

LakesBloc Guides

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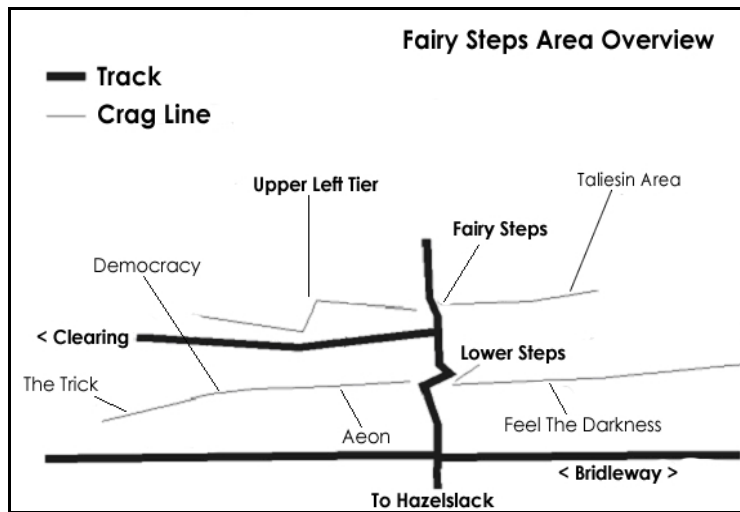
Email: info@lakesbloc.co.uk

By John Gaskins & Greg Chapman

Aspect

Fairy Steps is a local beauty spot, lying approximately one kilometre southwest of Beetham, a small village just off the A6. The steps themselves were created many years ago as a "Coffin Route" to carry the deceased of Arnside and Hazelslack to Beetham, there they would be buried in the grave yard of (at the time) the areas only church.

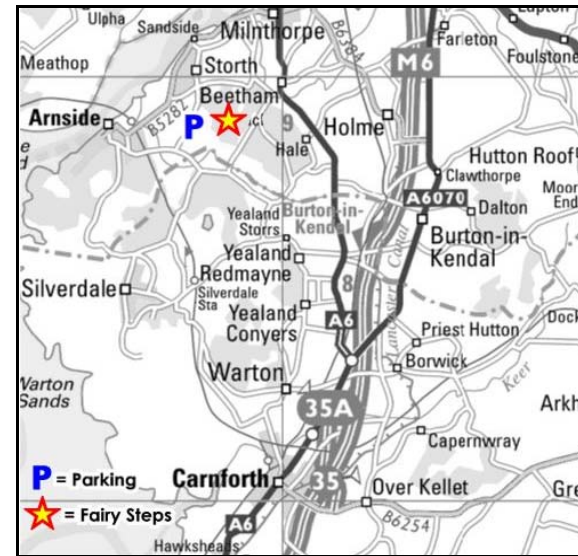
The climbing is located on two impeccable parallel limestone escarpments, both of which are under the cover of deciduous woodland. For this reason the rock can stay wet for some time after rain, but once dry offers a bouldering paradise. The best grade spread is in the V0 to V3 region, although if you are prepared to do a bit of walking between areas there are some good harder problems to lock horns with, including - in the sit start to Walk Away (V15) - one of the worlds hardest boulder problems.



Access

The upper and lower crags are leased by Forest Enterprises whose managers are happy to permit climbing at all times, although dogs should be kept on a lead, especially when accessing the crag via farmland.

Approach



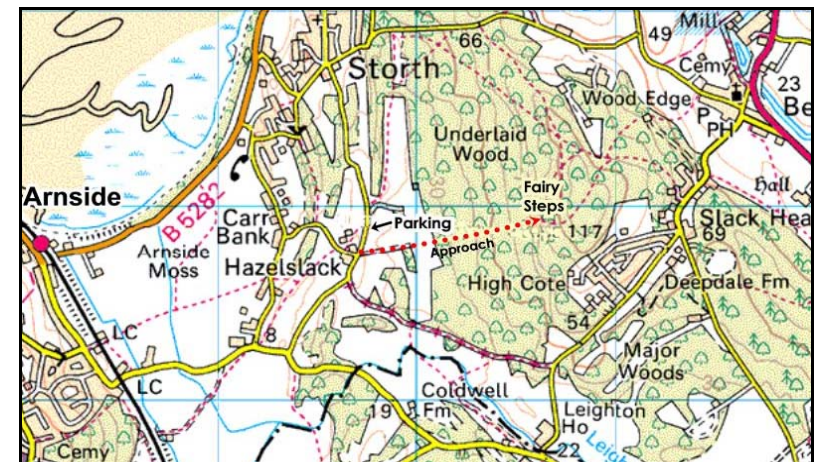
Left:
Approach via road.

