

San Diego Rock

A guide to local climbing



Contents

Mission Gorge	01-46
Main Wall	
Limbo Area	
Middle Earth	
Santee Boulders	47-52
Mt. Helix Boulders	53-56

Mission Gorge Rock Climbing

A Mini Guide by Art Messier

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WARNING : Climbing is a dangerous activity You could be seriously injured or killed. Safety is your responsibility even if you get totally lame and incorrect information in this guide.

Types of Climbing : Trad Lead, Sport Lead, Toprope, Bouldering, Aid Practice

Mixed Leads : Many bolted routes at Mission Gorge require some trad gear in addition to draws. The Gorge is not a sport climbing area. It is a "trad" area that has had many bolted routes added in the last 10 years. In keeping with tradition, bolts were not placed if trad placements were reasonably available.

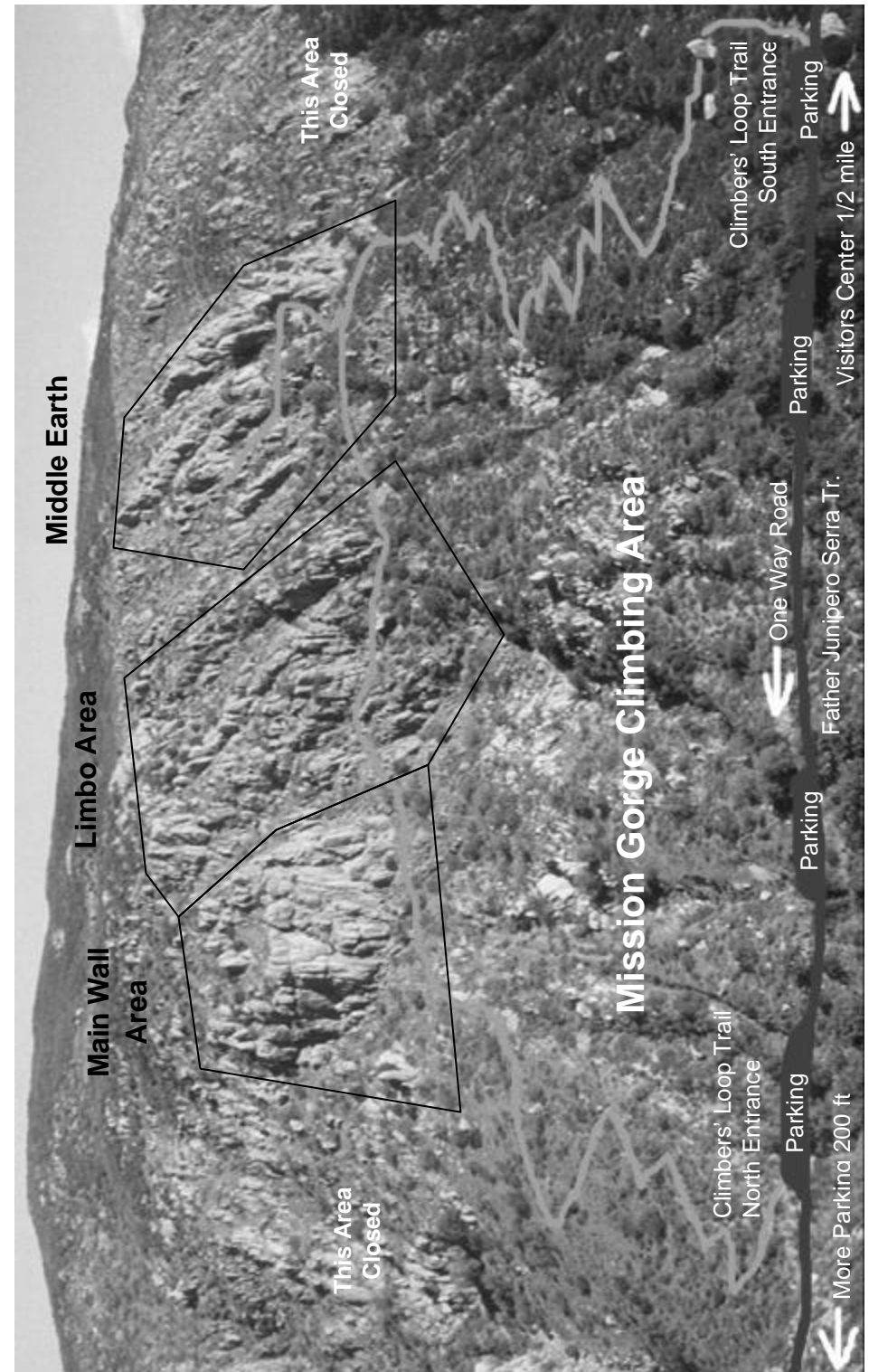
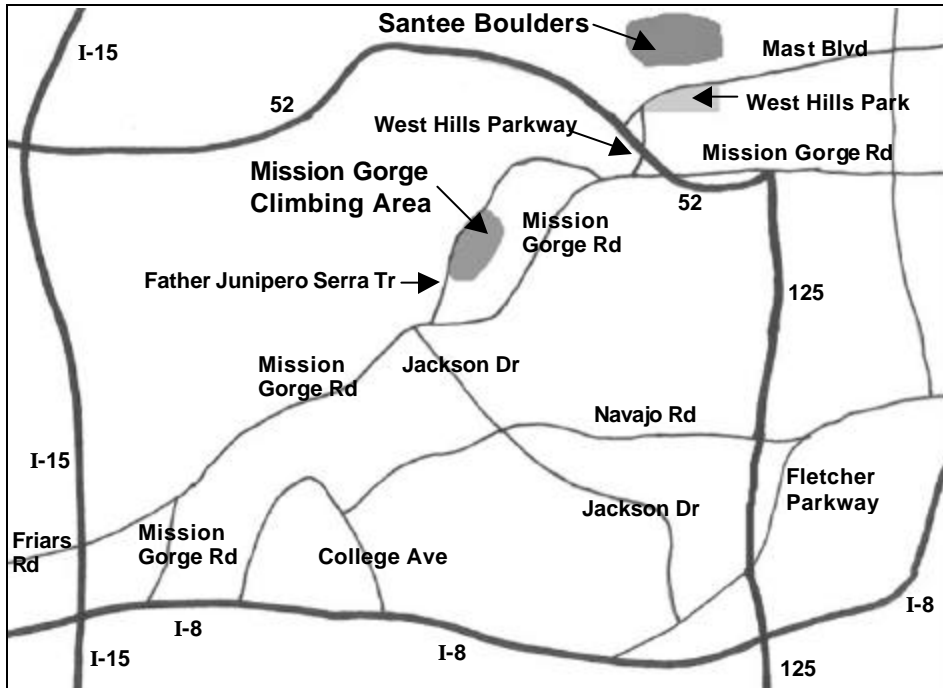
Recommended Gear : ground cloth for rope (pretty dusty if it hasn't rained), helmet (gumbies knock rocks off the top), 50 meter rope, couple 2 ft runners, couple 10 ft slings for top rope anchors, 8 quickdraws, 1 set cams small to #4 camalot, 1 set stoppers small to large, nut tool, extra biners for anchors.

Number of Routes : 185 ... or so

Ratings : 5.1 to 5.12+

Location : Mission Trails Regional Park, San Diego, California

How to get there : Mission Gorge lies within Mission Trails Regional Park. It can be accessed from Father Junipero Serra Trail. This one-way road must be entered from the south-west, off Mission Gorge Rd, near Jackson Dr.



About Mission Gorge

Mission Gorge is the oldest and one of the most popular climbing spots in the San Diego area. It is characterized by fine grained metamorphosed granite that can be quite slick on some routes. Climbs generally range from 30 to 70 ft. but a few longer ones can be found. The approach takes about 10 minutes and follows a well used but steep trail.

Aid Climbing at Mission Gorge

Climbing began at Mission Gorge at least as far back as 1950. Many early Gorge climbers of the 1950's and 60's were aid climbers, and many of the routes put up during this era were aid lines. As free climbing skills improved during the 1970's and 80's, many of the old aid lines went free. Today all but 2 or 3 of Mission Gorge's routes are free climbs. Several old aid lines still offer excellent aid practice as long as you leave your hammer and pitons at home. Routes that go free should only be Clean Aided using nuts, cams, and hand placed hooks. Below is a list of Gorge routes that offer great aid practice.

<u>Route</u>	<u>Rating</u>	<u>Comments</u>
<u>Free Routes – (Clean Aid Practice Only, No Hammers or Pitons)</u>		
Gallwas Crack to Rectum Roof	C 1	easy but fun
Trapeze	C 1	solid aid but awkward roof
The Wasp	C 2	several tricky placements
Wormtongue	C 2 or 3?	Recently went free, no hammers please.
<u>Aid Routes – (Clean Aid Practice Only, No Hammers or Pitons)</u>		
The Thumb	C 2	no hammers, pitons, or heads please. this route goes clean by almost everyone.
Misbegotten	C 4	no hammers please. small nuts and hooks only. this climb joins the Free climb Masters of Defeat
<u>Aid Routes – (Hammers and Pitons OK)</u>		
Tricks of the Trade	A3 or A3+	heads, rurs, hooks, the works

Bouldering at Mission Gorge

Most climbers do not come to Mission Gorge for the bouldering. While some boulder climbing can be found, other areas of San Diego are much better for this type of climbing.

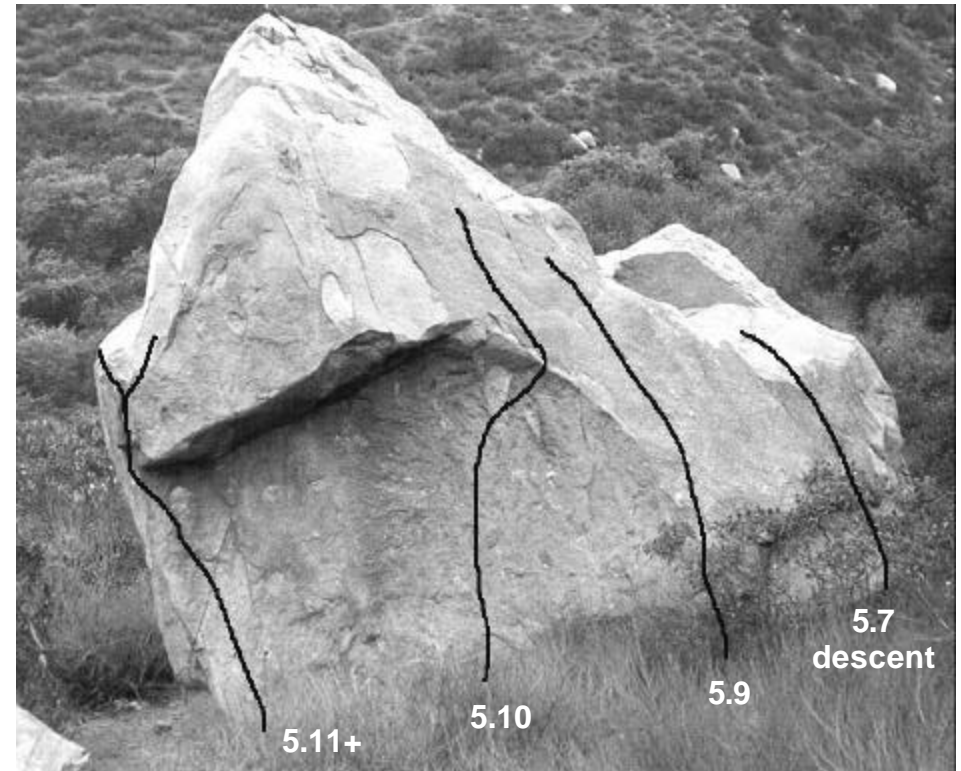
River Boulders - Most of the boulders on the river side of Father Junipero Serra Road are currently off limits due to habitat protection.

Orange Cube Boulder - about one hundred yards up the Middle Earth trail you come to a large boulder. It has several fun problems.

Gray Giant Boulder - just across the road from the start of the Middle Earth trail is a large boulder. this is the only riverside boulder currently open to bouldering. there are 3 or 4 overhanging climbs on the downhill side.

Make Something Up - You can always make up your own boulder problems. There is lots of rock at Mission Gorge. Just don't think you've created a first ascent because every line at the Gorge has pretty much already been climbed.

Santee Boulders - If bouldering is your thing, Santee Boulders is only a 5 minute drive from Mission Gorge. See the short Santee Boulders Guide at the end of this guide.



Orange Cube Boulder (not all problems shown)

Mission Gorge : Main Wall Area

(In this guide, the Main Wall area includes the Lunch Rock area.)

The Main Wall is a complex arrangement of short walls and large ledges. Its total height is about 150 ft, but most climbs are 40-70 ft. This area also holds some of the slickest rock at the Gorge and can take some getting used to.

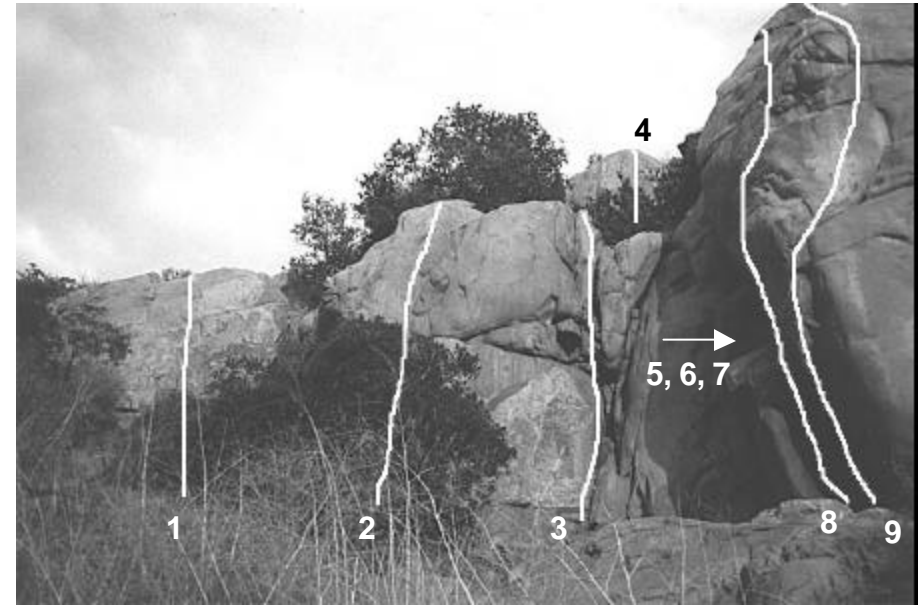
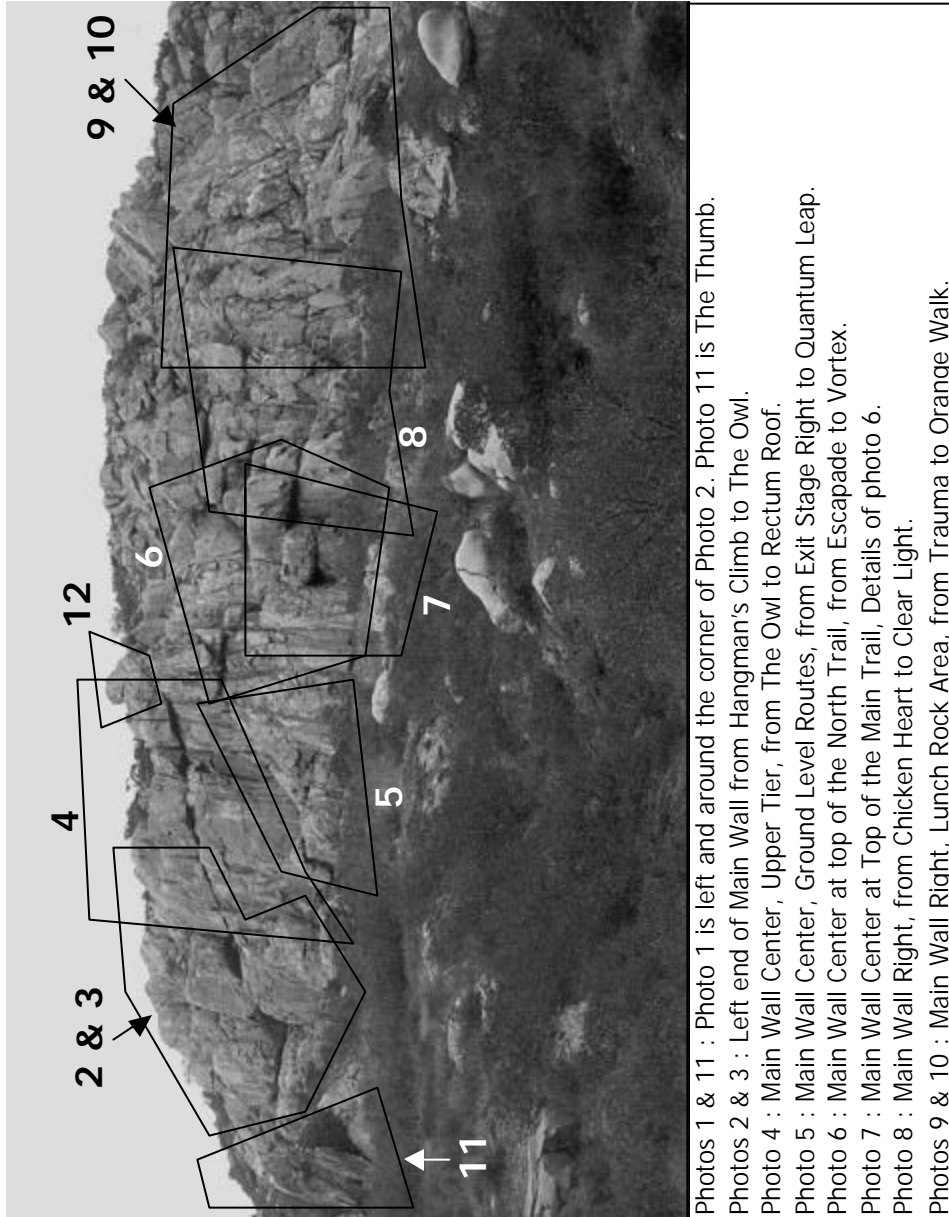


Photo 1: Main Wall Far Left (North End)

- 1-Hidden Wall-**(5.10a *) (face)(TR only)(pro: none)(large gear anchor) climb up the center of a short wall that sits to the left and behind Nob Job.
- 2-Nob Job-**(5.8 *) (face)(TR only)(pro: none)(bolt anchor) climb up strange funky rock past a difficult bulge. An ugly climb, but a Mission Gorge classic.
- 3-The Blocks-**(5.4 *) (crack)(gear lead)(pro: sm to med gear)(bolt anchor) climb a broken crack system just outside the large chimney.
- 4-Wallflower-**(5.10c *) (face)(TR only)(pro: none)(bolt anchor) climb the steep center of the rock above and behind the Nob Job anchors. There is also a 5.8 variation on the right that ascends a series of ledges.
- 5-The Chimney-**(5.2 *) (chimney)(TR or solo)(bolt anchor) classic chimney.
- 6-Intraface-**(5.10d **) (face)(TR only)(bolt anchor) on left wall of chimney. start outside chimney on a small stance, traverse in half way then go up.
- 7-Desperate Measures-**(5.11b **) (face)(TR only)(pro: no)(bolt anchor) climb the right wall of the chimney. Start just inside the chimney, angle up and left, topping out at the anchors.
- 8-Rock On-**(5.10b **) (thin crack-face)(mixed lead)(pro: 2 bolts, sm gear) (bolt anchor) climb a short overhanging dihedral with a thin crack, then go up the face past small ledges and a thin seam.
- 9-Rock On Right-**(5.10d ***) (crack-face)(mixed lead)(pro: 3 bolts, sm pro) (bolt anchor) climb the 'Rock On' dihedral start, then go right and up past 3 bolts. Going past the first bolt is the crux but it's not over after that.

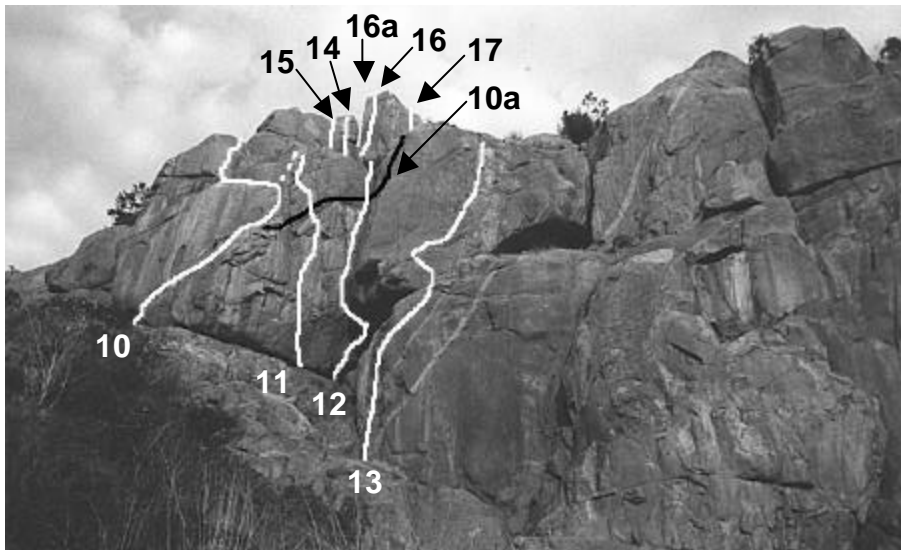


Photo 2: Main Wall Left

- 10-Hangman's Climb**-(5.10a **)(face)(mixed lead)(pro: 5 bolts, #4 TCU) (bolt anchor) lieback up and right, traverse back left on a ledge, finish up a V slot. for a variation, at the 4th bolt go straight up to **Obverse** anchors.
- 10a-Hangman's Variation**-(5.10a ***)(face-crack)(mixed lead)(pro:3 bolts & gear)(bolt anchor) instead of traversing back left to the V slot, continue right. cross over Mariah and finish up a finger crack on right wall of Mariah.
- 11-Obverse From the Gap**-(5.11d ***)(face)(mixed lead)(pro: 6 bolts, and a #1 Camalot) (bolt anchor) powerful overhanging start leads to 5.10 stemming and lieback moves.
- 12-Mariah**-(5.9 ***)(roof-offwidth)(gear lead)(pro:med to big)(rap anchor) climb up into a small cave. pull over the roof and continue up the offwidth.
- 13-Susie's Wild Ride**-(5.9 ***)(face)(sport lead)(pro:7 bolts)(rap anchor) start just down & right from a small cave (cave is Mariah). climb up a dike to a sloping ledge, then pull up on to the upper block & climb to the top.
The next 4 climbs start from a large flat ledge above "The Chimney"
- 14-Mickey Finn**-(5.10b *)(face)(bolt lead)(pro: 2 bolts)(bolt anchor) start in a wide chimney, and climb it's left face past 2 bolts.
- 15-Simple Minds**-(5.11a *)(face)(TR only)(pro: none)(bolt anchor) climb the thin face to the left of Mickey Finn, finishing at the same anchor.
- 16-Cornered**-(5.10d ***)(arête)(TR only)(bolt anchor) climb up the magnificent left arête of a large block at top of **The Chimney**
- 16a-Intrinsic Value**-(5.10cd **)(face-arête)(TR only)(bolt anchor) Not Visible in Photo. on same rock as Cornered, start 6 ft left of Cornered in chimney. climb up & left on broken rock, then up & right following arête to top. stay right of arête the whole way, but all holds left of arête are on.

