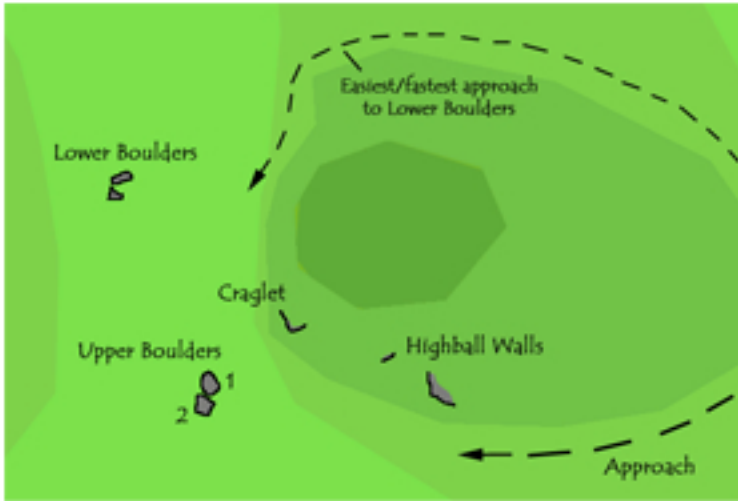


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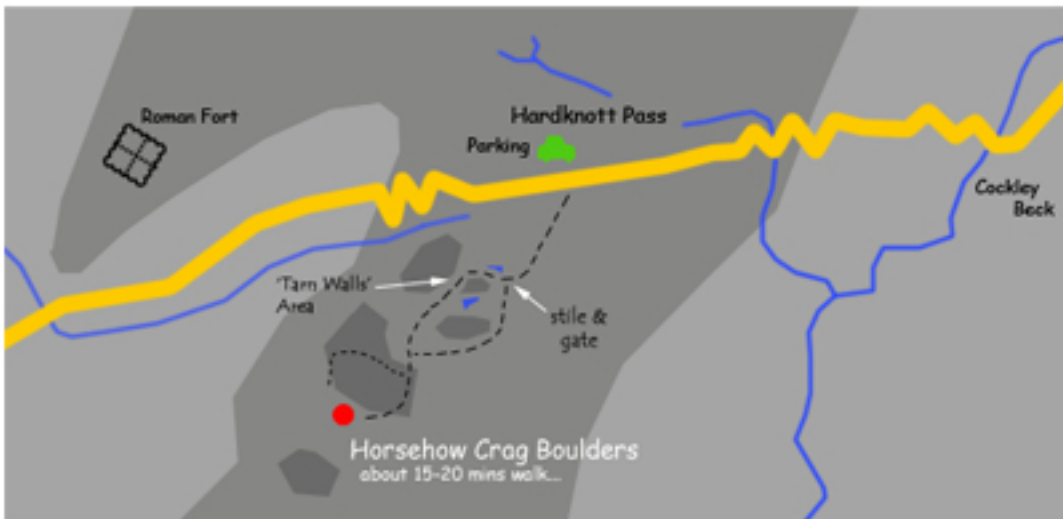
Area map



A small but compact circuit, 15-20 minutes walk southwest of Hardknott Pass.

Most problems are not high and quite a few have good landings, but one or two mats are still useful. Stunning views. A calm day is recommended!

Location map



Hardknott Pass South: Horsehow Crag Boulders



LOWER BOULDERS - a good place to warm up and in a spectacular position.



1. Kite (3/VB) slab, no aretes (feet only - 4/Vo).*
2. Slab 2 (4/Vo) again no aretes (feet only?)*
3. Short and Sharp (6a/V2) sds the triangular overhang.
4. Little Mantel (5/Vo) from sds, mantel direct.
5. Aquiline (6a+/V3) start sitting at the right of the shelf and traverse left, then up the arete.*
6. Focus (6b/V3) sds.*
7. Walk-up Wall (4/Vo) just feet to the top.
8. Raven Wall (4/Vo) (sds - 4+/Vo).*
- 8a. sds extension to R. Wall, without top or P6 or 7 ledges for feet (5/V1).
9. Raven Arete (4/Vo) (sds - 4+/Vo).
10. End Wall (5/V1) no aretes.
11. Acerbus (6a/V2) sds (a little dirty).
12. Cracks & Mantel (4/Vo).
13. Wall & Mantel (4+/Vo).
14. Villa Rustica (5+/V1) sds then climb the arete.
15. Mosaic (6a+/V3) sds, neither arete.



UPPER BOULDERS (1)



16. Platform to Success (7a/V6) sds. Climb a direct line to the top.*
17. Stylus (6b/V3) sds as p16, then go left (finishing via the arete is easier).*
18. Project (?)
19. Project (?)
20. Project (?)



21. Slab Left (4/Vo).
22. Slab Centre (4/Vo) (without the pocket and flat hold: 4+/Vo).
23. Groove (4/Vo).*
24. Slab Right (4/Vo).
25. Hairpin Relief (5+/V1) highball arete climbed on the right.*

UPPER BOULDERS (1) Contin'd...



- Round to the left of the slab:
26. Inner Peace (3+/Vo) sds.
 27. Acute Reggae (7c/V9) sds. Start laying down at the jug then climb through the roof direct, via a tiny crimp to the lip.

UPPER BOULDERS (2)

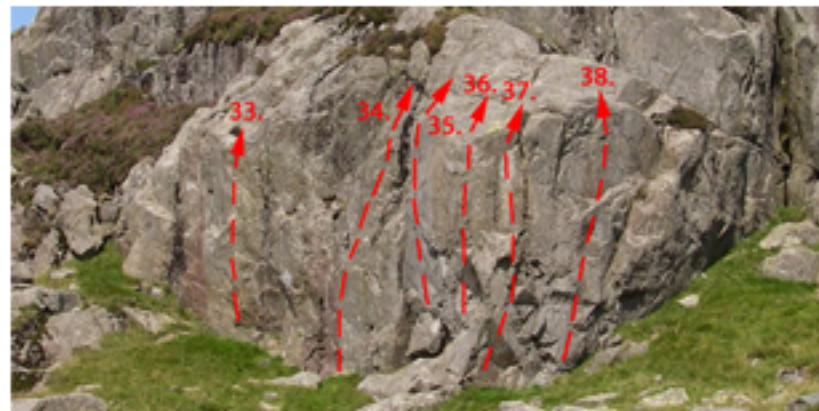


28. The Olympia Academy (7b/V8) sds. Climb the undercut arete excluding the big slabby block on the ground.*



29. Sun Bloc Arete (3/VB) sds.
30. Sun Bloc Wall (3+/Vo) sds (can be climbed on the left, centre or right).
31. Bring a Pad (5+/V1) wall-come-arete from sitting.
- 31a. wall-sans-arete (6a/V2).
32. Pocket Knife (5/V1) sds the leaning blade-like arete (dirty).

CRAGLET



33. Ledges & Cracks (4+/Vo).
34. Long Slab (4/Vo).
35. Project (?)
36. Project (?)
37. Genius Loci (4+/V1) sds.*
38. per Aspera (5/V1) sds.*

Other problems and walls exist around the sector. For example, 'Tarn Walls' area shown on the location map, has a mix of problems and potential, although the overlaps opposite the high walls look like they could maybe come off...