

CLIMBING IN NORTH EAST SCOTLAND

STUART STRONACH

This is a personal description of some of my favourite crags and routes around the north east. Most of these are sea cliffs, but there are a few decent inland venues which will get a mention. I intend to follow the same format as used by the current SMC guidebook 'Northeast Outcrops' i.e. starting at Aberdeen and heading south, then heading north, followed by the north coast and finally the inland crags.

This is not intended as an alternative to the guide and I'm not going to waste time duplicating how to find the crags or on locating the various routes mentioned. Instead, I'm just giving a wee personal opinion on some of the areas covered in more detail in the guide and note some of my favourite routes. As more Club members attending the weekly sea cliff climbing meets become competent leaders, this may be of some use in suggesting some of the better, less popular alternative venues which are on offer in the Aberdeen area.

SOUTH OF ABERDEEN

Bridge of One Hair

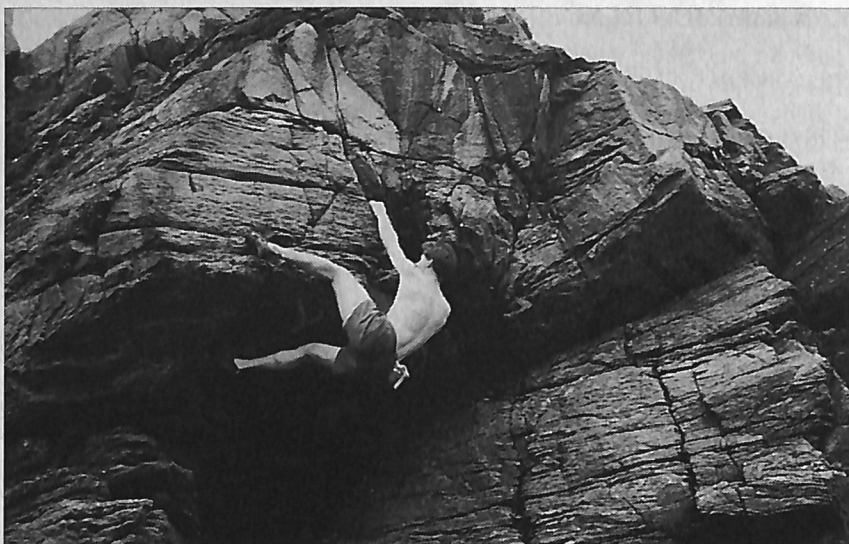
This is a neglected headland beside the first bridge over the railway on the coast road when heading south from Nigg Bay. It's neglect is probably because you've to cross a two metre high fence and a chemical waste dump to get to it! Once there, the unpleasant aromas are soon left behind. The place is really a bouldering venue with one or two bigger bits of rock.

Deceptive Wall

This is a wall of excellent rock facing straight out to sea above a tidal platform. There's nothing harder than VS here, but all the routes are worth doing, particularly Big Daddy (S) and The Somme (MVS 4b). The only down side for beginners is the awkward and sometimes greasy descent gully at the north end of the crag.

The Long Slough

The seaward end of the north wall of this inlet has some amazing routes through impressive overhangs. There are few easy routes, though Zombie (S) is quite good and Quartz Deviant (S) is bold. Moving up a few grades, Brain Death (E2 5b) is a short but fun route over a big roof - heel hook the lip, rock over and stand up and it's all over! Things get harder still with Red Death (E3 6b), Black Velvet (E4 6a) and Bob's Overhang (E4 6b), all of which are reported to be stunning. The bouldering here must also get a mention



Stuart Stronach on 'Brain Death' Grade E2 5b Long Slough

- around the base of Red Death are several hard problems, and the low level traverse of the entire crag is a worthwhile and quite sustained 6a.

Long Slough Red Rocks

This is the south side of the Long Slough - it's name comes from the sill of felsite which gives the place its distinctive appearance. The climbs aren't of the same quality as those on the other side of the inlet, but are interesting due to the unusual rock. Firebird (E1 5b) is excellent apart from the top section above the felsite. Some hard new routes were done here in the summer of 1995, of which Liquid Dancing Firelight, up the prominent hanging arête at the east end of the crag, looks superb and a lot harder than the E5 6a grade given!

