



Mother Carey's is one of Pembroke's best crags offering superb climbing in a great location, with routes from Severe to E7, and few restrictions due to nesting birds or army shooting practice. In fact, midweek in the first half of the year it can be one of the few major crags which is available to climb on! Many of the classics involve very steep climbing on huge holds like *Rock Idol* (E1), the incredible *Star Gate* (E3) and most of the routes on the Space Face. However, not everything here is steep and exposed, and the routes near *Crithmum* (HVS) provide some of the best HS and VS climbing along the whole coast.

Access

There is sometimes a restriction due to nesting birds on the area around *Deep Space* and *Star Gate* - generally there is no climbing 1 March to 1 August. This can change and move, so check signs at the crag.

Approach and Tides Map p.340

Mother Carey's is situated on Lydstep Point, near Tenby. From Pembroke town, take the A4139 towards Tenby. In the village of Lydstep, on a bend in the road about 50m before the Lydstep Tavern, turn right and continue through an open gate that looks like someone's driveway. After 250m the now-rough track bends to the left; at this point turn immediately right up a steep track to Lydstep Head car park. From here, a path leads southeast to some grassy knolls at the clifftop, the most prominent of these being the top of Brazen Buttress. The White Tower is visible along the coast path.

The approaches to the climbs at Mother Carey's are all affected by the tide to varying degrees.

Low tide approach - At dead low tide (springs only) walk down the promontory opposite the Space Face and scramble down underneath it onto the boulders below the faces.

Mid-tide approach - For 4 hours at low tide, it is possible to scramble down the west ridge past an awkward rock step (about VD) to the bottom. Then make a juggy traverse under the west wall to reach the cliff base proper. Alternatively, abseil down the front face of Brazen Buttress from a big block.

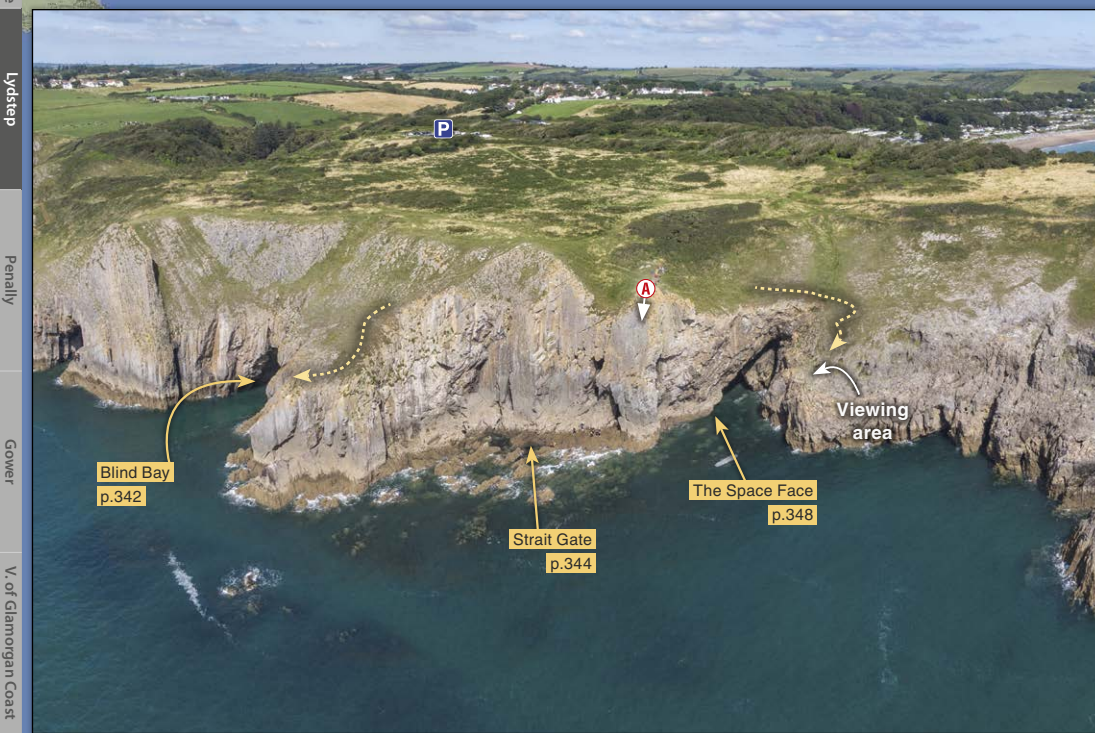
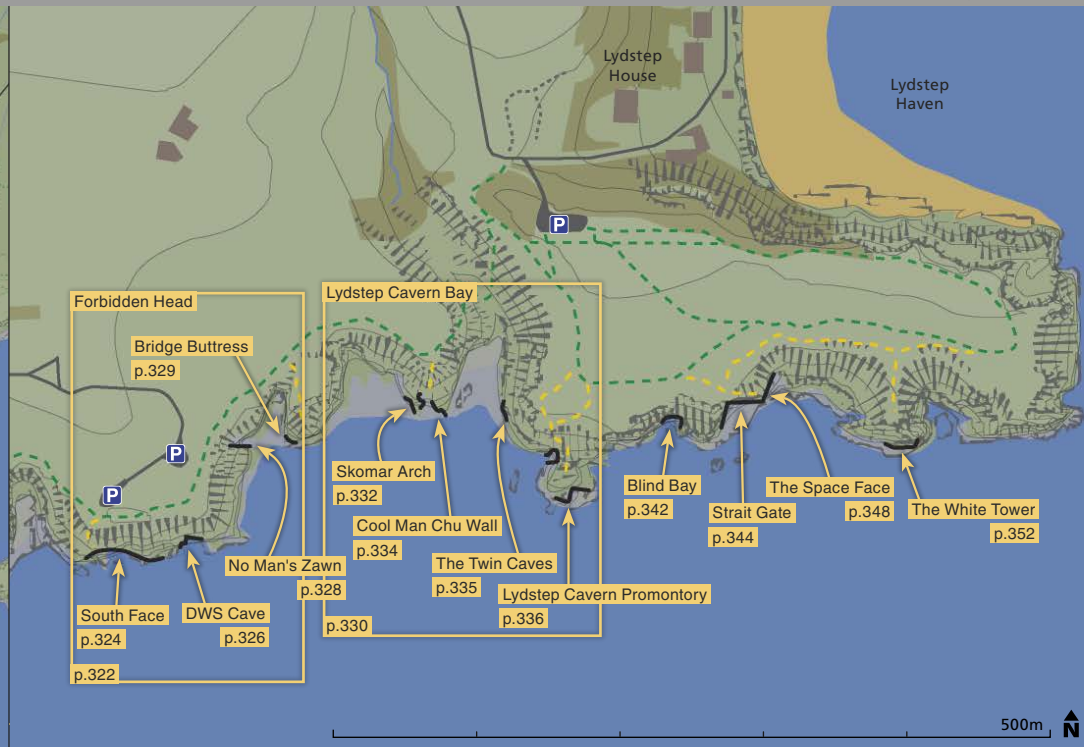
High tide approach - In calm seas, you can abseil to various points beneath the wall: the cave at the bottom of *Strait Gate*, the ledges beneath *Crithmum*, the base of the left-hand through-cave, a tiny ledge beneath *Herod*. Additionally, with a bit of rope trickery, the ledge beneath *Rock Idol* and the first belay of *Mother Night* can also be reached. Most of the routes in Blind Bay are accessible at high tide which is especially important if you are intent on soloing them. The White Tower is virtually non-tidal and can be reached without an abseil rope.

