

Brimham - The Central Area

A fine circuit with some of the most travelled problems at Brimham and some neglected goodies. A varied array of edge and block challenges.

Walking up the main track towards the Kiosk and toilets one passes a broad grassy area with a big tower on the right (looking down) and a long (usually very well chalked) wall on the left. The left wall is the **Niche Area** and is on the return leg of this circuit. Just past the Kiosk and Brimham House, where the path turns right towards **The Dancing Bear** and the **Beyond the Cafe Circuit**, is a pointy block on the left. This is **The Prow**



The Prow

A couple of fun problems.

Prow Left 5+

SDS. Climb the rails on the left side of the block to top at the apex.

The Prow 6a+ *

SDS. Climb the block using both arêtes.

Prow Right 6b/+ *

SDS. As for The Prow but start with low RH arête and LH hold on the face

FRA Tom Shillito 2022



The Potty Area

Straight in front is a set of big block/pinnacles. **The Potty Area**. These are above the **Lover's Leap Area**. There are some good problems on the face overlooking the drop



Dave Sutcliffe on The Throne

Pottytime 6a+ *

Climb the flake but remember to save something for the top-out.

Pottyside 6b

SDS at roof. Up to hole then left and finish up The Potty.

Potty Scoop 4 *

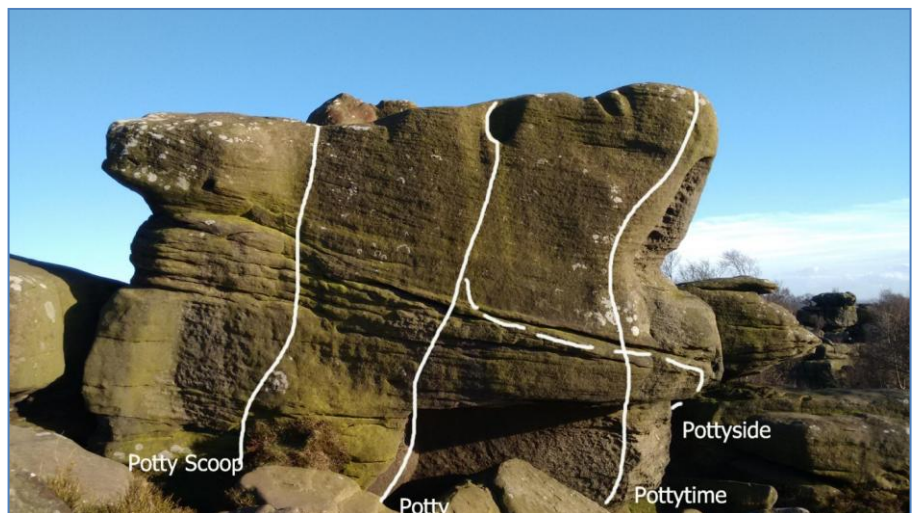
The Easy Scoop.

The Potty 6a+ **

Move up rightwards from the left side of the low roof and then use the break to reach for the Potty.

The Throne 7a **

SDS under the roof and power up to join The Potty



Gonna Need the Potty 6c+ *

SDS. Blunt arête and pocket to sloping ledge. Push it up the faint flake.



The block to the right yields a couple of problems but nothing recorded.

Back around this block can be seen the iron bars that prevent a leap down **Lover's Leap Chimney**. A more conventional descent is a path down the gully on the right. This leads down to **The White Rose Area** but, as you go down the gully, look right to the bulging block that forms **The ESP Block**.

The ESP Block.

A bulging prow above an unhelpful block. High - bring a lot of mats.

One Love 7b+ **

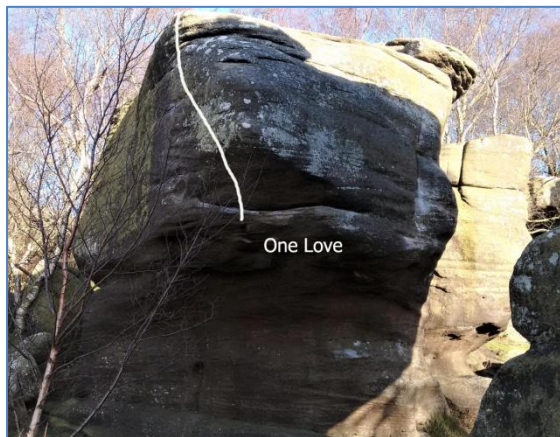
Step off the boulder to reach the flake under the roof then up and left using the arête and slopers with increasing trepidation.

E.S.P. 7b+ ***

SDS on the right and pull round the bulge to reach the flake-like feature and up. Equally scary - 7a+ from standing.

Pocket Arête 6a

Arête on right side of the block.



White Rose Area

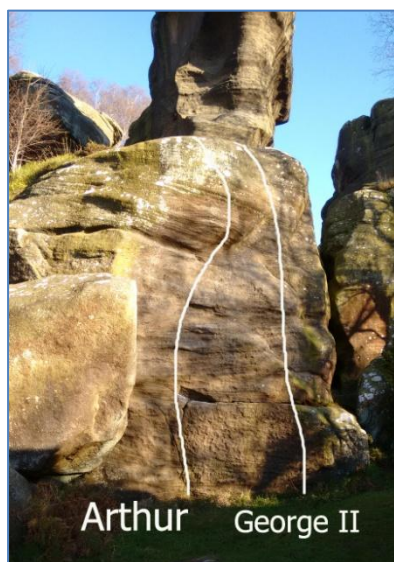
First is a low wall, below ESP, that has a high tower to its right with a scooped wall at its base. Descend the gully and turn right (facing out).

White Rose Flake 5 (VS 5a) *

Big flake and crack to just right of the capstone.

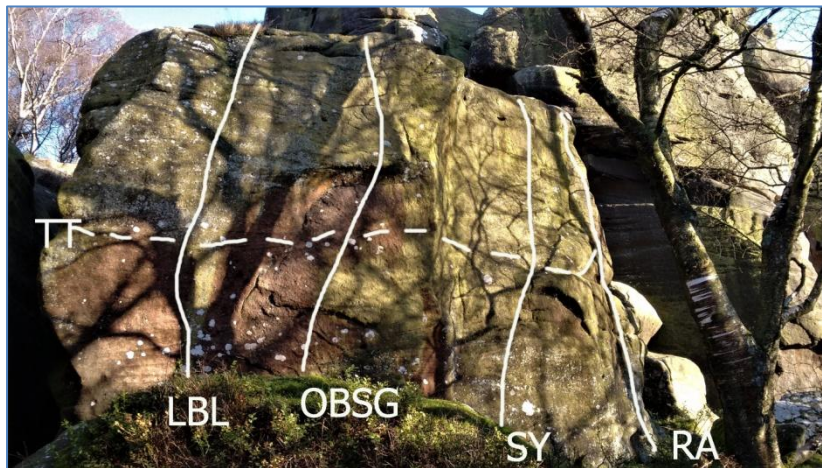


Across to the right is:



To the right is **Old School Wall**.

This is a fine little wall *when clean* though it is a bit neglected at present. It wouldn't take too long to bring it back to life.



Tinies Traverse 7a *

Low L-R traverse on tinies to easier ground and join R arête.

Little By Little 7a *

Wall to the left of the groove.

Old Boys Still Groove 6b **

Groove in the centre of the block on small edges.

School-Yard 5

Wall on diagonal holds.

Right Arête 4+ *

Arête.

