

Anafon Uchaf

Area: Abergwyngregyn

Aspect: Various: mainly East/North East

Rock Type: Micro-granite

Approach: 50 mins to the lakeside block & start of the circuit. Full circuit involves another 80 minutes walking.

Altitude: 500 to 790m

OS Grid Ref: 698 698



2. Crib Anafon 7A+

A great but remote high mountain circuit which gives a big, satisfying day out for those who don't mind a monster walk-in: about as far from roadside bouldering as it gets but well worth it. Aspirant mountaineers, endurance athletes and e-bike owners will love it. Varied styles and angles from burly clamping to elegant, highball, technical walls and aretes on excellent rock. 2 pads and a spotter recommended although plenty for a lone boulderer with a big pad. Bring a stiff brush in case you need to clean holds: you might be the first visitor for a while or you might find a new line.

One Hundred Years of Solitude	7B
Jah	7B
Beyond	7B
Beyond the Back	7B
Crib Anafon	7A+
Zion	7A+
Higher Heights	7A
Straight Outta Lockdown	7A
Light and Fast	7A
Empty Lands Low	7A
Rock Stone	7A
Rock Stone Right	7A
The Lord of the Links	7A

Back of Beyond	6C+
Y Barcud	6C+
Altitude Training	6C+
The Death Zone	6C+
The One Link	6C+
Crimpaz With Altitude	6C
Empty Lands High	6C
HACE	6C
Nah Mean	6B+
The Marmot	6B+
Llwytmor Left	6B+
Crimpaz4Life	6B
Jamrock	6B
Livity	6B
Llwytmor Right	6B
The Harder Shard	6B
Peanut Wrestling	6B
Eazy E	6B
Crankster Rap Made Me Do It	6A+
(FF) World Class Crankin' Cru	6A+
Peanut Butter	6A+
Eazy Duz It	6A+
Y Trywn	6A+
Greater Ranges	6A+
Alpine Style	6A
Groundation	6A
Isolation	6A

Awyr Mynydd	5C
Ouzel	5C
Hypoxia	5B
Babylon	5B
Original Crankster	5B
The Llwytmor Shard	5B
Back	4

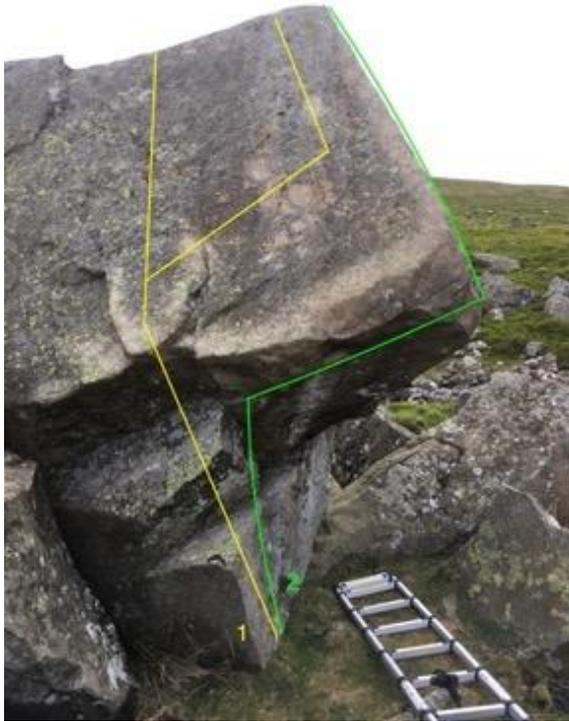
Lakeside block: a small block with great problems on lovely rough rock.

1. Y Trywn 6B *

From a sit start holding the big shelf, rock up to gain the 'nose' at the base of the slab up and left. Tenuously gain a standing position on the slab and pad to the top. Two variations are worthwhile: straight up from the nose or moving out to get the arete on the right.

2. Crib Anafon 7A+ ***

Classic clamping prow. From the *Y Trywn* sit start rock up to get the slopy lip above then follow it out right to the base of the upper arete. Swing round and clamp to glory. Spotter recommended. Can also be climbed from *Y Barcud* sit start moving straight up to grapple with the prow: a bit easier.



3. Y Barcud 6C+*

Sit start just right of *Y Trwyn* sidepulling the right edge of the low shelf with your left, crimp for the right. Move up into the niche then climb the diagonal crack above, using holds on the right arete.

