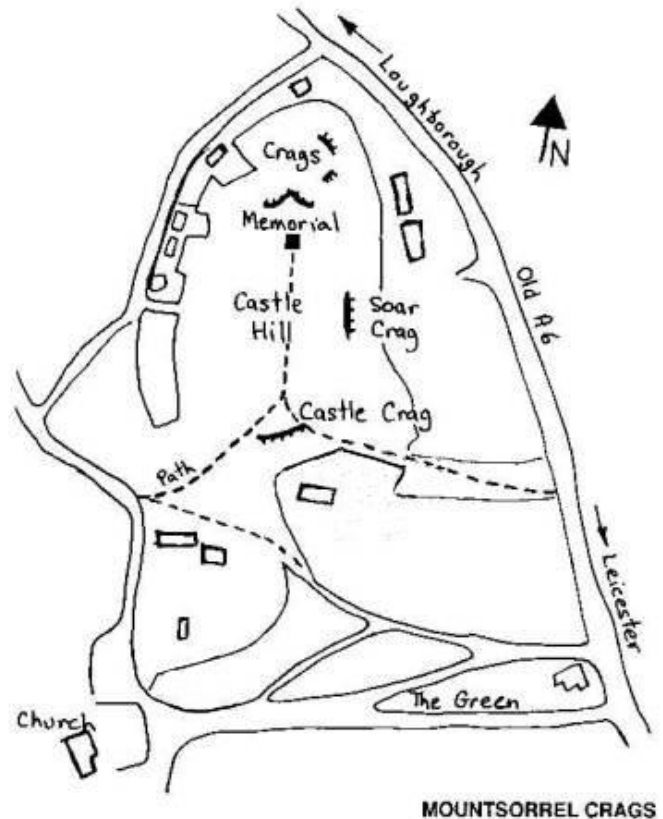


Mountsorrel Crags

There are several small crags above the village of Mountsorrel on Castle Hill overlooking the Soar Valley. The rock is granite and the exposures are mostly small, very old, quarries. The crags give mostly easy bouldering and are currently a little overgrown.



Memorial Crag

This is the best outcrop and the grass drops so steeply in places below the rock that it might be exciting to fall off. It is just below the War Memorial on the north of the hill. If the small trees round it are cleared it has an open aspect.

1.4 (4c)
Short wall

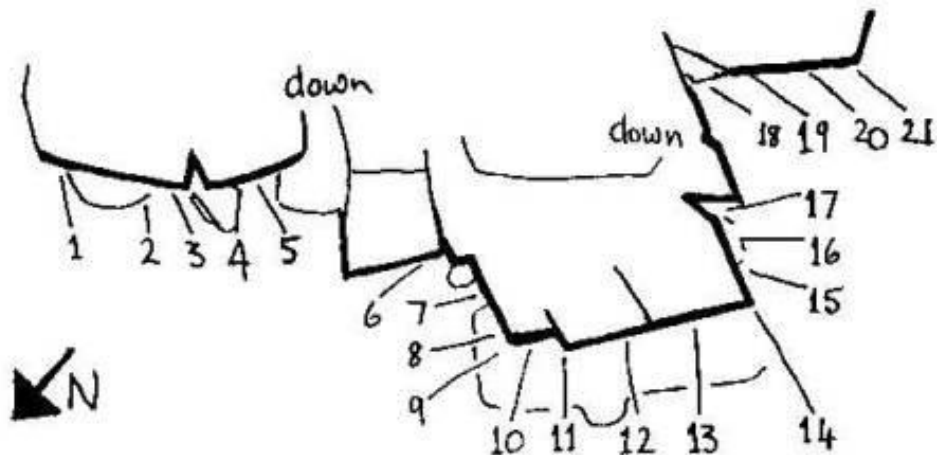
2. 4 (4c)
Dome shaped slab and fierce mantleshelf.

3. ??????????? 7a+
Climb the cracked wall and vague rib being strict and eliminating the good holds left and two good holds on the right arête.

4. 4 (4c)
The arête with the two good holds.

5. 5 (5b)
The wall with high left toe pocket, from the very bottom.

6. 4+ (5a)
The thin crack, swing toe onto slab, and then up the arête.



7. ??????????? 6c/6b+ (5b)
Start sitting and climb crack line up the left side of the Leaning wall using poor holds to a jug and 'monkey' finish.

7a. ?????????? 7b+
A hard eliminate line squeezed in between problem 7+ 8 that essential climbs directly up the wall right of the crack and left of the arête, avoiding all big holds.

8. 5+ (4+ (5a) from standing)

From a sit start climb the left side of the right arête, swing up onto leaning wall, move left and up. Easier from a standing start.

9. 3+ (4b)

Slab and arête with friction hold start.

10. 2+ (3c)

Slab and groove.

11. 3+ (4b)

Left edge of wall.

12. 3 (4a)

Up the wall.

13. 3 (4a)

The higher wall and continuation wall direct.

14. 3+ (4b)

Right arête from the right.

15. 4 (4c)

Thin crack from right side.

16. 5 (5b)

The overhang direct.

17. 2- (D)

The corner.

18. 2- (VD)

Long groove.

19. 4 (4c)

Wall direct.

