



Battleship Beach



Battleship Beach is typified by a relatively relaxed atmosphere and excellent bouldering on well-textured rock. Ben Stokes just about to start the hard section on *Elegiac Stanzas* (17A+) - page 93 - on the Shipwreck Boulder. Photo: Bruce Walker.

	No star	1★	2★	3★
up to f4	2	4	-	-
f4+ to f5+	5	25	6	-
f6A to f6C+	1	33	20	3
f7A and up	-	1	4	3

WWeares
Black Fort
Black Beach
Battle Beach
Coast Beach
Pulpit Rock
Obelisk
Red Crane
Broad Ope
Longstone
Neddyfields
Southwell
New Cuttings
Cuttings BF
Lulworth
St. Aldheims
Dancing L.
Promenade
Peveril Point
Agglestone



Sim Davies on his 3-star problem *Power by Proxy* (f6B) - page 94 - on the Petit Peabody.

Battleship Edge is one of the most popular sport climbing venues in Dorset. Nestling beneath, somewhat unnoticed, is a collection of large boulders home to close to 110 boulder problems. With reasonably easy access, quality rock, and good climbing across the grades, Battleship Beach deserves far more attention. Landings are rocky and sometimes uneven, so bouldering mats are essential - in fact the more the better if you are going to push your grade.

Conditions

The area is extremely pleasant on a calm sunny day. Humidity lingers on overcast days and sunshine is necessary to dry boulders submerged at high tide.

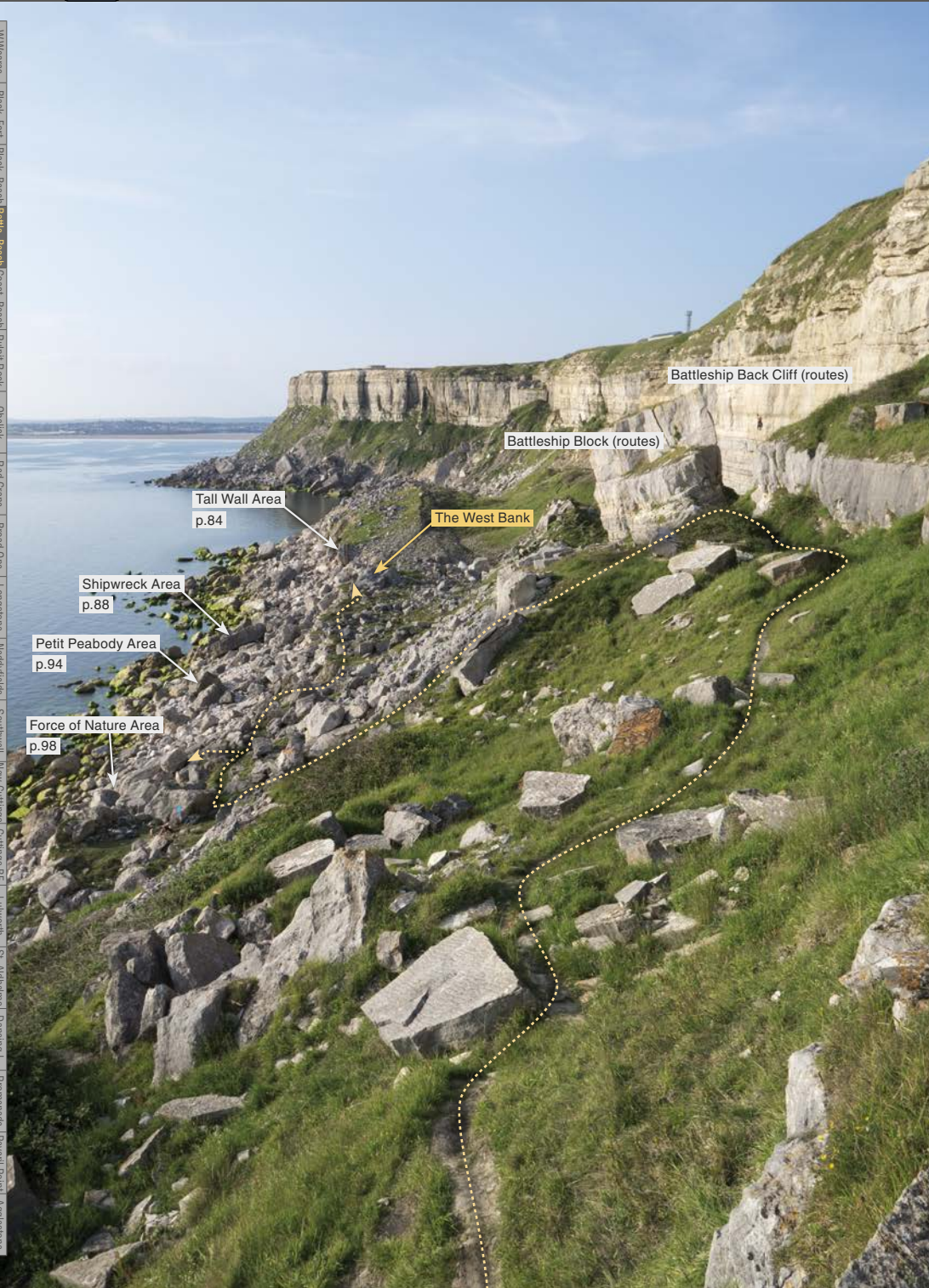
Approach

Also see map on page 78

Following a huge landslip in 2014 the Battleship Edge approach is no longer possible. Instead the southern approach above the Veranda Cliff must be used. Drive through Weston to a small roundabout and turn right into Reap Lane. Park near the second traffic calming installation. Follow a wide track behind houses and go right at the crossroads. Follow the track, past farm buildings, to the cliff-top path. At the cliff edge bare slightly left to a grassy gully. Descend this with care to a terrace above the Veranda Cliff. Follow this north (right looking out) towards the distinctive and massive Battleship Block. Immediately before Battleship Block follow an indistinct path seaward. A flat grassy area is reached just before the final drop onto the beach.

