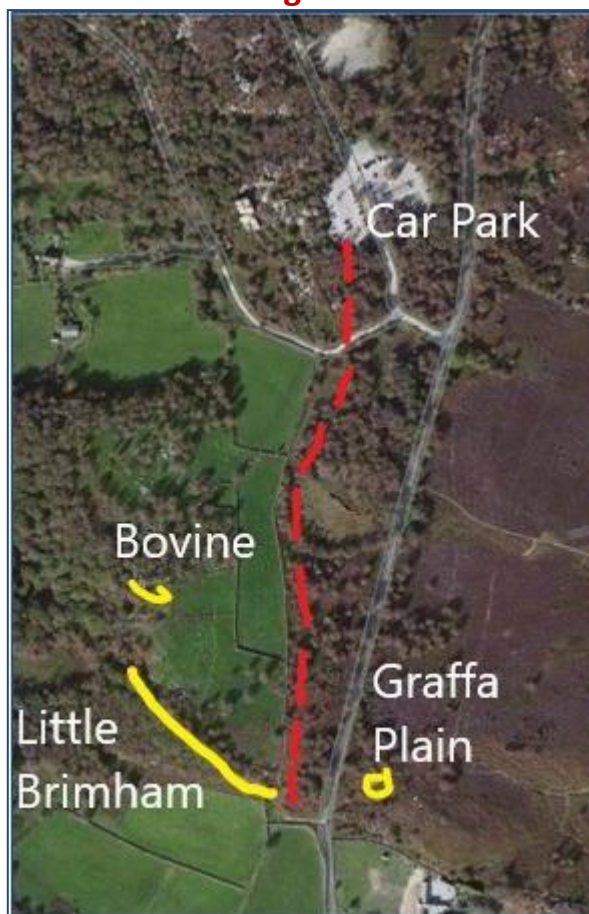


Little Brimham Edge and Bovine Buttress



The Little Brimham Edge blocks are located in a wood. Bovine Buttress has a more open location. Both areas offer high quality routes and problems, though some may need cleaning. The woodland shade is often helpful in summer but the rocks can remain damp in all but dry weather. Bovine Buttress is less shady, catches the afternoon and evening sun and dries quite quickly. Many of the problems may well be routes so bring plenty of mats.

From the main car parks a path exits southern end of the western one. Keep going, across a road and take a path that follows the wall between the fields and woodland. You will see Bovine Buttress across the field on the right but please **don't approach over the walls** as this is very likely to give rise to access problems. Keep on the path until it drops to a grassy track at the right-hand end of the Little Brimham Edge and from where the first rocks (but the last described) are obvious and reached via a gate. This point is also easily approached from the road by Kimberley Farm, but don't park here or on the track leading to the gate.

The climbing takes the form of a discontinuous edge in the woods above the main path. To reach Bovine Buttress you can easily skirt around the bottom of the edge then carefully cross a wall/fence and climb up to the boulders – about 150 metres past the last rocks of the edge.

Due to the woodland location many problems look a bit green. Where this is the case they soon clean up. It is worth bringing a brush though a rope would be necessary in some cases!

Bovine Buttress

Lots of good and quite highball problems. The finishes may need to be cleaned.

Warning : Please keep a low profile at Bovine Buttress so as not to annoy the farmer. The blocks are on private land so **please be courteous and leave if asked to do so. No lamping sessions and no dogs at Bovine.**

The first four problems here are on a separate block - directly down from the main blocks and obvious as you approach from below.



1/ Rodeo Rider...Font 7a **

Cling on to the direct line on ripples through the roof to the left of Wielding the Branding Iron. The top suffers from encroaching branches – get a mate to pull them back, hold on and not let go!

2/ Bucking Broncos Font 7a *

A rather thin, left hand rib finish to Wielding the Branding Iron.

3/ Wielding the Branding Iron Font 5 **

Climbing the crack above the right side of the roof leaves its mark.

