

English Names for Crag in Eastern Cyprus

Cape Greco Upper Tier
West Crag
Border Crag
Tigani Crag
Tigani Rocks
Snakeskin Crag
Ayios Epiphantos (The Lost World)
Cape Pyla Area
First Ascents List

The Crag And Climbing Areas

There are 8 crags described in this guide. They fall within the following areas:

Cape Greco

There are 6 crags described for Cape Greco. Cape Greco has two tiers – a large upper tier and a lower, more broken and expansive lower tier. The upper tier is Cape Greco Upper Tier. The lower tier is split into 5 crags; West Crag, Border Crag, Tigani Crag, Tigani Rocks and Snakeskin Crag. Please see the maps for assistance in locating them and their approaches, however, most of the areas can be approached easily on foot and with a number of them a car can be driven to a point very close to the crag.

Cape Pyla

The climbs at Cape Pyla are effectively concentrated in a bush-choked gorge that is right on the coast. Some of the routes actually start on rocks that come out of the sea and add a certain excitement to the experience. Approach to the gorge can be difficult and will normally require an abseil descent or a very arduous and spiky walk-in from further round the coast. It is possible to drive through the ranges to reach a point almost at the top of the gorge.

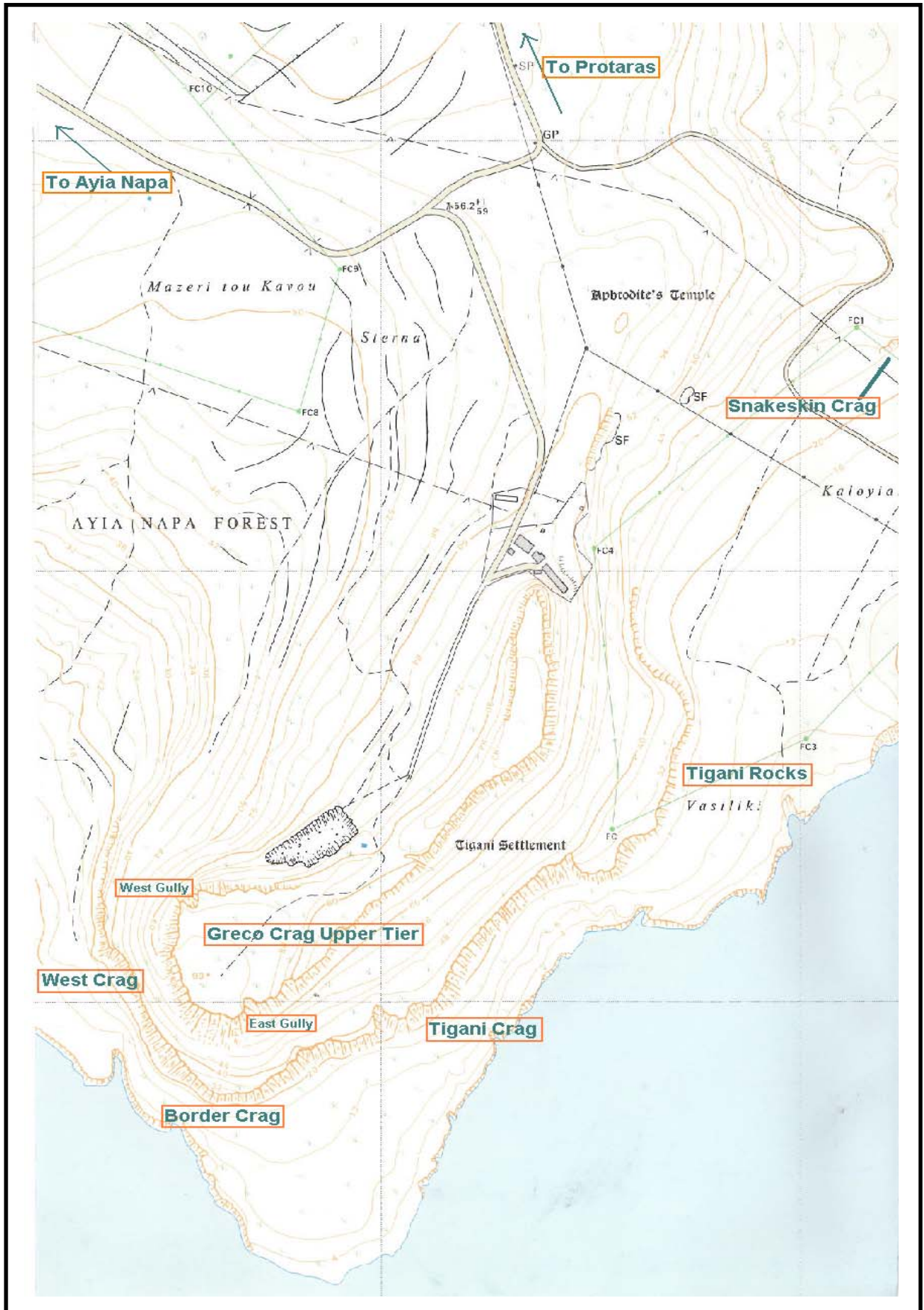
The Lost World (Ayios Epiphantos)

