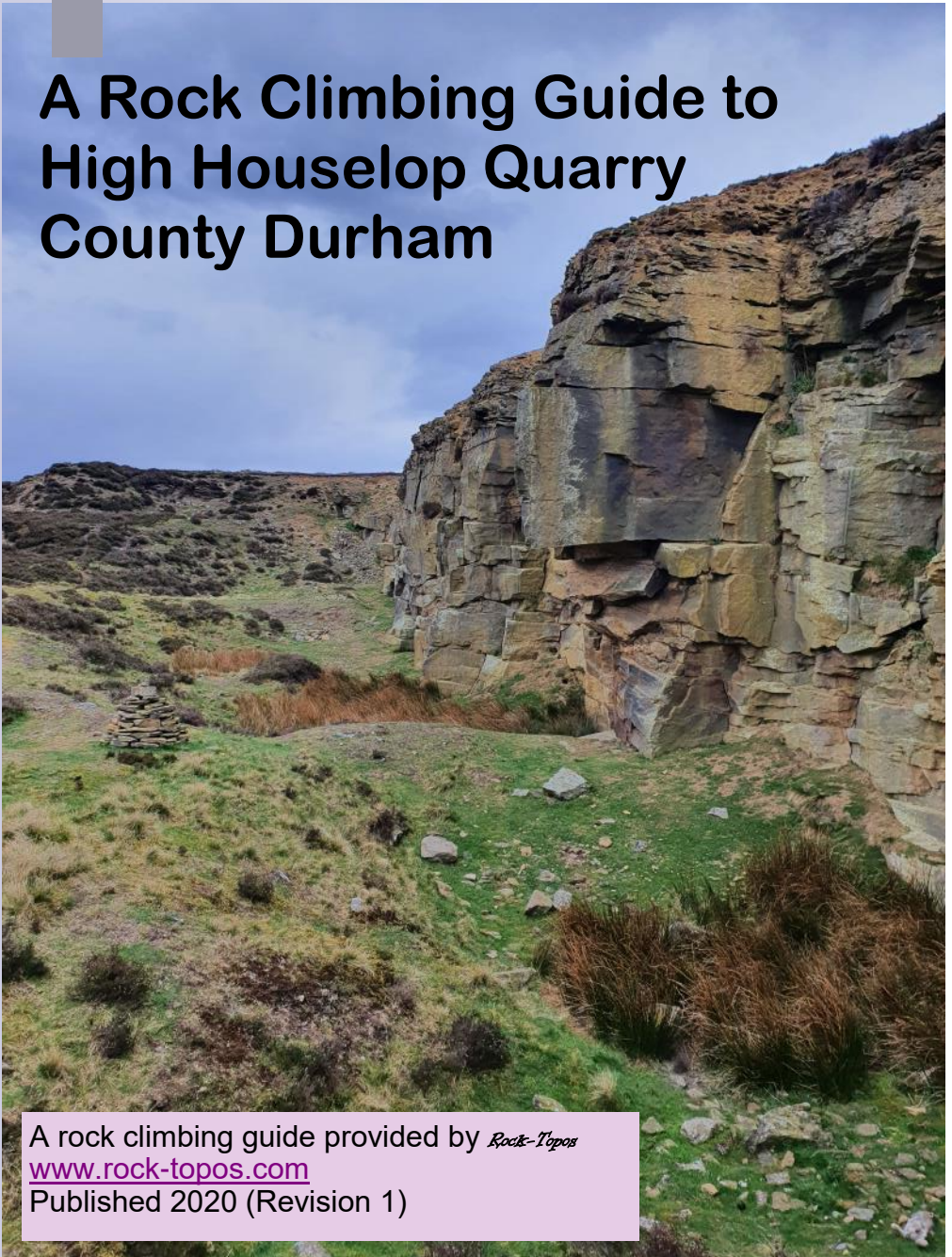


A Rock Climbing Guide to High Houselop Quarry County Durham



A rock climbing guide provided by *Rock-Topos*
www.rock-topos.com
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Information:

This guide covers the small sandstone quarry located in central County Durham close to the A68. The rock is hard sandstone but the quarry has a loose band of rock at the top.

Orientation: South Facing

Height: 6m to 10m

Approach Time: 5 minutes

This disused sandstone quarry is quick to dry and is situated high up on the North Pennine moors. It is located close to the A68 major road with a short 5 minute walk in. It does, however have a very wild and quiet feel even with the close proximity to the road.

Although most of the finishes are loose there is much good rock here to climb.

It is very accessible from the A68 and may be worth a visit if you are passing by either north or southwards. Local climbers will find this useful as an evening climbing venue.

Most people will use the quarry for bouldering in which case topping out should be avoided. Instead either downclimb the problems or escape off by down climbing routes to either side. A number of the problems are highball.

ASPECT AND CLIMATE

Most of the quarry is free from any seepage or run off and after rain it is very fast to dry out.

Every effort has been made to make this publication as accurate as possible however the information provided is on an as-is basis. The descriptions of routes and the grades are recorded to assist the climber to attempt routes within their ability.

The publication of this guide does not imply any right of access or right to climb on this cliff.

The author does not recognise any liability for injury or damage caused to, or by, climbers, third parties or property arising from the use of the information provided in this publication.

