

# CHAPEL CAVE CRAG

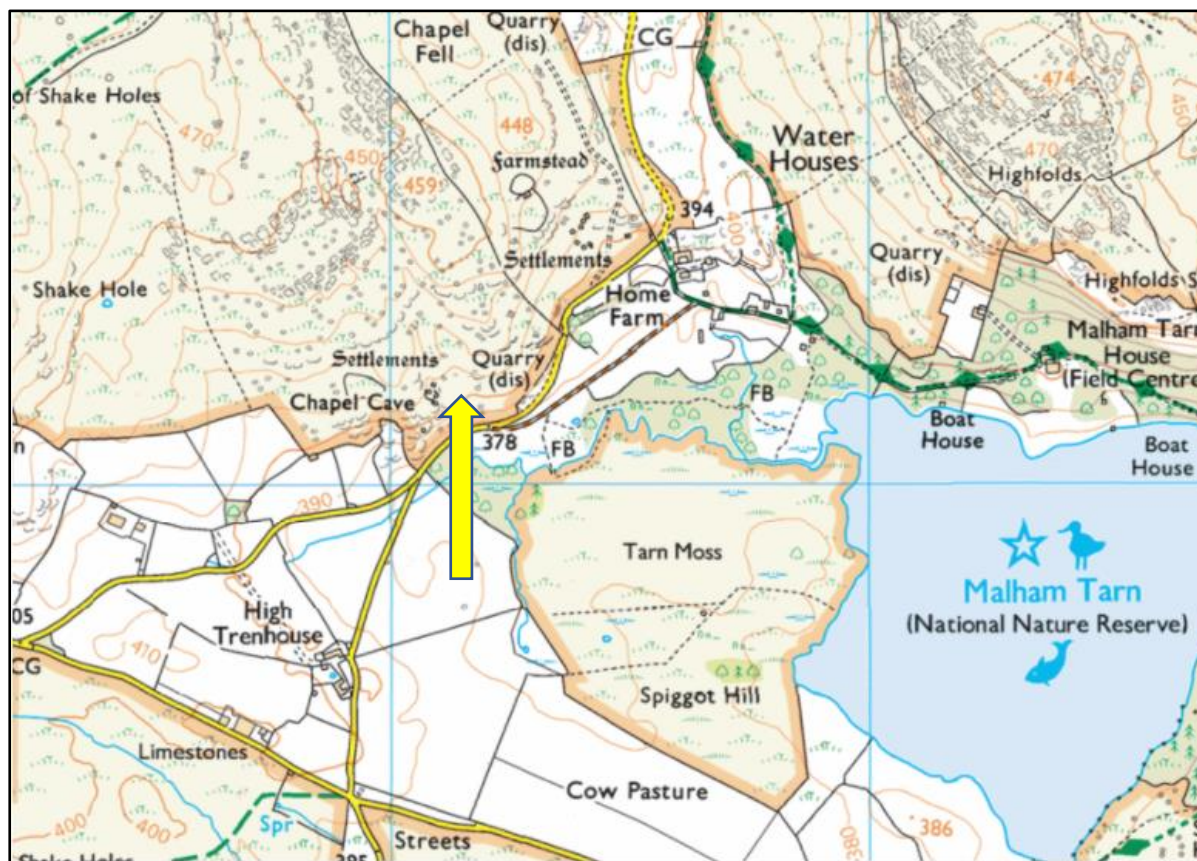


MALHAMDALE BOULDERING

Classic limestone bouldering in classic limestone country. A great selection of problems in the locale of Malham Tarn.

**Approach** – There is really convenient free parking, complete with an information board; marked as a disused quarry on the OS map (**BD24 9PR** for SAT NAV users). Climb up the bank and step through the recently repaired but still gappy fence. Contour westward, keeping the road on your left and in view – the boulders soon appear. **On Access land.**

**Cautionary note** – The rock seems generally sound but the usual limestone health warnings about snappy holds and the effects of freeze-thaw apply.



Chapel Cave (Grade 1)<sup>1</sup> is obvious with a dry-stone wall in its mouth. All of the bouldering is right of this, at roughly the same level.

**CLEAVED BLOCK** – Just left of the obvious boulder with a yew tree growing out of it.

- 1/ Cleaved Left**
- a) 3+ The left-hand line with a slight overhanging sting in the tail.
  - b) 5 from sitting, via sharp holds.
- 2/ Cleaved Right**
- a) 3 from standing. Stepping around is allowed.
  - b) 5+ SDS from sharp holds and staying strictly on the face.

<sup>1</sup> See A. Brook, D. Brook, J. Griffiths, M.H. Long *Northern Caves, Volume 2: The Three Peaks* (Dalesman, 1996), p.14.



