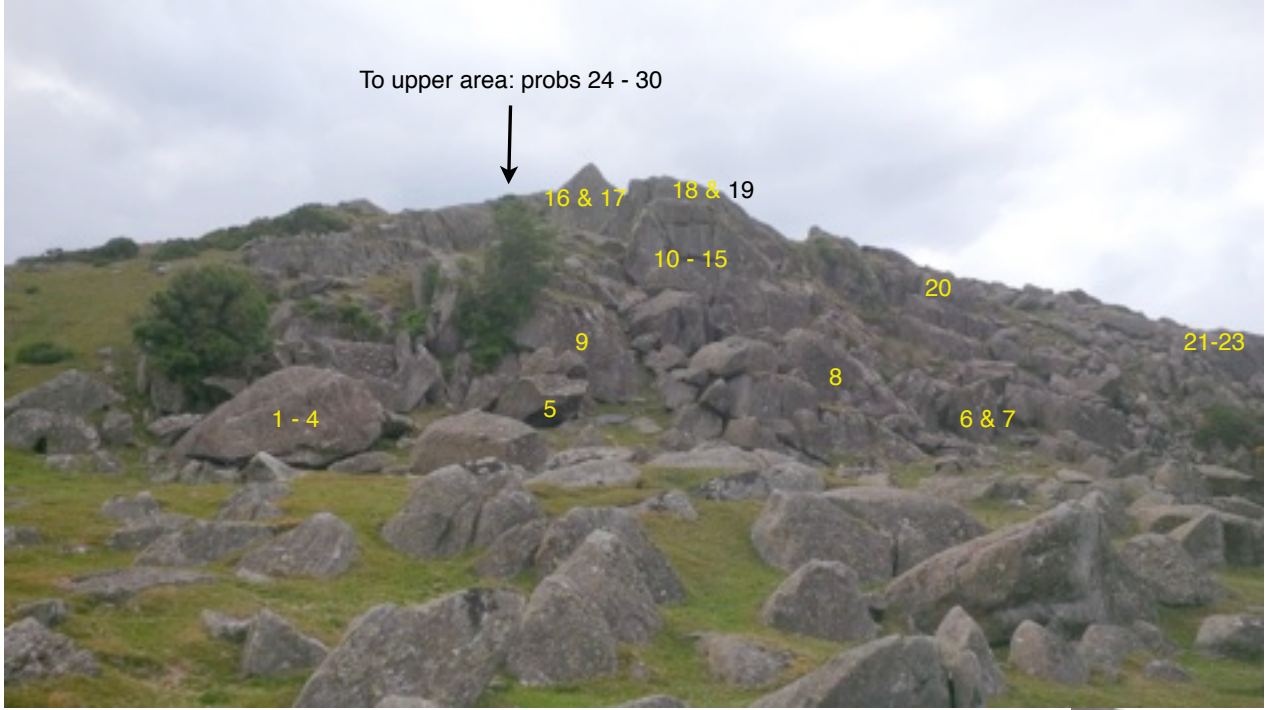


Tal y Fan (see below for approach details)

Great spot with a different feel to other North Wales mountain circuits. Some great highballs and even the un-starred small blocks give good problems when you get stuck in. 20 minute walk or 10 min mountain bike ride. Quick drying with sun until early afternoon: best in cool, breezy conditions. The surrounding area is full of stone circles, standing stones and hill forts - if you are up here on your own at sunset you might pick up on the spooky vibe. Worth giving the holds a quick brush and avoid uncleaned holds as it'll leave you scrabbling on a ball-bearing-like lichenous surface!

Grade (number of probs): **3**(1), **4**(1), **5B**(1), **5C**(5), **6A**(2), **6A+**(3), **6B**(6), **6B+**(1), **6C**(3), **7A**(5), **7A+**(3)



The lowball block at the bottom of the boulder field gives grovelly problems that are a lot more involved than they look:

- 1) **Smallball 6A+** Sit start to left arete. Block to left out of bounds. [OH 7.15]
- 2) **Ring Cairn 7A** Central line left of the crack from a low sit start using low specified holds (circled). Pop up left to the diagonal crimp then shallow pockets to top out. [OH 7.15]
- 3) **Unhygienix 5C** Climb the featured wall right of the crack from a sit start without using the arete. [NS 14?]
- 4) **Druid 5C** Climb the short arete on it's left hand side. [NS 14?]
- 5) **Neolithic 6B** Pumpy arse dragging lip traverse is good. Start at slot/jug at far right and follow lip to rock out into the niche on left or do it in reverse finishing up past the break....or there and back? [OH 7.15]
- 6) **Magic Potion 5C** Sit start holding arete (right) and distant sidepull (left) - good value. [OH 7.15]
- 7) **Dogmatix 6A*** Sit start holding arete (left) and slopy sidepull (right) - up the face using slopy sidepulls. [OH 7.15]
- 8) **Prehistoric Podium 6C*** Cool problem on the block up on the grassy ledge. Tricky sit start, moving up with difficulty to get the obvious fingery sidepull for the left then head straight up to finish. [OH 8.15]





