

The Sea Cliffs

Seaford Head

OS Ref TV 004 978

This cliff lies between the town of Seaford and Cuckmere Haven, and is about 80 metres high. Access is best by parking the car on the Seaford promenade due east of the Martello Tower. Either walk under the cliffs 5 hours either side of low tide, or walk over the Head, past the golf course, to Hope Gap Steps just below a fence to the cliff edge and a stile.

About 50 metres west of the point where the fence reaches the cliff edge is an obvious brownish slab above an overhanging cave leading to a grassy ramp.

Dead Choughed 65m IV † (7.95)

1 45m Either climb an arête of good chalk or bridge up the cave above a weak crackline. A rising traverse right leads just under a broken niche to the grass ramp meeting the headwall. Follow this line to a poor stance (the best belay is on the end of a pre-placed rope from the top).

2 20m Continue up the line of weakness on poor chalk to the top. Belay on a stake.

Caburn Pit

OS Ref TQ 447 088

A disused quarry, which has provided a girdle traverse.

Saltdean

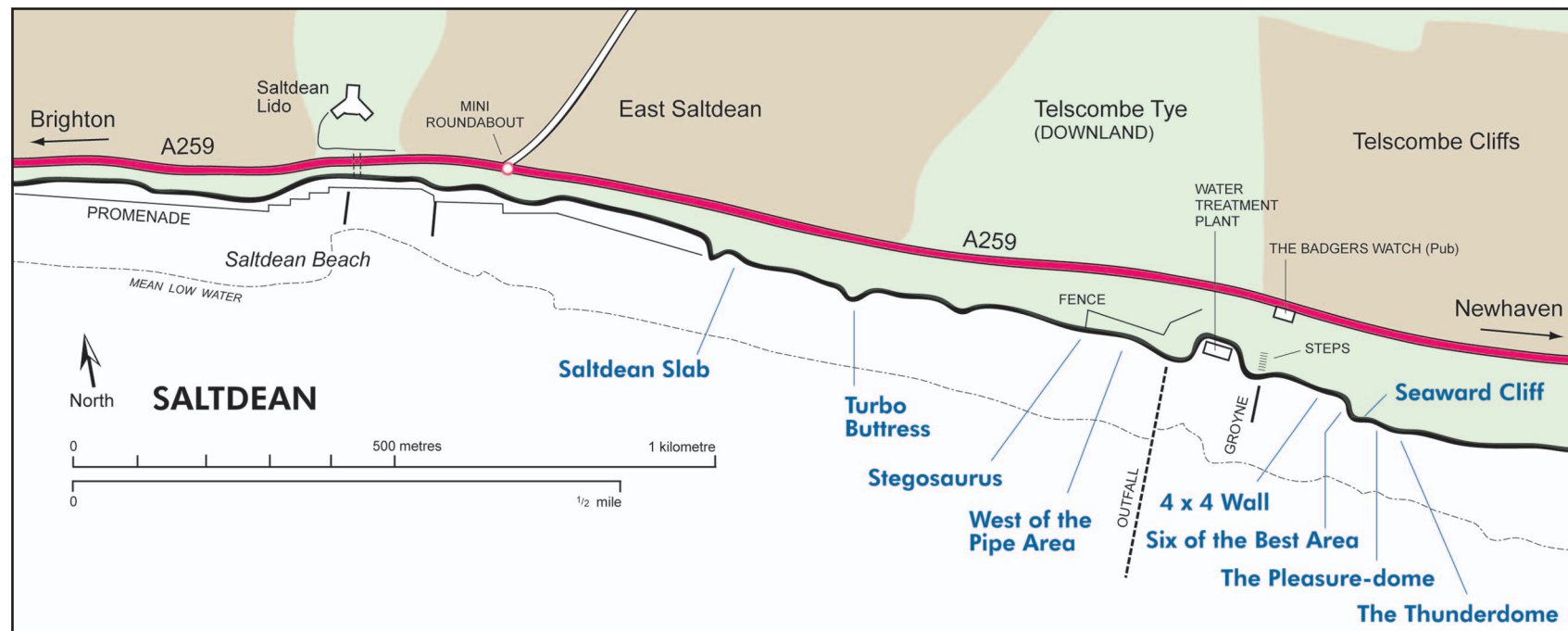
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Saltdean

In the vicinity of Brighton the chalk cliffs are featureless landscaped banks above a concrete promenade stretching from Brighton through Rottingdean to Saltdean. Where the undercliff walk terminates at Saltdean, the cliff resumes its natural state and provides the climbing described.

The climbing has been developed in two distinct phases: up until the mid 90s a number of Dover-style climbs were established on the cliffs that rise up to 55 metres in height immediately east of the beach at Saltdean. From the mid 90s onwards most of the developments have been on the cliffs below *The Badger's Watch* some 1000 metres to the east, more accurately described as Telscombe Cliffs. These have used sport-chalk techniques, with *in-situ* gear and equalized lower-offs, which provide good identifying features for the five modern areas. The *in-situ* gear is mainly warthogs, hand-hooks and various types of bolts, most recently stainless steel (SS) industrial bolts. The current practice for equipping new routes is on ground-up ascents, using aid as necessary. A recent development for the modern routes has been night-climbing with head-torches.

