avoiding the block to the left pull over and onto the slab. Follow the rib with increasing height.

A number of possibilities exist on the numerous slabs hereabouts though they will need a good brushing and the rock is a little fragile.

Ilkley-Addingham High Moor

Moonlight Blocks

On the hillside to the right is an attractive and isolated block composed of very good grit. There is a slab below it and another small bulging block to its right. A couple of mats are useful due to the rising nature of the ground/blocks below.

Moonlight

The left side is a steep wall is steep. There is a possible project up the undercuts on the very left side but is close to the blocks.

1/ Bad Moon Rising 6b+/c *

RH in undercut, step up and make a big move/leap for a good long edge. Pull left then back right to finish at the Full Moon hold.

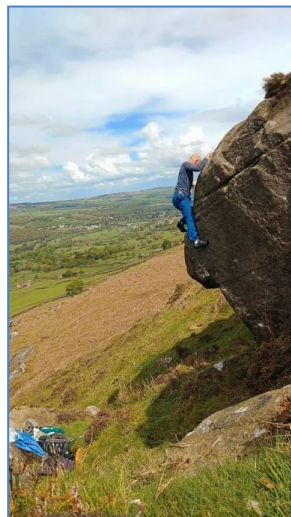
2/ Full Moon and Empty Arms 6c+ **

SDS at good tiered edges and arête. Pull across to big side-pull then crimp steeply to better finishing holds.

3/ Crescent Moon 6c+/7a ***

SDS as for Full Moon then use the smaller side hold to reach the upper part of the arête where a high rock-over or strong arms gains the top and good finishing holds.

The front of the block, direct to the obvious shelf, has a few holds so you never know ;)



Out in the Moonlight



Ilkley-Addingham High Moor

4/ Out in the Moonlight 6c ***

Block on right is out. Start left of the arête rocking around to crimp up the wall to reach pebbly holds in the break. Step up to a good hold and then step left around the corner to stand on the shelf. The finish is high but steady.

5/ All But the Brightest Stars 6b *

From low left step onto low footholds then use poor RH edges to reach a wonderful crystal embedded hold. Finish direct past a good boss.

It is possible to step from high grassy ledges to access the upper part of the last problem. It is also possible to continue left to join the finish of Out in the Moonlight.

Directly below is an attractive slab The rock is a bit scrittly but the climbing is good and the problems will clean with further ascents.

Moonlight Slab



1/ Edgy 3+

The left edge stepping off the block to start.

2/ Brightness 6b *

SDS RH obvious hold, LH low arête. Pull onto the slab using a good side pull near the arête. Climb the centre of the slab. The stand is a full grade easier.

3/ Reflection 6b+ *

Right of the downward point climb onto the slab and go up its right side using a couple of side-pulls. This is above a slightly dodgy landing (no edge).

The SDS is a project for a cool day.

Over to the right a bulging block should give a low problem.

Ilkley-Addingham High Moor

Addingham Moorside

A long set of natural buttresses, blocks and quarried walls. There are some quality problems and you are unlikely to encounter a crowd.

Climbs - Lots

Altitude 350 - 370m

Faces Mostly North but other directions too

Other condition info:

Due to the north facing aspect some of the problems become rather green and may need a brush. Some are also rather high so take care!

Parking and approach info:

The following areas are all best approached from **A/Slade on Moorside Lane**. Park on the bend. Go through the gate and following the path up besides the walls to open ground.

From here a major path goes almost directly to the moor and a good point of reference is the bench and memorial that are just over the wall from White Crag Plantation. 200m east is the large Millennium Cairn that marks the point where the Millennium/Dales High Way climbs up through the quarries.

When the bracken is low the main areas are most easily approached by either; **A)** taking one of the faint paths by or a short distance above the wall that climbs diagonally to join the natural buttresses at the left end of the area. Best to go higher if the bracken is up.

Or **B)** a path that heads towards the right end of the crags and crosses open ground (marked on the OS map as Gritstone Lumps) and joins the Millennium/Dales High Way that can be followed up to the quarries

Another wall limits access to the very left-hand buttresses and they may best be approached by going along the **A)** wall approach then climbing to the Millennium Way by **Hugh Teal Hall Buttress** to cross the wall at the gate. If the bracken is high go above the buttresses and drop in.

Ilkley-Addingham High Moor

Fireman's Buttress

Climbs - 6

Altitude 350m

Faces Mostly North

Other condition info:

A pair of tallish blocks that stand, relatively, alone. Developed by Malcolm Townsley. The climbs are worth more stars if clean and require a couple of mats to make them boulder problems.

Parking and approach info:

A/Slade on Moorside Lane Park on the bend and follow the path up to Millennium Cairn. Continue along Millenium Way, cross the diagonal wall, go forward around 100m and drop down northwards. Alternatively, Go up by Teal Hall Buttress to join the Millennium Way.