9) **Henge 6B**** Great climbing up the vague rib from a sit start in the mini-groove under the overlap. Use the big pocket out right to gain the high slope shelf then head direct up the blunt rib. [OH 7.15]

10) **Megalith 7A!*** Brilliant arete climbed on the right side the whole way from a low sit start at the base of the groove (slabby footblock to left at start and good edges on the high slab to left are out of bounds). Move up the groove insecurely to a juggy hold on the arete at half height. Head on up the right side past good spaced holds. [OH 7.15]

11) **Stone Age Portal 6A** Sit start and climb the short arete on it's left side to the ledge then exit through the cave. [OH 8.15]

12) **Barclodiad 6C!*** Eliminate but good. Sit start at base of corner and layback awkwardly up the right side of the corner crack (wall left of corner and ledge above strictly out of bounds) to gain the juggy break. Follow crack above to a jug then straight up past a big flake to finish. [OH 8.15]

13) **Passage Grave 7A+!*** Another great eliminate. Sit start at the base of the crack and move up with difficulty (strictly crack only for hands, anything for feet) to reach a juggy hold in the break. Another tricky move to stand on the jug then a high but steady finish up the blunt rib left of the upper groove. [OH 8.15]

14) **Maen Hir 7A!*** Sit start down in the bottom of the chasm to the right of *Passage Grave* and head up the high wall between the 2 cracks (use both) to gain an obvious thin edge on the lip of the upper slab. Rock up right to gain a high 'thank god' hold and easy finish. [OH 7.15]

15) **Obelix 6B*** Sit start as for Maen Hir but move up right then use the bottomless crack to rock out onto the slopey ledge. Escape right along this. [OH 7.15]

16) **Dolmen 6A+!***** Superb. Climb the arete on its right side then finish up the crest of the ridge. [FA??]

17) **Asterix 6C****

Tenuous right hand start up the crack to finish up *Dolmen*, starting from the grass (no stepping off the slab). [OH 7.15]

17a) **Asterix sans arete 7A***

Excellent eliminate up the crack & avoiding the left arete until the crack reaches the high shoulder. [Rich Hession 8.15]

17b) **Asterix sans arete: sit start 7A+***

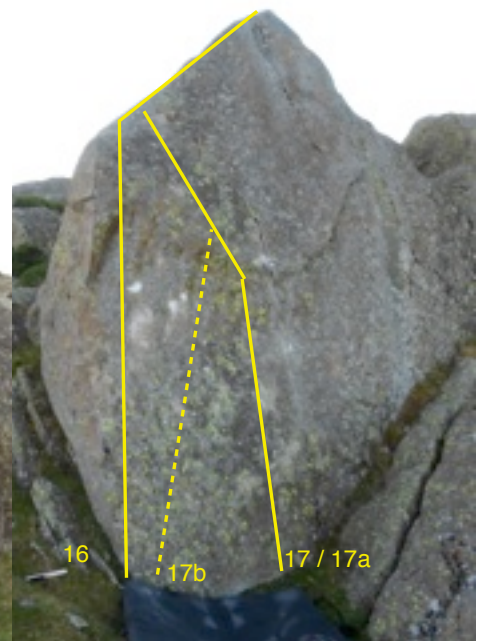
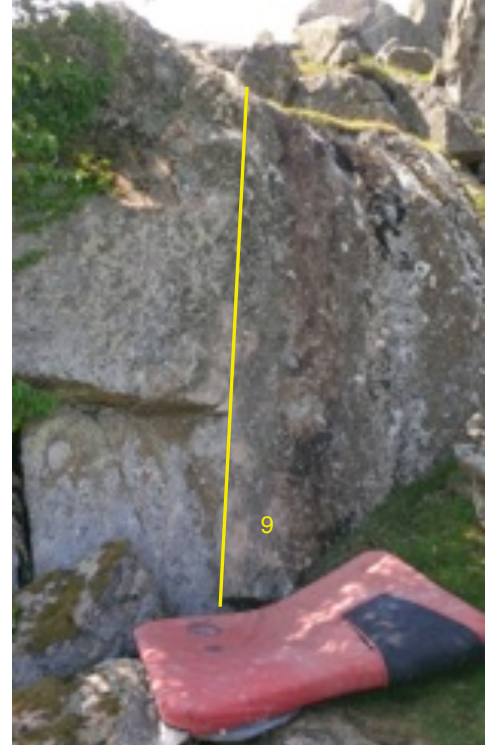
Sit start at the base of Dolmen with a small spike for the left hand. Pull on with difficulty and pad delicately up and right to finish up *Asa*. [OH 9.15]

