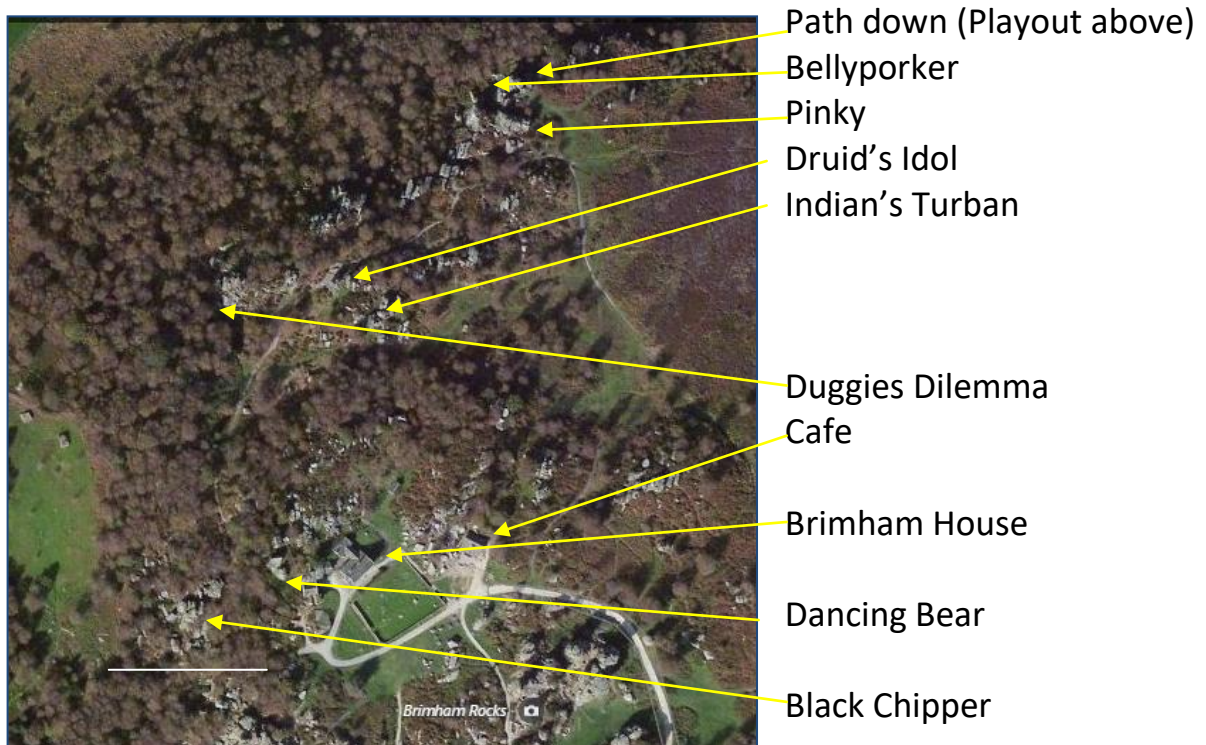


## Beyond the Cafe Kiosk

A great area with some of the best problems (and routes) at Brimham. Several of the problems on the edge are slow to dry but the great majority will be found in good nick on most days. The circuit goes along the main path leading northwards from The Dancing Bear, taking in some fine blocks, before returning southwards along the edge that runs below them as far as the Black Chipper Area.



*The Druid's Idol with Indian's Turban in the background.*



*Ariel view of the area*

**Note:**

Problems in this script come from several sources and some have not been published for a long time. Consequently some are rather green but nearly all would clean up with a bit of traffic and a light brushing.

**Grades:**

As with elsewhere at Brimham there is often conjecture about the correct grade of problems. It is known that some problems become easier as the holds lose any initial scrittle and consequently become more '*holdsome*'. After consulting the great and good the conclusion has been reached that pinpoint precision is sometimes impossibility and that it may be sensible to regard the grade as being '*around*' that stated in the script.

The author takes no responsibility for injury to the boulderer's self esteem and any damage to such should be regarded as a small part of the process of becoming a Brimham aficionado.

**Access:**

Brimham House, the starting point for this section is best reached by heading north from the main car-park. There is free parking further along the road and the same point can be reached in a circuitous manner.

**Risk:**

<https://www.thebmc.co.uk/risk-and-safety>



### Approach

Follow the main track from the car park to reach the **Cafe and Toilets**. The big building on the hill is **Brimham House** and the circuit starts behind the outbuildings that are to its left, reached by going around the bend in the track.

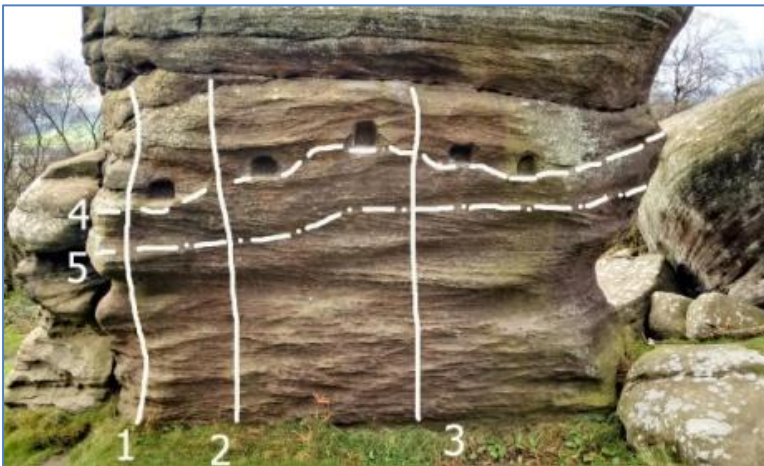
The problems at **Lover's Leap** (Central Area) are behind a small block (**The Prow** – nice little SDS at 6a) that points towards the bend. An ascent/descent path to its right leads down to the **Black Chipper Area** described at the end of this section

