

West Chevin Boulders

Situation and Character

A woodland situation, just below the Chevin summit.

It is fair to say these boulders will never achieve classic status due to the prevailing greenery (but don't be fooled) some good, and a few excellent, problems stay clean. A moment or two with a brush will liberate several more from their winter cloak. Once clean, good rock and varying degrees of technicality can provide a good half-day, or longer if some of the harder challenges are accepted!

Being sheltered it is a useful venue on windy or hot days but don't come after rain and always bring a brush.

From the Royalty Public House drive down the hill towards Guiseley/Menston.

Pass the main car park on the right and then another. Soon after the last building on the right and a track leading off to the left there is a parking space (also on the left and opposite a narrow gate and footpath on the right).

The path leads across a field and enters the wood. Turn right and follow the path for 50m until the first group of boulders are found. This should be the Raynman Area - a small edge with two substantial boulders in front of it.

Also, there is a lower edge down in the woods – see below.

Raynman Area

Raynman Wall

The short edge provides a couple of routes that will probably need to be cleaned prior to an ascent. Fence posts and a hidden peg facilitate this.

Routes

Third Friend Lucky E2 5c 8m *

The right edge.

Raynman E2 6a 8m *

The central line.



Time After Time E1 6a 8m *

The left arête. The upper section is easy.

Problems

Green Wing V4 *

A varied low traverse from right to left.

Missing Time V5 **

As above but finish up Time to the break.

Time V3 **

The bottom arête of the route stepping left to finish.

Pastures Green V0

The narrow green corner.

The Big Green 3b

The big green corner.

Paul Clarke - Time



Africa Wall

To the left is another, quite impressive little wall.

Africa Flake V0 *

Pull onto the flake and traverse L to the arête.

Rachel Hunt – Africa Flake



Horn of Africa V2/4

SD start on obvious low hold to the left. Ignore the cracks and pull up front of the flake either using or spurning the undercut near the left crack

Brownian Motion V10 ***

The superb line up the face above the flake has been done using a toe hook on the left arête though you need to be very tall to achieve this. Any takers for doing it without?

Particle Collision V8 **

The left arête is another fine problem (Also given E5 6b).



Fossil Wall

On the large block in front of this wall and facing it is a wall covered in tree fossils. It gives some short warm up problems.



Fossil Edge 4a

Above the right-hand fossil.

Flaky Wall 4b

The flakes.

Easy Edge 4b

The arête on its right side.

Other possibilities exist.

Low Traverse V0

A low L to R taverse



Scott Walker – attempting Brownian Motion

The opposite (downhill) side of this block has a couple of problems and possibilities but they need a clean.



Ground-Up Wall

Moving around the corner is a vertical wall with some good problems that face west and so stay clean in most conditions. The scene of some ancient chipping.

The Barn Door V0+
Right arête on L side.

Unit of Power V2
Just to the left of the arête but don't use it.

Sideline V2 *
Flaky sidepulls just right of the centre.



Stewart Boutcher- Super Central



Super Central V1/2 *
Up the middle past the slot.

Bloppy V2 *
Climb straight above the blob. Right-hand finish is also V2.

Ground-Up V3 *
The scoop and wall above it is crumpy. No sneaking left at the top.



Leftovers V1

Start as for Ground-Up but move onto the arête. No standing on the adjacent block! From the block is 4b.

An extra grade (or thereabouts) can be added if you give these problems sitting starts.



Leafy Wall

The west-facing wall of the adjacent block really needs a good brush up (No picture).

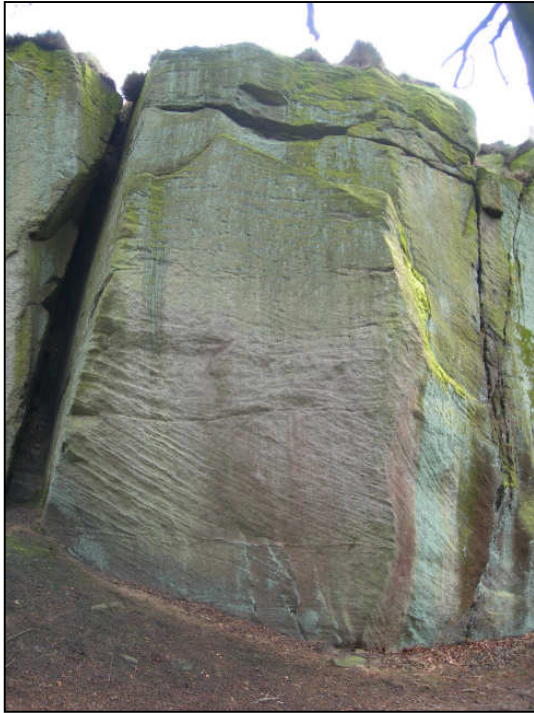
Leaf Litter V0-
The right side of the wall.

