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Ben Bransby at Stenage Plantation. Photo: Adam Long.

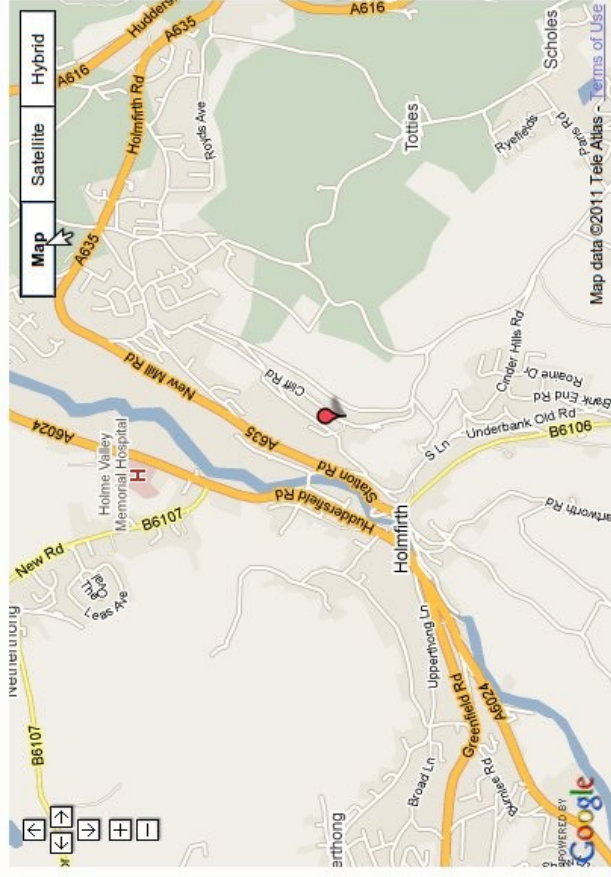
KirkleesClimbing Bouldering Guides

Holmfirth Cliff

Holmfirth Edge, or Cliff to the locals, is the long low quarry which overlooks Holmfirth centre from the rim of the south-east skyline; it is quite obvious on approaches from the Manchester side of the Pennines but less obvious from elsewhere. A great range of varied problems from easy to Font 7a+. Slabs, arêtes, traverses and highballs ensure there is something for everyone. Generally good landings and top outs either on the top of the crag or using convenient mid height breaks.



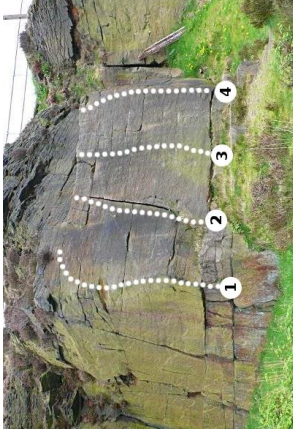
ACCESS



By car: From 'the' traffic lights in Holmfirth, go down the short shopping drag (Victoria Street) and swing left over the bridge as if going towards New Mill. After 0.4 miles, slant off right up Town End Road. After another 0.4 miles, just as the road levels, turn hard right onto Cliff Road. After yet another 0.4 miles, a small track splits a cluster of terraced houses; the quarry is above and behind the houses, the described bouldering is at the right-hand end.

When visiting Cliff please park away from the houses at the foot of the track as the residents there have problems parking. There is plenty of parking 150 meters back up Cliff Road at its junction with Cliff Lane, which is better and also provides a little warm up walk in

By foot: From the main bridge (near the bus station) in the centre of Holmfirth, turn onto Dunford Road. Immediately, turn steeply left up the vertiginous South Lane. Halfway to exhaustion, turn off left onto New Laithe Lane. This eventually meets Cliff Road. Cross this onto the dirt road which runs along the top of the quarry. 15 minutes in total. There are even more direct approaches via classic, 'Hovis Advert' style ginnels (for which Holmfirth is famous).



On the *FIRST SLAB* is:

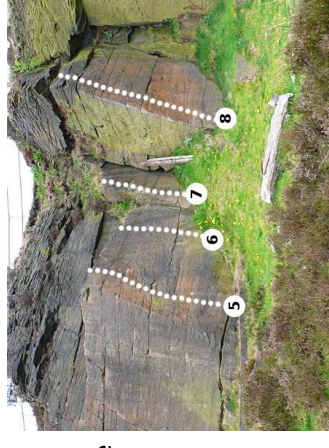
- 1) **DEVS - Font 4** The left edge of the slabby face. Hop on awkwardly and exit rightwards to the shelf.
- 2) **SCAR FACE - Font 4** The crack in the slab is also more awkward than it looks.
- 3) **BUMBACHUM - Font 5** The slab immediately right of the crack is particularly reach-dependent.
- 4) **ARSENIC SLAB - Font 3** The right-hand side of the slab is also the descent.

