



Perched in a majestic position high above Ladybower Reservoir is Bamford, one of the most beautiful edges in the Peak. It has some decent bouldering on offer including a few classic harder problems and a very good green spot circuit. The rock can be a bit gritty and it is quite rough on the skin. Bamford has one of the best green circuits around and also a decent orange circuit.

Approach

The edge is situated above Bamford village. Approach from a minor road that connects the main Stanage High Neb parking with the A6013 road through Bamford village. There is ample parking on the roadside by a gate.

Conditions

The edge faces southwest getting plenty of sun. It is fast drying and seldom green but offers little shelter from wind or rain.

Access

Bamford has been 'discovered' by people seeking spectacular social media photos and it is regularly very busy with people gathering around Gun Rock and the top of Gargoyle Buttress. Unfortunately this has created numerous big wide paths and other associated problems of parking and litter. To protect climbing access please pick up litter that is left and destroy any fire circles. Stick to paths and park carefully.

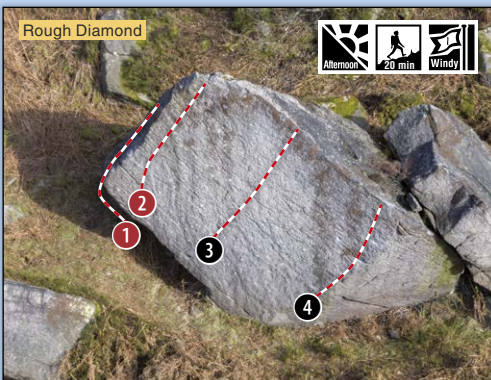


Bamford Green Circuit
This is one of the better green circuits around. It is long with 26 problems and no real highballs, spread in three main clusters and listed left-to-right. Start p.124.

Bamford Orange Circuit
A great circuit with only 15 problems but plenty more options if you include more Greens. Listed left-to-right so that you end with the harder *f6A* ones. Start p.124.

Dominic Green powering up on the undercut of *Flaky Fluster (f6C)* - p.124 - on the Salmon Boulders at Bamford. Photo: Alan James





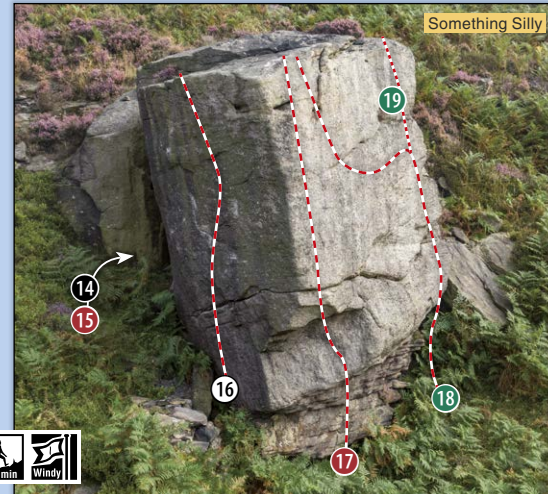
- 1 Rough Diamond** **f6B**
The prow left arete from a low sit-start.
- 2 Xenolith** **f6B**
Climb the right side of *Rough Diamond* from standing.
- 3 Carats for Power** **f7B+**
The centre of the slab is climbed dynamically rightwards.
FA. Ned Feehally

- 4 Zirconia** **f7C**
The right arete of the face from sitting. Short and powerful.
FA. Ned Feehally
- 5 Sturgeon** **f6C**
A sharp featured arete on its own, a little way on from *Klem Fandango* - see overview. From sitting, climb it on its right.
- 6 Klem Fandango** **f7A**
On the impressive monolith, climb the steep high left arete from a sit-start (**f6C** from stand).
FA. Jon Fullwood
- 7 Hello Steven** **f7B**
The highball wall has a hard start and a direct steep finish. Easier if you sink left at the top.
FA. Jon Fullwood, Jim Pope

