

# The Garden Boulders

2023-05-18



# Introduction

## Authors Note

This is an early draft of what I hope will some day be a more comprehensive guidebook to the greater Sweethome area, many details have been substituted for placeholder values or omitted entirely. Moreover everything contained within is a work in progress. If you would like to contribute your knowledge to this project please get in touch with me (I can be contacted via git hub or my personal email: an.child@gmail.com).

## Future Plans

The following items haven't been implemented in this guidebook yet, but I hope to include them at some point in the future.

- Cover pages
- Action/scenery Photos. I intend to fill empty space (and occasionally add pages) with action photos throughout this guide in order to inspire readers towards aesthetic lines and highlight the natural beauty of the area. An additional goal is to feature a diverse group of subjects (i.e. not just me and my mostly white mostly male friends) in these photos. If you have any good photos that you would like to share please get in touch.

- Further detail on areas outside the Garden main. Areas outside the Garden main are mostly incomplete. If you have knowledge of these areas that you want to contribute get in touch!

- Information on history of climbing at the garden and first ascents.

- Other areas. There are a few other notable climbing areas (the Menagerie, the vines, and the Santiam Pinnacle to name a few) in the Sweethome area which deserve at least a comment in this book.

- GPS indexes of boulders.

## Amenities

### Toilets

Barring emergencies, digging catholes should be avoided when climbing at the Garden Main area. As an alternative consider driving 1.9 miles back towards Sweethome to use the pit toilets outside of Sunnyside Park. The three minute drive will take roughly the same amount of time as finding a secluded spot and digging a hole and you won't have to worry about squatting on a patch of poison oak. Likewise all of the areas in this book exist within a 5 minutes drive of a toilet or pit toilet.

## Camping

Paid campsites can be reserved at Sunny Side Park 1.9 miles away from the Garden Main area. Dispersed camping is allowed on any of the pullouts on Quartzville Creek road East of Green Peter Reservoir. Camping is not allowed at the Garden Main or Upper Garden areas.

climbers to check out and establish new lines.

Rope climbs on the other hand may be either "Open" (anyone can get on it) or "Closed" (the developer has requested others to wait until they are finished establishing the route). Closed projects are customarily marked with a piece of red string or webbing on the first bolt.

## Local Ethics

The Garden Main and Upper Garden areas are located on private land owned by the Cascade Timber Company. The company allows walk in access to their land, but there is no official relationship between the landowners and climbers. The established ethic for climbing on timber land in Oregon is that the owners prefer not to get involved, consequently climbers should do their best to keep a low-ish profile and ensure the land owners don't need to get involved. There are a few specific activities which could threaten access for everyone:

- Building fires or causing fire hazards.
- Parking on or blocking gated forest roads.
- Overnight camping at the climbing areas.
- Failing to obey posted fire closures.

## Open and Closed Projects

The book notes several lines that have yet to see a first ascent. Generally boulder projects are understood to be "Open" which is to say that no one has dibs on them and they may be climbed by anyone. These projects are in fact included as a way to encourage and inspire

There are many reasons why a route developer may choose to "Close" a project. It may be as simple as the developer hasn't finished cleaning and bolting the route. However more commonly the developer is just requesting the privilege of the first ascent of the route and the naming rights that come along with it. Route development takes a good deal of time and money (each bolt on a sport climb costs upwards of \$6) thus its considered reasonable for a route developer ask for a period of first dibs on the fruit of their labors. Failure to obey this request is considered route theft and its not a good way to make friends.

## We like the moss

The lush moss coverings that adorn the boulders are an essential part of the area's charm. When cleaning boulders try to take a conservative approach and avoid demossing unnecessary parts of the boulder.

## Poison Oak

The Upper Garden area is plagued by poison oak and it has been seen in patches in other areas as well. Tread carefully and watch out for low growing shrubs with waxy leaves in clusters of three. The leaves turn red during the fall and fall off in the winter. Exposure to any part of the plant can cause irritation.



## How to use this book

### Grades and Descriptions

As much as possible the grades and descriptions of routes in this book have been based on the collective first hand experience of the collaborators of this book. Instances where first hand experience is limited or unavailable are graded with an asterisk.

Boulder problems in this book are graded on the Hueco V scale and roped climbs are graded using the Yosemite decimal system. Although these grades are inherently subjective, care has been taken in considering the grading of each route. A color coding system is applied for ease of use as described below.

**Boulder problems V0-V3**

**Boulder problems V4-V6**

**Boulder problems V7-V9**

**Boulder problems V10+**

**Roped climbs 5.0-5.9**

**Roped climbs 5.10a-5.11d**

**Roped climbs 5.12a-5.13d**

**Roped climbs 5.14a+**

**Projects and Unknown Grades**

### Ratings for Quality and Seriousness

In addition to a difficulty rating, route quality and seriousness ratings are provided on an out of three system as defined below.

#### Quality

- ★★★ - This route is an area classic, if you are unfamiliar with the area this is one you should check out on your first visit.
- ★★ - This route is charming, but may be lacking one or more qualities of a true classic.
- ★ - This route may leave something to be desired but isn't objectively terrible.
- ☆ - Zero stars, this route is bad.
- No quality rating given, this designation is typically only included for Projects and routes that the collaborators of this guide do not have first hand knowledge of.

## Seriousness

- No seriousness rating given, this is generally a safe climb with appropriate padding/protection. There are no extraordinary hazards that you should be aware of.
- △ - A boulder with this rating may have insecure moves which are high off the ground or over a bad landing or both. A roped climb with this rating may have sections where falling presents risk of injury. A competent climber who is aware of these hazards will still be able to climb this at a minimally increased risk.
- △△ - There are sections of this climb where the risks are hard to minimize. Falls in certain areas may be unlikely for a climber of appropriate skill level but the consequences of such a fall could be real.
- △△△ - This route could cause serious injury or worse even when attempted by a person competent at climbing the assigned grade. This climb should be approached with caution.

## A Reminder

The rocks do not know what they are called or how they are supposed to be climbed, likewise your experience does not need to depend on this information. Do not let the descriptions, grades, and ratings assigned in this book prevent you from experiencing the rocks as they are.

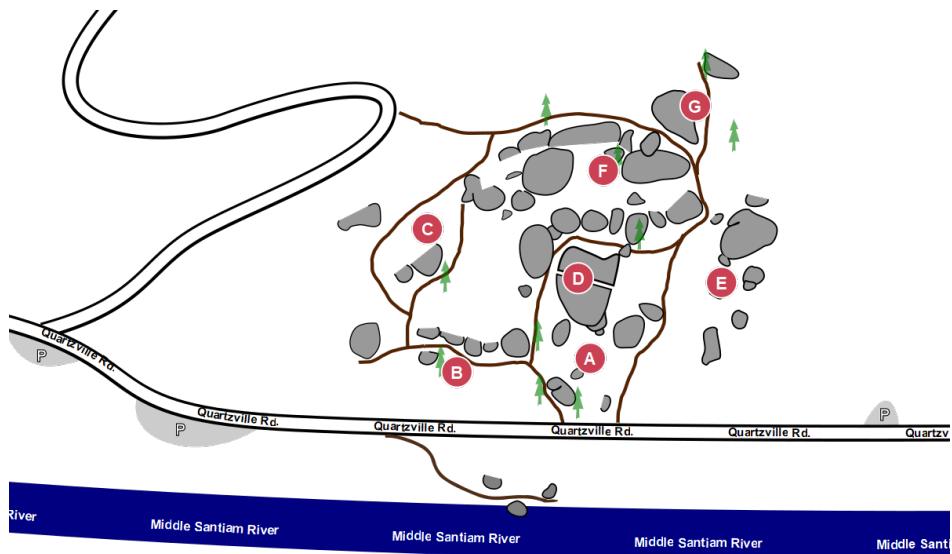
## Acknowledgements



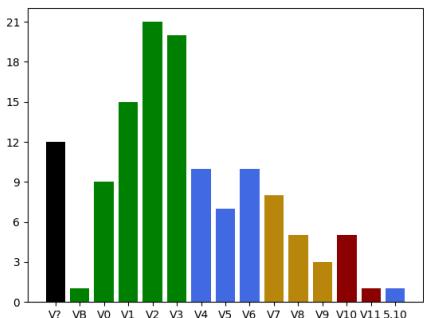
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This guidebook is a collaborative effort built with the localBoulders framework. It is intended to be a living document if you notice any mistakes, errors, or omissions get in touch with the creators of this document or submit your own contribution via the book's [github repository](#).

# The Garden Main

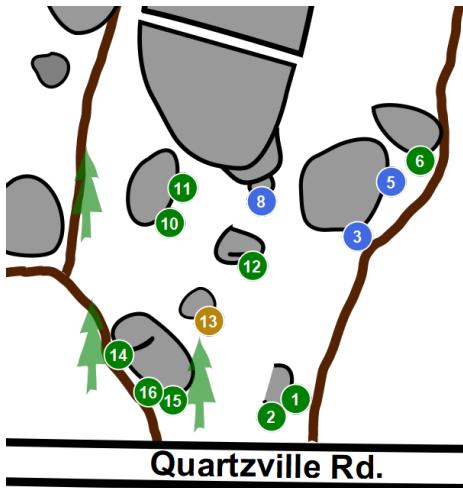


[Navigate to this area](#)



Located about 3.5 miles down quartzville road from highway 20, park in the gravel pull out where the road bends left just before you reach the boulders. The Garden Main bouldering area is true to its name. A lush green

space features moss covered boulders situated under a dense canopy.



### 1 Toilet Bowl V1 ★

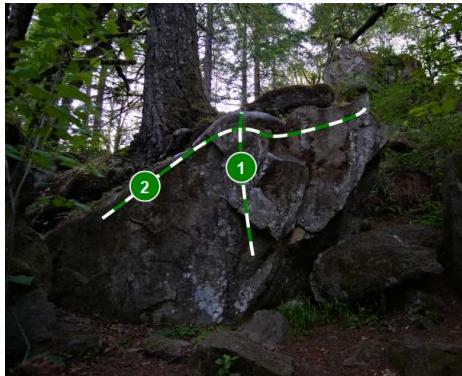
Stand start on a protruding block with left hand on an undercling and right hand on a knob. Pull a few moves to gain the lip of the boulder.

