

these
are the
QUOTES
of our
ROPES...

Telluride Rocks 3rd Edition

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Climber: Ben Clark on Family Values (5.7), Falls Walls, East Telluride



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Introduction

About This GuideBook

This book covers selected rock climbing and bouldering areas in the east end of San Miguel County of southwest Colorado. Over 450 routes are recorded, as are some of the many bouldering spots in the area. A more detailed guide to area bouldering is in the works. Classic high country climbs on some of Telluride's surrounding peaks are recorded in the final chapter. For information and updates please visit: www.mountainworldmedia/info.html .

The Climbs

Most of the climbs in this guide have been repeated by the authors and friends; nevertheless, the information here is only approximate—use good judgment and climb at your own risk. This guide records only selected routes in various areas—routes of poor quality that requiring hammer aid are omitted.

Rock climbs in this guide range from 30 to 900+' long; most are short, less than 80' high. Many of the climbs are bolt-protected, the others require gear. A selection of 2-3 sets of cams and wired nuts is sufficient for most gear routes. Some bolted routes require as many as 25 quickdraws. A 60m rope is recommended and two ropes are needed for descents on the Ophir Wall and in Bear Creek. Some routes are equipped with fixed belay/rappel anchors on top, however many routes, especially in Ophir, lack a lot of fixed gear. Many of the routes in this guide have seen only a few ascents, therefore ratings should be considered tentative. High country climbs usually require an ice axe and crampons for approaches and descents and loose rock makes a helmet advisable.

Seriousness Warnings

PG 13: Long fall possible, but fairly safe when led by an experienced climber

R: Could be serious consequences in event of a fall, injury not unlikely

X: Potentially very serious consequences in a fall, serious injury or death not unlikely. Lack of a seriousness warning does not imply that a climb is safe.

All climbing is dangerous; risk cannot be eliminated from the sport. Many of the routes in this guide are serious undertakings that should only be attempted by experienced climbers.

Quality Ratings

Some routes are rated for quality:

- * Pretty darn good
- ** Highly recommended
- *** Excellent climb, gotta do

Routes without a star are still worth climbing.

New Route Information

People who contributed to the establishment of a route or an area are noted, along with dates and other information, when known. Please send all new route information or corrections to: info@mountainworldmedia.com .

Access

Most of the climbing areas in this guide are located on USFS land, however, there are some that are either on private land or cross it for access. Restrictions are in place in numerous areas in this guide, please read the restrictions as noted throughout and check locally for changes. Inclusion of a route or mountain in this book does not imply that access is guaranteed. For current status, check locally or contact The Access Fund (www.accessfund.org, 303-545-6772).

Seasons

Climbing is possible year-round, but the prime time for most crags is from mid-spring through late fall. Summertime is the best time for climbing in the region; however, afternoon thundershowers are common. For high country climbs, including rock routes in Bear Creek, mid-June through mid-September is the best time.

Camping

There are a few free camping spots near the climbs; the parking area at the base of the Ophir Wall is one such area. Important: Limit the impacts from camping here! Campfires are banned during periods of high wildfire danger. Camping is no longer allowed in the east end of the Telluride Valley and in most of the Ilium Valley due to high impacts. Pay camping areas, opened seasonally (late spring until mid fall) include: Telluride Town Park: East end of town. Sunshine Campground (USFS): Between Telluride and Ophir on Highway 145. Matterhorn Campground (USFS): A few miles south of the Ophir Wall on Highway 145. Ilium Campground (USFS): On the Ilium Road a few miles west of the Ophir Wall.

Services

Telluride is the nearest town with a full range of services, including grocery stores, lodging, and gas. Sawpit and Placerville have some limited services, including gas, food and beer. There are several outdoor shops in Telluride and a number of local climbing guide services.

Nearby Climbing Areas

Our other book, *The Wild Wild West*, records many sandstone climbing areas to the west, including Paradox Valley, Big Gypsum Valley, Naturita and Norwood.

Emergency Medical

The closest clinic is in Telluride on Pacific St and Townsend St. Call 911.

Minimize Visual Impacts

Remove all garbage and incidental climbers' shwag such as slings, tape, back-off 'biners and abandoned gear. Always camouflage fixed anchors. Be discrete. Dispose of human waste properly: Use toilets where available, otherwise, bury it or pack it out.

Use Existing Trails and camp in designated or pre-existing sites.

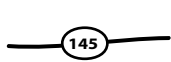
Do Not Disturb Cultural Or Historic Artifacts

Areas described in this guide contain many archeological sites; it is a Federal crime to disturb them. Ruins older than 50 years are considered historic and are protected by law. Federal land managers commonly enforce a 50' buffer around rock art and other cultural sites.

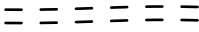
Fixed Anchors

All fixed gear should be placed for safety and resource preservation only, not for convenience. Webbing anchors should be avoided—they degrade quickly and are unsightly. Many of the routes in this guide have fixed anchors. It is imperative that climbers visually inspect these anchors and be prepared to fix or replace those that are deemed unsafe. Some routes do not have fixed anchors due to poor rock, so plan accordingly. Do not lower directly off fixed anchors—they will wear out quickly and become dangerous.

Map and Topo Symbols



paved road
(with designation)



dirt road



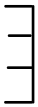
trail



crack



left facing corner



right facing corner



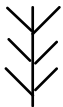
ledge



roof



chimney



groove or
straight-in corner



arete or outside edge



fixed protection



fixed pin

XX fixed anchor

face climbing

cliffband

boulder or tower

descent

major descent
path/fixed
anchor

tree

bush

***Approximate range
of cracks:***

thin - less than 1/2"

fingers - 1/2" to 1 1/2"

hands - 1 1/2" to 3"

fist - 3" to 4 1/2"

ow - 4 1/2"+

How To Use This Book

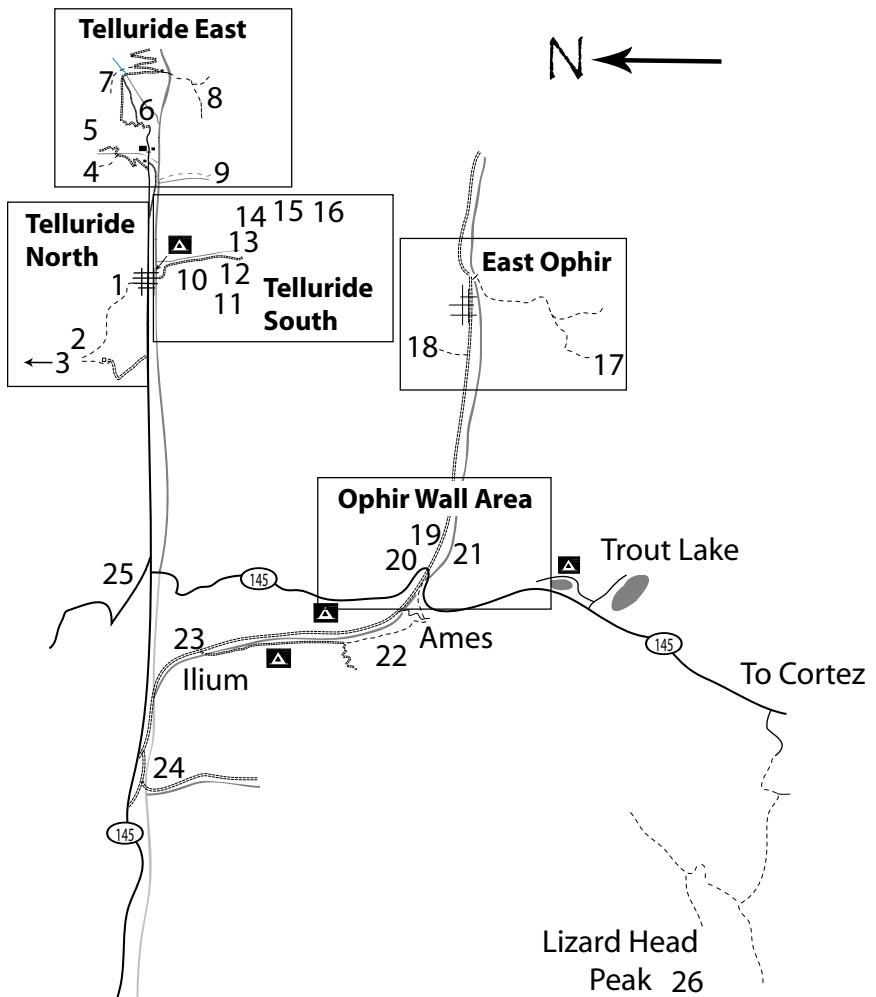
This book breaks down the climbing into three categories: rock climbing, bouldering and mountains. The rock climbing portion of this book is broken down into five parts: Telluride North, Telluride East, Telluride South, Ophir and Ames (see Telluride Area Map to the right). Bouldering has been treated in brief. Lastly, the mountain section of this book has been expanded to incorporate more mountain peaks and more accurate information than did previous editions of this guide. Climb safe!

First Ascents (FA)

The following people are acknowledged for establishing and climbing the first ascents herein:

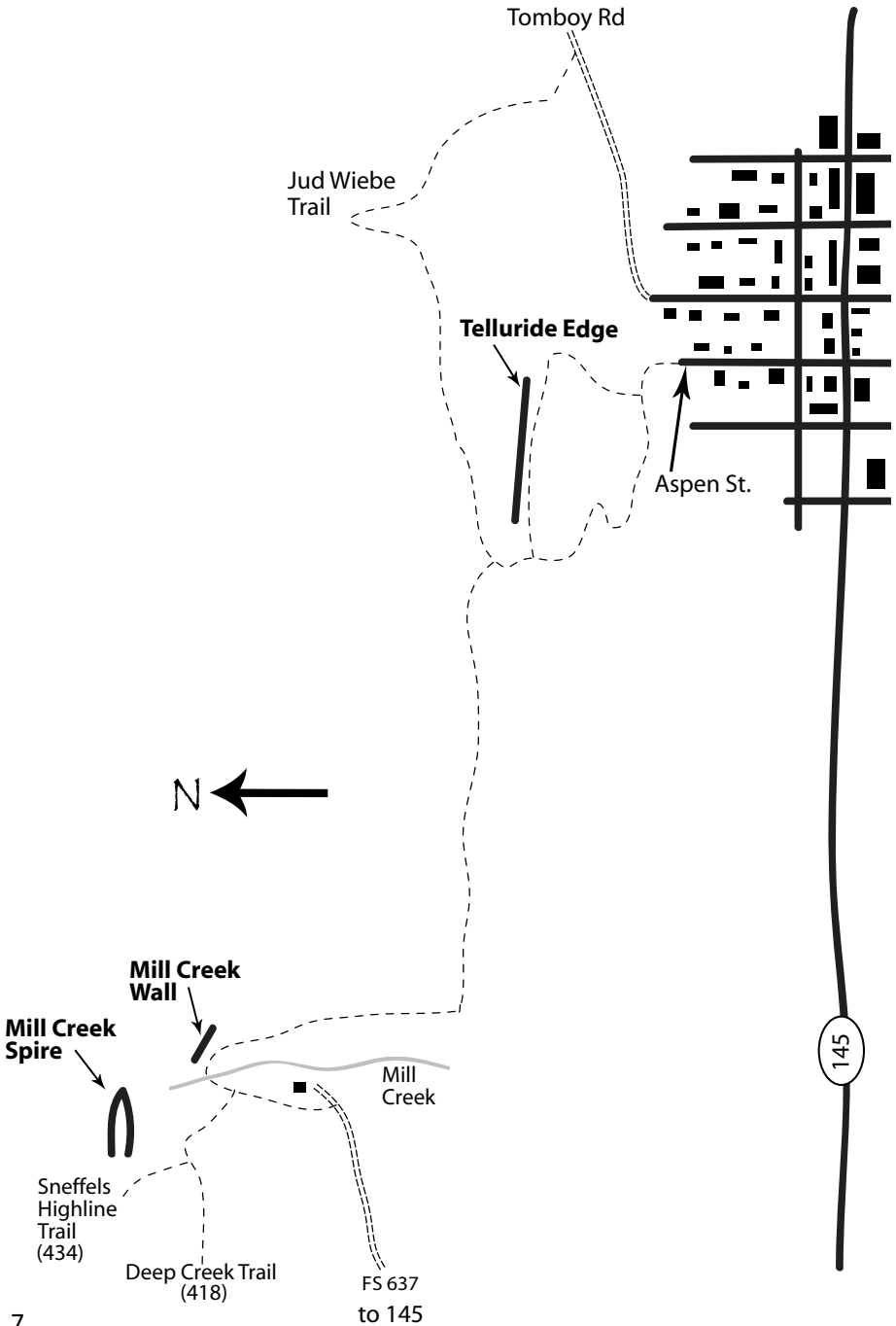
C. Abbot (CAb), Bert Adams (BA), Tor Anderson (TA), Conrad Anker (CA), Henry Barber (HB), Mike Bengé (MB), Chuck Berry (ChB), Doug Berry (DB), Josh Borof (JB), Chris Boskoff (CB), Jose Bouza (JB), George Braun (GB), Scott Burbank (SB), D. Byrum (DBy), Daiva Chesonis (DC), Kate Clayton (K8), M. Cody (MCo), Stan Cole (SC), Kevin Cooney (KC), Michael Covington (MC), M. Craddick (MCR), Mike Cravens (MC), Jeff Cristol (JeC), Greg Davis (GD), Lyle Dean (LD), Mark Dean (MaD), Sandy East (SE), Paul Emrick (PE), Bruce Eriksen (BE), Charlie Fowler (CF), M. Frazier (MF), Norm Gray (NG), J. Gribin (JG), Becky Hall (BH), Alex Hamilton (AH), James Hebert (JH), Paul Herbert (PH), Terry Herscher (TH), Lynn Hill (LH), Julie Hodson (JuH), Chris Holtcamp (CH), Mary Hubbard (MH), Jim Hurst (JiH), Jim Jennings (JJ), Steve Johnson (SJ), Damon Johnston (DJ), D. Jones (DJo), Chip Kamin (CK), Teri Kane (TK), Bill Kees (BK), Max Kendall (MK), Mike Kennedy (MK), Axel Koch (AK), Jack Koffman (JK), Tim Kudo (TiK), Ace Kvale (AcK), Mike Lake (ML), Dan Langmade (DL), Lance Lillian (LL), Alec Livesey (AL), Pete Livesey (PL), John Long (JL), Chip Lee (CL), Rick Lovelace (RL), Jeff Lowe (JeL), Marion Mackay (MM), Jim Manning (JM), Nathan Martin (NM), Billy Mason (BM), Dan McGee (DM), Doug Metcalf (DM), S. Moran (SM), Bill Myers (BiM), Troy Mayr (TM), Tristan Newbon (TN), John Noe (JN), Jared Ogden (JO), Timmy O'Neill (TO), Kim Pairish (KP), Allen Pattie (AP), Dave Perlman (DP), Amy Peterson (AmP), Rick Poore (RP), Alf Randell (AR), Chris Renn (CR), Dennis Richter (DR), Mona Rizzo (MR), Royal Robbins (RR), Shirley Ross (SR), Barry Rugo (BR), Anne Ryall (AnR), John Ryng (JR), Ken Sauls (KS), Antoine Savelli (AS), Andrew Sawyer (AnS), Mike Schlauch (MS), Danny Smith (DS), Scott Spencer (SS), James Stevens (JS), Sean Stogner (SeS), James Stover (JaS), Mugs Stump (MuS), Bob Sullivan (BS), Jim Sweeney (JiS), Rick Sylvester (RS), Eric Tanguay (ET), Drake Taylor (DT), Kevin Thaw (KT), Eric Trommer (ErT), Ren Turgeil (RT), John Turk (JT), Chris Vandiver (CV), Peter Walker (PW), Robin Waxman (RW), Mark Wilford (MW), John Wineburge (JW), Sue Wint (SW), Eric Wright (EW), Gary Wright (GW) ... and others. Thanks for all your hard work. Cheers!

Telluride Area Map



- | | | |
|---------------------|---------------------------|--------------------|
| 1. Telluride Edge | 10. Needle Rock | 19. Cracked Canyon |
| 2. Mill Creek Wall | 11. Sesame Street | 20. Ophir Wall |
| 3. Mill Creek Spire | 12. Wasatch Wall | 21. The Dark Side |
| 4. Pandora Wall | 13. Wasatch Boulder | 22. Ames Wall |
| 5. The Good Book | 14. Bear Creek Boulder | 23. Ilium Boulders |
| 6. Mine Boulders | 15. Rock of Ages Boulder | 24. Bilk Wall |
| 7. Pipeline Wall | 16. Wasatch Mtn Wall | 25. Society Turn |
| 8. Falls Walls | 17. Wall of Justice | 26. Lizard Head |
| 9. Last Light Wall | 18. Gertrude's Bell Spire | |

TELLURIDE NORTH



Telluride Edge



Rock Type: Dakota Sandstone

Height: 30 to 45'

Climbing Style: Traditional/Sport

Gear Suggestions: A good range to wide hands, 8 quickdraws, 60m rope and if you plan on setting up a top rope, bring a very large sling or an extra rope.

Season: All seasons; winter on selected days-south facing

Land Status: U.S.F.S.

Restrictions: No camping!

Approach Time: 20 to 35 minutes

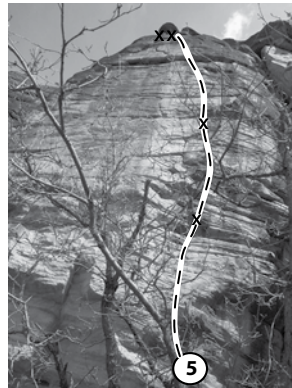
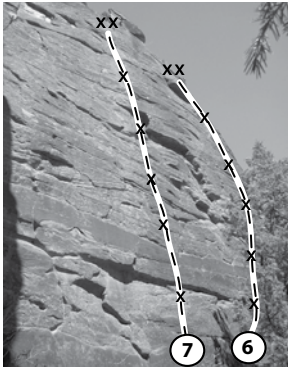
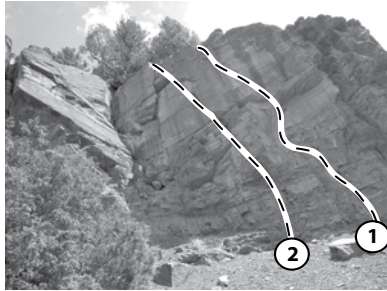
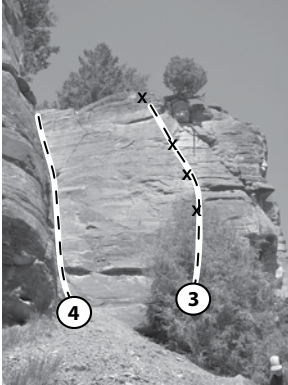


This area is comprised of a band of red sandstone about half mile long. It is located above and north of the west end of the town of Telluride. It is accessed by parking at the top of Aspen Street (north side of town). From here continue hiking north. Cross the foot bridge (the Jud Wiebe Trail). Once across the bridge hike to

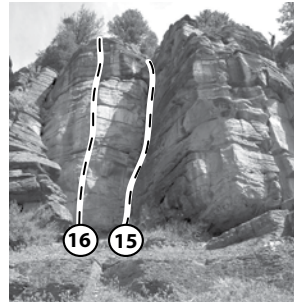
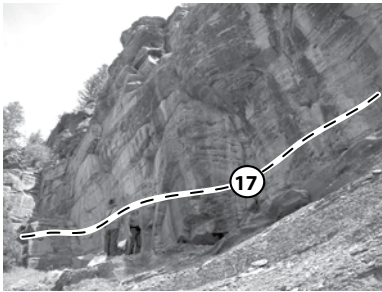
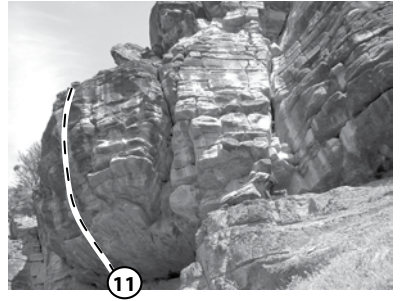
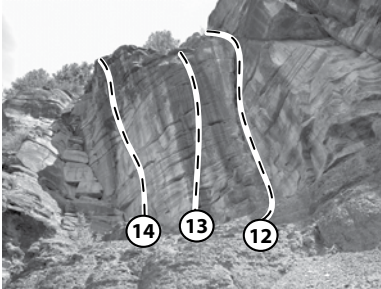
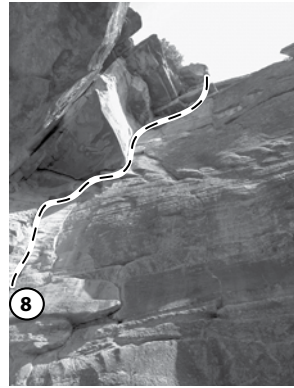
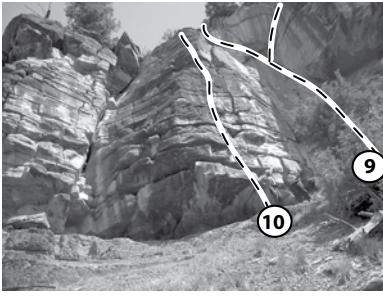
the top of the hill. Where it levels out, look for a steep trail that ascends to the north. Continue up this "climbers trail" through trees and dirt openings for about five minutes or so. When you reach the cliff turn left (west). You will find the first climb almost right away. Backtrack or continue west along the cliff for about half mile until you reach the junction with the Jud Wiebe Trail, from here continue down and east to town.

Most anything that looks like it could be a route has probably been climbed in some fashion. The routes that are included here are the best quality lines. Almost any part of this wall provides good bouldering. People began climbing and bouldering here in the 1970s but there is room for many new routes here. Please be responsible when placing bolts. Many of the routes listed here could use anchors as well. First ascent info has been left out as it is hard to say who was the first to lead many of these routes.

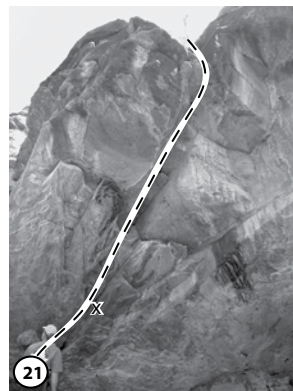
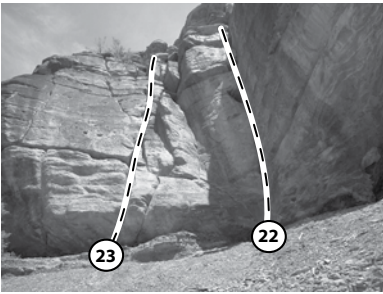
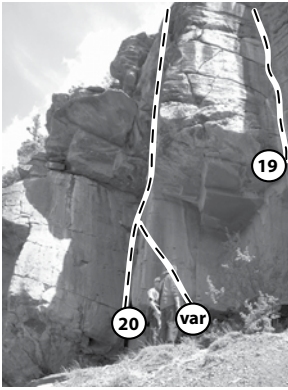
From East to West



1. 5.9, arching crack—loose rock to start
2. 5.6, crack—loose rock to start
3. 5.11, bolted face, single bolt at top with rap ring (rapping off a single bolt is never recommended)
4. 5.3, crack in corner—a low angle route
5. **5.11, face with two bolts to anchor (fun route)
6. **5.10+, face climb five bolts to an anchor
7. 5.11, tricky face climbing past five bolts



- 8. 5.10+, climb the corner just left of the bolted face
- 9. 5.10, the Y-Crack, both right and left finishes are 5.10
- 10. 5.10, climb pockets up a steep face (toprope)
- 11. 5.11+, climb a very steep and pumpy face (toprope)
- 12. 5. 10, climb a crack in the corner
- 13. a very thin hard toprope
- 14. a even thinner hard toprope
- 15. 5.8, climb a crack in a corner
- 16. climb a face that becomes steep at the top (no grade info available)
- 17. superb bouldering along this wall. Lots of pockets!



18. Project. Overhanging and steep.

19. 5.12, climb face to steep seam

20. **Jack Pera Route 5.10+, arete to hand crack (or 5.11 variation to right). Super route!

21. Sunshine Superman 5.12, climb the crack through a roof with a bolt at the crux (mostly fingers and hands)

22. 5.8, hand crack in a corner

23. 5.7, climb face and cracks to top

Mill Creek Wall

Rock Type: Dakota Sandstone

Height: 70'

Climbing Style: Mixed gear and bolts

Gear Suggestions: A good range to wide hands

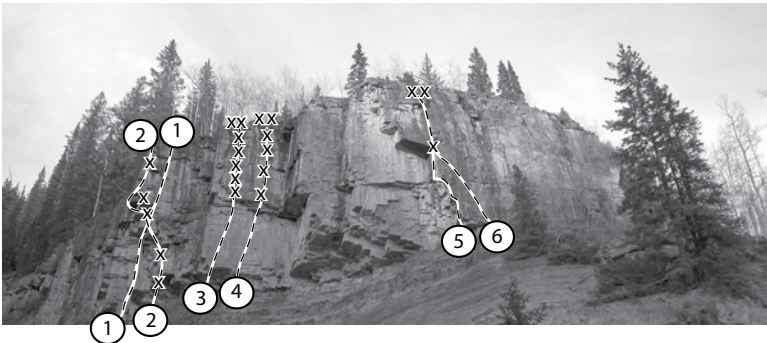
Season: Early spring to late fall

Land Status: U.S.F.S.

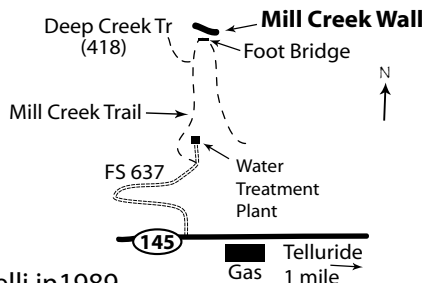
Restrictions: No camping!

Approach Time: 20 to 30 minutes.

Drive one mile out of town (west) and across from the gas station, make a right on to Mill Creek Rd. (637). Continue up and west, then it switch-backs heading east. Park at the Mill Creek / Deep Creek Trailhead. Head up the trail, cross the bridge and head up to the wall.



1. Sandman 5.10.
2. Starfire 5.13.
3. Misty 5.12.
4. Ar'vi Donc 5.11+.
5. Steve's Smile 5.10.
6. Little Rose 5.11+.



Routes established by Antoine Savelli in 1989.

Mill Creek Spire

Rock Type: Telluride Conglomerate / San Juan Tuff

Height: 200'

Climbing Style: Traditional, aid

Gear Suggestions: A good range, three sets of thin to OW

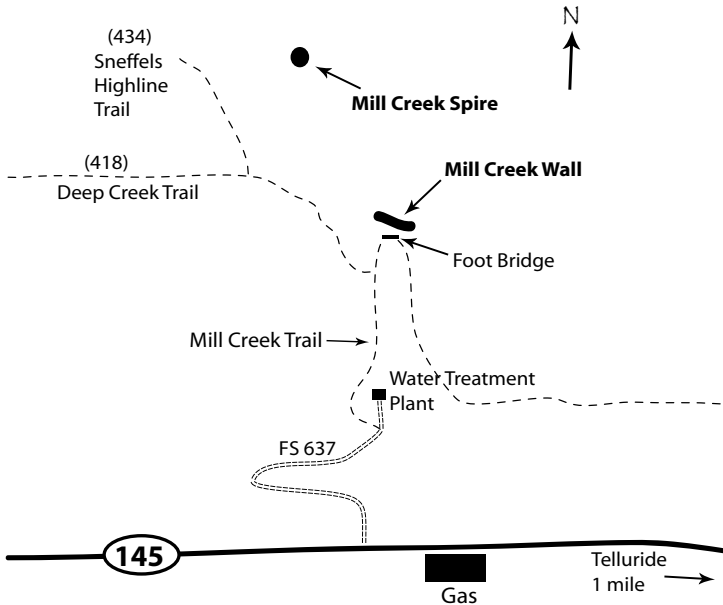
Season: Early spring to late fall

Land Status: U.S.F.S.

Restrictions: None

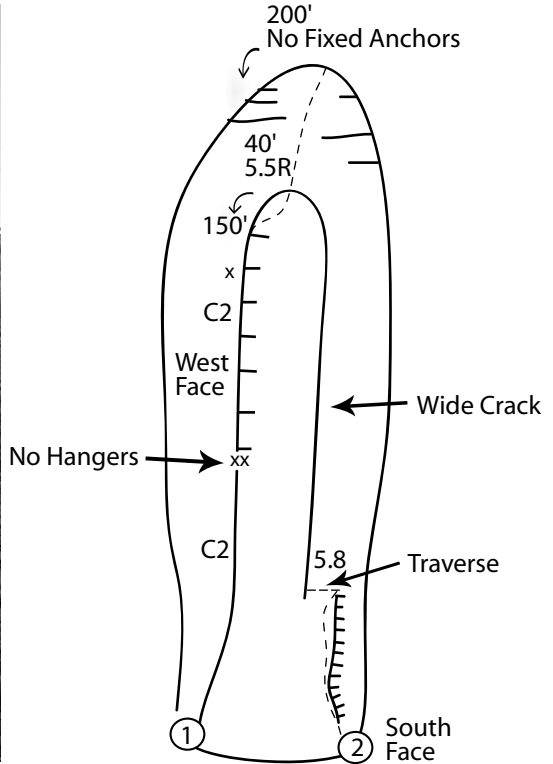
Approach Time: 1 hour (approx)

A mile west of town, just west of the gas station, make a right onto the Mill Creek Road (637). Drive to the trailhead about 1.5 miles up the road and take the Mill Creek Trail. Go left onto the Deep Creek Trail (418). Then take a right on the Sneffels Highline Trail (434). Continue along this trail until you reach a large meadow. From here you will be able to see the spire to the northeast. Faint game trails and bushwacking will bring you to the base of the spire.





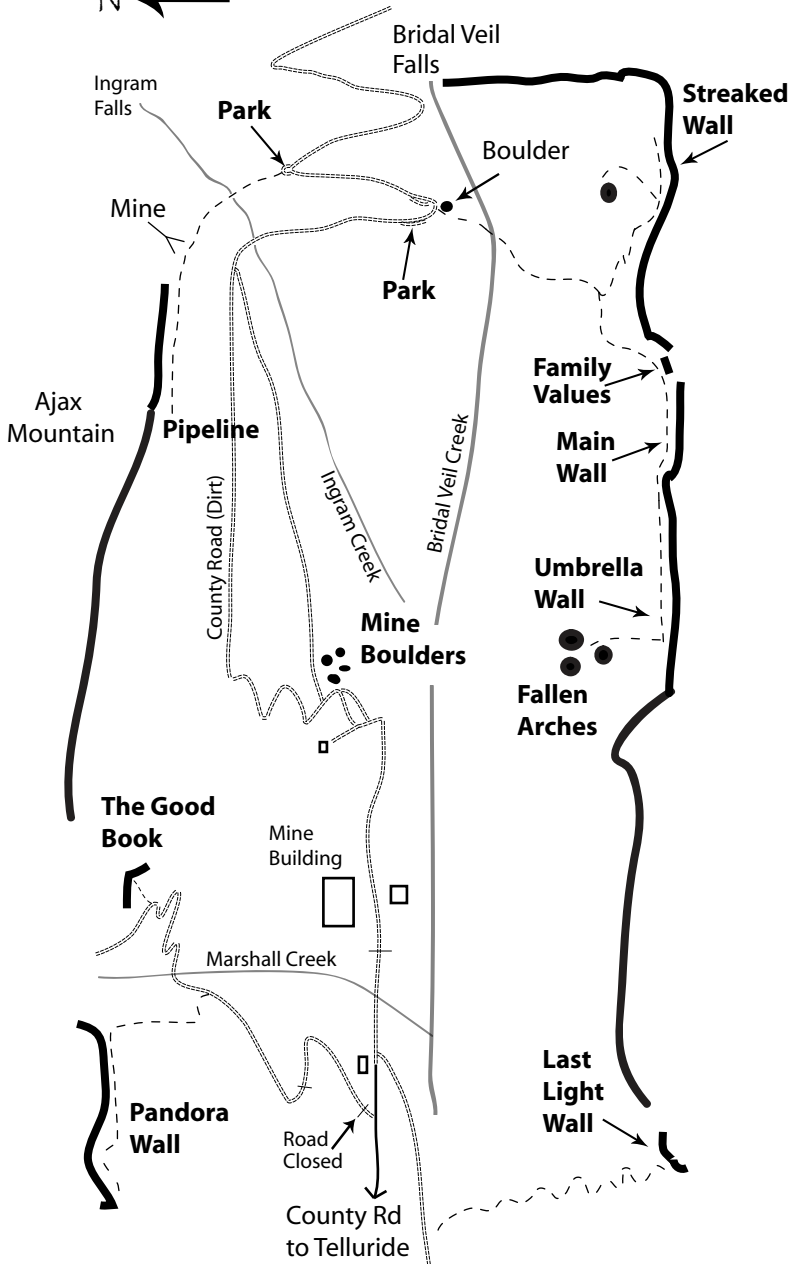
Max Kendall and Steve Johnson on the summit after the first ascent of Alien Stem Route (5.8)



1. Alien Stem Route 5.8, C2+, 3 pitches. Climb a thin arching crack (anchors have no hangers). Pitch 2 goes up a fat crack. Pitch 3 is 40' of face climbing with no protection. Rappel the north face or climb down 40' to a slung horn (a 30 foot piece of webbing may be needed to sling horn). FA: SJ, MK, CF.

2. Henry Barber Route 5.9, 2 pitches. Pitch one climbs a corner in the middle of the south face (150'). Pitch 2 goes up 40' of unprotected face to the top of the spire. FA: HB, 1974.

TELLURIDE EAST



High Clearance Vehicle Required to Drive Beyond Mine Boulders!

Pandora Wall

Rock Type: Telluride Conglomerate

Height: 70' to 300'

Climbing Style: Sport

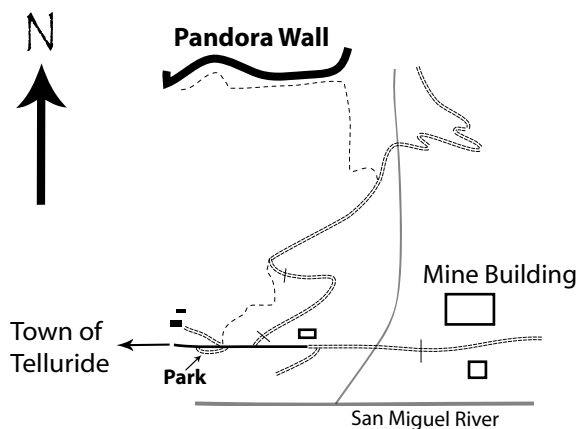
Gear Suggestions: 12 quickdraws, slings and a 60m rope

Season: Year-round, selected days in winter

Land Status: U.S.F.S.

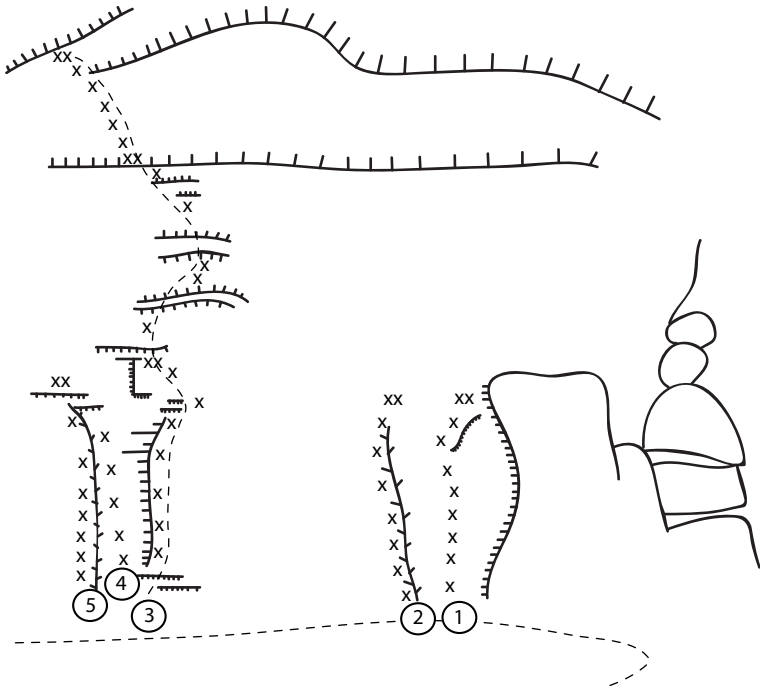
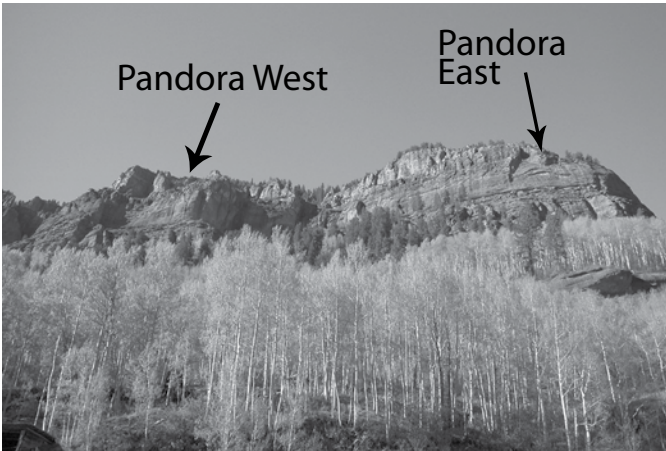
Restrictions: No camping

Approach Time: 40 minutes to 1 hour. Longer if you are heading to the western most routes.



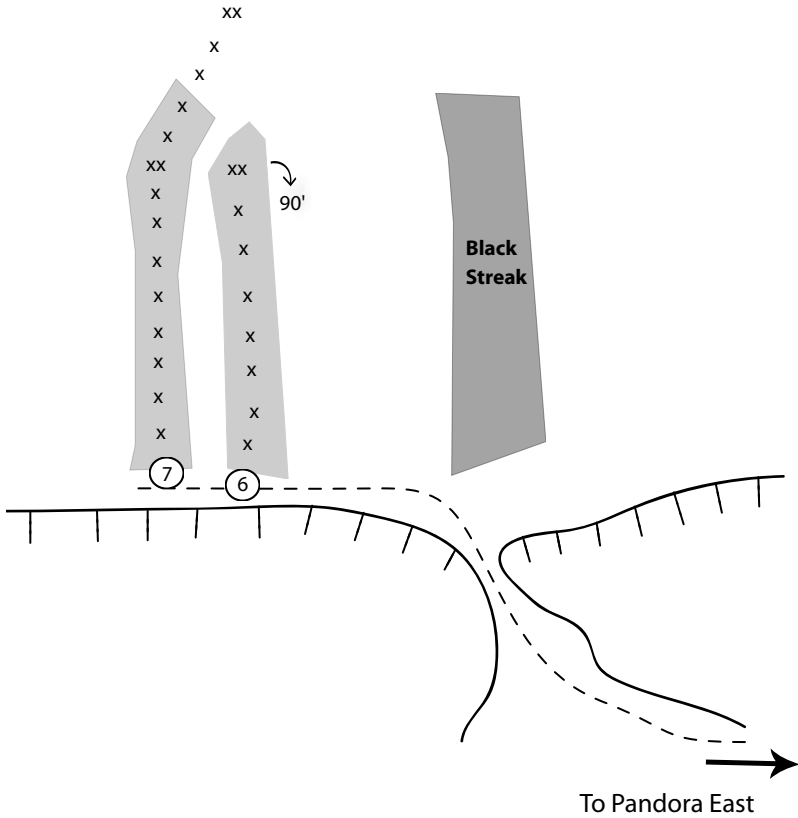
Park in the pull-off just before the entrance to the old mine road. Hike up a drainage to an abandoned mine road, walk along this road for about 3 or 4 minutes. Head up a steep trail until you meet another mine road (still in use). Hike up this road until you see an old wooden tower. Head past this tower to a clearing. Go to its northwest corner and follow the seasonal drainage and trail to the base of the cliff.

Pandora East



1. The Candy Man 5.10, bolts to anchor. FA: DJ, CF.
2. Do Or Do Not 5.11, a fun arete! FA: DJ, CF.
3. *Ra 5.9, a fun three pitch route. FA: DJ, JuH.
4. **Explode On Site 5.11, a thin hard face. FA: DJ, PW.
5. *Rolling Thunder 5.11, another classic arete climb. FA: CF, DJ.

Pandora West



6. Micronauts 5.9, climb bolts to anchor. FA: DJ, EW.

7. Winter Time 5.9, two pitches, bolts to anchors. FA: DJ.



Camouflaging bolts and hangers helps keep them out of sight and out of mind!

The Good Book

Rock Type: Telluride Conglomerate / Volcanic Sediment

Height: 580'

Climbing Style: Traditional / alpine-rock

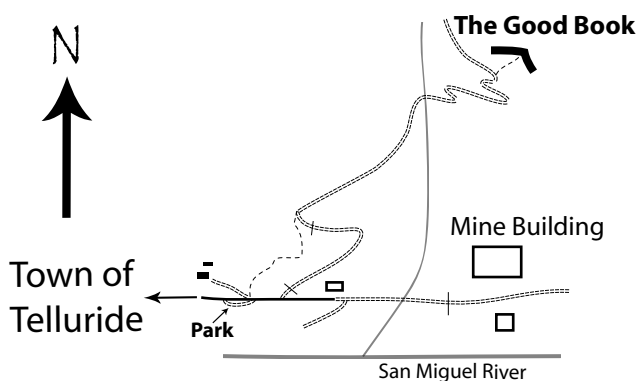
Gear Suggestions: Good range of gear to wide hands, quickdraws/slings and a 70m rope. A 60m will work, but a 70m is recommended..

