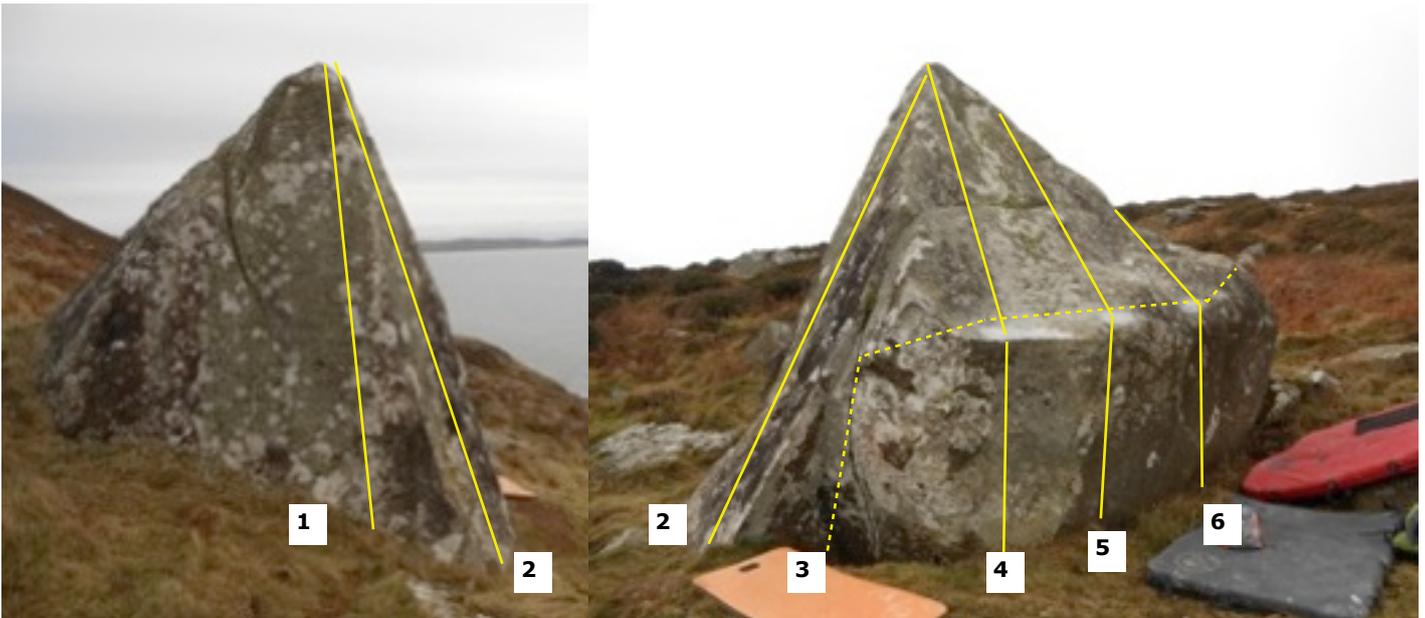


Porth Nefoedd

A brilliant, remote feeling area which is more exposed to wind than Ysgo and can therefore have good conditions in cooler, windy weather at any time of year (although the colder months are best). Access: Park on the grassy triangle (don't block access) by the minor road junction at GR224274 and walk down the left hand lane until it turns into a grassy track. A bit further on cross the stone footpath stile on the left. After only 20m (before you reach the obvious Craig Fawr (described later)) cut off right heading straight down towards the sea. Follow the grassiest route you can find until a stone wall kinks back into view below and then an obvious pointy boulder appears over on the left. This is the **Fox block** which has some pleasant warm-ups on immaculate dolerite and a great sloper traverse:



1) Fox Sake 4*

Climb the left side of the slabby arête facing the approach sticking strictly to the arête all the way (no sneaking left). [Owen Hayward 12.13]

2) Fox Face 5A**

The slabby seaward face using both arêtes. [Owen Hayward 12.13]

3) The Den 7A*

A bit lowball but really good. Pull on from a sit start in the small corner holding the edge of the *Fox Face* slab and the 'beastmaker' pocket. Move right and follow perfect slopers to mantle out at the far right. Doing it in reverse is a bit harder building to a crux to gain and finish up *Fox Face* or *Wot the Fox*. If you fancy a silly but satisfying **7A+** pump you can link the two (no rocking out into balance at the end of the first lap!). [Owen Hayward 12.13]

4) Wot the Fox? 6A+

Sit start with both hands on the slopy lip then mantle onto it with help from the left arete. Easy finish above. [Owen Hayward 12.13]

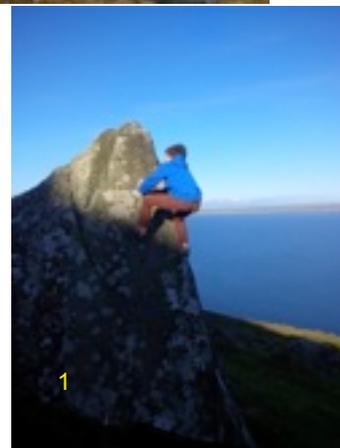
5) Vixen 6A

Eliminate sit start just right of WtF at rounded sloper avoiding crack to the R. Pop up right for the slopy shoulder then mantle onto the slopy lip. [Owen Hayward 7.14]

6) The Brush 5C

Sit start and climb the line of the thin crack on it's right side. [Owen Hayward 12.13]

