Doolin has been long famed for its traditional music and its proximity to the Cliffs of Moher. In recent years it has also achieved recognition as a quality bouldering destination. It offers a great alternative to the Burren crags on those showery days or as a destination for quality problems in its own right.

Al Sarhan on ‘Fireworks’ 7b
Conditions and Aspect:
West facing so gets long periods of sunshine. The boulders dry very quickly after rain but can be affected by spray in strong swell conditions. Some of the problems are tidal so for the best range of routes aim to be there at low tide.

Parking and Approach
From Ailladie, drive south towards Doolin. At the Ballynalacken Castle Hotel, take right turn to Doolin and keep driving until you see the Aran View Hotel on your left. Just before the hotel there is a small house on your right. Take a right just before the house and keep driving to the end of the dirt road, park your car at the gate (there are a couple of good parking places near the gate, but make sure you do not block the access to the gate with your car). Cross the gate and walk down the hill; you should see a boulder on your right with an arrow painted on it. Just keep walking towards the sea until you get to the crag.

The Problems
The bouldering at Doolin is like a mini Ailladie - mostly steep though short walls yielding quality problems. Added to this are a range of stand alone boulders giving excellent problems of varying steepness.

ss = sitting start.

The Doolin bouldering area is split into 5 sectors:
Sector A – The Cave   Sector B – Kostya’s Wall   Sector C – The Zoo
Sector D – Base Camp   Sector E – Small Cave

Ethics
No chipping, no gluing, no wire brushing. Keep chalk marks to a minimum. Please be careful when parking as there is limited space and in general respect the Burren Code. We also recommend using a crash pad.
Kostya’s Wall is a long wall that offers a variety of problems. The area is not tidal and is a great place to warm up.

1. Flicker - 4
2. Kick - 6a
3. In Between Dreams - 5
4. The Crack - 4+ ss
5. Over the Hole - 4/5
6. Pocket - 6b ss
7. Systematic - 5
8. Culture - 5
9. Warmer - 4/5
10. Doolin Bay - 5
11. Stormed - 5
12. Kinga’s Problem (straight) - 4/5
13. BBQ - 5
14. Kinga’s Problem - 5/5+
15. Easy - 3
16. Warm-Up - 4+

Grzegorz Florek on ‘Body Hammer’ 7b (p.8)
Sector C - The Zoo

The Zoo is a less popular crag, probably because the other sectors offer more problems and present more obvious lines. It is also the smallest sector of all, but still has some problems worth trying. Don’t miss ‘Doolin Traverse’ - great line.

1. Arête - 5 (start from a sloper)
2. Doolin Traverse - 6a
3. Positive Fluids - 5+ ss
4. Feetless - 6a ss (hard start)
5. The Crack - 4
6. On The Edge - 5+
7. Sewer - 3
8. Trick or Treat - 6a
10. The Tooth - 5

17. Body Hammer - 7b (finish up ‘Sleepy Hollow’)
18. The Ramp - 6b+ ss
19. Sleepy Hollow - 6c ss
20. Al’s Problem - 7a/7a+ ss
21. Deeper - 7a ss (very low start, holds marked in the circle, alternative start possible when you reach the holds above the marked ones, grade around 6b)
**Base Camp** - this is probably the sector you are going to get to first when approaching from the car park. This is an amazing area offering some great problems varying in difficulty and height. The sector is hardly affected by tides, however, on windy days some of the problems may be affected by sea spray. During the winter time the swells can be so powerful that some boulders may get moved around affecting some of the lines.

1. **Craker** - 3
2. **Sider** - 3
3. **Skinner** - 6b
4. **Sticker** - 5
5. **Right Edge** - 5 ss
6. **Bob’s Traverse** - 6b+
7. **BC** - 5+ ss
8. **Mars** - 4 ss
9. **Jug City** - 4 ss
10. **Side Pull** - 6a/b ss
11. **Monkey Bars** - 5 ss

Kinga Olszewska on ‘Monkey Bars’ - 5 (p.10)
Doolin - Bouldering

12 Arête - 6a ss
13 Pierre's Traverse - 6c ss
14 Stormer - 6c+ ss
(low start from under cut)
15 Through The Break - 7a/7a+ ss
16 Doolin Crack - 5
17 The Crimp - 6a+
(start like for 'Doolin Crack' then move right)
18 Project

19 Sting - 4
20 Hider - 7a
(obvious problem hidden between boulders, start; small crimp for your left hand crystal crimp for your right)
21 BMX - 5
22 Arête - 5
23 Storm Door - 6a/6b
24 Standard Corner - 5
25 Deviation - 4+

26 Reardon's Mailbox - 6b/b+
27 Reardon's Mailbox (right) - 6b/b+
28 A Roof Over Your Head - 6b
29 Bachar's Cock Lock - 6c
30 Pop, Jump, Lock - 6b+
31 Da Light - 6a
32 Da Light (right) - 6b
33 Standard Finger Crack - 6a
34 Seaweed - 4c/5a
35 The Slab - 4+
36 Abandoned - 4
Sector E  Small Cave

The Small Cave is one of the best sectors with some steep and hard lines. Some of the problems here are affected by tide and high swell conditions.

Classic problems that you cannot miss are ‘Big Foot’ and ‘Gut-Busters’.

1. **Big Foot** - 6a+ ss
2. **Gut-Busters direct** - 6c ss
3. **Gut-Busters** - 6b+ ss
4. **Foolin’ in Doolin** - 5+
5. **Doolin Café Arête** ss - 7b (start together with ‘Emerland’ and climb up the arête without using the flat ramp to the right)
6. **Emerland** - 6c+ ss (start from the undercut then move slightly to the left)
7. **Renegades** - 6c/6c+ ss (start from the undercut climb the roof straight up)
8. **Octopus** - 4
9. **Ross Seal** - 4
10. **Medusa** - 4
11. **Grey Whale** - 4
12 Sphinx - 3
13 Scarab - 4/5
14 Black Mamba - 5
15 System Crack - 5
16 La Machina De La Muerte - 5
17 Arête - 6b
18 Project - 7c?

19 The Valve - 6c+ ss
20 Al's Variation - 7a/7a+ ss (no side wall)
21 Fireworks - 7b ss (no side wall)
22 Black Corner - 6c ss (use the side wall for the start)
23 Outsider - 5+ ss

24 Broken - 6b ss
25 Solid Works - 7a ss
26 The Corner - 7a ss