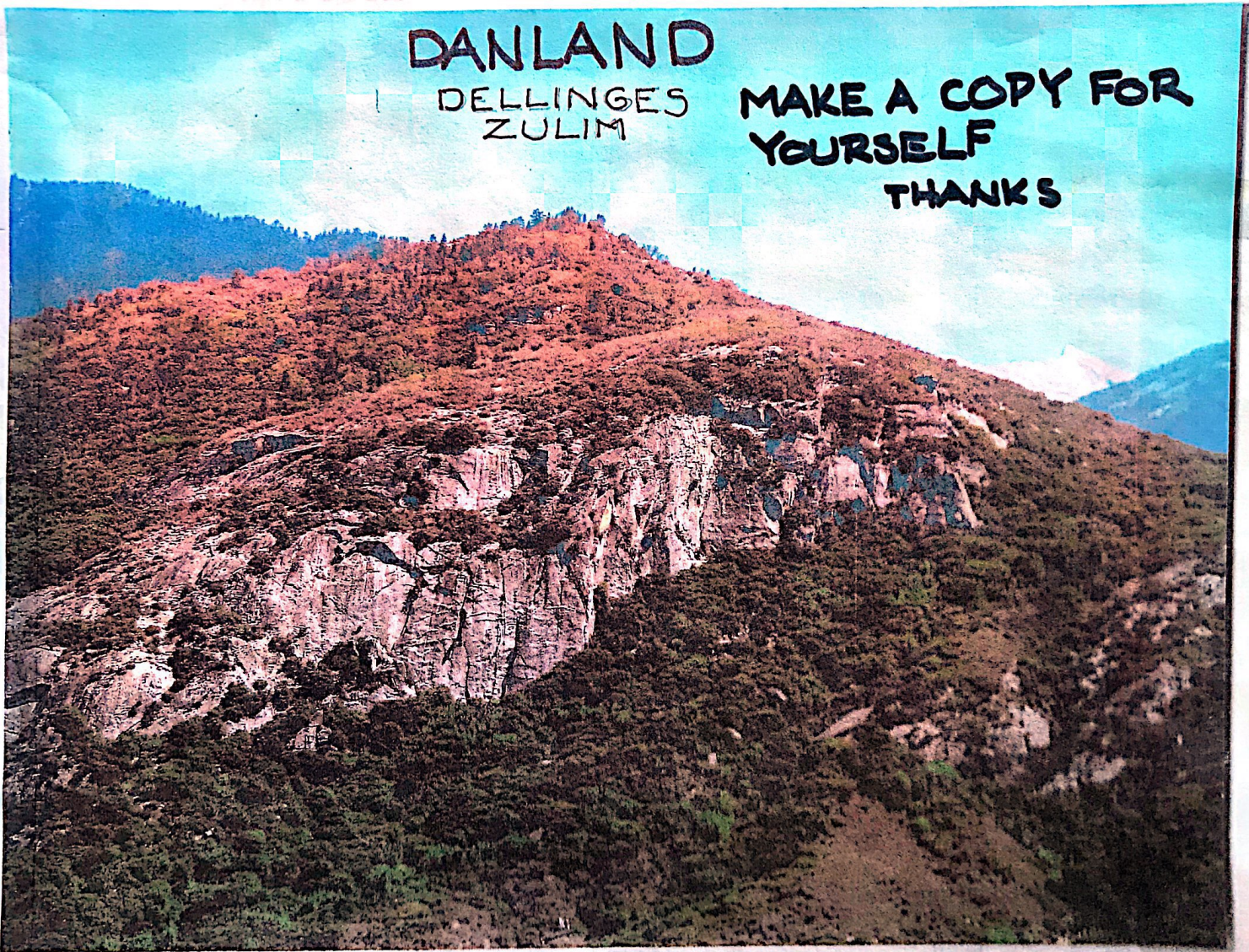


DANLAND

DELLINGES  
ZULIM

MAKE A COPY FOR  
YOURSELF  
THANKS



TURN OFF OF 198 ONTO THE MINERAL KING ROAD TRAVEL 9 MI TO THE MITCHELL RANCH<sup>1</sup> GO .15 MI TO CROSS SQUIRREL CREEK<sup>2</sup> GO .2 MI TO A COUNTY MAINTAINED ROAD SIGN, PARK HERE<sup>3</sup> WALK BACK DOWN ROAD 200' TO A WHITE ROAD MARKER THE TRAIL STARTS HERE ON YOUR RIGHT. PARK AT SEASONAL GATE FOR TRAIL TO RACE CRACK, FOUR KINGS<sup>4</sup>

TO VALHALLA AREA AND GRASSY KNOLL CLIMBS

④ TRAIL TO BEAR ROCK, SILLY PINNACLE, RACE CRACK, FOUR KINGS

NOTE: AT BASE OF VALHALLA IS AN X OVER TRAIL THAT LEADS TO ARC ANGEL AND ASTRID AREAS.

WATER TANK 200' SEASONAL GATE CATTLE GUARD

SQUIRREL CREEK CLIMBING

③ COUNTY MAINTAINED ROAD SIGN + PARK HERE WALK BACK DOWN ROAD 200' TO A WHITE ROAD MARKER - TRAIL STARTS HERE.