5) **OLD LACE - Font 7a** From an obvious awkward side-hold, lurch up for a sloper then the top.

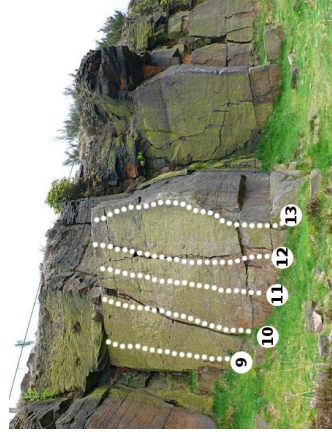
6) **CRIMP AND POP - Font 4** (for the top).

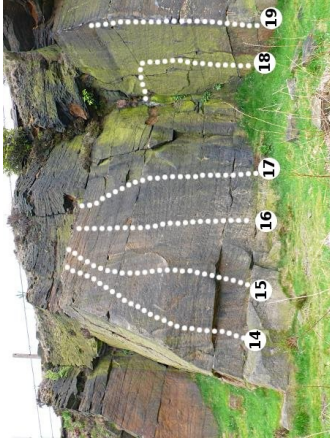
7) **RIBLET - Font 5+** Make a strangely awkward sitting start from a polished foothold. No bridging! Rib only!

8) **UPSIDE DOWN ARETE - Font 6b+** Just right is an obvious clean arete which shouts: "Try me!" Climb its right-hand side. The consequences of a slip is often a surprisingly long hop, skip and as the name says....



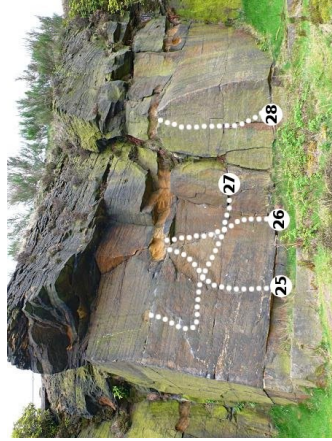
- 9) **Font 5+** The wall immediately left of the left-hand crack. Take a brush.
- 10) **THE LEFT CRACK - Font 3** The wide left-hand crack. No tick unless you use at least one hand-jam.
- 11) **Font 5+** The slab between the cracks... (hands off those cracks!)
- 12) **THE RIGHT CRACK - Font 3** The right-hand crack.
- 13) **Font 5** The right-hand edge of the slab gets a bit high-ball. You can also start on the right-hand side of the arete (to the obvious sloper), harder, and end up back on the easy side!



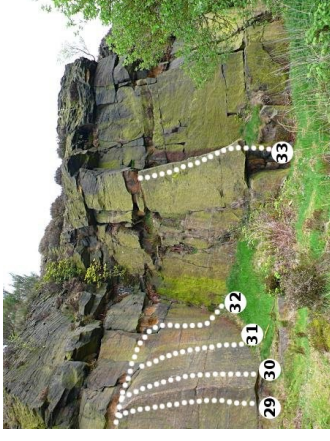


- 14) **Font 7a** Eliminate between the arete and Silent Running
- 15) **SILENT RUNNING - Font 6a+** Two metres right of the arete, use the chipped holds to step up right then back left into the slight scoop & up
- 16) **MAD MANTEL - Font 7a+** The centre of the wall. Watch that ledge!
- 17) **Font 6a** Aim for a small ramp at the R-hand end of the wall then the break. No using the flake to the R.
- 18) **SPIDER - Font 5+** The left wall to a slot at mid-height. Escape left.
- 19) **FIRST ARETE - Font 5+** The main arete, on its left side, to an escape at mid-height.

- 20) **Font 5+** The arete on the R-hand side, escape when it ceases to be fun.
- 21) **AT YOUR OWN RISK - Font 6a** Start at the foot of Spider and move across R, and low, to First Arete. Move round this, then up to the hand-ramp. Swing along jugs to the sandy scoop at the top of Shades of Orion then climb/jump/fall down this
- 22) **Font 5+** The rising hand ramp
- 23) **Font 6a** Step up for a tiny spike (right-hand) on a faint feature, then rock up left to the hand-ramp.
- 24) **Font 7a** Direct finish for 23. Go for the top break from the right hand spike, sharp and very harsh.

