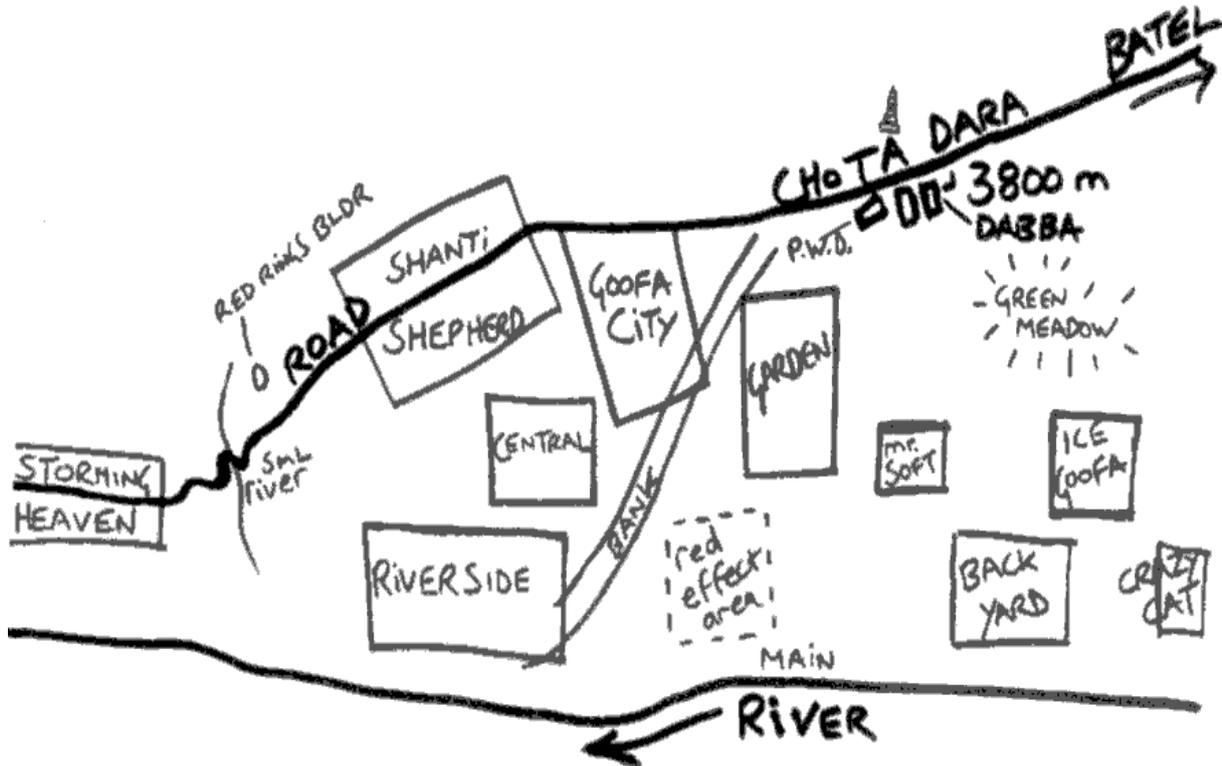


## CHOTA DARA

Superb atmosphere and style of climbing with so much variety. Each sector has a different feel. The altitude (3860m) makes any longer problems feel exhausting but on good days conditions can be absolutely fantastic.

Most of the problems are between the river and the road with a few exceptional boulders on the other side of the road. The other side of the river is also brilliant but that's a separate area (Chota shigari). The landings vary with the perfect flat grass in a lot of places. Each box on this map should be part of a separate detailed topo map with the actual boulder problems listed. The area was opened in 2003 and since then problems have been climbed by Pil (U.K) Squib (Isle of Man) Bussy (Finland) Dave (uk) Hari (German) and others.



Whatever you do just don't stay in the Himachal Pradesh government rest house as its falling apart, got no light and a complete rip off (1000 \$ for tourists and 250 rupees for Indians.) If you're stuck they might let you crash in the dabba but best to camp down in the boulders or choose a cave. Try Goofacity area (goofa means cave)

Many problems exist which are not in the topos. There are good boulders around here !

In 2008 the excellent dabba run by our old friends Kesan, Rajesh and Lama G from Spiti closed and the new people came from Udaipur (Lahaul) to do the government rest house duty. They are nice and although not a full dabba yet they are learning and will do cups of tea, maggi noodles, beedeas and sometimes have booze and basic food.

The first area is the boulders near the road just down the road from the dabba. Some brilliant rocks in this area and the excellent boulder "SHANTI SHEPHERD" itself with 3 quality hard problems

SHANTI SHEPHERD AREA - First problems on a smart red wall with edges.

1 4+ moving right and up 2 \* 5+ going direct. 3 \* 6a crimps heading leftwards. 4\*6a/b bulgy arête then R (small crimp) or left.

leftward

5\* 6b from sidepull to slopy crimps

6 \*\*\* POSITIVE MEDICEN 7a+ sitstart under on rail to birdshit hold then L arête and slap opposing R arête to rockover. roadside classic.

ON THE ROAD 6c sit down ON the road (careful heavy traffic))to do a hard move up to big sloper

7 \* 6c/7a the rib climbs well (crimpy mantle)

\* 6a sit start on slopers into groove.