MINERAL KING ROAD MITCHELL RANCH

9 MI MARKER SIGN

SQUIRREL CREEK

198 TO SEQUOIA PARK

DANLAND

TO SILVE CITY

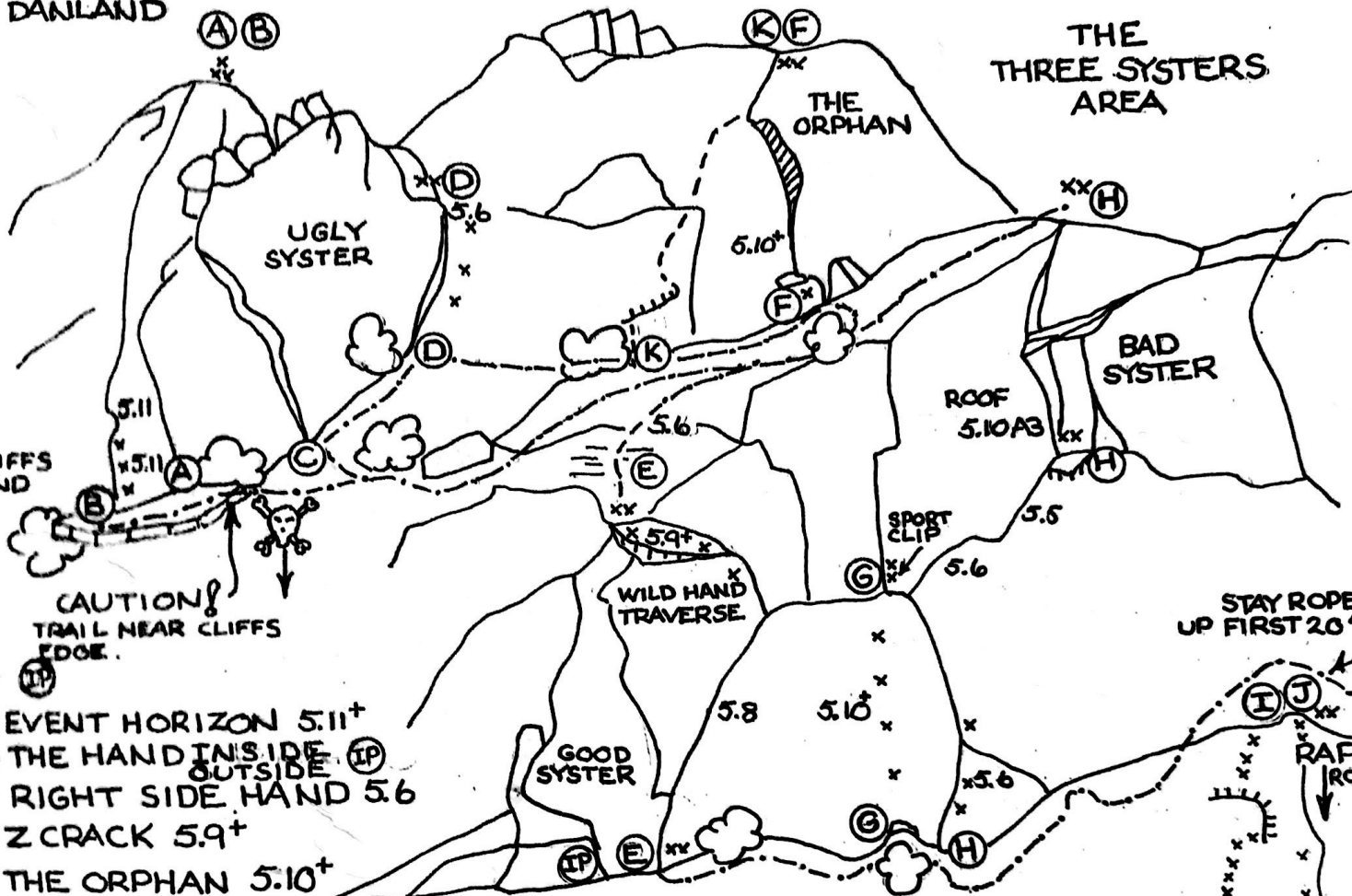
198

MINERAL KING ROAD

LOOKOUT POINT RANGER STATION

DANLAND

THE THREE SYSTEMS AREA



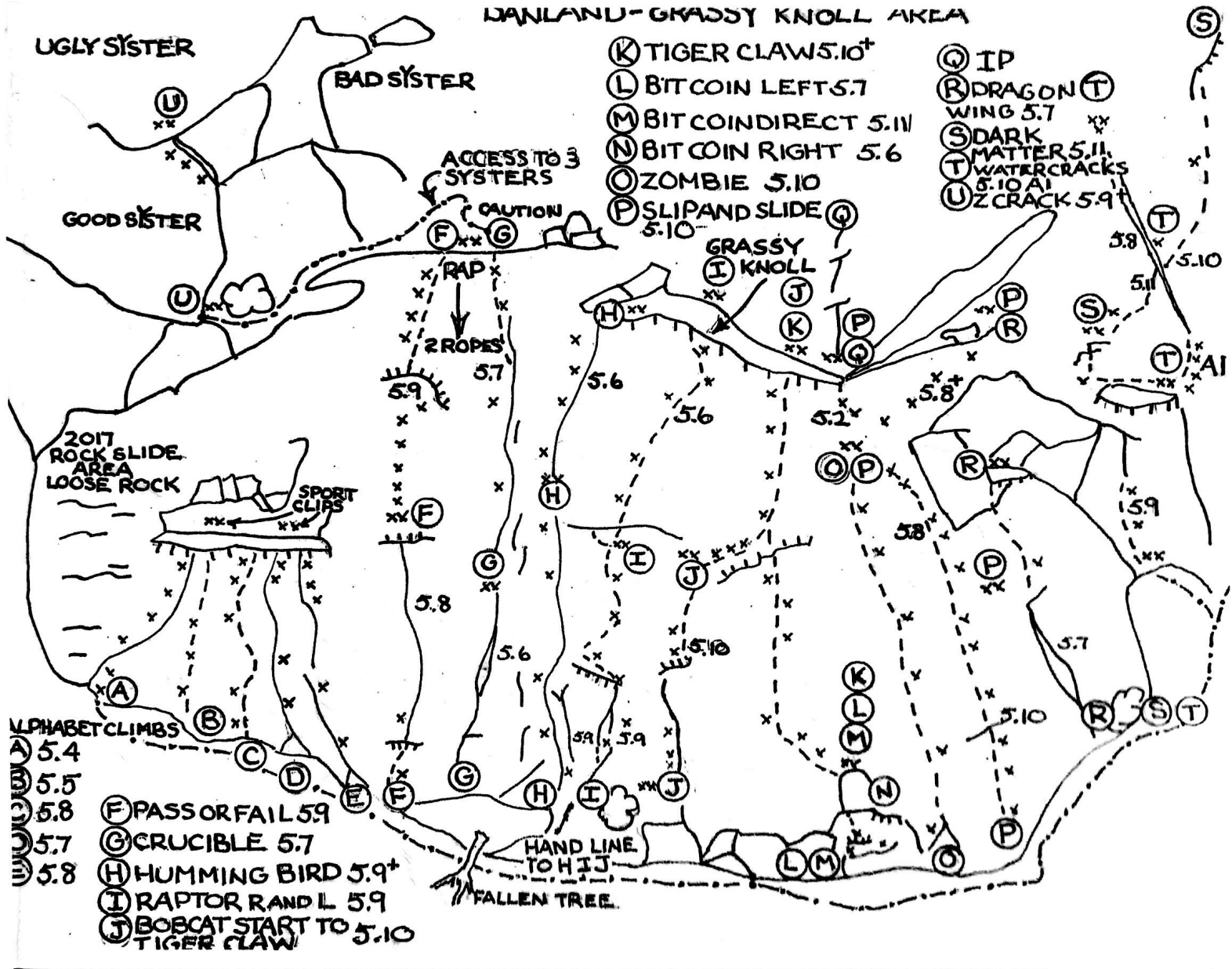
- (A) (IP)
- (B) EVENT HORIZON 5.11+
- (C) THE HAND INSIDE OUTSIDE (IP)
- (D) RIGHT SIDE HAND 5.6
- (E) Z CRACK 5.9+
- (F) THE ORPHAN 5.10+
- (G) SUDDEN IMPACT 5.10+
- (H) SEXTENE ROOF 5.10A3
- (I) PASS OR FAIL 5.9 USE I OR J TO ACCESS
- (J) CRUCIBLE 5.7 THREE SYSTEMS AREA
- (K) (IP)

STAY ROPED UP FIRST 20'