1/ Fireman's Ladder 6a *

Right side of left arête of block with positive finishing holds.

2/ Fireman's Helmet 6a+ (HVS 5c) *

Left side of the prominent blunt grooved arête in the centre of the block starting from the lowest point on the buttress. Make good tricky moves to break then move slightly left and follow incuts up wall just left of arête to a sometimes green and sandy rounded finish (easyish to clean when dry). Easier start up wall 1m left reduces grade to F4+ (UK5a).

3/ A Darker Sky 6a+ (E1 5c) *

Bridge groove using crack in back and right edge to break (UK5c) move left and rock out wall above using key hold to left on blunt arête (UK5b) and finish over rounded bulges on positive holds.

4/ A Darker Sky 1939 Variation 6b (E2 5c) *

A Darker Sky to break (UK5c) move slightly right and then follow blunt rib above the right edge of the groove without using the right hand hold in 2nd break on Grounded, positive holds with long reaches and key undercut at 2nd break (UK5c+), to rounded but good finishing holds. Crux is high (above 2nd break) and line is quite sustained.

5/ Grounded 5

Wall to right of the groove of A Darker Sky to long reach above 2nd break (dynamic if short, easier if tall). Reasonable but rounded finishing holds.

6/ 14 Day Quarantine 6a

To the right of the main block is a narrower buttress bounded by two chimneys. The impending well featured and strenuous wall up the centre has a health warning. Rounded, gritty and insecure above second break, with hardest move right at top. Escaping R around arête at nobbily nose is a better alternative at F4+.

Ilkley-Addingham High Moor

Windgate Nick East

First Buttress

Climbs - 2

Altitude 350m

Faces North

Other condition info:

A big (route) buttresses and some interesting blocks. The problems become green in winter but, when clean or after cleaning them yourself, are worth seeking out.

Parking and approach info:

A/Slade on Moorside Lane As for Fireman's Buttress but drop down just after the wall.

1/ Ariadnes' Thread 6c+/7a (E5/6 6b) ***

A route/ultra highball problem requiring a bold approach. A number of mats and a catcher to keep you on the ledge are a very good idea. Climb the wall and blunt right arête using a variety of holds forming a physical maze to a point below the break– but can you reach it? Lanky folk may reach the break from the good foothold but most wont.

Mark Radtke 2000

2/ Project

To the right is a square unclimbed ?? arête. It will be hard.

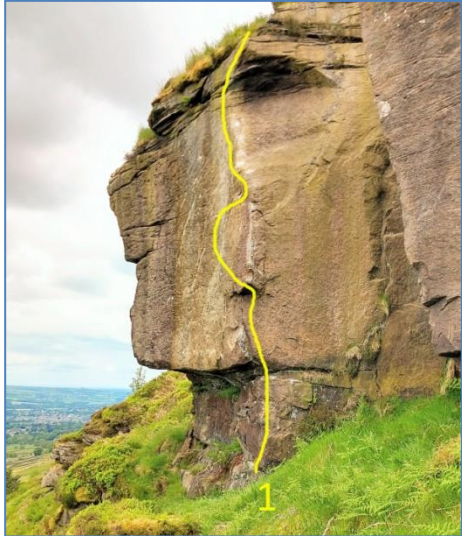
3/ Project

The right side and wall of the same block

Lip Problem 5

50m down the hillside are a couple of boulders with problems.....

The lip of the slabby boulder is the best.



The following areas are all approached along the wall path until just below them.

Ilkley-Addingham High Moor

Red Alpha Buttress.

Climbs - 1

Altitude 350m

Faces Mostly North

Other condition info:

A tall block

Parking and approach info:

A/Slade on Moorside Lane The faint path by the diagonal wall to a wire fence at its end. Duck under this with care to cause no damage.

1/ Breaking Ground 7a *

The wall above a ledge on the left side of the buttress using a flake and ramp (left of Nifty Fifty – the E4 line going up right to gain a hole near the arête).

Dave Sutcliffe .



The super looking arête is **Red Alpha E6 6c** and moves around left at the top to gain the aforementioned hole but can it be done as a mega highball?

To the right and before the wire is a **Plaudit Buttress** that has 3 routes that could potentially be bouldered with a mat stack.

American Love Block

Back and just before the wire is the first problem located on the obvious block

1/ American Love 6c *

The hanging arête lends itself to good balance and footwork.

Luke Porter

Swing Low 6a+

To the left of the main buttress across a narrow grassy gully is a short compact wall with a heathery top. The problem climbs the steep slab and scoop at its left side. Start from side-pull on the right, gain a sloper then scoop and rock into scoop using small incuts. Prone to seepage.

