

Peak SE POKKETZ

Chris Craggs and Alan James

A rock climbing guidebook to selected easier routes on the gritstone and limestone crags of the south eastern Peak District

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Printed by Clearpoint Colourprint, Nottingham

Distributed by Cordee (www.cordee.co.uk)

All maps by ROCKFAX.

Some maps are based on original source maps kindly supplied by Collins Maps

(www.collins.co.uk) and Harvey Maps (www.harveymaps.co.uk)

Published by ROCKFAX Ltd. July 2007© ROCKFAX Ltd. 2006, 2007

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This page: Garran Comley climbing *Chequers Buttress* (HVS 5a) - *page 19* - at Froggatt.

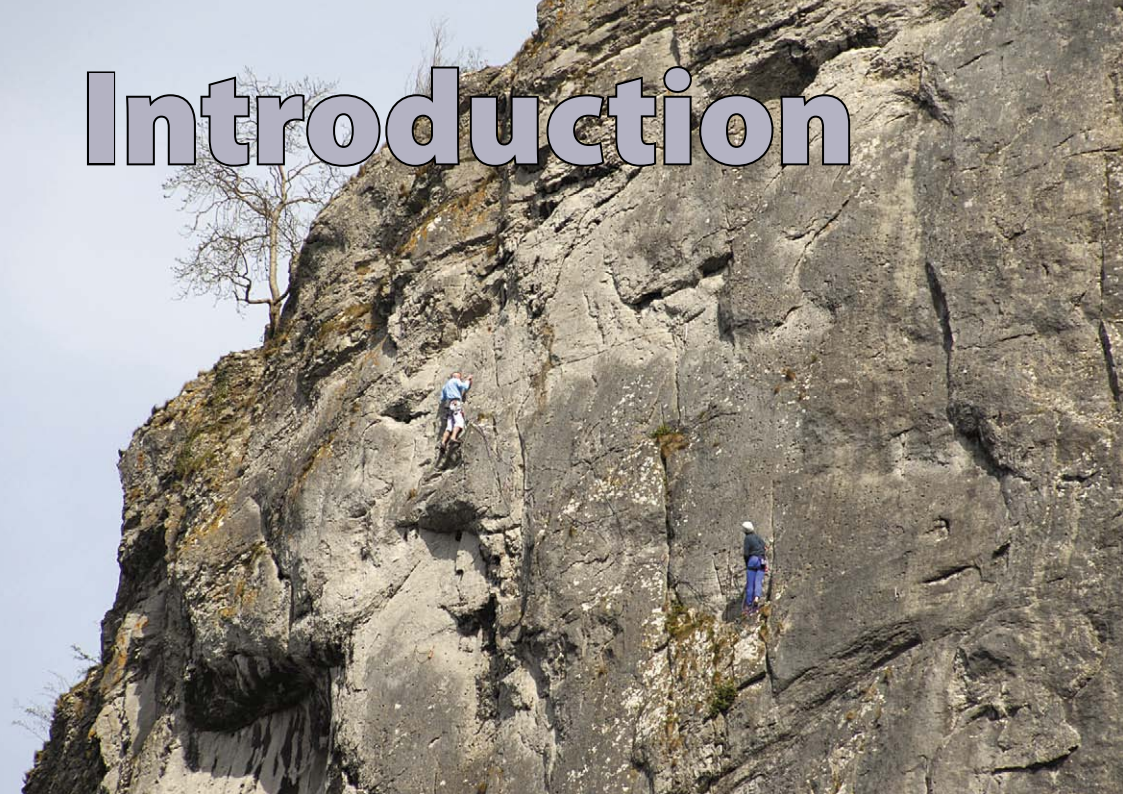
Cover: Anna Sherratt on *Valkyrie* (HVS 5a) - *page 15* - at Froggatt. Photos: Nick Smith

ISBN 978-1873341-07-0

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Introduction



Debauchery (E1 5b) - *page 93* - at High Tor. Photo: Chris Craggs

The gritstone edges and limestone crags and quarries in the south eastern Peak District offer a great variety of climbing and settings for any visiting climber. The main attractions are the classic crags of Froggatt, Curbar and Birchen; in addition there are many smaller but attractive minor gritstone cliffs like Baslow, Gardom's, Chatsworth and Black Rocks. The variety of the area is supplemented by some fine limestone crags offering plenty of great routes up to HVS, with Wildcat Crags and Willersley being pre-eminent. Then there is the added attraction of the popular and generally easy bolted sport climbing at Horseshoe Quarry.

The POKKETZ Guide

This POKKETZ book is designed as a compact, pocket-sized introduction guide which contains everything you need to get going. The routes covered represent the very best on offer in the grade range up to HVS and we have even included a few E1s and E2s to aim for if you find the rest of the routes a bit easy. What you don't get are the harder routes and the buttresses with less good quality routes; it is just the best of the best, stripped down and presented in this compact and affordable package.

