

The Dewerstone

A rock climbers' guide

by Tim Dennell

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*The comprehensive guide to
climbing at The Dewerstone*



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These 34 pages print well in B/W

I assumed that most users would want to print this material.
The layout, therefore, was designed with this uppermost in mind.
You will need 34 sheets of A4 paper to print this guide, in its entirety.
If you want the route descriptions only, then print pages 4 ~ 29.

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Production notes

My thanks to Dave Henderson and Simon Blagdon, for their support in producing this 2002 edition, and for supplying new route information. Also, to all those who contributed to previous (printed) editions.

Robin Dennell for proofing. Produced using word processing and DTP software.

PDF formatted, for the Internet, using Adobe Acrobat® & Adobe PDF Writer. www.adobe.com

The computer platform was an Apple  . www.apple.com

Text and layout by Tim Dennell.

If you like this guide, please create a link to it on your website.

Details of new routes & any comments about grades, descriptions, stars etc. can be emailed to: timmyden@hotmail.com

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Back to start

***For the low to intermediate grade climber,
The Dewerstone is one of the finest crags in the UK***

APPROACH ~ from the car park

The Dewerstone is located near Shaugh Prior, on the outskirts of Plymouth, in South Devon. UK .

O.S. Map **Dartmoor**, Outdoor Leisure series, sheet 28, GR 538 638.

www.multimap.com (Then keyword search for *Shaugh Prior*.)

Type of rock: Granite

From the car park, by Shaugh Bridge (located where the rivers' Plym and Meavy meet), cross the wooden footbridge and follow a rough, granite, trackway uphill. After 250 metres (approx. halfway up the track), turn off to the right and follow a path, that runs parallel to (and well above) the river Plym, leading to the main crag areas.

After a few hundred metres, the first area of rock becomes visible, through the trees to the left. This is **The Tower**, and it is bounded on its right by vegetated, broken, rock.

After **The Tower**, also to your left, is a square cut bay, with clean slabs to its right. This is **Penny Bay**. Directly ahead, the top of **Pinnacle Buttress** can be seen. By following muddy steps, steeply downwards, the base of **Colonel's Arête** and the **Devil's Rock** area is reached.

Needle Arête is to the right of **Devil's Rock**, 75 metres up the wooded slope. Right again is **Lower Raven Buttress**. Immediately above **Lower Raven Buttress**, but largely hidden behind it (*if viewed from the top of the Devil's Rock*), is **Upper Raven Buttress**. If, from the **Devil's Rock**, you follow the riverside path, upstream, for 500 metres, **Crow Buttress** is reached. This buttress is seldom visited.

DESCENTS

Paths are fairly obvious, and should be kept to; because the woods are environmentally important. Care needs to be taken in wet, or dark, conditions.

- From **The Tower**Scramble off left from the top.
- Penny Bay, Agag's and Mambo Slabs** areaWalk of rightwards.
- Pinnacle Buttress to Vala** finishesWalk off leftwards.
- Central Groove to Route B** finishesWalk of rightwards.
- Needle Rock**Walk off rightwards.
- Lower and Upper Raven Buttresses**Walk off rightwards.



In the event of an accident, the nearest public phone box is located beside the road, that leads into Shaugh Prior village.

THE CLIMBING ~ Starts next page ▼



THE TOOTH area

A subsidiary buttress, **The Tooth**, is clearly visible from the road leading down from Bickleigh. To reach it, follow the paved track, *past the turn-off to the main areas*, and follow the paved track up, and round a sharp bend. **The Tooth** is on the right, and obvious. *The name comes from its resemblance to a Shark's tooth.*

The first route, **BRUISED HEELS 40' E1 5B** climbs a steep wall, and arête, past two (occasional) pegs, to gain a wide crack. (1987)

Left of **Bruised Heels**, around a corner, is a wide groove, Difficult; then some easy slabs. These slabs are also the usual descent.

BRUISED FEELINGS 40' VERY SEVERE 4C (1998)

Start 1 metre right of **Bruised Heels**. Climb the right arête. Trend leftwards, to a roof crack, to join and finish as for **Bruised Heels**.

Bouldering: Two R/L traverses of this wall are both 5c.

Up the hill, and to the right of the **Bruised Heels** wall, is a small quarry.

SLAPPING FLAPPING FAFFING FATHER E1 5A (2001)

On the right-hand side of the right wall (just left of the arête), there is a rusty coloured area of rock, with a tree at the top. Climb this wall, with protection low down, until a long reach gains a hold on the arête. Finish up the arête, and through the tree above.

If you follow the path past **The Tooth**, for a further 100 metres (towards the Dewerstone Cottage ~ now a Scout hut), you come to a large boulder. This holds two routes:

OBLONG E2 5B (1999)

Very bold. Start on good holds and climb to a break. Step right, until below a slight crack, and climb direct to the top. Finishing holds are described as 'rough and slopey'.

To the right of **Oblong** is an arête and crack. This gives:

DR GREENTHUMBS HVS 5A (1999)

THE TOWER

Walking along the path to the main areas (after taking the turn-off), the first area of rock becomes visible, through trees to the left.

WINDOWPANE 40' VERY SEVERE 4C (1980s)

1) 4c. The short, dogleg crack on the left wall, hard to start. Use of a foot, on the gully wall, reduces the grade.

TOWER CRACK 40' HARD SEVERE 4B ★★

1) 4b. A cracking route. Climb the obvious wide crack with increasing difficulty.

WINDOWSILL 60' HARD SEVERE 4A (1958)

1) 4a. Unique. From the left, climb the nose, then the tree, until it is possible to move into the hanging chimney. Ascend this, taking care not to fall out sideways.

WINDOW SLIT 60' VERY DIFFICULT 3B ★ (1950s)

One for the agoraphobic, may turn you claustrophobic.

1) 3b. As for **Windowsill**, then sidle into the passageway, and ascend towards daylight. Those of large shoulders, inflatable chests and hard heads have been known to descend headfirst, using body torque to control their descent.

The outside of the tower has been climbed by two lines: **Tower Corner** and **Tower Stairs**. Both are graded Very Difficult.



PENNY BAY

Twenty metres right is a three-sided bay. The left side offers some possible descents (climbed as **Open Chimney** and **Left Wall**) and one route, **Hyphen**, Difficult, climbing the narrow, curving, crack.

The green, leaning, back wall holds two routes. *These routes are seldom attempted, or even identified.* The green hole, leading up behind a block, provides the unfortunately named **Admiral's Hole**, Severe, for connoisseurs of the squirm and thrutch. The overgrown chimney provides **Circle Climb**, also Severe.

PENNY BAY ~ Right wall

Descents for the following routes. Walk off rightwards.

WOBBLING WALL 50' E1 5B+ ★ (1979)

Strenuous. Protection has to be worked for.

1) 5b. Near the back of the bay, climb the rounded breaks; then boldly climb up the black quartz vein, to join the finish of **Agag's Direct**.

VARIATION E2 5C+

At the top of the black vein, move left under the overhang and finish up the slanting crack. Hard.

TWITTERING CRACK 40' HARD VERY SEVERE 5A (1960s)

2) 5a. Climb the crack in the centre of the wall, moving left at half height to finish direct, and join **Agag's Direct**. Harder than it looks.

SAINT'S NICHE 50' SEVERE 4B (1950)

3) 4b. Short and strenuous. Start in the niche, at the right end of the wall. Climb this, using jams and bridging, to join **Agag's Direct**. Move into **Agag's Slab** to finish.

AGAG'S SLAB area

AGAG'S DIRECT 50' VERY SEVERE 4B (1960s)

1) 4b. Climb the outside edge of the slab; with a hard, unprotected, move at half height. The crux is pulling over the top bulge, this move is protected.

AGAG'S SLAB 50' DIFFICULT (1950)

1) 3a. Climb the centre of the slab. Popular, but bold. Often occupied by outdoor education groups, and consequently becoming polished.

Right of **Agag's Slab** is a very vegetated slab and corner. This is climbed by:

THE GARDEN PATH 50' DIFFICULT (1993)

1) Start as for **Noddy**. Climb the vegetated slab and corner.

Right again, rising from a block with a pointed top, is a short wall, beneath a hanging bulge. This is the start of:

NODDY 50' VERY SEVERE 4B (1980)

Much better than it looks. Start by the pointed block.

1) 4b. A short wall is surmounted by a tricky move to arrive onto a slab, under the overhang. Protection. Move up right, into a groove (rocks, or small Friend), then step precariously left onto the bulge. One delicate step up leads to an easy slab. Climb the slab to the top.



MAMBO SLAB area

Mambo is the larger, blackish, slab to the right; with an overhang at two-thirds height.

GOBLIN 50' VERY SEVERE 4C ★ (1969)

1) 4c. Climb the left side of the slab to the overhang (good Rocks), reach over to good holds and traverse left, until a step up leads to the upper slab. The overhang can also be surmounted direct, using a good hold and heel hook ~ hard 5a. Moving up right, under the overhang, to join **Mambo Slab**, is Severe.

MAMBO SLAB 50' DIFFICULT (1960s)

Good protection on its upper half.

1) 3b. Start up the centre of the slab, until it is possible to follow a crack, rightwards, into the corner (or, climb the corner direct). Finish up this corner, passing a tree stump.

ELF 50' VERY SEVERE 4B (1993)

1) 4b. Climb directly up the centre of the slab, to the uppermost overhang. Mantle over this to reach a tree belay. (Touching the tree branch with hand, foot or back reduces the grade. The climb will be improved when the branch eventually disappears.)

CAESAR'S NOSE 40' HARD SEVERE 4A ★★ (1950s)

1) 4a. Climb the corner, on the right-hand side of the slab, until it is possible to step out onto the arête. Climb this arête to finish, via a diagonal crack.

The arête has also been started direct. Harder.

CADBURY'S FLAKE 35' SEVERE 4A (1993)

Start 3 metres right of **Caesar's Nose**, beneath a niche and large, rightward, curving cracks.

1) 4a. Climb into the niche, pull directly out of this to reach the first curving crack. Stand in this to reach the second crack, and follow this to the top.

HALCYON DAZE 120' E1 5B+ (1993)

A right to left girdle of the buttress, the meat of it is in its last pitch.

Start up the slope, on the right-hand side of the buttress, just below the top.

1) 4a/b. Climb leftward, to the finish of **Caesar's Nose**. Reverse **Caesar's Nose** to step left into the corner. Cross the slab to the overhang of **Goblin**, step down and move into the corner of **Noddy**. Step onto the bulge and move up to a belay.

