

# Cowbury Dale Quarry

By Tony Howard, Di Taylor, Mick Shaw and Simon Troop

**Ref:** SD 9957 0144 (BMC Dark Peak)

**Alt:** 300m

**Aspect** The quarry is generally south facing, with great views out across the valley of Carrbrook and over a wild expanse of moorland to Featherbed Moss in the east, whilst 70kms away to the southwest over the Cheshire plain the hills of North Wales can be seen on a clear day, but who needs Wales when you're in Cowbury!

**Location** The quarry is hidden from view from most angles on the north side of the pretty valley of Cowbury Dale and south of Buckton Main Quarry, which is seen as a gash on the skyline when approaching Carrbrook village.

**Local interest** A mound that can be seen on the crest of the moor immediately north of Buckton Quarry when approaching the village has recently become a site of considerable interest. Until 2008 it was thought to be the possible location of an ancient hill fort but excavations have revealed the remains of a large 12<sup>th</sup> century stone castle, identified as "one of England's most important castles and causing a sensation in archaeological circles". Excavation Director Mike Nevell said, "The discovery of a high ranking castle in England is a tremendously rare event – and was definitely not what we were expecting". It is thought that the second Earl of Chester may have built a castle on the edge of his lands to protect himself from his sworn enemy William of Peveril – who went on to poison him in 1153.

**Approach** From the Clarence Hotel in Greenfield (access point for Chew Valley crags), it's about 1ml (1.5km) west along Manchester Rd (A635) to the crossroads at the Royal George (the approach from Greenfield Station along the B6175 is slightly shorter). Coming from the Clarence, turn left onto the B6175 Huddersfield Rd, and go another 2mls (3km) to the first roundabout. Turn left into Carrbrook and go 1/2ml (3/4km) passing a mini-roundabout and a slight left fork to reach Carrbrook village. Castle Clough car park with its tourist information signs is just ahead on the left, opposite the Buckton Vale Club.

From Stalybridge, the Carrbrook roundabout is less than 2mls (3kms) from the traffic lights at the junction of Mottram Rd (A628) and Huddersfield Rd (B6175). Coming from this direction, turn right at the roundabout to reach Castle Clough car park in half a mile as above.

If traveling by bus, the 343 Goes through Mossley and Oldham and on to Stalybridge, Dukinfield and Hyde passing through Carrbrook hourly Monday to Saturday daytime. In the evening and on Sundays and Public Holidays these buses run direct via Huddersfield Road and do not serve Carrbrook Village. The 348 Stalybridge and Ashton buses run every 10 minutes via Carrbrook, Monday to Saturday daytime and every 30 minutes on Sunday and Public Holiday daytimes and hourly in the evening.

Bus services 217 (Manchester via Stalybridge, Dukinfield and Droylsden) and 218 (Manchester via Mossley, Ashton and Droylsden) run direct via Huddersfield Road and do not serve Carrbrook Village, which is half a mile up the road (see above). They run every hour Monday to Saturday daytime only.

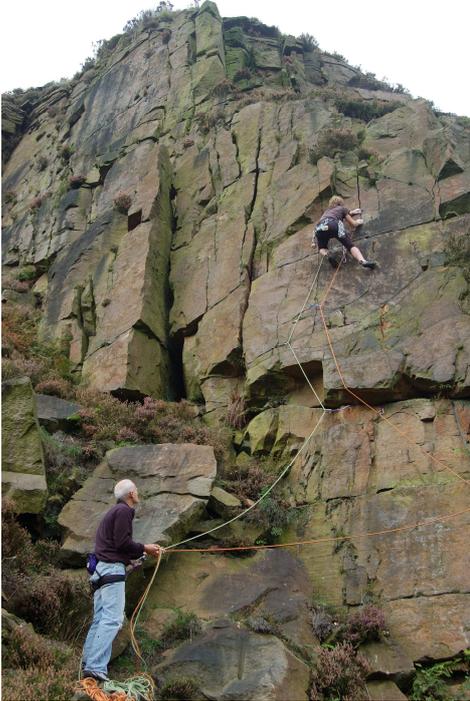
There are no direct buses from Carrbrook to Greenfield, however bus 350 does run from Mossley to Greenfield, every 30 minutes Monday to Saturday, Sunday and Public Holiday daytimes, and hourly in the evening.

