

# CRAIG Y LONGRIDGE - BOULDERING INFO

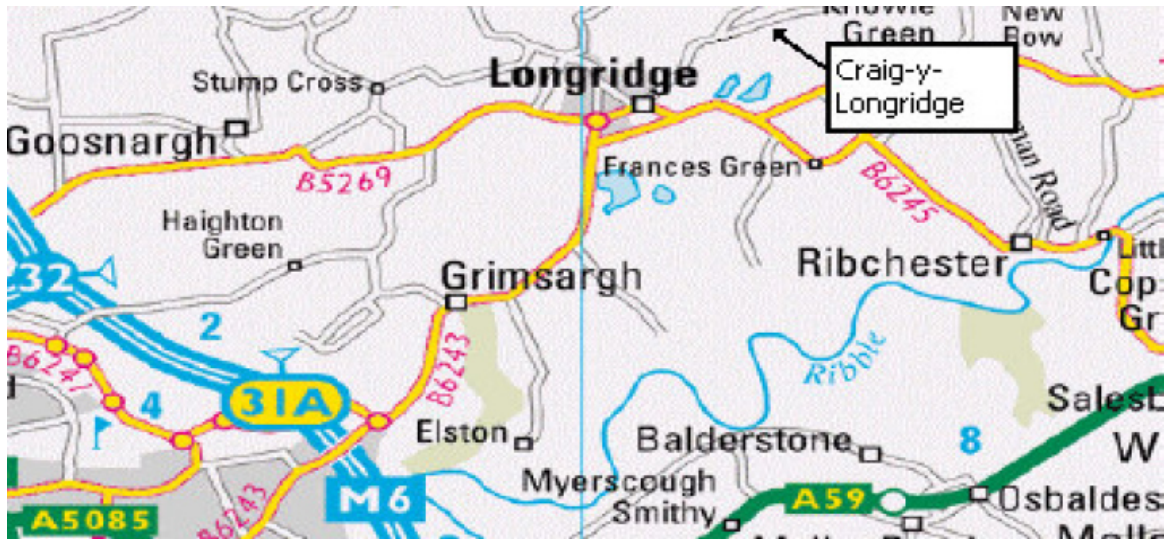
## APPROACH INFO

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 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

[GOOGLE MAP - CLICK HERE](#)



## 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



NO.	PROBLEM NAME	GRD	DESCRIPTION
1	Sessions End	V0	Traverse R from the start of the crag to The Race.
2	Easy	V0-	...peasy.
3	Peasy	V0-	...easy.
4	Pudding	V0-	Start at the drill mark to the left of the cave.
5	Pie	V0-	The right side of the cave.
6	Gorse Bush	V0-	The wall 1m right.
7	Absolute Beginners	V0-	Right again is another drill mark.
8	Bramble Ramble	V0-	Just left of a vertical break.
9	The Race	V0-	Just right of the vertical break.
10	Escalator	V0-	3m right is another drill mark.
11	Snail Trail	V0-	1m right of the drill mark
12	Paul Pritchard's Jacket	V0	Faint cracks 1m right.
13	Stoning A Leper	V0	The left side of the sandy cave.
	Kiss The Razor's Edge	V6	Very low traverse right from Stoning A Leper to Central Ice Fall
14	Pay The Witch	V2	The right side of the cave and wall above.
14a	Late Pickings	V1	The slanting crack and arete above.
15	?	?	A number without a line?
16	Rifted Victim	V0	Up the blocks and into the groove.
17	Naked Lunch	V0-	
18	Black Jake	V0	Start below a sandy slot at 2m.
19	Timothy's Route	V2	1m right, only 5a to touch the top. Might need gardening.
20	Wobble Bottom	V2	The juggy break and arete above
21	7a (AKA Seven A)	V3	Undercut to the top with left or right hand, not actually 7a...
	Bomb Squad	V3	1m right, dynamic move off flat slope to top.
22	Tarot Plane	V4	Trav' L to the end of the crag. More usually finished at Rifted Victim.
23	Central Ice Fall Direct	V0	The Juggy Rib.
	Vickers' Eliminate	V8	From big break to LH press, RH slopey edge, big move to highest break, then direct through the headwall via a crimp.
	(AKA: 'Vickers' V9 Thing')		

