CRAIG Y LONGRIDGE - BOULDERING INFO

APPROACH INFO

The crag is best approached from Longridge itself, by heading northeast from the town centre along the road signed "Jeffrey Hill". Where the road forks, bear right following a sign to the golf course and continue for a further 500m (passing a caravan site on your right). Park in one of a number of lay-bys on the left and enter the crag area via a swing gate opposite the uppermost lay-by.

MAP

ACCESS INFO - PLEASE READ!
The BMC purchased this crag and climbers can now enjoy unhindered access. However, a number of conditions have been agreed with the neighbouring landowner, which must be followed: no music, dogs or climbing before 10am & after sunset. Also, if you need the toilet please go discreetly on the other side of the road - i.e near where you parked.

CLICK FOR BMC LATEST ACCESS UPDATES

MORE INFO
CRAIG Y LONGRIDGE WIKI

PROBLEMS DESCRIBED LEFT TO RIGHT
Problem numbers are painted on the crag, although some are becoming a bit worn.
## TAROT PLANE

<table>
<thead>
<tr>
<th>NO.</th>
<th>PROBLEM NAME</th>
<th>GRD</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Sessions End</td>
<td>V0</td>
<td>Traverse R from the start of the crag to The Race.</td>
</tr>
<tr>
<td>2</td>
<td>Easy</td>
<td>V0-</td>
<td>...peasy.</td>
</tr>
<tr>
<td>3</td>
<td>Peasy</td>
<td>V0-</td>
<td>...easy.</td>
</tr>
<tr>
<td>4</td>
<td>Pudding</td>
<td>V0-</td>
<td>Start at the drill mark to the left of the cave.</td>
</tr>
<tr>
<td>5</td>
<td>Pie</td>
<td>V0-</td>
<td>The right side of the cave.</td>
</tr>
<tr>
<td>6</td>
<td>Gorse Bush</td>
<td>V0-</td>
<td>The wall 1m right.</td>
</tr>
<tr>
<td>7</td>
<td>Absolute Beginners</td>
<td>V0-</td>
<td>Right again is another drill mark.</td>
</tr>
<tr>
<td>8</td>
<td>Bramble Ramble</td>
<td>V0-</td>
<td>Just left of a vertical break.</td>
</tr>
<tr>
<td>9</td>
<td>The Race</td>
<td>V0-</td>
<td>Just right of the vertical break.</td>
</tr>
<tr>
<td>10</td>
<td>Escalator</td>
<td>V0-</td>
<td>3m right is another drill mark.</td>
</tr>
<tr>
<td>11</td>
<td>Snail Trail</td>
<td>V0-</td>
<td>1m right of the drill mark.</td>
</tr>
<tr>
<td>12</td>
<td>Paul Pritchard's Jacket</td>
<td>V0</td>
<td>Faint cracks 1m right.</td>
</tr>
<tr>
<td>13</td>
<td>Stoning A Leper</td>
<td>V0</td>
<td>The left side of the sandy cave.</td>
</tr>
<tr>
<td></td>
<td>Kiss The Razor's Edge</td>
<td>V6</td>
<td>Very low traverse right from Stoning A Leper to Central Ice Fall</td>
</tr>
<tr>
<td>14</td>
<td>Pay The Witch</td>
<td>V2</td>
<td>The right side of the cave and wall above.</td>
</tr>
<tr>
<td>14a</td>
<td>Late Pickings</td>
<td>V1</td>
<td>The slanting crack and arete above.</td>
</tr>
<tr>
<td>15</td>
<td>?</td>
<td>?</td>
<td>A number without a line?</td>
</tr>
<tr>
<td>16</td>
<td>Rifted Victim</td>
<td>V0</td>
<td>Up the blocks and into the groove.</td>
</tr>
<tr>
<td>17</td>
<td>Naked Lunch</td>
<td>V0-</td>
<td></td>
</tr>
<tr>
<td>18</td>
<td>Black Jake</td>
<td>V0</td>
<td>Start below a sandy slot at 2m.</td>
</tr>
<tr>
<td>19</td>
<td>Timothy's Route</td>
<td>V2</td>
<td>1m right, only 5a to touch the top. Might need gardening.</td>
</tr>
<tr>
<td>20</td>
<td>Wobble Bottom</td>
<td>V2</td>
<td>The juggy break and arete above.</td>
</tr>
<tr>
<td>21</td>
<td>7a (AKA Seven A)</td>
<td>V3</td>
<td>Undercut to the top with left or right hand, not actually 7a…</td>
</tr>
<tr>
<td></td>
<td>Bomb Squad</td>
<td>V3</td>
<td>1m right, dynamic move off flat slope to top.</td>
</tr>
<tr>
<td>22</td>
<td>Tarot Plane</td>
<td>V4</td>
<td>Trav' L to the end of the crag. More usually finished at Rifted Victim.</td>
</tr>
<tr>
<td>23</td>
<td>Central Ice Fall Direct</td>
<td>V0</td>
<td>The Juggy Rib.</td>
</tr>
<tr>
<td></td>
<td>Vickers' Eliminate</td>
<td>V8</td>
<td>From big break to LH press, RH slopey edge, big move to highest break, then direct through the headwall via a crimp.</td>
</tr>
</tbody>
</table>
24 **Hitting The Wall**  
V4 Low trav’ R from Central Ice Fall to Pump Til You Jump, Greasy.