**Access** The quarry is 1km (15 mins) from the Castle Clough car park. Either walk up left alongside the bowling green and cross the road at Beaconsfield Terrace then go right behind the terrace to find the gate and style signed Cowbury Dale, where the quarry track starts, or from the car park, cross over to the Buckton Vale Institute and walk up Long Row on the other side of the bowling green to a cross roads with a style opposite on the left signed Cowbury Green then follow the path to meet the quarry track. This rises steadily up past willows and oak woods. Ignore the right fork to the Cowbury Green Reservoir, which is down in the valley and continue up until the track contours back left past the quarry mouth. Access to the quarry seems open though in June 2008, peregrines were nesting there and raised a chick, so maybe the quarry should be avoided during the nesting season.

As a matter of interest, the quarry track continues up onto the moor, almost to the summit of Alphin Pike, just over 1km WNW of Wimberry Rocks. (To avoid going through the private land of Buckton Quarry, a path

goes right from the entrance to Cowbury Dale Quarry and rejoins the main track higher up, where the perimeter fence ends.)

**Character** The quarry is steep, almost vertical throughout, and generally very quick drying though with some seepage from cracks immediately after rain. From left to right, the features are: The Far Left Wall, The Left Wall, The Upper Tier, The Right Wall and the Far Right Wall. The Left Wall is around 10 to 15 metres in height with numerous cracks and corners. At its right end the final corner gives the line of Sneaky, which is perhaps the most obvious line in the quarry and is capped by the left end of The Upper Tier, providing a two-pitch route. This tier is about 10 metres high and extends rightwards above a boulder slope but is mostly loose. It finishes at the arête of Call of The Wild, where The Right Wall comes in below, once again giving the possibility of two pitch climbs. The Right Wall itself is mostly about 15 metres high and has some steep compact rock on the Chequerboard Wall then some obvious corners and arêtes where Mental Mantels is located before finally changing direction to finish in the west facing Far Right Wall. Belays are sometimes well back, on the boundary fence posts of Buckton Quarry, the upper perimeter of which is just beyond. The routes have only been done once or twice so some of the holds need treating with care and grades need verification, as do 'stars'. Belays can always be found but belay stakes would be useful for some routes.



In the picture, Mick Shaw gets to grips with Mein Kampf (HVS 5b) Photo: Tony Howard.

**History** The quarry dates from the 19th century and its existence is noted in the 1983 guide to Rock Climbs in Lancashire & the North West after which a few climbs were done by D. Cronshaw, Les Ainsworth, Malc Baxter and friends. It then seems to have been untouched until Tony Howard and Di Taylor were told about it in June 2008 by one of Di's sons, who had passed it whilst mountain biking. A couple of days later they walked up on a wild and windy day, but without gear, continuing the walk over nearby Alphin Pike. Tony returned with Mick Shaw in the evening, intending to climb the obvious corner as a starter, but a pair of peregrines were screaming and cruising in the strong wind high above, so they moved over to the right, to climb Call of The Wild, named both for the peregrine and the lure of this unclimbed and beautifully located crag – a rare find on the edge of the Peak District in 2008!

Di and Tony returned almost two weeks later on a showery afternoon and were pleased to note the peregrine chick had fledged. The tempting corner line was climbed, giving a sneaky finish on its left arête, and was followed by a route up one of the obvious corners on the Right Wall, Six Steps to Heaven. A few days later, Crowless Foot was led by Mick Shaw during a quick visit between thunderstorms (the peregrine had obviously been busy!). Five days later, once again dodging showers, Shaw, Howard and Simon Troop visited the crag, climbing Footless Pigeon, Deadleg Crack and the grim Super Trooper led by Simon who also led the excellent Mental Mantels a week later, yet again between squalls of rain visibly sweeping in across the Cheshire plains. A couple of days later on a glorious summer day, Tony Howard and Di Taylor climbed a neighbouring line, naming it Fun in the Sun, finishing off with an exploratory foray up Cracked Corner on the Far Left Wall. The following afternoon Mick Shaw and Tony returned ready to grapple with what was then a damp green bottomless off-width that would hopefully form the first pitch of Call of the Wild; to their surprise, it gave Mick a nice pitch to the top of the pinnacle concluding, despite the drizzle, with a direct finish to Call of the Wild, the route being named Green Fang with apologies to Jack London's sequel to Call of the Wild.