20. 4 (4c)

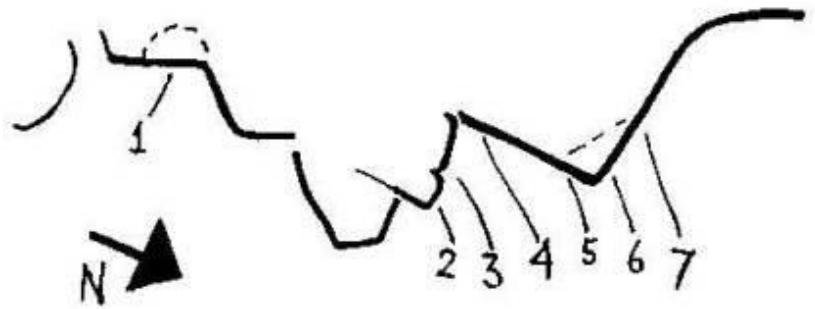
Wall direct.

21. 3 (4a)

The arête (there is a tree in the way at present).

Soar Crag

This small outcrop faces out over the Soar Valley and is just below the saddle of Castle Hill. The rock has a quarried feel lower down and a great more natural feel to the finishes.



1. 4+

Climb out of the cave and up the Cracked arête from a sit start. Quite overgrown at the moment.

2. 4 (D)

The arête from a sitting start.

3. 4+ (3b)

Start sat and climb up the crack just right of the arête. Do not use the corner holds or side wall.

4. 6a+

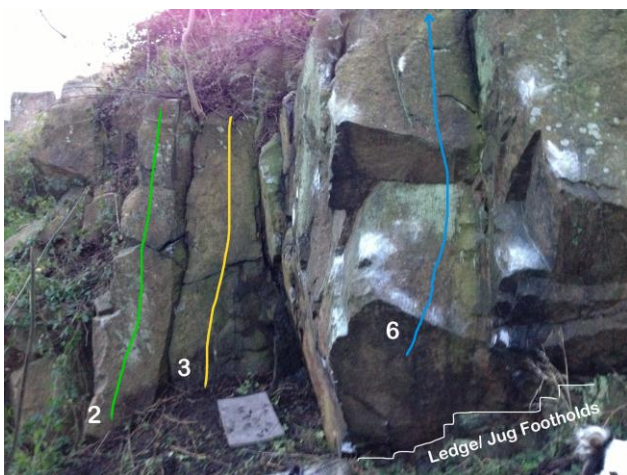
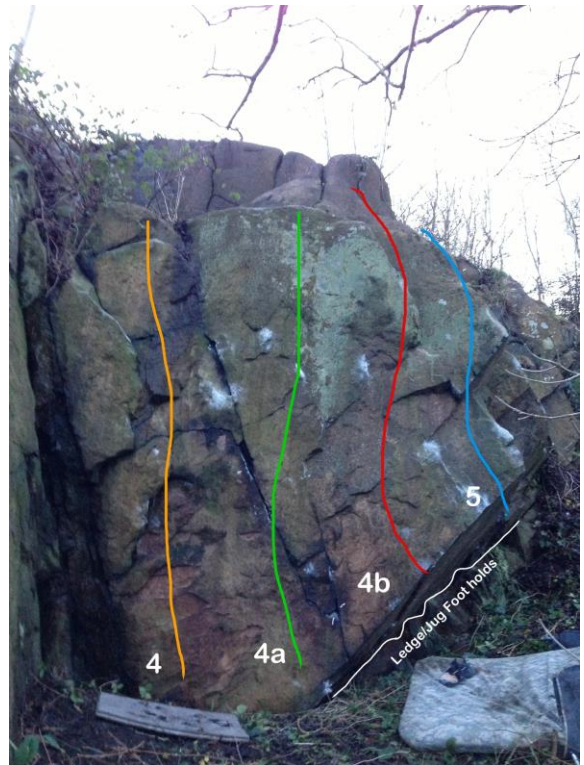
Sitting start and climb up the flakes just right of the corner. The corner and side wall are eliminated.

4a. The Crack 6b+/c

Start sat in the crack just right and climb up using this and staying on the right to climb up the wall more directly to a mantle finish. Eliminate the flakes left and small groove right.

4b. Ascension 7b

From a specified sitting start with right hand on a sloping edge near the arête and left on an undercut pinch just right of the crack. Climb up the wall to a small groove eliminating the arête and the crack. The crux is getting established on the wall and slapping to the groove with the left.



5. Soar Thing 6c+ (5c)

Climb the lefthand side of the arête from a sit start. Use the good foothold right at the base but eliminate the floor/ledge running up and right in the roof.

6. Entity Glide 7+ (4c)

Start sat on the righthand side of the arête under the roof with feet on the good foothold at the base of the arête. Eliminating again the floor/ledge and good footholds on the right (Be Strict!) Climb up the right side of the arête and the groove.

7. 2-

The slab to the right.

Castle Crag

This outcrop is at the south end of the top of Castle Hill above the wall. It doesn't look much but has a few problems.

1. 3+ (4b)

Up over middle of block.

2. 3 (4a)

Short wall and slab direct.

3. Vote No 4+ (5a)

Overhanging wall and slab
'Vote No'.

4. 2+ (3c)

Corner.

5. 4 (4c)

Arête and wall.

6. 3 (4a)

Corner.

7. 5 (5b)

Crack and arête. (Fallen down climb just the arête?)

8. 2- (3a)

Nose and corner.

