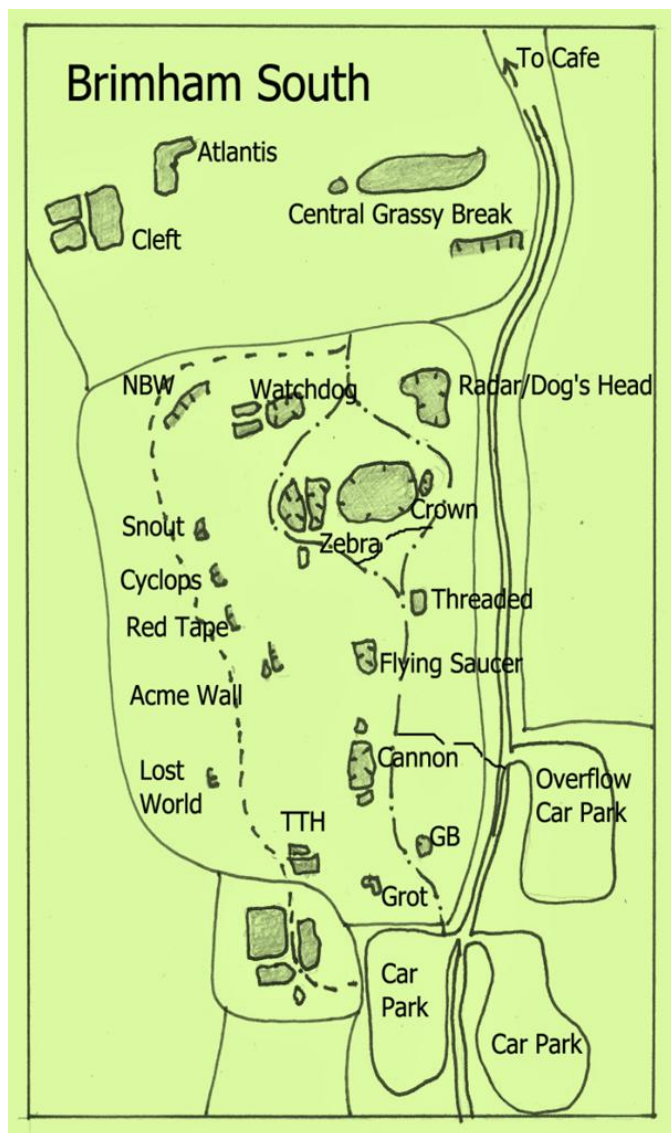


Brimham South Area



This 2-part circuit takes in the Southern Pinnacles and blocks that lay alongside the snaking Pinnacles Path. This starts at the Main Car Park and follows it as far as the obvious grassy break that defines the southern limit of the Central Area. From here one can join the return circuit southwards along the mini buttresses and blocks forming The Southern Edges as far as Jokers Wall. Along the way you will encounter many stand-out challenges.

The Southern Edges can be approached from Jokers Wall but, since they have left to right descriptions, an alternative approach is described that makes following the descriptions easier.

The Pinnacles Path leaves the Main Car Park adjacent to the Main Track and behind the pay meters. The first problems are rather poor but things soon improve.



The Southern Pinnacles.

Go uphill a short way along the path. Just after it levels out and in a depression down to the left is:

Grot Bags

Grot Bags 5+.

Well Named.SDS. Over the roof on the far side from a low break/corner. Dirty and green.

Lucky Bags 6b+/c

SDS. The low and cleaner arête across to the right – actually quite good. Grade depends on how low you start.

Just along but this time to the right of the path is another poorish spot – **Gordon Bennet**. It takes the form of an isolated tower behind trees with an easy green wall facing the track.

Gordon Bennet

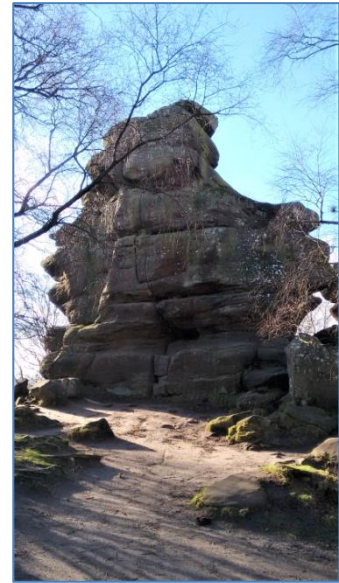


1/ The **Left Arête** is 4+ on either side.

2/ To the right is an **Easy Wall** 3.

3/ **Gordon Bennet** 5

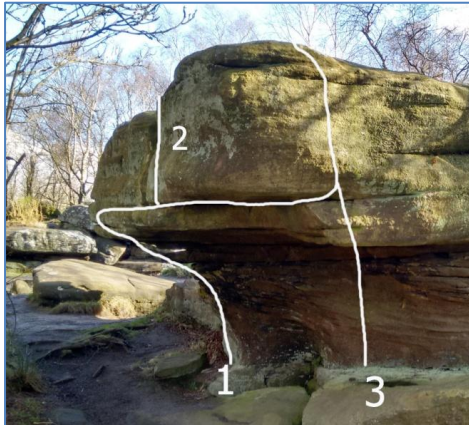
The right arête with an arboreal finish.



Over the path is the obvious **Cannon Rock**, home to some fine routes but no documented bouldering though opportunities could perhaps be found on blocks to its west and north.

The Flying Saucer

Head north for 20m. There is an undercut pancake to the left of the path with some good problems on its north side. Mortals may find the problems harder than the grades suggest.



1/ **Gamma Goblins** 6b+ *

SDS. Traverse the break rightwards (feet on back wall) to finish up Alien Nation. A 7b **Variation** traverses the break without using the back wall. A direct finish **Gamma Prow** has been done at 6a+.

Variation – Dave Sutcliffe 2022

2/ **Cattle Mutation** 6b+

SDS as for Alien Nation. Traverse leftwards along the break to finish up the centre of the wall.

3/ **Alien Nation** 6a+ *

SDS. To sloper on the arête and then a tricky top.

To the right are a couple of possibilities.



Dave Sutcliffe on Gamma Goblins Variant

Amongst blocks back over the path is **Kiddies Slab**. This has amused generations of little ones. It can be taken at a run though, with thought, quite tricky step-ups can be contrived.

The Threaded Block/Eccles Cake

Some 60m or so up the track and on the right is a high tower with a steep wall on its northern side. There are a couple of problems though none really makes a good outing.



1/ Eccles Left 4+

The left side of the wall. Drop at the break or continue as a highball.

2/ Eccles Traverse 4

From the left side of the steep wall follow the top break rightwards to the ledge. A continuation is 5+.

3/ Icing on the Cake Direct 5+

To the thread and then a big reach. Going left is easier.

