The Heron Stones

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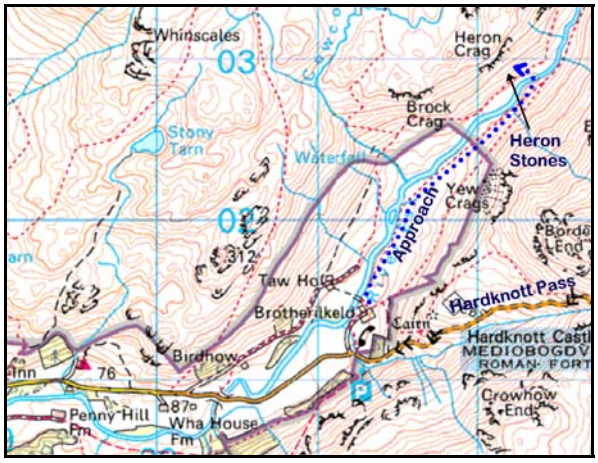
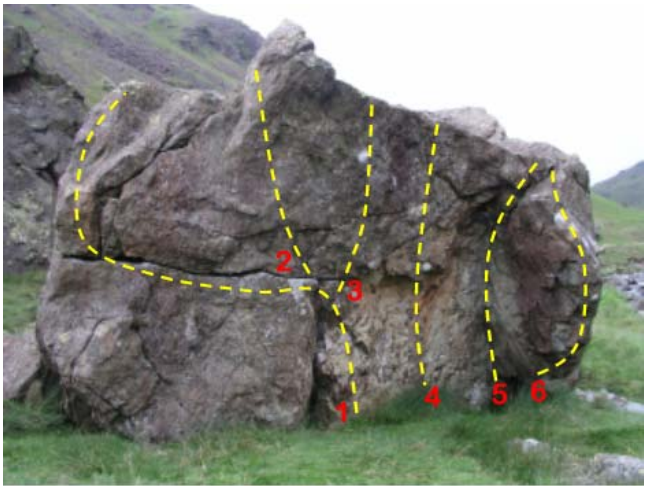
Aspect
This small venue is situated on the banks of the river Esk below the well known mountain outcrop Heron crag. There are a number of blocks on the slopes below the crag although most are a little to small to climb on. Fortunately the two boulders nearest the river offer a number of nice problems in the easy to mid V-grades.

Approach (Grid Reference - 223 028)
Park at the large lay-by on the left side of the road (approaching from Harknott Pass), 100m past the entrance to Brotherilkeld farm. Now walk back to the farm entrance and follow the track/path through the farm and continue along the base of the valley on the right side of the river. After approximately 20 minutes the crag will be seen to your left with the boulders below, the main two blocks are on the opposite side of the river, cross when parallel with the boulders via stepping stones.

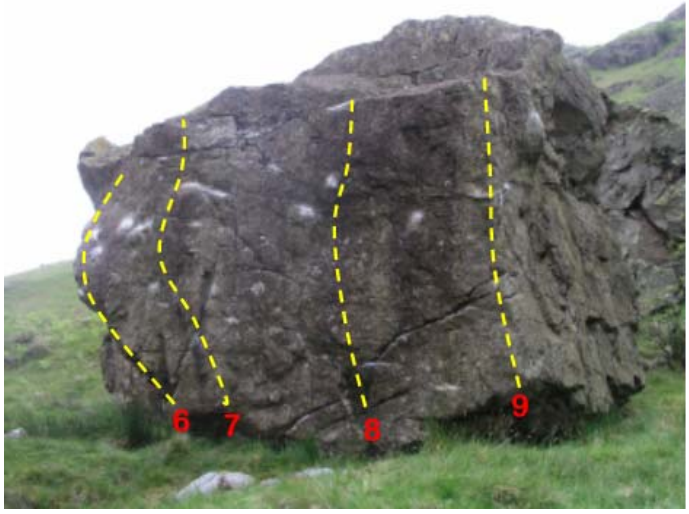
Approach Map



Heron Stone
Riverside Face LH



1. V1 - (sit start) From a niche move up into the break and traverse along this and up the arête.
2. V1 - (sit start) Start as above but continue straight up trending left. *
3. V4 - (sit start) Again from the niche but straight up trending slightly right is fingery.
4. V5 - From undercuts direct. *
5. V0 - (sit start) The corner.
6. V3 - (sit start) The brilliant hanging arête. **