Season: Spring, summer, fall

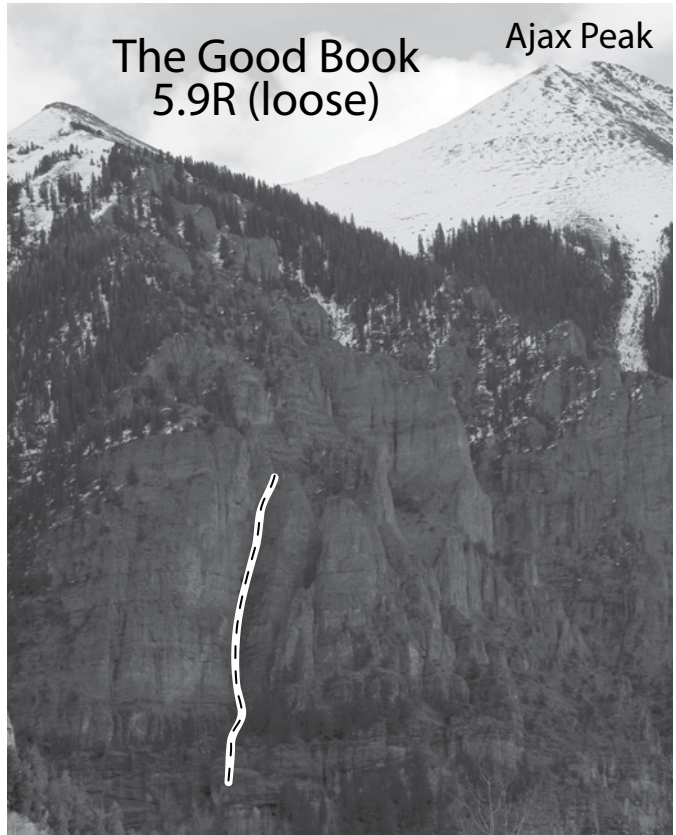
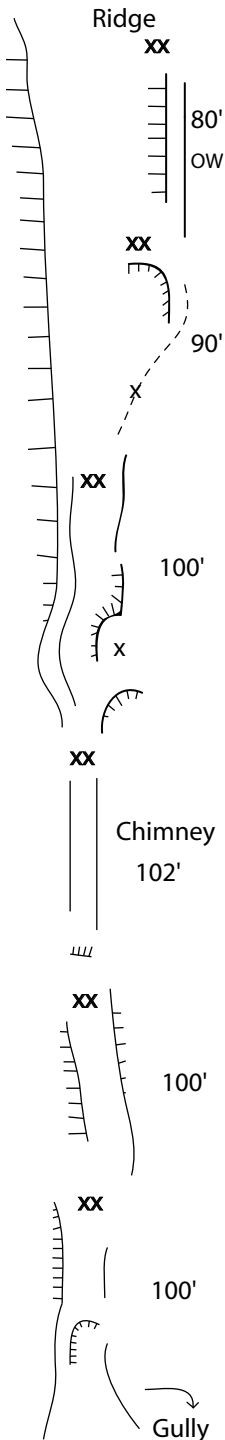
Land Status: U.S.F.S.

Restrictions: No camping

Approach Time: 40 minutes to 1 hour



Park in the pull-off just before the entrance to the abandoned mine road. Hike up the drainage to an abandoned mine road, walk along this road for about 3 or 4 minutes. Head up a steep trail, cross the creek and continue hiking up the road until you are under the large corner. Bushwack up to the base of the route.



This route can be seen from town. It is the long corner down and to the left of Ajax Peak.

The rock on this route is questionable. Loose rock will come down when you pull your ropes from the rappels. A helmet is recommended. The anchors were placed in somewhat protected locations.

FA: Chris Logan and Kevin Dunkak explored this route many years ago. In the late 80s, Steve Johnson and Kevin made an attempt which ended about 350' up on a ledge. They drilled a bolt and hammered in a pin, leaving a webbing anchor as their high point.

In October 2003, the route was rope soloed 580' to the top by Damon Johnston.

The Pipeline Wall

Rock Type: Telluride Conglomerate

Height: 80' to 250'

Climbing Style: Sport

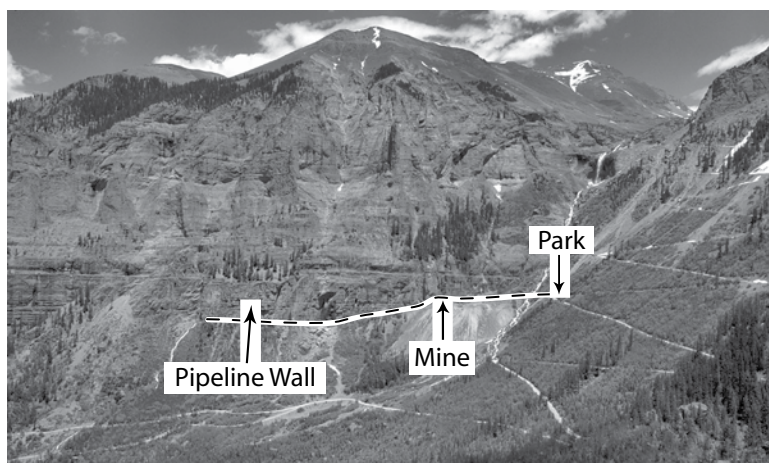
Gear Suggestions: 7 to 16 quickdraws/slings and a 60m rope. The Whipping Post (5.11c) requires 2x60m ropes to rappel off

Season: Spring, summer, fall

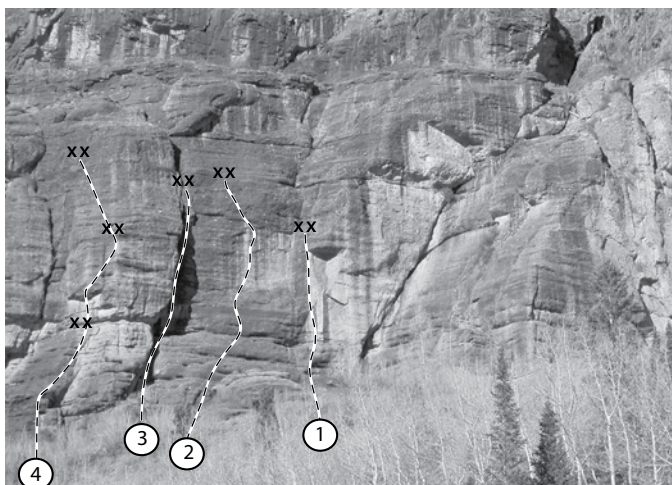
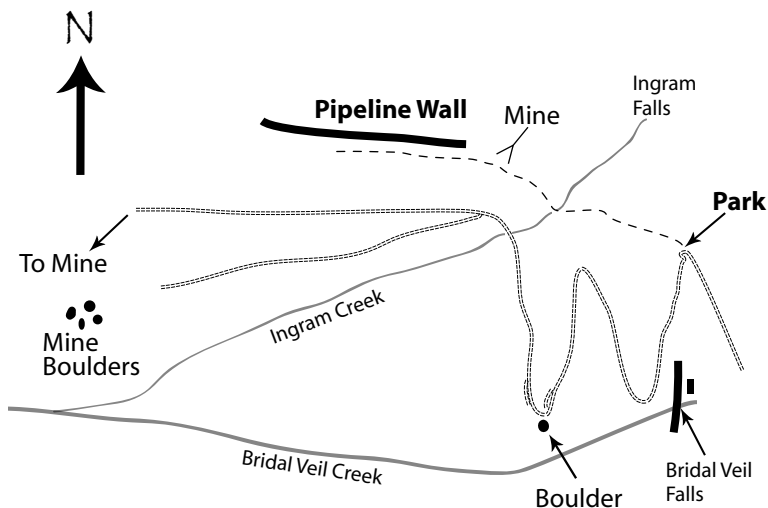
Land Status: U.S.F.S.

Restrictions: None

Approach Time: 15 minutes

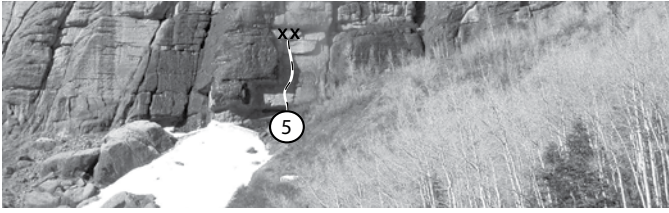


Drive 1.5 miles east of Telluride where the pavement ends. Continue east through the mine entrance and up the dirt road (stay on the road). Pass the mine boulders, and head up the switchbacks. Pass Ingram Creek. The road will head south for about a half mile then will switchback south at the large boulder (with cable on top). Two more switchbacks will bring you to a pull-out (park here). Walk to the base of the cliffs (10 to 15 minutes).

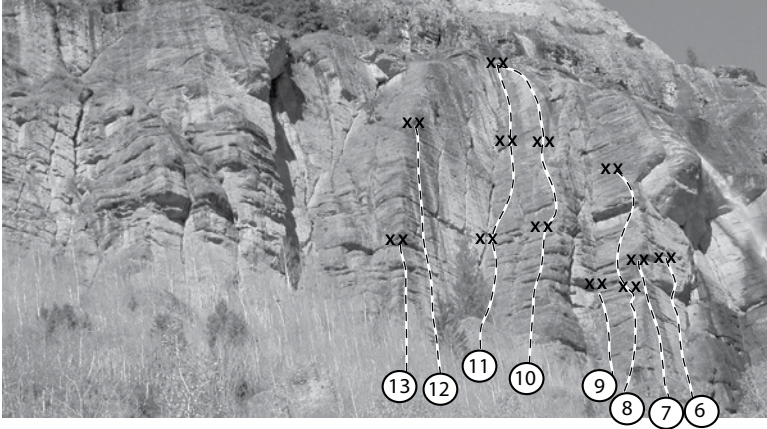


Routes Listed From Approach (right to left)

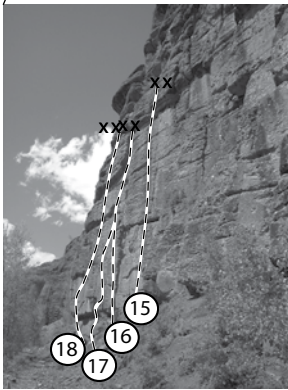
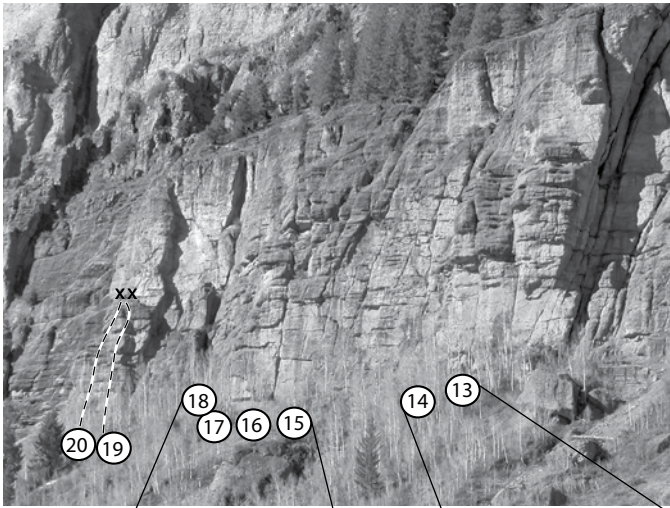
1. ***Black & Tan 5.10+, climb a face past 10 bolts to an anchor. FA: BE, PE 2001.
2. *Shaggy Donkey 5.hard, climb the bolted face to an anchor.
3. Project, climb the right-facing corner up to an anchor.
4. **Dangler 5.10-, two pitches. Pitch 1: 8 bolts to an anchor (5.8). Pitch 2: up through an overhang and up a face past 10 bolts to an anchor. A new anchor was added halfway up the second pitch to eliminate the need for a second rope. FA: BE, PE 2001.



5. Dolittle Does Something 5.11+, 9 bolt to an anchor. FA: BE, PE 2001.



6. ***High Motivation 5.10, climb a face past bolts to an anchor. FA: SeS.
7. Dreams Of Ambition 5.10+, climb a hard face past bolts. FA: SeS, SM.
8. **Can't Touch This 5.11-, two pitches. Pitch 1: a 5.9 face past 7 bolts. Pitch 2: up and right of a overhang, past 8 bolts. FA: BE, PE.
9. *Rock Cobbler 5.7, bolts to anchor. FA: SeS, MF.
10. ***Skylight Arete 5.8, three pitches. Pitch 1: a face past 10 bolts. Pitch 2: more face climbing past 7 bolts. Pitch 3: up and left past 12 bolts. Rap down Ame's Way with one 60m rope.
- Original Route 5.9, two pitches. This was the first route climbed on this wall and is located between routes 9 and 10. This gear route climbs a crack and eventually merges with the large corner and continues to the top. FA: AP, DaB, DR late 80s.
11. **Ame's Way 5.7. three pitches. Pitch 1: a face just to the right of the large corner, 7 bolts. Pitch 2: continues up the face past 7 bolts. Pitch 3: heads up to the top of the corner, past 7 bolts. FA: BE 2001.
12. ***Whipping Post 5.11+, climb the long face passing 12 bolts. You need two ropes to rap off this route. FA: PE and friends 2001.
13. **Whip Or Will 5.11-, climb face past 9 bolts to an anchor. FA: BE, AmP 2001.



- 13. *Crystal Cruise 5.8, climb a face past 6 bolts. FA: BE, PE 2001.
- 14. *Crystal Squeeze 5.9, climb past 7 bolts. FA: BE, PE 2001.
- 15. ***Rocksteady 5.10+, climb the thin face past 8 bolts. FA: BE, PE 2001.
- 16. *Real Tomato Ketchup 5.10+. FA: SeS, CAB.
- 17. ***Contortionist 5.10+, a fun climb past 8 bolts. FA: PE, BE 2001.
- 18. **Shark Skin Leisure Suit 5.11+, a killer route past 10 bolts. FA: PE, BE 2001.
- 19. *Pong 5.10+ PG13, end of the road. 10 bolts. FA: WR, BE 2001.
- 20. Ping 5.10+, end of the road. Fun bolted route. FA: BE and friends 2005.

The Falls Walls

Rock Type: Telluride Conglomerate

Height: 60' to 400'

Climbing Style: Sport

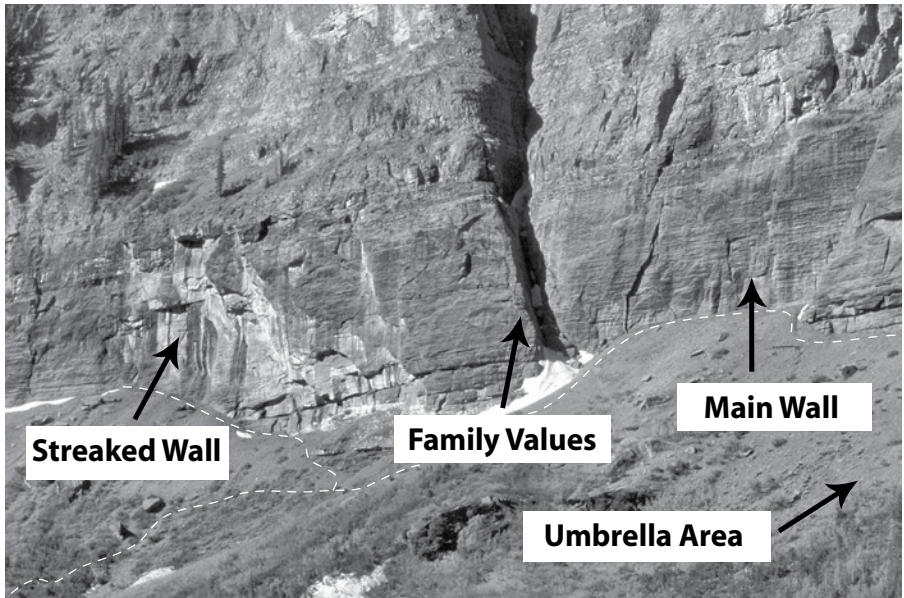
Gear Suggestions: 7 to 24 quickdraws/slings and a 60m rope. Most routes require 12 quick-draws—bring a few extra. One rappel at the umbrella area requires two 60m ropes.

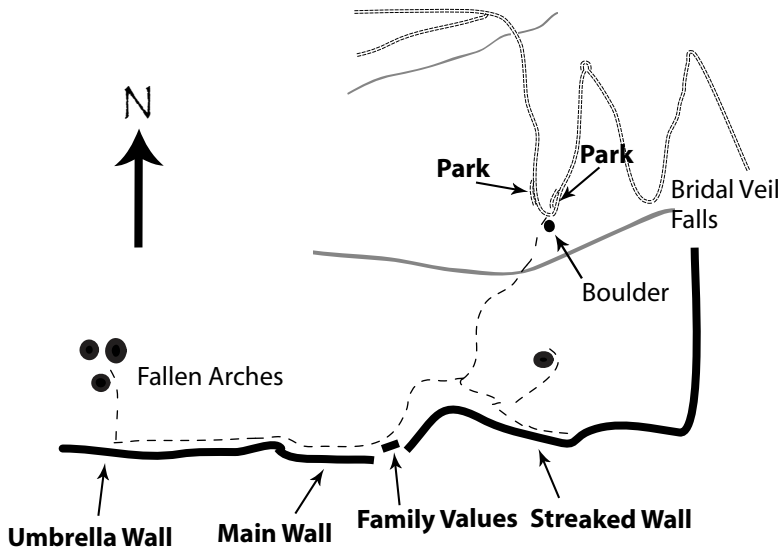
Season: Spring, summer, fall

Land Status: U.S.F.S.

Restrictions: DO NOT PARK in front of the large boulder that has the cable transport system on it. Park below or above this boulder

Approach Time: 20 to 45 minutes





The first routes in this area were established in the late 1980s. The second wave of new routes began in the late 1990s and continued through the early 2000s.

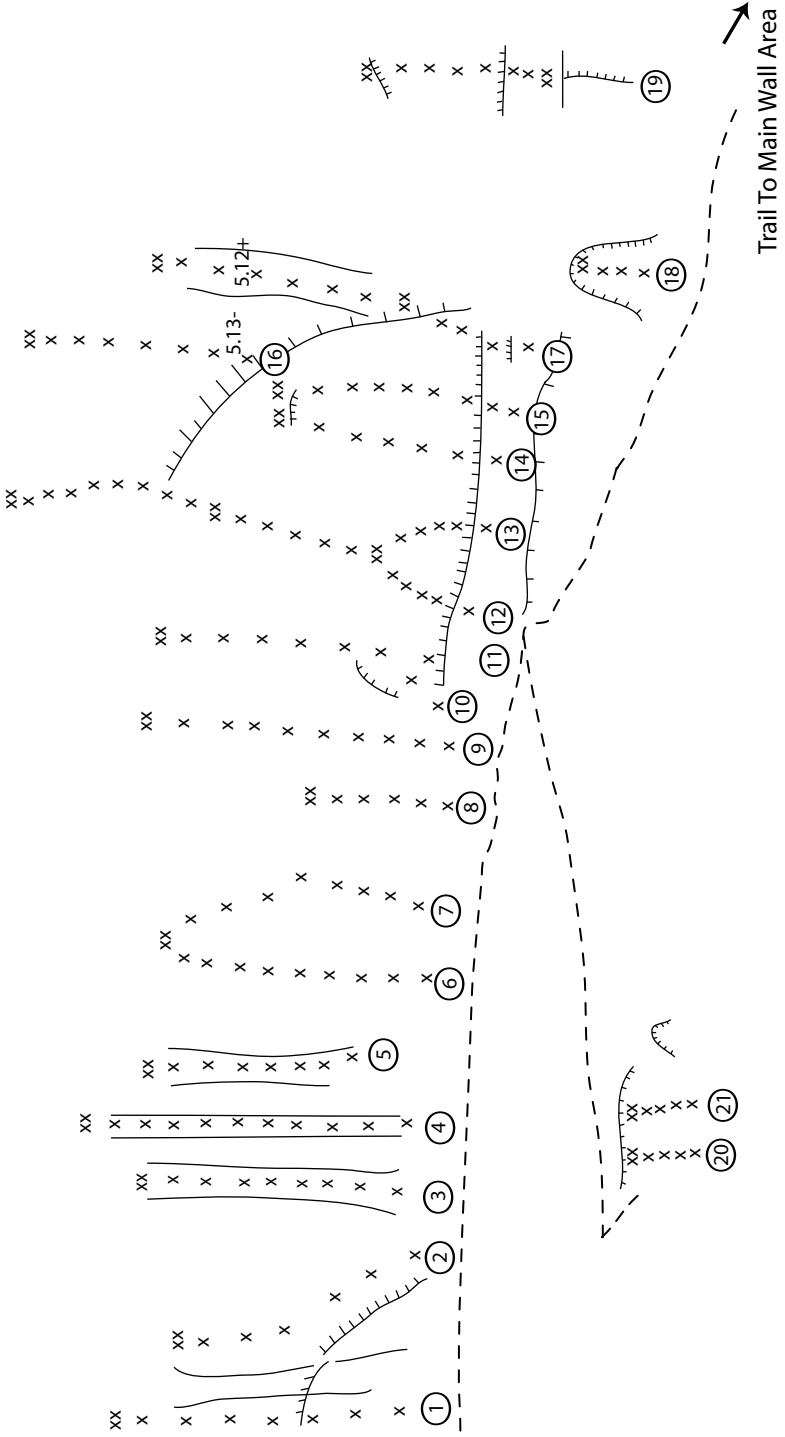


Andy Sawyer at the Falls Walls

The Falls Walls offer excellent climbing in one of Colorado's most spectacular settings. This area has it all, from four-pitch 5.7 to single-pitch 5.13.

Take the trail to the right of the large boulder with the cable transport system on top and hike south. There may be a bridge that crosses the creek. Be prepared to ford the creek if a bridge does not exist. Continue up the slope. You will reach a junction in the trail; left will take you to the Streaked Wall and right will take you to Family Values, the Main Wall and the Umbrella Area. It takes about 15 to 20 minutes to hike to the Main Wall.

Streaked Wall

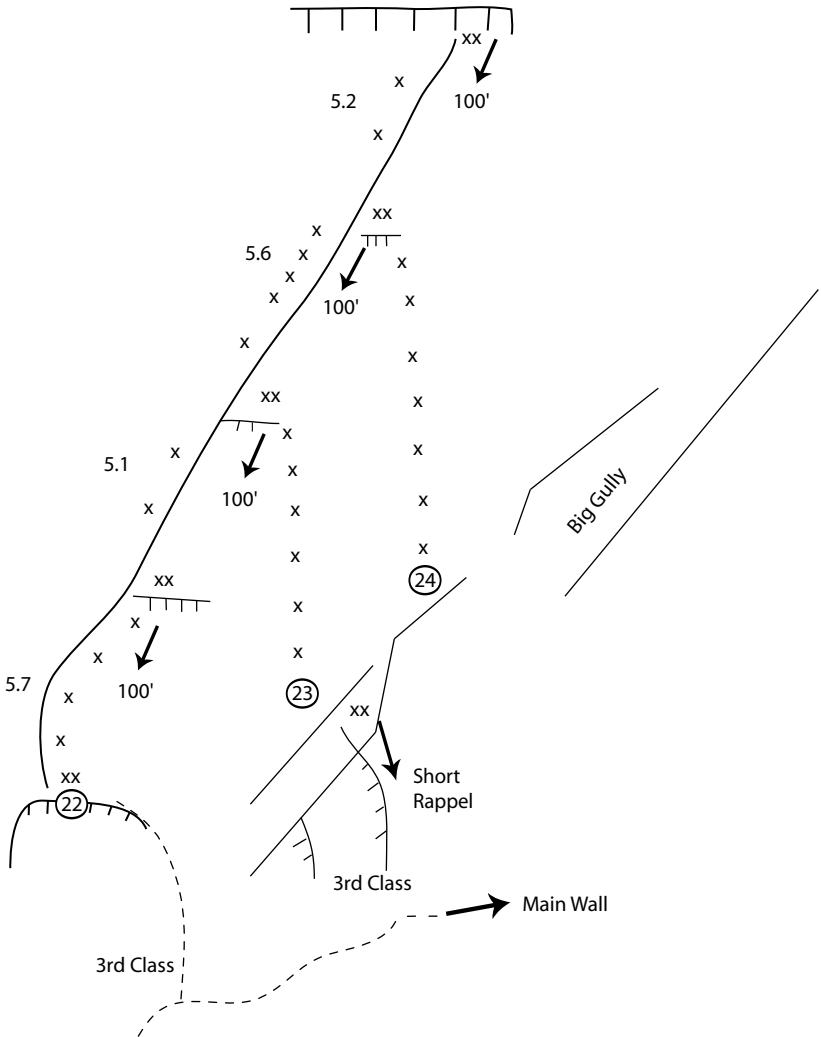


1. Hooking Lessons 5.11+, bolts. FA: NM, AnS.
2. Renee's Test Piece 5.10, bolts. FA: RS, NM.
3. *Superfund Site 5.11+, steep line of bolts. FA: CF, TO.
4. *Fool's Gold 5.12-, another classic steep pitch. FA: NM, CF.
5. *Eldorado 5.11+, runout in the beginning. FA: TO, CF.
6. **Gray Matter 5.11, very good route which can be top roped from the anchors on the California Route. FA: CF.
7. **California Route 5.10-, a classic! FA: TM.
8. *Just Say No to Shwag 5.10+, tricky start. FA: TO, CF.
9. **The Nomad 5.11-, a fun face. Many bolts. FA: CA, KT.
10. Zero Degrees Kelvin 5.10. FA: DJ, CF.
11. Zero Degrees Kelvin Direct 5.11, tricky beginning. FA: DJ, CF.
12. *The White Belly 5.11, three pitches. All bolts. A long route. FA: CF. Upper pitches: NM.
13. *Killer Whale 5.10+. FA: CF.
14. **Tody Train 5.11+, pull an overhang then up a steep wall. FA: NM.
15. *Gato Negro 5.12-, through a roof, up a steep wall. FA: CF, DJ.
16. **Grunging for Slopers 5.13-, a steep overhanging wall. FA: NM.
17. ***Hydropower 5.12+, climb the prominent overhanging gray streak in one long pitch or two shorter ones. FA: NM, CF, RS.
18. The Zit 5.7, a short climb past three bolts. FA: CF.
19. Tsunami 5.11+, two pitches. Bolts to an anchor.
20. Thing One 5.11+, short and steep. FA: CF, DJ.
21. *Thing Two 5.12, short and steeper. FA: CF, DJ.



Chul Lee on Hydropower (5.12+)

Family Values



22. ***Family Values 5.7, a scenic, four-pitch buttress climb (can be done in 2 long pitches). Gear: quickdraws and a 60m rope. Rap the route or rap Drug Free Zone and scramble down (exposed 3rd class). FA: DJ, CF 2000.

23. Drug Free Zone 5.8, bolts to an anchor. FA: DJ, CF 2000.

24. Safe Sex 5.8, bolts to an anchor. FA: DJ, CF 2000.



Climbers Welcome!

310 SOUTH FIR STREET

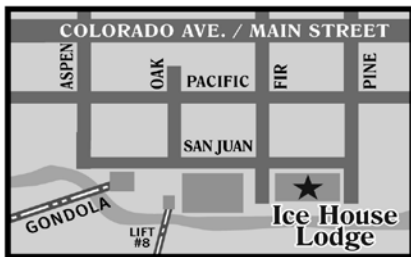
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BOULDERING

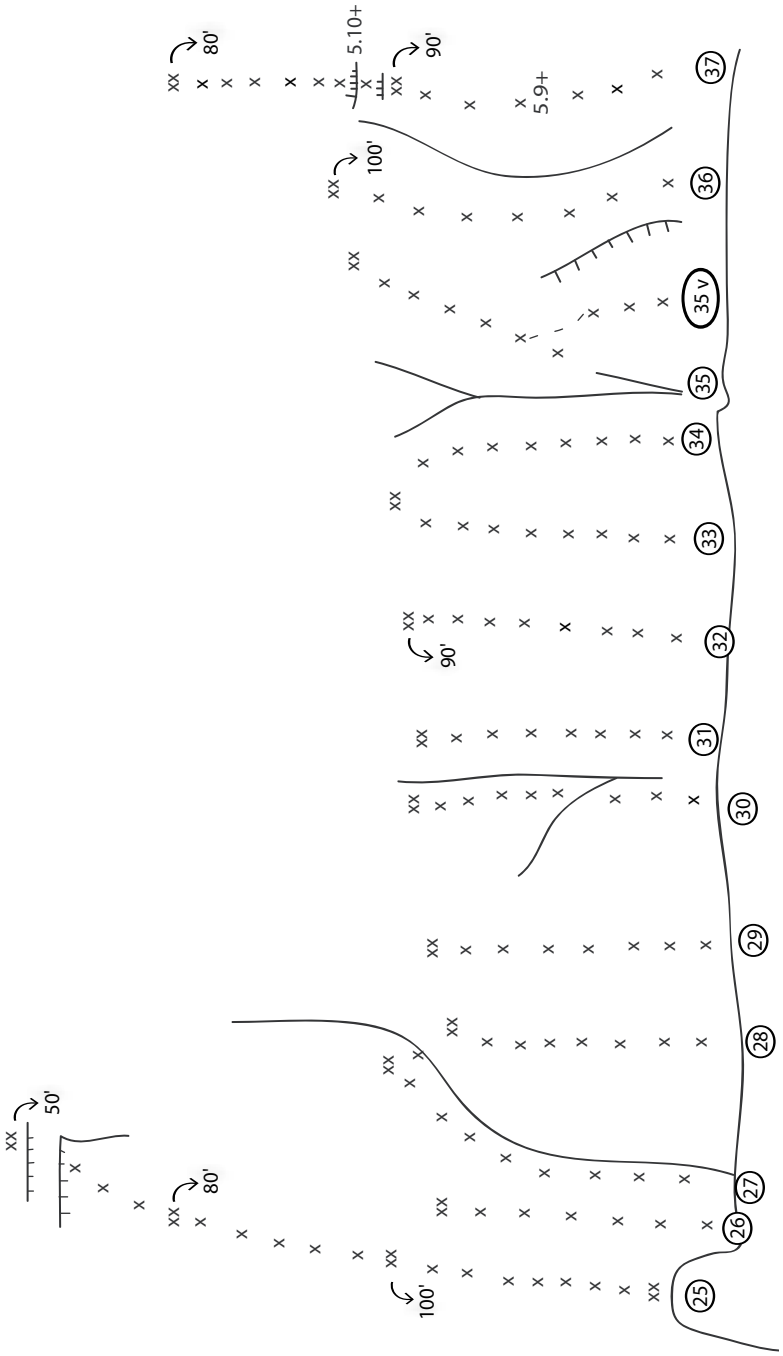


TRAD



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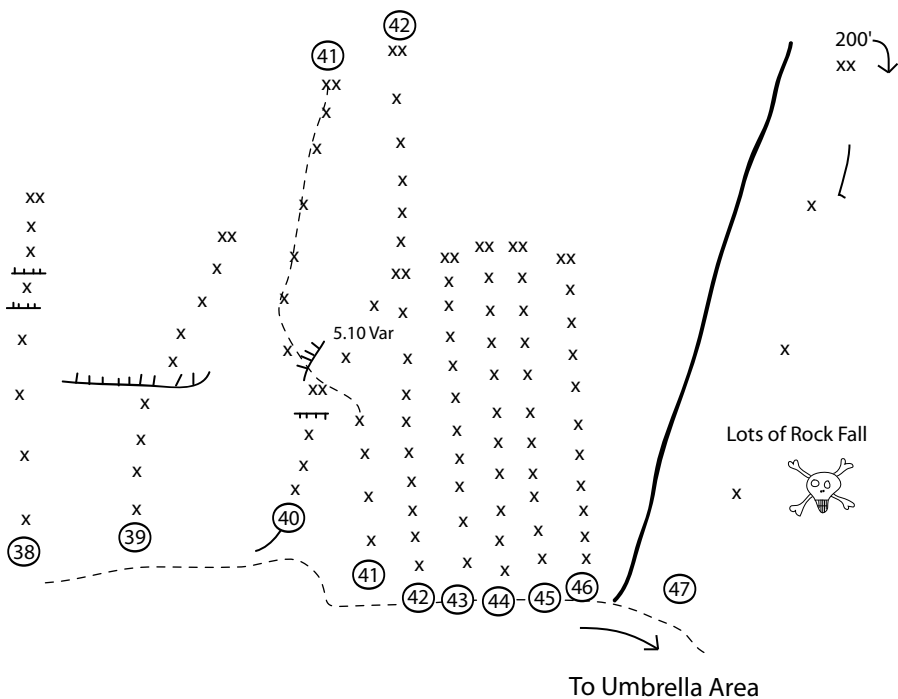
Main Wall (aka Trickle Down Wall) - East



25. *Power Grid 5.9, a fun three-pitch route with the crux right off the ground; bolts to an anchor. Beware of loose stones on top ledge. FA: DJ, BM.
26. Julie's Cherry 5.8, bolts to an anchor. FA: DJ, JuH.
27. Darwin's Rib 5.8, fun route! Bolts to anchor. FA: DJ, JuH.
28. Mad Dog 5.8, bolts to an anchor. FA: DJ, JuH.
29. Perturbation Theory 5.9. Bolts to anchor. FA: DJ, CF, JuH.
30. *No KLA 5.10, climb past bolts to anchor. FA: CF, CA.
31. **How's My Driving 5.9, nice route! FA: CA, CF.
32. *Empty Pockets 5.10-, killer climbing past bolts to an anchor. FA: CF, SJ.
33. Beta Decay 5.10, bolts to anchor. FA: DJ, BM.
34. *Knob In My Pocket 5.10, very fun! Bolts to anchor. FA: CF, MK.
35. *Crystalopolis 5.10 PG13, starts in a seam protected by thin gear and then moves up and right through bolts. FA: CF, SJ.
- 35v. **Crystal Gail 5.11, is a variation that begins to the right of the seam on a buttress protected by bolts and continues up and left joining Crystalopolis. FA: CF, MK.
36. **Compassionate Conservative 5.10+, classic route, climb past bolts, through steep crux, up to an anchor. FA: CF/DJ.
37. **Mr. Smarty Pants 5.10+, two pitches. Pitch 1: 5.9. Pitch 2: the crux is pulling the overhang. Bolts to an anchor. FA: CB, CF. Second pitch: DJ, CF.



MainWall(akaTrickleDownWall)-West



38. *Oblivion 5.10+, bolts to an anchor. FA: CA, BH.

39. **Billy's Harem 5.10+, one of the best routes on the wall. FA: DJ, Spring.

40. *Yank My Chain 5.9, short. 3 bolts and thin gear to the anchor. FA: CF, TH.

41. *Harvest 5.11-, two pitches. Pitch 1: 4 bolts to an anchor, 5.10. Pitch two is a bit harder, continuing up and staying just left of the arete to anchors, 5.11a. FA: CF. Second pitch: NM, CF.

42. **Heart of Gold 5.11+, a high quality two pitcher, bolts to anchors. Pitch 2: 5.10+. FA: CF, JS. Second pitch: CA, KT.

43. **Trickle Down Theory 5.11, climb past bolts to an anchor. FA: CF, MK.

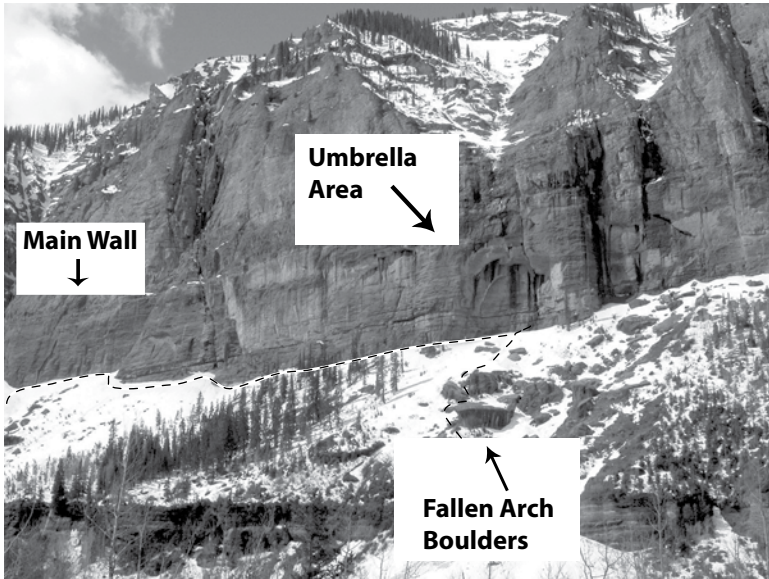
44. **Mother's Little Helper 5.11, bolts to an anchor. FA: CA, KT, JO, CF.

45. **Lobotomy 5.12-, brilliant climb! Bolts to an anchor. FA: CA, KT.

46. **Shock Theory 5.11+, bolts to anchor. FA: JO, CA.

47. NOT RECOMMENDED! 5.9X—Rock fall here is severe! FA: DJ, SS.

Umbrella Area



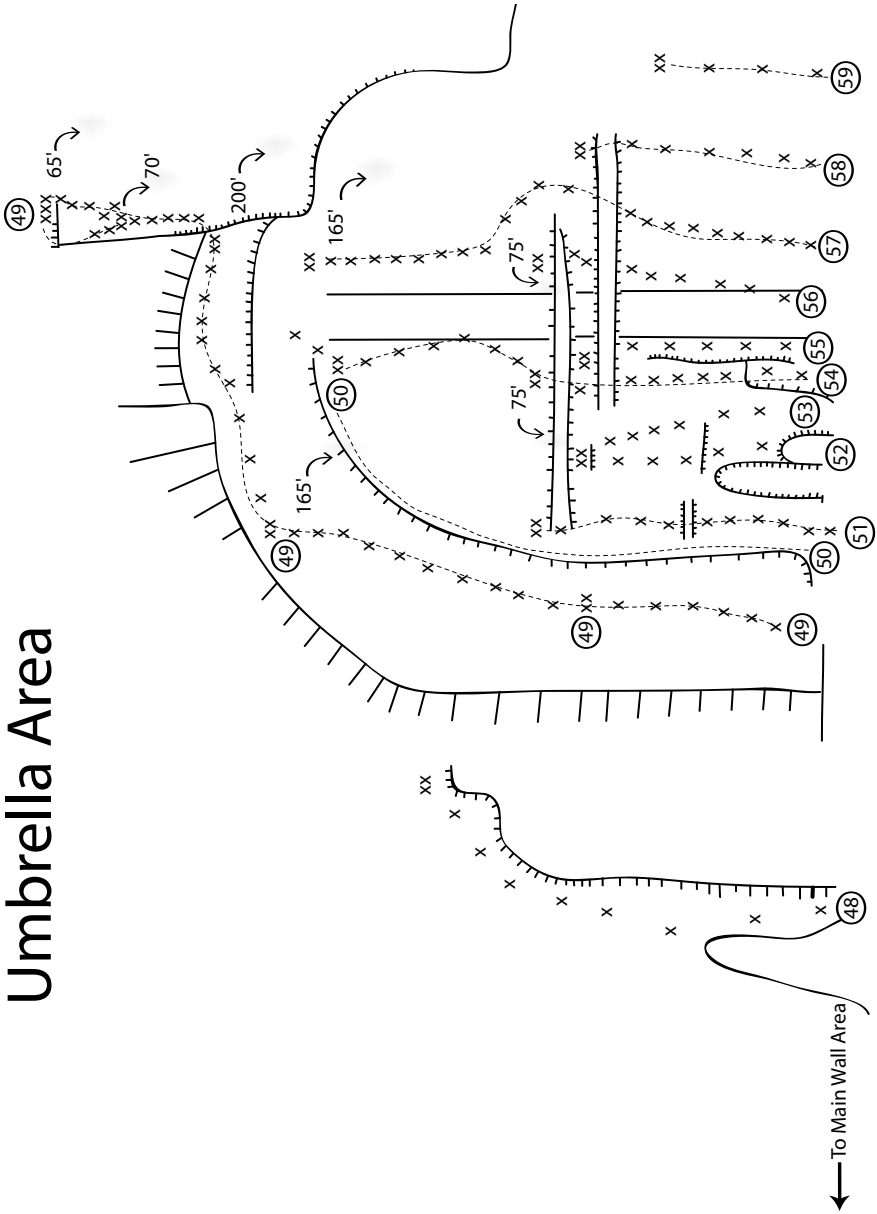
The Umbrella Area has many high quality routes. Many of these are multi-pitch. West of the umbrella area are more walls offering new route potential. Use good judgement when placing fixed gear and anchors. The rock above the conglomerate is not solid and may not offer sound anchorage for fixed protection. FA: BE, PE, JB and others as marked.

Jared Ogden established two new routes that are not included on the topo:

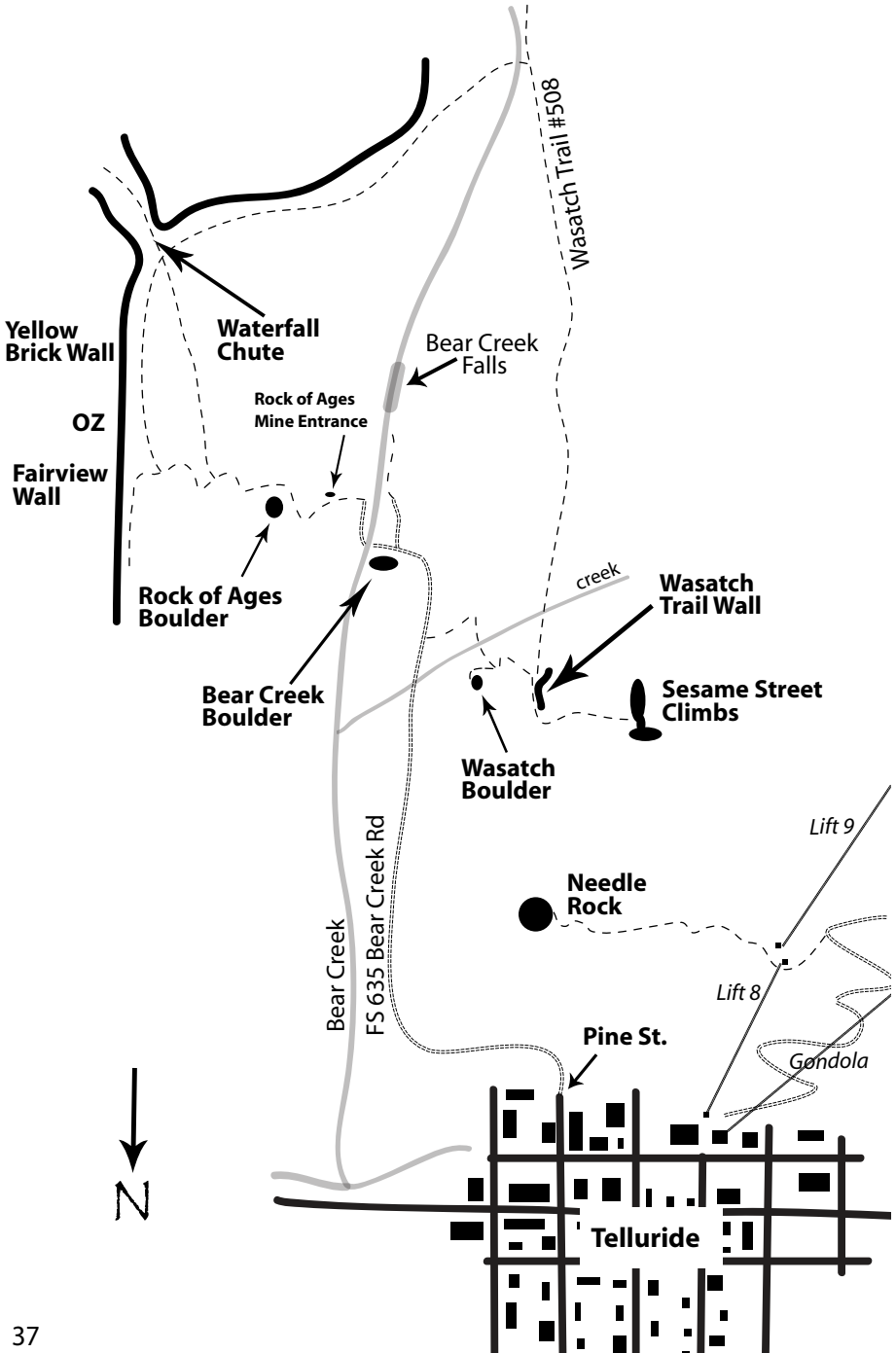
Jokers Wild 5.12+, can be found on the arete just to the immediate right of High Lonesome. This route continues up the arete and ends at the third anchor of High Lonesome. No information on gear is known at this time.