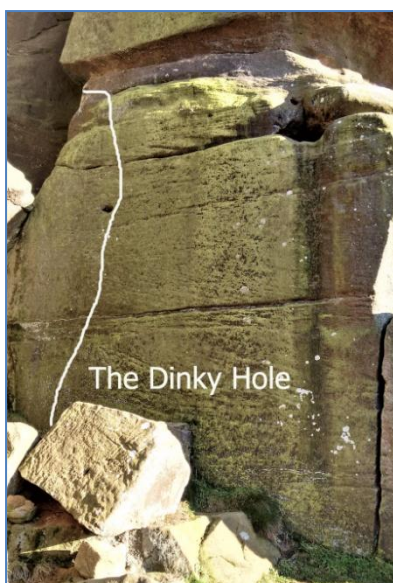
On the block behind is a project – the gritty, grotty arête out of the pit. On the downhill side is:

Crack and Flake 6a+

SDS under the suspended block. Out using crack and right to the flake. A fun problem though the top has become grassy.

Back to the right, crossing the descent gully, is **Lover's Leap** with its obvious chimney

Lover's Leap

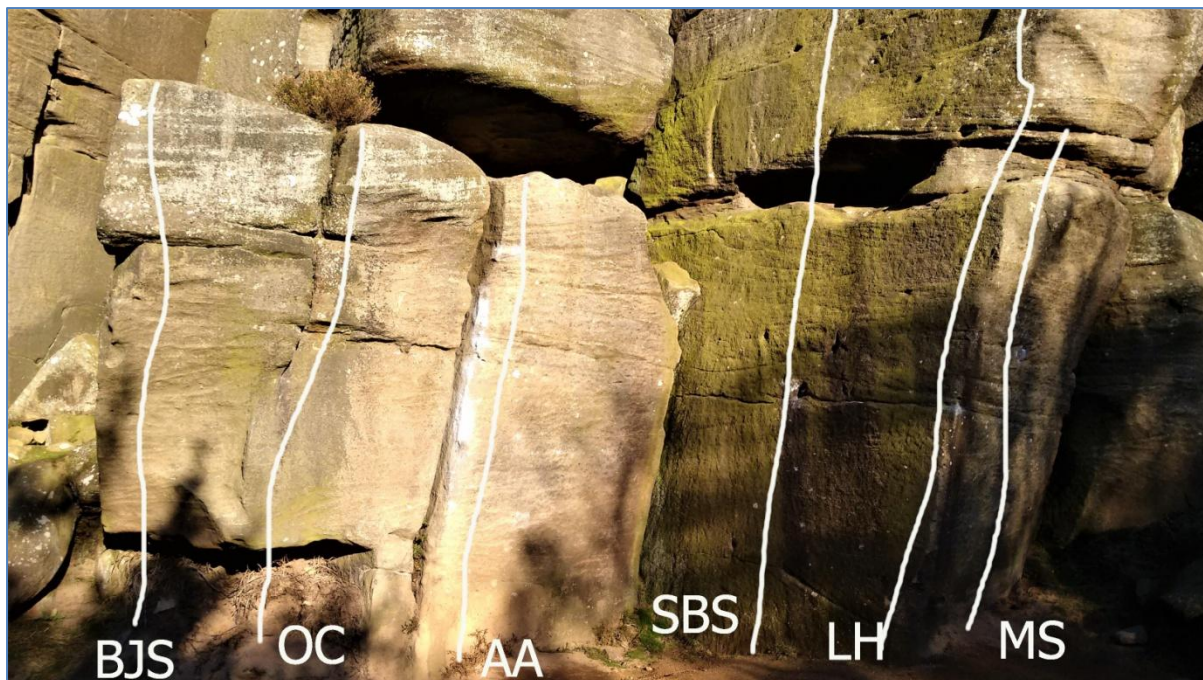


The first problem is at the far left end of the right wall of the chimney. What is holding up the overhead blocks??

The Dinky Hole 6b

Use dinks to gain the hole and breaks. Escape L with care. A bit green.

Better problems are to be found around the corner.



Bilberry Jam Start/Tight Fit 5+

The right arête of the chimney to the first ledge. From a SDS on right side is 6a+ known as **Tight Fit**

Orange Crush 5

The hanging crack.

Lover's Leap Chimney Traverse 5+

From crack left around arête and up.

Anniversary Crack 4

The wide crack.

Anniversary Arête 6c **

The right arête of the crack.

Stepped Buttress Start 5+ *

Centre of the slab to the right using a pocket.

Love Handle 6a *

Right arête on the left side.

Monostate 6c/+ **

The right (overhanging) side of the right arête.

Above and to the right is a 4+ cleft, a fin to a grotty finish 4, a 3 crack, and a couple of 5 arêtes – landings are very blocky and they seldom get done. However, there are notable exceptions:

Super Thuggy Crack 7c

The roof crack. Name unknown?



Rostrum 7a **

Sharp arête upon the right. Sit start in low break. Climb the arête without using the (green) crack on the left. *Mike Gray 2019*

Two problems on the undercut boulder opposite P2, just below Rostrum.



1. Depth Charge 7b **

Sit start hands and feet on the block (feet off the low plinth). Tussle across the undercuts to gain the left arête and a dynamic move for the top. The boulder to the left is out. *Mike Gray 2019*

2. Futtocks 6b **

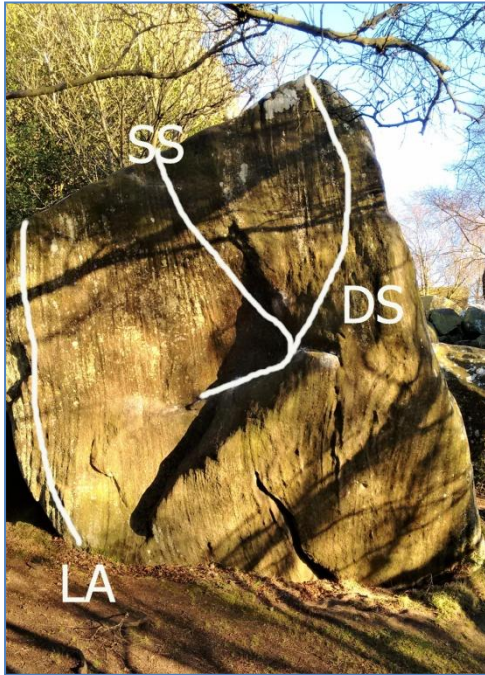
Same start. The Use undercuts to gain the right arête and then the top. *Mike Gray 2019*

Continuing to the right one reaches the well-named **Cracked Butress**. In front of this is a pair of blocks.

Trackside Boulder

By the side of the track at a low level and to the left of the butress.

A slabby block but its left side is steep.



Left Arête 5+
Often green.

Sidestep 5
Ledge then up and left

Darkside 5+ **
Ledge then up arête

Trackside Arête 6a *
The arête direct from a standing start. The **Rightside** of the arête is 6b.

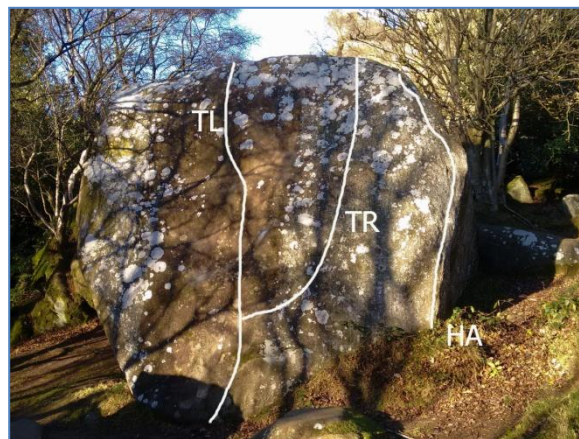
Trackside Left 4+ **
Pad the left side of the slab.

