



HOLIDAY BOULDER



UPPER SOUTHSIDE



HIDDEN GROOVE



THE FIN



CRACKLAND



UBERHANG



MIDDLE PATH

THE PATH

BASE CAMP

BIG JANE



BIG JIM



BEHIND THE RAILS

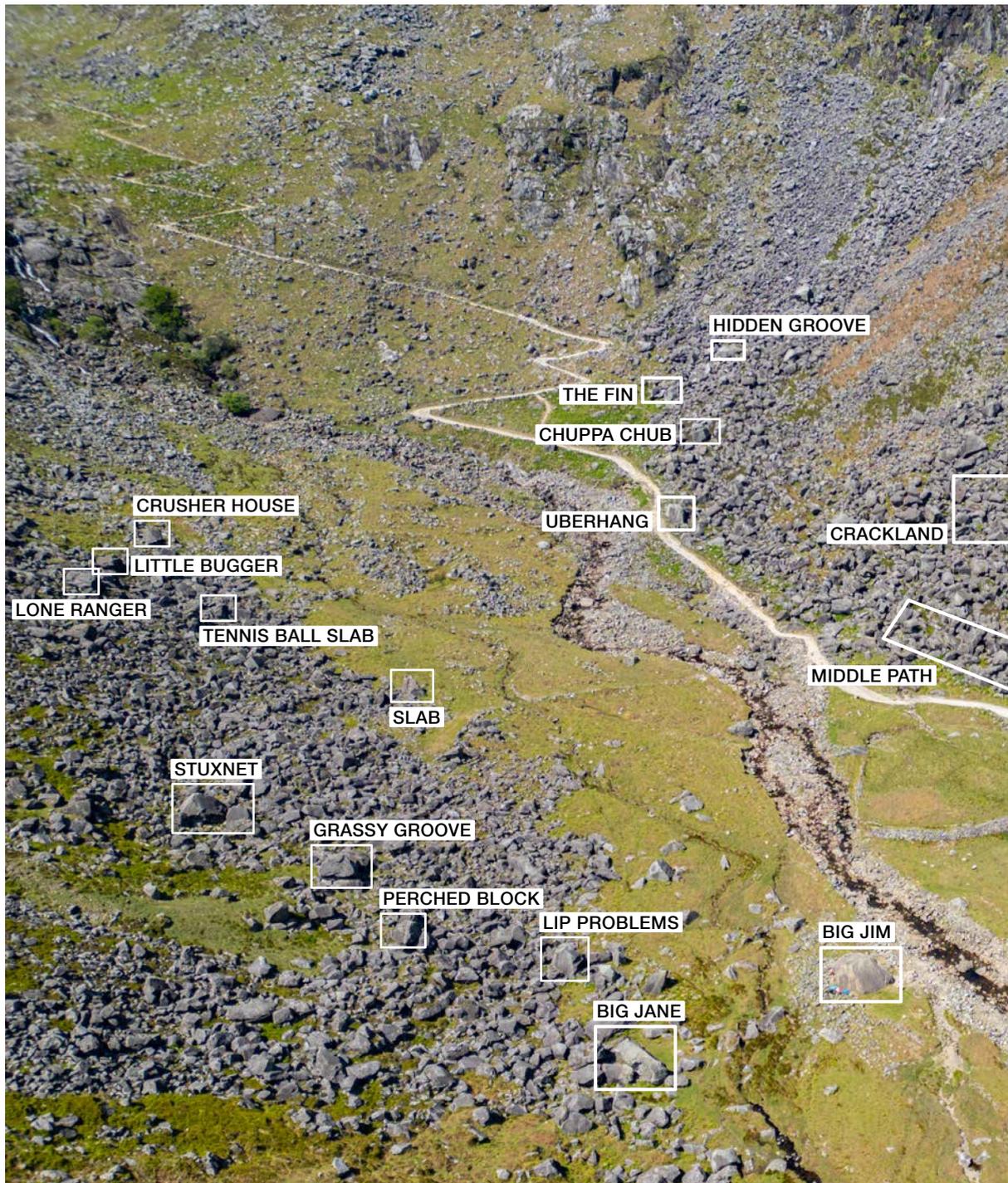


JUST PAST THE RUINS

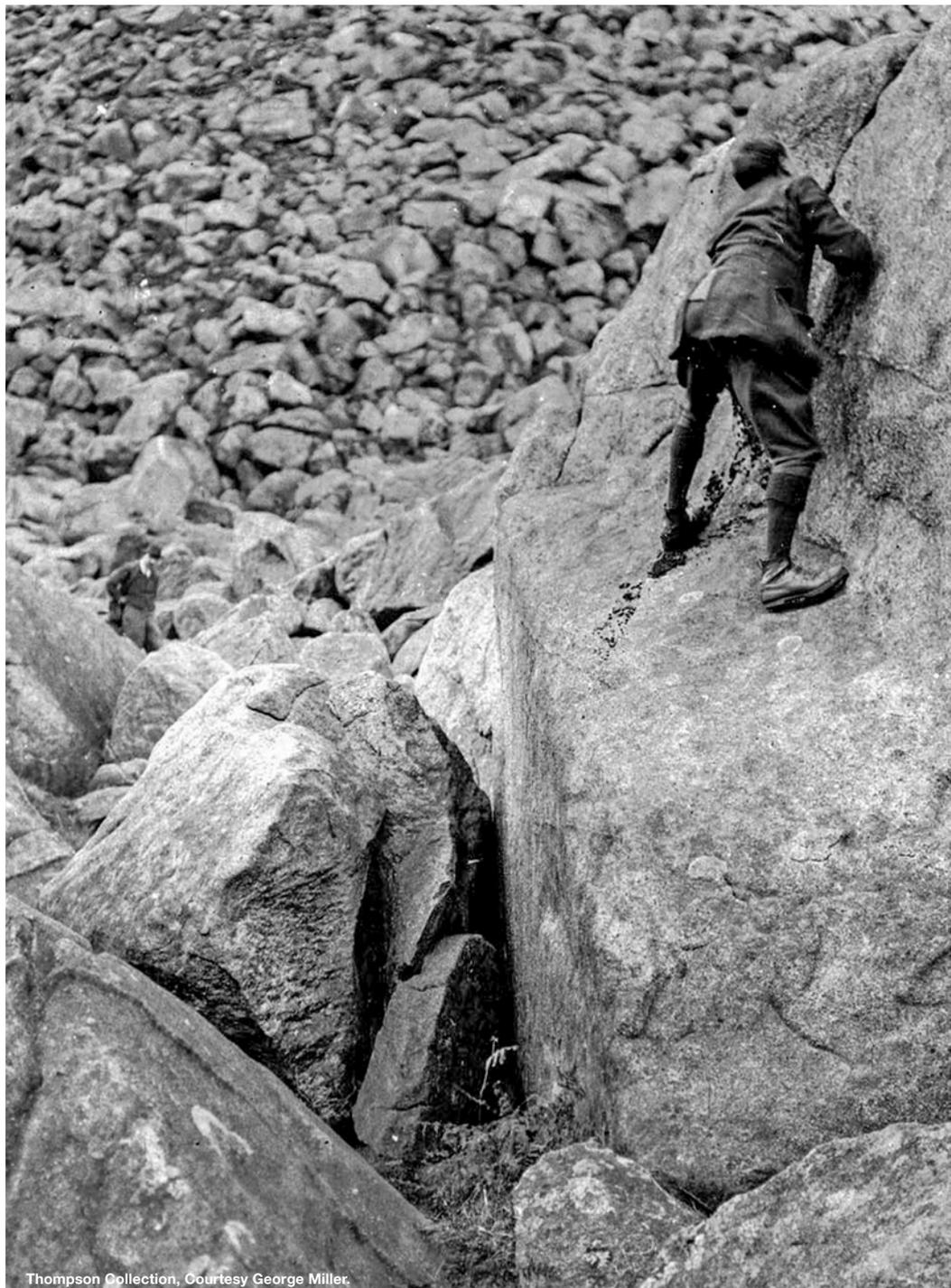


THE RUINS









Thompson Collection, Courtesy George Miller.

THE HISTORY OF GLENDO BOULDERING

The early days of bouldering in Glendalough are unclear, at the time bouldering wasn't seen as something worth documenting for a long time. Even in the nineties there was clear information. But I have done my best.

THE FIRST BOULDERING

The earliest documented bouldering that I can find was done in the valley by Charles Thompson. A keen climber, Charles was born in 1883 and started climbing while studying in Trinity so this photo is possible from the first decade of the 1900s. This problem is between The Ruins and The Path areas on the right as you head up the valley. It's on a large boulder just beside the track with the diagonal sloping ramp.

In a place like Glendalough where the boulders are on route to a very popular crag it's no surprise that some problems were done a long time ago but who did what when is lost in the mists of time.

After this the record is scant for a long time. Climbing on the crag above started in 1950 with the first ascent of Quartz Gully on Twin Buttress. From that point onwards there would have been a steady flow of climbers passing the boulders on their way to the crag. Undoubtedly they would have messed around on the boulders and most of the easier, more obvious lines near the path would have been done at this time.

"Bouldering of a sort has been going on at Glendalough for the best part of fifty years.....nothing like the intensity that is happening now"
Joss Lynam

THE EIGHTIES

By the end of the Eighties, most of the easy obvious lines around the Ruins and the Path in Glendalough were done by the likes of Howard Hebblethwaite, Steve Young, Donal O'Murchu, Jimmy Leonard, Paul McHugh, Joe Mulhall and others; including classics such as The Plum, Original Route, Greg's Problem (done in 1989 by Greg Lowe) and The Überhang.

THE NINETIES

In the Nineties, bouldering became a more popular and accepted part of climbing and people started to become aware of the potential under their noses. It's not really known where the fine boulder by the stream in Glendalough got the name Big Jim, but it probably originated from D.I.T. mountaineering club around 1996.

In 1997, Three Rock became popular with Michael

Duffy and the Rooney brothers. Michael did the first ascent of 2.4 Pascals sitstart. It must have been the hardest problem in the valley at the time. Presumably named after French climber Pascal Battault who Michael climbed with a lot at the time.

The invention of bouldering pads made bouldering a bit safer; though Joe Purser and James Gernon did The Rails in the summer of 1998 without such luxuries.

Pascal Battault and Michael Duffy did White Arrow in the scree utilizing Pascal's homemade duct tape pad. The painted white arrow of the name was one of the remnants of a caving circuit that made its way through the scree behind The Ruins.

Andy Griffith climbed the problems on the Tripod boulder, plus Dell Boy among others in 1998.

Duffy Slap 6b, Glendalough 1997

Pascals' ss 7b/+, Glendalough 1997

THE 2000

Glendalough had a few strong visitors from across the water in 2000, including Mark Croxall who climbed Mark's Slab beside The Fin, and John Gaskins (on the first of many visits) who did a few of the harder problems, including The Nu Rails SS and The Egg SS.

In the summer? of 2001 an American climber called Chris Redmond was on a family holiday to Ireland and spend a few sessions in Glendalough. The fact that he did the earliest recorded ascents of a number of classics only became known years later when an article he wrote was published in the June 2005 issue of Urban Climber, a long-folded magazine. It seems that Chris did the FA of Chillax, The Fin, King Cobra,

Andy Crome on a visit from the UK climbed the popular Andy's Arete.

The much-attempted sitstart to the Fin was subject to a false claim by a visiting English climber, Adam Lincoln, along with a group of friends in Easter 2002, they tried the problem and one of them, much to the discomfort of his friends, decided when they got that he had done it and named it Great White Wrestling.

Michael O'Dwyer got up very early one morning in

January 2003 to do The Fin SS in Glendalough. Barry O'Dwyer and Al Sarhan continued hunting out more steep, powerful problems such as Chillax and Quality Control.

Mention Barry climbing the Egg Traverse in the spring of 2008 and giving it 7a+, now 7c. There was something of a culture of under-grading at the time. Not sure why.

The Hidden Groove boulder in Glendo was blitzed by Dave Ayton one day in February 2004. On the deep roof on the front side Dave climbed a problem, Big Squeeze that made a long reach from under the roof to the lip, but there was potential for a line starting right at the back of the roof, it would be another six years until this was climbed.

Crackland, deep in the scree of Glendalough, was developed in April 2004 after a weekend visit from the North Wales Mafia; thus bringing the number of problems in the valley to about one hundred.

The early bouldering meets were popular, seeing over fifty people bouldering in the valley at times. They brought the scene together and encourages people to visit. The first one was in March ???, the last one in ???.

The impressive arete on the backside of Big Jane was an obvious challenge and the first ascent and naming of the stand start was the subject of some disagreement between Rob Hunter and Michael Duffy, all was resolved, with the standing start becoming Rhythm and Stealth and the sit start as Leftisim. Duffy climbed Leftisim in December 2008.

One thing worth noting is how quickly a problem that has been brushed and climbed can return to its natural state. After a few years it can be no longer apparent that a boulder had been ever cleaned. This means that over the course of time a problem can get multiple first ascents.

In 2008 Duffy climbed Permadyr 7a, a long roof crack hidden away in the scree. A year later he did The Mentalist 7a+, in the Crackland area, rarely climbed, it's a very aesthetic line.

2010

A new generation of climbers was emerging, the second generation of pure boulders,

Taking advantage of a cold snap in December 2010 Michael Duffy climbed his long-term project on the front side of the Hidden Groove boulder, named Wonderland and graded 8b, it became one of the

hardest problem in Ireland and the hardest in the valley. It had to wait 6 years for a second ascent by David Fitzgerald, who also did the second ascent of Soul Revolution 8b+ in Glenmalure on the same day! This incredible day represented the finale of Dave's campaign to repeat all of Duffy's hard problems.

Gravity Climbing Centre in Inchicore, Ireland's first dedicated bouldering centre, opened in 2011. Followed a year later by Awesome Walls open in Finglas in, which caters for both roped climbing and bouldering. Then in 2014 The Wall in Sandyford opened its doors. These new facilities were a game-changer for Dublin-based boulderers with a selection of high-standard modern bouldering and training facilities. These walls introduced a large number of people to bouldering. Some of which, maybe not as many as you might think, eventually ventured outside.

Need to mention the Coop and their roles in filling the gap between the university walls and the bouldering centres.

These walls also ushered in a new style of climbing, featuring dynamic and athletic moves between massive sloping volumes while also raising the general standard and providing a hub for climbers to connect.

On the downside the walls proved a soft option when the conditions outdoors looked marginal. Also only the most dedicated choose to roam the hillsides looking for new boulders on wet days over the comforts of the wall.

