

## Brownstones Quarry Bouldering

### Independent Lines Guide Updated: 22/08/2007

Welcome to the printable version of the Brownstones Wiki. This guide shows topos for all the areas of Brownstones Quarry and will hopefully let you identify the lines all the original (independent) problems take.

This guide is designed to be used along with the online Brownstones Wiki <http://brownstones.wetpaint.com> and Robin Mueller's guides from South Lancs Bouldering [www.southlancsbouldering.tk](http://www.southlancsbouldering.tk) It is not designed to replace any existing guidebooks.

Descriptions are given where necessary, but mostly I hope looking at the photos will show you clearly where the problem goes. If there are any problems please let me know. Many problems at Brownstones have distinct rules (ie "you can't use that") which I have endeavoured to include. If in doubt ask a local.

Remember some landings (especially on the Long Back Wall) can be awkward, and many top-outs require care. Have fun but be safe.

Photos, videos, comments, criticisms etc are very welcome. Please visit the wiki and contribute.

Gareth



## The Pond Area



1.	Pond Traverse	V3 5c**	7.	The Corner	V0 5a
2.	Pondule	V0- Diff	8.	Splosh	V1 5b
3.	Ponder	V0- 4b	9.	Splish	V0- 4c
4.	Riddle	V2 5c	10.	Splash	V1 5b
5.	Middle	V2 5c	11.	Wet Foot	V0 5a
6.	Piddle	V2 5c	12.	Watery Arete	V0- 4c



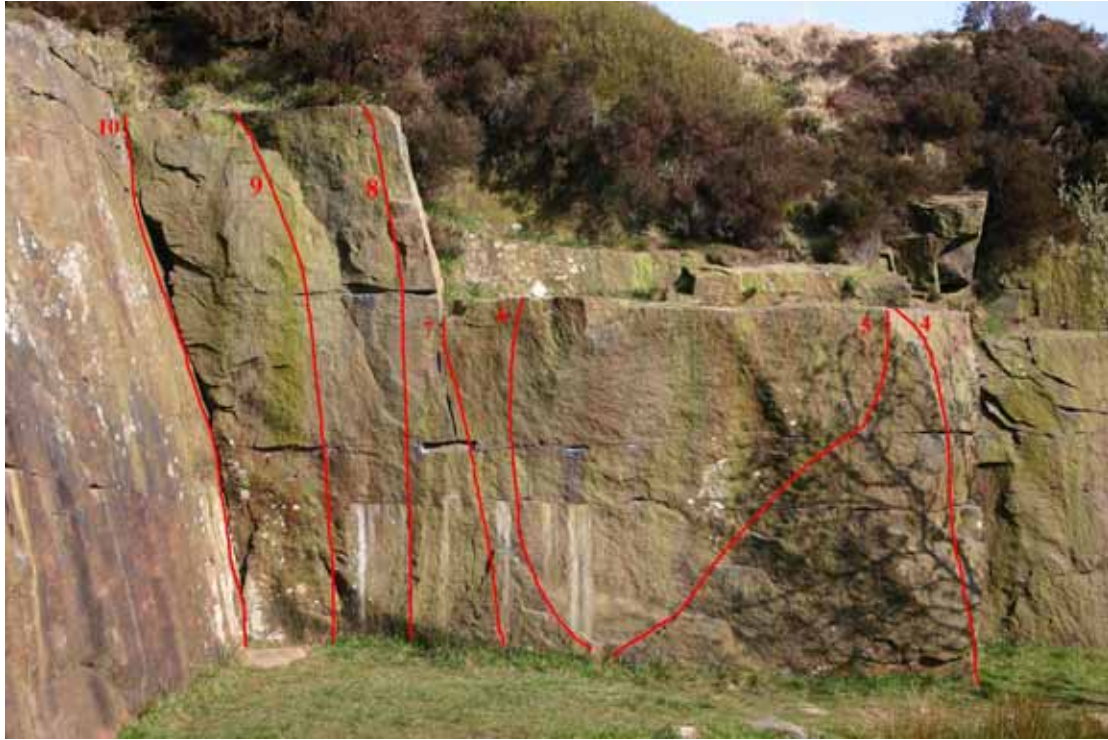


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|-----|--------------|------------|
| 13. | Slab Variant | V0- Diff   |
| 14. | Wet Corner   | V0- V.Diff |