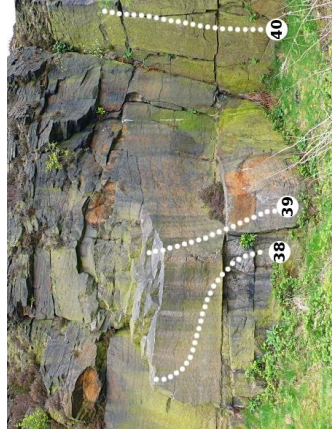
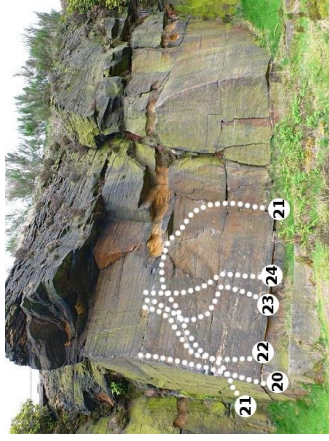


- 25) **HOLMEWARD BOUND - Font 6c** Leave the spike (L hand) via a hard rock-over and long reach up to the right for a sneaky hold
- 26) **SHADES OF ORION - Font 5+** Holds at the right-hand end of the wall lead surprisingly awkwardly to the sandy scoop.
- 27) **Font 6b+** Start at the base of Shades of Orion and traverse L at a low level with crimpy fingers and sneaky footwork.
- 28) **THE UNDERCUT PROBLEM - Font 6a** No arete, only the triangular hole for hands and a pop for the top.



- 29) **THE SHORT ARETE - Font 3** (on its left side).
- 30) **Font 5** The right-hand side of The Short Arete.
- 31) **Font 6a+** The centre of the small wall is an absolute pig to start. Basically, you dyno off your thumb (!) to the top.
- 32) **Font 4** Start in the corner at the right-hand side of the small wall, then hand traverse left to The Short Arete. Keep on going and descend the wide blocky corner near Shades of Orion.
- 33) **UNCLE LUBIN - Font 5+ Swarm** up from a hanging start onto the pleasant nose arete. No bridging..

- 34) **GEM - Font 6a** Immediately right of the nose arete is a tiny groove, just left of the carved letters/graffiti ("CEM"). Stretch up the little groove to the sandy break.
- 35) **Font 3** The pleasant arete 3m to the right of the GEM and FH graffiti. Escape left is sensible.
- 36) **SEEKING SANCTUARY - Font 3** Go up the slab 2m to the right of the arete, to the break. This was originally a route going all the way to the top, details of this on the upcoming routes page.
- 37) **Font 3** Slab to the right of Seeking Sanctuary

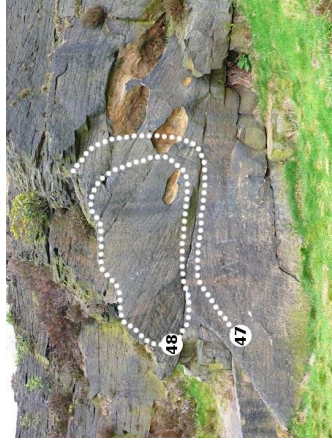


- 38) **BRAMBLES - Font 4** Not significant but a sweet little traverse, starting at Problem 39 and moving back left and up.
- 39) **Font 6a** The faint arete is undercut by a small recess. It's just about worthwhile if treated as an complete eliminate, so allow one foothold only, just a single smear on the small rib to the right. Then pounce for the top.
- 40) **CRYSTAL CRACK - Font 4** The wall to the left of the arete, is quite good despite the muck.



- 41) **CRYSTAL ARETE - Font 5+** The right-hand side of the arete with a horrid move off the ledge.
 42) **Font 3** Pop up the side-wall, 2m right of the arete.

- 43) **Font 4** From a hand-slot at the left-hand side of the small buttress, rock up for the top.
 44) **Font 6b+** Dyno to the top from the small sharp crimp in the centre of the face.
 45) **Font 6a** At the centre of the wall, dyno to the top from right hand in the sandy pocket.
 46) **FLIGHT ATTENDANT - Font 6a+** From the sandy pocket, dead-point precisely for a neat slot/hole then top out. A classic problem.

