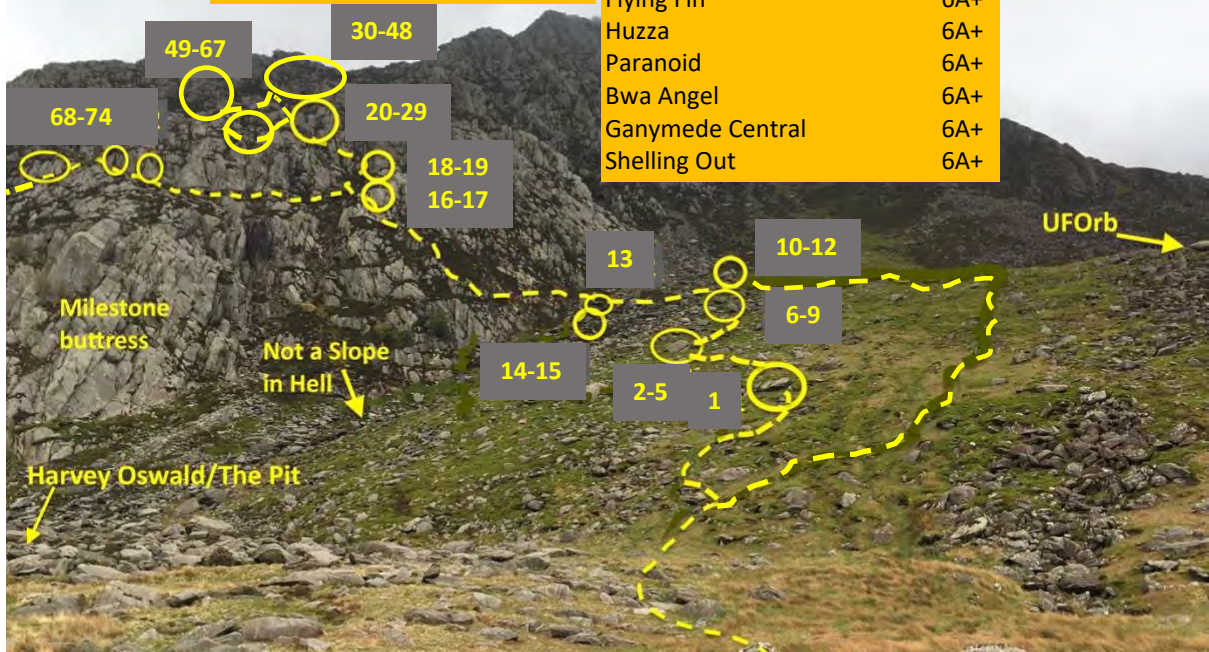


Carreg Filtir Lloerennau Uchaf / Milestone Upper Satellites

A varied, high quality and adventurous circuit with four harder open projects and the possibility of more to find on Tryfan's sprawling west face, up above the Milestone buttress and on the grassy approach slope to the right. Quick-drying rock in a spectacular setting. Between 5 and 40 mins from the road. The lower slope boulders are fairly minor but a useful warm-up or mini circuit. Some exposed but easy scrambling is required to reach the higher, and best, boulders: take care if the face is exposed to strong wind. A team visit with 4 or more pads is ideal although there's plenty to do for solo visitors with 2 pads.

17	Europa	6C+	Hutsa	6B	Plât Cinio	6A
34	Canthrig Bwt	6C+!	Ganymede Left	6B	Iapetus	6A
60	Slopetopia	6C+	Fionn Mac Cumhaill	6B!	Fagin's Fingers	6A
27	Utz Certified	6C+	Benandonner	6B!	What's it got in its Pocketses?	6A
Disenchantment	Siôn	6C	Niche Sport	6B	Twll	6A
Pistachio Prow	Io	6C	Never	6B	Edge	6A
To Infinity and Beyond	Crook Memorial Traverse.	6C	Hyperion	6B!	Snowblind	6A
Styx	Geordie Lip	6C	Phoebe	6B	Twin Towers	6A
Rhudda Gawr	Northumberland Slab	6C	Uphill Gardener	6B	Ganymede Right	6A
Immaculate Wall	Micro-Dosing	6C	Edge Traverse	6B	Pigyn Poded	5C
IWT	Distant Shelling	6C	Mob Rules Left	6B	Tethys	5C
Bedd Bedwyr	Hydra	6C	Phantom Nut Guzzler	6B	Sabotage	5C
Garden of Earthly Delights	Ysbaddaden	6C!	Nugget Traverse (left)	6B	Event Horizon	5C
Titan	Y Gafr	6B+	Nugget Traverse (middle)	6B	Shrooms	5B
Oort Cloud	Relentless	6B+	Nugget Traverse (right)	6A+	Exploration	5B
Racing a Ghost	The Horn	6B+	Pennywise	6A+	Mystery Nut Job	5A
Siân	Callisto	6B+	Mob Rules	6A+	Gardener's Questing Time	5A
It	Nugget	6B	Taking the Pistachio	6A+	Natural High	5A
	Ends	6B	The Pillar	6A+	Hole in my Pocket	4
	Connaire's Crack	6B!	Mecca	6A+		
			Flying Fin	6A+		
			Huzza	6A+		
			Paranoid	6A+		
			Bwa Angel	6A+		
			Ganymede Central	6A+		
			Shelling Out	6A+		



Access: park in the 'oxbow' shaped car park on the lake side of the road (closest to the Pit boulder). Head through the kissing gate and on up the left side of the grassy (or, in summer, bracken) slope above. About 40m up the slope a fainter path breaks off left, just below a rippled slabby block. Take this to reach the first block (5 mins from road):

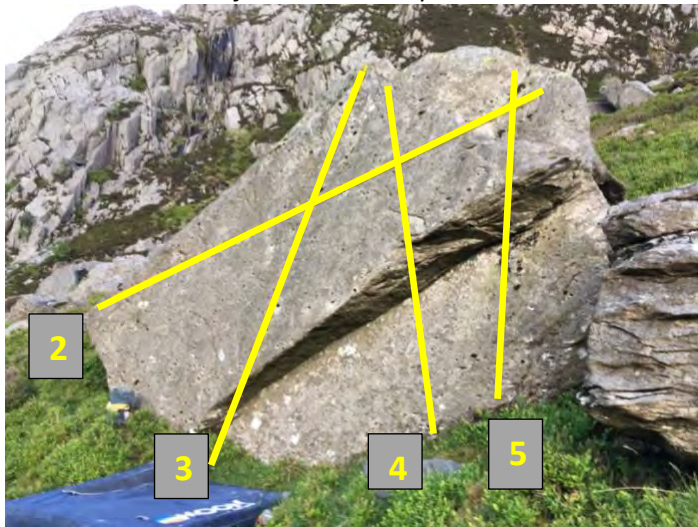


1) Geordie Lip 6C*

Lovely slopy lip action on a sandstone erratic. Sit start as far left as humanly possible without arse-dragging. Pull on and move right past a good lip hold, on past a tricky section to better holds then a nice incut flake at the right side. Rock out here. [Owen Hayward 21/5/22]



Above and to the left is an obvious pocketed slab:



2) What's it Got in its Pocketses? 6A*

Precious. Start at twin pockets on the left and traverse right at mid-height using pockets that fit like a ring, feet just above the lower lip. [Owen Hayward 21/5/22]