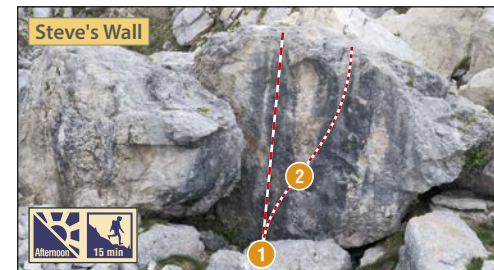


WWeares
Black Fort
Black Beach
Battle Beach
Coast Beach
Pulpit Rock
Obelisk
Red Crane
Broad Ope
Longstone
Neddyfields
Southwell
New Cuttings
Cuttings BF
Lulworth
St. Aldheims
Dancing L.
Promenade
Peveril Point
Agglestone



The West Bank

The first sector is actually not on the beach but on a grassy terrace just above. **Approach (also see map on page 81)** - From the foot of the descent path make your way along the top of the earth bank above the beach.



Steve's Wall

A slab set back from the top of the bank 150m north of the foot of the descent path.

- 1 **Ring Quest** **f5+**
A line of edges up the left-hand grey streak.
- 2 **Sad Dog** **f4+**
Break right from *Ring Quest* to the right-hand grey streak.



West Bank Boulder

A finely-positioned boulder on the edge of the bank.

- 3 **Gardener's Delight** **f4**
A lip traverse of the short landward and leaning northern faces.
- 4 **Tower of Babel** **f6B+**
The leaning left side of the arete with a couple of long reaches.
- 5 **Tower of Babel, Stand** . . . **f6A**
- 6 **Lost and Found** **f6A**
Up to the rounded ledge and then the top.
- 7 **Rising Sun** **f5**
A right-to-left lip traverse of the seaward face.

Tall Wall Area

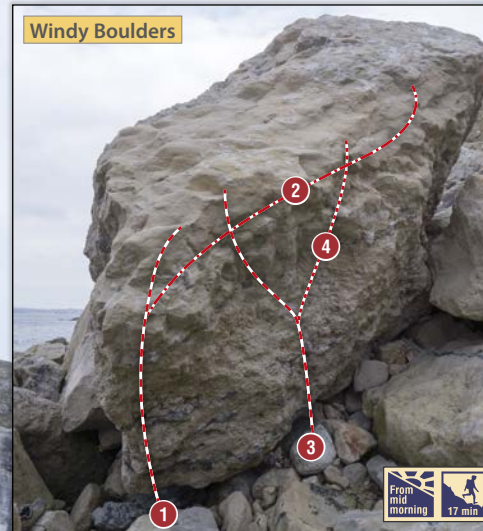
An area dominated by a conspicuous tall leaning wall. **Approach** (see maps on pages 81 and 83) - This is the furthest sector on the beach. Approach either along the grass bank above the beach or boulder hop along the beach.

WWeares
Black Fort
Black Beach
Battle Beach
Coast Beach
Pulpit Rock
Obelisk
Red Crane
Broad Ope
Longstone
Neddyfields
Southwell
New Cuttings
Cuttings BF
Lulworth
St. Athlams
Dancing L.
Promenade
Peveril Point
Agglestone






























Tim Crawshaw making the second ascent of the compelling *Stan Tonne Warrior* (f6A+) - page 86 - one of the excellent problems at the Tall Wall Area.

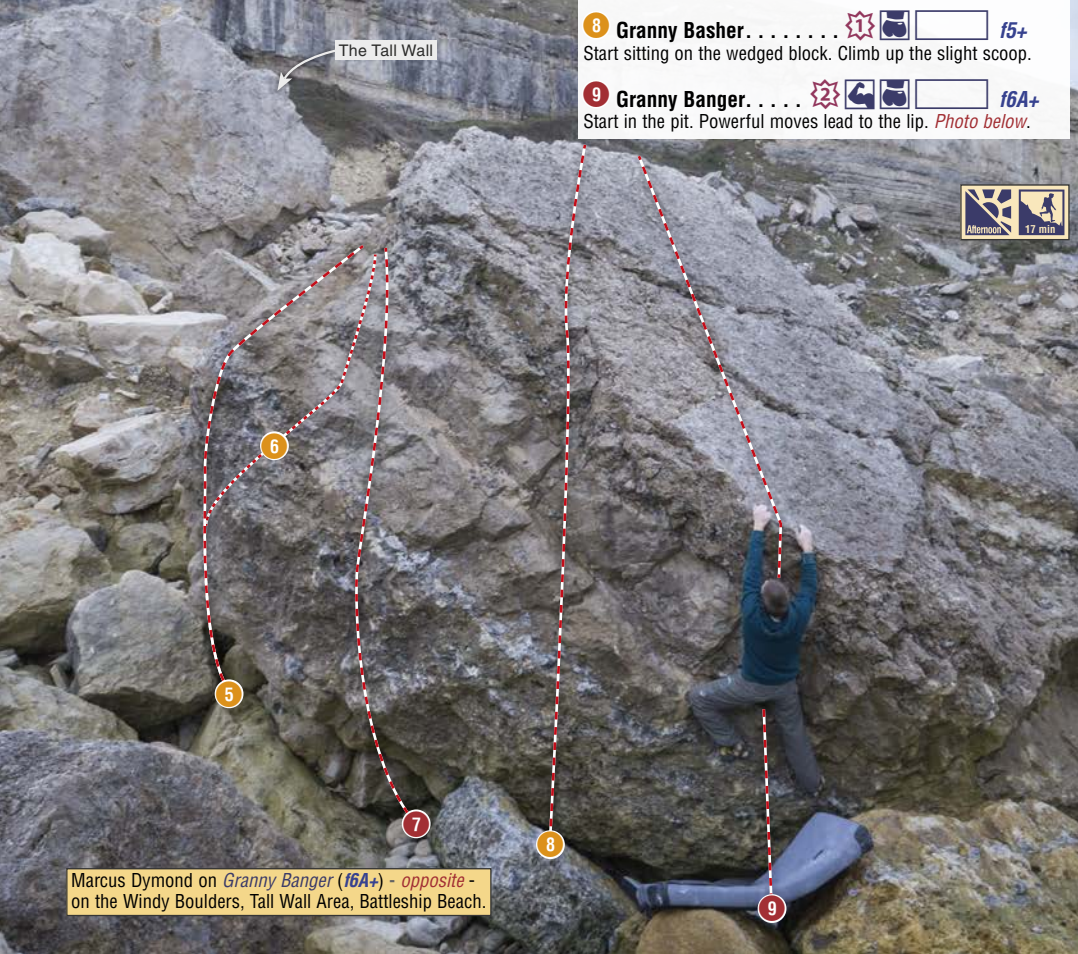
Windy Boulders



Windy Boulders

A pair of boulders found on the beach below The Tall Wall.