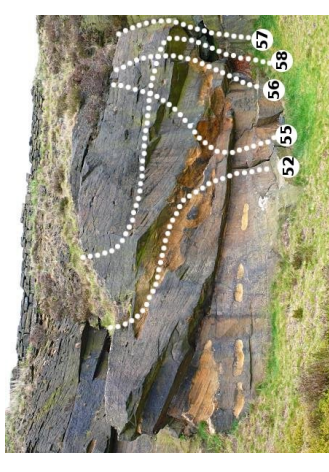
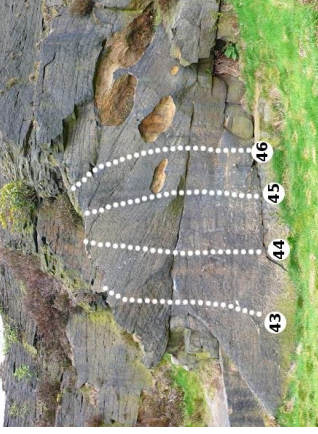


- 47) **Font 5** Traverse the wall nicely from left to right then rise up the sandy pockets before moving back left to finish on the ledge.
 48) **ORBITAL - Font 6b+** Start from the flake on the left, follow the traverse, 47, then up into Flight Attendant, hand traverse down the top of the ridge to the start and then go around again. Pumpy.



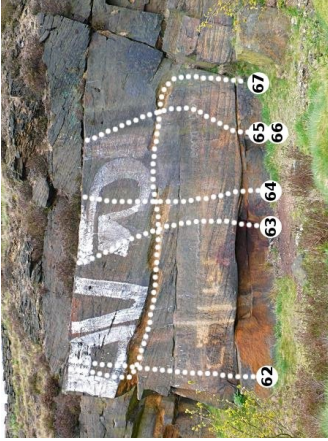
- 49) **BLUNT ARETE - Font 5+** At the very left-hand end, pull over the small bulge and mantel awkwardly.
 50) **BLUNT ELIMINATE - Font 6b** Reach up for a sloper above the nose with L hand then use a vertical edge to the R to assist the slap for the top.
 51) **COCK OVER - Font 5+** Stretch up to the L end of a sandy scoop.
 53) **THREE JUG WALL - Font 6a** Sandy moves lead to obvious chipped holds up a faint upper arête.
 54) **UNDER PULL - Font 6a+** At the centre of the wall, a very awkward first move leads to chips and a scary finish. High-ball.

- 52) **OVER COCK - Font 4** Follow the sandy scoops leftwards to the top.
 55) **CROSS OVER - Font 5+** From a sandy sidehold at the base of 54, stretch strongly up right and cross though wonderfully to join Up and Over.
 56) **UP AND OVER - Font 5+** Pull over the overhang to a bucket, & up.
 57) **Font 4** As for the previous route, but escape rightwards into the corner.
 58) **YENDOR - Font 6b** A scary traverse. Start from Up and Over then swing leftwards high along chips to finish well left of the faint arête on Problem Three Jug Wall.



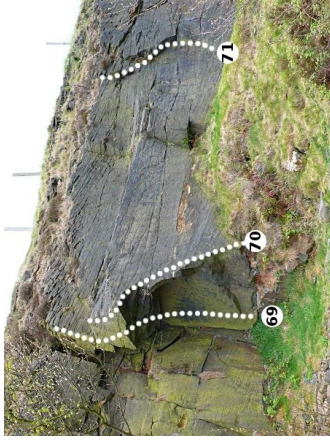
- 59) **Font 5** The narrow wall just right of the corner crack.
 60) **Font 6a** Eliminate on problem 53. Start at the middle of the wall. Only use the large break and the pocket in the middle of the wall for hands, then reach for a horizontal crack 3-6" below the top.
 61) **MAN UTD ARETE - Font 4** The attractive arête, direct.





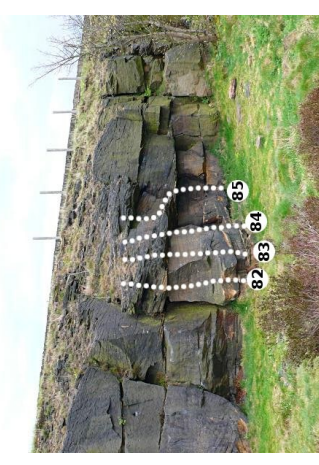
- 62) **Font 6a** Just right of the arête; low start on undercut, no arête.
 63) **Font 6b+** Four metres R of the arête are 3 chips. Use the L-hand 2 to get to the rail & up
 63a) **FIRE PIT - Font 6c** Sit start to 63. From the low flake pull for the R of the 2 chips & into the stand up
 64) **Font 5+** 4 metres R of the arête, up the two R-hand chips to the rail.
 65) **PIT VIPER - Font 6c** A sit start with both hands on a thin ledge. Use small holds to pop for the break
 66) **VIPER PIT - Font 7a** Lying down start to Viper Pit

- 67) **THE MAN UTD TRAVERSE - Font 6a** Pop up to the scoops then traverse the rail to finish up arete.
 68) **Font 5+** The slabby wall to the Left has a couple of reachy problems. Several metres over to the right, at a rise, is a narrow overhanging face:
 69) **Font 6a** The overhanging face can be taken direct via two finger holds over the lip, scarey.
 70) **Font 5** The right-hand side of the narrow overhanging face.
 71) **Font 3** The very easy flake.