9 ?

10 \* 7a (6c) from sidepull up to sloping ledge and join 11

11 \*\* PINKYPOWER 7b powerful sitstart in groove ,cross through, slap for sloping ledge and rock onto slab.  
Great fun . (standing 6b)

12 5+ sitstart arête then direct or traverse L to big jug.

13 Obvious line project not done start possible here

14 \*\* 7b+ powerful slopy sit on the arête and moving right to rail and top rockover. Good stand 6a

15 \*\*CHOTA BARA 7a the little big wall/groove leftwards (sitstart)

16 \*\*\* DIRTYShepherd DIRECT 7a+ obvious roof line then direct using a slopy crimp on the right. Great rockover.\* 6c Hari's original version traversed left at lip

17 \* 6b sitstart far left to mantle out \*6c+ same start to Right traverse and up DD. Sit on short arete (seperate boulder) to R 6b\*

18 \*\* QUALITY CONTROL7a+ much better than it looks wall rightwards from flat undercut and good crimp.

Another good 7b is on the small boulder just on the north facing arete. sitstart with sidepulls either side (very low right hold) to a big slap to the sloper

19 \* CONFUSED HAMSTER 7c sitstart using the short rib then cross the wall R wards to a positive hold.

20 \*\*GOOD MIND GOOD FIND 7a sitstart from big slopy ledge to and up arête.

21 5+ sitstart to move out left

22 \*6c DOODWALLAH sitstart the slopy ledges and up the black wall.

23 \*\*\* HOWLING SHEPHERD BIRD 7c/+ (sit) from the juggy crimps fly left and grind on through direct.  
Easy to get close but hard to actually hold it.

24 \*\*\* SHEPHERD SHUFFLE 8a (sit) starting with holds in the groove slaps through the bulge on slopers with baffling footwork (the shuffle) heading to the only small positive hold up left, finishing direct. Excellent climbing on a great symmetrical line.

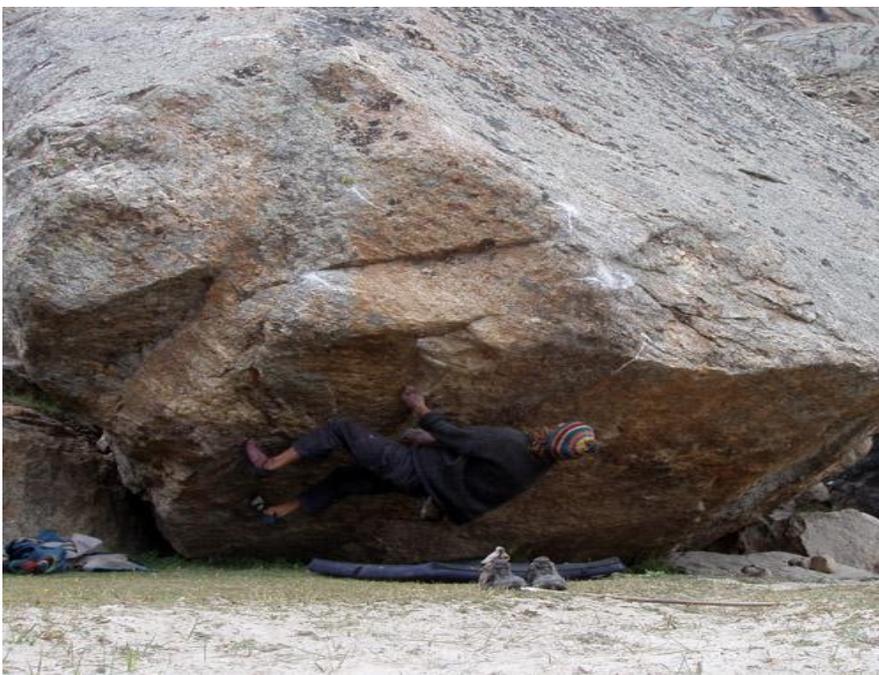
25 6c crimps onto slab. sit anyone?

26 \*\*\*SHANTI SHEPHERD 7a+ stand start from big hold reaching into and up the corner. Great.

