

Froggatt

A woman with short reddish-brown hair and glasses, wearing a blue t-shirt with orange trim and a climbing harness, is shown in profile, leaning forward on a dark grey rock face. She is focused on her climbing, with her hands on the rock. Her harness is equipped with various climbing gear, including ropes and carabiners. The background is a blurred rock wall, suggesting a climbing site.

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.

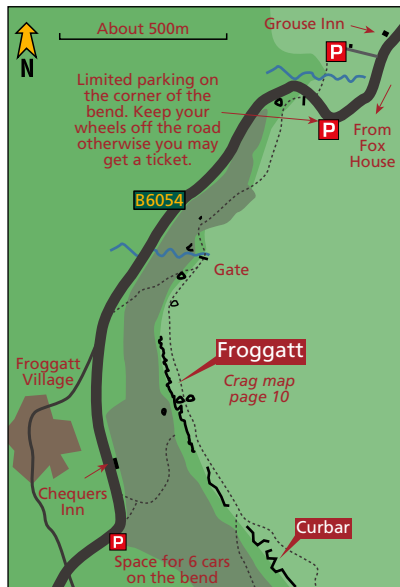
There is plenty of good bouldering at Froggatt on the crag and on the boulders above the Pinnacle. Also the Hairpin Boulder which is situated just up the track from the main road on the approach walk.

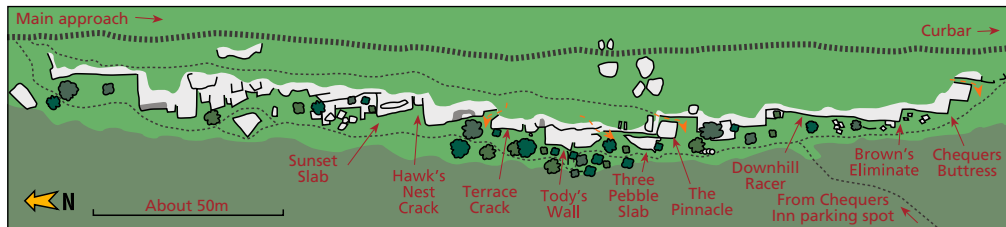
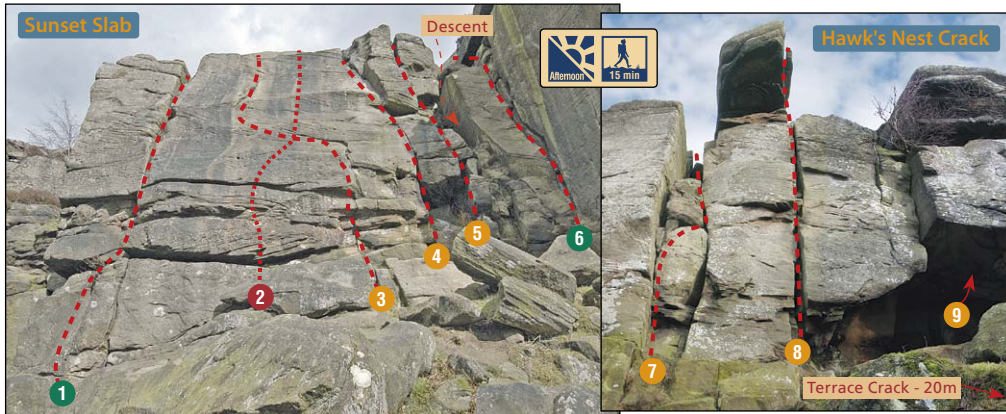
Froggatt is low enough to escape the worst of the weather and is climbable all year if the weather is kind. The westerly aspect means that the afternoon winter sun warms the rock and makes it well worth a visit on clear winter days.

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 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.

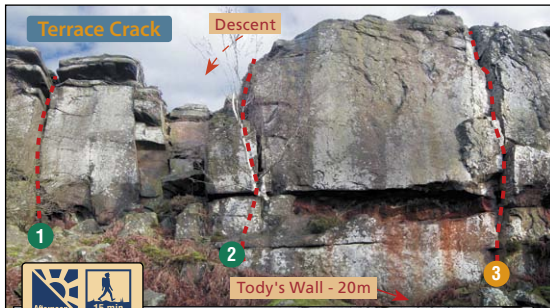
The block-choked gully just right offers an easy way down.

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.

