

# Beacon Hill



## Beacon Hill

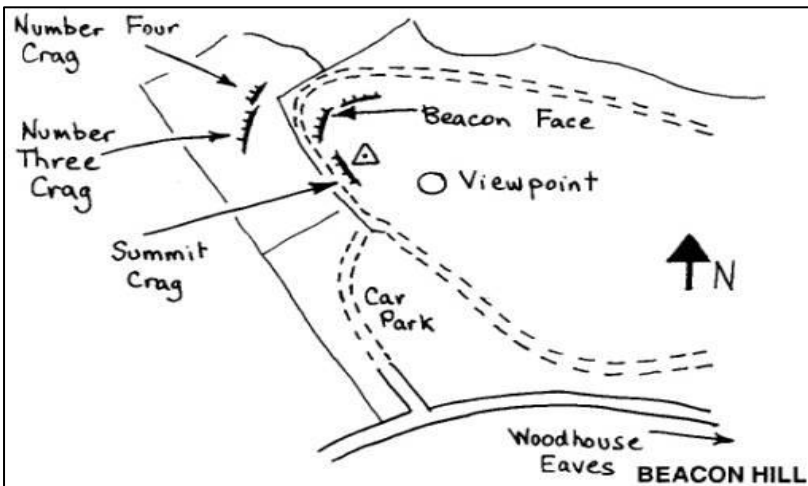
Route descriptions are quoted almost verbatim from the [1993 Leicestershire Climbs guidebook](#) as it felt like they could not be improved upon. Some words have been added to clarify certain routes. Full credit goes to Geoff Mason and Ken Vickers for their fantastic guidebook, do go and read it. It is now sadly out of print but most of it can be read online for free. The primary purpose of recreating their topo with boulder grades is to try and inform people there are other great bouldering locations in the county other than Cademan Wood, which is becoming so busy it is causing problems with the locals. A secondary purpose is to make it clear to keen trad climbers that most of the best routes here are boulder problems, despite the grades given to them in the old guide. Trad grades are included here for the climbs which warrant them.

For more info on bouldering in Leicestershire see [leicestershirebouldering.weebly.com](http://leicestershirebouldering.weebly.com)

## Conditions

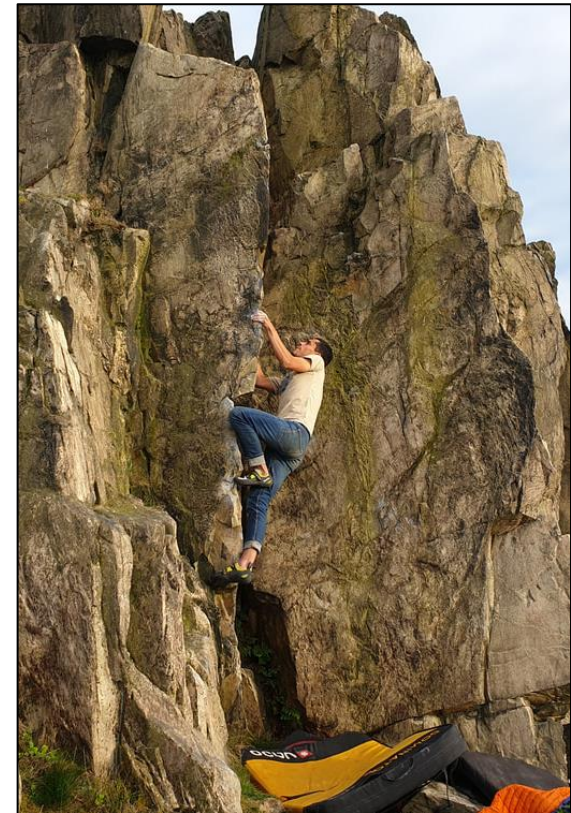
Beacon Hill is exposed to the wind, the rock doesn't absorb water and there is no runoff from vegetation, as a result the crag dries very quickly after rain. The crag faces north west. The rock is hornstone, formed from the ash of ancient volcanoes. The rock can get extremely polished in places so bring your best footwork. The landings of the best problems are good, with Number Four Crag having the best landing and being the best place to start.

