

DANLAND

Route descriptions by

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How to get there: Start in Three Rivers, California, 93271. Drive along State Route 198 east, to the Mineral King road. Follow the Mineral King road towards Silver City to a reference point known as the Mitchell Ranch at mile 9.0. Continue another 0.35 miles crossing Squirrel Creek to a county road sign reading "County Maintained Road" on the right, with a large dirt turnout. This is the parking area for the trail leading to the Valhalla, Water Crack, Grassy Knoll, and Three Sisters climbing areas. The trail begins down the road and on the right about 200 ft., near the culvert reflector. The parking for the upper trail is another 0.1 miles further, with parking on either side of the cattle guard. Walk up the road about 200 ft., just past the concrete water tank and large boulder, to a steep dirt hillside with foot steps leading up to the main trail. Follow this trail to the Bear Rock junction, just above the large diamond shaped boulder, or continue up to the main cliff, beginning with the bolt ladder on Silly Pinnacle. The side trail leading to Bear Rock continues around to the left and up through a short gully and intersects the trail leading to the Astrid, Thor, and Loki climbs, and the Valhalla rappel. This trail comes out at the Arc Angel and The Graduate climbs and links to the upper trail leading towards The Sophomore, Freshman, and upper Silly Pinnacle Climbs. Return to either parking area from the climbs farthest is about 18 minutes for The Alphabet climbs, and about 20 minutes for Razors Edge. Please use the trails to avoid poison oak and to reduce erosion. The paths will take you to all the climbing. Remember: all climbing is dangerous and requires individual responsibility as there are no guarantees of safety. Equipment and judgement can fail, so choose your path with care. One special note is that nearly all the climbing here requires the ability to rappel. Only one pitch on the whole cliff has a walk off. Most of the climbs were established using 60 meter ropes. Although many of the climbs are half pitch in length, you should still bring two ropes. There are a number of sport anchors; those are listed in the descriptions. Be sure to follow the three basic rules of climbing - #1 Don't Fall, #2 is also Don't Fall, and of course #3 is Don't Fall. Then there is an old saying that goes – "There are old climbers, and there are bold climbers, but there are no old, bold climbers"

Silly Pinnacle Direct: 5.7, A2, 3 pitches. This climb begins at the base of the cliff via an obvious bolt ladder. Stem the tree and follow the bolts up to a very thin crack leading left, which can be climbed 5.10, to another 3 bolts, (free and/or aid), leading to easy climbing up and left to a large tree and bolt anchor at the base of two very nice cracks. Avoid the tree as it is often covered in ants. Pitch two follows either short crack to another anchor under a roof. Pitch three aids this roof. It is overhanging and

awkward. Beyond are several fixed pins that can be passed with a cheater stick, followed by an odd mantle at the base of another bolt ladder leading to the summit. A fixed anchor allows a short rappel to the path below. Take a cheater stick and pecker heads. Pro #1 tcu to 3" cams, several each. The third pitch uses a lot of ½" to ¾".

Jagged Edge: 5.10+, A1, 2 pitches. Begin on the first pitch of the Silly Pinnacle. Where the thin crack leads to knobs on the right follow the bolts right to a difficult mantle leading to an anchor on the left. The second pitch follows an obvious crack with some bolts for protection to an overhanging roof. This now becomes interesting as the crack above is wide (4"+) with major body action, as in, rotation. Follow the crack right to a vertical crack leading to a directional bolt for the anchor on the left. There are a few fixed pins to aid pro on the lower thin crack. The second pitch requires ½" to 4". It is very difficult to see into the crack for placement of gear.

Following the path left at the base of silly pinnacle leads to the top of Bear Rock and the routes found there. Continuing to the right will take you to the main wall with the obvious bolts of the sport route known as Lizard Run on the right and the five bolts of Toes and Paws on the left. We will begin the descriptions from the above and far left near the top of the Silly Pinnacle.

The Crescent Cracks: 5.8, A3, one pitch very long. The first crack also goes free at 5.11. This climb follows the very prominent and sweeping cracks from a very nice ledge. Climb up following pro bolts to the main crack. Continued right to near the end where bolts lead up to the second crack. Follow this crack to its end where bolts, tie offs, knife blades and some free will lead you to the anchor. We have been able to climb free the entire first crack, so an anchor has been established. This also allows for an excellent top rope. Some years the cracks are used competitively by both bats and swallows. It can become very dirty. Best climbed free during early spring or late fall. Bring a brush, and big cams, two each of 4", 3.5", 3", 2", and some small stuff as the crack will narrow to a #1 TCU at the belay. There is no ledge.

Crack and up: 5.8 one long pitch starting in the slopping corner, an off-width, right of the Crescent Cracks, (same belay ledge). The first third of this climb is a slick 4" to 5" off-width leading to double hand cracks then opening to a moderate chimney, well protected by bolts. The harder moves are above going over a couple of small roofs. One new bolt (The Jake Bolt) was added after concerns over grounding on a lower ledge. The belay is shared with the end of the Crescent Cracks and requires two ropes to reach the ground. This climb also gives good views of the DZ arête and Sky Walker.

DZ Arête: 5.11, two pitches beginning below and to the right of Crack and Up, next to a small oak on a ledge below a bolt. This bolt protects the start of a difficult crack. Follow the crack to a ramp leading to a bulge with a bolt above. This bulge is the second crux on the first pitch. Follow the bolts to the belay alcove. The second pitch is harder and has three difficult sections. This is where you find the 5.11. The first pitch is "only 5.10a or b. Cams on the lower crack are ½" to 2" – Take 12 draws, a couple at 2ft.

Sky Walker: first pitch 5.10+, second pitch 5.11. Two ropes for rappels. Same start as DZ Arête, then follow bolts leading right along a very polished dike to the first pitch belay of Puff Aider. The second pitch continues along the dike (two bolts) to a thin crack which becomes a triple crack, then over a roof,

past a dead tree to another small live tree. The final moves are very thin and are the cruxes ending with a very difficult mantle to the belay. Try to stand before grabbing the belay; it is more difficult that way. Lots of draws, small stoppers, and cams from ¼" to 2". Two ropes to rappel.

Foggy Bottom: 5.9 a short climb with a sport anchor (no ledge at the end). The climb uses the first two bolts of the Puff Aider bolt ladder then follows the ramp to the left. A very small finger crack is protected with small stoppers at the crux. This is a very fun climb as you can lower from the belay on the sport anchor and run a top rope. It is much steeper than it appears.

Puff Aider: 5.10, A2+, this first pitch is almost all aid with many intentionally fixed knife blades. Bring many tie-offs, some copper heads, pecker heads are handy and a hand full of cams up to 1". This route is intended as a practice route to learn aid and has several extra bolts that offer protection. Carry a hammer. The belay can handle up to four people standing. The second pitch is mostly 5.8 with a 5.10a finish and is well protected using cams from ½" to 3". However you get here, via skywalker, this pitch is worth the effort.

Toes and Paws: 5.10, A1, The upper bolts are 3/8 because they have gone free, with each lower bolt progressively more difficult. Knock yourself out. The crack when not grassed is just plain fun even though difficult. The belay chains are behind the tree above.

The main path leading down to the parking area is found here between Toes and Paws, and Lizard Run.

Lizard Run: 5.12 sport. Fixed draws, ½ pitch with sport anchor for top rope. No ledge. This climb is obvious by the glacier polish going all the way to Race Crack. Lizard Run follows a painful finger crack to slots leading to a difficult corner, then over a roof to the belay. Most every spot is needed for holds not to be shared with protection so---- a true sport route. (my first). Something for everyone. It has been led, but not by me. The smaller the hands and feet, the easier.