2) 5b. Climb down slightly, and into the **Garden Path**. Cross another small corner, then **Agag's Slab**, to reach the top of the corner of **Saint's Niche**. Ugly moves, round the arête, lead into **Twittering Crack**. Traverse to the vein of **Wobbling Wall** (Pg 5), and boldly finish up this.

PINNACLE BUTTRESS ~ next page ▼



PINNACLE BUTTRESS

Left wall of PINNACLE BUTTRESS

Level with the top of *Caesar's Nose*, and 8 metres to the right, is a short wall with an overhang at around 20ft. This is taken by:

HAGAR THE HORRIBLE 40' E4 6A ★ (1986)

There is groundfall potential from the crux; careful protection and a nifty second useful. Harder when greasy.

1) 5c. Climb the gymnastic wall to the roof. From here strength, stamina and technique will lead you over the roof to reach the gruesome, slanting crack, and a pull over onto the slab. Lack of these will bring you back down to earth.

Immediately right of *Hagar*, is a wall with a right to left, slanting, crack splitting its upper part. (This crack branches out left from *Holly Tree Wall Direct*.)

GNASHER 40' HARD VERY SEVERE 5B ★ (1993)

1) 5b. Start as for *Holly Tree Wall Direct*. On the sloping slab, just after the initial moves, immediately move left, and climb the wall, via a knobble, to reach the crack. Climb the widening crack with difficulty. (The crack can also be entered from *HTWD*.)

Right of *Hagar/Gnasher* is a blocky tower; with a tree at half height, and a slanting crack above, and to the left.

HOLLY TREE WALL DIRECT 50' HARD VERY SEVERE 5A (1960s)

1) 5a. Climb the wide, slanting, crack; with a hard layaway move to reach the large chockstone at the top. This route has a bold feel to it.

RUFTY TUFTY 50' E1 5B+ (1991)

1) 5b. Climb *Holly Tree Wall* to the tree; move left, along a tree branch, to a flared, slanting, crack. Climb this crack with difficulty. Friends essential, elastoplast useful!

HOLLY TREE WALL 50' DIFFICULT (1949)

Climb to the tree, then the chimney behind.

PINNACLE CHIMNEY 45' VERY DIFFICULT

1) 3c. Climb the chimney to the pinnacle, then the steep left wall, to a belay. Follow the easiest line to the top.

TROY 40' HARD VERY SEVERE 5A (1994)

Right of *Pinnacle Chimney* is a slender pillar of rock.

Troy climbs the right-hand side of the pillar. Bold and strenuous, but with good Friend placements at half height. Avoiding the layback, at the top, lowers the grade.

1) 5a. Climb the right-hand side, of the face of the pillar, as directly as possible.

Front face of PINNACLE BUTTRESS ~ next page ▼



Front face of PINNACLE BUTTRESS

PINNACLE BUTTRESS DIRECT 120' SEVERE 4A ★ (1950s)

Start at the top of the steps, beneath the foot of the buttress.

- 1) 4a. Climb the block, moving right, to its edge (small spike); then move round to the top of the chimney. Belay.
- 2) 4a. Climb up over blocks, to a wall with a jagged crack on its left. Climb this crack, and belay on the ledge.
- 3) 4a. Climb the crack in the wall, leaving it to go up direct. Climb over the pinnacle, and step across the gap to a short wall; this wall leads to the belay. The gap has been jumped, starting from the very top of the pinnacle: **The Devil's Jump**.

VARIATION

- 3a) 4a. Move out right, from the ledge; take the overhang direct (bold), and climb to the pinnacle. Step across to belay.

PINNACLE BUTTRESS 120' DIFFICULT ★ (1949)

Start below a small chimney, 5 metres left of **Mucky Gully**.

- 1) 3a. Bridge the chimney. Belay.
- 2) 3a. Climb over blocks to a ledge, and a belay.
- 3) 3a. Move out right, to an airy wall overlooking the gully. Climb up this wall, then move back left, to a ledge. Belay
- 4) 3a. Move back right, climb up the wall, go around the pinnacle (to the right), and step across the gap, to the top of **Mucky Gully**, and a short wall. Climb this wall.

VARIATION HARD SEVERE 4A

- 3a) 4a. Move out left from the ledge, climb direct to another ledge, from where the summit block is reached.

MUCKY GULLY 140' DIFFICULT ★★ (1949)

Now clean. Often queued for. Best done in one runout, though it could be split into three pitches, if required. Large gear useful. Start halfway up the steps, and 5 metres to the side, below the gully.

- 1) 3a. Climb the gully, past where it narrows near the top (chockstones); then climb the short wall on the right, to gain belays.

REVERSE CLEFT 80' SEVERE 4A (1949)

- 1) 4a. Energetic. Climb **Mucky Gully**, to the obvious wide crack on the right wall. Take this crack direct.

COLONEL'S CAVORT 135' HARD SEVERE 4A+ (1949)

Useful, for those who have done **Colonel's Arête** a number of times.

Start right of **Mucky Gully**, on the opposite side of the nose from the start of **Colonel's Arête** (Pg 9).

- 1) 3a. Climb a crack, and move right, to a ledge; below the tree belay of the second pitch of **Colonel's Arête**. Belay here, or on the tree.
- 2) 4a. Climb round onto the wall, left of the arête, to join a wide crack. Struggle up this crack, with as much elegance as you can muster, to rejoin the arête. There is some loose rock at the top of this pitch. Tree belay.
- 3) 3a. Climb to the top of the pinnacle, and step across to the top.

COLONEL'S ARÊTE area ~ next page ▼



COLONEL'S ARÊTE area

COLONEL'S ARÊTE 130' VERY DIFFICULT ★★

(1948)

A classic excursion. Start beneath a short, earthy, wall; bounded by a wide, curving, crack on its left side.

1) 3b. Either climb the wall carefully, and scramble to belay beneath another short wall, or climb the crack to reach the same belay.

2) 3a. Move left, and mantleshelf onto a small ledge. Climb direct to a tree belay.

3) 3c. Climb the curving crack (crux for most), and move up to another tree belay. The arête, to the left of the crack, can also be climbed.

4) 3a. Climb the pinnacle, then fall, step or jump across the gap. Nervous seconds have been known to threaten to bivouac on top of the pinnacle.

VARIATIONSTARTS

To the left of the start of *Colonel's Arête*, are two short arêtes, both join the parent climb at the start of the second pitch. The first arête is climbed at 4b standard.

The second arête at 4c standard.

Bouldering

Below *Colonel's Arête*, by the side of the river, is a large, overhanging, block.

Various ways up this block have been found. One of the best starts in the recess and climbs up direct, via a crack. 20'. Very Severe 4c. Strenuous. *It can also be led.*

On the side of the block, facing the river, is an undercut, triangular shaped wall.

This wall is climbed, direct, by **Batfink**, 5c.

F A S. Blagdon. 1999

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MAIN GULLY

Right of *Colonel's Arête*, is the wooded **Main Gully**. This is reached by the first pitch of *Colonel's Arête* (Pg 9). A few climbs have been put up on its walls.

SAYONARA 40' HARD VERY SEVERE 5A (1992)

1) 5a. Start on the pointed block, 3 metres left of an old tree. Climb the slab, over a bulge, towards the arête. Follow the arête to the top.

IF I SHOULD FALL FROM GRACE WITH GOD 40' E3 5C (1992)

1) 5c. Start below the pointed block. Hand traverse beneath the overhanging arête, surmount this overhang, and follow the arête to the top. *The grade is unconfirmed.*

DARK CLEFT 40' VERY DIFFICULT (1950s)

Start three-quarters of the way up the gully, below a large chimney.

1) 3a. Climb the chimney, then traverse right at half height. Move up, and then back left, into the chimney, and climb this until you can step onto the top pitch of *Colonel's Arête*.

THE ECHO 40' HARD VERY SEVERE 5A (1977)

Possibly requires a clean.

1) 5a. Climb the obvious finger crack, left of *Dark Cleft*, to a ledge; then layback the edge on the right to the top.

KERNOW 40' SEVERE 4B (1950s)

Start as for *Dark Cleft*.

1) 4b. Climb the wall to the overhang, make a tricky move to pass this, climb to a belay.

THE TUNNEL 15' DIFFICULT (1949)

At the top of the gully is a 15-foot natural tunnel. Climb up this.

SUSPENSION WALL 40' SEVERE (1950s)

Start at the foot of *The Tunnel*. Traverse right on the wall, until clear of the overhang, then climb straight up to a belay.

THE HIGH TRAVERSE 40' VERY DIFFICULT (1949)

The bulk of this has been incorporated into *Vineyard*. However from the top of *Colonel's Arête*, it is possible to walk down beneath a black, leaning, wall.

Good position.

1) 3a. Step right and climb a short groove. Traverse delicately right, using underclings, until clear of the overhang, then climb a groove to the top, via a tree.



VINEYARD area ~ next page ▼

VINEYARD area

Right of **Main Gully**, and the start of **Colonel's Arête**, is a good clean wall; bounded by a large block on the right.

WRATH OF GRAPES 135' E3 5C ★★ *The grade is unconfirmed.* (1990)

- 1) 5c. Climb the arête left of **Vineyard**, moving left at the overhang (Friends essential). Climb strenuously to the belay above.
- 2) 4a. Follow pitch two of **Vineyard**.
- 3) 5b. Climb the groove for a few feet, then traverse right, on tourmaline handholds, onto a wall. Climb the wall, that's directly below **Inkspots Hangover**, and finish as for that route.

VARIATION ~ THE GRAPEVINE E3 6A *The grade is unconfirmed.* (1991)

- 1a) 6a. Climb the groove for a few feet, move out left, onto the wall, and climb direct to the belay.

VINEYARD 135' HARD SEVERE 4B ★ (1952)

Start just left of the large block.

- 1) 4b. Climb the cracks, passing a hard move, to reach a slab that leads to a ledge, and a tree belay.
- 2) 4a. Make a rising traverse, using underclings in places, to move left into an earthy groove. This groove leads to a short slab, and a spacious ledge.
- 3) 3c. Climb the hanging corner.
- 4) 3c. Traverse across the wall, using underclings, to reach a short corner. Climb this corner, past a tree, to a belay.

VINEYARD VARIATION HARD SEVERE 4B

At the end of the traverse, on pitch two, belay in the gully.

- 3) 4b. Move left to a wide crack. Use this crack to climb out onto the arête. Follow the arête to a grass ledge, and a tree belay.
- 4) 3c. Finish up the short groove above, to reach the top.

