

Brimham East of the Main Track and the Outback



The circuit begins along a set of blocks that top a vague ridge close to the Main Track leading from The Main Car Park towards The Cafe/Kiosk and Brimham House. It then heads off into the wilderness across a grassy valley to tackle walls and blocks to its east. The feel is generally more open than is the case for a lot of Brimham and some fine blocks and edges will be encountered on the way.

A short way along the track is the entrance to The Overflow Parking. Continue 40m past this where a grassy depression descends to the right. There is a rounded block on the north side of this.

Rounded Block



On the south-facing wall are three problems. The rock is a bit sandy.

1/ Rounded Nose 6b

Slap up the rounded nose on the left.

2/ Rounded Traverse 5

L-R traverse.

2/ Round Pockets 5+

Middle of the wall holes.

Another 50m along the track there is a low cluster of blocks on the right.



Jim's Mantel Area

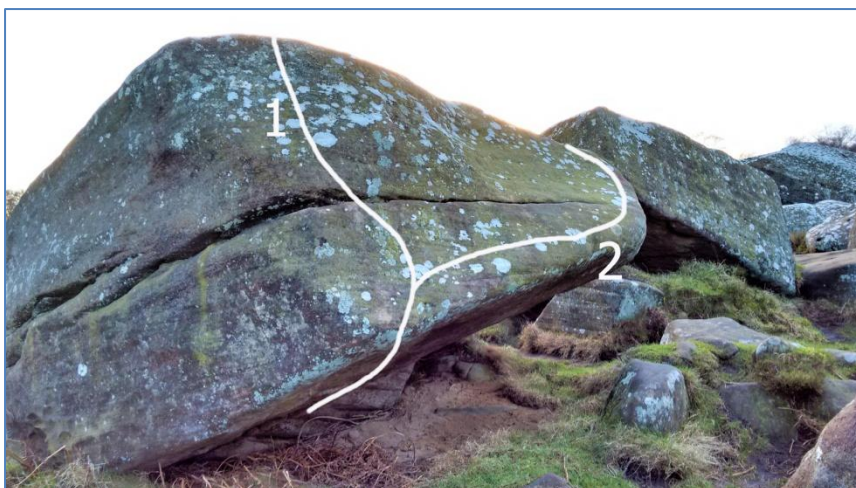
The first problems are on the south facing side of the **Apple Block**. This is the block closest to the track.

1/ Apple Crumble 6b

Pockets and slots lead up the wall. A bit crumbly.

2/ Apple Arête 6c

SDS. The blunt arête to the right.



In the cluster of low blocks across to the right and up a gap is a little but good, low roof facing north.

1/ Jim's Mantel/ Hillbilly Loving 7a *

SDS. Left side of the roof.

2/ Andy's Traverse 7b **

SDS. Traverse the lip with plenty of heel action to finish by a tough mantel.

They Can't All Be Prow'd 7a+

Sit start the small hanging prow to the right of Jim's Mantle above a stepped landing. After a fight with the scrittle, use heels and guppies to top out.

On the low rounded boulder opposite also facing north.

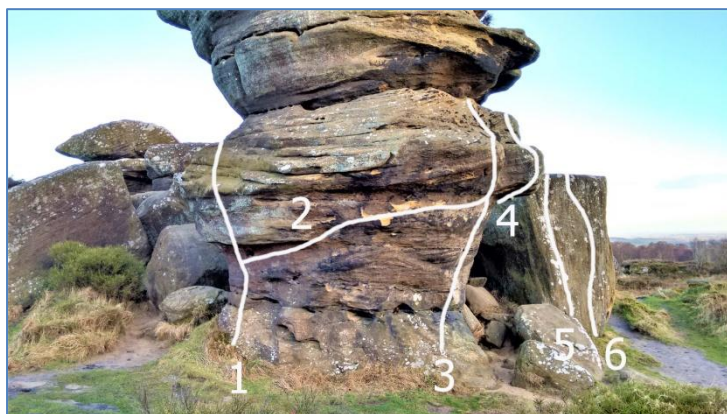
1/ 3' 10" 7c+ *

SDS. The obvious arête starting from the slot. Difficulty beyond comprehension – or is that compression?.

