

Rakerigg Crag

Aspect

A number of years ago - before bouldering was particularly prevalent - this crag was utilized in a novel way. Some climbers manufactured/improved holds out of some sort of resin, replicating the crux's of hard trad projects of the time. In its modern state many of the resin holds have deteriorated of their own regard or been removed intentionally so climbers could send the relevant line on the original natural holds. A number of the lines (as far as we know) have yet to be re-climbed since the demise of all or some of the manufactured holds, with the line marked as problem 7 on the topo being the most obvious example of this.

The crag is around three times as long as the section represented in the topo, with most of the face having an excellent grassy landing. There are plenty of decent lines, obvious eliminates, and traverses not listed here. If you do anything particularly good let us know...

Approach

Park in one of two small lay-bys (either side of a cattle grid) at the apex of the pass linking the far end of Great Langdale valley with Little Langdale. From here, facing southwest, walk up the grassy slope flanking the northwest side of a dry stone wall. After around 200m the wall/fence reaches and butts up against a crag, this is Rakerigg Crag. Go over the fence (not damaging it or the wall!) and the main face of the crag becomes instantly apparent to your right. The first clean line with a good landing is problem 1.

- 1) ♦ **The Rib** (6c+/V5) The left trending vague rib. I can't remember if the sitter has been done but if it has I think it's in the mid-7's.
- 2) ♦ **Undercuts RH** (7a/V6) From a wide undercut system at head height, pull up then kick right to finish at a square-cut pocket. *
- 3) ♦ **Undercuts LH** (7a+/V7) Start as above but trend left rather than right to finish at a higher obvious point. **
- 3a) ♦ **Undercuts Assis** (7b+/V8) A central sit down start linking into to either of the previous problems. This has loads of holds but is still perplexingly awkward.
- 4) ♦ **The Overlap** (7b/V8) SDS Essentially two hard moves to reach the "M-shaped" jug, followed by a romp to jugs above the overlap. The stand up is 4/V0.
- 5) ♦ **The Rib 2** (6b/V3) The slightly mucky rib to a high finish at the top of p3. If started from the sitter of p4 this is 7b/V8 too.
- 6) ♦ **Hyper Kinetic** (7c/V9) SDS Board climbing enthusiasts will love this one. Start on undercuts with a blocky ledge for feet and climb direct on small holds, to finish at a large pocket in the high horizontal crack. **
- 7) ♦ (?) The aforementioned obvious project on thin crimps and poor footholds, aiming for a manufactured pocket - if the resin holds - and the break above.

Image below: *Hyper Kinetic* 7c/V9.

