

Windy Clough

& surrounding areas



We'd prefer it if you didn't print this guide (to save the trees it's phone friendly) but here's where you can staple if you have to!

Acknowledgements & Thank you's

Thanks to: Chris Witter; Robin Müller; Greg Chapman; Will Rhodes; Craig Chomitzki; Lancaster University Mountaineering Society. For all the help with locations, descriptions, photos and version feedback!

Considerable effort has gone into finding the correct lines, names & first ascents, please add comments and issues to UKC logs for future climbers.

See Robin Muller's site for project info: [LANCASHIRE BOULDERING](#)

We highly recommend if you have liked using this guide to get the Lancashire Bouldering guide by Robin Müller for areas south of Windy Clough and for areas north, Greg Chapman's, Lake District Bouldering guide & website: [LAKESBLOC](#)

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Authors

Produced in February/March 2021 by:

Bede West, head of herding cats (& lead author).

Bertie Purkiss, head of psyche (& some of Baines Crag and Lozenge Boulder).

Jana Rychnovsky, head of colours (& ease of use).

John Hartley, head of pretty pictures (& the cover).

Timo Makower, head of his sector (& that's it).

Pictured top left to bottom right.



Using This Guide

Route names & grades are in bold, with font(f) grades capitalised, example:

Far Left to Far Right Traverse (P1) f6B *

And British Adjectival grades capitalised & tech grades lower case, example:

Open Invitation, Hard Very Severe 4c

Eliminates are acknowledged as such, “out” means don’t use it (but “top out” means finish). **Green** lines **f1-5+**; **Orange** lines **f6~** & **Red** **f7~**.

Stars are denoted with an asterisk after the grade:

* being a good climb ** good for the crag *** a classic.

Climbs with no stars are often still worthwhile.

SDS, means sit down start.

H means highball, a higher than usual problem.

!H means dangerous highball.

Any “**(name/no.)**” in brackets refer to previous guides problems for reference.⁴

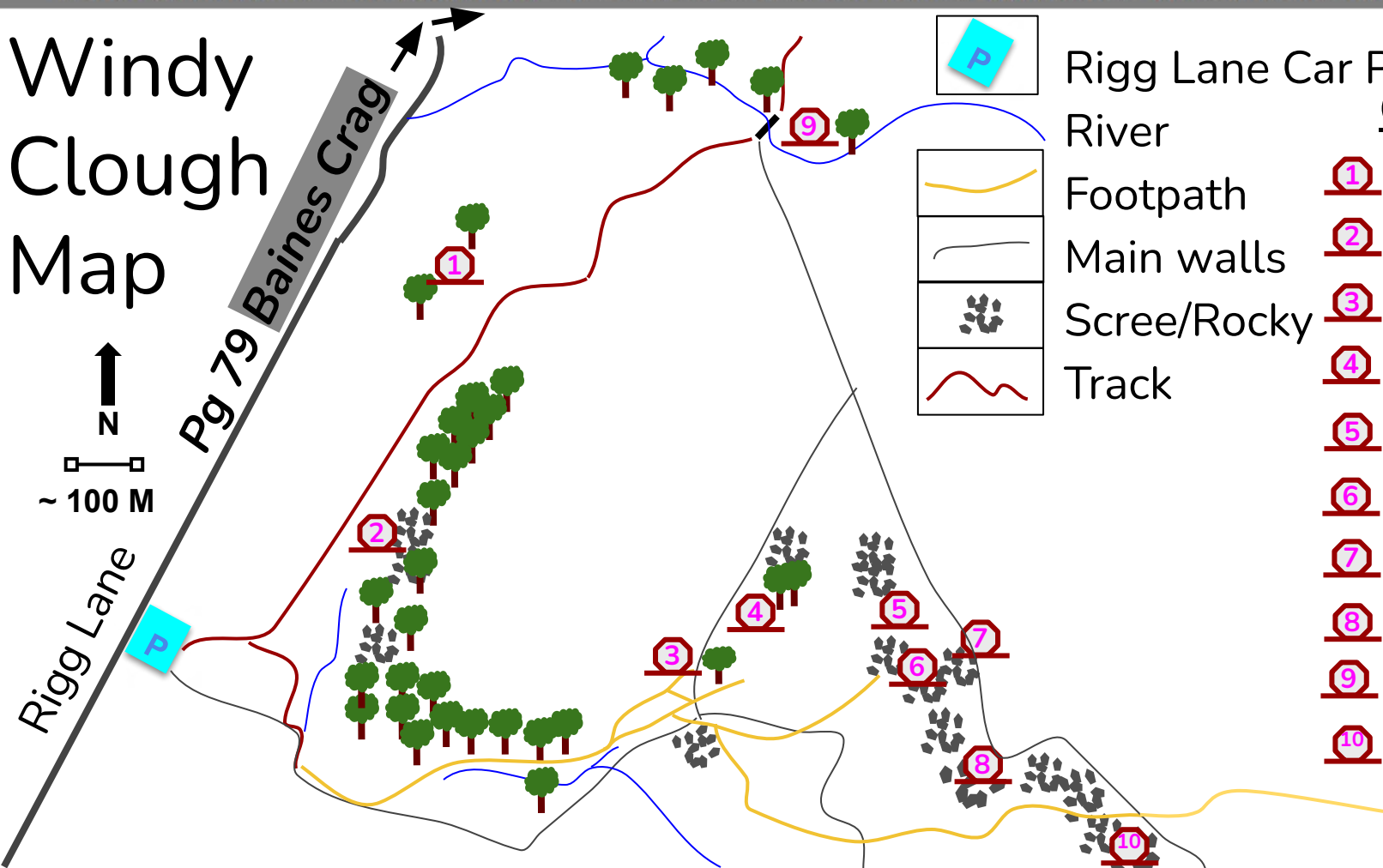
The Crag



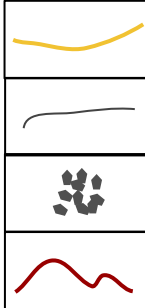
Windy Clough has been described as a locals only venue which has certainly been true in the past. However, golden evenings here with views from Black Pool Tower to Morecambe Bay and into the fells of the Lake District mean it can be wonderful, with plenty of good climbing to be had too. There are even a few real gritstone gems thrown such as Sword Song (see front cover by John Hartley, climber: Timo Makower) see if you can find the other jewels. While it is true this is no three star venue there is certainly enough here to earn Windy a reputation as Thorn Crag's junior sibling. Left, Timo Makower on Loaf or Death (one of the best at gems at Windy?) Photo: John Hartley

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Windy Clough Map



Rigg Lane Car Park



River

Footpath

Main walls

Scree/Rocky

Track

Crag

-  **Rigg Lane**
-  **Forest**
-  **Main Sector**
-  **East Sector**
-  **Shield**
-  **Hill Top**
-  **Gully**
-  **Outliers**
-  **Ottergear**
-  **Timo's**

The Approach, part 1

From the carpark (all times from here) take the track up the hill, then for Rigg Lane and Forest boulders as well as Ottergear take a left and follow the track: for Forest ([1:pg16](#)) for around 7 mins and take a right through the bog and to the obvious boulder. Rigg Lane ([2:pg9](#)) for 10 min and take a left to boulders amongst a few trees. Ottergear ([9:pg75](#)) for 15 min then cross a footbridge and the quarry is immediately on the right.

For the rest take the track from the car park right fork and follow it until it drops down rightwards and follow the boardwalk (unstable).

Parking at:

Rigg Lane Car Park

Quernmore

LA2 9EP

(please do not block any gates or park on verges)

Or copy this into a map

app search, Lat, Lon:

[54.03763169388,](#)

[-2.72488161998](#)

The famous grouse
in Timo's Sector
Photo: Bede West



The Approach, part 2

When the boardwalk ends follow the path up through the woods by the stream till it opens into moorland: take a small path left here for Main Sector ([3:pg19](#) 15 min) then head further along the ridge/wall for East Sector ([4:pg33](#) 15-20 min). Or for other sectors keep following the path till you reach two stiles over walls, take the right-hand one and follow this up the hill until the path runs parallel to the wall and there is an obvious (when up close) gap in the wall to pass through, be careful not to knock the wall. Heading leftward after that will take you to the Shield ([5:pg48](#) 20 min) and Hill Top ([6:pg50](#) 20 min) dropping down from here right takes you into Gully ([7:pg54](#) ~23 min); drifting right before these three leads to the area of the Outliers ([9,pg61](#) 25 min). For Timo's Sector [10:pg66](#).⁸

Rigg Lane Boulders: Left Boulder

Approach time: 10 Minutes

1. Left Wall Eliminate f4+.

SDS, just the crack to gain the top.

2. Far Left to Far Right Traverse (P1) f6B *.

SDS, start on the wall left of the arete and traverse below the lip to finish on the right of the block.

3. Arete Direct/Slabby Undercut Arete (P2) f5+.

SDS (stand f4) the undercut arete direct.

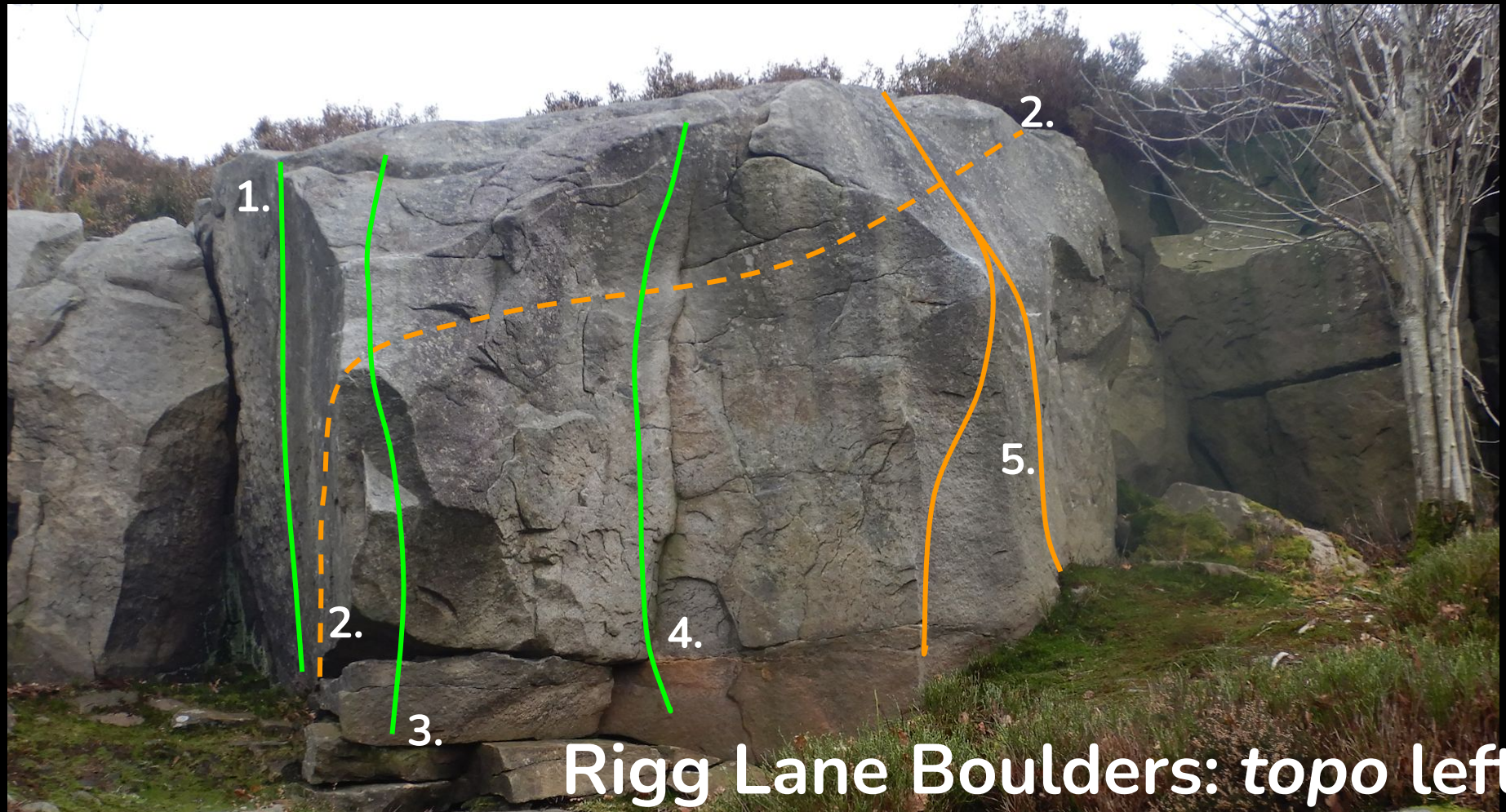
4. Gapping Corner Groove (P3) f5+.

SDS, the corner to the top.

5. Wall Right of Blunt Arete (P4) f6A.

SDS start using the side pulls or rail, the arete/further left variation (also SDS) is the same grade and uses some of the same holds.

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Rigg Lane Boulders: topo left

Rigg Lane Boulders: Middle Boulders

Approach time: 10 Minutes

1. **No Room for a Mat f5.**

The dark wall in the corner left of easy wall, SDS from undercuts avoiding the loose block.

2. **Easy Wall (P5) f3.**

Straight up, a no handed Dawes-esk eliminate is entertaining.

3. **Hand Rail to Sloped Lip (P6) f6A+.**

SDS on slopers and make a long move to a sloper to then top out.

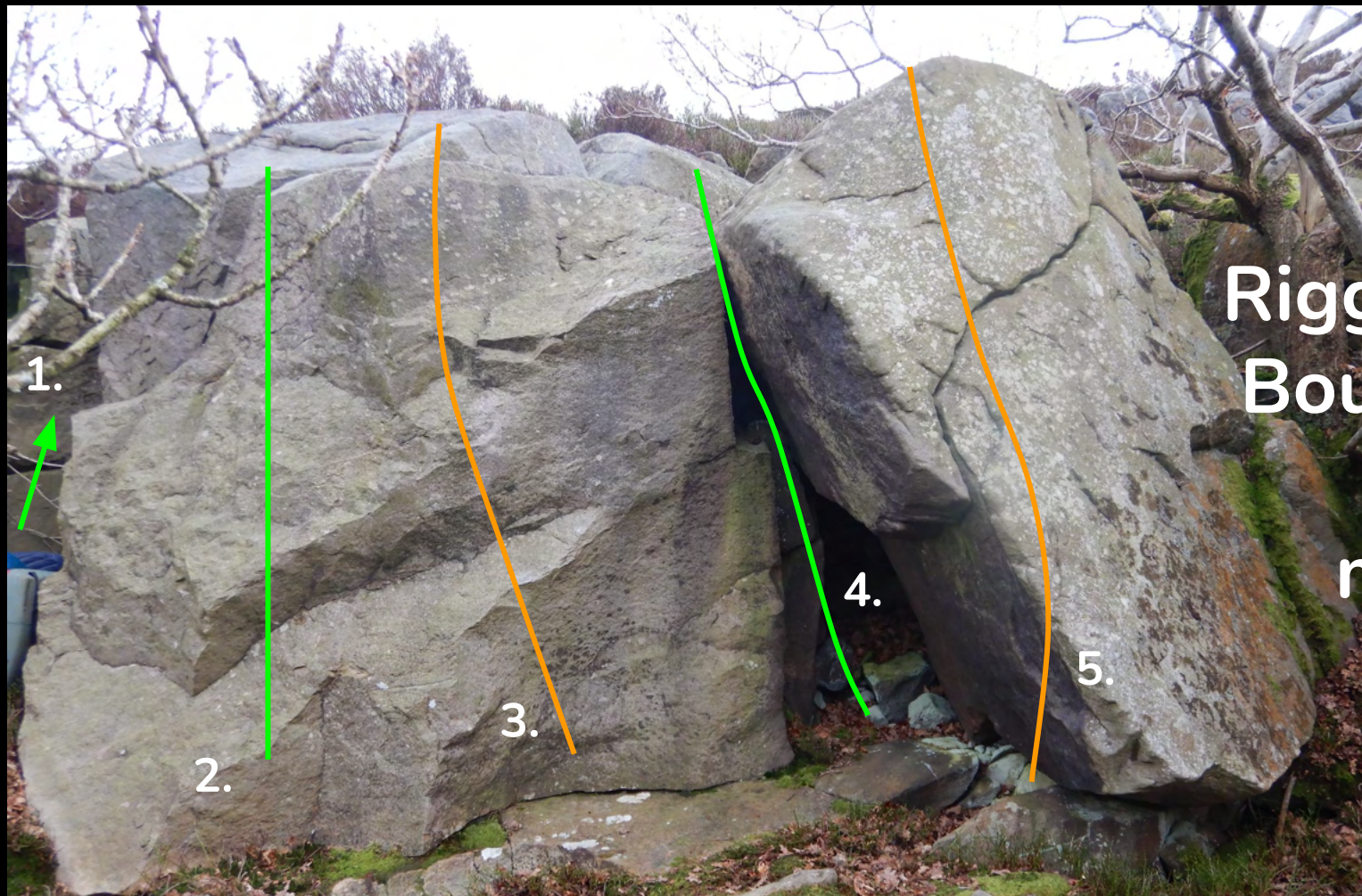
4. **Take Me to a KneeBar! f4+.**

SDS from a kneebar, the dirty crack as an eliminate, left of 5.

5. **Undercut Diagonal Arete (P7) f5+ *.**

SDS the arete on the left pull on and turn it to top out.

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Rigg Lane
Boulders:
topo
middle

Rigg Lane Boulders: Right Boulder

Approach time: 9.9 Minutes

1. **Dark Green One Mover (P8) f6B.**

Left wall of the boulder in the cove, start on crimps by the arete (the arete is out) and head left to top out.

2. **Boulder Traverse (P9) f6B.**

Starting in the cove traverse the entire lip of the boulder left to right.

3. **Blunt Arete (P10) f6C **.**

SDS, and slap you way up the arete, very gritstone.

4. **Tilted Dihedral (P11) f6C *.**

SDS, the corner to the top.

5. **Everything Hurts Bertie f6B.**

SDS eliminate, start feet bridge either side of the mini arete and use side pulls for LH & RH to do a move straight up to top out right.

Rigg Lane Boulders: Right Boulder

6. Centre of the Wall (P12) f6B **.

SDS, straight up using slopers.

