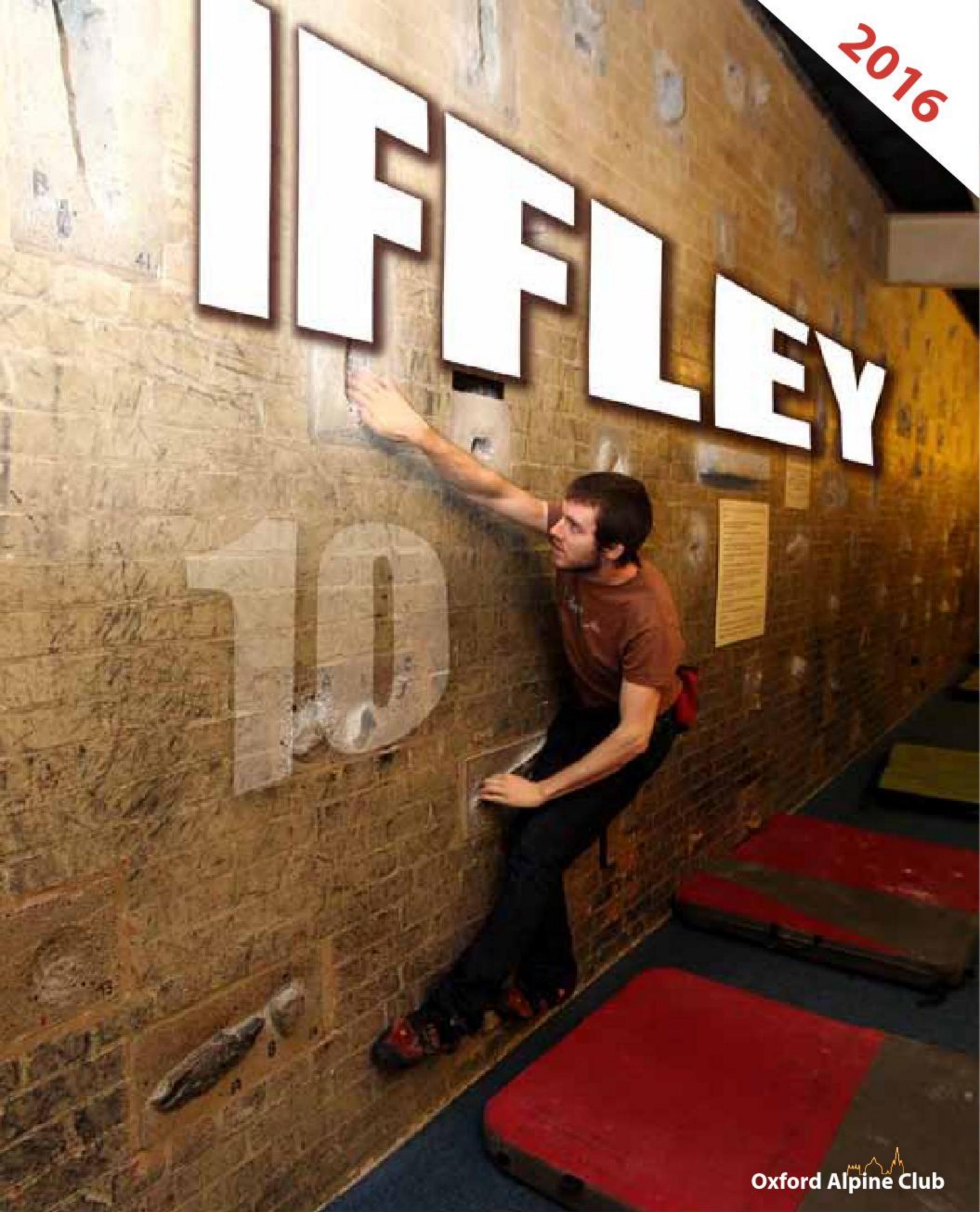


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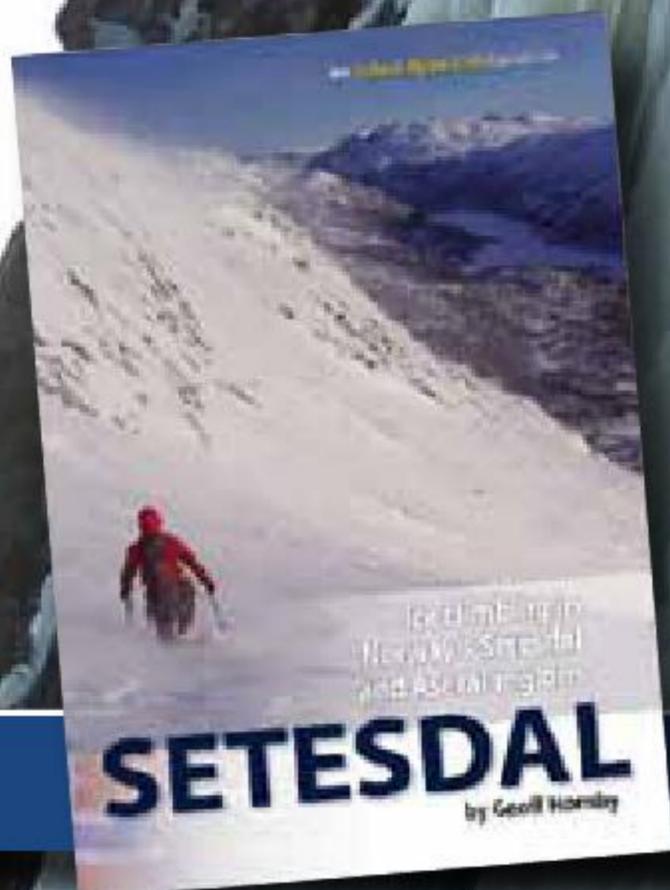
The Iffley Bouldering Guide

10th Edition | by Steve Broadbent

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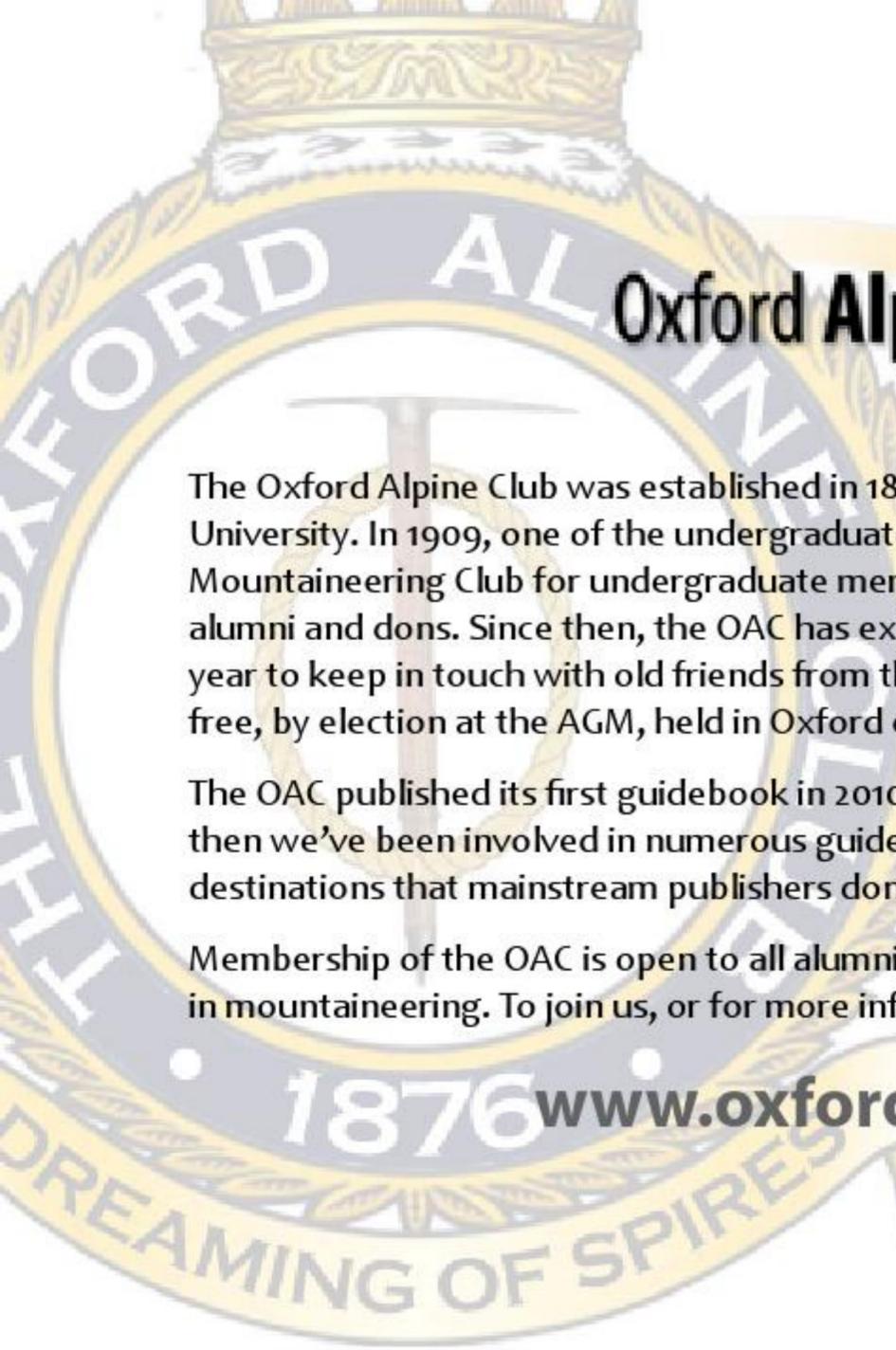
IFFLEY 10

The Iffley Bouldering Guide

10th Edition

**“BOULDERING IS NOT A SPORT
IT’S A CLIMBING ACTIVITY WITH
METAPHYSICAL, MYSTICAL, AND
PHILOSOPHICAL OVERTONES.”**

John Gill



Oxford Alpine Club

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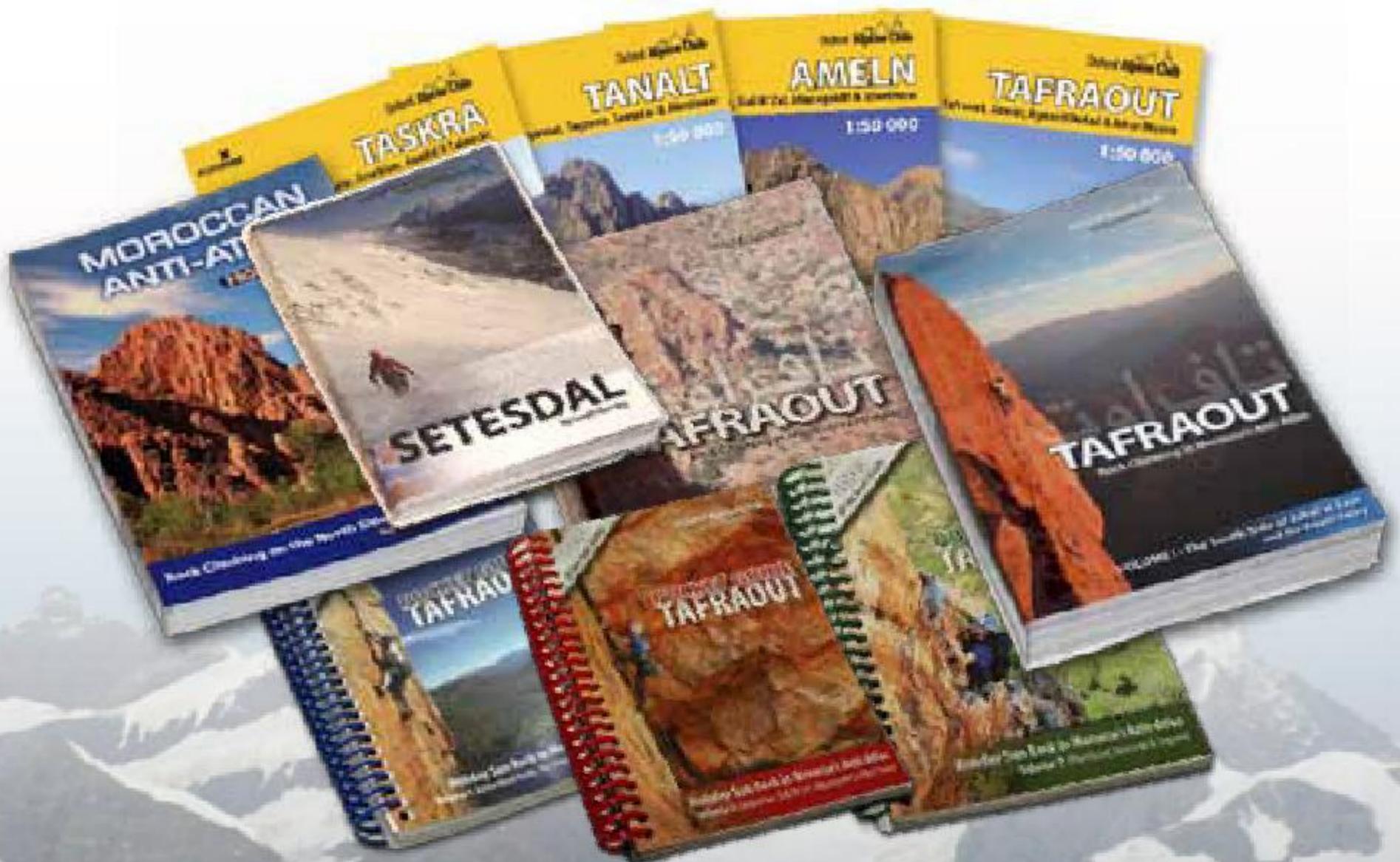


The Oxford Alpine Club was established in 1876 by members of the Alpine Club resident at Oxford University. In 1909, one of the undergraduate members, Arnold Lunn, set up the Oxford University Mountaineering Club for undergraduate members, leaving the OAC as an alumni club for Oxford alumni and dons. Since then, the OAC has existed as a network of climbing alumni, meeting twice a year to keep in touch with old friends from the Oxford mountaineering community. Membership is free, by election at the AGM, held in Oxford every Spring.

The OAC published its first guidebook in 2010, to the Anti-Atlas mountains of Morocco. Since then we've been involved in numerous guidebook and mapping projects to 'off-the-beaten-track' destinations that mainstream publishers don't see sufficient profit in.

Membership of the OAC is open to all alumni of the University of Oxford who have an active interest in mountaineering. To join us, or for more information about publishing with the OAC, please visit:

1876 www.oxfordalpineclub.co.uk



IFFLEY 10

The Iffley Bouldering Guide

10th Edition, 2016
by Steve Broadbent



Published by the Oxford Alpine Club (UK)

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PREVIOUS EDITIONS

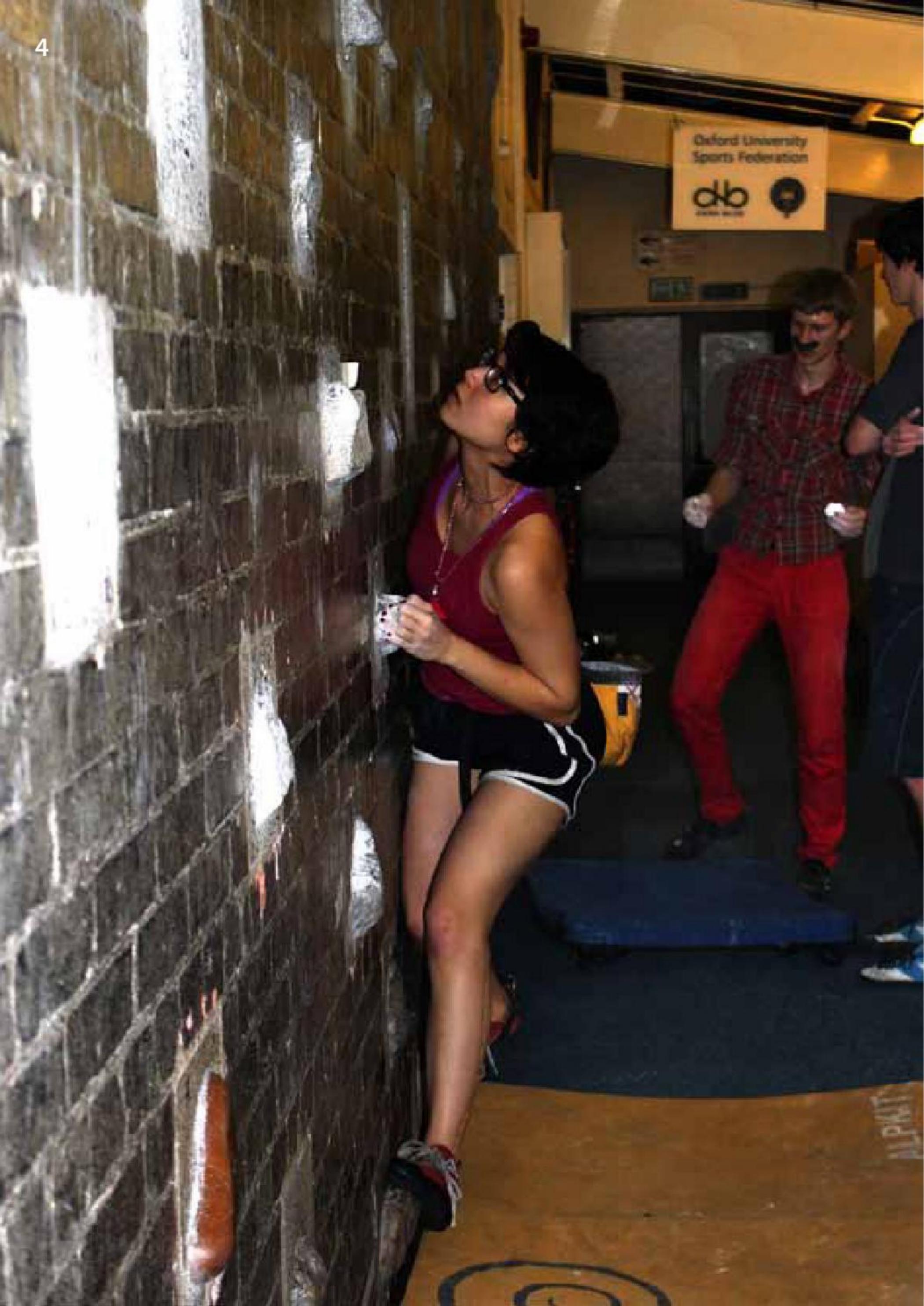
First edition by Adrian Baugh: 2000
Second edition by Steve Broadbent: April 2001
Third edition: September 2001
Fourth edition: January 2002
Fifth edition: May 2003
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Seventh edition: August 2006
Eighth edition: February 2008
Ninth edition: December 2013
This edition compiled December 2015



PLEASE READ THIS!

Bouldering, buildinging, and night-climbing are inherently dangerous activities, and users of this guidebook should be properly equipped and experienced before undertaking any activity described in or inspired by this book. Over the years OUMC has suffered more injuries at Iffley wall than any other location, and in recent years at least three serious injuries have occurred, even when bouldering mats have been in place. Furthermore, many activities described in this book do not lie strictly within the law, or the regulations of the University of Oxford: they are included here for amusement only, and readers are not advised to attempt them.

The Oxford Alpine Club or the author accept no responsibility for any damage, loss, injury, or death caused as a result of any activity inspired by this publication. Views contained within do not necessarily represent the views or opinions of the author, the Oxford Alpine Club, Oxford University Mountaineering Club, the University of Oxford, or anyone else for that matter.



“OLD, BUT NOT OBSOLETE”

Arnold Schwarzenegger

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Symbols

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Acknowledgements

It is with some amazement that we present the tenth edition of this increasingly cult guidebook, some 17 years after Iffley's holds were first numbered on a wet Michaelmas afternoon in 1999. The fact that there is still so much demand for an updated guidebook speaks volumes for the continued importance of Iffley wall within the Oxford University Mountaineering Club, and I must express my gratitude for everyone who has been involved in the Iffley scene during that time – after all, a bouldering wall is nothing without boulderers.

Iffley, like climbing, is a way of life. People come and go, but as in the Club, and even the city, the esoteric bunch of people who call themselves Iffley Boulderers are bound together by something much deeper than can ever be understood by outsiders. Whilst many will have gone before, it is Johnny Dawes who, in my mind, lies at the bottom of that culture: his surreal sessions at Iffley wall, followed by even more surreal nights out in Oxford were unknowingly influential in my life and my love of this wall. At the same time, whilst I learned much about climbing, partying, and other Oxford eccentricities, Adrian Baugh's 1st edition guidebook was an invaluable aid in the compilation of the subsequent editions. And then of course I must thank OUMC Presidents Tim Woollings and Katja Wigmore, who helped with the tedious task of hold numbering; the sports centre staff for their patience and support; and all of the people who have set problems here (the list is now too extensive to reproduce) during 17 years of amazing Iffley experiences.

Finally, I would also like to thank the librarians in the Oxford Mountaineering Library, who generously helped research the old Horspath Railway during the production of the 4th Edition, all those years ago.

Background to the Tenth Edition

This volume aims to be two things. Firstly, the authoritative list of bouldering problems on the University's bouldering wall, and secondly an insight into bouldering, buildering, and climbing in general within the city of Oxford. It does not include any information about bouldering at Oxford Brookes, as problems here come and go with alarming frequency.

Iffley bouldering wall has traditionally seen some of the most frequently updated guidebooks of any 'crag' in the world. Indeed, during 1999 - 2001 the 'Iffley List', as it was then known, was reprinted on a weekly basis during term times – such was the pace of development. By 2003 the 5th edition of the guidebook represented the culmination of this early development, remaining current for some two years as the pace of problem-setting tailed off. Major re-works appeared in the shape of the very popular 6th edition (the first to include buildering and Horspath), and then the 8th edition, both of which were distributed as digital downloads.

As the guide grew ever larger, self-printing became more difficult and expensive, so in 2013 it was decided to publish a printed edition. The landmark 9th edition was the first to be published by the Oxford Alpine Club, though in reality production was sub-contracted on a print-on-demand basis. Given the huge demand for that book, and the expenses involved in print-on-demand publishing, full responsibility for the printing and distribution of the Iffley guide has now been taken on by the OAC, and this 10th edition is the first Iffley guide to be published entirely 'in-house'. Hopefully this will ensure that we don't run into the same shortage of copies experienced with the previous edition.



Foreground: Xandra Burns climbing something. Background: We have absolutely no idea.

Access to Iffley Bouldering Wall

Use of Iffley bouldering wall is restricted to members of Oxford University Mountaineering Club for reasons of liability. Membership is available to anyone on payment of an annual or termly fee. The wall is located within the main hall at Oxford University Sports Centre on Iffley Road. Access is via a pedestrian gate on Iffley Road itself, or through the vehicle entrance on Jackdaw Lane. A Bodleian Card or Pulse User's Card is often required for access during the week. OUMC membership cards will be required for accessing the bouldering mats, stored in a cupboard opposite the wall.

How to Use This Guidebook

This guidebook can be broadly split into five major sections as listed below. For each main section there is a quick reference 'thumb-flick' guide down the edge of the page highlighting important pages or subsections.

A) Introduction, History, and Information

That's what you're reading now. Useful for bored moments at home (to brush up on your Iffley history), or to find out what all the symbols and grades really mean (good luck with that).

B) The Circuits

Listings of the coloured circuits – these are a great way to work through some of the very best problems, and can liven-up an otherwise dull session.

C) The Problems

This is the really important stuff – listings of all the current Iffley problems. They are arranged according to their sit-starts, and then in grade order within those sub-sections. Use the handy 'thumb-flick' down the edge of the page to locate a particular sit start. The traverses and Dawes Masterclass problems are located at the end.

D) Bouldering and Buildering in Oxford

This section describes some other fun places to climb around town...

E) The Graded List and Alphabetic Index

The complete list of Iffley problems in grade order, but without all the historical information to clutter it up!

Problem Names

These are given to a problem by the first ascensionist or the person who conceived the problem. In this guidebook they are colour coded according to their grade as follows...

Green Problems are the easiest problems, with grades up to 4c+

Blue Problems are the intermediate lines, graded between 5a and 5b+

Red Problems are more difficult propositions, spanning the 5c-, 5c, and 5c+ grades

Black Problems have become known as 'The Hard Iffley Problems', and all lie above the 6a- grade.

Style Symbols

These give you lots of useful information about the problem, as follows...

 **A worthwhile problem.** One star problems are those with the occasional nice move and no major flaws in the line.

 **A really good line.** These problems feature particularly nice climbing and are definitely worth spending some time on.

 **Three star problems** are generally aesthetic lines with continuous fun moves, and almost all of them are historically significant.

 **A four star rating** indicates a particularly classic problem. There aren't many of these about, and they should all be on your tick list!

 **Suitable for All** – every problem with the little family symbol can be climbed by shorter climbers, who for the sake of argument have a height of 5'4 and an ape-index of zero!

 **Tall Man** – these problems feature particularly long moves. Average height climbers will find them significantly more difficult than the lanky people, and shorties may as well look elsewhere!

 **Technical** – features technical moves and might initially appear difficult for the grade until you figure out exactly how it should be done.

 **Flexible** – Be prepared to perform impossible acts of bendiness and stretchiness on any problems carrying this symbol.

 **Strong Man** – these moves require big muscles for their grade, and are likely to have you sweating and heading off to the pub far before your time!

 **Dynamic** – These problems are usually completed either by a true dyno, or a slightly dynamic move. There are some very easy ones out there though!

 **Fingery** – small holds require good finger strength. Consider taping up if your tendons aren't used to taking the strain

 **Infamous** – can either be a good or a bad thing! These problems have provided good pub-chat over the years, and are therefore the more 'famous' of the Iffley problems.

 **Ambulance** – signifies that a problem presents a risk of injury, either by containing sketchy moves high on the wall, or the potential for tendon damage. Be warned - there have been several serious injuries at Iffley.

Hold Listing

The holds are listed approximately in the order of use, but basically just in the order they were submitted by the setter. Static starts (or standing starts) are indicated by brackets around the starting holds. If anything other than simply the last listed hold is to be used as a finishing hold then all finishing holds are listed in bold type. See the ethics page for a more detailed description of what is and isn't allowed!



Ethics and the Use of Chips

Crash Pads

Almost all of the hard, high, and famous problems were set without the use of crash-pads, with some old 1-inch blue 'stretching mats' giving marginal protection for some of the later desperates. Today, however, the use of good bouldering mats is not only accepted, but strongly encouraged. Serious injuries have occurred during falls from Iffley wall.

Sit Starts

Most problems at Iffley are sit starts – that means starting with your bum sitting on the ground. In extreme cases, shorter climbers may acquire the initial hand and footholds, and then lower themselves to begin with the bum touching the ground. Using a mat to elevate the posterior in order to reach extra holds that are not part of the sit start is right out! ...however... some problems were set and graded by lanky people who could reach the crucial starting hold from the ground, and only in these cases may crash-pad assistance be sought. If in doubt, ask around, though it should usually be fairly obvious.

Standing Starts

Today, climbers generally use any holds they like in order to access the initial (bracketed) holds of standing-start problems. Before continuing with the first move, however, you should cease contact with all non-listed holds, and remain in balance on the starting holds. Some older problems did not allow the use of non-listed holds, and where relevant this is noted in the description.

Finishing Holds

The finishing hold is usually just the last one listed, but if not then finishing holds are printed in bold type. To finish a problem successfully, you should reach the finishing hold in perfect balance – i.e. remain in contact with that hold for several seconds (or be able to). Some problems involve a static reach to the final holds, and in these cases shorter climbers may be unable to physically reach over the top hold, but can claim success by staying in perfect balance at the point of their maximum reach.

Chips

The first recorded use of a chip was during the working of *The Witching Hour*, and in the years since then chips have become a key feature of Iffley Bouldering. On some problems, chips were part of the first-ascensionists plan; on others people have used them to make problems easier when the first ascensionist just didn't consider their use. Unfortunately, however, facts like this are not often recorded, and so the use of chips at Iffley has become a bit of a black art. To help you out, here are some general guidelines...

- ▶ Most problems below 5c do not require chips for hands, and their use should generally be avoided unless specified in the guidebook description. Chips for feet are acceptable.
- ▶ On problems of 5c and above, chips for hands may be part of the plan, unless specified otherwise.
- ▶ If a description specifies "no chips" then chips are not allowed for hands or feet – get smearing!
- ▶ The guidebook descriptions may not be 100% comprehensive – if it's really obvious that a chip is the only way then go ahead and use it, but do try hard to find a better way!
- ▶ **Please do not enlarge or create chips, or chip holds.**



This might be fun, but is clearly cheating. Mark Tomlinson up to no good with Katja Wigmore and Gillian Damerell. Note the uncluttered corridor, typical of the mid 2000s... a single bouldering pad was controversial at the time.

Iffley Grading Systems

Iffley Tech	Iffley B Grade	UK Tech	Povey	Font	Furlong	French
4a-						
4a						
4a+				4		IV
4b-					A	
4b		4c	Easy			
4b+	B0					
4c-						
4c		5a		4+	AA	V-
4c+	Strenuous					
5a-						
5a						F6a
5a+	B1	5b		5	AAA	
5b-	Strenuous					
5b	Technical		4b			
5b+	B2					F6b
5c-	Technical	5c		5+		
5c	Strenuous				XXX	
5c+	B3					F6c
6a-	Strenuous	6a		6a		
6a						
6a+	B4			6b		F7a
6b-	Technical					
6b	Strenuous	6b	Hard	6c	WTF	F7b
6b+	B5					
6c-	Technical			7a		F7c
6c	B6					
	Strenuous					
	B7					
	Technical					

Oxford Buildering System

1 Post Dinner Stuff... I'll Make Sure No One's Looking...
 2
3 Unsuitable for Black Tie...
 4 Povey 4b?
 5 You're Going Down, Sunshine

- Intro
- Iffley
- Oxford
- Indexes
- Intro
- Symbols
- Etiquette
- Grades
- Neurons
- Alumni
- Clubs

Grades

OK, here goes... The Iffley grading system is historically obscure, to say the least. Almost everyone has complained about grades at some stage in their Iffley career, and all we can really do is assure you that they do seem to make more sense once you've been climbing on the wall for several years. When trying to understand Iffley grades, it's worth bearing in mind two important considerations...

- ▶ On everything below about 5b you really need to be able to do the sit-start for the grade to feel accurate. People new to the wall often claim problems are harder than the grade suggests, but once you've mastered the limited number of starts, then you can begin to make sense of the grades.
- ▶ The style of a problem means an awful lot. The Iffley tech grades are very accurate for problems of similar styles, but don't do that well at comparing fingery or technical problems with big powerful ones.

So how do they work? Well a brief historical explanation probably helps here... When the first problems were given grades, they were all around the 5b / 5c level, and were given grades that would roughly correspond to UK tech grades as found on an outdoor climb (not boulder problem!) Grades then spread upwards and downwards, slightly more closely spaced than UK Tech grades, in order to give a more descriptive system. (i.e. squeeze in more grades, so Iffley 4a may equate to UK 4c, but Iffley 6c may only be UK 6b)

If only it were that simple. After a couple of terms, a very definite trend started to appear in which certain characteristics could be identified in each grade. 5b problems were developing a somewhat different 'style' to 5c problems, and so on. This resulted in one of the most annoying (but unique) quirks of the grading system – the fact that some problems just 'felt' like a 5c- even though there were other problems that sometimes seemed harder but 'felt' like 5b+ problems.

Iffley 'B' Grades

As well as the Iffley Tech Grade, this guidebook uses the now well-established Iffley B grade system, which works much like the UK adjectival E-grades. The B grade gives an overall impression of how difficult a problem is, taking into account the technical difficulty, the length, and the likelihood of bad falls. More importantly, the B grade gives a clue as to how many beers are earned for climbing that problem.

Povey Grades

A much more accurate system, the Povey Grading System is well understood amongst generations of Oxford boulderers, and scarcely needs explanation here. Problems at Iffley range from *Easy*, through *4b*, to *Hard*.

Furlong Grades

Likewise, it is beyond the scope of this book to offer explanation of the Furlong Grading System. In fact, it is beyond the scope of common sense to offer an explanation of the Furlong Grading System.

Buildering Grades

Oxford Buildering problems use the Oxford Buildering System with a grade from 1 (easiest) to 5 ("you're going down, sunshine"), taking into account technical difficulty, injury potential, and hazards posed by CCTV.

The table opposite may or may not show how all the various grading systems correspond...



Notes for Newcomers

Iffley Bouldering Wall is a unique place to climb. This tiny painted-brick wall, tucked away in a rather out-dated sports centre is steeped in the kind of history, character, and atmosphere that far outweigh its lowly appearances. Iffley is much more than a climbing wall – it is a culture that lies at the very heart of the University Mountaineering Club, and whether or not people admit to liking the place, they will not fail to recognize this strange phenomenon.

So what is so special about the place? That question has been posed to generations of OUMC climbers, yet we're still without a satisfactory answer... A major element of Iffley's appeal lies in the friendly competition that it provokes – this is a place where climbers can push each other's limits, without being the best in the world. Setting problems, and challenging others to follow, provides strong motivation to work out more beautiful and difficult moves; to always go one step beyond where you or your colleagues have gone before. And that competition results in the kind of interest in "who's climbed what" that you'd normally only associate with the upper echelons of 'real' climbing, so before we know it we find ourselves talking about Iffley in the pub, at work, and on holiday...

But the greatest thing is that whatever grade you're working at, that competition can still apply. Eliminating holds, finding new sequences, speed climbing... we suddenly find interest in improving ourselves, our climbing, and the problems themselves. Soon, the Iffley problem becomes so much more than just another line of holds in a climbing wall – it is a real canvas for personal expression. It won't be taken down and re-set next term, and every struggle and success it witnesses will add to a rich history that makes every problem so appealing. At Iffley, even the easiest problems tell, hide, and create the stories that make up the very life of the 'Iffley Scene', hinting at climbing adventures, tensions, and relationships running back into the Club's history!

On top of this history and character, Iffley benefits from more route-setters at any one time than any other wall, resulting in a surprising variety of styles – Yes, it's true that most Iffley problems share a certain characteristic that makes a particular climbing style prevail, but within that it is possible to identify a multitude of attitudes and techniques that you probably wouldn't recognize at other walls. And it's worth bearing that in mind when you "just don't get" one particular problem, despite it being graded lower than one you find easy...



At the end of the day, it usually takes people some time to see what all the fuss is about. The only recommendation is to stick with it, and you'll soon feel yourself becoming part of something... So get involved with the crowd, boulder in groups, challenge each other, perfect everything you do and always strive to climb not harder, but 'better'. The result? Well 6 years after climbing Blair Witch Project for the first time, you'll probably still remember the people there with you – yet you won't even remember any routes you climbed at other walls 6 years ago...

So where do you start? Well first off it's important to realise that Iffley's 'base grade' is about 5b or 5c – that's the level that things started off, and a grade that seems to suit both the wall and 'average-height' climbers. From that base grade, problems with more holds got given grades progressively lower, based more on a principle of "well that one's easier than that one", rather than "that feels like UK 4b". The result of this is that some of the grades below 5b feel somewhat erratic – a fact that's made worse because many of them were set by people who were climbing much harder, and found it difficult to tell the difference between 4b and 4c. Much work has gone on to correct a lot of very odd grades amongst the easier lines, but anomalies are bound to remain. If in doubt, remember that problems are graded with Iffley Grades – they are not UK tech grades!

With well over 400 problems to choose from it can be hard to know which ones to try first, and newcomers can often be put off by some of the more obscure and badly graded lines or difficult sit-starts. Unfortunately, difficult sit-starts are an integral part of Iffley bouldering, and mastering them is the key to success on many of the better problems. A good place to start is with the Tick Lists on the following pages – these 'featured problems' are considered to be some of the most representative on the wall and give a good taste of what Iffley bouldering is all about.

**"I LOVE THIS WALL
IT'S REALLY F**KED UP."**

Johnny Dawes

The Iffley Tick Lists

There are now well over 400 independent problems on Iffley wall, as well as many variations and eliminates. Whilst all of the problems in this book are considered worthwhile in their own right, it would now be a futile and tedious task to complete all the problems in a grade band before moving up through the levels. After all, many of the problems are very similar to each other, and several are hardly the kind of world-class problem that Iffley is all about!

The following tick-lists contain the very best problems of each grade, and give people at all levels something to aspire to. These lines are the classic Iffley problems, featuring not only good bouldering, but at least some historical significance in the development of Iffley bouldering. They should all be considered as a rite-of-passage for the Iffley Boulderer.

LEVEL 1 - First Steps

Iffley is a difficult place for novices because other than the enjoyment of perfect balance and movement over rock, the wall has little to offer... The only suitable advice is to persist, because once you get a few of the sit-starts under your belt there are many beautiful problems waiting to be discovered. The following selection are a good place to start getting a feel for the wall.

<input type="checkbox"/>	B0 4a	The Ladder	2 17 16 18 43 44 63 64 98
<input type="checkbox"/>	B0 4b	Ali G	(30 55) 81 110
<input type="checkbox"/>	B0 4a	Boing! Said Zebedee	(34) 85 32 112B
<input type="checkbox"/>	B0 4b	The Right Stuff	9 10 32 34 58A 85A 113B
<input type="checkbox"/>	B0 4b	Dynosaur	2 17 16 3 18 45 63 98
<input type="checkbox"/>	B0 4b	The Rocker	(2 15B 44B) 17 64 46 20 68 69

LEVEL 2 - Easy Classics

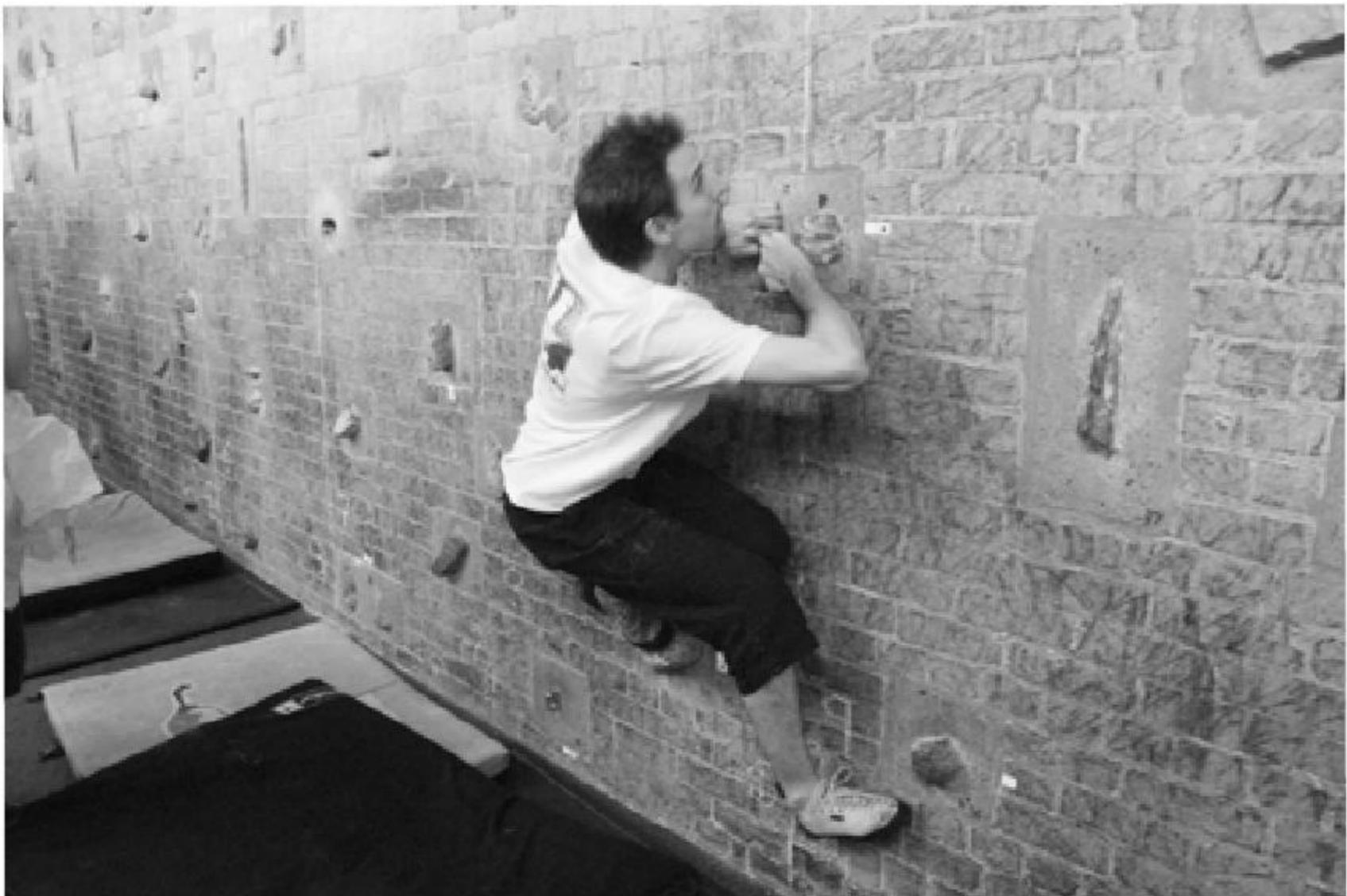
Bouldering is a sport traditionally associated with the higher grades, and few climbing walls offer much in the way of easy bouldering. For the lower-grade boulderer, however, Iffley is packed full of very worthwhile problems, many of them amongst the very best the wall has to offer. Even those climbing at higher grades should consider this selection of problems essential ticks in their Iffley career.

<input type="checkbox"/>	B0 4b	Question Time	4 19 20 47 66 69 101
<input type="checkbox"/>	B0 4b	Ice Cube	8 28 29A 54 79A 80 108
<input type="checkbox"/>	B0 4b	Twisted Sister	(77B 7) 80 29B 30 81 32 85
<input type="checkbox"/>	B0 4b+	The Bad	2 16 43 42 44 96A
<input type="checkbox"/>	B0 4b+	The Jester	2 16 43 63 96
<input type="checkbox"/>	B0 4b+	No Problem	17 18 64A 97B
<input type="checkbox"/>	B0 4c	Overlap	4B 5 19A 20 47A 48A 67A 103B
<input type="checkbox"/>	B0 4c	Tiffin	7 26 28 52 78 108 105
<input type="checkbox"/>	B1 4c	Pebble Beach	(73B 23A) 106B 51 75B 108
<input type="checkbox"/>	B1 4c	The Slide	(5 48) 20 23 50 73B 51 75 76B
<input type="checkbox"/>	B1 5a	Wax On, Wax Off	11 36 38B 38C 89 91 116A 117
<input type="checkbox"/>	B1 4c	The Sting	(59 11) 34 86B 85A 32 81
<input type="checkbox"/>	B1 4c	Rock & Roll	(50 23A) 20 71 67A 46 65 99B
<input type="checkbox"/>	B0 4c+	Stroll	(14A 40B) 43 42 18 15A 96A 99A

LEVEL 3 - Into the Fives

5a is one of the biggest milestones in the boulderer's Iffley career, opening the way to the classic mid-grade lines. From here on in, individual strengths and techniques will be called upon in every problem, be it finger strength, arm strength, flexibility, balance, footwork, or body tension. Even those climbing at the very hardest grades will find plenty to think about in the Iffley 'five something' problems, so don't be disheartened if you find the difficulty ramping up. The following selection of problems are some of the very best and most accessible of the mid-grade problems, covering a range of styles.

□ B0 5a-	Sabre Dance	(38 11 34 58A) 85A 115
□ B0 5a-	Die Gerbils!	4B 19 45 64 98
□ B0 5a	Touch Me	(9B 56) 10 57 34 86C 86B 89
□ B0 5a	Squetch	7 28 25 52 108 105
□ B0 5a	Halloween	8 28 77B 108 107
□ B1 5a-	Cosmic	4 5 20 22 48 76 69 103B
□ B1 5a-	Long Division	4 5 20 48 23 73 Girder
□ B0 5a	Varsity	Arete 1 40B 41A 93
□ B1 5a	Weak Like Monkey	9 31 32 85 113
□ B1 5a	Major League	7 26 51 75B 73B 70B 48A 69A 104
□ B1 5a	Die Yetis!	4B 19A 46 45 98
□ B1 5a	Befuddled	2 16 3 45(feet) 46 98
□ B2 5a+	Irn Bru	Arete 1 40A 41 Girder
□ B0 5b-	Strong Like Bull	10 32 85 114
□ B1 5b	Central Pillar	5 20 21 48A 67A 46 99A



▲ Aeron Buchanan during the 2007 Iffley Bouldering Competition. Nobody knows or cares who won.

LEVEL 4 - Classic Iffley

The mid-grade classics encompass some of the very best moves the wall has to offer, and all of these problems are essential ticks for the Iffley Boulderer – completing all of these in one session could well be the Ultimate Iffley circuit.

<input type="checkbox"/>	B1 5a	The Pint Glass	4 19B 66 47B 102B 99B
<input type="checkbox"/>	B1 5a	Superman in Y-Fronts	(7 77) 51 75A 76B 107A
<input type="checkbox"/>	B0 5a+	Gaston	(4 5 47A) 48A 50 6 26 51 77B
<input type="checkbox"/>	B1 5a+	Overmantel	7 28 51 76 107
<input type="checkbox"/>	B1 5a+	Laah!	11 36 37 89 117
<input type="checkbox"/>	B0 5b-	Monocle	7 26 51 76B 107A
<input type="checkbox"/>	B1 5b	Stage Left	17 18 46 99A
<input type="checkbox"/>	B1 5b	Wet Paint	9 30 32 82A 54 81 110
<input type="checkbox"/>	B1 5b	Geronimo!	31 32 84B Girder
<input type="checkbox"/>	B1 5b	Gormenghast	10 32 57A 83 113B
<input type="checkbox"/>	B1 5b	My Name is Neo	10 35 84A 85B 115
<input type="checkbox"/>	B1 5b	Green Goddess	7 28 79A 107A
<input type="checkbox"/>	B1 5b+	Jenga	7 26 77A 108 106B 105
<input type="checkbox"/>	B1 5b+	The Sorcerer's Apprentice	(7 24 51) 73B 23 22 105
<input type="checkbox"/>	B1 5b+	Hebrews 5.10	2 16 17 64A 46(feet) 99B
<input type="checkbox"/>	B2 5b+	Kiss The Wall	2 16 44A 17 62A 96 99A
<input type="checkbox"/>	B2 5b+	Crushed Strawberry	4 19B 66 47B 67 103
<input type="checkbox"/>	B3 5b+	Shelve It	(46) 99A
<input type="checkbox"/>	B1 5c-	C2	11 37 10 32 84B 81
<input type="checkbox"/>	B1 5c-	Chaos Theory	7 26 51 108 105
<input type="checkbox"/>	B2 5c-	The Beards of Zeus	4 5 20 22 48B 67B 72A 103B
<input type="checkbox"/>	B2 5c-	Ape Index	4 19 20 47B 67A 72A 103B
<input type="checkbox"/>	B2 5c	Judean People's Front	
		Crack Suicide Squad	29 30 8 9A 82A 76 56 105
<input type="checkbox"/>	B2 5c	Naked	17 18 63 97A
<input type="checkbox"/>	B2 5c	Enigma	3 18 45 44B 98
<input type="checkbox"/>	B2 5c	The Nose	9 30 56 81 110
<input type="checkbox"/>	B2 5c	The Matrix	4 20 48A 73B 52 105
<input type="checkbox"/>	B2 5c	Masters of Stone	7 26 51 73B 107A
<input type="checkbox"/>	B2 5c	PARC Analysis	Arete 1 14B 42 62A 98
<input type="checkbox"/>	B2 5c	High Tension	5 20 47 66 99B
<input type="checkbox"/>	B3 5c	Ambiguity	2 16 43 14B 41A Arete 40A 94B

**"CLIMB BETTER,
NOT HARDER."**

The Iffley Gods

LEVEL 5 - The Threshold Problems

The 5c+ problems somehow became known as threshold problems, standing as they do on the threshold of 'hard Iffley' climbing. These problems are usually highly technical, but if you find one that suits you then they can often feel easier than the thuggish 5c's below them. Make no mistake, however, Iffley 5c+ is a difficult grade, requiring well developed technique and lots of finger strength. Expect to spend considerable time working this selection of awesome boulder problems...

<input type="checkbox"/>	B2 5c+	Analogue	5 20 48A 72B 101A
<input type="checkbox"/>	B2 5c+	Digital	8 28 53 76B 107A
<input type="checkbox"/>	B3 5c+	This is a Low	8 29 54 77A 108 105
<input type="checkbox"/>	B3 5c+	Twister Variation	(66 4B) 20 23A 73B 52 105
<input type="checkbox"/>	B2 5c+	The Apes of Wrath	10 34 35 86B 85B 113A
<input type="checkbox"/>	B3 5c+	The Tactile Variation	2 14 15A 40A 41B 63 95B 94B
<input type="checkbox"/>	B3 5c+	Resurrection	4B 5 20 47A 67B 73A 50 104A
<input type="checkbox"/>	B3 5c+	Hate Mail	11 38 58B 91 117
<input type="checkbox"/>	B3 5c+	The Tensor	5 20 23 49 25 50 75A 105
<input type="checkbox"/>	B3 5c+	Deadpoint	11 37 34 35 86C 32 113B
<input type="checkbox"/>	B3 5c+	The Dance of the Electric Penguin	9 10 32 34 35 87 113B no chips

LEVEL 6 - Hard Iffley

Only two people have ever on-sighted a Hard Iffley problem (i.e. a problem above 5c+), and ascents are still relatively rare in comparison to the huge numbers of successes on 5b and 5c lines. These problems are where the spirit of friendly competition at Iffley really defined itself, and each one of them has a story to tell.

The world of Hard Iffley was opened in Michaelmas 1999, when Steve Broadbent's famous 'week of stretching exercises' led to success on Iffley's first 6a, *The Blair Witch Project*. Between 1999 and 2001 standards at Iffley soared, culminating with the first ascent of *Ecstasy* in Hilary 2001, which remained the wall's hardest problem for some 12 years. In the years since then, dozens of ultra-hard lines have fallen to an ever-growing elite of Iffley boulderers, and problems that were considered state-of-the-art ten years ago are now seeing frequent ascents.

This selection, the very best of Hard Iffley, includes the problems that have written the wall's history, epitomising the spirit and culture of Iffley. An ascent of any one of these problems is worthy of a celebratory beer, and has been the aim of countless hopefuls over the years...

<input type="checkbox"/>	B4 6a-	The Tall Man Rides a Shovelhead	2 16 42 61B 97B
<input type="checkbox"/>	B4 6a-	Osmosis	9 30 56 10 36 90A 28A 117
<input type="checkbox"/>	B4 6a-	Moby Dick	7 28 75A 73B 48B 103B
<input type="checkbox"/>	B4 6a-	The Blair Witch Project	6 7 25 49 73B 105
<input type="checkbox"/>	B5 6a-	The Four Minute Mile	7 26 51 73B 48A 66 46 64A 96B
<input type="checkbox"/>	B5 6a	The Fallen	8 29 51 105
<input type="checkbox"/>	B5 6a	Zebedee's Torment	9 10 32 86B 112 82 110 no chips
<input type="checkbox"/>	B4 6b-	The Witching Hour	6 7 25 73B 105
<input type="checkbox"/>	B5 6b-	Horny Little Devil	5 22 48B 72A 103B no chips
<input type="checkbox"/>	B4 6b	Potheosis	9B 30 56 10 86E 36 37 91B no chips
<input type="checkbox"/>	B5 6b	Ice Lolly	6 23A 50 78A 29 81
<input type="checkbox"/>	B6 6b	Palm Beach	6 23 22 70B 73A 51 78B 28 30 83 57 85
<input type="checkbox"/>	B7 6b	Bemused	2 16 46 68 Girder 107A
<input type="checkbox"/>	B7 6c	Ecstasy	34 32 83B 29A 88B 53A 108 no chips

GIRDERING - The Black Art

The idea of using girders as part of a problem has been around since Andy Thow's Bewitched first listed the central girder as a hold, but the concept never really took off. It wasn't until 2005, in an attempt to find more new amusements in the competition, that Geoff Hannis posted the classic Geronimo! and the modern genre of girdering was born.

Development has, however, been relatively slow, and girdering is still in its infancy even today. This is mostly due to an almost universal fear of the girders, fuelled by a number of spectacular falls including Nick Brown's departure from the 2005 competition (when most people thought he must be dead), and Mike Lewis' painful-looking swing into the sports-equipment cupboard in 2007... Good luck with this lot...

<input type="checkbox"/>	B0 4b / A	Rainbow	2 16 14 15 42 41 Girder
<input type="checkbox"/>	B1 4b+ / A	The Easy Touch	2 16 15A 14 42 Girder
<input type="checkbox"/>	B1 4c / A	To the Girder	4 19 20 66 70 23 73 Girder
<input type="checkbox"/>	B0 4c / AA	Curdled Custard	2 16 43 Girder
<input type="checkbox"/>	B1 5a- / A	Long Division	4 5 20 48 23 73 Girder
<input type="checkbox"/>	B2 5a / AA	Up and Away	2 16 42 Girder
<input type="checkbox"/>	B1 5a+ / A	Popeye	5 20 21 48A 73B 25 Girder
<input type="checkbox"/>	B2 5a+ / AA	Pirates of the Caribbean	8 28 51 75B 109A Girder
<input type="checkbox"/>	B1 5b / A	Geronimo!	31 32 84B Girder
<input type="checkbox"/>	B2 5b+ / AA	Harder, Faster	2 16 63 Girder
<input type="checkbox"/>	B1 5b / AA	Obscenity	5 20 70B 73B Girder
<input type="checkbox"/>	B1 5c / AA	Square Dance	5 20 49 69 73A Girder
<input type="checkbox"/>	B3 5c / AAA	Swing Like A Monkey p2	2 16 18B 17 46 19B 69 48A 104A Girder
<input type="checkbox"/>	B2 5c / AAA	Every Which Way But Up	9 10 32 35 86 Girder
<input type="checkbox"/>	B3 5c / AAA	Into the Blue	7 26 75B Girder
<input type="checkbox"/>	B3 5c+ / AA	Dyno 8	(48) Girder
<input type="checkbox"/>	B4 5c+ / AAA	Voyager	24 25 50 72B Girder
<input type="checkbox"/>	B4 6a / AAA	Apollo	24 25 50 Girder
<input type="checkbox"/>	B6 6a / XXX	Aviation	(7 26 51 77) Girder



▲ Typical shenanigans during Iffley Christmas, 2014. Pete Cawley hanging out on the 'Luftwaffe' girder.

