

DCWEB Lulworth Bouldering Beta Version



Wow Prow

Pocket Gully

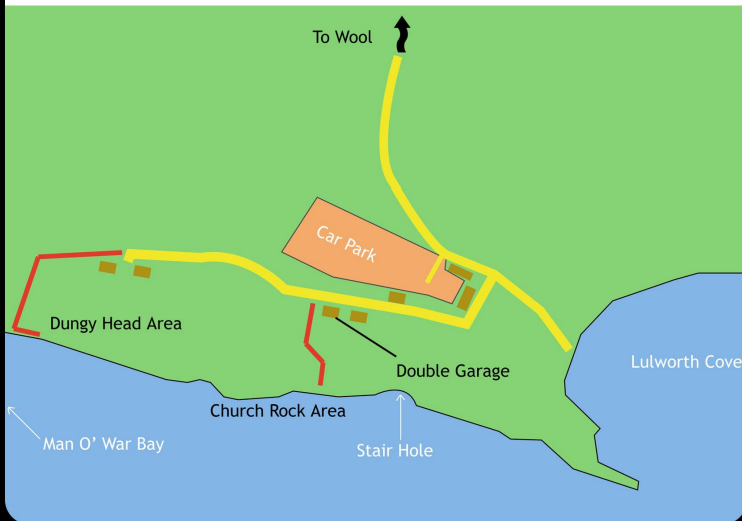
Grey Snapper

Cheese Arete (sit-start)

Access: The Lulworth Area is wholly within the Lulworth Estate, which has stated that climbing on the estate is forbidden, therefore this guide is for historical interest only.

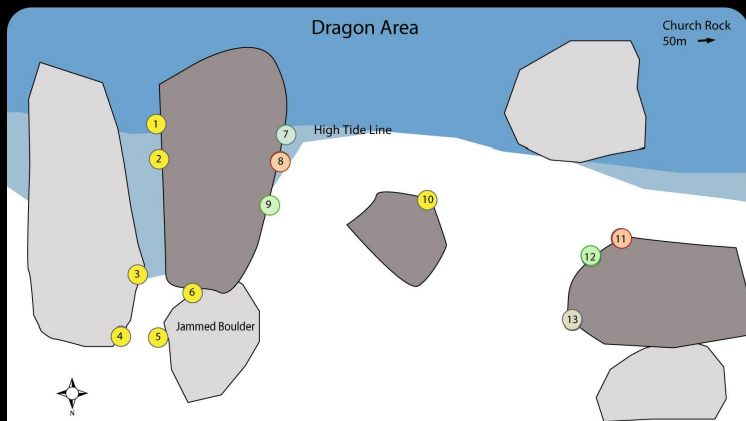
For problems at the Church Rock end of the beach, take the footpath immediately uphill from the double garages on the left, until the crest of the hill is reached. The Dragon Area is directly below this point, with Church rock itself off to the right. It is best to scramble down and left for both areas.

For problems at the Dungy Head area, either follow the previous approach and scramble along the beach (450m), or carry on past the double garage until you arrive at a large white bungalow. A footpath leads down from here to Man-O-War bay, where a short scramble (cut off for 1 hour at high-tide) gains the boulders.

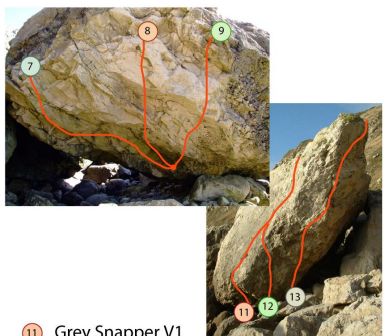


After much delay, here it is! Originally bouldering began at Lulworth as a pleasant diversion on summer evenings, where we could beaver away and explore this beautiful area. With this in mind we deliberately shied away from producing a topo, so that others too could enjoy discovering 'new ground'. However, times change and public interest has led to the production of this modest introduction to the boulders. There are 3 main areas, and about 30 problems so far, some of which are outstanding. Enjoy!