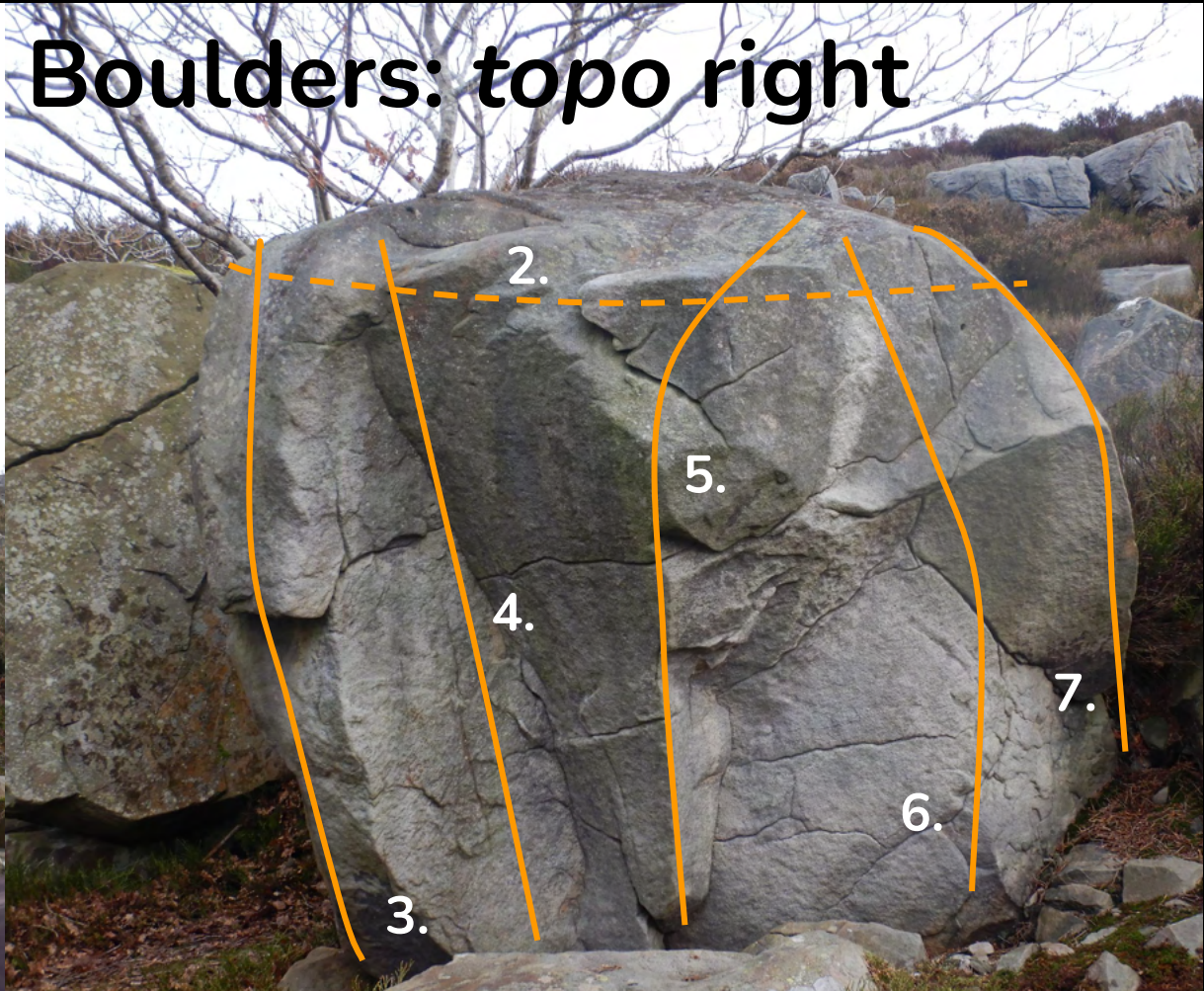
7. Arete and Rail f6A *.

SDS, use the arete to gain the rail and top out.



Bertie Purkiss on Wall Right of Blunt Arete (f6A). Photo: Jana Rychnovsky

Rigg Lane Boulders: topo right



Forest Boulders 1 (Bog Wood Sector)

Two worthwhile boulders, sadly the other boulders in the area, mainly up the slope are too small to be of interest. Approach: 7 minutes

1. **Oak f6A.**

SDS in the hollow and turn the lip to top out.

2. **Saplingf5.**

SDS on the knobbly hold below a pronounced crack. Pull over the bulge to a hold in the crack.

3. **Growing Old f6C.**

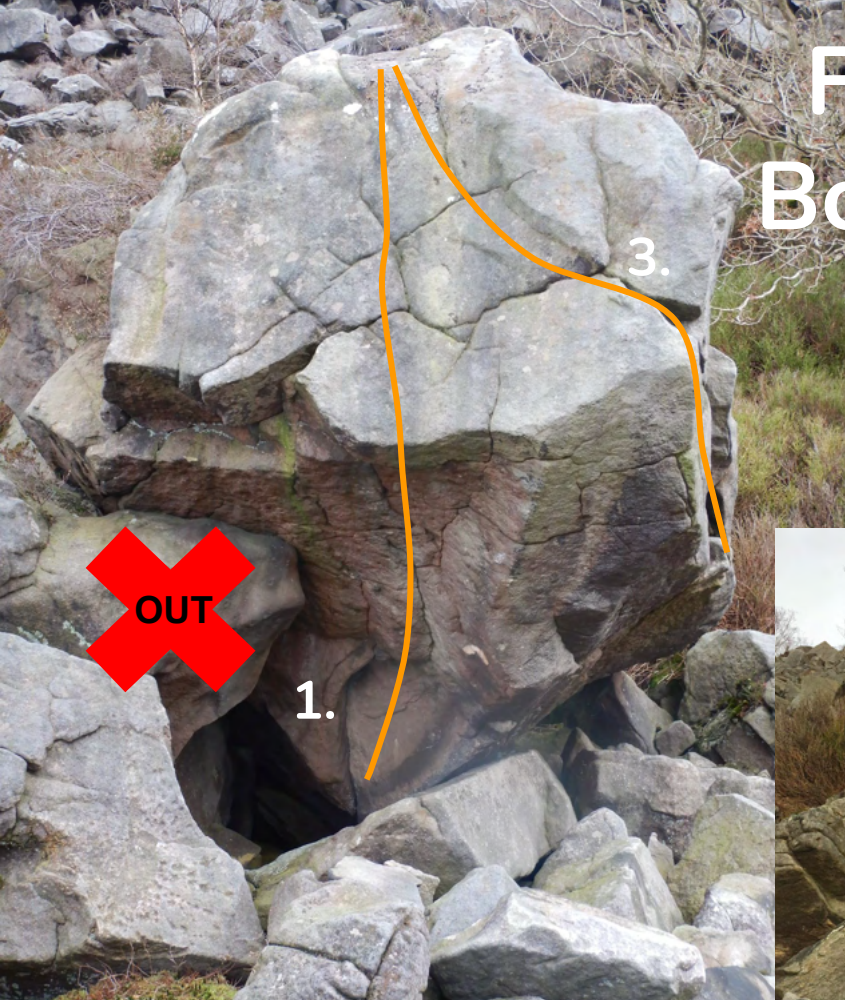
Traverse right to left, start on the blob. Move to the jug on the arete using a series of slopers, move around the arete and finish up Oak.

4. **Target Practice f6A+ *.**

SDS, straight up the arete, 30 m uphill from 1-3.

Thanks to Alaister Foster, John Hartley, Craig Chomitzki for descriptions.

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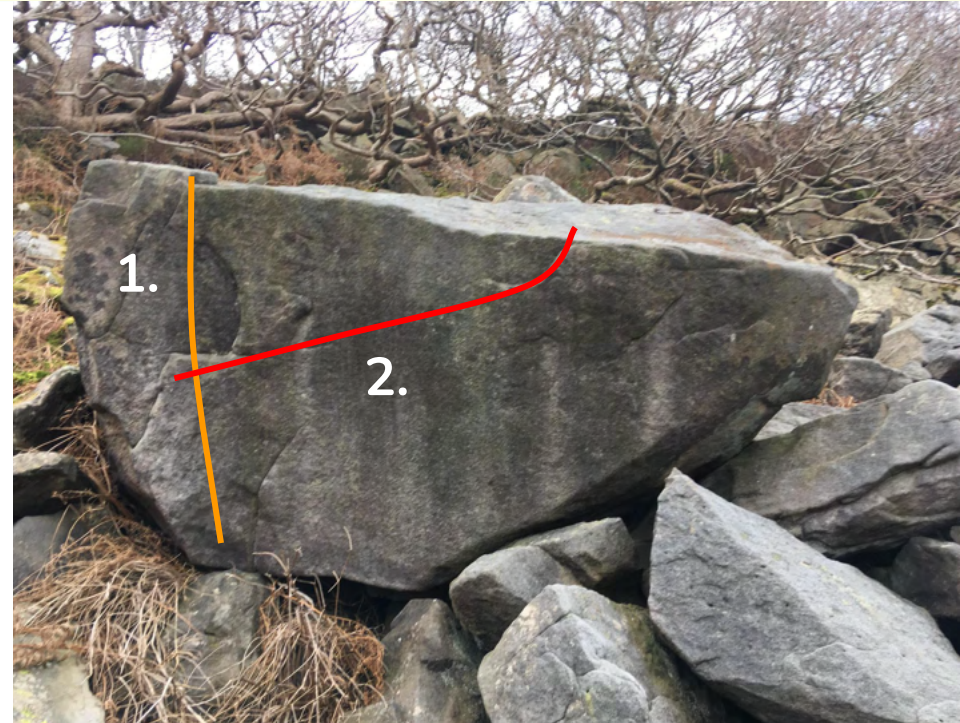
Forest Boulder: topo



Forest Boulders 2 (Bog Wood Sector)

Visible from the path, the second worthwhile boulder in the sector. Thanks to Craig Chomitzki for the picture and descriptions. Both the following low balls start on the big ledge hold on the left.

- 1. The Squirrel f6B.**
Campus or inversion, your choice.
- 2. Squirrel Finds a Nut f7A+ *.**
Traverse right from the ledge hold and turn the lip.



Main Sector: The Loaf

This is on the left uphill of the path about 50 m before the rest of Main Sector.

1. Half-baked f4.

There left arete.

2. The Loaf f5+.

Left of centre of the face using the crimp.

3. Sour Dough f6C *.

SDS to "The Loaf", start matched on the flake, link into 4 at **f6C+/f7A**.

4. Loaf or Death f7A *.**

SDS straight up eliminate from poor holds for the LH and a better RH.

5. Upper Crust f5 *.

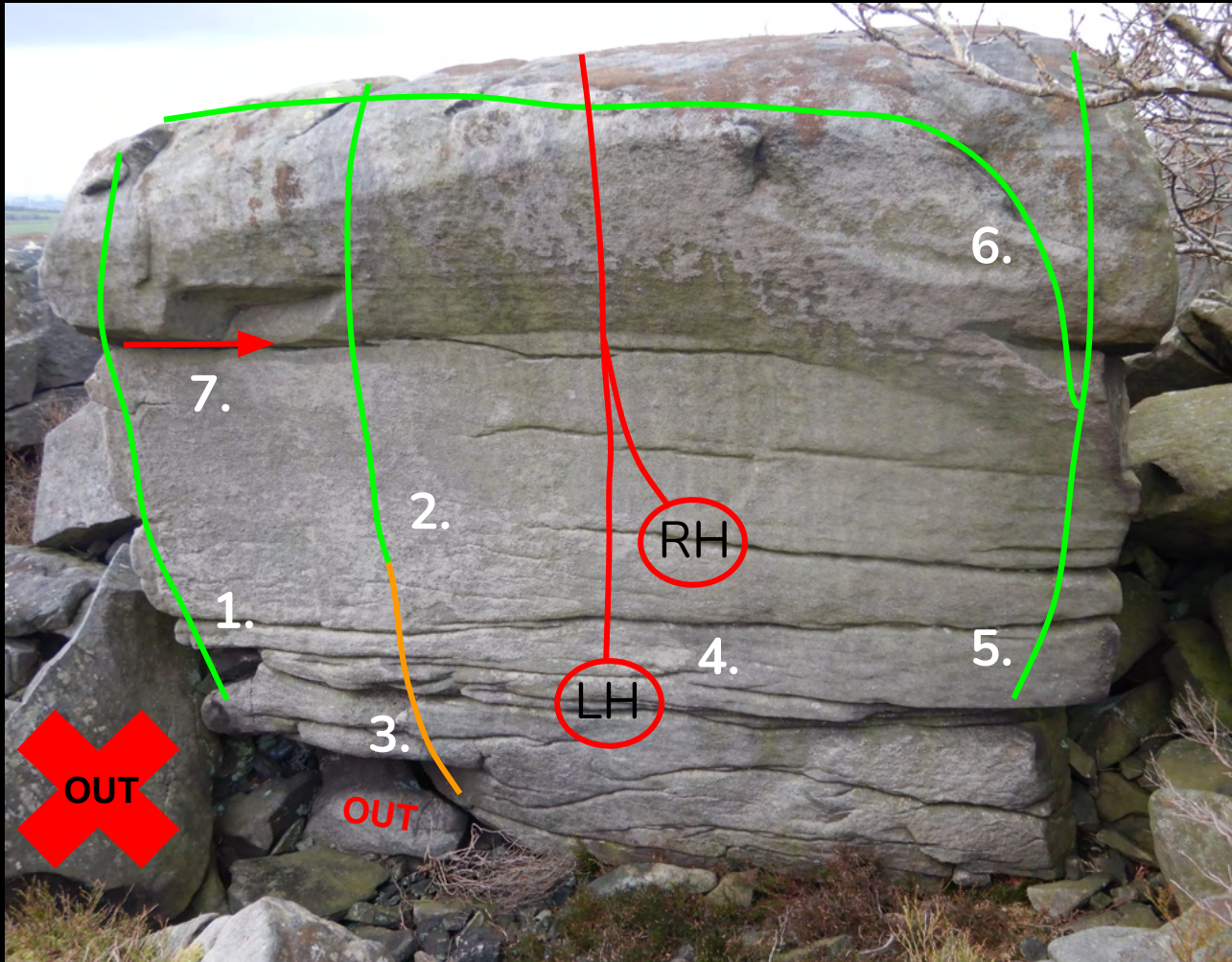
The right arete into a traverse of the lip. Link mid 4 into 5 for a **f6B+**.

6. Wholemeal f4+.

The right arete.

7. Something Bread Themed f7A+ *.

A left to right traverse of the highest break, hard.



Main Sector: The Loaf topo

Main Sector: Lower Blocks

On the left as you walk get up to Two Matt, lower down the slope the worthwhile problems below can be found:

1. Pit & Groove (P19) f6A+.

SDS in the pit and follow the ramp/groove to the top, stand is **f4**.

2. P18 Lower Blocks f6A.

SDS underneath the lowest of the inverted V grooves and turn the lip.

3. P17 Lower Blocks f6B *.

SDS on detached block to head up via the obvious crimp rail and traverse the lip leftwards, stand is **f5+**.

Main Sector: Lower Blocks *topo*



Main Sector: Two Mat Boulder left

1. **Sandy Crack (P16) f4.**

SDS, the crack on the far left of the wall.

2. **Windy Groove (P15) f6A SDS f6B *.**

Start in the horizontal crack, and head up the groove, easiest with crack technique.

3. **Two Mat Attack (P14) f5+ SDS f6B **.**

From stuck block make a long move to a crimp, the block is used as undercuts for the SDS.

4. **John's Dyno f6C *.**

An entertaining eliminate, from the stuck block dyno to the top!

5. **Windy Flake (P13) f4+ SDS f5.**

From the crack/break use the flake to gain the top.

Main Sector: Two Mat Boulder left

6. Oak Joke f6B *

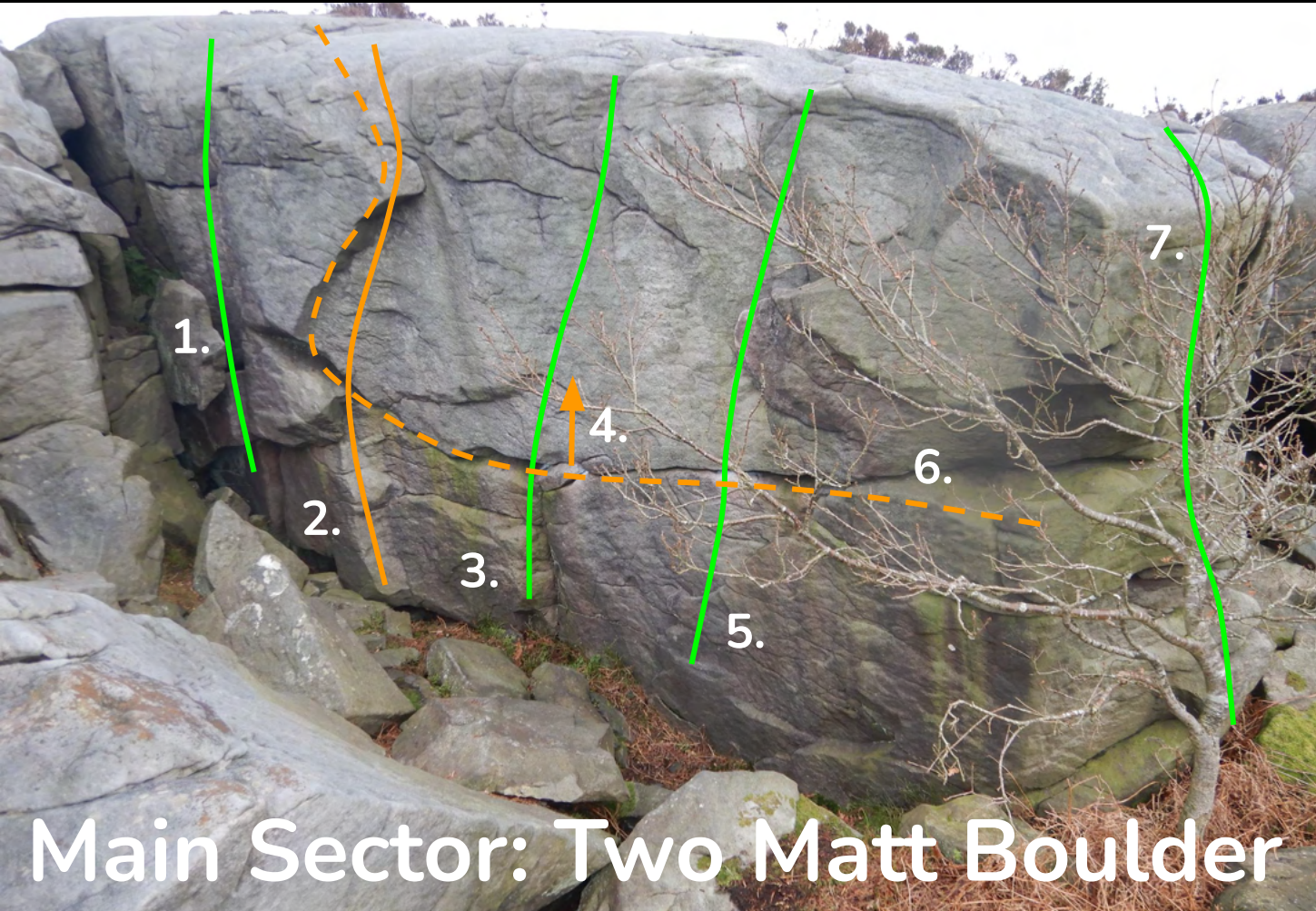
From the right side of the wall use the jug left of the oak tree and traverse R to L via the Two Mat block to finish up Windy Groove. **Joke Oak**, of a similar grade is the reverse starting at 2 finishing up 5.

7. Bush Wack f4+.

SDS up the arete, round to the right of this face through the tree, poor.

Jade Bowling on Two Mat Attack, Photo: John Hartley





1.

2.

3.

4.

5.

6.

7.

Main Sector: Two Matt Boulder left topo ²⁵

Main Sector: Two Matt Boulder right

1. **Bush Baby f3.**

SDS, using big holds gain the crack to top out, poor.

