

you arrive at on the approach.

... **36** **V0- 4c**
but not too worrying.

... **V5 6C+**

... **V6 7A**
little hole, pull out on fingery holds and

... **V1 5b**
the tall wall is a fine little solo.

31 Bolled Pillar **V0+ 5b**
The pillar has a tricky start. No block on the right for your feet.
The final (or first) problem on the Orange Circuit.

32 Stretching Wall **V3 6A+**
The short wall.

33 Flying Arete Left **V4 6B**
The arete is considerably easier on its left.

34 The Flying Arete **V7 7A+**
The much-ried arete on its right-hand side.

35 Flying Wall Left **V1 5b**
The wall above a spike block. Flop left onto the ledge.

36 Flying Wall Right **V0 5a**
Up the cracks in the side wall.

Block Arete
#1000

Triple Cracks
#0000

Krush Regime

The Flying Arete

Excreta Buttress



38 Pooh **V8 7B**
Sitting start, dyno for the top (no aretes).

40 Mick's Problem **V7 7A+**
From hands in the break use a small hold to gain the top.
Without using your heels is **V9 7C**.

The next block gives the most popular and best boulder problems at Higgarr in spite of the unsavoury names.

41 Quintessential Higgarrisms **V6 7A**
The left arete.

42 Sick **V3 6A**
Mantel or dyno the wall. The mantel is easier for the tall.
The final (or first) problem on the Red Circuit.

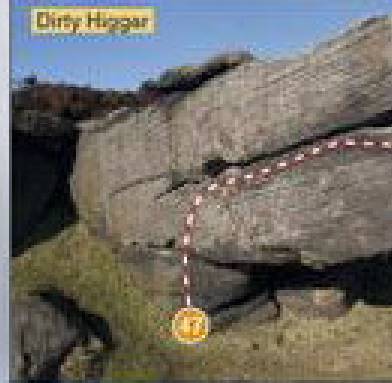
43 Piss **V8 7B**
Gain sloping holds above the roof and do something with them.

44 Hemline **V7 7A+**
Start as for *Shit*. Span out to the lip and then traverse left along the lip to join *Sick*.

46 Jump to Slopers
Jump from the ground to slopers.

To the right is a prominent jutting prow.

47 Dirty Higgarr
Traverse the break from left to right and



Pooh

