

COWSIDE WEST



A variety of limestone problems in a west facing dry valley between the Arncliffe road and Back Pasture, altitude c.440 m.

Approach: The closest parking is on a bend in the road over bridge, just off the Pennine Way (///confined.lengthen.awoke). If it is snowy or overly soft, there is a space further up the hill, just before a gate.

Follow the farm track east, down to a stile. Go up hill here (the Pennine Way strikes south along a wall back towards Malham Tarn). It gets a bit confusing here – the best way is to follow a rough line of little boulders and water troughs roughly northwards. Aim for ///abandons.argued.deed using What3Words. Grid reference: SD894688

The first two blocks are at the mouth of the dry valley. If you hit a wall crossing the valley, you've gone too far. ///abandons.argued.deed.

SHELF BLOC

It has a prominent shelf at half height, in the middle of the left face. All sit starts.



- 1 Footstool 2** The low shelf at the left end. The square foot-block is unavoidable.
- 2 Twin Blades 4** The left side of the central shelf.
- 3 Shelf Direct 6a** Eliminate all side cracks. Throw for the jug atop the upper right crack.
- 4 Shelf Droit 4** The shelf and cracks just right.
- 5 Savage Blades 4** The leaning arete from the lower shelf and strict on the flakes.

Around on the uphill face (not on the topo):

- 6 Side Wall 3** The middle of the little wall.
- 7 End Wall 2+** Off the boulder on the deck.
- 8 Dream Big 3** Look amazing but is steady. Paste on perfect rock and dream.

There are two traverses, but more could be worked out:

- 9 Shelf Life 5** R-L. Sit at the lowest shelf; span to the middle one; finish on the end shelf (no using the big block for feet).
- 10 Go Low 6a** L-R. Link the blades of problem 2 to the low shelf – finish up problem 5.

CAMPO BLOC

Just up and right. It has a magnificent prow on the left and is topped by a curious tower. Again, all sit starts.

- 1 Prow Sit 5** An easy sitter gains the nose; plough up from here.

2 Campus Viejho 6a+ Hang the lip, then heel hook and burl up.

3 Campo 6b The face beside the prow on progressively worse holds which ends at a shared pinch. Negotiate the upper tower with care.

4 Centre Wall 5 Climb the middle of the wall.

5 Pocky Wall 5 The well featured wall.

6 Between Columns 6a A hard start. The wall left of the shelf.

7 End Shelf 5 The shelf.

Again, loads of traverses could be made up. Here is a starter:

Three Tier Traverse 6a+ R-L. Start on the end shelf, pass the columns, go up and ride the break. Finish as for problem 3.



Cross the wall for the next sectors (there is a crossing point in the middle of the wall). The two collapsed walls in the valley are good reference points.

Gatekeeper Bloc

Just south of the wall. Another block with a shelf. Still to be developed.

DIRK BLOC

Before the first downed wall, there is a smooth boulder with an obvious horizontal jug break.



A Invert Dirk 6a

Sit start on the left – an eliminate. Go from thin flakes to the dagger flake, then grab the top.

B Everything 4

Sit and use it all: flakes, jug rails and all.

C Many Stars 4+

Sit the jug rail, use the diagonal sloper to gain the top of the boulder.

After the first collapsed wall, there is a buttress with a capping roof and a square lump to its right.

Roof Bloc

Some fun micro routes. These would be lovely on a warm day with gear and a short rope.

1 Back Pasture Severe Boldly climb the left side of the roof.

2 Project – straight over the front of the roof without recourse to either edge.

3 Cowside Somewhere Severe Boldly up the other side.

The lump next door is good but none too taxing:

4 Left of the Lump VS 4b The left arête.

5 Easy Sitter 3 Straight up the front.

6 Right Ret Severe The right arête.



*There is more to do around here. The next recorded problems are just before the last collapsed wall.
///skips.approvals.puddings.*

ALL WEATHER WALL

1 Just Left 3 SDS. Climb the centre of the block to the left off a left facing flake.

2 End Arête 3 Sit start. The left arête. of the block.

3 Slopers & Middle Crack 5+ Sit start. Jam, contort – make it work.

4 Centre of The Wall 5 Sit start on slopers and the central column for feet. Use the crack and the right arête.

All Weather Eliminates – Centre of The Wall but stricter:

a Pure Centre 6a+ Sit start on slopers and the centre column for feet. Only use holds in the central bit – no crack or arete. Intricate climbing.



b Side Pull to Top 6c Start as for
a. Span straight for the top.

c SPTT Variant 6b+ As above
but the lower left sharp jug is allowed.

5 Slopes 'n Buckets 4 Sit just
right. Again slopers ease fast into a
well featured wall.

6 Lowest Flake 3 Sit start on the
fab hold, then it gets steady.

All FAs John Hunt 4th & 13th June 2023 (revisions 14th February 2026).