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Mountain Rescue

In the event of an accident requiring the assistance of Mountain Rescue:

Dial 999 and ask for 'POLICE - MOUNTAIN RESCUE'

All mountain rescue incidents in the Peak District area fall under the responsibility of Derbyshire Constabulary. If in any doubt request Derbyshire Police Operations Room.

Edale Mountain Rescue Team - www.edalemountainrescue.co.uk

Peak District Mountain Rescue Organisation - www.pdmro.org.uk

Access

Most of the crags in this guidebook have no major access problems and all that is required to ensure continued freedom of access is a responsible approach otherwise the freedoms already won could be so easily lost. Infrequently access restrictions (signs will normally be posted) do occur mainly because of potential fire hazards on the dry moorland, although usually the more popular crags and all the limestone crags will still be accessible. Some of the limestone crags are in sensitive areas and have special access notes detailed in their introductions. It should be noted that the inclusion of a crag in this book doesn't mean that you have right of access to climb there and situations can change.

If you do encounter access problems, contact the **BMC** at **The British Mountaineering Council, 177-179 Burton Road, West Didsbury, Manchester, M20 2BB**.

Guidebook Footnote - The inclusion of a climbing area in this book does not mean that you have a right of access or the right to climb upon it. The descriptions within this guide are recorded for historical reasons only and no reliance should be placed on the accuracy of the description. The grades set in this guide are a fair assessment of the difficulty of the climbs. Climbers who attempt a route of a particular standard should use their own judgment as to whether they are proficient enough to tackle that route. This book is not a substitute for experience and proper judgment. The authors, publisher and distributors of this book do not recognise any liability for injury or damage caused to, or by, climbers, third parties, or property arising from such persons seeking reliance on this guidebook as an assurance for their own safety.

Route Symbols



1 to 3 stars indicating the best routes.



Technical climbing requiring good balance and technique, or complex and tricky moves.



Powerful climbing; roofs, steep rock or long moves off small holds.



Sustained climbing; either lots of hard moves or pumpy positions for placing gear.



Fingery climbing with significant small holds on the hard sections.



Typical rounded gritstone holds and sloping breaks.



Fluttery climbing with big fall potential and scary run-outs.



A long reach is helpful or even essential for one or more of the moves.



Graunchy climbing; wide cracks or thrutchy moves (not specifically for hand and fist jams).

Crag Symbols



Angle of the approach walk to the crag with approximate time.



Approximate time that the crag is in the direct sun (when it is shining!)



The rock can get green and damp in winter and early spring.



A crag offering some shelter from the wind.

Crag Popularity



Deserted - Currently under-used and quiet. May have a long walk-in and/or less good routes.



Quiet - Less popular sections on major crags, or good buttresses with long walk-ins.



Busy - Places you will seldom be alone, especially at weekends. Good routes and easy access.



Crowded - The most popular sections of the best crags. Classic routes and lots of people.

On most of routes in this guide there is no fixed gear so everything you need to protect your ascent will have to be carried up the crag with you. This is known as 'traditional' or 'trad' climbing. The exception to this is Horseshoe Quarry where the routes are fully bolt protected - this is 'sport climbing' which just requires a selection of quick-draws to clip the bolts.

Runners

The wide breaks and cracks make gritstone an ideal place for Friends and other camming devices, Hexes are a cheaper alternative though they are a little less versatile. Wires will be found most useful for the narrower cracks and are essential for the limestone trad routes. The photo illustrates a typical general rack; it consists of a set of wires and a range of Friends. One or two slings may also be found useful on some routes and often on the cliff-top belays. For harder routes and on some limestone trad routes more small wires, micro-wires and more advanced camming devices may be found essential. The sport routes at Horseshoe Quarry just require a set of quick-draws - 8 should about cover it.



Ropes

Most grit routes are short enough to be climbed on a single 10mm or 11mm rope. Routes which wander around, and most of the longer limestone trad routes, will require two ropes - 50m x 9mm is usual. The sport routes are best climbed on a single 10mm or 11mm rope although make sure that it is long enough (50m at least) to lower off.

A 'poker' for removing gear, and tape for bandaging damaged fingers may also be found useful.

British Trad Grade

1) Adjectival grade (Diff, VDiff, Severe, Hard Severe (HS), Very Severe (VS), Hard Very Severe (HVS), E1 and upwards). How well protected a route is, how sustained and a general indication of the level of difficulty of the whole route.

2) Technical grade (4a, 4b, 4c,..... to 7b).

The difficulty of the hardest single move.

Bold Routes - Some gritstone routes have limited protection and you can find yourself in serious situations. This should be clear from the text but please make sure you use your own skill and judgment as to whether you will be able to safely complete a chosen climb.

