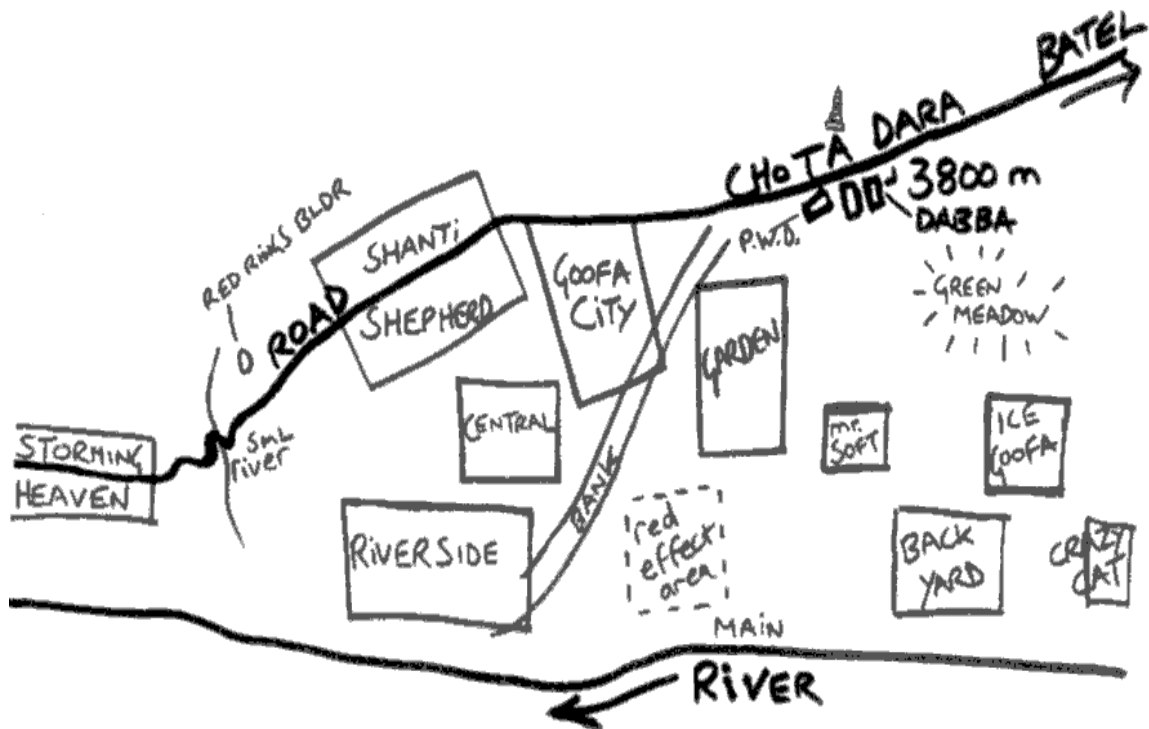


CHOTA DARA OVERVIEW

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 new problems have been climbed by Pil (U.K) Squib (Isle of Man) Bussy (Finland) Hari (German) and others.



Whatever you do just don't stay in the Himachal government rest house as its falling apart, got no light and a complete rip off (1000 rupees for tourists 250 for Indians.) If your stuck they will give you one of the run down rooms next to the dhabba for 100 rupees or so but best to camp down in the boulderfields.

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

Sadly in 2008 the excellent dhabba run by our old friends Kesan and Lama G from Spiti closed and the new people came from "down" to do the rest house duty only (no dhabba) so now the boulderers have to bring everything from Chattru and cook themselves. Maybe they will start it up again this year or next.

