

Range West: Definitive Guide

Compiled by: Nigel Barry

Based on previous editions by Dave Viggers (1996, 2002) and Dave Cook (unpublished).

INTRODUCTION

For so long the 'promised land' of future developments in Pembroke this is the continuation of varied, rugged coastline running westwards from the Stack Rocks car-park at OS Ref. 924 944 to the western limit of the ranges at OS Ref. 886 993 (adjacent to Freshwater West beach). Some of this is very impressive indeed with a similar length of climbable coastline to that in Range East, although generally not as high.

It does however contain the majority of the best easy grade climbing in Pembroke, and much of it non-tidal, don't all crowd Saddle Head, try Mount Sion East: 40-Foot Wall instead. Below half tide, the cliffs of Bulliber, Funlands and the northern end of Western Walls contain many excellent routes, including the UK classic *Christmas Chasm*, and many others I leave you to find.

In the early years access was somewhat bureaucratic, but many access changes for the good have taken place in the last four years and its reputation is worse than the impact. The briefings are now much shorter and the range signing in procedure simplified. The regulations change from time to time but recent improvements mean:-

- The Range opens for climbing on the last Saturday of May and closes on last Sunday of January
- Entry is permitted at any time during daylight
- A briefed climber may take a guest into the range (a form must be filled in each time)
- There is a new access point and (locked) car-park at the north-west end of the range, Gupton Gate OS Ref 894 988 (remember to return the key)

It is strongly recommended that climbers do not jeopardise the agreements. For more up to date information and briefing dates, contact the British Mountaineering Council on 0161 445 4747 (www.thebmc.co.uk) or check the climbing press. The choice of Stack Rocks or Gupton Gate car park is then dictated by the location of the cliff and the active bird restrictions. Gupton Gate is best for the crags north and west of Pen-y-Holt Bay, Stack Rocks for the crags to its east.

The range is a special place, in that the non-use of pesticides means that it is an unspoilt wildflower meadow, and alive with butterflies in the spring. Choughs are rare, approximately 20 pairs in Pembrokeshire, but in early autumn it is possible to see flocks of many tens of birds on the downs at Linney Head. When accessing from Gupton Gate, climbers must walk below the high tide line, it is much easier on the feet and avoids disturbing the beetles that live in the driftwood. Remember drink cans and plastic bags are far more damaging to the wildlife than the large rusting tanks that litter the landscape.

It is fervently hoped, by the current active climbers, that this section of coastline continues to be a bastion, perhaps the last, of adventure style climbing. It is therefore, proposed that **no fixed gear** (bolts, pegs or slings) is placed and that every effort is made to reduce the

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impact of climbers. In particular, a return to the traditional (i.e. old fashioned) notion of on sight, ground-up, ascents of new routes without pre-inspection is also advocated. Efforts such as these will greatly enhance our cause when dealing with the primary user of the land (the military).

As relatively little climbing has taken place very few routes have seen second ascents and, in consequence, little traffic, so a wide 'margin of safety' should be applied to one's normal grade. Unrepeated routes are marked with † and the descriptions are verbatim from the first ascensionists, and location as well as grade maybe incorrect. Any pegs or stakes mentioned may also no longer exist. The few subjective comments (superlatives and adjectives) are the opinions of the author and /or first ascensionist only, until such a time as a broader spectrum can be canvassed. Please make your views known to: -

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Or post new route information and comments on the existing routes on the Climbers' Club website: www.climbers-club.co.uk/newroutes.html

The crags are described, conventionally, from left to right, as are the routes. Access is from the range road, labelled (yellow) markers have been added on some of the less obvious cliff topsections by the Ranger.

Notes on existing routes (see Addendum)

The following terminology has been used (mainly in the addendum, p134) to provide further information on routes described: -

Considered = consensus has revised guidebook information

Believed = Route considered to be the same as another

Fallen Down = Rockfall at route location

Superseded = A better line has been climbed on the section of rock.

Star ratings

The C.C. is currently reviewing its starring policy. In this document first ascensionists' unconfirmed star ratings have not been accepted and those stars that do appear are the result of a consensus following a number of ascents.

- Certain routes are also marked with the black dot as a warning.

Bird Nesting & Other Restrictions: Red markers as in Range East now mark these; details are given on leaflets obtainable from the guardhouse. Yellow markers have been used to mark points of climbing interest.

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LINNEY HEAD

OS Ref. 888 972 – 894 955

This truly massive headland, defining the northern limit of climbing in southern Pembroke, runs from the sands of Linney Burrows (adjacent to Freshwater West), in a broad sweep round to Pen-y-Holt Bay. The walk in, from Gupton Gate takes about an hour, from Stack Rocks 15 minutes more. For ease of description, the headland has been split into sections – these are from north to east, Berry Slade, Western Walls, Wind Zawn/Bay, Funlands, Strata Walls, Linney Point, Impending Inlet, Ye Olde Worlde Zawn, Arch Cavern, Hobbyhorse Bay and Arch Zawn. There is a prominent lookout station on the top of the headland, a rescue phone is attached to the south wall.

BERRY SLADE

OS Ref. 888 972 – 883 969

Approaching from Gupton Gate, access is just past the cattle grid on the tarmac road. From Stack Rocks, 500 metres north of the lookout station at Linney Head, an east/west fence is reached. This fence delineates the limit of MOD freehold and where it touches the coastline, defines the west end of Berry Slade. The crags generally decline in height towards Linney Sands in the east.

Berry Slade: UXB Buttress

This buttress is northeast of the existing climbing and is therefore the first crag in Range West. Cross the fence at the gate and go northeast about 250 metres to the flat top of a buttress. This is directly opposite the cattle grid in the road. It is possible to scramble down the east side of the buttress at all states of the tide and down the west side within 1 hour of low tide.

Danger UXB 18m Hard Severe 4b 27.7.02

About 15 metres left of the main buttress is a large cave containing the unexploded bomb. Climb the pillar right of the cave, traverse 5 metres left on the lip and climb the groove above to the top.

The main crag consists of the large buttress with a right-angled corner in the centre. *No Tallant* climbs the hanging corners left of this and *Post Coital Experience* the corner. Next is a buttress with a slabby front and undercut right hand side up which *Ménage a' Trois* climbs.

No Tallant 27m E2 5b † 25.8.02

Climbs the obvious hanging corners over two roofs at the centre of the crag. Start from the wide crack on the left and traverse to the ledge above the first roof. Climb the crack to the top.

Post Coital Experience 27m Hard Very Severe 5a † 28.7.02

Climbs the right wall of the corner, right of *No Tallant*. Climb the overhanging wall (crux) and up the continuation corners above.

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P.lovers on the nest 27m Hard Severe 4b 28.7.02

Climbs the slabby ramp/crack right of the overhanging wall, started directly from below.

To the right is a buttress, above a pool, bounded by two cracks. A prominent crack in the centre starts about 6 metres up.

What the heck! 15m Very Difficult 27.7.02

Climb the left hand crack from the pool.

The Hump 15m Severe 4b 28.7.02

Climb the bulge to the centre crack.

Toil and Strife 15m Very Difficult 27.7.02

Climb the right hand crack from the pool

Post Marital Tension 15m Severe 4a 28.7.02

Start as *Toil and Strife*, step right and climb the layback crack above the corner of the buttress.

Ménage a 'Trois 27m Very Difficult 28.7.02

Start as *Post Marital Tension* to the corner of the buttress, and then follow the ramp across the face to the right.

On the overhanging face a crack/ramp runs up to right.

Stag Party 15m Hard Very Severe 5a 25.8.02

Traverse the lower ramp to beneath an obvious hanging layback crack. Make difficult moves up this and then climb straight up the slabs above crossing *Ménage a' Trois*.

Boys Day Out 15m Hard Severe 4b 25.8.02

Climb the corner just left of where the lower ramp breaches the overhang. Balance right onto the face and climb straight up the slabs, finishing just left of *Ménage a' Trois*.

Do You Have To 15m Severe 4a 25.8.02

Climb the chimney crack, on the right of the overhanging wall to the first big ledge on the right. Step across the void onto a small ledge and climb to the finish of *Ménage a' Trois*.

The next buttress is very tidal and may not be accessible except on spring tides.

KY Jelly 15m Very Difficult 25.8.02

Starting at the base of *Anniversary Route*, climb up onto the ledge on the left. Climb the oil slab (slippery when wet) above and finish up the headwall.

Anniversary Route 15m Severe 4a 27.8.02

Climbs the leftward slanting crack/ramp on the front of the buttress.

Marriage! 15m Hard Severe 4b 27.8.02

Climb the straight crack in the centre of the buttress.

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Climbus Interruptus 15m Hard Very Severe 5a 27.8.02
From the pool on the right, climb the overhanging pedestal, and easy wall above leading to the ledge above. Balance up the wall right of *Marriage!* placing good runners and launch over the roof (or skulk left at Severe 4a)

Berry Slade: Hi! Tide Wall

About 50 metres southwest of *Climbus Interruptus* along the boulder beach it is interrupted by a deep pool/gully. On the west side is a clean overhanging wall. From the top of the wall it is an easy 50-metre scramble to the large boulders below *Dead Choughed*. This wall may be the ultimate deep-water soloing venue, since it is probably completely covered at spring tides.

Short But Sweet 9m VS 5b 1.8.04
Start at low spring tide, just above the seaweed. Climb the centre of the overhanging wall via a discontinuous thin crack (runners), to a sloping mantelshelf finish.

Berry Slade: Black Slab Bay

The next routes are reached by crossing the fence at a gate and heading northeast to the coast (approx. 100 metres) to a cave. There is a large blowhole at the back of some low angled black slabs running into the cave from its southern side. To the left of the slabs is an undercut wall bounded on the right by an open groove and a crack-seamed wall. Scramble down the black slab.

Dead Choughed 27m Hard Very Severe 5a † 30.8.93
Go left around the right arête of the bay to a small, compact wall with a stepped groove up its centre. Climb this and the wall above, starting from a sea washed boulder.

Choughed to Bits 23m Hard Very Severe 4c † 30.8.93
Climb to the top of the left-to-right ramp line to the left of the prow and finish through the overhang above a large natural thread runner.

Edge of Extinction 23m E3 5b † 30.8.93
The open groove is bridged to a wide platform on the left. Move easily to the overhanging prow and climb it.

Pousse-toi de la 12m Very Difficult † 27.9.92
As for *Edge of Extinction* to the platform. Finish up the groove.

Field Mouse 12m Severe † 27.9.92
As for *Edge of Extinction* to the platform, then the steep wall just right of the groove.

Hogging It 14m Hard Severe 4b † 27.9.92
As for *Edge of Extinction* to the platform, then a long step right to a crack just left of the arête.

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Caline 12m Severe 4b † 27.9.92
Start 2 metres right of the groove. Climb the front of the pedestal (junction with *Hogging It*) moving left at the top.

Berry Slade: Small Buttress Bay

The following routes lie to the west of a boulder cove that is directly below the gate in the east-west fence. Access is by an easy scramble down the left back corner of the cove, under *Small Buttress*, and onto the higher boulders at the base of the *No Hiding Place* slab.

This next route climbs the slab starting at the bottom of the scrambling descent, just north of *Small Buttress*.

The Crazy Gang are in Town 36m Difficult 26.8.01
Start from the boulder cove and climb the large slab to the east, in two pitches, but easily done in one.

Small Buttress 14m Difficult 4.10.92
The front face of the buttress, finishing up a crack, immediately southwest of the cove.

Flying Jeeps 24m Severe 26.8.01
In the bay between *Small Buttress* and arête of *Dummkopf*. Climb the wall (threads) just right of *Small Buttress* to the left hand corner jam crack.

No Drama Today 24m Very Difficult 1.8.04
Climbs the wall 6 metres right of *Flying Jeeps* to a crack and then the right hand corner.

Dummkopf 15m Hard Severe 4b 30.10.93
The arête of the larger slab 30 metres right of the cove, passing a flake ledge and overlap at half height.

No Hiding Place 18m Severe 4a 24.12.91
The discontinuous cracks up the left side of the slab.

Don't Mention the War 18m Severe 4a 23.11.91
The full height crack just left of centre.

Windswept and Interesting 18m Mild Severe 4a 23.11.91
The pocketed slab between the cracks.

Editor's Choice 18m Hard Severe 4b 1.8.04
At the right hand end of the *Windswept and Interesting* slab is a crack. Step across the bergschrund from a boulder, and climb the crack to a ledge on the right hand arête (and good runners). Step back onto the slab and climb delicately past a large thread to an overhang. Climb directly over this to the top.

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Startled German 18m Very Difficult † 9.11.91
The rugged slab and ramp just to the right. This is just left of an earthy depression that bounds the left-hand side of the main cliff.

False Start 30m Hard Severe † 9.11.91
Start at the left side of the main cliff itself. Move right and climb a slabby wall to reach a groove in the left edge of the crag just right of the depression. Unstable at the top. Probably has no belay at the top and spare rope(s) will be required to reach the fence.

Blockhead 30m Hard Very Severe † 30.10.93
Thirty metres north of the fence abseil off the north end of the terrace to high tide ledges looking into Small Buttress Bay. This route has good positions, is easier than it looks, but great care is needed with perched blocks on pitch 2.
1. 15m 4b Trend leftwards around the shallow arête, just above a roof and continue left to a ledge in the corner.
2. 15m 4b Climb the left-hand of two diverging grooves to a roof. Move right past big blocks and follow another groove to the top and a thread belay.

North West Passage 24m Very Severe 4b † 18.10.92
Start below the left end of a roof at 3 metres. Avoid the roof on its left side, then up a slab to a ledge on the arête. Climb the corner, then step left and finish over a perched block.

WESTERN WALLS

OS Ref. 883 969 – 882 964

These are the extensive stratified walls running southwards from the fence line to a prominent leaning prow overlooking Wind Bay. This is the best low-grade crag in Pembroke having a large number of quality routes on generally perfect rock with solid finishes. There are large terraces, just exposed even at neap high tides, under the crag. In moderate to high seas these terraces remain awash and waves reach a long way up the cliff. Access is best by abseil, from various terraces above the crag.

Below and left of the end of the fence is a recessed wall between two corners, with a roof, split by three cracks, at one third height. The tidal ledges beneath can be reached by walking north from the central area of the crag or by abseil. Twenty metres left of the recessed wall is a large left-facing corner.

Fears and Tears 25m E1 5b † 19.1.92
Climb the corner then follow a line leftwards under the overlaps to finish up a short corner on the left.

Food for Thought 22m Very Severe 4c † 19.1.92
Six metres right of *Fears and Tears* is a vague groove. Follow this to a large ledge, pull over the overhang and continue up the shallow groove.

Ruthless 22m Very Severe 4c † 29.12.91
The wide overhanging crack at the left end of the recessed wall.

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Short and Sharp 22m E2 5c † 19.1.92
The thin left-hand crack.

Traditional Shortie 22m E2 5b † 29.12.91
The central of the three attractive crack-lines, taking the second overhang slightly rightwards.

Soft Options 18m Severe † 18.10.92
The arête of the leaning right-hand corner of the recessed wall.

Western Walls: The Terrace Walls

At low tide ledges appear beneath a narrow, rising ledge with a step in it. The following routes start off these ledges. Descend southwards from the shallow syncline left of the fence line, to a terrace above the routes. A yellow marker gives the best point to leave the road.

Caloplaca 15m Very Difficult † 18.9.93
Start 3 metres right of *Soft Options* and climb straight up on good holds.

Just Under the Fence 15m Very Difficult † 18.9.93
Start 2 metres right of *Caloplaca*, just under the fence. Follow a crack to broken overlaps and climb between these.

Crick 15m Very Difficult † 18.9.93
Start 3 metres right of *Just Under the Fence* below a small pedestal 3 metres above. Climb onto the pedestal then rightwards past the overlap above.

Pyrrhacorax 15m Very Difficult † 18.9.93
Start 3 metres right of the pedestal and directly above the end of the lower spring tide ledge. Climb the crack, which curves left on the upper part of the wall.

Black and Silver 15m Very Difficult † 18.9.93
Start 2 metres right of *Pyrrhacorax* and left of a shallow groove capped by a small roof. Climb the wall and steeper rock to the top.

Xanthera 15m Very Difficult 18.9.93
Climb the shallow groove to a small roof and go over this at its narrowest.

Polka 15m Hard Severe 4b † 18.9.93
Start at a crack in the right side of the scoop left of the arête. Climb the crack and wall above.

Cat Mafia 20m Severe † 18.9.93
Start 3 metres right of *Polka*. Climb the wall right of the arête through grooves and a steeper wall above.

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The Sun Rises Too 20m Very Difficult 18.9.93
Start 4 metres right of *Cat Mafia* across the step in the ledge. Follow the crack-line up walls and terraces.

Ginger Lace 20m Very Difficult † 18.9.93
Start 2 metres right of *The Sun Rises Too* below an overhang. Go up to the left end of the overhang, then climb walls and terraces above.

Limonium 18m Severe † 18.9.93
Start 2 metres right of *Ginger Lace* below an overhang. Climb to the overhang and follow a crack through this, then easier walls above.

The Sea for Breakfast 18m Very Difficult † 18.9.93
Start 3 metres right of *Limonium* below an obvious crack running past the right side of the overhang. Climb the crack, walls and terraces above.

Eyes Out 18m Very Severe 4c [Believed the same as *Urbane Guerrilla*] 11.10.92

The next real feature is a small prow with a ledge containing a large block at 15 metres. This is between two large ledges, below the cliff-top, some 50 metres south of the fence line. The next routes start from a box recess to the left of the prow.

Riding the Tide 22m Very Difficult 29.8.93
A juggy wall and groove lead to the terrace

Urbane Guerrilla 22m Hard Severe 4a 29.12.91
Climb the corner to the roof, pull around of the left and go up a corner to finish on the large terrace.

Billabong 18m Severe † [Considered HVS 5a after top rope!] 29.12.91
Start 5 metres right of the corner and climb the slabby breaks (or the wall to their right), rightward to the short corner and follow this to the right end of the terrace, stepping left to finish.

Not So Long 22m Hard Severe 4b [Believed the same as Billabong] 11.10.92

Boomerang 18m Hard Severe 4b † 24.8.03
Climb *Billabong* to the base of the corner. Move 3 metres right and climb a steep rib to a ledge, move left and join *Billabong* to finish.

Right of the box recess.

Dome on the Range 24m Hard Severe 4b † 25.12.91
The long shallow corner, 10 metres left of the prow, with a tricky layback move at 8 metres. Pass the overhang on the left.

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The Crest of a Wave 25m Severe 4a † 29.8.93
Climb the west facing corner / chimney line and pass left of some perched blocks. Finish to the left and up a short chimney behind a projecting block.

Trouble at t'Guardhouse 14m Very Severe 4c † 24.9.94
Six metres right is a left facing groove. Up this to a little corner under the roof. Move out right and up a short wall to big blocks on the terrace.

Eternal Vigilante 14m Very Severe 4c † 29.12.91
The wall and roof 3 metres left of the arête of *Coolibah Tree*.

* **Coolibah Tree** 14m Very Severe 4c 29.12.91/23.8.03
The arête to the roof, and continue direct to the terrace / pedestal. (Hard Severe 4b leftwards)

A Serious Breach of Regulations E1 5a † 24.9.94
A poor line, escapable to the right, climbing the wall, thin crack, and continuation corner right of *Coolibah Tree*.

To the right of the prow is a slab in a square bay. This marks the end of the walkable terrace below the cliff top, it continues as *Rollercoaster*. This bay provides a convenient abseil point with a top reasonably clear of large blocks. The small cliff above here is very loose and leads into the north end of the "Plover" restricted area, access should therefore be by the easy scramble nearer the fence, from the yellow marker on the road.

Too Easy for Bob Allen 24m Difficult 11.10.92
The juggy wall and left-bounding crack of the slab.

Too Hard for Barry Humphrey 24m Very Difficult 30.8.93
The upper right-slanting crack-line finishing up an easy groove.

Silent Running 24m Very Difficult 25.12.91
The centre of the slab starting up a crack near the left-hand side.

Easy Takings 24m Mild Severe 11.10.92
The slabby wall, thin crack, and wider crack to finish over an overlap.

Rich Pickings 24m Severe 4a 24.12.91
The right-hand corner

Rollercoaster 615m Hard Very Severe 5b † 23.11.91
This route is probably affected by the *Cry Phreedome* rockfall and has not been climbed since. Perhaps the best girdle traverse of its grade in Pembroke at a consistent 4a-4c grade with only the finishing move being any harder. A nut for aid at this point would make it all the better for a VS party. A moderate sea improves the atmosphere. Follow the bedding

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plane for 8 pitches until beneath overhangs just left of a large corner system. A stiff pull over the overhang (as *Scarface*) completes the route.

Western Walls: Gem Wall

The ledge under the next section is not tidal on neap tides in calm seas!

To the right of the recessed bay is a buttress with a series of five right-facing groove lines on its right-hand side – the right-hand three being less distinct.

The Jolly Swagman 24m Hard Severe † 11.10.92
Start as *Emma Chissett?* Contrived but pleasant. Climb rightwards for 5 metres to a pedestal. Traverse left on the lip of a roof to an arête and up this and a crack to finish.

Emma Chissett 22m Hard Severe 4b 29.12.91
Climb rightwards for 5 metres to a pedestal, then go up the slabby wall direct to the top.

The Oregon Trail 24m Very Severe 4c † 29.12.91
Start 3 metres right of *Emma Chissett*. Pull over the right end of the roof and work up the arête until forced left along a hand-traverse at half height. Finish up the hanging corner.

* **Gem** 23m Mild Severe 4b 27.12.91
A fine route up the left-hand of the corners past a number of overhangs to finish at a sloping block.

* **Rock Feast** 25m Hard Very Severe 5a 11.10.92
The second groove, just to the right. Climb the lower groove to the ledge, step left into *Gem*, then immediately back right to pass the roof. Finish up the continuation groove.

Nut Eater 27m Very Severe 4c † 11.10.92
A bold start gains the middle groove. Finish easily up the big right facing corner.

* **Wire Gobbler** 27m Very Severe 4c 11.10.92
The excellent fourth groove to the left end of an overlap. Over this and, more easily, up a crack and left-facing corner.

Just right again is a further slabby bay with shallow corner leading up to a chimney on the right.

She's Sure 30m Severe 11.10.92
Start just right of the fifth groove. Climb the slabby wall, over the right end of the overlap and continue direct up a crack and the protruding buttress.

Sea Creature 30m Hard Severe 4b † 28.9.92
From near the centre of the slab, climb with difficulty on horizontal protrusions, then straight up the slab, joining an open V-shaped groove trending rightwards to a final slab.

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Creature Comforts 27m Severe 4a † 25.12.91
The centre of the slab, bold at first, to a ledge at half height. Continue up cracks to finish just right of a corner.

Loitering Within Tent 24m Severe 4a † 25.12.91
Start below the chimney. Move up and left to a thin corner system leading to a ledge. Finish up the chimney.

Quasar Intellectual 24m Very Severe 4c † 25.12.91
Start 3 metres right of *Loitering Within Tent*. Climb directly to a layback crack and follow this to the roof. Step right and finish up discontinuous cracks.

A Slap on the Wrist 27m Severe 4a † 24.9.94
Start just left of *Last Vango in Paris*. Climb the blunt arête to the roof, take this on the left, and continue by the sharp upper arête.

* **Last Vango in Paris** 27m Severe 4a 25.12.91
The left-hand of two long, shallow corners. Continuously interesting all the way.

The Wrong Track 27m Hard Very Severe 5b † 24.9.94
The buttress between the two long shallow corners gives good climbing but a poor line. Climb the lower overlap and surmount this right of centre to a slabby wall and the upper overlap. Go through this at the obvious break and finish up the upper arête.

* **Phlight of the Phoenix** 27m Very Severe 4b 25.12.91
The right-hand corner to the roof. Step left and pull steeply into the continuation corner.

Western Walls: Christmas Chasm Wall

Cry Phreedome 30m E1 5b [Fallen Down] 29.12.91

Right again is a large block ledge (the first to emerge from the receding tide) at the left end of a long, tilted platform. Above the block is a left-leaning stepped corner.

Marquee de Sade 27m Mild Very Severe † 30.8.93
1.15m 4b The stepped corner. Belay on the ledge to avoid rope drag.
2.12m 4b Step up and follow cracks rightwards to the top.

Variants: Christmas Quiche 15m Very Difficult † 25.12.91
Start on the juggy wall left of the stepped corner of *Marquee de Sade*. Go up the wall to join the stepped corner and follow this to a ledge. The route used to finish up the ramp on the left, but this is no more, finish as pitch 2 above.

A Dog's Life 25m Hard Severe 4a 25.12.91
Right of the corner is a crack, which passes a shallow cave, leading to a ledge. Finish up the juggy headwall.

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- The Stare** 25m Hard Very Severe 5a † 30.8.93
The thin crack between *A Dog's Life* and *Friends in High Places* and finish directly up the wall.
- Friends in High Places** 25m Very Severe 4c † 25.12.91
The long corner immediately right leads to a ledge. Again finish up the juggy headwall.
- Bell Tent** 25m Severe 4a 15.9.00
Left of *Too Good to Murray*, climb the left edge of the wall to the ledge and finish up the juggy headwall.
- * **Too Good to Murray** 30m Severe 4a 25.12.91
The next long corner to the right of *Friends in High Places* is followed to a ledge, then take the continuation crack.
- Camperology** 30m Severe 4a 25.12.91
The juggy wall and crack just right of *Too Good to Murray* to the ledge. Take an eliminate line up the wall between the crack and the corner on the right.
- Rough Guide** 30m Very Difficult 27.12.91
Right of *Camperology* is a wall and corner leading to the right end of a ledge. Start on a narrow ledge / traverse line above a rock pool. Easily to the ledge, then pull steeply into the corner at the right end of the ledge.
- Jamboree** 25m Severe † 30.8.93
Climb the wall by a faint flake line, then rightwards and up a crack to a big ledge. Finish up the prominent left-facing corner and a short wall.
- Scouting for Boys** 25m Hard Severe 4b † 25.12.91
To the right is a corner which forks. Follow the left branch of the corner to a ledge, then pull steeply into an undercut corner. Step right onto a pedestal and finish up the headwall.
- Setting Free the Bears** 25m Very Difficult † 27.12.91
Take the right fork of the corner of *Scouting for Boys*, which is a V-groove, and pull steeply up the left side of a protruding nose to a ledge at its top. Finish straight up the headwall.
- To the right of the forked corner is a broad, bulging buttress with a wall beyond, terminating in a large recess with a roof at three quarters height.
- Brownsea** 25m Severe † 30.8.93
Climb rightwards onto the front of the buttress then a left-facing groove to a ledge and up the alternating (?) groove.

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- Roller Reef** 25m Severe † 28.9.92
Takes a rightwards-trending line where the buttress meets the wall. At the ledge, follow the leftwards-slanting crack to the top.
- * **Captain Sausage** 25m Severe 4a 27.9.92
Start 5 metres left of the large square recess. Straight up the wall, passing an overhung lip at three-quarters height.
- Twenty-two metres left of the right end of the terrace is a large square recess with large left-facing chimney running up to a band of overhangs on its right. The back left corner is an overhanging undercut corner.
- ** **Bellringer** 27m Severe 4a 25.12.91
Thug up the undercut corner, or climb the easier wall to its right, to ledges beneath the left end of the big roof. Pull through the left of this and up the headwall on a jug pull trip.
- * **Can't Buy A Thrill** 27m E1 5a/b 11.10.92
A direct line through the 1½ metre roof, above the centre of the recess. Pull through the initial bulge into a faint crack. After 14 metres move left to another crack which leads up to the obvious line through the roof. Overcome this with surprising ease and continue up the headwall above – thrilling.
- **** **Christmas Chasm** 27m Very Difficult 25.12.91
The big chimney is the back right corner of the recess – a distinct feature from the cliff-top. Up this and bridge out right at the top, then go up the wall on jugs. A brilliant, exposed route for the grade.
- Pyramid** 27m Hard Severe 4b † 25.12.91
On the front face of the pillar to the right of the big chimney is a shallow groove. Ascend the wall and groove to pass an overhang by steep moves on the left.
- Three Legged Race** 27m Very Severe 4c † 27.11.94
Climb the wall 3 metres to the right of *Pyramid*, finishing up a blocky, left-facing corner through the roof
- Fellow Hoodlums** 27m E1 5b † 27.11.94
Wander up the wall 3 metres right of *Three Legged Race* and pull through three overlapping roofs (the third being the largest). Finish easily.
- * **Van Gogh** 27m E1 5b 18.10.92
Midway between *Pyramid* and the big corner of *Adventure Capitalist* climb easily up to the large roofs at two-thirds height. Swing up the rightwards-trending overlapping roofs until below the largest roof and, using an ear of rock, reach over and pull wildly onto the upper wall. Finish more easily.

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* **Adventure Capitalist** 27m E2 5c 27.12.91

The big corner leading to the right end of a roofline. Follow the corner with difficulty to the big roof and swing right onto a small nose. The overhang above rewards a bold approach – dynamic jug pulling to finish at the left end of a protruding ledge. Great fun.

The wall to the right of the big corner has a shallow corner half-way up.

** **Red Flags in the Sunset** 27m E1 5b 27.12.91

Easier than it looks – at the bottom end of the grade. Climb the wall on finger jugs and up the shallow corner to the overhang, Hand-traverse left and move up to the main band of overhangs. Swing right and make very steep moves to the top.

Scarface 32m E2 † 27.12.91

Just left of the end of the wall is a rock scar at 14 metres. Start directly below this.

1.9m 4a Climb easily up the wall and shallow corner to a small ledge below the roof.

2.23m 5c Move up to the roof, step right, and follow the right edge of the scar to a break.

Face cracks lead up to the large roofs, which are avoided, on the left. Finish direct through the roof (as on the girdle traverse, *Rollercoaster*).

Steep and Meaningless 29m Hard Very Severe 5a † 27.12.91

The north facing corner system with twin cracks in its upper section. Start at the right end of the terrace. Pull directly past a jammed block, then follow easier but sustained cracks to the top.

Western Walls: South

Right of the terrace the crag juts out in a series of large roofs overlooking a short, squat sea stack

All Quiet on the Western Front 27m Hard Very Severe 4c † 25.12.91

The seaward facing corner just left of the roofs. Belay on the extreme right-hand end of the terrace. Climb the corner to a roof, and then hand-traverse left to a ledge. Finish up the continuation groove.

The next two routes climb the front of the buttress right of *All Quiet on the Western Front*.

Mean and Steepfulness 36m E1 5b † 28.8.99

“Climbs improbable terrain at a surprisingly amenable standard.” Start in the same place as *All Quiet...* and climb up right towards the corner capped by a roof. Pull steeply into the corner using a friendly jug and go up right to the overhangs. Just as it seems to become E5, swing out right onto the arête, find the hidden jug on the lip and cut loose to become established on the wall above. The angle diminishes, but so does the size of the holds, so teeter up on knobbly finger holds to a welcome juggy break, in a fine position. Steep but easy ground leads to the top. “Worth stars – highly recommended.”

Eastern Promise 36m Hard Very Severe 5a † 28.8.99

An interesting route which *cunningly/cleverly/cowardly *avoids/negotiates the main challenge of the overhangs. Start 9 metres right of *All Quiet...* at the left end of the lower

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roof. Climb diagonally right towards a ledge at the right end of the second roof. Scuttle right along this, make a hard move over a bulge, and then go up the corner. Mince up easy ledges and belly flop onto the top. (* delete as appropriate)

The next routes are in a large, southwest facing bay right of the large roofs. There are a series of steep cracks and chimneys on its left and an open slabby wall on its right. This bay can be reached by abseil or by easy traversing from the south end of the sloping terrace.

Stiff Upper Lip 27m E1 5b † 27.11.94

Start as *Bumble Three*. Climb up rightwards to the ledge at 6 metres. Step up and make a committing traverse left along the break for 6 metres, passing a groove, to reach a crack. Follow the face crack to the top.

* **Bumble Three** 36m Hard Very Severe 26.12.91

1.24m 4c Start 3 metres left of the left-hand chimney. Climb up rightwards to the ledge, and climb the left-hand corner to the roof. Traverse right and up the corner for 6 metres, then go diagonally right to a stance below an overhanging corner.

2.12m 5a Take the wall right of the corner.

Fumble Free 27m Hard Severe 4a 7.11.92

Start as *Bumble Three*. Follow the ramp to the ledge, then step right across the gap/chimney and climb the wide crack. Step right again, then trend left to finish on the pedestal.

Ministry of Deception 36m E1 † 15.1.95

1.18m 5a Right of the chimney of *Fumble Free* is a wall containing an arête. Climb the left side of the arête to a good ledge at 8 metres. Continue in the same line to a small ledge 3 metres left of an obvious crack.

2.18m 5a Move right to the crack and follow it to a ledge. The overhanging arête above is climbed on its left side.

** **Spellcaster** 36m E1 24.12.91

1.30m 5b Follow the big corner to a short chimney, then traverse right under the roof and pull up the crack to ledges.

2.6m 5a Climb the crack above to finish at the right side of an obvious perched block.

In the Rafters 27m Hard Very Severe 5a 27.12.91

A bit of a wander at the moment in the upper section. Start right of *Spellcaster*. Climb the arête and groove in the arête to a very steep crack leading to the big roof. Swing left and onto the ledge at the top of *Spellcaster* (optional belay). Move right and up a crack off the ledge.

Awechasm 39m Hard Very Severe † 27.12.91

An interesting route featuring that rarity in British climbing – an-offwidth squeeze chimney. Start in the back of the chasm bounding the left side of an open slabby wall.

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- 1.9m 4c Gain ledges on the right wall and layback around the end of roof to a ledge.
- 2.18m 5b Step left into the chimney and compress up this to large easy cracks. Go up to the roof and traverse right to a good ledge.
- 3.12m 4b Finish up the large broken corner above.

Hotpoint 39m E3 † 8.10.94

- 1.27m 5c Climb the wall 3 metres right of *Awechasm* trending rightwards then up a shallow left-facing corner, and up this to the large roof. Hand-traverse rightwards below this for 3 metres then pull over on large, widely spaced holds. Continue easily up to the ledge below the final groove of *Awechasm*.
- 2.12m 5b Step up, then hand-traverse wildly left under the roof, pull over onto the wall and move right to finish up the arête.

Back in Business 36m E1/2 5b 9.11.91

Start beside the rock pool towards the left side of the open slabby wall. Trend right into the central grooves and climb to the roof (Friends #2 & #3). Pull straight over this via a crack and finish direct.

The next few routes can be started at low tide, or at high tide from a ledge 9 metres up – in which case approach by abseil.

End of the Recession 27m Hard Very Severe 5a/b 27.12.91

Gain the ledge then go diagonally left to a left-trending overlap, which is followed to a big bulge. Surprisingly easy moves through the bulges lead to the base of a huge detached pillar. Go up the wall on the left to finish.

* The Reluctant Pedestrian 27m E1 5b 20.9.92

Start 3 metres left of *The Furtive Season*. Move delicately straight up the wall into a vague scoop and over the bulge to easier angled rock. Follow cracks to a niche and make exposed moves up and over the overhang on good holds.

The Furtive Season 33m Very Severe 4c † 27.12.91

The large central chimney line dodging the initial overhang on the left.

The Elusive Mole 33m Hard Very Severe 5a † 26.11.94

Climb the initial chimney of *The Furtive Season* for 9 metres; traverse right along the break and around onto the wall. Go easily up to the final large roof and pull through via a corner crack to finish.

* Sugar Plum Fairy 33m Very Severe 4b 24.12.91

Climb a short south-west-facing corner to the ledge, go up a short wall, and then follow the obvious thin flake in the wall. Finish up the corner.

Crack Attack 33m Hard Very Severe 4c 20.9.92

As for *Sugar Plum Fairy* to the start of the obvious flake then move right over several bulges, with more difficulty on the final one. Well-protected and enjoyable.

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Feline Psychology 33m E1 5a † 26.11.94

Gain the large ledge, step up right and traverse rightwards across a slab between roofs. Pull awkwardly out right onto the wall and trend rightwards up this to a vague groove past the right side of a roof

Love is the Drug 27m Hard Very Severe 5a † 9.11.03

Start from the extreme left end of the large ledge of *Katrine and the Waves*. Climb up and right to a steep wall, which is climbed directly to finish just right of a small overhang.

Walking on Sunshine 27m Very Severe 4b † 9.11.03

Start from the large ledge on *Katrine and the Waves*, a metre left of that route. Follow a shallow crack/groove, move left at midway ledge, and climb the prominent groove to the top.

Katrine and the Waves 24m Severe 4a † 26.12.91

Towards the right end of the sloping ramp, under an area of lighter coloured rock, climb a groove to a large ledge then the very obvious brown groove with a small roof to finish.

Still Slab 22m Severe † 16.10.94

Climb to the right end of the large ledge of *Katrine and the Waves*, and continue by the crackline right of the corner of that route. May be the same as *Soft, Strong and Very Long* or *The Mole and the Pussycat* but they are both Very Severe.

Soft, Strong and Very Long 24m Very Severe 4c † 20.9.92

Start as *Katrine and the Waves* and from the large ledge move up and right until above the overhang and follow the discontinuous crackline to the top.

The Mole and the Pussycat 24m Very Severe 4b † 27.11.94

The vague crack right of *Soft, Strong and Very Long*.

Windy Wall 24m Mild Very Severe 4b † 16.10.94

As for *Still Slab*, then traverse right above the big roof to a little ledge below a small left-facing groove. Climb to the top.

Williwaw 30m Hard Severe [Fallen Down] 15.10.94

Wind Zawn

Walking North from the lookout station skirt the tops of two zawns, the first of which is large and fenced, then continue northwards, around the boulder-filled Wind Bay, to arrive at a narrow zawn. This is Wind Zawn, branching inland from the north side of Wind Bay to a refuse hole, marked by a cluster of rusty stakes.

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On the west side of the Zawn lie the following routes – abseil in after mid tide.

Aeolus 20m Severe † 27.11.93

Just right of the overhanging prow is a capped corner. Gain this by a crack, move right to a mantel ledge, go up cracks and finish up the right side of a detached flake.

Meltemi 20m Severe † 27.11.93

Start 3 metres right and almost opposite the stepped pedestal of *Fohn*. Climb the black-scooped wall following cracklines directly to the top.

In the centre of the west wall of Wind Zawn are three groove lines to the right of *Meltemi*. The right and middle ones face left, and the left one is shallower, faces out, and starts with a roof crack at 6 metres.

Khamsin 24m Hard Very Severe/E1 5b † 26.10.03

The left hand groove. Start as *Haboob*. Climb up and left to the roof crack, pull over, and climb the crack/groove. Continue more easily to the top. A direct start looks possible but much harder.

Haboob 24m Hard Very Severe/E1 5a/b † 26.10.03

The middle of the three grooves. Starting left of *Simoon*, climb a short V groove and wall to enter the main groove, which is climbed till it ends. Exit right and finish up the wall.

Simoon 23m Very Severe 4b † 15.10.94

Climb up to ledges and into a V-recess below a triangular roof. Step right to a rib, climb the groove and its left-leaning continuation to finish carefully over blocks.

Wind Up 24m E2 5a/b † 16.9.00

Eight metres right of *Simoon* is a right facing scoop in the lower wall, below a sandy cave with a prominent roof at about two thirds height. Climb the scoop (dubious rock and often damp), traverse right below the cave, climb a groove and finish up cracks in the headwall, 5 metres left of the prominent corner/crack.

Pujol 24m Very Severe 4b † 16.9.00

Towards the back of the zawn, a prominent rib protrudes from the base of the left wall. Climb the chimney groove to the left of the rib, avoiding an earthy section by using the rib (possible stance). Finish up the open corner on the right (6 metres right of a more prominent corner/crack). Better than it appears.

The back of Wind Zawn can be reached by traversing its east wall above a pool. In the back right-hand corner (north-east) is a cave, which leads through to the bottom of the rubbish hole. However, speleological exploration would be hazardous, as a big dump of rusty old shells obstructs the passage. The following route climbs the back left-hand (north west) corner.

Petomane 25m Very Severe 4a † 26.10.03

Climb the corner. The rock is not as bad as it looks, but still needs care.

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●**Flatulence** 25m Severe † 16.10.94

An unpleasant route – as the name suggests. Start atop the huge boulder below the east face.

1.18m – Climb up to the left end of a long ledge, continue leftwards up stepped ledges, then straight up earthy ledges and loose bulges to good nut belays below a big roof.

2.7m – Walk right and climb short walls just left of a dirty gully.

Fohn 22m Mild Severe 31.10.93

Several triangular boulders are propped against the west-facing wall. From the left-hand of these climb onto the stepped pedestal, then take the shallow groove and wall moving right at the top.

Sirocco 22m Very Severe 4c † 31.10.93

The left-hand of the grooves 6 metres to the right, moving left under the square overhang and up steep walls to finish.

Chinook 22m Mild Very Severe 4c † 25.9.94

Climb the wall to the ledge; move right and over the bulge to gain the left-slanting central groove line.