## PUMP TIL YOU JUMP



- |   |  |
|---|--|
| <b>24 Hitting The Wall</b>              | V4 Low trav' R from Central Ice Fall to Pump Til You Jump, Greasy.   |
| <b>25 Babylon Blitz</b>                 | V0 The wall immediately R. Uses footholds from Central Ice Fall.   |
| <b>26 Thirty Feet of Pain</b>           | V5 Start a couple of metres R.   |
| <b>26a Thirty Feet of Pain SDS</b>      | V5 Start down to the right on a big edge. More sustained but still V5.   |
| <b>27 Haardvark</b>                     | V3 A couple of metres R again.   |
| <b>27a Haardvark SDS</b>                | V4 Low start down to the right.  |
| <b>28 Cruel Country</b>                 | V5 Traverse L from Pump to Central Ice Fall using the high break.  |
| <b>29 Pump Til You Jump</b>             | V2 Right leaning faint cracks.   |
| <b>30 Twelve Dreams</b>                 | V6 Low traverse R from Pump to Mad Aardvark.   |
| <b>31 Still Raining, Still Dreaming</b> | V5 The Wall R of Pump.   |
| <b>31a Stil Raining... SDS</b>          | V6 From a sloping edge down to the right.  |
| <b>32 Grow Wings</b>                    | V5 From high neighbouring crimps. Starting with your hands lower is V6.  |
| <b>32a Grow Wings SDS *</b>             | V8 Brilliant direct on small crimps, starting on a good but greasy edge.   |
| <b>33 Imitation Arapiles</b>            | V3 Links the high and low shallow caves.   |
| <b>33a ?</b>                            | V5/6 Straight to the very top break. From RH end of high break make committing moves up to next top break! Highball! |
| <b>34 Going Deaf For A Living</b>       | V4 Trav. L from Mad Aardvark to Pump', moving up into the high break.  |

