

Pots and Pans Bouldering

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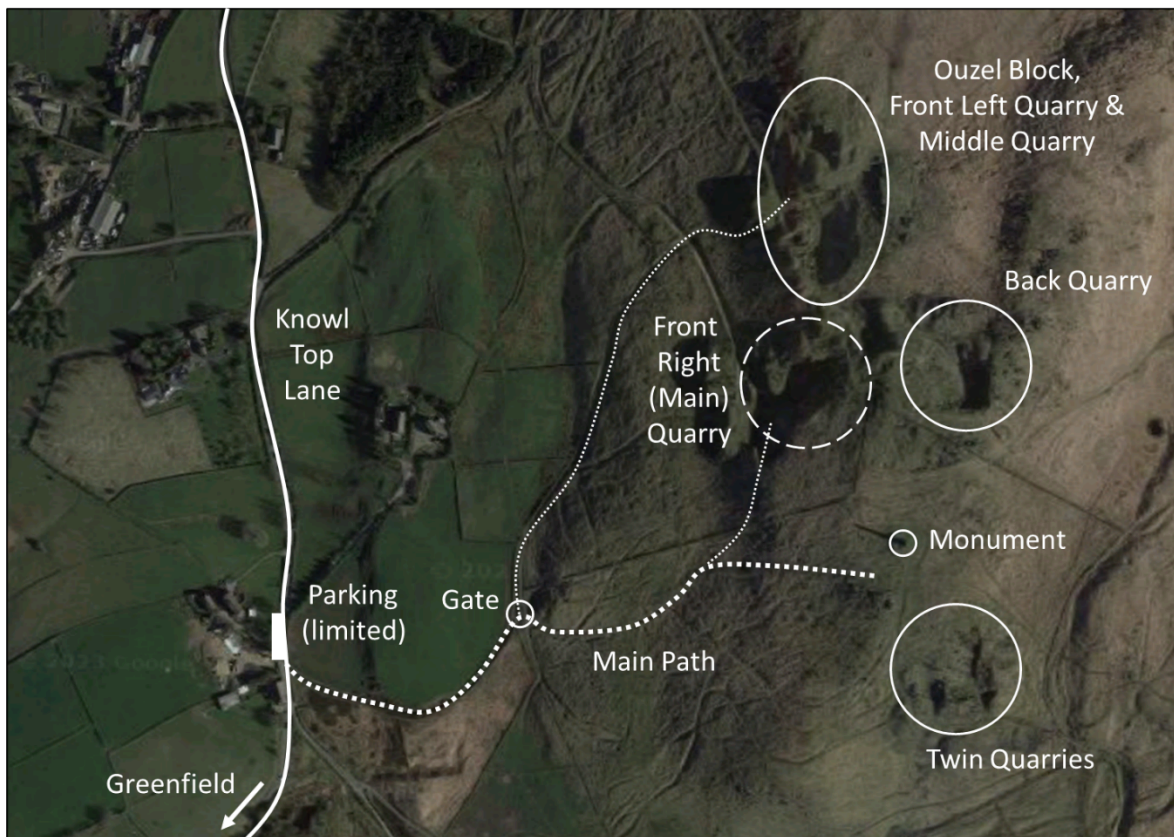
06/03/24



Despite being easily accessible and known for some great traditional routes, the bouldering at Pots and Pans has been rather overlooked. This is a real shame since it offers some brilliant problems on both quarried and natural moorland grit, as well as fantastic views over the villages of Saddleworth and back to the skyline of Manchester. If you are lucky you may also spy the ring ouzels, little owls and hares amongst the other wildlife.

Hopefully this mini guide will encourage a few more boulderers to go and check out this neglected little venue. Beyond the problems listed here (the best of which are starred *), there are many easier problems on the surrounding natural boulders, and more than likely some harder projects waiting to be discovered too.

Approach



Follow Knowl Top Lane up the hill from Greenfield. After a long steep section, you reach a farm and some houses. Park carefully next to the drystone wall opposite the obvious main path up to the monument. The easiest approach (especially on your first visit) is to follow the main path directly to the monument and then orientate yourself from there. However, for the Ouzel Block, Front Left Quarry and Middle Quarry it is easier to turn left at the gate and then follow a drystone wall diagonally up the hill (note: not the drystone wall directly parallel to the main path), then go up between the two large piles of quarry spoil.

The Ouzel Block



1. Ouzel Slab – 5 *

Climb the slab on the left of the arête, using the arête for your right hand. Lovely balancy moves with a slightly scary top out. Can be done as a sitstart at the same grade.

2. Ouzel Arête – 5 (sitstart 6c)

Climb the arête on its right with a dynamic slap for a good ledge. The sitstart adds a couple tricky moves into the stand.

3. Afterbirth – 6b+ (sitstart 6c) *

Matched on the good crimp in the middle of the wall and using the big footholds out right dyno for the top of the boulder. An intermediate sidepull might help or hinder. The sitstart adds a powerful move off a narrow finger pocket to gain the good crimp.