- 1 Sirocco**    **f6A**
Climb the arete, mainly on the right-hand side.
- 2 Sir Occum**    **f6B**
Start up *Sirocco* and traverse the lip rightwards.
- 3 St Aldhelm's Finger**    **f6C**
The centre of the wall, moving leftward to finish.
- 4 Subungual Haematoma** . .    **f6C**
Start as for *St Aldhelm's Finger* but move right to finish.
- 5 Windy Arete**    **f5+**
The right side of the arete with a long first move to a pocket.
- 6 Wind Shear**    **f5+**
After the first move of *Windy Arete*, head rightward.
- 7 Windy Pocket**    **f6A**
A big throw to the large pocket.
- 8 Granny Basher**    **f5+**
Start sitting on the wedged block. Climb up the slight scoop.
- 9 Granny Banger**    **f6A+**
Start in the pit. Powerful moves lead to the lip. *Photo below.*



Marcus Dymond on *Granny Banger* (f6A+) - opposite - on the Windy Boulders, Tall Wall Area, Battleship Beach.

WWeares
Black Fort
Black Beach
Battle Beach
Coast Beach
Pulpit Rock
Obelisk
Red Crane
Broad Ope
Longstone
Neddyfields
Southwell
New Cuttings
Cuttings BF
Lulworth
St. Athlams
Dancing L.
Promenade
Peveril Point
Agglestone



The Tall Wall

The landing below this boulder used to be a flat terrace but, after the winter of 2013 – 2014, the landing is much poorer. It is expected local climbers will create a patio and reclaim this excellent boulder.

10 Tall Wall Traverse **f4+**
Left-to-right lip traverse.

11 The Main Sequence **f6C+**
Start at low edges and make a hard move to a horizontal slot. Further edges lead to the top.

12 Wow Signal. **f6C**
Follow a line of edges to the distinct projecting hold.

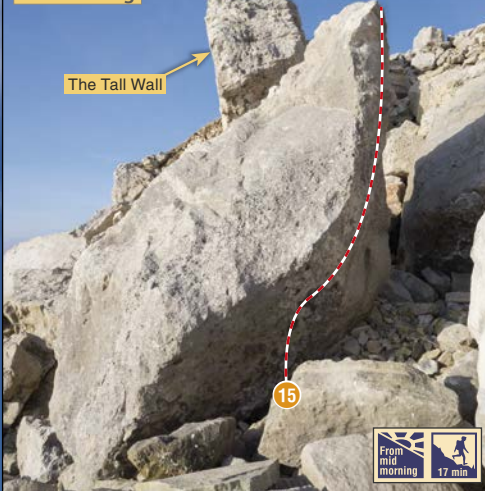
13 SETI **f5+**
A line of good edges.

14 Stan Tonne Warrior **f6A+**
The right arete of the big overhanging face on mainly good holds. A patio has been built for this one. *Photo on page 84.*



The Tall Wall

The Last Leg



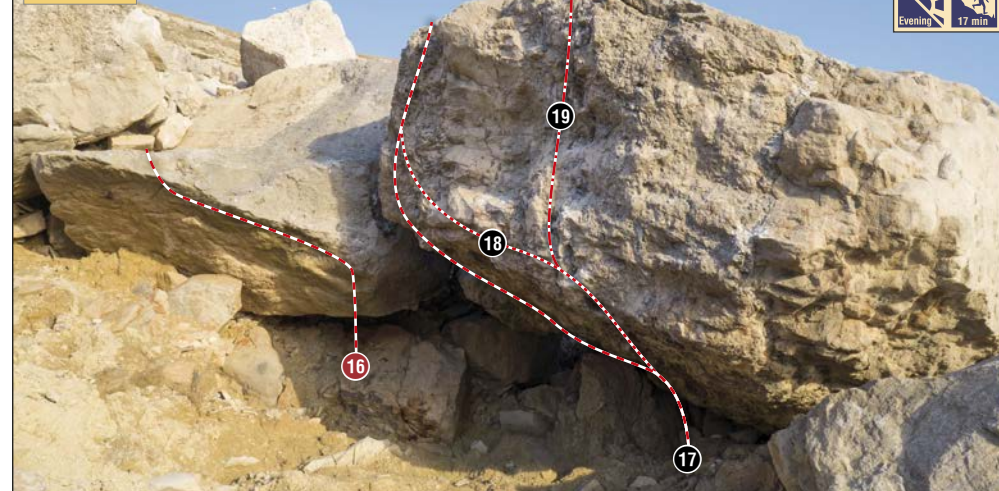
The Last Leg

15 The Last Leg **f5+**
A rightward-trending line starting with the left arete and a big side-pull.



Windy Boulders

Fallen Roof



Fallen Roof

A superb well-featured roof with some great problems.

16 Lip Line **f6A+**
A leftward lip traverse and mantel on the neighbouring boulder. Start using the lowest edges on the nose.

17 A-Line **f7A+**
Start at the back of the roof with one hand on the left lip, and a foot in the big hole. Climb the left side of the roof with help from the lip. Finish up the arete.

18 B-Line **f7A+**
Start at the back of the roof with one foot in the big hole. Climb out on good holds. Traverse the lip leftward and finish up the arete.

19 C-Line **f7A**
A direct finish to *B-Line*.

Housekeeping Boulder

10m along the beach from the *Fallen Roof*, set against the earth bank, is a large boulder split by a full-height crack. Some of the finishes are dirty at present, but these will improve.

