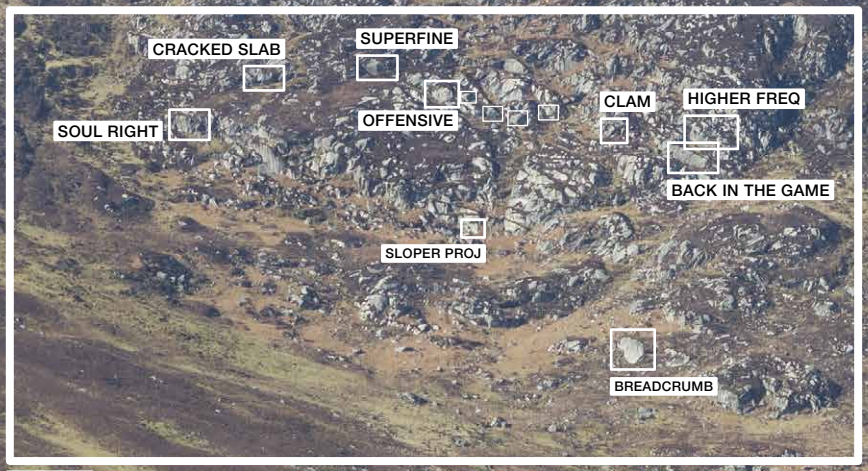
This is a rough draft of the Camaderry chapter, I'm putting it out now in the hope that some of the unclimbed lines might get done before I publish the guidebook. There is a huge amount of rock on this hillside and quite a lot of good climbing, some that has been done, but also plenty that hasn't. A good number of people have explored and climbed up here over the years and I suspect some problems have had multiple first ascents. If you have done anything here please let me know.

In 2015 I was contacted by a climber who had done 30 problems up here and cleaned another 40. I requested details, but they never replied. Yesterday they passed on details of their problems, they are now included here.

This is a good chance to get some first ascents. None need much cleaning and all the info is here on a plate.

A P indicates the problem hasn't been done, while a ? means it has been done but I'm not sure of the grade.



LEFT



RIGHT

CAMADERRY

The north slopes of Camaderry contain a vast amount of rock. So far over 30 problems have been climbed, but there is at least the same amount again that haven't been done. A more adventurous option than Glendo, it can be a confusing to find your way around as the slope hides what is above and below you, but it's a great spot for sunny winter mornings or summer evenings.

The climbing has been divided into two sections, Left and Right, separating by the gully that runs diagonally down the hillside.

The rock is good, maybe not of the very highest quality, it can be a little sugary, but generally it's quite clean and solid. It tends to be better higher up the hillside.

The landings tend to be quite good, usually flat and grassy, which is handy as hauling a lot of pads up here would be hard going.