A week later, following the BBC news announcement of the discovery of the nearby 12th century castle ruins, the same team commemorated the event with the nice line of Saladin on the Far Right Wall, once again lead by Mick. The following weekend they returned with Di Taylor and Mark Khano, a friend from Palestine, cleaning and climbing, despite showers of rain, Peveril the Poisoner and the overhanging Crusader. Ten days later Tony returned with Mick, still dodging showers to lead his Summertime Blues following up two days later with a route next to Green Fang, Burning Daylight, the title of another Jack London story, which describes perfectly the rare, hot, blue sky day of the first ascent.

Eight days later, after cleaning the routes during seven days of rain, and two months after discovering the crag, Mick, Tony and Di returned to climb the first route to breach the impressive Chequerboard Wall ably lead by Mick and named Jihad. Tony completed the day with the steep corner to its right, which he named

Freeborn Man in memory of Stan Wroe who died just five days earlier at his home in North Wales after a struggle with cancer. His wife, Marj (sister of Graham West who died together with Mick Roberts in an avalanche in Wilderness Gully, Chew Valley in January 1963) chose the song 'Freeborn Man' for his funeral as it epitomised his life and philosophy. Stan, with whom Tony had climbed in both the UK and the Dolomites, was a member of the once infamous Manchester Gritstone Club who were responsible for many of the developments on Peak District grit and limestone in the 1950s and '60s.

Another eight days of poor weather passed before Tony and Di returned to climb the remaining routes on the Far Left Wall, Cracked Slab, and the interesting Sidewinder in a gentle drizzle. The following weekend, the crag still weeping from the unending rain of the previous day, Mick Shaw led the surprisingly strenuous Snark, its neighbour The Sundog (both are Jack London names), being led after yet another week of rain by Tony Howard. The following day the sun finally came out providing an opportunity for Simon Troop to lead the hardest and perhaps the best route on the crag to date, No Country for Old Men, E2 5c, whilst an immense flock of martins swooped around the quarry. Mick finished the day with his ascent of Mein Kampf, at 5b, a fitting partner to his Jihad. A week later, William Evans added his Hurricane, yet another E2 5c on Chequerboard Wall. This was followed soon after by the arrival of Martin Kocsis and his guidebook team, who checked a number of routes and added their own line, On Site, up the left arête of Sneaky, lead by Charlie Perrin at 5b, when he should have actually been 'on site' elsewhere!

From then on the wet summer merged with winter. Tony, Mick, Martin and friends returned to clean some routes, but it wasn't until three months later, on a frosty 28th December with icy winds scouring the moor that Tony returned with Mick, and led the VS Joust, enjoying the sheltered sun trap of the quarry. They returned the following day, which was equally cold but still pleasant in the quarry, and shared leads on the neighbouring Ummayyad at HVS 5a, Mick getting the enjoyable and sustained first pitch. Meanwhile, in the quarry bottom, a mountain biker was digging out a biking obstacle course among the mounds but by spring 2009 he seemed to have lost interest, though new graffiti had been added in the interim.

It wasn't until late June 2009, a year after their first visit to the quarry, that Mick and Tony returned to climb Mick's Bête Noire, a delightful little 5a test piece. The peregrine had moved on since 2008, now nesting across the valley, but returned whilst they were there, to do aerial battle with a kestrel nesting in the rotten upper tier. The first weekend of July, they returned with Simon Troop, Tony leading No Need for a Struggle, a VS partner to Mein Kampf on the edge of the Chequerboard Wall, which was to succumb yet again to an assault by Simon Troop up another 5c fingertip crack line left of No Country for Old Men, called No Time for New Tricks, the steep 5b crackline between the two, Swastika, being led by Mick the following day. The trio returned a week later, Tony cleaning and climbing the VS Monster Mantels. Despite this latest burst of activity, there are still a few other possibilities to test those with an eye for a line and the ability to climb them...

**Descent** From the top of the quarry, descent is to either side. For routes finishing below the moor edge, descent can be made by traversing heathery ledges to the quarry edges. Take care not to knock stones down when exiting routes and beware of tripping over rusty old fence wire hidden in the heather above the right side of the quarry!

## The Far Left Wall



**1. Cracked Slab 7m Diff**  
Up the cracks in the centre of the slab, moving left to finish; handle with care! Belay a few metres above then scramble off left below the remnants of the Upper Tier.