From the Fox block aim diagonally down left (looking out to sea) towards an indentation in the coastline. Sheep tracks allow you to avoid brambles/gorse. Move out to the headland just left of the indentation where the large area 1 boulders come into view directly below. **Dropping steeply down to them is very dangerous** so follow sheep tracks across to the next headland left where careful scrambling down very steep grass with a cliff band below brings you



down to Area 2. Safest of all don't drop down to Area 2, stay on the sheep track traverse left for another 200 metres to the headland between Area 2 and the Hell's Mouth block (100m to the left) to a point where the slope below is shortest then scramble carefully down the final short slope to the shore. **Take care walking along the shore as the slope above the beach is unstable in places.**

Porth Nefoedd Area 1

1. Nefoedd Arête 6B+! **

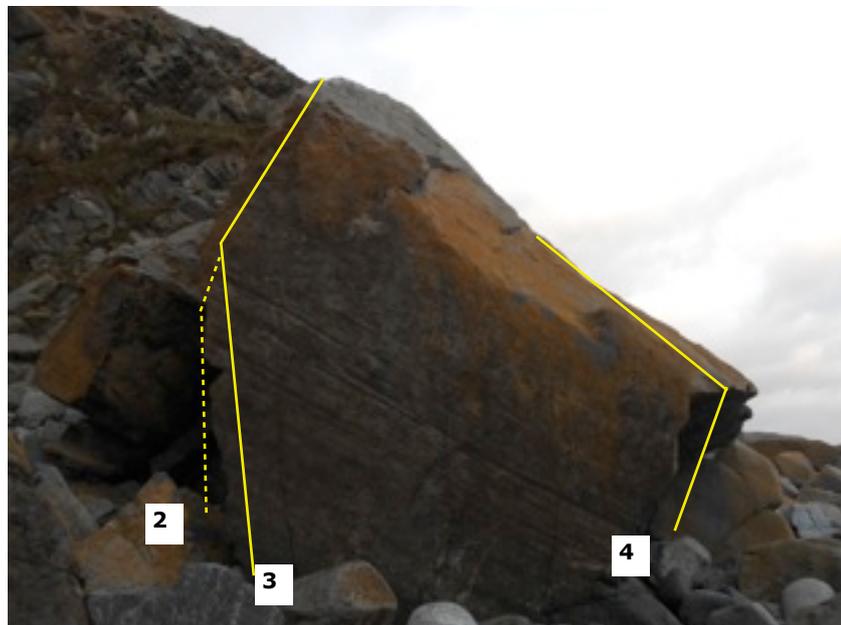
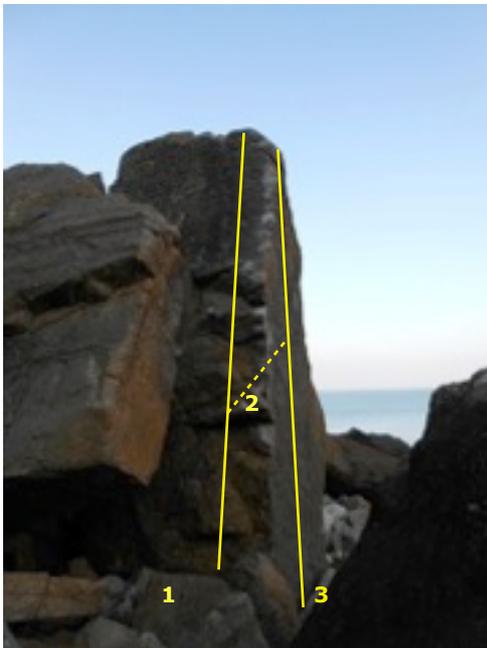
Left side of obvious high arête. A fine feature with a committing feel. [Jon Ratcliffe 03]

2. Knockin' on Nefoedd's Door 6C+!***

The right side of the high arete is brilliant but scary: low in the grade but it won't feel it until you top out safely. Start sitting at the base of the arete on its left side. Move up to a good edge, step into the slopy notch on the arete then make a committing swing round to the right side of the arete and finish up this. [Owen Hayward, 5.14]

3. Knockin' on Nefoedd's Barndoor 7A!***

Climbs the right side of the high arete all the way from the base: an initial barndoor sequence leads to a junction with KoND at the change in angle. Finish as for KoND. [Pete Robins 1.15]



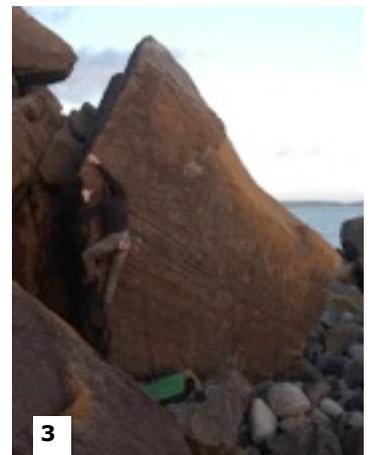
4. Yellow Mantle 5C

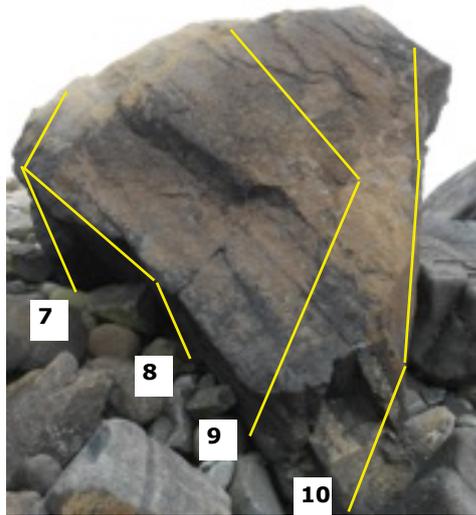
Surmount the lip of the yellow roof.