### The Dancing Bear Amphitheatre



*From the left; Dancing Bear, Take a Bough, Tender Homecoming, etc.....*

### The Dancing Bear



On the front are some easy routes whilst right of these is a face with chipped slots.

**1/ Left Edge 6b**

SDS. Harder than it looks

**2/ Twix 1&2 6b**

SDS. No holes

**3/ Twix 3&4 6c \***

SDS. No holes

**4/ Holes Traverse 4+**

Low traverse of block using everything.

**5/ No Holes Traverse 7a+ \***

SDS. Low L-R traverse without the holes.  
Easier R-L.

To the right is a jutting prow

### Take a Bough Block

To the left of the prow is:

**1/ Beer Goggles 6c**

Pull on to gain gritty slopers to sloping top-out.  
The old gritty pinch has gone.

There seems to be a project to the right.





left of the undercut right arête

**2/ Take a Bough 7b \*\*\***

Super problem. SDS. The arête with a key heel move. 7a+ if you have a big reach. The tree that gave it its name has long gone.

**3/ Bow Wow Arête 6b+ \***

Nice techy climbing. Climb the right side of the arête using undercuts, crimps and a mono to a high finish

**4/ Sapling Slab 5 \***

Pleasing moves off a very old chip just

Other problems hereabouts are described as - **Green Slab** on sloping holds and past pockets - Font 4+. **The Undercut Arête** towards the path is allegedly Font 5. Grades and/or lines seem puzzling.

**Tender Homecoming Block**



The big square block. The left side of the right arête is **Tender Homecoming** Font 7b/c with many mats (E7/8 7a \*\*\* without) and the wall around to its right, above a crevasse, is **Time and Tide** (E7 7a) \*\*\* with mats filling the cleft a Font grade of 7c has been offered but, again multi-mats are sensible.....

Potential exists on the blocks forming the right side – two have been recorded,

**Slot Arête 6c**

SDS. Right arête on the block at the back of the amphitheatre. SDS in the slot.

Opposite Take a Bough is a jutting block.

**1/ Peckitt's Problem 7b \***

A sloppy looking line.



**Bolt Buttress 5+**

Undercut buttress past an old bolt.

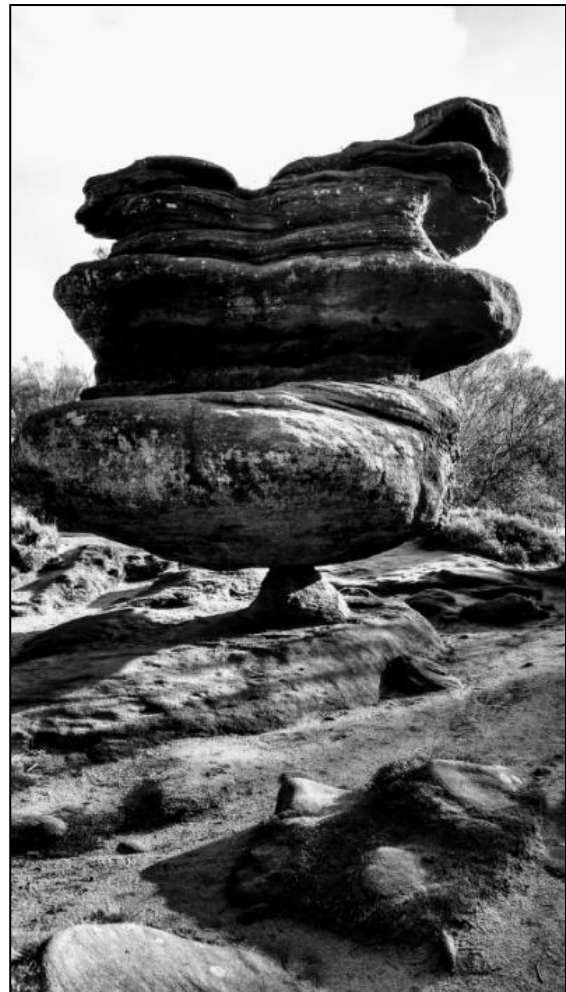
The next problems are along the main path northwards

**Druid's Writing Desk**

Moving along the path the **Druid's Writing Desk** comes into view on the left side of the path overlooking the edge. For reference this is above **Duggie's Dilemma Area**.

Further along the path you come to the mind boggling **Druids Idol**. Around 10 problems have been recorded but **please don't climb as this is now banned**.

