

The Giant Turtle



- 1) **Leatherback 6B+/6C** Sit start on the far left with specified start holds: left-most lip sidepull and poor sloper to the right (circled). A hard start leads to better slopers. Move up to the higher level and keep traversing right to top out at a big juggy spike at the highest point or, for a 6C pump reverse *The Shell*, rocking out at good holds at the low right hand end of the arete. [Finn Hayward, 6.15]
- 2) **Soup 6A** Sit start with left: good sidepull, right: edge. Latch the slopy lip and mantle out. [Owen Hayward 6.15]
- 3) **Lonesome George 6B+/6C*** From the *Soup* sit start traverse right along the finger rail then up and right to gain the higher slopy finger rail. Bang up to snag a good sidepull in the high groove and an easy finish or, for a 6C pump, move out right from the finger rail to the arete then reverse this to rock out at the lower right end. [Owen Hayward, 6.15]
- 4) **Sharkbait 6A** Sit start with 2 incut edges, slap to the slopy break and mantle out. [Tom Jenkins, 6.15]
- 5) **Olive Ridley 6C+ to 7A+**** Sit start next to the low block with an obvious low undercut for the left and a choice of poor holds for the right. Powerfully latch the slopy finger rail then either:
 - a) 6C+: finish up right as for *Lonesome George* or up left with the *Mr T* slap.
 - b) 7A: move right to gain the slopy right arete and reverse this to rock out at the lower left end
 - c) 7A+: move left and down to gain the starting holds of *Soup* and finish up this. For an easier (7A) version exit up *Sharkbait*. [Owen Hayward 6.15]
- 6) **Mr T 6B+*** Sit start at the base of the right arete and follow the slopy lip up left for a couple of moves until you can drop down and left to the slopy finger rail. Move left along this to its end then dyno up left to the lip. [Phil Targett 2011]
- 6a) **The Shell 6A*** Sit start as for *Mr T* but continue up the slopy lip to top out at the big juggy spike at the highest point. Or keep trucking left along the lip to rock out above *Soup* for a longer and pumpier version. [Jamie Jenkins, 6.15]
- 7) **Pacific Green 7B*** Great traverse which builds to a well positioned crux at the end. Follow *Mr T* to the end of the slopy finger rail then drop down and left to follow the lower finger rail left to the *Soup* starting holds and finish up this. For an easier (7A+) version exit up *Sharkbait*. [Owen Hayward, 6.15]
- 8) **The Turtle's Arse 6B** Lowball lip shuffling extended start to *The Shell*: start sitting on the right of the low slopy lip and follow it left to join and finish up *The Shell*. Awkward and pumpy. [Owen Hayward, 6.15]
- 8a) **Turtle Soup 7B/+*** A gruelling stamina link of *Turtle's Arse* into *Pacific Green* with the *Soup* exit. 7B if you finish up *Sharkbait* or 7A/+ finishing with the *Mr T* slap. [Owen Hayward 6.15]
- 9) **Turtle Head 6B** Start on the left of the cave and follow the lip right to turn the nose and finish up *Sheep Dipper*. [Finn Hayward, 6.15]
- 10) **Sheep Dipper 5C** Sit start on the right of the cave and follow the steep lip up left to mantle out at the tip of the rounded prow. [Phil Targett 2011]

The Diggingest Dog

The Diggingest Dog 7A*

From a sit start at the back of the cave pull on with the obvious fingery undercut in the cave roof. Make hard moves out to the twin flakey edges then spin to grab the obvious hand rail. Follow the rib up and left then move up to the apex of the block to mantle out at the highest point. All foot blocks are out of bounds. [Owen Hayward, 6.15] [Originally climbed pulling on with the handrail at 6B: Phil Targett 2011]



Bee Cool 6C

The undercut dark block beyond the Diggingest Dog cave. Sit start undercutting the block with a toe jam between the block and a small block to the right (no heel hooking the top of the small block and no other footblocks allowed!). Struggle up to edge of the boulder to the lip and a 'full grunge' mantle. [Owen Hayward, 6.15]



Sheep Pen overview



Terrapin Block



1) Slap and Tickle 6A+

Start sitting at the short left arete of the steep wall using the crack and a blocky hold in the seam out right (the wall to the left of the crack and chockstones are out of bounds). Slap the lip, move up right to a good hidden incut then rock up left to finish. [Phil Targett 2011]

2) Gollum 7A

Follow *Slap and Tickle* to the good hidden incut then drop down slightly to follow the lip right (using the lip and the slopy ledge just above) to gain a diagonal jug in the small groove feature at the right hand end. Mantle out here. [Owen Hayward 2013]

