

# Far Fell (aka Outer Limits)

General Information	
OS Ref.	SD962567
GPS	54.006520, -2.058311
Altitude	280m
Aspect	South-west Facing.
Conditions	Quick drying.
Plod time	25 mins.
Landings	Generally good.
F0 – F4	9
F4+ - F5+	16
F6a - F6c+	14
F7a etc	1



**Other condition info:** a small selection of good boulders set near the hamlet of Flasby. In some ways a northern outlier of t/e Sharp Haw/Flasby Fell bouldering areas. The rock is rough and solid, similar to its southern counterparts. The boulders face south and dry quickly.



**Parking and approach info:** from the Hamlet of Flasby (just NE of Gargrave). Park sensibly in the hamlet and follow the track across the stream and take the left-hand branch, signposted to Rylstone. This leads past two barns and to a farm. Stay on the sign-posted track (onto access land) and follow a branch as it rises gently around the northern side of the fell. Once to the east of the hill another gentle climb, starting between two woods and up an area with no bracken, leaves the track and leads to the boulders that are found just to the east of the hilltop. Problems are described from L to R. Those not on diagrams are indicated. Traverses marked in yellow:

**Crack Boulder**



**1/ Dark Child F6b \***

The left edge of the front wall starting with a high step.

**2/ Think Like a Dinosaur F2 \***

The obvious crack. Font 4 from sitting.

Take care 'cos it bites!

**3/ Something about Harry F5**

Right edge of crack stepping right to an urgent finish.

**5/ The Children of Spider County F6a**

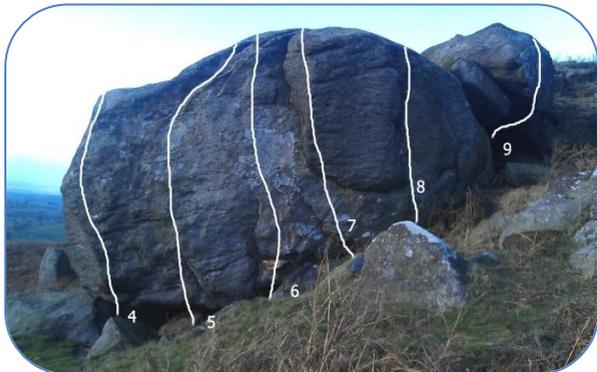
Face just to the right with a tricky pebble pull. Dont just jump! Needs a SDS?

**6/ Stormbringer F6c+/7a \***

SDS. From the flake and undercut (feet on block under roof) pull out and up on pocket and crimps to gain good holds and easy finish.

**4/ Decompression F6c \***

The blunt, leaning right arête by a dynamic move. Needs a proper SDS but it will be tough.



**7/ The Premonition** F5

The first groove from a low start and using a pocket on the rib. Watch your ankles

**8/ The Zanti Misfits** F4+ \*

The second groove. Good fun.

**9/ Essence of Life** F5

From deep in the hole above, a re-birthing experience leads out to a juggy finish

**Big Boulder**

Some subsidiary blocks on the left provide short problems



**1/ Seeds of Destruction**

F6a+ (E2 6a) \*

Centre of the wall moving left to finish. Looks good but is a bit snappy and the boulder behind the problem focuses the mind.

**2/ What Will the Neighbours**

Think F5 (HVS 5a) \*\*

Step rightwards onto the supporting block and follow layaways above. A good problem.

**3/ The Tipping Point** F5 \*\*

The nose of the block using two holes to stand on the lower block and gain jams, then an easy finish

**Big Boulder Crack** F5

SDS, Crack to slopy finish

**Big Boulder Traverse** F6b \*

SDS Crack to follow middle break only for hands, finishing by Small Friends.

**4/ Lion's Den** F6a \*

SDS in the Lion's Den. Breath-in, then breaks lead up to make an exit from the 'den' then rightwards to the middle of the wall. Finish direct

**5/ Shallow End** F5+ \*

From SDS just above the Den and feet low pull up breaks and use an edge to finish.

**6/ Small Friends** F4+

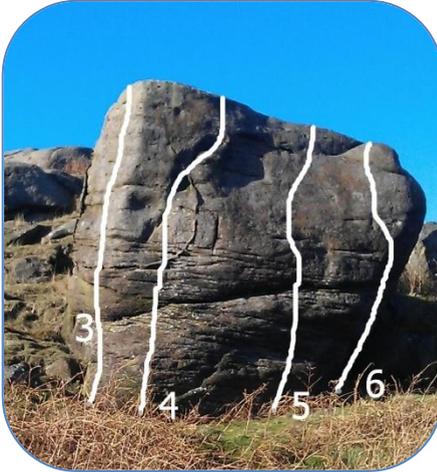
The breaks and flakes at the right side of the wall. Trickier than it looks.