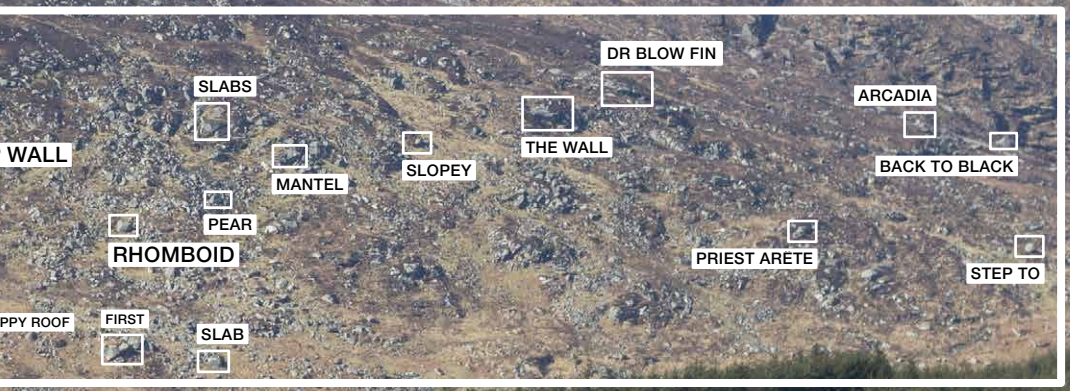
CONDITIONS

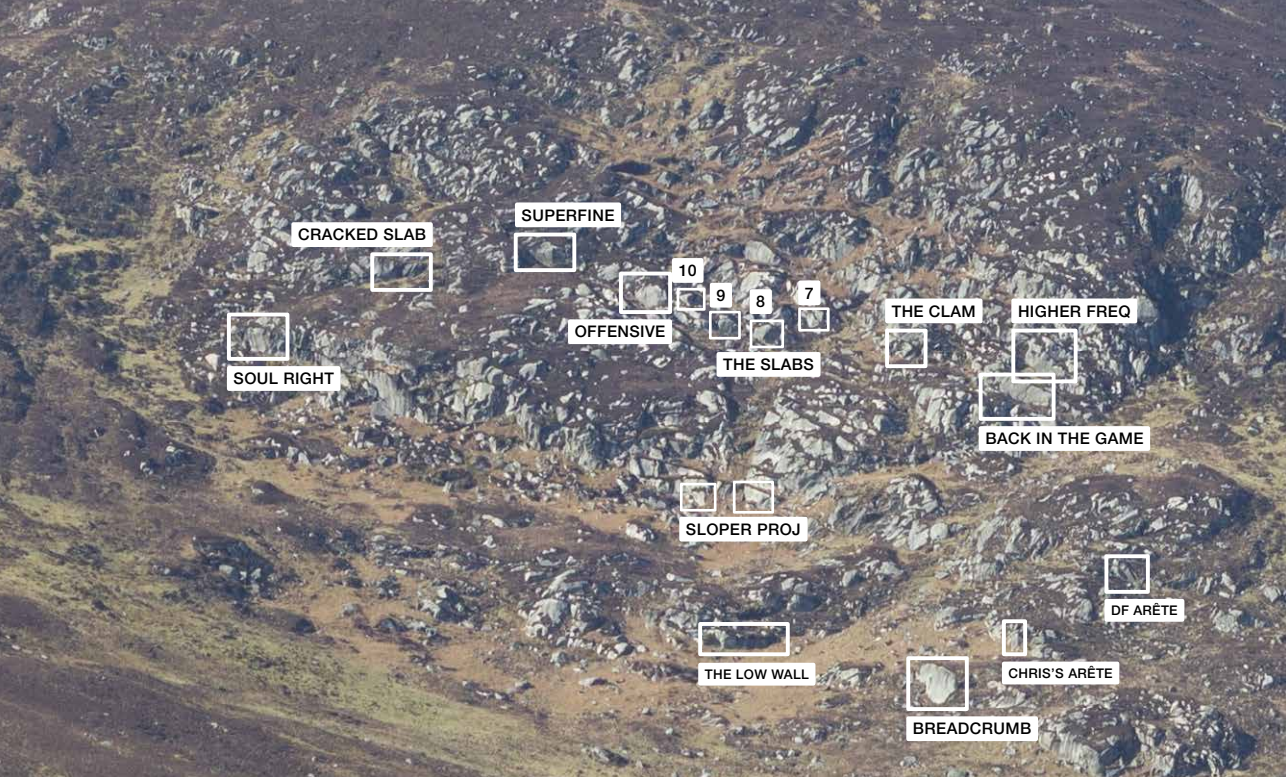
The hillside faces northeast and gets the sun earlier in the day. It is relatively well sheltered from the prevailing wind. The highest boulders are at nearly 600m so it can get cold in winter, particularly in the shade. The lower slopes have ferns during the summer.

The ground can be boggy in place.

APPROACH

Park in Glendasan (*53.0234, -6.3620*). Walk up to the top of the mining buildings and then slog up the hill, the first stretch is the steepest. There isn't a path as such, best just make a beeline for where you want to climb. Alternatively, follow the miner's path that cuts across the hillside, passing just below The Thank, to Back to Black (*53.0233, -6.3754*) and then work your way across the hillside.





LEFT

The problems are listed in an approximate anti-clockwise direction.

BACK IN THE GAME

The slabby wall left of the gully. There is more to be done on the left hand side of this wall.

1 Domino *6b*
Use the slopey crack, some nice scoops and wee undercuts. The crux is at the top.

2 Back in the Game *5+*
Climbs the right hand side of the slab. Start on good the edges.

Just above is a tall wall.

3 - *P*
Easy moves up the flake lead to a blank rounded topout.

4 Higher Frequency *6a*
Stand start. Climb up the cool line of quartz and then continue to the slopey top. Quite high.

Just above is a steep wall with an interesting looking diagonal line of holds.

THE CLAM

To the left is a distinctive angle roof.

5 The Clam *P*
Bridge up the groove.

6 Indian Welder *4+*
Just left of The Clam is a short wall. Get established via a tricky press and then finish easily on good holds. NOT SURE EXACTLY WHERE THIS IS

THE SLABS

A nice cluster of unclimbed problems.