Bise 22m Very Severe 4c † 25.9.94

Start as *Chinook*. Traverse right and climb the lower groove to a ledge at the break. Overhanging rock (good holds) gains the upper right-hand groove.

Wind Bay

The next three routes begin from a large niche just right of the arête between Wind Zawn and Wind Bay.

Burane 18m Severe † 8.10.94

From the niche climb black rock leftwards to the arête, avoiding the small roof. The arête and slab above lead to steeper ground and a shallow groove to finish.

Katabatic 18m Very Severe 4c † 8.10.94

From the niche climb directly up a black corner to the roof. Go through the overhang and follow the crack which weaves between projecting blocks / bedding planes to the top.

Calm 18m Very Difficult † 16.10.94

Traverse right from the niche and climb the groove finishing right of the overhanging nose.

The next two routes lie of either side of the arête forming the left side of a cave towards the landward side of the bay.

Zephyr 20m Severe † 31.10.93

Climb a crack moving right to an arête. Pass an overlap at 6 metres and then continue up a wall, past an overhang, to arrive amongst blocks.

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Mistral 22m Hard Very Severe 4c † 31.10.93
Climb an undercut crackline until forced left by overhangs. Go up the arête directly.

Trundlebum 30m Very Severe 4a/b † 9.11.03
1.15m ?? From the rock pool on the lower ledge, climb easily up a gully through the middle tier, to the foot of the corner-crack. Or start from the upper ledge and omit this pitch.
2.15m ?? Climb the corner crack (large Friends/Hexes) to a big doubtful block. Pass right of the block, pulling onto a prominent triangular ledge, and finish by the blocky ridge.

Wind Bay: Alex's Alcove

This is rather a "bitty" sort of place, but much of the climbing is accessible in high seas/tides, and for that reason is just about worth including. Left of *Impreza*, the back wall of Wind Bay is very different. This wall is in three tiers, but only the stratified top one seems steep enough to give good climbing. It is well away from the waves, but is serious in other ways. The cliff-top is flat, grassy and has few belays. The top was prepared from an abseil rope, by trundling loose blocks. With this done, a pre-placed rope was not needed for the finish. In the centre of the wall, a protruding buttress is bounded on its right by a right-slanting corner-crack in the main upper tier.

Left of the boulder-zawn of *Damp Wall* is a gully and groove, *Oak Tree Couloir*. Left again is an immense downward-pointing block, with a recess behind it which is out of reach of the sea. The alcove lies behind the immense downward-pointing block reached by a devious scramble from the north, or by abseil down the corner of *Shoe Brew*. The alcove has a slabby west-facing left wall, and a steeper north-facing right wall with ledges separated by overhanging walls. *Shoe Brew* climbs the corner between these two faces.

Putting Your Foot in it 10m Very Difficult † 29.12.03
On the left end of the slabby left wall, climb a scarred crack to a cave, then the flaky continuation crack. An obvious feature, but a poor route.

Pussyfoot 12m Mild Very Severe 4b † 28.12.03
Start at the rib immediately right of *Putting Your Foot in it*. Climb the slabby wall between *Putting Your Foot in it* and *Impreza*.

Impreza 12m Hard Severe ?? † 8.11.03
The obvious left-slanting crack line.

Lost Shoe Shuffle 12m Mild Very Severe ?? † 8.11.03
The slabby wall right of *Impreza*.

Shoe Brew 12m Severe ?? † 8.11.03
The corner right of *Lost Shoe Shuffle*, passing left of the jutting block.

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Romulus 12m Very Severe 4c † 28.12.03
Start just right of *Shoe Brew*. Climb the black slab to a ledge, then a steep wall to another ledge. Above are twin grooves – climb the left one.

Remus 12m Hard Severe 4b † 28.12.03
Just right of *Romulus*, climb a chimney/groove, then a crack, then the right of the twin grooves.

Leo 12m Very Severe 4c † 28.12.03
Just right of *Remus*, climb another chimney/groove, then thug up the leaning crack, with an awkward exit to the upper ledge. Move right and climb the scooped groove.

The following route starts at a ledge just below high tide mark, and left of the boulder zawn of *Damp Wall*. It can be reached by an easy abseil down a gully/slot in the lower tier:

Oak Tree Couloir 25m Very Difficult † 27.10.03
Climb the easy gully through the slot to a large ledge. Mount the big block on the left, pull into the groove above, and continue more easily to the top.

On the south side of Wind Bay is a boulder-floored zawn where *Damp Wall* lies. Right (west) of this is a buttress with easy slabs in its upper part, forming the southwest outer corner of the bay. Scramble down the slabs to an abseil point at their toe. Abseil to a ledge on the arête, just below the high tide mark. The following two routes start from this ledge.

Oak Tree Wall 20m Very Difficult † 27.10.03
Every crag should have one! Climb the black wall to ledges, and then turn the overhanging nose on its right. Climb the steep wall on huge holds.

Oak Tree Traverse 23m Hard Severe ?? † 27.10.03
Traverse pleasantly left for 9 metres to the arête overlooking the zawn of *Damp Wall*. Climb directly to the top using discontinuous cracks just right of the arête.

Damp Wall 15m Hard Very Severe 4c † 27.11.94
On the southern side of Wind Bay is a dark, north-facing zawn with large jumbled boulders at the bottom, which provide a non-tidal start. Start on a block leaning against the west wall. Step onto the wall, move up then trend left up a crack until it is possible to move straight up to finish, avoiding the boulders at the back of the zawn.

Wind Bay: Still Zawn

The small shallow zawn immediately south of the entrance to Wind Bay. *Becalmed* is in the back of Still Zawn, and *Doldrum* to the left (north-west). A ridge of white rock leads down the top of this side of Wind Bay, to the easy slabs above *Oak Tree Wall*. Scrambling down to the west below this ridge leads to a small depression above Still Zawn, with a good bollard to abseil to a square-cut ledge above most states of the sea.

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The following route starts from nut belays at mid-tide level on the northwest edge of the zawn.

Wet Feet 22m Severe ?? † 8.11.03
Start just left of *Doldrum*. Climb a curving groove to easy ground, and then finish up a crack through a bulge. A poor route.

Doldrum 24m Hard Severe † 27.10.03
A shallow break slants up rightwards. Climb it for 5 metres, and then leave it for another break, which forks left. The holds here are unexpectedly polished. Continue to the top via a rib.

Bird Buff 27m Mild Severe † 29.12.03
Start as *Doldrum*. Climb the right-slanting break to a ledge. Go straight up for a short distance, then trend rightwards on rough rock to finish just left of a white tower.

Moonshine 22m Very Severe 4c † 8.11.03
The back left corner of Still Zawn is a gully/cave. Start on its left, climb a thin right-slanting crack, then go leftwards over a bulge to a ledge. Finish more easily rightwards.

Becalmed 22m Very Severe 4c † 27.10.03
Start right of *Moonshine*. Climb the rib right of this cave and continue up the prominent crack till it closes disconcertingly. Stride right to a ledge, or more directly via a groove. Climb the black wall above, starting near its right edge.

The Still of the Night 24m Very Difficult † 8.11.03
Climb the back right corner/gully of Still Zawn, taking the right fork near the top. Enjoyably old-fashioned. (Probably not the same as *Couloir Noir*. Although the rock is black, there are no "chock stone-like features" or "white pinnacle")

FUNLANDS

OS Ref 883 963 – 882 960

This area of broken crags contains a number of slabby sections separated by short, steep walls and a narrow zawn with a rock bridge at its seaward end – the Funlands Crater.

There is a yellow marker on the road.

South of Wind Bay are two large pyramidal 'stacks' that are always separated from the cliffs. Opposite the larger, northern stack is a big corner – abseil down a few metres north of this to vague ledges at the high tide level. Traversing left for about 30 metres brings one to two big chimney lines separated by an overhanging prow. The left-hand chimney/ gully is full of character.

Couloir Noir 22m Very Difficult † 10.10.92
The gully, past some chockstone-like features, finishing next to a white pinnacle.

Blancmange 22m Very Difficult † 10.10.92
Follow a shallow corner/groove system, just left of *Demi Route*, to a prominent white rock scar. Take a deep, rightwards-trending crack to finish up a 'V' groove.

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Demi Route 15m Very Severe 4b † 10.10.92
The line of the abseil. Climb steeply up pocketed rock to cracks through a bulge to a ledge. Easy climbing above.

Doigt 22m Hard Very Severe 5a † 10.10.92
Move right from the vague ledges and follow the shallow groove immediately left of the main corner. Where the groove finishes, climb boldly up the wall.

* **Diedre Ouest** 22m Hard Severe 4b 10.10.92
The main corner, reached by traversing right from the belay, gives a good satisfying pitch with good protection, and good position.

Funlands: Trog Zawn

This is the small zawn 75 metres northwest of Funlands Crater below a rugged rocky outcrop. It can be partially seen from the crater.

Grimp 22m E2 5b † 29.8.93
The left-hand of two overhanging cracks on the west wall, starting just right of the arête. Step left into the crack and follow it to its close (possible thread). Swing up left onto a ledge on the arête and climb the blunt arête above past a strange flake.

Smirf 22m E2 5b † 29.8.93
The crack, 3 metres right of *Grimp* up the middle of the overhanging wall, thankfully relents above half height.

Trog 15m Severe † 30.1.93
The narrow back wall of the zawn starting on the obvious square ledge 6 metres above the sea. A committing step onto the overhanging nose leads to easier climbing through the bulges.

Gorgon 15m Very Difficult † 30.1.93
At the back of the zawn on the right is a corner – climb the flake just right of this.

Men Behaving Badly 15m Severe 4a † 23.9.95
The centre of the wall (right of *Gorgon*) is much easier than it appears from above.

Clanger 15m Hard Severe 4b † 30.1.93
From the right end of the square ledge climb the slabby, west-facing wall using the obvious crack at mid height.

Peace Games 15m Hard Severe 4b † 23.9.95
Six metres right of *Clanger* is a steep groove above ledges gained from the right.

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Funlands: Grey Slab

Just north of Funlands Crater is a descent gully leading down to a rocky cleft of the left side of a grey slab, with a prominent ledge, 6 metres above the beach.

More Cake Mr Jefferies? 18m Very Severe 4c 11.10.92

From the ramp climb straight up a black, bulging wall onto a small slab. Step left and climb an overhang, then flakes to easy ground.

Benny's Right-Hand Finish 18m Very Severe 4c 11.10.92

From the small slab on *More Cake Mr Jefferies?* go right and climb very steep sharp rock to the top.

Zantac 22m Hard Very Severe 5a 12.9.92

Start from the bottom of the descent cleft. Climb directly on sound, pocketed rock to gain a vague rib and niche below a small overhang at 8 metres. Pull over the roof to a slab, above a ramp, and finish up this.

The next routes are described from the prominent ledge, but can be started from the beach, 6 metres lower, if the tide permits.

*** No Pain Without Gain** 22m Very Difficult 7.12.91

From the left-hand end of the ledge go slightly leftwards to a corner left of the central prow. Finish up this.

Takeover Bid 22m Severe 4a 7.12.91

From the middle of the ledge take a direct line upto the prow – step right to finish.

Hostile Takeover 23m E1 6a † 28.7.02

Climbs the obvious central prow avoided by *Takeover Bid*. Follow *Takeover Bid* until beneath the prow – launch directly up the front of the prow in an exposed position on flakes and small holds. Good nut protection.

*** Heads Must Roll** 24m Hard Severe 4a 7.12.91

From the right end of the ledge step right into the groove and follow this to twin cracks up a steep wall on the right. Ascend these to a ledge and another crack to a second ledge. Finish direct.

It is possible, from mid-tide, to traverse from these routes to enter Funlands Crater. Better still abseil in.

Funlands Crater: North Wall

Pink Slime Special 30m Severe 4a † 29.8.92

Start below the landward side of the arch. Climb the chimney and corner, pull onto the slab and follow it rightwards to the top.

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All the Fun of the Fair 27m E3 6a † 4.9.93

Follow the initial crack of *Rags to Riches* to its close and trend rightwards up the easier slab to the top.

*** Rags to Riches** 30m E3 6a 14.12.91

The left-hand of two obvious cracks in the main (south-facing) wall. Start in the short easier crack 2 metres left of the main line. Climb the crack, strenuously at first, to a break at 9 metres. Traverse right to join the crack proper and finish up this.

Eye in the Sky 27m E2 5c 15.12.91

The thinner crack 5 metres right of *Rags to Riches*. Trend leftwards to gain the ledge at the base of the crack. Make hard moves up steep rock and continue more easily to the top.

Sanctuary 27m Hard Very Severe 5a † 15.12.91

The obvious corner using cracks in the left wall, finishing over the left side of the big roof.

Old and Wise 22m Very Severe 4c † 29.12.91

Start 5 metres right of *Sanctuary*. Step up and climb a crack leftwards to a triangular niche. Hand-traverse left and then finish up a crack/ramp.

Mammagamma 18m Very Severe 4c 14.12.91

Start as *Old and Wise*. Bridge straight up the short hanging corner to easier angled rock and continue up the right-hand crack.

Psychobabble 18m E2 5b † 14.12.91

Climb a groove right of *Old and Wise*, to the horizontal break (large nut/friend). Move directly up the slab with an entertaining finishing move off the flake (without moving left).

Funlands Crater: East Wall

Lobster Crawl 57m Very Severe † 23.9.95

Start of the highest blocks at the east side of the crater – generally good climbing on solid rock with some fine positions but a rather contrived third pitch.

1.25m 4b Step onto the wall and move up and left to gain a horizontal crack, which is followed left. Move around the arête to traverse under overhangs on a line of giant jugs into the muddy corner. Continue this line to an easy slab (possible escape) and belay at its left end just short of a cave.

2.8m 4c Move into the cave behind the "lobster's claw" (thread) then swing around to footholds on the arête on the left. Move left to belay at the seaward end of the crater (another chance to escape).

3.12m 4a Cross a steep, very exposed wall to a wide vegetated ledge. At its south end, from a jug handle, swing down past a pillar to belay in a cave.

4.12m 4a Gain easier rock left of the cave and follow an easy line of cracks to the top, on the right of the central slabs on the south face of the crater.

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Funlands Crater: South Wall

**** News from Spain** 27m E3 5c 14.12.91

Start off a flat boulder 6 metres left of *New Beginnings*. Gain a good jug/thread at 5 metres. Move left to a short flake, then left again to a wider flake. From the top of this swing like an ape up leftwards and surmount the bulge. Finish directly up the slab.

*** Miles from Home** 27m E1 5b 16.8.92

As for *New Beginnings* to the bulge, then traverse the big flake leftwards to a bold move to reach good holds on the lip. Pull through the bulge, step right and follow a groove for 3 metres, then trend leftwards up the slab.

**** New Beginnings** 30m Very Severe 4c 7.12.91

A wee gem. Start on the largest boulder under a left-slanting ramp. Move up the ramp to its end and step right and up into the parallel flake crack. Follow this to the bulge, then pull rightwards past an obvious thread/jug. Continue on a faint groove for 5 metres, then move right into a vertical finishing crack.

*** Beam Me Home Scotty** 30m E2 5b 17.8.92

Start 2½ metres down and right of *New Beginnings*, just right of a crack/flake. Make hard moves up and left for good holds at 5 metres, and continue to a bulge. Step left, then right through the bulges with a long reach for a big pocket/thread. Go right to a slab and up this to some grass and a good ledge, finish up the crack on the right.

Funlands: Black Wall

To the right of the Crater is a slightly steeper black wall – again perfect, solid pocketed limestone. Abseil to a small non-tidal ledge (with a thread). This is described in the 1996 guide as accessible by a scramble, but this does not seem possible today.

Seaside Saunter 36m Severe † 11.10.92

The following route could not be definitively located, but is believed to be the arête overlooking the entrance to Funlands Crater. Start under the brown slab just left of a cave. Traverse horizontally left for 9 metres to a good thread, then diagonally left to a ledge on the arête. Follow the very left edge of the buttress in a spectacular position.

The top of the line believed to be *Seaside Saunter* has been climbed at Difficult (Coward's Way) 27.8.05

Mike the Pike 22m Very Severe 4b 7.12.91

Go through some bulges keeping about 5 metres left of the cave / crack at half height (*Spaghetti Junction*). Continue on the same line to the top staying right of an obvious crack/groove.

Waltzing Matilda 22m Hard Severe 4b † 29.12.91

The wall 2 metres left of *Spaghetti Junction*.

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Spaghetti Junction 22m Severe † 30.1.93

Above the thread / ledge in the centre of the buttress is a wide crack at about half-height. Gain this from the left and pass a cave, then finish up the wall.

The Final Hour 22m Very Difficult † 30.1.93

Six metres right of *Spaghetti Junction* is a large, left-facing cleft/flake just to the right of a large roof. Climb the slab rightwards to the cleft and follow it until a leftwards finish can be made through a bulge.

The next 3 routes are best accessed by descending *Swag* until a ledge and belay are reached at the base of the overhanging, pocketed wall left of *Swag*.

Fred's Wall 24m E2 5b † 24.9.95

Start in the slabby corner just right of the lowest part of the wall. Move left onto the wall and climb it, past a horizontal crack, to continue steeply to a large, sloping ledge. Step right to a huge thread and climb, passing two bulges, to the top. Take plenty of slings.

Left Said Fred 22m HVS 5b 27.8.05

Start on a wide ledge two-third of the way up the corner of *Swag*. Traverse the narrow slab (crux first move) past the thread (on *Fred's Wall*) and finish up the groove to the left.

Right Said Fred 15m HVS 5a 27.8.05

Start as *Left Said Fred*. Step onto the sloping break and climb the flake and then the juggy wall diagonally towards the top left corner of the wall, past many threads. This route is steep and gear dropped off the top will go free into the sea.

Funlands: Brown Slab

To the right is a pile of sea-washed boulders under a brown slab. This slab is reached by scrambling down rough slabs to the left of the main slab or by scrambling through large boulders from Strata Walls (at low tide).

Swag 24m Severe 4a 26.9.92

The rightwards-slanting crackline running up through a short corner. The top of which is part of the descent.

Sql DB DFC 30m Severe 4a 27.8.05

Start 6 metres left of the start of the ramp that is *The Right Track* where a crack goes up a barnacled wall. Follow the crack past ledges to the ramp of *The Right Track*. Step left and climb the clean crack straight up the wall and then up rough slabs to the top.

Reach for the Sky 30m Very Severe 4c 30.8.04

1.22m 4c Start as *Sql DB DFC*. Follow the crack past ledges to the ramp of *The Right Track*. Here a crack goes diagonally right up the slab to below a small roof, climb the crack to the roof placing good wires. The crack now goes horizontally right, so climb straight up using pinch grips until the jugs appear, belay above on good threads
2.9m – Climb the rough slabs to the top.

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- The Right Track** 24m Difficult 25.9.94
Start about 12 metres right of the corner of *Swag*. Climb the prominent leftward-slanting gangway / ramp and continue up rough slabs to the top.
- Fun and Games** 24m Hard Very Severe 4c † 24.10.93
From the huge bolder climb the prominent gangway for 1½ metres, step right and ascend with two steep sections.
- Wet, Wet, Wet** 24m Hard Very Severe 4c/5a † 23.8.92
Climb the brown slab, direct up its centre, starting on the huge boulder – steep at first.
- * **Devil's Right Hand** 27m E2 5b 12.9.92
Start down and right of the huge boulder beneath cracks. Fall across the trench and go up cracks to a ledge in a rock scar. Move up then traverse out right (junction with *Ant Man Bee*?). Continue strenuously out of this and up the slab.
- Ant Man Bee** 24m E3 5c † 29.8.92
The right edge of the slab starting beneath a niche at 6 metres. Climb up and through the niche to good threads. Traverse left onto the brown slab to a horizontal crack. Steeply up to a vertical slot, then continue to a good crack where the angle eases. Finish direct.
- Wild Thing** 24m Hard Very Severe 5a † 29.8.92
Start as *Ant Man Bee*. Climb through the niche, then right to a second niche, and right again to the traverse of *Fun Run*. Straight over the roof on massive holds and continue up and right across steep, featured rock to finish right of a fin of rock on the skyline.
- Fun Run** 24m Very Difficult † 23.11.91
Start as for *Rough and Ready*, but go out left under the overhangs to the blocky arête.
- * **Rough and Ready** 24m Severe 4a 23.11.91
A superb little pitch running up the slab under the slanting overhangs.
- The Wind and the Lion** 24m E1 5b † 23.1.93
Climb the slab between *Rough and Ready* and *Funday Afternoon* until it is possible to swing leftwards along an obvious break line. Climb up past threads and finish rightwards up a flake with feet on the lip of the roof above *Rough and Ready*.
- Funday Afternoon** 24m Hard Very Severe 4c † 24.10.93
Start right of *Rough and Ready* where the slab forms a wall with an undercut base. Climb the wall just left of its right edge and continue up an easier slab – low in the grade.
- Rough to the Touch** 24m Severe 4a † 29.8.92
The centre of the slab to the finish of *Rough and Ready*.

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- The Limp Pimp** 24m Hard Very Severe 5a † 25.9.94
About 3 metres right of the right edge of *Rough and Ready* slab are some stepped ledges at the foot of the cliff. Start on the highest ledge and climb a short wall, pull over a small roof, then move left on a ramp and finish easily.
- Whore's Drawers** 24m E3 5c 29.8.92
The steep crack in the front face of the buttress to the left of a yellow, leaning wall. Climb a leftwards-leaning crack and pull steeply onto a slab by two obvious handholds. Step right to below the crack and up this, steep, to finish leftwards on large holds and slabs.
- Roof** 22m E2 5c † 23.9.95
This takes the large roof and corner just right of *Whore's Drawers* starting up the right-hand corner of the pinnacle.
- Where Funlands turns the corner to join the western end of Strata Walls is a large tidal stack. Opposite the landward arête of this is a steep shallow rib running up a leaning wall with a large patch of calcite crystals.
- The Crystal Maze** 24m VS 5a † 27.8.05
1.12m 5a Climb the short overhanging crack (crux) into the bottom of the deep chimney which runs up the overhanging buttress. Belay to avoid rope drag.
2.12m – Finish up leftwards
- The Angry Crystal** 24m HVS 5b † 27.8.05
1.15m 5b Climb up the overhanging black corner (strenuous and well protected), left of the crystal patch then cross rightwards towards the right end of the overhanging wall above. Struggle over the final overhang to a stance in the gully.
2.9m – Traverse under the rib into a large alcove and a choice of exits.
- Route Barreé** 24m HS 4b 27.8.05
In view of the large rockfall to its right a route that should remain closed. Start as far from the rock fall area as possible. Climb the right side of the slab at the north end of Strata Walls starting up an overhanging crack on jugs, and then easy slabs.
- Captain Jack** 18m Hard Very Severe 5a [Fallen Down] 29.8.92
- Gizmo** 23m Very Difficult [Fallen Down] 29.8.92

STRATA WALLS

OS Ref. 882 960 – 883 958

Starting immediately south of Funlands these are extensive cliffs, with perfectly regular strata, running out to Linney Point beneath the lookout station. There are two zawns, one small and one large, part way along and big terraces beneath which are uncovered at most states of the tide. The top of the large zawn is fenced off and lies immediately west of the lookout station.

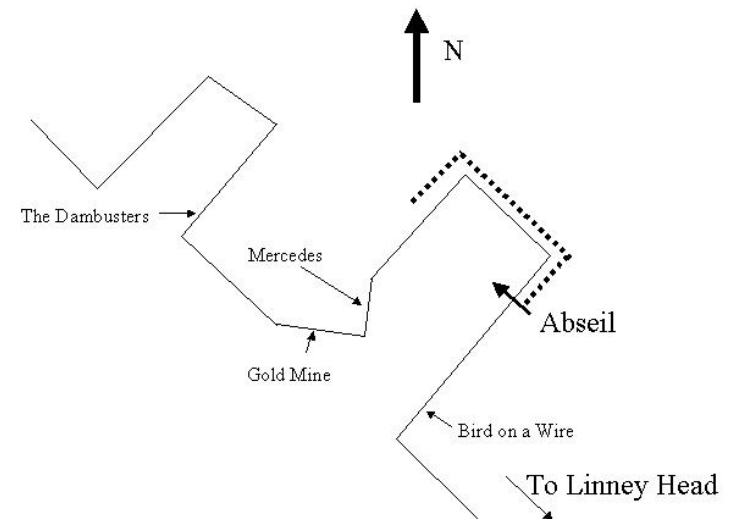
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Pre-placed belays are advised for all routes on Strata Walls since belays are scarce and often a long way from the route tops.

- To the right of the hanging slab delineating the end of Funlands was a steep orange wall.
- The Blizzard** 39m E1 [Fallen Down] 24.1.93
- Slanting Mists** 27m E1 5b [Fallen Down] 15.12.91
- Driving Rain** 27m Very Severe 4b [Fallen Down] 29.8.92
- The Weather Men** 33m Hard Very Severe 4c [Fallen Down] 29.8.92
- For Sue** 33m Very Severe 4c [Fallen Down] 29.8.92
- Dreich** 33m Very Severe 4a [Fallen Down] 29.8.92
- Thoreau's Passage** 33m E1 † 24.1.93
Start 6 metres right of the rockfall at a smooth block by a corner.
- 1.15m 4b Move up to a ledge and take the left-hand of twin cracks and a rib to reach a good ledge.
 - 2.18m 5a From the left end of the ledge, surmount a block then climb the wall above via a left-facing flake. Up this and the wall above to finish at the top of the right-hand of two corners
- The following route is on the West Wall of the left-hand and smaller zawn.
- A Chain Undone** 39m Very Severe 4c † 12.9.92
Not Recommended. Start under a large protruding / pointed roof 6 metres above the boulders. Climb a broken wall to a ledge and enter the corner on the seaward side of the roof. Up the corner for 6 metres until forced onto the right wall. Pull onto larger ledges and go up directly on loose but relenting rock.
- There is some common ground, possibly the start and finish, between the next two routes.
- Another One Bites the Dust** 27m E2 5a † 11.10.92
Start 3 metres left of the corner of *Fifi*. Move up and pull round the right side of the bulge. Climb steeply up following a leftwards-trending crackline on very friable rock to below a roof. Step right into a large corner and climb the left-hand wall of this to the top.
- Dive Bomber** 39m Hard Very Severe 5a † 17.10.92
Start 3 metres left of the corner of *Fifi*. Climb the wall rightwards, passing the right end of roof at 3 metres. Continue in this direction, then leftwards, to finish up the left-hand of two grooves.
- Fifi** 27m Very Severe 4b/c 11.10.92
The obvious corner/crack system at the back of the East Wall.

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- Strike Up the Bands** 39m E1 5b † 17.10.92
An eliminate between the corner of *Fifi* and *Band Practice*, starting as *Band Practice*. Go up a crack, continue directly, then slightly leftwards to a finish just right of the corner.
- Band Practice** 39m E1 5a † 26.12.91
Start 6 metres right of the corner at the back of the zawn, on the east wall. Take a direct line up the slabby wall then step right into a shattered niche at two thirds height - finish direct.
- Bomber Command** 39m E1 5a † 17.10.92
Another eliminate. Start 3 metres left of *Pathfinder* and climb directly, passing just right of the shattered niche of *Band Practice*. Finish slightly rightwards to join the earthy gully of *Pathfinder*.



- Pathfinder** 39m E1 5b † 25.12.91
Climb an overhanging crack/shallow groove, then step up and left, and take a fairly direct line to finish at an obvious gully.
- The Dambusters** 39m Hard Very Severe 5a † 12.9.92
Start half-way between *Pathfinder* and *Discovery* at the scarred groove. Climb up steep rock right of the groove past a ledge at 5 metres to reach a small roof. Pull over; move rightwards into the corner and, at the roof, go left 3 metres to a ledge. Finish up the slab moving right into the obvious scoop.

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Nice moves, shame they are all the same 39m E1/2 † 12.9.92
1.27m 5a The steep wall, 6 metres left of the arête, and discontinuous crack above to an overhang which is skirted on the left.
2.12m 4a Continue easily to the top.

* **Discovery** 42m Hard Very Severe 25.12.91
1.12m 5a Start about 14 metres right of *Pathfinder* at the foot of the arête. Climb the arête to a good ledge in a corner at 12 metres.
2.30m 4c Take the corner to the roof, move right and follow the corner to the top.

Passport No.4 42m E2 † 16.8.92
The seaward face of the buttress contains a steep groove above a sea-washed wall with a brown corner to its right.
1.12m 4c Climb the lower banded wall to a ledge on the right
2.30m 5b/c Make an awkward move left to gain the upper wall and continue up the strenuous groove. Move left at its top to a ledge, then up and right to finish.

King Louis 39m E1 5b † 11.10.92
To the right is a large corner system – climb just right of the corner via a short wall to a ledge. Continue up the corner to arrive at a large undercut below a bulge. Pull strenuously leftwards round the bulge and up the corner to an overhang. Move right and follow the crack and groove to finish.

Twenty Years 39m E2 5b † 12.9.92
Start just right of *King Louis*. A greasy mantelshelf leads you a good ledge. Up the corner and rib on the left to small ledges on the left of a large roof. Traverse right (exposed) into a groove, then up its left arête to discontinuous cracks in the headwall.

Right of the big prow to the south is an area of ledges in a bay half-way up the crag.
Listen with Mother 33m E1 † 11.10.92
1.18m 5b/c Start below the bay at the right end of the roofs. Up the crack to the roof to an "are you sitting comfortably?" rest. Launch up on good, widely spaced holds to the belay on the ledges.
2.15m 4a The slabby corner on the right side of the bay.

At the entrance to the large zawn is an attractive, south-facing wall that glows golden in the sun.
Night Riders 33m Hard Very Severe 5a † 25.2.92
Climbs the obvious groove just to the left of the golden wall starting in the middle of the short slab at mid to low tide. Climb the slab, step up right onto the ledge at 6 metres and gain the left-hand groove, which is followed to the top.

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**** Golden Eagle** 39m E1 5b 29.8.92
The tapering wall 3 metres right of *Night Riders* on the left edge of the golden wall is followed, past a ledge, to a small roof. Step up right onto a small ledge, trend back left and climb the arête to another ledge. Finish up the crack on the left.

Gild Haul 39m E1 5a 25.2.92
The line of weakness up the left side of the wall 8 metres left of *Gold Mine*. Start at the left end of a large, square recess. Climb up and step right onto a small ledge. Follow faint cracks and a leftwards-leaning blocky ramp and finish up the obvious wide crack.

Golden Oldies 39m E1 5b 17.8.92
Although basically sound, protection is sparse at the top giving the route a big feel. Start at the foot of *Gold Mine*. Trend diagonally left to join *Gild Haul* halfway up. At the top of the ramp move right into a steep, thin crack and finish right.

Gold Mine 39m E3 5c † 9.11.91
The most obvious, central crackline gives good climbing with good protection. Straight up for 11 metres then move left into the crackline and follow it all the way to an earthy finish. There are no belays on the top hence a belly-crawl away from the edge keeping the rope taut is needed.

Tripod 39m Very Severe 4c † 31.8.92
The left edge of the large slab on the western entrance to the large zawn, passing an occasional ledge and steep section, keeping just right of the right arête of the golden wall.

Barrel of Beer 39m Very Severe 4b † 24.10.92
The crackline up the middle of the wall. At about 2 metres from the top, finish through the barrel-shaped groove rather than up the crack to the left.

* **Mercedes** 39m Hard Severe 4a 29.8.92
Start at the right end of the overhang and climb the slab as directly as possible, past the embedded missile and the left end of a ledge near the top. Cams give good protection. The only belay appears to be 45m back.

Stubborn Friends 39m Very Severe 4b [Believed the same as *Mercedes*] † 11.10.92

The west-facing wall provides some impressive looking climbs though the rock is somewhat dirty, loose and dangerous. The quality and safety of the rock gradually improves towards the mouth of the zawn. A selection of medium to large flexible camming devices is recommended for the numerous horizontal cracks.

Uncle Cold 36m Hard Very Severe 4c † 18.10.92
Start midway between *Auntie Freeze* and the dirty corner on the left. The wall is climbed direct to the steeper and looser section of rock 5 metres below the top. Traverse left and climb to the top via the broken groove above the corner, which provides a safer exit.

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The next route provides the normal line of the abseil.

Auntie Freeze 36m Very Severe 4c † 18.10.92

A shallow and broken Y-shaped groove splits the wall between the corner on the left and the small niche at floor level on the right. Climb the wall 1½ metres right of the base of the groove and cross the right arm of the Y-Groove, continuing direct to the top. The groove is somewhat loose but provides some reasonable protection.

Marks and Spencers 36m E1 5a † 18.10.92

The blanker section of rock 6 metres right of the Y-groove is climbed first trending right above the niche at floor level, then continuing direct to the top. A more enjoyable route than *Uncle Cold / Auntie Freeze*.

Catapult 36m Very Severe 4c 18.10.92

The wall between the niche and the cave is climbed direct trending first slightly right then back left to avoid the loose blocks on the right near to the top. The rock on this route is a little more safe and enjoyable to climb, but not a lot, than the routes closer to the back of the zawn.

Opposite the right arête of the *Gold Mine* wall, is a non-tidal pedestal with a tidal ledge running out to its left.

•**Slug's Guts** 39m Very Severe 4b † 26.9.92

A poor route with dubious rock and some runout sections. Start just right of the main slab of the zawn and left of the ledge. Follow the middle of the slab just left of *Bird on a Wire* to a big ledge. Pass the roof on the left, where the rock is even more friable than before, up the groove to a sit down belay back from the edge.

*** **Bird on a Wire** 43m Very Severe 4b 31.8.92

Start under the left end of the ledge (9 metres left of the obvious large brown corner) then climb the shallow corner to the small triangular niche/roof. Step left and continue past another small roof into a shallow, shattered looking groove. As the wall steepens trend slightly right to gain the corner left of the large, rectangular overhang. Climb this and finish rightwards to preplaced belays on the cliff top.

Famous Blue Raincoat 39m E2 5a † 26.9.92

Climb swiftly up the steep wall to a small overhang; swing around its left end and up to the left end of a second overhang. Go straight up to the right end of the third, then right and up to finish.

Live and Let Die 36m E2 † 16.8.92

1.24m 4b Climb the right-hand crack and wall above on juggy breaks heading slightly right to a right-facing groove. Large friend belay under the roof.
2.12m 5c Step left, good small Friends, pull boldly over the roof and finish with care just left of a shallow blocky corner.

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You should have listened to your mother 36m E3 † 20.8.94

Attempts to climb the main corner at the left end of the ledges below and left of the large pedestal. Start just right of the corner.

1.24m 5c Climb the wall to the overhang, pull steeply over and step left into the main corner. Go up to the next roof and hand-traverse to a welcome rest on the left arête.

Belay on a poor stance just around the corner.

2.12m 5a Steep moves over the roof above lead to the finishing moves of *Live and Let Die*.

Supersloth 39m E3 5c † 18.10.92

A wild and intimidating roof route. Start directly below the handrail on the underside of the big roof, on ledges below and left of the large pedestal. Up the wall and shallow corner to the 10-foot ceiling. Make a mega span out to a good hold, cut loose, and invert for a good heel hook on the lip. Pull round on huge jugs and head for the right end of the next band of overhangs; then make a long reach to easier ground.

Mount Blanc 33m E2 5b † 25.12.91

From the left end of the pedestal climb a corner to a large roof, traverse right, climb a crack up and left, and then the easiest line to the top.

There may be some common ground between the next two routes.

A Certain Sense of Detachment 60m E2 † 16.8.92

Start as *Mount Blanc*.

1.27m 5b Take the right wall of the corner to the edge of the roof, then hand-traverse right to the large ledge.

2.33m 5a From the right end of the ledge, work up and rightwards to the base of the final wall. Ignoring the wide crack, traverse right to a hand-width crack. Climb this (crunchy) finishing at the left side of a detached pinnacle.

The Flying Westie 41m E1 † 31.8.92

Start on the pedestal, as *Mount Blanc*, but lower down to the right below a bulging wall and obvious thin crack.

1.14m 5a Climb up the steep, stratified wall to the large ledge.

2.27m 5a Traverse right along the ledge, and then follow a rising diagonal line across the wall above the large cave. Pull steeply onto the headwall and follow a wide crack to finish at a small ledge just below the top.

Learning the Wake 36m E2 5a † 14.9.97

The parallel, thin cracks to the right of *The Flying Westie* is climbed to the mid-height ledge. Continue on deteriorating rock to the top.

Amateur Dramatics 39m E3 † 26.9.92

Start on ledges to the right of the huge sea cave, or on boulders lower down if tide permits, and to the left of *Deviant*.

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1.30m 5a Follow the easy wall just right of the sea cave until above its lip, where the wall becomes a corner, then launch wildly up the leaning wall above the cave heading diagonally left for a small, ledge in the middle of the wall. Good holds and protection, but still a wild and intimidating pitch.

2.9m 5a Follow the groove above the stance to finish up leftwards on some dubious rock.

Deviant 43m Very Severe 4b † 25.2.92

Low tide start or gain the groove by traversing leftwards from a non-tidal platform under the lookout building. Climbs the large open groove about 9 metres right of the sea cavern. Ascend the wall 3 metres right of a short corner past ledges into a groove. Follow this taking care with the rock at the top.

Directly below the lookout station is a massive corner and a non-tidal platform. Approach by abseil down the corner.

Time Fuse 36m Very Severe 4c 25.2.92

Start at the extreme left end of the platform. Climb the steep, juggy wall leftwards to gain a ledge at 9 metres. Continue more easily up the smooth looking slender groove.

Variation: Start down and left in a shallow corner. Up the corner and wall above to the right end of the roof, then trend right into the parent route.

That Way Inclined 36m E2 5b 25.2.92

Start 3 metres right of *Time Fuse* and climb steeply up to a welcome easing in angle at 9 metres, then follow faint cracks up the left edge of the wall.

Debit Factor 36m E3 5c 16.8.92

Sustained jug pulling up the middle of the wall left of *Flake Shake*. Start halfway between *Time Fuse* and *Flake Shake*. Climb direct to the obvious short groove at three quarters height and continue direct (crux) to the top.

* **Flake Shake** 36m Hard Very Severe 5a 27.12.91

Start 6 metres left of the corner, of *Burial at Sea*. Climb the overhanging juggy wall into a groove/flake at 14 metres. Climb this to the top.

Linney Point

This is the area of walls and zawns below the Lookout Station and is delineated on the west (left) by the large corner directly below the station and the east (right) by Hobbyhorse Bay.

Burial at Sea 36m Hard Very Severe 4c † 16.8.92

The big corner starting on the right wall; needing some traffic to clean it up.

Foam on the Range 36m E1 5a 23.8.92

Steep climbing in fine positions. From the corner, of *Burial at Sea*, climb up and right to cross a bulge just left of *Squarerigger*. Continue up the wall on good holds, moving right where it steepens, then follow discontinuous cracks into a shallow finishing corner.

Range West: Definitive Guide

Squarerigger 36m E1 5a † 23.8.92

Sustained, although nowhere particularly hard, but with awkward protection. From under the large corner move out right and up a short, wide groove to a ledge. Go directly up for 6 metres then right to a broken area and finish slightly leftwards.

Santa Maria 36m E2 5a † 14.1.95

Climbs the wall between *Squarerigger* and *Atlantica*. Start at the 'step' in the platform between the two routes. Move right and up a shallow groove, pulling over the bulge at its top to small ledges level with the *Atlantica* belay. Pull steeply onto the calcited wall above and swing right to a small niche. Climb more or less straight to the top. Sustained.

* **Atlantica** 44m E2 28.12.91

1.22m 4b Start 3 metres left of the through cave. Climb the obvious line to ledges below the overhang and step right to belay.

2.22m 5b Climb the overhanging chimney and thin crack in the centre of the headwall. Step left 3 metres below the top to the continuation crack.

* **Columbus** 33m E2 5a 29.8.92

A big pitch up the crackline right of *Atlantica* starting 3 metres right of the through cave. Nowhere very hard, but strenuous in the middle section. Follow the crackline and go through the overhangs by a short V-chimney/crack. Continuous, sustained jug pulling up the gently impending wall to where the crack fades and the angle eases. Finish up smaller, but still good, holds and cracks.

The exact location of this route and its relationship to other routes is unclear

Sunset Chimneys 54m Very Severe † 27.8.95

The easiest way up the *Columbus* wall, dodging the harder moves of the earlier routes.

1.33m ?? Traverse right across ledges above high tide level for 9 metres to an easy chimney. Climb this, or the juggy wall on the right, to a break 9 metres higher. Follow ledges rightwards for 9 metres to a short left-facing corner that leads to ledges below chimneys.

2.12m 4b Climb the left-hand chimney to its termination at a roof and traverse right to a niche and belays in the second chimney.

3.9m ?? Step left and climb to the top.

Newfoundland 39m E1 5a 31.8.92

The deep cracks just right of the centre of the wall. Start 9 metres right of the through cave at three large boulders in the tidal trench. Climb straight up, keeping right of a short left-facing corner, to a ledge. Continue up the deep cracks to the top.