The level of the shingle below the cliffs to the east of *The Badger's Watch*, particularly in the Domes, can vary by as much as 3 metres. This can mean that the first clip can vary between being too close to the ground to be of use to quite a long way up!



The coastguards at the Solent Maritime Rescue Co-ordinating Centre (MRCC), should be phoned on 02392 552100 before *and* after climbing.

There are two access restrictions agreed with Natural England:

- Firstly, the seaward side of the cliff-top fence must not be trampled on or disturbed as the cliff-top turf is a very rare habitat. Do not top-out, and do not abseil or top-rope from the cliff-top. If this is ignored the future access for climbers will be put in jeopardy. Most of the new-style routes are equipped with lower-offs, but anyone doing the longer routes on the Western Cliff and a few others will need to install their own lower-offs/abseil stations below the crumbling cliff-top. In fact this should be an improvement on the previous practice on many of the routes of using 'protection slings' hanging down from the fence posts to belay on at the top.
- The other (variable) restriction is if peregrines are nesting there should be no climbing within 150 metres of the nests between 1st January and 31st July; for information on any nesting restrictions, please phone Peglers Mountain Shop on 01903 884684, www.peglers.co.uk for details; Dave Pegler can also provide advice on any aspect of climbing at Saltdean.

At times you will not be the only people on the beach. Others may want to relax and sunbathe at the base of the very routes you want to climb. Do not antagonise them; respect their rights and fears of you knocking blocks down. If the police get involved (which has happened) access may be jeopardised for us all.

Access: for the routes at the western end it is best to park at the Saltdean Lido and gain the undercliff walk by a subway beneath the A259. Follow this eastwards to its end, where a sloping ledge leads round a corner onto an artificial boulder-field. The climbs are accessible up to half-tide by this approach. The remaining routes are best approached from the steps immediately below *The Badger's Watch*, whose car park can be used by its customers. A footpath and steps lead down to the beach next to the water-treatment plant.

The chalk cliffs from Brighton to Newhaven and the wave-cut platform at their base are designated as an SSSI. Although the main interest of the site is geological, some rare and uncommon plants grow both on the cliff face and in the narrow strip of cliff-top chalk grassland. The cliffs support a locally important colony of breeding seabirds, and a diverse community of beetles and spiders.

Hoary Stock at Saltdean ANDRÉ HEDGER



No stars are given for the climbs in this section. This is not so much a reflection on the quality of the climbs as on the different nature of Sport Chalk.

Sport Chalk: A Question of Style

Please climb the routes using the existing hook placements, and not by placing your tools and creating more hooks (which reduces the grade of a route permanently), a warped equivalent of chipping holds at Harrison's! If you want practice swinging your tools, there is no better place than along this coastline. The potential for bouldering and traversing is unlimited. Find yourself somewhere away from existing traverses or routes. Traverses should also be respected without adding more placements; more and more are being named, a spin-off from the boom in bouldering and its obsession with naming and grading every sequence.

Please use crampons with monopoints; not only will you be able to climb the routes more easily but you won't wreck them for future climbers. Duopoints don't just make two holes instead of one but the chalk between the points often breaks off. With the routes following a set sequence, the damage each ascent inflicts is negligible, hence the routes stay put and remain climbable.

The gear has always been regarded as questionable, due to the nature of the chalk itself. Falls have been held with and without screamers. Gear has also been ripped. In these instances most leaders have been able to get up and walk away, but in one case a helicopter trip to Brighton General confirmed a broken back.

The protection consists of a mixture of warthogs, hand-hooks and recently glued-in bolts. Although described as sport chalk, it should never be compared with clipping bolts at Portland. Back up any suspect gear and if it is poor, replace it; this is especially true for the lower-off anchors. None of the protection has ever been 'officially' tested; you are urged not to trust it blindly.

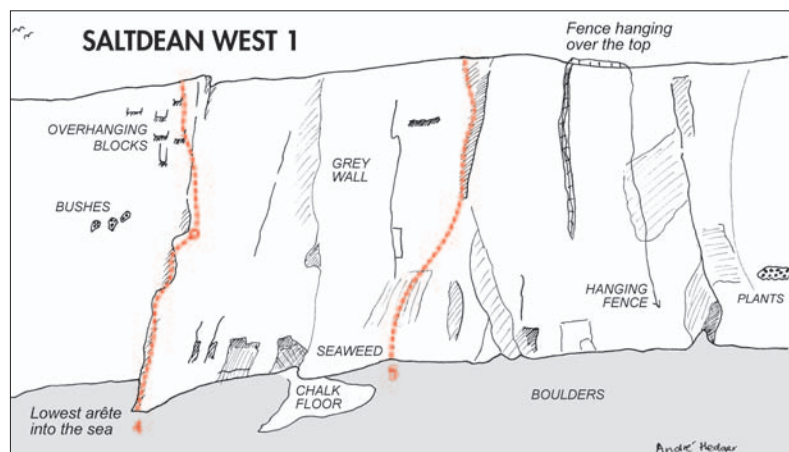
The C-grading system has been adapted for sport chalk from Water Ice and Mixed grades, whose climbing is nearer in style to sport chalk than Scottish Winter climbing. However, in comparison with the current Euro-style mixed routes, C-grades tend to be between one and a half and two grades easier for a given grade (for example C9 equates to M7 or M8) due to the fact the moves on chalk are so much easier to read than on rock dry-tooling, and the hook placements are very positive by necessity in the soft chalk.

