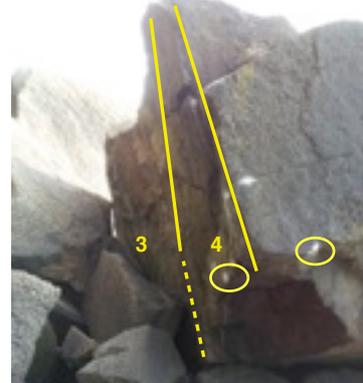
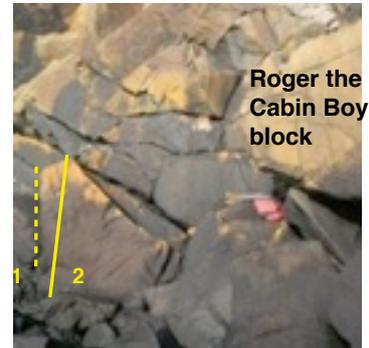


Talfarach Area 1

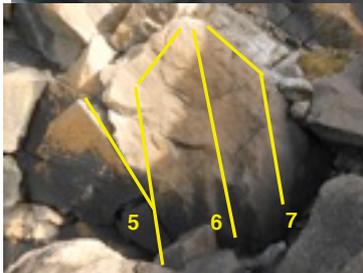
Probs are described from the far end (nearest Porth Ysgo) working back to the descent ramp from area 2.

The first worthwhile block is 10m beyond the Roger the Cabin Boy block:

- 1. Barrel Rider 5B** The steep wall round to the left from a sit start just right of centre. [Owen Hayward 3.15]
- 2. 3A** Pleasant easy slab facing the sea.



- 3. Roger the Cabin Boy 5B*** Start on the lowest good edge in the middle of the wall and follow the diagonal line of holds up to the lip and easy finish. A cramped sit start is possible on the left at **6A+**. [Paul Higginson 2003]
- 4 Captain Pugwash 7B*** Start with specified holds on the lower lip (circled): right: good edge round to the right, left: choice of poor sidepulls. Clamp on, move up to the good sidepull and edge then make a hard slap up to the big ledge and an easier finish above. [Owen Hayward 4.15]



- 5. Graham's Problem 6A/6B*** Sit start at base of crack. Jam up this for a couple of moves then either a) continue up the crack to the top of the left hand block then finish easily up right (**6A**) or b) head up the slab just right of the flake crack and arete above (**6B**). [Graham Desroy 2004]

6. 5A Pad up the middle of the slab

7. Tic Tac Toe 6B Sit start at the base of the blunt rib (good small sidepull out right) and tic tac up using the blunt rib and the flake out right. [Jon Ratcliffe 2004] **5A** from a stand start.



8. The Big Orange 8A!!*** Incredible highball following lip up left past thin diagonal breaks to a good hold just where you need it. A final tricky sequence to stand up on the good hold is all that stands in the way of glory! [Pete Robins 3.2.14]

9. Left side of arete **5B** [Jon Ratcliffe 2004]
10. Wall to right of arete **5B** [Jon Ratcliffe 2004]
11. Easy slab **4**

12. Maneater 6C** The big gnarly offwidth doesn't give in without a fight - a brilliant tussle. Start standing down in the pit and head up with difficulty, easing to standard thrutching at half height. Staying in the crack all the way to the top is *De rigeur*. All adjacent footblocks are strictly out of bounds. [Owen Hayward 3.15]

12a. Slab 6A* The slab just left of Maneater can be climbed using the edge of the crack to pull on from a stand start. [Jon Ratcliffe 2004]

13. Slabby wall 6A+ Climb the slabby wall on the block to the right of Maneater. Thin start just left of centre to get established on a good smear at head height then easier finish. [Jon Ratcliffe 2004]