Next is a corner with hanging blocks & cracks on its right, best avoided and called, unsurprisingly:

**2. Cracked Corner 8m Diff**  
Start at the low point and follow the cracks right of the corner; beware of the leaning blocks. Belay a few metres above then scramble off left as above.

The tempting right edge of the slab provides an interesting problem:

### 3. Sidewinder\*

10m

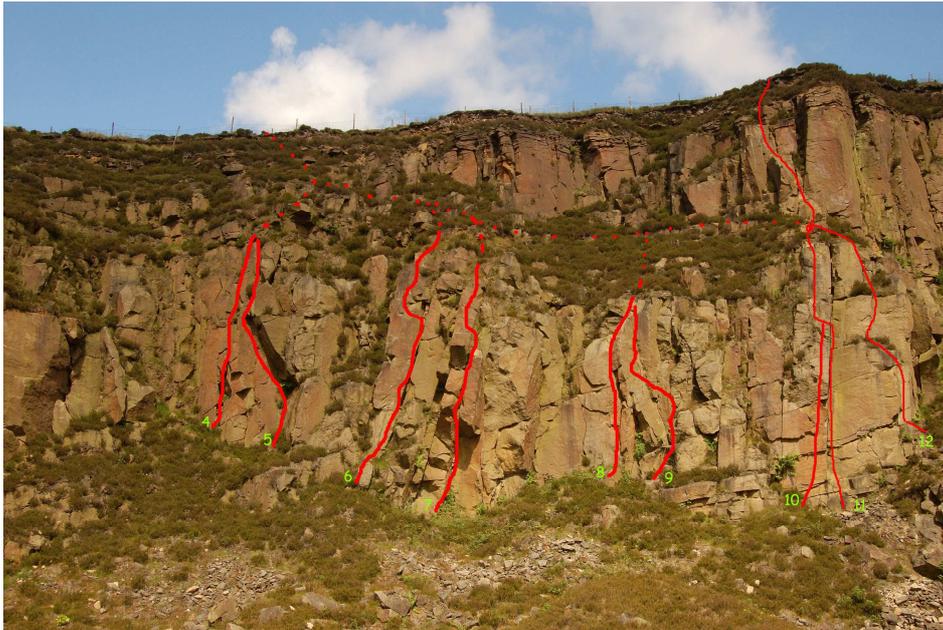
VS

A nicely exposed one-mover.

4c. Start 3m up and right of Cracked Corner; move up left to reach it and place a runner, before mantleshelfing onto a ledge. Place another runner out left if you wish then make a cautious balance move up to gain holds on the top before stepping right to finish on the arête. Belay above (long sling and/or cam) then scramble off left as previous routes.

### The Left Wall

Two metres right of the grassy corner in the left angle of the quarry a prominent crackline supports a jammed block. Beneath it, as elsewhere in the quarry, were the remains of the peregrine's favourite prey, pigeons.



### 4. Footless Pigeon

15m

Severe

4a. Climb the crack using the jammed block then moving right at the top to reach the belay ledge of Crowless Foot.

### 5. Crowless Foot

15m

VS

4b. From the back of the V-recess, ascend the left wall of the hanging groove until forced out left at the roof. Easier rock and a short scramble lead to the belay (cams useful). Another 12m scramble leads to the fence at the top, or walk off left.

About 5 metres right, past a heathery break, a right-leaning crack cuts the cliff:

### 6. Deadleg Crack

15m

Hard Severe

4b. Move up to a projecting block then gain and climb the steep crack on jams, bridging right into the parallel corner before pulling nicely out left at the overhang to finish on a clean pillar. Belays just above, then scramble up and left to the top.

2m to the right, an overhanging groove is split by a crack, which is harder than it looks:

### 7. Super Trooper

15m

E1

A full mind and body experience!

5b. Climb the left wall to the roof then grunt up the crack with some help from the left arête. Using holds above the final roof, step up right then climb the thin pillar above the roof to reach the top. Continue for a further 10 metres to find a belay at the base of the Upper Tier. Scramble off left.

Six metres right, there is an unusual crack just left of an arête, which gives:

### 8. The Snark

7m

HVS

A short, sharp shock!

5a. Jam the crack into and out of the slot. Belay on cams about 6m above, at the foot of the Upper Tier then scramble off left.

The obvious groove immediately right is similarly uncompromising. A direct start may be possible, but for the moment the route is rather more devious:

### 9. The Sundog

8m

HVS

5a. Climb steep cracks in the right wall to reach a niche at hand level. Holds then enable tricky moves left to a bridging position in the groove, above which layaways lead to the top. Belay and exit as The Snark.

