

# Knife Bouldering Guide

## Character

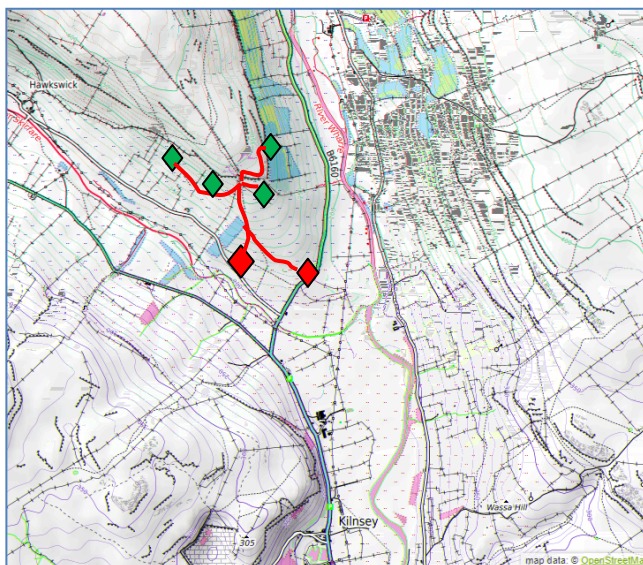
A band of top quality, water-worn limestone wrapped around the Knife Scar spur and giving a number of, mostly easy, problems but with the occasional tougher challenge. There are four separate locations but all are easily linked.

## Approach - See Map.

**There are a couple of approaches following access land or footpaths Please stick to these as other approaches involve crossing non-access land and/or walls.**

Park on grass off the road running above the River Skifare, accessed over a cattle grid just north of the Skifare Bridge. The best place is just before the conifer woodland. A sign indicates that a charge is made to park here but there is no honesty box and collection seems to be only on very infrequent weekends. A parking place just uphill from Skifare Bridge also gives access to a footpath crossing to this point. Walk uphill, crossing a fence using a stile. A clear path leads up to a ladder stile giving access to the moor above the crag. The **Far West Crag** can be gained by crossing a cemented stile feature in the wall, 20m short of here. Pick up paths that traverse the hillside, passing underneath a bolted buttress, and keeping going to where a wall/fence reaches the crag line. A footpath from Hawkswick hamlet also passes close by. The **Near West Sector** is the line of outcrops from just over the wall. The **Central Sector** is the outcrops running right from the ladder stile and above an ancient enclosure. For the **East Crag** cross the ladder stile, go up a short way, and walk rightwards along the line of a wall. Pass to the left of a prominent ash tree and limestone pavement. An easily stepped-over wire fence, found near the end of the pavement (see pic below), then go rightwards (facing downhill) to the walls.

*Paul Clarke on A Dawn Attack (page2).*



### Maps and Approach:

#### Key

- Parking Places ◆
- Climbing Sectors ◆
- Footpath/ Approach —

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### Far West Crag

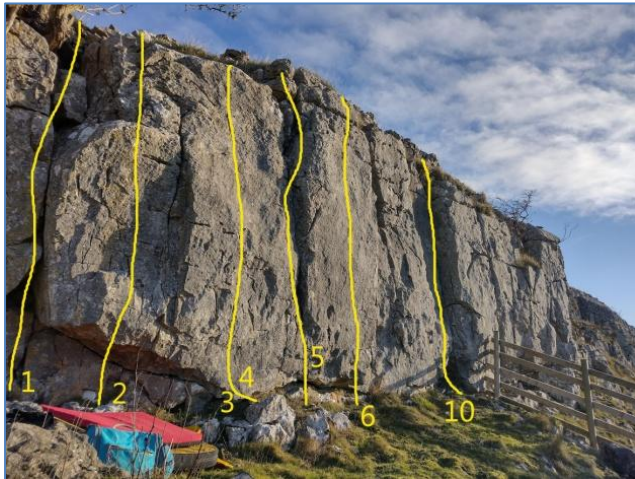
A series of walls, cracks and grooves situated on either side of a wooden fence (please treat with respect). The rock is excellent and the problems interesting. Some feel high.

The landings are pretty flat on the left but awkward on the right.

A ruined, low wall runs above the crag but it is easily avoided. However, some finishes are awkward and it is often easier to step across and descend one of the easier lines rather than top-out.