4. The Ouzel or the Egg – 6c

Link the sitstart of Ouzel arête into the afterbirth dyno via some tricky crimpy moves.

Front Left Quarry



5. Mrs Monster – 6a

Climb the slabby left arête via some lovely balancy moves and a pop for the top.

6. Mr Monster – 7a+

Fierce slab climbing using a small mono for the left hand, poor feet and a hard long move to gain the thin break. Not for the faint of heart.



7. S arête – 6a

Climb the left arête on its right starting from the big foot ledge. Can be topped out directly or by rocking out left around the corner onto the slabby face.

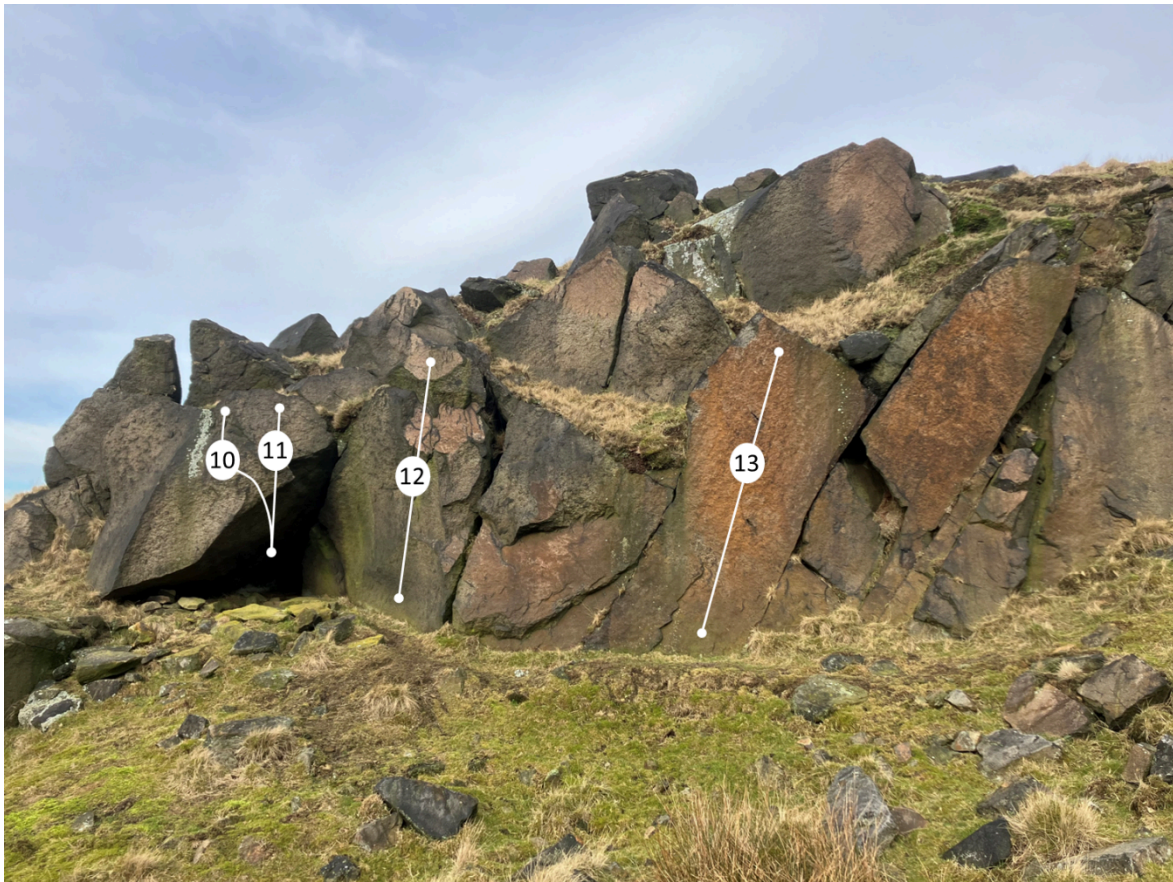
8. Captain Troll – 7a+ (sitstart 7b+) *

Powerful climbing directly up the front face. From the large flake in the middle of the wall gain the old shot hole above and then topout to the right. The sitstart adds brilliant and technical moves to an already excellent stand start.

9. Frog arête – 6b

From a sitstart work your way up the right arête with some tricky and awkward moves to get established before topping out more easily above.

Middle Quarry



10. Gone to Pot (left) – 6a

Climb the small roof from sitting. Starting on the big hold under and using some poor feet gain crimps to the left of the arête and top out.

11. Gone to Pot (direct) – 6a

As above, but using a hold on the right and a high left heel hook finish directly.

12. Flash in the Pan – 6a+

Sit start the wall right of the small roof via some sharp crimps and tricky moves. Tougher than it appears.

13. Rough Cut – 4+

Using two large in-cut holds, climb the wall and arête. At this grade the right ramp is in for feet. A harder eliminate avoids the foot ramp.



14. Cracked up – 4

Climb the high wall via a series of breaks and cracks. Caution, it may be a little loose.

15. Pot luck – 6a+

The striking hanging block can be climbed using the right arête and lower foot block. A hard slap to the lip is followed by an easier top out.