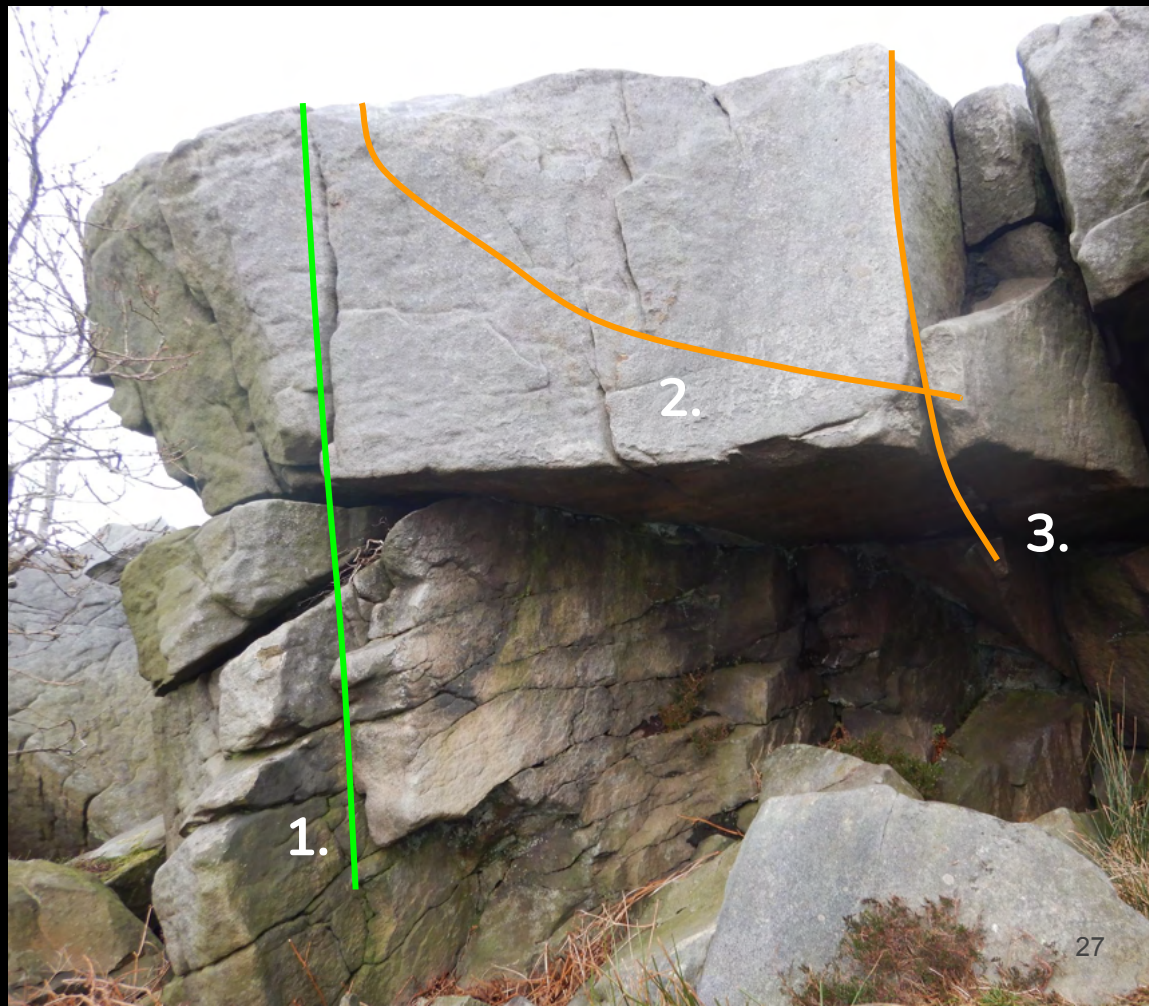
2. **Windy Traverse (/P12 Two Mat Boulder) f5+ ***

SDS from the large jug head left up the face on crimps, blocks right are out. Best thing on the face.

3. **Diddy Kong f6A.**

A poor eliminate, SDS on the large spike the, ledge behind for feet. Climb via the large side block on the right of the face, low block out.

Main Sector: Two Matt Boulder right *topo*



Main Sector: Palindrome Boulder

1. **Live Evil f6C+ ***.

SDS from the block under the roof up the arete to top out rightwards.

2. **Mr Owl Ate My Metal Worm f7A ****.

SDS up Live Evil into a gem of a full lip traverse.

3. **Central Wall (P9) f6B *****.

SDS direct via edges to a excellent gritstone top out.

4. **Welcome to the Palindrome f6C ***.

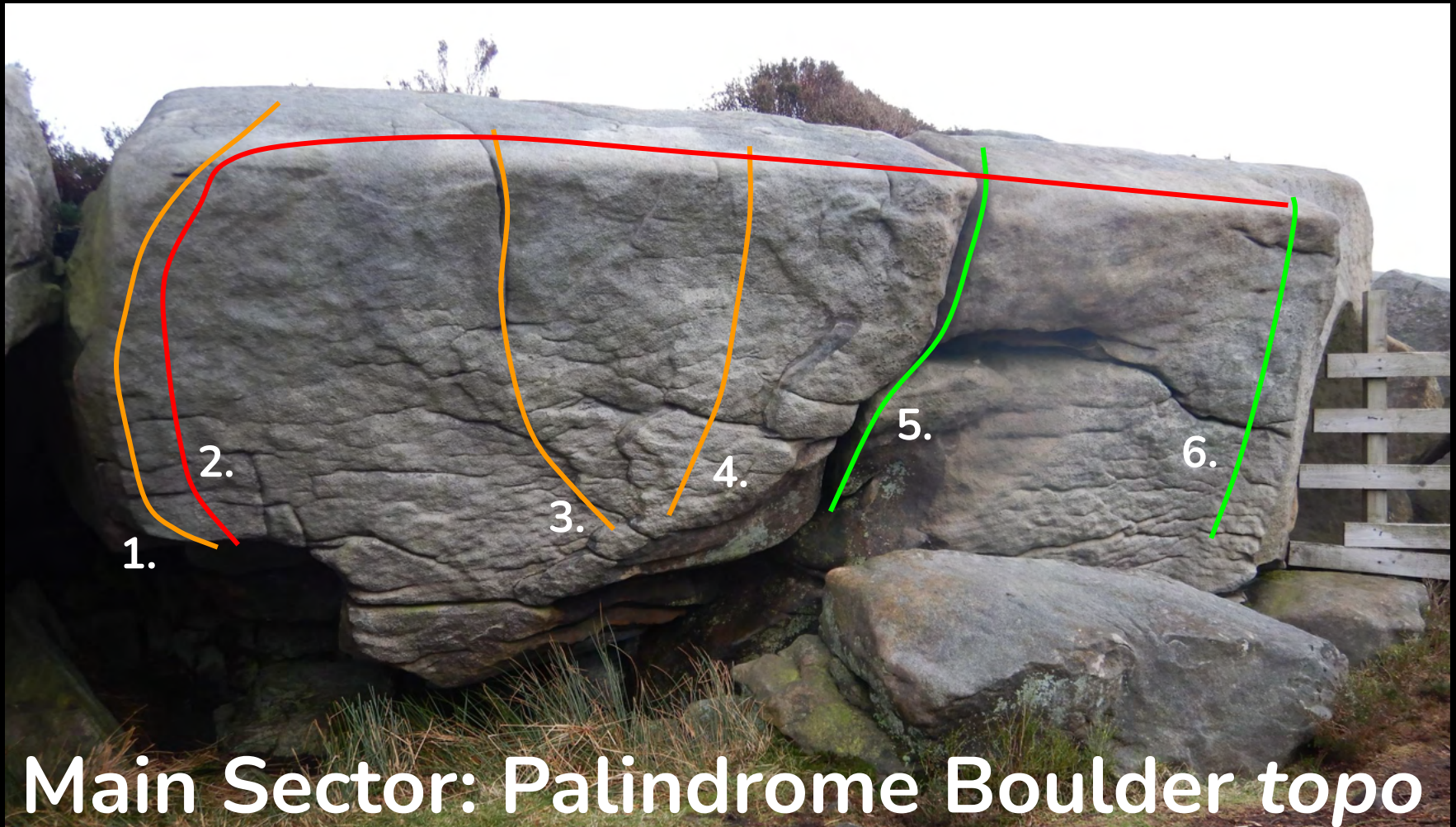
SDS on similar holds to the problem on the left, do not sit on the rock to start.

5. **The Gaping Crack (P7) f4**.

SDS the crack.

6. **End of the Palindrome (P6) f5+**.

SDS the wall right of the crack.



Main Sector: Palindrome Boulder topo

Main Sector: Old Men Boulder

1. **Old Man's Shuffle (P5) f6B ***.

Left to right lip traverse of the main face.

2. **No Country for Old Men ~f7B+ **.** (for the lanky **f7A**, the short **f7C**)

SDS up the prow, feet on backledge (grade depends on how far you can reach with your feet on the backledge).

3. **Good Ol' Days f7B.**

Link up of 2 right into the start of 4.

4. **Country for Old Men f7A **.**

SDS the centre of the boulder on bad start holds (stand, **f4**).

5. **Country for Blunt Old Men f7A.**

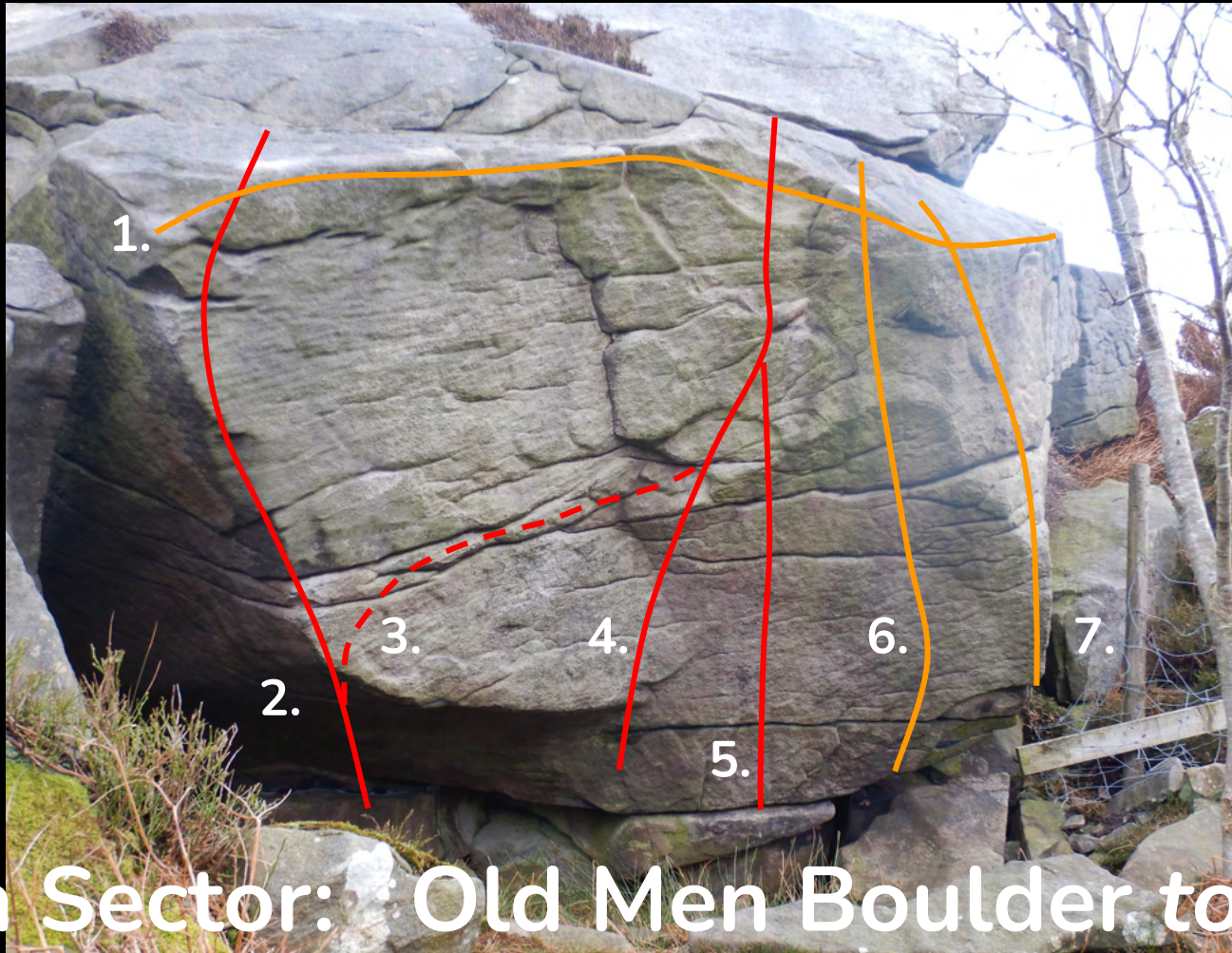
SDS on two poor crimps right of 4 (straight up eliminate) .

6. **Country for Old Men RH f6B.**

SDS, climb the groove on its right, starting off with a RH on the arete.

7. **To Be Blunt (P4) f6B.**

SDS, blunt right arete of the main face (start on the ground not rock).



Main Sector: Old Men Boulder topo

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A selection of problems that might be worth one visit for your first outing if you've never climbed before, pads are recommended as the landings are poor.

These are at Lat,Lon:
54.036399,
-2.71257
with an approach of 15 min
(near Main Sector).

Nearby these, to the left,
two side by side flakey
boulders give:

Pomelo f3. On left.

Cotoletta f3+. On right.

The right wall only in here.
Fossa del Bersagliere f4
The Fin f3. The arete.
Amble f1/2, Left to right travers/walk.

Introductory Sector

East Sector: Over the Hill

Over the ridge from Main Sector past some easy uninspiring boulders/small walls the below can be found:

1. Broad Slab Arete f3+ H *

Start low on the left, a long gentle stand alone arete with a break over half way can be climbed direct, worthwhile.

2. Broad Slab f5 H.

On the broad smooth slab, right of the bulge heading left.

3. Pillar Slab f4+.

Up from 2&3, climb the narrow slab up the pillar.

4. Eye Catching Arete f4.

The small aesthetic arete (worthwhile as an SDS **Spigolo Nascosto f6A ***).

The next three boulders (5-7) are on the furthest south boulder, down the hill from the others by a wall.

East Sector: Over the Hill

5. Onda Argentea f4.

Start on the protruding block climb the arete leftwards into the crack, SDS using a block on the left is **f6A**.

6. Take Me to a Double Knee Bar f6B+ **.

From no hands (clue in name) or SDS on undercuts, up via the arete and rail out right. Knee bar hard for the tall and last reach hard for the short, thus **f6B** for the medium build. Eliminating the arete or rail is **f6C**.

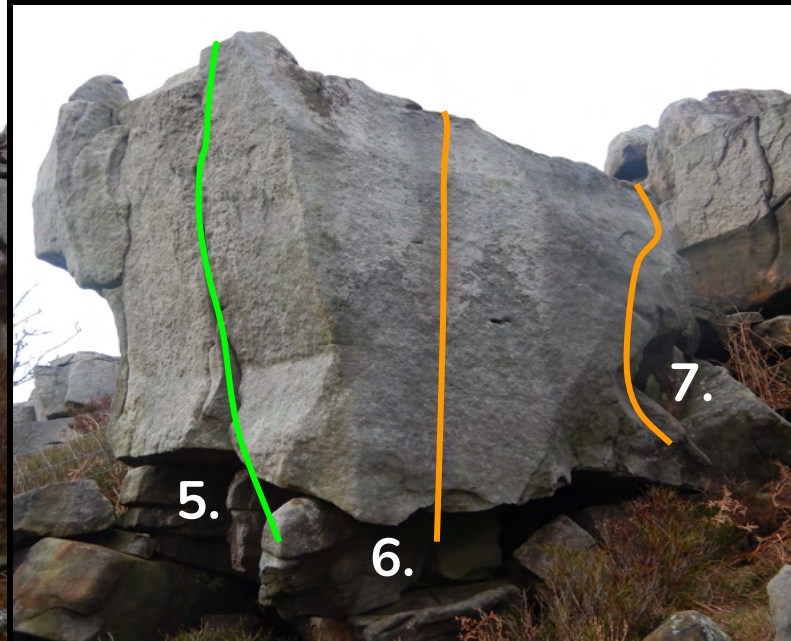
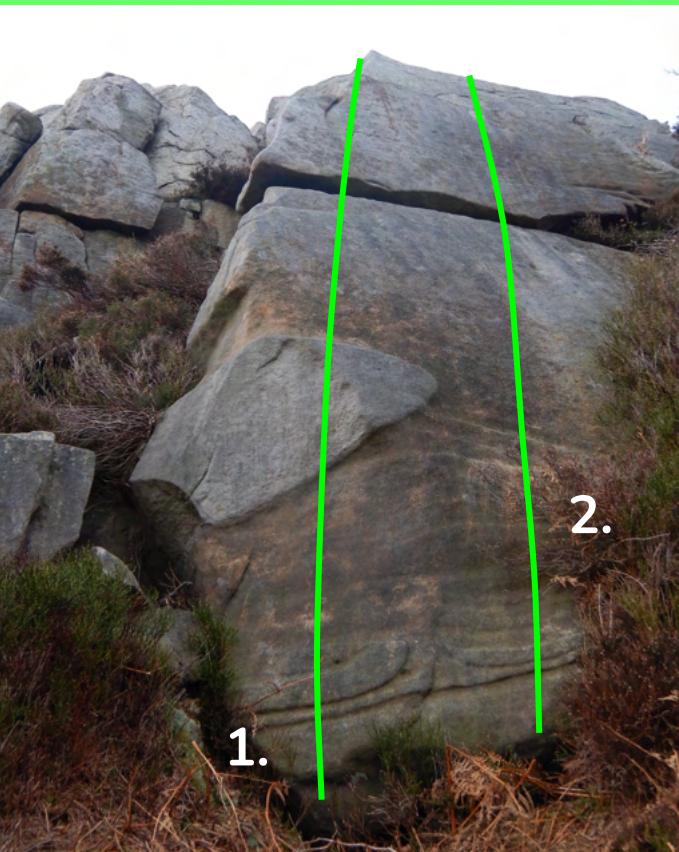
7. My Dirty Right Foot f6A.

SDS, using the rail and a right foot, topping out via the arete, poor.



Reece Gledhill on 6, photo: Bede West

East Sector: Over the Hill



East Sector: The Cow

1. The Cow (P1) f5 *.

A left to right lip traverse of the main face of the boulder, topping out just before the end as for 3.

2. Bodacious f7A *.

SDS starting on a left hand side pull and crimp for the right, fire for the top out.