3) Pigyn Poked 5C**

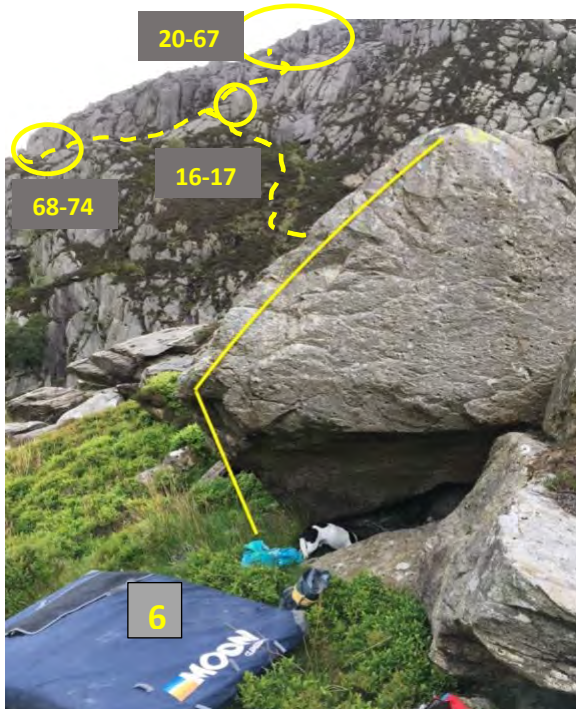
Up the centre of the slab past some great pockets. Slabby Margalef. [Owen Hayward 21/5/22]

4) Fagin's Fingers 6A*

Eliminate but great moves. Start at a good hold on the overlap and undercut underneath. Move up and left avoiding the shelf: use pocketed slab only. [Pete Clarkson 1/6/22]

5) Hole in my Pocket 4*

Start matching undercut under overlap then up past shelf. [Ian Chadwick 1/6/22]

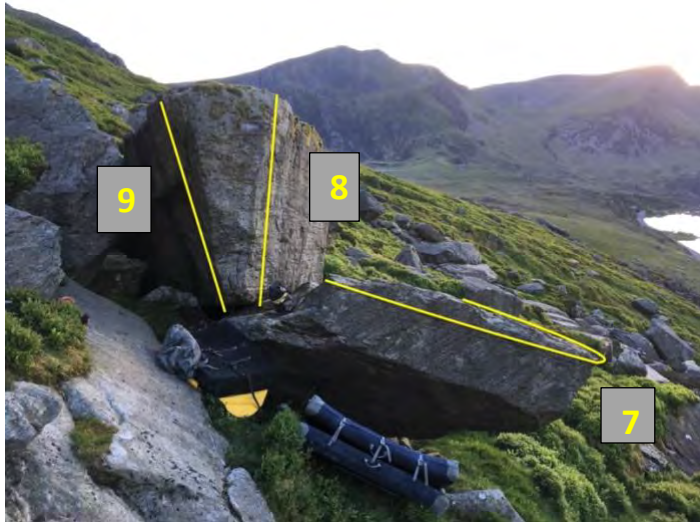


60m above and slightly left is:

6) Plât Cinio 6A

Sit start under the nose with a big flat plate jug. Burl up the right side of the arete to stand on the nose. Easy finish. [Owen Hayward 27/5/22]





10m above is a roof with a block perched on top:

7) Hydra 6C*

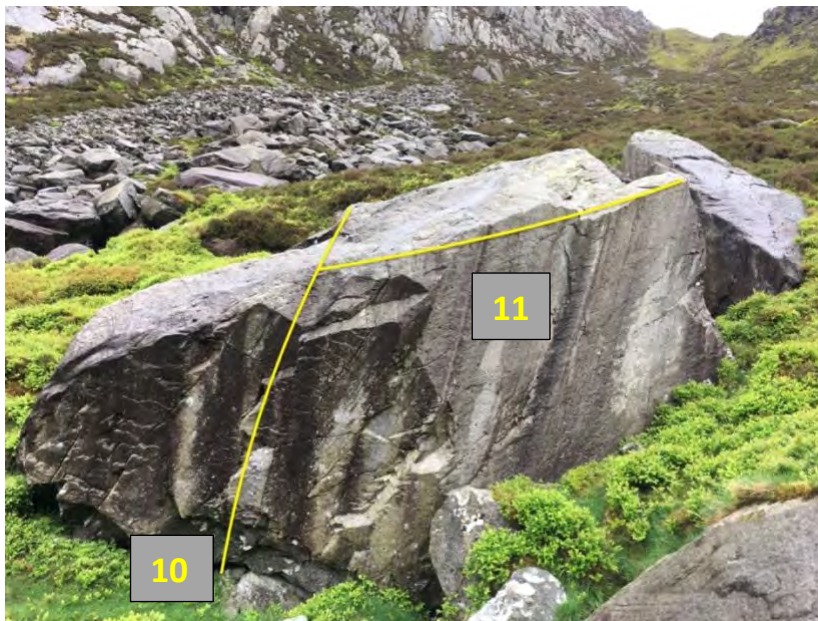
Pumpy lip traverse of the hanging block starting far right and rocking out far left. Make sure you're well spotted on the tricky section turning the corner. [Pete Clarkson 1/6/22]

8) Huzza 6A+

Nice one move wonder up the right side of the little prow. Sit start with small pocket (R) and arete (L), heel in pocket out right. Pop to lip and mantle out. [Owen Hayward 21/5/22]

9) Hütsa 6B*

Left side of prow from a sitter with good low edge/sidepull (L) and tiny crimp round to the right at the same level (R). Get the good high edge with your right then move left to the lip and mantle out. [Owen Hayward 21/5/22]



60m up and slightly left again is an obvious lozenge shaped block with a steep left end:

10) Phoebe 6B**

Sit start with low undercut and the big flake. Straight up to mantle out. [Owen Hayward 19/5/22]

11) Slopetopia 6C+**

Surprisingly pumpy. From the *Phoebe* sit start move up to the lip and follow it all the way right to rock round onto a little slab on the end of the block. [Owen Hayward 19/5/22]

Just right in a little bay is:

12) Twll 6A

The wee pocketed arete from a sitter. Awkward. Don't fall down the hole! [Owen Hayward 21/5/22]



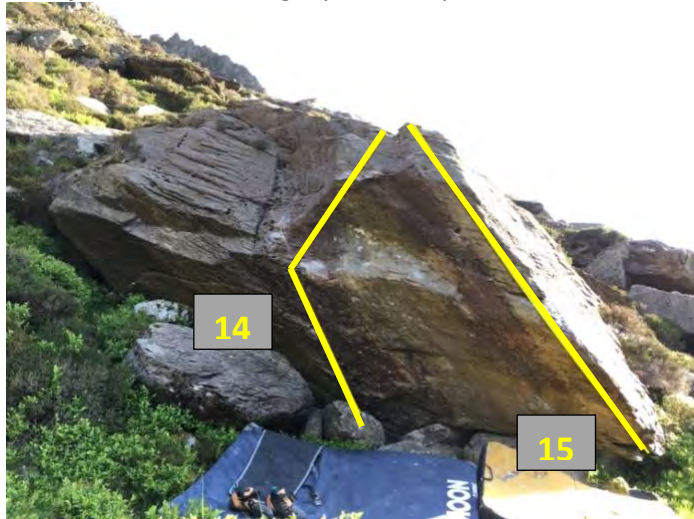
Drop back down 25m to the best-defined goat track leading horizontally right over towards the base of the big slabby / heathery west face of Tryfan. As you reach the base of the face drop down the damp / stony gully for 10m to find a big head-high roof flake tucked in on the left:



13) Ütz Certified 6C+**

Pull on at the left side of the lip and traverse right, without using the lower blocks, to a good bit of the lip in the scoop just left of the right arete. Mantle straight out with difficulty using the 'nipples' (tweak 'em!). Ace. [Owen Hayward 21/5/22]

15 m further down the gully is a scooped block with a slanting right arete:



