

Cubic Area Brimham

A popular area with Joker's Wall offering steep and fingery problems for the strong with a few other good bits here and there.

Parking and approach

Easily accessible in 2 minutes from the main National Trust car park at Brimham Rocks or park further up the road towards Hare Heads and wander down the road.

From the main car park walk down the hill on one of the paths. As the path forks head rightwards. Cubic Block is pretty hard to miss and the clue is in the name.

Grid Ref SE SE207645



Introduction

Good landings, one pad will do, with just the occasional dodgy landing where a second pad is of use. Joker's Wall is as close to rainproof as anything in Yorkshire. The Cubic Amphitheatre problems seep a little but come back into condition fairly quickly and are usually climbable year round. Some of the other bits can be green in the winter and a brush may be useful on less climbed problems.

The first problems are on undercut boulders about 20 m west of the car park with the Pay and Display machines.

Undertow 7A+ **

Sit start in low break with feet off the chossy low band of rock. Gain the vague break via a long reach. Continue along the improving break to finish up the slopy RH arête. The right arête from sitting is about 6B.

Mike Gray 2019



Batfink 7B **

Sit start. Use the small holds in the roof to gain the large pocket on the hanging arête. Swing left to top out.

Mike Gray 2019

Cubic Amphitheatre

A few classics in the middle grades with one or two test pieces in the mix. The first obvious features you come to if approaching from the car park are a couple of smaller blocs on the left, detached from the main bloc and split by a gully.

Moby Dick Font 6A The, whale-shaped arête from a sitter. Tha' She Blows.

The Fridge 7B+ An eliminate on the arête of Moby Dick from a sitter. No breaks cracks or the whale eye pocket powerful stuff.
Dave Cowl

On the right side of the gully looking inwards are 3 cracks all from sitters.

Left Crack Font 6B

Central Crack Font 6C

Right Crack Font 6B



Pocket Drop Traverse Font 7A+ *** Classic. Start in the gully again, traverse the break rightwards to the arête. Drop to the pocket, stay low around the arete and gain the lip which is traversed to the end.

Cubic Left Font 6C The left arête.

Cubic Font 6B+ *** A cracking problem, a sit down start using the arete leads slightly right to a huge jug, rock over or pop for the top holds. Font 6A+ from a stand and still very worthwhile.

Cubic Traverse Font 7A Start up Cubic then traverse the lip rightwards to the right arête. Or traverse down the lip from the right arête and finish up Cubic at the same grade.

Snapdragon Font 7C Climb the roof right of Cubic to finish with a rightwards lip trip.

Cubic Right Font 6A+ takes the right arête from a stand

Soup Dragon

Font 7B+ Takes the overlap that forms the right side of the Cubic Amphitheatre. Undercuts and a long reach lead hopefully to the break.

Clanger

Gain the hanging arête and head for the break. Poor landing.



Small Wall

Behind the Cubic Amphitheatre and on the right when approaching from the car park, this bloc gives a couple of worthwhile problems in need of a clean.

Little Rib Font 5+

Tricky wall 6A

Next bloc has



Short Arête

Short Arête Font 4

The arête on its right hand side.



Butthole Surfer

Low overhang located at the back of Cubic Block, just up and behind Short Arête. Developed by *Mike Gray* 2019.

1. Butthole Surfer 7B **

Sit start with hands in the long pocket/undercling in roof with feet also in the roof (avoiding the obvious sandy plinth/ledges). A powerful move around the roof gains sloped edges which lead leftwards to top (without using the obvious protruding boulder on the left).

2. Independent Worm Saloon 7A+ **

Same start but traverse right to finish up the vague arête.

2a. 7B+ *

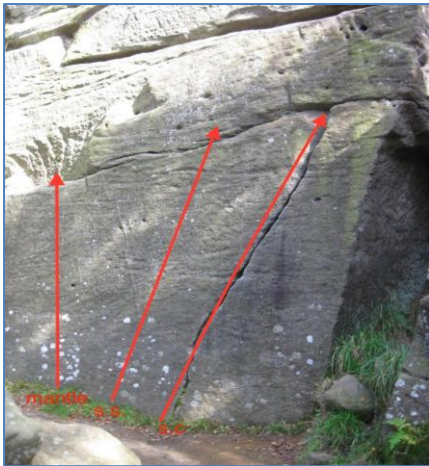
A hard variation start to IWS starts LH in the large pocket (the same starting hold as the other two problems) and RH in the undercut pocket further back in the roof. Feet up in the roof, off the ledges. A hard pull gains a small edge out right from which the original problem is reached

3. Easy *

SS climb the hanging groove.