RAP 2 ROPES

TO THE ALPHABET CLIMBS

DANLAND - GRASSY KNOLL AREA



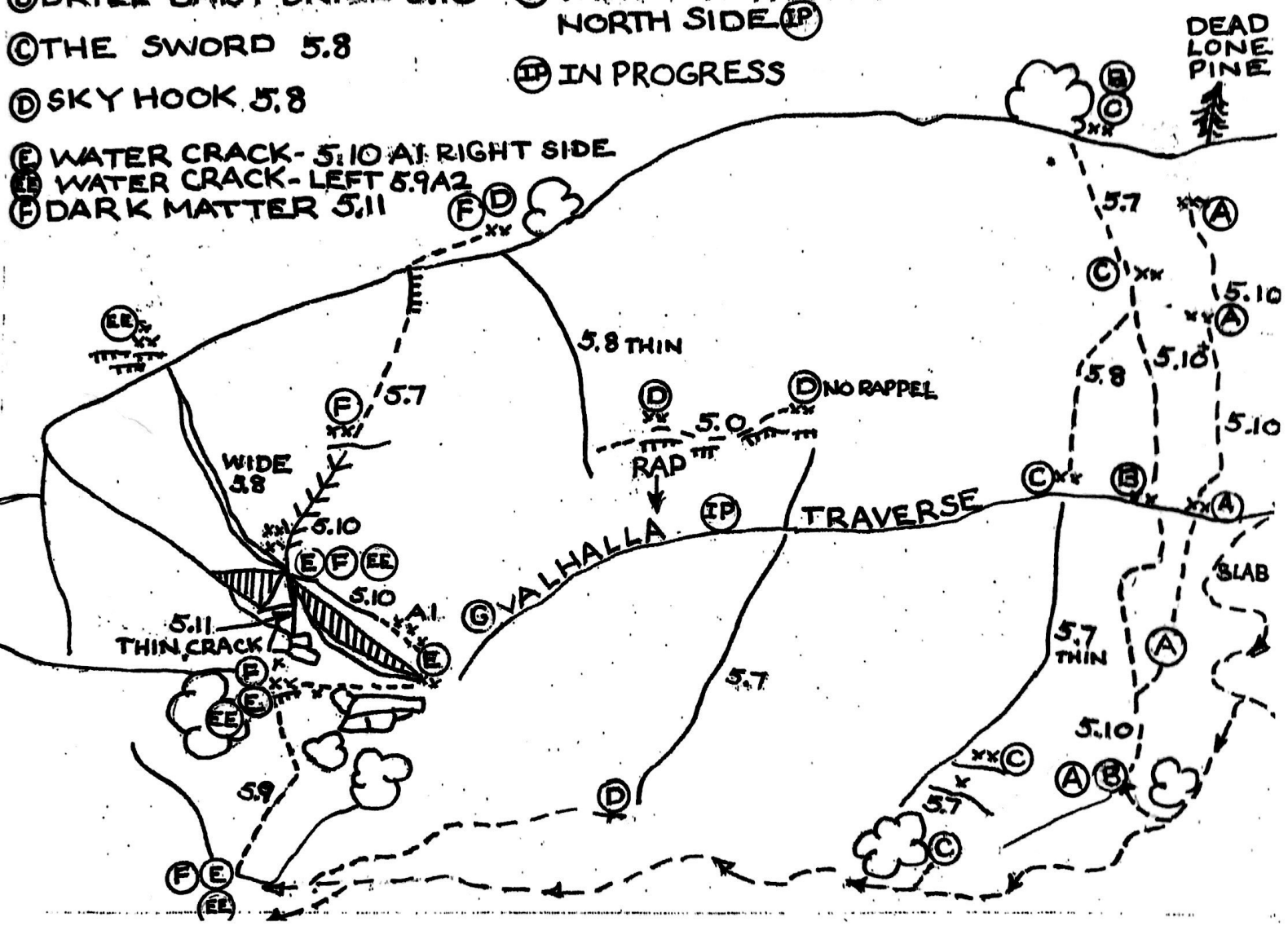
- (K) TIGER CLAWS 5.10+
- (L) BITCOIN LEFT 5.7
- (M) BITCOIN INDIRECT 5.11
- (N) BITCOIN RIGHT 5.6
- (O) ZOMBIE 5.10
- (P) SLIP AND SLIDE 5.10

- (Q) IP
- (R) DRAGON T WING 5.7
- (S) DARK MATTER 5.11
- (T) WATER CRACKS 5.10 AI
- (U) Z CRACK 5.9

- ALPHABET CLIMBS
- (A) 5.4
  - (B) 5.5
  - (C) 5.8
  - (D) 5.7
  - (E) 5.8
  - (F) PASS OR FAIL 5.9
  - (G) CRUCIBLE 5.7
  - (H) HUMMING BIRD 5.9+
  - (I) RAPTOR RAND L 5.9
  - (J) BOBCAT START TO TIGER CLAW 5.10

# VALHALLA AREA

- Ⓐ LANCELOT 5.10
- Ⓑ DRILL BABY DRILL 5.10
- Ⓒ VALHALLA TRAVERSE NORTH SIDE Ⓜ
- Ⓓ THE SWORD 5.8
- Ⓜ IN PROGRESS
- Ⓔ SKY HOOK 5.8
- Ⓟ WATER CRACK - 5.10 AT RIGHT SIDE
- Ⓠ WATER CRACK - LEFT 5.9A2
- Ⓡ DARK MATTER 5.11

