

ROUND HILL.



SE 155 766

THE COBBLE

The first boulder reached after approaching from the dam. There are a few awkward problems mounting the overlap to reach the heathery shelf. When the shelf disappears:

- 1) **Scrabble** V1 Climb past the slot.
- 2) **Scribble** V2 The left side of the arête.
- 3) **Right of Rib** V1 The first problem on the longest face.
- 4) **Top Pocket finish** *** V1 Jam the break, then use the pocket to finish. A man from Pool Bank has done a crimpy sit start.
- 5) **Head Banger** V2 Watch the boulder behind.
- 6) **Backbreaker*** V2 Again, watch the boulder.
- 7) **Little Step Start** V2
- 8) **Two Pocket Wall**** V0 Use the pockets. There is a good nodule on top.
- 9) **Left of Rib** V1

Situation and Character

An extensive boulder field high on Ilton Moor. Very pleasant on a Summer's day, but can feel very exposed in rough weather. There are many excellent lower grade problems, but there are some real test pieces, particularly on the **Roman Walls**.

Great for families, all bilberries and no ferns. Nice and flat. Yorkshire's answer to the child-friendly bouldering in Derbyshire's Burbage Valley.

Approach and Access

From Lofthouse, turn off the Healy road at the bottom of the hill once the reservoirs come into view. Drive down the single-track road and park considerably near the dam of Roundhill Reservoir (SE 153 773). If travelling from Masham via Healy: cross the bridge over the Leighton Reservoir inlet, and after a few hundred metres take the single track road on the left. There is a spot for a small car at the end of the dam; if you aren't first you'll have to walk a little further. Walk up hill from the end of the dam towards a five bar gate in the wall; after this follow the path uphill and cross a curious stepped green metal gate. From here continue along the straight moorland path until the boulders are reached. About half a km.

Temporary access restrictions are posted on a sign at the head of the dam. The boulders are on access land under current CRoW arrangements, but you have to cross some non-access land, so please stick to the foot paths.

On the little wall facing the track are some worthwhile easier problems:

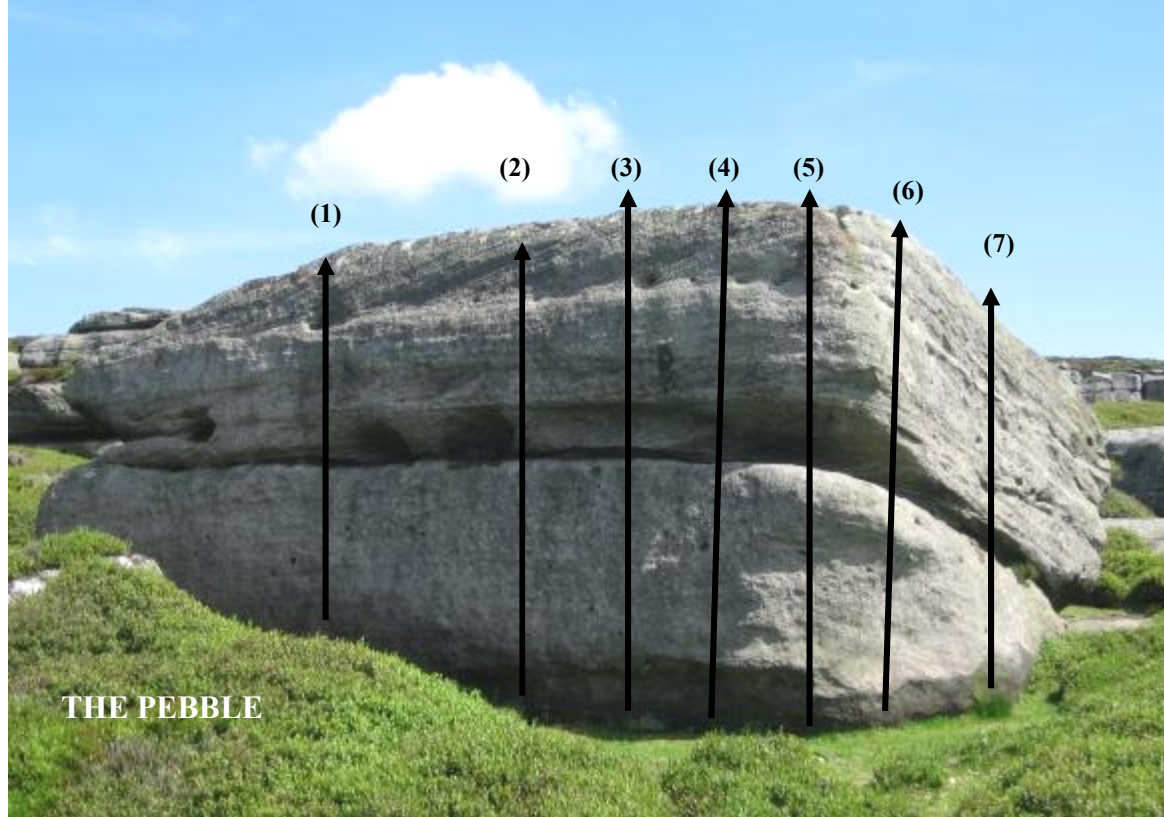
- 10) **Hewn Pocket** Easy
- 11) **Twin Scoop** V0-
- 12) **Flutings** Easy