The first area is the boulders near the road just beneath the resthouse. 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. 5* 6b

from sidepull to slopy crimps leftward

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

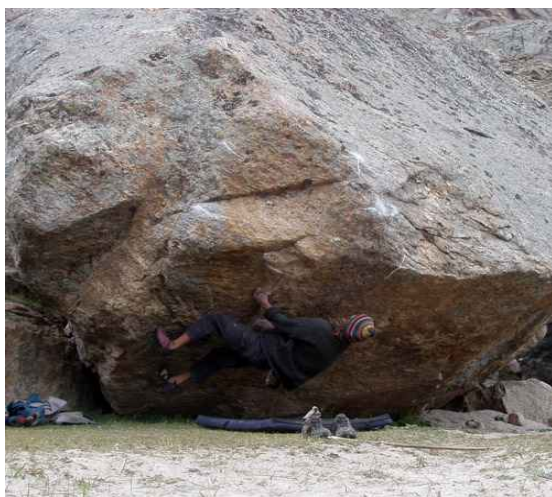
6a * On the road 7a sit ON the road to move up to big sloper

- 7 ** 6c/7a the rib climbs well (crimpy mantle)
 8 * 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 P start possible here ?
 14 ** 7b+ powerful slopey sit on the arête and moving right to rail and top rockover.
 15 **CHOTA BARA 7a the little big wall/groove leftwards (sitstart)
 16 *** DIRTYShepherd DIRECT 7a+ obvious roof line then direct using a slopey crimp on the right. Great rockover.* 6c original 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 u/cut and good crimp.

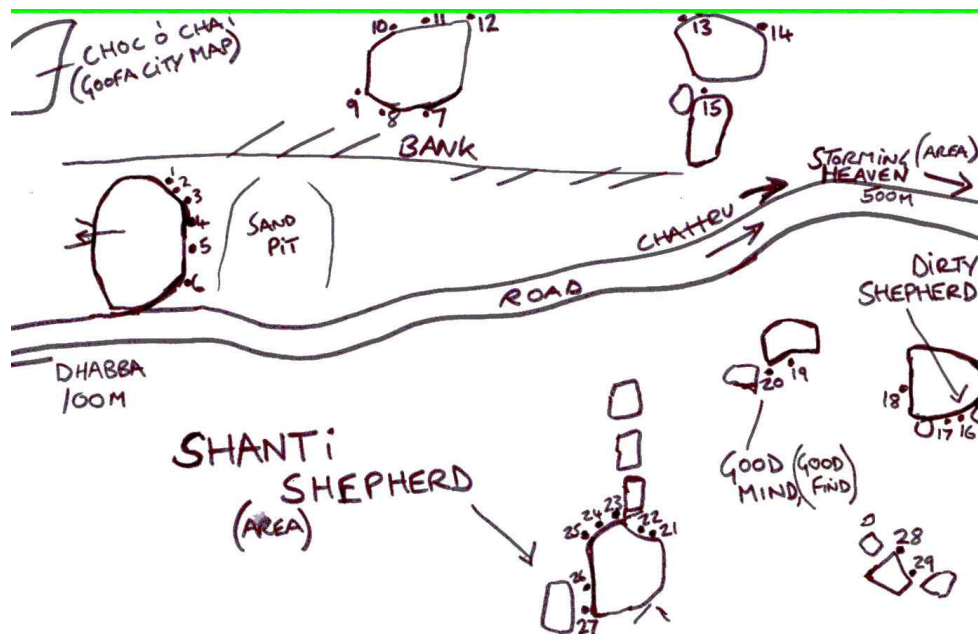
Another good **7b is on the small boulder on the north facing arete. sitstart with sidepulls either side (very low right hold) to a big slap to the sloper

- 19 * FRUSTRATE THE HAMSTER7c sitstart using the short rib then crosses the wall Rwards to a positive hold.
 20 **GOOD MIND GOOD FIND 7a sitstart from big slopey ledge to and up arête.
 21 5+ sitstart to move out left
 22 *6c DOODWALLAH sitstart the slopey 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 heading to a small positive hold up left, finishing direct. classic!

