

## Stable Pit Bouldering

This is STABLE PIT named after the stable block which was demolished in the 1850's, OS ref SK 534100 (its on the join of sheets 129 and 140). The rock is slate quartzite. The pit faces south and is relatively secluded.



From the left-hand end of the wall:

**6 Thin Ragged Crack Slanting Left** (V0 4c) 4+  
Harder than it looks. Can be done from a sit start - 5+

**7 Yours Is No Disgrace** (V0 5c) 5+  
Climb the overhanging wall just left of the highest point of the crag (its only 4m), finishing over it. Can be done from a sit start right hand in layaway slot.- 6a

**8 Tootal** (V0 5a) 4+  
Just left of a round scoop at waist level to the gap right of the highpoint.

**9 Green For Go** (V0+ 5b) 5  
From two sloping fingerholds, climb straight up to the finishing holds of Tootal. Can be done from a sit start with left hand in the scoop foothold - 6a

**10 Deceptive Crack** (V0 4b) 4  
Harder than it looks.

**11 Biceps** (V0 4c) 4  
Climb the wall right of the crack.

**24. Rising Traverse.** (V1 5c?) 5+ \*  
Probably been done before but worth a mention for those who like Bradgate Bouldering. Start on the low jugs for the start of Biceps, move left towards the obvious thin rising crack line at head height. Follow this on small crimps and delicate footwork until its end and finish up Thin Ragged Crack Slanting Left. Matt Barker, 2001

**24a Clints Low Trav 7a**

Traverse left eliminating and keeping hands on holds under the thin rising crack to finish left of problem 6, on a jug in the lichen and then the top.

**12 Easy Corner VB 2b or not 2b?**

**13 The Arête (V0- 4b) 4**

Climb the undercut arête.

**14 The Bulge (V0- 5a) 4+**

Start at the V slot.

**15 Crack and Arête (V0- 4b) 3+**

Start at the diamond slot.

**16 Thin Crack (VB 4a) 3**

Layaway start. Sit start is 5+?



**17 Suffolk (V0- 3c) 3**

The iron-stained wall.

**18 Maserati GT (V2 6a) 6a**

Start at the mini groove and climb direct. A finger ripper. It could originally Climb slightly right on 19a 6a+ **Hard Maserati?**

**19b Six Digit Wall (V4 6b) 6b+**

To the right at a notch in the overlap. Original line? Can be done from a sitting start left hand slot right small corner hold. Slap up for the rounded ramp then head right to a small slot, use the layaway notch to gain the top. Stay off holds on prob 20. No floor ledges for feet! - 6c+? **Six Digit Sitter**

**19a Hard Maserati GT Sit start. 6c+/7a**

From the same sit start gain the sloping ramp with the right, then lock to the okay hold out left. Build feet up then use small holds for the right in the break to slap the top. (The stand could originally be the strict finish of 18?)

**20 Finger Wall (V1 5c) 5+**

One foot right, direct to the slot. Can be done from a tricky direct sitting start. Start left on the small corner hold and right on a small slot edge (has a chipped look), Hard Finger 7a.

**21 Fern Arête (V0 5a) 4+**

Start from the left.

**22 Step Two (V0 5b) 5**

Climb direct from the second step of the staircase.

**24. I Can See Angel's 6b+**

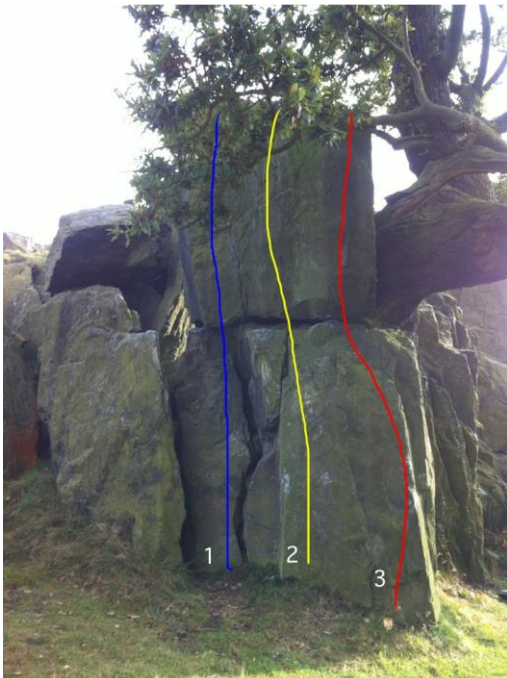
Start with both hands on ledge right of 'Iron Wall' (far right). Left foot in crack, right foot smeary feature to right, pull above ledges (i.e. on crack for feet) to get the crimp on 'Iron Wall' and a finish on sloper around the top. Richard Fowler

