

Divine Wind (VS 4b), Headend Quarry

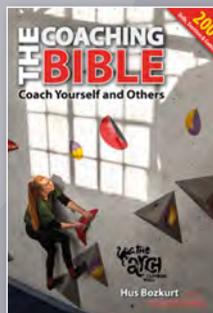
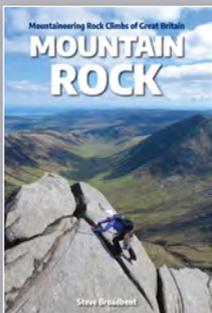
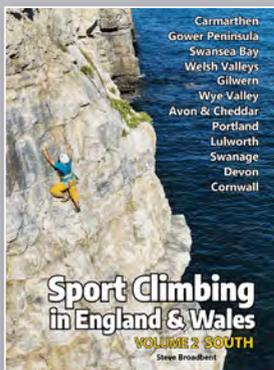
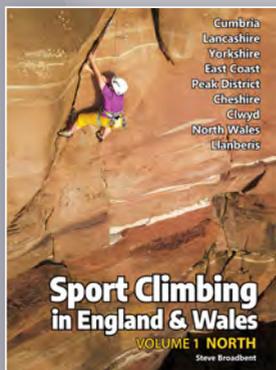
  
Oxford Alpine Club

**miniguide**  
**HEADEND  
QUARRY**



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**X Headend Quarry**

☀️ Shade   👨‍👩‍👧‍👦 Families   🛖 TRAD   🏃‍♂️ SPORT   Walk-in: 2 minutes

Headend quarry is located on the north side of the Lakes, just off the A595 Cockermouth to Carlisle road. It is one of several quarries along a ridge of Carboniferous Limestone which rings the northern edge of the national park.

Although the routes are short, the rock is generally good quality limestone, offering a nice selection of trad climbs that are popular with groups, courses, locals and families.

As well as a superb outlook across the Solway Plain, the quarry frequently enjoys favourable weather compared with the crags of the

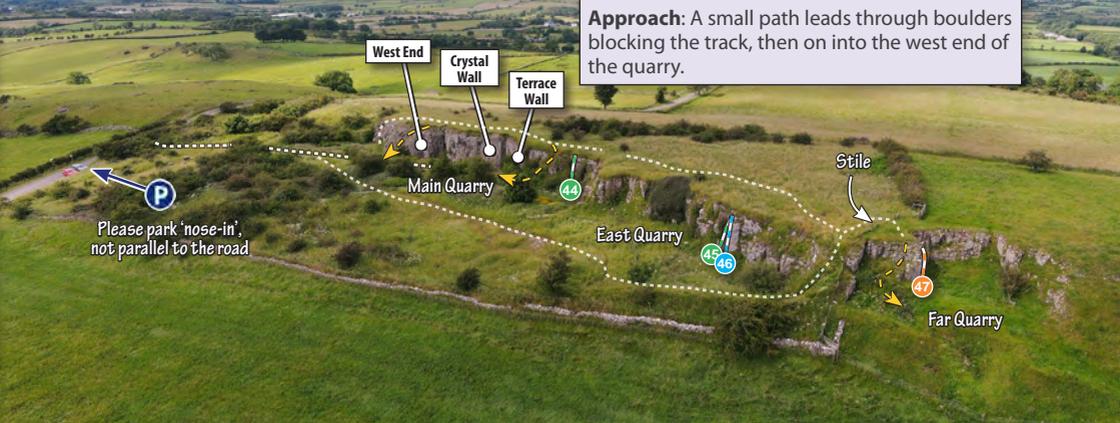
northern Lake District, and the rock dries very quickly after rain.

Protection is variable – many of the main lines follow cracks and can be protected with nuts, but some of the tight eliminates are usually soloed. Belays at the top of the crag are on metal stakes, for which a selection of slings are required.

Top-ropes can easily be set up, but please extend the anchor over the edge to avoid damage to the cliff top. A rigging rope is useful, as the stakes are all a long way back.

