

Temple Bay Inlets

version 2.1



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Eugene Jones - *Heading For a Sea of Tears* - Fr. 5+

Sea Walls

Left Hand Side

1. Betty Swallocks

Bulging arete on left of platform. 6m

2. It's just bollocks - E2, 6b

The overhang, gaining and using the black chert hold. 6m

3. Paternoster - E3, 5c

The roof, situ threads. 10m

4. Fisherman's friend - E2, 5b

The roof and final crack. 10m

5. Royle Headache - E3, 6b

Gaining the gaping corner proves problematic, watch your head. 10m

6. Jilters Wall - E2, 5c

The narrow white wall, PR. 10m

7. Professor's Crack - VS, 4b

The crozzly ramp and crack. 10m

8. Leg Over - E3, 6a

Crozzly chert pulling. Swing left from the platform (TR) and surmount the final roof (PR) Womble to the top. 10m

9. Pull Over - E2, 6a

More of the same. Climb direct from the platform (TR) to the large ledge, womble up. 10m

10. Hand Over - HVS, 5a

The faint rounded corner gained awkwardly from the next step up. 10m

11. Gloss Over - E1, 5b

The right side of the wall left of the long rectangular beam of rock. 10m

12. No Push Over - E1/2, 5c

Gain the beam of rock on the left (Protection possibilities) then flail hopefully onto the top of the beam or if slender in girth squirm through, both methods are harrowing. 10m

13. Eugene's Over - E1, 5c

The centre of the block. 5m

14. Cross Over - ?, ?

The right edge of the block. 5m

15. "How Well It Flows" - HVS, 5b

The short ragged crack, then amble to the top. 5m

16. Arcana - E4, 5c

The face right of the ragged crack. 7m

17. Lysistrata - E5, 6a

Make first moves of "Arcana" to finger rail then hard moves into short crack. Straight up on two layaways to good finishing hold. 7m

18. Bridges End - E3, 6b *

Somehow gain the pockets in the hanging arete of Undercut. Proceed past the large rusting DRILLED peg with long moves to gain jugs. 7m

19. Undercut - E1, 5c

The obvious hanging corner. Eugene's sitting start is much harder. 7m

TEMPLE BAY INLETS

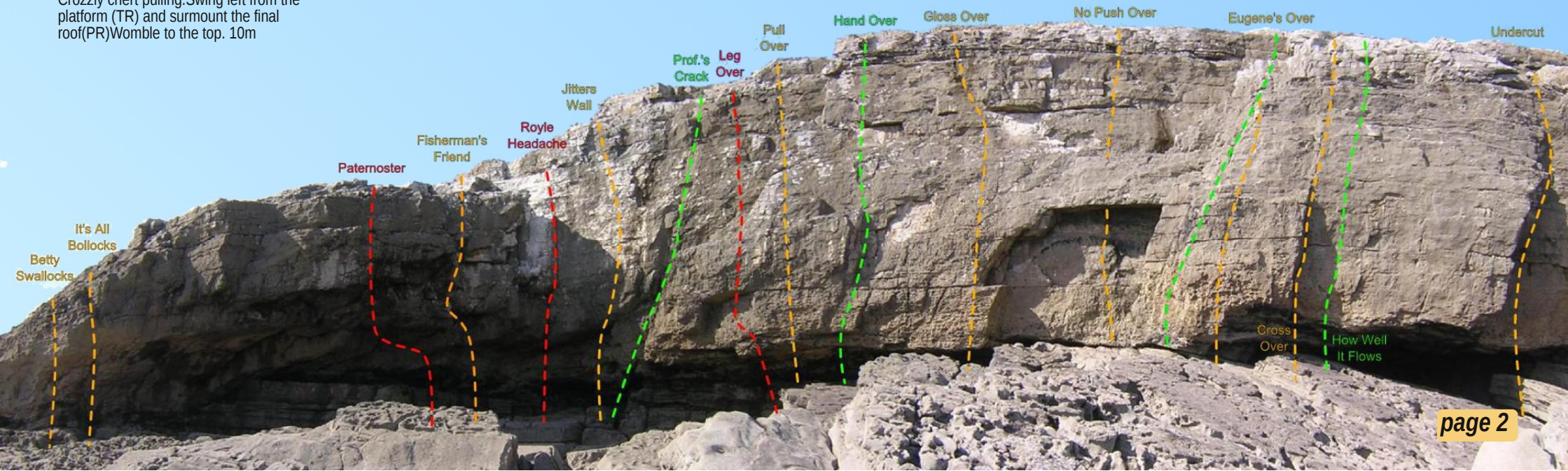
PREAMBLE

A pleasant area of small inlets east of the sea walls of Witches Point. Revisited and regared recently. Sunny outlook and solid rock make this a must.