*"Eighteenth-century antiquaries could not believe that the fantastic natural collection of gritstone rocks and tors at Brimham, overlooking Nidderdale in North Yorkshire, were not the remains of some ancient, long-forgotten civilisation." The Guardian.*

**Druid' Idol**

### Boat Rock

Just to the east of the Idol is Boat Rock. The wall facing it is:

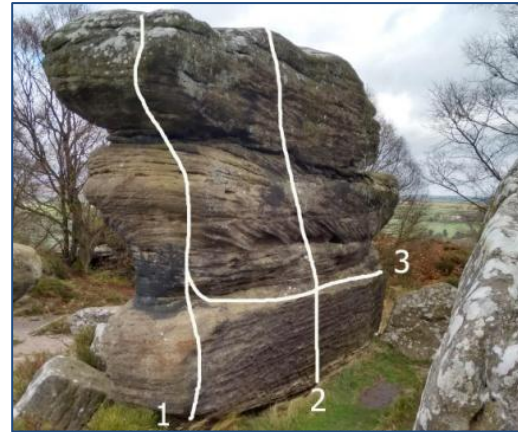
#### Barnacle Bill 3+ \*\*

A fine little wall



#### Boat Front Wall

Around the other side is a banded wall and, facing it, a featured wall.



#### Boat Back Wall-The Yoke of Oxen is to the right.

##### 1/ Boat Arête 6a \*\*

Dynamic and good arête. Climb the bulging arête by a dyno, slap or long reach (depending on height!).

##### 2/ Boat Wall 5+

A long reach

##### 3/ Capsize 6a \*\*

SDS. Traverse the low break and join Boat Arête. A reverse is 6a.

##### 4/ Yoke of Oxen 5+

A R-L traverse of the featured wall opposite. Quite good fun.

### Indian's Turban Group

Behind the last block is a large collection of pinnacles and blocks that host some fine problems.

The first problem is at the back of the north-most block.

#### Bitter Sweet 6b

Highball arête left of the chimney.  
Dodgy landing unless you have a pad-stack, perhaps E3.



The north-facing prow is split by a wide crack cum chimney.



#### Grouch Section

##### The Grouch 7a+/b \*\*\*

SDS. Quality compression climbing on the pointy prow left of a wide crack – possibly easier for the tall and some say the foot lock makes it 6c+ !. Not over until it's over.  
Nor is the grade debate!!

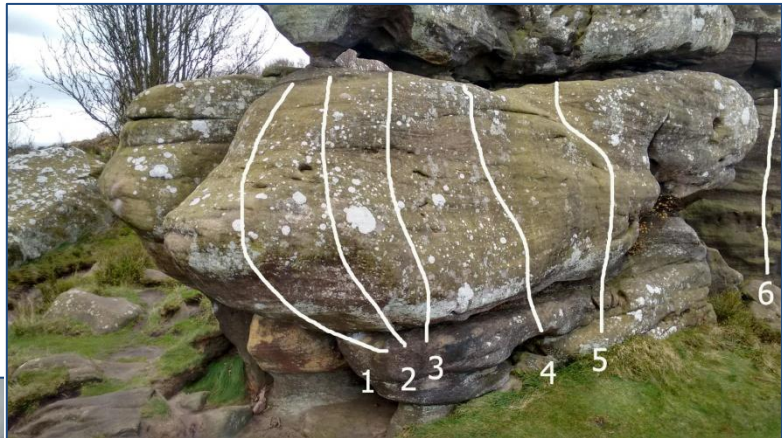
##### Born Again 7a+ \*

SDS. A birthing experience out from the depths of the crack to join the wide crack of Indian's West VS 5b (which many may think is the crux!).

An escape from the thread leftwards is possible for the following problems.

##### Oscar 7b+ \* (not on diagram)

Start as for Grouch but cross the crack and finish up Pounce.



#### Pounce Section

##### 1/ Pounce 7b+ \*\*\*

Overhanging prow right of the wide crack, from a sit start. Again possibly easier if you have the reach.

##### 2/ Ponce 7c+\*\*

Desperate rounded bulge right of Pounce. Sit-start.

##### 2a/ Grouch Traverse 8a \* (not on diagram)

Start up Pounce, traverse across the crack and finish as for Grouch

##### 3/ The Thread Sitter 6c \*

Same SDS as the previous problems but go straight up. Standing is 6b+

##### 4/ Question Time 6a \*

SDS in break just right – obvious big hole. Pull up to obvious side pull, reach left to crimp and gain the ledge. Jump off or escape round to left.

##### 5/ Indians Turban West 5

The scoops from sitting.

##### 6/ Bits and Bobs 3+

As it says. The start of Jewel in the Crown.

The blocks to the right are lower and tend to be greener. However there are some good easier problems and the odd horror.



**7/ Flake Wall 5+**  
Flake and slopers

**8/ Fist Fight 4+**  
Name says it all

**9/ Grottissima 5+**  
Arête using the pocket



**10/ Argy Bargy 3 \***  
Pleasant Crack

**11/ Jibber 4 \***  
Flakes and pockets.

Around the corner and past Harry's Crack (VS) is a sandy wall.