If you have any comments, additional routes or corrections please e-mail:
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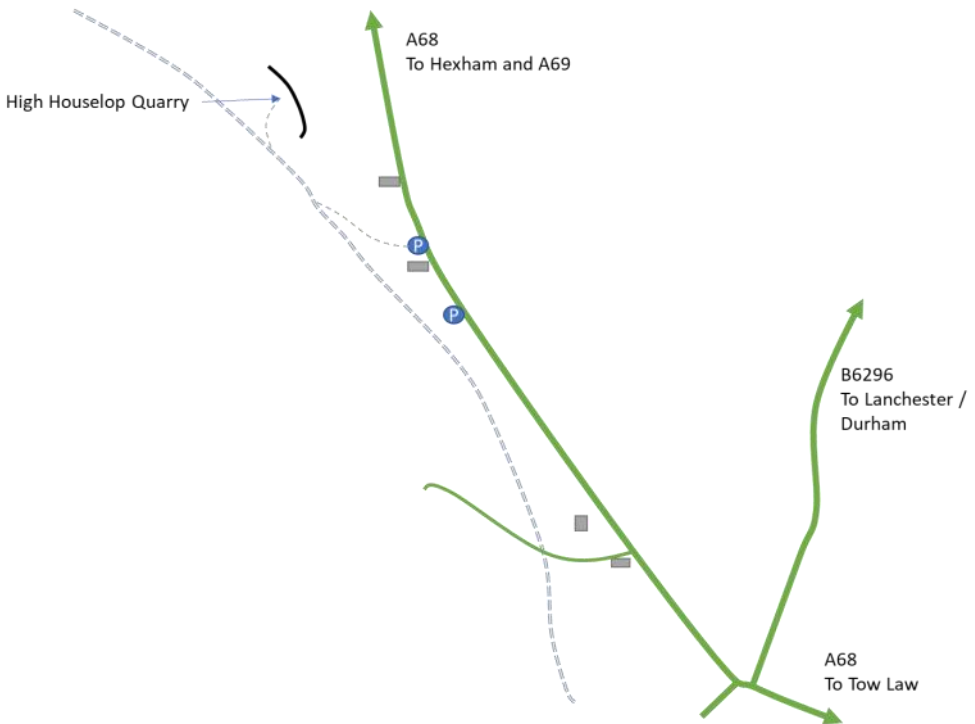
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APPROACH

Take the A68 heading towards Tow Law. The quarry is slightly to the north past the B6296 turning to Lanchester / Durham.

There are 2 alternative parking spots. The lay by on the south side of the A68 opposite a picnic site or at the point where the footpath meets the south side of A68 by a slight bend and next to a stone houses in some form of construction. Please don't block the track.

Take the footpath to the right of the stone house through the gate and follow a good track to gain the old railway line. Follow this for a short distance and the quarry is off to the right.