5. How to Eat a Beaver 7B

The undercut lip gives a lowball struggle. Start hanging on the right and traverse along the lip before finishing up to the slopy shelf and upper slab. (*Originally climbed at 7B+ from a higher start on the right but now blocked by shifting boulders.*) [Paul Higginson 03]

6. 6C+ - *this problem is currently blocked by shifted boulders but may clear again after future storms:* The hanging arête on the far side of the small block beyond HtEaB gives an unbalanced problem. Get yourself clamped on at its base then make a few hard slaps into a very easy finish. [Jon Ratcliffe 03]





7. 6A+ *

Sds line on low steepness left of the big slab.

8. Pwllheli Fights 6C *

From a sds on the right traverse left into *Problem 6*.

9. Kipper Slab 5A! ***

The highball slab is superb, if a little frightening on first acquaintance. Trend up right then move back left before going direct for the top with the final moves being the trickiest.

10. Wish You Were Here 7A **

Sds undercut nose up past flake/fin (left hand) to slopy top; follow this up right to top out. [Jon Ratcliffe 03]

11. Kipper Dipper 5C! ***

Climb up the immaculate groove to join the finish of *Kipper Slab*.

12. Seams Choughed 7A **

The eye-catching diagonal seam is excellent. Step onto it from the adjacent boulder and follow it rightwards to the horn which allows a dismount onto the right hand boulder. A highball finish, avoiding the step off, has been done. [Jon Ratcliffe 03]

12A. Seams Choughed extended start 7B+**

Start from the Kipper Dipper groove. [Pete Robins 4.2.15]

13. Pwllheli Nights 7B *

Start on good holds in the groove on the left and traverse the slopy lip rightwards with increasing difficulty. Exit at the crack. [Paul Higginson 03]

13a. Jon's problem on Aquamarine ?

On the big boulder right of the finish of *Pwllheli Nights* - start in the corridor between the boulders and mantle onto the obvious finger edge then up the slabby wall.

14. Means of Escape 6C * (low start 7A*)

Follow the diagonal arête up left from a standing start to a high crux. [Mick Lovatt, early 2000's]. The **7A** crouch/sit (depending on landing level) start is good: pull on using a shallow slopy dish and the arete and make some forcefull pulls up left to reach better holds and finish as *MoE* or up *Slasher*. [Jon Ratcliffe 03]

14b. Slasher 7B**

Sit start into the mid point on the *MoE* traverse then up the slab using the flake [Danny Cattell 16.1.15] **6B** from a stand.

15. Project Hard line rising up to join MoE near it's finish.

16-18 are on the slab just right of 14:

16. 5A *

The hanging corner squeezed in on the left is good.

17. Wave On 6A **

The central line on the slab gives a thin test piece.

18. Wave 5C *

A rockover line on the right of the slab.

19. Prawn 5C

The scoop exiting up into a slopy yellow zone and avoiding the easy right hand option.

20. Swedish Prawn 7A+

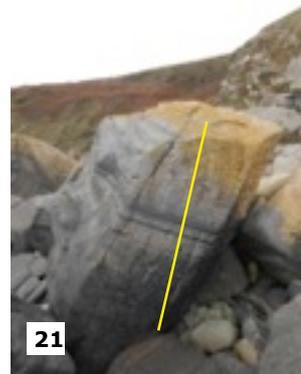
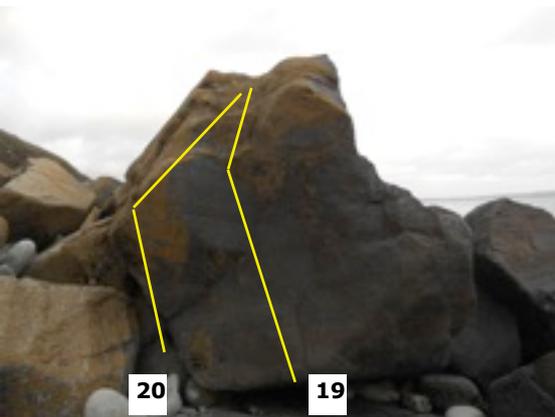
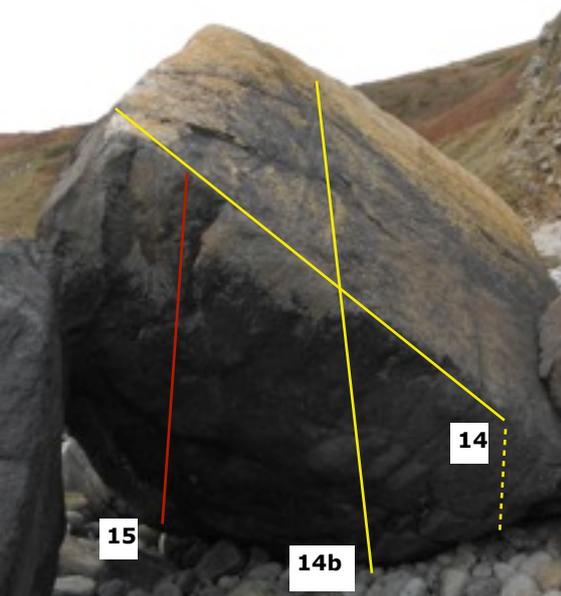
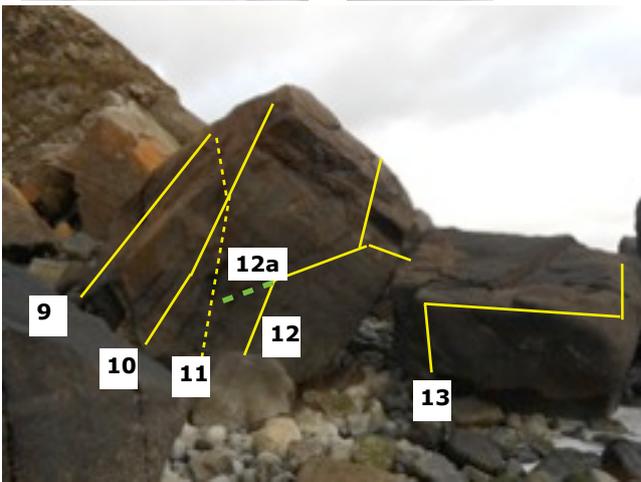
sds left of Prawn currently blocked by a large shifted boulder.