Powerhouse 5.13-, four pitches, begins just left of Be Your Own Bosch. Pitch 1: 5.11R, gear to a bolted belay under a huge crack in the roof. Pitch 2: 5.12, 6 bolts and gear to the 4th anchor of High Lonesome. Pitch 3: 5.13-, 4 bolts and gear to a bolted anchor above the huge roof. Pitch 4: 5.9R, traverse up and right to High Lonesome's top anchor.

Umbrella Area



TELLURIDE SOUTH



Needle Rock

Rock Type: Conglomerate/San Juan Tuff

Height: 80'

Climbing Style: Traditional

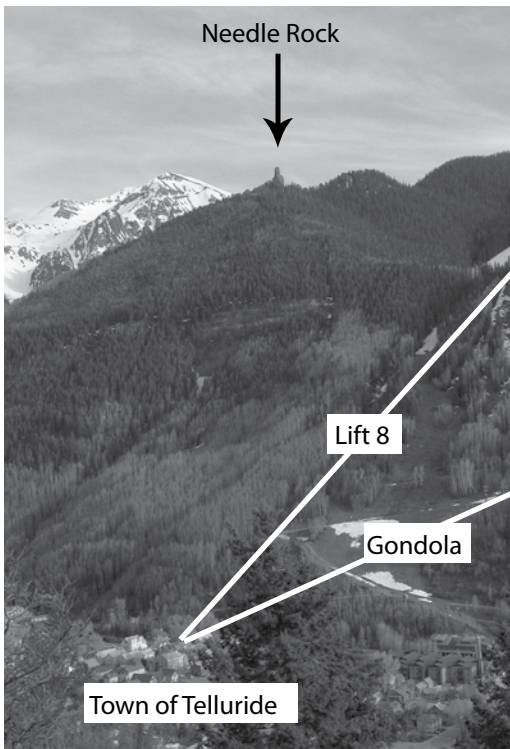
Gear Suggestions: Bring a little of everything: thin, hands, wide hand. Bring a 60m rope.

Season: Year-round

Land Status: U.S.F.S.

Restrictions: None

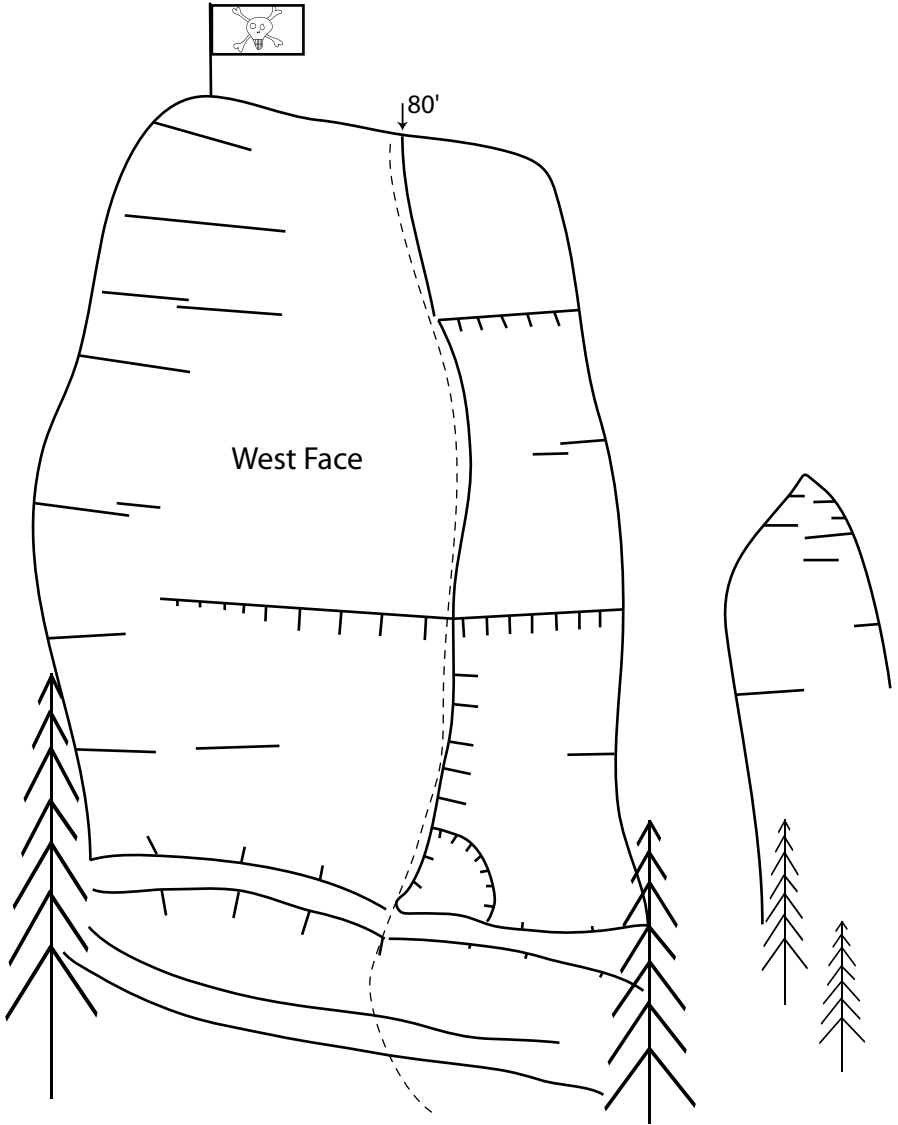
Approach Time: 1 1/2 to 2 hours



This tower is accessed easiest in winter when the lifts are running, but it is possible to bushwack during all seasons.

To bushwack, take the ski area maintenance roads and ski run trails to the top of Lift 8 (bottom of Lift 9). From there, bushwack up to the west face of Needle Rock. Expect the better part of an afternoon to climb this 80' tower.

Needle Rock



Begin climbing up a crack system on the right side of the west face of Needle Rock. This route is steep in the beginning but backs off as you climb higher.

Needle Rock 5.9, a light rack and quickdraws. Rappel from the top.

Sesame Street

Rock Type: Telluride Conglomerate

Height: 30' to 80'

Climbing Style: Sport

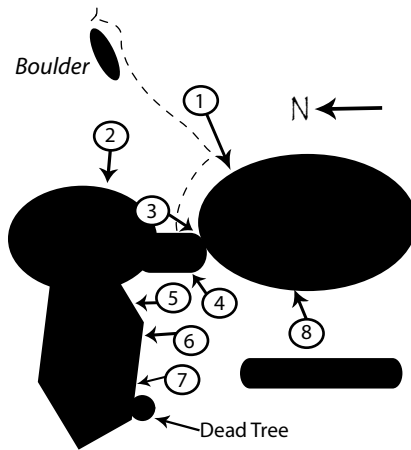
Gear Suggestions: 12 quickdraws and a 60m rope

Season: Summer and fall

Land Status: U.S.F.S.

Restrictions: None

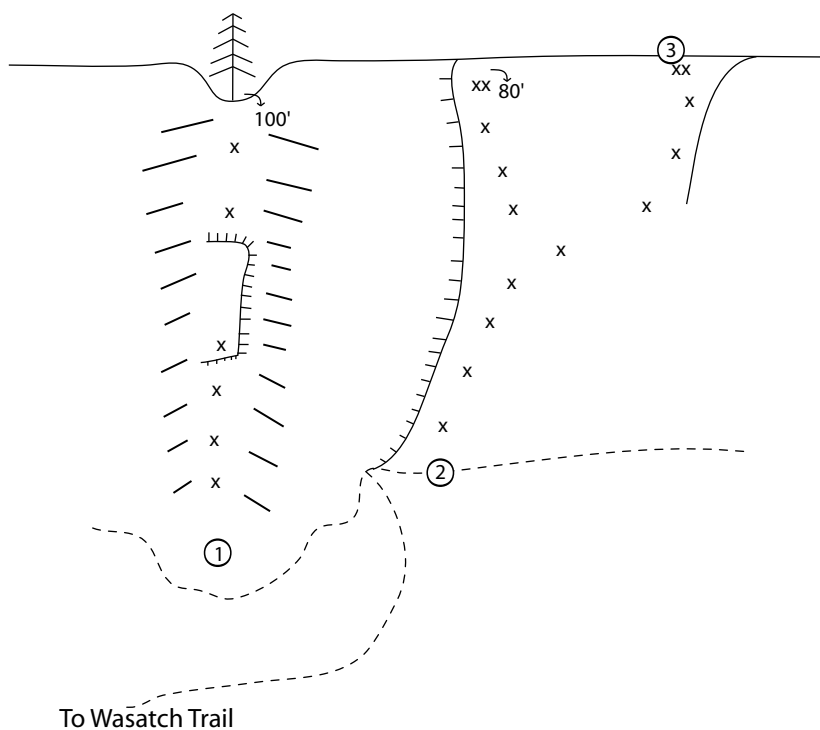
Approach Time: Just over an hour



1. ***Big Bird 5.12+, a true test of determination, bolts to an anchor, 70'.
2. Cookie Monster 5.11+, tricky face climbing past bolts to an anchor, 35'.
3. Magic Muppet Show 5.8, begin under the big cave, climb up and left past bolts to an anchor, 90'. Rappel or scramble off the back side of this very large boulder.
4. The Count 5.10-, a short but very fun route, 15'.
5. Bert 5.10, bolts to an anchor, 90'.
6. Ernie 5.10, bolts to an anchor, 90'.
7. **Grover's Muppet Adventure 5.10, bolts to an anchor, 90'.
8. Muppet Master (project), 75'.

Routes established by: JiH, CF, DJ, CB, DC, PE and others.

Wasatch Trail Wall



1. **Areto 5.11+, bring small TCU's. 100'. FA: BM.
2. Repercussions 5.10-, bolts to an anchor. FA: BM.
3. Percussions 5.9, bolts to an anchor. FA: BM.

Wasatch Mountain Walls

Rock Type: Telluride Conglomerate

Height: 60' to 80'

Climbing Style: Sport

Gear Suggestions: 16 quickdraws, anchor slings and a 60m rope. A few routes require a 70m rope for rappelling

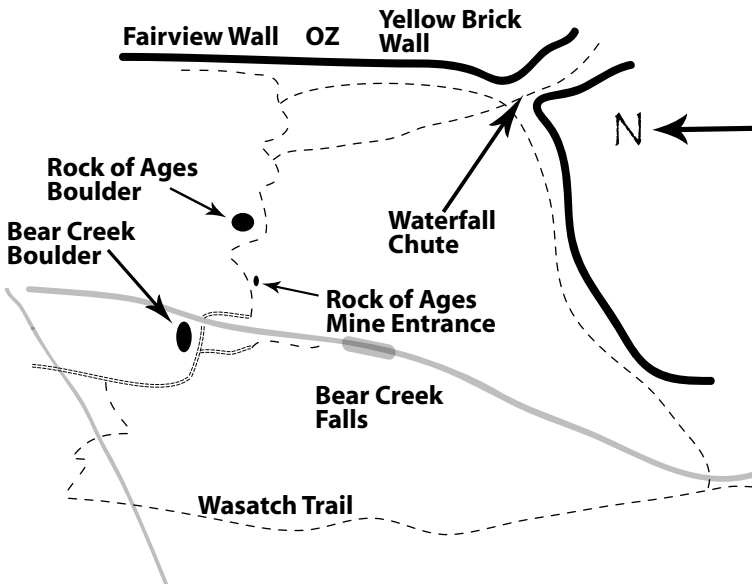
Season: Spring, summer, fall

Land Status: U.S.F.S and scattered mining claims

Restrictions: None

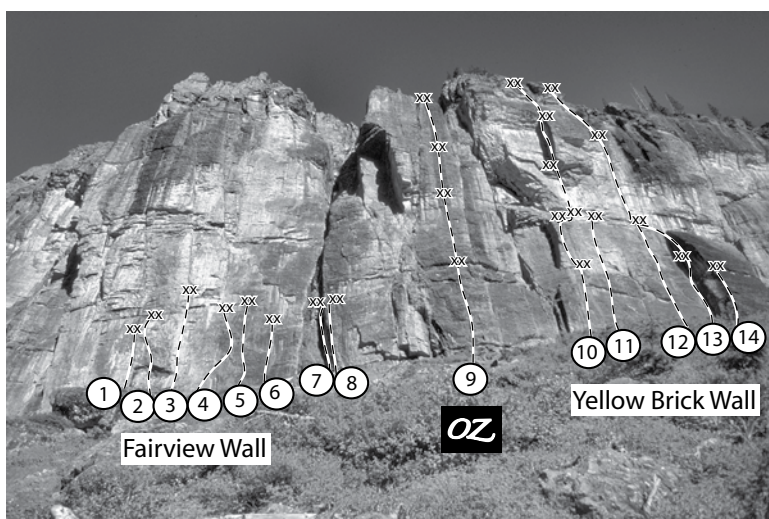
Approach Time: 1 to 1 1/2 hours

High Altitude: These climbs start at or above 10,000'!



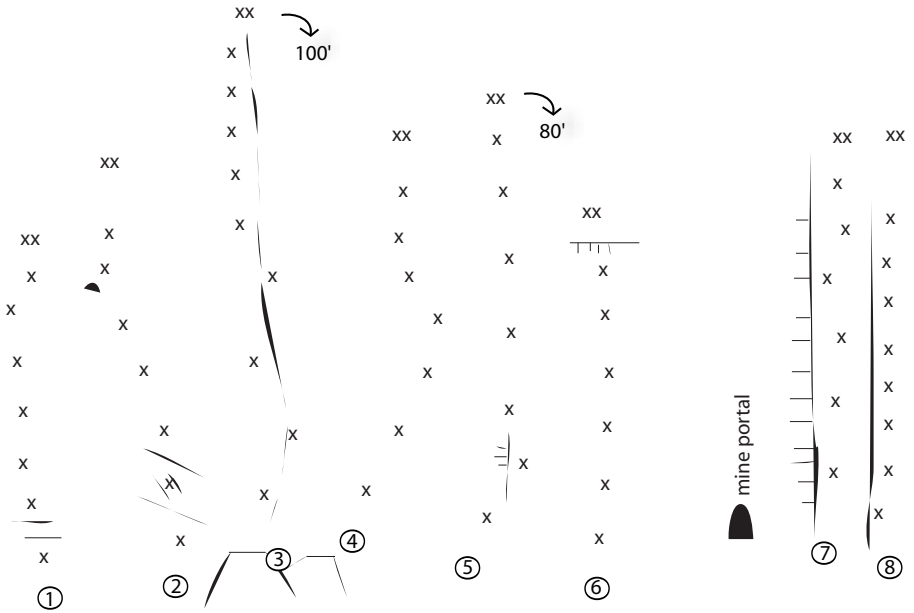
This area has the highest concentration of routes in Bear Creek, with some of the best sport climbing that Telluride offers. Walk past the Bear Creek boulder, cross the stream beyond it and head south up the old mining road. A few minutes of hiking will bring you to mine tailings. Hike up these steep tailings, then up a steep trail to the left of the old mine entrance. The trail switchbacks up through trees taking you south along a 20' high cliff. At the drainage, head up and left, which will come out into a clearing. From here, head up to the base of the main cliffs. To access the Waterfall Chute climbs, head right after a few minutes of hiking up the steep talus. This trail is "seasonal" and can be hard to find in early spring. There is often snow at the base of these routes until mid-summer.

Fairview Wall, OZ, Yellow Brick Wall



- | | |
|-------------------------------------|----------------------------|
| 1. Only Monks Use Ladders 5.10 | 9. OZ 5.11 |
| 2. Times Up 5.12 | 10. Wildfire 5.12- |
| 3. Space Odyssey 5.11+ | 11. Smokey The Bear 5.10+ |
| 4. Trick Or Treat 5.10 | 12. The Gold Standard 5.12 |
| 5. Alpha-bits 5.10 | 13. Indian Boy 5.10 |
| 6. Trust Fund 5.9 | 14. Dinky Dow 5.9 |
| 7. Go Go Gadget Hooks 5.10 | |
| 8. Power Tools Are People Too 5.11- | |

Fairview Wall



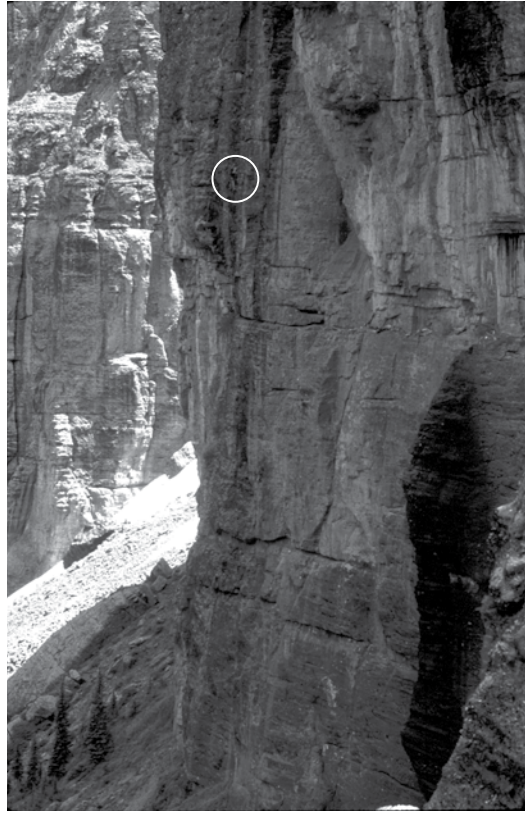
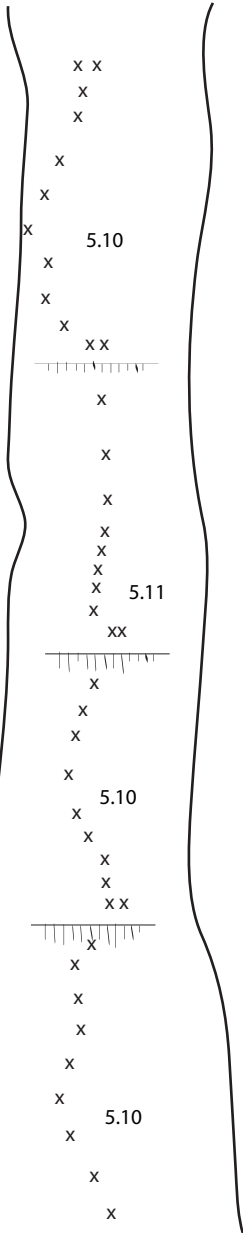
Routes Established By DJ, CF



Mark Dean on Assassin Of Youth, 5.10

1. Only Monks Use Ladders 5.10, bolts to an anchor. 75'.
2. *Times Up 5.12, a pumpy little route. Climb up through a overhang past bolts to an anchor. 85'.
3. **Space Odyssey 5.11+, a very good route! Climb a face moving up corners past bolts to an anchor. 100'.
4. *Trick Or Treat 5.10, fun. Bolts to an anchor. 80'.
5. Alpha-Bits 5.10, bolts to an anchor. 90'.
6. Trust Fund 5.9+, the easiest route on the wall. Bolts to an anchor. 70'.
7. Go Go Gadget Hooks 5.10, climb a face past bolts to an anchor. 80'.
8. **Power Tools Are People Too 5.11-, climb around to the arete and up the face to an anchor. 80'.

OZ



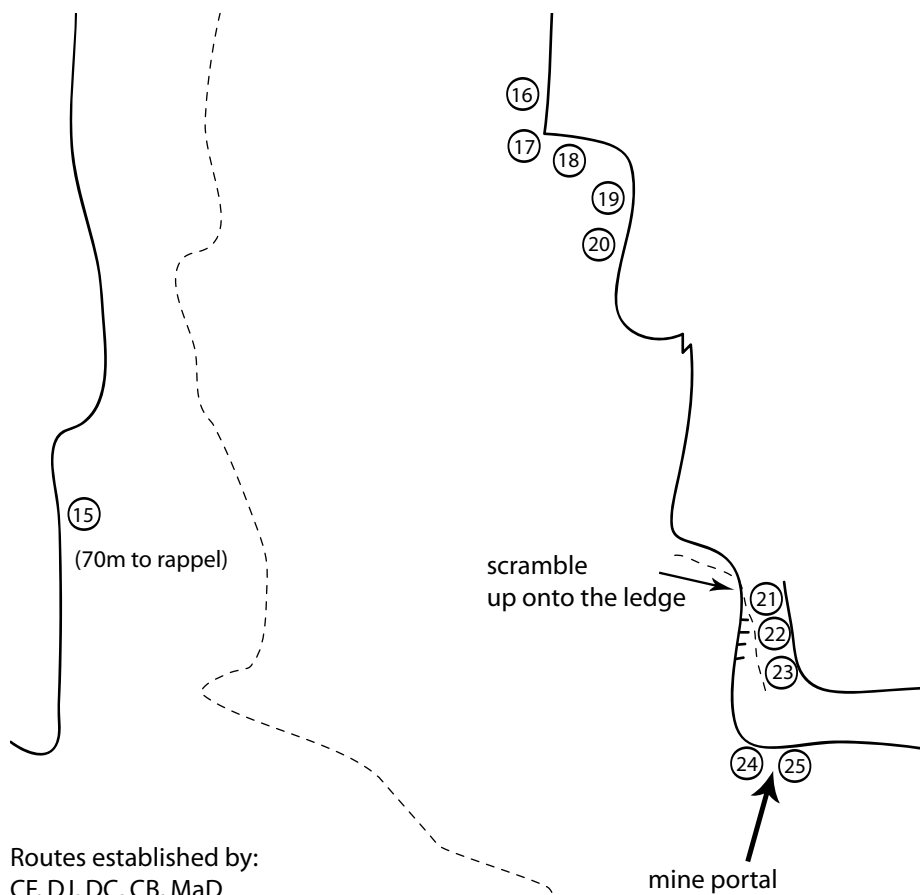
9. ***OZ 5.11, a full-value adventure, steep and pumpy. Bring your ruby slippers and Glinda's cell phone number.

4 pitches, all bolted. Each pitch is 90' more or less. A 60m rope, 12 quickdraws and 2 anchor rigs recommended.

Pitch 1; 5.10, bolts to an anchor (big ledge). 100'. Pitch 2; 5.10-, bolts to an anchor (ledge). 95'. Pitch 3; 5.11, the crux is right off the anchor, climb a very steep face (95 degrees) past bolts to an anchor. 95'. Pitch 4; 5.10+, climb up thin pockets and face holds past bolts to an anchor. 90'. Rappel the route.

FA: DJ, JuH, Rick Mendel (thanks Rick!)
FFA: DJ, CF, CB.

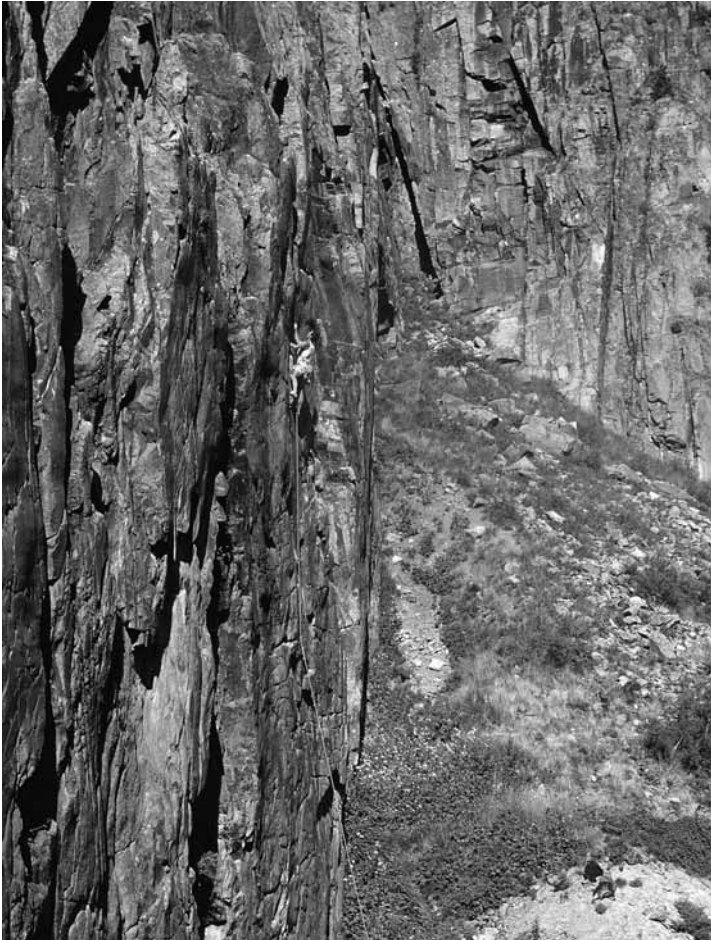
Waterfall Chute



Routes established by:
CF, DJ, DC, CB, MaD.

15. *Queen Anne's Lace 5.10, this route is 35m high.
16. White Wedding 5.11, overhanging face.
17. **Shotgun Wedding 5.11+, steep arete/face/corner.
18. **Assassin Of Youth 5.10, face to small roof.
19. Sky Pilot 5.11+, crimpy, overhanging wall.
20. Blazing Star 5.11, overhanging wall—pumpy!
21. Up In Smoke 5.11, two short bolted pitches.
22. No Fault Divorce 5.12 A0, one point of aid.
23. *Goody Goody 5.10, can be done in two pitches.
24. **Trophy Wife 5.11+, start at the mine portal.
25. **Harry Pothead 5.10+, steeper than it looks.

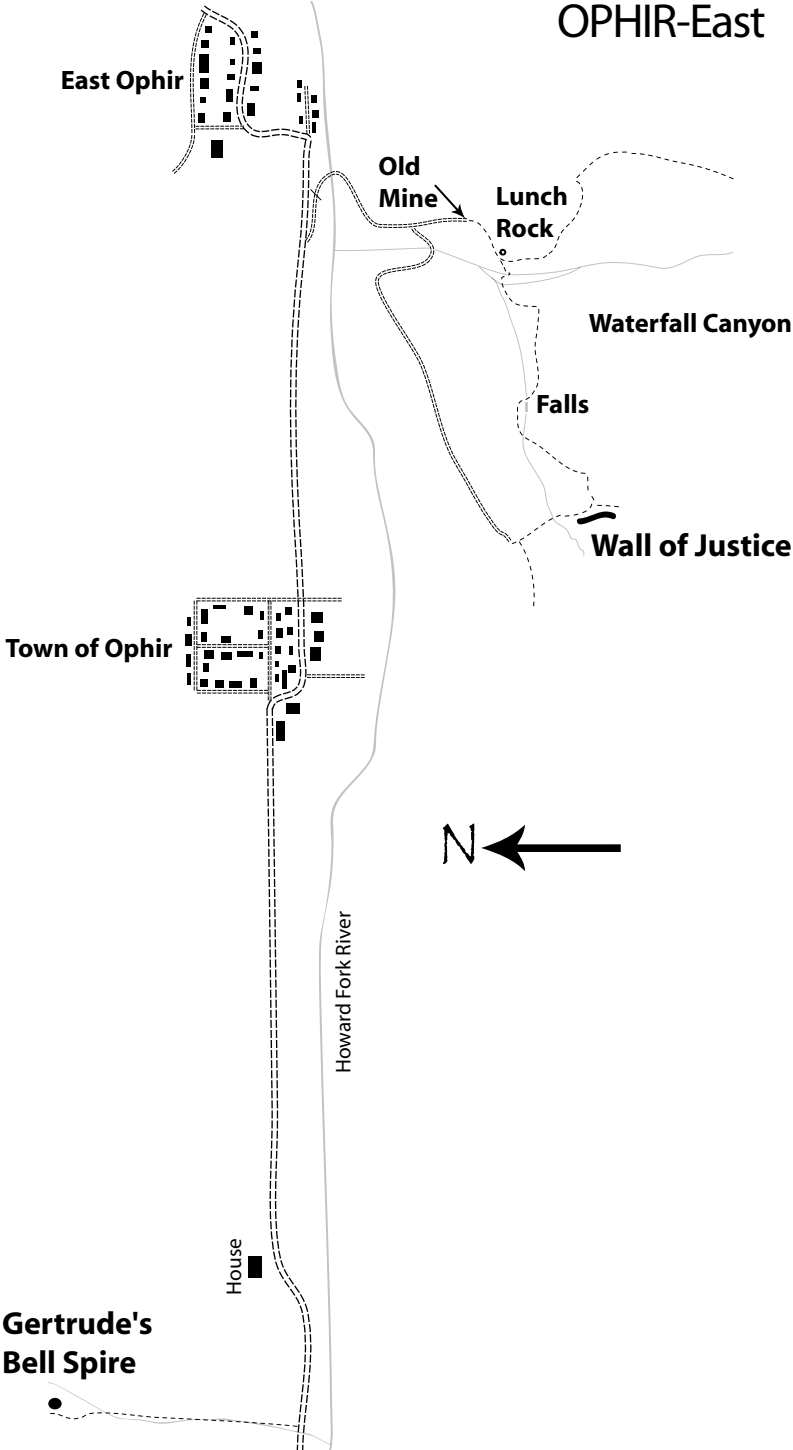
OPHIR



Mark Wilford on Cheeseburger In Paradise (5.10)

Gertrude Bell's Spire
Wall of Justice
Cracked Canyon
The Ophir Wall
The Dark Side

OPHIR-East



To HWY 145 and Ophir Wall

Gertrude Bell's Spire

Rock Type: Volcanic

Height: 125' (only a 60m is needed to rap)

Climbing Style: Traditional/sport

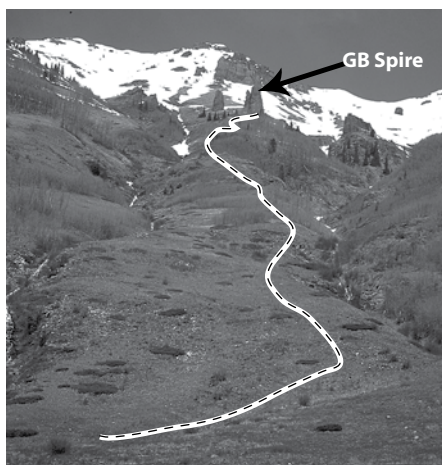
Gear Suggestions: Thin hands to wide hands, 14 quickdraws

Seasons: Early spring through late fall

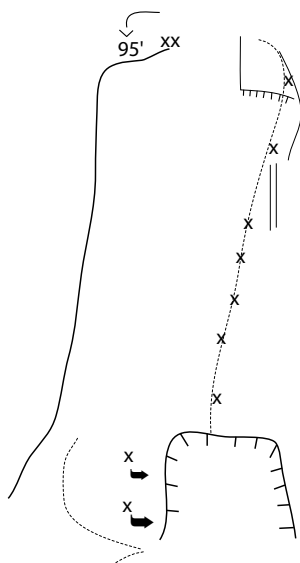
Land Status: U.S.F.S.

Restrictions: None

Comments: This area is surrounded by private land—please respect the land owner's rights—do not trespass!



Gertrude Bell's Spire is about two miles down the Ophir Road on the north side of the valley. Park on the south side of the road and hike up the drainage just below the spire (30 to 45 minutes). There is a route on the north side of the spire which has some very old webbing. This route ascends a chimney to a wide crack and requires scrambling to the top. There is a old spinner bolt on this route. FA: AP.



Casper 5.9R, ascend the eastern side of the spire up a steep, loose face past nine bolts (there are a few places at the top to place natural gear). This route is run-out on questionable rock. The rap anchor is on the west side of the spire and is in good rock. FA: DJ, JuH.

Wall of Justice

Rock Type: Telluride Conglomerate

Height: 80' to 200'

Climbing Style: Sport

Gear Suggestions: 16 quickdraws, anchor slings and a 60m rope

Season: Spring, summer, fall

Land Status: U.S.F.S and private mining claim

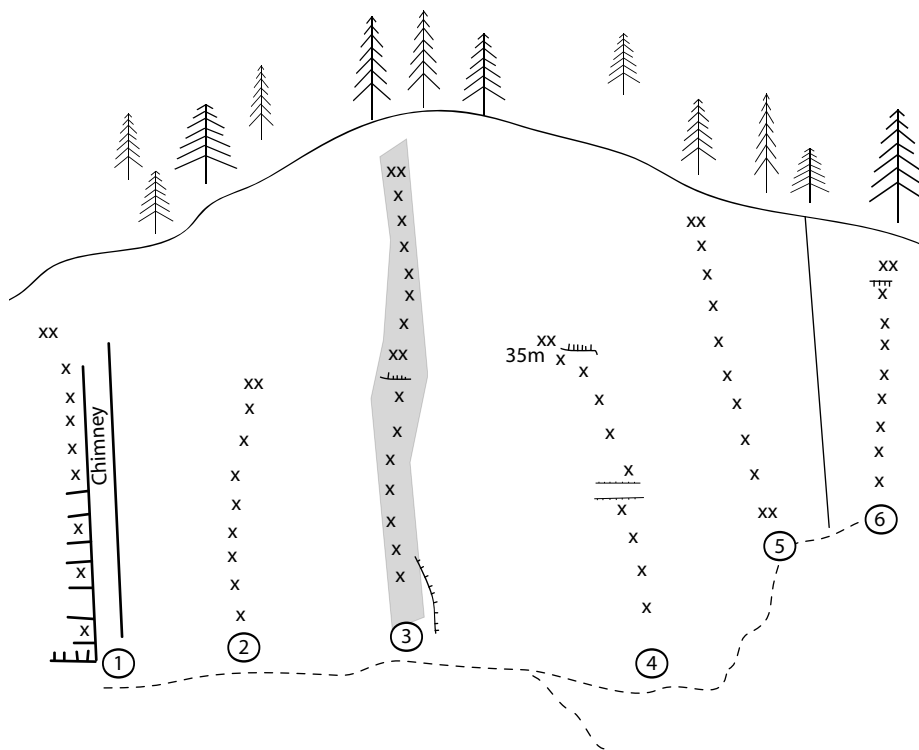
Restrictions: None

Approach Time: 1 1/2 hours



From HWY 145, make a left onto the Ophir Road. Once in the Town of Ophir continue through as if you are going to East Ophir (2nd cluster of homes). Just before you near the first houses, look for a small unmarked road on your right. Park on the side of the road (out of the way of traffic). From here hike down the road, past the Forest Service gate, cross the creek and continue up the hill. There is a split in the road, stay left. You will come to an abandoned mine and the road will end. Keep hiking straight until you will pick

up the trail. The trail will take you across an avalanche slope and down into a meadow. Look for the “lunch” boulder on you left, just before you enter the trees. From here head right, cross seasonal drainages and once in the clearing head up and left. Continue up the left side of this clearing. Then cross just in front of the waterfall and head up very steep slopes.



1. *Thunder Puppy 5.10+. Climb up bolts to anchor. FA: DJ, JuH.
2. Bizarro 5.10+, bolts to an anchor. FA: DJ, JuH.
3. **Crimson Dynamo 5.11+, 2 pitches. First pitch: climb up a steep face and through a overhang (crux), past bolts to an anchor (5.10+). Second pitch: climb up face holds and pockets past bolts to an anchor. The best route here! FA: DJ, JuH, CF.
4. Flash 5.10, bolts to an anchor. Good fun! Need 70m rope to rappel. FA: DJ, JuH.
5. The Riddler 5.10+, bolts to an anchor. FA: DJ, EW.
6. *Ironman 5.11-, a fun face with lots of small pockets. Bolts to anchor. FA: DJ, JuH.

Ophir Wall Area

Rock Type: Rhyolite

Height: 60' to 900'

Climbing Style: Traditional, sport and top rope

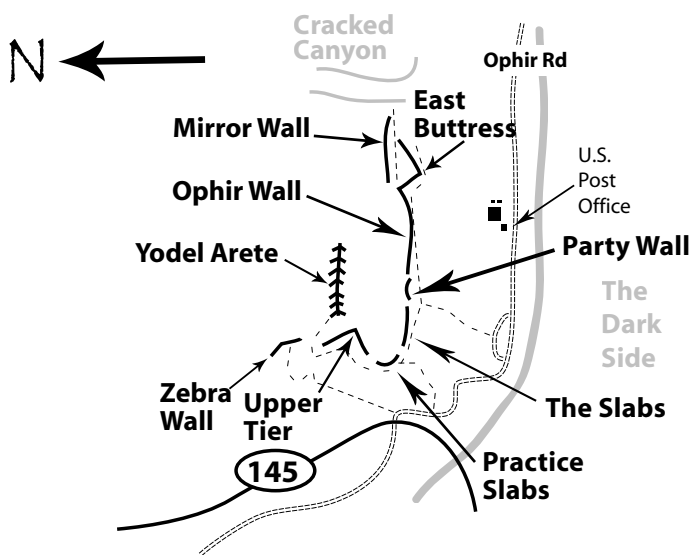
Gear Suggestions: Micro to wide hands. A good selection of small gear for tricky placements. Some routes require two ropes to rappel

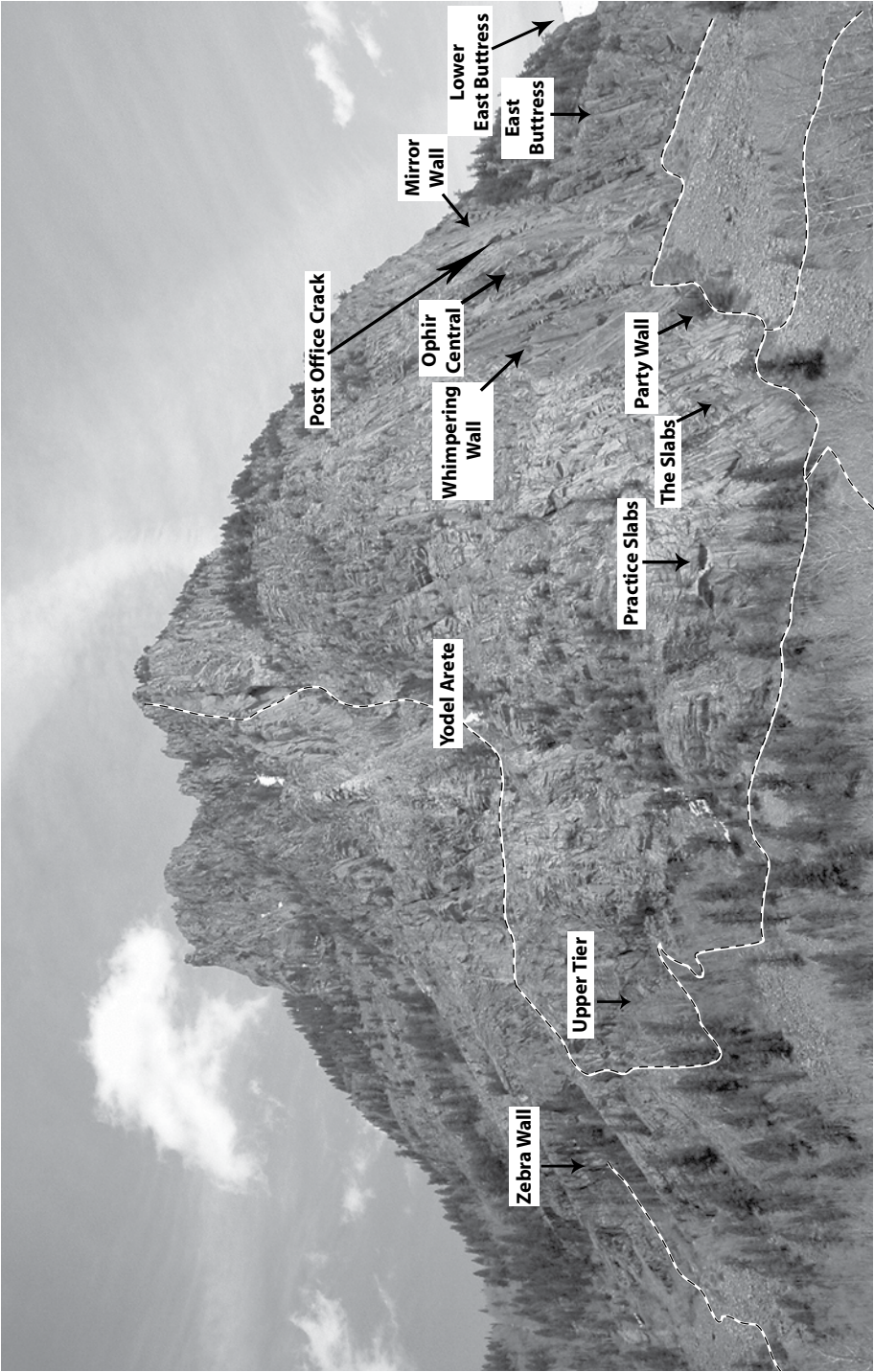
Seasons: Summer through late fall until first snow

Land Status: U.S.F.S.

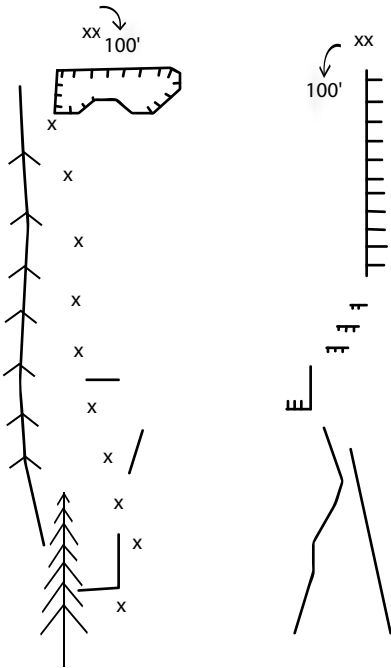
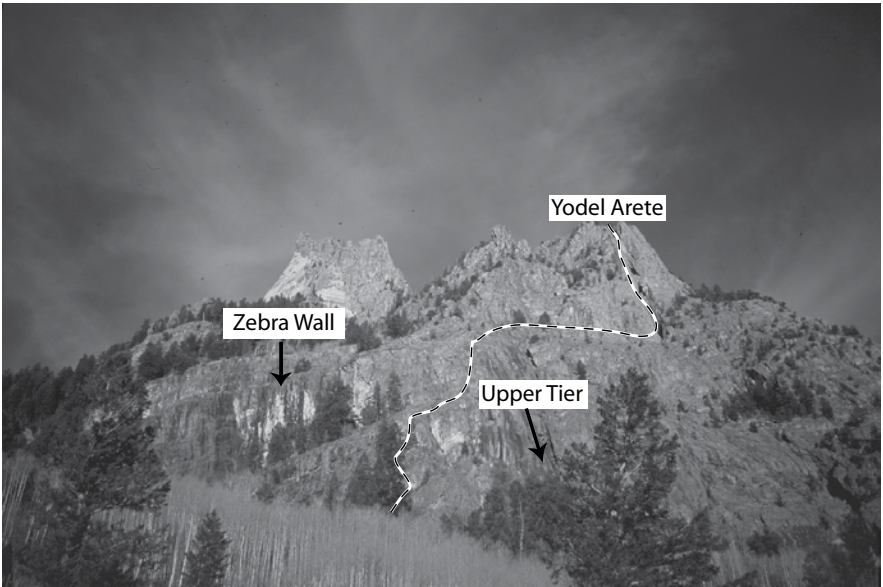
Restrictions: None

Comments: This area is surrounded by private land—please respect the land owner's rights—do not trespass!