The Circuits

The concept of coloured circuits at Iffley is not a particularly new one, with the Orange Circuit being devised sometime around 2000. Back then it was simply the selection of problems that a group of us were using as the first stage of our warm-up before working the likes of *Nimrod*, *Palm Beach* and *Ecstasy*. We'd generally climb Orange in trainers, and then do a load of stretches before donning rock shoes and continuing with the second half of the warm-up – the problems that would eventually become known as the Phase 2 or Red Circuit.

Around 2002 these two circuits were formalised, along with some other canned itineraries – Blue, Salmon, and the two White Circuits – and in the years since then, circuits have become a very popular way of working through the problems. They can provide a very sociable way of climbing, as well as a good challenge for those who think they've done just about all the individual problems they want to do.

Many more circuits have been added over the years, mostly aimed at lower-grade climbers and those new to the wall. It's fair to say that a lot more thought has gone into the more recent circuits and they are generally more consistent and suitable for shorter climbers than some of the older ones. So, when considering a circuit to go through, or work, then I'd strongly recommend reading the background first.

The concept of speed circuiting is a much newer phenomenon. Times are from 'bum leaving the ground' to 'hand touching final hold' – all problems must be completed in their entirety, properly holding each finishing hold and not just slapping vaguely near them! To date, only the orange circuit has attracted any serious competition with times tumbling to a staggering 1½ minutes for all twelve problems.

Finally – a note on 'circuit ethics'... Some of these circuits will take considerable rehearsal before they can be completed, but the aim – i.e. to 'do' a circuit – is to complete all the problems (preferably in order) in one single session at the wall.

Note that the style symbols here have slightly different meanings to the listings in the rest of the guidebook. The 'family symbol' applied to a whole circuit means that short (5'5) climbers should be able to do the whole circuit. Where a 'tall man' symbol appears in easy circuits it means that short (5'5) climbers may be unable to do that particular problem, but may like to try the rest. It does not mean that this problem is necessarily reachy for average-height climbers.

Where they are known, the speed record for each circuit is given next to the star-rating.

Circuits are listed here in order of overall difficulty, and are graded using French seriousness grades in the style of (but not in line with) Fontainebleau circuits. Newcomers to the wall could do a lot worse than start with The Welcome Circuit...

“THE BEST CLIMBER IN THE WORLD IS THE ONE HAVING THE MOST FUN.”

Alex Lowe

THE WELCOME CIRCUIT

F

2



Picked out in 2006 as "The five best easy problems for Iffley novices" this mini-circuit is a good place to start if you've never climbed at Iffley before. All of the problems are suitable for shorter climbers. More experienced climbers may like to run through this circuit as a warm-up, reversing each problem as they go.

- | | | |
|-----------|--------------------------------------|-------------------------------|
| 1. B0 4a | The Ladder | 2 17 16 18 43 44 63 64 98 |
| 2. B0 4b | The Rocker | (2 15B 44B) 17 64 46 20 68 69 |
| 3. B0 4a+ | Buzz, Buzz goes the Honey Bee | (8 53C) 82A 80 30 32 81 113C |
| 4. B0 4b- | The Right Stuff | 9 10 32 34 58A 85A 113B |
| 5. B0 4a | Ali G | (30 55) 81 110 |

THE PURPLE CIRCUIT

PD-

2



Iffley's easiest full circuit, the purple problems all feature standing starts, so are an ideal place for Iffley-newcomers to get a feel for the wall before progressing to some of the tricky sit-start problems. Nothing too taxing here, even for shorter climbers...

- | | | |
|-----------|------------------------|--|
| 1. B0 4a | Mean Feet | (39 15A 1 14) 42 16 43 62 (96 optional) |
| 2. B0 4b | The Rocker | (2 15B 44B) 17 64 46 20 68 69 |
| 3. B0 4b- | Eliminot | (17 18) 64 96 |
| 4. B0 4a- | Baby Nemo | (4 66) 19 20 47 69 100A |
| 5. B1 4c | The Slide | (5 48) 20 23 50 73B 51 75 76B |
| 6. B0 4a+ | Bobbing Apples | (7 51 24) 26 79A 28 108 |
| 7. B0 4b | Baby Starfish | (7 28 51) 77B 78B 108 74B |
| 8. B0 4a+ | Ali G | (30 55) 81 110 |
| 9. B0 4b- | The Right Stuff | (9 10 32) 34 58A 85A 113B |
| 10. B0 4b | Praying Mantis | (57A 30 31) 83 32 81 |
| 11. B0 4b | Jack-In-The-Box | (32 35 10) 85A [113B 115] both hands simul |
| 12. B0 4b | The Sting | (59 11) 34 86B 85A 32 81 |

THE GREEN CIRCUIT *Speed record 3m30 by Katja Broadbent*

PD

2



A popular entry-level circuit with a good selection of low-grade problems that demonstrate good Iffley technique and don't require any long stretches. A good first circuit for those with a little bit of Iffley experience.

- | | | |
|------------|---------------------------------|----------------------------------|
| 1. B0 4b | Dynosaur | 2 17 3 16 18 45 63 98 |
| 2. B0 4b | Capital One | 2 17 16 18 43 63 96B |
| 3. B0 4b | The Chinese Leg Extender | 4 19 3 45 17 18 64 98 |
| 4. B0 4b | Question Time | 4 19 20 47 66 69 101 |
| 5. B1 4c | Pebble Beach | (73B 23A) 106B 51 75B 108 |
| 6. B0 4b | The Good | 7 26 28 51 77B 75B 108 107A |
| 7. B0 4c | Shortcake | 7 8 28 29 54 77 109 107 |
| 8. B0 4c | Starry Sky | 7 28 52 25 75B 73B 49 69B |
| 9. B0 5a- | Bonfire Night | 7 8 26 28 52 25 78A 76A 108 107A |
| 10. B0 4a+ | Buzz goes the Honey Bee | (8 53C) 82A 80 30 32 81 113C |
| 11. B0 4c- | Magic Journey | 9 10 30 32 56 35 34 85 115 |
| 12. B0 4b | Ice Cream Man | 10 32 57A 84B 85A 113A |

THE KIDS WHITE CIRCUIT

PD

The original easy circuit is unfortunately misnamed, as it features a couple of problems that shorter climbers will be unable to complete. Apart from that, this is a nice selection of lines, including some of the walls easier classics. If you're short, then missing out Cat's Cradle still counts...!

1. B0 4a	The Ladder	2 17 16 18 43 44 63 64 98
2. B0 4b+	The Jester	2 16 43 63 96
3. B0 4c-	Foot Up!	(46) 47A 67A 99 98 64A 18 17
4. B0 4b+	Cat's Cradle	4 19 20 46 66 100A 99B
5. B0 5a-	Cosmic	4 5 20 22 48 73 69 103B
6. B0 4b+	The Ugly	(26 52 77B) 51 76B 105
7. B0 4b	Ice Cube	8 28 29A 54 79A 80 108
8. B0 4b	Ali G	(30 55) 81 110
9. B0 4b	Mittens	9 10 30 32 55 81 113B
10. B0 3c	Jug-O-Rama	(34 58A) 85 35 115 114
11. B0 4a	"Boing!" said Zebedee	(34) 85 32 112B
12. B1 5a	Wax On, Wax Off	11 36 38B 38C 89 91 116A 117

THE TEAL CIRCUIT

PD+

2



New for 2013, this circuit contains some good technical problems that require a positive approach, particularly from shorter climbers.

1. B0 5a	Varsity	Arete 1 40B 41A 93
2. B0 4c	Main Street	2 16 15 42 61 95
3. B0 4c	Underwear Everywhere	17 18 46 64 98 99B
4. B0 4c+	Corkscrew	4 19 47A 46 67 101
5. B0 5a	Ketch	7 28 25 52 78B 76 107
6. B1 5a	Dynamite	7 26 28 53B 52 108
7. B1 5a+	Go Go Gadget	9 10 31 32 83 81
8. B0 5a+	Touch Me Direct	9 30 56 57 10 86B 86C 34 89
9. B0 4b	Benightment Banjo	11 36 37 34 35 86B 85 32 113B

THE YELLOW CIRCUIT *Speed record 6 minutes 45 seconds by Geoff Hannis*

AD-

2



The yellow problems provide an excellent objective for climbers who struggle with the reaches on some of Iffley's classic mid grade lines, but are looking for more difficult challenges.

1. B0 4c	More Rough Than Diamond	(1 39) 14 15A 41B 42 96
2. B0 4c	The Gardener's Legs	(1 39B) 42 14B 17 44B 64B 45 98
3. B0 5a	Varsity	Arete 1 40B 41A 93
4. B1 5b-	Young Pretender	2 16 43 14 15 41 40 94
5. B0 4c-	And Think of England	4B 19 66 69 48B 101A
6. B1 5b	Star Bangled Spanner	20 48 102B 104
7. B0 4c	Tiffin	7 26 28 52 78 108 105
8. B1 5a	Ice Maker	8 29 54 (108)
9. B1 5b+	Deja Vu	10 33 85A 81 54 110
10. B1 5b	Angry Beaver	31 32 83A 114
11. B0 4b	Weak Like Small Bull	9B 10 32 85A 115
12. B1 5c	Pipe Dream	32 35 57A 83 113B

THE PINK CIRCUIT

D-



One of the more recent additions, the Pink Circuit is an exceptionally sustained set of problems that should be an ideal target for shorter climbers looking for a big-time Iffley bouldering objective. None of these problems feature any long stretches, but all are technical and putting the whole circuit together will be an absorbing and rewarding challenge.

- | | | |
|------------|---------------------------------------|---|
| 1. B0 5a | Klingon | (1 14A 40B 39) 41A 94A |
| 2. B1 5b+ | Black Cuillin | 2 16 14 15 41 40A 94 |
| 3. B1 5b+ | Hug The Wall | 2 16 17 44A 62A 98 99B |
| 4. B0 5a+ | Minimal Impact | 2 16 44 63 64 97A |
| 5. B0 4b | Problem 1 | (66 4B) 48A 5 73B |
| 6. B2 5c- | Spiky Big Angel | 5 22 48A 72A 101A |
| 7. B1 5a | Major League | 7 26 51 75B 73B 70B 48A 69A 104 |
| 8. B0 5a | Squetch | 7 28 25 52 108 105 |
| 9. B1 5b | Pull My Finger | (24 27 51) 76 25 28 107A |
| 10. B1 5b- | Threesome | (38C 58A 11 34) 85A 32 81 55 110RH 80RF 108LF 109LH |
| 11. B2 5c | Blair Witch For Beginners | 8 28 24 52 73B 49 105 |
| 12. B3 5c+ | The Apes of Wrath | 10 34 35 86B 85B 113A |
| 13. B1 5b | Strong Like a Left Handed Bull | 10 35 85 114A |
| 14. B1 5b+ | My Name is Neo | 10 35 84A 85B 115 |

THE BLUE CIRCUIT *Speed record 32 minutes by Geoff Hannis*

D



Iffley's original power circuit! If you're feeling strong then this is the circuit for you, taking in some of the wall's best and most powerful problems. The middle section from the Matrix to Moby Dick is incredibly tiring, and technically challenging.

- | | | |
|------------|---------------------------|---|
| 1. B0 4c+ | Stroll | (14A 40B) 43 42 18 15A 96A 99A |
| 2. B1 5b | Slip Knot | 2 16 15B 44B 62B 97B |
| 3. B0 5a+ | Hebrews 10.9 | (17 64) 46 99B |
| 4. B0 5a- | Die Gerbils! | 4B 19 46 64 98 |
| 5. B1 5b- | Happy Fun Ball | 4B 19B 48B 66 69 99B |
| 6. B0 5a | Overlap | 4B 5 19A 20 47A 48A 67A 103B |
| 7. B2 5c | The Matrix | 4 20 48A 73B 52 105 |
| 8. B1 5b+ | Dinorwic Rainbow | 7 28 78A 88A 55 81 113B 57B 114 |
| 9. B2 5c | Masters of Stone | 7 26 51 73B 107A |
| 10. B4 AAA | The Frog | (24 27 51) double dyno to 75B then feet to 25 and 28, dyno to 107 and 105 |
| 11. B4 6a- | Moby Dick | 7 28 75A 73B 48B 103B |
| 12. B1 5b | Smart Like Tractor | 8 28 80 107A |
| 13. B1 5b | California Girl | 8 28 79A 82A 55 110 |
| 14. B2 5c- | Stone Monkey | (30 55 56) 85 115 |
| 15. B1 5b+ | The Sword | 10 33 85A 114A |

THE SKY BLUE CIRCUIT

TD

1

A set of problems – of all grades – that celebrate the joy of Hold Six. The circuit is designed for the aficionado and the novice, the Iffley set darling and the newcomer, the punter and the player. Six is sometimes accommodating, at other times beguiling. Six can be your friend or your enemy. The problems are not graded, but in general get harder as they progress. All are set by Tom Povey...

- | | | |
|----|----------------------|--------------------------------|
| 1. | Get on the Good Foot | (7 51) 52 6 23A 49 48B 70 20 |
| 2. | King Heroin | (4 46) 48 50 6 77 7 |
| 3. | Tom's Extension | (4 47) 5 49 6 25 24 7 28 54 30 |
| 4. | Povey For Beginners | (51 7 6 23A) 73B 105 |
| 5. | Startime | (5 6 49) 24 25 52 105 |
| 6. | Foundations of Funk | (51 7) 25 6 49 22 5 47 4 46 |
| 7. | Too Funky in Here | (51 7) 6 49 48B 48A 5 46 |

THE RED CIRCUIT

TD

3

The 2nd half of the original Iffley warm-up is a long outing, taking in many of the wall's most technical lines. Completion of this circuit is a highly prized goal that sees many attempts but few successes.

- | | | |
|------------|------------------------|------------------------------------|
| 1. B2 5c | PARC Analysis | Arete 1 14B 42 62A 98 |
| 2. B3 5c+ | The Bad Touch | 2 14 15A 40A 41B 62B 95B 94B |
| 3. B1 5b+ | Hebrews 5.10 | 2 16 17 64A 46(feet) 99B |
| 4. B3 5c+ | Resurrection | 4B 5 20 47A 67B 73A 50 104A |
| 5. B2 5c+ | Analogue | 5 20 48A 72B 101A |
| 6. B3 5c+ | The Tensor | 5 20 23 49 25 50 75A 105 |
| 7. B2 5c- | Troubled Times | 6 22 23 48A 5 4B 47A 45 17 63A 97B |
| 8. B0 5a | Superman in Y-Fronts | (7 77) 51 75A 76B 107A |
| 9. B1 5b+ | Jenga | 7 26 77A 108 106B 105 |
| 10. B0 4b | Twisted Sister | (77B 7) 80 29B 30 81 32 85 |
| 11. B1 5a+ | Death Pirate | 7 8 28 77A 82A 109A 110 |
| 12. B3 5c+ | Digital | 8 28 53 76B 107A |
| 13. B0 5b | Land of Hope and Glory | 9B 30 55 111B 110 |
| 14. B1 5b | Wet Paint | 9 30 32 82A 54 81 110 |
| 15. B2 5c | Black Monday | 32 30 82B 113A 112A |
| 16. B3 5c | Korfball | 9 10 30 33 84B 86D 113B 114A |
| 17. B3 5c+ | Hate Mail | 11 38 58B 91 117 |

THE BLACK (dyno) CIRCUIT

TD

1



Created by Tim Bateson in 2003, the Dyno Circuit is the ultimate goal for the dedicated dynamic climber.

- | | | |
|------------------|-----------------------|------------------------|
| 1. B2 5c / AAA | November Rain | 2 16 42 98 |
| 2. B4 6a+ / XXX | The Very Small Direct | 2 16 17 98 |
| 3. B2 5b+ / AAA | Tom's Dyno | White dots |
| 4. B0 5a+ / AA | Dyno 2 | (46 17) 98 |
| 5. B3 5c+ / XXX | Dyno 8 | (48) Girder |
| 6. B1 5a+ / AA | Dyno 3 / ORTHO | (23 73) 105 |
| 7. B3 6a- / XXX | Hail Ye, Bob! | (26 51) 105 |
| 8. B2 5c / AA | Dyno 10 | (29 30 55) 109 |
| 9. B1 5b+ / AA | The Sword Variation | (10 85) 114 |
| 10. B0 5a- / A | The Sabre Dance | (38 11 34 58A) 85A 115 |
| 11. B2 5c+ / AAA | Dyno 11 | (34 36 58) 116 |

OXFORD UNIVERSITY
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1

THE CRUSHED STRAWBERRY CIRCUIT

Created by Geoff Hannis in 2007, the Crushed Strawberry Circuit is aimed at the solid 5b climber and features a number of frustratingly difficult cruxes.

1. 5a	American Vision	1 arete 40A 15A 14B 41B 43 Girder
2. 5b+	Kiss the Wall	2 16 44A 17 62A 96 99A
3. 5c+	SuperB	2 16 15B chip 96
4. 5b+	Beshelved	2 16 46 99
5. 5b+	Crushed Strawberry	4 19B 66 47B 67 103
6. 5c	No Angel	5 22 70B 103B
7. 5c+	Voyager	24 25 50 72B Girder
8. 6a-	Brown's Eliminate	7 26 52 73B 48A 101B no chips
9. 5c	Goldfinger	7 26 53B 29 78A 80 109C 110
10. 5b+	Technical Apprentice	9 30 57A 31 82 81 110
11. 5b	Sven the Time Comes	10 32 86B 33 83 82A 111B 110
12. 5b	Geronimo!	31 32 84B Girder
13. 5b	Laaa!	11 36 37 89 117
14. 5c	Icarus	11 36 38 85A 32 112

ED

2

THE WHITE CIRCUIT *Speed record 2 hours 30 minutes by Steve Broadbent*

The awesome White Circuit is one of the truly difficult objectives on the wall, requiring just about every skill there is going, and many, many months of work. At the time of its conception, these problems practically defined hard Iffley bouldering, and even today they still sit at the top of the ladder. Very few successes have ever been recorded, and the 'speed' record is held by Steve Broadbent from 2001

1. B3 5c	Ambiguity	2 16 43 14B 41A Arete 40A 94B
2. B4 6a-	Tall Man Rides a Shovelhead	2 16 42 61B 97B
3. B3 5c+	Twister Variation	(66 4B) 20 23A 73B 52 105
4. B5 6b-	Horny Little Devil	no chips 5 22 48B 72A 103B
5. B3 6a-	ORTHO	6 22 23 73B 105
6. B6 6b	Palm Beach	6 23 22 70B 73A 51 78B 28 30 83 57 85
7. B4 6a-	The Blair Witch Project	6 7 25 49 73B 105
8. B4 6a	Event Horizon	no chips 7 26 75B 108 110
9. B2 5c	Crack Suicide Squad	29 30 8 9A 82A 76 52 105
10. B3 5c+	This is a Low	8 29 54 77A 108 105
11. B3 5c+	Nantucket Sleigh Ride	8 55(slope only) 29B 82A 51 105
12. B5 6a	Zebedee's Torment	no chips 9 10 32 86B 112 82 110
13. B3 5c+	Electric Penguin	no chips 9 10 32 34 35 87 113B

Harry Potter

and the Wall of Iffley

Harry was glad to be back at Warthog's College, Oxford, after another long, dreary summer with the Dursleys. He had not been locked in the cupboard under the stairs; they still didn't quite believe that he wouldn't use magic on Muggles. However they had not spoken to him since early July and he had clocked up a huge amount of airtime on his Nimbus 2000 visiting his friends. He unpacked quickly; there are certain benefits to being a wizard, after all. The first night he went to the Lamb and Flag with Hermione and Neville who were, of course, also at Warthog's. They got rather drunk and Harry ended up magically making all the pumps deliver Old Peculiar, before being carried out and spending the night asleep in a bush. The next day he had very little to do so, after he had done it, in the afternoon he flew to Iffley Road. He hadn't told anyone else about his plans for a number of reasons. Firstly, this was a personal score he had to settle. Besides, no-one in OUMC bothered with that sort of thing... He parked his broomstick alongside the bicycles. There wasn't much point locking it up -- no-one else had the magical authority to make it fly. Quickly changing into his S.10s of Supernatural Grip, he made his way to the wall!

Harry stared up at the holds. He frowned at them; they looked mockingly simple in the yellow artificial lighting. His S.10s of Supernatural Grip glowed slightly on his feet as he pulled a mat across the corridor. He sat down on it below the starting holds, then stood up again. He moved the mat back from the wall a couple of inches and sat down again. Psyching himself up, he placed his hands on the first hold. He touched his feet to the wall. This was special. "Blair Witch Project", 6a and the key to a whole new level of magic. If he could climb this he might finally be able to defeat Voldemort, the evil bolter-of-gritstone, the hideous user-of-resin. Eugh! Without warning he pulled up on the first hold. The foot moved; this hold was slippery, he knew from experience. This was hard. He was still on the wall, though. He pulled desperately, feeling the pain in his fingertips. Settling his left foot he prepared himself. The next move he made had to land perfectly in the tiny, unseen positive lip at the back of the slot. If he was not perfect his foot would come off and the attempt would be over. He moved left. He hit the slot, more-or-less right. Quickly shuffling the fingertips into the perfect position in the slot he pulled across, reaching for the big jug and trusting everything to the friction between his shoes and the difficult hold under his feet. Just as his hand closed over the jug, his foot slipped a little and though he held himself above the ground it was a close thing -- his foot passed between the mat and the floor, and he was grateful for having moved the mat back. Instead Harry was left holding the jug with one hand, swinging about and bashing himself on the other holds. He reached over and grabbed the jug with his other hand too, and swung a foot up to his initial handhold. It was not a good foothold but proved enough to move on. The next hold was the top and he had done the hardest moves! He looked, moving his head slightly to fix the position of the hold in his mind. Then he was moving, floating through the air, his hand moving out to grab the top hold, and success!

Until this point Harry had not noticed the shadowy figure further along the wall. It was holding a long fluted horn, dripping blood at the end; it had been torn from the head of a living unicorn. Voldemort! Harry watched him, fascinated. He was attempting "Hate Mail", 5c+. He had made the tortuous pull up from the sit start to the slot and was jumping his feet about, trying to find some balance. Moving his hand across to the handhold Voldemort pulled up. He was moving, but in tortuous slow motion he peeled away from the wall and landed in an ungainly heap on the mat. Laughing, Harry turned away. 'After all,' he thought, 'what have I to fear from someone who falls off that? 5c+ is a path!

- Adrian Baugh

A brief History of Iffley Bouldering

For many people, Oxford holds little in the way of interesting climbing. It's a place to get away from at the weekend on a search for some real rock once the essay crisis is completed. The climbing wall at Oxford Brookes could be a lot worse, but even here we begin to doubt the value of queuing for a route which, after all, will only be another heave up sweaty plastic holds with someone in trainers on a neighbouring route trying to stand on all your handholds.

And with today's obsession with law suits, the University have even been forced to put a stop to Oxford's oldest climbing traditions, some of which are apparently still repeated on the historic buildings around the town centre; Routes such as those climbed at the beginning of the last century by W.P. Haskett-Smith, the father of British rock climbing and first ascensionist of Napes Needle, who was 'educated at Eton and Oxford – where he indulged in night climbing on the spires'. For today's young hotshots, perhaps the original route on the Rad Cam should be upgraded to consider the risks posed by modern closed circuit TV cameras. Because of this, it is almost certain that night climbing in Oxford has now been reduced to a few short boulder problems.

Back in the 1920s though, while gentlemen of the University were clambering about on Oxford's historic buildings, a small number of forward thinking individuals got together and re-formed the Oxford University Mountaineering Club after the Great War. Within a couple of years, members such as Andrew Irvine had helped to bring OUMC to the forefront of British climbing, with famous first ascents across the country, and pioneering expeditions to the world's great mountain ranges. It must have been with great sadness that one of the Club's committee members struck Irvine's name off the 1924 members list, with the brief comment 'killed on Everest'. Irvine had only been climbing in Oxford for a year or so when he met his unfortunate death, but in that time he would almost certainly have joined his fellow club members at the well-documented and popular Sewage Farm Bridge on the old Horspath Railway. The first records of OUMC members traversing the bridge's stone structure date back to 1921, but climbing went on here well into the 1960s, when bolts were used to protect some of the higher problems.

During the Second World War climbing was once again curtailed in Oxford, with many members of the University club being called up for military service. Once again, this period of inactivity was followed by a soaring of standards, and a revolution in the attitudes of the club. The 1950's saw OUMC climbers exploring every corner of the British Isles, ticking off routes that would establish themselves as classics for years to come. Even in Oxford itself, their exploratory urges resulted in success with the discovery of the legendary Horspath Horror. This brickwork tunnel facing was to make its mark forever on the Oxford climbing scene, years before the concept of a 'climbing wall' had even been considered. A letter in Oxford Mountaineering by Lew Hill in 1957 introduced The Horror to Oxford's climbers and by 1960 a dozen or so routes had been top-roped or soloed, even before the Horspath line had been closed to trains. These routes, all ultra-brave and committing were completed before the introduction of modern climbing shoes, and in typically impeccable style.

Once the railway had closed, climbing at Horspath must have reached a maximum. The concrete bricks used by British Rail to block off the tunnel entrance were blank and featureless, but soon fell victim to controversial chipping by OUMC members to create a new generation of top-rope problems, more technical than anything that had come before, though sadly these disappeared in 2004. Indoor bouldering, and artificial walls were just around the corner, and climbing in Oxford was on the brink of a revolution.

After almost sixty years of climbing on the Horspath railway, the University contracted DR climbing walls to construct an indoor bouldering wall, and in 1979 Iffley Wall was opened at the University's Sports Centre. In the next twenty years it became the domain of the hardcore boulderer, where the likes of Johnny Dawes and Nick Dixon pushed standards as high as anywhere in the country. Old members spoke vaguely of hard problems which were almost as impossible to identify as they were to complete. Indian Face first ascensionist Johnny Dawes bouldered here on many occasions, and indeed the wall bears a striking resemblance to that used in his film Stone Monkey. During the 1980's,



▲ Mark Tomlinson and Mike Lewis on **Neptune** (Mild XS) on the old Horspath Horror. Introduced to OUMC in 1957, this tunnel facing was a playground for OUMC climbers throughout the 1960s.

when his brother was president of OUMC, Johnny completed a number of impossibly hard problems, including a no-footholds traverse, a six-handholds traverse, and many sideways dynos. This period in Iffley's history also saw the conception of the coloured problems, preserved forever by small painted dots. A sign posted at the end of the wall, detailing all the coloured problems, was still present as recently as 1998, and read "If you can't work these problems out, ask the locals – they're the incredibly tall ones with long arms...". This didn't help to remove Iffley's reputation as somewhere only a select few could benefit from.

Then, throughout the early nineties there was a definite lull in activity at Iffley. The wall became a quiet place to do a few traverses before lectures. The lead tower at Oxford Brookes was the new toy for the town's climbers, and Iffley's smooth painted bricks and shiny polished holds began to look distinctly old fashioned and out of favour. That was, until late in 1999, when an otherwise routine OUMC committee meeting was to change the face of Iffley bouldering, and usher in a new era for the club. It was decided that all the holds on the wall should be numbered so that people could set, and more importantly record, problems for future generations of climbers. To this end, Steve Broadbent, Katja Wigmore, and Tim Woollings went to the wall armed with paintbrushes and enamel paint, and almost overnight transformed the Iffley bouldering scene. Few would have predicted the huge activity which the wall would then see, with over two hundred new problems appearing in the next couple of years.

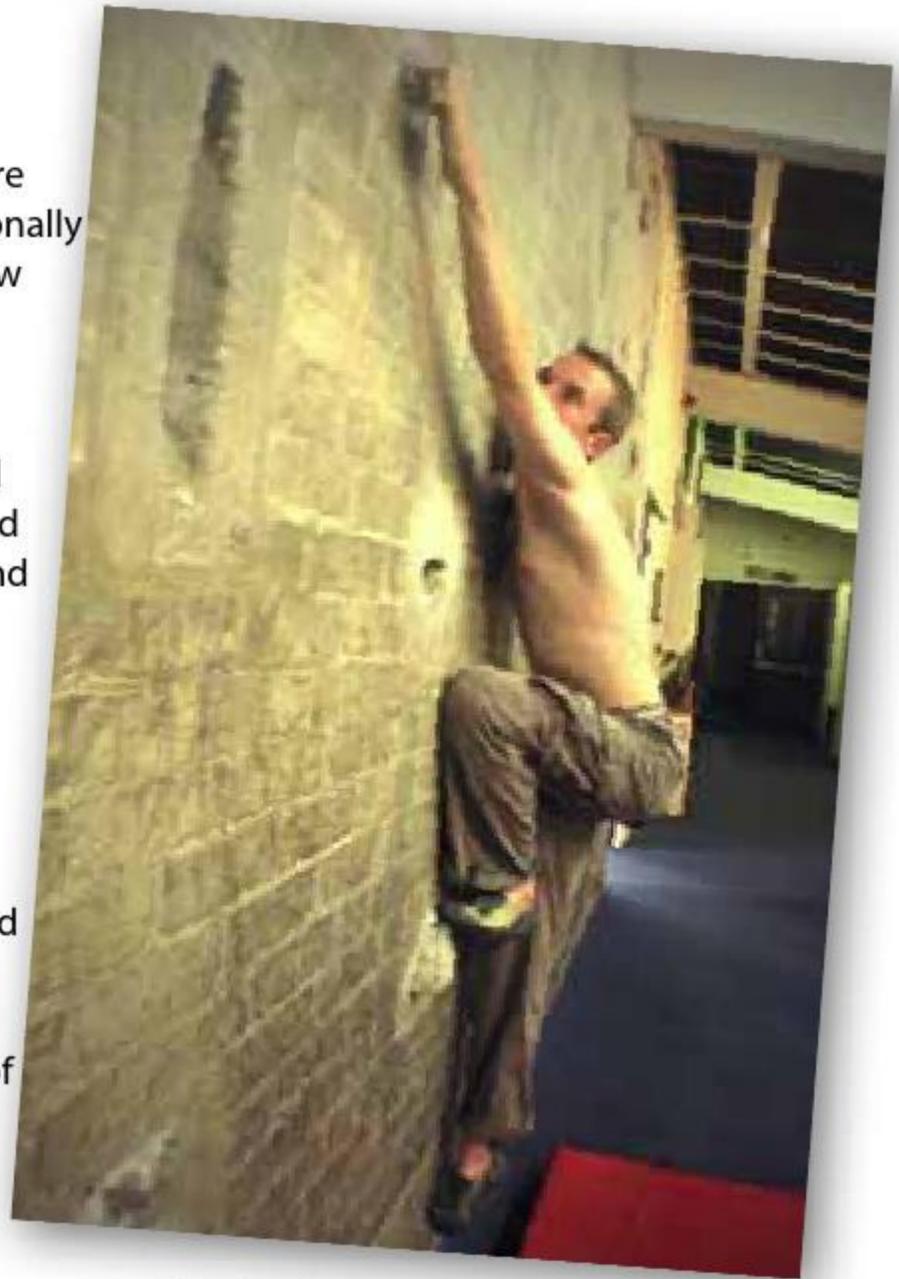
The Modern Era at Iffley...

The Iffley revolution in 1999 was not only a pivotal point in the history of the bouldering wall, but more importantly helped to re-ignite the once internationally famous University Mountaineering Club. Whilst new committees signified a shift in emphasis towards encouraging new climbers to take up the sport, and ridding OUMC of its clique reputation, the emerging Iffley Bouldering phenomenon provided a centre-piece for the University's already dedicated climbers – a place that was as important socially and as a way of promoting the club spirit as it was as a physical training aid. Over the next seven years, a surprising culture developed around the wall, and Iffley became inescapably central to OUMC. Even when the wall had fallen somewhat into obscurity compared with modern leisure-centres and lead towers, the Iffley culture somehow managed to find its way into national climbing media on a number of occasions, even if it was usually a sarcastic quip at Oxford students taking a mediocre-looking bit of brickwork too seriously.

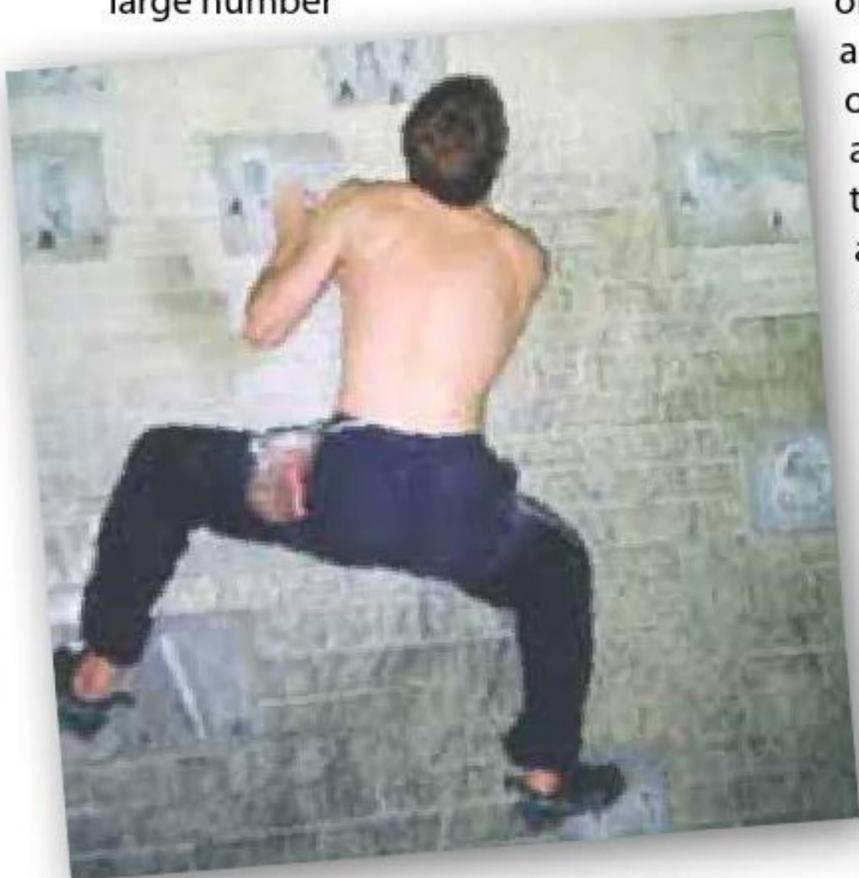
Michaelmas 1999

After years of neglect since the years of Dawes and Dixon, Iffley is blank canvas, and on a grey October afternoon, Steve's *Wet Paint* (5b) becomes the first of the new generation problems. Tim's numbered problems and Katja's *No Problem* (4b+) follow almost immediately, and establish themselves as classics. *The Manhattan Project* (5c) is Steve's first exploration into hard Iffley bouldering, but has since become almost forgotten as the quality of problems improved at all levels. *Digital* (5c+) is a more satisfactory offering, and despite beautiful moves and a fair amount of attention, it remains unrepeated for five terms. Before long, Adrian claims the mantelshelf that all the others have looked at. *Shelve It* (5b) becomes the direct line of the wall, with only two holds. He grades it 4b, although the ever growing number of people frequenting the wall fail to match this effort. Now graded 5b, an ascent still eludes a surprisingly large number

of 'Iffley boulderers'. New lines are still easy to pick out, and *Halloween* (5a) is one of the most important finds of the term, instantly becoming a favourite problem and Iffley classic. Other new lines spring up all over the wall, and people start discussing Iffley problems as if they were routes at a nearby crag. Chat on the club's online notice-board reaches a maximum when Steve's famous 'week of stretching exercises' leads to success on his *Blair Witch Project* (6a-), the first of the new problems to break the 6a barrier. In response, Huw Jenkins bursts onto the Iffley scene with an on-sight repeat of this landmark problem, and suggests a harder eliminate. Although his straight-on approach to BWP makes this look unlikely, he and



▲ Steve Broadbent on *Wet Paint* (B1 5b) in 1999 – Iffley's first modern problem.



◀ *The Witching Hour* (B4 6b-) was the first Iffley problem to rely on a chip in the brickwork. Steve Broadbent on the 2nd ascent.

Steve begin work on the new problem, which eventually falls to Huw as *The Witching Hour* (6b), using a poor chip in the brickwork to effect the necessary weight transfer. The intense effort which went into these futuristic problems is certainly a sign of things to come...

Hilary 2000

After several frustrating months, Steve finally makes the first repeat of TWH and goes on to set another 6a in *The Very Small and the Very Small*; an unlikely looking pull on another tiny chip. Visiting American Dave Hofer makes the most of his height advantage with *Revenge of the Tall Man* (5c), but Adrian Baugh creates the fine eliminate *The Tall Man Rides a Shovelhead* (6a-). Steve claims the first ascent, and a grade of 5c+, which he later admits as a sandbag. Adrian completes *Tall Man* using a more elegant dynamic slap. At the end of second week, Iffley holds its first bouldering competition, which is won by Pembroke College, and which leaves the wall with many new quality problems. *Enigma* (5c) and *Stone Monkey* (5c-) provide entertainment in the final, while first round problems such as *Central Pillar* (5b) become classic warm-ups for harder projects. Steve conceives

a line up the extreme right of the wall as a final problem, but Adam and Huw suggest that it will be too difficult for the competition. He later claims a first ascent of the awkward looking problem, which was to become *Hate Mail* (5c+), one of the nicest and most technical problems yet climbed. Adrian sets another classic problem, *Monocle* (5b-), and Steve spots a hands-free rest on hold 51, which he becomes determined to build into a problem. The *Matrix* (5c) becomes another classic of the wall, but Steve doesn't have the strength to beat Dave to its significant first ascent. *Nimrod* is conceived.

Trinity 2000

A relatively quiet term sees no major ascents. Dave continues to make his mark at the top end of Iffley climbing with *Judean People's Front Crack Suicide Squad* (5c), which is perhaps the most important new problem of the term. Steve and Huw continue working difficult sit starts on hold 6. Mark Naylor claims *Dwarf Elevation* (5b), and Adrian completes the beautiful *Twister Variation* (5c+).

Michaelmas 2000

After last term's lull comes the most exciting term in Iffley's recent history. The filming of OX4 - The Iffley Bouldering Video provides the incentive for even more hard new problems. After and unprecedented two terms of working, Steve finally puts all the moves together on his long traverse to create *Palm Beach* (6b), probably his best achievement on the wall, and still one of the most sought-after hard Iffley problems. Despite its obvious importance at the time, however, there is little competition for its first ascent, and even in subsequent repeats this remains a very personal challenge to everyone who tackles it. Adrian claims to have made the first ascent of *Nimrod*, but with the new holds to make the original problem more difficult, Adrian's line becomes *Pomp and Circumstance* (6a-). With the ever increasing complexity of Iffley problems, and longer and longer working-times, it comes as a shock to everyone when new-comer Andy Thow cruises up *TWH* before going on to announce *Bewitched* (6b). Even today, this awesome achievement has seen only a handful of repeats and maintains its reputation as one of Iffley's most demanding lines. After this stunning climb, Andy goes on to claim the first ascent of Steve's classic *Zebedee's Torment* (6a), using a crafty hand swap for the crucial rockover. Around the same time, Steve struggles up the elegant but very painful *The*



▲ Huw Jenkins, caught on camera making the first ascent of *Nimrod* (B5 6b+) in 2000, still regarded as one of the most challenging lines on the wall.

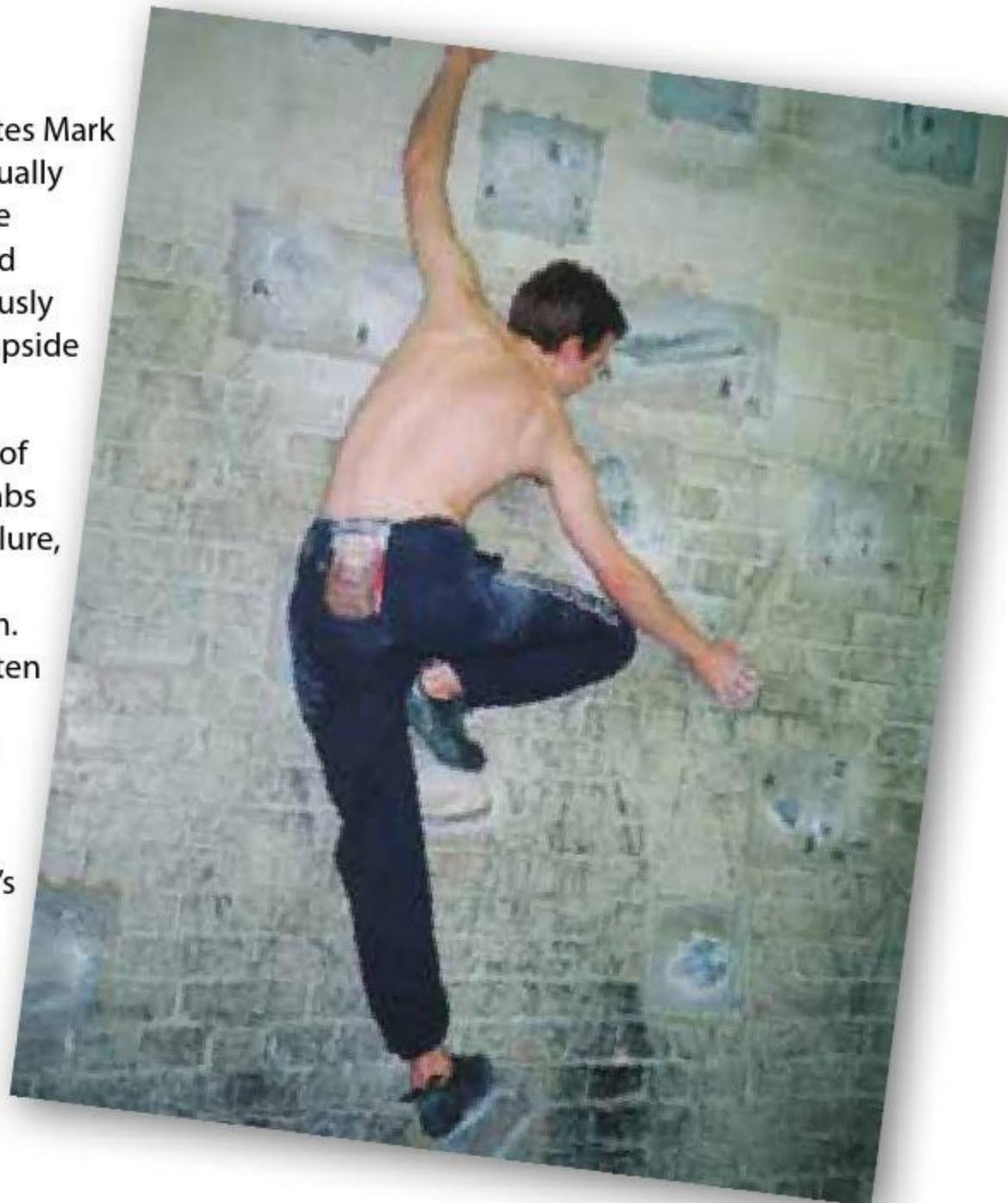
Fallen (6a), and Martyn Beardsley completes Mark Flugge's *I Know Kung Fu* (5b). Adam eventually hangs his difficult dynamic move from the Wade's World chip to create *Jump* (6a), and Steve and Adrian complete the stupendously strenuous *Four Minute Mile* (6a-) with an upside down move under the mantelshelf.

As if that lot wasn't enough, the final half of term sees two of the most significant climbs in recent Iffley history. After months of failure, Huw finally catches the impossible hand swap on Iffley's biggest last great problem. At last, a move that had almost been written off as impossible is proven feasible, and renewed efforts lead to the first ascent of *Nimrod* (6b+) for the camera. Meanwhile, competition is hotting up on another of the wall's big and desperate lines. Martyn's *Ice Lolly* (6b) is the focus of everyone's attention for the best part of the term, but the first ascent is eventually claimed by Steve during a typically hung-over Saturday lunchtime session.

The Iffley scene is in full swing. Three or four mammoth climbing sessions each week are invariably followed by equally strenuous parties, often lasting right through to the early hours of the next morning. Rather than slowing down, however, the pace of Iffley development continues to accelerate. As term draws to a close a new line is playing on several peoples' minds, and it becomes obvious that *The Ecstasy Project* is going to become one of Iffley's greatest challenges to date.

Hilary 2001

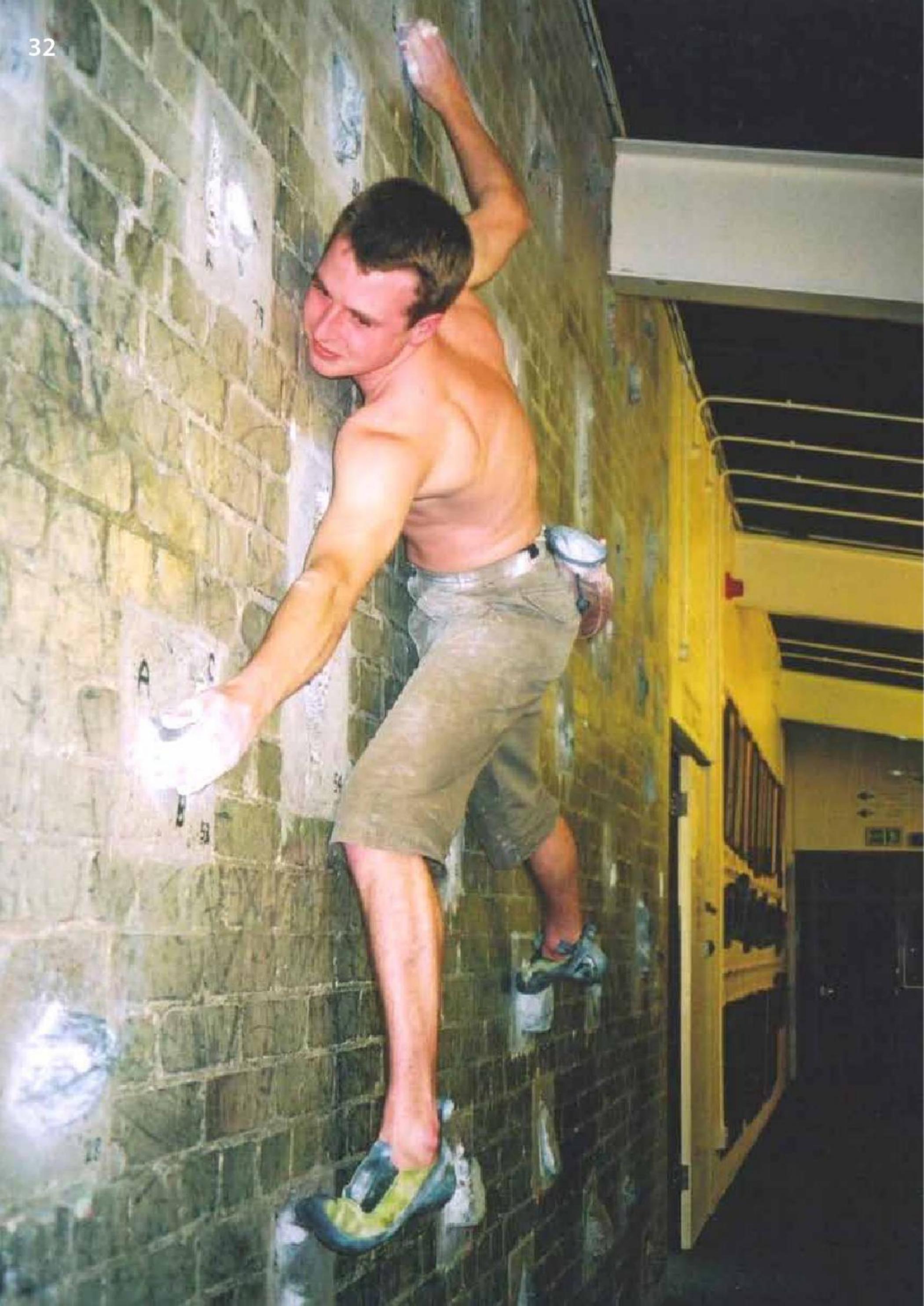
Another busy term, characterised by a vibrant climbing scene and surreal social scene! Legendary climber Johnny Dawes visits the wall and helps Steve claim the first ascent of *Horny Little Devil* (6b-). Iffley boulderers are treated to a night of drinking, the likes of which many had never seen before...or since. Another competition leaves Iffley with even more good quality mid-grade problems, including *Jenga* (5b+), *Troubled Times* (5c-), and *Korfbal* (5c). Adam completes an eliminate on his dyno from last term to create *Leap* (6b), and Martyn sets the direct version of Ice Lolly, *Juicy Lucy* (6b) which is first climbed by Huw. Adrian claims the first ascent of the very high and dangerous *Event Horizon* (6a) and goes on to stir up heated discussions with his very awkward *Bad Karma* (6b). Meanwhile, several easier problems are set which become modern classics. Sarah Pemberton's *Superman in Y-Fronts* (5a), Steve's *Sabre Dance* (5a-), and Gillian Damarell's *Die Gerbils!* (5a-) are amongst the best. Meanwhile most people spend at least some time trying moves on the last great problem, and most of them fail repeatedly. Adam is the first to twist himself around the 6c sit-start, but Huw manages to hang the 'Nimrod-esque' body tension move higher up. Competition becomes fierce, until Steve eventually puts the moves together to leave what he hopes will be his final big project on the wall, *Ecstasy* (6c). Shortly afterwards, Adrian impresses all with a series of hard repeats, including *Palm Beach* (6b), *Digital* (5c+), and *Bewitched* (6b).



▲ Steve Broadbent balancing his way to the historic first ascent of ***Palm Beach*** (B6 6b) in 2000, arguably Iffley's most famous super-hard problem.

Nick Brown flying up an early ascent of ***Bewitched*** (B7 6b). Despite the hefty grade this powerful problem quickly became one of the most repeated of the big, hard lines at Iffley during the early 2000s...





Trinity 2001

Once again, summer term sees little action at Iffley, particularly now standards have become so high. Adrian's *Spark of Obsession* (6a-) and Huw's *Spark that set the Flame* (6a-) are two difficult successes, and Mark Flugge surpasses himself with the supremely beautiful *Noblesse Oblige* (5c) which troubles subsequent ascensionists. Adrian takes the standards of dynamic moves to new levels with *Jerry's Lunge* (5c), *Mint Aero* (5c+), *Heinous Man-Beast* (5c+), and *Hail ye, Bob!* (6a-). Huw Jenkins then claims Iffley's second 6c problem *Daisies of the Galaxy* (6c) which is a variation on Nimrod, but the possibility of an easier sequence brought the grade into question, and meant the problem was never recorded. Phil's first hard new offering to Iffley wall, *The Final Problem* (5c) causes great debate after a suggested grade of 6a, and his project *A&E* is modified and climbed by Adrian to create the deliciously technical *Apotheosis* (6b-).

Michaelmas 2001 – Michaelmas 2002

Many of the Iffley activists have now left Oxford, and the pace of development briefly slows down before the new crowd arrive. Steve makes the first repeat of *Ecstasy*, confirming its B7 6c grade and status as Iffley's hardest problem. Alex Copley becomes the eighth person to complete *The Blair Witch Project*, which continues to provide the standard introduction to the wall's 'hard problems' for the next generation of Iffley Boulderers. Andy Ross becomes only the fourth person to repeat *Zebedee's Torment*, while Tim Bateson pushes Iffley standards even higher with the awesome dyno of *Bemused* (6b), and finally eliminates the chip from the old classic *The Very Small*. After 18 months without a significant first ascent, Steve finally completes the long-term last great problem, *Potheosis* (6b), while Andy Ross gets ever closer to his goal of completing all the problems up to 5c+. *Bemused* gets a second ascent by Tom as the number of hard Iffley ascents starts to increase rapidly.

Hilary 2003

Another competition sees yet another increase in problem numbers, and the new generation of 'Iffleyites' begin to push standards. Andy Ross makes the long-awaited first ascent of Adam and Steve's line trending right from the *Ecstasy* sit start, renaming it *Taller Than You, Broadbent*, and suggesting a tentative grade of B6 6c-. He then goes on to repeat *Bemused*, becoming the third ascensionist of this increasingly popular powerful problem. And as if that wasn't enough, he succeeds in completing all the problems up to 5c+ as of Trinity 2003.

