

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+.