

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**

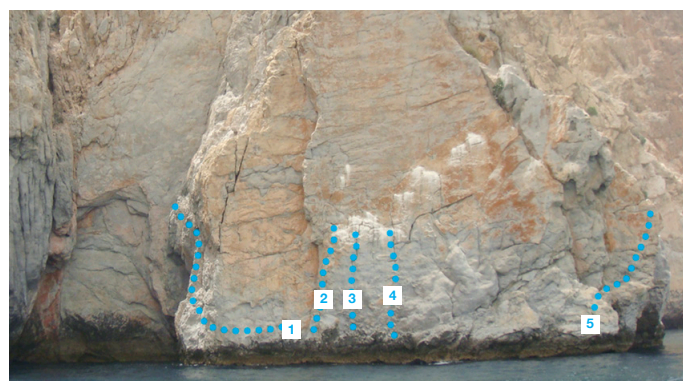
The diagonal crack with some wild sustained moves through the initial steep section. *Toby Foord-Kelcey, May 2012*

**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*