### 2 Toilet Bowl Traverse V0 ★★

Starting on a good rail at the lower left of the boulder. Traverses the lip topping out at the highest point or continue all the way until the boulder recedes into the hill

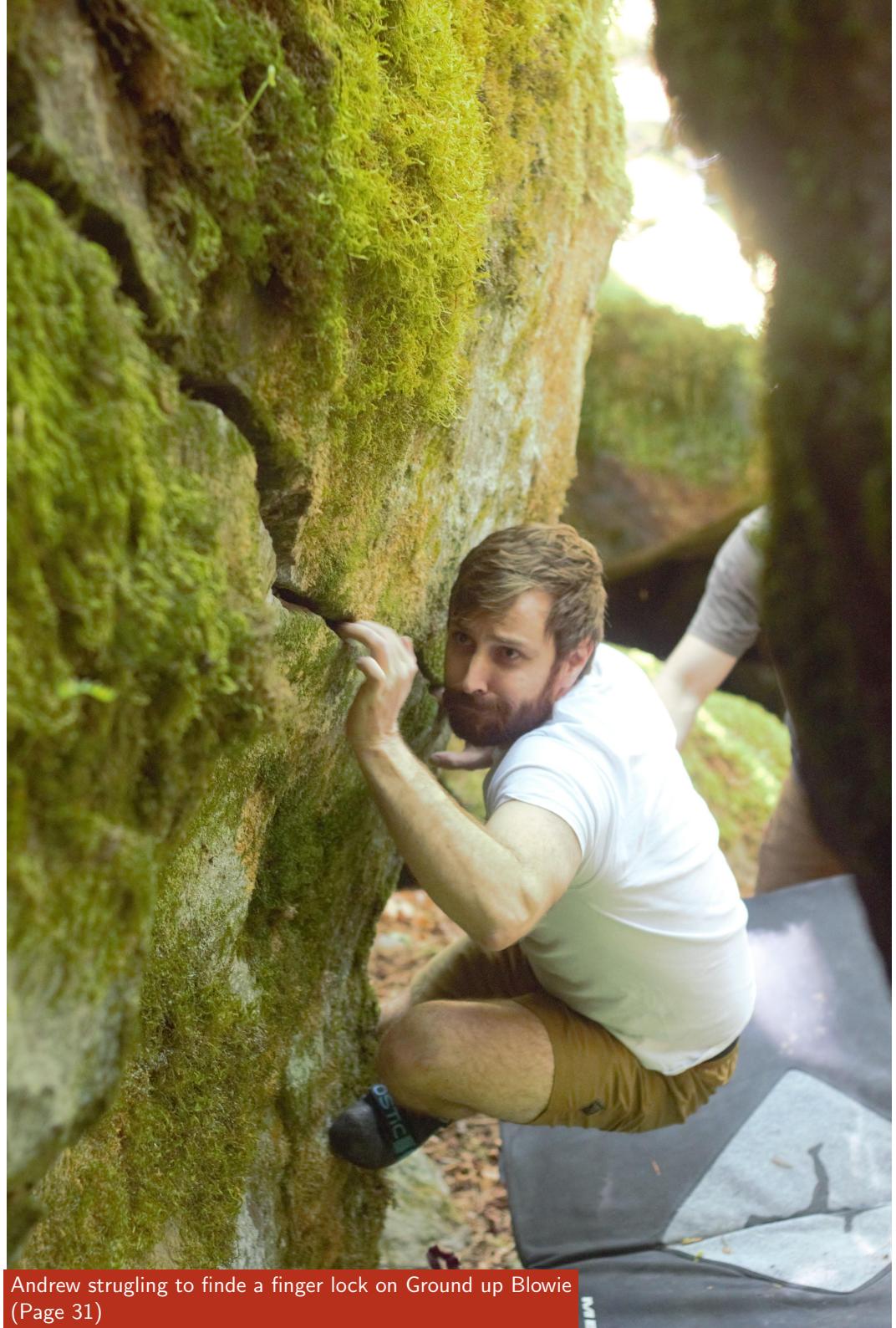
## A - Entrance Area

A cluster of boulders situated inbetween the two main trails.



## Toilet Bowl

If approaching via the main trail this is the first boulder you will encounter just off the road.



Andrew strugling to finde a finger lock on Ground up Blowie  
(Page 31)



## Boys In the Woods

A low boulder with an identifiable scoop on the downhill side is located on the main trail roughly 150ft uphill from the road.

### 5 Ice Cubes Shiny Jerry Curl V6 ★★

Sit start on a low sloping edge and make a huge reach to gain sharp crimps in thin horizontal seams at eye level.

### 3 Boys in the Woods V4 ★★

Start on a low jug just before the scoop at the lowest part of the boulder. Climb up the left arete of the scoop until you can flop in. Some may consider this an eliminate since, with difficulty, you could also just mantle directly into the scoop.

### 4 Cuba Gooding V6 ★★

Start as for Boys in the Woods but climb right along the lip of the scoop into the top of Ice Cubes Shiny Jerry Curl. Contrived.

#### Variations:

#### 4a Cuba Gooding Variation\* V3 ★

Climb Cuba Gooding but use good holds to pull into the scoop and exit early.

## Tree Slab

A narrow slab just uphill and to the right of the Boys in the Woods boulder.

### 6 Tree Slab V1+ ★★

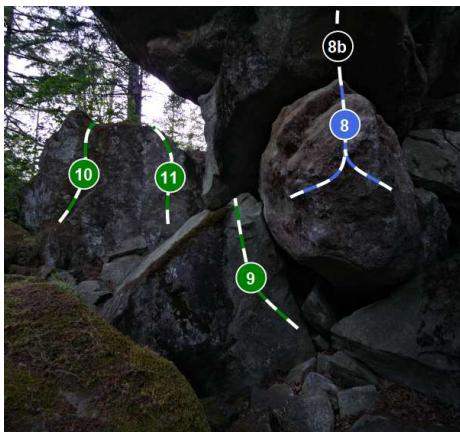
Climb the center of the slab from a stand start.

## The Good Warmup

A tiny finshaped boulder on the main trail.

### 7 The Good Warm Up V0 ★

Whether or not this is a good warmup is debatable. Sit start with hands matched on good rail. Climb the short face using both aretes. Also known as Shark Fin. (No Topo)



### 9 Gingiva\* V2 ★

Climbs the boulder below Tonsil. Sit start with low holds on the right arete. Pull a few awkward moves into a cramped top out.

## All Sorts of Ease

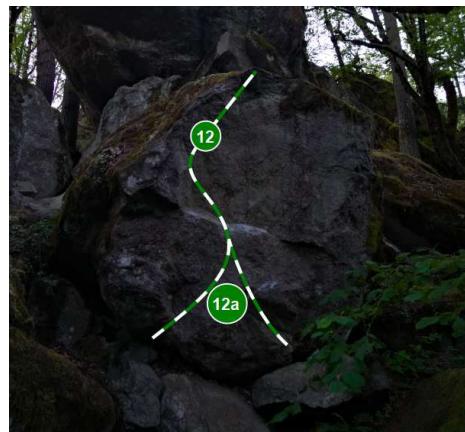
A low angle slab under the Meth Lab prow

### 10 All Sorts of Ease VB ★★

Climb the left side of the face on good holds. Fun.

### 11 In the Shadow of Giants V2 ★

Stand start with wide hands. Left hand on thin pinch at head height and right hang on a slightly higher small lumpy edge with a thumb catch. Pull a few delicate moves to gain the lip. A sit start looks doable, but unpleasant.



### 8a Tonsil Low Start V?

Climb tonsil from the obvious lower holds without using the boulder below it as a foot. Rumor has it that this has been done. (No Topo)

### 8b Prowed V? △△

Climb tonsil but instead of doing the normal top out, continue climbing the steep prow above it. Reportedly this was an old school classic.

## Three Star Ledge

Angular boulder in the rocky landscape between the two entrance trails.

### 12 Three Star Ledge V2 ★★

Stand start with hands matched on the ledge. Chuck out to the left arete and follow it to the apex of the boulder. The small boulders at the base are off.

**Variations:****12a Three Star Ledge Variation V2**

★★

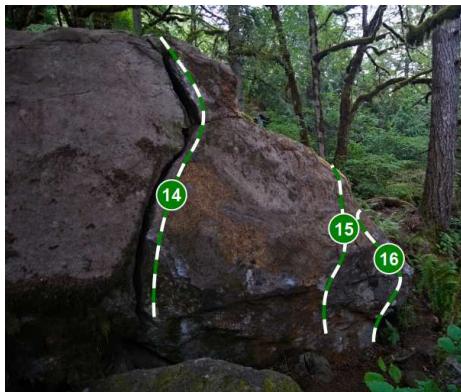
Squat start with feet on the small boulder below 3 star (it's on this time!) and hands on opposing underclings.

**Overhand**

a short prow in the rocky landscape between the two entrance trails.

**13 Overhand V7\***

Climbs a short overhang starting at the bottom of the left arete.

**Turtle Shell Boulder**

A short boulder with a low angle offwidth crack. If approaching on the fight club trail this is the first boulder that you will encounter

**14 Raphael Crack V0 ★**

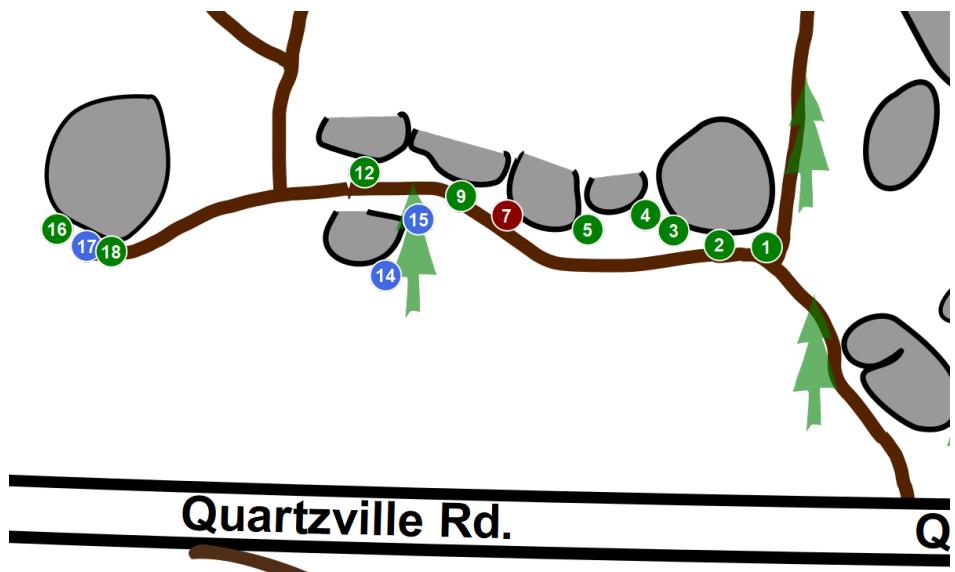
Climb the wide crack from a stand start.