Trinity 2003 – Trinity 2005

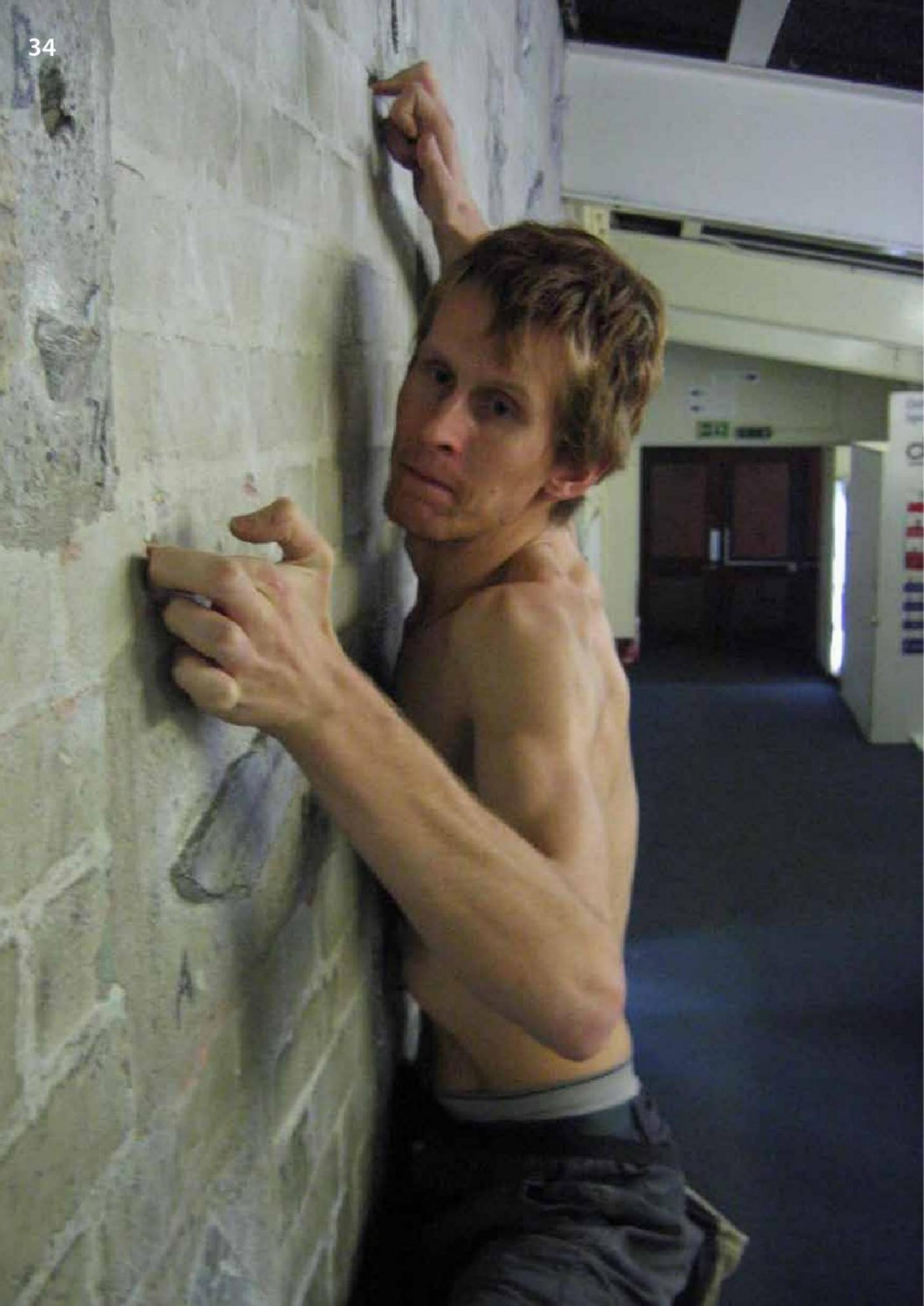
A gradual resurrection of the Iffley scene sees a steady stream of hard ascents on the wall. Geoff Hannis becomes a key player in this development with the first ascent of Steve's *Taliban Project* (B7 6b+), along with many less well-known problems around the 6a level. Meanwhile, during his more occasional visits to the wall, Steve eliminates a hold from the infamous *Palm Beach*, to create an even harder starting sequence, and makes an ascent of Adrian's *Tall Man Rides a Shovelhead* without chips, bumping the grade up to a more satisfactory B5 6a. Steve also 'steals' Andy's project to create almost on-sight the incredible move of *Superdirect* (B4 6a+), which still awaits a second ascent. Hilary 2005 also sees visiting American Nika Engberg make an ascent of *Tall Man Rides a Shovelhead*, becoming the first female in the wall's history to climb one of the modern 'Hard Iffley problems'. As if that wasn't enough she then went on to make many impressive repeats of some of the wall's hardest problems, including *Potheosis* (B4 6b).

Michaelmas 2005

A new rivalry heats up as Steve and Geoff return to top-level Iffley bouldering. An unclimbed super-hard line at the right end of the wall provides the stage for one of the most intense struggles since *Ice Lolly*, with Geoff finally sticking it all the way to the end only to fall off the final move. It was now or



Steve Broadbent on *Ecstasy* (B7 6c), Hilary Term 2000. This infamous problem was Iffley's first 6c, and marked the end of the 'golden era' of problem setting on the wall. It still awaits a second ascensionist 16 years later.



never, and Steve's subsequent attempt was the tense and successful first ascent of *The Campaign Trail* (B6 6b+). Undeterred, Geoff went on to claim the equally desperate *Warped Love* (B6 6b). In the lower grades, Steve finally added the sit-start to the ever-popular *Ali G* and newcomer Mark Tomlinson submitted the technical *Sorrow* and *Of Ruine and Some Blazing Starrre*.

Hilary 2006 – Michaelmas 2006

In preparation for the 'Iffleython' (an attempt to climb every problem on the wall in one day) very few new problems are set, but the wall is busier than ever with club members practising as many lines as they can, and most peoples' standards soaring as a result. In the process Steve falls badly from an attempt to rediscover *Immortality Factor Zero* and is put out of climbing for three months. Geoff Hannis then goes out with tendon damage, and at least three other members are also plagued by injury. The Iffleython is still a success, even though many hard lines go unclimbed. Brian Snelling opens up a whole range of new problems with his new and difficult sit-start from 8 and 29A.

Michaelmas 2006 – Hilary 2008

A period of continued consolidation in Iffley's history. Monday night sessions remain popular, and produce a steady stream of high-quality new problems across the grade range. Alex Barrows begins a promising Iffley career with an on-sight repeat of *The Very Small* (6a), and goes on to immediately eliminate a hold from the all-time classic *Tall Man Rides a Shovelhead* (6a-). Unfortunately his attention then turns elsewhere, and the wall does not benefit further from his skills. Sesh Nadathur opens up several new problems including *Waggledance* (B2 5c) and *The Pint Glass* (B1 5a), which inspire Steve's audacious *Samurai* (B2 5c+). Steve also adds more hard lines including an old project, *Surf's Up* (B4 6a+), *Square Stitch Project* (B4 6a-), and *Apollo* (B4 6a).

The 2007 competition is one of the most successful thus far in the wall's history, with many high quality problems from Steve and Geoff (many of which were set without even looking at the wall!) Highlights include *Irn Bru* (B2 5a+), *Square Dance* (B1 5c), *Overmantel* (B1 5a+), *Chaos Theory* (B1 5c-), and the tremendous *Icarus* (B2 5c-). Iffley also sees the first ascents of 'hard' problems in trainers, and even in rigid mountaineering boots, with Steve's ascent of *The Fallen*.

Many of the wall's new problems begin to explore the use of Iffley's girders, providing some surprisingly low-grade dynamic moves that have become an ever-more popular pastime at the wall. This new genre of 'Girdering' is one of the most significant trends of recent years, although its popularity is still unfortunately limited by a perception of difficulty!

Back on more traditional problems, two of the most significant achievements were the first ascents of *Bedazzled* (B4 6b) and *The First Matrix Revolution* (B5 6a) by Steve, completing a 'last great problem' that had stood since the very earliest days of the modern Iffley era.

Hilary 2008 – Michaelmas 2011

Despite the wall continuing to get busier than ever during Monday evening sessions, a remarkable lack of hard problems are recorded during a four-year lull in activity.

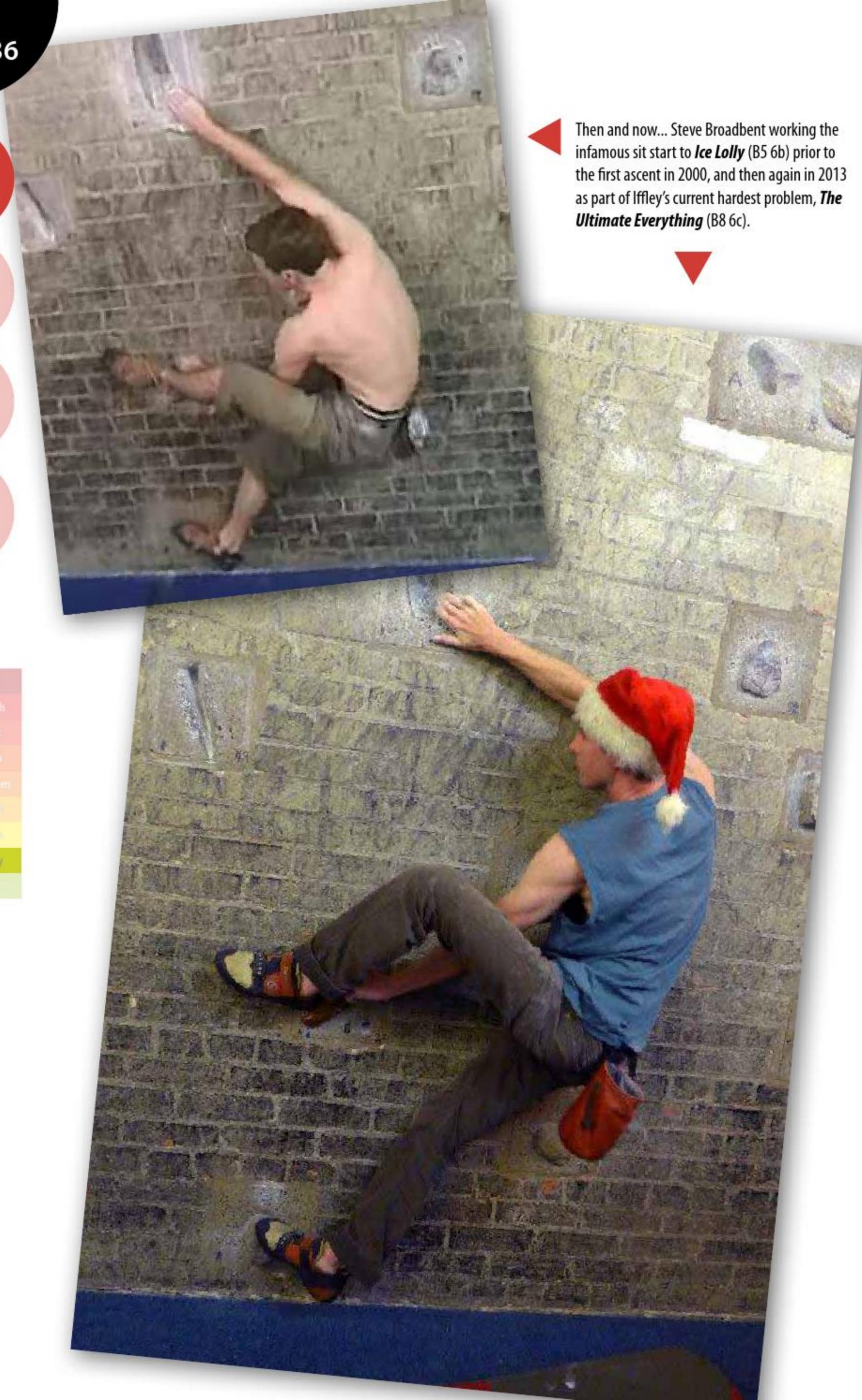
Hilary 2012 – Michaelmas 2013

Pete Cawley steps onto the Iffley scene, kick-starting a revival of hard bouldering, and pushing standards once again to new levels. His casual ascent of Geoff Hannis' long-term last great problem *Bouncy Castle* (B5 6b) was a clear sign that he meant business, and once again, a healthy rivalry was born. Steve, inspired by Pete's unstoppable desire for the difficult, revisits some of the wall's longest standing unclimbed projects, but it soon becomes clear that there's a lot of work to be done. In January 2012, his *Ultimate Everything* briefly becomes the goal, until injury caused by the problem's crux move puts him out of the action for the rest of the year. Meanwhile, Pete continues to pull out



Geoff Hannis, doing what he does best... taking hard Iffley to new levels, and crimping like a demon on the supremely demanding *Hey! Mr Taliban* (B7 6b+). Geoff's rivalry with Steve Broadbent reinvigorated the 'hard Iffley' scene between 2004 and 2007.

◀ Then and now... Steve Broadbent working the infamous sit start to *Ice Lolly* (B5 6b) prior to the first ascent in 2000, and then again in 2013 as part of Iffley's current hardest problem, *The Ultimate Everything* (B8 6c).



hard ascents and sets his obscure testpiece *Somewhat Odd* (B4 6a).

By the end of the year, recovery from finger injury sees Steve record the first ascents of *Alien Football* (B4 6b) and *Scooby Snacks* (B5 6b+), and also make the second ascent of *Ice Lolly* – all building blocks for the next generation of hard problems. By the summer of 2013, those building blocks came together to create what has tentatively been described as the hardest problem on the wall, some 12 years after *Ecstasy* last took that accolade. Starting through the 6b crux of *Ice Lolly*, before reversing the 6c crux of *Ecstasy*, Steve's *The Ultimate Everything* (B8 6c) has certainly laid down the challenge to the next generation. Not surprisingly, it awaits a second ascent.

Shortly after unexpected success on *The UE*, yet another top-end problem was already coming close to completion, eventually falling to Pete Cawley as the bold, committing, and totally technical *Unnamed Traverse* (B7 6b), rounding off a surprisingly productive period in high-level Iffley bouldering.

Hilary 2014 – Michaelmas 2015

Iffley continues to attract large crowds, though the traditional Saturday morning sessions have long since faded into obscurity. OUMC gatherings on Monday evenings see large numbers of new 'Iffleyites' enjoying the wall's mid grade classics, whilst a few harder offerings are added by a handful of devotees. Hilary 2015 is a particularly productive term, seeing Pete Cawley make the first ascent of *Elastic Trickery* (B4 6a+), which had been a much-discussed impossibility for some time. Meanwhile, Mike Pearson establishes himself firmly at the top of the Iffley ladder with an impressive number of hard repeats and first ascents, including Geoff Hannis' long-term project off the 8/29 sit start, *Geoff's Reach* (B5 6b-) as well as *Meeples* (B5 6a), and *Mangosteen* (B4 6a+). Not to be outdone, Pete Cawley responds with yet more typically desperate and reachy offerings in the shape of *Hop, Skip, Jump, Leap, Fly, Die* (XXX) and *The Four-and-a-Half Minute Mile* (B5 6b-).

The Future

Some five years ago, the challenge of Iffley 7a was laid down by the Eighth Edition of this guidebook, being seemingly 'just around the corner'. Work on projects such as *Magic Carpet Ride* (7a?) has been ongoing for as long as anyone can remember, and whilst the grade has remained elusive, efforts in the last year have come closer than ever before, as projects such as *The UE* and *Unnamed Traverse* continue to lay the foundations for even harder lines.

At a more reasonable level, it is likely that Iffley will



▲ Pete Cawley, relaxing at an Iffley Party having totally crushed most of the wall's hardest test-pieces



◀ Mike Pearson. We're not really sure what to say about this photo, but his impressive list of hard Iffley ascents speaks for itself.

see its traditional winter surge throughout the grades, as members take pleasure in the challenge and sociable atmosphere that the wall provides, whilst the weather outside is inclement and the temperatures in the Sports Hall are sufficiently low. It is at this level that Iffley has been thriving in recent years, doing more for standards of climbing within the Club than we ever hoped for, and also helping to build the kind of camaraderie that OUMC is justly proud of.

Perhaps the most important aspect of the wall's future, however, lies in the redevelopment of Iffley Road Sports Centre. In the summer of 2006 it was officially announced that the current site would be undergoing massive development in coming years, starting with construction of new tennis courts and ultimately resulting in the destruction of the current sports hall, with the bouldering wall along with it. As the sixth edition of this guidebook went to press the long term future of our treasured wall hung in the balance. Reassuringly, ten years down the line, Iffley remains very intact, quietly shrugging off such talk with the same simplicity as it dismisses young pretenders on its hard problems...

Proposals for the new Iffley road complex do, at least, include a climbing wall, although at the moment no details have been announced. With the 'Rock Solid' wall showing continued success up at Brookes, it is strongly hoped that the University's plans will not seek to compete with Brookes by creating an expensive plastic lead tower that is only viable by attracting members of the public and having high admission charges. It seems highly unlikely that a city as small as Oxford can support, or needs, two competing climbing walls.

For dozens of Oxford climbers, past and present, who have even the slightest place in their heart for Iffley, the hope is that the new sports centre can somehow incorporate the old wall into the new design. If not then at least, perhaps, some form of real-rock, vertical and permanent bouldering wall can be designed in its place.

Either way, Iffley bouldering will continue in the meantime on borrowed time. Protagonists will come and go, cutting their teeth on the old classics and forging new ground in the same way that generations of climbers did before them. They'll all get something very special from this wall and the people that surround it, and when the wall is no more, those memories at least will stay with them. As for their achievements – the literature will tell its own story for future generations to jealously peruse.

So, make the most of it while you've got it. There's a whole load of amazing bouldering and great times just waiting to be made... Enjoy!

Iffley. Long may it continue. ▼





Ecstasy

Climbing and Drinking Iffley 6c

"Every muscle in my body is supremely tense; from the big toe, curling desperately to pull my left leg in towards the wall, to the muscles in the upper back, fighting to control the exact position of the body's centre of gravity. The fingers of the right hand squeeze forcefully around one of the wall's smallest and least-used holds, the hold that was so small it had almost inspired the problem. My breathing is laboured, but I force air from my lungs with an audibly painful breath. Reaching down to the left with my outstretched arm, I instinctively tighten my back even more, shifting the position of my head, and bending my body to counterbalance the arm. The hold barely exists; a half-centimetre edge the wrong way up. Careful pre-cleaning and preparation, however, have given me just enough friction to latch my fingers over it and watch them stick. Now, at full stretch I'm held to the wall by little more than horizontal tension in my arms. Perhaps wishful thinking is playing a part too.

"Such a small undercut, down almost at ankle level, provides little help with movement. Instead I search deep within, hoping for one of those mystical moves where one part of your body seems to use another, static, part to pull on. Only adrenaline masks the pain as I slide my hips awkwardly left to find a balanced position. I'm hardly moving; hardly holding anything, yet my muscles are working harder than ever. I try to focus on what I'm doing, but there's a stray thought in the back of my mind, and it's in the shape of that finishing hold. More importantly, though, it's in the shape of a first ascent. The positions of both hands and feet are now pre-determined. They must obviously remain clinging to the excuses for holds that they're already in contact with. Likewise, the centre of gravity must remain precisely in its current position, otherwise one point of contact will give way under the increased pull required to correct that slight error. Movement, therefore, becomes problematic.

"This next move is the key to success, yet within these limiting constraints this 'move' involves no movement. Instead, it is a case of twisting and turning, stretching, contracting, tensing, until, in one of the most beautiful experiences the wall has to offer, all the force is removed from one of those points of contact. And if it's not the right hand that momentarily comes free, then the floor awaits.

"With an undignified impact with the ground I let out a frustrated shout. After another long session, I know all too well that my joints won't take another serious attempt. Next time, however, it's a certainty. After endless months of intense work, I know I've unlocked the key, for in the final moment of that last attempt something had clicked. I'd found the one devious twist that would release the right hand, and more importantly, I'd consciously remembered it. Monday would be the day, and as usual there'd be one day of rest before the circus returned.

"Now, however, it was time for beer. Years of frequent Iffley sessions had not only got everyone pretty good at bouldering, but also at last minute parties. A quick pint in the pub would obviously precede alcohol, pizza, and drunkenness back at Marston. It was one of those evenings that get thrown together as they go along. No one had a care in the world, games were played, quotes were mis-quoted, and ice-cubes almost undoubtedly made an appearance as it became increasingly fortunate that everyone was as drunk as each other. Finally, it was decided to wrap things up before the birds began their dawn chorus, and once everyone had gone home I 'retired' to bed with two thoughts in my mind. Fortunately, only one of them involved a painted brick wall.

"In the grand scheme of things, Sunday didn't really exist. I don't think it's supposed to for students, and it certainly shouldn't for Iffley boulderers. Monday, on the other hand, was a different matter, because today, once again, was an Iffley day.

"Breakfast, as usual, would consist of a glass of orange juice, followed remarkably closely by a lunch-time chocolate bar. The hunger for that project far outweighed any hunger for food, and it was with great relief that the afternoon's Iffley session arrived. I was feeling better than ever. Light, strong, alert, and clear headed; and from this I grew more and more confident. I knew the warm up would go well, and raced through the orange circuit in trainers, taking in a number of beautiful 5cs. Then it was time to stretch, a process that today would take the best part of half an hour. Meanwhile, the wall was beginning to fill up as the usual Monday night crowds turned up.

"Stretching over, I donned rock shoes for the second part of what had now become a tried and tested warm-up. Several 5c+ problems were dismissed without difficulty, along with a number of harder lines. Then came the first real test. A test not only of conditions on the wall, and of my state of mind and body, but also a benchmark against which I would be grading subsequent new moves. For the first time in my life, I pulled casually up Horny Little Devil, one of Iffley's most technical 6b problems. If I wasn't ready for Ecstasy now, I never would be.

"As usual, my attempts at the line started well, but none resulted in success. Over and over again I tried move after move, refreshing my memory of every key trick until I felt I'd mastered them all. From now on, it would be an all-out effort for the first ascent. The others had already refrained from using any of the holds in the project, a gesture for which I was certainly grateful. Now, as I focussed intensely on every move of that problem, they stayed back, keeping distraction to a minimum, but perhaps increasing the expectation. I look down at my tape-covered wrist, stretch my arms, and close my eyes. Somewhere within me there's power.

"This was it. One final dip into the chalk bag. Total relaxation would need to be followed by determined and explosive energy. Suddenly, that very thought launches me upwards from my sitting position and presses me firmly into the wall. My right hand has no hold beyond smooth, flat paint, but at this stage movement and internal strength seem more important than the odd hold. I deliberately worsen my hold with the left hand, as this had always seemed to motivate me to move quickly and successfully through the painful first crux. Once that's dispensed with I relish the first rest and chance to chalk up.

"A few more tenuous moves and here I am, facing that unique and brilliant game to release the right hand. Once again, I'm stretched out in a seemingly impossibly terminal position, with every muscle straining to hold me there. "Don't rush" I tell myself, and deliberately focus on the pain for an extra half second or so. That time gives me chance to relax, and move correctly. My body has now learnt this move, and it adjusts itself spontaneously into the one precise shape in which there is no tension in the right arm. My hand is momentarily free, allowing me to quickly rotate it in the tiny hold. Hold. Wait. Yes, it worked. All around me is silence. Only a powerful lunge for the top remains, and I once again take time out to think how annoying it would be if I missed this move now. A small grin spreads across my face.

"With that one final bounce, the Ecstasy Project became simply Ecstasy. Iffley's hardest problem? That didn't matter. Inside, I knew that irrelevant of grade it was one of the finest problems I'd ever climbed. The two hardest moves were also the best; audacious, outrageous, and certainly devious. Emotionally, it felt like one of my most memorable achievements; one to which I had applied and dedicated myself like never before. That in itself made this moment of satisfaction worth savouring. And then, having typified a good Iffley bouldering session, all that was left was another Oxford drinking session. A quick pint in the pub, dry roasted peanuts for dinner, the Purple Turtle, more ice cubes, more alcopops and so on... finishing, rather surreally staring at a purple wall over breakfast somewhere in Oxford..."

- Steve Broadbent

The Iffley Gods

Iffley has always been much more than just a bouldering wall. It's been a way of life for generations of OUMC members; a training aid and social venue; a theme for parties; a place of almost spiritual importance to dedicated Iffleyites. Heretics will point out that it's also a village – perhaps a suburb of Oxford – and even that it is home to a famous running track. But those with a keen eye will notice something far deeper here.

John Gill may once have described bouldering as “*an activity with metaphysical, mystical, and philosophical overtones*”, but it seems clear that he had not been to Iffley. For Iffley bouldering is better described by American scholar Peter Mandaville as: “*a relatively-bounded system of beliefs, symbols and practices that addresses the nature of existence, and in which communion with others and Otherness is lived as if it both takes in and spiritually transcends socially-grounded ontologies of time, space, embodiment and knowing.*”

Admittedly, Mandaville had also never visited Iffley, but we think you'll agree that somehow he still managed to hit the nail on the head. Curiously, and unlike Gill, he had also never climbed anything more than a flight of stairs.

As most of Iffley's dedicated followers will by now have realised, it is more than coincidental that these 117 concrete blocks, each blessed with a piece (or sometimes several pieces) of gloriously real rock, are so perfectly positioned so as to create the quality of bouldering to be found here. If you've ever tried to place holds upon a wall on which to climb, you'll know that there's some artistic and mathematical skill involved in doing so. To achieve this with the success demonstrated at Iffley is not only unheard of, but beyond the scope of human possibility.

There is, of course, an explanation. When Iffley was given to Earth in 1979, it was a pantheon of gods that carefully conceived this masterpiece of boulder engineering. In order to avoid detection – which would have certainly thrown the world's religions into chaos – the 116 gods¹, under the direction of self-appointed superintendent *Ifflius*, chose to subcontract the University brick layer to do the hard work for them. To do this, they would visit him in his dreams over the course of 116 nights, describing the exact specifications of their plan. On the 117th day he completed the construction with minimal fuss, charging the University a princely sum for his labours (the receipt can still be found in the archives of the Oxford Mountaineering Library).

The Iffley Gods, as they would forever be known, had created the world's first and finest bouldering wall: a template which man has used ever since in the pursuit of climbing training aids.

**“NEVER BE AFRAID TO TRUST
AN UNKNOWN FUTURE
TO A KNOWN GOD”**

Corrie ten Boom

¹ There were, of course, 116 holds in the original design, each the responsibility of one God. Sometime after the construction was completed, it became clear that there was a flaw in the design of this ‘template’ for all future bouldering walls. Thankfully, the University Bricklayer, following his heavenly visitations, had developed a good eye for bouldering aesthetics, despite the fact that like Mandaville he had never before put on rock shoes. Noticing that the lack of footholds beneath the mantelshelf might encourage future climbers to rely on strength rather than technique, he opted to carve out one of the bricks to create the ‘additional’ hold 3. Unfortunately, many modern wall designs failed to notice this important addition in the template.



◀ An ancient painting, believed to have been penned following a visitation in 1979. *Hexamus*, the god of Hold 6, is depicted pointing out a hidden chip to an unknown Iffley youth.

◀ 'Keen youth' Tim Culiwck, well on his way through an Iffley apprenticeship, apparently pointing out hold 3 to bemused onlookers. Hold 3 is the only Iffley hold without a known god.

The 116 Iffley Gods by Hold

116 of the 117 holds on Iffley wall have an Iffley God associated with them. Following exhaustive research the comprehensive list is presented here for the very first time...

- | | | |
|-----------------|------------------|--------------|
| 1. Uno | 17. Canesis | 33. Quirkus |
| 2. Percimus | 18. Tricksand | 34. Orf |
| 3. (Godless) | 19. Bimbliness | 35. Balma |
| 4. Fortran | 20. Paleus | 36. Chiridus |
| 5. Quintus | 21. Miximus | 37. Contius |
| 6. Hexamus | 22. Imtwan | 38. Partario |
| 7. Septamus | 23. Brilliantine | 39. Halpob |
| 8. Octonaut | 24. Dimpliness | 40. Bir |
| 9. Naughtiness | 25. Eugene | 41. Martom |
| 10. Thermos | 26. Diadoris | 42. Dintus |
| 11. Mantius | 27. Delapidos | 43. Carmina |
| 12. Dontius | 28. Quagmire | 44. Pala |
| 13. Spurious | 29. Quandry | 45. Upt |
| 14. Ipsis | 30. Ecstam | 46. Ifflius |
| 15. Cinquicento | 31. Pilipus | 47. Rondus |
| 16. Primula | 32. Spiros | 48. Melium |

Primula, the goddess of Hold 16, during an early design meeting. *Primula* is understood to have been a key proponent of centering the wall's design around the sit start. Bribes of grapes and back-massages did nothing to change her mind.

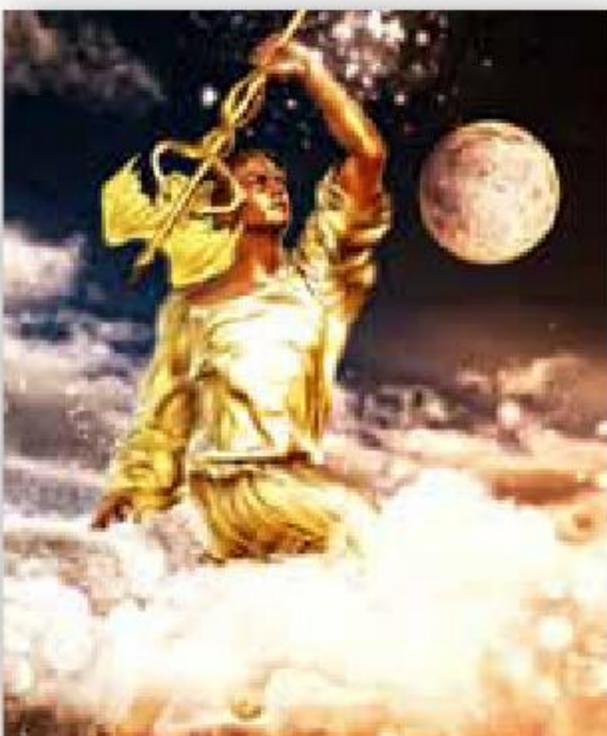


- 49. Palium
- 50. Mortius
- 51. Mint
- 52. Tropicana
- 53. Pistachio
- 54. Solt
- 55. Xavier
- 56. Nez
- 57. Bendcrete
- 58. Crete
- 59. Portus
- 60. Twelve
- 61. Pha
- 62. Ghosh

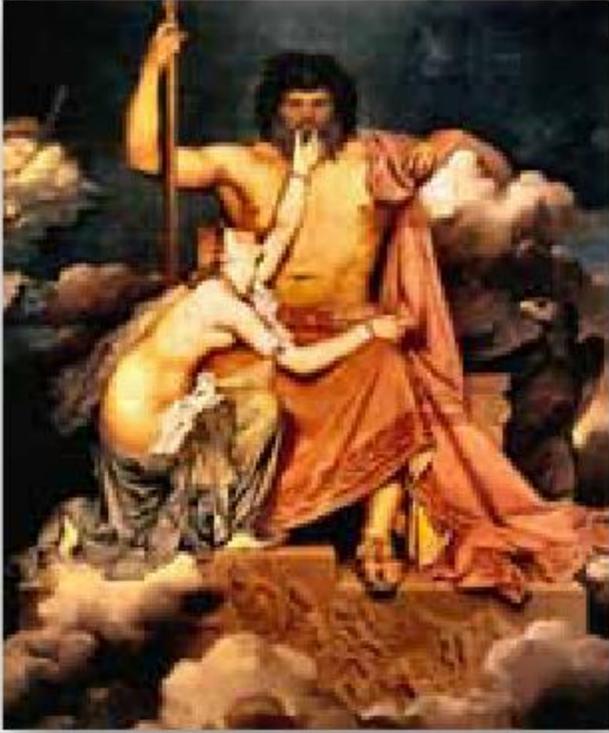
- 63. Nud
- 64. Diego
- 65. Ontario
- 66. Taurus
- 67. Diagoros
- 68. Berol
- 69. Lucky
- 70. Artful
- 71. Cautious
- 72. Shameful
- 73. Hercules
- 74. Kellogg
- 75. Binocularis
- 76. Monocularis

- 77. Heroin
- 78. Seventy Eight
- 79. Mut
- 80. Aberash
- 81. Abiodun
- 82. Abubakar
- 83. Flint
- 84. Muh
- 85. Zebedee
- 86. Agencios
- 87. Ayo
- 88. Rhesus
- 89. Chi
- 90. Dinsdale

Brilliantine, the goddess of Hold 23, appointed 46 minions to polish her hold to a high sheen. She intended to name the hold '46' in recognition of their work. *Ifflius*, self-appointed superintendent of the Iffley Gods, was having none of it.



According to Iffley mythology, *Thermos* visited the Bricklayer on New Year's Eve, 1978, with his design for hold 10. Unfortunately, due to "the mother of all hangovers" the following morning the Bricklayer was unable to recall specifics of the design. He did, however, go on to obtain a patent on a revolutionary vacuum flask later that month.



◀ The famous painting depicting *Brilliantine*, goddess of Hold 23, attempting to persuade *Ifflius* to allow her to name her creation "Hold 46" in recognition of the 46 minions whom she had enslaved to polish the marble masterpiece to a high sheen. *Ifflius* maintained that a large, seat-like hold was required above the blank part of the wall that is today home to Hold 3. Thankfully, no amount of beard-stroking was going to work, and Iffley was left with its most famous feature – the mantelshelf that we all know and love.

91. Ekenedilichukwu

92. Pamela

93. Manyara

94. Obi

95. Olufunmilola

96. Ajax

97. Brick

98. Melom

99. Dast

100. Xe

101. Antiope

102. Antilope

103. Nohope

104. John

105. Arash

106. Baal

107. Zffley

108. Monius

109. Baldric

110. Barry

111. Balthazom

112. Percularis

113. Malaris

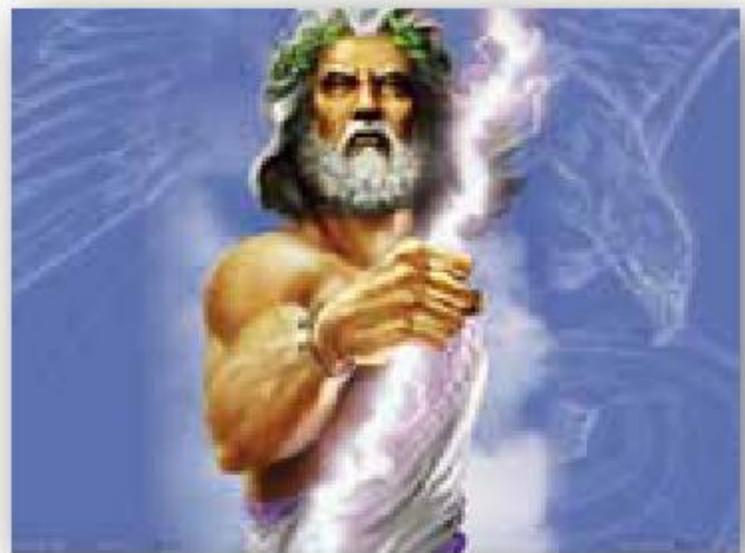
114. Korma

115. Neo

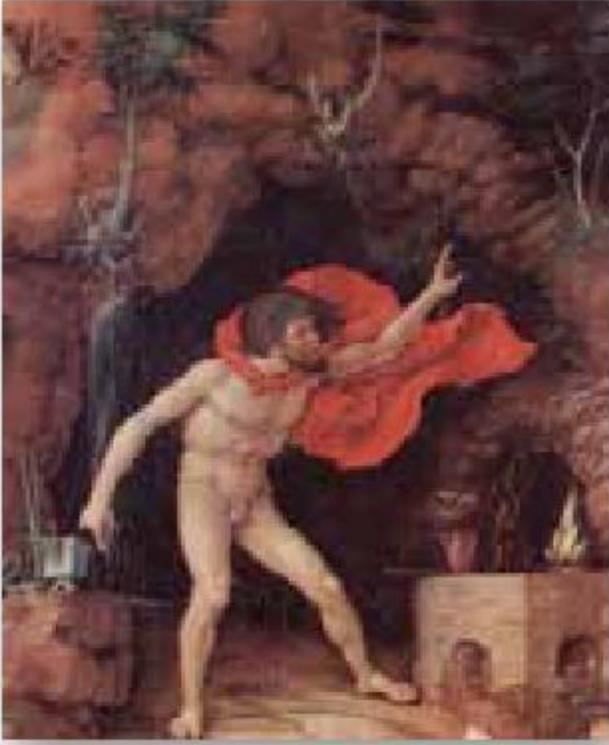
116. Bran

117. Mewlipos

▶ *Uno*, the god of Hold 1, made the first of 116 visitations to the dreams of the University Bricklayer on the evening of 22nd December 1978. His design is rumoured to have been in the shape of an Eagle, but his aggressive and forceful approach left the poor Bricklayer traumatised and unable to remember anything about the experience.



◀ *Heroin*, the god of Hold 77, visited the Bricklayer during a stag weekend in Amsterdam. Whilst all of the other Iffley Gods are remembered in the form of Greek or Roman deities, the Bricklayer's description of Heroin is somewhat vague: "...he was like a fish-lady, with big boobs, wings, and a feathery apple on his head. He spoke with a pronounced Birmingham accent."

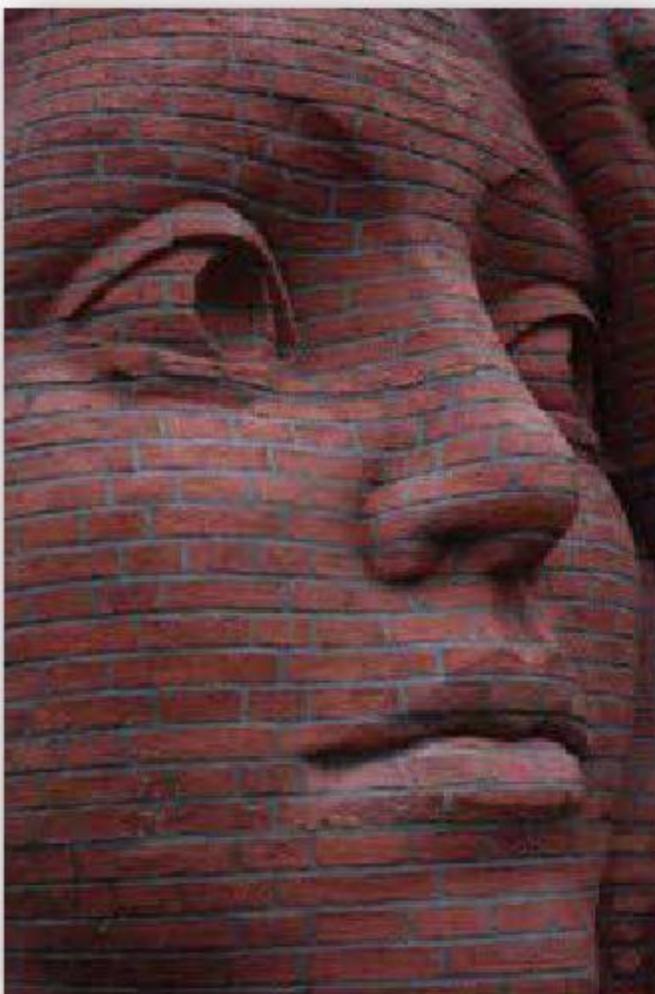


Zffley, the god of Hold 107, painted by Spanish artist and sculptor Joan Miró in December 1983. This exceptionally rare portrait is unusual for two reasons: not only was it the only classic oil painting by an artist better known for his impressionism and ceramic work, but also because Miró died shortly before finishing the work – the bowl on his lap was intended to contain three Shubunkin Goldfish, handed to *Zffley* by *Carmina* in exchange for the two golden Cherubs by his side.

Rumours of disquiet amongst the 116 Iffley Gods reached fever pitch on the discovery of this painting, which allegedly shows *Zebedee*, the god of Hold 85, disagreeing with the other gods over which way up his hold should be positioned. *Zebedee* was keen for Iffley to be a serious training aid, and not just a focal point for alcoholism, insisting that Iffley's best jug would be more useful as an undercut. He was overruled.



Brick, the goddess of Hold 97, modelled appropriately in bricks by sculptor Mara Smith as part of a commission for nine exterior murals for the Anatole Hotel in Dallas, TX.



**“THE FUTURE IS SHAPED
BY YOUR DREAMS,
SO STOP WASTING TIME
AND GO TO SLEEP”**

Anonymous

Standing Starts - the Left End

With a lack of easy sit-starts on the left side of the wall, many problems in this area involve static starts, which are indicated here in brackets.

- Mean Feet B0 4a**  **PURPLE 1**
Set by Adam Jorna, H00. A competition problem from IBC2000 forms the start of Iffley's easiest circuit. Finishing on 96 is a more satisfying alternative.
(39 15A 1 14) 42 16 43 62 (96 optional)
- Tractor B0 4b** ★  
First ascent by Christian, T01. Something of a one-move-wonder, but still worthwhile. Either use your left foot in the slot, or heel-hook the arête for a brave final move.
(12 41A Arete) 40B 94B
- More Rough Than Diamond B0 4c**  **YELLOW 1**
First ascent by Gillian, H02. A clever move through hold 42 will put you in a good position for an unlikely-looking finish. Tricky for the grade...
(1 39) 14 15A 41B 42 96
- The Gardener's Legs B0 4c** ★   **YELLOW 2**
Set by Alison Parker, M02. A worthwhile amusement for those without long reach.
(1 39B) 42 14B 17 44B 64B 45 98
- Klingon B0 5a**  **PINK 1**
Set by Adam Jorna, H00. A competition problem from IBC2000, which provided surprising difficulties. Although not particularly reachy, the short may struggle with the step up to 40B.
(1 14A 40B 39) 41A 94A
- Smelly Feet B0 5a** ★ 
Set by Paul & Christian, H01. A tricky move through 42 needs some clever positioning, good body tension, and perhaps a chip for the left foot...
(39 1) 42 16 96B
- Blind Faith B1 5a** 
Set by Seshadri Nadathur, first ascent by Steve Broadbent, M06. A pleasant rising traverse with an interesting Gaston move to finish.
(1 40B) 41A 15A 62A 44B 98
- Phoenix Rising B1 5a+** ★ 
First ascent by Adrian Baugh, T00. Probably deserves more attention than it currently attracts, featuring nice moves on pinches and side-pulls.
(12 39) 40A 93 94A
- Problem 2 B1 5b**  **TALL**
One of the original numbered problems, set by Tim Woollings, M99. Nice moves but with an odd, reachy finish...
(40A 1) 60B 41B 14A 14B 43 16 98 46
- Jammin' B1 5b**
First ascent by Adrian Baugh, M99. An unpleasant and awkward problem. Jam, elevator, or fail!
(14 42) 40 41 43 62A 96B 97B

Partially Re-Hydrated Dried Fruit B1 4c/5c+ 

First ascent by Paul Cooper, H01. The culmination of attempts to find a problem that the “medium height people” couldn’t do! If you’re tall it’s easy, but if you can’t reach across to 98 then the problem takes on a whole new level of interest.

(1 15A 41) 61 16 98

 Yellow 5c?

A low level traverse, which sees few ascents. Constantly technical, and typical of the unusual problems of the late eighties. Static start from the most logical left-hand position on the yellow-dotted holds.

 Spark of Obsession Font 6a   

First ascent by Adrian Baugh, H01. Set after speeding back from Fontainebleau to Iffley in 9½ hours, thus taking in two of the world’s premier bouldering venues in one day!

(12 13 40A) 41B 41A (undercut only) 95C

 The Spark that set the Flame B3 6a-   

First ascent by Huw Jenkins, H01. A variation on Adrian’s Spark of Obsession.

(13 40A) 41A (undercut only) 94B

 Red 6a+? 

A very hard, fingery problem up tiny red-dotted holds at the extreme left end of the wall which has seen no recent ascents



 Jamie Bickers on **Varsity** (B0 5a), having overcoming the unlikely smearing move that causes more than its fair share of frustration amongst those pushing their grade into the “five somethings”...

The Left Arête Sit-Start

The powerful start up the left arête requires a surprising amount of strength as well as excellent body tension, and many people find getting off the ground embarrassingly difficult. Practising with hold 14 might help...

Varsity B0 5a     **TEAL 1** **YELLOW 3**

Set by Andy and Tim for the Hilary 2003 competition. Brilliant technical moves up the left-hand arête. Several possibilities exist, making this problem an ideal project for those wishing to push their grade into the '5 somethings'. This problem is usually peoples' first real experience of smearing on smooth paint... (It does work!)

Arête 1 40B 41A 93

Chinook B0 5a+   

Set by Nick Brown for the 2006 competition. A lovely move up the arête is followed by a frustrating slap to a tiny crimp, where failure is almost a certainty! Grab it, hold it, and count to five to prove that gravity really hasn't noticed you. The name is a clue to the outcome, albeit subtle.

Arete 1 41 12 13 95C

American Vision B1 5a  **STRAWBERRY 1**

Set by Geoff Hannis for the 2007 competition whilst he was in America...! The initial moves require more skill than just a long stretch right to 43...

1 Arete 40A 15A 14B 43 Girder

Irn Bru B2 5a+   

Set by Steve Broadbent for the 2007 competition. Brilliant steep bouldering that is considerably easier than it looks. Standing up on 40A requires nothing more than belief that it's easy...

Arete 1 40A 41 Girder

Sand Script / Sanskrit B1 5b  

A nice beginning to Hebrews 10.9, posted in M01 and requiring either a bit of a reach or a fun little pop to 64. Believe it or not, the name confusion comes from someone's very bad handwriting!

Arete 1 14 42 17 64 46 99B

The Hand that Rocks the Cradle B1 5b  

Set by Geoff Hannis for the 2007 competition. Initial technical moves lead to a brilliant, powerful finish.

1 Arete 40A 14 41B 61 94

Great and Secret B2 5c 

First ascent by Steve Broadbent, 2012. Tricky arete-based antics from the 2012 competition.

Arête 1 14 15 39 41B 63 Girder

PARC Analysis B2 5c     **RED 1**

A classic, set by Martyn Beardsley H01, first ascent by Steve Broadbent. The original 6a grade overstates the problem's difficulty if the feet are used correctly. The name was a response to Adrian's PARA, but this time the 'C' doesn't stand for Californian!

Arete 1 14B 42 62A 98

Dawes Rides a Sabretooth B3 6a-   

First ascent by Matt Titterington, H15. A powerful pinch in 93 will help. Eliminating 93 gives the much more challenging *Dawes Rides a Tiger (B4 6a)*, fa. Mike Pearson H15.

Arete 1 60A 93 94B

☐ Dawes Rides a Tigress B3 6a- ★ TALL

First climbed by Adrian Baugh, H01. After a crucial chip broke on the arête this problem became slightly harder, but has been repeated dynamically by Geoff Hannis at 6a. Named after a quote in the Moonlight Tandoori by a certain well known climber...

Arete 1 12 60A 93 94B

☐ Bouncy Castle B5 6b ★3 TALL T D

A brilliant power-problem up the left-hand arête, set by Geoff Hannis in M05 and finally climbed by Pete Cawley in 2012. Following a delicate sit start, power up the arête and somehow reach right for the slot (terms such as "dynamic hand jams" have been banded about here...) Step up onto 15 and then glide effortlessly (easier said than done) to the final hold... or dream on.

Arete 15A 12 60 62A

☐ Bedazzled B4 6b+ ★3 T D

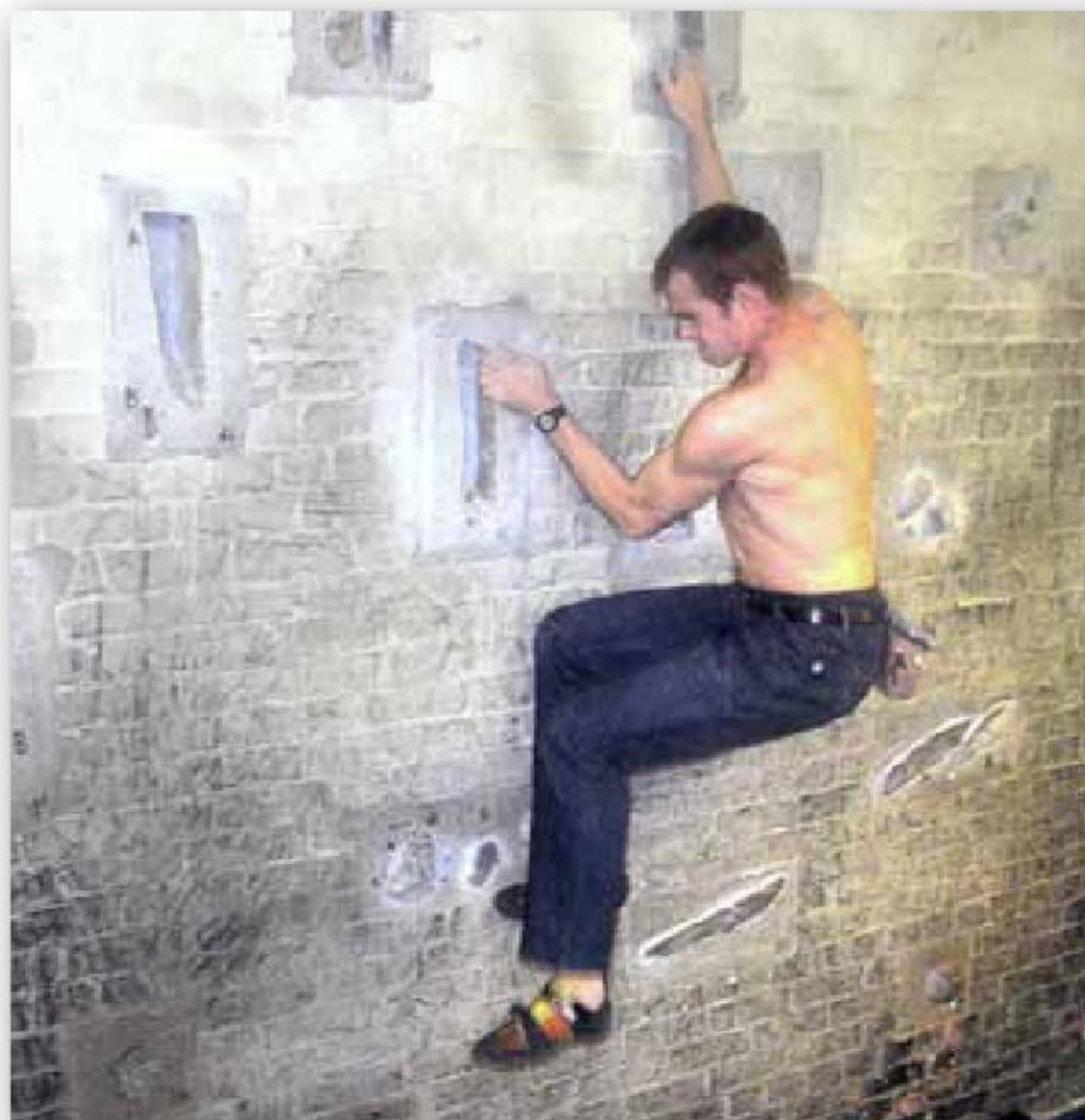
First ascent by Steve Broadbent, M07. The horizontal dyno is a long way for all but the tallest of climbers, and requires exceptionally precise climbing but no chips. It's short and safe, but technically as hard as they come. Welcome to the realm of weirdness...

Arete 1 40A 15A 2 18 44A 96

☐ The Spanner B5 6b ★2 T D

First ascent by Mike Pearson, M14. Difficult, strenuous climbing that became something of an infamous impossibility amongst the Iffley elite...

Arete 1 42 96B 46 4 47A 49 6 50 Girder



◀ Will Sweeney powering up **PARC Analysis** (B2 5c), one of Iffley's classic power problems. "PARC" allegedly stood for "Pull a Random Couple"...

The Bad Touch (B3 5c+) is one of the wall's famous tests of finger strength... Will Benfold giving it a go at Iffleymas 2015. ▶

The 15A Sit-Start

The nasty pinch on 15 has never been popular, as few climbers can actually do it! The Bad Touch was a major breakthrough at this end of the wall, and is definitely worth more attention than it gets.

Step on my Old Size Nines **B1 5a+**

First ascent by Philip Frampton, T01. The sit start is only 5a for those who can reach 40A from the ground (you see a lot of people sitting on mats here!)

2 15A 1 40A 41A 94B (no chips)

Armchair **B1 5a+**

Set by Geoff Hannis for the 2007 competition. The sit start gives many people difficulties, but things ease considerably above.

2 15A 14 40 42 60 95C 94

Revenge of the Tall Man **B1 5c**

First ascent by Dave Hofer, H00, with the sit start added by Adrian Baugh. Good climbing, but the shorter people soon got their own revenge with the variation *Tall Man Rides a Shovelhead*.

15A 2 42 61B 97B

Titney Spears **B3 5c+**

A rarely climbed traverse, posted by Zorro.

1 39A 15A 2 16 18A 3 19 4B 48A 5 6 25 26 51

The Tactile Variation **B3 5c+**

First ascent by Katja Broadbent, M06. This excellent variation on *The Bad Touch* features the same technical moves as the original, but can be climbed by shorter climbers who may not be able to reach 62B. After a strenuous sit-start, strong fingers and good body-positioning are required for the brilliant upper moves.

2 14 15A 40A 41B 63 95B 94B

The Bad Touch **B3 5c+**

Set by Steve & Huw, M00. A fine line, hard at the grade, with superbly delicate climbing requiring finger strength and balance. One of the classic problems from a golden era of Iffley bouldering.

2 14 15A 40A 41B 62B 95B 94B





The 2/16 Sit-Start

One of the most popular starts on the wall. It has a number of variations and many, many classic problems.

Crossroads B0 4a

Set by Steve Broadbent for the 2007 competition. A rather unsatisfactory episode...

2 16 17 18 43 44 61

Paleo B0 4b

Set by Steve Broadbent for the 2012 competition.

2 17 16 18 42 44 64 98

Rainbow B0 4b

Set by Steve Broadbent for the 2007 competition. Nothing special, but a useful introduction to Iffley 'Girdering'.

2 16 14 15 42 41 Girder

The Bad B0 4b+ **ORANGE 1**

Set by Steve Broadbent, M00. A great introduction to Iffley bouldering, demonstrating the importance of good technique, body tension and balance. As an interesting exercise, try taking both hands off 42 and 44 to stay in balance (hands free) on 2 and 16.

2 16 43 42 44 96A

The Easy Touch B1 4b+

Set by Geoff Hannis for the 2006 competition. Overcome with either a long stretch or a good easy dyno. Originally climbed without hold 16, but this variation is less accessible and not as good.