4. Awyr Mynydd 5C**

Sit start down to the right of the rock rib. Move up to the juggy spike then use a perfect incut edge above to get the big jug on the arete. Rock out right onto the slab and pad up to finish.

5. One Hundred Years of Solitude 7B**

A draining link with great moves all the way. Follow *Awyr Mynydd* to the juggy spike then make hard moves across the niche to join and finish up *Crib Anafon*.

6. Beyond 7B*

Sit start holding the big broken sidepull (left) and a low, ratty sidepull (right). Make a hard-to-land slap to the slopy lip, match and mantel straight out with the help of a tiny but positive crimp hidden at the top of the thin crack. Very morpho: maybe a grade easier for tallies and impossible for shorties.

6a. Beyond the Back 7B*

After the first slap move of *Beyond* traverse the slopy lip right and round the arete to finish up *Back*.

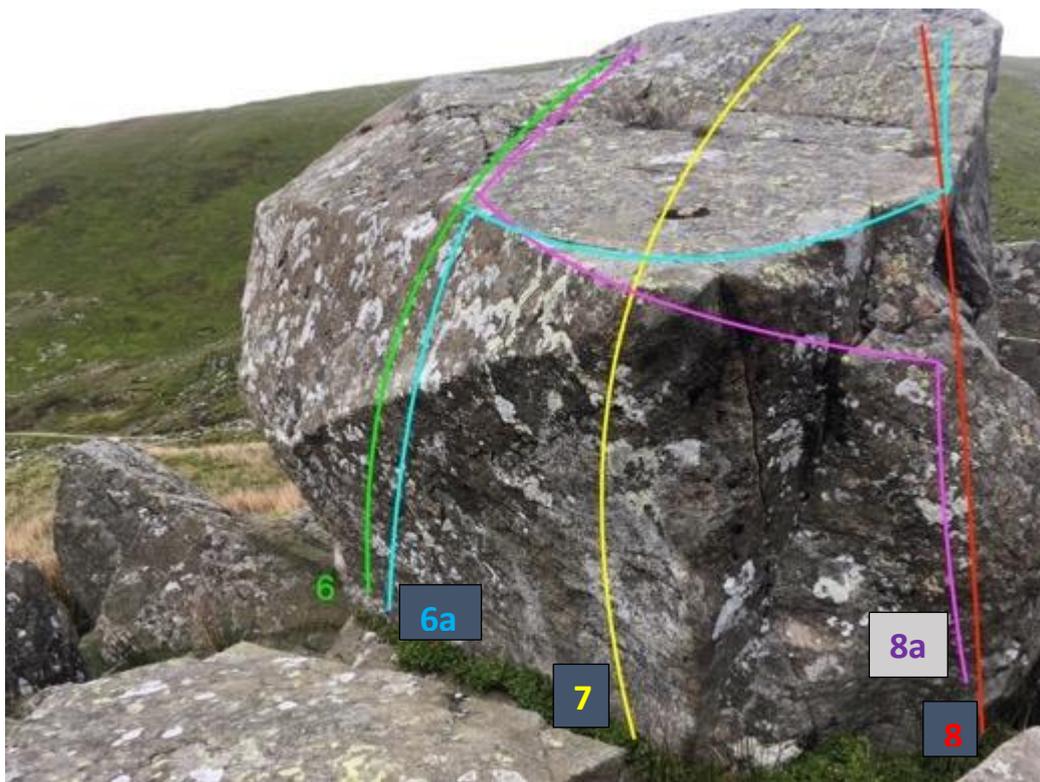
7. Ouzel 5C

Sit start the right arete and mantel straight out.

8. Back 4

Sit start holding the positive slot with your left. Move up and follow lovely rough lip slopers right and round the corner onto the back slab to an easy mantle finish.

8a. Back of Beyond 6C+*: From the *Back* sit start move left along the slopy lip to finish up *Beyond*.