British Trad Grade				Sport Grade	UIAA	USA
				1	I	5.1
				2	II	5.2
				2+	III	5.3
				3-	III+	5.4
				3	IV	5.5
				3+	IV+	5.6
				4	V	5.7
				4+	V+	5.8
				5	VI-	5.9
				5+	VI	5.10a
				6a	VI+	5.10b
				6a+	VII-	5.10c
				6b	VII	5.10d

Sport Grades

The bolted limestone routes at Horseshoe are given sport grades (or French grades as they are often known). The sport grade gives an indication of the overall difficulty of the route and not just the hardest move. More on grades - www.rockfax.com.

Colour Coding

The routes are all given a colour-coded dot corresponding to a grade band.

Green Routes - Everything at grade Severe and under (Sport 4+ and under). Good routes to start on.

Orange Routes - Hard Severe to HVS inclusive (Sport 5 to 6a+). General ticking routes for those with more experience, a large range of excellent routes is available across this band.

Red Routes - E1 to E3 inclusive (Sport 6b and above). Routes for the experienced and keen climber.

A selection of the best of these routes are included in this book for you to aspire to.

Froggatt



Alice Chaplin on the superb *Sunset Crack* (HS 4b) - *page 11* - at Froggatt. Photo: Nick Smith

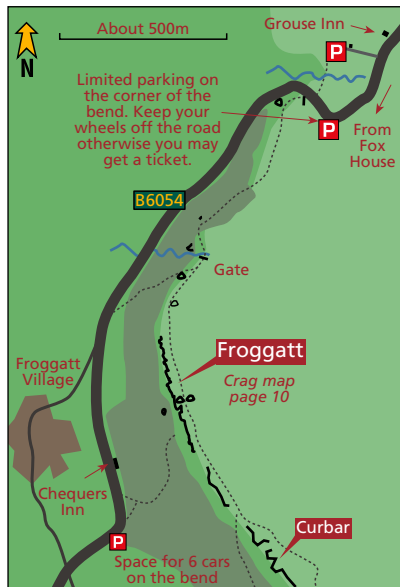
Froggatt may be the most popular crag in this guide, it is relatively low lying which means it escapes the worst of the weather, faces the afternoon sun, and has many great routes. There is a high concentration of good routes and, although Froggatt is renowned for its superb slabs, it has a good collection of crack climbs too. The crack climbs here are well protected although, in contrast, the slab routes are invariably bold, many lacking even the most limited protection. There is plenty of good bouldering at Froggatt on the crag and on the boulders above the Pinnacle. Also the Hairpin Boulder which is situated just up the track from the main road on the approach walk.

Froggatt is low enough to escape the worst of the weather and is climbable all year if the weather is kind. The westerly aspect means that the afternoon winter sun warms the rock and makes it well worth a visit on clear winter days.

Approach (SK249764)

1) There is parking by the bend on the B6045 below the Grouse Inn or a Pay and Display National Trust car park a little nearer the pub. Follow the hill top path to a gate then onto the cliff, 15 mins from the car. The first section of the edge is 100m before the Froggatt Pinnacle which pokes above the line of the cliff.

2) From a small lay-by (up to 6 vehicles) on the bend below the Chequers Inn. Walk back up the road then turn right and follow a steepening track straight up the hill to arrive right of the Pinnacle.



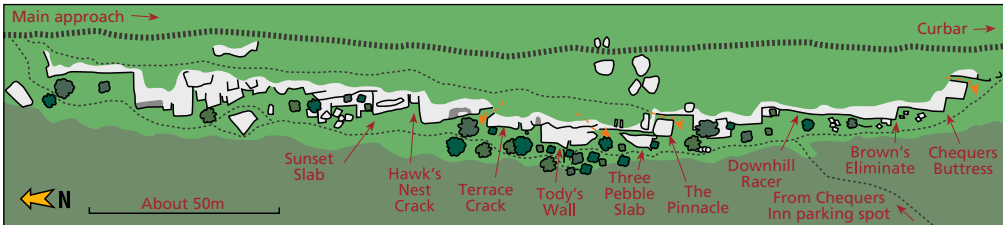


Sunset Slab

Descent





Hawk's Nest Crack











Sunset Slab and Hawk's Nest Crack

This is the first of many fine slabs at Froggatt. The routes up the cracks are very friendly but the others need a steady and confident approach as protection is minimal. Past this the trees shade a section of rock with some good vertical cracks and a slightly dingy cave. There are several fine climbs here. The whole area may be cooler in the summer (at least for the belayer) and the cave provides shelter in the rain.



Approach - The easiest (!) approach is down the awkward gully to the right of Sunset Slab.

- 1 North Climb**    **HVD 4a**
12m. The wide crack was a good effort for its day. Awkward and not too well protected, though a big chockstone is of some help.