2 16 15A 14 42 Girder A

The Jester B0 4b+ **KIDS 2**

Set by Steve for the Hilary 2001 competition. Similar to other problems, but the line does have a certain charm.

2 16 43 63 96

Main Street B0 4c **TEAL 2**

Set by Steve Broadbent, 2013. Good balance is needed for a tricky top move.

2 16 15 42 61 95

Compsognathus B1 4c **TALL**

A 2005 Comp problem, similar to Aeron's *Microraptor* and involving a fun dyno to finish... Shorter climbers may well consider this harder than 4c.

2 16 44B 17 98

Curdled Custard B0 4c

Daunting, but proves to be a brilliant easy dyno, requiring nothing more than a bit of bounce and a lot of belief! A poorer alternative finishes on 96, but this is hardly worthwhile...

2 16 43 Girder

Befuddled B1 5a

Set by Steve for the Hilary 2008 competition. The easiest of a trio of powerful mantelshelf problems that also includes *Bedraggled* and *Beshelved*. Reach right for the mantelshelf and make the familiar press.

2 16 3 45(feet only) 46 98

 Katja Broadbent on *The Bad* (B0 4b+), starting point of Iffley's best and most famous circuit.

Minimal Impact B1 5a    **PINK 4**

Set by Steve for the Hilary 2001 competition. Another worthwhile problem, easy in its grade if you do it right, but very difficult if you go about it the wrong way!

2 16 44 63 64 97A

 Shelf Life B2 5a ★2

A classic highball problem set by Nick Brown for the 2006 competition. The crux hand-swap is frustrating to figure out, but easy when you get it right...

14 16 18 46 47 48 102A Girder

 Up and Away B2 5a ★1  

First ascent by Steve Broadbent, H07. The final move can be completed with confidence and elegance, or more likely with terror and disbelief. If you touch that girder, don't let go...

2 16 42 Girder

 Young Pretender B1 5b- ★1  **YELLOW 4**

Set by Steve for the Hilary 2002 competition. This variation on *Black Cuillin* was designed as a less reachy problem, although the final move still requires commitment...

2 16 43 14 15 41 40 94

 The Stress Test B1 5b ★1

Set by Geoff Hannis for the 2007 competition. An alternative finish to Adrian's *Muppet Show*.

2 16 63 65

 Fingal's Cave B1 5b ★2  **SALMON 2**

Set by Martyn, Steve, and Huw, M00. This strangely neglected problem has some good moves from sloping holds, and deserves more traffic.

2 16 43 (no undercut) 63 97A

 Wall Separation B1 5b ★1 

First ascent by Geoff Hannis, M04. A reachy final move from poor footholds.

2 16 42 13 39 12 95C

 Black Cuillin B1 5b ★2 **PINK 2**

Set by Steve for the Hilary 2002 competition. A challenging and satisfying problem with an interesting top move for 94.

2 16 14 15 41 40A 94

 Bedraggled B2 5b ★1 

This easier variation to John Winter's traumatic *Beshelved* is very powerful and far too hard for its original 5a grade.

2 16 46 64 96

 Slip Knot B1 5b ★1  **BLUE 2**

Set by Steve and Adrian, M00. A committing final move, on which Steve struggles in the film OX4. Named after a favourite route on White Ghyll Crag in Langdale.

2 16 15B 44B 62B 97B

 Jebel Training B1 5b ★2 

First ascent by Chris Bull, T06. Good powerful climbing.

2 16 (hands only) 42 96 45 99 (Chip by 15 allowed)

Spin-Up B1 5b+ / 4b ★   

Set by Steve for the Hilary 2008 competition. Graded for shorter climbers who can't reach through the last move, and must instead do a quick move off the chip.

2 16 18 42 98

Hebrews 5.10 B1 5b+ ★       **RED 3**

First ascent by Steve Broadbent, M00. The long awaited sit-start to Olivier's classic *Hebrews 10.9* is difficult for the grade, requiring an accurate dynamic move and determined pinch.

2 16 17 64A 46(feet only) 99B

Hug The Wall B1 5b+ ★  **PINK 3**

First ascent by Greg, H03. An unusual technical move which is well worth seeking out. Good balance and accurate technique will overcome slippery handholds.

2 16 17 44A 62A 98 99B

Kiss the Wall B2 5b+ ★  **STRAWBERRY 2**

Geoff's variation on *Hug the Wall* provides a more satisfying finish than the original, and was completed in T07.

2 16 44A 17 62A 96 99A

The Muppet Show B1 5b+ ★ 

First ascent by Adrian Baugh, T01. Slap to a side-pull...

2 16 63 98

Harder, Faster B2 5b+  

Set by Steve for the Hilary 2008 competition. The committing snatch for the girder is indeed harder, and faster, than the original *Muppet Show* finish. See also *Up and Away*.

2 16 63 Girder

The Very Big and the Very Big B2 5b+ ★   

First ascent by Tim Bateson, M01. Grossly inelegant, but fun if you like that kind of thing! Lots of dynamic moves and legs swinging everywhere will test either a) your arm strength, or b) your stupidity!

2 16 46 4A 48A 73B 75B no chips

Beshelved B2 5b+ ★   **STRAWBERRY 4**

First ascent by John Winter, H03. The sit start to one of Iffley's hardest problems is amazingly incorporated into a mid-grade test-piece, leaving the climber to ponder the relative grades of a) this problem, and b) the cutting edge of powerful Iffley climbing...

2 16 46 99A

Rock On B1 5c- ★

Set by Geoff Hannis for the 2006 competition. This one is quite easy if you go about it the right way, but horribly difficult if you get it wrong...

2 16 18 44B 64A 97B

November Rain B2 5c ★  **BLACK 1**

Set by Tim Bateson, H03 for the Iffley Dyno Circuit. A bit unconventional, but as usual it's not as hard as it looks...

2 16 42 98

☐ The Zen of Climbing B2 5c

First ascent by Adrian Baugh, H01. Originally graded 6a with the comment "slope only on hold 43". How much 'slope' you use seems to be crucial and contrived – award yourself any grade from 5c to 6a-, depending on your conscience!

2 16 14B 43(slope only) 62A 96A

☐ Ambiguity B3 5c WHITE 1

First ascent by Martyn Beardsley, H01. The start of the white circuit provides superb, thought-provoking bouldering, and is an ideal project for those wishing to push into the 5c grades. Eliminating the arête gives the challenging **Unambiguous B3 5c+** f.a. Brian Snelling, T06.

2 16 43 14B 41A Arete 40A 94B

☐ Swing Like a Monkey Part 1 B3 5c

First ascent by Greg, M02. Does exactly what it says on the tin!

2 16 18B 17 46 19B 69A 99B

☐ Swing Like a Monkey Part 2 B3 5c

First ascent by Greg, M02. A variation finish to the previous problem.

2 16 18B 17 46 19B 69 48A 104A Girder

☐ SuperB B2 5c+ STRAWBERRY 3

From the men's final of the 2005 competition, this easier predecessor to *Superdirect* uses 15B to assist the inflexible into the hands-free 'rest'. Try going for 64A (same grade) if the chip is just too much!

2 16 15B 96

☐ The Tall Man Rides a Shovelhead B4 6a- WHITE 2

An Iffley classic, set by Adrian Baugh in H00 and first ascended by Steve Broadbent the same term.

The original method (using the chip for the right hand) provides one of the most flowing and elegant problems on the wall, accessible to all but the shortest of climbers after some work. Not only is *Tall Man* one of the most popular entry-points to Hard Iffley bouldering, but was also the first hard problem to see a female ascent (Nika Engberg, H05). It has also been climbed without the chip at B5 6a (Steve Broadbent, H05), in trainers (Steve again), and eliminating 61B at a very tall-man 6a- (Alex Barrows, M06)

2 16 42 61B 97B

☐ The Very Small and the Very Small B4 6a- BLACK 2

First ascent by Steve Broadbent, H00. Iffley's second 6a problem, with only two moves, requiring finger strength and precision. The top hold seems impossibly high, but is reached almost statically even by shorter climbers. Named after the famous Johnny Dawes route, this problem remains one of the more 'friendly' of the hard Iffley problems and sees its fair share of successes. In Hilary 2002 Tim Bateson finally eliminated the chip to create **The Very Small Direct (B4 6a+)** which is the second problem on the Black Dyno Circuit. On sighted by Alex Barrows, M06.

2 16 17 98

☐ Iffley Superdirect B4 6b

Extreme technicality, set by Andy Ross, and almost on-sighted by Steve Broadbent in M04. The mystical sit-start is overcome with dynamic precision and just a touch of body tension, before a final painful pull in the chip. Sees very few successes...

2 16 96

☐ Eliminate This B6 6b

The obvious variation to the previous problem took over a year to be climbed, with the first ascent going to Geoff Hannis in T06. Rumour has it the first ascensionist went to the chip dynamically from a sitting start, and finished with a brutal fingery pull. Desperate stuff, and currently unrepeated...

2 16 98

☐ Bemused B7 6b

First ascent by Tim Bateson H02. Originally thought to be a more difficult eliminate on *Bewitched*, many people actually consider this dynamic variation an easier alternative. Having said that, hard, powerful, and dynamic moves place this problem far out of the reach of the casual ascensionist, and suitable only for the extremely strong and dedicated dynamic climber. Surprisingly it is now one of the more popular ultra-hard problems.

2 16 46 48 Girder 107A

☐ Bewitched B7 6b

First ascent by Andy Thow, M00. The problem that shocked the Iffley bouldering scene mid-way through Michaelmas 2000, and still feared today. Iffley's first B7, and probably the hardest problem on the wall in its day, *Bewitched* requires bags of power and commitment. 45 and 46 are to be used as hand holds only, although if you're good enough to do the problem anyway, this restriction probably won't make it much harder. Powerful in the extreme!

2 16 45 46 48A 102B Girder 107A



 Steve Broadbent repeating *Tall Man Rides a Shovelhead* (B4 6a-), fifteen years after making the first ascent. This very popular B4 is one of the most accessible of the so-called 'hard Iffley' problems, and one of the wall's best technical problems.



The No Problem Area Standing Starts

With such good sit-starts around, this area has never been popular for standing starts. This selection of problems are therefore rather unpopular, although *Eliminot*, *The Rocker*, and *Hebrews 10.9* are worth seeking out.

Eliminot B0 4b- **PURPLE 3**

Set by Steve Broadbent, T04. An easier alternative to Katja's classic, ideal for Iffley beginners!
(17 18) 64 96

The Rocker B0 4b **PURPLE 2**

Set by Steve Broadbent for the Purple Circuit, T04. A problem of lovely contrasts, with initial powerful moves leading to a great little snatch...
(2 15B 44B) 17 64 46 20 68 69

The Million Dollar Problem B0 4c-

Set by Gillian, first ascent by Alex Copley, T01. A variation on Martyn's classic.
(2 15B 44B) 17 64B 45 98

Stroll B0 4c+ **BLUE 1**

First ascent by John Knight, H00. A worthwhile rising traverse which provides interesting moves. Considerably harder than its sister problem *Not a Stroll* which was removed from listings on the grounds that it was too easy, and too similar to other lines!
(14A 40B) 43 42 18 15A 96A 99A

Last Orders B0 4c+

A rather unsatisfactory line, set by Adam for the Hilary 2000 competition, and named simply because it was the last problem set that day before heading off to the pub.
(14 2 41A 43) 16 62 61B 15A 96A 97

The Art of the Hand Jam B1 5a

First ascent by Alex Copley, T01. There is actually no need to hand jam this one.
(2 42) 14A 41 40A 60 95C

Hebrews 10.9 B0 5a+ **BLUE 3**

Claimed jointly by Johnny and Olivier, H00. A magnificent rockover. Variations include the sit start, *Hebrews 5.10*, reversing the rockover, and performing a hands-free rest before touching the top hold.
(17 64) 46 99B

While Inventing a Nice 4b B1 5b / B0 4c

First ascent by Paul Mainwood, H01. This problem ended up with a standing start after no-one could believe the sit start... however, it can be completed from a sit start at 5b.
(3 45) 16 43 98

Grandes Jorasses B1 5c-

Another tricky offering from Olivier, posted in H00. The cunning top move requires careful thought to avoid an undignified barn-door into the gym!
(40 42 13 15A) 60A 94

 **Eliminot** (B0 4b-) is a good starting point for Iffley newcomers. Olly Humphries climbing.

The Billion Dollar Problem **B2 5c-**   **SALMON 4**

First ascent by Martyn Beardsley, H01. Despite great tension on the first move, this problem provides a dangerously high risk of tendon damage, and should be attempted with caution. An alternative finish on 97A was also claimed by Steve Broadbent and graded 5c+
(2 15B 44A) 17 64B 45 99A (No Chips)

Marking Time **B2 5c** ★ 

First ascent by Luke, H00. This unpopular problem is actually quite nice, and low in the grade.
(2 15B 14B 43(slope)) 41B 62B 15C 95A 40A 94B

Jerry's Lunge **B2 5c** ★ 

Set by Adrian Baugh, H01. A difficult dynamic move.
(17 18) 96



Katja Broadbent on her celebrated classic **No Problem** (B0 4b+), back in the early days...

The No Problem Sit-Starts

No Problem is one of the wall's most beautiful and famous problems and since its first ascent back in 1999 this sit start has been used in countless excellent low grade lines.

The Ladder B0 4a ★ **KIDS 1**

Set by Steve, Adam, and Huw for the Hilary 2000 competition, The Ladder is usually considered to be Iffley's easiest problem. It's also quite nice, despite the ridiculous number of holds...!

2 17 16 18 43 44 63 64 98

Dynosaur B0 4b ★ **GREEN 1**

Set by Steve for the Hilary 2001 competition. Nice moves develop good Iffley technique.

2 17 3 16 18 45 63 98

Man of War B0 4b ★

Set by Steve for the Hilary 2008 competition. A variation on *Blue* with some nice moves that will test both the tall and the short.

2 18 3 17 46 63 98

Blue B0 4b

Set by Steve for the Hilary 2002 competition. Shorter climbers may have to do this one without hold 63, and can claim a grade of 4b+

2 18 3 46 44 63 98

Birdstrike B0 4b ★

Set by Andy and Tim for the Hilary 2003 competition. Beware of the knee-wrecking hold 44...

3 17 18 46 64 98 99B

Capital One B0 4b **GREEN 2**

Set by Steve for the Hilary 2002 competition. An easier version of *The Jester*.

2 17 16 18 43 63 96B

No Problem B0 4b+ ★ **ORANGE 2**

First ascent by Katja Wigmore, M99. Undoubtedly one of the wall's biggest classics, and a milestone for anyone pushing themselves up the Iffley ladder! The famous sit start is renowned for giving people "a whole load of problems", but is certainly worth figuring out for the delicious moves above. It is also worth bearing in mind that the first ascensionist is one of the shorter climbers on the Iffley scene.

17 18 64A 97B

Underwear Everywhere B0 4c ★ **TEAL 3**

First ascent by Steve Broadbent in 2013. Never mind the underwear; big jugs abound.

17 18 46 64 98 99B

Socks and a Bow Tie B1 4c

First ascent by Tim Bateson, M01. Another variation on *Naked* and *No Problem*.

17 18 64B 97A

I'm Black and I'm Proud B0 4c

Set by Mr.Tom, M00. Seldom repeated, despite being one of Tom's easier offerings. At 4c the most likely finish seems to be with a foot on hold 20, although it can be ended with a right hand on 20 with an excellent body tension move at around B1 5b.

2 16 18B 4B 19B 47B 20

Delusions of Grandeur B0 5a ★  **SALMON 5**

Set by Josh Brackett, first ascent by Christian, H01. Could be a struggle for the short, but nicely technical.

17 18 44B 62B 97

The Jen of Climbing B1 5a ★  

First ascent by Will Sweeney, H03. A pleasant mid-grade problem with good moves high on the wall.

2 18 46 45 65 101B

Loin Cloth B0 5b- ★  **SALMON 1**

First ascent by Tim Bateson, H01. A beautiful variation on the modern classic, *Naked*, requiring an equal amount of skill, precision, and flexibility.

2 18 63 97A

Sunflowers are the way Forward in Life! B1 5b ★ 

Set by Tim Bateson, M01. Good footwork is required for some rather stretched-out moves

2 18 17 64B 61B 15A 93

Stage Left B1 5b ★ 

Set by Steve Broadbent for the Hilary 2002 competition. The familiar sit start is followed by a powerful reach, reminiscent of *Die Yetis!*

17 18 46 99A

Problem 3 B1 5b+ 

Set by Tim Woollings, M99. A brutal pull on 97A leads to a long, long reach to 99...

2 17 18 64B 97A 99A

Problem X B2 5c ★ 

First ascent by Tim Woollings, M99. First class climbing with some difficult moves.

2 17 18 43 13 40 95C 94B

Naked B2 5c ★       **ORANGE 3**

Set by Steve for the Hilary 2001 competition, but not actually used in that event. A superb and very popular problem, requiring thought and cunning for a successful ascent.

17 18 63 97A

Enigma B2 5c ★       **ORANGE 4**

Set by Steve, Adam, and Huw for the Hilary 2000 competition. Devious footwork provides balance for a sensational long reach on big holds. Enigma has deservedly become one of Iffley's most famous mid-grade problems, assuring its place on many people's tick lists. Low in the grade.

3 18 45 44B 98

Shopping List B3 5c 

Set by Geoff Hannis in 2004 purely to try and stop Andy Ross ticking all the 5c problems. Unfortunately Andy climbed it on his second attempt!

3 17 19B 45 67A 47B 100A 72 50 74A 105

Season's Greetings B2 5c/6a- ★  

First ascent by Greg, M02. A technical outing with a vicious reach mid-way through. This will require either a testing 6a slap, or a more amenable 5c pull if you're tall!

2 18A 43 40B 13 60 94A no chips

The Mantelshelf Area Standing Starts

Hold 46 is one of Iffley's most unique features, and has therefore inspired some of the wall's most radical amusements, including the legendary *Shelve It* and the utterly ridiculous *Mantelshelf*. This is a great selection of unusual problems covering a wide range of grades...

Baby Nemo B0 4a **PURPLE 4**

Originally set as *Captain Nemo* by Steve for the Hilary 2001 competition with a sit-start, this problem has now been replaced to form part of the 'standing-start-only' Purple Circuit.

(4 66) 19 20 47 69 100A

Foot Up! B0 4b ★ **KIDS 3**

First ascent by Katja Wigmore, M99. A unique problem in that it returns to the ground! Start on the mantelshelf and kick the right foot impossibly high...

(46) 47A 67A 99 98 64A 18 17

Problem 1 B0 4b ★ **PINK 5**

First ascent by Mark Naylor, M99. Almost spoils it if you're tall and can reach...

(66 4B) 48A 5 73B

Wedding Bells B1 5a ★

Set by Geoff and Steve on the morning of Will & Jen's wedding, 9 Sep 2006. Beware – the easy processional moves are followed by some harsh realities at this grade...

(46 3) 17 16 15 64 63 62 40A 41B 95C 94

Gaston B0 5a+ ★ **SALMON 8**

A traditional problem posted by Mark Flugge. This typically provides a stumbling point for anyone hoping to tick off all the problems in order of difficulty! Deliciously technical, suitable for shorter climbers, but mega hard for the grade!

(4A 5 47A) 48A 50 6 26 51 77B

King Heroin AAA ★ **SKY 2**

First ascent by Mr.Tom, who comments that... "Behold you are hooked. Mount the steed, and ride him well, for the white horse of heroin will ride you to hell. This is the true beginning. This is a revolution of the mind." Quite!

(4 46) 48 50 6 77 7

Dyno 2 B0 5a+ **BLACK 4**

Set by Tim Bateson as part of the Iffley Dyno Circuit. Doing this problem one handed teaches balance and timing, and shows that superhuman strength is not required.

(46 17) 98

Three Pebble Pillar B1 5b ★

Set by Pete Cawley, H15. Nice undercuts lead leftwards to a brave final move requiring reach or flexibility.

(3 45) 16 43 62 95A

Tom's Extension AAA ★ **SKY 3**

Little is known about this problem, which appeared in the listings as part of the Sky Blue Circuit, but has always been confused with *Povey for Beginners*. The grade may be way out on this one...

(4 47) 5 49 6 25 24 7 28 54 30

Shelve It B3 5b+ ★     

The long awaited first recorded ascent was made by Adrian Baugh, M99. Other people had looked, but since the hold numbering no-one else could manage it. *Shelve It* is the direct line on the wall, and still sees relatively few successes. From an original grade of 4b, this problem has been upgraded in almost every edition of this guidebook, jumping up to 5b+ in summer 2006 to be in line with other similar problems. The stars are for the stunningly obvious line, rather than the quality of the climbing. (46) 99A

Tom's Dyno / White AAA 5c ★   **BLACK 3**

Arguably the most sought after of the legendary Iffley dynos. Serious commitment is required to latch the impossibly high finishing hold. One of the few traditional problems which sees any attention from today's Iffley boulderers.

All American 5.10a ★   

Set by Tom Smith, T02. This problem is actually the same as *Shelve It* with a couple of extra foot holds... However, it is completed by an unlikely looking dyno. Good luck! (46 3 4) 99A

Let's Twist Again (Like we did last Fall) B2 5c 

First ascent by Adrian Baugh, H00. Reasonable moves through the hard central part of the wall. Originally climbed with 23A for the right hand, but easier in a more conventional style! (66 4B 48A) 20 23A 73B 52 105

The Bat B4 AAA    

A very, very silly problem that provides great entertainment for all abilities, but is harder than it looks. The aim is to reach a position on the wall in which both hands are in hold 3, and no part of the body touches the ground. Has been achieved in two very different ways - the pure way involving a sit-start, and the 'standing start' approach involving a hand-stand... brilliant! (Any holds, optional sit start) 3 (no chips)

Twister Variation B3 5c+ ★    **WHITE 3**

First ascent by Adrian Baugh, T00. Tenuous moves across a superbly blank part of the wall. Balance or finger nails may be prerequisites for success on this mega-classic problem. (66 4B) 20 23A 73B 52 105

Round the Twist B4 5c+ / 6b-    

Eliminating 23A from the above problem creates either a hard dyno (graded by the first ascensionist as 6b-) or a big reach (thought to be 5c) if you have long arms! (66 4B) 20 73B 52 105

Meeples B5 6a ★ 

Set by Pete Cawley and Mike Pearson, H15. A big, modern problem, requiring powerful pinches. (3 45) 4B 20 67B 71B 50 23A 74A 105

MentalShelf B7 XXX   

This is about as silly as they come. Start standing on the ledge overlooking the main sports hall, and leap wildly onto the wall, catching hold 46 as you go. Try hard to keep the feet off the floor as you land it, even if this means injuring your knees against the brickwork! This problem provided some amusement during the filming of OX4, both to those filming it, and to the health and safety people, who happened to walk past at the time and comment "I think we ought to tone down the leaping across the corridor".

Blue and Yellow 6b+? 

A phenomenal dyno from the mantelshelf rightwards to 73B. Johnny Dawes can do it, but whether anyone else can remains to be seen!

The 4/19 Sit-Starts

Both 4 and 19 have two parts to them, so there are several varieties to this start. When given full choice of A and B this is probably the easiest sit-start on the wall, and features in a wide range of low to mid grade problems.

The Chinese Leg Extender B0 4b **GREEN 3**

First ascent by Sarah Pemberton, T01. Initial comments suggest this is destined to become a classic of the lower grades. After the simple sit start (push on 3 with the left hand) it's easy to become tangled up before the final body tension move later on.

4 19 3 45 17 18 64 98

Cat's Cradle B0 4b **KIDS 4**

Set by Steve for the Hilary 2001 competition. An easier version of the classic *Central Pillar*, although the crucial rockover move is almost impossible for shorter climbers!

4 19 20 46 66 100A 99B

Question Time B0 4b **GREEN 4**

Set by Steve for the Hilary 2002 competition. Nice technical climbing – some ways are easier than others...

4 19 20 47 66 69 101

Nano B0 4b

Set by Steve Broadbent for the 2007 competition. Pleasant climbing – try not to hand swap...

4 19 20 46 47A 69 100A

High B0 4b

Set by Steve, Adam, and Huw for the Hilary 2000 competition. Similar to *Chinese Leg Extender*.

4 17 19B 18 46 64B 98

Microraptor B0 4c

First ascent by Aeron Buchanan, M04. Aeron's first new problem at Iffley is a satisfying struggle with a massive reach or dynamic move to finish...

4 19 45 17 44B 98

The Catwalk B0 4c **ORANGE 5**

First ascent by Steve Broadbent, M99. An excellent rockover problem, requiring precision and balance for an easy ascent. Short climbers will find this much harder than 4c.

4B 19B 46 100A 97B

Random Fresher B0 4c **SALMON 6**

Set by Steve for the Hilary 2001 competition. The brilliant final move demonstrates the value of flagging...

4 19A 20 47 66 70 101B

Overlap B0 4c **BLUE 6**

Set by Steve, Adam, and Huw for the Hilary 2000 competition. Very similar to the previous problem.

4B 5 19A 20 47A 48A 67A 103B

Bent Brother B0 4c

Set by Gillian Damerell, first ascent by Huw Jenkins, H01. The brother of *Twisted Sister* is climbed in a similarly ridiculous style.

4B 19B 46 44B 16 14 63 42 Arete

... And Think of England B1 4c ★   **YELLOW 5**

First ascent by Jamie Wakeham, M00. Typically technical climbing involving brave, strenuous side pulls. Reaching hold 69 is easy, but holding it correctly is another matter.

4B 19 66 69 48B 101A

To The Girder B1 4c

Set by Steve Broadbent for the 2008 competition.

4 19 20 66 70 23 73 Girder

Cowgirl B0 4c ★ 

First ascent by Steve Broadbent, 2013. A brilliant big rock-over.

4 19 20 47 46 67 99

Corkscrew B0 4c+ ★  **TEAL 4**

Set by Nick Brown for the 2006 competition. Easy if you face the right way.

4 19 47A 46 67 101B

Die Gerbils! B0 5a- ★    **BLUE 4**

Set by Gillian Damerell, first ascent by Steve Broadbent, H01. A superbly amusing problem, and a great introduction to the harder powerful problems such as *TFMM*, *Masters*, *The Matrix*, etc... The variation *Die Marmots* (B1 5a) was first climbed by Tim Bateson in H03, eliminating hold 64.

4B 19 46 64 98

Die Yetis! B1 5a  **SALMON 7**

First ascent by Adrian Baugh, M00. Surprisingly difficult, and surprisingly similar to *Shelve It*.

4B 19A 46 45 98

Spring Loaded B1 5a  

Posted in M01. A long reach, which causes significant problems at this grade...

4A 19A 46 17 98

The Pint Glass B1 5a ★  

Brilliant technical climbing from Sesh Nadathur, M06. Sesh's original method was so contrived that he bet a pint of beer that it couldn't be on-sighted. Not surprisingly the prize was claimed almost immediately, adopting a far more straightforward approach to the climb. Two excellent easy moves require a confident approach.

4 19B 66 47B 102B 99B

The Yardglass B1 5a+ 

Set by Seshadri Nadathur, December 06. Another variation on the 68 start, this time featuring an awkward and high final move to 104. Has also been climbed without 67A at about 5b.

4 19 68 67A 22A 47B 69B 104B

MiniPint B1 5a+ ★  

Set by Steve Broadbent for the 2007 competition. Good technical climbing requiring a long reach to 68

4 19 68 22 69 101B

Shelfless B1 5b-

Set by Geoff Hannis for the 2006 competition. The lack of the shelf is both noticeable and frustrating!

4 19 3 45 66 65 99

Happy Fun Ball B1 5b-   **BLUE 5**

First ascent by Dave Hofer, T00. The one that really wound up the short people! The top move seems particularly difficult unless you're very tall... however, it is still possible and isn't quite as poorly conceived as we all thought... do not taunt *Happy Fun Ball*...

4B 19B 48B 66 69 99B

 The Heel of Fortune B1 5b  

Set by Geoff Hannis for the 2006 competition. Lovely powerful moves lead to an interesting and unlikely backwards finish. A heel-hook is good form, but not essential!

4 19 47 48 69 Girder

 The Swingers B1 5b 

Set by Rich Welford, first ascent by Phil Frampton, H02. An amusing problem! Leap for the mantelshelf, and then kick the left foot wildly out to 16. If you manage to hold it, pull yourself left and attempt to finish in the style of Tom Cruise in *Mission Impossible* – that is with no hand swapping on hold 63... Tricky.

4B 5 20 46 16 63 61B

 Nick's Window B1 5b  

Set by Nick Brown, M04, this problem is supposedly the same move as building up into the window of his bedroom... Similar to, though much nicer than, *Obscenity*.

4B 19B 46 48A 73B Girder

 B for Effort B1 5b 

Set by Pete 'Tallman' Cawley, H15. The reach to 72B will be dismissed as impossible by most folk.

4 19A 66 17 64A 15C 61B

 The Other Unnamed problem B1 5b+

Set for the 2005 competition, but never actually used (or named!) – the dynamic move to 64A was apparently aimed to 'confuse the unwary'!

4 19A 66 17 64A 15C 61B

 Crappy Fun Ball B1 5b+ 

First ascent by Steve Broadbent, M00. It took Steve about a year to figure out Dave's original problem, but when he did, he unwisely taunted it with this harder variation.

4B 19 48B 67A 69 99B

 Crushed Strawberry B2 5b+   **STRAWBERRY 5**

Set by Geoff Hannis in T07 as part of his new Crushed Strawberry Circuit. A brilliant technical problem in which clever use of 67B makes the top move simple enough.

4 19B 66 47B 67 103

 Right Hand Man B2 AAA  

Set by Phil, Steve, and Paul, H01. Only the right hand and left foot are allowed to touch any holds (or chips!). A variation, **Body Parts Eliminate** is climbed with the eyes covered or kept closed, and is graded B4 XXX

4B 19B 46 17 18 64B 98 99A

Kinda'Lingers B2 XXX

Set during an end of term drinking session, H01. The line was conceived without actually looking at the wall or the holds, and no successes have ever been (or ever will be) recorded or spoken of... apart from one, but he held his breath throughout. The quickly recited name of this problem originates from a particularly violent drink of lemon juice and Tabasco... attempt at your peril...

4B 19B 46 48A 69

 Action Crotch B1 5c- ★ 

Set by Steve Broadbent, M06. Good climbing with a technical dyno up to 64 and a nice stretch left to 15.

4 19 18B 64A 15A 61B Girder

 Ape Index B2 5c- ★³ 

Set by Steve Broadbent for the 2008 competition. A brilliantly devious problem. There are several clues to the correct method, but many people will go about this one in totally the wrong way... As ever, it's easy when you know how!

4 19 20 47B 67A 72A 103B

 The Word Is... B1 5c- ★ 

A variation on *The Word* set by Phil Frampton, M02.

4B 19B 66 45 65 99A

 Tight Rope B1 5c- ★ 

Set by Steve for the Hilary 2008 competition. This less daunting alternative to *High Tension* still requires some powerful smearing.

4 19A 47 66 101

 The Manhattan Project B2 5c?  

First ascent by Steve Broadbent, M99. This ancient problem has almost become forgotten as the quality of hard problems increased across the wall. Indeed, for four editions of the guidebook the hold listing was known to be wrong, and it was not until an old copy of the original Iffley list was found that the correct route was re-identified. Hopefully(!) the correct holds are...

4B 19A 66 70B 23A 52 74 106A 105

 Not Another Slot B1 5c 

Set by Nick and Gareth, H06. Only slots are allowed for the hands

4B 19B 20 66 72B 23 74B 106A 109A 52 51

 The Empty House B3 5c+ ★

Set by Phil, first ascent by Adrian Baugh, T01. "Tibetan mysticism not required, but consult Head Llama."

4B 19A 47 5 6 49 50 25 72B 104A

 Jacobian B4 5c+ ★  

First ascent by Steve Broadbent, M06. An unusual sequence of moves that never seems to relent – a positive ape index will certainly make things easier, but the stretch across to 48 will give most people something to think about. From there, the lack of footholds becomes annoyingly apparent.

4 19B 48A 73A 103B

 Wedding Hell B4 5c+ ★  

Geoff's version of the new Jacobian sit start is even more sustained and needs some long reaches.

4 19B 48A 67B 100B 103B

☐ Schmolds B3 6a- ★ 🖐️

The 'hard Iffley' problem that no one has heard of, first climbed by Steve Broadbent, 2012. That's right – there really are no foot holds for what must surely be one of the most ridiculous sit-starts on the wall.

19B 46 64A 63 62 15C Girder

☐ Bite Your Toenails B4 6a ★ 🖐️ 🦷

First ascent by Greg, H03. A modern hard problem which has received little attention to date and remains unrepeated. The hard move across 49 is the crux of the problem, and will test both the climber's strength, technique, and ability to perform the impossible!

4B 19B 5 47A 70B 49 72A 106B 52 107A



▲ Katja Broadbent on *Corkscrew* (B0 4c+), Iffleymas 2015

The 3/19 Sit-Start

So far only one problem has made use of this unique and difficult sit start...

Utarefson B3 5c+

Set by Gillian, first ascent by Steve Broadbent, M01. A rare and devious new sit start leads to some desperate moves from sloping holds, throughout which good body position will overcome the awkward holds. Infrequently climbed, this problem will provide a test of skill and composure. Named (sort of) after one of Steve's somewhat uncommon outdoor projects...

3 19 47A 67A 99A

The Hold 20 Sit-Starts

The perfect big holds of the central wall produce some of the very finest mid-grade problems Iffley has to offer. This is *the* place for 3-star classic 5b and 5c lines...

On to America B0 4b

Set by Steve Broadbent for the 2012 competition.

4 19 20 47 46 67 99

Jacob's Ladder B0 4c-

Set by Steve for the Hilary 2008 competition. Considerably easier if all those holds are used in the correct order...!

4 5 20 47 48 67 69 103B

Cosmic B1 5a- **KIDS 5**

Set by Steve for the Hilary 2001 competition. Hard Iffley bouldering, but at a reasonable grade and without the need for long reaches. Technical moves, devious balance, and chips will all be called upon in this classic problem.

4 5 20 22 48 73 69 103B

Long Division B1 5a-

Set by Steve for the Hilary 2008 competition. Things ease considerably above the tricky sit-start.

4 5 20 48 23 73 Girder

Star Bangled Spanner B1 5a+ **YELLOW 6**

Set by Andy and Tim for the Hilary 2003 competition. A determined pinch is required on 102B for a bold move.

20 48 102B 104

Popeye B1 5a+

Set by Steve Broadbent for the 2007 competition. An excellent amusement for shorter climbers.

5 20 21 48A 73B 25 Girder

Short Circuit B1 5b-

Set by Geoff Hannis for the 2007 competition. An awkward top move that may require a foot-swap...

4 5 20 47A 67A 103B

Central Pillar B0 5b **ORANGE 7**

Set by Steve, Adam, and Huw for the Hilary 2000 competition. A tremendous rock-over that has become a classic of the wall. Determination will make the crux much easier than it looks, even for shorter climbers, and the problem is known to be a soft touch at this grade.

5 20 21 48A 67A 46 99A

Finger Locking Good B1 5b 

This variation on *Star Bangled Spanner* does exactly what it says on the tin!

4B 20 48A 102A 104A

 The A-List B1 5b 

Set by Chris Bull, M06. The interesting final move can be omitted by the tall, just about reached through by the short, and over-complicated by most.

5 20 48A 23A 73A 72A 101A

 Isis B1 5b 

Set by Steve Broadbent for the 2008 competition. Excellent climbing up the sidepulls.

5 20 48B 69 101

 From 99 'till... B1 5b

First ascent by Luke, H00

4B 47A 48A 20 73B 68 102A 100A

 Obscenity B1 5b  

A strenuous amusement that is significantly more difficult than its original B0 4c grade!

5 20 70B 73B Girder

 Degeneration B1 5b+ 

Another competition offering from Steve Broadbent in 2012.

4 5 20 47B 45 69 104

 The Toad B1 5b+  

Set by Steve and Geoff for the 2007 competition. The simultaneous double dyno from 20 to 48 and 66 caused trouble for everyone in the competition, though staying in balance to get a foot on 48 is actually the crux.

4 5 20 Double Dyno [48 & 66] 100A 101B

 I Know Kung Fu B1 5b+  

Set by Mark Flugge, first ascent by Martyn Beardsley, M00. A tricky reach with poor footholds provides difficulties for almost everyone...

4B 5 6 20 49 73B 105

 The Word B1 5b+    **ORANGE 6**

Set by Martyn and Steve, M00. A popular problem that has inspired many techniques and variations. Bend those hips!

4B 5 20 66 45 65 99A

 The Beards of Zeus B2 5c-   

Set by Steve for the Hilary 2008 competition. Excellent layback moves up the central side-pulls.

4 5 20 22 48B 67B 72A 103B

 Square Dance B1 5c  

Set by Geoff Hannis for the 2007 competition. From an apparently terminal position on hold 20, average-height climbers must make an impossible-looking levitation to hold 69. Yes, it works...

5 20 49 69 73A Girder

Hybrid Birth B2 5c ★2  

First ascent by Steve Broadbent, H07. This variation on *Resurrection* is better suited to shorter climbers, and requires good technical skills...

4 5 20 47A 67B 103B

Waggledance B2 5c ★2  

First ascent by Seshadri Nadathur, M06. A novel new start that caused surprising difficulties at the end of 2006. Originally posted with 22A for the right foot, this hold was soon eliminated by Steve Broadbent with no change in the grade. With several easier methods also eliminating 22, the hold has been taken out of the listing to leave a very satisfying and technical problem that will prove awkward for shorter climbers.

4B 20 68 65 45 (feet only) 98 62

The Matrix B2 5c ★4      **BLUE 7**

The Cenotaph Corner of Iffley climbing, with a reputation which far outweighs its quality! Set by Steve Broadbent, the long-awaited first ascent was made by Dave Hofer in H00. Sensationally powerful climbing on huge holds, combined with a stunning line, make this a standard by which other 5c problems are measured. It may not be elegant, but there comes a time in everyone's Iffley career when *The Matrix* beckons...

4 20 48A 73B 52 105

Fandangle B2 5c- ★1   

Set by Phil for the Hilary 2002 competition. A challenging line, requiring strength and technique.

4 5 20 48 69 101

High Tension B2 5c ★3   

Set by Steve for the Hilary 2002 competition. An audacious line which feels as hard as it looks. Extreme belief and body tension are required for the wild move to 99...

5 20 47 66 99B

What?!?! B3 5c ★3  

Set by Tim Bateson and Steve Broadbent, this problem managed to get lost from all the listings for several years. Excellent moves require precise body-positioning and will almost certainly take some effort to perfect. The problem name is often recited when contemplating the move right to 75... Good use of the thumbs and a positive, dynamic approach are essential.

4 20 46 71A 23 75 26 108

Iffley Cawling B4 5c / B1 5b ★2  

First ascent by Pete Cawley, H15. Great technical moves that will firstly test your strength, then your reach. The final move between 100A and 104A is either tricky (if you're tall) or utterly deadly (if your short).

4 5 20 48A 100A 104A

Analogue B2 5c+ ★3   **RED 5**

First ascent by Steve Broadbent, M00. Requires precision, flexibility and finger strength for a brilliant move high on the wall. Easy for its grade as long as you've got the strength in the fingers.

5 20 48A 72B 101A

Samurai B2 5c+ ★2 

First ascent by Steve Broadbent, December 06. An audacious directissima – Levitate onto the first hold, reach high for 100A and then dyno to a pinch grip... Great climbing!

20 68 100A 101B

The Matrix Reloaded B3 5c+ ★2 TALL

This modern eliminate on an Iffley classic will require even more brute force than the original...
4 20 48A 73B 105

Resurrection B3 5c+ ★3 T RED 4

First ascent by Steve Broadbent, H01. Beautiful moves, which were not fully appreciated for some time after the problem's conception. Today, however, it is widely regarded as one of the most satisfying problems on the wall.

4B 5 20 47A 67B 73A 50 104A

The Tensor B3 5c+ ★3 T RED 6

First ascent by Steve Broadbent, H01. A brilliant line across the central part of the wall, similar to *The Matrix* but on much poorer holds. This problem is considered a good test of how well you're climbing and how much belief you have in your own abilities... Deserves more attention.

5 20 23 49 25 50 75A 105

Clocks go Back B3 5c+

First ascent by Andy Thow, M00. A difficult sit start leads to powerful moves onto the mantelshelf, for a finish as for *Shelve It*. Originally graded 6a, this problem was the victim of a spate of downgrades...!

5 20 21 70A 46 99A

The First Matrix Revolution B5 6a ★2 T F

A long-standing impossibility that finally fell to Steve Broadbent in T07. Replacing 48A with 48B makes *The Matrix* a much more serious proposition, being both more strenuous and technical than the original. Fortunately there's only one hard move, so the problem is not hard for its grade... which still awaits confirmation by second ascent. The **Second Revolution** involves using 73A instead of 73B and awaits a first ascent.

4 20 48B 73B 52 105



▲ OUMC President Mark 'Santa' Condon powers up the mega-classic *The Matrix* (B2 5c), Iffleymas 2015.

The Central Area Standing Starts

Most of these lines across the central wall have been somewhat overshadowed by the superb sit-start problems in this area, though the *The Slide* and *Pebble Beach* are definitely worth attention, and *Katja's Rock and Roll* is destined to become a classic of the wall.

Double Helix B0 4b **F**

First ascent by Jamie Wakeham, M00. A bit scientific, so don't get yourself in a twist...

(23A 50) 69A 47B 72B 103B

Black Dresses and Purple Flowers B0 4c-

First ascent by Jamie Wakeham, H01. There is a good reason for the name, involving a particularly legendary fancy dress party.

(21 22A 47B 70B) 102B 103B

Pebble Beach B1 4c **GREEN 5**

First ascent by Sarah Pemberton, M01. Inspired by the crux of one of Iffley's most famous problems, this easier alternative has some excellent technical moves. Getting up to the starting holds is perhaps the hardest part!

(73B 23A) 106B 51 75B 108

The Slide B1 4c **PURPLE 5**

Set by Steve Broadbent, T04. The crux of the Purple Circuit introduces the slippery delights of hold 23!

(5 48) 20 23 50 73B 51 75 76B

Rock and Roll B1 4c

A brilliant low-grade masterpiece from Katja Broadbent, M06. Two technical moves demonstrate the need for flowing movement and are perfect for developing good Iffley technique. Both moves are technically low in the grade, and suitable for climbers of all sizes, but require a certain amount of belief. Excellent stuff, and even more fun if reversed back to the ground!

(50 23A) 20 71 67A 46 65 99B Use no other holds to reach static start

'X' B0 4c

First ascent by Christian, T00. An old problem that is easier for the tall, and not particularly inspiring!

(5 47A 70B) 22A 19B 100A

Let My People Go B1 4c+

First ascent by Christian, T00. There was a time when this was benchmark Iffley 4c. However, in today's environment the top move feels awfully technical at this grade... Some odd torquing might help, and the problem has been climbed at 4c by shorter climbers. Most people just reach for 101B in a rather unsatisfactory manner. Grade debates continue.

(5 70B 47B) 22A 67B 101B

Mark's Thing B0 5a

First ascent by Mark Naylor. A nice move, but too contrived to ever become popular. Originally graded 5b, it is most likely that the intention was for no other holds to be used to access the static start (ie just jump from the ground) Today the problem gets 5a even with this restriction, although many people use hold 23 to get into a starting position on 73B and 70B. If you like this move, then go and try *Major League* instead...

(73B 70B) 48A 69A

Face Nord des Drus B0 5a+?

First ascent by Olivier, M99. Although it was posted as 5a, this problem is definitely significantly harder than this grade. Either there's a cunning trick that we've all forgotten, or there's a hold missing!

(23 50) 72A 105

Dyno 3 B1 5a+ ★  **BLACK 6**

Set by Tim Bateson, H03 for the Iffley Dyno Circuit. The final move of *ORTHO* is worthwhile as a problem in it's own right. Mind your head!

(23 73) 105

 Coiled Spring B1 5a+  

First ascent by Dave Hofer, H00. A long dynamic move, which shorter climbers will find very difficult for the grade.

(25 26 52) 75B 105

 Startime AAA ★  **SKY 5**

Set by Tom Povey. More great climbing over hold 6...

(5 6 49) 24 25 52 105

 Unnamed B1 5b

First ascent by Mark Naylor, H00. It's unlikely that anyone has climbed this in a long time...

(48A 5 19B) 67A 45 65 99A

 Pissing in the Wind B1 5b ★ 

First ascent by Christian, T02. A lovely move, though less satisfying than its big brother, *Analogue*.

(5 48A) 22A 72B 101B

 Serving Suggestion B2 5b+ 

Set by Geoff Hannis. Hard for the grade, technical, and reachy, yet Andy Ross managed to climb it from a sit-start!

(5 47) 20 67B 99B

 Problem 0 B2 5c

Set by Tim Woollings, with modification by Huw Jenkins.

(48A 5 6) 22A 25 26 52 108 105

 Half Pebble Slab B2 5c

Set by Mike Pearson, M15

(48A) 47B 67A 103B

 Dyno 8 B3 5c+   **BLACK 5**

Set by Tim Bateson, H03 for the Iffley Dyno Circuit. A mat is definitely a good idea. And crowds too...

(48) Girder

 Blue painted dots 6a?

The dyno is apparently easier in reverse, launching across to grab the mantelshelf.

The 5/22 Sit-Start

A difficult start to a selection of nasty sharp lines...

Spiky Big Angel B1 5c- ★

Set by Andy and Tim for the Hilary 2003 competition. An easier variation on *HLD* requiring a positive approach and good technique.

5 22 48A 72A 101A

Pop Tart B1 5c ★

Set by Steve for the Hilary 2002 competition. An interesting sit start leads to peculiar layback moves requiring excellent technique and body tension.

5 22 23A 50 68 104

No Angel B1 5c ★

First ascent by Phil Frampton, H02. The easier line of pinches provides beautiful technical bouldering.

5 22 70B 103 no chips allowed

Chemically Insane B3 5c+ ★

A problem from the men's final of the 2005 competition that defeated absolutely everyone who tried it! The crux sequence is certainly not obvious, making this a 'problem' in the true sense of the word!

5 22A 48B 47B 71B 101B

Greased Lightning B3 5c+ ★

Set by Geoff Hannis in 2005 "upon consideration of the two slimiest holds on the wall. Good conditions may allow enough attempts to complete this showcase of belief without swearing too much..."

5 22 70A 68 103B

Horny Little Devil B5 6b ★

First ascent by Steve Broadbent, H01. Direct and uncompromising, *HLD* is one of Iffley's infamous classics, featuring delightfully technical and precise climbing up the central pinches. There are only two hard moves, but each one sees plenty of failures. It may be a gift at B5 if you're flexible, but only 3 people have so far claimed a successful ascent...

5 22 48B 72A 103B (no chips)

Matt Titterington hangs the final move of *Ortho* (B3 6a-)... the easiest offering amongst a brace of outrageously hard problems that see few ascents...





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The 6/23 Sit-Starts

The 6/23 sit start is at the heart of hard Iffley bouldering, and features in some of the wall's most difficult and influential lines. Several variations exist, but all of them are desperately challenging and see attention only from the brave...

Hell's Bells **B1 5c-** ★

Set by Geoff Hannis for the 2006 competition. Lovely technical climbing leads to a baffling final move that you're more than likely to fall off...

5 6 22 23 50 69A 103

Troubled Times **B2 5c-** ★ **RED 7**

Set by Steve for the Hilary 2001 competition. Excellent traversing moves on poor holds with a tricky finish.

6 22 23 48A 5 4B 47A 45 17 64A 97B

The Wicked Witch of the West **B3 5c+**

First ascent by Adrian Baugh, M00. Another witching problem whose evil causes difficulty for those without faith. The observant will notice that the sit-start is shared with Ice lolly, and is harshly graded at 5c!

6 23A 50 26 54 108 110

Immortality Factor: Zero **B3 5c+**

First ascent by Adrian Baugh, H01. One of many unsung test-pieces from the golden age of Iffley bouldering, this problem has seen few ascents and is unfortunately now better known for being the scene of two serious injuries.

6 23 49 50 72A 104A

Ortho **B3 6a-** ★ **WHITE 5**

First ascent by Adrian Baugh, H01. A beautiful dynamic move follows a challenging sit start.

6 22 23 73B 105

Pomp and Circumstance **B4 6a-**

Adrian's finish (M00) to Steve's original *Nimrod* sit start provides a good problem with a difficult blind reach to the foothold of 45. The start is by far the hardest of the moves, although reaching across to 98 can provide some amusement.

6 23 22 73B 47 67B 101A 45 98

Bahrain **B3 6a** ★

First ascent by Steve Broadbent, 2013. Attractive in its simplicity, this slippery problem provides a good test of Iffley technique.

6 23A 50 **Girder** No chips

SCT **B4 6a** ★

First ascent by Alex Copley, M01. A taxing start leads to a daunting reach left for the top. One of those problems that no-one can climb...

6 23 22A 48A 73B 101A No chips

Surf's Up **B4 6b-** ★

Set by Steve Broadbent and Sarah Pemberton in H06, fa Steve Broadbent in M06. From the wall's classic hard sit-start, perform an impossible hands-free rockover onto 51 before a final stretch to the top. A touch of body tension might be required. Graded for 'average' height climbers who can't reach between 73 and 108, as that makes it far too easy. A desperate and un-repeated problem

6 22 23B 73B 51 108 No Chips

Juicy Lucy B4 6b-

The direct version of *Ice Lolly*, set by Martyn Beardsley, H01, and first completed by Huw Jenkins. Originally thought to be a harder variation, this problem is now considered to be significantly easier than *Ice Lolly*, and has seen three ascensionists.

6 23A 50 75A 28 107A

Ice Lolly B5 6b

Probably the finest sit start on the wall. Since being posed by Martyn Beardsley in M00 it has amazed everyone who has struggled with its desperately precise moves. For one moment in your life, when you're climbing better than you've ever climbed before, these moves might just work! The first ascent was made (after weeks of intense effort) by Steve Broadbent, shortly before Christmas 2000, and captured on film. Originally graded 6a in line with the other problems of the day, *Ice Lolly* was upgraded a year

later when it was realised how ahead of its time this problem really was. Even now, some 13 years after the first ascent, only two known ascensionists have struggled their way to a complete ascent!

6 23A 50 78A 29 81

Palm Beach B6 6b WHITE 6

Set by Steve Broadbent, H00, first ascent M00, and still one of Iffley's biggest problems. This mega-classic is identifiable by its unique palming move and uncomfortably weird 'foot-through-to-28' move. Indeed, few problems have been given as much attention as this one, ensuring its place on many people's tick lists. Deliciously delicate moves crystallise the concentration as the climber struggles with long rock-overs and hand swaps on tiny holds. Every move is a potential stumbling point, requiring stamina, perfect balance, and an intimate knowledge of the problem. The first of a new generation of hard Iffley problems, requiring more work than a single move such as *The Witching Hour*, although individual moves are low in their technical grade.

6 23 22 70B 73A 51 78B 28 30 83 57 85

Nimrod B5 6b+

Set by Steve at the end of M99, with modification over an entire year to reach its current difficult form, which was first climbed by Huw Jenkins, M00. An unlikely sit start is followed by difficult and dangerous moves to the security of the mantelshelf. The two hard moves are both at the top end of their technical grade, and the problem has received only two repeats (Andy Ross and Steve Broadbent). One of the

biggest, most daring, and demanding lines on the wall, which has never received the attention it deserves – mainly through being too hard!

6 23 22 73A 67B 46 100A 99A

The Ultimate Everything B8 6c

First ascent by Steve Broadbent, H13. A contender for the top of the list, providing exceptional climbing of the highest technical standard. Finding something to challenge *Ecstasy* for the top spot had been a twelve-year quest that caused a fair few tendon injuries along the way. Whether or not this settles down as "Iffley's hardest problem" remains to be seen, but either way *The Ultimate Everything* remains a formidable challenge and represents the cutting edge of Iffley bouldering. Start up the delicious 6b start of *Ice Lolly*, until a series of contortions gain an uncomfortable position from where success is far from certain. Reverse the 6c crux of *Ecstasy* via a brutal mono side-pull to gain an 'easier' finish. Awaits (and badly needs) a second ascent.

6 23A 50 78A 29 88B 32 84A 113B

The Hold 25 Sit-Starts

Another of the wall's infamously difficult openings, and the birthplace of 'hard Iffley'.

Slap Up Dinner **B1 5b+**

A 2005 Comp problem. Shorter climbers can instead start hanging with a foot on 24.

24 25 26 75B 107A

Marshmallow Monster **B1 5c-**

Set by Geoff Hannis for the 2006 competition. Powerful moves up the centre of the wall.

6 25 24 51 75B 105

The Unnamed Comp Problem **B2 5c**

Set by Andy Ross for the 2005 competition, but not actually used in the event. A relatively easy sit start leads to a dynamic move to the slot (unless you're tall!)

6 25 52 74B 107A

Which Witch **B3 5c+**

First ascent by Adrian Baugh, H00. The easiest of the witch problems on the central wall.

6 7 25 77 76A 53B 108 110

Voyager **B4 5c+** **STRAWBERRY 7**

First ascent by Geoff Hannis, T07. The new *Apollo* sit-start is followed tenuously to a dedicated move into the pocket. From here a desperately powerful rockover requires strong fingers, strong arms, and a strong mind. Hard for the grade.

24 25 50 72B Girder

The Blair Witch Project **B4 6a-** **WHITE 7**

First ascent by Steve Broadbent, M99. The first new 6a on the wall, and arguably Iffley's most famous hard problem. Huw's on-sight success has been the only on-sight of one of the hard problems to date, although it could be said that *BWP* is now considered something of an initiation to the truly difficult problems. At least three approaches are known to work on the first move, and many people have now repeated this classic problem. First climbed in trainers by Steve Broadbent in M06.

6 7 25 49 73B 105

A Square Stitch Project **B4 6a-**

First ascent by Steve Broadbent, M06. The utterly desperate-looking eliminate on *BWP* is as simple as it looks, requiring nothing more cunning than flexibility and pinch strength. Unrepeated.

