

Chudleigh (version 1.0)

An excellent venue of steep solid limestone around 25 m high. The easy routes are very polished, but that is part of the fun. All the routes described here are on the South Face. For ease of reference, the routes are numbered as in the 1995 Climbers' Club guide and from right to left. Grades, stars and pitch lengths differ from the definitive guide and several climbs do not have their upper pitches described if these are rarely climbed. In the photo's "b" marks a belay and "x" a crux move.

Chudleigh has more in-situ gear than most British trad venues and care should be taken to back pegs up where possible. **Decent** is by walking right (facing in) from the top of the routes either all the way back to the approach path or down a path right (facing in) of TNT and a short scramble down some tree roots in a gully.

The areas to the right of Chudleigh Overhang, the right of Saturn V, under Loot and the cave above Wogs are popular bouldering spots.

Access

From the A38 from Exeter, drive through Chudleigh town centre until you see Rock Lane on your left (just after the petrol station, and with the police station on the corner). Approx 300m down Rock Lane park on the right just before a kissing gate on the right and before the red "no parking" signs. (From Plymouth leave the A38 for Chudleigh and you will find Rock Lane on the right and before the petrol station.) Walk through the gate and follow the path to the south face. If you find yourself down by the stream, head back up.

You should find yourself looking directly at the first route as you make the final scramble down to the path that hugs the base of the cliff.

8 Chudleigh Overhang HVS 5a *

12m Climb the wide crack, layback around the roof (crux) and scramble left to peg and wire belay. Ab' off.

10 Dripdry E4 6b *

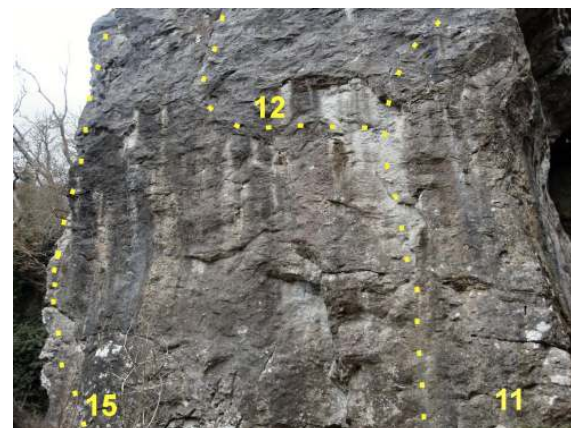
12m Climb the polished crack and via the two threads above to peg and wire belay. Ab' off.

11 Logic E1 5b *

12m The peg can be backed up by a bomber wire above the overlap. Peg and wire belay. Ab' off.

12 Gagool E2 5b *

15m Back the peg up as for Logic and keep cool. Peg and wire belay. Ab' off.



15 Combined Ops E2 5b **

22 m The crux is pulling back right near the top and reaching up for a downward pointing fang. Ab' off from the peg and bolt. (Take rock 1 and 2 or large RPs.)

16 Combat E4 6a *

22 m The start is polished and with ground fall potential. The crux is reaching the arête. E3 for the tall.

16.1 Combined Combat E3 5c **

22m A fine combination that avoids Combat's polished start. The poor thread new the top can easily be backed up.

19 Oesophagus E1 5b *

28m You need to be able to jam.

21 Sarcophagus VS 4b ***

A classic struggle – the polish is part of the fun.

35m Traditionally done in three pitches.

27 Green Mantle D

28m Good for a first climb.

28 Tar Baby S 4a

28m The crux is swinging left.

The following two routes are on Space Buttress. This lies above and left of the start of Green Mantle and is reached either by scrambling up the gully left of Green Mantle, or via the tree root gully right of TNT.

31 Saturn Five E2 5b **

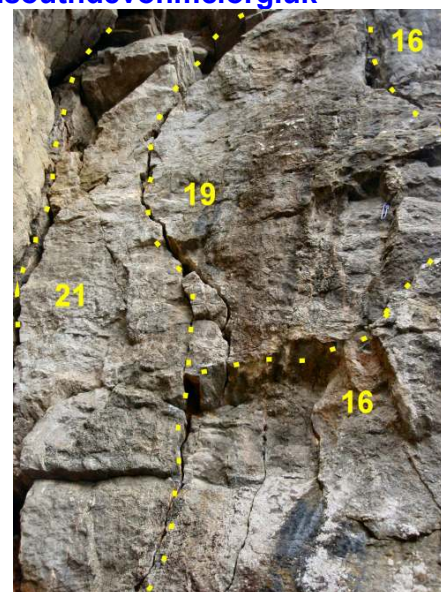
15m Steep and fun. Start on top of the cage. The direct version is E3 6a and the second needs to spot the first few moves. (Large cams useful for the nervous.)