SHEPHERD SHUFFLE

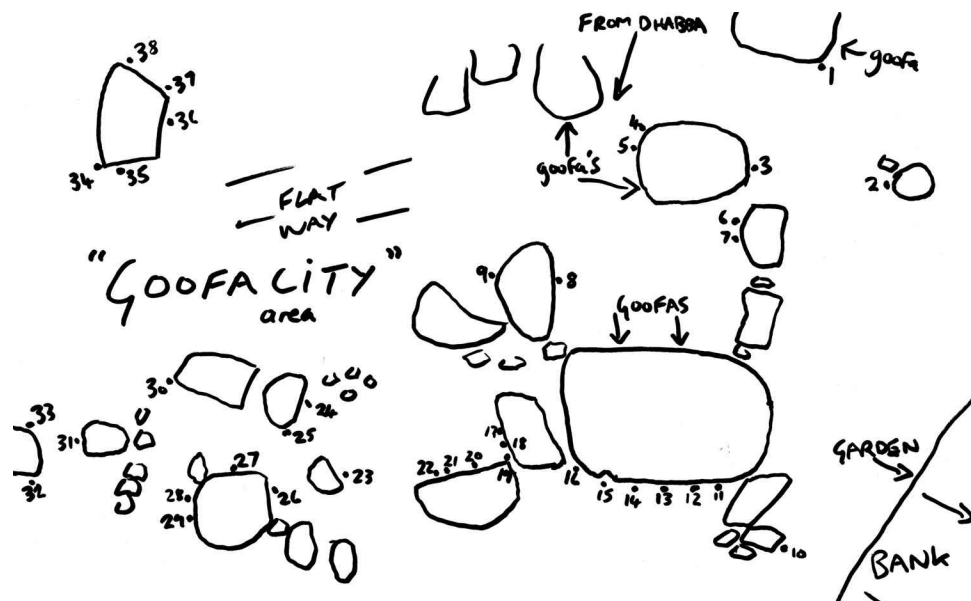


- 25 6c sharp crimps to pull on to slab (sit poss?)
 26 **SHANTI SHEPHERD 7a+ stand start from big hold reaching into corner. Great.
 27 *** FULL SHANTI 7c+ The sitstart from R arête is setupwith powerful heelhooking and long throw to gain the start holds of SHANTI SHEPHERD Don't pumpout on the top !!
 28 * 7a funky little sitstart on the short R arête to sloppy topout.29 * 5+ standing start to left arête.



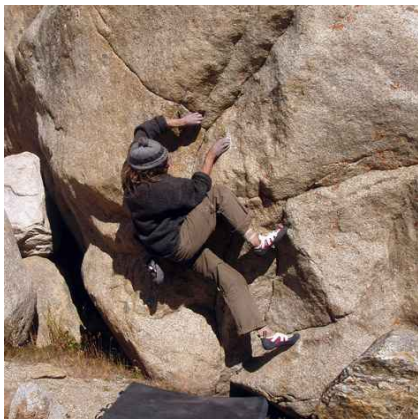
GOOFACITY

A great area of boulders with a lot of variation in the surface texture. You can stay in one of the 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 goofas everywhere



- 1 ** 6c+ 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 (**6b)
- 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 starts in the scoop to the L of arete.
- 7 * 5 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 slap the top
- 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 slopy sidepulls from sit to finger edges and over using groove
- 12 * 7b+ 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 crimpy corner and carry on direct



- 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 holdson 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) *** 6c(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

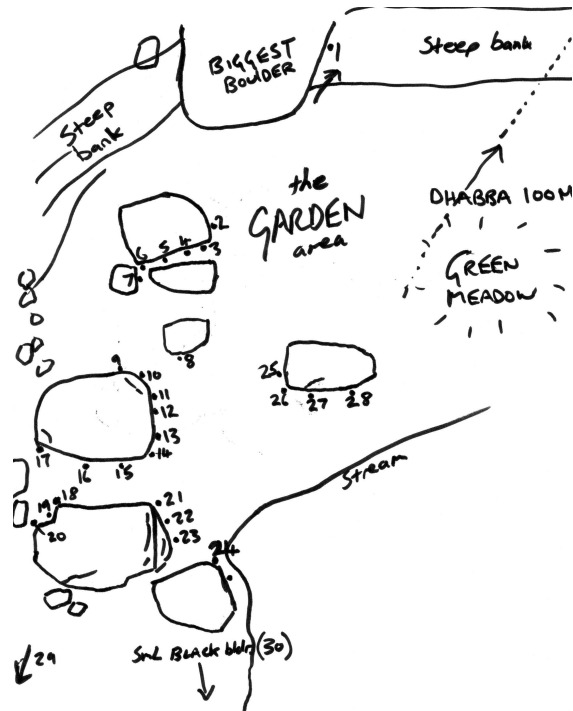
32 *7a (6c) strange sitstart between blocks

