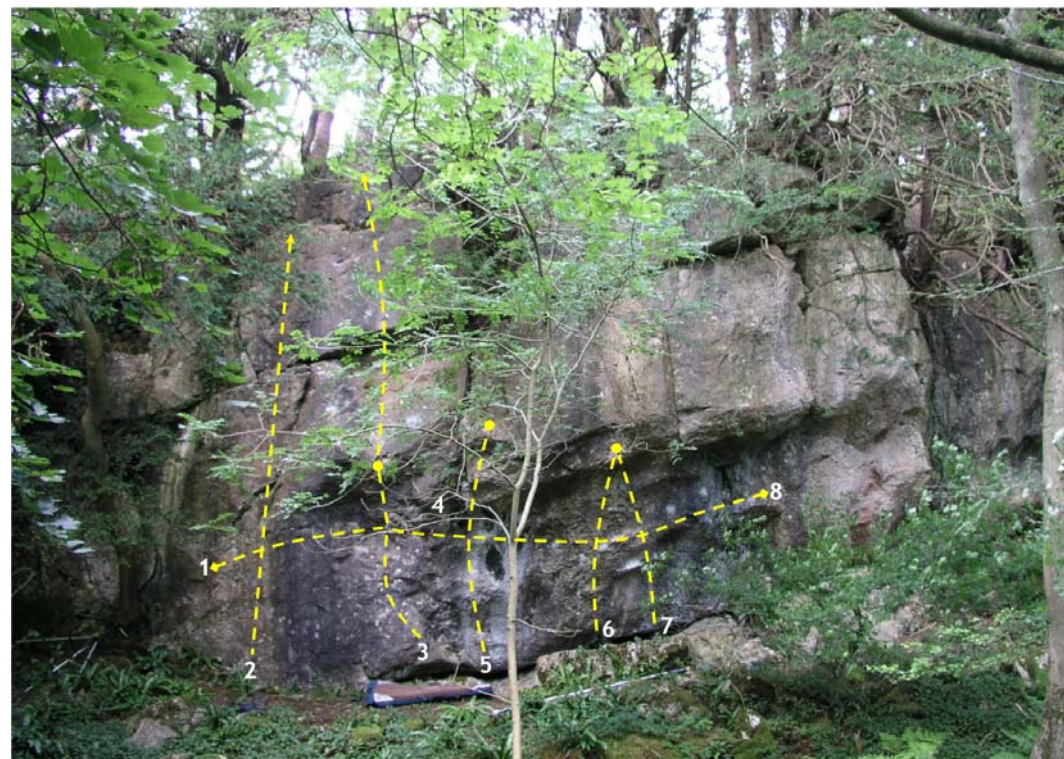
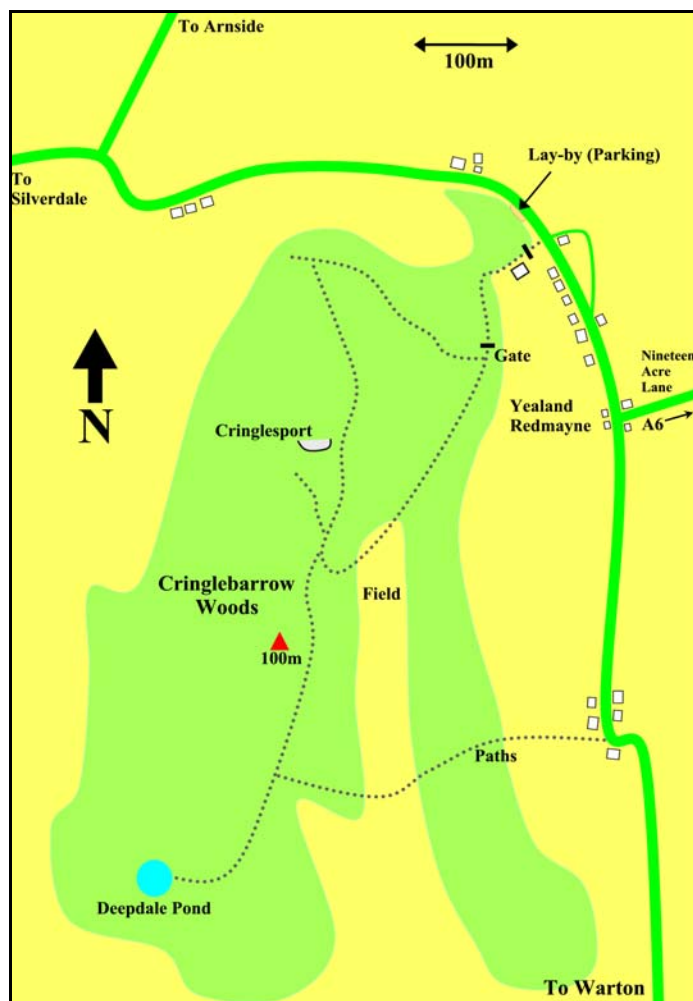


Cringlebarrow (AKA Cringlesport)

Located on a small wooded hill above the hamlet of Yealand Redmayne, just off the A6, is a compact buttress of clean solid limestone containing around 8 short sport routes and 9 boulder problems. What the crag lacks in quantity it makes up for in situation and rock quality.

Approach: Approximately 5km north of Carnforth leave the A6 at a left turn to follow Nineteen Acre Lane. Carry on along NAL to its termination at a t-junction on a bend. Turn right and continue for around 450m to a grassy lay-by on the left, park here. Backtrack on foot to a gate and subsequent public footpath signed to Cringlebarrow. Refer to the map below for the final approach details.



The Problems - Described left to right.

1. Curtain Call (8a) - From good holds at the base of the diagonal crack/flake traverse the crag left to right finishing on two edges marked with blue dots below an undercut crack. Finishing up the crack is slightly more satisfying, although highball and a fair bit harder. *
2. Interferon (5) - The diagonal crack/flake-line direct to a ledge, drop off here or continue up much easier climbing to top out.
3. Discohesion SDS (7b) Use a decent tilted crimp (RH) and a low slopey pinch to make hard moves off the ground to gain a good diagonal edge. Continue over the slight bulge via a tenuous moves to a break and easier climbing above the overlap. The stand up is 6c+/7a. Highball! *
4. Revenant (7b) SDS Start as per P5, once pulled up traverse right to finish on two edges marked with blue dots below an undercut crack on the far right. *
5. Silent Verbiage SDS (6a+) Make a tricky move off the ground to good holds and on to a blind reach to a small ledge above the bulging overlap.
6. Fullgore (6c+) SDS From a decent side-pull haul off the ground and gain an even better side-pull, now climb direct to an obvious thread.
7. Ichabod Spooklemaus (7b) SDS From undercuts make a hard move to a crimp and direct to the thread. Both side-pulls out left are considered out-of-bounds. *
8. Brane Damage (7c/+) Start on two holds marked with dots on the right of the crag. Traverse leftward into and up *Discohesion*. Highball! *
9. Tweak (6b) - The small detached block set forward to the left of the main crag hosts one problem: Pull on via a mono and climb direct, the crack to the left is out-of-bounds.