A bolt fund is kept at Peglers Mountain Shop in Arundel. Donations are always welcome and any regular climber should be a regular contributor.

The Western Cliff

Saltdean Slab starts some 40 metres east of the promenade above Saltdean Beach, towards the right-hand end of the artificial boulder field. Seventy metres further east, and past a tunnel entrance, a blunt ridge points out to sea (the former site of *Prunes* and *Exlax*). The slab to the right of the ridge gives *Relax*. A further 100 metres to the east the most prominent buttress pointing out to sea at the highest point of the cliff gives *Turbo Buttress*. A further 80 metres beyond *Turbo Buttress*, above the shingle beach (much used by male nudists), is a slight bay with a rightward-trending slab leading almost to the top, which gives the line of *Brighton Rock*. After a further 200 metres, and just beyond the prominent stegosaurus-like cliff-top fence, is the West of the Pipe Area. The routes at the eastern end of the cliff are best reached from the east as for the West of the Pipe Area.

The Sea Cliffs



Both old and new style climbs co-exist side by side on the Western Cliff, and in the case of *Turbo Buttress* on the same route. The grades reflect the way by which the routes have been climbed to date. Although the C-graded routes are equipped to a greater or lesser extent with *in-situ* gear, as yet only one of the routes, *Fulmar*, is equipped with a lower-off at the top. With the possible exception of *Saltdean Slab*, double ropes are recommended for all these routes.

Climbers repeating the routes should be prepared to set up a lower-off/abseil station to avoid topping-out

1 Saltdean Slab 30m II (4.11.83)
Gain the slab just right of the corner and follow it, trending right, to a steeper finish.

2 Direct Route 30m IV
Start 5 metres right of *Saltdean Slab* and climb up a very steep wall on good chalk to gain the slab.

3 Relax 45m IV/V † (2.95)

Start at the corner right of the blunt ridge.
1 25m Climb the corner to a stance on the arête.
2 20m Climb the narrowing slab above.

4 Turbo Buttress 60m C5/6 (1994)

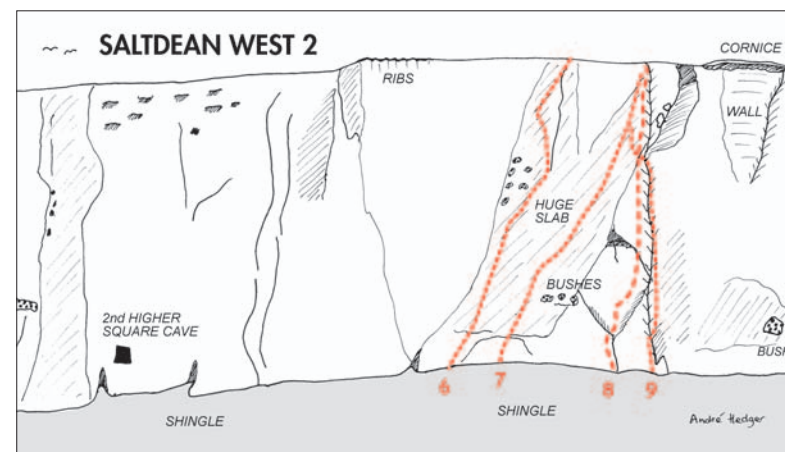
This is the only route so far to have been climbed in both the old and the new, sport chalk, style (10 bolts in total). The latter ascent was given the apt name of *We Laugh at Danger*. Start left of the toe of the most prominent buttress.

1 15m Climb left of the arête of the buttress or the arête itself to a good ledge.
2 45m Follow the arête, trending leftwards to a steep blocky finish.

5 Lime Wall 60m V † (2.94)

An excellent route. Beyond *Turbo Buttress* is a slight bay. A steepening slab leads up to a very steep and unstable headwall. *Lime Wall* climbs the slab and then breaks right up steep greenish rock to avoid the headwall. It is possible to start the climb on small ledges 2 metres above the beach if the sea threatens to wash over your feet.

Saltdean



1 30m Climb the centre of the steepening slab till a traverse right leads to a small stance below the headwall.
2 30m Traverse steeply right and up on excellent, green chalk to gain a slab. Climb this to the left end of green ledges. Go steeply left, and then up rotten rock to a short, steep finish.

6 Tiptoe through the Tulips 55m IV † (24.5.94)
A pleasant route with a safe finish up the steeper, more direct and more vegetated slab just left of *Brighton Rock*.

1 45m Climb the slab keeping a few metres to the right of the left-retaining corner to a patch of thicker vegetation (beautiful, fragrant flowers in the spring). Move right to avoid damaging the flowers and then step left to belay immediately above them.
2 10m Continue rightwards to the top.