Approach by walking over Witches Headland (or if lucky with the tides across the beach) to the fisherman's ledges and scrambling down east before the neighbouring temple bay is reached. An abseil from the "wrasse" belay can often save the walk over the headland on the way back.

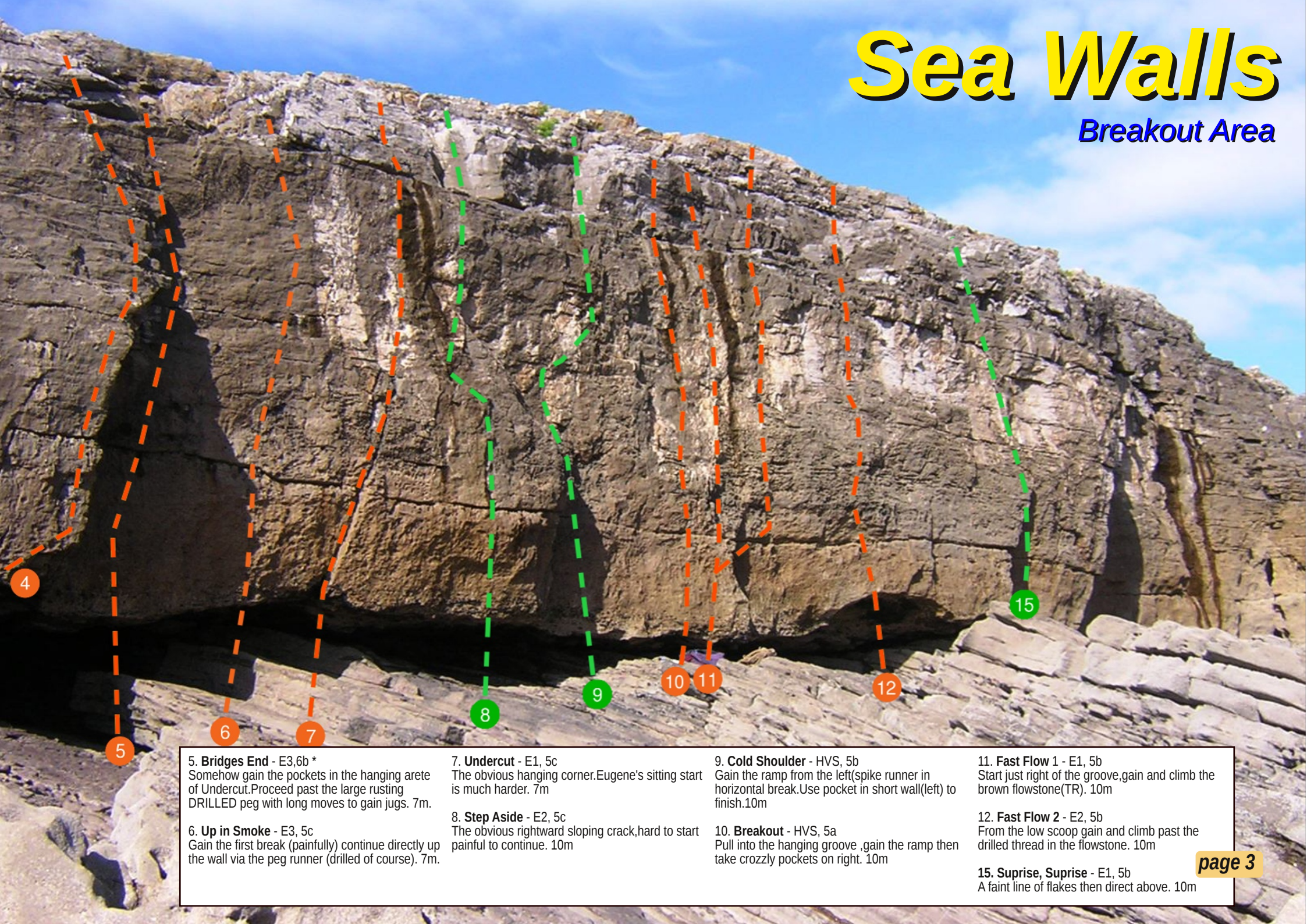
SEA WALLS

Immediately below the fisherman's ledges on the very tip of witches are a number of walls and overhangs offering short sharp routes. Many of the routes were done decades ago and have remained unreported or unrecorded until now. Some of the old pegs and situ gear have been replaced. A fun place to be in the sun.