4/ Tan Your Hide Font 5+ *

The fine wall right and arête.

Problems can be found on the blocks either side of here but are small and not great.

Back up on **Rawhide Block**, to the left of the main walls:

1/ Rawhide Font 6a

Climb onto a ledge and then over the prow at a short crack.

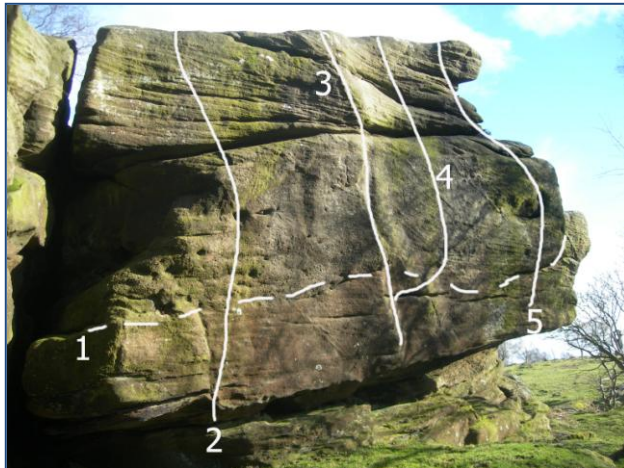
2/ Home on the Range Font 5

The steep wall on good holds to left of easy corner.

3/ Easy Corner Font 2



To the right is a jutting nose with a smooth left wall – **The Saddle Sore Block.**



1/ Hang 'em Low Font 6b+ **

A left to right traverse from the corner, dropping low and finishing around the arête.

2/ Just Grazing Font 4+ *

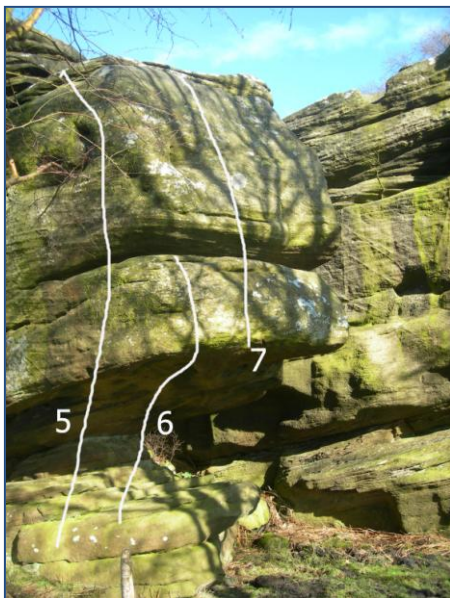
Climb past the hole to breaks at left side of the long wall.

3/ Riding Bareback Font 6a **

A good problem. Hard start up the faint ramp and leftwards to a good finish.

4/ Beef Crisis Font 5+ or 6b **

From base of faint ramp move up right. Undercut the pocket and muscle up to the break or (harder) use a crimp up and right and rock on. Both ways are good.



4a/ Pot Black Font 7c ** (not on diagram)

A huge dyno between the two breaks avoids using the holds on Beef Crisis.

5/ Saddle Sore Font 5+ **

Just left of the arête. From the left side of the break climb the wall passing the big pocket and step round the arête.

6/ Bonanza Font 7a/+ *** (Also Line B on next diagram)

SDS under LH side of roof of Pony Express. Climb roof on pockets/huecos to exit direct (7a) or rightwards up the hanging arête (7a+). Finish at the large pocket above the break.

7/ Pony Express Font 6a+ **

The front of undercut prow to the right. Grovel over the bulge and past a hole.

Around the rib and on the left side of the gully and a series of closely located grooves.



8/ Trailblazer Font 5

The left-hand, hanging groove and using the edge of the rib.

