

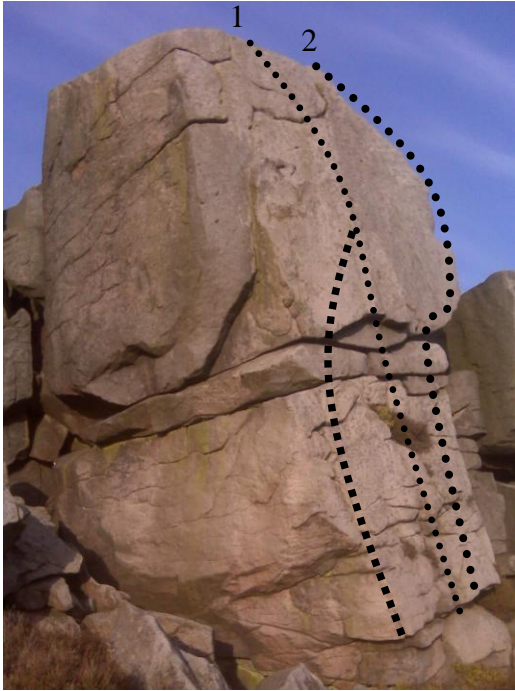
Windy clough, the Far Side



Obvious pinnacle (Shield Wall)

Windy Clough, The Far Side

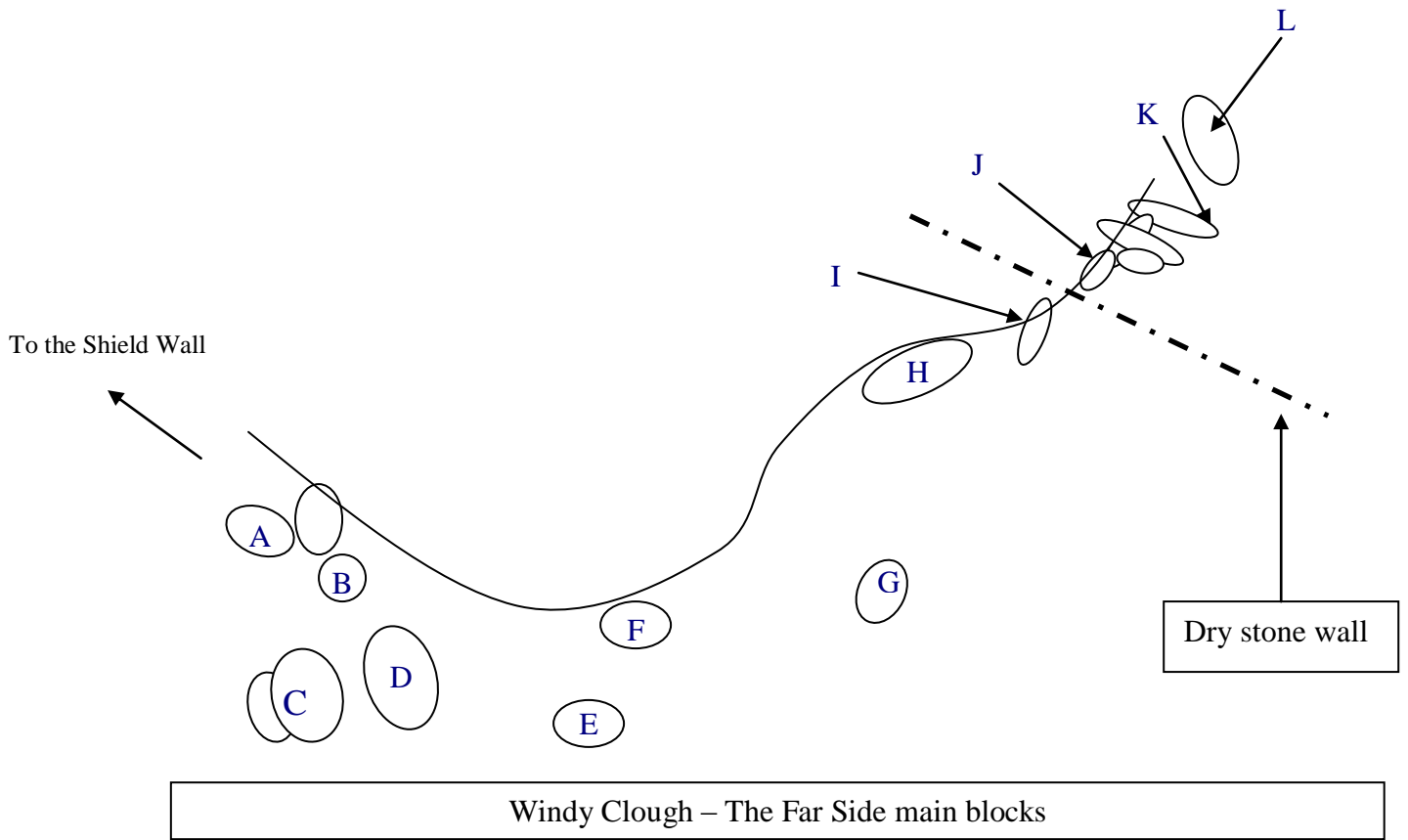
View from Windy Clough East

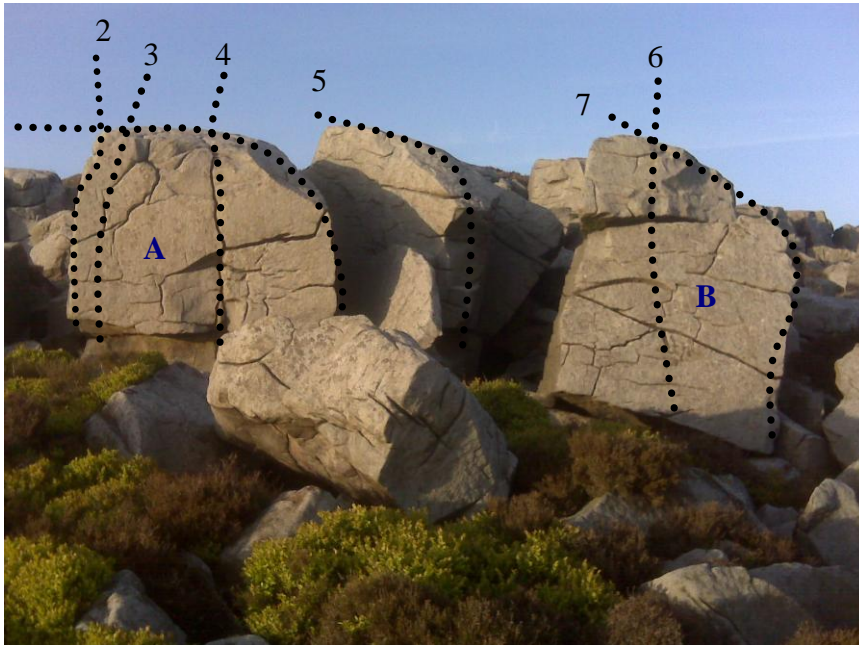


Shield Wall

- 1) Saxon V0. Highball easy route, interesting and worthwhile. Alternate start from the left is also good.
- 2) Hoplite V0. Highball, exposed! Climb the right hand edge of the wall, lay-backing with wrinkles on the face. *







Blocks A and B - Larson's rocks

- 1) **Wiener Dog Art** V1/2. SDS. Climb the arête on the front side and traverse the lip of the block to finish up the far side.
- 2) **Unnatural Selections** V3. SDS. Climb the left hand side of the arête via undercuts. Interesting.
- 3) **Larsony** V2. SDS. Climb the right hand side of the arête and utilise crimps on the face. Easier for the tall.
- 4) **The Curse of Madame "C"rack** V0. SDS. The central crack of the block makes a good problem, sustained interest.
- 5) **Night of the Crash Test Dummies** V0. SDS. Off the large flat hold move up and gracefully hump your way over the top lip. Good.
- 6) **The Far Side Observer** V0. SDS. Move up the wall via good breaks.
- 7) **Last Chapter and Worse** V1. SDS. Climb the right hand side of the arête and overhanging wall.