Sea Walls

Breakout Area



- | | | | |
|---|---|---|--|
| <p>5. Bridges End - E3,6b *
Somehow gain the pockets in the hanging arete of Undercut. Proceed past the large rusting DRILLED peg with long moves to gain jugs. 7m.</p> <p>6. Up in Smoke - E3, 5c
Gain the first break (painfully) continue directly up the wall via the peg runner (drilled of course). 7m.</p> | <p>7. Undercut - E1, 5c
The obvious hanging corner. Eugene's sitting start is much harder. 7m</p> <p>8. Step Aside - E2, 5c
The obvious rightward sloping crack, hard to start painful to continue. 10m</p> | <p>9. Cold Shoulder - HVS, 5b
Gain the ramp from the left (spike runner in horizontal break. Use pocket in short wall (left) to finish. 10m</p> <p>10. Breakout - HVS, 5a
Pull into the hanging groove, gain the ramp then take crozzly pockets on right. 10m</p> | <p>11. Fast Flow 1 - E1, 5b
Start just right of the groove, gain and climb the brown flowstone (TR). 10m</p> <p>12. Fast Flow 2 - E2, 5b
From the low scoop gain and climb past the drilled thread in the flowstone. 10m</p> <p>15. Suprise, Suprise - E1, 5b
A faint line of flakes then direct above. 10m</p> |
|---|---|---|--|

Temple Bay Inlets

First Inlet

Rich Phillips on Surly Temple

FIRST INLET

A smooth rocky inlet up which the advancing tide rises alarmingly. However the most easily approached and escapable of the inlets. If intending to climb on the eastern end it is perhaps easier to approach by walking past the Castle Walled Gardens, down the steps into the bay then right (west) along the beach.

16. Waiting Game - HVS, 5a
Glaringly obvious layback flake. 10m

1. Long Awaited - Fr 6c **
A short (1.69m) step right from the obvious layback crack of Waiting Game. Hard start then eases. Top out. 15m.

2. Fools Rush in no Longer - Fr 6c+**
The obvious arete, tricky to start, painful to continue, top out. 15m

3. Lasting Impressions - E3,5c
The hanging corner on the right. 18m

Right of the hanging corner are:

4. Dross Of 86 - Fr 6b*
Tricky bulging start to juggy finish. 18m

5. Life And Soul - HVS, 5a
Cracks. 18m.

6. Sixty Eight Plus One - Fr 6b*
Tricky moves to clip belay. 18m

7. Blow Me, Another One - Fr. 5+
The easiest around here, a few metres left of the "trio". Tricky start then easier to separate belay. 18m

8. Matt Of The Iron Gland - Fr 6a*
The easiest start of the three, tricky at mid height. 18m

9. Wreckers Bay - Fr 6a*
Tricky start delightful above. 18m

10. Surly Temple - Fr 6a
Trickiest start, easy above. Originally soloed by stepping across onto the wall now geared and climbed from the floor. 18m

Temple Bay Inlets

Second Inlet

- 1. 300 Spartans** - Fr 6b
The prominent prow at the left entrance to the inlet.Short but sharp.6m.
- 2. Ouch** Fr - 7?
Project. 6m
- 3. Tip Ripper** - Fr 6c+?
Project. 6m.
- 4. Achilles Hasn't A Foot To Stand On** - Fr-6b+
Opposite the boulder a faint arete with a "tooth" of rock at the start and a larger one near the top,now harder since the demise of "the pebble". 6m
- 5. Euclid's Theorem** - Fr 6a
Wall to the right sharing LO. 6m
- 6. Gift Of The Gods** - Fr 6b+
One bolt,no LO. 6m
- 7. Gods of Long Ashton** - Fr 6a
The left of the twin cracks.Bridgend bolt runners(BBR) i.e share with route on right. 6m
- 8. The Dark Force of Glamorgan** - Fr 6a
The right hand crack.BBR's(unlike the bristol equivalent these are in situ). 6m
- 9. It's all Greek To Me** - Fr-5+
Barnacle start with joke blue thread,big sling LO easily retrieved and/or reach to LO on right. 6m
- 10. One Less For The Spoiler** - Fr-4+
The arete. 6m

