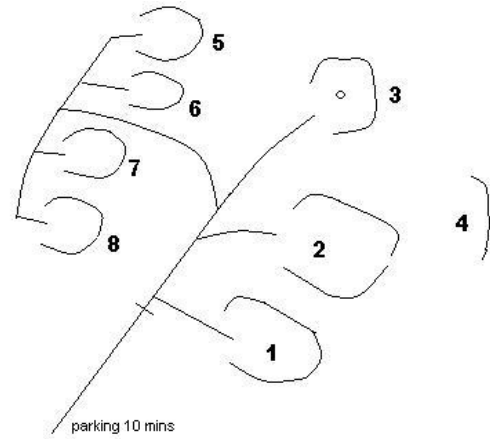


Running Hill Pits — www.chewvalley.bravehost.com

The Pits are a series of small grit quarries etched into the hillside overlooking Diggle. They can be gloomy and dank on a bad day however on a good one the combination of sun on clean rock, vibrant grass and a blue sky make for a pleasant environment. The quarries have many good quality routes, with a profusion of cracks, varying from finger, to hand, to offwidth in variety. There are also a number of crimpy wall climbs and some unusual pieces of ironmongery for the connoisseur of the esoteric. Because of the pod-like nature of the quarries there are many south and north facing walls, the latter often being quite green.



Approach: when driving along Uppermill High Street, turn off up Church Road, follow uphill until Uppermill is left behind. Continue following the road which will now be contouring the hillside, pass the Church Inn and the Cross Keys pub on your left and onto where the road reaches its highest point, turning sharply left downhill. Park here taking care not to block any gates. The quarries can be found by following the track over the stile, follow the path in the high grassy walled defile until it broadens out. Cross the stile and the first quarry is to be found immediately down the path to the right. Approx 15 minutes.



Quarry 1

Quarry 1 is to be found just after you cross the first stile, immediately down the path to the right. The star attraction here is undoubtedly Calamity Crack, though most will probably opt for Gargantua. The routes are described left to right, starting on the small buttress on the left of the quarry.

1. Spider Crack HVS 5c, climb the thin broken crack, just right of the arete, to finish up the crack on the right, 25'.

2. * Nora Batty E1 6a, finger jam the painful diagonal crack from left to right, move left to finish up Spider Crack, 25'.

The next route starts on the left side of the long wall.

3. Acarpous E2 5b, climb into the recess, move right to a ledge, then finish left up the diagonal crack, 40'.

4. * Maquis E1 5b, climb the jamming crack to the niche and join Acarpous to finish. A start can be made up the arete to the right, Flush Pipe at 5c. 40'.

5. * Gull Wing E2 5c, climb the steep left crack, till a move left enables flat holds and a steep groove to be reached, climb this past the roof to the by now tiring wall out right to finish, 50'.
6. Mimosa E2 5c, climb the wider diagonal crack rightwards (with help from the thinner one just right), passing a 'hole' just before the top, 50'.
7. *** Calamity Crack E4 6a, climb the obvious crack without using the wooden wedges for aid. The crack seems to unhelpfully vary between thin hand and fat finger sized. Pull with difficulty into the niche and then finish more easily, 50'.
8. ** Gargantua E1 5b, climb the groove just right of Calamity to a niche, pull through this to another niche and a finish out right, a good route and quite hard for the grade, 50'.
9. Godzilla E3 6a, start in the groove until it is possible to layback the right (left side) arete, a finishing span is required to reach the slab and a left exit, 40'.
10. * Kaptain Klepton E1 5c, climb the flake to the horizontal break, then the wall above moving right to finish, 40'.
11. ** Mickey Thin HVS 5a, climb to the flake, which is followed to a thin crack, continue up this to finish, 50'.
12. It Only Takes Two to Tango E2 5b, climb out of the dirty recess onto a ramp and finish using the thin cracks, 40'.
13. Flue Pipe E1 5c, climb the escapable hanging crack on the right of the quarry, 20'.