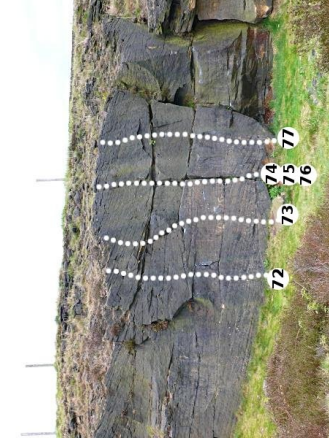


- 78) **Font 6a** As for 77, eliminating everything except the start hold (A), a side hold to the left (C), two monos (E), the undercut (F) to the top
 79) **NICE ARETE - Font 5+** The little rib with the undercut base. Pull from a sitting start & onto the little rib.
 80) **NICE ARETE LEFT - Font 6a** an eliminate: H (right hand), I (left hand), L (right hand), M (left hand), then stretch for the top.
 81) **NICE ARETE RIGHT - Font 6a** is another eliminate: H (match), L (left hand, no matching!), P (just around the arete for the right hand), R.

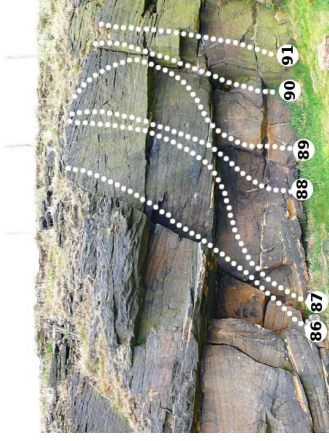
- 82) **Font 3** The adjacent small square face. Take care with the rock at the top.
 83) **SUNSET BOULEVARD - Font 5+** An eliminate between problem 73 and 74. Start from sitting under the obvious block then mantle the block using only the block and obvious low crimp, once over the block reach straight up for the good holds above.
 84) **Font 3** Just right, the small face and overlap.
 85) **THE SHELF - Font 5+** To the right is a most bizarre undercut shelf. Pull up and roll onto this anywhere. Don't roll off.



- 72) **POCKET WALL - Font 5+** A very short thin crack and pockets lead to a slightly loose top.
 73) **Font 3** From a flat boulder, up past a small left-leaning crack.
 74) **THE FIST-SIZED CRACK - Font 3** Up the crack
 75) **THE FIST-SIZED CRACK ELIMINATE - Font 6a** Layback the crack all the way to the top.
 76) **THE FIST-SIZED CRACK ELIMINATE ASSIS - Font 6a+** The sitting start to The Fist Sized Crack,
 77) **Font 5** Pass the horizontal break and pocket then stretch up the wall.



- 86) **THE GROOVE - Font 5+** The obvious slanting deep recessed groove/crack has an awkward finish.
 87) **LAY OF MAN - Font 6a** From the base of The Groove, go up then lean out right onto the WF wall to reach the jug half-way up Fist of Fury.
 88) **FIST OF FURY - Font 6a** Pop up the centre of the WF wall (no bridging right), then finish with a high feel.
 89) **Font 5+** Snatch similarly to the good hold at the right side of this wall.
 90) **Font 3** The short pleasant corner immediately right.
 91) **Font 4** The adjacent, equally pleasant short arête.





92) **TRANCE ATLANTIC - Font 6a+**

A traverse of the Eliminate's Wall. Start steeply up Problem 62, then traverse rightwards along the adjacent low wall (no hands on the top, surprisingly awkward if you don't cheat). At Pocket Wall, keep hands below the shelf (crux). Continue rightwards, dragging your bum under Nice Arete. Swing along with hands on The Shelf. Use Lay of Man to cross the WF wall at mid-height and finish up the pleasant corner at the right-hand side.



93) **CIRCUM-SPECIFIC - Font 6c** An eliminate variation on Trance Atlantic. As for the normal voyage until The Fist-Sized Crack, then: B (match), D (match), no more feet on the low shelves after this point(!) G (right hand), I (left hand), J (right hand), L (right hand, oy! no matching), O on the arete (left hand), P (right hand).

