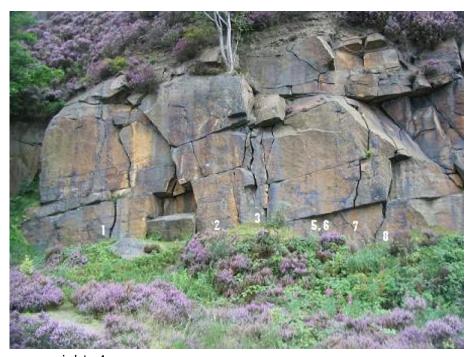
Den Lane - Ash Tree Wall



right, 4+.

7. Short corner with the overhang, 4.

- 1. Irish Jig, cracks past the slot, 4.
- 2. Hadrian's Direct, straight up with no block or arete, 6b.
- 3. Ash Tree Direct, crack and groove to the tree, 4.
- 4. The Ramp, the wall to the right, using the crescent shaped hold to a sloping finish, 4+.
 5. Without the crack dyno from a low
- start, 5+.
 6. Can-Can, use the dog-leg hand crack to access the ramp, descend to the

Long Wall



- 1. Short problem past the block, 5+.
- 2. Tango, the crack, 4.
- 3. Between, use sidepulls to surmount the small overhang, 4+.
- 4. Calypso Crack, crack at the left end of the undercut wall, 4.
- 5. Vortex, low start between the cracks, not using them, 7b.
- 6. Quickstep, left hand crack, 6a+.
- 7. Firepower, thin right hand crack, painful, 6b+.
- 8. Glue direct, straight up to the glued on flake, 7b.
- 9. Pass the Araldite, gain
- the flake from the right and then up, 6b+.
- 10. Climb Jive to its ledge, 4.
- 11. Start up Palais Glide and traverse left to the ledge, 4.
- 12. Halls Wall, wall 6' left of the corner, step over to ledge, 6b.
- 13. Orchestral Crack to the ledge, 4.
- 14. The arete on to the ledge, 4.
- 15. Climb the centre of the slab direct, 5+.
- 16. Left side of arete, 6a.

- 17. Right side of the arete, 6a+.
- 18. Peg Free, the crackline with ironmongery, 5.
- 19. Last Waltz, through the roof, 5+.

Whimsical Wall



A few good problems, slightly spoilt by the grotty finishes.

- 1. Splitter, the pleasant crack, 5.
- 2. Arete Me Not, up the aretes left side without the crack, 7a+.
- 3. The Whim, the corner, 4.
- 4. Whimsical, 5' right of the corner use the crescent shaped hold, 6c.
- 5. Scoop, follow the shallow groove, finishing direct, 6c+.
- 6. BT, layback the left side of the arete, 6b.

Rake Wall



1. Low level traverse of the wall, 4+.

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