**15 Donatello V1 ★**

start on a flat ledge where the rock angle changes. Slap a low angle arete until you can hike your feet up. Only somewhat distinct from Leonardo.

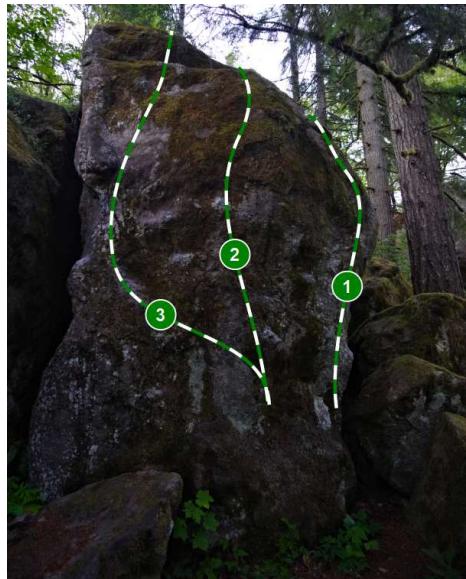
**16 Leonardo V3 ★**

Lay down start with hands on a low broken flake. With difficulty pull off the ground and slap a slopey ledge traverse up and left until you can rock over onto the downhill face. Sort of like a worse version of boys in the woods.



## B - Fight Club

Located in the southwest corner of the Garden main, The Fight Club zone is home to the namesake V8 test piece as well as several other quality lines. Flat landings and easy access make this a nice spot to spend some time



## The Office

A tall not quite vertical boulder is immediately on your right as you enter the Fight Club Area

**1 Jim Halpert V1\*** ☆ ▲▲

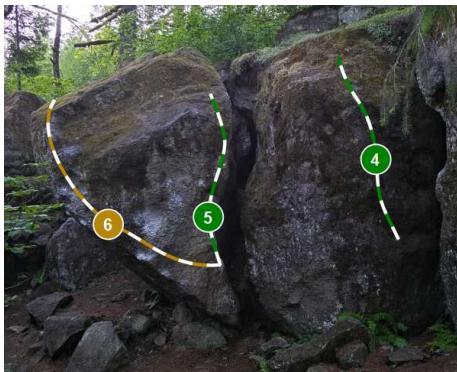
Starting on the right edge of the block climb climb the right corner over a rocky landing. Either pull some harder moves to stay on the downhill face or round the corner to the right and pull some easier moves over a worse landing. Grade and rating unconfirmed.

**2 Michael Scott V3 ★★ △**

Climb the center of the boulder using a cool sloper and some pearly feet.

**3 Daryl Philbin V1/2 ★★★ △**

Starting at the Center of the block climb left on good holds to the arete. Climb up the arete until you can reach good face holds up right and continue through a, thankfully, juggy top out. Mind the rock at the base of the climb. Left and right alternative starts add a little variety but do not change the grade.

**Crash Test Dummies**

A small boulder in between The Office and Fight Club.

**4 Vince V2 ★★**

Squat start on good edges. Navigate a crescent shaped sidpull rail to a delicate top out. Make sure to clean the top out before attempting.

**Fight Club**

The obvious overhanging boulder with an interesting bubbly texture.

**5 The Ear V2+ ★★★**

Start on the arete at the far right end of the boulder. Climb straight up through tricky holds to a heady top out. Veering onto the face instead of using the good holds on the right arete bumps the grade up to around V4.

**6 Fight Club V8 ★★★**

Area classic, this rig is a feather in any would be crushers cap. Start on the far right arete as for Ear. Traverse across the angle change and top out above a bubbly crimp rail on the overhanging face.

**7 Fight Club 2 V10 ★★**

Sit start with hands matched low on the left arete of the overhanging boulder. Climb across the overhang topping as for Fight Club.

**8 Brewmaster V5 ★★**

Often mistaken for Fight Club 2. Sit start in the same spot but climb up the arete. Starting a move or two in brings the grade down a bit. This is also known as tool shed direct.

**Tyler Durten**

Just to the left of the fight club boulder is a tall wall with few features other than a distinctive crimp rail at eye level.

**9 Project Mayhem V1+ ★**

Start on a heinous crimp rail and punch out left to much better holds.

**Variations:**

**9a Tyler Durten Dyno V?**

It has been speculated that the dyno from the starting hold straight to the lip will go.

**10 Angel Face V6\***

Start as for Tyler Durten but climb more or less straight up using the sloping rib on the upper right side of the boulder

**11 Durten Layback V1\***

Stand start and climb the right corner using the Fight Club boulder for feet.

**Trust**

The Trust boulder sits on an terrace behind Mini Me and to the Left of Tyler Durten

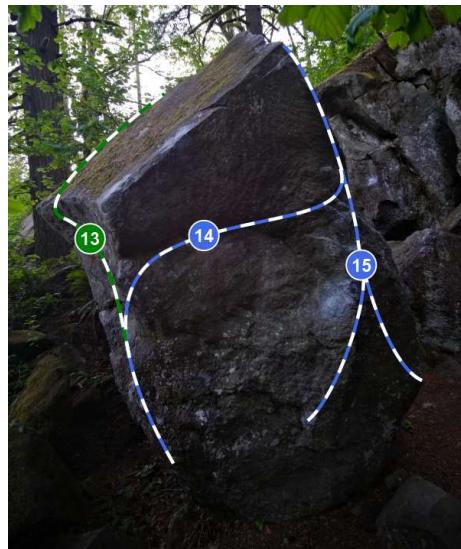
**12 Trust V2 ★★**

Sit start in compression on a hanging refrigerator block. Climb straight up through a slopeing ledge to the top. Look for the juggy crack 1ft inset from the lip.

**Variations:**

**12a Iron Cross V2 ★**

Avoid the committing moves at the lip by traversing left early.

**Mini Me**

A short pointy boulder with a flat landing is nearly freestanding on the downhill side of the Fight Club zone

**13 Mini Me V3 ★**

start on blunt corner. Make tricky moves to a blocky jug to the lip and traverse left to an easy top over a rocky landing

## 14 Austin Powers V5 ★★

Start as for Mini Me but move right into top of Dr. Evil

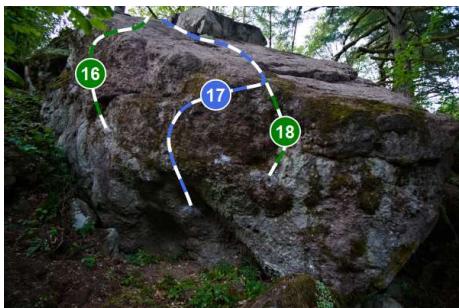
## 15 Dr. Evil V4 ★★

sit start in compression with left hand on a low sloper sidepull and right hand on the arete. Pull some tricky moves to gain better holds either rolling onto the right hand slab early or staying on the arete the whole way.

### Variations:

### 15a Mr. Bigglesworth V1 ★★

Start on your choice of waist high holds, climb straight up the right face or stay left on the arete. Authors note: other guides identify several other variations on this route, this book intentionally omits other variations in preference of encouraging climbers to find their own beta. (No Topo)



## E's Dirty B

Following a faint trail west traveling past the trust boulder brings you to a Large boulder which almost immediately gives way to low angle slab.

## 16 Green Hell V2 ★★

Squat start on an angled rail at chest level to the left of the cave. The path of least resistance leads left but climbing straight up is also possible at a similar grade.

## 17 E's Dirty B V5 ★★

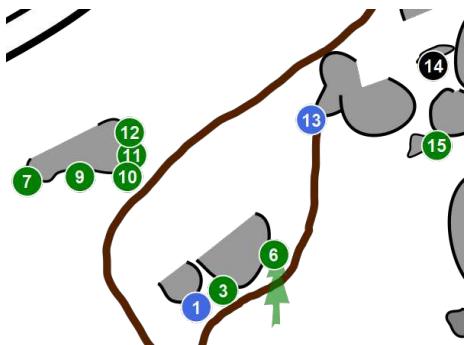
Start with hands matched on a lumpy flake in the back of a small cave. Using slopeing edges out right and a difficult undercling navigate out of the cave trending right at the lip to a jug. The final slab quest is an enjoyable and easy top out. Also known as Trouble with Bubbles.

## 18 Unknown V1/2 ★

A hard squat start on a faint ripple leads to easier climbing. Starts just right of the cave.



Michael near the top of Fight Club. (Page 13)



## C - Undertow

Directly uphill from Fightclub are a few quality boulders separated by overgrown trails.



## Silly Steep

Thin overhanging block left of the Undertow boulder.

### 1 Silly Steep Mantle V4 ★★

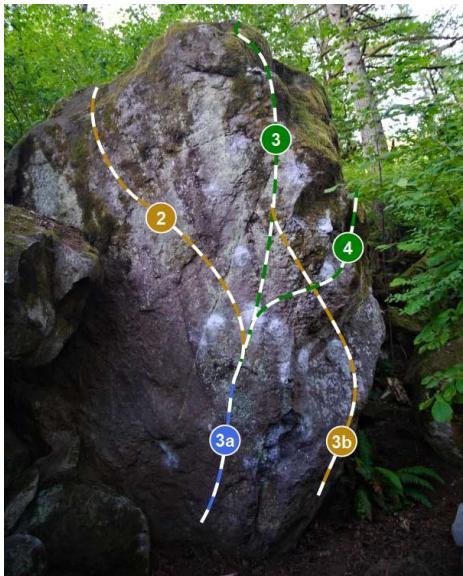
Stand start with good compression holds in the roof. Make a hard pull to the juggy edge below the lip and figure out how to get your body over the top. Starting from the juggy edge knocks the grade down to V2/3.

## Undertow

Relatively off the beaten path as far as classic garden boulders goes. Follow a faint trail uphill past the trust boulder.

### 2 Spray Skirt V8 ★★

Sit start with left hand in a slopey dish and right hand on a low sidepull. Pull some bizarre moves to gain the "boob holds" at the start of Undertow, continue up and left through a series of heinous crimps. Avoid standing on Silly Steep and mantle.



### 3 Undertow V3 ★★

Start on two boob shaped slopers at head height. Climb straight up using face holds and the right arete.

**Variations:**

#### 3a Spray Against the Undertow V6

Sit start as for Spray Skirt, climb into Undertow.

### 3b Undertow Sit Start V7 ★★

Sit start left hand on a borken sidepull and right hand on a low undercling, climb into undertow. At one point this line was simply referred to as Undertow, for this book modern naming standards have been conserved.

