

## Vain and Main Area

**Climbs -**

**Altitude**

455m

**Faces** all directions

**Condition info:**

A fairly quick drying area with mostly flat and grassy

landings makes this a good place for those operating in the Font 3 to 6c grade spread to spend a happy moorland day. The blocks abound with some unusual features. Though few problems were included in the YG guide there are old ones and some new that add up to a good day and are worth the walk. Most are pretty clean but, as with much of the climbing at Rylstone, bring a soft brush and expect at least a little scittle on some problems – depending on recent traffic.

**Parking and approach info:**

Take the usual Rylstone approach as far as Rylstone Cross. From here the wall-side path reaches the Two Moons Boulder in 200m passing the Vain Boulder halfway. A little further on a faint path drops towards the crag and Nobular Structure. Going over the top of the crag then dropping on the other side one comes to the prominent prow of Genuflection. Other blocks/approaches are described in the text.

**Genuflection Block**

The obvious arête of Genuflection faces the wall. There are many several problems on the other side but have become green and the landings are awkward.



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The low block is out for the next problems.

### **Stoop to Conquer** 6b+ \*

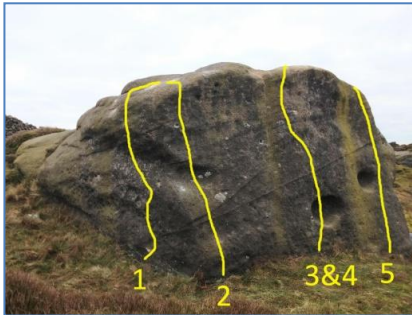
SDS just right of the crack using crimps and with a heel on. Pull up to more crimps and/or a pocket then undercut to reach the top. Finish direct or step right.

### **Bended Knee** 6b+ \*

SDS. Step up as for Stoop but then swing across to the rail on Genuflection and finish as for this

### **Genuflection** 7a+ \*\*\*

SDS. The very fine arête. Moorland class.



### **Two Moons Boulder**

Easily recognised by two large holes on each of the west and north sides. Only two lines in YG guide.

#### **1/ Elliptical Orbit** 6b+

SDS – LH in obvious hole, RH on arête pocket. Reach mono pockets and slopers

to pull over and the final mono.

#### **2/ Moon Landing** 5+

Step up, reach and then effect a landing.

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### 3/ The Dark Side of the Moon F5

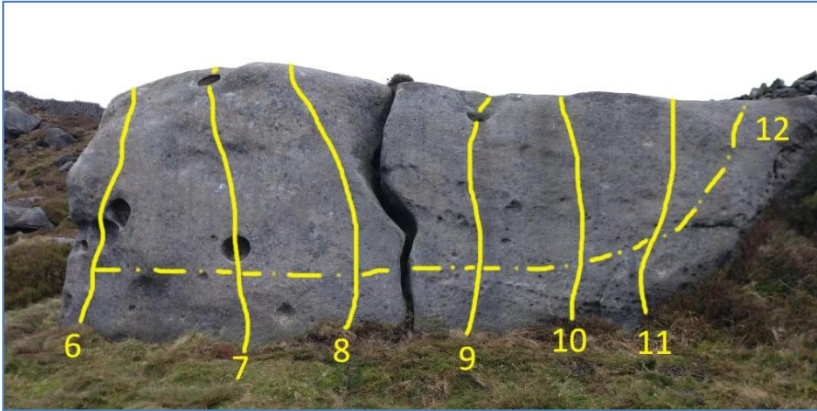
A long reach or a jump for some.

### 4/ Tranquillity 6a+ \*

The SDS to DSotM starting with a good hold in the low hole and pocket.

### 5/ Lunar Arête Left F4+ \*

The left side of the rib.



The west side has a number of clean and entertaining problems.

### 6/ Lunar Arête Right F4+ \*\*

Nice moves up the right side, finish direct.

### 7/ Two Moons F4+ \*\*

Link the big low pocket with the bucket on top.

