

Ravenswick Quarry



RAVENSWICK QUARRY

OS Landranger Sheet: 94

Map Ref: SE712873

Aspect: West

Altitude: 80m

Approach: 2 minutes

Mod - Severe	13
HS - HVS	12
E1 - E3	9
E4 and above	8
Bouldering	lots!

History

The walls have been climbed on since the early 1960s by John Adams and in the mid 1960s by Tony Marr. The Cleveland MC visited the crag about thirty years ago but has no records, however, most of the easier climbs have been led or soloed over the years. Adam van Lopik, D Lavallee and P Long discovered the venue and cleaned and claimed many of the harder lines during 1993/94. Bob Wightman lived in Rosedale 1999-2001 and climbed many lines during this time but didn't record anything due to the fragile nature of the venue. Then 2008 saw renewed action when more routes were climbed by Jason Wood and Roger Hargreaves. Franco Cookson and Dave Warburton soloed all of the routes around the alcove in an evening and then added a few more difficult lines around the White Wall the following week.

Situation and Character

Ravenswick is a unique venue in the North York Moors with walls of uniformly steep or overhanging magnesium limestone. As such the holds become dusty if not used for a while, but it stays dry in almost all weathers; even when raining heavily and is probably the best wet weather option on the moors. The rock is generally far superior to the magnesium limestone crags in the Durham area; the bottom sections of the walls are all very solid. This combined with the excellent landing mean that the bouldering is excellent. In particular the quarry has some fantastic hard traverses. However, the top outs on a couple of climbs are loose and it's a very good idea to pre place a long sling over the top of such routes and lower off. These routes are clearly stated. There are loads of trees and some solid iron stakes to use as anchor points. Abseiling the harder routes and giving the holds a brush is recommended. The quarry is part of the Ravenswick Estate. The easy angled walls in the north section of the quarry are often used by Sutherland Lodge outdoor pursuits centre (01751 417228) who may be able to shed more light on the access situation.

Access and Approaches

Turn off the A170 at Keldholme and drive north for 1 mile in the direction of Hutton le Hole. The crag is hidden below the level of the road to the west. A few cars can be parked on the grass verge on the other side of the road. The walk in from here takes about two minutes. (There is a short cut opposite the lay-by and down through the trees that is very easy to miss!)

The Climbs

The climbs are described from left to right.

The Alcove

There are a couple of lines with loose rock, but it is in the main part solid and will not break.

1. Rambler's Rib 12m VD

Climb the rib 15m left of *Stepped Arête*, just to the left of a crack with a jammed tree at the top.

2. Stepped Arête 13m VD

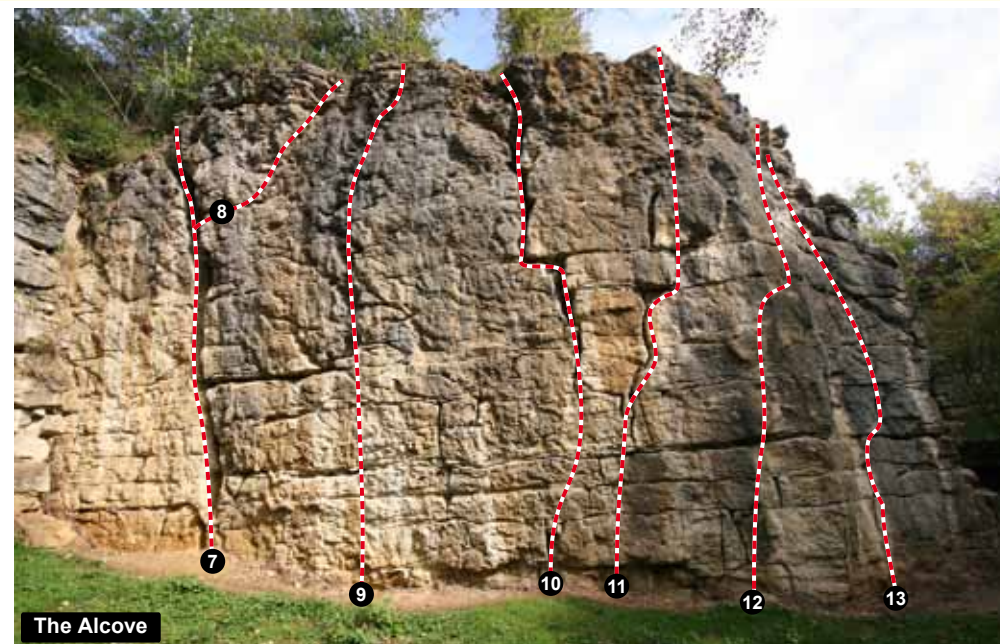
The obvious alcove at the left end of the crag has a stepped arête on its left. Climb this on its left side. Nice climbing.