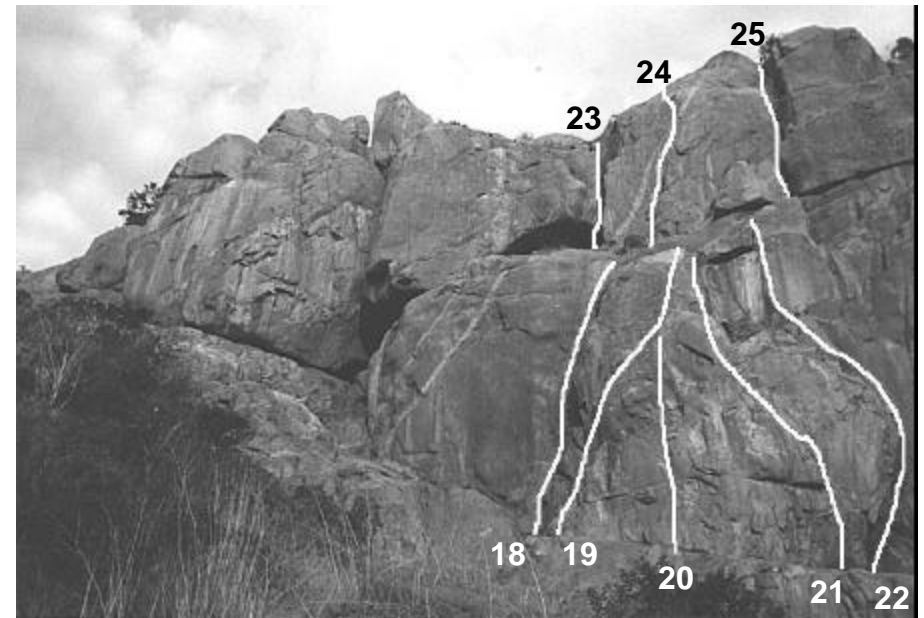


Photo 3: Main Wall Left

- 17-Absorbine Junior**-(5.10c *)(face-arête)(TR only)(bolt anchor) start at a big bush & climb the right arête on the same block as Cornered.
- 18-Crack of Dust**-(5.8 ***)(finger crack)(gear lead)(pro: sm to med gear) (rap anchor) climb a superb finger/hand crack in a left facing dihedral.
- 19-Caterpillar**-(5.8 *)(face)(mixed lead)(pro: sm-med pro, 1 bolt)(rap bolts) start up Crack of Dust, then go right and up on crack and face moves. Finish with a difficult mantle at the top.
- 20-Trivial Pursuit** -(5.11c or 5.8)(face)(bolt lead)(pro: bolts)(rap anchor) six feet of 5.11 climbing past the first bolt leads to 5.8 moves the rest of the way. The hard section can be easily avoided from the left.
- 21-Fingerrip**-(5.9 **)(face)(mixed lead)(pro: 2 bolts, sm to med gear) (rap bolts) from a large ledge, a slightly overhanging tricky start leads to easy climbing on slippery rock then a difficult mantle near the top.
- 22-The Owl**-(5.8+ **)(gear lead)(hand crack)(pro: sm to big)(rap anchor) from a large ledge, climb an overhanging hand crack that eases to 5.4 after 15 ft. or so. Continue up the crack and climb past a large block at the top. Used to be 5.7 before a large flake dislodged from the start.
- 23-Cave Crack**-(5.9 *) (offwidth-squeeze)(gear lead)(pro: wide)(gear anchor) above Crack of Dust, climb a cave/chimney that narrows to an offwidth.
- 24-Never Intended**-(5.10b ***)(face)(sport lead)(pro:4 bolts)(bolt anchor) climb a steep wall just right of a cave. Finish up & left on low angle slab.
- 25-Quack of Ducks**-(5.9 *) (hand-fist crack)(gear lead)(pro: med-big gear) (gear anchor) climb a hand/fist crack in rough rock.

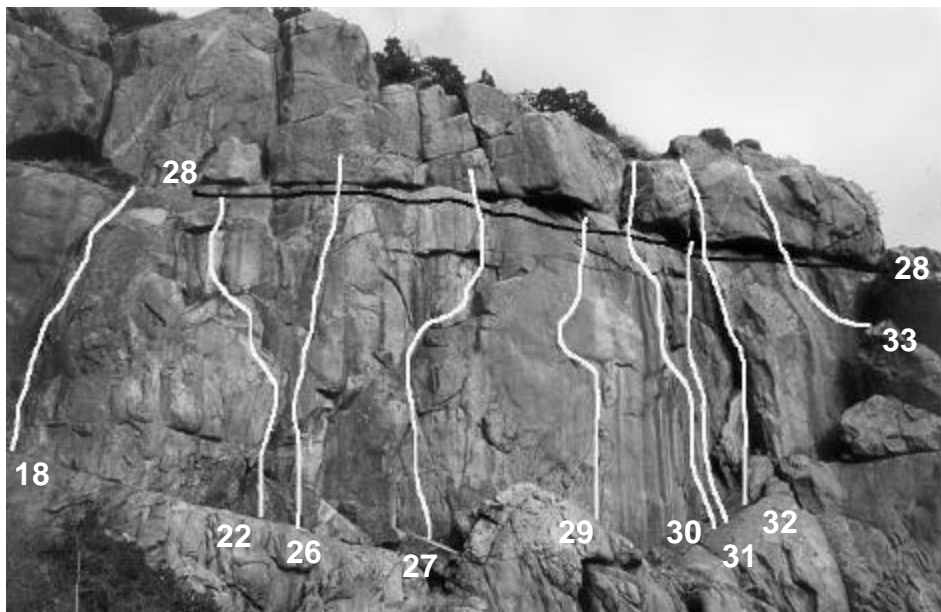


Photo 4: Main Wall Center - Upper Tier Routes

- 26-Razor's Edge**-(5.12ab **)(face)(sport lead)(pro: bolts)(bolt anchor)
just right of Owl Crack climb the steep face and seam. Owl Crack is off.
- 27-Mission Impossible**-(5.12a ***)(face)(sport lead)(pro: bolts)(rap bolts)
a difficult crimpy start leads to a moderate ramp then an impossible roof.
- 28-Mission Gorge Traverse**-(5.8+ ****)(horizontal crack)(gear lead)
(pro: sm to big)(rap anchor) longest climb at the Gorge. start at the top of The Owl and traverse to the rap anchors at the top of Prime Directive.
- 29-Tricks of the Trade**-(A3+ **)(aid climb)(pro: heads, rurps, hooks, etc.)
(rap anchor) this is an aid route, and the only climb at The Gorge where pinning is ok. very challenging thin aid climbing.
- 30-Plumbline**-(5.12a **)(face)(mixed lead)(pro: 5 bolts, med gear)
(bolt anchor) just left of Nutcracker climb a steep face past a small roof.
- 31-The Nutcracker**-(5.9 **)(finger, hand, fist, chimney crack)(gear lead)
(pro: small to 3")(rap bolts) climb a slippery crack that starts as fingers but widens to fist. Pass the overhang to the right and finish up the chimney.
- 32-Gallwas Crack**-(5.9 ***)(finger, hand, chimney crack)(gear lead)
(pro: sm to big)(rap bolts) climb a slippery left facing dihedral with a finger crack. exit up the chimney at the top.
- 33-Rectum Roof**-(5.10bc **)(mixed lead)(face, roof, finger-hand crack)
(pro: 2 bolts, sm to 3" gear)(bolt anchor) climb a slippery face past 2 bolts to a roof with a finger crack. pull over the roof, and continue up a hand crack. a great alternative is to start up Gallwas then traverse right.

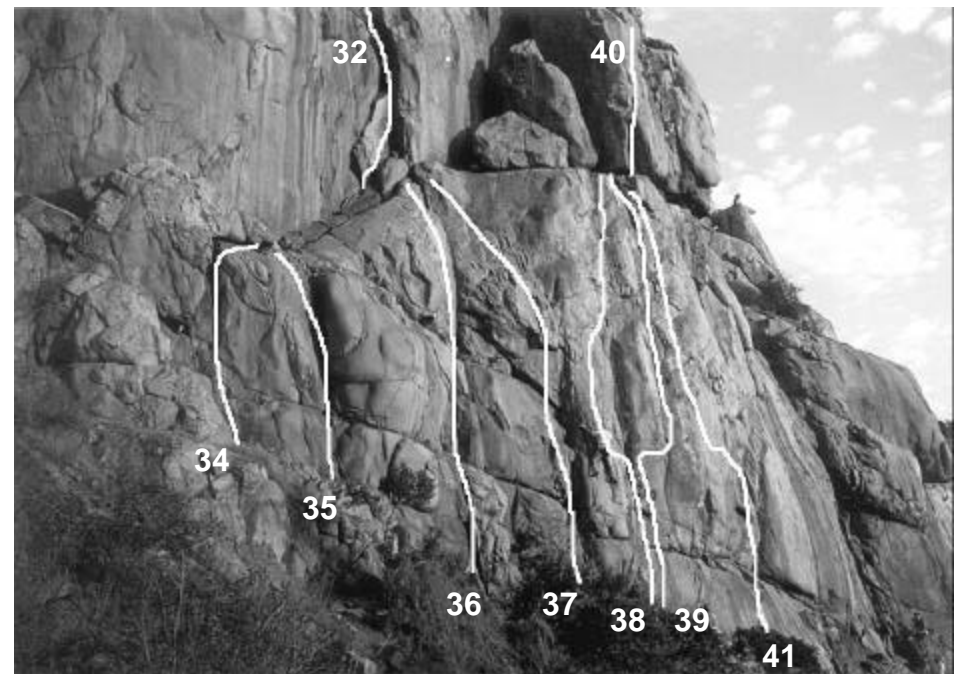


Photo 5: Main Wall Center - Lower Tier Routes

- 34-Exit Stage Right**-(5.8 *)(crack)(gear lead)(pro: sm to big)(bolt anchor)
climb a cramped dihedral/slot to a roof then exit right onto a large ledge.
- 35-Laundry Chute**-(5.8 *)(face/chimney)(gear lead)(pro: sm to med gear)
(bolt anchor) climb a deceptively hard chute that tops out on a large ledge.
- 36-Handyman**-(5.9 *)(crack/face)(gear lead)(pro: sm to large)(gear anchor)
follow a crack up a series of small ledges on slippery rock. finish on a large ledge at the base of Gallwas Crack.
- 37-One Step Beyond**-(5.10a *)(face)(TR only)(pro: none)(gear anchor)
just left of Escapade, climb a dihedral up to a small roof. climb over the roof and finish up a slab to a large ledge.
- 38-Escapade**-(5.11a ****)(sport lead)(face)(pro: 7 bolts)(rap anchor)
Technical and sustained. Two variations past the 5th bolt, direct is best.
- 39-Quantum Leap**-(5.11c ****)(sport lead)(face, mantle)(pro: 8 bolts)
(rap anchor) start up Escapade and go right at the 2nd bolt. pull onto a small ledge (crux), then continue up with sustained 5.10 face climbing.
- 40-High Anxiety**-(5.11a **)(face)(TR only)(pro: none)(bolt anchor)
from the Escapade rap ledge, climb up the overhung face that bulges out into space. currently uses The Wasp anchors for TR.

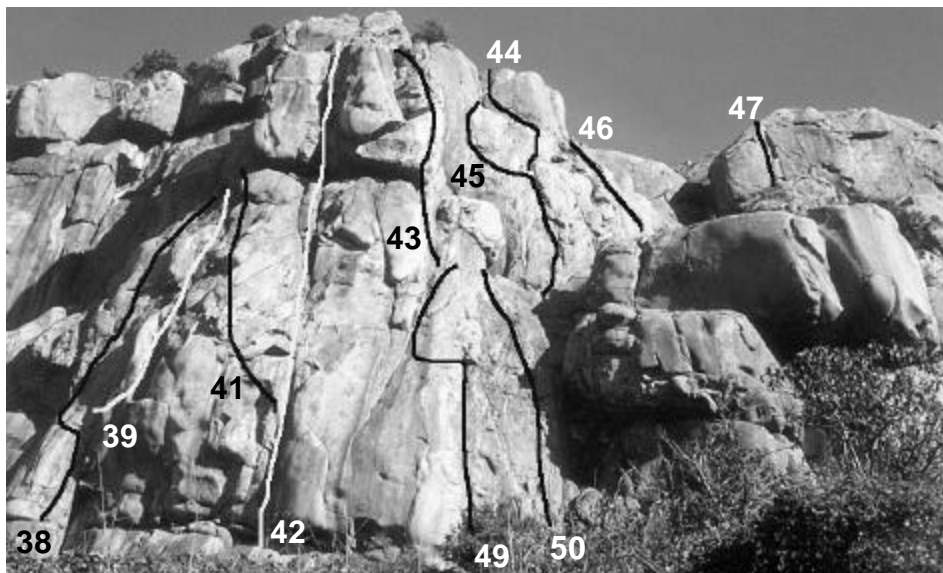


Photo 6: Main Wall Right (Top of Trail)

- 41-Nameless Left of Wasp**-(5.12a **)(face)(sport lead)(pro: bolts)
(rap anchors) start up The Wasp, but after clipping the 2nd bolt head left and up past more bolts. finish at the Escapade rap anchor.
- 42-Wasp**-(5.11b ***)(face/crack)(mixed lead)(pro: 2 bolts, sm-large gear)
(rap anchor) start up a slippery face then climb a weird finger crack past 2 bolts (crux). continue up the finger crack, then pull over a 5.9 a roof.
- 43-Buckwheat**-(5.11c? **)(face)(sport lead)(pro: bolts)(rap anchor)
from a large ledge, climb up a strenuous overhanging bulge, then continue up more hard moves to the large ledge at top of The Wasp.
- 44-Sympathy**-(5.10b **)(thin crack)(mixed lead)(pro: 1 bolt, very sm to med gear)(rap anchor) from the Empathy rap anchors, move right and up, following a tricky thin crack past 1 bolt. eventually you hit easy ledges that take you to a big ledge with rap anchors. Sympathy actually continues up the crack next to the rap anchors but there is no anchor at very the top.
- 45-Prime Directive**-(5.10c ****)(thin crack/face)(mixed lead)(pro: 4 bolts, very sm to med gear)(rap anchor) climb up Sympathy until just before the crack ends and it turns into easy ledges. head out left and gradually up past 3 bolts. finish straight up past the last bolt, don't bale to the right.
- 46-Washed Out**-(5.10a *)(face)(TR only)(pro: none)(anchor: difficult to set)
around the corner to the right of Sympathy, climb a left slanting slash.
- 47-Vortex**-(5.10d *)(crack/face)(TR only)(pro: none)(no anchor)
climb a challenging crack/flake on the left side of a large block that sits up and left of The Ramp. rarely done because setting up an anchor is difficult.

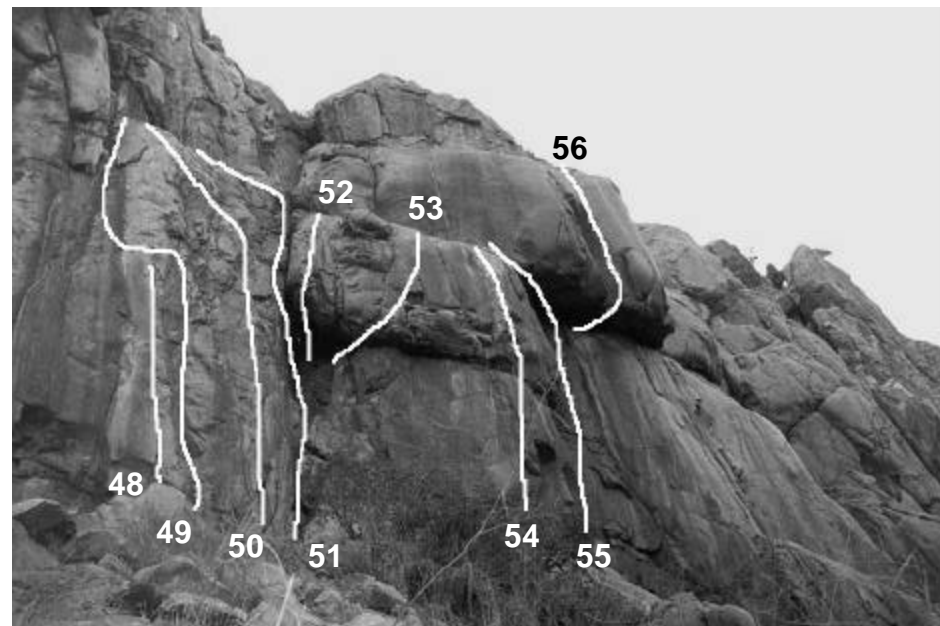


Photo 7: Main Wall Right (Top of Trail)

- 48-Misbegotten**-(C4 **)(clean aid No Hammers)(pro: very sm , hooks)
aid up a thin seam just left of Masters of Defeat using small nuts and hooks.
- 49-Master of Defeat**-(5.10d ***)(face)(sport lead)(pro: 5 bolts)(rap bolts)
start up a shallow dihedral. after the 3rd bolt, traverse left 15 ft, then continue to the top. Empathy and Master of Defeat share the same 5th bolt.
- 50-Empathy**-(5.10b **)(face)(sport lead)(pro: 5 bolts)(rap anchor) climb the right bolt line following all 5 bolts. bailing right at the 3rd bolt is off route.
- 51-Lilley's Delight**-(5.7 **)(crack/roof)(gear lead)(pro: med)(rap anchor)
climb up into a cave then back out the roof using a great hand crack that eases to 5.4 above the roof.
- 52-Left Overture**-(5.11a *)(overhanging face)(TR only)(pro: no)(rap anchor)
not really sure how this climb goes..... rarely done.
- 53-General Dynamics**-(5.11a **)(roof/face)(mixed lead)(pro: 2 bolts and 1 sm to med cam)(rap anchor) climb up to Lilley's cave, then head right and up over the roof with very powerful moves.
- 54-Unnatural Act**-(5.11b *)(face)(TR only)(pro: none)(rap anchor)
climb the bulging slippery face just left of Exit Stage Left dihedral.
- 55-Exit Stage Left**-(5.9 ***)(crack/roof)(gear lead)(pro: sm to large gear)
(rap anchor) climb an awkward dihedral. at the roof exit left onto a ledge.
- 56-Trapeze**-(5.11c ***)(crack/roof)(gear lead)(pro: sm to large gear)(bolt anchor) climb an awkward dihedral, then over the roof to another dihedral.