14) The Horn 6B+*

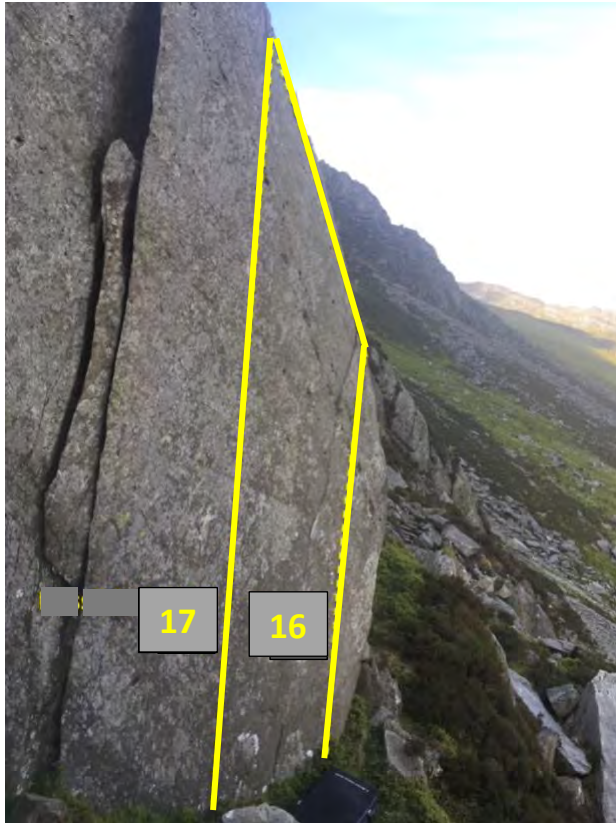
Sit start with small pebbly crimps at left side of scoop. Right heel on and move up to good high edge above middle of scoop then top out past the juggy horn. [Owen Hayward 21/5/22]

15) Mecca 6A+*

Sit/crouch start the slanting right arete with right hand at base of good layback and left on poor sloper. Up using pocket and improving layback feature. [Owen Hayward 21/5/22]



Head back up the gully for 25m to pick up a well-worn goat track leading horizontally left out across the west face, initially through heather then across slabs using a diagonal foot-rail to reach the continuation of the path. Follow the path up through heather towards a slabby dead-end, skirt left just below this onto the heathery ridge then up to reach the base of a big wall, not far above. From here on the bouldering lines get bigger and better....



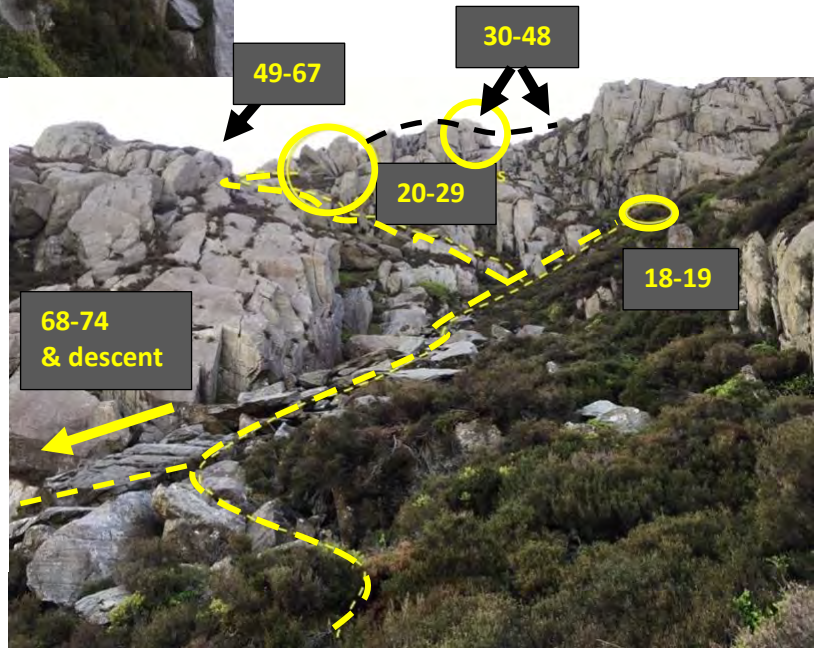
16) Oort Cloud 7A!***

Stunning line climbing the crack on the right side of the face. Stand start at the base of the crack where a hard sequence gains the better part of the crack (no sneaky use of the right arete!). Get a pocket up right then make a long stretch up left to a better pocket left of the crack and lock this to a good flake hold where the crack reaches the change of angle. The upper, slabby wall is easy but take care – some of the flakes are hollow. [Owen Hayward 8/5/22]

17) Big wall project 8?!**

The highball central wall between Oort Cloud and the big crack on the left might be possible for steel-fingered mutants who can join shallow monos with poor feet...or maybe not. Top rope easy to set up: will need a clean to remove some flaky surface scittle.

Move left round the corner from the base of Oort Cloud, past an exposed step, to reach a broad heather and rock-strewn gully leading diagonally up and right. Head up this, sticking to the large, jumbled rocks on the left to avoid deep heather. A couple of minutes higher look out for a fun, low boulder over on the right above a good landing and a tall slab just above.





18) Ganymede Right 6A*

Sit start matching obvious good edge. Pop left to the shelf and top out. [Owen Hayward 8/5/22]

18a) Ganymede Central 6A+*

From the same start move left to the middle of the shelf then mantle out. [Owen Hayward 8/5/22]

18b) Ganymede Left 6B*

As above but follow the shelf to the left edge and mantle out. [Owen Hayward 8/5/22]

19) Hyperion 6B!**

Start at the toe of the slab with a high undercut (left) and sidepull/undercut (right). Move straight up with difficulty to a good edge at half height after which things become much easier. [Owen Hayward 15/5/22]

Cross to the other side of the gully and follow rock steps up and left for a couple of minutes, aiming for an obvious flying prow on the skyline. Directly below is a clean arete on the left side of a bay:

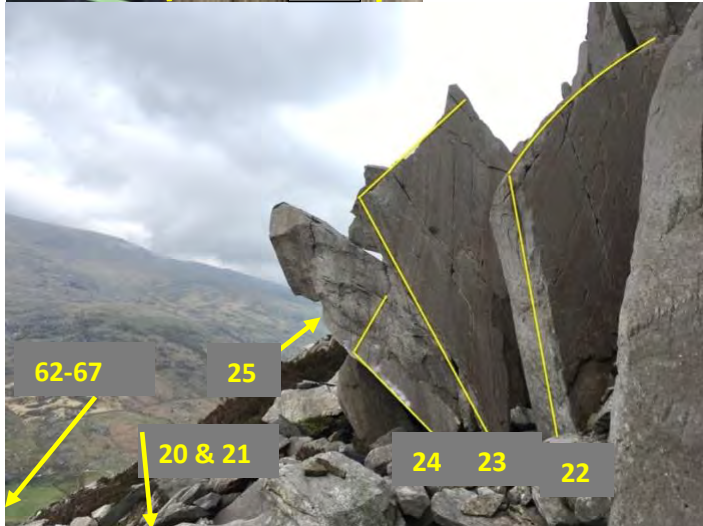
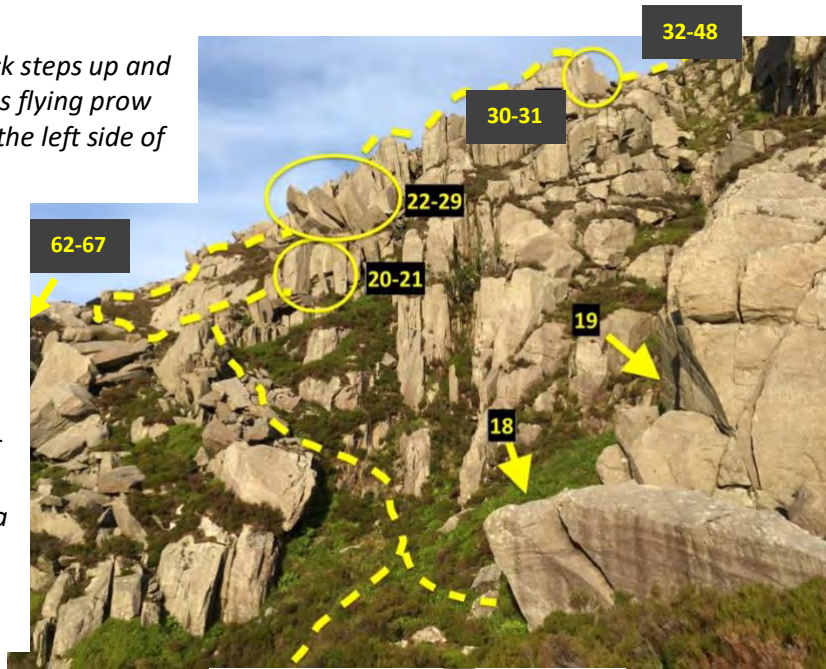
20) Iapetus 6A**