A/ Big Bullocks Font 7c **

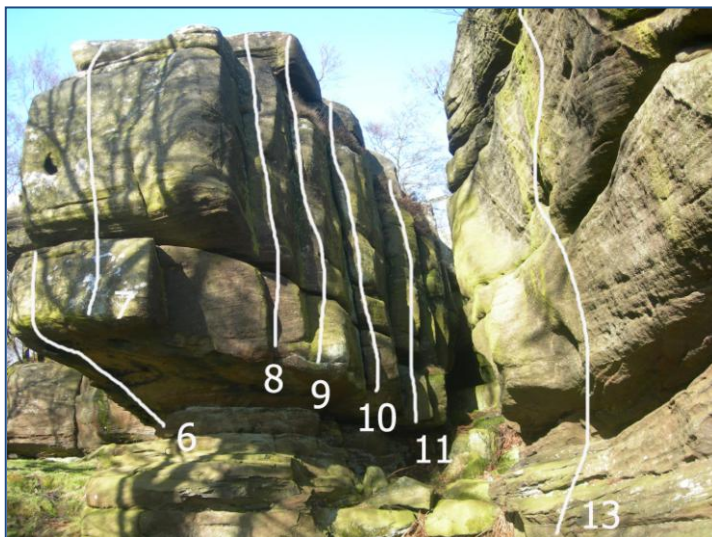
SDS. Hands on top of the small, projecting rectangular block in gully right of Trailblazer. Long lip traverse, hands staying below the break (except for start) and feet up off plinth, to finish up Bonanza (direct or RH) or out through LH side of the roof (same grades).

There are lots of links/eliminates around this area. A good one is:

C/ The Full Heifer 7C+ *

Start up Bonanza to join and reverse Big Bullocks.

To the right are a series of groove/flakes – good problems that have unfortunately become green



9/ Cleft Hoof Font 5

The next, undercut groove.

10 Side Saddle Font 3+

The prominent flake/groove and some pockets.

11/ Load of Bull Font 3

The flake at the back of the gully.

12/ Chewing the Cud Font 4 *

The green but quite good flake crack on right at the back of gully.

Out of the gully is the **Cowboy Daze Block**

13/ The Watering Hole Font 5 **

On the left of the rib is a scoop and obvious pocket. Gain the upper break via this and finish boldly right to the 'watering hole' on top. Less bold but still with interest, up left, is really a separate problem;

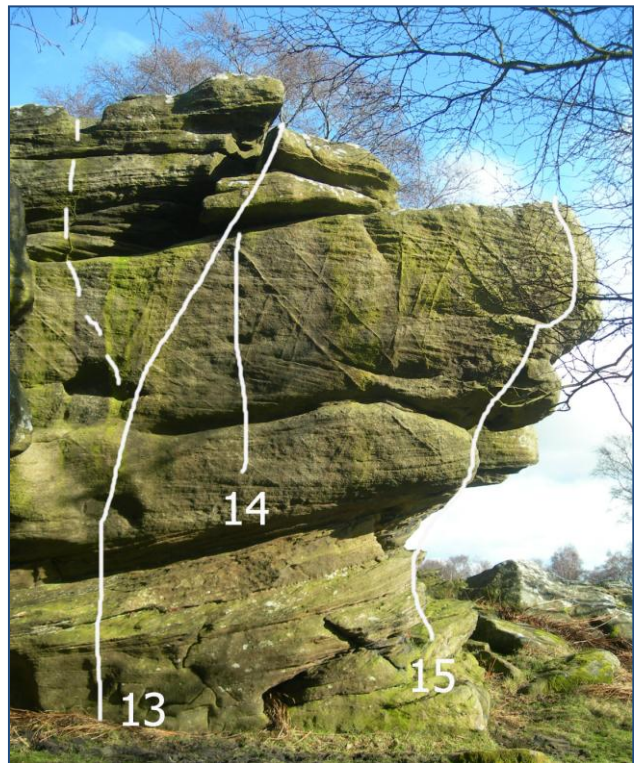
LH Finish Font5.