**23 Girdle Traverse (5b) 5+**

Start at the extreme right and move left across the impending wall onto the step of the staircase (or go up Fern Arête). Continue round and along the wall to a rest in Easy Corner. Work along the diagonal crack using a foot in the scoop of Total and finish up Yours Is No Disgrace. (Hands on top?).

**Sliding Stone Crag**

Not a great venue by a long way but they are possibly worth doing if you're on your way up



to Old John after climbing at the other venues.

**1. Left Arête 4**

From a standing start climb up to and then the left arête of the top block. This is harder if only the vague rib is used instead of the arête for the left hand - 6a?.

## 2. The Face 5

Climb up to and then the face not using the right arête.

## 3. The Right Arête 5+

Start from a sit down start on the left side of the bottom right arête, make initial difficult moves to get established then finish by also staying on the left side of the above arête as well.

Around to the right some harder but tight eliminate lines can be done on the blocks above the ledge.

## 4. Blockist 6c+

Start from a sit start down at the base of the left block, with the right on the left edge of the crack and left on the left arête of the block. Pull on and make a couple of tricky slabs to gain the top of the block. Use only the block for hands and feet and do not jam in the crack.

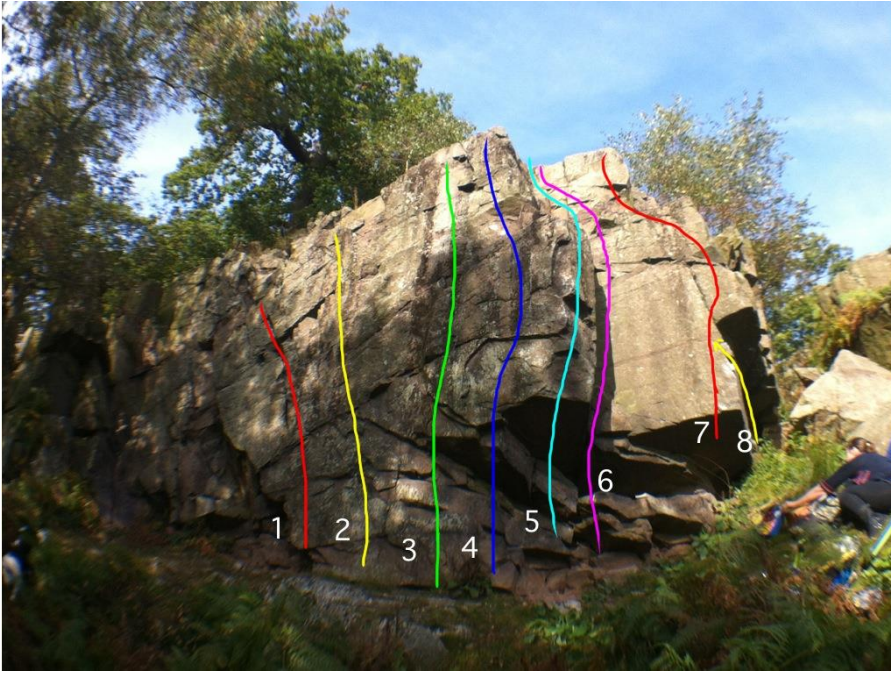
## 5. The Jam 6c

From a sit start at the base of the jammed fin. Using a jam/edge in the crack for the left hand and the arête for the right, pull up to gastons to gain the top of the block. Apart from the jam use only the block for hands and feet.