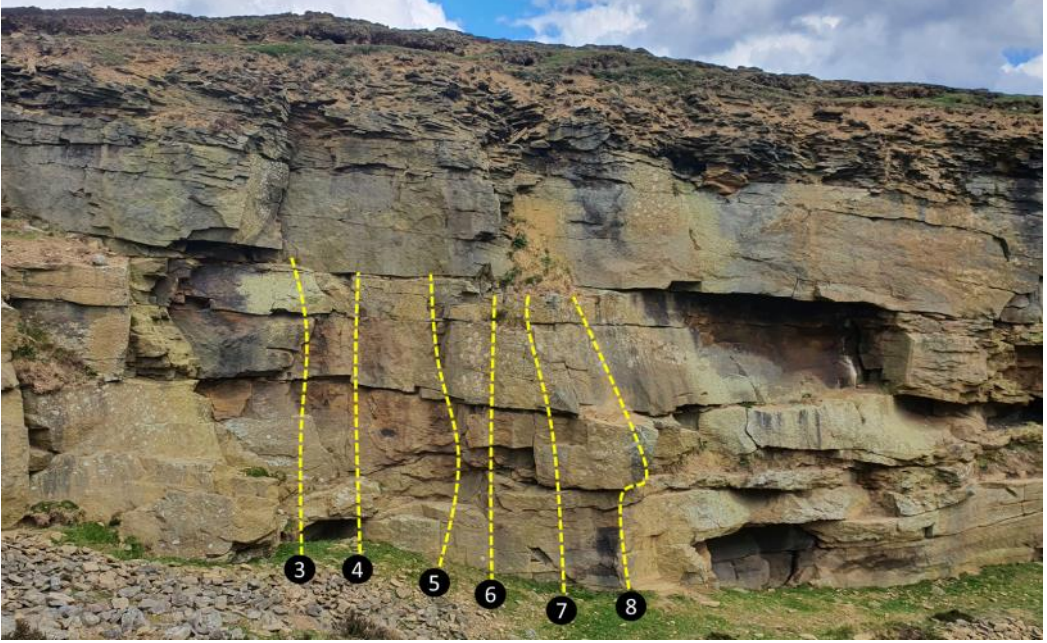


Left Quarry—Far Left



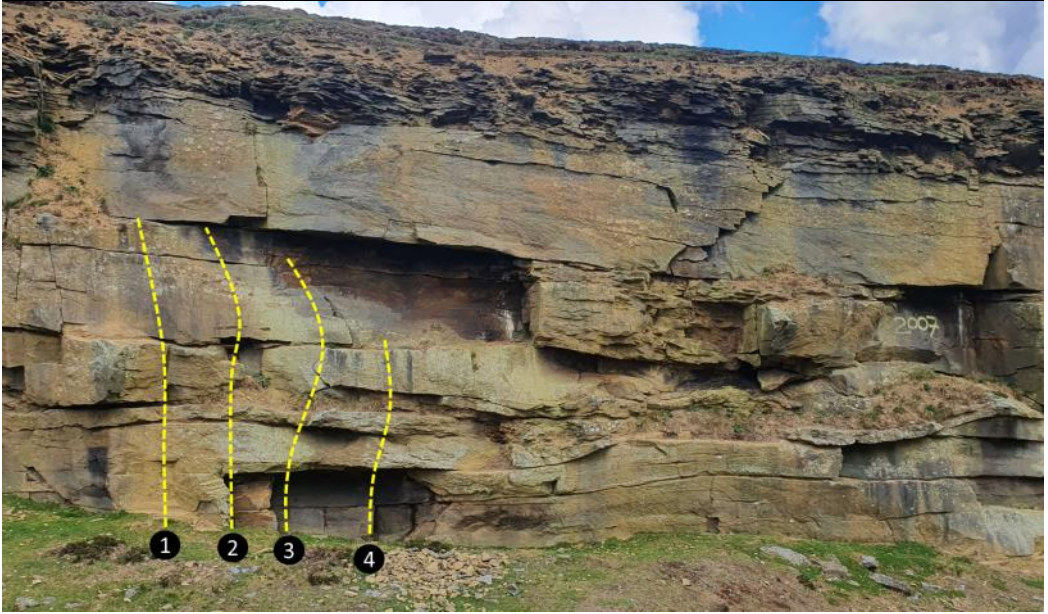
- 1. Barbed Wire Traverse** **f6b+**
Traverse L to R using holds below the top of the block.
FA. Richard Davies;

- 2. Intro Arete** **f3**
Climb the slab and arete escaping right onto the top.
FA. Richard Davies;



- 3. Layback Groove** **f3+**
 The thin corner flake to gain the bigger flake. Reverse or jump off.
 FA. Richard Davies;
- 4. Layback Wall** **f4**
 Start off of the protruding block and climb the wall to gain the good break.
 FA. Richard Davies;
- 5. Route 1** **f4**
 Start at a flake and climb the wall on spaced but positive holds.
 FA. Stu Ferguson 14/Aug/2012
- 6. Inbetweeners** **f4+**
 Eliminate up the wall avoiding the crack to the right.
 FA. Richard Davies;
- 7. Route 2 Seriously** **f4+**
 Climb the left of the arete via a flat hold and thin crack line to gain the slab.
 FA. Sam Ferguson 14/Aug/2012
- 8. Arete and Slab** **f4+**
 Start in the break and pull up the arete. Mantle and gain the good break above. Traverse R to escape.
 FA. Richard Davies;

Left Quarry—Cave 1



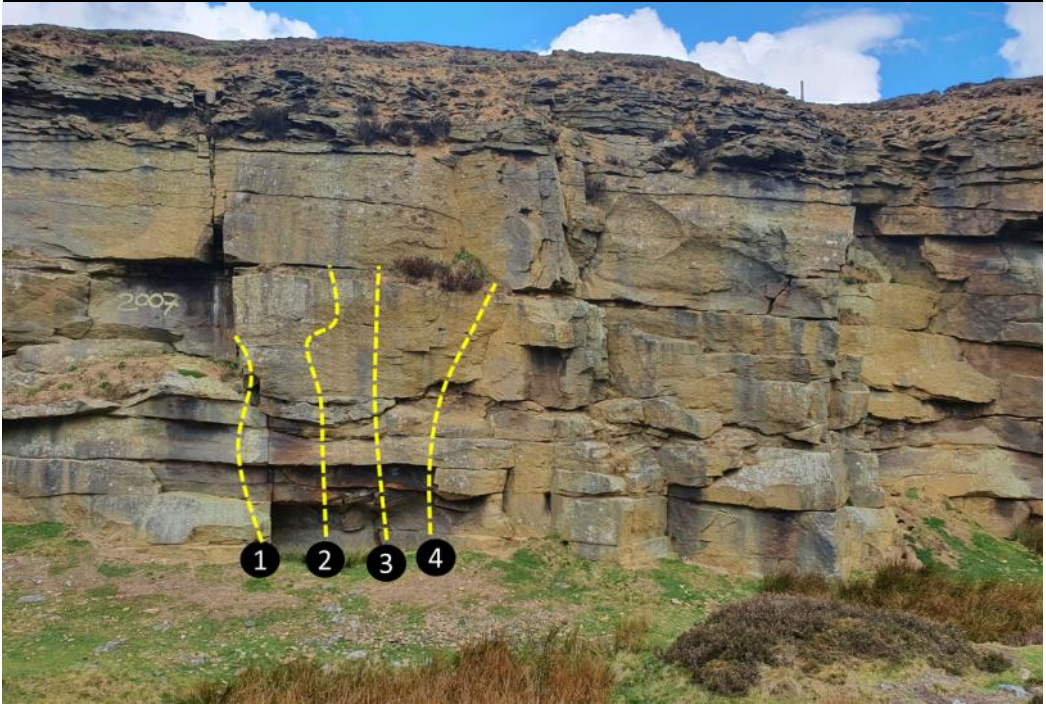
- 1. Shot Hole** **f3+**
Start below the shot hole. Climb to this and pull onto the slab above. Escape right.
- 2. Two Horizontal Grips** **f3**
Straight up to gain some holds on the slab and the higher break.
- 3. Bird in a Cage** **f3**
Climb the left edge of the cave and move right to gain a flake crack. Step up to the break.
- 4. Cave Undercut** **f6a+**
Start at an undercut at the back of the roof with feet on the high ledge. Pull round the lip and up to the break.