THE PEBBLE

Downhill from the Cobble, the Pebble “supplies easy problems for short arses!” in the words of tall Tony Barley. Four pockets above the bulge provide the basis for the first four problems:

- 1) **Wall Pocket** V0-
- 2) **Little Top Pocket** V0-
- 3) **Bigger Top Pocket** V0-
- 4) **Left of Arête Pocket** V0+
- 5) **Arête Pocket** ** V1 A bit eliminate as the pockets on either face are avoided, but brilliant. **The True Bum Start** V2 climbs the same ground from small pocks below the ledge.
- 6) **Right Arête Pocket** V1 At this grade the big central pocket on the arête is avoided.
- 7) **Ripples** V0 The centre of the face.
- 8) **All Pockets** V1 A left to right traverse of all of the pockets finishing up the arête. Low feet help.

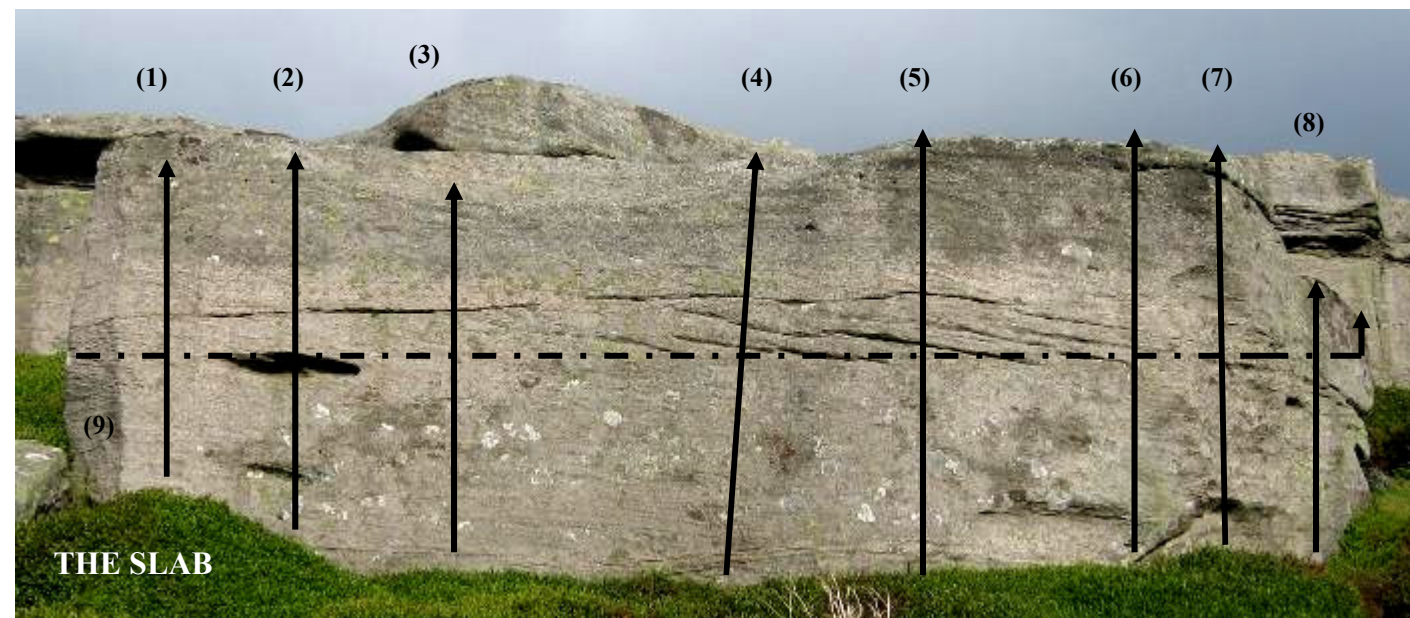


THE PEBBLE

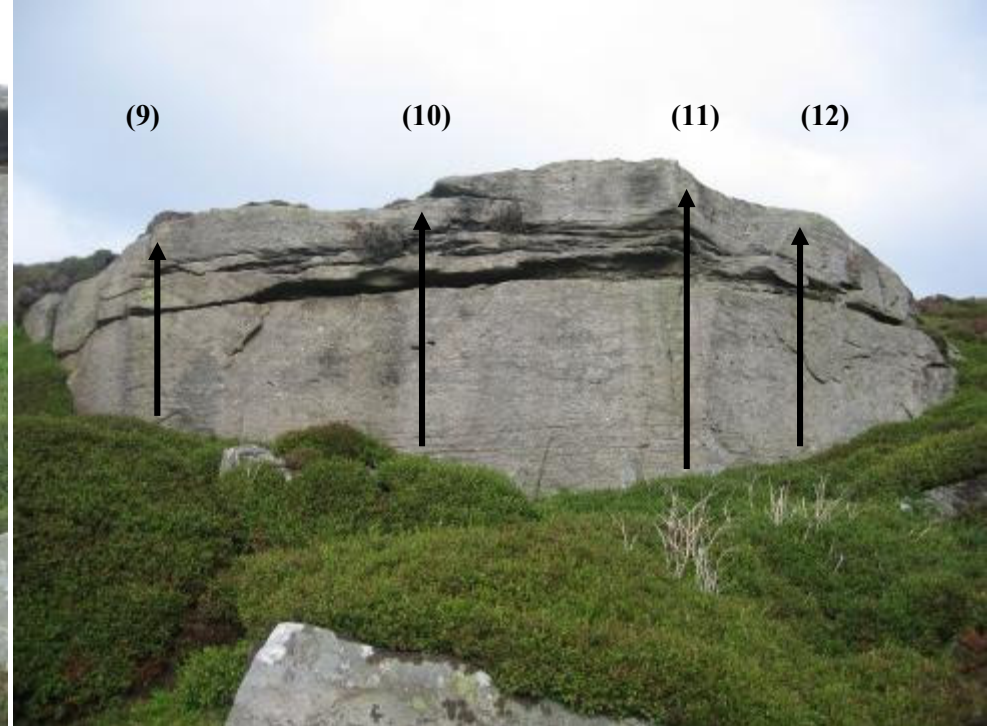
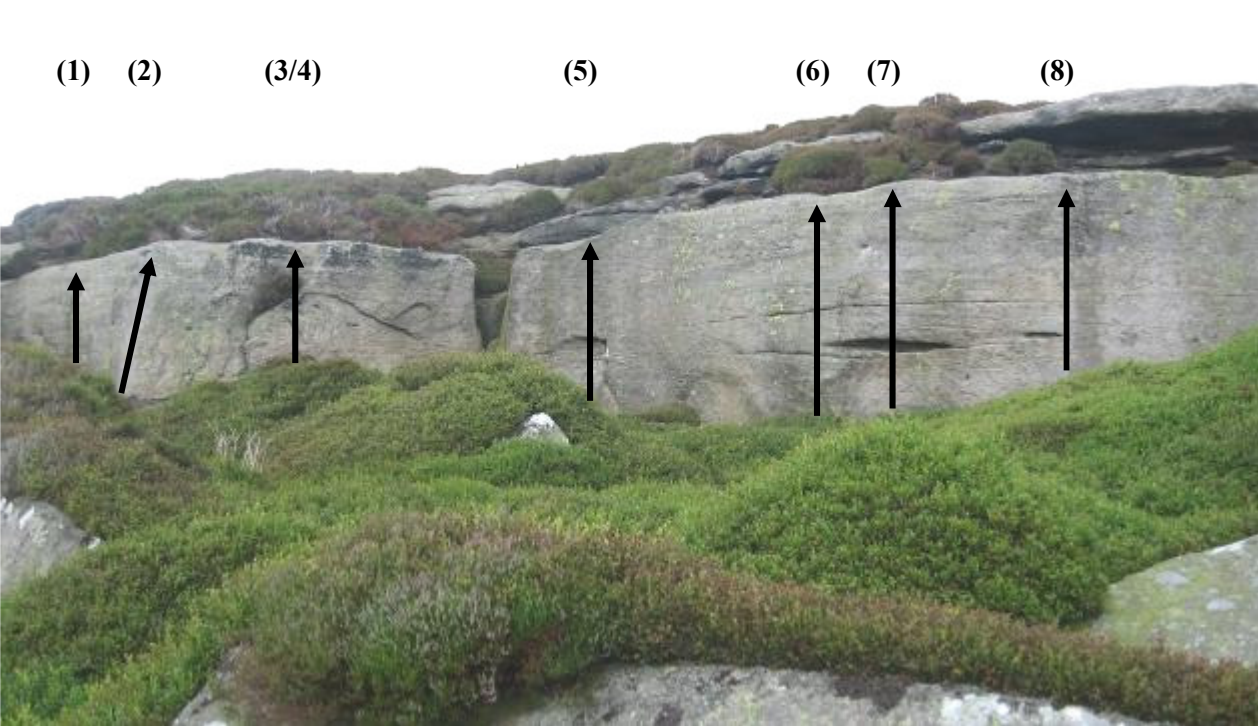
THE SLAB

Move back across the track for the next boulder. The slab is situated on the best picnic spot and in front of **The Ramps**. Absolutely brilliant bouldering.

- 1) **Grasp** V1 The narrow wall between the arête and the big slot.
- 2) **Grip** V0+ Use the wide slot.
- 3) **Guts**** V1 The wall via a good flat hold to the ledge.
