

Kingsdale Bouldering

Climbs - lots

Altitude 350 - 400m

Faces All directions but mostly South.

Other condition info:

A number of limestone walls and blocks set in a fine positions with magnificent views of The Lakes, Lancs and the Yorkshire Peaks. Lots of very steady problems and a few tougher ones make this a fun area. Nothing of great height (apart from the main wall at Tow Scar) but sufficient to entertain.

The rock is generally water washed limestone of excellent quality and varies in feel depending on the location. A wonderful place for a family day out too.



As far as we know the problems are being recorded for the first time (in 2001) but it is likely the great majority have been done before. Any updates are welcome.



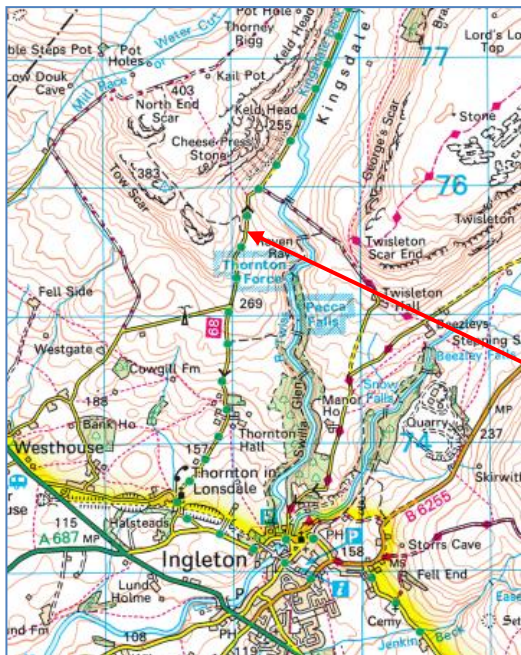
Parking and approach info:

From the main A65 just west of Ingleton drive up through Thornton in Lonsdale heading for Dent. At the top of the hill, just as the road descends into Kingsdale, is parking for around 5 cars. This is next to a gate and Radio relay station.

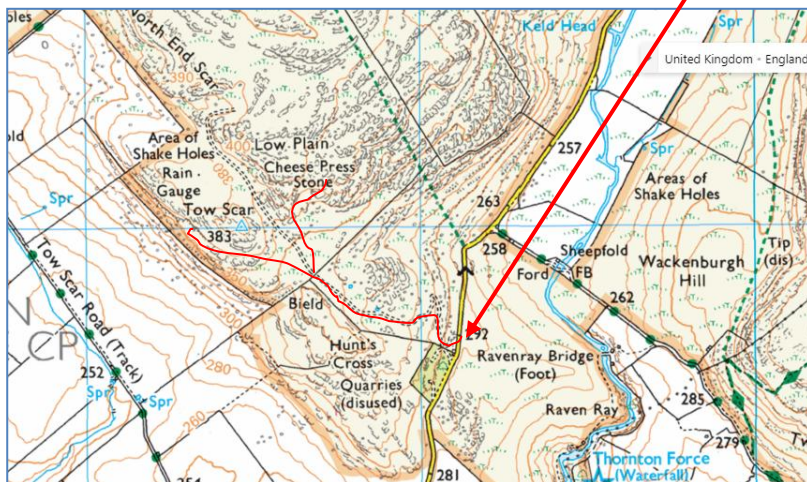
A track just through the gate zig-zags up the hill, eventually straightening out to reach a gate/gap in a wall. Tow scar is reached by branching slightly left to a vague col on the ridge then contouring around above the drystone wall following a vague path (15 mins). The Cheese Press can be seen on the straight part of the path as you approach the gate, set above limestone scars high on the right (15 mins). The Warm Up and Low Plain Scars are obvious and passed on the way to the Cheese Press (10 mins). **See Maps on next page.**

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Approach



Parking



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Problems

Tow Scar

The Main Wall is obvious – a sheet of nicely features limestone. There are 6 routes (V Diff to HV5) described on this wall in the Yorkshire Limestone YMC Guide. All can be highball/soloed above mats (Font 1 to 4+) though the finishes are vegetated and a number of pads are recommended.

There are a couple of short walls to the left that give SDSs but none are particularly satisfying.

To the right is a short wall just past blocks at ground level. The short cracks just right provide the line of Chaparral (VS) that takes them and easy, though vegetated, ground above. The rock is good low down and a number of problems have been climbed and named.

All the problems climb to obvious finishing holds the down-climb or drop.



1/ Tow the Line 6c+/7a **

SDS at low small side-flakes and climb the wall leftwards on thin side-pulls to gain the break the good finishing holds above – keep left of the flake cracks

2/ Tow Good to Miss 5 *

SDS and climb the flake line

3/ Chaparral Left Sit 4 *

SDS the next flake line moving right to good finishing holds

4/ Low Chaparral 6a *

A SDS eliminate to climb the narrow wall between the cracks and reach good holds above the break. The foot-block is out as is the runnel on the next problem.