The Dry Covie

This is an obscure wee bouldering inlet which is set back from the sea and has a reasonable landing on pebbles and boulders. The traverse of the south wall is quite a challenge, and the place can be a sun trap at the right time of day.

The Humpback

The Humpback is a sea stack with an entertaining girdle traverse (VDiff), best done at high-ish tide! There's a nice line up a quartz seam, Quartz Corner (Mild Severe) at the south west corner.

Black Rock Gulch

This is a fine place when quiet, but it's often busy with instructional groups. The red slab provides fine bouldering or quite easy but bold routes. The main wall is bigger and steeper. Yellow Edge (Mild Severe) is probably the best route here, but the HVS 5a through the overhangs at the back of the inlet is worth doing despite its short length. The steep wee wall below the shelves at the base of the red slab also gives reasonable bouldering.

Souter Head

Souter Head is probably the most popular venue in the Aberdeen area. This headland has several inlets with climbing in most of them. An early Cairngorm Club Journal article, reproduced in the most recent Journal (Vol.20 No. 104), describes some of the earliest climbs and constitutes the first recorded climbing guide for Northeast Scotland. The most famous climb is Mythical Wall (E1 5b) which has even been the subject of an article in the climbing magazine 'On The Edge'! Also well worth doing and on the same stack are Seawall (E1 5b), Pickpocket (E2 5c) and The Pobble (VS 4b). Further south is Milestone Inlet, which contains Milestone Direct (VDiff), and south again is Rainbow Inlet. Here, the best route is Brooker's Arête (S) which takes the prominent rib on the south wall. Tyke (E3 5b) is a fine but very bold wall to its right. Jade Traverse and Jade Buttress (VS 4c) combine to make a fine outing near the south end of the headland.

South Cove

Another popular venue, with many good routes in the upper grades (i.e. too hard for me, so I've not done them and can't comment on how good they are!). However, Space Rats (E5 6a), Cracks in Reality (E5 6a), Procrastination (E5 6b) and The Black Sheep (E5 6b), all in the Red Hole, are all reportedly magnificent multi-pitch routes. Lunatic Fringe (E7 6c) is the hardest non-bolted route in the north east and looks quite tricky! Insect Groove (VS 5a) is a classic, with the crux in the upper corner. South Cove seems to be getting worse for nesting gulls - they were everywhere on my last visit and we ended up bouldering in the quarry behind the main cliffs! You have been warned!

Clashrodney North

This crag is a crumbling heap of choss apart from one route: Wild Hearted Son (E3 5c) has a crux low down and then a pumpy thug¹ through a roof on flakes to jugs² over the lip. The other routes aren't worth the effort.

1 pumpy thug = strenuous climb

2 jugs = large handholds

Clashrodney

Another large headland just to the south of the inlet that bears the same name. The best of the routes on the most northern buttress is Birthday Treat (HVS 5a). There are good looking routes on the slab to the south, but I've not tried any of them, so you're on your own regarding quality! On the Central Buttress, Stone Roses (E2 5b) is downright dangerous with poor rock and no reliable gear until beyond the crux at 7m (with a bad landing). Chisel Chimney (VDiff) is much more fun, with some wild moves for the grade. At Cairnrobin Point, Johnny's Dangler (E1 5b) is a short and steep wee boulder problem, with big holds most of the way! In June 1998, on a Tuesday climbing meet, 6 members of the Club added a new route to Cairnrobin Point - The Cairngorm Club's Other Crack (HVS 5b) takes an overhanging wall to a ledge, moves up to a large roof and pulls through to gain a fine flake crack.

Peel Slough

This area was developed after the guide was published. There are many short easy routes on the east wall, while the very steep north wall still has one or two unclimbed lines! As this is an area which has proved popular on the Club climbing evenings, I've included the full route descriptions for all the routes recorded. Some of the routes have had few repeats, so treat the grades as suggestions rather than definitive.