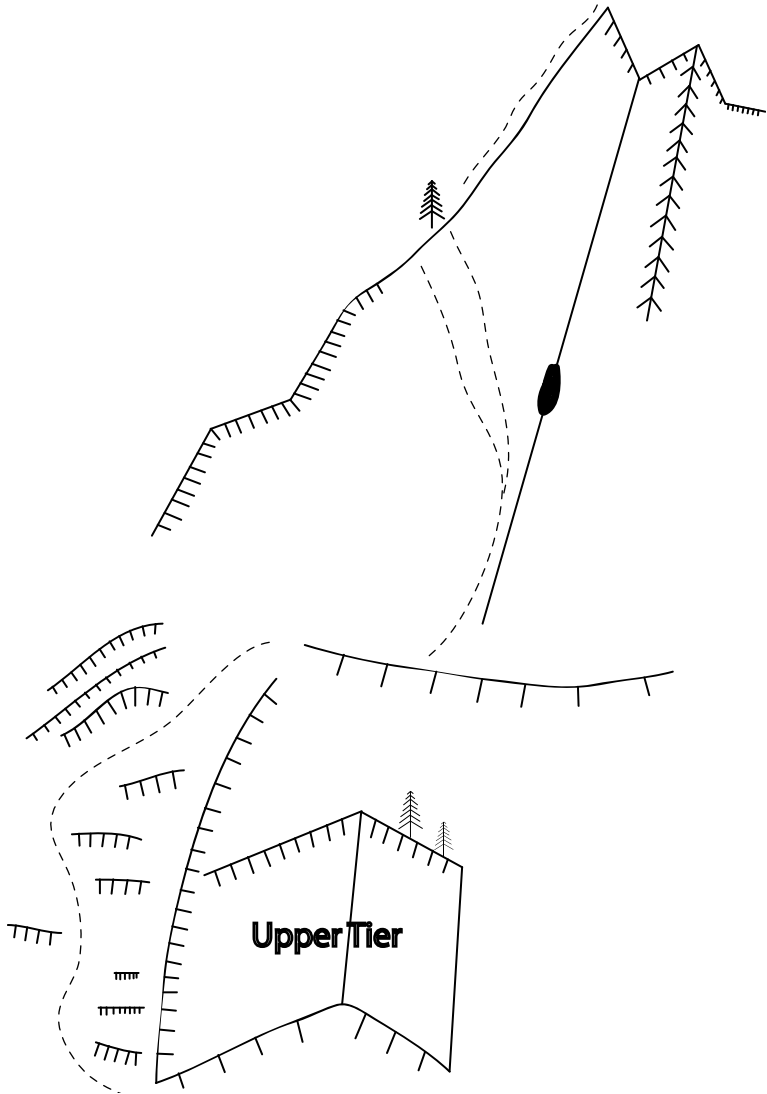
Zebra Wall



The Zebra Wall is accessed by parking on the side of the road just after entering left onto the Ophir Road (Rd 630). Hike through the woods, across a large talus field and up to the right of the slabs at the base of the cliff. You should expect the walk to take about 20 minutes from the road. There are only two routes established to date on this wall.

1. **The Black Dog 5.11+, a fun route! FA: DJ, EW, GW 2003.
2. Captain Hook 5.10, gear to wide hands. FA: DJ 2003.

Yodel Arete



3. Yodel Arete 5.8. This is a long, alpine route that demands good route finding ability. On the west side of the Ophir Wall is a major gully leading up to a cave. Scramble up the slabs and ledges (4th class) and reach a point in the gully about 200' under the large cave. Climb two pitches of easy face on the left side of the gully. Two long, or three short pitches follow the prominent arete to the top. Descend the western gullies. FA: BK, ErT 1983.

Upper Tier

4. **Come and Get It 5.10, up and around the west end of the western slabs you will find the Upper Tier. The rock quality here is high and the protection is good. Climb straight up from the bolted belay passing the roofs to either side. Descend northwest across scree (no topo). FA: AP, DR 1987.

Sunset Overhang and So What? are found between the western tier and the practice slabs (no topo).

5. Sunset Overhang 5.9, below the Upper Tier and beyond the Practice Slabs, look for a black roof 10' above the ground. Begin here, climb up through the roof and then head right following an orange streaked flake to a belay anchor. FA: AP, SB 1978.

6. So What? 5.8, begin 10' left of Sunset Overhang. Climb straight up the face and join the upper section of Sunset Overhang. FA: AP, TiK 1978.

7. **Shirley's Shoulder 5.11, begin at the left end of the Upper Tier. Climb tricky friction on very clean rock past bolts, through a scoop to a bolted anchor. Small nuts/stoppers and wires can be used between bolts. FA: AP, DR 1987.

8. *The Zipper 5.12, climb a thin, left-leaning dike 70' past bolts to the Shirley's Shoulder anchor. FA: DB.

9.*PMCFDN 5.11, begin on the face to the left of the corner. Climb past bolts to an anchor, about 50'. FA: AP, DR.

10. *Sunset Strip 5.11, climb a shallow left-facing corner, through an overhang to a thin crack above. There is a fixed pin protecting part of this route. Rappel from the tree above and to the right. FA: CF, DB.

11. *Pipeline Primitive 5.10, just to the right of Sunset Strip, step over a roof and ascend the crack that heads up and left to the tree. FA: CF, DB.

12. *Sultans Of Cling 5.10, this route begins directly under the rappel tree and heads up a steep, blocky wall. Climb up to an obvious undercling, go left and then up cracks to the right. FA: CF, DB.

13. *30 Seconds Over Talus 5.9+, begin as you would for Sultans Of Cling, but climb up and right on big holds. FA: CF, DB.



Shirley's Shoulder (5.11) and The Zipper (5.12)

Upper Tier East

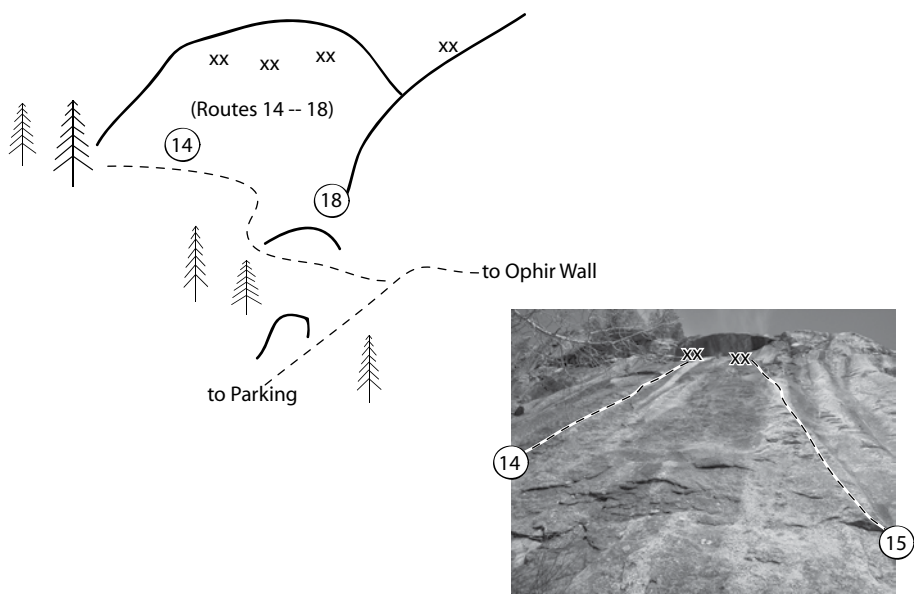


Left: PMCFDN 5.11

- Below (left to right):
Sunset Strip 5.11
Pipeline Primitive 5.10
Sultans Of Cling 5.10
30 Seconds Over Talus 5.9+



The Practice Slabs



14. ****Huckleberry's Fin 5.9R**, you will find this route at the far left end of this little formation. Climb a thin black dike with many tiny steps, clipping a single bolt (spinner) up higher on the route, to the anchor (60'). FA: JM, BK 1973.

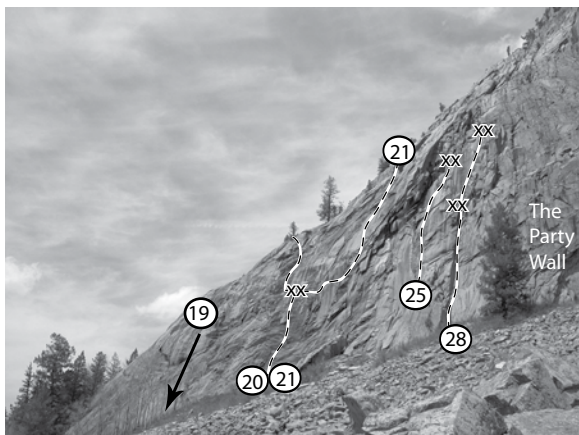
15. ****Bruce's Green Line 5.8**, a face covered with a lot of green lichen in the middle of the Practice Slab. Climb this feature 60' to a two-bolt belay, clipping two bolts along the way. FA: BE.

16. ****Easy Overhang 5.7R**, follow the line of least resistance to a two-bolt anchor about 60' up. There is only one bolt on this route. FA: CR, BK 1973.

17. ****Water Streaks 5.9R to 5.10R**, climb Easy Overhang and move up and right to the anchor. Grade depends on how you start the route.

18. ***Pork Shoulder 5.6**, two pitches, start at the far right side of the Practice Slabs where the cliff bends around the corner. Pitch 1: follow the rounded corner of the wall on sloping holds about 60' to a bolt anchor. Pitch 2: continue up and right along the seam past two fixed pins to a ledge. Rappel (two ropes) from a large tree about 200' to the east (right). FA: CR, BK 1973.

The Slabs



19. The Green Slab 5.8 to 5.10, found left of the main slab area, hidden behind several aspen trees. There are several routes which can be topoped or free-soloed. Access the topope anchor by moving up and right of the 3rd class ledges.

20. *No Worries 5.7R, 2 pitches, this route is on the far left side of The Slabs area. Pitch 1: climb 80' of runout 5.6 to a bolted anchor. Pitch 2: go up and left from the belay and head diagonally left and up. Descend from trees. Two ropes are required for rappel. FA: AP, MR 1984.

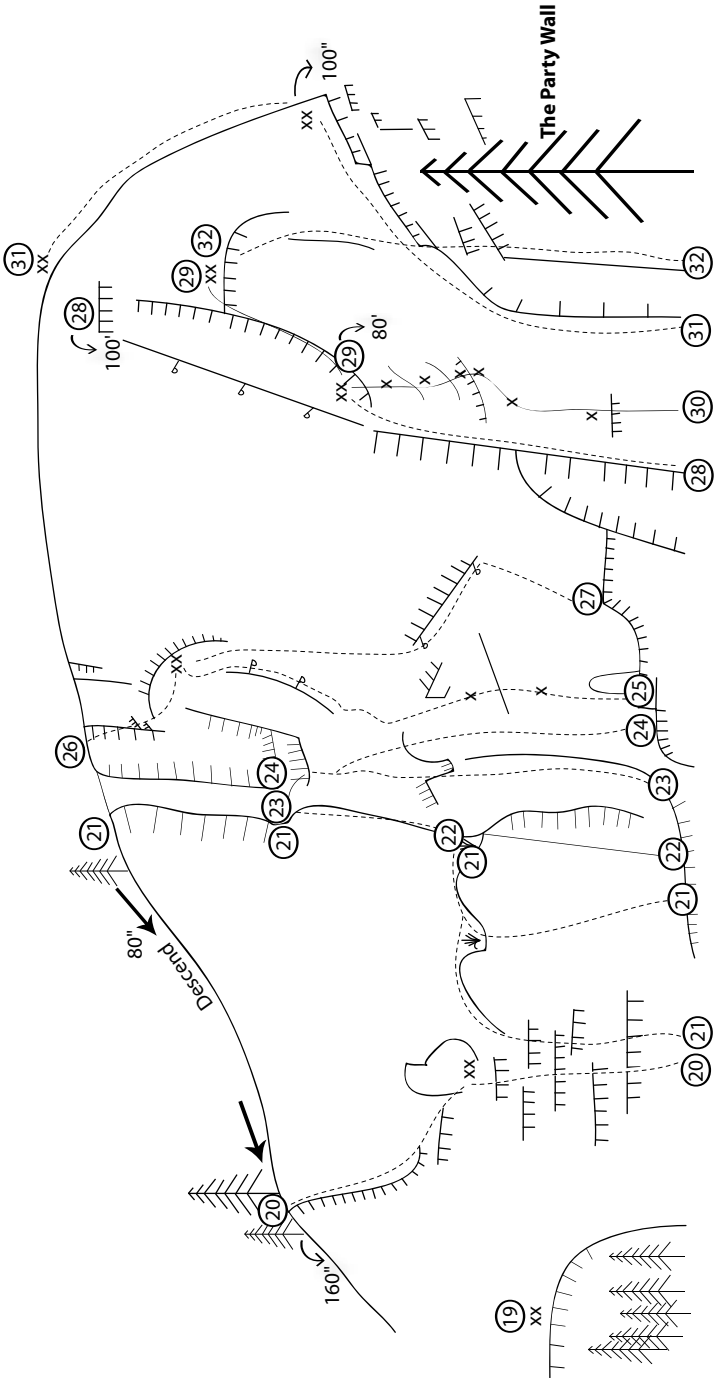
21. **Jug Handle 5.7R, three pitches. Pitch 1: climb the first pitch of No Worries. Pitch 2: from the anchor move up and right across some bushy ledges to a thin seam formed in a left-facing corner. Continue up on thin holds, following a pronounced gully and crack up to a ledge (belay from here). Pitch 3: climb straight up 160' to a tree. Descend from trees on the left (west). FA: NG, BK 1974.

22. **Spike 5.8R, climb a nice line through a small roof with a thin crack, up a mini shield to the second belay of Jug Handle. Bring thin gear to hands. FA: BE, LL 1992.

23. **The Antidote 5.10, to the right of Spike, begin climbing straight up from a ledge following a seam with triangular pockets through an overhang. Once you are forced left, continue up grooves and a slab (no fixed anchor). Lots of thin gear. FA: GW, AH 1985.

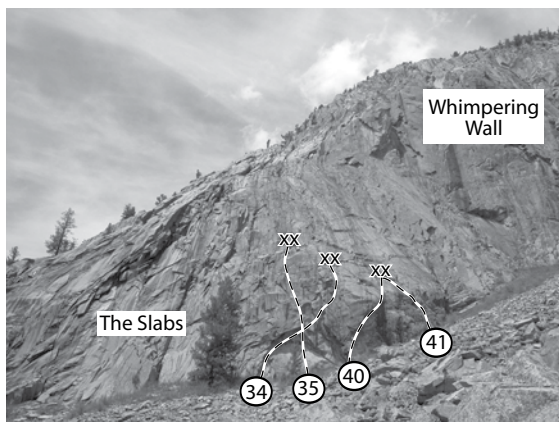
24. *Sugar Magnolia 5.10+ PG13, this climb begins above a block on the left side of an alcove (about 20' to the right of The Antidote). The climb follows the prominent right-facing flakes, up 80', through a notched roof onto slabs above (no fixed anchor). FA: GW, JB 1985.

The Slabs



25. ***The Broken Drum 5.10+ PG13, this route is possibly the finest route on the slabs. Begin above the right side of the alcove in an open book dihedral with multi-colored streaks. Climb through thin holds, bulges and horizontal seams. Finish by moving up and right, up cracks in a slab, past fixed pins to an fixed anchor. 150'. FA: GW, AH 1985.
26. The Drunken Bum 5.11, you will find this route up and left from the Broken Drum anchor. Climb through the roof to gain a finger crack in the smooth slab above. FA: SE, TiK 1987.
27. **Stud Puppet 5.11+, begin climbing up and right of the Broken Drum. Weave past pins and a bolt to the Broken Drum anchor. FA: GW.
28. ***Panty Liner 5.10 PG13, two pitches. Pitch 1: climb straight up a prominent right-facing corner, 80' of climbing that leads to a fixed anchor (5.8). Pitch 2: continue up and left into a right-leaning thin crack/seam for 100' to the top (5.10). Rappel the route. FA: SE, TiK 1987.
29. *Stump/Waxman 5.11, two pitches. Pitch 1: climb the first pitch of Panty liner (5.8). Pitch 2: continue up and right to the fixed anchor (this is the same anchor for Lubri-Shingus). FA: MuS, RW 1986.
30. **Hardliner 5.11, climb up a tricky face, through an overlap, past bolts to a fixed anchor. FA: BE, DM.
31. *The Arc 5.6, two to three pitches. Pitch 1: climb a series of right arching flakes and ramps to a large ledge with a fixed anchor. Pitch 2: move out and right, then sharply back left and up following good holds. Pitch 3: may or may not be necessary. Descend trees to the west or rappel the route.
32. *Lubri-Shingus 5.9X, two pitches. Just right of The Arc you will find a right-leaning shallow crack. Climb up this crack and up a steep, black streaked wall for almost one full rope length. An optional 2nd pitch heads up easy slabs to the top of The Slabs. FA: GW, AH 1985.

The Party Wall



33. *Wild January 5.9, begin just right of the large conifer. Head up right sloping holds through roofs and ledges; you will encounter some large loose blocks. Then up and back right to finish at a bolt anchor (also the anchor for The Arc). Rappel 100'. FA: AS, TK 1973.

34. ***Perpetual Motion 5.11, a killer route. Climb the left side of the small slab for 20' (good protection). Go right under the roof, passing two bolts, then head straight up 60' to the anchor. Bolts and small gear/cams. FA: MB, AP 1986.

35. ***Girls On Probation 5.12-, this route intersects Perpetual Motion. Climb the slab directly below the center of the large roof. Once past the roof, climb up and left past bolts and gear to a fixed anchor. FA: CF, DB 1989.

36. **Twisting By The Pool 5.12-, make stiff moves into the left-facing corner. Climb the overhanging corner, then head up and right to the anchor. Don't forget to twist—hint, hint. FA: CF, DB 1989.

37. **The Party's Over 5.12, same start as Twisting By The Pool, but 35' up, climb through the roof up to the anchor. FA: CF, DB 1989.

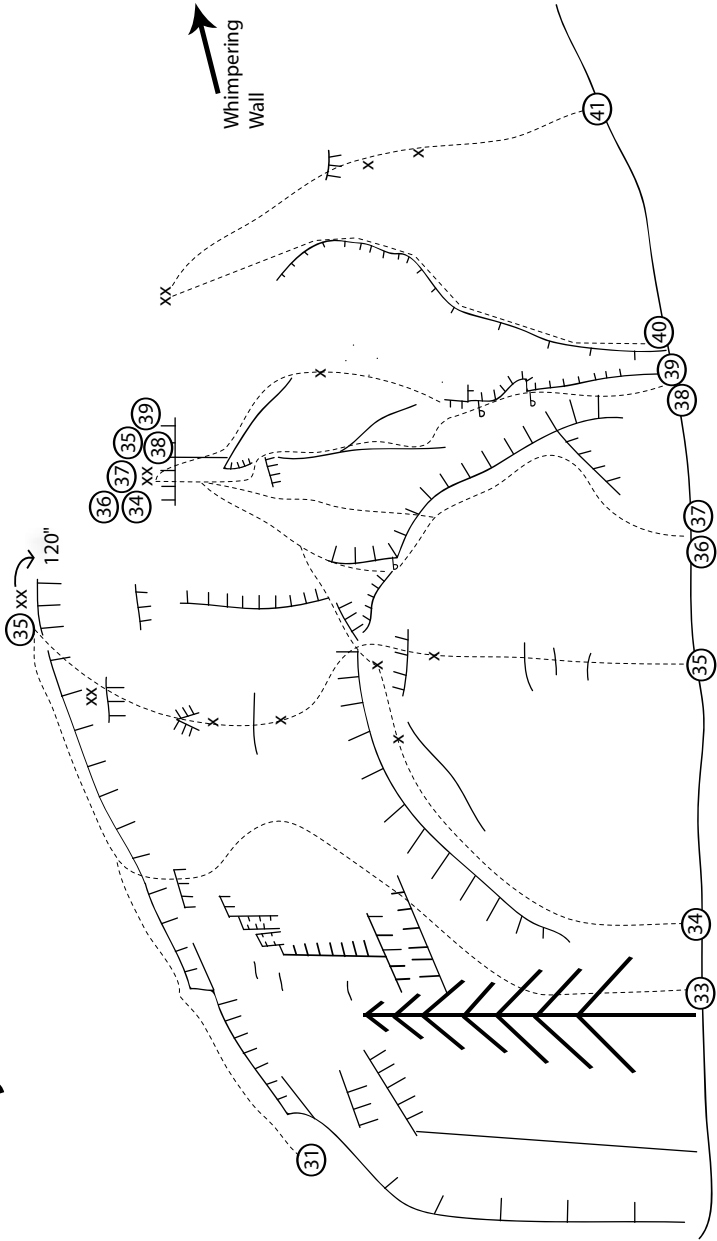
38. ***Party Out Of Bounds 5.11, a must-do route. Climb the steep pillar by way of small cracks and jugs, then head up and left into the cracks to the anchor. Gear: fixed pins, thin to hands. FA: CF, BiM 1986.

39. *Surf The Rockies 5.11+, same start as Party Out Of Bounds, but rather than going left, clip the pin and head up thin seams to the anchor. FA: CF, BiM 1989.

40. *Reach The Beach 5.11, climb the right-facing, overhanging corner. FA: BiM, CF 1986.

41. Bombs Away Dream Babies 5.12, climb the super-steep face on thin holds. Gear: two fixed pins and thin gear. Fun! FA: CF, TK 1986.

The Party Wall



Whimpering Wall

42. ***Hairy Cherry 5.9R, look for a left leaning seam. Begin on large holds moving up and left. There is a small ledge and alcove about 150' up. FA: DS, BK 1974.

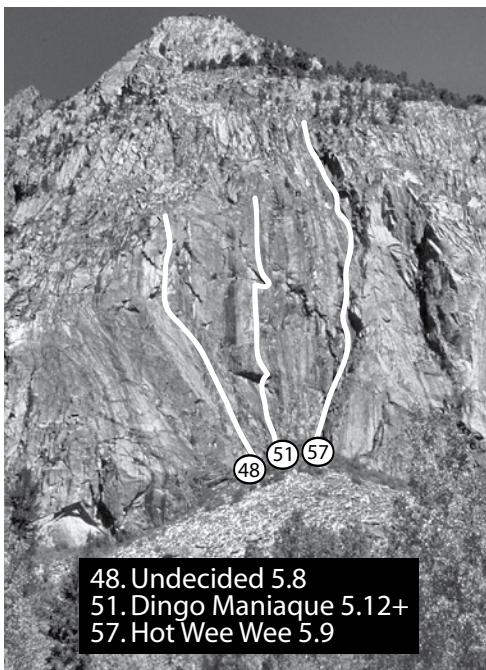
43. **Very Hairy 5.10, a very good second pitch after climbing Hairy Cherry; move out and right, past a bolt, onto a slab that slopes up and left. Climb the 30' up the headwall to the anchor. Bring two ropes. Rappel the route. FA: AS, TK 1983.

44. Hippo's Dance 5.6, two pitches; a fun route! Pitch 1: begin 20' right of Very Hairy. Ascend past a small tree, up ledges to a belay. Pitch 2: head up and left across easy ledges to the top of the wall (not on topo). Bring two ropes. Rappel the route. FA: JT, MM.

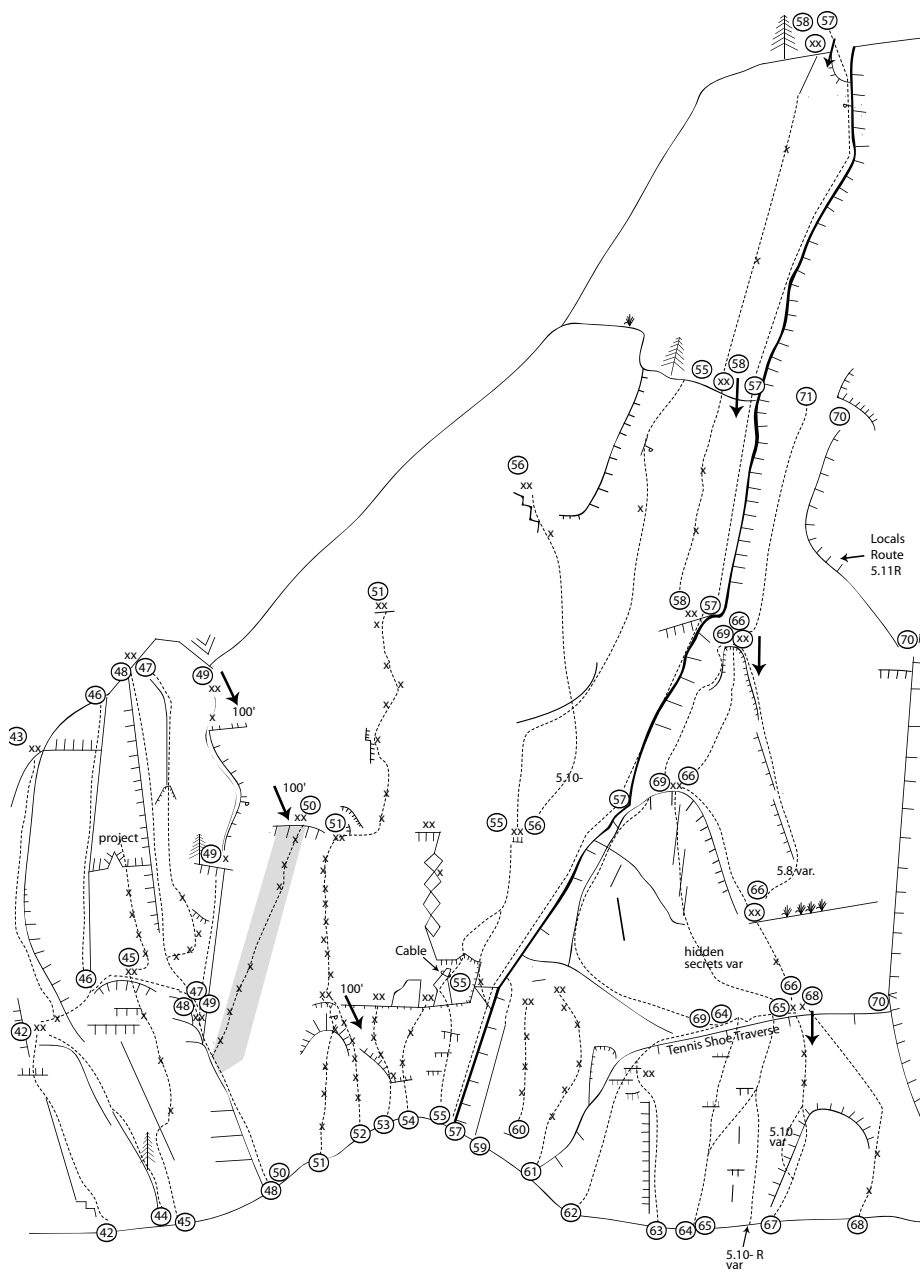
45. *Bruce Eriksen 's Route 5.10-, just to the right of Hippo's Dance, climb up and then right past bolts to an anchor. The second pitch to this route is not finished as of printing date, but Bruce said he would finish this fine route. Carry on, mate. FA: BE.

46. **I'm Gone 5.11, begin by climbing Very Hairy or Hippo's Dance. From this anchor, head right and up. You will see a triangular roof. Climb past this roof on the left, then work your way up the face to a belay. FA: AS 1983.

47. **No Doubt 5.11, begin by scrambling up the first pitch of Undecided (4th class, route #48). From the anchor, head up and a little left, then climb right past bolts and up to the anchor. Bring protection to place in-between bolts. FA: SJ.



Whimpering Wall



The best descents are marked with black arrows

48. *Undecided 5.8, two pitches. Pitch 1: scramble up to a right-facing dihedral (loose 4th class). Pitch 2: from the anchor, climb up into the corner and then fine rock to the top of the wall. Two ropes are needed for the rappel. It is possible to climb Hairy Cherry, Very Hairy or Hippo's Dance up to Undecided via a 5.7 traverse. FA: HB, GD, KP 1972.

49. **Doctor Gizmo 5.10+, two pitches of high quality climbing! Pitch 1: scramble up the 4th class ramp of Undecided just after the black water streak (Run Like an Antelope) following a right-leaning crack 80' up to a belay (a ledge w/tree). Pitch 2: goes straight up, then up and right past fixed pins through a bulging roof (near the water streak). Rappel the route. Two ropes are required. Once an old aid route. FA: Pitch 1: DL, KC 1979. Pitch 2: JL, LH 1980.

50. ***Run Like An Antelope 5.12-, climb the right-leaning black streak to the right of Doctor Gizmo. Bolts and small gear. A project by Mike Schlauch in 1996, it has been free-climbed by a few parties to date. In Rock & Ice (Issue 141), John Wineburge renamed this route Blackout and a bolt was added, with permission. Regardless, this is a classic route on very good rock.

51. **Dingo Maniaque 5.12+, three pitches. Pitch 1: begin the climb on the slab to the right of the 4th class slab that is the start for Undecided and other routes. Climb the slab up and through the roof, 80' (5.11). Pitch 2: climb seams up and slightly left for 75' (5.12+). Pitch 3: go out and right, weaving to follow the bolt line (5.11+). Gear to thin hands. FA: AS, TK 1986.

52. **Comes A Time 5.11R, begin climbing just right of Dingo Maniaque. Climb on edges and shallow cracks straight up a steep, brown face, passing by the roof on Dingo to the right. Head up to the Dingo anchor. Rappel the route (80'). FA: MS, JG 1995.

53. **Rainbow Warrior 5.9+, begin climbing up a face to the right of Comes A Time, clip a bolt at the overhang, move up and a bit left past more bolts. FA: JB, BK 1994.

54. **Ophirian Complex 5.10- R, climb up a high-quality face past bolts. FA: NK, NM, MS 1995.

55. **Emotional Rescue 5.10, three pitches. Pitch 1: about 30' left of Hot Wee Wee, climb up a face with large edges and diagonal cracks leaning right to a ledge/belay. Pitch 2: climb up and right through a small overhang, then head up and right for a few moves, then straight up. Pitch 3: climb up a shallow right-facing corner (about 50'), then right along a diagonal crack, then up a face past a bolt and fixed pin to a ledge (a long pitch: 175'). Two ropes! Rappel the route. FA: BK, BR 1982.

56. **Bronug 5.10, this route begins by heading out and right from the second anchor on Emotional Rescue. Continue up the face (5.10-), cross the diagonal crack, heading slightly left and up past a bolt to the anchor. Two ropes. Rappel the route. FA: TO, BK 1998.

57. **Hot Wee Wee 5.9, four to six pitches. A classic. follow the huge left-facing corner. Pitch 1: climb up and passes through the left side of a slight roof to a belay (crux pitch). Pitch 2: continues up 100' to a good belay. Pitch 3-4: heads up the dihedral finishing up a flaring chimney (passing an old fixed pin). This pitch can be done in one very long pitch or two short pitches. See Topo for rappel route info. Two ropes. FA: HB 1973.

58. ***Black Primo 5.9R, two pitches. This route can be approached many ways. The best is via Horse Chaser and Hidden Secrets making a five-pitch 5.9 route. This route takes the black water streaks to the left of the upper Hot Wee Wee dihedral. Two ropes. Rappel. FA: CF, SJ 1980's.

59. *Voie Sans Nom 5.10, just right of Hot Wee Wee, climb the hand crack and end up face climbing. FA: AS.

60. **The Chameleon 5.12+, to the right of Voie Sans Nom. Climb a very hard face past four bolts. Single 60m rope. FA: JW, JS 2000.

61. ***White Salamander 5.12-, this is a fun hard route on good rock. Bolts to an anchor. Rappel from anchor. Single 60m rope. FA: AS.

The Tennis Shoe Traverse 4th Class, just down and to the right of Hot Wee Wee is a large system of ledges which work their way across and upward at a slight angle to the Mirror Wall. Many routes start and finish on this ledge system. It is exposed and frequently done without a rope—take care, test all your holds and don't send rocks down on climbers below as you will encounter many loose stones along the way.

62. Let's Get Serious 5.12R, to the right of the Tennis Shoe Traverse and just left of a right-facing corner, climb a poorly protected face up 70' to a ledge. FA: CF 1989.

63. *Horse Play 5.8, climb the prominent right-facing corner to the right of Let's Get Serious. FA: unknown.

64. **Smokin' Toasters 5.10+ PG13, begin to the right of Horse Play. Climb a very fun face up 70' to the ledge and anchor (up to the right). Bring RPs. FA: CF, TK 1986.

65. **Horse Chaser 5.9 R/X, begins about 20' to the left of a right-facing, right-leaning corner (same start as Smokin'Toasters). Climb right across the black streaked wall, then head up to finish at an anchor (85'). The gear on this route is tricky! FA: GD, MH 1976.

66. **Hidden Secrets 5.9 PG13, two pitches. Pitch 1: from the top of Horse Chaser, continue up large jugs to the slab above, climb delicate face moves past one bolt to an anchor (possible to belay from here—see topo for 5.8 variation) or continue up and left 80' to the top of the pillar. Pitch 2: climb straight up a corner, staying left of the roof. Gain the top of the pillar and anchor. Being extra small gear this route. FA: BK, DJo 1976.

67. *Mistaken Identity 5.11, climb the right-facing, right-leaning corner to the right of Horse Chaser. Stay in the corner as long as you can (the 5.10 variation breaks off lower down to the left—see topo), through the overlap and up past bolts. FA: BK, MS 1981.

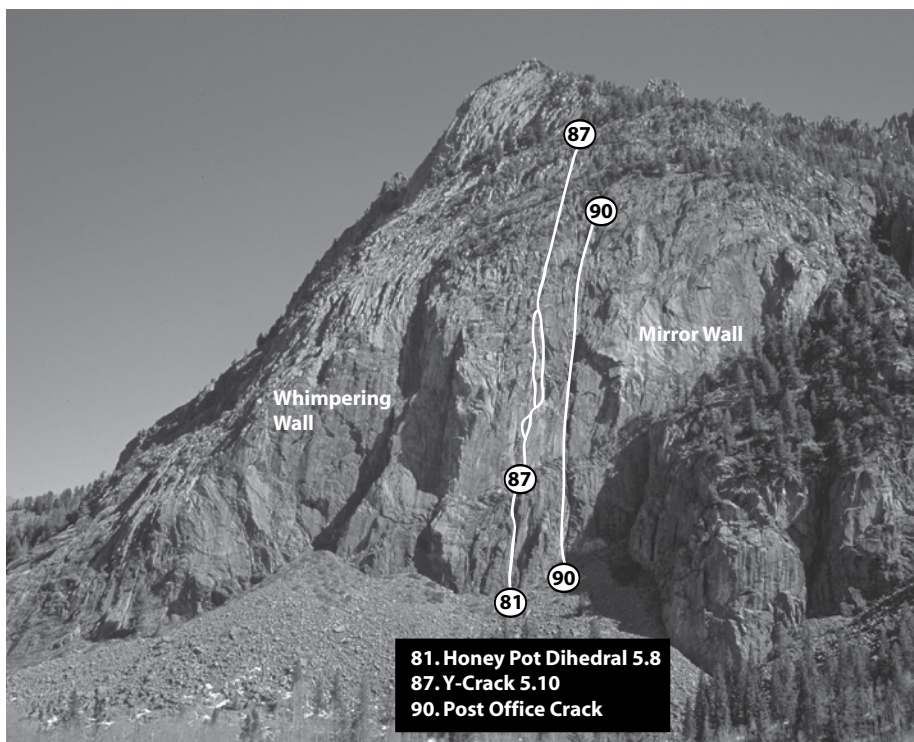
68. *Hit The Slopes 5.11, climb a faint crack that goes up and right and meets black rock with sloper holds past two bolts to easier but runout climbing above—head up and slightly left to ledges. Move down and left (Tennis Shoe Traverse) and find a rappel anchor. FA: MS, KS 1981.

69. Orion's Belt 5.9, three to four pitches; this route is a bit loose and does not see many ascents. From the top of Horse Chaser, move out and left into a left-facing corner system. Follow the path of least resistance to the top of the highest tower. It is possible to go higher on this route but not recommended. (The last guide book had this route in a chimney system to the right.) FA: BS 1973.

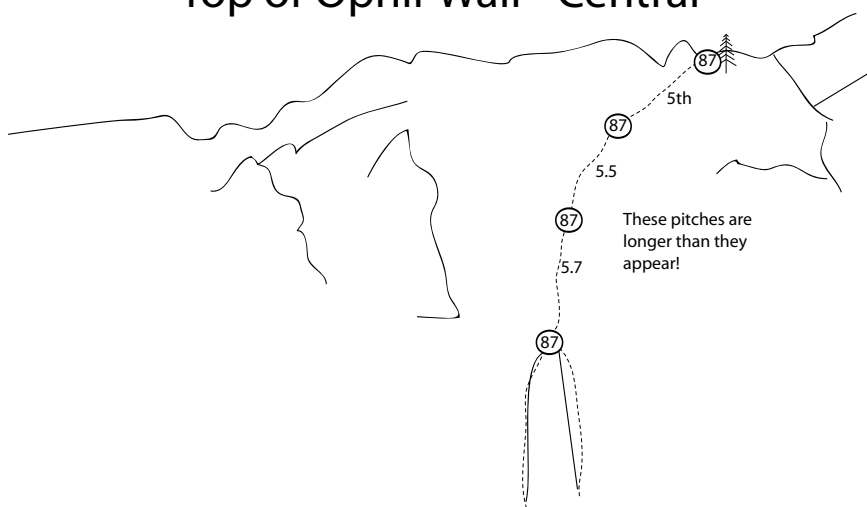
70. Locals Route 5.11R, access the large corner/chimney system about 50' or so to the right of the anchor for Mistaken Identity. Climb up to a good ledge. From here, climb left up an easy ramp; make runout moves to a large, sweeping corner system (5.10+); fight your way up the arch and to a better protected upper corner (5.11). FA: JaS, JW 2000.

71. *Dead Letters 5.10+, three pitches. Little info is recorded for this route. The route follows the cracks and seams to the top of the wall. FA: MK, CL 1982.

Ophir Wall - Central

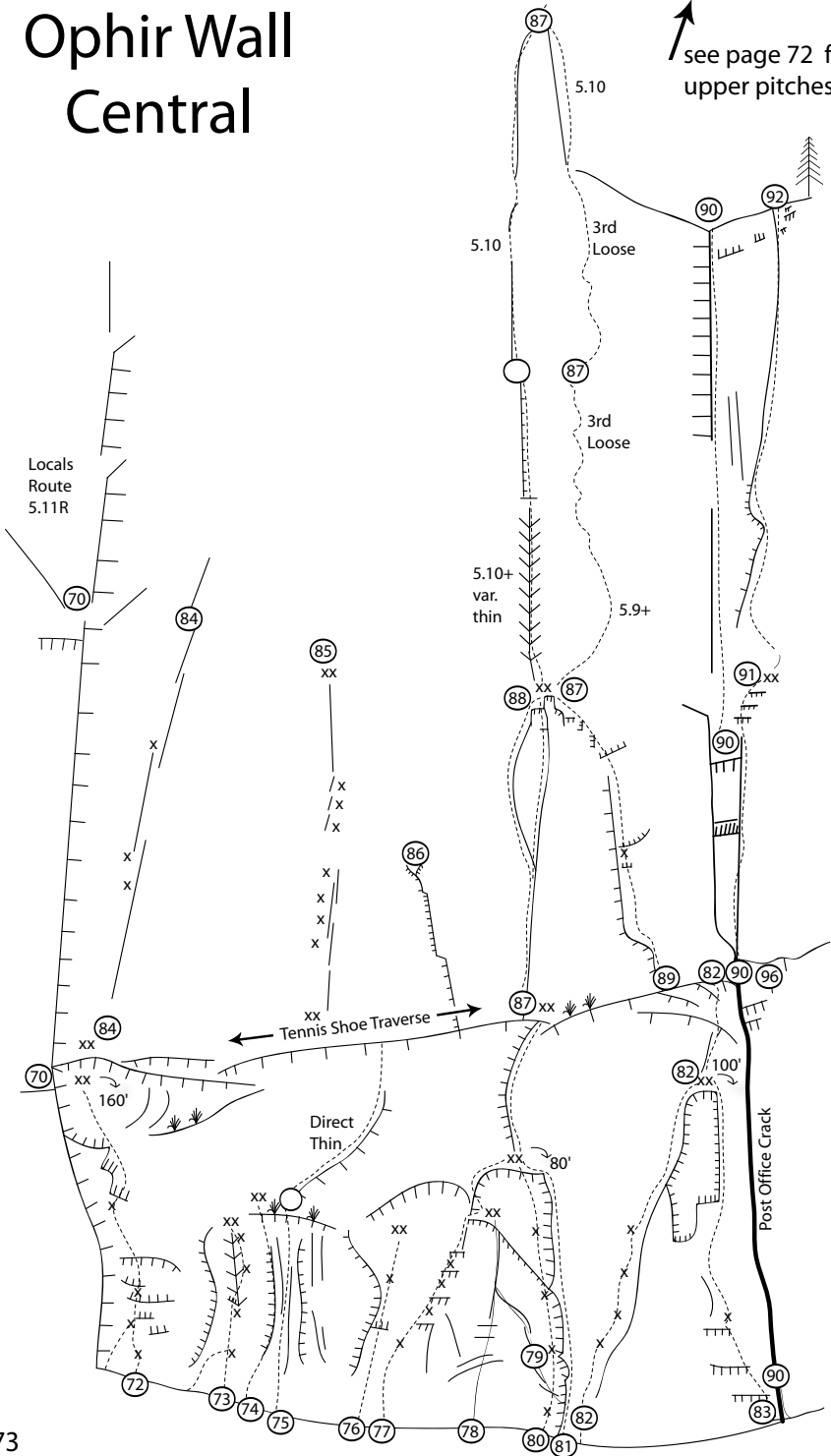


Top of Ophir Wall - Central



Ophir Wall Central

↑ see page 72 for upper pitches



72. ***Sailing Shoes 5.10+, this route is between Hit the Slopes and Total Recall. Climb on edges, slightly bulging, past two bolts, up lower angle rock to a roof (two additional bolts). Continue right past the roof and then left up thin cracks to a bolted anchor. FA: BK, JJ.

