

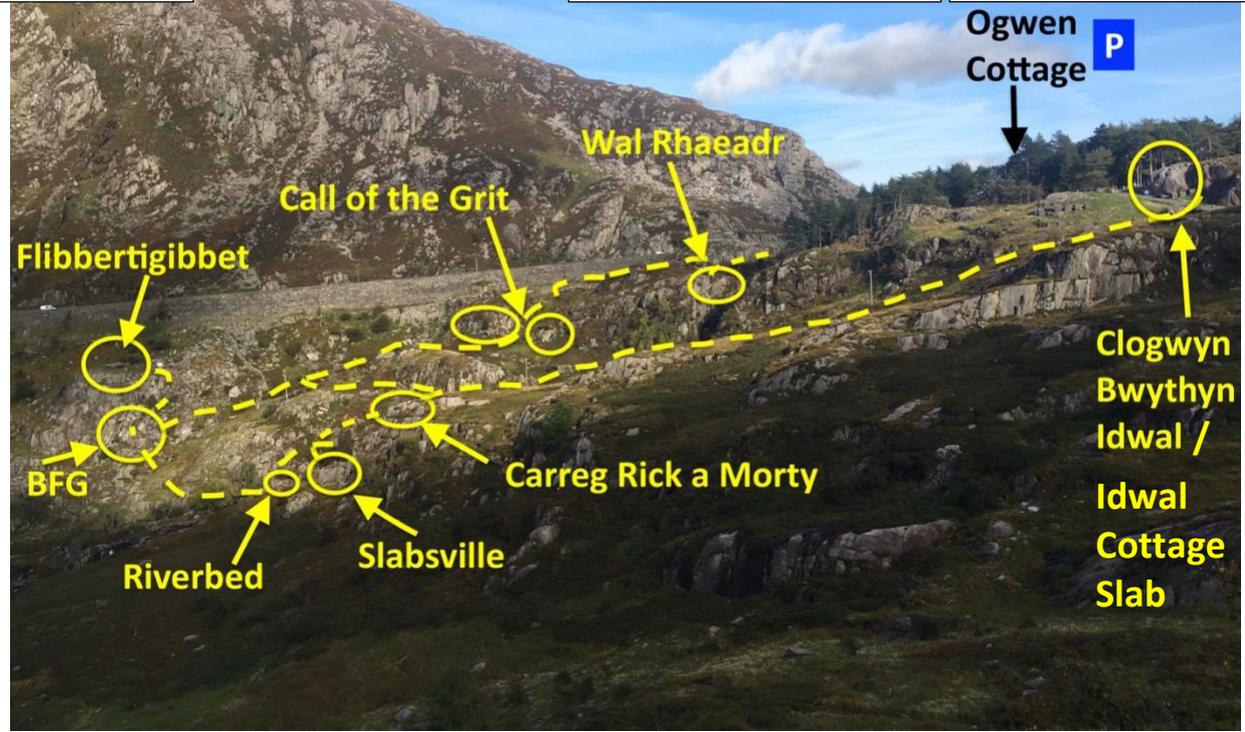
Dreamcatcher	7C+
Dreambottler	7B+
Bloodbottler	7B+
Snozzcumber	7B+
Flibbertigibbet Low	7A+
Mr Meeseeks	7A+
Summer Stomp	7A
Extreme Fishing	7A
A River Runs Through It	7A
Riverbed	7A
Truffle Snuffler	7A

Rick	6C+
Fleshlumpeater	6C+
Y Losenj	6C+
Riverside Roof	6C
Stonefly	6C
The BFG	6C
Balance	6C
Plumbus	6C
Pickle Rick	6C
Soch Soch	6C