- 4) **Gnat*** V0 The slight scoop to the pocket above.
- 5) **Knott** V0 Go from a waste high scoop up rightwards.
- 6) **Knit*** V1 The wall and blunt rib. Harder as a sitting start.
- 7) **Nose Span** * V2 A direct line up the nose.
- 8) **Knotty** * V0 The right wall.
- 9) **Team Sowden Traverse** Follow the discontinuous break to finish up the final arête on the right.



THE SLAB



THE RAMPS (BEHIND THE SLAB)

Behind the brilliant slab is a split upper tier which looks disappointing, but turns out to be a collection of excellent problems.

- 1) SD. Up the faint crack.
- 2) SD. The wall to the right.
- 3) **Jacob** V0- The crack and the side wall left of the left buttress.
- 4) **Jacob Sitting** V1 SD The sitting start makes the top seem harder. Leave the pretty heather alone.
- 5) **Rameses** V0+ Above the cut out.
- 6) **Abdullah** V1 Use the left end of the slot and the low pedestal.
- 7) **Tribal Wars** ** V4 SD Hang the centre of big low slot; fight hard to reach and use the shallow pockets. (FA Chris Sowden). V2, and still worthwhile, from standing.
- 8) **Jonah** V1 Use the shallow flake in the headwall. The top isn't allowed as a starting hold!