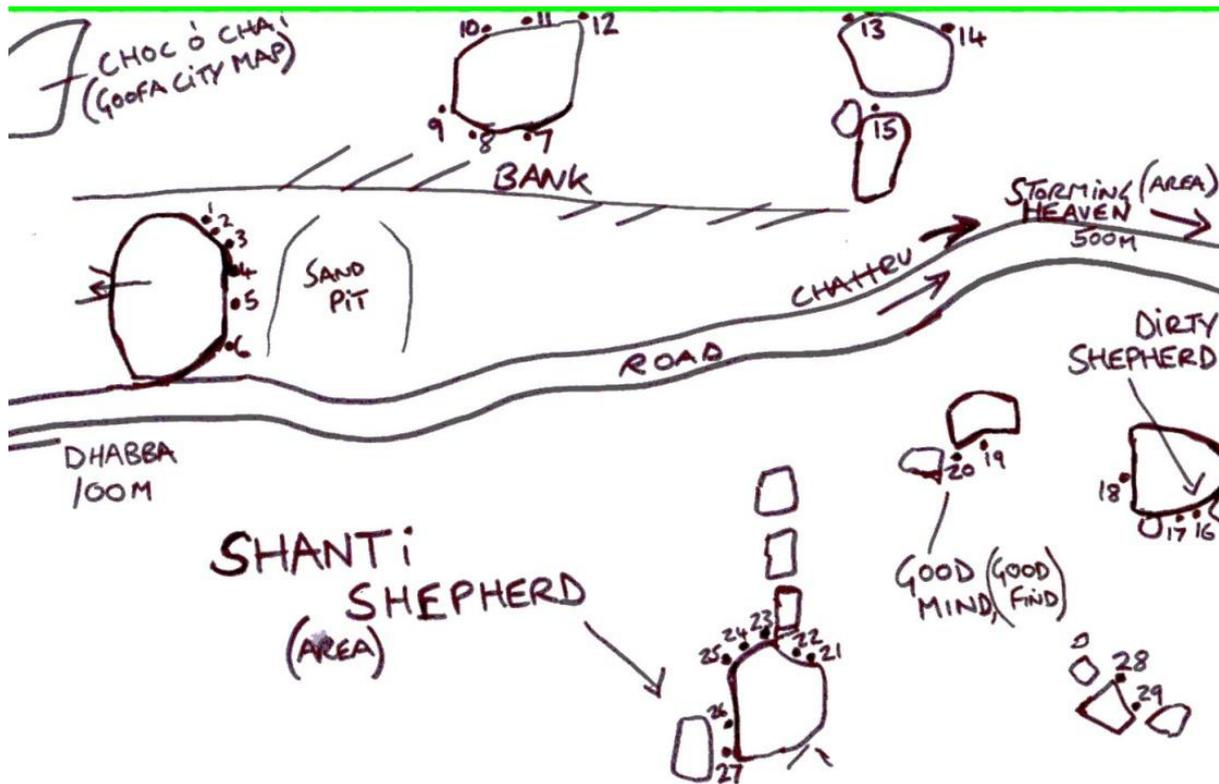
27 \*\*\* FULL SHANTI 7c+ The sitstart to 26 from R arête is nicely set up with powerful heelhooking

28 \* 7a funky little sitstart on the short R arête to slippy topout.

29 \* 5+ standing start to left arête.



## SHEPHERD SHUFFLE



## GOOFA CITY

A great area of boulders with a lot of variation in the surface texture. You can stay in one of the many goofas (caves) and its still quite near the road and dhabba (restaurant). Reach the area by walking down the road from the dhabba and veering leftwards after 100 meteres or so then down a short sandy gully leading into the bay with the goofas everywhere

- 1 \*\* 6c+ NOT MY GOOFA sitstart out of the groove above small goofa to reachy moves over the shoulder small red boulder
- 2 5 sitstart and direct or left to arete and up (\*\*6a+)
- 3 \* 6b wall with brown sloper is okay.
- 4 \*\* FEEFIFO 6b+ The big sticky sloper is gained from crimpy sitstart pulling through niche to finish
- 5 \* 6a - 6c different ways to get the best out of the wall to the right
- 6 \*\* 6c (sandbag) SQUIB SLAB tricky problem starts in the scoop.
- 7 \* 5 slabby blunt arete with a long reach
- 8 \*\*\* MUMBLE OM 7b pocket start to catch undercut/sidepull (no stone for the foot) then grapple with the big sloper to get the top. CD classic
- 9 \*\* FUNFORME 7a fun moves going up the rib to catch the two handed flake and pull through direct to the top
- 10 \* 6a smooth fingerholds to ascend the nose
- 11 \*\* THE HOWLING VOID 7b+ opposing slopey sidepulls from sit to finger edges and over using groove
- 12 \* 7b+ very tricky sitstart going left to sidepulls from slab retire or finish up 13
- 13 \*\* 7a High slab is good.

14 sitstart on L to move into 13

15 \*\* LITTLE BRAIN 6c+ sitstart in the crimp corner and carry on direct

### LITTLE BRAIN

16 \*\* THE ALTITUDE INSPECTOR 7b+ crimps on the wall left of corner with big move to get some decent holds

17 \* 5 pleasant groove in the slab

18 \* 5 rock over R wards

Now its the superb SMILE boulder with all type of link ups and variations. Lots of fun here !

19 starting from sit on slopy ledge far left of the boulder round the corner.

a) \* 6b direct up and mantle out

b) \*\* 6b+ traverse R around the corner onto the smile ledge and direct to a jug or up the small groove to R

c) \*\*\* 7c+ THE BIG SMILE traversed around the corner onto the smile ledge but followed it all the way to drop down to the start holds on smiling buddha and with a severe oxygen deficiency finished up that problem. Exhausting (power) endurance challenge at this altitude

20 \*\* 6b+ direct to smile ledge and up little groove from sitstart on crimps

21 \*\* 7b+ CENTRAL SMILE the middle of the boulder with a jump start to the thumb good pinch to press onto the ledge and sidepull out left to grab the top holds at the apex.