24 25 73B 105

The Last Witch **B5 6a+**

First ascent by Andy Thow, M00. Another hard witching problem, this time trending right from the infamous sit start.

6 7 25 77A 106B 105

Apollo **B4 6a**

Set by Steve Broadbent, M06. Excellent climbing following a direct line up the centre of the wall and calling on a wide variety of techniques. The powerful start leads to a sequence of desperate layback moves on poor footholds, and eventually the only possibility is to launch yourself upwards for the security of the girder... maybe.

24 25 50 Girder

☐ **The Witching Hour B4 6b-** ★3

First ascent by Huw Jenkins, M99. For a long time the most difficult problem completed on the wall, *TWH* went un-repeated for almost four months. It was this problem that began the trend of using chips in the brickwork, paving the way for the likes of *The Very Small*, *Wade's World*, and *The Fallen*. At the time, this novel approach caused great controversy, but was thought essential to effect the necessary move

left onto the slippery hold 6. Today, however, things have gone full circle, and chips are once again being eliminated from problems across the wall – including on this problem, to create a very hard straight on dyno. Success has been achieved by six known ascensionists, including one in trainers.

6 7 25 73B 105

☐ **The Blair Bitch Project B7 6c+?** ★3

This theoretical harder variation of Iffley's original 'hard' problem has been the subject of many good Iffley discussions since the late nineties, and has achieved a legendary status amongst generations of Iffley Boulderers. For this reason it is listed here as an independent problem, even though only one hold is changed from the original *BWP*. Although lines such as *MCR* are perhaps harder and more daunting, there is no denying that *The Blair Bitch* is the big problem for future hotshots. In 2005 Geoff Hannis touched the final hold, but commented that the girder was 'in the way'...

6 7 25 49 73A 105



▲ The first of the modern 'hard Iffley' problems – *The Blair Witch Project* (B4 6a-). This was cutting edge back in 1999, and whilst ascents are no longer news-worthy, the famous sit start is not one to underestimate. Mark Condon climbing in 2015.

The Halloween Area Standing Starts

Just to the right of the difficult central wall lies another set of excellent mid-grade problems...

Bobbing Apples B0 4a+ **PURPLE 6**

Set by Steve Broadbent, T04. This variation on the many *Halloween*-style problems takes in some familiar ground and features some nice technical moves.

(7 51 24) 26 79A 28 108

Buzz, Buzz goes the Honey Bee B0 4a+ **GREEN 10**

First ascent by Gillian Damarell, H01. One of the more famous easy lines from the Iffley's boom period...

(8 53C) 82A 80 30 32 81 113C

Twisted Sister B0 4b **RED 10**

First ascent by Goo, H00. The name refers to the contorted climbing position which was used on the first ascent. To re-create this achievement (and climb the problem in the best possible style) try not to use any hand or foot swaps...

(77B 7) 80 29B 30 81 32 85

The Ugly B0 4b+ **KIDS 6**

First ascent by Steve Broadbent, M00. Another problem designed to demonstrate typical Iffley moves. Some finger strength and body tension will help make the move in a controlled way.

(26 52 77B) 51 76B 105

Sorrow B0 4b+

Set by Mark Tomlinson, M05. Although only 4b for those accustomed to Iffley climbing, this might feel like jumping in at the deep-end for the uninitiated! Using chips for the feet is a technique more normally associated with the harder problems, but one that can certainly be helpful here. The even better alternative *Sorrow Direct* (B1 5a+, fa Steve Broadbent) eliminates 76A.

(51 77B) 76A 107A

Figs B0 4c

First ascent by Paul Cooper, H01. Another reachy offering, but fortunately the shorter people could still do this one!

(7 51) 82 30 83 32 34 85 114A

Superman in Y-Fronts B0 5a **RED 8**

First ascent by Sarah Pemberton, H01. Sarah's first offering on Iffley wall is destined to become a modern classic. Eliminating 75A makes the problem even more satisfying, but even better is *Superman in a G-String*, eliminating 75A and 76B, graded B1 5b-, f.a. Steve Broadbent T01.

(7 77) 51 75A 76B 107A

Use your Imagination B0 5a

First ascent by Huw Jenkins, M99. One of Huw's rare original problems!

(53C 56 8 31) 79A 29A 28 109A 107B

So Over It B2 5a+

First ascent by Adrian Baugh, H01. A high level traverse rightwards raises questions about what, or who it is that you are 'so over'...

(105 73B 75B) 107 79B 110 82A 113B 57B 114A

Foundations of Funk (Povey 4b) B1 5b ★2  SKY 6

First ascent by Mr.Tom. Would you rather die on your feet, or end up living on your knees?

(7 51) 25 6 49 22 5 47 4 46

Povey For Beginners (Povey 4b) B1 5b ★1  SKY 4

Set by Tom Povey... Escapism! Unusual in that this problem doesn't have a slippery crux over hold 6.

(51 7 6 23A) 73B 105

Dwarf Elevation B0 5b ★3 

First ascent by Mark Naylor, T00. A superb dynamic first move requires good technique and belief in the feet, but is not anywhere near as far as it looks. The climbing remains delicious right to the top, making this an essential addition to anyone's tick-list.

(24 7 51) 73B 49 105

Luftwaffe B3 5b ★2 

A ridiculous amusement, that has long been the trademark warm-up, cool-down, and hang-out of Pete Cawley. Start on the opposite side of the corridor, then follow the girder up and over to reach 107A. Not recommended when officials of the University are in attendance.

(Floor Girder) 107A

Pull my Finger B1 5b ★2   PINK 9

First ascent by Tim Bateson, H01. A good fingery move, though reaching 76 is a bit of a stretch for the short, who might need to try something a little more technical!

(24 27 51) 76 25 28 107A

The Frog B4 AAA ★3  BLUE 10

First ascent by Steve Broadbent, H01. A uniquely strange problem, which is hugely satisfying and amusing to onlookers if completed in the style of a frog, as described below...

Start on (24 27 51) double dyno to 75B then feet simultaneously to 25 and 28 then simultaneous dyno up to 105 and 107

The Sorcerer's Apprentice B1 5b+ ★4   ORANGE 8

Set by Steve Broadbent, M01. The combination of the first move of *Dwarf Elevation* and the top dyno of *ORTHO* provides a beautiful problem which can be climbed with grace and elegance. More frequently, however, a lack of commitment leads to ungainly heaps on the corridor floor.

(7 24 51) 73B 23 22 105

Planet of the Apes B1 5b+ 

First ascent by Tim Bateson, M01. Pretty similar to Paul's *Figs*.

(51 7) 30 82A 81 113C 35 115 89 117

Get on the Good Foot (Povey 4c) B2 5c-  SKY 1

First ascent by Mr.Tom, H01. Another neglected and mysterious problem that was remarkably graded 4c for more than four years! Generally considered to be about 5c- for those of average height.

(7 51) 52 6 23A 49 48B 70 20

Minke Variation B2 5c ★2  

An excellent variation on *Nantucket Sleigh Ride* with some nice fingery climbing up chips.

(8 29A 82A) 51 105

Heinous Man-Beast B2 5c+ 

First ascent by Adrian Baugh, H01. Another dynamic offering, but now the names are starting to get a little on the strange side!

(27 28) 108

Too Funky in Here B2 6a-    

Set by Tom Povey, first ascent by Steve Broadbent, M01. A glorious low level traverse which requires strength, balance, and powerful technique. Finding friction for the feet, and sufficient tension in the body are the keys to success on this challenging and awkward problem. Not surprisingly, Tom wanted to grade this problem 4c, but when Steve made the first ascent he suggested it was much harder, and *Too Funky in Here* stood at 5c+ for almost five years before its controversial upgrading in July 2006...
(51 7) 6 49 48B 48A 5 46

 Hail ye, Bob! B3 6a-   

First ascent by Adrian Baugh, H01. A long dynamic move, which sees interest only from purists.
(26 51) 105

 Aviation B6 6a / XXX    

The huge diagonal dyno to the central girder is reserved for the brave or the foolish. From the surprisingly awkward starting holds, take flight, grabbing the girder on your way past. Those who grab it tightly enough will break their fingers; those who don't will break their back. The first ascent by Steve Broadbent in T07 is the only known 'success'.
(7 26 51 77) Girder

**“THE ROAD TO SUCCESS
IS ALWAYS UNDER CONSTRUCTION”**
Lily Tomlin



The Halloween Area Sit-Starts

The most popular part of the wall, with more than 60 problems crammed into a couple of metres of brickwork. *Halloween* was the original line here, but in the many years since its first ascent dozens of problems have followed similar styles, spanning almost the whole grade range. Big holds abound, and there are few tricks to the climbing.

"4b or not ..." B0 4a

Set by Steve, Adam, and Huw for the Hilary 2000 competition. A good move to 108.

7 26 28 51 77B 75B 108 107A

The Good B0 4b GREEN 6

First ascent by Steve Broadbent, M00. A great first problem. Typical Iffley moves at a lower than typical grade. Stay in balance, get the foot high, and then stand up. Then once you've done it, you can go and try *Halloween*, the problem's big brother.

7 26 28 51 77B 80 107A

Ice Cube B0 4b KIDS 7

First ascent by Gillian Damarell, H01. The name was inspired by a once-popular OUMC party game in which ice cubes are passed from mouth to mouth.

8 28 29A 54 79A 80 108

Bonfire Night B0 4b GREEN 9

Set by Steve, Adam, and Huw for the Hilary 2000 competition.

7 8 26 28 52 25 78A 76A 108 107A

Castaway B1 4c-

Set by Steve Broadbent for the 2007 competition. Similar to many other pleasant lines in this area.

7 28 51 79 108 105

The Winking Man B0 4c

Set by Steve for the Hilary 2001 competition. There's a pub near the Roaches with a very strange name...

7 8 28 29 54 78A 109A 106B

Pringle Magic B0 4c

Very agreeable climbing up the central wall, set by Steve for the 2012 or 2013 competition (we can't remember!)

7 26 51 75 106 105

Starfish B0 4c- PURPLE 7

Set by Sarah Pemberton and Gillian Damerell, M01. The Purple Circuit actually climbs a slight variation, Baby Starfish, with a standing start on (7 28 51) and no restriction on hold 51, graded 4b+

7 28 51 (feet only) 77B 78B 108 74B

The Crimp B1 4c

Set by Steve Broadbent for the 2008 competition. Requires some finger strength, but is nothing special.

7 8 26 28 51 78 76A 107

Lickin' Stick B0 4c

First ascent by Mr.Tom, H00. A correctly-graded Povey-problem providing excellent technical bouldering.

8 28 53C 80 109A

Short Cake B0 4c 

Set by Steve for the Hilary 2002 competition. Despite the name, the final move is a bit of a stretch – just reach up as high as you can in balance if it's too far!

7 8 28 29 54 77 109 107

 Slot Machine B0 4c 

Set by Geoff Hannis for the 2006 competition. There are loads of ways of doing this one...

7 8 28 29A 79A 82 109C 108

 Fields of Home B0 4c  

Set by Geoff Hannis for the 2006 competition. Big holds abound on this pleasantly strenuous problem.

7 26 28 51 52 75B 73B 23 69

 Starry Sky B0 4c   

Set by Gillian and Katja, M01. An easy start, but things get nasty towards the end! Excellent practice for harder moves over the central wall...

7 28 52 25 75B 73B 49 69B

 Achilles Heel B0 4c+   

A second round competition problem from 2005. A variety of techniques can be used to ascend with varying degrees of elegance, and although a heel hook is 'encouraged', it's not necessarily the easiest way!

27 28 51 52 78B 108

 Tiffin B0 5a   

Set by Andy and Tim for the Hilary 2003 competition. Excellent easy moves requiring a positive flowing approach.

7 26 28 52 78 108 105

 Squetch B0 5a   

A tremendous modern classic that proves considerably easier than it looks...! Eliminating hold 25 gives the equally good **Squetch Eliminate** (B0 5b, fa Steve Broadbent). Chips not required in either case...

7 28 25 52 108 105

 Ketch B0 5a   

Steve's fun variation on *Squetch* gives some technical climbing at this grade.

7 28 25 52 78B 76 107

 Halloween B0 5a    

First ascent by Steve Broadbent, M99. The first classic problem of the wall is one of the best, and epitomises Iffley bouldering. Several others have since followed a similar line, but few are as satisfying. Match in 77B, lift a foot up high, and pull through to the top. Tremendous stuff, and frequently the first justification for '5a beers' – an Iffley pub tradition believed to be an essential offering to the Iffley Gods during a climber's progression through the grades.

8 28 77B 108 107

 Dynamite B1 5a    

First ascent by Steve Broadbent, sometime around 2012. Body tension will help with this one, and shorties may need to dyno the final move...

7 26 28 53B 52 108

All Hallows' Eve B1 5a ★²

Set by Steve Broadbent for the 2008 competition.

7 28 77B 109A 107A

 Oracle B1 5a ★¹  

Set by Steve Broadbent for the 2007 competition. An excellent dyno from a two-finger pocket. Eek!

7 26 77B 76B 107

 Major League B1 5a ★³  

First ascent by Steve Broadbent, summer 2006. A very satisfying problem that takes in some big ground at a moderate grade and can be enjoyed by people of all heights. The familiar move left to 73 is followed by the lovely rock-over of *Marks Thing* and a surprising slap for the top...

7 26 51 75B 73B 70B 48A 69A 104

 Of Ruine and Some Blazing Starre B1 5a ★¹  

Set by Mark Tomlinson, M05. A novel sit start provides a good test of smearing technique. Great technical moves follow to 109B.

28 29A 53C 80 109B 107A 52 105

 Overmantel B1 5a+ ★²  

Set by Steve Broadbent for the 2007 competition. A good variation on *Monocle*, this time requiring some flexibility and an unlikely-looking rock up onto 28.

7 28 51 76 107

 Eventually Horizontal B1 5a+ ★²   

Set by Jamie Wakeham, first ascent by Adrian Baugh, T01. A typical expression of Iffley culture! Steve's *Event Horizon* is an eliminate on this fine problem both in terms of holds and its name (which also has another clever meaning in the case of Iffley problem parties...)

7 26 51 75B 108 79B 110

 Death Pirate B1 5a+ ★²  

Set by Steve Broadbent for the Hilary 2001 competition. A beautiful and daring top move will test the climber's composure. In 2006 Brian Snelling added the truly scary **Death Tractor** by eliminating hold 82. The grade is uncertain, but likely to be at least B2 5c, and possibly higher.

7 8 28 77A 82A 109A 110

 Fish Eggs and Monkey Brains B1 5a+  

First ascent by Adrian Baugh, M99. Adrian's first offering on the wall requires a bold approach for the top move.

7 8 28 78A 107A 105

 Slate Traits B1 5b- ★¹   

Set by Steve Broadbent for the 2008 competition. If climbed correctly this problem features some beautiful and elegant slaps, requiring good balance. It can, however, be climbed with ugly and inefficient hand-swaps.

7 26 52 53B 76 107

 Back to the Future B1 5b-

Set by Pete Cawley, H15. 79B is not really needed...

27 28 79B 78A 109C no chips

 Me Grimlock Kick Arse B1 5b- ★¹

Set by Rich and Matt, H02. An interesting modern problem, worthwhile for the simply amazing

undercut move up to 81. The final rock-over is high, hard, and requires a cool head.

7 28 30 55 81 57B 113C 114

Insert Tab A into Slot B B1 5b- ★1

First ascent by Andrew Ross, H02. A pleasant traverse across the incut holds.

27 28 79A 30 82B 83 32 113C 86B 114

Monocle B0 5b- ★4     ORANGE 9

Set by Adrian Baugh, H00. Beautiful technical moves can be performed with style and perfect balance. There are probably insufficient superlatives available for what has been described as Iffley's best problem. Considering Iffley's position amongst world bouldering venues, does this mean that *Monocle* is a contender for best boulder problem in the world?

7 26 51 76B 107A

Smart Like Tractor / There was no Ice Cube B1 5b ★2 BLUE 12

First ascent by Dave Hofer, T00. Re-discovered by Phil Frampton a year later, this excellent problem deserves more traffic.

8 28 80 107A

Pirates of the Caribbean B2 5a+ ★3 

A great amusement, epitomising Iffley Girdering, first climbed by Steve Broadbent, H08. Eventually, one way or another the climber must take the leap of faith from hold 51. The hasty will tremble with disbelief, but the wise climber will use confidence and cunning, catching the girder on his way down... Good luck.

8 28 51 75B 109A Girder

Tuxedo B1 5b ★2

A usefully named comp problem set by Steve Broadbent, 2012 (if you've been to an Iffley party then you'll understand). The familiar sit-start leads to a slopey move...

7 28 75 108 110

California Girl B1 5b ★1 BLUE 13

Set by Chris Harvey, H01. A superb final move. "Don't complete this problem until I come back from America..." First ascent by Adrian Baugh before Chris even went to America! The variation **California Dreaming** (5b) using 77A instead of 79A was first climbed by Steve Broadbent, H01

8 28 79A 82A 55 110

Green Goddess B1 5b ★4   

Set by Rich Welford, first ascent by Andy Ross, H03. Brilliant bouldering, that can be overcome with height, strength, or technique, and like so many problems at this grade it's easy when you know how. Once you've got your layback technique sorted (or at least think that you have) then why not try it right hand only...?

7 28 79A 107A

Hooke's Law and Beyond B1 5b  

First ascent by Luke, T00. Stupendously dynamic!

26 25 52 105

Pinch-occio B1 5b

Set by Geoff Hannis in 2005, this problem will test your pinching skills to the max!

27 28 52 76C 109B

The 'B' Team B1 5b ★

Set by Steve for the Hilary 2002 competition. A pleasant problem that feels very easy at this grade.
7 28 75B 108 105

 Bonanza B1 5b ★

Set by Steve Broadbent for the 2008 competition. Some powerful moves off sloping holds.
8 29 51 24 75 107

 Timmy the Tapeworm B1 5b

First ascent by Geoff Hannis, H03. This variation on *The 'B' Team* has not been checked, and is likely to be slightly more difficult. Named after Geoff's "Homophobic, fascist Tapeworm"... but apparently he now has another one called Trevor...

7 28 75B 107A

 My Flexible Friend B1 5b

First ascent by Huw Jenkins, M99. From the early days...

28 8 7 78A 109C 52 107A

 The Iffley Job B1 5b ★

First ascent by Phil Frampton, H01. Only one chip is allowed, so choose with care!

7 26 51 30 82 32 83 114A

 Balance Thing B2 5b

Set by Adrian Baugh, M99, first ascent by Dave Hofer, H00. Remained unclimbed for many months after most people dismissed the top move as an impossibly long reach. The first ascensionist shocked everyone with a grade of only 5b, and it was then repeated in flawed style using a chip. *Work on Palm Beach* then unlocked the key, and showed that the final move can be made cleanly even by shorter climbers. Hasn't been repeated for many months now, and probably no-one can remember how to do it. Perhaps this problem is waiting for someone to rediscover it...

7 28 78 110

 The Self Preservation Society B1 5b+ ★ **SALMON 9**

First ascent by Phil Frampton, H01. This problem is almost identical to *Dinorwic Rainbow*, and grade controversy ensured it got the attention it deserved. Try it and see what you think...

7 28 77B 88A 81 32 113B 114A

 Dinorwic Rainbow B1 5b+ ★ **BLUE 8**

First ascent by Adrian Baugh, M00. A beautiful rising traverse, which feels almost like an outdoor route, rather than an indoor boulder problem.

7 28 78A 88A 55 81 113B 57B 114

 Jenga B1 5b+ ★ **RED 9**

Set by Steve Broadbent for the Hilary 2001 competition. A good pull on surprisingly good holds, requiring nothing more than belief that it's possible!

7 26 77A 108 106B 105

 Ahab B1 5b+ ★ **SALMON 10**

First ascent by Adrian Baugh, M00. Excellent climbing, requiring cunning technique. Hard for the grade.

7 28 77A 107A

Chaos Theory B1 5c-   

First ascent by Steve Broadbent, H07. The superb dead-point that had everyone hooked in the final round of the 2007 competition. It's not really a dyno if you hit it right... but most people don't.

7 26 51 108 105 No chips

Blair Witch for Beginners B2 5c   PINK 11

Set by Huw Jenkins for the Hilary 2000 competition. Named because the start follows the same pattern as Steve's original method on *BWP*. Considered quite easy for the grade, and a good introduction to Iffley 5c.

8 28 24 52 73B 49 105

Amplemuch B1 5c-  

Set by Andy and Tim for the Hilary 2003 competition. Awkward climbing with a fairly unique match in the poor slot. Surprisingly strenuous!

7 26 77A 106A 50 105

Mines of Moria B2 5c-   SALMON 11

First ascent by Adrian Baugh, M00. Surprisingly technical, and very satisfying.

27 28 79B 76C 107A

Jedi Master B2 5c-   

First ascent by Adrian Baugh, T00. Brilliant technical climbing, with a vicious pull for the top.

7 26 53B 76A 107A

Khazad-Dûm B2 5c-

First ascent by Adrian Baugh, T01. The sister route to *Mines of Moria* requires good balance.

27 28 77A 107A

New Dimension B2 5c   

Set by Steve for the Hilary 2002 competition. A superb dynamic move.

7 26 25 75B 105

Mack the Knife B2 5c   

Set by Steve Broadbent for the 2007 competition. The cruel move through 53 provides more than its fair share of difficulties. Going for 78 too early feels tempting, but can lead to trouble!

8 28 53 78 108

Goldfinger B2 5c   STRAWBERRY 9

Set by Geoff Hannis for the 2007 competition. Nice moves low down lead to a troublesome finish...

7 26 53B 29B 78A 80 109C 110

Geomorph B2 5c    

Set by Steve for the Hilary 2002 competition. Pretty much the same as *Green Goddess*, particularly when 75A is omitted with no change in the overall grade.

7 28 79A 75A 107 105

Noblesse Oblige B2 5c    

First ascent by Mark Flugge, H01. A stunning line, requiring either a hard dyno or uncommonly long reach!

7 26 77A 107A

Masters of Stone **B2 5c** ★  **BLUE 9**

First ascent by Steve Broadbent, M00. An unlikely looking line. Only much grunting, sweating, and determination will see you to the top... It is possible.

7 26 51 73B 107A

Into the Blue **B3 5c / AAA** ★   

A long, dangerous dyno by Steve Broadbent, T07... but really only a warm-up for *Aviation* (see *Halloween Standing Starts*)

7 26 75B Girder

Once upon a time in Devon **B3 5c** 

First ascent by Christian, M01. Difficult traversing moves on desperately slippery holds.

7 28 52 6 49 50 23 72A 48A 101B

Fish & Chips **B2 5c+** ★ 

A problem from the men's final of the 2005 competition set by Geoff Hannis. Navigate your way up the chips! Ouch!

27 28 107B

The Pequod **B3 5c+** ★

First ascent by Adrian Baugh, M00.

7 28 25 75A 105

Mint Aero **B2 5c+** ★   

First ascent by Adrian Baugh, H01. Another one of Adrian's challenging dynos, requiring belief, commitment, and a whole lot more...

(26 51) 107A

Digital **B2 5c+** ★     **RED 12**

First ascent by Steve Broadbent, M99. Finger strength and flexibility are prerequisites to combat the scarcity of holds. *Digital* used to have a reputation as a finger-wrecker, but if tackled correctly it can be elegant and painless. Surprisingly, considering its early first ascent, it was once the longest-standing un-repeated problem on the wall, with Adrian becoming only the second ascensionist after five terms.

8 28 53 76B 107A

Back to the Future Part 2 **B2 5c+** ★ 

First ascent by Mike Pearson, H15. A technical sit start leads to a brutal pull on 79B, where balance is required. Similar to *Great Northern*, but a notch easier. An alternative finish on 107 is arguably better, and even more similar to *Great Northern*!

27 28 79B 109C

The Matrix Inverted **B3 5c+** ★    **STRAWBERRY 8**

Set by Nick Brown, T06. A great line that was missed for years, trending left through the central wall. Similar to *Moby Dick* but slightly easier, although the final brave rock-over will certainly give you plenty to think about. The chip is allowed, but the problem has been climbed without – **Brown's Eliminate** (B4 6a-) by Nick Brown in T07.

7 26 52 73B 48A 101B

Great Northern B3 5c+ ★  

Set by Steve Broadbent, T01. A typically awkward 5c+ requiring ridiculous flexibility and mystical balance. Despite being theoretically 'simple', this one might take more working out that you'd imagine... chips not required.

7 28 79B 107B

The Leap from Wu-Dang Mountain B4 5c+  

First ascent by Adrian Baugh, H01. A wild leap sideways... Best just to watch someone else do this one (if you can find anyone who can!). Absolutely mad.

7 26 51 29 54 31 85A

The Leap of the Long Sheep B4 5c+ ★  

Set by Steve and Phil, first ascent by Phil Frampton, M01. A long and tiring excursion with an awesome technical body tension move close to the end.

7 28 51 24 73B 48A 4 46 17 16 42 14 **Arête** no chips for hands

Philadelphia B4 5c/6a 

First ascent by Adrian Baugh, M00. Reach is the key, apparently...

7 25 26 52 106B 107A

Sith Lord B3 6a- ★    

First ascent by Adrian Baugh, M00. Long reaches and dynamic moves from small holds.

7 26 53A 76C 107A

Elastic Trickery B3 6a+ ★    

A much-discussed impossibility, first climbed by Pete Cawley, T15. Tiny chips may provide sufficient balance for one of the most uncomfortable flexibility moves the wall has to offer.

7 28 53B 108

Pete's Problem B4 6a ★   

First ascent by Pete Cawley, 2012. Make no mistake – this highly technical and super-reachy problem is a problem in the true sense of the word! It is also described as "somewhat odd".

7 26 51 73B 69 47B 99B

Sweetness Personified B5 6a ★  

Another desperately fingery and reachy outing from Geoff Hannis that requires a dynamic move to 84A

7 26 78B 8 82A_(top right) 30 31 84A 113A 55 110

Moby Dick B4 6a- ★    **BLUE 11**

Set by Adrian and Andy, M00. Excellent, powerful climbing heading left into the central area of the wall. Not hard for its grade, and an easy first 6a if you're strong.

7 28 75A 73B 48B 103B

Wedding Well B4 6a ★  

First ascent by Mike Pearson, M15. Few details are known about one of Iffley's most recent hard problems...

7 26 53A 80 30 83B 57B 113B 114A

Mangosteen B4 6a+  

First ascent by Mike Pearson, H15. A long technical move leads to some powerful, stretched-out climbing on poor feet.

27 28 80 81 112A

The Four Minute Mile B5 6a-

First ascent by Steve Broadbent, M00. Iffley's infamous power-problem provides a uniquely stupid experience. A full range of techniques will be called upon, and great strength required. If you thought *The Matrix* was strenuous, then think again. Spotters and an audience are recommended for this long and tiring journey into the realm of weirdness... A variation including 23A was first completed by Adrian Baugh at a similar grade. Awesome stuff!

7 26 51 73B 48A 66 46 64A 96B

Event Horizon B5 6a **WHITE 8**

Set by Steve, first climbed by Adrian, H01. A stunning curved line up the centre of the wall, requiring a bold and powerful approach. From the sit start, slap for a sloper, pull up to the pinch, take a deep breath and walk up to the top. Kiss the ground, and go for a pint in the Prince of Ales... 7 known ascensionists have summoned up the courage for success...

7 26 75B 108 110 no chips

Hop, Skip, Jump, Leap, Fly, Die B5 XXX

First ascent by Pete Cawley, M15. Sit start into a dyno for chips, then launch boldly for the girder.

7 28 Girder

The Four-and-a-Half Minute Mile B5 6b-

First ascent by Pete Cawley, M15. Attain the mantelshelf via a fairly 'unique' move, then levitate strenuously to the top before gravity notices where you're going...

7 26 51 73B 23A 20 46 63 Girder



 Climbers warming up for the 2007 Iffley Bouldering Competition.

The Hold 29 Sit-Starts

A tricky pinch that sees little attention from lower grade climbers.

Ice Maker **B1 5b** ★2 **YELLOW 8**

Set by Rich Welford, first ascent by Phil Frampton, M01. Laybacking the slot is technical and superb, and leaves the climber wishing it all went on for longer. Shorter climbers may not be able to reach the final hold, but will still enjoy the start.

8 29 54 108

Fun Fun Fun... **B1 5b** ★2

First ascent by Adrian Baugh, H01. How much fun can you have at Iffley? Try it and see...

7 8 29 53C 75B 73B 25 105

Eyes over New York **B2 5b** ★2

First ascent by Steve Broadbent, H06, this modern problem involves some excellent balancy climbing with a satisfying 'levitation' move to 113. Graded for shorter climbers who cannot reach 113 statically – knock off ½ a grade if you're lanky!

8 29 79A 109C 81 30 113B 57B 114

The Rack **B1 5b**

Set by Geoff Hannis for the 2006 competition. This variation on the 29 sit-start is just as awkward as most of the others and unfortunately precedes a desperate pull and huge reach.

27 28 29 54 88A 107A

Has This Been Done Before? **B1 5b+** ★1

First ascent by Matt Mellor, T02. The popular laybacking sit-start certainly has been done before, but the challenging final move will give you something to think about...

8 29 54 109A 107

Razor **B1 5b+**

First ascent by Martyn Beardsley, M00. This might hurt...

8 29 54 88A 110

Recidivism **B1 5b+** ★2

First ascent by Steve Broadbent, M02. More delicious laybacking, but this one requires a few more technical twists and turns before reaching that impossibly high finish...

8 29 53B 78B 88B 110

Klettern Macht Frei **B2 5c** ★

First ascent by Adrian Baugh, T01.

8 29 79A 55 111B 110

New Beginnings **B2 5c** ★2

Posted in M01, this is a fine modern problem, requiring good technique.

8 9A 29A 30 82B 108

Finga Busta, Nee kAPPA **B2 5c**

First ascent by Huw Jenkins, H01. An eliminate on *Razor*. Potential ascensionists should be warned by the name...

8 29 54 110

Judean People's Front Crack Suicide Squad **B2 5c** ★2   **WHITE 9**

First ascent by Dave Hofer, T00. Superb technical climbing up a fine line. Eliminating hold 8 makes for a harder and more satisfying variation, which was first completed by Steve Broadbent and graded 5c+.

29 30 8 9A 82A 76 52 105

 Gulf Air **B2 5c** ★1  

First ascent by Katja Broadbent, summer 06. A recent controversial line, and the first to make use of the 29A sit-start, suggested by Brian Snelling. After Steve and Geoff both failed to get off the ground, there were initial suggestions of a 6a- grade, but if you can find the right combination of technique and power for the first move the problem actually feels quite easy. Good for the short (if you're strong...)

8 29A 54 81 113B

 Pembroke Rejects **B3 5c**

Set by Paul Mainwood and Huw Jenkins, H01. Meanwhile everyone else was sitting in a hospital in Haverfordwest...

8 29 79B 81 109A 109B 112A

 Path **B3 5c+** 

Set by Martyn and Huw, M00. Serious toe injuries feel very possible in 77B if it were to go horribly wrong...

8 29 54 77B 108 105

 This is a Low **B3 5c+** ★2 **WHITE 10**

A brilliant, traditional variation to *Path*, this problem eliminates the toe injuries, and requires a positive approach for the high final move.

8 29 54 77A 108 105

 Till her Daddy Takes her T-Bird Away **B3 5c+**

First ascent by Adrian Baugh, H01. We're not sure about the name of this problem, but judging by the first ascent dates there's got to be an American significance...

7 8 29 53B 75B 25 105

 Sending 5.11 **B3 5c+** ★1

First ascent by Adrian Baugh, M00. Excellent climbing.

8 29 77 109 110

 Guns; Lots of Guns! **B3 5c+**

Set by Gillian, First ascent by Adrian Baugh, M00. Used for the introduction to the OX4 film.

8 26 53 80 110

 Nantucket Sleigh Ride **B3 5c+** ★2   **WHITE 11**

First ascent by Adrian Baugh, M00. Devious moves, requiring thought, balance, and the occasional chip! This problem was the inspiration for *The Fallen*.

8 55(slope only) 29B 82A 51 105

 Minke Variation with sit start **B3 5c / 6a+**  

This variation on *Nantucket Sleigh Ride* features a very difficult sit start that was first completed by Brian Snelling in summer 06. Easier moves above.

8 29A 82A 51 105

 The A-Team **B3 5c / 6a+**  

Brian's cruel sit-start is 6a for most people, but easy for him... apparently! The second move is trivial.

8 29A 82A 109A

Bat out of Hell B3 5c / 5c+  

Once Brian had suggested the new 8/29A start, many new problems appeared during summer 2006, including this tricky move rightwards by Steve Broadbent. Shorter climbers will need a desperate crimp that almost makes it into the 6a grade, where the tall will pop easily to 113B...

8 29A 54 30 56 111A 113B 114A

Sloe Tango in Paris B3 5c / 5c+  

Set by Steve Broadbent, first ascent by Geoff Hannis in M06. Another brutal pull on the tiny hold 76C is hard for the short, and easier for the tall.

8 29A 54 51 76C 107

Blubby Hell B3 6a? ★  

Set by Brian, Steve, and Geoff, M06 but unclimbed. An even more difficult sit-start is followed by some beautiful technical moves rightwards.

8 29A 56 88B 32 113B

Purple 6a-?

Another hard traditional coloured problem, moving rightwards on purple dotted holds. Sees little interest and few ascents.

The Fallen B5 6a ★3    

First ascent by Steve Broadbent, M00. A hard eliminate on *Nantucket Sleigh Ride*, and worthwhile for the audacity of its line. The high 'B' grade reflects the potential for finger injury on this delicate and painful problem, which requires effective use of tiny chips throughout its length. One of Iffley's original desperates, *The Fallen* is now considered one of the most repeatable of the hard problems for those with strong fingers, and in 2007 became the first 6a to see an ascent in B3 boots!

8 29 51 105

Psychic Psquirrel B5 6a  

First ascent by Geoff Hannis, M04. Hard, fingery climbing which sees little attention from today's players.

8 29 53B 82A_(top right) 109C 55_(slope) 112A no chips

Geoff's Reach B5 6b-   

Set and worked by Geoff Hannis over several years, finally receiving its first ascent by Mike Pearson, T15. A very hard dynamic move from a small fingery crimp...

8 29 82A 110

Warped Love B6 6b ★2   

First ascent by Geoff Hannis, M05. Named due to the unreasonable Iffley obsession that took over Geoff's life (and several others!) and also the fact that the crucial hold 56 is an inverted 'coeur'. After a tiring start and a brutal pull across the wall onto 31, the crux involves reversing your left hand on 56. The subsequent sustained 6a moves test one's resolve, but never cause concern.

8 29 56 31 57B 36 86D 59 Arete One chip only

Hey! Mr Taliban / The Taliban Project B7 6b+ ★2    

Set by Steve Broadbent M01, this project remained one of the wall's longest standing impossibilities until the first ascent was made by Geoff Hannis in 2004. A long reach and steel fingers may just help you overcome the total lack of holds on one of Iffley's most daunting lines.

8 29 88B 32 84A 31 36 91B



The Ali G Area Standing Starts

A selection of standing start problems between Halloween and the right hand end of the wall, of which the classic Ali G is probably the finest.

Ali G B0 4a ★  

PURPLE 8

KIDS 8

First ascent by Phil Frampton, M00. A simple amusement. Launch yourself off the ground using the starting holds, rather than trying to do anything statically! The problem has been climbed from a sit start with no extra holds by Steve Broadbent in 2006, graded B1 5c. Has also been climbed one-handed.

(30 55) 81 110

Persimmon B1 4c ★ 

First ascent by Marion Wyllie, H15. Some strenuous moves at this grade, high above the deck.

(29 30 55) 81 57 85 Girder

Grand Capucin B1 5a ★

First ascent by Olivier, H00. The original sit start bumps this pleasant problem up to about 5c, and is not as unlikely as it looks...

(55 30) 88A 28 107B

Luke's Crimptastic Extension B2 5c

First ascent by Luke, T00. An easier version of the better *Psychic Psquirrel*.

(8 29B 53B 82A) 29A 109C 55 111A 112A

Crimptastic B2 5c 

First ascent by Huw Jenkins, M99. More traditional fingery stuff.

(8 53B 82A top right) 29A 109C

Dyno 10 B2 5c **BLACK 8**

Set by Tim Bateson, H03, for the Iffley Dyno Circuit. More of a lunge than a dyno, but you'll need to be in the right position to stay in balance.

(29 30 55) 109

Honest B2 5c

First ascent by Huw Jenkins, M99. Thin technical climbing can be avoided by reaching straight up, although the character of the problem is lost.

(54 32 8 31) 30 57A 35 81

Slap Direct B3 5c 

First ascent by Adrian Baugh, H01. Go for it!

(29 30 55) 110

Elvis has left the Building AAA 5c+ ★  

Set by Johnny Dawes (kind of!), first ascent by Adrian Baugh, H02. One of the silliest problems in this listing. Take a deep breath, run at the wall and leap onto the first hold. A tiny chip (which you certainly won't see at that speed!) might just enable you to stop in perfect balance, and give you some chance of reaching the second and final hold... What?

(Floor) 29A 110

◀ Sarah Hopkin bouncing up **Ali G** (B0 4a).



The 9/10 & 32 Sit-Starts

An excellent collection of problems spanning all the grades...

Hatless B0 4a

Set by Steve for the Hilary 2001 competition. Unremarkable first round stuff.

9 10 30 32 33 56 57A 85A 113B

Mittens B0 4b- KIDS 9

Set by Steve for the Hilary 2001 competition. Excellent easy bouldering.

9 10 30 32 55 81 113B

Ice Cream Man B0 4b GREEN 12

First ascent by Gillian Damarell, H01. An interesting and fun problem.

10 32 57A 84B 85A 113A

The Right Stuff B0 4b PURPLE 9

Set by Steve, Adam, and Huw for the Hilary 2000 competition. An excellent problem, particularly suitable for shorter climbers and easy at the grade. If climbing the Purple Circuit then a standing start is allowed.

9 10 32 34 58A 85A 113B

Weak Like Small Bull B0 4b+ YELLOW 11

First ascent by Gillian, H02. Equally nice, with a slightly awkward top move...

9B 10 32 85A 115

Magic Journey B0 4b+ GREEN 11

Set by Steve for the Hilary 2002 competition. Another problem without any long reaches at all...

9 10 30 32 56 35 34 85 115

Watching Paint Dry B0 5a-

Set by Steve, Adam, and Huw for the Hilary 2000 competition. A similar start to *Wet Paint*.

9 10 30 32 55 81 110

Magenta B0 5a

Set by Gillian, first ascent by Tim Bateson, H01. The awkward final move requires commitment.

10 32 57A 85A 116A

Chucklevision B0 5a+ SALMON 12

Set by Gillian, H01. A worthwhile amusement. "To me, To you!" "To you Barry!"

9 32 55 29B 54 80 110

Go Go Gadget B1 5a+ TEAL 7

First ascent by Steve Broadbent, 2013. A tricky sit-start leads to some determined lay-away moves, though there are also rumours of pinching...

9 10 31 32 83 81

Strong Like Bull B0 5b- SALMON 15

First ascent by Dave Hofer, T00. A nice simple problem which seems to have been overgraded for ever (and still is!)

10 32 85 114

 Alex Rigby on the popular *Mittens* (B0 4b-).

Use your Illusion B1 5b 

Posted in 2004 by Tim Bateson. Surprisingly taxing climbing with a puzzling final move – the illusion might just be a long reach!

10 32 55 29 79A 108

 Gormenghast B1 5b      **ORANGE 11**

First ascent by Adrian Baugh, H00. Named for Steerpike's climb from his cell to the roofs of Gormenghast Castle in Titus Groan, by Mervin Peake. A good move to get onto 32.

10 32 57A 83 113B

 Curry O'Clock B1 5b 

Set by Andy and Tim for the Hilary 2003 competition. A typical Iffley rock-over, with an uncomfortably high foot and unpleasantly small hand hold... just do it!

10 32 Chip-by-57 113

 Wet Paint B1 5b    **RED 14**

First ascent by Steve Broadbent, M99. Steve's first Iffley problem, and the first one recorded after the holds were numbered, *Wet Paint* has a thought-provoking start, followed by excellent climbing above. Similar in character to the more challenging *Black Monday*.

9 30 32 82A 54 81 110

 Stagtastic B1 5b 

First ascent by Mike Pearson, T15.

9 32 85 112A

 Sven the Time Comes B2 5b+  **STRAWBERRY 11**

First ascent by Geoff Hannis, H07. A brilliant rising walk up the wall... or an epic struggle to a tough finish?

10 32 86B 33 83 82A 111B 110

 Mmmmm. Fingery. B2 5b+ 

First ascent by Alex Copley, T01. If this doesn't hurt your fingers then nothing will. A useful introduction to Iffley for masochists.

9B 10 32 30 55 88A 28 107A

 F*ing Maths B2 5c**  

First ascent by Alex Copley, T01. A beautiful rock-over from the reasonable chip is easy for the tall, and entertaining for the short.

10 32 chip-near-57 83A 114A

 Black Monday B2 5c    **RED 15**

First ascent by Steve Broadbent, M00. A horrendous sit start leads to a tricky pull on slippery holds. Persist, because it is worth it!

32 30 82B 113A 112A

 Every Which Way But Up B2 5c      

Cruelly set by Steve Broadbent for the 2008 competition. There are at least three ways to attempt this problem, but all of them are likely to end in painful failure. Chips are not allowed.

9 10 32 35 86 Girder no chips

Weg! Said Zebedee B2 5c ★  

Set by Martyn Beardsley, first ascent by Adrian Baugh, M00. An 'oh so long' reach, requiring good balance and strength in the fingers. Steve dismissed the move as impossible, before being spurred on by Adrian's success, and setting a harder variation, *Zebedee's Torment*.

9B 32 34 86B 112B

Groan Variation to Gormenghast B2 5c ★   

First ascent by Dave Hofer, H00. This seems like a very hard eliminate, and sees few successes from today's young hot-shots!

10 32 57A 83 110

The Dance of the Electric Penguin B3 5c+ ★   **WHITE 13**

Set by Steve and Adam, H01. Originally a very hard dynamic problem, extra holds have now been added to make this amusing move more accessible. Several methods may be possible, but a dynamic toe hook seems the most fun...

9 10 32 34 35 87 113B no chips

Zebedee's Torment B5 6a ★     **WHITE 12**

Set by Steve Broadbent, first ascent by Andy Thow, M00. An excellent problem, and possibly the benchmark of its grade. A long reach between small holds requires good balance and finger strength to set yourself up for a brave top move. Six known ascensionists, including one in trainers.

9 10 32 86B 112 82 110 no chips

Bad Karma B5 6b   

First ascent by Adrian Baugh, H01. An awkward move on poor footholds. Only a crimp on the slope of 55 is allowed, with no side pulling. This problem caused some controversy when it was first posted, and even today there are disputes about the grade. Originally given 6b+, some claim it deserves no harder than 6a+. Go try it for yourself, and join the two known ascensionists in their debate...

9 32 55_(slope) 79A 8 24 52 73B 105

Scooby Snacks B5 6b+ ★ 

Coming almost 10 years after the first ascent of *Ecstasy*, Steve's easier rightward-trending finish is an altogether easier proposition, though still not one to underestimate.

32 34 83 115 37 117 no chips

Taller Than You, Broadbent B6 6c- ★   

Steve and Adam's long term '*Harder than you*' project trending rightwards from the *Ecstasy* sit start turned out to be one of the wall's biggest LGPs. A dynamic toe hook during the lunge for 87 was thought to be a 7a move, but was never completed. Then, over two years after being posted on the problem lists, the first ascent was claimed statically by Andrew Ross in H03 by making a gigantic reach to 87. The name change was an obvious result of a healthy Iffley rivalry! The grade might not really mean that much...

32 34 87 38B 92

Ecstasy B7 6c ★    

The big one, and still cutting edge more than a decade after the first ascent. Steve's landmark project, first climbed in Hilary term 2001, represented a significant step up from anything that had gone before, and amazingly still awaits a second ascensionist. Iffley's old and bold have all tried... but to no avail. After a tiring and brutal, yet exacting, first move on hardly any holds, strong nerves are required to complete the technical sequence which follows. Several contortions must be carried out without de-stabilising the body position, before a long reach to a low side pull brings you close to success. If the body is balanced perfectly at this point, a delicate yet powerful effort will effect the necessary weight transfer onto the left foot. Take a deep breath, slap for the top, and you probably won't remember the rest of the day.

34 32 83B 29A 88B 53A 108 no chips

The Magic Carpet Ride B9 6c+?     

Set by Steve Broadbent, way back in M01 but not yet climbed. A contender for the top of the ladder, requiring body tension in the extreme! A vicious sit start leads to a series of desperate reaches and a harrowing foot-swap. If you survive this (with both nipples still intact!) then a wild lunge with the left foot may give access to the unique crux slap for 108... Not surprisingly this project has been discussed in the same sentence as the words "Iffley's first 7a"... A long standing last great problem that will one day be one of Iffley's greatest and most daunting problems, epitomising the kind of dedication and commitment required to push the limits of what is possible on the wall...

34 32 85B 113A 55 109C 77A 108 108 no chips



 Will Benfold, bending himself around **Angry Beaver** (B1 5b).

The 31/32 Sit-Start

A relatively recent and unusual layback start to a variety of mid-grade problems.

The Big C B0 5a ★

First ascent by Geoff Hannis, H03. Some nice layback moves that unusually don't require huge arms...
31 32 83B 112A

Tangfastic B0 5a ★

Set by Andy and Tim for the Hilary 2003 competition. A good mid-grade rock-over.
31 32 82 113B

Weak Like Monkey B1 5a ★ 2

Set by Geoff for the 2007 competition. The brilliant low dyno that inspired the obvious eliminate.
9 31 32 85 113

Anonymous B1 5a ★

First ascent by Geoff Hannis, H03. ...and finally, one for the tall.
31 32 84 88B 112A

Geronimo! B1 5b ★ 4 **STRAWBERRY 12**

A brilliant competition problem from 2005 that was lost in the list for almost a year. No details are known, but this tremendous dyno brings a smile to your face every time you climb it. Unbelievably it's much easier than it looks... just go for it!

31 32 84B Girder

Dwarf Diminisher B1 5b

An unconfirmed recent problem by Geoff Hannis, H03. "Growth stimulant advised."
31 32 81 110

Angry Beaver B1 5b ★ 2 **YELLOW 10**

Set by Andy and Tim for the Hilary 2003 competition. A sensational move through 83A requires perfect balance and good body tension. Impossibly difficult when you can't do it, but beautifully simple when you can!

31 32 83A 114

Big Boots and Flat Caps B2 5b+

Set by Alex and Geoff, H03. An interesting low traverse with a tricky final move...
31 32 54 8 52 24 73B

Red Bull B2 5b ★ 3

Set by Steve Broadbent and Pete Cawley, 2012. A brilliant modern variation, requiring a typically strange Iffley sit-start and a fine top move, particularly for shorter climbers who may have to dyno...
9 32 55 83A 110

Strong Like Spider Monkey B2 5c ★ 3

First ascent by Steve Broadbent, H04. Hold 85 looks, and is, a long, long way away...
9 32 85 112

The Salmon Slap B2 5c ★ 2

First ascent by Adrian Baugh, H01. A beautiful long move to the slot, where it's surprisingly difficult to stay in balance. Hard for the grade.

32 30 31 55 29 109 108 51 105

Alien Football B4 6b ★ 3

Set by Steve Broadbent & Pete Cawley, 2012. A magnificent modern classic, with a fingery crux slap or desperate reach-through for the lanky... Brilliant!

32 55 83A 109C 28 108



The 9/30 Sit-Start

A challenging start requiring strong hands and good footwork. It's mostly hard problems here...

Nose for Beginners B0 4c ★

Set by Geoff Hannis for the 2006 competition. A tricky sit start, but things ease once you get your right foot onto hold 30.

9B 30 56 55 81 110

Touch Me Direct B0 5a+ ★ **TEAL 8**

The much needed sit-start to Gillian's classic *Touch Me*, first recorded by Steve Broadbent in 2012. Technical, fingery climbing that's well worth seeking out.

9 30 56 57 10 86B 86C 89

Land of Hope and Glory B1 5b ★ **RED 13**

First ascent by Steve Broadbent, M00. Good technique is required for the unique top move, which is the highlight of this interesting problem.

9B 30 55 111B 110

Technical Apprentice B2 5a+ ★ **STRAWBERRY 10**

Set by Geoff Hannis for the 2007 competition. A brave high step is easier than it looks...

9 30 57A 31 82 81 110

Shadowland B1 5b

Set by Steve, Adam, and Huw for the Hilary 2000 competition.

9B 30 29B 55 81 112A

Infinite Peace B1 5b

Posted in M01. Not much is, or ever has been, known about this problem!

9A 31 30 53C 7 51 78A 107A

Ali G Direct B1 5c ★

First ascent by Steve Broadbent, M05. The sit start to Phil's problem had never really been considered before, but proves to be an interesting crux that requires some ingenuity, body tension, and belief.

30 55 81 110

Lina & Steve's Problem B1 5c ★

Set by Lina Arthur, first ascent by Steve Broadbent, T15. Some nice climbing, making use of the recently rediscovered 30/55 sit start. Tiny chips provide just enough for the feet... or do they?

30 55 28 79B 109C 107B

The Nose B2 5c ★ **SALMON 13**

Set by Martyn and Adrian, M00. A good and challenging introduction to Iffley 5c.

9 30 56 81 110

Oktoberfest B2 5c ★

First ascent by Steve Broadbent, T07. A highly technical modern problem with good and varied climbing. A touch of body tension and positive movement will help overcome the troublesome cross through hold 82!

9 30 57A 82A 28 78A 107

 Lucy Abel on *Touch Me Direct* (B0 5a+).

Iffleymas B2 5c ★2 

Set by Steve Broadbent, M15. Very similar to *Stone Monkey*, but arguably more satisfying. Pull up from the sit start straight into a long move that shorter climbers may have to dyno...

9 30 55 85 115

 Unnamed Chris Problem B2 5c  

A variation on *The Nose*, first climbed by Chris Bull, T06. The fun start is followed by a long, difficult dyno to the top

9 30 84 81 110

 The Adventure of the Dancing Men B3 5c- ★1

First ascent by Philip Frampton, T01. Dance your way up this little amusement...

9 30 57 10 56 113A 113B 111 115 89 117

 Mike's Problem B2 5c ★2 

Set by Mike Lewis, H09 but wasn't given a name. A good traverse with some interesting technical moves on big holds.

9B 30 55 84B 34 87 36 Arete 38 117

 Korfbal B3 5c ★3   RED 16

Set by Steve Broadbent for the Hilary 2001 competition final. A glorious problem, requiring belief in the feet, good balance, and lots of grace!

9 10 30 33 84B 86D 113B 114A

 H is for Handcuffs B3 5c+ 

Set by Pete Cawley, M15. Try not to get tied up with this one...

9B 30 55 28 53C 107A

 Osmosis B4 6a- ★1 

First ascent by Geoff Hannis. Considering the first ascensionist, it is not surprising that this problem requires extreme finger strength, involving as it does a swap in a tiny chip...

9 30 56 10 36 90A 38A 117

 A Finger of Fudge is just Enough... B4 6a ★1 

First ascent by Adrian Baugh, T01. A seldom climbed problem that became Iffley's second 6a to see a female ascent (Nika Engberg, T05).

9B 30 56 10 36 37 90A 117

 Jump B5 6a ★1 

First ascent by Adam Jorna, M00. Good technical moves lead to a very hard dynamic lunge to 115 from poor holds. Power is then required to reach the elusive finishing hold. Three known ascensionists.

9 30 34 57 86B 115 112

 Apotheosis B4 6b- ★2   

First ascent by Adrian Baugh, T01. A great achievement requiring huge technical ability and strength in the fingers. This was one of Adrian's longest standing projects, but in typical Iffley style the problem's grade was questioned by the second ascensionist and *Apotheosis* is no longer considered desperate for those with steel fingers!

9B 30 56 10 86A 86E 36 37 91B no chips

Potheosis B4 6b    

This obvious eliminate was to become one of the wall's 'last great problems' for over a year until Steve Broadbent made the first ascent in M02. Although only one hold is eliminated, the problem becomes even more technical than the original. In 2006 this became the first 6b problem to see an ascent in trainers.

9B 30 56 10 86E 36 37 91B no chips

Nailbiter B5 6b-

First ascent by Andy Thow, M00. A brave final move which sees few attempts.

9 30 84A 88A 53B 108 105

Leap! B5 6b    

First ascent by Adam Jorna, H01. An committing hard dyno from poor holds, which is basically an eliminate on *Jump!*

9 30 34 57 115 112

Pirelli B5 6b   

Set by Steve Broadbent, T15, but currently unclimbed. The tricky move through 88B is about as technical as they come, requiring some exceptionally precise muscle tension, or an equally precise deadpoint. Either way, power is indeed nothing without control...

30 55 29A 88B 53A 108

The Hold 35 Sit-Start

A very awkward fingery sit start that takes some practice...

"Fingers" McNab **B0 5a** ★

First ascent by Adrian Baugh, M00. An attempt to find an easy problem which required finger strength... many people argue with the 'easy' bit though!

10 33 34 35 57 84A 85B 113B

Strong Like a Left Handed Bull **B1 5b** **PINK 13**

Set by Phil Frampton, first ascent by Steve Broadbent, M00. Has been completed without the chip, but this variation is rumoured to be very difficult...

10 35 85 114A

My Name is Neo **B1 5b** ★ **PINK 14**

Set by Steve Broadbent and Sarah Pemberton, H06. Excellent sequency climbing that requires a dynamic and flowing approach. After the awkward sit start, a sequence of tenuous slaps will test the climbers precision and resolve. Only one chip is allowed, and the climb is graded for shorter climbers who cannot reach statically between the holds.