3. Humble Beginnings 12m VS 4c

Climb the wall between *Stepped Arête* and *Badger Crack* with awkward starting moves and then some thin moves to finish on the arête.

4. Badger Crack 14m Severe

Climb the obvious curving crack in the left wall of the alcove. Good climbing. Watch out for the nesting Pigeon!

**The Alcove****5. Ravenswick Eliminate 12m Severe**

Climb the large crack in the back left corner of the alcove. Far better than it appears, although the direct finish is 'sketchy'.

6. Crazy Child 13m E1 4c

Climb the wall right of *Ravenswick Eliminate* with increasing difficulties as the wall steepens. A pre-placed sling may be of some use for a direct finish on loose rock.

7. Alcove Crack 14m Severe

Climb the wide crack using various techniques, on better rock than it looks. The climbing is good, as is the finish now.

8. Dooge's Variant 15m HS

Climb *Alcove Crack* until it is possible to foot traverse a break right (loose rock) to a slanting crack.

9. Alex's Scoop 13m HVS 4c

Climb the obvious scooped wall, just to the left of *Left Unconquerable*. Climb the scoops on good holds, finishing to the right. A definite lack of gear!

10. Left Unconquerable 13m HVS 5a

Climb the left crack, by jamming and laybacking and finish direct. Superb.

11. Right Unconquerable 13m VS 4c

Climb the right crack to a large flake/block. Using both sides, gain the top of the block and finish direct. Very good.

12. Crystal Rib 12m E1 5c

The rib left of *Crystal Wall* is climbed first on its left side and then on its right. Eventually it is too much of an eliminate not to stray into *Crystal Wall*.

13. Crystal Wall 13m Severe

Climb the wall to the right of *Right Unconquerable* starting at a short finger crack. Climb up the wall trending left at a tree stump, to eventually finish as for *Crystal Rib*.



Karin Magog 13. Crystal Wall (Severe) Photo: Steve Crowe

Beginners Area

This is the series of easy angled, long slabs in the centre of the quarry. Some of the rock appears suspect, but is in fact perfectly sound. Most of the lines are great routes. They start around the corner from the 'Unconquerables'.

14. Crystal Arête 10m VD

Climb the arête, just to the right of *Crystal Wall*. Good holds all the way. A nice climb.

15. Monograptus 10m M

The polished wall right of *Crystal Arête* is easy, but fine climbing.

16. Burgess Wall 11m D

The brilliant wall right of *Monograptus*, steepening at half height.

17. Burgess Arête 11m D

The arête at the right-hand end of *Burgess Wall*.

18. Crumble Wall 12m D

The chossy looking wall is in fact sound rock and good climbing.

The Terrace

To the right of *Crumble Wall* is a raised level with a band of rock up to about 7m in height. The climbing is good, not too difficult and the top outs are clean, but the routes are relatively short compared with the other buttresses. There are only two recorded routes.

19. Tilted Crack 7m HS

The obvious crack just left of *Lazing On A Sunny Afternoon*.

20. Lazing On A Sunny Afternoon 8m VD

Climb the obvious series of shelves leading leftwards.

The White and Black Walls

They are home to some stunning lines, which can be either led or soloed. It may also be possible to do some of the routes as highball boulder problems, if sufficient padding and boldness is utilised. There is a good descent on the left-hand side of the buttresses that leads to a path hacked through the thorns. Most routes now have clean top outs, in particular the classic cracks are in excellent condition. Other routes require a little more care, with either a pre-placed sling or (as in some of the first ascents) down-climbing the entire route after completion.

The White Wall

The first route starts 2m into the buttress at an obvious crack.

