

## Godrevy OS explorer 102 GR 5843

Godrevy is at the east end of St Ives bay. leave the the A30 at the roundabout at the eastern end of Hayle. Follow the B3301 towards Portreath for two miles until Gwithian is reached. leave Gwithian and after 500m, cross a narrow bridge then turn left into the national Trust owned Godrevy. Follow the road until the end car park, (the far car park is shut in winter). From the far car park follow the path down the steps onto an area of sand, walk towards the lighthouse and the rock platforms that mark the begining of the bouldering areas.

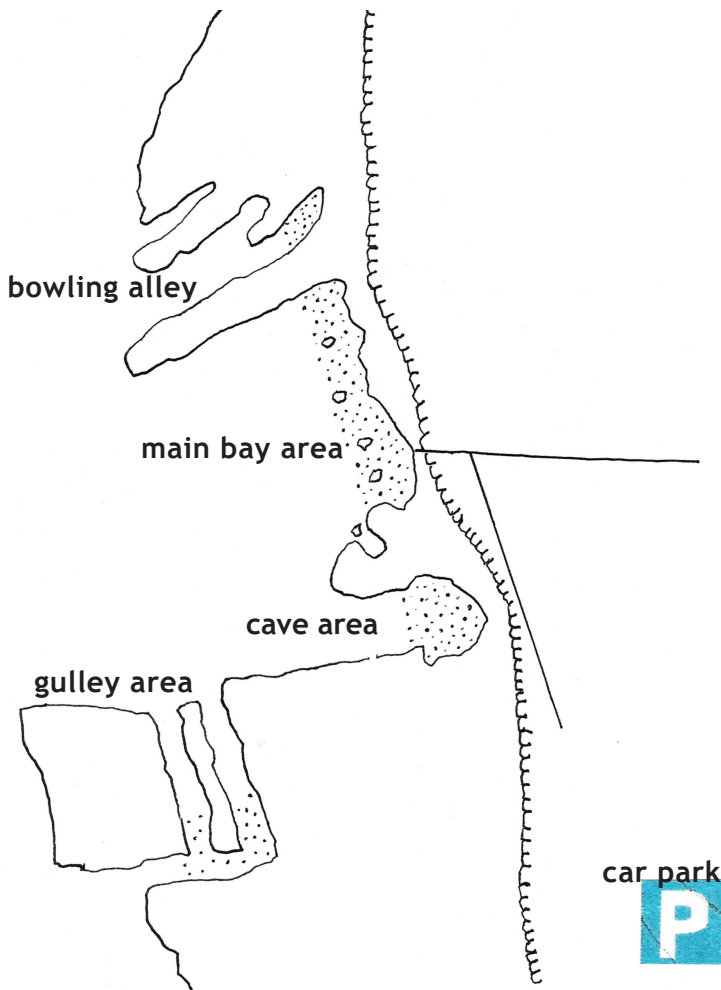
Conditions are very variable, its possible to climb two hours either side of lowtide, more on small tides. Best conditions are small tides, small or no swell and an onshore wind. generally summer is better but good conditions can be had in dry winter spells. the other factor is varying sand and pebble levels which can make or ruin a problem, burying the start. The better problems at least ones given stars or reccomended are generally less affected by varying start levels.

The harder problems are to be found in the main cave area, bay area and the bowling alley which is home to some of the hardest problems at Godrevy. The approach gulleys and surrounding areas have a number of good problems and are suitable for warming up and good for those seeking a less strenous session.

The rock is shale, worn smooth at the base of problems and in the Cave Area, Bowling Alley and more friable and sharp in some of the other areas, this to some extent dictates the styles of climbing found in the different sectors.



*balzac V5 bowling alley*



## **gulley area**

the gulleys are the first area approached from the car park and steps down onto the beach, walk towards the lighthouse. The two parallel gullies should become apparent.

The first problems are on a stand alone block at the entrance to the gulleys.

- 1        **V2**        The arete from a sit start.
- 2        **V1**        SS the leaning wall via a sharp side hold.

On the back side of this boulder are a number of short problems.

- 3        **V1**        The hanging arete.
- 4        **V1**        Pull on to the slab and a side hold to the top.
- 4        **V1**        The face, use the arete as well.
- 6        **V5**        The blunt arete, dependent on pebble levels but always a hard pull and potentially with a ss very hard.
- 7        **E**         The wall using a big hole at chest height.

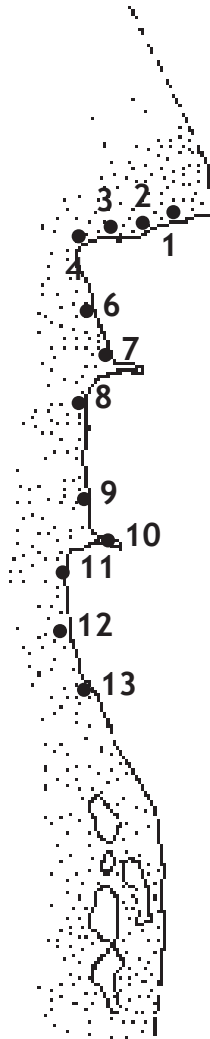
The wall that stretches out to sea has a number of good problems which unfortunately are often damp and covered in barnacles, if it is dry the lines become obvious grades from easy to V2.

The central block has some good problems

- 1        **V4**        SS at cleaned low edges and make a long move left to good holds and finish.
- 2        **V4**        ***Hoopers Arete*** a famous problem, start matching on a sloper and up leftwards to pockets and finish. A more direct move straight up the arete makes this harder.
- 3        **V1**        The face on pockets and smears to start, makes a good problem.
- 4        **V1**        Variations to the right are also good.
- 5        **V3**        This problem climbs the arete and wall opposite Hoopers Arete, SS on low sloping holds and move right and up.