### 4 Riptide\* V3 ★★

Start as for undertow but trend right around the corner to a juggy hueco top out.

### 5 Simple Math V3\*

Stand start with knobby holds at head height. Follow the diagonal seam up and right.

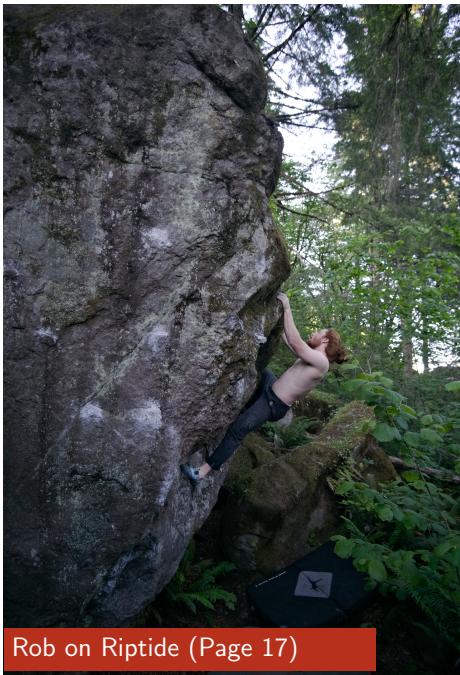
**Variations:**

#### 5a Shake it Out V3 ★

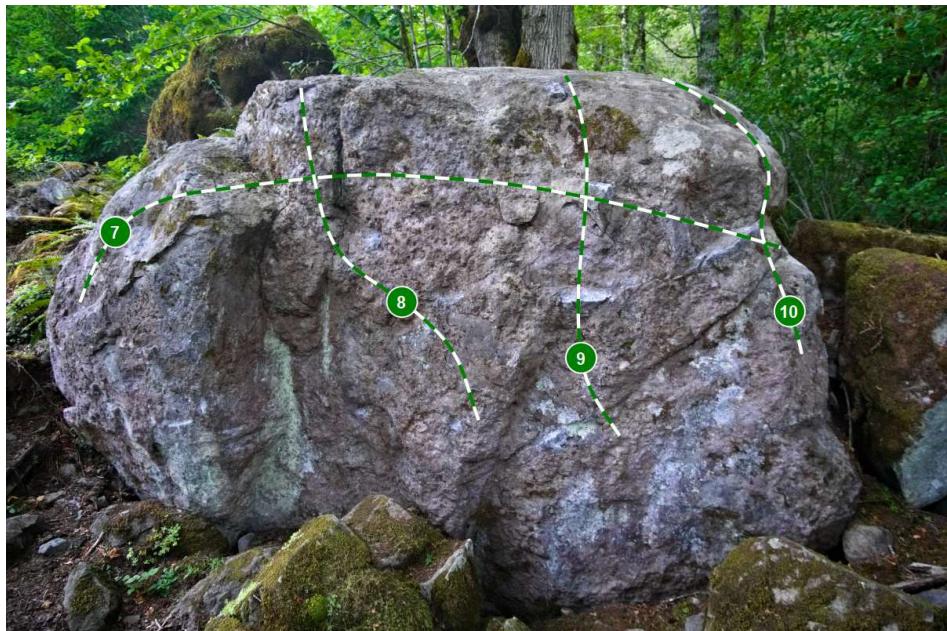
Stand start as for Simple Math and climb straight up into riptide.

### 6 Tidepool V3\*

PLACEHOLDER



Rob on Riptide (Page 17)



## Car Alarm

This secluded block has a variety of worthwhile beginner climbs. Most of the rock is covered with holds so its also a good spot to play around and make up your own linkups.

### 7 Car Alarm Traverse V2 ★★

Stand start with hands on an incut rail at the far left end of the wall. Traverse right to pup truck staying below the lip the whole time. The reverse goes at the same grade.

### 8 White Rhino\* V1 ★

Stand start just left of 2 ton Chevy with left hand in a baseball size dish and right hand on the juggy part of a protruding rib. Climb up and left.

### 9 2 Ton Chevy V1 ★★

Squat start on a diagonal left hand edge and a shallow 3 finger pocket on your lower right. Climb up two flat ledges to the top.

## 10 Pup Truck V0 ★★

squat start on a blunt corner with right hand on a diagonal crimp and left hand in a shallow pocket.



### 11 Comp Route\* V0 ★

stand start with hands on an undercling at knee height. Using some tricky holds and a good left foot lunge out and left to a jug rail at the lip.

**12 Panic Button\* V0 ★**

Stand start just to the left of a rounded corner with feet on a blocky protrusion and not much for hands. Climb up and along the rounded corner.

**Variations:****12a Panic Button Variation\* V2 ★★**

Sit start and pull into the start of Panic Button instead of topping right head left over the techy slab.

**Chockstone Highball****13 Chockstone Highball V4\***

PLACEHOLDER (No Topo)

**Hanging Prow**

An eyecatching hanging prow inbetween Chockstone Highball and Night Crawler.

**14 Hanging Prow Project V?**

The possibilites on this prow have been explored a little bit, but so far there are no known routes. (No Topo)

**Zen Koan**

A short boulder on the hillside inbetween Chockstone Highball and the Meth Lab.

**15 Zen Koan\* V2 ★★**

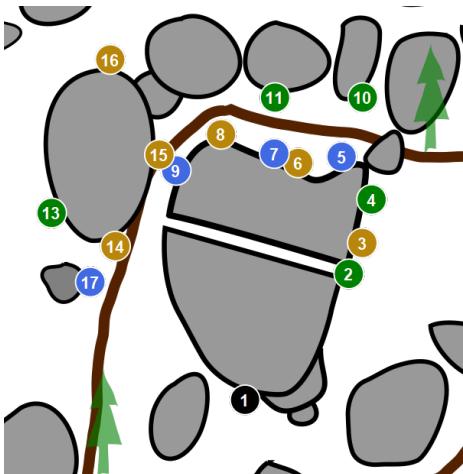
Stand start with a blocky hold near the top of a short overhang. Meander your way to the top.





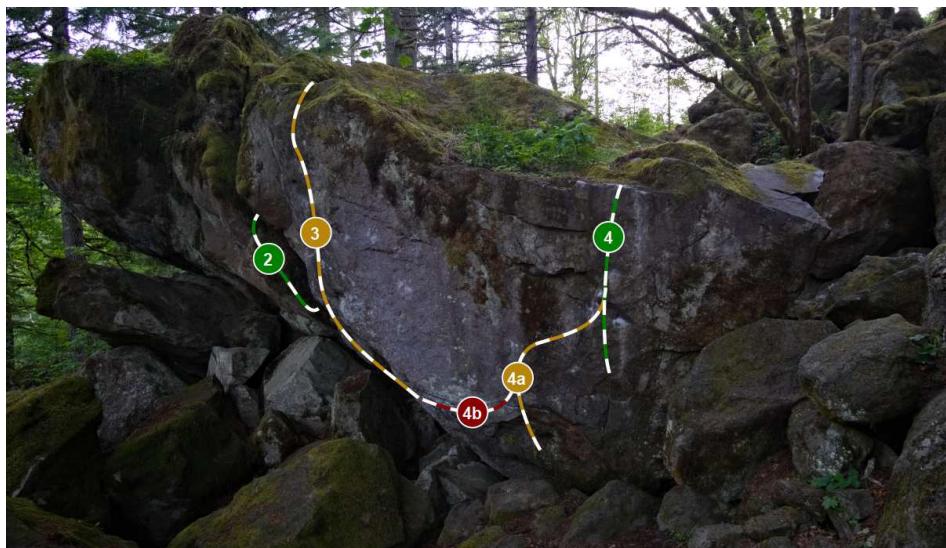
Carson landing the big throw on Octernal. Classic! (Page  
24)





## D - Meth Lab

Easily the most recognizable feature at the Garden, the Meth Lab boulder towers over all other stones in the main area. Most climbs for this zone are located in a secluded natural amphitheater on the uphill side of the boulder.



### Meth Lab Front Side

#### 1 Meth Lab Project V? ▲▲▲

The obvious prow on the front of the Meth Lab boulder has a bolted top rope anchor and maybe someone has top roped it, but who knows. It's likely that the never been climbed by any other means. The ethics of climbing this behemoth are contentious but in my opinion it is fair game to bolt

as a sport route. If you have the desire to do so consider working it out on TR first before placing new equipment. (No Topo)

#### 2 Don't Blow the Jug V2+ ★★ ▲

Start at the base of the wide crack. Climb inverted in the offwidth until you can make use of a jug to squeeze into the crack. Walk through the crack to the far side of the boulder.

**3 Trust Issues V8 △△**

Sit start at the base of a diagonal crack. Proceed up and left over a subpar landing.

**4 Leave it to Jesus V1 ★★★**

Also known as Showboat. Start with hands on sloping edges. Use one or two intermediate holds to reposition yourself and make a long pull to the lip. Short but brilliant.

**Meth Lab Back Side****5 Smackdown V6 ★★**

Start standing with left hand gaston and right hand jug sidepull. Crank some powerful moves on bad feet and follow the line of crimps to a top out left

**Variations:****4a Leave it to Jesus Sit Start V7\***

Sit start on razor crimps to the lower left of the stand start.

**4b Leave it to Jesus Left V10\***

Sit start as for Trust Issues and traverse right all the way into Leave it to Jesus.

**Variations:****5a Harbor Freight V8 ★★★**

Sit down start with hands matched on a blocky undercling, climb into Smackdown. This variation was literally unearthed when a local climber yanked a large rock out from the landing of Smackdown using a chain and come along. The device broke in the process inspiring the name of the route.

**6 Heisenburg V9\***

Sit start with opposing sidepulls on a low flake. follow a slopey rib possibly making use of small holds further left.

**Variations:****6a Learys Lunge V9 ★★★**

Start as for Heiserburg and dyno up and right to juggy holds at the lip.

**7 Guillotine\* V4 ★★**

Start underclinging on the hanging "Guillotine blade" flake left of Octernal. Climb straight up.

**8 Octernal V7 ★★★**

For many this is THE local test piece. Start sitting with left hand on a sloping triangular rib and right hand on a slopey cripm at the arete. Crank a few hard moves to gain the lip then traverse left through the lightning bolt hold to a pumpy top out. Originally known as "Tom's phsychedelic trip".

**Variations:****8a Octernal Direct Exit V7 ★★★**

Of all the Octernal exits this one has the most interesting moves. Climb Octernal to the ledge then pull some tricky moves to round the right arete. Continue on through a heads up top out.