Follow the right side of the arete from a sitter: trickier than it looks. [Owen Hayward 8/5/22]

21) Niche sport 6B*

Slightly eliminate but very good. Climb straight up the middle of the back wall of the bay from a sitter without using the cracks/corners on either side. [Owen Hayward 13/6/22]

From the bay turn right (looking downhill) onto a broad heathery ledge below easy slabs. Follow this up until it's easy to move back right to the base of the flying prow.



22) Callisto 6B+**

The left side of the arete on the right-hand block from a sitter with a gripping mantle finish. [Owen Hayward 7/6/22]

23) Styx 7B***

The big steep arete, climbed on the left the whole way from a sitting start, is superb. Probably easier for anyone tall enough to span left to the big sidepulls from the arete. 4 pads and a spotter recommended. [Owen Hayward 16/6/22]

24) Io 6C*

Slopy lip traverse on the right side of the 'flying prow' block, starting low on the right and mantelling out after reaching the good hold on the left before the big lower block gets in the way. [Owen Hayward 9/5/22]



25

25) Europa 6C+**

Great, involved climbing. Sit start on the slab under the overhang beneath the flying prow with the big shelf jug (left) and lower part of good rail out right. A tricky clamping sequence gets you established on good holds on the 'lump'. Pull straight up to a big jug on the upper lip, move right and rock out. [Owen Hayward 9/5/22]

Up above is:

26) Tethys 5C*

Nice arete climbed on left from stand start. [Owen Hayward 9/5/22]

27) Arete project 7? **

Great looking project climbing right side of unhelpfully slopy arete from stand start with the help of a high crescent-shaped sidepull out right. Sitter may also be possible. Needs a patio.

28) Event Horizon 5C**

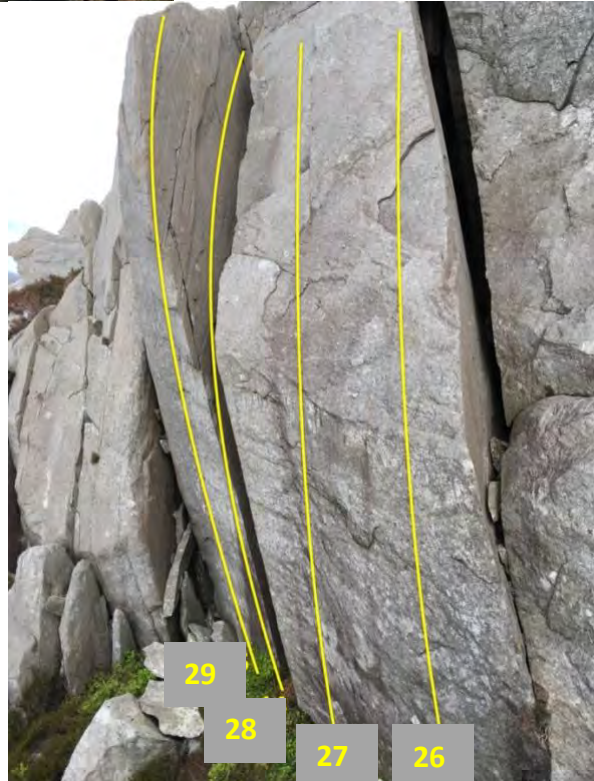
The matter-swallowing hole. Thrutch up to escape its gravitational pull. [Owen Hayward 19/5/22]

29) Titan 7A!!**

The big arete is superb but very bold: the start is hardest but its droppable all the way. Sit start and move up with difficulty to a good crack/sidepull at half height. Stay on the left side of the arete to get the high rounded ledge and a good pinch just up and right. Rock up (on a small positive edge on the arete) onto the right side of the arete, from where it's easy to top out. A half-height cop-out from the big crack to a jug on the slab right of the crack is still good value if the top half is too scary. [Owen Hayward, 19/5/22]



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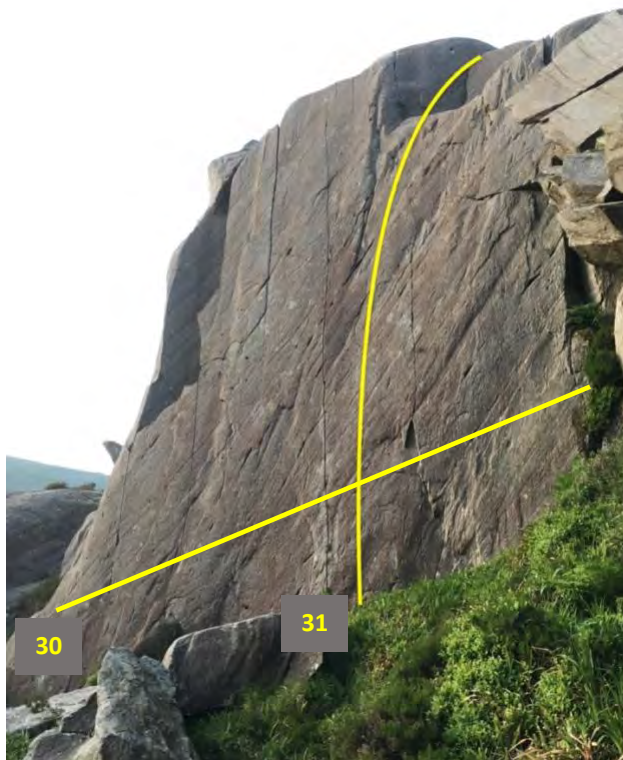