7 - *P*
The seam.

8 - *P*
The tall face.

9 - *P*
The slab with the nice scoops.

10 - *P*
The left arête using the good footholds.

OFFENSIVE

The tall slab just to the left.


1
2


3
4

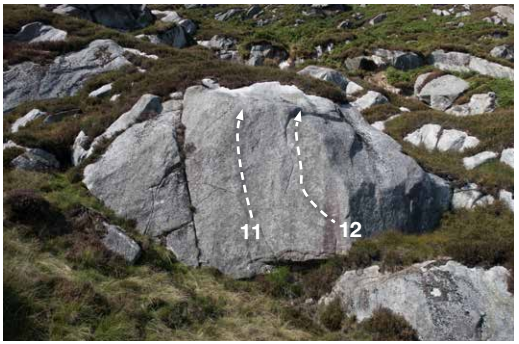

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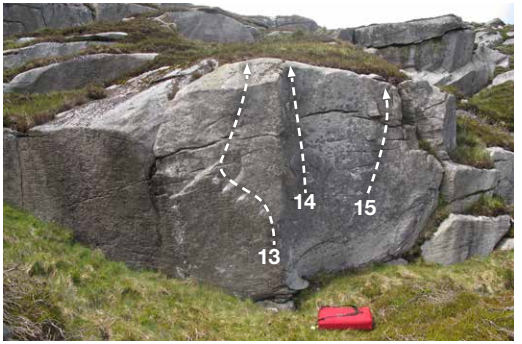

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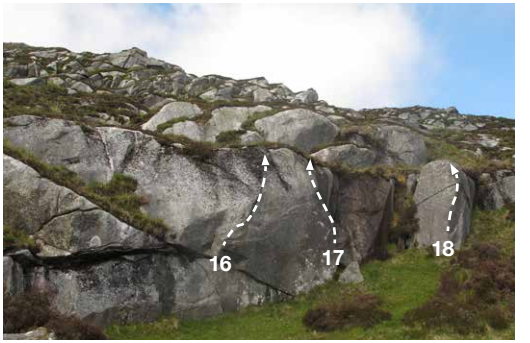

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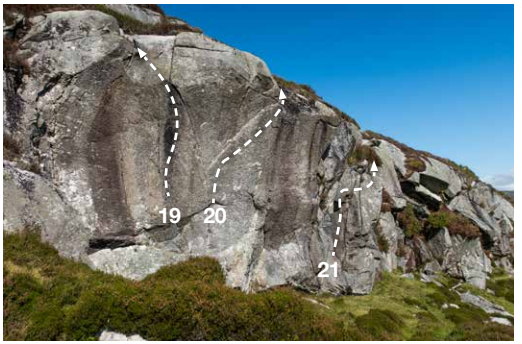

9


10


11
12









11 - *P*
The slab.

12 Offensive *7a*
Start on the right arête and gain the crack. Use crack, slopey arête and smears to gain the much more positive end of the crack. A more direct start that doesn't use the arête is a project.

SUPERFINE

Hiding directly uphill in a shallow gully is the excellent arête of Superfine

13 Superfine *7a*
A steep sitstart on good holds leads to some delicate moves. The crux is getting the hold just over the lip. Tricky mantel to finish.

14 Ped's Problem *5+*
The groove. Tricky topout.

15 - *P*
Potentially another line to the right. Not hard.

Further up and left are another is another outcrop.

16 Cracked Slab *P*
Harder than it looks. Start on the jug and move up and right into the crack. Needs a good brush.

17 - *P*
Project.

18 Chris's Arete *6a*
Start with the left hand on the arête and the right low. Tricky at the top, but the landing is decent.

The following problem is on the very left hand side of the long band of cliffs.

19 Soul Right *6c*
High and quality. Climb the pair of cracks and top out to the left on good holds. Initially starting on the left hand crack.

20 - *P*
Bolted line. Hmm.

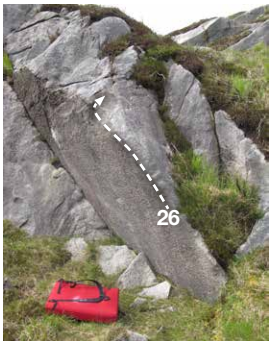
21 Ped's Line *5+*
Start up the groove and then move right around the arête.

On the right hand side of the lower band is cliffs is one excellent project.

22 - *P*
Slap from the sidepulls to the slopey lip. Match and go for a the good edge further back.








Diarmuid Smyth attempting problem #?