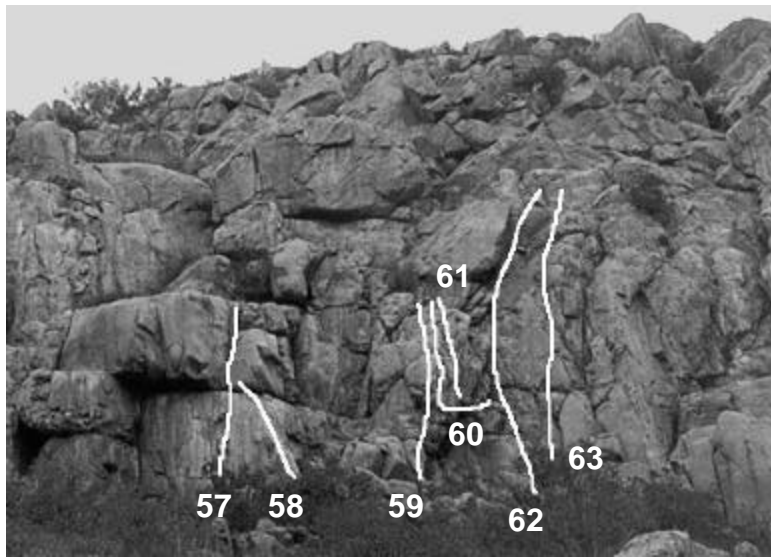


Photo 8: Ramp/Lunch Rock Area Left

- 57-Chicken Heart**-(5.10ab **)(face/crack)(mixed lead)(pro: sm to big gear, 2 bolts)(rap bolts) start from a ledge and climb a slippery face past 2 bolts and sm pro to a ledge, then continue up an easy dihedral with larger pro.
- 58-Chicken Fart**-(5.9)(face/crack)(mixed lead)(pro: sm to big gear, 1 bolt) (rap bolts) climb a slippery face 15 ft right of Chicken Heart to same anchor
- 59-Waiting for Bruce**-(5.9)(face)(TR only)(pro: none)(gear anchor) on the blocky arête just left of Trauma, climb over a bulge, move right, and go up the rib to a ledge.
- 60-Your Lead**-(5.9 *)(face)(mixed lead)(pro: 2 old bolts, sm to med gear) (gear anchor) start up Trauma but at the first block climb out left onto a face with 2 OLD bolts. Recommend top roping this until bolts get replaced.
- 61-Our Lead**-(5.10b *)(face)(TR only)(pro: none)(gear anchor) start up Your Lead but before the 2nd bolt head straight up a strenuous lieback flake. Finish on same ledge as Your Lead.
- 62-The Trauma**-(5.6 ****)(crack)(gear lead)(pro: sm to big gear) (bolt anchor) climb the large right facing dihedral about 20 ft left of Lunch Rock. begin by climbing up to a 15 ft block and passing it on either side. continue up a flake, then stay in the dihedral to the top.
- 63-Clear Light**-(5.10a R **)(face/crack)(gear lead)(pro: sm to big) (bolt anchor) this climb varies from 5.9 to 5.10b depending on which variations you choose. start below and left of The Stairs. climb up a blocky section to a left leaning ramp. Go up the ramp to a strenuous lieback move, then continue up flakes and face moves to the top, finishing at The Trauma bolt anchor.

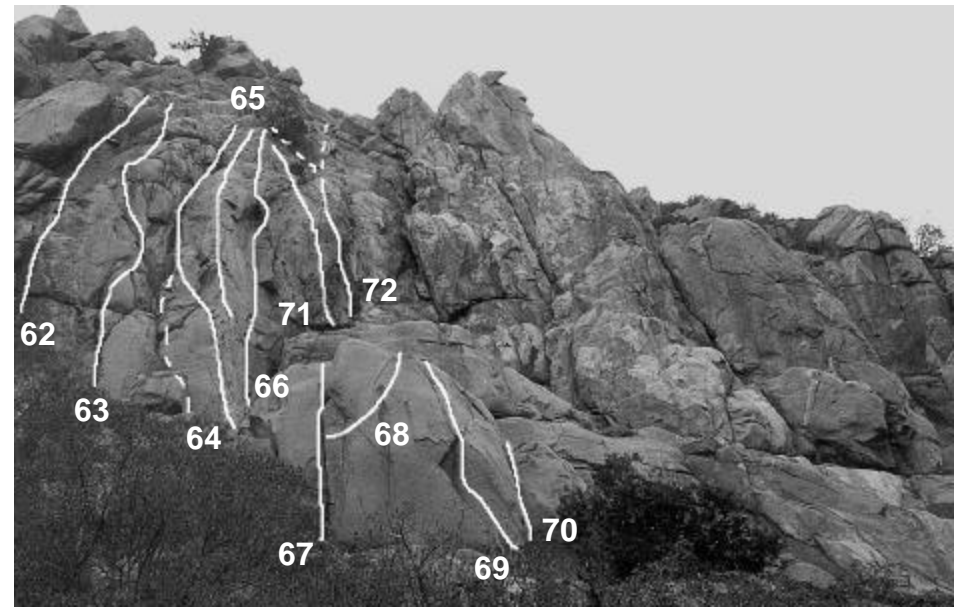


Photo 9: Ramp/Lunch Rock Area Center

- 64-The Stairs**-(5.3 ****)(crack)(gear lead)(pro: sm to big gear)(rap bolts) climb a steep blocky gully just left of The Ramp. Start off Lunch Ledge or down and left of Lunch Ledge for a longer climb.
- 65-Ramp Arête**-(5.9 **)(crack/face)(TR only)(pro: none)(rap bolts) start up The Ramp then climb the arête between The Stairs and The Ramp.
- 66-The Ramp**-(5.7 ****)(crack)(gear lead)(pro: sm to big gear)(rap bolts) stem up a classic thin crack on nice orange rock, go over a small roof, then continue to a ledge near a large bush.
- 67-Lunch Rock Left Crack**-(5.8 *)(crack)(TR only)(pro: none)(gear anchor) climb the short offwidth on left side of Lunch Rock.
- 68-Lunch Rock Direct**-(5.10d *)(crack/face)(TR only)(pro: no)(gear anchor) start up the crack then move right to a thin flake and a mantle on the face
- 69-Lunch Rock Slab**-(5.10a **)(face)(TR only)(pro: none)(gear anchor) climb the deceptively hard left leaning ramp in the middle of the rock.
- >> Climbs 70, 71, 72, and 73 start from a large ledge above Lunch Rock.
- 70-Lunch Rock Right Crack**-(5.8)(crack)(TR only)(pro: none)(gear anchor) climb the dirty flaring crack on the right side of Lunch Rock.
- 71-Afternoon Delight**-(5.7 *)(crack/face)(TR only)(pro: none)(rap bolts) from a large ledge above Lunch Rock, climb the face between The Ramp and Cactus Flower. finish at The Ramp's rap anchor.
- 72-Cactus Flower**-(5.6 *)(crack/face)(gear lead)(pro: sm to med gear) (rap bolts) climb the broken flake system just, left of The Steps, up to a large ledge. finish at The Ramp's rap anchors or The Steps rap anchors.

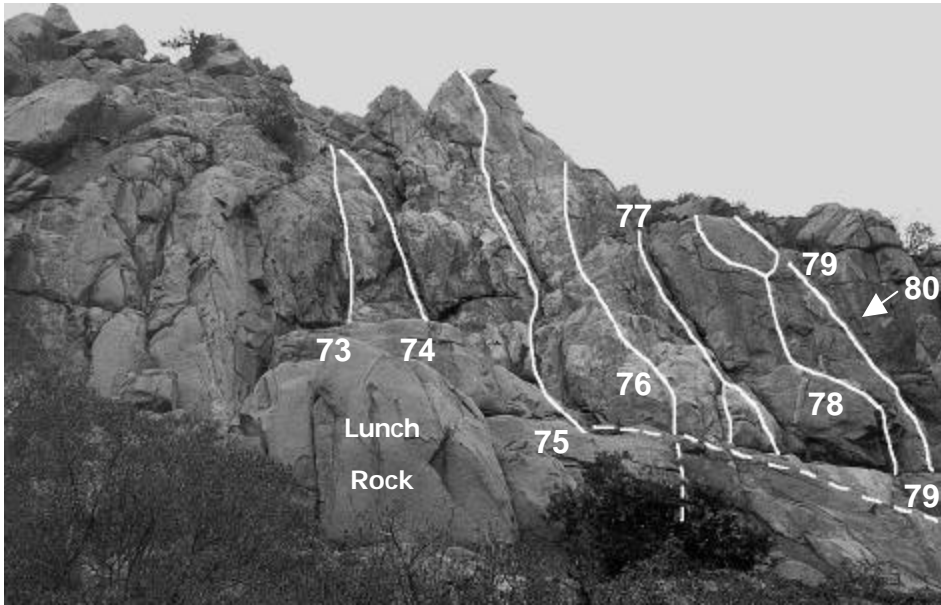


Photo 10: Ramp/Lunch Rock Area Right

- 73-The Steps**-(5.2 ***) (crack)(mixed lead)(pro: med gear, 1 bolt)(rap bolts) climb blocky ledges to a large ledge then continue past 1 bolt to the anchor
- 74-Skyline Chimney**-(5.4 **) (chimney)(gear lead)(pro: med-big)(rap bolts) start from a large ledge and climb an obvious chimney that faces left. at the top of the chimney, climb up and left past 1 bolt to The Steps rap bolts
- 75-Skyline Pinnacle**-(5.7 ***) (crack/face)(mixed lead)(pro: sm to big gear 2 bolts)(gear anchor) climb an easy crack to a ledge at the base of a large orange block. from the left, pull onto the block and climb past 2 bolts.
- 76-Mission Control**-(5.8 ***) (face)(sport lead)(pro : 8-9 bolts)(rap anchor) Fun beginner sport lead that starts on a ledge 30 ft up. To start, either solo 5.7 face directly, or 4th class up a ramp from the right.
- 77-Beautiful**-(5.4 **) (crack)(gear lead)(pro: sm to med gear)(rap anchor) climb a hand crack in slippery rock that diagonals up and left to a big ledge
- 78-Skyline Arête**-(5.8 ***) (crack/face)(mixed lead)(pro: sm to med gear, 3 bolts)(bolt anchor) climb up through an overhanging pod with a finger crack, to a ledge. then continue up the face past 3 bolts. from the 2nd bolt, there is a left or right finish, the left is slightly harder.
- 79-True Skyline Arête**-(5.8 **) (face)(mixed lead)(pro: sm to med gear, 3 bolts)(bolt anchor) start just right of the overhanging pod and climb the actual arête all the way to the large ledge.
- 80-Orange Walk**-(5.10b-R **) (face)(run out bolt lead)(pro: 2 bolts)(bolt anchor) not visible in photo. this climb goes up a south facing orange face. start same as True Skyline Arête but go right at 1st bolt to a sloping ledge & continue straight up a steep orange face, on thin holds, past a 2nd bolt.

>> the next 3 climbs are on the Thumb, a solitary tower below the Main Wall.

- 81-The Thumb Aid Climb**-(C2 **) (overhanging aid climb)(pro: clean aid) (bolt anchor) this is a clean aid climb, no pins or heads please. If you can't do it clean, come back when you can.
- 82-Thumb Free Climb**-(5.12+ **) (overhanging face)(sport lead)(pro: bolts) (bolt anchor) climb the overhanging free climb on right side of The Thumb.
- 83-Masochist**-(5.9) (face)(TR or Solo only)(pro: none)(no anchor) climb the center of the smooth slabby face to the right of The Thumb.

the following 3 climbs are on Alley Oop Boulder. this a large block at the top of the main wall. this block can be found above Rectum Roof and about 100 ft back from the cliff.

- 84-Lefthand Oop**-(5.9 *) (face)(TR only)(pro: none)(bolt anchor) 10 or 15 ft left of Moonage Daydream arête you will find an uninteresting 5.9 start. the climbing remains fair until near the top where you encounter a challenging overhang.
- 85-Moonage Daydream**-(5.11a ***) (face)(sport lead)(pro: 3 bolts) (rap anchor) climb up the west facing arête. at the 2nd bolt, move a bit left but stay in reach of the arête.
- 86-Alley Oop**-(5.10c **) (face)(TR only)(pro: none)(bolt anchor) start up Moonage Daydream arête but move right at the 2nd bolt and finish up the face on the right side of the arête.



Photo 11: The Thumb

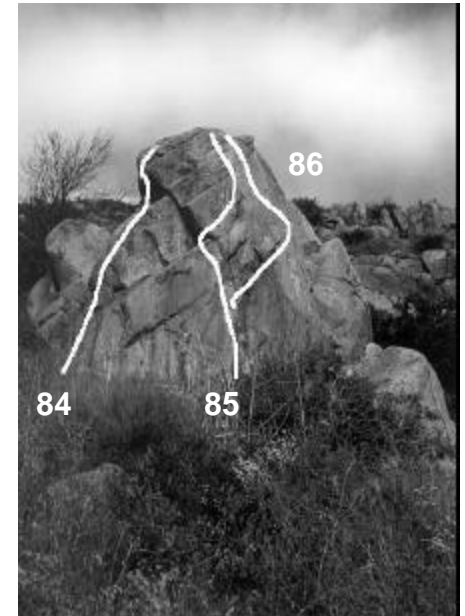


Photo 12: Alley Oop Boulder

Mission Gorge : Limbo Area

The Limbo Area is the broad central region of Mission Gorge. It lies between the Main Wall to the north and Middle Earth to the south. Limbo holds several small isolated cliffs. Areas 4,5,6 and 7 are right on the horizontal trail. Area 8 is below the horizontal trail and can be reached by a short branch trail. Areas 2 and 3 are best reached by ascending a gully at area 4. There is no easy way to get to area 1, but Craig's crack at the top is worth the effort.

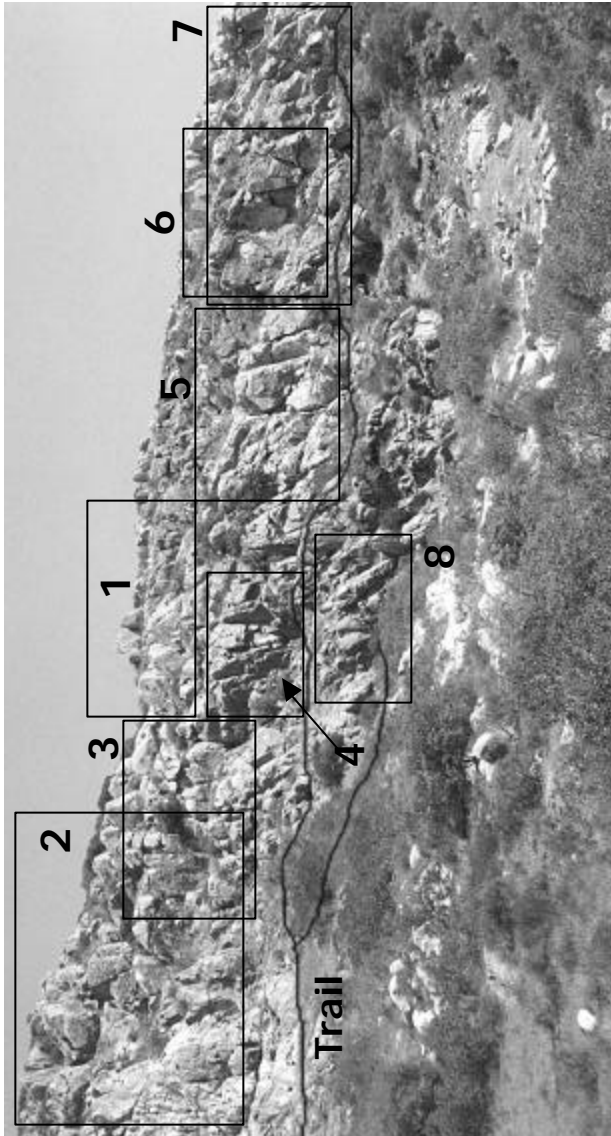


Photo 1: Top of the Hill – Craig's Crack
 Photo 2: Upper Limbo area – includes Aqualunge Cliff, Mr. Wizard Cliff, and History Book
 Photo 3: More Upper Limbo – Aqualunge Cliff and Bilbo's Hanging Garden
 Photo 4: Vawter's Dihedral area – Vawter's Dihedral, Double Trouble, Mighty Monger, Rift
 Photo 5: Turkey Chute area – Turkey Chute, The Tower
 Photo 6: Standard Deviation area detail – Standard Deviation, Monkey Dance, Kathy's
 Photo 7: Standard Deviation area – ZigZag, Batso's Resurrection, Baby Dihedral
 Photo 8: Underworld area – The V Slot, All Fired Up, Joe's 5.8, Underworld Overhang

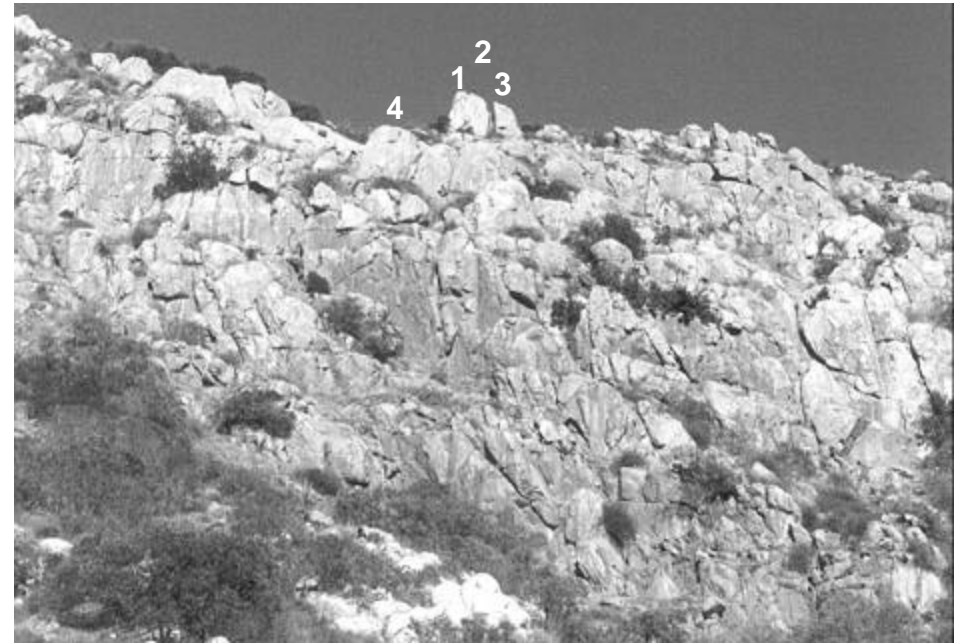


Photo 1: Top of Hill

- >> The next 3 climbs are on a large boulder at the very top of the hill.
- 1-Craig's Crack**-(5.8 **)(hand crack)(gear lead or Solo)(pro: med gear)
 (gear anchor, down climb back) climb a perfect hand crack on a big block.
 you 'd have to wait in line if this crack was lower on the mountain.
- 2-Facial Tissue**-(5.10b *)(face)(TR only)(pro: none)(gear anchor, down
 climb back) good quality face climbing to the right of Craig's Crack.
- 3-Craig's Chimney**-(5.6)(chimney crack)(TR or Solo)(pro: none)(gear anchor,
 down climb) climb the chimney to the right of Craig's Crack.
- >> The next climb is on a short wall directly above Vawter's Dihedral Area.
- 4-Bilbo's Little Nasty**-(5.8)(face)(TR only)(pro: none)(gear anchor)
 climb the tallest section of this small cliff past a good mantle to the top.

Notes

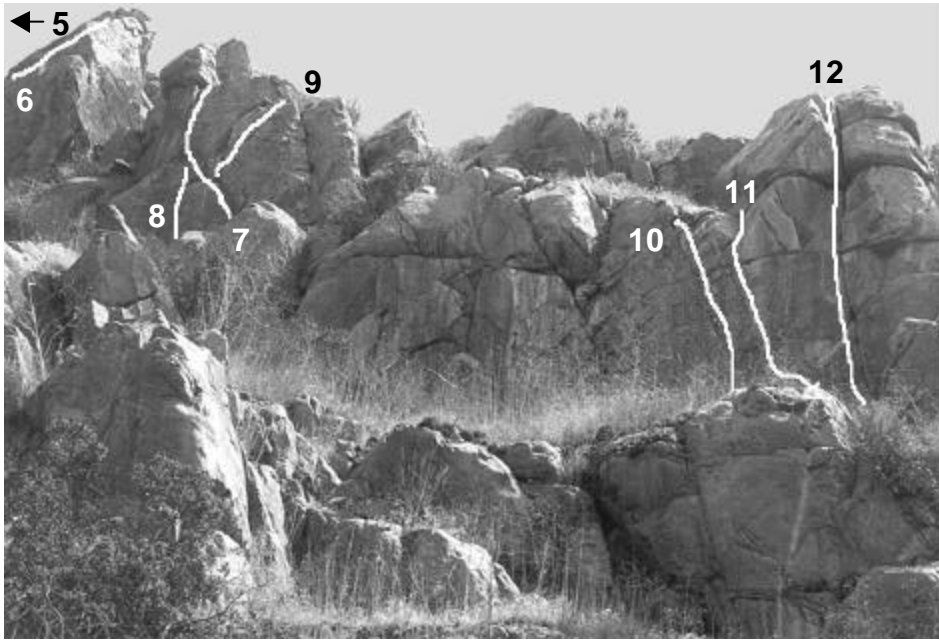


Photo 2: Upper Limbo Area

- 5-Top of the Pops-**(5.7 *) (crack)(gear lead)(pro: med gear)(gear anchor)
NOT in photo, up & left of 6. climb a flake/crack just left of a large chimney
- 6-History Book-**(5.6 ***) (crack, face)(gear lead)(pro: sm to large gear)
(gear anchor) climb a fun low angle dihedral all the way to the top.
- 7-Mr. Wizard-**(5.9 ***) (finger,hand crack)(gear lead)(pro: very sm to big gear)(rap anchor) climb a hard to protect left leaning thin crack to an upside down V slot then straight up a hand crack. bring small stoppers.
- 8-Sloppy Seconds-**(5.9 ***) (face,crack)(mixed lead)(pro:1 bolt, sm to big gear)(rap anchor) climb the face left of Mr. Wizard past 1 bolt, then finish up the same hand crack.
- 9-Bongo Fury-**(5.9) (crack)(gear lead)(pro: very sm to large)(gear anchor)
start same as Mr. Wizard but before the V slot turn right up a wide crack.
- 10-Aqualunge-**(5.11a **) (face)(bolt lead)(pro: 2 bolts)(rap bolts) moderate climbing up the left side of the face leads to a difficult left leaning slash. when it runs out, continue straight up or bail right (less run out on lead).
- 11-Escape From the Underworld-**(5.11b***) (face)(sport lead)
(pro: 5 bolts)(rap anchor) start under the small overhangs and continue up superb and sustained face climbing past 5 bolts.
- 12-Apostrophe-**(5.9 ***) (crack)(gear lead)(pro:sm to big gear)(rap anchor)
climb a short pillar, then up a finger/hand crack to a roof and an offwidth.