Race Crack: 5.10d solid. Two pitches. First pitch was led by Mark Butler. Pulling 5.10 with some aid to gain the first belay ledge. It was later first led free by Larry Zulim. I then put the second pitch in solo, followed by Larry leading it free.

Jammies: 5.8, A3, three pitches. Pitch one is the "Trade Route". Do this pitch to get an idea of the slickness and deceptive steepness of this cliff. Use cams from 3/8" to 3". A very strong bolt protects the crux move, where many first timers fall. The rock is really slick and more polished than many think. A sport anchor allows top roping the first pitch. The second pitch is a long aid pitch. Take some lost arrows and baby angles, cams small to 3" to also use on the upper third pitch. Follow a traversing bolt ladder to the base of a really great hand and finger crack and a "hanging belay" (there is no ledge), by design. The next pitch is all free and fun, ending at a nice foot ledge. Two ropes with two rappels will get you down. You can do single at the beginning or the end. This third pitch is worth the second pitch effort.

Outer Limits: 5.9, one long pitch. This climb begins at the right side of the large block just right of Jammies. Third class up the right side of those blocks to a single bolt that will assist with the belay anchor. The climb follows the chimney. Inside on the facing wall is a hand to finger crack that leads a

long way before narrowing. Save a #4 Camelot for the crack on the left before climbing over the bulge on the right to the bolt belay behind the above tree. There is a little bit of a run-out to the belay. When rappelling, go to the outside of the chimney at first chance and rappel the face to avoid rope snag. Stoppers are useful in the upper finger crack.

This next section of wall is pretty featureless. We call it the Big Empty but It has been also called the "Blond Wall". The first corner, facing left, is the beginning of the Broken Arrow. The trail passes slightly above, then hike a short distance down to the beginning corner.

Broken Arrow: 5.9, 5.10a, 5.8 listed in this manner because you can climb it three ways. The first part is climbed starting at the corner, with the crux at the off-width roof above. From this point you can walk the gully to the base of the Green Crack climbs or climb the finger crack 5.10a to the tree at the base of the actual pinnacle. The final segment is 5.8. You have not completed the climb until you stand atop the pinnacle which is done by clipping the anchor point and mantling to the top. Belay at the anchor. The actual pinnacle portion can also be climbed from the Green Crack ledges. Stoppers used are small, cams from ½ to 3".

The Green Crack: 5.10 hard. Three pitches with variations. You'll know you are in the right place with the obvious Broken Arrow on the left and a chimney (Hot Wings) on the right. The climb begins by climbing a slightly decomposed block to a very hard finger crack on the right. Only small stoppers will work here. Climb the thin crack to its end using the left crack to for support. Move to the left side and climb to the corner with a fixed pin with a link or continued up a finger crack on the right, (the Fractured Skies variation). From the link an exciting corner leads to a bolt belay under a large roof. The second pitch leads left to sudden exposure and an overhanging off-width from 4" to 5". A bolt does help protect this section. The off-width will carry you over the large roofs to the belay bolts at the base of the actual green crack. The alternate Fractured Skies also ends at the first pitch belay bolts, or continues up over a complex overhanging slot and mantel to a bolt that protects the traverse to another corner. From this corner climb up and right to a roof with a nice hand jam protected with #1 and #2 camelots. The jam is shallow and overhung leading to the face and arête on the left, then up to the belay bolts shared by the left route, (can be done as a long first pitch). The third pitch starts with some difficulty but turns into an exceptional 5.8 to 5.7 hand crack (cams 3", 2", 1") to a small standing ledge and bolts. Two long rappels. Small stoppers and cams from ½" to 5" if you go left or up to 3" if you keep right. This climb is very exposed plus it's really, really hard. There was a fourth pitch past the last belay via the corner to the right. It went up the corner then back across above on a sketchy traverse to a bolt belay in the trees above. It proved of little interest, so we moved the belay.

Hot wings: 5.9, two pitches. Chimney. The first pitch is 5.8 and starts on the ramp to the right of the Green Crack. Easy jams lead up the chimney which is protected by bolts. Follow the bolts up and to the right and onto the face with some crack climbing that ends on top of a large block with a bolt belay. The following pitch is great fun and well protected. Take 12 draws and one #3 camelot. Climb the chimney keeping the bolts to the outside. Near the top climb the right side of the blocks to the bolt belay. You can rappel the route, two ropes, or climb the crack left of the belay to Pteradactyl Ledge and the short rappel to the base of the RBC and walk down.

As you continue up the trail from the Green Crack area you will see above a really big crack system that arcs up and right. Access is along a ledge system that leaves the trail where the trail narrows against the cliff and below a block. Follow this narrow ledge left and up through loose stuff to blocks scrambling left and over to the large open ledges of the RBC. On the left is the Pteradyctal Ledge climb and above to the right is the bolt ladder leading to the 5.9 start of the RBC

Pteradyctal Ledge: 5.8, one half pitch. Follow the left edge to the left of the large chimney to small ledges to a bolt. Go left across the face which is the crux to large hand cracks. Follow these slightly overhanging cracks to the bolt belay. A very exciting climb well protected and the overhanging part is short and only about 5.7. 2,3, and 4" cams. We used to climb this on a knife blade in the corner but later realized that a fall here would be bad, so a bolt was added and the pin removed. Much more sustainable. Got to love that word "sustainable". (Another way to say, survivable). The very wide cracks to the left are more difficult starts.

Birds Eye: 5.8, A-3, one very exposed pitch leading from the Pteradyctal ledge belay. Some bolts, all ¼" old style, a few fixed pins to help in difficult places. You will have to understand opposing forces well to safely complete this route. There are large blocks above that will require multiple placements to stabilize those blocks to move on. Crawl over the ledges to the RBC belay to rappel, two ropes. I do not really recommend the route but it is exciting and very exposed, but also, very challenging. Take pins from KBs to 1" and cams to 3 and 4" for the blocks

The RBC: (Really Big Crack) 5.10, or 5.9 A-1, two pitches. This most obvious crack can be started as a 5.10 chimney on the left, quickly becoming a bomb-bay traversing chimney. As the crack narrows you can switch to an under-cling and use a parallel crack above for protection, ¾" and smaller till the parallel crack ends. From here continue under-clinging using #6s and bolts till you turn the corner. The bolts will keep the rope from entering the crack and jamming your rope. 1" to 3" cams will get you to the belay station with bolts. The second pitch begins free although some ¼" bolts will help if you have difficulty above in the multi-crack section. If enough climbers do it free and let me know, I will upgrade the bolts to 3/8", or you can do it. Cracks will then lead you to the final bolt belay. Take two ropes. A very dramatic climb offering great climbing photos. One of my earlier solo climbs. I also have two "valley nines" that actually work here.

Continuing up along the wall will lead to another junction. Go left to the Dragon and Zig Zag area or right towards the Four Kings area. It is a very short distance to the Zig Zag climb.

Zig Zag: 5.10d or 5.11 variation, one long pitch. The climb should be obvious from the multiple switching cracks above and the occasional bolts. A leaning left crack leads up to a bolt. Prior to this point you should protect with a #1 and #2 camelot style cam as this section is deceptively leaning outward. Many falls on this climb begin here, (I did). Continue following the smaller finger crack to a bolt on the face. Clip the bolt and pendulum right to the base of the next crack. Follow this crack up and left to a very difficult mantle and back step move. Continue climbing past several bolts, (that replaced KBs), to a small roof also protected by a bolt. From here a very thin (#1 tcu) crack allows a lie-back to the next bolt and pendulum. The two pendulum bolts can be traversed free, at about 5.11. Lower to the bottom of

the next crack on the right. Climb past a ledge with a previous route working bolt and past a large block with two bolts on the right. Do not pro the block crack. A short traverse behind a bush leads to a nice ramp and the bolt belay above. This belay also serves The Ear 5.8, A-1 or hard 5.10. From this belay you can walk right along a ledge to the top of the first Four Kings belay and the base of Aces High.