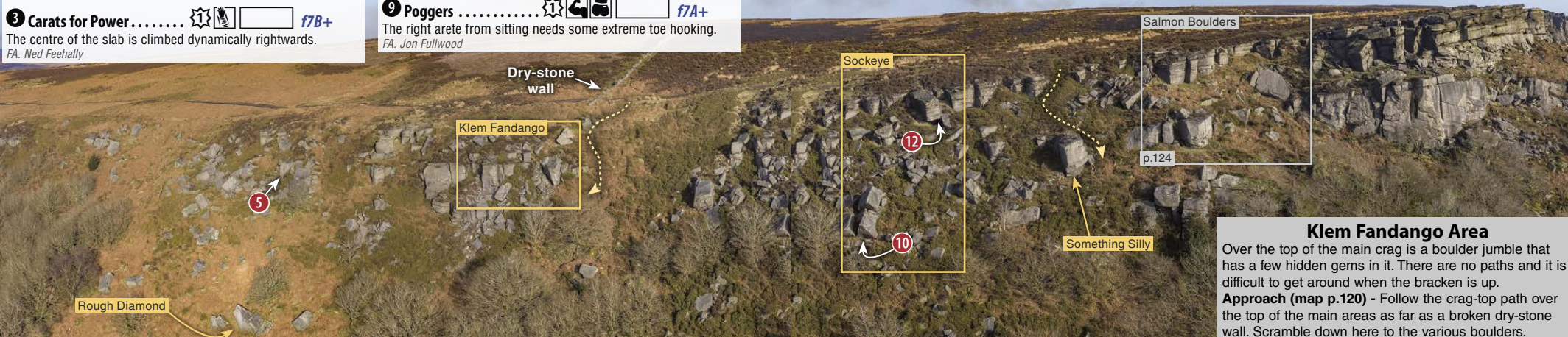
- 8 Pog Champ** **f7B**
A short blunt prow. Sit-start with a series of crimps on the left side. Top notch steep compression which packs a punch.
FA. Jon Fullwood
- 9 Poggers** **f7A+**
The right arete from sitting needs some extreme toe hooking.
FA. Jon Fullwood



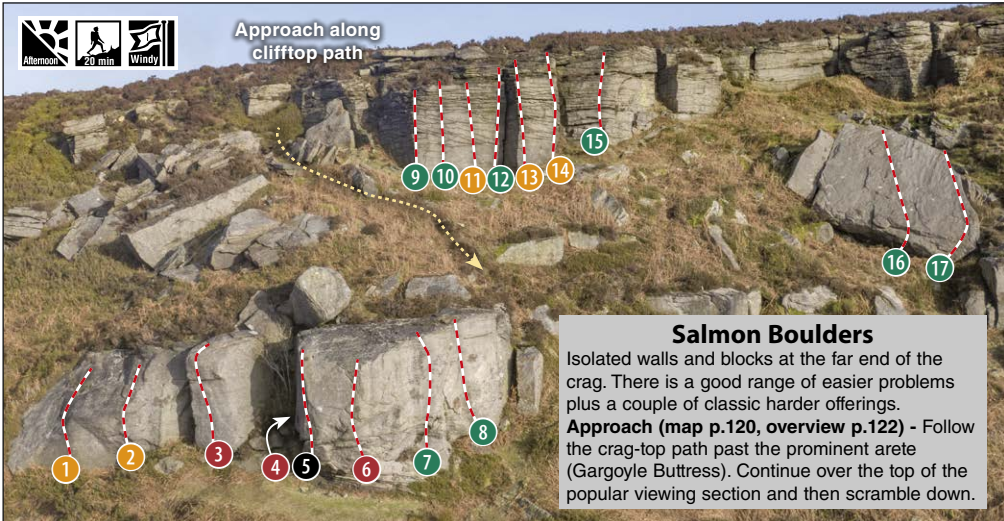
- 10 Sockeye** **f6C**
Climb the sharp left-hand arete direct from sitting.
- 11 Steelhead** **f7A**
On the block immediately behind *Sockeye* - sit-start into a mantel onto the green slab.
FA. Jon Fullwood
- 12 Roughed Up** **f6B+**
At the front-facing low roof/cave, sit-start in the break at the back, gain the lip and exit up the wall. No sideway.
- 13 Rough n' Tumble** **f6C+**
As for *Roughed Up*, but continue via the lip to the left arete.
FA. Jon Fullwood



- 14 Quinnat** **f7A**
The wall left of *Tsumen* from sitting.
FA. Jon Fullwood
- 15 Tsumen** **f6B+**
Sit-start the back left arete to a hanging flake.
- 16 Chinook** **f8A**
The north-facing wall from sitting is reachy, high and hard.
FA. Ned Feehally
- 17 Something Silly** **f6C**
The left arete gets quite high.
- 18 Something Else** **f4**
Start on the right and traverse the thin break to the arete.
- 19 Something Borrowed** **f3**
Direct up the arete from *Something Else*.



Klem Fandango Area
Over the top of the main crag is a boulder jumble that has a few hidden gems in it. There are no paths and it is difficult to get around when the bracken is up.
Approach (map p.120) - Follow the crag-top path over the top of the main areas as far as a broken dry-stone wall. Scramble down here to the various boulders.



Salmon Boulders
 Isolated walls and blocks at the far end of the crag. There is a good range of easier problems plus a couple of classic harder offerings.
Approach (map p.120, overview p.122) - Follow the crag-top path past the prominent arete (Gargoyle Buttress). Continue over the top of the popular viewing section and then scramble down.