There are toilets and sometimes an ice cream van in the car park. The park can be very busy with people but it's rare to see another team of climbers.

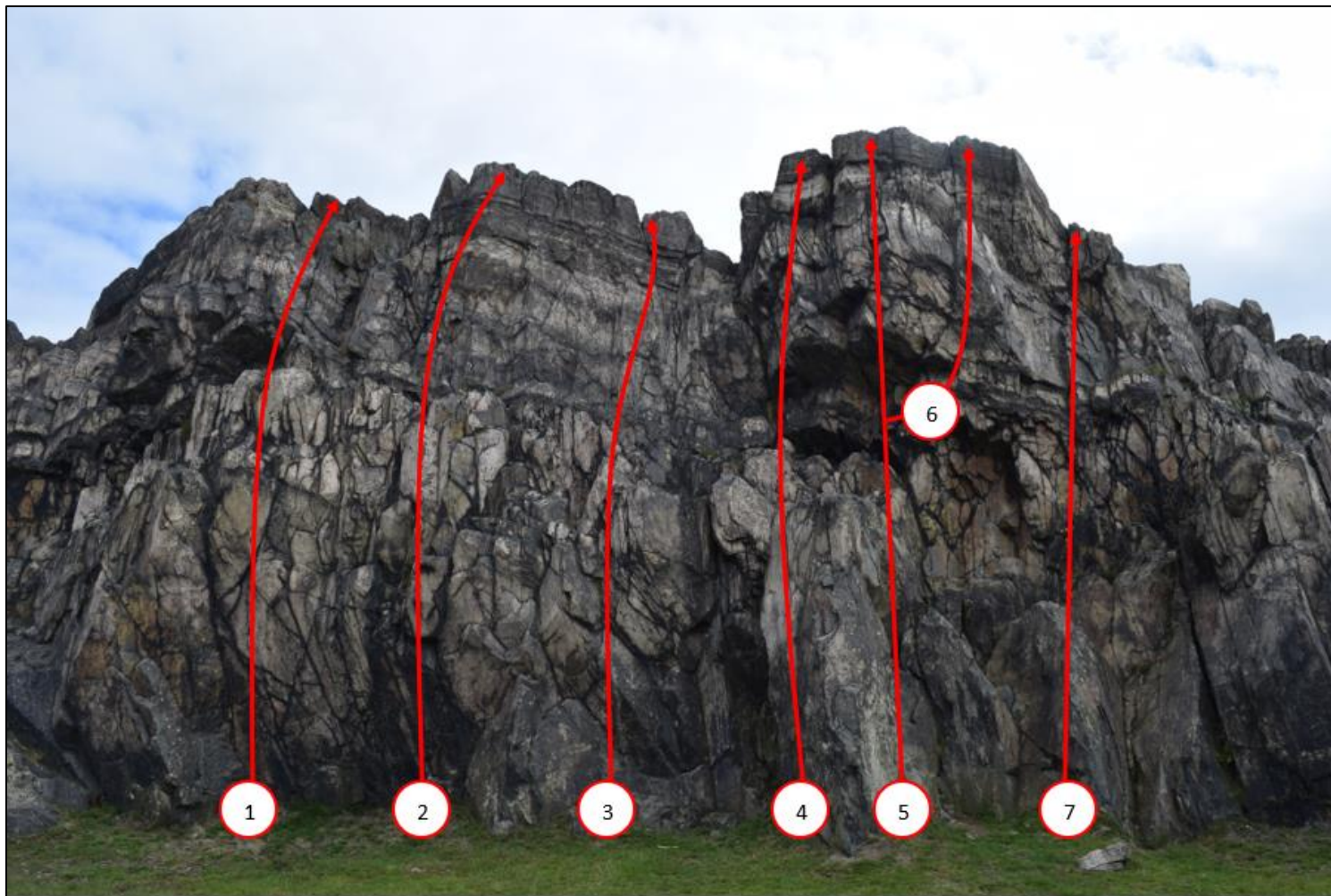


## Parking

[Beacon Hill Upper Car Park LE12 8SP](#). Barrier Controlled. Up to 1hr is £2. 1-3 hrs is £3. Over 3hrs is £4. Takes car and cash. Last entry to the car park is at 8PM and people have been known to get stuck inside the barriers if they stay too late into the night.