The right hand boulder actually looks more impressive, but does not match the quality of its left hand neighbour.

- 9) **Jugs** V0- Anywhere up this wall. Exciting.
- 10) **Pair of Eyes*** V0- Harder if the eyes are used as the starting holds.
- 11) **High Jug** V0- Look forward to the huge bucket right at the top.
- 12) **Right Face** V0- Anywhere up this wall.

Some additional problems from **Chris Sowden**:

Left there is a block with two obvious flake systems:

- 1) **Left Flakes** SD
- 2) **Major Flakes** SD

Two other sitters (4 & 5) climb the obvious roof left again.

Down and left: **THE EASY!! ANGLED SLAB**

- 6) **Left End** SD / hang the lip to climb the left edge.
- 7) **Middle Lip** SD / hang and traverse left into the previous problem.
- 8) **Step On** Do that to climb the slab. Still needs a sit start.

A roofed left hand section and the main wall.

1) SD off the big flake. (FA Bob Smith / Steve Blake)

2) **Musgrovel V1** Climb the left end of wall direct onto slab.

3) **Rollerball** V2** Wild stuff! The roof and wall left of cave. Expect some heart-flutter.

4) **Little Grunt V0** A butch struggle out of the cave.

5) **Roof 1 SD** (FA Chris Sowden).

6) **Roof 2 SD** (FA Chris Sowden).

7) SD Climb the arête on the huge block underlying the next problem. (FA Chris Sowden).

8) **Fangy Mouth* V3** Risk your hands in "it" to gain a rounded finish. Watch the huge block behind. Harder SD (FA Chris Sowden).

9) **Crack V0-**

10) **Shekels V2** The wall to a reachy finish.

11) **Sinistra V2** Traverse left to join Shekels.

12) SD Left of the rib. (FA Steve Rhodes).

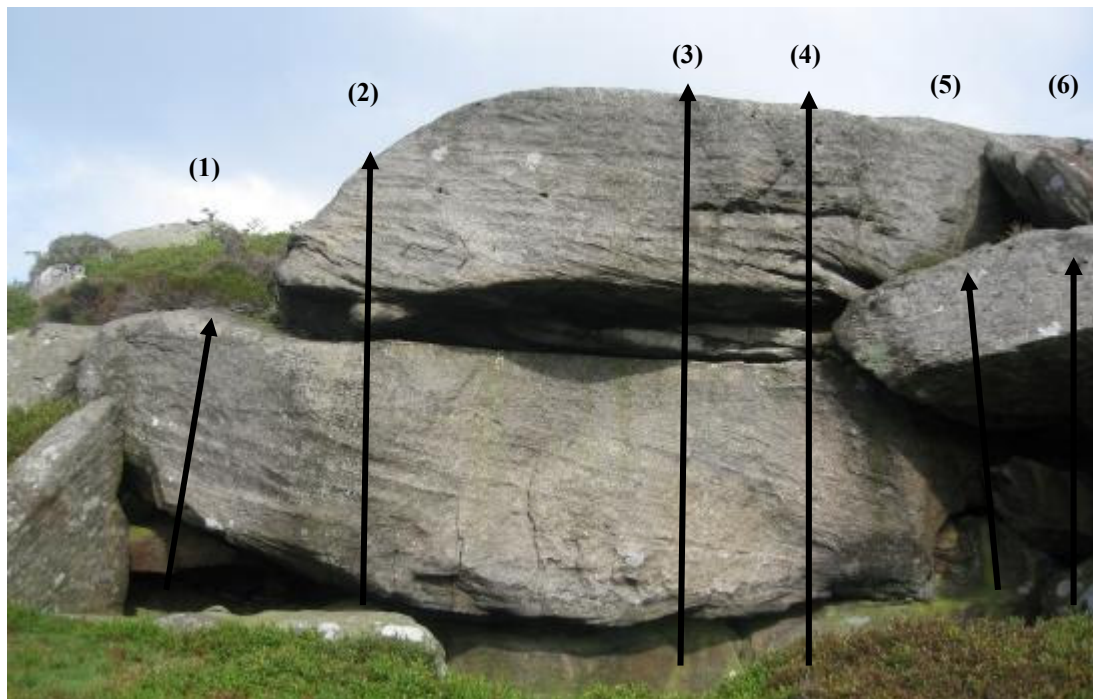
13) SD Right of the rib. (FA Steve Rhodes).

14) **Good Enough V0** Layback the big crack.

15) **Tiny corner** (FA Andy Swann / Mike Gray)

16) V6 Jumping left to a big pocket **or** trend left on little crimps. (Both FA Jon Pearson).

17) **Senator*** V1** Up the crack, left to a jug and finish right. Superb.



18) **Gladiator's Arête V?**

19) **Gladiator*** V1** A great expedition from the left arête moving right on to the top wall

20) **Ahenobarbus** V3** Lunge up leftwards from the break to a high hold. (FA John Hunt)

21) **Wall Direct V?** From the break to a high sloper.