25 **Babylon Blitz**  
V0 The wall immediately R. Uses footholds from Central Ice Fall.

26 **Thirty Feet of Pain**  
V5 Start a couple of metres R.

26a **Thirty Feet of Pain SDS**  
V5 Start down to the right on a big edge. More sustained but still V5.

27 **Haardvark**  
V3 A couple of metres R again.

27a **Haardvark SDS**  
V4 Low start down to the right.

28 **Cruel Country**  
V5 Traverse L from Pump to Central Ice Fall using the high break.

29 **Pump Til You Jump**  
V2 Right leaning faint cracks.

30 **Twelve Dreams**  
V6 Low traverse R from Pump to Mad Aardvark.

31 **Still Raining, Still Dreaming**  
V5 The Wall R of Pump.

31a **Still Raining... SDS**  
V6 From a sloping edge down to the right.

32 **Grow Wings**  
V5 From high neighbouring crimps. Starting with your hands lower is V6.

32a **Grow Wings SDS * **  
V8 Brilliant direct on small crimps, starting on a good but greasy edge.

33 **Imitation Arapiles**  
V3 Links the high and low shallow caves.

33a **?**  
V5/6 Straight to the very top break. From RH end of high break make committing moves up to next top break! Highball!

34 **Going Deaf For A Living**  
V4 Trav. L from Mad Aardvark to Pump', moving up into the high break.
35 Mad Aardvarks Tea Party v3 Right leaning crack and jug. Big moves between jugs.
36 Gruts v3 Trav R from Mad Aardvark to Muddy Wobble Block.
37 Pop Tart v4 Direct from the wobbly block.
38 Like A Slug But Sucks v5 Start 1m right.
39 Slug The Thug v2 The wall inbetween 2 faint cracks.
40 Added Incentive v1
41 Added Incentive SDS v2 Start down low to the right.
42 Muddy Wobble Block v0 Not to be confused with the wobbly muddy block of Pop Tart.
43 Mr. Skin v7 Trav R from Muddy Wobble Block to Semen Scream.
44 Waiting In The Wings v2 Thin crumpy wall.
44 Waiting… Low v3 Low start to the original.
45 Muscles In Their Imagination v2 The left side of the cave.
45a Muscles SDS * v6 MITI sitter off undercut and two finger slot. Keeping direct is V7.
46 Were-Aardvark v1 The right side of the cave.
47 Blantly Slimy Slug v0 The crack just right.
48 Company Of Wolves v0 Wall 1m right of the crack.
49 The Howling v1 Start just left of the niche.
50 Dyno Bucket v1 Lay one on for the jug in the crack.
50a Dyno Bucket SDS v3 Sitter into the original.
51 Semen Scream v2 The middle of the cave. The start now needs a jump to a crimp.
51b Project ? The wall left of Smeg City PLUS. From a RH crimp and low undercut.
52 Smeg City v3/4 Jump start. Go direct for the full tick, veering left then right is easier.
52a Smeg City PLUS * v7 A direct standing start to Smeg City. Avoid the ledgy cave out left.
52b Smeg City SDS ? May of have been done but probable project.
53 The Gauntlet * v5 The rightward leaning crack. Hard start.
53a The Gauntlet SDS * v8 Sit start from a low sidepull and small slot. Very good!
53b Gauntlet - Renal Link v9/10 Link The Gauntlet SDS into Renal Failure.
54 Big Marine *  
  V7 Jump to two edges and up. Solid at the grade.