## Summit Crag

### **1. Shaft f2**

5m left of the little pinnacle. Climb a rib and continue.

### **2. Fire f4**

Just left of marine is a steep polished little wall. Skate up the first moves and scramble to the top.

### **3. Marine f2**

Start about 2m left of the little pinnacle. Straight up the lower and upper walls on big jugs.

### **4. Is There A Better Way f4**

Start directly below the pinnacle. Swing right over the overhang and muscle up.

### **5. And You And I f6A / E2 6a**

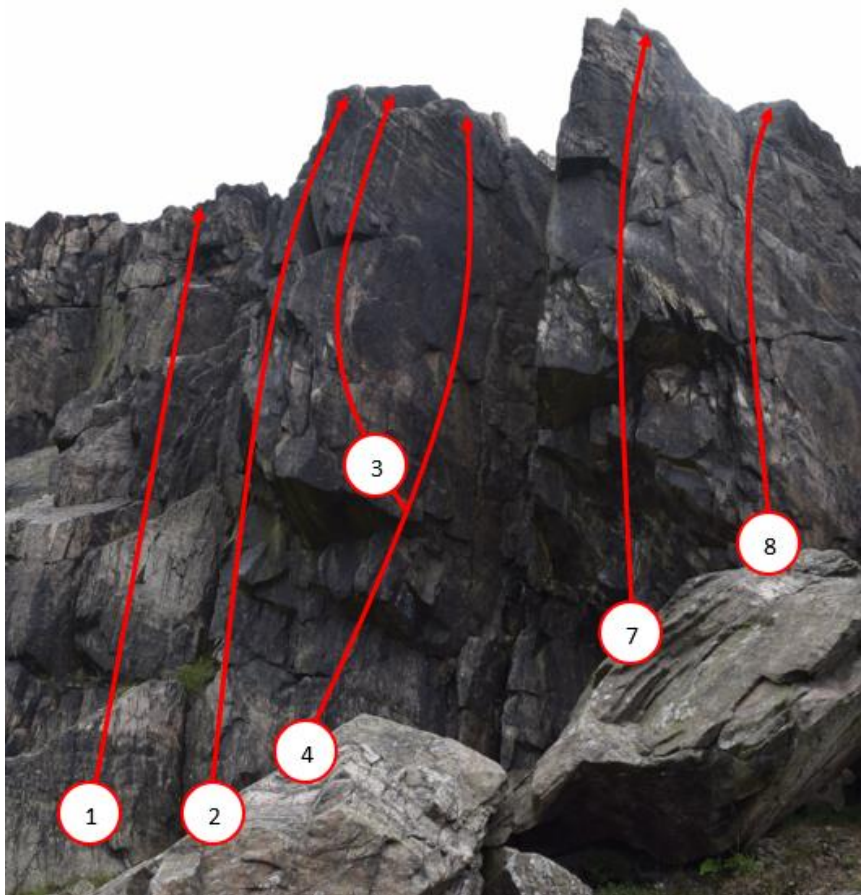
Climb left of the large hold on Auto straight over the overhang with a long reach from an undercut to gain a very small flake. Don't fall off; a hospital job awaits!

### **6. Auto f4+ / HVS 5a**

Climb to beneath the overhang, above the small pinnacle. Step right onto a large hold, back left and then straight up.

### **7. Prop f2**

Mantelshelf up just to the right of the overhang.



### **Beacon Face Right**

#### **1. Slippery Slabs f2 / VDiff**

Climb up 3m left of Moonshot on good holds.