**Two Step Area**



- |    |                     |             |
|----|---------------------|-------------|
| 1. | Muddy Arete         | V2 5c       |
| 2. | Muddy Wall          | V0- 4c      |
| 3. | Chockerblock Corner | V0- V. Diff |
| 4. | Mantelstrung        | V0- Diff    |



- |     |                    |   |                                       |
|-----|--------------------|---|---------------------------------------|
| 5.  | Two Step           | V0- 4b                                    | (V1 5b without using top on traverse) |
| 6.  | Two Step Left-Hand | V1 5b                                     |                                       |
| 7.  | Verdi Wall         | V0- 4c                                    |                                       |
| 8.  | Verdigris          | V3 6a*                                    | (Jug on arête is out of bounds)       |
| 9.  | Verdinand          | V4 6a*                                    |                                       |
| 10. | Verdi Corner       | V0- 4a                                    |                                       |
| 11. | Verdi Ramp         | V0- 4b                                    |                                       |
| 12. | Moss Wall          | V0- 4b* to V2 5c* depending on line taken |                                       |
| 13. | Brownstones Crack  | V0- V. Diff                               |                                       |
| 14. | Slimer             | V1 5b                                     |                                       |
| 15. | Lobotomy           | V0 5a                                     |                                       |
| 16. | Hernia             | V0 5a                                     |                                       |