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

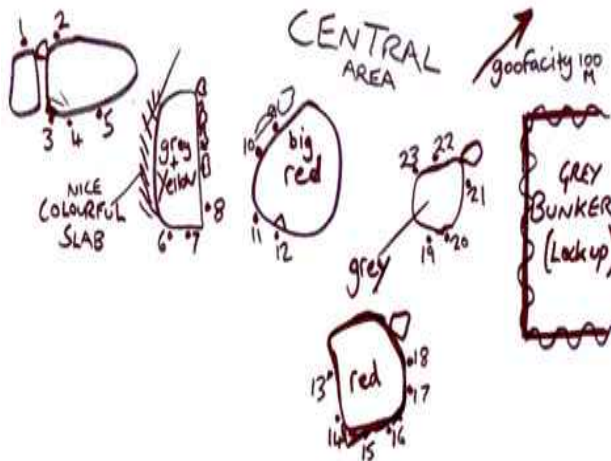
THE GARDEN - Just a stone throw from the roadside buildings. When you look down from there it's the obvious boulders down on the meadow with streams flowing through. Beautiful place but the centre of the meadow is an often used one night camping place open to abuse so if you catch any campers shitting under problems or making a mess give them earache and/or a good slapping !! Excellent problems where power doesn't help as much as technique. Most have strange sloped mantles on very smooth rock so the grades have less meaning for that type of climbing!

- 1.*** WHERE'S MY GOOFA? 7B (sit) superb natural flake line through the cave roof leads to long move to ledge and rockover. Without the extension start (holds out left, power into flake) it's more like pumpy 7a+
- 2 *5 slab with long move
- 3 6a(sit) Groove with hard start
- 4 5 scruffy steep sit start
- 5 ** 7a+ from meaty edges long move up with the slab close behind. The next bay is so often the shitting place of campers.
- 6.* SHITHEAD 7a+/b short jump start to sloper then an awkward slippery fight around r/wards onto the cleaned ramp.
- 7. **CHOTAWAHLA 6c the short and sweet sit start on very smooth rock
- 8. running start up the red slab
- 9 ** 7a hard sitstart on crimps great moves to hold in groove and over slab
- 10. *** GARDEN of DREAM S 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 balancey mantle in to scoop is something dependant!
- 18. ** 6c goes to the break and finish with long reach left
- 19.*** 7A+(7b) SQUIRMING STONERS the perfect corner climbs really well to the juggy crack up the slab. A special problem! think hard!!