#### **2. On The Silent Wings Of Freedom f6B**

Start just left of Moonshot under the overhangs, swing out on undercut holds to make a hard move out onto the face. No use of the jug ledge on Moonshot.

#### **3. Moonshot f5+**

Start under the overhang on the left wall of the V gully. Reach for polished jugs by underclings and use a pinch layaway for the left hand to reach the obvious triangular hole up and to the left. Then straight up.

#### **4. Moonshot Direct f6A**

The left wall of the V gully direct. Use layaways to reach the polished jugs then mantleshelf and layback using a poor high flake directly above for the left hand.

#### **5. V Gully f4+**

Climb the V gully direct. A deceptive undertaking. If all else fails, turn around and face out.

#### **6. Circus of Heaven f6A**

Climb the right wall of the V gully without using the arête or boulder.

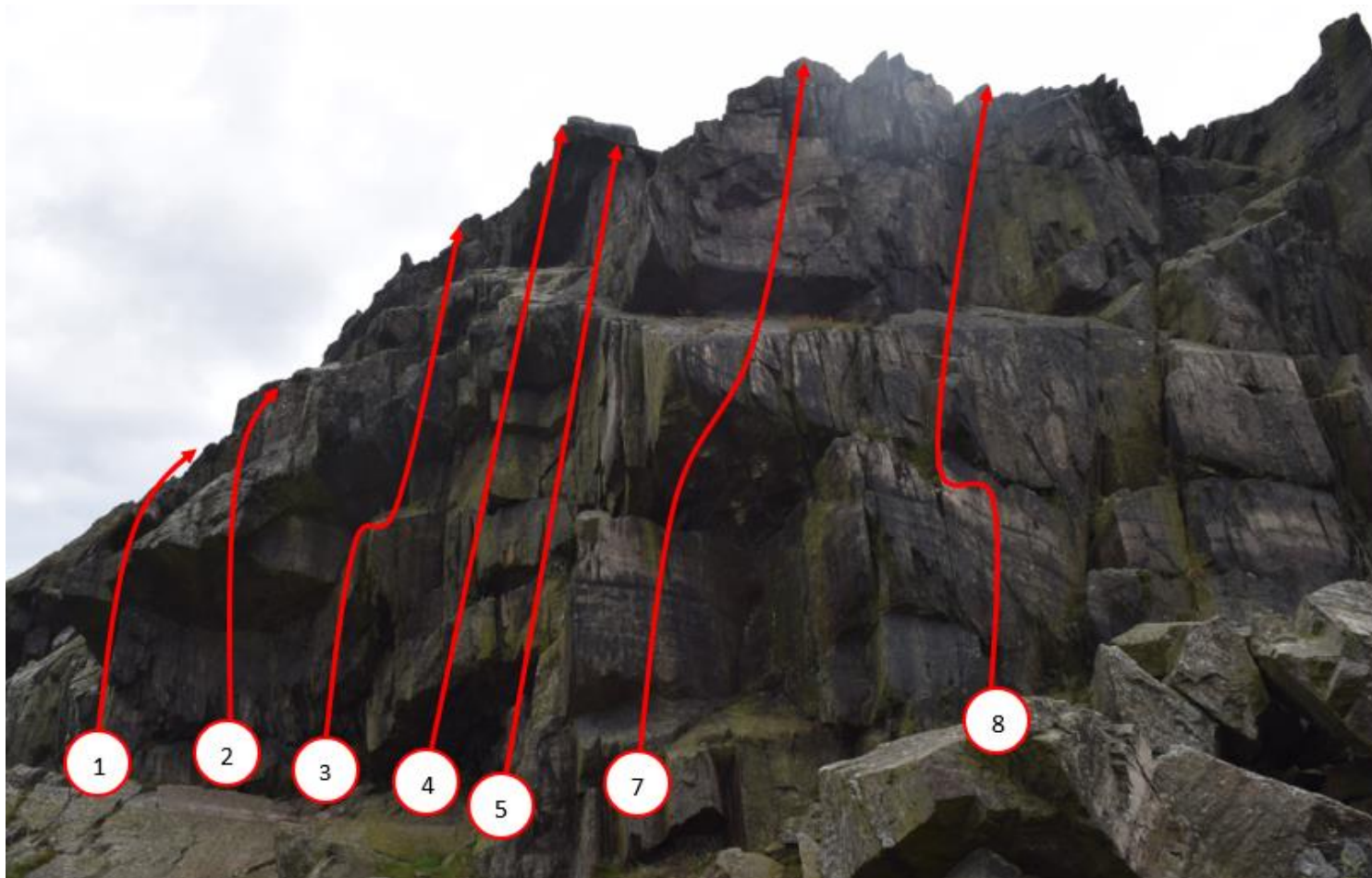
#### **7. Right Arête f5**

Climb the right arête of the V gully direct.

#### **8. Outside Wall f4**

Start just right of the large boulder by the obvious V gully. Climb the well-scratched wall on big holds without using the boulder.





### **Beacon Face Left**

#### **1. Balsoon f4+**

Climb the overhang direct at the left-hand end.

#### **2. To Be Over f6A**

Climb the overhang to the left of Limbo from a recess.