Traverses:

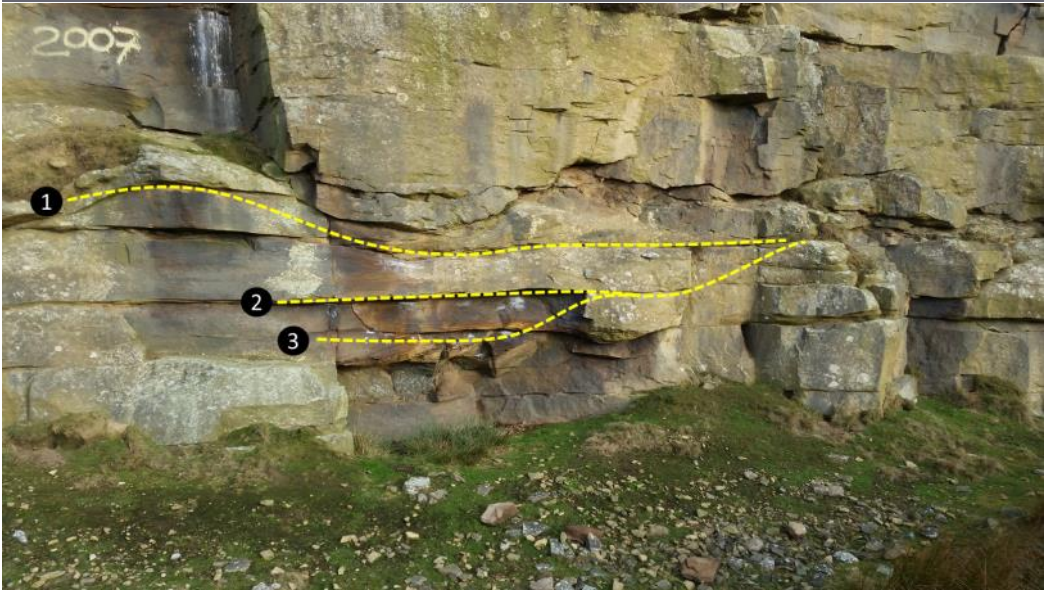
- 1. Cave 1 High Traverse** **f5**
Hands in the higher break.
- 2. Cave 1 Middle Traverse** **f5+**
The break a little lower. Tricky finish.
- 3. Cave 1 Low Traverse** **f6c**
Start at left edge and use sloppers on the lip to cross the cave. Pull up slightly and follow the break with poor footholds before dropping down onto the lower break. Pumpy.

The Cave



The next routes take the small cave down and right of the '2007' painted on the wall.

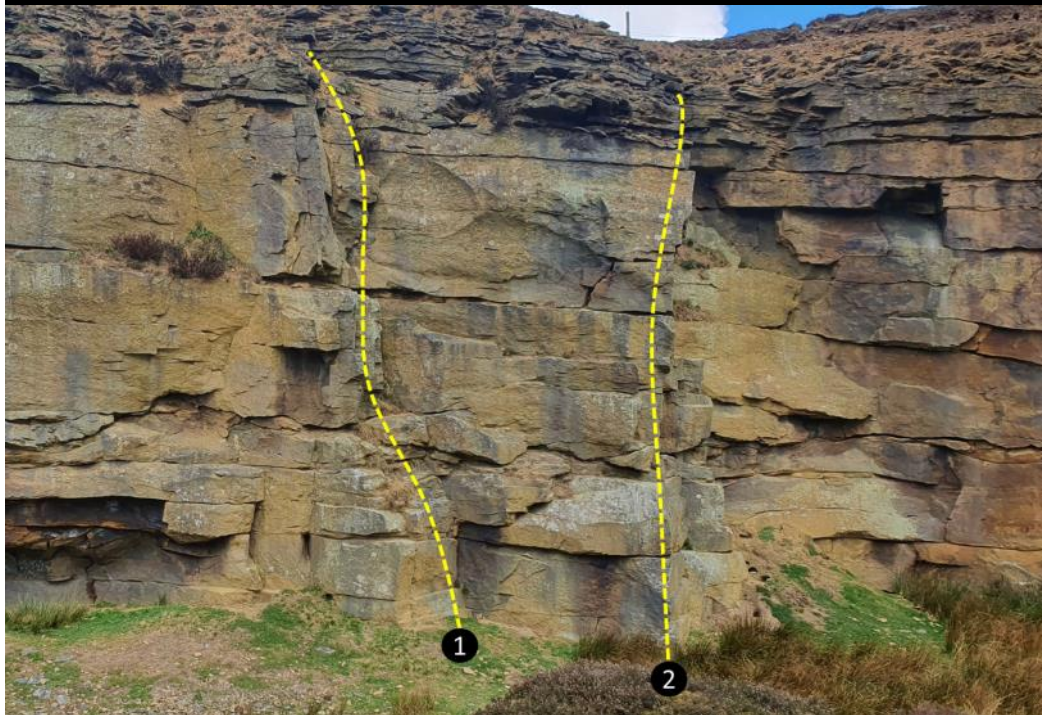
- 1. 2007** **f5**
 Pull steeply up to gain the 2007 recess.
- 2. Major Wardrobe** **f6B**
 Standing start at the left side of the small cave below and right of "2007" and climb direct to the high break.
 FA. Stu Ferguson 30/Aug/2017
- 2a. Major Wardrobe SS** **f6B+**
 SS in cave and pull to the good hold halfway up the blank wall. Very good.
- 3. Captain Cabinets Trapped in Cabinets** **f6A ***
 Standing start in centre of cave. Climb the blank wall via a big reach on small crimps.
 FA. Sam Ferguson 14/Aug/2012
- 3a. Captain Cabinets Trapped in Cabinets SS** **f6A+**
 SS in back of the cave and pull out to gain the good holds in the break.
- 4. Do or Die** **f5+**
 Standing start at right side of the cave. Pull up and right to gain the groove. Escape off right.