14/ Think Pink Font 7a **

Dyno between the breaks on the wall left of the prow of Cowboy Daze and just right of the hole.

15/ Cowboy Daze Font 6c (E3 6b)..***

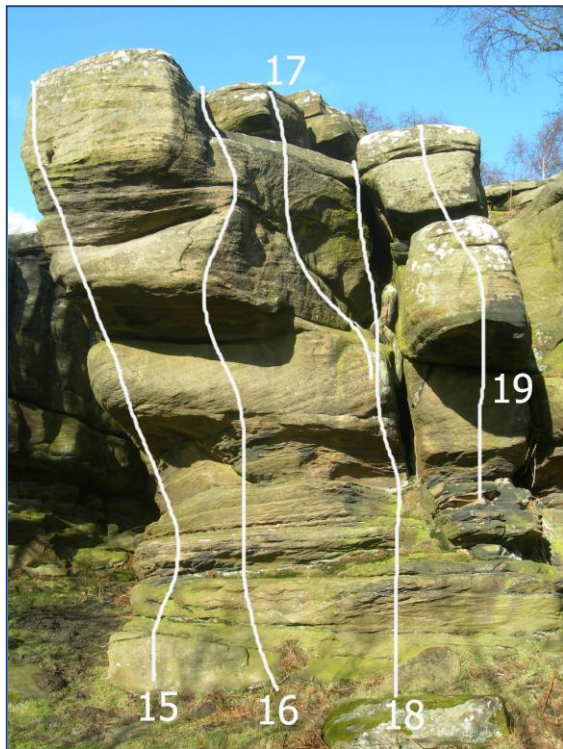
The most prominent undercut arête can be protected, but the solo much more satisfying though watch out for the rounded finish). A left finish is **Speedy Gonzales** Font 7a * using a slopey crimp on the face to the left



Brokeback Mountain Font 7a * (not on diagram)

Gain undercuts and span for the break. With heel on rib rock up to a good crimp on the face.

Slapping the arête gains the top and an interesting finish.



16/ Yipycaye Font 6a *

The nose just right. A direct on Cattle Riever with a problematic finish.

17/ Cattle Riever Font 3

As for Rustler but left-hand finish.

18/ Rustler Easy

The wide corner/crack.

19/ Burger Master Font 7a+ *

Jutting prow right of Rustler without obvious high left pocket. Start with hands in head-height break. Clamp direct over prow.

Past the jutting nose is a bulging block.

20/ Shake, Cattle and Roll Font 6a *
The left rib.

21/ Braised Steak Font 5
Step off the boulder climb the right side of the nose.
A better **Braising Steak Variation**; SDS and out along the break is Font 6b **

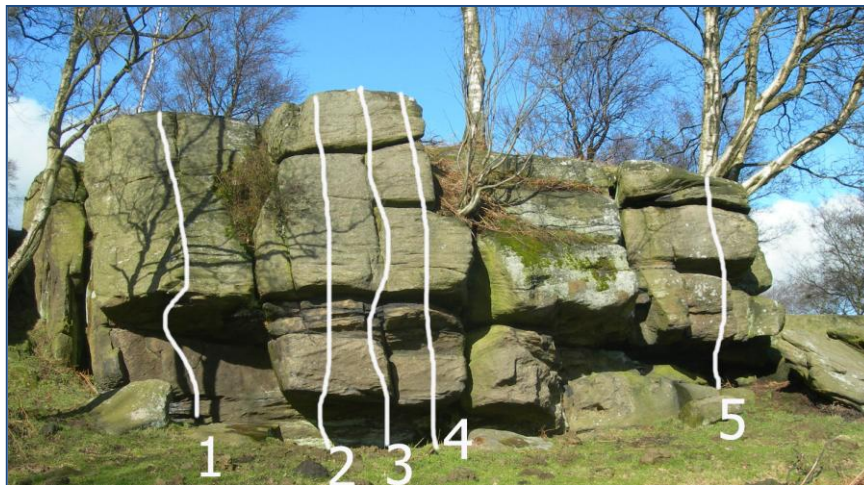
Beef Chop 7a (not on diagram)
Eliminate. SDS for the last 2 lines but without break for hands or feet.

