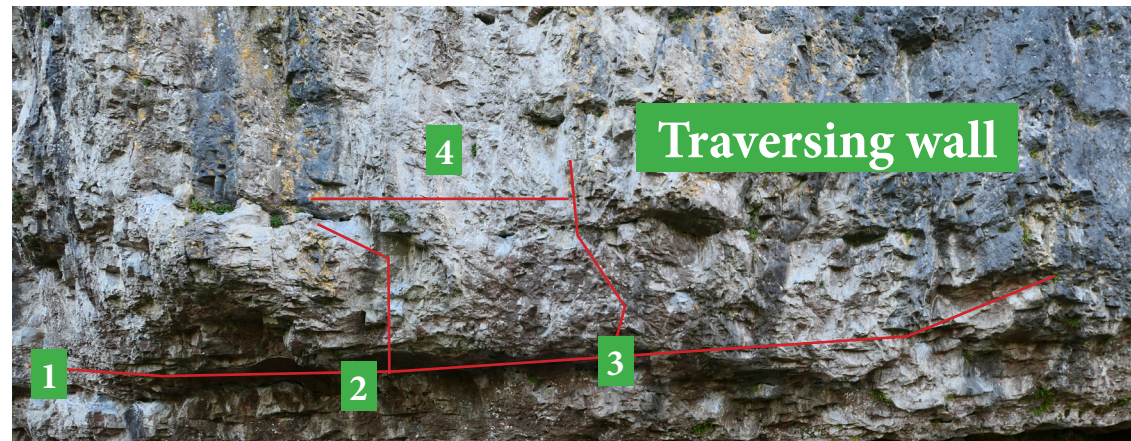


Tim Palmer making the crux move to the lovely side pull on Primitive Notion



1. Mandala Training Traverse 7C
Start on jugs at the left hand side make a long traverse to jugs on the far right. Plinth is out. *Extension 8A*- Start as from Launch Control. *Full Extension fr.8c*- Start as for Sidekick far left.

2. Boulder A 6B
Use two large horns to gain break.

3. Boulder B 6C+
From back gain pinch, heeltoe to gain sloping ledges and jug to finish.

4. Boulder C 7A
Link Boulder B into Boulder A via some pockets.

Kilnsey Bouldering

Yorkshire's main limestone bouldering venue located at the left hand side of Kilnsey crag. It has some fantastic boulder problems to offer, if you can face the embarrassment of 'messaging around at the bottom of the crag'.

Conditions:

The best conditions can be found during late spring (April-June) and late summer (August- September). It comes into the shade from late morning, however often gets too hot and midgy during the height of summer. It benefits from an easterly wind.

Parking:

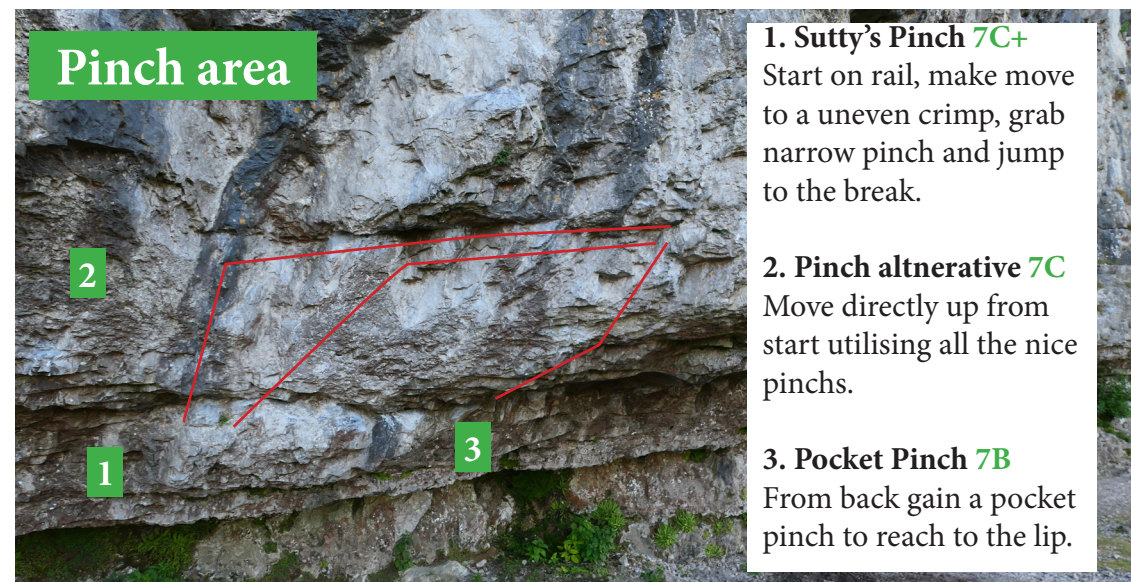
Two rules: Don't be an idiot and don't be lazy. There is plenty of parking down the road. Don't block entrances or where you might restrict access.

Approach: 1-5mins

If you do not know where Kilnsey is, it's that big cliff with that big overhang near Grassington- look it up.

When parked sensibly and responsibly, cross the river (*making sure not to kill my fish*), walk up the hill.

Pinch area



1. Suttys Pinch 7C+
Start on rail, make move to a uneven crimp, grab narrow pinch and jump to the break.

2. Pinch alternative 7C
Move directly up from start utilising all the nice pinches.

3. Pocket Pinch 7B
From back gain a pocket pinch to reach to the lip.

Please note this is **not** a definitive guide, boulders problems will have been missed and might have been named and graded incorrectly

Kilnsey Bouldering

1. Primitive Notion 8A+

Start on a pocket at the back of the cave, reach out to the lip, using a mini pinch and a small crimp (reinforced), make a hard move left to a lovely side pull. Then gain a split pinch with left hand and move back right to finish on a large sloping jug.

2. Diluvain 8B

As for Primitive Notion until the side-pull, from here do a big roll-over move to a perfectly formed pinch, traverse left to finish on jugs on *Metal Guru*.

3. Leach's Problem 7B

Starts on an undercut and positive finger crimp, do a dead-point to a obvious pocket, move left via crimps, avoiding jug rail, finishing on jugs (as for Primitive Notion)

4. Launch Control 7C

Start as for Primitive Notion, move rightward to join Leach's Problem, finish as for this.

5. The Edge Problem 7C

Start for Mandala Training Traverse, make a large cross over move to join Leach's problem.

6. Last Stand of a Free Man 8B

Start as for the Edge Problem, but continue traversing to join Primitive.

7. Gleaming Pinch 7C+

Start as for PN, at the lip make a large move with left hand to the 'Gleaming Pinch', then rock over on a heel to gain a sloping slot. Finish on jugs above the pocket on Leech's Problem. Finishing as for PN is *Notionless 7C+/8A*

The Cave Area

2

8

3

1

4

Note the bottom (often wet) plinth is not in for any of the problems listed.

6

5

8. Pinch to Pinch 7C Start on a good polished finger jug and pinch under the roof, move to two pinches and finish as for Primitive *Overfinch 8A-* continues and drops down to mandala training traverse and up the pocket pinch problem.