Traverses:

- 1. Cave Traverse High** **f6A**
L to R Traverse with hands above the lip of the cave
FA. Richard Davies 27/Dec/2018
- 2. Cave Traverse Middle** **f7A ****
The middle break L to R in the cave. Start on left side and move right using poor slippers to gain the right side.
FA. Richard Davies 27/Dec/2018
- 3. Cave Traverse Low** **f7A ****
The low break L to R to use the poor sloper then move up to middle break to finish.
FA. Richard Davies 27/Dec/2018

Left Quarry—Central Path

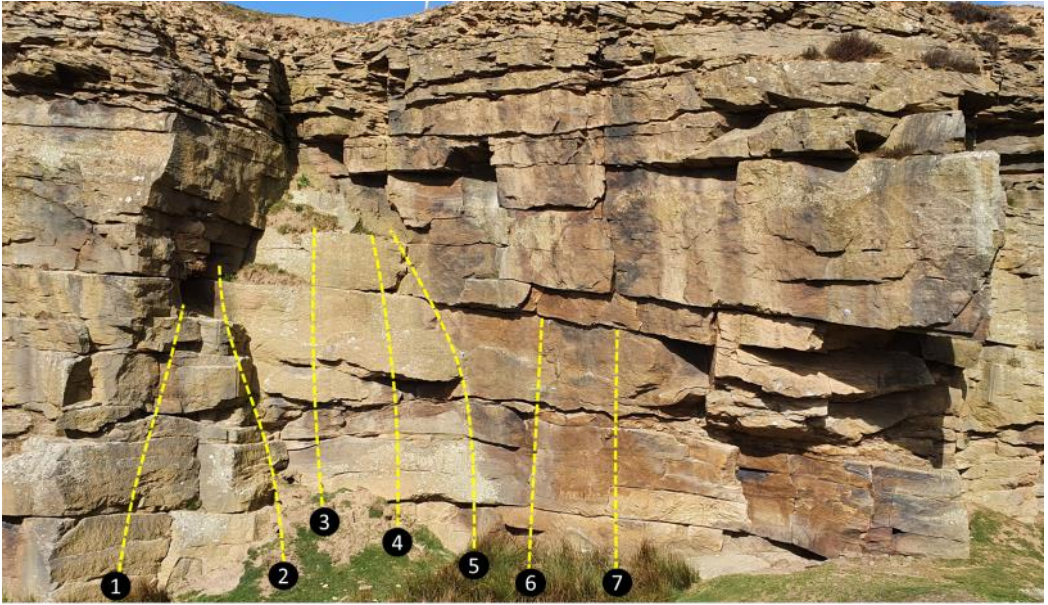


- 1. Neon Fu** **S**
 The thin corner crack.
 FA. Sam Ferguson 14/Aug/2012

- 2. The 13 Steps** **S**
 Climb the stepped arete
 FA. Stu Ferguson 14/Aug/2012

- 3. The Red Traverse** **f5+**
 A L to R traverse starting from the *13 Steps* and ending under the large overhanging arete of *Hard Work*.
 FA. Stu Ferguson 14/Aug/2012

Left Quarry—Bay Area



- 1. Golden Gate** **f3+**
 Climb the side wall to gain a ledge—escape down The Bay Area.
 FA. Richard Davies
- 2. The Bay Area** **f3**
 The corner—best used as the descent for the problems in this area.
 FA. Richard Davies
- 3. Bad Boys** **f5**
 Just right of the corner direct through the bulge and up the slab.
 FA. Richard Davies
- 4. No Way Back** **f6a+**
 Gain a good flake under the roof. Pull over and stretch for the break.
 FA. Richard Davies
- 5. Bay Bridge** **f4**
 The corner line.
 FA. Richard Davies
- 6. Alcatraz** **f5+**
 Start at the flake and climb via some poor holds to the good break.. Reverse or jump off.
 FA. Richard Davies
- 7. Not Proud**..... **f5+**
 Climb the wall and use small holds to gain the break. Again reverse or jump off.
 FA. Richard Davies