- 2 Sundowner.**     **E2 5a**
12m. Friction climbing on poor pockets with the crux near the top. A side-runner on the right lowers the grade a couple of notches. The line described uses the direct start to *Sunset Slab* which combines to make a logical and independent route.

- 3 Sunset Slab**     **HVS 4b**
14m. The main route of the slab has a contentious grade, it has been graded HVS to warn the uninitiated, with a good runner in the right place it would be nearer Hard Severe but it is effectively unprotected. From the initial crack, trend left across sloping ledges to a flake and teeter up this. The crux is one move higher than you might expect.




- 4 Sunset Crack**    **HS 4b**
12m. The awkward undercut crack has enough runners to make up for the rest of the routes on the slab! The initial bulge is tricky, and the route has its fair share of sloping holds, but it is still pretty amiable as a HS. *Photo on page 8.*




- 5 Turret Crack**    **HS 4b**
12m. An awkward, blocky start to the crack in the edge of the face leads to a steepening just below the top.

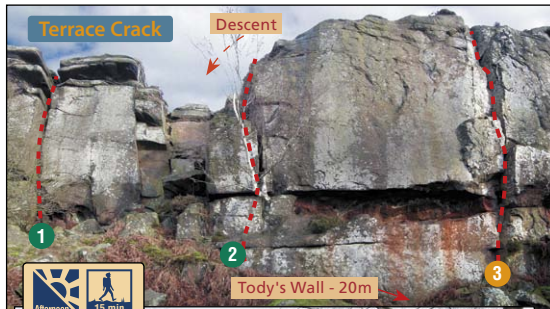
The block-choked gully just right offers an easy way down.

- 6 Slab and Crack**   **Diff**
10m. The polished ramp in the right wall of the gully.

- 7 Holly Groove**    **VS 4c**
12m. The slippery twin cracks in the groove - the holly went west aeons ago! Start up the left one step into the right, for a couple of steep moves then finish up a wide easy chimney.

- 8 Hawk's Nest Crack**    **VS 4c**
12m. The classic jamming crack turns out to be awkward despite the useful chockstone (knees obligatory). From the ledge finish over the exposed jutting flake on the left for an extra thrill.

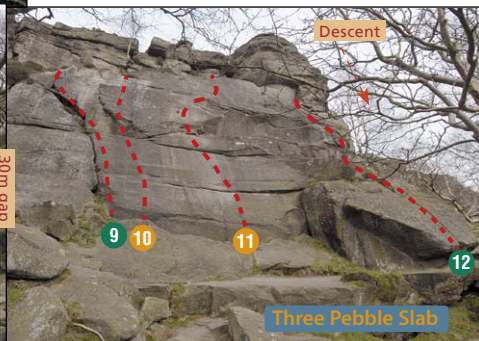
- 9 Cave Crawl**    **HS 5a**
12m. Exquisite and unique. Scramm-a-way up into the slot in the back left corner of the cave then breast stoke toward *Swimmers Chimney* and daylight. The route can also be descended (quietly) to scare people in the cave!



Tody's Wall and Three Pebble Slab

One of the tallest sections of the edge is always popular because of its many fine climbs. On the left is an ancient quarried wall, and to the right, the classic *Tody's Wall* is the popular tick. There is also the delightful *Heather Wall* to head for. Finally is a clean slab with some great friction climbing, it is always popular. Here is *Three Pebble Slab*, one of the big ticks of the Peak. If you enjoy slab climbing then this is an essential spot to pass a bit of time.

Approach - See map on page 10.



1 Swimmer's Chimney   **HVD 4a**

12m. The deep and ever-narrowing chimney slot is well named, you can thrash but try not to flounder!

2 Skogul   **S 4a**

12m. Climb the wide crack to a ledge then the exposed arete, most easily reached from the left. It is nearer VS when done direct.

3 Terrace Crack   **HS 4b**

12m. The long blocky crack was once quarried and is unusual for the edge. It is juggy, well protected and excellent.

The edge juts forward and down to the right is a pit - the starting point for a couple of classics.

4 C.M.C. Slab   **HVS 5a**

16m. Keep as near as possible to the centre of the slab left of *Heather Wall*, with the odd runner in that route as and when needed. It is a grade (or even two) harder without.

5 Heather Wall   **HVD 3c**

16m. Mild and brilliant. An awkward start leads to a ledge then tackle the jamming crack up the shallow slabby groove.

6 Tody's Wall     **HVS 5a**

18m. Mild for HVS but excellent. Grovel onto the jammed block, place a few Friends and make the obvious move onto the slab (easier said than done). If perplexed, try a right-facing, leg-cocking layback. Finish up the slab and elegant crack above.

7 Silver Crack    **VS 4c**

10m. The crack that bounds the right-hand side of the slab is a widening thrash for most! A forceful approach helps.