Quarry 2

Quarry 2 is to be found by following the track straight on after you cross the first stile. Probably the most popular quarry amongst the Pits, quarry 2 has a sunny facing (spanner) wall on the left and a green north facing wall on the right. The routes are described left to right, starting just left of spanner wall.

1. * Tighten Up Yer Nuts E4 6a, from the edge of the steep bank make a finger traverse rightwards across the face, until a difficult move brings better holds and a direct finish, 40'.
2. ** Iguanodon E5 6b, climb the blank wall direct to the groove, initial worrying moves gain reasonable holds, from where further difficult moves gain the slim groove which is followed to the top, 40'.
3. Folies Bergeres HS 4b, climb the crack immediately right of the corner, 50'.
4. * Lolita HS 4b, climb the wall and crack just right again with an awkward start moving through the overlap, 50'.
5. * Harvest Moon E4 6b, climb in to the groove with the old peg (wary now), move right to another groove and make a difficult move to reach better holds in the groove above and a finish, 50'.
6. ** The Connection E4 6b, links up Harvest Moon and Spanner Wall to give a bold combination, 60'.
7. ** Spanner Wall E2 5b, From Lolita traverse right to the obvious and odd spanner, thread its thin base and teeter up the the groove rightwards, 60'.

8. * Dead Dog Crack VS 4c, left hand of the wide cracks, 30'.
9. * Cave Crack VS 4c, the right hand of the two wide cracks, 30'.
10. Midsummer S 4a, the vague arete on the left of the short wall, 25'.
11. Hazy Groove VD, the groove, moving right to finish, 25'.
12. The Cracks S 4a, climb the cracks direct, 25'.
13. Breakdown HVS 5b, climb the crack in the slab, 25'.



14. ** Yorick's Crack E5 6c, climb the thin rightwards crack with some difficulty, some ancient pegs may protect, 40'.
15. Overhanging Chimney VS 4c, climb the obvious corner to finish rightwards, through a bulge.
16. ** Sagittarius Flake E5 6b, climb the obvious flake with a desperate move to finish, hard, very, for the grade, 40'.
17. *** Scoop de Grace E5 7a, desperate crimping sometimes allows the lower wall to be climbed direct to the scoop, which is then followed, with still difficult (though easier) moves to the top, 50'.
18. * Phaestus E4 5c, from the ledge, climb the ramp leftwards to the arete from where it is possible to mantle to easier ground, 40'.
19. * Windbreaker E2 5b, from the ramp climb the pleasant line of crimps up the vague groove, 30'.
20. * Cochybondhu E2 5c, climb the arete on the right side of the slab, 30'.
21. Crosstie VS 5a, mantle on to the slab and follow it rightwards until a move gains the groove of the next route and a finish right, 50'.
22. Pipe Spanner E1 5c, climb the centre of the slab to a difficult finish, 30'.
23. Pipe Inspector E3 5c, climb the middle of the slab as per Pipe Spanner and make a difficult finish up the small groove, 40'.

The next buttress describes the long green north facing wall on the right side of the quarry.



25. * Dusty Arete, climb the wall via the ledges and a fixed iron bar (useful runner) to the top, 40'.
26. Midgebite Express E3 6a, climb the arête on the right, improbable, 50'.
27. William the Conqueror E1 5b, climb the wall just right of the dirty groove, 50'.
28. Paradise Crack HS 4b, climb the first crack in the long green wall, 50'.
29. Cameo VS 4c, climb the middle of the three cracks, 50'.
30. * The Riddler HVS 5a, right hand of the three cracks, usually quite dirty and may feel abit harder than HVS because of this, 50'.
31. * Pantagruel HVS 5a, climb the parallel crack first on the right and then the left, 50'.
32. ** Mangled Digit E3 6a, the dog leg crack is followed to the top with a reachy move for a flat hold at mid-height, 60'.
33. *** Plumb Line VS 4c, a lovely jamming crack, middling grade-wise, will gladly accept all your larger gear, 60'.
34. Passport to the Pits E5 6b, climb the wall right of Plumb Line, 50'.
35. Loose Women E5 6c, steep crimping to a desperate but peg protected crux, 50'.
36. ** Sodom E1 5c, climb the left hand crack which gives good sustained jamming after a bouldery start, 50'.
37. * Gomorrah HVS 5b, climb the right hand crack on decent finger jams, 50'.
38. Breakin' for a Bogey E6 6c, thin & technical to a peg protected crux, 50'.
39. Cosmic Enforcer E1 5c, from the grassy platform swing on to and climb the arete, at this grade a runner to the right makes sense, 25'.