Hope, Wraith and Gravity 45m E1 † 18.1.92

Start 12 metres right of *Atlantica* between two boulder chokes in the tidal trench at the base of the cliff (or at high tide belay in the sentry box 5 metres up).

Range West: Definitive Guide

- 1.27m 5a Climb steeply past the sentry box and follow the crack until a narrow ledge is reached below a short corner. Traverse left for 3 metres to a wider ledge.
- 2.18m 5a Step left across the gap then up a groove for 3 metres where an unlikely, exposed move back right leads to another deep groove – finish up this.

Cortez 36m E3 5b 26.9.92

A big, sustained pitch between *Hope, Wraith and Gravity* and the right arête – start midway between the sentry box and the end of the wall. Straight up the black, leaning wall to a rest ledge at about 12 metres. Up the next leaning wall, passing just left of a red rock scar, and a strenuous section to enter a black chimney/groove (right of the chimney/grooves of *Hope, Wraith and Gravity*). A good stance 3 metres below the top avoids any belaying difficulties.

At the extreme tip of Linney head is a south-facing wall with a non-tidal sloping platform at its base.

* **Obsession** 30m E2 5c 16.8.92

An arête climb with stunning positions. Start as *Skydiver*. Climb gradually leftwards to a ledge on the arête 12 metres up. Continue just right of the arête, finishing up an overhanging groove.

Skydiver 30m HVS 4c 27.12.91

Start at the extreme left end of the ramp. Climb slabby breaks right of the arête, move up steeper rock using a hidden pocket to move rightwards round a roof, and continue up the corner then straight up to finish.

* **Rooney Rocket** 30m E2 5b 27.12.91

Start 3 metres right of *Skydiver*. Climb strenuously to easier ground then over the left side of a roof and up a groove and short wall to the top.

* **Last Orders** 30m E2 5b 31.1.93

Start 2 metres right of *Rooney Rocket* and go steeply up to an overhanging, left-facing groove at the left end of the large overhang. Climb it and the wall above to a large ledge. Move left and finish easily – good belays below the top.

Old Sparky 30m E2/3 5c † 10.9.94

Six metres right of *Last Orders* is a steep crack – follow this to the large ledge and finish in the same line up a flake crack.

Suspended Hanging 33m Hard Very Severe † 28.12.91

- 1.18m 5a Start at the right side of the platform. Climb the short hanging corner to a ledge at 8 metres. Continue up the wall and into the flake crack, which is followed to another ledge.
- 2.15m 5a Go up the crack to another ledge on the left. Continue up the next short crack and finish rightwards.

Range West: Definitive Guide

The Mad Rush 36m E1 † 16.8.92

Start at the extreme right-hand end of the sloping ramp, 5 metres right of *Suspended Hanging*.

- 1.27m 5b Move up and traverse right into the bottomless corner. Climb to the roof and move left to the ledge. Continue up rightwards, using an undercut groove to the right of the *Suspended Hanging* flake, to a ledge belay.
- 2.9m 5a Move left for 3 metres to a shallow groove. Make steep moves up to gain a ledge and continue more easily to the top.

The next two routes lie between *The Mad Rush* and the enormous cavern – approach by abseil, or by a somewhat wild traverse, across a chasm (the other end of the through cave) from the *Atlantica* wall.

Well Hung 36m E4 † 16.8.92

A superb route featuring intricate wall climbing, in stunning position, taking the left wall of the through cave exit. Start on a toe of rock between the two ends of the cave.

- 1.27m 6a Stride back across the chasm, and climb the wall on breaks to a small ledge. Head up and left, with increasing exposure, towards the arête and groove to its right, with the crux to reach the triangular ledge on the arête. Belay 3 metres higher using small Friends on a square ledge.
- 2.9m 5c A short sequence straight off the belay gains a ledge, above which is a 2-metre square block. Crevasse belay behind this.

** **Swift Execution** 36m E3 16.8.92

A chunky route, taking the steep, leaning groove directly above the toe.

- 1.27m 5c Climb the pillar above the toe and up into a niche. Pull right out of this and quickly up a crack to a small ledge. Step right and climb the groove, exiting on blocks to a huge ledge and block belay.
- 2.9m 4a Climb the wall above to the top.

Bwgwr Ogof 39m E3/4 5c † 29.8.92

Follow *Swift Execution* for 9 metres then traverse right above the lip into a shallow corner. Climb up to the roof, step right, and power wildly up to a small ledge on the left (possible stance). Continue to the large ledge and then to the top.

The Final Curtain 46m E3/A0 † 28.8.95

A wonderful adventure taking the hidden, hanging corner right of *Swift Execution*. Approach as *Swift Execution* but continue traversing for about 12 metres to a good, non-tidal ledge.

- 1.25m 5b. From the right end of the ledge, step up and traverse right to an arête below a hanging corner. Pull onto a block and then follow the corner to a small ledge below a large roof.
- 2.21m 5c/A0. Bridge up and layback around the right side of the roof. The crack above takes wires but not fingers so pull on the wires for about 3 metres until more good holds are reached. Move up right to a good ledge (possible belay) and finish up the easy corner.

Range West: Definitive Guide

There has been a large rock-fall from near the roofs left of *Colditz*, which might have affected that route.

Colditz 36m E2 † 18.1.92

Thirty-five metres east of the tip of Linney Head is a narrow, west-facing wall on the east side of the huge caverns. Start on a good ledge on the right side of the wall. Approach via the through cave or by abseil.

1.27m 5b From the left end of the ledge, climb a crack then step left and continue up until an obvious flake in the corner is reached. Go up this for 3 metres then step right and follow a crack to a large ledge.

2.9m 5b Climb the obvious groove above the left end of the ledge.

*** **Trojan** 36m E3 26.9.92

1.27m 5c Climb the wall 2½ metres right of the initial crack of *Colditz* then a groove to the left end of the huge roof. Swing up left (close to the upper crack of *Colditz*) then traverse 1½ metres right and finish up the wall to belay on the large ledge.

2.9m 5b Climb the groove 4 metres right of the top pitch of *Colditz*.

P.O.W. 39m E3 5c † 11.10.92

Climb the right arête of the wall on its left to the huge roof. Swing left along the break to join *Trojan* and finish up this.

** **Fantastic Voyage** 36m E2 26.9.92

Around to the right of the *Colditz* wall is a south-facing buttress. This route climbs the first chimney right of the *Colditz* wall.

1.27m 5c Climb the chimney until about 1½ metres below the roof, hand-traverse right along the obvious break, then up a vague crack to below a corner. Gain this, crux, and follow this up and right with a fine layback to reach a belay ledge.

2.9m 4c Climb the crack and groove above to finish rightwards.

Overload 36m E3 5c/A0 † 20.8.94

Start 6 metres right of *Fantastic Voyage* below a black, west-facing wall.

1.27m 5c/A0 Climb the centre of the wall to the roof, step right onto the steeper front face and aid up the overhanging crack to belay on the large ledge (block belay).

2.9m 5a 3 metres left of the block is a steep crack. Climb this and finish rightwards up a groove.

Impending Inlet

This lies just east of Linney Point and has an immense leaning west wall and an easier angled south-facing wall, above non-tidal ledges, to its east.

Professor Pat Pending 39m E2 † 12.9.92

Takes the left side of the west wall, gained by abseil to a non-tidal ledge in a short chimney.

Range West: Definitive Guide

1.27m 5b Climb the chimney, step left then up the crack to belay below a corner.

2.12m 5b Trend left and finish on the arête.

Impending Doom 39m E3 5c † 4.10.98

Enjoyable climbing on positive holds with good gear. Climbs the crack leading to the left facing corner bounding the left edge of the main bulging sheet. Start at low tide 9 metres right of *Professor Pat Pending* (or traverse in from the belay on that route). Climb the steep incut handrail to a small shelf below a bulge. Make a long reach up the incipient crack. Follow the crack to the next bulge on crunchy rock, swing up right to below the left facing groove. Move right into the corner which is followed to large ledge on the right. The short corner above leads to the top.

A line has been climbed up the centre of the west face albeit with pre-placed gear Pre'1996 This may be the same as the next route.

All Hands for the Pump 43m E3 5c † 4.10.98

The main crack line up the centre of the West Wall. From the zawn bed at low tide climb the juggy wall left of a small cave, which is bounded on the right by a prow of rock. Pull onto the black groove avoiding the loose rock by the wall on the left. Swing right, back into the groove, and up to the second roof. Step left around the roof and follow the crack over a bulge to another bulge. Move right into the continuation crack that is followed to the top, taking care with the rock.

The best approach to the south face is by abseil.

The Duck of Death 24m E2 5b 3.10.92

Start 1½ metres right of the left arête of the wall and climb steeply up the wall, passing indifferent wires, until it is possible to swing right onto a good ledge. Go straight up, then right to cracks and up again to the base of the final flake crack.

* **The Mutley Crew** 27m E3 5c 27.9.92

Start in the middle of the wall below a short, slender, square, east-facing corner. Climb the corner to a good ledge, move up and right to a break then up and right into a shallow depression. Continue up and right to the next break and move 2 metres left onto a ledge. Climb the V-groove then step left to finish at a left-facing flake (*The Duck of Death*).

The Gruesome Twosome 27m E3/4 6a † 3.10.92

Start 2 metres right of *The Mutley Crew* below twin cracks. Climb the left-hand crack to a ledge, gain another ledge, then step right and climb the right side of the arête (bold) to yet another ledge. Continue up to the large white ledge on the left and finish rightwards (in-situ rope advised).

** **Rainbow Warriors** 27m E1/2 5b 27.9.92

Start near the right end of the terrace at a broad corner. Climb the corner past ledges and continue up the crack to a ledge, step left, then follow the ramp rightwards to a small ledge. Finish up the wall above.

Range West: Definitive Guide

*** **Icarus** 33m E4 10.10.92/3.10.92

The second pitch gives one of the best crack pitches in Pembroke on excellent rock (except for the final few moves) leaning wildly over the zawn below. The quality should improve with traffic.

- 1.15m 5a Climb the chimney/groove on the left of the cave starting in the zawn bed at low tide or traverse in to the groove from the terraces. Belay on the commodious platform on the left.
- 2.18m 5c Move up left and back right to the crack – steep jamming and laybacking leads to an awkward rest on the protruding nose. Continue up the crack – sustained.

*** **Tombstone** 60m E4 28.8.93

A wild adventure taking the leaning groove right of *Icarus*.

- 1.15m 5a Climb the groove of *Icarus*, and continue into the cave/chimney to belay on a huge jammed block.
- 2.36m 5c/6a An incredible pitch. Traverse right on small finger holds for 5 metres (Friend #½) then up to a thin crack and short chimney above. Manoeuvre rightwards into the groove and follow it to a good ledge.
- 3.9m 5b The overhanging corner above is strenuous but more solid that it appears. An in-situ rope makes topping out more pleasant.

Variation: A direct start at low tide is possible, starting at the obvious arête and joining the route at the end of the finger-traverse on pitch 2.

Ye Olde Worlde Zawn

The narrow zawn, bounded on the west by a steep wall, immediately below a ruined tank and just west of an arched zawn (Arch Cavern). Abseil from concrete blocks – the rope is best left in place for belay purposes. The next four routes are just outside the zawn proper on a steep wall.

No Turning Back 27m E2 5b † 18.10.92

Start just left of the next route and right of the red part of the cliff. Climb cracks left of the corner, easily to the first ledge, then steeply, trending left, then back right to the second ledge. Finish up the corner itself for the last two tiers; strenuous and dubious rock.

Un-named A 30m E3 5c † 4.10.92

The gently overhanging groove and fiercely overhanging finishing crack rising above the sloping ledges to the left (west) end of the wall – Friends#3 & 4 and taped hands for protection.

Out of Range 30m E1 5a † 18.10.92

Start below a prominent chimney. Climb an easy crack on the left to the main platform (or start here if the tide is up). Climb the wall just left of the slanting corner; continue straight up the groove ahead to a big ledge. Finish up flaky cracks on the left wall to avoid loose rock ahead.

Range West: Definitive Guide

Olde Wide Worlde 30m E2/3 5b † 24.10.92

Start 6 metres right of *Out of Range* below the obvious chimney. Climb the corner crack to the chimney, go up this, and then exit on the right. Stand on the block, then up to a ledge – move up to another ledge, step right and finish up the crack.

Ye Olde Worlde Zawn: West Face

No-one writes to the Colonel 30m E1 5b † 17.8.92

The left arête of the wall has an overhanging jam crack for the first 9 metres. Thug up this and follow the blocky corner to a finish rightwards.

The Missing Chairs 30m E1 5b/c † 17.8.92

The impressive line up the middle of the wall. A boulder problem start straight up to the left end of a short roof. The steep crack above eases to give great climbing up the compelling shallow corner.

Land of Nod 30m E2 5c † 8.10.95

Climb *The Missing Chairs* for 6 metres, then move left and climb the wall to a roof. Pull over via a flake and take the wall above to the top.

Un-named B 30m E2 5b † 4.10.92

The good looking crack in the centre of the wall/slab climbing just left of *The Dubious Parson*.

The Dubious Parson 30m Hard Very Severe 5a 17.8.92

The stepped corner on the right of the face. Start as *Un-named B*, but move right up a chimney and right again at the top to a ledge. Pull steeply up into a corner until it leads to a big ledge. A steep crack from the left end of the ledge completes the route.

Variation: Old Age Traveller 36m Hard Very Severe 5b † 4.10.92

Little independent climbing up the short crack right of, and joining *The Dubious Parson*.

Rainbow Sisters 30m E1 5b † 22.10.95

The obvious corner right of *The Dubious Parson* (Friends #3 & #4). A loose finish, on large holds with generally good gear. Climb the corner, moving right then left, then the wide crack above, finishing up the cracks right of the upper crack of *The Dubious Parson*.

Ye Olde Worlde Zawn: East Face

A route has been climbed, roughly opposite *The Dubious Parson*. Although no details have been forthcoming. Pre'1996

Tempest in a Teapot 36m E3 5c † 23.9.95

Start as *Cafe Society* and climb it for about 9 metres to huge jugs. Traverse left for 3 metres then climb the wall above via disjointed cracks to pass a steeper section. Finish up a shallow groove.

Range West: Definitive Guide

- Cafe Society** 33m E3 5c † 10.10.92
The stunning crackline on the right side of the east wall. Climb the groove using a hidden pocket to gain the crack, which is followed all the way. Finish up the wall on the left.
- Mad Café** 30m Very Severe 4c † 10.10.92
The seaward arête of the east wall on its right side, moving left at the top to finish.
- Flutter By** 22m Very Difficult 10.10.92
The slabby west-facing wall midway between Olde Worlde Zawn and the West Tunnel. Start in the corner, moving right at 9 metres. Continue up the slab to pull through the overlap and finish up the corner to a sloping pedestal.
- Right Side Arête** 20m Hard Very Severe 5a † 4.9.93
The arête, finishing over an overlap on the left side – the right-hand side is deceptively steep.

ARCH CAVERN

To the east of Olde Worlde Zawn is a collapsed cavern with two seaward entrances – the West Tunnel and the East Tunnel respectively.

West Tunnel: West Wall

- Chimnosis** 24m E3/4 5c † 4.10.92
Situated on the south-facing wall immediately west of the West Tunnel, and starting on sloping ledges below an obvious off-width crack. Go up to the crack, then either continue strenuously up or, for the slim squirm up it. Gain a ledge with difficulty, follow a groove above (Friend#2) and step left to finish.

- Almost Bobbing** 27m E2 5c † 20.8.94
Start about 9 metres left of *Trenchfoot* on a non-tidal ledge. Climb steeply up a vague line of weakness on good holds until they disappear. Step up left on a projecting foothold to more good holds and step right to a shallow corner to finish easily.

- Trenchfoot** 24m E1 5b † 4.10.92
The steep black corner at the back of the west wall rising above a sloping terrace to belay in a trench/gully – abseil approach.

West Tunnel: East Wall

- Toby the Tiny Tastey Ranger** 22m Hard Severe 4b † 20.8.94
Climb the first 2 metres of *Red Admirals* then trend leftwards towards the left edge of the roof. Traverse left then up a rightwards-slanting groove to the top.

- Red Admirals** 24m Severe 4a † 10.10.92
The left to right line of weakness up the east (west-facing) wall – at high tide start from a ledge at 6 metres. Climb the crack/ramp and traverse right below the roof to finish up the corner.

Range West: Definitive Guide

- Shorter than the Briefing** 22m Hard Severe 4b † 21.8.94
Start from the *Red Admirals* ledge. Go diagonally right, right of *Red Admirals*, and pull over the bulge on good holds. Continue up a crack to the top.

- Serendipity 3** 22m Hard Very Severe 4c † 27.8.94
Start from the lowest (right) end of the *Red Admirals* ledge. Climb up and trend rightwards to a dark niche at the foot of the undercut arête (more solid than it appears). Up the niche and pull out onto the arête which is followed easily to the top.

The next route is delightful, on perfect rock, as are all the routes on this sweet and sunny face.

- * **Smugglers of Light** 22m Hard Very Severe 5a 28.8.94
Start just left of centre of the wall to the left of *Scorpion*. Move up to the right of the small roof and continue direct to finish up an obvious cracked groove.

- Elena's Soft Touch** 22m Severe 29.8.94
The arête left of *Scorpion*. Directly up the arête to a gangway sloping up left. Follow this then the arête to the top.

- Trespasseuse** 22m E1 5a † 28.8.95
Bold climbing taking a direct line to the top 9 metres left of *Scorpion*.

- * **Scorpion** 22m Hard Severe 4a/b 3.10.92
The broad shallow corner on the southern (seaward) end of the east wall, with a sting in the tail, to a belay on the sloping ramp/platform between the two tunnels.

- Breaking Loose** 20m Very Severe 4c † 29.8.94
Start 2½ metres right of *Scorpion*. Climb up the middle of the wall on sharp-pocketed rock, passing several horizontal breaks. A bulge at mid height adds interest. A short, quality route.

- Potiphar** 18m Mild Severe † 29.8.94
The arête right of *Breaking Loose*.

Arch Cavern

This is the large hole, inland of the two tunnels. An extra rope is required to reach the abseil anchor, which is a large object situated 50 metres from the northwest rim of the zawn.

- **Worse Than the Briefing** 24m Difficult † 28.8.94
On the west wall of the seaward end, right of the overhang. Takes the obvious line of weakness up a rotten crack to the right of a short wall. Then trend up right to finish up corners of mud-bound rock. A route to be avoided.

Range West: Definitive Guide

Who Shot (Port) Stanley's Goose? 24m Very Severe 4c † 28.8.94
Start at a wall 5 metres left of the back of the zawn. Climb the crack to a triangular roof (fragile rock) and move right to the foot of an obvious crack. Jam and bridge to the top of this. Finish easily, but on very loose ground.

* **Wormholes in Space** 27m E1 5a 28.8.94
On the east wall near to the back of the zawn. Climb the overhung corner then go through the hole at the back of the cave to emerge on the wall round the arête to the left. Climb up 5 metres to another hole (belay if required). Finish steeply up then left.

East Tunnel: West Wall

Green Goose 30m E3 5c † 22.10.95
Start 3 metres left of *It was the Colonel ...* below a crack. Climb up to the crack and from its top move up left to a small ledge. The concave wall above is taken direct, then a tricky move up left gains the very top of a large sloping ramp. Climb a short, steep crack to the top.

It was the Colonel in the kitchen with a revolver 24m E1 5a † 29.8.94
Takes the crack at the seaward end of the wall from a hanging belay just above mid tide level. Climb straight up the wall above to a crackline and the top.

Variation Start E1 5b † Pre'2002
At low tide climb the wall into the corner 5 metres right of the parent route. Follow this to the overhang and climb leftwards through this to join the main route.

In the centre of the east-facing wall is a corner line rising above large blocks in the zawn bed – approach is by abseil (mid tide) or from the cavern itself at low tide.

* **The Channel Tunnel** 23m E2 5c 3.10.92
From the blocks climb a cracked slab to the bulges then swing strenuously up and left into the central crackline. At its end continue up on good incut breaks, then finish rightwards.

Tunnel Vision 23m Hard Very Severe 4c 3.10.92
The corner line, passing an overhang at half height, finishing slightly leftwards.

Chuff and Chips 23m E2 5c † 15.10.94
Good sustained climbing, taking the line of least resistance, up the wall 6 metres right of *Tunnel Vision*, passing a small roof at half height.

East Tunnel: East Wall

Withdraw the Realm 24m E3 5c † 12.12.92
The right-hand of two grooves on the east face of the zawn opposite *Tunnel Vision*. From a large rectangular block (mid tide) step onto the wall and up groove and flakes with sustained interest to the top.

Range West: Definitive Guide

Deceived Kingdom 24m E2 5b † 23.9.95
This links *Flags of Deception* and *Withdraw the Realm*, starting as *Flags of Deception*. Move up the crack for 6 metres, break left up the wall and hanging flake to a ledge. Climb up and right into a corner/groove and finish up a steep wall as *Withdraw ...* Continuously steep on good holds.

Flags of Deception 24m E2 5b † 3.12.94
Takes a line just right of *Withdraw the Realm*. Trend rightwards up the wall to a ledge at 4 metres. Continue up a shallow groove to small ledges then move steeply up and left into a steep crack. From the top of this gain and climb the deep crack/groove on the right to the top.

Fourteen metres of steep traversing from the East Tunnel gains ledges at the foot of two parallel chimney lines.

Traditional Values 18m Severe 4a † 3.10.92
The left-hand chimney, with a hand jam crack at the back finishing up the arête on the left.

Linney Chimney 18m Severe 4a † 3.10.92
The right-hand chimney featuring traditional back and foot techniques.

Skinney Linney 22m Hard Severe 4b † 5.11.94
Start about 3 metres right of *Linney Chimney* below a short 'V' chimney. Climb up then awkwardly right through the 'V' chimney then up to the corner of *Toby Jugs*, which is followed to the top.

Toby Jugs 22m Hard Severe 4b † 20.8.94
Start about 6 metres right of *Linney Chimney* below a diagonal flake/crackline. Climb the flakes up leftwards to an awkward move up a shallow corner, which leads to easier ground.

Yellow Snapper 22m E1 5b † 5.11.94
Start as *Toby Jugs*, which is followed to a small ledge below the large flake. Climb up to the flake, then a move up and right gains a blocky finish.

Beatrice 25m E2 5c † 5.11.94
Start as *Yellow Snapper* and follow it to the small ledge. Move up a short rounded groove on the right then follow a thin horizontal break rightwards for 6 metres to gain a slim corner in the upper wall. Follow this, then up and slightly right.

East again, and just west of the tip of the headland bounding Hobbyhorse Bay is a deep sea cave. It is possible to traverse in from the headland (steep and exciting) or from chimneys mentioned earlier.

Strapaducktomy 23m E1 5c † 4.10.92
The series of steep jam cracks on the left end of the west-facing wall and just right of an undercut chimney.

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Cheap and Cheerful 18m E2 5b † 21.10.95
Ten metres right of *Strapaductomy* is a line of weakness through a small roof. Steep cracks lead to an overhang which is turned on the right, easier climbing remains.

On the headland a large sloping platform leads into the sea. Above this an overhanging wall leads the easy slabs. The platform can be reached at half tide by an easy scramble from Hobbyhorse Bay.

Route of Six 12m Hard Severe 4b 26.8.06
Start 3 metres right of a triangle of six bore holes. Climb the slab to the corner right of the tower, into the hanging corner, then easy slabs above.

HOBBYHORSE BAY

OS Ref 886 956

Climbing is, at present banned on most of the next three areas; Hobbyhorse Bay, Arch Zawn and Toyland, due to a scheduled Ancient Monument on the headland above. These routes, marked with a [PR] are, however, included for completeness and interest. Metal stakes in the ground mark the restricted area; these are topped with a star.

This is a sizeable, boulder filled bay, complete with non-tidal stack in its centre, some 300 metres east of the lookout station. There is an attractive, but unfortunately restricted, cliff of crack-seamed walls on its east side. Outside the restricted area, the easiest descent is 50 metres West of the stack where an easy scramble down (as well as up) leads into the bay outside the restricted area

On the west side of the descent buttress is a wall with three cracks, leading to slabs, the middle crack starting 2 metres up.

Shergar 12m Difficult 26.8.06
Crack to slab.

Red Rum 12m Very Difficult 26.8.06
Jugs to steep crack to slab.

Desert Orchid 12m Very Difficult 26.8.06
Steep crack to slab.

What Goes Down Must Come Up 15m Moderate 26.8.06
Scramble up the large ledges on the end of the buttress. Good belays exist at the top for abseiling.

On the East side of the descent is an overhanging wall with flowstone streaks. The crack of the left (south) side of this has been top roped at E4, 6a.

Welsh Cob 12m Severe 26.8.06
Climb the ramp / crack on the right of the wall, up right into a corner and the top.

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Fresh Flesh 15m E1 5b † 10.11.91
Twenty four metres west of the stack is a crack on the right-hand side of a small southwest facing buttress. Climb an awkward triangular niche and pull over into the crack. Follow this to the top.

The buttress opposite the stack used to be the descent, but it and the cliff as far as the marker star are slowly collapsing. *What Goes Down Must Come Up* is the recommended descent.

Dawn Chorus 24m E1 5b [PR] 10.11.91

Wild Rumpus 30m E2/3 [PR] 10.11.91

Hurricane 36m E2 5b [PR] 10.11.91

Full Tilt 24m E1 5b [PR] 10.11.91

ARCH ZAWN

OS Ref 888 957

One hundred and forty metres further east another easy descent is possible into a zawn with a fine natural arch in it.

Arch Crack 17m Very Severe 4b [PR] 9.11.91

Arch Traverse 33m E2 5b [PR] 19.8.90

The Flake 24m E1 5b [PR] 19.8.90

Overhanging Crack 24m VS 4c [PR] 19.8.90

Yuletide 18m E1 5b [PR] 22.12.91

Belgian Tom's Hat Trick 22m Very Severe 4b [PR] 22.12.91

Don't climb till you see the whites of their eyes 23m Very Severe ? [PR] 10.11.91

Dawn Raid 23m Hard Very Severe ? [PR] 10.11.91

Crossbow 24m E1 5b [PR] 22.12.91

Christian Mark 23m Very Severe [PR] 10.11.91

Crack of Dusk 24m E1 5b [PR] 9.11.91

Toyland

This is an area of small, but attractive cliffs immediately east of the Iron Age Fort. The western part of the crag is non tidal and consists of numerous groove and chimneys (the

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deepest of which is *Sweep*) with narrow walls between. Further east the routes become more affected by the tides. Abseil approach from the top of almost any route.

- Baby Bath** 17m Very Severe 4b [PR] 1991
- Sooty** 22m E1 5b [PR] 1991
- Sweep** 22m Hard Very Severe 5a [PR] 1991
- Dumper** 22m Very Severe 4b [PR] 1991
- Dinky** 22m E1 5b [PR] 1991
- Action Man** 22m E1 5b [PR] 1991
- Dungeons** 15m Severe [PR] 1991
- Dragons** 15m Severe [PR] 1991
- Power Rangers** 15m Severe [PR] 1991
- Snakes and Ladders** 15m Very Difficult [PR] 1991

One hundred and ten metres east of the eastmost marker stake is a shallow gully leading down to a stumpy stack just below the cliff top. Thirty metres further east is another shallower gully below which are found the following routes. Below the gully are a zawn and the west entrance to a through cave. Between the two entrances of the through cave is a non-tidal shelf.

- Lego** 22m Very Severe 4b † 1991
Start at the left end of the shelf and above a small zawn leading into the west entrance of the through cave. Step up and traverse left into a corner below roofs, swing left onto a nose and follow the right side of a box-shaped corner to the top.

- Toys 'R' Us** 18m E1/2 5b † 1991
Start as *Lego*. Climb an easy blunt rib then a shallow corner, step right and pull up to a large roof a few metres right of the obvious roof crack. Pull directly over and up to the top.

- Meccano Man** 18m E1 5a † 1991
The arête to the right is climbed first on its left side but finishes on its right side, very steep.

The buttress now turns to face south, overhangs considerably and is split by a fine thin crack.

- Mutant Lurchers** 18m E1 5b † 1991
The thin crack is hard to start then continuously strenuous.

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- Entropy** 18m Severe † 1991
The corner and continuation crack on the right side of the buttress, just right of *Mutant Lurchers*.

The next feature to the right is the eastern entrance to the through cave, at low tide this takes on the appearance of a boulder filled zawn. The following routes are on the walls to the right.

- Barbie Doll** 24m Very Severe 4b † 1991
Start directly under the end of the big overhang above the cave towards the back of the zawn. Climb steeply to the right end of the ceiling and finish up the chimney.

- Game Boy** 24m Very Severe 4b † 1991
In the centre of the wall is a short corner capped by an overhang, up this and the vague crackline above.

- Pogo Stick** 24m Hard Severe † 1991
Start 3 metres right of *Game Boy* and climb a left-facing flake to a large ledge, then an obvious right-facing corner. Move up and slightly left to finish up a crack.

- Noddy** 15m Very Severe 4b † 1991
Around the arête to the right of *Pogo Stick* is a short south-facing wall. Start below a small roof and climb up rightwards to the right side of the roof, pull over the bulge then go up left to finish.

Toyland East (or Playground)

The area east of the deep zawn which cuts back almost to meet the coastal track. The cliff foot here is characterised by three easy-angled slabs sloping down gently into the sea. The western slab was reached by abseiling from nuts placed near the top of the buttress's arête. This is the first prominent arête east of the deep zawn, and appears to be the location of an earlier route *Working the Black Line*, but "scrambling down the arête" as described in that route's approach did not look feasible, though a scrambling approach did look feasible using a terrace on the west face.

- Working the Black Line** 17m Hard Severe † 2.10.93
Begin 3 metres right of the arête at a crackline capped by two blocks at three quarters height. Climb the steeply angled ledges following the crackline past the right-hand side of the blocks.

- Racing the Rain** 12m Mild Very Severe 4b † 30.12.03
The next route may well coincide with *Working the Black Line*, their "blocks" being our "square roof", but it is about 8 metres right of the arête. Start just left of the trench of *Vanishing Chimney*. Climb a short corner to the upper level of the slab, and then climb a groove line passing immediately right of a jutting square roof.

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Vanishing Chimney 14m Mild Very Severe 4b † 30.12.03
A trench splits the middle of the top of the western slab, with a chimney rising from it. Start in the trench, climb the chimney till it vanishes, then bridge strenuously over the roof and climb the continuation groove.

Cold Hands on Sloping Shelves 12m Very Severe 4c † 31.12.03
Start 3 metres right of *Vanishing Chimney*, where a short crack rises from a niche. Gain a shelf left of the niche, then trend rightwards and climb a line of right-facing corners.

The western and middle slabs are separated by a zawn with a sea cave in its back. The west wall of this zawn seems to be the location of *Looking for Sign Oscar*. A terrace slanting down this wall gives an easy scrambling access to the middle slab. The front face of the buttress abounds with overhangs, having a big cave in the middle and a smaller one to its right.

Looking for Sign Oscar 22m Very Severe 4c † 2.10.93
This route lies on the opposite face of the cove i.e. facing west. It is approached by abseil down beds, which dip steeply towards the south. The abseil passes to seaward of some perched blocks to arrive on a high tide ledge beside a slot-shaped sea cave. The route begins where the rising ledge narrows near the cave. Climb a short corner moving left to a roof. Climb the bedding plane directly, passing two steeper sections, before reaching the perched blocks. Finish over easier ground taking care with the loose blocks.

Feet of Clay 24m Very Severe 4b † 30.12.03
Start between the caves, and climb diagonally rightwards above the right cave to a chimney. Loose blocks in the chimney are easily avoided on the outside. Finish up a depression of earth and loose rock. A pre-placed rope fixed to imaginary belays protected the depression. Good climbing apart from the finish.

PEN-Y-HOLT BAY

OS Ref 895 956

This beautiful bay, guarded on the east by Pen-y-Holt Stack, is approached via the coastal track leading northwest from the Stack Rocks car park. Follow the track for approximately three kilometres, passing the marvellous syncline of Cabin Door, until an easy, grassy ramp leads down into the west side of the bay which is virtually non-tidal. Note however, Pen-y-Holt Stack, and the walk round to Cabin Door, are rapidly cut off by the rising tides.

The east face of the west-bounding headland has caves at its foot and two very prominent left-slanting slabby gangways.

Left Gangway 27m Very Difficult 25.10.92
Climb the left gangway, past a large hole, which leads down into a big cave, and then over two overlaps.

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● **Right Gangway** 30m Very Difficult † 25.10.92
Start from the right-hand cave. Scramble easily at first then over earth, vegetation, loose rock, etc.

Approximately 200 metres east of the descent is an obvious clean-looking grey wall, split by horizontal breaks and separated from the rest of the cliff on the left by a dirty rectangular gully with a muddy slab on its immediate right. To the left of the gully is a rightwards leaning arête and an overhanging wall.

* **Pierced Lip** 22m E1 5b (rockfall noted 2006) 25.8.92
Takes a rightward slanting diagonal line on the front face of the buttress left of the gully and ending just left of the leaning arête. Start 6 metres left of the arête below a short right-slanting undercut flake crack. Climb the crack to a ledge, and then diagonally rightwards up the recess to the obvious vertical crack below the large roof. Take the roof on the right-hand side on surprisingly good holds and carry on to a mantel finish.

* **Pasta Power** 22m E2 5b (rockfall noted 2006) 25.8.92
Takes a weaving line up the overhanging wall and arête, well protected by Friends and Hexes. Start 1½ metres right of the arête. Climb the blocky groove for 3 metres until an obvious hand-traverse left can be made to the arête and a good ledge. Go up the arête direct to the first roof, gain huge holds on the lip and cut loose to a perfect heel hook, which gains a cramped ledge below the second roof. Traverse right for a metre and climb cracks and breaks to the top.

Iain's Route 18m Very Severe 4c † 31.8.91
Takes the right edge of the aforementioned slab on the right of the gully. Follow the shallow groove on the arête to gain access to the slab in the gully. Move up on small holds, staying close to the arête.

Grey Wall Traverse 30m Very Severe † 12.8.01
Traverses the wall facing the descent syncline, crossing *Funeral Director*.
1.20m 4b. From the left end of the wall climb up and right on ledges and horizontal breaks to the platform of 'Ere 'Ere.
2.10m 4c. Step out right above the lip of the overhang and traverse right around the arête. Climb back up left across dirty ledges to the arête and finish up this.

Funeral Director 22m E1 5b † 23.8.92
Climbs the obvious crack, past a thin ledge at 5 metres, until 1½ metres below the roof. Move 3 metres right and gain the flake crack above, passing the 'coffin' with care to reach the top.

'Ere, 'Ere 18m Hard Very Severe 5a † 20.10.91
Start at a pedestal, 9 metres right of *Iain's Route*, below the left-hand entry onto the horizontal ledge. An awesome "Sword of Damocles" defends the line to the left (*Funeral Director*). Gain the platform by the left-hand crack, and climb the wide corner behind.

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Daft as Well as Deaf 18m Hard Very Severe 5b † 19.10.91
Gain the platform above the overhang by the steep right-hand crack, then continue up the obvious crack in the wall close to the corner of 'Ere, 'Ere.

The next two routes probably take the same ground.

The Seal's Whiskers 22m Hard Very Severe 5a † 17.8.92
Hard at the grade. The steep wall around the arête right of the previous route, starting up the obvious crack (common with *Carter*?). Continue in the same line up cracks in the face, swing left on jugs just below the top, and finish left to avoid the grotty chimney.

Carter 22m Hard Very Severe 5a/b † 31.8.91
On the east-facing wall of the buttress. The precarious looking blocks on the top are okay. The obvious crack in the lower wall to a ledge, then up to another ledge. Move left above the overhang (crux) to a small ledge around the arête, then up and back right to the final crack which can be climbed direct.

Old Fossils 29m Very Severe 4c 19.10.91
The next buttress to the right, taking the east-facing, slanting corner. Start beneath the overhang and climb up right to gain the line.

Incognito Mr Slee 30m Hard Very Severe 5a † Pre'2002
The corner between *Old Fossils* and *Blue Chicken Chilli*.

Blue Chicken Chilli 30m E3 † 20.9.92
The east face of the third buttress to the right with a square cave in its right-hand side.
1. 10m 5c Start at the left side and climb steeply over a bulge to wider breaks where it is possible to traverse left to a good ledge.
2. 20m 5b Up the obvious groove above the right end of the ledge to a roof, traverse left and up the obvious corner to finish.

Event Horizon 27m E2 5c † 24.10.92
An outrageous trip (gradient 1:3) on generally huge holds through the overhangs right of the square cave. Start just right of the cave. Steep jug pulling past a sharp edged, wedged block allows a swing right to a rest in a corner. Go up this and battle round an overhang into a V-Groove. Undercut handjams (Friend#4) in a wide crack lead out left to a ledge on an arête and a welcoming easing of angle. Move up and trend right to a relatively solid finish.

There was some evidence of a route having been climbed hereabouts, perhaps joining *Event Horizon*, this may be the same as the next route.

Belly Rock and Roll 27m E3 5c † 7.9.97
Start under the corner just right of *Event Horizon*. Boulder off the ground and continue up the groove. Step right onto the ledge then up and left to a corner. At the top of the corner move left around the arête and up to a hanging block. Squirm onto this from behind and

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wriggle along it to pop out on the other side. Alternatively, traverse along the lip of the block and pull onto it. Climb up above the block to an awkward finish.

First Name Terms 29m Hard Very Severe 5a † 19.10.91
Begin in the right-hand corner of the large, square sentry box. Move out right to gain the front face above the overhang and go straight up to a ledge on the right. Up left to a niche below a big, stepped overhang, then excellent moves gain the ledge above. Scramble off.

Just Another Outrageous Situation 41m E2/3 † 19.9.92
The south face of the penultimate buttress starting 3 metres left of a large square recess.
1. 23m 5c Climb a shallow groove left of the east edge of the buttress until it is possible to traverse left and make a difficult move up and left into the first corner. Traverse left around an arête, a second corner and a second arête to a belay.
2. 18m 5b Up the crack to a niche, then trend right up the pleasant slabby wall moving right to finish up a short vegetated groove.

Broken Promises 27m E2 5a † 30.8.92
The east face of the penultimate buttress gives a poor route. Go out left to the arête and up to the main roof. Swing back right then move delicately up the wall until loose ledges dictate a short traverse left to finish up the arête.

A pre-placed hanging rope is advisable for the next routes.

● **Where Eagles Dare** 30m Hard Very Severe 5a † 30.8.92
The south face of the buttress. Climb up to a small overhang at 8 metres and pull over onto a small ledge. Trend right and around into a groove – bridge up this and finish nervously rightwards over tottering blocks, earth, grass and all manner of horrible things.

Sunset Visions 27m Hard Very Severe 4c † 19.10.91
The east-facing wall of the last buttress, staying close to the arête, with poor protection in the middle section.

Midway between the buttresses of the previous routes and the slabs of Cabin Door is an obvious fan of rightwards tilting parallel cracks.

Gone to Soldiers 24m Hard Very Severe 5a † 27.9.92
The longest central crack gives a good pitch with excellent protection, but a loose finish. An extra rope is needed to belay.

To the right are another three cracks.

Bender 24m Hard Very Severe 5a † 1.11.92
Climb straight up until they bend over almost horizontal. Continue straight up, then leftwards up a vague depression to the top.

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Pen-y-Holt Stack

Seeming to lean in all directions, this blocky pillar sits on a friendly platform, reachable at low tide, and offers ascents for a wide range of abilities. The summit panorama from Mount Sion East to Linney Head makes an excursion worthwhile. Descent can be made using a jammed nut at the northwest corner of the summit.

Routes are described anti-clockwise, starting from the shoreward end of the west face.

Making Passage 27m Hard Severe 4b 12.9.92

Starts just left of the arête, working straight up through the horizontal banding.

Pasta La Vista Baby – Hard Very Severe 4c † 8.94

Climb utilising the start of *House of Cards* and the finish of *Making Passage*.

House of Cards 24m E1 5a/b † 9.10.94

This route takes a line towards the left side of the west face. Climb a shallow groove about 3 metres right of the arête to a small roof, pull over and continue up to a roof right of a large block. Hand-traverse right then make a long reach up to the next break from where a step right gains the top of *Ship to Shore*.

Ship to Shore 24m E2/3 5c † 13.9.92

The central crack in the west face, skirting the first roof on the left and tackling the second direct. Friend#3 useful.

Passage Migrant 27m E2 5c † 12.9.92

Near the right-hand end of the west face, climb the wall to the large V-shaped break in the overhang, through this and rightwards to the wall above, then left again to the open corner and rib above the first overhang and the summit.

Where's the Ferryman? 24m Hard Very Severe 4c 13.9.92

The obvious groove in the right side of the South face. Go steeply past a jutting flake to a ledge then move right to the next ledge. Move right again to a large detached block and from this climb the final crack in the headwall – a solid finish.

Pen-y-Holt Crack E1 5b † 1980

Takes the loose crack in the East Face.