## Climbs



### 1/ Awakening 2

The corner below the tree passing a block.

### 2/ The Way Back 4 \*

SDS. The short walland corner. A direct dyno version up the wall is a good 5+.

### 3/ Stalking the Enemy 6b \*\*

Above (and using) the protruding block. Compress between the arête and the edge of the obvious crack.

### 4/ Where Memories Dwell 7a+ \*\*

An eliminate version of 3 using crimp slots and a hard rock-over. No using the edge of the cracks.

### 5/ Where Memories Dwell 6a \*\*

The crack looks hard and is harder.....

### 6/ A Dawn Attack 5+ \*\*

The tall wall using cracks and flakes on the arête. A 6a SDS version from a side-pull is a good option. The plinth is in. Picture on page 1.



### 7/ The Choice 4 \*

The shallow groove and crack immediately to the right.

### 8/ Past and Present 4+ \*

The crack and arête just right again. A SDS is 5.

### 9/ Chasing the Impossible 4+

A wall and the groove feature at right side of this wall.

### 10/ The Way

The obvious deep crack just left of the fence.

### 11/ Monster's Crack 4 \*

The crack just right of the fence.



*John Hunt on Woven of Words*



### 12/ Secret Knowledge 4 \*

SDS. The crack and wall just to the right.

### 13/ The Field 4

Climb the front face-cracks to grassy ledge.

### 14/ Woven of Words HS/4+ \*\*

The rather tall wall just to the right.

### 15/ Leftish VS/5 \*

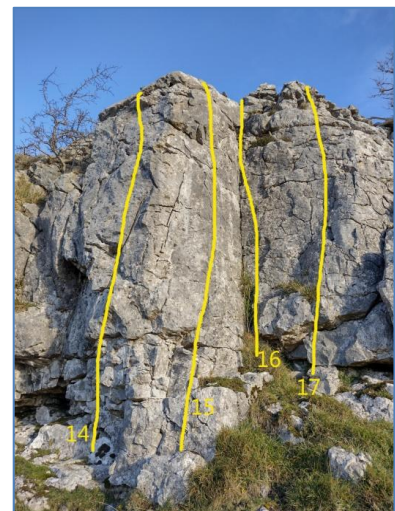
A blunt rib/wall on thin flakes. High.

### 16/ At Bay 2

The easy corner.

### 17/ Rightist 2

The wall to the right of the corner.



## Near West Sector

A number of problems can be found on the outcrops set above the traversing paths mentioned in the intro. The first described are on The Nose block. This should be easily recognised from the topo and is down to the right of an obvious cave. Strict foothold rules often apply and easier versions of the problems are optional.

### The Nose

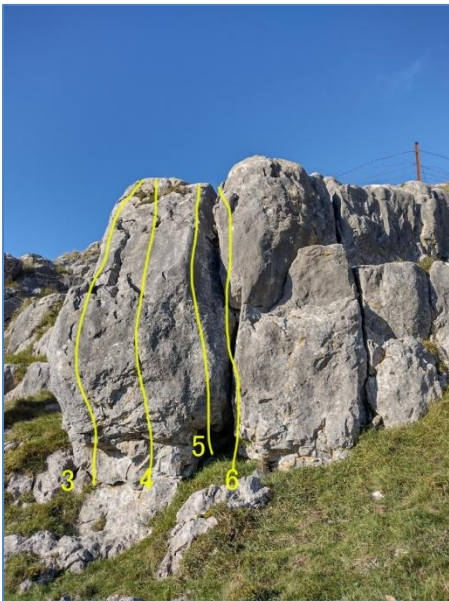
With some imagination (or chemical stimulation) it is possible to imagine a nose image on the left side. Some nice eliminates on great rock.

#### 1/ Nose Face 6a \*

SDS. A direct going from the nostrils into the nose (the long central crack). An easier version goes left to the left arête at 4+ \*

#### 2/ Roaming Nose 4+ \*

SDS. From the right nostril reach a ledge. Go up the arête moving rightwards under the prow.



#### 3/ Snout 5 \*

SDS. Sharp holds lead up the arête. Make sure your feet are high to start – the ground block is out.

#### 4/ Muzzle 5+ \*

SDS. Central sharp holds (shares a hold with the previous problem).