Around to the right is another problem

4/ The Hole 6a+

Step off the ledge past a hole and sloping ground leads to the top. Needs a few mats.

Going north, take the older track on the left heading towards some very big blocks – **Zebra Buttress** is the LH Block and **Crown Rock** the huge rounded block to the right. In the trees on the left just before you get to Zebra Buttress is:

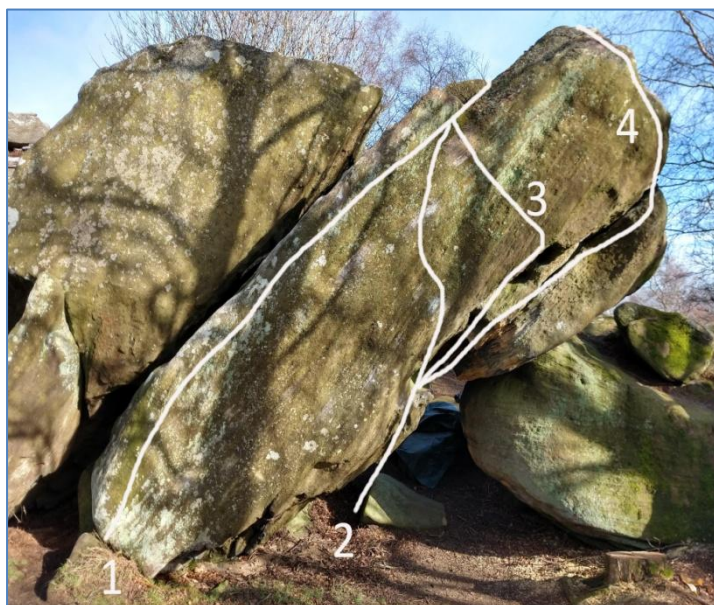
Zebra Prow

A free standing set of undercut blocks with some good problems though the rock on the path side is soft so please avoid harsh brushing. The first problems are found by going around through the tunnel formed by the supporting left-hand block.

1/ Tigerfish 5 *

The left edge from sitting is a nice problem. Start with a foot on the little embedded block to its left

The following problems start with hands on the big boss and the big block to the left is out.



2/ X-Ray Spex 7a+/b **

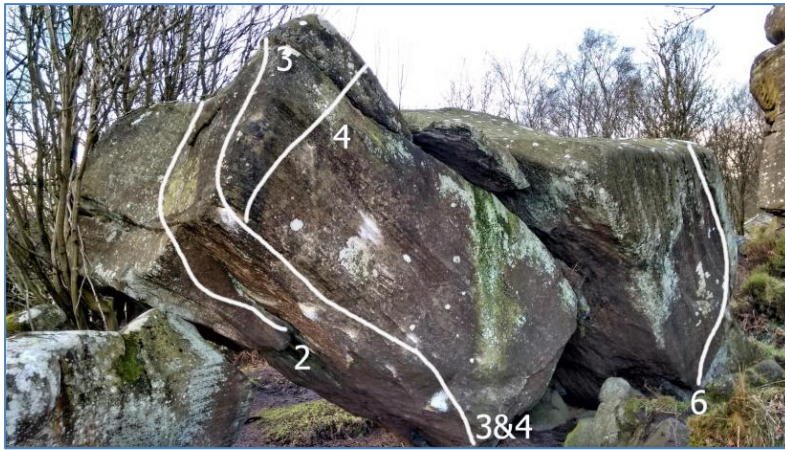
The sitter veering leftwards using undercuts and ripples, but avoiding holds in the crack is quite tough. Is it hard or just awkward – a knee pad may come in useful – or not! Also quite good from standing

3/ Dayglo 6c+ *

From Boss sit up couple of ace pinches in upper crack then up to finish.

4/ Ice Station Zebra 6c **

A very good old problem from boss sit into first pinch then crack to arête and choice of left or right finish



The next problem provides a useful descent and is not marked on the picture

1/ Minor Step 2

From the supporting block step into the break and left.

2/ Zebra Wall 7a *

SDS. Use the flake and climb the centre over the roof. Avoiding any contact with the supporting block is difficult.

3/ Zebra Left 7b+/c **

SDS. The prow with a fierce start and hard finish to the left.

4/ Flow On aka Zebra Right 7a+/b **

The fragile arête now starting on the right and moving left to gain the arête. Finish rightwards.

5/ Grovel 3 The crack.

6/ Go On 5+

SDS. The right arête on the supporting block just to the right starting down the slot.

The slab on the back of the higher block provides a couple of smeary problems

Zebra Buttress.

Approach the jumble of blocks and go around to the left. At the back (north) side of the block in a corridor is:

Guppy and Think 7a+/b ***

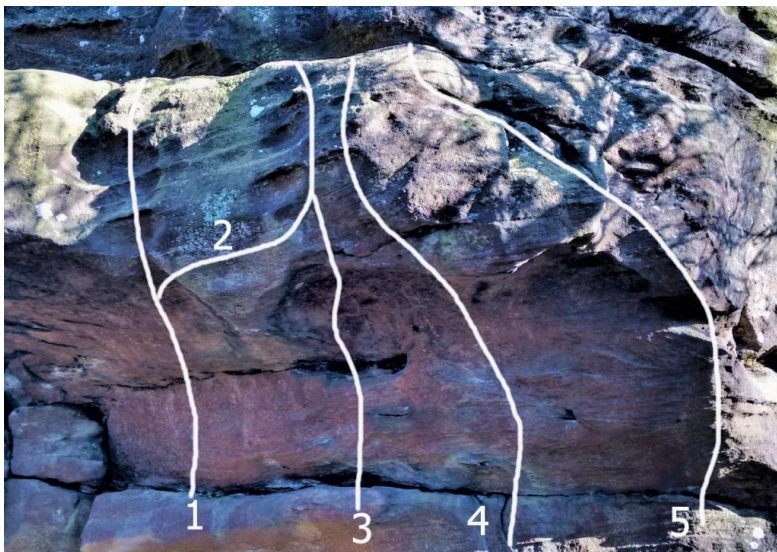
SDS. A hard first move starts the problem – follow pockets and the left side of the crack to a high top-out.

Dave Sutcliffe, Neil McCallum 2022



Neil McCallum on Guppy and Think

Around to the right is a roof with a number of good problems. In the centre are two sloping scoops.



1/ Gwyneth Left 6b+/c *

SDS. Climb the LH scoop from the low break

2/ Gwyneth Right 6b+ *

SDS. The RH scoop starting as for the previous problem.

3/ Gwyneth Right Direct 6b+ *

Direct into RH scoop – don't use hold on lip over to the left.

