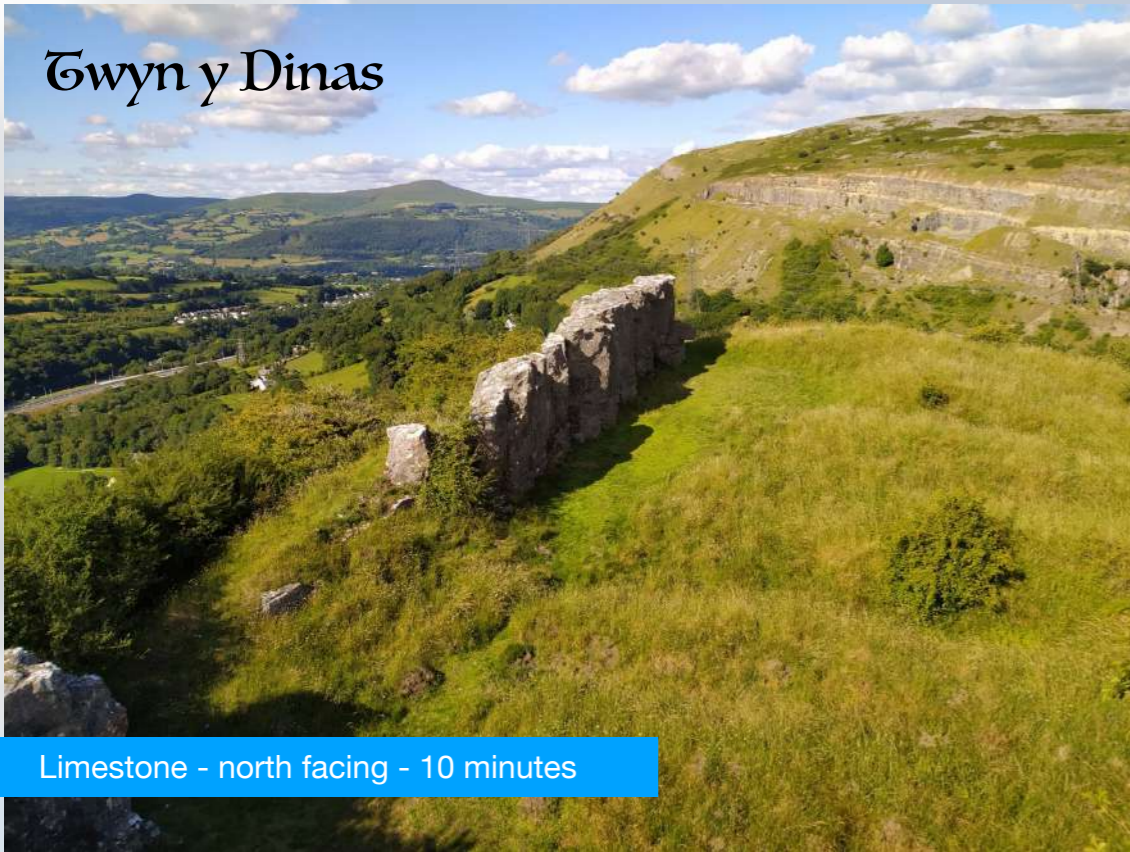


Twyn y Dinas



Limestone - north facing - 10 minutes

A unique and curious spit of limestone in an exposed hillside situation that was once a prehistoric settlement and since bedevilled by quarrying. The problems here are mostly on the easier side, not too high, and with good landings, making it a lovely spot to visit for those just starting out or with children. All first ascents as recorded were made by Oliver Keynes in 2017 but many of these were probably climbed before by persons unknown.

Very limited - and sensitive - parking is possible in the small village of Clydach South in a lay-by on Station Road (NP7 0LP). Walk uphill from here and continue around bends into Rhiwr Road (NP7 0RB), walking for a further 200m until a small switchback path on the right (beyond a farm gate) can be taken to reach Twyn y Dinas. Alternative parking may be found further up Rhiwr Road on the outskirts of Waenllapria. From here walk back downhill until the path left into Twyn y Dinas.

1. **Barraclouchs everywhere** [hvd, 9m] This obvious high arête is the first rock ahead as the quarry is entered. Gain the ledge then use good holds to climb the wall above (*D.Barraclough 11/7/20*).
3. **Straight on it** [hvd, 9m] Round the corner to the right is another section of rock. Straight up from two large pockets above a bad landing (*D.Barraclough 11/7/20*).

Continue right of *Barraclouchs* to find:

2. **Second take** [5?, ss] A small problem on a short wall just past *Barraclouchs*.

There is a small wall just left of the main spit:

4. **Wall** [3+, ss] The front wall.

5. **Sideshow** [4, ss] The sidewall right of the crack.
6. [4+, ss] The undercut bulge.
- The main spit is a unique feature:
7. **Traverse** [4+] A mid-height traverse around the spit, starting as for *Beer &* keeping low at *The boss*. Good fun.
8. **Beer cans everywhere** [5] The prow from an obvious pocket.
9. **Picnic vibes** [5, ss] The wall just right, from ledge to crimps.
10. [3] The crack is straight forward.
11. **Watched by rock** [5+, ss] A good problem up the centre of the bulging wall from two large 'eyes'.
12. **Throwing shade** [3+] The wall left of the crack.
13. **Trouble round the corner** [3+] The corner crack.
14. **Sexy holds** [4, ss] Sit start in the middle of the groove to climb the pointing prow/arête.
15. **Ragged** [3+] The ragged crack & wall right of the arête.
16. **Ledges** [2+] Easy ledges also double as a convenient way back down.
17. **Hidden worlds** [5, ss] Sit start the middle of the wall from an obvious large hold and climb it direct. A leftwards trending finish reduces the grade. One of the best here.
18. **Brambly mind games** [5+, ss] The wall left of the crack is another good problem and much trickier than it looks.
19. [3] Head left from the ledge up a cracked groove.
20. [4+, ss] The short lived bulging wall 1m right.
21. [4] The groove from the ledge, finishing left or right of the roof (or take this direct for a harder challenge).
22. [3+, ss] The flake crack.
23. **The boss** [6a, ss] Sit start from underneath 'the nose' & mantle this like a boss. A slightly harder variant goes right.
- Continue around to the more exposed western side of the spit which suddenly has a totally different feeling...



24. **Valley visions** [6a, ss] Sit start the shelf beneath the low roof (or slightly more easily start a bit further left) to climb the undercut wall on positive edges. A very good problem in a great situation. [#southsidetour](#)

25. [3+] The groove from a ledge.

26. **Atmos** [4+, ss] The bulging arête from low edges, via a small pocket.

27. [3] The cracked groove.

28. [3] Rippled edges just right of a crack.

29. **Western exposure** [5+, ss] The undercut wall from a low start is a good problem.

30. [2+] A small groove.