## Long Back Wall

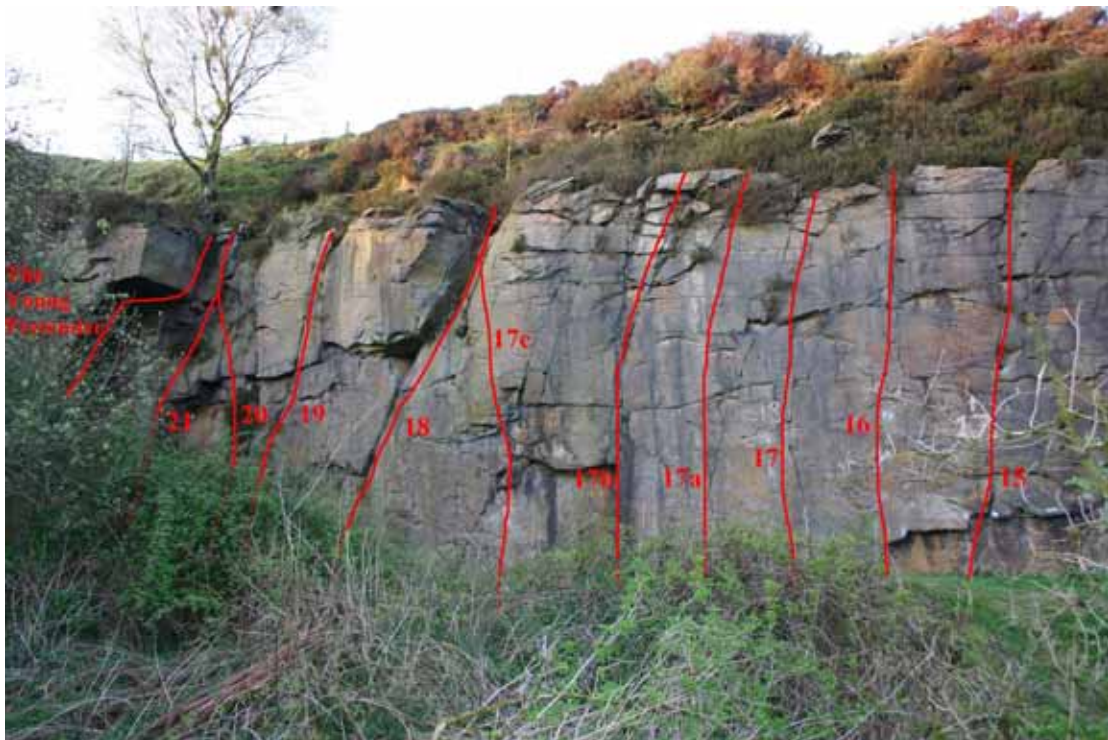


1.	Dave's Route	V1 5b	7.	Butt End	V3 6a
2.	Hank	V1 5b	8.	Knep	V2 5c
3.	Black Wall	V2 5c*	9.	Dave's Other Route	V2 5c*
4.	Colt	V9 6c/7a*	10.	The Slanter	V2 5c**
5.	Rusty Wall	V5 6b*	10a.	Ninja Finger	V7 6c*
6.	Stop Butt	V2 5c*	11.	Thunder	V7/8 6c*





12.	Faintline	V2 5c	17b.	Lazarus	V2 5c
13.	Heartline	V1 5b	17c.	Grand Theft	V6 6c
14.	Hardline	V3 6a*	18.	Impo	V3 6a*
15.	Var	V2 5c	19.	Norma	V2 5c
16.	Lifeline	V4 6b*	20.	Crackle	V0- 4c
17.	Knah	V2 5c	21.	Bill	V0- 4c
17a.	Cremulator	V3 6a			



## Groundhog Area



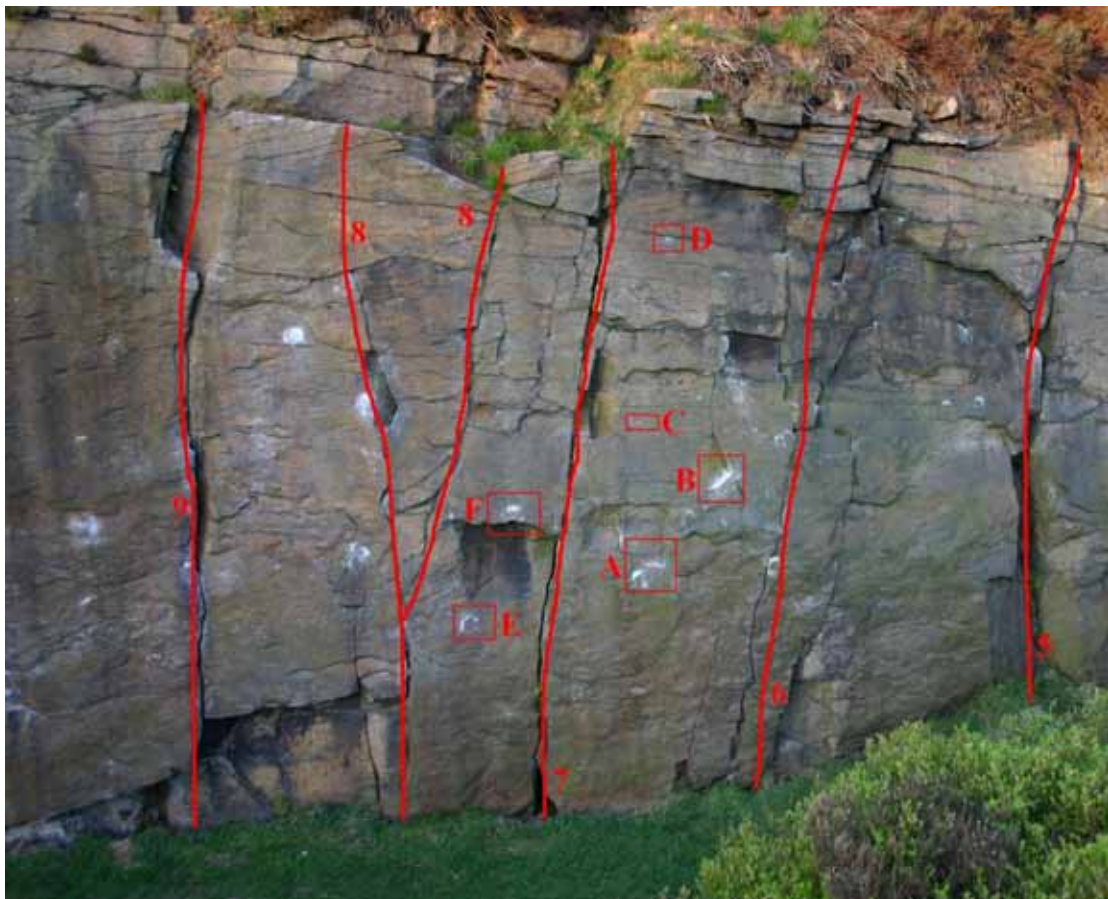
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|-----|---------------------------|---------|-----------------------------------|
| 1.  | The Young Pretender       | V5 6b** | The corner is V5 to the ledge     |
| 2.  | Groundhog                 | V6 6c** | To the ledge. Sit-start is V8-ish |
| 3.  | Crackhorse                | V7 6c** |                                   |
| 4.  | The Key                   | V3 6a*  |                                   |
| 5.  | The Lock                  | V2 5c   |                                   |
| 6.  | The Latch                 | V3 6a   |                                   |
| 7.  | Finger Crack              | V1 5b   |                                   |
| 8.  | Y Front                   | V0- 4a  |                                   |
| 9.  | Satisfying Sloper Problem | V3 6a*  | Crimps, slap sloper, ledge. Good  |
| 10. | Tom                       | V0 5a   |                                   |
| 11. | Jerry                     | V0 5a   |                                   |
| 12. | Butch                     | V3 6a   |                                   |