4/ Pocket Problem 6c *

SDS. Use pocket to gain a mono then up to a finger slot and use the RH scoop

5/ Ethel 5+ *

SDS Up the holds following the right edge of the roof.

To the right are several problems that usually require drop descents. The landings need multi-pads.

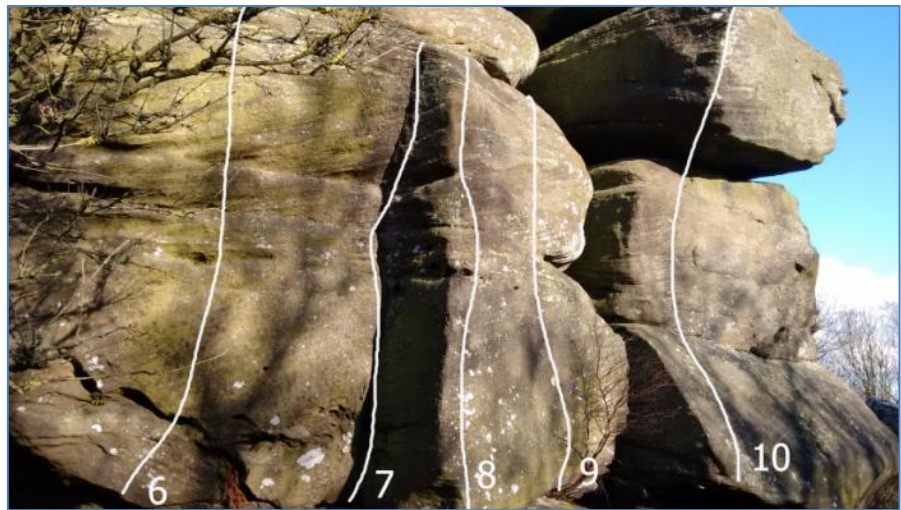
6/ Peekabu Start 6a+ *
Wall left of the crack.

7 Jackabu Start 4+ *
The nice crack

8/ Jackabu Arête 5 *
Arête to the right.

9/ Vamoose Wall 6a+ *
Wall to the left of the chimney.

10/ Vamoose Arête 6a
SDS. Overhanging arête to the right of the chimney.



Problems can be contrived up the starts of the routes to the right.

The big round block over to the right is **Crown Rock**.

The rippled wall on Crown Rock is **Crown Wall 4**.



The next area, **Crown Rock Block**, is a tower with a big hole, found over to its right and close to the track.

1/ Sloping Traverse 6a

L-R along break above head height.

2/ King Cobra 6c (E3 6b)

Bulge to good pocket then right past another pocket to break and direct finish. High.

3/ Morose Mongoose Start 6b

Slopers to thin pocketed break – upwards from here is E4 6b.

Over to the right of the main track is **The Blacksmith** (Brimham East Circuit).

Radar Block – Part of Dog's Head Rock

Straight ahead and just the other side of the new path is a jumble of blocks (Just to the left of the main track). A good problem can be found on the south facing side of the top block – Radar Block.

1/ Under the Radar 7b *

SDS on flat jug under low roof, feet up (off the plinth!). Out to pocket then rock/mantle on to slab.



Other good, generally easy problems have been done on both sides of the block opposite Under the Radar. Also, two problems are described on Peakbouldering but no locating details given. A 6c sit start arête and a 6a+ sit start. Details would be welcome.

The Watchdog

On the other side (west) of the new path is a very big block with several satellites. Airy and composed of good rock, this isn't a place for the faint hearted. Plenty of pads and spotters are a pretty good idea. Around to the west side (opposite side to the path) is an undercut and high face. The first problem starts around to the left of this.

1/ Dogs Life 6a+

A very low traverse. Go along the shelf and pass the crack. Tough moves lead the prow then down and across the niche to finish in the crack.

1a/ Emus in the Zone 6b *

Left of dangermouse is a red-ish wall. Link sharp crimps from a sitter, finishing at the jug above.
Dan Weatherall 2016.



2/ Dangermouse 5 *

Scary. Step off the boulder and tackle the very short but stimulating arête. Don't fall.

3/ Ratbag Sit 6b+ *

SDS off the shelf. Up to gain and climb the superb and much easier scoop. Mats and spotters needed.

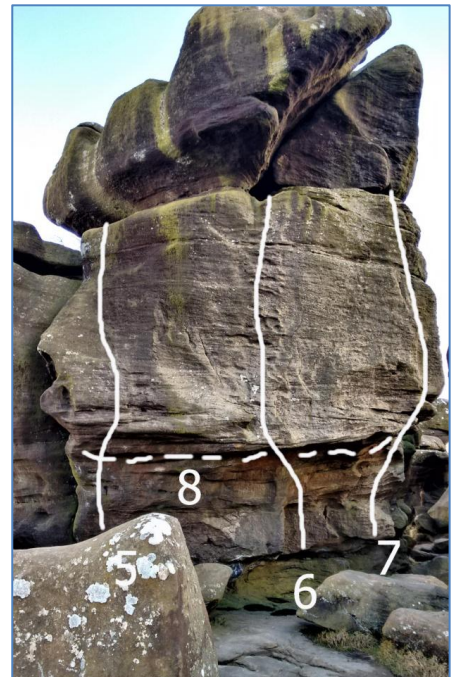
4/ Less Of Your Lip ??

SDS . Up to the lip and traverse for as far as you can

The next problems escape at the break – best to drop.

5/ Rattler Direct 6a+ *

SDS. Over the bulge to the right of the crack. Mind your back.



6/ Rat Arsed 7a+ **

SDS. Centre of the fine wall. High but with an ok landing. Pad the surrounding boulders.

A couple of sit problems that finish at the lip have been done to the right – maybe push them upwards?

7/ Rat Trap Sitter 6c+ *

SDS the right rib. Pad the boulders well.

8/ Rat across the Way 7a *

R to L or L to R. Good moves. Start on the jug below Rat Trap and head L to finish at the crack

The last problem on the main boulder is the arête at the right end of the next wall. **Rat End 5+**. Watch the landing.

The prominent arête above a chaos of blocks opposite Rat End is:

1/ Doberman Pincher 6c+ *

A scary and potentially ankle-snapping highball. Bring mats and mates.

2/ Rataonee 6b (E3 6a) *

The equally scary wall to the right starting just in from the next arête. Up to break then leftwards to a hard last move that probably needs cleaning.

Below The Watchdog is a jumble of blocks that fall down the hillside and make a fairly complex little area.