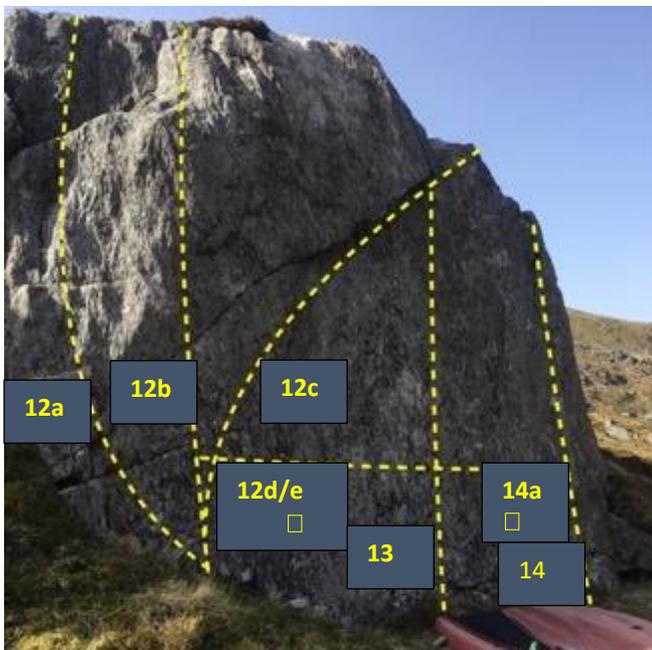
Foel Fras walls: superb technical walls, some highball

Follow a faint path up the left bank of the stream that flows into the back left of Llyn Anafon for around 25 minutes to reach the first worthwhile blocks and walls after 1km. Boggy in places.



Lower area

A couple of minor warm-up blocks and a good wall.



9. Crankster Rap Made Me Do It 6A+

Sit start on the boulder on the left. Pull on with big flatty, follow the lip round to the right then mantle out with good edges. Footblocks out of bounds.

10. Eazy E 6B

Sit start left arete. Up to lip, traverse right and make tricky moves to rock out onto the slab on the right.

11. Eazy Duz It 6A+

Sit start right arete. Up to lip, traverse left and exit via obvious flake (or continue round L arete to rock out onto slab at same grade).

12a. Original Crankster 5B

Sit start at the left side of the wall. Pull up and move left round the arete into easy ground, topping out above the slopy ledge.

12b. Crimpaz4life 6B*

From the OC sit start climb the right side of the rounded left arete, avoiding easy ground to the left.

12c. Straight Outta Lockdown 7A**

From the OC sit start follow the diagonal crack and overlap up and right.

12d & e. The Lord of the Links 6C/7A*

From the OC sit start traverse right across the base of the wall to finish up CWA (7A) or (FF)WCCC (6C).

13. Crimpaz With Altitude 6C*

Central groove on layaways, stepping right at the top. Knock a grade or 2 off if you're tall enough to reach the big layaway from the good low footholds.

14. (Far From) World Class Crankin' Cru 6A+*

Left side of right arete.

14a. The One Link 6C+*

Step on at the right arete, traverse left across the base of the wall to finish up C4L.