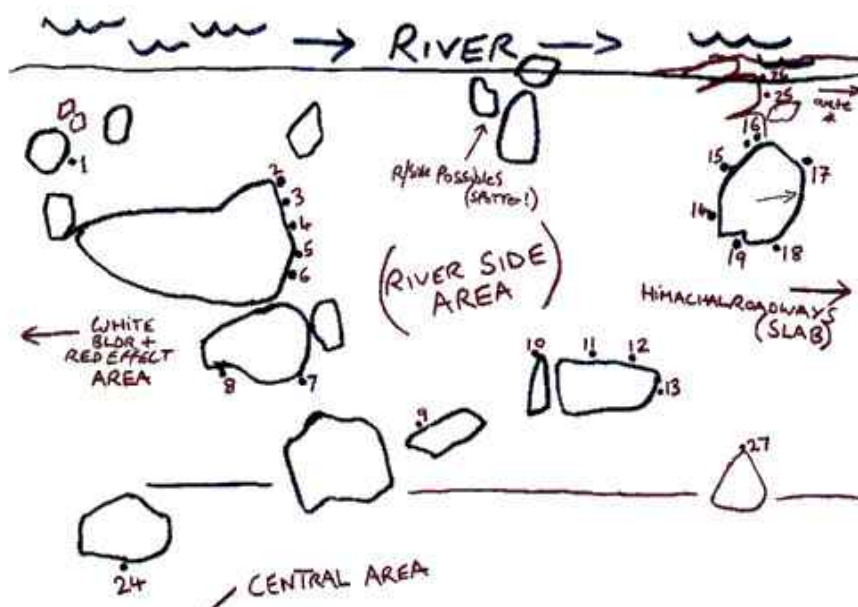
- 20 *** WHIRLING DERVISH 6c(stone on right)/7a(stand)7b+ (sitstart) the beautiful arête on smooth rock
to the same high finish as 19.class!
- 21 ** GARDEN OF PARADISE 7b on the arête a sidepull leads to the excellent and technical triangle slab
- 22 * 6a r/wards
- 23 ** 6b+ great move with the positive 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 jump start from ground into groove then mashing L around arete, cheat stone perhaps 7a? Groove rightwards to rail still to go !!
- 28 ** 7b KILLING CRIMP another hideous start to small crimp on left then dyno to rail



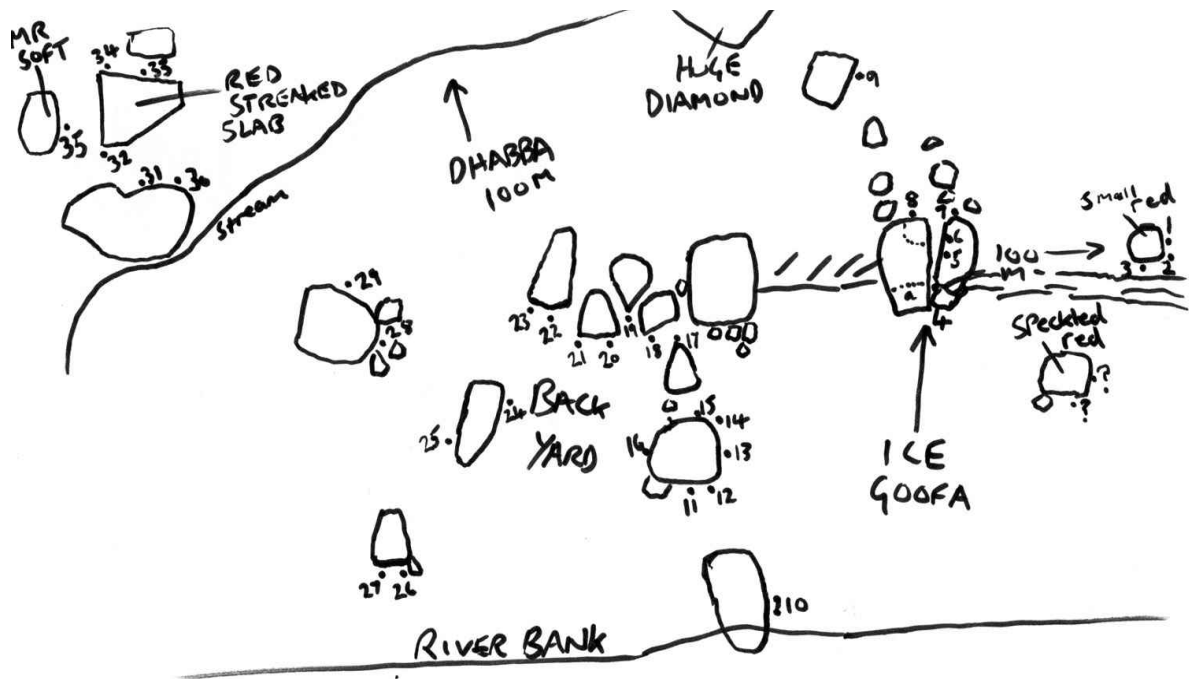
- 29 * 6a L wards traverse with the rough jug
- 30 * black boulder good rock with 6a or 6b problems above strange landing.
1 5 small groove
2. ***BRING IT ON 7a+ keep running ! the brilliant groove from the stone to an interesting top out
 3. ** 6a from the arête r/wards on nice crimps.
 4. ** BODY PLUS 7b+ the sloping arête thing is nice from a jumping start.Now link to 5? _
 5. *** MIGHTY MOUSE 7a The mantle is awkward and definitely "something dependent"
- 5a *** 7b+ SITSTART to mighty mouse with slopey heel next to hands.Pop to slot, Fly to jug and 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 The superb scoop on insecure holds
 10. 6a rib to the right onto slab
 11. 5 easiest way onto slab
 12. * 6a corner over small roof is nice.
 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 mantle the slopey ledge
 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. * the hideous move up the slab at least 7a.
 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. 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 s/pull L foot slopy ledgs and jump to hold on R. A stupid problem but fun.
 7. *** KING MIDAS 6c+ 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. P should be a problem here ?
 12. ** GEM THERAPY 7b Sitstart L hand u/cut R crystal pkt launch left to flake in the roof then back R and over. nice moves.
12a * 6b obvious holds to start sit
 13. Scruffy corner. 14 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 6b+ Starts sitting in small corner moved left then direct up the beautiful smooth finger ledges.
19 5 corner has good holds.
- problems on the next plateau up towards the road/dhabba
- 20 ** TRANSFORM 6c Sitstart on the flakes to a long move then pull through l/wards.great moves.
 - 21 ** 6c sitstart the groove. Nice.
 - 22 ** 6c (7a) the wall r of the groove from sitting has various methods. Great rock.
- 23* 6a arête direct 23a
 - 24 ** HILL IN THE SKY 6c good line and move from jug up then sloper.
 - 25 * 6a nice mantle.
 - 26 ** SLIDE EFFECT 6b+ starts using the crack then wild smearing up the slab.