**8b Octernal Center Exit V6/7 ★★**

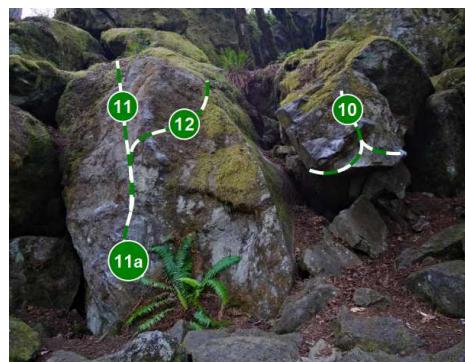
The easiest top option for this boulder involves pulling through a suprisingly good side pull above the left end of the ledge. For years this variation lived in moss covered obscurity. Climbing it will make you wonder why the awkward pumpfest traverse exit is the default line

**8c Sweethome Traverse V3/4 ★★**

Climb Octernal from the ledge. Starting one move lower (on the undercling) adds a grade. (No Topo)

**9 Two Blows One Stroke V6**

Sit start on two single pad edges just to the left of a right facing rib. Pop a left foot onto a third slightly wider edge and crank a few moves to gain a good edge roughly 7ft off the ground. From here trend right into a flake.

**Swollen Member**

A small prow just out of the hill side above the Meth Lab boulder protrudes at a provocative angle.

**10 Swollen Member V3 ★★**

A classic hazing route. Start hugging the underside of the block underside with good hand holds on each side of the stubby prow. Manuver youself into a less scandelous orientation using toe hooks, heel hooks and all manner of dirty tricks.

**Meth Lab Highball**

Slabby boulder located to the left of Swollen Member. Not to be confused with the highballs on the actual Meth Lab boulder.

**11 Meth Lab Highball V1 ★★ △**

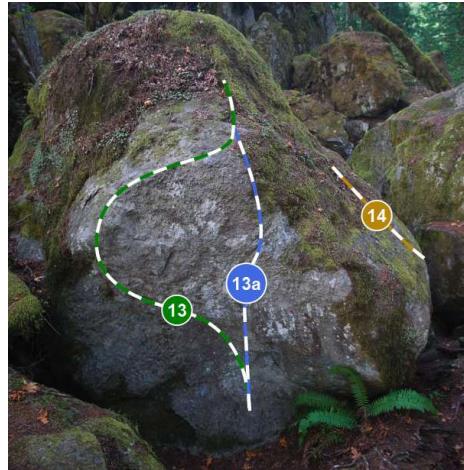
Stand start with left hand on a slopey ledge and right hand on a diagonal incut seam. Pull yourself onto the ledge and climb a tenuous slab using a blunt corner for your right hand.

**Variations:****11a Meth Lab Highball Sit Start\* V3 ★**

Sit start with left hand on a diagonal undercling rail and right hand on a low diagonal side pull edge. Doesn't add much to the stand start.

**12 Meth Lab Highball Right V1 ★**

Start as for Meth Lab Highball but pull yourself around the blunt corner into a mossy scoop. Continue right to an easy top out.

**E's Boulder**

A large boulder directly to the right of Octernal holds a few notable routes.

**13 Gargoyle\* V3 ★★**

Starts with a low right hand incut and traverses left across the boulder before circling back along the lip before topping out. Sit start on the ramp for style points.

**Variations:****13a Gargoyle Direct\* V5 ★★**

Starts as for Gargoyle but climbs straight up. Harder than it looks



#### 14 Slam Dunk V7

Sit start with hands matching on a crimp rail on the lower right hand side of a small overhang. Pull a few moves into the name-sake slam dunk maneuver followed by an easy top out.

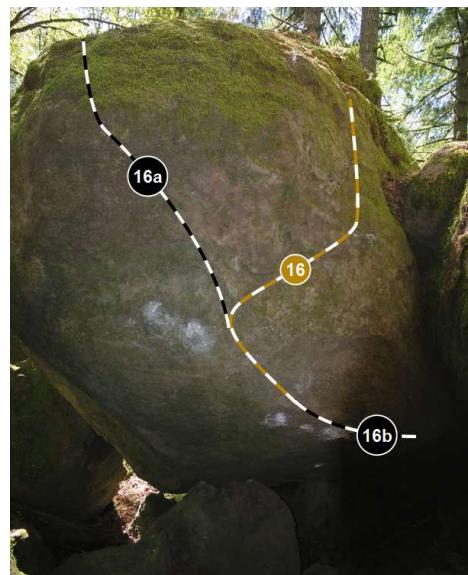
#### 15 E's V7\*

Stand start with hands matched on a chest high crimp rail. Pull a few enormous moves to a big ledge.

**Variations:**

##### 15a E's Sit Start Project\* V?

It seems like a low start could go.



#### 16 Enchilada V8/9 ★★

Low ball. Sit start with hands matched on a crimp at the lower right of a crescent shaped rail. Thrutch your way through a few hard moves to a good jug followed by a "still on" top out.

**Variations:**

##### 16a Enchilada Left Project V?

A left exit seems like it might go.

##### 16b Enchilada Low Start Project V?

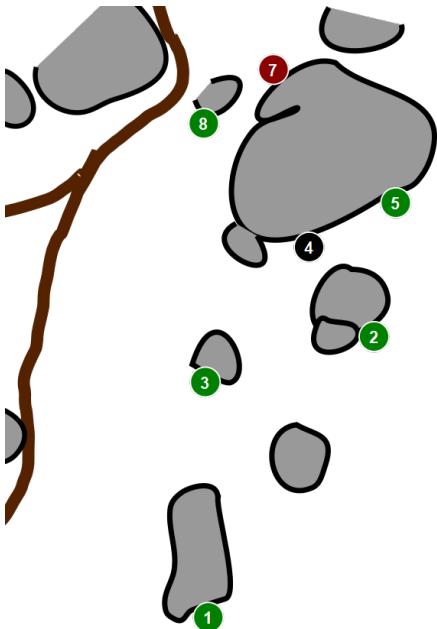
Start a few moves to the right lower on a dabby edge.

### The Bubbler

A small unassuming block sits just downhill of E's boulder.

#### 17 The Bubbler V5\*

This short boulder reportedly goes at V5, no idea how. (No Topo)



## E - Big

In spite of this area's close proximity to both the main trail and the road the most of the climbs here are very obscure. Several other lines around here have been documented over the years but they have yet to be rediscovered.

### Bitchin Corners

A neat angular face sits on the downhill of an otherwise unremarkable boulder.

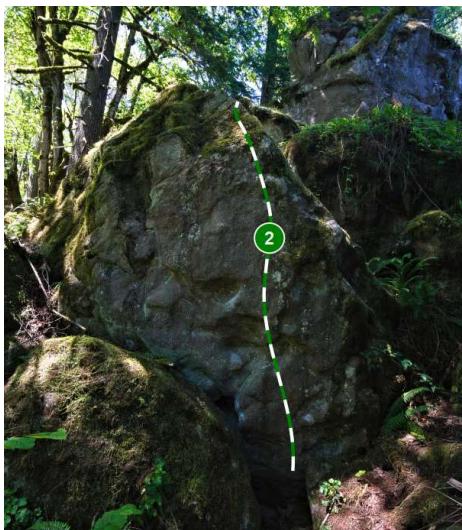
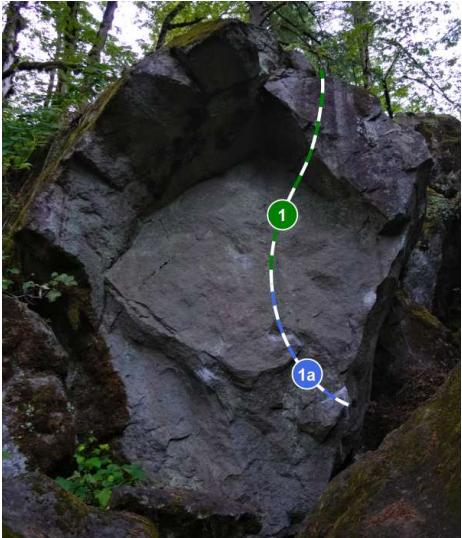
#### 1 Bitchin Corners V2 ★

Stand start with left hand on a high diagonal crimp and right hand on an arete pinch.

### Variations:

#### 1a Bitchin Corners Sit V6 ★★

Sit start with hands matched on a sharp corner at the bottom of the right arete.

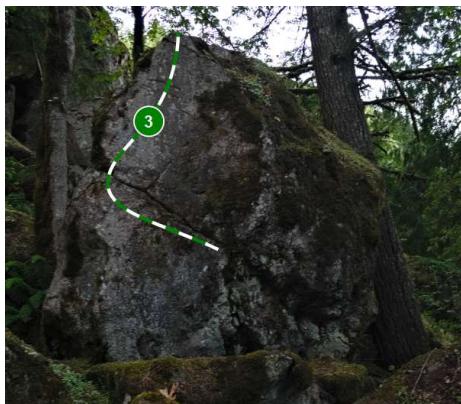


## Hueco Wabo

An aesthetic boulder sits well off the beaten path

### 2 Hueco Wabo V3\*

Stand start on good side pull underclings pull some rad moves to an insecure, scary top out. It's possible to bail right at almost any point on this route, but that's no fun. A sit start might also exist but looks unfun. Grade unconfirmed.



## Baldo

### 3 Frontside Baldo V2 ★★

Sit start with left hand on a juggy side pull and right hand at the bottom of the diagonal crack. Climb the triangular face using the crack and holds on both aretes.