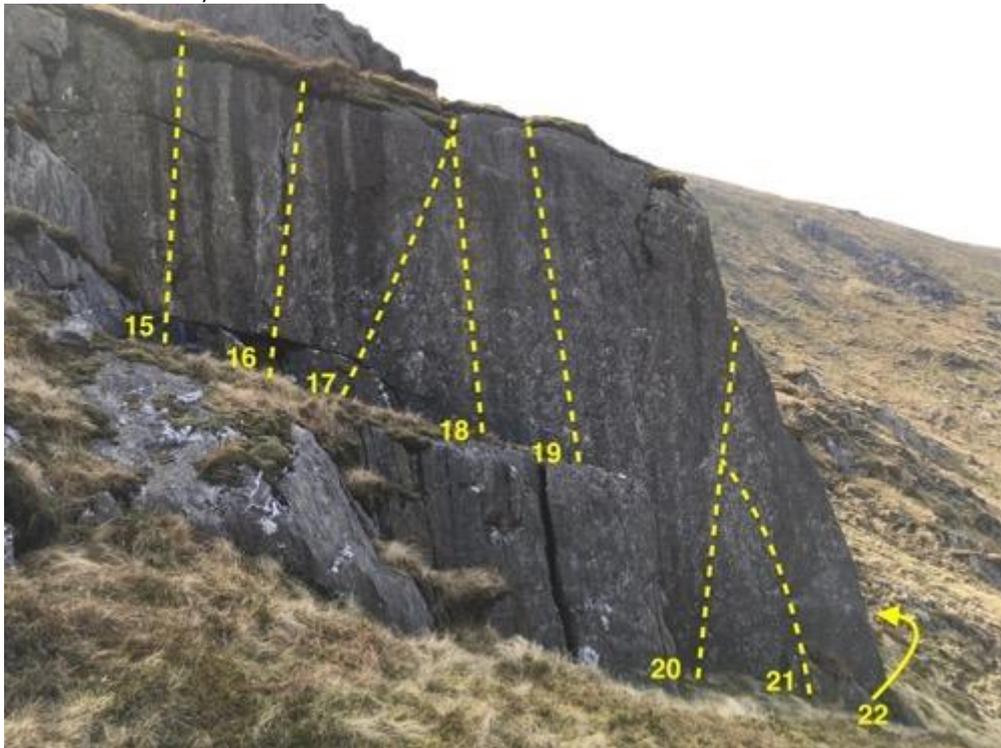


12c. Straight Outta Lockdown 7A

Higher Walls

Walk another 5 or 10 minutes diagonally up and right (looking uphill) to reach the higher walls.

2 walls, one above the other, with great wall climbing and grassy/mossy landings (which can be a bit soggy after wet weather).



The lower wall is split into 2 levels by a rock step. On the upper level are:

15. Livity 6B*

Left most line moving straight up from a crozzly edge (left) and small square cut edge (right) to reach the horizontal break. Straight up past a diagonal line of holds to a billberry-grappling finish.

16. Groundation 6A*

Easier line of flakes just to the right with a tricky start.

17. Higher Heights 7A**

Great face climbing. Start at a diagonal quartz band. Move up to a scoop for the left then step up and right on opposing layaways to a good edge and final pop for the left side of the slopy ledge in the niche.

18. Zion 7A+***

Superb technical climbing on gastons and crimps joining *Higher Heights* at its final move.

19. Jah 7B!***

More excellent technical climbing starting just left of the edge of the step down. From a matched start on the finger rail at head height (or left on finger rail, right on sidepull at the same height) move up with difficulty to stand on the finger rail. Straight up past a good blocky sidepull (right) to a tenuous crux grabbing the right side of the slopy ledge in the niche with your left. Pull straight up to the higher lip and top out with relief.



18. Zion 7A+



19. Jah 7B!



20. Rock Stone 7A!

On the lower level are:

20. Rock Stone 7A!***

Start just R of the corner (corner and rock to L obviously out of bounds). Move up with difficulty to reach the crack/flake half-way up the wall. Make another tricky sequence straight above this before reaching right to a jug on the arete. Pull round onto the ledge then follow it round and up to reach the descent.

21. Rock Stone Right 7A!**

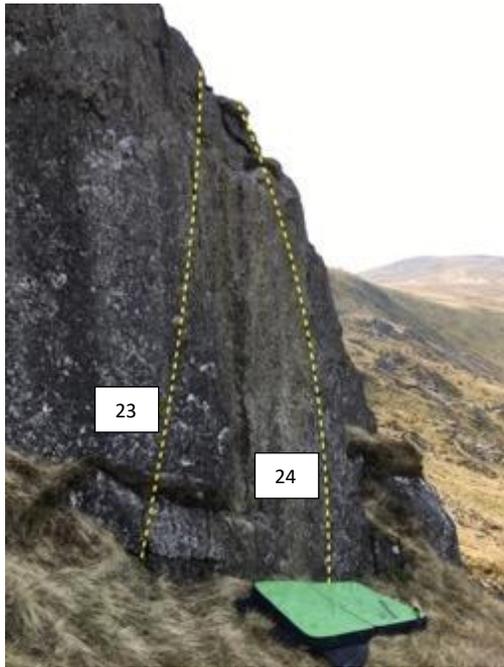
Step up onto the rounded ledge then span out left join *RS* at the flake. Finish up this.

Round to the right is:



22. Babylon 5B*

Left arete above a little stream, climbed on R side to a juggy top out onto the heathery ledge. Escape right and up to reach the descent.



23. Jamrock 6B*

Move up from the narrow, vegetated ledge to get the obvious bottomless crack then pull into the scoop above with difficulty.

24. Nah Mean 6B+*

Left side of right arete. Trickier than it looks.



23. Jamrock 6B

Llwytmor Tors: highball aretes and walls on perfect rock and some smaller, steeper blocks.