This is a small gorge just off the Ayia Napa to Protaras road. Access is very easy, and the number of routes is very limited at this time.

General Area Map



Cape Greco Map



Cape Greco Upper Tier

Cape Greco is very distinctive and can be seen jutting out into the Mediterranean for many miles. The upper tier comprises a number of steep faces and deep gullies and is over 100 feet high at its highest point. It is possible to drive right to the top of the upper tier, many tourists make the trip, and there is sometimes a van selling drinks and snacks. For ease of climbing it is as well to drive to the top of the upper tier and then make your way down one of the gullies to reach the routes, (descent routes).

The routes are described from left to right starting in the northwest section of the crag.

1. September Blue VD *
30m Follow the left arête of the little gully. The climbing is pleasant and steady, with the crux being a short wall 2/3 of the way up.

2. Little Gully D
20m Take the cleft and chimney direct. Many possible variations exist, a good route for beginners.

3. Juicy VS 4c *
20m The right arête of Little Gully is climbed, easily at first, to an overhang. Attack the overhang boldly on the right via some good holds. Exposed.

4. Fruity HS 4b
23m Follow Juicy to the overhang. At the overhang take the blank slab on the right with some difficulty to reach a large ledge. From the ledge move up the steep wall on the left to finish. Beware loose rock on the upper section.

5. Dreaming Of Carn Barra E2 5c
23m 3m right of Fruity make thin moves up a short steep wall to gain the break. Move up and left to gain the niche from where easy ground leads to a simpler finish by laybacking the short corner.

6. The Frustrated Gardener VS 4c
23m 2m further right again, climb a faint fault line to the horizontal break before going right to the niche. Exit left to finish up the ramp to the right of the capstone.

7. Solo HD *
25m 30m right of Juicy is a wide crack in the face to the right of an overhang. Climb the crack directly to the top. Progress becomes difficult after 6m, but good holds inside the crack and on the left enable this to be overcome. The climbing eases gradually from here. A very sound route best enjoyed solo.

8. The Beast Of Dartmoor E6 6a
20m 10m right of Solo, around the corner, go up the smooth white and highly committing overhang wall to the left of the shield. A hole at 10m yields the first gear. Further hard moves lead through the bulge via the niche before easier ground leads to the finish.

9. Deception

S 4a *

20m A tricky route starting on the sloped rock to the right of a large overhang. Climbed in 2 pitches.

1. Climb up and right to a small cave. Continue direct via a committed and exposed move to reach a larger cave and belay.
2. Climb up the then out right on to the main face. Continue upwards until forced left to finish. There is some loose rock on the upper section.

10. Reptilian Respect

F6c

20m A bolted sport route following the line of bolts from a small pillar up to a niche where the bolts end. Climb through the niche and finish direct.

11. Jacob's Ladder

VD

26m Climb the large flake and crack 10m right of Deception to a broken corner. Move up and gradually right to finish on a large ledge.



12. Bloodshed

HS 4b *

18m An exposed and committed climb on the main wall to the left of the large West Gully. A series of ledges lead up to twin holes. From the holes make a hard and direct move to get onto the thin flake above, poorly protected. Move up and gradually right to finish on a large ledge.

13. Thomas Way

HD

20m Start at the bottom right of West Gully and follow a series of flakes up and left of the right hand wall. At the ledge move up onto the main face for a short but exposed finish.

14. Red Line

HD

25m Climb as for Thomas Way, but move left to finish up the tricky crack deep in the gully on the far left of the wall.

15. Green Line

M

20m Climb as for Red Line but continue left to finish at the head of the gully using a large flake/boulder. Can be used as a descent route down West Gully.