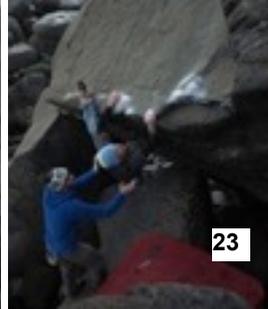
21. Prawno 6C

Pull on with the right hand edge and slap for the top. A sds could be possible. [Jon Ratcliffe 03]

23. The Cure for Manflu 6B*

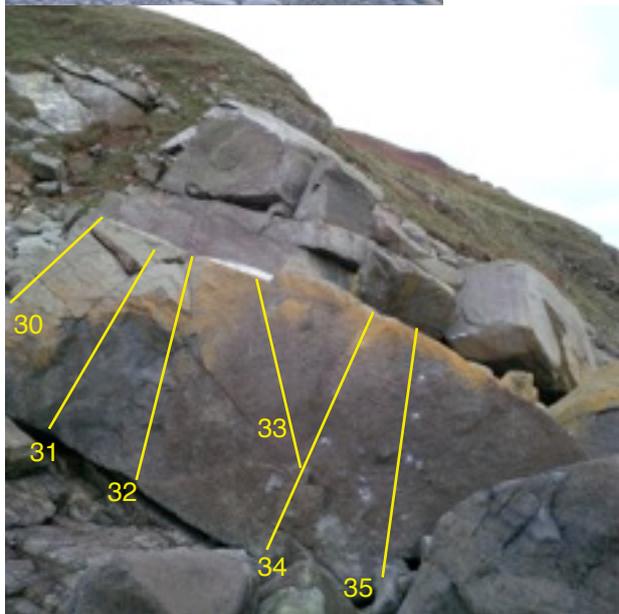
Slippy lip traverse to finish up the blocky rib. Needs a good spotter and a few pads. [Owen Hayward, 12.14]





24. Tide Attack 6B* Start on the left side of the front of the block and follow the lip right with difficulty to turn the corner and up to mantle out at the crack at the top end. [Finn Hayward, 5.15]

26. The Humbolt Current 5C* R to L lip traverse. Start far right, drop down to the arete then round on better holds to a final tricky move onto the slabby wall. [Finn Hayward, 5.15]



100m left (looking out to sea) on the next headland is the start of **area 2**:

27. Lowball Shuffler 5B Sit start on the left and follow the lip right to rock out at the recess. Low cobble level needed. [Finn Hayward, 5.15]

28. Man from Atlantis 6A** High arete climbed on the right from a sit start. [Finn Hayward, 5.15]

29. Smoothie 4B

The left side of the slabby arête on the pebbly beach requires faith in friction.

30. Atlantic Fin Arête 5A *

The left arête of the big slabby fin is good but furry.

31. The Bulge 5A **

Move up to the bulge then follow the diagonal crack back into the top of AFG.

32. Atlantic Fin Groove 4C ***

A perfect problem. Gain the hanging groove and layback up to glory. Fantastic!

33. Atlantic Fin Slab 5A **

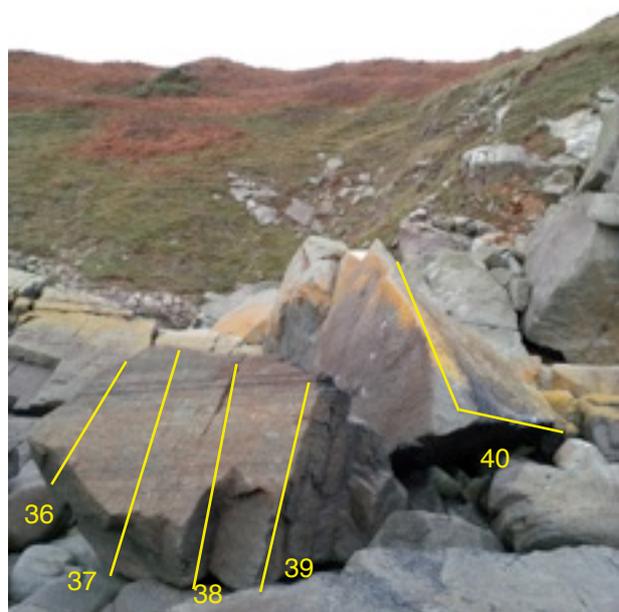
Mantle onto good starting holds then teeter up leftwards to gain the finger ramp.

34. Thin But Dim 6A**

Mantle start as for AFS but head straight up the shallow groove feature above via some thin moves.

