LEFT HAND WALL

1) DAVES CRACK 5c/f6b

The crack to the finger ledge, then right along this and finish. So called because he used this to peek at the edge on problem 2.

FA. DB/2nd SOC

The wall to the left of DAVES CRACK has now been cleared of inedible green things. Lots of problems here at fun - 6a. The traverse (8) can also be started here at 6a/b. FA. Me and some spiders.

2) INITIATION 6c/f7b

The steep balancy wall direct. Gain the awkward'ish edge, stand on this while your hand is still on it(?) and go for the next and the top.

FA. SOC/2nd.DB

3) KETTLE WHO? 6b/f6c

Sit on sloping block and climb the arete direct and airily. FA. SOC/2ndDB



4) D.N.A. 7a/f7c

The scary hanging block direct, with a peg in the top. At the moment this goes at 6c until I repair THE CHIPPED JUG of a hold once a poor and worrying finger smear. If the GOD OF ALL CANKER WORMS responsible is reading this, then this is all you are. To this I would add, learn humility. Anyway, soon to be sorted, will again be brilliant and devious. FA SOC/2nd DB

5) THE WELLKETTLE DYNO

Fingers on the dink and go footless for the top. Grades? Ever done L'aerodynamite at Font or campus board with no edges? 6c to impossible seems fair. Very frustrating...Do it in old school Y-fronts and it's comedy grade 7

FA. SOC/AS

MIDDLE SECTOR

6) SLOBBER SLAB 3c/fun. Clown grades 1-7 available for comic ascents. The slab, anyway you want, one arm, no arms, blindfold, paraletic blah blah...Kids love it. FA. Dillon aged 6/2nd 'wobbling like a baddie'SOC

CRACKERETTE A BURGER FINGER 5c/f6b (Apparently E1 if you lead it...Mad what some will do!)

The arete and crackline betwix the smeg. The slab is completely illegal. Awkward fingery bouldering that tends to throw you off left, hence the name....?!? FA. SOC/2nd?

8) BREWING UP 5b/f6a

The main traverse crossing high into 9. For a harder bit go low into the hanging blocks of 9, 6b'ish. Finish on obvious pedestal.

FA. SOC/2nd PK.

9) MISTRAL 5b/f6a

Left foot on small wobbly block, go up through hanging blocks and arete to finish. Smart! FA. SOC/2nd DB

Between 7 and 9 is the UNWELLKETTLE 5b/c. Clamber anywhere on smeg for the top. The flake and undercut flake is good and stronger than it looks. FA. Boris Karlof?

10) TWO MOVE ARETE 5b/c. fun.

A ridiculously small problem normally done in one move. Feet on the back wall and edge to the top. Quality.

FA.SOC/2nd. PK.

11) SI'S ROUTE 6b/f7a

Hang the finger ledge, feet on back wall. Go up for a sharp finger crack and the top. Use the block on the right and it's CHEATING PANSY 4b. There is a variation at 6c on here. FA. SOC/2nd. DB

On the right side of 11 there is a crafty eliminate. LEFTISM 6a/f6c.

Hands on L,1 and 2, swap to L 3 and 4, feet on smears, then a big overhead left to L5.

FA. LW/2nd. SOC

12) TINY ROOF 5c/f6b fun.

Go right from corner, find the finger crack and pull through. A three move thang. FA. SOC/2nd?

 KETTLE WHAT? 4a/fun The easy arete direct.

14) KETTLE AHOY! 5c/fun

To the left of the arete. Feet on smears, hands in horizontal. Now go straight to the top like a spring. FA. SOC/2nd?

15) Is an oft wet rising, left from the arete at about 4b and only for those who enjoy skidding about on wet slime.

FA. Various frogs and lizards.

16) THE BAT 4b/fun

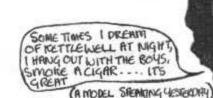
The superb black wall. Go up the centre directly and easily to find the mother of all holds waiting on top. Then do it with one hand.

FA. SOC/2nd. LW

17) TIN KETTLE TRIP 6a/f6c

Traverse on dinks from L to R and finish as for 16.

FA. LW/2nd. SOC



RIGHT HAND WALL

18) KETTLE WHERE? 5c/f6b

The direct of 20. From the block go up on dinks to finish.

FA. SOC/2nd. DB

 Just to the left of 18 there's a ledge with a large crack behind, this is THE GAS KETTLE. 5c/f6b. Hang the lip, feet on the back wall and go for the crack. Follow this to the top, treading on turfy moments.

FA. SOC/2nd PK. There are various problems to be found along this ledge at fun grades.

20) ELECTRIC KETTLE 6c/f7b

Start as for 21. Now go left to share edge and grunt through roof to get a way high square edge and finish. Try to enjoy the pain. A cunning problem.