16. Lizards Line

VD

24m The right hand arête of West Gully. Take the arête directly to the top. Good for beginners.

17. Golden Brown Variation

HVD

30m Climb the first pitch of Golden Brown, as described below, but continue out right into the crack. Climb direct. Can be split into 2 pitches.

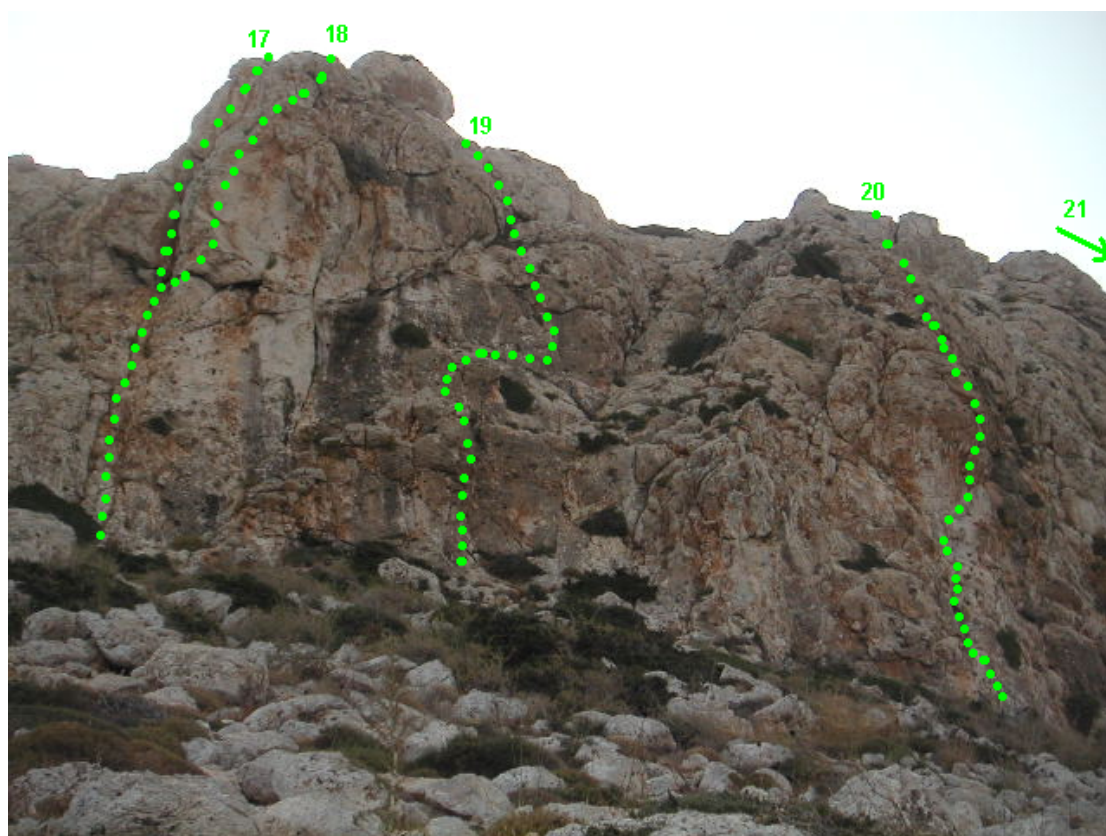
18. Golden Brown

HVD

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30m An excellent climb 25m right of Lizards Line starting at a dark, stained wall below an overhang.

1. Climb the wall to the base of the wide crack and belay.
2. Avoiding the wide crack, (variation above) climb the right hand wall for a few feet before moving up and right onto the rib. Follow the rib to the top with excellent exposure and a lack of holds.



19. Zig Zag

HVD

*

30m A good route utilising different climbing techniques and taking a meandering line. This starts at a large flake, 20m right of Golden Brown.

1. Climb the flake direct and belay.
2. Continue up over a bulge and then traverse right to a large ledge at the bottom of a scoop. Belay.
3. From the left edge of the ledge climb upwards and then, almost immediately, up and left over a bulge to a wall.
4. Continue up and right on easier ground to finish. Avoid the boulder at the top.

20. Quiet Desperation

S 4a

17m A sharp route 20m right of Zig Zag. Start below a large, vegetated ledge. Climb up to the ledge, move slightly right and continue upwards. From here the route leads up to a slightly overhanging crack (crux). Climb the crack to easier ground.