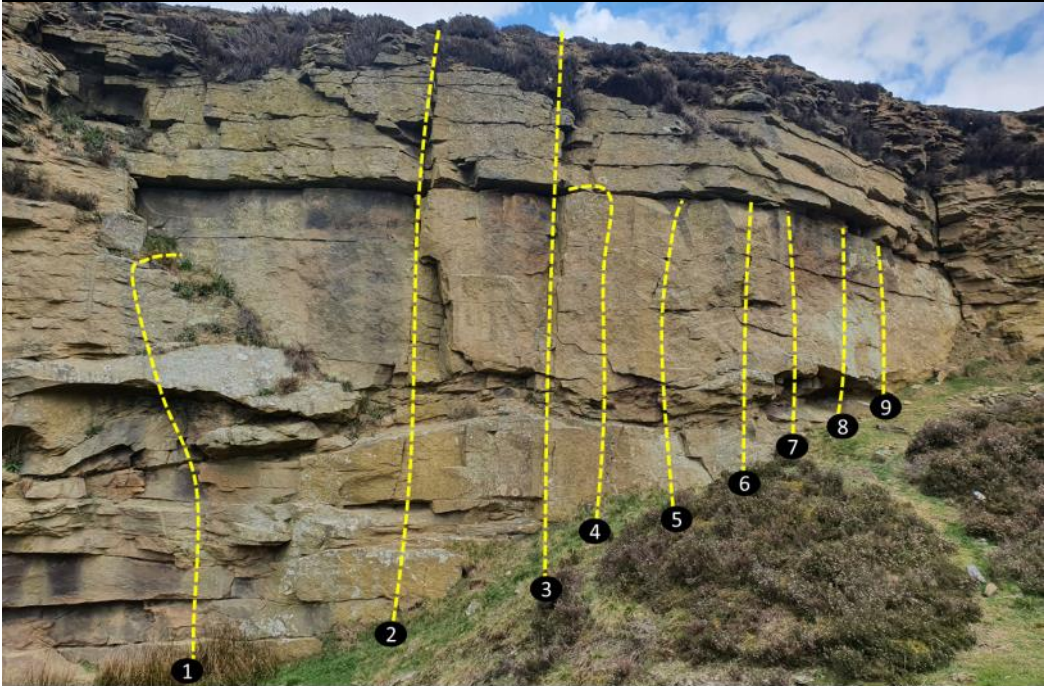


- 1. Christmas Party** **f6B ***
Under the left side of the big prow gain an ok hold with left hand the gain a good jug above and finish in the break.
FA. Richard Davies 27/Dec/2018
- 1a. Christmas Party Extension**..... **project**
Use a thin edge and the slot to gain the top of the arete.
- 2. Hard Work** **f7A ****
Climbing the large overhanging arete via its right hand side. Small crimps and technical climbing here.
- 3. Central Path Corner** **VD**
Climb the corner via some bridging moves.
FA. Sam Ferguson 14/Aug/2012
- 4. Central Path Arete**..... **f5+**
The arete with the shot hole.
FA. Richard Davies;
- 5. Two Dead Rabbits in Conversation** **f6A+**
Climb steeply to gain the arete and follow this to gain the break.
FA. Richard Davies;



Christmas Party - f6B

Left Quarry—Right



- 1. Panda Bear** **f6a**
 Direct to gain the sloping ledge. Pull left onto this then escape down the ramp to the right.
 FA. Richard Davies;
- 2. Horses Can't Swim** **VS 4a**
 Climb the left of the twin cracks straight up.
 FA. Sam Ferguson 14/Aug/2012
- 3. Penile Power** **VS 4b**
 Climb the right of the twin cracks.
 FA. Sam Ferguson 14/Aug/2012
- 4. Diced** **f5+**
 Eliminate up the wall avoiding the big hold on the right.
 FA. Richard Davies;
- 5. Stern Groove** **f5**
 Just left of the arete and climb a vague groove to the break. Escape off right.
- 6. Stern Arete** **f4+**
 Climb the arete and hollow flake to the right of the twin cracks. .
 FA. Sam Ferguson 14/Aug/2012

- 7. Sterner Still** **f4**
The right side of the flake to the break.
- 8. Alright Stop** **f4**
SS. Short and crimpy
FA. Sam Ferguson 14/Aug/2012
- 12. Collaborate and Listen** **f5**
SS. The short wall further right. Short and reachy
FA. Sam Ferguson 14/Aug/2012

Traverses

- 2. Traverse Pastrana** **f4 ***
Traverse the wall R to L starting between *Alright Stop* and *Collaborate and Listen* moving leftwards dropping down at the arete and continuing along the lower break and finishing by climbing down *Horses Can't Swim*.
FA. Stephanie Roberts 14/Aug/2012