73. **Total Recall 5.11+, located downhill and to the right of Sailing Shoes. Begin climbing on steep positive holds, past bolts and right onto a short arete to an anchor. FA: DB, CF 1990.

74. Just Another 5.9, you guessed it, a 5.9. Climb the face into a corner up to an anchor (stays left of Crescent Loon). FA: BK, PE 2000.

75. *Crescent Loon 5.8, two pitches. Pitch 1: begin 20' to the right of Total Recall. Climb runout face moves into a gully (belay from one of many bush covered ledges). Pitch 2: climb up and right, following ramps and ledges to the big ledge. Use the rappel anchor for Sailing Shoes. FA: BK 1973.

76. *Get Shorty 5.11, climb up the face, staying just right of the corner, past a bolt to the anchors. FA: BK, 1987.

77. **Blue Moon 5.8, climb the left side of the irregular shaped pillar, clipping bolts along the way. Continue up 80' to an anchor on a ledge. FA: BK 1993.

78. **Cheeseburger in Paradise 5.10+ PG13, begin just left of the deep right-facing corner, climb the double cracks which lead to small ledges. From here step right onto the arete and head up big holds to the top and belay. FA: BK, JH.

79. **Leapin' Lizards 5.11, start by heading up the steep face just right of Cheeseburger in Paradise and zig-zag up until forced into the Cheeseburger hand crack. Finish at the Blue Moon anchor. FA: JL, LH 1980.

80. ***Feeling Edgy 5.10, climb up the arete past bolts to an anchor. Bolts and gear. FA: BK 2000.

81. **Honey Pot Dihedral 5.8, climb the blocky right-facing dihedral up 150' across ramps and small ledges until the large ledge (just under the Y-Cracks).

82. Lowe/Kudo 5.10+, two pitches; the route can be found about 20' right of Honey Pot Dihedral. Pitch 1: climb up and right, past bolts, aiming for the top of a pillar formation (100' of 5.8). Pitch 2: continue up and right to the Tennis Shoe Traverse ledge (5.10+). FA: JeL, TiK 1982.

83. *Twisted 5.10, start just left of the Post Office Crack. Climb up steep rock on large holds. Continue up and left past a bolt at the crux, then follow a short, shallow right-facing corner to the Lowe/Kudo route anchor. A 60m rope is required to rappel from here, with a small swing. FA: BK 1984.

84. Neanderthal Wall (Nerf World) C4, the first pitch of this route fell off the wall and Sailling Shoes was established in its place. The second and third pitches go up a thin right-leaning seam and back left to finish high up on the wall. FA: DaB, AP 1982.

85. ***Morning Glory 5.12+, climb a very thin, discontinuous and steep finger crack, passing some fixed gear along the way. Bring lots of small stuff to hands. FA: HB 1973. FFA: AS1985.

86. **Master Of Ceremonies 5.10+, begin just to the left of the Y-Cracks. Climb up the face to the steep, thin crack above. Climb this thin crack to the anchor. FA: JeL, MW 1983.

87. ***Honey Pot (Y-Crack) 5.10+, a must do! Begin 80' left of the Post Office Crack. Climb up the crack, then at the "Y" head right (straight). Gear: fingers, hands and fists. This route continues up the whole wall, but most people just do this first pitch. See Topo for info on the pitches above this. FA: HB, DP 1973.

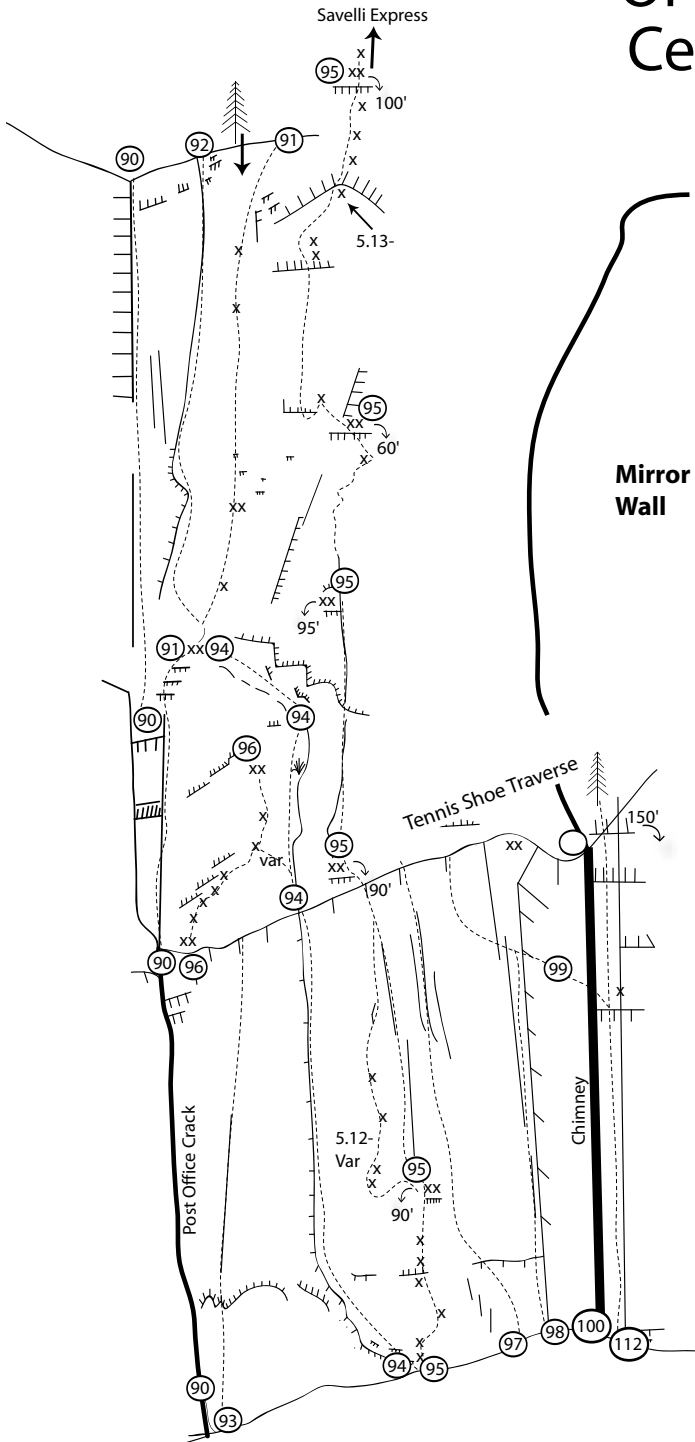
88. ***Left Y-Crack 5.10, this route goes left at the "Y". Tight at first, then becoming fat hands. Bring lots of gear for this route. FA: AcK, DL 1978.

89. ***Golddiggers Corner 5.11, a high-quality route on good rock. Begin about half way between the Y-Cracks and Post Office Crack. Head up a steep right-facing corner to the anchor at the top of the Y-Cracks. Gear: fingers, hands. FA: CF, DB 1989.

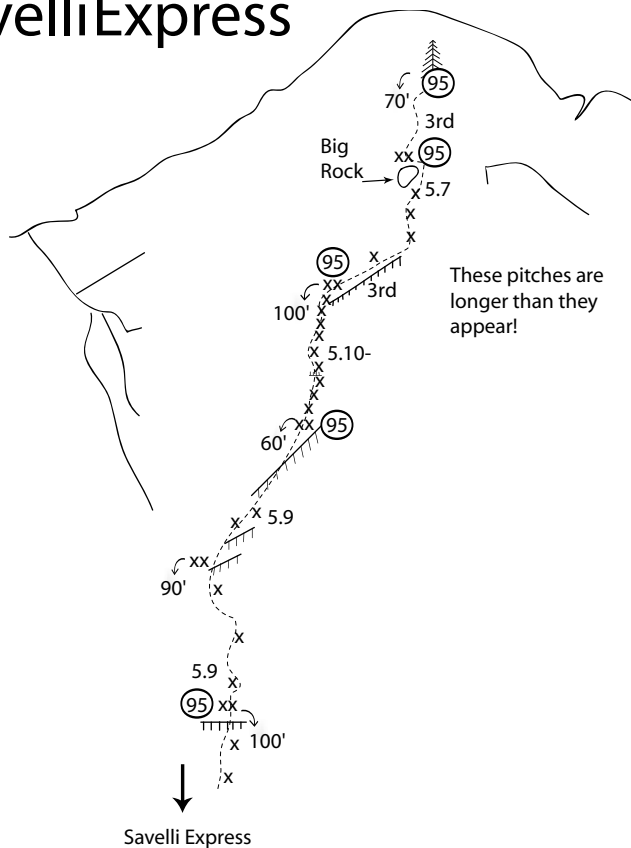
90. *Post Office Crack 5.8, four pitches; 600' high. Pitch 1: climb up a chimney, 150' to a bolted belay. Pitch 2: continue up hand-sized cracks, through a roof, and back into the cracks above to the belay. Pitches 3 & 4: continue up cracks in a large right-facing corner. Note that the upper pitches have lots of loose rock on them. Gear: full rack. Once on top, work your way right to the tree anchor by Adventures With Dr. James (route # 92).

91. **Special Delivery 5.10-, two pitches. Pitch 1: from the top of the second pitch of Post Office Crack, climb up and right, passing the anchor at the top of Raindance, continuing up cracks and edges to the anchor. Pitch 2: follow the crack system up 90' (passing two bolts along the way) to the top of the wall. Rappel: begin from tree—see topo. FA: NM, BK 1993.

OPHIR WALL Central East (Right)



Top of Savelli Express



92. *Adventures With Dr. James 5.9R, two pitches (or one long pitch). Climb up and left from the top of Raindance and into a right-facing corner (climb the face) and into a chimney. Continue up this chimney, staying right under the roof and up to the top of the wall. FA: BK, JH 1987.

93. *Dog Catcher 5.12R, begin 20' right of the Post Office Crack. Climb up a difficult face, through a bulge (20' off the ground) the crux, then up cracks and seams to the ledge above. Rappel from anchors. FA: MW, MK, AR.

94. Raindance 5.9R, three pitches. Pitch 1: a bit nasty; it is possible to avoid this by climbing the first pitch of Post Office Crack and then walking a few hundred feet to the anchor. Pitch 2: from the anchor, climb a diagonal ramp up and right to a stance. Pitch 3: follow flakes and ledges up and left, head to the left of the roof and up the face above to finish on blocky ledges. Rappel the route using 2 ropes. FA: GD, HB 1972.

95. ***Savelli Express 5.13a/b or 5.11 A0, ten pitches. Grade III. See topo for route information. Gear: one 60m rope, small cams to 2 inches, a set of Tri-cams, one set of wires and QDs/slings. It should be noted: all pitches except the crux pitch are 5.10! A0 for the crux. FA: AS 2003.

96. **Pandora's Bosch (Project), this route packs a punch. Make hard face moves up and right, clipping bolts along the way to the anchor. Rappel the route. There is an easier 5.10 start from Raindance—see topo. FA: TA 2004.

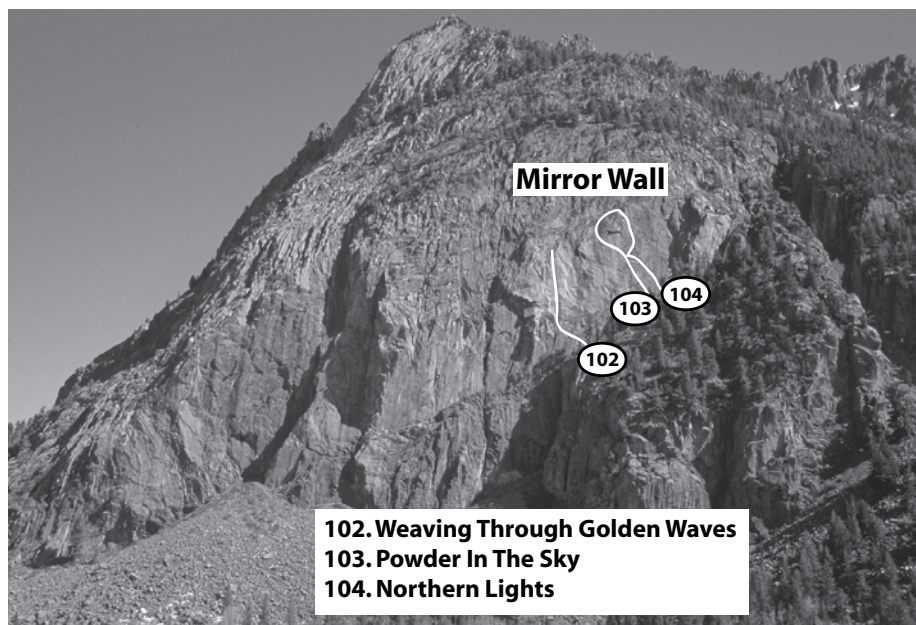
97. ***Stepping Out 5.10R, climb up blocky edges straight up 40' and move through the roof on underclings and jams and continue up and slightly left through cracks and face to the ledge. Belay from the anchor. FA: BK, AR.

98. Cruise Control 5.9R, this route can be found about 20' right of Stepping Out. Climb up a thin right-leaning crack that begins about 30' up, then continue up through the roof (first good gear placement) and up the fun hand crack 100' to the ledge. FA: BK, AR.

99. Psycho Killer 5.8, two pitches. This route goes inbetween the chimney and Sweet RPs taking the path of least resistance to the ledge (also the belay for Sweet RPs). From here, traverse left onto the wall to the left of the chimney, up easy cracks to the big ledge. Rappel from anchors down and to the left on the ledge. FA: AP, BA 1983.

100. Book of Stones 5.7, climb the obvious chimney up to the large ledge (150'). This route is loose and is dangerous. Can be done in two pitches. FA: unknown.

Mirror Wall



Magic Mirror & Queasy Street, these routes are old aid lines that may one day go free. Please, NO HAMMERING!

102. ***Weaving Through Golden Waves 5.13, climb a short ramp up and left to a bolted belay. From here, follow 25 bolts for 150' to the anchor. Rappel. FA: AS, TK 1987.

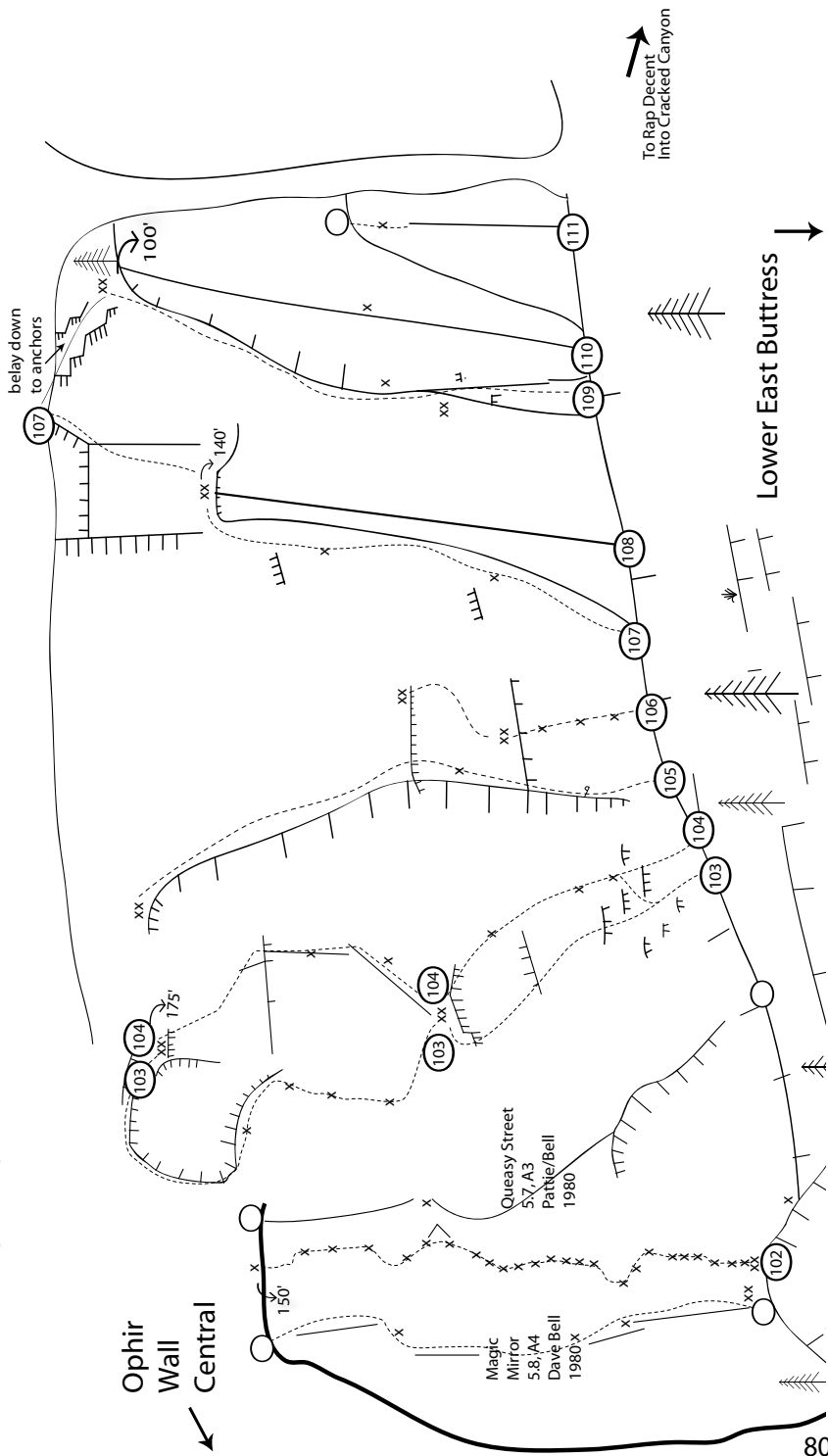
103. ***Powder In The Sky 5.10R, two pitches; classic Ophir route. Pitch 1: climb edges that lead up and left (runout) to a ledge. Pitch 2: climb up and left, passing the roofs above on the left. Four bolts protect the crux section of this runout pitch. Easier (but runout) 5.8 climbing brings you to the large ledge. Rappel. FA: AS, TK, AcK 1983.

104. ***Northern Lights 5.11, two pitches. Pitch 1: begin either to the right of Powder or on Powder and move up and right (the more popular start). Climb thin face moves past bolts to the ledge and anchor. Pitch 2: continue up a crack to the left past pins and small gear. Rappel. FA: AS 1985.

105. **Point Blank 5.9R, climb a shallow right-facing corner (no gear for the first 30'). 70' to a ledge with an anchor. FA: DaB, BK 1979.

106. *Cold Beer 5.10, a short, 40' 3-bolt climb to an anchor. FA: AP, SR 1986.

Mirror Wall



Ophir Wall Central

Magic Mirror 5.8, A4 Dave Bell 1980 X

Queasy Street 5.7, A3 Patte/Bell 1980

belay down to anchors

Lower East Buttress

To Rap Decent Into Cracked Canyon

107. ****Batman's Delight 5.9**, two pitches; look for a large left-facing dihedral. Pitch 1: begin climbing up and right on a low-angle ramp. As this climb gets steeper, you will see bolts on the face to your left. Head up 140' to the end of the dihedral, then up and right to the thin belay ledge. Pitch 2: (5.7) continues right and up a hand/fist crack and through the roof at the top. Down climb (scary) to the Ophir Broke anchor (100'). FA: TiK, BK, JG 1978.

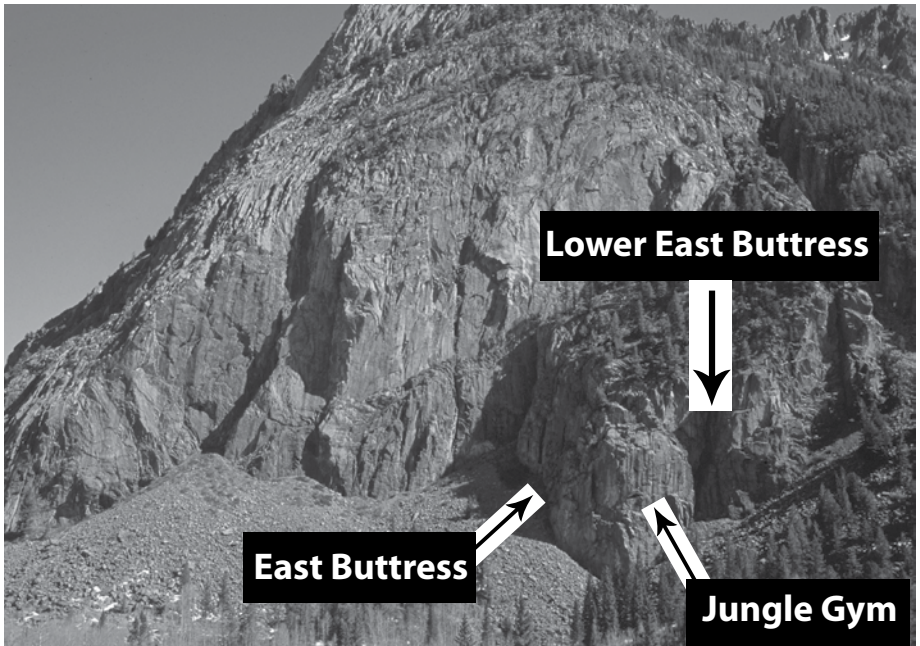
108. **Wide Crack (Wright/Kudo)**, not much information is known about this route, but it looks fun.

109. ****Boner Crack 5.11**, climb the difficult, black finger crack for 50' to the anchor. FA: CH, MiC 1979.

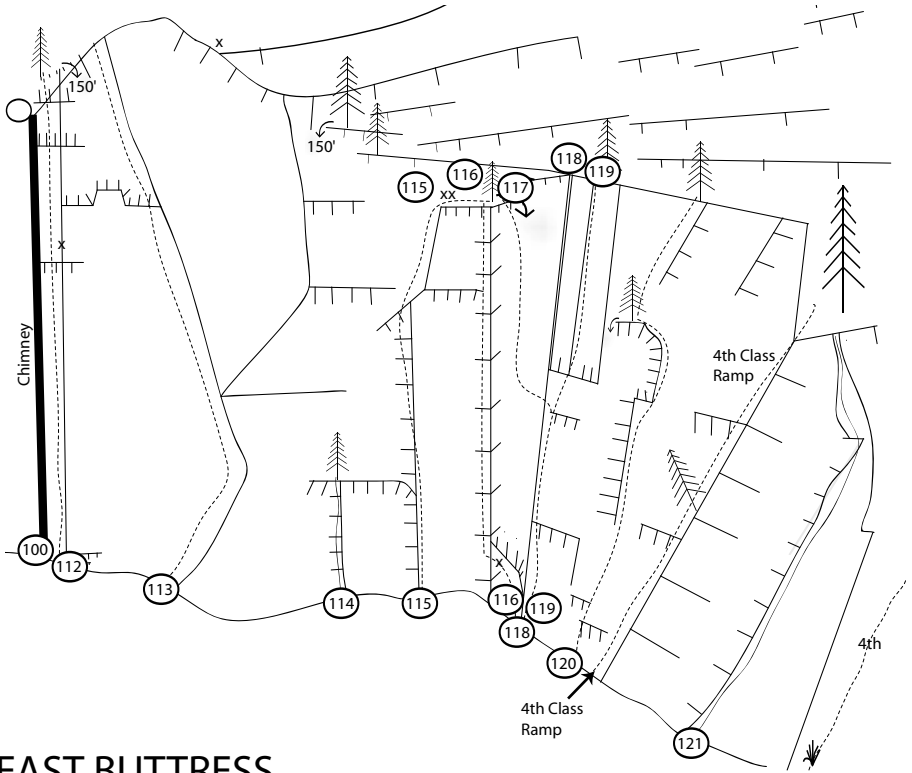
110. *****Ophir Broke 5.12**, also known as Lankes by the first party to aid this route (DL, BK). The first free ascent of this route was done by Lynn Hill and John Long in 1980. It is a hard, fun route that will give you a good pump. Climb the slightly overhung polished rock with the right-leaning crack. It's a long pitch.

111. **Feeling Broke 5.10**, about 25' right of Ophir Broke. Follow cracks to low-angle rock, passing an old bolt to a ledge. FA: BE, JR.

East Buttress



East Buttress



EAST BUTTRESS

112. **Sweet RPs 5.11, climb the double cracks to a ledge. Continue up the seams through the roof to the top. Rappel the climb. 150'. FA: AS, TK 1983.

113. *Mark's Route 5.10+, climb a left-facing, left leaning corner. FA: MW.

114. **Chestnut 5.9, this route is in a distinctive right-facing corner with brown markings. Climb up this corner past a pin to the tree (50'). Rappel from the tree. FA: RR, BK 1978.

115. **Sugar Mama 5.7 (5.9R direct), 10' to the right from Chestnut, climb the black streaked corner to the ramp on the left. From here scramble to the top. The direct route continues straight up the thin corner. FA: DL, SM. FA: (Direct) RR, BK 1978.

116. Say Goodbye To Hollywood 5.10R, begin on steep holds on the outside of a corner. Follow the dihedral up 50' to a ledge. FA: AP, BA, RS 1985.

117. ***Slot Right Step Left 5.10-, climb up to the bottom of a chimney. Continue by stepping left and then working your way up to the ledge (rapel from the tree at the top of the slab). FA: BK, CL or perhaps MS, MR 1978.

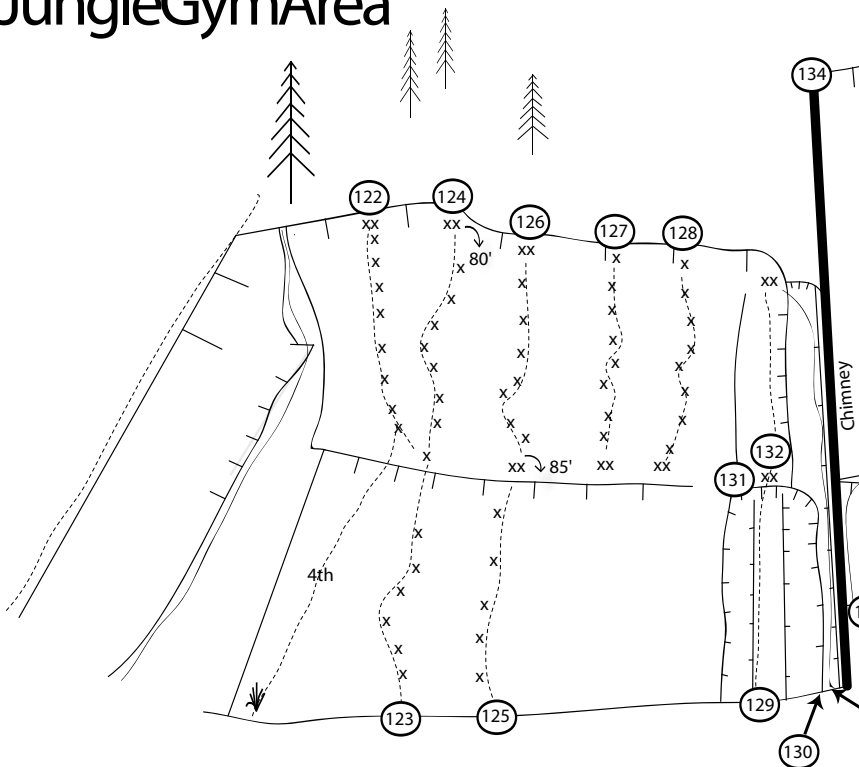
118. ***The Slot 5.7, begin as you would for Slot Right Step Left, but finish up the chimney. FA: HB 1973.

119. Adam's Rib 5.9, begin as you would for Slot Right Step Left, but head right just before you hit the chimney and climb up through a small roof to the top of the buttress. Watch for loose rock. FA: RR, AP 1978.

120. ***Adagio 5.10R, climb the shallow right-facing corner, move right past the roof and then on to the top. FA: BK, RR 1978.

121. Pine Box 5.10+R, climb the right-facing dihedral at the southwest corner of the East Buttress. Continue up finger and hand cracks to the top. This route has not seen many ascents. FA: HB.

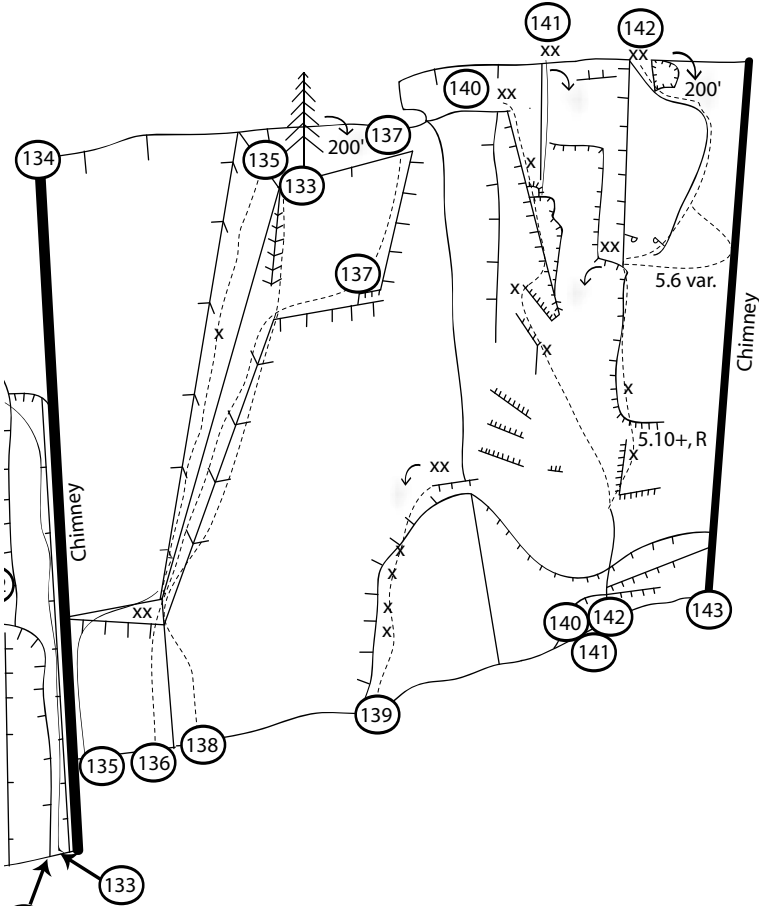
JungleGymArea



JUNGLE GYM AREA

122. **Fun Park 5.13-, face climb; bolts to ledge, 80'. FA: AS 1996.
123. **Block Party 5.10+, face climb; bolts to ledge, 80'. FA: HB, CF 1989. (Bolts added later by AS.)
124. **Neve Climb On 5.11+, face climb; bolts to ledge, 80'. FA: AS 1996.
125. **Yellow Latex Blues 5.10-, climb up face on the right side of the wide arete. Follow bolts up to the big ledge. FA-Aid: AP, DaB. FFA: CF, HB. (Bolts added later by AS.)
126. **Goldrush 5.12-, face climb; bolts to ledge, 80'. FA: AS 1995.
127. **Moondance 5.12, face climb; bolts to ledge, 80'. FA: AS 1996.
128. **Beyond The Abyss 5.14+/5.15?, face climb; bolts to ledge, 80'. FA: AS 1996.
129. Finders Keepers 5.9, climb the obvious weakness, 80' to ledge. FA: CF 1989.
130. Valley Cows 5.7, right-facing corner to belay. FA: CF 1989.
131. **Jugs Away 5.10+, from the anchor of any of the last three routes, head up the right-leaning crack to the top of the pillar. FA: DL.
132. **Doub-Crystal 5.12, climb a steep, black-streaked face to the anchor. FA: JC, ED 1989.
133. **Arachne 5.10, this route stays just left of the chimney, through a flared overhang and up and left to the anchor. FA: RR, DL 1978.

Lower East Buttress Area



LOWER EAST BUTTRESS AREA

134. *Contentment Chimney 5.6, two pitches. Pitch 1: climb 100' to the belay. Pitch 2: finishes on a ledge at the top of the chimney. FA: BK 1972.

135. In And Out Variation To The Bush 5.9, two pitches. Pitch 1: climb up to a large belay ledge. Pitch 2: climb the face on edges, staying just left of the plant-infested hand crack, to the top. Rappel from tree (200'). FA: TiK, AP 1979.

136. The Bush 5.7, two pitches. Pitch 1: climb up the fat crack on the right of the large alcove to the ledge. Pitch 2: climb up the hand crack, past a thick bush to the top. Rappel 200' to base of wall. FA: unknown.

137. *Yorkey's Crumpet 5.8, two pitches. Pitch 1: climb the first pitch of The Bush, head 20' right and belay. Pitch 2: continue up the exposed ledges to a left-facing corner and then on to the top. (Can be done in three pitches to avoid rope drag). FA: BS 1975.

138. *Encore 5.10R, two pitches. Pitch 1: 60' up to the anchor. Pitch 2: climb the arete to the right of The Bush to the top. Rappel. FA: DL, RR 1978.

139. **Tap Dancing 5.11, climb up the right-facing corner that leans to the right. Clip bolts along the way, some gear is nice. The rock quality becomes better the higher you go. FA: BE, JC 1989.

140. **Fear Of Smears 5.10, two pitches. Pitch 1: climb up ledges into a crack, head left and up a face to the belay. Pitch 2: climb up and right into a corner system and onto the ledge. Gear to fists. FA: BE.

141. **"4:20" 5.10+R, two pitches. Pitch 1: climb straight up ledges, heading out and right into ledge/corners, clipping bolts, up 100' to the anchor. Pitch 2: climb up and slightly left, working your way into a wide crack at the top. Gear to fist. FA: BE.

142. Late to Work 5.10+ R, two pitches. Pitch 1: climb as you would for 4:20 up 100' to the anchor. Pitch 2: climb out and right, through overhang and to the top. Rappel 200' to the base. FA: BE, DT 1987.

143. Bonanza Chimney 5.3, two pitches. Climb the large chimney. Rappel the route or scramble left over to the anchors of Late To Work.

Cracked Canyon

Rock Type: Rhyolite

Height: 60 to 150' (average of 80')

Climbing Style: Traditional with some bolts

Gear Suggestions: Micro to wide hands/OW

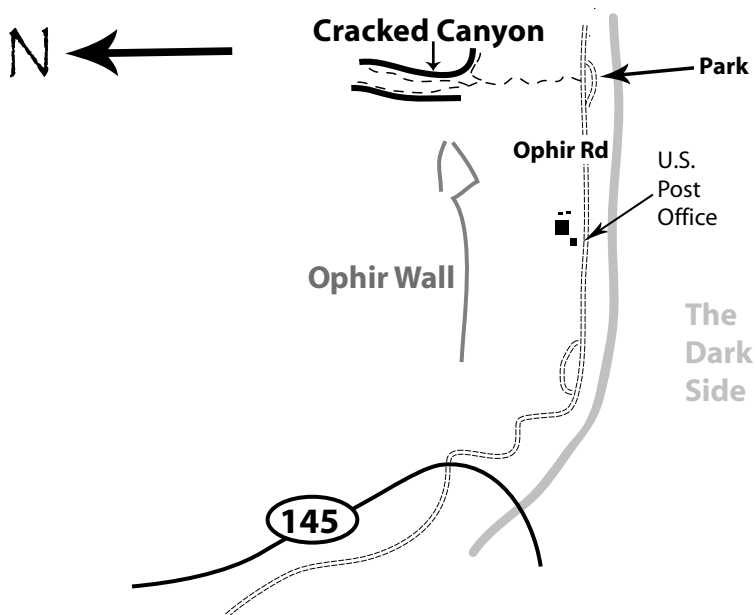
Seasons: Summer through late fall until first snow

Land Status: U.S.F.S.

Restrictions: None

Comments: Park well off the side of the road to stay out of the way of traffic

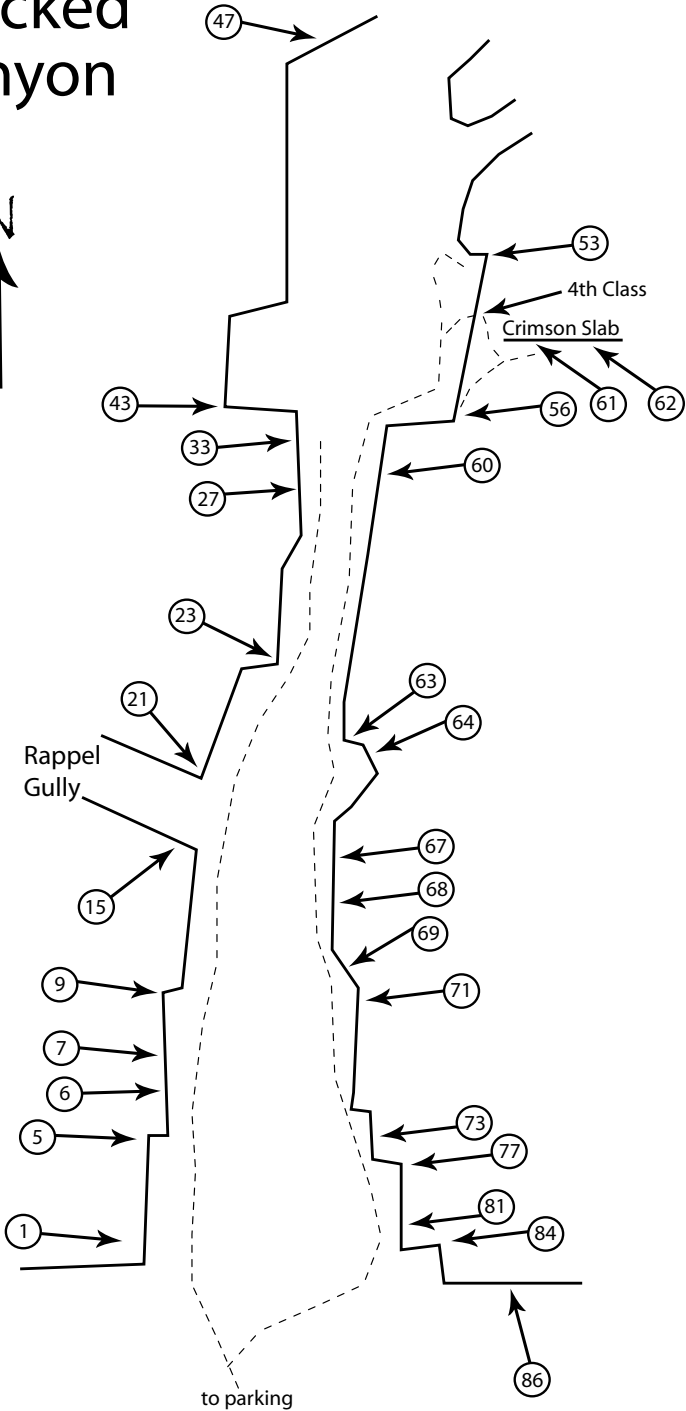
Approach Time: 15 minutes from parking

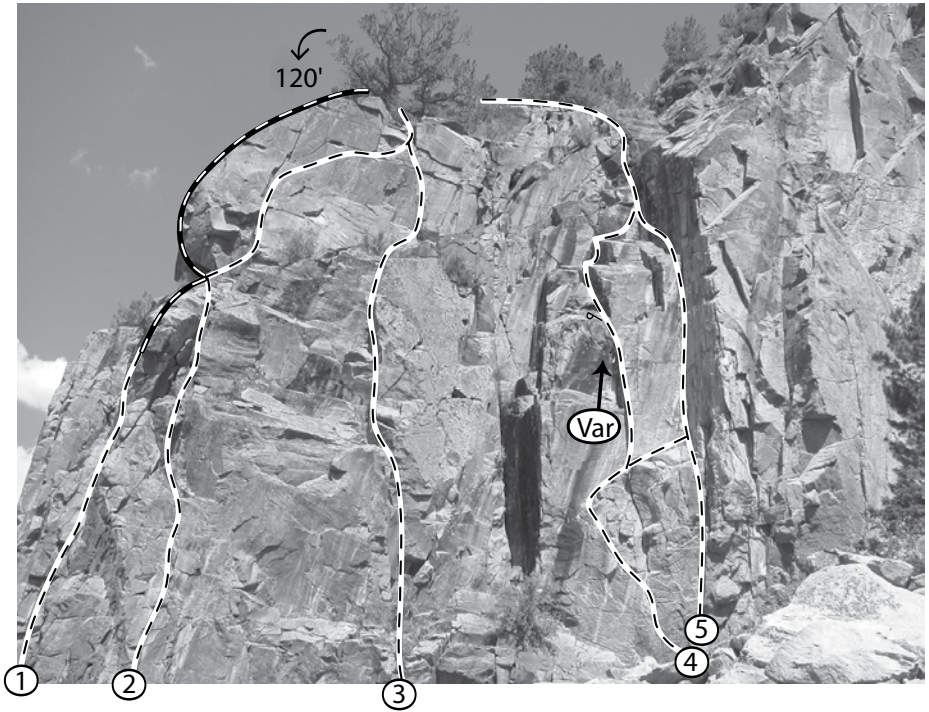




Damon Johnston on Superfresh (5.11-) in Cracked Canyon

Cracked Canyon





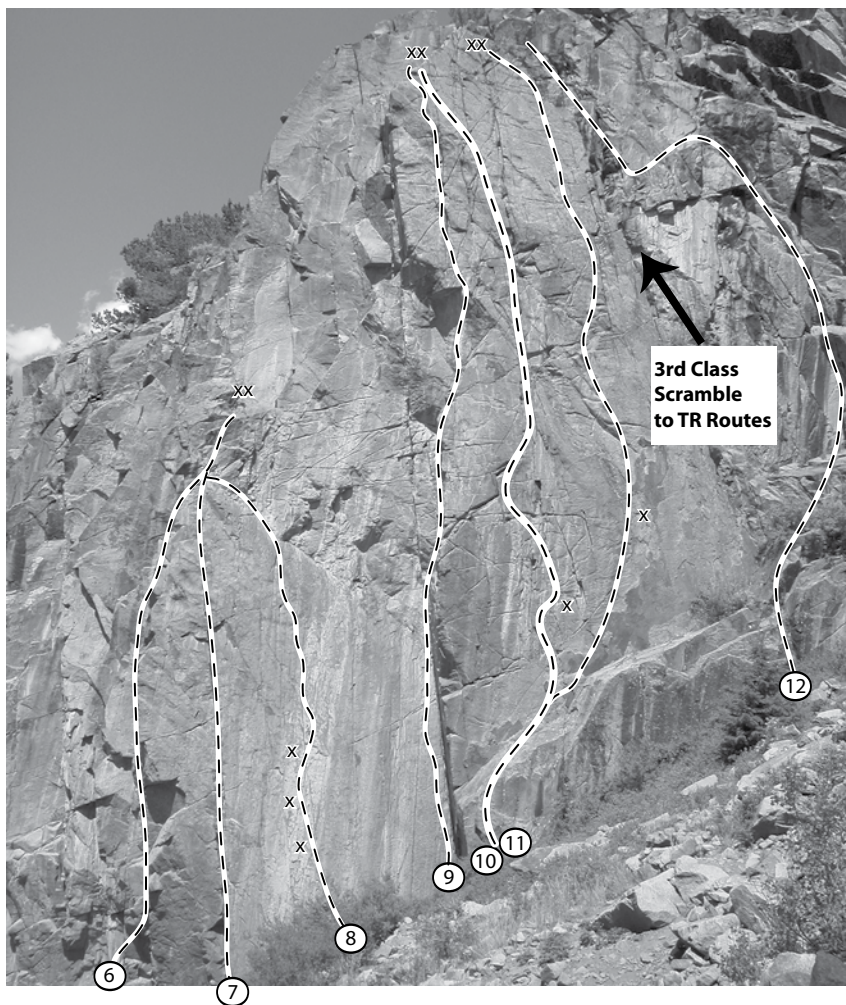
1. Squeeze 5.8, climb the deep crack at the beginning of the canyon to the left (west) as you hike up. Either right or left at the roof. Two ropes. FA: ?