21. Hung Over

S 4a

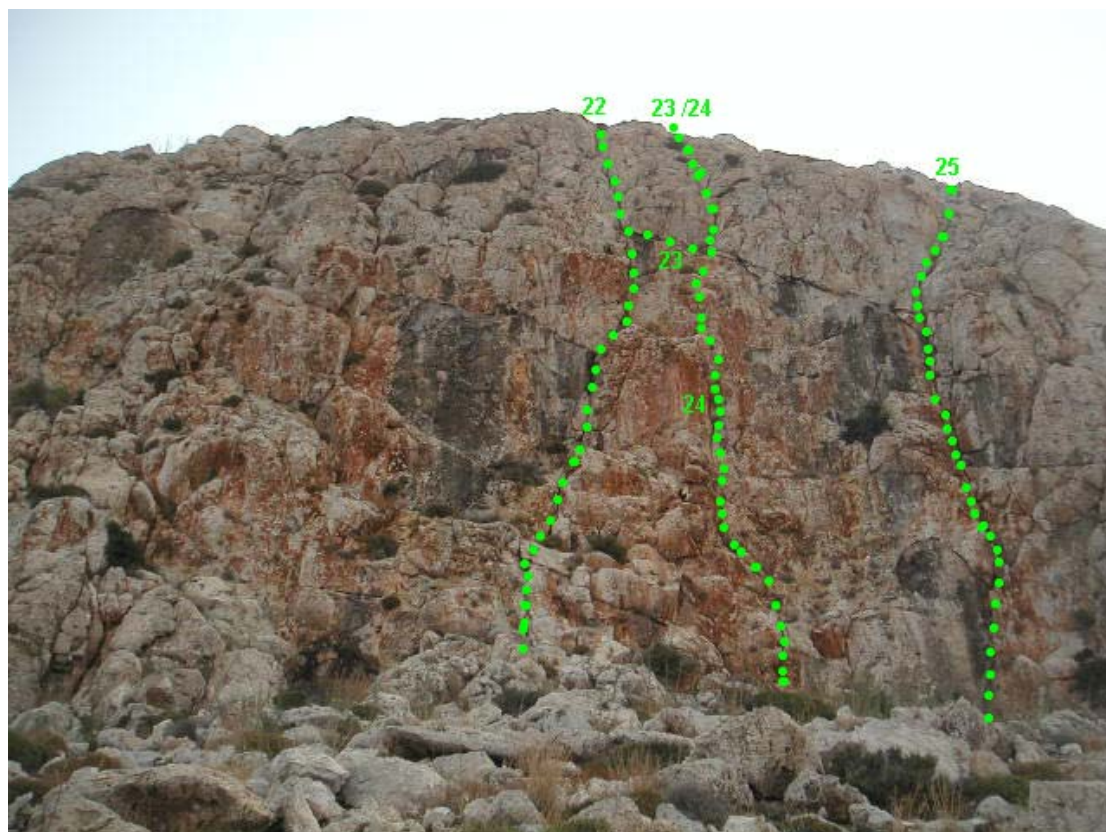
33m Start 20m left of Morning Shadow, left of a grey/brown face at a grey vein of rock. Climb upwards to a large ledge via a tricky move. Continue gradually up and left to reach a rib on the right side of a wide gully and continue to the top on easier ground.

22. The Wet One

MS

**

30m On Greco's main face is a large section of orange rock. On the left hand side of this a series of fallen boulders lead up to a short corner. Climb up the corner and then to a large ledge. Follow the corner upwards to a crack and finish. Can be broken into 2 pitches. A fine route.



23. Slippery When Wet

S 4a

35m One of Greco's classics. Start as for The Wet One as far as the ledge (belay). The second pitch continues up the corner before traversing out right (exposed), and finishing up the tricky crack.