Trackside Right 5 *
As it says.

Heart Arête 5

The right edge. Unfortunately this has become dirty.

Across to the right is a steeper block



Triangular Roof/Racheal's Box

Triang Scoop 4

Scoop in the slab left of the roof. Grassy.

The Archer 7c

Sit-start at the base and follow the lip of the roof rightwards to finish as for Rachael's Box.

Triangular Roof 6c+ *

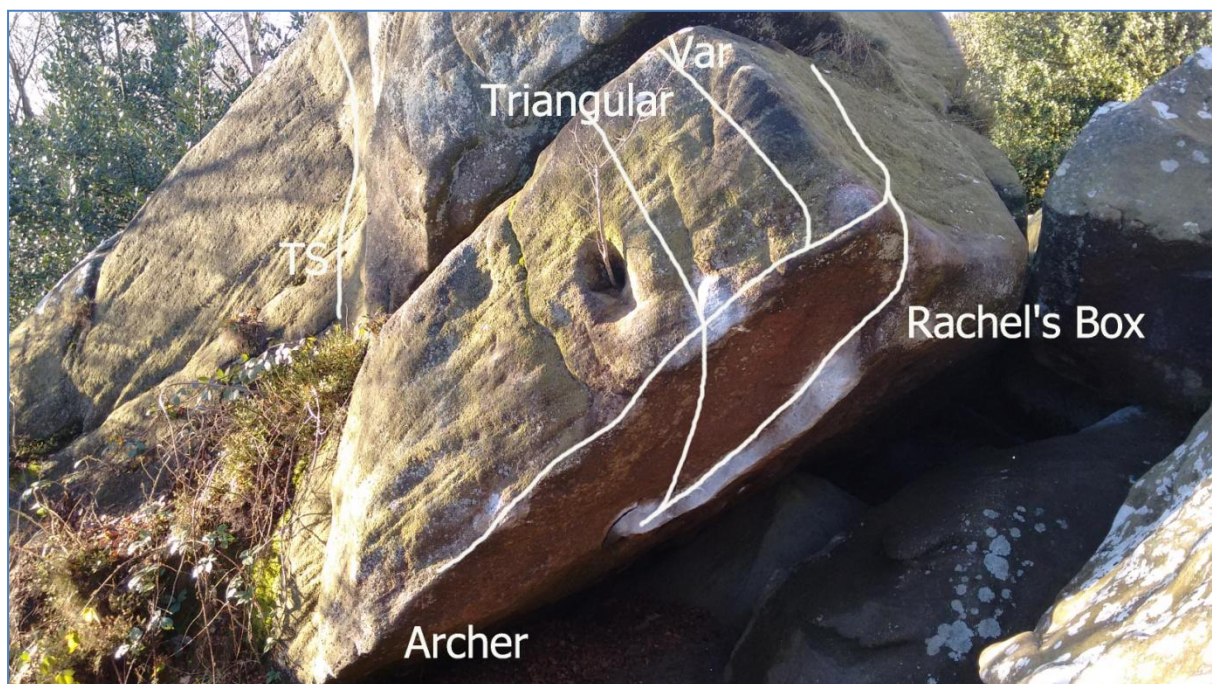
Start on the flake and climb out to the apex of the lip via the small holds along the flake line.

Rachael's Box Variation 7a+ *

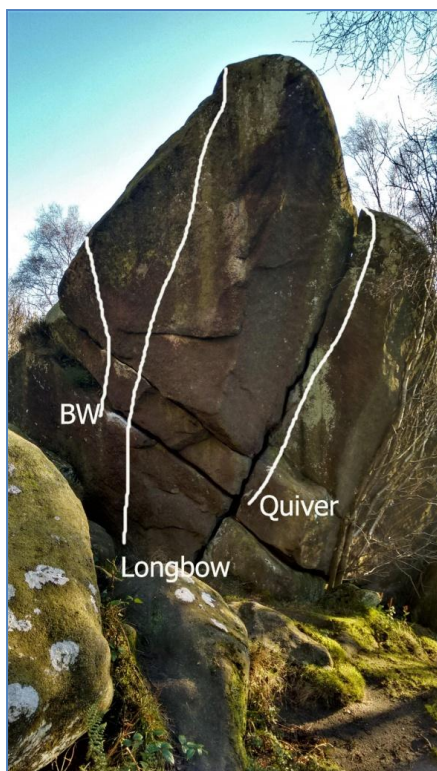
As for the following problem but pull over on left side of the arête.

Rachael's Box 7a+ **

Start on the flake and climb out to the apex of the lip via the small holds along the flake line to pull over on the right side of the arête.



Around to the right is an impressive arête.



Bow Wall 6a+

Wall to left of the prow using arête and a sloper.

Longbow 7a ***

The impressive arête from sitting in the breaks. Follow the arête above using some precarious hooking and good slopers to the rounded top, with a hidden jug right where you need it.



Quiver 4 *

The flake in the corner to the right.

Overhanging Arête 6c **

To the right of (and avoiding) the crack of Quiver. Sit start from the obvious small ledge. Layback the arête without using the corner crack. 6b standing

Mike Gray 2019



Little Tower 5

The small block Behind Bow Wall.

Behind and just right of this last problem, on the main edge is:

Rounded Arete 5

As it says!

To the right is a hanging block.

Hanging Block 5+

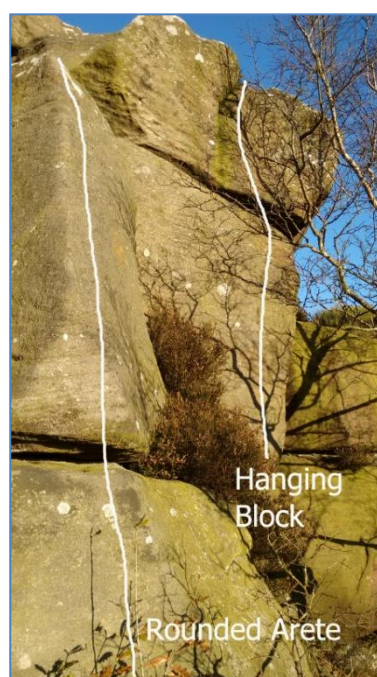
A tricky problem.

On a block below this and behind Rachael's Box.

L Arête 4+

Centre off low break 6a

R Arête from low 5+



To the right is a high arête above a bad landing – 5+

Over a couple of blocks to the right is an arête behind a tree

Tree Arête 6a

Start on a sloper and gain the break then left over the roof.

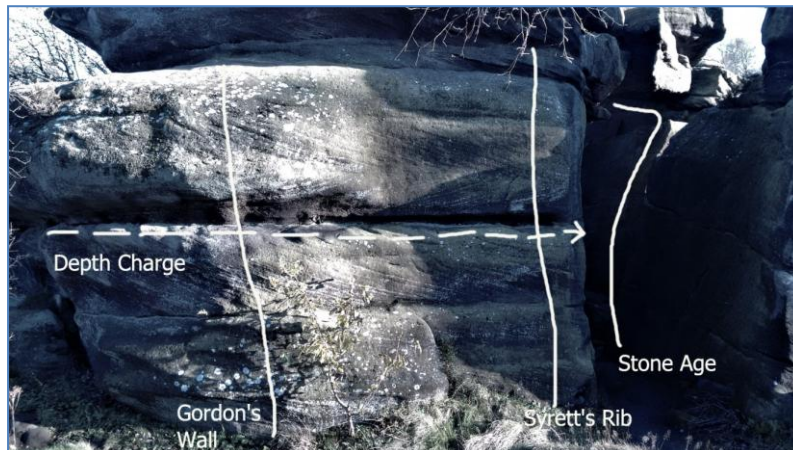
To the right is a deep grotty corner right of the roof 3+, a deep crack 3, and the right side of the arête is 5 but dirty.