7 Brighton Rock 60m IV (14.11.83)

The easy-angled, grey, left-to-right sloping slab.
1 40m Follow the slab and move across to a niche on its left-hand side to belay.
2 20m Traverse out right and slightly up (*in-situ* protection spike) to find the easiest way through the short but steep 'barrier' at the top of the cliff, which gives the crux.

8 Just a Perfect Day 50m C5 †† (4.2.98)

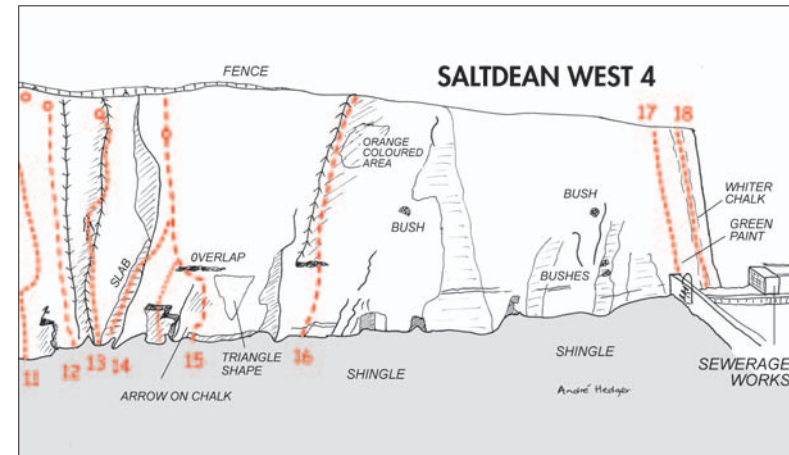
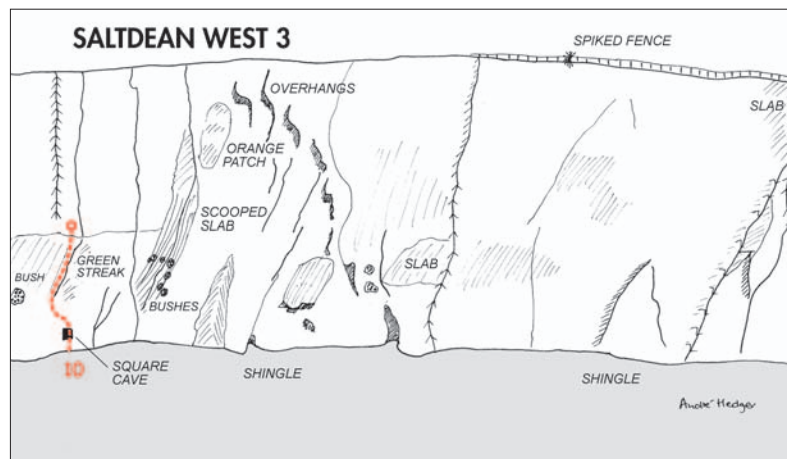
This takes a line up the rock just to the left of the corner of *Stormy Seas*. The first 10 metres has suffered a rockfall, and this was protected with *Bulldogs*, as was some of the arête (5 bolts in total and 2 pieces of iron). Start in a groove in the buttress left of the corner. Climb the groove, and swing right onto a steep smooth wall to take the overhang at its easiest point on the right. Continue up a long rightward-leaning arête (one piece of threaded SS rod at the very top, where an abseil station is required).

9 Stormy Seas 50m V †† (1.95)

This takes the right-bounding corner of *Brighton Rock*.
1 35m Climb the steep corner, first on the left and then on the right wall, to a stance below an overhang.
2 15m Bridge up the corner until a breath-taking traverse leftwards leads onto the final slab of *Brighton Rock*. This pitch appears to have suffered from rockfall.



10 Fulmar 15m C6/7 † (1.06)
 At the time of writing this finishes below half height. Steep with thin placements. Start in the low square cave some 100 metres west of the 'stegosaurus'. Bridge up the cave to the roof, and then go slightly left and up (5 bolts in total) to a lower-off.



The West of the Pipe Area

This is the easterly end of the Western Cliff. The climbs are centered on the obvious corner of *Back in Time*, which lies some 120 metres west of the water-treatment plant, and 35 metres east of the prominent stegosaurus-like fence that projects above the cliff-top. Access from the east is almost non-tidal.

11 The Strangeness and Charm of the Quark 20m C5 (3.00)
 An excellent route, which is more like a long ice climb than most of the others here (7 bolts). Start 3 metres left of the arête left of *Back Off Back On*. Climb the right wall of the small open corner. Move right for 2 metres onto the wall, and continue straight up until you can move right to the lower-off.

12A Back to the Future 26m C6 (11.06)
 Start 6 metres left of *Back Off Back On*. Follow a line of SS bolts to a small roof under an impending wall. Pull onto the wall and at the top of this veer off to the left and up to the belay.

12B Back Up 25m C5 (12.06)
 Start 3 metres left of *Back Off Back On*, beneath an overhang. Pull through the overhang onto the wall, and follow the line of protection heading up to the arête and isolated, embedded chalk blocks. At the last *Bulldog*, step right to the belay of *Back Off Back On*.