Hazelslack Farm/Tower
Grid Ref: 477 787

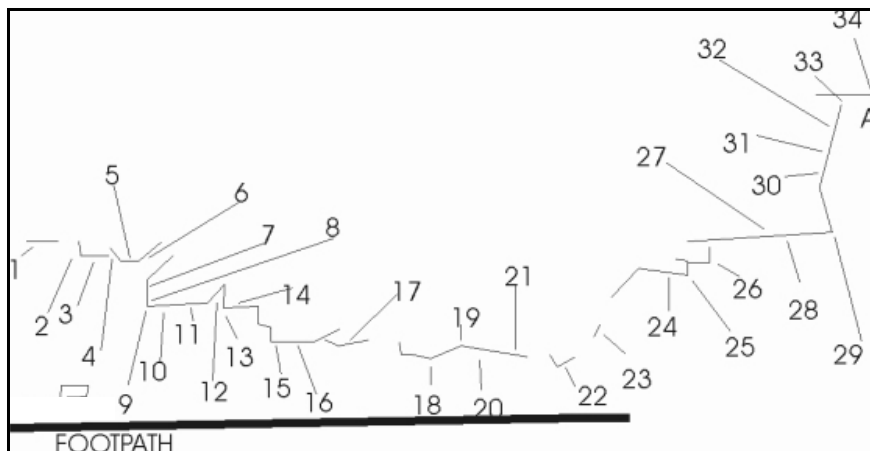
Below:
Approach on foot.

Please Take Your Rubbish Home

Approaching from Silverdale, park in the lay-by on the right, 40m past the entrance of Hazelslack Farm, which itself is 3km East of the seaside village of Arnside. Cross a stile in the wall directly opposite the farm entrance and follow the track through a yard with a small damson orchard on the right. Carry on through two fields to the edge of the woods. Go through the gate and follow the well worn bridleway for a further 3/4km to the Lower Steps.

