

# Trollers Bloc

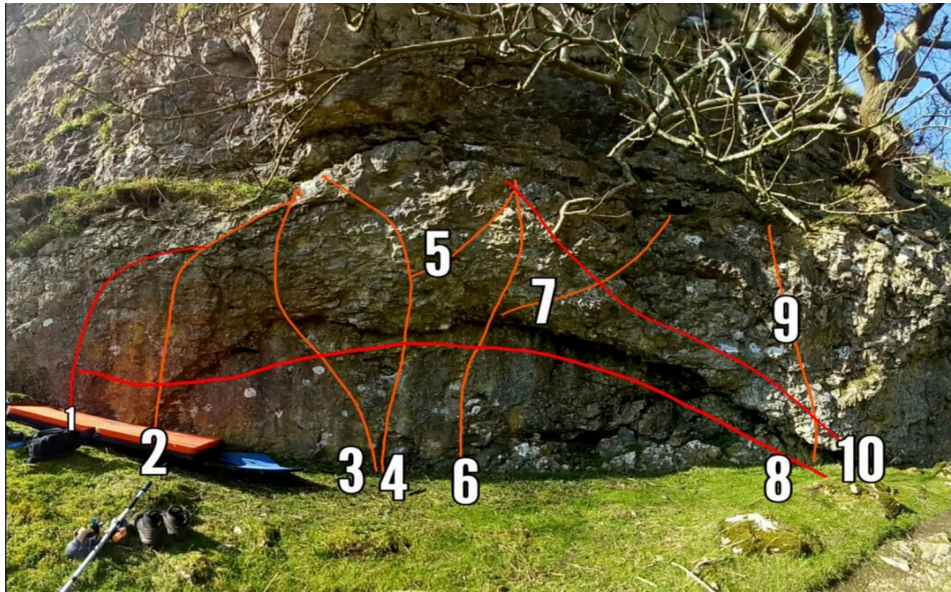
A topo for the new problems situated around the Trollers gill valley, a beautiful location away from the crowds and enjoying the sun or shade;

## Approach

Park as you would for the climbing with consideration for others on the verge

## Ash tree wall

A bit of sympathetic pruning of the Ash tree enabled this wall to be developed by Chris Thornton and John Hunt. Flat landings and morning sunshine. Pretty much all the problems start as sitters.



1.V6-Between a rock and a hard place-Start left hand on jug and right hand on crimp,move up to the small left hand crimp and right to finish as for triangulation point.

2.V6-Triangulation point-Some what eliminate but a worthwhile problem Start right hand undercut and left hand pinch move up with left hand to an obvious triangular spike and right hand square cut crimp, head up and right via a sloper to reach the finishing jug (pocket out right out of play as is all the obvious large undercuts).

**3.V2-Pocket wall-From the low obvious jug head up and left to the obvious pocket and on to the jug.**

**4.V5\*-Blast off-From the low starting jug head up to the blocky pinch in the middle of the wall with your right hand, set your feet and launch for the finishing jug.**

**5.V5\*-Countdown-As for the previous problem but take the pinch with left hand and make a long move to the rounded pinch up and diagonally right, from here head up and slightly left to the large finishing hold.**



**6.V5-Hill of tara-Start on the low jug and pull in to the undercuts before heading straight up the wall without the central block hold and utilising a curved hold make to the finishing jug.**

**7.V1-Warmer-Start on the low jug but from the undercut move right through better holds.**

**8.V? Project-Traverse from problem 10 all the way and in to problem 1.**

**9.V2-Ash pillar-Start as for the traverse and head straight up the pillar utilising a right hand side pull (no back wall allowed)**

**10.V7\*\*-Arch rival-Start at the base of the arch and keeping hands above the overlap make powerful moves and traverse up**