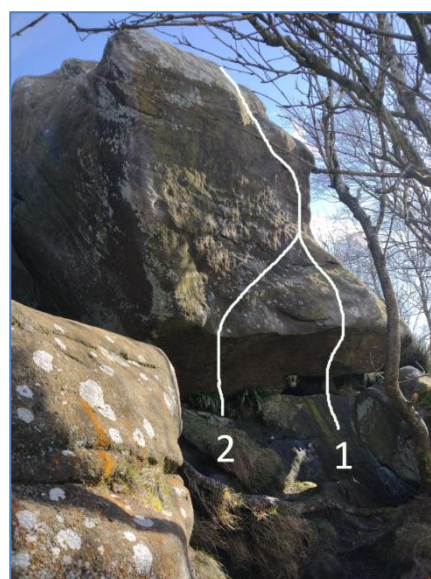


Meltdown Block

The block is located immediately below The Watchdog. It has a slabby south-facing section and a steep west-facing wall.

Scrambling down either side of the block leads to the West Face – situated above a prominent birch tree ledge.

Dave Sutcliffe on Don't Tell the Wife



1/ Don't Tell the Wife 7a+ **

Start from the blocks. A technical and very worthwhile addition **2/ Left-hand Start 7a+** An alternative start.

Jason Pickles, Dave Sutcliffe 2022

Around to the right –the slabby face:

1/ The Meltdown 5+ *

Up the slab from undercut into the smooth little runnel then up to fangs.



Dogwatch

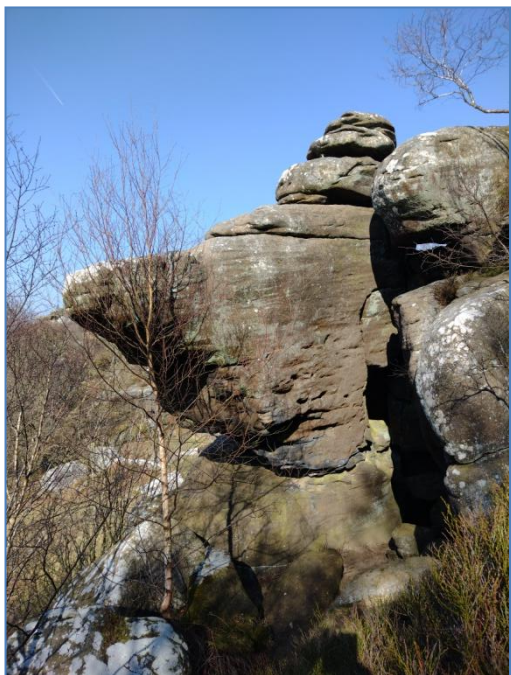
On the boulder just right forming the north side of the gap – just below Rat Trap.

2/ Dogwatch 6b *

SDS – low flake on left end of the boulder. Traverse uphill along the lip then up to beneath the roof.

3/ Doggit 5+/6a

SDS. Small arête on the right.



1/ Happy Whale 6c *

SDS. The foot block is in. LH slot, RH small undercut. Pull to the rib and follow it using side-holds on the right until a leftward exit is possible (no tree!).

Paul Clarke 2022

There is an undercut, vaguely rippled wall and roof to the right with potential for someone with very strong fingers. Another low bulge just right is similar.

Back at a higher level, between **Rataonee** and **Rat End** on The Watchdog a gully drops onto the woods. The gully is just up and right of Happy Whale.

Boc No Hero

Down to the left of the Meltdown Block is an old route that could be bouldered though currently needs a clean. It is actually the back wall of The Anvil.

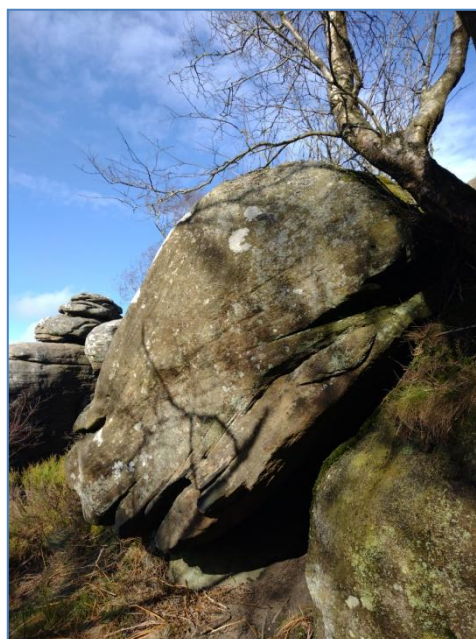
1/ Boc No Hero 6b (E2 6a) *

The pocketed wall to a long reach for a sloping break and a dithery finish.

Alan Firth, Roy Healey

Happy Whale

Just below Dogwatch and Meltdown blocks.



Located in the gully is:

El Huevo Block

El Huevo 7a+ **

Sit start with hands in large pocket/undercling.

Mike Gray 2019

There is a Font 5 problem just right in the gap but..

Index Block

Directly below and across from Happy Whale there is a block with a rounded left edge. It provides a compelling line for those with a very strong index finger and good compression skills.



Dave Sutcliffe on Index



Index 7c+/8a **

SDS. Power up the rounded overhanging side of the arête until a shallow mono can be used to make progress – possibly!

Dave Sutcliffe 2022

Directly below here and at a lower level is the prominent Snout Boulder – described below.

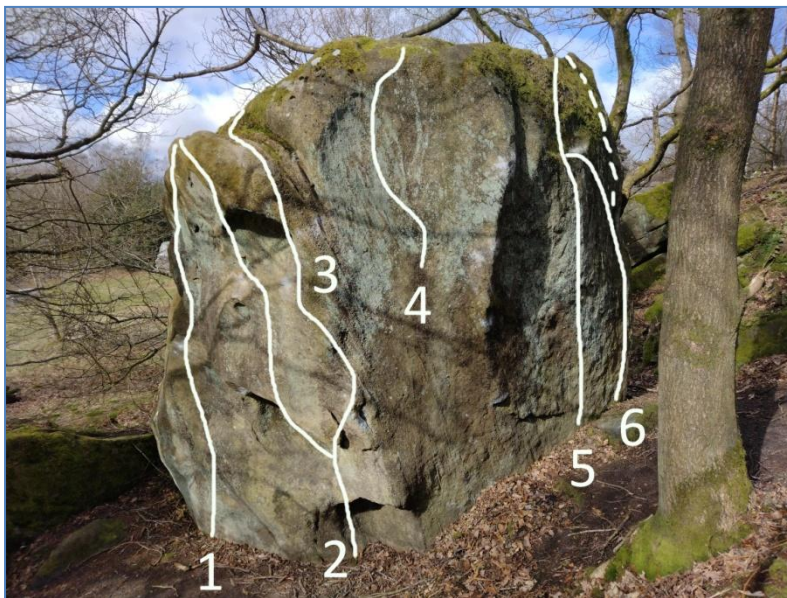
Southern Edges

A fine and well-travelled set of craglets and blocks though they are somewhat shrouded in the woodland along the western edge of the Brimham Estate. The South Pinnacles Area's northward limit is the western end of the grassy break that runs from the main track (by **The Niche**) to **Cleft Buttress** and beyond (both are described in **The Central Area** script) This provides an alternative approach to this part of the circuit.

