



Fairy Steps - The Shuck's Lair (Grid Ref. 482 796)

An excellent buttress of limestone located in Longtail Wood with a high concentration of good quality Font77's. Best approached from the Storth end of the narrow road connecting Storth and Beetham.

Access: As with the entire Lower Tier of Fairy Steps the Shuck's Lair is technically on private land. So far climbing here hasn't caused any major problems, however if you are asked to leave please do so politely.

Approach: Park in a small lay-by at the end of narrow road - Throughs Lane. Cross the road and walk east (away from Storth) toward an obvious field which flanks the road. There is a gap in the wall to access a footpath which in turn follows the westerly edge of the field to enter woodland, via a gate and stile, at its southern tip. A few metres after entering the wood a gate appears to the left displaying a "No Entry" sign. Climb over the low wall to the right - without damaging the wall - and follow a track below the broken crag-line east for a 100m to a wire pen. Skirt around the northern rim of the pen for a further 50m to where the buttress appears to the left.

This crag is on SSSI (Site of Special Scientific Interest) land, as such respect the area and keep noise to a minimum.

- 1) ♦ **Doodah Day** (6B/V3) SDS From a pointy flat hold climb the bulge and crack direct to a decent if slightly mucky hold without the use of any of the holds on p2.
- 2) ♦ **Hell Hound** (6C+/V5) SDS From the big flatty climb direct to slight ledge. *
- 3) ♦ **The Cappel** (7B+/V8) SDS From a big flatty under the lip move up and right, then follow the lip to the crack and up to a good hold immediately left of the tree. Sustained but excellent. ***
- 4) ♦ **The Slope-a-Dope** (7A/V6) SDS Climb p2 to the vague break and follow this rightward on cool sloping holds to a final slap to a good in the broken depression. *
5. Project - From a poor undercut and edge in the roof make a hard move to a slopy hold, continue as for p5a.
- 5a) ♦ **Hare Devil** (6C/V4) From a hanging start on parallel slopers; campus up and right to a good hold and then finish direct.
- 6) ♦ **The Bogle Realm** (7A+/V7) SDS Use a small diagonal edge on the lip and pointy edged slot to campus up to a shallow LH slot, continue via easier moves and a great sloper to a jug below a slight depression.
- 7) ♦ **Brane World** (7C+/V10) SDS The central crack is started from a matched position on a side-cut hold near the back of the roof (just before the rock deteriorates), then direct to the hold left of the tree. **
- 7a) ♦ **Eye of the Storm** (8A/V11) SDS Climb *Brane World* to the lip and follow it leftward to the end of the crag finishing up *Doodah Day*. *
- 8) ♦ **React Dat Booty** (7B/V8) (crouch start) Use two crimps above the lip to pull up; now throw your right heel onto a smeary edge and continue up via some tenuous moves to slopers in the break then up and left to the high jug left of the tree. *
- 9) ♦ **Casimir Effect** (7B/V8) SDS Start on holds just above the lip, pull on and campus up for a dish-like edge, now get a heel on the starting RH hold and slap up and left for an open-hand crimp, continue up and left to the good hold left of the tree - the juggy groove to the right is off limits. *
- 9a) ♦ (7B/V8) SDS A direct version of *Casimir Effect* finishing at a less good jug directly below the tree.
- 10) ♦ **Alkaline Jazz** (7B/V8) SDS A great problem starting on a jug to the right of the buttress. Traverse left on ever worsening hand holds to sloping edges right of the crack and make a tricky move up to the jug left of the tree. 10a) A short extension is possible making for a slightly more sustained problem. *
- 11) ♦ (5/V1) SDS A short problem from an uneven edge and slot with a nice move.
- 12) ♦ **Credo** (8A+/V12) SDS Follow *The Cappel* to the central crack line, then continue right along the lip before reaching up to a hold in the break directly above the start of p10 (top of the groove). The only proviso is that you use no holds in or above the central break line, i.e. nothing above the "X" hold marked on the topo.
- 13) ♦ **The Doom Gaze** (7C/V9) SDS Start as per p6 then follow the lip left to finish up p1.