20 Dustpan and Brush **f5+**
The left arete.

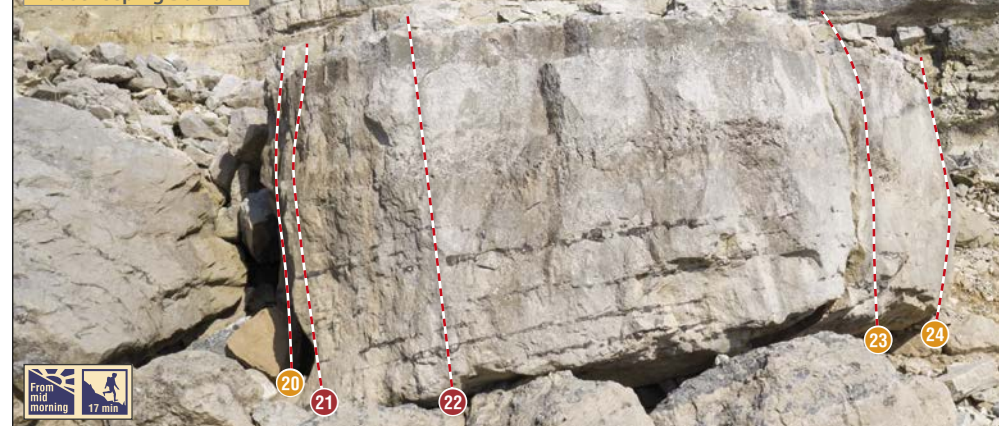
21 Good Housekeeping **f6A**
Layback edges immediately right of the arete.

22 Extra Special Effort **f6B+**
The blunt rib 2m right of the arete.

23 Revealed by Nature **f5+**
The right side of the crack.

24 Unearthed **f5+**
The left side of the right arete. Delicate.

Housekeeping Boulder





Shipwreck Area

A compact collection of boulders with some great problems and a good area for starting the day.

Approach (see maps on pages 81 and 83) - The Shipwreck Area is 120m along the beach from the foot of the descent. Either approach along the grass bank above the beach, or boulder hop along the beach itself.

WWeares
Black Fort
Black Beach
Battle Beach
Coast
Pulpit Rock
Obelisk
Red Crane
Broad Ope
Longstone
Neddyfields
Southwell
New Cuttings
Cuttings BP
Lulworth
St. Adrians
Dancing L.
Promenade
Peveril Point
Agglestone



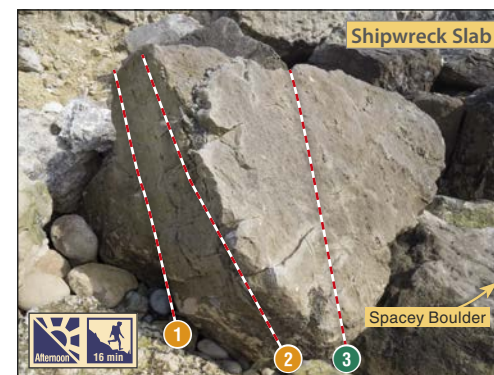
Ben Stokes on *Repeat to Fade* (f6A) - *opposite* - one of the best problems on Battleship Beach. Photo: Stan Stokes.



Shipwreck Slab

A small boulder with some nice climbing found at the far side of the jumble of boulders that make up the Shipwreck Area.

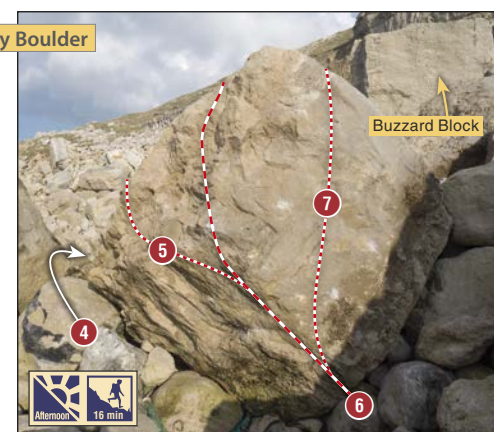
- 1 **Better if You're Short** . . . f5
The leaning face on positive edges.
- 2 **Play Your Cards Right** . . . f5
The left side of the arete.
- 3 **Shipwreck Slab** f3
The pleasant slab.



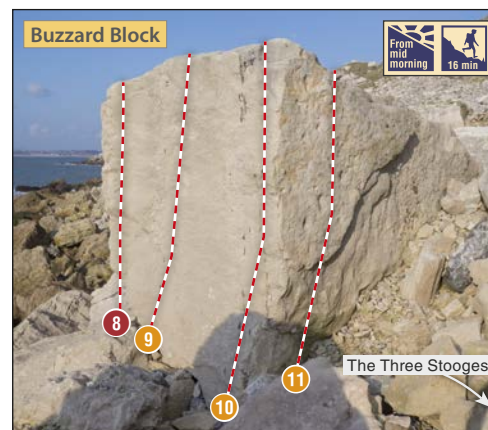
Spacey Boulder

Adjacent to the Shipwreck Slab is a gloomy cave.

- 4 **Beat the System** . . . f6B+
Climb powerfully out of the dank cave.
- 5 **Pass Me the Chesney** . . . f6B
Start at the arete and swing left onto good edges.



- 6 **Middleman** f6B+
The arete direct to a big spike. *Photo on page 90.*
- 7 **Kevin Spacey** f6B+
Sit-start at the arete and head onto the right face using a lovely selection of layaways, slopers and pinches.