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After short arête is.



Slanting Crack

Mantle Font 5 Mantle onto the ledge.

Slippery Slab Font 5+ Clue is in the name.

Slanting Crack Font 5

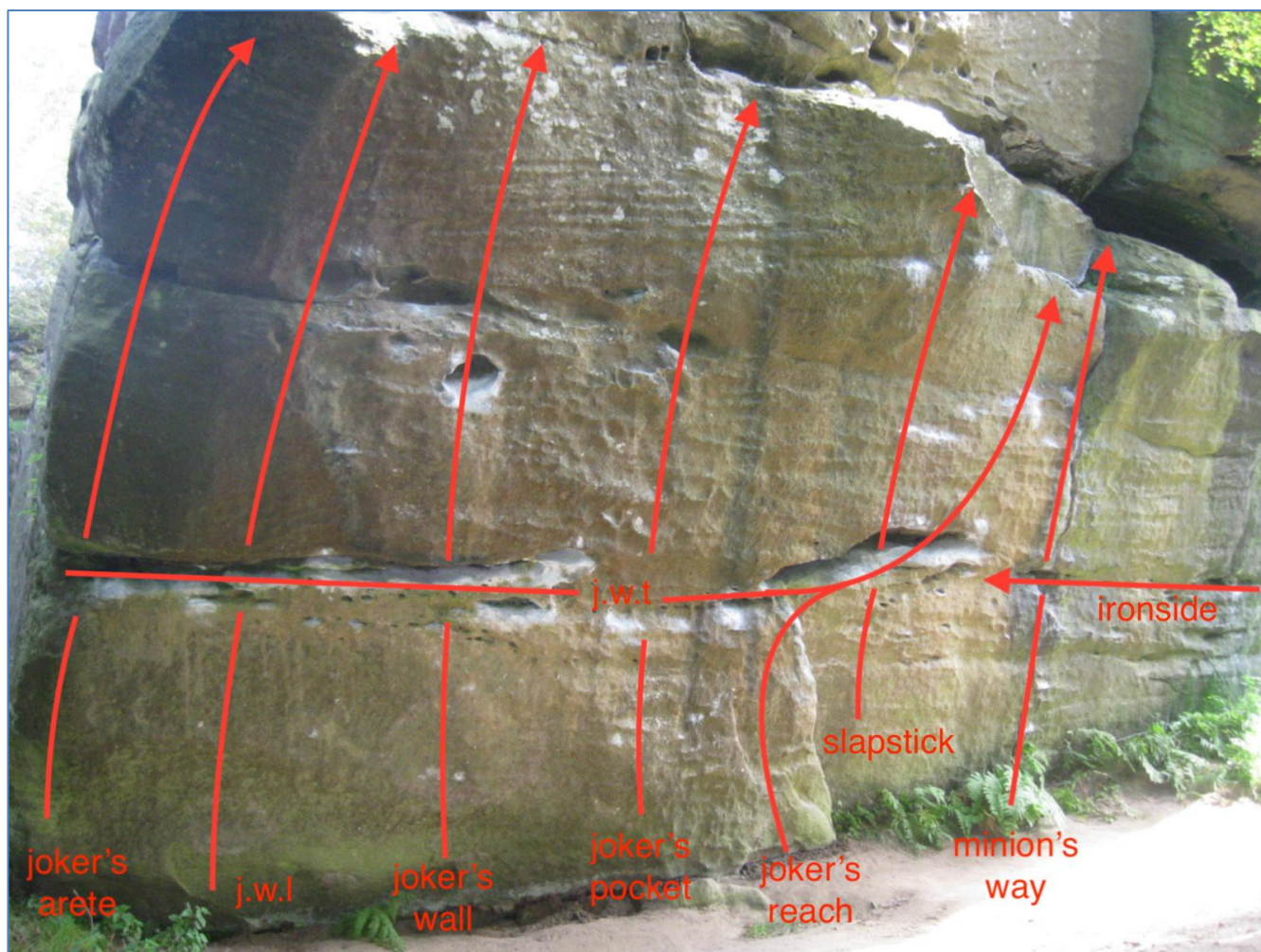
U Tube

The slab opposite the back of Cubic Block contains a strange tube.

The U Tube Font 7C

Start at the back and press out until you can pinch both sides of the tube. from here some will be able to gain the break others will decide that their life is already complete.