35. Thin Atlantic 6C+*

Great eliminate climbing the slab right of TBD on marginal holds (avoiding holds in the groove feature of TBD throughout) starting from a crimpy undercut/sidepull. [Owen Hayward 30.11.14]



36. 5C *

Start hanging the blocky hold; slap up onto the sloping arête and mantle onto the slab.

37. Brown Slab 5C *

Start with the good edge for your right and make a thin rock up onto the slab. Very good.

38. 4C * The blind crack line.

39. 3B

The right arête, which can also be done from a sds.

40. Jon's Lip Trip 6C

Right-to-left low level lip thing. [Jon Ratcliffe 03]



41. Staring Through Windows 7A+*

An entertaining traverse linking a series of interesting features; shame about the encroaching block at the start. From a sds on the lowest level fire up to snag the big shelf. Swing right and use the undercut flake to gain the upper shelf. Shuffle right then mantle out. [Paul Higginson 03]

41a. STW alternative start 7A/+**

Start sitting on the block with hands on low edges and a heel on the rail to the left to pop up to the shelf then finish STW.

42. Project: A leftwards exit from the first shelf: tricky!

43. George's Shelf 7A+ **

A tricky test of improvisation. From the *STW alternative start* gain a standing position on the shelf and finish more easily. [George Ullrich 10.03.12]

The rock in the next area is prone to unexpectedly snapping so make sure you are well spotted and padded!

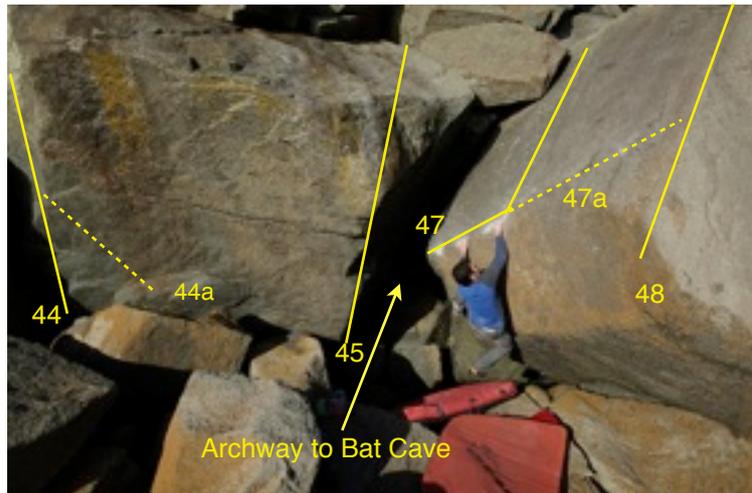
44. Born from the Darkness 8A**

The left arete of the leaning wall from a sit start down in the pit, pulling on at the obvious big shelf, is powerful and

technical. [Oli Grounsell 2.16] (Originally climbed from a standing start, pulling on with an undercut and a crozzly edge: **Bane 7A**** [Owen Hayward 13.7.14])

44a. Bane: right hand sit start 7B/+**

Start sitting on the boulder just to the right with hands on a high jug and a sloper near the



arete. 4 moves lead into the stand up line. [Pete Robins 16.1.15]

45. Lazarus Pit 7B+** The right arête of the leaning wall is both powerful and perplexing. Climbed from a standing start down on the lower level using the obvious slopy shelf. [Pete Robins 11.12.13]

46. Mind your Head 6C+ ** The right arête of the Bat Cave archway climbed from a low sit start using an obvious pinchy sidepull slot. Slap up left to a slopy shoulder then rock up right to gain the higher sloping arête. Follow the arête up left, duck under the jammed block to an easy top out on jugs. [Stand:Paul Higginson 03. Sit: Jon Ratcliffe 10.03.12]

47. American Beauty 7B** From the low sit start position of *Mind your Head* follow that problem to gain the higher sloping arête then traverse the slopy lip rightwards to gain the obvious good diagonal hold. Rock up onto the slab and finish up this. [Owen Hayward 11.12.13]





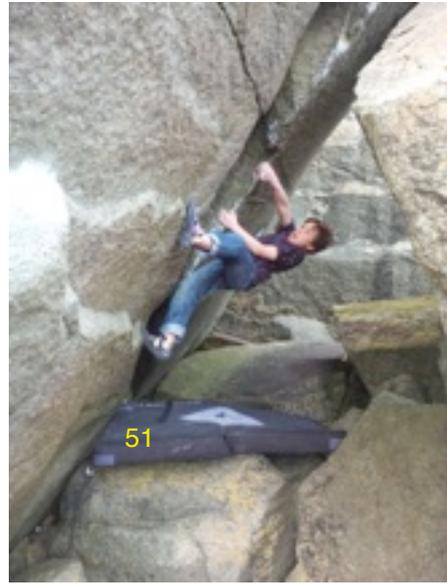
47a. American Oracle 7B/+!* Extends *American Beauty* to finish up *The Oracle*. [Owen Hayward 28.12.13]

48. The Oracle 6C!*

The high, hanging arête stepping off from the shelf on the left leaves you stranded in highball territory. Grapple to get established on the arête and a much easier finish above. [Pete Robins 11.12.13]

49. The Bacon Butty start 7A+/B * Follow *Mind your Head* to gain the higher sloping arête. Make a hard drop down left onto the rounded sloper at the start of *Bat Man* and finish along this. [Jon Ratcliffe 10.03.12] *Note: A big storm- shifted boulder very close to the wall at the start of Bat Man currently spoils this link.*

Scramble up into the bat cave for probs 50 to 54:



50. Bat Man 6B*

Sit start on the higher level in the bat cave matched on a good hold then move left on good edges and up onto the slab. *Original 6C version started further right on a sloper but this is now blocked by a big shifted boulder.* [Si Panton 08.03.12]

50a. Higg's Dyno 7A+

A fun eliminate dyno firing straight up from the good starting hold on *Bat Man*. [Paul Higginson 03]

51. Crack your Head 6A*

Eliminate but good: the shorter you are the better! Follow the big flake crack from a sit start, strictly avoiding the *Mind your Head/Bat Man* block behind until you reach the top of the flake. Now step left to finish up *Mind your Head*. [Finn Hayward, 5.15]

52. Robin 6C+**

Climbs the left side of the slanting back arête from a low sit start. Pad the block behind you well! [Owen Hayward 12.13]

52a. The Holy Cow start 7B**

Powerful extended start to *Robin*: start matched on the good hold on the rail to the left and make a hard slap right into the arete then follow *Robin* to glory! [Pete Robins 24.1.15]

53. Projects 7C+-8A?: climb the left side of the smooth back wall just right of *Robin* using an obvious poor fingery sidepull to yard up to better holds above. The smooth wall to the right could yield more **8's...**

54. The Dark Knight Rises 7C!**

Climb the overhanging right arête of the smooth back wall from a sit start. Great moves but a gnarly landing from higher up on the arete - take care. The original **The Dark Knight** stand start is a good **6B**** starting from holds in the thin break. [Stand: Owen Hayward 28.12.13 / Sit: Pete Robins 24.1.15]

55. Batmobile 5C*

From a sit start at the large flake right of *Gotham* gain the lip and traverse it left into the finish of *Fur Trade*. [Owen Hayward 9.2.14]

56. Gotham 7A+

Direct into finish of *Fur Trade*. From a cramped (unless you can shift the block which is in the way of the start) sit start matching the left end of obvious horizontal flake/edge, bounce left to backhand the rounded flake, make a hard match and another hard move left to gain the good holds on *Fur Trade*. Finish up this. [Owen Hayward 9.2.14]

57. Fur Trade 6C***

Superb! From a low sds on the arête move up and make an optimistic slap for the horizontal ramp. Traverse right and gain the top using the left arête to rock onto the slab. [Paul Higginson 03]

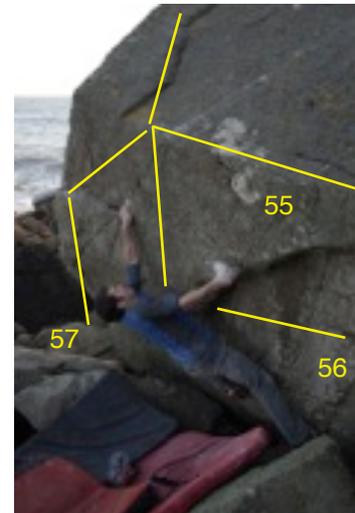
Moving round onto the slabby but high seaward face of the boulder:

58. Carpet Muncher 5C!*

Step onto the slab left of the arête and climb a series of furry features. [Julian Lines 03]

59. Fishing Lines 6A!*

The hanging flake/groove in the middle of the wall is gained with difficulty - continue boldly to the top. [Julian Lines 03]





59a. Fishing Muncher 6A!*

From *Fishing Lines* follow the diagonal crack rightwards into the finish of *Carpet Muncher*. [Julian Lines 03]

20 metres further is a cluster of small boulders:

60. Bream Dream 6B Hang then mantle the slopy nose. [Paul Higginson 03]

61. Crab Catcher 7B* Start hanging the mouth; slap up left to a sloper and pull for the top. [Paul Higginson 03]

62. Hang 5 5A L to R lip traverse to finish up the arete. [Finn Hayward, 5.15]



Another 30 metres left (looking out to sea) is an obvious brilliant high block:

67. Lee Van Cleef 5C*

Climb the jamming crack from a sit start at it's base [Owen Hayward 8.6.14]

68. Jon's Hanging Groove 6B*

Start matched on the obvious chest high finger jug below and right of the hanging groove. Climb steeply up into the groove to gain easier ground and the top. [Jon Ratcliffe 03]

69. Hang 'em High 7A!***

The highball hanging arête is brilliant. Start matched on the starting hold of J'sHG but, instead of moving up left into the groove, make burly moves up and right to gain the base of the hanging arête with difficulty. Make a tricky transition round onto the right hand side of the arête and use this and holds on the right wall to top out. [Owen Hayward 12.13]

70. High Plains Drifter 5B!***

The highball wall left of the easy offwidth gives great climbing. Pull over the lower overlap using the good sidepull rail (left) and the right edge of the wall to get established above the lower roof. Good edges ease the grip factor on the wall above. [Owen Hayward 12.13]

71. Pale Rider 4A* Pad up the slabby wall between the 2 aretes. [Finn Hayward 2.14]

72. Traverse of the Casual Gods 6C+

At the base of the steep grass slope at the back of the shore area is an obvious overhanging shelf/terrace; traverse the lip from right to left. [Mick Lovatt, early 2000's]



Another 70 metres left (looking out to sea) are a couple of large tidal boulders which form an offwidth roof crack:

73. The Nefoedd Wideboy 6C *

Start at the very back of the cave using the jammed boulder for hands with feet stuck up behind the boulder. Bar and thrutch towards daylight using a variety of body parts passing the constriction with difficulty to grab conventional holds and an easy top out. [Owen Hayward 12.13]