**YEW TREE BOULDER** – *the one with the yew tree growing out of it. Some really good lines on perfect rock. 1 – 3 not on the topo.*

**1/ Disco, Disco, Disco 5** SDS The left side of the left face. The underlying square plinth is in for feet.

**2/ Crack Solo 6a** SDS Only the crack, until the jug-line can be reached. No plinth for feet. Probably easier for those who can jam.

**3/ Hanging Face 6a** No plinth or holds on the right arete. Blinkered and bunched, but nice.

**4/ Hanging Arete 6a** SDS from a bucket in the arete. Still powerful.



*The starting hold of Yew Tree Tower Eliminate.*

**5/ Yew Tree Tower 6a** SDS The classic face and arete.

**6/ Yew Tree Tower Eliminate 6b** SDS on the crozzely rail in the lower wall (obligatory starting hold). Throw for the right end of the jug below the flake or skill up on a smaller hold below this. Climb the tower above direct.



**7/ Yew'll Hang 5+** SDS off the central jug. Climb past the hanging flake.

**8/ Yew Arete 4+** SDS off the block; climb the face and hanging arete. No bridging right.

**9/ Yew Born Traverses 6a** SDS from *Disco, Disco, Disco* to finish as for *Yew Arete* – using the plinth to start and not using it seem equally hard.

**LOW WALL** – right again and at a slightly lower level. All sitters.

**a/ Lump 5** The aretes of the end block to a hardish mantel.

**b/ Jug Flakes 4** Jug flakes to jug flakes.

**c/ White Flake 6b** The problem of this wall. Start on good holds, the flake and arete, then throw for slappy contact holds.

**d/ Gully 3** Loads of holds.

**e/ Flakes to Crack 4** Start on the obvious flake holds on the final lower wall; move to the upper crack.

**f/ F no C 5** Eliminate the upper crack. Go from the flakes to the break to a crozzely hold.



**g/ End Arete** 3+ Direct or pulling round right.

**h/ Demi Trav** 5 From Flakes to End Arete.

*The next group are based around the tree capped boulder – this is the main draw from the road.*

**SEPARATE BLOCK** – the one next to the main wall. It has a down-pointing flake.

**1/ Blunt** 3 SDS Left arete (can use the front for feet to start).

**2/ Hollow Blade** 4 SDS The front of the left arete. Carefully pad the embedded block at its base. Use holds on the arete only – avoid the flake, it's hollow!

**3/ Chapel Fell Arete** 6c SDS The right arete from a hard start off the low break. Compelling pinches and slaps follow.

### **MAIN WALL**

**4/ Pix** 5 SDS The left arete of the main wall.

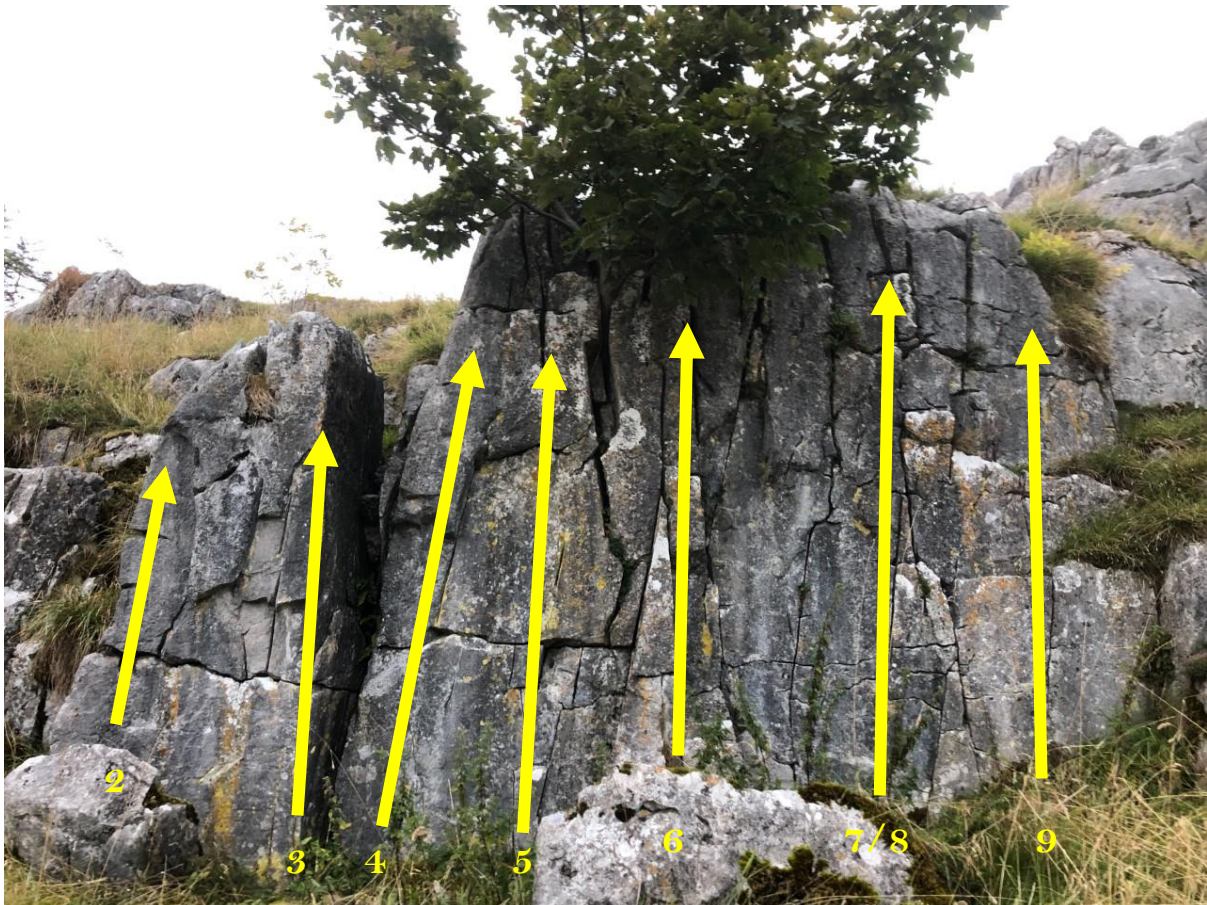
**5/ Winged** 6a+ SDS The Middle of the wall – no arete or side cracks.