These crags lie to the south of Portlethen Shore, on the southerly wall of a long inlet called Peel Slough on the O.S. 1:10000 map, with a cave on its south wall. Take the first turning off the A90 signposted Portlethen (just after an Esso garage). Access is from the road linking Portlethen to Portlethen village. Parking is on the verge by the Mains of Portlethen farm. Walk down the track at the right angled bend by the farm until a small path leads south round the clifftop. Follow this until it leads down a small boggy slope into a hollow (10-15 minutes from road). Alternatively, follow the road all the way to its end in Portlethen village and take the coastal path north to reach the hollow (5-10 minutes from road). All the routes can be reached from here.

Main Walls

These lie directly out to sea from the hollow. There are two walls at 90 degrees to one another, facing east and north. The east wall is 5 - 7 metres high and comprises a slabby face with an obvious Y-shaped crack in the middle, and a large orange niche at the left end. A wet recess separates this face from the north wall, which is much cleaner, 8 - 10 metres high and overhangs viciously in its central section. It is less steep at either end, and a deep chimney-groove splits the right end. The cliff is partly tidal. Easiest descent is by a simple scramble at the north end of the East Wall.

East Wall

Climbs are described right - left

1. Wall Street Diff 5m.
Slabby face at right end of wall.
2. Ledge Route Diff 5m.
Stepped ramp and wall above. Useful in descent.
3. Face Up VS 4c 5m. **
Smooth cracked face between Ledge Route and Broken Promise without using holds in either, finishing at a sloping ledge. Eliminate³ but good climbing. Poorly protected, with the crux at the top.
4. Broken Promise V Diff 7m. *
Climbs the Y-shaped crack by the right fork with an awkward move at half height. Nice finish on big jugs. Left fork is Diff, stepping up and left just below the crux of the right fork.
5. Niche To Be Here V Diff 6m.
Start up ledges to right of niche, step back left to first foothold above niche and climb the left slanting crack.
6. True Faith HVS 5a 6m. *
Climbs the left edge of the niche. Surmount two bulges just left of the rib and follow the edge directly to finish on platy⁴ rock. It is easier (4c), but not as good and with poor protection, to swing left onto the rib from the ledge below the niche.

The short, thin crack left of True Faith, starting from the base of the wet recess, is unclimbed at present. It is steep, looks poorly protected and the rock is suspect in the upper section.

North Wall

Climbs are described right - left

7. Cold Fire HS 4b 4m.
Undercut crack with awkward start
Slab to left is a handy descent route (Moderate).
8. Snakedance V Diff 8m.
Chimney-groove with overhang at 1/3 height.
9. Talk With Your Hands S 4b 10m.
Climbs the undercut rib directly, with the crux over the initial bulge. Escapable above, but pleasant climbing if the crest is adhered to. Cleaned by abseil and rope soloed prior to first ascent.
10. Wages of Sin Mild Severe 10m. **
Hanging corner started from directly below. Corner climbed on right wall.

3 eliminate = a type of climb where you consciously avoid closely neighbouring and usually easier climbs

4 platy = like a stack of dinner plates

11. So Be It HVS 5b 8m
Gain the obvious ledge using an overhanging flake crack and climb the shallow hanging corner above using a small hold on the slab to the right to reach a jug at the top of the corner. The corner direct is 5c but artificial. Strenuous, but escapable onto Wages of Sin at the ledge.
12. Talk Hard E3 5c/6a 8m ***
A good climb taking the right hand of the parallel overhanging cracks, with strenuous reaches between edges and slots. Protection is excellent but tiring to place. Care is needed with one or two holds. Cleaned and inspected by abseil and top-roped twice prior to first ascent.
The left hand of the two parallel cracks, about 2 metres left of Talk Hard looks possible but thin and bold.
13. Keep the Faith E3 6a 10m. *
The rising left - right flake crack left again, on the less overhanging section of wall. It is bold and strenuous with a fingery crux. Further cleaning required.
14. Phreeqey HVS/E1 5a 10m
Follow the overhanging corner of Laybacking on a Sunday Afternoon until a large, thin flake leads right under the final overhang. Hand traverse this to an awkward exit over the top bulge. An exciting route.
15. Laybacking on a Sunday Afternoon Very Difficult 6m.
Overhanging corner at left end of wall. Finish up jugs on the left.
16. Far Out Moderate 6m.
A scrappy and worthless route taking the easy wall left of Laybacking on a Sunday Afternoon.
A good low level traverse goes right - left from Talk Hard to Laybacking on a Sunday Afternoon (5b)