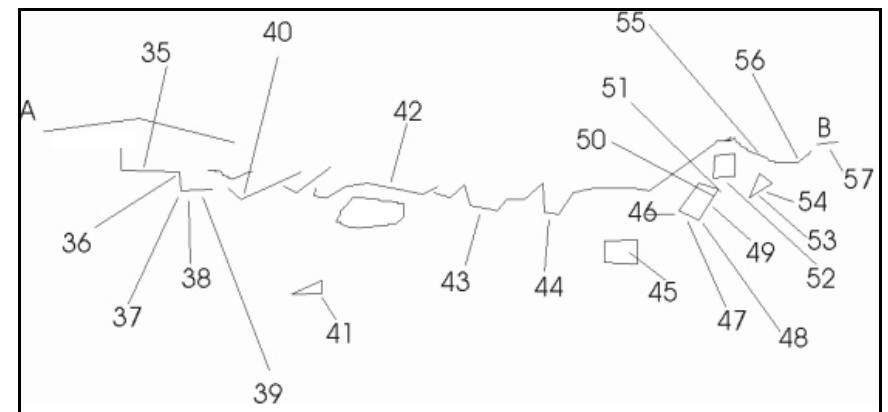


Upper Left Tier



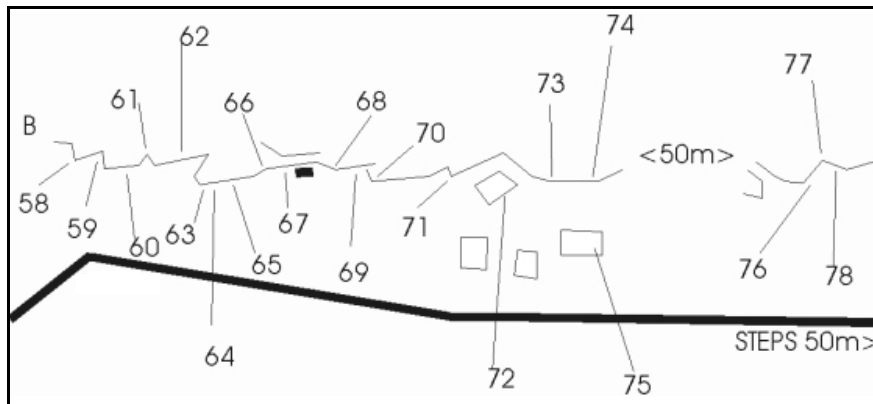
1. V4 - (sit start) Crack from the obvious edge - dirty.
2. V1 - Arête.
3. V0 - Blocky Flake.
4. [Last Fling](#) V0 - Crack.
5. V2 - Face and thin crack.
6. V2 - Face.
7. V0 - Chimney/Crack.
8. [Whindow Dressing](#) V1 - Flake/Groove (poor landing)
9. Send You No Flowers V3 - Arête. (High)
10. [Intellect](#) V9 - (sit start) Thin crack. (V5 From standing) **
11. [Walk Away](#) V15 - (sit start) The middle of the wall is utterly desperate. V13 From standing. **
- 11a. [Axiom](#) V12 - (sit start) Blunt arête. V10 From standing. *
12. [Rigger](#) - V0 Chimney.
13. V3 - The hanging rib.
14. V1 - Thin crack.
15. V0 - Cracked wall and arête.
16. V0 - Wall/Runnels.
17. V0 - Wall.
18. V0 - Flake crack.
19. [Whin Crack](#) V0 - Crack. *
20. V0 - Crozzly Wall.
21. V0 - Wall between trees.
22. V0 - Front face.
23. V0 - Lone Block
24. V4 - Wall (Don't jump for break from ground) *
25. V1 - Arête. *
26. V1 - Arête.
27. V0 - Wall (Past ledge).
28. V0 - Cracked wall.
29. V0 - Arête.
30. [Home and Away](#) V0 -Wall.
31. [Bay Watch](#) V0 - Crack.
32. [Pillar Front](#) V0 - Wall. *
33. [Chockstone Chimney](#) V0 - Corner.
34. V0 - Wall left of crack and finish up top pillar.

Upper Left Tier



35. [Road Trip](#) V5 - The big wall in front of a tree, highball. **
36. [Landmark Corner](#) V0 - Corner crack
37. V0 - Arête.
38. [Groove Direct](#) V5 - The vague groove and mono.***
39. [Crucifixion](#) V5 - (sit start) Inverted crucifix crack (V3 From standing)
40. V0 - Blunt arête.
41. V1 - (sit start) Arête on triangular pointed boulder.
42. V1 - (sit start) Short wall/rib.
43. V0 - Wall/Crack passing a rock 'shield'.
44. V0 - Pillar/Rib.
45. [Inner Logic](#) V3 -(sit start) Roof crack (Start at back). *
46. [The Becoming](#) V3 - Traverse break L-R or R-L, V4 there and back. ***
- 46a. V5/6 - Problem 46 but Footless L-R.
47. V0 - Face.
48. [The Second Coming](#) V6 - (sit start) Short prow. *
49. V0 - Wall/Flake
50. V7 - (sit start) Wall just left of p51 past pocket in break.
51. V3 - (sit start) Arête.
53. V2 - (sit start) Wall left of p54.
54. V1 - (sit start) Flake.
- 54a. V7/8 - L-R traverse of block without using the top.
- 54b. V5 - (sit start) Wall right of p54 using layaway.
55. V4 Wall (sit start) Tricky wall.
56. V5 - (sit start) A similar wall.
57. V3 (sit start) The low wall from two edges. *

Upper Left Tier - Continued



58. V0 - Slabby rib.

59. V0 - Corner.

60. V0 - Wall.

61. V0 - Corner crack.

62. V0 - Wall past pod.

63. V0 - Flake arête.

63a. V1 - Traverse break from p63 to finish up p67.

64. V2 - Crack only. (From break)

65. V1 - Wall using pocket/break. (From break)

65a. V3 - Climb above without pocket/break use holds on face.