#### 5/ Aquiline 5+

A very eliminate line up the prow. Step out of the crack and use a thumb sprag on the prow. The plinth is in.

#### 6/ Rhinotomy 4+

SDS. The awkward crack.

Easy problems are to the right.



John Hunt on FA of The Skifare Slasher (next page).

### Mini Roof

To the right is a micro block with a leaning wall.

#### 1/ Bish 4

SDS. Left side with or without the low jug.

#### 2/ Bosh 4+

SDS (almost lay down). Bounce for the lip.

### Sublime Slab

The 'sublime' slab across to the right – just to the left of the steep block with several flakes.

#### 1/ A Bit Fangy 3

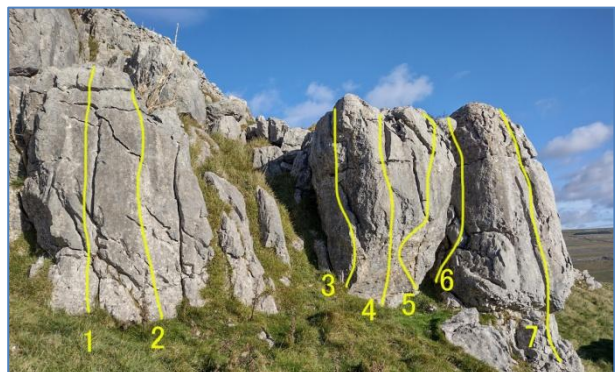
SDS. The left edge of the slab.

#### 2/ Sublime Slab 2+

This can also be done at grade 3 as a strict sitter.

#### Continuation Above D

The great little pinnacle above the slab problems. *Not on topo.*



### Amazing Flake Blocks

The aforementioned steep block with (very) sharp flakes plus the lovely nose to its right. Strict foothold rules apply.

#### 3/ Amazing Flake 4 \*

SDS with feet on the main wall to start.

#### 4/ Left Flake 6a+ \*

SDS. Climb the left side of the front face, beginning at an obvious, sharp pinch 'block' and with feet on the wall.

#### 5/ The Skifare Slasher 6c \*\*

A good problem, especially for those with masochistic tendencies. SDS using the same sharp block-hold and a low right flake. Gain flakes above and throw right. Beware laceration from the scalpel hold. Foot blocks are out at this grade.

*The adjoining block gives four nice little solos:*

6/ Chimney M, 7/ Pinnacle D, Arête HVD (4 if done from a sitter) and Wall S.

*John Hunt on The Pinnacle*



### Central Sector

The area to the right of the ladder stile. This sector features some excellent rock and a range of lines and eliminates. With sit starts, problems up to 6a have been climbed. The majority are in the 3-5 range on lovely rock. The climbing is incredibly quick drying.

The perfect little block just over the stile has not been done yet.

#### 1/ Snail Wall 2 \*

SDS up the finely featured wall (just left of the big embedded boulder).

*The next block is left of an obvious cleft with a hawthorn tree, above the embedded block mentioned above.*

#### 2/ Hanging Nose 3 \*

SDS to wrestle over. The plinth is in. With no plinth but a toe-poke it is a good 5.

*Right of the hawthorn.*

#### 3/ Eagle Fang M \*

Just the arête from standing.

*The wide gully has several easy options.*



*The next wall goes at 2+ from sitting then over to the right is:*

#### 1/ Hanging Arête 4+ \*\*

SDS. The fine semi-hanging arête.

#### 2/ Pointing Flake 4 \*

SDS using the up-pointing flake.

#### 3/ Just the Face 5

The face from standing.

#### 4/ Shelves and Cracks 2 \*\*

SDS

**5/ Flakes 5 \***  
SDS.

Below here an ancient enclosure is defined by blocks. A lot of work must have gone into making this!

**6/ Right Flakes**  
SDS step left to avoid the hawthorn

**Right Wall Eliminate 5+** Not on topo.  
SDS (no flakes or r crack). Some holds in the middle are good enough.

*To the right of the next gully is:*

**7/ Ace Arête 5+ \*\***  
SDS. The ace arête.

*On the wall left of the big ash tree:*

**1/ Amazing Jugs 3 \***  
SDS L to .....

**2/ Finger-Lock 6a \***  
SDS off a left finger-lock and the right crack. Gain the break and then both sides of the head wall above are in.