The extreme right end of this section is identified by the obvious corner of Sneaky beneath the Upper Tier. Its left arête is:

### 10. On Site\*

15m

HVS

5b. Place side runners in Sneaky, then either start directly or, more cunningly, enter from the left to climb the arête (a mini L'horla... allegedly).

### 11. Sneaky\*

28m

V Diff

Good compact rock. Cams used throughout.

1. 15m. Delightful bridging and jamming up the corner to a ledge where the crack widens at an overhang. Pull sneakily out onto the left arête and climb its left wall to the heather ledge and belay. (The crack can be followed throughout, which is less pleasant though not much harder.)

The intention was to continue up the Upper Tier by shattered cracks hidden round the corner on the right – don't attempt them, they are dangerously loose. Instead, either scramble off left or right or:

2. 13m. Enter the corner above, leaving it immediately to climb its left side then continue up and left to the top, exiting with care to reach fence post belays.

The right arête of **Sneaky** contains grooves connecting two ledges. Scramble up right from **Sneaky** to reach the start:

### 12. Monster Mantels

10m

Mild VS

4b. Step left onto a foot crease in the base of the arête then reach for holds and make a strenuous pull onto the first ledge before repeating the process to gain the second ledge. Scramble up to the belay and escape right or finish up pitch 2 of Sneaky.

### The Upper Tier

The whole of this section right of **Sneaky** as far as the two parallel cracks of **Green Fang**, which are just left of the final arête, is loose with a bad top; some possible lines have been abseiled but they appear lethal – don't bother!



The following route climbs the right side of this tier, starting at the top right corner of the boulder slope from a gap behind a pinnacle, which forms the left edge of the Right Wall.

### 13. Call of the Wild\*

15m

VS

Steep crack climbing with unexpected and nice moves out onto the right arête to finish.

4b. Bridge up between the pinnacle and crag to gain the cracks, then 4m below the top pull right into a sentry box in the right crack, then immediately right again out onto the right arête, which is followed to the top in fine position. Large cam belay just behind or continue about 18m to the fence belays

### The Right Wall

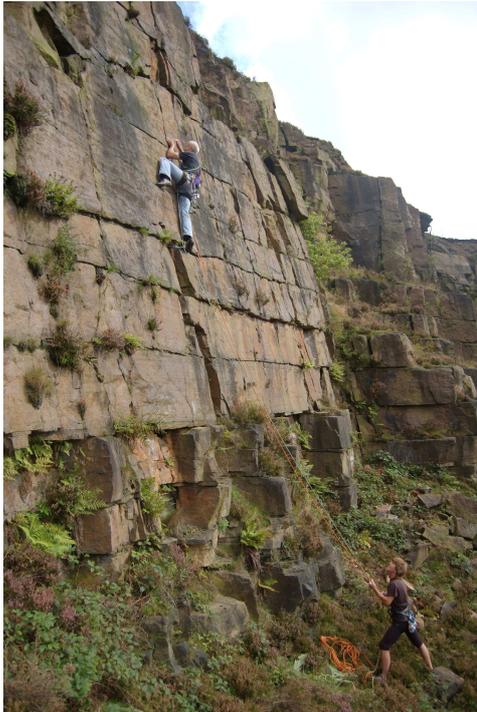
The left edge is defined by a green and repulsive-looking hanging crack, which forms a pinnacle on its left, below the Upper Tier, where **Call of the Wild** starts:

### 14. Green Fang\*

25m

VS

The line of the crack gives surprisingly good climbing, not at all as expected; the upper wall, which takes a direct finish to Call of the Wild maintains the variety and interest:



1. 10m. 4c. Gain a position on the right wall before bridging the wide hanging crack until it narrows. Continue to the top of the pinnacle. Now either continue up pitch 2 to the top of the cliff (see below), or belay on the top of the pinnacle, or, with a sling round the top, descend to belay in the gap below. (This point can also be reached by scrambling up boulders to the left (as for Call of the Wild).

2. 15m. 4c. As for Call of The Wild, bridge up between the pinnacle and crag to gain the cracks but having reached holds in the sentry box avoid pulling out right onto the tempting arête and instead regain the left crack and follow it to the top. Belay as Call of the Wild.