Another 60m along is a big block just off the track with a small cluster on its right. There is a big jumble just behind.



The Blacksmith



1/ Cocoa Wall 6b+

On the cafe facing side on pockets to the first break

2/ Cocoa Traverse 6b

L-R traverse from same point to finish up the runnel to break.

3/ Cocoa Club Board Meeting Start 6a

Hole to side-pull to the break. Drop off.

4/ Cocoa Runnel 6a

Right side to the runnel and the inevitable drop off.

The small block to the right is **Swing Arête Block**:

Swing Arête Block

5/ Tempered Steel 4+

The left arête of the block

6/ Swing Arête Left 6a

The arête using the face on the left.

7/ Swing Arête 6c *

Balance climbing up the arête. Take care not to further damage the footholds by over-brushing.

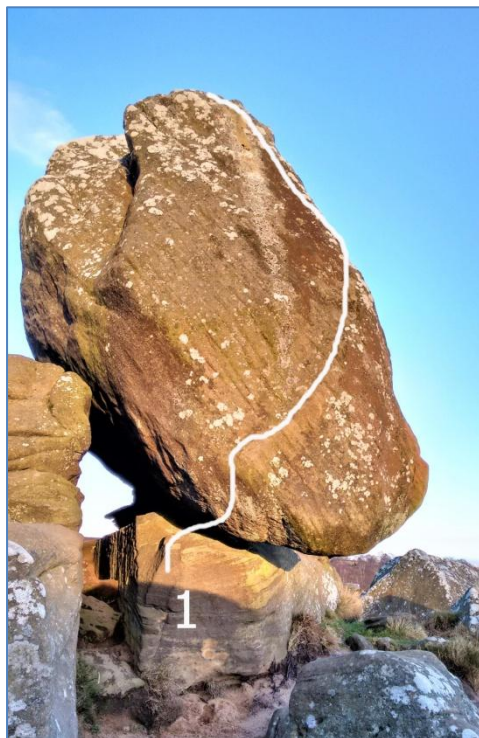
8/ Swing Time/Swing Arête Sit 7a+ *

SDS and up the original



Behind this block is a big balanced boulder with a striking arête.

Fantasy League



1/ Fantasy League 7a+ ***

Starting under the roof pull out to gain the ramp and follow this up to gain the arête. Finish up this.

2/ Striding Edge 6a+ **

Step off the adjacent boulder and cool your way up the arête.

3/ Dreamcast 7b **

SDS to the right on the underlying block. Powerful pulls on the dishes may gain Striding Edge.



4/ Lookout Wall 5+ *

Behind here is a pointy anvil shaped block. Climb the east facing wall. Quite high and not easy!

Flower Pot Area

Another 50m along is a group of blocks. Starting on the north side are some good problems that can be green but are worth seeking out if clean (you could clean it!). There are two blocks split by a cleft. On the left hand block:



1/ Project

Gritty nose

2/ Bill and Ben 6c *

Super techy – wall on features.