66. V0 - Flakes on wall.

67. V0 - Wall just left of rock pillar.

68. V0 - Wall.

69. V0 - Wall .

70. V0 - Arête.

71. V0 - Wall.

72. V1 Wall.

73. V2 - Thin flake/groove in wall without break on p74. *

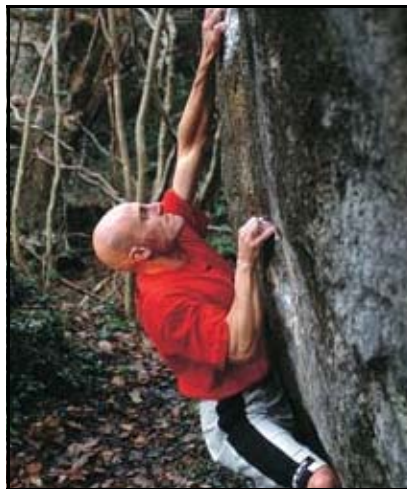
74. V1 - Wall. *

75. V1 - From jug under block climb out of cave. (Don't use the break on the left for feet) **

76. V0 - Juggy rib.

77. V0 - Flake corner.

78. V0 - Wall.



Walk Away Sit Start: V15
Climber: John Gaskins

Upper Tier Right - Sector Taliesin

From the Fairy Steps and facing the crag the Taliesin Sector is 100m to the right.



1. [Celtica](#) V1 - Wall above block (Don't stand on block).

2. [Taliesin](#) V0 - Flake corner and wall.

3. [Merlin](#) V0 - Juggy flakes to right. *

4. V0 - Good holds in short diagonal crack

5. [Rheaed](#) V1 - Arête.

6. [Woodbind](#) V0 - Corner and tree stump.

6a. [Woodbind Traverse](#) V2 - As for P6 but step left at the tree stump and traverse the break finishing up P1. *



Zaliesin - Right

7. **The Mote of Mark** V1 - First crack right of the corner. *
8. V4 - The second crack right, without the jug on the wall (sit start goes at V7). *
9. **Caerliol** V1 - Centre of wall. *
10. V1 - Flake crack on left side of slab.
11. **Et Tu Brute** V3/4 - Traverse below break either way. *
12. **Down The Edifice** V2 Traverse the first break either way.

Lower Steps - Right

The following problems are situated almost immediately right of the Lower Steps on a 6m high wall of good - if a little dirty - rock. The problems are described from left to right and it is the norm to finish at the break.

1. **Limelight** V0 - Right trending groove equidistant between two trees.
2. **Fire Starter** V0 - Right facing groove right of the second tree.
3. **Gaslight** V0 - Crack 4m right of the large yew tree.
4. **Incandescent** V1 - Short crack into a niche.
5. **Lanterns** V0 - From undercuts climb the wall above.

Sector Nightshade - 30m Further right of "Limelight" is a fine wall offering "Feel The Darkness", the best problem on the Lower R tier.

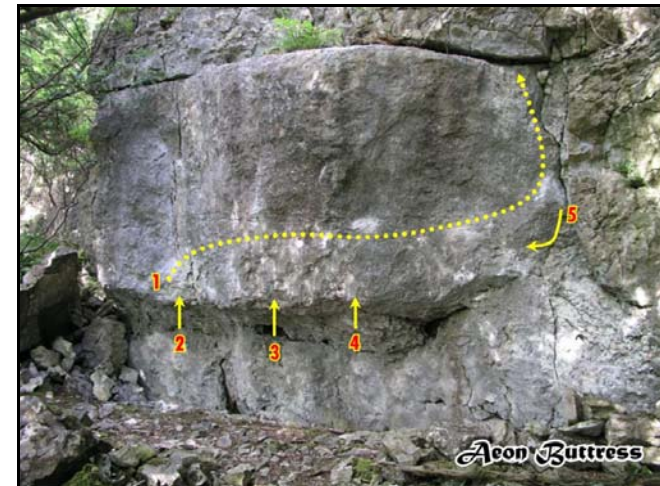


1. V0 - Broken crack.
2. V5 - Centre of wall left of below. **
3. **Feel The Darkness** V2 - Thin crack in wall left of highest point of wall. **
4. V0 - Easy right trending line on good holds.