22 starting from sitstart on the lowest ledges

a) \*\*\* 7a SMILING BABA traversing left is awkward to start to finish up the little groove or on the edge and jug on arete ...very smiley!

b) \*\* 7b follow a) to keep going around and up 19 a)

c) \*\*\* 7b SMILING BUDDHA going right on the slopy ledge then slapping up arete. Brilliant





- 23 5 small boulder
- 24 \* 4+ face is okay
- 25 \* 5+ also okay but landing not so good
- 26 \*\* 6a good fun slab with hard start and best finish Rwards to small groove
- 27 \*\* 5 little groove from big holds
- 28 \* 6a sitstart
- 29 \* sit with nice rock also
- 30 Not done could be good ?
- 31 \* 6b sitart to go up not use the dirty jug out L
- 32 \*7a (6c) strange sitstart between blocks
- 33 6a sit
- 34 \*\*\* THE INFINITE MIND 7b the very steep arete on the L is perfect in execution.
- 35 \* 6b wall from the triangle blob hold is good
- 36 \*\* CHOC O CHAICHINO 6b starts leaning against a boulder with the positive undercuts. Great moves
- 37 6a with the groove to sloper on R
- 38 \* 5+(sit) groove and arete

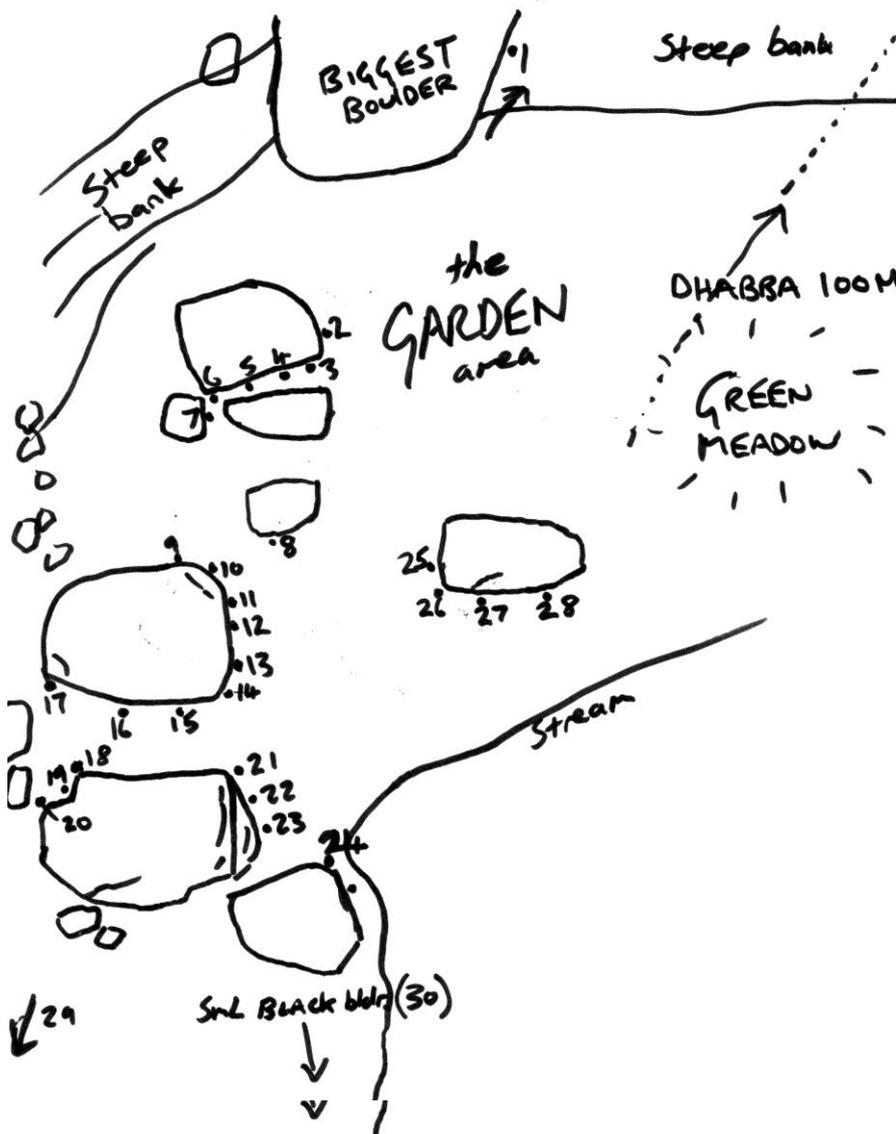
THE GARDEN - Just a stone throw from the roadside buildings. When you look down from there it's the obvious boulders down on the meadow with streams flowing through. Beautiful place but the centre of the meadow is an often used one night camping place open to abuse so if you catch any campers shitting under problems give them earache! Excellent problems where power doesn't help as much as technique. Most have strange slopey mantles on very smooth rock so the grades have also less meaning. Sometimes but rarely the streams swell blocking access to some of the blocks.