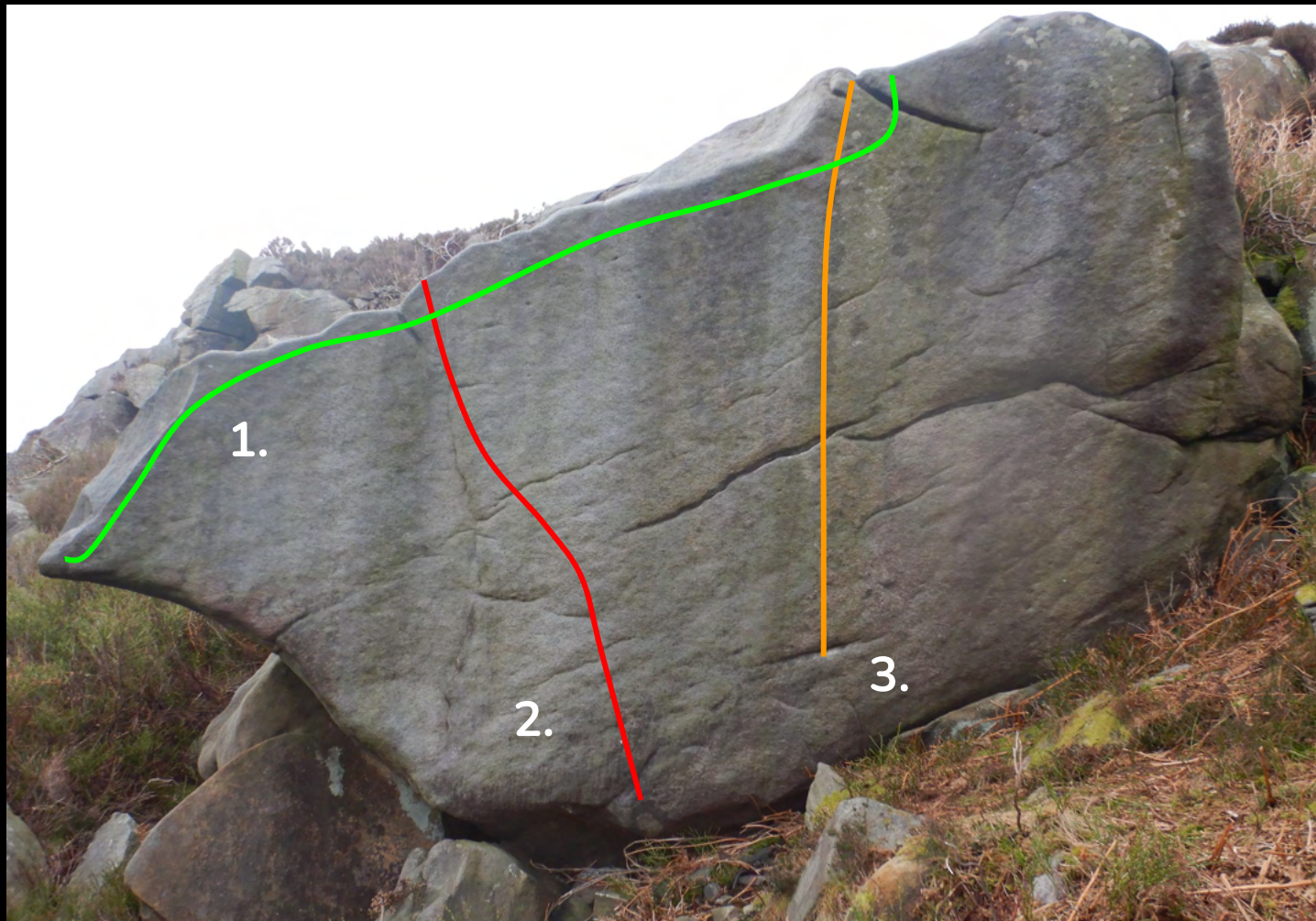
3. Bully for Bugs f6B ***.

SDS on the right of the block, use two crimps and side pulls to slap for the top, using just the starting crimps to dyno to the lip is also excellent at **f6B+**.

A link of Bodacious into Bully for Bugs via the seam/crack, remains an **f7~** project.

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East Sector: The Cow topo



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East Sector: North



Tiddly Trad Area
First Buttness Second Buttness

Lozenge
Boulder

Photo: Bertie Purkiss

East Sector: Tiddly Trad Area, First Buttress

Follow the ridge from Main over to East sector and continue just below the ridge until the scrubby oak trees start where the first buttress of a "Tiddly Trad Area" can be found. Approach time: 23 min

1. **Toe and Knee f4 H.**

The wide crack on the left of the first buttress.

2. **Trad Gear Optional for Spine Retainment f5+ !H (E1 5a) ***

Direct through the center of the first buttress via side pulls.

3. **Phlont Phlour f4 H.**

The broken arete on the right of the buttress, topped out left, poor.

4. **Lowest of the Low f6A.** (Over the ridge and wall from 1-3)

SDS under the roof, in break. Extricate oneself & mantel to freedom.

Children's Boulder (C.B.) f6C. This low ball can be found lower down from 4. It is started as in the pictured below 4 in the topo (picture: Craig Chomitzki). ³⁹

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Tiddly Trad Area:
First Buttress topo

East Sector: Tiddly Trad Area, Second Buttress

The second larger buttress of Tiddly Trad Area is more amongst the trees.

1. What Does Bob Marley Like in His Doughnuts? Hard Severe 4b **.

The obvious groove at the start of the second buttress is gain via a steep pull to climb the crack in the groove to the top, (boulder **f4+ !H**).

2. You're the Nut, Severe *.

The cave below 1 can via a squeeze, be linked into 3.

3. Open Invitation, Hard Very Severe 4b/c.

The wall immediately left of the large chimney, has a loose block (boulder **f4 !!H**).

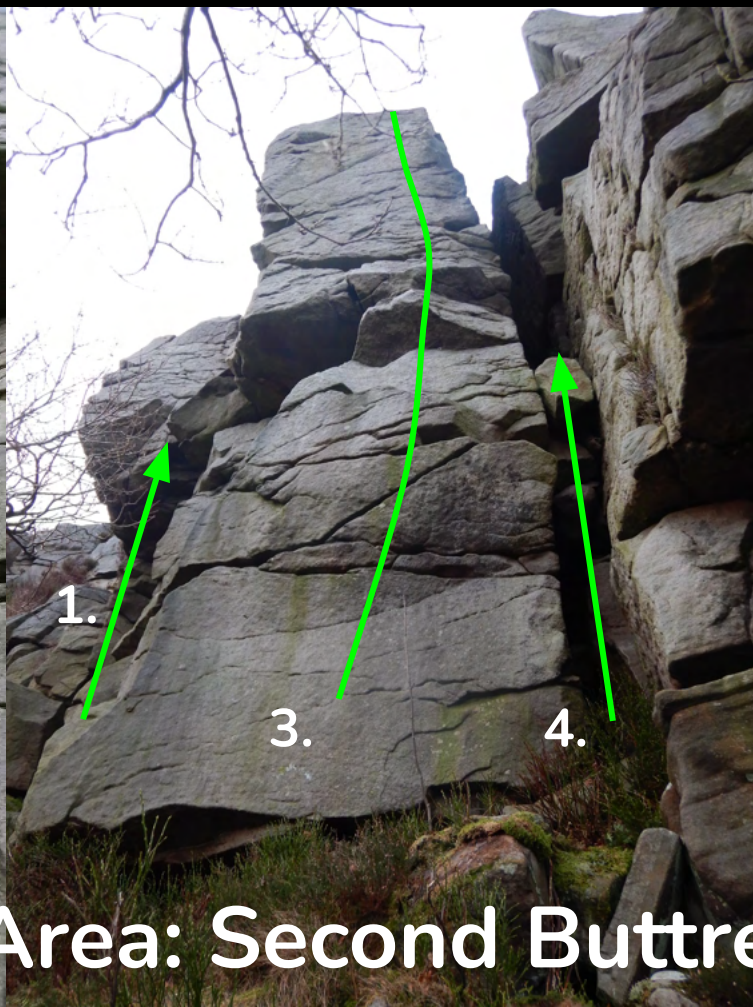
4. Chicken Out Chimney, Moderate.

The obvious chimney.

5. Aaaarete, f6A H *.

The obvious arete at the end of the buttress, campus start or it's **f3/4**.

We'd prefer it if you didn't print this guide (to save the trees it's phone friendly) but here's where you can staple if you have to!



Tiddly Trad Area: Second Buttress topo

East Sector: The Lozenge Boulder 1

Good spotting is required when climbing on the front face due to the narrow landing.

Approach time: 25 min

1. **Arete (P4) f4.**

The arete on good holds, can SDS but doesn't add much.

2. **Scooping Wall (P5) f4.**

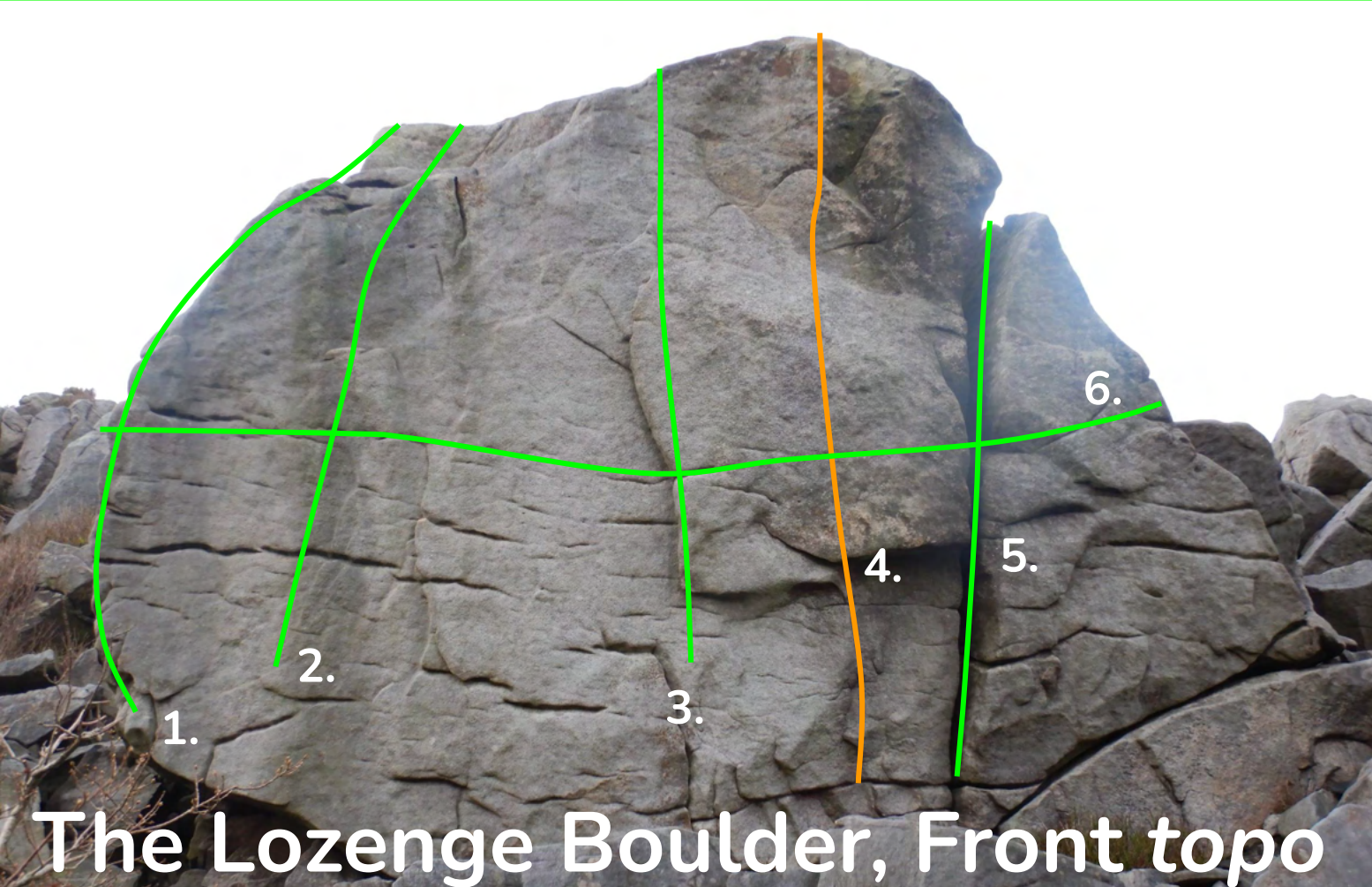
Left of centre, standing from a good hold.

3. **Centre of Wall (P6) f5.**

Up the centre on interesting holds to an exciting topout.

4. **Centre Wall Eliminate f6B.**

SDS on undercut flake, to a mediocre rail, a good hold and poor feet then top. Holds to left are out, and the crack is out.



The Lozenge Boulder, Front topo

East Sector: The Lozenge Boulder 2

5. Deep Crack (P7) f4.

Using mostly face holds.

6. Traverse (P8) f5+.

Traverse at mid-height from the left arete to the end of the block

7. Lozenge Slab (P9) f4 *.

Slab on the back of the boulder.

8. Opposite Wall (P10) f4.

Slab opposite 7.

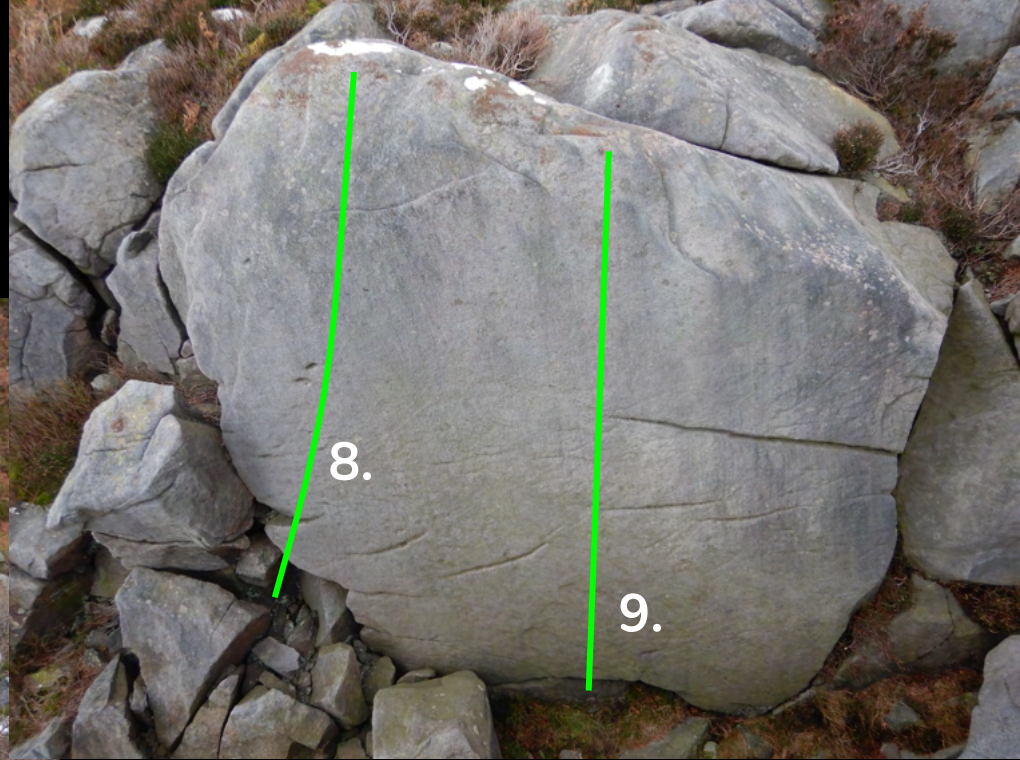
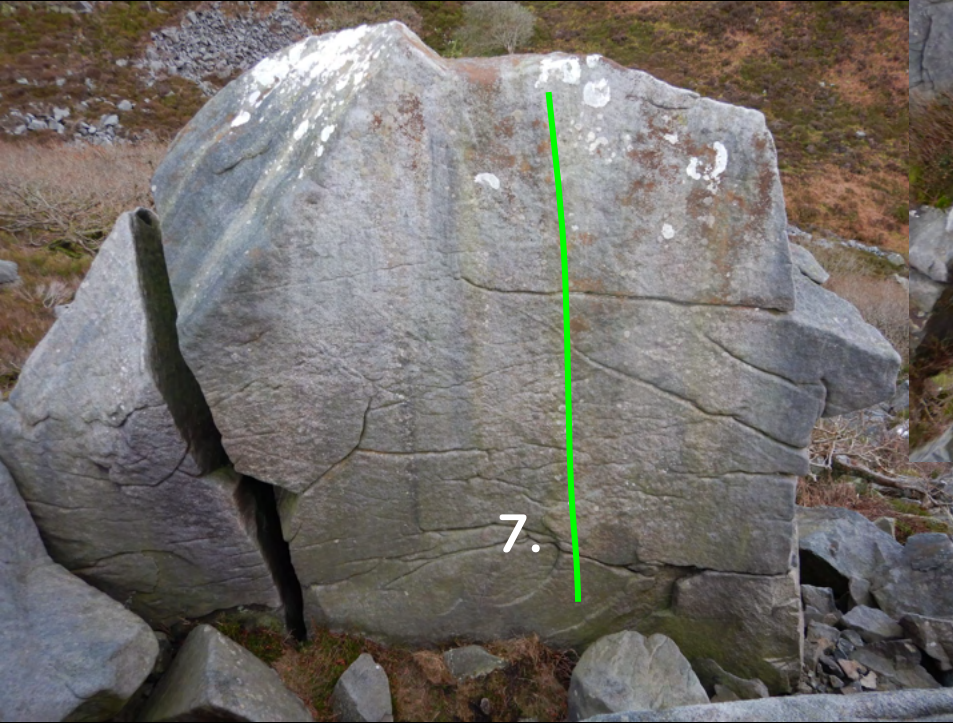
9. Slab Eliminate f4.

Start sitting on the block on the left, reach the top via two “eyes” on the slab.

Photo: Jana Rychnovsky

Bertie Purkiss shows us 5's wideboy eliminate (crack only, ~ f6A+).

The Lozenge Boulder



back topo

Between Lozenge Boulder & The Shield

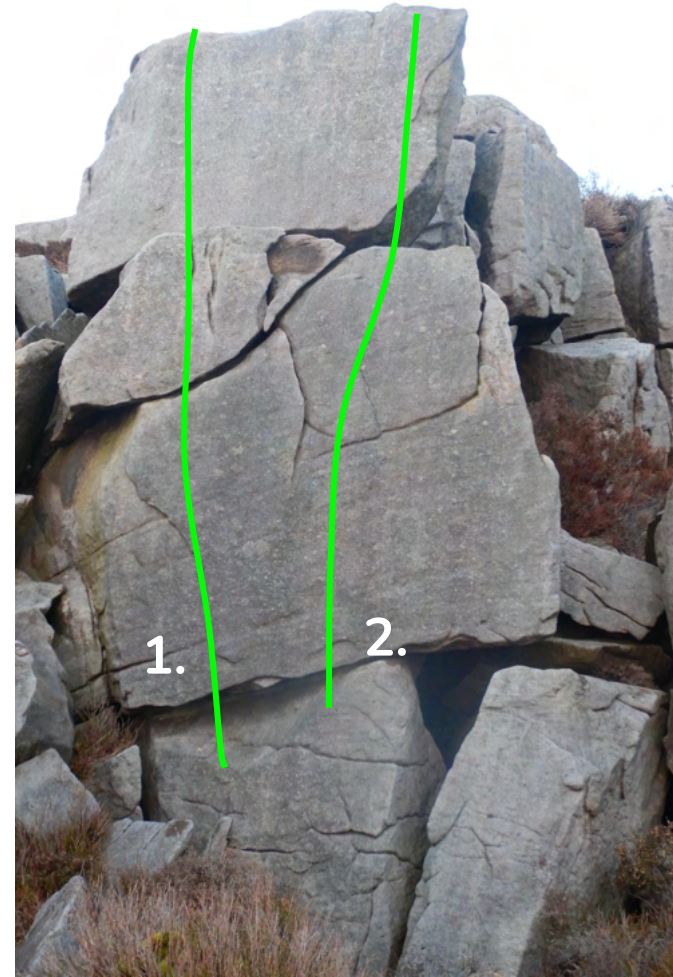
Between the Lozenge Boulder and The Shield a jumble of unworthwhile boulders can be found, the best one, 50 m N.W. of The Shield gives:

1. **Don't Tug My Winkie f5.**

The left hand side of the block. Tugging the winkie is likely to result in it coming off and you having the shame of carrying it round with you. This will not get any harder than it already is, don't play with it.