22) **Slave V2** The wall left of the arête. Reachy.

23) **Arête V1** Using it.

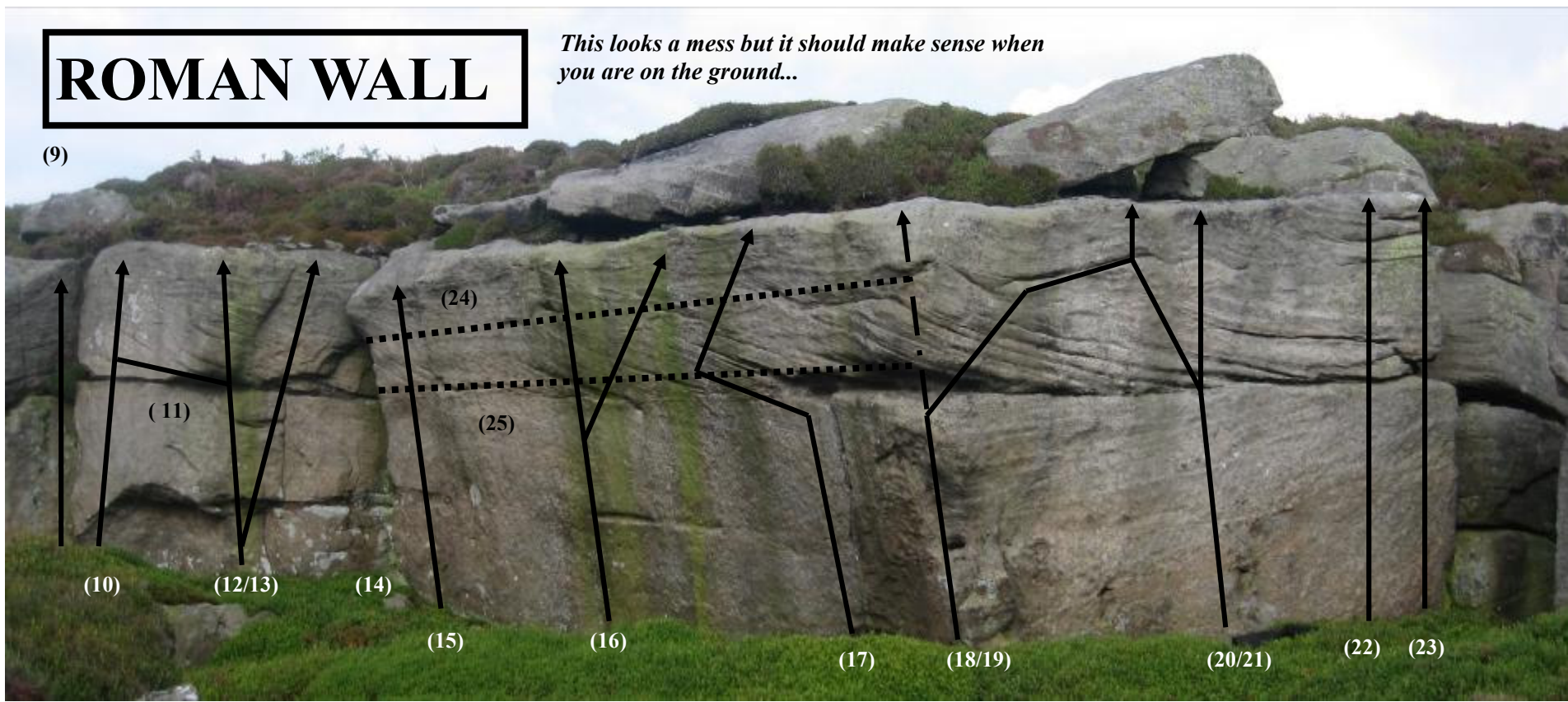
Two awesome traverses of the wall from the left to the arête (Both FA Andy Swann / Mike Gray):

24) **Top Traverse V?**

25) **Middle Traverse V?**

ROMAN WALL

This looks a mess but it should make sense when you are on the ground...