**Parking:** There is parking for 5 or 6 vehicles on the side of the road. Please park 'nose-in' rather than parallel, otherwise the lay-by fills up very quickly.

**Approach:** A small path leads through boulders blocking the track, then on into the west end of the quarry.



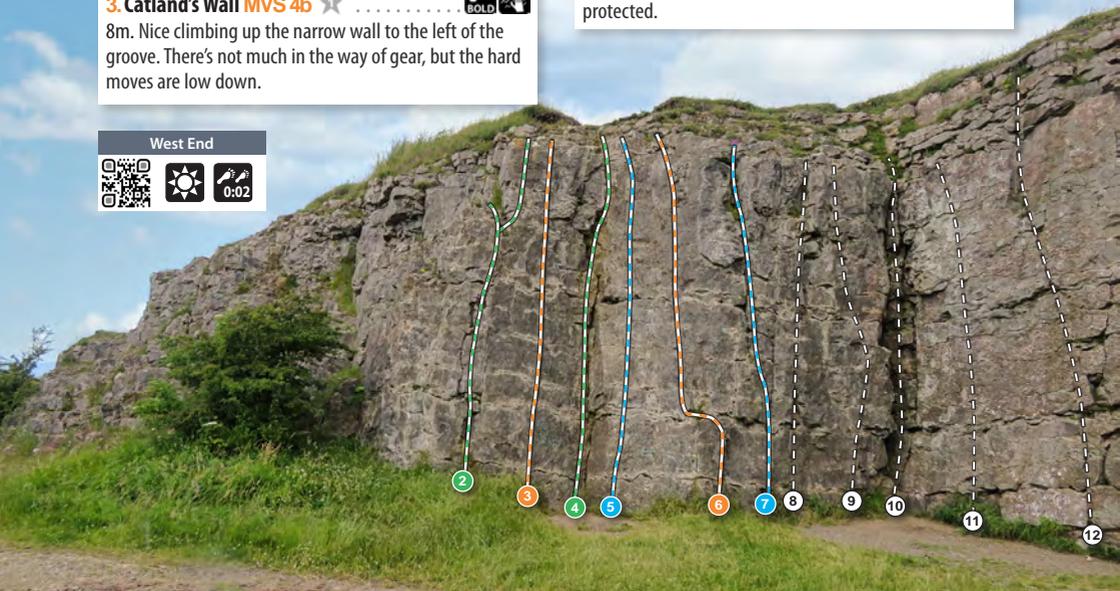


  **West End Wall**  
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 The leftmost wall in the quarry, just left of the prominent *Headend Chimney*.

- 1. Unnamed Moderate** .....  
 6m. This route climbs the cleanest and steepest piece of rock between the two scramble descents at the left-hand end of the crag. Climb easy rocks to ledges, then a steeper finish to mantel over the top.
- 2. Novice Route Difficult** .....  
 6m. The left-hand end of the wall is pleasant enough. Follow a vague crack to a ledge just below the top, then exit left or step right for a direct finish.
- 3. Catland's Wall MVS 4b** ★   .....  
 8m. Nice climbing up the narrow wall to the left of the groove. There's not much in the way of gear, but the hard moves are low down.

- 4. West End Groove VDiff** ★  .....  
 8m. The obvious groove is getting very polished now, but is a popular and worthwhile route with plenty of gear.
- 5. West End Direct Mild Severe** ★  .....  
 8m. Another popular route. The wall immediately right of the groove is something of an eliminate, but does feature some nice climbing, albeit now very polished.
- 6. Dodgy Neck VS 4c** .....   .....  
 8m. A tight line, giving some bold and quite insecure climbing on small holds. Start right of a low flake, then step left and climb up the wall via a bold move to finish via interesting stuck-on crystals.
- 7. Diogenes Severe 4b** ★  .....  
 8m. The steep crack has some tough moves but is well protected.