2. Chip Off 5.9, climb up edges up and slightly left, then back up and right to a large tree. FA: CV, CK 1979.

3. Iago 5.8, can be done in two pitches. Climb an overhang, continue up to a ledge and follow the cracks to the top. FA: JiS, RR 1978.

4. **Othello 5.10, climb a crack that heads up and left. Climb up and right into the corner (fingers) and on to the top. A pin marks a harder variation at the top. FA: JiS, RR 1978.

5. **First Step 5.10, climb a left-facing corner all the way. FA: CV, JiS, RR 1978.

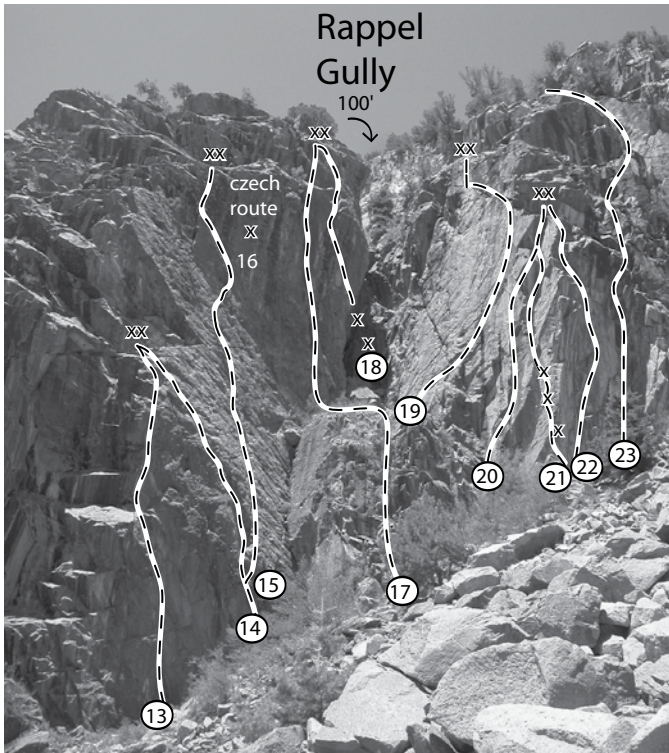


6. ***Cello 5.10+, climb up steep face into a corner with a finger crack that leads you all the way up to an anchor. FA: CV, RR 1978.

7. ***Javelin 5.11-, a super classic line. A bouldery start leads to edges and on into a hand crack. Royal Robbins climbed the first ascent in mountain boots. FA: CV, RR 1978.

8. **Secrets Of Nature 5.13-, climb the face just right of Javelin. 3 bolts & thin gear. FA: CF, DB 1989.

9. ***Reptilicus 5.10+ (aka The Crock), climb up a left-facing corner (30'), then up broken rock, and up left to the anchor. Rappel 120'. FA: JL, LH 1980.



10. ***Where Eagles Dare 5.11+, climb up the steep face. Bolts and small gear. A very good route! FA: AS 1986.

11. ***Synchronicity 5.11+, another classic! Climb the steep face. Bolts and thin gear. FA: AS 1986.

12. **Bluegrass 5.8, climb 20' right of the thin gully. Move left and up to finish. FA: AP, ML 1978.

13. **Jester 5.12, bring thin gear on this route! FA: BE, RT 1989.

14. **Fools Grasp 5.9+, this climb begins steep and becomes lower angle up higher. FA: BE, K8 1989.

15. *Stinky Feet 5.10, a fun route that begins in a right-facing corner. Rappel and scramble down. FA: BK, LD.

16. The Czech Route 5.?, look for the single bolt in the face high up and to the right of Stinky Feet.

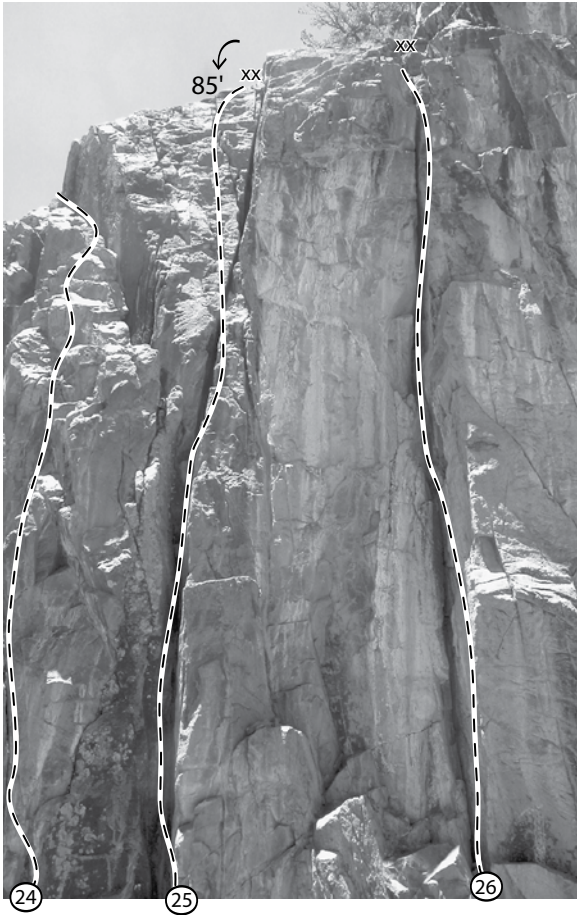
17. **Left In Stitches 5.11, a fun steep route. Thin to chimney climbing on this one. FA: BE, K8 1989.

18. ****Up On Corner 5.10+**, begin this route on the left face of the gully. Clip two bolts and head out and around the arete and up the face to the anchor. FA: BE, K8 1989.

19. ****The Thin Edge 5.10**, climb up the right-leaning slab, heading up and left into a crack and then on to an anchor at the top. FA: CV, RR 1978.

20. ****Weekend On Mars 5.10+**, climb up a right-facing corner. This route joins Free Box at the top. FA: CF, MR 1987.

21. *****Free Box 5.10**, great route! Climb up and past three bolts and on to the top. Fingers to thin. FA: CF, MR 1986.



22. *****Salvation 5.11 PG13**, just right of Free Box, climb the cracks up the steep face. FA: CF 1987.

23. ****Where the Wild Things Are 5.9**, climb a left-facing corner, climb to the right at the overhangs and on to the top of the wall. Rappel the gully. FA: CV, RR 1978.

24. **Detour 5.8**, a loose climb up blocks and ledges to the top of the wall. Descend the rappel gully. FA: CV, RR 1978.

25. ***Limey Peel 5.9**, climb up and left along the arete, head up the ramp and steep face to anchors. FA: PL, AL 1978.

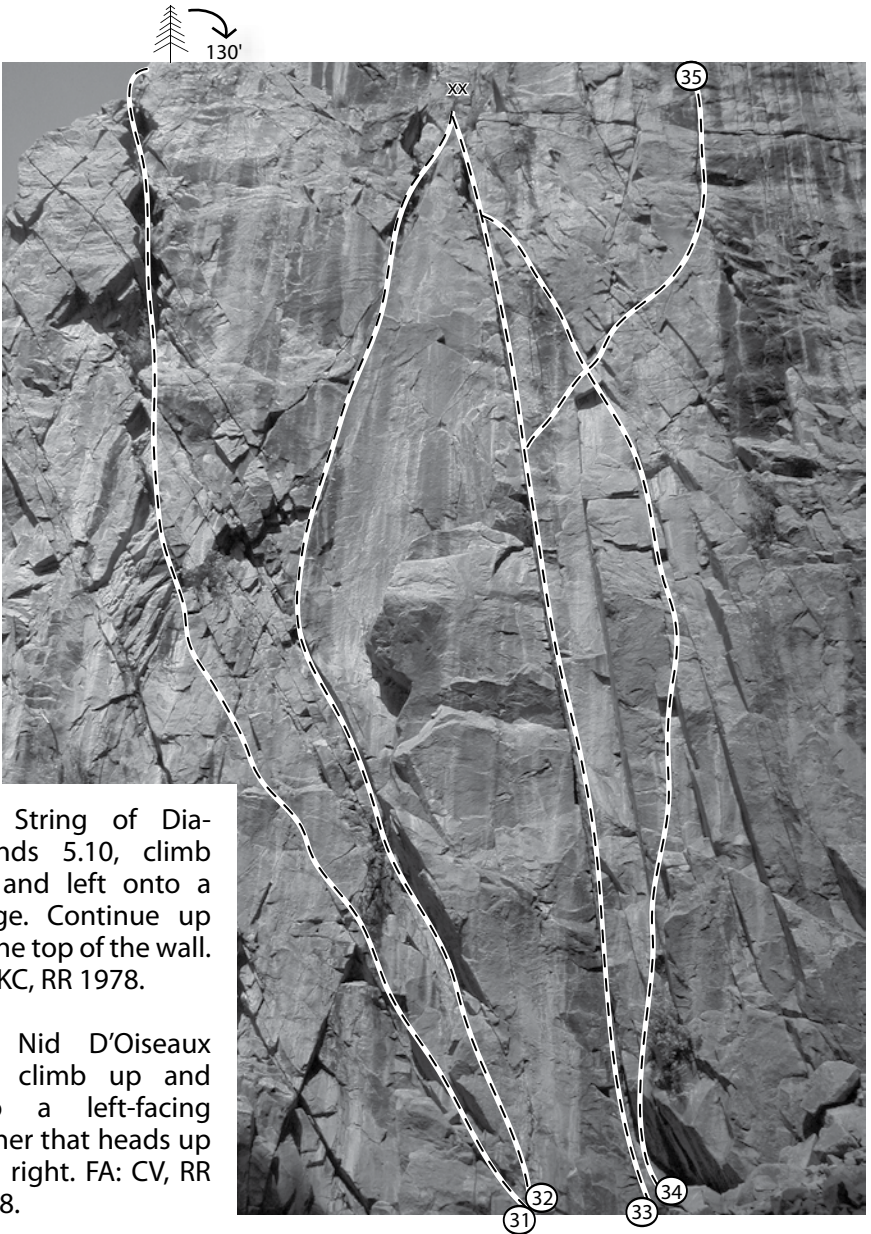
26. ***Icy Fingers 5.8**, climb this fat crack up to anchors. FA: BK 1974.



28. Marlboro Man 5.11R, climb up the steep face to the anchor. Also a good toprope.

29. **Tobacco Road 5.9 PG13, climb the crack up and right, then head back up and left across the face to the anchor. FA: BK, TiK, ET 1981.

30. *Cody's Crank 5.10, from the top of Tobacco Road, climb up and right. Head up the steep cracks to the top of the wall. FA: AS, TK 1982.



31. String of Diamonds 5.10, climb up and left onto a ledge. Continue up to the top of the wall. FA: KC, RR 1978.

32. Nid D'Oiseaux 5.9, climb up and into a left-facing corner that heads up and right. FA: CV, RR 1978.

33. ***Orange Peel 5.10, a classic finger and hand crack ... a must do! Climb up steps to a steep, thin crack (crux) and on to the anchor. Rappel 80'. FA: BK, JK 1978.

34. *Fresh Squeezed 5.10, climb the corners and cracks to the right of Orange Peel. FA: CF, MR 1986.



35. *Black Magic 5.10, just after the crux of Orange Peel, go right into a steep, black crack and up to the top. A direct start (5.9X) begins 10' right of Orange Peel. Climb steep, black crack to the top. FA: JL, LH 1981.

36. *Cenotaph Corner 5.10X, don't fall. Climb the left-facing dihedral that begins about 40' off the ground. FA: BK, RR 1978.

37. **Va-Va-Voom 5.11, clip a bolt and head up the face with cracks. FA: CF, AK 1990.

38. *I'm Not Your Mother 5.9, climb up, clip a bolt, climb through the small roofs to the anchor. FA: CF, AK 1990.
39. *My Darling Brunette 5.10+, head up and left in a right-facing corner. Go left at the roof and then climb left to the Va-Va-Voom anchor. FA: CF, DBy 1990.
40. *Bad Boys Get Spanked 5.10, climb up as you would for My Darling Brunette. Then head straight up staying to the right of a roof and on up the corner to the anchor. FA: CF, DBy 1990.
41. *Skipping Stones 5.10+ (5.12 direct start), climb up the right-facing corner, climb up and right into another right-facing corner. Climb up cracks and face to ledges. FA: CF, RL 1990.
42. *Arete Variation to Blood on the Cracks 5.10, climb the outside corner to the left of Blood on the Cracks. FA: CF, RL 1990.
43. **Blood on the Cracks 5.10+, climb the steep right-facing corner, through a roof and continue up to the top. Scramble down to the right. Watch the loose flake up high. FA: TiK, DL 1978.
44. *Fat Cat 5.8, climb the fat crack about 10' right of Blood on the Cracks. FA: JeL, MK 1983.
45. ***Tick Fever 5.12-, climb the thin cracks near the right side of the inset wall. There are two bolts and lots of small gear. FA: CF, DM 1988.
46. *High Tide 5.10, (not on topo). 150' uphill, climb a left-leaning hand crack. FA: CF, DM 1988.





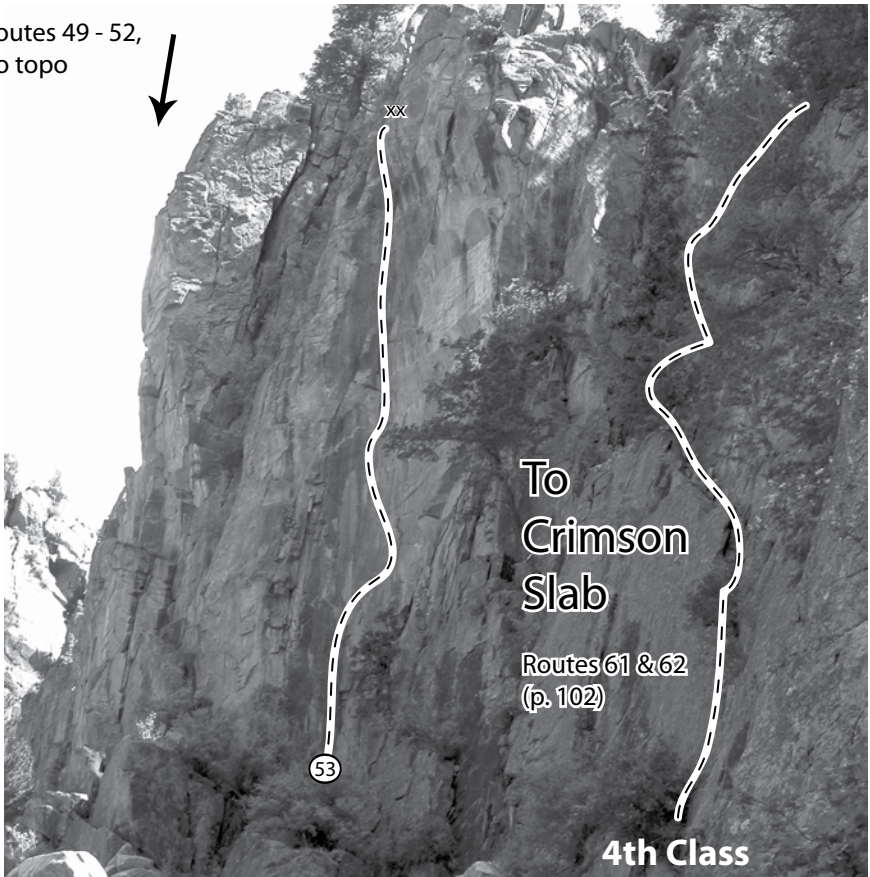
These routes can be found high up at the top end of the canyon.

47. ***Summertime 5.9+, begin on hard face holds, then up into the finger and hand crack on the face. Rappel from trees. FA: JK, BK 1974.

48. **Talusman 5.11, uphill and around the corner from Summertime is a finger crack that goes through a roof and up an arete to the top. FA: AS, MCrr 1985.

Begin Top East Side of Cracked Canyon

Routes 49 - 52,
no topo



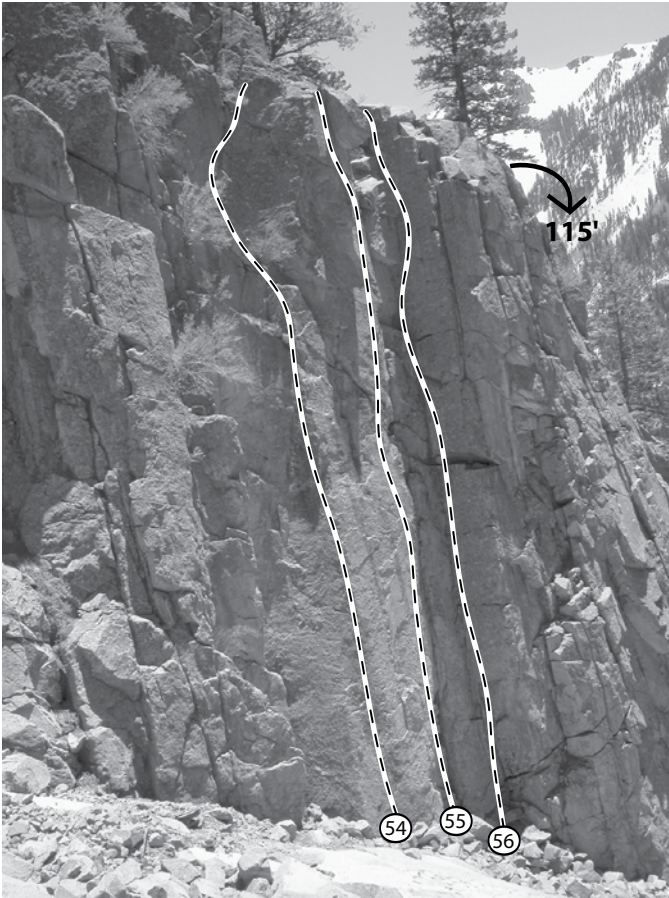
49. *It Gets Harder 5.10R, climb the face that becomes thinner the higher you climb. It can be found across and down from Summertime. FA: BK, SC1983.

50. *Johnny Be Good 5.10, climb a steep, shallow crack. A short climb. FA: BK, ChB 1984.

51. *Power Lounger 5.9, climb the obvious left-facing corner, continue straight from the ledge. FA: TN, DB 1990.

52. **Susan's Arete 5.10, climb a crack in an arete. FA: BK, JN.

53. ***Superfresh 5.11-, stem up the right-facing corner past bolts and thin gear. FA: DB, CF.



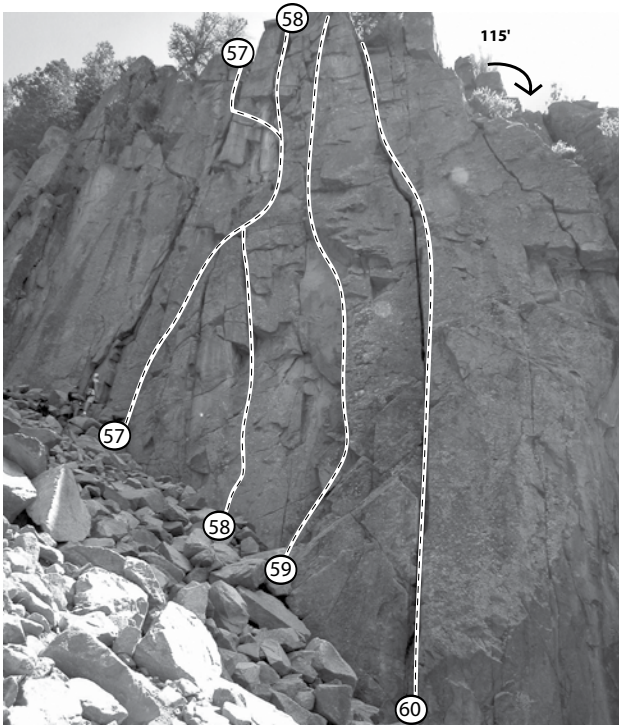
54. *Bat Splat 5.10+ PG13, climb up a thin face, clip a bolt and head up and left to the top. FA: GW, SuS 1978.

55. **Crack of Mind 5.8, a very fun, wide crack to the left of Chewbacca. FA: JK, BK 1975.

56. ***Chewbacca 5.8+, The mighty Chewbacca climbs a crack in a left-facing corner all the way to the top. FA: BK, RR 1977.

57. *Round the Corner 5.7+, begin just to the right of Chewbacca, climbing up steps and slightly right. At the ledge move left around the corner and into a hand and fist crack. FA: AP, ML 1978.

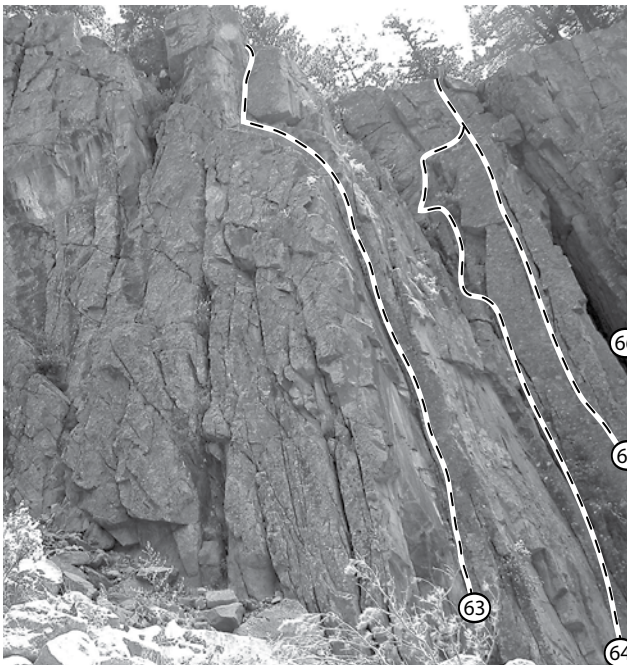
58. *Thor 5.10, climb up a crack and through a small roof. Continue up and through a larger roof at the top. FA: BK, RR 1978.



59. ****Come On Sun 5.10**, climb a whitish left-facing corner through an arch and up a face and cracks to the top. FA: KC, AcK 1978.

60. ****Dog Leg 5.7**, climb up a hand and fist crack to the top of the wall. FA: BK 1974.

To find the Crimson Slabs (east of the top of Chewbacca), scramble up 4th class approach (see p. 100) and walk southeast to the slabs (routes 61 & 62—only).



61. ****Wild Planet 5.8**, no topo. Climb cracks just left of center.

62. ****Over the Red Line 5.9+**, no topo. Climb up the center of the slabs on thin seams and cracks.

63. ****Attica 5.9**, this route can be found about 80' downhill from Dog Leg. Climb a right-facing corner. When you encounter the ramp, climb left under the overhang. FA: JiS, RR 1979.

64. Bones 5.7, climb a right-leaning crack up 70' and belay on a large ledge (no fixed gear). Scramble up and over to the rappel tree to the south (right). FA: JG, DL 1978.

65. Roller Skates 5.8, climb up cracks and face holds just to the left of the large chimney. FA: BK, MiC.

66. Chimney Sweep 5.5, climb the large chimney. FA: AP, DL 1978.

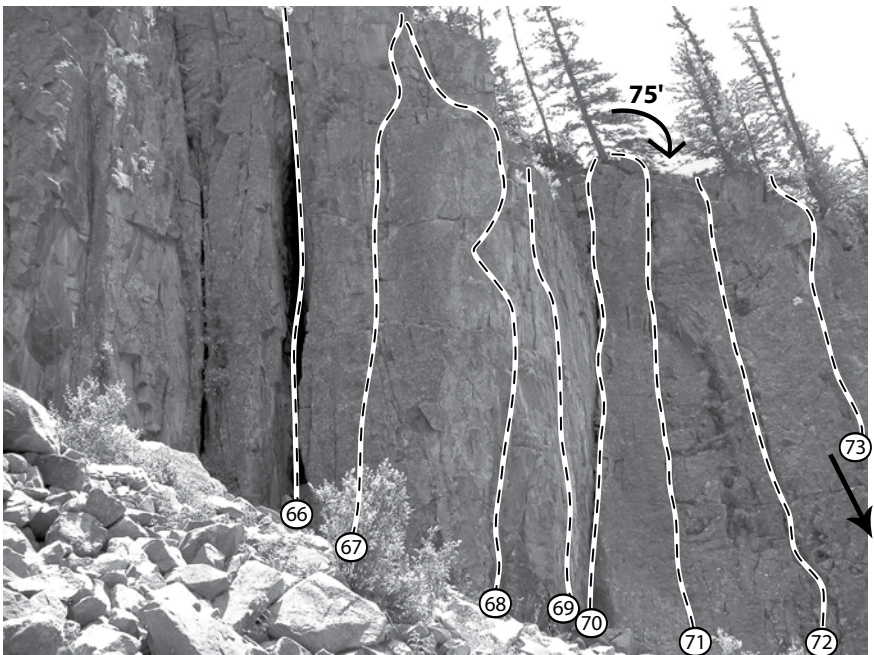
67. Froggy Bottoms 5.7, climb up cracks and face holds for 80'. FA: DL, JG 1978.

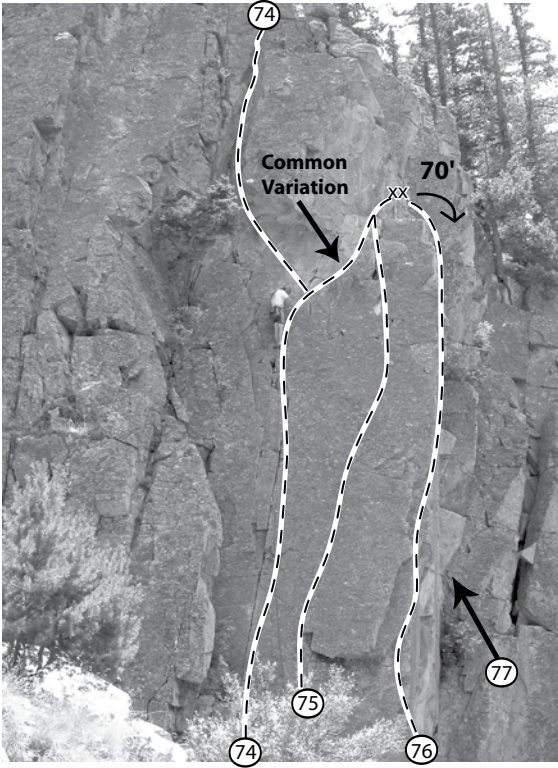
68. **Repo Man 5.10, climb in a right-facing corner. Begin on face holds, clip the bolt and climb up the steeper face to the top. FA: MCo, JB 1983.

69. **White Wall 5.11, climb the steep cracks around the corner to the right of Repo Man. Bring extra nuts for this route. FA: HB 1981.

70. White Book 5.4, climb the low-angle fat crack.

71. *Algebra 5.6, climb a low-angle slab up 75'





72. Entrance Exam 5.3, just right of Algebra; climb a low angle easy crack to the top of the slab. FA: Unknown.

73. *Fox Trot aka Freeman 5.3R, climb a low-angle right-facing corner. Not much gear.

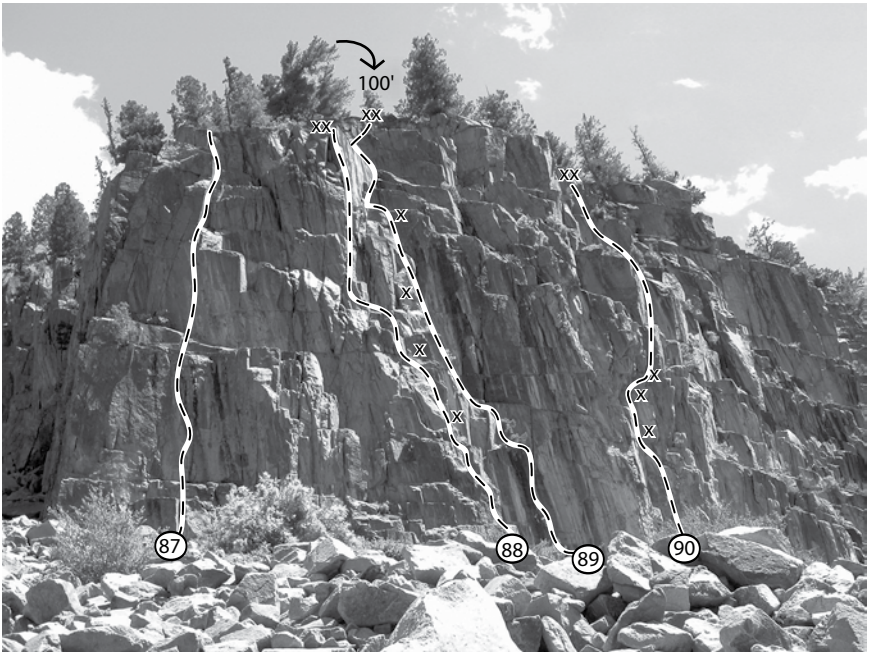
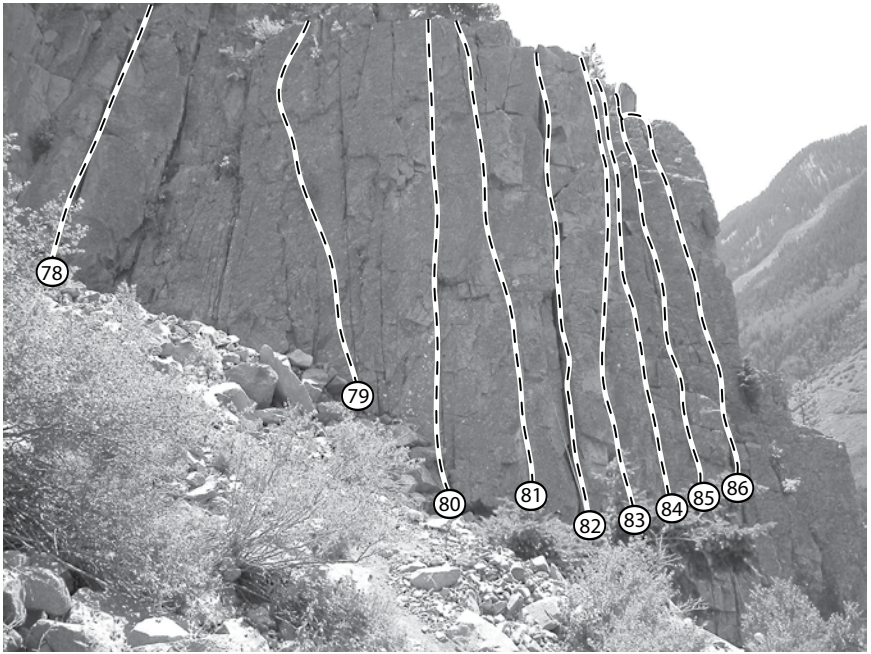
74. **Pirouette 5.7, climb up the crack that splits the slab to the top rope anchor (up and right). Or go left around the roof and up to the top of the wall.

75. **Where Are Your Friends? 5.10+X, a good top rope. Climb up the middle of the slab to the right of Pirouette. FA: DaB, AP 1984.

76. **Air Arete 5.10X, also a good top rope. Climb the arete. FA: JL, LH, DaB 1981.

77. **Sizzler 5.11, climb up a right-leaning crack system-steep. Good top rope. FA: AS 1983.

78. ****Breakfast of Champions 5.6**, climb the right-leaning, low-angle fat crack/chimney. FA: AP, PH 1978.
79. ***Tintinabulation 5.5R**, climb the blocky right/left-facing corner to the top.
80. ****Teacher's Pet 5.8**, climb the left of the two cracks on this face to the top. Super!
81. ***Third Grade 5.8**, climb up face holds and in shallow corners 5' to the right of Teacher's Pet.
82. ****Beginner's Luck 5.6**, follow a fat crack to the top.
83. ****Exodus 5.8**, begin climbing just immediately right of Beginner's Luck. Head up a right-facing corner to a outside corner to the top. FA: AP, RP 1978.
84. ****Genesis 5.4**, climb the crack and face up a deep right-facing corner.
85. ****Margin 5.4**, climb up the large edges to the right of Genesis.
86. ****Easy Money 5.6**, climb the handcrack at the beginning of the canyon.
87. ****Boulder Climb 5.10+**, climb up corners past ledges to the top of the wall. FA: BE, PE.
88. ****Natives Are Restless 5.11-**, climb up corners and ledges to the top. FA: BE, SJ.
89. ****Ophir Drum 5.10+**, climb up corners and ledges. FA: BE, K8.
90. ****Say What 5.11**, on the right of the wall, climb a corner system up, out and right past bolts to an anchor. FA: BE, JB.
- It should be noted that climbs 87 and/or 88 were climbed by TK and KC—they called it Shrooms (5.10).



The Dark Side

Rock Type: Rhyolite

Height: 40' to 150'

Climbing Style: Traditional, sport and toprope

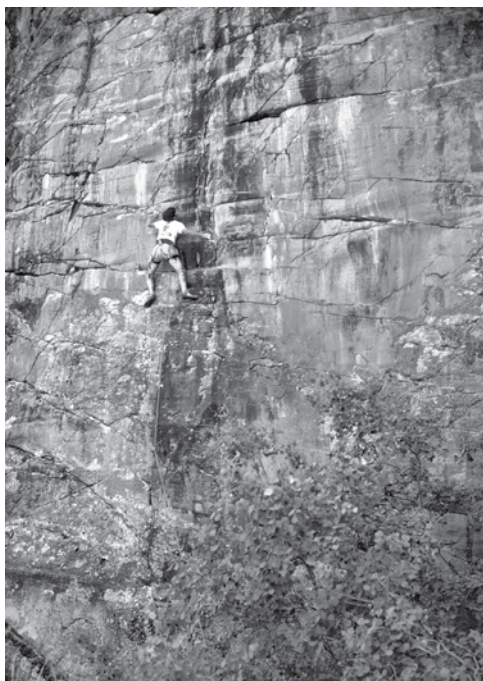
Gear Suggestions: Micro to wide hands

Seasons: Summer through late fall until first snow

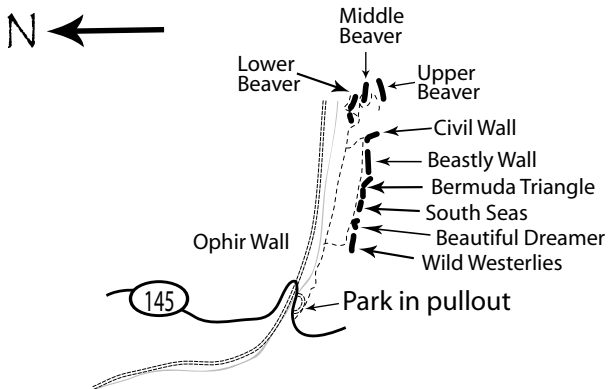
Land Status: U.S.F.S.

Restrictions: None

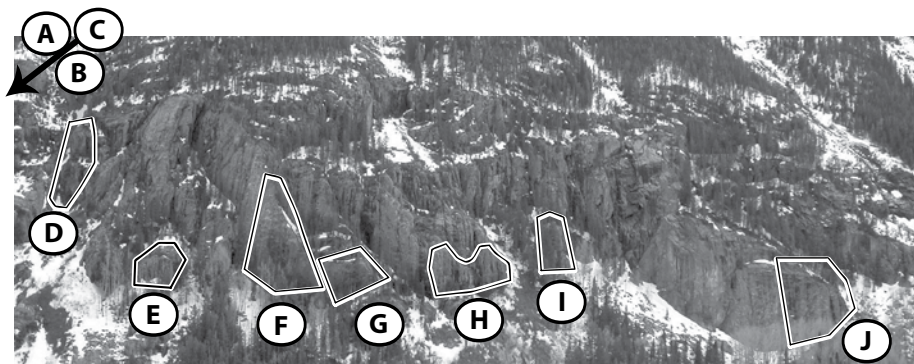
Comments: This area is surrounded by private land—please respect the land owner's rights—do not trespass!



Max Kendall on Reggae On Broadway (5.12)

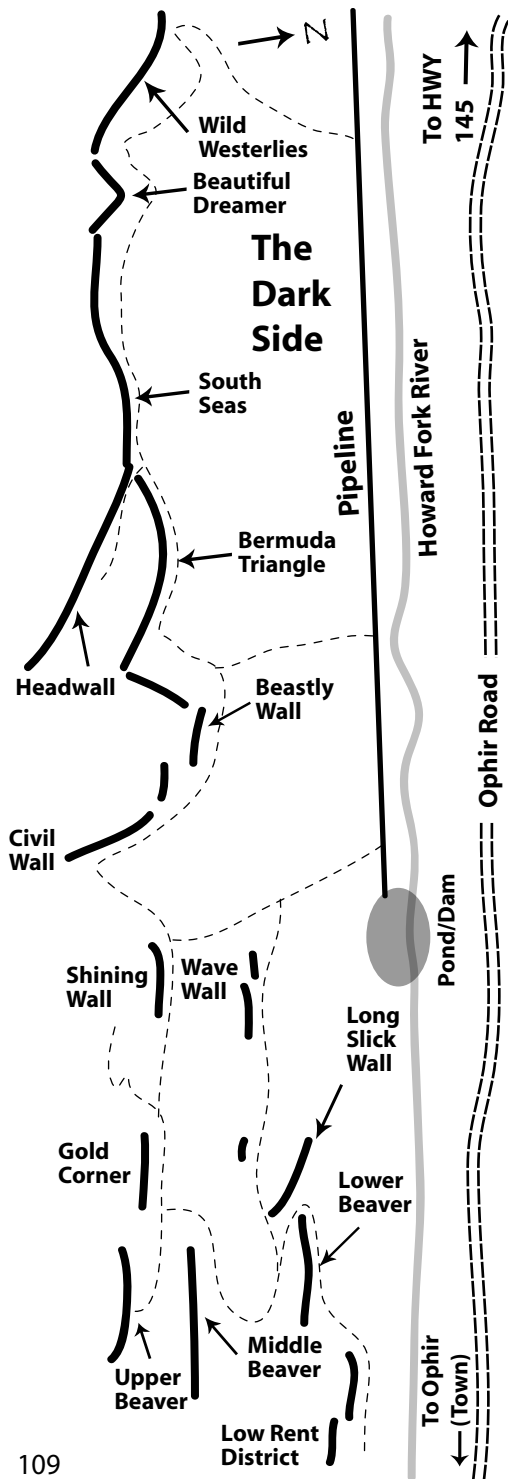


The Dark Side is about 12 miles and a 20-minute drive from the town of Telluride (along HWY 145). It is located across the valley from the Ophir Wall. The best approach for the Dark Side crags is to park on the east side of HWY 145 in the pull-out just south of the Ophir Road entrance. Follow the aqueduct to the east until you are under the cliffs. Look for trails that will take you to the base of the desired crag. This area offers many routes, most of which can be top roped. There is potential for more routes in this area. Please use good judgement when placing fixed gear.