Quarry 5

Quarry 5 can be reached in a few minutes by following the track out the left side of Quarry 2. Follow the right side of the fence as you drop down the hill until you meet an obvious horizontal track contouring the hillside. From here follow the track right (as you face downhill) passing one quarry on your right until the track emerges in Quarry 5. The routes are described from left to right starting with the clean slab.



1. ** Yarn Spinner E4 6c, climb the left side of the slab starting at a short crack, 30'.
2. ** Weavers Wall E2 5b, climb the wall just right of centre to a mantleshelf finish, 30'.
3. * Weavers Crack HS 4b, climb the crack on the right side of the slab, 25'.
4. Nora Batty HVD, climb the wide left hand crack just right again, 20'.
5. The Virgin VD, climb the next wideish crack, just right again, 20'.
6. Cool Fool MVS 4c, climb the leftward trending crack, 20'.
7. Hardy MVS 4c, climb the corner if you must, 20'.

Further right a couple of cracks form a sharp flake



- 7. Flake Crack VS 4c, climb the left side of the flake, 30'.
- 8. Flaky HS 4b, climb the right side of the flake, 30'.

Round the corner is an impressive, if dirty wall.

- 9. Grotty Crack E1 5c, climb the right trending crackline, curving back left to finish, 35'.
- 10. Get Rhythm E5 6b, well protected with old pins, almost a sport route. Crux low but the top pin has been tested several times. 40'.

Quarry 6

Quarry 6 can be reached in a few minutes by following the track out the left side of Quarry 2. Follow the right side of the fence as you drop down the hill until you meet an obvious horizontal track contouring the hillside. From here follow the track right (as you face downhill) until the first obvious quarry is reached. The routes are described from left to right starting with the low south facing wall.



1. * Intro Wall, HS 4b, climb the first crack in the south facing wall, the hardest move being reserved for the top, 20'.
2. Summary, HVS 5b, climb the wall with the thin crack 6' right of the previous route, 25'.
3. Seconds, VS 4c, climb the next obvious crack to the right, shimmy left and follow the next crack to the top, 25'.
4. Central Tower, E1 5a, climb the chimney and cross the ledge to the right, mantle and move up the groove to the right, 45'.



5. Parallax, E3 6a, climb the left hand side of the projecting rib/arete, friends can be placed with difficulty in Sticky Fingers whilst on route, 30'.
6. * Sticky Fingers, E1 5b, climb the appealing left hand jamming crack to join and finish up the next route, 30'.
7. Widfa, HVS 5a, climb the crack just right past a less than bombproof chockstone to finish left, 30'.
8. * Sunstroke, HVS 5b, climb the arete right of the groove (a font 5 problem in itself) starting with a gnarly mantle, 20'.
9. * Cosmo Smallpiece, E1 6a, climb the narrow slabby wall just round the arete from Sunstroke, try not to touch the sides at this grade, 20'.
10. Puffin, S, climb the corner 3' right, moving right to finish over the left hand end of an overlap.
11. Delicate Wall, HS 5a, climb the centre of the slab and then move left towards the corner, finish as for Puffin, 35'.
12. White Honky, MVS 5a, climb the slab as for the previous route then move up and directly over the right end of the overlap, scramble up and then

The next routes start at the back right of the quarry.

13. The Corner, VS 4c, climb the vegetated corner with a harder move to reach the terrace, climb the dirty groove above, just to the right. Delightful. 45'.
14. * The Jolly Green Giant, E1 5c, climb the thin crackline in the wall just right, a good route hereabouts. 30'.