East Face 27m Hard Very Severe 4c † 24.10.92

A poor route starting to the right of *Pen-y-Holt Crack*. Head up and right, passing below a bulge, then go back up left to muddy ledges. Traverse left over blocks, then a final steep move left of the overhangs.

CABIN DOOR

OS Ref 897 954

This is an area of slabs adjacent to the prominent offshore stack of Pen-y-Holt – easily seen when approaching from the east. An attractive area, which is disappointingly loose.

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Access is either by abseil or by walking in from the approach to Pen-y-Holt Bay. Some older routes were climbed here although details are not available- these may coincide with the following descriptions. Smaller slabs on the islet between the stack and the mainland face the three obvious seaward-facing slabs. The islet has a distinctive keyhole cave on its seaward side.

Cabin Door: Islet

The routes on the islet are described from left to right (east to west).

The Black Pig 18m Severe 4a † 16.8.92

Start at the left end of the slab and follow a crack to a ledge on the arête. Pull right onto the upper slab and climb to the top.

Roger the Cabin Boy ??m ?? † 20.10.91

Climbs the crack right of *The Black Pig*.

Slaphead 23m Hard Very Severe 5a † 24.10.92

The crack and overlap towards the left side of the slab. Step right and finish delicately.

Red Sunset 23m Hard Very Severe 4c 31.8.91

The central crack of the left slab with a difficult move to surmount the overlap.

Blue Horizon 23m Hard Very Severe 5a † 24.10.92

The cracks on the right of the slab, and take an overlap on its right-hand end.

Klingons on the Starboard Bow 15m Hard Very Severe 5a † 13.9.92

Pull over a bulge and up cracks into the corner of the upper tier. Go up this to the next overlap; step left onto the main slab to finish.

Minor Immortality 23m Hard Severe 4b 25.8.91

Gain the slab from the right-facing corner. Climb cracks to the top of the corner formed by the upper tier, then step left on to the slab to finish.

Pigeon Loft 23m Hard Severe 4b † 31.8.91

Climb the corner of the central crack of the intermediate slab to the notch. Continue delicately up the corner, or across the slab and up.

Seaman Staines 15m Severe † 3.8.91

The arête to the right of the previous route with an interesting move over the overlap.

Master Bates 15m Very Difficult 3.8.91

The corner formed by the left-hand side of the *Pugwash* slab – similar to *Captain Pugwash* but with protection.

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Bristol Fashion 15m Very Difficult 23.8.97
Start as *Captain Pugwash* and follow the obvious thin crack leftwards towards the top of *Master Bates*. Where the crack closes climb straight to the top.

Captain Pugwash 15m Difficult 3.8.91
The right-hand of the slabs on the islet facing the mainland. No protection, wander at will, (who's Will?) or up and right to the top.

Passing the Port 15m Very Severe 4c † 13.9.92
The obvious diagonal chimney, 3 metres right of the arête, on the west face.

Cabin Door: Mainland

Opposite the islet the mainland slab is in three sections, separated by west-facing corners. A small, subsidiary slab to the west of the main slabs gives the line of the following route.

Munchmallow Fantasy 22m E1/2 5c 17.8.91
Climb the corner crack, then trend left onto the arête. Difficult moves lead precariously back into the corner then on to the top. Alternatively stay in the corner and pull over the roof into the upper corner.

The left-hand of the three main slabs has four right-slanting crack lines. The following route takes the left most of these, between *Munchmallow Fantasy* and *Whore on the Shore*. This crack is more continuous towards the top than the others, but runs out on the slab's left edge before reaching the bottom.

'Ello, Sailor 23m Very Severe 4c † 15.10.94
Start up *Munchmallow Fantasy*, and then move right onto the edge of the main slab where the crack begins. Climb the crack, taking the left fork near the top. Enjoyable climbing with reasonable rock good protection and safer than many routes hereabouts.

Whore on the Shore 24m E1 4c/5a † 10.10.92
Climb the second crack from the left directly, and continue up the slab. Attractive but loose.

Bayonet Practice Dummy 24m Hard Very Severe 4c † 9.10.94
Start as *Honeycomb Delight* and follow its crack to the overlap. Finger traverse left to the first crack, and follow this with a direct line above to finish.

Honeycomb Delight 22m Very Severe 4a 3.8.91
The corner between the two westmost slabs moving right to the arête at the top. A scrappy route which will fall down rather than improve with traffic.

Door Jam 25m Very Severe 4a † 31.10.92
Climb cracks in the west-facing wall just right of *Honeycomb Delight*, passing a niche at 5 metres, and finishing on the arête to the right.

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Unsound Ethics 24m Hard Very Severe 4c † 31.1.93
The main crackline up the middle slab, just left of centre, moving left to avoid the earth cornice.

Doubtful Indemnity 24m Hard Very Severe 5a 26.1.92
Doubtful rock and poor protection but worthwhile all the same. Start at the left-hand side of the right-hand slab and go up to a steepening. Go diagonally left to the arête, step around, and continue up a slight corner and slab to a roof. Move back on to the main slab and finish up loosening rock.

Dubious Practice 25m E2 5b † 31.1.93
The centre of the slab contains two rightwards-slanting cracks/lines of weakness. Follow *Doubtful Indemnity* almost to the left arête, then the left-hand weakness to the right end of the prominent overlap. Finish directly up the left side of the slab.

On the Loose 25m E1 5a † 30.10.92
Climb easily to the centre of the horizontal break where the slab steepens. Climb the right-hand of the cracks to where they join, and continue slanting right to finish just left of *Door Post*.

Door Post 25m Very Severe 4b 10.10.92
The right arête of the right-hand (east) slab. Quite serious for the grade.

Just to the east of the main slabs is a small boulder-filled cove – separating this cove from Bulliber Bay is an arête.

Scrambler 27m E1 5b † 31.1.93
Climb the right side of the arête to a ledge then gain an earthy slope. Scramble up this and finish up the finger crack in the headwall.

BULLIBER

OS Ref 902 954 – 909 949

To the east of the Cabin Door area is a large bay (Bulliber Bay) with a prominent right-slanting slab system, and an anticline further right, on its east side. East again is a large zawn (Keyhole Zawn) round which the track skirts, two smaller bays, and another zawn that makes strange noises at around low tide (Singing Zawn). From here lower angled cliffs continue round into the valley access of Mount Sion West. When approaching from Stack Rocks Bulliber is easily viewed from the top of Mount Sion Central, and lies just beyond the dry valley to the west. **Routes right of Keyhole Zawn require vigilance when a big sea is running.**

Bulliber: West

Squids 18m Difficult † 25.8.92
The exact start of this route is unknown but is likely to lie west of the fence line on a stratified cliff with obvious folding. On the left of this is a 'knitted' wall ending at a large

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recess and to the right an obvious open groove. Climb a steep rib to enter the groove – some loose rock.

Most of the next routes can be started around half-tide.

•**Friends of the Earth** 30m Hard Very Severe 4b † 30.1.93

One hundred and fifty metres east of the fence line at the back of the bay is a distinctive slab slanting up right in two tiers and just left of this is a prominent corner leading up to a repulsive earth gully. Climb easy, sound rock for 5 metres left of the corner, then progressively looser ground to a final earthy slope. Even with a fixed rope this route is not recommended.

The top halves of the next three routes, *The Earth Moved*, *Time Stood Still*, and *How was it for you?* have totally gone.

The Earth Moved 36m E1 5a [Fallen Down] 10.10.92

Time Stood Still 33m E3 5c [Fallen Down] 8.11.92

How was it for you? 33m Hard Very Severe 5a [Fallen Down] 31.10.92

The next three routes start on the non-tidal ledge between the anticline and the big corner (*The Strata Sphere*).

Calyx 27m Very Severe 4c † 8.11.92

From the left end of the ledges pull steeply up the wall on good jugs, then easier climbing to the base of a smooth grey groove. Step left into another slabby groove and follow the easiest line to the top.

Bryozoa 27m Severe † 8.11.92

From 9 metres right of *Calyx*, take any line to the top.

Stratus Fear 27m Very Severe 4b † 8.11.92

Start below and left of the giant roof of *The Strata Sphere*. Follow a shallow groove line to a ledge just below the top and move right, with care, to finish.

The Strata Sphere 36m Very Difficult 10.10.92

The large roofed corner right of the anticline.

1.24m – Up the corner, then traverse right under the roof to a stance on the arête.

2.12m – Up the pleasant corner to finish.

Stratafaction Guaranteed 27m Severe † 10.10.92

The arête to the right, finishing direct.

The Hornting 27m Very Severe 4b † 10.10.92

The corner just right of *Stratafaction Guaranteed* to the roof. Move spectacularly out right to the arête and a ledge. Trend up and left to a slab and finish direct.

Range West: Definitive Guide

Flaky Pastry 27m Severe † 10.10.92

Start 20 metres right of *The Hornting*. Easily up rightwards to the arête and steeply up to finish up a corner.

The next series of routes are, presumably, on the headland immediately west of the zawn – approach by abseil onto ledges near the mouth of the zawn, and then scramble westwards under the cliff or from the bay (lowish tide). These routes may coincide with each other.

One Slug or Two 18m E1 5b † 17.8.92

Start at a small niche at the left end of the ledge. Climb the niche, over a roof on the right, then back left to the arête. Round the arête into a corner and up this past a distinctive, projecting fossil.

Cycling to Brighton 24m Hard Very Severe 5a † 10.10.92

Climb/scramble to the left end of the sloping ledge. Climb a short corner, go right, then traverse horizontally to a ledge on the arête. Go over an overhang to reach an easier finishing overhang.

Throw My Food 18m E1 5b † 17.8.92

Start approximately two-thirds of the way along the cliff (from the left) at a slab beneath the left-hand of two obvious rightwards-trending cracks. Climb the slab and crack steeply over two roofs.

The next four routes start from ledges just left of the zawn, Abseil from boulders and traverse west for about 12 metres above high tide.

Common Blue 27m Hard Very Severe † 30.8.93

Relatively straightforward with a short, hardish section through the roofs.

1.9m – Follow the short ramp easily for 6 metres then step right to a commodious ledge under a large roof.

2.18m 5b Monkey around the roof using a side pull then finish slightly rightwards with much less difficulty.

Bulliber's Travels 17m E1 5b † 10.10.92

Start up a dark slab heading to the right-hand-slanting crack in the higher overhang. Climb through this to good holds and finish rightwards.

Now We're Cooking 18m Hard Very Severe 5a † 16.10.93

The large right-facing corner on the right-hand end of the ledge. A steep bulge gives access to the corner/crack and fine bridging completes the route.

Boisterous 18m Hard Severe 4b † 10.10.92

Climb the crack immediately right of *Now We're Cooking*.

Range West: Definitive Guide

The next three routes start from a big, sloping ledge a third of the way up the west side of the zawn. This ledge can be accessed by a precarious Diff traverse from the previous routes.

Rita, Sue and Bob Too 22m E3 5b 10.10.92
Climb the obvious corner at the back of the ledge, moving slightly right to mantelshelf onto a ledge at two-thirds height.

New Times by Old Farts 22m Hard Very Severe 4c/5a † 29.8.92
Two metres right of the big corner, climb a corner and groove, trending right. Cross a broken band of rock up a short steepening wall (bold for 8 metres). Finish up loose rock and belay well back in a shallow depression (those with more sense will use an extra rope and belay even further back).

Arête de Ros 18m Hard Very Severe 4c † 10.10.92
Starting from the right end of the ledge, 2 metres in from the arête, climb up to sloping ledge. Make difficult moves up and right to the arête, then finish to the right over suspect rock.

Chateau d'If 30m E1 5c † 16.8.92
The large steep slab on the east side at the back of the zawn, left of a cave. Climb up to a protruding ledge below the overlap at 6 metres and use this to gain the slab (crux). Go direct to the top via a ledge, finishing up the obvious crack just right of the shattered pillar. Loose rock at the top and belays are way over the horizon.

The next route is in the middle of the east wall about 6 metres right of a huge boulder exposed at lowish tide. Access is by scrambling down the seaward end of the east wall to some obvious ramps, then double back to enter the zawn. An unlikely traverse gains a belay below a strip roof.

Locked In 18m E1 5b † 17.10.92
From the niche, step up and hand-traverse right to the end of the roof, pull over, then take a direct line up the wall above. Keep left of the large roof near the top.

Sufferance 24m Severe 4a 17.10.92
At the mouth of the zawn is a narrow slab bounded on its left by an obvious corner – climb this.

This One's for Cooky 15m Hard Very Severe 5b † 11.9.93
Short and good. Start a just right of *Sufferance*. A problem start onto the arête leads up through two hanging corners and a direct finish.

Just east of the entrance to the zawn is sloping ledge below and left of huge roofs.
* **Nora and Ada** 24m E1/2 17.10.93
Follow the line of weakness direct to the top passing a second bulge on the right, stepping right at the third bulge and finishing left from the top of the ramp. Loose at the top.

Range West: Definitive Guide

Awesome Megabob 39m E1 † 10.10.92

A good pitch heading for the hanging corner up to the right.

1.15m 5a From the middle of the ledge are two lines of weakness through the initial overhangs. Take the left-hand of these and cracks rightwards through the bulges.

Belay in a crack where a rightwards traverse looks practical.

2.15m 4b Go right under the roof and round the bulge to belay in the hanging corner.

3.9m 5b Climb the corner.

Bulliber: Keyhole Zawn

To the east of Keyhole Zawn, and east of a sea cave is a south-west-facing wall, capped by overhangs at about 12 metres. Approach by abseil just after high tide.

* **Canny Annie** 27m Very Severe 4c 10.10.92

From the left end of the ledge system, under the left end of the overhangs, head up and left, around a bulge and into the right-hand groove. Follow this to its end and then finish direct up overhanging rock on big jugs.

It is highly likely the next series of routes require some rationalisation.

October 20 1991 24m Very Severe 5a † 16.10.93

Start 3 metres left of a corner formed by the left-hand end of the *Pocket Monster* wall. Climb direct up the corner/crack to a large roof and make delicate moves left to a rising ramp. Traverse left for 5 metres to a weakness in the overhang and finish steeply.

Silence and I 22m Hard Very Severe 4c † 17.10.92

From the right end of the same ledge, climb rightwards across a brown corner. Then climb up the wall above and through a slight bulge at a weakness and so to the top.

Seal Appeal 22m Hard Severe 4b † 10.10.92

Start below the left end of the big triangular overhang. Step left and up the waterworn wall trending left to a break. Go straight up to a sloping ramp and overhang, step left to a weakness and through the bulge to finish.

Comments/Observations 29m Mild Very Severe † 28.8.93

1.7m 4a The obvious corner crack leading to the triangular roof.

2.22m 4b Traverse right below the roof and finish up an easy corner.

Pocket Monster 18m E1 5b 17.10.92

Start in the bay, under the right end of the roofs. Climb sharp, runnelled rock to the roof, swing through this slightly right on a monster pocket, and easily to the top.

Fretboard 15m E1 5b 30.8.93

Takes a line 3 metres right of *Pocket Monster* up the fretted wall, starting on a raised block. Climb steeply at first, then more easily, direct to the right end of the triangular roof.

Go up the vague groove above, keeping about 2 metres left of the right edge of the wall.

Range West: Definitive Guide

The next two routes probably take the same ground, although at very different grades.

Rebriefed Arête 14m Hard Severe 4b † 11.9.93

Right arête of the slab taken by *Pocket Monster*.

The F-Word 14m Hard Very Severe 4c † 28.8.93

The right arête. Take the steep lower section on the right then the crest to join *It's a Bargain*.

Right again is a corner

It's a Bargain 14m Hard Severe † 17.10.92

The wall left of the corner, trending left along a ramp to finish just right of the roofs.

The S-Word 14m Very Severe 4c † 17.10.92

Climb the steep corner to where it curves left under a slanting overhang and pull steeply out right.

The Sword 14m Hard Very Severe 5a † 28.8.93

The arête just right of *The S-Word* is climbed more or less directly.

Stool Pigeon 14m Severe † 17.10.92

The crack in the wall to the right of *The Sword*.

* **Black Passage** 14m Severe 4a 17.10.92

A good route up the black chimney to the right on polished, solid rock. Up to the roof, traverse the left wall and step back right over the roof to finish up the corner.

Polyps 14m Difficult 17.10.92

The rightwards-trending slabby ramp just right of the chimney of *Black Passage*.

Spylop 14m Difficult 30.8.93

The counter diagonal to *Polyps*.

Huff 14m Very Difficult 10.10.92

The shallow corner trending right to where a step left joins *Polyps*.

To the right is a small bay in the back left-hand corner of which is a deep-sea cave. A large blowhole in the cliff top terrace can identify this from above. On the back wall of the zawn, left of the cave, is a corner leading up to roofs.

Group Dynamic 27m E2 5b † 17.10.92

Climb the corner to the roof, and then traverse right to the arête. Move up and traverse right to the apex of the cave. Hand-traverse right for 5 metres to an undercut arête, then steeply up the crack through the overhang.

Range West: Definitive Guide

There appears to have been a rock-fall in the vicinity of the cave / blowhole affecting the next two routes

The Trimden Grange Explosion 30m E1 5a † 10.10.92

Climb the arête just left of the sea cave, then swing around delicately onto the wall and up right to a rest ledge. Swing right to a spectacular bridging position, then duck into the cave and finish easily up the blowhole.

Sunbleached 18m E1 5b † 30.8.93

Climb the corner to the large ledge, then the wall above passing a small roof on the left and finishing rightwards.

Sit on the Sun 18m E2 5c † 30.8.93

Start just left of the corner of *Khaki* and about 5 metres right of *Sunbleached*. Climb the slabby wall past a thin crack to a large, squareish niche/chimney. Finish more easily up this.

Khaki 18m Mild Severe † 17.10.92

Begin in the rear right (east) corner at the back of the bay. Climb easily to a khaki stained wall below some overlaps. Climb the corner passing the overlap.

Return of the Chilli 18m Hard Severe 4c † 17.10.92

The lesser corner just right of *Khaki*.

The Big Easy 18m E1 5a † 17.10.92

The steep crack in the west-facing wall just to the right of *Return of the Chilli*.

Vengeant Chilli 18m Very Severe 5a 17.10.92

The smooth corner crack (hard to start) just leading to the pedestal of *Kirklands Rest*, and up the wall above.

Bulliber: Slab Bay

To the right of the bay the arête is flanked by a pedestal, which ends about 3 metres below the cliff top, this gives *Kirklands Rest*. Right of this is a square buttress, then a slabby bay.

* **Kirklands Rest** 15m Very Difficult 17.10.92

The arête contains a wide groove. Climb a short wall and the groove. From pedestal at the top make a long step right and climb the arête.

** **Farewell Hamish** 14m Very Severe 4a 17.10.92

Climb the left side of the steep wall right of the arête direct over the bulges at the top.

The next two routes are very serious due to poor protection.

* **Periwinkle** 14m Very Severe 4a 17.10.92

Begin at the right side of the steep wall and climb to the steep crack in the upper section.

Range West: Definitive Guide

Little Joy 14m Very Severe 4a The right arête of the steep wall to the right, climbing directly over the bulges. Immediately right (east) there is a recessed corner.	30.8.93
* Silver Stripe 12m Very Difficult Climb the left side of the recessed corner passing overlaps.	17.10.92
Turritella 12m Very Difficult Climb a slanting crack and the right side of the recess passing two overlaps to the top. To the right is an undercut slab with a seaweedy base.	17.10.92
Cinderella 14m Very Difficult The left side of the <i>Glass Slipper</i> slab.	19.8.99
Glass Slipper 14m Very Difficult Climb a short corner to the middle of the slab. Climb this to finish beside a flake.	17.10.92
Bronze Stairway 14m Difficult Climb a seaweedy wall and the right side of the slab just left of a steepening above a chimney. Here the crag contains a triangular chimney with a steep wall at its base, although the top of this is now truncated.	17.10.92
Kaveman 14m Very Difficult [Fallen Down]	17.10.92
Balmellie Road 14m Very Difficult [Fallen Down]	17.10.92
Three metres right of the rockfall is: Black Cat 14m Very Difficult Climb the larger crack splitting the wall direct.	17.10.92
Norwegian Blue 14m Very Severe 5a Climbs the thin crack 1½ metres right of <i>Black Cat</i> . Five metres right (24 metres east of the <i>Kirkland's Rest</i> arête) is an east-facing corner with a small bulge at half height.	26.8.02
Tim's Arête 14m Hard Severe 4a Poor protection. The left (west) arête of the corner.	31.1.93
Penny 14m Severe 4a Climb the corner	17.10.92
Ministry of Silly Walks 14m Severe 4a Climb the wall just right of <i>Penny</i> until it is possible to step onto the lip of the overhang of <i>I'm a Lumberjack</i> , climb to the top.	26.8.02

Range West: Definitive Guide

Nailed to the Perch 14m Difficult The arête just right of <i>Penny</i> . Savour those jugs.	26.8.02
Pining for the Fiords 14m Difficult The crack 3 metres right of <i>Penny</i> .	26.8.02
I'm a Lumberjack 14m Hard Severe 4b Climb the wall right of <i>Pining for the Fiords</i> to the ledge and over the roof to the top.	26.8.02
* Wafer Thin Mint 14m Difficult Climbs the thin crack which starts a metre right of <i>Pining for the Fiords</i> . A fine sustained route with good wire protection. The crag now swings round to a square cut zawn –again with a sea cave in its back left-hand corner, although smaller and more chimney-like, and a larger square cave in the eastern corner. Approach by traversing in from the west.	26.8.02
Effervescence 14m Very Difficult † Climb a slab up into a hollow and exit diagonally left.	31.1.93
Dystopia 14m Severe † The pillar just right of the chimney / sea cave.	17.10.92
Metropia 14m Hard Severe † Go up the corner to the right with a long reach to jugs above a bulge at half-height	17.10.92
Passionate Obsession 23m Severe † The corner line in the back of the bay. Climb the rightwards-slanting groove on the right side of the back wall, then step awkwardly into a chimney and up the crack to the top.	17.10.92
Traversee Gazeuse 36m Very Severe † Start as <i>Passionate Obsession</i> . 1.28m 4b Climb the rightwards-slanting groove until it is possible to move right above the sea cave. Go right to a triangular niche, then right and diagonally up into a crystalline corner below the top overhang. 2.8m 5a Go through the overhang using a crack and good handholds. Alternatively escape easily rightwards.	31.1.93

Range West: Definitive Guide

Bulliber: Centre

The following routes are on the east side of the zawn – approach by abseil to a seaweedy ledge or traverse in from the east at mid tide onwards.

Ulva Lactuca 18m Hard Very Severe 5a † 11.10.92

Start from the left end of the ledge towards the back of the zawn. Make a long step left onto the wall and up a steep crack. Move left into a short corner and onto a large ledge then right to cracks and the arête – finish up this.

* **Low Pro** 17m Hard Severe 4a 12.12.92

Begin below *Promises, Promises* where a crack goes left. Follow the crack leftwards and climb diagonally up the face to an open groove in the upper third. The difficulties ease here. Take plenty of threads.

Promises, Promises 17m Severe † 11.10.92

The crack and corner 2 metres right of *Ulva Lactuca* moving right at the overhang.

Sastrugi 15m Very Difficult † 11.10.92

The crack a metre right of *Promises, Promises* and the wall above.

Madman's Arête 15m Severe 4b † 29.8.99

The left arête of *Schizophoria*.

Schizophoria 15m Difficult 11.10.92

To the right is an easier angled corner with two cracks at its base. Take the left crack and the corner above.

Charlie Dimmock 15m Very Severe 4a 29.8.99

Climb the centre of wall right of *Schizophoria*. On large rounded jugs, what else!

Weak Before the Wedding 17m Mild Severe 12.12.92

Begin where there is a change in level in the ledge. Step right over weed onto the buttress. Climb the front of the buttress until the right arête is reached. Follow the arête.

Two metres right is a corner and crackline – the next route takes this.

Quick Moac 15m Difficult 12.12.92

Climb the corner with obvious protection

Microptychia 15m Very Difficult 12.12.92

Climb the middle of the wall to the right of *Quick Moac*.

A Bit of Chough 12m Difficult 29.8.99

Shallow groove with twin cracks, 9 metres right of *Quick Moac*, and 9 metres left of *Ordinary Route*.

Range West: Definitive Guide

All Choughed Out 12m Very Difficult 29.8.99

The wall a metre right of *A Bit of Chough*, over a roof (start by stepping over a weed filled pool).

Chough the Magic Dragon 12m Difficult 29.8.99

Shallow groove between the roof and the buttress

We're The F'Quarwe 12m Very Difficult 29.8.99

Front of buttress, behind a weed filled pool, just left of *Ordinary Route*.

To the east a low terraced crag rises above a rocky platform on the end of which is a narrow, east-facing wall. It is possible to scramble down in the centre of the crag.

Ordinary Route 12m Easy 29.8.99

The stepped corner between the buttress and the slabby wall, useful as a descent.

Where Choughs Dare 12m Severe 4a 29.8.99

Slab with thin crack 3 metres right of *Ordinary Route*

The Good, The Bad and The Chough 12m Severe 4a 29.8.99

Niche, crack and wall, 6 metres right of *Ordinary Route*.

The ledge at the base of *Ten Speed* can be reached by stepping round the corner of the buttress, across a gap in the ledge.

The Chough Get Going 10m Severe 4a 29.8.99

Corner 6 metres left of *Ten Speed*

When the Going Gets Chough 10m Very Severe 5b 29.8.99

Wall 5 metres left of *Ten Speed*.

Choughless 10m Very Severe 5b 29.8.99

Wall a metre left of *Ten Speed*.

Ten Speed 10m Very Difficult 11.10.92

The crack which splits the narrow wall – loads of gear and jugs.

Choughs Go Where Climbers Fear to Tread 10m Very Severe 5a 30.8.99

The wall a metre right of *Ten Speed* crossing *Brownshoes*.

Brownshoes 10m Difficult 11.10.92

The easy angled ramp on the right, starting at the end of the platform.

Range West: Definitive Guide

Bulliber: Singing Zawn

To the east is a larger zawn with pair of sea caves in its west wall. For the next 3 routes approach by abseil down a steep corner to sea-washed ledges left of the first cave.

S0 18m Difficult 27.8.02

Traverse left at high tide level for 9 metres and climb the crack.

Flower Pot Men 12m E2 5c 26.8.06

Climb the corner a metre right of the abseil corner below the detached block and move left on flat hand ledges into the main corner. Place good wires / Friends and climb over the bulge to the finishing slab.

Hopeless at Everything 20m Severe 4b 26.1.92

The left side of the rough slab left of the larger left-hand cave. Climb a crack in a steep face to a narrow, sloping ledge then step right around the arête to the slab proper.

Continue more or less directly to finish up a short, steep corner.

Laughing Gnome 30m Very Severe 4a † 11.9.93

Takes the obvious groove in the east-facing wall between the two caves. Climb the short chimney and up to a small roof, step left, pull through the roof and follow the groove to the top.

The following routes lie on the east wall of the zawn. When viewed from the western side of the zawn above *Hopeless at Everything*, the first route is an obvious curving crack rising out of the sea above a large rectangular block, which emerges at around mid tide.

Whalesong 27m Hard Severe 4a † 17.10.93

Climb the crack and the roof above.

Six metres right (east) is a small cave in the cliff base and 3 metres further right is a steep crack. The next two routes start from ledges beneath this crack. At low tide this is opposite the end of ledges running west from the base of the long stack. Approach by abseil or careful traversing from *Vomir*.

Les Phoques 24m Hard Very Difficult † 17.10.93

Climb leftwards following a crack up a steep black wall. Cross ledges above and climb an undercut corner above a sandy layer and a shallow groove above (steep but protectable).

The Colour Purple 24m Very Severe 4b † 17.10.93

Climb the initial steep crackline to easier ground above. Climb the crack or walls right of it to the top. A slightly unbalanced pitch being harder to start than to finish.

Saving it for Sally 24m Very Difficult † 17.10.93

Six metres right of *The Colour Purple* is a curving chimney crackline, which bounds the west side of the pedestal. The next route takes the chimney. Climb the curving chimney to a steep wall. Climb this to an oval pool in the sandy layer. Climb walls right of the pool to the top.

Range West: Definitive Guide

Bulliber: Long Stack West

At low tide there is a large platform west of the long stack. It is possible to stride across from the stack to the ledges under *Vomir*.

The following routes lie between the small pedestal and, further right, the west end of the 45 metre long sea stack separated from the mainland by less than a metre, this is very difficult to see from the cliff top. The ledge under *Vomir* to *Stepping In* is accessible at half tide onwards.

Vomir 17m Hard Severe 4a/b † 11.10.92

Climb the seaward face of the pedestal just left of a vomit-like stain. Gain the next ledge and a shallow crack and groove to finish.

Trilobite 18m Very Severe 4c † 11.10.92

Start 5 metres right below two small overhangs split by cracks beside an easy crackline trending leftwards. Go easily to a small overhung corner.

Milky, Milky 18m Very Severe 4c † 11.10.92

Climb cracks over bulges to finish up a steep corner.

Wayne's World 20m Hard Very Severe 4c/5a † 11.10.92

Start 2 metres right of *Milky, Milky* and go up the overhanging groove/crackline through the black overhang, passing two small caves on the way.

*** Stepping In** 20m Severe 11.10.92

Start just right of *Wayne's World*, and just left of the long sea stack, at a pale coloured groove. Into the groove and follow pale rock rising rightwards. At the steeper black wall step right, then up and left through two bulges in a corner. From a ledge above move 3 metres right to climb a crack right of an overhang. A very exposed pitch.

Radiation Factor 14m Hard Very Severe 5b 29.7.01

Starting on the west platform of the Long Stack, step down across the zawn, onto the platform under *Stepping In*. Immediately climb the thin corner to the roof and traverse left and up to a ledge just right of *Stepping In*. Traverse right across a narrow slab, then up, finishing slightly left on the overhanging arête. (Crux at top could be avoided by going right).

RSM's Sensible Sandals 15m Hard Very Severe 4c 28.7.01

Starting on the west platform on the Long Stack, pull across the narrow zawn onto the wall and climb the shallow groove above past a huge white jug.

Bulliber: Long Stack

Warning during Winter 2003/4 the southwest arête of the Long Stack moved a third of a metre closer to Devon

Range West: Definitive Guide

The stack stands on a platform exposed at low tide, reached by abseil or by descending *Up and Down*.

Siren's Song 14m Hard Very Severe 5a 28.7.01

Starting on the west platform on the Long Stack, climb the crack 3 metres right of the zawn, using the doorknob hold to cross over the roof.

Up and Down 12m Very Difficult 28.7.01

Starting on the west platform on the Long Stack, climb the groove 9 metres right of the zawn.

A Tale of Two Helens 18m Severe 4a 28.7.01

Starting in the southwest corner of the Long Stack, climb the two-tier crack/groove to the top. Taking care with the groove.

John Smith's 8m Severe 4b 28.7.01

Climb the very smooth crack a metre right of the lower crack of *A Tale of Two Helens*.

Boddingtons 10m Severe 4a 28.7.01

Climb the arête right of the upper groove of *A Tale of Two Helens*.

Anonymous Helen 10m Severe 4a 28.7.01

Climb the deep groove 5 metres left of *Burning Arête*.

Burning Arête 10m Severe 4a 28.7.01

Climb the southeast arête of the Long Stack.

Fragile Arête 15m Very Severe 4c 28.7.01

Climb the north-east arête of the Long Stack

Shadow Seeker 15m Hard Very Severe 5a 28.7.01

Climbs the corner system on the Long Stack, right (west) of *Fragile Arête*, opposite to *Ratty Rats* ... Climb the overhanging off-width corner crack left of the large boulder (crux), then the main corner, finishing on the right wall of the corner.

Bulliber: Long Stack East

The next routes are to be found at the eastern entrance to the sea cave, which runs through the narrow slot behind the stack. Approach by abseil onto jammed boulders at mid to low tide.

Ratty Rats with Timid Toes 14m Hard Severe 4b 8.10.92

Begin from the larger boulder at the mouth of the cave. Move up and left to gain the corner capped by a square overhang, move up the corner then left around the overhangs. Finish easily up the wall above to the terrace.

Range West: Definitive Guide

Fford Ddu 23m Very Difficult † 8.11.92

Make wide bridging moves into the sea cave behind the Long Stack and continue inside the cave by chimneying and bridging. Finish up a shallow corner in the landward wall.

Veg, Mutton and Lamb 14m Hard Severe 4b † 18.10.92

Move up and left from the larger boulder and climb the shallow groove and arête directly to the terrace.

Vegetarian 14m Severe † 18.10.92

Begin from the lower boulder and climb the steep corner above before moving left at the top.

A l'Eau, A l'Eau 14m Severe 18.10.92

Begin from the lower boulder. Climb the right wall, trending right to reach the arête below the terrace.

Right of here is a beige stained ramp with overhangs and a prow-shaped buttress to its right. It is possible to abseil to a high tide ledge from a thread on the terrace.

Café au Lait 18m Very Difficult 18.10.92

1.14m Begin on the high tide ledge, 3 metres right of *A l'Eau, A l'Eau*. Climb the beige stained ramp to a thread belay on the terrace.

2.4m This pointless description of the continuation crack of one long pull following the crack in the overhang. Belay creatively.

Etats Grippeaux 14m Hard Very Severe 5a † 31.1.93

From the left end of the ledge climb the ramp to a sandy bulge. Over this using sharp holds in the crack.

Unfinished Business 15m Very Severe 4c [Fallen Down] 11.9.93

Verglas 15m Hard Very Severe 5a/b [Fallen Down] 18.10.93

Right (east) of the remains of the prow-shaped buttress are two small caves, the next route climbs the easier rock between them.

Breakfast by the Guardhouse 14m Difficult 18.10.92

Climb straight up the juggy wall.

Six metres further east is another buttress – easy angled this time.

Warm Up 14m Difficult 18.10.92

Take the left side of the front of the buttress.

Early Morning Buttress 14m Difficult 18.10.92

Take the right side of the front of the buttress passing scarred rock at two-thirds height.

Range West: Definitive Guide

Canines 15m Very Difficult The east-facing corner crack immediately right of <i>Early Morning Buttress</i> . Up the crack to below a prow, take its left side and follow the crack.	8.11.92
Scissors 15m Very Difficult The next crack to the right – leaning left to meet the prow – exit left or right.	8.11.92
Slice 15m Severe ?? Two metres right a crack splits the wall. The crack and wall direct with a long move in the middle.	8.11.92
Rapido 15m Very Difficult The crack in the right side of the wall opposite the end of the sea-level platform.	8.11.92
Sea Empress 15m Very Difficult Crack right of <i>Rapido</i> .	29.7.00
Braer 15m Hard Severe 4c The arête right of <i>Sea Empress</i> , at the end of the wall.	29.7.00
Tubing 18m Very Severe 4b The smooth chimney / tube right of the buttress. The buttress to the right has an obvious slabby groove, in the centre.	2.8.03
Free Transfer 15m Hard Very Severe 5b † Climb the overhanging wall/prow left of the groove via a flake to the ledge and then the wall above.	29.7.00
Talent Scout 15m Difficult Climb the slabby groove.	29.7.00
Foreign Transfer 15m Very Severe 5a Climb the overhanging wall on the right of the groove to a ledge. Move left and climb the next overhanging wall.	29.7.00
Named and Shamed 15m Difficult The chimney crack between the buttress and the slab to its right	29.7.00
Chough Wars 15m Difficult Lower buttress and left hand crack up slab.	29.7.00
The Chough Strikes Back 15m Very Difficult Lower buttress and right hand crack in slab.	29.7.00

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Exxon Valdez 15m Difficult Lower buttress and left-hand crack in recess.	29.7.00
Return of the Chough 15m Difficult † Lower buttress and right-hand crack in recess.	29.7.00
The Phantom Chough 15m Very Difficult Slabby left facing corner and overhanging crack, a metre right of the recess.	29.7.00
Torrey Canyon 12m Difficult Groove around the arête to the right of <i>The Phantom Chough</i> .	29.7.00
Bulliber: East The following routes are in the shallow bay/recess, which interrupts the seaward dip and terrace above the previous routes, some 60 metres right eastwards. This bay is uncovered at mid tide and is accessible, by an easy scramble from the east side.	
Trompette de la Mort 18m Very Difficult The crack in the left (west) corner of the bay moving right at the overhang at two-thirds height.	7.11.92
Trumpet Voluntary 22m Hard Very Severe 5b Climb the roofs 3 metres right of <i>Trompette de la Mort</i> , protected solely by large cams (Friend#5 & Camelot#4 were used).	30.7.00
Wetfoot 18m Difficult Six metres right of <i>Trompette de la Mort</i> the wall overhangs and is split by a crack. The crack and easier groove above. In the right corner of the bay is a ramp with a ledge 9 metres above the floor – the next three routes start from here.	7.11.92
Length of Fetch 22m Very Difficult From the left end of the ramp climb to a square cut overhang at half height. Step left and up the wall to the right of <i>Wetfoot</i> .	8.11.92
* Whelkhome 22m Very Severe 4b Begin in the middle of the ramp and climb to an open groove. Take the steep crack on the right straight up the wall.	8.11.92
Wavelength 22m Very Difficult The right corner of the bay.	8.11.92
Blow Your Own Trumpet 22m Severe 4a Climb the arête right of <i>Wavelength</i> .	30.7.00

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After the bay the terrace continues until it runs into the sea at the eastern end of Bulliber, before the dry valley leading to Mount Sion West. The approach is down the broken ground from the drystone wall at the eastern end of Bulliber Down.

OH-Ten, 12m Severe 4b 30.7.00
Climb the crack in the white wall, 9 metres left of *Icefall*.

Operation Pedestal 14m Very Difficult 30.7.00
Corner 3 metres left of the start of *Icefall* over the pedestal.

Icefall 14m Difficult 31.10.92
Starts at the eastern end of the terrace running down eastwards from the Long Stack. It is heavily streaked with calcite. Take a ramp and corner that lead past a white block and climb the white streaked corner.

Lost Tanker 15m Hard Very Severe 5a 30.7.00
Climb the crack though the roof right of the *Icefall* slabby corner.

The terrace now becomes tidal and leads into a sea cave / boulder cove.

**** Dangerous Moonlight** 18m E1 5b 20.8.94
A great route with good positions at a surprisingly easy grade. Start from the raised, sloping platform capped by a square cut overhang. Traverse left below an overlap to a crack then move directly up or, more easily, continue into the corner and then up. Traverse back right to the edge of the overhang then finish directly up a groove through a series of overhangs.

Divine Intervention 18m Hard Very Severe 5a † 20.8.94
Start as *Dangerous Moonlight*. Climb to the right of the overhang and move slightly left under a further overhang split by an obvious crack. Awkwardly up through the crack and step right to a good rest position. Climb up to another overhang, and then follow the groove formed by the narrow wall on the left.

Chough Wall 18m Very Severe 4c 31.10.93
From the right side of the terrace, pull into a small corner, and then up to a thin crystal streak. Move right around the arête onto a ledge on the left wall of the cave and finish leftwards to the arête and the narrow wall left of centre.

Variation: Worked Out 20m Hard Very Severe 4c † 23.9.95
Begin inside the cave on boulders just right of the arête. Climb the western side of the cave directly to the cliff top. Effectively a direct start to *Chough Wall*.

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On the right of the sea cave is a buttress – the next five routes are on this buttress.

Approach by abseil to a high tide ledge. The routes finish on a narrow terrace.

Doucement 17m Very Severe 4b 31.10.92
Begin at the left end of the ledges below the overhangs in the middle of the buttress. Climb the front face of the buttress taking the overhangs at their narrowest. Climb the wall above moving leftwards.

Plumline 17m Severe 4a 31.10.92
Two metres right of *Doucement*. Begin in the right side of the recess and climb the corner, following the right-hand crack above.

Glasshouses 17m Very Difficult 31.10.92
Two metres right of *Plumline*. Begin right of the bulge. Climb the corner and cracked groove above.

Sante 17m Severe 31.10.92
A metre right of *Glasshouses*. Climb the front of the buttress.

Amazonia 17m Hard Severe 4b † 23.9.95
Begin right of *Sante* beside the right arête of the buttress. Climb the arête moving right, after the bulge, up easier ground.

The high tide ledge rounds an arête and dips into a triangular sea cave. Above and right is an inset wall capped by an overhang and bounded on the right by a corner crack and short buttress. Approach the next four routes by scrambling down towards Mount Sion West. These routes are affected by big waves.

Marsupialami 12m Very Severe 5a 31.10.92
Begin on the right side of the triangular sea cave where ledges dip towards the sea. Begin at a corner below an overhang at one-third height. Climb the corner and the overhang at its right end. Take the easy angled wall leftwards. Climb through the main overhang where it is split by two cracks and a ‘South American block’

Pyranha 14m Very Severe 4b † 31.10.92
Two metres right of *Marsupialami*. Climb the crack and corner to the upper overhang. Pass this on the right and follow the crack to the terrace.

Houba 17m Very Difficult 31.10.92
Start as *Pyranha*. Climb up and left traversing the wall below the overhang. Finish up the crack and left wall above the triangular sea cave.