Joker's Wall

Behind the Cubic amphitheatre is a slightly impending wall. Some great classics and a wad test traverse. The weak amongst us will soon be scrabbling for footholds, the strong claiming it is all 6B.

Joker's Wall Traverse Font 7A+ A proper arm warmer. Starting left on the arête, traverse the break using pockets a large flake to finish up the wall using the big undercut.

Joker's Arête Font 6A+ The left arête up to the second break. **Joker's Wall Arête (sit start)** 6C
Sit start with LH on sloper, RH on low blunt flake

Joker's Wall Left Font 6a+ Right of the arête, big moves to the second break. Without the undercuts and using the crimp is **No Joke** Font 6C+

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Joker's Wall Font 6A To the break above the big hole.

Joker's Pocket Font 7A Powerful moves on pinches to the big pocket and on, high.

Joker's Reach Font 6B+/C ** Starting sat with hands in the flake, take the good edges to the jugs just left of the top of Minion's Way – polished and tough.

Slapstick Font 8a *** Start sat right of the flake, move upwards to the lip using "holds". *Mike Grey*

Joker's Reachier Font 6C Start right of Slapstick, follow edges up and right to the jugs just left of the top of Minion's Way.

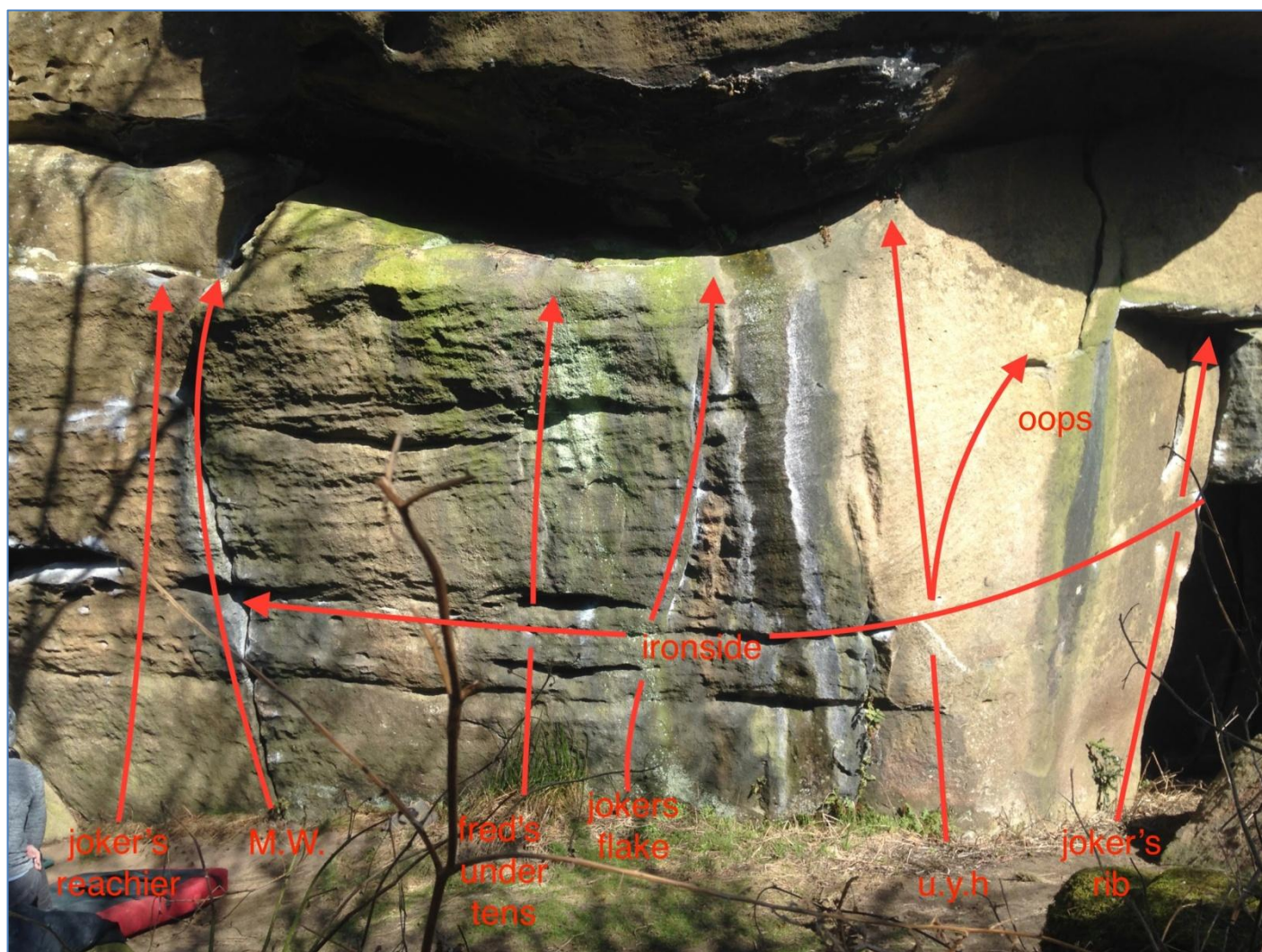
Minion's Way Font 5 Jam the crack – add a sit start if you desire further pain.