A broad grassy break leads from just right towards a triplet of tall pinnacle/towers separated by a T shaped cleft running between and behind the forward two – the mighty **Cleft Buttress**. Here problems tend to be the bottom sections of routes or possible routes with escape being made by ledges or a drop. This latter method is facilitated by flat landings.

The obvious corner/crack of **Lancet Crack** on the back wall of the cleft (straight ahead looking down the forward cleft) is a useful identifying feature.

The Back (North) Pinnacle

The one at the back starting with its left wall (out of the cleft).



Gordon's Wall 6a+

Rounded bulges and a big reach.

Syrett's Rib 6a **

The blunt rib. A master's piece.

Depth Charge 7b *

A very hard traverse along the break and into the depths past the obvious hanging **Lancet Crack**.

Lancelot 7b+/c **8

The fine wall to the right of Syrett's Rib is a future mega-classic

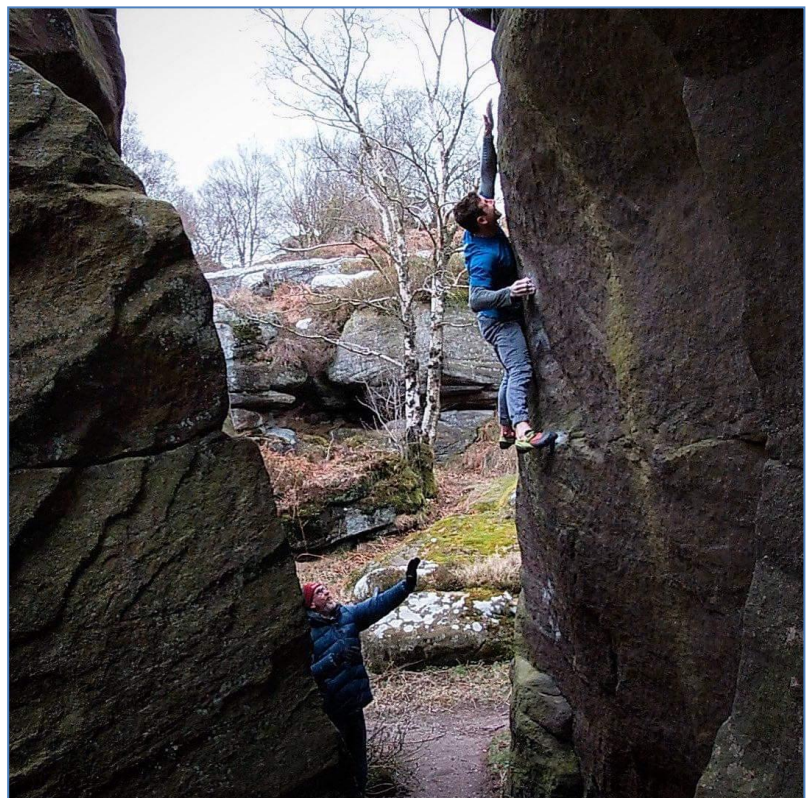
Pass slots to crucial moves to gain the high break.

Dave Sutcliffe 2022

Stone Age 6a

The worrying arête to the right of Lancet Crack to good holds and an escape.

Other lines are possible and may have been done? However, no records have been found.

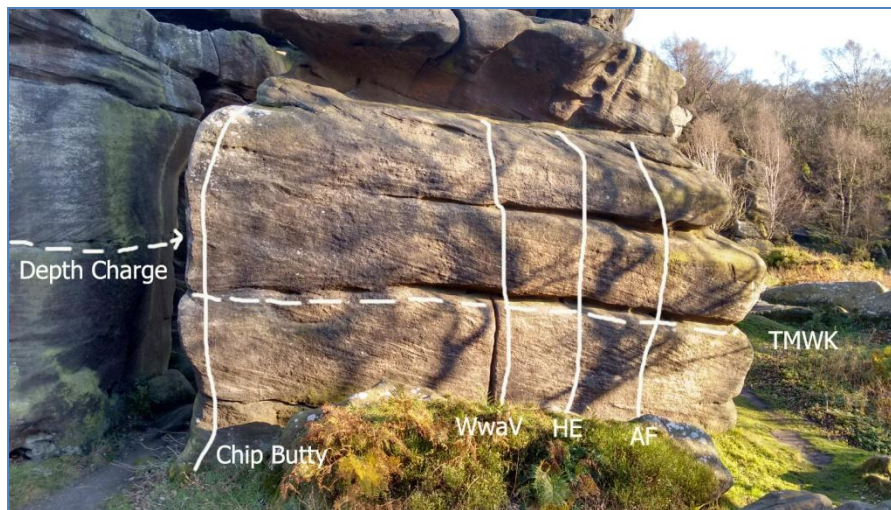


Dave Sutcliffe on The Lancet

The Left (South West) Pinnacle.

Side Wall

Starting around to the left at the arête opposite Syrett's Rib.



Chip Butty Left 4+ *

L side of the arête

Chip Butty Right 5+ *

Right side.

Womb with a View 5+

Crack and breaks to ledge.

Howard's End 5+

Wall past pocket and break to sloping ledge.

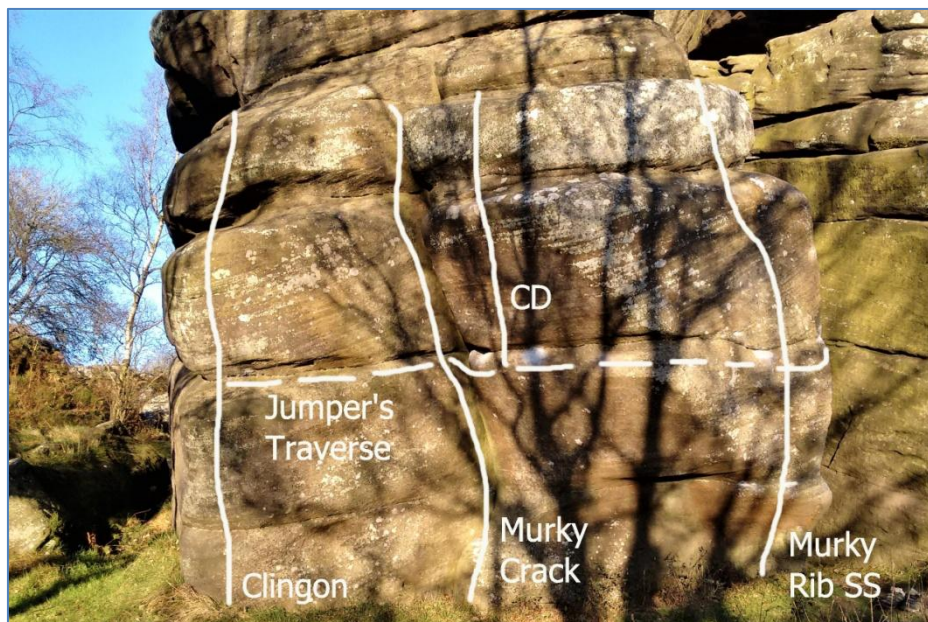
Angel's Fear 6a

Left of the arête using a pinch and dish to each upper break.