The leaning black wall, above pitch **4** of **VINEYARD**, is taken by two routes:

INKSPOTS HANGOVER 25' E1 5A+ ★ (1962)

This route was a popular HVS, until a key thread runner disappeared. It is still possible to drape a thin sling over a large hold, near the top.

- 1) 5a. Strenuous. Climb the right-hand end of the wall on large holds. Finish (crux) with a sense of urgency.

PINKSPOTS HEADACHE 25' E1 5A+ (1980s)

- 1) 5a. Climb the roof to the left of **Inkspots Hangover**. Hard to finish.

VINEYARD area ~ continues next page ▼



VINEYARD area continued

The starts to the next three routes are all located at the base of the cliffs, a few metres to the left of the start of **Central Groove** (Pg 13), and the **Devil's Rock** area. An arête, with a large block at its base, is an obvious landmark.

CRETIN'S CAVORT 60' HARD VERY SEVERE 4C+ (1962)

This climb takes the arête left of **Leviathan**. Start as for **Vineyard** (Pg 11).

1) 4c. Climb onto the large block on the right. Then climb the wall, and arête, to reach a grassy ledge. Hard on the fingers. Friend 1 useful near the top.

LEVIATHAN 60' VERY SEVERE 4C ★★★ (1957)

Superb crack and corner climbing, up the side of the arête. A poorer second pitch. Start from the top of the large block.

1) 4c. Climb the corner, moving right near the top, to reach a spacious ledge.

A variation is: Instead of the move right, continue up direct. HVS 5a. (1969)

Most abseil off the tree (A bolt abseil point would save wear and tear on the poor tree; would anyone really object?), but you can go on to:

2) 4a. Climb rightwards, and up, through vegetation until above the corner of **Central Groove** (Pg 13). Continue right, across a ramp, until below a slabby corner. Finish up this corner.

EXTENDABLE ARMS 155' E2 5C ★ (1979)

Two contrasting pitches with a good climax. E1 if the first pitch only is climbed.

Start as for **Leviathan**.

1) 5c. Start as for **Leviathan**. Move right, onto the arête, and follow this, passing overlaps (crux), to reach a good ledge, and a tree belay.

2) 5b/c. Climb up, and rightwards, until above **Central Groove's** corner. Take the hanging wall direct, on large holds, to a crack. Climb the crack to the top. Brutal, but there is some protection.

The DEVIL'S ROCK area

VALA 160' HARD VERY SEVERE 5A- ★★★ (1963)

Good strenuous climbing, but there are resting places. Be warned, the cracks 'eat' Friends. Start as for **Central Groove** (Pg 13).

1) 5a-. Climb **Central Groove**, until it's possible to move left, and layback round an overhang. Continue up to the main overhang, a long reach directly over this leads to increasingly better holds, and a ledge. Most abseil off, but you can go on to:

2) 4a. Walk down left behind a flake until beneath a small overhang, surmount this to gain a ledge. Overgrown.

3) 5a+. Climb the problematic wall, between the two chimneys, finishing up a slab. Hard.

The DEVIL'S ROCK area ~ continues next page ▼



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The DEVIL'S ROCK area continued

RETURN FROM THE KURDS 160' E1 5C ☆ (1991)

Very eliminate, but with some good climbing. If the crux is avoided, by climbing past it on the left, the grade is reduced to a still worthwhile HVS 5b.

A very blinkered approach must be taken to holds on **Central Groove**.

1) 5c. Start 4 metres left of **Central Groove**. Climb a slabby wall to reach a steeper one, left of **Central Groove's** crack. Take this wall on well-spaced, small holds, to a small overhang (left of the bollard/thread on **Central Groove**). Surmount the overhang direct, to reach a good flake, and continue up the shallow corner. Just before the ledge, move round the arête on the right, via a break (Friends). Powerful moves up (crux) lead to a slab, and a belay beneath the final bulge of **Extendable Arms** (Pg 12).

2) 4b. Move up right, through ivy, and take the bulge at its right-hand end, to reach the top.

CENTRAL GROOVE 160' HARD SEVERE 4B ★★★ (1949)

Holds and protection abound. Start below the obvious large corner.

1) 4b. Climb the cracked wall to the start of the corner. Climb this, by a variety of techniques, until the overhangs become oppressive. Move out, onto the wall, using large holds, and climb up to an airy belay on the arête. Or, finish directly up the corner. Harder.

2) 4b. Climb a short wall to a ramp. Move right, across this ramp, and finish up the hanging corner above, by layback and finger jams. It is possible to climb the slab, right of the corner; harder, and worrying to lead.

CENTRAL GROOVE ~ VARIATIONS

2a) 4b. After traversing the ramp, move up, and round a bulge, left of the corner, and follow a crack to the top. This is a good variation, and the original finish. Very worthwhile.

2b) 5a. A thin crack also goes over the bulge, between 2a (above) and the corner. This is the 5a finish to **Fruitflancase** (Pg 14).

2c) 3a. Climb up left, below an overhang (of **Extendable Arms**), move left and climb up a small chimney, just left of a tree. Barely worthwhile.

SCIMITAR 170' E1 5A ★★ (1968)

The Littlejohn touch. **Simitar** climbs the centre of the wall, that's to the right of the corner of **Central Groove**. Both strenuous on the fingers and bold, once on the main wall.

There is protection with Friends and thin slings, but it can seem a long way away.

Traversing into **Central Groove** for protection lowers the grade, and shouldn't be banked on. Good ropework required to avoid rope drag, round the overhang.

1) 5a+. Climb **Central Groove** for 15 feet, until it's possible to step right, out onto a bottomless, hanging, slab. Climb this to a roof (Peg). Traverse left, under the roof, until under the hanging wall. Make a hard move up (technical crux), to establish yourself on the wall. Climb the wall direct, moving slightly left near the top, and then climb to the belay of **Central Groove**, on the arête.

2) 4b. Finish as for **Central Groove**.

SCIMITAR DIRECT 75' E1 5B+ ★ (1980s/90s)

1) E1 5b+. At the point where you step out onto the slab for **Simitar**, climb direct to the roof, via a thin crack. After the move round the roof (as for **Scimitar**), traverse right, to the arête. Climb this arête, passing pegs on the main face.

Bold, for its grade.

The roof, connecting the start and the arête, has yet to be climbed direct...



The DEVIL'S ROCK area continued

FRUITFLANCASE 150' E1 5A ★★

(1969)

E1 if you're a HVS leader, HVS if you're an E1 leader. Sustained, but well protected.

Fruitflancase climbs the obvious crack that splits the main wall, above two overhangs.

A varied selection of Rocks are useful.

1) 5a. As for **Scimitar** (Pg 13), to the peg under the roof. Make hard moves right, and up, round the overhang, to gain the crack. Climb strenuously up this crack, to gain a ledge, via a final hard move.

2) 4c. Climb up to the left, on broken rock, to a short rounded crack, right of the rake taken by **Leviathan** (Pg 12). Climb the crack to the belay, below the final pitch of **Central Groove** (Pg 13).

3) 5a. Just left of the belay (and the final corner of **CG**), a rounded crack breaks through the overhanging wall (See Pg 13). Climb this crack direct, and finish up the slab above.

GIDEON 155' E1 5B ★★

(1962/1969)

A must for any aspiring extreme leader. Good protection, but little room for second thoughts on a hard crux. Sustained.

1) 5b. As for **Scimitar**, to the peg under the roof. Move right, and up, over the overhang, into the crack of **Fruitflancase**. Move immediately right, into another crack, with a spike at its base. A hard move up gains good, protruding, jugs. Stand on these (hidden hold), and climb more easily to a ledge.

2) 4c. Climb the narrow crack, and finish as for **Central Groove** (Pg 13).

ENERGY CRISIS 80' E4 6A

(1978)

Essentially, a direct start to **Gideon**. May need cleaning. Start left of **CC Direct**.

This route takes the small roof, then the thin crack leading up to the spike on **Gideon**.

NB: *A side runner was used on the 1st ascent.*

1) 6a. Climb up to the roof, a hard move surmounts it. Climb the crack, also using the arête to the left, to join **Gideon**.

CLIMBERS' CLUB DIRECT 150' HARD VERY SEVERE 5A+ ★★★

(Pitch 1 1936. Pitch 2 1950/1959)

A superb route. It accepts the obvious challenge, climbing the cracks that split the main face. A hard first pitch, and an exposed last one. Often failed on by leaders trying to push their grade. Technique counts here, though thugs have had the odd success! Start below a small overhang, split by a crack.

1) 5a. Climb up to the roof, hard moves surmount this. Continue up the crack, past a tree, to a niche. Move up from this, into a vee groove capped by a roof, pass this to belay on a ledge, beneath a chimney. (Chockstones on the left.)

2) 4c+. Climb the chimney (Peg), and move up out of this into wide cracks. Climb up these to a slightly bulging wall (possible belay). Enter the crack, that goes up the wall, by a hard move, and struggle up this. Remember to admire the position.

ULTIMATE ELIMINATE 150' E2 5C

(1987)

1) 5c Start up **CC Superdirect** (Pg 15), until the arête right of **Gideon** is reached.

Follow this arête to the **Gideon** belay.

2) 5b. Climb up diagonally rightwards, to reach the large flake on the skyline.

Layback up this flake, to reach the top.

The DEVIL'S ROCK area ~ continues next page ▼



The DEVIL'S ROCK area continued

CLIMBERS' CLUB SUPERDIRECT 40' E1 5B (1957)

The grade is for dry conditions. With cunning, a small Friend and a Rock 4, it is better protected than it looks. First climbed without these, of course.

1) 5b. Start beneath the wall, just right of the direct start. Climb this wall on polished holds, make a long reach to a flake. Move right, and before strength or confidence ebb, go for the large, hanging, flake. Climb this awkwardly, to belay in the niche. Continue as for *Climbers' Club Direct* (Pg 14).

Right of *CC Superdirect*, is a wall holding the hardest pitches yet climbed at the Dewerstone. These are both single pitch eliminates.

PIGLET WALL 40' E5 6B ☆ (1985)

First climbed as *Piglet Wall* (E4 6b) to the handhold, then traversed into *Climbers' Club. Granite Guru* (6b) added a direct finish. (1991)

An eliminate, between the *CC Superdirect* and *Globe and Laurel* starts.

RP's sometimes provide protection. Start by the left side of the recessed arch.

1) 6b. Climb the wall, via a series of sidepulls out to the left, and some holds on the arch wall; a hard move right gains an obvious handhold. Finish direct by a faint groove.

HALLS OF ILLUSION 40' E5 6A ☆ *The grade is unconfirmed.* (1999)

The most direct line up this section of the wall.