**Alternative start:** It is possible to gain the left arête from the left and enter the corner at half height: a nice bold sequence, but it rather misses the point of climbing the crack.

[Simon Troop discovering that this is No Country for Old Men \(E2 5c\) on the Chequerboard Wall. Photo: Tony Howard.](#)

The next route follows cracks in the right wall of Green Fang:

### 15. Burning Daylight

25m

VS

An exercise in jamming, Cams used throughout for runners.

15m. 4c. Pull steeply out right to enter the crack, then follow it, moving left to a parallel crack and pull over onto the heather ledge with belays above.

10m. Move up into the corner on the left until it's possible to pull out onto the left arête and finish nicely as Call of the Wild.

The unmistakable and impressive **Chequerboard Wall**, which is criss-crossed by cracks, is down to the right. The first climb on this wall, though initially contrived (the rising ground on the left is accessible after five metres) gives varied and interesting climbing with a well protected crux at the top:

### 16. Mein Kampf\*

15m

HVS

Start from a bramble-covered boulder 2m right of the corner

5b. Twin cracks lead to a ledge. Move left and balance left up steps under the roof before pulling nicely up and out right onto the wall above where increasingly fingery moves follow thin cracks to the belay ledge. Scramble up and right to reach the top.

### 17. No Need for a Struggle

15m

VS

4c. Start as Mein Kampf, but from the ledge slant right up the crack through bulges to a basin, before stepping out left below a nose, behind which a finger crack leads nicely to the finish and belays of Mein Kampf.

Immediately right, another steep crack line incises the wall:

**18. Swastika****15m****HVS**

5b. Strenuous initial pulls enable the small overhang to be passed before powering up and out right to enter a leftward leaning, recessed crack, which leads to a basin and possible belay, or take the finish of the previous route to the end of Mein Kampf.

Right again are a trio of testing, fingery crack lines, the first of which starts 2m right of the previous route:

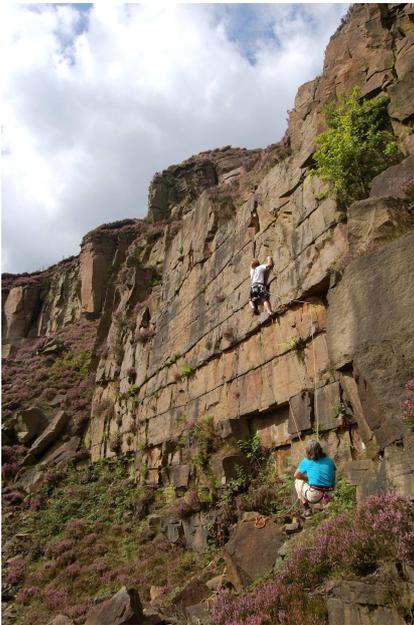
**19. No Time for New Tricks\*****15m****E2**

5c. Gain a small pedestal at the base of the wall then follow the thin crack line up the face, initially moving slightly left then continuing directly up to a ledge, above which a high slot enables the sloping top to be reached, easily overcome with the help of the crack on the right. Good belay above.

The next route follows the enticing crack line up the centre of the Chequerboard wall:

**20. No Country for Old Men\*\*****15m****E2**

5c. Once up the initial steps, the crack commences with a difficult sequence and continues up sustained and steep rock to the belay ledge. Scramble up and right to reach the top.



Next, starting from a rock pedestal midway between the previous route and Jihad is another tempting crack line:

**21. Hurricane\*****15m****E2**

5c. Climb directly until steep, fingery and difficult to protect moves lead to a step right at 3/4 height to access the final moves of Jihad up the top two squares of the chequerboard.

Right again, a series of leaning cracks start from a ledge 2m left of the right edge:

**22. Jihad\*****15m****E1**

Unrelentingly steep and fingery but well worth the effort.

5b. Climb the short arête to gain the crack and follow it to the overlap where difficult moves lead left across two 'squares' and up to an inverted-V and the exit. Continue a few metres to find belays.

Mick Shaw heading off on a Jihad (E1 5b), Chequerboard Wall. Photo: Tony Howard.



5m right of the corner to the right of Jihad, a steep buttress stands above heather terraces, with thin cracks in its centre:

**23. Bête Noire\*\***

**8m**

**HVS**

Short but delightful and well protected technical climbing.

5a. Follow the cracks until tricky moves allow access to a ledge before heading up left for a surprise finish. Belay on cams about 7m up the slope.