Malcolm Townsley



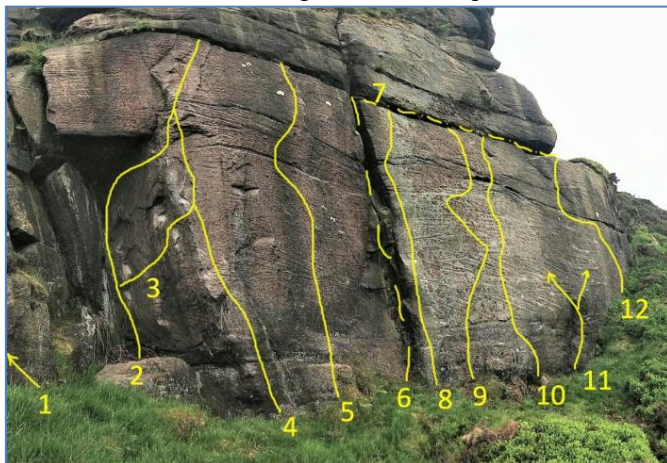
Ilkley-Addingham High Moor

Hugh Teal Hall Buttress

Back to the obvious buttress – the starts to routes but finishing at the break give good highball problems. Landings are generally grassy and flat so, with several mats, you could drop back down but it is fairly easy to traverse the break to the crack **Windgate Crack** on the right and descend it (maybe climb it first to get it sorted :) or go all the way along the break to escape into the upper quarry along **Wind and Wandering**.

1/ Rainbow 5 (not on topo)

The short arête left of the obvious niche is the start of the route to the first ledge. *Malcolm Townsley*



2/ Old Nick 6a+/b *

Bridge the niche then swing out right at a thin break and make a stimulating move to the main one. To the top is E2 6a but is very green. *Ken Wood*

3/ The Velvet Snuff Box 7c ***

From a SDS in the Old Nick niche, climb the wall and arête under the overlap. Move round the arête and up to the break to finish.

Dave Sutcliffe .

4/ Velvet Underground 6b ***

The direct, following layback features, on the two previous problems is very worthwhile. A SDS adds little.

5/ Tell Mick Ryan Now't 6c **

The red wall just right passing old chipped holds to the break. Escape on a very green E4 to the top.

Chris Sowden

6/ Windgate Crack 4 (HS 4a) *

The rather green crack is actually fun especially if combined with the following problem. *Ken Wood*

The steep slab to the right has been given a brush (June 2001) and is now clean though maybe best to take a quick look before launching out.

7/ Wind and Wandering 4+ (MVS 4a) **

Climb Windgate Crack and then follow the break rightwards to eventually mantle onto the ledge at the right end. Someone to move the mats is a good idea. *Paul Clarke*

8/ Windependence? 6a+

The rather green right rib of the crack moving right onto the wall at a break near the top and making a long move to the main break. Needs a better brushing.

Independence depends on not using the crack.

Ilkley-Addingham High Moor

9/Snowdrop (Direct) 6a/+ **

Use the thin ramp to reach a good pebble above and slightly right that help s gain a thin break. Step right to the big slot and use its undercut left end to reach the big break. *Ken Wood (HVS 5b in YG2)*

10/ Rear Window 6c/7a *

Use anything that comes to hand (but not the ramp) to get the previously mentioned pebble with left hand. The lanky will reach thin edges with ease and mock the grade. Shorter folk need to jump for them. Gain the big slot and a pocket above to reach the break (Snowdrop finish). *Paul Clarke*

11/ Working From Home 7b+ **

Use the recess and undercut to instigate moves using pebbles up the blank slab to reach the break and an undercut/side-pull to make a high step into the break and so reach the finishing ledge. Morpho and thin – very thin.

Sam Pratt 2021

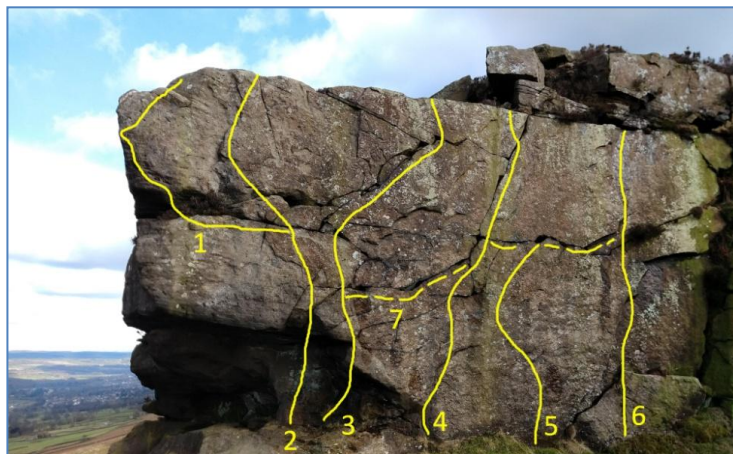
12/ Working From Home Variation 6b+ **

Gain the thin break easily from the grassy slope (or harder by a French start a bit lower). Follow it to the left and reach an undercut/side-pull to make a high step into the break and so reach the finishing ledge as for the parent problem.