24. Buddha And The Dragon

S 4a

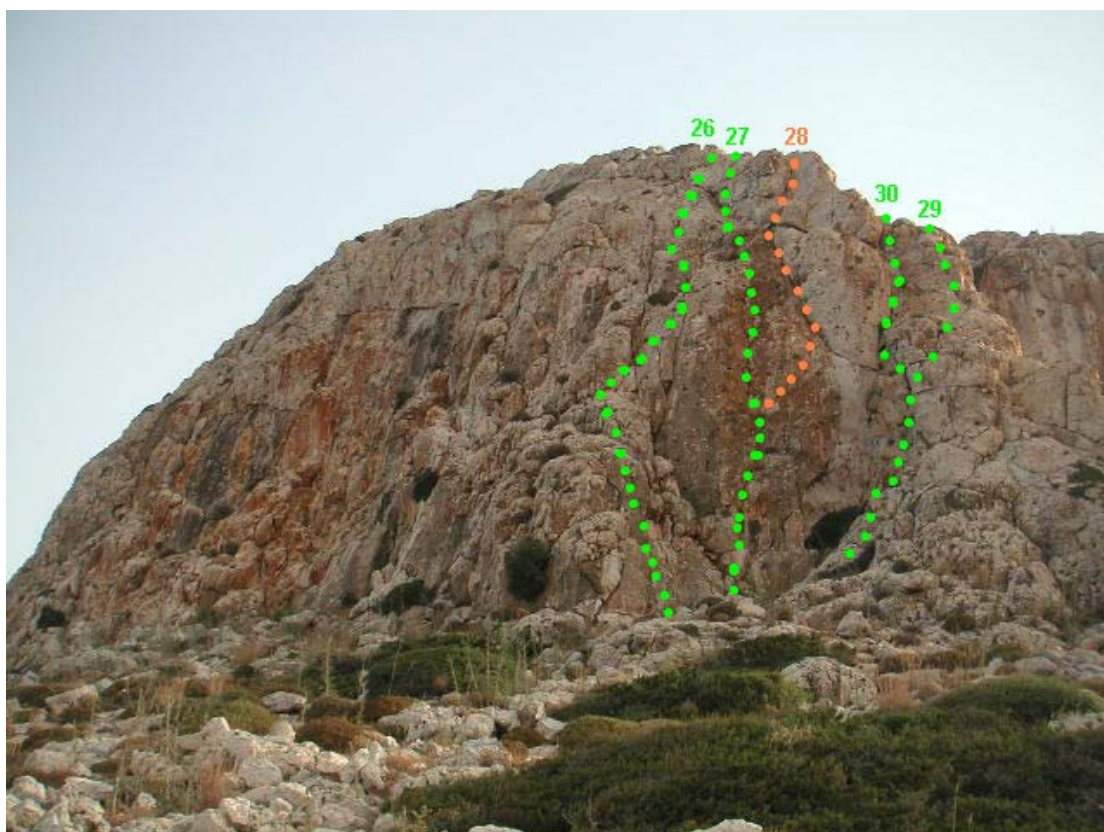
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40m Another beauty. This is the line between The Wet One and Morning Shadow. Ledges and pockets lead up via a pillar to the halfway point. A hard move up and left now leads to the wide ledge. Finish as for Slippery When Wet. The name reflects the discussion during the route between leader and second relating to Zen and the art of rock climbing. Meanwhile Mat was having the fight off the attentions of a huge lizard, (hence the Dragon). The full name of the route is actually **Buddha And The Dragon Discuss Zen And The Art Of Rock Climbing**.

25. Morning Shadow

VD

30m The prominent cleft on the far right of the orange wall. The cleft is climbed direct and with occasional difficulties. The angle eases with height.



26. The Dragon

MS

*

35m A testing route which starts on the right hand side of a buttress approximately 15m right of Morning Shadow.

1. Climb the right side of the buttress following some wide cracks to the top. Scramble further up to gain a position to belay.
2. Move right across a cleft and onto the wall. Continue up and slightly right where the ground is vertical, exposed and sharp. Climb up to below an overhang which is overcome with some difficulty. Belay above the bulge.
3. Move up and left to finish on easier ground.