A few more problems on the way to the road westwards from here, good slab on the right L or R 5- 6b on the other side same block steep start 6c. straight across left towards river from that is a nice arete - 6a



The small red boulder a short walk up from ice goofa

1 * 6a

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

3 ** 7a (sit) THE CLOUDS AND THE RAIN first go up into the smooth grooves before using the arete

ICE GOOFA in and around....

4 6a (sit) inside the cave an 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 on to the adjacent 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 move up and around to the rails on front face and excellent finish (standstart 6c)

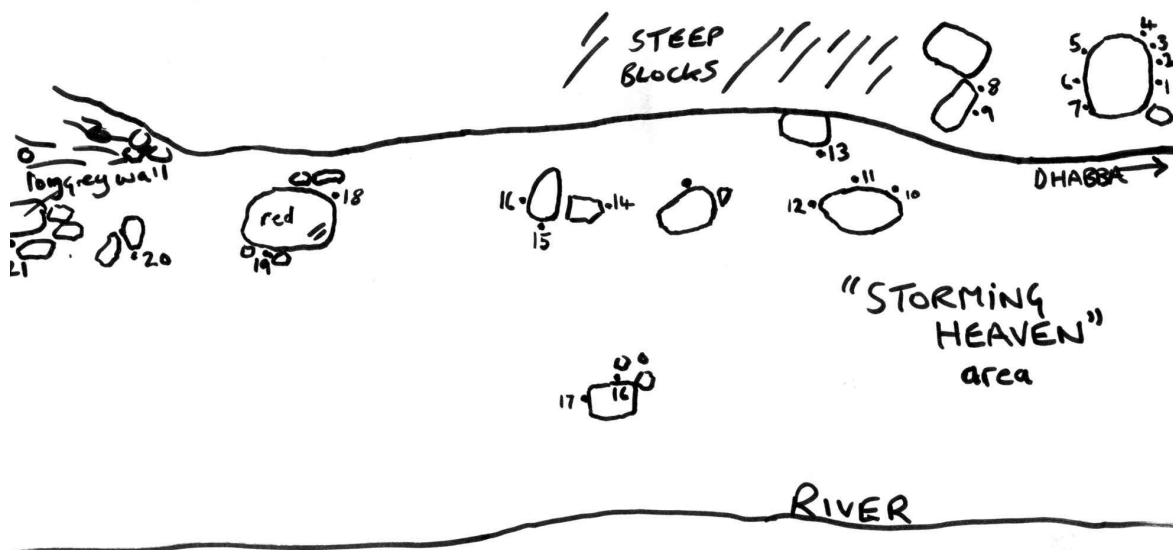


ICE GOOFA SITSTART

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 (bailed from here)

- 10 * 6a sitstart 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 slopy 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 crimp crux on the slab
- Red boulder behind you when facing problem 19
- 19a *** 7c SPICY LITTLE BITCH the awkward red corner from sit to hard last move.
- 20 * 4+ sitstart with arete and groove
- 21 * 7a the arete from sit to take the pinches and catch the big hold, finish left.
- 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 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 a very 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 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 Lhand bottom of groove R hand low crimp and going direct then up L . Frustrating but good.
- 11 5 scruffy wall
- 12 ** HEAVEN SENT 7a powerful crimpy 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 starts with crimps in the groove to a blind slap over and finish up the high slabby prow
- 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 to use undercut/sidepull 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 strong ??



- 21 *** SNOWBLIND 7b At the left side of the grey wall a groove with good hold its a huge blind move to latch the slippery jug and struggle out

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 slopey top)
- 4 **6a jug to jug or direct even better
- 5 *6a sit from the stone up the rib,nice
- 6 *** CRAZY CAT 7b to get the big slopey ledge from sidepulls is great fun. For method, think about the name.
- 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

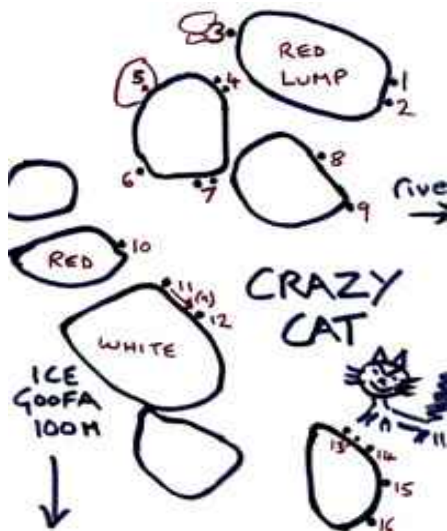
12 * 6b good little sitstart from the obvious hold

13 *5+ slab on l or r.

14 5 slab

15 * 6b sitstart.

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



OUTLYING PROBLEMS

There are loads of good problems not on any of the maps.....

After the crazy cat area up river a bit further is a small collection of rocks with the stunning slab problem ** 7a on very smooth rock, small groove.

On the way to Riverside from the garden are some good rocks. First you will see the stunning red boulder with a smooth arete *** RED EFFECT 6a next is another red boulder with a line on the groove 6b and harder p just to the right from Squib. Keep walking and see a stunning looking white boulder with some climbing. V groove sit 6c, excellent P on the big slope ledge otherside and a smooth slab (unclimbed)

On the way down the road as if you were walking from shanti shepherd to storming heaven up to the right are some good blocks. Tallish block with red stripes has 3 problems R-L 6a, 6b sitstart (grey and red) 6b. 2 obvious blocks form a bay which has 4 problems sitstarts L-R 6c, 7a, 6b, 5 (stand) then up the hill is another bay formed by 2 blocks. The right one is an obvious rising traverse 6c and to the left is a superb grey arete with a problem just to its left which was linked to a sitstart on the arete 7b. The brilliant arete itself is still a project....go get it