14 Crow Crag
The potential of Crow Crag has gradually come to light though lines still remain unexplored. Despite the woodland location the excellent rock dries pretty quickly and there are some strong lines. The crag takes the form of a number of blocks interspersed with taller walls. Navigating between them can be tricky due to the preponderance of holly trees. It is usually sensible to drop low and climb back up to the block you are seeking.

The crag is on private land and no right of access has been negotiated. Nevertheless climbers have operated here for many years with no complaint from the landowner. The good behaviour that has made this possible should be continued. Do NOT cross the field above the crag.

Parking for two cars (max) can be found 200m south of High Pasture Farm on Hartwith Bank, reached by either driving up from Summerbridge or down from the junction below Brimham rocks. Please park sensibly and don’t block the road.

A stone style leads into the Old Spring Wood Nature Reserve. Follow the path by the wall (it bends left then right) to where it crosses at another stone stile/gap and descends diagonally through the wood. On leaving the wood at a gate, a path following a barbed wire fence will be seen on the right. Follow this (going beneath the crag) and cross it carefully at your chosen spot. On first acquaintance it is probably best to identify the mighty Vomer Buttress which is an obvious feature.

Vomer Buttress has two tiers, the upper of which takes the form of twin high-angle slabs separated by a wide cleft and lying above a wide ledge. Below the ledge the lower tier is crossed by a roof.

To the right is another buttress gained by scrambling upwards below Vomer Buttress. It is also split into two tiers. This is Corkscrew Buttress. The lower Wall is split by an obvious crack; Corkscrew E2 5c, to the left of which is a scramble up to the upper tier of Vomer Buttress and its aforementioned pair of slabs.

The Watching Crow
Vomer Lower Wall

The bouldering is located around to the left side of the buttress where the right side of the arête is the start of three routes. On the left side is an attractive steep wall (The Clattering) with a corner to its left and a roof left again –this provides the first problems.

1/ Clatterjack 7a *
SDS under right side of the roof. Out to lip, left to the arête and up before stepping back right to finish. Paul Clarke 2019

2/ Strongbow Start 5+ *
Gain the hanging green ramp and traverse the horizontal crack to the ledge above Clatterjack

1/ The Clattering 7b+ **
Climbs the gently overhanging wall to the left of the arête. The FA set two rules: the obvious sloping ramp at ground level is out, and so is the hanging right arête. The standing starts (using the ramp) are easier and worthwhile and still take in the fun last move.

There are two variations, both starting and ending in the same place, the left-hand version being a bit better and harder. Sit-start matching the chest-high rail (feet up off the ramp!).

A/. LH version 7b+/: Use the left arête to gain the line of edges on the face. Span out to the crack on the right, then pop for the top.

B/. RH version 7b: Reach into the hanging crack on the right and work it up until the edges out left can be reached, then pop for the top. Mike Gray 2019
**Corkscrew Lower Wall**

The first problems are around to the left of the crack of Corkscrew and end on a prominent ledge with a small tree. The escape is either down the corner on the left or up a grassy chimney leading to the upper ledge – or you can solo the slab above the ledge and complete the first pitch of Nonawin.

The first problem climbs the pocketed arête of the corner crack and wall to its right. The problems are quite closely packed but each climbs well and independently.

1/ **No Regrets 7a**
SDS under the roof using the big hole below the edge. Up the arête, Reach right to an edge or side-pull then pop back right to another pocket on the arête. Finish rightwards. *Paul Clarke 2019*

2/ **Tree Hugger 7a+**
SDS using good left hold under the roof. Up and right to good slot on the rib then a big move to reach a backhand sloper and hopefully the top. *Marco Giudice 2019*

3/ **Nonawin 6a+**
An old Barley brothers HVS 5b is to make a hard pull into the hanging groove (and the backhand sloper of the previous problem) from standing stepping right to finish. It’s quite a bit harder than that but worthwhile.

If you want the HVS tick you need to climb the slab above – you’ll have earned it!

4/ **Nonawin Sitter 6c+/7a**
A low start with both hands on the big undercut to reach the finger slots and a hard pull into the groove. *Paul Clarke 2019*

5/ **The Watching Crow 7b**
From the obvious ledge/holds pull through the roof leftwards to climb the right rib of the groove. A very good problem. *Marco Giudice 2019*
6/ Make It Easy On Yourself
6c/+ **
From the same starting holds gain the big side pull above the bulge and swing left to good holds. A longish reach to finger holds leads to a step left to the rib. Paul Clarke 2019

7/ Bottle Opener 6b+ *
A bit artificial but fun and feels quite high. It makes use of the left side (only) of the Corkscrew crack but no jamming. Up to the obvious pocket then use the good side hold on the edge of the crack to step up and gain good finger edges. Move left to good footholds and the rib to finish. Paul Clarke 2019

Paul Clarke Make it Easy

Over to the right is a free-standing tower.

Corkscrew Tower
1/ Ring Pull 4 *
The front of the tower past breaks.

2/ Carryout 3
The right side wall – short.
**The Corkscrew Upper Wall** has some fine problems above a spacious ledge and is worth a visit. It is reached by scrambling around to the right past a distinct tower and left under a roof. The crack with a tree on the left side of the ledge is the top pitch of the route Corkscrew. The problems are above a wide ledge but don’t

1/ **Summertime Blues 5+ **
Start as for One in Ten and pull left for a good hold. Step across to the tree (on Corkscrew). Climb the right rib of the crack.

2/ **One in Ten 6c+ **
The superb central rib, passing an obvious undercut with difficulty.