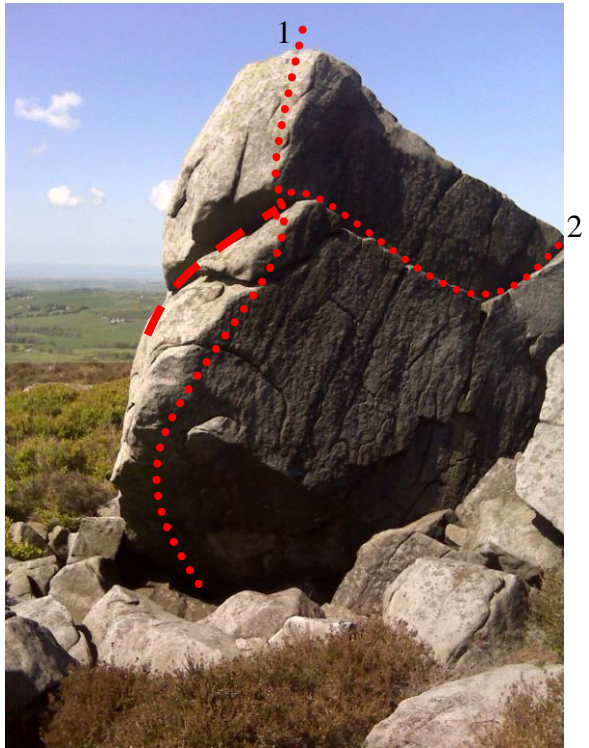
Block C (east face) – The Cows

- 1) **Cows don't have opposable thumbs** V1. SDS. The wrinkle on the right, nice.



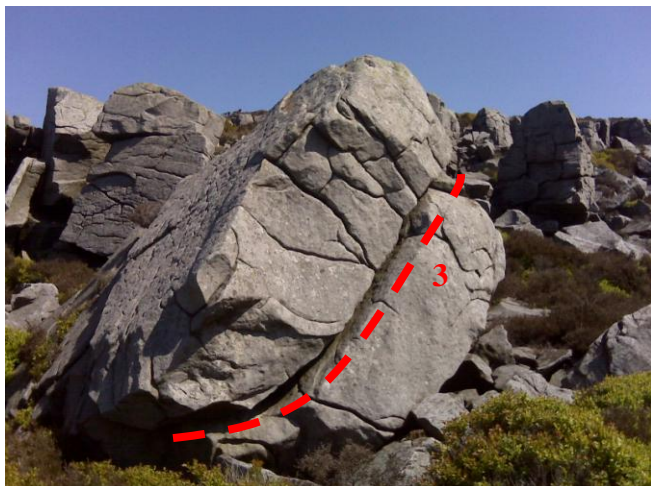
Block C (west face) – The Cows

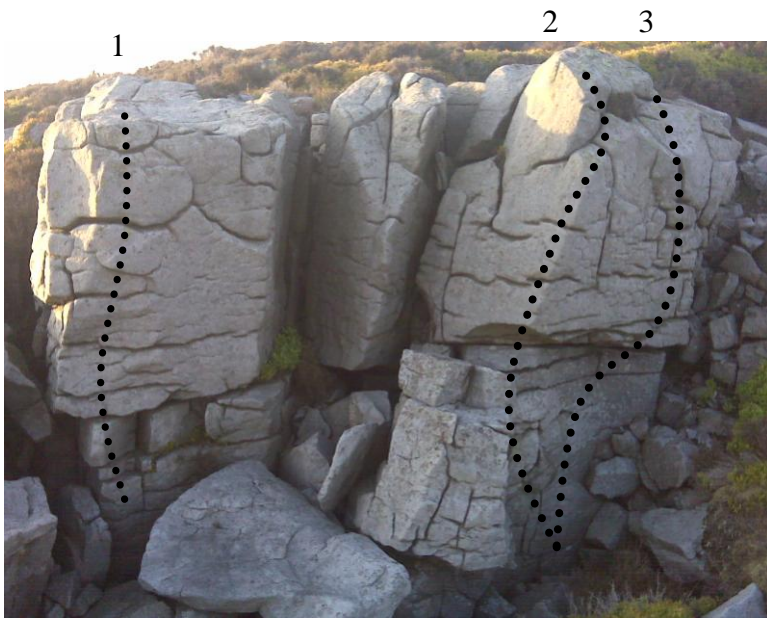
- 2) **You're sick, Jessy! Sick, sick, sick!** V2. SDS. Heel hook and slap your way over the lip, squirm upwards



Block D – And now for something completely different

- 1) **Butch pratchety and the sun dance squid. V5.** SDS. Brilliant and butch. Start low in the back of the cave and heel-hook like a hero, surmount the lip and scrabble for the top. **
- 2) **Butch pratchety and the cop out kid V3/4.** SDS. Alternate finish to problem 1, easier and not as good. But still fun.
- 3) **Crack kids V1.** SDS. Start round the corner from problem 1 and 2, traverse the obvious break all the way into the alternate finish to problem 1.