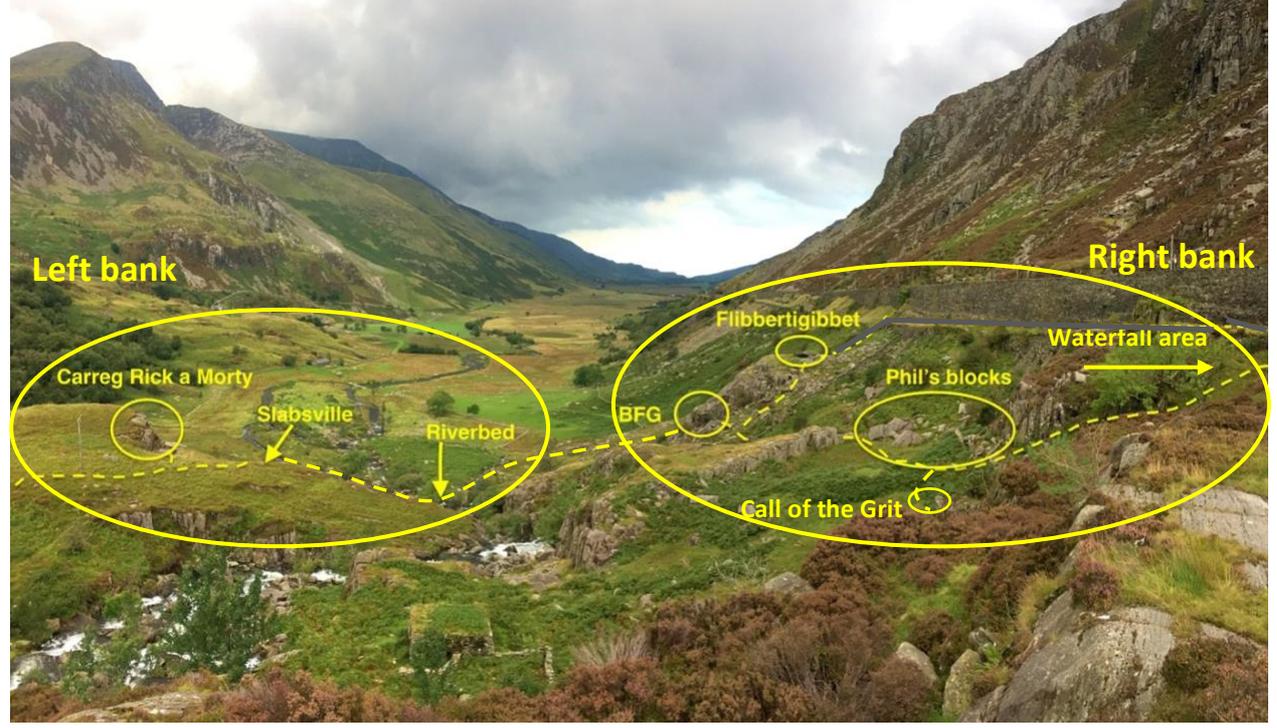
Target Practice	6B+
Mochyn Dŵr	6B+
Rauros	6B+
Sosej	6B
Cataract	6B
Call of the Grit	6A+
Flibbertigibbet	6A+
Fleep Juice	6A+
Mine Klamp	6A
Donny	6A
Grunter	6A