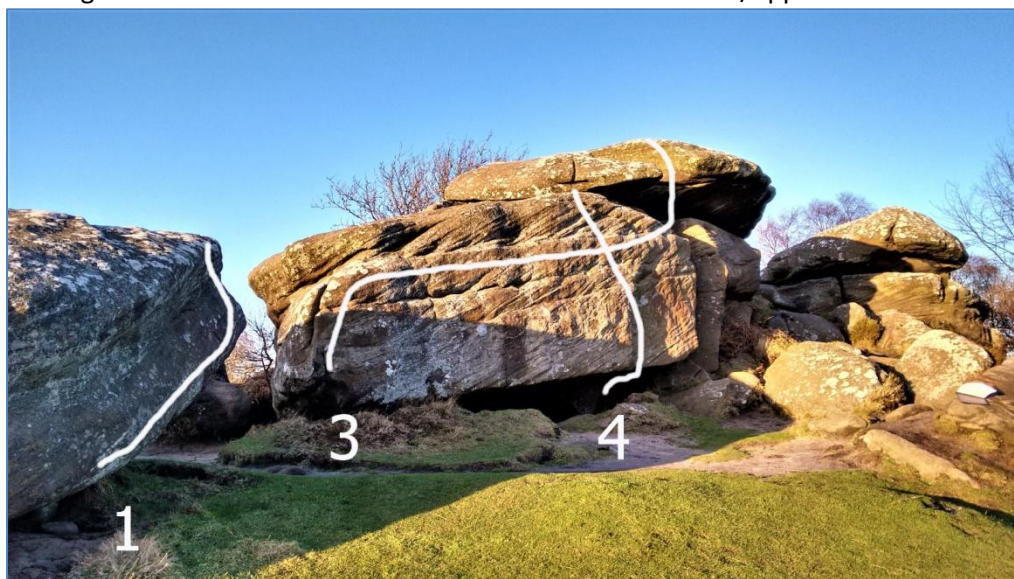
3/ Flobbalobba 6a *

Techy – up features in the centre of the face.

4/ Hussefelt 7c+ ***

SDS. Crank the left nose of the right block from very low.

Coming around on to the south face there is a boulder behind/opposite.



Left Side Story 6b

SDS. Use slopers to traverse right and up the arête.

Project - Skinned

SDS, Right side. Up and around the corner and up the wall.

Back on the main blocks:

Guy's Traverse 6a+

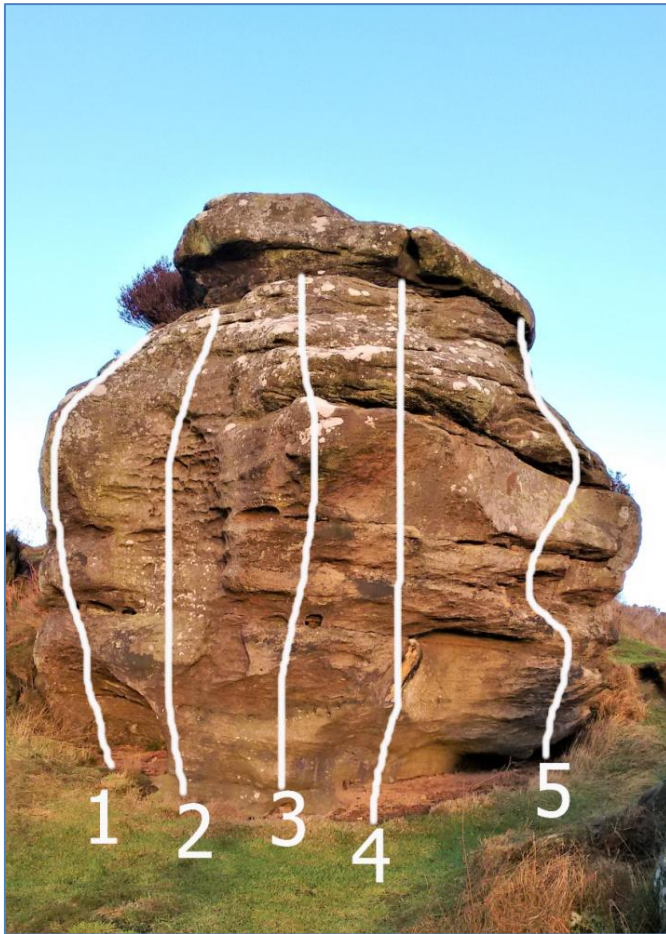
Traverse the break rightwards and over the bulge top right.

Caveman 6c *

Sit start from layaway (RH) and sloper (LH). Difficult escape over the small roof

Mick and Dick's Wall

North of here and by the path is a round block. Across to the east/right is an isolated and distinct steep wall (behind a small block cluster) that has a number of steady problems and traverses. A great little warm-up venue though the finishes get scrittly so maybe drop from the top break?



1/ Ribald 5+

SDS. The rounded left rib from the holes. Needs a clean.