3) Smeagol 6C+*

The nicer version of *Gollum*! Start sitting at the small groove on the right. Pull on using the big diagonal jug in the groove then reverse *Gollum* to gain the good hidden incut at the L end. Rock up left to finish as for *Slap and Tickle*. [Owen Hayward 2013]

4) Terrapin 7A*

Great powerful clamping action: sit start under the rounded prow with a micro edge/thumb sprag round to the right and a choice of holds below the slopy lip for the left. Pull on with difficulty and slap up to get established in a bear hug position on the front of the prow. Clamp up this to a grinding mantle finish. [Dave Noden 2007]

5) Shrek 7B/+*

Great moves link *Terrapin* into the finish of *Rumplestiltskin* via a tenuous sequence that stays below the top of the boulder all the way to the last move. Follow *Terrapin* to get established in a bear hug position on the front of the prow. Traverse hard right along the lower lip past a good sidepull to get the cluster of 3 edges at the end of the *Rumplestiltskin* traverse. Slap the top from these (not before!) and mantle out. [Owen Hayward 2013]

6) Another Whirlwind Adventure 7C*

Silly but brilliant extended finish to *Shrek* which strictly avoids the top of the block all the way to the last move. Follow *Shrek* to the cluster of 3 edges, move right along the line of the mid-height hairline cracks to get the slopy triangular pocket with difficulty then use this to get established on the slab. Resist the urge to grab the top and instead pad delicately right to stand on the *Rumplestiltskin* start jug then top out up the slab. [Owen Hayward 6.15]

7) Shrekagol 7B/+*

Follow *Shrek* for a couple of moves into the bear-hug position then move left across the groove with difficulty to get the big diagonal jug & finish as for *Smeagol* [Owen Hayward 2013]

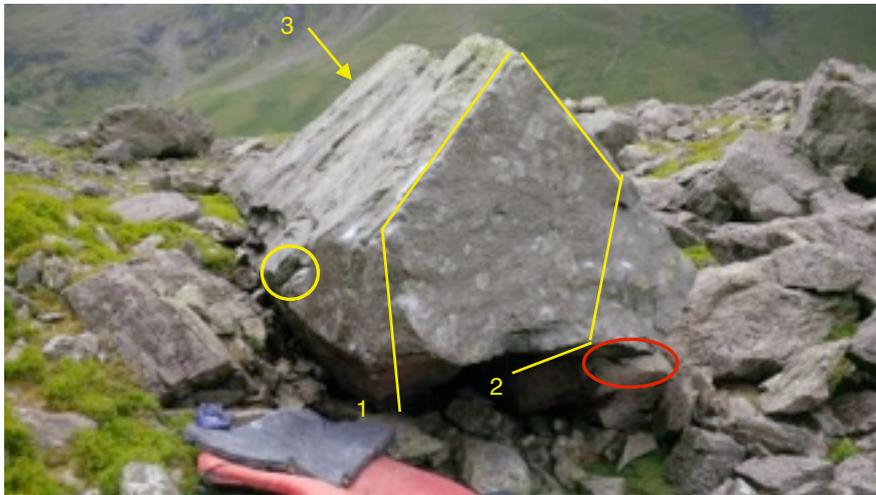
8) Rumplestiltskin 7C*

Sit start at a good hold at the right end of the steepness then follow the lip left with difficulty to get the cluster of 3 edges and use these to top out. [Adam Hocking 2007]

9) Donkey 6B+*

Sit start as for *Rumplestiltskin* and move left to the slopy sidepull and a choice of 2 edges on the lip. Make a long lock to get a slopy pocket in the hairline crack break half way up the slab above then make a difficult transition to get established on the slab. Pad straight up to finish. [Owen Hayward 2013]

A Frame block



1) InTents 7A+*

Sit start beneath the left arete with a poor pinch on the arete and slopy dish on the lower lip for the left. Slap to the lip with difficulty then make further hard moves to get established on the right side of the arete and an easy finish. Originally done using the slopy rail on the lip up and left (circled yellow on the topo): 7A and not as good. [Owen Hayward 3.16]

2) Bell End 7A+*

Good intense climbing despite an eliminate rule. Start in the cave with good holds in the obvious wide slot between the boulder and the block it rests on but strictly avoiding the massive juggy ledge (circled red on topo) for hands or feet throughout. Difficult moves gain the good incut finger dish up and right. Get your feet over the lip with difficulty then slap to the right arete and an easy finish. [Owen Hayward 1.16]



3) The Clegir Yurt-Dwellers 7A+*

Cool problem up the obvious clean back arete of the A Frame block from a sit start. Pull on with a good left sidepull and blocky undercut for the right. Tricky and tenuous moves past the obvious slopy edge on the arete gain the high edge above then an easier finish. [Owen Hayward 1.16]