2. **Don't Tug My Winkie RH f4.**

Right side of the block, winkie is still out.



The Shield

The most aesthetic bit of rock at Windy and visible on the road in, the climbing is good to. Approach: 25 min

1. Sword Song f7A/6C+ H *.**

SDS on the spike block then follow crimps to the top, a contender for the finest gem at the crag.

2. Saxon f5 H *.

Leftwards up the main face, alternate start from the left arete.

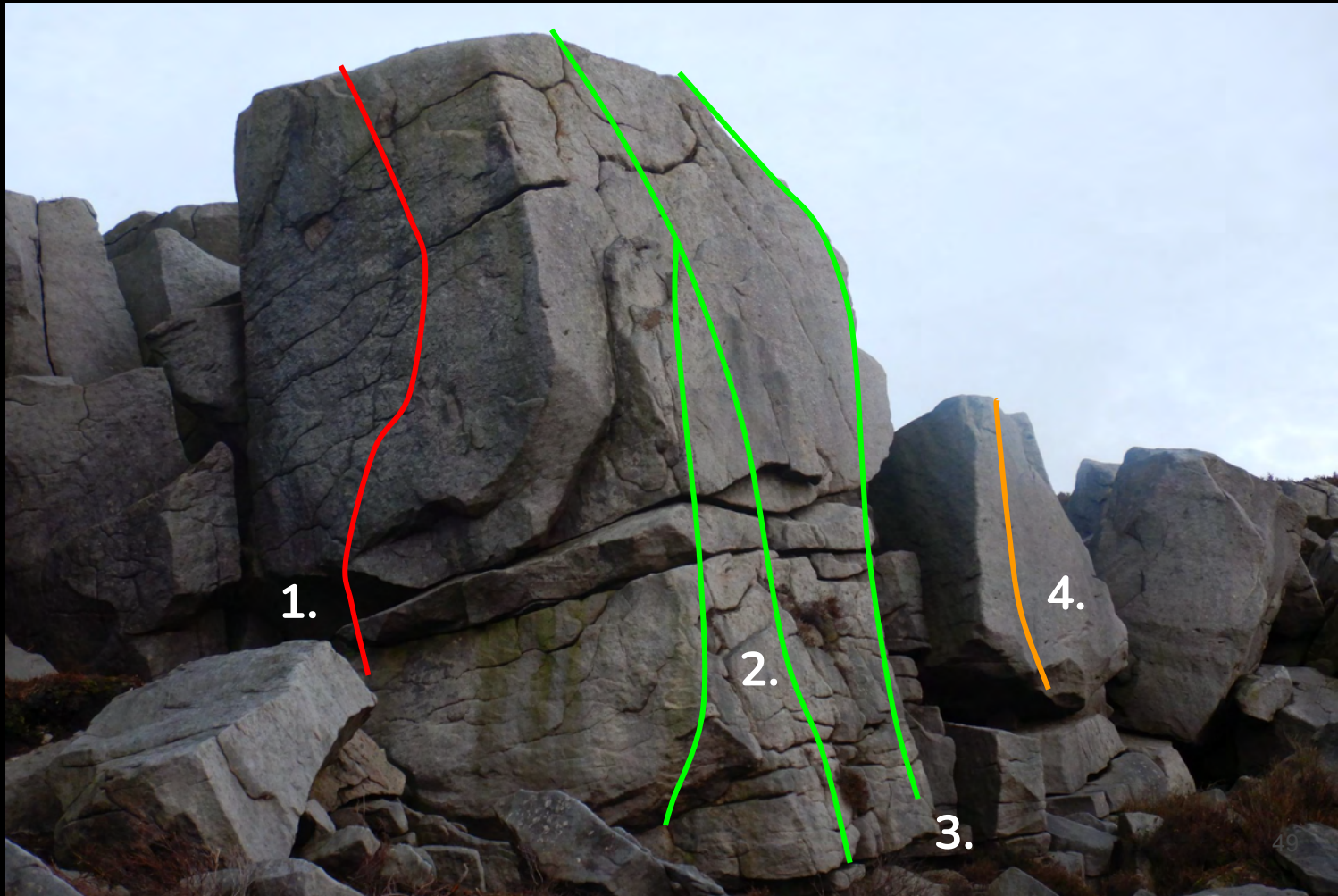
3. Hoplite f5 H *.

Rightwards up the main face, topping out via the right arete.

4. In One Ear Out the Other f6A.

To start left hand left arete right hand crimp (like Careless Torque if your tiny, but not really).

The Shield *topo*



Hill Top (1)

Approach: 27 min

1. **Ahem f7B**

SDS from LH side pull, RH higher seam, mediocre. Start with RH on face crimp is **f6C**.

2. **Grabatron f6B.**

SDS with hands in opposition on each arete and head up.

3. **I Need Your Hands f5**

SDS the crack, block to right out.

4. **Unnatural Selection f5+**

SDS, left hand arete on it's left.

5. **Larsony f6B ***

SDS the wall right of the left arete, using the arete.

6. **The Curse of Madame "C"rack f4 ***

SDS, the crack.

7. **Weiner Dog Art f5+.**

SDS, from the lower break up the arete into a lip traverse.

8. **Night of the Crash Test Dummies F4.**

SDS on obvious hold.

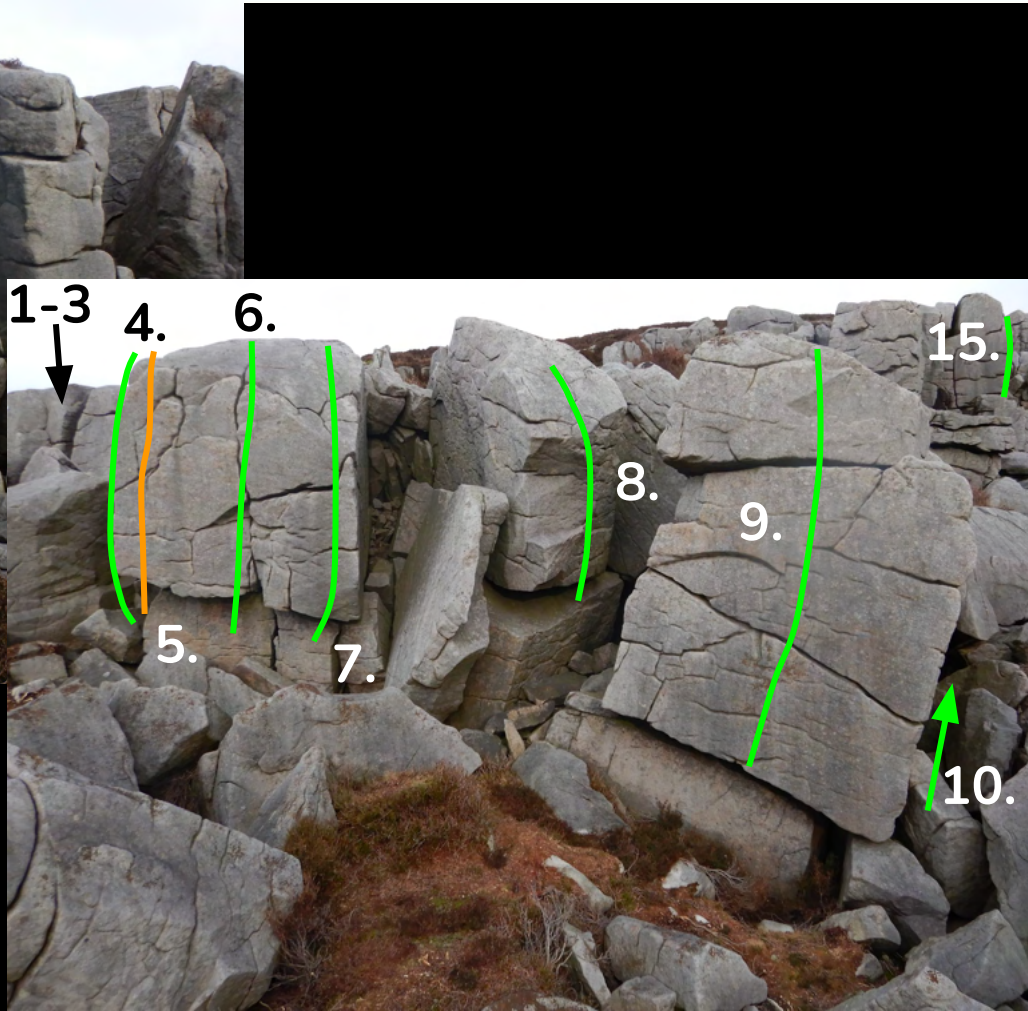
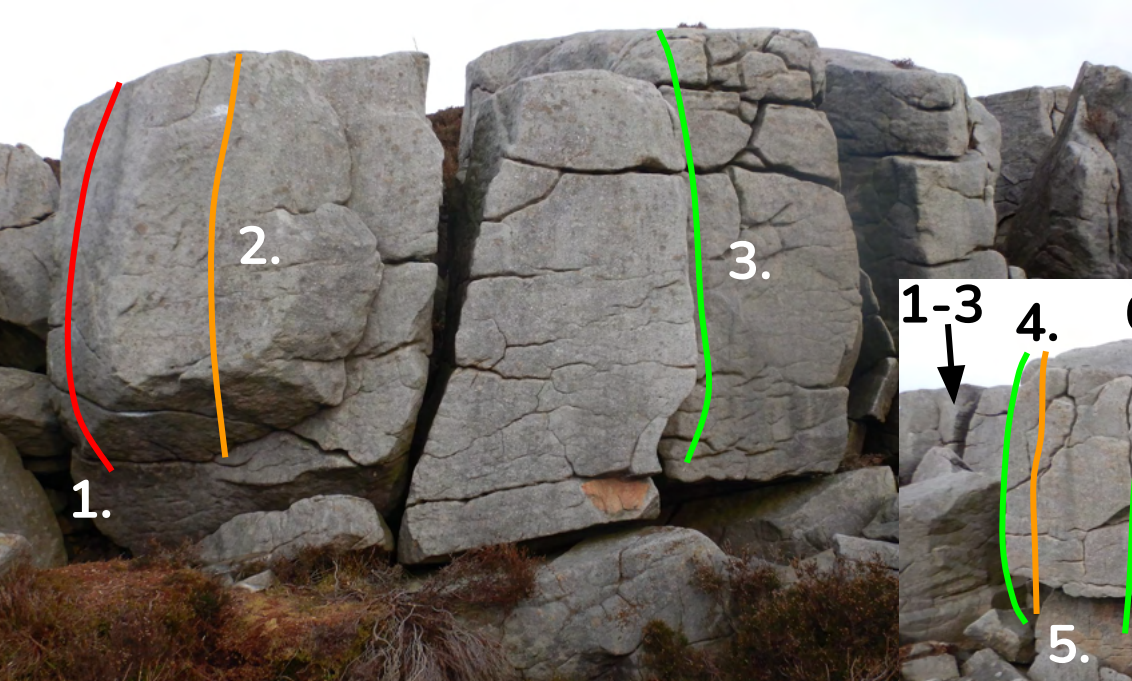
9. **The Far Side Observer F4 ***

SDS, up the breaks

10. **Last Chapter and Worse f5+ ***

SDS, the right arete on it's steep side.⁵⁰

We'd prefer it if you didn't print this guide (to save the trees it's phone friendly) but here's where you can staple if you have to!



Hill Top topo 1

Hill Top (2)

11. You're Sick Jessy! Sick, Sick, Sick! F6a.

SDS below the overhang on the left/west face of the boulder.

12. Cows Don't Have Opposable Thumbs f4.

SDS, the right hand side of the face via the overlap.

13. Crack Kids f5+ *.

SDS, follow the crack then top out.

14. Butch Pratchety and the Sun Dance Squid f6C **.

SDS, from as low as you can up the arete.

15. There's a Hair in my Dirt! F4+.

SDS, the far right rippled wall here, two easier lines are: left of the rippled wall (f4) and, the arete (f4) of the behind larger left boulder.

Between the Hill Top and The Gully a number of unworthwhile boulders can be found around **f5** or below.

We'd prefer it if you didn't print this guide (to save the trees it's phone friendly) but here's where you can staple if you have to!



Hill Top topo 2

The Gully (1)

Approach: 27 min

1. **One Move Wonder f6A **.**

SDS below the ledge turn this and top out via the pocket.

Manta Ray f6A.

To the left of 2 is a small boulder, climb the steep N.E. side nearest 2. SDS from a knobbly hold up the left arete.

2. **Crimp and Crack f6B.**

SDS under the left-hand scoop of the boulder, head up left.

3. **Armscliff Wall f6B+ !H *.**

SDS from the low vertical slot, and head up to the ledge to shuffle right to top out via the groove.

The Gully (1)

4. **Armajesty f7A !H ***

SDS, start as 3 but make a long move right to the crack and head up the groove. A more direct line on 3/4 could be harder and bolder.

5. **Gary's Arete f6A ***

SDS, the left hand arete.

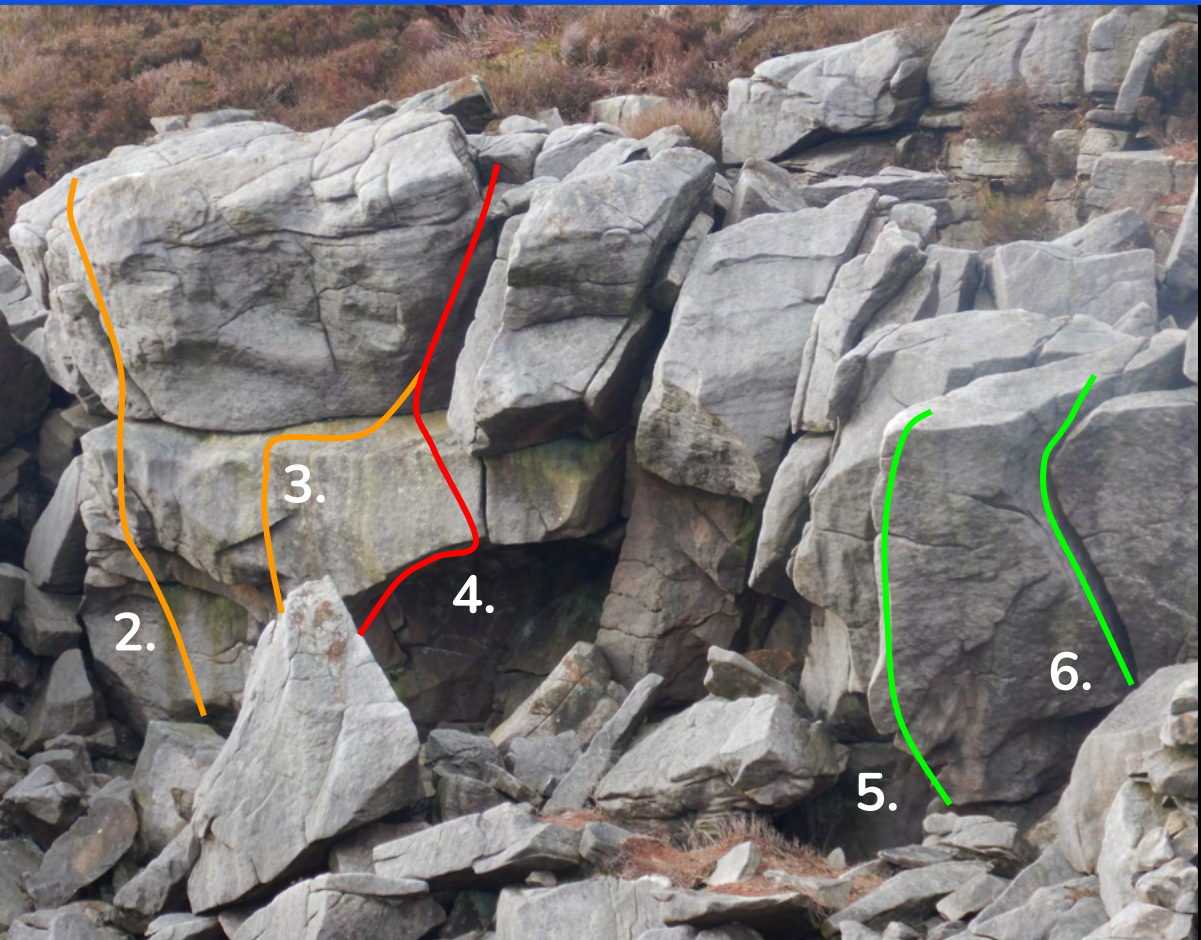
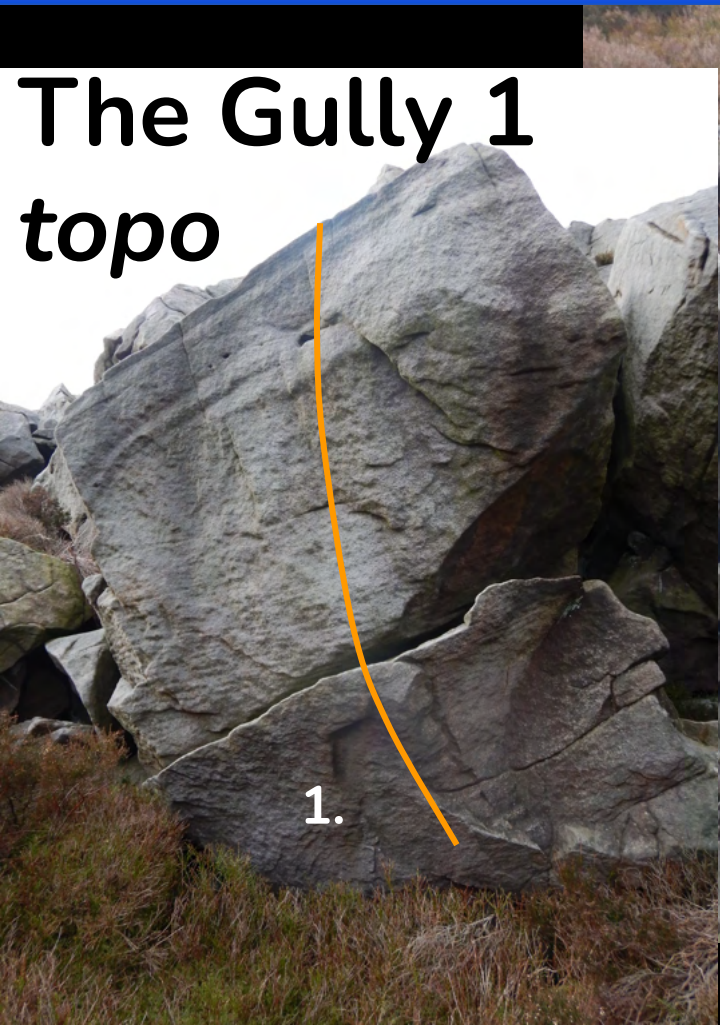
6. **Gary's Crack f5+**

SDS, the crack.

