

# Trinity Boulder, Seathwaite

Duddon Valley

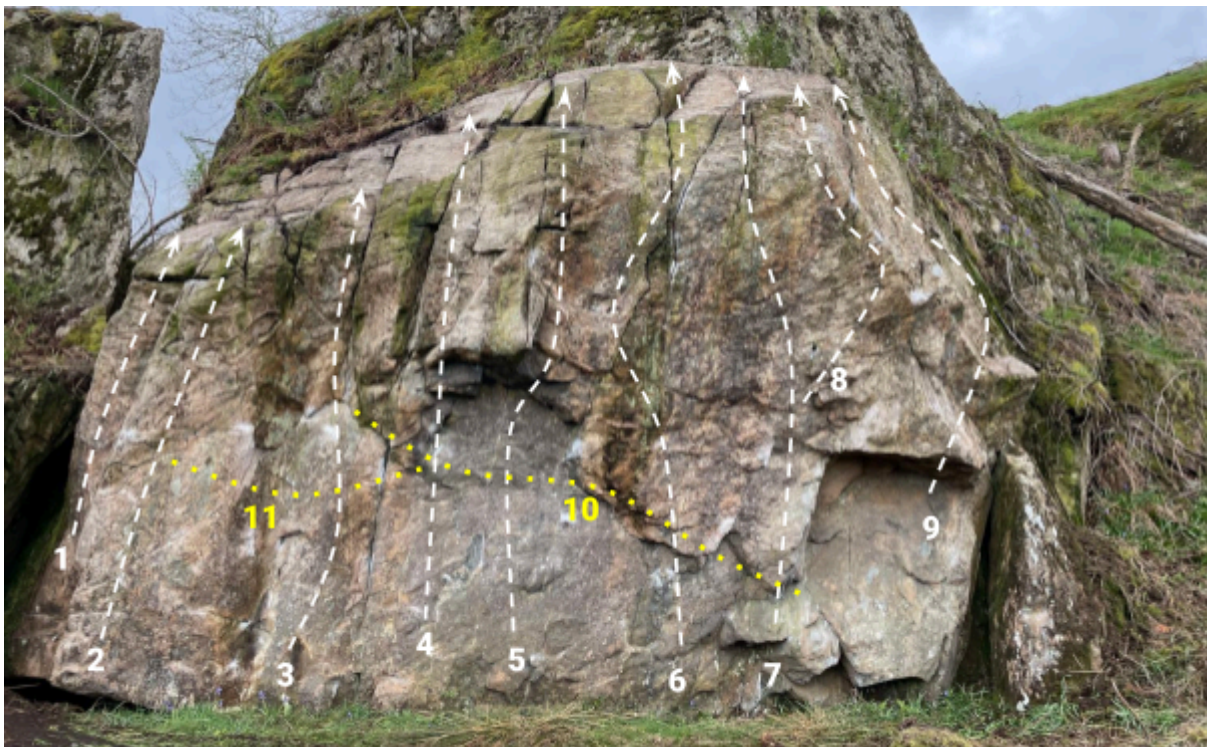
GPS: 54.35397, -3.18622

## Approach

Park in the small pull in immediately north of the Holy Trinity Church, Seathwaite. Continue north on foot, for 70m to a gate on the right. Go through the gate (and re-close!) and up the track. After 30m a telegraph pole with a green box at its base is reached. From here break off right up a short slope and through a tumbled down section in the drystone wall. Walk south through an open glade for around 50m, trending gradually uphill to meet a vague forestry track and continue south along this for a short distance until the block can be seen ahead, overlooking the Holy Trinity Church car park.



**Access note:** the initial access point is a private track so don't dawdle between the gate and accessing the glade via the tumbled down wall and be sure to close and latch the gate after entering. The block itself is also on private farmland so please keep the noise down and be respectful.



## The Problems:

- 1. Keepy Uppy (5)**  
The slabby groove on the extreme left.
- 2. Trinity (6C/+) SDS**  
The tilted arete climbed on the right from a tricky sitter. The stand is 6A+.
- 3. Twisted Taboo (7A+/B) SDS \*\*\***  
The shallow groove is technical and excellent, as well as featuring some fine rock and holds. Start on a RH sidepull and small, low LH slot. The stand is 7A/+.
- 4. Sleepytime (6B+/C) SDS \***  
Start on a sidepull and follow the crack come flared groove over the bulge (left of the fin) and up. Feels pretty highball.
- 5. Sailfish (6B+) SDS \***  
Start crouched or sitting (depending on height) at high RH edge and LH sidepull. Head up through the overlap, using the fin feature to gain good holds to its right and finish direct from here.
- 6. Dream Machine (7B) SDS \*\***  
Start below the shield feature- RH sidepull and LH slopey pinch. Head straight up to a stacked position on two opposing sidepulls and make a big move to gain an ergonomic sidepull (around 40cm right of the fin), before following the two thin, diagonal cracks to the top.
- 7. Black Mirage (7C/+) SDS**  
Start on two triangular undercuts and head up to an obvious pocket and gain this with your RH. Make a series of tough, stretched moves to reach and make headway up the thin crack out left, finishing direct from this point. Image inset. Very morpho!
- 8. Titanosaur (7A) SDS**  
Start as per the previous problem but gain the pocket with your LH and use it to climb the blunt arete on its left side.
- 9. Titanoboa (6B) \***  
A cool problem surmounting the overlap via two compressive, slopey sidepulls, then bear right onto the slab and finishing up this.
- 10. Tornado Kick (7B+/C) SDS \***  
This takes in some quality climbing and tough moves. Start over to the right on the two triangular undercuts, pull on and move left, keeping low across the face to link into and up Twisted Taboo.
- 11. Sharralanda (7C) SDS \***  
Start as per the previous problem, but keeping low, continue left past Twisted Taboo, to finish up Trinity. Technical.