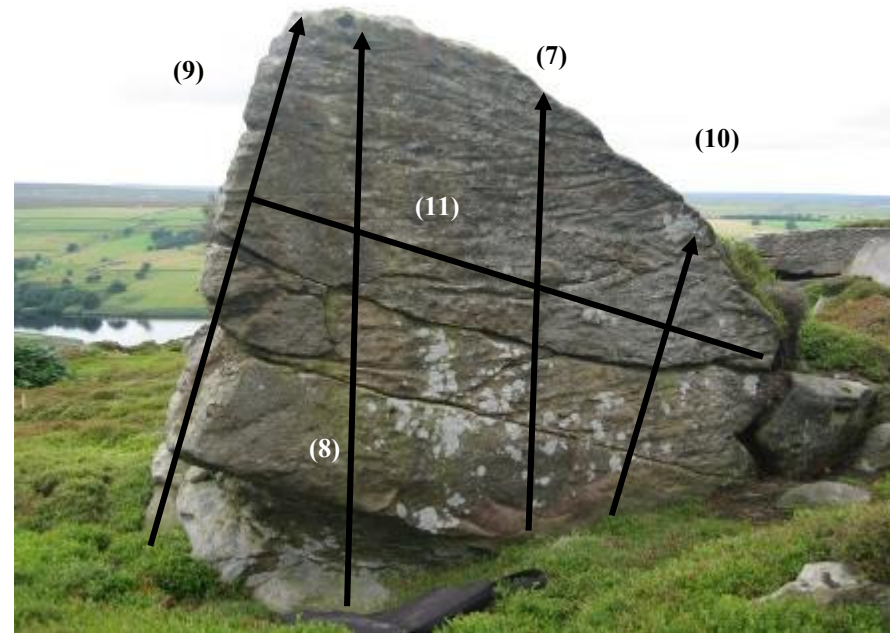
THE RAMPARTS

Immediately right of Roman Walls, this block is just separated from the escarpment. It presents four problems up the wide face. There is a good cave for shelter from the rain or for playing dens.

- 1) **Arête V1** Also possible from sitting.
- 2) **Wall V0+**
- 3) **Overhang* V0+**
- 4) **Scoop Wall V0+**
- 5) SD to the ledge.
- 6) Same again.
- 7) Same again.

To the right around behind the boulder is a blunt rib. The problems are short and steep; watch the block behind.

- 8) **Wall and Rib V1** Climb the left side.
- 9) **Scoop Direct V0+** Climb the right side.



In front of the last problems is a small pyramidal boulder:

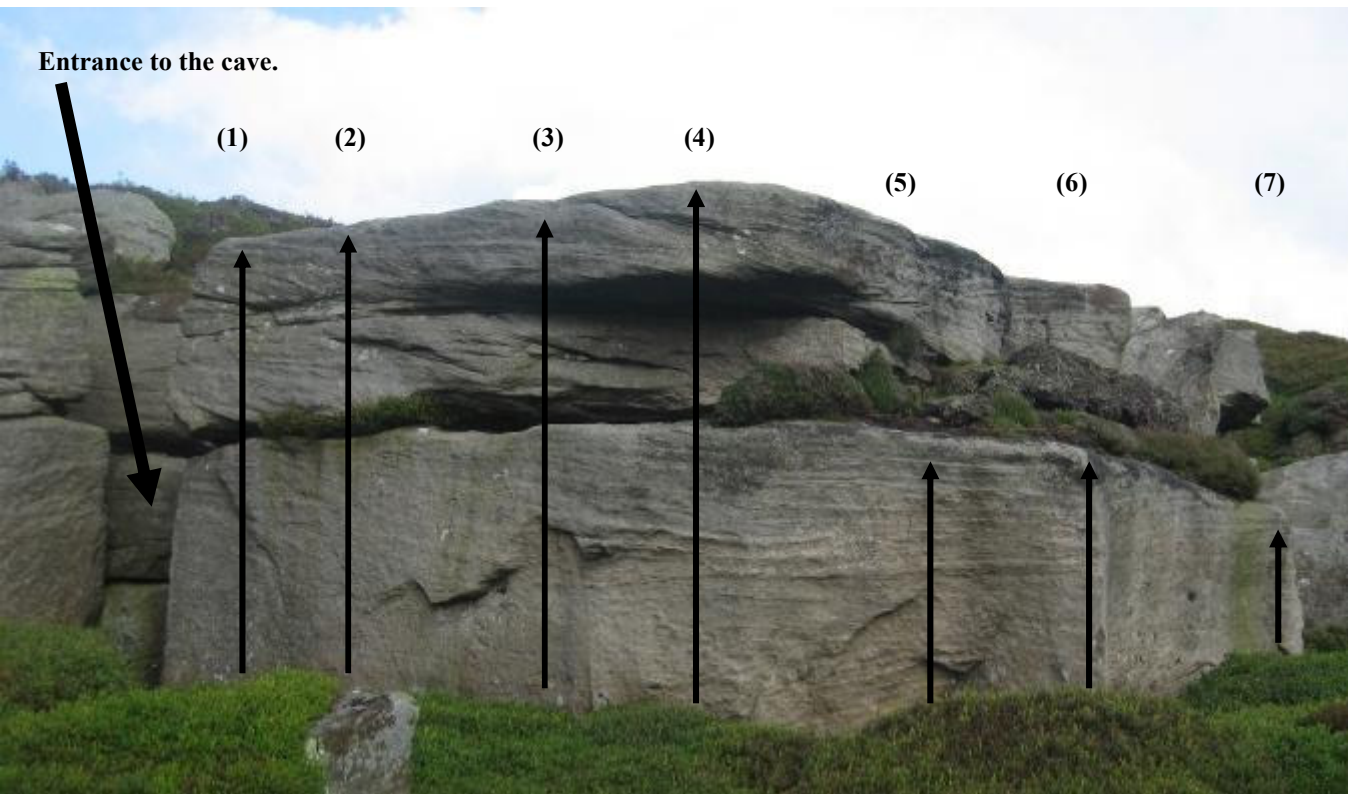
- 10) **Left Arête SD**
- 11) **Right Arête SD**

Right and back towards the track is a small cracked pinnacle.

- 7) **Lower Wall V1 SD** Crimp up the right side of the face.
- 8) **East Finger Wall V1 SD** Possible with or without the Arête. Both are worthwhile.
- 9) **South Arête V1 SD** A fun problem with a trapped wobble stone.
- 10) SD Up the tiny wall.