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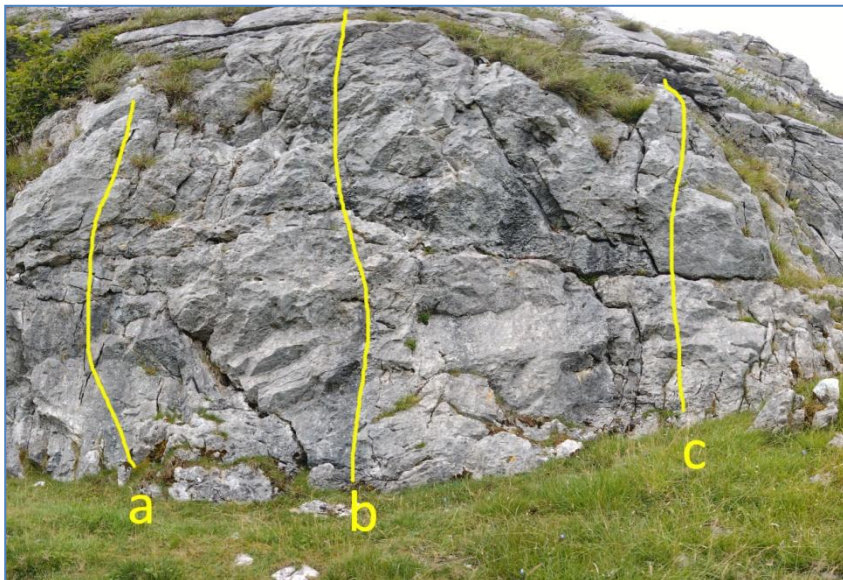
5/ Chaparral Right Sit 4 *

SDS the crack and water-worn runnel on the left to reach the good holds.

6/ Tow a Penny 2 *

SDS and climb jugs to the spike finish.

The short wall to the right gives three Short problems. All done from sitting, from L to R they are; a) **Tow for One** 1, b) **Tow and So** 2. c) **Tow More** 1.



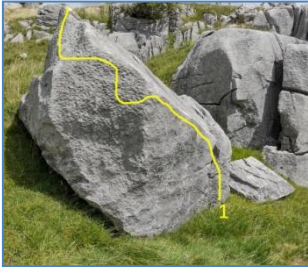
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The Warm Up

Wonderfully featured rock and the fine central rib make this a place where you can climb all sorts of very steady sit/eliminates to get you moving. The stands would be great for kids.

There are a number of small blocks and a couple of these have micro-problems described.

Tease Block



1/ The Tease 6b/c *

Small but perfectly formed. SDS and traverse the block leftwards. Easier for the long-armed and long-legged.

Warm-Up

All of the problems are SDS to give them a bit of length.

1/ Aen 5+/6a

Actually quite a tricky one.

2/ Taen 1 *

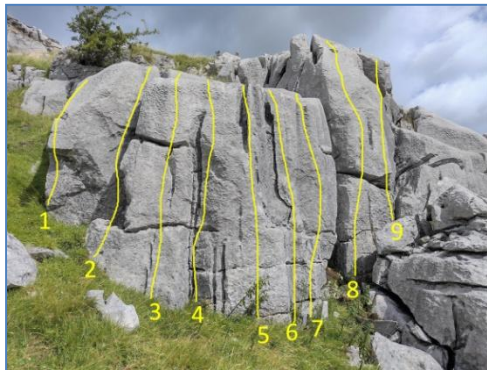
The crack.

3/ Tethera 2 *

Eliminate wall.

4/ Fethera 1 *

Crack.



5/ Phubs 2 *

Eliminate wall.

6/ Aayther 1 *

Crack.

7/ Layather 2 *

Eliminate Wall.

8/ Quoather 3 ***

The fine central rib on immaculate rock.

9/ Quaather 3 *

The wall.

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Gun a Gun

Just to the right:

1/ Gun a Gun 4 *
SDS. Nice low traverse.

2/ Buon 2 *
SDS. Tiny wall.



LipY

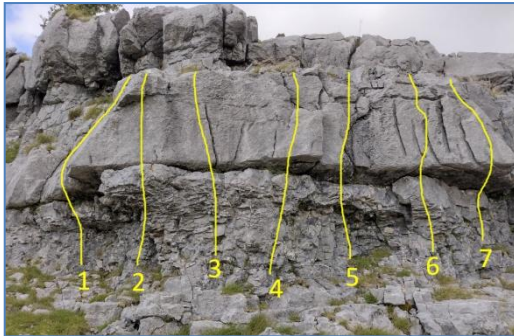
Just below is a low jutting block.

1/ LippY 4+ *
SDS. Traverse the lip.

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Low Plain Scars

Directly above and stretching to the west is a line of low limestone. The capping band of fine lime above a more broken base provides lots of steady problems with the ones on the overhanging section being the best. A couple of mats are useful due to the rocky and sloping nature of the ground below and be a little careful with the finishes.



Problems start as SDSs at the obvious break.

1/ Low Plains Drifter 3 *
Crack and edge.

2/ Plain and Simple 5 *
Jam and rock up.