Right again, three parallel corners will be seen starting half way up the cliff, left of a conspicuous thin overhang at the top of the crag (actually a projecting detached slab of rock).

The first corner is 5m right of Bête Noire and can be gained by scrambling up heather covered ledges or, better, via the start of Fun in the Sun:

**24. Freeborn Man**

**16m**

**VS**

An easy start leads to steeper more challenging terrain.

4c. Climb the stepped corner to the ledge with the willow sapling and move left into the steep corner. Pass the first bulge awkwardly, then layback and bridge to a tricky finish. Belay on large and small cams to left and further up or scramble up 20m to the fence.

Right of the above route a prominent crack cuts the upper wall, first climbed on a sunny day – a rare event in 2008:

**25. Fun in the Sun\***

**16m**

**Hard Severe**

Nice crack climbing on the upper wall, [photo opposite with Di Taylor eyeing up the final crack](#). [Photo by Tony Howard](#).

4b. Climb the stepped corner below the arête, starting 2m left of Mental Mantels and passing a small ash to gain a ledge on the left, with a willow sapling below an arête. Climb the crack on the left directly, with help from the arête below the top. Belay on small cams 5m further up or, probably safer, trend left up heather for 20m to reach belays on the fence.



The right edge of the corner immediately right forms a fine looking arête with a thin crack in its upper right wall. Beneath it to the left, starting 5m left of a corner with two small oaks, another arête leads to the left end of a ledge:

**26. Mental Mantels\*****16m****E1**

A good line on clean rock, with a committing move to gain the halfway ledge - good practice for a similar but harder and more committing move at the top!

5a. Follow the lower arête just right of Fun in the Sun, first on the right then on the left, until a final tricky mantel gains the ledge. Move right to the corner, step up and round the arête then climb it with increasing difficulty and minimal pro (small wire) making a final bold mantel onto the top. Belay as Fun in the Sun.

The corner to the right is above the two small oaks growing from the stepped lower rocks. The following route starts 2m below and left of the lower tree:

**27. Six Steps to Heaven****16m****Mild VS**

A nice upper wall. Cams used throughout for runners.

4b. Follow a vague arête, climbing the six large steps to reach a ledge. Traverse right, into the corner and climb its right wall using parallel cracks to a tricky exit. Go left and belay as Fun in the Sun or trend up and right for 20m avoiding loose rock to reach the security of the fence post belays.

Not far to the right, and starting just left of the angle between this wall and The Far Right Wall, a slim groove slants up right to join the main corner, providing, once again with apologies to Eddie Cochran, a cure for:

**28. The Summertime Blues****13m****VS**

Interesting climbing, but with some creaking flakes.

4b. Follow the narrow groove up the wall keeping left of the hanging blocks in the main corner, which is joined not far from the top. Belay 10m back on fence posts.

The quarry angle then changes to form:

**The Far Right Wall**

A dangerous looking hanging block guards the corner at the start of this west facing wall, which has a nice collection of routes. The first is the yellow corner that descends steeply from overhangs 2m right of the start of the wall:

**29. Crusader\*****13m****VS**

Cams used throughout; steep with an exposed finish.

4c. Climb the corner crack over bulges to the roof then step boldly out left onto the adjacent prow and stride back right to finish on the hanging arête above the corner. Belay 10m back on fence posts.

1m right, shattered cracks lead to the left end of a big ledge halfway up the cliff.

**30. Joust****13m****VS**

4b. Follow the cracks steeply to the ledge then bridge up the cracked corner above, moving right on heather handholds to reach the finishing ledges and small tree of the next route. Continue carefully to the top and the fence pole belays.

1m right again and lower down a direct crackline runs the full height of the crag passing a ledge at two thirds height and finishing past a small rowan:

**31. Peveril the Poisoner****15m****VS**

Cams used throughout.

4c. Follow the crack system to the ledge and continue up the jamming crack to the small tree. Continue carefully to the top and belay 10m back on fence posts.

Down to the right, the wall concludes in a fine upper arête with a compact tower on its left and a cracked wall below. Starting about 2m left of the arête at the lowest point of the wall are two routes, both giving interesting and steep climbing:

**32. Ummayyad\*****15m****HVS**

Good steep crack climbing, slightly harder than Saladin and a nice slab to finish.

1. 9m. 5a. Slant very slightly left up the cracked wall to a foot-niche at 4m, then break out left and up to a short thin crack via some nice sequences, gaining the ledge by an awkward move. Belay in the upper crack of the previous route, or continue in a single pitch.