8 Bollard Crack    **VS 4c**

8m. The kinked crack is a right bollard! The star is awarded for people who enjoy ruining perfectly good clothing - a traditional VS if you know what we mean!

*Round to the right is the ever popular *Three Pebble Slab* and some lesser offerings.*

9 Soft Option  **VDiff**

8m. The unremarkable widening crack in the left-hand side of the slab gives an easy, gritty pitch - low in the grade.

10 Two-sided Triangle    **HVS 5b**

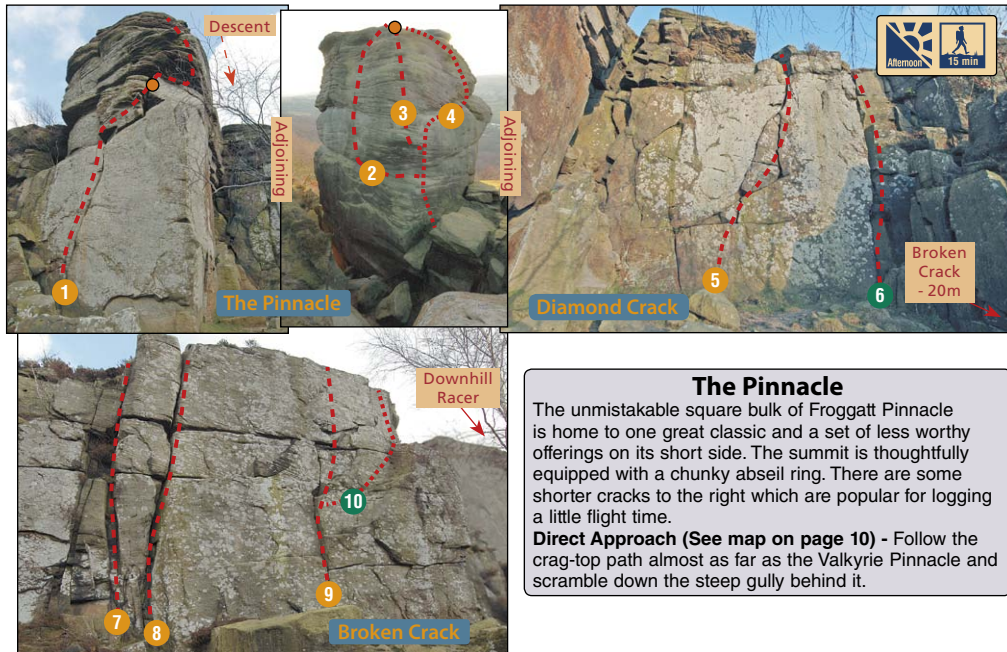
10m. A mini *Three Pebble* which has a harder move but is less satisfying. It follows the slab just to the right of the tiny corner.

11 Three Pebble Slab . .     **HVS 5a**

12m. One of the classic Froggatt slabs - bold and delicate but without any surprises. Climb to a hole (small wire) stand in this then rock up and right to a rest before padding to safety up a slab the same angle as a house roof - pity its not ten degrees steeper!

12 Grey Slab     **S 4b**

12m. The lower wall leads steeply to the wide and oddly-named crack. Making progress is tough, but so is falling out of the thing!



1 Valkyrie    **HVS 5a**

20m. A great and historic HVS which features two contrasting pitches, a mid-height stance and a proper summit.

1) 5a, 10m. The awkward, slanting, jamming crack, and a short traverse right, lead a rounded layback to access a stance on the arete (awkward belays).

2) 5a, 10m. Step right, climb the wall to a vertical crack then move left and mantelshelf (no-hands rest here for technical whizzes) onto the easy upper slab. Enjoy the summit experience then abseil from the ring.

Photo on cover.

The next three routes all start on the col behind the Pinnacle, they are short but tough little numbers.

2 Chapman's Crack . .     **VS 4c**

9m. Start at the top of the gully. Traverse left above the gully in a position of some exposure and climb the short crack. The easiest way up the Pinnacle.

3 Route One    **VS 5a**

6m. The short north-east arete yields to a tough mantelshelf. An impressive route for its day and a viable way down for the technically proficient or those with rubber legs.

4 Pinnacle Face     **HVS 5b**

10m. From the top of the gully below the back arete, teeter right along sloping ledges (spotter advised) then climb the wall passing a useful and rather unusual hole.

Right of the gully that cuts up behind the Pinnacle is a short wall.

5 Diamond Crack    **HS 4b**

8m. The slanting crack gives an exercise in jamming - steep, strenuous and well protected, it is a popular route for logging your first flight time - luckily the gear is bomber! A good example of hand jamming from way back when!

6 Corner Crack  **VDiff**

12m. On the right a wide awkward start leads to easier things.

7 Left Broken   **VS 5a**

10m. Access the wide crack awkwardly then romp on. A bit better than it looks, though it does look pretty scruffy!