**12/ Sandy Arête 6b+**  
Arête with rather grim rock-over.

**13/ Reachy Wall 7a**  
Wall requires a long reach

**14/ Raj 5+**  
Shallow corner then left and along the break  
Very poor landing.

There are two blocks behind here. The left is well featured:



**1/ Left Scoop 6a**  
Double dyno using just the left scoop.

**2/ Sketchy Bulge 6c+**  
The sketchy bulge on sloping pockets.

**3/ Flake Wall 3+**  
Wall past flake

**4/ Flake Wall Traverse 4+ \***  
Nice Traverse

**5/ Flake Wall Arête 3+**  
Arête on its right side

There is a cluster of blocks away to the south of this area but nothing has been recorded. It has some worthwhile looking lines but they are rather mossy and would need a good scrub.

### **Fisty Sloth Area**

An area facing The Grouch and about 30 m away - a low bulge split by cracks.

### **Three-toed Sloth 6b**

Just left of Fisty Sloth. SDS. Tricky pulls and a sloping top-out.

### **Fisty Sloth 6b+ \***

SDS fist jam your way up the right-hand crack to a rounded top out. If you are here for Born Again this might be up your street

### **Megatherium 6b \***

SDS from low holds. A hard pull gains a slot. Another leads to a sloping top-out.



***Fisty Sloth Blocks***

It looks like other problems have been cleaned here but nothing recorded. Might provide a warm up area for The Grouch, etc.

## Pinky Area



Pinky Block

Back to the path and heading north you come to a superb block and a scattering of good faces both behind it and to its right. For reference the area is above Fag Slab has a number of quality problems.

**Big Cuddles 8a \*\*\***

To the Left of Pinky is a fine new problem. From spanned pull on 1m left of Pinky. Poor pinchy side-pulls and slapping may reach a sloper and mantel. Possibly Font 7c+.

**1/ Pinky 7a+ \*\*\***

The vague scoop from a standing start at the sloping break is excellent. The sit-start is much harder.

**2/ Pinky SS 8a \*\*\***

The sit-start has now been repeated (since the crucial foothold broke).

**3/ Pinky Traverse Flake Finish 7b \*\*\***

The easier, though still excellent, version of Pinky Traverse, starting at the shelf and finishing via a big right-facing flake above the break.

**4/ Pinky Full Traverse 7c \*\*\***

Traverse the sloping break from left to right as for the previous problem but finish around the arête. The SDS, s for Pinky, is at least 8a.

**5/ Pink Bulge 7b/+ \*\***

Climb the rounded arête from a hanging start on a layaway and low crozzles on the left from a crouching start. A very low start is 8a *Dab Varian*

Down left of Pinky is the gully with the **Charming Crack** problems.

Just around to the right are the Perky problems:

**1/ Anthropomorphic Puppet Pigs 6a**

SDS. Arête on its left side. Break to sloper on lip, arête, top.

**2/ Perky 6b+ \***

SDS. Big edge then finish using left arête.

**3/ Perky Direct 6c+ \***

SDS as for Perky but then doesn't use the arêtes.



Perky Block

The slab around the corner has 3 problems; **Ledge Line** (Font 4) to the ledge, **Pockets** (Font 4+) just right on pockets and **The Nose** (Font 4+) right onto nose using creases

**Minidigit Blocks**

Just behind Perky is this sound set of problems all of which are good.

**Minidigit Blocks****1/ Mike's Problem 7b/+ \*\*\***

A fine challenge SDS. Out and up the arête. Pad the boulder behind and don't touch it!

**The Other Side 8a \*\***

Start as for Mike's Problem, but climb it staying on the right side of the arete.

7C+/8A



Dan Varian

**2/ Piglet Wall 4+ \*\***

Wall avoiding the arête??

**3/ Piglet Arête 5 \*\***

Add the sitter for extra rashers.

**4/ Minidigit 6a +\*\*\***

Middle of the wall.

**5/ Smoky Bacon 6a \***

A traverse starting with both hands in the right crack. Balance over to the edge then drop and make it to the corner. Now traverse the shelf.....for ever!

The area below here is **Fag Slab**.

It is reached by walking a short way past Ripples Wall where a narrow descending

path leads down and round to the left (facing out).

**Ripples Wall**

To the right overlooking the path is a pleasant wall.

**Ripples Wall****1/ Ripple Reflect 5**

Left edge of Ripple Wall. Rock up to big side-pull.

**2/ Ripples from a Stone 4+**

Just left of Raspberry Ripple.

**3/ Raspberry Ripple 4**

Centre of the wall.

**4/ Ripple Creek 4+**

Just right of Raspberry Ripple past thin breaks

**5/ Tripple 2+**

Pockets on far right of Ripple Wall

**6/ Ripple Traverse 5+ \* (not on diagram)**

Traverse the wall to finish on the right or, better, go R to L and finish up Ripple Reflect (6a)

### The Edge - Fag Slab to Black Chipper

Below the **Pinky Area** is **Fag Slab** and rightwards (southwards) going back towards Brimham House and the Cafe can be found a series of locations, each of which, gives testing problems though the cleanliness of the rock does vary. There are some stunning challenges and most are worth seeking out. As you move along the edge the popularity of the problems tends to increase and those nearest the house are amongst the best that Brimham has to offer. A developing area **The Payout** (p13) can be found to the north of here.

### Fag Slab Area

Left of the slab and the curving corner of Allan's Crack is a hanging arête.

#### ZooPork 8a+ \*\*

Sit Start in the alcove left of bellyporkers on the obvious lowest crimp sidepull. Follow the overlaps rightwards to Join Belly porkers LH which climbs the overhanging LH face with the arete for rh and sidepulls and undercuts on the left wall.