Stem Cell: 5.10+ one pitch. Looking up and left of Zig Zag you will see a shallow but steep gulley. Up and on the right side a very short 5th class section takes you to a ledge with a large tree and bolt belay. It is visible from the ground. The climb goes up the face and corner, and is protected by bolts and smaller cams. As the name implies, this is a climb that involves a lot of stemming. Although the lower part of the corner has some decomposition, it can be used for the stemming. The right side and upper sections are solid, leading to a cool bolt belay. There is a high bolt to protect the rope from sharp edges, (directional). The belay also offers good views of the Dragon and Hang Nine.

The Jam Crack: 5.8, ½ pitch. Left of Stem Cell is an obvious jam crack in a corner with two small trees above. Follow this crack to the ledge above the trees going right around the corner to the gulley. Follow the gulley up and over a large block to the main Dragons' Nest Ledge. The ledge is large and hidden with one bolt and is the start for The Dragon and Hang Nine.

The Looking Crack: 5.9, ½ pitch. Left of the Jam Crack is another wider crack. Follow this off-width to the same ledge system above the Jam Crack trees but keep right and up using the cracks to another ledge. The crack then parallels the gulley to the main ledge or you can continue up the crack to the lazy boy ledge and bolt belay. Cams are mostly larger to 4". Save some for the end, a #2 and #4. The lazy boy ledge offers an excellent view of the Dragon and Hang Nine.

You can rappel the gulley with a single rope.

The Dragon: 5.11, A2 or 5.12 on TR. One very long pitch. This is one of the more difficult climbs here. It is an overhanging off-width with roofs. There are occasional bolts from the working stages and directionals to safeguard the climber and rope. Begin climbing on the corner at the far left near the rappel bolt. This is necessary to avoid the loose stuff directly above. You'll soon see that even at the beginning, the climb overhangs. Climb up to the "dragons teeth" (you will understand when you see it, no takey) and traverse right to a bolt in the first alcove. A strenuous and overhanging off-width, #4s and #5s with a much appreciated bolt will bring you into another alcove. Continue up using #6s and the occasional bolt to another series of roofs. It's tricky here. There is a bolt near the top of this roof and should be used to keep the rope from entering the crack and trapping the climbers. The following alcove allows for a rest. Climb up and over the final roof via an extremely weird mantel to the double belay station. There is no ledge but a slight sloping area for your feet. It is comfortable. The belay bolts are set up so you can rappel using both stations. This is a free air rappel to the main ledge below. Although Larry and I were unable to lead the climb, we were able to top rope it. We simply were not fit enough to do the climb and carry the necessary rack. Plus it's really scary. The first ascent was mostly aid.

Hang Nine: 5.10, A2 three pitches, not including the one up to the Dragons Nest ledge. This climb starts off the right side of the Dragons nest ledge and requires jamming and stemming, mostly 5.9 stuff to a final set of 5.10+ moves and a hanging top-rope belay station. Or you can continue up a couple of aid

bolts to more free climbing onto a ramp leading left, over a small roof. A crack continues up on the left to the narrow ledge and bolt belay under the very large roof. You can also get to this area from the top of The Dragon bypassing the belay and following the crack under the roof, (big stuff #5s & #6s). From the lower belay station use the bolts to aid the overhanging wall to the main roof, (this avoids a couple of potentially loose blocks). Follow the roof crack right to the end of the roof where you will find a directional bolt. Clip this bolt to avoid jamming the rope before continuing up to the bolt belay station and slopping ledge. A very cool place. The third pitch is longer and climbs the crack up and right (5.9+), turns a corner to a ramp leading left, and then a short chimney. Several bolts protect this chimney to a large block with a directional bolt with a fixed link and carabiner, to avoid cutting the rope on the blocks' sharp point. This directional is also used on rappel using only a single rope, placing both lines through the fixed link. This will allow you to pull the rope without it getting caught above and behind the chimney. Beware! Use this link going both ways. The route continues up via cracks to a very nice bolt belay with ledge. The rappel for this route requires at least two 60m ropes. Use a single rope to rappel the top pitch, followed by two full length 60m ropes to a bolt rappel station on the face below. The final rappel will get you to the base of the Jam Crack and Looking Crack climbs. We put this climb up with several purposes in mind. The first shortened pitch of Hang Nine to the sport anchor allows for fun. The full climb will challenge your rope management skills. The exposure is dramatic and the climbing is technical. Take your gear with you as the rappels do not return to the Dragons Nest. Gear: Lots of #1s,2s,3, a couple of 4s and 5s, one #6. Take a handful of smaller stuff too. Also this is a good place to practice using your haul line and big wall techniques. I aided the large roof, but someone stronger could probably free it.

Back to the trail junction for Zig Zag. At the junction go right a short distance, one switchback, to an oak tree near the wall. You can see bolts leading left to a crack known as the Joker.

The Joker: 5.10, A-1 one long pitch. Follow the crack, free as much as you like, and aid the rest. It's a cool climb but very sharp on the fingers and hands. A couple of working bolts are handy along the way, (one of my solo efforts). At the thin crack junction go left then up to the first belay ledge of the Four Kings.

The next area is known as The Four Kings. The trail leads around and comes back to an open grassy area at the base of a wide slab. Looking up you can see the many cracks of the area. The large flake at the top of the first pitch is known as Jacks' Flake. Looking up high you can see the thin white crack of the fourth pitch of The Four Kings. The thin right arcing crack to its right about 60 ft. is called Quick Draw.

The Four Kings: 5.10 four pitches. All pitches are approximately half length via 60m rope and will allow top-ropeing. We did it this way to avoid the many sharp edges that could damage ropes, and to allow the use of very nice belay ledges. All the belay ledges are roomy enough for four.

The first pitch goes up the slab via two bolts to a left traversing crack. A couple of cams (#1 and #2) will protect this crack. Just before climbing over the block on the left you can choose to the right side of Jacks Flake. A bolt belay will be found at the base of the right side. If you continue left you come to the

main ledge at the left side base of Jacks' Flake and that bolt belay. From this ledge you can walk left through a very large flake to the Zig Zag belay and **The Ear**.

The Ear: 5.9, A-1 or 5.10 ½ pitch. Climb two bolts A-1 or the under cling 5.10+ to much nicer crack climbing. The crack gets progressively larger for protection, starting with #2, Then #3, #4, #5, #6, one of each to a bolt belay and rappel. Use the Zig Zag anchor for the belay and return station. A well-hidden, but fun climb visible from the Dragons Nest.

Back to the main ledge.

Aces High: 5.11 D. This climb begins on the left side of Jacks' Flake to where the Lie back crack leads left. Follow this lie-back to a difficult corner under the above roof. Reach over the roof to the finger slots and move out onto the face. Using small stoppers and #1 TCUs climb the slightly over-hanging wall to ledges and the bolt belay. Larry took a lot of falls till he finally got this one, I of course struggled throughout, and considered it an ordeal. Small fingers and tape make all the difference on this route. Skill will help.

Back to the main ledge.

