

cobra's head is at the other end.

- ... 1 3 11 V0 4c
for the hanging arete.
- ... 2 11 V0- 4b
some pock marks.
- ... VB 4a
uses no off-width technique at all.
- ... 1 11 V0- 4b



- The Burbage South Orange Circuit
A long and taxing circuit that makes the most of the whole area. 30 problems in all, but good landings and no highballs makes it an attractive proposition.
- The Burbage South Red Circuit
Just 19 problems in this one and only one at V5 6C. Good landings mostly and not too many highballs.

Large South Green Circuit
Easy circuit in the book with 30 problems above the path. Most have very good landings and many are potentially nasty.



- 5 Cobra Mantel 11 11 V2 5c
Tackle the cobra's head direct with a wicked mantel to finish. Watch yourself on the block behind.



- 1 Wall Past Slot 3 4 11 V0+ 5a
The far left-hand side of the slab with your right hand in the good slot. Starting with your left hand in the slot is V2 5c. Photo on page 235.
- 9 Highrisher 11 11 V7 7A+
Jump off the boulder to catch a left-hand sloper on the bulge, and a right-hand crimp. A tough rock-over remains.
- 10 Scratch Scoop 11 11 V7 7A+
The desperately thin centre of the slab.
- 11 Pock-man 2 4 11 V1 5b
The right-hand side of the slab gives a superb and airy problem. Precarious first go but it gets much easier on subsequent attempts. V3 6A without the chipped footholds on the right.

- 12 Pick 5 11 V7 7A+
The pock-marked arete. Green Circuit continues on page 238.
- 13 Pack 3 11 11 V7 7A+
A worthy eliminate up the bulging wall to the right. Keep away from holds on the right.
- 14 Pock 4 5 11 V5 6C
A gem of a problem up the middle of the slab. Sit start is V5 6C. Orange Circuit continues on page 238.
- 15 Puck 5 11 V7 7A+
The arete is very hard to start. V7 7A+ from the top. Red Circuit continues on page 238.