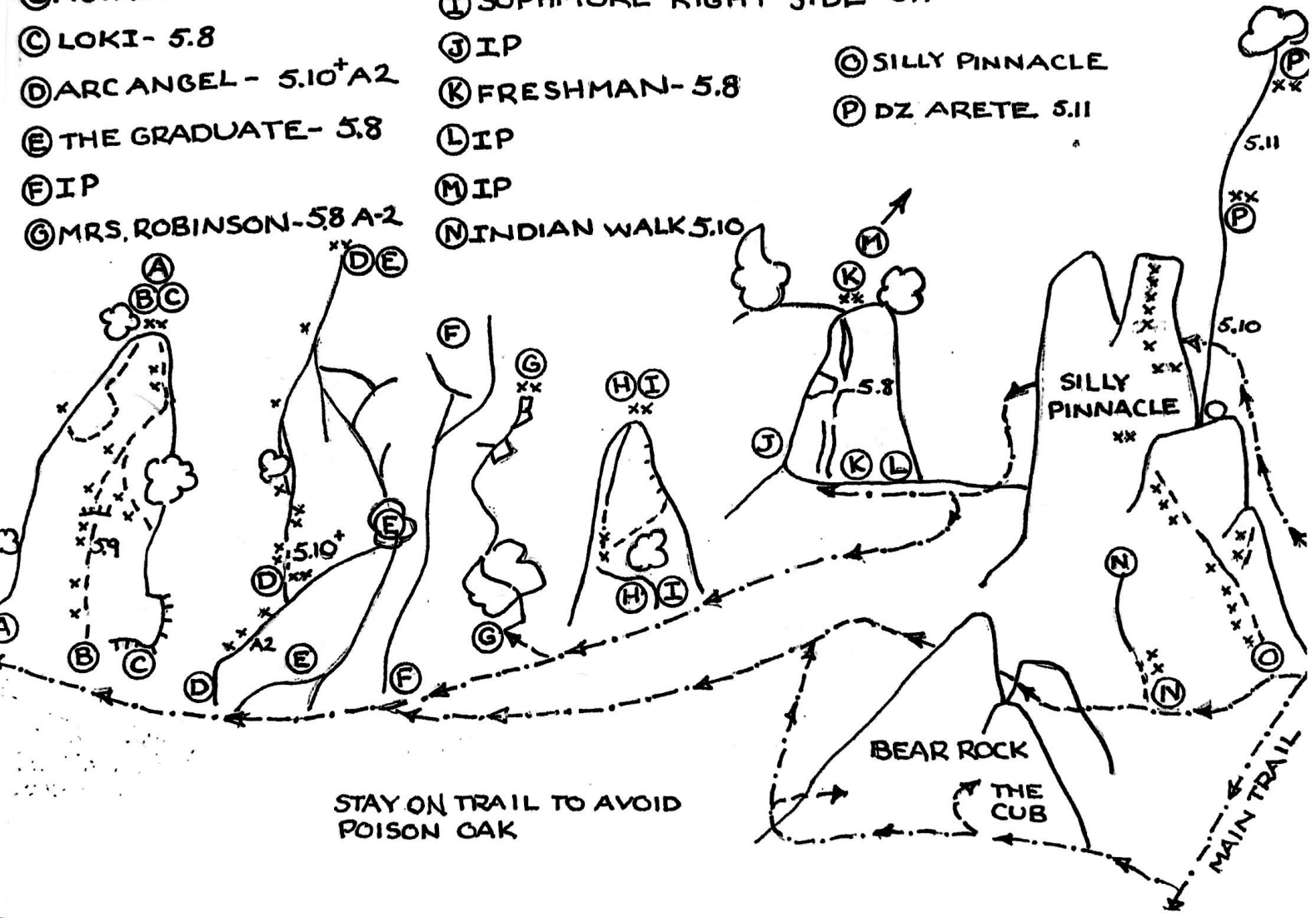




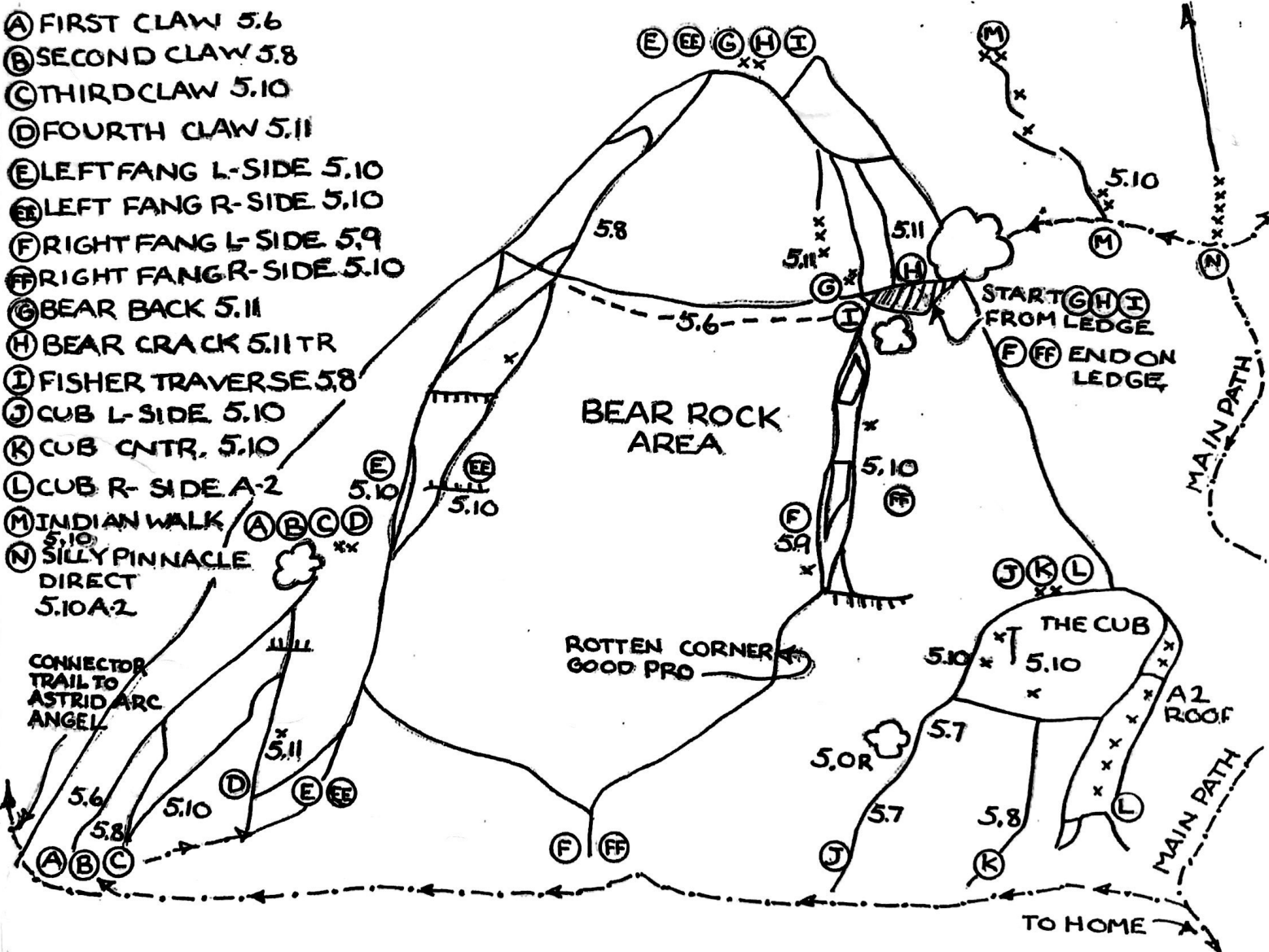
- Ⓐ THOR - 5.8
- Ⓑ ASTRID - 5.9
- Ⓒ LOKI - 5.8
- Ⓓ ARC ANGEL - 5.10<sup>A2</sup>
- Ⓔ THE GRADUATE - 5.8
- Ⓕ IP
- Ⓖ MRS. ROBINSON - 5.8 A-2