Right of the next small buttress is an east-facing corner crack

East Ender 10m Difficult 31.10.92
Climb the corner crack to the terrace.

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Bulliber: Beach Ball Wall

On the approach from Stack Rocks, just after Mount Sion West the path turns inland around a bay. In this bay between Mount Sion West and Bulliber proper is an east-facing wall, which appears from the distance to be an easy angled slab, but on close acquaintance to be overhanging. It can be identified by the prominent diagonal break of *Jtree Special* and the large cave to the north (right) containing an impossibly large mooring buoy "The Beach Ball".

Red Mondeo Man 15m Hard Very Severe 5a 26.8.00
Start 14 metres left of the cave where the roof ends. Climb discontinuous cracks to the top.

Jtree Special 18m Hard Very Severe 5a 26.8.00
6 metres left of the cave, climb the vertical crack to the diagonal break and hand-traverse up and left to finish. Takes Friends #5 & #6.

Bopping with the Colonel 15m Hard Very Severe 5b 26.8.00
Climb the vertical crack, as *Jtree Special* then over the roof and up to finish.

The inscrutable smile of the RSM 15m Hard Very Severe 5a 26.8.00
The shallow corner 3 metres left of the cave.

Beach Ball Crack 15m Very Severe 4c 26.8.00
Cracks just left of the cave.

MOUNT SION WEST

OS Ref 910 949

A small inlet at the western limit of the crag (909 949) gives low tide access to some impressive cliffs consisting of striking bands. These run southeast, past numerous caves until a wall, under the vast platforms of Mount Sion Central prevents further progress. It is best to scout for belays before commencing to climb, as these are not always obvious on top. Follow the track west from Stack Rocks car-park for approximately one kilometre to reach the inlet.

Kathryn's Glory 15m Hard Severe † 3.10.92
A short creamy white corner at the top of the crag marks the start – start directly below this on a tidal platform. Gain a ledge at 6 metres then the blunt arête to an awkward move into the groove. Finish up this.

The Darkness Beckons 22m Very Severe 4b † 3.10.92
Jug pulling of the exciting kind. Start 5 metres right of *Kathryn's Glory* below a groove. Go rightwards and, at 6 metres, move left to a ledge below an overhang. Breach the overhang on the left and move right into a groove and finish up this.

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Far West Arete 18m Very Severe 4c † 23.10.93

This could well correspond with the previous routes and is, anyway, a poor route. From just left of *Bobby Dazzler* climb a prominent crack, trend right away from the arête, then into a smooth little corner, which leads back onto the arête and a scrambling finish.

Bobby Dazzler 24m Severe 4a † 16.8.92

A worthwhile route at the left end of the wall. Climb up, or traverse, to a ledge just above high water – from the left end of this move up and right into a scoop. Go up rightwards to the arête and gain a ledge below the left end of the roof. Finish up the wall and around to the left to the roof.

My Left Foot 24m Hard Very Severe 5b † 31.1.93

A direct line through the roof starting at an obvious crack between *Bobby Dazzler* and *Opening Shot*. Climb to a ledge at 6 metres and on up the wall to the middle of the roof. Pull strenuously over this to finish.

Opening Shot 24m Very Severe 5a † 15.4.84

At the left-hand side of the cliff is a crack/groove system. Climb a crack, which leads to a reddish coloured roof, and pull through this via the obvious crack to finish.

Cakewalk 30m E2 5a † 31.1.93

Start 3 metres right of a crack – go up this and over an overhang to a good ledge (possible belay). Climb the wall slightly leftwards to a crack and up this passing a jammed block.

Dish the Dirt 39m E1/2 5b † 16.8.98

Start 9 metres left of the entrance to the huge through cave. A steep start up cracks leads to a leftwards traverse line which gains a good square block ledge. Climb direct from its right-hand side to the top on huge holds and average gear.

Duty of Care 36m Hard Very Severe † 16.8.92

A good first pitch leads to friable wall climbing above. Start in the first cave of several.
1.13m 4c Follow the groove on the right side of the cave to the large cave, then go out right to the arête and move up to a ledge.
2.23m 4c Finish up the wall above, moving right then left, taking care with the rock

Chough in Hell 36m Hard Very Severe 4c † 30.10.93

Start from a platform with small rectangular overhang 3 metres above its left end. From the right of the platform go through a square cut groove to an arrow shaped white streak. Step right and continue following a faint rightwards-trending crack to a final steep pull on good holds.

The Annual Griefing 36m E2 5b † 30.7.00

Start midway between *Chough In Hell* and *Wall Bars* below a big roof (left of the pillar of *Wall Bars*). Climb to the right end of the roof and pull steeply to ledges above. Trend up left heading towards the black overhangs near the top. The break beneath the overhangs is

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a bit crumbly, but there is good gear on the left. Steep moves up right lead to a good thread round a brown flake thingy, then continue steeply to the top.

Wall Bars 45m E2 † 16.4.84

This route climbs the pillar between the second and third caves. The cave to the right is a through cave.

- 1.27m 5b Climb the crack up the front face of the pillar to pull over a bulge. Traverse left to gain and follow a vague crack system to belay just below the roof.
- 2.9m 5b Climb up to the roof, step left and surmount it via the left-hand crack. Traverse the lip rightwards and pull up to belay in a small bay.
- 3.9m 5a Climb up a loose corner right of the belay and pull up to the top. Run out the rope to belay as far back as possible.

Cave-Heart 77m E3 † 14.9.97

A stunning adventure. Start 25 metres inside the huge square-cut cave containing a huge blowhole (right of *Wall Bars*). The right wall of the cave (facing in) ends at a corner with a steep crack 3 metres to its left.

- 1.15m 5a. Climb the crack to the roof and traverse to a belay in the corner.
- 2.25m 4c. Follow the outrageous traverse under the roof and turn the lip to belay.
- 3.12m 4a. Trend diagonally up right to a belay ledge on the arête.
- 4.25m 5b. Follow cracks above the ledge for 8 metres until it is possible to cross the huge corner onto its right wall. Climb this steeply to a small roof. Pull over this rightwards and then traverse its lip for 3 metres to a steep and fragile exit.

(The belay at the end of pitch 3 may be the same as *The If Clause* with pitch 4 then climbing to the right of that route's top pitch.)

The "If" Clause 43m E1 † 16.8.92

A reasonable route up the pillar between the third and fourth caves.

- 1.13m 5a Up the groove to the right of the front of the pillar then traverse left to a belay ledge.
- 2.30m 5b Directly to the top via ledges and through overhangs.

MOUNT SION CENTRAL

OS Ref 911 949

One of the most impressive expanses of rock in South Pembroke – a vast compact wall up to 50 metres high and 200 metres long rising above a huge platform system. Approach along the cliff edge from Juggy Point until the crag comes into view at which point an exposed traverse along a shelf 25 metres up gains the top of the great hollow spur below the right-hand side of the cliff. To reach the main section of cliff continue traversing across a series of huge jammed blocks until an awkward step gains the platforms. Too much time spent here may cause severe curvature of the spine.

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* Take Me into Insanity 80m E4 (to end pitch 4) 16.8.92

The obvious rising traverse line beginning at the far left of the platform – belay near the large block. A highly committing outing in great positions – upward escape is extremely difficult and abseil retreat is dependent upon favourable sea/tide conditions.

- 1.20m 4b Move easily around the corner and continue to belay on a massive detached block.
 - 2.18m 5a Continue, in an increasingly exposed situation, to a good belay alcove.
 - 3.22m 5c Drop down from the alcove and take the lower traverse line across the lip of the cave to the obvious large ledge with perched blocks. Sustained and fairly committing.
 - 4.20m 5b/c From the belay towards the end of the ledge, drop down again and follow a line of holds across the blank looking wall to a corner groove; continue to the left to sloping ledges then make a diagonal traverse to a brilliant cave (thread). Abseil or
- Continuation** 30m E5 † 8.11.98

- 5.15m 6a. The difficult continuation is followed about 2 metres below the main break to a hanging belay around the arête, just before an overhang-capped niche.
- 6.15m 5b. Climb directly above the belay and exit the niche rightwards. Continue up the wall trending slightly leftwards to a wide niche exit. No belay

A Little Touched 47m E4 † 21.9.96

- 1.20m 4b. Pitch 1 of *Take Me Into Insanity*.
- 2.27m 5c. Straight up above the belay block to cracks and a large block, then the obvious groove. Pull left at its close to a poor rest. Move back right onto the steep headwall and make a long reach for better holds and easier ground left of the overhang. Belay on a ledge full of missiles.

X-Rated 118m E3 † 16.8.92

An interesting route. Walk west along the platform until it ends at an obvious traverse line.

- 1.24m 5a Easily leftwards to a ledge then move up right onto the wall. Up and left to a ledge by some obvious flakes in the centre of the wall.
- 2.24m 5c Climb above the belay going leftwards at first then trend rightwards to the top.

Quite Absurd 39m E6 † 21.9.96

Left of *The Scorcher* is a boulder on the ramp and left of this is a crack.

- 1.25m 6b. Take the curving crack/groove for 25 metres until a dramatic swing left leads under a roof to a hanging stance.
- 2.14m 6a. Above the belay climb corners and bulges and things to the usual loose top.

Perfectly Ridiculous 36m E7 6b † 21.9.96

The groove 2 metres left of *Scorcher* is hard to start, hard in the middle and has a wicked sting in the tail. Good protection. A block has fallen out of the first niche – now perhaps harder?

The Scorcher 36m E6 6b † 4.9.93

A brilliant route taking the right-hand of the two overhanging grooves on the left side of the main face. The route overhangs by some 14 metres and is similar to, but harder than,

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The Scoop on Strone Ulladale. Take plenty of gear, courage, and doubles of Friends#2 and #3. Follow the groove until over the 'bridge' feature at its top. Continue in the same general line (crucial Friend#2) taking care with the rock.

Wet Feet Worm Hole 54m E4 † 6.9.97

This route starts above the large rock pool to the left of *Land of the Giants*. The first pitch works up left to belay in a small cave. Pitch 2 takes the obvious wormhole (a wiggly semi-tube) to its end. Wade across the pool to belay 5 metres left of the groove (containing a thread) of *Land of...*, on a rock#1, 5 metres above the water.

- 1.24m 5b/c. Climb the serious, committing groove and nose directly above the belay to a good break at 6 metres. Traverse left 6 metres and follow a line of mini-jugs up on the left to an easing in angle. Climb the wall and groove above until a tricky move leads to a mantelshelf move onto a ledge. Step off the ledge and traverse breaks (level with the belay of *Land of the Giants*) left for 6 metres to belay in a small orange flowstone cave.
- 2.30m 5b. Step left and climb the wormhole to its end. Move up 1½ metres and move right up to the left end of a roof. Go left and up to either belay on suspect rock, or carry on to the top (even more suspect rock) and belay on grass. Poor belays.

Wet Feet, White Block 24m? E? † Pre'2002

- 1 ??m 5c/6a. Start as *Wet Feet Worm Hole* and climb this to the ledgy, mantelshelf bulge. Traverse right and follow the obvious line to a white block belay.
- 2 ??m ?? Climb the wall above the stance to ledges, move left to the end of the roof and join *Wet Feet Worm Hole* to finish.

** Land of the Giants 52m E4 23.11.91

An unbalanced but audacious route weaving its way up the enormous central wall above the large, shallow rock pool under its right-hand side. Start at the right end of the pool at a corner.

- 1.22m 6a Instead of climbing the corner traverse left under a small roof using various rocks as stepping-stones, then pull up a groove to a small hole under the roof. Pull over this and continue strenuously past a crucial thread running to a hidden pocket (Rocks#4 & 6). Easier climbing up a vague groove to the break and traverse 5 metres right to a superb cave.
- 2.30m 5c/6a From the right side of the cave move up, then left into a hanging groove directly above the cave. Go up, then left with difficulty onto a small ledge. Continue up past some hollow blocks to a blocky calcite area and a good rest. Move left and up with relief into a large broken bay to finish.

Planet of the Apes 60m E5 † 10.97

- 1.20m 6a. Climb the first pitch of *Land of the Giants* but move left at the top to belay on obvious ledges.
- 2.30m 5c. Traverse left in a wild position aiming to move up between breaks to eventually end up belaying on the large ledge below the obvious corner. The pitch is well protected, of brilliant quality and in a stunning position over the big, central roofs of

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Mount Sion Central. A little care is needed with the rock but it ought to become a classic.

- 3.10m 5c. Move out rightwards from the belay to climb the easiest route to the top and no belay.

Indian Rope Trick 53m E8 6c † 9.98

Start 14 metres right of *Land of the Giants* below a groove and rib with obvious slots.

- 1.23m 6c. Climb up and left to below the overhang. Pull through this (hard) to reach a good slot on the rib. Climb the rib and groove to a jug in the next break. Move up left to a slot, then up to a slopey ledge. Continue into a niche. Climb rightwards out of this, then trend back left onto belay.
- 2.30m 5c/6a. Move left and up the second pitch of *Land of the Giants*.

The following routes all start from the ledge after the initial traverse at a thread belay on a large light coloured block at the cliff base.

Overdraft 33m E3 5c † 10.11.91

Excellent and exposed with good holds and climbing. Pull up onto the ramp and climb it to a break. Go up into a niche then finger-traverse left to a rib. Steep climbing slightly left then a short vertical groove gains the top.

Backdraft 30m E4 6b † 10.11.91

Climb up to the half height break and pull over the bulge to where it is possible to rest. Now step left and make very difficult moves over the overhang and into the groove. Climb this to the capping roof and reach out right for a good slot. Step left above the roof via a huge jug.

** Red Dawn 30m E3 5c 10.11.91

The obvious crescent shaped red groove. Follow the previous two routes to the break and traverse right to the groove. Climb this, sometimes on the right wall, to the capping overhang. Move left around this and make a tricky move to finish.

"Mount Sion Central Traverse" † Pre'2002

A big traverse line has possibly been done, starting near *Red Dawn*.

There is possibly some mutual ground between the next two routes.

Down to the Wire 27m E2/3 5c 25.9.93

Climb over the bulge into the large, slabby niche and exit this by a short layback crack on the right. Step back left and up a short groove (crux) to a ledge. An easier groove leads to the top.

* The Draft 24m E1/2 5b 10.11.91

Destined for popularity. Start just right of the light-coloured block. Go up a short groove then left to the rib. Step up then right onto the smooth-looking arête and move with difficulty to good holds at the overhang. Steep climbing up and left gains the final groove.

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Arch Anemone 30m A2 † 28.9.97
An aid route has been climbed on the arches below the main crag. Descend through a hole in the platform and walk to the back of the arch. Climb the steep corner/crack to reach the roof crack. Follow this to its end and move up to the platform. Only accessible for a few hours either side of low tide.

JUGGY POINT

OS Ref 913 946

This excellent little buttress, with a plethora of sharp incut mega-jugs, lies midway between Mount Sion East and Mount Sion Central and just west of a deep-sea cave. Conveniently, it has an expansive flat top and a platform skirting its west, south and east faces which is only covered at high tide. Access is by abseil.

Juggy Point: West

About 50 metres west of Juggy Point are a small zawn and arch, one side of which stands on a large tilted platform. A scramble down from the Mount Sion Central descent, just west of the through zawn / sea cave, leads to the east side of the platform well above sea level.

Thirty Minutes of Fame 24m Very Difficult 11.6.06
Traverse the platform to the east and descend to sea level. Facing west to Mount Sion is a clean wall climb the groove to the platform (here just a small ledge) and climb the arête of the wall to the top. Good positions, but not special climbing.

Datsma Groovethang 18m Very Severe 4c † 14.9.96
Step off the sloping platform, taking the main, south-facing groove of the arch and top overhang direct on sound rock. An amusing route with varied types of climbing.

Pitcher This 18m Very Severe 4c † 14.9.96
Start next to *Datsma Groovethang* and follow a line about 3 metres to its right. Swing up and across the gap onto the right-hand wall and go up, then into, the corner below the obvious bulge. Surmount this onto a little slab, which leads up to take the capping overhang on its right. Harder than *Datsma Groovethang*.

Juggy Point: Central

Under *Pitcher This* a groove goes up the east arête of the sea cave. When viewed from above, the high tide ledge of *Masterchef* can be seen about 10 metres west of Juggy Point. Abseil down aiming for a hidden ledge at the base of the groove, about 10 metres right of this (looking out).

Destination Unknown 24m Very Difficult 15.7.06
Start from the low tide ledge at the base of the groove, after noon and at low tide. Climb the groove to steeper rock. Pull up and scramble carefully to belays.

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Trouble and Strife 15m Very Difficult 15.7.06
Traverse right from the ledge of *Destination Unknown* to a smooth crack, climb the excellent but far too short crack to a bulge and step right into the crack of *Masterchef*. Can also be started from the *Masterchef* belay at higher tides.

For the next 3 routes, starting at the base of *Juggy Point Slab*, cross a narrow channel and belay on a (high) tidal ledge, below a cave, about 10 metres left of the corner of *Beyond the Pail*.

Masterchef 15m Difficult 28.8.99
Climb up left of the cave of *Thro' the Keyhole*, and follow its continuation crack up the slab.

Can't Climb, Won't Climb 15m Very Difficult 28.8.99
Start as *Masterchef* and then the left arête of the right-angled corner above.

Thro' the Keyhole 15m Severe 4a 28.8.99
Climb up inside the cave, through the hole in the roof, and then the right-angled corner above.

Achtung Arete 15m Severe 4b [Believed the same as *Juggler*] 9.12.92

Juggler 14m Very Difficult 23.10.93
From 3 metres left of *Juggy Point Slab*, climb the left edge of the slab and continue left of a jutting roof.

Juggy Point Slab 15m Severe 4a 16.8.92
The obvious slabby groove immediately west of the crag.

Beyond the Pail 15m Very Severe 4b 26.9.93
Narrow groove and continuation crack just right of *Juggy Point Slab*.

Fozzil Park 15m Severe 4b [Believed the same as *Bucket Wall*] 26.9.93

* **Bucket Wall** 14m Very Severe 4c 16.8.92
Start as *Beyond the Pail* and go direct to the top, past the left end of the small ledge at half height.

* **Beneath the Diamond Sky** 18m Hard Very Severe 4c 16.8.92
Start as *Beyond the Pail*. Move up to the obvious horizontal line of jugs that goes right across the face to the arête. Traverse across this, placing a thread in the obvious circular hole on the arête, and finish up the arête with a smile on your face.

Lunge or be Lost 14m E2 5b/c † 16.8.92
Start below the right facing groove that starts halfway up the crag immediately left of the arête at the junction of the west and south faces. Crank over the bulge with difficulty

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(deck-out potential). Make a lunge for the horizontal line of jugs, take a rest on the ledge and finish up the groove. Easier for those with a long reach.

* **Birthday Present** 18m Very Severe 4c 23.10.93

Start 5 metres right of the southwest arête of the point, below the roof on the south face. Go up, and then pass the right end of the roof. Climb the obvious corner, no gear, traverse left below the upper roof and finish up cracks.

Horny Tart 15m Hard Very Severe 5a † 16.8.92

Takes the corner, on the right of the east face, which curves rightwards at the top. Climb easily up the corner until the crack curves right and overhangs. Place bombproof gear and go for it on mega jugs.

** **Jug City** 15m Hard Very Severe 5a 16.8.92

This takes the obvious hold infested wall immediately east of the crag. Just cruise up the overhanging wall on the best collection of jugs in the whole of Pembroke

The following climbs start immediately (1 to 3 metres) west of the big sea cave and zawn, on the seaward-facing platform.

Down and Out 18m Very Severe 5a † 9.12.92

Belay on the seaward lip of the platform. Descend the ramp for 6 metres to the lip of the cave. Take the middle of the right-facing wall on delicate holds until the triangular roof is reached. Take the roof direct moving over on big holds and finish easily up the arête.

Better Than it looks 18m Hard Very Severe 5b † 9.12.92

Start as *Down and Out*. Descend the ramp for 6 metres to the lip of the cave. Climb the well-protected left-hand crackline for 9 metres, laybacking the large block to avoid the greenish chimney on the right. Bridge up until in the recess below the square shaped roof in exciting positions above the zawn below, place bomber gear and take the overhang in the middle on big holds.

The next routes lie somewhere in the region of *Down and Out* starting on tidal platforms just west of the cave of *Instant Fear*.

The Contortionist 27m E1/2 † 28.8.95

The higher of two leftward-rising traverse lines starting some 8 metres above the tidal platform.

- 1.12m 4a. Gain the traverse line and follow it westwards to a comfortable cave belay in the corner below roofs.
- 2.6m 5b/c. Continue along the line, now on the east-facing wall of the corner, (awkward jams and a shoulder rest in the niche in the roof halfway along) to a ledge on the arête and belays.
- 3.9m 4a. Traverse 5 metres left past another arête and climb directly to the top on a steep, juggy wall.

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Kling Kong 25m Very Severe † 28.8.95

The lower of the two traverses, starting at a corner at the left end of the tidal platform.

- 1.16m 4c. Follow the rising traverse easily leftwards round the arête to a corner.
- 2.9m Follow the ledge to a corner, then a steep slab to the top.

Houdini 19m Hard Very Severe 5a † 28.8.95

- 1.9m ?? Start as *Kling Kong*. Climb the corner to the cave belay of *The Contortionist* (at high tide its first pitch may be used to reach the cave).
- 2.10m ?? Traverse up and right out of the cave (spectacular and improbable) to easier ground. Pull right through a final bulge to a steep, juggy finish.

Juggy Point: East

Instant Fear 54m E1 † 17.8.91

An interesting idea for a route that is made more so should a heavy sea be running. Start on the east lip of the roof of the deep cave. Large Friends useful.

- 1.27m 5a Following the bedding plane down strenuously left to the back of the cave.

Belay as dictated by the tide.

- 2.27m 4c Following the now rising line back out of the cave and belay on the west lip.

Variation (HVS overall) 18.8.91

- 1.22m 4b Climb the corner two-thirds of the way down the eastern platform to the bedding plane and go easily left to the belay

Jugless 25m Severe 4a † 15.9.96

Start at low tide in a cave below the obvious corner 3 metres left of *Jugular*. Climb just right of the crack to a good ledge. Follow the corner to the top.

Jugular 18m Severe 4a 23.10.93

The shallow, intermittent groove line just right of the cave gives a worthwhile route. Start at sea-level ledges or higher if the tide dictates.

Tatie Mac 18m Severe † 9.10.94

Five metres right is a snaking crackline with a keyhole shaped hole in it. Follow this passing a small roof on the right.

MOUNT SION EAST

OS Ref 913 945 - 919 943

This is the line of cliffs running westward from The Wash and rising above an extensive tidal shelf system. At the eastern end the platform slopes into the cliff and the tide rushes in very fast once the seaward lip has been breached – **you have been warned**. However, the left-hand section, containing most of the routes, is non tidal with easy access along the base of the cliff. **Nevertheless in a big sea this area becomes a very serious place to belay.**

Follow the track westwards until just past the shallow valley leading down to The Wash (approximately 500 metres). A short distance further on a low stonewall can be seen on the left. (This point is also marked with a yellow marker.) From this wall angle down to

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the cliff top for 75 metres to a small, low outcrop concealing a circular hole. A 25-metre abseil through the roof of a large cave leads to slippery ledges just above high tide from where easy walking gains all parts of the crag. Alternatively, the stouter climber may prefer to continue a further 75 metres westward to a large, flat-topped pedestal – an 18-metre abseil down *Intruder* gains the ledges. East of the abseil hole cliff top belays are rare. Abseil points are easy to find on top of 40-Foot Wall.

Mount Sion East: 40-Foot Wall

An excellent, non-serious place and pleasant place to climb, this is the short wall some 90 metres east of the deep-sea cave of Juggy Point and 80 metres west of Pedestal approach to the main crag. At this point the cliff-top terrace is at its widest and a clean platform, free at all states of the tide, lies beneath, running eastwards to just beyond the arête of *Route Galore*. There is a low stack in the sea to the west and a prominent overhang at 2½ metres towards the left-hand side. The best access is to abseil down the wall.

Prelude 12m Severe † 9.10.94

By an area of scarred rock is a steep crackline gained by a mantelshelf. Follow this past a square overhang.

Wolfgang 12m Very Severe 4b † 24.10.93

Start left of *Amadeus*. Traverse right above the roof, and climb the wall via a shallow groove.

Amadeus 12m Very Difficult † 31.8.92

The slabby corner at the left end of the wall above a small zawn.

Variant: Salieri 12m Difficult Pre'2002

Climb *Amadeus* for 3 metres, then the rising rightwards line finishing just left of *First Fault*.

The next wall can be climbed in many places, with generally a hard start over the bottom roof. The crack of *First Fault* divides the wall into two halves.

Same Again 12m Severe 4a 11.8.01

Start left of *First Fault* below an obvious small thread. Climb up and past the thread on undercuts then more easily to the top.

* **First Fault** 12m Difficult 4.10.92

Start below the crackline on a ledge with an undercut at chest level. Gain the crackline and follow it.

Mantovani, But! 12m Severe 4a 10.9.94

A shallow groove 2 metres left of *Cat in Cream* and the steep wall above.

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Variant: Your Fault 12m Very Difficult 5b 11.8.01

Start just left of *Mantovani* below a small triangular niche. From the lower ledge make a hard (5b) heelhook move to the next ledge (or start from the higher ledge). Climb straight up through the triangular niche from good undercuts to continue more easily to the top.

Cat in Cream 12m Difficult 4.10.92

The crack bounding left side of the overhang.

Deflected 18m Very Severe 4b † [Believed similar to *The Ungradable Monkey*] 9.12.92

The Ungradable Monkey 12m E2 5b/c 31.8.92

The left end of the overhang gives one hard move leading to an easy wall.

Something Similar 15m Severe 4a 11.8.01

From the start of *Brahms* climb up, but traverse 3 metres left as soon as possible, to a ledge above the overhangs. Climb straight up from there.

Brahms 12m Severe 4a 31.8.92

The wall and crack to the left of the left-facing corner.

* **Liszt** 12m Very Difficult 31.8.92

The left-facing corner

Waist high Sharon and her five gigolos 12m E3 5b 10.9.94

Climb directly through the stepped overhangs

Mahler 12m Very Severe 4b 31.8.92

The groove 4 metres left of the pink slab.

Variant: Rachmaninov E1 5a/b 11.6.06

Climb just right of the arête of the groove

Holst 12m Hard Very Severe 5a 31.8.92

The thin crack in the wall immediately left of the slab.

The pink slab has lost its' bottom making the starts harder.

Growly Puss 12m Severe 4a 4.10.92

The corner left of the pink slab

Pink Slab 9m Severe 4a 16.8.92

The obvious left facing pink slab

** **Zaphrentis** 12m Very Difficult 31.8.92

The arête and ramp just right of the slab.

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Rossini 12m Severe † Three metres right is a groove leading to a roof, which is taken on the left – small wires required.	31.8.92
Lithostrotion 12m Severe 4b In the centre of the wall is a blocky crackline	31.8.92
Caninia 12m Severe 4b Start 2½ metres left of the corner of <i>Pussy Chap</i> – move up past an overhang on the right to a ledge.	31.8.92
Pussy Chap 12m Severe 4a The right-slanting, west-facing corner with a slabby right wall.	4.10.92
* Route Galore 12m Hard Severe 4b The arête of the slab just right of <i>Pussy Chap</i> .	4.10.92
Shostakovich 15m Severe † Start just east and below <i>Route Galore</i> , on a ledge with small nut belays. Up a groove passing left of a sharp rib to ledges, and finish up the left of two cracks.	24.10.93
Celebrity Mantelshelves 17m Mild Severe † Start as <i>Shostakovich</i> . Traverse right above a roof, up a short groove, over the left end of a small roof, and then finish up the right of two cracks.	31.10.93
Straight Up 9m Severe [Believed the same as <i>Liszt</i>]	16.8.92
Easy Peasy 15m Very Difficult [Believed the same as <i>Zaphrentis</i>]	23.8.92
You Need Friends 18m E1 5b [Believed the same as <i>Holst</i>]	23.8.92
Mount Sion East: The Abseil Hole The next real feature is a steep wall split by several horizontal breaks. This is approximately 100 metres west of the abseil hole and just left of the overhanging section of the crag that runs westwards from the pedestal. Either abseil through the hole or down the Pedestal.	
Anything Goes 15m Very Difficult The corner and wall just around the left arête of the wall.	18.8.91
Friend or Foe 15m Hard Very Severe 4c Yard up the wall as though you're on wall bars. Friends only for protection.	16.8.91
Frigate 15m Very Severe 4b The left-hand of the two cracks immediately right of <i>Friend or Foe</i> .	18.8.91

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Destroyer 15m Hard Very Severe 4c The right-hand crack	18.8.91
Splice the Mainbrace 18m E2 5b † Start 5 metres right of <i>Destroyer</i> . Climb up to the roof then traverse left along the break and pull over on pockets on the lip. Climb the arête to finish.	19.9.92
Five metres right again is a notch in the capping overhangs.	
Under Wonderful Skies 18m E1 5b Start below the notch. Climb easily to a block under an overhang at 6 metres. Pull steeply over the bulge, move right then make easy, but spectacular, moves through the notch.	17.8.91
Adrenaline Rush E2 5b [Superseded by <i>Here we go Loopy Lu</i>]	19.9.92
Here we go Loopy Lu 18m E4 6a † Start 3 metres right of <i>Under Watchful Skies</i> . Climb up bearing right to a tricky move back left and up to the centre of the overhangs (small Aliens useful). Pull over the overhang and finish straight up.	21.8.99
Twelve metres further right is a broad alcove, with two corners bounding a slabby wall.	
Tanked Up 15m Very Severe 4c † The left arête, with a strenuous pull over the initial overhang and a wide flake to finish.	18.9.93
Trailblazer 15m E3 6a † The cracks on the left wall of the corner to a stiff little finish – large Friend useful.	4.9.93
Cowboys and Spoilt Children 15m Hard Very Severe 5a/b The left-hand corner, leaving at two-thirds height for the left arête.	20.10.91
Overhung 15m E1 5b † The middle of the wall between two corners until a large flake, then hand-traverse right and mantle onto a small ledge. Go boldly up and finish past a protruding nose.	22.8.92
Spy Corner 15m Hard Very Severe 5a † The right-hand corner crack gained by an awkward move around a small arête.	18.8.91
** The Exile 27m E3 5c An excellent rightwards-slanting ramp line below the large roofs starting immediately right of <i>Spy Corner</i> . Move up a short corner then traverse right with increasing difficulty until a good layaway allows access to the upper slab. Up and right again to the lip of the overhang – pull around this and step left onto the arête. Finish leftwards up the easy wall.	25.8.91

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- Breakout** 23m E3 5c † 20.10.91
The large chimney is climbed to the huge roofs. Chimney out then traverse the left wall to the arête. A steep pull leads to easier ground.
- Just right again of the overhangs is a large niche at low level.
- Enemy Action** 22m Hard Very Severe 5a 21.4.84
Start just left of the niche. Move up and traverse right to a vague crack. Up this, then left to gain a small cave. Climb left out of this to finish.
- Counter Attack** 22m E3 5c/6a 17.4.84
From the niche, move up to the roof, pull out right and climb a crack to move right over a bulge. Bridge nervously up a shallow groove past some miserly RP placements to finish.
- Primary Offensive** 22m Hard Very Severe 5a 18.10.92
Climb the steep wall to the crack of *Shell*, traverse a metre left and up the wall direct until the angle eases. Move right to the corner, pass the overhang on the right, and continue up the wall above.
- Shell** 22m Hard Very Severe 5a 15.4.84
Start in the smaller niche just right. Go up for a short distance, traverse left to gain a crack and climb this to reach a groove leading to the top.
- Spare Rib** 22m Hard Very Severe 5a 25.8.91
The broad rib between *Shell* and *Active Service*.
- Active Service** 22m E2 5b/c 15.4.84
The smooth, brown corner finishing up the wall above.
- Pay Off** 18m E1 5a/b 16.8.92
The rib immediately right of *Active Service*.
- * **Intruder** 15m Very Difficult 14.4.84
The slabby corner up the left (west) side of the pedestal gives an easy escape route.
- Crackhead** 22m Very Severe 4c 19.9.92
Start 3 metres right. Move up and left onto the face and continue trending right then straight up to finish.
- * **The Mark of Quality** 22m E3 5c 24.8.91
The bulge and right-facing corner groove in the seaward face of the pedestal 6 metres left of *Behind the Lines*. Climb boldly through the initial bulge slightly leftwards to gain the bottom of the groove (good wires). Climb the groove with increasing difficulty to the top.

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- Pit Bull** 15m E3 6a/b (2 rest points) † 25.8.91
The crack in the wall immediately left of *Behind the Lines*. Climb the crack, then go left to the arête. Up right, then steeply up the crack (2 rest points). A nasty little brute.
- Behind The Lines** 18m Very Severe 14.4.84
The steep corner to the immediate right of the pedestal past several bulges.
- ** **Diedre** 24m E2 5c 14.4.84
A storming pitch. The obvious steep corner right of *Behind the Lines*.
- ** **High Roller** 27m E3 5c/6a 25.8.91
A good pitch topped with an exposed move on jugs. Start in the centre of the bay and climb the wall to the right end of the overhang. Step right and up then make a thin move across a slab on the left. Move left then up to a good, overhung ledge. A painful undercut allows good jugs over the roof to be reached.
- ** **Rum, Sodomy and the Lash** 27m E3 24.8.91
An excellent route up the very steep (i.e. overhanging wall). Start just right of *High Roller* beneath the widest part of the roofs.
- 1.18m 6a/b Climb an easy crack to the roof, move right to the arête then make a hard pull over another bulge into a perfect cave stance.
- 2.9m 5b Move out through the roof on good jugs and then move left at the next roof to finish up a steep groove past a thread placement.
- To the right is a wall bounded on the left by a roofed corner and on the right by a blunt arête.
- Landmine** 24m E3/4 6b † 21.4.84
The roofed corner. Climb easily up to the first small roof. Pull around this to reach holds under the second roof and traverse right to pull into a groove. Continue more easily to the top.
- Outer Limpets** 24m E3 6a 22.4.84
Hard for the grade. Climb the crack on the left side of the wall to pull over a bulge onto a ledge. Traverse right a few feet then move up to the next break (rest possible to the right). Climb the wall above and finish up the left-hand groove.
- Mein Sumph** 24m E2 6a 19.4.84
Climb the crack on the right to where the rock bulges and surmount this using horizontal breaks on the right. Step right again and move up to join *King Prawn* at the foot of its finishing groove.
- King Prawn** 24m Hard Very Severe 5b 15.4.84
Start just left of the right arête of the wall. Move up and right around the arête until a short traverse leads back left above the roof. Move up onto a ledge the follow the right-hand of two grooves.

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To the right a series of overhangs end at a left-facing corner just right of a sentry box.

Cliff Assault 22m E3 6a † 24.8.91

Climb the corner moving right under stepped roofs. Peg runner under the third roof. Finish leftwards.

The next five routes are centred around the abseil cave and the first three offer unique climbing in strange situations – a must for devotees of all that’s weird and wonderful in Pembrokeshire climbing. A diet of carrots prior to ascent may well help for these routes.

* **Bullet** 27m Very Severe 31.8.91

1.18m 4c Go up the corner left of *Chute to Kill* for 13 metres, then traverse left and step into the barrel

2.9m 4b Come out of the muzzle and shoot up the wall in a fine position, as *Lost in Space*.

Chute to Kill 27m E1 5b 17.8.91

A harder and better version of *Subterranean Rabbit Launcher* ascending the line of the abseil. Climb easy cracks in the centre of the cave to a good ledge. Move up, then make a short traverse left to a projecting foothold under the tube. Take the only line to the top.

** **Lost in Space** 33m Hard Very Severe 18.8.91

A three-dimensional route sporting the most exposed 4b pitch in Pembroke

1.24m 5a Climb the chimney on the right of the abseil up into the cave roof (good thread on left). Step across the void and traverse right to the through cave.

2.9m 4b Walk through the cave until the floor disappears then make exposed moves up an easy groove.

** **Bazooka** 30m E3 6a 18.8.91

A good crack in the right wall of the abseil bay leads to a roof. Jam and layback through this strenuously then take a rising line under the roofs.

* **Forces** 27m E2/3 5c 18.8.91

Another good route taking the wall and arête just right of *Bazooka*. Climb the initial crack of *Bazooka* for 5 metres and then step right and up to the roof. Step right again then pull over on good holds. Follow the wall just left of the arête.

The Executioner's Song 30m E6 6b † 28.8.95

Start 9 metres right of the abseil bay, below a blunt corner and then a blunt arête leading to an obvious hole at three quarters height. Climb easily up to the overhang and place good wires before launching up leftwards to gain a standing position on the projecting shelf. Continue direct past the hole to a worryingly loose finish. Belay well back on Friends.

Fifteen metres right of the abseil bay is an undercut arête.

* **The Luck of the Devil** 34m E4 19.10.91

A nicely situated first pitch leads to steep, exposed climbing on the second. Start in the corner right of the undercut arête.

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1.22m 5c Move up for 3 metres then traverse left to the arête. Climb through the roof above via a good crack and then move left again to another arête. An awkward pull leads into a cave stance.

2.12m 5c/6a Traverse 3 metres left, then make strenuous pulls up a vague groove on good, but flat, handholds

Come All Ye Faithful 30m E6 6b † 20.10.91

Outrageous climbing and positions at the lower end of the grade taking the arête and grooves 8 metres right of *The Luck of the Devil*. Gain the arête from the left, climb to obvious holds above the bulge, then go wildly left and up to gain the main groove. Follow this to a roof, and then move right before launching up left to a resting place. Climb directly to the top via a slim groove, right of the main leaning corner, to a loose exit on the left.

Mount Sion East: The Tidal Ledges

The following section of cliff is subject to tidal restrictions – the further right you go, the faster you need to climb.

Games Without Frontiers 39m E1 22.4.84

Takes an impressive line at a surprisingly easy standard. About 30 metres to then right of *Come All Ye Faithful* a line of small blowholes cuts across the shelf beneath the cliff. The route starts here and moves left above the overhangs.

1.30m 5b Climb up above the blowholes to reach a small ledge at 9 metres (possible belay). Step up and traverse left between the overhangs, pull into a groove above and move left between the overhangs to pull round onto a wall above the lip. Go up to a niche and pull out of this on the left. Climb the wall trending slightly left to belay on a ledge beside blocks.

2.9m 4c Move left over the blocks and climb up above carefully to reach the top. Thread belay in the stonewall above.

Breach of the Peace 39m E3 6a † 18.9.93

Start 15 metres right of *Games Without Frontiers* and 9 metres left of *Focal Point* by a line of blow holes. A superb way of tackling the large roofs.

1.22m 6a Move up into a groove under the roofs then trend leftwards and up across suspended walls and staggered grooves to an airy stance on a small projecting ledge.

2.18m 5a The wall above is taken slightly leftwards passing a vague blocky groove.

Nine metres left of the narrow chimney of *Air Raid*, just right of the large overhangs, is a right facing corner sandwiched between the overhangs.

Focal Point 36m E5 † 19.10.91

Fierce moves over the initial overhangs lead to easier climbing. If the optional stance is taken the rest of the climb can be done in one pitch and belays still reached.

1.27m 6b/c Move up to the roof from the right (possible stance), then make hard moves left and up into the corner. Climb this to the roof, step left and continue, slightly leftwards to the fault line.

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2.9m 5a Go up into a slim groove on the left to finish

Air Raid 39m E4 † 18.8.91

This is the narrowing chimney some 140 metres to the east of the abseil, rising above a small triangular rock pool. It is approximately 30 metres left of the cave of *Shelf Life*.

1.30m 6a Climb the chimney, or the wall to its right, then launch up a crack/groove to an uncomfortable rest in a short chimney. Reach out over to good holds and a welcome standing position below the roofs. Move up to the large roof and swing left on superb holds to the arête. Continue up the wall above, left then right to a huge block belay on a large ledge.

2.9m 5b Climb the wall 3 metres right of the block slightly rightwards to the top. Belay in a small outcrop 40 metres east of the stonewall.

The next routes lie some 18 metres further right to the right of the large triangular pool exposed at low tide, below a large cave about 9 metres up.

* **When the Levee Breaks** 42m E3/4 24.10.94

1.9m 4c Climb the right-hand crack into the cave.

2.24m 6a From the back left corner of the cave, climb the scoop then traverse left below the roof on surprising holds to the edge of the cave. A hard-to-make move leads to the next roof from where a traverse left gains a good crack. Zigzag up to the block belay of *Outlander*.

3.9m 4b Move 3 metres right then over blocks and up a steep groove to the top.

Outlander 39m E3 † 5.9.93

1.9m 4c Go up the left-hand crack to belay in the cave.

2.22m 5c Step up onto the right wall then traverse horizontally right to the arête. Climb this and the easier crack to good block ledges.

3.9m 5a The left-slanting, slabby white corner above.

There is a larger cave 9 metres further right above another pool with boulder in it.

* **Shelf Life** 39m E2 14.4.84

Excellent climbing on good rock after a slippery start

1.9m 5a Climb the greasy, right-hand crack into the cave.