Buzzard Block

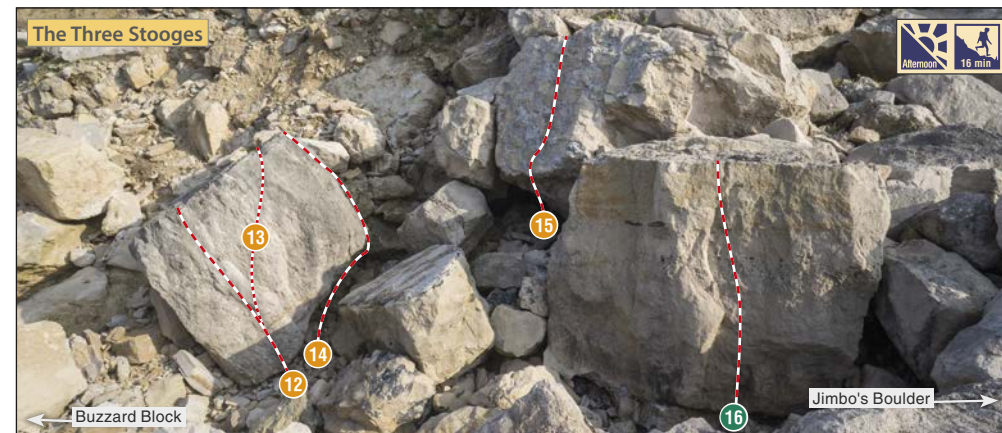
Above the Spacey Boulder is a distinctive square-cut block with four of the best low-grade problems on the beach.

- 8 **Repeat to Fade** f6A
The right side of the arete from a challenging sit-start. *Photo opposite.*
- 9 **Buzzard Eyes** f4+
From a sit-start follow a slightly rightward line on edges.
- 10 **Buzzard Arete** f5
The left side of the arete.
- 11 **The Fateful Encounter** . . . f5+
The right side of the arete.

WWeares
Black Fort
Black Beach
Battle Beach
Coast
Pulpit Rock
Obelisk
Red Crane
Broad Ope
Longstone
Neddyfields
Southwell
New Cuttings
Cuttings BP
Lulworth
St. Adrians
Dancing L.
Promenade
Peveril Point
Agglestone












Bruce Walker on *Middleman* (**f6B+**) - *page 89* - on the Spacey Boulder.









The Three Stooges

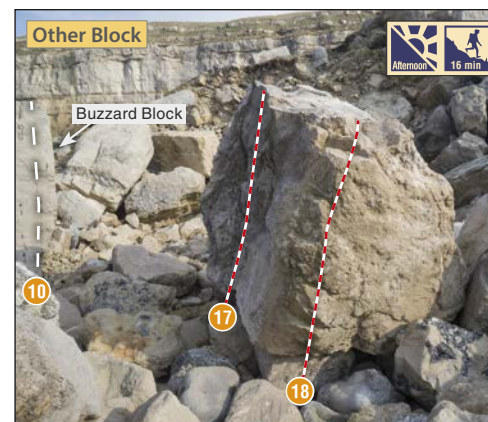
Immediately south of **Buzzard Block** is a trio of boulders.

- 12 The Ramp**    *f4+*
The leftward-trending ramp.
- 13 Moe**    *f5*
Head straight up above the ramp.

- 14 Landslide Victory**    **f5**
The right side of the right arete finishing on the slab.

15 Larry    **f4+**
Start using holds on the lip. Turn the lip using good holds.

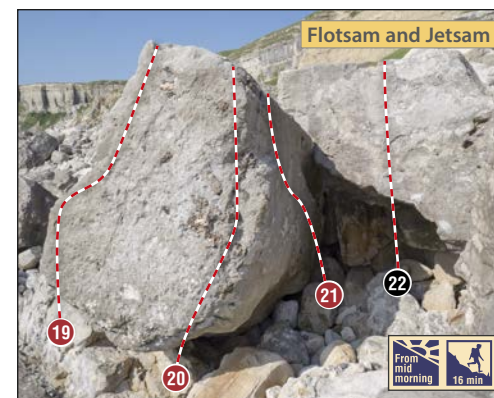
16 Shemp    **f3**
The centre of the right-hand boulder.



Other Block

*There are a couple more problems on the nondescript boulder in front of **The Three Stooges**.*

- 17 Low Hanging Fruit**   *f4+*
Climb the face on good holds.
- 18 Scrumping**    *f4+*
The right side of the arete on good holds.



Flotsam and Jetsam

*Seaward of the **Other Block** and **The Three Stooges** is a jumble of boulders that look a little precariously balanced.*

- 19 Deathwatch**    **f6B+**
Climb the arete from a hanging start on jugs.

20 Etch a Sketch     **f6C**
The right side of the arete using slopers, pinches and chert.

21 Bad Vibrations    **f6B+**
A rising right-to-left ramp.

22 Cheese God     **f7A**
On the hanging block to the right. Pull over the low lip onto the slab.


Jimbo's Boulder

The large boulder high on the beach was the first on Battleship Beach to be developed and is home to one of the area's classic problems.

23 Dirt Devil **f6C**
The left arete. A hard start to the large hold.

24 The Flake **f7A**
The excellent flake-line is one of the best.

25 Windswept **f6C**
Start from the low ledge and head leftward to slopers.

26 The Big Pinch **f6C**
Start from the low ledge. Head up to a pinch followed by a hard leftward rock-over.

27 Kissing the Gunner's Daughter **f5+**
The far right arete of the boulder.

Shipwreck Boulder

Directly below **Jimbo's Boulder** is a large boulder, the south side of which forms a large roof. The landing is awash at high tide. The first three problems are on the north side of the boulder and need late afternoon sun to dry. The problems are named after Portland shipwrecks.

28 Colville **f5+**
Sit-start at the large porthole and stretch leftward to a juggy ledge. Exit above on good holds.

29 Golden Grove **f5+**
Sit-start at the large porthole and move rightward to good holds.

30 Piedmont **f4+**
The short ramp-like feature.

31 Mary Ann **f3**
The blunt rib.

32 Columbine **f5+**
Start at the lip on a large flat hold. Climb straight up on large slopers.

33 Aeolus **f6B+**
Start at the lip on good holds. Make a strenuous leftward rock-over to a distant undercut flake.

34 Arethusa **f6B+**
Start at the lip on good holds. Use a sloping edge to turn the roof.

35 Earl of Abergavenny **f5+**
Start at the lip at right-hand side of the roof. Reach up to a good hold then to the top via good holds in the break.

Jimbo's Boulder

Shipwreck Boulder


The continuous line of holds along the lip of the roof provide an obvious traverse that can also be linked into the straight-up problems.