- 11) **Finger Holds Traverse** Using holds above the break.

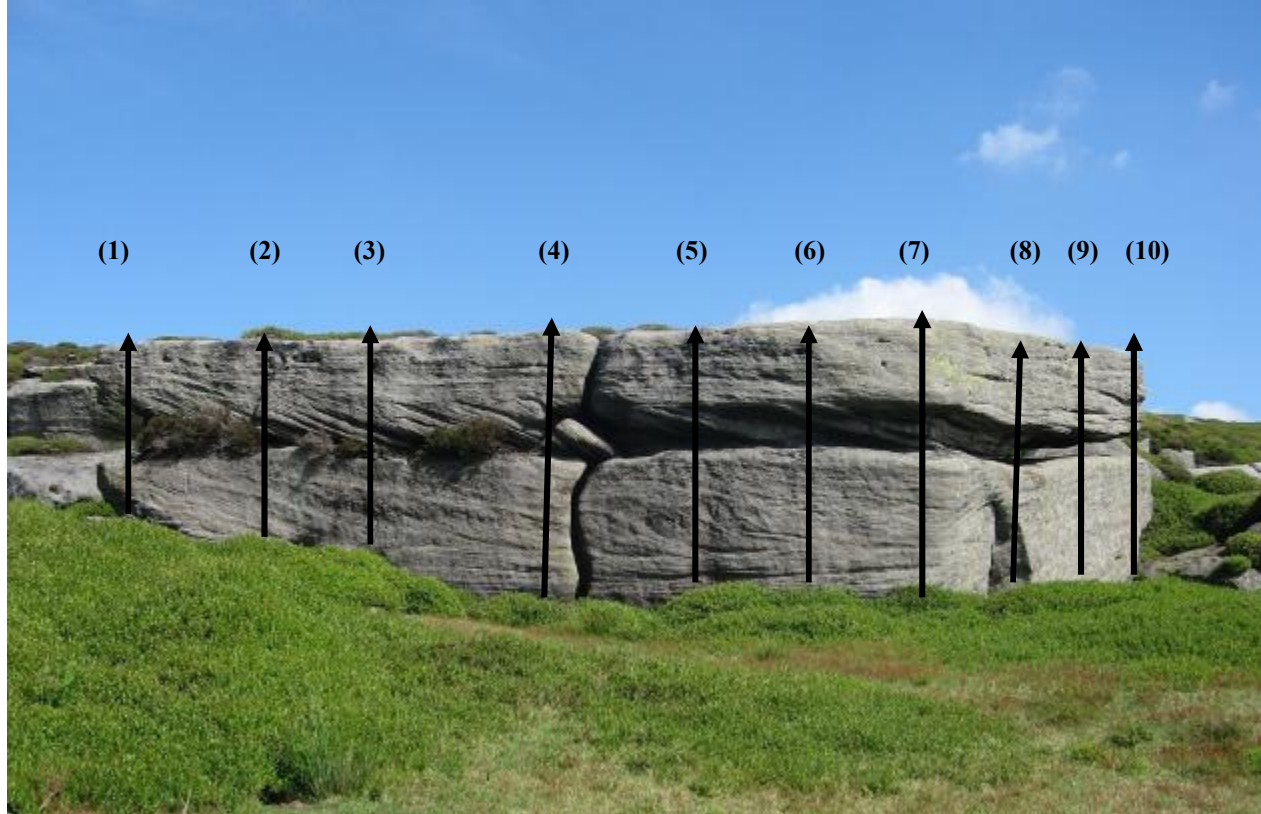
There is potential for some other problems on the left of the front face.



THE VILLA

The boulder opposite the face of Roman Wall has a wide crack up the west face. Start on the sharp arête facing the dam moving anti clockwise. Graded for standing starts; 1-8 have been done from sitting.

- 1) **Arête V0**– A nice easier one, step over the heather.
- 2) **Right of Scoop V0**–
- 3) **Top Pocket V0**–
- 4) **Left of Crack V0** Using the jammed block; V1 without.
- 5) **Tiny Pocket*** V1
- 6) **Large Pocket finish** V1
- 7) **Blunt Arête*** V1 Climb to a rounded finish.
- 8) **Right Step** V1 Step off the block.
- 9) **Scoop it Left** V1
- 10) **Scoop it Right** V1
- 11) **Wall Arête** V1 The arête on the left.
- 12) **Steve Rhodes' Warm Up (!)** Traverse the whole block with hands on top.