In March 2011 Duffy climbed People of the Sun 8a+ a thin crack that slips a steep wall hidden in a cave near Crackland. He also added a proper finish to Chris Davies Dutch Gold, which he hadn't bothered topping out after the hard campus moves when he did them back in ????. Dutch Gold left 8a, Glendalough, Feb 2011

Super Bock 7c, Glendalough, December 2010

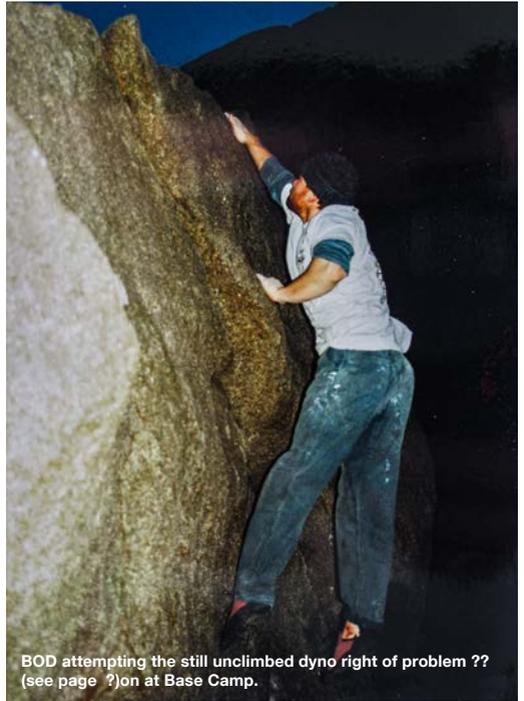
Sow your wild oats, 7b+, Glendalough 2010

Wonderland 8b, Glendalough, December 2010

Electroshock 7b/+, December 2010



Adam Wainwright on the first ascent of White Stick (see page 256) in Crackland, March 2004



BOD attempting the still unclimbed dyno right of problem ?? (see page ?)on at Base Camp.

**maybe a time line of significant
know FAs would be interesting**

2020

In recent years the rate of development has slowed and most of the latest breed of climbers, the first that were raised on a rich diet of modern bouldering walls, seem more interested in ticking the hard classics than climbing new problems of their own.

THE FUTURE

If bouldering's popularity continues to grow then the steady trickle of new problems will probably continue. However, it's unlikely that there is going to be any significant increase in the number of problems in Glendo in the future, in spite of the potential.

Unclimbed Lines

It's hard not to be struck by the sheer amount of rock as you walk into the valley. Granted most is higher up the steep slopes meaning that the landings then to be bad and the access is challenging. Over the years people have scoured the higher scree for problems, occasionally finding something of note, but the reality is that it's a hard slog with pads and the density of the problems is always low. Given the volume of rock it's easy to believe that there are some hard classics hidden up there that would tempt people to make the effort.

Much of the climbable, but yet to be climbed rock, is probably on the easier side. This is not bad thing and there are plenty of gaps to be filled within, between and close to the established areas. It's possible to venture a little further into the scree and find new problems on demand.

However, unlike other areas in Wicklow, there is a lack of well-known hard projects. One boulder of note is the futuristic Project Wall up at the Sunshine Boulders, which has potential for a number of hard, impressive lines.

On the walk in, just after you pass the last of the trees on your right, are a few boulders. The one nearest the path, The Tripod, is a handy place to warm up with a few nice problems. Much higher up the slope are Sunshine Boulders, which have a few harder problems and some futuristic projects.



PROJECT WALL



SUNNY BOULDERS



THE MINER'S PATH BOULDER



SUNNY SLAB



THE TRIPOD



CRIMP TO IT



THE TRIPOD

The first climbing you meet on the walk is 100m past the forest on the right hand side. Look for the perched boulder just above the path (53.0064, -6.3744). Bigger and better than it looks from below, it can be partially hidden by ferns in the summer. This boulder is a handy place to warm up on the way to the main event.

1 The Seam 5+

Eases after the start on sidepulls. The SS is a powerful 6a+.

2 - 3+

Reach from the edge to the shelf. This is also the descent route.

3 - 5

The slopy left arete of the uphill face. Very nice.

4 - 5+

The right arete using the undercuts. Even nicer.

5 TheLongReach.com 6a

The scooped up valley face. Interesting smearing to reach the crimp. Quite morpho.

6 The Mantelshelf 3+

The leftward trending arete on good holds.

7 The Block 5

The downhill slab without using either arete.

A short distance uphill is an obvious slab.

SUNNY SLAB

8 Sunny Slab 4+

The slab right of the arete.

The low boulder above this has a few very minor problems.

CRIMP TO IT

The pair of boulders leaning against each other.

9 Crimp To It 6a

A crimpy move to a juggy ledge and top out.

There are a few minor problems on the downhill faces of the two boulders.



THE MINER'S PATH BOULDER

This prominent boulder rests on the miner's path that cuts up and across the hillside (53.0070, -6.3725).

10 Pinch Problem 6a+

On the left-hand side of the boulder. A burly move leads to a rounded pinch and then muscle your way straight up over the nose using a big sidepull. There is potential for a hard SS also.

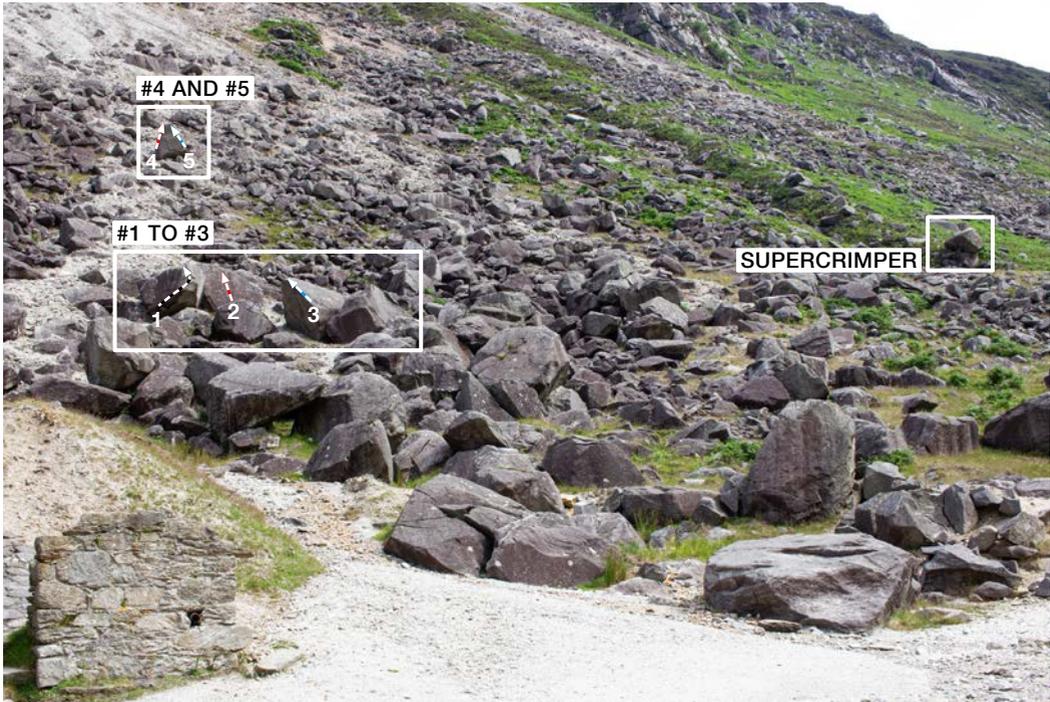
There is an easy line up the right side of the front face which uses the good ledge.



SUNSHINE BOULDERS

Much further up the hillside are a few large boulders that get the sun during the colder months when the valley floor is in permanent shade. They are home to a pair of excellent hard problems and some very tricky projects. Be warned it's a good slog up the hill.





BEFORE THE RUINS

There is a scattering of fairly obscure problems in the scree on the right just before you descend to the stepping stones that lead to the old mining buildings.

The first problems are on a cluster of boulders about 30m up the slope from the main path.

1 ? ?

SS on the good incut sidepull, make a hard move up and right to a slopy ledge via a seam. Move right again onto better holds to finish.

Just above and right of this is a clean slab.

2 ? P

The centre of the blank slab starting from the long crimp. NEEDS TO BE DONE

3 - 5+

The diagonal arete.

Further up the slope is pear-shaped slabby face.

4 - 6a+

The SS to the left arête.

5 - 5

The right side of the arete.

The next boulder is 75m from the path perched on a rib that runs down the hillside.

6 Return of the Flying Tractor 6b

Start hanging from the nose and deadpoint outward and top out. CHECK

7 Supercrimper 6a

Hanging from the nose, traverse right to a good side pull. Then up the slab through a tiny crimp rail. Excellent when eliminating the arête left hand. CHECK

JUST PAST THE RUINS

BEHIND THE RUINS

THE RUINS

White Arrow

Quality Control

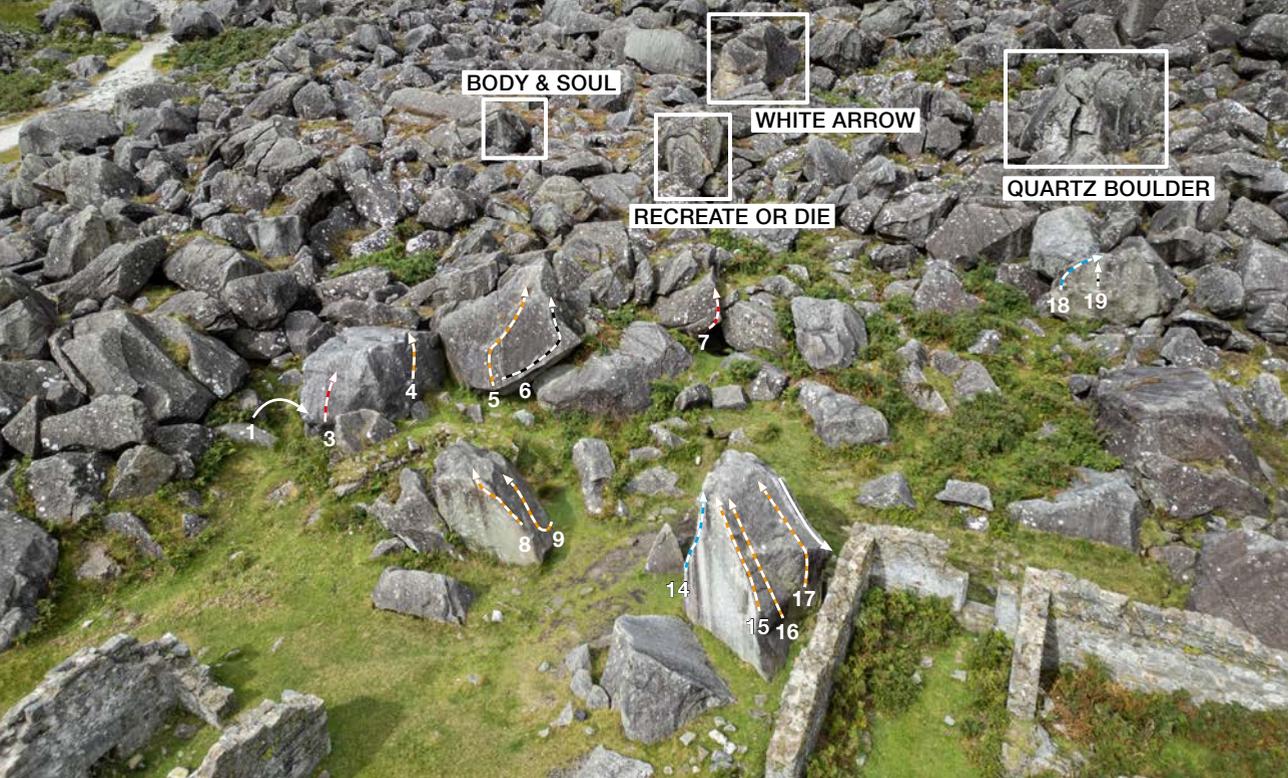
Eye Hop

THE SCREE TO THE RIGHT

Pierre's

Vlinder





THE RUINS

Good area with a number of classic problems close together and generally good landings. In wet weather, the ground around The Plum can flood. Further into the scree are more problems some classics worth seeking out, some which will be of more interest to locals.

1 - _____ 4

Mantle onto the slab using a slopy sidepull for the left hand. Finish by mantle onto the jug on the lip with your right foot.

2 Hugh's Problem _____ 3+

Jump from the boulder to the jug on the lip and traverse left to mantle out.

3 - _____ 2

S using the good sidepull. Get the arete with the left and bad slopers with the right and mantle onto the slab.

4 - _____ 3

The wall using the borehole and the iron bar.

5 Diamond Slab _____ 4

Follow the juggy crack up the middle of the slab.

6 Shania Pain _____ 7c

Start on the juggy sidepull and traverse right using the small crimps just above the lip. Daragh O'Connor 20/01/2022

A small roof guards the entrance to a cave.

7 John's Roof _____ 6c

Slap to slopers on the lip from the edges under the roof in the cave.

8 - _____ 4+

The short arete has a lack of footholds.

9 - _____ 3

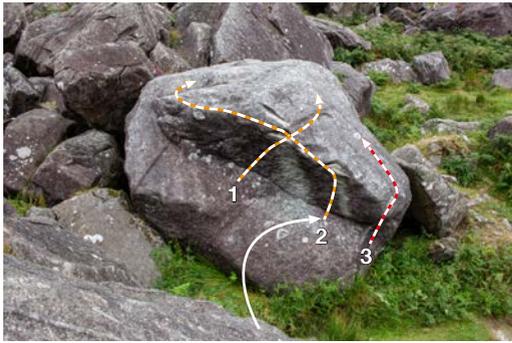
The middle of the slab. There are lots of nice no-hand challenges on this slab.

The tall boulder beside the ruined building is the centrepiece of the sector and has a number of excellent problems.

10 Wallop _____ 6b

One move - pull on and lock for the top using the undercut.





11 Jim's Problem 5

Just left of the arete with a big rockover or a sneaky toe hook. Start with the crimp for the left and the quartz sloper for the right.

12 The Plum 6a+

Outstanding. Reach up to a pair of sloping edge from the right side of the rounded ledge and rockover. (The SS is 6b). An easier variation reaches up from the left side of the sloping edge to small incut sidepulls.

13 Original Route 5

The left side of arete using the hold out on the left face. Can also be done without this hold by laybacking the arete (grade?).

14 Original Route Right 5+

The arete on the right-hand side.