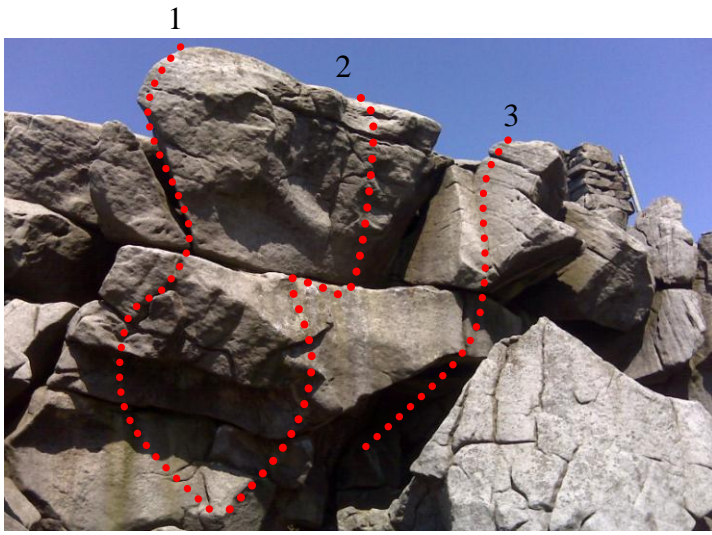
Block F – There's a hair in my dirt!

- 1) V0. SDS. Pleasant
- 2) V0. SDS
- 3) V1. SDS. More interesting, lovely holds



One move wonder (block G)

- 1) V2. SDS. Fantastic! Mantle from low on the left and find the hardest route via the pocket to the top.**



Block H - Armscliff wall

- 1) V3. SDS. Climbing up via crimps and cracks. Highball. Poor landing.
- 2) V6-ish. SDS. Climb out from under the bulge via a series of fantastic moves, then mantle wildly with a huge reach to poor holds in the crack and on the lip. Has only been climbed to the end of the dotted line, requires a braver heart than mine! Poor landing. ***
Great V4/5 to the half height break.
- 3) V? SDS. HARD! Climb out via the crack in the roof and holds in the back of the cave



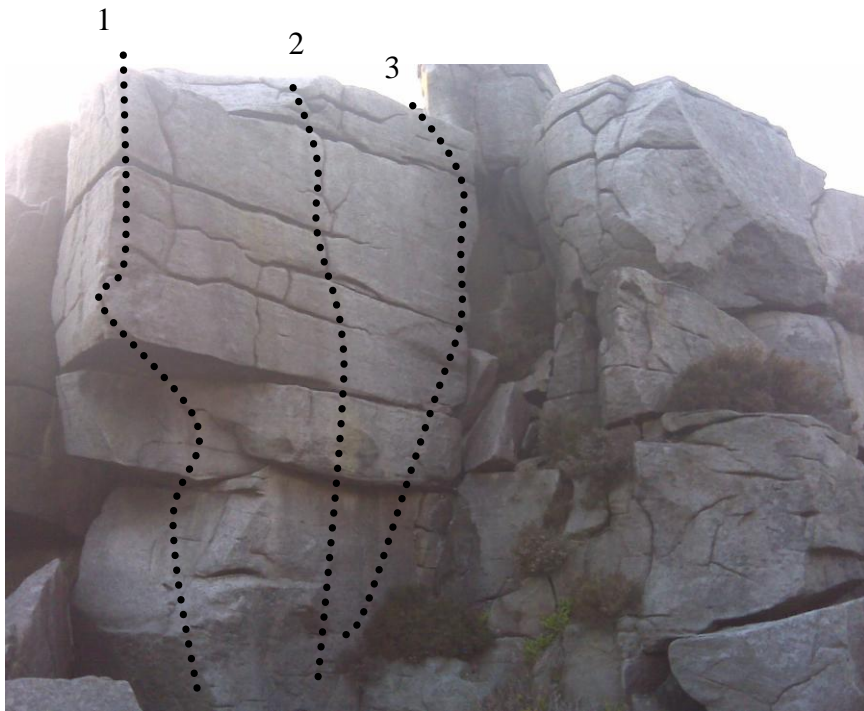
Block I - Gary's arete

- 1) V2. SDS. Superb, climb the obvious arête. **
- 2) V2. SDS. The slanting crack is climbed with interest.



Block J - Beyond The Far Side

- 1) V2. SDS. The good arête, balancy. *
- 2) V0. SDS. Worthwhile
- 3) V1. Good friction wall climbing
- 4) V0. SDS. Great little problem *. Also climbable on the other side, V1 SDS.



Block L – The Chickens are restless

- 1) **The Chickens are restless** HVS/V0. Highball, scary, exposed. Excellent. Follow the good holds straight up the arête.
- 2) **Midvale School for the Gifted** V1. The cracks up the wall give interest all the way to the top. Good. Highball.
- 3) **The first edition hardcover box set weighs 8.8 kg** V1, The far right of the slab via some long moves and balancey technique. Good.