22/ Chaps Font 2
Pick your way up the bilberry corner.

23/ Lariat Font 2+
An easy line on rib to the right



Over to the right of the gully are the **Steer Blocks**.



1/ Stirk Font 5
SDS. Undercut wall using the arête and thin crack.

Past a vegetated crack.

2/ Steer to the Left Font 5+ *
Micro-problem SDS. Left of the clean crack with feet on the back wall and no arêtes.

3/ Steer Font 5 *
SDS. Undercut wall on the right using the crack.

4/ Steer to the Right Font 5
Micro-problem SDS. Right of the crack with feet on the back wall.

To the right are some grotty lines

5/ Buffalo Font 3+
On the extreme right – with a rounded finish.

Untergriff

About 50m west and down the bank from Bovine Buttress is small buttress with a square undercutbase



1/ der Untergriff Font 7C **

Sit start. Left hand in the shallow break/crimp on the arête, right hand on a small layaway/pinch under roof. Gain the flat hanging undercut at the base of the hanging crack then tussle up the crack/arête. The high pocket on the next problem is out. *Mike Gray 2019*

2/ The Upper Hand Font 7a *

Same start but move on to the left wall to gain the high pocket. *Mike Gray 2019*

3/ Zeus Font 7c **

SDS. A direct attack on the front of the nose to the right of der Untergriff. Match the undercut and go left hand into the crack. Slap a very vague mono dish and clamped hard for a slap at the top.

Marco Giudice 2019



Marco Giudice on Zeus

The Little Brimham Edge

Towards the left-hand end of the edge is an impressive smooth wall and imposing arête. Above these is a higher tier of rocks known as **The Aiguille de Premier Alert** - a series of detached pinnacles. Most lines on here are hard/impossible to mat, and probably worth roping up for as one wouldn't want to fall off soloing. Described here for completeness.



Eastern Block Font4+ The square, left end of the first block (aiguille?). **Missile Crisis** Font 4+ (HVS 5a) Just right. The left side of the front face. **Bomber Command** Font 5 (HVS 5b) ** Climb a short wall to a ledge and then the upper wall just left of centre. Bold and superb! **Heat Seeker** Font 4+ (HVS 5a) * Another good exposed line, just right of centre from the same start. **Fallout** Font 4+ (HVS 5a) The next line to the right. Don't! **Red Alert** Font 5 (HVS 5b) A contrived start up the awkward undercut groove gives access to the headwall on the left before moving right to the edge of the rib. **Missile Attack** Font 4+ (HVS 5a) The overhanging prow direct, above a big drop. Good holds seem to materialise from nowhere as do runner placements.

There are problems on the back of the block, on the slab behind and several easier problems on the blocks to the right. **Tirez le Bouton** Font 3, **Ban the Bomb** Font 3+, **C.N.D.** Font 3+, **Iron Curtain** Font 4, **Early Warning** Font 4+, **Anti-missile Missile** Font 4+.

Bay of Pigs

Returning to the lower tier. To the right is the major feature of this part of Brimham, an immaculate steep wall and the fine hanging arête taken by Ancient. Unfortunately the wall has become a bit green so bring a brush!