36 Carvalho **f6C**

Starting at the left-hand end of the roof, traverse rightward along the lip and finish up **Aeolus**.

37 Leonora **f6C+**
Start as for **Carvalho** and finish up **Arethusa**.

38 Elegiac Stanzas **f7A+**

The full lip traverse. Start as for **Carvalho**, continue traversing rightward and finish up **Earl of Abergavenny**. *Photo on page 78.*

Shipwreck Boulder




Petit Peabody Area

A group of entertaining boulders in the vicinity of the impressive Petit Peabody.

Approach (see maps on pages 81 and 83) - The Petit Peabody Area is 60m along the beach from the foot of the descent. Either approach along the grass bank above the beach or boulder hop along the beach itself.

Petit Peabody

Once a pair of boulders but only the larger Petit Peabody remains after the storms of 2013 – 2014. The boulder features two severely overhanging faces and is home to some of the most impressive lines in Dorset. The landings are better when the beach is high, though plenty of mats and a bit of pebble moving will suffice when it is low.

1 Crossfire f7B+

The centre of the roof with a dynamic move to the big pocket. *Photo on page 96.*

2 Power by Proxy f6B

Follow the line of large pockets to an exit left of the apex. Superb. Even better when the lip to the right of the apex is eliminated. *Photo on page 80.*



Afternoon 15 min

3 Storm Front f6A

A rising lip traverse of the right side of the roof.

There are four great problems on the steep and impressive south side of the boulder.

4 Sky's the Limit f6C

The left arete starting from low pockets. Some sharp holds.

5 King Kanute f6B+

An impressive line up the centre of the big, pocketed, overhanging face. Start at a hand-ledge on the right-hand side.

6 Cash for Gold f6C+

The smooth scoop left of *Birthday Arete*. Start from the low hand-ledge and follow a slightly rightward line of edges to a large jug.

7 Birthday Arete f6A

The overhanging left side of the arete.

The landward face is only slightly overhanging.

8 Sir Dabalot f6A

The right side of the arete. Use a small side-pull to pull on and reach the lip.

9 Dark Side f4

Start with both hands on a diagonal edge. Reach the lip and mantel.

10 Dark Horse f4+

A right-to-left lip traverse finishing at *Sir Dabalot*.

11 Dark Energy f3

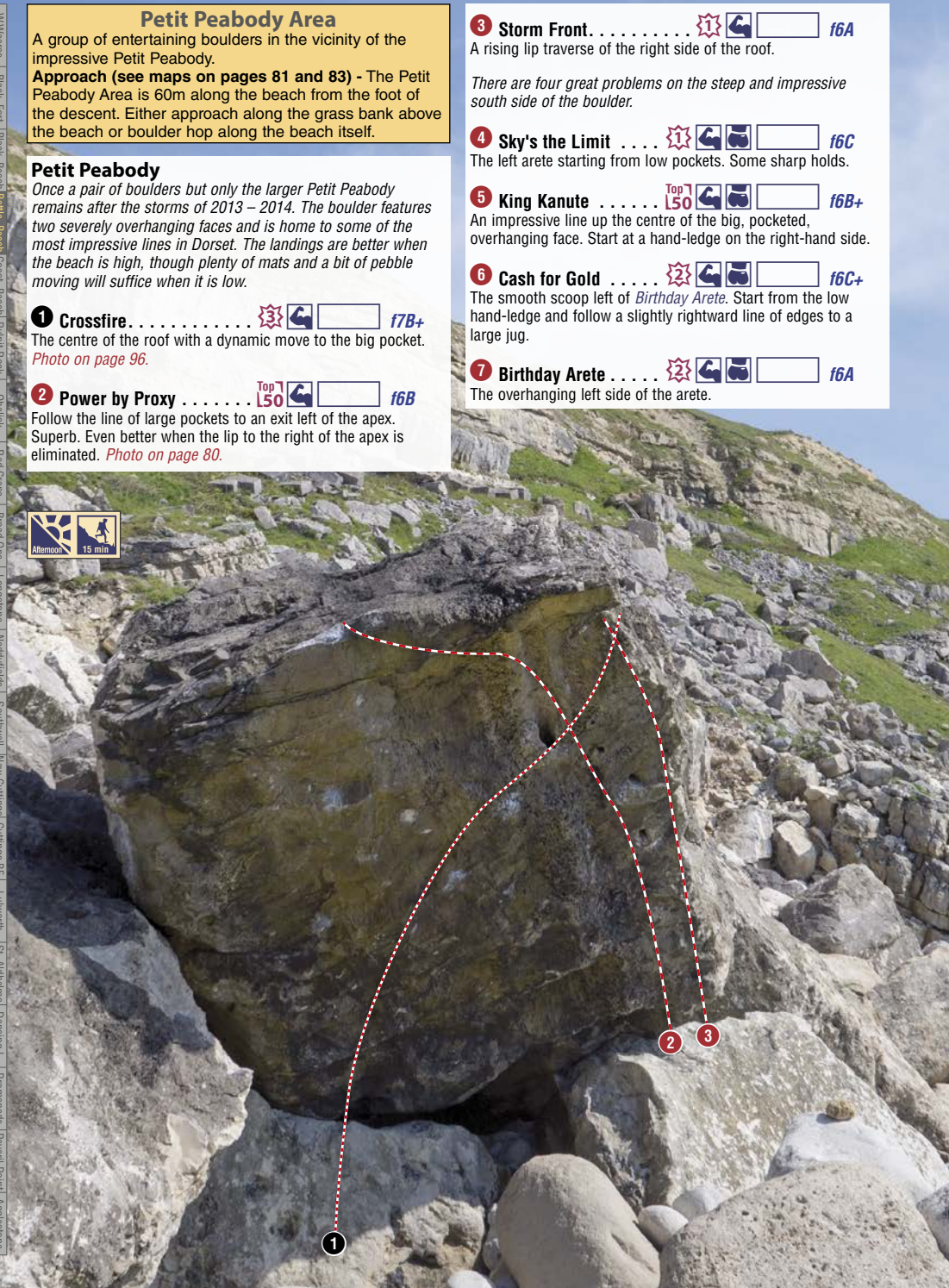
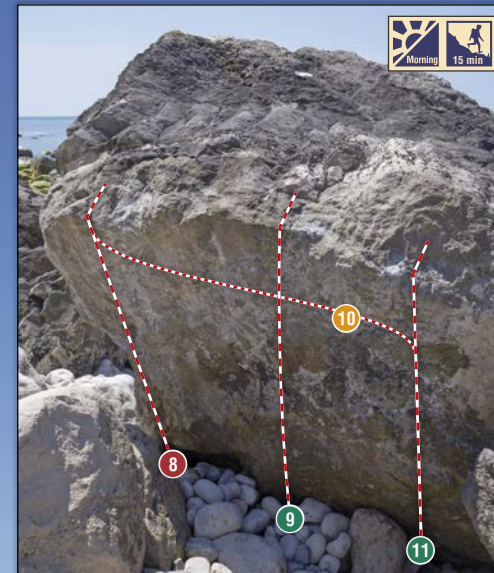
The right side of the face. Reach the lip (jump) and mantel.