The Mirky Way Kid 6b+ **

Long traverse along the break to Cleft Butty. Going the other way L-R and finishing up **Clingon** is **The Longest Journey** – a good 7a *

Front Wall Around the corner is:



Clingon 6c *

Climb the arête to the sloping ledge.

Jumper's Traverse

7b **

Along the break rightwards to the arête deep in the gully opposite Lancet Crack.

Mirky Way 4+

The deep crack – or not!

Cleft Dyno 7a **

From the break to the ledge.

Murky Rib 6c *

The height dependent arête – long slap (6b?) or tricky steps. **Murky Rib Sitter** is 6c/7a ** - as above but from a low SDS.

Cleft Wall Left



The left wall of the cleft is hard to shoot. Problems are best described rather than indicated on the picture.

Murky Rib Right 5+

AKA Cleft Rib

The right side – easy once sorted.

A SDS is allegedly 7a.

Jumper's End 6a

Traverse from left to right arêtes. The last lap of Jumper's Traverse

Mantelshelf Blues 6b

Wall to the right of the arête. Thin pull and high step.

Tin Can Alley 7b+ *

The centre of the wall from a deep pocket.

Pressure Drop 7a *

Right side of the wall.

Around the corner on the back (green) wall is:

The Descent Route Easy.

Right arête of the cleft on its right side.

Disappearing Crack 3+

Crack in the green slab and left of the initial arête of Cleft Butty.

The Right (South East) Pinnacle.

Cleft Right Wall Starting at the arête opposite Stone Age and Lancet Crack, deep in the cleft.



High Steppa 6a

The short pocketed wall above a dodgy landing

The other side of the arête is easy but also has a poor landing.

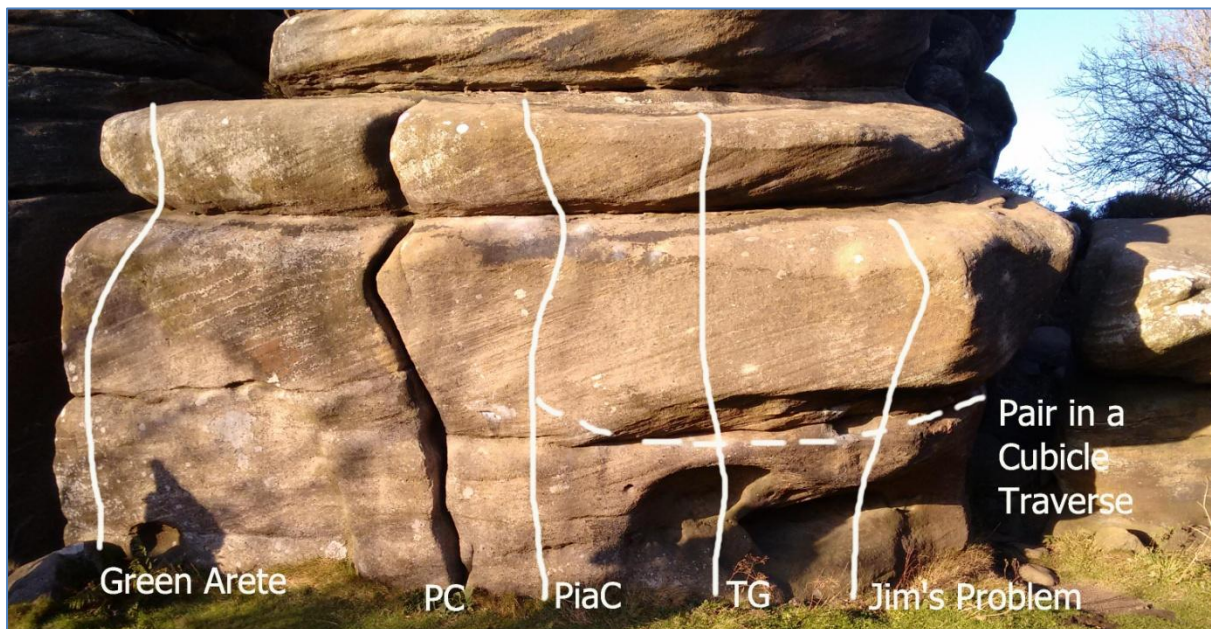
Breaking Waves 7a+

Centre of wall

The Wall 4+

Wall left of the arête. Poor.

Cleft Right Traverse 6b Traverse from right arête to left arête.



Green Arête 5+

Slanting arête climbed on the right. Grrrr.

Pervert's Crack 4+

Well named – to the ledge

Pair in a Cubicle 7a ***

From the undercut pocket. The face split by two slanting shelves to the ledge. It's not over until it's over.

The Governor 7A+ *

Start on the low ledge right of Pair in a Cubicle and go straight up the slanting ledges

Jim's Problem 7C+ **

SDS. Over the bulge using a dish as an undercut/kneebar to a very, very round finish. The big flat shelf is not in for feet.



Thelma 7b+ *

The bulge in-between Jim's Problem and Pablo.

Pablo 7a+ **

The blunt arête using a sidepull.

Pair in a Cubicle Traverse 7b *

Long, low and pumpy R - L traverse along the break to finish up Pair in a Cubicle.

Hanging Nose 6b

The hanging nose at the entrance to the rift.

Slot Machine 6b

Centre of the overlap using the high slot

Rock the Joint 6a+

Rock onto the foothold at the right edge of the overlap.

Cleft Buttress 3

Mantel the obvious ledge.

A track leads down from here back towards the main track and goes into a trench like feature. This is the home for the **Smartie Tube**, a short tunnel through a buttress on the left of the path – pints scored for getting through – lots of points if you get your mat through



Hanging Nose



A previously undocumented pinnacle between Cleft Buttress and Castle Rock, the **Atlantis Boulders** can be found on an elevated grassy platform behind **Cleft Buttress** approx 50m NE and up and left from the **Smartie Tube** (see diag on P1). Lovely sunny spot and grassy landing

Atlantis Boulders

A great wee area with several problems and lots of links/eliminates 4 to 7a+/b. Originally developed by Mike Gray and friends several years ago but recently re-cleaned and with some new additions – FA noted in text. The rock is currently a bit scrittly but is improving quickly with traffic (as with most of Brimham). As a consequence consider the grades as suggestions whilst they settle. Approach from the prominent bend in the new tarmac path or going up from the Smartie Tube gully. See location on the Map p1.

The main **Atlantis Wall** faces west and gets plenty of sunlight and breezes. The landings are flat and grassy. Around to the left (north) is the more, shady **Gully Wall** where some of the landings are better with a few pads to get a level surface.

Gully Wall

On the far left is a bulging block.

1/ Pull on Your Big Boy Pants 5+ *

SDS at undercuts. Pull on and jug your way to glory.

Jim Davies and Paul Clarke Nov 2020.



PC reaches Pension Time

6/Right Step 4+

Start as for High Step but move right.

7/ Atlas Arête 6a *

The dynamic left side of the arête provides some steep, long moves linking good holds. The edge around to the right (on Siren) is out. SDS 6b+/6c depending on your reach.

Jim Davies 25/10/20. SDS PC Nov 2020.

2/ Pension Time 5+ *

SDS. The obvious arête from good low holds. Standing is a good 4.

Jim Davies Nov 2020

SDS Paul Clarke.

3/ Wally 4+

The wall.