Fred's Under Tens 7C+ Left of Jokers Flake is a rounded wall with a broken hold. Maybe unrepeated since the hold broke.

Joker's Flake ** Font 6C+ Climb the rightwards with a big move to slopers. 7A+ from a sit

Upside Your Head Font 8A The wall right of the arête to the slanting ledge.

Oops Font 7c – 7a+? LH sidepull RH undercut pocket then either climb or leap to the pocket. Morpho. Originally given 8a.



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Upside Pocket Font 7A Crimp up and left into the big pocket.

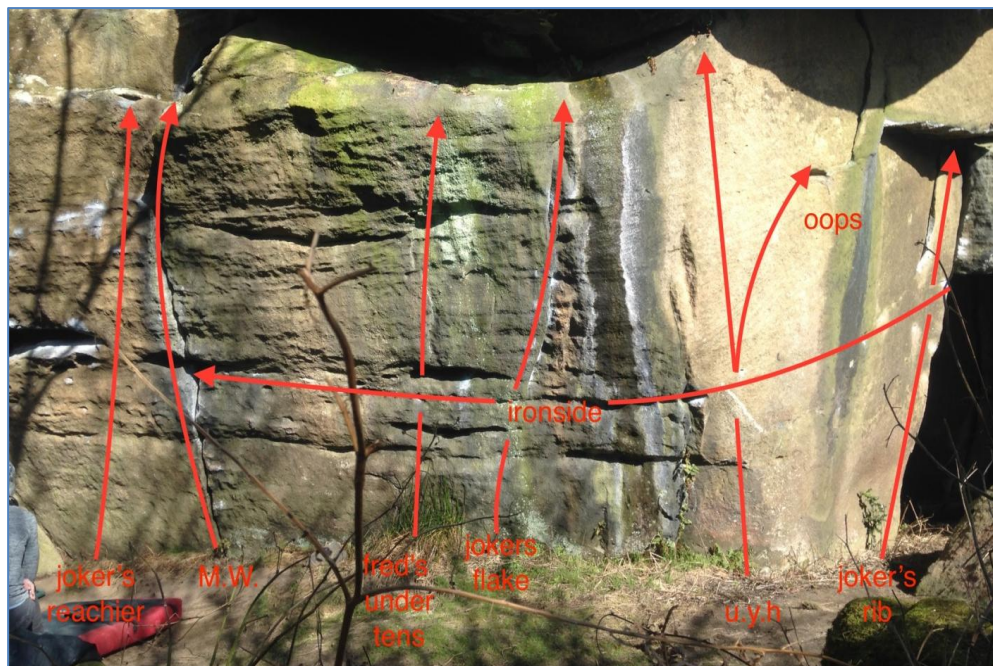
Joker's Rib Font 6B+ * SDS pockets and flake to the capping roof.

Joker's Cave Font 6c SDS and use the crack and layaway to gain the roof hold.

Beatnik Font 5+ Climb the corner and roof crack in the cave.

Layback Crack?? 4 Don't layback but jam the prominent crack

Overhanging Prow Font 5 Again in the cave use both cracks, drop at the nose.



Ironside Font 8A+ *** Mighty right-to-left traverse. Start under the roof, climb left (no roof crack) keep going using low pockets and care to keep your feet up, round the arête, finally merely reverse Joker's Wall Traverse before collapsing in a heap. *Andy Swann*

Graffiti Arête Font 5+ * Good fun. The hanging arête on right side of the gully. SDS RH undercut, LH crimp. Climb the arête to a high exit – the breaks are in but the corner to the right is not. Without breaks it is 6b+ CD5 p22.

Graffiti Corner Font 2 The leftward curving corner. Part of the Cave Chimney start to the same finish as the previous problem.



Molly Hymes on Graffiti Arête.