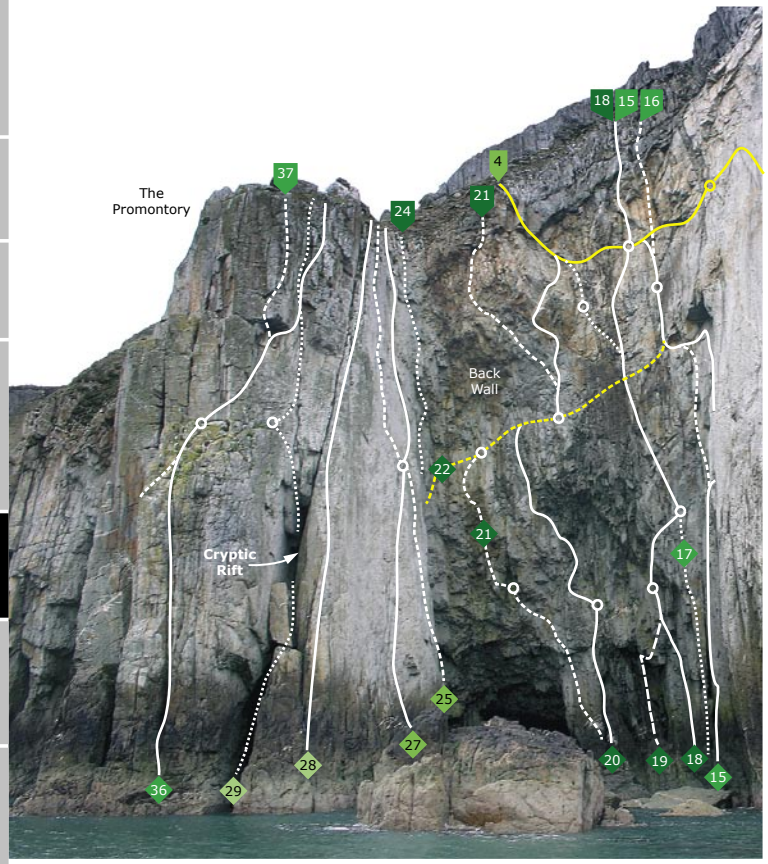
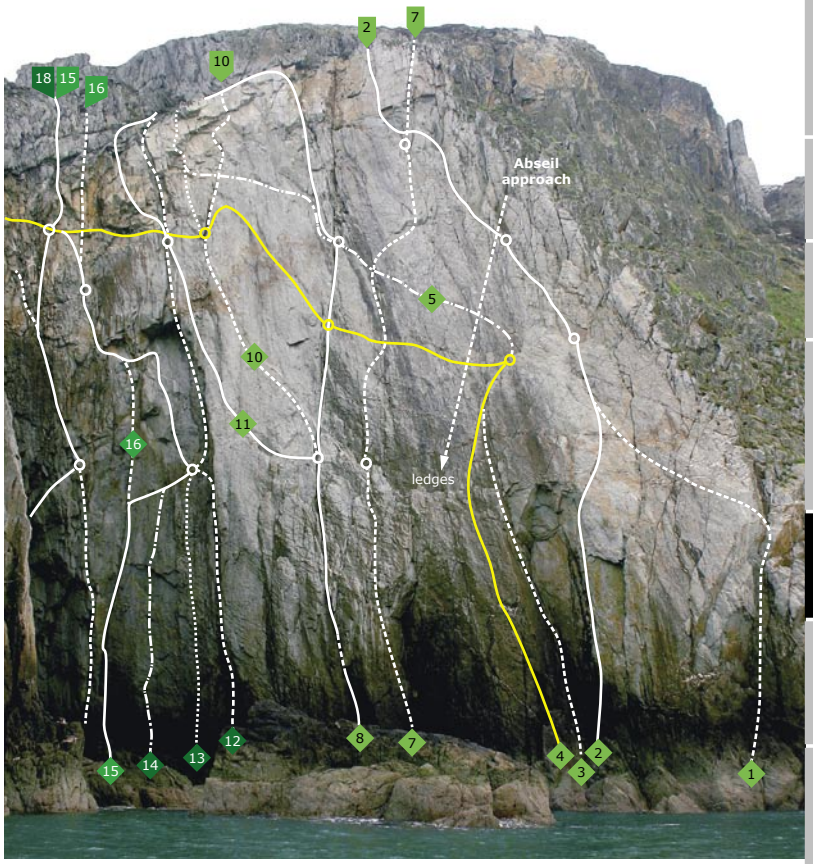


12. Rubble E7 6a ∗ 83m
The 'concrete' chimney that *Concrete Chimney* manages to avoid is arguably the most obvious line at Gogarth. It also features perhaps the 'softest' and most challenging rock on the crag – you have been warned!
P1 6a 33m Super steep climbing leads out of the cave at the bottom on the very finest pebbledash conglomerate. Continue up with appalling protection, eventually making a left exit from the rubble to reach the belay at the end of *T. Rex* P1.
P2 6a 27m Follow *T. Rex* to the huge ceiling and go through the right end of this past the hanging flange of death (apparently a crucial RP #1) to join *Concrete Chimney* and belay.
P3 5a 23m Continue up the chimney in a sensational position.
[P Pritchard, L McGinley 10.91]



13. Games Climbers Play, Original Start E6 6a ∗∗ 30m
A brave and very strenuous lead, which follows a streak of unusual bubbly rock left of *Rubble*. The initial moves are the hardest, with no gear and a horrible landing. The protection slowly improves as the climbing gets easier but the poor old arms have to fight hard to keep up. Belay as for *T. Rex.* This pitch formed the original aid climbing start to *Games Climbers Play*. The niche on P2 was reached via a long pendulum from the corner of *Metal Guru*.
[D Pearce, E Drummond (aid) 27.09.70, FFA: R Fawcett, G Kent 12.79]

Holyhead Mountain
Upper Tier
Main Cliff
Easter Island Gully
Wen Zawn
Flytrap Zawn
North Stack Wall
Tsunami Zawn
North Coast