Conditions

Mother Carey's Kitchen faces roughly south although the Zeppelin Wall and the Space Face face east and only receive the morning sun. The square-cut corners give the cliff some shelter from westerly winds. The rock quality near the sea is solid - higher up there are some loose bits. The morning slime can linger, especially on the Space Face and in Blind Bay, and it is often slippery and wet inside the through-cave.



Caroline Ciavaldini on *Just Klingon* (E5) - p.350 - on The Space Face at Mother Carey's. This is the most popular of the routes on the Space Face yet it was one of the last to be climbed. Its popularity was originally connected to the numerous threads which made it feel more like a 7a+ sport route. Nowadays there are only a couple left, but plenty of other gear is available if you can hang on to place it. Photo: David Simmonite



North Coast

Stack to Hollow Caves

Saddle to St Govan's

Mowing World/Stackpole

Lydstep

Penally

Gower

V. of Glamorgan Coast

North Coast

Stack to Hollow Caves

Saddle to St Govan's

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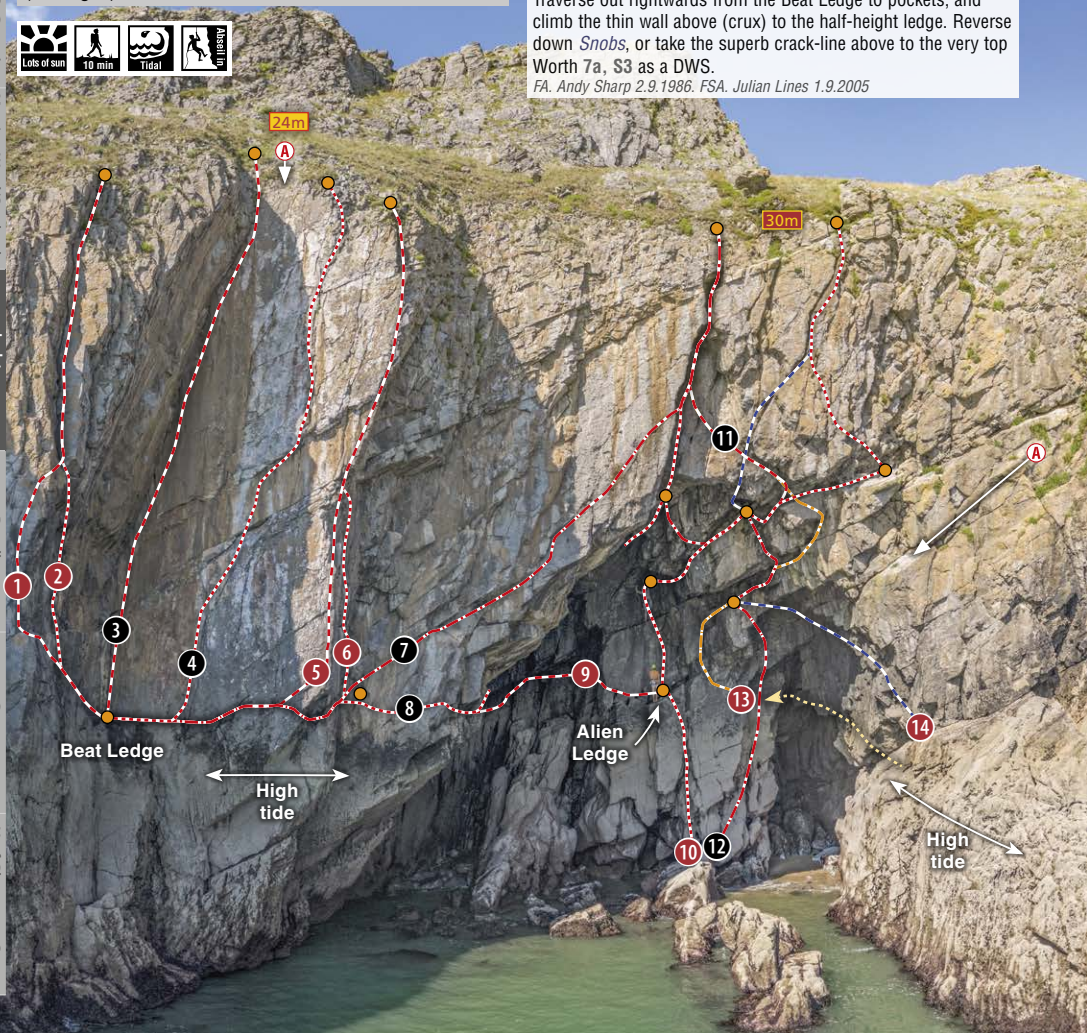
V. of Glamorgan Coast