The Cave Slab

This is the partially cleaned slab just east of the cave on the south wall of the inlet. Easiest descent is by abseil down the slab from the hollow, but the base of the slab can be reached at low tide by descending the grassy slope at the back of the inlet and scrambling round ledges, with an awkward greasy wall to be negotiated. There is a huge non-tidal platform at the base of the area, but a pile of greasy boulders must be crossed to reach the slab itself. This may be tricky at high tide, but abseil approach should always be possible except in very rough seas. There is scope for several more routes in this area, but further cleaning is required.

17. Sutika Severe 10m. *
Pull over a bulge to gain ledges at the base of the slab, and climb the obvious crack and the wall above on unusual holds.

A traverse has been made between the main walls and the cave slab area at V Diff.

Floor's Craig

Floor's Craig is well worth the effort of finding, but with some strange grading - Slug Arête must be the easiest VS 4c around, while Blockbuster (HVS 5b) felt more like E1 5c! Sprunt's Route (E2 5c) is pumpy but with a good rest ledge at 2/3 height. The Pugilist (E4 6a) and Manassa Mauler (E4 6a) look to be magnificent, and The Prizefighter (E5 6b), a direct through Manassa Mauler done in October 1995 looks damn hard! Jap's Eye Chimney (S) is available for those of masochistic tendencies!

Craig Stirling

This is another impressive crag split into two buttresses by a central recess. Grand Diedre⁵ (HVS 5a) on the east buttress is the line of the crag, and the routes on its barrel-shaped right wall look equally good. On the west buttress, Lean Meat (E3 5c), an old Pat Littlejohn route, takes an overhanging 10m flake crack and is excruciatingly strenuous. Between the Devil and the Deep Blue Sea (E4 6a) is reported to be a great route, and possibly quite hard for the grade.

Rotter's Rock

This is a buttress just south of Craig Stirling. The rock isn't so good, but it's not affected by the tide and therefore provides a nearby alternative when high tide, rough seas or humid conditions rule out Craig Stirling. Nautilus (E1 5b) is another pumpy number with the crux right at the top.

Harbour Walls

These are similar to but more extensive than Rotter's Rock in the type and quality of its climbs. This crag has the attraction of being one of the few venues on the coast to catch the evening sun. Tigger (E1 5b) and Cheetah (HVS 5a) are both worth doing, but I reckon the grades should be the other way round! Acapulco (E1 5b) on the back wall is also reputed to be good.

Dyke's Cliff

This is a small steep venue with good bouldering along its base. None of the routes are particularly good or memorable, but they're not too bad either! Bad Medicine Waltz (E2 5b) is one of the better ones.

Boltsheugh

Boltsheugh is the somewhat controversial site of Aberdeen's nearest sport climbing crag. Again, these routes were done after the guide was published and details are not too freely available (George Ridge's Scottish Sport Climbs 1996 guide contains the only known (to me) descriptions). Suffice to say

⁵ diedre = an open book corner

that the place is small, very steep and some of the bolts are rusting already! But then again, the routes are fun! The longest route, Traverse of the Cods (F7a) uses bolts on three other routes plus one of its own to make a very steep outing. An enjoyable boulder problem route, Little Creatures (F7a) is short, steep and hard. Also, Boltsheugh has some great bouldering with reasonable landings including a very hard traverse.

There are more cliffs and routes south of Newtonhill, but I've never visited them and so you're best off consulting the guidebook.