Overlooking the southern side of this break (across from Cleft Buttress) is **Notice Board Wall and Anvil**. There are no described boulder problems here (other than Boc No Hero on the back of The Ancil – see above) so the first problems are to be found as one enters the woods. A snaking path leads through the woods southwards from Cleft Buttress.

The Snout Boulder

A rather green but grand little pocketed block with endless variations. It is just into the woods and slightly uphill of the path.



1/ Pull n' Pop 6a

SDS. Compress the nose and pop for the big hold. Rock up. No hueco.

2/ Learn 'n' Groove 5 *

SDS. From the undercuts gain crimps and pop for the top.

2a/ Get Groovy 6a+ * Same line as above but go big from the undercut to the top.

GG Matty Owens Apl 2019

3/ Who Nose? 6a+/b *

SDS as above. LH up to the RH crimp. Staying in line go big for

the top. Tough for shorties.

4/Live n' Learn 6c *

Start standing – hands at head height. Use the arête and a shallow set of pinches on the vague nose on the right to step up into the obvious slot used as a handhold on the previous problem. Starting higher is 6b.

5/ Gurn n' Smooth 7a

Sit-start with a left hand very low under-cling and right on the sloping ramp. Make a hard slap to an obvious edge and top out. Feet are as name suggests

John Beesley 2021

6/ Pete and Jenni/Watch n' Learn 6a+ *

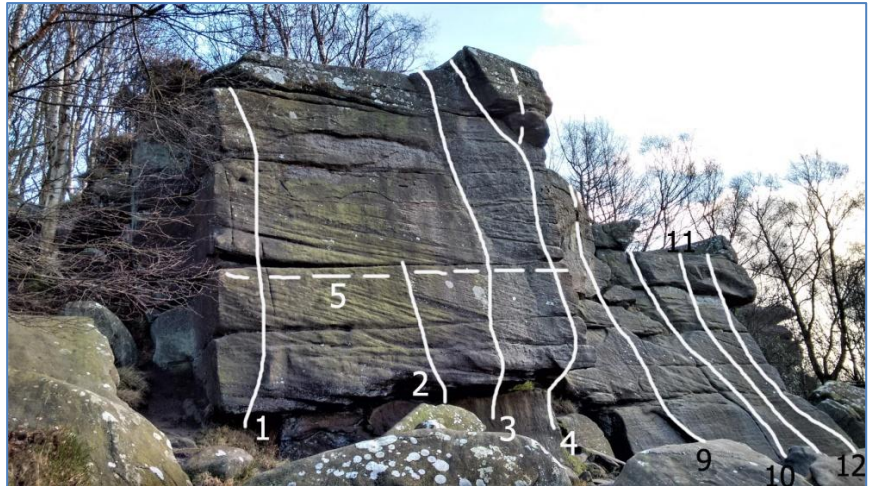
SDS. The right arête pulling on the arête to reach a good hold on the left and so the top. Can be done without the face hold at 6c.

Cyclops Area

60 m further on is a steep undercut wall with a slabby block to its right. Topping out is perhaps route territory but, with mats to pad out the sometimes dodgy landings, they are all good highball problems. Alternatively, drop off the first breaks.

1/ Long John's Rib 3 *

A fine arête on the left of the wall, climbed on the right. Also possible on the left but a bit harder.



2/ Long John 5+

SDS. Over roof just right of the underlying block. Continue above the break or escape.

3/ Acme Error Sit 5 *

SDS. Left of the arête past a pocket. The finish is a bit thin.

4/ Gordon's Proffer Sit 4+ **

SDS. The arête. The finish is more than a bit thin.

5/ Big Break 4+ A R – L traverse from the arête leftwards.

6/ Polyphemus 7a *

A big, blank and bold wall to the right.

7/ Tartarus 6a

The wall right again using a small flake.

On the slabby block:

8/ Soobitie 6a

The scary left arête.

9/ Cyclops 3 **

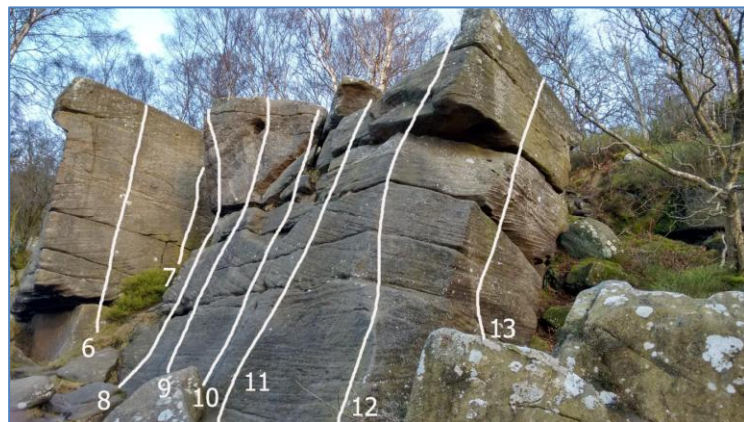
Up the slab and past the hole.

10/ Centre Point 1 *

Slab starting up the crack – you will need to push the inevitable top-rope aside.

11/ Centre Pint 2 *

Contrive the slab just right.



12/ Slab Arête 2 *

Right arête.

13/ Sideline 4+ *

Narrow wall around to the right going from right to left.

14/ Wall Bar Buttress 3

Narrow pillar to the right again (not on diagram).

Red Tape Area

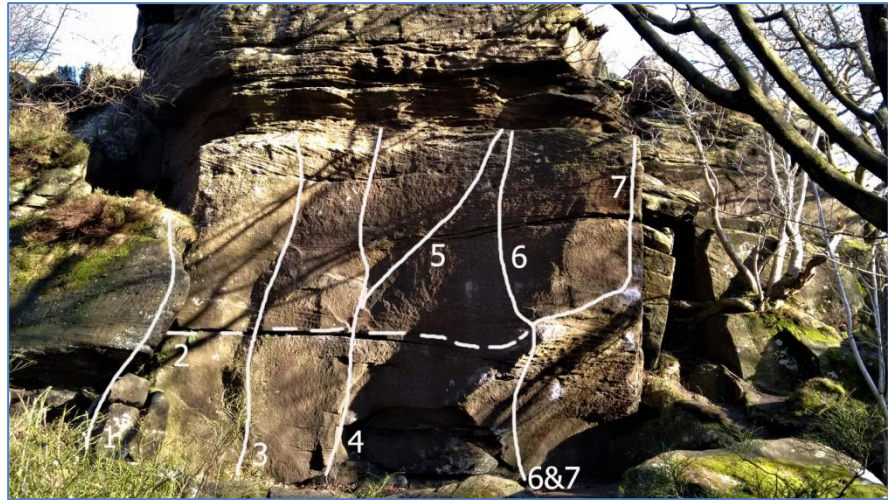
About 40 m right, past a low block with possibilities, is a steep wall with an undercut right edge. This is home to some fine problems. 'Up' problems usually finish at the obvious break.