#### **3. Limbo f5 VS 4c**

A short crack leads to the overhang. Climb this and the overhang above.

#### **4. Death Valley Nights f5 / HVS 5a**

Climb the groove through the overhangs to the left of Hot Rails to Hell to finish direct over a small overhang at the top.

#### **5. Hot Rails To Hell f5 / HVS 5a**

Left of Right Corner lies a small corner. Climb the left face.

#### **6. Right Corner f2 / VDif**

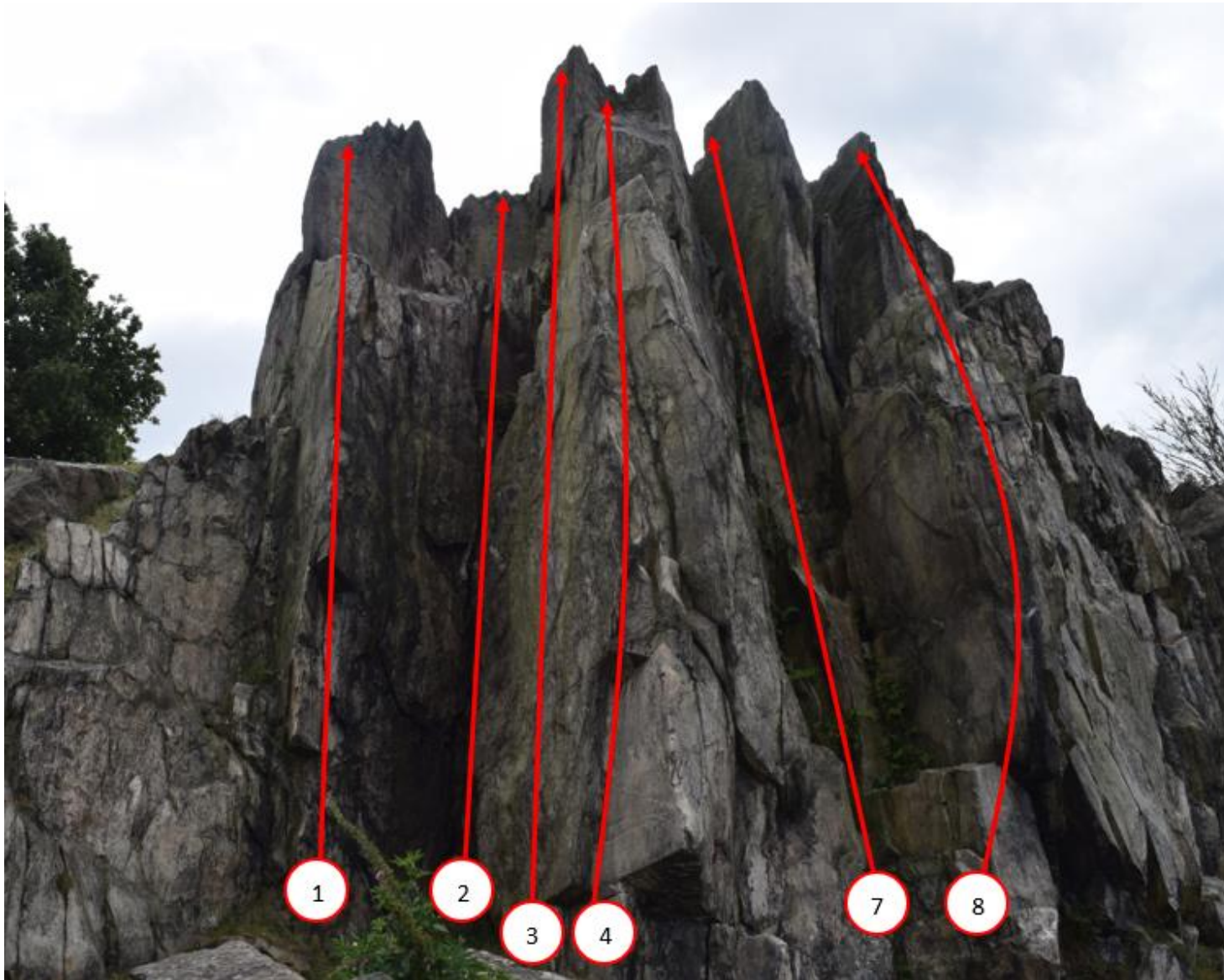
Climb the corner at the right-hand end of the overhangs to a step up to the right around the overhang. Has an incredibly polished sloping hold and an excellent slot.