Blind Bay

This hidden bay contains some of the best hard routes in the area but most people don't even know it is there. The corner of *Beat Surrender* is superb, the expedition of *The One-eyed Man* is magnificent, and the atmospheric Alien Cave gives awesome routes for those keen to go bat-style. Many of the routes have only ever been soloed and this is what the cave is known for more than anything else. Conditions are very important here - a steady breeze from the south should dry the cave out. **Approach (map and overview p.340) (Routes 1 to 9)** - Abseil into the Beat Ledge to access the first 5 routes; the ledge should be accessible in all but the very highest tides (or the craziest seas).

Approach and Tides (Routes 10 to 14) - Abseil down the slope to the right (looking in) of the bay at low tide, then wade or boulder-jump across to the ledges inside the cave itself - a low spring tide only. For the solos, make a short abseil and traverse in from the right (looking in).



1 White Fang 6b+ S2

From the Beat Ledge, traverse left to the arete recess, and climb the arete on its right side past a white flake to a ledge. Jump from here; the S2 corner above is unnerving.

FSA. Julian Lines 31.8.2005

2 El Lobo 6b+ S2

From the Beat Ledge, move left to gain a wide crack, and climb this to a wild move leftwards to join *White Fang*.

FSA. Julian Lines 31.8.2005

3 Beat Surrender E5 6b

An absolute classic, taking on the towering corner above the ledge. High in the grade, but very well protected. Climb the corner with increasing difficulty. Continue, with more than a little use of the left sidewall, to the top.

FA. Andy Sharp 8.1986

4 Aristocrat E5 6b

Traverse out rightwards from the Beat Ledge to pockets, and climb the thin wall above (crux) to the half-height ledge. Reverse down *Snobs*, or take the superb crack-line above to the very top

Worth 7a, S3 as a DWS. FA. Andy Sharp 2.9.1986. FSA. Julian Lines 1.9.2005

5 Toffee Nose 7a S3

Traverse rightwards to the sharp arete, and climb it precariously on its left side to gain the half-height ledge. Reverse down *Snobs*, or take on the scary upper arete.

FSA. Julian Lines 1.9.2005

6 Snobs 6c+ S3

A fine route in its own right but also a useful way to get off *Aristocrat* and *Toffee Nose*. Traverse right around the arete into the corner. Continue up this for 6m, then take a rising line of jugs leftwards to the arete, and the half-height ledge. Up to here is around 6a upwards or down. The grade is given for the high continuation and is worth S3.

FSA. Julian Lines 30.8.2005

7 The One-eyed Man E5 6a

A stupendous expedition weaving across the entire crag to finish up the hanging corner above the Alien Cave. Can be split into two pitches, using the base of the groove. From the Beat Ledge, traverse steadily rightwards, keeping just above the cave lip, to gain the exposed arete. Take either of the two good cracks (the lower one is recommended) to swing into the welded-flowstone corner on the right, and continue up this to the top. Worth 7a, S3 as a DWS. *Photo p.5*

FSA. Crispin Waddy 1991

8 The Abyss 7b S3

A brilliant line, tackling the massively overhanging left wall of the cave. It has yet to be led on gear but could be at E7 6b.

- 1) 20m, 6b. From the Beat Ledge, follow *The One-eyed Man* across the lower face. Drop down and traverse into the cave, using the fingery hanging wall. Make a hard move into the inner cave, to belay on a slab beneath the hanging off-width.
- 2) 16m, 6b. Move up and rightwards into the hanging 45° off-width and follow this. Then swing left and take a series of jugs to a hanging tunnel and well-earned rest. Drop out of the tunnel and move left on undercuts, to the lip of the cave. Move up the wall to reach the thread belay in the base of the corner.
- 3) 12m, 5b. Climb the welded flowstone corner to the top.

FSA. Julian Lines 11.9.2005

9 The Blind Man's Traverse 7a S0

A pumpy and stylish method to gain the inner cave. Traverse from the Beat Ledge, to the very edge of the main cave. Traverse the technical wall on perfect rock, to gain a resting ledge at the start of *The Abyss*. An accommodating and not-too-high tide will allow you to continue to finally gain the Alien Ledge.

FSA. Adam Wainwright 2003

10 Alien World E3 5c

The original line but not a solo unless you try the *Deep Water Alien* version. Start on boulders below the triangular niche.

- 1) 8m, 5a. Climb the niche/crack to a big ledge.
- 2) 12m, 5c. Climb easily up the corner, then continue up to threads below the roof. Move left, then rightwards over the roof. Belay in the back of the cave.
- 3) 10m, 5c. Drop down right into a bottomless groove. Traverse up and rightwards to belay in a niche (on *Anti-Matterhorn*).
- 4) 9m, 5c. Continue up and right, to belay on a big ledge.
- 5) 13m, 5a. Step up and left onto the cracked, hanging wall, and press on up the deep crack to the top.

FA. Clark Alston, Frank Ramsay 23.4.1990

11 Alien World Direct E4 6a

A fine finish from the cave belay at the end of pitch 3. Traverse up and right for 3m to a seat just inside the cave. Pull out over the overhang via a block and swing left to a good thread. Climb leftwards to gain the hanging corner of *The Abyss*.

FA. Frank Ramsay, Dave Turnbull 30.6.1990

12 The Anti Matterhorn E6 6b

Steep, crazy climbing, tackling the cave at its very centre. Start on the right side of the pillar. Worth 7b, S3 as a DWS.