David Seed checks out Almost Famous. Photo: Bede West



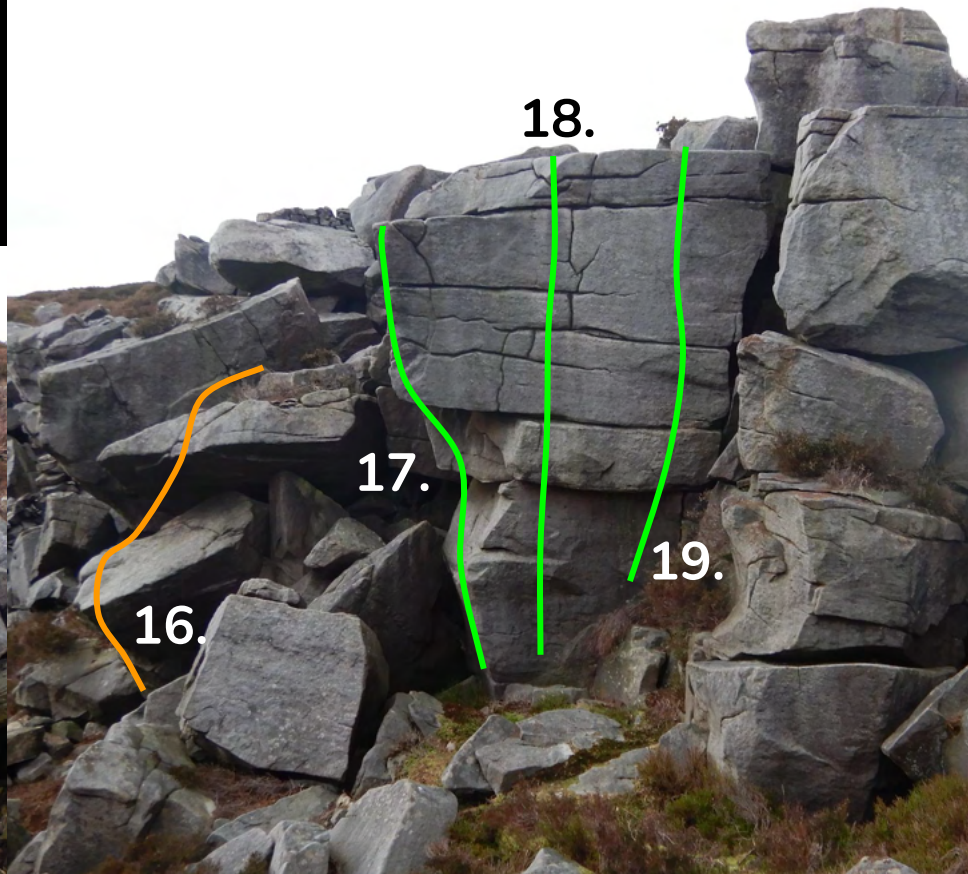
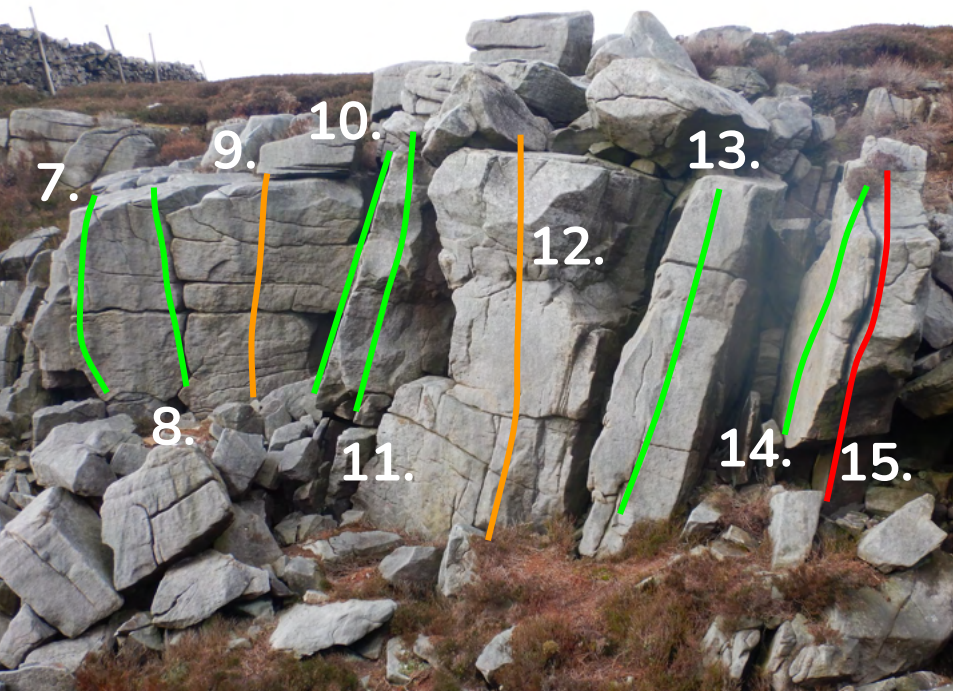
The Gully 1 topo



The Gully (2)

7. **Beyond the Far Side f5.**
The left arete.
8. **Worthwhile f4+ *.**
SDS, the crack, jams.
9. **Almost Famous f6B+ *.**
SDS, centre of the wall, big holds near the crack out
10. **Friction Slab f5.**
Slab from stand.
11. **End Arete f4+.**
SDS, arete right of 10.
12. **Hound Of The Far Side f6A !H.**
Climb the wall via the bulge.
13. **It Goes Between f3.**
The pillar between 12&14.
14. **August 1983 f5+.**
Slab on left of big fin.
15. **Barracuda (14 Project) f7A H! *.**
SDS, LH left arete, RH right arete.
16. **Totem Vole f6C**
SDS, up two leaning blocks.
17. **The Chickens Are Restless f5 H **.**
Left arete (Hard Very Severe).
18. **Midvale School For The Gifted f5+ H ***.**
Up the centre of the wall, excellent.
19. **First Edition Hardcover Box Set... f5+.**
The wall on its right.

The Gully topo 2



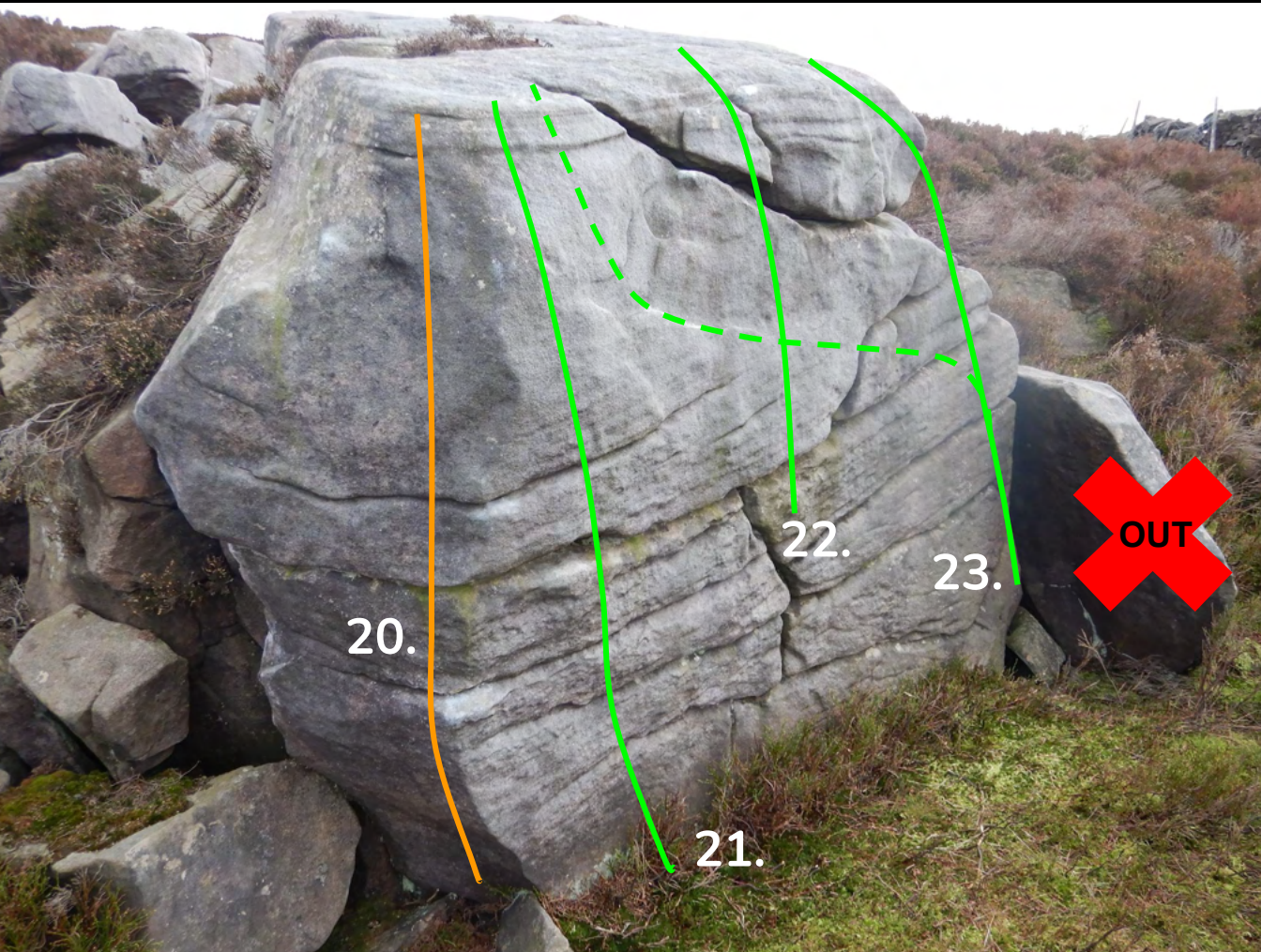
The Gully

Up the other side of the gully is:

20. **The Drinking Man's Crumpet f6B **.**
SDS, left of left arete of the boulder.
Right David Seed on 20, colour coordinating his pad and spotter (Seren Parkman).
21. **Dabbling in Laziness f5+.**
SDS, right of left arete.
22. **The Fastest Slowcoach in the West f4.**
From crouch, centre of the wall direct.
23. **Something and Nothing f5+.**
SDS (stand f3) right arete, block out.
24. Extension of 23 by eliminate traverse, high crack out, f5+ (confusingly named the “Yorkshire Extension” to 21).



Photo: Bede West



The Gully topo 3

Outlier Boulders (1)

Not so much a sector as a skatter of blocks of varied quality, most are too heavily featured/lichened/greened to be worthwhile, some exceptions to this are described in the following pages.

1. **Dry Hump f5.**

SDS on the left of the slab and mantle, left arete out for slightly harder eliminate (**f5+**).

Platonic Conception f5. (unfound, location uncertain)

Several blocks form a cave west of the project back towards the gully boulders, start from within this climb out left, right wall out (supposedly worthwhile).

A project (**2 Project**) the white line, could climb under the right block on undercuts, easier lines are possible on the same blocks but less worthwhile.

2. **Ozymandias f5.**

A low ball starting on the left using a hooked hold.



Outlier Boulders 1 topo

Outlier Boulders (2, Platypus)

A boulder with an obvious bill, problems are rather squeezed in.

1. Duck Yeah 6a.

SDS, on crimps in the groove to top out via the bill.

2. Platypus Bill/Beak f4+.

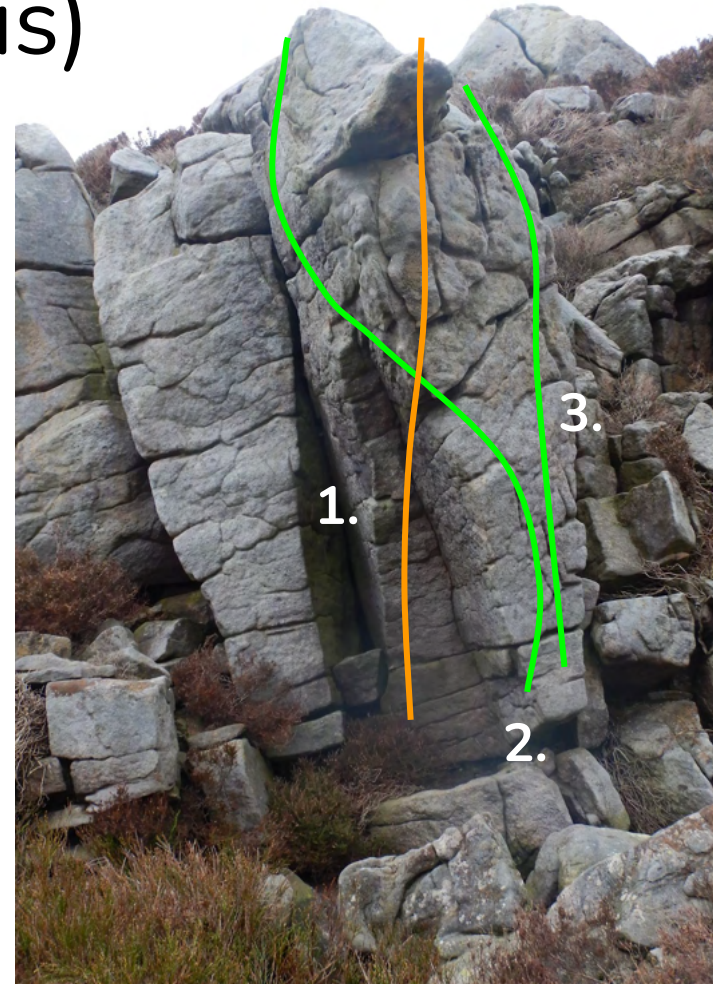
Crouch below the bill and head left to top out, left wall and foot block out.

3. Darling Duckling f3.

The right wall of the boulder.

Lame Duck f5. Left of 1-3 is a very short wall, SDS, avoiding the RH crack until you top out.

Mantle f4+. The mantle cave/block below problems 1-3. No blocks or sidewalls.



Outlier Boulders (3)

1. **Pythagoras f5.**

SDS within the cave and reach left for handholds to top out right, foot holds on top of the pinnacle out. A poor eliminate.

2. **Lapwing f7A+ **.**

SDS deep in the left cave of the boulder and head rightwards on the face, separate pinnacle block on the left is out. THE problem worth visiting in the outliers (FA 03/2018 mistakenly claimed as “Out of the Shadows” at the same grade 02/2021 as Lapwing wasn't well publicised).

3. **Southpaw Pup f4.**

SDS, on the front face slab head up left via flakes only.

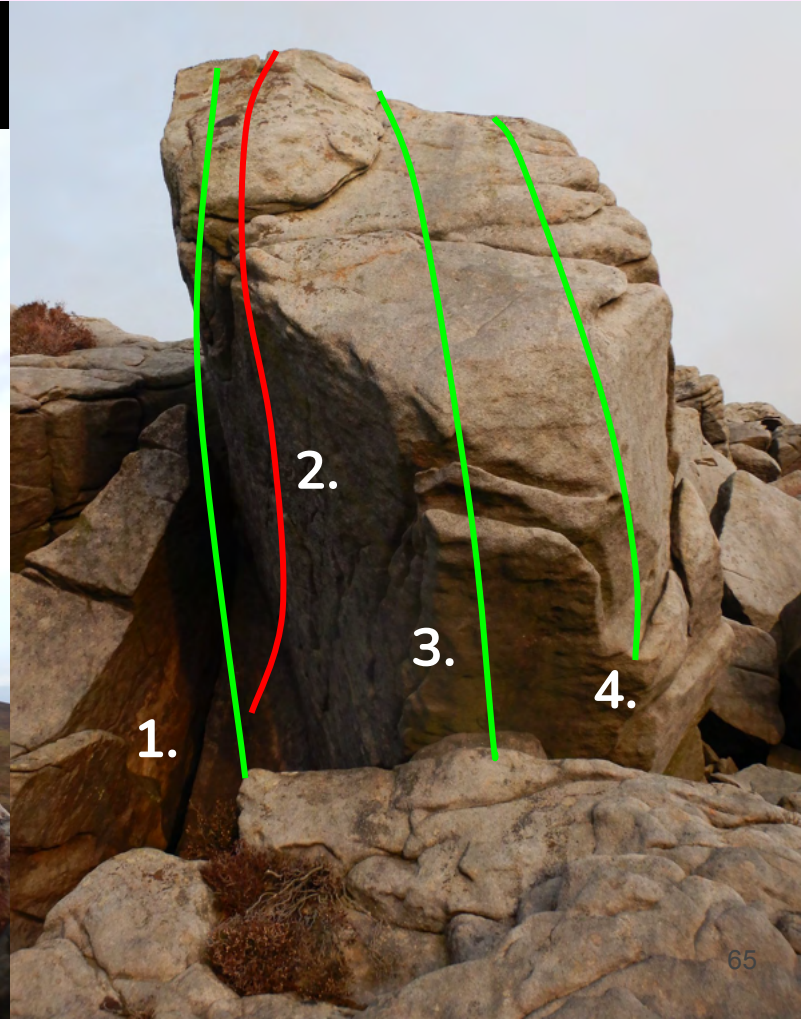
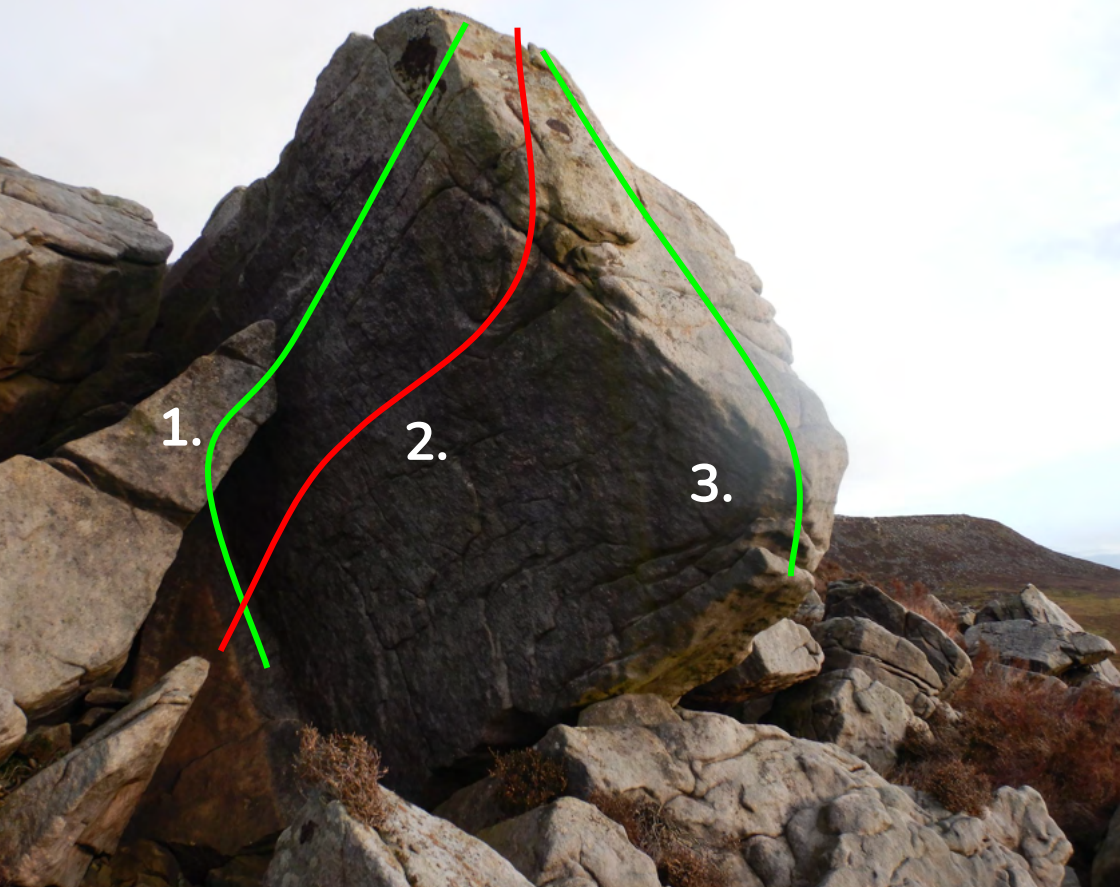
Black Dog f5+.