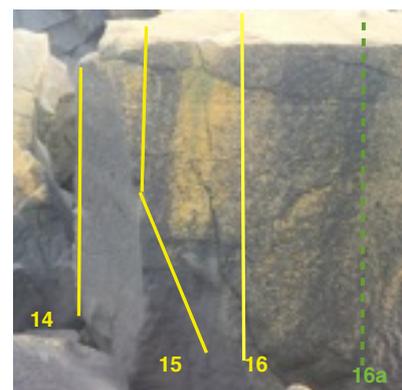
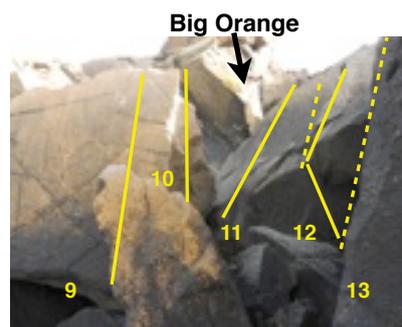
14. 6B? Arete climbed on R

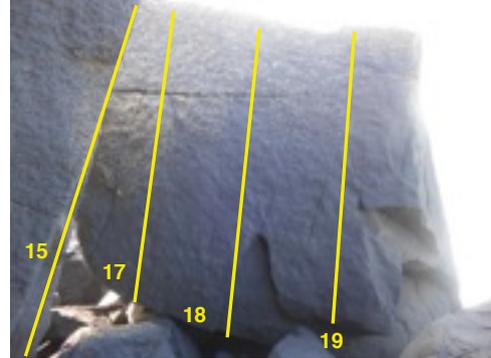
15. Solstice 7B+***

Sit start and move up to good edges then up left to the good sidepull on the arete and a hard move to the top. Classic. **7B** from a stand start. [Huw Williams 2004]

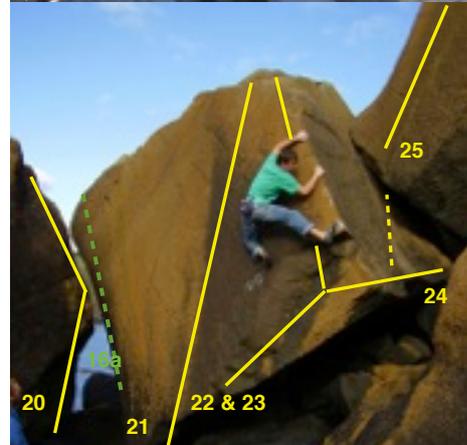
16. Equinox 7A+*** Another brilliant problem climbing the wall right of Solstice using a good high sidepull for the left and a choice of poor face holds out right to slap powerfully for the slopy lip and a mantle finish. [Owen Hayward & Bruno Marks 4.15] **Project sit start: 7B+?**

16a. Potential for 1 or 2 hard fingery projects to the right.





- 17. **5C** Crack on L side of slab [Jon Ratcliffe 2004]
- 18. **6A+** Just right of centre of slab - straight up. [Graham Desroy 2004]
- 19. **6A+** Hanging vague arete on R side of slab. Bold. [Graham Desroy 2004]



- Through the gap leads to:
- 20. **Little Gem 6C**** sit start. [Jemma Powell 12.11.06]
 - 21. **Piethe of Pith 7B!***** A stunning visual line with delicate footwork and tenuous moves above an exciting (grim) landing. Pull on with a good little left hand flake then follow parallel fingery seams up the curving wall to join the top of Billy Boy Arete. Tall or brave climbers might think 7A+.....but probably not! [Mike Goldthorp, 5.15]
 - 22, **Billy Boy Arete 6A+**** Left side of hanging arete climbed from a low start down on left with good finger edges. Good 6A if you pull on at the base of the arete. [Paul Higginson 2003]