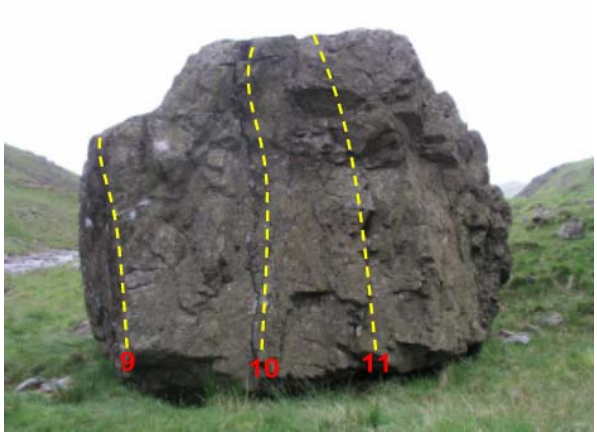


Heron Stone Riverside Face RH

7. Heronesk V7 - (sit start) A powerful crimpy start leads to an easier finish.
8. Riverside Wall V4 - (sit start) Another hard start off a purpose built patio, finish direct.
9. V2 - (sit start) The arête on the left.

Complete Riverside Face Traverse

Ardea Cinera V7 - (sit start) Start at the far left of the Riverside face and traverse the whole face finishing up problem nine. ***

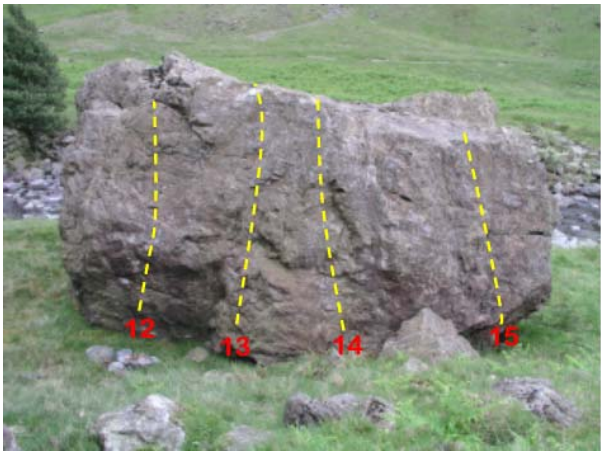


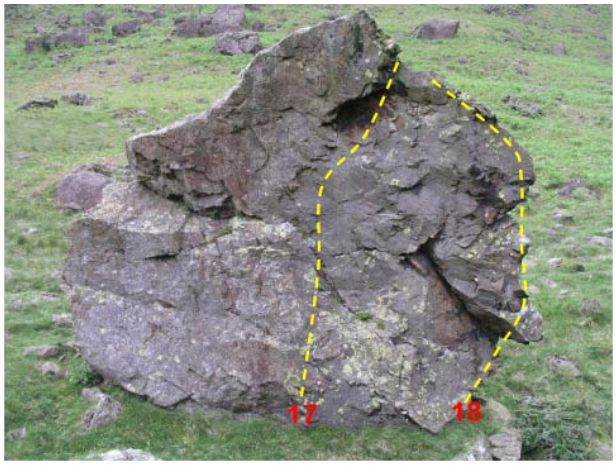
Heron Stone North Face

10. V0 - Face and groove, dirty!
11. V0 - Face and overlap, dirty!

Heron Stone East Face

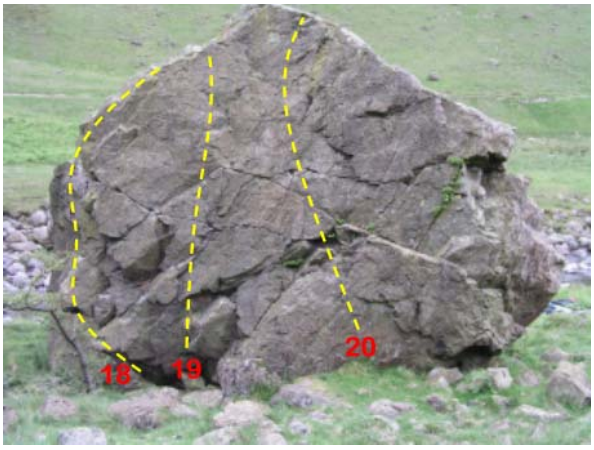
12. V1 - (sit start) From another small patio over come a small bulge and up.
13. V0 - Wall.
14. V0 - Grooved wall.
15. V0 - Slab.





Tombstone West Face

17. Tombstone Wall V1 - The wall direct has a tricky move to finish.
18. Tombstone Hug V3 - (sit start) The prow on the North end of the block is harder than it looks. *

Tombstone East Face

19. V1 - (sit start) A tricky start and an nice finish up the left side of the face.
20. V0 - The easy wall.