- 1 \*\* WHERE'S MY GOOFA? 7B (sit) superb natural flake line through the cave roof is pumpy and leads to long move to ledge and rockover topout. Best with 2 pads !  
Without the extension start (holds out left, power into flake) its more like breathless 7a+
- 2 \*5 slab with long move
- 3 6a (sit) Groove with hard start
- 4 5 scruffy steep sit start
- 5 \* MEAT HEAD 7a from meaty edges long move up with the slab close behind.  
The next bay has good problems but is so often the shitting place of inconsiderate campers.
- 6\* SHITHEAD 7a+/b short jump start to sloper then an awkward slippy fight around r/wards onto the cleaned ramp. Sometimes campers in the field went to shit there.
- 7 \*\*CHOTAWAHLA 6c(condition dependant) the short and sweet sit start on friction dependant slopers.

8 running start up the red slab

9 \*\* 7a hard sitstart on crimps then great moves right to hold in groove and over slab

10 \*\*\* GARDEN of DREAMS 6b the triangle slab on the arête to mantle up slab 11 \*\* 6b+ a steep



10 \*\*\* GARDEN of DREAMS 6b the triangle slab on the arête to mantle up slab 11 \*\* 6b+ a steep sit start on the rail leads r/wards into a finish up 10

12 . from big ledge over

13. \* 6a good wall

14 alt start to 13

15. 5 slabby groove is the best way down.

16 \*5+ (6a) nice smooth grooves to finish l or R

17 \*\* ALTOO 7b+ hard balancy mantle in to scoop is very "something dependant" probably easier for shorties ?

18. \*\* 6c goes to the break and finish with long reach left

19.\*\*\* 7A+ SQUIRMING STONERS the perfect corner climbs well to the juggy crack up the slab. A special problem!

20 \*\*\* WHIRLING DERVISH 6c(stone on right)/7a(stand)7b+ (sitstart) the beautiful arête on smooth rock to the same high finish as 19.class!

21 \*\* GARDEN OF PARADISE 7b on the arête a sidepull leads to the excellent and technical triangle slab

22 \* 6b r/wards

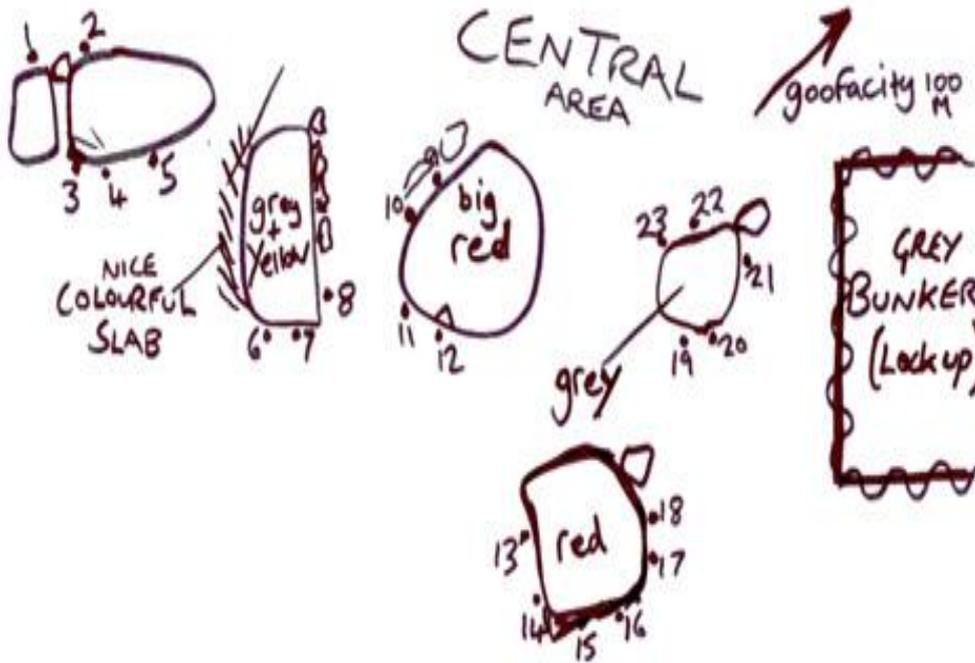
23 \*\* 6c great move with the positive right hold flat left and up to ledge

24 \*\* 7a+ RAID DE HIMALAYA technical moves on the arete aiming for the good hold at the base of groove.

25 slab 26 arete

27 \*\* 7b MASHING MACHINE fun double hands jump start from ground into groove then mashing left around arete, cheat stone perhaps 7a? Groove rightwards to rail still to go !!

28 \*\* 7b+ KILLING CRIMP desperate start to snatch small crimp on left then dyno to rail



from the garden boulders walk towards riverside srea to find some boulders on the way especially RED EFFECT

6a \*\*\* superb arête

CENTRAL AREA -just next to the old grey buildings (government demolition order) with the big red boulder and the superb mighty mouse.

1 5 pop up small groove

3 \*\*\*BRING IT ON 7a+ the brilliant groove from the stone to an interesting top out

4 \*\* 6a from the arête r/wards on nice crimps.

4 \*\* BODY PLUS 7b+ the sloping arête thing is nice from a jumping start. Now link to 5?