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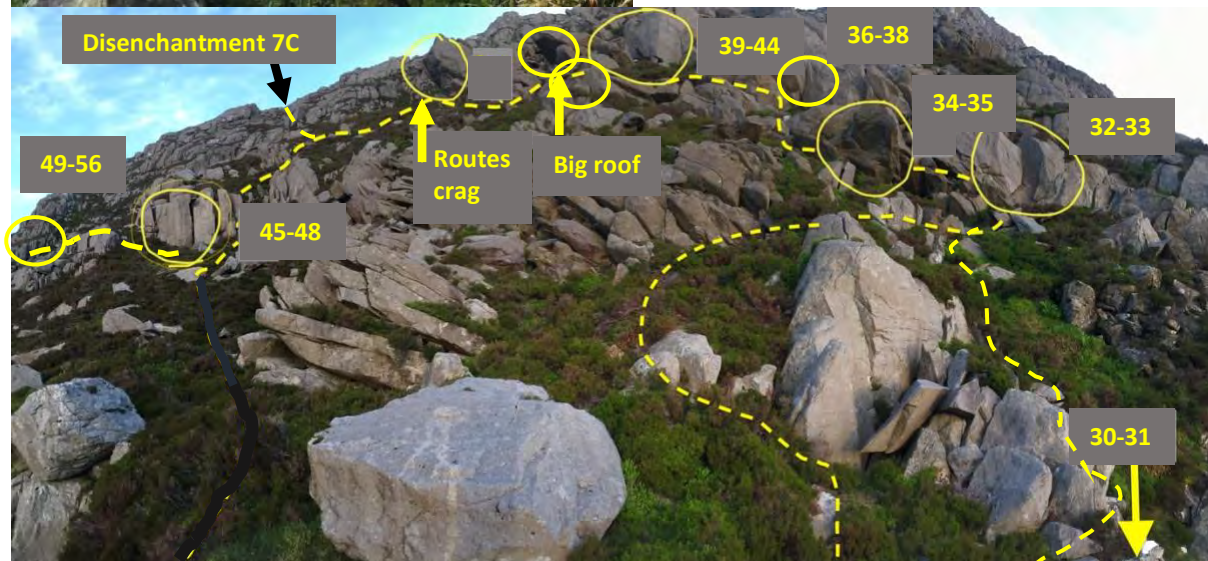
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From the base of Titan scramble left up into a little bay then up the corner on the left before cutting back right up a diagonal heather ramp and, 10m over on the right, a slabby dome of rock. Traverse right at the base of the dome into the head of a big gully leading back down the face. The gully face of the dome is an amazing highball steep slab, split by 3 hairline cracks.

30) IWT 7A+** Technical low level traverse starting on the big foothold on the left arete, and finishing matched on the big slopy jug in the crack on the far right side. [Owen Hayward 27/06/22]

31) Immaculate Wall 7A+!*** Excellent highball up the steep slab. Start between the middle and right-hand cracks and climb with sustained difficulty to reach 'thank god' holds just below the niche. [Owen Hayward 27/06/22]



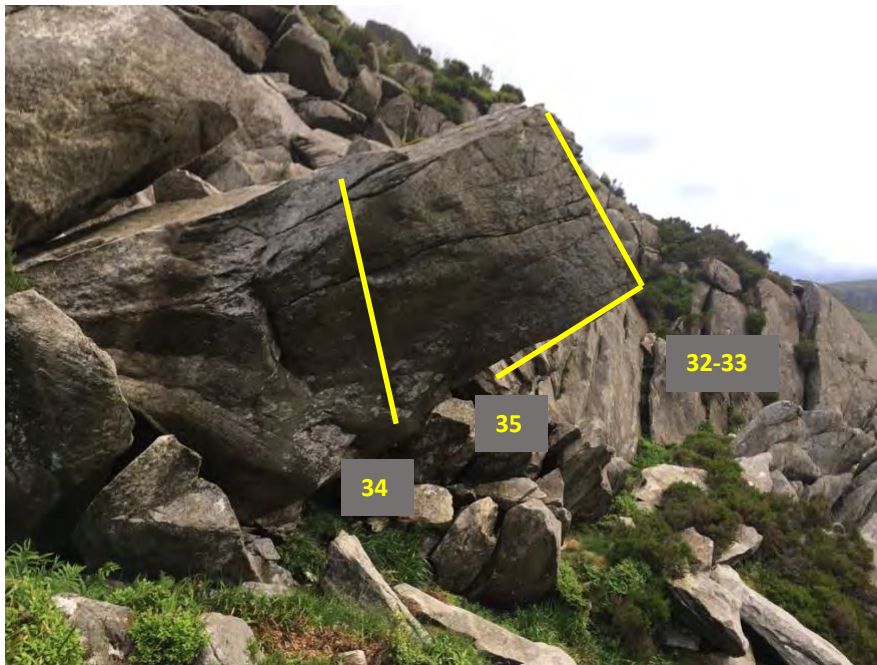
Up above is a flatter area with an obvious overhanging micro-routes crag and big flake roof to its right. [note: above and left of the routes crag is a shallow heathery runnel leading diagonally up left to the skyline – following this for 15mins or so leads to Disenchantment: a superb 7C (with potential for a hard sit start) (see left) and Racing a Ghost 7A, [both Eadan Cunningham, 06.22], on a big block near the ridge crest: well worth seeking out]. Take care of leg-swallowing holes hidden in the heather when moving between blocks up here as there are some man/woman-eaters: best to stick to the small, cleared paths to avoid these.

Down and right of the routes crag / big flake is a steep flake of rock jutting out of the hillside. Just right of this is:



32) Northumberland Slab 6C** Stand start on the slabby fin of rock on the right holding the seam and the right arete with a high left foot. Move left and slightly up to the left arete and a gripping high step to reach the rounded top, mantling out with relief. [Owen Hayward 29/06/22]

33) Exploration 5B* Stand start on a single pad, holding right arete and rounded feature to left. Up to lovely sloper then top out. [Owen Hayward]



On the steep flake:

34) Campus project 7?* From sitter matched on a positive low edge, up to match a high edge then pop to lip up and left.

35) Flying Fin 6A+* Sit start on a boulder on bottom right and follow the lip left to the apex and rock out. The nasty stepped landing can be tamed with plenty of pads and a spotter. [Owen Hayward 29/6/22]

Heading up and left towards the big flake roof is a nice arete above a pit, hidden from below until you look into it:



36) Micro-dosing 6C* Pack out the pit with a folded pad with another open pad on top and one on the block behind. Sit start holding the right arete and undercutting the lower lip, right foot smeared at the base of the arete and left under the lip. If you only have 2 pads stick one in the pit and one on the block behind and stand start with the same holds!

[Owen Hayward 27/6/22]

37) Shrooms 5* Sit start with a pair of positive edges. Big move to finger jug on lip then mantle out.

[Owen Hayward 29/6/22]

38) Natural High 5A* Sit start holding arete below jammed block and small sidepull out left. Up left side of arete to top out past nice quartz rail over the lip.

[Owen Hayward 29/6/22]

Directly above, on the right of the big flake roof is:



39) Phantom Nut Guzzler 6B* Sit (or crouch) start, both hands in the letterbox. Up to the lip and follow this right and down to the right arete. Turn this and mantle out. [Owen Hayward 24/6/22]

40) Shelling Out 6A+* Sit start holding the right arete, move up to flat finger jug, move slightly left and mantle out. [Owen Hayward 24/6/22]

41) Mystery Nut Job 5* Sit start with big sidepull (left). Move straight up to high jug and top out above this. [Owen Hayward 24/6/22]

42) Taking the Pistachio 6A+* Stand start holding diagonal slopy jug (left) and gaston flake at same height (right), no footblocks. Pop for pinch up above then top out left of the perched block. [Owen Hayward 24/6/22]

43) Distant Shelling 6C* Sit start under arete, right of off-width crack. Tricky moves to gain and match the better edges just left of the arete then long move to the high 'shoulder' and easier top-out. Big crack and rock to left are out of bounds. [Owen Hayward 24/6/22]

44) Pistachio Prow 7B+!*** The arete is an absolute belter. Very thin, high crux after a relatively easy start. Morpho: easier for span-merchants. Good landing: just as well! [James McHaffie 30/8/22]

Head up to the base of the routes crag then turn left along a cleared path in the heather, dropping down some blocks to pick up a path heading diagonally back down and left to an easy downclimb to reach a pair of ribs, split by a corner:

45) Gardener's Questing Time 5* The blunt left-hand rib climbed front-on, avoiding the big hold in the groove to the left around half height, is very nice. [Owen Hayward 16/6/22]