10 35 84A 85B 115

PARA **B1 5b+**

First ascent by Adrian Baugh, H01. The last 'A' stands for 'American' – you can work out the rest of the name's meaning for yourself!

35 36 37 85A 81 112A

Pipe Dream **B1 5c** ★ **YELLOW 12**

First ascent by Katja Wigmore, T01. A fun problem which is best completed in its original contrived style. The sit start is optional, but the problem starts for real with a hand on 57A, and the feet on 35 and 32 (in a kind of strange chimneying position!). Interesting and amusing, and suitable for people of all heights... apparently.

32 35 57A 83 113B

Wade's World **B2 5c**

First ascent by Steve Broadbent, H00. A much looked at line up the right of the wall, with hard technical climbing on small holds and chips. Originally graded 6a, it was downgraded after a new sequence was worked out. A forgotten problem.

10 34 35 85B 113B 55 110

The Apes of Wrath **B2 5c+** ★ **PINK 12**

A technical masterpiece from the men's final of the 2005 competition, involving finger strength and balance. Two methods exist – one for the short and one for the tall. Both are impossible for the other 'height' people!

10 34 35 86B 85B 113A

Playing with Fire **B3 5c** ★ **SALMON 16**

First ascent by Phil Frampton, H01. There are two ways of doing this, depending on your height. Both feel quite awkward, and one leads to Adrian's variation *Twisted Fire Starter* (see next section)

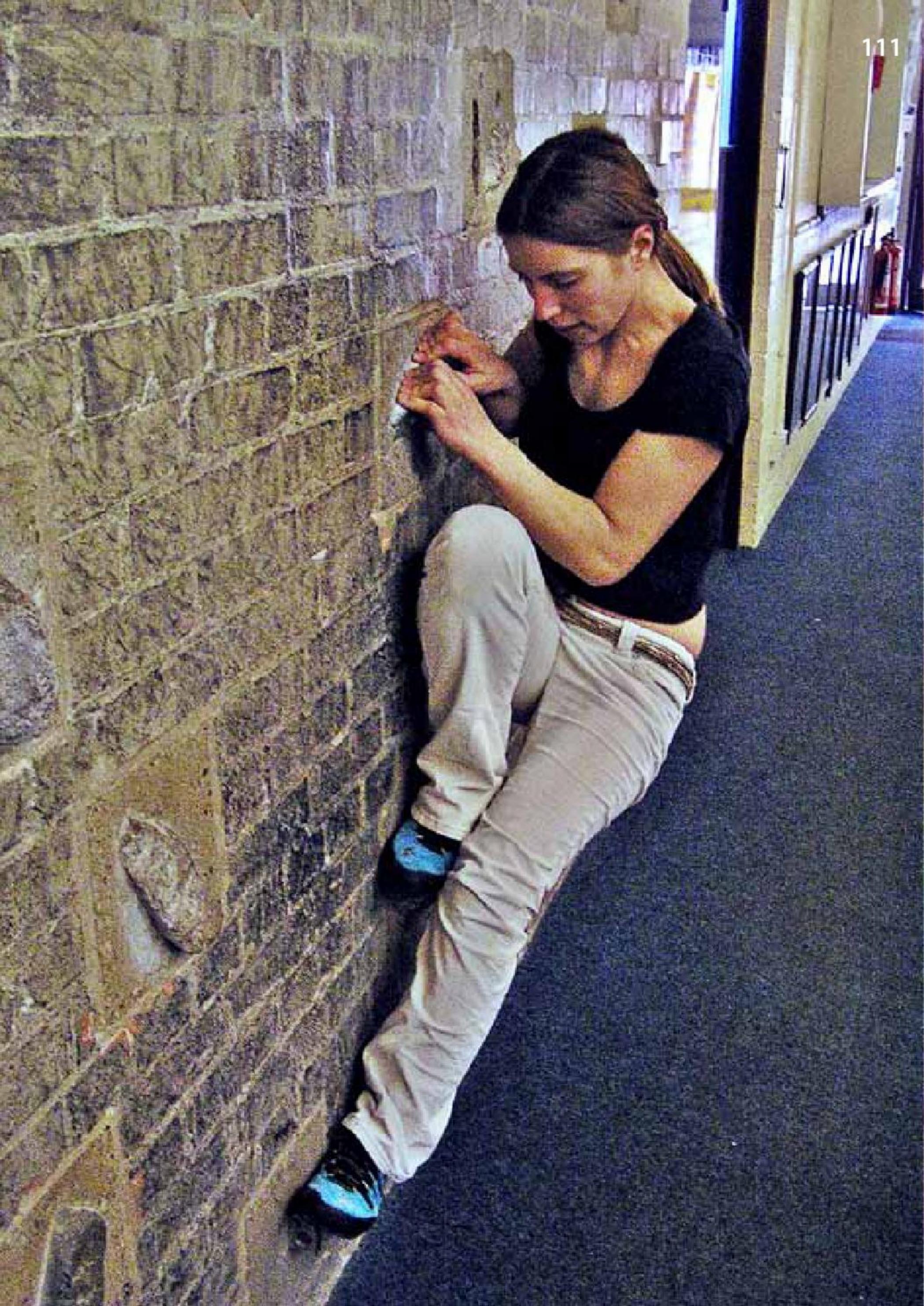
10 35 57 83A 30 113C 112A

Irish Jig **B4 6a-**

First ascent by Adrian Baugh, H01. It is possible, though unlikely, to complete this problem without performing an Irish Jig...

10 34 35 58A 83 30 55 110

Katja Broadbent making *The Apes of Wrath* (B2 5c+) look easy. It's not.



The 10/33 Sit-Start

No one seems to know what exactly hold 10 is there for, but these problems use it anyway!

Déjà Vu B1 5b



YELLOW 9

Set by Steve for the Hilary 2002 competition. Probably climbed previously, these obvious moves are curiously satisfying.

10 33 85A 81 54 110

A Passing Sense of Loss B1 5b+



First ascent by Adrian Baugh, M00. Small holds abound...

33 10 57B 84A 85B 113A 114A

The Sword B1 5b+



BLUE 15

First ascent by Adrian Baugh, M00. If no chips are used then the top move becomes quite awkward. If you're too short to reach, then a figure four has been shown to work...!

10 33 85A 114A

Hooked B1 5c



A Geoff problem! Body tension and toe-hooks will apparently help...

10 33 86E 34 85B 113A

Starburst B3 5c



First ascent by Steve Broadbent, T01. A high move, which can be considered either brave or stupid. Surprisingly it's not that hard once you've figured it out, but to do so requires courage! The first (and only?) ascent was made wearing one rock shoe and one trainer...

10 33 85 83 112A no chips

Twisted Fire Starter B3 5c+

First ascent by Adrian Baugh, H01. A variation on the *Playing With Fire*.

10 33 57A 83A 113C 112A

Rum Doodle B4 6a-



A variation on Adrian's *Finger of Fudge*, first climbed by Geoff in M04. Steve then went one step further with the ultra-fingery *Gin Scribbling* (B5 6a+) in H06, eliminating hold 89.

10 33 chip 11 38 89(top) arête 117 no other chips





The Right Hand End Standing Starts

The right end of the wall provides a mixed bag, including two very fine low grade gems...

Jug-o-Rama **B0 4a**

KIDS 10

First ascent by Adrian Baugh, M99. Often thought to be Iffley's easiest line, this is probably only true for taller climbers. The 4a grade is now given for short climbers, who may find the final move something of a lunge...

(34 58A) 85 35 115 114

"Boing!" said Zebedee **B0 4a** ★

KIDS 11

First ascent by Phil Frampton, T00. It is both traditional and essential to make a "boing!" noise as you do this move...

(34) 85 32 112B

Jack-In-The-Box **B0 4b** ★

PURPLE 11

Originally set by Sarah Pemberton and Gill Damerell. Double dyno for the finishing holds!

(32 35 10) 85A [113B 115]

The Sting **B0 4b** ★

PURPLE 12

Set by Steve Broadbent, T04. A brilliant low-grade problem and great demonstration that most moves aren't about how far you can reach... This one is easy whatever your height, as long as that foothold doesn't hold you back!

(59 11) 34 86B 85A 32 81

Praying Mantis **B0 4b** ★

PURPLE 10

Set by Steve Broadbent, T04. Good easy bouldering up an unusual line.

(57A 30 31) 83 32 111A

Unnecessarily Loud Sex Noises **B1 4b+** ★

Created by Marion Wylie, T15. Enough said.

(58A 91B 36) 85A 113C

The Sabre Dance **B0 5a-** ★

ORANGE 12

BLACK 10

Set by Steve, Huw, and Adam, H01. A glorious problem - do it, whatever grade you normally climb at. *Sabre Dance* never loses its appeal, as people try to make the ascent more and more elegant, clap their hands between holds, or do it blind-folded.

(38 11 34 58A) 85A 115

Touch Me **B0 5a** ★

Set by Gillian, H01, this good technical problem is a contender for your first 5a... but will require strong fingers and good technique. Has also been climbed with a sit start.

(9B 56) 10 57 34 86C 86B 89

The Slant **B1 5b** ★

Set by Andy and Tim for the Hilary 2003 competition. Beware of the slippery foothold...

(11 36 59) 87 35 85B 114

Tower of Babel **B1 5b** ★

First ascent by Adrian Baugh, T00. Beautiful simplicity, yet surprisingly difficult...

(36 37) 90A 117

Threesome **B1 5b-**  **PINK 10**

First ascent by Chris Harvey, H01. Notable for its unusual finishing position, which is apparently quite beautiful, this problem was Chris' expression of poetry on a climbing wall. Some people knew what she was talking about, but most just smile and nod...

(38C 58A 11 34) 85A 32 81 55 110RH 80RF 108LF 109LH

 Code: Red **B1 5b**

First ascent by Luke, H00. Long...

(32 10 9B) 31 82A 8 53B 27 78A 25 75A 107A

 Ride the Wild Smurf **B1 5b** ★

First ascent by Adrian Baugh, H01

(36 58A) 90A 35 85B 114A

 The Crimp Factor **B1 5b** 

First ascent by Steve Broadbent, M99. Long and tedious...

(34 57B 86B) 85B 32 113A 81 88A 29A 28 107 107A

 Mmm, Revenge of those Persons of Distinctly less than Average Height **B2 5b**

Set by Gillian and Alex, T01. A long sequence of short moves.

(58A 36) 10 32 30 55 29B 53C 28 7 52

 The Sword variation **B1 5b+** ★   **BLACK 9**

Set by Tim Bateson, H03 for the Iffley Dyno Circuit. Jump, scramble and reach. Use 34 instead of 10 if it's too far!

(10 85) 114

 "Cabbage" **B1 5b+**

First ascent by Huw Jenkins, M99. Named because the painted label 113C looks like 113G on the wall, and so the hand holds spell the word Cabbage. Unremarkable climbing, but worth it for the novelty value.

38C 58A 84B 86B 113A 113C 86E Anything for feet

 Stone Monkey **B2 5c-** ★  **BLUE 14**

Set by Steve, Adam, and Huw for the Hilary 2000 competition. This was the final problem in the competition, and designed as a crowd-pleaser. Shorter climbers may require two consecutive dynos and a bold approach. Excellent powerful climbing!

(30 55 56) 85 115

 Zig-Zag **B2 5c-** ★  **SALMON 14**

First ascent by Steve Broadbent, H01. Follows the obvious zig-zag of holds to the right of the wall.

(34 35 57) 84 83 81 113 114

 The Running Man **AAA** 

Set by Tim Bateson, M01. Start with a hand on the arete and run up the wall! Or dream on!

Arête 11 34 85 114

 Of Casual Ties and Missed Opportunities **B2 5c**

First ascent by Luke, H00. "Awesome difficulties await those who fail to solve the route finding riddles"

(9 31 32) 57B 30 84A 113B 81 55 110

☐ "Iffley 5b" **B3 5c** 

First ascent by Huw Jenkins, M00. A variation on Adrian's *Passing Sense of Loss*.
(10 33) 84A 113B 114A

☐ **Dyno 11** **B2 5c+**  **BLACK 11**

Set by Tim Bateson, H03, for the Iffley Dyno Circuit. The finishing hold is a bit 'different'...
(34 36 58) 116



▲ Pete Cawley on the troublesome *Laah!* (B1 5a+)... typical of many of the awkward lines up the wall's right-hand end.

The 11/37 Sit-Start

People either love or hate the right hand end of the wall, where strange side-pulls, laybacks, and good footwork are all called upon...

Benightment Banjo **B0 4b** ★ **TEAL 9**

Low grade meandering, set by Steve Broadbent sometime around 2012.

11 36 37 34 35 86B 85 32 113B

Dojo **B0 4b+**

Set by Steve, Adam, and Huw for the Hilary 2000 competition. Nothing special here.

11 34 36 37 59 86B 85A 115

Ma Belle **B0 4c-**

Set by Steve for the Hilary 2001 competition. If you must go to Ma Belle's restaurant, try not to chunder over someone else's table... There goes another OUMC Christmas dinner venue.

11 36 35 37 59 87 85A 115

Transvestite **B0 4c** ★ **D**

Set by Steve Broadbent, sometime around 2012 for one of the competitions. Shorties may need a bit of a dyno for this one...

11 34 36 37 89 85 115

Dishonest **B0 5a-**

Originally set by Steve, with the final move by Huw. The rock-over is difficult for the grade.

11 37 34 86B 85B 32 81

Dirty Sanchez **B0 5a+** ★

Set by Andy and Tim for the Hilary 2003 competition. All but the tall will require a dynamic move between good holds to finish. A good introduction to Iffley dynos for the uninitiated!

11 37 34 86 115

Beer Fight in the Bear **B0 5a** ★

Superb competition girdering, set by Steve Broadbent in 2012.

11 34 37 85 Girder

Flight of Fancy **B1 5a**

Set by Steve Broadbent for the 2007 competition. A reasonable short-person's climb, although it's not very fancy, and involves no flight.

11 37 36 33 86B 85 Girder

The Mango Tree **B1 5a** ★

Set by Steve Broadbent for the 2008 competition. Good technical climbing leads to a high foot and slippery finish.

11 36 37 85 90 Girder

Laah! **B1 5a+** ★ **STRAWBERRY 13**

Set by Geoff Hannis for the 2006 competition. Lovely moves with sidepulls, a high step, and a glorious reach to finish... brilliant!

11 36 37 89 117

Feng Shui **B1 5a+** ★

Set by Geoff Hannis for the 2006 competition. Most people don't need all of the holds, but they do allow a variety of approaches for people of all heights.

11 36 37 86C Arête 90 38A 116A 117

Black Belt B0 5b- 

Set by Phil Frampton, first ascent by Adrian Baugh, M00. A variation on *Dojo*.
11 34 37 85A 115 no chips

 The Rise and Fall of the Roman Empire B1 5b ★

Set by Steve Broadbent for the 2008 competition.
11 37 34 36 85 Girder

 End Wall Endeavor B1 5b

First ascent by Alex Copley, H01. An unpopular problem.
11 36 37 58A 91B 38B 117

 The Mewlips B1 5b+ ★³

First ascent by Adrian Baugh, M00. The one that time forgot... This original problem is an unsung gem from the Golden era of Iffley bouldering, and definitely warrants re-discovery. Brilliant, audacious moves epitomise old fashioned mid-grade Iffley... This is what Iffley 5b is all about!
11 37 59 92 117

 C2 B2 5c ★²  

First ascent by Alex Copley, M01. A satisfying low level traverse requiring excellent body tension and balance for some awkward moves. Eliminating 84B gives the even more worthwhile **C2 Eliminate**, f.a. Alex Copley, which is graded 6a-
11 37 10 32 84B 81

 Don't Even Think of it B2 5c

First ascent by Olivier. Unchecked.
11 37 10 86B 85A 57B 114A

 The Happy World of Haribo B3 5c- ★  **SALMON 18**

First ascent by Steve Broadbent, H01. A high foot and brave dynamic move will lead to success on this annoyingly tricky problem!
11 36 37 87 91B 116A 117

 Skye Bridge B2 5c ★

Set by Steve for the Hilary 2002 competition. A strenuous traverse with some interestingly awkward moves.
11 37 34 35 85 113 55 110

 Deadpoint B3 5c+ ★²   

Set by Steve for the Hilary 2002 competition. As the name suggests, a classic deadpoint requiring power, control, and precision. Tricky stuff.
11 37 34 35 86C 32 113B

 Mutant B3 5c  

First ascent by Andy Ross, 2004. This massive reach is dismissed by most people as impossible, but is not the source of the problem's name... It's actually named after a French supermarket!
11 37 92 117

The 11/38 Sit-Start

Although unpopular, this sit start is scene of a handfull of Iffley classics...

Trick or Treat B0 5a

Set by Steve for the Hilary 2001 competition. A difficult move off 90 requires a strong pinch and a fair amount of determination!

11 36 38 58A 89 90 116A 117

Wax on, Wax off B1 5a KIDS 12

First ascent by Jamie Wakeham, M00. Upgraded from 4c to 5a in 2013. Superb bouldering, with an awesome top move... Believe in it, and go for it!

11 36 38B 38C 89 91 116A 117

Nosey B1 5a+

Set by Geoff Hannis, 2004. Great technical moves lead to a wild leap that is easier than it looks!

11 38C 58A 34 86B 56 30 81 110

The Right Hand Pillar B1 5b

Set by Steve for the Hilary 2000 competition. Commitment is required for a dynamic move.

11 36 38 89 116A 117

Sleepy Hollow B1 5c-

Set by Steve Broadbent, H00, first ascent by Adrian Baugh. Reachy or dynamic...and difficult!

11 38 34 86 115

Magic Moments B2 5c-

First ascent by Phil Frampton, M01. A problem that never became popular, and today there is some doubt about the grade...

11 38B 38C 89 35 115 113A 56

Icarus B2 5c- STRAWBERRY 14

Set by Steve Broadbent, H07. A very silly dyno at this grade, which caused plenty of amusement and disappointment during the final round of the 2007 competition. From a tricky sit-start, twist round with difficulty and launch yourself (using what?) sideward to the security (or not) of hold 85. Feet will probably end up flailing everywhere.

11 36 38 85 32 112

The Final Problem B3 5c

First ascent by Phil Frampton, T01. One of the most controversial problems in recent Iffley history, Phil's hardest offering on the wall provoked heated grading debates. Originally given B4 6a, it was almost immediately downgraded by almost everyone to somewhere between 5b and 6a, with no one really sure where the crux move lay. Many would say that it was remembering the long list of holds!

11 38 86C 86D 34 84A 32 113A (55) 111B 54 109A 51 106A 50

Hate Mail B3 5c+ RED 17

First ascent by Steve Broadbent, H00. An Iffley super-classic! Brilliant balancy moves from small side pulls lead to a long final reach, which clever foot-work will make quite simple. Easier than it looks once the correct body position is found, and a good project to work on.

11 38 58B 91 117

The Campaign Trail B6 6b+

Developed by Steve & Geoff throughout 2005, this problem became the focus of a healthy Iffley rivalry! As a project, the line was worked almost independently by the two climbers, and would either take the name *The Campaign Trail* or *The Guiding Light*, depending on who claimed the first ascent. This eventually fell to Steve in M05 immediately after Geoff had climbed all the way to the final move only to peel off the last hold. This problem, which epitomises modern hard Iffley bouldering, features desperately fingery hand swaps and technical moves throughout... enjoy!

11 38A 86D 34_(feet only) 84A 30 81

The Right Hand Arête

Balancing up the right-hand arête next to the Dojo door are a few desperates...

Human League B1 5a

Set by Geoff Hannis for the 2007 competition. Good moves up the familiar lay-aways and pinches of the right hand end.

11 36 Arete 38A 89 92 116A

Over the Rainbow B2 5b+

Set by Nick Brown for the 2006 competition. The powerful traverse includes a desperate rock-up to 110 and then a tiring long reach high above the deck.

11 36 Arete 89 85 32 111B 82 110 107

Soft Fleshy Bodies B3 6a-

First ascent by Adrian Baugh, T01. Seldom climbed.

11 36 arete 90B 86B 86D 33 84A 113B 114A no chips

There is no Spoon B3 6a-

First ascent by Adrian Baugh, M00. This is precision in the extreme, with a dynamic reach for a tiny finger pocket. Sees few successes.

Arête 11 38A 58B 116B 117

The Unnamed Traverse B7 6b

Set by Steve and Pete during 2013, first climbed by Pete Cawley. Hard, technical, and committing climbing that sees few attempts.

Arete 11 38A 116A 115 32 81 80 28 108 105

Throbbing Heart of Steel B4 6a

First ascent by Adrian Baugh, T01. A great dyno that forms the start of the 6 hand holds traverse.

11 36 Arete 85A 115 114A no chips

The Traverses

Throughout Iffley's history, there has been a strong tradition of traversing. Either as a warm-up, or an activity in its own right, it's probably fair to say that this tradition is starting to diminish as the modern problems become popular, but the main historic traverses are included here for reference. Obviously they are open to huge variation, and grades can only be considered a rough guide.

The Left-Right Traverse **B3 4c**

The crux comes towards the middle of the wall, where the dreaded holds 23A or 6 lie in wait for those whose strength is ebbing away...

The Right-Left Traverse **B3 4c+**

Again, the middle part of the wall is the hardest, but feels even harder in this direction. Figure out what you want to do, and get on with it!

The Gaston Traverse **B1 5a+**

Set by Gillian Damerell, T01. It may be a long list of holds to remember, but it's worth it for a consistent low level traverse of the central wall. Quite challenging and quite technical... The finish on 85 was added by Steve Broadbent and is slightly out of character – stop on 84B if you want!
(4A 5 47A) 48A 50 6 26 51 77B 8 54 31 56 32 84B (85)

The Left-Right Evens Traverse **B4 5b**

The classic traverse of the wall using even-numbered holds only.

The Left-Right Odds Traverse **B4 5b+**

Using just the odd-numbered holds proves slightly more difficult.

The In-cut holds Traverse **B4 5b+**

Usually left to right, this problem is made easier by going high through the central section.

The Right-Left Evens Traverse **B5 5c-**

As usual, reversing the even-numbered traverse steps up the grade.

The Right-Left Odds Traverse **B6 5c+**

A brilliant problem, featuring sustained difficulties, first popularised by Nick Brown in 2005.

The Low Traverse **B6 5c+**

The entire wall is traversed below the level of the mantelshelf. Many very technical moves sustained at the grade make this quite a challenging proposition.

The Red Bull™ Traverse **B6 6a**

A fascinating traverse which was set for the final of the Hilary 2002 bouldering competition, and sponsored by Red Bull™ Energy Drink. In this round, competitors were asked to traverse along the wall using specified holds, and knocking off empty Red Bull cans as they went, scoring one point for each can removed. The traverse starts off very simple, but by the final move it has risen in standard to about 6a!

**1 14 39 41 16 2 42 43 63 17 44 64 46 4 66 20 48 23 73 75
26 105 51 77B 7 54 8 30 55 32 31 85 116 37**

The L-R Six Hand Holds Traverse **B8 6c+**

Apparently it can be, and has been done. No-one seems to know which hand holds to use, or how to get between them (the mantelshelf is disallowed!).

The R-L Six Hand Holds Traverse B6 6a

One of the few big traverses to see any attention from today's Iffley boulderers, requiring an unsurprising amount of strength and stamina. Fortunately the mantelshelf is allowed this time!

The R-L Seven Hand Holds Traverse B5 5c+

A more reasonable proposition, allowing the use of the mantelshelf and becoming more and more technical throughout its length.

The Dawes Traverse B9 6c+

This one was set by Johnny's brother, and involves traversing the entire length of the wall using no footholds. I bet that's worth watching...

Ogden's Variation Extremely Severe

A must for aficionados of the traditional genre. "Mid-way through a traverse of the wall, it is possible to adopt a sitting posture on the spacious hold 46, with the aid of a hand in 99A. Here, one can enjoy their sandwiches, or perhaps snatch a brief smoke of their pipe before continuing on their merry way." Who said we take Iffley too seriously?

▲ Awaiting the final results of the 2014 Iffley Competition... one of the highlights of the Iffley calendar.



The Johnny Dawes Masterclass Problems

During Hilary Term 2001, Johnny Dawes returned to Iffley wall to give a bouldering master-class to members of OUMC. He set a number of single move problems on the wall, which mainly focus on centre-of-gravity awareness and momentary grip. These problems, though easy to complete statically, are designed to be performed in a dynamic way, often with both hands lunging for holds at the same time.

9, 10, 32, 35. Double-handed dyno to 56 and 57A and back again. Or go to 55 and 32.

11, 34, 58A, 38C to 59 or 89.

11, 36, 37 to 90A.

51, 6, 7 to 75B.

22A, 22B, 5, 6, 68, 78A.

5, 6, 49 to 70A, 68.

46 and 4B to both hands on 47A. Trace your centre of gravity through the fall.

18, 3, 2 to 45 (sloper), 44 A. Easier using L sidepull on 45

1, 14, 40B→A, 39B→A, 60A, 41A→B, 40. Circuit.

51→76A Either hand, one handed. Choice of footholds.

34, 86B→A and back. Heinous crimp.

51, 7 to 6, 48A. Momentary grip.

51, 7 to 6, 47A. Advanced momentary grip.

51, 7 to 6, 49, 50. Two stage advanced momentary grip.

17, 18 → 47A, 4B.

29, 28 to chip by 109. Running start.

30, 28 to 88B. Running start.

16, 2, 14A, 14B, 41 undercut.

14A, 15B, 2. Static position.

And once you've mastered all of those, or when you're sitting at home wondering how to improve your bouldering skills, the following suggestions may be welcomed... jumping through your arms with fingers interleaved, balancing upwards on one foot from a sitting on the metal rail, a hands-free ascent of the wall (running start to L of 46), or flipping a water bottle onto the back of your hand. All suggested by the great man himself, and all fairly normal activities for the dedicated Iffley boulderer!

BOULDERING OUTWITH IFFLEY

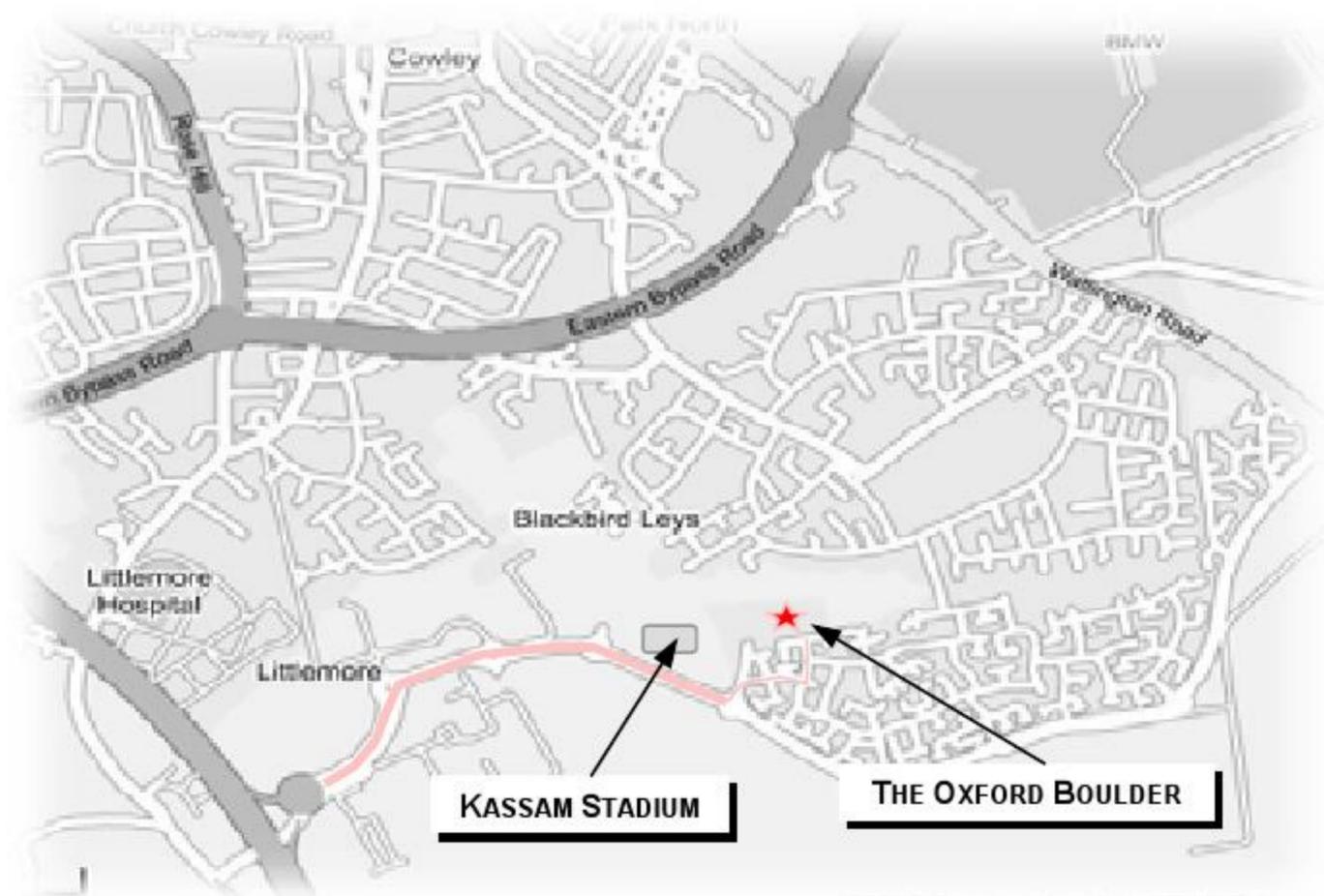
In order to please the aficionado, we now turn our attention to bouldering and building elsewhere in Oxford, where a myriad of esoteric, dangerous, and historic climbing awaits those with an adventurous bent. First off, one of the more recent additions to the city's climbing repertoire...

The Oxford Boulder, Blackbird Leys

This concrete structure, moulded by Bendcrete Climbing Walls, is Oxford's only true outdoor climbing venue. At the time of writing, the boulder is unknown to many members of the University Mountaineering Club, and so a bouldering 'scene' has not yet developed here.

The boulder is located in Fry's Hill park, just behind the Kassam Stadium on the edge of the Blackbird Leys Estate. A regular bus service runs from Oxford via the High Street and Cowley Road, or if you've got a car then it's easy to park right outside the park entrance. The estate appears to be reasonably respectable, and it certainly seems safe to leave cars there – at least during the day! Despite the somewhat urban reputation of the setting, the atmosphere in the park is surprisingly friendly, and the boulder is a wonderful place to go on a sunny afternoon when it's too hot to climb at Brookes or Iffley. Although only small, there is a wide range of problems and the steep north face provides a good workout on big holds.

Unfortunately the boulder is at the mercy of local kids, teenagers, and dogs... so occasionally you may have to avoid broken glass or some suspect smelly streaks! However, don't let that put you off, as there really is some worthwhile non-serious climbing to be had. Take some beers and a picnic and have a good time – it's worth it!



To date the only recorded climbing on the boulder is in the form of three coloured circuits, set by Steve and Katja Broadbent in September 2005. The boulder will certainly never attain the popularity of Iffley wall, so development of hundreds of new problems is not anticipated. This is mostly just a place to hang out and have fun, rather than push each other with the very hardest bouldering moves imaginable – indeed many of the problems can be climbed equally successfully in approach shoes as rock shoes.

There are countless variations, problems, and amusements to be had on the boulder, and it is hoped that Iffley-style documentation of problems will not be necessary. In order to promote this 'non-serious' attitude to the climbing, recorded problems allow the use of anything for feet. This also provides a difference from Iffley bouldering, and minimises the need to remember long lists of holds! All problems are sitting starts, unless otherwise stated, and are graded roughly in line with English technical grades.

The boulder actually forms a long, tilted wall, with the sunny south face therefore forming an easy slab. Although no problems on this face are recorded, there are some worthwhile hands-free challenges and thin smeary slab problems. Conversely, the shady north face of the boulder is overhanging, and contains the majority of the circuit problems. This face can be roughly split into two main sections with a shallow dirty corner between them, often containing an unattractive assortment of smelly items. The left hand section is taller and steeper, featuring mostly powerful problems on big holds, with the right hand section feeling slightly more fingery and technical. Problems in the circuits alternate between these two sections, allowing two people to be climbing consecutive problems simultaneously. At the eastern end of the boulder is a narrow arete, which does not prove particularly interesting, whereas the western arete is a much broader affair providing some good problems.

All of the holds on the north face have been allocated a number, even though many are unsuitable for use as hand holds. This is to aid identification, but could be used to restrict footholds in the future. The numbering starts at the eastern arete, and runs up in strips from bottom to top, moving along the north face from left to right. Holds on the south face are un-numbered.

All problems allow any features or holds for feet, start from a sitting position, and top out over the summit using any of the top 'jugs' that have not been numbered. Problems are generally referred to by their number, with only a few being given names. No stars or style symbols have been applied to any of these problems.

THE GREEN CIRCUIT

GRADE RANGE = 3 TO 5A

This is the easiest circuit on the boulder, featuring problems up to about English 5a. All of these problems are suitable for shorter climbers, and most can be completed in approach shoes or trainers.

Green no.1 4 1 3 7 Top out up arete

Eastern Arete

Green no.2 4 188 192 213 196

Green no.3 4+ 22 11C Top out rightwards

Green no.4 4+ 188 154 157 164 167

Tricky undercut moves at the top.

Green no.5 4 34 31

Fry's Flake. The obvious flake is strenuous but fun

Green no.6 4 172 144 151

Green no.7 4 64

Standing Start, top out direct with no use of the right wall

Green no.8 4 188 174 180 166 139A

Top out leftwards

Green no.9 4+ 22 34 53

Powerful moves up the steep wall

Green no.10 4+ 111 131 122 150

Use your left hand to top out

Green no.11 5a 60 41 52 53 65

Maybe not obvious at first sight...

Green no.12 4 111 131 113 125 107

Green no.13 4 17 23 18

Pocket Money. High feet will avoid the need for long reaches

Green no.14 3 134 126

Standing Start

Green no.15 5a 60 34 101 106 125

The Dirty Traverse. Several ways work!

THE BLUE CIRCUIT

GRADE RANGE = 4 TO 5A

The intermediate circuit doesn't feature particularly difficult climbing, but is significantly more sustained than the green circuit, with several very strenuous problems.

Blue no.1 4+ 1 17 24 25

Blue no.2 4+ 230 201 212 213

West Arete. No use of jug 196 at the top!

Blue no.3 4+ 22 11 36 53

Hangover

Blue no.4 4 188 203 194 183

Blue no.5 4+ 34 18

Fussball

Blue no.6 4+ 144 156 159 151

Blue no.7 5a 33 42 44 62 65

The steep pocketed wall

Blue no.8 4+ 111 131 125 126

Blue no.9 4+ 1 11 31 36 63

Sunshine Traverse. Top out rightwards

Blue no.10 5a 95 105 89

Feeties. Not a long reach if you do it right...

Blue no.11 5a 9 6 18

Blue no.12 4+ 144 147 162 139C

Blue no.13 4+ 41 36 53

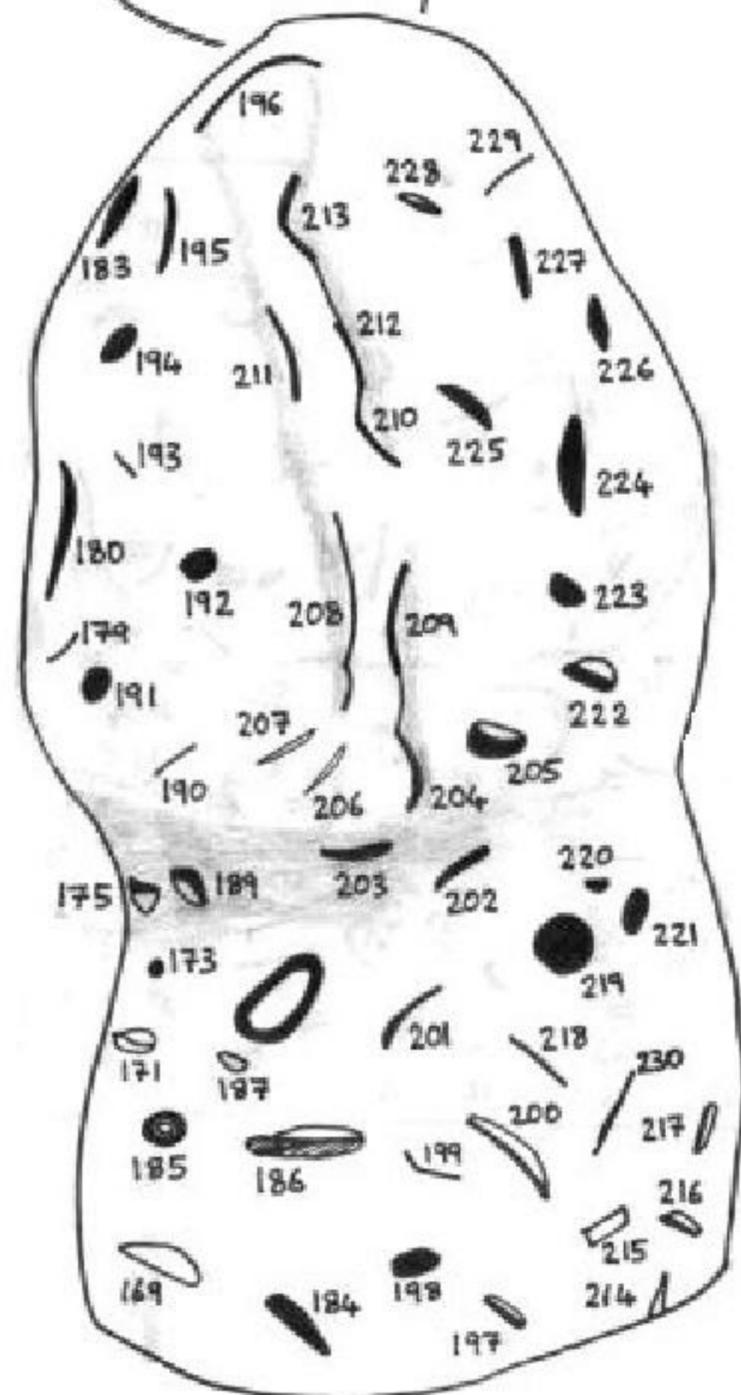
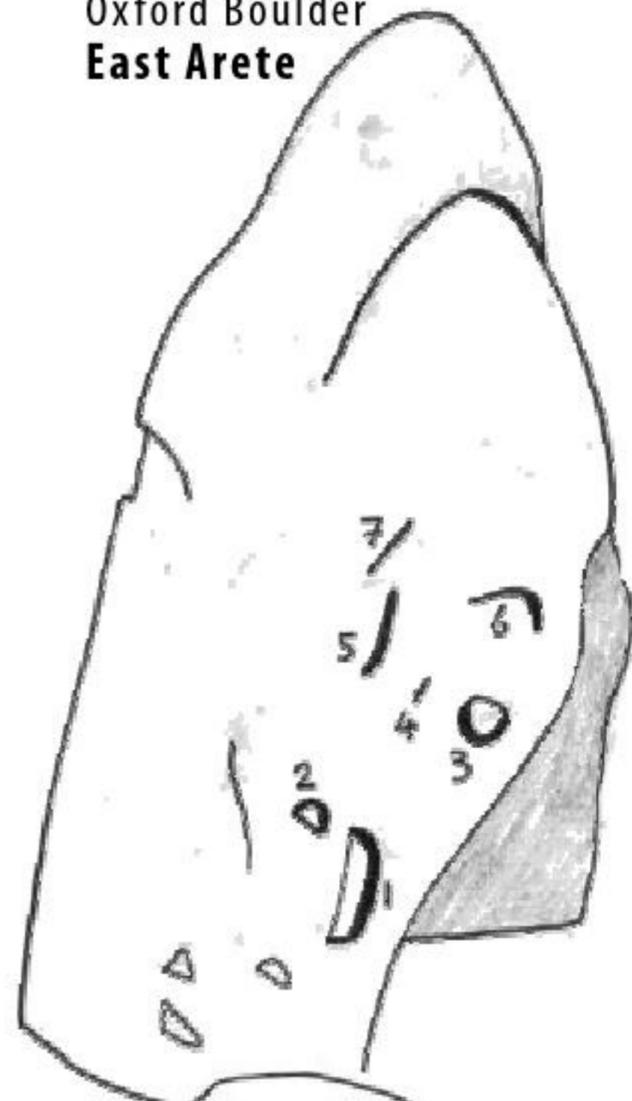
Rumbled

Blue no.14 4+ 188 172 180 145 14

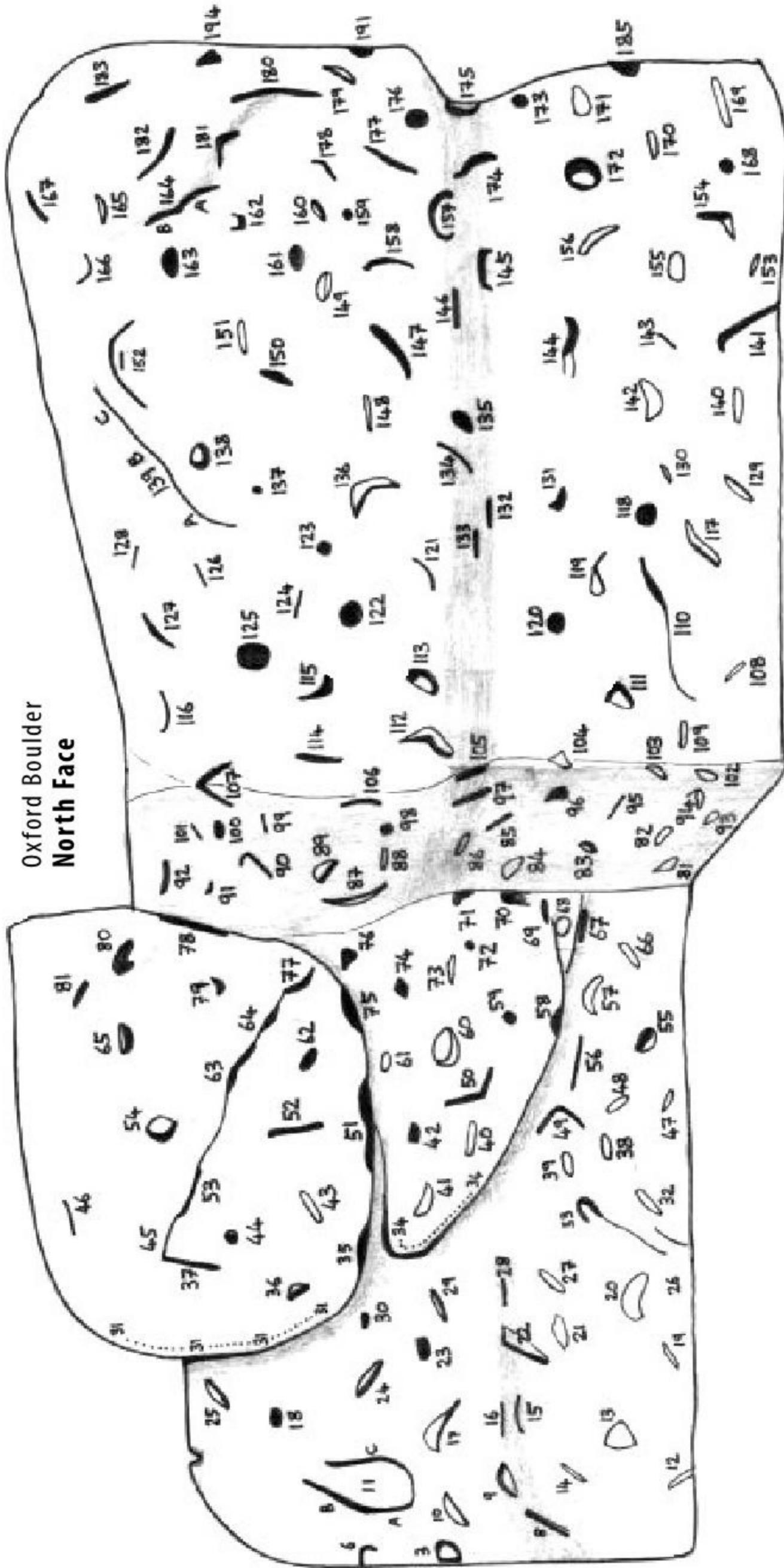
Blue no.15 4+ 22 30 36

Top out leftwards

Oxford Boulder East Arete



Oxford Boulder West Arete



Oxford Boulder
North Face

THE RED CIRCUIT

GRADE RANGE =5A TO 6A

A collection of more technical problems. Although none are very reachy, they have not been set specifically for shorter climbers, who may struggle on one or two of the red problems.

Red no.1	5b	3 10 25
A strenuous long reach		
Red no.2	5a	220 201 190 196
Red no.3	5c	15 10 18 35 46
Red no.4	5b	156 157 152 128 116
No hands are allowed on the top		
Red no.5	5a	17 31
Upper Flake Direct		
Red no.6	6a	144 149 148 152
The Crimp Test		
Red no.7	5a	41 30 44
Red no.8	5a	131 104 133 126
Red no.9	5b	22 31 77
More powerful reaches, finishing straight upwards		
Red no.10	5a	105 111 115
Red no.11	5c	41 44
A powerful rock-over may be needed at the top		
Red no.12	5a	185 172 193 213
Red no.13	5c	60 52
Grapes		
Red no.14	5a	144 156 162 152
Red no.15	5b	105 112 77 31
Contraflow		

**“IN FRANCE A CLIMBING
AREA WITHOUT BOLTS
IS VIEWED LIKE A PUBLIC
SWIMMING POOL WITH
SHARKS IN IT.”**
David Kastrup



Buildering in and Around Oxford

Buildering is defined as bouldering, or climbing, on man-made buildings. It is as old as the sport of rock-climbing itself, and Oxford has a long and distinguished history in the sport. The second part of this guidebook provides details of both modern and traditional buildering objectives in and around the town.

Potential ascensionists should be warned that climbing on listed buildings is against the law, and you may be prosecuted for your actions. Furthermore, climbing on any building, particularly within the University, is dangerous, can be considered trespassing, and is likely to get current undergraduates rusticated! The problems and climbs in this guidebook are therefore recorded here for historical interest, and we do not advise they are repeated. You have been warned!

The buildering problems are described in three main sections: Central Oxford Circuits, Night Climbs, and the Horspath Railway.

Central Oxford Circuits

The varied architecture of Oxford City Centre provides a wonderful playground for the dedicated builderer, and several books have reportedly been written on this subject over the years. Many of the original 'night climbers' however chose very serious objectives which are hardly feasible in today's society, so recently several circuits have been designed to provide safe, quality buildering away from the prying eyes of the CCTV camera and passing tourist. These are as follows...



The Merton Street Circuit

A brilliant circuit weaving its way along Oxford's finest building area – Merton Street. Although some of the problems are dauntingly high, none are extreme, and all are relatively secluded. Putting this circuit together takes some considerable work, and good approach shoes are recommended! The circuit runs from Magdalen roundabout to Rose Place (near Christ Church), and can be completed in either direction.

1. Mike's Building **Grade 2**

Immediately at the East end of Magdalen Bridge is a (locked) gate with steps leading down between the bridge and the modern concrete accommodation. This highball problem chimneys between the concrete pillars at the foot of the steps to finish with hands on the windowsill.

2. Boathouse Gate **Grade 2/3** ★³

At the West end of the bridge a cobbled way leads down to Magdalen Boathouse. At the top of this path is a wooden gate with a CCTV sign on it (but no camera). Climb the pillar up the right hand side of the gate, via a crumbly ledge and brilliant rock-over left to a high sloper. One of Oxford's great builder problems!

3. The Rose Lane Traverse **Grade 3/4** ★¹

The wall on the west side of Rose Lane provides a technical and tiring challenge, never more than a foot above the ground. Start at a gate, and traverse right for about 3m to the end of the yellow section.

4. The Central Pillar **Grade 4** ★¹

Just west of the rear entrance to Exam Schools on Merton Street, next to Logic Lane, are 3 yellow stone buttresses with horizontal edges. Climb the central buttress between windows to the obvious ledge.

5. AD1908 **Grade 1** ★¹

A satisfying simple problem up either buttress of a large wooden door with AD1908 carved above it, just west of Logic Lane. Finish on the big sloping ledge...

6. Balance It Is **Grade 2** ★²

Opposite the previous problem is a grey door. Balance It Is lies 4m right (west) of this, between round and square drainpipes. Step up, hands free, onto the sloping ledge at waist height, and then balance up to the big edge as statically as possible. More dynamic approaches are easier.

7. The Energy Crisis Traverse **Grade 4** ★¹

On the eastern side of Magpie Lane, 20m up from Merton Street is a severely undercut window ledge. Traverse the big white sloping ledge from left to right, trying to keep your feet on the wall behind. Safe, but desperately tiring!

8. Steve's Slab **Grade 3/4** ★³

On the west side of Magpie Lane, opposite No.5 is a triangular ledge at waist height. Use the sloping ledge above to effect a rockover onto the left side of the triangle, and then teeter rightwards to reach the arete. A brilliant, safe technical problem requiring good technique and balance.

9. Oriel Window Flake **Grade 5** ★¹

The circuit takes a sinister turn down Oriel Street! About ½ way between the High and the gate across the road there is a curious circle in the wall on the east side of the street. Just left of this is a large door, and left again is a narrow window. Climb the narrow section of wall left of this window, making use of amazing sidepull holds up the side of the window, and finishing on the 1st floor windowsill. Take great care not to put a foot through the glass...!

10. Orio! Grade 5 ★

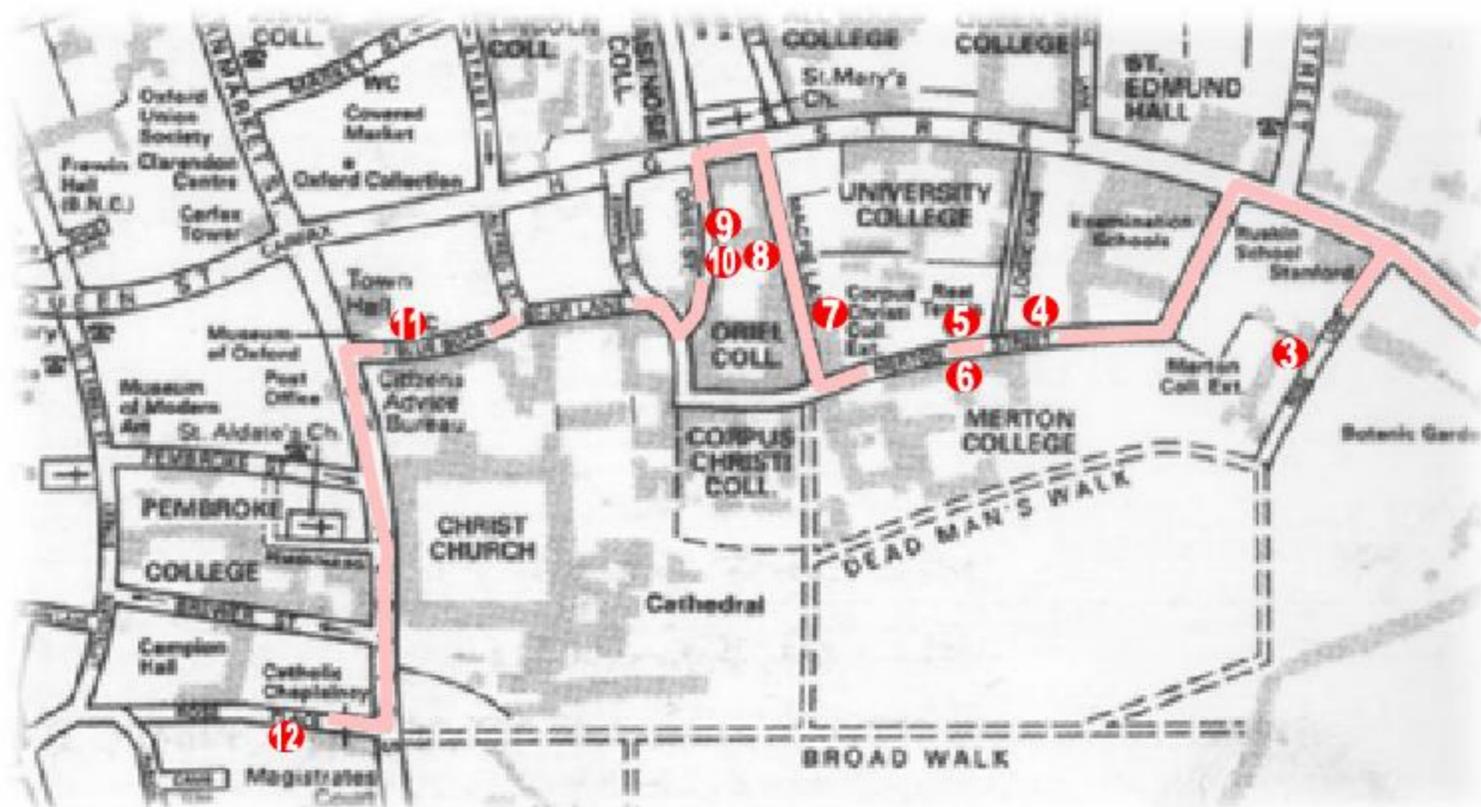
A deviously challenging problem, requiring skill, determination, and a dedicated team of spotters. Climb into the curious circle, perform some impossible moves, and then stretch up and right to the vegetated wall top... or dream on!

11. The Blue Boar Crack Grade 4 ★

Just west of The Bear on Boar Street is a clean stone building with a 5 inch wide crack at its right side, 4m right of a plaque commemorating the Town Hall extension. Climb the crack bravely to the obvious high ledge... if you dare.

12. The Rose Place Traverse Grade 2/3 ★

The long brick slab along Rose Place is too much to resist! This problem involves hopping all the way along the slab – Grade 2 with the up-slope foot, or a taxing grade 3 with the down-slope foot. Can also be attempted on various wheeled vehicles...