18) **?? 5C** Sit start and layback up right side of crack to stand on the slopey ledge. Downclimb or jump off. [Rich Hession 8.15]

19) **?? 6B** Stand start and follow right crack to a gripping high finish. [Rich Hession 8.15]

20) **Monolith 6B+**

Small but juicy! Sit start with undercut & slopey arete (block to left out of bounds). Slap up to the sloper with your right, go again to the diagonal jug then head straight up the rounded arete. [OH 7.15]

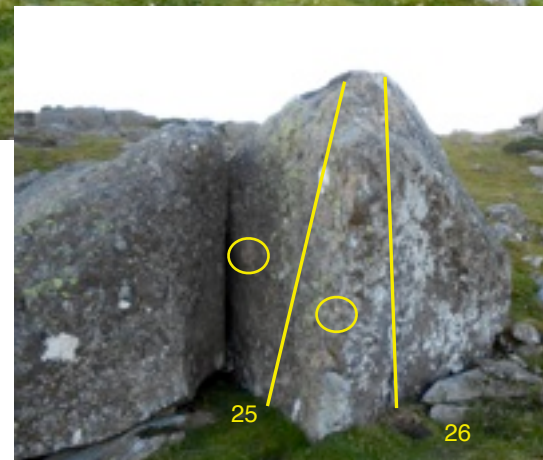
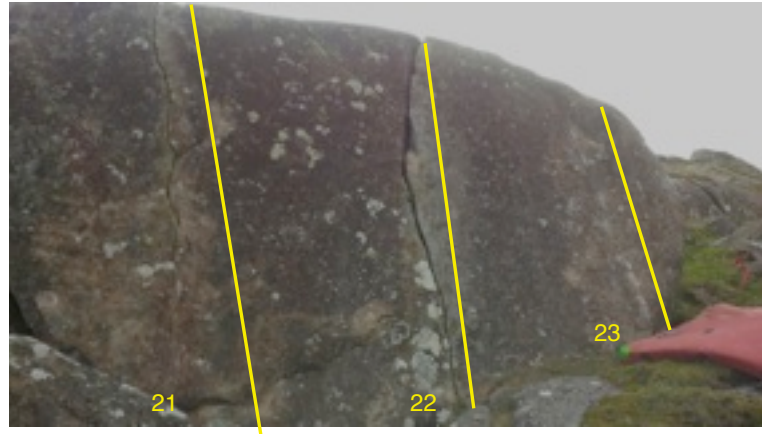


- 21) Project scary crack - sit or stand.
- 22) **Cromlech 5B**** Crack from sit start. [OH 9.15]
- 23) **New Stone Age 7A+** Left side of arete from an awkward sit start using hairline crack to left. [OH 9.15]

Upper area

2mins walk above: mostly very small blocks but the superb *Barrowight* makes it worth the walk.

- 24) **Capping Stone 6B** Tiny but tricky roof from sit start (all footblocks out of bounds). [OH 7.15]
- 25) **Vitalstatistix 6B** Slabby wall left of arete from a sitter (shorties might need 2 pads) using specified start holds (circled): left: fingery sidepull and right low on arete. Insecure. [OH 7.15]
- 26) **Getafix 6A+** Climb the face right of the arete from a sitter starting with a hard first move up right to a good lip hold. [OH 7.15]
- 27) **Barrowight 7A+**** Excellent clamping. Sit start under the roof and pull on with difficulty using a good undercut slot at the back of the roof for the left and a lumpy undercut just under the lip for the right. The block at the



back (circled) is in but the other 'side wall' blocks on either side are strictly out of bounds for any body part! Make powerful moves up past the shallow fingery sidepull flake in the middle of the face to gain the shelf up and left. A great sequence leads straight on up the vague arete to the top. [OH 7.15]

- 28) **Tumulus 4** Pockety wall from sit start. [NS 14?]
- 29) **Stone Axe 3** Easy wall left of the arete from a sitter. [NS 14?]
- 30) **Cacophonix 5C** Wall right of the arete from sit start. [OH 7.15]



Approach: both routes take about 20 mins walk or 10 mins on a mountain bike (5 mins return).

Option A)

From Tal y Bont take the minor road through Llanbedr y Cenin & up towards Bwlch y Ddeufaen. Cross the small humpback bridge and park sensibly on the verge just before a sharp left bend at the second road off to the right after the bridge (GR 732714). Take the right turn & go through the gate towards the white cottage (Cae Coch). Follow the gently climbing track right across the hillside through 5 more gates: the boulders are obvious just after the 5th gate.

Option B)

From the Garnedd Wen parking spot (GR 750738) follow the very rough vehicle track for 50m to a sharp left bend. Go through the gate on the right (signposted 'pilgrim's way' and follow the grass track up and left into an open dry, rocky valley. At the top of the valley take the right track and keep on this until the boulders come into view up on the right.