15 - 4+

The right arete on positive hand holds, but slippery quartz footholds.

16 - 4

The left arete.

17 - 4

Delicate reach to better holds over the bulge.



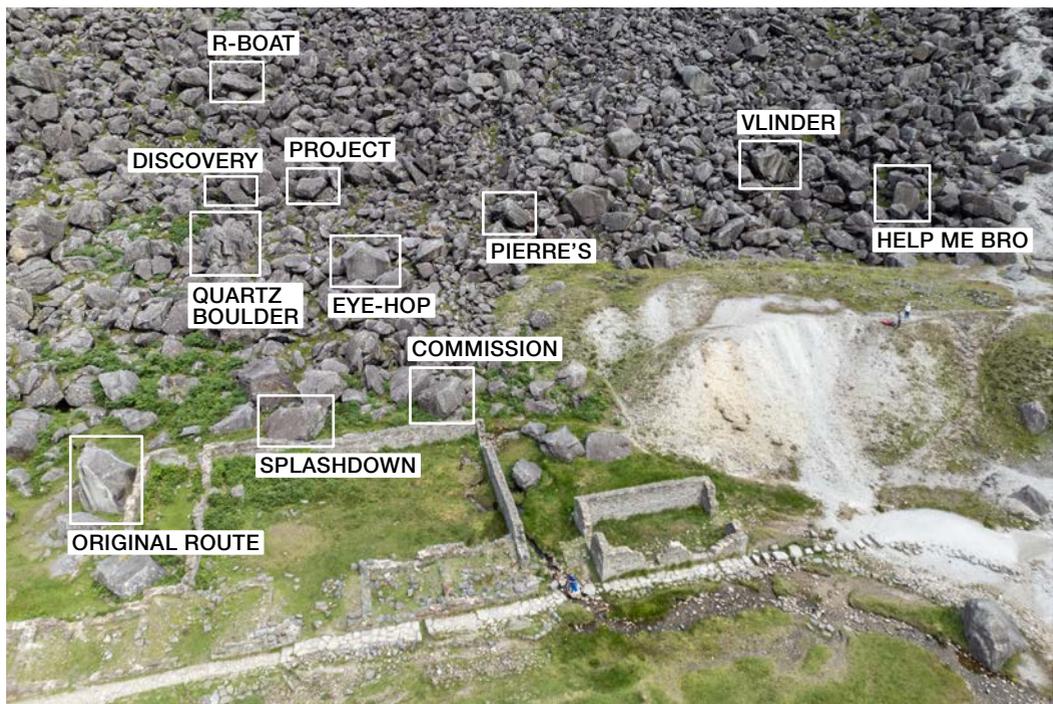
About 10m right of John's Roof on the edge of the boulder field is a vertical face.

18 - 4

The left arete. A harder variation eliminates the arete, making a long reach from an small incut edge.

19 Imagine Dragons 6c

Big slap from small slopers in the middle of the wall to an edge, finding feet is the tricky part.



THE SCREE TO THE RIGHT

There is a relatively obscure collection of problems in the scree behind the ruined buildings.

The first boulder is beside the wall of the ruins.

1 Commission 6b?

Reach from the slopy edges on the diagonal rail to the thin crack. Griff 2000

2 Splashdown ?

Start on the pair of waist-high right-facing sidepulls. Follow the edge diagonally up and right to the arete and finish up it. Landing can get very soggy during the wetter months. Griff 2000 **NEED TO CONFIRM GRADE?**

3 - ?

Brushed project.

4 Eye-hop 6a++

A very tricky first move to get stood on the sloping quartz ledge.

5 Mind the Gap 6c?

The SS to the triangular face. Start with right hand and heel on the arete. Paddy Nolan 30/10/2021

6 Tim's Problem 6b

Around the back is a leaning wall. Start on the right and follow good holds up and right.

7 Pierre's Problem 5???

Start on a pair of edges and campus up and left a sloper and then go for the apex of the boulder.

HARDER, NEED TO CONFIRM GRADE?

8 Vlinder 7a

SS using the diagonal rail and move right to the left arete, finish up the arete. The direct start to the arete is 7a+.

9 - P

The steep face starting from the good sidepull.

10 Tom 5+?

The left arete. Good landing.

HARDER, NEED TO CONFIRM GRADE?

11 Jerry 5+??

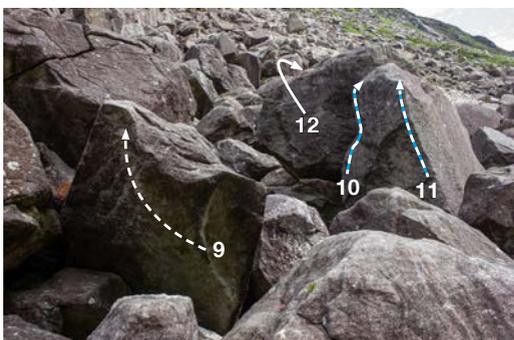
Start with your left hand on the low crimp, right hand on the arete. Slightly awkward landing. **HARDER, NEED TO CONFIRM GRADE?**

12 Help Me Bro 7b

Start compressing either side of the hanging boulder using the plinth for your feet. Slap out to the lip and finish up the right arete. Scanlain 2020.

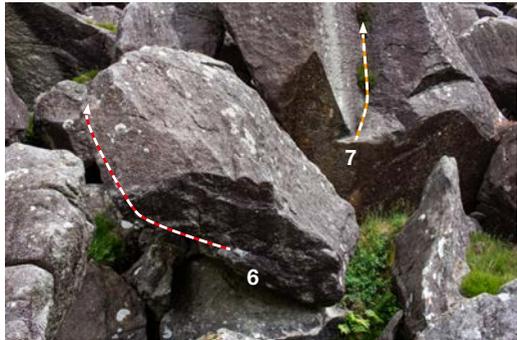
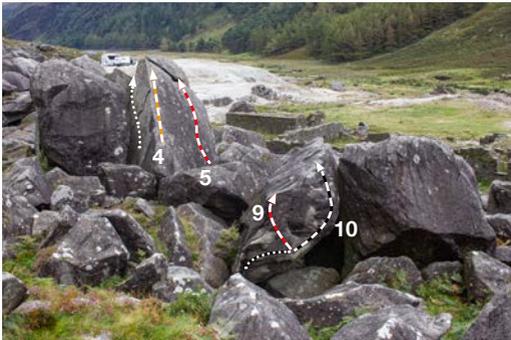


M GRADE



GRADE

M GRADE



BEHIND THE RUINS

The boulder field behind and up valley of the Ruins has a good amount of relatively popular problems. The line between this area and Behind the Rails is a little blurred.

About 4/5 meters behind Imagine Dragons is a small pit.

1 Another Duffy Problem 6c+

SS matched on the low crimp on the left side and move up and right. Using a pair of juggy flakes to top out. Apparently very good.

QUARTZ BOULDER

Just past this is a large boulder with the distinctive quartz front face.

2 - P

The quartz crack on the front face. Bad landing.

3 - 4

One move wonder crack around to the right.

4 - 3+

Easy arete, the chimney to the left is a good squeeze

5 The Chime 6b

The blank slab to the left of the quartz face. David Boylan June 2025

6 Discovery 6c+

SS on the small jug and move left. Get the crimp in the back of the groove and throw for the lip. Requires a few pads.

Behind the Quartz Boulder is a block split by a prominent groove.

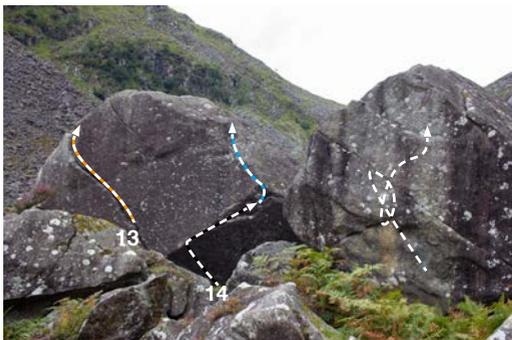
7 - 3+

The groove, stepping off the boulder in front. CHECK

Further uphill above this is

8 R-Boat 7a+

Traverse the sloping lip, starting on the right at the crack. Decent landing. Richard Reid



QUALITY CONTROL

This boulder is to the left of the Quartz Boulder

9 Quality Control 6c

On the side facing up the valley. SS matched on the edge. Reach left to the sloper. Sidepulls for the right then go for the top.

10 Craftsmanship 7a

A variation on Quality Control. From the same start move right. Heel hook the starting hold and reach up with the left. **The Product** 7c is a low start on the left.

WHITE ARROW

It's still - just - possible to make out the painted white arrow that the boulder is named after. It was one of the, now all but faded, markers for a caving circuit through the boulders.

Just left of White Arrow is a long slabby face.

11 - 3+

Traverse the slabby face rightwards following the foot-ledge, reach for the lip once it ends.

12 White Arrow 6b

From a SS on the left make an awkward move right to the incut jug and finish easily up the face. Excellent.

Sh17e Arrow 6c starts with the left hand on the two finger crimp, right hand on the high sloper. Make a powerful move to the jug. Philip Duke 4/05/21

13 The Ramp 3+

Shuffle delicately left along the diagonal break.

14 Rob's Problem ?

From the good jug rockover using a hold on the lip to the left. The SS **Amythest Deceiver** 7a+ starts down in the pit with both hands in the crack and moves left along it before a long move to an edge on the arete.

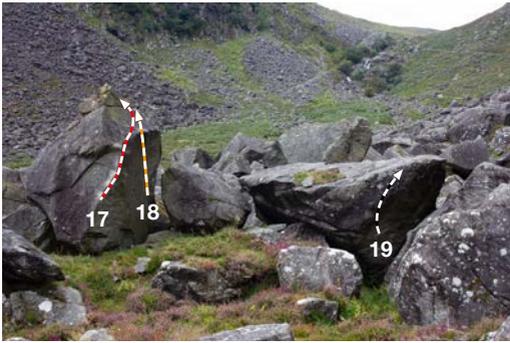
Just to the left of White Arrow is a long rectangular slabby face. There are two problems around the back of this.

15 Scrittles 5+

Mantle out the slopy lip, hernia inducing brilliance. Needs a brush. Diarmuid 2004?

16 ? 6b

The hanging prow from on nice slopers. SS with a hand on either side. Can be started from a few different heights.



The distinctive pyramid shaped rock has two nice problems with a good landing.

Behind this is a large boulder with a small block supporting it.

17 Dec's Pyramid 6c
 The rounded left arete from a SS.

23 Sands of Time 6c
 Start on undercut and footblock, out to the arete then follow through a small dish. Have a Rail of a Time , ? shares the same start but follows the rail then up to a sloper. **CONFIRM DETAILS**

18 - 4+
 Start from the sidepull.

19 - ??
 There are some brushed holds on the boulder to the right.

Directly up the slope from Al's Arete is a large boulder with a vertical wall that faces down the valley.

To the right of Dec's Pyramid is a sharp hanging arete.

24 Hanuman 6b
 The vertical crack. Good landing. Worth seeking out.

20 The Sword 5+
 The arete starting from the sidepull. FA Sparkle

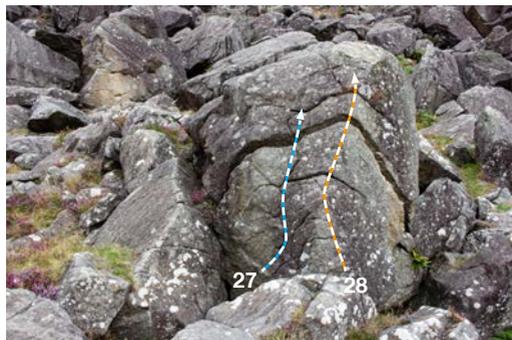
Uphill of Dec's Pyramid and right of the offwidth is a perched slab.

The next boulder is a nice concave face that faces up hill.

25 Born Lippy 5+
 Climb the thin crack that runs up the middle of the slab. Interesting start with thuggy moves on big sidepulls to get established on the slab. Paul Brennan June 08 **NOT SURE IF THIS IS WORTHWHILE**

21 Counter Left 7c
 SS in the middle of the face

22 Al's Arete 6b+
 The SS to the slopy right arete. Reach up to the good sidepull and then move left onto the slopers and mantle. Started matched on the low sidepull. Nice moves.



26 Body&Soul 6b

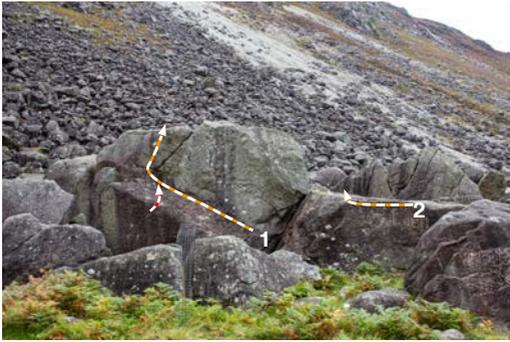
The overhanging offwidth crack about 10m left of White Arrow. Start with the right hand on the good jug and use a range of kneebars, fist jams and a thigh locks. Knee pad very useful. Paul Brennan August 2025.

27 Recreate or Die 5

Really nice holds. Start in the pit on good edges and reach up to the sidepulls then massive jugs. A pad draped over the slab protects this well. DF Sept 2025

28 - 4

The prow has a sketchy landing, but plenty of huge jugs.



JUST PAST THE RUINS

As you follow the path up the valley from The Ruins the path narrows beside the stream before becoming wider. The boulders to the right offer some overlooked, but worthwhile, easier problems and make for a nice gentle circuit suitable for beginners.