SDS as for 3 but climb the left of the arete under the overhang.

4. **Underdog f4+.**

SDS on the right of the block onto the slab.

Outlier Boulders topo 2



Timo's Sector: Walk in.

This sector is path side meaning the boulders are easy to access, although the walk takes 30 mins, it is worthwhile. Point [10](#) on the map shows the rough location of the Trackside Boulders, after taking the right fork away from [5-7](#) to a gate through a wall, follow the path 300 m before the next wall, they're either side of the path here. On from there the path follows the wall and gets onto the next rise a small short wall on the right can be passed over to get to Leaning Boulder. The Walls can be found just beyond where the wall has a hole, by dropping down right. Pictured right, Timo Makower on the FA of Right Crack.

Photo: Bede West.



Timo's Sector: Trackside 1

Thanks to Will Rhodes for picture and descriptions here.



Lat, Lon: [54.036061, -2.704610](#)

1. **Pit Mantle f6B.** SDS right of the hole.
2. **Lip My Pit f6B ***. Start above the pit and traverse right, low blocks out.
3. **Notched Arete 6B **.** SDS in the pit and climb on the left of the arete.

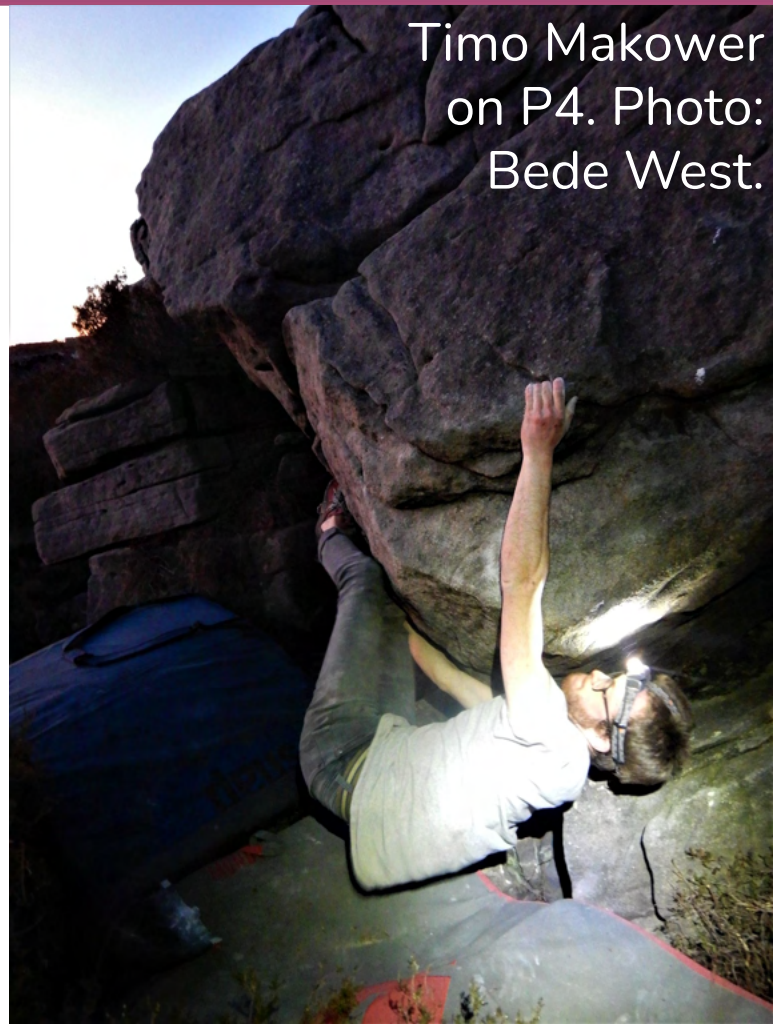
4. **Mossy f4.** SDS, Climb the arete to a lichenous jug.
5. **Bertie's Wall f5.** SDS, climb the wall left of an arete to a heathery topout.

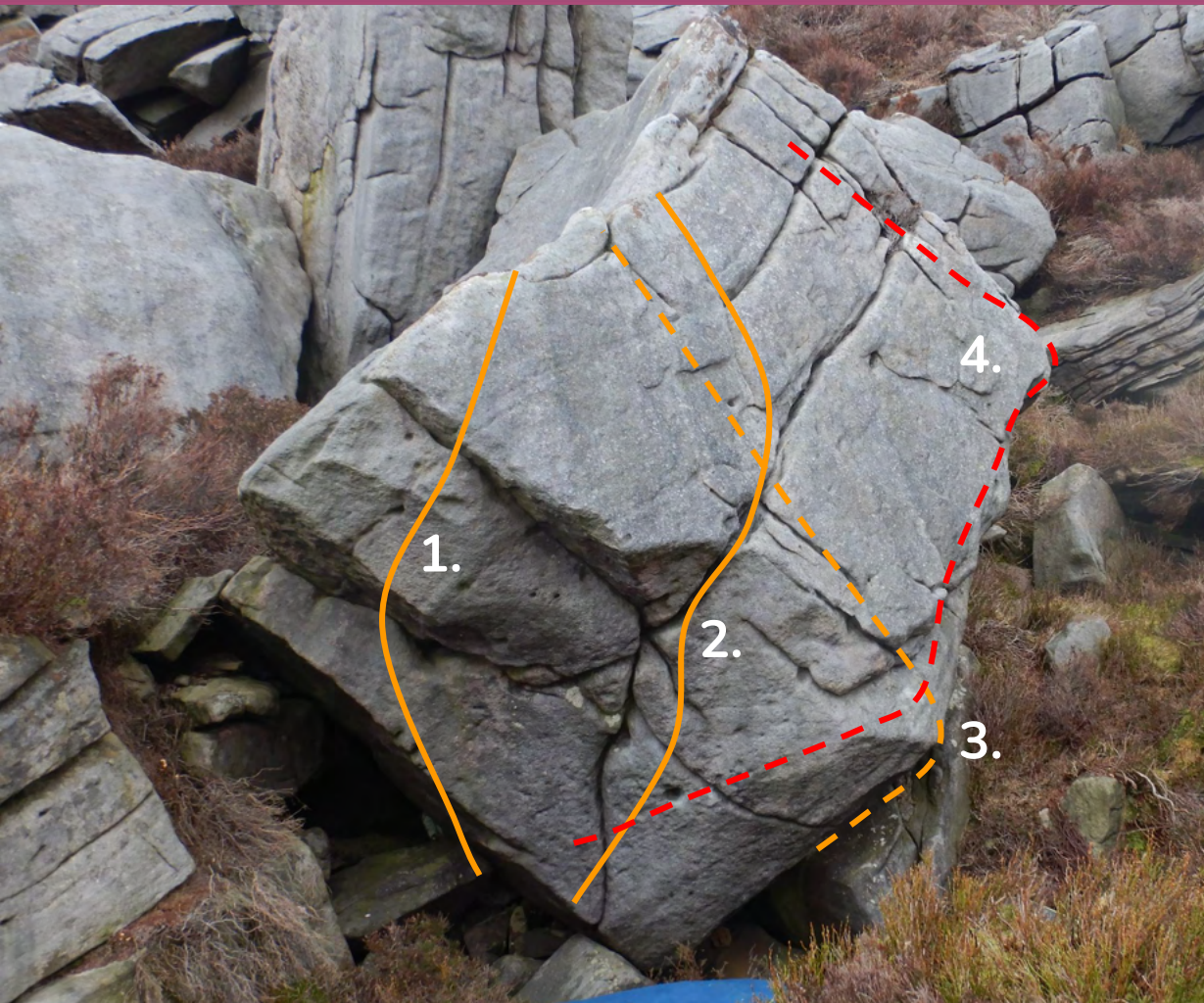
Timo's Sector: Trackside 2

Lat, Lon: [54.03517, -2.70310](#)

- 1. Beware the Grouse f6B.**
SDS, matched on a jug right of the hole
- 2. Horny Grouse f6C+ **.**
SDS, from the low shot hole and slopey crimp on the nose, up the crack.
- 3. Grouse House f6A.**
SDS from right of the nose using a low foothold straight up to the crack.
- 4. Creme de la Crap f7A+ ****
SDS, a lip traverse starting left of the nose. The crack above the lip is out.

Timo Makower
on P4. Photo:
Bede West.





Timo's Sector: Trackside Boulder 2 topo

Timo's Sector: Leaning

Boulder Lat, Lon: [54.03296, -2.69994](#)

5. Turbo Topout f6A.

SDS, left arete start matched on high sloper.

6. Sticky Toffee Pudding f7A *.

SDS using a sloper on the left arete and a right hand jam, straight up (FA no tape...).

7. Right Rib f6A+.

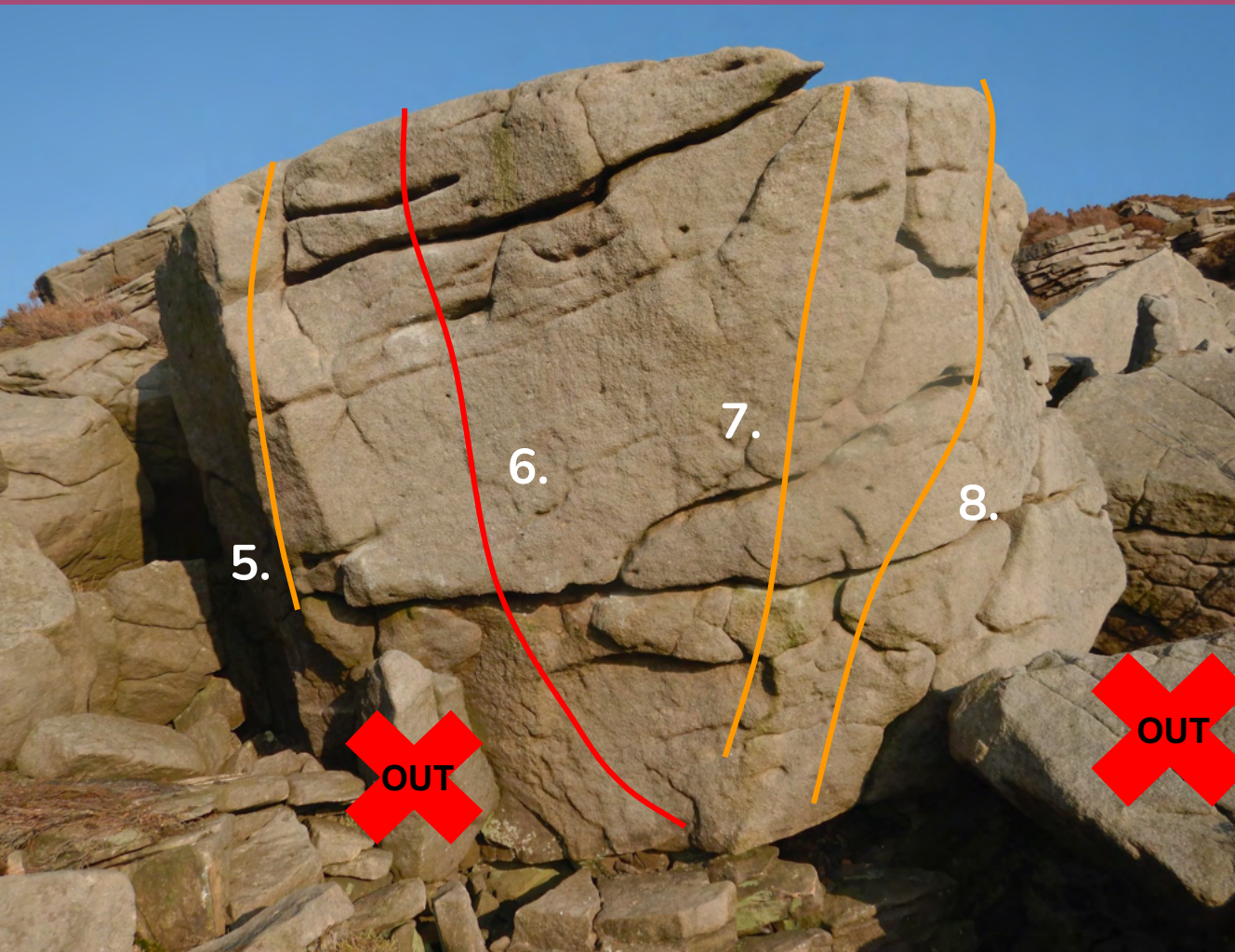
SDS, from a left jam and the large RH side pull head straight up the rib on side pulls.

8. Right Crack f6A+.

SDS, match on the side pull and head right.

Right, Timo Makower on the FA of Sticky Toffee Pudding. Photo: Bede West.





Timo's Sector: Leaning Boulder topo

Timo's Sector: The Walls

Lat, Lon: [54.03241, -2.69954](#)

9. **Corner Crack f3+.**

SDS, the corner up the crack.

10. **Eliminate Wall f5+.**

SDS, just the wall no cracks.

11. **Snap, Battle and Pop f4.**

SDS, the wide and dirty crack with holds in and on the crack only.

12. **Now Longer Arete f6A *.**

SDS, the arete on the right of the bay, topout leftwards.

Right Timo Makower on the FA of Last Light,
photo: Bede West.



Photo: Bede West



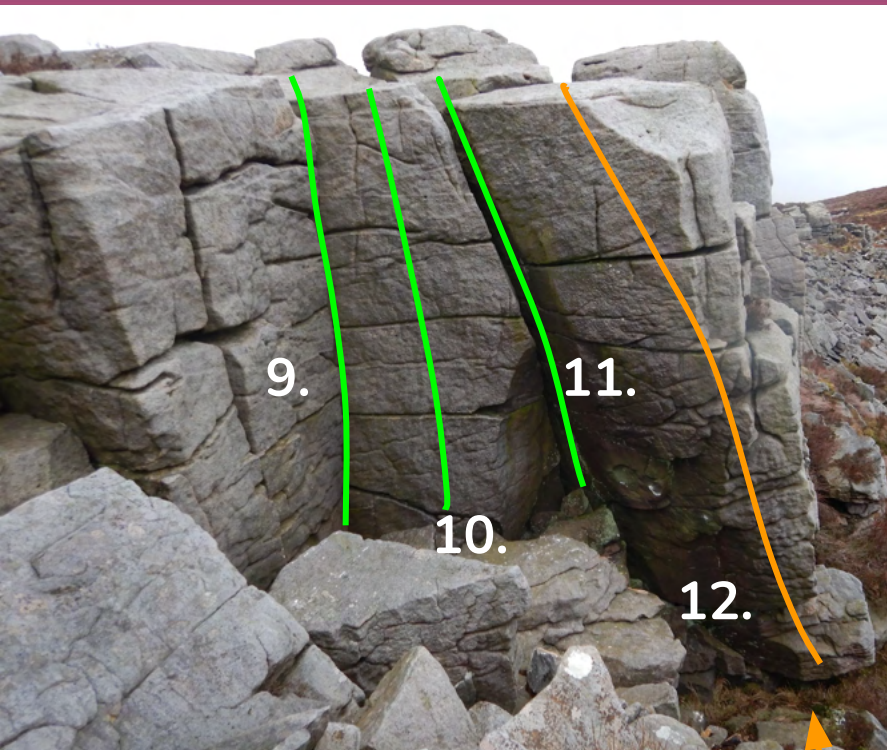
Timo's Sector: The Walls

- 13. The Eye f4+ H!**
From the ledge straight up via the eye.
- 14. Easy Crack f4 H.**
The crack with face holds, Easy Wall just right is the same grade.
- 15. Last Light Wall f6A H *.**
The wall left of the arete via a tricky move.
- 16. Last Light f5+ H **.**
The striking arete is thought provoking.

Left Timo Makower on the FA of The Eye.

We'd prefer it if you didn't print this guide (to save the trees it's phone friendly) but here's where you can staple if you have to!

Timo's Sector: The Walls topos



Ottergear Watch out for dirty, wet and loose rock, certainly esoteric. **The Bread Line (f4+)** is a full traverse of the main crag.

1. **Beginner's Wall Girdle f3+. R-L.**
2. **Crack Jack Heather Wack D.**
3. **Diminuendo VD.**
4. **Trig Pillar VD.**
5. **Water Groove VD.**
6. **Syphon S 4a.**
7. **Left Forgotten S 4a.**
8. **Forgotten VD.**
9. **The Well HVS 5a.**
10. **Unhinged HVS 5a.**
11. **Victorian E2 5c.**
12. **Thirlmere Wall E2 5c.**
13. **Hovis E2 5c.**
14. **Gate Spotter E1 5a.**
Arete on the left.
15. **Aquaduct Arete HS 4b.**
16. **Bowland Way VD**
17. **Ottergear Pedestal VD.**
18. **Ottergear Wall D.**
19. **Birk View VD.**
20. **Quern HS 4b.**
21. **Clougha Groove HS 4b.**
22. **Clougha Rib S.**
23. **Cellar Door f6A+.**
Past the climbs, a clean wall on slopers & crimps, no top out.

The Ottergear Challenge

It is known to be possible to climb all 24 climbs and problems at Ottergear within *one hour and ten minutes*. It is also theorised that it should be possible to climb everything at Ottergear in *less than one hour*, but the challenge remains uncompleted. Can you complete climbs and problems of the The Ottergear Challenge?