- Ⓗ SOPHMORE LEFT SIDE - 5.7
- Ⓘ SOPHMORE RIGHT SIDE - 5.7
- Ⓙ IP
- Ⓚ FRESHMAN - 5.8
- Ⓛ IP
- Ⓜ IP
- Ⓝ INDIAN WALK 5.10

- Ⓞ SILLY PINNACLE
- Ⓟ DZ ARETE 5.11



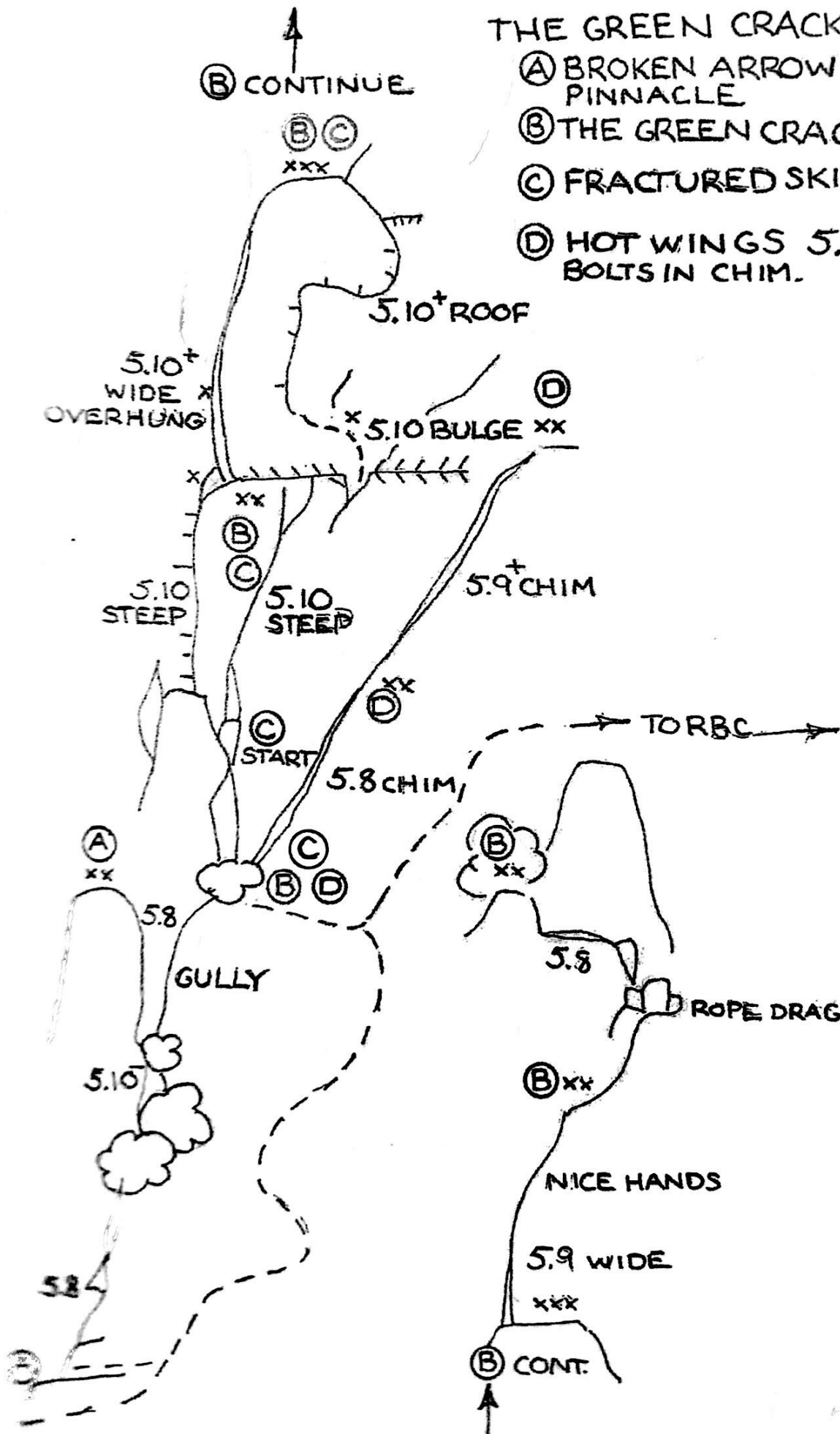
- (A) FIRST CLAW 5.6
- (B) SECOND CLAW 5.8
- (C) THIRD CLAW 5.10
- (D) FOURTH CLAW 5.11
- (E) LEFT FANG L-SIDE 5.10
- (EE) LEFT FANG R-SIDE 5.10
- (F) RIGHT FANG L-SIDE 5.9
- (FF) RIGHT FANG R-SIDE 5.10
- (G) BEAR BACK 5.11
- (H) BEAR CRACK 5.11 TR
- (I) FISHER TRAVERSE 5.8
- (J) CUB L-SIDE 5.10
- (K) CUB CNTR. 5.10
- (L) CUB R-SIDE A-2
- (M) INDIAN WALK 5.10
- (N) SILLY PINNACLE DIRECT 5.10A-2