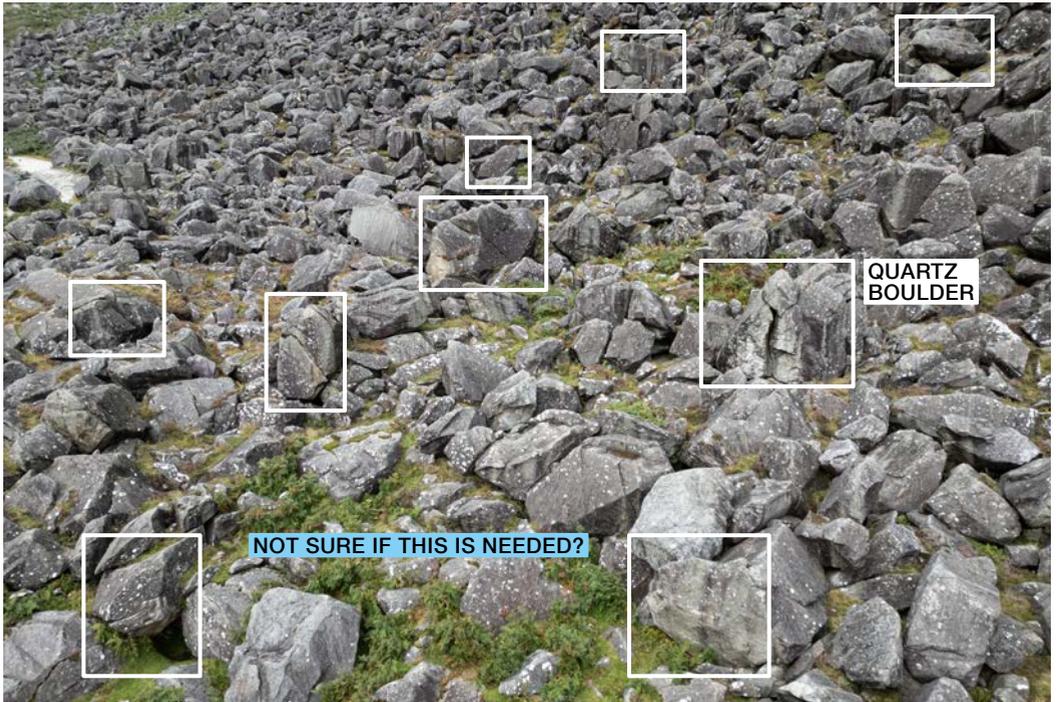
5 - 5
The slab facing the path near the ruins. Start with your left hand on the quartz edge and right hand on the arete. Reach you with the left and get stood on the quartz edge and reach for the top.

1 The Thompson Problem 3
This was the first boulder problem in Glendo to be documented way back in the early years of the last century (see photo on page 220). The diagonal sloping ramp has a tricky start and then a nice jug to assist with the topout. There is a harder start. Pull over the ramp on slopers and slap up to good holds. **NEEDS TO BE DONE**

2 - 3+
Nice mantel problem. It's possible traverse along the lip into it from the right-hand side.

3 Skylight 5+
Where the path widens after the ruins. Nice SS with hand jam for the right hand and then nice slopey edges to finish. DF 16/10/23

4 Frustration 6a+
Make a long reach from the crimpy sidepull just left of the crack to a hold just below the lip.





Squamish

2.4 Pascals

THE PATH

BASE CAMP

B.B.E.

The Egg

The Rails

BEHIND THE RAILS

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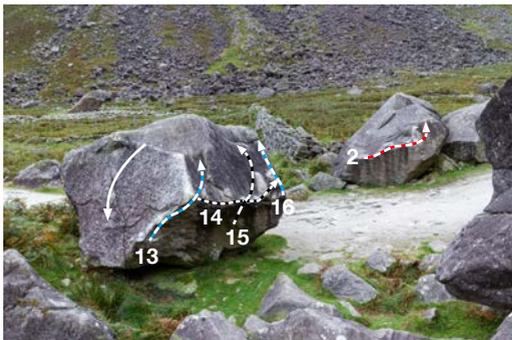
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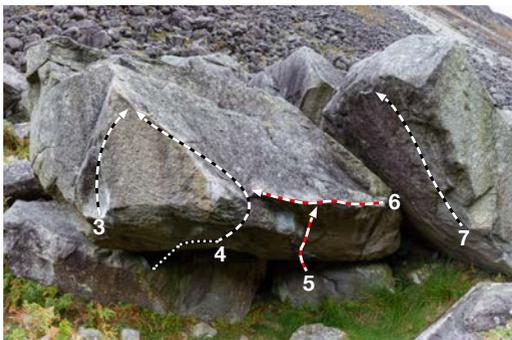
B.B.E.

Around the back of the next boulder is a roof.

3 - _____ **7a**
Powerful move up the scoop.

4 B.B.E. _____ **7a**
Hard to stick jump from the sidepulls to the arete, the shelf is in. The SS from the shelf is **7b**. Classic.

5 Superswinger _____ **6c**
SS from the creaky flake. The low start from the shelf is **7a+**.



6 Dell Boy _____ **6a+**
Traverse the lip of the roof from right to left. Finish as for B.B.E.

7 ? _____ **P**
The overhanging arete has a few - space, small -holds and occasionally some chalk, awkward landing.

The next boulder up has a few easier problems on the slab around the back.

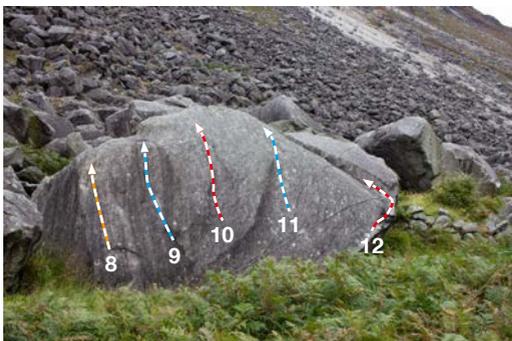
8 - _____ **3+**
Smear up just right of the arete to the big jug.

9 - _____ **4+**
Lovely moves smearing up on the black footholds to good edges.

10 - _____ **?**
Potential for a line up the middle, awkward landing into the stream. **NEEDS TO BE DONE**

11 - _____ **4+**
Right of the vague rib using a pair of sidepulls. Committing final move for the top.

12 - _____ **?**
Traverse of the lip. Starting on the quartz holds and moving right to a good incut on the slab, which is used to topout.



BASE CAMP

A dense collection of problems and a fine spot to warm up.

The following problems are on the bouldering to the left of the path as you face up the valley.

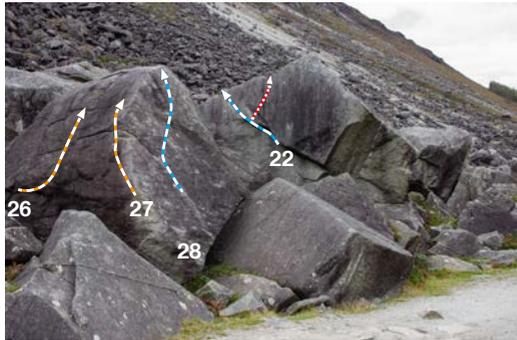
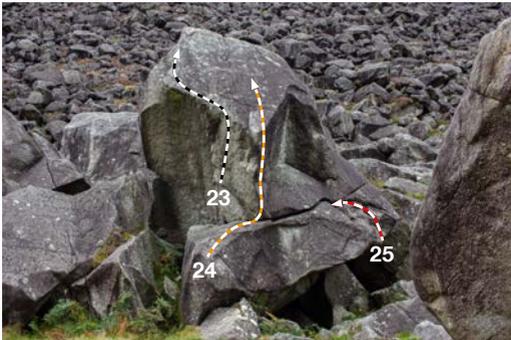
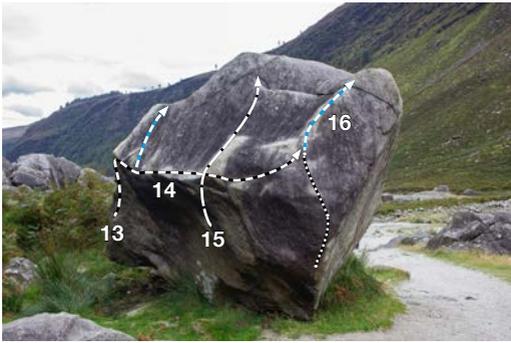
1 - _____ **3+**
Pad up the slab around to the left.

2 Base Camp Traverse _____ **6a**
Slopy traverse right of the lip. Low, but it's a useful warm up.

THE EGG

The Egg boulder sits right on the path has plenty of great problems, the slopers on the backside are particularly nice.

13 - _____ **5+**
SS on the left arete, move up to the good cusp and lever over the arete using the juggy flake for the right hand.



14 Egg Traverse 7c

Start as for the previous problem and follow the wonderful slopers along the lip into The Egg.

15 Tim's Mantel 6c

SS on the sidepull, slap up to the lip and mantel the sloper with a high right heel.

16 The Egg 6a+

The round arete, hard to get started. The SS is 7b.

17 Greg's Problem 5

Jump for slopy lip then campus for the top. First done by American climber Greg Lowe in the seventies?

18 - 4

Rockover using the slightly hollow jug and the polished foothold.

19 - 6b+

Traverse left into **Greg's Problem** using the crimp. Excellent

20 Mark's Problem 7a+

SS at the low point of the arete and make some very powerful moves to join the previous problem.

21 Air Canada 6c

Start as for Mark's Problem but head right along the slopy lip. Make a powerful move up and right to some very nice slopers then mantle out at the apex. Jerome Legare 01/08/2009

HOWARD'S ROOF BOULDER

22 - 4+

Follow the crack diagonally left. A variation **Motylek 6a** shares the same start but finishes to the right. Philip Duke 08/05/2021

23 Ralph Stova 7b

Sit start on the ledge matched on the undercut. Power to right crimp and again to lip. Rob Hunter 09/04/16

24 - 3+

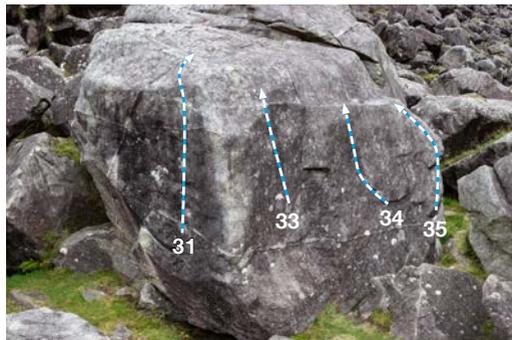
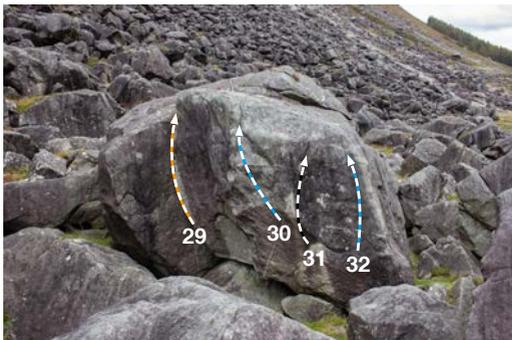
Exposed rockover onto the sloping nose.

25 Howard's Roof 6b

Old school roof crack. Start from the back and jam across the roof.

THE LOVELY SLAB

The track-side slab.



26 Whirly Gig 4+
Stand start on the good jug and use the quartz vein and the sidepull to reach the break.

27 Something for the Head 4+
The right arete with a tricky high step to get the good break.

28 - 4+
Classic and lovely indeed. Follow the slopey edges up the middle of the slab. Using the arete is a bit easier but just as good.

THE RAILS BOULDER

29 The Layback From Wayback 3+
Don't fall off. Please.

30 Slugger 6b+
Use the sidepulls for the left and the seam for the right.

31 Superstars of BMX 7a+
Use the good foothold and pinch the shit out of the seam to get setup for the slap to the top.

32 - 5
The left side of the arete.

33 - 5+
The right side of the arete. Smearly reach to the top.

34 - 5
The slab just left of the sharp arete. Using the undercuts.

35 - 5
Layback the flake on the right arete.

36 The Rails 5+
Classic move from the rail to the side pull.

37 The Nu Rails 7a
Often confused with **The Rails**, this is the SS from the cave on the right, then straight up. You get **Derailed 7c** for the deeper speleological start, start matched on undercut, power through to the starting holds of the Nu Rails and top out.



BEHIND THE RAILS

Behind The Rails are another few problems. The landings are pretty good. Just behind the Rails is cluster of a few boulders.

1 - _____ **4**
The fine sharp arete.

2 - _____ **5+**
The vertical wall on an array of edges. Watch the hole on the left. The middle of the face is an excellent problem with a technical reach for the juggy lip. An easier variation uses the right arete.

3 Brass Monkey _____ **6c**
SS in the hole with the right hand on the right arete and reach up to a rounded sidepull where the angle changes.

4 - _____ **4+**
Slap for the top from the edge. Lowball. to the left of this is Little Karma 6c ss.

Around the back is a low rounded arete.

5 Crouching Start, Hidden Arete _____ **7a**
Very rounded blunt arete. SS in the hole and finish out right on the slopers. Needs a brush. FA SPARKLE

6 - _____ **6b**
From a crouching start on the low incut edge make a long hard move to the massive sidepull. White-streaked face. FA SPARKLE

Behind this previous cluster is a low roof. CONSIDER REMOVING

7 - _____ **6a**
The steep low roof can be done at a various points with or without the block for your feet.

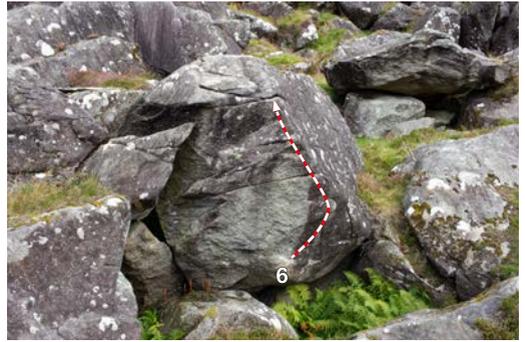
Past this is a large boulder with an obvious right angle crack.

8 - _____ **4+**
The nice diagonal crack. Quality. Good landing.

9 Decennium Daydream _____ **7b+**
Jump start the blank right arete and rockover into the groove. Rob Hunter 2015

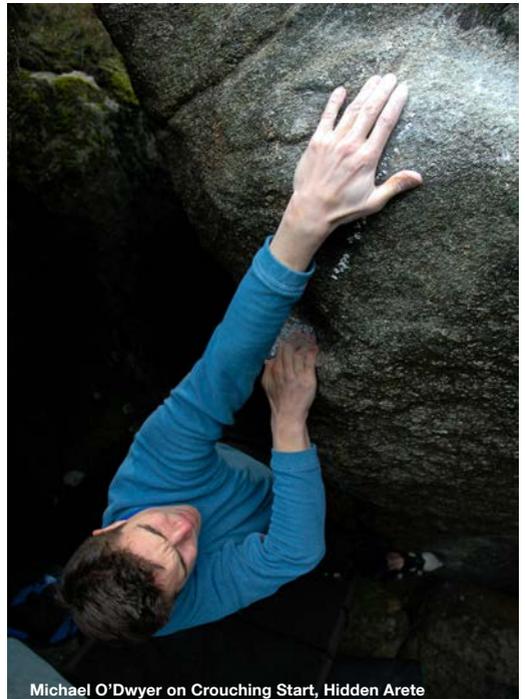
Just behind this is a nice easy diagonal arete.