5 \*\*\* MIGHTY MOUSE 7a The mantle is very awkward and definitely "something dependent"

5a \*\*\* 7b+ SITSTART to mighty mouse is brilliant with slopy heel next to hands. Pop right hand to slot, fly to jug and quickly up the mantle

6 5 groove up the slabby wall

7 4+ R side of the slabby wall

8 \* RED AND YELLOW 6b just left of the stone a couple on nice moves on slopers over the nose

9 \*\*\* BIG RED 6c (7a?) The superb scoop direct on insecure holds

10 6a rib to the right onto slab

11 5 easiest way onto slab

12 \* 6a corner over small roof.

13 5+ gaston to jug and up. Hard sit possible?

14 Arete not done !

15\* 6b long reach up.

16 \*5 smart shiny wall.

17 \*\* RED ROCK MANTLE 7a+ To try and mantle the nice red slopy ledge is fun

18 6c/7a Sit start on r. to moves r to ledges.

19\* 5+ delicate moves L wards on to slab

20\* 5 juggy groove

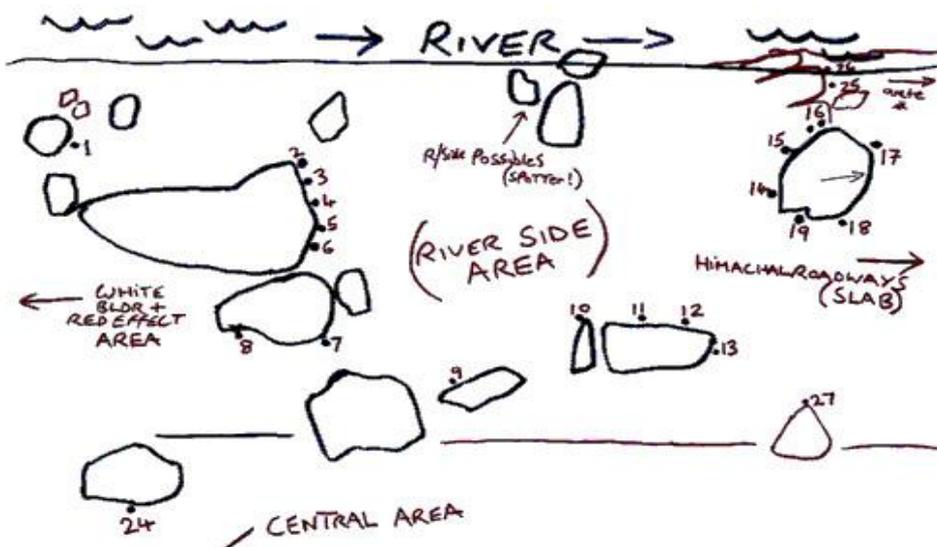
21 \*5+ moves left onto slab

22\*6a grey bulge is better than it looks.

23\* 6a mantle onto arête with fingerhold

RIVERSIDE AREA , the smoothest rock in Chota dara and some stunning problems.

- 1 \*\* BORN SLIPPY 7a This made to be climbed sitstart ends up with a rockover crux. Nice rock but mind that slippery foothold.
- 2\*\*\* THE RIVER KNOWS 7b Sit starts on very slopy smooth holds to a smooth finish ! superb.  
 3 \*\* 7a+ excellent trav from 4 to tiny groove and slopy top
- 4 \*\* AQRED 6a The central line past big slopy ledge is a must.
- 5 \*\* FAST TWITCH 7a+/b holds on either side of the blunt arête and a quick move to perfect finger jug. Superb movement.
- 6 \* HIT THE WALL 6b L hand sidepull foot on slopy ledge and jump to hold on R. A stupid problem but fun.
- 7 \*\*\* KING MIDAS 6c+ He must have been here ! from a big hold technical moves on the immaculate arête and over the rounded top
- 8 Easy scoop
- 9 P powerful overhanging sitstart corner might go soon.
- 10 arête
- 11 Think there should be a problem here ? do it then.
- 12 \*\* GEM THERAPY 7b Sitstart L hand u/cut R crystal pckt launch left to flake in the roof then back R and over. nice moves.
- 13 \* 6b obvious holds to start sit
- 14 \* 5 slab and corner is ok..15 \* 5 juggy romp up corner
- 16 \* 6b steep blind move left of the corner or traverse into corner (6c) also good avoid the muddy holds at the back.
- 17 \* 5+ just rock over onto slab.
- 18 \*\* BABY SWEET 6a Starts sitting in small corner moved left then direct up smooth finger ledges.
- 19 4 corner has good holds.
- Next problems on the plateau up towards the road/dhabba. Easy to find its s rocks all facing the river (not on map)
- 20 \* TRANSFORM 6c Sitstart on the flakes to a long move then pull through l/wards. good moves
- 21 \*\* 6c tr sitstart on the groove. Nice.
- 22 \* 6c (7a) the wall r of the groove from sitting has various methods. Great rock.
- 23\* 6a arête direct 23a 7a sit start first with the stone but then hard moves to top
- 24 \*\* HILL IN THE SKY 6c good line and move from jug up then sloper.
- Next 2 problems down to the river from baby sweet boulder
- 25 \* 6a nice mantle.
- 26 \*\*\* THE SLIDE EFFECT 6b starts using the crack then wild smearing up the slab.