Squanshy	5C
Autumn Saunter	5C
Morty	5C
The Family	5B
Down by the River	4+

Ardal Rhaeadr Ogwen



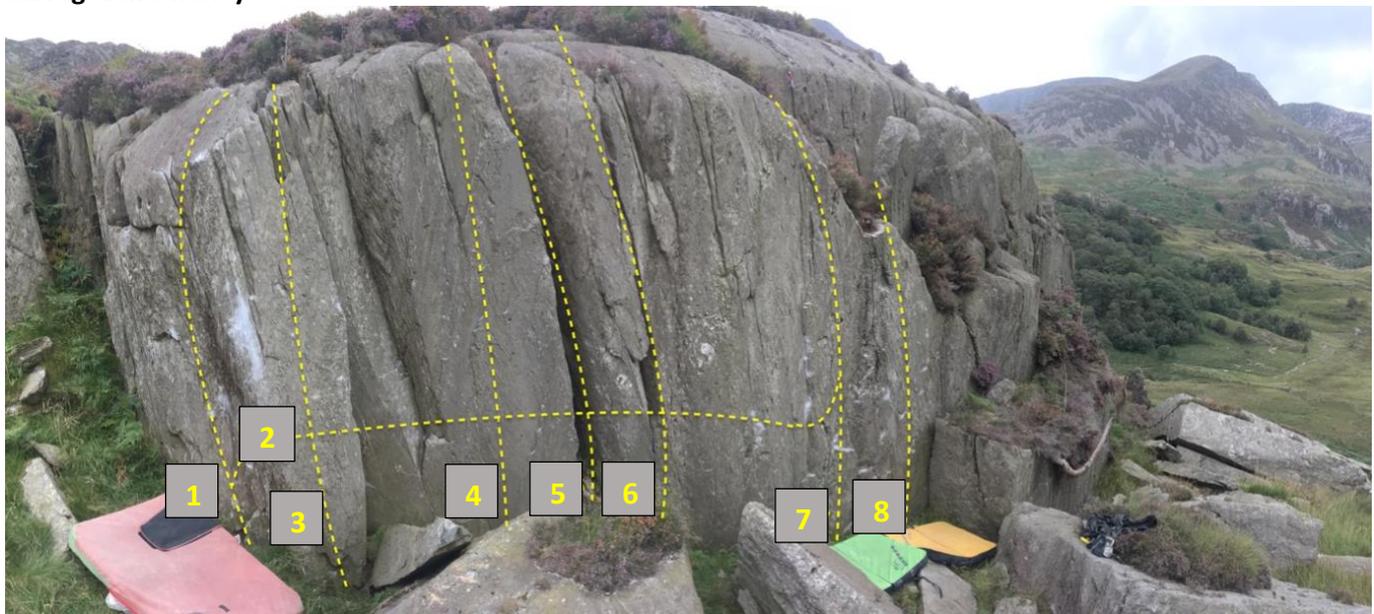
A varied area with a bit of everything: meaty highballs, lowballs, slabs, a 'wide boys' off-width and some grit-like rock. 2-10 min walk-in, superb views and a plunge pool for the brave. The left bank is open access land. The right isn't, so please keep a low profile. If the river is low enough to cross it's possible to combine left and right banks into a brilliant circuit. The best crossing points are where the river flattens and spreads out below the BFG/Riverbed boulders or under the telephone wires.



Left Bank

Access: park by Clogwyn Bwythyn Idwal (CBI) / Idwal Cottage Crag on the old A5 (or in the main car park). Head down the hillside below CBI following the telephone poles until you reach the 3rd telephone pole below the road (the last one before the river). Carreg Rick a Morty is 30 metres to the left. Wellies recommended in all but drought conditions.

Carreg Rick a Morty



1) Rick 6C+*

Sit start in the shallow groove and climb the arete on its left side. Snag the obvious slim pinch feature in the horizontal crack below the lip then finish up right. [Owen Hayward 3/9/21]

2) Mr Meeseeks 7A+*

Fun left to right traverse with pumpy and varied climbing leading to an easy-to-drop finish. From the *Rick* sit start pull round into the corner, stay low passing a good rest in the central cracks before crux moves dropping down to join and finish up *Plumbus*. [Owen Hayward 4/9/21]

3) Morty 5C

Narrow slab from a sit using arete and corner crack, easing with height. [Owen Hayward 3/9/21]

4) Fleep Juice 6A+*

Nice wall / arete climbing from a sitter holding the low jug (left) and arete (right). Tic-tac up using the arete and face holds to the left. [Owen Hayward 3/9/21]

5) Mine Klamp 6A*

Squash as much of yourself into the chimney as possible and get thrutching. [George Smith 2010]

6) Squanshy 5C*

Sit start and follow the fine crack from fingers to baggy fists and remember, face holds are cheating. [Owen Hayward 4/9/21]

7) Plumbus 6C**

Elegant wall from a sit start matching the obvious slopey jug rail. Tic-tac up the thin layback edge with the help of face holds out right to a good hold at the low point on the lip. Follow the slanting lip up left before rocking out right onto the good lip hold. [Owen Hayward 3/9/21]

8) Pickle Rick 6C*

Sit start a metre left of the corner with opposing sidepulls. Move up to get the right-facing layback feature and climb it, with the help of faceholds for the left. At the lip move left up the shoulder to good holds then rock out right. [Owen Hayward 3/9/21]

Slabsville

Weave down the grassy slope below CRaM, dropping down a couple of rock steps (take care: very slippery if wet) to the lowest tier.



9) Down by the River 4+*

Delightful laybacking up the left side of the wide crack avoiding the pedestal on the left at the start.