10 Roadhouse and Mindgeback _____ **7a**
Rockover onto the hanging slab of the cantilevered boulder.

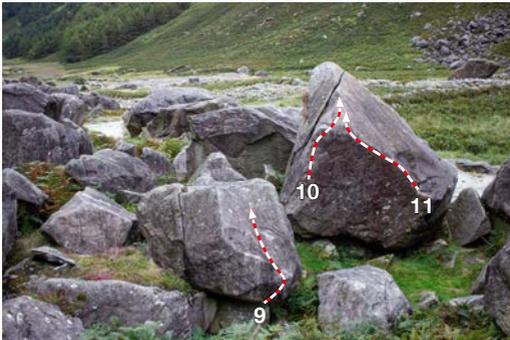
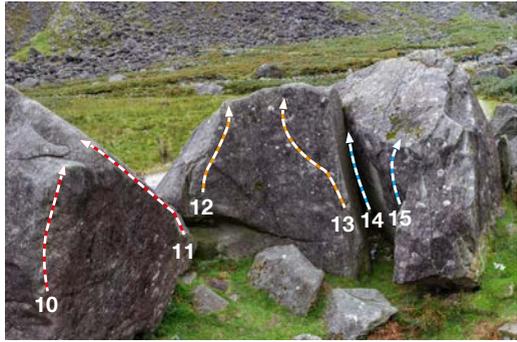


11 - 3+
The easy arete.

12 Fortress Europe 6a
The high rounded arete. Rarely climbed. Awkward landing?



Michael O'Dwyer on Crouching Start, Hidden Arete



THE PATH

Another excellent concentration of boulders only a few metres further up the track.

1 - _____ **4**
Slab on rounded pockets. Nice.

2 - _____ **6a**
The arete, use the triangular sloper to reach the pinch.

3 2.4 Pascal's _____ **6c**
The overhanging face. The SS 7b+ is particularly classic with a sustained sequence on beautiful holds.
Slapscales 7a+ start as for the sitstart, once on the two edges go direct without arete.

4 Gimp Mask _____ **7a**
Jump to the slopy top from the undercut on the arete.

5 - _____ **3+**
Reach from the fin to the top.

6 - _____ **5**
Micro mantel of the seam.

7 - _____ **3+**
Follow the left arete of the slab.

8 - _____ **4+**
Start in the scoop and make a few tricky moves to get the juggy ledge.

The following problems are around the back.

9 Beachball _____ **6a+**
Low start and desperate mantel.

10 - _____ **6b?**
Start using the slopy sidepulls and make a hard move to better holds above.

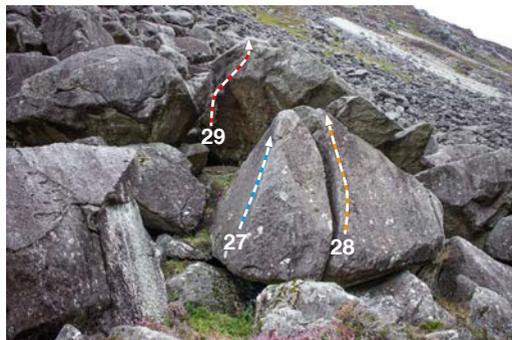
11 - _____ **6a**
Traverse up the slopy arete.

12 - _____ **3**
Follow the line of flakes.

13 - _____ **4**
Delicate moves lead to a good incut.

14 - _____ **5**
Retrospectively or vicariously brilliant chimney.

15 - _____ **5**
Slap up from the good jug on the bulge to the top.



16 - 4+
The left arete.

17 - 4
Nice moves on good edges.

18 - 6b
SS and rockover onto the slab. The arete is out.

19 - 3+
The sharp arete

20 - 3+
Up the scoop right of the wide cleft.

21 - 4+
The rib.

22 - 4+
The hanging slab facing the path. Start on the incut sidepull with a foot on the good ledge and reach up to slopers on the lip.

Behind this is boulder with a large cave under it that is filled with hidden treasure.

23 King Kong 7a
Start on a double ankle jam under the roof and climb the vertical wall.

24 Out of the Rabbit Hole 6c+
Left of Squamish is a large hole. Start at the very bottom of the obvious rightward crack and follow the crack out of hole to finish up and left. Richard Reid 24/07/19

25 Squamish 6a+
A modern classic. Start on the flake under the roof and use a few tricks to reach the jug up and left.

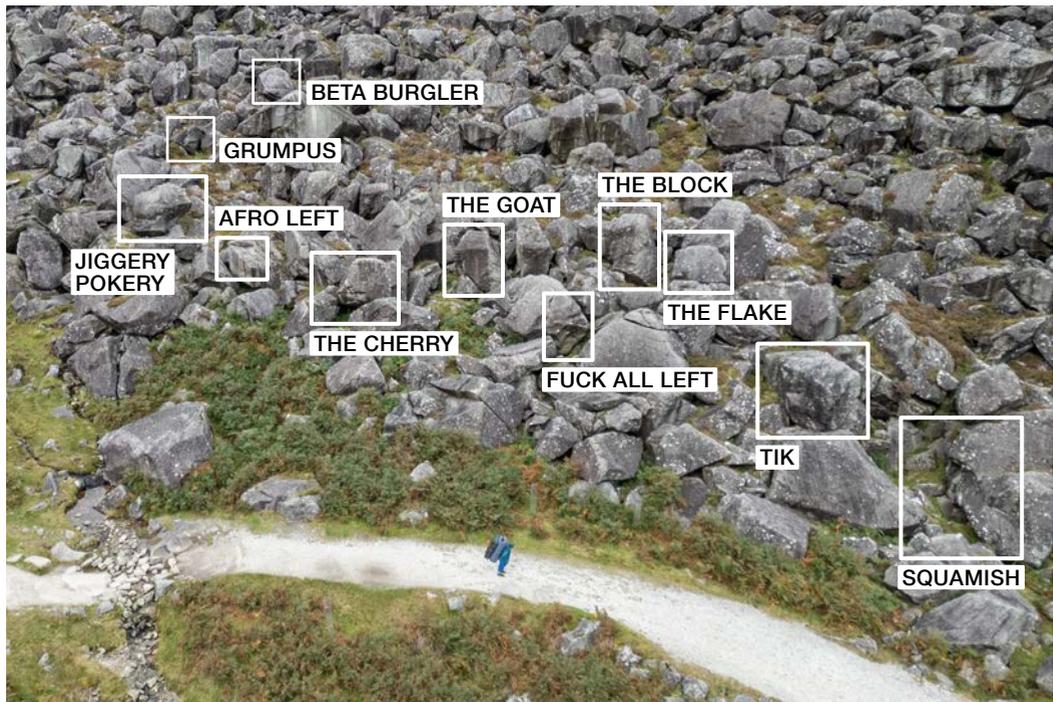
26 Shit Tickets 4+
Line 2m right of Squamish. Rockover onto the lip using a sloper for the right hand. DF 04/09/23

Above the Squamish block is a slabby boulder split by a wide crack,

27 Not Quite Mint 5
The left side of the slopy arete.

28 - 4
The right arete of the wide crack.

29 Last of the Summer Whine 6a
Start at the bottom left and following the slopers up and right to a juggy finish over a sketchy landing.



MIDDLE PATH

Questing further into the scree above and left of The Path reveals some interesting and neglected problems.

1 Tik _____ 5
Climb the arete on its left from standing. Paul Brennan 20/11/2022

2 The Flake _____ 2
Layback the right side of the perched flake.

THE BLOCK

3 Not sure about the Tonsure _____ 6b
SS using a undercut for the left and the crimp for the right. Move left from the good hold on the lip to toput.

4 The Young Quaternions _____ 5+
The right arete from a SS. The stand start from the high jugs is about 4+.

5 - _____ 4
The right side of the arete. Also the descent route. Good landing.

FUCK ALL LEFT

6 Fuck All Left _____ 7a+
The groove from a SS, finishes on the jug out left.

7 Fuckin' Original _____ 7a
Shares the same starting holds but goes straight up the groove. Barry O'Dwyer 2003

The next problem is on the left side of this boulder.

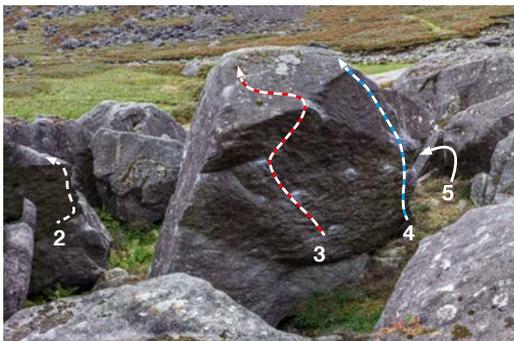
8 Peeling the Onion _____ ?
Stand start on a good hold and follow the lip left. **NEEDS TO BE DONE**

THE GOAT

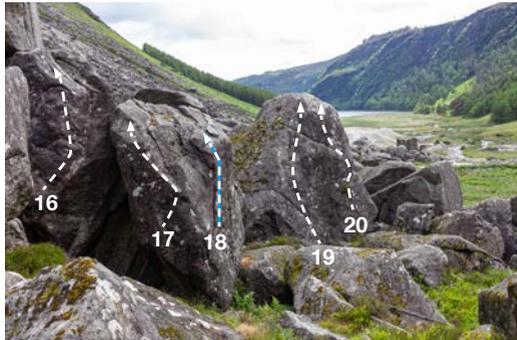
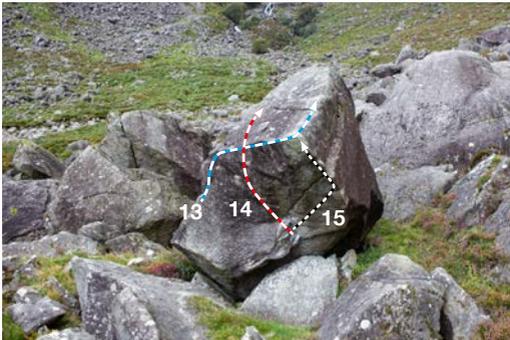
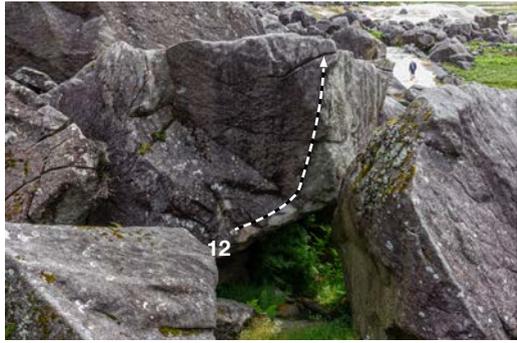
Just behind and right of The Cherry is a slabby face undercut by a shoulder-high roof.

9 The Goat _____ 7b
Some of the best slopers in Glendo. Traverse right along slopers on the lip before mantling onto the slab and finishing up the left side of the arete.

10 Fat Slapper _____ 7b+
SS with crimps below the lip. This was how The Goat was originally done



Mention potential problem to the right of The Goat on the split block?



THE CHERRY

Walk a few metres further along the track and look out for a steep wall.

11 The Cherry 7a+

Goes up the steep wall from a SS.??? There is a direct version, which heads more straight up on nasty crimps. The Cherry Left 7b is a more leftward version. SS on edges, go up with your right hand to the triangular hold then make a big move out left to the edge on the arete and finish on the good holds on the arete.

AFRO LEFT

5m down valley of Jiggery Pokery is a undercut wall.

12 Afro Left 7a+

Goes from the undercut with feet on the back block through the lip to finish up the groove. 8a without the block.

JIGGERY POKERY

Just into the scree, past where the small stream crosses the path, is a boulder with a distinctive overhanging wall that faces down the valley.

13 Jiggery 5+

A slopy traverse to the nose finished by a fierce mantel.

14 Pokery 6c

Reach the mantel from a SS directly below.

15 Pokery Left 7a

The same start but moves up and left to a pair of edges below the lip, get the lip and then mantle. Michael Duffy Sept 2012

16 ? NEEDS TO BE DONE ?

The tall face. Landing is ok. Start on the left and move up and right to better holds.

17 - 6b+

Low start matched on the incut crimp. Reach out to the right arete.

18 Smear Campaign 5

The front face. Follow the left-facing sidepull.

19 ? NEEDS TO BE DONE ?

Start down and left in the pit and climb to a good hold on the arete. Eases after that, but tall.

20 ? NEEDS TO BE DONE ?

Slab. Up to and then mantel the slopy ledge.



About 10m uphill and right of Jiggery is a low boulder.

21 Grampus 6a+

SS with your left hand on arete and right hand on a painful crimp on face (gradually getting bigger). go up using good holds. Starting move is the hardest.

Further up in the scree near a prominent split block is a jutting roof.

22 Beta Burgler 7a

Bad landing but loads of mats sorts it. Standing start on a small undercut for left hand on underside of boulder and crimp on face/side of roof. Goes from right to left, topping out just left of nose. Jonathan Redmond March 2011

PROBABLY A FEW MORE THINGS WORTH ADDING HERE.



CRACKLAND

This chaotic pile of boulders is well off the path and tricky to find but a few of the problems justify the effort. From Base Camp walk up the path passing Middle Path sector, cross the stream and about 10m after the S-bend in the path turn right and scramble up heading for the distinctive T-shaped crack of Adam's Crack about 50m in front of you.

On the way up is a problem WHERE EXACTLY

1 Diversion 5+
The right arete of the streaked white face. Diarmuid 2010

DUTCH GOLD

2 Dutch Gold 7c
Left hand on the crimp rail. Right hand on the tiny crimp. Campus to the good sloper and mantel. FA Duffy or was it Harry Fogg

3 Dutch Gold Left 8a
Leftward variation. Duffy Feb 2011

4 Queen Bonnie 6c+
The squeezey arete right of Dutch Gold. SS on the block with the your left hand on the crimp and right on the sloper. Cillian Jennings November 2022

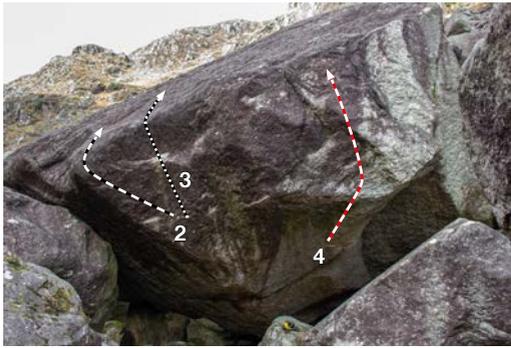
WHITE STICK

5 Duffy Wall 6c+
The vertical wall left of White Stick using the tiny edges. Awkward landing. CHECK WITH MICHAEL

6 White Stick 6c
Excellent. Start with a high left hand on the arete and the right hand on the sidepull. The SS, **White Stick It**, is 7b and starts with the right hand high on an edge just right of the sloper and the left hand pinching arete lower down. A classic, requires a few pads. Dave Fitz 2015. Stand FA Adam Wainwright March 2004?