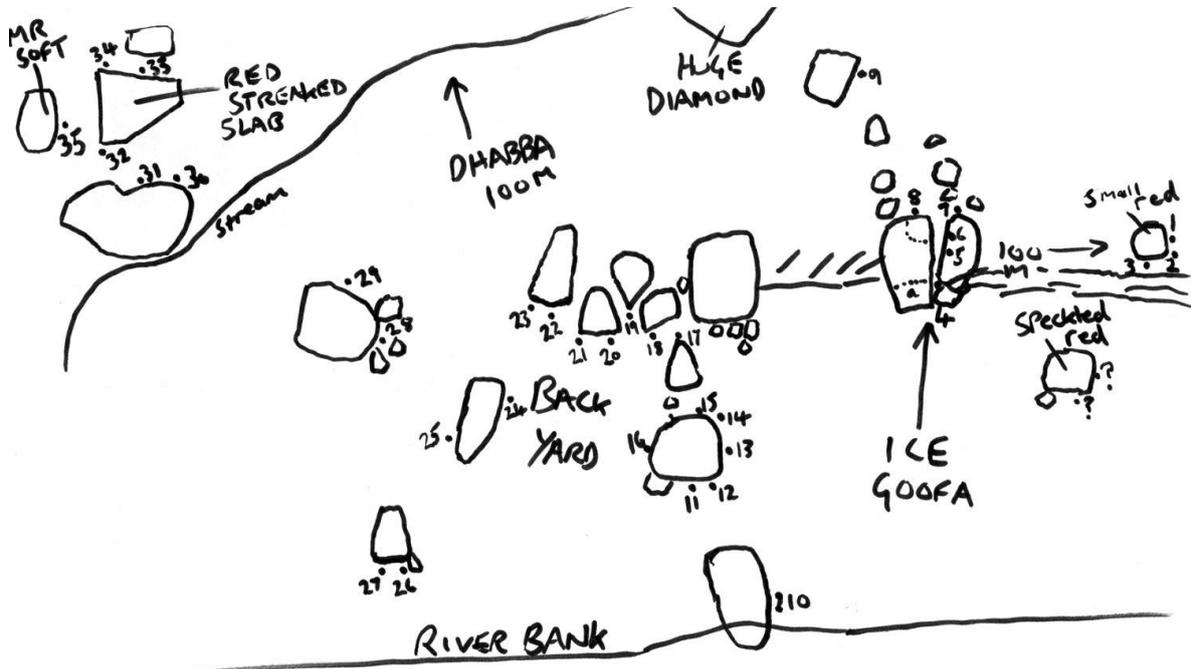


#### ICE GOOFA AREA

The small red boulder a short walk up from ice goofa

- 1 \* 6a  
 2 \* 6a (sit) on arete into grooves is fun

- 3 \*\* 6c/7a (sit) THE CLOUDS AND THE RAIN first go up into the smooth grooves before using the arete
- 4 5+ (sit) inside the cave a short arete to traverse the lip L and up
- 5 \*6c smooth crimps to catch sidepull and squirm out
- 6 \*\* 7B+ GOOFA GAME sitstarts the groove to reach the obvious traverse line which goes all the way with long reaches to swing right across the corner on to the other wall.