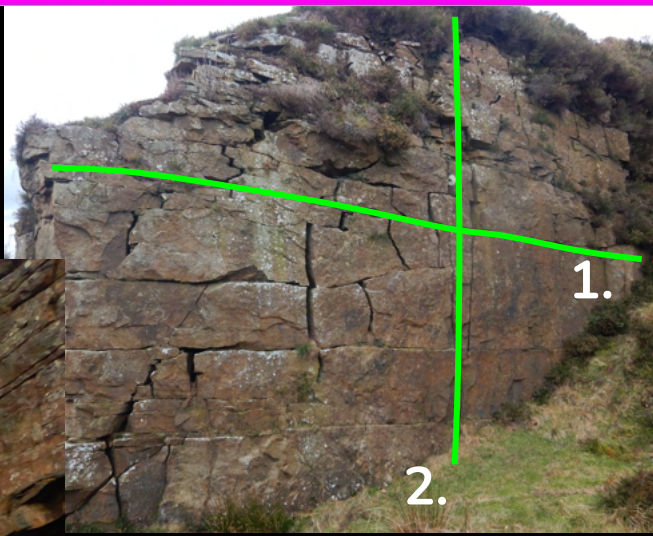
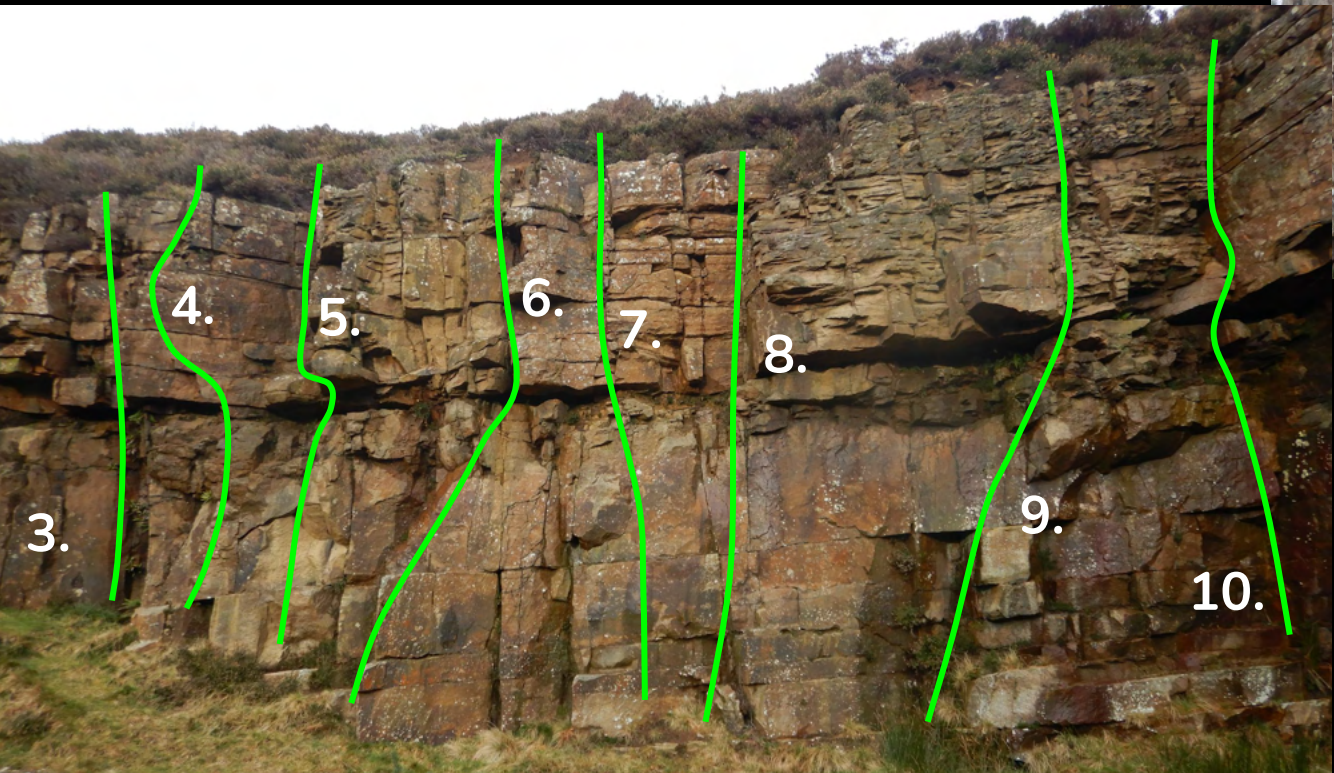
Given the esoteric nature of Ottergear quarry completing this challenge has the added benefit of never having to go back to the crag.

Left Bertie Purkiss on Crack Jack Heather Wack, photo: Jana Rychnovsky.



Ottergear topo 1

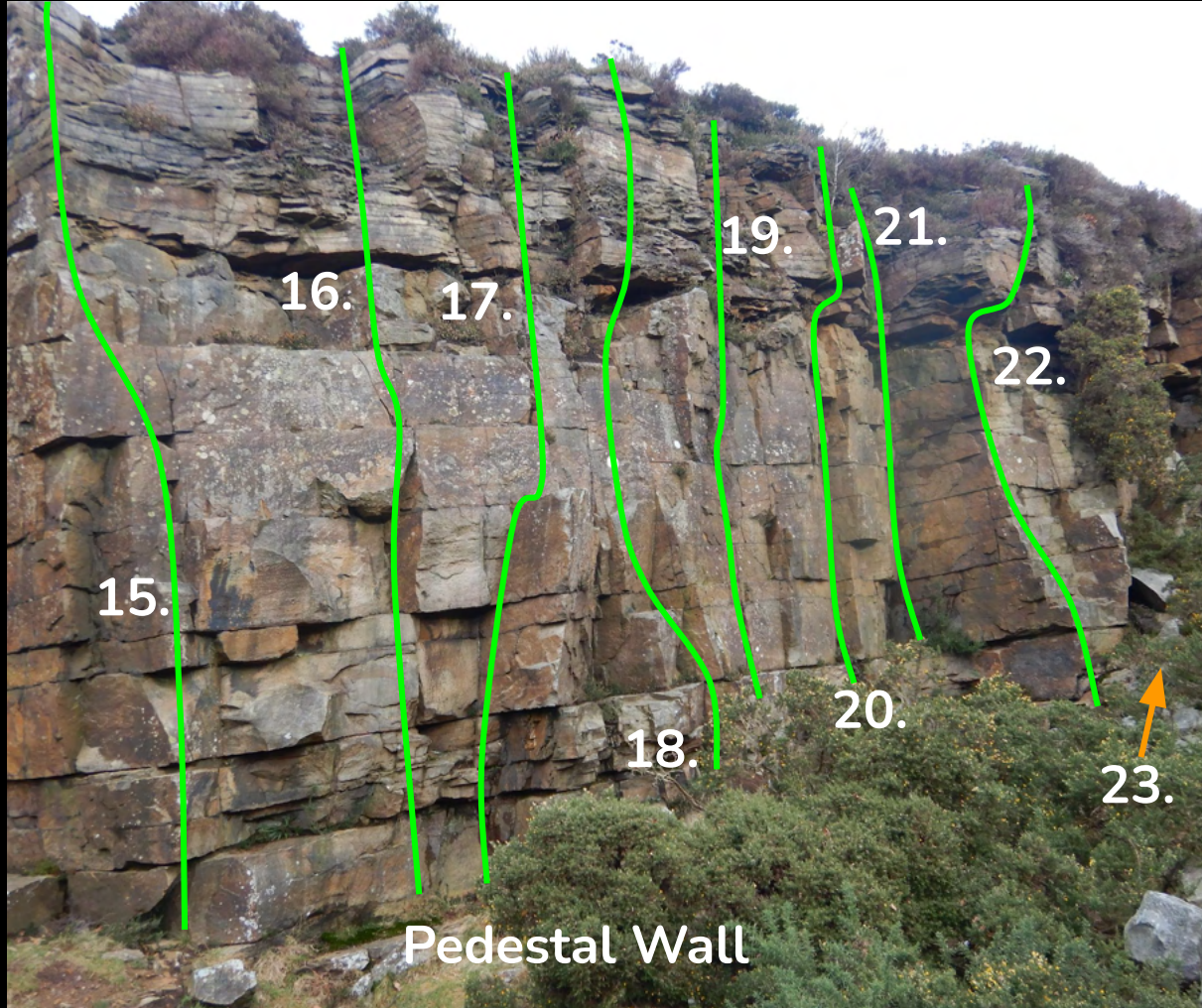
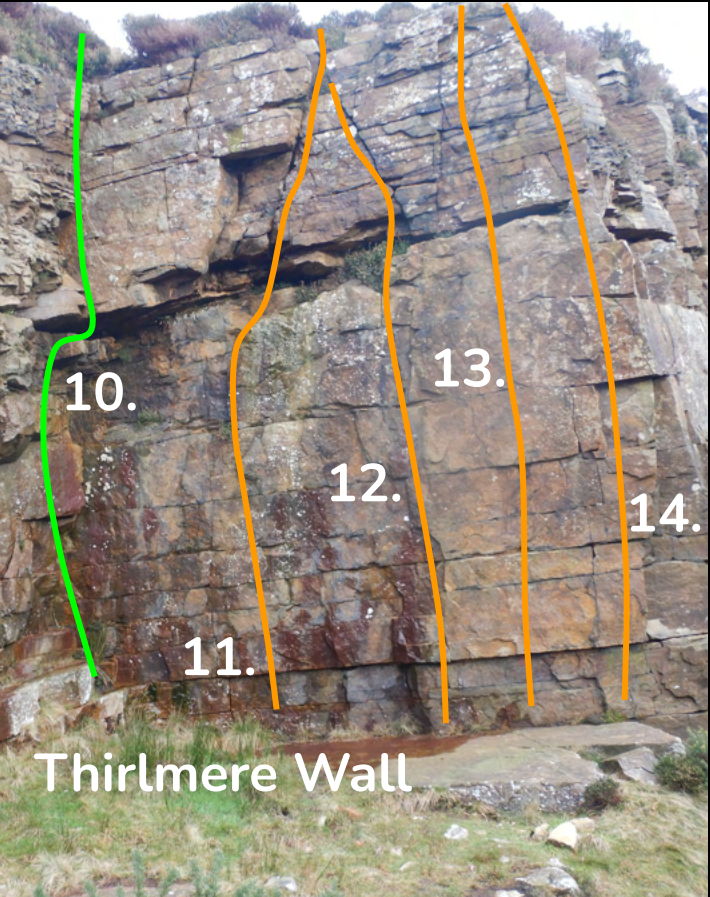
Left Wall



Beginner's Wall

We'd prefer it if you didn't print this guide (to save the trees it's phone friendly) but here's where you can staple if you have to!

Ottergear topo 2



Baines Crag

PARKING: [54.05013, -2.69541](#)

The main crag can be found at the roadside here: [54.049404, -2.69973](#)

But park 300 m east along the road. Please do not park in gateways or passing places and consider the landowner and other road users.

Little Crag found by following the wall down hill south of the parking, is here: [54.04917, -2.69444](#).

Right, Will Rhodes on Pygmalion Direct f6B **, the best problem at Baines? Photo: Bede West



Baines Crag: Little Crag 1

1. **Sub-Attendant f4.**

SDS, short wall left of the roof.

2. **Sub-Mission f4.**

SDS, both hands in the low break, straight up.

3. **Attendant f5.**

Wall left of the overhung nose.

4. **Strawberry sundae f6A H ***

SDS, just left of the arete.

5. **Chocolate Sundae f6B H.**

Nose/arete, eliminate up breaks on the left.

6. **Reception f5.**

SDS, gain the shelf from under the nose & top out.

7. **Small Nose f3.**

Right hand side of the nose overhangs, poor.

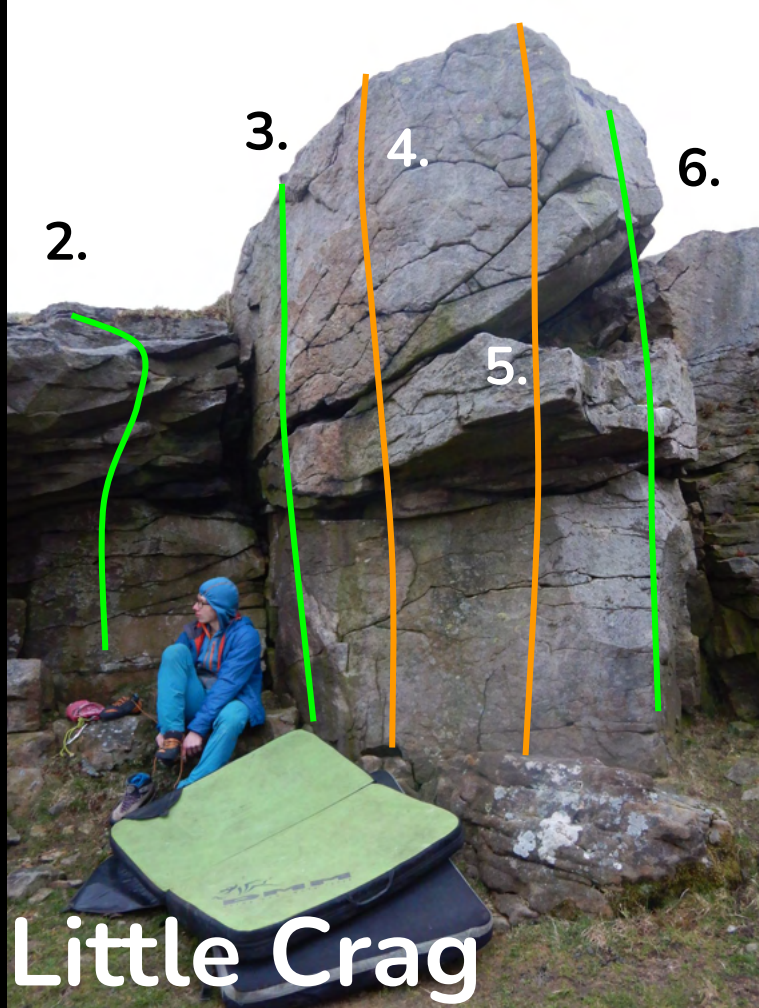
Two problems below are near this.

Beyond the Noses f3+.

A crack in nearby buttress gives a poor straight up and over problem.

Snot f6A+.

Beyond 7 another nose climb from the base up and over.



Baines Crag: Little Crag 2

8. Left of Wall f3.
Up the arete left of the wall.

9. Right of Wall f5.
SDS, straight up on the right hand side of the wall.



Baines Crag, main crag 1

Photo: Bede West

1. Tannhauser Gate f3+.

An obvious dirty slab up left from Pharos nose.

2. Pharos f4 H.

The easiest easy up the large slabby prow to top out, the SDS direct from under the roof is **f6A+**, knee bar possibly useful. See right Will Rhodes just about to finish this route.

3. Dab Roof f6A+ H *.

SDS, below the roof right of the nose of the prow and head up keeping right of the arete to the top.

4. Postcards of the Hanging f6B H *.

From undercuts at the back of the roof head up the crack by laybacking to join Pharos to top, blocks behind you and under the roof on the right are out.



Baines Crag, main crag 2

5. **The Rail f3+.**

Nearby left of Green Prow, SDS from a rail up past a break.

6. **Green Prow f4.**

The prow direct from an SDS, bad landing.

7. **The Scoop f4 H.**

The obvious scoop direct, **f3** coming in from the left.

8. **Pygmalion f6A * H.**

SDS, from the low flat holds head up the arete on good holds.

9. **Pygmalion Direct f6B **.**

SDS, from low flat holds central to the face head up past a long move .

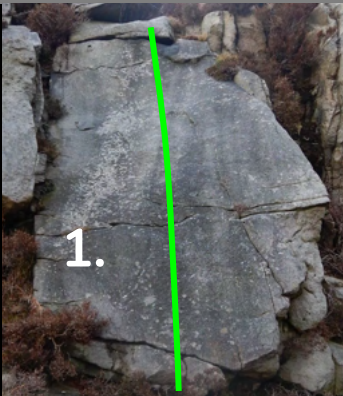
10. **Serp i Molot f5+.**

The crack and holds around and above it as an eliminate.

11. **Pooh Bear f3.**

The face at the back of the pulpit utilising its right arete.

We'd prefer it if you didn't print this guide (to save the trees it's phone friendly) but here's where you can staple if you have to!

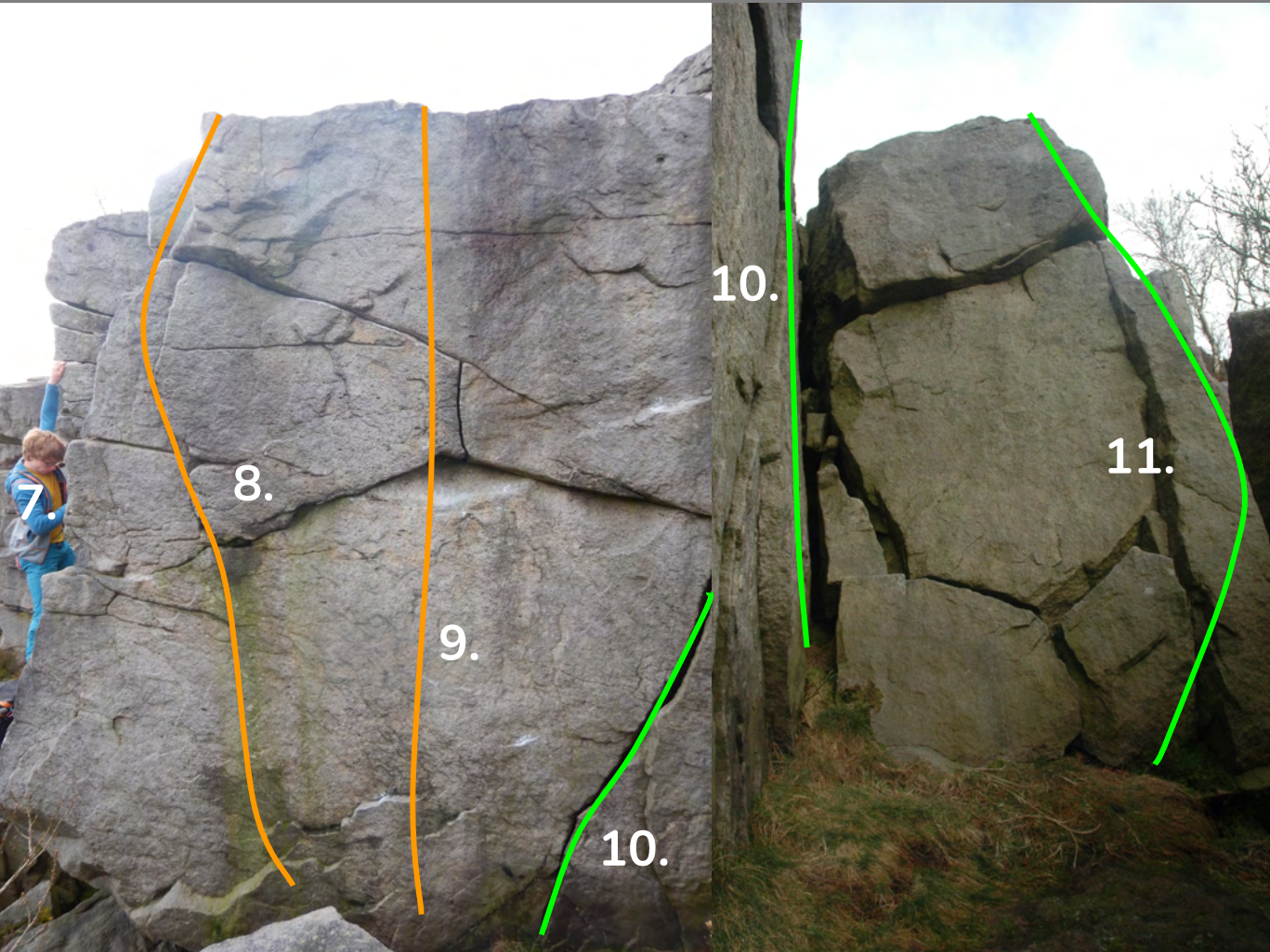


Esoteric Death
Trap f4+



Baines Crag topo 1

We'd prefer it if you didn't print this guide (to save the trees it's phone friendly) but here's where you can staple if you have to!



Baines Crag topo 2

Baines Crag, main crag 2

12. **Sitting Sweet.**

SDS, just to the right of the Pygmalion pulpit, a wall with an inverted T crack.

The next two climbs can be found a short distance right up two small roofs.

13. **Sphinx Nose f5.**

Of the two hanging nose ascend the left direct.

14. **Danaid f5+.**

Climb on the right under the roofs, direct.

The next boulder is found on the far right of the crag, low, nearer the road.

15. **Don't Think Twice f6B.**

From an SDS as low as you can get using unpleasant holds in the crack only pull on and make a hard move out left to the lip, worthwhile.

We'd prefer it if you didn't print this guide (to save the trees it's phone friendly) but here's where you can staple if you have to!

1.-4.



5.



6.-12.



13.-14.



15.



Baines Crag main
topo 3

