

There are some new boulder problems in this area. Add them to the old classics and there's now a good fast-drying circuit. Here are the details...

1 Dinosaur Diet 3 SIT 4+

Climb twin cracks to the top.

2 Digtanion And The Mattockeers 4+ SIT 5

Use the central crack but not the left crack. Feet anywhere.

3a The Slot That Climb Forgot 5 SIT 6C

Sitstart from the hold below the overlap. Gain the slot and continue straight up. Stay off the crack to the left, and the big footholds left of the crack.

3b The Lady Of The Curd SIT 7A+ ★

As before, but eliminate the slot and any other holds in that seam. Tensiony climbing leads up the groove, with a crucial toehook round the right arete.

4 Project Crack LOW XX

Pull on to the break, then climb the thin crack.

5 Kink On The Brink LOW 5

Pull on to the break, then climb the kinky crack.



6 The Mouse's Gauntlet LOW 7B+ ★

Start LH little crimp out left, RH sidepull. Make a hard move for a RH sidepull sloper, then clamp up to the top. Stay off the good jug on the left arete.

7 Purple Feel 7A SIT 7B ★★

The arete on its left is brilliant.

8 Scootch 4+ SIT 7A

The arete on its right, with a tricky pull on from sitting.

9 Camille Claudel 6B ★★

The tall slab on its left. Stay off the arete jug.

10 The Undercut 5+ ★★

A techy start leads to a balancy stretch between good edges.

11 Hands Off 6A

A fun no hands eliminate. Balance up to the ledge.

12 Smear Or Disappear 6B ★

The low traverse, in either direction.

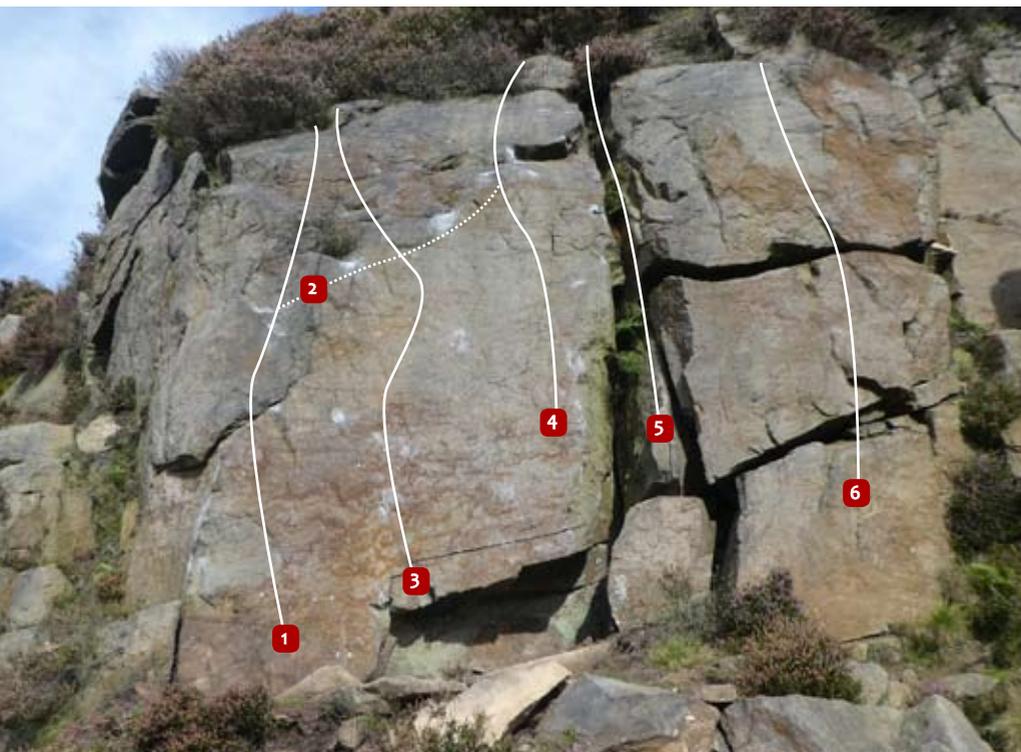
13 The Easy Way 4

Follow big holds wherever they lead.

For the last problem, scramble onto the top of the slab block, then sit down beneath the short steep wall.

14 Minecraft SIT 6C

Pull on and slap the sloper, then make a tough move to the break. Rock onto the slab and step off - no need to surmount the roof. Stay off the footblocks, and stay off big holds to the right. **6B** with big holds.



Another fast-drying wall with some good problems. This is on the left of Wilton 3

1 Tiberian Sun 4 SIT 5+ ★

The arete. Sitstart uses a RH hold to the right.

2 Tour Of Abusey SIT 6B ★

From the arete, traverse the lip right and finish via a right-facing rockover to gain the right arete, then the top.

3 Abusey Junction 7A SIT 7B+ ★★

A fine wall problem. An undercut is helpful on the sitstart. Sidepulls and a very tiny crimp lead upwards.

4 Gameplay 6A ★

Use the arete to gain the lip, then finish either by rocking out left, or by following the arete to the top.

5 You Could Fit A Bus In Here 3

The crack.

6 Breakout 5

Climb past breaks.



A shady summer retreat for hardcore boulderers. It seeps during winter, so is best visited in dry periods. There are plenty of brilliant moves on this wall, and lots of burly traverse link ups so you have an excuse to keep doing them.

X Nowt But Chips 7A+ SIT 7B+ ★

The arete on its left, with no holds further than 20cm from the arete. Brilliant tensiony climbing.

1 Ultimate Arete Experience 6B SIT 7A ★

Climb the arete on its right, without using the big holds. Small undercuts aid progress to a big top move.

2 The Ballad of John Axon 6A SIT 6B

Sitstart with LH arete. Look for a low left foothold which can often be buried.

3 Pimple 7A+

From feet on the *Nemesis* footledge and hands on undercuts, traverse left into *The Ballad...* Stay above the lower level footledges. (Traversing all the footledges to gain the same finish is **Dimple 6B**).

4 Nemesis SIT 7C ★★

From hands on undercuts, climb into the crack and a crux pull using the tiny LH sidepull. Originally done as a low start from the same holds, but the sitter adds a smidgen and feels more complete. The footledge is allowed.

5 Nemester SIT 7C+ ★★

No footledge. Start LH crack, RH undercling. Work leftwards into *Nemesis* via tensiony moves.

6 Rhamnosa 7C+ SIT 8A ★★

No footledge. Mega compression with matchstick footholds. Standup is from chest high underclings. Sitstart is LH crack, RH undercling.

7 The Perfect Catch 7B+

From the slippy slanting sidepull, leap for the corner edge.

8 The Configuration 7B+ ★

Unusual moves lead straight up the tallest section of the wall. Forget about the corner edge on the dyno - it's off route.