Below this is a long low wall that should yield a problem or two.

CONCAVE SLAB

This is the tall pale slab at the bottom of the slope.

23 Breadcrumb Trail *6b*

Smear up the slab to a sloper, then grab a handful of the lovely right arête to claw your way to victory.

24 - *P*

The line up the tallest blankest part of the slab, gradually steepens.

Just above and right of the slab are two arêtes.

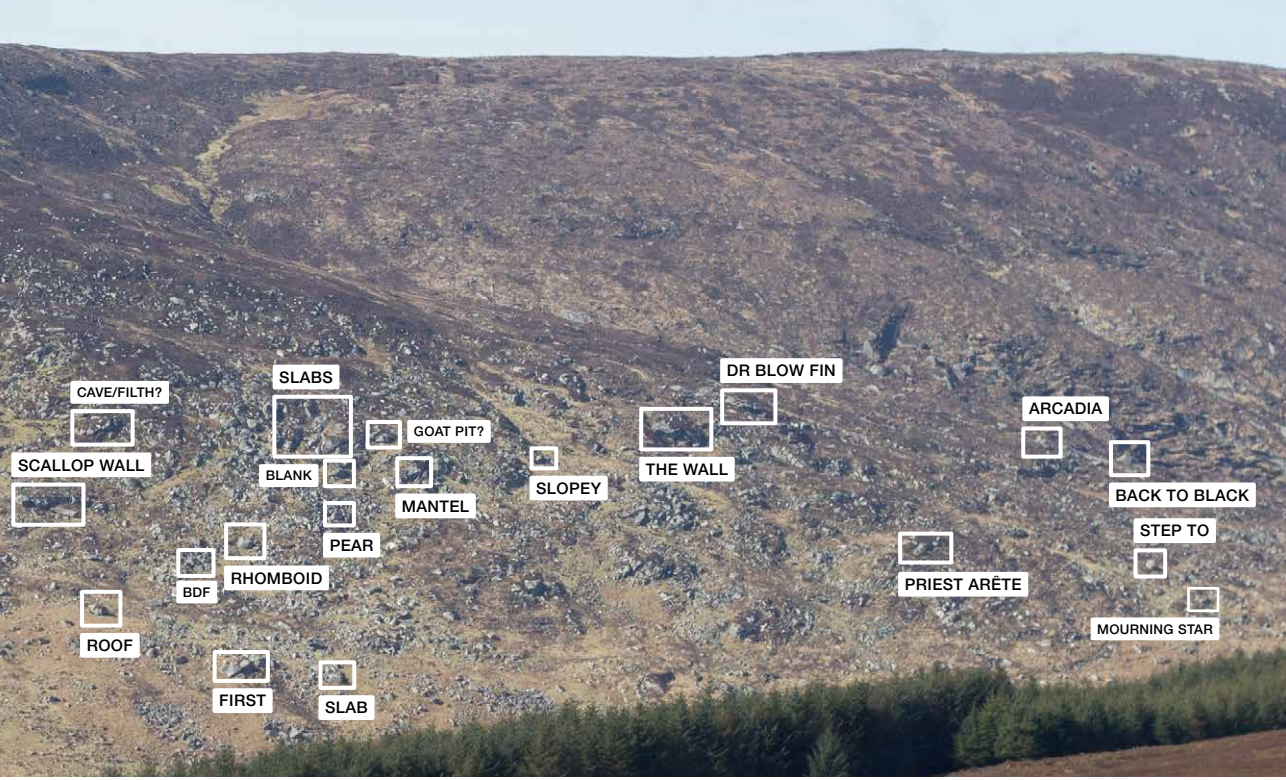
25 Chris's Arête 2 *4+*

The slabby arête.

26 DF Arête *5+*

The steep arête.


Al Sarhan on Back in the Game *5+*



CENTRE

Directly uphill from the mining village.

FIRST BLOCK

A nice boulder, the first you reach on the way up, has 5 nice problems.

1 - *P*

Lip traverse. Mantel out at the good jug.

2 Classy Bird *6a?*

(Traverse left from layback on good rails and mantel).

3 - *6b?*

(Layback the inverted groove. High left foot to start.)

4 - *P*

Hard line up the series of slopey edges.

5 - *P*

The right arête, starting from the good foothold. Awkward sloping landing.

6 Dirty Bird *6b?*

The arête on the uphill side from a SS (Sit on double arête and up on slopers).

Just to the right is a slab.

7 Declaration of Independence *3?*

Easy line up the flakes.