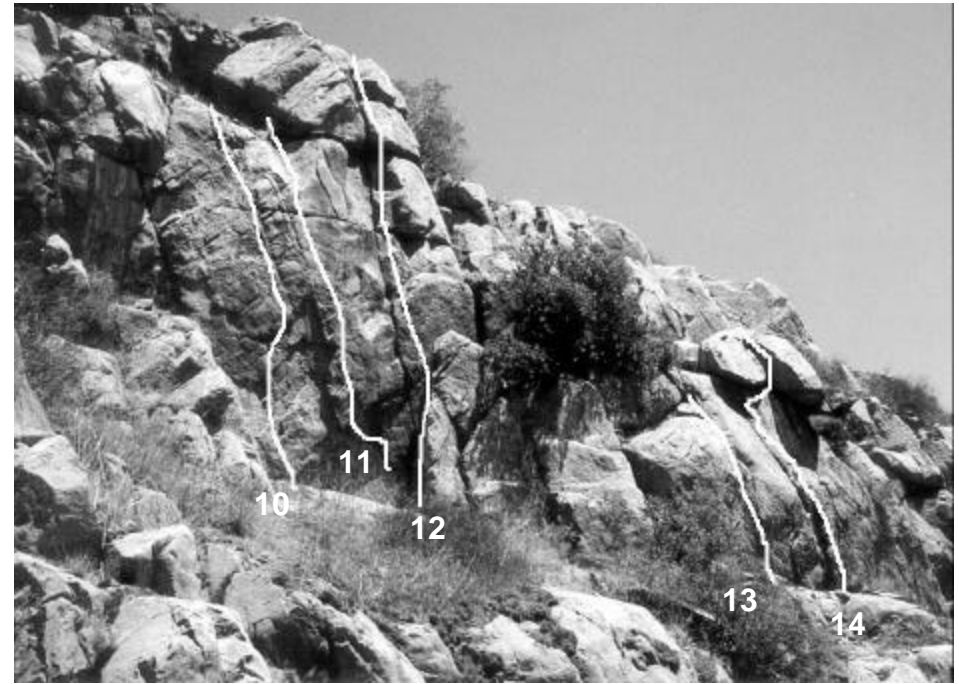


Photo 3: Upper Limbo Area - Different View

- 13-Ilynx-**(5.9) (face, crack)(TR only)(pro: none)(gear anchor)
climb the face/crack to the left of Bilbo's Hanging Garden Crack.
- 14-Bilbo's Hanging Garden Crack-**(5.10b **) (crack, overhang)(gear lead)
(pro: very sm to med gear)(gear anchor) climb a thin crack, then move right at the overhang and finish up the short offwidth crack.

Notes

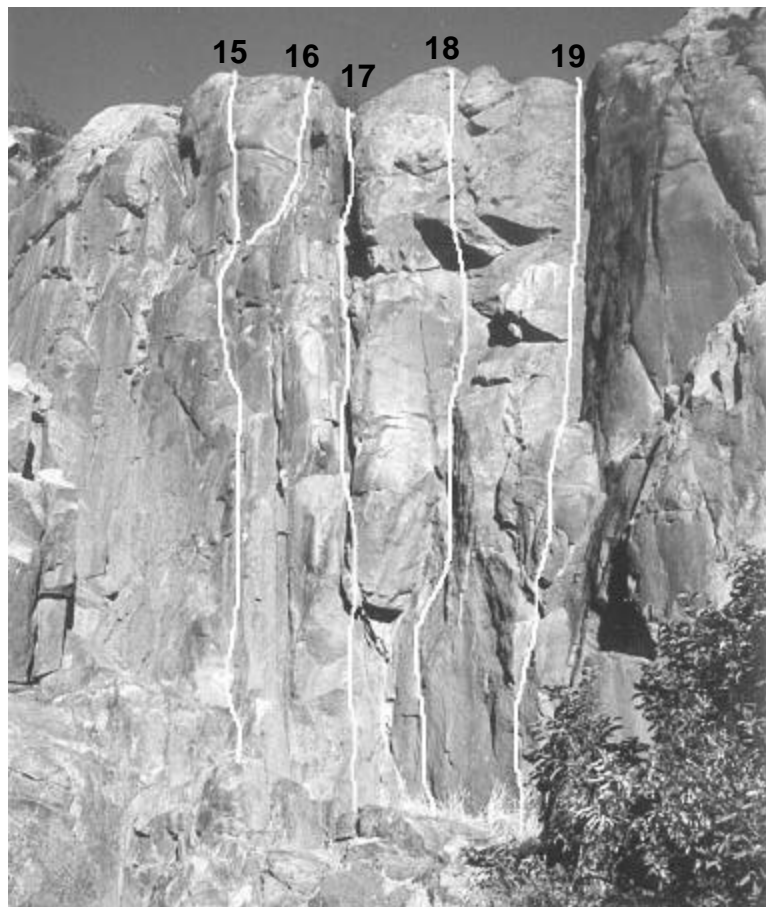


Photo 4: Vawter's Dihedral Area

- 15-Mighty Monger**-(5.10d **)(face)(sport lead)(pro: 5 bolts)(bolt anchor) fun 5.9 climbing leads to a difficult lieback crux at the top.
- 16-Unknown Monger**-(5.9 **)(face)(lead variation)(pro: 4 bolts) (bolt anchor) an easier variation to Mighty Monger. bail out to the right near the top. finish is a bit run out or you could place pro.
- 17-Rift**-(5.9 *)(crack)(gear lead)(pro: medium to large)(bolt anchor) start up a slightly overhanging hand crack (the crux) and finish up the easy gully.
- 18-Double Trouble**-(5.10b **)(crack, face, roof)(mixed lead)(pro: 4 bolts, 1 sm-med stopper)(bolt anchor) start up the double overhanging flared slot, then climb up to and over the roof. great variety for a short climb.
- 19-Vawter's Dihedral**-(5.10a R **)(crack, face)(gear lead)(pro: very sm to sm gear)(bolt anchor) start up the 5.6 crack, the 5.8 face, or the 10a flared slot, then climb the wide dihedral above. a very serious lead, most people TR this climb but it gets lead occasionally.

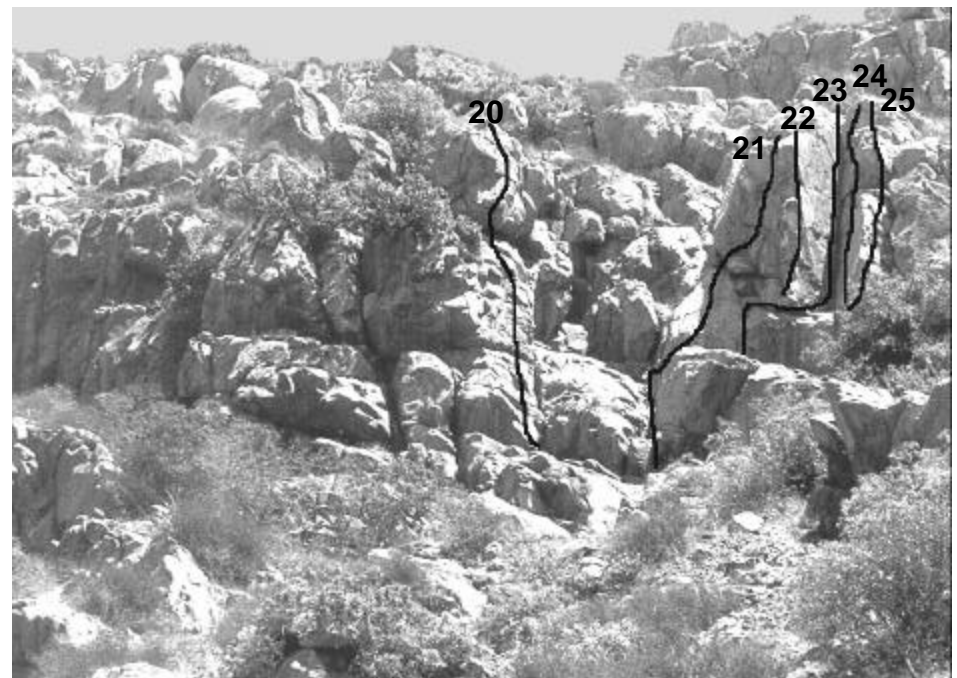


Photo 5: Turkey Chute Area

- 20-The Tower**-(5.7+ ***)(face, crack)(mixed lead)(pro: 4 bolts, med to large gear)(bolt anchor) fun, moderate face climbing leads to a difficult overhanging move onto the upper section. Finish straight up the face or step right and finish up the crack. novice leaders should place 2 or 3 pieces of gear in addition to clipping the bolts.
- 21-As The Crow Flies**-(5.8 ***)(face)(sport lead)(pro: 4 bolts)(rap bolts) a low angle slab leads to superb steep face climbing at the top. the finish offers a left and right variation of equal difficulty.
- 22-Volume Two**-(5.7 **)(face)(TR only)(pro: none)(rap anchor) start from the left, then move across the ledge and climb the fun arête on the left side of Turkey Chute dihedral.
- 23-Turkey Chute**-(5.6 **)(crack, face)(gear lead)(bolt anchor) start from the left, then move across the ledge and into the large dihedral. excellent beginner climb. direct start is 5.8+.
- 24-Second Edition**-(5.5)(face)(TR only)(pro: none)(gear anchor) seldom done face climb on the right face that makes up Turkey Chute.
- 25-Volume One**-(5.5)(face)(TR only)(pro: none)(gear anchor) this seldom done climb starts the same as Turkey Chute, then climbs the arête on the right side of Turkey Chute.

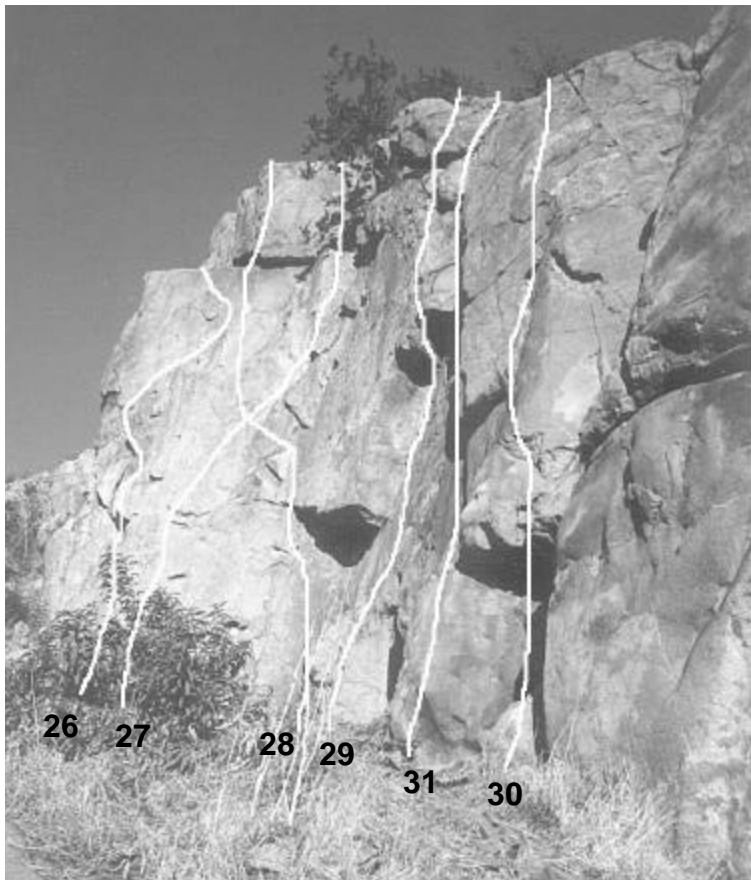


Photo 6: Standard Deviation Area – Narrow View

- 26-Abacab-**(5.7 **)(crack, face)(gear lead)(pro: small to large)(bolt anchor)
Climb a zigzag crack to a right leaning ramp, then back left to a big ledge.
- 27-Standard Deviation-**(5.10b ***)(face)(mixed lead)(pro:4 bolts, 1 cam)
(bolt anchor) balancy and steep face climbing. left or right finish option
from the 3rd bolt. left finish is 5.10a, right finish is 5.9.
- 28-Deviate Behavior-**(5.11c ***)(face)(mixed lead)(pro: 5 bolts, 1 sm to
med cam)(bolt anchor) Devious and technical. Merges with Standard Dev.
at the 4th bolt for the same left or right finish options. Left 10a, right 5.9.
- 29-Kathy's Memorial-**(5.10a **)(roof crack)(gear lead)(pro: sm to med)
(bolt anchor) Poorly protected face climbing leads to an under rated but
well protected roof crack.
- 30-Monkey Dance-**(5.10b ***)(face)(sport lead)(pro: 4 bolts)(bolt anchor)
Start below the overhang just right of a wide crack. Steep interesting
climbing. **LOOK FOR BEES** at the top before trying this climb.

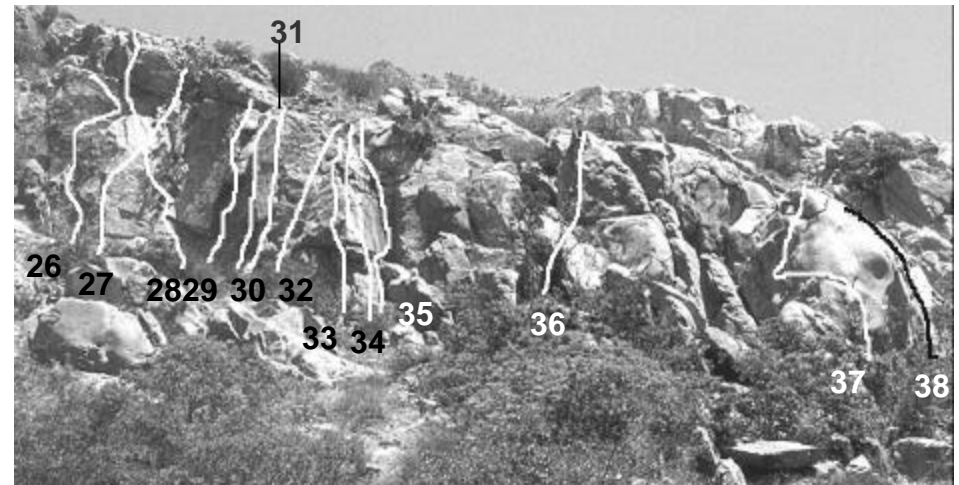


Photo 7: Standard Deviation Area – Wide View

- 31-Back to Basics-**(5.6 *)(offwidth crack)(gear lead)(pro: large)(bolt anchor)
seldom done, but a wide crack classic. there has sometimes been a bees
nest in the small cave at the top of this crack. **LOOK FOR BEES** at the top
before attempting this climb. this climb is 5.6 using holds on the face.
- 32-Cake Walk-**(5.1)(crack, face)(gear lead)(pro: ??)(rap anchor) just left of
a protruding tower, climb a large low angle dihedral that faces up hill.
>> The next 2 climbs go up the down hill arête on a protruding tower.
- 33-Indecision-**(5.10b *)(face)(TR only)(pro: none)(rap anchor) climb the left
side of the arête. used to be a 1 bolt lead but bolt was removed for safety.
- 34-Digitalis-**(5.9 *)(face)(TR only)(pro: none)(rap anchor) climb the right
side of the down hill arête. basically a variation of Indecision.
- 35-Baby Dihedral-**(5.5 *)(crack)(gear lead)(pro: med-large)(rap anchor)
climb a fun dihedral on the right side of the protruding tower.
- 36-Nameless # 36-**(5.7 *)(face)(TR only)(pro: none)(gear anchor)
follow an obvious white quartz dike to the top of a small tower.
may be difficult to set up an anchor.
>> The next 2 climbs are on the down hill side of the most downhill rock of
this rock band. They are just off the trail at the top of a series of steep steps.
- 37-ZigZag-**(5.10a **)(face)(TR only)(pro: none)(bolt anchor)
start just behind a rock wall where there is a small cave underneath.
climb up 15 ft then hand traverse left on the ledge for about 15 ft or until
you can continue climbing up to the top. wanders thru interesting moves.
- 38-Batso's Resurrection-**(5.10b **)(face)(TR only)(pro: none)(bolt anchor)
starts 10 ft right of ZigZag. climb a steep face just right of a flared pod and
finish on thin crimply smooth rock. varied and interesting.

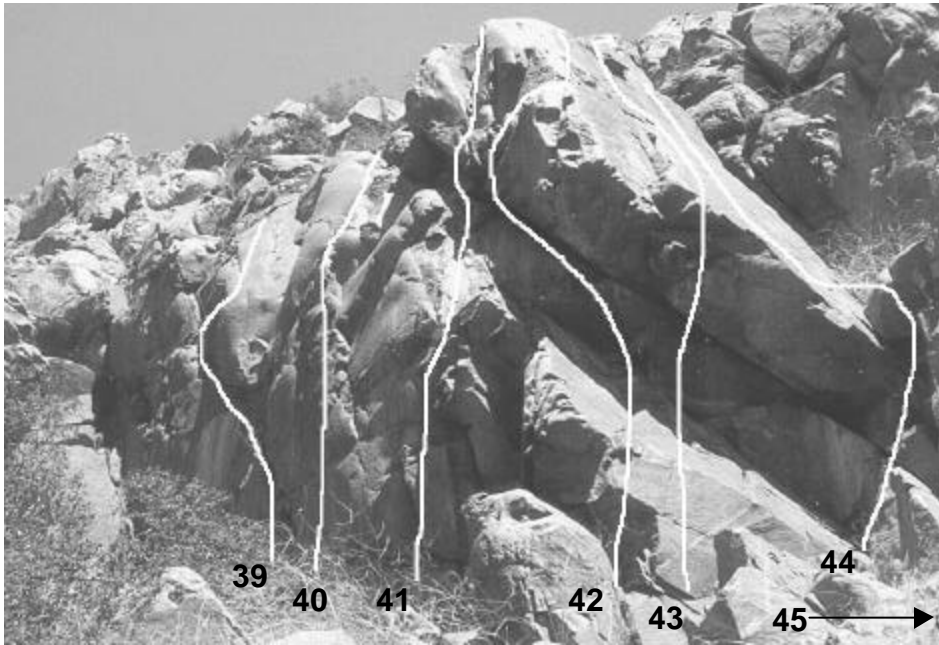


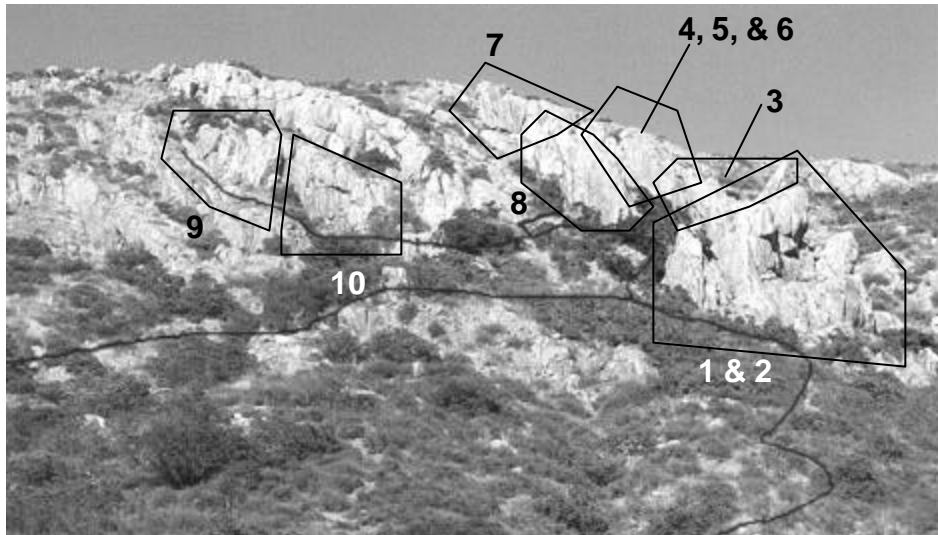
Photo 8: Underworld Area

>> these 7 climbs are on a small cliff directly below Vawter's Dihedral Area & below the horizontal trail. a short trail branches down from the horizontal trail.

- 39-Crossing Over**-(5.11b **)(face)(TR only)(pro: none)(bolt anchor)
climb a thin crack that diagonals up and left to a small alcove stance, then pull up and right onto a thin slippery face and continue to the top.
- 40-All Fired Up**-(5.10a **)(face)(TR only)(pro: none) (bolt anchor)
climb technical pumpy moves on a vertical face. it eases at the top.
- 41-The V Slot**-(5.9 **)(face,crack)(mixed lead)(pro: med to big gear, 1 bolt)
(bolt anchor) climb up broken rock until you get to the V slot. enter the V slot as best you can (crux) and climb it to the top.
- 42-Joe's 5.8**-(5.8+ **)(crack)(gear lead)(pro: sm to large gear)(bolt anchor)
from the left side of the overhang, climb a hand crack that angles up and left, then back right over the roof. finish up the face.
- 43-Judgement Day**-(5.10b **)(roof, face)(mixed lead)(pro: 1 bolt and sm to med gear)(bolt anchor) climb up to a large overhang. turn the overhang just left of it's center and continue up an easy slab to the top.
- 44-Too Hot to Handle**-(5.7 *)(crack, face)(gear lead)(pro: sm to med gear)
(bolt anchor) climb the crack right of the overhang, then finish up the face.
- 45-Munchkin**-(5.8 - 5.10)(crack)(boulder or lead)(pro: sm gear)(gear anchor)
NOT shown in photo. a small block just right of **Judgement Day** holds 2 thin cracks. right crack is 5.8 and left crack is 5.10

Mission Gorge : Middle Earth Area

The Middle Earth area is a complex arrangement of small cliffs and canyons at the southern most part of Mission Gorge. Though climbers have used the area since the 1970's, it had somehow escaped entry into any published guides until the mid 1990's. Much of its history before the mid 1990's is uncertain.