2.22m 5b Traverse left under the roof to gain and follow a crack and groove system to the break.

3.9m 4c Move easily up the slabby corner above.

*** **Spacewalk** 36m Hard Very Severe 20.10.91

The huge tapering chimney above the cave stance of *Shelf Life* gives exposed climbing, at a relatively easy standard, up an impressive part of the crag.

1.9m 5a As *Shelf Life*.

2.27m 5a Step up onto the right wall, then go up gloomy cracks until it is possible (and advisable) to straddle across the void to jammed blocks on the lip. Steep moves gain a ledge (possible belay) then go left, then right to finish.

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Watch This Space 39m Hard Very Severe † 17.10.92

1.9m 5a As *Shelf Life*.

2.18m 4c Follow Spacewalk to below the jammed blocks, then traverse right along a break (easy but exposed). Up to a belay in a break below two huge blocks.

3.12m 4c Go up right to a shallow groove and finish slightly leftwards.

There may be some common ground between the next two routes.

Three Part Harmony 47m E3 † 19.10.91

Further right a left-facing corner runs up to overhangs at 25 metres.

1.23m 4c Go up to a ledge at 9 metres (possible belay) then continue up the corner and short chimney to a good ledge.

2.12m 5c Move up for 5 metres then swing wildly right on good holds. Trend diagonally right to a ledge.

3.12m 5c Awkwardly right up a flake, traverse 3 metres left, then go up and left to finish.

The Loneliness of the Long Distance Pocket 39m E3 † 20.9.92

1.27m 5c/6a Start 12 metres left of the corner of *Surge Control* at a west-facing groove.

Climb the groove to ledge on the right and continue up the right-hand crack. Move up steeply, initially using a crucial pocket high on the left, and at the roof move left to belay on a large ledge under a roof.

2.12m 5b Climb the obvious crack above the right end of the ledge.

Twelve metres right is a huge corner (left facing with a brown right wall) running the full height of the cliff. A landmark is a boulder in a trench in the platform.

** **Surge Control** 36m Hard Very Severe 5a 20.9.92

Approach from the left side of the pool. Slippery to start when wet. Climb the corner, moving right round the roofs to a ledge, gain another ledge (possible belay) and follow the continuation corner to the top.

Neptune, Neptune Show Us Your Leg 36m E1 5a † 20.9.92

Climbs the right arête of *Surge Control* past a good ledge at 9 metres. Continue up the arête to a roof, step right and finish up the easy cracked slab.

Further right are two short chimney features.

Airhead 43m E3 † 11.9.93

Start below the left-hand chimney

1.18m 5c The easy crack to a ledge in the chimney. Bridge up the back, then out with difficulty to a chockstone belay.

2.25m 5c Climb the overhanging groove, then leftwards across a small hanging wall to an arête. The steep crack above leads to a ledge and the final left-trending slab.

Sonar Shuffle 43m E1 † 11.9.93

The right-hand chimney feature.

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- 1.21m 5a Paddle across to the easy groove and follow this to a ledge in the cave. Up into the back of the cave, step left onto a ledge, then walk/shuffle out to belay in the constriction.
- 2.22m 5b Traverse delicately right along a vanishing ledge for 8 metres to a thin crack and up this to finish rightwards over jumbled blocks.

The Ligurian 42m E3 † 17.10.93

At the far eastern end of the terraces a large corner sometimes emerges from the waves to terminate in a big roof

- 1.12m 4c Dash up the corner to a ledge.
- 2.30m 6a Squeeze up the constriction, then left along a ledge. Go up to a roof, finger traverse left to an arête and finish up this with difficulty to a ledge. Step left and finish up the left facing corner.

Trial by Commitment 48m E1 † 16.8.92

- 1.12m 4c As *The Ligurian*.
- 2.14m 5a Bridge up for 5 metres then swing right around the arête onto a slab. Traverse right across the slab onto another arête, then up and right to a small ledge.
- 3.22m 5a Go out right to under a roof, then right again to an arête. Around this to a corner and up and right again to a ledge beneath the final easy corner.

Floodgates 39m Very Severe † 18.9.93

Start below the obvious right-facing corner 12 metres further right -obvious that is at low water springs. Belay as the tide dictates or, better still traverse in from Greenham Common approach at all but high tide.

- 1.33m 4c Climb the corner to a large cave (possible belay), traverse left for 5 metres along an obvious ledge to a hanging corner, and up this to a ledge on the left.
- 2.6m – Continue up the wall above – belay well back on the left in a small outcrop.

Promenade 69m Mild Severe † 2.9.95

This is an east-to-west traverse along a line of ledges above the overhanging walls of Mount Sion East starting halfway between Greenham Common and the wall 75 metres east of the abseil hole. The break is generally about 9 metres below the cliff top but at the east end, where the route starts, it is closer to the top and readily accessed by a short scramble. The general line of the break is followed to two blocks lying on the ledge, beyond which the break becomes very unattractive and would be very hard to continue along. Climb a vague groove, or the wall to its left, just left of the blocks, on clean rock to the top. Belays are taken as dictated by rope drag. A pleasant route, well protected, generally on excellent rock taking in some superbly exposed, easy climbing.

Mount Sion East: Greenham Common Access

At the extreme right end of the crag is a slabby bay -access is from the Greenham Common approach and a short scramble westwards, or a short abseil from a convenient

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platform. The next two routes ascend the steep wall above the bay, crossing *Home on the Range* and finishing on the large ledge system (part of *Rainbow Bridge*).

Posing for the Artist 45m E4 † 12.11.96

- 1.18m 5a. Start as *29 Palms*. Traverse left a little above sea level to a good ledge before an obvious grooved arête.
- 2.27m 6b. Gain the grooved arête and climb it to a difficult exit onto the wall above. Take the wall and arête to finish.

29 Palms 23m E2/3 5c † 26.9.93

Gain a narrow ledge, then palm up a leftwards-rising ramp and so gain a narrow ledge on the left. Further ledges lead into a broad groove and a finish over a black roof.

* **The Far East** 22m E1 5b 26.9.93

From the narrow ledge climb the steep crack to a ledge. Go left for 1½ metres and follow a vague flake/groove to the top.

Home on the Range 75m E3 24.8.91

This route traverses the extreme right end of Mount Sion East where there are no tidal ledges – hence a start from the rocky platform on the west of the descent valley to Greenham Common.

- 1.36m 5b Start at the obvious ledge line at half height where it is possible to step across from the platforms. Follow the ledge leftwards to the arête, then step down and continue across the seaward face for 9 metres until a sidepull enables the break to be reached. Jug left across the corner to a good nut belay.
- 2.15m 5b Take a lower line on a slab, swing round into a corner, and then go up for 3 metres. Step left across the gulf to ledges – nut and Friend belays.
- 3.24m 5a Climb the obvious layback crack above and step right to a ledge. Up a groove and exit left with care. Non-existent belays 30 metres further back up the slope.

** **Rainbow Bridge** 53m Severe 22.8.92

The more obvious and higher traverse line leading westwards from the valley. Walk easily westwards along the ledge and belay just before the first difficulties. Very exposed for the grade. (Will be *** when the rest of loose rock is cleaned off)

- 1.23m – Go west (young man) to the large triangular ledge that can be seen on the skyline.
- 2.30m 4b Continue left until a swing across space on large handholds (crux) leads to a belay. Scramble to the top.

Lone Ranger ??m E5 6a † Pre'2002

An unknown line somewhere on Mount Sion East.

GREENHAM COMMON

OS Ref 918 943

This is a large crag overlooking the deep trench and vast sloping platform of the Wash. Almost all of the crag is south facing, non tidal, of easy access and is a pleasant, un-intimidating place to climb. Most of the climbing in the easier grades is on lower tiers or

Range West: Definitive Guide

the left and right wings that flank the stupendous central section up which a few brilliant routes venture.

Access is simple – follow the track westwards from the Stack Rocks car park for 500 metres to a shallow valley at OS Ref. 917 944. Follow this easily down to rocky ledges then head back east under the crag.

Greenham Common: The Playpen

The area below and left, looking in, of Greenham Common. This area is split by a zawn. Descent is by scrambling or abseil to high tide ledges which in a big sea disappear completely! This is part of the scrambling descent to *The Far East*.

Lala 8 metres Difficult 25.8.99

The short corner in the left arête bounding the zawn.

Tinky Winky 8m Moderate 25.8.99

Start on the right-hand side of the zawn. Step up and traverse leftwards to an obvious rampline. Climb straight up the slab above.

The Forth Telly Tubby 8m Severe 4b 25.8.99

Climb the right arête of the buttress on big jugs. Unprotected.

Right of *Tinky Winky* is a non-tidal pool.

Potty Training 8m Very Difficult 25.8.99

Start on the right-hand side of the pool. Bridge across the pool and climb straight up the wall.

Po 8m Difficult 25.8.99

The corner/wall right of the pool.

Greenham Common: The Nursery

The detached platform below Greenham Common accessible via a boulder bridge at most states of the tide. Descent to the routes is via abseil. Directly opposite the start to *Aperitif* (the obvious left slanting ramp on the main face) is a deep gash in the platform and the routes are described in relation to this. Twelve metres left of the gash (looking in) is a broad groove providing an abseil descent. Just left of this and low down is a triple overhang.

Detention 9m E1 5c † 25.8.99

Obvious triple roofline started on the right-hand side. Possible direct if tall. Move left to centre and climb straight up.

Tiny Tots 9m Moderate 25.8.99

The buttress right of the roofs. Start of the left-hand side and climb the arête, avoiding the first overhang on the right-hand side

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Pay Attention 9m Severe 4a 25.8.99

Climb the wall in the middle of the buttress past an obvious flake line.

Second Childhood 9m Very Difficult 25.8.99

Climb the jug infested wall right of the *Pay Attention* buttress.

Stand in the Corner 9m Very Difficult 25.8.99

Climbs the obvious corner in the gash mentioned in the introduction.

You're Being Watched 9m Very Difficult † 25.8.99

Climb the crack 6 metres right of *Stand in the Corner*.

Twelve metres right of the gash (looking in) is a rocky buttress (just left of another zawn).

Abseil down at mid-tide to ledges.

Reading Class 9m Difficult † 25.8.99

Climb the leftward facing corner left of *Duplo*.

Juvenile Delinquent 9m Severe 4a † 25.8.99

Climb the wall a metre left of *Duplo* on flat holds to a sloping finish.

Duplo 9m Difficult 25.8.99

Climb the blocky arête.

At the far east end of the "offshore" platform containing "The Nursery" is an overhanging west facing wall with a non-tidal platform below, where the following routes are to be found.

A Quick Green Cormorant 9m Moderate 25.8.01

Climb the south end of the wall, taking care with the slot, which acts as a waterspout.

Guillemot Wall 9m Severe 4a 25.8.01

Climb the crack using the large jutting block.

Cormorant's Arête 9m Hard Severe 4b 25.8.01

Climb the northern arête using another large jutting block.

Ol'right me Plover 12m Hard Severe 4b † 28.8.04

From the start of *Cormorant's Arête* traverse 3 metres right into the gully and climb the flake / ramp.

The slabby wall facing Greenham Common overhangs at the bottom at the East end.

Where the overhangs end there is a "red" ledge at low tide level, accessed by abseil. The next three routes start from this ledge, under the overhangs.

Blood Plover 12m Severe 4a 28.8.04

Climb the crack to the foot ledge at 2½ metres, traverse left 3 metres to a line of weakness and climb straight up.

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Half-Plover 12m Severe 4a 28.8.04
Climb the crack to the foot ledge at 2½ metres, climb straight up the line of weakness.

Plovers in Arms 12m Very Difficult 28.8.04
Climb the crack to the foot ledge at 2½ metres, traverse right 3 metres to a crack and follow this to the top.

Greenham Common: The Main Face

Rumpy Pumpy 27m E3 5b 16.8.92
Strenuous, well protected and generally solid. At the left end of the long overhang that caps the left end of the crag is a groove running up to the roof. Pull over the roof, move right, and then slightly back left crossing a smaller, rectangular roof just below the top.

Humpty Dumpty 27m E5 6b † 16.8.98
Right of *Rumpy Pumpy* an ochre groove leads up to the centre of the overhang, which is taken a just left via perplexing moves. Excellent, but belay well back

Just right of the horizontal overhang is a prominent 'boomerang' shaped weakness.

Ploughshare 27m Hard Very Severe 5a † 7.10.90
Start below the left-hand 'marble slab' to the left of the 'boomerang'. Climb up to the slab and go up this to a second slab sandwiched between two lines of overhangs. Move up to exit on the left.

* **Peace Dividend** 24m Very Severe 4c 7.10.90
The boomerang line, the bottom part of which is a larger 'marble slab'. Sidestep the overhang below using the rib on the right, and then go back left onto the slab. Follow the boomerang line to the top.

A Piece of Duff 24m Hard Very Severe 4c † 20.9.92
Start in the overhung niche just right of the previous route. Climb the rib on the right for 3 metres then step left and up to a niche. Go straight up passing to the left of two roofs.

No Peace for the Wicked 24m Hard Very Severe 4c † 26.2.91
Start as *A Piece of Duff*. Climb the rib and go straight up the arête above which leads to an easy finish where *Peace Dividend* curves back.

There appears to have been a rockfall from the area of the start of the next three routes.

No Surrender 24m E1 5b † 7.10.90
The crack through the V-notched overhang a just right moving left at the overhang and left again to avoid loose blocks at the top.

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Shell Hole 27m Hard Very Severe 5a † 7.10.90
Three metres right of the overhangs an obvious weakness leads diagonally right into a corner.

Haddon Hall 30m E1 5b † 7.10.90
The narrow pink slab 9 metres left of the right end of the blocky wall, finishing direct over its capping roof.

Range Free 24m Very Severe 4b † 1983
The obvious groove left of the right arête

Stone Free 30m E1 5b † 7.10.90
Start below orange rock just right of the arête to the right of *Range Free*. Climb the obvious arête for 5 metres until it is possible to traverse delicately left onto an arête. Move up this until the arête peters out, then go up to the hanging chimney on the skyline. Enter this with difficulty then more easily to the top.

Aperitif 36m Very Severe 4c † 7.10.90
The obvious leftwards-slanting ramp taking a belay on the big ledge to avoid rope drag.

Zion Train 43m E6 6a † 21.9.97
A mid-height, left-to-right girdle of the main break with good, but spaced, gear. Incredibly sustained with the crux to reach *Tasmanian Devil*, up which the route finishes.

Road Runner 48m E6 † 1997
A high-level traverse line.
1.30m 6b. Traverse the highest break with a hard and committing start. Follow this, all very pumpy, until a good belay is reached.
2.18m 6a. Continue on in same line (tricky start) to reach the belay of *Tasmanian Devil*.

* **Civil War** 36m E4 26.8.91
The main pitch takes the large, leaning flake in the left side of the leaning wall. Low in the grade
1.18m 4c Follow the leftwards-leaning ramp of *Aperitif* to a peg and large friend belay below the flake.
2.18m 6a Go up the crack above then step right into the flake. Move up right past a peg runner to a ledge, and then go back up leftwards on good holds. Stake belay.

Wash Doubt 36m E7 6b † 18.9.93
The centre of three large cracks on the left-hand side of the central leaning wall gives a superb, committing and serious route. Start up *Aperitif* until, below a weakness, which leads up, and right to the crack. The crack itself is pleasant but from its top some run out, but safe, moves lead up and left with difficulty to the top.

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To Be Or Not To Be? 36m E7 6b † 22.9.96

Start as for *Wash Doubt* at the left-to-right weakness. Traverse right past three big cracks to a parallel thin crack. Take the headwall diagonally right to finish.

Fear No Evil 43m E6 6b † 27.10.91

A route of unrelenting steepness seeking, and fortunately finding, the line of least resistance up the central wall. Good rope management and a generous rack of gear (including Friends#0-2). On the first ascent a belay was taken at a break 5 metres from the top, enabling the only stake above the cliff top (above *Civil War*) to be reached. Alternatively fix a rope beforehand. Climb *Aperitif* for 5 metres, traverse right along the horizontal crack, and then move up the groove for 5 metres to good holds on a higher traverse line. Go right again to a good hold then move up and right on smaller holds to an obvious flat hold. A dynamic sequence up and right gains a shallow crack – climb this and continue steeply to the second of two horizontal breaks. Traverse left for 5 metres to some sinking jugs, then straight up the pocketed cracks above to the final break (good runners/belay). Finish direct, belay stake 14 metres back on the left.

Variant: Fearless 36m E6 6b † 27.9.97
The direct start to *Fear No Evil*.

Chemical Straightjacket 33m E6 6b † 10.97

Takes a good line to the left of *Tasmanian Devil*. Start down and left of that route and climb up to join then climb *Tasmanian Devil* past two threads before dropping down and left to the obvious flake. Follow the flake to a rest in a scoop before tricky moves lead to the large thread at the top of *Tasmanian Devil*.

***** Tasmanian Devil** 30m E5 6a 16.8.91

A magnificent route, steep and sustained. Start at a pillar of blocks just right of centre of the overhanging wall. Climb the left side of the pillar to a break (Friend#2) then move left and back right to a projecting block, thread. Strenuous climbing past two threads, a peg and a further thread leads to resting jugs by another thread. Go up left to a peg, then lunge for the final break, thread, and exit rightwards with a little care.

Bikini State Black 30m E6 6b † 6.9.97

This may share some common ground with *Chemical Straightjacket*. Start atop the pillar of blocks. Go up the wall then left to good holds, via hard and serious climbing and up to good crack/pockets and up the wall to a second horizontal break. Move right and up to a rest (as *Wolverine*) and finish direct.

Wolverine 30m E7 6b † 29.8.93

Again steep, sustained and excellent. Take a line 5 metres right of *Tasmanian Devil* up the left-hand of two vague cracklines. Ascend directly by very strenuous but generally well protected climbing, until a move left near the top leads to a rest. Finish direct.

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Courting Disaster 30m E7 6b † 10.97

Takes the line 6 metres right of *Wolverine*, climbing direct at first before pulling rightwards up dubious rock to finish. It is of similar quality and difficulty to *Wolverine*.

Sesame Street 27m E5 6a † 19.10.92

A combination of good quality steep climbing low down together with a less difficult but dangerous upper section. Fourteen metres right of *Tasmanian Devil* is a section of brown wall some 12 metres high. The band of grey rock which forms *Tasmanian Devil* is broken on the right by a small arête and corner 3 metres high. Climb the small arête to gain the ledge above. The steep brown wall is climbed using a series of finger ledges (wire behind small jug on left) and a pinch (crux) leading to bigger holds and better protection above. At the top of the brown wall move slightly right onto the slab (loose block) to below the small overhangs. Continue through broken rock above moving carefully. Belay some 10-13 metres back using wires in small rocks on the slope. A pre-placed belay is recommended. Note: On the first ascent the crux was protected using a pre-placed Friend#2 extended by a sling at mid-height on the brown wall. In normal circumstances, i.e. other than Range West, a peg (below the crux) would be most warranted.

To the right is a grey wall.

No Idea 24m Hard Very Severe 5a † 7.10.90

Starts beneath a square black overhang 9 metres right of the leaning wall. Go diagonally left to finish right of a large corner.

Chameleon 24m E1 5a † 20.10.91

Start beneath the obvious corner right of *No Idea*. Go up for 6 metres to where the corner becomes difficult then move right to another, vaguer, corner/groove. Up this past several bulges to the top.

Direct 23m E1/2 5b † 30.11.96

An improvement on the parent route but the direct entry to the groove still proves elusive. Follow *Chameleon* almost to its "vague groove" and step back left into the main groove. Follow this (good gear) and shallower corners up left to stacked block finish.

A line was climbed (20.10.91) right of *Chameleon* although no details have been forthcoming. This may be the same as:-

Spot the Dog 23m E1/2 5b † 30.11.96

Five metres right of *Chameleon* is a short, left facing corner above a chest-high overhang. Gain the corner and follow the left side of the shield of rock until it is possible to step right to a slab below an overhang. Pull through this to a short crack and the top.

Greenham Common: East Face

* **Trespasser Groove** 18m E1 5a/b 7.10.90

Crosses the steep slab on the corner of the grey wall where it turns north. Climb a corner to an overhang and go across the slab to a line of flakes.

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- Fossil Hunter** 18m E1/2 5b † 17.8.02
Climb the slab between *Trespasser Groove* and *Wilson's Wobbler*, past one small ledge and up to a second. Move left and swing up into the obvious groove, treating the rock with caution towards the top. Micro-wires essential and a very small cam may reduce the commitment (although not available on the first ascent).
- Wilson's Wobbler** 18m E1 5a 7.10.90
The obvious left-leaning crack 6 metres right.
- Beginning of a Bad Day** 22m E3 5c † 16.8.97
A reasonable line spoiled by very bad rock in the upper half. Start from the bottom of the diagonal, slanting corner crack of *Wilson's Wobbler*. Pull up rightwards and gain a short, hanging corner in the middle of the smooth face. Climb directly up cracks to a break and a steep, committing exit.
- The east face is split by an obvious leftwards-sloping ramp to the right of a Dalek-shaped pinnacle. It may be that the next pair of routes share some ground.
- Exterminate, Exterminate** 30m E1 5a/b 22.8.92
Start 5 metres left of the pinnacle. Trend rightwards up the slab to an awkward ledge. Climb the steep wall above past a large pocket to a more comfortable ledge and finish directly up the wall.
- Ban the Bomb** 27m E3 5c 17.8.92
Takes the arête just left of the pinnacle to a blocky ledge. A bold step right around this leads to two prominent holes in crozzly rock (Friend#2½ or 3). Finish up leftwards.
- Desert Island Dicks** 36m E2 24.8.91
Start 9 metres right of the pinnacle.
- 1.24m 4c Climb an open groove to gain the ramp at 9 metres, and follow this to a thread belay in a cave.
- 2.12m 5b Step left and surmount a bulge to a good rest. Move easily left on an obvious ramp to a good exit. Boulder belay 5 metres back.
- November, November (so good we named it twice)** 39m E3 † 22.8.92
Start at the very right (north) end of the East Face, just left of a horrible gully, at a pale pillar.
- 1.29m 5c Go up the pillar rightwards, then left to an overhung bay. Go steeply up the corner of the bay and make some difficult moves right into the base of a corner system. Follow this and its left wall to belay below the top. The belay is needed to ensure there is enough rope to hang yourself on the top.
- 2.10m 4c Climb onto the small pinnacle and step right around the arête. Follow rock and vegetation to the stop.

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- Janus, Janus** 43m Hard Very Severe 4c † 23.10.94
Start as *November, November*. Go up the pillar, then right onto a rising ramp and climb this until it steepens and then peters out. Continue up dubious rock and vegetation, some 5 metres right of the pinnacle of the second pitch of *November, November*. Either belay on the only sound rock in sight (about 3 metres from the top – excellent robust thread) or continue to the top.
- Where is the relative location of the next route?
- Atishoo, Atishoo** 43m ?? † 8.96
A poor route on the obvious shield on the East Face – the gap it fills is probably preferable to the end result.
- Greenham Common: Lower Main Face**
The "non-tidal platform" reappears across the gully below the platform below *Wilson's Wobbler*, (where it is tidal), giving access to an east-facing wall. Fourteen metres (west) into the gully / zawn to its left, opposite *Cormorant's Arête*, is an obvious cracked corner.
- The Brain Drain** 24m Very Difficult 28.8.04
Starting from the large tidal ledge, climb the obvious cracked corner direct - needs very large runners.
- Take the Rough with The Smooth** 24m Difficult 28.8.04
Climbs the "polished" groove just right of the arête at the entrance to the gully by big mantelshelves, and the rough slabs above.
- Plovering Heights** 18m Hard Very Severe 5a 28.8.04
Climbs the obvious large corner in the centre of the east-facing wall, with a start that is harder than it looks
- * **Festival of the Sea** 18m Hard Severe 4b 25.8.01
Climb the shallow north-facing corner.
- Send more Micros** 18m Very Difficult 25.8.01
Climb the groove between the east and south facing walls.
- Twenty metres to the right the cliff there is again an arête between south and east facing walls. Descend the east-facing wall and traverse to the arête at low tide level.
- Hidden Tallants** 18m Severe 4b 28.8.04
Climb the grooves from sea level to a small ledge and follow the blank looking polished groove past a hidden vertical slot to the top.

FLIMSTON / PERIMETER Bays OS Ref 919 943 – 925 94

Not to be confused with Flimston Bay (800 metres further east) this is the line of crags, riddled with sea caves, running east from The Wash to The Green Bridge, underneath

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Flimston Down. A lot of it appears both intimidating and loose although rumour has it that it is a lot more solid than it appears.

Big Loosey 122m E5 † 16.8.98

Climbs the huge prow of the big loose wall at the left of the Perimeter Walls.

- 1.27m 5c. Start from the beach 5 metres above high tide. Climb cracks and grooves for about 18 metres until a rightward rising traverse leads over better rock to a good ledge down and left of a horizontal cave.
- 2.24m 5c. Pull over the bulge directly above the belay and continue direct up the steep wall for 9-12 metres until a resting niche can be reached on the left (good thread). The line is frightenly obvious from here - the rising blocky rightwards traverse is followed, with reasonable gear and excellent holds, to the arête and a steep pull to finish. About as wild as 5c can get!

Perimeter Wall 63m E6 † 16.8.97

A huge line up the massive overhanging wall left of *It's a Fair Cop*.

- 1.24m 6b
- 2.21m 5c
- 3.18m 5c

It's a Fair Cop 54m E4 † 19.10.91

Start below the large corner 30 metres right of the steep, unstable gully immediately east of Greenham Common. Low tide approach.

- 1.27m 5b Climb the corner to the large roof, traverse left, then pull round onto the arête. Belay on a thread and Rock#9.
- 2.27m 6a Traverse across the slab on the right for 2½ metres then go up a groove to a roof. Make hard moves right across the roof then wander rightwards between hanging blocks to an unstable finish.

Chicane 60m E1 † 10.10.99

Finds the easiest way up this section of cliff in three contrasting pitches. Committing on an incoming tide and loose at the top.

- 1.24m 5a. As *It's a Fair Cop*, taking a stance as soon as the roof is passed.
- 2.18m 5a. Traverse right across the slab, step right, gain the obvious layback crack on the left, then more easily right, scrunching to gain a ledge with good Friend anchors.
- 3.18m 5a. The groove above leads to hanging blocks, trending rightwards slightly to more loose blocks, but good anchors at the top.

Speed Trap 118m E4 † 16.10.93

- 1.24m 6a Start as *It's a Fair Cop*. Go up and then rightwards into a blind corner, move across a hanging slab with difficulty, then up and right again to belay in a groove.
- 2.24m 5b Go up the groove, then turn the small roof on the left, then up a groove until it is possible to move right round a rib into another groove with an amenable exit.

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The Urge, The Urge 39m E5 † 20.10.91

A bold, strenuous route giving exposed and dynamic climbing. At low tide continue traversing eastwards from the previous route for some 18 metres to the second of two large and obvious box-shaped niches.

- 1.22m 6a Climb up to a ledge at the back of the enormous niche then move up and hand-traverse a thin ledge to gain the right arête. Move up this and over a roof at a weakness, then step right to a resting foothold (small thread). Step back left and make very difficult moves through the next overhangs past a wobbly block to gain a groove with a crozzly left wall.
- 2.18m 5b Traverse left on crozzly rock to clear the roof and follow the obvious line to the top and a fairly solid exit. Belay immediately.

Over 18 43m Hard Very Severe † 16.8.92

Start in the left side of the bay overhung by huge roofs to the right of *The Urge, The Urge*.

- 1.30m 5b Climb easily to a groove, which leads past an overhang; to a slab below the highest roofs. This leads leftwards to the arête of the bay. Continue out left for 9 metres and up to belay.
- 2.12m 4b Finish up the groove above.

Little Flimston

This crag lies immediately east of the main Flimston Crag and is separated from it by the western entrance of a huge through cave. Just before the first of two square holes - target mountings, encountered on the walk in, bear left and down grass slopes to rock terraces. Descent is by abseil from various nut anchors and a small cairn marks the best spot. A white scar is passed on the way down to a bay with two corners, the right-hand of which is *Meet Me in the Corner*. Low tide is required for traversing in either direction.

Hermit 27m Very Severe † 26.8.95

This is the leftmost corner of the crag and is just right (east) of the west entrance to the large through cave. Approach by traversing in from the east or by direct abseil to good, non-tidal ledges.

- 1.15m 4b. Climb the corner to the roof, and then go up right to a good ledge.
- 2.12m 4c. Swing up right to another ledge and take the wall to the top.

Traversing left for about 18 metres from the foot of the access abseil a deep, hidden chimney is found – belay here for the next three routes.

Address Book 27m Hard Very Severe 5b † 26.8.95

Start of the same ledge as *Hermit*. Traverse right for about 6 metres to a fine crack and follow this to a roof. Pull over this on its right side to easy ground.

Fog on the Tide 27m Hard Very Severe 5a † 3.10.93

Go west (left) for 5 metres to the rib and follow this easily until a difficult move gains a ledge. Step left and finish up a vague groove

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Chimney Sweep 24m Hard Severe 4b † 30.10.93
From a good block/ledge in the chimney squeeze through a hole above to emerge in the chimney. Continue in the same line and finish as *Fog on the Tide*.

Slimline 24m E2 5b † 31.10.93
Step right from the chimney into a slim corner, then take the crack to an overhung ledge. Move up steeply, first left, then wildly back right.

Tonic 24m E2 5c † 31.10.93
Start 5 metres right of the chimney at the right side of a large roof. Move up to a small ledge then leftwards up a ramp, above the roof, to another roof. Step left, up a small corner with difficulty, and step right and up to finish.

Trick or Treat 24m Very Severe † 31.10.93
The left-hand corner, in the bay reached by the abseil, passing two roofs on the left.

Meet Me in the Corner 24m Hard Very Severe 5a † 30.10.93
The right-hand corner, stepping right to a ledge, then slightly leftwards to finish.

Rugged Wall 24m Hard Very Severe 5a † 31.10.93
A line of weakness up the right wall of the bay about 4 metres right of the previous route. The crux is the roof at the top.

Brass Monkeys 24m Hard Very Severe 5a † 31.10.93
About 12 metres right of the abseil bay is a shallow groove, 9 metres left of an obvious short corner. Climb the groove and flake crack.

Continuing eastwards, turning the corner, is a large tidal platform, exposed at low tide, and well left of a big sea cave.

Blood in the Cracks 33m Hard Very Severe † 31.10.93
The prominent east-facing corner, starting a bit to the left.
1.10m 4b Climb a flake crack, traverse right to a ledge, and climb a groove to a ledge below the main corner.
2.23m 5a Up the corner, avoiding the dangerous looking block above the overlap to the right

Rock Scar Cliff

Further east by approximately 60 metres, and a mere 100 metres west of the Range entry point, is a large tilted platform jutting out into the sea. There is also a huge, brown rockfall scar to the right. The platform is accessible at most states of the tide excepting rough seas. Abseil in.

Toll of Time 40m E4 (1 rest point) † 30.10.93
Start at the highest point of the platform

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1.22m 6a Gain a pocket with difficulty then take the fairly obvious line, with hidden gear, to a deep, concealed pocket at 13 metres. Step left and very steeply to a bay, small vague ledges and a belay.

2.18m 5c Go up the groove to the roof, step right round the arête and up the corner to a small roof. Move up, step left to avoid loose rock, and finish with care.

Surprise Gift 44m E3 † 26.10.97

Dominating the left-hand side of the crag is an impressive white prow. This route weaves its way up this at a surprisingly low grade. With good protection and a solid top out it should become popular. Start from the platform of *Toll of Time* (very tidal/wave washed).

1.6m - Solo up an obvious leftwards-rising ramp to a hanging stance.

2.15m 5c. Traverse brown, prickly rock very steeply left to the arête and a tricky mantelshelf. A groove in the arête is followed for 8 metres to a stance below the upper roofs.

3.23m 5c. Trend up and right towards the arête on surprisingly positive holds to a large niche. Swing around right to a groove in the arête. Enjoy the exposure before a relatively solid finish.

The next route is gained by abseiling into the large bay approximately 100 metres west of the Green Bridge lookout. A stake and hanging nose of rock mark the route which lies to the right of an obvious rock scar.

Highway Above Seal City 62m E1 † 4.10.92

Keep to the west of the nose when abseiling and it is possible to swing into a good non tidal ledge between two caves.

1.18m 5a Climb the pillar and steeper rock above to a belay just below the roof.

2.22m 5a Traverse left until small ledges are reached at the end of the large overhangs (great fossils in the roof).

3.22m 5a Move up to the fossils then left again to climb the large slab.

Perimeter Bays

The following routes are situated just over the MOD gate at Stack Rocks. Forty metres west of the fence is a zawn containing a very distinctive east-facing grey slab. The first four routes are located 20 metres west of the slab and can be viewed from the cliff-top above the huge brown rockfall scar 40 metres further west. Abseil from a stake to a roundish non-tidal ledge.

The Stalwarts 27m E1 5b † 13.9.92

Climb up to the horizontal break and traverse left around a small cave to a rib (possible stance). Now climb the brown groove to the roof, traverse 3 metres left then up a short groove to the top.

The Partisans 24m E1 5b † 13.9.92

From the roundish ledge climb slightly rightwards over ledges then up a groove to a roof. Move right and up a left-facing corner and then the top.

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Six metres right is a non tidal ledge.

Off the Wall 24m Hard Severe 4b † 13.9.92

Climb up and slightly left into a crack. Step right at its close and continue up the wall to finish. - a good route on solid rock.

On the Edge 24m Very Difficult † 13.9.92

From the ledge climb directly up through a bulge at 5 metres and continue to the arête, then direct up the wall above.

Headless Chicken 27m Hard Very Severe 5a † 24.9.94

To the right is a deep-sea cave – this climb takes the centre of its west wall and starts just left of a chicken head. Climb a shallow groove; step right and up to a nose. Move left and pull rightwards into a flake crack over the overhang. Finish more easily up the hanging slab.

The Colonel's Shorts 24m Very Severe 4c 21.8.94

Immediately right of the cave is a crack. Follow this to a prominent nose (possible belay) then up to an overlap. Move right and go over the overlap to finish up the obvious crack/groove.

Bring on the Gimp 27m E1 5b † 20.8.95

Follows the groove 3 metres right of *The Colonel's Shorts*. Climb the groove steeply on big holds to a small roof. Pull through on jugs and continue to another roof. Step right to below a black slab, move left, and follow this to the top.

Variation Start: At high tide abseil to a small ledge on the nose on the east side of the arête below *The Colonel's Shorts*. Step across the gap and traverse right to join the arête.

The next routes start below the slab itself – abseil to a large non-tidal ledge 9 metres above the sea.

The Cruel Sea 45m E2 † 19.9.92

1.27m 5b From the left end of the ledge step down and traverse left along the break to belay in an unpleasant corner – large Friends useful for the break.

2.18m 5b Step up and follow the break left, then up to the next break. Move around the arête, step back down and continue for a few metres until it is possible to top out with great relief. A bit of a monster.

* **Your Grace** 27m E1 5b 22.8.92

Start at the left-hand side of the ledge below a faint hairline crack. Take a fairly direct line up the slab keeping just right of the obvious crack to finish. The abseil rope helps finishing safely.

Rib Tickler 24m E1 4c † 28.9.97

A very loose exit spoils an otherwise exciting route climbing five separate roofs. Gain the ledge below the wall opposite *Your Grace* by abseil (non-tidal in calm seas). From the left end of the ledge take the most reasonable line heading slightly leftwards to start to gain

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the main groove, which leads with deteriorating rock to an appalling top out. A fixed rope might be advisable.

On the Catwalk 27m E1 5a 7.9.92

Start 3 metres right of *Your Grace*. Up past a ledge at 5 metres and move right using two flat handholds into a scoop above. Go left a short distance, then up and back right to the obvious short corner/flake. Surmount this and go up to the horizontal break – move left and up the shallow groove to finish. Again the abseil rope is useful to finish.

● **The Men in Black** 27m Very Severe 4a (MXS) † Pre'2002

Chossy. The easiest ground close to the right end of the wall opposite the slab of *Your Grace*.

● **Life's Right Pageant** 30m E2 5a (MXS) † Pre'2002

Chossy. The east-facing wall just inside Range West, passing a small roof on its right and continuing up loose grooves to the final loose corner.

Thirty metres east of *On the Catwalk* is an obvious west-facing white wall. The next route takes a line fairly close to the arête up a blind groove, just right of the obvious crackline. Approach by abseil to a non-tidal ledge close to the arête.

Dum Dum 30m E1 5b † 22.8.92

Climb the right-hand corner for 9 metres. Move left and gain a ledge below the roof. Swing round right and move up and gain the groove and thin crack, moving 1½ metres right at its top to finish.

Kickass Angel 45m E4 † 12.10.97

The white wall of *Dum Dum* contains two through caves. This route starts on the outside leg before breaking through the lip of the outside through cave. Superb roof moves, although it is a pity about the serious top out.

1.18m 5c. From a non-tidal ledge on the west wall of the outside leg trend up leftwards across a smooth wall to gain an obvious break at 12 metres, which is traversed leftwards inside the through cave to a belay below the middle of the roofs.

2.27m 5c. Dramatic climbing on good breaks leads through the 2½ metre roofs to a corner. This is followed to another roof, which is turned on the right. Follow the groove/weakness slightly leftwards to a very fragile upper wall. Belay rope to top out would be useful.