1) 6a. Start by using the same sidepulls as for *Piglet Wall/Granite Guru*, but this time using your right hand. Climb the wall direct on thin, crimp, holds; to reach the right-hand side of the big flake. Swing up onto this to finish.

GLOBE AND LAUREL 145' HARD VERY SEVERE 5A (1959)

The first pitch is another, worthwhile, variation start to *Climbers' Club*, if the others have been done. The second pitch isn't quite as good, and could use more traffic.

1) 5a. Start just left of the gully. Climb the wall to join the traverse of *Climbers' Club*, until the flake. Go right, around the side of the overhang, until it is possible to step onto it (or take it direct, harder). Climb up, and left, to belay beneath the *Climbers' Club* chimney.

2) 5a. Move out right, and climb a hard groove/crack to the last pitch of *Route B*.

3) Finish up *Route B* (Pg 16), or escape right.

CLIMBERS' CLUB 170' VERY SEVERE 4B ★★★ (Pitch 1 1935. P 2 1959)

Excellent, varied, climbing and exposure combine to produce a *Classic Rock* climb. Good leaders will strive to protect their second on the first pitch.

1) 4b. Bold. Start at the earthy corner on the right. Climb this corner, and cracks in the wall, to a small niche, and pick up the likely traverse line. Move delicately across, and up this, to a large flake. Continue into the niche.

2) 4a. Move right, and make a blind move to gain a groove. Climb this groove to belay on a ledge beneath a chimney.

3) 4a. Climb the chimney (Peg). Move up, and out, of the chimney and into a wide crack. Climb this crack, until an airy leftwards traverse leads to a belay, beneath a hanging corner. (As for *Central Groove* (Pg 13).)

4) 4b. Climb the corner to the top. Or, try the finish to *CC Direct* (Pg 14).



The DEVIL'S ROCK area ~ continues next page ▼

The DEVIL'S ROCK area continued

CLIMBERS' CLUB ~ THE ORIGINAL FINISH VERY DIFFICULT (1935)

This avoids the Chimney pitch. Utterly pointless, except as an easy way off in rain.

3a) 4b. From the belay, traverse left along a ledge to join **Central Groove**. Finish as for **Central Groove** (Pg 13) and **Leviathan** (Pg 12).

BEE LINE 100' HARD VERY SEVERE 5A (1965)

A minor route. The first pitch is often top roped by school parties etc. Poor sods.

1) 4b. Climb the wide crack, that's above the earthy corner.

2) 5a. Tough. Move left, and follow cracks in the arête, until it is possible to pull past a tree branch onto a ledge. Climb to the start of the final pitch of **Route B**. Finish up **Route B**, or escape right.

ROUTE B 150' HARD VERY DIFFICULT 3C ★ (1949)

A good final pitch.

Start beneath the large broken block, right of the **Climbers' Club** start.

1) 3a. Climb the block, and continue to a tree belay.

2) 3a. Climb up to another tree, then cracks in the wall to yet another tree. Belay here, or on the ledge 12 feet higher.

3) 3c. This pitch feels the business. From the ledge, move out left, onto the main face, and climb a hanging groove on its right-hand side. Move right, and climb slabs to the top.

VARIATIONS

1a) 4b. Climb over the bulge, move right, beneath the overhang, then climb a short groove.

3a) 3a. Climb the flake behind the belay, until it is possible to move left, and rejoin the parent route on the nose.

KNUCKLECRACKER 120' HARD SEVERE 4A (1964)

Hard to locate. Very mossy.

Round the corner, from the start of **Climbers' Club**, and up the wooded slope, is an overgrown buttress. Start below the mossy groove.

1) 4a. Tricky and bold. Climb the groove, and the slab above, to a tree belay.

2) 4a. Walk down left to the belay of **Route B**, and a crack. Climb this crack and move left onto a slab. Follow the slab to the top.

To the right again, a 25-foot crack gives **Nuts**, Difficult.

Traverses of the DEVIL'S ROCK ~ next page ▼



Traverses of the DEVIL'S ROCK

There are two good traverses. (And two very poor ones - *The Admiral's Traverse* and *Cornish Reverse*.) If you want to be the centre of attention, and meet lots of other climbers, then these are best left to a hot bank holiday.

CORNISH REPRIEVE 290' HARD VERY SEVERE 5A ★ (1963)

- 1) 4b. Climb the first pitch of *Vineyard*.
- 2) 4c. This pitch is probably more worrying to second. Traverse right, across the wall to the arête. Move round, and down, until it is possible to reverse *Vala* to reach *Central Groove*. Thread belay.
- 3) 5a. Climb up *Central Groove*, until it is possible to traverse across the wall of *Scimitar*, using breaks, to the arête (Peg). Continue into a crack, move up this, then climb right again, along another break. Climb up to belay on chockstones, by the ledge.
- 4) 4b. Climb the chimney of *Climbers' Club*, move out right, then up to belay on the ledge of *Route B*. Climb the last pitch of *Route B* (Pg 16), or escape right.

LATERAL THINKING 175' E1 5C ★ (1978)

The crux is short and sharp. A right to left traverse of the **Devil's Rock**.

- 1) 4b. As for *Climbers' Club*, to the niche.
- 2) 5c. Move left, out of the niche, and round the arête. Make a hard move to gain the crack of *Energy Crisis*. Up this to the spike on *Gideon*. Traverse left to the arête, and across the wall of *Scimitar*, to belay in *Central Groove*.
- 3) 4c. Climb down, move left into *Vala*, and then up *Vala* until it is possible to reach the arête. Move up, and round the arête, then traverse to the tree belay of *Vineyard*. Finish up *Vineyard* (Pg 11), or abseil off.

THE ADMIRAL'S TRAVERSE 300' VERY DIFFICULT (1949)

This route crosses the whole **Devil's Rock** area. Start as for *Holly Tree Wall*.

- 1) 3a. Climb the slab of *Holly Tree Wall*, and cross to *Pinnacle Chimney*. Belay on a large chockstone.
- 2) 3a. Move right, across the wall, to belay on *Colonel's Arête*.
- 3) 3a. Descend a few metres, and cross the top of *Dark Cleft*, to belay in *Main Gully*.
- 4) 3a. Descend *Main Gully*, until level with the top of *Vineyard*.
- 5) 3a. Traverse along the ledge of *Vineyard*, and climb upwards to the tree belay of *Vala*.
- 6) 3a. Traverse along the ledge of *Vineyard*, and climb upwards to a belay, below the final corner of *Central Groove*.
- 7) 3b. Move down, and right, until it is possible to make a short, exposed, traverse to a crack. Continue traversing to the edge, and belay as for *Route B*.
- 8) 3a. Climb the flake on the right, as for the variation finish to *Route B* (Pg 16).

CORNISH REVERSE 300' VERY SEVERE 4C & A2 (1965)

This route climbs the first pitch of *Climbers' Club*, up to the roof and moves into *Gideon*. Traverses across the wall, around the arête into *Central Groove*, then up *Vala* to the ledge. It then traverses left, to a narrow crack on *Leviathan*, pitch 2, and into the groove of *Vineyard*. The overhanging crack, in the golden wall above, was pegged at A2 standard. **A free ascent of this crack remains one of the last, great, challenges left at the Dewerstone.**

NEEDLE BUTTRESS ~ next page ▼



NEEDLE BUTTRESS

Needle Buttress is clearly visible from the top of the **Devil's Rock**. From the foot of the **Devil's Rock**, walk a few metres upstream, then plough uphill for about 75 metres. This should bring you to a short slab, with a wide crack on its left-hand side. The crack, **Gentle Layback**, 20', Difficult 3a, is usefully added to the first pitch of **Needle Arête**. The slab, to its right, can be climbed virtually anywhere at 4c/5a standard.

Because of the nature of the rock, protection is sparse on many of these routes, particularly the lower pitches.

Above the small slab is a tree, and large blocks, that mark the start of **Needle Arête**. About 10 metres left of **Needle Arête** is:

CLEOPATRA 100' VERY SEVERE 4B (1981)

Possibly climbed as **Slab Direct**. (1950s)

1) 4b. This pitch now resembles a tropical rainforest. Indiana Jones might enjoy struggling over vegetated blocks, onto a green slab, in order to reach a ledge. You might prefer to start as for **Portal**.

2) 4b. Climb cracks in the short back wall, and make a hard move onto a small ledge. Climb the groove to finish.

PORTAL 120' SEVERE 4B

Start left of **Needle Arête**, and left of the base of the short crack and slab.

1) 4b. Unprotected and mossy. Best left to a dry day. Pull over the short wall and climb carefully up the mossy slab, to reach a sloping ledge.

2) 4b. Climb the wall, left of **Needle Arête**, pass an overhang on the right; then climb diagonally left, up the slab, to finish up cracks.

Above the small slab is a tree, and large blocks, these mark the start of **Needle Arête**.

NEEDLE ARÊTE 120' VERY DIFFICULT ★★ (1949)

Good climbing, with protection where it counts.

1) 3b. Climb a cracked ramp onto the slab. Then climb cracks, until they steepen into a short corner on the right. Climb this corner, with increasing difficulty, to a spike. Belay on a tree, on a ledge.

2) 3a. Move behind the tree, and then climb up (use of the tree is naughty, but nice) until it is possible to make an awkward traverse, round the nose of the arête. Either climb the arête, and scramble up a gully to finish; or climb the slabs and cracks on the left. (The diagonal crack above the tree is part of **The Camel**.)

NEEDLE BUTTRESS ~ continues next page ▼



NEEDLE BUTTRESS continued

The next three routes have poorly protected first pitches. Competent parties only.

THE CAMEL 100' HARD SEVERE 4B ★ (1964)

Good climbing, with an exposed finish.

- 1) 4a. Just right of the start to **Needle Arête** is a blunt rib. Climb up to this rib, and step up right, onto a slab. Climb the slab with difficulty, to where a step right leads onto a short slab, and then climb to a block. Climb over this block to a tree belay.
- 2) 4b. Climb up the wall to the leftwards, slanting, crack. Follow this crack to the arête. Climb the arête to the top, and step across to belay (those of a nervous disposition may wish to finish up the gully).

THE STITCH 90' E1/2 5B ★ (1976)

- 1) 5b. Start as for **Cyclops**. Climb the slab on the left, then the wall above, to join the second slab of **The Camel**. Climb up this slab to a tree belay.
- 2) 5a/b. Climb directly up the crack, right of the tree (occasional peg), passing a small overlap. Move left, slightly, to reach the top.

CYCLOPS 100' HARD VERY SEVERE 4C+ & 5A ★ (1964)

To the right is a small slab, with a small tree growing from it.