Looming over the White Stick boulder is a huge block.

7 Big Jim's Arete 5+
The arete starting from the ground or stepping in from the block. Scary. FA James Gernon



8 Adam's Crack 5
 More like a route, start is the crux but not fall-off-able.
 FA Adam Wainwright March 2004

9 George's Crack 5
 SS up the hand crack then reach over the top.
 Dangerous. George Smith March 2004

About 5m above the back of the **Dutch Gold** boulder is another very nice line.

10 The Mentalist 7a+
 The vertical wall and arete with the faint ramp.
 Neglected. Duffy 2009.



BLACK ART

11 Black Art 6c
 The steep undercut nose of the boulder sitting on the large sheet of rock. SS on the edge, then slap upwards. Very nice. Andy Robinson?

Around the back of the boulder is another boulder leaning against it, under this is a roomy cave.

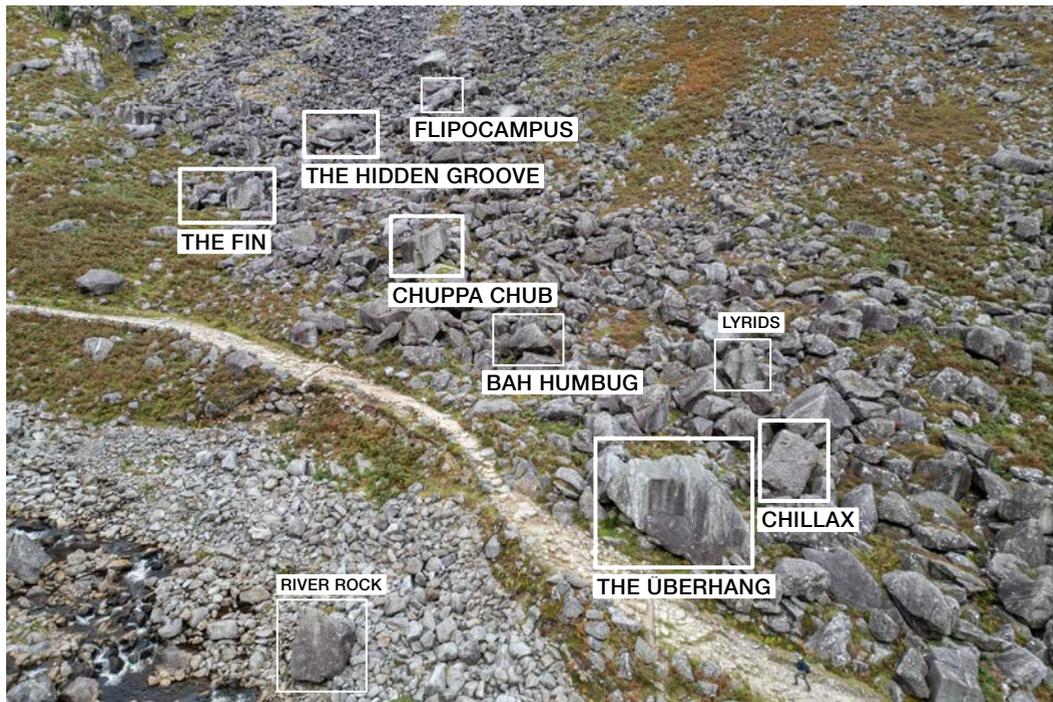
12 People of the Sun 8a+
 SS the concave splitter crack at the jug and finish right. Michael Duffy 18/03/11

13 Foehammer 6b
 The right arete of the cave entrance. Left and undercut, right hand low on the sloping lip. Heel hook the lip and Jam onwards. The sit from the prow is a project Dave Ayton Jan 2013

14 Purple Slab 4+
 Pad up the scrittely diamond-shaped slab.

The following problem is somewhere below the Mentalist.

15 ? NEEDS TO BE DONE ?
 The overhanging face on good holds. Landing?



THE UPPER PATH

As the path rises and before it starts to climb steeply. This area includes some of the most sought after problems in Glendo including - Chillax, The Fin and Wonderland.

RIVER ROCK

Below the path is a nice clean cut boulder.

1 - _____ **4**
The up-hill face.

2 ? **NEEDS TO BE DONE** _____ **??**
The middle of the slab. A bit scrittly.

THE ÜBERHANG

The Überhang is near the top of the path before the zigzags, and has a distinctive roof on its left side. A good place to get watched by walkers, if you are into that sort of thing.

3 The Überhang _____ **5+**
Traverse in from the right. Jump for the jug then up the groove. Can also traverse in from the right at 6a or start low down on the left using the side pulls to slap for the jug 6b+.

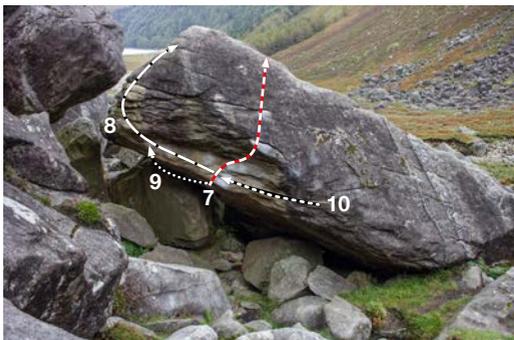
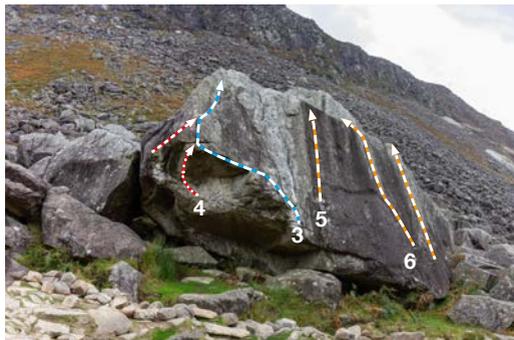
4 Überhang low start _____ **6b+**
Crouching start to The Überhang. Start on quartz sidepull for the right hand and vague undercut/sidepull for the left, make two slaps, the first to a very slopy three-finger edge and second to the letterbox jug and hold the swing. This has been done before as a dyno skipping the intermediate slopy edge.

5 - _____ **4**
Mantel onto the good hold and reach for the top. Bad landing.

6 - _____ **4**
The line of quartz holds. Move left to finish. There is a similar line just to the right.

CHILLAX

In the scree 10m behind the Überhang is the Chillax roof. The line through the roof is one of the Glendo



classics and has a number of worthwhile variations.

7 Chillax 6c+

The original and best line starts on the chalky crimp under the roof. You make a reach to the lip, go-gain and then get a heel up. Slap to the massive jug and rock over. The deeper start on small edges? adds three hand moves 7a+.

8 Chillax Left 7a

This extended version goes left after the slopy ledge and finishes on the good hold on the nose of the boulder. The lower start is 7b.

9 Chillax Direct 7b

An eliminate variation of Chillax Left. Normal start, but skip the initial holds on the slopy lip, by making a powerful move to further left. And the jump for the jug, trying not to dab on the block. The lower start is 7b???

10 Chillax Traverse 7a+

Sit start at the far right (controversial!) of the block on the smooth crimps. Making a powerful first move and traverse left through the slopers to finish as for Chillax Left.



11 Enter the Denny 7b

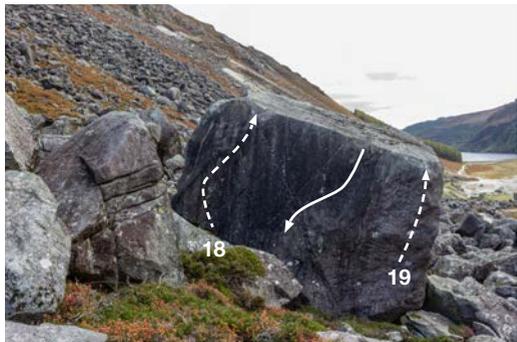
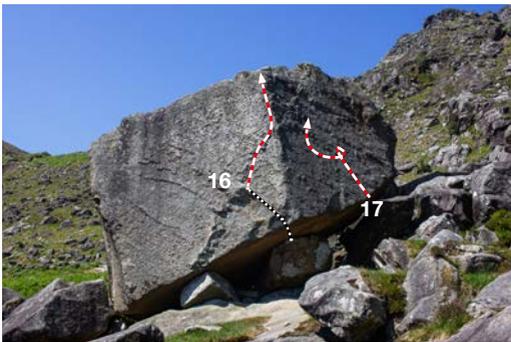
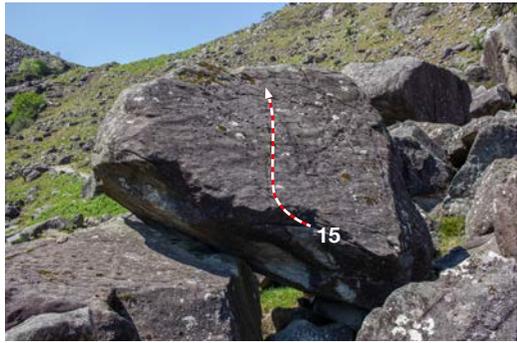
The prow from a SS. Left hand on the crimp and right hand on the rail.

Just uphill in the direction of Twin Buttress is a vertical face with two problems.

12 The Lyrids 7a

Crouching start to the left arete of the face. Start with a high left hand and a low right hand.

The uphill side of the boulder above Chillax has an obvious prow.



13 Night Crawler 7a
 The front face from a crouching start. A big dyno or long reach leads to a better holds. Awkward landing.

16 Chuppa Chub 6c+
 The excellent highball face. A high step start just left of the rib leads to the sharpest hold in Glendo and an easier but high finish. SS is 7c, after Rob Hunter broke the low crimp part of the start hold! FA Barry O'Dwyer

BAH HUMBUG

Follow the path past the Überhang for 20m and look right to a triangular perched block about 5m off the path.

17 - 6b+
 The wall to the right using the quartz knobs. WHERE DOES THIS GO? FA Foggs

14 Bah Humbug 7a
 The path-side of the boulder. Start on lowest pair of holds and climb direct to the top, lots of different methods. Alan Sarhan 24/12/2013

Around the back.

15 Cherry Bomb 6a
 Around the back is a very similar, but easier problem. Sit start below the overhang, reach to the jug at the lip and continue up the slab using the quartz crystal. It might need a brush.

18 - NEEDS TO BE DONE ???
 ???

19 - NEEDS TO BE DONE ???
 ??

CHUPPA CHUB

Continue up the path past the Überhang for about 40m and turn right into the scree. The tall clean face tackled by Chuppa Chub faces down the valley, about 20m off the path.

**action
shot**

**action
shot**



THE FIN

This small area has a few classics and great views down the valley.

20 Mark's Slab 7b+
Desperate moves up the centre of the slab. FA Mark Croxall

21 - 6a
Smear up the right edge of the slab using the arete. Excellent.

22 The Fin 7a+
From a SS slap for the slopers on the lip - crux. The standing start is a tricky 5+ rockover. FA Michael O'Dwyer

The boulder to the right.

23 Austrian Clamp 6b+
The low leaning wall around the back of the Fin. SS with the left hand on the crimp and right on the low sidepull from sitter. Move to good slopey jug out left and up to crimp far right. CHECK

The boulder to the right.

24 - 5+
The left side of the arete, best from a SS 6b.

25 Arete Right Of The Fin 6b+
Who names these things? Brilliant delicate arete.

26 Love Handle 5
The right arete.

The following problems are around the back of the boulder.

27 Kev's Cones 6c
The left arete of the clean wall. Finishing to the left. Adam W did this years ago.

28 - 5
One move from the undercut. CHECK

Just up and left of the Fin is a lowball nose.

29 Xmen On Holiday 6a+
Lowball mantel. FA Kev Cooper



HIDDEN GROOVE

About 30m into the scree above The Fin is a huge boulder with a formidable roof on the front, that is home to Glendo's hardest problem, and a tall vertical face around the back. The landings are quite rocky so a few pads are useful.

1 Wonderland 8b

A modern classic. Starting from the boss on the back block compress your way through the left side of the front roof. The landing is awkward and requires plenty of pads. Unrepeated since a hold broke? The higher start, Big Squeeze ?? start at the crux slap to the sloper on the lip. FA Duffy.

Around the back is an impressive wall.

2 - 4

Start on the shelf and slap for top. CHECK

3 Crimpy Crossover 5

Start from the block left of King Cobra on good edges. Sketch up and right on rounded edges to a good top out. Committing. CHECK

4 Super Bock 7b

The striking shallow groove in the middle of the face. There are two sequences for the final moves - the original method is to make a long dynamic move directly to the crescent edge, alternatively build your feet and palm under the small roof to reach it statically, this method is considered easier. FA Duffy

5 King Cobra 6a

Straight up the groove using an undercut on the right. Very nice. A massive sandbag? FA Dave Ayton

6 Spinal Blood Clot 5

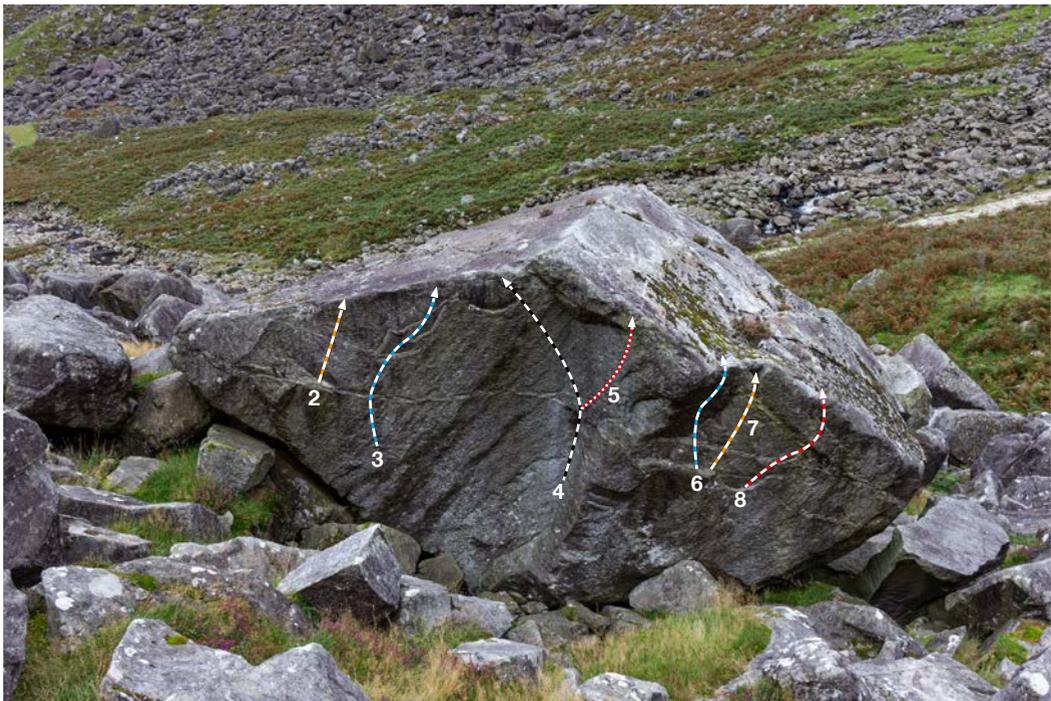
Start just to the right of King Cobra. Move up to good holds on the shelf, just below the bulge. A long move reaches the slopy lip. Match it and finish right or left up King Cobra. CHECK

7 - 4

Start on the chest height jug and topout using the triangular niche on the lip. Easier than it looks. CHECK

8 Flute Boy 6c

Pull on using the crescent edge and go for the sloper on the arete. CHECK



FLIPOCAMPUS

This boulder is about 20m above and right of the Hidden Groove.

