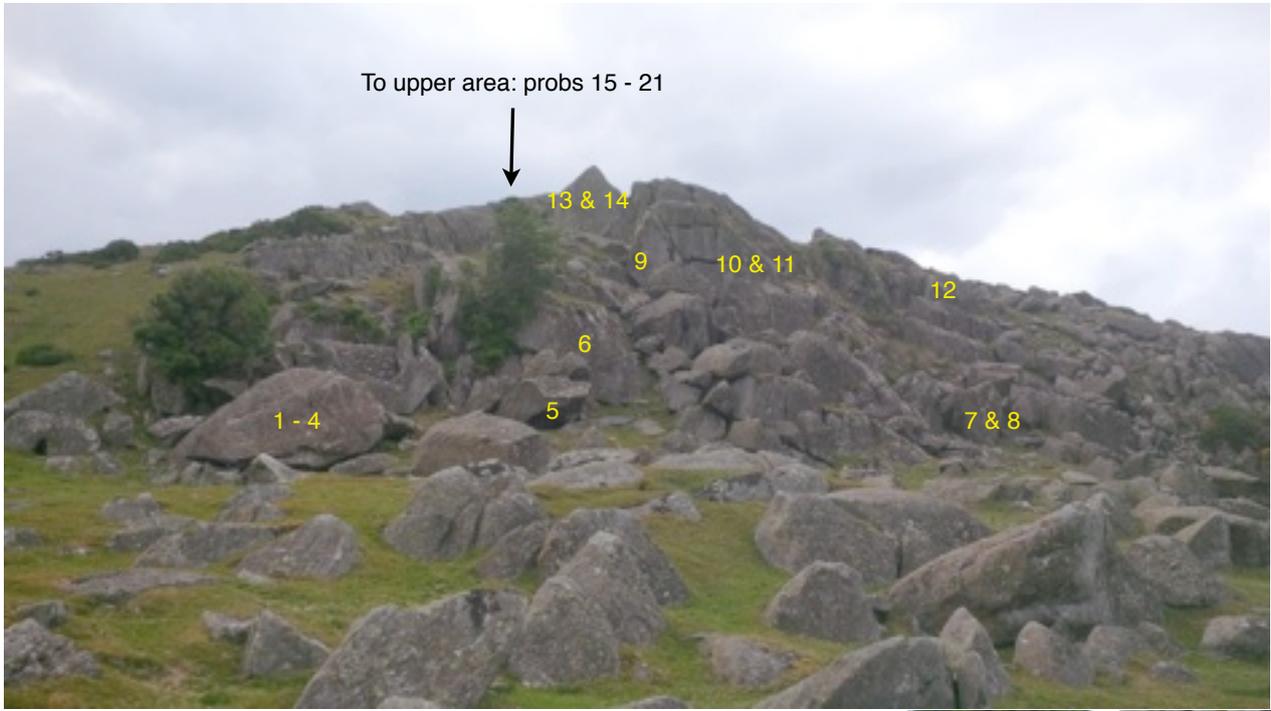


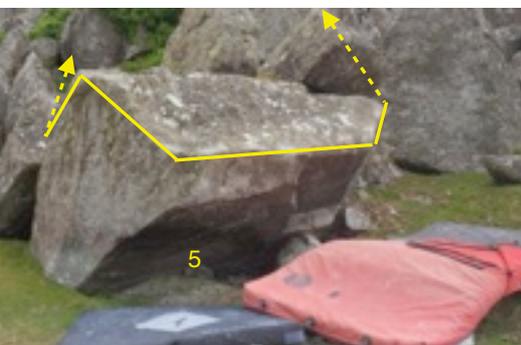
Tal y Fan (see below for approach details)

Brilliant spot with a different feel to other North Wales mountain spots. Limited number of problems but the superb highballs with mostly good landings make it memorable and well worth a visit. The minor blocks also give surprisingly good climbing for their diminutive size and fill out the circuit nicely. 20 minute walk or a 10 min mountain bike ride through cracking scenery. Catches sun until early afternoon and best in cool, breezy conditions. The surrounding area is full of ancient 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!