- 1) 4c+. Bold. Climb the slab to a wall. Move onto a small, pointed, block (protection). Climb a rising, leftwards traverse line, on sloping holds, until it is possible to follow a rounded crack, to a tree on **Needle Arête** (Pg 18).
- 2) 5a. Boldish. Climb a little way up a crack (of **The Stitch** ~ occasional peg), until a rightward, leaning crack leads to a blind move (go for it!), round into a short groove; this leads to the top. Often dithered on.

SCORPION 100' HARD SEVERE 4A ★ (1958)

Best done in one runout. Round to the right is a twin tree. Start here.

- 1) 4a. Climb the rounded wall, past a sapling, to a tree stump and belay.
- 2) 4a. Climb the corner to the top.

FINAL TOUCH 100' E1 5C (1979)

- 1) 5c. As for **Scorpion** to the hollow. Move right, and climb cracks to a break. Move onto a ledge, then go directly up the wall to reach the arête. Pull over a bulge, and so reach the top.

DIRECT START TO FINAL TOUCH E3 5C/6A (1990)

- 1a) 5c/6a. Right of the start of **Scorpion** is a small tree. From this tree climb the thin, awkward, rightward leaning crack to a break. Climb boldly up, to join the parent route.

Right wall of NEEDLE BUTTRESS ~ next page ▼



Right wall of NEEDLE BUTTRESS

The steep right wall of **Needle Buttress** holds a number of routes; all starting from the wide, sloping, gully. These are seldom climbed, and rather green. Adventurers may wish to rediscover their esoteric delights. Abseil inspection advised. There are also one or two minor, unclimbed, lines; these are very overgrown. It would be a shame if they were cleaned, just for an ascent.

EXALTATION 70' HARD VERY SEVERE 5A (1968)

Exaltation climbs the long crack right of **Scorpion**. Large Hexes and Rocks advised.

1) 5a. Climb the crack to a small niche, and then move into the higher crack.

Follow this crack to a grassy finish. Tree belay.

BABYLON 60' SEVERE 4A (1960)

The green groove, right of **Exaltation**.

1) 4a. Climb into the groove; move left, and follow it with difficulty to the hanging gardens above.

THE WINNET 40' HARD VERY SEVERE 4C (1976)

This route lies on the shorter wall, at the extreme right end of the gully wall. Start at the foot of a vague crack.

1) 4c. Move up to the obvious flake, then follow the crack to finish on dubious, earth, ledges.

A girdle of **Needle Buttress** is:

SHADES OF GREEN 165' HARD VERY SEVERE 5B (1978)

1) 5b. As for **The Stitch**. Climb the slab to the break. Move right, and continue traversing, until it is possible to climb up to the tree belay of **Scorpion**.

2) 5a. Step around the corner to a flake, step down onto a horizontal break, and follow this break to **Babylon**. Descend a few feet, and hand traverse to the bottom of **The Winnet**.

Above **Needle Buttress**, and left of **In Extremis Buttress**, is a small area of rock with one route.

WIRE BRUSH HARD VERY SEVERE 4C (1994)

4c) Climb two black tramlines leftwards, to finish onto a very grassy/mossy ledge. May require cleaning.



IN EXTREMIS BUTTRESS ~ next page ▼



IN EXTREMIS BUTTRESS

Near the top of the wide gully, between **Needle Buttress** and the **Raven Buttresses**, is a small outcrop.

On the left-hand side of the front face, is a good looking, undercut, corner.

IN EXTREMIS 40' HARD VERY SEVERE 5A (1958)

1) 5a. Climb the corner, a desperate move right leads to a finish. Resist the escape at half height.

Just right of *In Extremis* is a line of small holds, leading over a bulge.

SHORT AND SNAPPY 40' E2 5B *The grade is unconfirmed.* (1995)

1) 5b. Start 1 metre right of *In Extremis*. Climb boldly over the bulge, on fragile holds, to reach a wide break, and protection (a peg may be in place). Half-dyno to reach a wide break. Follow this break to finish. NB: *Top roped prior to the 1st ascent.*

Right of *Short and Snappy* is a green chimney: **Left Chimney**, Very Difficult (when dry). Sharing a common start with this route is **Crème Broulée**. Here also is a steep ramp, leading to a roof and corner. The ramp is part of **La Bête Noire**.

CRÈME BROULÉE 50' E4 5C *The grade is unconfirmed.* (1994)

Bold, technical, climbing; up the wall left of **La Bête Noire**.

1) 5c. Climb the arête to the left. Move right and climb the wall, finally moving into the top of the groove of **La Bête Noire** to finish. Key holds may need a *little* clean.

LA BÊTE NOIRE 50' E1 5B (1960/1977)

The ramp is dirty, and lethal when wet. Seconds should be lashed to the tree at the base to act as catcher, or a cushion. Good climbing though.

1) 5b. Climb the ramp to the overhang. Put in lots of protection. Climb the corner on the left, and make a hard step right, onto a sloping slab. Finish easily. Stake belay. Opposite this buttress, on the right side of the gully, is another short chimney.

Right Chimney, Difficult 3a.

Continuing up the path between **In Extremis Buttress** and **Upper Raven Buttress** leads to a nice picnic spot on the moors, some small boulders (some problems), and the remains of an Iron Age hillfort. (*This was excavated in the 1960s.*)

Left wall of UPPER RAVEN BUTTRESS ~ next page ▼



Right of the base of **Needle Buttress**, is the downward sloping mass of **Lower Raven Buttress**, with its distinctive triple overhangs, and steep left wall.

Above **Lower Raven Buttress**, rising from an obvious notch, the top of **Upper Raven Buttress** can be seen. The main interest in this buttress lies in its hidden right walls. However, its broken left wall is taken by **The Bewilderness** and **Yogi**, whilst **Raven Face** weaves through the uppermost overhang.

Left wall of UPPER RAVEN BUTTRESS

The Bewilderness and **Yogi** are most logically described here. Both these routes have hard second pitches.

THE BEWILDERNESS 100' E1 5B+ ☆ *The grade is unconfirmed.* (1993)

A wandering, but logical, route. It climbs up the clean wall, left of **Yogi**, to join that route for the final few feet.

Start as for **Yogi**. A little way up, or down, the easy scramble leading from the gully to the notch, at the top of **Lower Raven Buttress**; by two leftward leaning cracks.

1) 5a. Step left and climb the cracks, to just below the spike on **Yogi**. Move left, and climb the wall to a break, traversing leftwards to a sentry box. Climb up through this, and follow a crack to a small corner. Peg and Rocks belay.

2) 5b+. Climb leftwards, along a break. A hard move enables you to stand on a flake, and reach up to small fingerholds on the wall. Climb boldly up, and right, to join the final wide crack of **Yogi**. Finish up **Yogi**.

ALTERNATIVE FINISH 5B/C (1993)

Rather than finishing as for **Yogi**, gain its final crack, then traverse leftwards, along a faint break, to a vegetated finish. *On the 1st ascent, the tree branch was used as aid at the end of the traverse. Prior cleaning may improve your chances.*

YOGI 80' HARD VERY SEVERE 5B+ ★ (1964/1977)

From the gully, scramble up the easy line leading to the notch. Stop at some blackened rocks; under a small bulge, with curving cracks (of **Bewilderness**), going leftwards (ignore these). Or, descend from the notch to the same spot. The second pitch is fierce, but well protected. The first pitch is popular in its own right, and an escape exists; up the short wall, and over an overhang (**Raven's Ledge**, Very Difficult 3b.) from the belay ledge.

1) 5a. Make a hard move to surmount the bulge, and gain a good break. Move left, slightly, and climb up to another crack and across to a spike. Climb into a vertical crack, and follow this crack for a few feet, until moves right lead to a tree and ledge belay.

2) 5b+. Go left to a small corner and arête. Peg and Rocks. Desperate moves lead up, and round, the arête, via cracks (Peg). Follow a rounded crack to the top. Large friend useful.

LOWER RAVEN BUTTRESS ~ next page ▼



Crossing beneath the top pitch of **Yogi**, is a very overgrown gully starting from the base of the buttress. **Sloppy Gully**, Difficult. Right of **Sloppy Gully**, is the easy scramble, up onto the notch, and the start of **The Bewilderness** and **Yogi**.

Four short routes, of Severe standard, have been climbed on the area of the wall, that's to the left of **Valhalla Wall**. (all 1960s)

LOWER RAVEN BUTTRESS

Starts to the routes on this buttress are reached by climbing a short wall, onto a sloping platform around the base of the buttress. This can also be scrambled onto, from the right.

VALHALLA WALL 100' HARD VERY SEVERE 5A ★ (1962)

Start below a short, rounded wall, on a steep ramp, at the top of the sloping platform.

1) 4c. Bold. Gymnastically climb the wall and arête, to reach a slab that leads to a tree belay.

2) 5a. Seconds are advised to belay to the left. Falls from the wall, before reaching the break, have resulted in broken legs: *not that I would want to put you off, or anything...*

Climb up to a small flake, a hard move establishes you on this (potential Rock placement on the left). Use a quartz vein to move up to a horizontal break (other ways up have been found), and occasional peg. Rock and Friend protection. Relax. Traverse rightwards across the break, past a hard move, and gain the slab. Amble to belays.

VALHALLA WALL DIRECT E1 5B ★

2a) 5b. Climb to the break (occasional peg), and finish direct.

FLY ON THE WALL 100' HARD SEVERE 4B ★★ (1960s)

A Dewerstone classic with a fine, exposed, second pitch.

Start at the top of the platform, below a slab and crack.

1) 4b. Climb the wall, past a small tree, to a crack. Climb this crack, past a hard move, to reach a tree belay.

2) 4a. Move left, and climb up a short corner to the start of the overhangs (Peg). Move up, and rightwards, beneath the overhangs. Continue this rising traverse, until a wide crack is reached. Climb this crack awkwardly to the top.

A good continuation route from here is **Raven Face** (Pg 26), Very Difficult, on **Upper Raven Buttress**.

BROWN LEGS 100' E1 5B (1985)

1) 5b. Little independence. Start as for **Imperialist**. Climb the corner, right of **Fly On The Wall**, and the wall above, to the right of **Valhalla Wall**. Reverse the traverse of **Valhalla Wall**, to then finish by climbing over an overhang (of the rising traverse of **Fly On The Wall**).

IMPERIALIST 110' HARD VERY SEVERE 5A ★ (1969)

The second pitch has a serious feel to it.

1) 5a. Start at the top of the sloping platform, by a short wall. From the corner, climb up, and right, onto the wall. A hard pull, rightwards, leads onto the top of the slab. Move round the corner, on the obvious line, to a small vertical crack.