Jim Davies Pulling on his Big Boy Pants

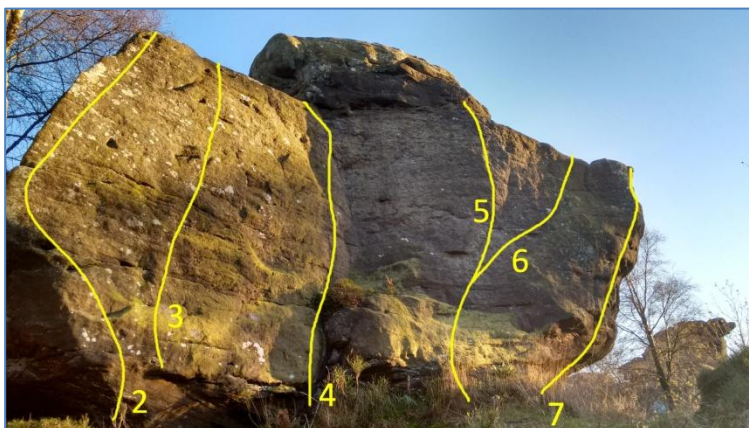
4/ Fossil Groove 2

The easy groove passing the tree fossil.

5/ High Step 4 *

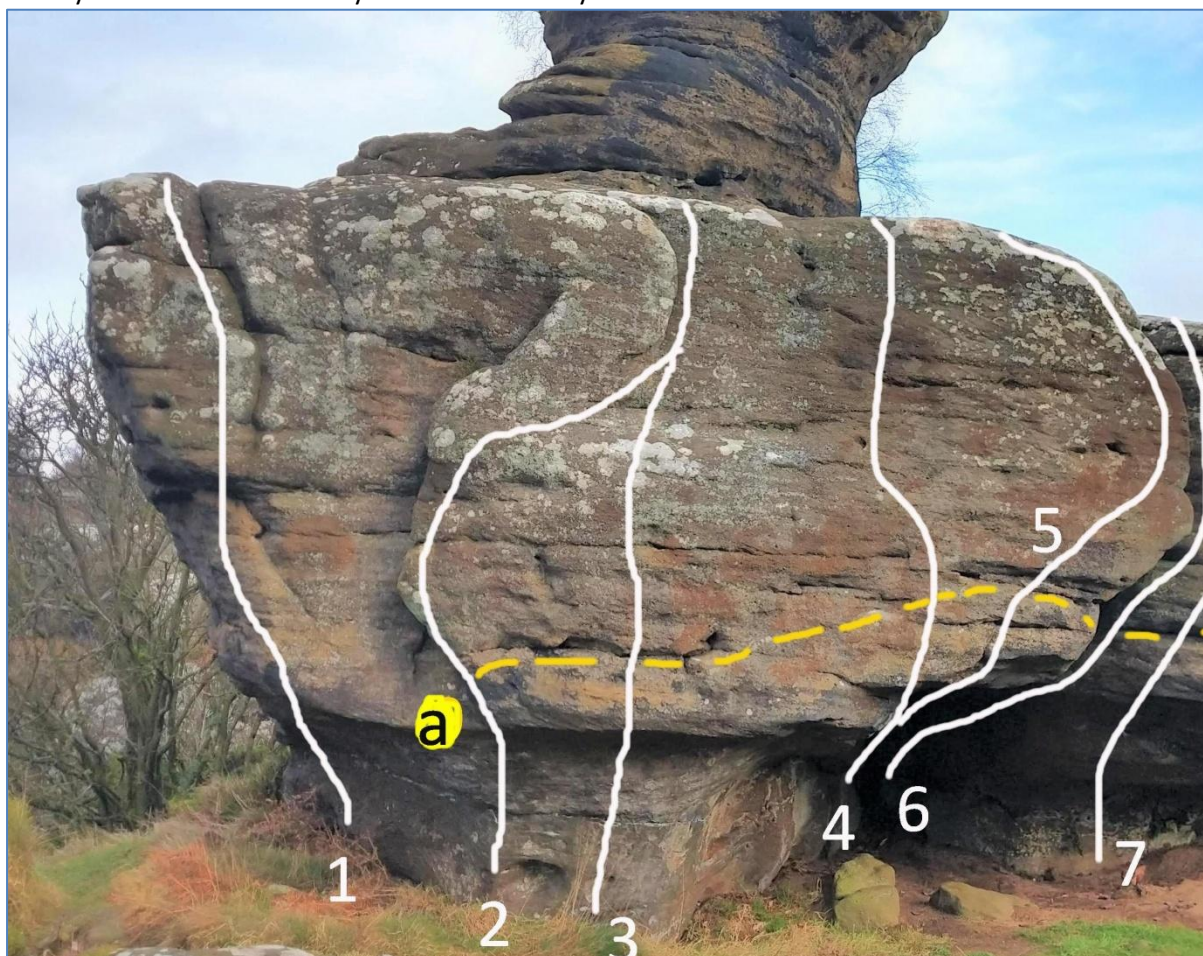
The wall using the obvious long, thin edge.

Dave Turnbull, Paul Clarke Nov 2020



Atlantis Wall

Mostly the work on Mike Gray with some infill by Paul Clarke.



1/ Siren 6a *

SDS. Reach the curving edge just right of Atlas Arête and follow it to the top.

2/ Atlantis Flakes 5 *

SDS. Follow the flake then step right to gain the other one. Font 4 * from standing.

3/ Continental Shelf 7a (or is it harder?) **

SDS. From the slots reach and hang the smooth shelf then gain the flake. Ace sloper action.

4/ Eye of the Storm 6c+ **

SDS. From a hole and side-pull climb out and gain the obvious slot with RH. Reach the eye and storm up to the top. Font 5+ ** from standing. Great wee problem From the back of the roof it is 7a.



Atlantic Crossing

5/ Atlantic Arête 7a *

SDS deep in the back of the crack. Holds on the left side only lead to powerful move to turn the lip. Reach the slot and arête then up and leftwards to the finish of AF/ CS. No right side! Font 6a * from standing.

6/ The Man From Atlantis 6b ***

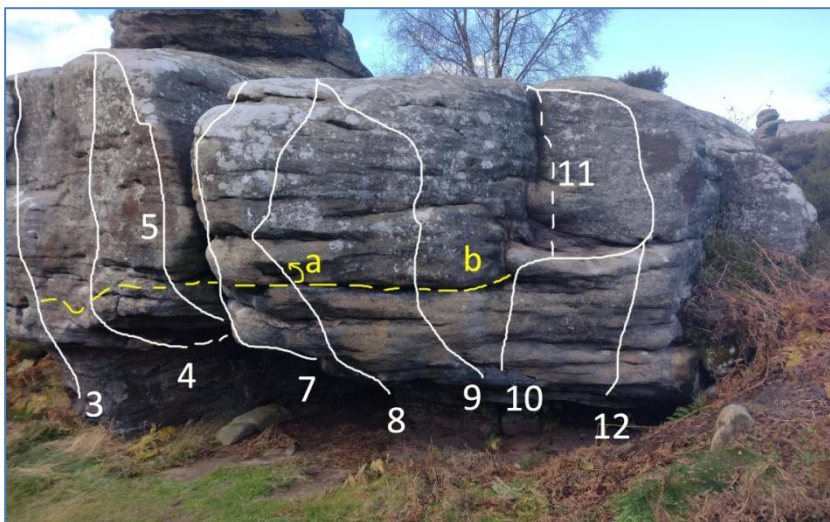
SDS at the very back of the cave. Follow good holds leading ever outwards and then the left arête before pulling right to finish using the crack.

7/ Atlantian 6c **

SDS at good hold with feet on back wall and use only holds right of the crack. Font 6b from standing.