Middle Earth viewed from the road. Location of photos 1 - 10

- Photo 1 : Lower Middle Earth
- Photo 2 : Lower Middle Earth Different View
- Photo 3 : The Over Hangs and Bruiser Wall
- Photo 4 : Sunshine Face
- Photo 5 : Lower Canyon
- Photo 6 : Upper Canyon Right Wall
- Photo 7 : Upper Middle Earth
- Photo 8 : Middle Earth Sport Wall
- Photo 9 : New Middle Earth Left
- Photo 10 : New Middle Earth Right

Notes

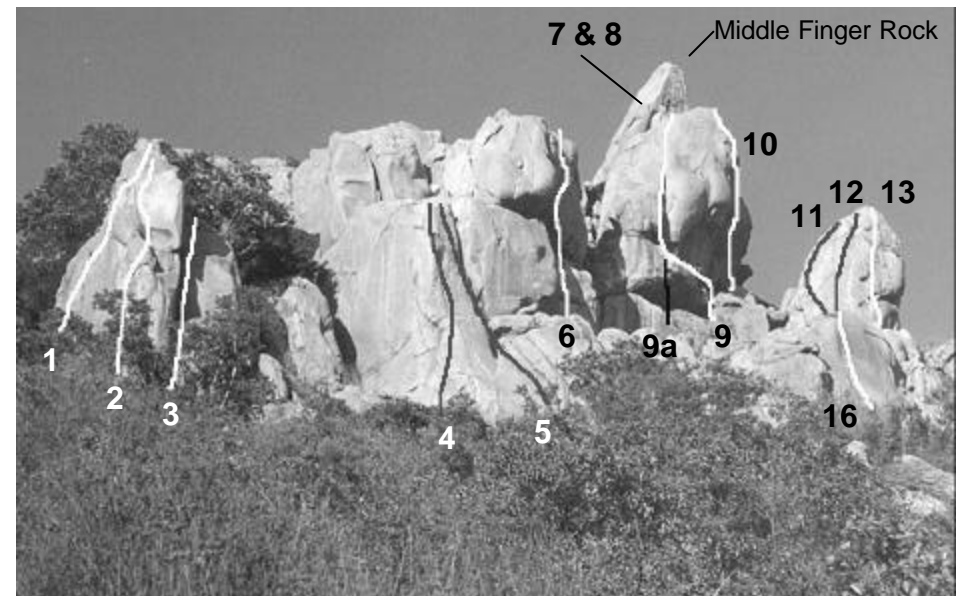


Photo 1: Lower Middle Earth

- 1-Easy Rider**-(5.7 **)(face)(sport lead)(pro: 4 bolts)(rap anchor)
easy fun sport climbing right on the trail, the left most climb on this rock.
- 2-Black Rider**-(5.11b **)(face)(bolt lead)(pro: 2 bolts)(rap anchor)
difficult crimping climbing leads to a rounded ledge. continue straight up past the 2nd bolt, then follow easy ledges to the top.
- 3-Shadowfax**-(5.8 **)(wide crack)(gear lead)(pro: wide gear)(rap anchor)
climb up a hand/fist offwidth crack.
- 4-Dope on a Rope**-(5.11a *)(face)(TR only)(pro: none)(bolt anchor)
low angle face climbing steepens and leads to a difficult face & mantle finish
- 5-Morranon**-(5.10a *)(offwidth)(gear lead)(pro: wide gear)(bolt anchor)
climb an awkward offwidth. using holds on left face and in crack it's 5.9-10a. using pure offwidth technique it's 5.10+.
- 6-Shelob's Lair**-(5.10b **)(crack, roof)(gear lead)(pro: sm to big gear)
(gear anchor) climb a wide dihedral, with a hand crack in the back. Pull over the roof at the dihedral's top and follow the crack to the top.
- 7-Middle Finger**-(5.10c **)(face)(TR only)(pro: none)(rap anchor)
climb a slightly overhanging face on the up hill side of Middle Finger Rock.
- 8-Orthanc**-(5.8)(face)(bolt lead)(pro: 1 bolt)(rap anchor)
climb the low angle face on the north side of Middle Finger Rock.
climb this route to set up **Middle Finger TR**.

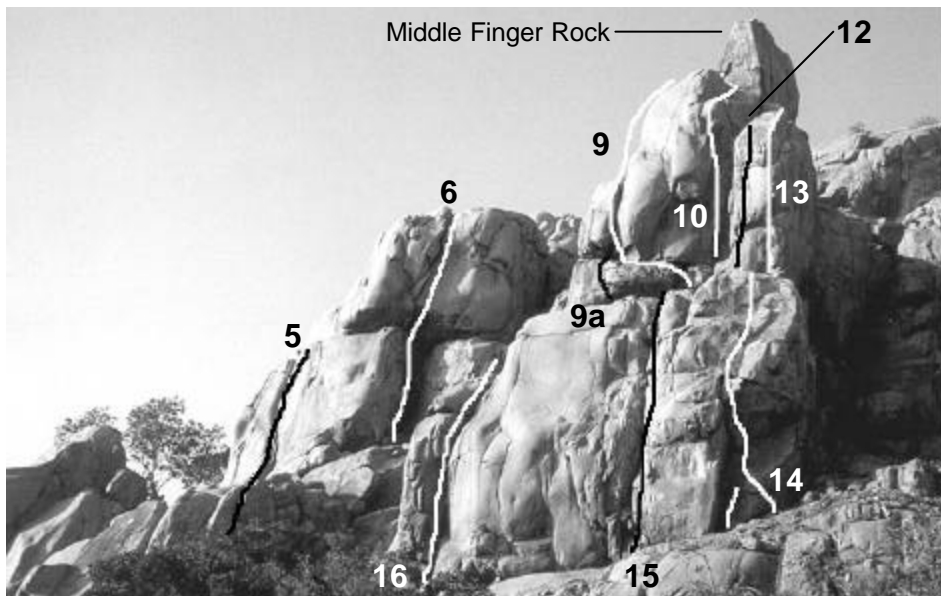


Photo 2: Lower Middle Earth

- 9-Out On a Whim**-(5.10d **)(crack)(gear lead)(pro: very sm to big gear)
(bolt anchor) start at the right side of a ledge. climb across the ledge to a vertical hand-finger crack (crux) and finish with some face climbing at top.
- 9a**-direct start variation-(5.10d *)(face)(pro: 1 bolt) do the overhanging start
- 10-Wormtongue**-(C2+ or free at 5.12 ?)(face)(TR only)(pro: no)(bolt anchor)
this climb has been used for aid pinning practice for years but could go free at 5.12 or so by a strong climber. If you have freed this climb let us know.
- 11-Strider**-(5.6 *)(crack/face)(TR only)(pro: none)(bolt anchor) climb up a left diagonalling hand crack. When it ends, climb the face to the top.
- 12-Strider Face**-(5.10b *)(face)(TR only)(pro: no)(bolt anchor)
climb the face just right of Strider. the top has a left and right variation.
- 13-Stink Finger**-(5.10b *)(face)(bolt lead)(pro: 2 bolts)(bolt anchor) from a large ledge, climb a strenuous slightly overhanging arête past 2 bolts.
- 14-Radagast**-(5.6 **)(face/crack)(mixed lead)(pro: sm to med gear, 1 bolt)
(bolt anchor) pull up onto a sloping ledge (direct 5.9, from the right 5.6), then climb fun cracks and face to the top past 1 bolt.
- 15-Gandalf**-(5.7 **)(hand crack)(gear lead)(pro: med to big gear)
(gear anchor) climb a fun hand crack with a strenuous overhanging start.
- 16-Rock Wrestling**-(5.9 *)(hand/offwidth crack)(gear lead)(pro: med to big gear)(gear anchor) climb an awkward hand, fist, and offwidth crack.

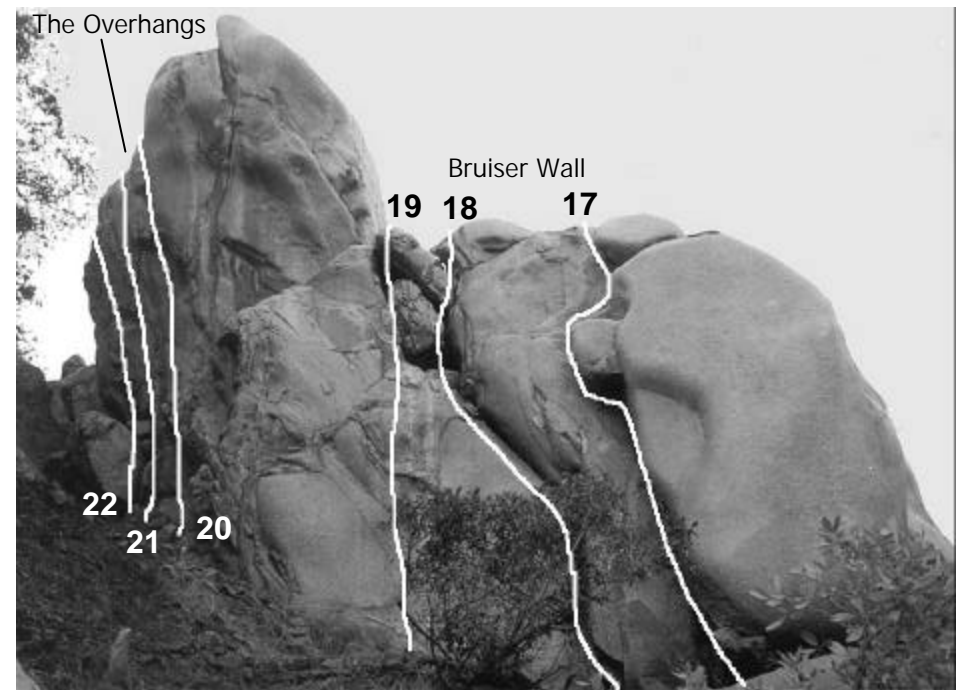


Photo 3: The Overhangs & Bruiser Wall

- Climbs on this page are right on the trail that winds up through Middle Earth. The next 3 climbs are on Bruiser Wall, a short wall just right of the Overhangs
- 17-Big Bruiser**-(5.9 **)(offwidth)(gear lead)(pro: huge gear)(gear anchor)
climb the overhanging offwidth crack 25 ft right of the Overhangs.
 - 18-Little Bruiser**-(5.8+ *)(fist crack)(gear lead)(pro: big gear)(gear anchor)
climb the left diagonalling fist/hand crack just left of the offwidth.
 - 19-Cruisin for a Bruisin**-(5.10b)(face)(TR only)(pro: none)(gear anchor)
climb the face just left of the Bruiser cracks. 2 or 3 variations on this face.
- Overhangs are directly across from a large orange face called Sunshine Face.
- 20-Middle Earth Overhang Right**-(5.11+ *)(face)(TR only)(pro: none)
(bolt anchor) climb up the right side of the Overhangs.
 - 21-Middle Earth Overhang Center**-(5.10b *)(face)(TR only)(pro: none)
(bolt anchor) climb up the center of the Overhangs.
 - 22-Middle Earth Overhang Left**-(5.9 *)(face)(TR only)(pro: none)
(bolt anchor) climb up jugs on the left side of the Overhangs.

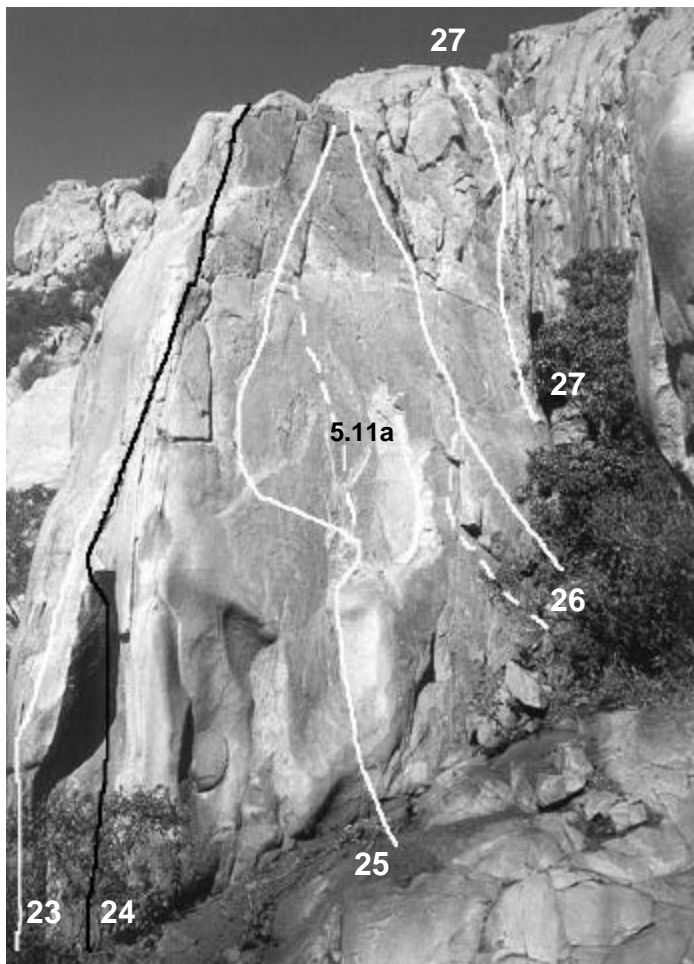


Photo 4: Sunshine Face

- 23-Pod Face**-(5.11b *) (face)(TR only)(pro: no)(rap anchor)
climb the face left of the pod. about half way up, move into the crack.
- 24-Caradhras**-(5.9+ **) (crack)(gear lead)(pro: sm to med gear)(rap bolts)
climb a thin crack up into a pod, then climb past the small roof to the top.
- 25-Orange Sunshine**-(5.10c ***) (face)(sport lead)(pro: 4 bolts)(rap bolts)
start up a slippery dish using crimp holds, then continue up interesting ledges on great rough rock. straight up variation at 3rd bolt is 5.11a.
- 26-MerryAnne**-(5.8 *) (face)(TR only)(pro: none)(rap anchor) start directly below the rap anchors. A few hard face moves lead to an easy thin crack.
- 27-Risky Business**-(5.10a PG **) (face/crack)(gear lead)(rap anchor)
(pro: 2-3 stoppers small to med, 2-3 small cams, 1 bolt near top)
climb a thin crack up to a ledge, then climb the arête, followed by face climbing to the top. arête has 2 good stopper spots. fairly serious lead.

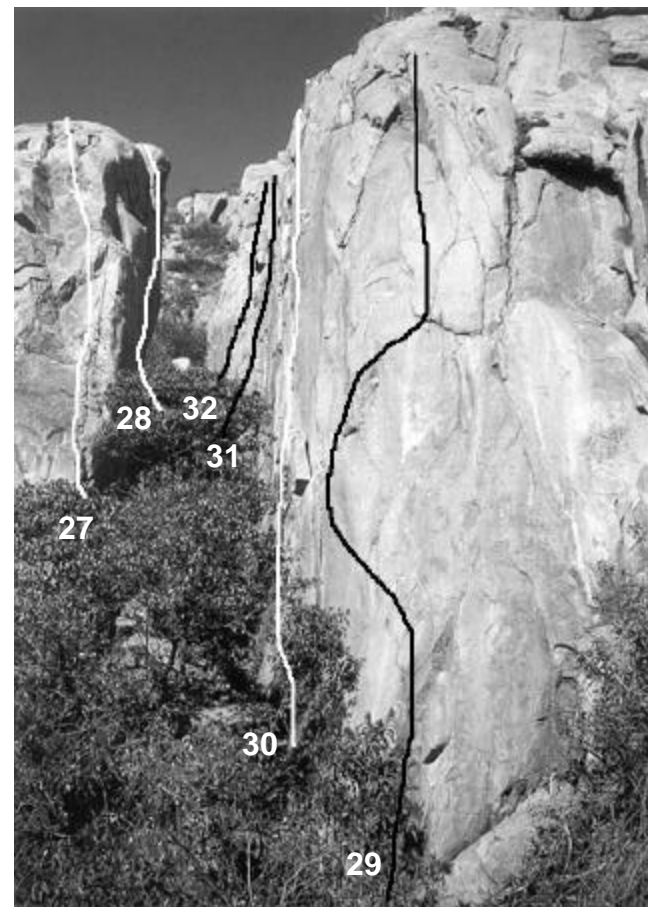


Photo 5: Lower Canyon

- 28-Balrog**-(5.11a ***) (face)(TR only)(pro: no)(gear anchor) on left wall of canyon. step left off a big block (11a start), or climb crimp holds from the ground (11b). bearhug and power your way to the top past an old piton.
- 29-Big Kahuna**-(5.10d **) (face)(sport lead)(pro: 4 bolts)(rap anchor) at base of canyon on right side. easy start leads to a difficult move left to a ledge, then lieback up and right onto the face and climb crimp holds to the top.
- 30-Dwarrowdelf**-(5.8 *) (crack)(gear lead)(pro: sm to med gear)(rap anchor)
facing up hill, on right wall of canyon. climb up a left diagonalling crack in loose rock. novices should probably not lead this climb due to loose rock.
- 31-Anduril**-(5.11a **) (face)(sport lead)(pro: 3 bolts)(rap anchor) facing up hill, on the right wall of upper part of canyon. The right bolted climb.
- 32-Khazaddum**-(5.10c **) (face)(sport lead)(pro: 3 bolts)(rap anchor) facing up hill, on the right wall of upper part of canyon. The left bolted climb.

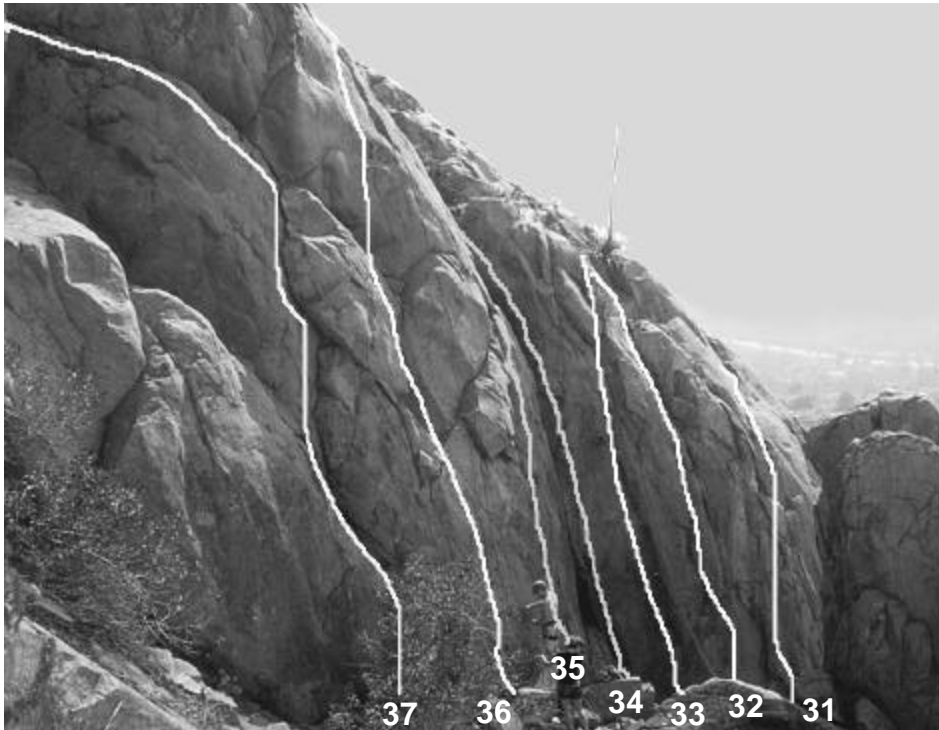


Photo 6: Upper Canyon Right Wall

- 33-Moments of Zen**-(5.11a **)(face)(TR only)(pro: none)(rap anchor)
climb the face & small dihedral just right of Dimrill Stair crack. stay generally in the dihedral the entire way. climb up to and over a tiny overhang near the top. the crack and anything to its left are off.
- 34-Dimrill Stair**-(5.8 **)(crack)(gear lead)(pro: sm to large gear)(rap bolts)
at top of the canyon, on right side, climb a deceptively hard hand-finger crack that flairs a bit near the top. at the top of the hand crack, step left onto the face and follow a thin crack up and left to rap anchors.
- 35-Afterthought**-(5.10a *)(face)(TR only)(pro: none)(rap anchor)
climb the steep face just left of Dimrill Stair crack without using the crack.
- 36-Nameless Left of Dimrill Stair**-(5.8 **)(face-crack)(mixed lead)
(pro: 4 bolts, 1 med cam)(rap anchor)
start 10 ft left of obvious hand crack and climb a broken face past 4 bolts.
- 37-Smeagol's Surprise**-(5.7 *)(crack)(gear lead)(pro: sm to large gear)
(gear anchor) at the very top of the canyon, start 20 ft left of obvious hand crack Dimrill Stair. climb a thin crack to ledges, then follow a hand crack up and left.