Sam Pratt 2021

The Upper Quarry Left Wall

To the right and higher is a quarry. Descriptions on UKC -FRAs ?? The west facing wall has several problems.



1/ Ghost Protocol 6b (E2 6a) **

Start up the next problem but move across the break with feet on the lip to the nose (good friend runners if you are trad-ing). Reach a side-pull on the arête and step up to good finishing holds. More of a solo rather than a boulder problem unless you have multiple mats and catchers on the ledges below. FRA *Paul Clarke – but signs of earlier brushing.*

Ilkley-Addingham High Moor

2/ Ghostly Silhouette 6a+ (E1 6a) *

High. Follows the ghostly rusty outline of the crag that was removed by the quarrymen of old. At the left end of the wall is a prominent nose above a cave. Start at the right side of cave and use the natural crack just L of the big jugs to gain a prominent sloper and large angular hold above. Move left and gain the flake and top. Memorable and done on mainly natural holds with a high crux and moderate landing.

Nick Smith

3/ Quarry Left Crack 4+ (VS 5a) **

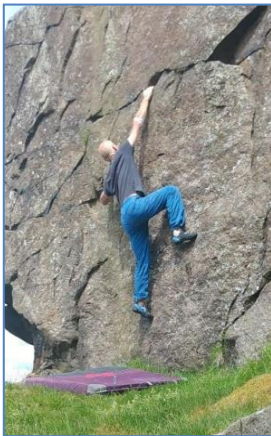
Start just R of Ghostly Silhouette and follow steep quarried diagonal crack on positive holds.

4/ Quarry Right Crack 5 (HVS 5b) **

Thinner RH diagonal crack 1.5m right of Quarry Left Crack starting from incut (often seeps) or higher hold to left. Pre 1980s

5/ Crescendo 6c *

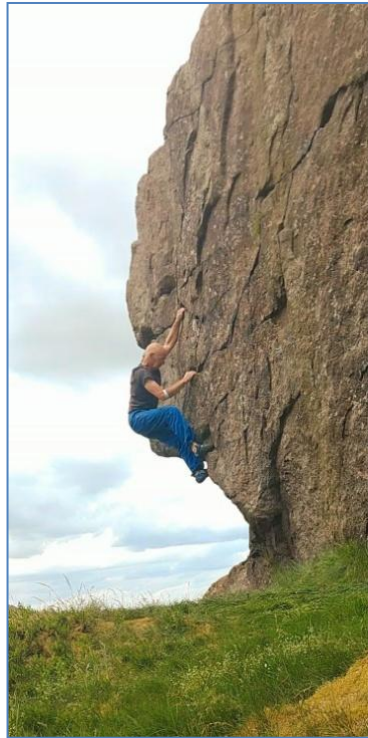
Low start. From obvious edge and LH side-pull work up to LH on obvious crescent (no holds left or above this). Rock and sprag right to reach the big hole.



Crescendo

8/ Sunny Wall 4+ *

To the right (just before the corner) is a clean wall with good edges



GhostlySilhouette PC

6/ Quarry Groove 5 (HVS 5b) *

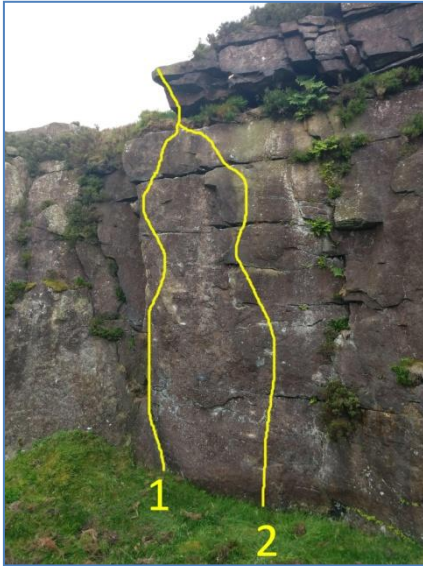
Start 2m right of Quarry Right Crack and climb the Nice R facing groove direct on hidden positive holds. Pre 1980s.

7/ Quarry Crack Traverse 5 (HVS 5b) *

Start at Quarry Left Crack and follow the horizontal (mostly) crack right to finish up Quarry Groove or continue right to finish up the higher wall at the right side of this wall (F4). Pre 1980s



Ilkley-Addingham High Moor



Upper Quarry Right Wall

Over to the right is a dark and rather dusty wall. Two problems are highball though the difficulties are at low to mid-height.

1/ Hook Arête 6a+ (E2 6a) *

High. The left arête using a foothold in the groove to get off the ground and reach an obvious side-pull, used to step right, making a high step to reach the first break. Reach the 'hook' on the arête then more easily up subsequent breaks and the hanging block to top-out.