1/ First Strike Font 5+

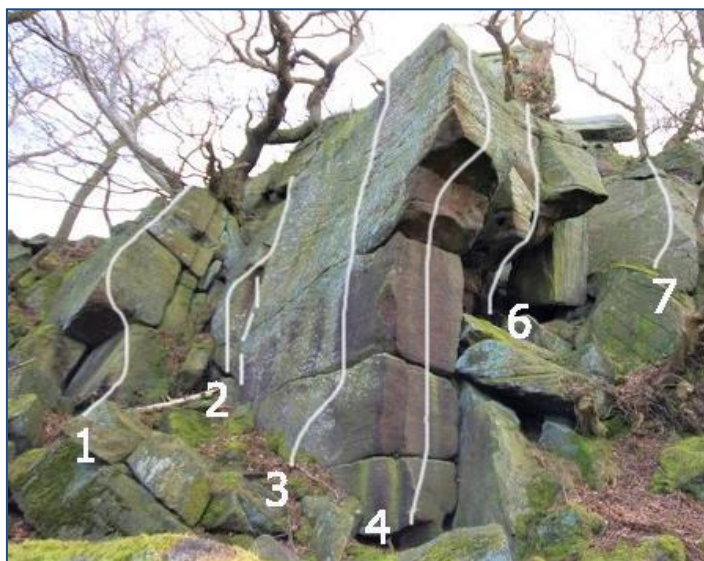
The first problem on the lower tier is a smaller hanging arête over to the left of the big wall.

2/ Cuban Blockade Font 5

The shallow groove on the left of the big wall is most easily climbed using the edge on the left. Climbed direct it is good and tough Font 6b+.

3/ The Good News... Font 7c. ***

High and technically high in the grade(s). The immaculate steep blank wall is climbed via 3 powerful yet tenuous moves to a finishing dyno. The bad news is that unfortunately it sometimes gets green through misuse and often needs a scrub.



3a/ The Righteous Path Font 7b+/c (E7 6c) ***

Highball. The super arête on its LH side.

4/ Ancient E6 6b ***

Highball The big arête is excellent but has an intimidating landing. Plenty of mats needed if you want to boulder it out (Font 6c+?). The hanging nose is climbed front-on using both edges by a powerful sequence of hugs and slaps.

5/ Krushev's Chimney Font 2+ *

Classic stuff.

6/ Western Alliance Font 6b+ **

SDS. Ingenious moves on huecos gain the fine groove above the roof. Needs lots of mats. Bridging from the boulder is Font 5+.

6a/ Novichok 7a+/b **

Sit start as for Western Alliance but swing up the right hand side of the prominent nose
Neil McCallum 2010

7/ Supreme Soviet Font 5

A precarious pull up and left onto the right rib of the next block.

On the minor blocks to the right are three poor problems - though the arête is o.k. - **JFK** Font 4, **Fidel Castro** Font3, and **Soviet Angle** Font 3.

Twenty metres right is the **Whitehall Block** with a scoop near the top.

Curving Overlap Font 6a

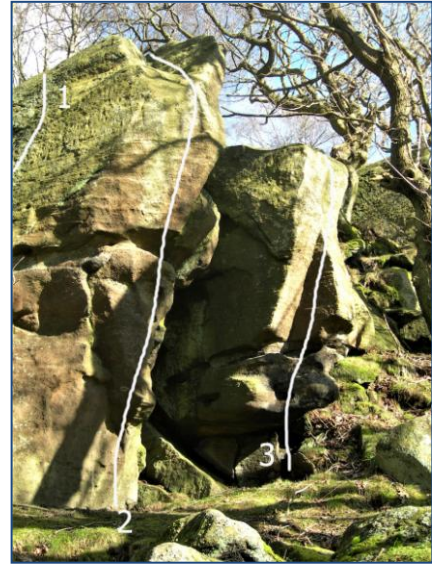
Past two pebbles but always green.

Whitehall Font 5

Gain the front of the block and scoop without recourse to the chimney.

Red Square Font 4

The little triangular groove in the adjacent block.



The Warning Walls

A collection of fins and bold arêtes.



First described is the smooth **Licence to Thrill Wall**.

Highball problems although mats have reduced the impact they once had!

1/ Miss Monypenny Font 3+

The awful green crack/groove to the left of the first arête.

The highball rib on the right has two starts.

2/ Bold Finger Font 6a *

The rib from the left - rockover right.