8 Broken Crack    **VS 5a**

10m. The narrowing jamming crack is best approached by a swift layback. Those who can't jam will dispute the grade - and are really on the wrong route!

9 Sickle Buttress Direct . .    **VS 4c**

12m. Climb the short awkward crack then finish direct up the centre wall instead of moving right.

10 Sickle Buttress   **S 4a**

12m. Climb the tough crack to ledges and follow them out to the right arete of the buttress to an easier finish up a shallow groove.



Downhill Racer

The most popular area at Froggatt has some great climbs in the lower grades and a famous blank slab. However it is showing signs of wear and tear, and the whole area can be very busy at the weekend. Please try to avoid top roping these fine climbs, if at all possible, they are polished enough already.

Direct Approach (See map on page 10) - From the crag-top path descend the gully behind the Valkyrie Pinnacle and follow the lower path. Alternatively continue to the end of the crag and double back. The area is situated at the top of the Chequers Inn approach.

1 Congestion Crack   **HS 4b**

12m. The shallow groove is well protected and well named.

2 Slab Recess Direct   **HS 4c**

14m. The shallow corner has an unhelpful set of sloping, slippery holds and great gear. The upper half is a doddle.

3 Joe's Arete Start   **V3 (6a)**

4m. A technical and shelving mantelshelf of the left arete is the best of a bunch of variations on the original problem.

4 Joe's Direct Start   **V2 (5c)**

4m. A classic boulder problem mantelshelf is worthy of a minute of your time - try and do it first go - Joe did!

5 Slab Recess   **Diff**

16m. The best beginners' route on the cliff, is MUCH better led than top-roped! Climb the cracks on the right then move left to the flake. An easy layback leads into the final groove.

6 Gamma   **VDiff**

12m. The obvious continuation to the start of the previous climb.

7 Allen's Slab   **S 4a**

16m. Start up *Gamma* but follow the diagonal crack boldly out right - tiptoe or hand traverse, with rather spaced gear - to a heathery ledge. Finish up the juggy wall just left of the next crack (*Trapeze Direct*).

8 Trapeze Direct   **HS 4c**

12m. The easy crack leads to a bulge split by a thin crack. Fill it full of runners and reach for a jug above, then heave away - not much for the feet - to easy ground. The wobbly chock is still there! The grade of this one is much discussed - its either easy VS or tough HS - you decide!

9 Trapeze   **VDiff**

14m. Follow *Trapeze Direct* to the bulge then swing right along a break to gain an open groove. Climb this to the top.

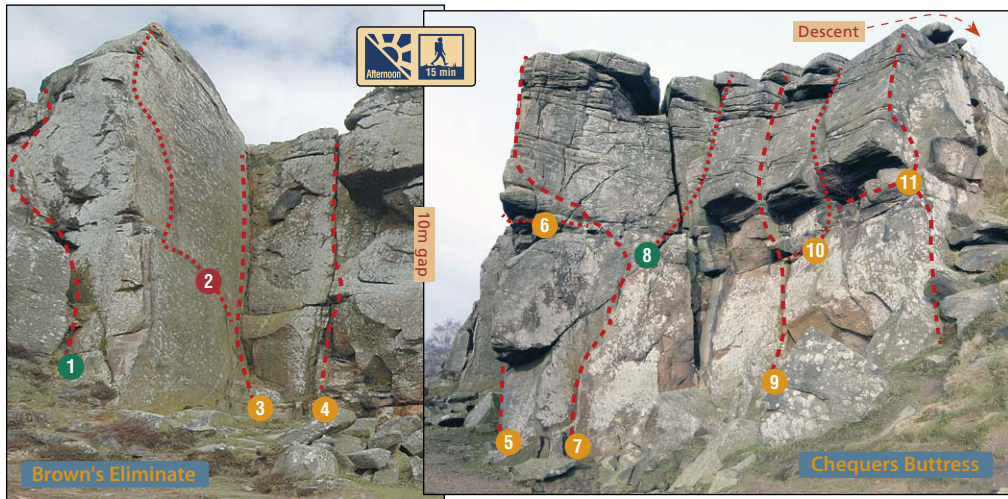
10 Nursery Slab  **Mod**

10m. The well named cracks and blocks to the left of Great Slab. Much-used as a descent by the competent and very low in the grade! Big boots and rucksacks are the best attire for this one.

To the right is the gorgeous sweep of gritstone that is Great Slab, there is nothing here within our grade band but once you start leading E3 and above, you will be back!

11 Beta  **VDiff**

10m. This is the long blocky corner that bounds the right-hand side of Great Slab, quite steep but generally on good holds. Not shown on the topo.



Brown's Eliminate and Chequers Buttress

A couple of great cracks offering strenuous but well-protected climbing and of course the bold axe-edged arete of *Brown's Eliminate* jutting out towards the Derwent valley. Beyond is Froggatt's final buttress, a tall undercut tower with the two famous *Chequers* routes provide contrasting challenges. Further right are the trio of Janker's routes, which offer more contorted fun and games, all courtesy of Baron Brown.