- 1) 13m, 6a. Climb the short groove, then up through two roofs, to belay on the left.
- 2) 10m, 6a. Traverse rightwards along a fault, then pull up and left to gain a hanging wall, belay at the top of this.
- 3) 10m, 6b. Climb leftwards and down slightly, to make a precarious bridge onto the horn. Then get established on it, using a distant undercut. Follow a line of undercuts to the corner above, belaying on the thread as for *The Abyss*.
- 4) 12m, 5b. As for *The Abyss*.

FA. Andy Long, Crispin Waddy 1990's. FSA. Julian Lines 9.9.2006

13 Deep Water Alien 6c S2

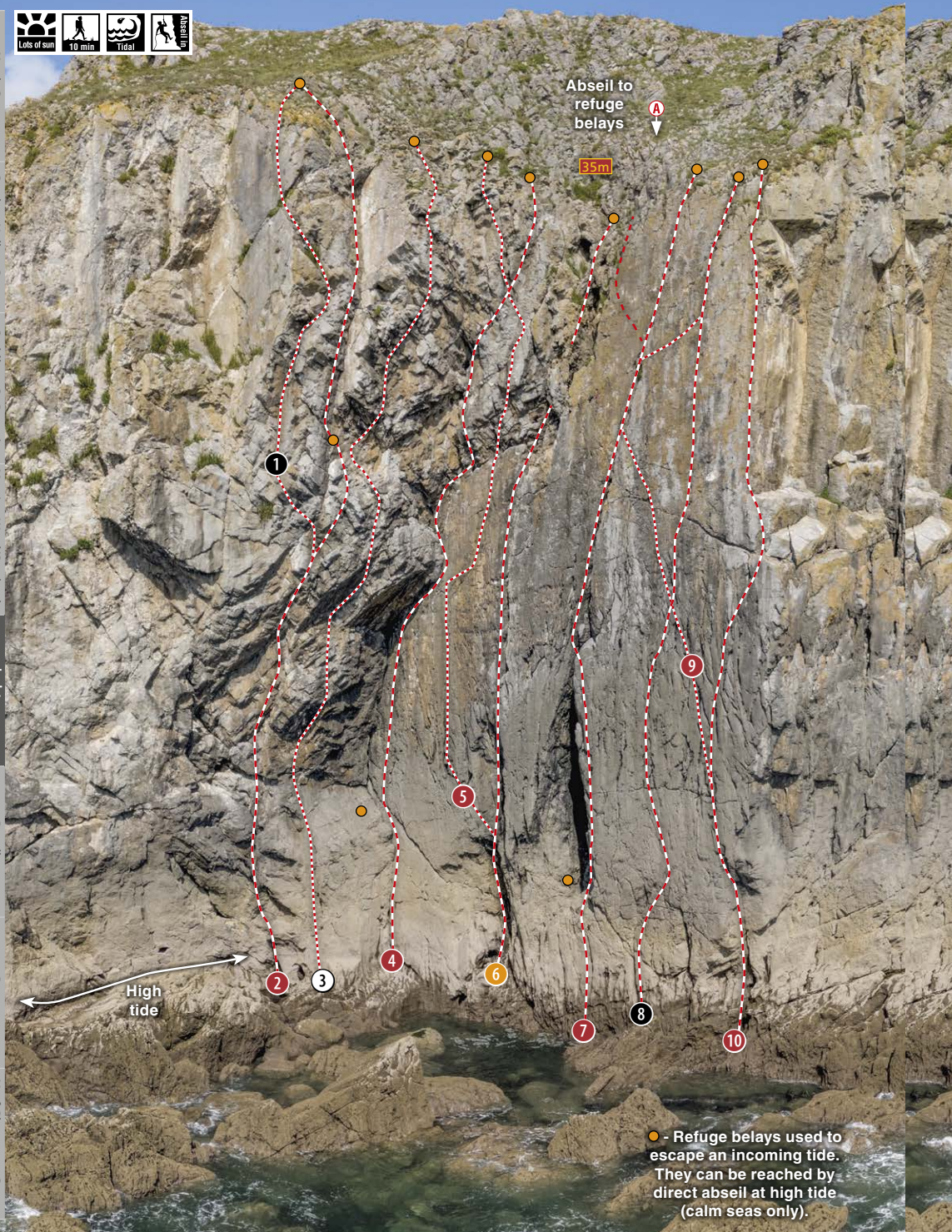
This variation has some independent climbing but its main purpose is to allow the upper section of *Alien World Direct* to be climbed as a DWS. Traverse the wall into a cave, bridge left and down across the chimney, then move left round the arete. Either make a hard low traverse across the wall (not possible at spring tides) or a slightly higher and marginally easier traverse to gain the *Alien...* ledge. Move up and right on shelving holds to the roof, then take the traverse line diagonally rightwards, to gain the very edge of the cave. Escape can be made out right here, at S1. For the higher and rather more gripping finish, step left and get established on the awkward seat, then pull up through the roof on big holds and traverse left across the lip into the deep finishing corner of *The One-Eyed Man*.

FSA. Julian Lines 1.9.2005

14 Abduction 7a S3

Another crazy piece of climbing, threading its way through the cave sharing a section of *Alien World*. Traverse into the back of the cave, move left onto the wall, then traverse left into a groove. Move out and leftwards to cross a pillar feature, then take the groove up and leftwards. Swing blindly up and rightwards into space (crux) to eventually arrive at a rest in the upper cave niche (S1/2 so far). Climb directly outwards along the downward-pointing roof, to reach a huge thread on the lip (a possible double leg-bar no-hands rest), then pull round the exposed lip on good but hidden holds. From here, a step right into a groove takes you to a finish up the easy wide crack-line.