54a Submarine *  
  V10 Big sidepull sloper & poor undercut to pull on and throw for BM start.

54b Super Submarine *  
  V12 Low start off crimps into poor sidepull sloper then as per p54a.

55 Renal Failure *  
  V8/9 Breaks right from the start of Big Marine. 7B+.

55a Renal Failure Low  
  V11 Low start down and right off edge. Dyno into Big Marine start holds.

56 Push To Prolapse *  
  V5 From the niche into crimps and a lurch off and undercut to the top.

56a The Motion Vector  
  V6 The niche avoiding the undercut on Push To Prolapse.

56b The Priory *  
  V9 As for p56 and climb out R via a crimp and finish just left of p57b.

56c The Priory Direct  
  V10 The direct starts on a gaston and crimp. MORPHO!

56d The Priory SDS *  
  V10 From a low side pull & tiny crimp make hard moves R into the stand.

57 Bend Of The Rainbow  
  Baby Go Down  
  V10 From Bend Jug go left into Push to Prolapse. Hard - V10/11.

57b Colon Power  
  V9 From the jug on Bend go up and Left.

57c Pot Of Gold *  
  V11 Use the horizontal slot (finger jam) to gain access to Colon Power.

57a Eat 'Em And Smile  
  Smiling Colon  
  V7/8 Direct just right of the start of Bend. Bit defunct since ground changed.

58 Gaz's Traverse  
  Gaz's Traverse SDS *  
  V8 From the isolated big jug (if you can reach!) trav R to New Stone Age.

58 Rug Thug  
  V3 The crack.

59 In Excess  
  V3 Up veering right via a good sidepull.

59a In Excess SDS *  
  Delta Excess  
  V8/9 Off crimps to a pinchy sidepull then up to start jug of In Excess. 7B+.

59b Excess Force  
  V9 Start up In Excess sitter to jug. Finish up Delta Force.

59c Excess Gaz  
  V9/10 In Excess sit start into Gaz's Traverse.

60a Fertile Delta *  
  V6/7 Big move from pocket to jug followed by hard gaston off sika hold.

60b Fertile Delta SDS *  
  V7/8 SDS to Fertile Delta start to the left at a jug. Rose move to pocket.

60c Delta Force  
  V9 Direct sit to Fertile Delta. Start directly below the pocket. Often wet.

60 Porridge Gun  
  V4 Crimps just R to join the top of Fertile Delta.

Porridge Gun SDS  
  V4 Start up the sitter to Anal Cave-In (61a) linking into Porridge Gun.

61 Anal Cave-In  
  V5 Finish Rightwards.

61a Anal Cave-In SDS  
  V6 From low hand holds and good foothold move up into the stand.

62 Scorched August  
  V3

63 New Stone Age  
  V2 The obvious groove.

Gaz's Colon  
  V11 Reverse Gaz's Traverse into EEAS and on into and up Colon Power.