2/ Honeycomb 3+ **

SDS. The scoop on fine features.

3/ Blinkers 4 *

SDS at the hole. Climb the vague rib by a couple of throws.

4/ The Tongue 4+ *

SDS at the tongue shaped hold and pull upwards to finish past flake holds.

5/ Steep and Slabby 5 *

SDS on the right. Weave your way up to the ledge and slab to the left (or step off right).

6/ Hippy Shake 6a+/b *

The traverses can be done individually with various finishes but a good link is to SDS as for Ribald. Traverse low right passing the tongue then up to the middle break. Back left to Honeycomb, up and back right along the top break.

Further north and running eastwards from the cafe is a set of protruding blocks that may or may not have some potential.

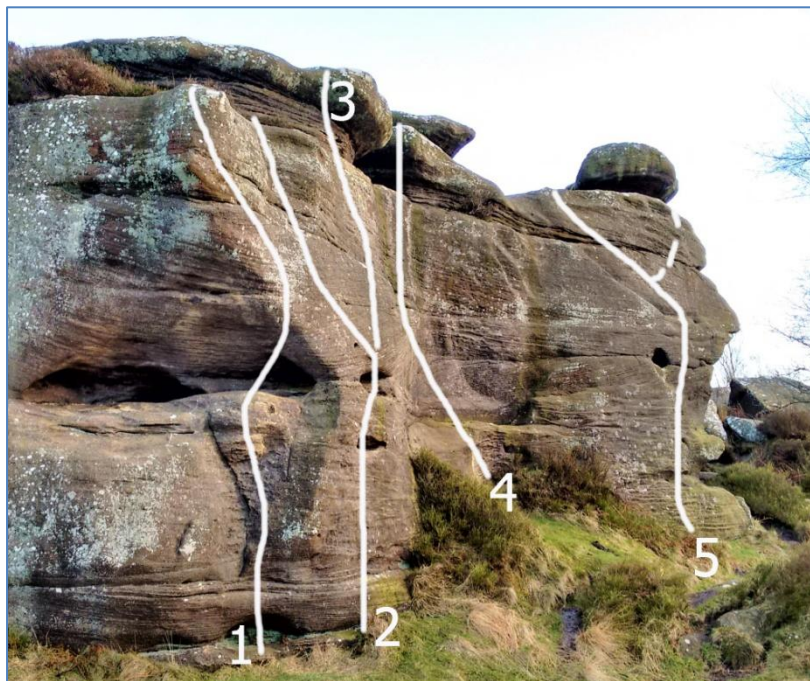
The Outback

In the distance over to the east, across a shallow grassy valley/depression is a series of blocks and buttresses. The valley runs down past Hidden Roof towards Heart Shaped Slab.



The northernmost big buttress is **Kangaroo Wall**.

The wall is in the YG Guide as route territory though they don't run to gear and are basically highballed. You decide. A few of the cleaner ones are offered for your delectation:



1/ Road Rage Experience

7a+ (E6 6c) *

Above the cave some rather sandy edges and the edge formed by the groove lead to a thank god hold. Bring as many pads you can get.

2/ Dame Edna 6c+/7a (E4 6b)*

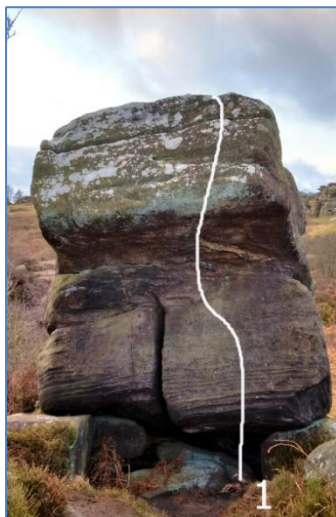
Up to the hole then the shallow groove with much trepidation.

3/ Botany Bay 5+ (E1 5c) *

To the hole and then a tough mantle gains the ledge – you hope.

4/ Sir Les 6c (E3 6b) *

Centre of the wall – rounded layaways may help.