32 Major Tom E3 6a *

12m Clipping the peg is hard for the short.

42 Salome S 4a

15m Start on the right at the foot of the ramp. The crux is at the top.



43 **Seventh Veil** 5a (top rope)
12m Britain's most polished climb? Set the rope from the big tree at the top of the gully.

44 **Seventh Veil Direct** 5b * (top rope)
12m More polish. Set the rope from the big tree at the top of the gully.

45 **Hot Ice** E4 6a **
10m Often soloed, but there is a wire at half height. Mats useful.

46 **TNT** HVS 5a
10 m

47 **Guy Fawkes' Crack** HVS 5a *
12m

48 **Smoke Gets in Your Eyes** E3 6a **
20m Will test whether you can truly climb.

51 **Loot** E1 5c **
25m The initial chimney is hard and exited when you get stuck by a committing move left. Most find reaching and climbing the final crack all too much.

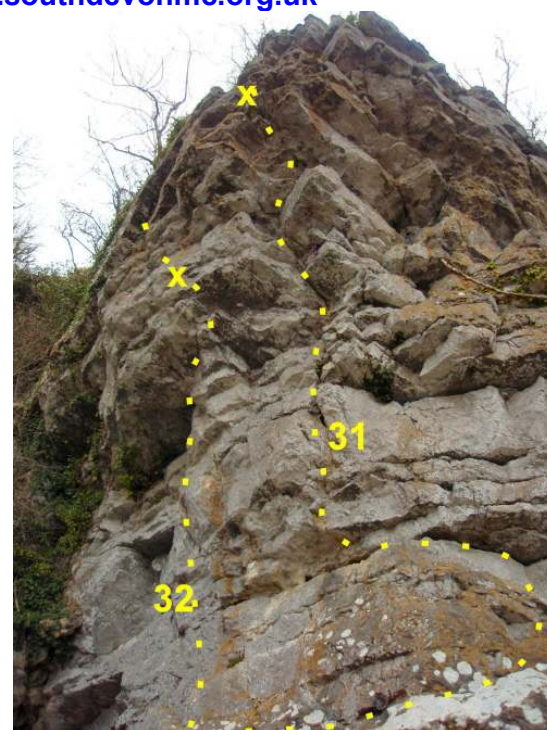
54 **Twang** E1 5b **
22 m Not to be underestimated. (The peg has recently been removed and not been replaced.) The short will find getting onto the lower slab the crux; the timid will have a heart attack swinging out right at the top.

55 **Highly Strung** E4 6b
20m The blunt arête. Check you trust the pegs before you climb it. Bridging out right is cheating.

56 **Reek** HS 4b *
20m The crux is pulling up left from the wide ledge near the start. If you struggle, trend right not straight up the short corner. Either way, use wires in opposition and don't pull them out with your knee.

57 **Spearhead** HS 4b
20m

58 **Leek** HS 4b
20m



59 Barn Owl Crack HVD *

20m Excellent fun. Check for bees in summer.

The next two routes start 10m up the face on an obvious terrace.

62 The Slot HVS 5b/c *

20m A real struggle – the start of the corner is the crux. Big hex's or cams useful.

63 Panga E2/3 6a *

20m Great fun. Climb up the slight groove (peg) and step powerfully left (crux) to the obvious foot hold, climb up (peg) and head for the lower-off tat.

68 Machete Wall E2 5c (or HVS/A1) ***

30m The best route at Chudleigh? Scramble up onto the pedestal, arrange pro', head up and right to a peg (rock 3 back up), pull up into the sentry box (peg; crux) and head forcefully left to crawl onto the slab. Up to the overhang and pull over on the left into the groove.

69 Mortality Crisis E4 6a *

32m Perfect rock. Start up Machete Wall but trend up and left at the first hard move (new peg). Climb up and left past a peg to rest on the arête. Finally up right via a tread and an undercut to the top.