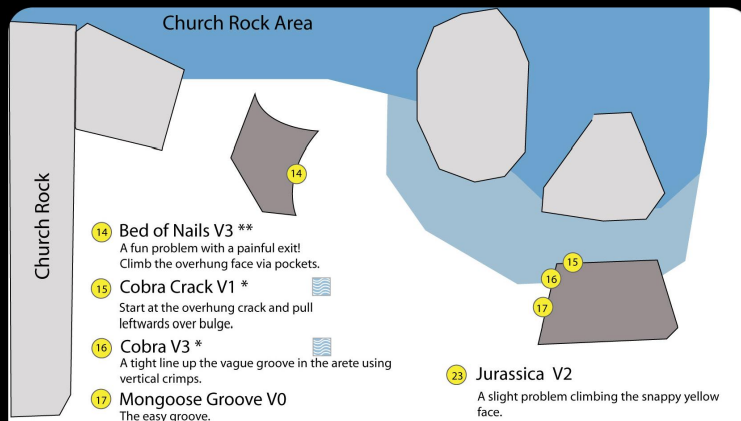
DCWEB Church Rock Bouldering Beta Version



- 1 **Arch Stanton V0**
A slight problem up the left side of the boulder, starting on a sloping ramp.
- 2 **The Eden Project V7****
A right-wards rising traverse finishing at the jammed boulder. Start at the RHS of the sloping ramp.
- 3 **Black Magic V0**
The centre of the black wall. Can be greasy!
- 4 **Middle Earth V1**
A sit start can be had on a horizontal break to pockets. Dirty after rain.
- 5 **Pocket Gulley V1**
A nice two move problem on deep pockets.
- 6 **Scene of the Crime V2**
Start under the jammed boulder, and make tricky moves up and right.
- 7 **The Dragon V7 *****
A long rising traverse with great moves. Can be done as a stand up from the jug at V5.
- 8 **Right Hand Man V5 ****
Start as for the Dragon, but escape to the upper wall via large sloper.
- 9 **Pocket Rocket V3 ****
Again, start as for the Dragon, but pull immediately up into a sharp undercut.
- 10 **No Name V0**
A very easy problem up the centre of the boulder- it is gradually getting longer!

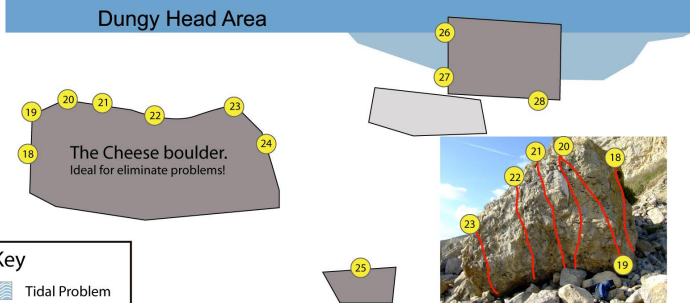


- 11 **Grey Snapper V1**
Start in a low recess and pull over directly onto the slab. Ascend above with care!
- 12 **Coke-Can Arete V3 ***
A painful problem centered on gaining the sharp pocket. Finish as for GS.
- 13 **Wow Prow V8 *****
A powerful and sustained problem that feels a little too high for comfort. Sit-start with the left hand on the arete. Gain the deep pockets, swing up to the arete, where small edges and pockets allow access to the upper wall. Exit carefully rightwards.



- 14 **Bed of Nails V3 ****
A fun problem with a painful exit! Climb the overhung face via pockets.
- 15 **Cobra Crack V1 ***
Start at the overhung crack and pull leftwards over bulge.
- 16 **Cobra V3 ***
A tight line up the vague groove in the arete using vertical crimps.
- 17 **Mongoose Groove V0**
The easy groove.
- 18 **Exfoliator V0**
Climb the slightly loose face.
- 19 **Cheese Arete V1 *****
A quality romp on jugs, starting on the right arete, then swinging up and left. The sit start is V3.
- 20 **Stick Stealer V3 ****
A sitting start on the low wedged boulder, with a difficult move to join Cheese Arete.
- 21 **Peter Crouch V3 ****
Start as for Stick Stealer, but moving left to an exciting finish.
- 22 **Static Crack V2**
The obvious crack that splits the boulder.

- 23 **Jurassica V2**
A slight problem climbing the snappy yellow face.
- 24 **Junk Face V0**
A short problem with some poor rock.
- 25 **Trash Can Gulley V3**
A brisk couple of moves over the bulge gain pocketed grey slab.
- 26 **Snail Slab V2***
The left-hand side of the slab.
- 27 **Man O' War V3***
The RHS of the slab. The difficulty is dependent on the distribution of the barnacles!
- 28 **Dungy Arete V0**
A short problem up the wall/ arete.



Key
 Tidal Problem