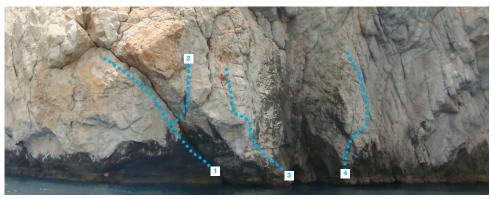




Shark Bay was the location of the first DWS climb on the Musandam coast and has recently been rediscovered by Theo Giani and others. It is a useful addition to the documented DWS as it is quite close to Dibba. Shark Bay is 2km north of the White Cave (p129 of the guidebook). © Red Armada Publishing, 2012



## 1. Old School Crack F6a

The obvious burly crack. Flutings inside the crack help. *Maurizio Piccoli, May 2012* 

### 2. Insouciance F6b+

Break right from the crack to climb the fun steep flake. *Toby Foord-Kelcey, May 2012* 

#### 3. Insolence F6a+

Climb diagonally leftwards, staying just above the overhang. *Toby Foord-Kelcey, May 2012* 

## 4. Via di Maurizio F5+

Pleasant climbing up a shallow arete feature. *Maurizio Piccoli, May 2012* 



These three longer routes are all very good, but keep in mind the descent jumps are quite high.

# 1. Stickman F6b

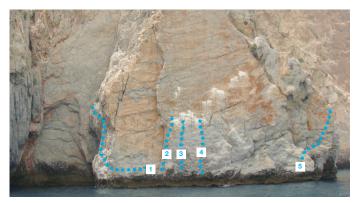
The diagonal crack with some wild sustained moves through the initial steep section. *Toby Foord-Kelcey, May 2012* 

## 2. Father Christmas F6a+

Entering the hanging chimney is hard and awkward. Above is easier. *Mike Green, May 2012* 

#### 3. Whitewash F6a

Diagonal face climbing to meet 2. at the top. Mike Green, May 2012



#### 1. Un'altra Grande Via di Maurizio F5+

A long traverse leftwards just above the sea, then up diagonally leftwards above a bulge to a ledge. *Maurizio Piccoli, May 2012* 

The next three routes, finishing at the white ledge, are good first DWS's. Don't jump from the top if you can't swim!

#### 2. Arete di Maurizio F4+

Arete right of shallow corner. Maurizio Piccoli, May 2012

# 3. Sharkback F5+

A few thin wall moves. Theo Giani, May 2012

#### 4. Mohammed's Route F4+

The nice wall to white ledge. Mike Green, May 2012

# 5. Original Route F4+

Step over to the hanging arete and climb it. Rather shallow water beneath so not recommended. *Toby Foord-Kelcey, October 2006* 

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