70 Penny Lane E3 6b ***

38m One hard move followed by a sustained upper crack. From part way up Inkerman Grove Direct, head right to a peg and bomber wire. Traverse right (crux) to meet Machete Wall. Up the slab to move left and up the hard finishing crack.

71 Inkerman Grove VS 4c ***

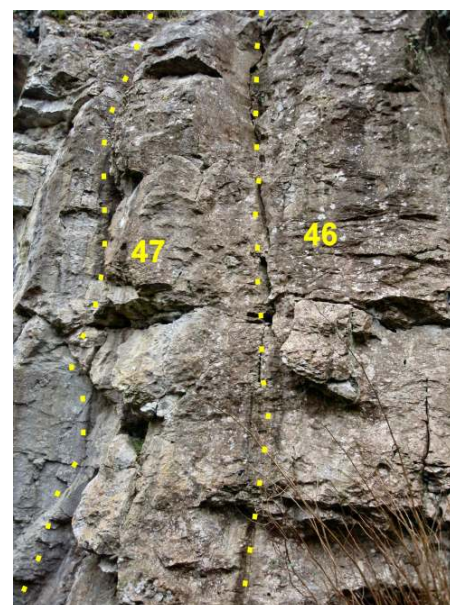
32m Up Wogs until you can pull right onto the slab, traverse right into the corner and follow this (crux) looking for handholds on the right until you can follow the obvious rake out rightwards.

72 Inkerman Grove Direct VS 5a **

32m The difficulty of the pull over the roof depends on how far left you allow yourself to travel. The upper grove contains some loose rock.

73 Black Death E4 6a ***

32m The peg can easily be backed up. There is plenty of pro' higher up if you have the strength to place it.



74 White Life E5 6b **

32m Up Black Death until you can step left past three pegs.

76 Wogs HVD 4a ***

40m Not to be underestimated. There is a 4a move 3m up and another to exit the sentry box. Can be broken into any number of pitches. Belay at the large tree just before the top and scramble right over the wall.

77 Sisyphus VS 4b

35m Often vegetated.

81 Never on a Sunday HS **

20m 4a.

20m 4b.

82 Leap Year Finish VS 5a *

15m Hard to find on first acquaintance. From nearly the top of Never on a Sunday (just when the mud and trees start), step left onto the steep slab and place a thread with difficulty. Traverse left and slightly down in an exposed position to a good foothold. Climb up then left.

Now there is a peg on the first pitch of The Spider, many choose to do the first pitch of this before the final pitches of the next four routes.

84 The Fly HVS **

18m 4b. To a three peg belay.

20m 5a. (Belay on the tree, then scramble to finish.)

85 The Spy E3 *

25m 5b

25m 5c

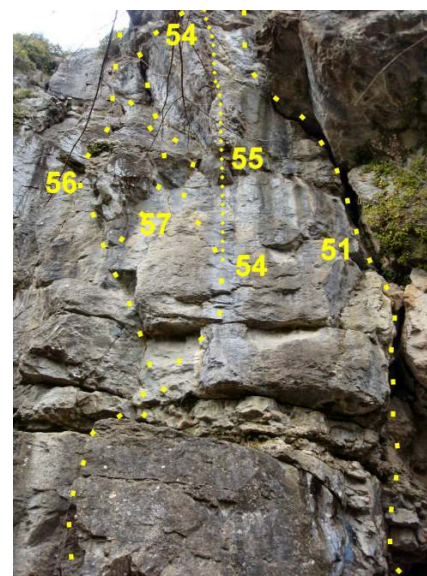
86 The Spider E1 ***

The second best route at Chudleigh? Even better as a single pitch if you take care to avoid rope drag.

15m 5a It is worth arranging protection on the right on a long sling before the pull left onto the slab. Hopefully you will find a peg above, if not, be prepared to stay calm. Three peg belay.

28m 5b The final fight to the tree stump can be broken by a semi-rest on the left.

87 Great Western HVS **



20m 4b To three peg belay.

10m 5a Up to the roof (peg and wires). Pull left (crux, have a number 6 rock ready on an extender) and up left before your arms give up. Belay on the tree, then scramble to finish.