*Right of the big ash.*

**3/ The Arête D \***

**4/ Just the Wall 5+ \***  
No cracks on either side.

There are lots of easy problems to the right of here but descriptions are not necessary. There are even a few micro-eliminates on the blocks below the edge.



### East Crag

A series of short walls forming the top tier of a steep, craggy hillside located above a comfortably wide grassy ledge. This is actually the rightward continuation of the Central Sector but please don't approach by crossing the wall to the right of that area. There are some pretty good problems and eliminates (Font 2 to 7a) on immaculate rock.

**Bouldering**



**Approach**

There are problems to the left of a dry-stone wall but the first ones described are found on a wall the runs to the left of a prominent square nose.

## Climbs

Most problems start from sitting.

### 1/ The Burden 3

The rib just left of a vegetated gully.

### 2/ Last Survivor 4

The wall to the left of a crack just right of the gully.

### 3/ Origins 3

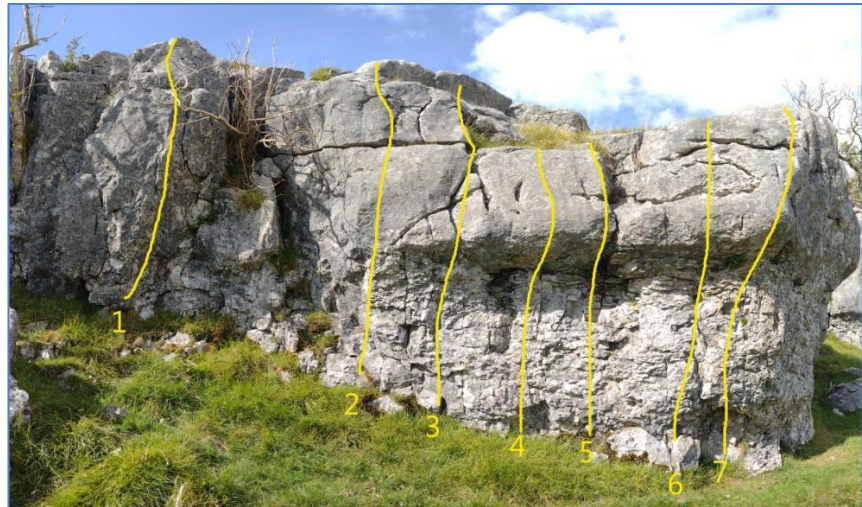
A crack system just right

### 4/ Captive 4 \*

An eliminate short wall to a grassy tuft.

### 5/ The Embrace 3

The flake.



John Hunt Finding an Advantage

### 6/ The Last Survivor 5 \*

The wall just to the left of the arête.

### 7/ Finding an Advantage 5+ \*

Climb the left side of the arête.

### 8/ Taken by Surprise 5+ \*

Climb the right side of the arête.

### 9/ A Reason to Fight 5+ \*

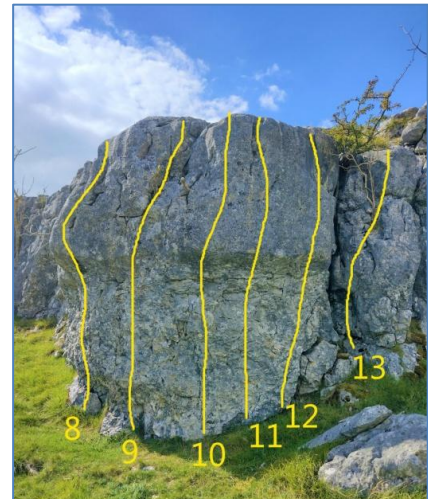
Climb up to use a shallow groove feature.

### 10/ Plots Beneath Plots 6a+ \*

The left side of wall. Rather strict.

### 11/ Hanging by a Thread 7a \*

A tight eliminate up the centre of wall using an unhelpful sloping hold.



### 12/ Wrath 6a+ \*

The right side of the wall. Eliminate.

### 13/ Sideline 4+

Climb the crack and rib.

### 14/ Easy Wall 2

### 15/ Crackline 3

The crack.

### 16/ Hanger On 4 \*

Hanging crack is fun.

### 17/ Triumph 5 \*

Nose. Eliminate

### 18/ Seeing the Hidden 4

Cracks.