The second pitch of **Four Kings** climbs the left side of Jacks' Flake to the precarious top. Two bolts, which can also be used for aid, now protect the 5.10 moves to a small ledge and another 5.10 finger crack, leading to an excellent ledge and bolt belay. The odd bolt at the top of the crack before the belay is a directional to protect the rope from sharp edges. The third pitch follows the large and overhanging crack to the left. Use at least two #5s and one #4 for this. Do not try to off-width the inside, instead stem and lie-back the outside. Look and find the holds. A good leg lock will allow you to place the #5s and acquire the main crack above. Climb to the thinner crack on the left following it to the next very nice ledge and bolt belay. Overall, a very strenuous pitch. The final pitch follows the polished white crack arcing to the right. It seems that each next move is just a bit harder than the last, all the way to the 5.10 crux and sport belay, no ledge. Clip the fixed anchors and lower back to the ledge. The original route continued from the sport belay via KBs and bolts with mixed free to another ledge with a bolt belay, but was not very interesting.

The variations:

Quick Draw: 5.8, A-2, or 5.11+ via top rope (TR). A ledge leads right from the last belay station. It can be walked, but not unroped. You fly, you die. One bolt helps with the traverse. At the end of the traverse is a very thin crack widening above several bolts. Those bolts mark the problem, hence the name Quick Draw. The crack above the bolts is outstanding and mostly 5.8 to the bolt belay station. Don't mess around here, stay clipped in.

Larry's' Variation: or Jacks Flake right side. 5.10+. When climbing the first pitch slab to the crack leading left, you deviate by going up to the base of Jacks Flake on the right side and the bolt belay. The next pitch follows the right side, some off-width, to a small ramp before the top, leading to a thin crack. Follow this crack to the small ledge and the 5.10 finger crack leading to the directional and belay station.

Protection for The Four Kings area: Bring everything, except #6s, #9s, and #12s.

The trail beyond Four Kings, switches back once then through the trees to a clearing and down to the next climb known as Frosted Flakes.

Frosted Flakes: 5.8, ½ pitch. An obvious crack system right along the trail. Large, thick flakes leading to small ledges on the left and a corner crack to the bolt sport anchor, no ledge. When climbing this route, climbers often go too high before trying to reach the small stance on the left. Move onto the face sooner. Protection will range from #5 to #1, keep a #2 and #3 for above.

Follow the trail along the cliff base to switchbacks leading up, over and down some blocks. Continue following the trail to a junction. To the right will bring you to the Razors Edge. Going up and left brings you to the Wedge and Dark Corner climbs.

The Wedge: 5.9 Off-width. If you are small enough you can chimney the start of this climb. You will need a #6 and Two #5s for the lower portion. The upper will use a #5 and a couple of smaller cams in the ½" to 1" range. There is a hidden crack on the face inside the off-width, ¾", near the top. The climb ends on a ledge with a bolt belay. You can walk off to the right, rappel, or top rope. This is a good and well protected climb to practice awful width.

The Dark Corner: 5.8, ½ pitch. This climb is the obvious chimney left of The Wedge. Inside on the facing wall is a nice finger/hand crack. Climb this crack to the large oak tree above. Belay there. Walk off to the right or rappel the Wedge.

To the right of The Wedge is a dirty ramp leading off the trail. If you follow this up, and across to blocks, then over those blocks and a short distance beyond, you will come to the Razor Edge climb. It is a short cut. Or you can go back to the junction and continue right, following a couple of switchbacks to the **Razors Edge.**

The Razors Edge: 5.11, one long pitch. 60m ok. This climb is easy to spot. It begins in a very large open book corner, almost yellow on one side, and although it does not look so, it is leaning out. The crack inside is small fingers. The walls are very polished. This section will use TCUs, from #1s, #2s, and #3s. There is a place at the top of the crack under the roof for a very small stopper. This will protect a very airy but moderate lie-back and stem move to the left (protect with a 2" cam here) onto a small ½" ledge. Don't worry, it will seem large enough if you get there. Several bolts protect the 5.11 moves that follow and help keep the rope from snagging when you turn the corner. The climbing from the corner to the belay bolts behind the tree is outstanding. Rappel the route, two ropes.

From this climb to the vehicle parking is approximately 20 minutes or less. From Jammies it's less than 10 minutes. That's a lot of climbing in a fairly short area. Razors Edge marks the last climb we found to be of interest here. There may be others, but we began working left of Silly Pinnacle and the Bear Rock area. To cover these climbs we have to go back to where the trail meets the beginning of the Silly Pinnacle

Bear Rock: This large, 200 ft. block is just off the main trail below the Silly Pinnacle. It can be found where the trail switch backs around a very large boulder shaped like a diamond. A trail leads left a very short distance, about 25 yards, to about 14 pitches of climbing.

The climbs.

Note: The gully at the left end of the Bear Rock leads to the lower trail that will take you to the Graduate and Astrid climbs. This approach avoids the two other options.

First Claw: 5.6, ½ pitch. This crack climb is at the far left side of the Bear Rock and up a short distance. A left side crack and ramp lead up to a small tree and bolt belay. Cams ½" to 2".

Second Claw: 5.8, ½ pitch. Below and to the right is another crack with a small roof and double cracks leading to the upper portion of the First Claw ending at the same belay.

Third Claw: 5.10, ½ pitch. Same start as the Second Claw, then follow the right traversing crack to a difficult corner. Turn this corner and climb over the above roofs to the shared Claw belay. Cams are ½" to 2". This climb is harder than it appears.

Fourth Claw: 5.11. This short climb ascends the sharp corner right of the Third Claw and is marked by a bolt to protect the crux move before climbing to the Claw belay. Cams from ¼" to 2" will be useful. You can also aid the crux using the bolt, as the rest of the route is only about 5.7. The roof above appears difficult but using holds on the left eases the difficulty.

Left Fang: Right side. 5.10, full pitch, 60m rope. This is a very cool and recommended route. The route goes up the middle of bear rock. You will see cracks leading up to the large roofs. Scramble up the dirt and tree covered ledges to a nice finger crack, belay at its base. Follow this crack and go left to the large roofs above. No it is not a chimney, you'll get stuck. You actually climb up the large 5" crack and step right on to a ramp leading to a nice hand crack. From here you can go left for the **Left Fang**, Left side, also 5.10 but off-width. Staying right will bring you to another really cool roof. Pull over this roof on the right and follow the crack to a small ledge formed by a large horizontal crack. Two bolts above will protect your face moves to the ledge and final crack. This crack portion begins hard at about 5.8 and goes to the summit point of bear rock and the bolt belay. The rappel off the right will take you to the rattlesnake "mating ledge ". It is only about 30 feet and rappels the short route known as **The Bear Crack**, 5.11, to a large ledge below and trail leading back to the main trail at the base of the Silly Pinnacle. Cams 1- 4", 2- 5", 4-1", 3-2" and some smaller stuff.

Left Fang: Left side. 5.10. Starts out the same as the right side to the obvious split. Follow the larger crack left using a couple of 4" and at least one 5". The crack narrows and continues up the left side to the same ledge at the base of the final pedestal. The very nice crack leads to the top.

Right Fang: Left side, 5.9. Another long pitch climb starting at the same location as the Left Fangs. After following the finger crack go right to a bulge with some right side decomposition. The crack on the left is very strong. This is a difficult move so protect it well. Climb up small ledges to a large dirt covered ledge below a very large block. This is where the two Right Fangs split. There is a bolt above on the left, under

the roof, so you can avoid cratering. Clip the bolt and move onto the face on the left side. Climb over the roof to small ledges and nice hand cracks up to a tree below a large horizontal crack. Climb behind the tree and up to the large rock ledge known as the "Mating Ledge". You can use a bolt on the face from another route as a belay directional. No bolt belay here. Belay cams are 1" and 2". The Bear Crack climb has a solid crack. Watch for rattlesnakes. They are almost always there so we don't bother them and they don't mind us. Again, this ledge leads to the main trail. Cams range from ½" to 2".