SECOND INLET
Continue east (R) along the foreshore until below the broad fisherman's ledge there are several crozzly crack lines (climbed already but unrecorded) until just level with the large seawashed block.

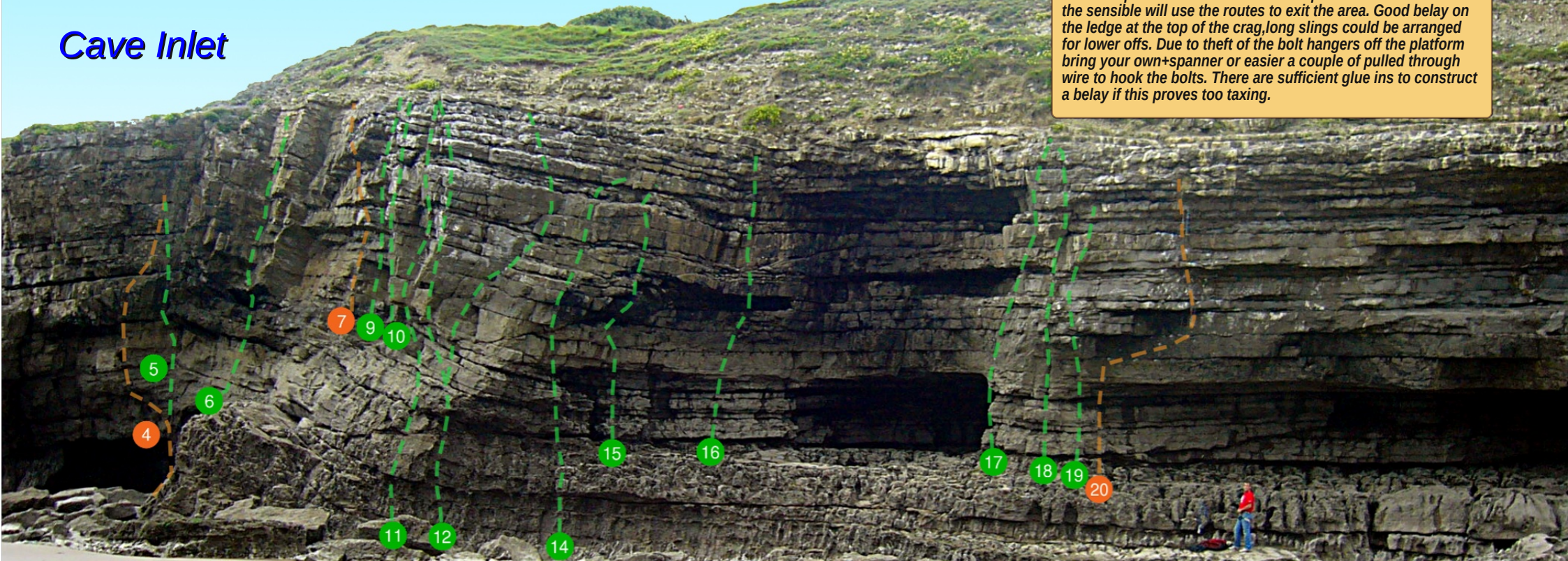
Temple Bay

Inlets

Cave Inlet

CAVE INLET

At a higher level is the other cave which gives a little more time if climbing on an incoming tide. Best approached from the east via the "walled garden" approach if the tide has not cleared witches tip. There are no lower offs at present as it is assumed the sensible will use the routes to exit the area. Good belay on the ledge at the top of the crag, long slings could be arranged for lower offs. Due to theft of the bolt hangers off the platform bring your own+spanner or easier a couple of pulled through wire to hook the bolts. There are sufficient glue ins to construct a belay if this proves too taxing.