## Big

The "Big" boulder is a large moss covered boulder on the eastern boundary of the Garden Main area, in other guides this has also been called "roadside", and "North Block"

### 4 Cargo Net Project V7

The big cave on the downhill side of the boulder is just begging to be climbed, unfortunately the landing is really bad. (No Topo)

### 5 Mini Hydro Tube V1\* ▲

Climbs a dirty water groove on the downhill face of the boulder. Scope out a down climb before getting on this one (No Topo)

### 6 All Bernd Down V?

Starting in the vicinity of All Bernd Up and climbing straight up onto the techy slab is thought to go, though there are no known ascents. (No Topo)

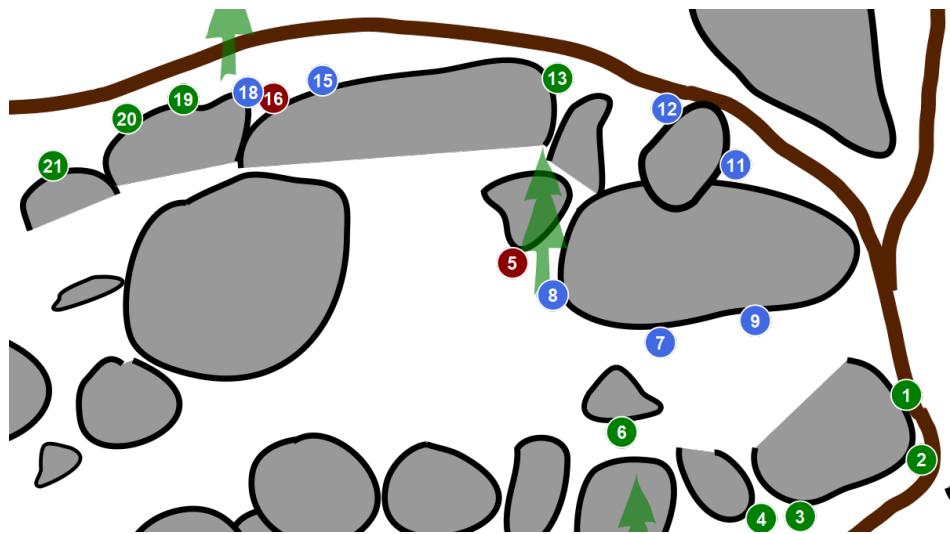
### 7 All Bernd Up V10\*

Follows a hanging knife flake. Apparently there were multiple holds along both sides of the flake, but they all broke off. It's unclear if this line has been climbed in its current state. (No Topo)

## Small

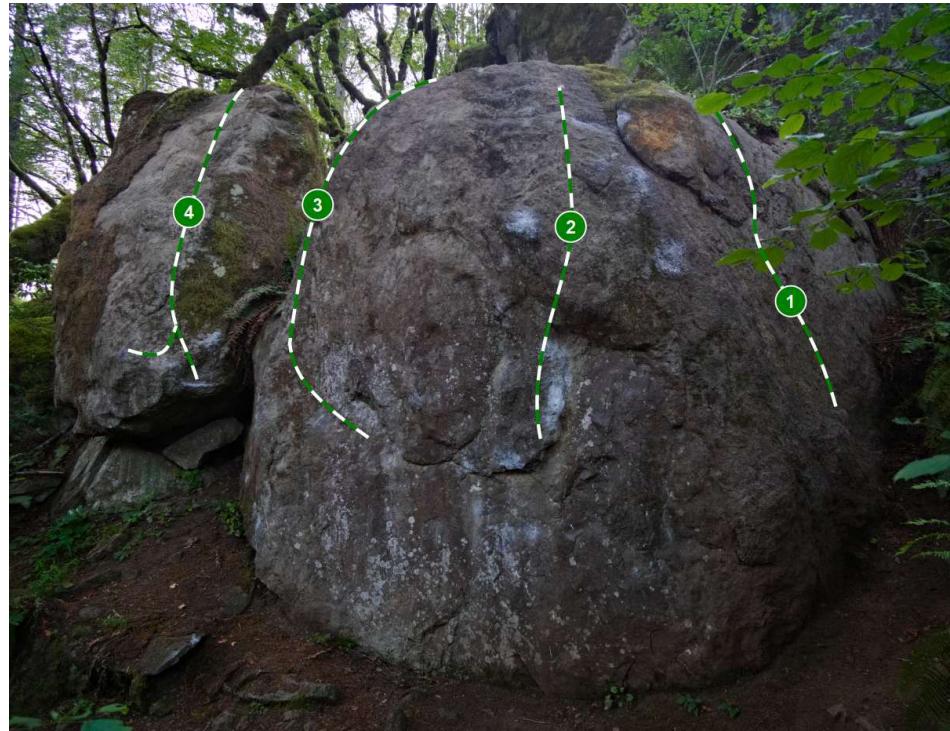
### 8 Smol\* V2 ★

Sit start with left hand on good side pull pod. Right hand on crimp just below the angle chang. Pull a few bear huggy moves to get on to. Better than it looks. (No Topo)



## F - Azain

Azain is a jumbled collection of rocks which forms the highest point of the Garden main.



## The Good

Continuing up the main trail from Boys in the Woods leads to a good boulder with two routes on the downhill face.

### 1 The Good Slab V1 ★★

Squat start on an incut flake at knee height. Climb the slab around the corner from The Good.

### 2 The Good V3 ★★

Start matched on a juggy flake on the right side of the boulder's downhill face.

### 3 Another V3 ★ △

start with opposing sidepulls on the center of the boulder's downhill face. Traverse to the left arete and ascend using delicate feet and unideal hands. Mind the uneven landing. Aggresive cleaning has reveiled that the dirty ledge to the left of the rock is in-fact part of the rock so stepping of here is still on route I guess, but its cooler if you don't.

## Next to the Good

A slender boulder hangs off the ground to the left of the Good.

### 4 Next to the Good V3 ★ △

Stand start with right hand on a crimp rail under the overhang and left on a high diagonal side pull. A few burly moves give way to a low angle slab. Bailing into the gully instead of climbing the upper slab doesn't change the grade, but it is cheating.



## Night Crawler

This iconic double arete boulder hangs like a throne near the top of the Azain formation.

### 5 Night Crawler V10 ★★

Sit start at a juggy undercling on the right arete. Believe it or not this is a completely different boulder than Hula.



## Azain Spire

A thin triangular flake stands on end behind swollen member and in front of Azain

### 6 Snakes and Martyrs V0 ★★

Stand start in a juggy seam. Could be scary if you are uncomfortable climbing outside.

## Light Cave

A cave directly behind Azain Spire is mostly full of bats and trash. Tread carefully if you decide to venture down here.

### 7 Into the Light V6\*

PLACEHOLDER (No Topo)

Variations:

#### 7a Into the Light Assis V9\*

PLACEHOLDER (No Topo)

## Azain

The huge walls of the Azain formation are located just off the main trail behind The Good.

### 8 Ground up Blowie V5 ★★

Start at the base of a diagonal finger crack. Follow the crack around a dabby tree and onto an easy slab. This route was named as an homage to the first ascent when the top out was cleaned via leafblower from a stance mid route. (No Topo)

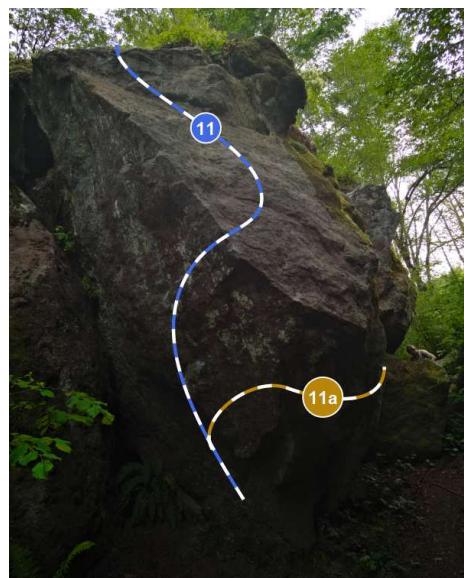
### 9 Azain Crack 5.10b ★★

One of the better moderate rope climbs at the garden, this route would see tons more traffic if it were at the cliff. Climb the crack to a bolt protected crux bulge followed by easier climbing to a bolted anchor which may or may not be covered in moss, end here or continue to another bolted anchor at the top of the boulder and, optionally, walk off. The crack protects well with a few

nuts or cams to 0.75. The section above the crack is much more challenging than it appears from the ground. Tread carefully, some of bolts on this route have a lot of rust. (No Topo)

### 10 Sometimes V3 ★★

Starting on Azain Crack traverse right around the corner on reachy holds until you can scramble onto a big ledge over the main trail, drop off. Staying lower in the middle section adds difficulty. (No Topo)



## Locksmith

A tall narrow boulder that leans up against the backside of Azain.

### 11 Locksmith V4 ★★★ ▲▲

Also known as Hula. Sit start with a juggy left hand sidepull and right hand on an undercling edge. Pull a few crimp moves until you can reach a good hold on the arete. Rock over onto the slab and quest to the top. Be sure to clean the upper section before attempting this rig.

**Variations:****11a Brain Haemorrhage V7\***

Start as for locksmith and traverse right into philanthropy

**12 Philanthropy V4 ★ ΔΔ**

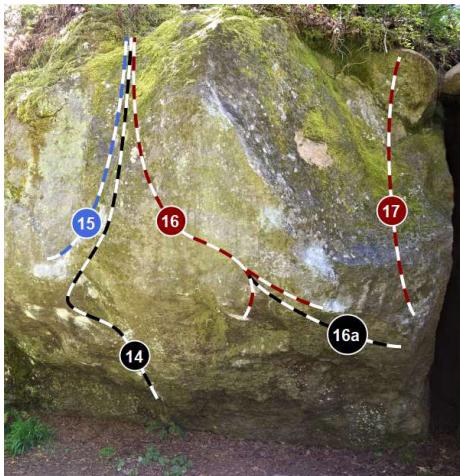
Stand start with wide hands, left on a crimp sloper and right on a crimp sidepull. Pull a few techy moves to gain good jugs and rock over onto the slab. follow the path of least resistance or least moss to the top.  
(No Topo)

**Garden Roof**

Just past the locksmith is a wide short overhang which sits opposite a field of blackberries on the main trail.

**13 Full Stroke V2 ★★ Δ**

Stand start on a jug flake. Trend left to a high top in a shallow chimney. (No Topo)

**14 Garden Project V?**

Project. Sit start at the base of the low roof and climb into garden variety or Full Stroke. Once climbed this will be one of the hardest routes in Oregon.

**15 Garden Variety V4\***

Reportedly there is a way to start the center of the overhanging face if you are tall or using a pad stack. Does this even count as a distinct route or is it just a lame way to tick a line when you can't pull the harder moves down low?

**16 The Arboretum V11 ★★★**

Stand start with left hand on a big undercling and right in a small dish. Climb up and left.

**Variations:****16a Arboretum Sit Start V?**

Sit Start somewhere in the vicinity of the Other Bernd, somehow link into Arboretum. Legend has it that this was climbed by a Eugene local in the early 2000s at V13. No one knows the name of said mystery crusher.

**17 The Other Bernd V10\* ☆**

Sit start on small opposing crimps at the far right of the block, climb more or less straight up on exfoliating rock. Due to the crumbly nature of the rock its hard to tell what, if anything, this ever was. It's unclear if this has been climbed in its current state.



## Gumby Wall

Continuing past the Garden Roof leads to the Gumby Wall. Look for the obvious overhanging prow of the siren.

### 18 The Siren V5 ★★★

Sit start at the base of the prow with one hand on an incut ledge and the other on the slopey rib below. Climb the prow using a few different beta options. This route is also referred to as "Witch Hunt".