Lots of sun 15 min



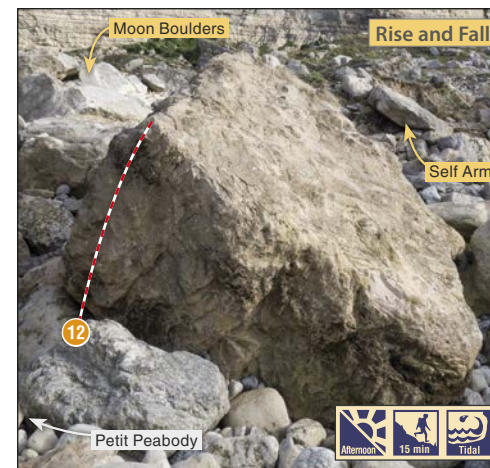
Morning 15 min



Problems
1 to 3



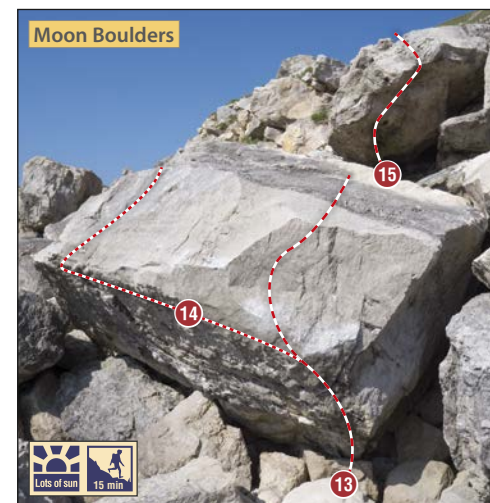
Sim Davies on *Crossfire* (f7B+) - page 94 - on the impressive seaward face of the Petit Peabody.



Rise and Fall

The next problem is on the seaward face of a boulder next to the Petit Peabody.

12 Rise and Fall. f5+
The right side of the arete nearest the Petit Peabody.



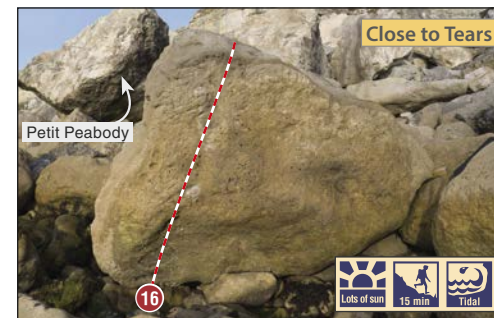
Moon Boulders

Between the Petit Peabody and the earth bank is a jumble of boulders with a trio of problems.

13 Spanish Moon. f6B
Start on the low nose. Follow the sloping ramp leftward then back right and over.

14 Full Moon. f6C
A right-to-left lip traverse starting up *Spanish Moon*.

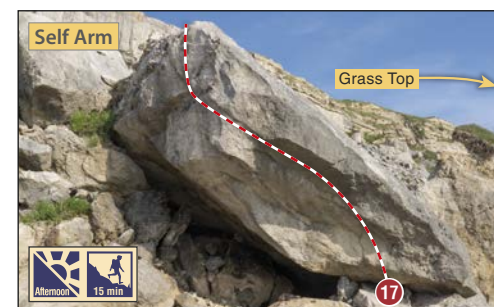
15 Over the Moon. f6A
The small roof above *Spanish Moon* using large pockets and the left arete.



Close to Tears

The next problem is on a shoreline boulder beneath the Moon Boulders and requires a 'low-beach day'.

16 Close to Tears. f6A
The left side of the leaning face on pockets and edges. *Photo on page 38.*



Self Arm

Above *Close to Tears* is a small boulder set in the earth bank.

17 Self Arm. f6B
A fine lip traverse above a poor landing.



Grass Top

10m south of *Self Arm* is a pair of large boulders sliding out of the earth bank. One of them has a couple of problems.

18 Jitters. f6B
From the big hold on the lip of the roof, climb the face leftward.

19 Falters. f6B
From the big hold on the lip of the roof climb the face rightward.

Force of Nature Area

The group of boulders closest to the foot of the descent path. There are some good problems in this area, especially at the Chert Locker, though the Petit Peabody and Shipwreck Areas are probably better for a first visit.
Approach (see maps on pages 81 and 83) - Drop down onto the beach 10m north of the flat grassy area at the foot of the descent.

Force of Nature Boulders

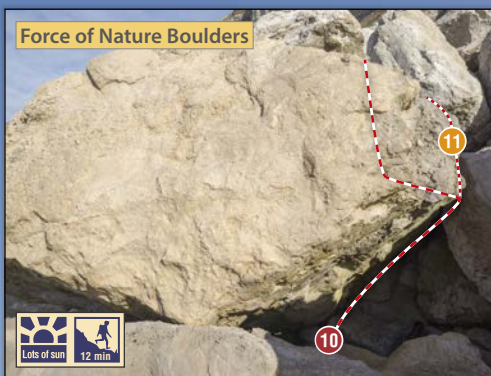
A vertical face of edges that faces north and only receives the sun on summer evenings.