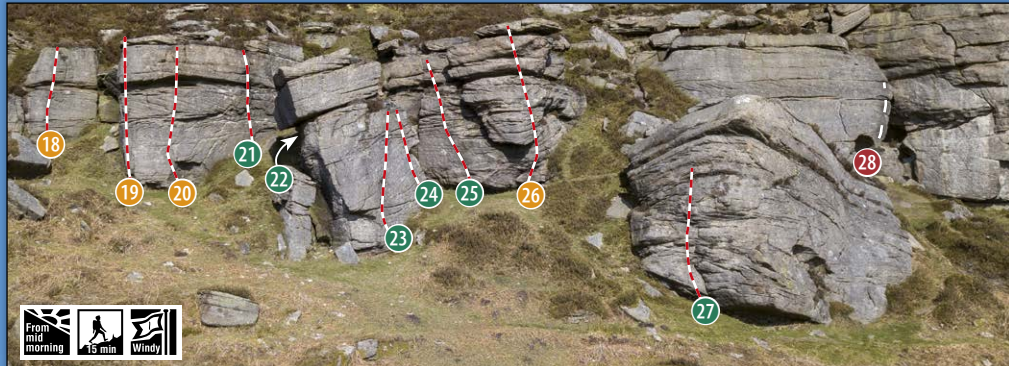
- 1 Foot Scum** f5+
The bulge using slopers and a foot hook.
- 2 Win Hill** f4+
The rib on its left-hand side.
- 3 Lose Hill** f6A+
The pillar using the sharp left arete.
- 4 Ping Pong Pocket Rib Left** f6C
The excellent left arete climbed direct. Further left is around f6C.
- 5 Ping Pong Pocket Rib** f7A+
The excellent left arete climbed direct.
- 6 Flaky Fluster** f6C
A powerful start gains a flake and a reachy finish.
Photo p.121.
- 7 Wiggly Crack** f4
The crack, finished up and left.
- 8 Snap** f3+
The wall on the right of the block past an undercut.

- 9 The Blue Aeroplanes** f4
- 10 Swagger** f3
Climb the wall just right of the arete.
- 11 Weightless** f5
A nice start on thin breaks.
- 12 Push Back** f3+
Layback the corner-crack.
- 13 V1** f5
- 14 Rotate** f4+
The right arete.
- 15 Sixth Continent** f2+
- 16 Short Smart Slab Centre** f4
- 17 Short Smart Slab Right Arete** f3+
The right-hand side is good for practising smearing.

K Buttress

- 18 Krap** f5
The blunt rib using a pinch pocket.
- 19 Klueless** f4+
- 20 Klever** VS 5b
A bit high but around f5.
- 21 K'Pow** f4
The scritty crack.

- 22 Kin'eck Hanging Crack** f4
- 23 Kin 'eck** f3
- 24 You Won't Make Old Bones** f2+
- 25 Crystal Tips and Alistair** f3+
- 26 K'kin** HS 4c
A high one but around f4.
- 27 K-PAX** f4
Green p.126, Orange p.127.



- 28 K Kole Arete** f6B+
The arete is climbed from a knee-bar in the big hole.
- 29 KO'd** f6B
The break from the back to finish up *K Kole Arete*. f5+ if you use the foot-ledge on the wall behind.
- 30 Tome** f5+
The fat bookend from an undercut.
- 31 Thick End of the Book** f7C+
On the backside, pull on with arete and poor crimp and leap.
FA. Jim Pope
- 32 The Bookend** f6B
The thin bookend. A sit-start is f6C+.
- 33 Bookend Right** f6C+
- 34 Avoiding the Traybakes** f8A
Crimp up the wall above a jammed pad in the break at the base of the wall. Stand on the pad and snatch up poor holds.
FA. Ned Feehally
- 35 The Plumber has Landed** f6B
The thin seam between the chimney and the arete.
- 36 Down to Earth** E3 6a
The arete is highball f6A+ but there is gear if you want to lead it.

K Buttress

The central section of the crags has a section of edge that offers easy problems with some harder classics.
Approach (map p.120, overview p.126) - Follow the crag-top path and look out for the prominent Wrinkled Wall buttress sticking out from the crag.