12 Back Off Back On 25m C5 (3.99)
 A long and worthwhile route (7 bolts). A line of hook placements starting 2 metres left of the corner leads you up and towards the left before heading straight up towards the lower-off. As you move up your calf muscles will get a work-out as well as your arms.

13 Back in Time 25m C5 (11.05)
 The hooks are into soft, névé-like chalk that is less cohesive than usual; a light touch is recommended (9 bolts)! Start in the obvious corner. Bridge up the huge open corner, using the right wall occasionally. At 20 metres move right around a hanging block to continue up the groove to the lower-off.

The Sea Cliffs

14 St Jerome 20m III (11.4.94)

A good-quality route on good chalk, which can be well-protected, up a slight, black buttress 100 metres west of the water-treatment plant. Given its location and the existence of a lower-off, it is quite likely that it will be equipped with *in-situ* protection (retrohogged) in the near future. Start to the left of the slabby grey, triangular buttress. Climb the slabby left side of the buttress up solid grey chalk, trending rightwards to the shoulder at two-thirds height; lower-off to the right.

15 Day Dreaming 17m C5 (10.1.98)

In essence a more direct version of *St Jerome* (5 bolts). Start 3 metres to the right of *St Jerome*. Climb up a scoop to a short wall and overlap to reach the fault-line. Traverse left 2 metres onto the slab and then diagonally left up to the lower-off.

The next three routes are of lesser quality than the others hereabouts; they are on rock with very sharp flints, and lower-offs need to be put in above all three.

16 Choss Chalk 15m C4/5 (3.98)

Takes a rightward diagonal line through the broken chalk, up the easiest angle on the left side (4 bolts).

17 Choice Chalk 15m C4 (4.98)

Start at the green point mark on the wall at the west end of the water-treatment plant. Go straight up (2 bolts and 2 *Bulldogs*).

18 The Thin White Line 15m C4/5 (3.98)

Takes the obvious white line 3 metres to the left of the brick wall of the water-treatment plant (4 bolts).

Six of the Best Area

Named after a now collapsed route, this is the area of cliff some 150 metres east of the water-treatment plant, and it consists of a seaward-facing wall with an easier-angled slab on the left and a steep west-facing wall. It is accessible at most states of the tide, although it can get cut off at high tides and by rough seas.

The first series of routes lies on the 4X4 Wall, the seaward-facing wall.

19A Chalk Crumble 14m C8 (7.07)

Start at a steinpull 1½ metres left of *Four Play* and climb using the head of the ice axe to mantel for two very long reaches. Four bolts *in situ*.

19 Four Play 14m C4 (3.04)

Start 5 metres to the left of the slab. It climbs the left-hand end of an overlap up the steep wall to gain the slab above. The lower-off is at the top of the slab.

20 Six Pack 14m C6 (2005)

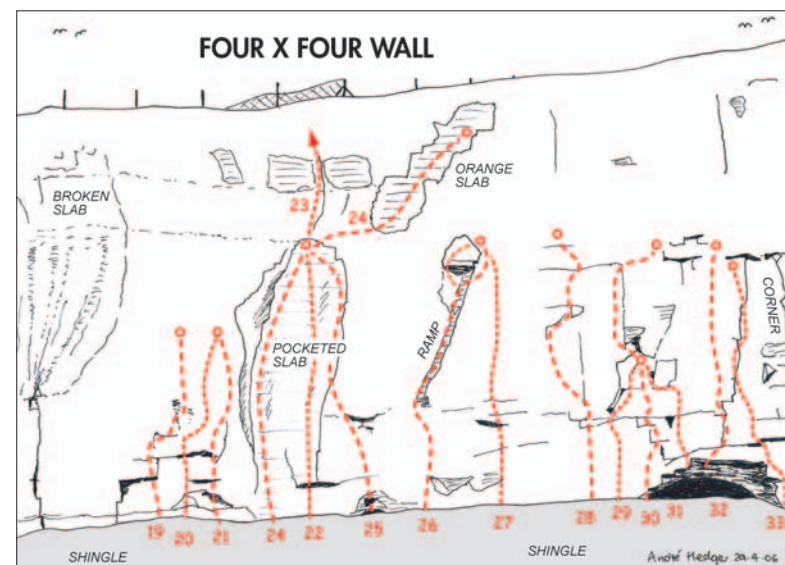
Start just to the left of *Fournication*. Follow a passage heading leftwards, keeping to the leaning wall past hooks and hogs, which leads to a mantel onto the slab above and the lower-off.

21 Fournication 14m C4 (3.04)

A slightly overhanging blocky wall for its first half, immediately left of *The Slab Route*, takes you on a slightly right-trending line to a vertical wall above. An additional piece of gear may be wanted to protect what can be quite a bold start, especially at the given grade. Avoid using the slab for your feet to tick the route at this grade; bridging right will drop the grade two notches. Climb past 2 warthogs and a hook to the lower-off.

360

Saltdean



22 The Slab Route 14m C2 (1998)

The most obvious feature in the area, and the start of many a chalk climber's addiction! Any line on the slab can be taken; there is protection on the left or in the centre. The slab does not have too much in the way of character, as the weight is on your feet (the footholds are now large buckets, and it has been climbed in trainers!). A good introduction into the use of ice axes and crampons.