#### Variations:

#### 18a The Siren Stand Start V3 ★★

Start with your left hand on the left arete and right hand on a good sidepull just above the sit start holds.



### 19 Gumby Arete V2 ★★

Stand start on underclings at the left side of the face. Challenge yourself by staying on the Arete the whole way up or bail onto the ledge out right and top as for Gumby Slab.

### 20 Gumby Slab V1 ★★★

Stand start in the center of the face. This can be scary if not used to climbing outdoors.

#### Variations:

#### 20a Bag of Tricks V3 ★

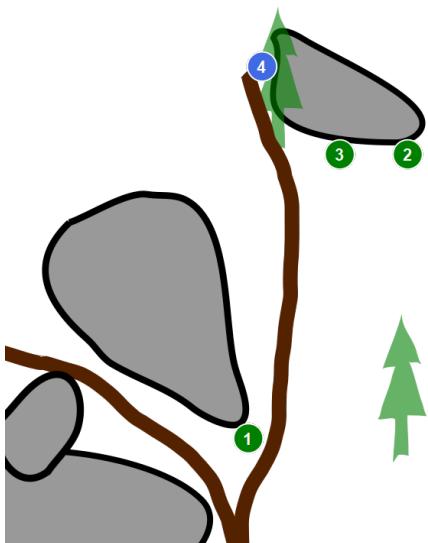
Start as for Siren and traverse right toping on either Gumby Arete or Gumby Slab.

## Gumby Crack

Immediately to the right of the Gumby Wall is another slab that's broken by a juggy horizontal crack.

### 21 Gumby Crack V0 ★★

Climb the well featured wall to the right of Gumby slab from a stand start. (No Topo)



## G - Big Frank

### Big Frank

The main trail veers left into a narrow corridor inbetween this large boulder and Azain.

#### 1 Big Frank V3\*

This highball has a storied legacy. It seems that at one point it was a well traveled classic but it has since faded into mossy obscurity. Two (very controversial) bolts exist on the face so you could climb it as a sport route I guess. (No Topo)

## Scary Grandma

A secluded boulder can be approached by staying right at the fork when the main trail turns left around Big Frank.

#### 2 Easy Grandma\* V0 ★

Squat start on a juggy flake and climb using face holds the arete to a pyramid hold 12ft off the ground.

#### 3 Angry Mom V2 ★★ ▲

Stand start over a ledge foot climb left around a flake then veer hard right towards the arete. Exciting. Starting on sharp crimps to the right adds variety but doesn't feel like a distinct route



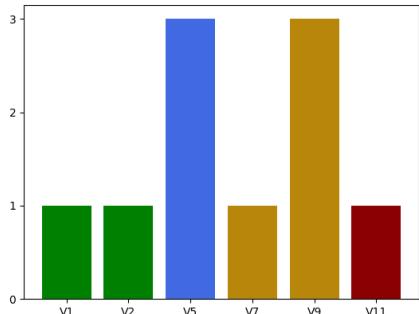
### 4 Scary Grandma V6 ★★★ △△

An awkward start on a ramp leads to a series of perfect thin crimps followed by a committing crux at the top. Rehearsing the moves on top rope is recommended as falling at the crux would be a bad time.

# Pink Tag Boulders



[Navigate to this area](#)



Just across the road from the main area lay a few boulders on the banks of the River. Beware the water level can rise quickly blocking off access to some of the boulders in this area. Consult the USGS flow charts for below green peter damm to know when the river will be low. See driving directions for the Garden Main area.

**NOTE:** This area is mostly incomplete. Look forward to more information in future revisions of this book or contribute your own knowledge on [github](#).

## Pissing Boulder

This blunt overhanging corner is the first boulder that you walk by when entering Pink Tag.

### 1 Territorial Pissings V5\*

PLACEHOLDER (No Topo)

## Jonah's Dab Rig

### 2 Jonah's Dab Rig V9 ★★

PLACEHOLDER (No Topo)

Variations:

#### 2a Workshop 68 V11\*

PLACEHOLDER (No Topo)

## Frat House

### 3 Frat House V2\*

PLACEHOLDER (No Topo)

### 4 Frat Mouse V1\*

PLACEHOLDER (No Topo)

## Farley Prep

### 5 Belushi V5\*

PLACEHOLDER (No Topo)

### 6 Lippity Split V5\*

PLACEHOLDER (No Topo)

### 7 Le Lemet V9\*

PLACEHOLDER (No Topo)

### 8 Farley Prep V9\*

PLACEHOLDER (No Topo)

Variations:

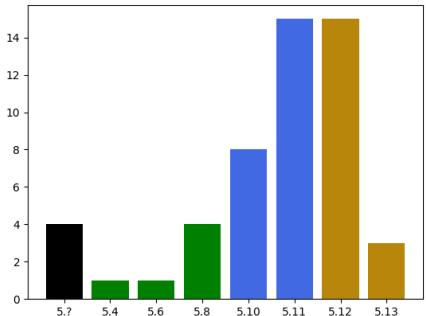
#### 8a Knowledge is Good V7\*

PLACEHOLDER (No Topo)

# Garden Cliffs



[Navigate to this area](#)



PLACEHOLDER

**NOTE:** This area is mostly incomplete.  
Look forward to more information in future revisions of this book or contribute your own knowledge on [github](#).

## A - The Garden Cliff

### Garden Cliff Right Side

#### 1 Sword and Shield 5.12a\*

25', Sport, 2 bolts. Climb a techy dihedral just to the right of a low roof. This could almost be bouldered. (No Topo)

#### 2 Ladybug 5.10a

PLACEHOLDER (No Topo)

#### 3 John Henry's Hammer 5.10c/d ★★

50', Sport, 6 bolts. Start on a tombstone flake and follow a crack system right before meandering back right and finishing in a short dihedral. This route was originally climbed on gear. (No Topo)

#### Variations:

##### 3a John to Snug Linkup 5.10c/d ★★

50', Sport, 5 bolts. Start on John Henry's Hammer and trend diagonal left through the broken section of rock linking into Snug as a Snail. Links the easiest sections of every route to the top of the wall. (No Topo)

#### 4 Yggdrasil 5.11a ★★

50', Sport, 6 bolts. Start as for John Henry's Hammer, but stay left after the first bolt. (No Topo)

#### 5 Scorpion Revenge 5.11b ★★

50', Sport, 6 bolts. Starts with a few bouldery moves up a left facing ramp then continues through small crimps before some bigger moves on jugs. Many of the crimps on this route have broken and are much smaller than they used to be. (No Topo)

#### 6 Snug as a Snail 5.11c ★★

50', Sport, 5 bolts. Climbs an obvious flared dihedral before gaining good holds higher up. (No Topo)

#### 7 Scorpion Hitchhikers Toilet Bowl Odyssey 5.11b ★★★

50', Sport, 5 bolts. Starting just left of Snug pull a few jugy moves to gain a left leaning crescent and follow it to an exhilarating dynamic move after the third bolt. After a jug rest continue through another 15' of pumpy climbing until you gain a no hands rest on a ledge at the top of the wall. Why the anchor is not accessible from this ledge is a mystery a bonus few techy moves leads to a tenuous stance at the anchor. (No Topo)

#### 8 Daring to Fly 5.11d ★★★

55', Sport, 7 bolts. Start on the left side of a small cave and climb the aesthetic pillar. (No Topo)

#### 9 Community 5.9 ★

55', Sport, 7 bolts. Starting in the same alcove as Daring to Fly climb the right facing ramp up and left to a ledgy top. This route has a reputation for being weird and techy not the easiest lead at the grade. There are also several cracks where you could practice gear placements on route. (No Topo)

#### 10 Blackberry Jam 5.10-\*

45', Trad, gear to 3". Climb a dirty right facing dihedral and link into a less pleasant fist crack up and right. Finishes at a bolted anchor. (No Topo)

#### 11 Anaphylactic Shock 5.12a ★

40', Mixed, 3 bolts and gear to 0.75". Climb a left leaning crack to an easy mantle at the top of a small roof. Enjoy a no hands rest before a difficult boulder problem at the anchor. (No Topo)

#### 12 Fight Club (Round Two) 5.12b ★★★

50', Sport, 7 bolts. Not to be confused with Fight Club (the boulder problem) or Fight Club 2 (the boulder problem), Fight Club Round Two is one of the primeir sport climbing test pieces at the cliffs. Starts on

a right facing corner before traversing under the roof until you can grapple your way up to the techy headwall. The crux section of the route is equipped with perma draws, get on it! (No Topo)

### 13 Cutting Crack 5.9 ★

20', Trad, gear to 2". Follow a short hand crack until you can clip one of the perma draws for Fight Club. Lower here or continue up. (No Topo)

### 14 Butterfly Effect 5.13a/b

40', Sport, 6 bolts. Climbs more or less straight up through a low blocky ledge followed by thin crimps and a bouldery roof pull. Reportedly climbs like low 5.12 endurance into V7/8 with no rest. The middle of the route is equiped with permas. (No Topo)

### 15 Slithering Skink 5.10d ★★

40', Sport, 6 bolts. Start as for butterfly effect but cut left at the blocky ledge and traverse into a big corner. Follow good holds up and overhang and into a techy sequence through a short dihedral. (No Topo)

### 16 Stasis Chamber 5.12b ★★

40', Sport, 6 bolts. Climb a steep prow to the left of the slithering skink corner. After gaining the big ledge rejoin with skink. (No Topo)

#### Variations:

#### 16a Lazarus 5.12c ★★

40', Sport, 6 bolts. Climb Stasis to the ledge then instead of rolling onto the ledge traverse left around the corner and link into the finish of Wildlings. (No Topo)

### 17 Wildlings 5.11d ★★

40', Sport, 6 bolts. Traverse left under the Stasis chamber prow into a sustained dihedral. (No Topo)

### 18 Rain Shadow 5.11a/b ★

30', Sport, 3 bolts. Pull a few juggy moves through broken rock down low and negotiate a techy dihedral to clip the chains. (No Topo)

### 19 Lenticular Cloud Project 5.? ★

Open Project. 40', Sport, 8 bolts. Start on Rain shadow but traverse left after the second bolt and follow a weakness out the big roof, long slings are required on several bolts to prevent rope drag. A blank section immediately after the roof has foiled all ascent attempts so far. This project has been opend by it's developer with the caveat that he requests the FA to name the route "Lenticular Cloud". (No Topo)

### 20 Vine Project 5.?

60', Sport, 9 bolts. Open Project. Starts on the far end of the rain shadow ledge. This route was bolted and climbed as a dry tooling route, maybe it goes on fingers as well? (No Topo)