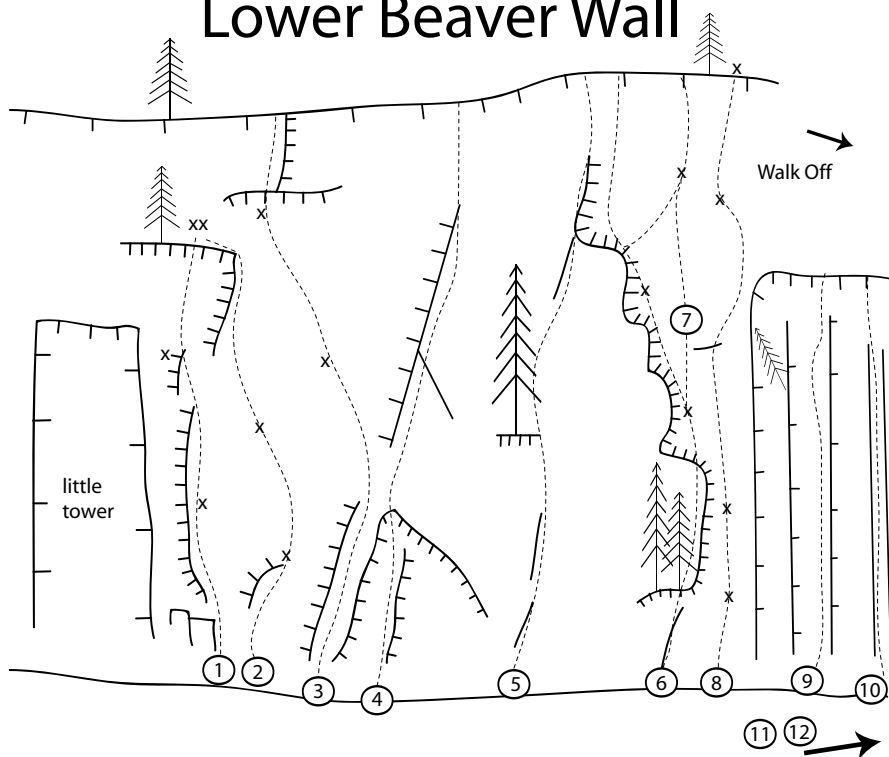
- A. Lower Beaver Wall
- B. Middle Beaver Wall
- C. Upper Beaver Wall
- D. Civil Wall
- E. Beastly Wall

- F. Bermuda Triangle Left
- G. Bermuda Triangle Right
- H. South Seas
- I. Beautiful Dreamer
- J. Wild Westerlies



John Havens on Beautiful Dreamer (5.10)

Lower Beaver Wall

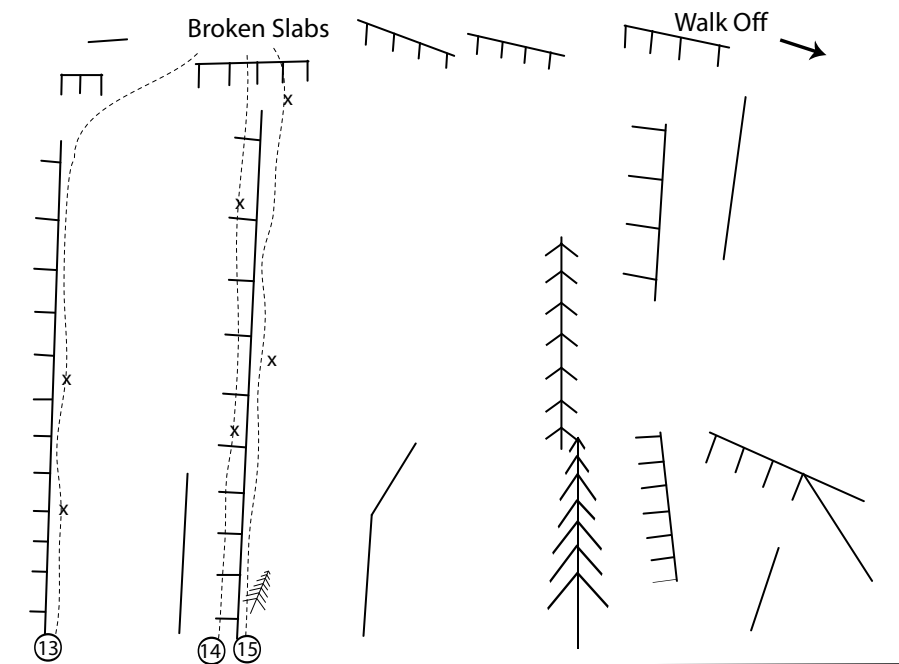


Most of these routes can be toproped using trees anchors

1. **Primarily Pink 5.11+ PG13, climb up a shallow, right-facing corner.
 2. **Chill Out 5.10-, climb the face past two bolts, finish up the right-facing corner.
 3. **Rock Betties at Large 5.11+, climb the face to the top of the wall.
 4. **Turn It Up or Turn It Off 5.11, face, fingers, hands.
 5. **Alien Nation 5.9, face and finger cracks.
 6. *Soul Kitchen 5.12, delicate face climbing.
 7. **God Guts and Guns 5.10+, climb the first part of Soul Kitchen, break right at the roof and head up the face.
 8. ***End of Innocence 5.11, climb a stellar face past three bolts; small cams protect the face between the bolts.
 9. **Ken's Crack 5.7, climb an OW.
 10. **Twin Cracks 5.7, left - fingers; right - hands.
 11. Art of Deception 5.10+, climb the arete past three bolts to an anchor.
 12. Disco Biscuit 5.9, not on topo. Climb the crack in the left-facing corner.
- These climbs are about 60' high on good rock. Use many small nuts in between the fixed gear. Walk off to the west.

TheserouteswereestablishedbyDougBerry,JohnBurns,CharlieFowler,Steve Johnson, Ken Sauls, Damon Johnston, and Chris Boskoff.

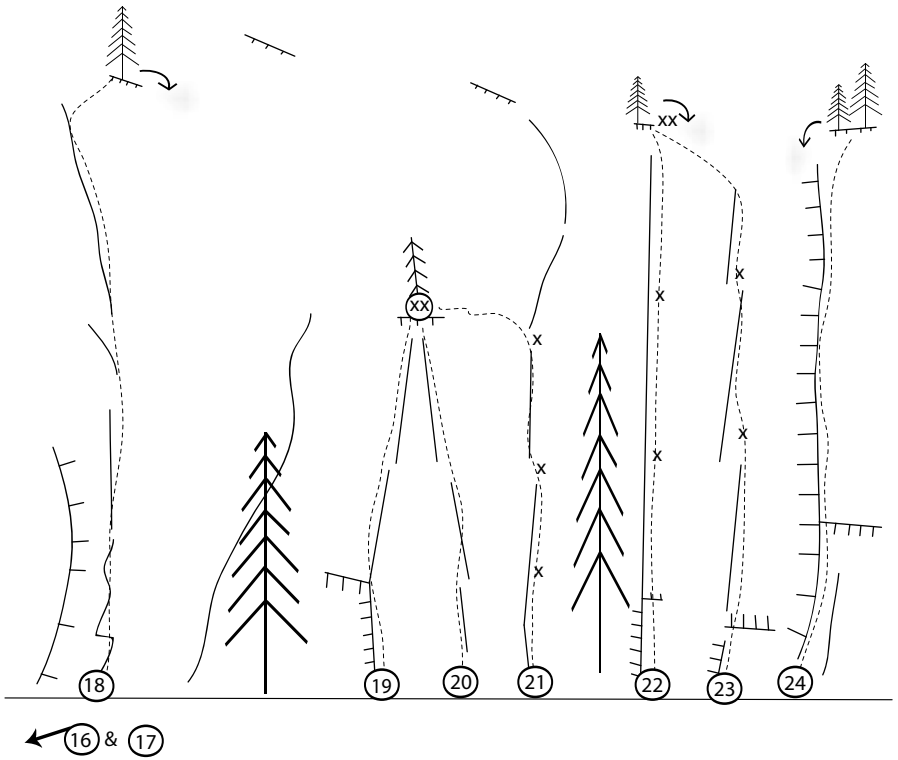
Middle Beaver Wall



13. **Skid Row 5.12, stem up a right-facing corner past two bolts.
14. ***Lovesick Blonde 5.11, climb the striking arete past two bolts.
15. *Horn of Plenty 5.10, climb past a small tree in a right-facing corner past two bolts to the top.

FA: CF, RL1990.

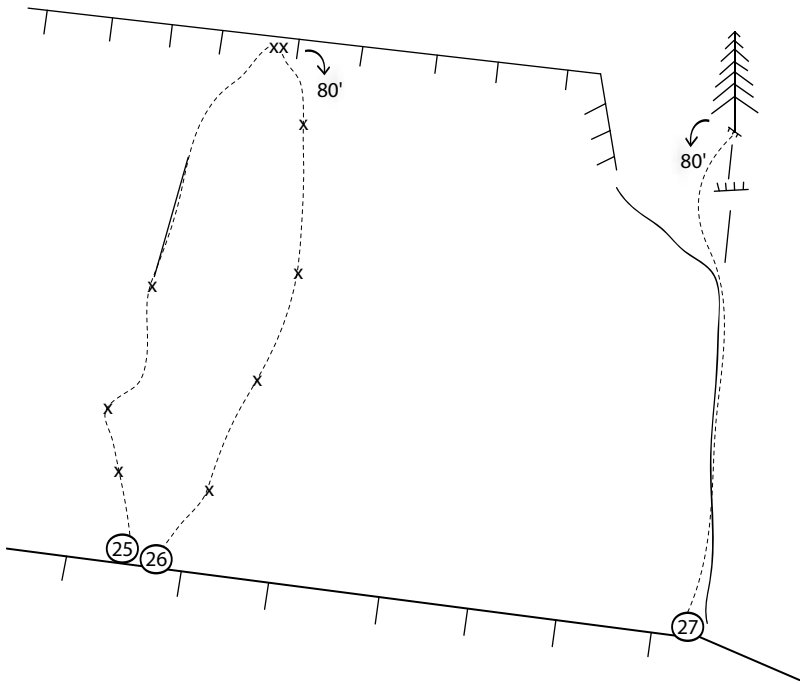
Upper Beaver Wall



16. Too Laid Back 5.10, lay back and jam to the top of the wall.
17. Staff Training 5.8, begin in a left-facing corner, fingers and hands to the top, 70'.
18. **Tourist Route 5.8, fingers.
19. **Fly by Night 5.8, hands and fist.
20. **Ugly American 5.9+, solid hands.
21. **Greasy Sex Rap 5.12, fingers and face.
22. ***Destination Resort 5.10, fist and hands.
23. ***Somebody's Darling 5.12, fingers-classic.
24. **Little Women 5.10, stemming, hands.

Routes established by Charlie Fowler, Axel Koch, John Burns, Dee McAdams, Mona Wilcox, and John Havens.

Civil Wall



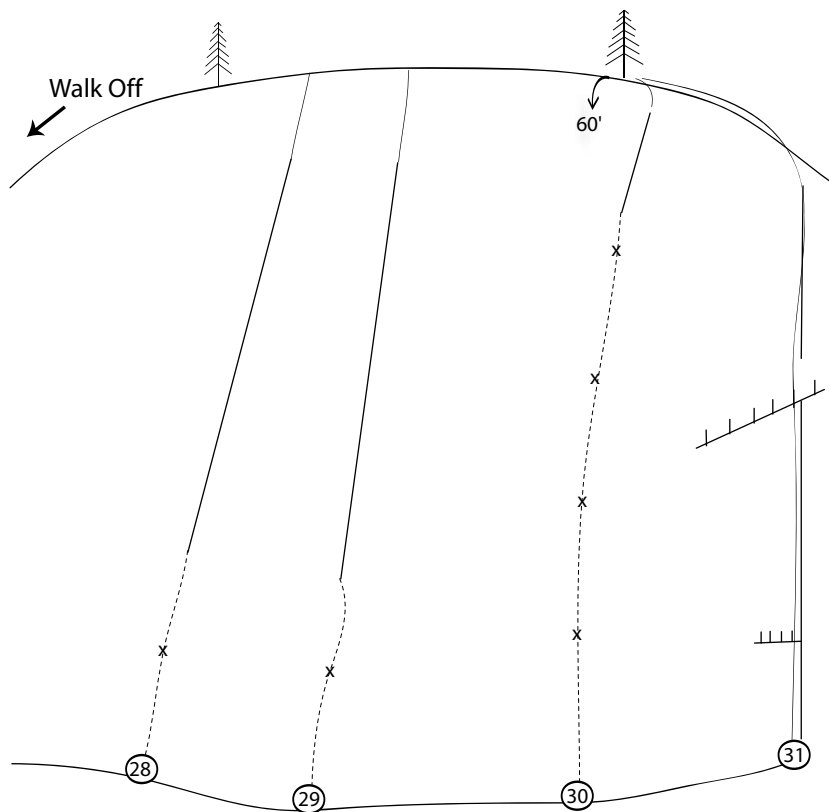
This cliff takes a bit more effort to access, but the reward is well worth it! These routes are steep and the rock superb.

25. **Civil Rights 5.11, face past three bolts, small gear. FA: AS.

26. **Bicentennial 5.11, four bolts, small gear. FA: AS.

27. ***Heavy Petting 5.11, very good fingers and hand crack. One of the best climbs in the area. Climb the overhanging crack up 80'. FA: CF.

The Beastly Wall



This cliff offers four difficult and fun testpieces. All routes established by Charlie Fowler.

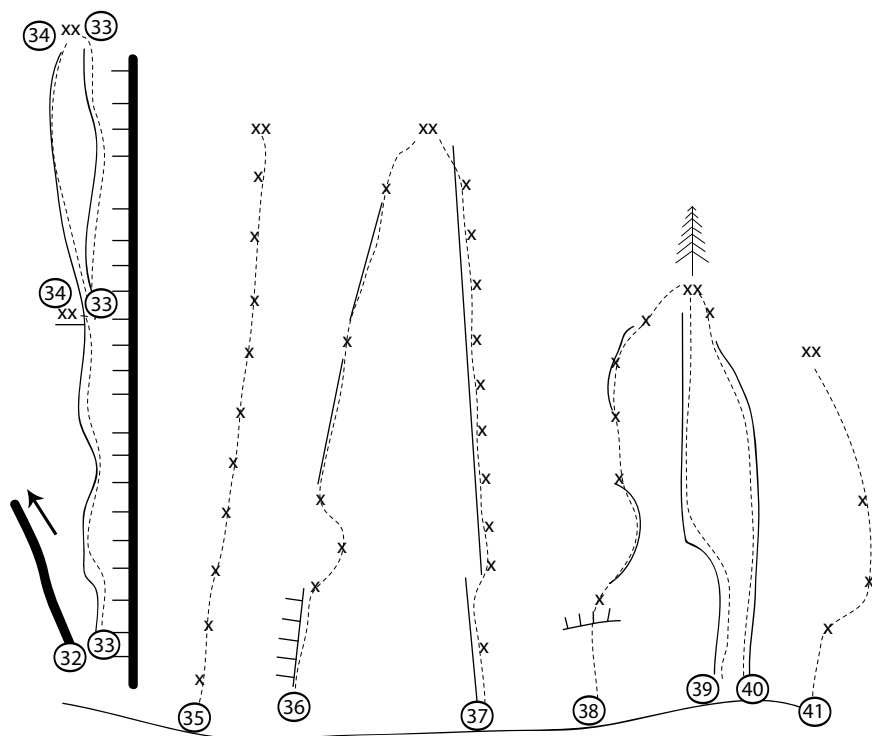
28. *"666" 5.12, one bolt and gear to three inches. Short, bouldery crux.

29. **The Beast Within 5.11, one bolt and gear to three inches.

30. **Beast of Burden 5.13-, a strenuous finger torquer of a route. Four bolts and gear to two inches.

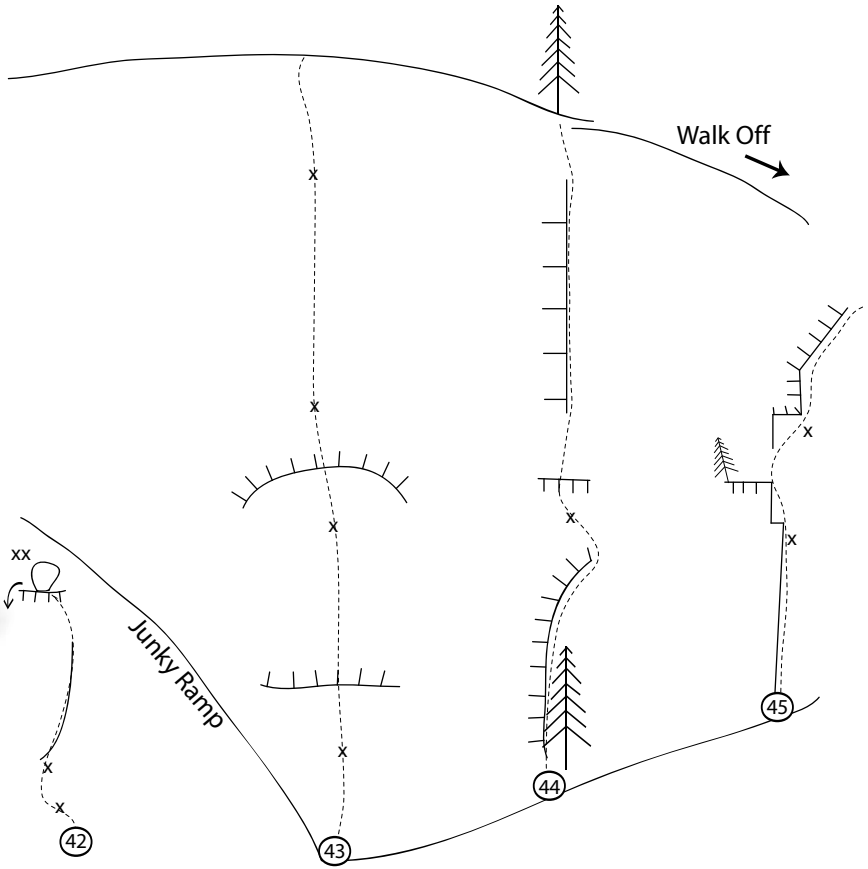
31. ***Queen of the Beasts 5.11, a very overhanging finger crack. Gear: tiny wires and a whole range of stoppers.

Bermuda Triangle East



32. The Wide Crack 5.10, it's wide. FA: ET, TA .
33. *Master Debater 5.10R, two pitches. FA: TA, RT.
34. **Country Mouse 5.11+, thin. FA: RT, TA.
35. **The Endurance 5.12+, bolted face to an anchor. FA: RT.
36. **Hurricane Bob 5.12, bolts and gear to three inches. FA: CF.
37. **Titanic 5.13, eight bolts and gear to one inch. FA: CF.
38. ***The Love Boat 5.11+, super route! Bolts and gear to anchor. FA: CF, JN.
39. **Holiday Cruise Line 5.10, gear to three inches. FA: CF, SW.
40. **Katrina 5.10+, gear and one bolt at top. FA: CF.
41. Three Bolts, 3 Cams 5.10+, face and gear. FA: unknown.

Bermuda Triangle West

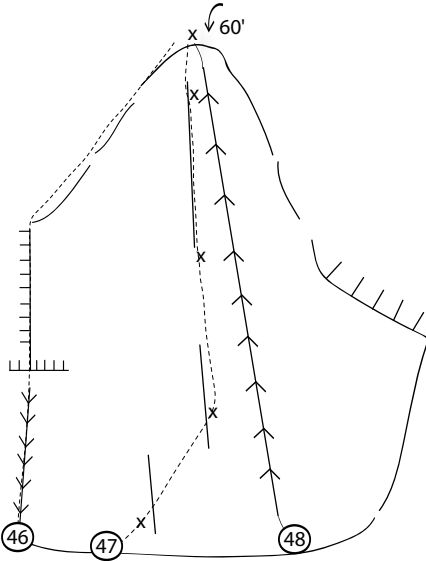


The trail to this area is not easy to find and will often involve bushwacking.

- 42. *Gilligan's Island 5.11, two bolts and natural gear.
- 43. **Salty Dogs 5.12, four bolts and thin gear.
- 44. **Wooden Ships 5.10+, one bolt and gear to 1 1/2 inches.
- 45. *Sailing' Shoes 5.12, two bolts and thin gear—a good testpiece!

All route were established by Charlie Fowler and Doug Berry in 1989.

South Seas - Man Overboard Area



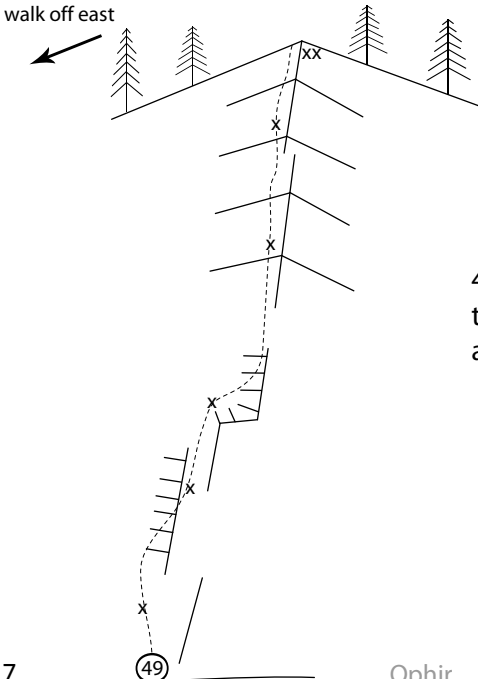
This little, obscure outcropping has three fun routes, established by CF, DB.

46. Ebb Tide 5.8

47. **Man Overboard 5.12, four bolts and gear to two inches.

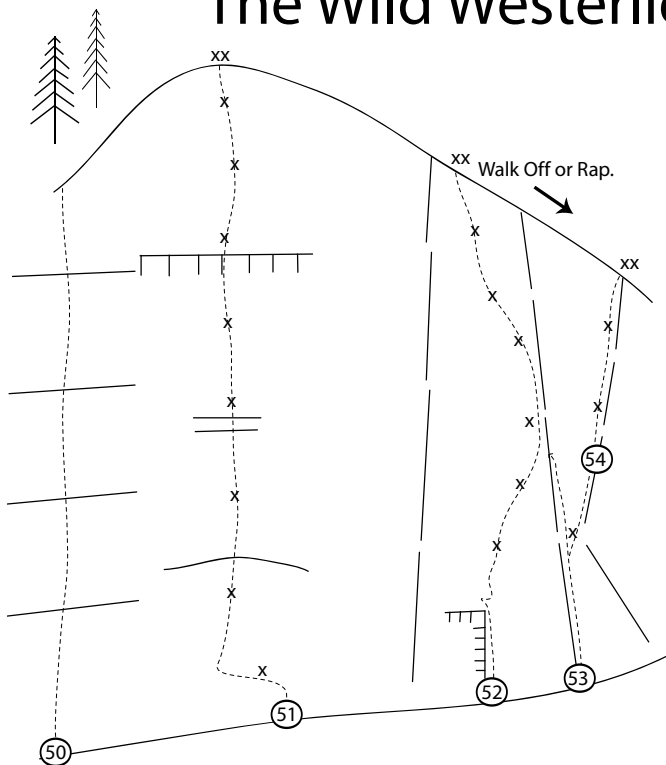
48. *Rip Tide 5.9, a nice corner groove—natural gear.

Beautiful Dreamer



49. ***Beautiful Dreamer 5.10, this is a fantastic climb! Five bolts and gear to one inch. FA: CF, AnR.

The Wild Westerlies



This fine collection of very steep routes is not far from the parking area. All were established by Charlie Fowler and Doug Berry.

50. Top Rope 5.11, a fun toprope.

51. ***Reggae on Broadway 5.12, one of the best routes at the Dark Side!

52. *Direct Start to Laughing Sam's Dice 5.11

53. **Laughing Sam's Dice 5.9

54. Easy Skankin' 5.10+

Listed below are selected routes scattered about The Dark Side (no topo). See map on page XX.

Low Rent District

Raider Of The Lost Block 5.9, thin crack. FA: DB, TN.

Blood And Fire 5.9+, hand crack splitting a block, far left. FA: CF, AK.

Long Slick Wall

Balance Of Power 5.11+, thin right-leaning corner to face. FA: CF.

Note: There is good bouldering in this area.

Wave Wall

Step Lively 5.9+, short thin face. FA: CF 1990.

Ames Wall

Rock Type: Dakota Sandstone, Rhyolite, Mancos Shale

Height: 600'

Climbing Style: Traditional

Gear Suggestions: Micro to wide hands, two 60m ropes!

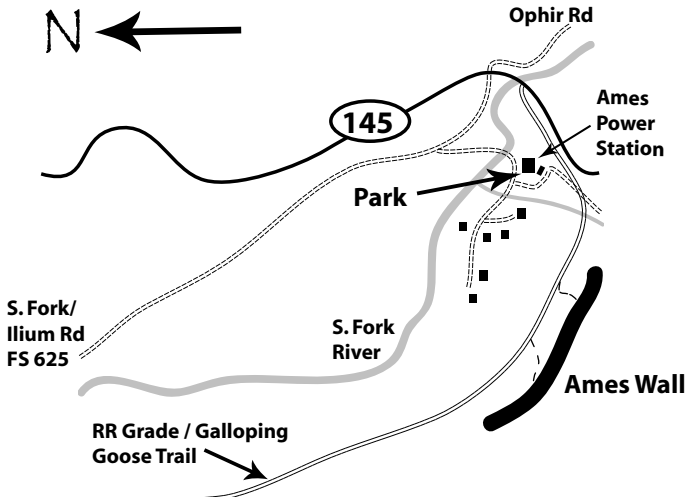
Seasons: Summer through late fall until first snow

Land Status: U.S.F.S.

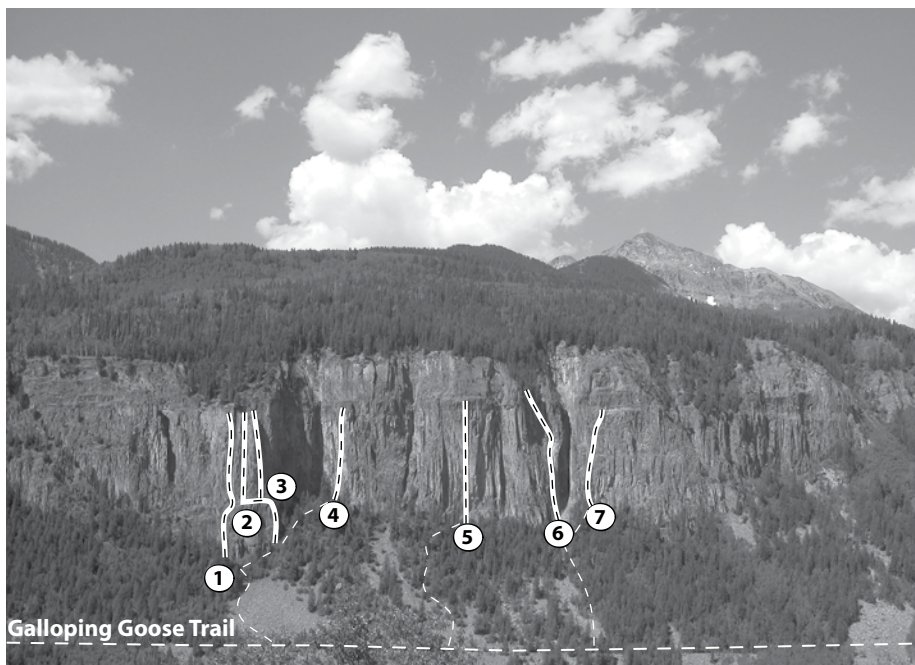
Restrictions: None

Approach: About one hour from the Ames power plant

Comments: This area offers "full adventure" route-finding on bad rock!



From HWY 145, turn right onto FS 625 / South Fork Rd. (a.k.a Illium Rd.). Drive down this road almost a mile and make a hard left down to Ames (road not marked). This road will take you down a steep hill. At the bottom of this hill on the left is the Ames Power Plant. Park just off the road, by trees. Do not block the trash dumpsters. Head up the road behind the power plant, pass a green (could change) house. Follow this road until it brings you to the old railroad grade (Galloping Goose Trail). Once on the Galloping Goose Trail continue northwest. The Ames Wall will be to your left.



1. ****Skull 5.10+**, climb up a short buttress and follow a wandering crack system to the top. Two ropes and extra slings for the rap. FA: MK, DB 1988.
2. ****Gravity's Deception 5.8**, 3 Pitches. Climb up chimneys, move left and up the crack line to the top. Two ropes and extra slings for the rap. FA: BK, BS 1977.
3. ****Wild Raspberries 5.7**, 3 pitches. Climb up the chimneys in the left-facing corner. A classic! Two ropes and extra slings for the rap. FA: BK, GB 1974.
4. ****Precarious Pinnacle 5.9**, 3 Pitches. Climb a face and crack line to detached pinnacle. Rappel Route. FA: BK, TiK 1977.
5. *****Seamstress Corner 5.11+**, 4 Pitches. Climb up a super corner. Most people do not do the last pitch (5.8R)—it is on bad rock! Rappel. FA: JeL, TK.
6. *****The Ames Ice Hose WI 5**, a 600 foot ice/mixed climb in winter.
7. ****Meat Grinder 5.8**, 4 Pitches. Climb up a right-facing corner. Pitch 2: climbs an awkward slot. Pitch 3: climb up blocky ledges. Finish up easy but rotten rock. FA: BK, DL.

Bilk Creek Wall

Rock Type: Sandstone

Height: 60'

Climbing Style: Traditional and top rope

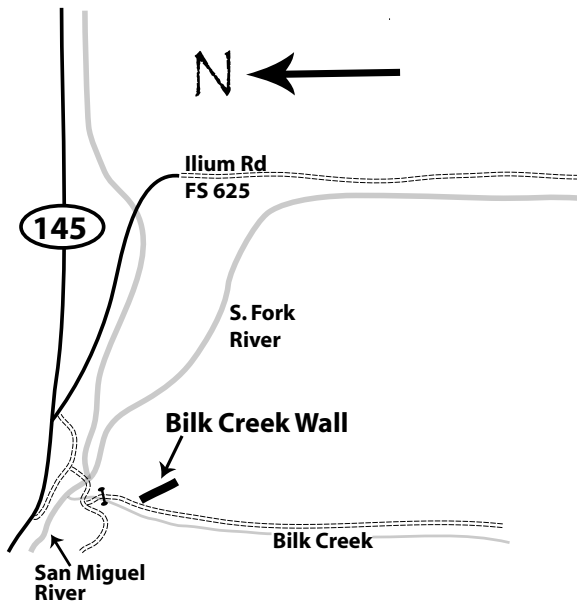
Gear Suggestions: 30' sling/webbing to set up top rope

Seasons: Summer through late fall until first snow

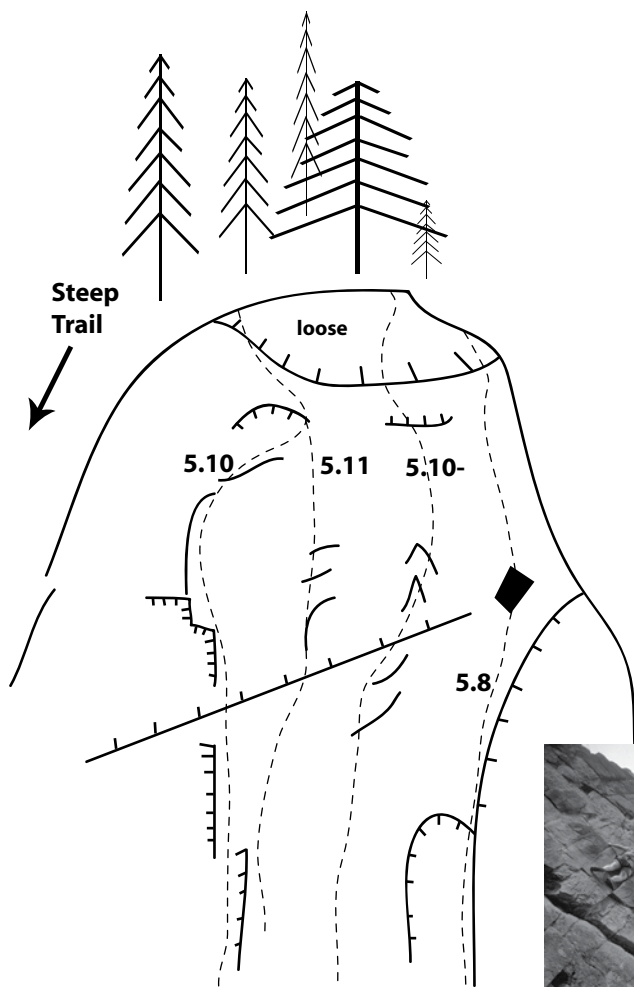
Land Status: Private land!

Restrictions: Yes! The road is private. DO NOT BLOCK ROAD!!!!
The owner tolerates climbing on this private land—please have respect!

Approach: about 2 minutes from parking



Bilk Creek Wall



A superb area for top rope climbing. You will have to hike up on the right side of the cliff to the trees above the wall. Here a extra rope is handy to set up a top rope. Have fun. There is a lot of loose rock at the very top. Keep people clear of rock fall as the top rope is being set up.



BOULDERING

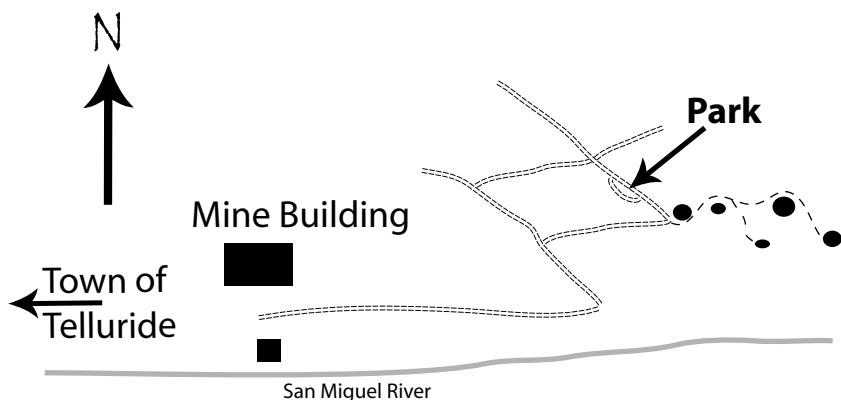


Chris Boskoff on the Wasatch Boulder—Bear Creek

The Mine Boulders Bear Creek Ilium Valley Society Turn

Look for the upcoming Telluride-area bouldering guide.
For information please visit:
WWW.MOUNTAINWORLDMEDIA.COM

The Mine Boulders

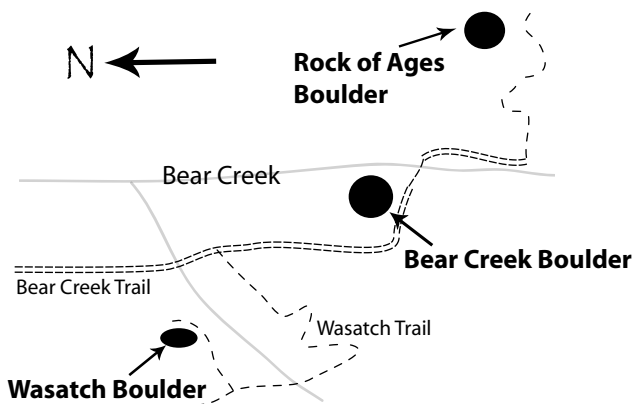


Two miles east of the Town of Telluride are many fun boulders. Park after the second switchback, well out of the way of the traffic. The first boulder can be seen from the road (it's almost on it). Other fine boulders can be found by hiking east along the trail. Pads are highly recommended as some of the boulders offer high-ball problems up to 35' off the ground. These boulders are on PRIVATE LAND! The Idarado Mining Company barely tolerates climbers; DO NOT PLACE FIXED GEAR in any of these boulders. No camping.



Daiva Chesonis on the Main Mine Boulder

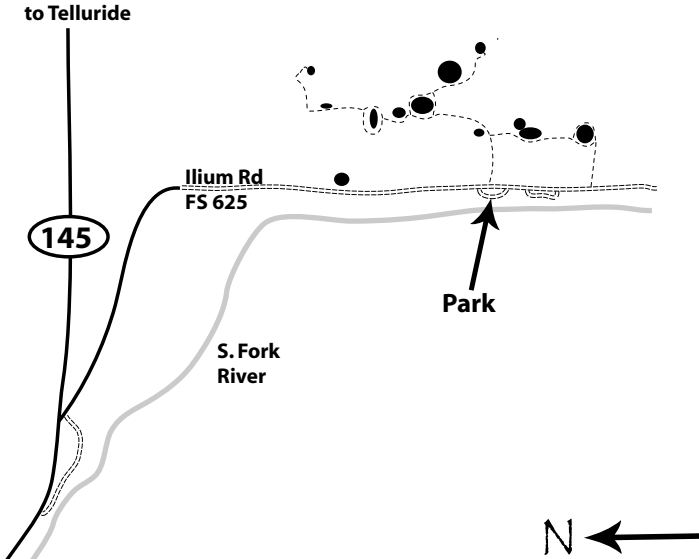
Bear Creek Bouldering



Jany Mitges on the Wasatch Boulder

There are three very good boulders in Bear Creek. Many people hike or run up Bear Creek to enjoy these wonders. The Wasatch Boulder (photo: left) has a killer traverse as well as several top-outs (10 to 15' high). The Bear Creek Boulder offers several high boulder problems. In fact, there are anchors on top of this boulder for setting up topropes (25 to 30'). The Rock of Ages Boulder is a very large rock—a bit high-ball. Pads are recommended. All bouldering in Bear Creek is on Telluride Conglomerate. These boulders are in the Bear Creek Preserve. No Camping!

Ilium Valley Boulders

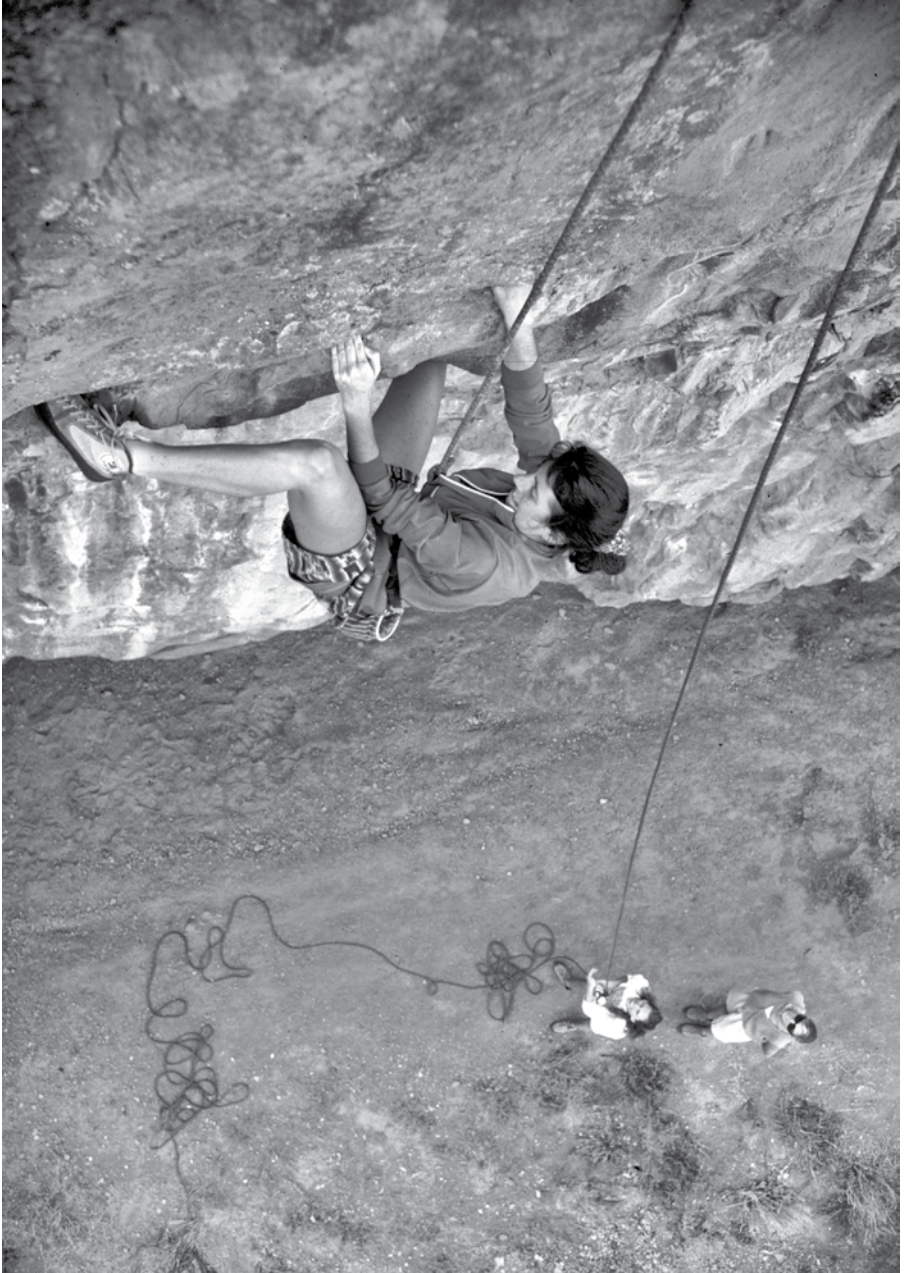


Ilium offers one of the best bouldering you will find near Telluride. The Ilium boulders are about 15 minutes west of the Town of Telluride (see map above). These boulders are sandstone and can be damaged if climbed on just after a rain. There is no camping in this area. There are about twelve boulders connected by trails. These Boulders are on National Forest Service Land.

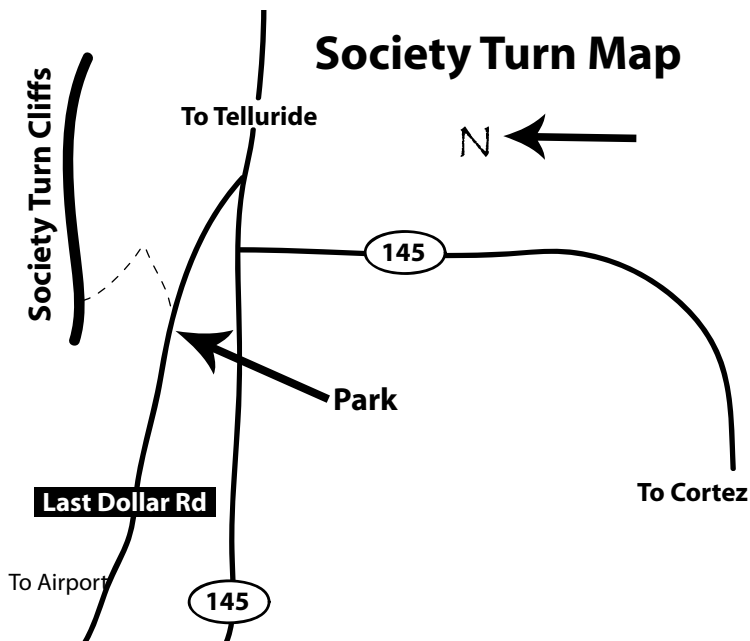


Chris Boskoff on one of the Ilium Boulders.

Society Turn



Franci Stagi pulling the classic roof problem (5.11+)



Located three miles outside of Telluride is a south-facing cliff which offers good bouldering. The rock is Dakota Sandstone and it can be damaged by climbing on it when it becomes wet. The problems can be up to 40' high. There are several anchors on top of this cliff which can be used to set up a toprope.

The Access Fund owns this land—Thank you Access Fund!
Our money is going to very good use.

High Country Climbs



The San Juan Mountains surrounding Telluride are among Colorado's most beautiful and historic peaks. This chapter records some of the Telluride region's most classic alpine rock routes.

Warning: These mountain routes are serious undertakings that should only be attempted by skilled, experienced climbers. Numerous hazards—loose rock, severe lightning storms, hard snow and ice and high altitudes—will most likely be encountered.

Come Prepared: An ice axe and crampons are almost always necessary for the approach, climb or descent from these mountains. Afternoon storms are very common in the summertime, dress accordingly. Loose rock is everpresent, wearing a helmet should be considered.

Rating Mountain Routes: Most routes in this section are rated based on the traditional Sierra Club system.

