

HIGH CRAGS

SITUATION AND CHARACTER

High Craggs must be the most obvious undescribed crags in the area. They rise above the busy Valley Road/Canal Road between Bradford and Shipley, facing south.

The crags are in three sections. **House Buttness** partially supports the shop overlooking the road, but the climbs described are to the left of this, above a slabby rock beside Brigade Bridge. They are high enough not to want to fall off of, six metres plus. Apart from underlying litter and brambles, the routes are quite good, being on vertical sandy walls reminiscent of Spofforth. They dry quickly, catch a lot of sun and usually feature good holds and protection. Some are technical and serious. The outlook over to Manningham Mills is a truly Bradfordian landscape, and in its way much more eventful and interesting than the brown acid moors to the north.

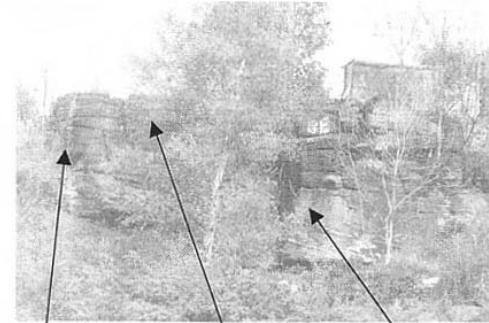
Contamination Buttness is obvious from the road, being the square block above the "Danger Contaminated Water" sign over Bradford Beck. It contains very solid climbs and problems just below six metres high, comparable in quality to those at Shipley Glen. It is strange that there is only one such buttness on the hillside.

Fraggle Rock is a seven-metre high slabby boulder in the woods to the left. It is green but solid, and worth a look.

The routes were climbed and named in April 1999 by Stuart King, Simon Reed and Darren Ongley. It's hard to believe that no-one has been on them before, but judging by the depths of the cobwebs, these were very neglected outcrops. They don't appear in either of the most recent guides. I drove past them twice a day for seven years before I bothered to have a look. And guess what? There's good climbing on some of them.

HOUSE CRAG

Climb the slab and ascend a thin track through brambles and tin cans to arrive under the arete of Urban Myth. Routes are described from right to left.



Yellow Streak

Rest Is Silence

Junk City

1 Rambles In Brambles Severe

Ascend the slabby wall the easiest way and finish using the edge of the top chimney.

2 Junk City HS 4b*

This good little route climbs the obvious shallow thin flake and subsequent jugs at the left of the vertical front wall.

3 Urban Myth HS 4b*

The steep arete is good, with some thought-provoking moves and an exciting pull over the top overhang on good holds.

4 Green Wall S 4b

The green wall is nevertheless quite a fun route, with finger holds materialising on demand. The overhanging top is surmounted on big holds, and with a high step.

Above and to the left are two minor routes:

5 Urban Jungle VD

The greenish sandy wall gives a little juggy problem.

6 Nipper's Chimney E

The simple short chimney is a useful way onto the half way ledge of the next routes.

The buttness to the left is extremely undercut. The routes are good, technical boulder problems in the air, but a fall from the top cruxes would be painful, to say the least...Belays can be arranged using iron spikes below and over the wall.

7 Green Nose

The projection on the right of the buttress can be climbed in various ways from 4c to 5b.

8 The Rest Is Silence HVS 5b*

Struggle over the overhang, and climb the short technical wall right of the sapling growing from the buttress. Straying to either edge is cheating. Grading is difficult, since the upper section seems impossible until you find the right sequence,

9 Root Route VD

Over the overhang again and climb the central tree crack.

10 Beech Tree Wall 5a

The thin wall left of Root Route is myopic.

11 Nettle Arete HS 4b

Starting on the left below the arete itself and gain the ledge via a sandy pocket. Pull onto the upper arete directly, protected by friends.