**“ALCOHOL, FIREARMS, AND A 4WD
CAN GO A LONG WAY TOWARDS
MAKING A WET DAY A FUN DAY.”**

Frank Stock

The Queen's Lane Circuit

Queen's Lane has long been known as one of Oxford's most famous building streets, and has been briefly mentioned in all previous editions of this guidebook. It's a dark, secluded alley away from the hustle and bustle of the High Street – but be warned – there are rumours of some very well hidden CCTV cameras in this area, and large groups are advised not to hang around too long. That said, on recent reconnaissance no cameras have been positively identified.

The circuit is best completed from the High Street at Queen's College to Hertford Bridge, but could be followed in reverse. The problems are all reasonably safe, but tend to either be very difficult or very easy, with little interest for the mid-grade builder.

1. AirBrick **Grade 2** ★²

On the west side of the street, on the side wall of Queen's College is a pillar just right of 2 white drainpipes. Use the ledge and both aretes to rock up and reach the air brick.

2. Nick's Problem **Grade 1**

Just north of a large round tower on the west side of the road is a white drainpipe in a corner on a crumbling wall. Use a good sidepull to make a short move to reach the sloping top of the more modern stones.

3. Urinit **Grade 1** ★

On the east side of the road, just north of the blocked up church door is a hidden triangular slab in a dark, smelly corner. Climb the slab to touch the very top corner with your foot, without using the grill.

4. Steve's Layback **Grade 2** ★²

Just west of the 90° bend, on the south side of the road are some blocked off windows. This problem climbs the left hand window by laybacking up it's left side to the big ledge.

5. Alcove Chimneys **Grade 1/2** ★

Immediately right of Steve's Layback is an arch-type alcove. Chimney up between this alcove and the left hand blocked window. Then traverse rightwards over the arch-type alcove and chimney back down the right side.

6. Slab Arete **Grade 1** ★

A short way west along the street was the infamous triangular slab on the south side. The good keystones up the arête to its left provided a good simple problem to the obvious break... sadly this problem no longer exists.

7. The Queen's Lane Slab **Grade 5** ★³

One of Oxford's most famous building objectives was always more difficult and dangerous than its reputation would have you believe. The problem was completed by running up a triangular slab to grab the high, huge ledge... Mostly, however, people missed it and quickly had to contemplate how to run back down without hurting themselves! Unfortunately, the problem was destroyed by building work sometime around 2008, and no sign of the infamous slab now exists.

8. Queen's Layback **Grade 4/5** ★³

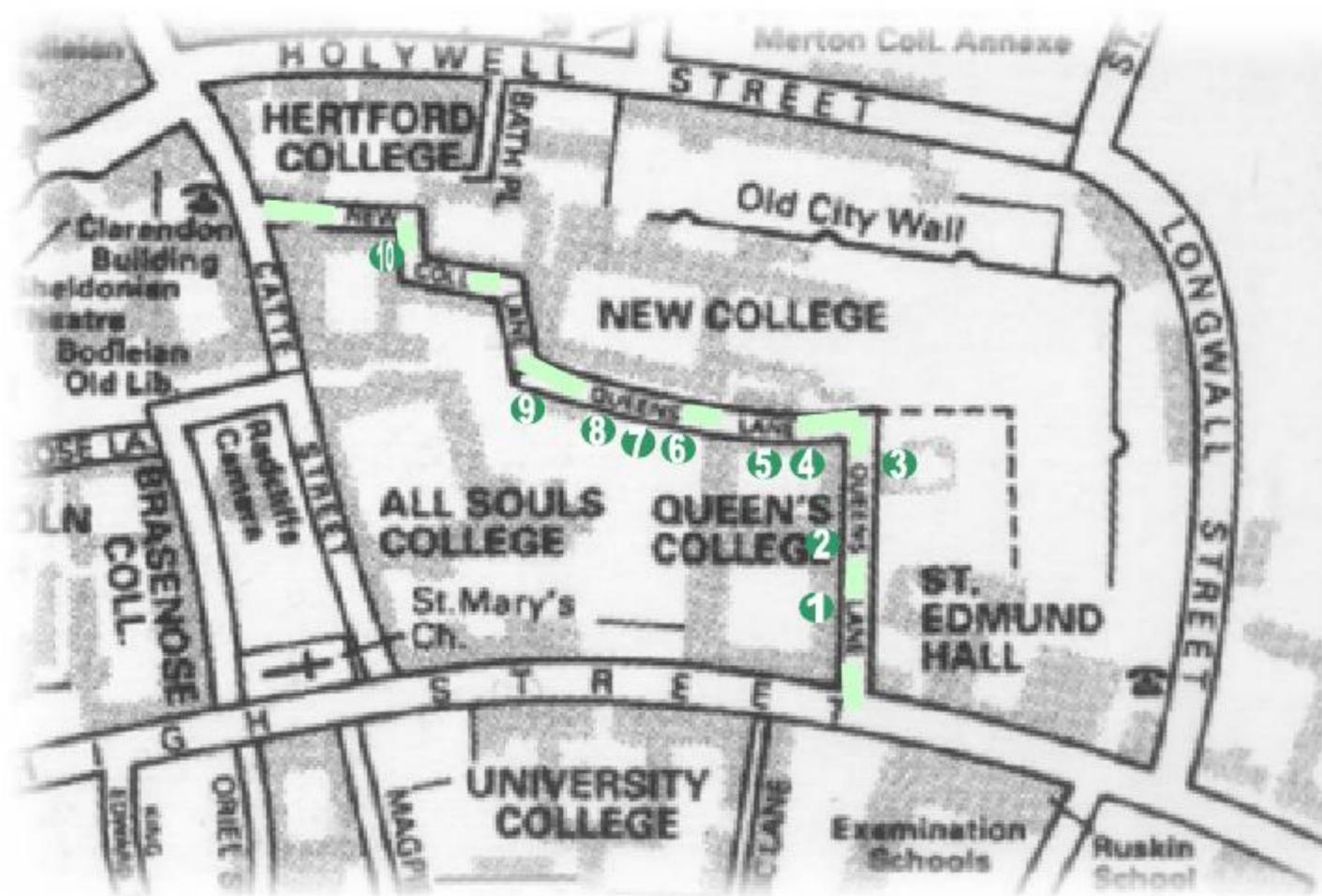
Just right of the where the slab was there is a black door. The narrow pillar just right of this can be laybacked to the high break, and proves to be a superbly technical undertaking.

9. Runaway Corner **Grade 1** ★

Further along on the south side of the road is a tempting building set back slightly from the street, with bollards in front of it. At the right side is a gate. Climb the offwidth/layback to the right of the gate to the top of the gatepost. Then run away when you set the security light off...

10. The Fireplace **Grade 5** ★★

This problem lies on the most northerly of the north-south sections of the Lane, on the west side of the road between 2 central drainpipes. It climbs up the back of an old chimney (as in fireplace, not deep corner!) to finish with one hand on the ledge that slopes up from right to left at about 45°.



“SOMETIMES THE BEST GEAR FOR A CLIMB IS A GOOD EXCUSE.”

John Sherman

Oxford Night Climbing

As described in the historical section at the front of this guide, the buildings around the city of Oxford have traditionally been the training ground for aspirant alpinists, who would test themselves against the Gothic architecture under the cover of darkness. And while most of their achievements were long, daring climbs, there is also some good bouldering to be had on the colleges' lower walls. The following list represents a selection of the more 'classic' outings, none of which are recommended for undergraduates or followers of the law...

The NAPL Dyno **B1 5b**

The University's Nuclear and Astro-Physics Laboratory (aka the Denys Wilkinson Building) provides a fertile bouldering ground due to the rough texture of its lower ramparts. This problem is the original and still the classic; the epitome of NAPL bouldering. Start on the ledge immediately left of the bike shed door under the steps in Keble Road. Climb to the ledge and dyno for the top. Footholds are sufficient, though the problem has seen numerous hilarious failures and drunken injuries.

L'Arete de NAPL **B1 4c+**

The vertical arete to the right of the bike shed door is climbed on the right hand side.

Keble South Chimney **Severe**

The wide chimney behind the tree on the SE corner of Keble Chapel is climbed to the barbed wire, and then down-climbed. Rather dirty. While waiting for a quiet moment the tree also provides sport.

Over the Bridge to Sigh **Just Very Severe**

The bridge of Sighs (Hertford College, Queens Lane) can be hand traversed. It's a traditional post-OUMC dinner problem and it's not a good idea to hang about for the porters. Balaclava (and black tie) recommended!

Keble Nordwand **ED1/2**

This major climb is one of Oxford's classic north faces, following a sustained line up the thin right-facing chimney. It is protectable by slings around the drainpipe, but is still a serious undertaking with an awkward descent, for which insider assistance is advised...

The Radcliffe Camera **E1 5b**

Oxford's classic night-climb. Expulsion from the university is a certainty assuming you live to experience it. Has seen a number of successes, but also one tragic fatality.

Old Tom Clocktower **Very Severe**

A historic route, and a very serious undertaking. If you're still on the summit to witness the spectacular views at sunrise, then you've left it too late... goodbye!

Farcical History Tour **XS**

An impressive and exciting traverse from the North side of Keble to any point on Balliol College, without touching the ground. Surprisingly only one tyrolean is required, and this can be set up from Keble's De-Breyne building to a house on the opposite side of Museum Road.

High Street Wall, Magdalen **Hard Severe 4a**

The High Street wall of Magdalen is climbable, best at 4am.

There is no Church **MVS 4b**

The war memorial on St. Giles can be climbed steeply on excellent holds, either as a route, or a pleasant 4b boulder problem. Those with any respect will resist the urge, however.

Up from the Stench **VS 4b**

The many wide cracks and ledges on the futuristic St. John's building in Lamb & Flag passage can be

climbed strenuously and safely with Friend 6 protection, or as a pleasant 4b problem. There is at least one true story of someone being invited in to a party whilst climbing past a student's window on this route, and not returning home until the following morning ;)

There are, obviously, many other possibilities here, and the reader is left to amuse himself by imagining them. And finally, when it's pouring with rain outside, or for those with a speleological bent, it's worth mentioning that many of the colleges have very interesting tunnels underneath them. Those in Keble (in Chapel block and under the trapdoor at the Chapel end of the West wing of Liddon quad) are sometimes left open or can be unlocked by those with thin fingers and are well worth a visit. Alternatively, Oxford boasts two traditional leaps; the most famous is the May morning leap from Magdalen bridge but this has become heavily policed in recent years. The other, more worthwhile leap is from the Rainbow Bridge in the parks. The water is deep and cold, and a satisfyingly long way down!

Don't ever say Oxford is a boring place to live.

The Horspath Railway - Sewage Farm Bridge

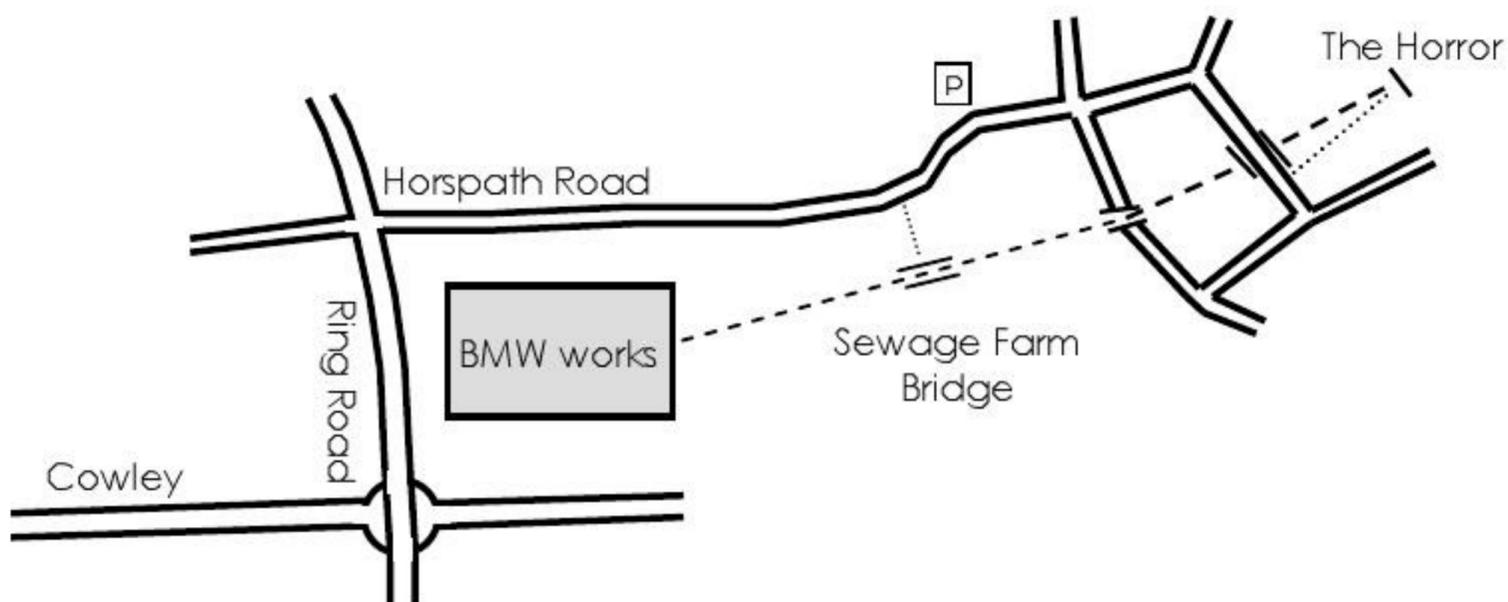
Just outside the village of Horspath, an old railway bridge provided Oxford's climbers with good sport for over fifty years. The bridge is approached via a water pumping station (which used to be a sewage farm) and holds a number of interesting traverses and short top-rope problems, most of which should be obvious to the first-time visitor.

It should be noted that some of the bricks in the arch of the bridge have become unstable in recent years, and bouldering underneath them could now be unsafe. Several 1960's bolts can also still be seen, but these should not be used, as their safety is unknown.

For those who prefer short routes, rather than boulder problems, the following venue is more suitable...

The Horspath Horror

The letter by Lew Hill in the 1957 OMJ first introduced 'The Horror' to club members, and this brickwork tunnel facing became OUMC's premier climbing venue until the construction of Iffley wall in 1979. The Horror lies about $\frac{1}{4}$ of a mile up the line from the old Horspath Station and is approached easily from where the road crosses over the old railway just outside the village. In the 1960 OMJ, prospective climbers were warned "that trains pass through the tunnel at approximately 10am and 3:15pm every day, and the smoke and noise from these trains have more than once dislodged climbers from the precarious holds."



Exploration of these old routes in 2001 revealed that many of the climbs on 'The Horror' are impeccable, technical routes which can be delightful to climb, and while the South-West facing wall is a beautiful place on a sunny afternoon, damp rock need not necessarily rule out a good day's climbing. Some of the brickwork near the top is of questionable security, and helmets are now recommended on all routes.

The local ethic in the 1960s appears to have been one of 'head-pointing' – i.e. practising a route on top rope before attempting the lead. This perhaps controversial style is understandable when you consider the footwear of the day, and the interesting nature of the protection. Even today, with the on-going enlargement of holds and the availability of improved protection methods, these routes are bold leads requiring daring and ingenuity. Tied-off nails, slings over pipes, and dubious small camming devices will be called upon to make these routes 'safe', and it is likely that leading any of them will therefore provide an intense mental experience unique in Oxford. Not surprisingly, this aspect of Horspath climbing has seen no interest from today's Oxford climbers...

The climbs are described here from left to right, and graded very approximately according to vague descriptions in the OUMC archives. Few of these routes see much traffic, and many are now overgrown, although some gardening in the last decade has opened up all routes left of and including *Bolts Climb*.

The Horror Very Severe (Hard) OVERGROWN ★²

Hand traverse along the ledge just below the top of the wall, with infrequent but very welcome rests. Parties have often been known to drop off the passage between Atlas and Thisbe due to sheer exhaustion.

Pyramus Difficult ★¹

"Straight up at the lowest point of the wall where two chinks are found. The problem here is the final mantelshelf, which must be mastered before the higher climbs are attempted." This was the first climb to be attempted during recent re-exploration of Horspath, when it was found that the awkward mantelshelf no longer exists!

Hercules Exceptionally Severe (Hard) ★³

"Mantelshelf with the right hand until the top chink may be grasped by the left." This route had a fierce reputation throughout the 1960s, and it is not known whether the problem ever received a complete lead. Recently cleaned and top-roped, it is thought to deserve a technical grade of about 5b.

Via Exiguaissima Exceptionally Severe ★¹

Traverse left after the start of Via Exigua. The first step is out of balance, and one must move quickly with only one point of contact for a time, before an easy finish.

Via Exigua Extremely Severe (Mild) ★¹

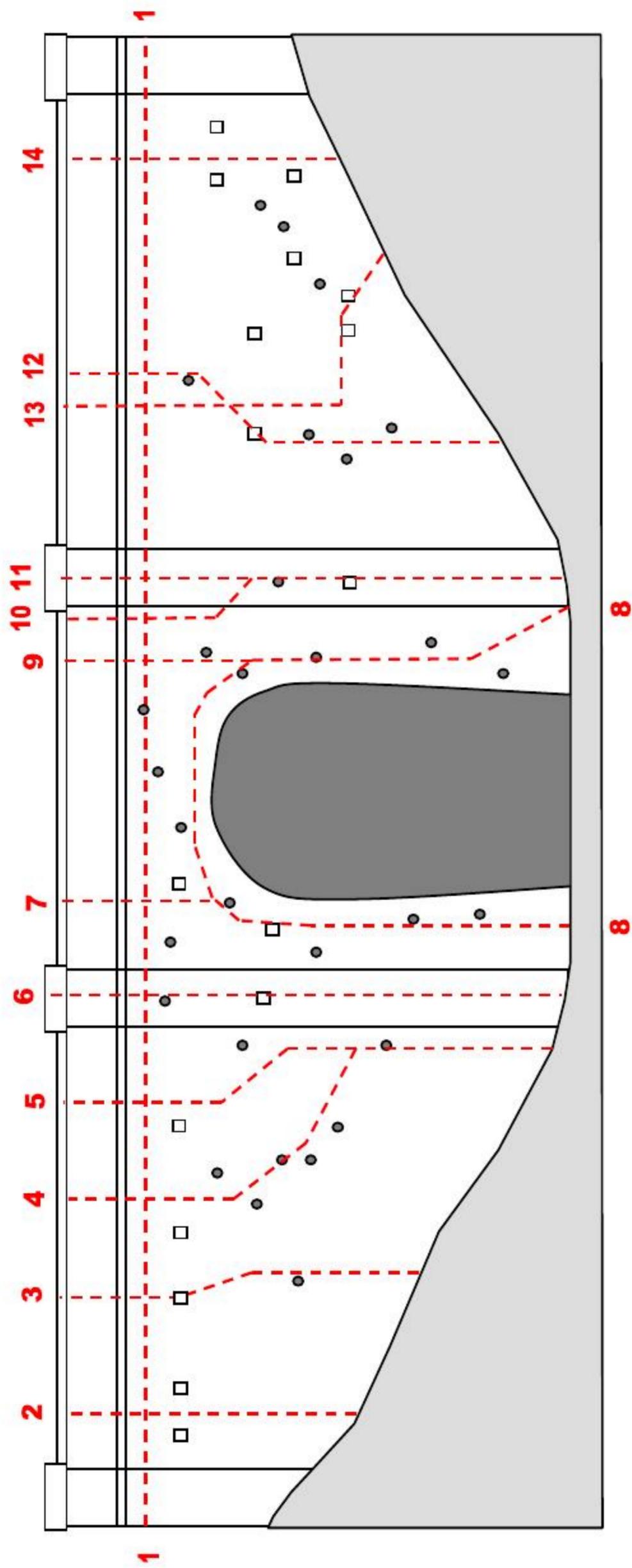
A strenuous layback move with a foot in the corner brings a high left handhold into range. Move up using a tiny edge on the face, before bridging out to a foothold on the edge of the buttress. The last few feet are trying, and test the climber's composure on the lead.

Prometheus Very Severe (Hard) ★³

Strong arms are apparently 'essential'. "Grip the sides of the buttress and then lean well out, when it will be found that the footholds are quite adequate". It is thought that continued erosion has made this route considerably easier than when first climbed.

The Bolts Climb Very Severe ★³

The tunnel classic. A layback move brings one to the second bolt, but the crux is the next move using a tiny hold for the right foot on the edge of the tunnel. The first route to be extensively cleaned in recent years, and found to be of superb quality. About 4b with rock shoes.



- | | |
|--------------------|--------------------|
| 1) The Horror | 8) Tunnel Traverse |
| 2) Pyramus | 9) Gutta Percha |
| 3) Hercules | 10) Neptune |
| 4) Via Exiguissima | 11) Tantalus |
| 5) Via Exigua | 12) Atlas |
| 6) Prometheus | 13) Spider Wall |
| 7) Bolts Climb | 14) Thisbe |
- At some point after the tunnel was blocked off, several chipped problems were climbed on the concrete blocks that covered the tunnel entrance. In 2004 the tunnel entrance was opened to allow access for conservationists, and these problems no longer exist.
- "Thou wall, O wall, Osweet and lovely wall, Show me thy chink, to blink through with mine eyes." – OUMC c1960*

The Tunnel Traverse **Very Severe** OVERGROWN ★2

Traverse right after the crux of the previous route, using a small ledge on the very edge of the tunnel, and sparing a thought for the unfortunate climber who was caught on this route when a steam train emerged from the tunnel...

Gutta Percha **Very Difficult** OVERGROWN

This climb has little to recommend it, and has seen no ascents since the loss of a crucial drainpipe.

Neptune **Extremely Severe (Mild)** OVERGROWN

Straight up the buttress as for Tantalus, but traversing left below the crux. Finish easily on the face.

Tantalus **Exceptionally Severe (Hard)** OVERGROWN ★1

Much harder than Prometheus, often wet and with smaller holds, Tantalus is arguably the hardest climb completed on the old Horspath line. First climbed in the late 1950s, it is one of the most daring achievements of the day, but the courage of the Horspath pioneers is summed up by their suggestion that on this route a 'top rope is advisable on one's first attempt to safeguard the top ten feet'!

Atlas **Extremely Severe** OVERGROWN ★3

A very good climb. Three strenuous moves using a pair of invisible footholds on the wall, and the right foot can attain the lowest pipe. Higher up a seemingly hard move is accomplished by inserting the right hand inside the mud-filled chink.

The Spider Wall **Very Severe (Hard)** OVERGROWN ★1

The original way up the damp right wall. Pull up using the pipe until the left foot can be inserted in the chink. Reach right up with both hands and then swing left until the holds above the crux of Atlas are reached.

Thisbe **Difficult** OVERGROWN

Similar to Pyramus, but at the extreme right of the wall, where seepage makes the climbing less pleasant.

The Far Side

A lengthy walk out of Horspath brings one to the other end of the railway tunnel, where another brickwork facing provides good sport. There is no documentation of the routes here, so exploration is left up to the reader. Many possibilities exist, mostly at more reasonable grades than those on the popular Horspath side, although much cleaning work is needed.



Graded List of Modern Iffley Problems

<input type="checkbox"/>	Jug-o-Rama B0 4a (34 58A) 85 35 115 114	114
<input type="checkbox"/>	The Ladder B0 4a 2 17 16 18 43 44 63 64 98	61
<input type="checkbox"/>	Baby Nemo B0 4a (4 66) 19 20 47 69 100A	63
<input type="checkbox"/>	"Boing!" said Zebedee B0 4a (34) 85 32 112B	114
<input type="checkbox"/>	Ali G B0 4a (30 55) 81 110	99
<input type="checkbox"/>	Jack-In-The-Box B0 4b (32 35 10) 85A [113B 115]	114
<input type="checkbox"/>	Hatless B0 4a 9 10 30 32 33 56 57A 85A 113B	101
<input type="checkbox"/>	Crossroads B0 4a 2 16 17 18 43 44 61	53
<input type="checkbox"/>	Mean Feet B0 4a (39 15A 1 14) 42 16 43 62 (96 optional)	47
<input type="checkbox"/>	"4b or not ..." B0 4a 7 26 28 51 77B 75B 108 107A	86
<input type="checkbox"/>	Bobbing Apples B0 4a+ (7 51 24) 26 79A 28 108	82
<input type="checkbox"/>	Buzz, Buzz goes the Honey Bee B0 4a+ (8 53C) 82A 80 30 32 81 113C	82
<input type="checkbox"/>	Mittens B0 4b- 9 10 30 32 55 81 113B	101
<input type="checkbox"/>	Eliminot B0 4b- (17 18) 64 96	59
<input type="checkbox"/>	Tractor B0 4b (12 41A Arete) 40B 94B	47
<input type="checkbox"/>	Dynosaur B0 4b 2 17 3 16 18 45 63 98	61
<input type="checkbox"/>	Man of War B0 4b 2 18 3 17 46 63 98	61
<input type="checkbox"/>	Blue B0 4b 2 18 3 46 44 63 98	61
<input type="checkbox"/>	Birdstrike B0 4b 3 17 18 46 64 98 99B	61
<input type="checkbox"/>	The Chinese Leg Extender B0 4b 4 19 3 45 17 18 64 98	65
<input type="checkbox"/>	Cat's Cradle B0 4b 4 19 20 46 66 100A 99B	65
<input type="checkbox"/>	Question Time B0 4b 4 19 20 47 66 69 101	65
<input type="checkbox"/>	Nano B0 4b 4 19 20 46 47A 69 100A	65
<input type="checkbox"/>	Benightment Banjo B0 4b 11 36 37 34 35 86B 85 32 113B	117
<input type="checkbox"/>	Double Helix B0 4b (23A 50) 69A 47B 72B 103B	74
<input type="checkbox"/>	High B0 4b 4 17 19B 18 46 64B 98	65
<input type="checkbox"/>	Ice Cream Man B0 4b 10 32 57A 84B 85A 113A	101
<input type="checkbox"/>	On to America B0 4b 4 19 20 47 46 67 99	70
<input type="checkbox"/>	Capital One B0 4b 2 17 16 18 43 63 96B	61
<input type="checkbox"/>	Paleo B0 4b 2 17 16 18 42 44 64 98	53
<input type="checkbox"/>	The Good B0 4b 7 26 28 51 77B 80 107A	86
<input type="checkbox"/>	Ice Cube B0 4b 8 28 29A 54 79A 80 108	86
<input type="checkbox"/>	Bonfire Night B0 4b 7 8 26 28 52 25 78A 76A 108 107A	86

<input type="checkbox"/> The Rocker B0 4b (2 15B 44B) 17 64 46 20 68 69	59
<input type="checkbox"/> Rainbow B0 4b 2 16 14 15 42 41 Girder	53
<input type="checkbox"/> Twisted Sister B0 4b (77B 7) 80 29B 30 81 32 85	82
<input type="checkbox"/> Foot Up! B0 4b (46) 47A 67A 99 98 64A 18 17	63
<input type="checkbox"/> Praying Mantis B0 4b (57A 30 31) 83 32 111A	114
<input type="checkbox"/> Problem 1 B0 4b (66 4B) 48A 5 73B	63
<input type="checkbox"/> The Right Stuff B0 4b 9 10 32 34 58A 85A 113B	101
<input type="checkbox"/> The Sting B0 4b (59 11) 34 86B 85A 32 81	114
<input type="checkbox"/> Weak Like Small Bull B0 4b+ 9B 10 32 85A 115	101
<input type="checkbox"/> Magic Journey B0 4b+ 9 10 30 32 56 35 34 85 115	101
<input type="checkbox"/> The Bad B0 4b+ 2 16 43 42 44 96A	53
<input type="checkbox"/> Dojo B0 4b+ 11 34 36 37 59 86B 85A 115	117
<input type="checkbox"/> Unnecessarily Loud Sex Noises B1 4b+ (58A 91B 36) 85A 113C	114
<input type="checkbox"/> The Easy Touch B1 4b+ 2 16 15A 14 42 Girder A	53
<input type="checkbox"/> The Ugly B0 4b+ (26 52 77B) 51 76B 105	82
<input type="checkbox"/> Sorrow B0 4b+ (51 77B) 76A 107A	82
<input type="checkbox"/> The Jester B0 4b+ 2 16 43 63 96	53
<input type="checkbox"/> No Problem B0 4b+ 17 18 64A 97B	61
<input type="checkbox"/> The Million Dollar Problem B0 4c- (2 15B 44B) 17 64B 45 98	59
<input type="checkbox"/> Ma Belle B0 4c- 11 36 35 37 59 87 85A 115	117
<input type="checkbox"/> Starfish B0 4c- 7 28 51(feet only) 77B 78B 108 74B	86
<input type="checkbox"/> Black Dresses and Purple Flowers B0 4c- (21 22A 47B 70B) 102B 103B	74
<input type="checkbox"/> Jacob's Ladder B0 4c- 4 5 20 47 48 67 69 103B	70
<input type="checkbox"/> Castaway B1 4c- 7 28 51 79 108 105	86
<input type="checkbox"/> More Rough Than Diamond B0 4c (1 39) 14 15A 41B 42 96	47
<input type="checkbox"/> The Gardener's Legs B0 4c (1 39B) 42 14B 17 44B 64B 45 98	47
<input type="checkbox"/> Underwear Everywhere B0 4c 17 18 46 64 98 99B	61
<input type="checkbox"/> Figs B0 4c (7 51) 82 30 83 32 34 85 114A	82
<input type="checkbox"/> Main Street B0 4c 2 16 15 42 61 95	53
<input type="checkbox"/> Cowgirl B0 4c 4 19 20 47 46 67 99	66
<input type="checkbox"/> Transvestite B0 4c 11 34 36 37 89 85 115	117
<input type="checkbox"/> Curdled Custard B0 4c 2 16 43 Girder	53
<input type="checkbox"/> Lickin' Stick B0 4c 8 28 53C 80 109A	86
<input type="checkbox"/> Short Cake B0 4c 7 8 28 29 54 77 109 107	87
<input type="checkbox"/> Slot Machine B0 4c 7 8 28 29A 79A 82 109C 108	87
<input type="checkbox"/> Fields of Home B0 4c 7 26 28 51 52 75B 73B 23 69	87

- Starry Sky **B0 4c** 7 28 52 25 75B 73B 49 69B 87
- I'm Black and I'm Proud **B0 4c** 2 16 18B 4B 19B 47B 20 61
- Microraptor **B0 4c** 4 19 45 17 44B 98 65
- 'X' **B0 4c** (5 47A 70B) 22A 19B 100A 74
- Nose for Beginners **B0 4c** 9B 30 56 55 81 110 107
- The Winking Man **B0 4c** 7 8 28 29 54 78A 109A 106B 86
- Pringle Magic **B0 4c** 7 26 51 75 106 105 86
- The Catwalk **B0 4c** 4B 19B 46 100A 97B 65
- Random Fresher **B0 4c** 4 19A 20 47 66 70 101B 65
- Overlap **B0 4c** 4B 5 19A 20 47A 48A 67A 103B 65
- Bent Brother **B0 4c** 4B 19B 46 44B 16 14 63 42 Arete 65
- The Slide **B1 4c** (5 48) 20 23 50 73B 51 75 76B 74
- Rock and Roll **B1 4c** (50 23A) 20 71 67A 46 65 99B Use no other holds to reach static start 74
- Persimmon **B1 4c** (29 30 55) 81 57 85 Girder 99
- Pebble Beach **B1 4c** (73B 23A) 106B 51 75B 108 74
- Compsognathus **B1 4c** 2 16 44B 17 98 53
- The Crimp **B1 4c** 7 8 26 28 51 78 76A 107 86
- ... And Think of England **B1 4c** 4B 19 66 69 48B 101A 66
- To The Girder **B1 4c** 4 19 20 66 70 23 73 Girder 66
- Socks and a Bow Tie **B1 4c** 17 18 64B 97A 61
- Corkscrew **B0 4c+** 4 19 47A 46 67 101B 66
- Achilles Heel **B0 4c+** 27 28 51 52 78B 108 87
- Stroll **B0 4c+** (14A 40B) 43 42 18 15A 96A 99A 59
- Last Orders **B0 4c+** (14 2 41A 43) 16 62 61B 15A 96A 97 59
- Let My People Go **B1 4c+** (5 70B 47B) 22A 67B 101B 74
- Watching Paint Dry **B0 5a-** 9 10 30 32 55 81 110 101
- Dishonest **B0 5a-** 11 37 34 86B 85B 32 81 117
- Cosmic **B1 5a-** 4 5 20 22 48 73 69 103B 70
- The Sabre Dance **B0 5a-** (38 11 34 58A) 85A 115 114
- Die Gerbils! **B0 5a-** 4B 19 46 64 98 66
- Long Division **B1 5a-** 4 5 20 48 23 73 Girder 70
- Tiffin **B0 5a** 7 26 28 52 78 108 105 87
- Ketch **B0 5a** 7 28 25 52 78B 76 107 87
- Halloween **B0 5a** 8 28 77B 108 107 87



- The Big C B0 5a 31 32 83B 112A 105
- Trick or Treat B0 5a 11 36 38 58A 89 90 116A 117 119
- Touch Me B0 5a (9B 56) 10 57 34 86C 86B 89 114
- Tangfastic B0 5a 31 32 82 113B 105
- Klingon B0 5a (1 14A 40B 39) 41A 94A 47
- Superman in Y-Fronts B0 5a (7 77) 51 75A 76B 107A 82
- Magenta B0 5a 10 32 57A 85A 116A 101
- Squetch B0 5a 7 28 25 52 108 105 87
- Use your Imagination B0 5a (53C 56 8 31) 79A 29A 28 109A 107B 82
- Mark's Thing B0 5a (73B 70B) 48A 69A 74
- Smelly Feet B0 5a (39 1) 42 16 96B 47
- Beer Fight in the Bear B0 5a 11 34 37 85 Girder 117
- The Jen of Climbing B1 5a 2 18 46 45 65 101B 62
- "Fingers" McNab B0 5a 10 33 34 35 57 84A 85B 113B 110
- Delusions of Grandeur B0 5a 17 18 44B 62B 97 62
- Varsity B0 5a Arête 1 40B 41A 93 49
- Blind Faith B1 5a (1 40B) 41A 15A 62A 44B 98 47
- Befuddled B1 5a 2 16 3 45(feet only) 46 98 53
- Dynamite B1 5a 7 26 28 53B 52 108 87
- All Hallows' Eve B1 5a 7 28 77B 109A 107A 88
- Oracle B1 5a 7 26 77B 76B 107 88
- Major League B1 5a 7 26 51 75B 73B 70B 48A 69A 104 88
- Of Ruine and Some Blazing Starre B1 5a 28 29A 53C 80 109B 107A 52 105 88
- The Mango Tree B1 5a 11 36 37 85 90 Girder 117
- The Art of the Hand Jam B1 5a (2 42) 14A 41 40A 60 95C 59
- Weak Like Monkey B1 5a 9 31 32 85 113 105
- Flight of Fancy B1 5a 11 37 36 33 86B 85 Girder 117
- Anonymous B1 5a 31 32 84 88B 112A 105
- Minimal Impact B1 5a 2 16 44 63 64 97A 54
- The Pint Glass B1 5a 4 19B 66 47B 102B 99B 66
- Die Yetis! B1 5a 4B 19A 46 45 98 66
- Spring Loaded B1 5a 4A 19A 46 17 98 66
- Wedding Bells B1 5a (46 3) 17 16 15 64 63 62 40A 41B 95C 94 63
- Grand Capucin B1 5a (55 30) 88A 28 107B 99
- Human League B1 5a 11 36 Arete 38A 89 92 116A 120
- American Vision B1 5a 1 Arete 40A 15A 14B 43 Girder 49

<input type="checkbox"/> Wax on, Wax off B1 5a	11 36 38B 38C 89 91 116A 117	119
<input type="checkbox"/> Up and Away B2 5a	2 16 42 Girder	54
<input type="checkbox"/> Shelf Life B2 5a	14 16 18 46 47 48 102A Girder	54
<input type="checkbox"/> Touch Me Direct B0 5a+	9 30 56 57 10 86B 86C 89	107
<input type="checkbox"/> Hebrews 10.9 B0 5a+	(17 64) 46 99B	59
<input type="checkbox"/> Dirty Sanchez B0 5a+	11 37 34 86 115	117
<input type="checkbox"/> Chucklevision B0 5a+	9 32 55 29B 54 80 110	101
<input type="checkbox"/> Face Nord des Drus B0 5a+?	(23 50) 72A 105	74
<input type="checkbox"/> Chinook B0 5a+	Arete 1 41 12 13 95C	49
<input type="checkbox"/> Gaston B0 5a+	(4A 5 47A) 48A 50 6 26 51 77B	63
<input type="checkbox"/> Dyno 2 B0 5a+	(46 17) 98	63
<input type="checkbox"/> Go Go Gadget B1 5a+	9 10 31 32 83 81	101
<input type="checkbox"/> Feng Shui B1 5a+	11 36 37 86C Arête 90 38A 116A 117	117
<input type="checkbox"/> Star Bangled Spanner B1 5a+	20 48 102B 104	70
<input type="checkbox"/> Popeye B1 5a+	5 20 21 48A 73B 25 Girder	70
<input type="checkbox"/> Step on my Old Size Nines B1 5a+	2 15A 1 40A 41A 94B (no chips)	51
<input type="checkbox"/> Armchair B1 5a+	2 15A 14 40 42 60 95C 94	51
<input type="checkbox"/> Overmantel B1 5a+	7 28 51 76 107	88
<input type="checkbox"/> Eventually Horizontal B1 5a+	7 26 51 75B 108 79B 110	88
<input type="checkbox"/> Fish Eggs and Monkey Brains B1 5a+	7 8 28 78A 107A 105	88
<input type="checkbox"/> The Yardglass B1 5a+	4 19 68 67A 22A 47B 69B 104B	66
<input type="checkbox"/> MiniPint B1 5a+	4 19 68 22 69 101B	66
<input type="checkbox"/> Coiled Spring B1 5a+	(25 26 52) 75B 105	75
<input type="checkbox"/> Nosey B1 5a+	11 38C 58A 34 86B 56 30 81 110	119
<input type="checkbox"/> Dyno 3 B1 5a+	(23 73) 105	75
<input type="checkbox"/> Death Pirate B1 5a+	7 8 28 77A 82A 109A 110	88
<input type="checkbox"/> Laah! B1 5a+	11 36 37 89 117	117
<input type="checkbox"/> Phoenix Rising B1 5a+	(12 39) 40A 93 94A	47
<input type="checkbox"/> Irn Bru B2 5a+	Arete 1 40A 41 Girder	49
<input type="checkbox"/> So Over It B2 5a+	(105 73B 75B) 107 79B 110 82A 113B 57B 114A	82
<input type="checkbox"/> Technical Apprentice B2 5a+	9 30 57A 31 82 81 110	107
<input type="checkbox"/> King Heroin AAA	(4 46) 48 50 6 77 7	63
<input type="checkbox"/> Pirates of the Caribbean B2 5a+	8 28 51 75B 109A Girder	89
<input type="checkbox"/> Startime AAA	(5 6 49) 24 25 52 105	75
<input type="checkbox"/> Monocle B0 5b-	7 26 51 76B 107A	89
<input type="checkbox"/> Loin Cloth B0 5b-	2 18 63 97A	62

- Black Belt B0 5b- 11 34 37 85A 115 no chips 118
- Strong Like Bull B0 5b- 10 32 85 114 101
- Short Circuit B1 5b- 4 5 20 47A 67A 103B 70
- Young Pretender B1 5b- 2 16 43 14 15 41 40 94 54
- Shelfless B1 5b- 4 19 3 45 66 65 99 66
- Slate Traits B1 5b- 7 26 52 53B 76 107 88
- Back to the Future B1 5b- 27 28 79B 78A 109C no chips 88
- Me Grimlock Kick Arse B1 5b- 7 28 30 55 81 57B 113C 114 89
- Insert Tab A into Slot B B1 5b- 27 28 79A 30 82B 83 32 113C 86B 114 89
- Threesome B1 5b- (38C 58A 11 34) 85A 32 81 55 **110RH 80RF 108LF 109LH** 115
- Happy Fun Ball B1 5b- 4B 19B 48B 66 69 99B 67
- Central Pillar B0 5b 5 20 21 48A 67A 46 99A 70
- Dwarf Elevation B0 5b (24 7 51) 73B 49 105 83
- Problem 2 B1 5b (40A 1) 60B 41B 14A 14B 43 16 98 46 47
- While Inventing a Nice 4b B1 5b / B0 4c (3 45) 16 43 98 59
- Three Pebble Pillar B1 5b (3 45) 16 43 62 95A 63
- The Stress Test B1 5b 2 16 63 65 54
- Fingal's Cave B1 5b 2 16 43(no undercut) 63 97A 54
- Wall Separation B1 5b 2 16 42 13 39 12 95C 54
- The Rise and Fall of the Roman Empire B1 5b 11 37 34 36 85 Girder 118
- End Wall Endeavor B1 5b 11 36 37 58A 91B 38B 117 118
- The Hand that Rocks the Cradle B1 5b 1 Arete 40A 14 41B 61 94 49
- Sunflowers are the way Forward in Life! B1 5b 2 18 17 64B 61B 15A 93 62
- Stage Left B1 5b 17 18 46 99A 62
- Green Goddess B1 5b 7 28 79A 107A 89
- Pull my Finger B1 5b (24 27 51) 76 25 28 107A 83
- Unnamed B1 5b (48A 5 19B) 67A 45 65 99A 75
- Pissing in the Wind B1 5b (5 48A) 22A 72B 101B 75
- Tuxedo B1 5b 7 28 75 108 110 89
- California Girl B1 5b 8 28 79A 82A 55 110 89
- Hooke's Law and Beyond B1 5b 26 25 52 105 89
- Code: Red B1 5b (32 10 9B) 31 82A 8 53B 27 78A 25 75A 107A 115
- Ride the Wild Smurf B1 5b (36 58A) 90A 35 85B 114A 115
- The Crimp Factor B1 5b (34 57B 86B) 85B 32 113A 81 88A 29A 28 107 107A 115
- Black Cuillin B1 5b 2 16 14 15 41 40A 94 54
- Pinch-occio B1 5b 27 28 52 76C 109B 89

<input type="checkbox"/> The 'B' Team B1 5b 7 28 75B 108 105	90
<input type="checkbox"/> Bonanza B1 5b 8 29 51 24 75 107	90
<input type="checkbox"/> Use your Illusion B1 5b 10 32 55 29 79A 108	102
<input type="checkbox"/> Curry O'Clock B1 5b 10 32 Chip-by-57 113	102
<input type="checkbox"/> Wet Paint B1 5b 9 30 32 82A 54 81 110	102
<input type="checkbox"/> Stagtastic B1 5b 9 32 85 112A	102
<input type="checkbox"/> Timmy the Tapeworm B1 5b 7 28 75B 107A	90
<input type="checkbox"/> My Flexible Friend B1 5b 28 8 7 78A 109C 52 107A	90
<input type="checkbox"/> Ice Maker B1 5b 8 29 54 108	95
<input type="checkbox"/> Déja Vu B1 5b 10 33 85A 81 54 110	112
<input type="checkbox"/> Fun Fun Fun... B1 5b 7 8 29 53C 75B 73B 25 105	95
<input type="checkbox"/> The Iffley Job B1 5b 7 26 51 30 82 32 83 114A	90
<input type="checkbox"/> The Heel of Fortune B1 5b 4 19 47 48 69 Girder	67
<input type="checkbox"/> The Right Hand Pillar B1 5b 11 36 38 89 116A 117	119
<input type="checkbox"/> The Rack B1 5b 27 28 29 54 88A 107A	95
<input type="checkbox"/> Finger Locking Good B1 5b 4B 20 48A 102A 104A	71
<input type="checkbox"/> Gormenghast B1 5b 10 32 57A 83 113B	102
<input type="checkbox"/> The Slant B1 5b (11 36 59) 87 35 85B 114	114
<input type="checkbox"/> The A-List B1 5b 5 20 48A 23A 73A 72A 101A	71
<input type="checkbox"/> Tower of Babel B1 5b (36 37) 90A 117	114
<input type="checkbox"/> Isis B1 5b 5 20 48B 69 101	71
<input type="checkbox"/> From 99'till... B1 5b 4B 47A 48A 20 73B 68 102A 100A	71
<input type="checkbox"/> Strong Like a Left Handed Bull B1 5b 10 35 85 114A	110
<input type="checkbox"/> My Name is Neo B1 5b 10 35 84A 85B 115	110
<input type="checkbox"/> Obscenity B1 5b 5 20 70B 73B Girder	71
<input type="checkbox"/> The Swingers B1 5b 4B 5 20 46 16 63 61B	67
<input type="checkbox"/> Smart Like Tractor / There was no Ice Cube B1 5b 8 28 80 107A	89
<input type="checkbox"/> Geronimo! B1 5b 31 32 84B Girder	105
<input type="checkbox"/> Nick's Window B1 5b 4B 19B 46 48A 73B Girder	67
<input type="checkbox"/> B for Effort B1 5b 4 19A 66 17 64A 15C 61B	67
<input type="checkbox"/> Land of Hope and Glory B1 5b 9B 30 55 111B 110	107
<input type="checkbox"/> Jammin' B1 5b (14 42) 40 41 43 62A 96B 97B	47
<input type="checkbox"/> Sand Script / Sanskrit B1 5b Arete 1 14 42 17 64 46 99B	49
<input type="checkbox"/> Foundations of Funk (Povey 4b) B1 5b (7 51) 25 6 49 22 5 47 4 46	83
<input type="checkbox"/> Povey For Beginners (Povey 4b) B1 5b (51 7 6 23A) 73B 105	83
<input type="checkbox"/> Jebel Training B1 5b 2 16 (hands only) 42 96 45 99 (Chip by 15 allowed)	54

- Slip Knot **B1 5b** 2 16 15B 44B 62B 97B 54
- Shadowland **B1 5b** 9B 30 29B 55 81 112A 107
- Infinite Peace **B1 5b** 9A 31 30 53C 7 51 78A 107A 107
- Dwarf Diminisher **B1 5b** 31 32 81 110 105
- Angry Beaver **B1 5b** 31 32 83A 114 105
- Eyes over New York **B2 5b** 8 29 79A 109C 81 30 113B 57B 114 95
- Mmm, Revenge of those Persons... **B2 5b** (58A 36) 10 32 30 55 29B 53C 28 7 52 115
- Red Bull **B2 5b** 9 32 55 83A 110 105
- Bedraggled **B2 5b** 2 16 46 64 96 54
- Balance Thing **B2 5b** 7 28 78 110 90
- Luftwaffe **B3 5b** (Floor Girder) 107A 83
- Degeneration **B1 5b+** 4 5 20 47B 45 69 104 71
- The Toad **B1 5b+** 4 5 20 Double Dyno[48 & 66] 100A 101B 71
- I Know Kung Fu **B1 5b+** 4B 5 6 20 49 73B 105 71
- The Word **B1 5b+** 4B 5 20 66 45 65 99A 71
- The Self Preservation Society **B1 5b+** 7 28 77B 88A 81 32 113B 114A 90
- Razor **B1 5b+** 8 29 54 88A 110 95
- Spin-Up **B1 5b+ / 4b** 2 16 18 42 98 55
- The Mewlips **B1 5b+** 11 37 59 92 117 118
- Dinorwic Rainbow **B1 5b+** 7 28 78A 88A 55 81 113B 57B 114 90
- Has This Been Done Before? **B1 5b+** 8 29 54 109A 107 95
- Jenga **B1 5b+** 7 26 77A 108 106B 105 90
- Ahab **B1 5b+** 7 28 77A 107A 90
- Recidivism **B1 5b+** 8 29 53B 78B 88B 110 95
- A Passing Sense of Loss **B1 5b+** 33 10 57B 84A 85B 113A 114A 112
- The Sword variation **B1 5b+** (10 85) 114 115
- "Cabbage" **B1 5b+** 38C 58A 84B 86B 113A 113C 86E Anything for feet 115
- The Sword **B1 5b+** 10 33 85A 114A 112
- Slap Up Dinner **B1 5b+** 24 25 26 75B 107A 80
- Tom's Extension **AAA** (4 47) 5 49 6 25 24 7 28 54 30 63
- Hebrews 5.10 **B1 5b+** 2 16 17 64A 46(feet only) 99B 55
- The Other Unnamed problem **B1 5b+** 4 19A 66 17 64A 15C 61B 67
- Crappy Fun Ball **B1 5b+** 4B 19 48B 67A 69 99B 67
- PARA **B1 5b+** 35 36 37 85A 81 112A 110
- Problem 3 **B1 5b+** 2 17 18 64B 97A 99A 62
- Right Hand Man **B2 AAA** 4B 19B 46 17 18 64B 98 99A 67



▲ Pete Cawley... master of the Iffley girders!