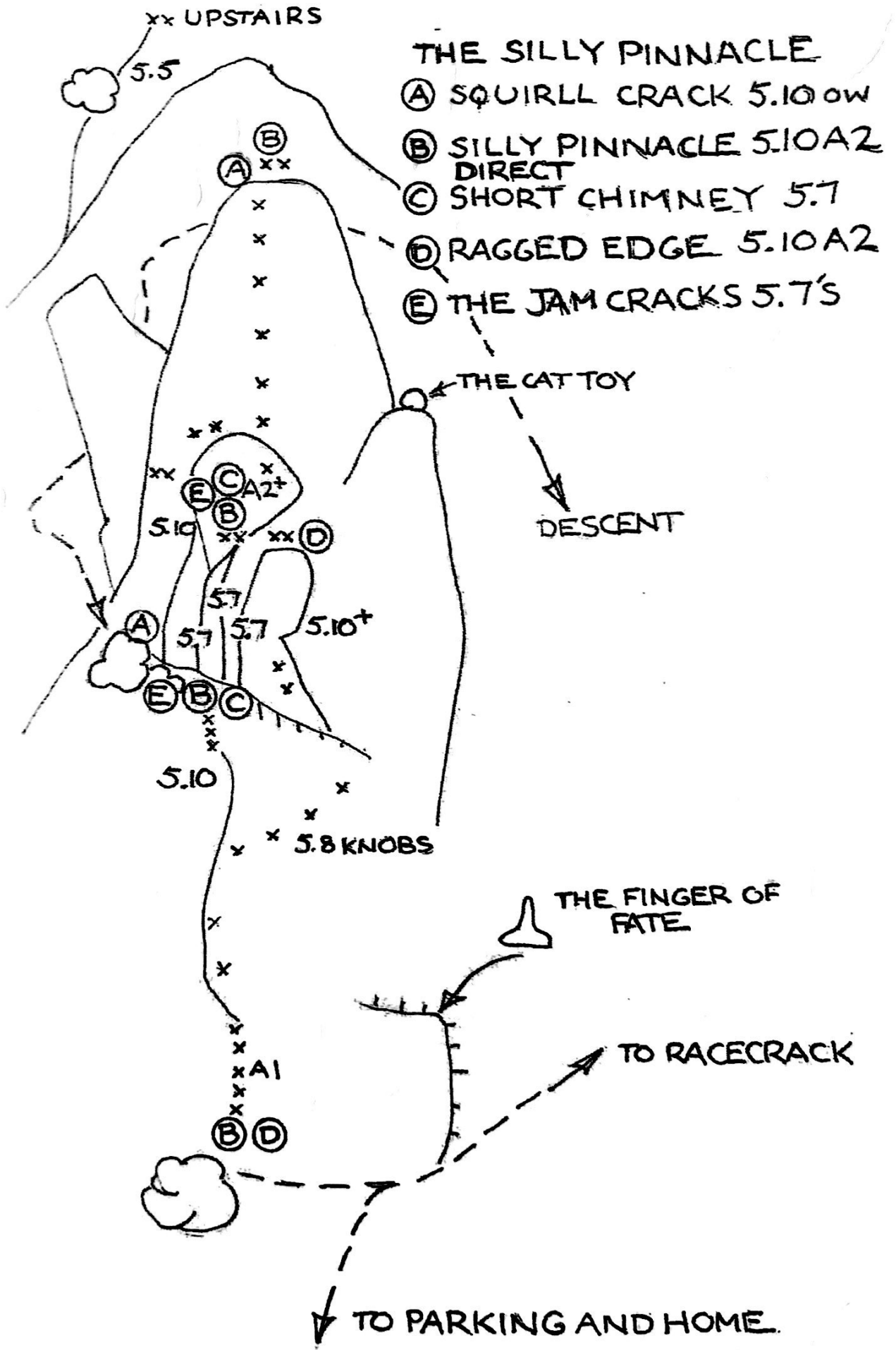


# THE GREEN CRACK AREA

- (A) BROKEN ARROW 5.10<sup>-</sup> PINNACLE
- (B) THE GREEN CRACK 5.10<sup>+</sup>
- (C) FRACTURED SKIES 5.10<sup>+</sup>
- (D) HOT WINGS 5.9<sup>+</sup> BOLTS IN CHIM.