23 Slab Avalanche 7m C4 (4.98)

A direct extension to *The Slab Route*. From the belay, climb direct to top (two extra warthogs). Not recommended unless a new higher lower-off is added.

24 The Slab Extension 8m C4 (2005)

A rightward extension to *The Slab Route*. Follow the tapering slab's rightward arm. It can be climbed together with the first pitch as one long pitch or as a second pitch. The exposure builds as the undercut slab narrows. The lower-off is a little awkward for the climber to weight.

25 The Slab Direct 12m C4 (4.04)

From the pulpit to the right of the slab, a short vertical wall (5 metres) and one warthog lets you get a bit of a pump and the opportunity to practice the awkward mantel move needed to change from vertical chalk to the easy slab above. Continue up the centre of *The Slab Route*.

361

The Sea Cliffs

26 The Ramp 14m C4 (2.98)

Two metres to the right of the pulpit at the start of the previous route, is a left-to-right ramp-line between half and one metre wide (3 bolts). Climb directly up by some straightforward moves on 75° chalk. The ramp itself, though not technically taxing, requires balance and finesse. The sting in the tail is the last few moves passing a small capping roof, usually passed on the right edge, to gain the lower-off.

27 4X4 14m C4 (4.04)

This fine route, quite consistent at its grade throughout, takes a direct line to the same belay as *The Ramp* and begins directly beneath the lower-off. A series of bucket holds has developed over time, despite which the route should not be overlooked.

28 Police 5 14m C5 (5.04)

The slightly leaning wall 3 metres to the left of *Fight Club* is taken on its left end. The first piece of protection is at 7 metres; a hook may be placed to make the lead safer. Move onto the central slab, go slightly to the left and up into the scoop before taking the leaning wall above to the lower-off.

The first lower-off for the next route can be used to top-rope any of the next three routes, and to run laps on the trio.

29 Fight Club 17m C7 (2003)

Two metres left of *Beats the Gym*. A couple of moves straight up set you up for a long move up to the right to a hanging slot; then move up to the left to a layaway from a hook placement in a brown hole. This allows you to move up and past the first lower-off and up past three more warthogs to the second lower-off.

30 Beats the Gym 8m C6/7 (2003)

This central line is for many their first foray into the harder and more technical routes, partly due to its straightforward moves! The route follows an obvious sequence of hooks, starting directly beneath the lower-off.

The height of the beach below the routes near the corner can vary tremendously and when it is high the routes will be a full grade easier.

31 Let the Bloodletting Begin 8m C7/8 (2003)

This is the rightmost of a trio that share the same lower-off. Pull directly through the overlaps on the left side of the *Six of the Best* cave. At half height trend left to join *Beats the Gym* for the last few moves. To make the route longer, you can begin on the right side of the cave's lip and traverse it leftwards to gain the line as described.

32 Justified and Ancient 17m C9 (6.04)

From a low stein-pull, move 2 metres to the left of the corner. A series of huge moves, some 2 metres apart, on a continually leaning wall, take you to the lower-off. An on-sight of this would be an impressive display of reading the moves on a very, very technical line. Hard for the grade.

33 After Eight 18m C8 (5.05)

The obvious corner. It used to be *Six of the Best*, though with this route falling down so many times and the difficulty changing markedly, a new name was due. Start beneath the corner, 1 metre to the right of the cave, and head up to the left wall of the corner on steep ground, with big moves to the lower-off.

Saltdean



34 7-Up 18m C7 (3.04)

This is one of the oldest existing sport chalk routes, taking the wall 3 metres right of the *Six of the Best* corner. This route is a benchmark for the grade, and although it has had a huge amount of traffic, it is still great. This is testament to the many climbers that have respected the 'no new hooks ethic'. It is reachy but never too much, gently overhanging for most of its length but never too steep. Follow a line of hooks directly to the lower-off. If you can't see the next placement at any point, just look higher!

35 S Club 7 18m C7 (4.04)

The first route left of *Split Personality* takes a series of reachy but nicely balanced moves up to the steep headwall, diagonally rightwards. A long and near blind move past the overlap with your left tool allows you past the overhang to the upper micro slab, from where a committing reach with the right brings you level with the lower-off.

36 Schizophrenia 28m C8 (2005)

This is in essence a directissima of *Split Personality*, starting beneath the uppermost lower-off. It climbs directly up the arête to the right of *S Club 7*, missing out the midway slab and breaking through the blocky overhang to gain the upper slab. Trend right and up to meet *Split Personality* midway up the slab.



37 Split Personality 28m C7 (2003)

This is a route of two halves, and can be climbed as a shorty stopping at the equalized belay on the half-height slab, or climbed in its entirety. The delicate and balancy upper hanging slab leading to a lower-off near to cliff-top height contrasts well with the lower half. The lower half starts midway along the right-hand wall and climbs up beneath the roof before traversing left to the weakness offered by a hanging block that takes you to the half-height slab at its left edge. Traverse right on the slab to a lower-off, where the up or down decision has to be made! The upper slab is delicate and all that remains of *It Will be Lonesome this Christmas*.