Right Fang: Right side, 5.10. A much harder option. From the bolt, (use it), at the large ledge below a large block, climb the right side. You can protect up high inside before moving out to the point mantle. This is a gut wrenching mantle if ever there was one. From the top of this block climb the overhanging crack on the right. There is a fixed bolt with link to be used as a directional. Use this without additional draws or you rope will get stuck in the crack. The crack continues up and rejoins the regular route. Cams are mostly #1s and 2s with some smaller stuff.

Several climbs start from the "Mating Ledge".

Bear Crack: 5.11. Short. This overhanging crack will surprise you. Fortunately it is well protected. Leads to a bolt belay. Lower or rappel the route.

Bear Back: 5.11. Short. Climbs the left face. Bolts lead to a very thin crack which leads to the belay. The climb is so hard that the bolts are close enough to aid if you want. It is difficult to top rope this climb. Exposure is surprising.

Fisher Traverse: 5.8, ½ pitch. This climb follows the traversing crack off of the mating ledge. Start by clipping the first bolt of Bear Back. 5.6 climbing leads across to the large ledge used by the Left Fang climbs. A difficult 5.8 first move gets you into the crack leading to the summit. Cams are small to 2", but bring long slings and draws. A fun climb as exposure is sudden. Its 200 ft. to the bottom.

Returning to the bottom of Bear Rock you will see on the right side another smaller block. We call this The Cub. These are all ½ pitch climbs and have a good top rope anchor.

The Cub: Left side. 5.7, A-1, or 5.10. A thin crack leads up the left side to another crack leading up and right to a horizontal crack ledge and a bolt. This bolt is used by all three routes, and can be used to aid or climb the moderate 5.10 moves then easier climbing to the top.

The Cub: Center. 5.10. Walk right up a narrow path behind a large flake. Belay on the nice ledge above. A solid crack leads right then left and up to a large hand crack behind a large tree limb to the horizontal crack ledge and a bolt. This bolt started out as a working bolt and ended up in the wrong place but can still be used. There are two ways to go from here. You can follow to the right of the higher two bolts, which is really hard 5.10, or climb the arête left of the bolts for easier 5.10. Larry put the straight up part in, so we split the bolts to work for both options.

The Cub: Right side. A-2. Bolt ladder. I put this in as a training route. The A-2 is because you'll need to make one difficult placement between the upper bolts. It was all done on lead so no whining. Take draws and your choice of cams size 1" or 2".

From the mating ledge follow the trail to the right passing the diagonal cracks of the Indian Walk climb, or continue to the base of the Silly Pinnacle and the main trail.

Indian Walk: 5.10a, ½ pitch. This thin crack is protected by two bolts at its lower portion. Additional cams or stoppers can be used also. A tricky set of moves lead left and follow a larger crack to a short head wall protected by a bolt. Climb this section to another crack, another bolt helps to protect this section, following it left to a ledge. Above this ledge are short slabs leading to the belay bolts. Save smaller TCUs for the higher sections, #2s and 3s.

The next segment of climbs can be reached via the mating ledge at Bear Rock through a short slot above a small oak tree to a trail system leading to the Valhalla area, or go up the gully left of the first claw climb to intersect the path. This trail segment will come out at The Graduate and Arc Angle. The other trail segment begins behind the Silly Pinnacle above the Crescent Cracks. This trail segment leads down the left side to a rampy crack called Upstairs, leading up to a very exposed bolt belay. The trail forks to give access to the Squirrel Crack and the double cracks of the second pitch of the Silly Pinnacle Direct. Going back to the main wall and following it down, with some scrambling, brings you to a corner with many cracks. These cracks mark the climb called The Freshman. This trail segment also leads to the Arc Angel, Thor, Astrid, and Loki climbs. These trail segments are somewhat more primitive than the main route.

Upstairs: 5.4. The climb begins a short distance left of the high point behind the Silly Pinnacle. Not a very clean climb in the beginning. The climbing does improve near the top to a very exposed and exciting stance and bolt belay above the Crescent Cracks. From here you can also top rope the face climb below, and is the recommended rappel route

Squirrel Crack: 5.10 Access to this climb crosses the gulley right below Upstairs and goes through a notch in the rock behind an oak tree. Another smaller gulley goes past a blocky chimney to the Squirrel Crack and the mid-pitch double cracks of Silly Pinnacle. The Squirrel Crack follows large cracks and flake roofs to a large, 6"+, off-width leading to a bolt belay with a small stance. You will notice from the belay that bolts and a crack ledge lead right. This alternate climb leads to the final bolt ladder of the Silly Pinnacle. The free climbing traverse to the bolt ladder is about 5.8 and can be done as one pitch including the Squirrel Crack portion.

The Freshman: 5.9, ½ pitch. The corner with many crack marks this climb just left of Upstairs after scrambling down a short series of flakes to a nice long ledge. The lower cracks rate maybe 5.6-5.7 till you get below a blocky roof. A short but difficult move leads over this roof to an easier chimney and the ledge above with the usual bolt belay. Keep a #3" and #2" cam for the chimney.

IP: In progress. There are two climbs left, and right of The Freshman, ending at the same belay. Pending. Also, the route continues up from The Freshman another two pitches.

The trail continues from below the flakes, scrambling down and left then right behind a block and down a slot to a more normal path leading to the Sophomore Cracks. Looking up to the right you might see a

small slab ending at a bolt belay as you cross a thin “death fall” area. The climb begins at a thin crack leading up and left across broken slabs.

Sophomore Flake: Left side 5.7, right side 5.7. **Left side** follows the traversing crack to large blocks below a bolt. Climb the face to another bolt and move left into a very nice but hidden crack. Cams from 3” to ¾ “ will protect this section. This turned out to be a surprising and fun climb. The **Right side** leaves to the right after the first bolt and follows the large right traversing crack to the flake right side. Nice jamming leads to the top. Use larger cams to 3”. Looking to the left from the belay you can make out the anchor for Mrs. Robinson.

Mrs. Robinson: 5.8, A-2, ½ pitch. From the Sophomore a short distance are a couple of switchbacks leading up to a large oak tree. Belay from here. Climb down and left into a vertical finger to hand crack. This crack leads to a sloping ledge/crack going left to a larger crack leading up and right. Climb as high as you feel like, then Aid to more free climbing across slabs to the cracks end. Climb up the blocks above to the bolt belay. We did not like this climb much. It needs to be climbed more to clean up the loose stuff.

The path follows the wall to the intersection coming up from Bear Rock. The obvious arcing crack is Arc Angel and just to its right is a very cool climb called The Graduate. Before The Graduate is an obvious dyke.

A Dyke: Unnamed. Unclimbed. In progress, pending.

The Graduate: 5.8, two pitches. Climb the gully on the right that parallels Arc Angel above. Blocks and cracks will bring you to a tree system. Climb through these to the cracks behind. No bolt belay here, use the good cracks. The second pitch is the fun one. Climb up on thin cracks to a ramp leading left. Climb to the end of the ramp and follow the arête to a large alcove with a crack leading up and out its left side. Good protection 1” and 2” can be placed at the base of this crack before climbing left onto the face. On the face above is a bolt to protect the last moderate section. An easy 5.5 or so run-out leads to a great bolt belay. Arc Angel uses the same final belay. We climbed the crack above but it does not go anywhere. Rappel Arc Angel. Cams ½” to 2”.