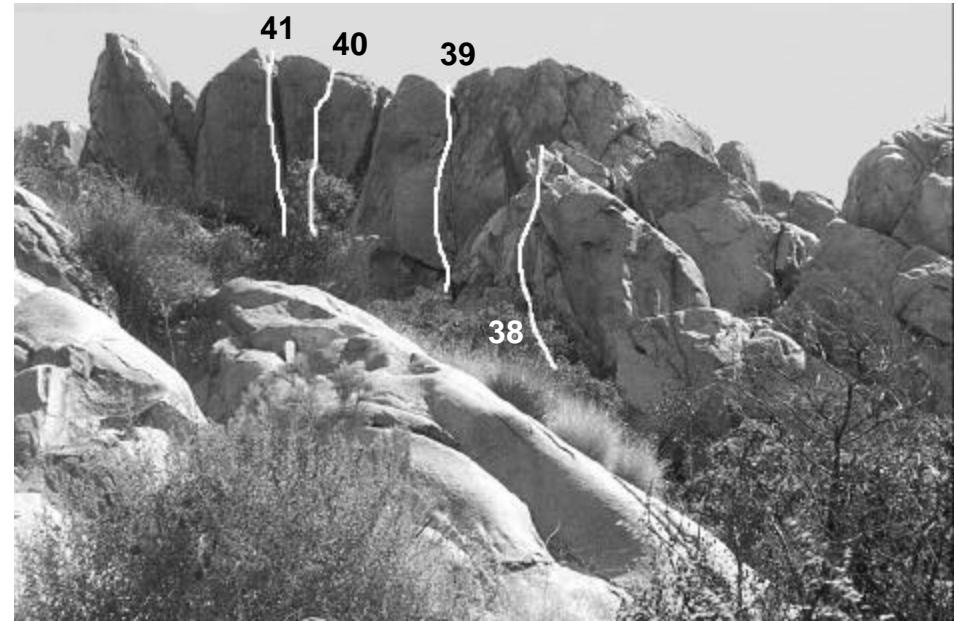


Photo 7: Upper Middle Earth

- 38-Nameless # 38**-(5.10c **)(face)(TR only)(pro: none)(gear anchor)
a difficult start leads to 5.8 climbing above. Finish at a big ledge.
- 39-Cirith Ungol**-(5.6 **)(crack)(gear lead)(pro: med gear)(gear anchor)
20 ft downhill (right) of offwidth Orc, climb a hand/finger crack that splits an orange face.
- 40-The Lion Sleeps Tonight**-(5.12a *)(face)(TR only)(pro: no)(bolt anchor)
climb a slightly overhanging face just right of overhanging offwidth Orc.
- 41-Orc**-(5.9 **)(offwidth crack)(gear lead)(pro: large gear)(bolt anchor)
climb a short overhanging offwidth high up on the hillside.

Notes

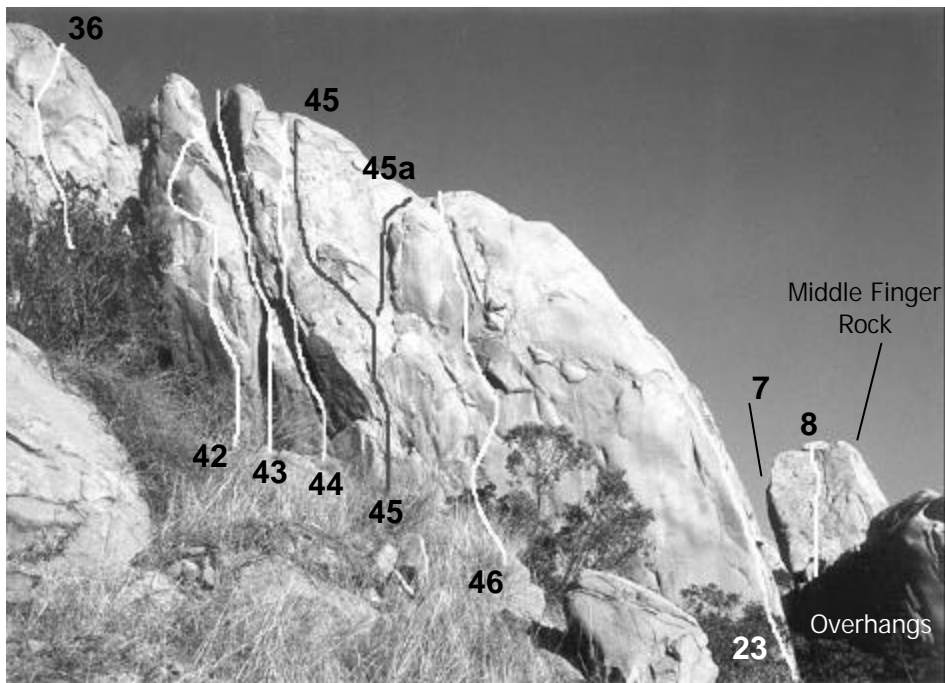


Photo 8: Sport Wall

- 42-Rocking the Dalai Lama** -(5.11c ***) (face) (sport lead) (pro: 4 bolts)
 (rap anchor) a powerful lieback start leads to easier moves, then a reachy move left followed by more powerful and technical climbing at the top.
- 43-Room With a View** -(5.7 **) (chimney, offwidth) (gear lead) (pro: big gear)
 (rap anchor) chimney up the cave walls, then move out the roof and up the offwidth to the top.
- 44-When Good Books Go Bad** -(5.11b **) (face) (TR only) (pro: none)
 (rap anchor) start up a small overhanging dihedral (5.11b) just right of the cave, and half way up move right onto the face, or continue up the dihedral at 5.11c.
- 45-Karmic Relief** -(5.10a ***) (face) (sport lead) (pro: 4 bolts) (rap anchor)
 a strenuous start leads to a ledge. from there move left and up to the top.
- 45a-variation to 45**- from the ledge, a 5.8 variation using gear goes straight up, following a crack.
- 46-Glamdring** -(5.11a ***) (face) (sport lead) (pro: 4 bolts) (rap anchor)
 start in the hole. climb up and left, then step right (crux) on small holds. then climb jugs and a thin crack to top.

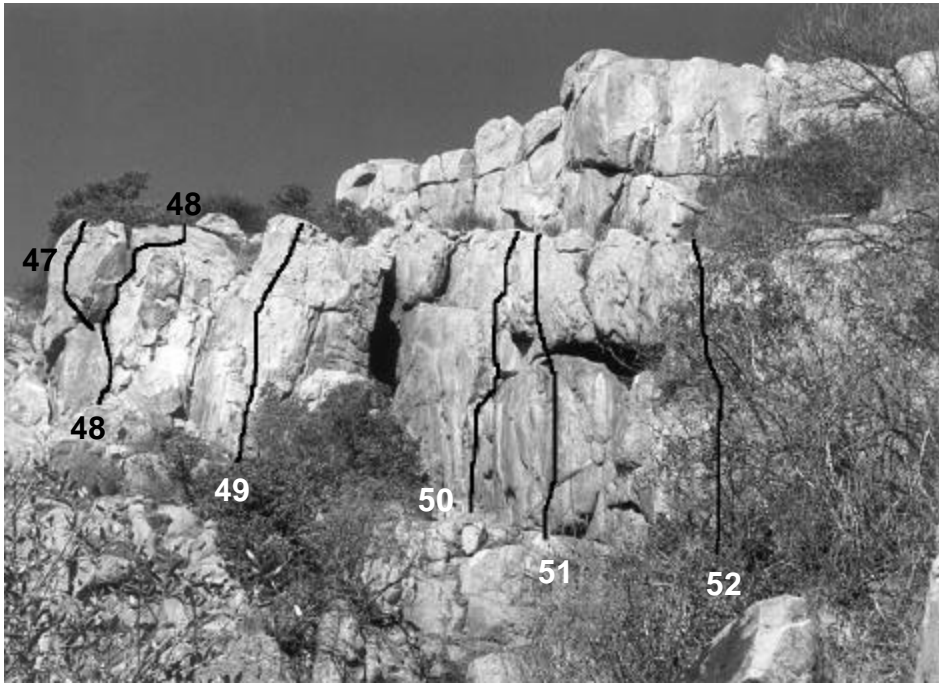


Photo 9: New Middle Earth, Left Side

- 47-Nameless # 47-**(5.10bc ***) (face) (sport lead) (pro: 4 bolts) (bolt anchor)
Climb up a steep sustained face past 4 bolts to the top. Bolt anchor on top.
- 48-Slice & Dice-**(5.8 **) (finger crack) (trad lead) (pro : cams 1 ea .5 to 3")
The start is the crux. Climb a left diagonalling finger crack to a ledge, then climb a hand crack and blocks to the top. Move right 10 ft then head back to the tree to belay. From the tree, there is an obvious walk off descent.
- 49-Nameless # 49-**(5.9-5.10b *) (face) (sport lead) (pro: 3 bolts) (rap anchor)
start at a shallow dihedral and climb past 3 bolts to the top. the start has 2 variations and is the crux. the direct dihedral start is 5.10b. the start is 5.9 using holds around the corner to the right.
- 50- Nameless # 50-**(5.10b *) (face, crack) (TR only) (pro: no) (bolt anchor)
this climb is about 35 ft left and up hill from Grandpa's Dihedral.
several face moves lead to a wandering crack system that goes to the top.
- 51- Nameless # 51-**(5.11d *) (face, crack) (mixed lead) (pro: 2 bolts, 1 #3 Camalot) (bolt anchor) climb a strenuous reachy orange colored face to a horizontal crack, then continue to the top with 5.9 face climbing.



Photo 10: New Middle Earth, Right Side

- 52-Feces Fetish-**(5.10c) (face, crack) (TR only) (pro: none) (bolt anchor)
climb past a couple feces covered blocks, if you dare, to a roof crack.
- 53-Grandpa's Dihedral-**(5.11a *) (face) (TR only) (pro: none) (bolt anchor)
climb a large left facing overhanging dihedral. do not bail out right, part way up. A bit easier for tall people, harder or impossible for short dudes.
- 54-Straight Out of Sitka-**(5.10b *) (face) (TR only) (pro: none) (bolt anchor)
an overhanging juggy start (10b) leads to more moderate climbing above.
- 54a-variation to Straight Out of Sitka-**(5.10d *) (TR only)
a more difficult variation starts 6 ft right. traverse back left about 12 ft up.
- 55-Fool's Gold-**(5.10a *) (face) (sport lead) (pro: 3 bolts) (rap anchor)
a couple stretchy powerful lieback moves lead to easier climbing at the top.

Notes

Routes by Rating

Mission Gorge

This guide uses the standard American (YDS) rating system. Ratings at Mission Gorge range from 5.0 (easiest) to 5.12 (hardest). Ratings of 5.10 & higher are broken down into the standard a,b,c,d levels ("a" easiest to "d" hardest). Star ratings are also given to indicate the "quality" of climbing on a route relative to other climbs at the Gorge.

Ratings are just an average of climbers opinions. A climb may feel easier or harder, less fun or more fun, depending on your particular size, skills, and preferences.

- 5.1 Cake Walk (Limbo Area)(trad lead or solo)
- 5.2 The Steps *** (Lunch Rock Area)(trad lead)
- 5.2 The Chimney * (Main Wall Left)(TR or solo)
- 5.3 The Stairs **** (Lunch Rock Area)(trad lead)
- 5.4 Beautiful ** (Lunch Rock Area)(trad lead)
- 5.4 Skyline Chimney * (Lunch Rock Area)(trad lead)
- 5.4 The Blocks * (Main Wall Left)(trad lead)
- 5.5 Baby Dihedral * (Limbo Area)(trad lead)
- 5.5 Second Edition (Limbo Area)(TR only)
- 5.5 Volume One (Limbo Area)(TR only)

- 5.6 Back to Basics * (Limbo Area)(trad lead)
- Cactus (Lunch Rock Area)
- Cirith Ungol ** (Middle Earth)(trad lead)
- Craig's Chimney (Limbo Area, Top of Hill)(TR or solo)
- History Book *** (Upper Limbo Area)(trad lead)
- Radagast ** (Middle Earth)(trad lead with 1 bolt)
- Strider * (Middle Earth)(TR only)
- Trauma, The **** (Lunch Rock Area)(trad lead)
- Turkey Chute ** (Limbo Area)(trad lead)

- 5.7 Abacab ** (Limbo Area)(trad lead)
- Afternoon Delight (Lunch Rock Area)
- Easy Rider ** (Middle Earth)(sport lead)
- Gandalf ** (Middle Earth)(trad lead)
- Lilley's Delight ** (Main Wall)(trad lead)
- Ramp, The **** (Lunch Rock Area)(trad lead)
- Room With a View ** (Middle Earth)(trad lead)
- Skyline Pinnacle *** (Lunch Rock Area)(mixed lead, gear & 2 bolts)
- Smeagol's Surprise * (Middle Earth)(trad lead)
- Too Hot To Handle * (Limbo Area-Underworld)(trad lead)
- Top of the Pops * (Upper Limbo Area)(trad lead)
- Tower, The *** (Limbo Area)(mixed lead, 4 bolts & gear)
- Volume Two ** (Limbo Area)(TR only)

- 5.8 As The Crow Flies *** (Limbo Area)(sport lead)
- Bilbos Little Nasty (Upper Limbo Area)(TR only)
- Caterpillar ** (Main Wall)(mixed lead, gear and 2 bolts)
- Crack of Dust *** (Main Wall)(trad lead)
- Craig's Crack ** (Limbo, Top of Hill)(trad lead)
- Dimrill Stair ** (Middle Earth)(trad lead)

- 5.8 Dwarrowdelf * (Middle Earth)(trad lead)
- Exit Stage Right * (Main Wall)(trad lead)
- Joe's 5.8 ** (Limbo Area-Underworld)(trad lead)
- Laundry Chute * (Main Wall)(trad lead)
- Little Bruiser * (Middle Earth)(trad lead)
- Lunch Rock Left * (Lunch Rock Area)(trad lead)
- Lunch Rock Right (Lunch Rock Area)(TR only)
- MerryAnne * (Middle Earth)(TR only)
- Mission Gorge Traverse **** (Main Wall)(trad lead)
- Mission Control *** (Main Wall-Lunch Rock)(sport lead)
- Nameless Left of Dimrill Stair ** (Middle Earth)(mixed lead)
- Nob Job * (Main Wall Left)(TR only)
- Orthanc (Middle Earth)(1 bolt lead)
- Owl, The ** (Main Wall)(trad lead)
- Shadowfax ** (Middle Earth)(trad lead)
- Skyline Arête, Left & Rt Finish *** (Main Wall-Lunch Rock)(mixed lead)
- Slice & Dice ** (Middle Earth)(trad lead)
- True Skyline Arête ** (Main Wall-Lunch Rock Area)(mixed lead)

- 5.9 Apostrophe *** (Upper Limbo Area)(trad lead)
- Big Bruiser ** (Middle Earth)(trad lead)
- Bongo Fury (Upper Limbo Area)(trad lead)
- Caradhras ** (Middle Earth)(trad lead)
- Cave Crack * (Main Wall Upper Tier)(trad lead)
- Chicken Fart (Main Wall)(trad lead)
- Exit Stage Left *** (Main Wall)(trad lead)
- Fingerrip ** (Main Wall)(mixed lead, 2 bolts & gear)
- Gallwas Crack *** (Main Wall Upper Tier)(trad lead)
- Hangman's Climb ** (Main Wall Left)(TR only)
- Ilynx (Upper Limbo Area)(TR only)
- Indecision (Limbo Area)(TR only)
- Lefthand Oop * (Above Main Wall)(TR only)
- Mariah *** (Main Wall Left)(trad lead)
- Masochist (Main Wall)(TR only)
- Middle Earth Overhangs Left * (Middle Earth)(TR only)
- Mr. Wizard *** (Upper Limbo Area)(trad lead)
- Nameless # ME2 * (Middle Earth)(sport lead)(has a 10b and 5.9 start)
- Nutcracker *** (Main Wall Upper Tier)(trad lead)
- Orc ** (Middle Earth)(trad lead)
- Quack of Ducks * (Main Wall Upper)(trad lead)
- Rift, The * (Limbo Area)(trad lead)
- Rock Wrestling * (Middle Earth)(trad lead)
- Sloppy Seconds ** (Upper Limbo Area)(trad lead with 1 bolt)
- Susie's Wild Ride *** (Main Wall)(sport lead)
- Unknown Monger ** (Limbo Area)(bolt lead)
- V slot, The ** (Limbo Area-Underworld)(trad lead with 1 bolt)
- Waiting For Bruce (Lunch Rock Area)(TR only)
- Your Lead * (Lunch Rock Area)(mixed lead, 2 OLD bolts and gear)

- 5.10a** Afterthought * (Middle Earth)(TR only)
 All Fired Up ** (Limbo - Underworld)(TR only)
 Chicken Heart ** (Main Wall)(mixed lead, 2 bolts & gear)
 Clear Light *** (Lunch Rock Area)(R rated trad lead or TR)
 Fool's Gold * (New Middle Earth)(sport lead)
 Hidden Wall * (Main Wall Left)(TR only)
 Karmic Relief *** (Middle Earth)(sport lead)
 Kathy's Memorial ** (Limbo Area)(trad lead)
 Morranon * (Middle Earth)(trad lead)
 One Step Beyond (Main Wall)(TR only)
 Risky Business ** (Middle Earth)(gear lead, sm gear and 1 bolt)
 Vawter's Dihedral ** (Limbo Area)(trad lead)
 Washed Out (Main Wall Upper)(TR only)
 ZigZag ** (Limbo Area)(TR only)

- 5.10b** Batso's Resurrection ** (Limbo Area)(TR only)
 Bilbo's Hanging Garden Crack ** (Upper Limbo Area)(trad Lead)
 Cruisin For a Bruisin (Middle Earth)(TR only)
 Digitalis (Limbo Area)(TR only)
 Double Trouble ** (Limbo Area)(mixed lead, bolts and 1 stopper)
 Empathy ** (Main Wall)(sport lead)
 Facial Tissue * (Limbo Area, Top of Hill)(TR only)
 Judgement Day ** (Limbo Area-Underworld)(mixed lead, gear and 1 bolt)
 Lunch Rock Slab * (Lunch Rock Area)(TR only)
 Mickey Finn * (Main Wall Upper Left)(sport lead, 2 bolts)
 Middle Earth Overhangs Center * (Middle Earth)(TR only)
 Monkey Dance *** (Limbo Area)(sport lead)
 Nameless # ME1 *** (New Middle Earth)(sport lead)
 Nameless # ME3 * (New Middle Earth)(TR only)
 Never Intended *** (Main Wall Upper)(sport lead)
 Orange Walk ** (Main Wall, Lunch Rock Area)(bolt lead, run out)
 Our Lead * (Main Wall, Lunch Rock Area)(TR only)
 Rectum Roof ** (Main Wall Upper Tier)(mixed lead, 2 bolts & gear)
 Rock On ** (Main Wall Left)(mixed lead, bolts & gear)
 Shelob's Lair ** (Middle Earth)(trad lead)
 Standard Deviation *** (Limbo Area)(mixed lead, bolts & 1 cam)
 Stink Finger * (Middle Earth)(sport lead)
 Straight Out of Sitka (aka SOS) * (New Middle Earth)(TR only)
 Strider Face * (Middle Earth)(TR only)
 Sympathy *** (Main Wall Upper)(mixed lead, gear & 1 bolt)

- 5.10c** Absorbine Junior (Main Wall Upper Left)(TR only)
 Alley Oop ** (Above Main Wall)(TR only)
 Feces Fetish (New Middle Earth)(TR only)
 Khazaddum ** (Middle Earth)(sport lead)
 Middle Finger ** (Middle Earth)(TR only)
 Orange Sunshine *** (Middle Earth)(sport lead)
 Prime Directive **** (Main Wall Upper Tier)(mixed lead, bolts & gear)
 Wall Flower * (Main Wall Upper Left)(TR only)

- 5.10d** Big Kahuna ** (Middle Earth)(sport lead)
 Cornered *** (Main Wall Upper Left)(TR only)
 Intraface ** (Main Wall Left)(TR only)
 Intrinsic Value ** (Main Wall Upper Left)(TR only)
 Lunch Rock Direct (Main Wall, Lunch Rock Area)(TR only)
 Master of Defeat *** (Main Wall)(sport lead)
 Mighty Monger ** (Limbo Area)(sport lead)
 Out On A Whim ** (Middle Earth)(trad lead)
 Rock On Right *** (Main Wall Left)(mixed lead, bolts & gear)
 Vortex (Main Wall, Upper Right)(TR only)

- 5.11a** Anduril ** (Middle Earth)(sport lead)
 Aqualunge ** (Upper Limbo Area)(bolt lead, run out)
 Balrog *** (Middle Earth)(TR only)(5.11b from the dirt)
 Dope on a Rope * (Middle Earth)(TR only)
 Escapade **** (Main Wall)(sport lead)
 General Dynamics ** (Main Wall)(mixed lead, 2 bolts & 1 cam)
 Glamdring *** (Middle Earth)(sport lead)
 Grandpa's Dihedral * (New Middle Earth)(TR only)
 Moments of Zen ** (Middle Earth)(TR only)
 Moonage Daydream *** (Above Main Wall)(sport lead)
 Simple Minds * (Main Wall Upper Left)(TR only)

- 5.11b** Black Rider ** (Middle Earth)(bolt lead, run out)
 Buckwheat ** (Main Wall Upper)(sport lead)
 Crossing Over ** (Limbo Area-Underworld)(TR only)
 Desperate Measures ** (Main Wall Left)(TR only)
 Escape From The Underworld *** (Upper Limbo Area)(sport lead)
 Left Overture (Main Wall)(TR only)
 Pod Face * (Middle Earth)(TR only)
 Unnatural Act * (Main Wall)(TR only)
 Wasp, The *** (Main Wall)(mixed lead, gear & 2 bolts)
 When Good Books Go Bad ** (Middle Earth)(TR only)

- 5.11c** Deviate Behavior *** (Limbo Area)(mixed lead, bolts & 1 cam)
 Quantum Leap **** (Main Wall)(sport lead)
 Rocking the Dalai Lama *** (Middle Earth)(sport lead)
 Trapeze *** (Main Wall)(trad lead)
 Trivial Pursuit (Main Wall)(sport lead)(first 2 hangers may be missing)

- 5.11d** Obverse From the Gap *** (Main Wall Left)(mixed lead, bolts & gear)
 Nameless # ME4 * (New Middle Earth)(mixed lead, 2 bolts & 1 cam)