3/ Pussy Galore Font 5+ *

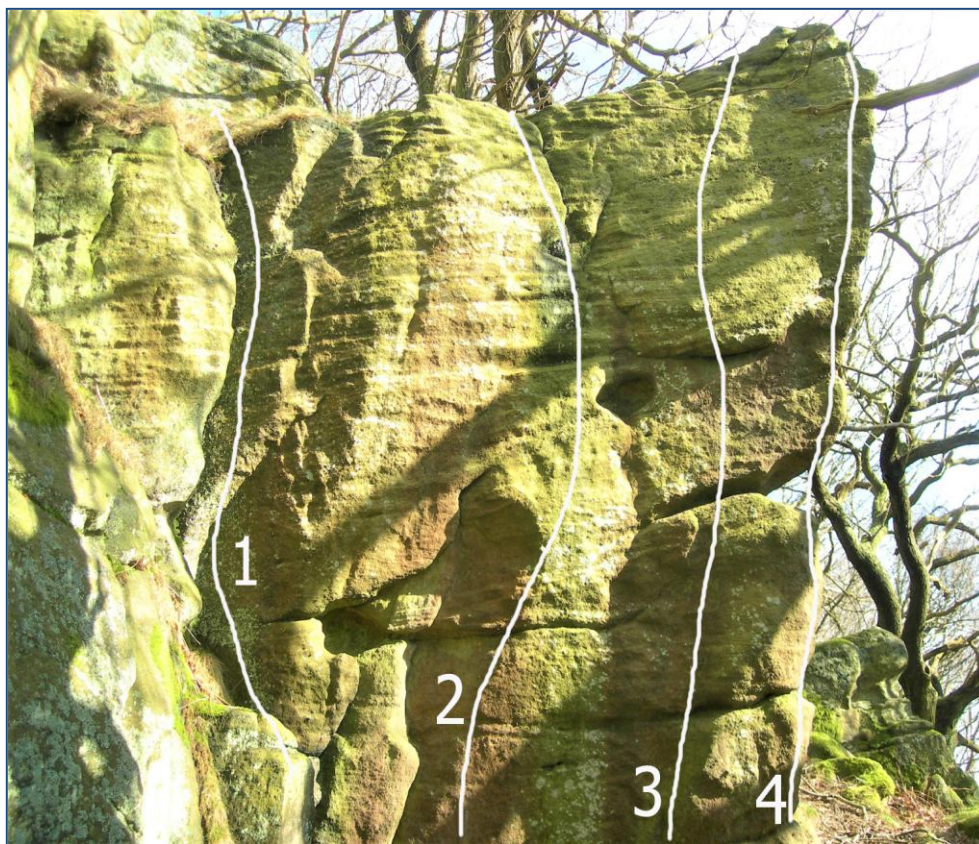
The rib from the right - rockover left.

4/ License to Thrill Font 6b (E3 6a)..**

A Barley classic. The big slab/wall to the right is a superb micro-route on ripples and pebbles and with a reachy finish. Pads have reduced the impact of the first ascent

Boris or Bust

The wall left of the fine arête has three squeezed problems.



1/ Unwanted Gift Font 5

The bulge and flake just to the right of the corner.

2/ The Spy Who Loved Me Font 4 *

The scoop and pocket on the left wall of the big rib.

3/ Natasha's Just Desserts Font 5+ *

Climbs the left side of the prow but without really using the edge.



4/ Boris or Bust Font 6c ***

The right edge of the sharp overhanging arête is one of the best around.

5/ Back In The U.S.S.R. Font 6a

The blunt rib just right of the arête – avoid the flake on the right if you can/dare.

6/ For Your Arms Only Font 5

An indistinct line recorded to the right.

7/ From Russia with Love Font 3

Grassy shallow corner on the right

Queen and Country - The nose to the right of a big twin stemmed tree.
Some problems are quite high and a number of mats help.