From the top of the upper Foel Fras wall contour across the steep hillside to reach the broad grassy col between Foel Fras and Llwytmor. Cross this, ascend slightly then contour right to reach the rocky tors. Ignore the first 3 clusters of rock: the bouldering is on the fourth (30 mins).

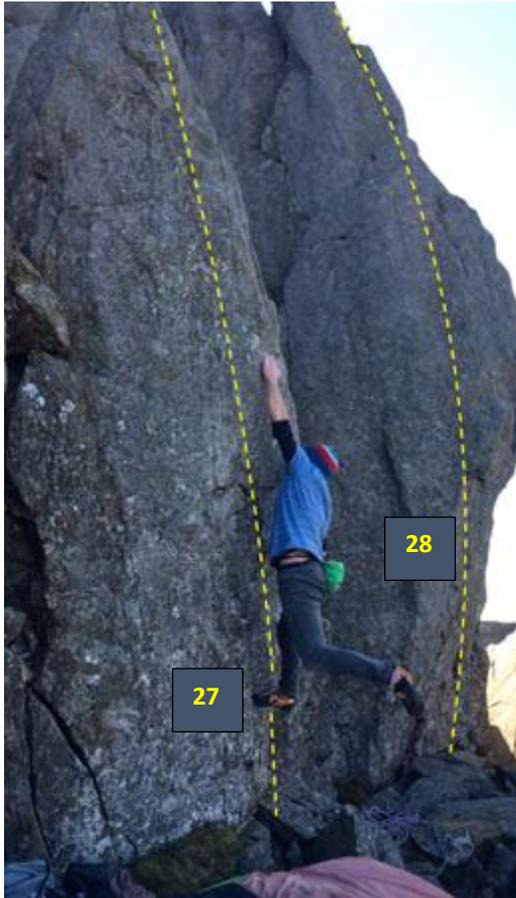


25. Alpine Style 6A*

Pull on with a sidepull in the corner (right) and big sidepull round to the left. Grab the high slopy finger jug just right of the arete then a good hidden sidepull round on the left, back arete. Straight up to mantel out. Slab and blocks to the left at the start out of bounds.

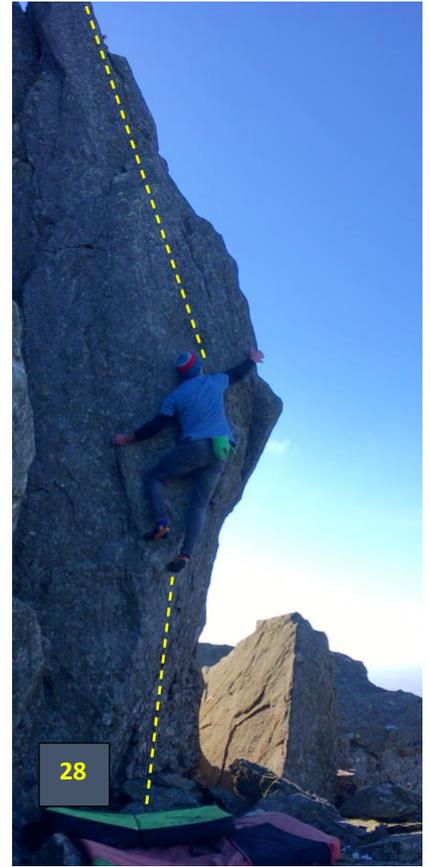
26. Light and Fast 7A**

Superb athletic climbing. Use the massive undercut and a hold on the right arete to pull on at the base of the mini-groove. Make a long move to the high slopy, 'smile' rail above the groove. A 3 finger sidepull a few inches up and left of this, on the arete, allows a series of slaps up the right arete to get the top. Mantel out. Would be 3 stars if it wasn't possible to escape left into *Alpine Style*.



27. Altitude Training 6C+**
 Pull on with a small sidepull crease (left) and the right arete then latch the high, long edge above. Use a big right-hand pinch to reach high slopey edges on the arete up and left, a big sidepull and an easy finish.

28. The Death Zone 6C+!***
 Another superb pinnacle. Climb the left side of the arete all the way to easy ground with a crux move standing up on the jug on the lower arete.