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1980	Pen-y-Holt Crack J.Perrin, B.Wyvil <i>The first recorded route in Range West</i>
1983	Range Free D.Cook, P.Devine
14 Apr 84	Behind The Lines R.Anderson, K.Spense
14 Apr 84	Diedre K.Spense, R.Anderson
14 Apr 84	Intruder R.Anderson, K.Spense <i>Paired solo as an escape route</i>
14 Apr 84	Shelf Life K.Spense, R.Anderson <i>Originally done as two pitches</i>
15 Apr 84	Active Service K.Spense, R.Anderson
15 Apr 84	King Prawn K.Spense, R.Anderson
15 Apr 84	Opening Shot R.Anderson, K.Spense
15 Apr 84	Shell K.Spense, R.Anderson
16 Apr 84	Wall Bars K.Spense, R.Anderson
17 Apr 84	Counter Attack R.Anderson, K.Spense
19 Apr 84	Mein Sumph K.Spense, R.Anderson
21 Apr 84	Enemy Action R.Anderson, K.Spense
21 Apr 84	Landmine K.Spense, R.Anderson
22 Apr 84	Games Without Frontiers R.Anderson, K.Spense
22 Apr 84	Outer Limpets K.Spense, R.Anderson
7 Oct 90	Aperitif S.Viteoris, R.Chappell
7 Oct 90	Haddon Hall S.Sustad, B.Wilson
7 Oct 90	No Idea S.Sustad, B.Wilson
7 Oct 90	No Surrender S.Wigmore, M.Heath
7 Oct 90	Peace Dividend J.Hornsby, D.Cook
7 Oct 90	Ploughshare J.Hornsby, D.Cook
7 Oct 90	Shell Hole S.Sustad, B.Wilson
7 Oct 90	Stone Free R.Chappell, S.Viteoris
7 Oct 90	Trespasser Groove B.Wilson, S.Sustad
7 Oct 90	Wilson's Wobbler B.Wilson, S.Sustad
26 Feb 91	No Peace for the Wicked D.Cook, J.Perrin
3 Aug 91	Captain Pugwash D.Hornby, D.Barlow (solo)
3 Aug 91	Honeycomb Delight D.Hornby, D.Barlow
3 Aug 91	Master Bates D.Hornby (solo)
3 Aug 91	Seaman Staines D.Hornby (solo)
16 Aug 91	Friend or Foe Ms E.Alsford, P.Donnithorne, D.Viggers
16 Aug 91	Tasmanian Devil J.Richardson, D.Viggers <i>Climbed earlier with rests – J.Richardson, P.Donnithorne</i>
17 Aug 91	Chute to Kill D.Viggers, Ms E.Alsford
17 Aug 91	Instant Fear D.Barlow, C.Fisher <i>Variation: D.Barlow, C.Fisher 18 Aug 91</i>
17 Aug 91	Munchmallow Fantasy D.Barlow, C.Fisher <i>Straightened out and climbed without pegs by D.Viggers 24 Oct 92</i>
17 Aug 91	Under Wonderful Skies D.Viggers, Ms E.Alsford, P.Donnithorne
18 Aug 91	Air Raid P.Donnithorne, Ms E.Alsford <i>The first ascensionists were descended upon by a fleet of land rovers, army personnel, civilian police and a helicopter -thought to be smugglers. Given away by two dogs.</i>
18 Aug 91	Anything Goes Ms E.Alsford (solo)
18 Aug 91	Bazooka P.Donnithorne, D.Viggers
18 Aug 91	Destroyer Ms E.Alsford, D.Viggers, P.Donnithorne
18 Aug 91	Forces P.Donnithorne, D.Viggers, Ms E.Alsford
18 Aug 91	Frigate D.Viggers (solo)
18 Aug 91	Lost in Space D.Viggers, Ms E.Alsford (AL), P.Donnithorne
18 Aug 91	Spy Corner Ms E.Alsford, D.Viggers, P.Donnithorne
24 Aug 91	Cliff Assault P.Donnithorne, Ms E.Alsford
24 Aug 91	Desert Island Dicks D.Cook, I.White (AL), J.Dance

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24 Aug 91	Home on the Range S.Findlay, M.Hopkins
24 Aug 91	Rum, Sodomy and the Lash D.Viggers, P.Donnithorne (AL) <i>The subject of some correspondance and a request, by the Colonel to the author's wife to "restrain your husband's choice of colourful route names." Come back John Redhead</i>
24 Aug 91	The Mark of Quality M.Hopkins, S.Findlay
25 Aug 91	High Roller D.Viggers, S.Findlay
25 Aug 91	Minor Immorality J.Dance, I.White, D.Cook
25 Aug 91	Pit Bull S.Findlay, M.Hopkins <i>Two rest points</i>
25 Aug 91	Spare Rib Ms E.Alsford, P.Donnithorne
25 Aug 91	The Exile S.Findlay, M.Hopkins
26 Aug 91	Civil War P.Donnithorne, Ms E.Alsford
31 Aug 91	Bullet Ms E.Alsford, P.Donnithorne (AL)
31 Aug 91	Carter J.Dance, I.White
31 Aug 91	Iain's Route I.White, J.Dance
31 Aug 91	Pigeon Loft J.Dance, I.White
31 Aug 91	Red Sunset I.White, J.Dance
19 Oct 91	Three Part Harmony D.Viggers, P.Littlejohn (AL), Mrs M.Viggers <i>The first of the 'action weekend' routes</i>
19 Oct 91	Daft as Well as Deaf D.Cook, J.Cowley, P.Devine <i>A guard's description of the recalcitrant mass trespassers</i>
19 Oct 91	First Name Terms J.Dance, P.Devine
19 Oct 91	Focal Point P.Littlejohn, D.Viggers
19 Oct 91	It's a Fair Cop S.Findlay, M.Hopkins (AL) <i>Aptly named as it turned out</i>
19 Oct 91	Old Fossils P.Devine, J.Dance
19 Oct 91	Sunset Visions P.Devine, J.Dance
19 Oct 91	The Luck of the Devil D.Viggers, P.Littlejohn (AL) <i>Previously attempted by Spense/Anderson</i>
20 Oct 91	Breakout D.Carroll, D.Viggers
20 Oct 91	Chameleon G.Bennett, K.Wilkinson
20 Oct 91	Come All Ye Faithful P.Littlejohn, A.Richardson
20 Oct 91	Cowboys and Spoilt Children D.Viggers, D.Carroll <i>The Commandant's opinion of the mass trespassers expressed to the national press</i>
20 Oct 91	Ere, 'Ere I.Drake, I.White
20 Oct 91	Roger the Cabin Boy G.Whittaker, D.Barlow
20 Oct 91	Spacewalk D.Carroll, D.Viggers
20 Oct 91	The Urge, The Urge F.Ramsay, D.Smith (AL)
27 Oct 91	Fear No Evil P.Littlejohn, Ms E.Alsford <i>Variation Fearless J.Arran 27 Sep 97</i>
9 Nov 91	Back in Business P.Littlejohn, F.Ramsey
9 Nov 91	False Start F.Ramsey, P.Littlejohn
9 Nov 91	Gold Mine F.Ramsey, P.Littlejohn
9 Nov 91	Startled German P.Littlejohn, F.Ramsey, E.Alsford, P.Donnithorne (solo) <i>The eponymous rambler was surprised when four trespassers emerged from a hiding place.</i>
10 Nov 91	Backdraft F.Ramsey, E.Mellor
10 Nov 91	Fresh Flesh P.Donnithorne, Ms E.Alsford
10 Nov 91	Overdraft P.Littlejohn, A.Richardson
10 Nov 91	Red Dawn F.Ramsey, E.Mellor
10 Nov 91	The Draft A.Richardson, P.Littlejohn
23 Nov 91	Don't Mention the War D.Carroll (solo)
23 Nov 91	Fun Run D.Carroll (solo)
23 Nov 91	Land of the Giants P.Donnithorne, Ms E.Alsford
23 Nov 91	Rollercoaster D.Viggers, D.Carroll (AL) <i>One of the only climbs possible that day, but 24 metres above the sea, they still got wet.</i>

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23 Nov 91	Rough and Ready D.Viggers (solo)
23 Nov 91	Windswept and Interesting D.Viggers (solo)
7 Dec 91	New Beginnings Ms E.Alsford, P.Donnithorne
7 Dec 91	Heads Must Roll Ms E.Alsford, P.Donnithorne
7 Dec 91	Mike the Pike P.Donnithorne, Ms E.Alsford
7 Dec 91	No Pain Without Gain Ms E.Alsford, P.Donnithorne
7 Dec 91	Takeover Bid P.Donnithorne, Ms E.Alsford
	<i>Including variation</i>
14 Dec 91	Mammagama Ms E.Alsford, P.Donnithorne
14 Dec 91	News from Spain P.Donnithorne, Ms E.Alsford
14 Dec 91	Psychobabble P.Donnithorne, Ms E.Alsford
14 Dec 91	Rags to Riches Ms E.Alsford, P.Donnithorne
15 Dec 91	Eye in the Sky Ms E.Alsford, P.Donnithorne
15 Dec 91	Sanctuary P.Donnithorne, Ms E.Alsford
24 Dec 91	No Hiding Place D.Viggers (solo)
24 Dec 91	Rich Pickings D.Viggers (solo), Mrs M.Viggers, B.Watson
24 Dec 91	Spellcaster P.Donnithorne, Ms E.Alsford
24 Dec 91	Sugar Plum Fairy Ms E.Alsford, P.Donnithorne
25 Dec 91	A Dog's Life D.Viggers, Mrs M.Viggers
25 Dec 91	All Quiet on the Western Front D.Viggers, B.Watson
25 Dec 91	Bellringer D.Carroll, M.Ludington
25 Dec 91	Camperology D.Carroll (solo)
25 Dec 91	Christmas Chasm B.Watson, D.Carroll, M.Ludington
25 Dec 91	Christmas Quiche B.Watson, D.Carroll, M.Ludington
25 Dec 91	Creature Comforts D.Viggers (solo)
25 Dec 91	Discovery Ms E.Alsford, P.Donnithorne
25 Dec 91	Dome on the Range D.Carroll, B.Watson, M.Ludington
25 Dec 91	Friends in High Places D.Viggers, Mrs M.Viggers
25 Dec 91	Last Vango in Paris B.Watson, M.Ludington, D.Carroll
25 Dec 91	Loitering Within Tent Mrs M.Viggers, D.Viggers
25 Dec 91	Mount Blanc P.Donnithorne, Ms E.Alsford
25 Dec 91	Pathfinder P.Donnithorne, Ms E.Alsford
25 Dec 91	Phlight of the Phoenix D.Carroll, M.Ludington, B.Watson
25 Dec 91	Pyramid D.Carroll, B.Watson, M.Ludington
25 Dec 91	Quasar Intellectual D.Viggers, Mrs M.Viggers
25 Dec 91	Scouting for Boys D.Carroll (solo)
25 Dec 91	Silent Running D.Viggers (solo)
25 Dec 91	Too Good to Murray M.Ludington, D.Carroll
26 Dec 91	Band Practice P.Donnithorne, Ms E.Alsford, M.Ludington
26 Dec 91	Bumble Three Ms E.Alsford, P.Donnithorne
26 Dec 91	Katrine and the Waves M.Ludington, Ms E.Alsford, P.Donnithorne
27 Dec 91	Adventure Capitalist D.Carroll, M.Ludington
27 Dec 91	Awechasm D.Viggers, B.Watson
27 Dec 91	End of the Recession D.Carroll, M.Ludington
27 Dec 91	Flake Shake Ms E.Alsford, P.Donnithorne
27 Dec 91	Gem B.Watson, D.Viggers
27 Dec 91	In the Rafters D.Carroll, M.Ludington
27 Dec 91	Red Flags in the Sunset D.Carroll, M.Ludington
27 Dec 91	Rooney Rocket P.Donnithorne, Ms E.Alsford
27 Dec 91	Rough Guide M.Ludington, D.Carroll
27 Dec 91	Scarface B.Watson, D.Viggers (AL)
27 Dec 91	Setting Free the Bears M.Ludington, D.Carroll
27 Dec 91	Skydiver Ms E.Alsford, P.Donnithorne
27 Dec 91	Steep and Meaningless D.Viggers, B.Watson
27 Dec 91	The Furtive Season B.Watson, D.Viggers
28 Dec 91	Atlantica Ms E.Alsford, P.Donnithorne (AL)

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28 Dec 91	Suspended Hanging Ms E.Alsford, P.Donnithorne (AL)
29 Dec 91	Billabong Ms E.Alsford, M.Ludington
29 Dec 91	Coolibah Tree Ms E.Alsford, M.Ludington
	<i>Direct A.Tallant, N.Barry 23 Aug 03</i>
29 Dec 91	Emma Chissett M.Ludington, Ms E.Alsford
29 Dec 91	Eternal Vigilante M.Ludington, Ms E.Alsford
29 Dec 91	Old and Wise P.Donnithorne, B.Watson
29 Dec 91	Ruthless B.Watson, P.Donnithorne
29 Dec 91	Traditional Shortie P.Donnithorne, B.Watson
29 Dec 91	The Oregon Trail B.Watson, P.Donnithorne
29 Dec 91	Urbane Guerrilla M.Ludington, Ms E.Alsford, P.Donnithorne
29 Dec 91	Waltzing Matilda Ms E.Alsford, M.Ludington
1991	Barbie Doll D.Carroll, Ms E.Alsford
1991	Entropy P.Devine, Ms E.Alsford, J.Hornsby
1991	Game Boy Ms E.Alsford, D.Carroll
1991	Lego P.Donnithorne, Ms E.Alsford
1991	Meccano Man P.Donnithorne, D.Carroll
1991	Noddy P.Devine, J.Hornsby
1991	Pogo Stick J.Hornsby, P.Devine
1991	Toys 'R' Us A.Perkins, P.Donnithorne
1991	Mutant Lurchers D.Carroll, Ms E.Alsford
18 Jan 92	Colditz P.Donnithorne, Ms E.Alsford
18 Jan 92	Hope, Wraith and Gravity Ms E.Alsford, P.Donnithorne (AL)
19 Jan 92	Fears and Tears P.Donnithorne, Ms E.Alsford
19 Jan 92	Food for Thought Ms E.Alsford, P.Donnithorne
19 Jan 92	Short and Sharp P.Donnithorne, Ms E.Alsford
26 Jan 92	Doubtful Indemnity C.Mellor, C.Crampton
26 Jan 92	Hopeless at Everything D.Crampton, C.Mellor
25 Feb 92	Deviant Ms E.Alsford, P.Donnithorne
25 Feb 92	Gild Haul P.Donnithorne, Ms E.Alsford
25 Feb 92	Night Riders Ms E.Alsford, P.Donnithorne
25 Feb 92	That Way Inclined P.Donnithorne, Ms E.Alsford
25 Feb 92	Time Fuse Ms E.Alsford, P.Donnithorne
	<i>Variation start A.ALeary, S.Sturgess 28 Sep 92</i>
16 Aug 92	A Certain Sense of Detachment C.Jackson, R.Conway (AL)
	<i>The first of the 'legal' routes marked a very productive day.</i>
16 Aug 92	Beneath the Diamond Sky R.Chappell, J.Lincoln
16 Aug 92	Bobby Dazzler K.Sales, A.Robinson
16 Aug 92	Bucket Wall J.Lincoln, R.Chappell
16 Aug 92	Burial at Sea A.Leary, S.Sturgess
	<i>Alan, an up and coming photographer of the '90s, dropped his most prized possession on the abseil in.</i>
16 Aug 92	Chateau d'If A.Robinson, K.Sales
16 Aug 92	Debit Factor P.Donnithorne, Ms E.Alsford
16 Aug 92	Duty of Care B.Watson, D.Viggers (AL)
16 Aug 92	Horny Tart R.Chappell, J.Lincoln
16 Aug 92	Jug City R.Chappell, J.Lincoln
16 Aug 92	Juggy Point Slab J.Lincoln, R.Chappell
16 Aug 92	Live and Let Die A.Perkins, D.Henderson
16 Aug 92	Lunge of be Lost J.Lincoln, R.Chappell
16 Aug 92	Miles from Home A.Leary, S.Sturgess
16 Aug 92	Obsession P.Donnithorne, Ms E.Alsford
16 Aug 92	Over 18 M.Fowler, F.Ramsey (AL)
16 Aug 92	Passport No.4 R.Conway, C.Jackson (AL)
16 Aug 92	Pay Off J.Lincoln, R.Chappell
16 Aug 92	Pink Slab J.Lincoln (solo)

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16 Aug 92	Rumpy Pumpy M.Kemal, A.Dorey
16 Aug 92	Swift Execution A.Perkins, P.Henderson
16 Aug 92	Take Me to Insanity D.Turnbull, D.Scott-Maxwell <i>Extended J Arran, I.Parnell (AL) 8 Nov 98</i>
16 Aug 92	The Black Pig J.Bradley, R.Swift
16 Aug 92	The "If" Clause M.Fowler, F.Ramsey (AL)
16 Aug 92	The Mad Rush Ms E.Alsford, P.Donnithorne (AL)
16 Aug 92	Trial by Commitment D.Viggers, B.Watson
16 Aug 92	Well Hung A.Perkins, P.Henderson
16 Aug 92	X-Rated M.Fowler, F.Ramsey (AL)
17 Aug 92	Ban the Bomb P.Hardman, ?
17 Aug 92	Beam Me Home Scotty S.Sturgees, A.Leary
17 Aug 92	Golden Oldies B.Winteringham, M.Winteringham <i>Finish as described D.Carroll, N.Llewellyn 11 Oct 92</i>
17 Aug 92	No-one writes to the Colonel D.Carroll, B.Watson
17 Aug 92	One Slug or Two T.Robbins, M.Adams
17 Aug 92	The Dubious Parson B.Watson, D.Carroll <i>Named in honour of Bosherton's vicar</i>
17 Aug 92	The Missing Chairs D.Carroll, B.Watson <i>Mrs Weston's garden furniture had just been stolen</i>
17 Aug 92	The Seal's Whiskers M.Kemal, A.Dorey
17 Aug 92	Throw My Food M.Adams, T.Robbins
22 Aug 92	Dum Dum Ms E.Alsford, P.Donnithorne
22 Aug 92	Exterminate, Exterminate J.Cox, P.Glossop
22 Aug 92	November, November (so good we named it twice) C.Jackson, A.Hubbard
22 Aug 92	Overhung M.Cattermole, J.Phillips
22 Aug 92	Rainbow Bridge J.Cox, P.Glossop
22 Aug 92	Your Grace P.Donnithorne, Ms E.Alsford
23 Aug 92	Foam on the Range C.Jackson, A.Hubbard <i>So windy that a photographer on a photo mission found his abseil rope blown up the cliff and the tide racing in.</i>
23 Aug 92	Funeral Director P.Donnithorne, Ms E.Alsford
23 Aug 92	Squarerigger D.Carroll, D.Viggers
23 Aug 92	Wet, Wet, Wet Ms E.Alsford, P.Donnithorne
25 Aug 92	Pasta Power B.Exley, G.Exley
25 Aug 92	Pierced Lip G.Exley, B.Exley
25 Aug 92	Squids M.Adams (solo)
29 Aug 92	Ant Man Bee M.Adams, T.Robbins
29 Aug 92	Bwgrw Ogo P.Donnithorne, Ms E.Alsford
29 Aug 92	Columbus D.Carroll, M.Ludington
29 Aug 92	Golden Eagle Ms E.Alsford, P.Donnithorne
29 Aug 92	Mercedes A.Robinson, T.Sawyer
29 Aug 92	New Times by Old Farts B.Allen, K.Sales
29 Aug 92	Pink Slime Special T.Sawyer, A.Robinson
29 Aug 92	Rough to the Touch D.Viggers (solo)
29 Aug 92	Whore's Drawers T.Robbins, M.Adams
29 Aug 92	Wild Thing T.Robbins, M.Adams
30 Aug 92	Broken Promises D.Viggers, P.Donnithorne
30 Aug 92	Where Eagles Dare Ms E.Alsford, P.Donnithorne <i>Originally done in two pitches</i>
31 Aug 92	Amadeus Mrs M.Viggers, M.Ludington
31 Aug 92	Bird on a Wire Ms E.Alsford, P.Donnithorne <i>The alternative 'Tart on a rope' was rejected</i>
31 Aug 92	Brahms M.Ludington, Mrs M.Viggers
31 Aug 92	Caninia D.Carroll (solo)
31 Aug 92	Holst D.Viggers, D.Carroll

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31 Aug 92	Lithostrotion D.Carroll (solo)
31 Aug 92	Lizst Mrs M.Viggers, M.Ludington
31 Aug 92	Mahler M.Ludington, Mrs M.Viggers
31 Aug 92	Newfoundland P.Donnithorne, Ms E.Alsford
31 Aug 92	Rossini M.Ludington, Mrs M.Viggers
31 Aug 92	The Flying Westie T.Robbins, M.Adams
31 Aug 92	The Ungradable Monkey D.Carroll, D.Viggers
31 Aug 92	Tripod P.Donnithorne, Ms E.Alsford, C.Ryan
31 Aug 92	Zaphrentis D.Carroll (solo)
7 Sep 92	On the Catwalk Ms E.Alsford, P.Donnithorne
12 Sep 92	A Chain Undone C.Ryan, C.Moore, S.Hughes
12 Sep 92	Devil's Right Hand D.Viggers, D.Carroll
12 Sep 92	Making Passage B.Watson, C.Morey, B.Irdman, S.Monks
12 Sep 92	Nice moves, shame they are all the same A.Tallant, G.Jenkin (AL)
12 Sep 92	Passage Migrant S.Monks (unseconded)
12 Sep 92	Professor Pat Pending P.Donnithorne, Ms E.Alsford
12 Sep 92	The Dambusters Ms E.Alsford, P.Donnithorne
12 Sep 92	Twenty Years D.Carroll, D.Viggers <i>Celebrating the anniversary of a long partnership</i>
12 Sep 92	Zantac C.Ryan, C Moore, S Hughes
13 Sep 92	Klingons on the Starboard Bow S.Sturgees, A.Leary
13 Sep 92	Off the Wall Ms E.Alsford, P.Donnithorne
13 Sep 92	On the Edge Ms E.Alsford, P.Donnithorne
13 Sep 92	Passing the Port Ms E.Alsford, P.Donnithorne
13 Sep 92	Ship to Shore P.Donnithorne, Ms E.Alsford
13 Sep 92	The Partisans P.Donnithorne, Ms E.Alsford
13 Sep 92	The Stalwarts P.Donnithorne, Ms E.Alsford
13 Sep 92	Where's the Ferryman? Ms E.Alsford, P.Donnithorne <i>Almost stranded by a fast incoming tide</i>
19 Sep 92	Crackhead M.Cattermole, G.Hughes
19 Sep 92	Just Another Outrageous Situation C.Jackson, W.Wintrip
19 Sep 92	Splice the Mainbrace P.Donnithorne, Ms E.Alsford
19 Sep 92	The Cruel Sea P.Donnithorne, Ms E.Alsford
20 Sep 92	A Piece of Duff G.Peacock, S.Leitch, F.Ne
20 Sep 92	Blue Chicken Chilli C.Jackson, W.Wintrip
20 Sep 92	Crack Attack M.Cattermole, G.Hughes
20 Sep 92	Neptune, Neptune Show Us Your Leg Ms E.Alsford, P.Donnithorne
20 Sep 92	Soft, Strong and Very Long G.Hughes, M.Cattermole
20 Sep 92	Surge Control P.Donnithorne, Ms E.Alsford
20 Sep 92	The Reluctant Pedestrian M.Cattermole, G.Hughes
20 Sep 92	The Loneliness of the Long Distance Pocket Ms E.Alsford, P.Donnithorne (AL)
26 Sep 92	Amateur Dramatics D.Carroll, S.Findlay
26 Sep 92	Cortez D.Carroll, S.Findlay
26 Sep 92	Famous Blue Raincoat D.Viggers, J.Dale, B.Watson
26 Sep 92	Fantastic Voyage Ms E.Alsford, P.Donnithorne
26 Sep 92	Slug's Guts S.Findlay, D.Carroll
26 Sep 92	Swag D.Viggers (solo)
26 Sep 92	Trojan P.Donnithorne, Ms E.Alsford (AL)
27 Sep 92	Caline G.Lambe, N.Matton
27 Sep 92	Captain Sausage A.Leary, S.Sturges, B.Watson
27 Sep 92	Gone to Soldiers D.Cook, P.Devine, D.Wilkinson, C.Atkins, M.Simkins
27 Sep 92	Field Mouse G.Lambe, N.Matton
27 Sep 92	Hogging It G.Lambe, N.Matton
27 Sep 92	Pousse-toi de la N.Matton, G.Lambe
27 Sep 92	Rainbow Warriors Ms E.Alsford, P.Donnithorne, B.Watson, A.Leary <i>An instant classic, with several ascents within a few days</i>

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27 Sep 92	The Mutley Crew P.Donnithorne, Ms E.Alsford, B.Watson
28 Sep 92	Roller Reef B.Watson, S.Sturges, A.Leary
28 Sep 92	Sea Creature B.Watson, A.Leary
3 Oct 92	Kathryn's Glory M.Sharwood, D.Branch, C.Heard
3 Oct 92	Linney Chimney D.Carroll (solo)
3 Oct 92	Scorpion Ms E.Alsford, P.Donnithorne
3 Oct 92	The Channel Tunnel D.Carroll, D.Viggers
3 Oct 92	The Darkness Beckons C.Heard, M.Sharwood, D.Branch
3 Oct 92	The Duck of Death D.Viggers, D.Carroll, M.Smith
3 Oct 92	The Gruesome Twosome P.Donnithorne, Ms E.Alsford
3 Oct 92	Traditional Values D.Viggers (solo)
3 Oct 92	Tunnel Vision D.Viggers, D.Carroll
4 Oct 92	Cat in Cream A.Holland, ?
4 Oct 92	Chimniosis P.Donnithorne, Ms E.Alsford
4 Oct 92	First Fault G.Lambe, N.Matton
4 Oct 92	Growly Puss G.Lambe, N.Matton
4 Oct 92	Highway Above Seal City G.Lewis, C.Jones
4 Oct 92	Old Age Traveller C.Heard, M.Sharwood, D.Branch
4 Oct 92	Pussy Chap G.Lambe, N.Matton <i>A strong updraft blowing that day?</i>
4 Oct 92	Route Galore N.Matton, G.Lambe
4 Oct 92	Small Buttress D.Wilkinson, A.Barker
4 Oct 92	Strapaductomy D.Viggers, D.Carroll
4 Oct 92	Trenchfoot Ms E.Alsford, P.Donnithorne, M.Smith
4 Oct 92	Un-named A R.Brewer, A.Burke
4 Oct 92	Un-named B R.Brewer, A.Burke
10 Oct 92	Arête de Ros B.Allen, K.Sales
10 Oct 92	Awesome Megabob A.Robinson, I.Waring (AL)
10 Oct 92	Blancmange D.Carroll (solo)
10 Oct 92	Boisterous K.Sales, B.Allen
10 Oct 92	Bulliber's Travels J.Jones, G.Godowski, J.Hornsby
10 Oct 92	Cafe Society P.Donnithorne, Ms E.Alsford
10 Oct 92	Canny Annie I.Waring, A.Robinson
10 Oct 92	Couloir Noir D.Carroll (solo)
10 Oct 92	Cycling to Brighton J.Jones, G.Godowski
10 Oct 92	Demi Route N.Llewellyn, D.Carroll, P.Quasnichka
10 Oct 92	Diedre Ouest D.Carroll, N.Llewellyn, P.Quasnichka
10 Oct 92	Doigt P.Quasnichka, N.Llewellyn, D.Carroll
10 Oct 92	Door Post D.Wilkinson, D.Chesney
10 Oct 92	Flaky Pastry J.Jones, G.Godowski
10 Oct 92	Flutter By Ms E.Alsford, P.Donnithorne
10 Oct 92	Huff I.Waring (solo)
10 Oct 92	Icarus D.Carroll, N.Llewellyn, P.Quasnichka <i>Pitch 1, D.Carroll, D.Viggers 3 Oct 92</i> <i>He flew so close to the sun, and fell a long way, when a finishing hold broke.</i>
10 Oct 92	Mad Café P.Donnithorne, Ms E.Alsford
10 Oct 92	Red Admirals Ms E.Alsford, P.Donnithorne
10 Oct 92	Rita, Sue and Bob Too K.Sales, B.Allen
10 Oct 92	Seal Appeal I.Waring, A.Robinson
10 Oct 92	Stratafaction Guaranteed D.Hornsby, J.Hornsby
10 Oct 92	The Hornting J.Hornsby, D.Hornsby
10 Oct 92	The Strata Sphere D.Hornsby, J.Hornsby
10 Oct 92	The Trimden Grange Explosion A.Robinson, I.Waring
10 Oct 92	Whore on the Shore D.Chesney, D.Wilkinson
11 Oct 92	Another One Bites the Dust R.Harris, P.Quasnichka
11 Oct 92	Benny's Right-Hand Finish S.Foxley, P.O.Reilly

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11 Oct 92	Brownshoes W.Cresswell, M.Smith
11 Oct 92	Can't Buy A Thrill Ms E.Alsford, S.Sturges
11 Oct 92	Easy Takings D.Chesney, D.Wilkinson
11 Oct 92	Fifi R.Harris, D.McAll
11 Oct 92	King Louis R.Harris, P.Quasnichka
11 Oct 92	Listen with Mother D.Carroll, N.Llewellyn, P.Quasnichka
11 Oct 92	Milky, Milky M.Smith, W.Cresswell
11 Oct 92	More Cake Mr Jefferies? S.Foxley, P.O.Reilly
11 Oct 92	Nut Eater D.Chesney, D.Wilkinson
11 Oct 92	P.O.W. P.Donnithorne, A.Leary
11 Oct 92	Promises, Promises N.Matton, G.Lambe
11 Oct 92	Rock Feast D.Chesney, D.Wilkinson
11 Oct 92	Sastrugi G.Lambe, N.Matton
11 Oct 92	Schizophrenia N.Matton, G.Lambe
11 Oct 92	Seaside Saunter S.Foxley, P.O'Reilly
11 Oct 92	She's Sure S.Muir, J.Robson
11 Oct 92	Stepping In N.Matton, G.Lambe
11 Oct 92	The Jolly Swagman D.Wilkinson, D.Chesney
11 Oct 92	Ten Speed W.Cresswell, M.Smith
11 Oct 92	Too Easy for Bob Allen M.Eggar, H.Mongar
11 Oct 92	Trilobite G.Lambe, N.Matton
11 Oct 92	Ulva Lactuca G.Lambe, N.Matton
11 Oct 92	Vomir G.Lambe, N.Matton
11 Oct 92	Wayne's World M.Smith, W.Cresswell
11 Oct 92	Wire Gobbler D.Wilkinson, D.Chesney
17 Oct 92	Black Cat D.Procter, G.Lambe, N.Matton
17 Oct 92	Black Passage D.Carroll (solo)
17 Oct 92	Bomber Command S.Cardly, D.Wilkinson
17 Oct 92	Bronze Stairway D.Procter, G.Lambe, N.Matton
17 Oct 92	Dive Bomber J.Martin, A.Faulkner
17 Oct 92	Dystopia D.Viggers (solo)
17 Oct 92	Farewell Hamish G.Lambe, N.Matton, D.Procter
17 Oct 92	Glass Slipper N.Matton, G.Lambe, D.Procter
17 Oct 92	Group Dynamic D.Viggers, D.Carroll
17 Oct 92	It's a Bargain D.Carroll (solo)
17 Oct 92	Khaki G.Lambe, D.Procter, N.Matton
17 Oct 92	Kirklands Rest G.Lambe (solo)
17 Oct 92	Locked In P.Donnithorne, Ms E.Alsford
17 Oct 92	Metropia D.Carroll (solo)
17 Oct 92	Penny D.Procter, G.Lambe, N.Matton
17 Oct 92	Passionate Obsession W.Cresswell, M.Smith
17 Oct 92	Periwinkle N.Matton, D.Procter, G.Lambe
17 Oct 92	Pocket Monster P.Donnithorne, Ms E.Alsford
17 Oct 92	Polyps D.Carroll (solo)
17 Oct 92	Return of the Chilli M.Smith, W.Cresswell
17 Oct 92	Silence and I Ms E.Alsford, P.Donnithorne
17 Oct 92	Silver Stripe G.Lambe, N.Matton, D.Procter
17 Oct 92	Stool Pigeon D.Viggers (solo)
17 Oct 92	Strike Up the Bands A.Faulkner, J.Martin
17 Oct 92	Sufferance Ms E.Alsford (solo)
17 Oct 92	The Big Easy Ms E.Alsford, M.Smith, W.Cresswell, P.Donnithorne
17 Oct 92	The S-Word Mrs M.Viggers, D.Viggers, D.Carroll
17 Oct 92	Turritella D.Procter, N.Matton, G.Lambe
17 Oct 92	Vengeant Chilli M.Smith, W.Cresswell
17 Oct 92	Watch This Space D.Carroll, D.Viggers (AL)
18 Oct 92	A l'Eau, A l'Eau N.Matton, G.Lambe, D.Procter

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18 Oct 92	Auntie Freeze C.Spenser, M.Garratt
18 Oct 92	Breakfast by the Guardhouse G.Lambe (solo)
18 Oct 92	Café au Lait N.Matton, G.Lambe, D.Procter
18 Oct 92	Catapult C.Spenser, M.Garratt
18 Oct 92	Early Morning Buttress D.Procter, G.Lambe, N.Matton
18 Oct 92	Marks and Spencers C.Spenser, M.Garratt
18 Oct 92	No Turning Back S.Cardyn, D.Wilkinson
18 Oct 92	North West Passage P.Donnithorne, M.Smith, W.Cresswell
18 Oct 92	Out of Range S.Cardyn, D.Wilkinson
18 Oct 92	Primary Offensive A.Manthorpe, P.Sheperd
18 Oct 92	Ratty Rats with Timid Toes G.Lambe, D.Procter, N.Matton
18 Oct 92	Supersloth D.Carroll, D.Viggers
	<i>The Pembroke version of a modern classic</i>
18 Oct 92	Soft Options J.Martin, A.Fulkner
18 Oct 92	Uncle Cold C.Spenser, M.Garratt
18 Oct 92	Van Gogh P.Donnithorne, M.Smith
18 Oct 92	Vegetarian G.Lambe, D.Procter, N.Matton
18 Oct 92	Veg, Mutton and Lamb D.Procter, N.Matton, G.Lambe
18 Oct 92	Warm Up N.Matton, D.Procter, G.Lambe
19 Oct 92	Sesame Street C.Spenser, M.Garratt
24 Oct 92	Barrel of Beer N.Fuller, M.Smith
24 Oct 92	Blue Horizon D.Viggers, Mrs M.Viggers
24 Oct 92	East Face D.Carroll, V.Moisey
24 Oct 92	Event Horizon D.Carroll, D.Viggers
24 Oct 92	Olde Wide Worlde P.Donnithorne, Ms E.Alsford
24 Oct 92	Slaphead D.Viggers, Mrs M.Viggers
25 Oct 92	Left Gangway D.Chesney, D.Wilkinson
25 Oct 92	Right Gangway D.Wilkinson, D.Chesney
30 Oct 92	On the Loose "FA Unknown"
31 Oct 92	Door Jam D.Chesney, D.Wilkinson
31 Oct 92	Doucement G.Lambe, R.Sprogis, N.Matton
31 Oct 92	East Ender G.Lambe
31 Oct 92	Glasshouses G.Lambe, R.Sprogis
31 Oct 92	Houba G.Lambe, N.Matton, R.Sprogis
31 Oct 92	Icefall N.Matton, R.Sprogis, G.Lambe
31 Oct 92	Marsupialami G.Lambe, N.Matton, R.Sprogis
31 Oct 92	Plumline N.Matton, R.Sprogis, G.Lambe
31 Oct 92	Pyranha N.Matton, G.Lambe, R.Sprogis
31 Oct 92	Sante N.Matton, G.Lambe, R.Sprogis
1 Nov 92	Bender D.Chesney, D.Wilkinson
7 Nov 92	Fumble Free Ms E.Alsford, P.Donnithorne, M.Smith
7 Nov 92	Trompette de la Mort N.Matton, M.Carter
7 Nov 92	Wetfoot M.Carter, N.Matton
8 Nov 92	Bryozoa D.Carroll, V.Moisey
8 Nov 92	Calyx D.Carroll, V.Moisey
8 Nov 92	Canines G.Lambe, N.Matton
8 Nov 92	Fford Ddu D.Procter, M.Carter
8 Nov 92	Length of Fetch D.Procter, M.Carter
8 Nov 92	Rapido N.Matton, G.Lambe
8 Nov 92	Scissors D.Procter, M.Carter
8 Nov 92	Slice M.Carter, D.Procter
8 Nov 92	Stratus Fear P.Donnithorne, Ms E.Alsford
8 Nov 92	Wavelength N.Matton, G.Lambe
8 Nov 92	Whelkhome G.Lambe, N.Matton
9 Dec 92	Better Than it looks M.Cattermole, T.Williams
9 Dec 92	Down and Out M.Cattermole, T.Williams

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12 Dec 92	Low Pro G.Lambe, B.Wiggins
12 Dec 92	Microptychia G.Pricket, G.Lambe
12 Dec 92	Quick Moac G.Pricket, G.Lambe, B.Wiggins
12 Dec 92	Weak Before the Wedding G.Pricket, G.Lambe
12 Dec 92	Withdraw the Realm P.Donnithorne, Ms E.Alsford
23 Jan 93	The Wind and the Lion P.Donnithorne, A.Leary
24 Jan 93	Thoreau's Passage W.Wright, P.Donnithorne (AL)
30 Jan 93	Clanger P.Donnithorne, Ms E.Alsford
30 Jan 93	Friends of the Earth S.Muir, D.Wilkinson
30 Jan 93	Gorgon Ms E.Alsford, P.Donnithorne
30 Jan 93	Spagetti Junction Ms E.Alsford, P.Donnithorne
30 Jan 93	The Final Hour Ms E.Alsford, P.Donnithorne
30 Jan 93	Trog P.Donnithorne, Ms E.Alsford
31 Jan 93	Cakewalk P.Donnithorne, Ms E.Alsford
31 Jan 93	Dubious Practice S.Muir, D.Wilkinson
31 Jan 93	Effervescence D.Procter, M.Carter
31 Jan 93	Etats Grippeaux G.Lambe, N.Matton
31 Jan 93	Last Orders P.Sheperd, I.Beal
31 Jan 93	My Left Foot Ms E.Alsford, P.Donnithorne
31 Jan 93	Scrambler P.Donnithorne, Ms E.Alsford
31 Jan 93	Tim's Arête M.Carter, D.Procter
31 Jan 93	Traversee Gazeuse G.Lambe, N.Matton (AL)
31 Jan 93	Unsound Ethics D.Wilkinson, S.Muir, J.Robson
28 Aug 93	Comments/Observations D.Chesney, D.Wilkinson
28 Aug 93	The F-Word D.Chesney, D.Wilkinson
28 Aug 93	The Sword D.Wilkinson, D.Chesney
28 Aug 93	Tombstone Ms E.Alsford, P.Donnithorne (AL)
29 Aug 93	Grimp P.Donnithorne, Ms E.Alsford
29 Aug 93	Riding the Tide D.Wilkinson, M.Slee
29 Aug 93	Smirf Ms E.Alsford, P.Donnithorne
29 Aug 93	The Crest of a Wave D.Wilkinson, M.Slee
29 Aug 93	Wolverine S.Mayers (unseconded)
	<i>Range West's first E7, first 6c and on-sight to boot.</i>
30 Aug 93	Brownsea D.Chesney, D.Wilkinson
30 Aug 93	Choughed to Bits B.Davidson, R.Jones, H.Day
30 Aug 93	Common Blue B.Wright, S.Abbott, M.Slee
30 Aug 93	Dead Choughed R.Jones, H.Day, B.Davidson
30 Aug 93	Edge of Extinction B.Davidson, R.Jones
30 Aug 93	Fretboard Ms E.Alsford, P.Donnithorne
30 Aug 93	Jamboree D.Wilkinson, D.Chesney
30 Aug 93	Little Joy M.Rossert, S.Abbott
30 Aug 93	Marquee de Sade D.Wilkinson, D.Chesney
30 Aug 93	Sit on the Sun P.Donnithorne, Ms E.Alsford
30 Aug 93	Spylop B.Wright, M.Slee
30 Aug 93	Sunbleached Ms E.Alsford, P.Donnithorne
30 Aug 93	Too Hard for Barry Humphrey D.Chesney, D.Wilkinson
30 Aug 93	The Stare D.Chesney, D.Wilkinson
4 Sep 93	All the Fun of the Fair D.Viggers, M.Slee
4 Sep 93	Right Side Arête B.Davidson, R.Jones
4 Sep 93	The Scorcher S.Mayers (unseconded)
	<i>An oft-admired line</i>
4 Sep 93	Trailblazer D.Viggers, M.Slee
5 Sep 93	Outlander Ms E.Alsford, P.Donnithorne (AL), D.Viggers
11 Sep 93	Airhead P.Donnithorne, Ms E.Alsford
11 Sep 93	Laughing Gnome Ms E.Alsford, P.Donnithorne
11 Sep 93	Rebriefed Arête K.Sales, D.Robinson

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11 Sep 93	Sonar Shuffle Ms E.Alsford, P.Donnithorne
11 Sep 93	This One's for Cooky B.Allen, K.Sales, A.Robinson <i>Named in honour of Dave Cook following his tragic death</i>
18 Sep 93	Black and Silver G Lambe, N.Matton
18 Sep 93	Breach of the Peace P.Donnithorne, R.Thomas (AL), Ms E.Alsford
18 Sep 93	Caloplaca G Lambe, N.Matton
18 Sep 93	Cat Mafia G Lambe, N.Matton
18 Sep 93	Crick N.Matton, G Lambe
18 Sep 93	Floodgates Ms E.Alsford, P.Donnithorne, R.Thomas
18 Sep 93	Ginger Lace N.Matton, G Lambe
18 Sep 93	Limonium G Lambe, N.Matton
18 Sep 93	Just Under the Fence G Lambe, N.Matton
18 Sep 93	Polka N.Matton, G Lambe
18 Sep 93	Pyrrhocorax G Lambe, N.Matton
18 Sep 93	Tanked Up P.Donnithorne, Ms E.Alsford, A.Leary
18 Sep 93	The Sea for Breakst N.Matton, G Lambe
18 Sep 93	The Sun Rises Too N.Matton, G Lambe
18 Sep 93	Wash Doubt S.Mayers (unseconded) <i>Another formidable lead by Steve</i>
18 Sep 93	Xanthera G Lambe, N.Matton
25 Sep 93	Down to the Wire D.Viggers, Mrs M.Viggers
26 Sep 93	29 Palms D.Viggers, P.Donnithorne
26 Sep 93	Beyond the Pail S.Cardy, M.Nicklas
26 Sep 93	The Far East P.Donnithorne, D.Viggers (AL)
2 Oct 93	Looking for Sign Oscar G.Lambe, N.Matton
2 Oct 93	Working the Black Line G.Lambe, N.Matton
3 Oct 93	Fog on the Tide Ms E.Alsford, P.Donnithorne
16 Oct 93	Now We're Cooking B.Allen, P.Devine
16 Oct 93	October 20 1991 B.Allen, P.Devine
16 Oct 93	Speed Trap A.Perkins, Ms E.Alsford
17 Oct 93	Les Phoques N.Matton, G.Lambe
17 Oct 93	Nora and Ada P.Johnson, B.Allen, P.Devine
17 Oct 93	Saving it for Sally N.Matton, G.Lambe
17 Oct 93	The Colour Purple G.Lambe, N.Matton
17 Oct 93	The Ligurian P.Donnithorne, Ms E.Alsford, J.Hornsby
17 Oct 93	Whalesong G.Lambe, N.Matton
23 Oct 93	Birthday Present D.Chesney, D.Wilkinson
23 Oct 93	Far West Arete D.Wilkinson, D.Chesney
23 Oct 93	Juggler D.Wilkinson (solo)
23 Oct 93	Jugular D.Wilkinson, D.Chesney
24 Oct 93	Fun and Games D.Wilkinson, D.Chesney
24 Oct 93	Funday Afternoon D.Chesney, D.Wilkinson
24 Oct 93	Wolfgang D.Chesney, D.Wilkinson
24 Oct 93	Shostakovich D.Wilkinson, D.Chesney
30 Oct 93	Blockhead "FA Unknown"
30 Oct 93	Chimney Sweep S.Elkin, H.Robinson
30 Oct 93	Chough in Hell S.Elkin, H.Robinson
30 Oct 93	Dummkopf D.Chesney, D.Wilkinson
30 Oct 93	Meet Me in the Corner Ms E.Alsford, P.Donnithorne
30 Oct 93	Toll of Time P.Donnithorne, R.Thomas
31 Oct 93	Blood in the Cracks D.Wilkinson, D.Chesney
31 Oct 93	Brass Monkeys R.Thomas, P.Donnithorne
31 Oct 93	Celebrity Mantelshelves D.Chesney, D.Wilkinson
31 Oct 93	Chough Wall H.Robinson, S.Elkin <i>Worked Out N Matton, G Lambe 23 Sep 95</i>
31 Oct 93	Fohn G.Lambe, N.Matton