NORTH OF ABERDEEN

Smuggler's Cliff

This is a bit of an interesting place to visit. The usual descent is by abseil. From limited experience, the place appears to be undergraded - Animal Magnetism (E5 6b) has a very hard move protected by a peg and tape of first ascent vintage, while Castaway (E2 5b) is undergraded and not worth the two stars given in the guide. Smuggler's Waltz (VS 4b) is a recent addition which traverses the obvious break to finish above the cave. It is said to be excellent.

The Graip

This is a friendly crag above a pebble and boulder beach. There are several corners, all of which are worthwhile. Slain's Corner (E2 5c) is particularly good. There are a couple of hard severes side by side at the seaward which are badly graded. Graips of Wrath is nearer VS 4c and Bunches of Fives is nearer VDiff! Belays at the top are a bit awkward at the landward end of the crag, and descent is by a tedious walk round the top of the bay.

Fulmar Wall

The best thing about this crag is that it is hardly affected by the tides and is sheltered to a degree from easterly winds. The Excited Atom (E1 5b) is a bold wee route up the undercut slab, and the adjacent Particle Accelerator (E2 5b) is harder and bolder! Down at the north end, The Weight (HS) is brilliant. The only down side to this place is the tricky and exposed descent.

Meikle Partans

Just north of Fulmar Wall, this is one of my favourite crags, with almost every route worth doing! The rock is perfect and set well above the sea. Worthy of individual mention are The Bridge (MVS 4b), The Band of Hope (HVS 5a and not as bold or strenuous as the guide would have you believe!) and Strawclutcher's Wall (E1 5b) just to its left. The worst routes are probably Little Sassenach (E1 5b) which is just not as good as the others, and Boardman's Crack (E2 5b), a route on which I personally know at least two people who have broken bones. Dangerous, but having finally got round to

doing it myself last year, it wasn't as bad as I was expecting! A couple of friends and I managed to squeeze in a new route between Dungo (HS) and Slanting Crack (Mod): Comedy of Errors (E2 5c) takes a central line up the smooth shield-shaped wall. The route gains independence with height and the crux is right at the top.

Harper's Wall

Tidal and undercut, this is not the place to come if you've no gymnastic tendencies! 1,2,3,Go (HVS 5a) is deservedly infamous, with a jump start for the vertically challenged. To its left, Silent Partner (E2 5b) has a very strenuous start. In contrast, Renegade (VS 4c) has a bold and delicate start traversing in above the bulge before a fine finish up a steep crack.

Greymare Slabs

These are an attractive sweep of slabs dropping straight into the sea. The main slab can be climbed by several lines from Diff to HS. The steep wall to the south of the big diedre (Groovin' High, S) has three hard lines. The Truth Hurts (E5 6b) is reputed to be Graeme Livingstone's best route on the coast.

Longhaven Quarry

There are loads of crags between Greymare and Longhaven Quarry, but I've not visited them and so I'm in no position to comment on their routes. The layout of the quarry is complex, and gives the place a very gothic feel. There are routes facing almost all directions, varying from slabs to overhanging walls, short boulder problems to multi-pitch adventure routes. Munch Buttress is very prominent and impressive, with the American Route (E2 5c) being the most obvious line. Down in the main quarry, on Lochan Buttress, Levitator (E3 6b) is an extended boulder problem with what looks to be reasonable gear. Some think it's closer to E4, however. There is a lot more climbing here than what's mentioned, but since I've not had the chance for a closer inspection, I'll leave it there.

The Round Tower

The Round Tower is a remarkable place with rock architecture reminiscent of an Easter Island statue. I've done nothing but have been for a look! Stoneface (E4 6a) is the most inspiring line up the left eye of the face. Facegod (E5 6a) starts up Stoneface before a hand traverse onto the nose leads to the bold upper wall. Several other routes thread the various features and all are hard. The south east arête of the tower, Ramadan (E1 5b) is supposed to be good if you can get it with no birds on!