## 6. The Dead Pool 7a

Starting from sitting with the left hand on the left arete and right hand on a high good edge. Climb up the arête of the block using only the block for hands and feet. It has good moves despite being easy to dab the blocks around with the feet.



### Wishing-stone Crag

**1. Thumbscrew 3+ (4b)**

The thin crack from the left.  
Sit start adds no grade.

**2. The Stretcher 6a (5c)**

Climb the wall direct. Adding a sit start is no harder.

**3. The Rack 4+ (5a)**

Climb the wall just left of the arête. Doing this from sit does not change the grade.

**4. Pendulum 6b**

Starting just right of prob 4, use a layaway to reach the right arête and climb up this on its left side. Sit does not change the grade.

**5. Maiden Head 6b+**

Using small layaways on the left wall of the corner and the left hand on the arête climb up the hanging prow (eliminating the jug in the corner for hands and feet).

**6. Cenotaph Corner 3 (4a)**

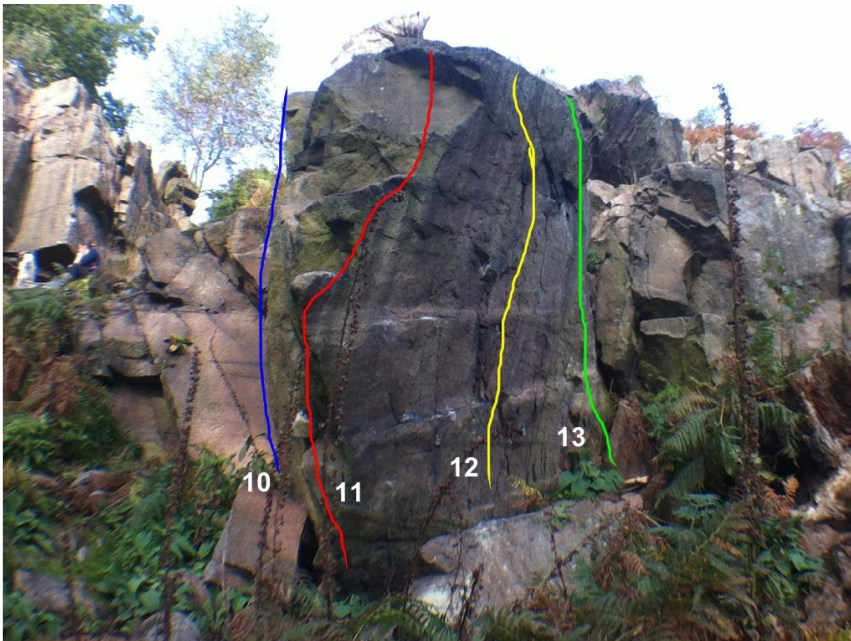
Compellingly obvious! Climb up the attractive corner.

**7. Cemetery Gates 4 (4b)**

Climb the right arête on its left side, using the crack to start.

**8. Cemetery Gates Sit Start 7a**

Start sitting with the left hand on the arête and right on a crossly edge. Pull on and not using the obvious large shelf for the feet slap the jug on the arête and finish as for the



standup. (strictly stays left of and doesn't use any good holds out right).

Below and to the right is a good boulder with an arête and overhanging wall.

#### 10. **Small Wall 3+**

From low climb up the wall left of the arête

#### 11. **Leaning Over the Present 6c**

From a sitting start at the base of the arête make a stiff pull on to gain the jug and an easier finish. Can also be finish by going left from the jug to finish as for prob 10.

#### 12. **Pinch of Malice 7a+/7b**

Start from sitting on top of the boulder from a specified starting position of left on the sidepull pinch and right on a low undercut flake. Pull on and slap directly to two small crimps in the middle of the wall, gain both of these and then pull up to the top edge of the boulder to finish. Strictly eliminates the right arête of the block and the good edge and layaway out right and just in from the arête.

#### 13. **Right Arête 6a+**

From a sitting start on the block climb up the right arête of the block on its left hand side.