38 Surf's Up 25m C8 (2005)

A traverse of most of the Six of the Best Area, climbing at the level of and using for protection the first warthog or hook on each of the routes you climb past. The line follows 4X4 to its first hook and then goes rightwards, keeping to the overhanging terrain to the corner; the crux is gaining the moves of *After Eight* in the corner. The pump builds up to this from the start, and it is with relief that you head towards the sea on the right wall. The route can be climbed from right to left, slightly easier. There is ground-fall potential in various places, particularly if the beach is high. Be careful.

39 Slashed 25m C7 (2005)

A rising traverse, beginning 5 metres right of *Split Personality* and trending leftwards at about 45 degrees to clip the second and third pieces of gear on *Split Personality*. After clipping the *Bulldog* on *Split Personality*, swing leftwards around the overhanging arête

to the 3rd piece on *S Club 7* as you traverse the wall from bottom right to top left. This leads to a hook placement behind a flint on a broken band of chalk and another hand hook for protection. Reachy moves past a glued-in anchor and warthog lead to the lower-off of *7-Up*.

40 Star Light 18m C8 (2005)

A direct line to the belay of *Get into the Groove*. A little bold. Start 2 metres right of *Split Personality*, taking the right edge of the lower wall, reachy and ever steepening. A clearly-defined square block at half height is the best feature to look for. Follow the stars if you are climbing it at night.

41 Stargazer 18m C8 (30.4.06)

Start 2 metres to the right of *Star Light*, and climb straight up on very long reaches to the belay of that climb.

42 Get into the Groove 18m C6 (2005)

A natural line up the groove left of the arête of *Everyman's Route* on the Seaward Face. Start 3 metres left of the arête. Climb straight up the face for 6 metres to a capping roof, which is bypassed to the left. Move onto and up the left wall of the groove for 5 metres. This leads to the slab above, where a few moves to the left will see you at the lower-off.

43 Mediterranean Blue 18m C8 (2005)

A quality line. Starting 3 metres left of the arête, a line of SS bolts lead you up with stretchy moves to beneath the roof. The roof is bypassed on the right precariously to gain the upper slab and the lower-off beyond.

44 Flintstones Go Club Med 25m C8 (2005)

A beautifully photogenic long line taking the arête directly all the way. It is very well protected (13 quickdraws needed). A modern classic chalk route. The first roof is breached with a stein-pull, to gain the slab below the vertical arête. Take this directly, with some moves being 'real' dry-tooling moves on flints.

Seaward Face

This is the face to the right of Six of the Best Area.

45 Everyman's Route 25m C5 (3.98)

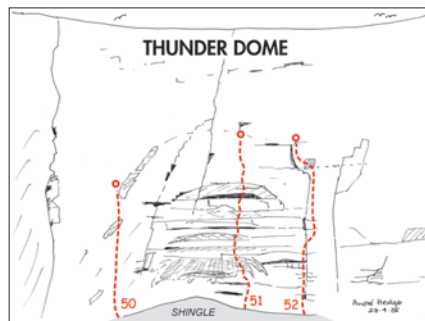
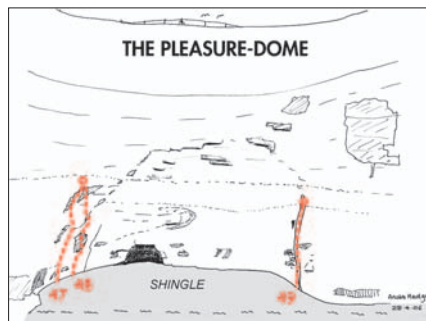
The arête is followed on its right side, across the slab, and on into the groove in the steep upper headwall (7 bolts). Move left to the lower-off.

45A Kathy Come Home 25m C8 (9.9.07)

Start 5 metres right of *Everyman's Route*, at a side-pull. Follow eight (green) bolts to a lower-off, the crux being a long stretch for a torqued axe at the second bolt.

46 Blade Runner 25m C5/6 (19.1.00)

One of the longer routes, taking you to just below the cliff-top. The line wanders up a faint groove-line, past a mixed bag of protection (9 in total), initially trending right and then left to a hollow-sounding shield just before the lower-off (how much longer it will be there?). This is one of the more adventurous routes, and is good value at its grade.



The Pleasure-dome

The Pleasure-dome is the undercut bay to the right of the Seaward Face. It is cut off at about mid tide. It is possible to traverse out on a series of hook placements, but it is unwise to leave it too long! A rockfall in March 2006 took out all but three of the routes, and there are now some doubts as to the inherent stability of the Pleasure-dome, even more so than for chalk generally.

47 White Line 14m C7/8 (2003)
A great route in the centre of the left wall, which trends slightly rightwards with reachy moves on a gently leaning wall. The pump builds progressively.

48 The White Room 14m C8 (2004)
Start 2 metres right of *White Line* with a stein-pull and very long reach onto the overlap. Figure-of-fours are required to make some of the reaches. Make a left layaway move onto the left wall, and climb up to the belay of *White Line*.

Dogleg (14m C7 7.07) follows the overhanging edge a metre to the left of *This Beautiful Game* to the same lower-off.