*D Varian Apr/2024.*

#### Ultra Thin 8a \*\*

The blank looking Wall left of belly porkers progress. Stand Start on some awful holds in the middle of the wall and work rightwards to the arete. Climb round the arete into a squeeze slot with chockstones as the floor top out at the back of the buttress through the hole.

*D Varian Apr/2024*

#### Bellyporker's Progress 7b \*\*\*

Awesome highball arête, climbed on the steep side by clamping both arêtes until holds on the left are used to climb the left side. Drop or escape at the break. If you keep going its E6/7. **RH Variation 7a \*\*** Clamp the arêtes until you can rock for the edge of the slab and keep clamping to goo rounded jugs. A SDS is the same grade.



Climbing the slab by moving up to a foothold then a pocket is a good 5 but mettle, a drop or a scurrying descent is required (going up is HVS5b).

Several of the routes on the slab or shallow grooves to its left can be highballed above a pad-stack. Grades range from **Fag Slab \*\*** at Font 3+ to **Silk Cut \*** at 7aish.

To the right again is an obvious clean and overhanging jamming crack. This is **True Grit \*\*\*** and the grades of Font 6b+ to 7a+ have been offered for the start to the shelf. Guess it depends on your jamming ability and aversion to pain. Give it a go! **True Grit Direct 7b+/c \*\*** is the left rib is less painful. **Limestone Cowboy \*\*** is the techy powerful 7c sit start. A further extension **Limestone Cowboy Low** comes in

from the right arête at 7c+ \*\*\* **It has a low start** and traverses across to join Limestone Cowboy.

*True Grit – well named!*

#### True Romance 7b+ \* (no picture)

The wall to the right (inside the chimney). Low edges and a big move to a good edge. Watch your back!



Around the corner is another slab (**Pig Traverse Area**). Again the lower section of a couple of the routes can be bouldered but they are high and landings need lots of pads – grades from Font 4+ to 7a.

Some 20m right is a wall with an obvious hole at 2/3rds height (**The Mohole**) then, just around the corner an area of leftward leaning cracks, the most obvious of which is **Charming Crack**

**Playout Area**

To the left (North) of Fag Slab is a lot of good rock but it is shady, can be damp and is not well-travelled.

There are many routes recorded in the YG Guide but any bouldering was not listed. The following information is from Mike Gray (who as we know beavers away in many a hidden corner) and lists a couple of good sounding problems that are worthy of attention but may need a clean.

**Fawn 7a\***

Approximately 30 m north of Bellyporker's. SS low left. Climb front face using obvious RH crimp and left arête.



**Fawn**

**Oubliette 7a+/b**

Approximately 50 m north of Bellyporker's. 3 m roof in a hidden cave up a little dark gully halfway up the crag

Pull on with hands in gnarly pocket toward the back of the roof, feet on back wall. Avoid crumbling roof flakes in the roof. Out to 2-finger pocket then rock around the lip using right arête.

**Charming Crack**

Now going right from Fag Slab the problems lie in and around a gully leading down from Pinky Area on the top path and left of charming Crack. Because they are shaded they tend to be rather green and dry conditions are a necessity – shame as the lines are good.

**1/ Bilberry Bulge ?? \*\***

(aka Flying Teapot)

Recorded in ACD as 7a+ but clearly much harder. Climb over the bulge and up the arête of the crack on the left wall (looking out) of the gully.

*BB Dan Turner 2019*

**2/ In The Heart of Darkness ?? \*\***

The obvious bulging buttress. Construct your landing carefully.

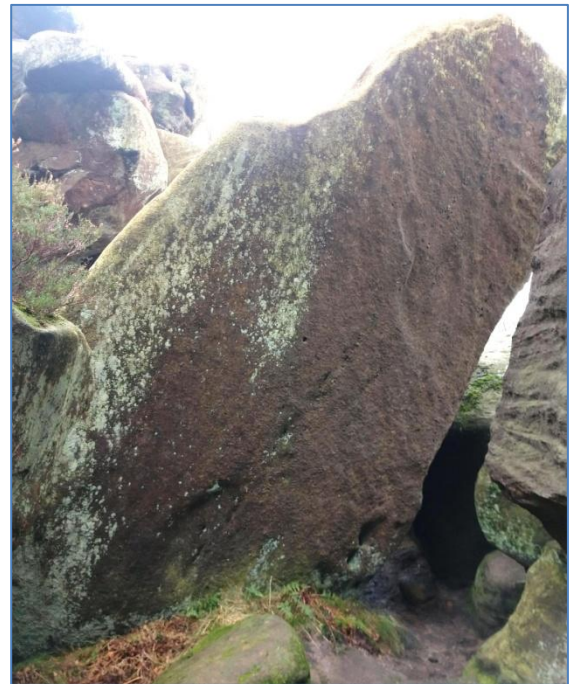
*Dan Turner 2019*

**3/Skull7b**

Straight up the wall on the other side of the gully. Would need a clean.

**4/ Gritstonehead 7b+ \***

A dyno on a boulder near the entrance to and facing up the gully.

**Gritstonehead**

It may be that other problems have been done in this area but tend to get dirty very quickly.