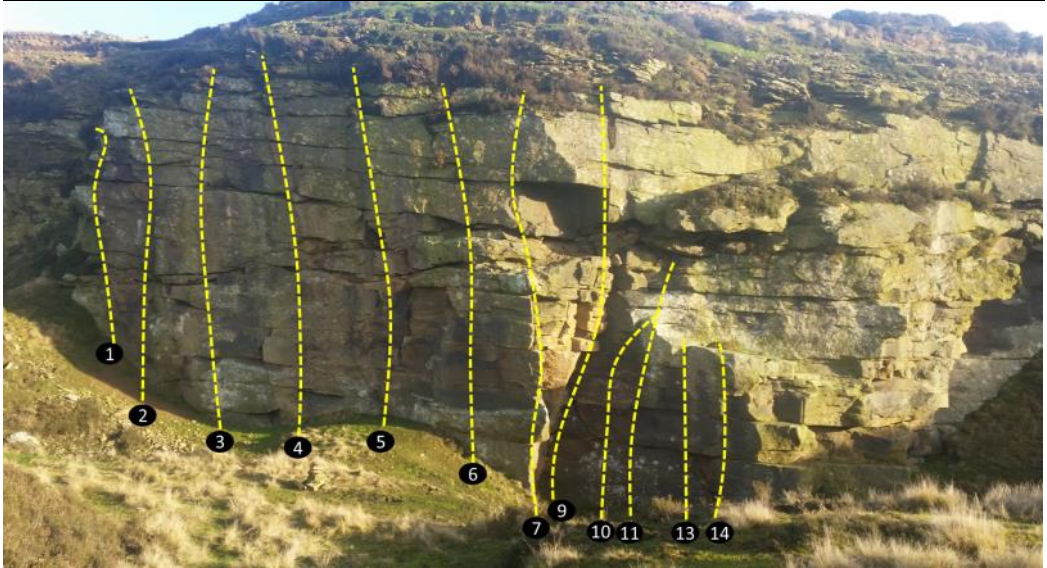


Crying Lamb f6c+



A local

Right Quarry—West



- 1. The Saw Tooth Arete** **4+**
Climb the jutting arete until you can escape off left.
- 2. The Groove** **S**
1m from left end of wall is a groove, trend leftwards to finish at top of arête.
FA. Stu Ferguson 01/Jun/2003
- 3. Emohawk** **E2 6b ***
Climb the blank wall via some long reaches on crimps, bold and a big reach needed!
FA. Sam Ferguson 14/Aug/2012
- 4. Second Groove** **VS 5a**
3m right of The Groove, is a faint groove line, climb direct with a long reach
FA. Stu Ferguson 01/Jun/2003
- 5. Disappearing Crack** **VS 4c**
Just right of second groove is a crack line, which disappears.
FA. Stu Ferguson 01/Jun/2003
- 6. The Donkey Shagger** **S 4c**
Climb the flat wall left of Central Arete using small but positive holds.
FA. Sam Ferguson 21/Aug/2011
- 7. Central Arete** **S 4c ***
Climb the prominent arete to the left of the central groove and crack.
FA. Stu Ferguson 21/Aug/2011
- 8. Middle Prow** **f5**
Climb the overhanging prow between the two corners—no holds in either corner and no bridging.

- 9. Central Groove and Crack** **S 4b**
 Right of the central arête is a groove with a crack in the top wall.
 FA. Stu Ferguson 01/Jun/2003
- 10. Crying Lamb** **f6c+**
 Start right of the corner at horizontal break. Pull up to the good holds then make hard moves rightwards.
- 11. The Sheepshagger** **E1 6b ****
 Climb the blank wall to the right of the corner on small crimps and sidepulls. Finish more easily up and right.
 FA. Sam Ferguson 21/Aug/2011
- 12 The Sheepshagger SS** **f7a**
 Start with hands in break and climb the groove to the ledge.
- 13. Take a Hand Sir** **f7a**
 Start at good jug in break. Climb direct up wall right of groove avoiding holds on Water Rush
- 14. Water Rush** **f6b+ ****
 Eliminate. SS at a flake and climb shallow groove avoiding any large holds to the right.
 FA. Sam Ferguson and Stu Ferguson 14/Aug/2012

Traverses

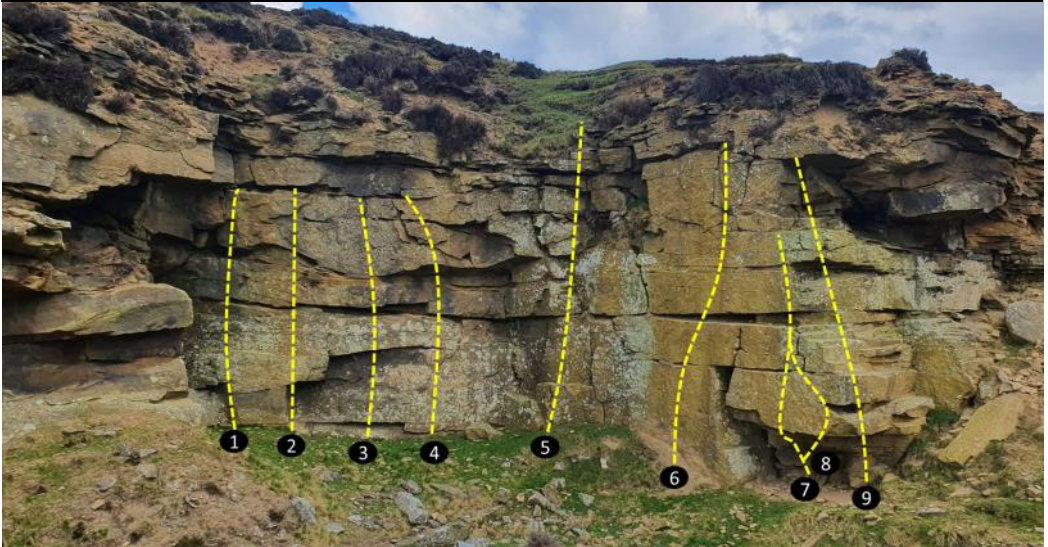
- 1. Rainbow Traverse** **MVS 4b ***
 Climb Central Arete to the ledge. Traverse left along the main break to the end of the crag. Finish up the left arête.
 FA. Pippa Archer and Duncan Archer 08/Sep/2011

Right Quarry—West



- 1. Stu's Arete** **f4+**
 Climb the Arete slightly left of the slabbed and stepped section. Climb directly over the nose.
 FA. Sam Ferguson 21/Aug/2011
- 2. Rabbit Wall** **f4+**
 Just right of Stu's Arete climb direct to join that route at the slab.
 FA. Richard Davies
- 3. Rabbit Paw** **f4+**
 Take the shallow groove just to the right.
 FA. Richard Davies
- 4. Rabbit in Tears** **f4**
 As per Rabbit Paw but trend rightwards to a clump of heather and gain the slab.
 FA. Richard Davies
- 5. The Wall**..... **f4**
 Left end of the bay at the right end of the east wall is a low slab. Start just left of the slab and climb trending slightly right with hands on the lip.
 FA. Stu Ferguson 01/Jun/2003
- 6. A Rabbit's Life** **f5**
 Take the roof pulling left into Rabbit in Tears.
 FA. Richard Davies