2/ Crook Flake 6c (E3 6b) *

High. Fingery moves with poor footholds gain the hanging flake. Step high and follow the breaks- moving leftwards to join the shared finish.

A feature of the quarry (and the whole area) are the many tree fossils to be found preserved in the rock.

There are also many unfinished millstones, presumably abandoned as the industry closed.



The **Windgate Nick West Area** is well to the right and consist of 1) A good, freestanding isolated boulder near the foot of the path. 2) The moor edge quarried area above the path that climbs up to them. 3) To the right and again on the moor edge are some natural blocks and craglets. 4) Below these, on the slopes below, are some isolated blocks. Areas 3 & 4 combine well to make a circuit and are describes as such.

Ilkley-Addingham High Moor

Windgate Nick West



The area is gained by following the path that crosses to below the quarries from the entry point to the Open Access land on the approach shown on the map and crosses the 'Millstone Lumps' and then zig-zags up the Millennium/Dales High Way into the quarries.

Near where the Millstone Lumps path meets the

Millennium/Dales High Way and some 30m below the latter is a fine free-standing boulder. A few pads are useful.

Mop and Bucket Boulder

1/ Dusting 4

The left side-wall. From the shelf, step/mantel then upwards.

2/ Duster 6b+/c *

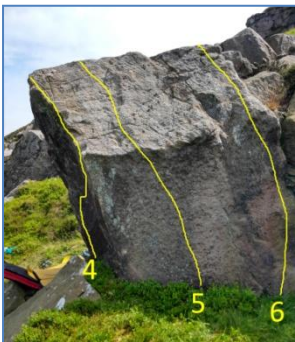
SDS below the arête and use small side holds to climb the arête.

3/ Mop 6c+ **

SDS at obvious flake/jug. Pull up to a pinch then climb the left arête on crimps to a mantle finish.

4/ And Bucket 6c *

Poor Landing. SDS at obvious flake/jug. Pull up and cross right to climb centre/right of the wall.

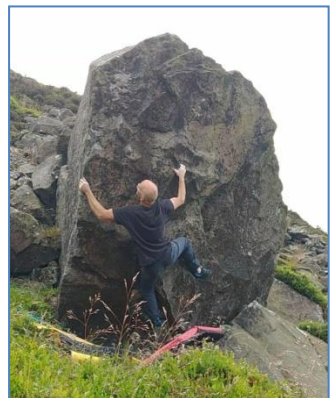
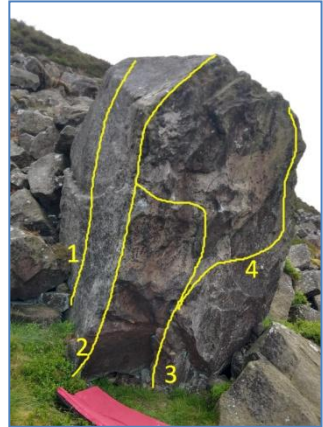


5/ Spring Clean 6b+ *

SDS LH On arête, RH side-pull Gain the lip and slab keeping left.

6/ New Broom 5+ *

SDS at side edge and follow it onto the slab.



Mop

This block combines well with **The Natural Circuit** (see below).

Ilkley-Addingham High Moor

The Quarries

Donald and Dylan Walls

From the boulder follow the path up to the quarry and an obvious wall with a prominent left arête.

1/ Summer of 18 6b **

Highball. A prominent arête across the grassy gully to the left of Dylan's Baby Face Arête. Climb the right side of the arête with hard moves above break. Pad out spike to right.

Malcolm Townsley



2/ Donald, Where's My Crash Pad? 6b (E1 6a) *

The left arête on its left side feels high. Several mats are a good idea.

Phillipe Osbourne

3/ Baby Face Arête 5+ (HVS 5b) *

Paul Harris

4/ Layaway Crack 5+ *

5/ Layback the Flakes 5

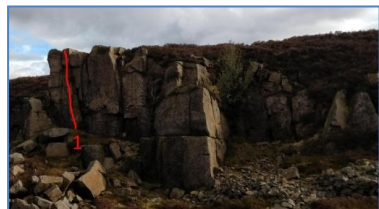
6/ Dynamic Moves 6a *

No bridging



7/ Groovy 3 The deep groove to the right.

The next area is about 50 m to the right:



Dirty Triplets

1/ Dirty Triplets 6a (E1 5c)

Triple cracks.

Quarry Arête

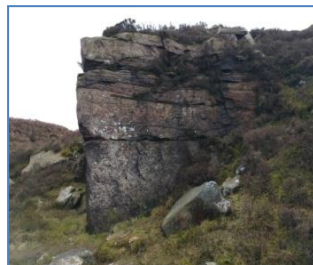
Quarry Arête

4+ *

About 100m

right, to the

right of the path running through the quarry, is a prominent arête. Climb the right side of the arête without the big holds to the right. The wall 1m right **Wall Right of Arête** is F3+.