20m or so right is a high bulbous buttress (Charlie's Dilemma) then, a little further on is The Hattery, an area of square corners and arêtes. To the right again is a vegetated area and a path down from the Main Path from near The Indian's Turban/ Druid's Idol. A little way on is the next area of bouldering.

**Duggie's Dilemma**

The area can be recognised by the flat topped Druid's Writing Desk located on top of the wall and the nice boulder situated below it. There are some pleasant short problems here, a couple of very highball boulder problems, and a nice low traverse.

**Shinbone Alley 7a+**

A slopy arête on the cluster of boulders at the edge of the trees below Duggie's Dilemma, facing downhill. Climb it from a sit-start. Needs a clean.

**Ten Bears Boulder**

The boulder below the crag

**1/ Ten Bears 6c \***

SDS. The boulder in front of the buttress has this right-to-left traverse along the lip of a small roof and up the arête. Keep your butt off the ground. A **very** low version is possible at around 7a+/b.

**Ten Bears Block****2/ Grizzly 6a**

From the start of Ten Bears rock up onto the slab

**Variations.** The left arête into the finish of Ten Bears and a traverse from its start into the finish of Grizzly are Font 5 and 6b+ respectively – depending on which holds you allow.



Around to the right is a fine wall with a couple of lines that are very highball. Bring lots of mats.

**1/ Spare Rib 6a (E2 5c) \***

A gripping reach at the top makes for a memorable experience. A bit gritty.

**2/ Spring Roll 6c (E4 6a) \*\***

Arête and wall with a small but very useful pocket. Start up the crack

**3/ Mustard 7a+ \***

The right side of the wall finishing via the mono and the right arête.

**4/ Wobbly Wall 5**

Poor and gritty wall.

**5/ Beefy Wall 5+**

Link the breaks and top with a long reach.

**Bad Touch Area**

On a boulder above the track along from Duggie's Dilemma and just before a dry-stone wall is a compact greenish wall/slab with a crack in the right hand side. This area, which is occasionally unearthed, lies between Dougies Dilemma and Black Chipper. It's a slightly esoteric area, but worth finding as there are some good problems though would benefit from traffic and a little

cleaning.

To the left of the slab can be found (?) 2 problems.

**Overhanging Groove**

6b from a sit start and **Left Arête 6b**

The left arête of the groove, climbed on its right – good when clean



*Bad Touch Slab*

**1/ Bad Touch 5+**

Climb the left hand side, one metre right of the arête, using a pebble to mantle-shelf to a side pull pocket. Finish direct on pockets.

**1a/ Bad Touch Eliminate 7a+**

Up the left side of the slab without the arête on the left or the pebble on the right.

**2/ A Touch Too Much 5**

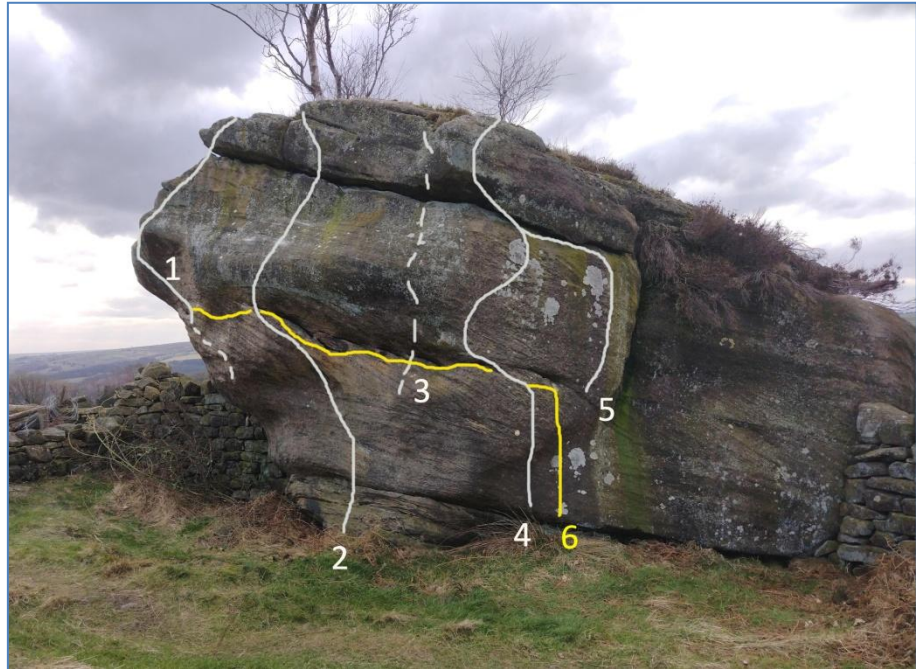
Takes the centre of the wall between Bad touch and Soft Touch. The whole wall can be climbed using different variant start/finishes and eliminates.

**3/ Soft Touch 5**

The wall to the right of The Bad Touch has a crack at the end. The route climbs the wall roughly 1m left of the crack.

### The Junk Yard Boulder

Just right of here is an old wall that runs downhill to the NT boundary at a wall and a boulder topped by a tree. **Please don't explore the two boulders in the clearing over the fence,** they are small anyway. This is The Junk Yard Boulder, named after a small pile of old bottle debris around to the left. The fields below the boulder are private land so please don't climb over the wall/fence. If coming directly to here it is easier to leave the car park to the Cubic Block then follow the track and orange marked footpath along the estate boundary.