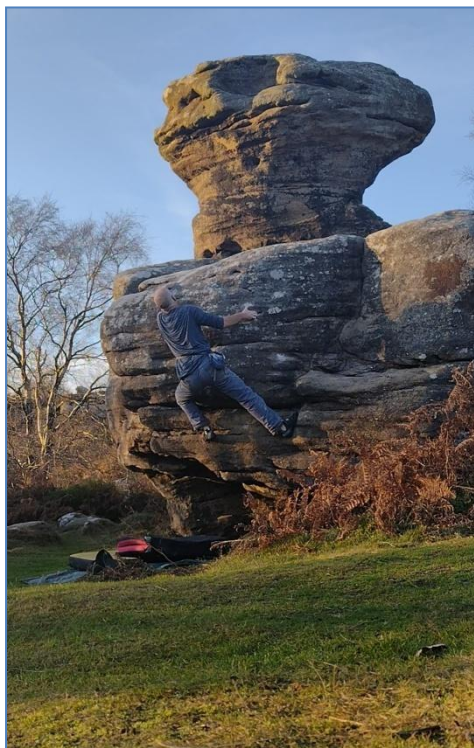
8/ Aquaman 6c+ **

SDS pocket and crimp with feet on back wall. Up to a big side-pull pocket and slot. Reach a sloper and pull over the top using the undercut on the left.



9/ Poseidon 7a/+ **

SDS. From twin slots pull to the break. Using a slot on left and eventually a pocket climb the blunt rib just left of the shelf, reaching left to the sloper on Aquaman and the same finish. *PC 2021*. Ultra direct finish required.....



Paul Clarke on Poseidon.

10/ Neptune 6c/+ *

SDS. From pockets gain the shelf and use the big side-pull to go right to stand on the big foothold. Step up to the sloping top and step left onto the shelf to finish. Shorties will find it harder. *PC 2021*.

11/ Trident ??

The totally mystifying mantel into the niche. A SDS makes it even harder to grade. *PC 2021*

Traverses and Links

a/ Atlantic Crossing 7a+/b **

SDS as for Atlantic Flakes and follow the obvious line rightwards to finish up Aquaman. Easier finishes are available! **Titanic** 6c+/7a * allows you to finish up Atlantic Arete (feet on opposite wall allowed - if you are wrecked).

b/ Earth Shaker 7b ** follows Atlantic Crossing and joins Neptune for a god(ess) like earth moving labour.

C/ Cronus 6c+/7a ** (not marked on topo).
Follow Man From Atlantis and follow the breaks rightwards to a choice of finishes but going all the way adds up to the best pump.
PC2021.

d/ Antediluvian 6c * (not on topo).
SDS under right side of roof at the Neptune pockets. Gain the break and traverse it leftwards to MFA. Follow Atlantic Arête to finish. From the break and finishing up MFA is a nice 6b+.
Steven Phelps (a shorter version) PC Nov 2020.

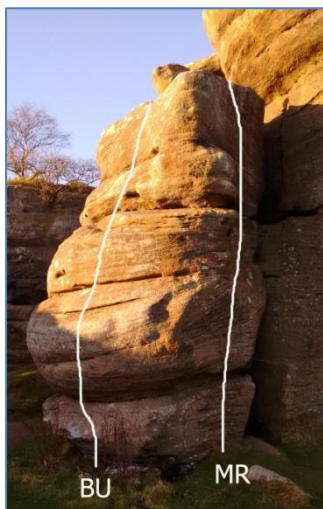


Jess Grzybowski on Eye of the Storm Stand.

Walking eastwards and up towards the long grassy area on the other side of the major path there is a very high tower on the left. This is **Castle Rock**. On the right side of the lawn is the long low wall of **The Niche**.

Castle Rock

A lot of rock and some gives a few good problems (and they provide useful warm-ups for the sterner fair across the way). The first problem is around the back of the rounded nose at the left-hand end.



Big Holes 4+ (Not on Diag)

Big holes then right to the ledge.

Bottoms Up 6a (HVS 5c/6a)

Centre of the bulge on the nose gained a prominent shelf with difficulty.

Just to the right is

Knuckle Duster 6c/+? *

Gain the shelf without the obvious undercut flake.

Tom Shillito 2022



Moat Rib 4+ *

Fun pocket pulls just left of the big crack.

Descent from the height of the shelf is acceptable to boulder these problems.

Castle Traverse 6a+ *

From the crack to the gully staying low until the end.

Moat Wall 6a+ **

The small niche to the right provides a class wee problem. Finishes with a long reach. The SDS is a similar grade.



There are a number of variations Based around or avoiding the flaky crack to the right Font 3 – 5+

To the right is a bigger crack.

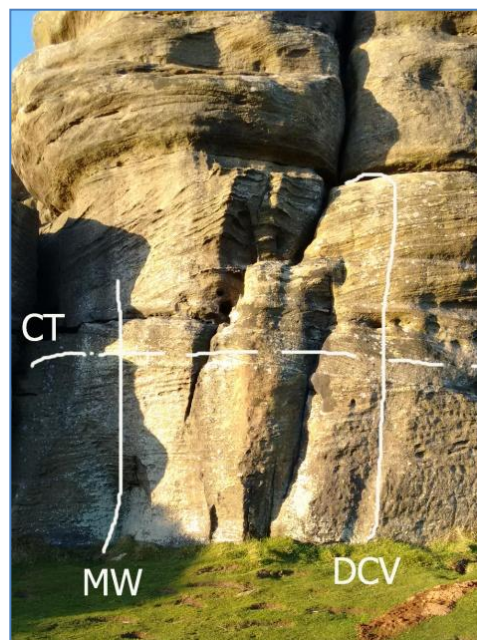
Desperation Crack

Variation 6a

Pocket to protuberance then sloping pockets and up to top break. Escape to crack. High.

Jess Grzybowski on Moat Wall

Moat Wall



Well over to the right is a **Ribbed Wall**.

Ribbed Wall Left 5+ *

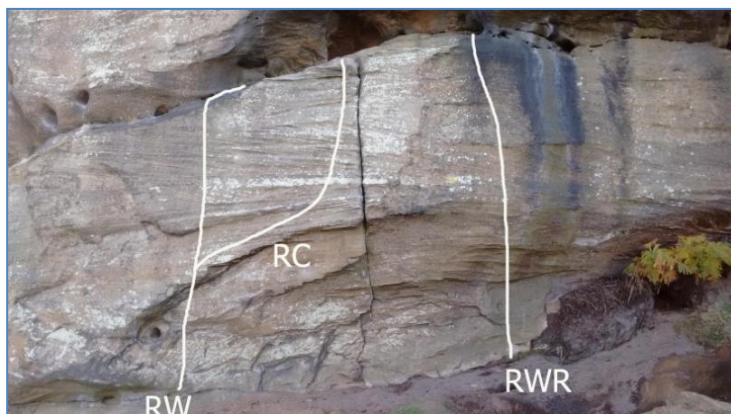
SDS. Pocket and up the ribbed wall.

Ribbed Crack 5

Same start then into and up (or avoid) the crack.

Ribbed Wall Right 6b *

Small holds lead up the wall right of the crack. Escape right. The sitter is 6c+/7a.



North Side - A fun problem is reached from the large ledge on the back of Castle Rock, in the tunnel left of the tree.

A Leg and a Wing 6c *

SDS from a large boss in the low break, facing right. Leg jam the roof crack and pivot to gain holds out right, then dig deep and use your imagination to top out through the offwidth.