29. Hypoxia 5B!**

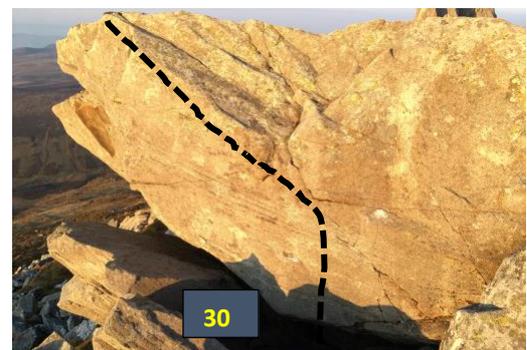
Big slabby wall climbed from an easy start past a hollow flake (care) and diagonal crack to reach easy ground at the shoulder. Easy but scary top out – take care of loose flakes.

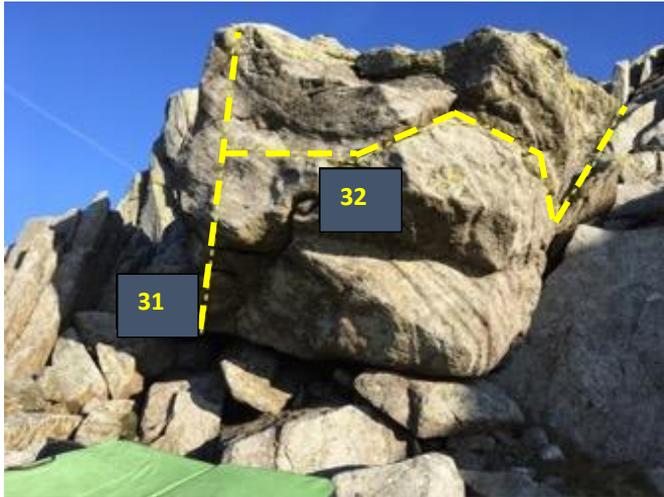
29a. HACE 6C!**

Intense direct start. Pull on with the left arete and a small sidepull (right). Move up to get a hidden positive undercut/sidepull for the right and use this to move up to the hollow flake. Finish up *Hypoxia*.

30. The Marmot 6B+*

Start sitting in the pit with specified start holds: good edge (left), finger sloper, or tiny incut, at same level (right), right heel on shelf, no footblocks. Get a lovely big sloper with your right then go again to a good high edge. Follow the nice ramp up left until it reaches the top of the boulder and an easy finish.



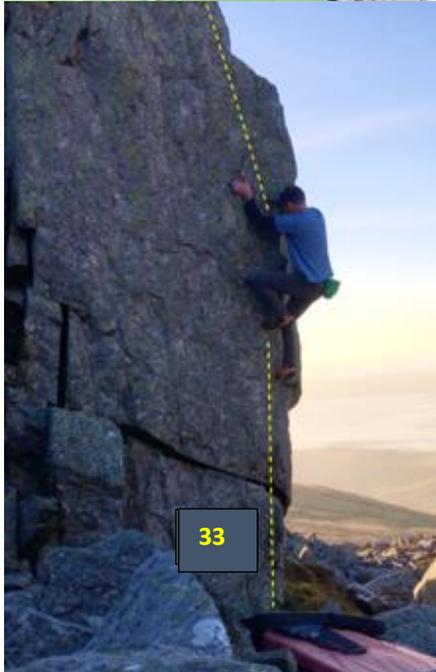


31. Peanut Butter 6A+*

The weirdly textured boulder gives some satisfying steep action. Pull on with the 'beak' flake under the roof, the horizontal break above and a heel on the big flatty to the left (no footblocks allowed). Make a hard pull to a sloper for your right, match and go again to the lip then mantel out.

32. Peanut Wrestling 6B*

Follow Peanut Butter to match the sloper then move right to the juggy break. Follow this right to top out on the right at the high juggy lip. Fun.



33. Greater Ranges 6A+**!

Another highball pinnacle on the final group of rocks in the cluster. From a sharp finger jug in the groove and the big undercut follow the left side of the arete with sustained interest to easy ground. Scary.



Llwytmor shard: 2 small but steep blocks give some good basic tussling above a grassy landing.

Drop straight down the broad grassy ridge towards a flat-topped grass/heather hillock (the one that hides a section of the Anafon vehicle track). The blocks are just uphill above the plateau. (15 minutes).

34. Isolation 6A

Sit start on the left and move up steeply to get the big letterbox with your right. Mantel out with the aid of hidden finger pockets. Left arete and shelf on the left are out of bounds.

