








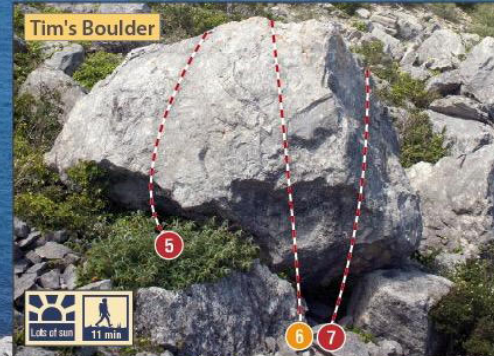

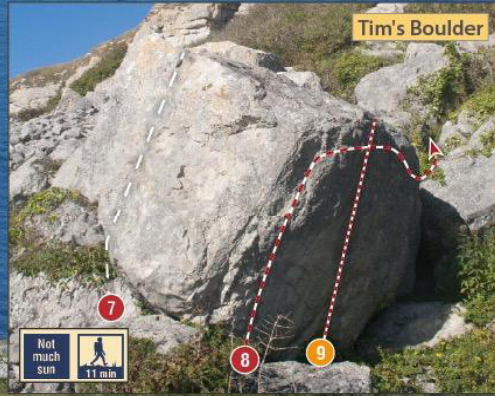


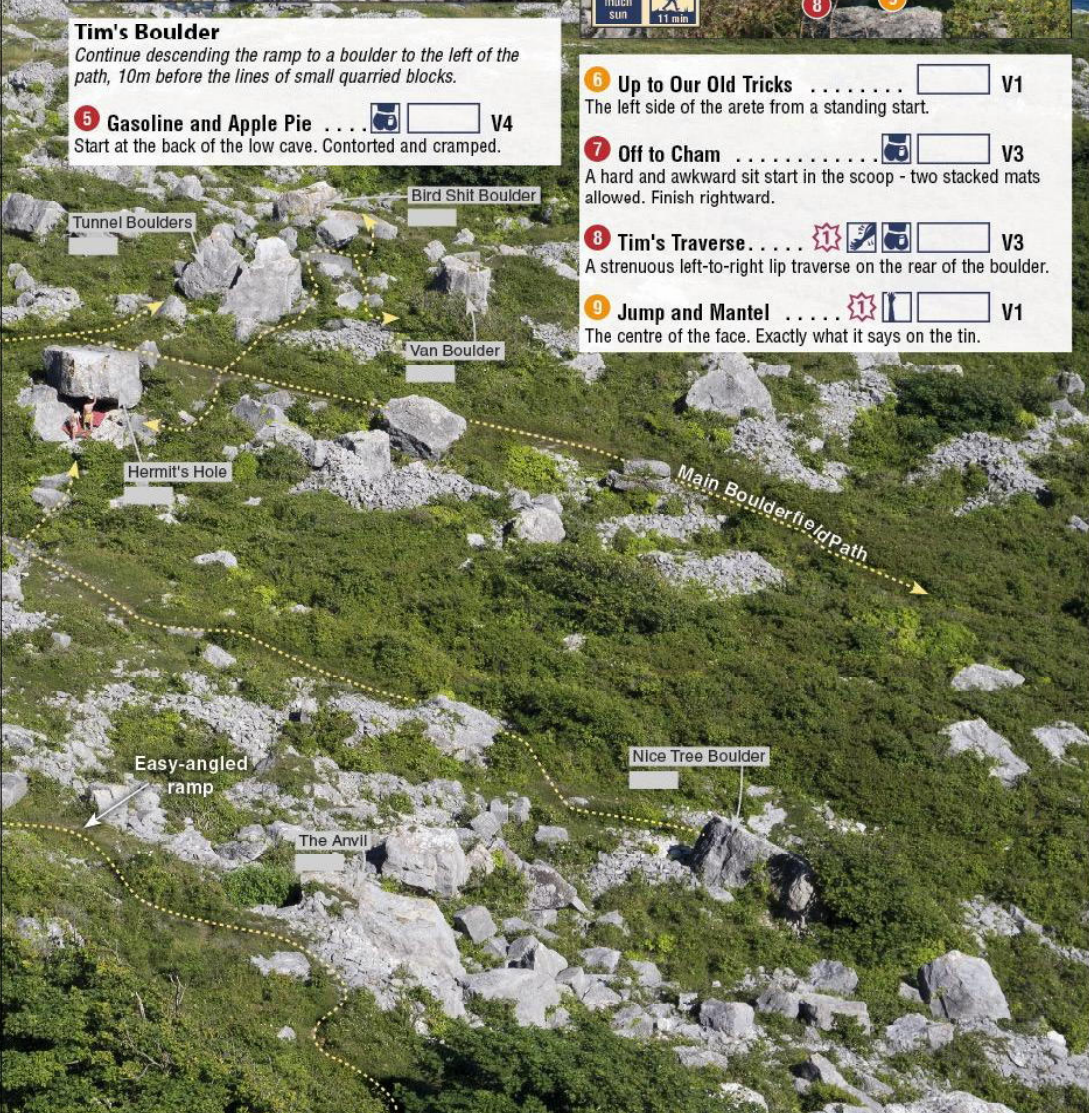
- Masons Boulder**
The first boulder is to the left of the easy-angled ramp.
- 1 Masons Arete**   V3
The right side of the arete.
 - 2 Secret Handshake**   V5
The scooped wall is powerful. The left arete is out of bounds.
 - 3 Hot Ride**    7/A+
The arete starting 'a cheval'.
 - 4 Claustrophobia**   V2
The left side of confined arete on the rear of the boulder.



- Tim's Boulder**
Continue descending the ramp to a boulder to the left of the path, 10m before the lines of small quarried blocks.
- 5 Gasoline and Apple Pie**  V4
Start at the back of the low cave. Contorted and cramped.



- 6 Up to Our Old Tricks** V1
The left side of the arete from a standing start.
- 7 Off to Cham**  V3
A hard and awkward sit start in the scoop - two stacked mats allowed. Finish rightward.
- 8 Tim's Traverse**    V3
A strenuous left-to-right lip traverse on the rear of the boulder.
- 9 Jump and Mantel**   V1
The centre of the face. Exactly what it says on the tin.



Thumb tabs

Thumb tabs