1/ Coldfinger Font 4

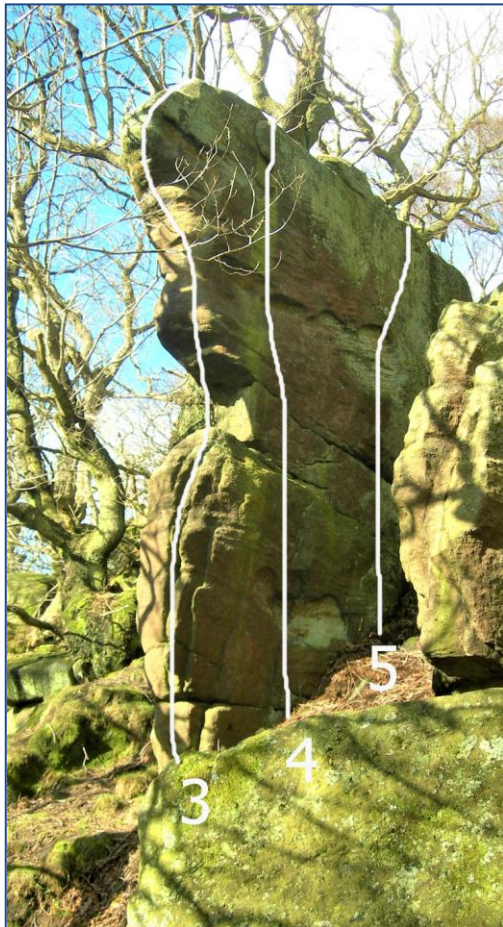
The crack on the left wall, trending left.

2/ On Her Majesty's Secret Service Font 4+

Nice moves on the left side of the prow into the scoop.

3/ For Queen and Country Font 6a+ *

Highball. The hanging fin direct.



4/ Shaken Not Stirred Font 6a *

The right-hand side of the arête to a small flake above a bad landing.

5/ M Font 6a+

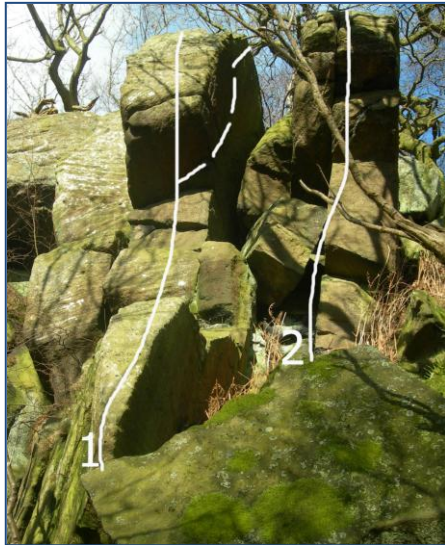
The right-most line on the wall is green and tricky.

On the next block is **Goldfinger** Font 3 up the centre and **Q** Font5 technical stuff just right.

To the right and low down is a **Steppe Rib** Font 2 The stepped rib and wall above. Just right is **Live and Let Die** Font 3 The green and dirty rib. The easy **Tonic** is the very obvious square corner in the next block.

You Only Live Twice

Over to the right is a pair of steep prow.



1/ You Only Live Twice Font 6a+ *

The narrow tower full-frontal or easier on the right. Highball.

2/ Man With the Golden Gun Font 6b *

The centre of the tooth, following the crack. Highball and with a nasty landing.

Lemon Twist Easy

The next block. Past a big branch.

Vodka Easy

Next block with a big crack.

Smirnoff Easy

An extremely vegetated poor problem on the small block

The Prow

The last problems are on a fine pointed prow 20m to the right.



Licence to Kill Font 6b

The rib by leaping from the boulder on the left. Seriously!

So Pussy Font 7a **

SDS. The classy prow climbed direct. A very good problem.

Thunderball Font 4+

The wall past a shallow runnel.

On the other side of the main road is **Area 10 Graffa Plain**. A small set of blocks but with some very good problems.