## Jigsaw Boulder

The first 2 problems climb the features left side – not on the diagram:

### 1/ Jigsaw F2 \*

The obvious faceted face taken direct.



### 2/ Tourist Attraction F2 \*

The right edge of the facet

### 3/ Missing Piece F5 \*

The high blunt rib. Avoiding obvious holds on Tourist Attraction.

### 4/ Don't Open Until Domsday F4 \*\*

The excellent flaky groove around the corner to a fun top-out.

### 5/ Hearts and Minds F6a+ \*\*\*

The centre of the slabby wall concentrates the mind. Feels fairly high but the landing is flat.

### 6/ Bodies of Evidence F6b+ \*\*\*

Right slanting rib taken by a flying move for the edge then moving around to the left (no block!). Also feels high.

## Slab Boulder

Above Jigsaw Boulder is a very small slab that provide a couple of interesting smear problems

There are two obvious lines but they are left for you to rediscover.

Over to the right is the Galaxy Boulder

## Galaxy Boulder

A fine boulder with a number of lines/variations.

### 1/ The Joining F6b \*

Start around the left undercut nose on some pockets. Traverse these under the nose across the breaks to the Moonstone jug. Up Moonstone to the top.

### 2/ Moonstone F6a \*

SDS low start and rib using jug and right hand on layaway to an interesting finish.

### 3/ Scoopy Doo F5+ \* (Not on diagram)

Up Moonstone then use layaway to make a tricky step right into the scoop.

Moonstone then on to eventually



vanish under the jutting nose.

**4/ Inconstant Moon** F6b \*

Direct up scoop without Moonstone jug.

**5/ Unnatural Selection** F5+

Right side of scoop from sitter or standing then using right hand in obvious pocket

**6/ Worlds**

**Apart** F5+ \*\*

Rib from sitting or standing with left hand going into the pocket

**7/ Feasibility**

**Study** F4+ \*

Right edge. Up to and using undercut crack. Follow edge to top. SDS is a font 5.

**9/ Galactic Joyride** F3 \*

(Not on diagram)

The easy east facing slab just around the corner. SDS left hand on arête is f6a.



**8/ Star Crossed** F6a+ \*

SDS at rib below Feasibility. Follow breaks to throw at jug on

## Ridge Boulder

Further down the ridge is a small boulder with a steep face and a couple of slabby ones.

### 1/ The Vaccine F1

(Not on diagram)

Left slabby face – looks a bit green around the gills

### 2/ Better Luck Next

Time F5 \*

The left edge from a SDS

### 3/ Double Helix f6b \*

A traverse from Better Luck Next Time and rocking right onto the slab via Falling Star

### 4/ Cold Hands, Warm Heart

F6a+ \*\*\*

SDS on obvious jug. Slap/rock and work up left and then centre of the face. Joyous!

### 5/ Falling Star F5 \*

Rocking around the right edge and then up it to the top joining The Heist.

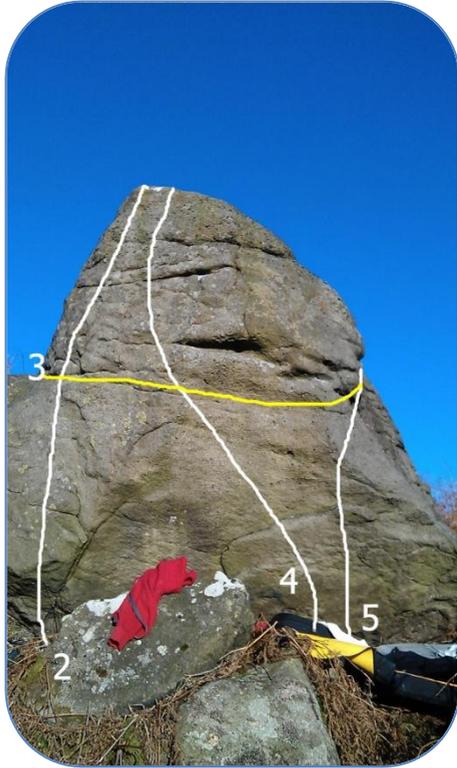
### 6/ The Heist F3+ \* (Not on diagram)

Left edge of the slab

### 7/ Big Hole F2 \*

(Not on diagram)

Slab past and mantling into the big hole.



### 8/ Little Hole F2

(Not on diagram)

Just right and past the little hole

## Low Boulder

Well below the main area is an easy angled slab that might provide fun and entertainment for those with a young family or climbers that like footless problems