### 8/ Apollo 13 F6a+ \*

Thin moves up the left side of the crack.

### 9/ Io F3

Right side of crack and big pocket – or ignore the crack at the same grade.

### 10/ Callisto F3+

Centre of the right wall.

### 11/ Ganymede F3

Right side of right wall.

### 12/ Moonwalk F5

A low traverse avoiding the big pocket on Io.

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### Deceiver Boulder

20m or so down the hillside is a block with a defined arête and a wall on its right side.

#### 1/ Scurfy Deceiver 6b+

Left side of the rather scrittly arête.

#### 2/ Right Deceiver 5+

The slab.

*Dave Turnbull on Right Deceiver*

### Slither Boulder

Over to the right and at a higher level is a bulging block with many holes.

#### 1/Slither 6b \*\*

SDS on let side. Gain lip pockets and follow them to better pockets around the right side.

#### 2/ Snaketongue Truffleclub 6b \*

From holds 3/5 BDC BT 2/P /P 7/MCD 26/BDC BT 0 o iver 4/P 9 o rg 0.75 club

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### Nosey Block

Back on the path and over the fence is a tower with a steep downhill face.

### Nosey Wall 6a \*

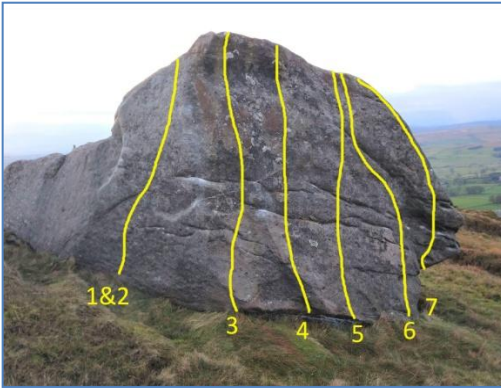
The wall starting with a crimp rail.

### Vain Block

A fine block with an assortment of good and varied problems.

#### 1/ Vanity Left (SDS) F6b+ \*\*

The tiny vein crimp gives the starting holds then use the arête and crescent to its left. Can be done without the crescent at the same grade.



#### 2/ Vanity Left (Standing Start) F5+ \*

Just using the arête and the crescent and a bit of nifty footwork.

#### 3/ Vanity Right F5+ \*\*

From a lowish start climb the arête on its right side.

#### 4/ Vanity Pocket F6a \*

Climb the eliminate wall just right of the arête using a small shallow pocket on the right and fancy footwork. Add a + for no pocket

#### 5/ Vain Wall F5 \*

More or less direct up the centre of the wall via the diagonal crease.

#### 6/ Vanity Fair F4

The easiest line up the wall. No holds barred.

#### 7/ Main Vain Arête F6a

SDS as for Main Vain but then pull through directly onto the upper arête and keep going. No stepping onto the holds to the left (on Vanity Fair).

#### 8/ Main Vain F6c \*\*

From a sit-down start under the left edge of the overlap swing right to shallow pockets and flakes then pull through and trend left up the scrittly slab.



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### 9/ Main Vain Direct F6c \*

SDS under the centre of the overhang and pull through to join the original

### 10/ Heinous Venous F6a

Just right of Main Vain Direct are two opposing flakes in the 2nd bulge. Use these to reach a third short flake on the left and a precarious pull-over and spicy finish up the slab.

### Hide Strides 6b

High steps and undercuts above the low flared crack. Pad up the slab above. Right of Heinous Venous.

### Hide Strides Sit 6c

Start sat at the flared crack (LH in this and RH on a flatty). Gain a left-hand pocket before a tough move to get feet up and latch good undercuts. The arête to the right is out but the problem has been done with and without the flat shelf of YSV.

### 11/ You're so Vain F4

Gain the shelf from the right and pad up the right side of the slab. Direct is 5+, or 6a+ from sitting.

### 12/ OJ's Wall F3 \*

A short easy angled slab on the western side of the block.