- 5.12** 5.12a Plumbline *** (Main Wall)(mixed lead, bolts & gear)
 5.12a Lion Sleeps Tonight, The * (Middle Earth)(TR only)
 5.12a Mission Impossible ** (Main Wall)(bolt lead)
 5.12b? Razor's Edge * (Main Wall)(sport lead)
 5.12b? Nameless Left of Wasp *** (Main Wall)(sport lead)
 5.12+ Thumb Free Climb ** (Thumb)(sport lead)
 5.12+? Wormtongue (Middle Earth)(TR only)(Not sure if it has been freed)

First Ascent Info

Mission Gorge

FA- First Free Ascent, not sure if it was a lead or top rope
FTR- First Top Rope free ascent
FL- First Lead free ascent

Abacab (FA: Unknown but pre 1983)
Absorbine Junior (FA: Mike Paul & Ron Amick 1984)
Afternoon Delight (FA: Ken Cook 1975)
Afterthought (FTR: Unknown; FL: Unknown but pre 1983)
All Fired Up (FTR: Art Messier 2000; FL none)
Alley Oop (FA: Mike Paul 1982)
Anduril
Apostrophe (FA: Thomas Compare 1975)
Aqualunge (FA: Galen Kirkwood, Frank Noble, Mike Paul 1976)
Are We Having Fun Yet (not sure where this climb is)(FA: Levon Weighall 1990)
As The Crow Flies (FTR: Unknown)(FL: Anthony Scoggins 2001)
Baby Dihedral (FA: Unknown)
Back to Basics (FA: Unknown but pre 1983)
Balrog (FA: Galen Kirkwood)
Batso's Resurrection (FTR: Kevin Meadows 2002; FL: none)
Beautiful (aka Skyline Crack)(FA: Unknown but pre 1983)
Big Bruiser (aka Xyster)(FTR: John Vawter & Morgan Curtis 1973; FL: Unknown)
Big Kahuna (FTR, FL: Art Messier 1999)
Bilbos Hanging Garden Crack (FA: Galen Kirkwood & Byron Neal 1975)
Bilbos Little Nasty (FA: Ed George 1979)
Black Rider (FL: David Rabine pre 1990)
Blocks, The (FA: Dave Kemp & Birk Paulson 1959)
Bongo Furry (FA: Ron Amick 1982)
Buckwheat (FTR: Joel Tracey, Gregg Williams, Skip Taylor 1994; FL: may not be one)
Cactus (aka Cactus Flower)(FA: Unknown but pre 1983)
Cake Walk
Caradhras (FA: Eric Beck)
Caterpillar (FA: Steve Bennett, Scott Baxter pre 1974)
Cave Crack (FA: Unknown but pre 1983)
Chicken Fart (FA: Doug White 1981)
Chicken Heart (FA: Galen Kirkwood & Bob Van Belle 1976)
Chimney, The (FA: Unknown but pre 1973)
Cirith Ungol
Clear Light (FA: Bob Van Belle 1975)
Corned (FA: Greg Epperson 1979)
Crack of Dust (FA: Eric Beck, 1964)
Craig's Chimney
Craig's Crack (FA: Unknown but pre 1983)
Crossing Over (FTR: Art Messier 2000; FL none)
Cruisin for a Bruisin
Desperate Measures (FTR: Art Messier & Dave Atkinson 1999; FL: none)
Deviate Behavior (FTR: Clark Friedgen 1999; FL: Art Messier 1999)
Digitalis (FA: Ed George & Stuart, pre 1980)
Dimrill Stair (FA: John Hooper)
Dope on a Rope (FTR: Art Messier 2000; FL: none)

First Ascent Info

Mission Gorge

Double Trouble (FTR: unknown; FL: Art Messier 1999)
Dwarrowdelf (FA: Guy Andrews & Werner Landry)
Easy Rider (FTR: unknown; FL: Art Messier 1999)
Empathy (FA: Mike Wise & Jim Patterson 1972)
Escapade (FTR: Galen Kirkwood 1976; FL: Art Messier 1997)
Escape From The Underworld (FTR: unknown; FL: Art Messier 1998)
Exit Stage Left (FA: Unknown but pre 1983)
Exit Stage Right
Facial Tissue (FA: Unknown but pre 1983)
Feces Fetish (FTR: Mike Kummer and Kevin Meadows 2001; FL: none)
Fingerrip (FA: Jerry Gallwas, pre 1970)
Fool's Gold (FTR and FL: Art Messier 1999)
Gallwas Crack (FA: Jerry Gallwas pre 1974)
Gandalf
General Dynamics (FA: Ron Amick & Rick Allenby 1985)
Glamdring (FA: Galen Kirkwood)
Grandpa's Dihedral
Hand Job (FA: Greg Epperson & Ron Amick 1985) left of Simple Minds, not sure where
Hangman's Climb (FA: Steve Mckinney, John Hooper, & Milo Pradonovitch 1963)
Hidden Wall (aka The Wall)(FA: Unknown but pre 1983)
History Book (FA: Unknown but pre 1983)
Ilynx (FA: Unknown but pre 1983)
Indecision (FA: Guy Gary & Roger Peck 1978)
Intraface (FTR: Douglas Lossner 1990; FL: none)
Intrinsic Value (FTR: Kevin Meadows 2006)
Joe's 5.8 (FL: Joe Lemay 2001)
Judgement Day (FTR and FL: Art Messier 2000)
Karmic Relief (FTR: Unknown; FL: Art Messier 1999)
Kathy's Memorial (aka Fat Albert)(FTR: Frank Noble 1974; FL: Unknown)
Khazaddum (FA: Ken Cook, Werner Landry, Galen Kirkwood)
Laundry Chute, The (FA: Unknown)
Left Overture (FA: Ron Amick 1985)
Lefthand Oop (FA: Ron Amick & Rick Allenby 1977)
Lilley's Delight (FA: George Schief & Omar Conger pre 1974)
Lion Sleeps Tonight, The (FTR: Kevin Meadows 2000; FL: none)
Little Bruiser
Lunch Rock Direct (FA: Unknown but pre 1983)
Lunch Rock Left Crack (FA: Unknown but pre 1974)
Lunch Rock Right Crack (FA: Unknown but pre 1974)
Lunch Rock Slab (FA-OTD: Jim Bridwell 1973)
Mariah (FA: Bill Brunner 1972)
Masochist (FA: Unknown but pre 1974)
Master of Defeat (FTR: Unknown; FL: Art Messier 2000)
MerryAnne
Mickey Finn (FA: Ron Amick & Rick Allenby 1978)
Middle Earth Overhangs Center
Middle Earth Overhangs Left
Middle Earth Overhangs Right
Middle Finger

First Ascent Info

Mission Gorge

Mighty Monger (FTR: Unknown; FL: Art Messier 1999)
Misbegotten (aid seam, no free ascent)(First Aid Ascent: Eric Beck & John Hooper 1964)
Mission Gorge Traverse (FA: Unknown but pre 1983)
Mission Control (FTR: Unknown but pre 1983; FL: Brian Spiewak & Chris Hubbard 2004)
Mission Impossible (FA: Rick Accomazzo 1978)
Moments of Zen (FTR: Art Messier 2002; FL: none)
Monkey Dance (FTR: Art Messier 2000; FL: Art Messier 2002)
Moonage Daydream (FA: Ron Amick 1983)
Morranon (aka Moonshot)(FL: John Vawter & Morgan Curtis 1973)
Mr. Wizard (FA: Unknown)
Munchkin
Nameless #ME1 (FL: Dave Kennedy & Joan Bertini 2001)
Nameless #ME2 (FL: Dave Kennedy & Joan Bertini 2001)
Nameless #ME3 (FL: Dave Kennedy & Joan Bertini 2001)
Nameless #ME4 (FL: Dave Kennedy 2001)
Nameless Left of Dimrill Stair (FL: Dave Kennedy & Joan Bertini 2001)
Nameless Left of Wasp (FA: unknown but pre 1990)
Never Intended (FTR: Thomas Compare 1975; FL: Art Messier 1998)
Nob Job (FA: Unknown but pre 1973)
Nutcracker (Mike Stewart & Tim Burke 1971)
Nutcracker Roof
Obverse From the Gap (FTR: Frank Noble 1976; FL: Dave Atkinson 1999)
One Step Beyond (FA: Galen Kirkwood 1976)
Orange Sunshine (FA: Unknown)
Orange Walk (FA: Thomas Compare 1972)
Orc (FA: Mike Paul & Galen Kirkwood pre 1990)
Orthanc (FA: John Hooper)
Our Lead (FA: Roger Peck 1978)
Out On A Whim (FA: Unknown)(Direct start FL: Joel Tracey 1998)
Owl, The (FA: Unknown but pre 1973)
Plumbline (FA: Unknown but pre 1990)(Plumbline is the original aid route name)
Pod Face (FTR: Kevin Meadows 1999)
Prime Directive (FTR: Unknown; FL: Art Messier 1999)
Quack of Ducks (FL: John Vawter & Morgan Curtis 1973)
Quantum Leap (aka Hooker Dihedral)(FA: Dick Gilley 1989)
Radagast
Ramp, The (FA: Steve Mckinney & Dan Molnar 1962)
Razor's Edge (aka Mission Boschable)(FA: Levon Weighall 1990)
Rectum Roof (FTR: John Vawter & Mark Thorpe 1973; FL: Werner Landry 1975)
Rift (FA: Unknown but pre 1983)
Risky Business (FTR: Unknown; FL: Art Messier 2002)
Rock On (FA: Ken Cook about 1976)
Rock On Right (FA: Unknown but in late 1980's)
Rock Wrestling
Rocking the Dalai Lama (FTR and FL: Kevin Meadows 1999)
Room With a View (FA: Unknown but pre 1983)
Second Edition (FA: Unknown but pre 1983)
Shadowfax (aka Arche)(FA: Unknown but pre 1972)

First Ascent Info

Mission Gorge

Shelob's Lair (aka Overhanger)(FTR: John Vawter 1974; FL: Unknown)
Simple Minds (Left variation of Mickey Finn)(Ron Amick & Rick Allenby 1987)
Skyline Pinnacle (FA: Unknown but pre 1974)
Skyline Arête (FA: Unknown but pre 1974)
Skyline Chimney (FA: Unknown but pre 1974)
Slice & Dice (FA: Unknown but probably done in 1970's)
Sloppy Seconds (FA: Ron Amick & Rick Allenby 1979)
Smeagol's Surprise (FA: Bob Van Belle & Doug White)
Stairs, The (FA: Unknown but pre 1973)
Standard Deviation (FTR: Jim Neff & Ed George 1979; FL: Art Messier 1999)
Steps, The (FA: Unknown but pre 1983)
Stinkbug (not sure where this climb is)(FA: Ron Amick & Rick Allenby 1987)
Stink Finger (FL: Tony Grice 1999)
Straight Out of Sitka (aka SOS) (FTR: Kevin Meadows 2000)
Strider
Strider Face
Susie's Wild Ride (FTR and FL: Art Messier 1998)
Sympathy (FA: Galen Kirkwood & Bob Van Belle, Mike Paul 1976)
Thumb Aid Climb (aid climb, no free ascent)(First Aid Ascent: Unknown but pre 1974)
Thumb Free Climb (FA: Unknown but pre 1995)
Too Hot To Handle
Top of the Pops (FA: Bob Van Belle & Doug White 1978)
Tower, The (FA: Unknown)
Trapeze (FA: Frank Noble 1975)
Trauma, The (FA: Steve Mckinney & Dan Molnar 1962)
Trivial Pursuit (FTR: Ron Amick, Rick Allenby 1984)
True Skyline Arête (FA: Bill Thomas 1964)
Turkey Chute (FA: Unknown but pre 1974)
Unknown Monger (FA: Unknown but pre 1983)
Unnatural Act (FA: Ken Cook 1975)
V slot, The (FTR and FL: Art Messier 2000)
Vawter's Dihedral (aka Mantlepiece)(FL: John Vawter & Morgan Curtis 1974)
Volume One (FA: Unknown but pre 1983)
Volume Two (FA: Galen Kirkwood & Byron Neal, pre 1980)
Vortex (FA: Mike Paul 1977)
Waiting For Bruce (FA: Thomas Compare 1976)
Wallflower (Ron Amick & Rick Allenby 1987)
Wallflower Right
Washed Out (FA: Thomas Compare 1976)
Wasp, The (FA: Frank Noble 1976)
When Good Books Go Bad
Winston Man Memorial (FTR: Rick Allenby, Greg Epperon, Ron Amick 1989)
Wormtongue (may not have been freed as of 11/2005)
Your Lead (FA: Ken Cook 1976)
ZigZag (FTR: Art Messier 2002; FL: none)

Santee Boulders

A Mini Guide by Art Messier

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WARNING : Climbing is a dangerous activity You could be seriously injured or killed. Safety is your responsibility even if you get totally lame and incorrect information in this guide.

Easy access makes Santee Boulders a popular after work hangout. While several rocks are tall enough so that top roping is recommended (bolts on top), most of the climbing in this compact area requires only shoes and chalk bag. Over 100 problems are crammed onto 30 or so granite boulders. Thin, crimpy face climbing, and difficult mantles dominate the climbing at Santee, so bring a good fitting pair of shoes if you want to master the many micro edge problems.

Types of Climbing: Bouldering, Toprope

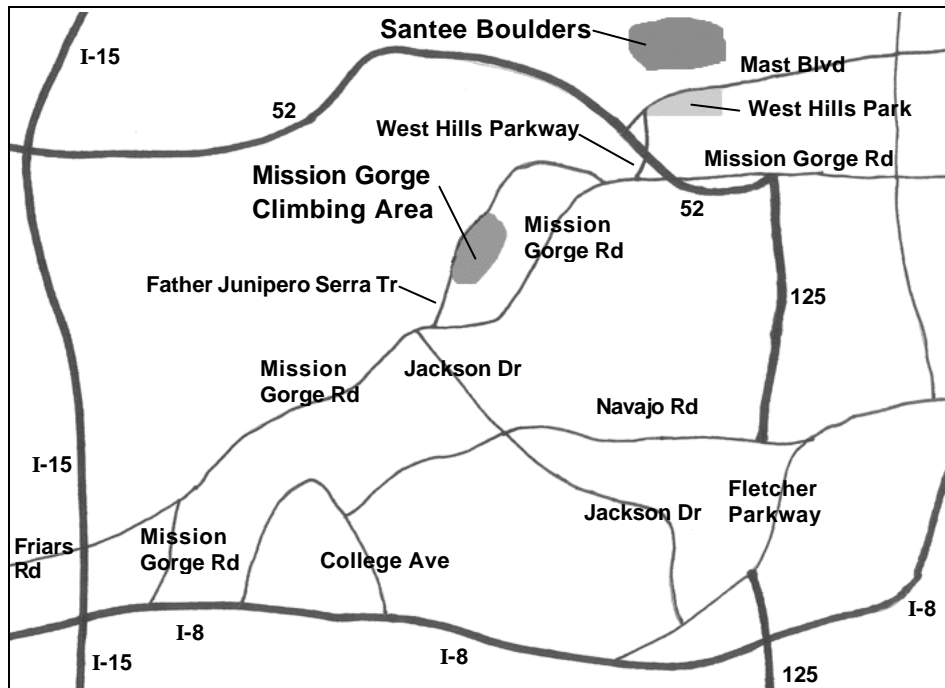
Number of Routes: 130 or more

Ratings: 5.1 to 5.12+

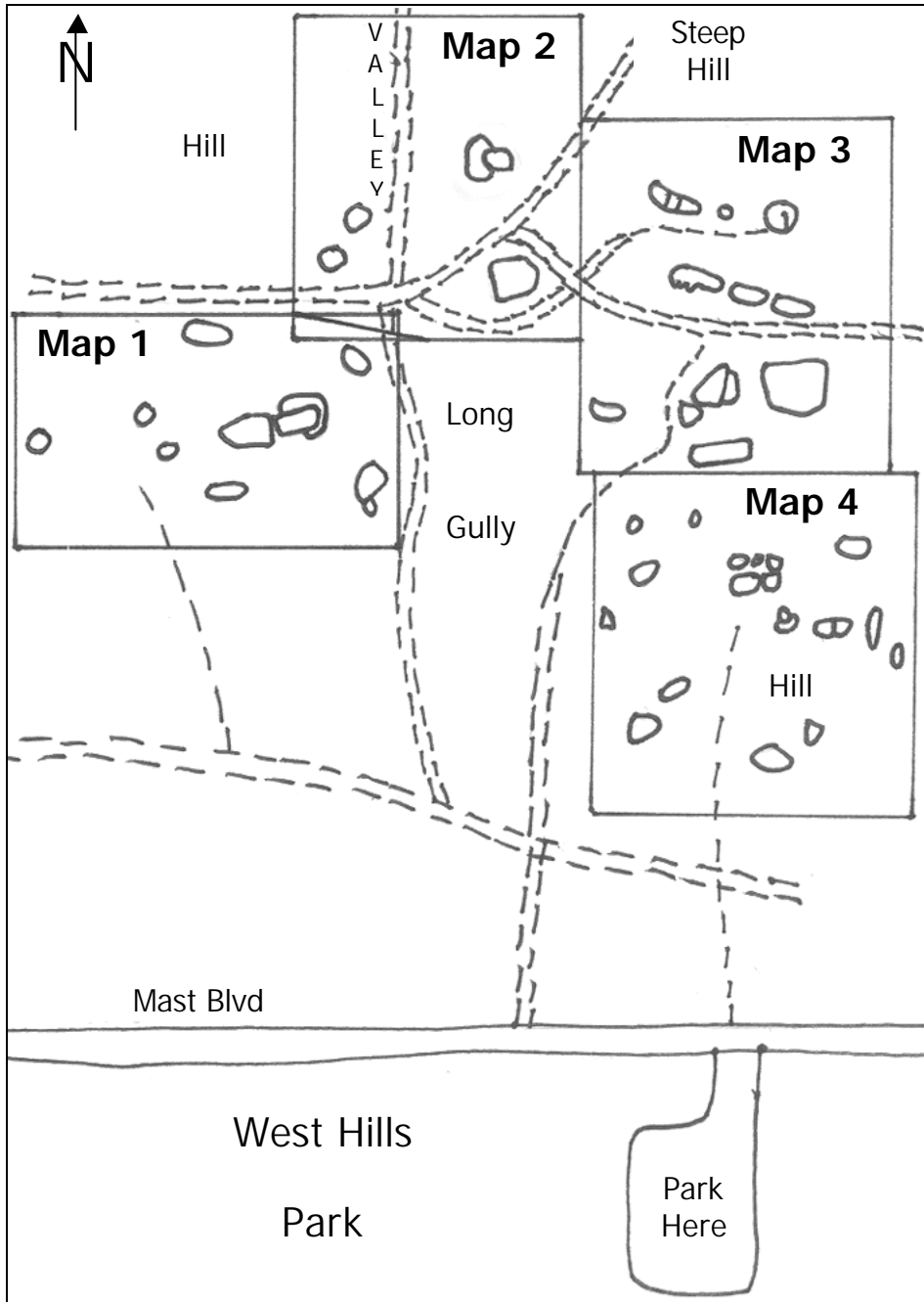
Location: City of Santee, San Diego County, California

How to get there: From Hwy. 52, exit at Mast Blvd. just as you enter Santee, head east on Mast Blvd. about 1/2 mi. and park in the West Hills Park parking lot (across the street from the boulders). From Mission Gorge Road in Santee, turn north on West Hills Parkway, after about 1 mi. turn east on Mast Blvd.