27. The Lion

HS 4a

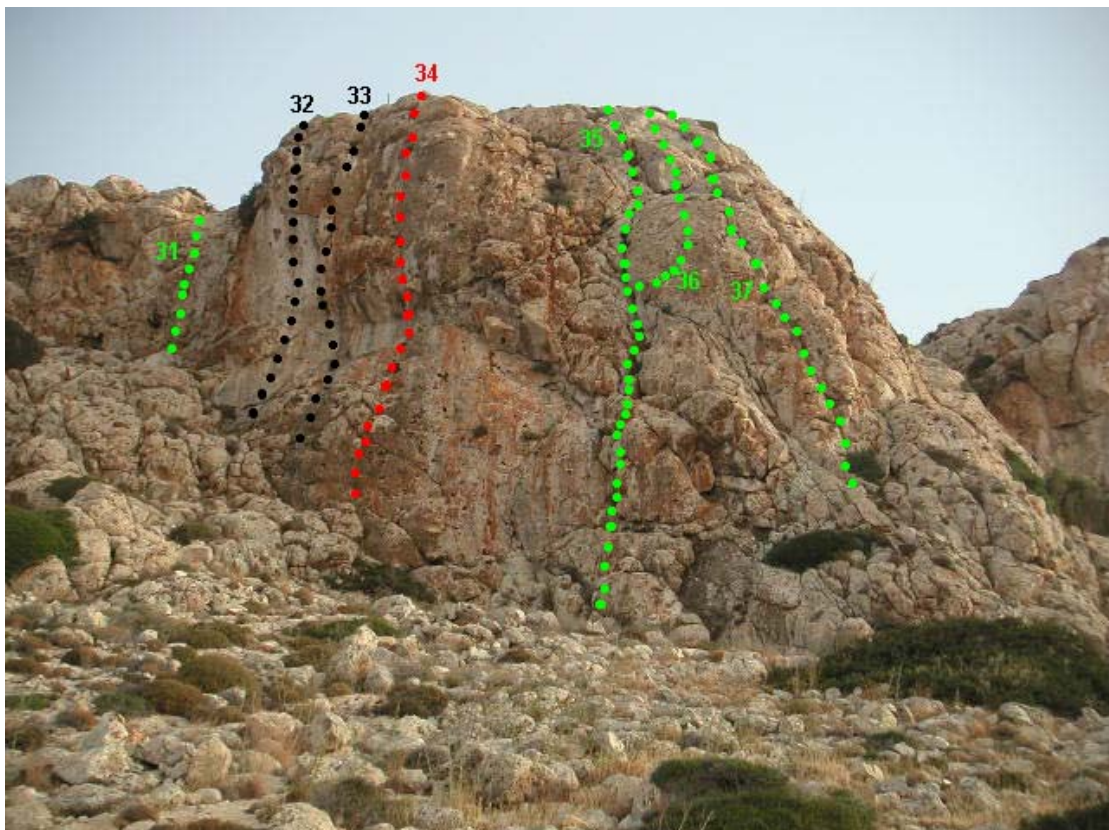
35m Start a few metres to the right of The Dragon in the centre of the main wall.

1. Follow the central crack upwards to the top of the rock wall. Traverse right across easy boulders and beyond a bulge to belay.
2. Climb up a prominent crack on the right of the bulge to finish as for The Dragon.

28. Unicorn

VS 4c

35m Start as for The Lion and surmount the initial bulge, then follow a thin seam which leads up and right to the large crack which bounds the bulging white slab. Follow this crack almost to its conclusion and then move right to a short corner to finish. A fine and varied outing.



29. The Botanist

HD

15m An appropriate name for the densely vegetated gully to the right of Unicorn. Traverse right at 10m to avoid loose rock and finish up the brown wall. Previous guidebook writers suggested taking a machete.

30. The Geologist

S 4a

15m Start as for the The Botanist, but finish directly up the crack rather than traversing. Loose rock to contend with.

31. Traditional Route

S 4a

10m The short slabby wall 10m left of the steep face on the opposite side of the gully to The Geologist. Poorly protected.

32. Jelly Baby

F7a

20m A bolted route up the white wall on the right side of East Gully.

33. Midget Gem

F6c+

20m The second bolted route to the right of Jelly Baby.