1/ Bureaucrat Arête 4 *
Slabby arête.

2/ Red Tape Traverse 7b
**

Class. L-R traverse to finish right of the arête.

3/ Bureaucrat Right 5+
An eliminate on the L side of the wall escaping left – a bit of a frightener.



4/ Red Tape Start 5+ **
Past a pocket to gain the big break by a long reach – escape.



5/ Red Face 5+ **
Wall just right – classy. Escape right!

6/ Red or Dead 7a+ **
SDS left side of roof. Up to crimp share and then attempt to rock up leftwards.

7/ Red Roof Left 7a+ ***
SDS – same start but go right to climb the arête. A hard variation has been described making use of the sticking-out pebble to gain the break without using the arête.

8/ Red Roof Right 6c+ *
SDS. Up from the right side of the cut-away to finish on the right of the arête.

9/ Pebbles 4+
Poor - pebbly wall to the right.

Quercus 5
Well up to the right by a large oak. Vertical fault to flake crack.

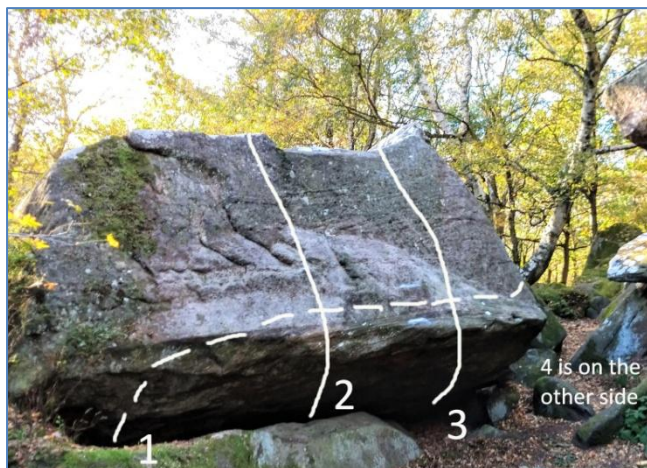
There is a boulder down below by the track.

Slabby Wall 3
As it says.

Layback Arête 4+
SDS. Right arête.

Green Roof/Slab

A short distance to the right and behind some smaller blocks is a long low and east-facing roof. It was very green but soon cleaned up. The problems are worthwhile.



1/ Green Roof Traverse 6c *

SDS. L-R traverse along the lip finishing right of the arête. A reverse is **Green Light 6c** to next problem.

2/ Go On Green 6b *

SDS. Centre of roof and slab.

3/ Green Roof 6a+ *

SDS just left of the arête. Pass the lip and take the slab. Fun moves.

4/ Moss Arête 6b+ *

SDS. Right side of the arête.

No Problem Wall

20m up to the right is a pair of big buttresses split by a wide chimney. There are a number of problems here though only a few have sustained popularity.

At top of the slope on the left, behind small trees, are:

Zero Hour 4+ Left arête. **No Prisoners 5** Trend right into the niche. **No Prisoners Direct 5** Straight up to the niche. **Nonplus 3+** The diagonal crack behind the tree. **No-problem Wall 5+** Pass the undercut to a tricky finish.

Around the corner and left of the chimney is:

1/ Merlon 4+

Wall over the bulge to break

2/ Merle 2+ *

Just L of the chimney arête.

3/ Merle Right 2 *

Juggy pulls just right of the arête.

4/ Hanging Crack 5+

Wall to crack to break – escape.

5/ Hanging Wall 6b

Break and hole then fluting for right hand to break.

6/ Hanging Arête 6a

Rounded arête – needs cleaning.

7/ Hanging Around 5

Wall to the right past break and flake.



Happy Days Area

A fine area is a short distance to the right. An undercut edge with a prominent arête, a hanging niche just left and a corner left again. The old grassy landings have long-gone and it may be muddy after rain. 'Up' problems finish at the break.



1/R.P.T. 4

Arête to breaks – you choose which one.

2/ Happy Slab 6b *

Start below the corner as for Ian's Traverse but finish up the corner flakes via the large pocket – no bridging.

3/ Ian's Traverse 7b+ **

Start under the left-hand side of the roof. Traverse the lip rightwards via the large pocket and crimps to reach the big boss in the base of the Happy Days niche. Finish up this. A reverse is 7b.

Happy and Sappy 7b *

Start as for Ian's Traverse but stay on the edges at the back of the roof to reach the start of Happy Days Sit. Finish up this through the roof and groove.

King Squircle 7c *

Start as for Happy Days Sit but on reaching the big boss in the base of the groove, traverse left, reversing Ian's Traverse to reach the good pocket in the face. Go from this to the flakes in the corner to finish in the break. Crack on the left is out!

4/ Happy Days Stand 6b+/c **

Classic contortions. Start using the boss in the base of the niche. Grapple with this and the side-pull on the rib of the groove to get established. Now reach the break. Above becomes E3.

5/ Happy Days Sit 7a ***

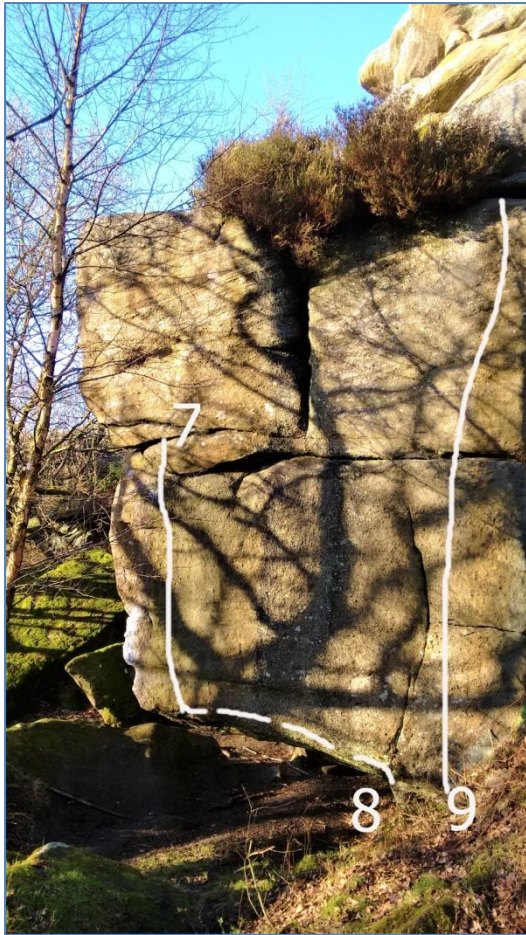
Starting at the back of the roof, move out to the huge boss. Just the crux to do now.