Arc Angel: 5.10d, A-2 or 5.12 on TR. Two pitches. Climb and Aid the arc to the first bolt above the large dyke. Follow the dyke, some 5.8, to the belay bolts. From the belay bolts very difficult face leads up to a large corner behind small trees. The climbing is not straight forward. It is awkward and requires balance. Except for the falls, we had a good time. Climb the inside of the corner to a directional bolt then up to the face bolt on The Graduate. Continue to the belay. Two rappels.

The trail continues up from here to large shaded clearing near the top before the rappel to The Valhalla Traverse. Three climbs are here, all ending at the same belay station. These first three climbs have become favorites, and can be rappelled using a single 70 meter rope. If using 60 meter rope you will need two (2) ropes for the rappel. A single 70M rope can be used for top roping and rappel.

Thor: 5.8, one pitch. A short ramp leads to a hand crack with a tree. Climb over this small tree and continue up the crack to a bolt on the face. Clip the bolt and down climb to a point where you can climb

out onto the face. Follow holds up and right towards the Astrid and Loki routes. Continue on face holds as you now climb up and left, back to the original crack, now a finger crack 1" and smaller. The bolt now makes sense as it protects the traverse and return. Follow the crack to the bolt belay station.

Astrid: 5.9, one pitch. Just right of Thor is a really cool dyke. Follow the dyke to above a small bush on the right and a crack. Climb this crack a short distance till it runs back into the dyke. Follow the dyke to the belay station. Take about 12 draws and a couple of cams, a 3" and a #2 tcu, for the short crack.

Loki: 5.8+, one pitch. Right of Astrid is a sickle ledge leading right into a crack. Follow this crack up and left, then straight up to a small ledge under a small tree. Climb onto the face then up and right to a crack which leads to the Astrid dyke and the belay station.

From the base of these climbs the trail continues left and up then down a few feet to a pine tree, (although the safer bolt anchor may be in place). You can now see the 200 ft. Valhalla Traverse including Angelfire at the beginning and Valkyrie at the far end. This slab like area is approximately 500 ft. top to bottom. The distance from the traverse to the bottom is 200 ft. The climbs here are up to four pitches. There are no walk-offs. You can rappel the 140 ft. to the traverse and belay across. There are several belay stations along the traverse. One station near the middle is designed for rappel to start the first pitch of The Serpent (Midgard). You can also take the lower trail from the road below. Actually the best way to climb this area is to come up the lower trail to the base of the slab. The main trail ends at the slab where a large broken, brush covered slab gives easy access to the left side of the Valhalla Traverse. The route through this should be easy to follow from previous use and maybe a few very small pink bits of flagging. When you reach the main wall go right and up to the nice ledges and many climbs. This area has some crack climbing but is primarily face and bolted mostly on lead. I am a "chicken toes" so there shouldn't be any complaints over run-outs.

Angelfire: 5.10d, one pitch, too long and off-set from the belay to top rope with a 60M rope. The climb starts from the belay bolts at the right edge of the Valhalla Traverse. Follow a natural white, water groove via bolts to a small ledge about half way. Some of this is very, very easy. There is a bolt above you but below a finger under cling. Above this bolt is a very thin spot to stand. It will look like you are standing on the bolt from below but not. This climb was put in on lead, the bolts were very hard to place. I did have to use aiders to place a couple, but did free those sections after. I eventually did lead it without any falls or hangs. We found the best way to climb most of the upper section was to stem it, but with very small steps. It's a tough one. The bolt belay is up and to the left on a generous ledge. Take 13 draws.

The Serpent: (Midgard), 5.8, four pitches, approximately 500 feet (take two ropes). This climb starts about 50 above the bottom, below the Valhalla Traverse, mid-wall. You can also use the Viper Belay just left of the two bolts for the second pitch of The Serpent, and rappel to the start, or you can find your way from the bottom. We set up the Viper belay so this could be done. Only one cam is needed on this climb, and should be just a bit smaller than a #1 blue TCU. The first pitch starts at a small but good ledge and follows a thin crack up a short ramp to a bolt. Harder moves lead to easier climbing to just under a small roof. The Viper goes straight up from here. For the Serpent go right to another bolt, continuing

right to a mantle up and over to a small ledge and bolt. A couple more bolts are found on the way to the next belay station. Pitch two follows a short ramp to the left, then knobs to a bolt. A knob can be slung prior to the bolt. Follow the knobs and bolts to a mantle and ramp leading left. This next part though hard, just requires focus. You will come to a great hand hold with a crack under it. Your only cam placement. Climb left to the belay bolts. Pitch three leads up and left to bolts and then right to a ledge. Or if you brought more cams in the smaller range you can climb the crack above to the same ledge. Lots of small foot holds here. From the ledge follow the bolts through knobs and smears to the "Oasis". A very small ledge for standing is found here with a bolt belay. Pitch four goes a little left to small knobs then up, still on small knobs to a dyke. Climb over this dyke continuing on knobs and smears to the short but steep head wall and very nice ledge. A bolt belay allows for rappelling the route. This entire route was bolted on lead by two really old guys with "chicken toes" so it is pretty doable.

The Viper: Pitch #1- 5.10, pitch #2- 5.11+, two ½ pitches. The first pitch was bolted on lead and begins at the same belay as The Serpent. After reaching the small roof, climb over the roof then left to a single foot knob stance. A little foot dance right gets you to a small polished and sloping knob and the crux. Climb up to a good hand hold then up to a traversing, broken dyke. Climb above this dyke to easier climbing and the belay. The second pitch is currently a top rope from the second pitch belay of the serpent. The first two thirds is not too bad, the rest is challenging. We will finish it later as we get younger, stronger.

Valkyrie: 5.9, two pitches. You get to belay from the main ledge at the left end of the Valhalla Traverse. You can use the bolt anchor there if you like. Climb up and left on flakes to a ledge. Smears take you to the first bolt. Climb up the dyke and follow it to a traverse right. Continue up with a final difficulty just before the belay bolts. The second pitch seems to give people pause. There are very few real holds, mostly smears and one difficult mantle near the start. If you make that mantle you probably will do just fine on the rest. The bolt belay ends the climb just right of the large lone pine. Take lots of draws.

Chicken toes: Larry's variation: 5.9, one pitch. This climb was chosen by Larry and is in the wide water course just right of the first pitch of Valkyrie, ending at that belay. Currently a top rope, waiting for Larry to lead bolt it. Small knobs.

From this broken ledge system you go left towards the trail exit. A tricky scramble left leads to a large 16" ledge with two bolts. Don't fall here, rope up. This is where Lancelot and farther left, Drill Baby Drill, begins. Although the lower first pitch for Drill Baby Drill has been put in, and the Lancelot first pitch ground start has been started.

Lancelot: 5.10, two pitches. Two ropes. Pitch one goes up then across the black water course, then continues up the course a distance then moving slightly right. The crux on this pitch is about midway and runs about three bolts. After reaching a good knob move up and left back across the water course, then up to the belay bolts at a sloping stance. The second pitch moves right and up, starting with the crux through the first three bolts. The difficulty lessens after about 30 ft. Still some difficulty but ends at a really cool place below the lone pine. Follow the bolts. Stemming technique will help. Bring lots of

draws, 12. Eventually we plan to put in the lower first pitch which will give the climb three pitches. This portion will begin at the same start as The Sword.

These next climbs are accessed via the broken ledges leading to Valhalla. As you go under the large, half bare mesquite just below a rock ramp, you will see that the trail goes left through trees, into the gully. A path takes you down and across to the next set of climbs.