34. Stake Your Claim

E1 5b

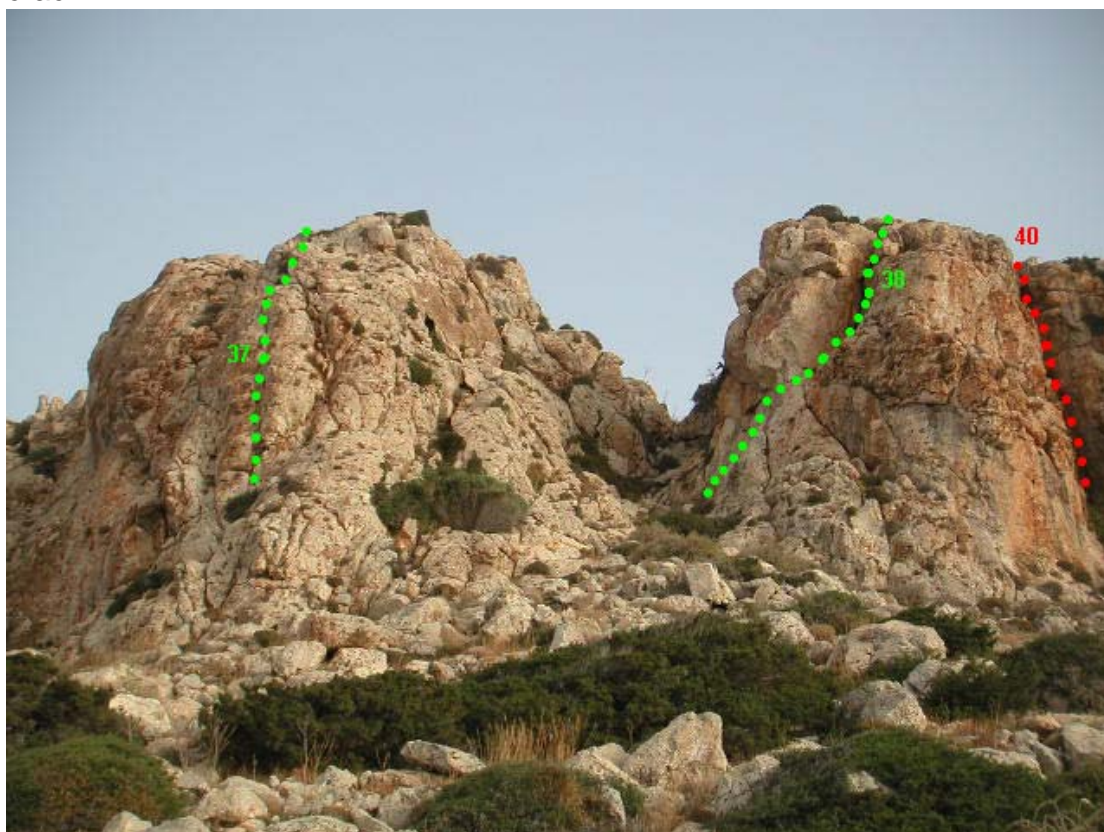
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22m Climb the centre of the wall via pockets and holes to the ledge. Continue upwards as the rock becomes steeper and take on the overhang. Finish up the shallow corner. Hard to protect, though some bolts exist early on if you can find them.

35. Appetiser Direct

VD

25m Follow The Appetiser for 15m and then finish up the obvious choked crack.



36. The Appetiser

VD

24m Start at a crack 10m right of Stake Your Claim. Follow this for 15m and then break out right onto the slab with some difficulty. Finish upwards on thin holds. Exposed.

37. Reunion

VD

24m Start below the brown lab of The Appetiser and climb the thin crack line to the top. Entertaining, though the rock quality is dubious in places.

38. Hanging Around

HS 4b

20m Classic. This outstanding 2-pitch route begins near the bottom of the small descent gully 20m right of The Appetiser.

1. Start at the base of a ramp below the fearsome overhanging crack. Climb the ramp to the overhang and then move delicately right into the scoop. Belay amid the bird poo (sadly).
2. Climb the awkward corner direct to finish.

39. Bats In The Belfry

E2 5c

20m Approximately 15m right of Hanging Around is a gloomy recess known as The Belfry. This route takes the grey wall to the left of Black Chimney to a rightwards traverse beneath the overhang. This leads to a good ledge and a direct finish up the wall above. A direct start up the wall to the right hand end of the traverse awaits an ascent.



40. Black Chimney **E1 5a** ******
20m Tough and devious. The obvious black-stained chimney is one of the main features of the whole upper tier. Start initially on the left wall and then make a series of nervy, barely protected bridging moves to attain the ledge at 2/3 height. From here the top is reached via the more traditional back-and-foot technique. Tough, but rewarding. Has nothing whatsoever in common with its Stange counterpart, other than in name.

41. Roid Rage **F7b**
20m Another bolted route up the hideously bulging wall immediately right of Black Chimney.

42. Pendulum **HD**
21m Climb up and past a cave to a ledge and then move gradually up and left to attain a second ledge and easier ground.