West End  
    
 0:02



**8. Controlled Gurning VS 5a** ★

8m. The right-hand crack on this little wall has some technical moves at half height, before good holds arrive for the steep finish.

**9. Chimney Rib VS 5a** ★

8m. Another tight line, but surprisingly worthwhile. Technical but quite reachy climbing up the rib between the steep crack and the chimney, with no bridging at this grade.

**10. Headend Chimney Severe** ★ 

8m. The obvious groove / chimney is a popular and very polished route. Some loose holds demand care, but don't detract too much.



**Suicide Wall**

The attractive wall to the right of the chimney is split by three vague cracks.

**11. Kamikaze HVS 5a** ★ 

8m. The wall immediately right of the groove has some technical moves on small holds. It's a lovely route once you've figured it out, but frequently frustrates on first acquaintance.

**12. Nippo Crack VS 4c** ★

8m. The left-hand crack in the wall has some hard and very insecure moves near the top, where a shallow groove proves harder than it looks.

**13. Letter Box Direct MVS 4b** ★

8m. The central crack in the attractive wall.

**14. Divine Wind VS 4b** ★ 

8m. Excellent face climbing between the central and right-hand crack.

**15. Letter Box MVS 4b**

8m. The right-hand crack.

**16. Birds Nest Direct VDiff** ★ 

8m. A reachy start leads up the right-hand side of the wall, using big flake on the right. Finish leftwards on the exposed face.

**17. Birds Nest Difficult** ★ 

8m. An easier but inferior version, following the groove / crack up the right-hand side of the big flake and finishing on a ledge on the right.

**18. Birds Nest Eliminate Severe** 

8m. A steep eliminate up the narrow leaning face to the right of the big flake crack. Climb up easy ground to the right of *Birds Nest*, then pull through the steep ground and make a hard mantel onto the ledge.

**19. Bilberry HVD** 

8m. Well-protected climbing up the easy crack to a perplexing and very steep exit leftwards.

Suicide Wall








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**Summit Face**

The central part of the main quarry is rather more broken, but home to some decent routes.

**20. Bloodhound E1 5b** ★

8m. Climb easily up leftwards to gain a thin crack in the left-hand side of the hanging prow. Finish rightwards up this via some hard pulls on small holds.

**21. Crusthound HVS 5b** ★

8m. An excellent and very steep climb that is now very polished and hard for the grade. Climb the easy crack, then pull up the hanging prow via a cemented jug and long reach.

**22. Soap Gut Severe** ★

8m. A surprising climb, following the corner to a very steep finish on good holds.

**23. Diagonal Severe**

10m. A contrived line, useful for those who have climbed everything else at the grade. Start at the base of *Soap Gut*, then climb up rightwards across *Fossil Arête* to finish up *Devil's Kneecap*.

**24. Snail Wall Severe 4a** ★

8m. Climb the white arête to a slippery final corner, where small footholds help.

**25. Fossil Arête Direct MVS 4b**

8m. Climb a steep crack to a small ledge, then swing right in a very exposed position to finish up the arête.

**26. Fossil Arête HS 4a** ★

8m. An excellent little route. Climb steeply up to the bulge, then pull up rightwards onto the upper wall. Step left and make an exposed rockover up the hanging arête.

**27. Devil's Kneecap Severe 4a** ★

8m. Start just left of the low overhang, with some steep and difficult moves to gain a ledge beneath the upper wall. Finish more easily up this.

**28. Mollusc MVS 4c**

8m. Climb the chest-high roof via a polished foothold, then finish directly up the steep rib above.