Direct Approach (See map on page 10) - Follow the crag-top path to the end of the crag and double back.

1 Flake Gully **VDiff**

15m. Climb the gully behind the detached block then traverse left until the steep but juggy flake on the wall can be climbed.

2 Brown's Eliminate . . **E2 5b**

16m. A bold and intimidating route which is often soloed, although there is gear just below half-height. From the corner trend left to a ledge (low Friend runners to the left) step back right, then climb the wall on small flakes until things ease.

3 Green Gut **HS 4a**

14m. The fine groove is one of the best lines on the crag; it took a couple of days of digging before the first ascent. The route is quite polished and awkward towards the top but protection is good. Arguments continue about its star-worthiness, there is only one way to really find out!

4 Pedestal Crack **HVS 5a**

14m. The long crack to the right of *Green Gut* has a tricky layback move to reach a good rest on the right then an awkward crack leads into the final short groove.

5 Chequers Crack **HVS 5c**

14m. A right pig and one of the most frigged pitches in the Peak (despite its innocuous appearance), protection is perfect though it does tend to get in the way! The thin finger crack leads to the break (good hold in the roof) and a much easier upper section on solid jams.

6 Chequers Climb **VS 4c**

20m. Devious but worthwhile, sneakily avoiding the cruxes of two routes, double ropes are sensible! Climb the ramp then traverse round the arete to access the upper section of *Chequers Crack*.

7 Chequers Buttress **HVS 5a**

14m. The last of the Froggatt classics. Climb the slanting ramp then the side wall diagonally leftwards to a fat wire. Make a barn-door move left to the huge jug on the arete then meander up for a spectacular finish. Easier for the tall. *Photo on page 1.*

8 Solomon's Crack **VDiff**

12m. The awkward slanting ramp and wider upper crack are all very historical. The thinner left-hand crack near the top gives an awkward alternative finish (**S 4a-ish**).

9 Janker's Crack **HS 4b**

10m. The first crack in the wall to the right is approached by a crack and jammed block and is an awkward battle to enter.

10 Janker's Groove **VS 4c**

10m. The right-hand of the grooves is approached from the previous climb by a short scrunched up traverse. A bum-jam may be of assistance in the groove itself!

11 Janker's End **VS 4c**

8/12m. Climb a short groove and rock back left onto the bold arete. It is also possible - illogical, though historically correct - to start from *Janker's Crack* and extend the tricky traverse.