6/ Mr C 8a+ ***

Start along Ian's Traverse but instead of finishing up Happy Days, keep traversing right into The Fonz to finish along this.

The Fonz 8a **

Start as for Happy Days Sit but on reaching the big boss in the base of the groove, traverse right via dinks and pockets and some tenuous heel-work to reach the arête and finish up this.



7/ Bilge Pump 6c/+ **

The arête on its right-hand side – to the break.
Several methods are possible - all are good. The left side goes at a similar grade but isn't quite as good.

8/ Z Cars 7a+

A sitting start to Bilge Pump from the back of the roof.
Pull out to the arête and finish up this. Currently needing a clean.

9/ Black Snot Shuffle 7a+

A dyno between the breaks on the wall right.

Layback Crack 4 *

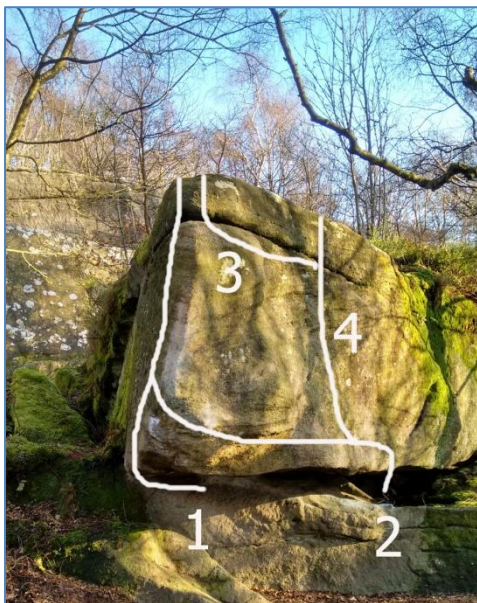
A good problem – drop down after 4m or so.

Happy Traverse 5+ *

Traverse along the break from the right, around the arête and into the niche, etc.

Green Nose

Below **Acme Wall** (next page) is a low undercut nose with an obvious foot/leg slot beneath the roof.
A tough spot with great rock.



The Green Nose 7b **

SDS under the left side of the arête matched on undercut.
Out to or start from undercut and the left lip. Pull around to the right using crimp and sloper and tackle the nose/arête front-on and usually with plenty of heel action.
7b+ from the back?

The Ripple Effect 7b+/c ***

Starting both hands on the hold above the lip on the far right-hand side of the boulder, traverse left powerfully along the lip to reach under the roof onto the Green Nose slopers. Finish up this

The Tripel Effect 7a+ *

Start as for Brothers but traverse left across the break just below the top to reach the left arête. Slightly eliminate.

Brothers 6c *

From the start of The Ripple Effect, go up the wall.

Acme Wall Area

40m or so right of Happy Days is a smooth wall hidden behind the slabby, detached **Donald Blocks**.

Up to the left above a grassy ledge are three problems; **Pebbly Wall 6b**, **Pebbly Arête 5+** and, at a lower level around right **Short Crack 5** – up to the pocket.

The next problem is on the block just left of the **Donald Blocks** :

Not So Army Barmy 6a

SDS. Mantel onto the blunt rib behind the blocks. 4+ from standing.

Around the corner to the right:

Chimney Arête 4 *

The arête right of the chimney



Donald Block

Ducky 6b+

SDS on the LH block. Traverse right past crack and arête and onto the slab.

Daisy Duck 5

SDS. Layback the crack.

1/ Donald 6b+ *
SDS. The hanging arête. Quite tough.



2/ Huey 5

Rock onto the slab just right of the arête.

3/ Duey 4

Just right again by the grassy ledge.

4/ Luey 4

Centre of the slab.

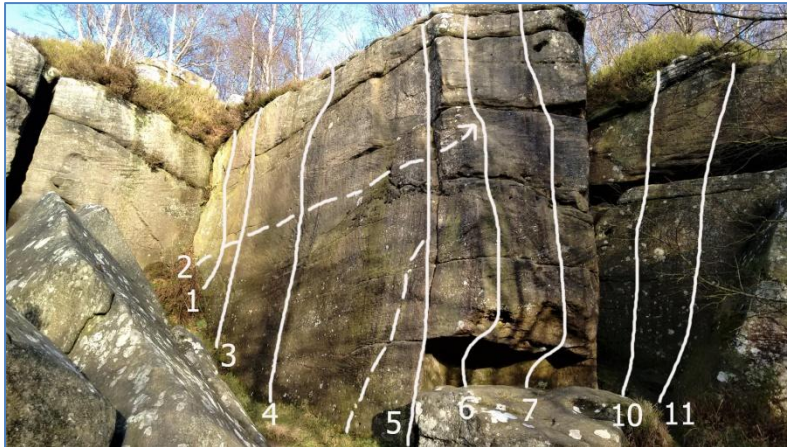
5/ Luey, Luey 5+

Eliminate. Climb up on only pebbles.

6/ Scrooge McDuck 4+

Right side of the slab

Behind the slab is the smooth **Acme Wall**. The 'up' problems push the boundaries of bouldering.



1/ Acme 6b+

Left side of the wall. The sometimes grotty line just right of the corner. High.

2/ Acme Wall Lower Traverse 6b **

From by the corner, techy climbing crosses the wall passing a hole then up and around the arête.

3/ Acme or Bust 6c *

Just left of Acme Wall – High and highly scary.

4/ Acme Wall 6a ***

Crimps and a pocket lead to the top. High. Definitely one for the hit list.

5/ Appiwand 3+ (HS 4b) *

The short crack to a ledge and a mantle finish. A LH start is 4+. High.

6/ Peerless 6a *

SDS in cave, Roof of the arête and up the easier nose. 4+ from standing.

7/ Peer 6c *

SDS under roof. Move from jugs in the niche past good holds to the break. Easy highball top-out. Link to The Rack is 7a+.

8/Forever Man 5 (HVS 5b) – not on diagram.

Wall just right of the arête.

9/ The Rack 7a+ **

The stretchy wall to the right from break to break. Morpho/technical mastery.