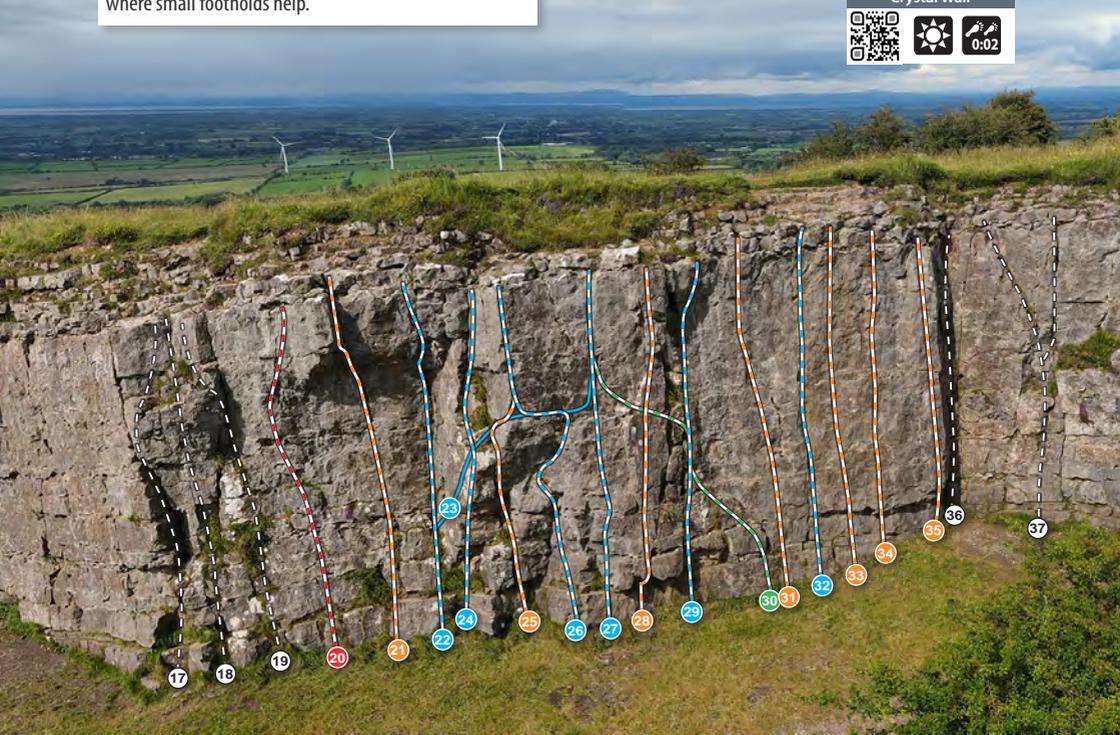
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**Crystal Wall**

An attractive clean wall, split by a central crack.

**29. Blah Severe 4b**

8m. The dirty-looking crack line is well protected but has a steep crux at the top.

**Crystal Wall**

**30. Brewdog Difficult** ★

10m. A worthwhile outing, linking the easiest parts of several routes. Start 1m left of the crack of *Crystal Wall Direct*, climbing up leftwards across *Blah* to finish up *Devil's Kneecap*.



**31. Crystal Cruise VS 4c** ★

8m. Delicate climbing up the left side of the slabby wall. Follow the thin crack to a hard but protectable finish.



**32. Crystal Wall Direct Mild Severe** ★

8m. A very nice climb up the central crack.



**33. Dids VS 4c** ★

8m. The wall immediately right of the crack gives some very nice technical climbing without use of the crack. Bold, unless side runners are used.



**34. W.A.C. VS 5a** ★

8m. Another good technical pitch. Make a very long reach to a good hold in the centre of the face, mantel onto this and then finish up the wall above via a rounded boss.



**35. The Butcher's Dog HVS 5b**

8m. Often climbed indirectly at a lower grade, the rib up the right-hand side of the wall offers a technical problem with a very difficult start (no bridging at this grade).



**Terrace Wall**

The right-hand wall has a grassy ledge at half height.

**36. Nut Smasher Crack VDiff** ★

8m. The crack up the groove has a steep finish and is now much better since the loss of a chockstone at the top.



**37. Terrace Stairway Mod** ★

8m. Climb easily to a ledge, then either finish up the easy stairway, or direct.