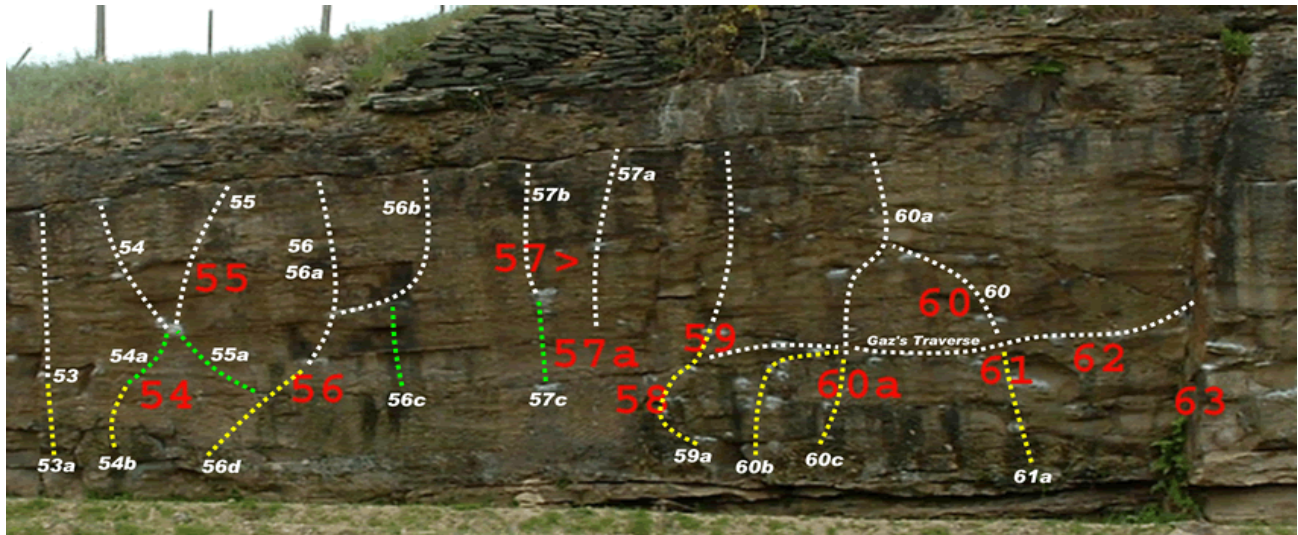


## MR SKIN



- |  |  |
|--|--|
| <b>35</b> Mad Aardvarks Tea Party      | V3 Right leaning crack and jug. Big moves between jugs.                          |
| <b>36</b> Gruts                        | V3 Trav R from Mad Aardvark to Muddy Wobble Block.                               |
| <b>37</b> Pop Tart                     | V4 Direct from the wobbly block.   |
| <b>38</b> Like A Slug But Sucks        | V5 Start 1m right.   |
| <b>40</b> Slug The Thug                | V2 The wall inbetween 2 faint cracks.  |
| <b>41</b> Added Incentive              | V1   |
| <b>41a</b> Added Incentive SDS         | V2 Start down low to the right.  |
| <b>42</b> Muddy Wobble Block           | V0 Not to be confused with the wobbly muddy block of Pop Tart.                   |
| <b>43</b> Mr. Skin                     | V7 Trav R from Muddy Wobble Block to Semen Scream.                               |
| <b>44</b> Waiting In The Wings         | V2 Thin crimpy wall.   |
| <b>44</b> Waiting... Low               | V3 Low start to the original.  |
| <b>45</b> Muscles In Their Imagination | V2 The left side of the cave.  |
| <b>45a</b> Muscles SDS *               | V6 MITI sitter off undercut and two finger slot. Keeping direct is V7.           |
| <b>46</b> Were-Aardvark                | V1 The right side of the cave.   |
| <b>47</b> Blatantly Slimy Slug         | V0 The crack just right.   |
| <b>48</b> Company Of Wolves            | V0 Wall 1m right of the crack.   |
| <b>49</b> The Howling                  | V1 Start just left of the niche.   |
| <b>50</b> Dyno Bucket                  | V1 Lay one on for the jug in the crack.  |
| <b>50a</b> Dyno Bucket SDS             | V3 Sitter into the original.   |
| <b>51</b> Semen Scream                 | V2 The middle of the cave. The start now needs a jump to a crimp.                |
| <b>51b</b> Project                     | ? The wall left of Smeg City PLUS. From a RH crimp and low undercut.             |
| <b>52</b> Smeg City                    | V3/4 Jump start. Go direct for the full tick, veering left then right is easier. |
| <b>52a</b> Smeg City PLUS *            | V7 A direct standing start to Smeg City. Avoid the ledgy cave out left.          |
| <b>52b</b> Smeg City SDS               | ? May of have been done but probable project.                                    |
| <b>53</b> The Gauntlet *               | V5 The rightward leaning crack. Hard start.                                      |
| <b>53a</b> The Gauntlet SDS *          | V8 Sit start from a low sidepull and small slot. Very good!                      |
| <b>53b</b> Gauntlet - Renal Link       | V9/10 Link The Gauntlet SDS into Renal Failure.                                  |

## BIG MARINE - BEND OF THE RAINBOW



**54 Big Marine \***

**54a Submarine \***

**54b Super Submarine \***

**55 Renal Failure \***

**55a Renal Failure Low**

**56 Push To Prolapse \***

**56a The Motion Vector**

**56b The Priory \***

**56c The Priory Direct**

**56d The Priory SDS \***

**57 Bend Of The Rainbow  
Baby Go Down**

**57b Colon Power**

**57c Pot of Gold \***

**57a Eat 'Em And Smile  
Smiling Colon**

**58 Gaz's Traverse  
Gaz's Traverse SDS \***

**58 Rug Thug**

**59 In Excess**

**59a In Excess SDS \*  
Delta Excess**

**59b Excess Force**

**59c Excess Gaz**

**60a Fertile Delta \***

**60b Fertile Delta SDS \***

**60c Delta Force**

**60 Porridge Gun  
Porridge Gun SDS**

**61 Anal Cave-In**

**61a Anal Cave-In SDS**

**62 Scorched August**

**63 New Stone Age  
Gaz's Colon  
Blackpool Car Jack**

V7 Jump to two edges and up. Solid at the grade.

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

V12 Low start off crimps into poor sidepull sloper then as per p54a.

V8/9 Breaks right from the start of Big Marine. 7B+.

V11 Low start down and right off edge. Dyno into Big Marine start holds.

V5 From the niche into crimps and a lurch off and undercut to the top.

V6 The niche avoiding the undercut on Push To Prolapse.

V9 As for p56 and climb out R via a crimp and finish just left of p57b.

V10 The direct starts on a gaston and crimp. MORPHO!

V10 From a low side pull & tiny crimp make hard moves R into the stand.

V6 From the isolated big jug (if you can reach!) trav R to New Stone Age.

V10 From Bend Jug go left into Push to Prolapse. Hard - V10/11.

V9 From the jug on Bend go up and Left.

V11 Use the horizontal slot (finger jam) to gain access to Colon Power.

V7? Direct just right of the start of Bend. Bit defunct since ground changed.

V10 EEAS into Colon Power via BOTR jug.

V8 Low trav from Rug Thug to New Stone Age.