Jericho - E3 5c

A deep water solo. Climb across from the fishermans ledge near the old sign board then up to a rubbly exit. 15m

Debasement of Jericho - VS 4b

Could be a handy no water start to the previous or a solo in it's own right. The shorter of the two chimneys on the left. 5m

Canaan Grunts - HVS 4c

The barnacled chimney starting from the sand grind your way up to the ledge. 10m

4. Zacchaeus Repents - Fr 6b+*

The crinkly prow breaking out early from next route. 14m

5. Chargeable Event - Fr 6a*

The barnacled scoop and corner to shared belay above ledge. 14m.

6. Lips Off Your Shofarot - Fr 6a *

Just to the right a barnacled wall leads to bridging up the slabby groove (purple thread). 15m.

7. Life In The Slow Lane - Fr 6b+ **

Swing on up the left arete of the cave. 15m.

(PROJECT-OPEN) Pull Onto The Hard Shoulder - Fr 7?

The roof, some bolts yet to be placed.

8. Quiet Flows The Jordan - Fr 5

The blocky right side of the cave, swing on up to good belay at the top. 10m

9. Sultan's Spring - Fr 5+

A tricky bounce to start then jugs to the top. 10m

10. Blowing The Ram's Horn - VS 4c

The faint book corner to the right. 9m

Back down at sea level there is more.

11. Climb A Sycamore Tree - HVS 5a

Easy scrambling leds to the hanging arete then step up the ledges to usual belay. 12m

12. Tumbledown - HS 4b

As before then follow the ramp rightwards. 12m

Right again and at a higher level above the sand is another long cave; in the cave are:-

13. Consequentialist Perfectionism - HVS 5a

Short and sharp, drilled but not filled, pull over the roof then proceed up stepped ledges to the terrace belay. 9m.

14. Nietzsche's Niche - Fr. 5+ **

Jug hauling over the "fangs", 2 bolt wonder, lower off at first wide ledge. 9m.

15. Nietzsche's Niche Fr 5+ **

Jug hauling over the "fangs", 2 bolt wonder, lower off at first wide ledge. 9m.

16. Reverted Revisionist Fr 6a+ ***

More excellent jug hauling on the wall left of the big roof. 9m.

17. Cartesian Dualism Fr 5 **

Just left of the prow of the wall. Move right over the bulge to the shared belay. 9m.

18. Descartes's Dithers Fr 5+ **

The steep prow shared belay. 9m.

19. Archimedes Screws Fr 6a+ **

It's a topsy turvy world (on big jugs) until you reach the seperate belay. 9m.