21. White Crack 9m HS

The crack, which turns into a flake.

22. White Wall 9m E2 5c

Climb the wall 2m left of *Central Wall*. No side runners in *Central Wall* at this grade. Sneaking left also reduces the grade. Topping out is difficult.

23. Central Wall 9m VS 4c

Climb the crack in the centre of the wall. Excellent lay-backing.

24. Franco's Wall 9m E2 5b

The unprotected wall 4m right of the crack, starting up the line of a faint crack on small edges. A scary reach finishes the brilliantly sustained and strenuous route. It is now possible to top out.

25. Arête Climb 9m VS 4b

Start at an obvious column on the arête. Climb with increasing difficulty up the left-hand side on excellent holds.

The Black Wall

This buttress is home to some of the harder climbs.

26. Phils' Wall 8m XS 5a

Climb the wall (quickly before it falls down)

27. The Gutter 8m VD

The chimney is horrible if 'thrutched', but tolerable if lay-backed.

28. Gutter Crack 8m VS 5a

In the wall right of *The Gutter* is a slanting crack.

29. Bummelzug 9m E3 5c

Start at a pocket a couple of metres right of *Gutter Crack*. Climb to a juggy shelf and then move leftwards to an in-cut hold and a pinch. Balancy moves should lead to some good crimps and a dusty top-out. Excellent climbing.

30. Solstice 9m E1 5b

Climb to the juggy shelf as for *Bummelzug* and then skirt right-wards to a leftwards-facing layaway. Reach to the break and then finish direct.

31. The Flake 9m VD

Layback the flake crack.

32. Fred 10m E4 6b

Start at jugs 1m left of the remnants of a tree stump. Go up and left to a thread (in situ) and small wires. A difficult move gains better holds which lead to the top. A very poor finish, a pre-placed sling may be used to tug on/ lower off.

33. Tax Disc E3 6a 10m

Climb the bold wall between *Fred* and *Black Magic*, starting up an obvious hand crack (above the remnants of a tree stump). The crux is at about 7m and there is no gear, though the landing is reasonable. Ultra-Highball **Font 6b** with a mat (or two).

34. Black Magic 10m E3 5c

Start 3m right of the tree (stump) at an obvious left-facing layaway hold. Climb the wall direct. (Suspect peg and bolt in-situ in horizontal slot at 2/3 height)

35. Phils' Crack 10m VS 4c

Climb the crack right of *Black Magic* bearing right when it ends to a new lower-off.

36. Jug Climb 5m VS 5a

Right of *Phil's Crack* is a curious line of cemented on jugs leading diagonally right. Follow these to the break and go up and right via a long reach.

37. Jug Direct 6m VS 6a

Use the right-facing blind flake to jump for the break. Jump off or finish up *Jug Climb*.

38. Cross with the Choss... 6m VD

Climb the suspect looking arête to the right of *Jug Climb* on its left side. The rock is in fact sounder than its first appearance although the finish is suspect!

Go round the corner and walk right for 15m until beneath a blankish wall with a prominent hanging blind flake just below half height

39. Friends 7m E1 5c

Use the flake to gain a hidden hold and follow pockets and breaks to the top.

40. Crack On 7m VS 4c

Find a finger crack in the centre of the wall (somewhere near to *Friends*), with an obvious ledge at half height, climb direct.

Bouldering

Only a selection of traverses are described. More details regarding the bouldering at this venue at betaguides.com

1. The Alcove Traverse Font 5

The traverse of the main alcove wall. This is not as technically hard as the *White Wall Traverse* but still quite pumpy!

2. White Wall Traverse Font 5+.

Good for endurance sessions and circuits.

3. Back Wall Traverse Font 6c+

Traverse from *Gutter Crack* to *The Flake* using handholds between the break at groin height and the crease/break at about 2.5m. A tricky final move using an undercut is the final test on this sustained and popular traverse.

4. Destroyer Font 7a (or F7a+)

A mega long traverse from the blind flake of *Jug Direct* to *The Flake*. Hand holds in the break only except for the halfway layaway on *Black Magic*. More like a route and much harder in reverse!

5. Winter Traverse Font 7a

Traverse right from *Jug Direct* to the arête. Cold weather helps for the sloper.