8 - *5?*

(Dishes and smears to reach small groove)

9 Undertones *6a?*

The arête. Using the undercuts to get the good flake.

ROOF

On the left hand side is a prominent heather covers block with a low roof with a few problems on it.

SCALLOP WALL

Just up and left of the Square Block is a long outcrop.

10 - *6b?*

(From pinch move right to gaston and sidepull. Reach over for rail and mantel.)

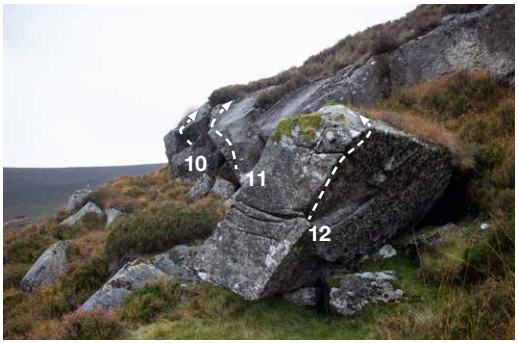
11 Scallop Wall *7a*

Stand start left hand in crack, right hand on obvious triangular hold. Climb the scallops and then traverse left with a tricky mantle to finish.

To the right of Scallop Wall is a low long block.









12 Minor Technicalities *5+*
Start low on the juggy rail and pull up for the lip of the overhang. Tricky mantel to finish.

BLOCK DIARMUID FOUND
Just below and left of the Rhomboid.

13 - *P*
The right arête.

RHOMBOID
The prominent block (*53.0205, -6.3671*).

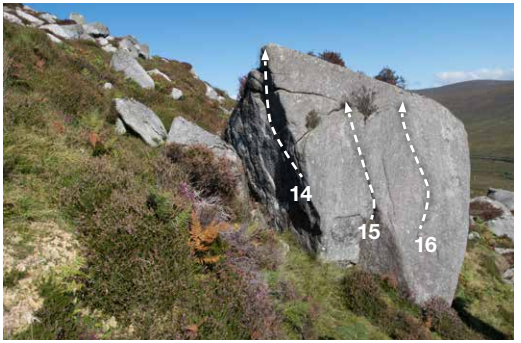
14 Daniel San *5+*
Start from the good sidepull on the right arête and move up to better holds to the left.

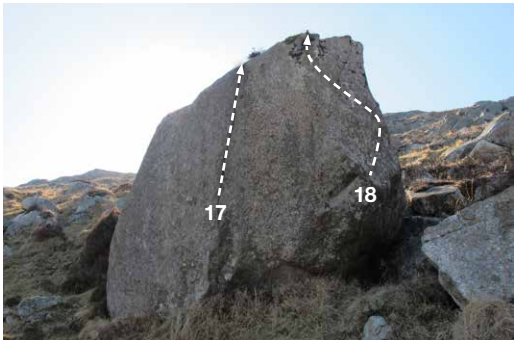
15 - *5+*
(SS in corner with small crack, balance up to the top).

16 - *5*
(Mantel starting hold and up direct).

17 - *P*
Hard line up the crack. Awkward landing.

18 The Jaffa Reward *6c?*
(SS using good holds and the arête to gain crimp and sidepulls and top).













THE PEAR

19 - *4+?*
(Undercut and crimp start, up middle of the wall).

20 - *5+?*
(The arête on the right side.)

Above and right a cluster of boulders.

21 - *P*
The blank slab.

22 **Shark's Fin** *5+?*
(Start low on the arête and follow up, crimps on wall and slopey top). Awkward landing.

23 - *6a?*
(Avoid the rail on the right.) This is the easy slab.

Below this is another slab.

24 - *P*
Easy slab.

25 - *P*
Mantle onto the slab with the quartz rail. High.

And below this is a blank wall with a rounded top. Not sure if there is enough holds.

MANTEL

26 - *P*
Mantel onto the low jug and then up the scoop.

Further across the slope is a boulder with a slopey lip.

27 - *P*
Start on the right and get the slopey lip.

THE WALL

28 - *P*
Mantel.

29 **Offworld** *7a*
Throw to the lip and mantel. Finish up the groove to the right of the flake.