43. Blancmange **S 4a**
21m Climb as for Pendulum up to the bulge. Move up a thin crack to the right and then move back left to finish on easy ground.

44. If My Dad Could See Me Now **HVS 4c** *****
21m 10m right of Blancmange is a wide crack leading up and left before curving right. Follow this to a ledge and rocking boulder. Now traverse left for 2 or 3 metres before making a hard upward move using small pockets. Finish up the grey rock above. Poorly protected at the crux.

45. Hats Off **HVD**
21m As for the previous route, but finish directly up the crack.

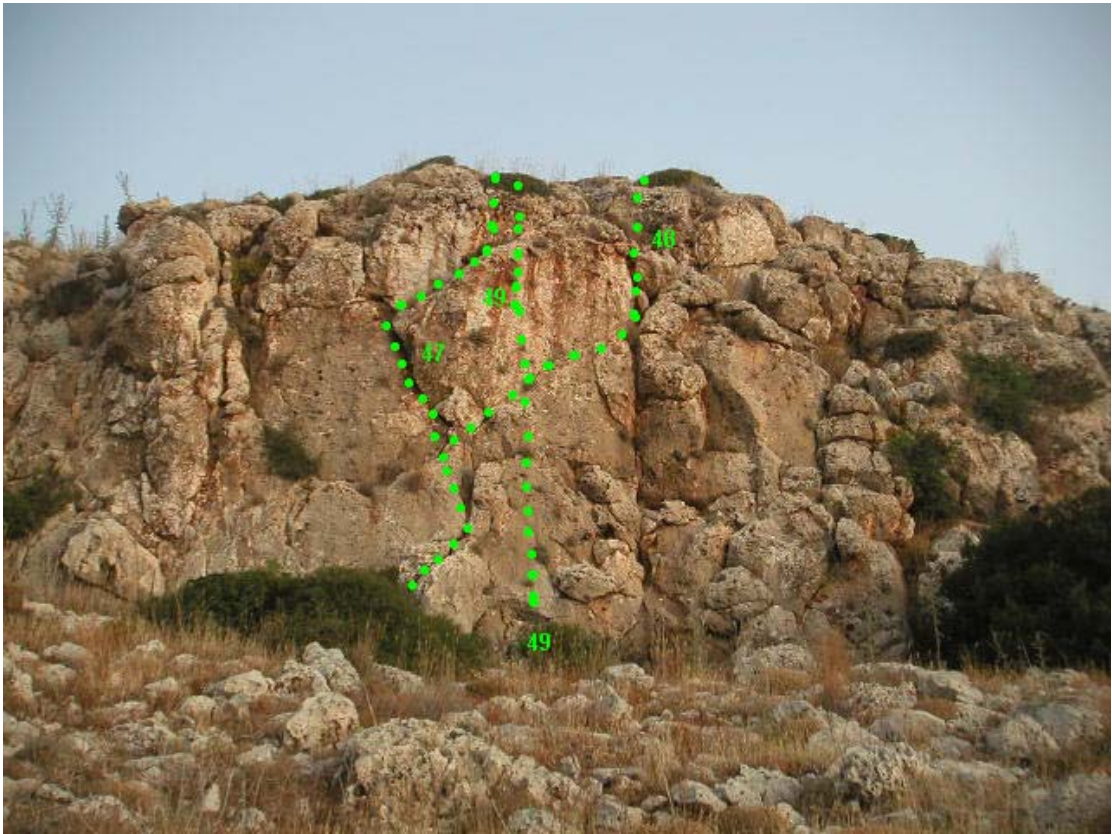
46. Thorn Gully **D**
25m An obvious gully 20m right of Hats Off. Climb direct on good holds. Good for beginners.

The following 3 routes can be found a further 100m right. Just before the path disappears over the hill there is a short, slabby buttress with a sickle-shaped flake. These are known as the Sickle Slabs.

47. The Sickle **D**
10m Follow the broken cracks to the obvious sickle shaped flake and then climb the flake to its conclusion.

48. Sickle Slab Traverse **VD**
10m Start as for The Sickle, but go right at the rising break. Finish up the broken crack on the right.

49. Fragile **S 4a**
10m Starting at the centre of the Sickle Slab, ascend directly to a steep and delicate finish. Difficult to protect in the upper section. Previously, (and optimistically) graded as HVS 5a.



**Mat Dowsett on the first ascent
of Reunion (VD) at Cape Greco**