Ilkley-Addingham High Moor

The Delph



In the quarry right of the path – going uphill A number of problems - John Hunt & Scott Walker.

1/ Delph Quest 6B+ *

A contorted and powerful leftward traverse of the lowest break. Start sat right of the central crack. Undercutting may help.

2/ Delph Quest High 6A+ *

SDS right of the central crack, which is climbed until a move left gains a triangular hold in the head wall. No top or crazy loose blocks at this grade

3/ Lost Delph Crack 4

SDS the crack to finish at good holds just right.



Scott Walker on Delph Quest.

4/ Lost Delph Wall 4+

The middle of the wall. Finish at the good holds

5/ Aelfer 6A+ *

The full traverse. Start at the good, high, flat hold. Go left and stay off the top and loose blocks.

6/ Aelfer Besitten 6B+

SDS then the full traverse

7/ Besitten 6B+

SDS and finish at the good holds in the middle.

Finally on the right of the bay:

8/ 'Oss Mounter f5+

Sit start on the shelf and swing a leg up to mount the arête

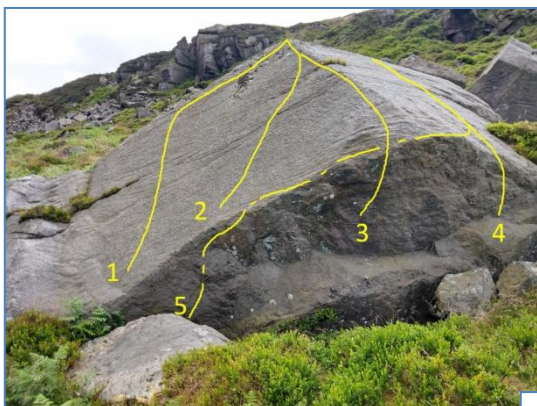
Ilkley-Addingham High Moor

The Natural Circuit

This comprises of the natural edge to the right of the quarries and the blocks below them. The circuit starts at the prominent **Pad Block** – an easy angled slab warm-up block and goes anti-clockwise, up to the edge and back down again.



Pad Block



1/ Pad 2 *

Pad the slab's left side then follow the edge.

2/ Smearly There 3+ *

Step onto the slab and friction up.

3/ Cresta 2+ *

The crest on good holds.

4/ Quite Rightly 2 *

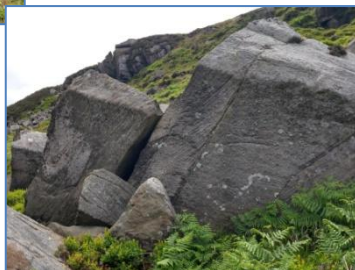
The right-hand slab

SDSs are possible but add little.

5/ The Day My Pad Went Mad 6a *

SDS on holds below the lip. Traverse the lip to finish up 3 or 4.

There are two blocks behind here – the arêtes provide minor sitter problems. 4-5ish.



Over to the right is **Edges** - a small block that provides a sitter problem:

1/ Edges 5 *

SDS on side holds Gain a crimp and then the top

The next problems are up on the edge.

Ilkley-Addingham High Moor

To Pad or Not to Pad

1/ To Pad or Not to Pad 5 *

High. The arête to a choice of finishes.
Phillipe Osborne

On the block to the right:

2/ Spot Me 6B *

Undercuts gain a small crimp on the left wall then up.
Phillipe Osborne

3/ Paddy 5

More undercuts to move right and up to a ledge.
Phillipe Osborne



Fintastic

Just to the left is a prominent groove and sharp edge. The problems could do with a brush.



1 2 3

1/ Fintastic 6A+ *

The arête taken on its left side.
Phillipe Osborne

1a/ Fintastic Sitter 6A+ *

A sitter version of Fintastic. Doesn't really feel any harder.
John Hunt

2/ Windfarmer 5

Right of Fintastic. The open groove and arête proves more challenging than it looks. Feels very "trad" despite the mats.
John Hunt

3/ Modern Britain f6A+

Right of Fintastic again. SDS in the pit. The wall and the scrubbed arête without the corner groove. *John Hunt*

Over to the left is a High jutting block:

Ilkley-Addingham High Moor

High Flying Block



1/ High Flying Abhorred 6b (E3 6a) *

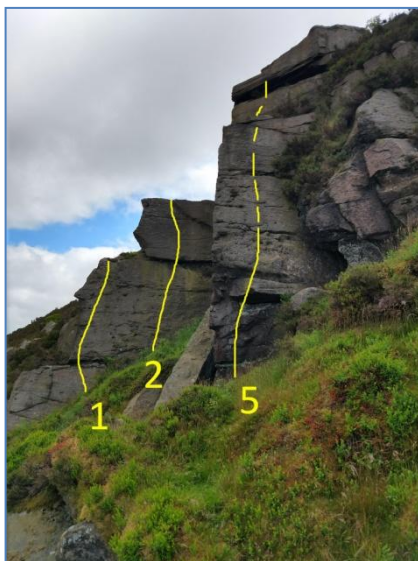
Highball. Probably better approached with rope and friends. But with lots of mat sa nd ctcher friends..... Best to brush first.