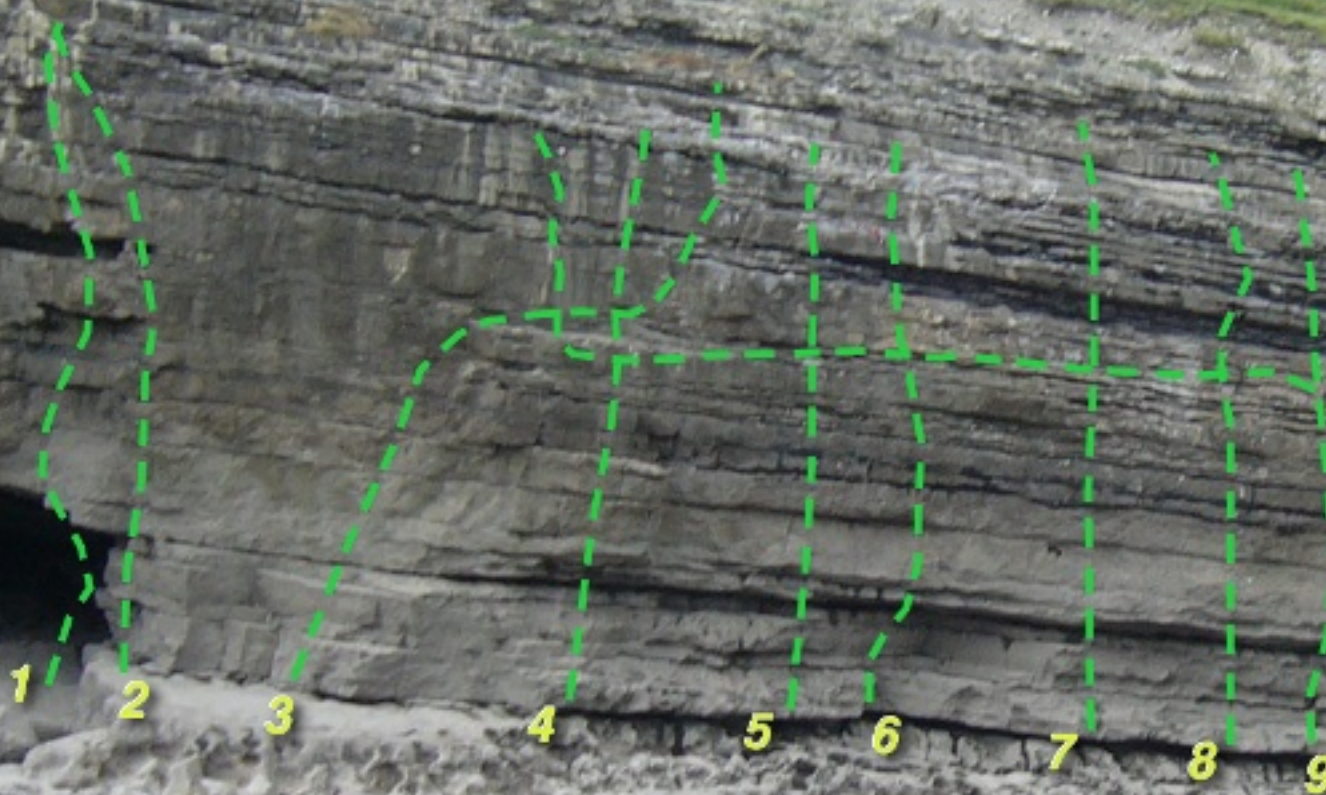
20. The Burning Glass Fr 6b **

More upside down antics. Not drawn on topo. 9m.

21. Siege Of Syracuse Fr 6b ***

More of the same. The route of the crag (so far). 10m.

Temple Bay Inlets



- 1. Socrates Sucks** - Fr 5+
The left side of the arete pulling over the roof to start and keeping off the large ledges on the left. 8m.
- 2. Kant Hooks** - Fr 4+**
The arete to a shared belay passing the block thread, delightful. 8m.
- 3. Sartre Flies** - Moderate
More of a staircase than a route, a handy way to access the ledge. 8m.
- 4. Sartre's Underlay** - VS 4c
Solo or trad to gain the last step of previous. 5m.
- 5. The Carpet Bagger** - Fr.4+
Two bolts, rock 6 by bootlace thread, easiest line on the wall (so far). 8m.
- 6. Fermat's Last Theorem** - Fr 5
Row of glue ins above "the only jug on the wall", belay on ledge. 8m.
- 7. Oreste's Suffering** - Fr 6a
Sharp mean starting moves, belay back on ledge. Long slings needed to set up bottom rope. 8m.
- 8. Electra's Revenge** - Fr 5+
Purple threads high up same belay as previous. 8m.
- 9. Probing Proctologist** - Fr.6a
Squeezed in just before the rectangular recess on the right of the wall, avoid this by climbing left of the lower bolts, painful entry for sensitive fingers.
- 10. Heading For A Sea Of Tears** - Fr.5+
A right to left girdle of the long wall finishing at Sartre's Flies, clipping the 3rd bolts), best done when the tide is in, a fitting finale. 25.69m.

LONG WALL
Right again the roof of the cave becomes slatted then there is an arete followed by a long wall. It is easy to scramble up to the fence and escape to the main footpath. This is the last area to remain climable on the incoming tide and it is easy to escape the long ledge above the wall by walking east to the fence.

The Long Wall

Temple Bay Inlets

Playtime Wall

1. **Jim'll Fix It** - Vs 5a
Friend 3.3.69m
2. **Now Then Now Then** - Vs 4c
Rock 7.3.69m
3. **Method Of Exhaustion** - Hard Severe 4b
Short. 3.69m.
4. **Reductio Ad Absurdum** - V.Diff
Nice. 3.69m
5. **Ad Infinitum** - Severe
Thread at top.

PLAYTIME WALL

The very short tapering wall just right of the scramble up to the fence, suitable for bouldering or beginners. Belays possible with long slings, friends (1.5 - 2) and a few fixed pieces.