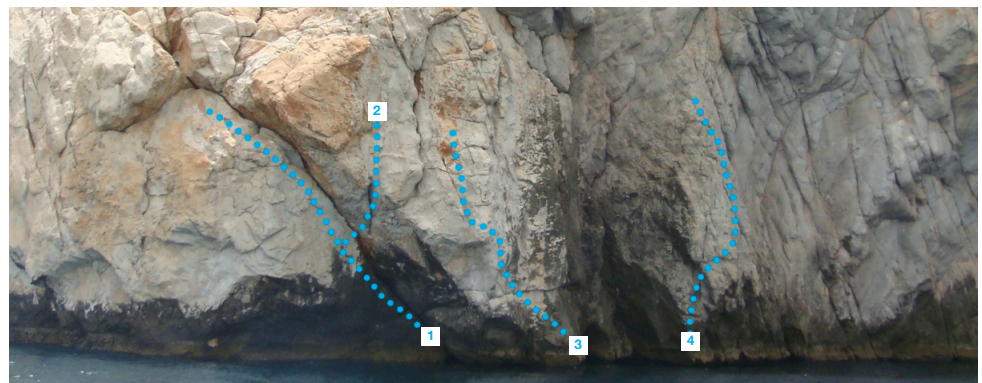




Shark Bay was the location of the first DWS climb on the Musandam coast and has recently been rediscovered by Theo Giani and others. It is a useful addition to the documented DWS as it is quite close to Dibba. Shark Bay is 2km north of the White Cave (p129 of the guidebook). © Red Armada Publishing,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

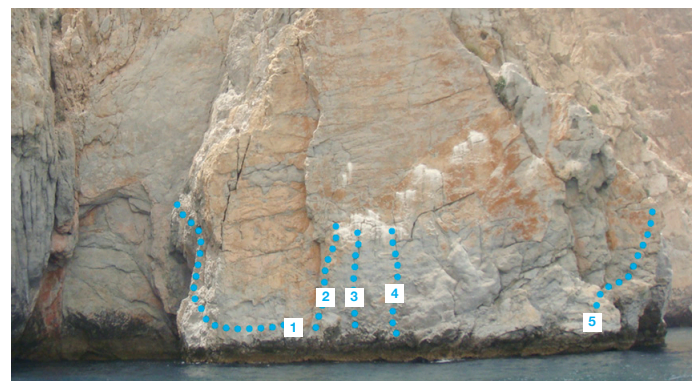
The diagonal crack with some wild sustained moves through the initial steep section. *Toby Foord-Kelcey, May 2012*

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*