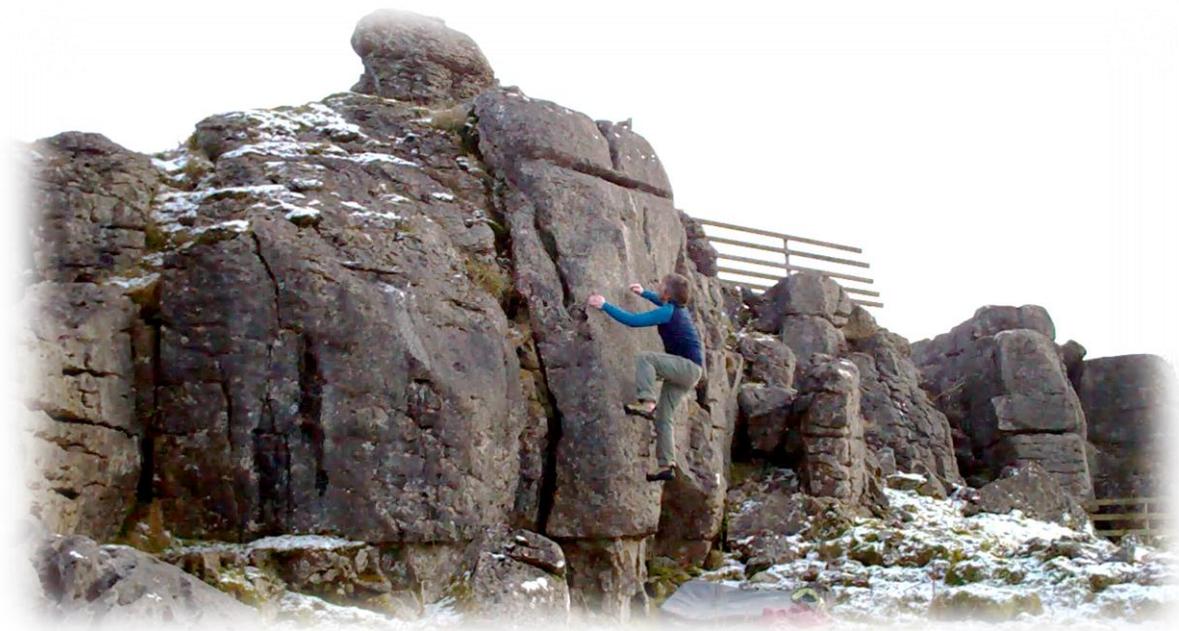


# OVER GROUND

## HIGH BIRKWITH



Grid ref. SD 804 768 (What3Words ///already.warp.gift).

Some classic limestone bouldering – lovely features and mostly flat field landings. Amazing views of the Three Peaks in all directions.

**Approach:** The map shows the road going all the way to High Birkwith, but all of the land is private and driving up would surely cause conflict.

The walk in is about two kilometres. Park in Selside and walk the well defined path; it goes east under the railway, then is walled past a farm. After the walled bit, cross a field to twin bridges then follow Copsy Gill up to Low Birkwith Farm; pass this to the left (not well signed in this direction). After the farm strike diagonally rightwards up hill to a stile, then another in the next plantation. Join the good track at High Birkwith Farm. Take the first right off this track to reach 'Over Ground'.

**Access:** This is very close to a footpath but is **not** on Access Land.

*The first little fenced off bit – just off the 3 Peaks path. There is loads more to do here.*



**1 Over Ground Arête 6a** A hard sit start brings the left arete into reach. Step up for an easier finish using the big flake hold.