Dogleg (C7)
André Hedger jun.
ANDRÉ HEDGER sen.



Freedom Fighters (C10/11)
Bez Bezancon DAVE PEGLER

49 This Beautiful Game 15m C5 (4.04)
This fine line is the only one left of three originals on the slab on the right of the dome. The roof above the lower-off has some hanging and rather dangerous-looking flakes. Climb the route (it's great) and move away; this is no place to linger! Start 1 metre right of the left-hand side of the slab. Go straight up for 4 metres before a long reach horizontally right allows the overlap to be breached. A line diagonally up to the left is then taken to the lower-off.

Thunder Dome

This is the next undercut bay east of the Pleasure-dome.

50A No Freedom 23m C9 (11.06)
Start 3 metres left of *Namelos*. Climb the impending wall using long reaches and two steinpulls to the *Namelos* belay. Continue up the wall above on long reaches to a second belay.

50 Namelos 15m C8 (16.4.06)
This is on the left-hand side of the dome, some 15 metres from its left-hand edge. Start with a stein-pull, and follow three SS bolts to the lower-off.

51 Freedom Fighters 20m C10/11 † (8.05)
An impressive line, starting at the back of the dome and blasting out through the overhangs. This is the steepest and hardest sport chalk route to date. The route was climbed with spurs, and their use greatly eases the clipping of the runners. It can be tricky to differentiate tool placements and spur placements. After there has been a little more traffic on the route this will become clearer. The technical crux comes in bypassing the first major roof (of many), and of course those clips without spurs!

52 Something in the Water 18m C9 †† (8.05)
Midway along the right wall of the dome a line of gear and hook placements leads up to a capping roof. Breach the roof on its left side and move directly up a slightly easier but still leaning wall past a couple of steep overlaps to the lower-off.

Newhaven – Fort Chalk

OS Ref TV 438 999

This is a very recently developed sport chalk venue at the eastern end of the cliffs running from Saltdean to Newhaven. The cliffs are in the Brighton to Newhaven SSSI. From the A259 follow the signs for the fort in Newhaven, past the entrance to the Fort itself, to the end of the road and park at the western end of the various car parks. Walk for fifteen minutes beneath the cliff to the west. The climbing is accessible only at lowish tide.

Because of the hardness of the chalk (relative to Saltdean), nearly all the routes use drilled holds: if the axe doesn't sink in, don't pull on it. Chopping intermediate holds is not acceptable.

1 See Shelle on the Sea Shore 25m C4/5 (10.07)
Climb the slab; a winter classic.

2 Jellyfish 10m C8 (9.07)
Great moves up the wall and then over the slab.

3 Fly Catcher 10m C6 (11.07)
A very good route. Some axehead mantels needed to reach the holds.

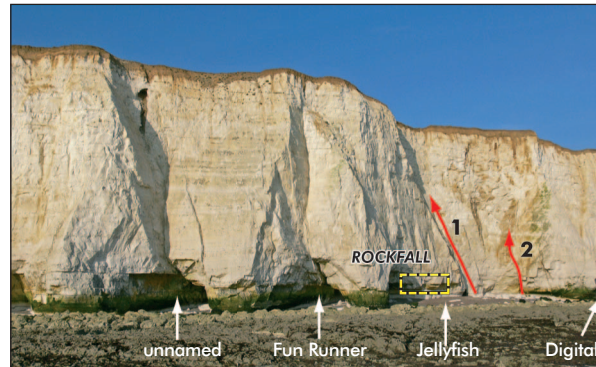
4 Twist and Shout 10m C7/8 (11.07)
A lock-off gets you to the hanging slab. Watch out for the razor-sharp flints by the roof.

5 Digital 10m C9/10 (11.07)
Three holds on the left side of the cave lead to a big move to the block, and a bolt. Swing under the right side of the block and then back left to the front of the block.

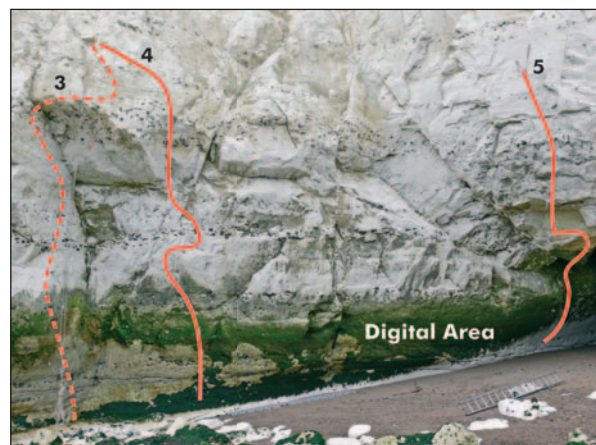
6 Revolution 10m C9/10 (11.07)
Start at the back right-hand side of the cave. Climb towards the light, crossing from side to side. Drop down to the start of *Digital*. Continuing up *Digital* gives *Digital Revolution*, a pumpy C10/11.

7 Project (Linear)

Revolution (C9/10) Rob Gibson TOBY DICKINS



Note: the white arrows above and below indicate cliff sectors, not route-lines.



Jellyfish (C8) Bez Bezencon ROB GIBSON