[Moi Taiga 31/07/20]

10) Target Practice 6B+*

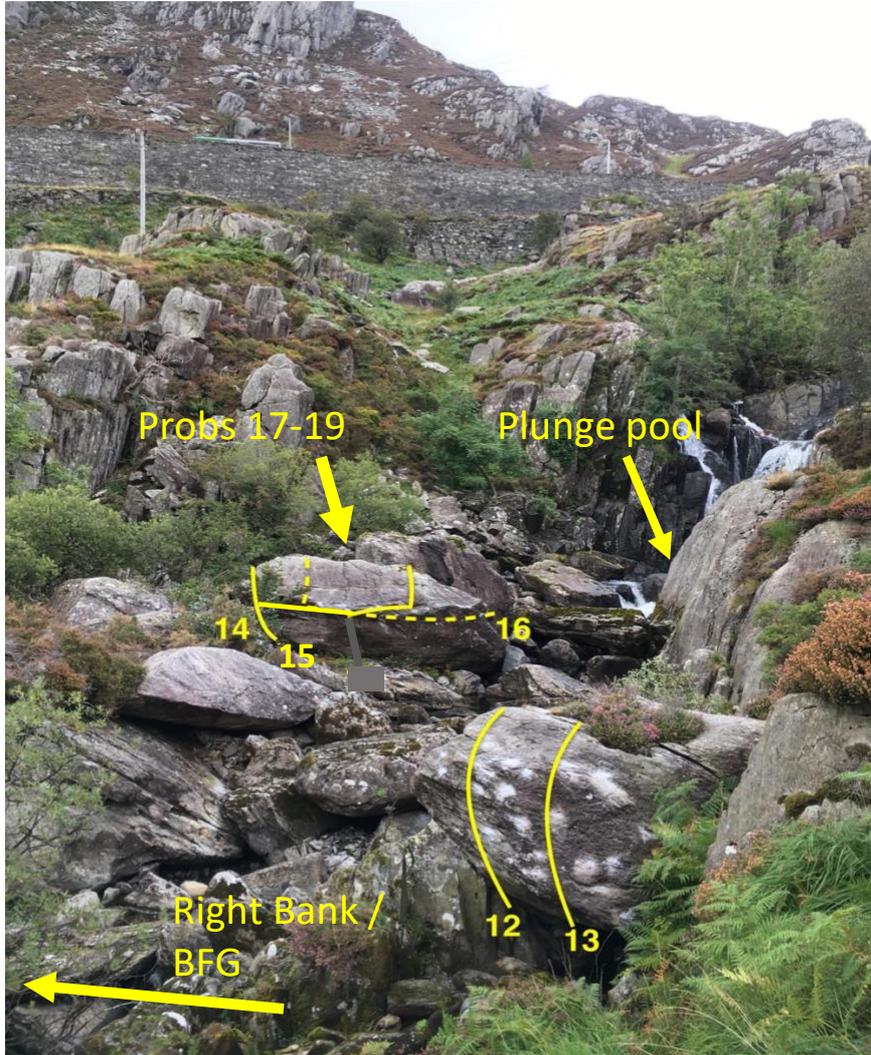
Intense slab passing the obvious layback feature. [Moi Taiga 31/07/20]

11) Balance 6C!***

Superb sustained padding, laybacking the right side of the clean cut arete. [Owen Hayward 12/9/21]

Riverbed

Drop down to the river to find 3 boulders in a great setting. Need low river levels. Lovely rough, featured rock. Nice plunge pool below the waterfall if you need to cool off.



12) Extreme Fishing 7A*

Sit start with a pair of low crimps, left heel on, right toe scuffing under boulder. Pop up right to a higher crimp then lock for the lip. Mantel out. [Owen Hayward 17/9/21]

13) A River Runs Through It 7A*

Sit start below the right arete and climb it on its left side. [Owen Hayward 17/9/21]

14) Sosej 6B**

Sit start with hands matched on the low, positive diagonal hold. Lock to left hand edge/pinch then lip. Move left (no dabbing!) and up the left arete. [Owen Hayward 12/9/21]

15) Riverbed 7A*

Climb *Sosej* to the lip then follow it all the way right to reach a nice blunt rib feature on the slab above. Mantel out. [Owen Hayward 17/9/21]

16) Y Losenj 6C+*

Slopy lip traverse with crux near the end. Start on the far right above the pool and follow the lip all the way to finish up *Sosej*. It's also possible to rock out after reaching the horizontal break a metre right of the arete: a bit easier. [Owen Hayward 11/09/21]



Squeeze through the gap left of Sosej for the next problems which need a very low river level and may need a bit of rock shuffling to keep pads dry.