- 1 Force of Nature** f6A
The left arete. Harder than it looks.
- 2 The Nature of Force** f6A+
Start from a diagonal edge and head slightly leftward.
- 3 Clothes, Bankrolls and Hoes** f6A
The vague white streak starting on good edges.
- 4 Salopian Sloper** f6C+
Start in the little cave. Climb the face on edges and slopers.
- 5 Peachy Ride** f6C+
Start as for *Salopian Sloper* then traverse leftward.
- 6 Paper Street Soap Company** f5+
The right arete starting from the nose.

On the neighbouring boulder is a trio of short problems.

- 7 Robert Paulson** f5+
A left-to-right traverse of the rail starting from a jug on the arete.
- 8 Liposuction** f5+
Straight up above the start of *Robert Paulson*.
- 9 Saponification** f5+
Start at the big hold in the centre of *Robert Paulson* and mantel direct.
- 10 Living the Dream** f6A
Start on the right. Go up to the lip, traverse leftward and finish up the slab.
- 11 Down to Earth** f5
A direct finish to *Living the Dream* up the arete.

Force of Nature Boulders



Force of Nature Boulders



Problems 10 and 11

The Over Locker



The Over Locker

20m south of the **Force of Nature Boulders** is a small perched block. The following three problems start from a big pocket at the very bottom of the leaning landward face.

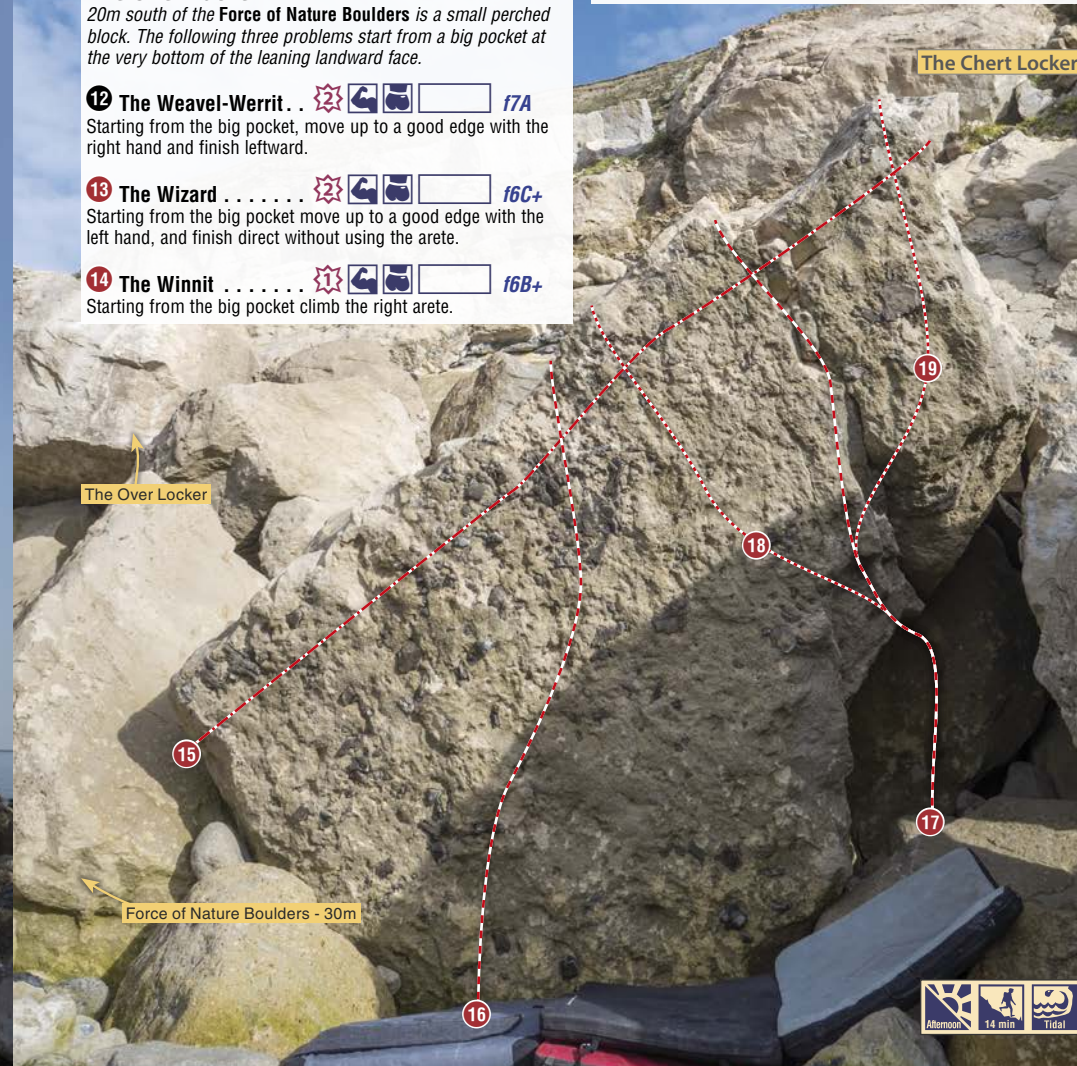
- 12 The Weavel-Werrit** f7A
Starting from the big pocket, move up to a good edge with the right hand and finish leftward.
- 13 The Wizard** f6C+
Starting from the big pocket move up to a good edge with the left hand, and finish direct without using the arete.
- 14 The Winnit** f6B+
Starting from the big pocket climb the right arete.

The Chert Locker

A fine face seaward of the **Over Locker**.

- 15 No Manners** f6A
A rising left-to-right lip traverse.
- 16 The Chert Locker** f6B+
A series of small edges and nodules.
- 17 Bad Manners** f6B+
The crack-line starting from the dank corner.
- 18 Ill Manors** f6C
Climb out of the corner as for *Bad Manners*. Once on the face climb diagonally leftward on edges.
- 19 All Out of Manners** f6B+
Start as for *Bad Manners* then head to the right arete.

The Chert Locker



The Over Locker

Force of Nature Boulders - 30m