Leaf-Hand Wall V0-
Without the arête.

Leafy Ridge 4c
The ridge. This is harder if you do it no-handed!

Paul Clarke - Ground-Up

Some 50 or so metres to the left, past a number of small isolated blocks is the next area:



Homeland

How Green Was My Valley V0

The crack on the right.

Supergreen V1

The green ramp just right of the arête.

Homeland V3 **

The nice arête to the ledge and an easy finish.

Walking the Plank V5/6 *

The wall without the arête.

Exorcist Green V2

The left arête.

To the left is a wide chimney crack that can be climbed with elegance but more usually as:

An Undignified Struggle V?

The choice is yours.

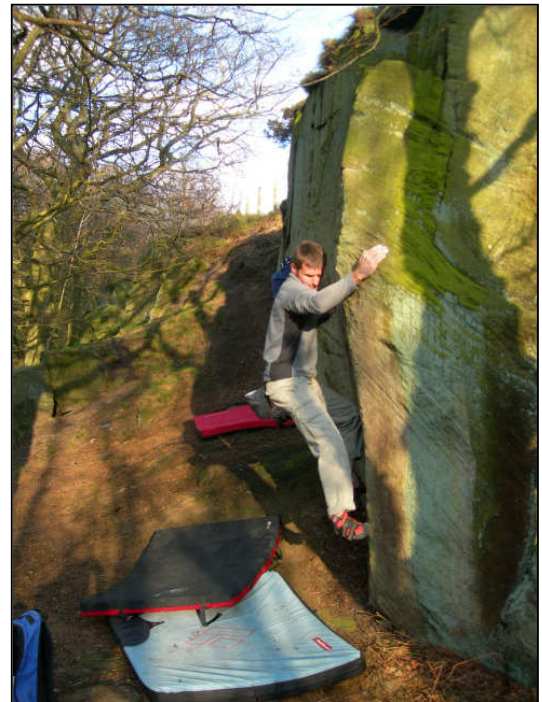
Left of the crack is a very green wall. Despite the colour the central problem is good. For both, consider a turfy top-out or retreat.

Defence System V3 *

The thin central crack. A fine technical problem.

Twin Finish V1

The crack on the left.



Scott Walker - Homeland

Some distance to the left past more small boulders and where the edge ends is a small but very good isolated block with a slightly overhanging wall.

The Testing Block

The problems here don't disappoint.



Scimitar V2 *

The right arête from a sitting start. If you use the back arête of the block subtract a V point.

The next three problems share holds – more than one on a different problem is cheating.

Avatar V5/6 **

Going right of the obvious crimps.

Eat the Light V6/7 ***

Crimp up and left to an excellent finishing jug.

Paul Clarke – Eat the Light

Fried Green Onions V3 *

Step up to the leftmost crimp and slap up left to the obvious slot. Pull back right to the FT jug.

Whistlestop V1

The left arête is best started from sitting and finishes as for FGO.

The Crossing V7 **

Start as for Scimitar and traverse the crimps to the left arête, then reach right to the finishing jug.



Low Edge

Worth seeking out but in need of a good clean are a few problems on the lower edge. The edge can be found by continuing straight down through the wood from the point where the path enters it. Descend to the rocks and turn right (facing downhill).

Perfect Jam HVS 5a **

The obvious Corner crack.

Check out the right arête of the corner. It could be a very good problem!

Prow's That E3 6b **

The obvious prow. With a fun run if you fall.

Foot and Mouth VS 4c **

The left edge of the prow.

Composure E3 6a **

The centre of the left wall.



For more problems here check out the topo at www.theleedswall.com.

History

The majority of the routes were the work of Andy Watts, Nigel Baker and Dave Musgrove back in the mists of time. Tony Burnell first documented the problems, though others had climbed before then. Many of the problems have more first ascensionists than you could shake a stick at though it is known that Andy Brown first did Brownian Motion, Andy Watts first did Time and Paul Clarke did Walking the Plank and The Crossing.