Phillipe Osborne

50 m to the left is a buttress forming a square corner.

Paul's Arete Blocks

To the left is a high wall.



1/ Warm Up Arête 3 *

Sit start. Climb the arête on the left of the slab. Pleasant.

2/ Mud Man 6a+

The greenish slab left of the right angle corner without the arête to left.

Malcolm Townsley



3/ I Hate Highballs 6b (E2 6a)

High. Fingey edges up the wall.

Phillipe Osborne

4/ Paul's Arête 5 (HVS 5a) **

Highball. The arête is good when clean. Pad well.

Phillipe Osborne

5/ Janine's Jive Sit 5+ (HVS 5b)

Sit start on low, good hold. Keep throwing until it is possible to step onto the slab. The route above is steady but high (optional at the bouldering grade).

JJ - Phillipe Osborne. Sit ercorded by John Hunt.

Ilkley-Addingham High Moor

Curry Block

Directly below is a free standing block.



1/ Educating Raita 3

The arête finishing around left or (harder) on the right.

2/ Good Morning Viet- Nan 4 *

The wall on side holds. A left-hand finish adds a grade.

3/ In a Pickle 4+ *

SDS the arête and use the big layaway edge. Finish stepping on left side.

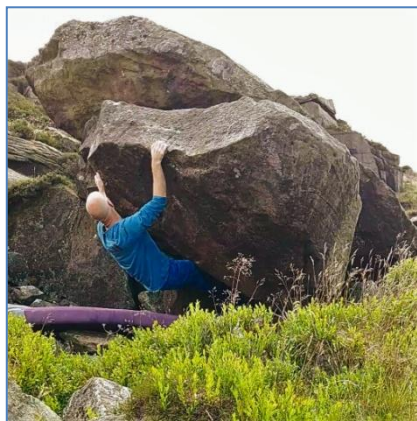
4/ Hello Dahling 6b *

SDS. Arête on its right side. A bit sharp.

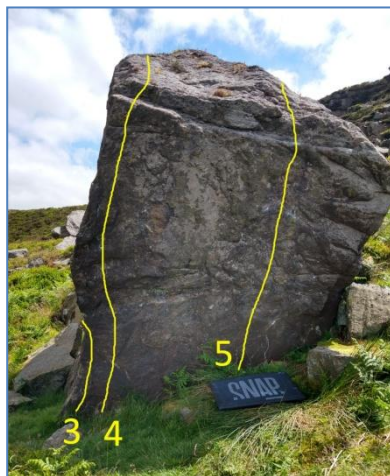
5/ Ghee Wizz 6b+

SDS at sharp pocket and edge. Fancy footwork or raw power gains the edge above.

Left and at a slightly higher level are a pile of blocks forming a cave.



Dragon Man



Dragon Man

1/ Dragon Man 6b+ **

SDS at fin in the cave. Gain the lip then the break. Heel hook up to the top. Plinth is out.



Ilkley-Addingham High Moor

Panorama Rocks, Ilkley

OS ref: SE 103 470

Different character to the majority of bouldering on the moorland are the boulders brooding in woodland on the fringe of Ilkley itself. Developed by local resident John Hunt some years ago the rocks have again become vegetated. The high Upper Rocks are the main attraction, but the “Under Crag” is also worth a look.

Conditions and aspect: North facing in one of Ilkley’s classic bluebell woods. The problems have been seldom visited since first done which means they will **need a re-clean** to get rid of woodland detritus so definitely bring a brush.

Parking and approach: Park **C/ Hollin Hall Drive - Ilkley** - Park just after Hollingwood. The easiest approach is to follow the path up beside the fence until the upper boulders are seen. If you get to Panorama Drive you’ve overshot. 5 min.

Access: In a wood owned by Bradford Council. Knock yourselves out – we’ve all paid the council tax! Please be considerate of walkers and the residents of Panorama Drive.

Upper Rocks



1 2 3 4 5/6 7 8 9

1/Hanging Cave 6a *

Sit start in the cave. Reach out for the big hold on the lip and swing wildly out to the arête. Pad the drop-zone carefully.

2/ Moss Arête 4

The left arête from a sitting start off positive crimps. Harder than it looks.