2. 6m. 4c. Climb bulges up the centre of the steep slab right of the previous route, and avoiding the edges, before reaching left to the rowan and continuing carefully to the top.

**33. Saladin\*****15m****VS**

Good steep crack climbing.

5a. Slant very slightly left up the cracked wall as Ummayyad, but continue up before moving up into a niche left of the tower and right of the big ledge. Leave the niche immediately by pulling out right onto the upper wall to finish left of the arête. Belay on the summit block, or on the fence 15m further back.

The final bold arête of the quarry has been claimed as led after top roping, though some have expressed doubt:

### 34. The Fool in the Jester Pants\*\*

15m

E4

6b. Serious, previously only climbed after top-rope inspection, but some say maybe not. Direct up the stunning arête defining the right edge of the quarry.

#### First ascents (a few routes might have been climbed previously)

22 June 2008	A. Howard & M. Shaw	Call of The Wild
3 July 2008	A. Howard & D. Taylor	Sneaky
3 July 2008	A. Howard & D. Taylor	Six Steps to Heaven
7 July 2008	M. Shaw & A. Howard	Crowless Foot
12 July 2008	A. Howard, M. Shaw & S. Troop	Footless Pigeon
12 July 2008	S. Troop, A. Howard & M. Shaw	Super Trooper
12 July 2008	M. Shaw, S. Troop & A. Howard	Deadleg Crack
19 July 2008	S. Troop, A. Howard, M. Shaw & W. Evans	Mental Mantels
21 July 2008	A. Howard & D. Taylor	Fun in the Sun
21 July 2008	A. Howard & D. Taylor	Cracked Corner
22 July 2008	M. Shaw & A. Howard	Green Fang
29 July 2008	M. Shaw & A. Howard	Saladin
3 August 2008	A. Howard, M. Shaw, D. Taylor & M. Khano	Pevevil the Poisoner
3 August 2008	M. Shaw, A. Howard, D. Taylor & M. Khano	Crusader
13 August 2008	A. Howard & M. Shaw	Summertime Blues
15 August 2008	A. Howard & M. Shaw	Burning Daylight
23 August 2008	M. Shaw, A. Howard & D. Taylor	Jihad
23 August 2008	M. Shaw, A. Howard & D. Taylor	Freeborn Man
1 September 2008	A. Howard & D. Taylor	Cracked Slab
1 September 2008	A. Howard & D. Taylor	Sidewinder
6 September 2008	M. Shaw, A. Howard & S. Troop	The Snark
13 September 2008	A. Howard & D. Taylor	The Sundog
14 September 2008	S. Troop, M. Shaw & A. Howard	No Country for Old Men
14 September 2008	M. Shaw, S. Troop & A. Howard	Mein Kampf
20 September 2008	W Evans, S. Troop & M. Shaw.	Hurricane
October 2008	C. Perrin & R. Gibbon	On Site
28 December 2008	A. Howard & M. Shaw	Jouster
29 December 2008	M. Shaw & A. Howard	Ummayad
27 June 2009	M. Shaw & A. Howard	Bête Noire
4 July 2009	A. Howard & M. Shaw	No Need for a Struggle
4 July 2009	S. Troop, M. Shaw & A. Howard	No Time for New Tricks
5 July 2009	M. Shaw & A. Howard	Swastika
11 July 2009	A. Howard, M. Shaw, S Troop	Monster Mantels
23 Aug 2009	A. Howard & M. Shaw	Green Fang, alt. start

Nearby crags

### Info from Rock Climbs in Lancashire & the North West, 1983

#### Carrbrook Quarries (SD 999 012)

Also known as Slatepit Quarries and situated on the opposite side of the valley to Cowbury Dale Quarry from which they are visible. Some problems in the lower right quarry but hardly worth a visit.

#### Buckton Main Quarry (SD 991 016)

This is the quarry which is just behind Cowburydale Dale Quarry, but hidden from view though its perimeter fence is used for belays. One climb was done here by Malc Baxter when it was unused but it is now being worked again. Having looked in from the castle mound, it appears that the following climb may have gone:

#### Sourpuss Shuffle

22m

VS

Start on the far back wall left of centre and climb a crack with a protruding block to a platform. Ascend the corner crack and go left up the top wall to finish at the top left point of the arête.