FSA. Julian Lines 3.9.2005



- 1 Airship** **E4 5c**
 A good steep left-hand finish to *Zeppelin* which gets E4 because of the territory it crosses. From above the steep bit on *Zeppelin*, break left and up into a groove. Follow this on big holds then pull left onto the slab to finish.
 FA. Paul Donnithorne 12.4.2003
- 2 Zeppelin** **E3 5c**
 A Pembroke classic which soars up and out over the sea with more buckets than a garden centre. It is usually done in one pitch but can be split at a small stance if the tide threatens. Start beneath a line of grooves 5m left of the corner.
1) 5c, 20m. Climb up to the base of the first groove and follow it to a bulge. Power around this then swing up and right to a jutting flake (hands-off rest possible!). Continue up cracks to a well-positioned stance.
2) 5b, 15m. Pull into the upper groove and follow it more easily to the top. Stake belay well back.
 FA. Pat Littlejohn, Nipper Harrison 13.8.1977
- 3 Hindenburg** **E7 6c**
 The wall between *Zeppelin* and the corner contains a similar route to *Zeppelin* but without all the jugs. The fixed gear can be backed up where needed. Climb the corner right of *Zeppelin* to a bulge. Make hard moves up this to a rest. More hard climbing leads right across the roof, then pull back left to a rest on the stance of *Zeppelin*. The top section is easier but still steep. Around sport 7b+.
 It is possible to sample the wild upper wall at **E5 6b** by breaking right from *Zeppelin* on the shared ledge.
 FA. Steve Monks 17.6.1991
- 4 Rock Idol** **E1 5a**
 The best E1 in Britain? Probably! The line follows the huge corner all the way but on an angle of rock normally reserved for E5s. Start below the corner and climb up to the sloping ledge. Climb the right wall to an overhang. Move around this and continue to another bulge with a line of holds leading out right. Ignore these holds and pull over the daunting bulge above on some of the biggest holds in the universe. Continue straight up the crack and right-leaning groove above to ledges. Climb the crack above to the top, then stand back and beat your chest triumphantly!
 FA. Pat Littlejohn 5.1976
- 5 Indemenata** **E2 5c**
 An eliminate but one which takes you to some great positions and includes the spectacular direct finish to *Rock Idol*. Start as for *Joyous Gard* but break left up a diagonal crack onto the wall. Climb this until level with the roof on *Rock Idol*, then move right and climb direct to a break. Climb direct then move left and up to join *Rock Idol*. Go direct where this goes right up very steep and juggy ground to finish.
 FA. Paul Donnithorne, L.Jones 21.6.2008
- 6 Joyous Gard** **HVS 5a**
 The line of grooves and cracks between the corner and the cave of *...Strait Gate*. Climb the grooves then move slightly right into the cracks. These lead steeply to a small groove on the right. Move up into a cave then climb the loose gully above to the top.
 FA. Jim Perrin 30.8.1970

- Strait Gate Area**
- The left-hand side of the crag has a huge overhanging corner - *Rock Idol*. Left of the corner the cliff bulges for almost its entire length, to the right is a magnificent wall laced with cracks and with a prominent pod-shaped cave low down (*The Strait Gate*). To the right of *The Strait Gate* the cliff is covered in a mass of cracks and caves running up its full length which give a few classic lower grade routes. The centre is dominated by the tall tower of *Brazen Buttress*. Around the tower are a series of caves and pillars composed of some great fissured rock. This wall has some of the best easier routes around, plus a couple of 'big tick' E2s.
- Low tide approach (map and overview p.340)** - At dead low tide (springs only) walk down the promontory opposite the Space Face and scramble down underneath it onto the boulders below the faces. More common is to use the *Brazen Buttress* abseil and boulder hop across the base.
- High tide approach** - In calm seas, you can abseil to various points beneath the wall: the cave at the bottom of *The Strait Gate*; the ledges beneath *Crithmum*; the base of the left-hand through cave; a tiny ledge beneath *Herod*. Additionally, with a bit of rope tickery, the ledge beneath *Rock Idol* can also be reached.
- 7 The Strait Gate** **E2 5b**
 A mega route with all the ingredients you come to expect from Pembroke - stunning lines, great climbing and bags of atmosphere! Have a bit in reserve for the stiff finish. Climb into the cave (possible belay if the tide threatens and it can also be reached by abseil if the tide is in). Move up the chimney until it is possible to step onto the wall on the right. Climb back above into the cracks and follow these until they start to close. Make some hard moves straight up the wall to the top. It is possible to traverse left from where the crack closes into the finishing gully which is a bit easier - HVS 5a.
 FA. Jim Perrin 26.8.1970
 - 8 Talk's Cheap** **E4 6b**
 This direct route up the wall between *Strait Gate* and the arete. Climb the wall, on some large sharp holds and cracks, to a break. Move up slightly rightwards to reach some good holds. Stand up on these, step left, and make hard moves up the wall above to the top.
 FA. Gary Gibson 28.5.1987
 - 9 The Welsh Connection** **E1 5b**
 An eliminate that takes the easiest line up the wall by connecting three other routes. Start up *Wraith* but take a rising diagonal line of cracks all the way across the wall to *The Strait Gate*. Follow this for a few moves to a diagonal crack which leads back right to the finishing cracks of *Talk's Cheap*.
 FA. P.Thomas, J.Harwood 20.11.1976
 - 10 Wraith** **E2 5c**
 A great climb but perhaps not as great as it once was. It should be considered as high in the grade. Start below a small niche at the base of the arete. Climb into this then step left onto the wall which is followed easily to some large ledges. Climb the left-hand side of the arete above.
 FA. Jim Perrin 9.1972. When first climbed this was a fine jamming crack at HVS. A huge rockfall removed the right-hand side of the crack to turn it into the harder arete climb that it is today.