Blackpool Car Jack  
  V12 Right to left low level trav: New Stone Age to In Excess.  
Keeping below Gaz's Traverse presumably? V11/12.
<table>
<thead>
<tr>
<th>Route</th>
<th>Rating</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unnatural Selection</td>
<td>V7</td>
<td>Mid-level trav - right from New Stone Age to Jacob's Ladder.</td>
</tr>
<tr>
<td>64 Unknown Arete</td>
<td>V0</td>
<td>Climb the arete.</td>
</tr>
<tr>
<td>66a Ping *</td>
<td>V8</td>
<td>Cave to a horizontal edge then to break via 2 small crimps or dyno.</td>
</tr>
<tr>
<td>66 Missing Link</td>
<td>V8</td>
<td>Again to the horizontal edge above the cave then dyno R to a jug.</td>
</tr>
<tr>
<td>66b Chocolate Popsicle *</td>
<td>V7</td>
<td>Decent edges to halfway then use a tiny crimp to gain the break.</td>
</tr>
<tr>
<td>67 Moschops</td>
<td>V3</td>
<td>Wall 1m right.</td>
</tr>
<tr>
<td>68 Ascent Of Man</td>
<td>V2</td>
<td>High trav L along the break from Jacob's Ladder to New Stone Age.</td>
</tr>
<tr>
<td>69 Jacob's Ladder</td>
<td>V2?</td>
<td>The twin cracks. Was V0.</td>
</tr>
<tr>
<td>70 Spah's Daehniks</td>
<td>V3</td>
<td>Tr R on high break from Jacob's to Runaway?</td>
</tr>
<tr>
<td>71 Orifice Of Faecees</td>
<td>V7</td>
<td>Originally V3 this grew in grade when the ground was excavated.</td>
</tr>
<tr>
<td>72 Neolithic Technology</td>
<td>V5</td>
<td>Faint twin cracks. Was V3.</td>
</tr>
<tr>
<td>73 From Ape To Aardvark</td>
<td>V3</td>
<td>Straight up from square cut finger slot</td>
</tr>
<tr>
<td>74 Descent Of Man</td>
<td>V1</td>
<td>Tr L from Runaway to the start of Ascent of Man.</td>
</tr>
<tr>
<td>74 New Traverse</td>
<td>V5</td>
<td>Low tr along thin break from Jacob's to Runaway</td>
</tr>
<tr>
<td>75 Runaway</td>
<td>V0-</td>
<td>Juggy Wall.</td>
</tr>
<tr>
<td>76 And She Was</td>
<td>V0</td>
<td></td>
</tr>
<tr>
<td>77 Some Friend</td>
<td>V0</td>
<td></td>
</tr>
<tr>
<td>78 Thug</td>
<td>V0</td>
<td></td>
</tr>
<tr>
<td>79 Headline</td>
<td>V0</td>
<td></td>
</tr>
<tr>
<td>80 Un-Named</td>
<td>V0</td>
<td></td>
</tr>
</tbody>
</table>
TRAVERSES AND LINKS (SOME OF)

The Traverse of the Gods
Fr8b+ ***
The big traverse: start at one end of the crag, finish at the other.
Normally done L to R, uses the high break between Smeg City and Rug Thug.

Going Down
Fr 8c+ ***
Start at the Right end of the crag finish at the Left, no high break. Hard.

Halfway
Fr7c+ **
From the left hand end of the crag to the wobbly block of Pop Tart.

Middle Bit
Fr 7c **
From the wobbly block of Pop Tart to the high break above Smeg City.
Essentially Mr Skin plus a bit either side.

Middle Bit +
Fr 7c+ **
Reverse Going Deaf For A Living into the above for an extra bit of pump.

End Bit
Fr 7b+(?) **
Bend Of The Rainbow to the end of the crag via Ascent Of Man and Descent Of Man.

End Bit Low
Fr 7c**
Bend of The Rainbow to the end of the crag via Low Life.

Start to high break.
Fr8a+ **
From the left end of the crag to the high break above Smeg City.

Middle Third
Fr8a **
Start at Central Ice Fall Direct finish at the high break above Smeg City.

Second Fifth
Fr7b *
Start at Central Ice Fall Direct finish at the wobbly block of Pop Tart.

Full Circle - V9ish (Fr 8a) - This links Gaz's traverse into the end of Bend Of The Rainbow,
then reverses Bend to the starting jug of Gaz's traverse.

Bend Of The Rainbow Free - V8+ish (Fr 7c) - Pot Of Gold Start into BOTR.
(Has been an aid start since ground lowered)

Bend Of The Rainbow Free into Lowlife Traverse - Fr8a