V8 Start sitting as for Delta Force LH linking into Gaz's Traverse.

V3 The crack.

V3 Up veering right via a good sidepull.

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

V5 Climb Delta Force LH into In Excess.

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

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

V6/7 Big move from pocket to jug followed by hard gaston off sika hold.

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

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

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

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

V5 Finish Rightwards.

V6 From low hand holds and good foothold move up into the stand.

V3

V2 The obvious groove.

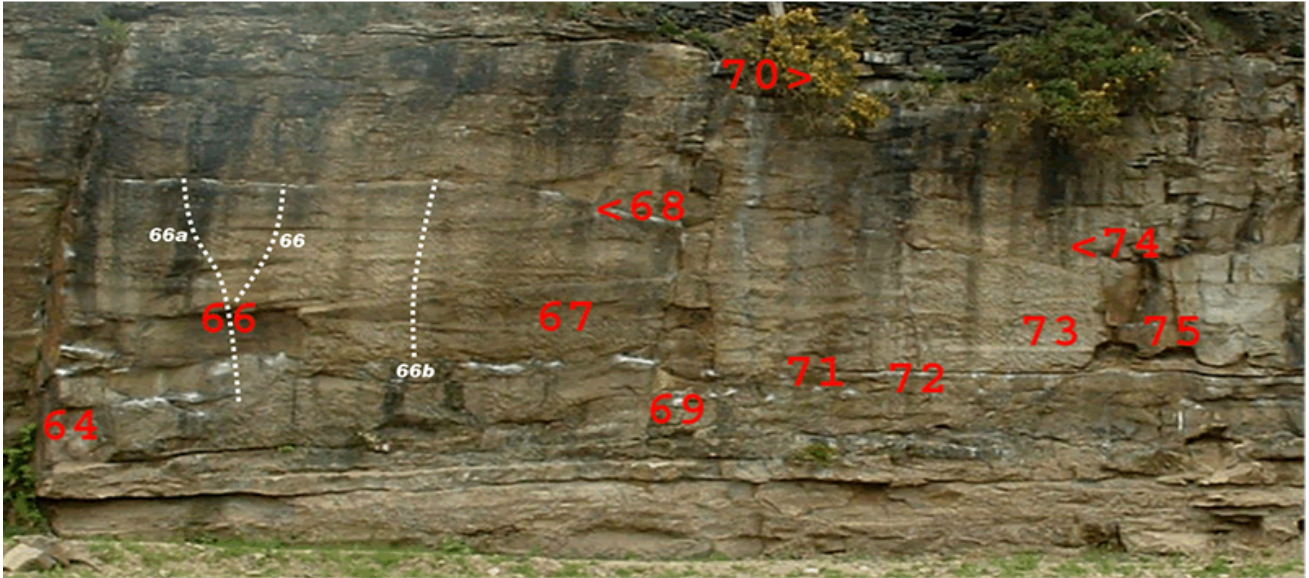
V11 Reverse Gaz's Traverse into EEAS and on into and up Colon Power.

V12 Right to left low level trav: New Stone Age to In Excess.

Keeping below Gaz's Traverse presumably? V11/12.



## ASCENT OF MAN



### Unnatural Selection

64 Unknown Arete

66a Ping \*

66 Missing Link

66b Chocolate Popsicle \*

67 Moschops

68 Ascent Of Man

69 Jacob's Ladder

70 Spah's Daehniks

71 Orifice Of Faeces

72 Neolithic Technology

73 From Ape To Aardvark

74 Descent Of Man

74 New Traverse

75 Runaway

76 And She Was

77 Some Friend

78 Thug

79 Headline

80 Un-Named

v7 Mid-level trav - right from New Stone Age to Jacob's Ladder.

v0 Climb the arete.

v8 Cave to a horizontal edge then to break via 2 small crimps or dyno.

v8 Again to the horizontal edge above the cave then dyno R to a jug.

v7 Decent edges to halfway then use a tiny crimp to gain the break.

v3 Wall 1m right.

v2 High trav L along the break from Jacob's Ladder to New Stone Age.

v2? The twin cracks. Was V0.

v3 Tr R on high break from Jacob's to Runaway?

v7 Originally V3 this grew in grade when the ground was excavated.

v5 Faint twin cracks. Was V3.

v3 Straight up from square cut finger slot

v1 Tr L from Runaway to the start of Ascent of Man.

v5 Low tr along thin break from Jacob's to Runaway

v0- Juggy Wall.

v0

v0

v0

v0

v0

v0

## **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