To the right are two routes the first of which can be bouldered with caution. The right one is possible if you are feeling brave.

3/ **Summer Dreams 5 **
The groove behind the tree.

4/ **End Slab 5 **
Climb the scoops to the right.
Narrow Buttress
Some 150m right is a tall twin buttress – the home of some very good routes. A bolder problem has been recorded on a block just below it:

The Crow 6a
Start in the low break and gain the top.

On the furthest block down in the trees to the right:

Crow’s Nest 6c
Short undercut arête starting with LH undercuts and RH crimp finishing by the tree. No foot-blocks.

Cone Buttress
The next area has some great problems and is only 40m away. However, it is best reached by descending and the re-ascending due to the intervening holly trees
At the bottom left side is a small nose with some fun problems that are fun and also provide warm-ups for the greater fare.

1/ Magnum 6b
SDS with hands low using the bottom edge of the cracks

2/ Ninety Nine 6b+
SDS. LH on crimp just above the Magnum roof. RH crack. Climb direct using a pinch/sloper on the rib.

3/ Honey Cone 4+  
SDS just right. LH crack, RH round side-pull on right. Up past break

To the right rises the cone of Cone Buttress. Problems push the boundary between bouldering and routes and the landing slopes steeply downhill. Choose your grade depending on pad and catcher availability.

4/ Rubicon 7a (E6 6c) **
A very bold outing. Easy at first but once the Rubicon has been crossed things get mighty thin. Ensure the top is clean.

5/ Counting Crows 6c (E5 6b) **
Progressively harder moves to the final......
6/ Half a Drainpipe 7b+/c **
The fine jutting arête taken from the right.

Half a Drainpipe Low 7c+ **
Low compression start. Tough moves to gain the sloper on the original.

7/ Afterthought 6b+
The rather green slab to the right needs a clean. Climbed on the right with a hole.

Across to the right are a series of blocks that go all the way down the hill and on at least 4 levels. For convenience these are described starting at the top level and working down the hill to end up back at the fence in a rather circuitous manner – it really does make sense!

The top level takes the form of a low edge and was curiously missed out of the YG Guide. This is a shame as the problems are very good.
Red Wall
The low, red looking edge with an obvious corner. There are some lesser blocks over to the left but any problems are slight and poor.

1/ Hard Target 7b+ **
SDS. Sit start under the left arête. Clamp the prow from as low as possible, pull up and gain the arête and a sloping edge on the face. Work your feet out and make a tricky move to a pocket, before working your way up the arête via some tenuous, off-balance moves.

2/ Hard Target Higher Start 7a*
SDS. The higher sit start to Hard Target pulling up to the pocket. From the pocket is 6cish

3/ Softy 7a *
SDS. Sitting just right of Hard Target, pull onto the wall and bop for the top.

4/ Softly 6a+ *
The thin wall with a reachy start just right of Softy and left of the easy corner

5/ Red Corner 2
The easy corner.

6/ Red Heat 6c **
SDS. A quality problem starting from sitting, using two holds low on the arête right of the easy corner. Gain the big side pull out left and work your way up to the pocket on the arête and an easy finish. A harder variant starts on slopers around to the right.

6a/ Red Heat Higher 6c **
SDS using the big side-pull and arête. A good problem. An even easier variation uses the left arête to start and is also good.

7/ Amino 6c/+ **
A brilliant technical problem up the scooping wall to the right of Red Heat. Well worth seeking out and baffling on first acquaintance so harder than it looks!

8/ Project
The short wall to the right.
Dropping down the hillside there is a group of blocks. The bottom, leftmost one has a smooth downhill face and a slabby right wall. This is the **Fluide Block**.

**Fluide Block**

1/ **Corvus Arête** 6a+/b *
The left arête.

2/ **Fluide** 7b+/c **
The thin crack to an undercut. Smeary feet then a monster move to the top. Morpho.

3/ **Raven Arête** 4+ *
The right arête.

Around the arête is a nice slab.

4/ **The Rave** 3+
The central crack. Eliminates to left and right are possible.

To the right is **Split Wall**

**Split Rib** 5+ *
SDS. The protruding rib/nose.

**The Splits** 3 *
The crack.

**The Divide** 4 *
Eliminate rib.

**Split Wall** 4+ *
Nice little wall.
Right of Way
Across to the right are a nice slab/rib and a leaning arête.

Vague Way 6a+
The vague rib without holds on Green Way or the big ledge/hold on the left.

Green Way 5
The slabby rib with a high step

Right of Way 6b+ *
SDS. The leaning arête keeping on the right side. A 6b variation is the stand start finishing either left or right.

Way Off 4
The rib to the right from a jam. A very low SDS on the left adds a bit.

Dave Turnbull tackles Green Way

Moss Bros Block
Up right of here is a low wall with a couple of cracks. Below this is a mossy block with a square edge.

Bruce Woodley on Moss Bros

1/ Moss Bros 6a/b *
Starting low left cling along the seat and around the lapel to collar the top as a rock on

2/ Suits You 4++
SDS The obvious crack. To chalk up a proper ascent - layback is best - but jam if you must.
Down below and to the right of Fluide is a low block with a good problem – Rave On.

1/ Rave On 7a+ *
SDS. Big undercuts to sloper on the left and a long reach. Get rockin! A much easier variant goes left to the jug on the rib then up.

Below Fluide and just above the fence is Losing My Edge:

1/ Losing My Edge 7c **
SDS. LH on the jug on the arête. RH undercut. Slap up the arête following it until its apex. Rather scritty mantel and top out.

A lesser variation is to swing onto the jug and slap/throw for the pinch hold joining the original.