74. Salty Slapper 6B*

The slopy arête climbed on it's right side. Pull on low on the left at good holds avoiding the big rounded boulder underneath (awkward but worthwhile). Monkey right and rock out using the seam above. [Owen Hayward 12.13]

Far Nefoedd: Hell's Mouth block

A 300m boulder hop left (looking out to sea) around the headland and into a long bay lands you at this brilliant block:

75. Damnation 5B*

Follow the left side of the easier landward arete all the way up and left to a rounded mantle at the highest point of the boulder. [Owen Hayward 12.13]

76. Sympathy for the Devil 6B*

Sit start under the white lichenous slopy ledge & bellyflop onto it. [Owen Hayward 12.13]

76a. Sympathy for the Mouth/Damnation Mouth 7a**

A great left to right link from this start into a finish up *Hell's Mouth* via the obvious slopy ledge. [Owen Hayward 12.13]. The extension from the Damnation sit start is better and a bit harder. [Si Panton 1.14]

77. Hell's Mouth 6C+ **

The steeper right arête of the wall facing the approach climbed on it's left side from a sit start. Pull on with positive small edge for left and diagonal edge on arête at same height for right. Powerful moves latch the slopy ledge and a tenuous finish above. [Owen Hayward 12.13]

77a. Hell's Devil/Hell's Damnation 7A+ **

An excellent right to left link from this start along the slopy ledge to finish up *Sympathy for the Devil*. [Owen Hayward 12.13]. The extension to finish up Damnation is also very good and maybe a bit easier. [Si Panton 1.14]

78. The Great Beast 7B**

Climbs the seaward face just right of the *Hell's Mouth* arête from a standing start at an obvious good left hand sidepull. A tenuous sequence to gain and pass the high fingery





gaston leads to good holds and an easy top out. [Owen Hayward 22.12.13] **Closed project sit start - hands off please!**

79. Sexy Beast 7C**

Over the overlap and up the centre of the blank slab to the right of The Great Beast to latch the high slopey ledge. [Pete Robins 10.1.15] **Project sit start.**

80. Speak of the Devil 8A***

The brilliant undercut rounded prow to the right has poor feet and small sidepulls to gain slopers and a rounded topout. Wouldn't look out of place at Bas Cuvier! [Pete Robins 11.12.13] **Project sit start.**

81. The Underworld 6B***

Climb the steep left side of the arête right of *Speak of the Devil* with a hard move to gain the hanging crack - brilliant. [Owen Hayward 12.13] **Project sit start 8A?.**

82. Beelzebub 7A*

The right side of the *Underworld* arête from an awkward bunched sit start with specified holds: arete (left), lower lip of slab or poor holds just above (right) and left foot pasted at the bottom of the arete. Good **6A+** from a stand. [Rich Hession 1.15]

83. Mr Crowley 7B**

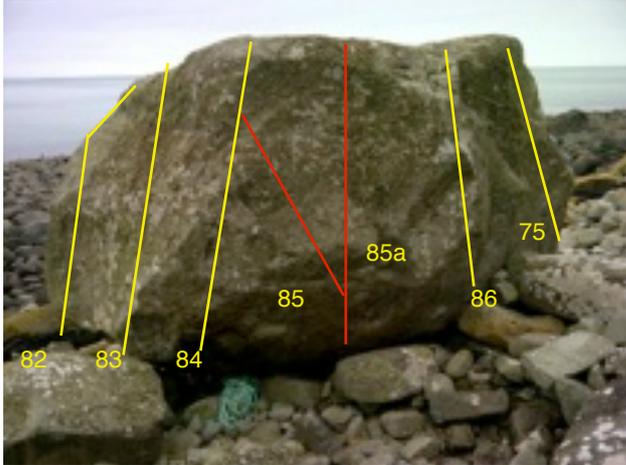
Another excellent problem: start sitting at the base of the blunt arete. Move up to get the good edge on the slab then bang up right to a good sidepull. Now all you need to do is rock up onto a standing position on the slab and finish easily. [Owen Hayward 8.6.14]

84. Number of the Beast 7C***

Steep right side of Mr Crowley arête from a sit start with hands on specified start holds: right hand crimp and a wide pinch with thumb sprag on the arete at the same level. Quality! [Pete Robins 6.1.15]

(If you're shut down by the sit, try the original and excellent **7B**** crouch start with right hand on the same low crimp as the sit but left on a slim pinch a foot above the sit start's fat pinch. For either version there is a hard move to gaston the better diagonal edge higher up the arete followed by tricky slopey moves to top out. [Owen Hayward 22.12.13])





85. Project 8A/+?

The smooth wall to the right of NotB climbed from a sit start on crimps in the middle of the wall. A big move up left snags the good diagonal edge on NotB and a finish past the crimp on the wall above.

85a. Project 8B/+?

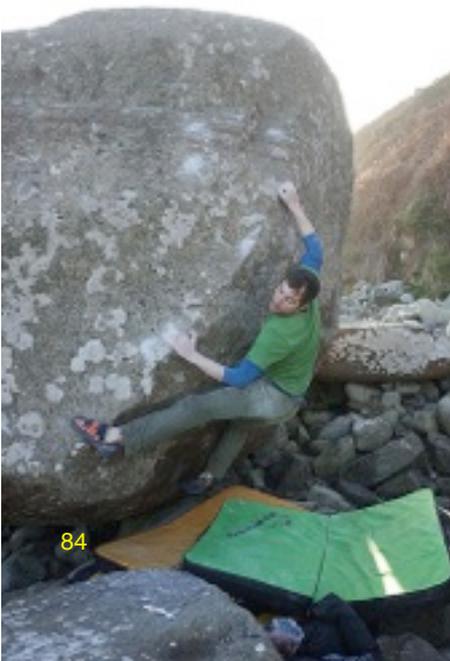
Super-powerful eliminate climbing up the middle of the smooth wall past the crimp without using the good diagonal edge on NotB.