Follow this crack to the slab above. Peg and Rock belays.

2) 4c. Climb cracks, in the back wall, to reach the rounded arête. Boldly climb this arête, to reach a sloping slab, and then the top.



LOWER RAVEN BUTTRESS continued

BLACK WIDOW 110' E1 5B ★ (1979)

Harder than it looks, strenuous. Good though...

This route climbs the leftward side of the slab, to the overhang; and then crosses this, via the hanging crack.

1) 5b. Boldly climb the polished left edge of the slab, to a recess. (It is also possible to climb the wall on the left, via large flakes, to gain the top of the slab.) Move out right, to gain the crack. Hard moves lead to a struggle to pull onto the slab above. Masochists will attempt to finger jam the crack.

2) 5a. Climb the crack above, until it is possible to join **Spider's Web**. Note: The rock on this second pitch is now unstable. Safer to continue as for one of the adjoining routes, such as **Spider's Web** (Pg 25).

SILKEN THREAD 60' HARD VERY SEVERE 4C (1958)

Deceptive, but reasonably well protected where it counts. Can be used as a variation start to its companion routes, if **Imperialist** is joined.

1) 4c. Start below the centre of the slab. Climb the crack (gear), at half height a precarious step up leads to a traverse, leftwards, across the slab, and under the overhang. Move round the corner, until the ramp and tree belay of **Fly on the Wall** is reached. Continue as for pitch two of **Fly on the Wall** (Pg 23).

SMASH OR GRAB 150' E3 6A *The grade is unconfirmed.* (1988)

A wandering route through the roofs.

1) 6a. Climb the slab, left of **Silken Thread**, direct. Continue through the roof above. Peg belays.

2) 6a. Climb to the roof above the belay, and continue through the overlaps, to a hard finish through a final roof.

TARANTULA 50' HARD VERY SEVERE 5B (1969)

Takes the overhangs above **Silken Thread** (Pg 25).

1) 5b. Climb **Silken Thread** to the overhang. Move up, and rightwards, to take the overhang with boundless enthusiasm.

2) 5a. Finish as for **Spider's Web** (Pg 25).

SHELOB 130' UNGRADED (1981)

Ungraded (it was 5b) since the loss of a key hold. Unrepeated since.

A variation on **Spider's Web** (Pg 25), that takes the overhangs direct.

1) Start as for **Spider's Web**. Climb to the overhang, and pass this, via the small notch. Continue up to a Rock and peg belay.

2) 5a+. Go right, to a groove, and climb this to reach the upper overhang. Use a crack to surmount the overhang. Tree belay.

If you repeat this route, please let timmyden@hotmail.com know your thoughts re. the grade etc.

LOWER RAVEN BUTTRESS ~ continues next page ▼



LOWER RAVEN BUTTRESS continued

SPIDER'S WEB 150' HARD VERY SEVERE 5A ★★★ (1959)

Tom Patey's legacy. A very fine route. Fair for its grade, though with a bold feel in places.

The first pitch dries slowly after rain; the second memorable pitch can be gained by alternative starts. The first pitch is worthwhile though.

Start on the right-hand side of the slab, below a hanging corner.

1) 5a. Climb the slab to the corner. Climb the corner with difficulty, until it is possible to step left, onto a slab. Traverse across this to a peg, Rock and Friend belay.

2) 5a. Climb the short wall, via a crack and groove, and teeter onto the upper slab. Move delicately up, and right, to reach the next overhang, via a thin crack (Rocks/small Friends). Traverse leftwards, to the edge of the slab, and use a crack to surmount the overhang, to reach slabs. Continue to belays.

DIRECT START 4C

4c. Climb the steep slab direct, up to the corner of the first pitch.

Right of *Spider's Web* is a ramp and corner, capped by two small roofs.

MANGO CORNER 90' VERY SEVERE 4C ★ (1964)

Deceptive, and a good pitch.

1) 4c. Climb the broken wall to gain a ramp. Follow this ramp to the second roof, then move onto the slab, on the left, to finish.

Right again is a wall, ramp and overhang. This gives:

BORIS 80' VERY SEVERE 5A (1981)

Vegetated. Not nice to climb when it's wet.

1) 5a. Climb the wall to the ramp, a hard move establishes one on this. Climb to the overhang, and take it on the left.

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UPPER RAVEN BUTTRESS

Routes on the **left wall** of this buttress (*The Bewilderness*, *Yogi*) are described in the section **before Lower Raven Buttress** (Pg 22).

Their starts can be approached either from the notch, or from the gully below.

The next four routes start from the notch, at the **top** of the **Lower Raven Buttress**. An overhang, with a sloping slab underneath, is an obvious landmark. If you've just completed the last pitch of *Fly On The Wall*, then these should be clearly visible.

BACK TO NATURE 45' VERY SEVERE 4C (1981)

1) 4c. Climb the rib to a roof. Move leftwards, under this roof, then climb up to the top.

SNOOPY 50' E2 5B ☆ *The grade is unconfirmed.* (1988)

This climbs up the large, overhanging nose, left of *Raven Face*. Start as for *Raven Face*.

1) 5b. Climb easily to the roof. Good runners (long slings useful). Reach up, and round, to grasp the flake. From here strenuous moves, and a sense of 'cool', will lead you to the top.

RAVEN FACE 65' VERY DIFFICULT ★ (1949)

Very worthwhile.

1) 3a. Climb up until beneath the overhang. Move right, until it is possible to climb up a short corner, to reach a belay on the top.

RANDY 80' VERY SEVERE 4C ★ (1969)

1) 4c. Start immediately right of *Raven Face*. Climb up the obvious line of a broken, cracked, corner to join *Raven Face*. Then move right, to a protruding block. Gain the top of this block, one way or another, and follow the ramp to finish.

SAFE SEX 20' HARD VERY SEVERE 5A (1993)

An alternative finish to *Randy*. Climb that route to gain the protruding block, move right slightly, and climb the short, steep wall to a rounded finish. Well protected (what else?). Was it good for you?

YOSEMITE SAM 60' VERY SEVERE 4B (1993)

Start 3 metres right of *Randy*. This route climbs a faint line to a triangular niche, at half height, moves left and finishes adjacent to where *Randy* joins *Raven Face*.

1) 4b. Climb up the slabby groove to the triangular niche (as for *Yosemite*).

Reach left for a shelf, and mantle onto this. Move up, a final rounded mantle joins *Raven Face*. Finish as for *Randy*.

YOSEMITE 80' VERY SEVERE 5A (1969)

1) 5a. Start as for *Yosemite Sam*. At the triangular niche, continue up and rightwards. A hard mantle leads to a junction with the tree on *Armada*. Belay. Move left, onto a bulge, and climb to finish as for *Raven Face*.

CYBERPUNK 80' HARD VERY SEVERE 5A (1993)

An eliminate that climbs the steep slab, left of the corner of *Armada* (Pg 27).

Start 3 metres left of *Armada*, by an overgrown, tiny, corner.

1) 5a. Climb the mossy corner, step right and follow cracks up to gain the slab proper. Climb as directly as possible up this slab, passing overlaps (crux) to a final bulge, and mantleshelf. Belay on the ledge, as for *Armada*.

2) 4c. As for *Nibelung*. Climb the chimney of *Armada* for 15' then follow a break leftwards to reach the protruding block. Mantle onto this block, to finish as for *Randy*.



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UPPER RAVEN BUTTRESS continued

About two-thirds of the way down the descent from the notch, is a curving tree. This marks the start of:

ARMADA 80' HARD SEVERE 4A/B ★★ (1952)

- 1) 4a/b. Climb the slabby corner, passing a hanging flake, to a tree and flake belay.
- 2) 4a. Awkwardly climb the wide chimney to the top. They don't teach you this on climbing walls...

The next two routes climb through the impressive roofs, to the right of *Armada*.

THE MAMMOTH ROOF 80' HVS & A2 (1978)

- 1) HVS and A2. Just right of *Armada*, is a wall with a large roof at half height. Climb the wall to the roof, take the overhang direct and climb to the top.

Led with two aid points, *The Mammoth Roof* has yet to be free climbed...

Right of *Mammoth Roof* is another roof, with an obvious, small, notch cut into it.

BOLSHEVIK 100' HARD VERY SEVERE 5B (1969)

Interesting climbing, and an 'are you a HVS climber or not?' type of challenge.

- 1) 5b. Climb up a rib, until a move right leads to a slab, beneath a large roof with an obvious, small, notch in it ((old) pegs and Rocks). Struggle over the overhang, using big(ish) holds. Continue to a ledge, and a tree belay.
- 2) 5a. From the tree, climb the obvious line of weakness up the wall. Hard and bold, reach useful.

Right of *Bolshevik* is a broken vee groove, with an old tree stump at its base.

SEARCH FOR THE ULTIMATE JACUZZI 100' HARD VERY SEVERE 5A (1992)

Technically interesting, and much better than it looks.

- 1) 5a. Climb past the stump, and continue up the steepening groove (old peg, of *Nibelung*), and up through the overhangs, to a tricky mantleshelf. Continue straight up the slab to a sapling. Belay off the large tree, walk off right.

Right again is a hanging groove, with a leaning right wall.

CORNER CHIMNEY 95' HARD VERY SEVERE 5A (1957)

Another technically interesting route. Start below a tree stump at 10 feet.

- 1) 5a. Climb past the stump. Move right, and up, into the groove. Climb this to the roof, and make an entertaining move left, onto the slab. Go up to a ledge belay.

VARIATION START HARD VERY SEVERE 4C (1950s)

This avoids the wall below the tree by climbing the black, diagonal, crack (crossing *Dragon Song*), and moving round to join the groove.

GRUNTING IN THE GUTTER 90' E1 5B *The grade is unconfirmed.* (1987)

Start between *Corner Chimney* and *Dragon Song*, below the overhang.

- 1) 5b. Climb up to the overhang, and layback wildly up the arête to a small ledge. Move up, then swing left around blocks to a groove. Pull over the overhang, and finish up the wall above.

UPPER RAVEN BUTTRESS ~ continues next page ▼



UPPER RAVEN BUTTRESS continued

Immediately right of **Corner Chimney** are two small trees, a clump of boulders, and a short, capped, corner. **Dragon Song** starts here, and rises left to right, up the steep wall. **The Dangler** starts on the right, from the obvious shelf.

Start by the corner for:

DRAGON SONG 90' E3 6A ★★ (1979)

Excellent. Strenuous and sustained, but well protected ~ for those with the strength to place it. Care should be taken to avoid rope drag. The original joins **The Dangler**. The variation finish is more satisfying, for the competent; but pushes the route to the upper end of its grade. Start below a small roof.