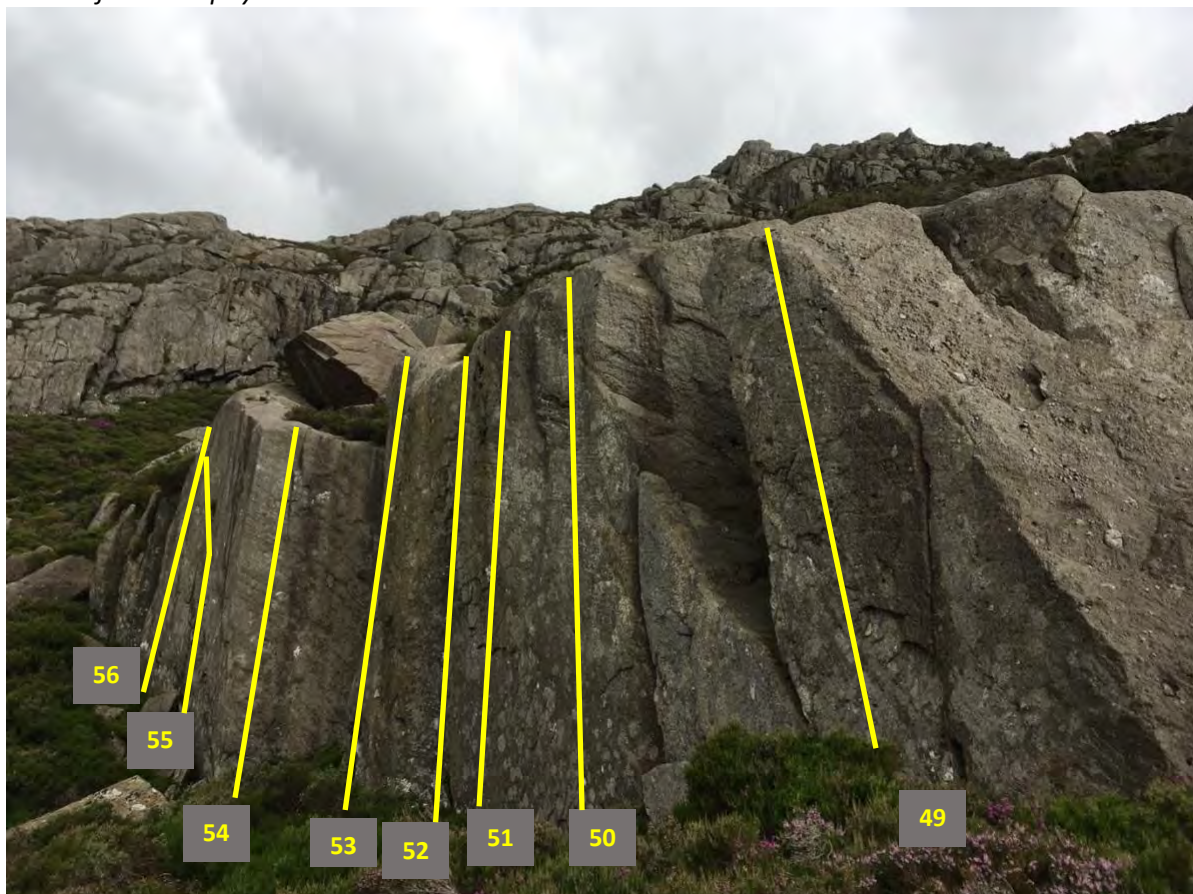
46) Uphill Gardener 6B* Climb the wall just left of the dirty corner from a tricky sit start without using anything right of the corner. [Owen Hayward 16/6/22]

47) Garden of Earthly Delights 7A+** A technical teaser climbing the wall just right of the corner. Stand start with good edge on left arête and the edge of the shelf on the right. Straight up to the small ledge high on the left using poor holds on the left arête, the faint rib on the right and the crack. Go up again to the higher ledge then top out straight above. Morpho: easier for the tall. [Owen Hayward 16/6/22]

48) Twin Towers 6A* Climb the right arête from a sitter holding the low crack with a committing move to the high ledge. [Owen Hayward 16/6/22]



From the base of Twin Towers traverse left (looking uphill) across the hillside at the same level for 25m to find the aptly named Wal o Gewri:



49) Siôn 6C** The front of the pinnacle. Stand start holding the left arete and laybacking the edge of the crack (the flake right of the crack is out of bounds throughout). Clamp up using left and right

aretes. [Owen Hayward 29/7/22]

50) Siân 7A!** Use pockets to gain the bottomless layback feature at half height (the big spiky flake to the right is out of bounds throughout). Layback up to get a good edge in the ripply patch of rock then move up and right, using the slopy shoulder on the arete and a high 2 finger pocket (left) to rock up onto the arete and an easy finish. Superb. [Owen Hayward 29/7/22]

51) Canthrig Bwt 6C+!** The right arete of *Connaire's Crack*, climbed on the right to reach a good mono and edge in a quartz patch from which a hard sequence gains the top. Crack and rock to its left out of bounds throughout. Very good, if a tad scary. [Owen Hayward 6/8/22]

52) Connaire's Crack 6B!** The entertaining jamming crack/shallow groove with mid-height crux although it keeps at you all the way. Easy mantle finish but take care not to grab loose blocks sitting back from the lip. [Owen Hayward 6/8/22]

53) Ysbaddaden 6C!** The attractive curving arete is a scary but excellent problem: plenty of pads needed to create a flat landing zone. Start right of the arete, just right of the embedded block (which isn't used). Move up with difficulty to stand on the big slopy ledge on the arete. Using a finger pocket round to the left make a long move up to a deep 2 finger pocket right of the arete, smear left foot higher on the arete then grab the top. A good slopy lip hold to the right allows a swing round to top out on the right. [Owen Hayward 4/8/22]

54) Rhudda Gawr 7B!**** Mindblowing arete, climbed on right side. Start standing on the block under the overlap – up to good flake hold then move left to the arete and up to a good mid-height edge. High crux moving up the arete to stand on the good edge. Top out just right of the arete with good pocket holds over the lip. [Owen Hayward 27/8/22]