3/ Middle Wall 4 *

Straight up the middle from standing.

7/ Panorama Span Wall 6a+ *

4/ Riser 4+

A rising right to left traverse of the whole face. A bit nervous in the middle.

5/ Hobbit’s Revenge 6a

A difficult sit start to throw for the prominent ledge left of the arête. Gain the top of the initial arête and teeter onto it to top out.

6/ Hobbit’s Meaner Revenge 6b

Eliminate the ledge

Ilkley-Addingham High Moor

Makes full use of the whole wall! Hang the hold on the central arête and take the good side pull on the right. Pull right to the right arête. Take the central side pull under the overlap and go for the false top. Tackle the sloping upper wall using everything that comes to hand.

8/ Mello Bound 6a+ *

Climb the wall direct without the right arête.

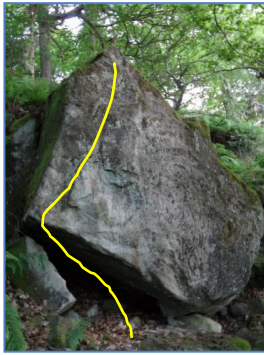
9/ Arête 6a *

Make a powerful move to step onto the arête. Follow it direct.

A very good looking highball arête (7a+) is described over the fence on private land.

The Under Crag

There are various boulders in the woods below down left of the upper rocks. Most are too little to warrant attention, but the following should amuse. The most obvious reference point is the huge leaning Whore Bag boulder with a clean grey lip. The first problems are left, up the hill from this. Just in front of a rhododendron brush there is an undercut boulder with a narrow landing area.



10



12

13

10/ Rushbrush 6b

Sit (almost lying) start. Pinch the left edge of the bottom of the boulder, take a hold on the face and heel or toe hook with your right. Try to get your left foot on and claw up the wall.

Just down the hill towards the big leaning block is the next little boulder.

11/ Jungle Wall 4 (not on topo)

Sit start avoiding the foot ledge and climb the wall using both lines of flakes.

12/ The Jungle is Neutral 4+

Sit start. Climb the creaky left flake to a longish chuck for the top.

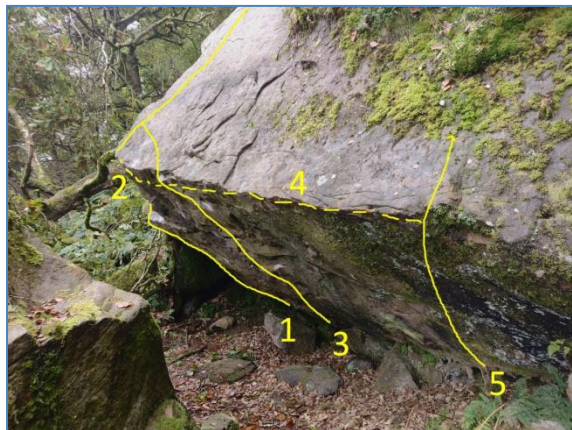
13/ Midge Attack 4+

Sit start off the funny pocket / jam. Move up via the big right flake.

Ilkley-Addingham High Moor

Whore Bag Boulder (AKA Aldo's Secret)

A fine big undercut boulder with some great problems, currently clean due to recent development. If you are coming directly here walk 100m up the path by the fence then go diagonally up leftwards (passing a prominent undercut boulder – Centre Line Boulder) to the block that lies just right of a huge fallen oak. We are unsure of the development details – please let us know if anything needs changing.



1/ Teenage Kicks 6c+ **

SDS at obvious sharp slot/pocket – foot wedge and holds at very back. Gain the lip and kick across right to reach the obvious jug. Pull up to the rib above and follow it, moving around right, to gain the ledge.

2/ Sleeping Satellite 7a/+ **

Use the start of the next problem to just below the lip then throw left for the jug. Finish as for Teenage Kicks. It is possible to miss out the jug with a monster throw for the edge left of the rib but ...

3/ Burger License 7b ***

SDS with right hand using a pocket and left hand right next to it on small pinch. Work your way up the side-pulls and slots, heel hooking onto the slab direct -without using the big jug.

Harry Con 2021

4/ Side Salad ??

From the twin pockets of Whore Bag traverse the lip leftwards to gain the hanging groove.

Presumably done though no ascent recorded?

5/ Whore Bag 5+

Sit start on two pockets. Throw for the edge on the left and grind up. - needs re-cleaning.



Burger License

Ilkley-Addingham High Moor

Move right to the next boulder with a clean face:



1

1/ Centre Line Font 5

Take the wall via the shallow corner. Needs a sitting start. To the right of the last block, this one has an obvious traverse along it and a little birch growing out of its apex.



1

2

1/ Limbo Traverse 4

Traverse the low wall from left to right – finished right of the little birch.

2/ Under Birch 4

Climb straight to the tree from a sitting start.