

Introduction

The Serria de Toix is the prominent ridge that sticks out into the sea south of Calpe and North of Altea. The South side offers the sea cliff areas of Deep Water Solos and Pirates of the Caribbean and which is covered under a different Orange House DWS Mini Guide. The crags can be accessed from the above, however, this approach is problematical to describe and requires fixing ropes. For these reasons the access is described from the sea only. Best and most fun approach is via boat.



Approach

Directions: From the N332 heading south from Calpe or North from Altea. Turn into the Greenwich Marina. Warning: Heading South from Calpe it is illegal to turn left, you must pass the junction and turn around. The Guardia Civil will impose an on the spot fine and if you can't or won't pay they will impound the car.

To kayak/boat access point. Once you have made the turning off the N332, follow the road to the first left and taken it all the way to sea level where a sharp left brings you to a large gravel car park next to the beach. Launch boats from here and north to the huge cliffs. 15 minutes by kayak.

To Raco del Curv: Once you have made the turning off the N332, follow the road and take the second left. After 200m metres park on the side of the road overlooking the cliffs. A new building development has been constructed here so take the line of least resistance to the beach of Raco del Curv. At present no path exists to the beach, but this likely to change.

Fisura Apoyar approach

The Fisura Apoyar Sector is the prominate leaning cracks 100m to the right of the Missing Link Arete at Raco del Curv. It is best reached via boat from the Greenwich Marina, or by inflatable from Raco del Curv beach. Cheap inflatables are available to buy from most beach front tourist shops. Or you can solo in via The Long Travserse F7b/c, solo the first two pitchs to the Arete of Missing Link and then carry on for 100m of rounded, pump enducing climbing, this approach really is just for the hard core and talented.

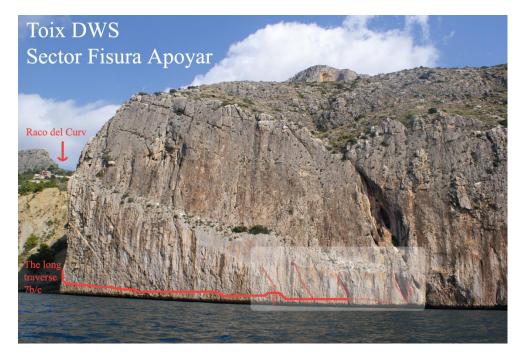


The Long Traverse 7b/c 250m S1

Starting as for Missing Link. At the water's edge climb a crack for 2m then traverse rightwards to another crack ascend this for 4m to a ledge system. This is the S1 climbing after this all climbing is S0. Carefully down climb a crack until just above the water. Head towards the arête with a tricky move just before it. Take a deep breath and launch across the wall taking the line of least resistances, Good luck! Never been on-sighted.



Sam Marshal about to take another swim on the Long Traverse.

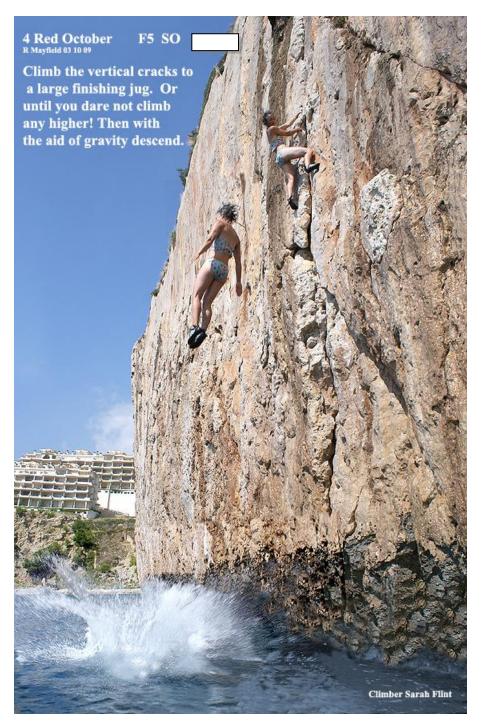


1 1 Nautilus F5 SO s Flint 03 10 09 First of the leftward slanting cracks, finish at the small plants.

2 Das Boot F 5+ SO R Mayfield 03 10 09 Hunt out the large and positive holdz which are very well hidden, finish where the holds run out.

3 Periscope F5 SO s Flint 03 10 09 ______ The second leftward leaning crack, finish where the holds run out.





5 Green "sub" Marines The easy leaning crack, to a s	F5 SO R Mayfield 03 10 09 small bush.	
6 Sub Mariner At for Green "sub" Marines b	F5+ SO S Marshall 03 10 09 out go straight up until the h	nolds finish.
7 Plastic Sailors Another leftward leaning cra	F6a SO s Marshall03 10 09 ck line to a bush.	
8 U219 F6a+ SO R May field 6.18.09 Climb the right to left crack unt becomes too sharp to hold step right to the ledge and jump.	il it	
9 M Downing Start as for U219 but go straigh Jump. Pockets lead from the lea	-	olds to the ledge.
11 Yellow Submarines Breaks out right from Social Sub	F6a+ SO R Mayfield 03 10 09 os and it not as hard as it looks	s.
12 Depth Charge The crack feature which is not t	F 5+ S1 s Marshall 03 10 09 hat steep	
13 Torpeado Moving right from Depth Charg system, either enter the cave of	· ·	en tufas and a crack
14 Damage control A short but hard route on very	F6b+ SO R Mayfield 06.10.09 smooth rock into the cave.	

15 Downing the Sub F6a SO M Downing 06 10 09

The groove to the right finishing in the large pocket which is not as good as you

hoped for.

Mischievous Sector

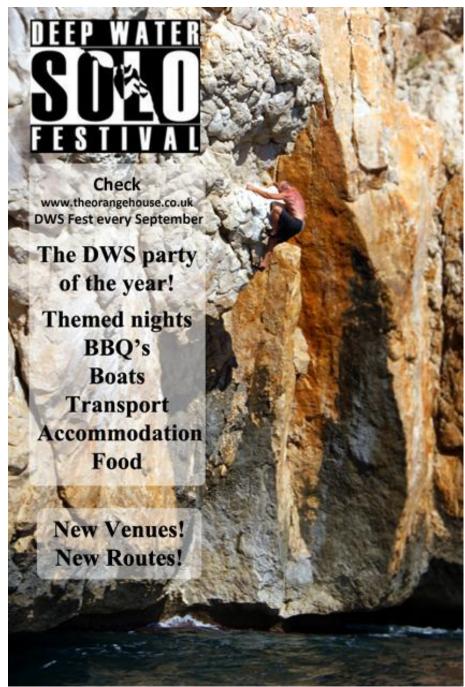
Is the prominent wall directly underneath the start of Magical Mystery Tour. Best approach is via boat. The top ladder has been missing for a number of years so down climbing the ladders is no longer an option.

1 Mischievous Traverse F5 SO R Mayfield 06 10 09
Leave the water on large ledges and climb to the arete, gain a few metres until it is possible to pass the arete then down climb on good holds, continue to the next arete. Climb the main wall until level with bird poo covered ledge, and traverse to it on huge holds. Jump off.

2 Mischievous Mikes' Maddness F 6a+-b SO R Mayfield 06 10 09 Climb the arete until the holds run out, then climb some more hugging the arete committing. Where the rock kicks back at an alarming angle move right and down climb back to ledges.

3 Tres Clavos F5+ S1 R Mayfield 06 10 09 Climb the easy wall on big, but slight fragile holds to the undercut flake, traverse for 2 metres then down climb. Not a steep route so stepping back for a fall or jump would prove beneficial.





Mike Downing entering the finishing niche on Tres Clavos