Drill Baby Drill: (DBD) 5.10, very hard. Three pitches. This climb can be found as you start down the gully just off the broken ledges below Lancelot. Look for the dyke where it intersects the gully. Belay from a small oak tree at the beginning of the dyke. First pitch, 5.10a, 8 bolts. Follow the dyke to the bolt belay station. The first two thirds of the next pitch is unforgiving, 5.10, with few rest spots. The third pitch is only 5.7 and continues along the dyke to the belay bolts. This pitch is also used as a fourth pitch with a lower intersecting climb called "The Sword, which begins on the ground below. 12 draws, two for belay directional.

The Sword: 5.8, four pitches. The first pitch is short. Watch for an oak tree at the base of a left leaning chimney off-width. Scramble up to this oak and belay from there. Climb the dirty ramp on the right then up and over the arching roof on the right side. Go left up rumpy stuff to belay bolts. One ½" cam and one bolt protects this pitch. We have not tried the chimney off-width yet, but it will be much harder. The second pitch, 5.7 starts with face to the large right traversing crack. Bring at least one each of 3", 2" and 1". As the crack narrows, use smaller stuff. Bring three each of the TCUs, #1, 2, and #3. The final segment climbs up to the bolt belay and ledge. The third pitch, 5.8 climbs up the water course on the left. Stay mostly to the right side as you get higher. This pitch has sustained 5.8 smear moves. Bolts protect the climb to the Drill Baby Drill belay. The fourth pitch, 5.7 follows the existing second pitch of Drill Baby Drill. 10 draws, two at 2ft. Three rappels, two if you traverse on your second rappel towards Lancelot.

Continue along the path to the base of The Water Crack. Just before that climb there is a small gully up a short rock ramp. Go up this ramp and right to the base of Sky Hook. This route follows what appear to be very large cracks and chimneys. These cracks look intimidating from below.

Sky Hook: 5.7, two and a half pitches. Although this climb appears intimidating from below it is very enjoyable. Start the climb by climbing a thin crack to above a very small mesquite. Traverse right across a slab to a wide crack above a blocking tree. Lie-back this large crack then climb to the large blocks above. Continue following the large crack up the steep section ahead. You will find large hand and foot holds here. Also, there is a great saddle to rest on. From here cracks left and right will get you to the final crack and a perfect belay ledge with bolts only, (no rappel gear here). (Do Not rappel from this belay !, your ropes will get stuck). The second pitch goes a short distance left, the "Hook", to the bolt belay for the next pitch. Use this belay for the rappel to the ground. This next pitch, 5.7 starts left on the face and quickly enters a thin finger crack. Follow this crack to the ledge and belay station on the slab behind the small tree. Cams and stoppers from two ¼", three each of the #2, #3 TCUs and several larger up to 1" for the second pitch. One each of the 1,2,3,4,5,6, camelots, and several smaller to ½" for the first pitch. Bolts are placed to protect the really wide crack sections. There is some decomposition on

the first pitch. Three bolts protect the first pitch at the widest sections. Two ropes as the second rappel is long.

The Water Crack: Center route, left side, two pitches, (or three) – 5.8, A2. First pitch 5.8, take five draws and one each of C-2&3, starting at the very bottom of the slab, below the upper water crack roof. Follow the bolts, placing the cams in the horizontal crack about half way. Belay at small ledges with bolts. The next pitch is 5.11 or 5.8, A-1 and goes over large blocks to an alcove below the main roof. A finger crack leads over the roof and up a short overhanging wall to the bolt belay of the Dark Matter pitch. At this point you can use this belay or continue along the water crack. The pitch continues left along the actual water crack and is about 5.8 off-width, protected with # 4 and #5 cams. Follow this large crack to the obvious bolt belay. Two ropes for the rappel. You can use the Dark Matter belay for a protection point or a #6" cam as you begin the large portion of the Water Crack. The roof pitch uses two purple link cams, a large stopper, and a green link cam. The large water crack uses 4@5" and 2@4" cams. We recommend rappelling the route in two stages. The first rappel is to the belay/rappel bolts below the roof. The second rappel from there to the ground to avoid tangling the ropes in nearby trees. Because it's the "Water Crack" it cannot be climbed when wet, also all the bolts and belays are fully stainless steel 304.

Dark Matter: 5.11 or 5.9 A2. Two pitches if climbed via the roof and trough to the belay on the face. This can be reached via the direct center route of the Water Crack or via the Water Crack, Right side. If your approach is via the right side don't try to run the pitches together. It is too far. The climb follows a very difficult to see seam in the bottom of a very slick trough, beginning at the junction of the two Water Crack segments. From the face belay above the trough the second or third pitch, (depending how you choose to do it), continues to the top via knobs and smears to the bolt belay shared with Sky Hook. Rappel the route with two ropes.

Water Crack: Right side, 5.10 A1. Two pitches. First pitch follows most of the first pitch below the Water Crack then crosses over at the last bolt. You will see a bolt that protects the face leading right to the large rock/ledge directly under the Water Crack right side, to the bolt belay. Pitch two starts with five bolts of A-1 and will get you into the crack. The bolts are close enough to "French Free". Larry has had some success top roping the bolt section, so we added another bolt to make it safer at the bottom, but it will probably be a 5.11 start option. The problem on this route is if you fall you end up below the roof. Sharp Edge. So I recommend using a stout rope. Half way along the crack you can switch to lie-back. Protection is one each of TCU #2,#3,#4, one 1", three 2", three 3", and one 4". Pitch three is 5.8 and follows the very large crack up and left. Take 4 @ 5" and 2 @ 4". You can use your second rope to raise the larger cams to the belays so you don't have to climb with them, until the last pitch. Climb ends at the rappel/ belay bolts. Two 70M ropes will get you to the ground. 60M ropes will get you to the ramp on the left near the start of the climb, (top of the first pitch).

Valhalla Traverse: (IP) - In progress. This climb is approximately 500 ft. long. The end part from Valkyrie to Angle Fire is about 200 ft., and is about 5.0. We have gone left as far as The Sword. The climb although not finished goes all the way to below the Water Crack. This climb when completed will be best climbed from the Water Crack start. Although parts of it can be accessed from other routes.

The next section consists of the final slab wall that is left of the Water Crack area and is about 200ft in height. We call this area – The Grassy Knoll. From the Water Cracks a junction leads down and across a slab area the back to the cliff and down a rocky gully to the start of Dragon wing and Slip and Slide. From here the trail goes down a short distance then right through rocks. Watch for a side path up over rocks to the Bit Coin. Continuing along the main trail will bring you to the Crucible and Alphabet Climbs.

Dragon wing: 5.?, one pitch. This climb is to the right of Slip and Slide and follows the large flared corner to intermittent cracks and face for one long pitch to a nice ledge with belay/rappel bolts. In progress

Slip and Slide: 5.9+, three pitches. This climb is reached by going down from the water crack to easy slabs and across arriving at a small gully along the base of the main slab. Go to the bottom where bolts follow the obvious water course up the slab. The third pitch can be followed left to The Grassy Knoll or right to the large boulder, we call “The Kodiak”, and bolt belay/rappel. The first pitch is hardest, at about 5.9+, followed by mostly 5.8 and easier. Take 10 draws. A single 70M rope will allow you to rappel the route.

Flux: This route is in progress and follows the staggered cracks leading up and right from the Slip and Slide belay on the Grassy Knoll.