#### **7. Left Nostril f2 / VDif**

Climb the arête with a big step in the little corner, then follow the arete above.

#### **8. Nostril f2 / VDif**

Just right of the arête is a diamond-shaped overhang (the nose on the face of Beacon Face) above a little corner. Start up the rib to the right. Finish up the top wall by monster steps. Alternatively finish up the steep corner to the right.



### **Number Three Crag**

#### **1. Starship Trooper f6A+**

Ascend the overhanging arête left of the obvious crack/corner line.

#### **2. Collywobble Crack f4+**

Climb the polished crack in the gash. Another deceptive undertaking.

#### **3. Third Time Lucky f6A**

Climb the middle of the wall right of the crack direct. No using the crack.

#### **4. The Last Straw f4+**

Step right onto the arête right of Collywobble Crack, and ascend.

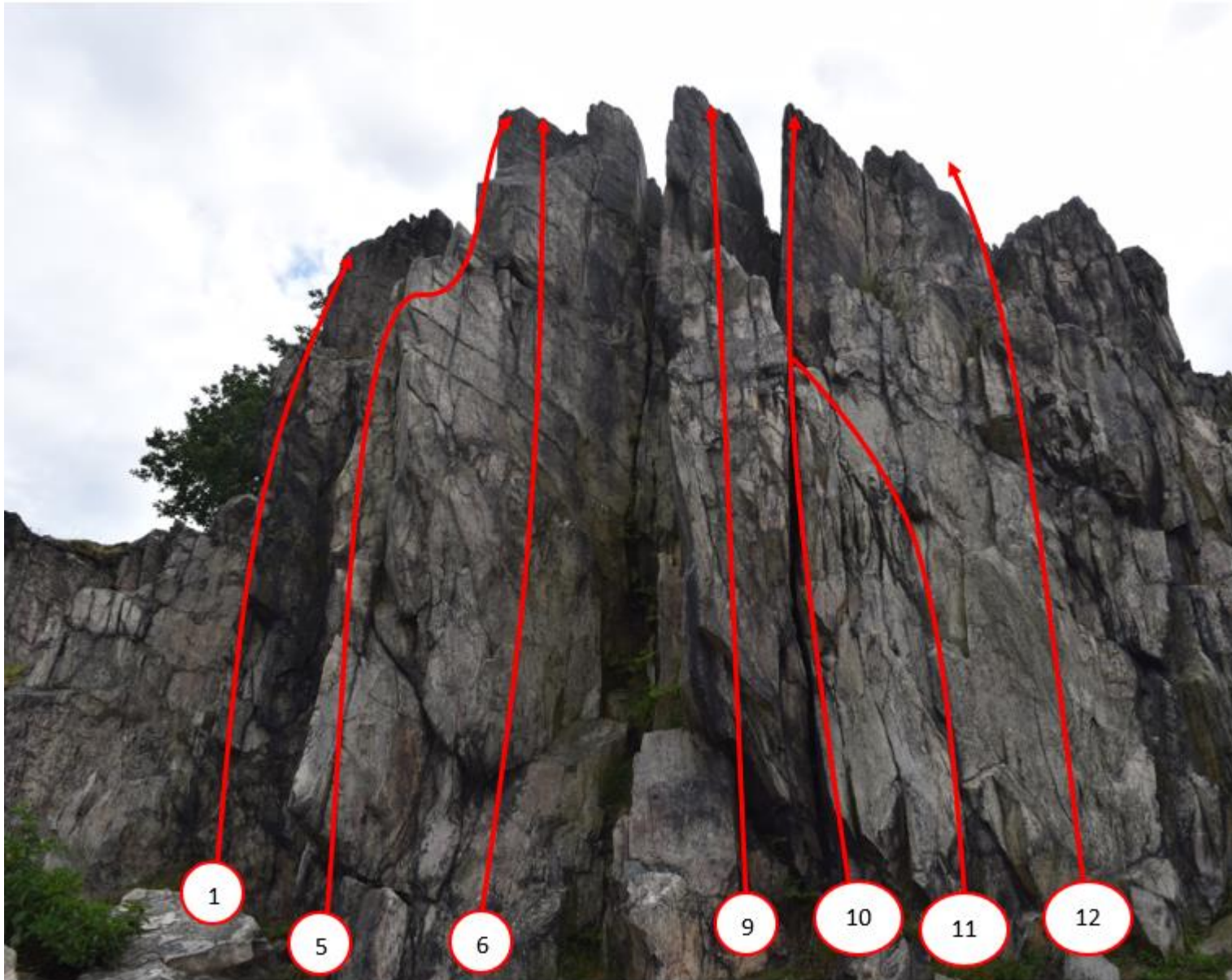
#### **5. Ten Pin Wall f4+ / HS 4b**

Climb the wall by starting in the gully to reach a high hold and delicately layaway to finish at the top of the left arête.

#### **6. Relayer f6A / E1 5c**

Climb the wall right of the arête direct without use of the arête. No sneaking up the gully or bridging.





### **Number Three Crag**

#### **7. The Gully f2 / Diff**

Climb the obvious gully.

#### **8. The Camel's Back f5 / HVS 5a**

Climb the arête of the gully starting from the left.

#### **9. The Heart of the Sunrise f6A / E1 5c**

The front face of the arête, gained from the left.