Meackie Point

The Point Wall is another wall of perfect granite. There are several worthwhile

lines here, all quite hard without being desperate. The Killing Moon (E1 5b) and Legend (E2 5c) are two lines as good as any here. Impending Doom (E2 5c), apparently the last new route by the first ascensionist prior to his wedding(!), has a bold Direct Start (E3 5c). The lower half of the crag is very steep.

Hidden Inlet

Yet more granite in a very secluded setting. Finding the correct descent line is almost as hard as some of the routes here! A Secret Affair (HVS 5a) is a very fine corner line, quite tricky if taken totally direct. Lonely (E1 5a) takes it's left arête and offers fine, bold but escapable climbing. Not So Lonely (E2 5c), left again, is poorer, with bad gear and an artificial line. Pirelli Wellies (Severe) is a nice route up cracks at the extreme left end of the wall. There is an un-named E1 5c wall at the right hand end which gives delicate, bold climbing on small edges with no gear at all!

Herring Cove

Hidden Treasure (E2 5c) is a totally stunning route, while Bloodhunt (E4 6b) looks almost as good. Dwarf Stone (E2 6a) has good climbing, with a reachy crux, but is escapable at half height, and Captain Pugwash (E3 6a) is an excellent, sustained route packing in a wide variety of climbing styles into its 20 metres length. Round the arête from the main face, Herring Chimney (HVS or VS) is a lot better than the guide would have you believe.

Robbie Gow's Prison

The rock here generally isn't up to the same standard as the previous two locations. Escape Route (HVS 5a) takes a good line up the left side, and the route immediately left, The Jester (HVS 5a) has a good lower half, but a very poor finish.

THE NORTH COAST

Logie Head

Logie Head is perhaps my favourite crag in the whole north east. It consists of several walls of sandstone-like rock, generally just off vertical and seamed with numerous cracks. It is a ridge running out to sea, and most of the routes can be done at high tide. On the first embankment, Cullenary Delight (VS 5a), Poacher (MVS 4b) and Sunnyside Direct (E1 5c) are particularly good. At the seaward end above a tidal platform is the Star Zone. Here, Western Star (E2 5c) involves nice delicate climbing in its upper half though it is a bit eliminate. Fallen Star (VS 4c), to its right is a great route and all the other routes are worth doing. Dark Star (E1 5b) takes a line up the north wall of the ridge and is uncharacteristically steep and pumpy. However, by far the best route at Logie Head is Sea Anemone (E1 5b) at the base of the descent gully to the Star Zone. This is one of my favourite routes of all time!



Joe Omond on 'The Central Belt' Grade E1 5b Logie Head

Cummingston

Near Elgin, this is a sandstone crag with sandy holds and brittle rock. However, many of the routes are not too badly affected and the bouldering is excellent. There are loads of sea stacks and caves to explore too. The orange wall, at the east end has a near perfect landing above a 6-8m gently overhanging wall - great for bouldering. The Diedre of Doubt (HVS 5a) is typical of many of the routes here - a very strenuous start over the undercut cliff base followed by big holds and poor gear to the top. Another great venue!

INLAND

Clachnaben

This is a granite hilltop tor, with loads of jam cracks here, if that's your thing. The walls between the cracks give nice climbs as well. Python Cracks (Diff) is a pleasant route, and Bogendreip Buttress (VS 5a) looks well worthwhile. I hate jam cracks so I'm not going to recommend them to anyone!

The Pass of Ballater

The Pass comprises several granite outcrops on Deeside, and is a very popular crag: the bad erosion at the base of the cliff gives testament to this. On the western sector, Razor's Crack (VS 4c) is short and fun, and Medium Cool (VS 4c) gives a bit of a head trip up the bold slab. However, it doesn't look to be quite as bad (bold) as Silent Spring (E1 5a). On the tier above, Little

Cenotaph (HVS 5b) gives a painful bridging problem for those with wee legs. Pink Wall (VS 5a) is excellent also. Harder routes with good reputations are Peel's Wall (E4 6a) and Smith's Arête (E5 6a). The Wiry Masters (HVS 4c/E1 5a) is a pleasant route up the wee slab below and left of the main Medium Cool slab. On the central sector, Giant Flake Route (MVS 4b) is one of the easiest routes on the sector and is good after a tricky start. Hangover Wall (E2 5c) takes a good line with some loose flakes and a well protected crux. Anger and Lust (E2 5c) and Bluter Groove (E3 6b) are the two most striking lines on the sector. The eastern sector contains short bouldery routes with hideous landings. Rock 'n' Roll (HVS 5a) is one of the easiest and best.