5/ Kangaroo Wall 4+/5 *

Morpho. Up to stand in the hole. Gain the ramp by a mantle. Easily left or harder moves up the arête.

Kenny Boy's Bum

On a block above and right this area is a distinctive bum shaped block (looking at the east side).

1/ Kenny Boy's Bum Crack 6a * SDS. Start on crimps at the bottom of the right bum cheek, then move through the overhang easily and mantle the roof using a jug on the right hand side.

Hidden Roof

Back past a tall tower and down towards the shallow valley is a black roof and a rippled wall to its right.



1/ Hidden Roof Traverse 7b **

The oft underestimated L-R traverse under the roof and across the wall. Harder since a hold broke and rather fingery!

2/ Hidden Roof Rib 5+ *

The bulging left rib of the crack.

3/ Hidden Wall Reverse Traverse 7a/+ *

From Hidden Crack leftwards

4/ Hidden Crack 4+ *

Nice crack to escape to the ledge

5/ Hiding Wall 4+ *

Eliminate with grand moves just right of the crack

6/ Hidden Wall 6a+ **

The challenging centre of the wall is very good and harder than it looks.

7/ Take a Hiding 5

Middle of the overhanging wall to the right of the cleft.

Cracked Block

Just to the right is another block.

1/ No Hiding Place 5+

Pocket to shelf to top

2/ The Hole World 5

Hole to break then right

3/ Gallows Arête 5+

Right arête starting on the right.
The old tree has now gone.

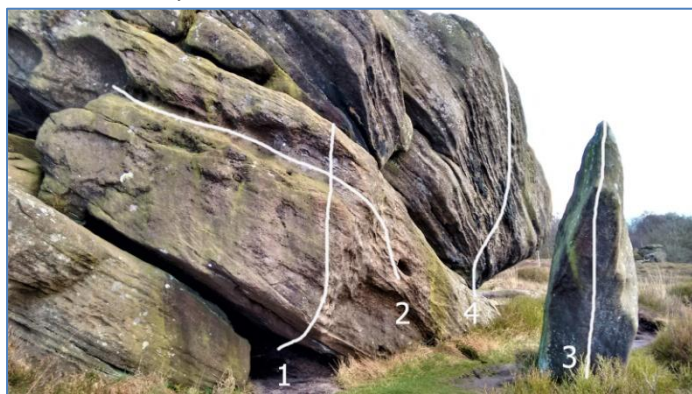


Heart Shaped Slab Left

The beating heart of the outback is down the valley and close to the main road, some 150m north-east of the Overflow Car Park. The main event is a large leaning boulder. Around to the left of the slab is a wrinkled wall and a phallic block. There is also a cave over to the left:

The Cornish Pasty 7c+

SDS in the cave. Use a sandy flake to gain the lip then struggle upwards. Unfortunately the top has become scrittly.



The first problem in the main area is on the left supporting wall.

1/ Flat Arête 7a

SDS. Small hanging and rounded arête.

2/ Flatline 6b *

SDS with hands in rounded slot. Crimpy ripples lead left. Go around the arête and finish on the juggy break.

3/ Phallic Slapping 6c *

Opposite Flatline is a short, free-standing prow. SDS. Spank your way up this.

4/ Just Jump 5

Wall left of the slab using a jump.

Heart Shaped Slab

1/ Love Scoop 6a+ **

Pressing moves up the scoop.

2/ Vision On 6c+ **

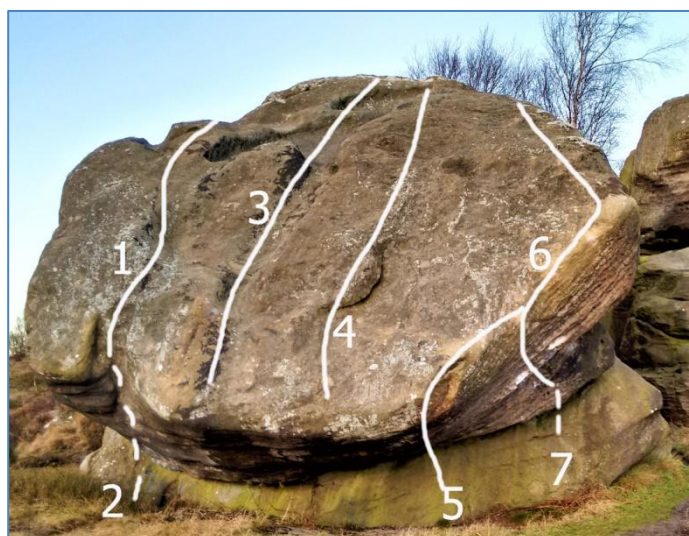
SDS to Love Scoop – RH possible finish too.