THE BACK OF THE VILLA

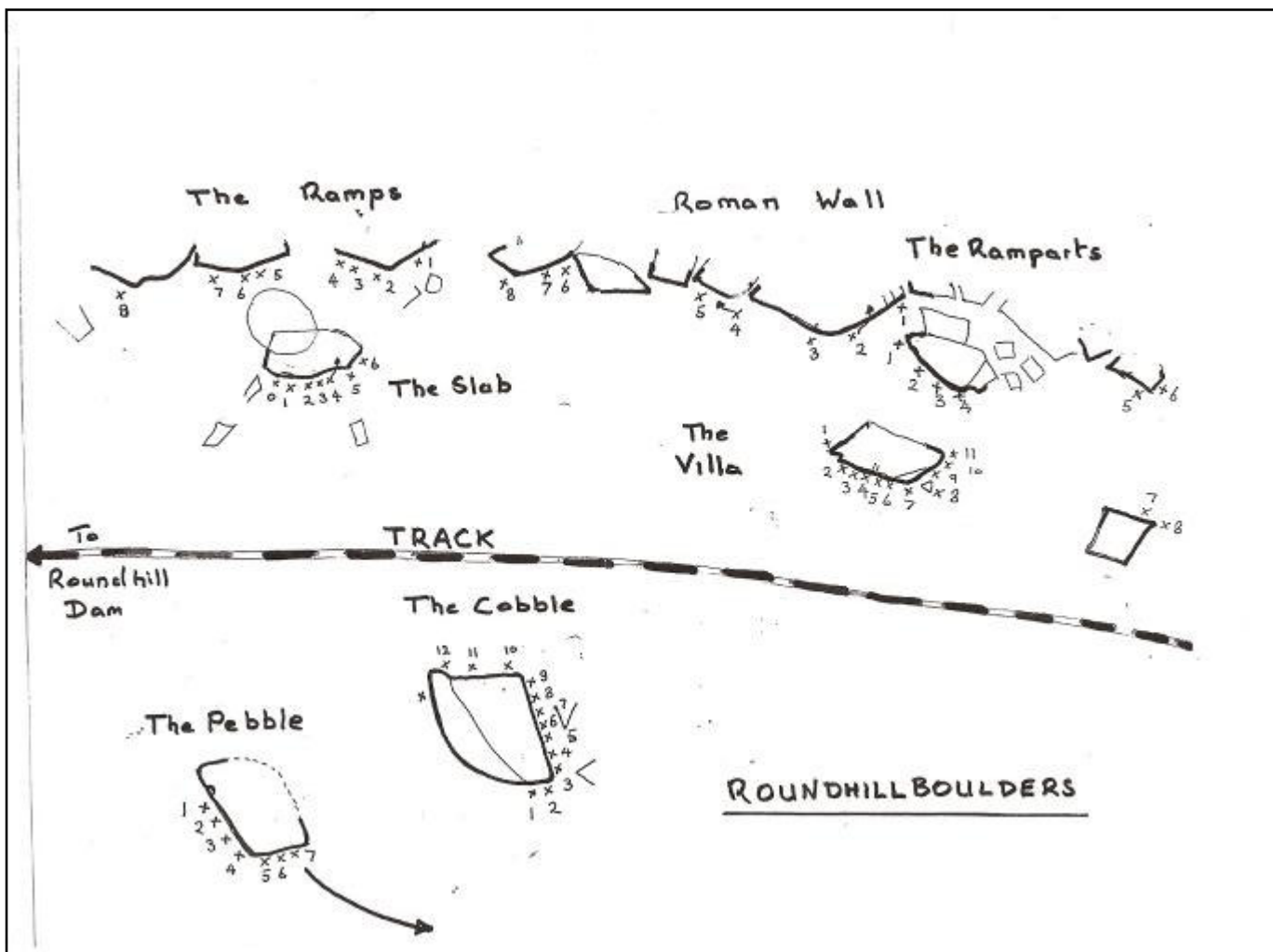
A good bet in poor weather - these were first done in horizontal rain! (All FA John Hunt)

- 1) **Genuinely Easy** V0- (V1 from SD)

The next three problems all start hanging the break:

- 2) **Weather Window** V1 * Grope for the huge undercut in the break and use pockets on the head wall.
- 3) **Use the Corner** V1 ** The wall using the corner at the top.
- 4) **Eliminate the Corner** V2 The same as the previous one but don't reach for the corner on the right.
- 5) **Corner Climb** V0- Step of the little boulder and climb the corner itself.
- 6) **Dyno** V1 static, but more fun as a dyno from the break.
- 7) **Very Squeezed In** V2 Claw up the slopers and crimps.
- 8) **Looks Harder** V1 From under the little roof, gain the bigger sloper and go for the top.





A little bit of bouldering History: The plan above is Tony Barley's original sketch of the Roundhill Boulders. *Please ignore the numbers as they don't fit the text anymore.*

This little guide was conceived by Tony Barley as part of "Wild Bouldering II" and is published in his memory.

History

Tony Barley first climbed here in 1991 prior to his extensive explorations at Sypeland. The Romans beat him to it and the boulders sit astride what could be an offshoot of one of their military roads. Tony took this as inspiration for many of the names. The vast majority of the problems with grades belong to him. Tony also introduced **Robin Barley**, **Nick Barley** and **Dave Musgrove** to the area.

Chris Sowden and friends also climbed here. The problems without grades belong mostly to them. Chris gave me details of problems by **Steve Blake**, **John Earl**, **Mike Gray**, **Steve Rhodes**, **Bob Smith** and **Andy Swann**. **Jon Pearson** and **Francis Holland** have also been active in the area.

Tony passed his secret notes over to me in 2008. Chris generously posted me his notes and amendments. These also detail three other boulders with at least twelve more problems to the right of the main group.

Please get in touch with comments, new problems, grades or amendments; you can even tick them on UKclimbing.com. I've got a nasty feeling that this isn't the final version.



John Hunt, October 2009