Cambus O' May

These are disused quarries which have been turned into a sports climbing venue with many manufactured routes! Again, these are post-guide and more information can be had from George Ridge's Scottish Sports Climbs booklet. The traditional routes in the guide have largely been retro-bolted e.g. Idiot Savant has gone from E6 6b to F7b+ and Roses from HVS 5a to F5+. There are a couple of short nasties to the left of Roses: Wimpy Construction and Bonsai Pipeline, both given F6a+, are desperate one move wonders.

Glen Clova

The Red Craig is a south east facing hillside crag with loads of great routes. Proud Corner (VS 4c), Wander (HVS 5a), Wandered (HVS 5a) and Cauldron Crack (HVS 5a) are the best routes on the Lower North West Crag. On the South East Crag, Central Crack (HS) is simply brilliant. I've not climbed as much on the other crags. However, Alder (MVS 4b) on the Upper North West Crag is excellent although the first pitch felt more like 5a then 4b! The Red Wall (E1 5b) and Zig Zag Direct (HVS 5b) are also said to be stunning. On the Upper Doonie, Vindaloo (E1 5b) is a very sustained line with the crux low down and a pumpy finish. It's a full 45m pitch, so make sure you take plenty of quickdraws! Dancin' in the Ruins (E3 5c) is given three stars in the guide, but the second pitch was found by a friend to be dangerously loose. On the Lower Doonie, Guinness (E1 5b) is the classic, but the first pitch felt substantially harder than the given 5a grade would suggest.

Legaston Quarry

This is the original home of Scottish sport climbing. Some of the routes are a bit run out, with as few as 2 bolts in 15 metres! On the Ring Buttress, Flight of the Mad Magician (F6b) is a classic, and Driller Killer (F6c) has a desperate move for anyone of average height or less. You also have to climb about 5 metres up a British 5c wall to reach the first bolt! On the Main Wall, Hunt the Rathag (F6b+) and Death is the Hunter (F6b+) take adjacent lines up the best bit of rock. Rotten Wall is better than is sounds, with First to Fall

(F6b) and Hell's Bells (F6b) both worthwhile. Round the corner on Forbidden Buttress are the two lines of the quarry: No Remorse (F6c) and Spandex Ballet (F7a+). Just do them! Babylon Buttress also has some good routes. There is some fun bouldering to be had at the base of Ring Buttress.

Balmashanner Quarry

This quarry is a steep hole in the ground with Scotland's hardest route (if grades are taken as accurate!). It takes a long time to dry out, but when it's dry, it's so steep that rain has little affect! The two classics are Hell Bent for Lycra (F7a) and Savage Amusement (F7b). Le Bon Vacance (F7a) is also fun, and The Comfort Machine (F7a) gives a good pump! Rat Attack (F6c+) has a nasty start and an easier upper section. The Niche (F8a+) has a hideous move low down before you reach the niche itself. Oh, the desperate route is Merchant of Menace (F8b+). Projects completed recently include Made to Suffer (F7c) to the left of Savage Amusement, and an F8a to the left of Hell Bent.

Ley Quarry

This is a fairly pleasant place for a quarry! The wee wall beside the car park (you can belay from the car if you want!) has few nice wee routes that aren't in the guide, but the best is still Magic Pockets (F6b+). April's Arête is the rightmost line and is given F3+, but I doubt it's that hard! Down by the pool (don't fall in!), the routes are all quite enjoyable. Footfall (F6a) is a good warm up, and Five Magics (F6c+) is sustained with a very reachy move at the crux. More routes have been added here than are in the guide.

And that's it. I hope that some of the descriptions here have provided a little inspiration for some readers. See you on the coast!