9 Deadlift 6c+

On the up-valley side of the boulder. Start with a high left hand crimp and a low right hand undercut. Make a powerful move to the slopy ledge and finish slightly right. Philip Duke 26/04/2021

10 I.M.T.P. 7b+

From the good sloper on the lip make a huge jump right to the hold on the lip and finish as for Flipocampus. Dave Fitz.

11 Flipocampus 6c+

Start matched on the hold under the roof. Campus to the lip and then slap your way up the blunt arete. Philip Duke 02/12/2020



PERMADRY TOPO



PASSAGE TOMB TOPO

HIGH UP IN THE SCREE

The following problems lie above the path high up in the massive boulder-field on the northside of the valley. See the overview on page 219 for their location.

THE FLOATING WORLD

1 The Floating World 6c

Start from the slopy ledge. A big move leads to better holds and an airy finish. JH 2023

HEADLESS DUCK BOULDER

Worth the slog. All done March 2013

2 Blush 6c

Climbs left along the lovely lip up into a prow,

3 I love Pearse 5

Just behind and left of Headless Duck is a tilted pillar.. Climb it from SS to a juggy top out on the left.

About 50m to the left is boulder with a clean arete.

4 Happy Slapping Pearse 5+

Start on the lip and traverse right to finish up the middle of the boulder.

5 Contact Lenses 6c

The clean right arete. French start to the only hold 3/4 up arete. Traverse left to finish as for the previous problem.

PERMADRY

6 Permadry 7a

Hidden about 100m above The Rails. The roof crack is on the left side of the boulder as you look up. SS on the big juggy crack, up to the sidepull and crack, finish on the top jug far left.

PASSAGE TOMB

High up in the scree left of Crackland is a perched wall in hollow.

7 Passage Tomb 7b

SS on the rail and move up and left until you can reach up to the lip and mantel. JH 22/02/23

**action
shot**



GLENELO VALLEY

The valley above the zigzags is home to a scattering of boulders, some of which are actually pretty nice, but seeing as it's a 30 minute walk past some of the best bouldering in Ireland it's unlikely to appeal to many.

HOLIDAY BOULDER

At the top of the zigzags on the other side of the stream 120m downhill of the large spoil heap (53.0053 -6.3933). The unclimbed groove is the star attraction. Problems established by Dave Ayton in 2009.

1 - 5
Use the two slopy sidepull seams to get the good hold on the lip. Awkward rock in the landing zone.

2 In the Moon 5+
Squeeze the arete of the groove in the right hand and the slopy seam in the left.

3 - P
The steep blank groove. Looks brilliant.

4 First Flight 5
The arete on its left using the mini-groove and sloper on the wall to the left.

5 Warm up Wall 4
The featured wall.

The small boulder between the above and the track has two lowball problems.

6 Dolittle 4
SS at lowest point (just below the one finger pocket) on the break beside the left arete and head straight up.

7 Hugh 7a
The steep wall on the right. Low start on opposing sidepulls. Marshy landing.



the secret thing

BLUE BEETLE

About 10 minutes walk upstream of the bridge where the Spinc Trail crossed the river. Follow the vague path alongside the stream and look out for the distinctive triangular boulder with a white tip (53.0086, -6.4035).

8 ? _____ ?

Around to the left of the front face is an recess. Start on the incut holds on the right face and reach up over the lip to topout.

9 Blue Beetle _____ **6a**

The middle of the slab. Use a pair of lovely edges to get stood up on the slab and pad to the top.

10 ? _____ ?

The right arete. Get stood on the slopy ledge to the right of the arete. Step onto the slab and pad up using the arete.

11 ? _____ ?

Layback the left side of the wide crack on the side wall.

THE BOOT

High up on the left side of the valley is a tall outcrop

(53.0080, -6.4139). The right face is blank, but there are some holds on the arete and the left face.

12 ? _____ ?

The arete. Gets hard after the good jug in the middle.

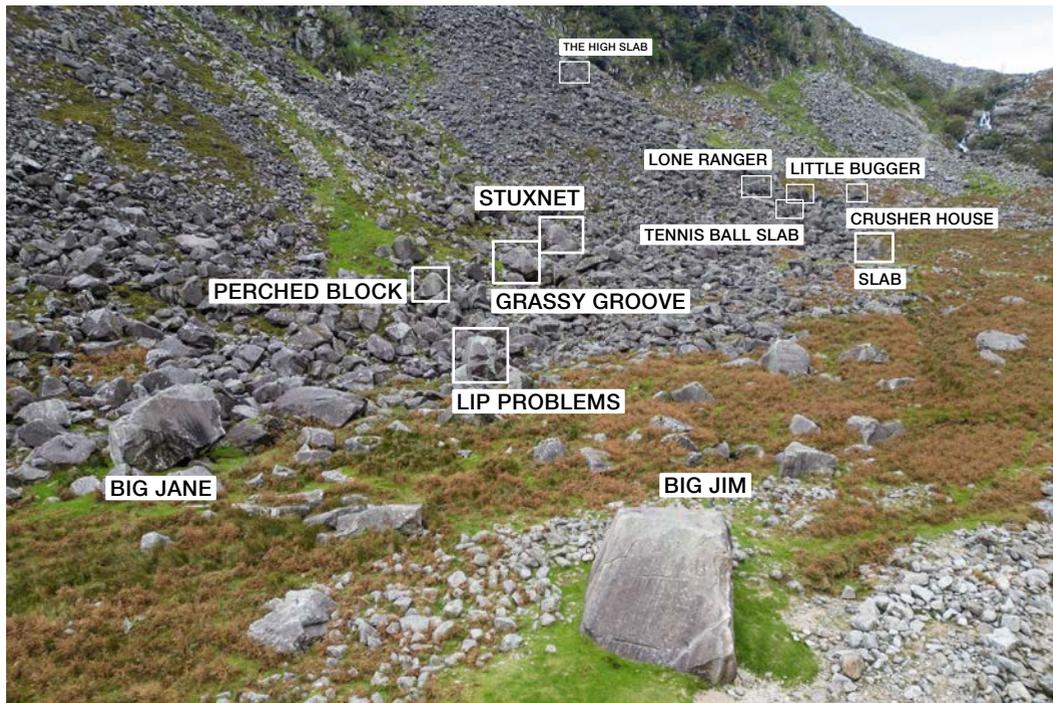
13 ? _____ ?

The slab. Quite high with some airy moves.

There are also two nice slabs just to the left.

THE SECRET THING

Add in when climbed.



ACROSS THE RIVER

On the other side of the river are two of the best boulders in the valley - Big Jim and Big Jane. Both have a selection of classic problems on excellent rock.

Further up the valley there are plenty more problems, but the rock isn't near as good quality.

The easiest point to cross the river is directly opposite Big Jim. During a dry summer the river gets very low, but it rises quickly after rain, so take care crossing. Occasionally during wet winters the river turns into a raging torrent, and is impossible to cross.

BIG JIM

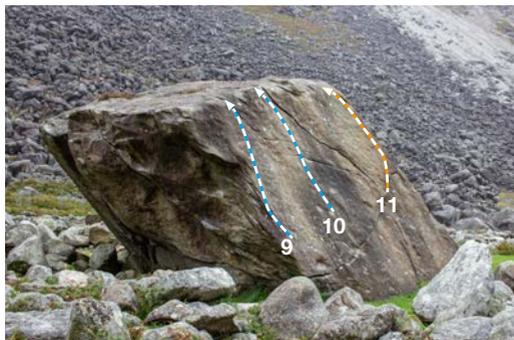
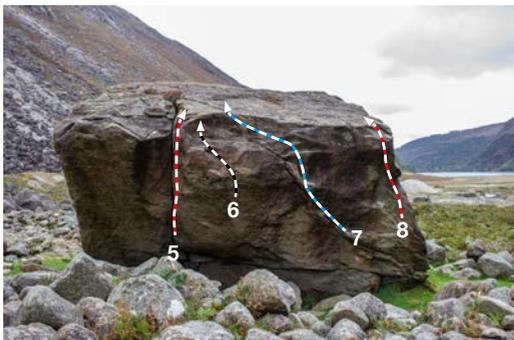
Big Jim is the boulder we all want in our back garden. OK it's not that tall and most of the problems are relatively easy, but the rock is peerless granite and every line is pretty classic. Big Jim is marginally more exposed to a breeze than any other boulder in the valley so it can be worth a try before retreating when under a midge attack or if it's showery.

The landings are flat and grassy with the exception of the steep end.

The low-angled slab that faces down the valley has been the scene of much hilarity over the years. It provides running, hopping and no-hands problems. It was even descended by a young man encased in two bouldering mats.

The side pacing the river has a number of nice problems on it.

1 - _____ 5+
 Traverse right and finish up the slopy arete.



2 - **6b**
 Jump from the edges to the jug. Can be done static as well. Note the better crimp to the right isn't in.

3 - **6a+**
 Slopey start up to the small crimp. Variation to Powerful undercutting is required to get stood on the smear. A bit squeezed in but worth doing.

4 Duffy Slap **6b+**
 Wonderful move from the opposing sidepulls to the base of the corner.

The steep up valley side has a bad landing.

5 Barry's Problem **6c+**
 SS just right of the crack and slap up to the good sloper. The crack could also be jammed as an old school solution.

6 John's Crimp Problem **8a**
 Powerful. Yes. Pointless. Yes.

7 Duffy Escape **5+**
 Rising traverse. SS from the jug and move up and left to top out just before the crack of **Barry's Problem**.

8 - **6b**
 Arete with tricky top out. A nice variation of this problem shares the same start but finishes as for the next problem on the slab.

The slabby side.

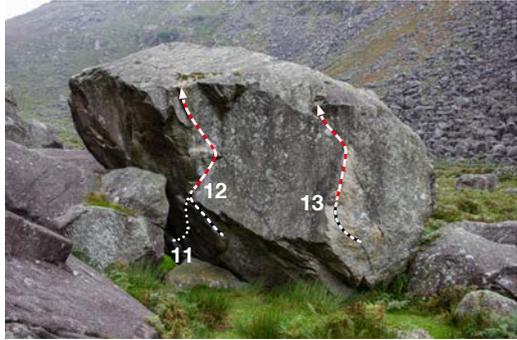
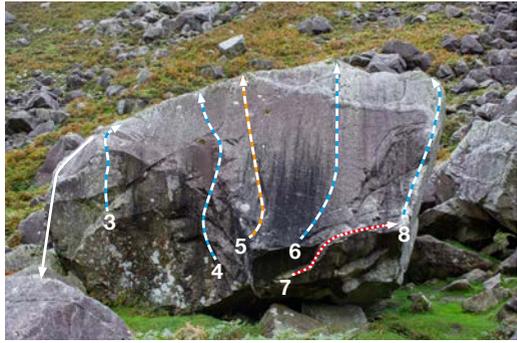
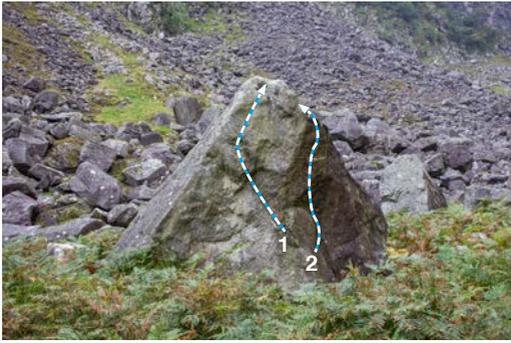
9 - **5**
 Smear and balance up using the arete for your left hand.

10 Smear Test **5+**
 Slab, brilliant undercutting and tenuous smearing. Considered pretty hard for the grade.

11 - **5**
 Straight up from the big quartz foothold.

12 - **4**
 Delicate moves up the arete.

It's possible to traverse around the whole boulder. The crux is getting the corner from the start of Smear Test to the start of Duffy Escape, a worthwhile problem in its own right.



BIG JANE

Big Jane is just behind Big Jim on the edge of the scree. A higher block than its brother. Most people who visit are looking for Andy's Arete or Leftism. Descent by down-climbing the arete to the right of Dead Goats Society.

Just to the right of Big Jane as you approach from Big Jim is a triangular boulder with two problems.

1 - 5+
Jump from the good incut edge to the apex. Can start lower but it doesn't add much.

2 - 5
Start bridged and use the small corner up and left to finish as for the previous problem.

The six problems on the front face are tall and some have dodgy landings in the form of deep holes.

3 Dead Goats Society 5+
Left of groove, quartz but nice, again don't fall into the hole!

4 Sheep Thrills 5+
Palm up the groove. Good landing.

5 - 4+
Insecure step to reach the ridge of the boulder. Big hole in the landing.

6 - 5
Pad up the middle of the slab, don't fall off as there is a hole directly under you. LANDING?

7 The Wild Rose 6b+
SS on the big ledge and move right onto to the arete.

8 - 5
Layback the excellent airy arete. High and sustained, but the landing is good.

Around the back of the boulder.