3/ Pulse Rate 5 *

A dish best served cold. Centre of the slab.

4/ Just Do It 6b+ *

Mantel on - using the obvious layaway.



5/ Dead Man Walking 7c+ **

SDS just right – no plinth. Heels on and using ripples go up the full arête. **Heart Mantel 5** gets onto the slab from standing.

6/ Heart Shaped Slab Arête 6c+ **

From standing and using the undercut, get your mojo working and tackle the arête and slab.

7/ Heart Shaped Slab Arête Sit Start 7c **

SDS – no plinth

Heart Shaped Slab Right

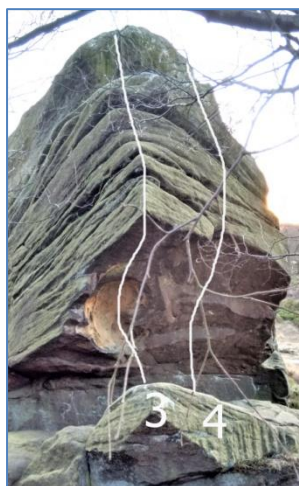
Around the corner and either side of the gully.

1/ Rip wall 5

L side of slab around the corner.

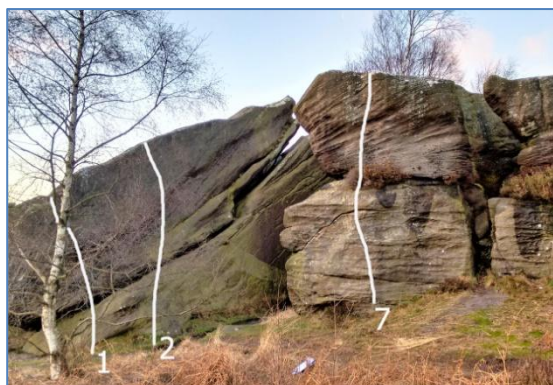
2/ Overhand Wall 4

Wall to right.



3/ The Lip 6a

SDS. Flake under roof then left edge using the lip.



4/ Underground 6b

Centre of the back roof avoiding falling into the hole.

On the block behind is:

5/ Under the Ledge 6b

L-R traverse on slopers just under the ledge.

6/ Gap Traverse 5+

Low traverse then up the arête - starting by the gap

7/ The Unknown Warrior 5+

To right of the arête. Jump off the ledge to the bowl at the top. A surprisingly scary outing.

Beep Been Neeson Block

Hiding away about 250m along the road SW of the Hare Heads parking area and on the north side of the road is a low overhang block. Unfortunately the rock under the roof is brittle and the 'up' problems tend to be unsatisfactory. Traversing using the better rock provides a solution.

Beep Been Neeson 6c+/7a

A nice R to L traverse is a good arm-tester.

Sean Stephens 2022

Another traverse goes in the opposite direction starting low on the left and finishing around the right side.



On the opposite side of the main road is an uninspiring block with three problems;



Tall Tower

1/ TT Crack 4,
Cracks facing the road.

2/ Grey Wall 5
Centre of grey wall.

3/ Tower Front 5+
Front of the tower.

Low Rippled Wall

Beyond the Tall Tower in the wood is this nice wall but it has limited potential

1/ Low Traverse 6b *

SDS. L-R traverse with feet on bottom (dirty) break.
Finish up the rib

2/ Low Wall 5+

L side of the wall and over the roof.