Class 1 Hiking on a trail or easy cross-country

Class 2 Easy scrambling using handholds

Class 3 More difficult and exposed scrambling, a fall could be serious

Class 4 Very exposed scrambling, a rope may be used for belaying or short-roping, a fall would be serious

Class 5 Difficult rockclimbing where a rope and protection are used

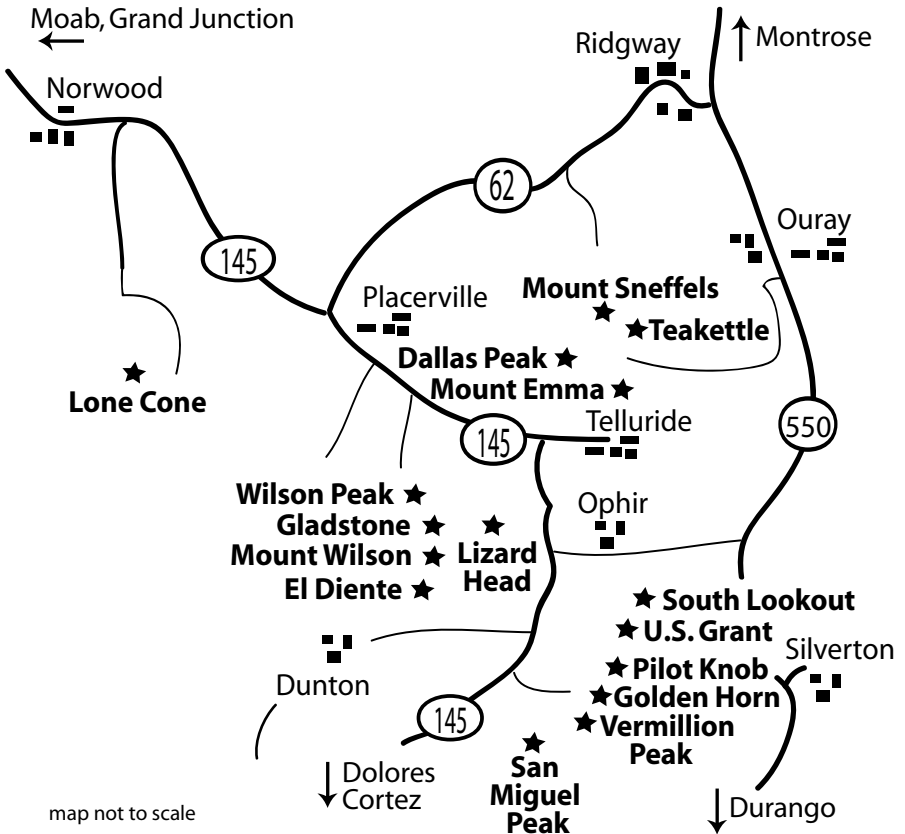
Route Descriptions: The routes recorded here are mostly long scrambles with countless variations possible. Detailed route descriptions are not provided; good routefinding skills are therefore required. Routes described are for early to mid-summer conditions.

The Climbing Season: Climbers visit these mountains all year, but the main climbing season runs from June through September. Late spring through early summer is the best time, but mid-summer is the most popular. Less snow and more loose rock can be expected in late summer.

Peaks



Chris Boskoff on the summit of Lone Cone



Lone Cone - 12,613'



Colorado's most westerly mountain, the isolated pyramid of Lone Cone, is a striking regional landmark. From the summit on a clear day, one can see the Abajo, Henry and La Sal mountain ranges in Utah, the top of Shiprock in New Mexico and Monument Valley in Arizona.

Approach: Park at the pullout where USFS Road 612 crests the northeast shoulder of the mountain. Hike an abandoned road to a meadow and head south on old roads and faint trails leading to treeline on the Northeast Ridge.

Northeast Ridge, Class 5.1, follow the ridge crest past small towers. Where the ridge steepens, climb exposed slabs to the left on the east face.

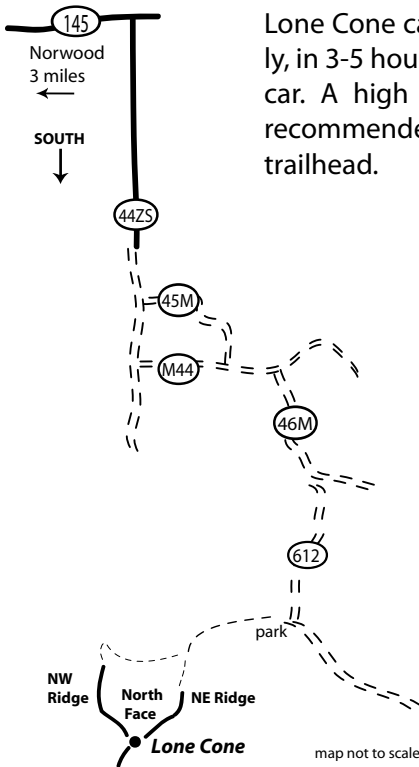
Northwest Ridge, Class 2, ice axe and crampons may be needed. This is the easiest ascent route and the normal descent of the peak. From treeline, descend west and cross the moraine or snow below the north face, then up loose scree (or snow) to gain the crest of the Northwest Ridge, which follows to the summit.

North Face, Class 5/Snow & Mixed Numerous possibilities for challenging loose rock routes or snow and mixed routes. FA: Dwight and David Lavender, September 4, 1931.

Lone Cone is notorious for brewing deadly thunderstorms!



Lone Cone from the approach, NE Ridge on the left, NW Ridge on the right.



Lone Cone can be climbed quickly, in 3-5 hours roundtrip from the car. A high clearance vehicle is recommended for the drive to the trailhead.

Lizard Head Wilderness



Encompassing the high peaks of the rugged San Miguel Mountains, this compact area features three of Colorado's most challenging fourteeners, one of the highest and most difficult thirteeners, and the state's hardest summit, the namesake Lizard Head Peak.

SPECIAL RULES APPLY HERE:

- mechanized equipment is forbidden; this includes bikes and power drills
- campfires are banned in Navajo Basin
- camping is not allowed within 100' of lakes and streams
- cutting switchbacks and caching gear are prohibited

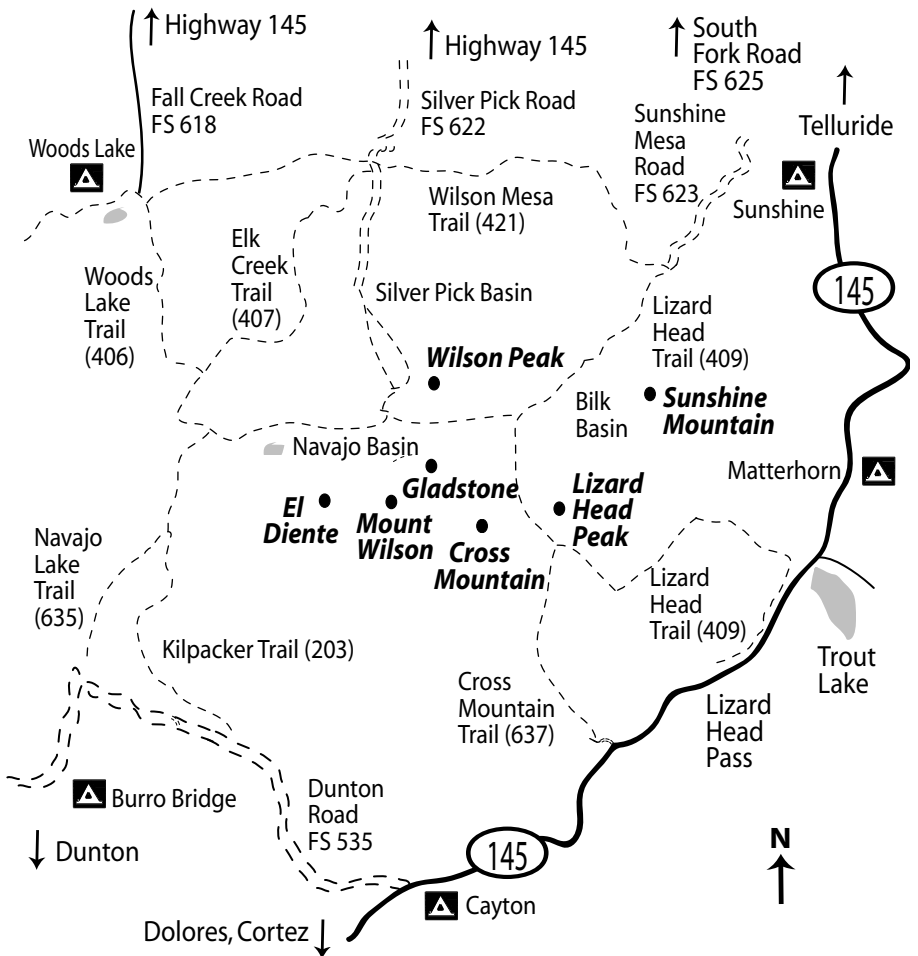
Approaches: There are many trails into this area, thus many options for approaching the peaks. Suggested approaches are noted. Be aware that there are private inholdings in and around the Lizard Head Wilderness and access to some routes may be temporarily closed—check locally.

Camping: The routes can all be done roundtrip from the car in a day by fit, acclimated climbers. However, camping is an option, with excellent sites in Navajo Basin and Bilk Basin. "Leave No Trace" ethics are required.

Climbing: With the exception of Lizard Head Peak and the South Buttress routes on Gladstone, climbers often do not bring a rope. An ice axe and crampons are highly recommended for all routes except Lizard Head. The rock here is notoriously loose, consider wearing a helmet.

Enchaining Routes: It is common for climbers to bag multiple summits on forays in this range. Commonly linked are the Wilson El Diente Traverse, the "three fourteeners in a day", or the "Grand Slam" (the 14ers plus Gladstone). The "Grand Slam" or "three fourteeners in a day" is best done starting from Navajo Basin. A suggested itinerary: up the North Buttress of El Diente to Mount Wilson via Wilson-El Diente Traverse, then down the North Slopes. Gain Gladstone's summit by the Southwest Couloir. Traverse the Northwest Ridge to Wilson Peak, joining the Southwest Ridge which is followed to the summit.

Lizard Head Wilderness - Peaks and Approaches



Gladstone 13,913'



First climbed by J.W. Emerson and F.B. Notestein in 1911, this challenging peak is often neglected by climbers in favor of its higher neighbors, even though it offers fine climbing.

Approaches: Use the Woods Lake Trail (406), the Kilpacker Trail (203) or the Navajo Lake Trail (635) to reach Navajo Basin or hike up the trails into Silver Pick Basin and over the Rock Of Ages saddle. The trails from Bilk Creek Basin offer a good approach the Northwest Ridge. South Buttress routes can be accessed via the Cross Mountain Trail (637) and some cross-country hiking.

Northwest Ridge, Class 4, the long ridge connecting Gladstone with Wilson Peak. The standard ascent and descent route for the peak, this is a fun outing. Slightly easier than the Wilson-El Diente Traverse but with comparable climbing. Usually climbed by gaining the ridge at the lowest saddle at the head of Navajo Basin from the south or Bilk Basin from the north.

Southwest Couloir, Class 3/Snow This couloir offers a quick and interesting way to the ridge, joining the standard route at a notch high on the ridgetop. The rock buttress forming the west side of the couloir has some fine rock pitches (South Buttress, Class 5, 5.9). There are also several technical rock climbs on the southeast to southwest butresses.



Wilson Peak from Gladstone, the Southwest Ridge is the left skyline

First recorded ascent by Carl Blaurock, Dusty Smith and Bill Ervin in 1921, but likely climbed by miners and Native Americans before that.

Approaches: up trails into Silver Pick Basin and over the Rock Of Ages Saddle. An ice axe and crampons may be needed for the slopes below the saddle. The peak is easily accessed from Navajo Basin or Bilk Creek Basin as well.

West Face, Class 3/Snow The most direct route to the summit and the best descent to Silver Pick Basin. From the basin below the west side of the mountain, head up Class 1 slopes and climb the big snowfield left of a long rock spur. Traverse left under a rock rib and into a short couloir that becomes loose Class 2 when the snows melt. Join the regular route near the top.

Southwest Ridge, Class 3, the regular route up the peak. From the Rock Of Ages saddle, follow a Class 1 trail up and around the southeast shoulder, crossing Class 2 slabs. The trail eventually gains the ridge from the east. Class 3 climbing is encountered as the route follows the ridge, moving to the west side (ice and snow can be expected). Downclimb slightly where the West Face route joins the ridge, then continue up Class 3 scrambling to the summit.

Northwest Ridge, Class 4-5 A good route, easily accessed from Silver Pick Basin. From the basin below the west face of the mountain, head north and gain the ridge (Class 2 and/or snow) at its lowest point. Follow the ridge to the summit, Class 3 and 4 (possible Class 5 moves).

Mount Wilson - 14,246'



Left to right: Mount Wilson and El Diente North Slopes

First ascent by members of the Hayden Survey party in 1874.

"There are fifty-odd peaks in Colorado fourteen thousand feet or more in elevation, and most require only stout shoe leather and stout lungs for a successful ascent. Mount Wilson (14,250') is not one of them. In spots you have to scramble. Moreover, it's rotten rock tends to sheer off in great gobs at a touch."

— David Lavender, *One Man's West*

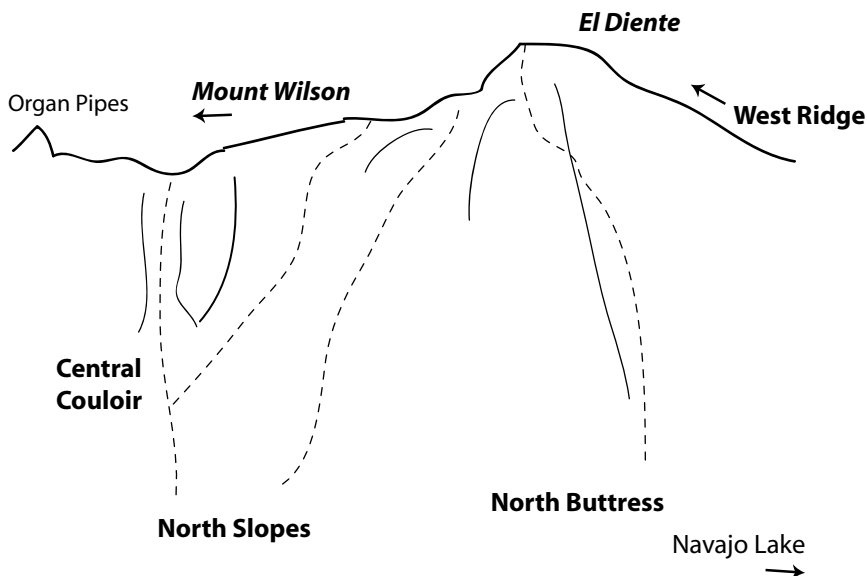
Approaches: Use the Woods Lake Trail (406), the Kilpacker Trail (203) or the Navajo Lake Trail (635) to reach Navajo Basin or hike up trails into Silver Pick Basin and over the Rock Of Ages saddle.

Wilson El Diente Traverse, Class 4-5 The best way to the summit is by this classic ridge traverse from El Diente, described in detail on following pages.

North Slopes, Class 4/Snow Wander up snow and scree to a notch near the top. Rockclimb up the narrow ridge (exposed Class 4) to the summit.

Descent: the North Slopes route

El Diente - 14,159'



Approaches: Use the Woods Lake Trail (406), the Kilpacker Trail (203) or the Navajo Lake Trail (635) to reach Navajo Lake. Alternatively, reach Navajo Basin from Silver Pick over the Rock Of Ages saddle.

West Ridge, Class 4 Usually start is south of Navajo Lake and then traversing southwest, eventually gaining the ridge. Follow the loose ridge to the summit. FA: Percy Thomas and N.G. Douglas, September 2, 1890.

North Buttress, Class 4-5 A good climb and the most direct route to the top. East of Navajo Lake, climb the buttress directly to El Diente's summit. Low 5th class moves may be encountered.

North Slopes, Class 3/snow Steep snowslopes with many possible variations, leading to Class 3 rock and mixed climbing before gaining the summit ridge. A quick way to the top but requires backtracking if you are doing the traverse to Mount Wilson.

Central Couloir, Class 3/Snow A direct variation to the North Slopes, this route meets the ridge just west of the Organ Pipes.

Descent: Head east down the Wilson-El Diente traverse. When the ridge becomes flat, head northwest down Class 3 terrain to join the North Slopes route.

Mount Wilson-El Diente Traverse



One of the all-time classics of the Colorado Rockies. Nearly a mile long at or about 14,000', the traverse is a very fun but potentially serious outing. Many lives have been lost due to the multiple hazards of the climb.

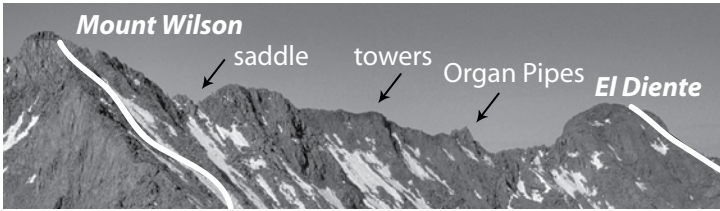


Charlie Fowler nearing the summit of Mount Wilson.

Advice and Suggestions:

- Get an early start and try to be off the last summit before noon. Afternoon thunderstorms are very common in the summertime.
- Be prepared for stormy weather and have an exit strategy. Retreat is a difficult proposition at many points along the ridge.
- Always take an ice axe and crampons. Most likely you will need them for the climb or descent of one of the peaks. Slipping on hard snow is a common cause of accidents on this climb.
- There is a lot of loose rock here, another frequent cause of accidents. Test your holds, choose your route well and wear a helmet.
- Local mountaineers generally regard climbing the ridge from El Diente or Mount Wilson the best and most efficient way to go.
- Take care, or take a rope.

The Traverse, Class 4-5 Starting From El Diente



Climb El Diente by the West Ridge or North Buttress. From the summit, head east, soon encountering Class 3 downclimbing and fun scrambling. Stay south (right) of the ridge at first, then west (left). Soon, a flat section of the ridge is met, where the North Slopes of El Diente join the ridge. (This is a good exit point, down to the west.) Continue along the ridgcrest, dropping down right (south) to avoid hard climbing. Beware of loose rock in this section.

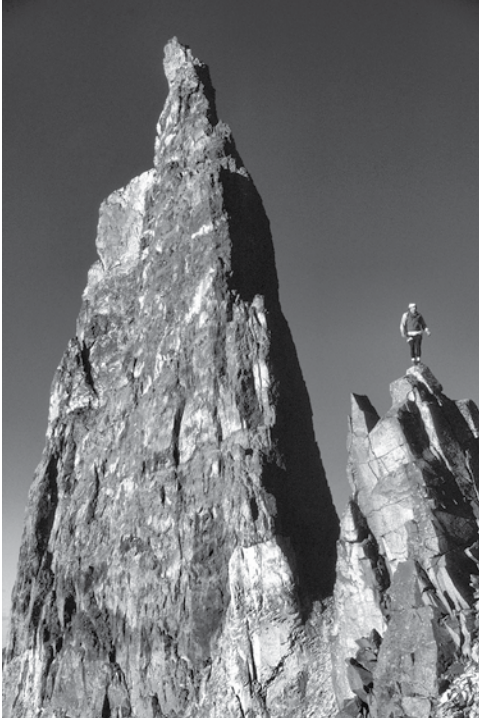
The Organ Pipes are an obvious cluster of rock towers. Stay to the left on ledges, then up cracks and chimneys (low Class 5 moves) to an exit right, south around the towers' summit. Climbers coming the other direction from Mount Wilson often rappel this section. You can avoid the rappel by climbing down around the Organ Pipes to the west, but this can be loose and icy. The direct route is better. Continue along the ridge over exposed but easy-going Class 1 and 2. Clever route-finding required.

The summit of Mount Wilson will appear close but challenges remain. Before the ridge takes a dive, scope out a route on the wall you will soon climb. Downclimb Class 2-3 rock to a saddle (another good exit point to the west), then carefully ascend the wall above (Class 3-4).

Farther along, stay on the narrow ridgcrest (very exposed Class 4) or drop south to easier but far less interesting terrain and arrive at the notch below the summit, joining the standard North Slopes route. The final Class 4 ridge to the summit is sporty; stay to the left (east) at first, then to the right (west) of the ridge.

The standard descent is down the North Slopes of Mount Wilson.

Lizard Head Peak - 13,113'



“When you reach the base,
take a picture and go home.”
—Robert M. Ormes,
Guide to the Colorado Mountains

First climbed by Albert Ellingwood and J. Barton Hoag in 1920, Lizard Head Peak has a reputation for being Colorado's most difficult summit.

Approach: Take the Cross Mountain Trail (637) until below the south face of the summit tower. Take the Lizard Head Trail (409) northwest, then find a climbers' trail up the southwest shoulder to the base.

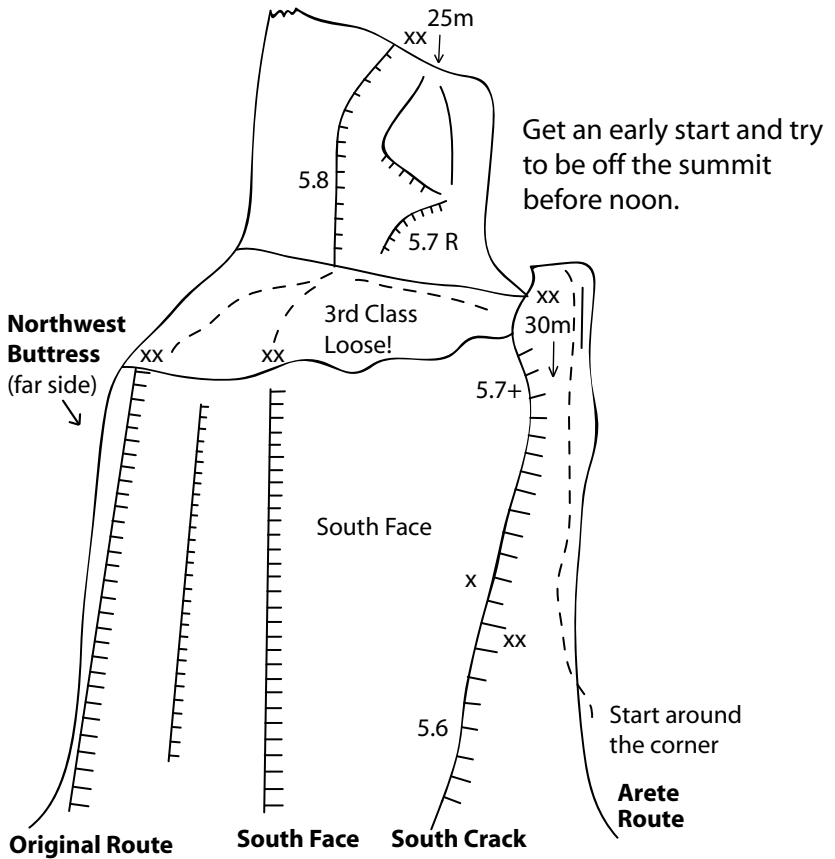
Northwest Buttress, 5.8 Three pitches to the north summit, rap route.

Original Route, 5.7-5.8 Climb a shattered crack system on the southwest corner to a fixed anchor at the big terrace. Scramble up loose funk to the base of the summit block. The first ascent party climbed the wide zig-zag crack right of the standard route.

South Face 5.7-5.8 Climb the obvious shattered crack to the big terrace.

Arete Route, 5.9R Reach the notch on the South Crack route from the southeast.

Descent: Rap straight down the original finish on the summit block (100'). Scramble down to the notch on the standard route and do one 100' rap to the ground.



South Crack, 5.8 The standard, recommended route up the big left-facing corner in the middle of the south face.

Pitch 1, 5.6 Climb loose chimney to a small ledge with a fixed anchor.

Pitch 2, 5.7 Continue past some old fixed gear, chimney to a steep hand-crack, ending at a rappel anchor in a notch. The first two pitches are often combined into one 100' pitch.

Pitch 3, Class 3 Up and left to below steep wide crack on the west face of the summit block. Beware of loose rock.

Pitch 4, 5.8 Climb the steep fist crack/OW (often wet and icy) to an easier chimney.

Pitch 5 A short, loose Class 2 scramble to the top.

Gear: One 60m rope, 2 sets of cams to 4 inches, 1 set of nuts, several long runners, helmet and foul weather clothing.

Mount Sneffels Range



Dallas Peak and the South Ridge of Mount Sneffels fall within the boundary of the Mount Sneffels Wilderness.

SPECIAL RULES APPLY HERE:

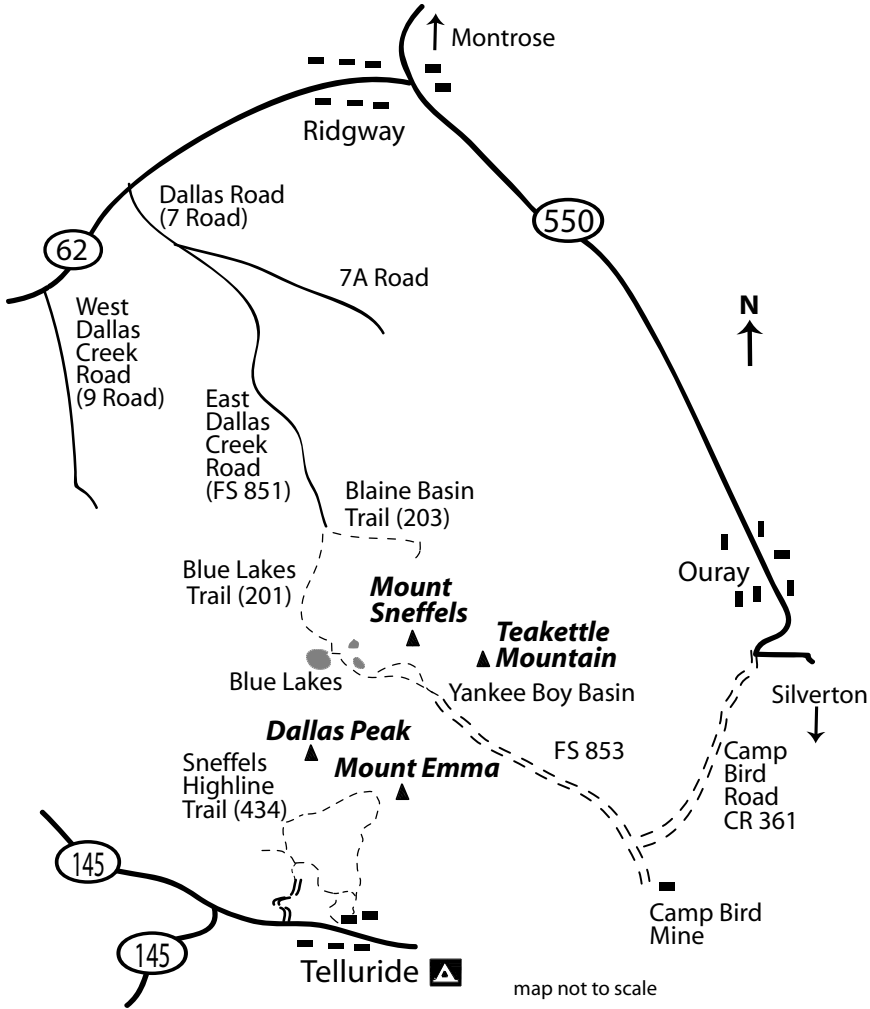
- mechanized equipment is forbidden; this includes bikes and power drills
- campfires are banned in the Blue Lakes area and the northwest side of Mount Sneffels
- camping is not allowed within 100' of lakes and streams
- cutting switchbacks and caching gear are prohibited

Approaches: Although Mount Sneffels and Teakettle are only 5 miles from Telluride, they are usually approached from Ouray. South of Ouray on Highway 550, take a right turn to Camp Bird Mine (CR 361). Just before the mine, take a right on USFS Road 853 to Yankee Boy Basin. A high-clearance vehicle recommended. Alternatively, both Yankee Boy and Blaine Basin can be approached from the north via the East Dallas Creek Road. Dallas Peak and Mount Emma are right outside of Telluride and can be approached from town.

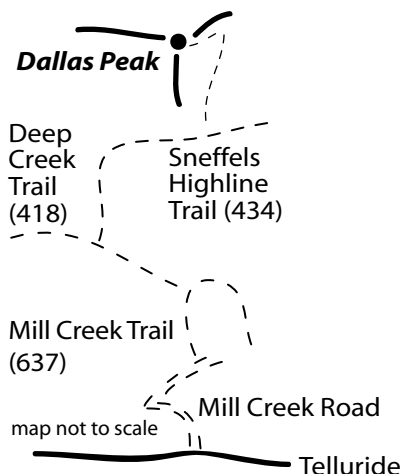
Camping: Dallas Peak and Mount Emma are normally done as daytrips from Telluride. There are campsites below Dallas after entering the Mount Sneffels Wilderness. Yankee Boy Basin is very heavily used in summer, camping here is not recommended and may be restricted.

Climbing: A short approach to very beautiful peaks makes this area very popular. As always in the San Juans, an ice axe and crampons should be carried.

Mount Sneffels Range - Peaks and Approaches



Dallas Peak - 13,809'



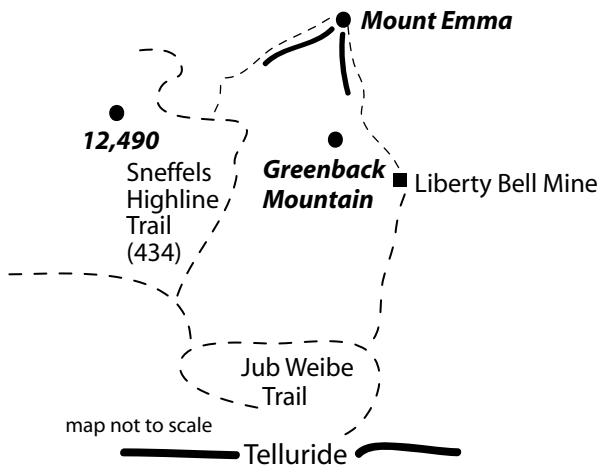
FA: Don McBride & Everett Long, 1934.

One of the more difficult summits in Colorado. Trailhead is just west of Telluride and follows the Mill Creek Trail north. Go west (left) on the Deep Creek Trail (418), then head north on the Sneffels Highline Trail (434) crossing into the Mount Sneffels Wilderness. Continue north and east on the trail until below the southeast face of Dallas Peak.

Southeast Face, Class 5 This classic route involves a lot of Class 2 and 3 scrambling to the summit block, which is overcome with some Class 5 climbing. Leave the Sneffels Highline Trail and hike up through meadows, heading for the large cliff band that is the distinguishing feature of the south face. Class 2 and 3 scrambling through cliff bands and scree slopes leads up and right underneath this cliff band (which has been climbed directly, 5.8 in 3 pitches). Continue climbing northeast until reaching the east face. From here, the route stays to the south of the east ridge and involves Class 2 - 4 climbing south and west towards the summit. Snowfilled gullies are common as the easiest route then moves north below the summit block. Finish up with a low Class 5 pitch or do harder variations (up to 5.7) to the southeast.

Descent: Downclimb or one 80' rappel to the northeast, then climb down the route.

Mount Emma - 13,275'



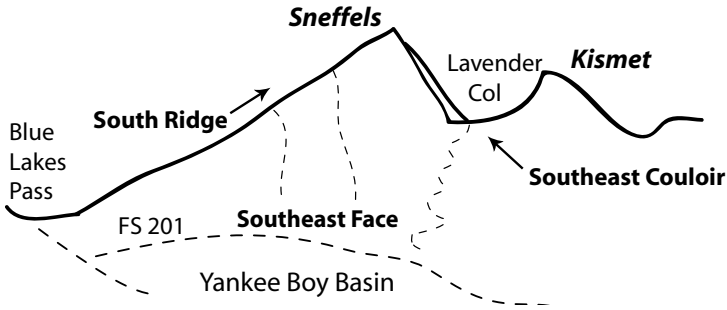
Another good day trip from Telluride, the route described here traverses the mountain.

Approach: At the top of Aspen Street in Telluride, find the Jub Weibe Trail and head up and west of town. When the trail turns back east, take the Sneffels Highline Trail (434) northeast into Pack Basin.

Southwest Ridge, Class 3 Leave the trail and head up really loose scree to gain the saddle between Mount Emma and 12,490. Follow the southwest ridge to the summit; fun Class 2 and 3 scrambling.

Descent: From the summit, head down the South Ridge (Class 2-3) towards Greenback Mountain. Head southeast down slopes and meadows to the abandoned Liberty Bell Mine. Pick up the old mining road here and head south towards Telluride. Join the Jub Weibe Trail and continue south, arriving in town at the top of Oak Street.

Mount Sneffels - 14,150'



Approach: Use the trailhead in Yankee Boy Basin to access the Southeast Couloir and South Ridge routes. Take the Blaine Basin Trail or climb to the Lavender Col and descend into Blaine Basin to reach the North Buttress.

Southeast Couloir, Class 3/Snow This is the standard route and quite popular in the summertime. From the highest parking area on the road, contour northwest until below the Lavender Col between Sneffels and Kismet (13,694'). Climb scree or snow directly to this col at 13,500'. Climb northwest into the obvious southeast couloir. Near the top of the couloir, make a Class 3 exit left (west) and scramble (Class 2) to the top.

South Ridge, Class 3 or 5 A fine route, one of the best alpine climbs in the area. From Blue Lakes Pass head north up the ridge past a series of towers on the ridgcrest, low Class 5. The difficulties of this section can be avoided by climbing to the west of the ridge, Class 3. From the notch in the ridge above the towers, climb a loose southfacing gully to gain the upper ridge, which is enjoyable Class 3. The upper ridge can also be reached by climbing snow couloirs and rock slabs (Class 3) on the Southeast Face.

North Buttress, Class 5/Snow A classic route on good rock, this takes the central buttress above Blaine Basin. From the top of the large snowfield and left of the Snake Couloir, gain the buttress by traversing from the right. The initial 400' provide the greatest challenges. Where the buttress joins the Snake Couloir near the top, follow that route left (east) to join the final section of the southeast ridge (Class 2) a bit west of the normal route or climb the original finish to the summit, directly up a short rock buttress (low Class 5). FA: Dwight Lavender, Mel Griffiths, Lewis Giesecke, Mary and Frank McLintock, August 1933.

Descent: Down the Southeast Couloir to Lavender Col; from there, down northeast to Blaine Basin or down the normal route to Yankee Boy Basin.

FA: Members of the Hayden Survey, September 10, 1874

Teakettle Mountain - 13,819'



Approach: From the normal trailhead in Yankee Boy Basin, hike or 4 wheel drive to the higher parking area at 11,300'.

Southeast Face Class 5: A long, circuitous route but fairly safe and fun. From the road, head north then northeast, aiming for the big tower known as the Coffepot (13,568). From the southwest base of the tower drop down westward, then do a rising traverse northwest to to a loose couloir, Class 3. From the top of the couloir exit left and continue north-west through cliff-bands (Class 2) to a notch at the northeast corner, near the summit. Go left (east) and arrive at the final pitch, a 5.3 chimney.

Descent: Downclimb or rappel the summit pitch (40'). Descend the route, but rather than traversing and climbing back up to the Coffepot, descend a long loose gully directly to meadows above the parking area.

FA: Charles Rolfe and Alonzo Hartman,
August 1929



Sue Wint on the Southwest
face of Mount Sneffels

Silverton West



South Lookout from East Ophir

The peaks of Silverton West are among the most accessible and moderate in the region.

Approaches: These peaks can be approached from either the west or the east. From the west, take the Trout Lake Road (FS 628) through the private Trout Lake subdivision and up a rough road (high clearance vehicle recommended) to the Lake Hope trailhead. From the east, take the South Mineral Creek Road (FS 535) to the South Mineral campground and Ice Lake trailhead.

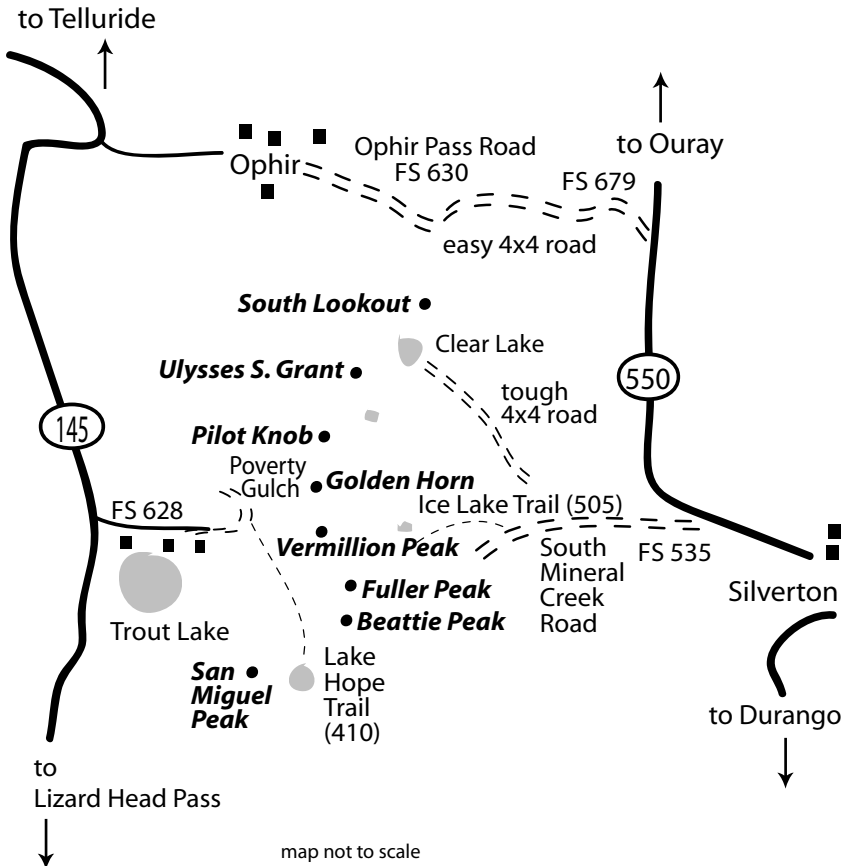
Camping: On the east side, there is a USFS campground at the Ice Lake trailhead, opened seasonally. Camping is popular up in Ice Lake Basin below the peaks; please camp at least 100' from any lake or stream. On the west side, there are some USFS campgrounds nearby (refer to the introduction of the book). From the west, the peaks are usually done as daytrips, although camping near Lake Hope and Poverty Gulch are options.

Climbing: The climbs in this range tend to involve moderate approaches, often on snow, to steep summit pitches up loose rock. A rope and small rack is recommended for most of these climbs.

Peaks and Approaches



Vermillion Peak & Golden Horn from HWY 145



Vermillion Peak - 13,894'



Summits from left to right as seen from San Miguel Peak: Pilot Knob, Golden Horn, Vermillion Peak, Fuller Peak, Beattie Mountain. Route marked: Southeast Ridge of Vermillion Peak as climbed from the west.

Approach: Often approached from Ice Lake Basin. Use the Hope Lake Trail or Poverty Gulch (cross-country, snow likely) to climb the peak from the west.

Southeast Ridge, Class 3/Snow From Ice Lake Basin, climb slopes to the saddle between Vermillion Peak and Fuller Peak. This saddle can be also be reached from the west: From the Hope Lake Trail, climb to the saddle between Fuller Peak and Beattie Peak to the south. Climb northeast to the summit of Fuller Peak then descend to the Vermillion-Fuller saddle. Follow the ridge to the summit (Class 3). Stay to the south of the ridge (left) to avoid difficult sections.

Northeast Ridge, Class 3/Snow A more challenging route than the standard Southeast Ridge. Reach the saddle between Vermillion Peak and Golden Horn from the east (Ice Lake Basin) or west (Poverty Gulch). Climb the ridge (Class 3), avoiding a tower by moving right (west). Higher up, skirt a steep wall by traversing left (east). Climb a couloir to a notch, then Class 3 to the top.

Descent: Down the Southeast Ridge

FA: members of the Hayden Survey, 1874

Golden Horn - 13,780'

Approach: Reach the Vermillion-Golden Horn saddle from Ice Lake Basin or Poverty Gulch.

Southern Route, Class 2-3 Climb the southwest ridge, then move right (east) onto the southeast face which is followed to the top. Descend the route.

FA: Jones, Spencer, Speer and Baer, 1932

Pilot Knob - 13,738'

Approach: Best from Poverty Gulch, but can be done from Ice Lake Basin.

North Summit, Class 4 Climb a gulley on the west face to the notch between the north and central summits, Class 3. From the notch, climb the west side of the exposed ridge (Class 4) past a foresummit to the top.

Descent: Downclimb the route or do a long rappel down the west face from the foresummit.

FA: Chase, reputedly in the late 1920s.

Ulysses S. Grant - 13,767'

Approach: From lower Ice Lake Basin, head northwest to Island Lake, below the southeast face of the peak.

Southwest Ridge, Class 4-5 From the lake, climb to the saddle on the ridge to the west. Climb the ridge to a ledge system that traverses right (east) to the south face, which is then climbed to the summit. Descend the route.

FA: Mike Walters and Colorado Mountain Club team, 1932

South Lookout Peak - 13,380'

Approach: Drive or Hike to Clear Lake, southeast of the mountain.

Southeast Route, Class 4 From the lake, climb the southeast face to the south ridge and on to the south summit (Class 2). Traverse northeast on poor rock to the true summit. Descend the route.

FA: T.T. Ranney and Jess Wood, August 1931

San Miguel Peak - 13,752'

Approach: Take the Hope Lake Trail Just before arriving at the lake, contour west to the mountain.

Northeast Ridge, Class 2 or 3 Follow the eastern flank of the ridge to the top, descend the same route.

Recommended Routes

Telluride Edge
Route 5 (5.11)
Route 6 (5.10+)

Pandora Wall
Explode On Site (5.11)

The Pipeline Wall
Black & Tan (5.10+)
Contortionist (5.10+)
Skylight Arete (5.8)
Whipping Post (5.11+)

Falls Walls
Hydropower (5.12+)
Family Values (5.7)
Billy's Harem (5.10+)
High Lonsome (5.11+)

Sesame Street
Big Bird (5.12+)
Grover's Muppet
Adventure (5.10)

Wasatch Mountain Wall
Space Odyssey (5.11+)
Oz (5.11)
Wildfire (5.12-)
Smokey The Bear (5.10+)

Wall of Justice
Crimson Dynamo (5.11+)

Ophir Wall
Horse Chaser/Hidden Secrets/
Black Primo Linkup (5.10R)
Morning Glory (5.12+)
Honey Pot (Y-Cracks) (5.10+)
Savelli Express (5.13-/5.11 A0)
Ophir Broke (5.12)
Hot Wee Wee (5.9)

The Dark Side
Beautiful Dreamer (5.10)
Reggae On Broadway (5.12)
The Love Boat (5.11+)
Heavy Petting (5.11)
Destination Resort (5.10)

Ames
The Ames Ice Hose (WI5)
Seamstress Corner (5.11+)

Mountain Routes
Wilson-El Diente Ridge
Lone Cone Traverse
(up NE ridge, down NW)
Wilson Peak/Gladstone/
El Diente/Mount Wilson
Linkup (4th - 5th Class)
Lizard Head (5.8)



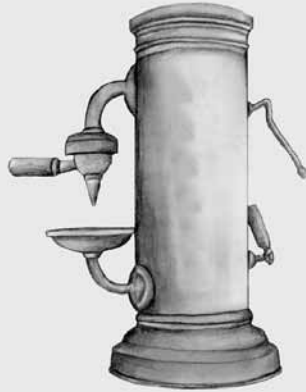
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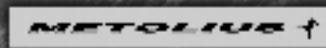


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