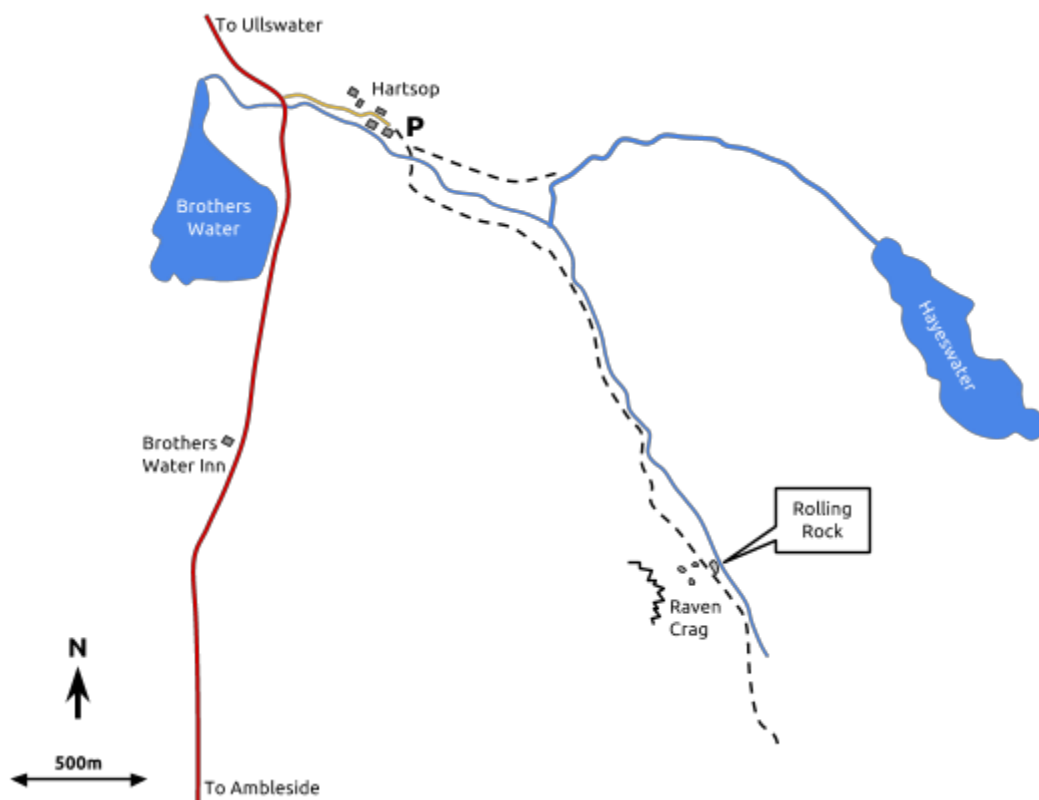


Rolling Rock - Raven Crag, Threshthwaite Cove

This large impressive block is around 15 feet (5m) high and located at the southern end of Patterdale, below the foreboding turrets of Raven Crag, Threshthwaite Cove. There are currently 10 problems on the main block, with the prospect for a couple of tough projects. The main event (and worth the visit in its own right) is the superb arete of *Jungle Hobo* (7B+) and the sitter to the same line, *Grand Unification* (7C+). These would be considered classics anywhere! There are also a number of smaller blocks scattered amongst the scree and next to the track above the Rolling Rock, these offer a few reasonable shorter problems, mostly in the lower grades.

Overview Map



Approach

From the free car park in the small village of Hartsop, take a major track south out of the village across a beck (Pasture Beck) and continue (flanking the west side of the beck) south up the valley for 1.4km ($\frac{3}{4}$ of a mile) to the base of Raven Crag, Threshthwaite Cove. Here you will see many blocks strewn around the base the crag, the Rolling Rock is hidden from view, on the east side of the track (on the upper edge of the slight gorge) directly below the main crag.



1. **Rubble in the Jungle** (4/V0) – Broken arête.

2. **Rolling Rock Wall** (5/V1) The classic wall with weird protruding shapes. **

2a. **Shapeless** (6C+/V5) – Start as above but follow the parallel cracks not using the square or triangle, eliminate but worthwhile and easier for the tall.

3. **Rolling Rock Wall Sit** (7B+/V8) SDS A powerful (dabby) out of the roof to the lip then up RRW. *

4. **Jungle Hobo** (7B+/V8) The awesome arête direct is one of the finest lines around; featuring excellent rock, brilliant moves and an awesome aspect. ***

4a. **Jungle Hobo LH (7B/V8)** Trending left onto the face is almost as good. **

4b. **Jungle Jump (7A+/V7)** A jump start reduces the grade but is still a great problem. **

5. **Grand Unification** (7C+/V10) SDS The sitter into Jungle Hobo is excellent. As with the stand-up trending left on to the face reduces the grade slightly. ***

6. **Kopparberg Wall** (6C+/V5) The highball wall direct. From the large edge a long reach to a good crimp and up. Another classic! ***

7. **Cider House Rules** (6B/V3) SDS Another crimpy wall trending left. Harder than it looks! *

8. **Vagrant** (6B/V3) SDS From the scooped edge and fin climb direct.

9. **Mangrove Bum** (6C/V4) SDS The short roof is climbed via a stern pull and a slap.