Stars	Grade	Photo	Page	★★★ VS	Birch Tree Wall.	.116 .122	★ HS	Captain's Prerogative.	.49
	6a	50 Bolts to the Gallon	.78	★★★ HVS	Birch Tree Wall Variations	.122	★ S	Cat's Eye	.97
	6a+	A Right Earful	.78	★ VS	Bitter	.43	★★★ HVS	Cataclysm	.99
★ HS		Above and Beyond the Calisthenic Barrier.	.34	★ VS	Black Crack	.119	★★★ HVS	Catastrophe Grooves.	.97
★ HVS		Adamant	.107	★ HS	Black Silk on White Satin.	.23	★ HVD	Cave Chimney	.110
★ Diff		Adderley's Route	.113	★ 6a+	Blade Runner	.78	★ Diff	Cave Climb.	.65
★ Diff		Admiral's Progress	.53	VS	Blast Hole Wall	.61	VS	Cave Climb Direct	.35
★★★ S		Allen's Slab	.17	VS	Blaster, The	.113	VS	Cave Climb Indirect	.35
★ HVS		Amain	.87	★ S	Blind Eye	.49	★ S	Cave Corner	.87
★ VS		Amethyst	.23	★ HVD	Blind Man's Buttress	.119	★ S	Cave Crack.	.65
★ HS		Anchor Traverse.	.53	★ VDiff	Blind Man's Crack	.119	★ HS	Cave Crawl.	.11
6b		AndreX	.81	★ VS	Blinkers	.115	★ Diff	Cave Gully (Gardoms)	.39
6a		Any Old Iron	.77	★ Mod	Blocked Gully.	.33	★ VDiff	Cave Gully (Birchen)	.59
★★★ VS		Apple Arete	.36 .43	★ VS	Blockhead	.27	★ S	Cave Gully Crack	.39
★ VDiff		Apple Crack	.43	6a	Bog, The	.81	★ VDiff	Cave Gully, The	.35
★ VDiff		Apple Jack Cracks	.43	★ VS	Bollard Crack.	.13	★★★ HVD	Central Buttress.	.119
★ S		Arete, The (Curbar)	.23	★★★ E1	Boomerang	.107	VS	Central Buttress Chimney	.119
★ S		Arete, The (Harborough)	.115	★ Diff	Bow Arete	.111	★ VS	Central Groove	.41
★ VS		Argosy Crack.	.28	★ VDiff	Bow Corner	.111	★ S	Chain, The	.53
★★★ E2		Armageddon	.72	★ Diff	Bow Ridge	.111	VS	Chancery Slab	.122
6a		Armitage	.81	★ S	Bow, The	.51	★ VS	Chapman's Crack	.15
★ VS		Ash Crack	.87	★ VS	Bow-Shaped Wall	.111	★★★ HVS	Chequers Buttress.	.7 .19
VS		Asparagus	.68	★★★ VS	Brain, The	.25	★ VS	Chequers Climb	.19
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★★★ HVS		Avalanche Wall.	.28	★ VDiff	Broken Buttress.	.33	★ S	Chockstone Climb	.39
★★★ HVS		Babylon	.103	★★★ VS	Broken Crack.	.15	★ VDiff	Choked Chimney	.65
★ VS		Babylon's Groove.	.41	★ VS	Broken Toe Groove	.97	★ Diff	Choked Crack.	.65
6a		Bad Boys Ink	.83	★★★ E2	Brown's Eliminate	.19	4+	Christmas Pud.	.83
6a		Bandolier	.77	★ 6b	Bruce's Bonus	.78	★ VS	Cider	.43
★ S		Barbette Buttress.	.59	★ HVD	Byne's Route	.39	★ HS	Cider Apple	.43
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Diff	Gunner's Gangway	59
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★ VS	Heather Wall (Curbar)	25
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★ VDiff	Hollybush Gully	53
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★	VS	Lean Man's Eliminate	121
★★★	VS	Lean Man's Superdirect	121
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	VS	Left Broken	15
★	VS	Left Hand Gully Buttress	34
	VDiff	Left Ladder Chimney	49
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★★★	E1	Lime Street Direct	103
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	VDiff	Little Chimney	113
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	VDiff	Little Diagonal	113
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★	VS	Lobo	99
★	E1	Lone Tree Edge	103
★	HVS	Lone Tree Groove (Willersley)	103
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★	VS	Mast Gully Buttress	57
★	HS	Mast Gully Crack	57
★	VDiff	Mast Gully Ridge	57
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★★★	HVS	Maupassant	29
★★	HVS	McPlumb Wall	97
★	VS	Mealy Bugs	89
★	VS	Mealytopheles	89
★★	E1	Medusa (Stoney)	71
★★	VS	Medusa (Ravensdale)	89
★★	HVS	Mephistopheles	89
★	HVS	Metamorphosis	99
	6a+	Mexican takes Lexicon, The	77
★	HVS	Minus Ten	69
	6a+	Montezuma's Revenge	81
★	Diff	Monument Chimney	51
★	VDiff	Monument Chimney Crack	51
★	VDiff	Monument Gully	51
★	S	Morning Crack	68
★	S	Mort Wall	64
	6a+	Mr. Cellulite's Arete	77
★★★	HVD	N.M.C. Crack	43
★	VDiff	Nautical Crack	55
★★★	VS	Nelson's Nemesis	61
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★	HVS	Nine Lives Wall	97
★	HVD	North Climb	11
★★	HVS	Nowanda	39
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★	VS	Och Aye Wall Direct	39
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★	VS	Parachute	69
★★★	HVS	Peapod, The	29
★★	HVS	Pedestal Crack (Froggatt)	19
★	S	Pedestal Crack (Harborough)	111
★★	HVS	Pendulum	73
	S	Pig Head	59
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★	VDiff	Pillar Slab	23
	S	Pillar Wall	51
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★	HVS	Pinnacle Face	15
★	VS	Ploy	89
	S	Pockets	111
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★	Diff	Polaris Exit	53
★	6a+	Porgi Amor	83
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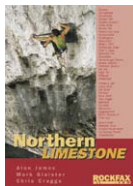
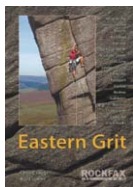
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6a+	Running Man, The	.79
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★ 5+	Sag Ponir	.77
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★ ★ ★ VS	Skylight	.93
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6a+	Small Room, The	.81
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★ VDiff	Solomon's Crack	.19
6a+	Some Place	.77
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6a+	Sunday Sport	.77
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★ ★ VS	Sunset Slab	.11
★ HVS	Superstitious Start, The	.121
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★ HS	Tar's Arete	.59
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★ VS	Tartan Route	.39
★ Mod	Telescope Tunnel	.49
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★ VS	Thin Air	.113
6a	Thomas Crapper	.81
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★ VS	Tree Groove	.41
★ ★ HVS	Tree Wall	.25
★ VS	Tria	.87
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★ HS	Trident Eliminate	.114
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6a+	Unruly Behaviour	.83
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