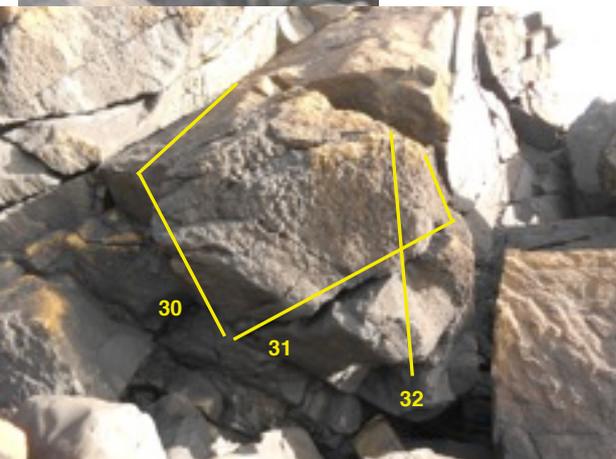


- 23. **Billy Bunter 6B+***
From BBA low start follow the lip round the corner and along to gain the crack and finish up this. [Owen Hayward 2.15]
- 24. **Betty Blue 6C***
Start at the far right of the slopy lip in the corner and follow it left past the crack to the arete. Swing round the corner then finish up BBA. [Owen Hayward 2.15]
- 25. **Cocporn 5A**** Good but high slab [Julian Lines 2003]

- Down at sea level:
- 26. **Jazzy's Roof 6B+*** [Jeff McDonald 12.11.06]
 - 27. **Left side of arete 6B*** [Jon Ratcliffe 12.11.06]
 - 28. **Mermaid Wall 5B***** [Paul Higginson 2003]



- 29. **The Oystercatcher 7A*** Pull on matched on obvious lip hold. Follow lip left to finger edges then use rounded arete to top out. [Paul Higginson 2003]



- 30. **6A+** Start on left at square cut juggy sidepull. Straight up fin feature then up bubbly rock above [Various! 2003]
- 31. **6A+** Start on left at square cut juggy sidepull and traverse break right to finish up the right side of the block. [Various! 2003]
- 32. **6A+** Start on blocky undercut at waist level under the roof and climb straight up [Various! 2003]



Assemble a team of spotters and 6+ pads before embarking on these scary but excellent highballs. The cracks can hold dampness: windy days and low tide give the best conditions.

33. **The Black Spot 7A!***** Brilliant. Pull into the bottomless crack (shorties might need to stand on a pad to reach the first good sidepull), move up to higher holds in the crack then make a big move out and right to grab the juggy lip. Finish up *DMC*. [Owen Hayward 5.15]

34. **Dead Man's Chest 6C!***** Lean in from the slab on the right and follow the lip left on holds that all seem to slope the wrong way to gain the highest notch/jug. Finish straight up. [Owen Hayward 3.15]

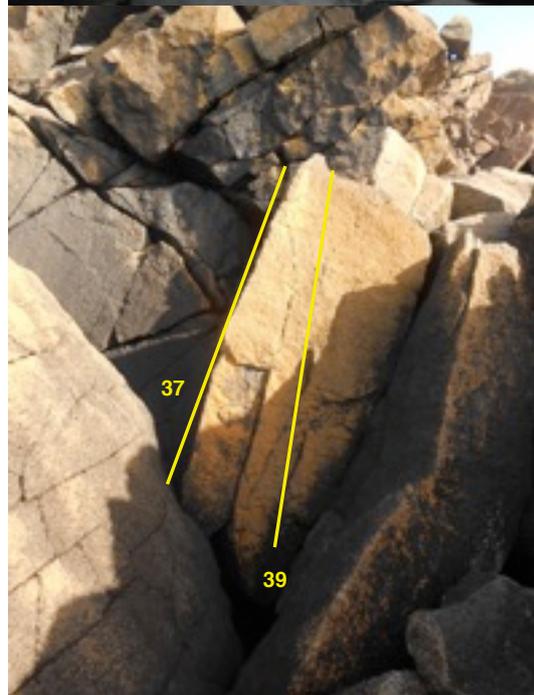
35.3 Easy slab

36. **6A**** Juggy wall [Jon Ratcliffe 2004]



37. **5B*** Hanging slab [Jon Ratcliffe 2004]

38. **Project - thin!**



39. **4C*** Hanging slab using L arete [Jon Ratcliffe 2004]