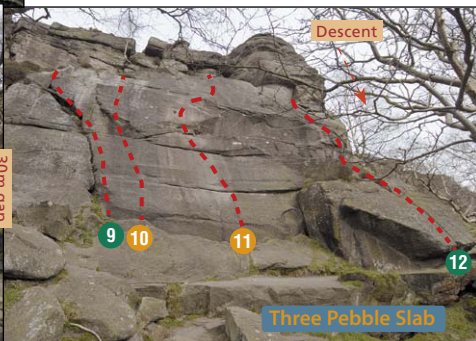
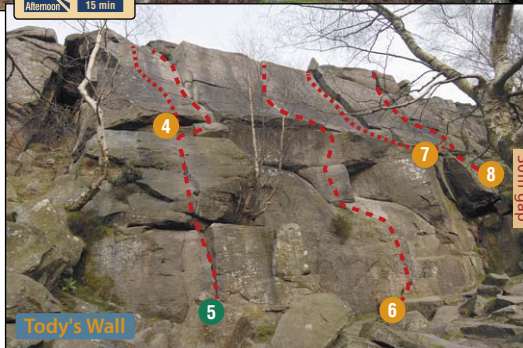
9 Cave Crawl    **HS 5a**
12m. Exquisite and unique. Scramm-a-way up into the slot in the back left corner of the cave then breast stoke toward *Swimmers Chimney* and daylight. The route can also be descended (quietly) to scare people in the cave!



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**

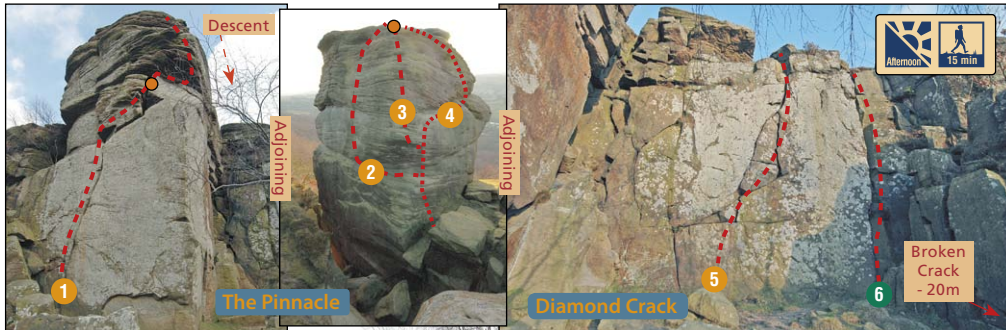
10m. A mini *Three Pebble* which has a harder move but is less satisfying. It follows the slab just to the right of the tiny corner.

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!



The Pinnacle

The unmistakable square bulk of Froggatt Pinnacle is home to one great classic and a set of less worthy offerings on its short side. The summit is thoughtfully equipped with a chunky abseil ring. There are some shorter cracks to the right which are popular for logging a little flight time.

Direct Approach (See map on page 10) - Follow the crag-top path almost as far as the Valkyrie Pinnacle and scramble down the steep gully behind it.

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.

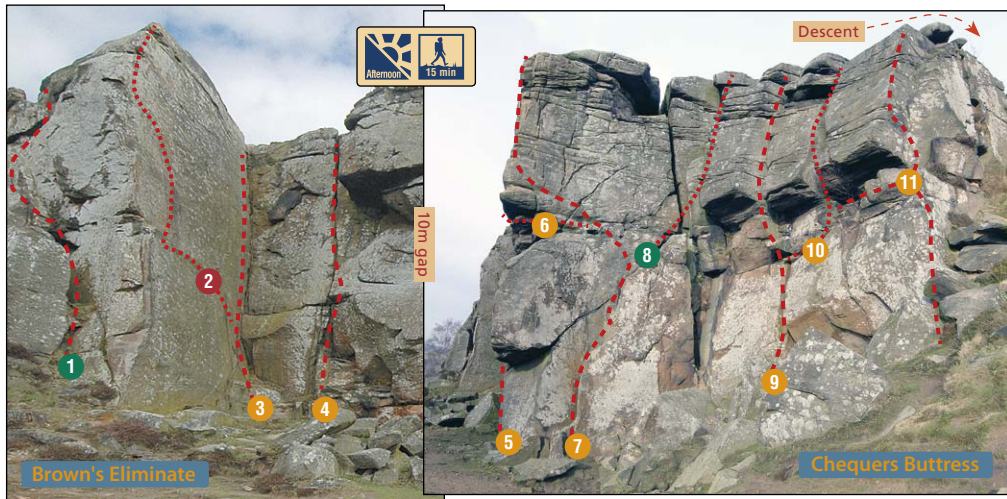
10 Nursery Slab **Mod**

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 fringed 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.