35. Llwytmor Left 6B+*

Sit start as low as possible, just left of the prow (left: sloper with good thumb catch, right: edge next to the thumb catch). Move straight up past a slopey dish to a good higher slopey jug then out left to the big letterbox. Mantel straight out.

35a. Llwytmor Right 6B*

Follow LL to the higher slopey jug. Make a move right to a better hold (but not the big jug beyond that) then mantel straight out.

36. Empty Lands High 6C*

Sit start hands matched on the lower-level lip on the left. Traverse right using the obvious line of mid-height slopers / edges to get a big jug then the huge lip jug on the prow beyond. Swing round and keep going on good holds before rocking out at the right side of the wall above a short corner.

36a. Empty Lands Low 7A*

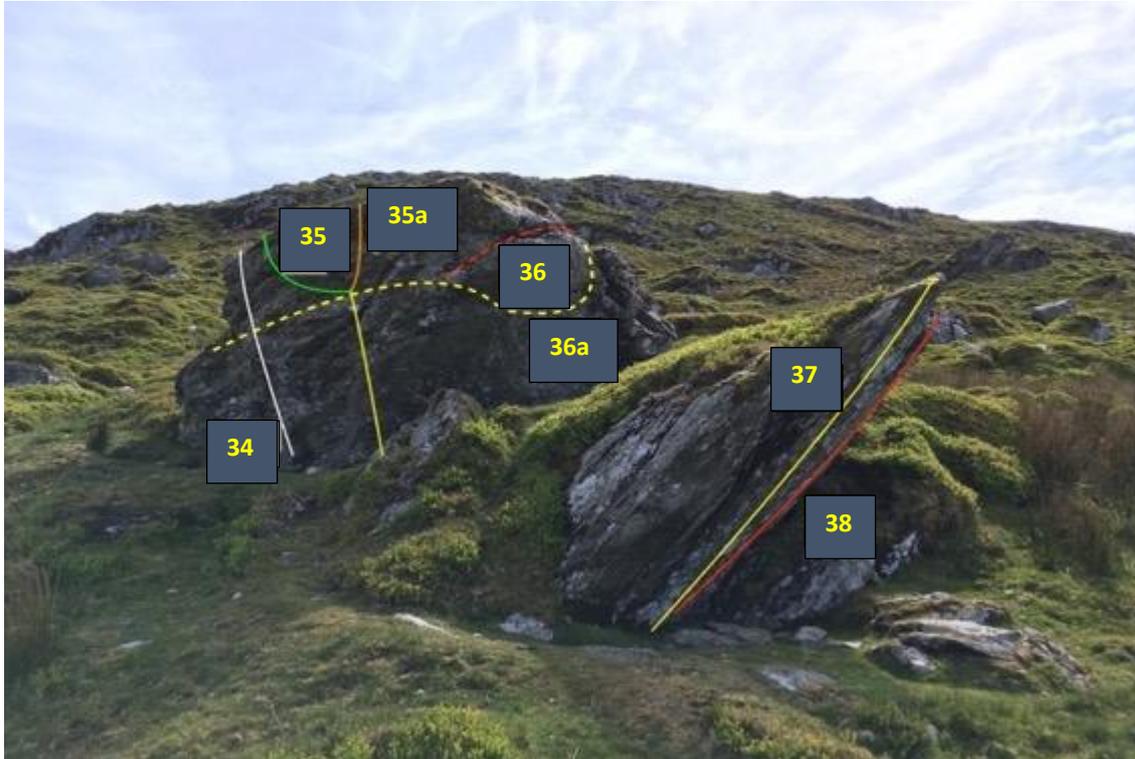
Follow ELH to the first big jug. Swing down and right beneath the prow to follow a perfect line of low finger slots rightwards. Finish straight up above the final slot, just before the corner. Pumpy.

37. The Llwytmor Shard 5B*

The block below is split by a big central flake. From a sit start layback the flake, past a hollow section, to mantel out at the tip. Burley and fun.

38. The Harder Shard 6B

A great eliminate climbing the wall right of the big central flake. Sit start with an obvious good left sidepull right of the main flake and a choice of smaller sidepulls below, feet anywhere. A big move gains a good sidepull in the bottomless crack above. Roll over to get a better sidepull above with your left then jump to get the juggy lip up and right. Mantel straight out. Cool moves.



36a. Empty Lands Low 7A