Bitcoin: An obvious block at the base, roughly round shaped. Right side is very short 1/3 pitch and is 5.6 at best. The route follows the corner, protection from 2” to mostly ½”. Access is along the cliff base to the Bitcoin then up a narrow brush covered ledge to the corner crack start. The left side begins lower along the base to an obvious right traversing crack under the left side. This pitch is longer and rates about 5.7 and follows that same traversing crack to near its end, then mantel and climb back left and up the left side of the Bitcoin. Bring at least one each of ½, ¾, 1”, 2”, and 3”. Follow the crack to the belay and rappel bolts. The next option is the direct start to the left side and rates at 5.11. This tricky start is protected by two bolts and goes straight up from the traversing crack using a small foothold and a very tricky mantel, then finishing via the regular left side. The regular left and right side pitches are excellent climbs for those just starting out.

Tiger Claw: 5.10, one pitch. Route begins from the top of the Bitcoin. Go left to the black water mark, then climb up over the roofs above and continue to The Grassy Knoll. There are many crux areas. It is very cool. Pitch is about 180 ft. so bring two ropes. Bring 13 draws, one at 3 ft. for the roof, and two cams for under the roof – one each at 2” and ¾”.

Raptor: In progress, (IP). This climb follows cracks and face about 80 ft. left of Tiger Claw. Access is further along the trail just before the large tree you have to climb over. Scramble over the blocks up and to the right, then through the bushes to the wall and a right traversing crack, which begins the climb. The first pitch begins with a finger and hand crack leading up and right. This crack then thins at a steep corner, leading to a ramp. Follow this ramp left, then up to the belay. An alternative route is to follow the beginning crack to a very thin crack system leading up left and above the steep corner. This is a great crack and leads to a difficult mantel allowing you to climb into the main ramp.

The Crucible: 5.7, two pitches. This climb is reached by continuing along the path past Bitcoin to a point where it opens onto the slab. Two obvious routes are visible from here. The first climb, on the right is about 5.6 and follows cracks to a very large 5.5 off-width leading to the belay bolts. The second pitch is about 5.7 and very enjoyable. It continues to follow the crack via bolts, cams, and small stoppers. When the crack ends, easy face leads to the belay and rappel bolts. Bring at least 14 draws for the bolts and the rest of the gear. A couple of small metolius #1, #2, plus two cams at 1" and 2" along with some small stoppers and a couple of ¾" cams should work well. The challenge on the second pitch is the non-standard gear placement. Two 70M ropes to rappel the route. The first pitch can be rappelled with a single rope, but not the second as it is about 120 ft.

Pass or Fail: 5.10, two pitches. This climb starts about 25 ft. to the left of the Crucible, and is easy to spot via several bolts leading to a small roof. Climb over this roof to a ramp leading right. Step right and follow the crack system to the belay ledge. This pitch is about 5.8 and uses small stoppers, and cams from #1 metolius up to 2". The second pitch follows the same crack system but is now a seam. Bolts will protect up and right to a lie-back leading to a roof. Climb over this roof on smears to bolts leading up and right to the belay and rappel bolts. This pitch is in the hard 5.9 to easier 5.10 range and uses mostly draws (10) and a couple of larger cams, one each of 1", 2", and a 3" including longer runners for the pro below the roof, and eight draws for the bolts. As with the Crucible, the second pitch is too long to rappel with a single rope, although two 70M ropes will allow you to rappel to the ground from the end belay bolts.

Note: From the top belay station of Pass or Fail and The Crucible a short scramble above will take you to the trails leading to the Three Sisters climbs. Stay roped for the first 10 ft.

Directly to the left of Pass or Fail, and right off the lower trail, are five (5) half-pitch climbs, (Alphabet Climbs), all leading to a very large ledge with two bolt belay/rappel stations. They can be used for top-roping. These are excellent training climbs for beginners and have been set up for the appropriate grades. A 70 meter rope can be doubled for top roping all five routes.

ALPHABET CLIMBS:

Climb E: 5.8, this follows the first right facing corner/ramp, left of Pass or Fail, to shallow cracks and face climbing. Continue following the crack to the large belay ledge. Use the first bolt of Pass or Fail then continue up the corner after placing a metolius #1 blue, followed by a met. #3 orange, then another #1 blue. Bolts are followed to finish the route. Take 10 draws, one for the belay directional.

Climb D: 5.6, this climb starts just left and climbs a short corner then follows the obvious face and thin cracks to the belay ledge. Scramble up the corner and clip a bolt from the top. Take a large #11 BD stopper for an important and obvious placement lower down. Cams up to 1" are useful. The top mantle appears harder than it is.

Climb C: 5.7, this route follows a very clean water mark just left of the previous climb. Seven bolts protect this route. The first moves are a little thin and may be harder, but are well protected by a bolt.

Climb B: 5.5, the next water course just left is mixed face and thin crack and is also followed to the upper belay ledge. Six bolts, (no cams), protect this route, using the last two bolts of the next route.

Climb A: 5.4, this climb follows the diagonal and very thin crack/seam just left of the previous climb and also leads to the large upper belay/rappel ledge. Ramps and large holds lead left to the crack. 6 bolts, 3 cams, ¾" and smaller can be used to protect the crack portion of the climb

Above these climbs are three large buttress, two have large roofs and many options. The third and most left of these looks to be unstable on the golden face side, but the buttress looks good. Weather may delay our attempts here till spring. We'll see. We were thinking of calling them, The Three Sisters. These climbs can be reached from the upper belay station for Pass or Fail and The Crucible. Stay roped up for the first 10 ft.

The Good: Center roof/buttress.

The Bad: The upper roof/buttress.

The Ugly: The back buttress.

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.
9. Thor. (left of Astrid). A small tree up about 15ft is growing in the crack.
10. Puff Aider. 1st pitch, A-2, has lots of little grass growing in the thin knife blade crack. The second pitch, which goes free, mostly 5.8 with a short section on easy 5.10 before the belay, also has some bush like clumps from trapped oak leaves. Take a hook to clear the crack.
11. Toes and Paws. Not climbed often because of the aid bolt start, but currently has lots of grass in portions of the free sections.
12. Bear Rock. The most left climb, First claw 5.6, has a couple of small brush like things taking hold, but shouldn't be a problem for climbing.
13. Valhalla area. The Serpent. A bolt now protects the mantle on the first pitch. I placed it on lead, so it's in keeping with the rest of the route.
14. Valhalla area. There is a green sling with a single thin (old style) rappel ring on a dead and dying tree, midway in the rappel gully from Astrid. There is a new ½"x5" rappel anchor a few feet up the gully toward Night Fury that is much safer and can be used if rappelling with only one rope.
15. Valhalla area. Two new routes are in the works. One starts at Angel Fire using the easy half of the route to the crack leading right. The route follows a lie back up and over a small roof to a steep but short headwall. After the headwall we will follow an obvious dyke to a belay shared by the other new route. The second route follow the obvious water path leading up from the gully which leads to Night Fury. Both routes are in progress and have rappel and belay anchors.
16. Valhalla area. Viper, second pitch. The first pitch was bolted on lead. The second pitch although climbed on top rope, proved too difficult to bolt the upper section on lead. However, a couple of guys from Hanford, Chris Manzanares and Jared Spaniol, have bolted the second pitch.
17. Valhalla area. Just to the right of Angel Fire is the climb now called Sidewinder, 5.10. This is the first route described at #15. There are now two belay stations at this point to accommodate the additional routes. Began up and right to a ramp. Leave the ramp and follow bolts up to a corner.

Follow this corner up to a roof. Difficult holds, (for short people), lead to a belay above. A short 5.7 face pitch leads to the upper belay. This route was first done as a long single pitch but there was too much rope friction to enjoy. Take draws, some long runners, and two cams, a #2, and a #3/4 or 1".

18. The gully climb to the right is access to both the Night Fury and Austri climbs. The 1/2" power bolt anchor marks the belay for Austri. We are currently working this very difficult face climb. This is the same rappel point listed under #14.