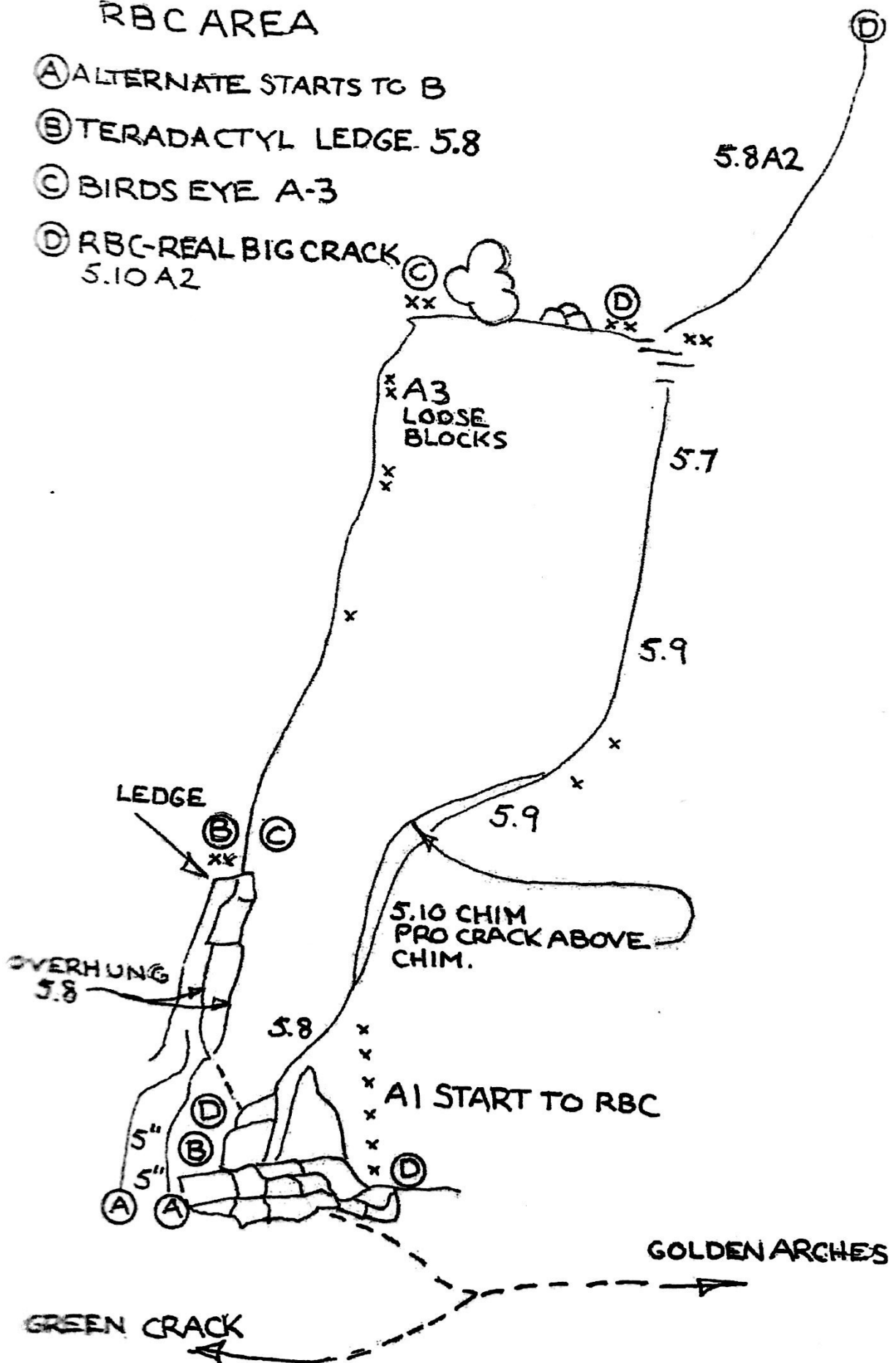






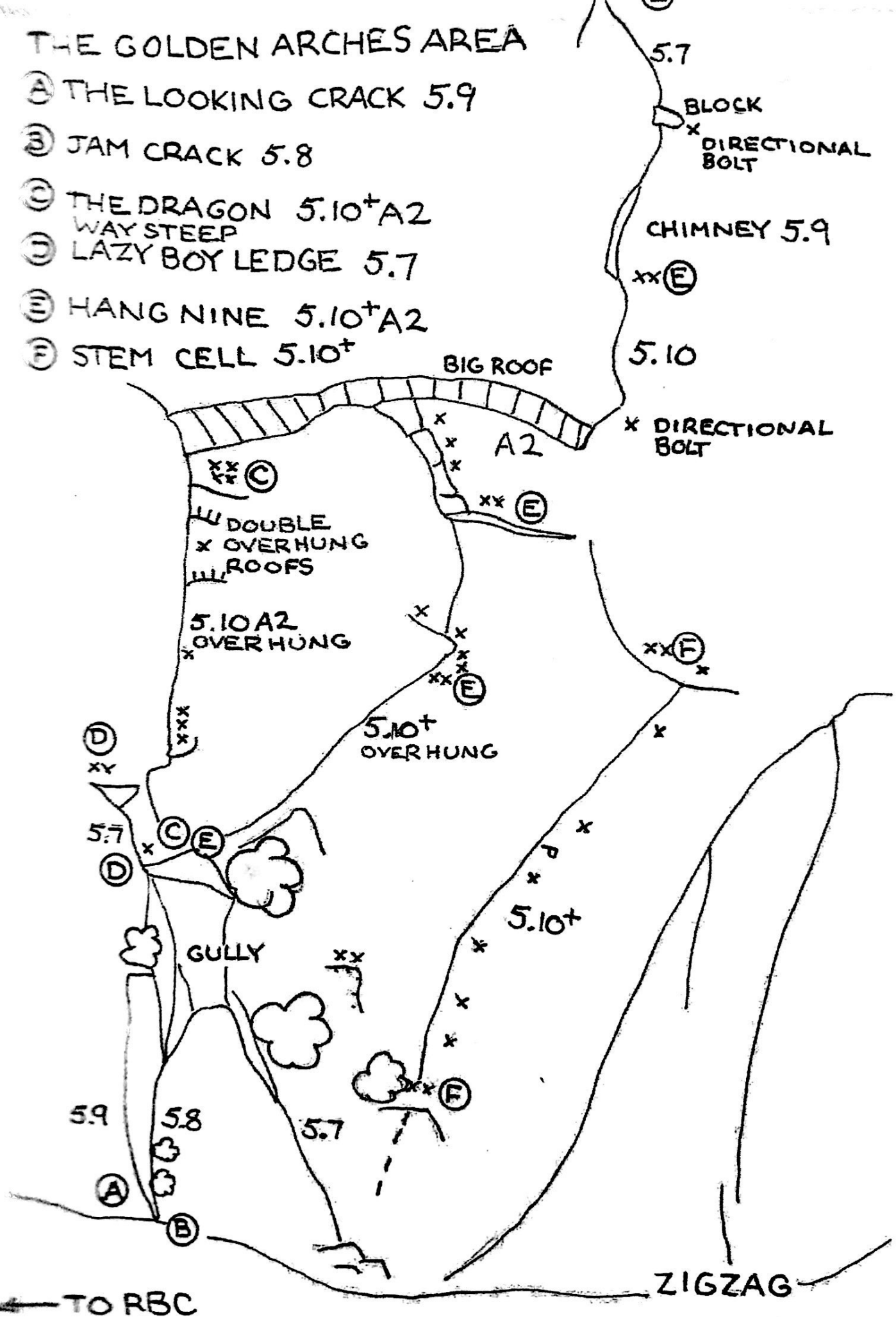
# RBC AREA

- Ⓐ ALTERNATE STARTS TO B
- Ⓑ TERADACTYL LEDGE 5.8
- Ⓒ BIRDS EYE A-3
- Ⓓ RBC-REAL BIG CRACK 5.10 A2



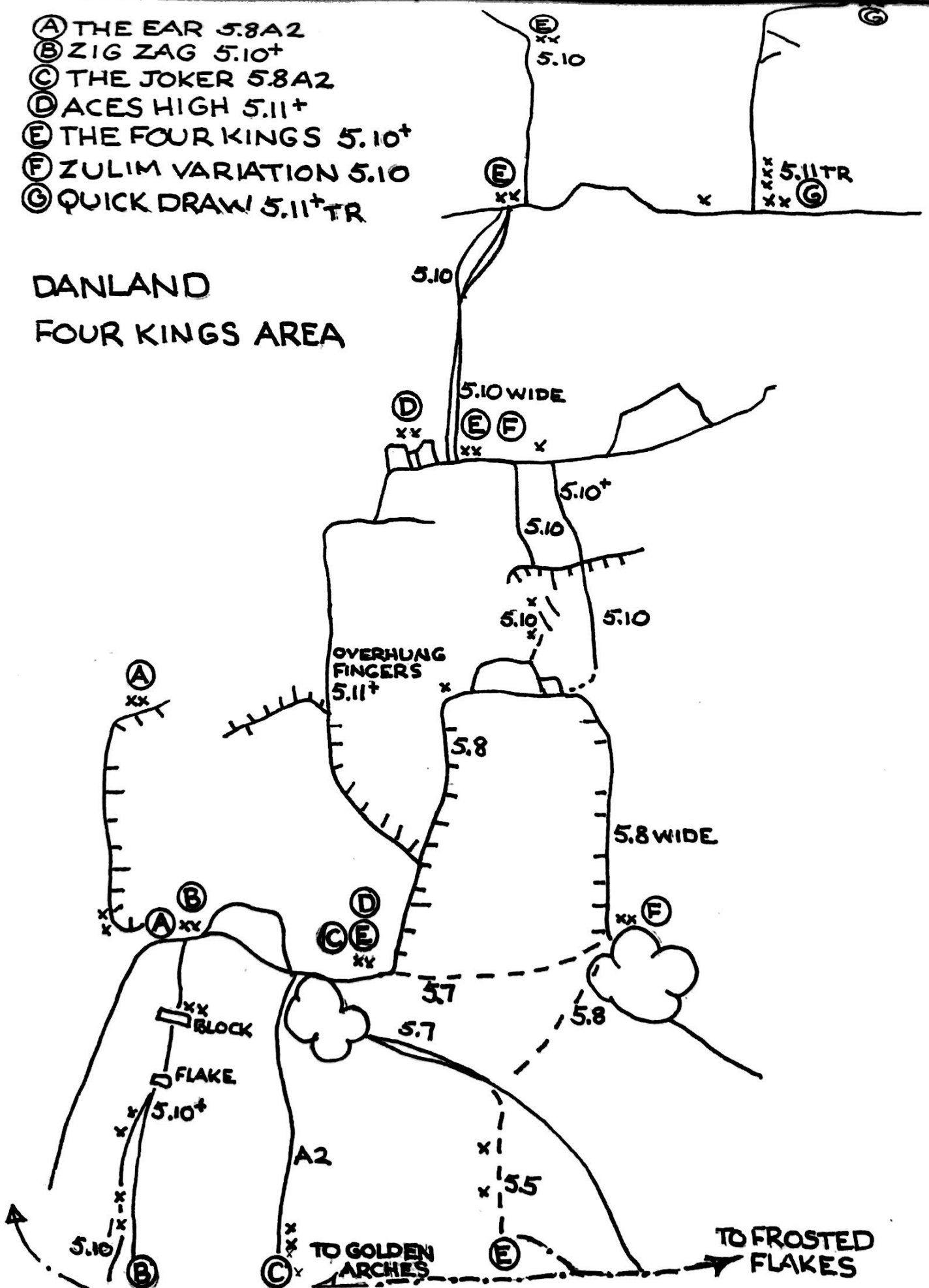
# THE GOLDEN ARCHES AREA

- Ⓐ THE LOOKING CRACK 5.9
- Ⓑ JAM CRACK 5.8
- Ⓒ THE DRAGON 5.10<sup>+</sup>A2  
WAY STEEP
- Ⓓ LAZY BOY LEDGE 5.7
- Ⓔ HANG NINE 5.10<sup>+</sup>A2
- Ⓕ STEM CELL 5.10<sup>+</sup>