- | | |
|---|-----|
| <input type="checkbox"/> Hug The Wall B1 5b+ 2 16 17 44A 62A 98 99B | 55 |
| <input type="checkbox"/> The Sorcerer's Apprentice B1 5b+ (7 24 51) 73B 23 22 105 | 83 |
| <input type="checkbox"/> Planet of the Apes B1 5b+ (51 7) 30 82A 81 113C 35 115 89 117 | 83 |
| <input type="checkbox"/> Over the Rainbow B2 5b+ 11 36 Arete 89 85 32 111B 82 110 107 | 120 |
| <input type="checkbox"/> Sven the Time Comes B2 5b+ 10 32 86B 33 83 82A 111B 110 | 102 |
| <input type="checkbox"/> Big Boots and Flat Caps B2 5b+ 31 32 54 8 52 24 73B | 105 |
| <input type="checkbox"/> Mmmmm. Fingery. B2 5b+ 9B 10 32 30 55 88A 28 107A | 102 |
| <input type="checkbox"/> Kiss the Wall B2 5b+ 2 16 44A 17 62A 96 99A | 55 |
| <input type="checkbox"/> The Muppet Show B1 5b+ 2 16 63 98 | 55 |
| <input type="checkbox"/> Harder, Faster B2 5b+ 2 16 63 Girder | 55 |
| <input type="checkbox"/> Crushed Strawberry B2 5b+ 4 19B 66 47B 67 103 | 67 |
| <input type="checkbox"/> Serving Suggestion B2 5b+ (5 47) 20 67B 99B | 75 |
| <input type="checkbox"/> Kinda'Lingers B2 XXX 4B 19B 46 48A 69 | 68 |
| <input type="checkbox"/> The Very Big and the Very Big B2 5b+ 2 16 46 4A 48A 73B 75B no chips | 55 |
| <input type="checkbox"/> Shelve It B3 5b+ (46) 99A | 64 |
| <input type="checkbox"/> Beshelved B2 5b+ 2 16 46 99A | 55 |
| <input type="checkbox"/> Grandes Jorasses B1 5c- (40 42 13 15A) 60A 94 | 59 |
| <input type="checkbox"/> Action Crotch B1 5c- 4 19 18B 64A 15A 61B Girder | 68 |
| <input type="checkbox"/> Marshmallow Monster B1 5c- 6 25 24 51 75B 105 | 80 |

- Sleepy Hollow **B1 5c-** 11 38 34 86 115 119
- Amplemuch **B1 5c-** 7 26 77A 106A 50 105 91
- The Word Is... **B1 5c-** 4B 19B 66 45 65 99A 68
- Tight Rope **B1 5c-** 4 19A 47 66 101 68
- Hell's Bells **B1 5c-** 5 6 22 23 50 69A 103 78
- Chaos Theory **B1 5c-** 7 26 51 108 105 No chips 91
- Rock On **B1 5c-** 2 16 18 44B 64A 97B 55
- Spiky Big Angel **B1 5c-** 5 22 48A 72A 101A 76
- Stone Monkey **B2 5c-** (30 55 56) 85 115 115
- The Billion Dollar Problem **B2 5c-** (2 15B 44A) 17 64B 45 99A (No Chips) 59
- Get on the Good Foot (**Povey 4c**) **B2 5c-** (7 51) 52 6 23A 49 48B 70 20 83
- The Beards of Zeus **B2 5c-** 4 5 20 22 48B 67B 72A 103B 71
- Magic Moments **B2 5c-** 11 38B 38C 89 35 115 113A 56 119
- Icarus **B2 5c-** 11 36 38 85 32 112 119
- Fandangle **B2 5c-** 4 5 20 48 69 101 72
- Ape Index **B2 5c-** 4 19 20 47B 67A 72A 103B 68
- Troubled Times **B2 5c-** 6 22 23 48A 5 4B 47A 45 17 64A 97B 78
- Zig-Zag **B2 5c-** 115
- Mines of Moria **B2 5c-** 27 28 79B 76C 107A 91
- Jedi Master **B2 5c-** 7 26 53B 76A 107A 91
- Khazad-Dûm **B2 5c-** 27 28 77A 107A 91
- The Adventure of the Dancing Men **B3 5c-** 9 30 57 10 56 113A 113B 111 115 89 117 108
- The Happy World of Haribo **B3 5c-** 11 36 37 87 91B 116A 117 118
- Revenge of the Tall Man **B1 5c** 15A 2 42 61B 97B 51
- Not Another Slot **B1 5c** 4B 19B 20 66 72B 23 74B 106A 109A 52 51 68
- Square Dance **B1 5c** 5 20 49 69 73A Girder 71
- Pop Tart **B1 5c** 5 22 23A 50 68 104 76
- No Angel **B1 5c** 5 22 70B 103 no chips allowed 76
- Ali G Direct **B1 5c** 30 55 81 110 107
- Lina & Steve's Problem **B1 5c** 30 55 28 79B 109C 107B 107
- "Iffley 5b" (10 33) 84A 113B 114A 116
- Hooked **B1 5c** 10 33 86E 34 85B 113A 112
- Of Casual Ties and Missed Opportunities (9 31 32) 57B 30 84A 113B 81 55 110 115
- Pipe Dream **B1 5c** 32 35 57A 83 113B 110
- Enigma **B2 5c** 3 18 45 44B 98 62
- Great and Secret **B2 5c** Arête 1 14 15 39 41B 63 Girder 49

<input type="checkbox"/>	The Running Man AAA Arête 11 34 85 114	115
<input type="checkbox"/>	November Rain B2 5c 2 16 42 98	55
<input type="checkbox"/>	Blair Witch for Beginners B2 5c 8 28 24 52 73B 49 105	91
<input type="checkbox"/>	Problem X B2 5c 2 17 18 43 13 40 95C 94B	62
<input type="checkbox"/>	Naked B2 5c 17 18 63 97A	62
<input type="checkbox"/>	Wade's World B2 5c 10 34 35 85B 113B 55 110	110
<input type="checkbox"/>	All American 5.10a (46 3 4) 99A	64
<input type="checkbox"/>	Hybrid Birth B2 5c 4 5 20 47A 67B 103B	72
<input type="checkbox"/>	The Unnamed Comp Problem B2 5c 6 25 52 74B 107A	80
<input type="checkbox"/>	Waggledance B2 5c 4B 20 68 65 45 (feet only) 98 62	72
<input type="checkbox"/>	Mack the Knife B2 5c 8 28 53 78 108	91
<input type="checkbox"/>	Skye Bridge B2 5c 11 37 34 35 85 113 55 110	118
<input type="checkbox"/>	The Manhattan Project B2 5c? 4B 19A 66 70B 23A 52 74 106A 105	68
<input type="checkbox"/>	Let's Twist Again (Like we did last Fall) B2 5c (66 4B 48A) 20 23A 73B 52 105	64
<input type="checkbox"/>	Geomorph B2 5c 7 28 79A 75A 107 105	91
<input type="checkbox"/>	Marking Time B2 5c (2 15B 14B 43(slope)) 41B 62B 15C 95A 40A 94B	60
<input type="checkbox"/>	C2 B2 5c 11 37 10 32 84B 81	118
<input type="checkbox"/>	Don't Even Think of it B2 5c 11 37 10 86B 85A 57B 114A	118
<input type="checkbox"/>	Jerry's Lunge B2 5c (17 18) 96	60
<input type="checkbox"/>	Season's Greetings B2 5c/6a- 2 18A 43 40B 13 60 94A no chips	62
<input type="checkbox"/>	The Zen of Climbing B2 5c 2 16 14B 43(slope only) 62A 96A	56
<input type="checkbox"/>	F***ing Maths B2 5c 10 32 chip-near-57 83A 114A	102
<input type="checkbox"/>	The Nose B2 5c 9 30 56 81 110	107
<input type="checkbox"/>	Oktoberfest B2 5c 9 30 57A 82A 28 78A 107	107
<input type="checkbox"/>	Iffleymas B2 5c 9 30 55 85 115	107
<input type="checkbox"/>	Unnamed Chris Problem B2 5c 9 30 84 81 110	108
<input type="checkbox"/>	Black Monday B2 5c 32 30 82B 113A 112A	102
<input type="checkbox"/>	The Matrix B2 5c 4 20 48A 73B 52 105	72
<input type="checkbox"/>	Problem 0 B2 5c (48A 5 6) 22A 25 26 52 108 105	75
<input type="checkbox"/>	Klettern Macht Frei B2 5c 8 29 79A 55 111B 110	95
<input type="checkbox"/>	New Beginnings B2 5c 8 9A 29A 30 82B 108	95
<input type="checkbox"/>	Finga Busta, Nee kAPPA B2 5c 8 29 54 110	95
<input type="checkbox"/>	Judean People's Front Crack Suicide Squad B2 5c 29 30 8 9A 82A 76 52 105	96
<input type="checkbox"/>	Luke's Crimptastic Extension B2 5c (8 29B 53B 82A) 29A 109C 55 111A 112A	99
<input type="checkbox"/>	Crimptastic B2 5c (8 53B 82A top right) 29A 109C	99
<input type="checkbox"/>	High Tension B2 5c 5 20 47 66 99B	72

- Dyno 10 **B2 5c** (29 30 55) 109 99
- Every Which Way But Up **B2 5c** 9 10 32 35 86 Girder no chips 102
- Strong Like Spider Monkey **B2 5c** 9 32 85 112 105
- The Salmon Slap **B2 5c** 32 30 31 55 29 109 108 51 105 105
- Groan Variation to Gormenghast **B2 5c** 10 32 57A 83 110 103
- Honest **B2 5c** (54 32 8 31) 30 57A 35 81 99
- Gulf Air **B2 5c** 8 29A 54 81 113B 96
- Half Pebble Slab **B2 5c** (48A) 47B 67A 103B 75
- PARC Analysis **B2 5c** Arete 1 14B 42 62A 98 49
- Mike's Problem **B2 5c** 9B 30 55 84B 34 87 36 Arete 38 117 108
- New Dimension **B2 5c** 7 26 25 75B 105 91
- Goldfinger **B2 5c** 7 26 53B 29B 78A 80 109C 110 91
- Noblesse Oblige **B2 5c** 7 26 77A 107A 91
- Masters of Stone **B2 5c** 7 26 51 73B 107A 92
- Weg! Said Zebedee **B2 5c** 9B 32 34 86B 112B 103
- Minke Variation **B2 5c** (8 29A 82A) 51 105 83
- Ambiguity **B3 5c** 2 16 43 14B 41A Arete 40A 94B 56
- Shopping List **B3 5c** 3 17 19B 45 67A 47B 100A 72 50 74A 105 62
- Into the Blue **B3 5c / AAA** 7 26 75B Girder 92
- Once upon a time in Devon **B3 5c** 7 28 52 6 49 50 23 72A 48A 101B 92
- Swing Like a Monkey Part 1 **B3 5c** 2 16 18B 17 46 19B 69A 99B 56
- Swing Like a Monkey Part 2 **B3 5c** 2 16 18B 17 46 19B 69 48A 104A Girder 56
- Slap Direct **B3 5c** (29 30 55) 110 99
- Korfball **B3 5c** 9 10 30 33 84B 86D 113B 114A 108
- Playing with Fire **B3 5c** 10 35 57 83A 30 113C 112A 110
- The Final Problem **B3 5c** 11 38 86C 86D 34 84A 32 113A (55) 111B 54 109A 51 106A 50 119
- Pembroke Rejects **B3 5c** 8 29 79B 81 109A 109B 112A 96
- Minke Variation with sit start **B3 5c / 6a+** 8 29A 82A 51 105 96
- Starburst **B3 5c** 10 33 85 83 112A no chips 112
- The A-Team **B3 5c / 6a+** 8 29A 82A 109A 96
- Mutant **B3 5c** 11 37 92 117 118
- What?!?! **B3 5c** 4 20 46 71A 23 75 26 108 72
- Bat out of Hell **B3 5c / 5c+** 8 29A 54 30 56 111A 113B 114A 97
- Sloe Tango in Paris **B3 5c / 5c+** 8 29A 54 51 76C 107 97
- Iffley Cawling **B4 5c / B1 5b** 4 5 20 48A 100A 104A 72
- Analogue **B2 5c+** 5 20 48A 72B 101A 72

<input type="checkbox"/> Digital B2 5c+ 8 28 53 76B 107A	92
<input type="checkbox"/> SuperB B2 5c+ 2 16 15B 96	56
<input type="checkbox"/> The Bat B4 AAA (Any holds, optional sit start) 3 (no chips)	64
<input type="checkbox"/> The Apes of Wrath B2 5c+ 10 34 35 86B 85B 113A	110
<input type="checkbox"/> Dyno 11 B2 5c+ (34 36 58) 116	116
<input type="checkbox"/> Fish & Chips B2 5c+ 27 28 107B	92
<input type="checkbox"/> Samurai B2 5c+ 20 68 100A 101B	72
<input type="checkbox"/> Back to the Future Part 2 B2 5c+ 27 28 79B 109C	92
<input type="checkbox"/> Mint Aero B2 5c+ (26 51) 107A	92
<input type="checkbox"/> Heinous Man-Beast B2 5c+ (27 28) 108	83
<input type="checkbox"/> Partially Re-Hydrated Dried Fruit B1 4c/5c+ (1 15A 41) 61 16 98	48
<input type="checkbox"/> Titney Spears B3 5c+ 1 39A 15A 2 16 18A 3 19 4B 48A 5 6 25 26 51	51
<input type="checkbox"/> Dyno 8 B3 5c+ (48) Girder	75
<input type="checkbox"/> Path B3 5c+ 8 29 54 77B 108 105	96
<input type="checkbox"/> Twisted Fire Starter B3 5c+ 10 33 57A 83A 113C 112A	112
<input type="checkbox"/> This is a Low B3 5c+ 8 29 54 77A 108 105	96
<input type="checkbox"/> H is for Handcuffs B3 5c+ 9B 30 55 28 53C 107A	108
<input type="checkbox"/> Till her Daddy Takes her T-Bird Away B3 5c+ 7 8 29 53B 75B 25 105	96
<input type="checkbox"/> The Pequod B3 5c+ 7 28 25 75A 105	92
<input type="checkbox"/> Sending 5.11 B3 5c+ 8 29 77 109 110	96
<input type="checkbox"/> Elvis has left the Building AAA 5c+ (Floor) 29A 110	99
<input type="checkbox"/> Guns; Lots of Guns! B3 5c+ 8 26 53 80 110	96
<input type="checkbox"/> Nantucket Sleigh Ride B3 5c+ 8 55(slope only) 29B 82A 51 105	96
<input type="checkbox"/> Twister Variation B3 5c+ (66 4B) 20 23A 73B 52 105	64
<input type="checkbox"/> The Matrix Reloaded B3 5c+ 4 20 48A 73B 105	73
<input type="checkbox"/> Resurrection B3 5c+ 4B 5 20 47A 67B 73A 50 104A	73
<input type="checkbox"/> The Tensor B3 5c+ 5 20 23 49 25 50 75A 105	73
<input type="checkbox"/> Hate Mail B3 5c+ 11 38 58B 91 117	119
<input type="checkbox"/> Chemically Insane B3 5c+ 5 22A 48B 47B 71B 101B	76
<input type="checkbox"/> Greased Lightning B3 5c+ 5 22 70A 68 103B	76
<input type="checkbox"/> Which Witch B3 5c+ 6 7 25 77 76A 53B 108 110	80
<input type="checkbox"/> The Wicked Witch of the West B3 5c+ 6 23A 50 26 54 108 110	78
<input type="checkbox"/> Immortality Factor: Zero B3 5c+ 6 23 49 50 72A 104A	78
<input type="checkbox"/> The Tactile Variation B3 5c+ 2 14 15A 40A 41B 63 95B 94B	51
<input type="checkbox"/> The Empty House B3 5c+ 4B 19A 47 5 6 49 50 25 72B 104A	68
<input type="checkbox"/> The Bad Touch B3 5c+ 2 14 15A 40A 41B 62B 95B 94B	51

- Clocks go Back **B3 5c+** 5 20 21 70A 46 99A 73
- Utarefson **B3 5c+** 3 19 47A 67A 99A 70
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<input type="checkbox"/> Throbbing Heart of Steel B4 6a 11 36 Arete 85A 115 114A no chips	120
<input type="checkbox"/> Wedding Well B4 6a 7 26 53A 80 30 83B 57B 113B 114A	93
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<input type="checkbox"/> Apotheosis B4 6b- 9B 30 56 10 86A 86E 36 37 91B no chips	108
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<input type="checkbox"/> Ecstasy B7 6c 34 32 83B 29A 88B 53A 108 no chips	104
<input type="checkbox"/> Elastic Trickery B3 6a+ 7 28 53B 108	93
<input type="checkbox"/> Eliminate This B6 6b 2 16 98	57
<input type="checkbox"/> Eliminat B0 4b- (17 18) 64 96	59
<input type="checkbox"/> Elvis has left the Building AAA 5c+ (Floor) 29A 110	99
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<input type="checkbox"/> Hebrews 5.10 B1 5b+ 2 16 17 64A 46(feet only) 99B	55
<input type="checkbox"/> Hebrews 10.9 B0 5a+ (17 64) 46 99B	59
<input type="checkbox"/> Heel of Fortune B1 5b 4 19 47 48 69 Girder	67
<input type="checkbox"/> Heinous Man-Beast B2 5c+ (27 28) 108	83
<input type="checkbox"/> Hell's Bells B1 5c- 5 6 22 23 50 69A 103	78
<input type="checkbox"/> Hey! Mr Taliban / The Taliban Project B7 6b+ 8 29 88B 32 84A 31 36 91B	97
<input type="checkbox"/> High B0 4b 4 17 19B 18 46 64B 98	65
<input type="checkbox"/> High Tension B2 5c 5 20 47 66 99B	72
<input type="checkbox"/> H is for Handcuffs B3 5c+ 9B 30 55 28 53C 107A	108
<input type="checkbox"/> Honest B2 5c (54 32 8 31) 30 57A 35 81	99
<input type="checkbox"/> Hooked B1 5c 10 33 86E 34 85B 113A	112
<input type="checkbox"/> Hooke's Law and Beyond B1 5b 26 25 52 105	89
<input type="checkbox"/> Hop, Skip, Jump, Leap, Fly, Die B5 XXX 7 28 Girder	94
<input type="checkbox"/> Horny Little Devil B5 6b- 5 22 48B 72A 103B (no chips)	76
<input type="checkbox"/> Hug The Wall B1 5b+ 2 16 17 44A 62A 98 99B	55
<input type="checkbox"/> Human League B1 5a 11 36 Arete 38A 89 92 116A	120
<input type="checkbox"/> Hybrid Birth B2 5c 4 5 20 47A 67B 103B	72
<input type="checkbox"/> Icarus B2 5c- 11 36 38 85 32 112	119
<input type="checkbox"/> Ice Cream Man B0 4b 10 32 57A 84B 85A 113A	101
<input type="checkbox"/> Ice Cube B0 4b 8 28 29A 54 79A 80 108	86
<input type="checkbox"/> Ice Lolly B5 6b 6 23A 50 78A 29 81	79

<input type="checkbox"/>	Ice Maker B1 5b	8 29 54 108	95
<input type="checkbox"/>	"Iffley 5b"	(10 33) 84A 113B 114A	116
<input type="checkbox"/>	Iffley Cawling B4 5c / B1 5b	4 5 20 48A 100A 104A	72
<input type="checkbox"/>	Iffley Job B1 5b	7 26 51 30 82 32 83 114A	90
<input type="checkbox"/>	Iffleymas B2 5c	9 30 55 85 115	107
<input type="checkbox"/>	Iffley Superdirect B4 6b	2 16 96	56
<input type="checkbox"/>	I Know Kung Fu B1 5b+	4B 5 6 20 49 73B 105	71
<input type="checkbox"/>	I'm Black and I'm Proud B0 4c	2 16 18B 4B 19B 47B 20	61
<input type="checkbox"/>	Immortality Factor: Zero B3 5c+	6 23 49 50 72A 104A	78
<input type="checkbox"/>	Infinite Peace B1 5b	9A 31 30 53C 7 51 78A 107A	107
<input type="checkbox"/>	Insert Tab A into Slot B B1 5b-	27 28 79A 30 82B 83 32 113C 86B 114	89
<input type="checkbox"/>	Into the Blue B3 5c / AAA	7 26 75B Girder	92
<input type="checkbox"/>	Irish Jig B4 6a-	10 34 35 58A 83 30 55 110	110
<input type="checkbox"/>	Irn Bru B2 5a+	Arete 1 40A 41 Girder	49
<input type="checkbox"/>	Isis B1 5b	5 20 48B 69 101	71
<input type="checkbox"/>	Jack-In-The-Box B0 4b	(32 35 10) 85A [113B 115]	114
<input type="checkbox"/>	Jacobian B4 5c+	4 19B 48A 73A 103B	68
<input type="checkbox"/>	Jacob's Ladder B0 4c-	4 5 20 47 48 67 69 103B	70
<input type="checkbox"/>	Jammin' B1 5b	(14 42) 40 41 43 62A 96B 97B	47
<input type="checkbox"/>	Jebel Training B1 5b	2 16 (hands only) 42 96 45 99 (Chip by 15 allowed)	54
<input type="checkbox"/>	Jedi Master B2 5c-	7 26 53B 76A 107A	91
<input type="checkbox"/>	Jenga B1 5b+	7 26 77A 108 106B 105	90
<input type="checkbox"/>	Jen of Climbing B1 5a	2 18 46 45 65 101B	62
<input type="checkbox"/>	Jerry's Lunge B2 5c	(17 18) 96	60
<input type="checkbox"/>	Jester B0 4b+	2 16 43 63 96	53
<input type="checkbox"/>	Judean People's Front Crack Suicide Squad B2 5c	29 30 8 9A 82A 76 52 105	96
<input type="checkbox"/>	Jug-o-Rama B0 4a	(34 58A) 85 35 115 114	114
<input type="checkbox"/>	Juicy Lucy B4 6b-	6 23A 50 75A 28 107A	79
<input type="checkbox"/>	Jump B5 6a	9 30 34 57 86B 115 112	108
<input type="checkbox"/>	Ketch B0 5a	7 28 25 52 78B 76 107	87
<input type="checkbox"/>	Khazad-Dûm B2 5c-	27 28 77A 107A	91
<input type="checkbox"/>	Kinda'Lingers B2 XXX	4B 19B 46 48A 69	68
<input type="checkbox"/>	King Heroin AAA	(4 46) 48 50 6 77 7	63
<input type="checkbox"/>	Kiss the Wall B2 5b+	2 16 44A 17 62A 96 99A	55





- Klettern Macht Frei **B2 5c** 8 29 79A 55 111B 110 95
- Klingon **B0 5a** (1 14A 40B 39) 41A 94A 47
- Korfball **B3 5c** 9 10 30 33 84B 86D 113B 114A 108
- Laah! **B1 5a+** 11 36 37 89 117 117
- Ladder **B0 4a** 2 17 16 18 43 44 63 64 98 61
- Land of Hope and Glory **B1 5b** 9B 30 55 111B 110 107
- Last Orders **B0 4c+** (14 2 41A 43) 16 62 61B 15A 96A 97 59
- Last Witch **B5 6a+** 6 7 25 77A 106B 105 80
- Leap! **B5 6b** 9 30 34 57 115 112 109
- Leap from Wu-Dang Mountain **B4 5c+** 7 26 51 29 54 31 85A 93
- Leap of the Long Sheep **B4 5c+** 7 28 51 24 73B 48A 4 46 17 16 42 14 Arête 93
- Let My People Go **B1 4c+** (5 70B 47B) 22A 67B 101B 74
- Let's Twist Again (Like we did last Fall) **B2 5c** (66 4B 48A) 20 23A 73B 52 105 64
- Lickin' Stick **B0 4c** 8 28 53C 80 109A 86
- Lina & Steve's Problem **B1 5c** 30 55 28 79B 109C 107B 107
- Loin Cloth **B0 5b-** 2 18 63 97A 62
- Long Division **B1 5a-** 4 5 20 48 23 73 Girder 70
- Luftwaffe **B3 5b** (Floor Girder) 107A 83
- Luke's Crimptastic Extension **B2 5c** (8 29B 53B 82A) 29A 109C 55 111A 112A 99
- Ma Belle **B0 4c-** 11 36 35 37 59 87 85A 115 117
- Mack the Knife **B2 5c** 8 28 53 78 108 91
- Magenta **B0 5a** 10 32 57A 85A 116A 101
- Magic Carpet Ride **B9 6c+?** 34 32 85B 113A 55 109C 77A 108 no chips 104
- Magic Journey **B0 4b+** 9 10 30 32 56 35 34 85 115 101
- Magic Moments **B2 5c-** 11 38B 38C 89 35 115 113A 56 119
- Main Street **B0 4c** 2 16 15 42 61 95 53
- Major League **B1 5a** 7 26 51 75B 73B 70B 48A 69A 104 88
- Mangosteen **B4 6a+** 27 28 80 81 112A 93
- Mango Tree **B1 5a** 11 36 37 85 90 Girder 117
- Manhattan Project **B2 5c?** 4B 19A 66 70B 23A 52 74 106A 105 68
- Man of War **B0 4b** 2 18 3 17 46 63 98 61
- Marking Time **B2 5c** (2 15B 14B 43(slope)) 41B 62B 15C 95A 40A 94B 60
- Mark's Thing **B0 5a** (73B 70B) 48A 69A 74
- Marshmallow Monster **B1 5c-** 6 25 24 51 75B 105 80
- Masters of Stone **B2 5c** 7 26 51 73B 107A 92
- Matrix **B2 5c** 4 20 48A 73B 52 105 72

<input type="checkbox"/> Matrix Inverted B3 5c+ 7 26 52 73B 48A 101B	92
<input type="checkbox"/> Matrix Reloaded B3 5c+ 4 20 48A 73B 105	73
<input type="checkbox"/> Mean Feet B0 4a (39 15A 1 14) 42 16 43 62 (96 optional)	47
<input type="checkbox"/> Meeples B5 6a (3 45) 4B 20 67B 71B 50 23A 74A 105	64
<input type="checkbox"/> Me Grimlock Kick Arse B1 5b- 7 28 30 55 81 57B 113C 114	89
<input type="checkbox"/> Mewlips B1 5b+ 11 37 59 92 117	118
<input type="checkbox"/> Microraptor B0 4c 4 19 45 17 44B 98	65
<input type="checkbox"/> Mike's Problem B2 5c 9B 30 55 84B 34 87 36 Arete 38 117	108
<input type="checkbox"/> Million Dollar Problem B0 4c- (2 15B 44B) 17 64B 45 98	59
<input type="checkbox"/> Mines of Moria B2 5c- 27 28 79B 76C 107A	91
<input type="checkbox"/> Minimal Impact B1 5a 2 16 44 63 64 97A	54
<input type="checkbox"/> MiniPint B1 5a+ 4 19 68 22 69 101B	66
<input type="checkbox"/> Minke Variation B2 5c (8 29A 82A) 51 105	83
<input type="checkbox"/> Minke Variation with sit start B3 5c / 6a+ 8 29A 82A 51 105	96
<input type="checkbox"/> Mint Aero B2 5c+ (26 51) 107A	92
<input type="checkbox"/> Mittens B0 4b- 9 10 30 32 55 81 113B	101
<input type="checkbox"/> Mmmmm. Fingery. B2 5b+ 9B 10 32 30 55 88A 28 107A	102
<input type="checkbox"/> Mmm, Revenge of those Persons... B2 5b (58A 36) 10 32 30 55 29B 53C 28 7 52	115
<input type="checkbox"/> Moby Dick B4 6a- 7 28 75A 73B 48B 103B	93
<input type="checkbox"/> Monocle B0 5b- 7 26 51 76B 107A	89
<input type="checkbox"/> More Rough Than Diamond B0 4c (1 39) 14 15A 41B 42 96	47
<input type="checkbox"/> Muppet Show B1 5b+ 2 16 63 98	55
<input type="checkbox"/> Mutant B3 5c 11 37 92 117	118
<input type="checkbox"/> My Flexible Friend B1 5b 28 8 7 78A 109C 52 107A	90
<input type="checkbox"/> My Name is Neo B1 5b 10 35 84A 85B 115	110
<input type="checkbox"/> Nailbiter B5 6b- 9 30 84A 88A 53B 108 105	109
<input type="checkbox"/> Naked B2 5c 17 18 63 97A	62
<input type="checkbox"/> Nano B0 4b 4 19 20 46 47A 69 100A	65
<input type="checkbox"/> Nantucket Sleigh Ride B3 5c+ 8 55(slope only) 29B 82A 51 105	96
<input type="checkbox"/> New Beginnings B2 5c 8 9A 29A 30 82B 108	95
<input type="checkbox"/> New Dimension B2 5c 7 26 25 75B 105	91
<input type="checkbox"/> Nick's Window B1 5b 4B 19B 46 48A 73B Girder	67
<input type="checkbox"/> Nimrod B5 6b+ 6 23 22 73A 67B 46 100A 99A	79
<input type="checkbox"/> No Angel B1 5c 5 22 70B 103 no chips allowed	76
<input type="checkbox"/> Noblesse Oblige B2 5c 7 26 77A 107A	91
<input type="checkbox"/> No Problem B0 4b+ 17 18 64A 97B	61

- Nose **B2 5c** 9 30 56 81 110 107
- Nose for Beginners **B0 4c** 9B 30 56 55 81 110 107
- Nosey **B1 5a+** 11 38C 58A 34 86B 56 30 81 110 119
- Not Another Slot **B1 5c** 4B 19B 20 66 72B 23 74B 106A 109A 52 51 68
- November Rain **B2 5c** 2 16 42 98 55
- Obscenity **B1 5b** 5 20 70B 73B Girder 71
- Of Casual Ties and Missed Opportunities (9 31 32) 57B 30 84A 113B 81 55 110 115
- Of Ruine and Some Blazing Starre **B1 5a** 28 29A 53C 80 109B 107A 52 105 88
- Oktoberfest **B2 5c** 9 30 57A 82A 28 78A 107 107
- Once upon a time in Devon **B3 5c** 7 28 52 6 49 50 23 72A 48A 101B 92
- On to America **B0 4b** 4 19 20 47 46 67 99 70
- Oracle **B1 5a** 7 26 77B 76B 107 88
- Ortho **B3 6a-** 6 22 23 73B 105 78
- Osmosis **B4 6a-** 9 30 56 10 36 90A 38A 117 108
- Other Unnamed problem **B1 5b+** 4 19A 66 17 64A 15C 61B 67
- Overlap **B0 4c** 4B 5 19A 20 47A 48A 67A 103B 65
- Overmantel **B1 5a+** 7 28 51 76 107 88
- Over the Rainbow **B2 5b+** 11 36 Arete 89 85 32 111B 82 110 107 120
- Paleo **B0 4b** 2 17 16 18 42 44 64 98 53
- Palm Beach **B6 6b** 6 23 22 70B 73A 51 78B 28 30 83 57 85 79
- PARA **B1 5b+** 35 36 37 85A 81 112A 110
- PARC Analysis **B2 5c** Arete 1 14B 42 62A 98 49
- Partially Re-Hydrated Dried Fruit **B1 4c/5c+** (1 15A 41) 61 16 98 48
- Path **B3 5c+** 8 29 54 77B 108 105 96
- Pebble Beach **B1 4c** (73B 23A) 106B 51 75B 108 74
- Pembroke Rejects **B3 5c** 8 29 79B 81 109A 109B 112A 96
- Pequod **B3 5c+** 7 28 25 75A 105 92
- Persimmon **B1 4c** (29 30 55) 81 57 85 Girder 99
- Pete's Problem **B4 6a** 7 26 51 73B 69 47B 99B 93
- Philadelphia **B4 5c/6a** 7 25 26 52 106B 107A 93
- Phoenix Rising **B1 5a+** (12 39) 40A 93 94A 47
- Pinch-occio **B1 5b** 27 28 52 76C 109B 89
- Pint Glass **B1 5a** 4 19B 66 47B 102B 99B 66
- Pipe Dream **B1 5c** 32 35 57A 83 113B 110
- Pirates of the Caribbean **B2 5a+** 8 28 51 75B 109A Girder 89
- Pirelli **B5 6b** 30 55 29A 88B 53A 108 109

<input type="checkbox"/> Pissing in the Wind B1 5b (5 48A) 22A 72B 101B	75
<input type="checkbox"/> Planet of the Apes B1 5b+ (51 7) 30 82A 81 113C 35 115 89 117	83
<input type="checkbox"/> Playing with Fire B3 5c 10 35 57 83A 30 113C 112A	110
<input type="checkbox"/> Pomp and Circumstance B4 6a- 6 23 22 73B 47 67B 101A 45 98	78
<input type="checkbox"/> Popeye B1 5a+ 5 20 21 48A 73B 25 Girder	70
<input type="checkbox"/> Pop Tart B1 5c 5 22 23A 50 68 104	76
<input type="checkbox"/> Potheosis B4 6b 9B 30 56 10 86E 36 37 91B no chips	108
<input type="checkbox"/> Povey For Beginners (Povey 4b) B1 5b (51 7 6 23A) 73B 105	83
<input type="checkbox"/> Praying Mantis B0 4b (57A 30 31) 83 32 111A	114
<input type="checkbox"/> Pringle Magic B0 4c 7 26 51 75 106 105	86
<input type="checkbox"/> Problem 0 B2 5c (48A 5 6) 22A 25 26 52 108 105	75
<input type="checkbox"/> Problem 1 B0 4b (66 4B) 48A 5 73B	63
<input type="checkbox"/> Problem 2 B1 5b (40A 1) 60B 41B 14A 14B 43 16 98 46	47
<input type="checkbox"/> Problem 3 B1 5b+ 2 17 18 64B 97A 99A	62
<input type="checkbox"/> Problem X B2 5c 2 17 18 43 13 40 95C 94B	62
<input type="checkbox"/> Psychic Psquirrel B5 6a 8 29 53B 82A(top right) 109C 55(slope) 112A no chips	97
<input type="checkbox"/> Pull my Finger B1 5b (24 27 51) 76 25 28 107A	83
<input type="checkbox"/> Question Time B0 4b 4 19 20 47 66 69 101	65
<input type="checkbox"/> Rack B1 5b 27 28 29 54 88A 107A	95
<input type="checkbox"/> Rainbow B0 4b 2 16 14 15 42 41 Girder	53
<input type="checkbox"/> Random Fresher B0 4c 4 19A 20 47 66 70 101B	65
<input type="checkbox"/> Razor B1 5b+ 8 29 54 88A 110	95
<input type="checkbox"/> Recidivism B1 5b+ 8 29 53B 78B 88B 110	95
<input type="checkbox"/> Red Bull B2 5b 9 32 55 83A 110	105
<input type="checkbox"/> Resurrection B3 5c+ 4B 5 20 47A 67B 73A 50 104A	73
<input type="checkbox"/> Revenge of the Tall Man B1 5c 15A 2 42 61B 97B	51
<input type="checkbox"/> Ride the Wild Smurf B1 5b (36 58A) 90A 35 85B 114A	115
<input type="checkbox"/> Right Hand Man B2 AAA 4B 19B 46 17 18 64B 98 99A	67
<input type="checkbox"/> Right Hand Pillar B1 5b 11 36 38 89 116A 117	119
<input type="checkbox"/> Right Stuff B0 4b 9 10 32 34 58A 85A 113B	101
<input type="checkbox"/> Rise and Fall of the Roman Empire B1 5b 11 37 34 36 85 Girder	118
<input type="checkbox"/> Rock and Roll B1 4c (50 23A) 20 71 67A 46 65 99B Use no other holds to reach static start	74
<input type="checkbox"/> Rocker B0 4b (2 15B 44B) 17 64 46 20 68 69	59
<input type="checkbox"/> Rock On B1 5c- 2 16 18 44B 64A 97B	55
<input type="checkbox"/> Round the Twist B4 5c+ / 6b- (66 4B) 20 73B 52 105	64
<input type="checkbox"/> Rum Doodle B4 6a- 10 33 chip 11 38 89(top) arête 117 no other chips	112

- Running Man **AAA** Arête 11 34 85 114 115
- Sabre Dance **B0 5a-** (38 11 34 58A) 85A 115 114
- Salmon Slap **B2 5c** 32 30 31 55 29 109 108 51 105 105
- Samurai **B2 5c+** 20 68 100A 101B 72
- Sand Script / Sanskrit **B1 5b** Arete 1 14 42 17 64 46 99B 49
- Scooby Snacks **B5 6b+** 32 34 83 115 37 117 no chips 103
- SCT **B4 6a** 6 23 22A 48A 73B 101A No chips 78
- Season's Greetings **B2 5c/6a-** 2 18A 43 40B 13 60 94A no chips 62
- Self Preservation Society **B1 5b+** 7 28 77B 88A 81 32 113B 114A 90
- Sending 5.11 **B3 5c+** 8 29 77 109 110 96
- Serving Suggestion **B2 5b+** (5 47) 20 67B 99B 75
- Shadowland **B1 5b** 9B 30 29B 55 81 112A 107
- Shelfless **B1 5b-** 4 19 3 45 66 65 99 66
- Shelf Life **B2 5a** 14 16 18 46 47 48 102A Girder 54
- Shelve It **B3 5b+** (46) 99A 64
- Shopping List **B3 5c** 3 17 19B 45 67A 47B 100A 72 50 74A 105 62
- Short Cake **B0 4c** 7 8 28 29 54 77 109 107 87
- Short Circuit **B1 5b-** 4 5 20 47A 67A 103B 70
- Sith Lord **B3 6a-** 7 26 53A 76C 107A 93
- Skye Bridge **B2 5c** 11 37 34 35 85 113 55 110 118
- Slant **B1 5b** (11 36 59) 87 35 85B 114 114
- Slap Direct **B3 5c** (29 30 55) 110 99
- Slap Up Dinner **B1 5b+** 24 25 26 75B 107A 80
- Slate Traits **B1 5b-** 7 26 52 53B 76 107 88
- Sleepy Hollow **B1 5c-** 11 38 34 86 115 119
- Slide **B1 4c** (5 48) 20 23 50 73B 51 75 76B 74
- Slip Knot **B1 5b** 2 16 15B 44B 62B 97B 54
- Sloe Tango in Paris **B3 5c/5c+** 8 29A 54 51 76C 107 97
- Slot Machine **B0 4c** 7 8 28 29A 79A 82 109C 108 87
- Smart Like Tractor / There was no Ice Cube **B1 5b** 8 28 80 107A 89
- Smelly Feet **B0 5a** (39 1) 42 16 96B 47
- Socks and a Bow Tie **B1 4c** 17 18 64B 97A 61
- Soft Fleshy Bodies **B3 6a-** 11 36 arete 90B 86B 86D 33 84A 113B 114A 120
- So Over It **B2 5a+** (105 73B 75B) 107 79B 110 82A 113B 57B 114A 82
- Sorcerer's Apprentice **B1 5b+** (7 24 51) 73B 23 22 105 83
- Sorrow **B0 4b+** (51 77B) 76A 107A 82

<input type="checkbox"/> Spanner B5 6b Arete 1 42 96B 46 4 47A 49 6 50 Girder	50
<input type="checkbox"/> Spark of Obsession Font 6a (12 13 40A) 41B 41A (undercut only) 95C	48
<input type="checkbox"/> Spark that set the Flame B3 6a- (13 40A) 41A (undercut only) 94B	48
<input type="checkbox"/> Spiky Big Angel B1 5c- 5 22 48A 72A 101A	76
<input type="checkbox"/> Spin-Up B1 5b+ / 4b 2 16 18 42 98	55
<input type="checkbox"/> Spring Loaded B1 5a 4A 19A 46 17 98	66
<input type="checkbox"/> Square Dance B1 5c 5 20 49 69 73A Girder	71
<input type="checkbox"/> Squetch B0 5a 7 28 25 52 108 105	87
<input type="checkbox"/> Stage Left B1 5b 17 18 46 99A	62
<input type="checkbox"/> Stagtastic B1 5b 9 32 85 112A	102
<input type="checkbox"/> Star Bangled Spanner B1 5a+ 20 48 102B 104	70
<input type="checkbox"/> Starburst B3 5c 10 33 85 83 112A no chips	112
<input type="checkbox"/> Starfish B0 4c- 7 28 51(feet only) 77B 78B 108 74B	86
<input type="checkbox"/> Starry Sky B0 4c 7 28 52 25 75B 73B 49 69B	87
<input type="checkbox"/> Startime AAA (5 6 49) 24 25 52 105	75
<input type="checkbox"/> Step on my Old Size Nines B1 5a+ 2 15A 1 40A 41A 94B (no chips)	51
<input type="checkbox"/> Sting B0 4b (59 11) 34 86B 85A 32 81	114
<input type="checkbox"/> Stone Monkey B2 5c- (30 55 56) 85 115	115
<input type="checkbox"/> Stress Test B1 5b 2 16 63 65	54
<input type="checkbox"/> Stroll B0 4c+ (14A 40B) 43 42 18 15A 96A 99A	59
<input type="checkbox"/> Strong Like a Left Handed Bull B1 5b 10 35 85 114A	110
<input type="checkbox"/> Strong Like Bull B0 5b- 10 32 85 114	101
<input type="checkbox"/> Strong Like Spider Monkey B2 5c 9 32 85 112	105
<input type="checkbox"/> Sunflowers are the way Forward in Life! B1 5b 2 18 17 64B 61B 15A 93	62
<input type="checkbox"/> SuperB B2 5c+ 2 16 15B 96	56
<input type="checkbox"/> Superman in Y-Fronts B0 5a (7 77) 51 75A 76B 107A	82
<input type="checkbox"/> Surf's Up B4 6b- 6 22 23B 73B 51 108 No Chips	78
<input type="checkbox"/> Sven the Time Comes B2 5b+ 10 32 86B 33 83 82A 111B 110	102
<input type="checkbox"/> Sweetness Personified B5 6a 7 26 78B 8 82A(top right) 30 31 84A 113A 55 110	93
<input type="checkbox"/> Swingers B1 5b 4B 5 20 46 16 63 61B	67
<input type="checkbox"/> Swing Like a Monkey Part 1 B3 5c 2 16 18B 17 46 19B 69A 99B	56
<input type="checkbox"/> Swing Like a Monkey Part 2 B3 5c 2 16 18B 17 46 19B 69 48A 104A Girder	56
<input type="checkbox"/> Sword B1 5b+ 10 33 85A 114A	112
<input type="checkbox"/> Sword variation B1 5b+ (10 85) 114	115
<input type="checkbox"/> Tactile Variation B3 5c+ 2 14 15A 40A 41B 63 95B 94B	51
<input type="checkbox"/> Taller Than You, Broadbent B6 6c- 32 34 87 38B 92	103

- Tall Man Rides a Shovelhead **B4 6a-** 2 16 42 61B 97B 56
- Tangfastic **B0 5a** 31 32 82 113B 105
- Technical Apprentice **B2 5a+** 9 30 57A 31 82 81 110 107
- Tensor **B3 5c+** 5 20 23 49 25 50 75A 105 73
- The Adventure of the Dancing Men **B3 5c-** 9 30 57 10 56 113A 113B 111 115 89 117 108
- The A-List **B1 5b** 5 20 48A 23A 73A 72A 101A 71
- The Apes of Wrath **B2 5c+** 10 34 35 86B 85B 113A 110
- The Art of the Hand Jam **B1 5a** (2 42) 14A 41 40A 60 95C 59
- The A-Team **B3 5c / 6a+** 8 29A 82A 109A 96
- The Bad **B0 4b+** 2 16 43 42 44 96A 53
- The Bad Touch **B3 5c+** 2 14 15A 40A 41B 62B 95B 94B 51
- The Bat **B4 AAA** (Any holds, optional sit start) 3 (no chips) 64
- The Beards of Zeus **B2 5c-** 4 5 20 22 48B 67B 72A 103B 71
- The Big C **B0 5a** 31 32 83B 112A 105
- The Billion Dollar Problem **B2 5c-** (2 15B 44A) 17 64B 45 99A (No Chips) 59
- The Blair Bitch Project **B7 6c+?** 6 7 25 49 73A 105 81
- The Blair Witch Project **B4 6a-** 6 7 25 49 73B 105 80
- The 'B' Team **B1 5b** 7 28 75B 108 105 90
- The Campaign Trail **B6 6b+** 11 38A 86D 34(feet only) 84A 30 81 120
- The Catwalk **B0 4c** 4B 19B 46 100A 97B 65
- The Chinese Leg Extender **B0 4b** 4 19 3 45 17 18 64 98 65
- The Crimp **B1 4c** 7 8 26 28 51 78 76A 107 86
- The Crimp Factor **B1 5b** (34 57B 86B) 85B 32 113A 81 88A 29A 28 107 107A 115
- The Dance of the Electric Penguin **B3 5c+** 9 10 32 34 35 87 113B no chips 103
- The Easy Touch **B1 4b+** 2 16 15A 14 42 Girder A 53
- The Empty House **B3 5c+** 4B 19A 47 5 6 49 50 25 72B 104A 68
- The Fallen **B5 6a** 8 29 51 105 97
- The Final Problem **B3 5c** 11 38 86C 86D 34 84A 32 113A (55) 111B 54 109A 51 106A 50 119
- The First Matrix Revolution **B5 6a** 4 20 48B 73B 52 105 73
- The Four-and-a-Half Minute Mile **B5 6b-** 7 26 51 73B 23A 20 46 63 Girder 94
- The Four Minute Mile **B5 6a-** 7 26 51 73B 48A 66 46 64A 96B 94
- The Gardener's Legs **B0 4c** (1 39B) 42 14B 17 44B 64B 45 98 47
- The Good **B0 4b** 7 26 28 51 77B 80 107A 86
- The Hand that Rocks the Cradle **B1 5b** 1 Arete 40A 14 41B 61 94 49
- The Happy World of Haribo **B3 5c-** 11 36 37 87 91B 116A 117 118

<input type="checkbox"/> The Heel of Fortune B1 5b 4 19 47 48 69 Girder	67
<input type="checkbox"/> The Iffley Job B1 5b 7 26 51 30 82 32 83 114A	90
<input type="checkbox"/> The Jen of Climbing B1 5a 2 18 46 45 65 101B	62
<input type="checkbox"/> The Jester B0 4b+ 2 16 43 63 96	53
<input type="checkbox"/> The Ladder B0 4a 2 17 16 18 43 44 63 64 98	61
<input type="checkbox"/> The Last Witch B5 6a+ 6 7 25 77A 106B 105	80
<input type="checkbox"/> The Leap from Wu-Dang Mountain B4 5c+ 7 26 51 29 54 31 85A	93
<input type="checkbox"/> The Leap of the Long Sheep B4 5c+ 7 28 51 24 73B 48A 4 46 17 16 42 14 Arête	93
<input type="checkbox"/> The Magic Carpet Ride B9 6c+? 34 32 85B 113A 55 109C 77A 108 no chips	104
<input type="checkbox"/> The Mango Tree B1 5a 11 36 37 85 90 Girder	117
<input type="checkbox"/> The Manhattan Project B2 5c? 4B 19A 66 70B 23A 52 74 106A 105	68
<input type="checkbox"/> The Matrix B2 5c 4 20 48A 73B 52 105	72
<input type="checkbox"/> The Matrix Inverted B3 5c+ 7 26 52 73B 48A 101B	92
<input type="checkbox"/> The Matrix Reloaded B3 5c+ 4 20 48A 73B 105	73
<input type="checkbox"/> The Mewlips B1 5b+ 11 37 59 92 117	118
<input type="checkbox"/> The Million Dollar Problem B0 4c- (2 15B 44B) 17 64B 45 98	59
<input type="checkbox"/> The Muppet Show B1 5b+ 2 16 63 98	55
<input type="checkbox"/> The Nose B2 5c 9 30 56 81 110	107
<input type="checkbox"/> The Other Unnamed problem B1 5b+ 4 19A 66 17 64A 15C 61B	67
<input type="checkbox"/> The Pequod B3 5c+ 7 28 25 75A 105	92
<input type="checkbox"/> The Pint Glass B1 5a 4 19B 66 47B 102B 99B	66
<input type="checkbox"/> The Rack B1 5b 27 28 29 54 88A 107A	95
<input type="checkbox"/> There is no Spoon B3 6a- Arête 11 38A 58B 116B 117	120
<input type="checkbox"/> The Right Hand Pillar B1 5b 11 36 38 89 116A 117	119
<input type="checkbox"/> The Right Stuff B0 4b 9 10 32 34 58A 85A 113B	101
<input type="checkbox"/> The Rise and Fall of the Roman Empire B1 5b 11 37 34 36 85 Girder	118
<input type="checkbox"/> The Rocker B0 4b (2 15B 44B) 17 64 46 20 68 69	59
<input type="checkbox"/> The Running Man AAA Arête 11 34 85 114	115
<input type="checkbox"/> The Sabre Dance B0 5a- (38 11 34 58A) 85A 115	114
<input type="checkbox"/> The Salmon Slap B2 5c 32 30 31 55 29 109 108 51 105	105
<input type="checkbox"/> The Self Preservation Society B1 5b+ 7 28 77B 88A 81 32 113B 114A	90
<input type="checkbox"/> The Slant B1 5b (11 36 59) 87 35 85B 114	114
<input type="checkbox"/> The Slide B1 4c (5 48) 20 23 50 73B 51 75 76B	74
<input type="checkbox"/> The Sorcerer's Apprentice B1 5b+ (7 24 51) 73B 23 22 105	83
<input type="checkbox"/> The Spanner B5 6b Arete 1 42 96B 46 4 47A 49 6 50 Girder	50
<input type="checkbox"/> The Spark that set the Flame B3 6a- (13 40A) 41A (undercut only) 94B	48

<input type="checkbox"/>	The Sting B0 4b (59 11) 34 86B 85A 32 81	114
<input type="checkbox"/>	The Stress Test B1 5b 2 16 63 65	54
<input type="checkbox"/>	The Swingers B1 5b 4B 5 20 46 16 63 61B	67
<input type="checkbox"/>	The Sword B1 5b+ 10 33 85A 114A	112
<input type="checkbox"/>	The Sword variation B1 5b+ (10 85) 114	115
<input type="checkbox"/>	The Tactile Variation B3 5c+ 2 14 15A 40A 41B 63 95B 94B	51
<input type="checkbox"/>	The Tall Man Rides a Shovelhead B4 6a- 2 16 42 61B 97B	56
<input type="checkbox"/>	The Tensor B3 5c+ 5 20 23 49 25 50 75A 105	73
<input type="checkbox"/>	The Toad B1 5b+ 4 5 20 Double Dyno[48 & 66] 100A 101B	71
<input type="checkbox"/>	The Ugly B0 4b+ (26 52 77B) 51 76B 105	82
<input type="checkbox"/>	The Ultimate Everything B8 6c 6 23A 50 78A 29 88B 32 84A 113B	79
<input type="checkbox"/>	The Unnamed Comp Problem B2 5c 6 25 52 74B 107A	80
<input type="checkbox"/>	The Very Big and the Very Big B2 5b+ 2 16 46 4A 48A 73B 75B no chips	55
<input type="checkbox"/>	The Very Small and the Very Small B4 6a- 2 16 17 98	56
<input type="checkbox"/>	The Wicked Witch of the West B3 5c+ 6 23A 50 26 54 108 110	78
<input type="checkbox"/>	The Winking Man B0 4c 7 8 28 29 54 78A 109A 106B	86
<input type="checkbox"/>	The Witching Hour B4 6b- 6 7 25 73B 105	81
<input type="checkbox"/>	The Word B1 5b+ 4B 5 20 66 45 65 99A	71
<input type="checkbox"/>	The Word Is... B1 5c- 4B 19B 66 45 65 99A	68
<input type="checkbox"/>	The Yardglass B1 5a+ 4 19 68 67A 22A 47B 69B 104B	66
<input type="checkbox"/>	The Zen of Climbing B2 5c 2 16 14B 43(slope only) 62A 96A	56
<input type="checkbox"/>	This is a Low B3 5c+ 8 29 54 77A 108 105	96
<input type="checkbox"/>	Three Pebble Pillar B1 5b (3 45) 16 43 62 95A	63
<input type="checkbox"/>	Threesome B1 5b- (38C 58A 11 34) 85A 32 81 55 110RH 80RF 108LF 109LH	115
<input type="checkbox"/>	Throbbing Heart of Steel B4 6a 11 36 Arete 85A 115 114A no chips	120
<input type="checkbox"/>	Tiffin B0 5a 7 26 28 52 78 108 105	87
<input type="checkbox"/>	Tight Rope B1 5c- 4 19A 47 66 101	68
<input type="checkbox"/>	Till her Daddy Takes her T-Bird Away B3 5c+ 7 8 29 53B 75B 25 105	96
<input type="checkbox"/>	Timmy the Tapeworm B1 5b 7 28 75B 107A	90
<input type="checkbox"/>	Titney Spears B3 5c+ 1 39A 15A 2 16 18A 3 19 4B 48A 5 6 25 26 51	51
<input type="checkbox"/>	Toad B1 5b+ 4 5 20 Double Dyno[48 & 66] 100A 101B	71
<input type="checkbox"/>	Tom's Extension AAA (4 47) 5 49 6 25 24 7 28 54 30	63
<input type="checkbox"/>	Too Funky in Here B2 6a- (51 7) 6 49 48B 48A 5 46	84
<input type="checkbox"/>	To The Girder B1 4c 4 19 20 66 70 23 73 Girder	66
<input type="checkbox"/>	Touch Me B0 5a (9B 56) 10 57 34 86C 86B 89	114
<input type="checkbox"/>	Touch Me Direct B0 5a+ 9 30 56 57 10 86B 86C 89	107

<input type="checkbox"/> Tower of Babel B1 5b (36 37) 90A 117	114
<input type="checkbox"/> Tractor B0 4b (12 41A Arete) 40B 94B	47
<input type="checkbox"/> Transvestite B0 4c 11 34 36 37 89 85 115	117
<input type="checkbox"/> Trick or Treat B0 5a 11 36 38 58A 89 90 116A 117	119
<input type="checkbox"/> Troubled Times B2 5c- 6 22 23 48A 5 4B 47A 45 17 64A 97B	78
<input type="checkbox"/> Tuxedo B1 5b 7 28 75 108 110	89
<input type="checkbox"/> Twisted Fire Starter B3 5c+ 10 33 57A 83A 113C 112A	112
<input type="checkbox"/> Twisted Sister B0 4b (77B 7) 80 29B 30 81 32 85	82
<input type="checkbox"/> Twister Variation B3 5c+ (66 4B) 20 23A 73B 52 105	64
<input type="checkbox"/> Ugly B0 4b+ (26 52 77B) 51 76B 105	82
<input type="checkbox"/> Ultimate Everything B8 6c 6 23A 50 78A 29 88B 32 84A 113B	79
<input type="checkbox"/> Underwear Everywhere B0 4c 17 18 46 64 98 99B	61
<input type="checkbox"/> Unnamed B1 5b (48A 5 19B) 67A 45 65 99A	75
<input type="checkbox"/> Unnamed Chris Problem B2 5c 9 30 84 81 110	108
<input type="checkbox"/> Unnamed Comp Problem B2 5c 6 25 52 74B 107A	80
<input type="checkbox"/> Unnamed Traverse B7 6b Arete 11 38A 116A 115 32 81 80 28 108 105	120
<input type="checkbox"/> Unnecessarily Loud Sex Noises B1 4b+ (58A 91B 36) 85A 113C	114
<input type="checkbox"/> Up and Away B2 5a 2 16 42 Girder	54
<input type="checkbox"/> Use your Illusion B1 5b 10 32 55 29 79A 108	102
<input type="checkbox"/> Use your Imagination B0 5a (53C 56 8 31) 79A 29A 28 109A 107B	82
<input type="checkbox"/> Utarefson B3 5c+ 3 19 47A 67A 99A	70
<input type="checkbox"/> Varsity B0 5a Arête 1 40B 41A 93	49
<input type="checkbox"/> Very Big and the Very Big B2 5b+ 2 16 46 4A 48A 73B 75B no chips	55
<input type="checkbox"/> Very Small and the Very Small B4 6a- 2 16 17 98	56
<input type="checkbox"/> Voyager B4 5c+ 24 25 50 72B Girder	80
<input type="checkbox"/> Wade's World B2 5c 10 34 35 85B 113B 55 110	110
<input type="checkbox"/> Waggledance B2 5c 4B 20 68 65 45 (feet only) 98 62	72
<input type="checkbox"/> Wall Separation B1 5b 2 16 42 13 39 12 95C	54
<input type="checkbox"/> Warped Love B6 6b 8 29 56 31 57B 36 86D 59 Arete One chip only	97
<input type="checkbox"/> Watching Paint Dry B0 5a- 9 10 30 32 55 81 110	101
<input type="checkbox"/> Wax on, Wax off B1 5a 11 36 38B 38C 89 91 116A 117	119
<input type="checkbox"/> Weak Like Monkey B1 5a 9 31 32 85 113	105
<input type="checkbox"/> Weak Like Small Bull B0 4b+ 9B 10 32 85A 115	101
<input type="checkbox"/> Wedding Bells B1 5a (46 3) 17 16 15 64 63 62 40A 41B 95C 94	63
<input type="checkbox"/> Wedding Hell B4 5c+ 4 19B 48A 67B 100B 103B	68
<input type="checkbox"/> Wedding Well B4 6a 7 26 53A 80 30 83B 57B 113B 114A	93

<input type="checkbox"/>	Weg! Said Zebedee B2 5c 9B 32 34 86B 112B	103
<input type="checkbox"/>	Wet Paint B1 5b 9 30 32 82A 54 81 110	102
<input type="checkbox"/>	What?!?! B3 5c 4 20 46 71A 23 75 26 108	72
<input type="checkbox"/>	Which Witch B3 5c+ 6 7 25 77 76A 53B 108 110	80
<input type="checkbox"/>	While Inventing a Nice 4b B1 5b / B0 4c (3 45) 16 43 98	59
<input type="checkbox"/>	Wicked Witch of the West B3 5c+ 6 23A 50 26 54 108 110	78
<input type="checkbox"/>	Winking Man B0 4c 7 8 28 29 54 78A 109A 106B	86
<input type="checkbox"/>	Witching Hour B4 6b- 6 7 25 73B 105	81
<input type="checkbox"/>	Word B1 5b+ 4B 5 20 66 45 65 99A	71
<input type="checkbox"/>	Word Is... B1 5c- 4B 19B 66 45 65 99A	68
<input type="checkbox"/>	'X' B0 4c (5 47A 70B) 22A 19B 100A	74
<input type="checkbox"/>	Yardglass B1 5a+ 4 19 68 67A 22A 47B 69B 104B	66
<input type="checkbox"/>	Young Pretender B1 5b- 2 16 43 14 15 41 40 94	54
<input type="checkbox"/>	Zebedee's Torment B5 6a 9 10 32 86B 112 82 110 no chips	103
<input type="checkbox"/>	Zig-Zag B1 5c-	115

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