86. Sinner 6A+*

Short rounded arête starting with obvious undercut/sidepull on hollow broken flake round to left of arête. Use this and the diagonal hold in the groove up and right to pull on with difficulty and slap up left to a slopy mantle top out. [Owen Hayward 12.13]

Project sit 8A?

The craggy headland at the end of the beach has a steep wave of rock but the rock in this area is very unstable with regular rockfall so can't be recommended: only 2 problems have been climbed to date...and both have fallen down!



Craig Fawr

The obvious crag mentioned at the start of the Nefoedd approach notes has a great leaning central wall that is shaded in the morning.

1. 6C *

Rising traverse line start crouching at far left; move up then drop back right to follow the obvious diagonal line leading to the juggy boss at the top of *Problem 2*. [Si Panton 08.12]

2. 5+/6A *

Climb up to reach the niche left of *THFGS*. Escape off left.

3. Too Hard for George Smith 6C! ***

The striking finger crack was first done with rope and runners, but with a few pads, and a traverse off left after the hard bit, it makes for a classic, albeit rather highball boulder problem. [Martin Crook, Jim Perrin ?]

Sds 7A?

4. Hanging crack project – the rather blank(ish) wall leading up to the thin hanging crack is going to be hard!

5. Jon's Wall 7A+! **

An excellent wall problem. Crank up from a pair of tiny crimps to the obvious finger ramp and continue straight up past the hole. An easier (7A) start is possible for taller climbers using a poor finger jam/drag in the crack just to the right to gain the finger ramp. [Jon Ratcliffe 03]

6. George's Wall 7A **

Start with left hand laybacking the edge of the diagonal crack lurch up right to snag a good edge and continue direct with some fierce crimping. [George Ullrich 10.03.12]

6a. George's Wall break start 7A+ **

Start matched in the low break.

7. Simple Start 7A *

Start crouching with hands on the horizontal break holds; a hard pull up right gains a decent edge. Rock up left to take the good edge on *George's Wall*, this time with your left, before moving right and finishing on *Problem 9* or if you don't have a spotter traverse right on obvious high line, dropping down at the very end of the wall. [Si Pantan 08.12]

7a. Simple low trav 7A+ *

An intense start leads to easier but still slightly tricky finish. Do the same start but head rightwards, following the obvious low level line all the way to a juggy fin at the far right side of the wall. [Si Pantan 08.12]

8. 6B+ *

The wall just left of the dark crack has a goey finish. Jump descent or tricky top out? [Jon Ratcliffe 03]

9. 5C *

The easier wall further right. [Jon Ratcliffe 03]

A number of easier problems can be done on the slab and steep wall further to the right.

10. Rockover Slab 5+ **

The left hand line on the hanging slab is very good.

11. 4C *

Climb up past a ledge and flake.

12. 5C *

From a sds layback up the rounded fin.

13. Warm Up Wall 5C/6A **

Climb the centre of the steep wall. Superb.

13a. Warm Up Wall sds 6A+ **

A powerful layback move leads into the stand up.

14. Warm Up Traverse 6A+ *

The obvious right-to-left line, with a crux reaching Problem 13.

Bytilith

This intriguing area is known as Bytilith, although to be precise it has no name (Bytilith is actually the area of hillside further up towards Graig Fawr). The main attraction here is the immaculate 5-6m high sheet of rock split centrally by a compelling crack feature which runs out short of the top. This is a brilliant 8A but other similarly difficult projects await the attention of the wads.

Approach: From the Nefoedd parking spot follow the track/path past the small water treatment works and through a metal kissing gate onto Mynydd Penarfynydd. Follow the path up the crest of the ridge and through a second gate (wooden this time). Turn immediately left and follow the wall all the way down the hill until you reach the cliff top area. Follow an obvious animal track that contours right across the hillside for 5 or 10 minutes. The main wall is down on the left set amongst otherwise slabby rock running down to the sea and can be a bit hard to spot for first time visitors. A convenient descent exists at the right end of the wall (looking out to sea). Problems are described from left to right (facing the wall).

- **Crack 1 5C! ****
- **Crack 2 5B! ***
- **Diagonal Rail 5A! ****
- **Project**
- **Thin sidepulls lead up and rightwards into the diagonal rail.**
- **Bytilith Wall 7C+/8A *****
- A truly stunning highball line. 7A to the impasse where the crack runs out. Getting from there to the top is another matter altogether! [Pete Robins 22.2.14]
- **LH project move up to the break then swerve up left to gain the top**
- Other worthwhile problems include a triangular pinnacle with several good problems up to 6A. this can be reached by scrambling along for 50m towards the headland. **An extremely steep, blocky wall has potential for some heinous micro routes.**
- **The Grumpy Monkey 6C** Wall past undercut/sidepull to thin holds and top. Sam Whitaker
- **Corner Sauna 6C+ (given 7B in Aquamarine vid) ****
- The clean cut corner at the far right side of the wall gives an intense technical challenge. Careful spotting by your mates should allay any fears of disappearing down the adjacent void. [Sam Whittaker ?]
- **Paul's stopper arête ?**