Right Quarry—East

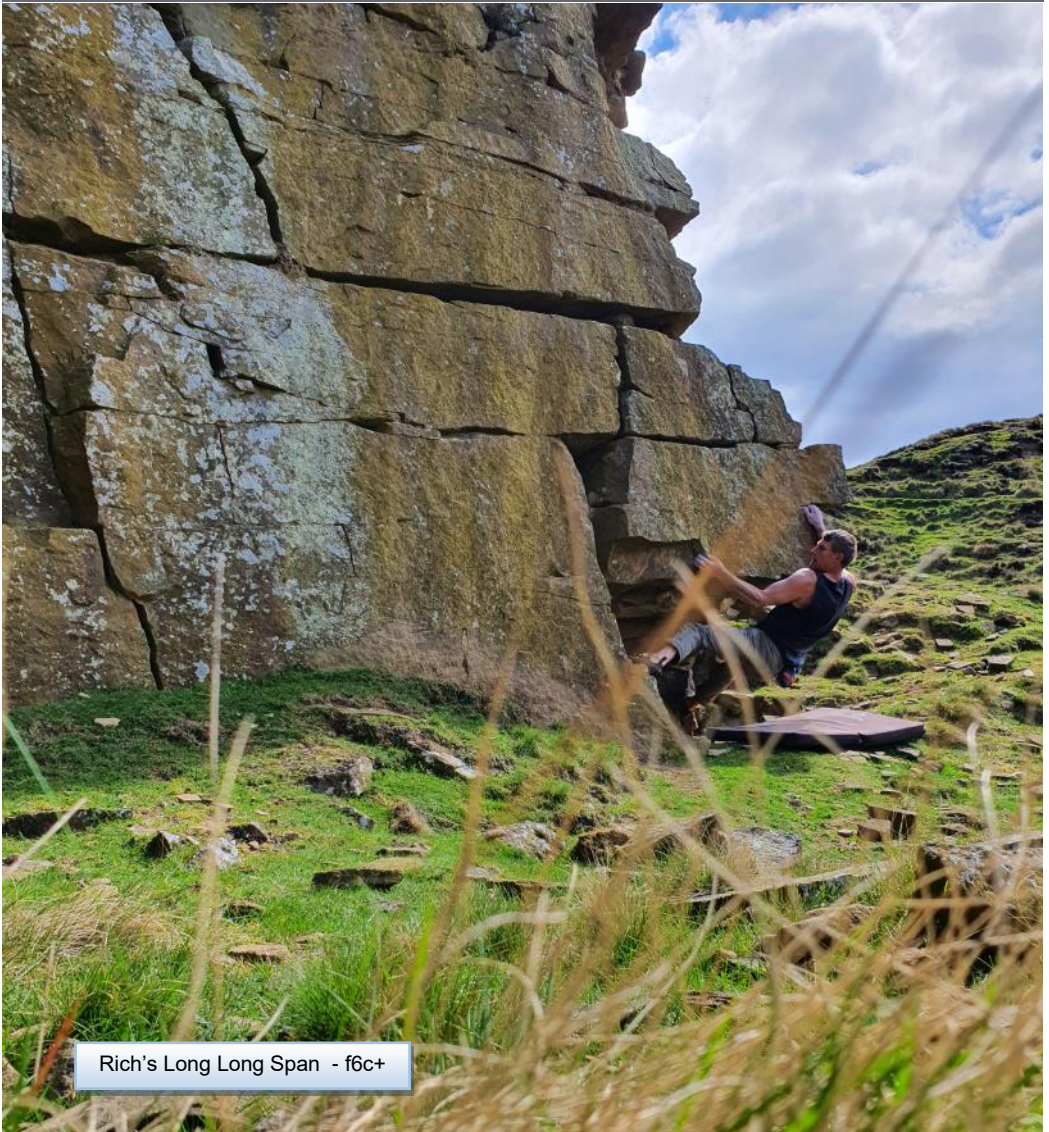


- 1. Close to the Edge** **f4+**
 Climb the wall right of the corner to gain the crack.
- 2. Slutbutler** **f4+**
 Climb the wall left of heather wall via the small edges. Loose higher up.
 FA. Sam Ferguson 14/Aug/2012
- 3. Heather Wall** **f5+**
 Climb the wall centrally slightly left of the now missing heather patch.
 Sam Ferguson 21/Aug/2011
- 4. Get Off the Block** **f5**
 Start off the block on the floor and climb to the roof. Pull left up cracks.
- 5. Corner Crack** **VD**
 Climb the corner. Loose
 FA. Sam Ferguson 14/Aug/2012
- 6. Green Wall** **f4**
 Climb the wall left of Slabbed arete via the breaks. Good flat holds.
 FA. Sam Ferguson 14/Aug/2012
- 7. Roof Direct** **f6B+**
 Take the roof avoiding the wedge hold.
 FA. Richard Davies
- 8. Roof Indirect** **f6B**
 The roof using the Wedge hold on the nose.
 FA. Richard Davies
- 9. Slabbed arete** **VD**
 Climb the right most arete directly.
 FA. Sam Ferguson 21/Aug/2011



Traverses

- 1. East High Traverse** **f5**
 Start off the arete at left of the bay. Gain the upper break and follow this into the corner.
- 2. Emma's Traverse** **f5+**
 Low Level Traverse of the East wall from arête to arête. Best climbed Left to Right. Entertaining and with many variants.
 Stu Ferguson 01/Jun/2003
- 3. The East Low Traverse** **f6b+**
 Climb the lower line using the poor holds under the overlap..
- 4. Rich's Long Long Span** **f6c+**
 Start at the right of the cave and drop onto the break above the cave lip. Keeping feet on the back of the cave again a standing position at the crack.
 FA. Richard Davies



Rich's Long Long Span - f6c+

High Houselop Quarry

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