17) Stonefly 6C*

Sit start on the higher boulder. Pull on, snatch a good higher edge with your left then move right to match the good edge / sidepull in a dish. Bump up a series of slopy edges with the right to snag the lip and mantel out. A direct start from the lower level has been done from a small positive slot with a jump start to the edge in the dish. A sit start would be hard but avoiding a dab may be impossible. [Owen Hayward 10/10/21]

18) Riverbed Roof 6C**

The off-width roof crack from a sitter as far back as possible. Textbook upside-down udging, jamming and scrabbling. [Owen Hayward 10/10/21]

19) ?

A short, awkward sit start might be possible up the wall to the right.

Right Bank

Wellies recommended in all but drought conditions.

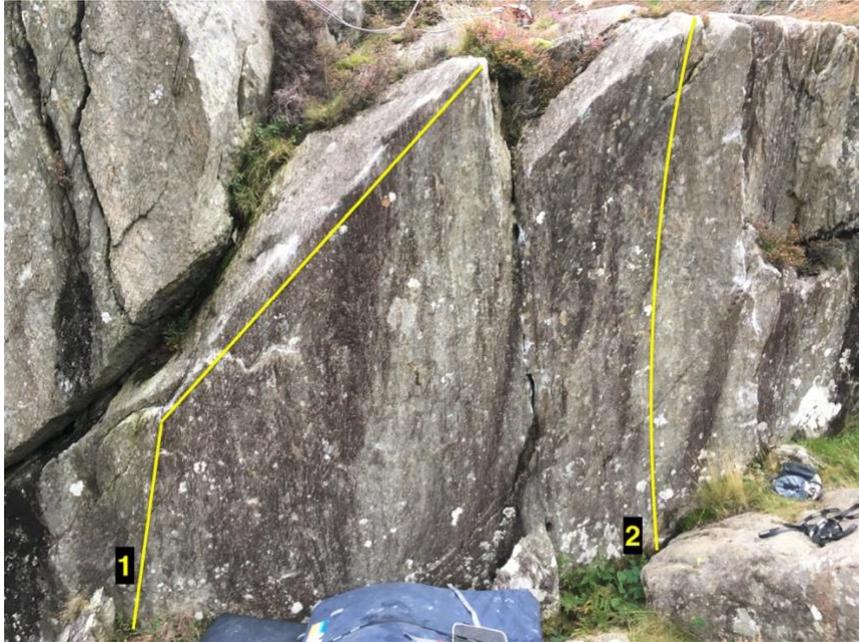
Access: This is not open access land so please keep a low, quiet profile to avoid drawing attention to yourself. The farmer in the valley below seems to have tolerated, or not noticed, boulderers so far. Don't be tempted to explore beyond BFG. From Ogwen Cottage walk back out onto the A5 and walk down towards Bethesda, go through the small wooden gate in the wall, just after the (normally) blocked-off layby. Drop down to the first grassy flattening: for the **waterfall area** turn left towards the river:



Waterfall area



Wal Rhaeadr: nice features with good rock (although tiny face ripples are snappy). The less than perfect landing is best tamed with 2 or 3 pads and a spotter.