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31 Oct 93	Mistral G.Lambe, N.Matton
31 Oct 93	Rugged Wall P.Donnithorne, R.Thomas
31 Oct 93	Sirocco G.Lambe, N.Matton
31 Oct 93	Slimline P.Donnithorne, R.Thomas
31 Oct 93	Tonic R.Thomas, P.Donnithorne
31 Oct 93	Trick or Treat D.Chesney, D.Wilkinson
31 Oct 93	Zephyr G.Lambe, N.Matton
27 Nov 93	Aeolus G.Lambe, N.Matton
27 Nov 93	Meltemi N.Matton, G.Lambe
20 Aug 94	Dangerous Moonlight S.Elkin, H.Robinson, D.Bowman
20 Aug 94	Divine Intervention S.Elkin, D.Bowman, H.Robinson
20 Aug 94	Almost Bobbing P.Donnithorne, B.Allen, J.Hornsby <i>A near epic zawn swim ensued</i>
20 Aug 94	Overload P.Donnithorne, Ms E.Alsford (AL)
20 Aug 94	Toby Jugs D.Carroll (solo)
20 Aug 94	Toby the Tiny Taste Ranger J.Hornsby, B.Allen
20 Aug 94	You should have listened to your mother D.Carroll, D.Viggers (AL)
21 Aug 94	Shorter than the Briefing P.Devine, B.Allen
21 Aug 94	The Colonel's Shorts Ms E.Alsford, B.Wright, S.Sturgess <i>The Colonel had been spotted in a particularly spectacular pair of beach shorts.</i>
27 Aug 94	Serendipity 3 J.Hornsby, P.Devine
28 Aug 94	Smugglers of Light J.Hornsby, B.Allen, P.Devine
28 Aug 94	Wormholes in Space A.Robinson, K.Sales
28 Aug 94	Who Shot (Port) Stanley's Goose? B.Allen, P.Devine, J.Hornsby <i>A certain Colonel had just been in trouble for, allegedly, shooting wildfowl in the Falklands</i>
28 Aug 94	Worse Than the Briefing P.Devine, B.Allen
29 Aug 94	Breaking Loose B.Allen, P.Johnson, P.Devine, J.Hornsby
29 Aug 94	Elena's Soft Touch P.Devine, J.Hornsby
29 Aug 94	It was the Colonel in the kitchen with a revolver P.Johnson, J.Hornsby, B.Allen, P.Devine
29 Aug 94	Potiphar J.Hornsby, P.Devine
Aug 94	Pasta La Vista Baby "FA Unknown"
10 Sep 94	Mantovani, But ! W.Gladwin, S.Thompson
10 Sep 94	Old Sparky P.Donnithorne, M.Paganuzzi
10 Sep 94	Waist high Sharon and her five gigolos S.Thompson, W.Gladwin
24 Sep 94	A Serious Breach of Regulations D.Wilkinson, J.Butler
24 Sep 94	A Slap on the Wrist D.Wilkinson, J.Butler
24 Sep 94	Headless Chicken Ms E.Alsford, P.Donnithorne
24 Sep 94	The Wrong Track D.Wilkinson, J.Butler
24 Sep 94	Trouble at t'Guardhouse D.Wilkinson, J.Butler
25 Sep 94	Bise D.Wilkinson, J.Butler
25 Sep 94	Chinook D.Wilkinson, J.Butler
25 Sep 94	The Limp Pimp Ms E.Alsford, P.Donnithorne, M.Paganuzzi
25 Sep 94	The Right Track J.Butler, D.Wilkinson
8 Oct 94	Burane G.Lambe, N.Matton
8 Oct 94	Hotpoint P.Donnithorne, M.Slee, K.Matthews
8 Oct 94	Katabatic G.Lambe, N.Matton
9 Oct 94	House of Cards P.Donnithorne, K.Matthews, M.Slee
9 Oct 94	Bayonet Practice Dummy K.Matthews, P.Donnithorne, M.Slee
9 Oct 94	Prelude G.Lambe, N.Matton
9 Oct 94	Tatie Mac N.matton, G.Lambe
15 Oct 94	Chuff and Chips R.Ruddle, C.York
15 Oct 94	'Ello Sailor D.Wilkinson, J.Butler
15 Oct 94	Simoon D.Wilkinson, J.Butler
16 Oct 94	Calm D.Wilkinson, J.Butler

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16 Oct 94	Flatulence D.Wilkinson, J.Butler
16 Oct 94	Still Slab J.Butler, D.Wilkinson
16 Oct 94	Windy Wall J.Butler, D.Wilkinson
23 Oct 94	Janus, Janus P.Devine, J.Hornsby
24 Oct 94	When the Levee Breaks M.Paganuzzi, P.Donnithorne, Ms E.Alsford (AL)
5 Nov 94	Beatrice P.Donnithorne, J.Harwood
5 Nov 94	Skinney Linney P.Donnithorne, J.Harwood
5 Nov 94	Yellow Snapper P.Donnithorne, J.Harwood
26 Nov 94	The Elusive Mole P.Donnithorne, A.Leary
26 Nov 94	Feline Psychology A.Leary, P.Donnithorne
27 Nov 94	Damp Wall P.Donnithorne, A.Leary
27 Nov 94	Fellow Hoodlums A.Leary, P.Donnithorne
27 Nov 94	Three Legged Race P.Donnithorne, A.Leary
27 Nov 94	The Mole and the Pussycat A.Leary, P.Donnithorne
27 Nov 94	Stiff Upper Lip E.Alford, R.Thomas
3 Dec 94	Flags of Deception P.Donnithorne, J.Harwood
14 Jan 95	Santa Maria D.Carroll, P.Donnithorne
15 Jan 95	Ministry of Deception P.Donnithorne, A.Perkins
20 Aug 95	Bring on the Gimp M.Paganuzzi, P.Donnithorne, J.Hornsby
26 Aug 95	Address Book P.Donnithorne, J.Hornsby
26 Aug 95	Hermit J.Hornsby, P.Donnithorne
27 Aug 95	Sunset Chimneys A.Wielochowski, A.Gordon-Seymour
28 Aug 95	Houdini A.Weilochowski, A.Gordon-Seymour
28 Aug 95	Kling Kong A.Weilochowski, A.Gordon-Seymour
28 Aug 95	The Contortionist A.Gordon-Seymour, A.Weilochowski
28 Aug 95	The Executioner's Song S Mayers (unsecceded)
28 Aug 95	The Final Curtain P.Donnithorne, J.Hornsby
28 Aug 95	Trespasseuse J.Dance, B.Allen
2 Sep 95	Promenade A.Gordon-Seymour, J.Temple, A.Weilochowski
23 Sep 95	Amazonia G.Lambe, N.Matton
23 Sep 95	Deceived Kingdom B.Allen, D.Viggers
23 Sep 95	Lobster Crawl A.Wielochowski, J.Temple
23 Sep 95	Men Behaving Badly D.Viggers, B.Allen
23 Sep 95	Peace Games B.Allen, D.Viggers
23 Sep 95	Roof P.Donnithorne, J.Hornsby
23 Sep 95	Tempest in a Teapot P.Donnithorne, K.Matthews, J.Hornsby
24 Sep 95	Fred's Wall P.Donnithorne, J.Hornsby
8 Oct 95	Land of Nod P.Donnithorne, S.Eggert
21 Oct 95	Cheap and Cheerful P.Donnithorne, P.Devine
22 Jan 95	Green Goose P.Donnithorne, B.Allen, P.Devine
22 Oct 95	Rainbow Sisters B.Allen, P.Donnithorne, P.Devine
Aug 96	Atishoo, Atishoo D.Wright, M.Shelley
14 Sep 96	Datsma Groovethang M.Wilson, R.Bell
14 Sep 96	Pitcher This R.Bell, M.Wilson
15 Sep 96	Jugulesc C.Simpkins, M.Simpkins
21 Sep 96	A Little Touched I.Parnell, J.Arran
21 Sep 96	Perfectly Ridiculous J.Arran (unsecceded)
21 Sep 96	Quite Absurd J.Arran, I.Parnell
22 Sep 96	To Be Or Not To Be? J.Arran (unsecceded)
12 Nov 96	Posing for the Artist J.Arran, A.Arran
30 Nov 96	Chameleon Direct D.Viggers, I.Parnell
30 Nov 96	Spot the Dog I.Parnell, D.Viggers
7 Aug 97	Belly Rock and Roll B.Brandsby, J.McShae
16 Aug 97	Beginning of a Bad Day I.Parnell, P.Twomey
16 Aug 97	Perimeter Wall J.Arran, A.Arran (AL)
23 Aug 97	Bristol Fashion N.Barry, Mrs H.Barry, Ms C.Williams

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6 Sep 97	Bikini State Black B.Brandsby, J.McShea
6 Sep 97	Wet Feet Worm Hole B.Brandsby, J.McShea (AL)
14 Sep 97	Cave-Heart I.Parnell, T.Messiah (AL)
14 Sep 97	Learning the Wake I.Parnell, T.Messiah
21 Sep 97	Zion Train T.Messiah, I.Parnell
28 Sep 97	Arch Anemone B.Brandsby, T.Messiah
28 Sep 97	Rib Tickler I.Parnell, J.Arran
12 Oct 97	Kickass Angel T.Messiah, I.Parnell
26 Oct 97	Surprise Gift T.Messiah, I.Parnell
Oct 97	Chemical Straightjacket G.Farquhar
Oct 97	Courting Disaster S.Mayers
Oct 97	Planet of the Apes G.Farquhar, S.Mayers (AL)
1997	Road Runner B.Brandsby, T.Messiah (alts on sight)
16 Aug 98	Big Loosey I.Parnell, J.Arran (AL)
16 Aug 98	Dish the Dirt I.Parnell, J.Arran
16 Aug 98	Humpty Dumpty J.Arran, I.Parnell
Sep 98	Indian Rope Trick I.Vickers, B.Brandsby
4 Oct 98	All hands for the pump F.Thompson, M.Brown
4 Oct 98	Impending Doom F.Thompson, M.Brown
19 Aug 99	Cinderella P.Sleet, N.Barry (both solo)
21 Aug 99	Here we go Loopy Lu F.Thompson, J.Alcock
25 Aug 99	Detention A.Tallant, N.Barry
25 Aug 99	Duplo Ms C.Williams, Mrs H.Barry
25 Aug 99	Juvenile Delinquent N.Barry (solo)
25 Aug 99	Lala Mrs H.Barry, Ms C.Williams
25 Aug 99	Pay Attention Mrs H.Barry, Ms C.Williams
	<i>A first pitch can be added at low tide - A.Tallant (solo)</i>
25 Aug 99	Po Mrs H.Barry, Ms C.Williams
25 Aug 99	Potty Training Mrs H.Barry, Ms C.Williams
25 Aug 99	Reading Class N.Barry (solo)
25 Aug 99	Second Childhood N.Barry, A.Tallant
25 Aug 99	Stand in the Corner A.Tallant (solo)
25 Aug 99	Tinky Winky Mrs H.Barry, Ms C.Williams
25 Aug 99	Tiny Tots Ms C.Williams, Mrs H.Barry
25 Aug 99	The Forth Telly Tubby N.Barry (solo)
25 Aug 99	You're Being Watched N.Barry (solo)
28 Aug 99	Can't Climb, Won't Climb N.Barry, P.Sleet, Mrs H.Barry
28 Aug 99	Eastern Promise S.Richardson, D.Carroll
28 Aug 99	Masterchef N.Barry (solo)
28 Aug 99	Mean and Steepfulness D.Carroll, S.Richardson
28 Aug 99	Thro' the Keyhole P.Sleet, Mrs H.Barry, N.Barry
29 Aug 99	A Bit of Chough Mrs H.Barry, Mrs J.Cheasley (both led), N.Barry (solo), S.Hind
29 Aug 99	All Choughed Out N.Barry, P.Sleet (both solo)
29 Aug 99	Charlie Dimmock P.Sleet, N.Barry (both solo)
29 Aug 99	Chough the Magic Dragon N.Barry, P.Sleet (both solo)
30 Aug 99	Choughs Go Where Climbers Fear to Tread P.Sleet, N.Barry (both solo)
29 Aug 99	Choughless P.Sleet, N.Barry (both solo)
29 Aug 99	Madman's arête P.Sleet, N.Barry (both solo)
29 Aug 99	Ordinary Route P.Sleet, N.Barry, S.Hind, Mrs J.Cheasley, Mrs H.Barry (all solo)
29 Aug 99	The Chough Get Going N.Barry, P.Sleet (both solo)
29 Aug 99	The Good, The Bad and The Chough Mrs H.Barry, Mrs J.Cheasley (both led), P.Sleet, N.Barry (both solo), S.Hind
29 Aug 99	When the Going Gets Chough N.Barry, P.Sleet (both solo)
29 Aug 99	We're The F'Quarwe N.Barry, P.Sleet (both solo)
29 Aug 99	Where Choughs Dare N.Barry, P.Sleet (both solo)
10 Oct 99	Chicane D.Wright, F.Kendon

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29 Jul 00	Braer A.Tallant, Mrs H.Barry, N.Barry
29 Jul 00	Chough Wars Mrs H.Barry, N.Barry
29 Jul 00	Exxon Valdez N.Barry (solo)
29 Jul 00	Foreign Transfer N.Barry, Mrs H.Barry, A.Tallant
29 Jul 00	Free Transfer A.Tallant (solo)
29 Jul 00	Named and Shamed A.Tallant, N.Barry <i>The Colonel had singled out Dave Turnbull as a briefed climber not to have climbed in Range West in 1999</i>
29 Jul 00	Return of the Chough Mrs H.Barry (solo)
29 Jul 00	Sea Empress N.Barry (solo)
29 Jul 00	Talent Scout A.Tallant, N.Barry (both solo)
29 Jul 00	The Chough Strikes Back Mrs H.Barry, N.Barry
29 Jul 00	The Phantom Chough Mrs H.Barry, N.Barry
29 Jul 00	Torrey Canyon N.Barry, A.Tallant (both solo)
30 Jul 00	Blow Your Own Trumpet A.Tallant, Mrs H.Barry, N.Barry, P.McCloy, Ms H.Madjwick, P.Sleet, Ms A L Awyer
30 Jul 00	Lost Tanker A.Tallant, N.Barry
30 Jul 00	OH-Ten N.Barry Mrs H.Barry
30 Jul 00	Operation Pedestal N.Barry, Mrs H.Barry, P.Sleet (solo)
30 Jul 00	The Annual Griefing D.Carroll, G.Forward
30 Jul 00	Trumpet Voluntary A.Tallant, N.Barry
26 Aug 00	Beach Ball Crack N.Barry, Mrs H.Barry
26 Aug 00	Bopping with the Colonel A.Tallant, P.Sleet
26 Aug 00	Jtree Special N.Barry, Mrs H.Barry
26 Aug 00	The inscrutable smile of the RSM A.Tallant, P.Sleet
26 Aug 00	Red Mondeo Man A.Tallant, P.Sleet <i>A strangely familiar civilian in a Red Mondeo had stopped the team for a pass check</i>
15 Sep 00	Bell Tent M Gutteridge, D.Wilkinson, R Webb
16 Sep 00	Pujol D.Wilkinson, M Gutteridge (AL)
16 Sep 00	Wind Up M Gutteridge, D.Wilkinson
28 Jul 01	A Tale of Two Helens Mrs H.Barry, Ms A L Awyer, N.Barry
28 Jul 01	Anonymous Helen Mrs H.Barry, N.Barry, Ms A L Awyer, P.Sleet
28 Jul 01	Boddingtons P.Sleet, Ms A L Awyer
28 Jul 01	Burning Arête N.Barry (solo) <i>The sun had made the rock too hot to touch</i>
28 Jul 01	Fragile Arête A.Tallant, P.Sleet
28 Jul 01	John Smith's N.Barry (solo)
28 Jul 01	RSM's Sensible Sandals A.Tallant, N.Barry, P.Sleet
28 Jul 01	Shadow Seeker A.Tallant, P.Sleet
28 Jul 01	Siren's Song A.Tallant, P.Sleet
28 Jul 01	Up and Down A.Tallant, P.Sleet, N.Barry (all solo)
29 Jul 01	Radiation Factor A.Tallant, N.Barry
11 Aug 01	Same Again C Watts, P Smith
11 Aug 01	Something Similar P Smith, C Watts
11 Aug 01	Your Fault C Watts, P Smith
12 Aug 01	Grey Wall Traverse C Watts, P Smith (AL)
25 Aug 01	A Quick Green Cormorant N.Barry, Mrs H.Barry
25 Aug 01	Cormorant's Arête N.Barry, Mrs H.Barry
25 Aug 01	Festival of the Sea N.Barry, Mrs H.Barry
25 Aug 01	Guillemot Wall N.Barry, Mrs H.Barry
25 Aug 01	Send more Micros Mrs H.Barry, N.Barry
26 Aug 01	Flying Jeeps N.Barry, Mrs H.Barry <i>The Royal Marines and the Paras were invading Pembroke from Lundy! The leader complained that his helmet was not rated for a Heli-Borne Jeep doing 100+ mph.</i>
26 Aug 01	The Crazy Gang are in Town Mrs H.Barry, N.Barry (AL)
Pre'2002	The Men in Black D.Wright, F.Kenden

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Pre'2000	Life's Rich Pagent D.Wright, F.Kenden
Pre'2002	It was the Colonel in the kitchen with a revolver D.Viggers, B.Allen
Pre'2002	Wet Feet, White Block B.Bransby, I.Vickers (AL)
Pre'2002	Incognito Mr Slee D Barlow, N Boyd, D Ryders
Pre'2002	Salieri J.Hornsby, P Devine
Pre'2002	"Mount Sion Central Traverse" T.Messiah, I.Parnell
Pre'2002	Lone Ranger J Arran (solo)
27 Jul 02	Danger UXB N.Barry, S.Howe
27 Jul 02	Toil and Strife N.Barry (solo)
27 Jul 02	What the heck! S.Howe (solo)
28 Jul 02	Hostile Takeover J Higgins, R Fenton
28 Jul 02	Ménage a 'Trois N.Barry, Mrs H.Barry, Ms C.Williams
28 Jul 02	P.lovers on the nest N.Barry, Mrs H.Barry, Ms C.Williams
28 Jul 02	Post Coital Experience S.Howe, S Hind
28 Jul 02	Post Marital Tension Mrs H.Barry, Ms C.Williams, N.Barry
28 Jul 02	The Hump Ms C.Williams, N.Barry
17 Aug 02	Fossil Hunter J.Marshall, R.Thei
25 Aug 02	Boys Day Out N.Barry, P.Sleet, S Hind
25 Aug 02	Do You Have To N.Barry (solo)
25 Aug 02	KY Jelly N.Barry (solo) <i>An attempt the previous month nearly result in a swim in the pool after a rain shower</i>
25 Aug 02	No Tallant A.Tallant, S.Howe
25 Aug 02	Stag Party A.Tallant, S.Howe, S Hind
26 Aug 02	I'm a Lumberjack P.Sleet, S Hind, N.Barry
26 Aug 02	Ministry of Silly Walks P.Sleet, S Hind, N.Barry
26 Aug 02	Nailed to the Perch P.Sleet (solo)
26 Aug 02	Norwegian Blue P.Sleet, S Hind, N.Barry
26 Aug 02	Pining for the Fjords P.Sleet (solo)
26 Aug 02	Wafer Thin Mint S Hind, N.Barry
27 Aug 02	Anniversary Route N.Barry, S.Howe
27 Aug 02	Climbus Interruptus P.Sleet, S Hind, N.Barry
27 Aug 02	Marriage! S.Howe, N.Barry
27 Aug 02	S0 A.Tallant, P.Sleet
2 Aug 03	Tubing N.Barry, Mrs H.Barry, Ms K Hacker, S.Howe
24 Aug 03	Boomerang N.Barry, Mrs H.Barry, A.Tallant
26 Oct 03	Haboob S.Muir, D.Wilkinson
26 Oct 03	Khamsin S.Muir, D.Wilkinson
26 Oct 03	Petomane D.Wilkinson, S.Muir
27 Oct 03	Becalmed D.Wilkinson, S.Muir
27 Oct 03	Doldrum S.Muir, D.Wilkinson
27 Oct 03	Oak Tree Couloir D.Wilkinson, S.Muir
27 Oct 03	Oak Tree Traverse S.Muir, D.Wilkinson <i>We never found the tree, but the sea below was covered with a mat of floating oak leaves.</i>
27 Oct 03	Oak Tree Wall D.Wilkinson, S.Muir
8 Nov 03	Moonshine J.Martin, D.Wilkinson
8 Nov 03	The Still of the Night D.Wilkinson, J.Martin
8 Nov 03	Wet Feet D Williams, A Wellings
8 Nov 03	Impreza D Williams, A Wellings
8 Nov 03	Lost Shoe Shuffle A Wellings, D Williams
8 Nov 03	Shoe Brew A Wellings, D Williams
9 Nov 03	Love is the Drug D Williams, A Wellings
9 Nov 03	Trundlebum D.Wilkinson, J.Martin (AL?)
9 Nov 03	Walking on Sunshine D Williams, A Wellings
28 Dec 03	Leo J.Martin, D.Wilkinson
28 Dec 03	Pussyfoot J.Martin, D.Wilkinson
28 Dec 03	Remus D.Wilkinson, J.Martin

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28 Dec 03	Romulus D.Wilkinson, J.Martin
29 Dec 03	Bird Buff D.Wilkinson, J.Martin
29 Dec 03	Putting Your Foot in it J.Martin, D.Wilkinson
30 Dec 03	Cold Hands on Sloping Shelves D.Wilkinson, J.Martin
30 Dec 03	Feet of Clay D.Wilkinson, J.Martin
30 Dec 03	Racing the Rain D.Wilkinson, J.Martin
30 Dec 03	Vanishing Chimney J.Martin, D.Wilkinson
1 Aug 04	Editor's Choice N.Barry, Ms P Watson
1 Aug 04	No Drama Today Ms P Watson, N.Barry.
1 Aug 04	Short But Sweet N.Barry, Ms P Watson
28 Aug 04	Hidden Tallants N.Barry (solo)
28 Aug 04	Take the Rough with The Smooth N.Barry (solo)
28 Aug 04	The Brain Drain N.Barry (solo)
28 Aug 04	Plovering Heights A.Tallant, N.Barry, I Appuhamy, Ms C.Williams
28 Aug 04	Ol'right me Plover A.Tallant (solo)
28 Aug 04	Blood Plover A.Tallant, N.Barry, I.Appuhamy
28 Aug 04	Half-Plover A.Tallant, N.Barry, I.Appuhamy
28 Aug 04	Plovers in Arms I.Appuhamy, N.Barry, Ms C.Williams, A.Tallant
30 Aug 04	Reach for the Sky N.Barry, Ms C.Williams (AL)
27 Aug 05	Coward's Way Ms P.Watson, D.Carroll
27 Aug 05	Left Said Fred A.Tallant, N.Barry
27 Aug 05	Right Said Fred A.Tallant, N.Barry
	<i>This route is steep and gear dropped off the top will go free into the sea.</i>
27 Aug 05	Route Barreé N.Barry (solo)
27 Aug 05	Sql DB DFC A.Tallant, N.Barry
27 Aug 05	The Angry Crystal D.Carroll, Ms P.Watson
27 Aug 05	The Crystal Maze D.Carroll, Ms P.Watson (AL)
11 Jun 06	Thirty Minutes of Fame N.Barry, Ms P.Watson
	<i>The life expectancy of an airman in WWI, or new routing in 6m of surf.</i>
11 Jun 06	Rackmaninov J.Marshall, Ms R.Thei
	<i>Very hard not to use holds shared with Mahler</i>
15 Jul 06	Destination Unknown N.Barry (solo)
15 Jul 06	Trouble and Strife N.Barry, Mrs H.Barry
	<i>The second objecting to the harder traverse start</i>
26 Aug 06	Route of Six A.Tallant, N.Barry
26 Aug 06	What Goes Down Must Come Up A.Tallant, N.Barry (both solo)
26 Aug 06	Shergar N.Barry, Mrs H.Barry
26 Aug 06	Red Rum N.Barry (solo)
26 Aug 06	Desert Orchid N.Barry (solo)
26 Aug 06	Welsh Cob A.Tallant, N.Barry
28 Aug 06	Flower Pot Men Bill and Ben (A.Tallant and N.Barry)
	<i>A success at the 3rd attempt after cleaning the cracks. The ranger had just placed the climbers' guide markers</i>

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Addendum of non included routes

This Addendum contains routes removed from the main guide for several reasons. In the main because they are believed to have fallen down, or are Permanently Restricted [PR], but also because they could not be definitively located or are considered the same as other recorded routes. In the latter case the route with the known location is considered the first ascent, even if it has a later date.

Eyes Out 18 metres Very Severe 4c † [Believed the same as *Urbane Guerilla*] 11.10.92
About 30 metres south of the fence line, climb a good crack direct to a roof, move left, and cross the roof at its lowest. Finish direct.

11 Oct 92 **Eyes Out** S.Muir, J.Robson

Not So Long 22m Hard Severe 4b † [Believed the same as *Billabong*] 11.10.92
Climb slabby breaks 5 metres right of *Billabong* to a left-facing corner and up this to a terrace.

11 Oct 92 **Not So Long** S.Muir, J.Robson

Cry Phreedome 30m E1 5b † [Fallen Down] 29.12.91
Climb the thin cracks in the wall just right of the large, undercut corner to the roof and swing left to the arête. An awkward step up into a short groove gains the next roof. Hand-traverse right to the end of the roof and finish up an easy flake.

29 Dec 91 **Cry Phreedome** P.Donnithorne, B.Watson

Williwaw 30m Hard Severe † [Fallen Down] 15.10.94
A devious but interesting line with unusual climbing at a remarkably low standard on an overhanging part of the cliff.

1.8m 4a Start 14 metres right of the Windy Wall. Climb a slabby wall to a corner below the big roof, and move right to ledge.

2.16m 4a Stomach-traverse the break rightwards to the prominent triangular ledge on the arête overlooking Wind Zawn.

3.6m – Step right and climb easily to the top.

15 Oct 94 **Williwaw** D.Wilkinson, J.Butler

Captain Jack 18m Hard Very Severe 5a † [Fallen Down] 29.8.92
The steep corner under the left edge of the hanging slab bounding the west end of Strata Walls.

29 Aug 92 **Captain Jack** Mrs M.Viggers, M.Ludington, D.Carroll

Gizmo 23m Very Difficult [Fallen Down] 29.8.92
The right hand side of the slab, starting up cracks.

29 Aug 92 **Gizmo** Mrs M.Viggers, M.Ludington

The next route takes a line up the supporting leg of the through cave on the left of this wall
The Blizzard 39m E1 † [Fallen Down] 24.1.93

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1.30m 5a Climb the pillar, then continue for 6 metres where a diagonal leftwards traverse leads to a welcoming ledge above the cave.

2.9m 4b Take the faint groove on the right to the top.

24 Jan 93 **The Blizzard** P.Donnithorne, W.Wright (AL)

Slanting Mists 27m E1 5b † [Fallen Down] 15.12.91

Climb the front of the pillar directly and up steep, juggy rock to where the angle eases.

Continue into a groove and step left to finish up a steep, short corner to the top.

15 Dec 91 **Slanting Mists** Ms E.Alsford, P.Donnithorne

Driving Rain 27m Very Severe 4b † [Fallen Down] 29.8.92

A good pitch starting up *Slanting Mists*. Trend up rightwards to vague groove line leading through overhangs to belays on an easy ramp.

29 Aug 92 **Driving Rain** D.Carroll, D.Viggers

Pre-placed belays were advisable for the next series of routes.

The Weather Men 33m Hard Very Severe 4c † [Fallen Down] 29.8.92

Start in the corner right of the cave. Trend left along the lip of the cave into a blocky corner – step left and straight up the bulging wall to where the angle eases. Finish direct (friable rock) or step left to a belay in a niche.

29 Aug 92 **The Weather Men** D.Viggers, D.Carroll

For Sue 33m Very Severe 4c [Fallen Down] 29.8.92

The main corner line with some friable rock towards the top.

29 Aug 92 **For Sue** D.Viggers, Mrs M.Viggers

Dreich 33m Very Severe 4a † [Fallen Down] 29.8.92

The buttress to the right via cracks to the loose corner line – good start, poor finish.

29 Aug 92 **Dreich** D.Carroll, M.Ludington

Stubborn Friends 39m Very Severe 4b † [Believed the same as *Mercedes*] 11.10.92

The right side of the slab – start right of the recess. Take a direct line 5 metres left of the corner to finish up a vague scoop.

11 Oct 92 **Stubborn Friends** S.Sturgess, Ms E.Alsford

Approximately 24 metres east of the stack descent is a large cave, above a high tide ledge system, in the slabby walls.

Dawn Chorus 24m E1 5b [PR] † 10.11.91

Start 6 metres right of the cave. Climb the most obvious crack to where it becomes a narrow chimney at 8 metres. Climb the steeper crack above and finish carefully rightwards.

10 Nov 91 **Dawn Chorus** P.Donnithorne, Ms E.Alsford

At the right-hand end of these walls, in the eastern limit of the bay, is a large south facing cave.

Wild Rumpus 30m E2/3 [PR] † 10.11.91

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This climb features wild swings through the cave on huge handholds with excellent rock and protection. Approach from Hobbyhorse Bay beach via a wave cut platform.

1.21m 5b/c Climb a damp groove on the right wall to the roof. Traverse rightwards to a blatantly obvious break in the roof, gain holds on the lip, cut loose to a speedy heelhook and so reach a cave a few metres higher.

2.9m 5a Huge holds allow the bulging wall on the right to be overcome.

10 Nov 91 **Wild Rumpus** M.Charlton, C.Dale

Hurricane 36m E2 5b [PR] † 10.11.91

The wall right of the cave. Move easily up rightwards to a small ledge on the arête and go up to a horizontal break below a small roof. Move left for 1½ metres and follow cracks, trending slightly right, to a ledge (optional belay). Finish up the crack to the top.

10 Nov 91 **Hurricane**

The next route also lies on the wall to the right but needs to be approached through the arch of Arch Zawn.

Full Tilt 24m E1 5b [PR] † 10.11.91

Traverse in from the east (in all but the highest/roughest of seas) until under the second of two corners. A better and trickier route than it looks. Climb the corner for 5 metres to shelf, then pull rightwards to a second shelf. Go rightwards to gain a short hanging crack (crux) and finish up this.

10 Nov 91 **Full Tilt** M.Charlton, C.Dale

Arch Crack 17m Very Severe 4b [PR] † 9.11.91

The east-facing crack in the outer leg of the arch.

9 Nov 91 **Arch Crack** F.Ramsey, P.Littlejohn

Arch Traverse 33m E2 5b [PR] † 19.8.90

Start 3 metres right of the arch. Climb a steep crack for about 8 metres, then traverse right to a corner. Move out rightwards above the lip of the arch for about 15 metres until it is possible to exit straight up.

19 Aug 90 **Arch Traverse** P.Donnithorne, J.Hornsby, M.Paganuzzi

The Flake 24m E1 5b [PR] † 19.8.90

Takes a flake-line on the east wall of the arch on its landward side. A steepening slab leads to the "flake". Continue in the same line to the top.

19 Aug 90 **The Flake** P.Donnithorne, J.Hornsby, M.Paganuzzi

Overhanging Crack 24m VS 4c [PR] † 19.8.90

Start in the chimney/cave. The obvious overhanging crack 3 metres left of Crossbow is climbed on good holds.

19 Aug 90 **Overhanging Crack** M.Paganuzzi, P.Donnithorne, J.Hornsby

The next series of routes are on the other side of the boulder beach from the arch.

Yuletide 18m E1 5b [PR] † 22.12.91

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The wall 3 metres right of the corner at the back of the zawn, passing a bulge at half height, and a thin crack to finish.

22 Dec 91 **Yuletide** P.Donnithorne, Ms E.Alsford

Belgian Tom's Hat Trick 22m Very Severe 4b [PR] † 22.12.91

Climb the obvious shattered crack 6 metres right of the corner at the back of the zawn, gained from the right.

22 Dec 91 **Belgian Tom's Hat Trick** Ms E.Alsford, P.Donnithorne

Don't climb till you see the whites of their eyes 23m Very Severe ? [PR] † 10.11.91

Non tidal, well protected and on excellant rock. Start 9 metres right of the obvious shattered crack. Climb the bulging wall via a crack to gain and follow the right-left ramp.

From its top pull up the bulging wall on the right (crux) to the top.

10 Nov 91 **Don't climb till you see the whites of their eyes** M.Charlton, C.Dale

Dawn Raid 23m Hard Very Severe ? [PR] † 10.11.91

The wide corner 9 metres right of the *Don't climb to you see the whites of their eyes*.

10 Nov 91 **Dawn Raid** M.Charlton, C.Dale

Crossbow 24m E1 5b [PR] † 22 Dec 91

Climb the arête left of *Crack of Dusk*. Start on a high tide ledge 5 metres right of the arête.

Climb up leftwards to a ledge on the arête proper and continue up this to the top.

22 Dec 91 **Crossbow** Ms E.Alsford, P.Donnithorne

The first route of a very productive week taking advantage of a reduced army presence.

Christian Mark 23m Very Severe [PR] † 10.11.91

Start midway between the *Crossbow* and the obvious cave/corner system 6 metres further right. Go up the wall direct for 8 metres, then traverse horizontally rightwards and finish up the wide corner crack (possible comon ground with *Crack of Dusk*).

10 Nov 91 **Christian Mark** M.Charlton, C.Dale

Crack of Dusk 24m E1 5b [PR] 9.11.91

The crackline opposite the outer leg of the arch gives a good route. Climb the steep groove and face crack above to a big ledge. Belay, then take an exit on the left.

9 Nov 91 **Crack of Dusk** P.Littlejohn, F.Ramsey

Baby Bath 17m Very Severe 4b [PR] † 1991

The shallow, curving runnel near the left end of the cliff.

1991 **Baby Bath** P.Donnithorne, J.Harwood

Sooty 22m E1 5b [PR] † 1991

The buttress about 8 metres left of *Sweep*.

1991 **Sooty** P.Donnithorne, J.Harwood

Sweep 22m Hard Very Severe 5a [PR] † 1991

The obvious, deep-cut chimney starting below the step in the ledge system.

1991 **Sweep** P.Donnithorne, J.Harwood

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Dumper 22m Very Severe 4b [PR] † 1991

The buttress immediately right of *Sweep*.

1991 **Dumper** Ms E.Alsford, K.Mathews

Dinky 22m E1 5b [PR] † 1991

Nice climbing up the rounded runnel about 15 metres right of *Sweep*.

1991 **Dinky** P.Donnithorne, J.Harwood

Action Man 22m E1 5b [PR] † 1991

The steep, right-trending crack just right of *Dinky*.

1991 **Action Man** P.Donnithorne, J.Harwood

Around the corner to the right the ledge stops and mid to low tide is required for access to the following routes, which are situated in a small bay above a sloping platform.

Dungeons 15m Severe [PR] † 1991

The left-hand, most prominent corner with a small cave at the base.

1991 **Dungeons** Ms E.Alsford, K.Mathews

Dragons 15m Severe [PR] † 1991

The shallow corner/groove just to the right of *Dungeons*.

1991 **Dragons** K.Mathews, Ms E.Alsford

Power Rangers 15m Severe [PR] † 1991

The rugged wall about 1½ metres right of *Dragons*.

1991 **Power Rangers** K.Mathews, Ms E.Alsford

In the next bay to the east is an obvious, curving crackline on the west-facing wall.

Snakes and Ladders 15m Very Difficult [PR] † 1991

Follow the curving crackline.

1991 **Snakes and Ladders** Ms E.Alsford, K.Mathews

The Earth Moved 36m E1 5a † [Fallen Down] 10.10.92

Climb the lower tier of the slab line and surmount the overlap by a precarious move left onto the obvious prow. Climb the upper slab, finishing with a long traverse right, and finish with an earthy mantelshelf.

10 Oct 92 **The Earth Moved** D.Wilkinson, D.Chesney

Time Stood Still 33m E3 5c † [Fallen Down] 8.11.92

Between the finishes of *The Earth Moved* and *How was it for you?* is a narrow groove which provides the finish for this route. Start at the east end of the big inward-sloping ledge below *The Earth Moved*. Climb the right arête of the lower slab to small white slab (the upper of two slabs) below the main overlap. Traverse right under the overlap and go up the groove to the top.

8 Nov 92 **Time Stood Still** A.Park, D.Wilkinson

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- How was it for you?** 33m Hard Very Severe 5a † [Fallen Down] 31.10.92
To the right of the slab is a slim groove, then a wider one with a slabby right wall – the finish of the route. Start on an inward sloping ledge at the first break in the initial overhang below the groove. Climb leftwards, then back right, straight up and then traverse left. Climb up into the finishing groove and finish out right at the top.
31 Oct 92 **How was it for you?** D.Wilkinson, D.Chesney
- Kaveman** 14m Very Difficult † [Fallen Down] 17.10.92
Climb the chimney then take the steep wall at its base on the right.
17 Oct 92 **Kaveman** N.Matton, D.Procter, G.Lambe
- Balmellie Road** 14m Very Difficult † [Fallen Down] 17.10.92
Begin on the right of the chimney beside the sea. Climb the wall and take the crackline leftwards. Climb the upper wall trending left for better holds.
17 Oct 92 **Balmellie Road** G.Lambe, D.Procter, N.Matton
- Unfinished Business** 15m Very Severe 4c † [Fallen Down] 11.9.93
From the east end of the ledge step onto the arête of the prow-shaped buttress. Climb cracks and a wall, move right beneath the overhang and finish easily up a crack.
11 Sep 93 **Unfinished Business** G.Lambe, N.Matton
- Verglas** 15m Hard Very Severe 5a/b † [Fallen Down] 18.10.93
This route takes the steep slab and corner at the east of the ledge. Climb the slab and corner to the overhang. Move up and right into a steep groove. Climb this to a move left beneath the upper overhangs to finish.
18 Oct 93 **Verglas** G.Lambe, N.Matton
- Achtung Arete** 15m Severe 4b † [Believed the same as *Juggler*] 9.12.92
Take the seaward-facing arête marking the west end of Juggy Point to the top on nice holds.
9 Dec 92 **Achtung Arete** T.Williams, M.Cattermole
- Fozzil Park** 15m Severe 4b † [Believed the same as *Bucket Wall*] 26.9.93
Straight up the wall to the right of *Beyond the Pail* on buckets.
26 Sep 93 **Fozzil Park** S.Cardly, M.Nicklas
- Deflected** 18m Very Severe 4b † [Believed similar to *The Ungradable Monkey*] 9.12.92
Start at low tide from platforms below bulges low down. The exact location is unknown. Climb on big in-cut holds to the large roof honeycombed with pockets. Go over on the left moving back above the roof and finish directly
9 Dec 92 **Deflected** M.Cattermole, T.Williams
- Straight Up** 9m Severe † [Believed the same as *Lizst*] 16.8.92
An isolated groove in the middle of the bay with bulges at the top.
16 Aug 92 **Straight Up** J.Lincoln (solo)

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- Twenty metres left of *AnythingsGoes* is a wall, 6 metres left of its left arête is a crackline.
Easy Peasy 15m Very Difficult † [Believed the same as *Zaphrentis*] 23.8.92
The crackline left of the arête.
23 Aug 92 **Easy Peasy** M.Cattermole, J.Phillips
- You Need Friends** 18m E1 5b † [Believed the same as *Holst*] 23.8.92
Climb the wall moving left to the arête and up to the left end of the square cut roofs. Finish rightwards via a long reach to good holds.
23 Aug 92 **You Need Friends** M.Cattermole, J.Phillips
- Adrenaline Rush** E2 5b [Superseded by *Here we go Loopy Lu*] 19.9.92
A traverse line leading out from *Under Wonderful Skies* to *Tanked Up* has been climbed.
19 Sep 92 **Adrenaline Rush** M.Cattermole, G.Hughes
- A Drop in the Ocean** ?? † 17.10.92
Location unknown.
17 Oct 92 **A Drop in the Ocean** D.Carroll, D.Viggers (AL)
- The Money Dragon** ?? † 17.10.92
Location unknown.
17 Oct 92 **The Money Dragon** D.Viggers (solo)

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