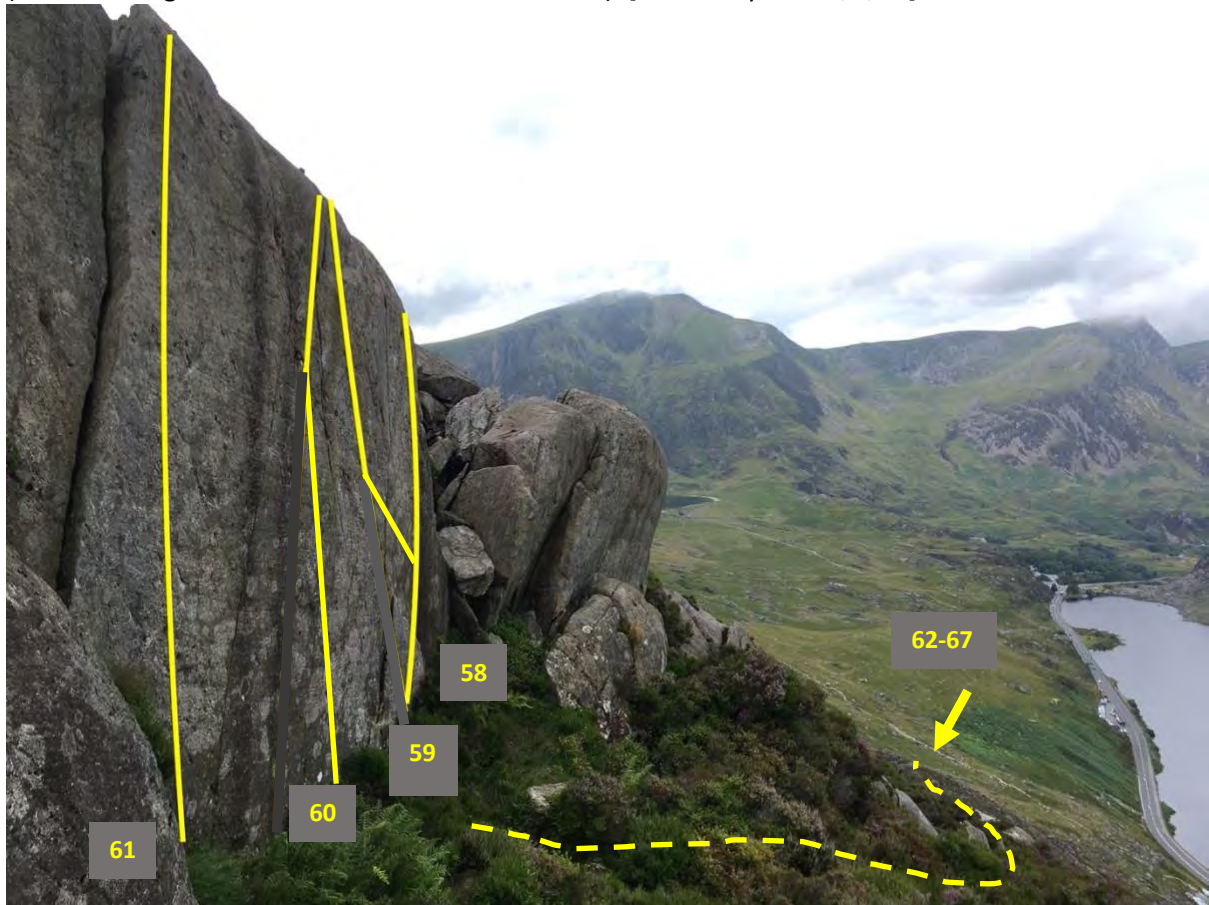
55) Fionn Mac Cumhail 6B!** Excellent wall climbing starting at good pocket (left) and undercut flake (right) just left of the thin diagonal crack, up the layback feature above then use edges to reach the mid-height juggy rail. Move diagonally left past the thin, bottomless crack to a high, good pocket then up and slightly right to reach a crack/flake at the lip and steady finish. [Owen Hayward 4/8/22]

56) Benandonner 6B!** Another cracking highball climbing the right side of the left arete, starting with the good pocket (right) and hold on arete. [Owen Hayward 4/8/22]

From the base of Ysbaddaden pick up a path zig-zagging down through the heather, on the broad spur to the left of the open heathery gully, for about 80m down/around little outcrops to reach the top of another great wall: easiest descent is along the narrow ledge at the top of the wall and down to the right, passing this smaller wall on the right:



57) Crook Memorial Traverse 6C** Pumpy right to left traverse across nice pocketed and cracked wall, starting far right with right hand in a pocket, and topping out into the niche on the left end (without using the embedded footblock to the left). [Owen Hayward 6/8/22]



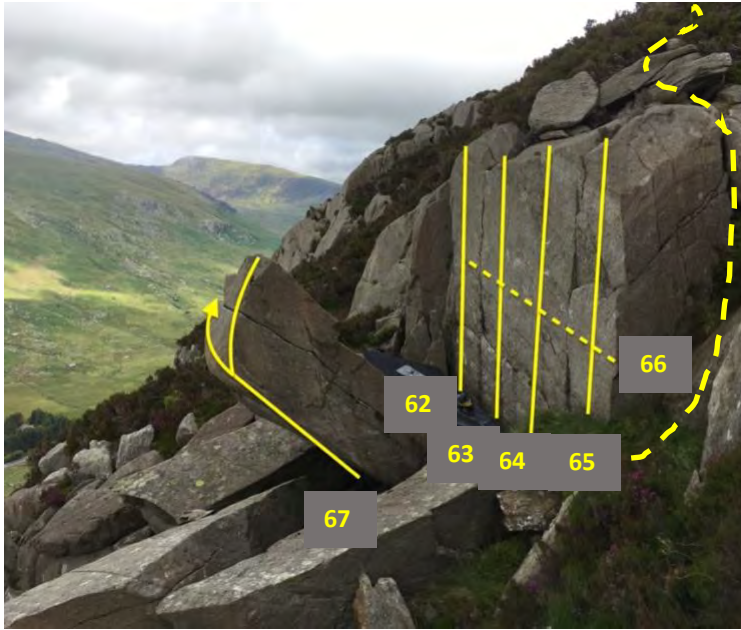
58) Y Gafr 6B+** Pull on at the big flake and move up to stand on top of it. Use the crack and pockets (left) and arete (right) to rock out onto the high slope shoulder on the arete. Nice! [Owen Hayward 29/7/22]

59) Bedd Bedwyr 7A+** Follow *Y Gafr* until standing on the flake. Move left to the round pocket at half height (in the middle of the wall) then make crux moves off poor feet using the crack on the left and a high 2 finger pocket (right) to snatch the juggy ledge and an easy finish. Knock a grade or 2 off if you're tall enough to reach the juggy ledge with feet on good lower footholds. [Owen Hayward 29/7/22]

60) Project The direct start to *Bedd Bedwyr* will be good and hard.

61) Bwa Angel 6A+!** Layback the lovely arete feature (right edge of the crack) without using anything left of the crack. [Owen Hayward 29/7/22]

Head down a few metres then traverse left for about 60m, following a faint path through heather and past little rock outcrops. You'll see the Europa area up on the left – before you are directly below this, just over the lip of the steeper ground to the right, is the top of a square cut block dappled with white patches. It's easiest to chuck pads down into the pit between this block and the hillside then scramble down an easy but steep little corner just left (looking down) to reach:



- 62) Snowblind 6A*** Crack and arete from sitter on obvious handrail. [Owen Hayward 15/7/22]
- 63) Paranoid 6A+**** Crack climbed on right, with help of a half-height edge, from sitter on handrail. [Owen Hayward 15/7/22]
- 64) Edge 6A*** Sit start handrail and up series of good edges without using the vertical crack/sidepull to the right. [Owen Hayward 15/7/22]
- 65) Sabotage 5C*** Sit start slopy shelf – up arete. [Owen Hayward 15/7/22]
- 66) Edge Traverse 6B*** From *Sabotage* sit start traverse wall with feet on good rail, crux moving past the crack to gain the left arete. Finish up that. [Owen Hayward 15/7/22]
- 67) Mob Rules 6A+**** Sit start under the steep arete with a nice wide pinch and guppy. Up arete to juggy top out or, **6B** is you follow the break left below the lip to top out up the left arete. [Owen Hayward 15/7/22]

Head back up and slightly right through heather to the base of the easy slabs below *Europa*. Turn right along the base of the slabs and over the little rocky saddle (reversing the ascent route) then down the broad diagonal heather gully. Below problems 18 and 19, instead of continuing down and left to the *Oort Cloud* wall, head right along the broad terrace below the higher crags to the base of an easy cracked slab (*Milestone Continuation* scramble). Just round the corner is:



- 68) To Infinity and Beyond 7B+*****
A technical beauty climbing the thin crack/seam right of the arete, on its right hand side. A choice of tricky starts gets you established laybacking off the mid-height crimpy edge of the crack. Work your feet up and lay one on for the incut jug high above. Boom! [Owen Hayward 15/7/22]
- 69) Relentless 6B+ *****
The thin/crack seam right of the arete, climbed on its left with the help of a good crack/slot left of the arete gives superb climbing. Work your feet up the slopy ramp until you can grab the big incut jug right of the arete, shared with the previous problem, or a good flatty just left of it. [Owen Hayward 23/5/22]

Continue along the terrace for 30 metres to find, in an alcove above:

70) The Pillar 6A+*

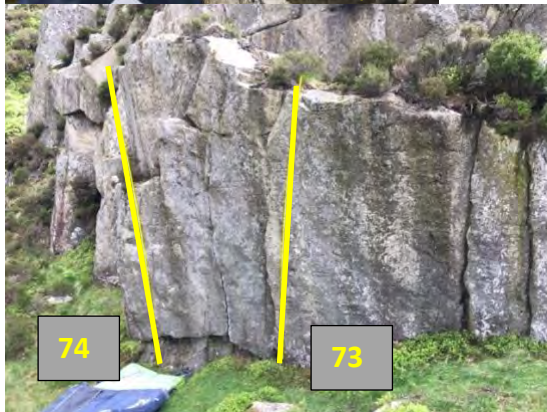
The arete of the high pillar from a sit start on the big jug and finishing on good holds on the slopy ledge around half height, rocking out left to escape onto easy ground. Trickier than it looks. [Owen Hayward 27/5/22]



A little further along the terrace is a steep wall with an awkward landing:

71) Pennywise 6A+* The right arete starting with a high quartzy crimp for the right and an edge at same height for left. Pop up to a thin pinch (left), chuck your right heel on and grab the massive jug at half height after which it's an easy top out. [Owen Hayward 04/07/22]

72) It 7A** The diagonal crackline gives superb climbing although the landing needs careful padding and spotting. Sit start in the alcove on the left with a low handjam in the corner crack. Move up to gain the diagonal crack hold and slopy sidepulls up and left. Pop to the finger jugs at the base of the wider part of the crack, swing round and campus up into the scoop, finishing straight up or up right following the line of the crack. [Owen Hayward 04/07/22]



Just round the corner is a nice steep cracked wall:

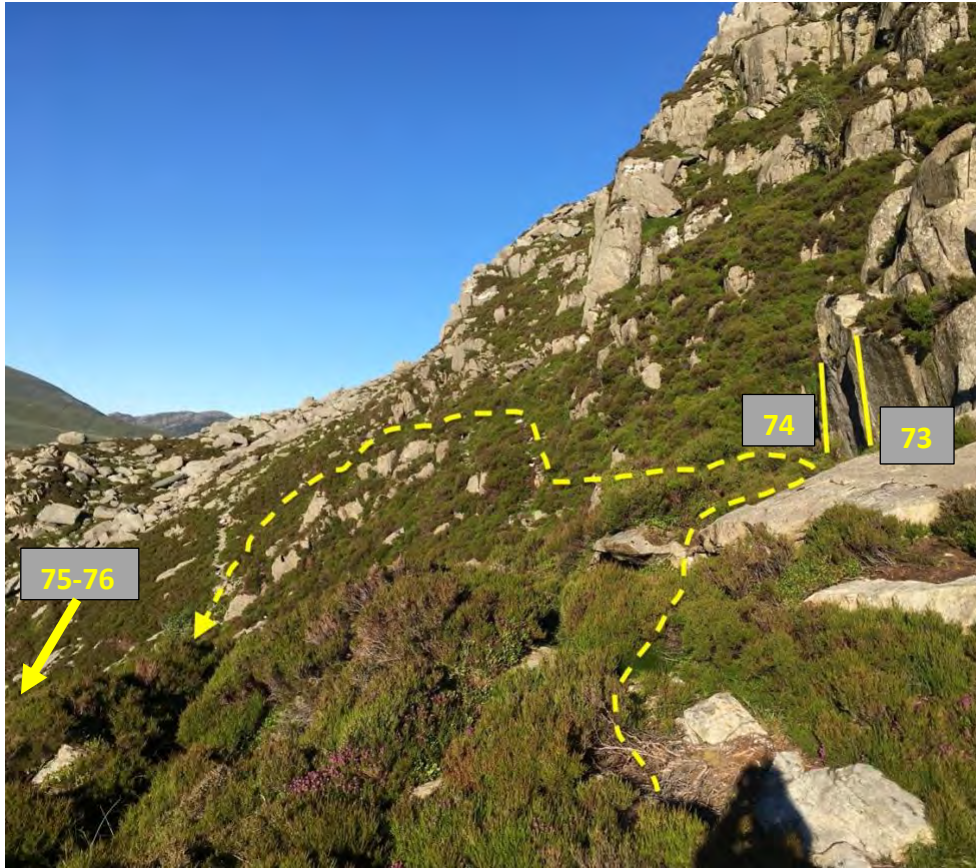
73) Never 6B *

Climb the right side of the arete from a sitter and avoiding anything left of the offwidth crack. [Owen Hayward 27/5/22]

74) Ends 6B*

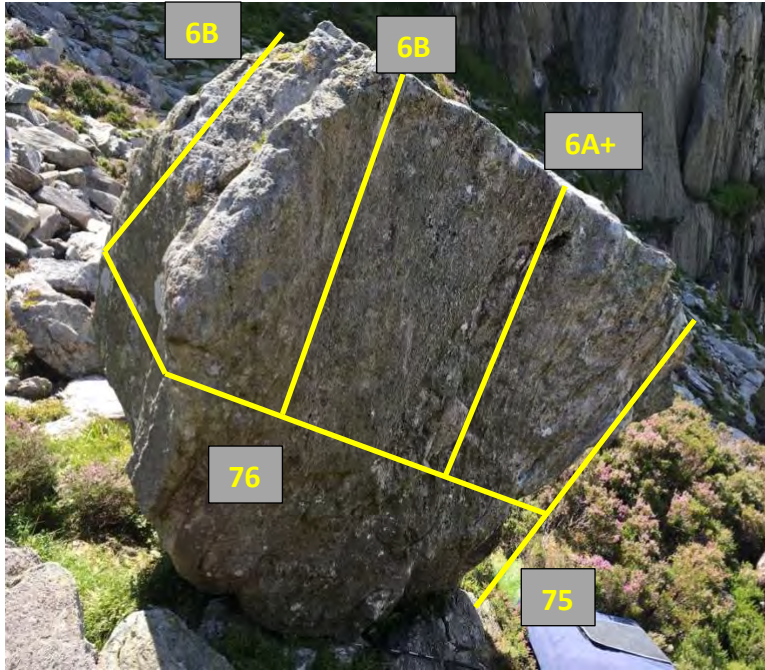
Sit start with a good crack sidepull (left) and undercutting the low overlap. A burly pull gains high holds then another big move to the ledge above. Move slightly left to rock onto the ledge and escape down the back of the block. [Owen Hayward 27/5/22]





Just beyond is a shallow, stony gully. Cross this and take the slightly rising path beyond which soon flattens off before dropping easily (just after an obvious small quartz block) to join the North Ridge walking path on the flatter area below. Warning: don't drop down too early as there is nasty steep ground and quite a few 'dead-end' tracks leading down that way. Once on the main path turn left and follow it down. Before reaching the higher cliffs that flank the left side of the Milestone Buttress there is a cool block, over on the right side of the scree, with a steeper side hidden from view (landing sloping / rocky – 3 pads useful):





75) Nugget 6B+*

Sit start with low edge/pocket (left) and low arete on right. Pop up to higher good pocket with the right, roll over to a high layaway with left then grab the higher of 2 juggy bits on the arete (care: the lower of the 2 juggy bits is hollow / loose sounding). [Owen Hayward 8/8/22]

76) Nugget Traverse 6A+ to 6B*

From the *Nugget* sit start move left into the groove and either: a. **6a+** finish up the groove or b. **6B** up the right side of the arete to the left or c. **6B** move round the arete to finish up the arete left again. [Owen Hayward 8/8/22]

Head back across the scree to the path, turn right and follow the path down to a drystone wall then down the right side of this to the road.