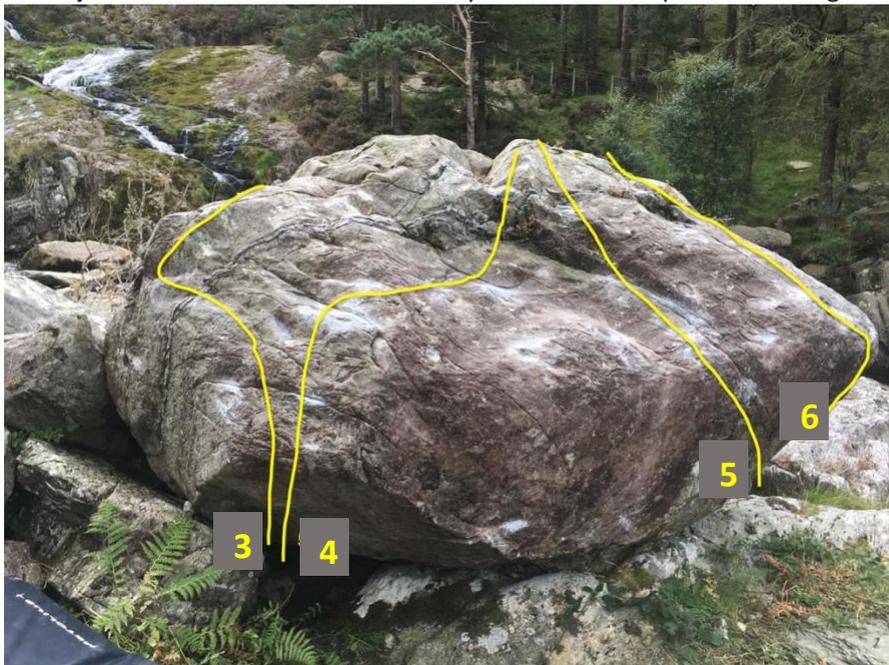
1) Cataract 6B*

Stand start on left with slopy jug below lip. Up to nice edge then follow the slopy shoulder and mantle out at the highest point. [Owen Hayward 14/9/21]

2) Rauros 6B+*

Sit start between the central intermittent crack and right arete. Tic-tac up the crack and right arete to mantle out at the highest point. Anything right of the arete is out of bounds including the footshelf at half height. Probably easier for the tall. [Owen Hayward 14/9/21]

Mochyn Dŵr: A micro-block with lovely featured rock: packs a lot of grunt for its size.



3) Grunter 6A

Sit start under the rounded left arete with 2 high, positive edges. Move up then left on good holds. Mantle out. [Owen Hayward 17/9/21]

4) Mochyn Dŵr 6B+

Sit start as for *Grunter* but move right into the scoop and mantle out. [Owen Hayward 17/9/21]

5) Truffle Snuffler 7A

Climb the diagonal crack from an awkward sit start. [Owen Hayward 17/9/21]

6) Soch Soch 6C

Sit start under the right arete and climb it on it's left. [Owen Hayward 17/9/21]

Return to the path, walk along the wide flat grass path below the A5 retaining wall for 20m to a point where it's easy to climb down the wall below on the left. **NOTE: Don't be tempted to continue along the flat grassy path below the high wall: this is in full view of the farm and you have to cross or squeeze through a fence.** Follow the path down the shallow valley to a gate in a fence. For *Call of the Grit* (a really cool grit-like block) turn left 5m before the gate and scramble along then down to the fence to find the problem facing the river below the rowan tree round to the left.



7) Call of the Grit 6A+**

Climb the left arete of the attractive leaning wall on its right side from a sit start initially using holds on the right then clamping up using both aretes to a lip mantel. Rock to the left and right of the aretes is out of bounds all the way. [Owen Hayward 16/9/21]

Back at the gate, go through then turn right to find 2 slabby blocks leaning together to form a shallow cave:



8) The Family 5B*

Left arete of left-hand block. [Chris Davies 2010]

9) Donny 6A*

Right arete of left-hand block from a sitter. [Phil Targett 10/10/10]

10) Summer Stomp 7A*

Sit start in the cave and monkey up the overhanging right wall (looking in) for a couple of moves before making a tricky transition right onto the slab. Finish up *Autumn Saunter*. [David Fidler 7/9/21]