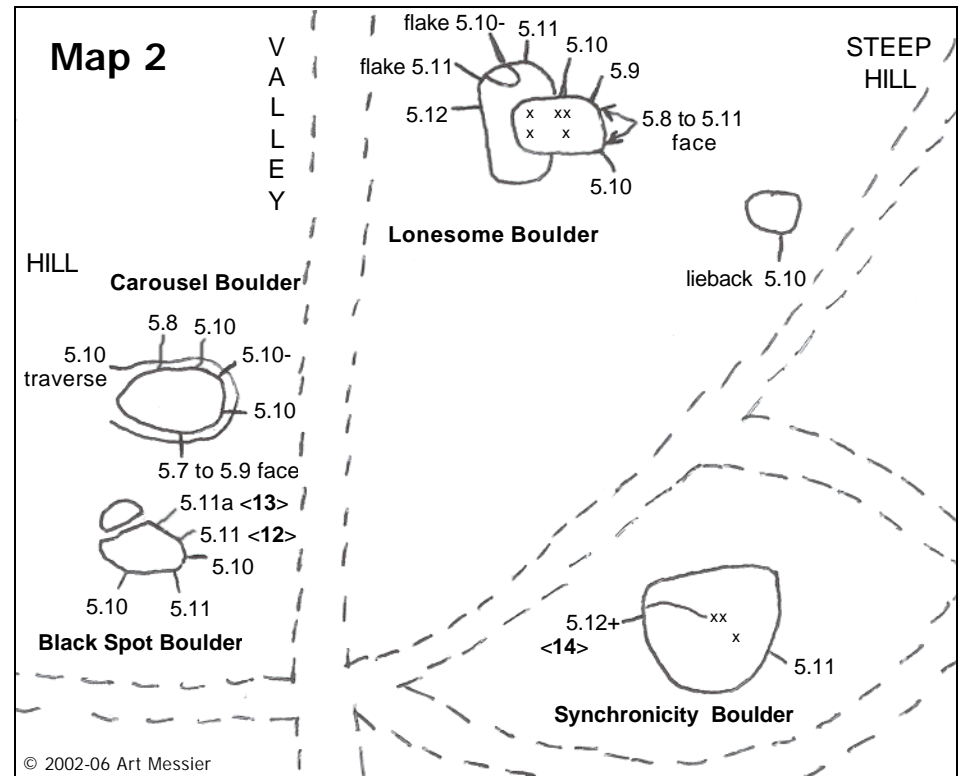
How to Get There



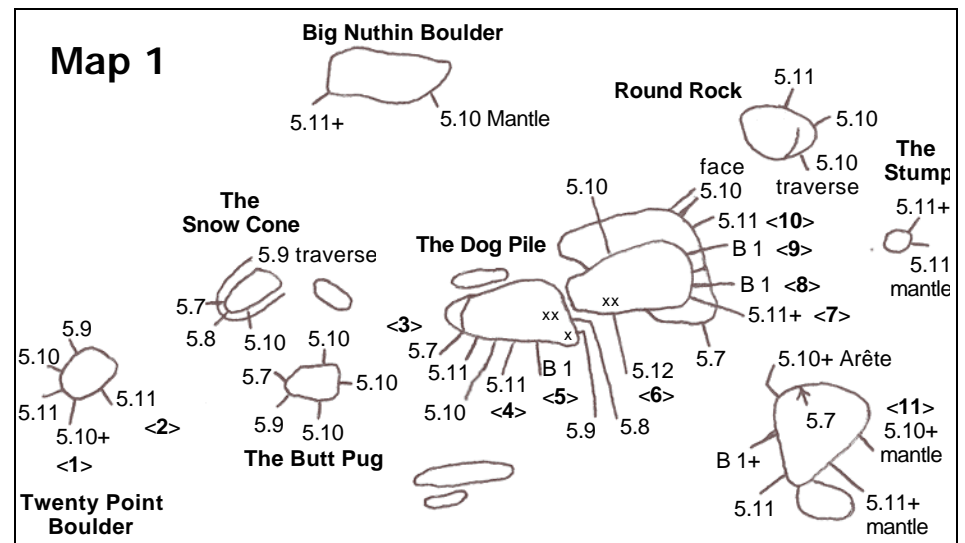
Santee Boulders - Overview Map

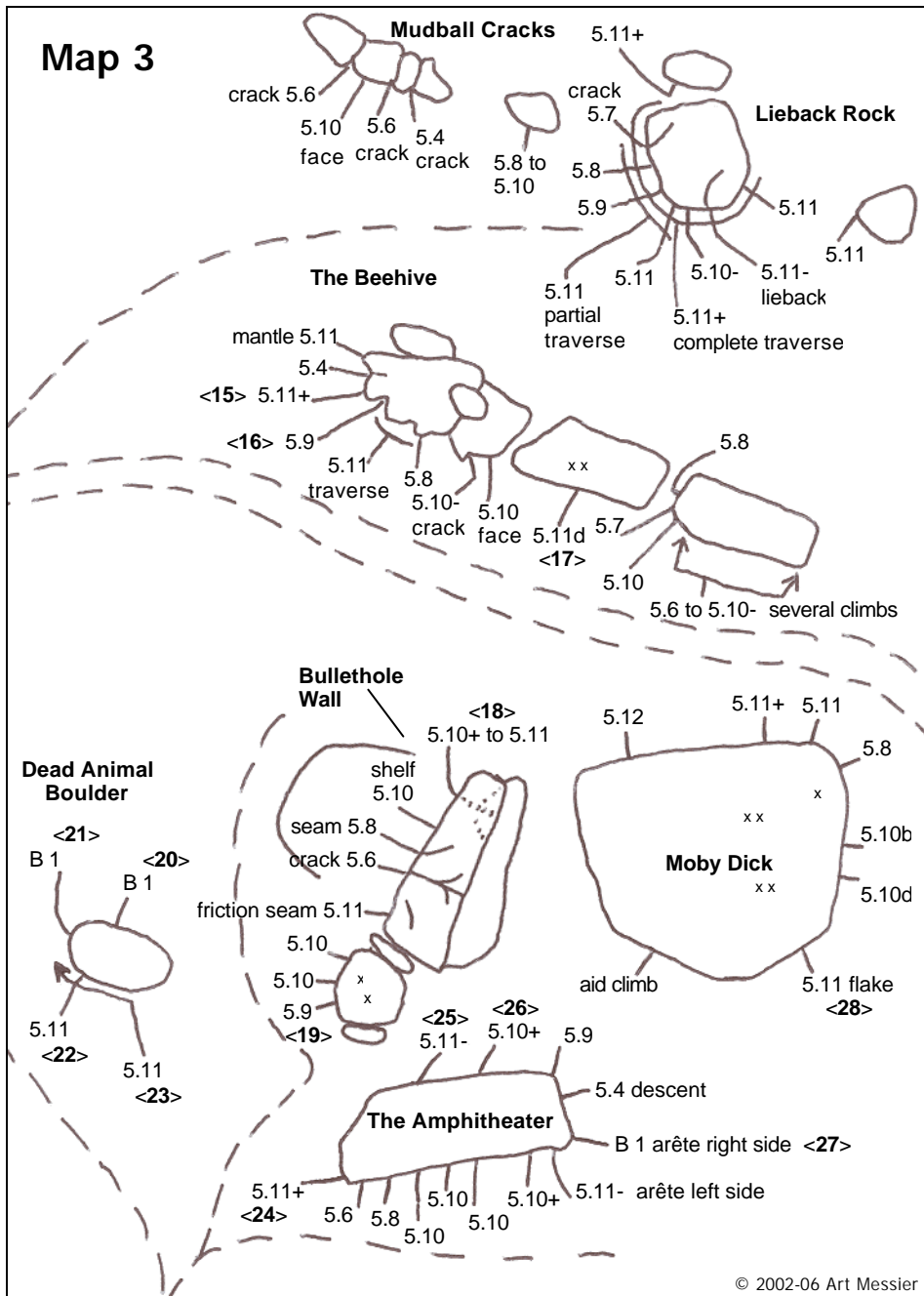


Note : All Maps are oriented North.

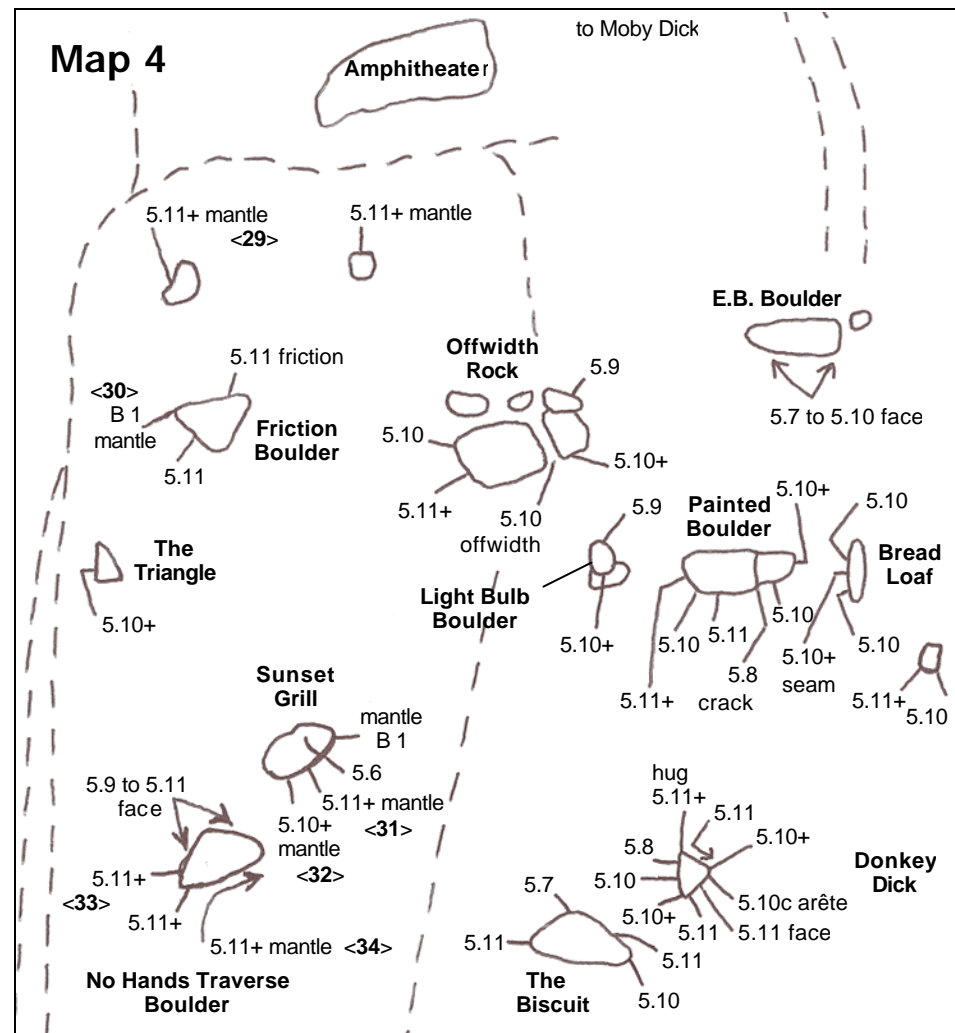


- | | | |
|-------------------------|--------------------------------|-------------------------|
| 1. Traverse (sit start) | 6. Dog Pile Face (3 bolt lead) | 11. Suzie's Mantle |
| 2. Twenty Point Problem | 7. Mantle Row Shelf | 12. Black Spot Left |
| 3. Crack Climb | 8. Curtis Mantle | 13. Black Spot Right |
| 4. Shockley's Lunge OTD | 9. B1 Shelf | 14. Synchronicity Crack |
| 5. Epperson's Lunge OTD | 10. Picket Mantle | |





- 15. Bearhug
- 16. Masochist Crack
- 17. Terrible Face
- 18. Bullet Hole Face
- 19. American Express
- 20. Long Tall Texan
- 21. Ron's Pharmacy
- 22. Animal Mantle
- 23. Dead Animal Traverse
- 24. Jumpstart
- 25. Powell Face
- 26. Walkman
- 27. One Cut Above
- 28. Frerick's Flight



- 29. Scoop Mantle
- 30. Rhino Horn
- 31. Sunstroke Mantle
- 32. Sunset Mantle
- 33. Doug Moon Memorial Face
- 34. The No Hands Traverse

Mount Helix Boulders

A Mini Guide: by John Pyjar
 Edited for printing and the web by Art Messier

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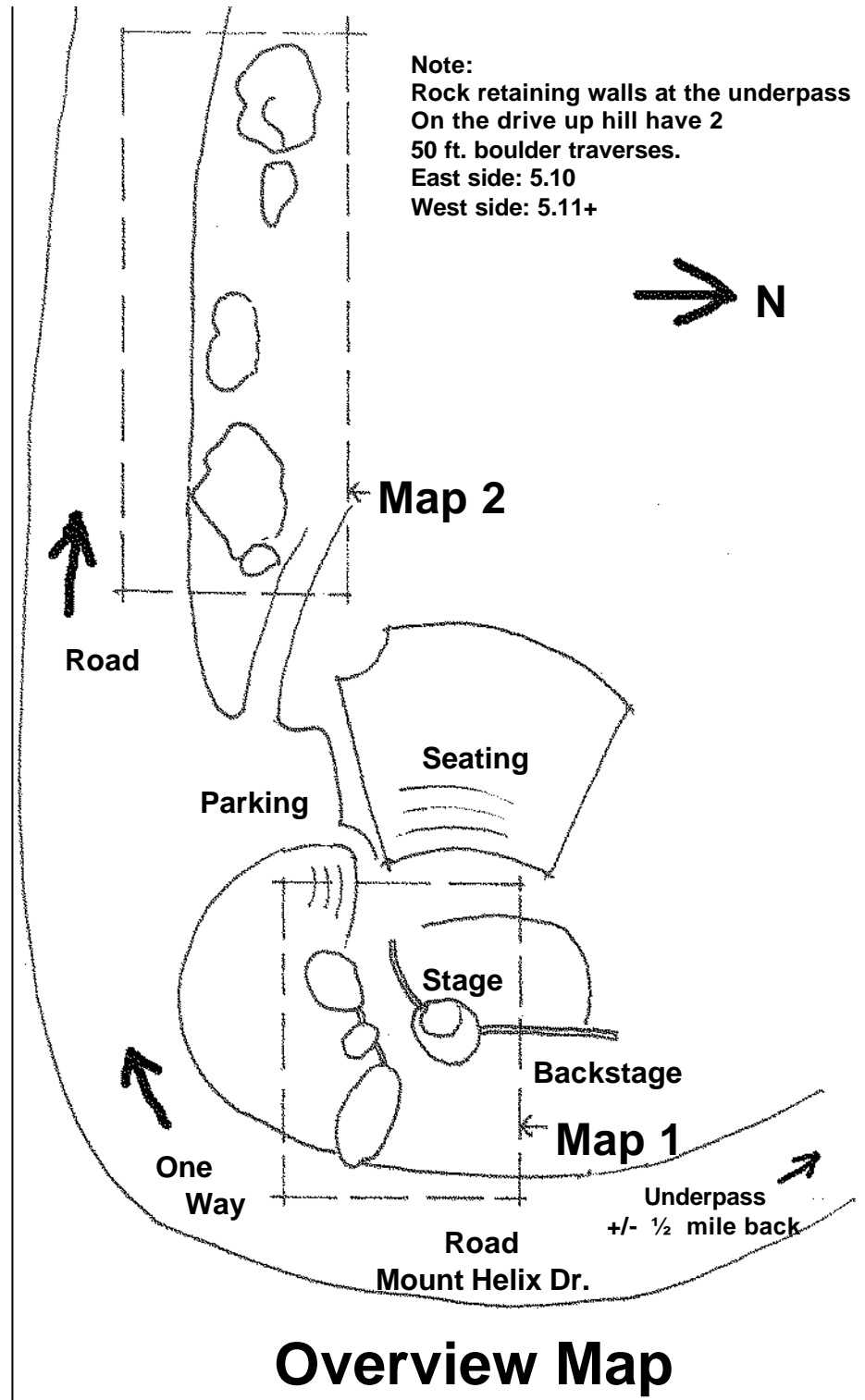
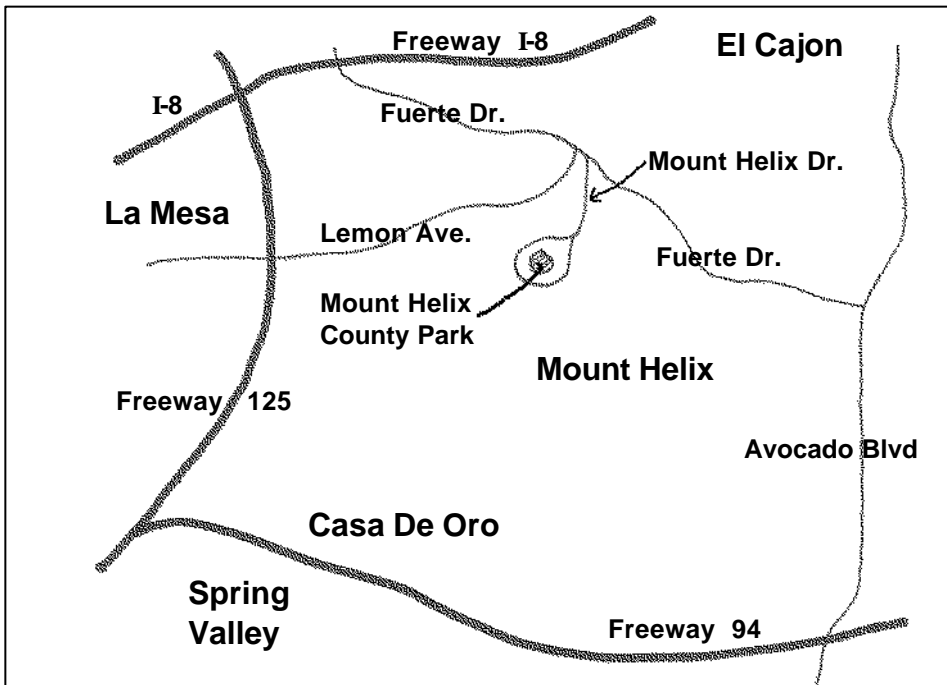
WARNING : Climbing is a dangerous activity You could be seriously injured or killed.
 Safety is your responsibility even if you get totally lame and incorrect information in this guide.

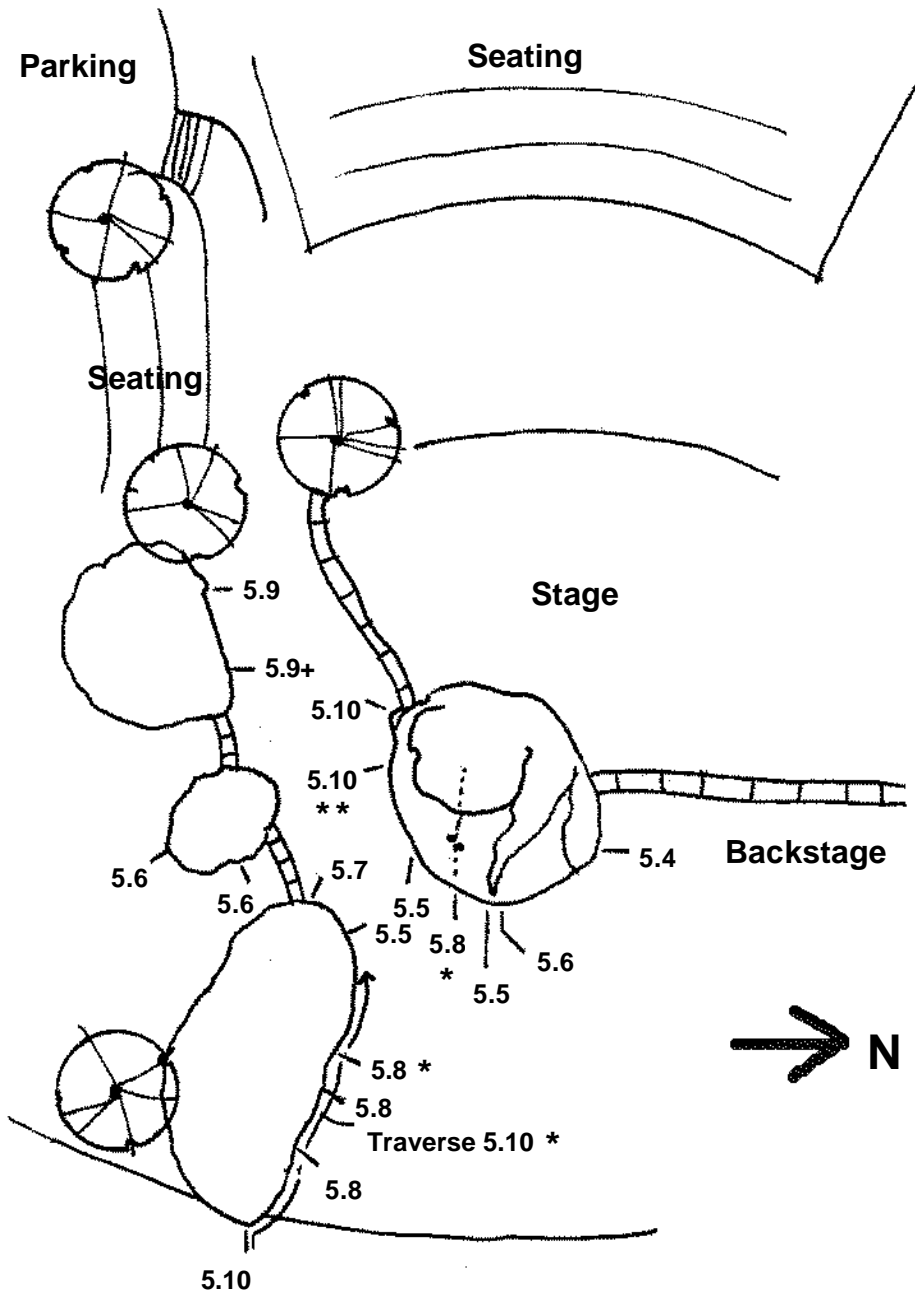
This small bouldering area is located at the top of Mount Helix in the very tiny Mount Helix County Park. Easy access makes this an ideal spot for a quick workout. While bouldering here, do not block traffic on the road, and stay low key to insure that access to the rocks continues to be allowed.

Types of Climbing: Bouldering
Number of Routes: 34
Ratings: 5.4 to 5.11

Location: Top of Mount Helix, San Diego County, California

How to get there: From Interstate 8 between La Mesa and El Cajon, take the Fuerte Dr. exit. Continue on Fuerte Dr. until just past Lemon Ave. where you take a right turn on Mount Helix Dr. Follow this road to the top of the hill.





Road

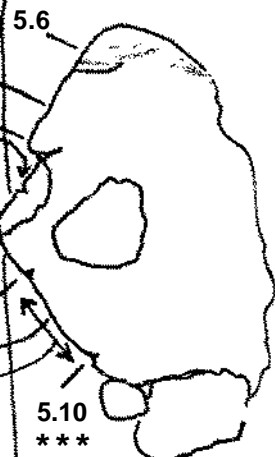
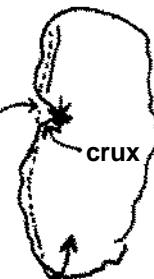
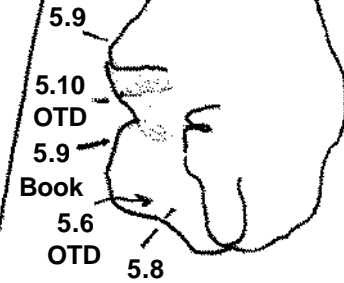
Map 1

Road

Road

Lowball Traverse
** 5.11-
(Heel/Toe Hook)

* 5.10
** 5.8
** 5.10
5.10
* 5.10
*** 5.9
*** 5.10
Traverse
5.9 - 5.10



Map 2