The low block at the bottom of the boulder field gives problems that are a lot more involved and satisfying than first impressions suggest....if a bit grovelly!:

- 1) **6A+** Sit start to left arete. Block to left out of bounds.
- 2) **Ring Cairn 7A** Central line left of the crack from a low sit start using specified holds (circled). Pop up to the diagonal crimp then shallow pockets to top out.
- 3) **6A** Climb the featured wall right of the crack from a sit start without using the arete.
- 4) **5C** Climb the short arete on it's left hand side.
- 5) **Neolithic 6B** Pumpy arse dragging lip traverse of low block. Either start far right and follow lip to rock out into the niche on far left or do it in reverse finishing up past the wide break.



- 6) **5C** Sit start holding arete (right) and distant sidepull (left) - good value.
- 7) **6A+** Sit start holding arete (left) and slopy sidepull (right) - up the face using slopy sidepulls.

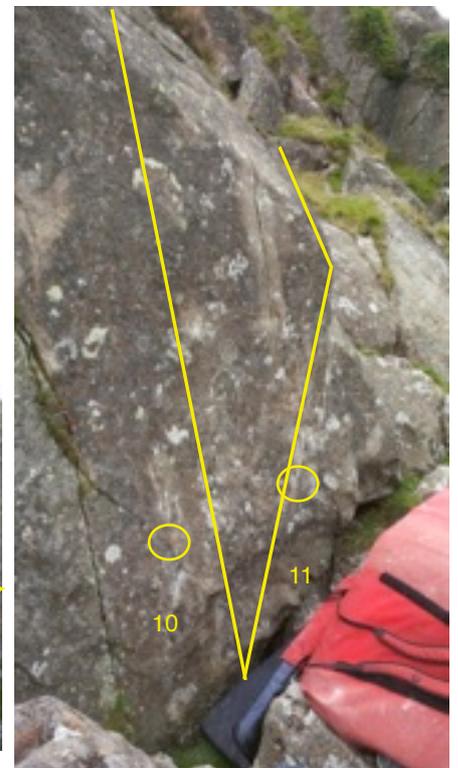


8) **Henge 6B**** Great climbing up the vague rib from a sit start in the mini-groove under the overlap. Use the big pocket out right to gain the high slope shelf then head direct up the high blunt rib.

9) **Megalith 7A!***** Brilliant arete climbed on the right the whole way from a sit start at the base of the groove (slabby footblock to left is out of bounds). Move up the groove insecurely to get a juggy hold on the arete at half height. Head on up the right side past good but spaced holds. (No copping out by using good flakey edges round on the slab to the left!).

10) **Menhir 7A!**** Sit start as low as possible (start holds circled) down in the chasm 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 a 'thank god' hold then finish up the easy slab above. A few pads will help tame the nasty landing.

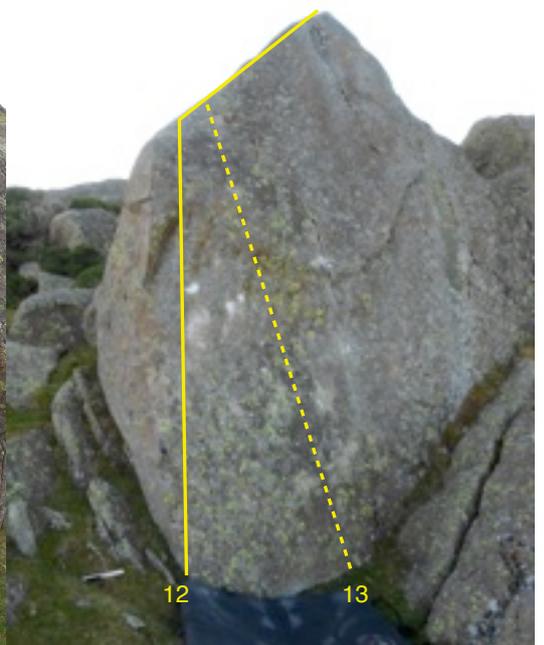
11) **Obelix 6B*** Sit start as for Menhir but move up right then use the bottomless crack to rock out onto the slopey ledge. Escape right along this.



12) **Dolmen 6A+!***** Another superb problem. Climb the arete on its right side then finish up the crest of the upper ridge.