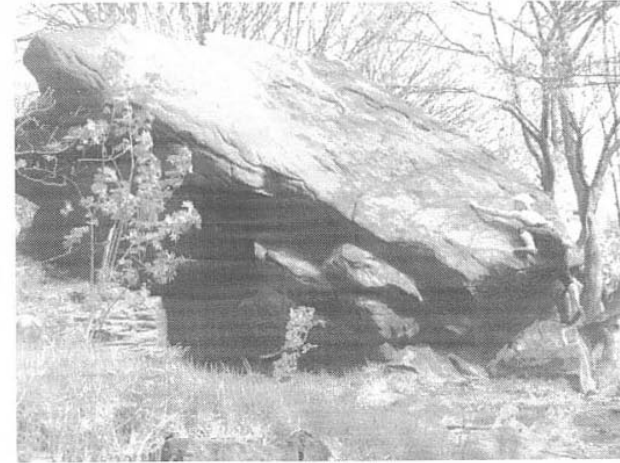
12 Yellow Streak VS 5a*

Start by the tree and surmount the overhang above the triangular niche (crux). Continue gleefully on finger holds. Using the tree is cheating!

FRAGGLE ROCK

The undercut starts provide most of the challenge on these uneven little routes. Beware of the Fraggles, local urchins that sort through your gear, ask lots of dumb questions and generally hang around. Ignore them, and they soon run away, possibly with some of your possessions...

From right to left.



The Urbanised Elf

11 The Urbanised Elf 5a/b

Gain the slab from the pointed boulder with an insecure friction move. Originally done with a very high step left, it is easier for some going right. The rest of the route is only Diff.

12 Muppet D

The easiest way up the slab, with a high step right to get established.

13 Fraggle Groove VD

From the lip of Muppet, step precariously left and pad up the white-streaked slab.

14 Befraggled NL

A hard problem that ascends the big overhang on the left. Using a high sharp flake-edge, somehow pull onto the slab using pebbles.

The green, creased boulder to the left provides an absorbing problem...

15 Reed's Reach 5b

Climb or dyno up the centre of the wall to an insecure finish.

16 Meteorite 4c

The right side of the boulder has a much better finishing hold.

CONTAMINATION BUTTRESS

From right to left. Belay stake in situ.

15 Triumph of the Jamming King HVS 5a* P1

As steep and juggy as Angel's Wall, this is a good strenuous problem, with a seriously hard slab waiting below! Start by jamming up to the break, and ascend trending leftwards to a big hold. Finish up the thin seam.

16 Contamination Arete E1 5b**

The superb arete is arguably as good as Blitzen. Start on the left. A truly direct start is initially harder.

17 Paint It Black E1 5c*

The balancy, technical wall left of the arete is excellent, with hard finishing moves on small holds. The top is further away than it seems! Could be E2 on second thoughts.

18 Strange Meeting 5a

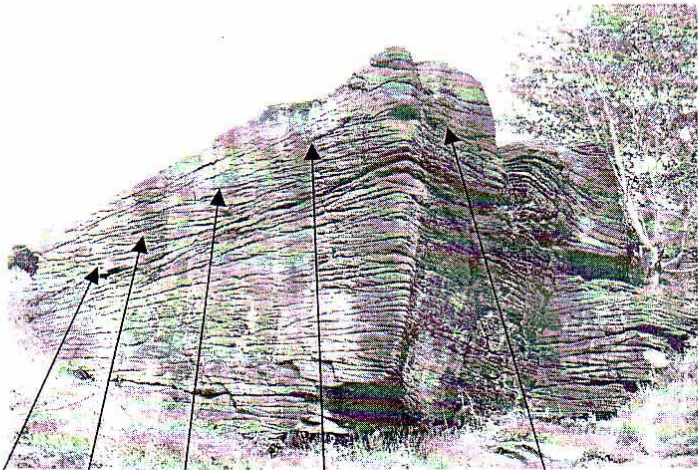
Left again, this good shorter problem climbs up to a thin crucifix-shaped crack system, via an undercut in a hole.

19 Steps 5a

Ascends to the small stepped ledges at the very top of the crag. A tricky move using a small finger ledge provides a crux near the top.

20 Littl'un 5a

Shorter but not much easier, ascend via the low mouth-shaped hold to another fingery finish.



Littl'un Steps Strange Meeting Paint It Black Triumph of the Jamming King