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Lystep
Penally
Gower
V. of Glamorgan Coast

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11 Crithmum [icon] [] HVS 5a

Once an enjoyable and popular classic but it has suffered from rockfalls over the years. The route has now stabilised but is still a bit dirty and is also a popular nesting zone. Start beneath the corner and climb the right-hand groove and some cracks above it, to a ledge. Follow the corner above to its top.
FA. Colin Mortlock 20.8.1969

12 Sunsmoke [icon] [] E2 5b

A superb crack in the wall right of *Crithmum* which is better now that *Crithmum* is further away! Climb *Crithmum* to the base of its upper corner then step up right into the crack. This gives sustained and interesting climbing with one tricky section. A gem!
FA. Gary Gibson 28.5.1987. The original line started to the right and followed the wider cracks on the right in its upper section.

13 The Meridian [icon] [] VS 4c

A good route which takes a line up the cracked wall starting as for *Crithmum*. Move up a crack, trending rightwards out of *Crithmum*, to a square-cut niche in the centre of the wall. Follow the twin cracks above to the top.
FA. Jim Perrin 23.12.1968

14 Warlock [icon] [] E2 5b

Easy climbing leads to a hard finish. Start from the ledge below *The Cracks* and climb up then left across *The Meridian* to a crack in the upper wall. Climb this, keeping left of *The Meridian*.
FA. P.Collis 6.1989

15 The Cracks [icon] [] HS

A fine route but be aware that it is the easiest way out and can feel harder in bad conditions. Best described as HS climbing in a VS situation. The wall just left of the through cave. Climb cracks in the wall to a triangular niche (historical belay). Move right out of this and follow more cracks to the top.
FA. Lyn Noble 31.12.1968

16 Threadneedle Street [icon] [] HS

A highly entertaining route that gets you into some spectacular situations. It can be much harder when wet - which it often is. Alternative escape is difficult so be confident at this grade. It is probably best to do it in the three short pitches to avoid rope-drag. Start by scrambling through the upper through-cave dropping down and heading left to the very back of the chimney. 1) 12m. Climb the chimney mainly on the left wall, to a stance. 2) 15m. Traverse out and left along a massive juggy hand-rail, to the mouth of the cave. Pull up then step left to a triangular niche. 3) 10m. Move right out of the niche and climb a crack to a short corner and the top. This is the top of *The Cracks*.
FA. Richard Crewe 25.3.1978

17 Karma Waters [icon] [] E1 5b

A route which bisects the traverse of *Threadneedle Street*. Climb the steep wall on the left-hand side of the through cave and pull up above into the wide crack sprouting from its top left corner which leads to the top.
FA. Dave Viggers 4.1992

18 Narrow Carriage [icon] [] E1 5c

Start as for *Eight Gauge*. Make one move up then branch leftwards up a faint groove. Climb the easy slab above to the top corner of the through cave. Pull up then step left out of the chimney of *Eight Gauge*, above the roofs. Follow the wall above past a protruding pedestal.
FA. Paul Donnithorne 4.1992

19 Eight Gauge [] HVS 5a

Start on the right-hand side of the through cave. Climb the pillar on the front edge then step right onto a ramp. Pull onto the wall above and climb to the top right corner of the through cave. Finish up the wide crack which is a bit vegetated.
FA. Colin Mortlock 20.3.1969

20 Tempest [icon] [] E1 5c

A good route which uses the start of *Eight Gauge* to gain the fine crack to the left of *Brazen Buttress*. Climb the pillar on the front right-hand side of the through cave, then step right onto a ramp (as for *Eight Gauge*). Follow the ramp to a crack. Climb the crack and another crack on the right until the wall blanks out above a jug. Make a tricky move up and left to easier ground.
FA. Nipper Harrison 25.3.1978

21 Whirlwind [icon] [] E1 5c

This hybrid starts and finishes on other routes but there is some good independent climbing, and it should be of interest to those looking for something new on this wall. Start up *Brazen Buttress* then traverse up and left across the wall to the right-hand side of the pedestal. Climb direct up a crack above to join *Tempest* at its crux and finish up this. It originally finished left of *Tempest* but this is very artificial. The original start up the arch can be combined with *Brazen Buttress Direct* to give a decent and balanced E3 5c combination.
FA. Paul Donnithorne 30.8.1991. Via the direct start through the arch.

22 Brazen Buttress [icon] [] E2 5b

A superb and popular route. Start beneath a left-facing groove in the middle of the south face of the buttress. Climb over a small roof into the groove and follow this to the top of the big pedestal (possible belay if the sea is threatening). Climb up and left past a deep crack to gain a rising crack-line. Follow this and, at its end, climb direct to the top.
FA. Pat Littlejohn 4.1976

23 Brazen Buttress Direct... [icon] [] E3 5b

Climb direct from halfway up the crack-line.
FA. Gary Gibson 28.5.1987

24 Heroes [icon] [] E2 5b

An eliminate with some good climbing. Start as for *Herod* but move onto the wall on the left until forced back into *Herod* - all a bit pointless, but now things improve. Step left from the top of the crack and climb the wall and cracks direct to the top.
FA. Nipper Harrison 13.8.1977

25 Herod [icon] [] E2 5b

The arete of *Brazen Buttress* gives a magnificently-positioned pitch which has set many a camera clicking. Start beneath the arete. Climb up the left-hand side to gain a crack. Follow this to some ledges on the arete (possible thread belay if the sea is threatening). Climb the left-hand side of the arete then move onto the arete proper. Follow this to the top.
FA. Pat Littlejohn 5.1975



High tide

High tide

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● - Refuge belays used to escape an incoming tide. They can all be reached by direct abseil at high tide (calm seas only).

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The Space Face

The deep cleft behind *Brazen Buttress* is home to some t bizarre and wild adventures. *Deep Space* and *Star Gate* stand out but they are all good. One thing that can spoil your ascent is if the cave is too wet and slimy, so aim for dry days with a light breeze. To the right is a legendary hunk of rock which has some superb steep hard routes. Believe it or not, the wall actually feels even steeper than it looks!

Low tide approach (map and overview p.340) - At dead low tide (springs only) walk down the promontory opposite the Space Face and scramble down underneath it onto the boulders below the faces.