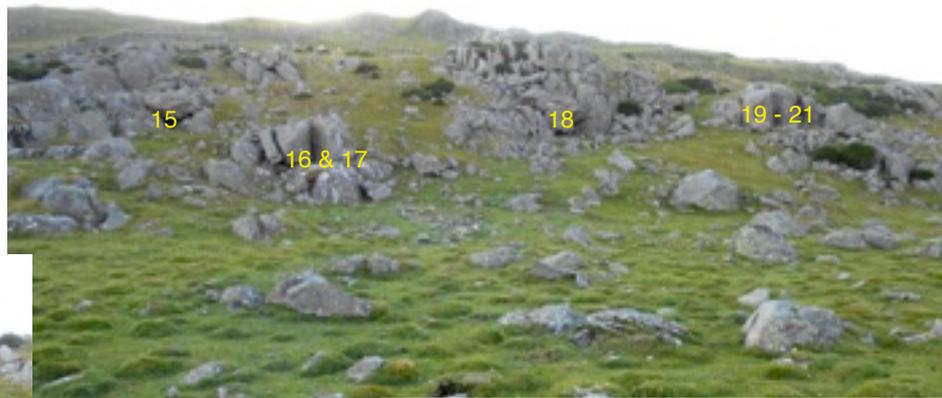
13) **Asterix 6B+!**** Tenuous right hand start up the crack to finish up *Dolmen*, starting from the grass below (no stepping off the slab on right!).

14) **Monolith 6C*** Small but juicy! Sit start with undercut (right), slopey arete (left) and feet on slopey holds at base of block (block to left is out of bounds). Straight up the rounded arete using sloper to R.

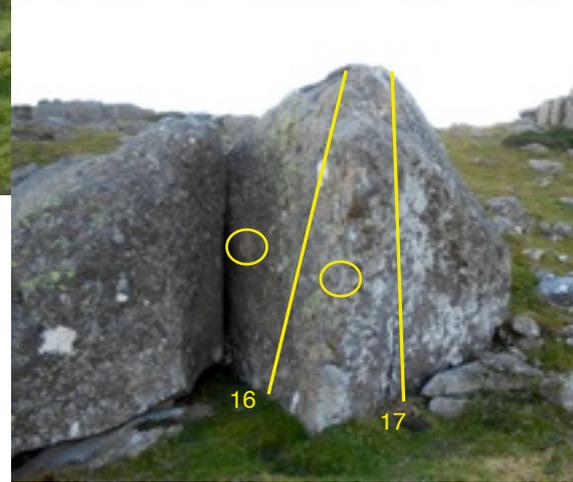


Upper area

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



15) **Capping Stone 6B** Tiny but tricky roof from sit start (all footblocks out of bounds). Much harder than it looks.



16) **6B** Slabby wall left of the arete from a sit start (shorties might need 2 pads) using specified start holds (circled): left: fingery sidepull and right on arete. Insecure.

17) **6A+** Climb the face right of the arete from a sitter. Make a hard move up right to a good lip hold then move up past good small edges to gain the right arete.

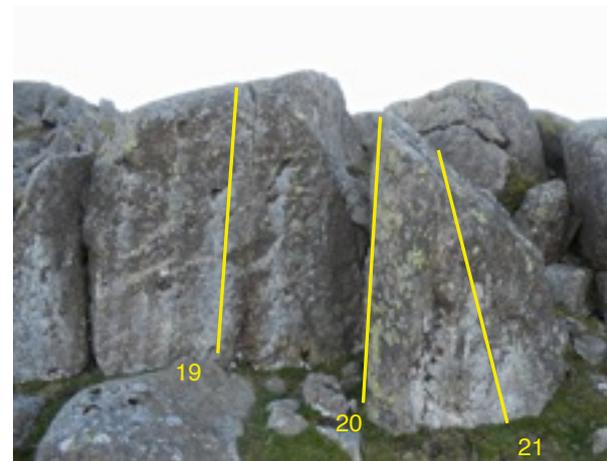
18) **Barrowight 7A+****

Excellent. Pull on undercutting the lip / good fingery slot for left (circled). Use the block at the back for feet only: the other 'side wall' blocks on either side are out of bounds. Make powerful moves up past the shallow fingery sidepull flake in the middle of the face to gain the slopy shelf up and left. A great sequence leads straight on up the vague arete to the top.

19) **5A** The pockety wall from a sit start is nice.

20) **3** The easy wall left of the arete from a sitter.

21) **6A** The wall right of the arete from a sit start is surprisingly tricky.



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.

