



The Gwynant Roadblock

The obvious boulder next to the road beside Llyn Gwynant (directly opposite Elephantitus cave) with a 20 second walk-in from the layby through the gap in the wall and over the stile. An intensely developed block with tightly packed but surprisingly independent lines. The climbing style is satisfyingly powerful but also quite technical and invariably tenuous. The height of the problems and occasional snappy hold make a few pads/spotters advisable although most problems ease with height.

1. Pillar 4B *

Nice problem up the juggy pillar starting with hands matched in the break (avoid the big footshelf on the right if you can).

2. Roadhog 7B! ***

Brilliant climbing based around the high prow feature. Pull on at an obvious head high blocky jug tucked under the roof (just right of the nasty rock step) and work up big sidepulls to get a pinchy edge up and left. Make a big move up right to snag a small edge at the base of the hanging prow then catch a better edge above. If successful, press on anxiously using holds on the prow and wall to the right to 'thank god' holds at the top. The dirty off width to the left is (obviously) out of bounds.

[Owen Hayward 03.05.13]

2a. Roadhog sds 7B+! ***

From a sit start (left hand: sidepull with thumb pinch, right pinching the undercut side pull on *Roadbloc sds*) move up with difficulty to gain the blocky jug. Take a deep breath and finish up *Roadhog*.

[Owen Hayward 19.05.13]

3. The Hitcher 7A/+ **

Pull on at the head high jug of *Roadhog* but climb diagonally rightwards to join *Roadbloc* at the big sidepull flange. Finish up *Roadbloc*.

[Owen Hayward 14.05.13]

3a. The Hitcher sds 7B **

Roadhog sds into *The Hitcher*.

[Owen Hayward 17.05.13]

4. Hit the Road 7B/+ **

From the *Roadhog sds* position move powerfully right to gain the pinch/finger slot on *Roadbloc*. Finish up this.

[Owen Hayward 17.05.13]

4a. Hit the Sea 7B/+ **

Follow *Hit the Road* to gain the pinch/finger slot on *Roadbloc* but keep trucking right to gain *Seadog's arête*. Finish up this.

[Owen Hayward 21.05.13]

5. Roadbloc 6C! **

A fine problem with a slightly highball feel, especially if you take the 'blinkers on' direct finish. Pull on with sharp pockety dinks and climb straight up to gain the obvious big sidepull flange up and left. A juggy block up left leads to a direct finish up the slab above (stepping right onto good holds on *Seadog's arête* is not as good / satisfying).

[Glenn Jones, 2010]

5a. Roadbloc sds 7B/+ **

Burly climbing into the stand up line from a sds in the cave underneath using specified holds on the lower lip (left: good undercut/sidepull slot, right: poor sidepull/pinch or the rattly incut sidepull just left of this). Snatch up powerfully to get the pinch/finger slot hidden above the lip and finish up *Roadbloc*. An easier (7B) version pulls on from a stretched sds/crouch start (left hand: undercut/sidepull and right on a slopey pinch/sidepull).

[Owen Hayward 21.05.13]

5b. Seabloc 7A+/B *

Pull on as for *Seadog's Arete sds* but head left along the lip of the steepness to get the pinch/finger slot on *Roadbloc*. Finish up *Roadbloc*.

[Owen Hayward 13.05.13]

5c. Cavebloc 7B+ *

A great power stamina challenge. Pull on at a specified low start bridging out across the back of the cave underneath (left hand: obvious good sidepull in the roof of the cave, right hand: lip of the cave or just above). Slap up to the lower of 2 diagonal sidepulls, make a tricky transition (heels will help to maintain ground clearance!) into *Seabloc* and finish up this.

[Owen Hayward 19.05.13]

6. Seadog's Arete 6A+ **

The undercut arête is tricky to start. From the jugs at the top of the arête rock out left onto the upper slab to finish easily.

[Pat Littlejohn 00s]

6a. Seadog's Arete sds 7A+ **

Great climbing – powerful and tenuous. Sit start at the base of the arete using specified starting holds (right: lower of 2 diagonal sidepulls, left: fat pinch), gain the slopey flatty above then clamp up the arête. As with the stand up version, various sequences are possible.

[Glenn Jones 2010]

6b. Cavedog 7B **

From the *Cavebloc* start power out into *Seadog's arête sds* and finish up this. Quality!

[Owen Hayward 14.05.13]

7. Roadkill 6B+! *

From a pair of obvious jugs rock up left to get a razor sharp sidepull below the shallow groovelet. Techy zig-zag moves lead up this to a scary finish to grab the juggy lip of the block under the heather. The easy crack/flake line to the right is (obviously) out of bounds.

[Pat Littlejohn, 00s].

7a. Roadkill sds 7A/+! *

A burly start leads into the stand up. Pull on as for *Seadog's arête sds* but get the slopey flatty with your left then span out to gain the jug on the wall to the right. Rock up left to get the razor sharp sidepull and finish as for the stand up line.

[Owen Hayward 28.03.13]

7b. Cavekill 7B *

Links the *Cavebloc* start into *Roadkill*. Another cool link.

[Owen Hayward 14.05.13]

8 onwards) Highball wall 4C! to 5C!

The high wall right of *Roadkill* all the way to the right arête (which is 6A) has at least 5 independent lines on it that make great, if slightly scary, warm-ups/mini-routes – left for you to re-discover. The further right you go the more serious they become as the height increases and low ledges make the landing worse – take care!