10/ Acme Lad 4

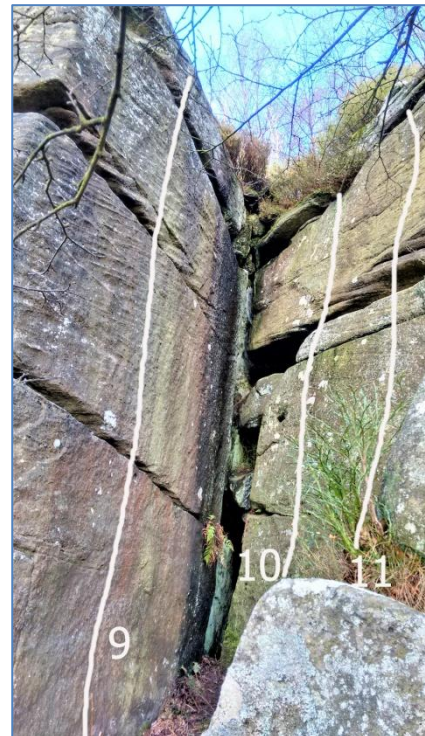
Left side of the wall that is right of the corner

11/ Acme Ladder 6a+

Centre of the wall

12/ Acme Wall Traverse 6C *

R-L head height traversed from around the far edge, above the roof and onto the main wall to join and finish up Acme – or just the jugs in the corner if you wish though this is clearly easier and less scary!





Just to the right is a good little spot:

Hideaway (AKA Mr Motivator) 6b+ *

SDS ish. From the big ledge go up to the pocket and break. A Font 4 variation comes in from the left.

Right of here the rocks seem to disappear as one crosses a fairly flat wooded area. However, one never knows what's hiding in the trees.

The Lost World

Heading south from Acme Wall across the wooded area for 80m or so a block down to the right comes into view – just past a holly tree.

Descend to it and locate the fine undercut wall facing downhill towards the farm-track.

1/ Lost Wall 3

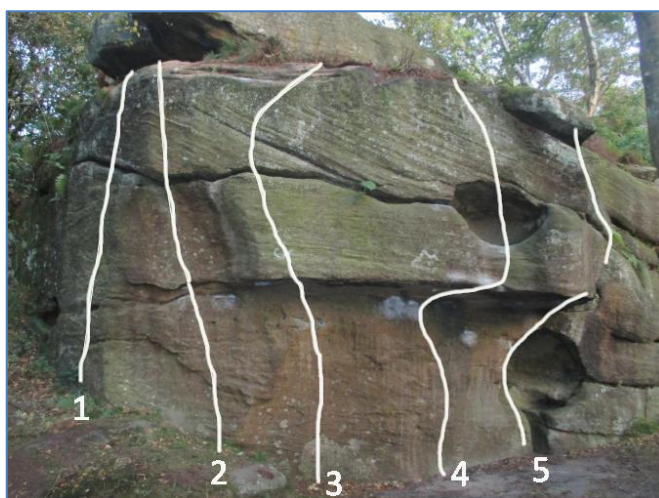
The side wall using the right edge. Escape easily once stood on the ledge.

2/ Lost Girl 6a

Start low down in front of the boulder. Climb the scoop to the overlap and make a long reach for the ledge.

3/ A World Away 6a+ *

Start at the good holds under the left side of the roof. Power out on undercuts to reach the break and a steady top out.



4/ Lost World 6c+/7a **

From under the roof fathom a way to gain the big hole. Most bail out here but recent cleaning makes a top-out possible

5/ Stretch 6a

Pulls to pass the pocket on the rib

Links/ Traverses

Boomerang Reverse 7a+ *

From Lost Girl traverse under the roof to link into Lost World.

Boomerang Traverse 6c+ *

Traverse left under the roof from below Stretch, then up A World Away and back right. To the right are two problems that are worthwhile.

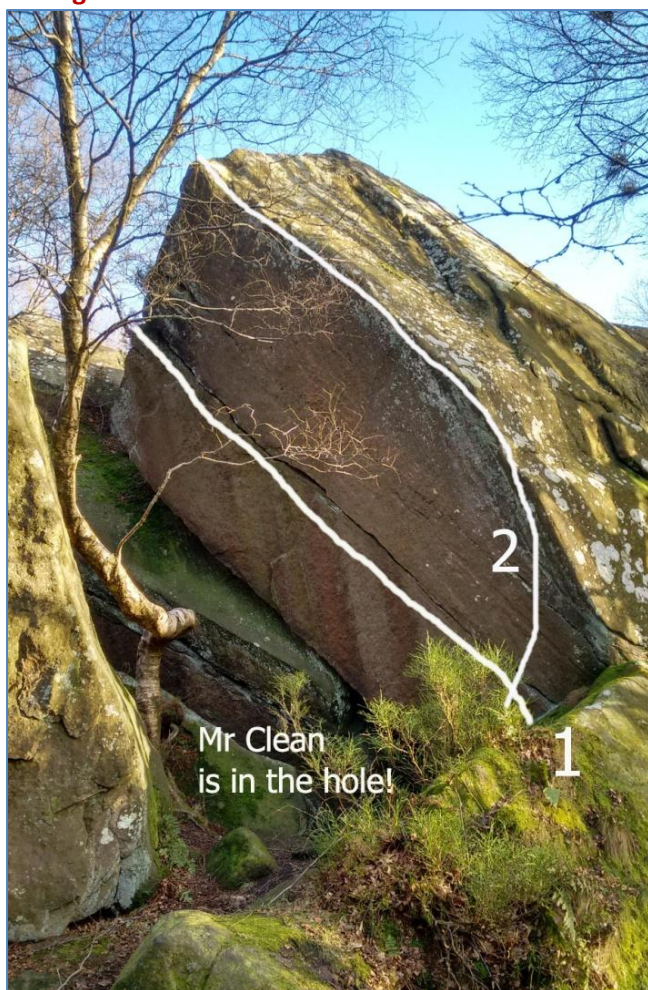
Lost Scoop 5

Neat scoop.

Lost Arête 5 *

Neat arête.

Through the Hole



Just before you reach the mighty Jokers Wall (which is very obvious!) there is a pile of blocks. The biggest block has a compelling steep crack heading up leftwards. Beneath it a hole passes under the block. The first problems are just behind the entrance. The left overhanging arête is 5+ and the right one behind the tree is 3+. Unfortunately the problems are currently rather dirty. A mini Green Prow just left of these problems may yield a couple more.

Mr Clean 6b+

Traverse L-R along the lip of the supporting block and hence through the hole rounding the arête on the right to gain the slab on the opposite side of the block..

1/ Apocalypse Now 6c *

Bring mats and mates. Climb the crack with gusto.

2/ The Black Sail 7a+ **

The attractive arête with an unattractive landing – though the tree has now gone making a slightly safer proposition (with a fair few mats!).

To return to the Car Park, walk beneath Jokers Wall and up any path.