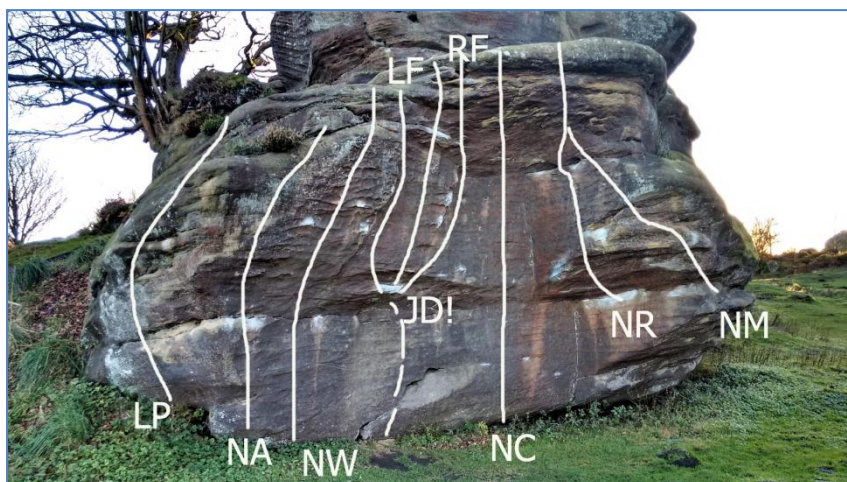
Even more fun is **A Wing and a Prayer 7a **** avoiding all holds but the crack!

Tom Shillito Dec 2019/Feb 2020

Tom Shillito making shapes on Knuckle Duster (previous page).

The Niche

The chalk covered wall opposite. Problems are described stating just to the left of the left arête. Some are very good and, of course, there's The Long Haul. Can be damp after rain.



Niche Ending 6a+
SDS. Slopers lead up.

Niche Arête 6c **
SDS. The blunt prow.
Climbed as a double dyno
off low pockets is 7a+

**Niche Traverse 7b (Not on
Diag)**
SDS. Arête to dish below
the top then cross wall at
mid-height to niche (past
pocket) and up

Niche Wall 7a+ *

SDS. Climb the thin wall between the arête and the flake. Eliminate, but tricky and good

Left Flake 6a+ *

The left flake in the leaning wall to the rounded jug starting at flat jug. A SDS at break and up flake without jug on right is 7a.

Jumper's Dyno aka Niche Dyno 7c **

SDS. Dyno from the low jug slot all the way to the high jug slot. Rumoured to have been done to the ledge above!

Right Flake 6a+ **

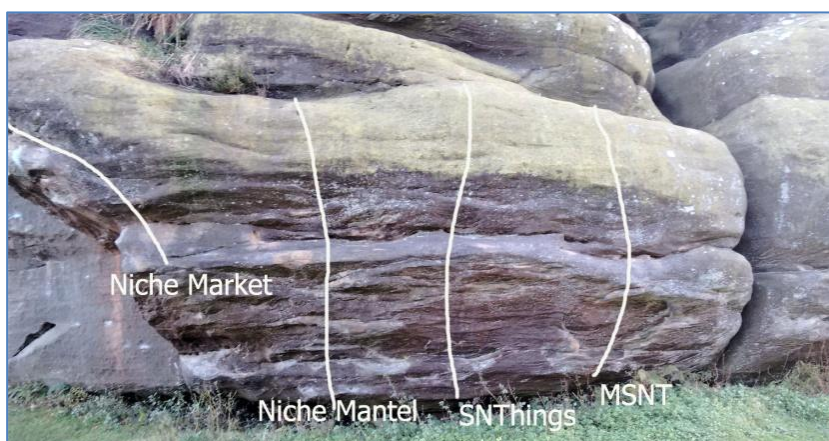
The right flake in the leaning wall to the top jug slot

Niche Corner 6b+ *

The left wall of the corner, right of the flakes, via a pocket.

Niche Roof 6b *

The undercut right wall of the corner starting on jugs under the roof.
An eliminate without the sandy jug is 6c.



Niche Market 6b

The arête of the roof via slopey holds to the finish of Niche Roof. Lots of eliminates are possible.

Niche Mantel 6a+

Mantel up the slopey break right of the roof. Entertaining for spectators!
Other options are available.

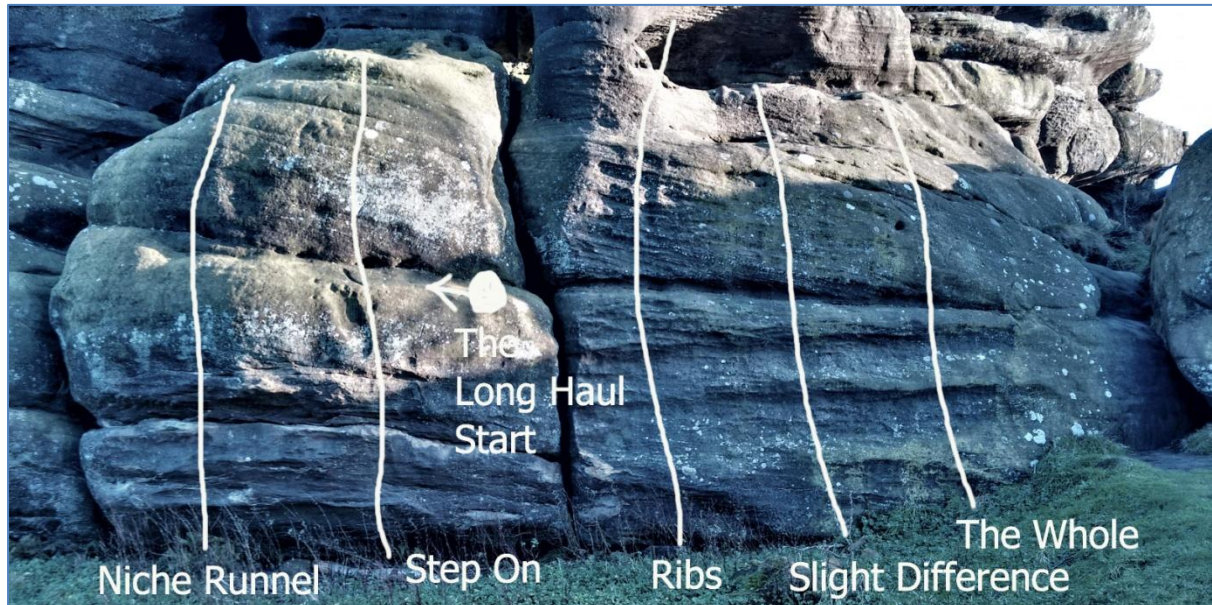
Sloping Nasty Things 6c+

As it says. Needs a brush.

More Sloping Nasty Things 6b+

Less nasty. Left of the crack. Needs a brush.

Right of the first crack is:



The 'up' problems are worthwhile but in need of a good brushing.

Niche Runnel 6c

Just right of the crack.

Step On 6b

Low break. Link features to sloping pockets.

The Long Haul 7b ***

Starting at the far right of the buttress, traverse the slopy break left to difficult moves around the corners. Finish up Niche Arête.

The Short Haul 7a

As for the Long Haul but finish at the jugs after climbing the first arête.

Cracking the Ribs 5+

Ribs and small pocket up wall right of the second crack

Slight Difference 5

Up wall past the break.

The Whole Hole 5

Right side of the wall past a hole.

A Pound of Flesh

Located behind the Niche Area is this esoteric gem for devotees of pain.

A Pound of Flesh 7a+ *

Follow the widening roof crack from the back of the cave on deep jams. Grovel out of the top.