If you follow this gulley out to sea there are numerous other problems that again suffer from dampness and barnacles.

**Follow the gulleys and turn right to reach the main cave.**



cave area south wall

## cave area south wall

Problems described left to right starting from the large steep black wall nearest the cave.

- 1      V3      Campus start, move leftwards.
- 2      V3      Campus moves to start, then trend rightwards.
- 3      V5      **Beeday** Sit start under the blocky overhang, powerful moves into a big undercut and a kneebar will help reach the vertical wall above and the top.  
  
V5      **Absolut currant** sit start from beeday right to crack and top out in crack.
- 5      V8      **ur hot** climb the nose from low start and slap to arete.
- 6      V5      **Bruiser** jump to poor slopers and continue up ramp crack not allowed.
- 7      V0      Corner crack Obvious really.
- 8      V7      **Fletchers traverse** Start up arete and traverse along lip.
- 9      V6      Start on the crimps left of the crack and make a hard pull over the lip, not using the crack.
- 10     V0      Crack.
- 11     V4      **Pocket Dyno** Spring dynamically up the arete.
- 12     V6      **Trigonometry** From the triangular jug make a long move left and pull over the bulge.  
  
V7      **Pockets** into **Trigonometry**.  
  
V7      **Perfect evening light** From **Trigonometry** move along the round handrail right.
- 13     V2      The blunt edge on often wet holds.



cave area north wall

## cave area north wall

Described right to left from the back of the cave.

- 1      **V6**      From low good flat holds climb to break and obvious sharp loose looking jug to finish, invariably damp but good if dry.
- 2      **V7**      *Piss Pot* From small sloping triangular holds make a difficult move to shattered crimps and campus to the break.
- 3      **V6**      *Upstart* From ss from a glued hold make a hard move via small crimp to slopers and then finish at break.
- 4      **V2**      Stand up start to 3 and finishes past the break up the wall above.
- 5      **V5**      *Kriss Kross* From slopers move straight up the wall, also ss from the left.
- 6      **V6**      *Toe Jam* Start low and traverse round rightwards round the arete and finish in the crack
- 7      **V5**      *Crack Traverse* for those possessed with stamina a left to right traverse of the crack and for a harder grade back again!

Between the Cave Area and Main Bay is a deep cave in imminent collapse. Home to two good problems if dry.

- 1      **V6**      SS Overhanging arete from low jugs to flake and using the crack reach better holds.
- 2      **V6**      SS Follow a line of red pockets out under the overhang onto the steep wall and jugs.



main bay area



## main bay area

This section faces towards the lighthouse

This area has a good selection of steep problems, it suffers from being north facing and therefore stays damp longer than some areas, its also affected by varying pebble levels, ideally you should be able to do beachball with the first holds at chest high. This section has a good right to left traverse keeping low, its a consistent grade until you get to the biscuit wall on problem 5, which is the crux

- 1      V1      Arete till it gets easy.
- 2      V6      **Virginia** SS from slaty slots to quartzy holds over the bulge.
- 3      V5      **Woolf** SS from large flat undercuts reach left for pockets then crack and move past the overhang either right or left.
- 4      V3      Hanging groove on painful holds.
- 5      V5      SS Move right onto micro slab and then climb biscuit holds to flake and top.
- 6      V1      SS layback crack till scared.
- 7      V7      **Beachball** SS start on jugs and reach left to arete, use just arete till slopers become jugs, (eliminate).
- 8      V1      SS layback crack.
- 9      V4      SS reach/slap leftwards and move into groove/corner.
- 10     V3      SS climb bulging arete/wall.

Between Main Bay Area and Bowling Alley is a small cave this has.

- V3      SS climb the steep and wet looking overhanging wall.

Next to this before the slabs is a wall that offers a number of fun problems as do the easy slabs that can be climbed to gain an entrance into Bowling Alley (if the tide has come in and you cant access the alley from the low tide approach).



bowling alley

## bowling alley

- 1      V3      *Left arete* start on big jugs and move right onto overhang ing wall, move up on good sharp holds, finish on sloping ledge.
- 2      V2      Same as before but start on good sharp holds on steep face.
- 3      V4      Start on lowest good sharp holds and dyno for top.
- 4      V4      Start both hands on good sharp holds, reach right for trian gular hold and cross over with left for top jug.
- 5      V8      *Les temp passe* (left) start share on low edge and pocket reach left for crimps, reach with right for crimp and finish on jug.
- 6      V6      *Original problem* Start on crimps easier version of 5.
- 7      V7      *Le temp passe* (right) Start as for 5 but reach with right for crimp and hard dynamic move for sloper with left and reach finish hold with right.
- 8      V4      *Balzac* Start on obvious crimps and reach with left for sloper and finish same as 7.
- 9      V7      *Voltaire* Start on same crimps as 8 dyno for top avoiding main foot holds on left.
- 10     V?      Campus type problem up slopers.

### Also in the Bowling Alley

- V6      *John's Bulge* The bulging arete (on the left looking out to sea) opposite problem 1, avoid using the ledge at waist height out to the right, slappy slopey finish.
- V3      The overhanging wall on the same side of the gulley as Johns Bulge at the sea end, from the initial ledge.

Opposite the last problem is an overhanging quartz wall, there are several problems and traverses around this wall.

- V1      Straight up on good holds.