## Hank's Wall Area



1.	Little Man	V0- 4a	6.	Inferno	V0- 4c
2.	Crooked Crack	V0- 4a	7.	Dragnet	V0- 4b
3.	Gullible's Travels	V3 6a	8.	Haskit Right Hand	V1 5c*
4.	Way Down	V0- 4a	8.	Haskit Left Hand	V2 5c*
5.	Vertigo	V0- 4a	9.	Layback	V1 5b*





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|-----|-----------------|----------|--------------------|
| 10. | Hank's Wall     | V7 6c*** |                    |
| 11. | Parr's Crack    | V2 5c**  | Sit-start is V3 5c |
| 12. | Pigswill        | V6 6c**  |                    |
| 13. | Parabola        | V1 5b**  |                    |
| 14. | Parabola Direct | V3 6a*   |                    |
| 15. | The Chimney     | V0- 4c   |                    |
| 16. | Wibble          | V0 5a    |                    |
| 17. | Nexus           | V0- 4c*  |                    |

### Ash Pit Slabs





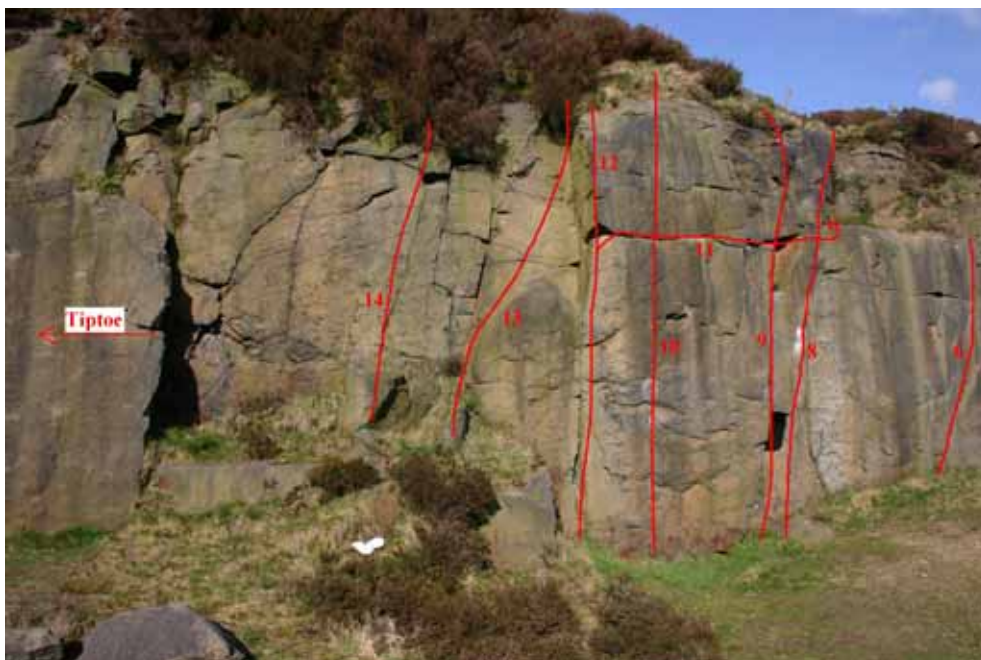
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|-----|-----------------------|-------------|--|
| 1.  | Ash Pit Slab          | V0- Diff**  |  |
| 2.  | Ash Pit Traverse Low  | V3 5c**     | Traverse with hands in weakness          |
| 2.  | Ash Pit Traverse High | V1 5b*      | Traverse with feet in weakness           |
| 3.  | Digitation            | V2 5c**     | No chips allowed                         |
| 4.  | Fraud                 | V1 5b*      | Without chips is Fraudulent Slip V3 6a   |
| 5.  | Analogue              | V0- 4c      |  |
| 6.  | Directissima          | V2 5c**     | Nubbin on the right edge is out for feet |
| 7.  | Degree Crack          | V0 5a       |  |
| 8.  | Scraper               | V1 5b       |  |
| 9.  | Hopper                | V0- 4c      |  |
| 10. | Corn Mantel           | V1 5b       |  |
| 11. | Unjust                | V3 6a*      |  |
| 12. | Arur                  | V0- 4b      |  |
| 13. | The Nose              | V0- V. Diff |  |
| 14. | Rambler               | V0- Diff    |  |
| 15. | Climber and Rambler   | V0- 4a      |  |
| 16. | Wall Climb            | V3 5c*      |  |
| 17. | Noddy's Crack         | V2 5c*      |  |
| 18. | Groovy                | V0- 4a      |  |
| 19. | Apple                 | V0- 4b      |  |
| 20. | The Thrutch           | V0- Diff    |  |



## Dezertion Area



1.	Delicatessen	V0- 4b	
2.	The Prow	V0- 4c	
3.	Halt	V0- 4a	
4.	Blurt	V0 5a	
5.	Blurt Variant	V1 5b	
6.	Fineline	V2 5c	
7.	Diane	V0- V. Diff	
8.	Dezertion	V6 6c*	For V6 you have to pull on, <i>then</i> slap
9.	Dezerit	V1 5b*	
10.	Boopers	V3 6a**	
11.	Bitto	V2 5c	Arête, traverse crack, finish up Dezertion
12.	Beano	V3 6a	Arete, avoiding huge jug
13.	Grass Groove	V0- Diff	
14.	Dezis Wall	V0- 4c	



## Obscenity Area



- |    |                  |             |  |
|----|------------------|-------------|--|
| 1. | Tiptoe           | V0- 4b      | Traverse to Bunnie's without using top |
| 2. | Slab Direct      | V0- 4a      |  |
| 3. | Short Corner     | V0- Diff    |  |
| 4. | Green Wall       | V1 5b       |  |
| 5. | Bunnie's Dilemma | V0- Diff    |  |
| 6. | Obscenity        | V1 5b**     |  |
| 7. | Pocket Hole Wall | V0- V. Diff |  |
| 8. | The Pock         | V0 5a       |  |





9. Magic Circle V0- 4b Traverse without the top



10. Test Piece V0 5a Pure mantel- fun



11. Somersault V0- 4a  
12. Warlon's Wall V0- 4b