High tide approach - Abseil down *Brazen Buttress* and scramble around into the cave which is filled for a short while at high tide. The routes on the main face can be reached by a traverse to hanging belays but are better at low tide.

Access - There is sometimes a restriction due to nesting birds on the area around *Deep Space* and *Star Gate* with no climbing 1 March to 1 August. This can change and move so check signs at the crag.

1 Inner Space E3 4c

This amazing route follows the inside of the through-cave to the lip, eventually popping out onto *Deep Space*. Start at the left-hand side of the landward wall of the through cave.

- 1) 4c, 35m. Climb easily up the wall to a large blocky ledge and walk rightwards along this. Move up until you are level with the top roof of the cave and then pull around into a chimneying position. Back and foot to the chockstone near the lip. Wild!
- 2) 4b, 10m. Squeeze through above a second chockstone (also wild) and climb the corner-crack above to the top.

FA. M.Harris, C.Powell 18.4.1981

2 Galaxy E3 6a

An often-slimy experience up the landward wall. If it is dry, then it is a stunning and unusual addition to the repertoire. Take lots of slings for the threads although they are sometimes in place making the lower wall much easier. Start inside the cave, on the back landward wall. Climb cracks and pockets to a lump. Move right on big holds then climb to the roof and a good rest. Pull around this with great difficulty. Back-and-foot up from here - possible belay. Continue up rightwards to the boulder choke and squeeze through to finish up *Inner Space*.

FA. Paul Donnithorne, Emma Ailsford 30.8.1991

3 Deep Space E2 5b

This magnificent route which gives entertaining climbing in a weird situation. Unfortunately the first pitch can be a bit slimy since it is buried in the through-cave but the second pitch is superb. If there are birds nesting in the cave then consider doing it in one long pitch. Start beneath the left-hand of two grooves at the right-hand side of the back wall of the cave. *Photo p.351*.

- 1) 5b, 20m. Climb to a ledge then move left onto the wall. Move up to gain a rightwards-rising line, which is followed to a good flake. Continue up and right (thread runner) until level with a hole on the right. Step down and gain the hole from below.
- 2) 5a, 20m. Pull out left then swing around the roof to gain a chimneying position above. Bridge up the outside edge above (or climb the right wall) and continue up the corner to the top.

FA. Pat Littlejohn, Dave Garner 5.1975. FA. (TFAF) Pat Littlejohn 1.12.1977

4 The Fresh Air Finish E2 5b

An even more exposed direct finish to *Deep Space*.

- 1) 5b, 20m. As for *Deep Space*.
- 2) 5a, 20m. Climb *Deep Space* over the roof above the cave and move right to the hanging arete. Pull onto this on its left and continue up the wall above in an amazing position.

FA. Pat Littlejohn, C.King 1.12.1977

5 Star Gate E3 5c

A seminal route in many climber's careers; as your arms become tired, the holds just get bigger and bigger! Start below the groove as for *Deep Space*. Climb the groove, which is surprisingly technical and slabby, until a line of jugs leads out right to another groove. Follow this, with the Atlantic Ocean beneath you, then move right into an easier finishing crack.

FA. Pat Littlejohn, Nipper Harrison 3.1977

6 Warp Gate E5 6b

The version described in *Extreme Rock* is the best line on the crag but is seldom climbed. Start up *Warp Factor* and continue up *Star Gate*. Solid E5!

FA. Kim Carrigan by mistake for *Star Gate*.

7 Warp Factor E5 6b

The first of the hard routes has a steep start which is often a bit too wet. Start on a block below the groove right of *Star Gate*.

- 1) 6b, 15m. Step off a block and climb the groove to a bulge. Cross this and step right above the bulge into a corner. Follow this to a thread and swing around the arete to a small stance.
- 2) 5c, 20m. Pull out right above the stance and climb the bulge and wall above to some good holds on the left. Move up then step right into a cave. Finish leftwards up *Star Gate*.

FA. Pat Littlejohn 31.7.1977

8 Hyperspace E4 6a

An intricate diagonal line across the Space Face.

- 1) 6a, 15m. Follow a right-trending wide crack for 5m. Move back left on big holds to a thread. Go straight up to a hole, then move right to another hole. Pull into the groove and belay.
- 2) 5c, 10m. Move up to some juggy pockets which lead rightwards, past some threads, to the stance of *Mother Night*.
- 3) 5c, 20m. Pull out right to below an open groove. Traverse right across the blank wall to a good pocket. Follow the crack-line above, moving right around the bulge at the top.

FA. Pat Littlejohn 6.5.1979

9 Fireball XLS E6 6b

A mega direct route up the wall left of all the threads. Climb up a vague bulging arete to a slot. Continue straight up to two threads on the left. Move left (possible belay) then pull back right through the bulge into a shallow groove. Climb boldly up the groove to reach good holds at its top. Step right and finish up a diagonal crack in the loose upper wall.

FA. Gary Gibson 28.5.1987

North Coast
Stack to Hollow Caves
Saddle to St Govan's
Mowing Word/Stackpole
Lystep
Penally
Gower
V. of Glamorgan Coast



10 Just Klingon **E5 6a**
 Classic steep climbing and the most popular route on this face. Start 10m left of the *Mother Night* ledge. Climb up then move right around the first bulge to a diagonal slab. Climb up the overlaps leftwards to the traverse line of *Hyper Space*. Pull up above and climb direct, keeping left of the short groove, to the upper break. Either finish straight up the wall, or as for *Mother Night*. *Photo p.339*.
 FA. Gary Gibson 28.4.1991

11 Mother Night **E5 6a**
 The central route on the wall provides a magnificent challenge. Get yourself onto a tiny ledge, just left of the big cave, either from below or above. You can start from lower at low tide.
1) 6a, 15m. Climb up left from the ledge to a small roof. Make a very hard move around this to a tiring undercut above. Pull up left (also hard) into another groove, then climb up over the overlaps to reach a good stance at the base of a steep corner.
2) 5c, 15m. Climb the corner then traverse left to a monster thread on the very nose of the buttress (you'll see what I mean when you get there!). Step left and climb the wall to the top.
 FA. Pat Littlejohn 7.4.1978