9 Rhythm and Stealth 7a
The left arete is one of the most sought after problems in Glendo. A post-modern classic. The tiered landing that is awkward, but paddable. Start on good edges at head height and move up on edges before reaching out to the arete. Slap up with the left and get the move to the guppy jug on the lip with the right. Finish right.



10 Leftism 7c+

The low start is long and sustained and is probably the classic hard problem in the valley. Start in the cave, sitting on the boulder, from the good sidepull. Move left on edges to the arete left to the arete and join the stand start. Michael Duffy 28/12/08

11 Rightism 8a+

Start as for Leftism, in the cave on the sidepull and move up and right on small edges to finish up The Groove. Dave Fitz 13/9/2018

12 The Groove 6c

The hanging groove is harder than it looks. Start with the left hand low and the right hand on the sloper and the. The SS which starts with both hands on the long sidepull goes at **7a+**.

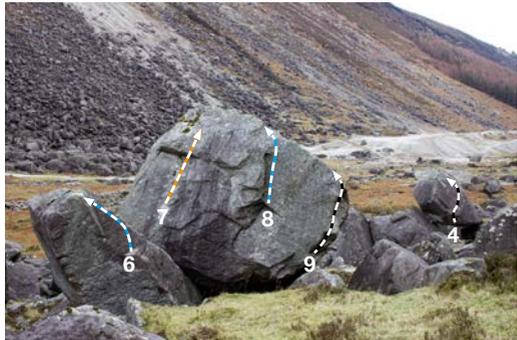
13 Andy's Arete 6c

The short, but tricky arete. Start with left hand on the crimp. The SS with left hand around the arete and right hand out on the face is **7a+**.

14 San Miguel 6b+

The waist-high roof that faces away from the river. Start under the roof and finish with a desperate mantel to finish.

There are a few minor problems in the cluster of boulders behind Big Jane.



UPPER SOUTHSIDE

There is a scattering of boulders further up the valley, but there isn't the density or quality that is found on the other side of the river. See the overview shot on page 270.

LIP PROBLEMS

The boulder far up past Big Jane.

1 Finn 7a+
SS under the roof starting on a left sidepull crimp and the arete low. And you do an Egyptian and hit the lip. Starting from the lip is 6b. Richard Reid August 2025

2 Excellent Slab 5
The down-valley face. LANDING?

3 Excellent Slab 5
The face on the river-side. Low start and up over the slopy edges. CHECK

PERCHED BLOCK

Just above is a boulder perched on two blocks.

4 ? ? **CLIMBED?**
There is a line cleaned on the uphill face. CHECK

Just above this is a boulder with an eye-catching leaning face with an awful landing.

GRASSY GROOVE

The boulder with the nice groove and grassy landing on the uphill side.

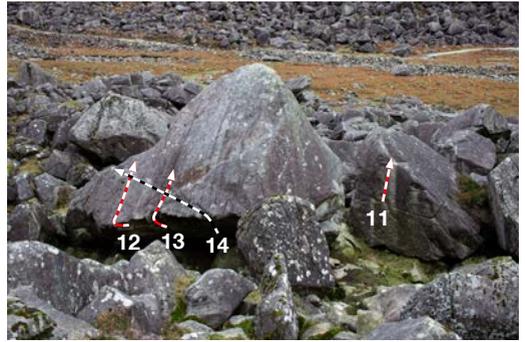
5 ? ? **CLIMBED?**
A cleaned line on the boulder to the right of the front face. There may be a hard, high problem to do on the front face as well. CHECK

6 - ?
The arete of the boulder to the left, starting on the big sloper.

7 - 3
The middle of the slab. Also the descent route.

8 Marius' Problem 5
The groove in the middle of the face starting from the high good hold. The low start will be a lot harder.

9 ? ?
The right arete. Land is a little awkward.



STUXNET

About 30?m further up is a large triangular boulder.

10 Stuxnet 7a+

Excellent problem. Start low on arete, make a hard move to good holds then power up to a Gaston crimp. Technical moves then lead over the bulge and up the slab. Highball. SS adds a move.

11 Fisher Price Dyno 6b

The nice jump/slap on from the break to the top of the wall to the right. Done by M Duffy and Kev Cooper years ago. MIGHT BE A PROBLEM AROUND THE ARETE TO THE LEFT OF THIS

There are three more problems on the low roof around the back of the boulder.

12 Scrittle 6a

Left most problem. Start on the good hold and mantel/smear on slopers.

13 Flaked 6c

The middle line. Start matched on the flake under the roof and mantel above

14 Cryptolocker 7a

Sitstart on a large undercut (no block), make a move to the lip then follow the quartz strata diagonally leftwards.

Versive 6b+ a low traverse from left to right.

There must be a few problems on the back face. CHECK. **TO CLIMB**

TENNIS BALL SLAB

A few hundred meters further up the valley is a large boulder with a nice slab on the up valley side.

15 Tea Anyone 4+

The left side of the tall slab.

16 Diarmuid's Slab 5?

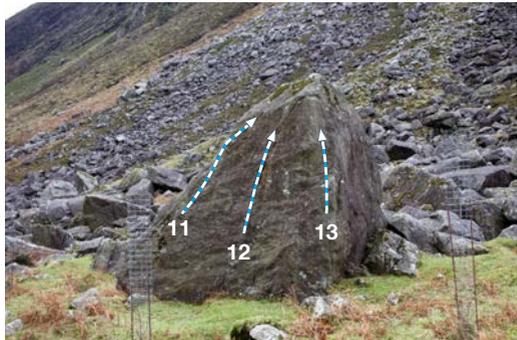
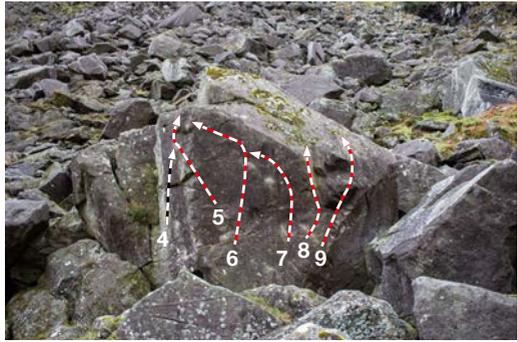
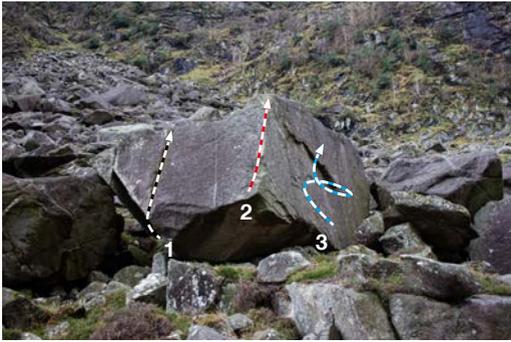
The middle of the slab.

17 Sticky Jam 5

Same start as (TA) finish right. MIGHT OMIT THIS?

18 Loose Cannon 5

To the right of the slab. Start with left hand on the arete.



LONE RANGER

Just uphill of the slab is a square-cut boulder with two clean faces.

1 The Lone Ranger 7b+

Very long roof crack in a cave. Start at the very beginning of the crack on narrow, thin, and awful finger locks, feet at the start of crack (block not in). bad finger locks lead to bad hand jams, climb the roof crack out through the entrance and finish by topping out on better hand/fist jams.

2 Keno Sabe 7a/6a+

Start left hand high on the arete, high left foot, trust it to stick. May need to stack pads to start. SS project.

3 DynoDanny 5+

Stand on the stone under the boulder to get established. Using the good right crimp, find your balance and pop to the good hold to the left.

LITTLE BUGGER

4 Little Bugger 7b+

Start mid face on two obvious crimps. Work your way up the face to dyno for sloper at the top. Morpho?

5 Big Boss Man 6b+

Start with good left sidepull and tiny right-hand side pull. Finish with a committing move out left.

6 Big Time Bop 6b

Start on the right arete on a sidepull and climb up to the lip then traverse left, finish with a pop to the good lip and mantle over.

7 Factor 50 6a+

Same start on right arete as the previous problem and climb start up to reach a good crack above the lip.

8 The Real Boss 6b+

Sit start on the bottom right corner and work your way up and right.

9 Tomahawk 6a+

Sit start under roof behind little buggers on two obvious crimps. Work out to the lip and top out. NOT SURE WHERE THIS IS?

ACTION SHOT



CRUSHER HOUSE

10 Crusher House 7b

Crouching start. Compression. Slapping along the lip and moving right to topout into the scoop. Start with left hand low on arete and right hand on bottom of large sidepull. Move right along the lip and mantle over the bulge.

SLAB

If you walk back to Big Jim across the grass you pass a triangular boulder that might have a few easy problems on it. CHECK

11 ? TO CLIMB ?
???

12 ? TO CLIMB ?
???

13 ? TO CLIMB ?
???

HIGH UP IN THE SCREE

A scattering of problems have been climbed or attempted high up on the scree on the south side of

the valley.

Above Big Jane is a large rectangular block with a roof on the front face. I suspect plenty of climbers have checked it out, but nothing has been documented on it.

High up in the scree above Crusher House is a large slab that has been cleaned. but there isn't any further information. The following problem is somewhere in above the slab.

14 Brambles 7a+
Roughly 53.004973, -6.3838 Piaras Fahey 24/9/2022

TO BE UPDATED ONCE EVERYTHIGN ELSE IS FINALISED

ORANGE CIRCUIT

19 problems, Font 3- 4+

Basically a beginners circuit. There is a variety of styles but none of the problems are too high or have bad landings.

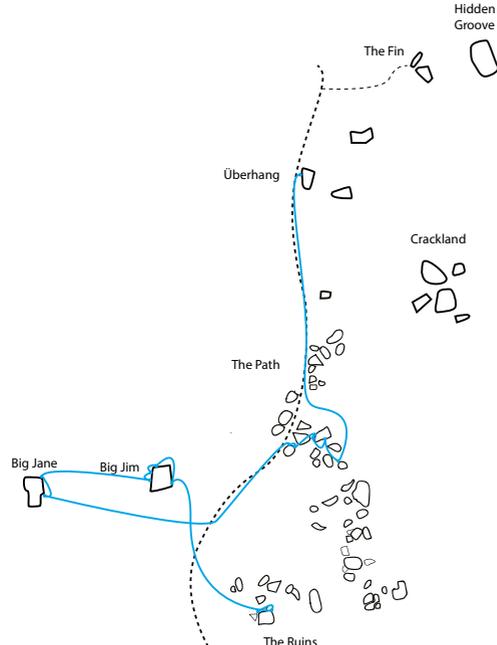
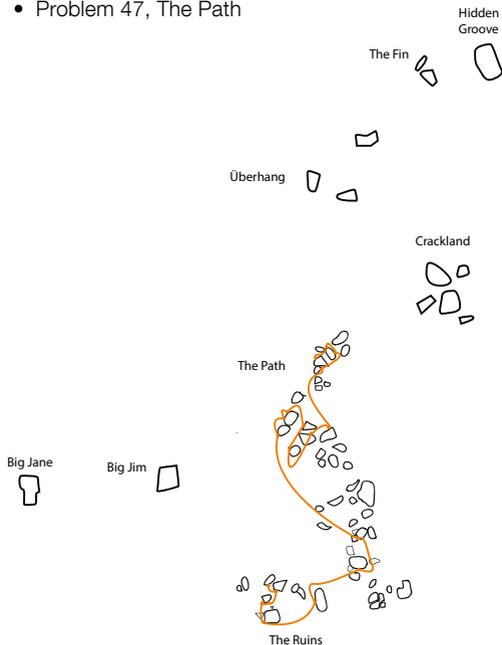
- Problem 4, Ruins
- Problem 5, Ruins
- Problem 6, Ruins
- Problem 7, Ruins
- Problem 8, Ruins
- Problem 14, Ruins
- The Ramp, Ruins
- Problem 20, Ruins
- Problem 2, The Path
- Problem 7, The Path
- Problem 8, The Path
- Problem 18 The Path
- Problem 9, The Path
- Problem 19, The Path
- The Layback From Wayback
- Problem 52, The Path
- Problem 56, The Path
- Problem 54, The Path
- Problem 47, The Path

BLUE CIRCUIT

16 problems, Font 5 - 5+

This circuit should test the average HVS climber to breaking point.

- Original Route
- Jim's Problem
- Problem 1, Big Jim
- Problem 9, Big Jim
- Smear Test
- Problem 13, Big Jim
- Problem 1, Big Jane
- Problem 4, Big Jane
- The Egg
- Problem 15, The Path
- Problem 24, The Path
- Problem 25, The Path
- The Rails
- Problem 30, The Path
- Problem 51, The Path
- The Überhang

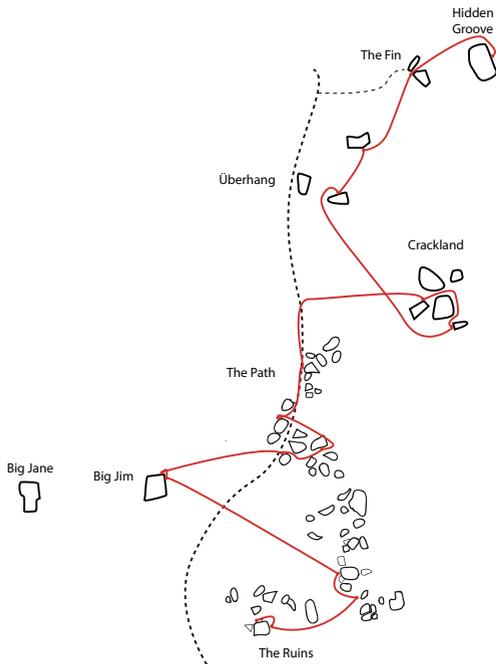


RED CIRCUIT

16 problems, Font 6a - 6c+

Might be possible for a mere mortal to complete this.
How about doing it in a day?

- The Plum
- Wallop
- White Arrow
- Quality Control
- Sidepull Slap
- Barry's Problem
- Traverse into Greg's Problem
- Nu Rails SS
- Superswinger
- Stand start to 2.4 Pascals
- Black Art
- Blind Stick
- Chillax
- Chuppa Chub
- Arete Right of The Fin
- King Cobra



BLACK CIRCUIT

13 problems, Font > 7a+

Short but hard.

- John's Roof
- Andy's Arete SS
- The Groove SS
- Leftism
- The Egg SS
- Superstars Of BMX
- B.B.E.
- 2.4 Pascals SS
- The Cherry
- Dutch Gold
- The Mentalist
- The Fin SS
- Mark's Slab