**2 Over Ground Wall 5** Sit start. The glorious wall using everything (except for the lower block to the right).

*Just right of the fence is a small bay.*

**1 The Shade 5+** A hard sitter to reach crozzely holds. A bulging wall follows.

*Around onto a well feature face.*

**2 Bolt Arête 6a+** SDS. Climb the arête with the ancient bolt to a tricky committing step near the top.

**3 Birkwith Direct 4** Sit start off the jug. Eliminate the big flake on the right (just left of the central crack).

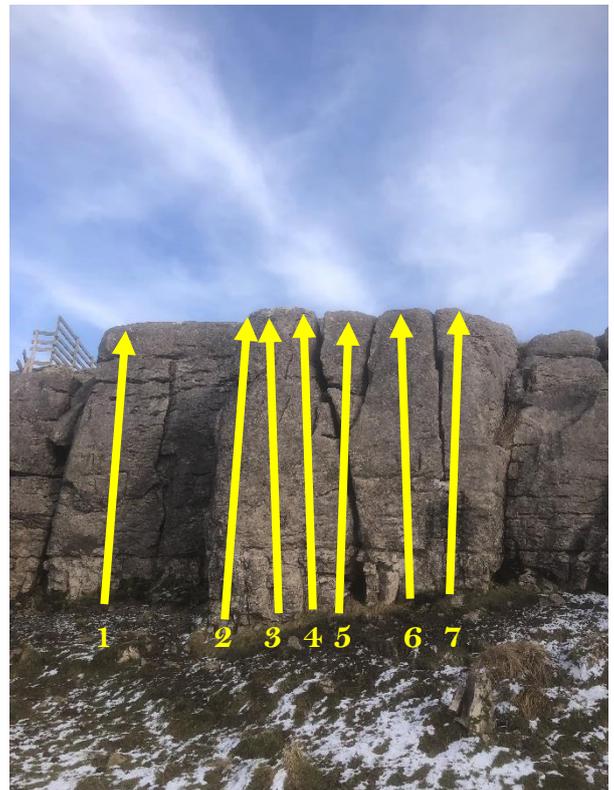
**4 High Birkwith 3** Sit off the jug. Plough up using everything.

**5 Electrified Photographer 4** Jam the centre crack from a sitter.

**6 Fief of Firth 5** SDS. Smear up the fine slab using the cracks either side of it.

Project. The middle of the slab without the cracks.

**7 All Bar Crack 6a** Sit start using the hold at the bottom of the crack, then using everything except the crack.



## GRASS SHELF BLOC

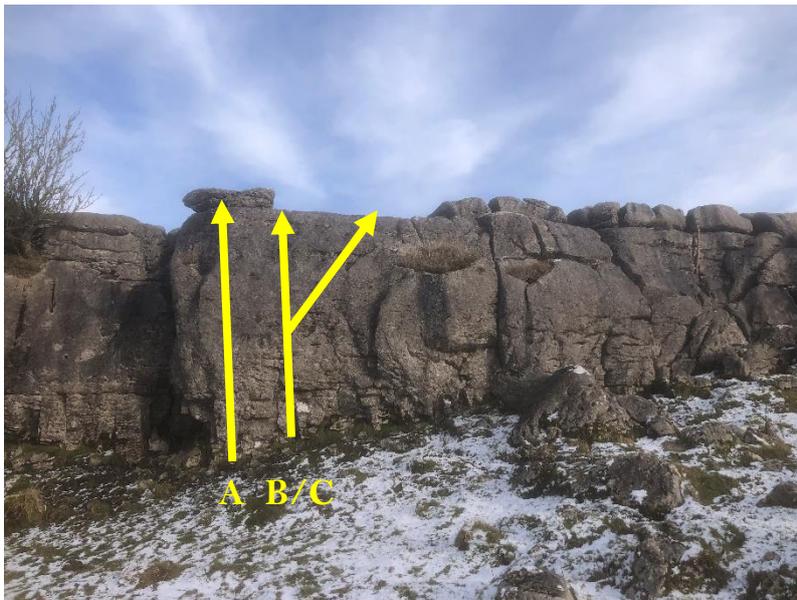
*The next buttress has a grass shelf in the middle.*



**1 Token Arête 4+** Sit start the left arête. Take care with the rock at the top.

**2 Amazing Buckets 2** Sit start right of the shelf on amazing buckets.

## BIG MOUTH BLOC



**A Cheek 5+** Sit start. The arête left of the 'big mouth'.

**B Mouth Direct 4+** Trend slightly left from the mouth. Sit start.

**C Mouth Right 4** Sit start. Throw right to another whopper jug.

## PLAQUE WALL

*A magnificent piece of rock. The empty plaque space is obvious.*



**I Year of the Fire Horse 6b** Sit start with use of the crack for the right hand. Span to holds on the face and make hard moves to top out.

*Project – eliminate the central crack completely.*

**II Plaque Wall Crack 5** Sit and jam the crack.

*There is loads more to do here – low balls, eliminates etc.*

*All recorded problems – John Hunt 17<sup>th</sup> February 2026. Venue suggested by Alan Firth.*



*The Shade 5+*