11) Autumn Saunter 5C*

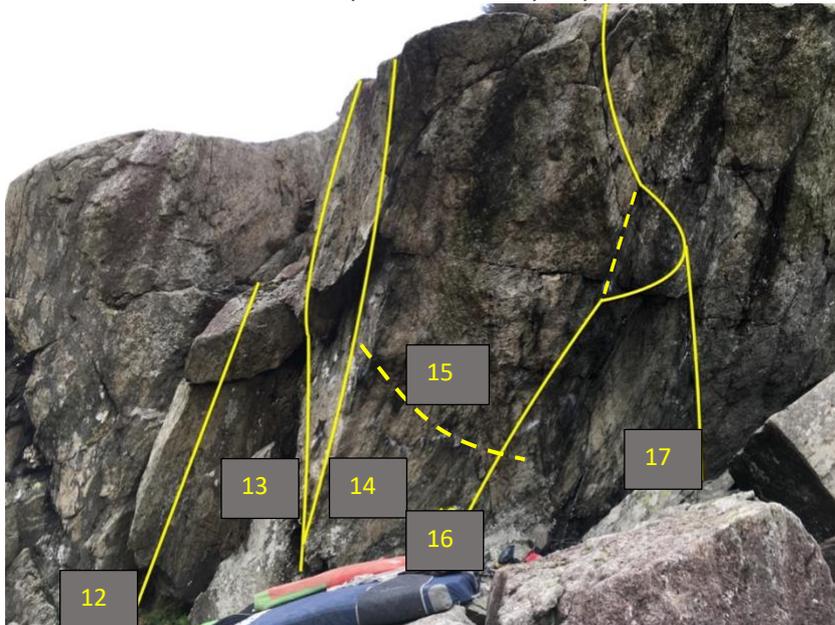
Right arete of the cave from stand start. [Phil Targett 10/10/10]

There are a number of other minor grade 4 to 6 problems on the long, low quarried face opposite *Call of the Grit* and the 2 obvious low boulders on the flat grassy area: see https://www.ukclimbing.com/logbook/crags/the_reddleman_boulders-15775#maps.

Carry on down the path and go through an arch in the drystone wall. The very impressive BFG wall is straight ahead across the boulder slope.

The BFG

The main event. Take lots of pads and ideally a spotter.



12) Snozzcumber 7B+*

The small hanging prow to the left is technical and surprisingly powerful. Sit start below the arete and move up and right awkwardly to snag the obvious edges in the middle of the face. Sort your feet then pop for the break. Finish direct or out left. **7A+** from a standing start. [David Fidler, 10/8/21]

13) Fleshlumpeater 6C+!*

Sit start on a spiky block below the arete (up above the grassy landing 'pit') with a good thin sidepull crack just right of the arete and a low sidepull for the left. Move up and left to a long sidepull then tenuously get established undercutting the overlap on the left. Follow the right side of the relatively easy upper left arete with the help of a big sidepull just left of the arete. [Owen Hayward 2/9/21]

14) Bloodbottler 7B+!***

The big overhanging arete is fantastic. Sit start as per *Fleshlumpeater* but follow the soaring right arete using holds on either side until you can match the big, obvious sidepull/undercut flake high on the arete. Lock this for a glorious top out. **7A+** from a standing start. [Owen Hayward 4/10/21]

15) Dreambottler 7B+!**

This harder but shorter alternative start to *Bloodbottler* is excellent. From the *Dreamcatcher* sit start move left and up to finish up *Bloodbottler*. [Owen Hayward 11/10/21]

16) Dreamcatcher 7C+!***

The central line on the big overhanging wall is superb. Sit start at broken flakeholds below the obvious fingery left sidepull and right hand undercut combo. Move up past the sidepull and undercut and make a long move to take the high lone finger juglet above. Pull hard right to a big sidepull flake then back up and left to the big undercut in the middle of the face. From here snatch the massive jug up and left, take a deep breath and mantel straight out with the help of a deep slot quite far back on the slab (worth locating and cleaning this from above before committing). The stand start from the sidepull/undercut is **7B+**. A more direct line from the long finger juglet straight up into the big undercut is an open project and likely to bump the overall grade to 8A. [7C+: Craig Davies 4/11/21, 7B+: David Fidler, 11/9/21]

17) The BFG 6C!***

A brilliant but scary problem that weaves a path of least resistance up some very impressive terrain. Sit start low with flake holds below the big sidepull flake on *Dreamcatcher*. Move up past a good hold in a hole to the big sidepull flake then finish up *Dreamcatcher*. [Owen Hayward, 11/9/21]

Up on the flat grassy area above BFG is Flibbertigibbet roof: a 6A+ climbed by Phil Targett in 2010 with a more recent 7A+ low start climbed by Gwilym Tossell in 2021:

<http://www.northwalesbouldering.com/newsitem.asp?nsid=965>.

Retrace your steps to BFG: **don't be tempted to walk back along the flat grassy path below the high wall: too obvious to the farm and you have to cross or squeeze through a fence.**



Bloodbottler F.A. ↑



Dreamcatcher stand F.A. ↑

↓ BFG F.A.