12 Zoony **E5 6b**
 Yet another steep and hard route. Start as from the ledge of *Mother Night*. After pulling around the first roof, make a hard move up onto a hanging ramp above. Climb this delicately to a rest at its top. Pull up above then make a hard move to a good sidepull at the base of an open groove. Climb the groove on flake holds and pull rightwards around the top bulge.
 FA. Gary Gibson 12.7.1987

13 Unconscious **E6 6c**
 A desperate direct line which reaches the last section of *Hyperspace* from below. Start from the *Mother Night* ledge. Climb rightwards onto the hanging slab then pull straight up the wickedly steep rock above. Move left onto a hanging ramp and climb this rightwards to a roof. Pull straight over to reach the large pocket on *Hyperspace*. Finish as for this. Around sport 7c.
 FA. Gary Gibson 24.3.1989

14 Tiger Tiger **E5 6b**
 A stunning route which makes the most of the right-hand side of the wall. Take a lot of small cams. Start from the ledge on *Mother Night*. Move out right to a large overhung, sloping ledge. Leave this rightwards into a steep groove which is followed to a good hold on its left-hand side. Pull up into a corner above and follow a crack up right to a roof. Move back leftwards up a crack-line, then climb the wall above to the top, finishing just left of a block. Around sport 7b.
 FA. Pat Littlejohn 18.7.1979

15 The Laughing Hygena **E6 6c**
 If you thought that the other routes on this wall were steep then take a look at this one! It is a direct start to *Tiger Tiger* which requires a very low spring tide and dry conditions. If these two criteria are satisfied, start in the cave right of the face, below a thread in the middle of nowhere. Step off a boulder and climb an overhanging crack to some overhanging pockets. Pull up above to join *Tiger Tiger* at its good hold.
 FA. George Smith 4.1994



James Pearson and Sam Brown on *Deep Space* (E2) - p.349 - on the Space Face. The deep slot here which this route tackles the outside edge of has some of the weirdest routes around. The rock formations are amazing with ancient water-worn pockets and loads of threads. The opposite wall is mostly out of reach but always there tempting you into a bridging rest. Once on the upper section the climbing changes from steep face climbing to full on chimneying with a caving exit into the sun. Photo: David Simmonite



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The White Tower

The White Tower is grand, shapely and classic - Pembroke wall climbing at its very best, but rarely busy. The incredible *White Heat*, and the infamous testpiece *The Great White* lead the way. The best 'easy' is undoubtedly the lengthy *Sea Groove*, which flanks the right edge of the Tower.

Approach (map and overview p.340) - From the gearing up point at Mother Carey's, follow the coast path eastwards. This leads up a slope to a level area beneath two towers which from a distance, look like an innocuous grassy headland. Walk through a col between the two towers and scramble easily down a wide ramp to ledges below. These lead back leftwards (looking out) to gain ledges at the base of the Tower.

Tides - The routes can all be approached at high tide - as long as the sea isn't wild. If you're approaching *Sea Groove* at high tide, the best method is to scramble around from the col/rear of the Tower on the various grassy terraces.

1 White Ridge..... Diff

Not great climbing but a spectacular position. Take the easiest line up the ridge in a couple of pitches. Take care with some of the rock especially if people are on the wall below.
FA. Colin Mortlock 1967



2 Sackless..... E1 5b

This short route goes up the left-hand crack. Climb past the hole and continue up the crack, gradually moving leftwards to finish on the wobbly left arete - a square notch provides the belay.
FA. S.Ferguson 13.4.1987

3 Petit Blanc..... E2 5c

Some good, tricky climbing. It takes the discontinuous crack-line.
FA. Steve Lewis 1984

4 The Average White Band..... E5 6b

Climb *Sackless* to the second horizontal break. Climb rightwards along this with plenty of hard moves and not enough footholds.
FA. Steve Quinton 3.8.2020

5 Dog Nobbler..... E4 6b

The lower rising break-line across the face provides some great and pumpy entertainment - and there is one hard move, too. Finish in *Sea Groove*, either up it or down it, depending on where your gear is.
FA. Andy Gronowski 6.1983

6 Killer White..... E6 6b

Climb the wall to a break. Make hard moves up left then follow the crack-line to the top.
FA. Tony Mitchell 24.9.1985. Also claimed in 2009 as *The White Tiger* due to *Killer White* being mistakenly described in the gap right of *White Heat*.

7 White Heat..... E5 6b

The strongest line on the wall, and one of the best the Tower has to offer. The route takes the left-hand, full-height crack all the way to the top. The climbing will tire your feet and test your resolve - staying power is essential! Don't expect a hard crux move, but don't expect any rests either.
FA. Pete Whillance 9.4.1980

8 The Great White..... E7 6c

Arguably THE hard wall climb of its era - a mighty route, with a weighty reputation and one which sees very few ascents even today. It follows the soaring right-hand crack, which rather inconveniently peters out above the traverse of *Dog Nobbler*. The section above is the crux; your aim is to press on to the next break-line, where the climbing becomes just a tad easier.
FA. Ron Fawcett 7.1982

9 Sea Groove..... VS 4b

This fine little expedition follows the huge groove found in the eastern edge of the Tower. A great line, terrific positions - and at an amenable grade. Split it at 1/3 height or lead the route in one almighty pitch. Reach it either via the front of the Tower, or, at high tide or in rough seas, use the descending terraces at the back of the Tower to reach a belay above high water. To retreat from the finishing ridge, scramble across the top of the Tower and then down directly to the access col.

Photo this page.
FA. J.Rees-Jones, John Cleare 3.1967



Dan Bailey on *Sea Groove* (VS) - [this page](#) - a great way to ascend The White Tower. Photo: Mike Hutton

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