3/ Eleven O'Clock Crack 4+ *

4/ One O'Clock Crack 3

5/ The Recess 2

6/ Multiways 4 *

7/ Plain Nose 5 *

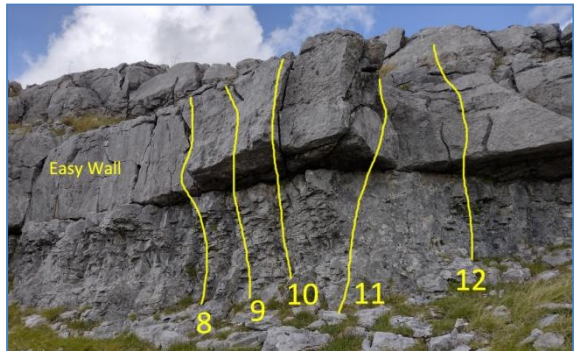
To the right is a wall with 4 Easy problems – around Font 1.

8/ The Fray 4 *

Cracks and moving right to finish.

9/ The Limit 7a/+ **

A tight eliminate using a pocket just over the lip to reach a mono slot at the base of the crack. The mono slot can also be reached from undercuts below the roof.



10/ Crack and Edge 6a **

As for above but using the crack on the right. **10a/ Crack and Edge Right 6a **** uses the same cracks and the ones on the right arête.

11/ The Corner 2

12/ Wallways 5 *

SDS and climb direct through the roof.

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The Cheese Press Stone

A quite remarkable feature with great views across the valley to Ingleborough. Although low, a couple of mats are helpful for the problems on the Ingleborough side. All of the problems are fun, but one-move wonders, from standing with grades from around 3 to 6b. The difficulty of the sitting starts depends on the use, or not, of the underlying blocks and where you use them so a variety of starts are available $5+ - 6c+/7a$ – you choose. There may be a couple of those listed still awaiting a proper plinthless SDS unless Rob Fenton, who visited a few years ago but claimed nothing above 6b did them! Either way, all are fun.

The SDSs don't use the plinth blocks unless stated in the descriptions. Some of the old plinth blocks have recently been removed..... don't worry it won't fall over.

Starting at the North Arête:

1/Manchego 6b+ **

SDS. Pull on using a very low LH mono and the arête and follow it keeping to the left side. An easier variation pulls around to the right side.

2/Monterey Jack 5+ *

SDS. Pull on using slots and the arête and follow it.

3/Caerphilly Cheese 6c+/7a *

SDS. A hard pull-on from LH slots and the undercut edge gains a good finger hold. Follow the arête keeping to the right side.

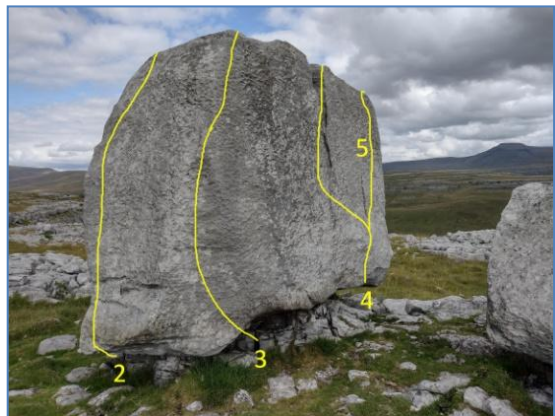
Dom Hoare

4/ Flower of Rajya 6b *

SDS use the base of the short crack to reach left to the line of holds then up. Easier from using the holds to begin with. Plinth block in.

5/ Tyrolean Grey 6a+/b *

SDS using the short crack on the wall and climb the arête mostly on the left side. Plinth block in.



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6/ Danish Blue 6c ***

SDS. Climb the arête using compression between it and the edge just left of the crack either using or missing the good hold on the face. An easier version uses a jam in the crack. The sloping low plinth block is in.

7/ Cracker Barrel 5+ **

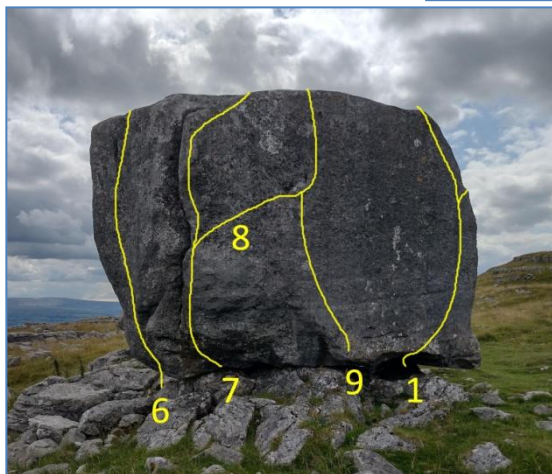
SDS and climb the crack.

8/ Stinking Bishop 6b **

SDS at the crack and pull across to the good hold on Hard Cheddar.

9/ Hard Cheddar 6b *

SDS/Low. LH on good hold RH on mono shared with Manchego. Pull on and reach the top.



10/ The Cheese Press

There only remains for you to do the squeeze beneath the block. Morpho!

There are other small blocks further along the escarpment though none reach great height.