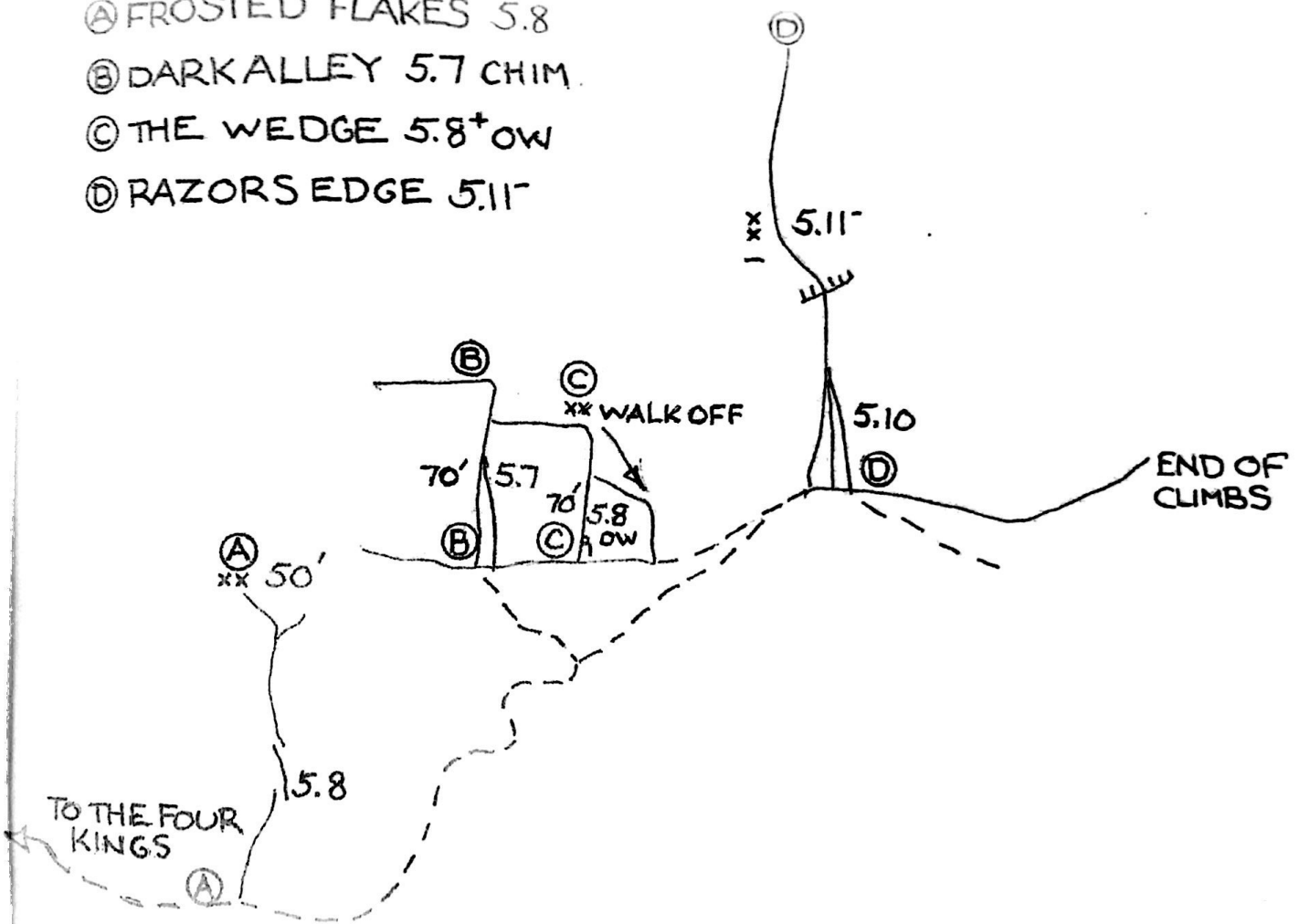


- Ⓐ THE EAR 5.8A2
- Ⓑ ZIG ZAG 5.10+
- Ⓒ THE JOKER 5.8A2
- Ⓓ ACES HIGH 5.11+
- Ⓔ THE FOUR KINGS 5.10+
- Ⓕ ZULIM VARIATION 5.10
- Ⓖ QUICK DRAW 5.11+TR

DANLAND  
FOUR KINGS AREA



- Ⓐ FROSTED FLAKES 5.8
- Ⓑ DARK ALLEY 5.7 CHIM.
- Ⓒ THE WEDGE 5.8<sup>+</sup> OW
- Ⓓ RAZORS EDGE 5.11<sup>-</sup>



## DANLAND UPDATES

2018

1. **The ugly syster.** We decided not to do the left and center routes due to very large and potentially loose rocks. We actually did rappel it for a close look and decided against it.
2. **Sixteen Roof.** Still working on it. Top rope is in place. Looks like it will need someone who can do single arm pull ups. The aid placements are A-3 pins so we will probably install fixed cabled draws for the free version attempts. You can see the high point of our attempts.
3. **Zombie.** A face climb just left of Slip and Slide at the Grassy Knoll climbs. It is 5.10 with a tricky traverse and ends in one long pitch at the second belay station of Slip and Slide. It takes over a dozen draws, a couple of 2ft runners, and a 70 meter rope. There are several areas of difficulty.
4. **Lancelot.** We completed the first pitch of Lancelot, 5.9 – 5.10, mostly face, bolt protected. The pitch begins on Drill Baby Drill to the right traversing crack and ramp. Follow the ramp right to its end then up to the original bolt belay, which now has rappel rings. This now completes Lancelot with 3 pitches. Take draws for the bolts. You can use some small cams on the ramp crack, but it will add a lot of friction.
5. **Edge of Tomorrow.** Four (4) pitches. (5.8, 5.10, 5.9+, and 5.8). The climb begins using the first pitch of The Serpent, or you can use the Valhalla traverse. Using the same 2ed pitch belay, follow a small dyke up and right. Bolts will show the way to a smooth ramp leading up to the belay bolts and small footholds. This belay is a short distance from the Angel Fire belay ledge. The next pitch is very exciting as it goes up to the crack system leading over the large roofs and traversing most of its distance to a very nice, but difficult to see dyke. This pitch requires 18 draws, three must extend to three (3) feet to reduce rope drag. Take several cams, one each at 4", 2", and 1". The rest are all bolts. This is a very long pitch, all drilled on lead. The pitch ends on a small ledge at the base of the final dyke. This last pitch is a good half pitch in length. It has about six or so bolts with an easy runout to the belay. This is one of the most exposed climbs in the Valhalla area. You will need two ropes to rappel from the lower dyke belay over the large roofs to the Angel Fire belay. Use caution as the edge is knife sharp, so rappel straight down to the lower ramp, then walk across without tension to the belay/rappel. Dragging the ropes across the roof edge will cut it. We lost one rope before we got all the edge protectors in during the first ascent.
6. **Whiskers.** 5.9+, face. This climb came about during the many rappels while working on Edge of Tomorrow. The climb begins about 25 ft to the right of Edge of Tomorrow off of the Valhalla traverse. Two bolts mark the belay. The route follows a very small dyke up and left where the dyke continues up about 90 feet to a belay with foot holds. Knowing how to mantle will help on this route. Take eight draws. The route comes very close to the Ramp on the second pitch of Edge of Tomorrow. We ended it independently to avoid crowding belays.
7. **Vulcan.** 5.10+, face. This climb is left of Angel Fire, and looks like a twin. Although it looks similar to Angel Fire the climbing is different. Near the top of the climb a ledge leads left to the belay station of Edge of Tomorrow.
8. **Night Fury.** This is the large cave and upper off width/chimney at the right side end of Valhalla traverse. Access is via the low angle gully with several small oaks. It is 200 ft. to the base of the roof. Part of that section is 5.10+ or 5.11, not sure yet. The cave and roof are still under advisement. Many ropes fixed here, with lots of edge protection.