Dave Cowl mentioned a 7a+ stand on the downhill/ field side. Around to the left – over the wall but not the fence is an unrecorded line.

The boulder was developed some time ago by Fran Holland, John Pearson, Andy Swann and friends, Dave Cowl and maybe Andy Chrome. Other than where noted, the names are not known so the ones given are novel. Grades are suggested and will change.

#### 1/ The Junk Yard Challenge 6a+/b \*\*

A great and dynamic problem up the left arête starting from the obvious rail. A low start from a creaky flake and crimp has been done but no true sitter.

*Fran Holland 2010*

#### 2/ Junk DNA 6b+ \*

SDS. at LH slot and RH side-pull/crimp. Pass the rail and bulge with vigour. The stand is only a tad easier. A bit height dependent.

#### 3/ ? – needs a brush.

#### 4/ Step Toe 6c/7a \*\*

SDS RH pocket. Climb the wall/arête using a LH side-pull. The stand is easier and also good (no pad stack!).

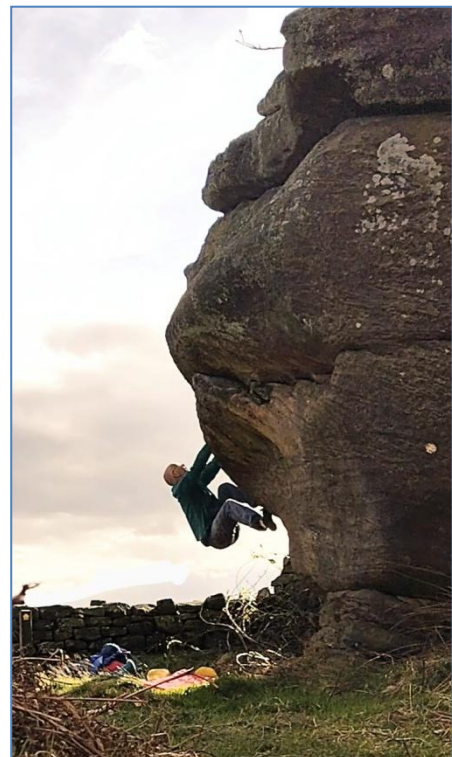
#### 5/ Green Energy 5+ \*

LH same pocket, RH base of green crack. Pull up to break and step left to join Step Toe.

#### 6/ Odds and Ends 6c+ \*\*

Start as for Step Toe and follow the break. Make a tough move to the rail on Junkyard and finish up this

*FRA Paul Clarke 2022*



*Paul Clarke on The Junkyard Challenge*

**Whisky Galore**

A vertical wall near Black Chipper with some powerful dyno problems and a perplexing groove.

**3b/ Twatfield Thunderminge 8a \*\***

An earlier sit-start to the arête starting direct to slap up the arête.

**Left****1/ O, G 6c**

The left arête of the buttress. Mind the boulder behind.  
Also recorded as **Strawberry Jam** done as a hugger with the rib to the right?

**2/ Whisky Galore 7a \*\*\***

The shallow groove - a superb technical test-piece.

**3/ Pussy Galore 7c \*\*\***

Thin blunt arête. Previously under-graded!  
Good though.

**3a/ Kittens Galore 8a \*\***

Sit-start to the arête starting on the left-hand side to slap up the arête.

**4/ The Titfield Thunderbolt 7b/+ \*\*\***

A superb problem up the obvious weakness right of the arête – no chip and start with at least one hand on the low crescent edge! For the full tick don't make a pad stack and start on the higher edge.

The sit-start (**Sitfield Thunderbolt?**) is good as well, at around 7c. This starts both hands on the crescent foothold and lock up to the crimps at the bottom of the flake.

**Right****5/ Chicken 7c \*\***

The right side of the wall. Crimp and chip to gain a rubbish sloper. Big move to the top. **Chicken Sitter** is 7c too.

### Black Chipper Area

To the right is a high set of walls with a boulder jumble below. There are some good technical vertical problems on the main edge here, and one block below the edge is also excellent. Bravery or a pad party are the order of the day for many of the problems.

#### Black Chipper Blocks

##### Stump Up 5

The centre of the triangular slab on the boulder left of the Black Chipper Buttress. Best using just pebbles and smears in dry conditions. Variations exist.



#### 1/ Black Chipper 5 \*

The start of the route Black Chipper is a good problem, with a massive reach for the largest pebble on grit. Escape.

#### Chipper Traverse 7a+ \*

(not on diagram)

Mega expedition from here and across the Arch Wall then round the corner.

#### 2/ Deepfry 6b+

The left side of the arête next to Black Chipper.

Two problems climb the wall to the right of the arête: **Chipper Lightening 4+** and, squeezed in, the wall to its right **DC Wall 6a**.

### Arch Wall

Right of the corner crack is a wall with an arch.



*The Arch Wall*

#### 1/ Murphy's Law 6c - 7b

The blank wall on the far left of the arch has been recorded under a number of names, grades and combos – this one comes from Peakbouldering. Starting off a crimp for the right and a flat, rightwards-facing layaway next to the arête for the left. Rock up on pebbles to the flake and then make tenuous foot movements to get matched on the juggy flake above.