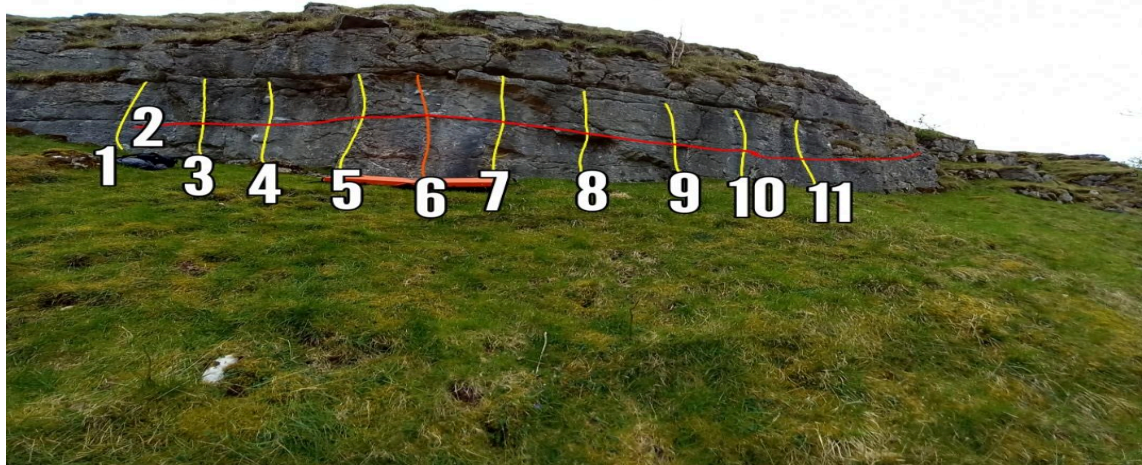
**and left to finish either up Blast off or Countdown.**



# Shaft Wall

Head up the gorge passing the sport climbing, just as the gorge opens up again there is a large mine shaft on the right and to the left of this is Shaft Wall. Afternoon sun.

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- 1.V1 - Pillar talk - Straight up the thin pillar to the break.
- 2.French 7b\*\* - Shaft - The left to right traverse of the full wall is technical and thin in its midst.
- 3.V2 - Scoop - Straight up the shallow scoop to the break and escape left.
- 4.V3 - Start low on a left hand flake and right crimpy rail, head straight up the wall to the break.
- 5.V3 - Areyte - Up the arete to the break.
- 6.V5\* - Crown - Sit start on a right facing side pull, make a long move to the sharp crimp and a slopy pinch then onward to the large break.
- 7.V3 - Crozzley - Straight up the crozzley wall to the break.
- 8.V3 - Head up the thin crack to the break.
- 9.V1 - The short wall.
- 10.V2 - The shallow water worn scoop.
- 11.V1 - The wall to the right.

## Streamside Bloc

This bloc is the most northerly development up the stream over the stile on the left hand side, a steep bloc situated in a lovely position next to the stream with flat landings and crimpy problems/projects.



**1.V?-Project-sit start in to reverse dynamics**

**2.V6\*-Reverse dynamics-left hand on spikey crimp and right hand reverse layback on flake,create tension and come over with left hand on to the flatty on the bulge,match and go straight to the finishing jug.**

**3.V6\*\*-Belly of the beast-Sit start on the diagonal rail and move out left to the flake,head up the wall utilising a right hand undercut and in to the finishing jug.**

**3a.V7\*-Belly of the beast direct-from the left hand flake and undercut launch straight for the finishing jug**

**4.V7\*\*-Belly of the beast right hand-Starting sat down out right with left hand low undercut,right hand layback corner and right heel on shelf make a hard move to the rail and continue up BOTB.**

**4A.V7/V8\*-As for the above problem but in to BOTB Direct**

**5.V7\*\*\*-Dynamics of the beast-Start as for problem 4 but this time eliminate the right hand undercut and utilise a rounded crimp underneath to make a long move in to the flatty of Reverse Dynamics match this and up to the finishing hold.**

**6.V?-Project-Start as for the above 2 problems and traverse all the way left through the cave**