#### **10. Starlight f4+ / HS 4b**

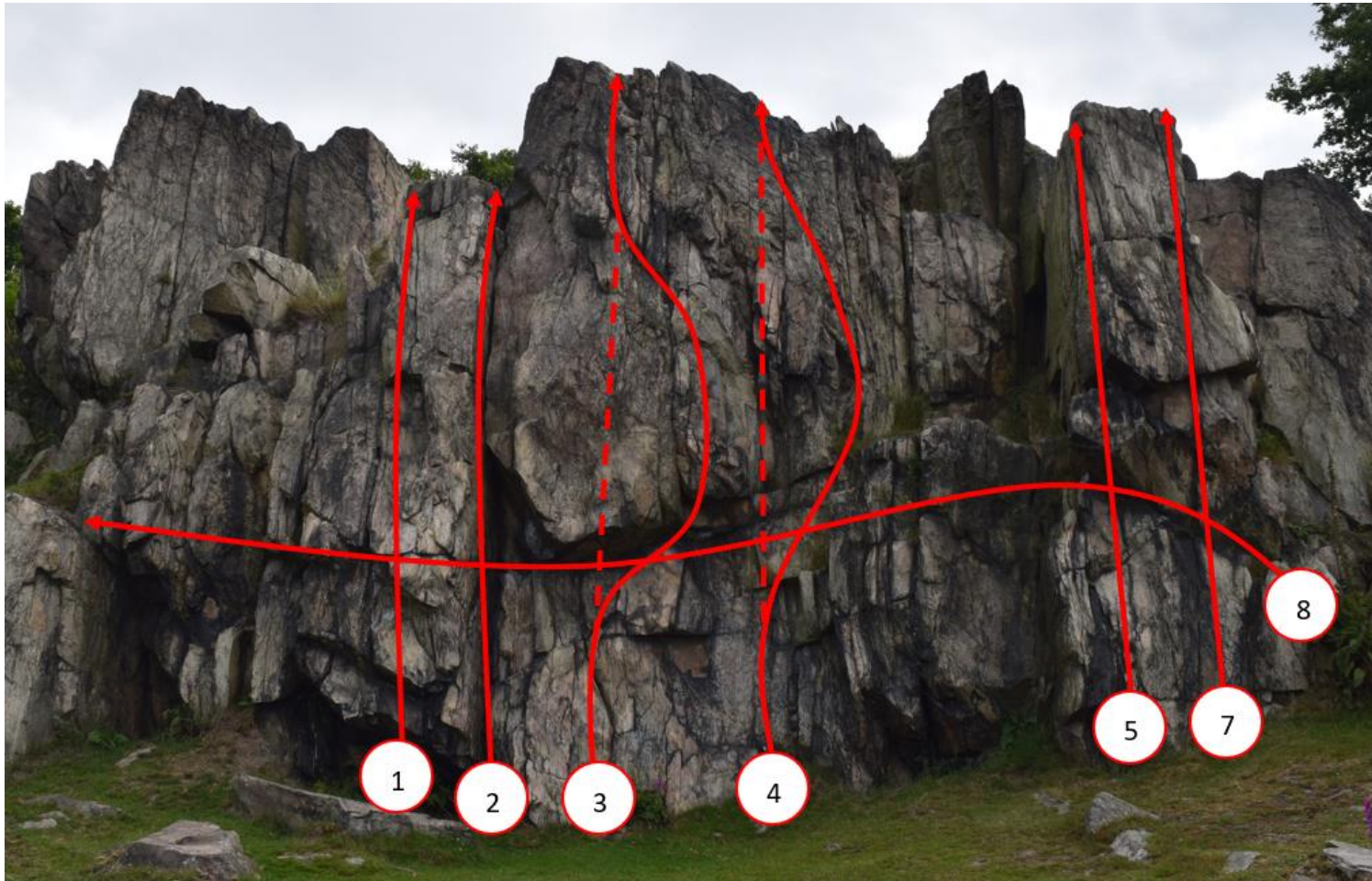
Climb the crack right of the arete direct.

#### **11. Forest Wall f2 / VDiff**

1m right of the crack. Up and left to the top.

#### **12. Forest Slabs f2 / VDiff**

The slabs give two obvious routes.



## **Number Four Crag**

### **1. Pillar f3+**

Climb the pillar left of the crack from standing. f6A from sitting.

### **2. Jack In The Box f4+**

Climb the obvious crack to gain a ledge on the left.

### **3. Silk And Satin f5+**

Climb the overhanging wall.

### **3a. Silk And Satin Direct f6A+**

Climb direct to the upside-down Cadbury Flake and exit over it (see the dashed line).

### **4. Wall f3+**

The wall right of Silk And Satin, f6A taken directly (see dashed line).

### **4. Bow f3**

Climb the left arête of the block.

### **5. Frottage f3**

Climb the centre of the block without use of the arêtes.

### **6. Bowline f3**

Climb the right arête of the block.

### **7. Tippy Toe Traverse f5**

From a sitting start traverse from Bowline to the end of the crag, keeping low.

### **8. Sprint Start f4**

The square cut corner left of Number Four Crag from sitting.