- 37 Deb** f4+
The arete is also known as *Crunchy Nuts*.
- 38 Stoned** f5+
- 39 Petered Out** f4
A crack and arete.
- 40 Bamboozer** f6C
Swing out right from the crack and follow edges up the wall.
- 41 Captain Birdseye** f8A
A direct start to *Bamboozer*. From standing, pull on and go direct without dabbing the sidewall.
FA. Sam Lawson
- 42 Spike** f7B
Starting at the niche, pull through the roof and move up and left then finish direct.
FA. Jon Fullwood



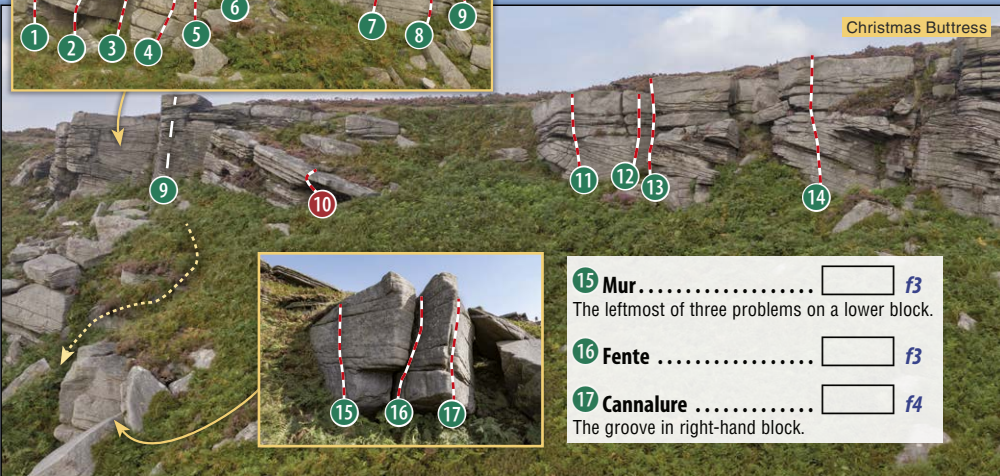
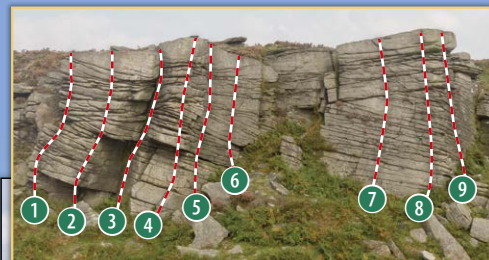


Christmas Buttress

The short walls left of Gun Buttress have a series of pleasant easier problems mostly above decent landings. The many breaks make it a good area for beginners. Careful use of pads is required for some landings.

Approach (map p.120) - Follow the main approach and continue over the top of the ever-popular Gun Buttress. Then drop down after about 80m.

- 1 Dream 14 f2
- 2 Quince 15 f3+
- 3 Snug 16 f2+
- 4 Midsummer Madness 17 f3+



- 15 Mur f3
The leftmost of three problems on a lower block.
- 16 Fente f3
- 17 Cannalure f4
The groove in right-hand block.

- 5 Dawn and Dusk 18 f3
Stretch up the rib right of the arete.
- 6 The Curse 19 f3+
A fingery wall. An easier version of its Burbage namesake.
- 7 Midsummer Wall 10 f2
The wall left of the arete.
- 8 Bilberry Arete 21 f2
Balance up the arete.
- 9 Bilberry Arete Right 22 f2
- 10 Wendy House Roof f6B
A mantel. Eliminate the foot-ledges down and left.
- 11 Wall Left 23 f2
- 12 Wall Right 24 f2
- 13 Cold Turkey 25 f3+
- 14 Santa's Pants 26 f3
A steep start to easier finish. Last Green problem.



Salmon Boulders p.124

K Buttress p.125

Christmas Buttress
Gun Buttress



Gun Buttress

Gun Buttress
Below the famous gun are some good steep roof problems mostly above perfect landings.
Approach (map p.120) - Follow the main approach and take the path leftwards towards the first major section of the edge.

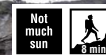
- 18 Gunpowder Left Start 12 f5+
The steep left-hand start to Gunpowder Crack. Jump off.
- 19 Gunpowder Right start ... 13 f5
The easier right-hand start to Gunpowder Crack. Jump off.

- 20 Long John 14 f6A
The arete then campus right and pull up. Good holds!
- 21 Three Real Men Dancing f6B+
Start from a flat jug. The roof gives a good f6B then escape right. Above is a tricky highball fingery finish for the full problem. Traversing the lip leftwards into Long John is a less scary f6B+.
- 22 Green Parrot 15 f6A
Start from the jug and make a shin-grinding mantel. Last Orange problem.
- 23 A Minah Variation... f6A+
The lip traverse into Green Parrot adds a plus.

Bamford Quarry

Set way back behind the edge is a very small quarry with one superb groove and prow.
Approach (map p.120) - From the higher parking, follow the right-hand path up the hill and the quarry appears on the right.

- 24 Bodacious Groove f7A
The highball groove. Use the arete to finish at jugs. Step off left.
FA. Mark Rankine 2015



Bamford Quarry

The Big Excellent Adventure - E5 6b

Bamford Quarry Out of sight