Back Quarry



16. The Rapparee – 7a+

Climb the wall via a series of crimps and a committing slap to better holds higher. A left toe hook helps to get established. A great problem but a couple of pads and a spot recommended.

17. The Reiver – 7a (sitstart 7a+) *

The left arête offers a lovely knacky problem using a low right crimp and tricky slaps with the left hand. A sit start adds a couple more moves and some difficulty.

18. The Brigand – 7a+/7b *

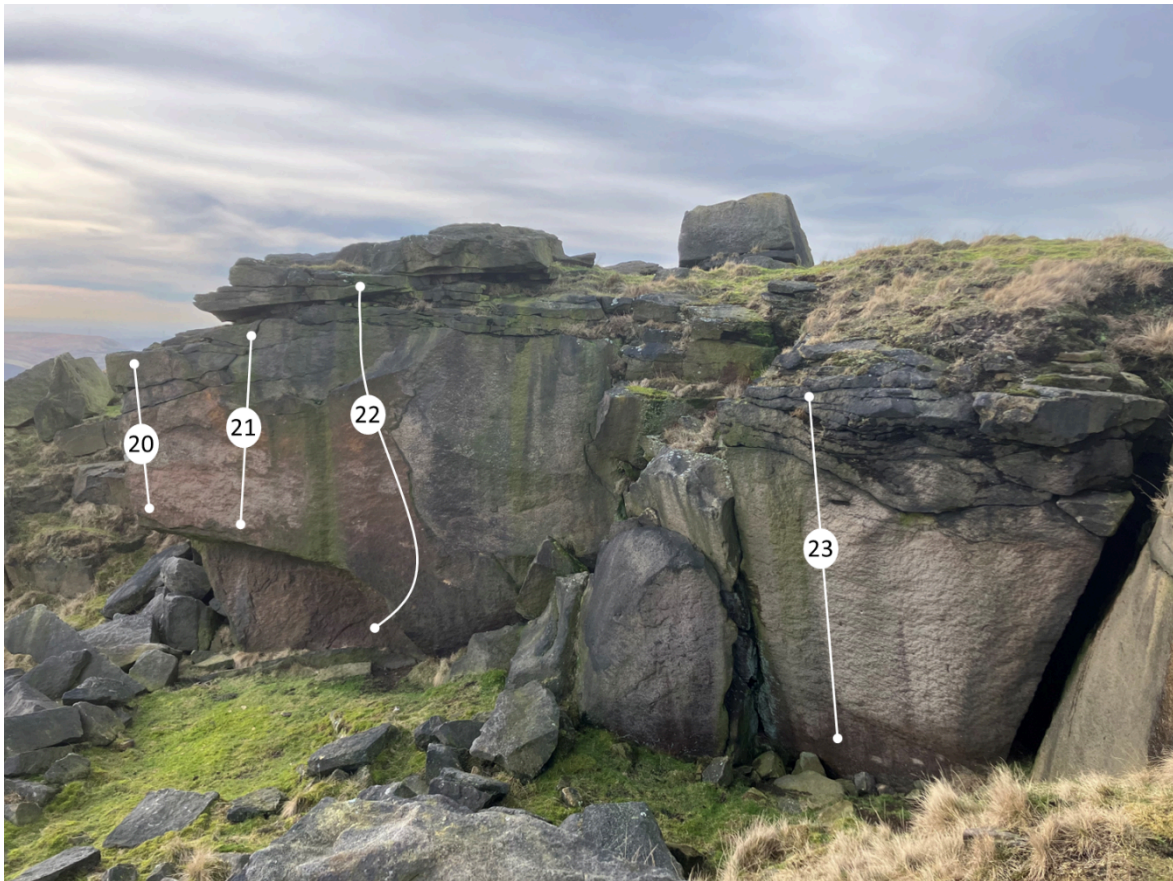
Brilliant climbing up the blank face starting with the right arete and a small crimp in the thin central crack. A very knacky and balancy move gains a high gaston before an improbable slap to a shallow pocket and an easier (but not trivial) top out.

Twin Quarries



19. Lost Boys – 5+ (sitstart 6b) *

Climb the left arete via some lovely, tricky and technical first moves to an easier top out. A sitstart adds a couple tricky and powerful moves to get into the stand. The obvious square footblock at the base is out at this grade, but the good feet just right are in.



20. Peter Pan – 7a

Jump from the jumble of boulders to catch a high edge, match and then burl your way up the arête. Feels committing.

21. Mr. French – 7b

Jump and catch a pair of small and sharp crimps, work your feet up and then slap desperately to the big ledge above. Harder for the short.

22. Goldrush – 6b (sitstart 7a+) *

A lovely problem following the obvious flake line, with surprisingly powerful and balancy moves to gain the upper flake. A sitstart from down and left using an undercut pinch, low rail and poor feet adds quality hard moves into the stand. (Using the sharp foot block for the sit drops the grade to around 6c)

23. The Leper – 5

Jump and catch the large pocket, before topping out through some slightly suspect rock.