**38. Terraza Severe**

8m. Climb the ledgy wall to the terrace, then make a stiff pull or very long reach into the tiny groove.



**39. Piggy Malone VDiff**

8m. Easy climbing to the ledge, then follow the small left-slanting ramp to the top.

**40. Bobtail Difficult**

8m. Climb greasy cracks next to the hawthorn, then finish up a small groove / niche.

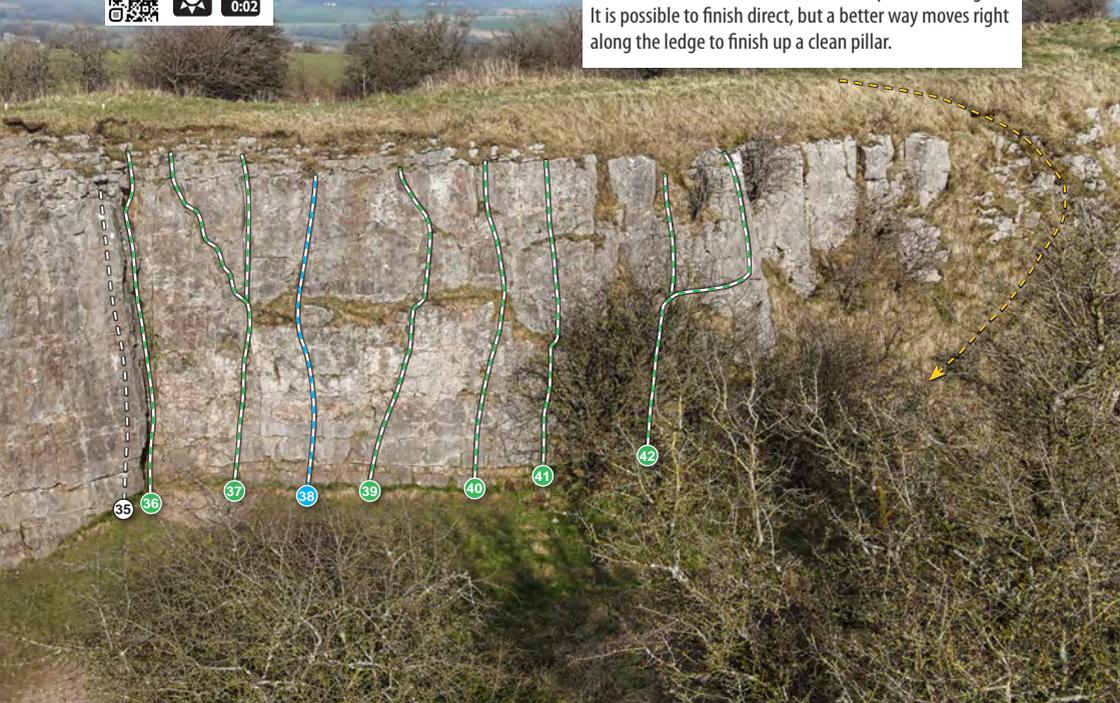
**41. Hidden Wall Difficult**

8m. The wall just right of *Bobtail*, starting just left of the tree.

**42. Hawthorn Indirect Difficult**

8m. Sneak behind the tree and climb a pillar to a ledge. It is possible to finish direct, but a better way moves right along the ledge to finish up a clean pillar.

Terrace Wall





  **East Quarries**  
 To the right of the right-hand descent route, the crag is tiny and less continuous. The following routes provide some interest, as they are not polished!

- 43. Nice Pillar Diff** .....  
 6m. Big holds up the clean pillar right of the descent.
- 44. Steps Mod** .....  
 6m. Steps up the left side of *Easter Egg*.
- 45. Easter Egg Severe** .....  
 6m. A short steep wall in the smaller quarry.
- 46. Sam's Wall HVS 5a** ★  .....  
 6m. A short steep east-facing wall in the far quarry, accessed over a stile at the top.