FA. SOC/2nd. DB

21) YOGHURT POWER 6b/f7a

From a cleaned unfriendly slot in the back of the roof go for miles away good edge and way high crimp, hold this and pull through to easy moves above. Not hard, but a good reach helps along with the ability to do the splits and one arm pull-ups at the same time. Smart! FA. SOC/2nd. DB

22) A FINAL HIT / CHOOSE LIFE 6c/f7b

Traverse R to L and finish as for 18. Sorry, no feet, except of course on the start and finish walls. No using any of those tempting boulders either. Way illegal! It's way fingery stamina fest and sometimes it hurts a bit.

FA. SOC/2nd?

THE HIGH TRAVERSE 5b/fun

Start as for 22 but go higher and R to L, feet and hands on whatever and finish into 18, or it's a footpath for the aged.

FA. Me, with nothing better to do.

THE STAGE (eliminate wall)

As with all walls of this nature, there is more to explore than has been mentioned here, so, as ever, enjoy! Here are a few obvious jaunts, all with soft green stuff to land on.

24) DURTY CRAIC 4c/sort of fun

Hands in the crack. Scramble to the top, nothing else. FA. Gollum??

25) AS TIME GOES PIE 5b/f6a/fun

From the pedestal on the R, traverse L and high to 24 and then reverse back to the ped to finish 14mtrs FA.SOC/2nd?

26) DARK AND LONG (low traverse on dinks) 6b'ish/f6c'ish From the ped, go L then R on dinks 14mtrs

FA. SOC/2nd?

Some Punters... . CHRIS HARDWICK & LAN WATHING TRY, TRYING INTHIER weeks long siege of A 68

(TWAS A GIGGLE) CHRIS IS THE ONE TRUING

to steal the pie lan always keeps in HIS CHALKBAG LAN HAS SOME NEW SHINY NUTS & CLIMES ABIT

27) DARK TRAIN MIX 5c/f6b As above, but this time on biggies! FA. SOC/2nd?

28) FAITHLESS 6b/f7a Holds marked A lead to satisfaction. Tricky. FA. SOC/2nd?

29) LAN'S PROBLEM 5b/f6a Some nice moves on holds marked L float you to the top. FA. LW/2nd. SOC

30) PIE IN MY SHOE 5c/f6b Hop for P,1, then 2, then 3 to finish. Then try it with one hand. FA. SOC/2nd?

31) REACH FOR THE PIE 6c/f7b Get the nasty rounded pinch via a dink under the lip low down (dink, Z,1 pinch Z2), then hit the top of the wall with the RH by way of a dyno or worrying reach. Smart! FA. SOC/2nd?

32) PIE'OMETRICS 5c/f6b Get into a topout situation using B holds. The 2nd is a dink finger flake, the 3rd a small edge. FA. SOC/2nd?

PIES JUST WANNA HAVE FUN...is now a completed desperado.

Awesome dynamics occasionaly find the top. Holds are marked K.M.X. and the beast awaits a repeat. Grades? Scare factor 7, injury factor 10 and leapomèter in the red. 7a/f7c seems fair.

FA. SOC/2nd? Maybe God could repeat it. Sorry, I meant Hatrick Edgeclinger.

SHY SECTOR

TAKE FOOD LIKE MEDICINE 6c/font 7b

Indian rubber men who do weights need only apply. Using holds marked H1-5 for hands and foot things marked F13 make a bid for the top and happier times. Quality. Bonus points for not using F2 await aliens.

FA. SOC/2nd?

Just R of 1, there is an obvious layaway that goes at about 4b. Fun.

2) PIE HARD 6a/f6b

Both hands undercut P,1, then a high LH on P2 (small edge) and step through the overlap and go to the top. FA. SOC/2nd?

TREFOOD LIKE MEDICINE'

6C SHORT BUT A BELTER.

3) COLIN'S CRACK 5c/f6a

The central crack direct and a step through the overlap. Top out or use the descendelator (company grade 5). This is a good toy. Don't break it.

The central crack direct and a step through the overlap. Top out or use the descendelat (comedy grade 5). This is a good toy. Don't break it. FA. CB/2nd. SOC

- Project. A footless traverse may be possible from L to R.
- Project. Still a tad loose but should be fun when cleaned.
- 6) Project. Same
- The easy descent for those who couldn't help topping out. Watch out for loose bits.

DIRECTIONS: From the Windermere Rd, entering Kendal, turn right into Queens Rd (left if leaving town), find the veggi guesthouse sign and a sharp uphill right. Park here (it is considered impolite to shout "roast beef" at the punters), or continue up lane to chancy parking and locked gate. Follow with views, the stone walling to a tree line and the crag.