#### 2/ The Arch 6a \*\*

Climb directly up to the arch, then jump or traverse off. Keep going if you have the kit (E2 6a).

**Next two lines need a good pad-stack to make into boulder problems.**

#### 3/ For Crying Out Loud 6b (E2 6b) \*

The high wall just right. Up to pockets then keep going with difficulty.

#### 4/ Rotifer 6a+ (E3 6a) \*\*

The high arête forming the right side of this wall with increasing difficulty.

**Black Chipper Arete Boulder**

Below Black Chipper is a free standing block with some ace problems.

**Black Chipper Arête 7a+ \*\*\***

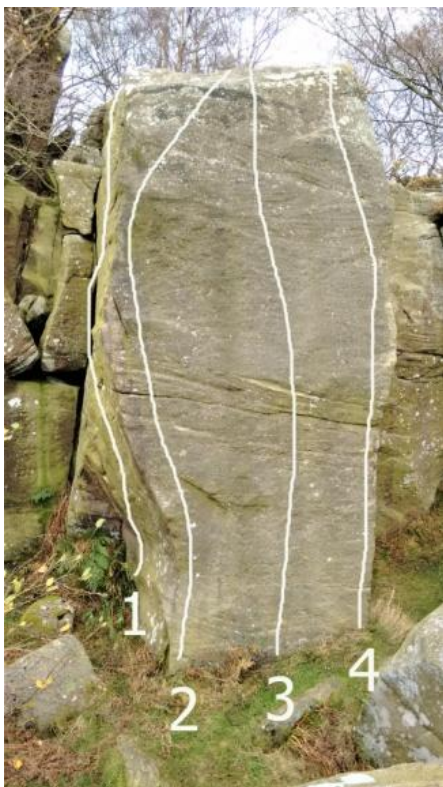
A good problem on the undercut boulder beneath Black Chipper. From hanging the RH sloper rail and LH low (right foot on obvious flake hold), slap to LH arête hold then more slapping up the arête to glory. Various eliminates are possible with the **Full Sit Start** being 7c and start both hands on the flake.

**Parappa the Rappa 7b**

Arête at bottom of this block with a very low sitting start

**Successor State**

Back up to the edge, the next arête to the right of Rotifer is:

**1/ Ritornal 5 (E1/2 5b) \*\***

A fine arête. The nasty landing needs padding.

**2/ What a State 6c+ (E4 6b) \***

Climb the arête of Ritornal on its right side and traverse right below the top, on pebbles to finish direct or use small edges to finish using the flat hold of Successor State.

**3/ Inner State (E5 6c) 7b+ \*\***

A difficult and independent line, straight up the centre of the wall between Ritornal and Successor State and avoiding either arête. A great technical climb. It was climbed on-sight using pads but still feels serious enough for the E grade.

**4/ Successor State (E4 6b) 7a \*\***

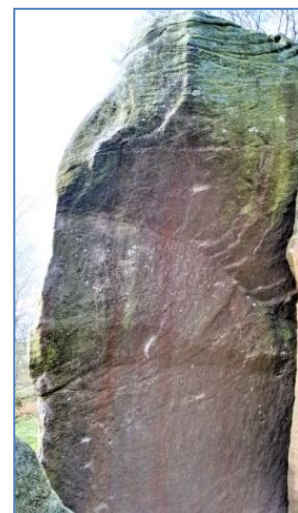
The fine arête above a dodgy landing

**5. Nanny State**

7c+ (E7 7a).

A good problem/route just around the corner takes the right side of the arête and holds to its right. Tough at the top and a big drop.

An earlier problem **Interstate** 7b started up this problem to the boss then round to join Successor State.



### Dog Leg Crack Upper Sit ??

On the shelf above – a sit from the depths to then tackle the 5c offwidth. Gloves recommended!  
*Ben Hirst 2022*

The corner to the right is **Combination Cracks 5** (VS 4c) whilst the wall to its right is:

### Alcove Wall 4+ \*

High. The wall on good holds

### Straddle 4+

The right-hand corner.



*DLCUS Ben Hirst*

### Above The Arch and Black Chipper

The final problems can be found above the routes; The Arch and Black Chipper.

There is a path up on the right

### The Runnel 7a \*

SDS. The gripping and sloping little runnel in the undercut slab above The Arch. Rather good.

Around to the right is:

### Tiny Pockets 6b

The wall at the back of the blocks using tiny pockets.

### Flaky Wall 5

The hanging wall on flakes/sloping ledges.

On the block below was once found **Poordrop 5** – the left side of the left arête above a dodgy landing, **Rightside 5** – the other side of the arête. Now overgrown. **Green Arete 6c** the big arête just right from a sitting start.

The southwards section of the **Brimham Project** is 40m to the right (**Arthur, etc**) across a vegetated area.



*Leaning Tower*

### Leaning Tower

A leaning block with a bulging arête and green slab above the gully running up left of Black Chipper.

### The Leaning Tower of Brimham 7a

The bulging rib left of the slab.

**YG1** describes, just above the Black Chipper, an east-facing slab with 2 steady problems **Essence of Cool 4** and **Dark Deed 3** – these seem to be the slab to the right

Peakbouldering describes two problems in this area but with no location details:

### Fibonacci Sequence 5+

The arête

### Galileo 6a

Centre of slab