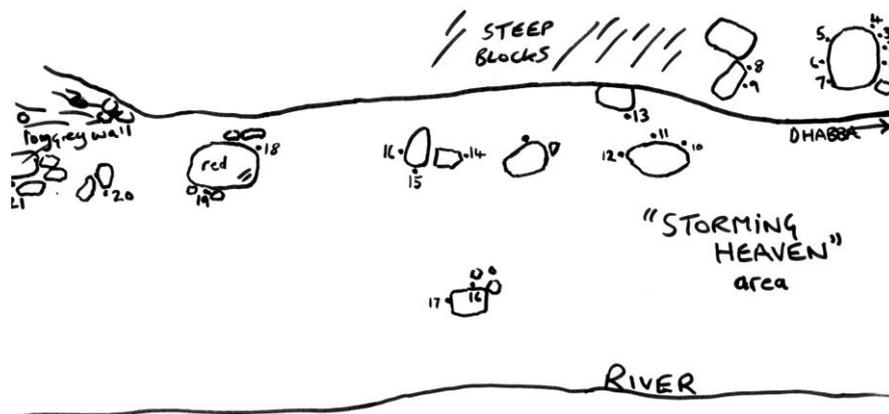


- 7 \*\* 7B PATHOGENIC FLOATERS the sitstart on arete (cram yourself in) works well to the smooth ledges with a fun topout.
- 8 \*\* 7c ICE GOOFA SITSTART low on arete to the tiny smooth crimp hold then move up and around to the rails on front face and excellent finish (ICE GOOFA stand start \*\* 6c)
- 9 \*\* 7a+ FIGHT THE FISH sitstart low to catch the smooth undercut sidepull thing then brilliant climbing to finish with a jug round right
- The huge diamond shaped boulder to your right from here has a route like problem on the east face, technical slab climbing after the starting mantle then over to break
- 10 \* 6a sistart on the smooth crimps to move left and up, the project is to go up and right from here.
- 11 \* 4
- 12 \* 5
- 13 \*\* 5 sitstart
- 14 \* 6c the sit in the corner with sharp pocket up using slopey aretes
- 15 \* 5+
- 16 \* 6a sitstart to go R wards on the smooth rib and round to big hold
- 17 \* 5+ nice moves on the steep nose
- 18 sitstart keeping left
- 19 \*\* 7a+ in the alcove is hiding this great line which sitstarts on big holds to go up R crimpy crux on the slab Red boulder behind you when facing problem 19
- 19a \*\* 7c SPICY LITTLE BITCH the awkward little red corner from sit to wicked last move. Stand 7b+ sloping landing but okay
- 20 \* 4+ sitstart with arete and groove
- 21 \* 7a the arete from sit to take the pinches and catch the big hold, finish left.
- Same boulder on the backside is an obvious sit start (7a) starting low down on the left to get R arete and up
- 22 \*\*\* A QUESTION OF FRICTION 7b+ (7c?) Brilliant problem starts with the big hold then up with very smooth sidepulls to the tiny cleaned groove. Not the best on a clear summer afternoon !!
- 23 \*\* 7a sitstart on the left to traverse R and rockover.
- 24 \* 5

- 25 \* 5 Smooth mantle
- 26 \* 5+ with the low pocket and up.
- 27 \*\* 6b slab from mono to another shallow mono near the top.
- 28 \* 6c good sitstart on the left in the alcove.
- 29 \* brown slab
- 30 Not climbed Squibs high project is all cleaned (even the top) and ready to go!
- 31 It was climbed by squib
- 32 \* 6b to big hold and topout crux.
- 33 \*\* 6a excellent high looking problem but with easy top
- 34 \*\*\* 6c SILAJIT classic slab on the red streaks
- 35 \*\* 6b MR.SOFT sitstart to move left with an obvious pleasing sequence

## STORMING HEAVEN

- 1 \* 7a hard moves leftwards out of the scoop. Obvious sitstart line not climbed but the holds are clean and its ready to go.
- 2 another great project going left from the sloper on problem 3
- 3 \*\* DR.FIDALGO 7b+ sitstart with the obvious big finger edge and throw up L to the smooth sloper, pull through direct. So good.
- 4 \* 6c left of the crunchy bit is a quality wall. Start on a low sidepull cross through to sloper then straight up
- 5 5+mantle into scoop



- 6 broken hold over bulge
- 7 5 bulge
- 8 \* 6b moves up the steep arete turning to slab (without stone)
- 9 \* 5 good little slab
- 10 \*\* RED HEAVEN 7a sitstart L hand bottom of groove R hand low crimp and going direct then up L .
- 11 5 scruffy wall
- 12 \*\* HEAVEN SENT 7a powerful crimp start with opposing holds either side of arete then a long grab to the bigger sidepull, topout direct
- 13 \*\*\* STORMING HEAVEN 7b the arete and groove lead up and left into small groove more forceful crimping and (hopefully the sloper top) class!
- 14 4+
- 15 \*\* 5 superb high slabby tower with arete
- 16 \*\* 7a STROLLING INTO HEAVEN stand starts with crimps in the groove to a blind slap over and finish up the high slabby prow. Sitstart should go.....
- The next boulder is just 40 metres towards the river from here
- 17 \* 5 nice rock
- 16 (again! But different problem) \*\* OPEN THE GATES 7a+ The wall starting from the ground on the low jug up L to a hard move to use undercut/sidepull thing and up R to smooth edges
- 18 \*\* 6a Great rock on this sistart. The landing only adds to the fun

19 \*\* 6b between the small rocks is a quality wall starting with the nice big edge

20 \*\* 7b more crazy rock on this overhanging arete to small groove on left with a desperate topout. Another sit start for someone feeling strong ?

21 \*\*\* SNOWBLIND 7b At the left side of the long grey wall a groove with good hold its a huge blind move to latch the slippery jug and top out. Satisfying in the end !

CRAZY CAT GARDEN superb little area close to the riverbank. 200 meters or so up stream from Ice goofa

1 \*6b from the smooth and perfect crimps pulls over.

2 \*\* HUMP THE LUMP 7b from a sitstart on the rail slaps left then way up right some unhelpful sloper for a



gruelling rockover (the hump) tricky on a sunnyday !

3 to do ! (looks good, very slopy top)

4 \*\*6a jug to jug or direct even better

5 \*6a sit from the stone up the rib,nice

6 \*\* CRAZY CAT 7b Yes its a jump start and from the ground to get the big slopy ledge from sidepulls is great fun.

7 5+ crimpy rockover on arête (big foot) or on the left 6b

8 slab

9 \*6a good sit start direct or leftwards

10 6a groove in the red block, hard start !

11\* 6b sit start going up the arête r of the ledge

11a SOFT TRAVERSE \*\* 7a same start and traverse the smooth ledge into 12

12 \* 6b good little sitstart from the obvious hold

13 \*5+ slab on l or r.

14 5 slab

15 \* 6b sitstart. 16 \* 6c (7a) CONTROL FREAK sitstart to finish on left nose.