1) 6a. Move round the corner, and up a small groove; hard moves gain a traverse line. Go right, (Peg) and make a very hard move up, to gain holds above (climbers have been heard to mutter "Oh, for crux sake", or similar, at this point).

Move right, to another overhang. A hard move gains the vee groove on the right.

Climb up the groove, past yet another roof, to gain a ramp. Finish up the slab.

Ledge and tree belay. Walk off right.

DRAGON SONG VARIATION FINISH 60' E3 5C ☆ *The grade is unconfirmed.* (1990)

1a) 5c. From the peg, above the crux of **Dragon Song**, move left along the break, then trend up left to a deep crack. Swing up wildly left to gain a good hold, and a tricky mantleshelf.

THE DANGLER 70' E1 5B ★ (1969)

Bold initially. Friends useful.

1) 5b. Start in the right-hand corner. Strenuous climbing. Climb rounded cracks to a bulge. A hard pull gains entry to a groove. Climb up this groove, pass another roof, to finish up a short ramp.

THE APPARITION 70' HARD VERY SEVERE 5B (1979)

Very vegetated. It takes a direct line from the first roof on **The Dangler**.

1) 5b. Climb **The Dangler** to the first roof. Pass this roof and climb directly up cracks, to a leftwards, slanting, crack. Follow this crack to another roof, pass this and finish directly up the slab above.

A diagonal traverse of the buttress is:

NIBELUNG 150' E1 5B (1976/79)

1) 5b. Start as for **The Dangler**. Climb **The Dangler** up to the vee groove, traverse across the wall, under a bulge. Go round the corner, to belay under the roof of **Corner Chimney**.

2) 5b. Move down, and gain **Bolshevik** by a wide step. Move under the roof (Pegs), and down-climb the slab, until it's possible to step into **Armada**. Climb **Armada** to the tree belay. (Seconds may wish to rig a back rope, through the pegs, for the slab.)

3) 4c. Climb a little way up the chimney, until it's possible to traverse left; move onto the block of **Randy**. Finish as for **Randy**, 4b, (Pg 26), or **Safe Sex**, 5a, (Pg 26).

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CROW BUTTRESS

Further upstream, virtually hidden by trees, is the vegetated **Crow Buttress**. Seldom visited, it has a few routes, all heavily overgrown. (all 1970s)

To reach **Crow Buttress**, follow the riverside path upstream.

Descriptions, for these routes, are vague. Those with a sense of adventure, and (re)discovery, may wish to explore this buttress.

The crack-line, just left of the left arête of the steep, east-facing, wall gives **Semiramis**, Very Difficult. The arête is **Moral Fibre**, Very Severe.

The wide crack, just right of the arête is **Cracking Plant**, Very Severe.

Right of this route are two further Very Severe routes: **Doctor of Physick** and **Flange**. Also a Severe ~ **Lather**.

A girdle (bet you can't wait?) is **August Weed**, Severe.

In the woods, above **Crow Buttress**, is a hidden pinnacle (large boulder) that has been climbed by a few lines. You never know, there may be more, undiscovered, boulders... Just upstream is a swimming tank in the river. This tank can provide good entertainment, particularly after a hot day's climbing. A slabby waterfall provides a slide, and a rope swing is usually in situ, as are local youths during the summer months.

Bouldering at the Dewerstone

A few problems have been recorded. Some were also included in the text above.

Above **The Tooth** is a small quarry. Just before the entrance, there's a low traverse, **Slopy Seconds**, B6; starting on the left, and finishing up a groove, at the right-hand end of the wall. Said to be 'slappy'. Don't use your feet on the boulders.

Starting as for **Slopy Seconds**, but then climbing the crack that goes over a bulge, halfway along, gives **Bum Crack**, B4.

FA S. Blagdon. 2001

Below **Colonel's Arête**, by the side of the river, is a large, overhanging, block. Various ways up this block have been found. One of the best starts in the recess and climbs up direct, via a crack. 20'. Very Severe 4c. Strenuous. *It can also be led*. On the side of the block, facing the river, is an undercut, triangular shaped wall. This wall is climbed, direct, by **Batfink**, 5c.

FA S. Blagdon. 1999

Supporting text ~ next page ▼



Supporting text

This is an online guide to the Dewerstone. It is the most comprehensive guide to the Dewerstone currently available. It is possible that future, printed, guides will contain only the most significant routes in an area, due to constraints of space. It may be left to online resources, such as this, to carry a comprehensive record of what's been climbed.

It is adapted from the 4th edition of a guide to the Dewerstone, published in Plymouth in 1995. That edition was referenced by another guide to the S. Devon area.

In turn, I referenced a few descriptions from previous guides; in particular those by K. Lawder (1957), R. Moulton (1966) and P. Littlejohn and P. O'Sullivan (1983).

This edition now includes all known routes, and variations, climbed at the Dewerstone.

The route descriptions are based on my own knowledge, gained by climbing the vast majority of routes in this guide. Where pitch descriptions were vague, or unknown, then these routes were re-climbed, and described from these ascents. Descriptions of more recent routes are based on information supplied by the first ascenders.

I have also rationalised some route descriptions; so that they now describe how they are most often climbed, rather than where the first ascender originally went. Many routes were pieced together, over a period of time.

On the **Devil's Rock**, in particular, a 'pick and mix' approach to pitches has often been taken; little rock hasn't now been touched by a human hand.

Individual pitch lengths have not been included, as they can all be climbed on a standard 45m or 50m rope. The **Devil's Rock** can be abseiled on a 50m rope.

By some grades a + or - sign indicates whether a climb is thought to be hard, for its grade, or a soft touch. With some routes, particularly in the higher grades, there have not been enough ascents to confirm the grade.

Stars have been awarded to routes, to indicate a greater than average quality and interest. I stress that most routes without stars still offer *very* good climbing.

A hollow star ☆ has been used for some newer routes, where a consensus regarding quality has not yet been reached. Repeats please.

Protection is usually good if a range of Rocks, Hexes, camming devices and slings are carried. Pegs may be in place, but should not be trusted implicitly.

New routes, & where to find them

New route potential is merely the gaps between existing lines. Judgements that the Dewerstone is 'worked out' have proved wrong in the past, and are likely to remain that way, for a while at least. Future developments are likely to concentrate on powerful, highly technical, testpieces on the few remaining unclimbed areas. Below are some of the more obvious remaining challenges.

A blunt arête in the **Window Pane** area (Pg 4).

Above the final pitch of **Vineyard** (Pg 11) is an overhanging crack, on the golden wall.

This was pegged at A2 standard. (See description for **Cornish Reverse** (Pg 17)).

The **Scimitar Direct** roof (Pg 13), connecting the start and the arête, has yet to be taken direct, and free .

The wall, and hanging groove, immediately right of **Short and Snappy** (Pg 21).

The Mammoth Roof ~ free (Pg 27).

A direct start to **Dragon Song** (Pg 28), climbing the slab directly to the peg.

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The environment

The **National Trust** owns the land, and the woodland (one of the few unspoilt examples of its type still surviving) is of major importance.

The moorland above is part of **The Dartmoor National Park**.

The Dewerstone area is popular with climbers, ramblers, schools and picnickers etc.

This popularity has led to serious erosion problems in some areas.

Climbers have to take responsibility for the state of the area beneath the **Devil's Rock**.

- * Fenced areas are to help plant life regenerate.
- * Please follow paths.
- * Take all litter home, even if it is not yours.
- * Don't break tree branches, pick flowers or disturb nesting birds.
- * All outdoor education groups should emphasise environmental concern, and set examples of good practice.
- * Please don't light fires.

Squirrel alert

Squirrels have discovered that rucksacks often contain food. Don't be fooled by their fluffy, good looks; Squirrels have razor sharp teeth, and can slice open a rucksack in seconds. They can also easily bite through zips, and gnaw their way into tupperware boxes. To be on the safe side, leave any food outside your sack when you climb.

Mining and quarrying

Mining and quarrying have played an important part in the local economy, and left their mark on the land. The Dewerstone car park, by the stone Shaugh Bridge, was once the site of a china-clay processing plant. A pipeline brought the clay, in liquid form, from the china-clay pits, further upstream at Cadover Bridge. At Shaugh Bridge, the clay was dried, prior to being sent to market.

It is possible to walk along the route of the old pipeline, to Cadover Bridge.

This processing plant closed in the 1950s, but the remains of the old drying kilns are still visible.

The author can remember, less enlightened, times in the '60s & '70s; when waste material from the china-clay pits, was periodically discharged into the river Plym. Its waters ran milky white, and large slicks extended into Plymouth Sound.

There are the remains of various, old, granite quarries in, and around, the Dewerstone area. These had all closed by the late 19th Century.

The granite trackways, in the woods, were once a gravity operated tramway; built to carry granite blocks down to the bridge.

This tramway featured two wagons, running on parallel tracks. The wagons were linked by a cable, that passed through a pulley system at the top of the incline.

The weight of the full, descending, wagon pulled the empty wagon back up to the top. A brickworks, also at Shaugh Bridge, briefly replaced the quarries; when brick superseded stone as the main building material being used.

Some open cast mining was also conducted in the area. Ruins, close to the junction of the two rivers, are those of a old iron mine.

Dewerstone legend ~ next page ▼



Dewerstone legend

Dartmoor legend tells of a demonic hunter, **Dewer**: the Devil himself.

When night fell, Dewer hunted down people (And the souls of unbaptised children - a later addition to the legend.) who had become lost on the moor. Accompanied by a pack of fearsome, ghostly, dogs (known as the *Whist Hounds*), Dewer would drive people to their deaths; falling from the highest cliff at the Dewerstone: the 150' high **Devil's Rock**.

*Legends of other 'wild hunts' for 'lost souls' are found also in other English counties, and across northern Europe. There seems to be a Norse origin to these legends, as their god, **Woden**, is often cited as the hunt leader. (**Woden** was a companion of another Norse god, **Tiw**.) A Norse origin for this legend, provides a hint as to the probable source of the Dewerstone's name. See below.*

Dartmoor also has other legends of ghostly, devilish, dogs. One of these legends provided the inspiration for the Sherlock Holmes adventure, *The Hound of the Baskervilles*.

