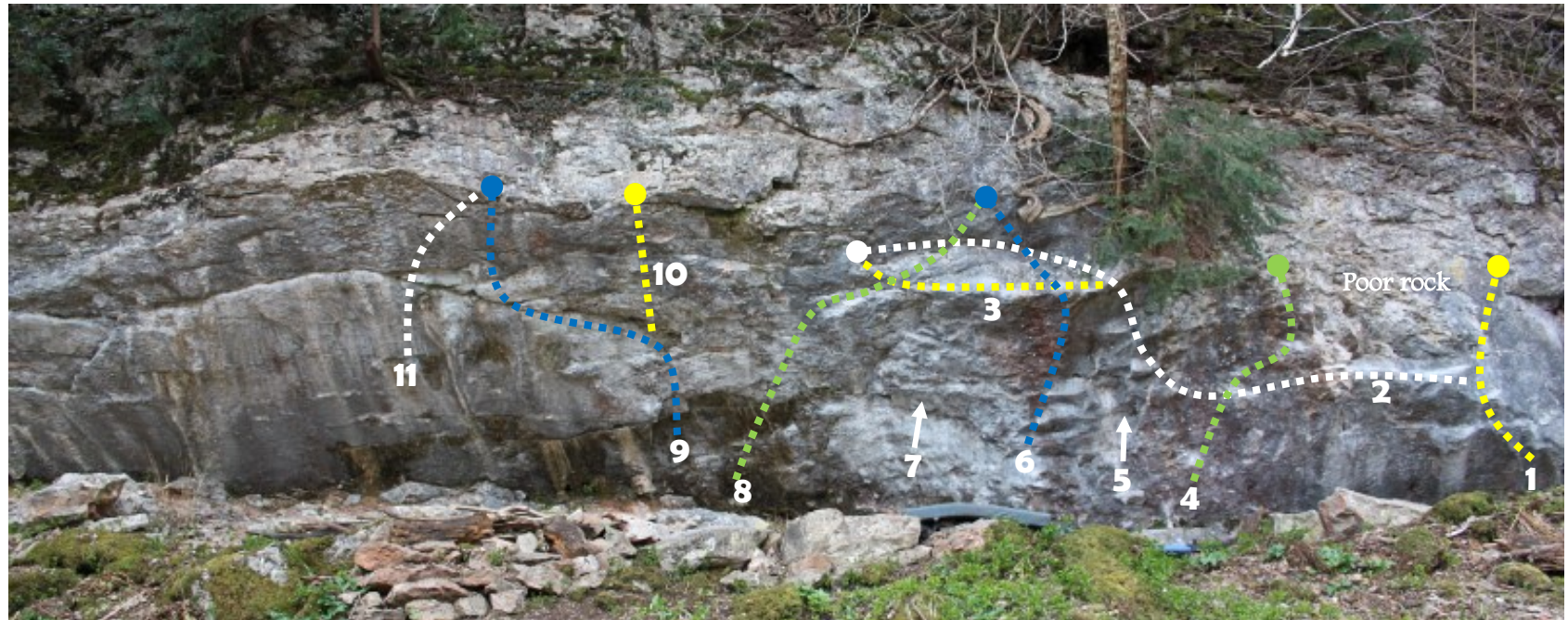


Hell Moss

Situated on the wooded hillside above the road, between Whitherslack and Chapel Head Scar.

Parking: A shallow lay-by/passing place exactly 500m before you reach the turn off for the Chapel Head parking spot. Look out for a green string tied around a telegraph pole at the east end of the lay-by/passing place. The crag is directly above this (70m).

The landings are generally flat but rocky, so at least a couple of pads are required.



1. **Scree Run** (5) SDS Use a low edge and a tilted hold on the rib to gain the sloping ledge. Reach up for a short diagonal crack and use this to make a big reach to a jug directly above.
2. **The Golden Army** (7A) SDS Start as for P1 but continue leftward along the ramp then across a section of wall via big move to gain good holds below an old yew tree. Continue left, using decent edges 50cm above the lip, to a pair of jugs where the lip peters out. *
3. **The Golden Slopes** (7B+) SDS A quality eliminate which climbs P2 to the good holds below the yew, then follows the slopers on the lip only (nothing above or below the lip is in for hands) to the finishing jugs at the end of the lip. *
4. **Cobra Kai** (7B) SDS Another rules based line: use a low pinch and small crimp to gain neighbouring edges. Now veer right to better holds (just left of the ramp) before gaining a sloping side pull and spike pinch which are used to make a long stretch for a good finishing slot. (All handholds on P5 are out as are any potential foot blocks).
5. **Yew & Me** (6A) SDS A good warm up, featuring big holds and big moves to the large holds directly below the old yew tree stump.
6. **Spike** (6C) SDS Another good eliminate - all handholds on P5 are out. From the spike hold and small two finger edge directly above, make a big move straight to the lip (jugs to the right are out) then veer left and up to a hold just left of a dead branch.
7. **Pin Money** (6C/+) SDS Use an undercut and an obvious flat edge to climb to the lip, before trending right to the hold just left of a dead branch. (Any foot blocks are out).
8. **Functional Junkie** (7B/+) SDS Start on a triangular edge (RH) and crimp (LH), pull up into a good LH undercut then a small RH undercut before making a big move to a tilted edge way up and right. Gain the jugs right again, then veer up right to the hold just left of a dead branch. (Any foot blocks are out). *
9. **Hell Boy** (7C+) SDS From a huge undercut pull on and up to good edges. Now follow the obvious line of small holds diagonally leftward to an inverted hand jam. Sort your feet and make a huge move to a good hidden hold over the lip. Top drawer but takes longer than most things to completely dry out. **
10. Project (?) Direct via an undercut. Dodgy space walk potential!
11. Project (?) Use a low side pull and crimp to gain a LH horizontal pinch in the break, then veer slightly right and up to the lip. Hard.