30 - *P*
SS on good quartz edges to sloping holds above

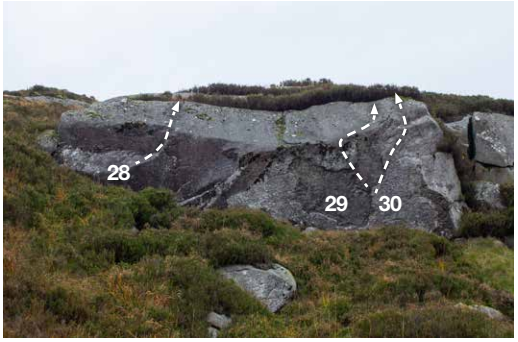
DR. BLOW FIN

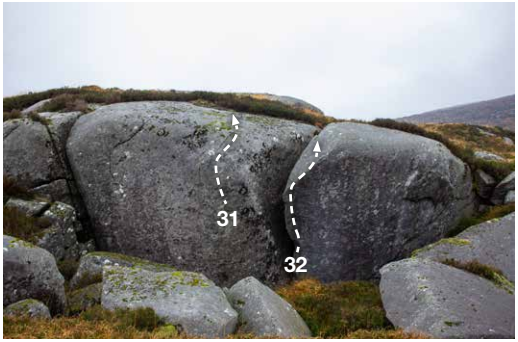
Very rounded top

31 - *P*
Starting from the good incut edge heading for a better hold over the lip. Hard topout.

32 **Dr. Blow Fin** *7a+*
Sitstart and pinch your way up the fin to a heartbreak mantel. This is the leaning flake fin thing.









There are two very hard very blank line to the right.

STEP TO ENCHANTMENT

The wall with the shallow scoop. Not much in the way of holds apart from the two undercuts.

33 Step To Enchantment *6b+*
Start at the lip with left hand on a good hold, right hand on a pinch. A right hand undercut then lead to smeary rockover. Hard SS to be done.

Just downhill from Step to Enchantment, low ball but better than most.

34 Mourning Star *6a*
A thuggy sitstart leads to nice sidepulls. A nice variation, **Mourning Star Left** *6b*, goes left from the start then back right on slopers.



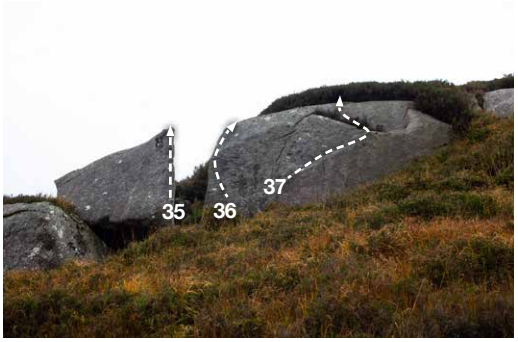
PRIEST ARÊTE

Further down the hill.

35 - *5+*
Nice hanging arête.

36 - *P*
The left arête. Good feet to start, but it becomes very blank.

37 Perfect Opening Line *6c*
The left to right rising traverse of the rail from a SS. 5m of of blissful climbing, rocking out left to finish.

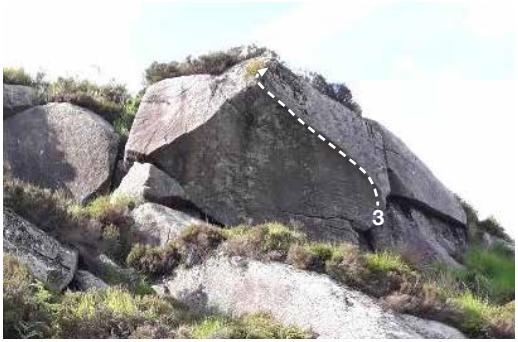




Al Sarhan working **Scallop Wall** *7a* before the first ascent.









LUGANORE

A path cuts across the hillside past The Tank and turns left into small valley. A short distance past the spoil heap and the ruins of a mining building the first boulders come into view on the left of the path

1 Arcadia *6c+*
Start in the middle of the lovely sloping rail and move rightwards to finish up the twin arêtes.

On the right side of the path is a large split boulder (*53.0233, -6.3754*).

2 Back to Black *6c*
The steep arête from a SS to a slopey and very awkward topout.

There are some easier problems to do on the right side of the smaller boulder and on the slabbier sides facing the path.

To the west of the lower spoil heap, lost a little in the scale of the larger outcrops is a beautiful diamond-shaped block (*53.0254, -6.3779*).

3 - *P*
The beautiful curved scoop. Somewhere in the 7s.

FOR WHO THE BELL TOLLS

Further west around the hillside from the spoil heap is a lot more rock, but there is currently only one established line, on the clean wall with prominent diagonal crack (*53.0268, -6.3785*).

4 For Whom the Bell Tolls *4*
Climb the juggy flake, gets high but the holds get even bigger.