Lower Steps - Left / Sector Aeon

The following sectors are all under a reasonable amount of tree cover and as such (although awkward at times) the best method of approach is to stick to the crag line.

Sector Aeon is around 200m left of the Lower Steps in a clear bay and consists of a superb compact buttress with a hip height overhang.



1. **Aeon** V9 - (sit start) Start at the base of the crack and traverse the lip right into and up the crack, do not use the holes at the back. * Aeon was originally climbed without the undercut, this is V11.
2. **Aeon Crack** V4 - (sit start) The crack without holds on the L arete. *
3. V8 - (sit start) Attain the good side-pull and dyno for the top. **
4. V9/10 - (sit start) The slight prow on the right of the buttress - the juggy side-pull is not to be used.
5. V10 - Reverse Aeon and finish as per Aeon Crack, don't use the holes. *
6. **Aeons** V12 - (sit start) A sustained link-up of the two traverses. *

Lower Steps Left - Sector Capehorn

This next area is in another bay/corner 15m left of Aeon buttress.



1. V1 - (sit start) The wall just left of the cave/corner starting from a flat hold. The vague arête/prow to the left goes at V1 from sitting.
2. V1 - (sit start) Climb the sharp arête on the left without the opposing wall for feet.
3. [Paine](#) V2 (sit start) - Wall right of the cave/corner. Escape at the first break. *
4. V0 - The obvious flaked crack, finish at the first break.
5. V2 - Traverse low break on the right wall starting on two holds right of the pod, then cross the corner (don't use it) to gain flat hold and climb up leftwards to gain top of arête.



South Africa Wall Area

A further 250m left of Sector Capehorn and 30m left of small bay guarded by some blocks. Is a clean cut wall facing away from you as approached, with a tree growing at 3/4 height. There is a red arrow marking the start of Democracy.



1. [Democracy](#) V6 - Traverse the wall left to right from the corner to a crack round the arête. **
2. V1 - (sit start) Wall right of the corner. *
3. [Sharpville](#) V1 - (sit start) Crack.
4. [Cultural Elite Signup Sheet](#) V3 - Wall left of the arête below a right facing hold. It is best to retreat from the obvious good hold. **
5. [Cullinan](#) V2 - The arête. **

There are also several good eliminates on this wall, but we'll leave those to your imagination.

10m left again and left of a large tree growing from the crag, holding a big block is...

[Beta1](#) V1 - Shallow groove to good hold, jump off at this point. There is an interesting looking problem to the left at V1 although this is not as satisfying as fist introductions would suggest.

Evil Primevil Wall

Continue 20m left and you will discover a smooth wall, again facing away from the direction of approach, this has an obvious fir tree to its right side.



1. **Anybody Out There** V2 - Centre of wall past an obvious hold - escape left at a good hold above the break. *
2. **Evil Primevil** V1 - The wall just left of the fir tree, finish at the break - retreat down tree. **



25m Leftward from this 'final wall' is a small block set forward with a leaning front face that has several horizontal breaks.

V0 - Traverse the lowest break either way.

From here continue along the crag line for a few meters to an obvious clean blunt arête.

Holy Arête V1 - The arête on its' right-hand side. *

The Trick Area

Left again is a slightly over grown bay at a lower level.

Isolation V0 - The centre of the right wall past a hand rail. *

V7 - Eliminate traverse of the bulging left wall from a good hold on the left edge to the tree branch on the right using the 3 obvious pockets (red dots).

V1 - Traverse the same wall but use the line of jugs slightly higher than the pockets.

10m left again is a short leaning wall - obvious as it is approached.

The Trick V6/7 - The obvious challenge on the centre right side of the block, between the slot and the break. ***

An unsatisfactory sit start exists at V8ish, although the rock low down is poor.

V3 - (sit start) The flake on the left side of the block.



Back to crag (From The Trick).

Left again but diagonally down the slope is a single smooth faced boulder with 2 trees just away from the base. There is a red arrow at start.

V0 - Traverse L-R with hands on the lip of the boulder.

100m left is a rib/arête back on the crag level. There are red arrows on both starts.

V6 7m before the rib is a short, smooth wall. Climb it from a sitting start.

V5 - Climb the rib on its' right. *