Origin of the names *Dewerstone and Devil's Rock*

A Celtic tribe, the Dumnonii, inhabited the West Country, in pre Roman times. There is no evidence that the word **Dewer** has Celtic roots; but a figure from Celtic mythology might provide an intriguing clue as to the Dewerstone's later association with the Devil. It is speculative, but in Iron Age times, there may have been some connection between the Dewerstone cliffs (or the Plym valley), and the Celtic god of hunting and crops, **Cernunnos**: 'The Horned One'. **Cernunnos**, (pronounced **Kurn-un-os**) was associated with both fertility and the underworld; and often depicted with antlers. *These antlers may have been given another, darker, symbolic significance when Christianity was introduced. See below.* **Cernunnos's** symbols include the oak tree and the stag.

In some parts of the UK, **Cernunnos** is known as **Cerne**. Most famously, as the giant figure, **Cerne Abbas**, carved into a chalk hillside in Dorset. In other parts of the country, **Cerne** is known as the shamanic figure, **Herne the Hunter**.

There is archaeological evidence of an Iron Age hillfort, defended by two large ramparts, on the moors, immediately above the Dewerstone cliffs. Its inhabitants would have followed the religious practices of their time, and would almost certainly have known of **Cernunnos**.

A theory, with greater supporting evidence, for the source of the name **Dewerstone**, is that it is of later Saxon, or even Viking, origin. Records show that an old (*early English i.e. pre Norman*) name for the Dewerstone was **Rock of Tiw**. (*Our word 'Dewerstone', probably evolved from the pronunciation.*) In Norse, and north European, mythology of the dark ages, **Tiw**, 'The Shining One', was a one-handed sky god; variously associated with fertility, athleticism, war and upholding justice. [*The Romans also knew of Tiw, as their god Mars. Tiw's name (pronounced Te'oo), is the origin of our modern English word 'Tuesday'. From the Germanic 'Tiwes-daeg', or 'Day of Tiw'.*] It is not unusual for the gods of one period to become the devils of another age; when a new religious belief system emerges. It is entirely possible that the early Christian church would have, literally, *demonised* any reference to a pagan god, a possible rival to the Christian one; branding **Tiw** (and **Woden** - see above) a 'Devil', and his rock as the 'Devil's Rock'.

*As remnants of the mythology surrounding **Cernunnos** also survived, in folk memory, the arrival of Christianity; it may be no coincidence that the devil is also referred to as 'The Horned One'. The Church would have been quick to label all the old, pagan, belief systems as 'Satanic'; and incorporate much of their symbolism into its own mythology.*

We can say, with some certainty, that **Tiw** was a pagan god, associated with the Dewerstone cliffs (**Tiw**, may also have supplanted the earlier **Cernunnos**), only to have been recast, in the role of the Devil, when a new religion became dominant.

We can deduce the origin of the Dewerstone's name; but its true meaning and significance has now been overlaid by centuries of folklore. If you remain at the Dewerstone after dark, it becomes easy to imagine how such legends could have arisen; in older, more superstitious, times.



The Dewerstone ~ First ascents

This is a list of when the main pitch (or pitches) of routes, at the Dewerstone, were first climbed. Other pitches, variations or a straightening out of lines may have subsequently occurred. Some 1st ascents went unrecorded; or were left, modestly, unclaimed.

1894 2/9/35	Main Gully & Mucky Gully Climbers' Club	W.P. Haskett-Smith, S. Tucker D. Cox, R. Bere <i>The chimney pitch: G. Whittaker 1950.</i>
27/9/36	Climbers' Club Direct	R. Hodgkin, D. Cox (Pitch 1) <i>The chimney pitch: G. Whittaker 1950. The final crack: J. Deacon 1959.</i>
7/48	Colonel's Arête	R. Moulton, S. Saunders <i>Moulton struggled on the crux; his unbelayed second let go of the rope, fearing that a fall would kill them both. The ascent is usually credited as being a solo.</i>
22/1/49	Route B	K. Lawder, B. Higgins
28/1/49	Pinnacle Buttress & Chimney	R. Higgins, K. Lawder
28/1/49	The Tunnel	K. Lawder
5/2/49	Central Groove	J. Simpson
5/2/49	Needle Arête	J. Simpson (solo)
26/2/49	Raven Face	B. Higgins, B. Higgins
30/4/49	Reverse Cleft	B. Higgins
1949 -1950	Admiral's Traverse	K. Lawder, G. Whittaker, B. Higgins var.
25/6/50	Agag's Slab	J. Derry
23/7/50	Saint's Niche	J. Goss
9/12/50	Sloppy Gully	R. Smith, J. Goss
1/6/52	Vineyard	W. Dowlen, J. Smith
1/6/52	Armada	J. Smith, W. Dowlen
1/5/57	Corner Chimney	B. Page, P. Henry
9/57	Leviathan	T. Patey <i>(Direct finish to P1 added by A. McFarlane, D. Ball 1969.)</i>
1957	Climbers' Club Superdirect	B. Page
3/58	Scorpion	T. Patey
4/58	Windowsill	T. Patey
4/11/58	In Extremis	T. Patey
17/11/58	Silken Thread	T. Patey
5/59	Spider's Web	T. Patey, B. Page, P. Henry <i>Finish to P3 added later by J. Jones</i>
30/9/59	Globe & Laurel (3 points aid)	J. Deacon, S. Jarvis, V. Stevenson.
7/60	La Bête Noire (1 point aid)	R. Griffith, M. Rabley <i>FFA P. O'Sullivan, C. George 1977</i>
7/60	Babylon	M. Rabley, B. Shackleton
11/62	Valhalla Wall	M. Rabley, B. Shackleton
19/5/62	Inkspots Hangover	D. Bassett, J. Barry
12/62	Gideon (1 point aid)	M. Rabley, J. Jones <i>FFA L. Benstead, D. Morrod 1969</i>
1962	Cretin's Cavort	M. Rabley
12/9/1963	Cornish Reprieve (1 point aid)	R. Mellor, R. Moulton
1963	Vala	B. Shackleton, P. Mellor
1964	Knucklecracker	B. Shackleton
1964	The Camel	B. Shackleton, J. Jones
1964	Yogi (1 point aid)	J. Jones, B. Shackleton <i>FFA P. O'Sullivan, C. George 1977</i>
1964	Mango Corner	J. Jones, B. Shackleton
11/64	Cyclops	F. Canning, B. Shackleton
1965	Beeline	B. Shackleton, R. Hermes
13/6/68	Exaltation	P. Leedal, M. Chambers
3/8/68	Scimitar	P. Littlejohn, J. Fowler
19/4/69	Randy	I. Duckworth, R. Ward, R. Watson
19/4/69	Yosemite	L. Benstead, D. Morrod <i>Yosemite Sam variation added by T. Dennell, I. Liddell in 4/93.</i>
19/4/69	The Dangler	L. Bensted, D. Morrod
27/4/69	Bolshevik	L. Bensted, D. Morrod
14/5/69	Imperialist	L. Bensted, D. Morrod



The Dewerstone ~ First ascents continued

27/12/69	Tarantula	D. Ball, A. McFarlane
28/8/69	Goblin	B. Hocken, P. Gross
14/9/69	Fruitflancase	A. McFarlane, D. Ball var.
1960s	Fly on the Wall	Unknown
1970	All routes on Crow Buttress	P. Williams & party
4/7/76	Nibelung, P 1	P. O'Sullivan A. Pearson
	Nibelung, P 2 added on 10/7/79	P. O'Sullivan, S. Bell
4/8/76	The Stitch	P. O'Sullivan, D. Blackler, S. Cook
4/8/76	The Winnet	P. O'Sullivan & party
10/77	The Echo	P. O'Sullivan, C. George
21/6/78	Shades of Green	P. O'Sullivan, C. George
16/9/78	Energy Crisis & Lateral Thinking	P. O'Sullivan, C. George
	<i>Energy Crisis had previously been an aid route.</i>	
1978	The Mammoth Roof (2 points aid)	D. Morrod
27/1/79	Extendable Arms	P. O'Sullivan
8/4/79	Black Widow	R. Bennet, M. Dunning
8/7/79	Dragon Song	S. Bell, P. O'Sullivan
8/7/79	The Apparition	P. O'Sullivan, S. Bell
10/7/79	Final Touch	P. O'Sullivan, S. Bell
1979	Wobbling Wall	J. Maund
1980	Noddy	A. Cotter, S. Deeming
1981	Back to Nature	J. Wyatt, N. Hancock
1981	Boris/Cleopatra/Shelob	D. Thomas, N. Hancock
8/5/85	Snoopy	A. Grieve
15/5/85	Piglet Wall	C. Nicholson, N. White
	<i>Granite Guru direct finish was added by K. Palmer in 1991</i>	
12/8/85	Pinkspots Headache	N. Hancock, A. Grieve
1986	Brown Legs	P. Donnithorne, T. Meen
21/3/86	Window Paine	R. Steward, A. Skillabeer
19/4/86	Hagar the Horrible	K. Palmer, N. Hancock
19/4/86	Ultimate Eliminate	N. Hancock, P. Saunders alt.
12/6/86	Smash or Grab	A. Grieve, N. Hancock
1987	Bruised Heels	A. Williams, K. Brown
05/11/87	Grunting in the Gutter	P. Donnithorne, J. McArdle
21/5/88	Wrath of Grapes	P. Twomey, A. Williams
30/3/91	Ruffy Tufty	T. Dennell, S. Waldron
16/4/91	The Grapevine	P. Twomey
20/6/91	Search For The Ultimate Jacuzzi	T. Dennell, P. Hogarth
1991	Return From The Kurds	P. Kaye, J. Wroe
23/2/92	Sayonara	T. Catterall, J. Harrington
16/3/92	If I Should Fall From Grace With God	T. Catterall, J. Harrington
20/4/93	Elf/Cadbury's Flake/Garden Path	T. Dennell, I. Liddel
4/5/93	Halcyon Daze	T. Dennell, P. Birchell
21/10/93	The Bewilderness	T. Dennell, P. Birchell
	<i>Pitch 2 was probably climbed as a variation on Yogi by M. Dunning ~ 1980s.</i>	
21/10/93	Cyberpunk	T. Dennell, P. Birchell
21/10/93	Safe Sex	P. Birchell, T. Dennell
16/11/93	Gnasher	T. Dennell
19/4/94	Troy	P. Birchell, J. Miles
22/4/94	Crème Brulée	P. Twomey, A. Wade, J. Adamson
1994	Wire Brush	S. Blagdon, L. Lipinski
1995	Short and Snappy	S. Blagdon
1998	Bruised Feelings	S. Blagdon
1999	Oblong	P. Melhuish
1999	Halls of Illusion	S. Blagdon
1999	Dr Greenthumbs	S. Blagdon
24/2/01	Slapping Flapping Faffing Father	L. Colmer



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