**6/ Vignette** 5+ SDS Wall, cracks and pillar. More awkward than it looks.

**7/ Puck** 5+ SDS The right wall – a hard start gains cracks.

**8/ Fawn** 6a+ SDS eliminate – nothing right of the central crack.

**9/ Mantels** 3+ SDS on the low right wall. Just nice.



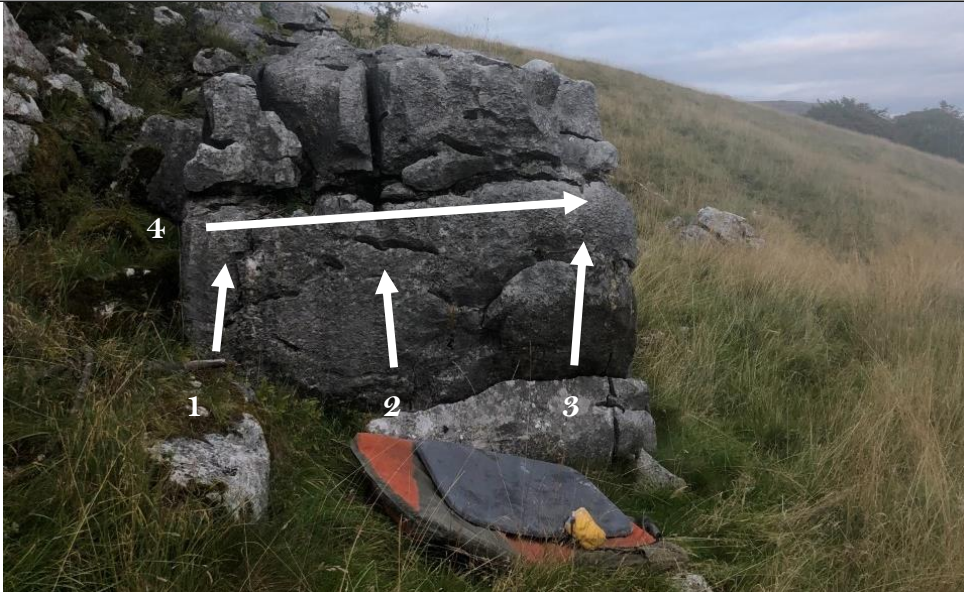
**LITTLE ISOLATED BLOCK** – mega low-ball, but perfect (if sharp – be careful) rock. At a slightly lower level. All SDS.

1/ **Left Edge** 3

2/ **Middle Wall** 3 Don't use the big flake.

3/ **Huge Flake** 3 Watch the sharpness.

4/ **Main Break** 5 Ride this all the way from the Left Edge. The underlying foot-ledge is not allowed. Step into the rail/break around the corner.



**ABOVE BUTTRESS** – above the Little Isolated Block. Add a plus for a sit start.

5/ **Centre Crack** 4 The wall left of the crack with the tree in it.

6/ **Main Crack** 4+ The wall with crack with the tree in it for the RH.

All the climbs here were recorded by John and William Hunt in 2022.



John Hunt 2023