## Garden Cliff Middle

### 21 Hierloom Project 5.?

70', Sport, ? bolts. Open Project. Climbs an aesthic black arete. This route was already bolted when the most recent developers of the cliff arrived. Bail gear was found on the route and it's likely that it has never been free'ed. No body knows the full history of the line though multiple theories presist. I have asked many people who were in the early 2000s scene if they know anything about the line, but none do. (No Topo)

### 22 Chimeras 5.13a

70', Sport, 9 bolts. Climb through the middle of a big scoop with a bouldery exit. Ignore the first bolt to prevent rope drag. (No Topo)

**23 Castle Black 5.11a ★**

50', Sport, ? bolts. Originally this was a somewhat bold trad climb, it has since been bolted. Climb the lower cliff band to a right facing corner with a big ledge half way up. This route is basically a waterfall in the winter and typically doesn't dry out until mid summer. (No Topo)

**24 Littlest Birds 5.11b ★★**

70', Sport, 9 bolts. Start on Castle Black and cut right after the midway ledge. A techy sequence leads to sustained climbing up a well featured pillar. (No Topo)

**25 Seraphim Nachash 5.11b/c ★★★**

70', Sport, 10 bolts. Easy moves lead to a no hands rest on a ledge at the top of the lower cliffband. From here pull a crux sequence climbing into a corner followed by a long section of power endurance on good holds. (No Topo)

**26 My Empire of Dirt 5.12b ★★★**

70', Sport, 11 bolts. Climb Seraphim Nachash through its crux then cut left through a physical section of sidepulls and underclings. Continue up a sustained overhanging wall with big pulls between generally decent holds. This is a real power endurance testpiece. (No Topo)

**Garden Cliff Left Side****27 Honeycomb Project 5.?**

50', Sport, 9 bolts. Open Project. Start on a narrow ledge to the right of the top of the stairs. The section down low has so far never been climbed. (No Topo)

**Variations:****27a Honeycomb Traverse 5.12a ★★**

50', Sport, 9 bolts. Start on Criss Cross Apple Sauce and traverse into Honeycomb after the third bolt. Avoids the blank section down low. (No Topo)

**28 Criss Cross Applesauce 5.11c ★★**

45', Sport, 8 bolts. Start at the top of the stairs. After clipping the third bolt follow a jug rail up and right to hard to decipher crux at the end of a pumpy sequence. Climbing eases substantially after the crux. (No Topo)

**29 Vandals in the Graveyard 5.12a ★**

45', Sport, 5 bolts. Start on Criss Cross Applesauce but continue straight up after the 3rd bolt. After a short bouldery sequence gain a left facing ramp and follow easy terrain back to the chains of Criss Cross Apple Sauce. (No Topo)

**30 Ovulation Send-sation 5.12a ★★**

45', Sport, 6 bolts. Technical climbing leads small holds and pockets off of a low ledge. Joins Fertile crescent after the 4th bolt before a tricky roof pull to gain the anchor. (No Topo)

**Variations:****30a Ovulation Send-sation Extension 5.12a\***

A two bolt extension takes this climb or its neighbor from a ledge to the top of the cliff. Probably doesn't change the grade. (No Topo)

**31 Fertile Crescent 5.12a ★★★**

45', Sport, 6 bolts. Climb the large left facing crescent feature until you join with Ovulation after the fourth bolt. (No Topo)

**32 My Secret Garden 5.11a ★★★**

45', Sport, 6 bolts. Start on a big sloping rail until you can reach good edges until you can stand up under a hanging block. Pull some big moves to get up and around the block onto easier terrain. (No Topo)

**33 Nest 5.10c ★★**

45', Sport, 6 bolts. Start in a little corner just left of My Secret Garden, Climb more or less straight up. Technical. (No Topo)

**34 A Garden Called Peace 5.10a ★★★**

45', Sport, 6 bolts. Layback up a huge flake then find a good rest before pulling the crux at a little roof bulge. Take caution multiple people have sprained their ankle falling after the 3rd bolt, a hard catch from an attentive belayer will keep you from hitting the ledge below. (No Topo)

**35 Hive 5.10c ★**

50', Sport, 9 bolts. Hard moves down low are followed by a good rest and a meandering path which climbs both sides of a leaning tower. (No Topo)

## B - Fairy Tale Wall

### 1 Baba Yaga 5.9 ★

20', Sport, 4 bolts. Climbing eases up after a few hard moves down low. (No Topo)

### 2 Death of Koschei the Deathless 5.11a



20', Sport, 4 bolts. Easy climbing surrounds a one move crux deadpoint. (No Topo)

### 3 Feather of the First Falcon 5.8 ★

25', Sport, 4 bolts. A series of blocky ledges leads to a short but sweet wall. (No Topo)

### 4 Fee-Fi-Fo-Fum 5.10c ★★

25', Sport, 5 bolts. Follow a technical slab to a cruxy pull on a bulgy protrusion. (No Topo)

## C - Cabbage Patch/ Thunderdome

### Cabbage Patch

**1 Don't Forget the Nooch 5.4\***

PLACEHOLDER (No Topo)

**2 Tabouli 5.7\***

PLACEHOLDER (No Topo)

**3 Babaganoush 5.10b\***

PLACEHOLDER (No Topo)

**4 Kim Chi Corner 5.11a\***

PLACEHOLDER (No Topo)

### Johny Cash's Thunderdome

**5 I Fell for You Like a Child 5.8 ★★★**

PLACEHOLDER (No Topo)

**6 I Will Let You Down 5.6 ★★**

PLACEHOLDER (No Topo)

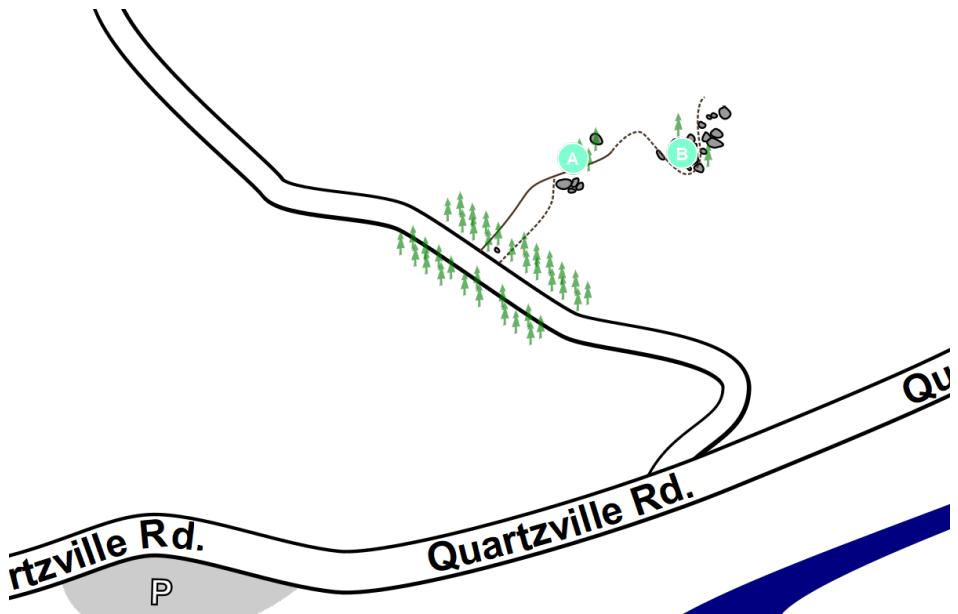
**7 A Million Dollars of Good 5.8 ★★**

PLACEHOLDER (No Topo)

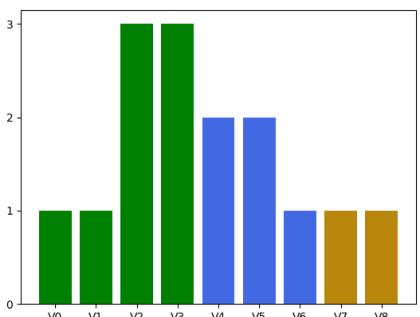
**8 Stop Once to Wipe the Sweat Away  
5.10a ★**

PLACEHOLDER (No Topo)

# Upper Garden



[Navigate to this area](#)

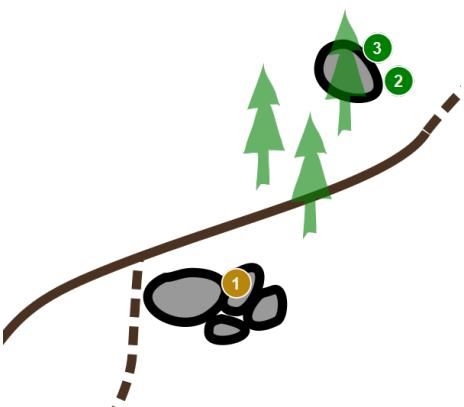


Located about 3.2 miles down quartzville road from highway 20, park in the Gravel pull out where the road bends about 0.1 miles before

you reach a left hand turnoff to a gated logging road (MS-310). Follow the logging road approximately 200 yards up hill until it veers

slightly to the right. Look for a trail that cuts right through a thin patch of trees to the boulder field (Note: there are a couple of trails and its worth getting on the most tread one as the others are unpleasant). There are a lot of small boulders in this area which have been climbed historically, but are not included in this guide because they are covered in poison oak. This area is also known as Armageddon.

**NOTE: This area is mostly incomplete.  
Look forward to more information in future revisions of this book or contribute your own knowledge on github.**



### Baseball

This is one of the few boulders that isn't covered in poison oak, but there is quite a lot of it sounding it. Approach with caution.

#### 2 Baseball V3- ★

Sit start with a high left hand on a good dish around the blunt corner and a low right hand pinch. Pull a powerful move to good edges and continue straight up.

#### 3 Bunt V1 ★

Sit start with both hands in a low bubbly pod. Climb straight up.

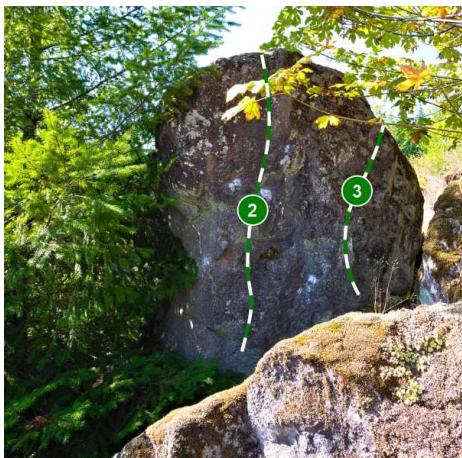
## A - Entrance Area

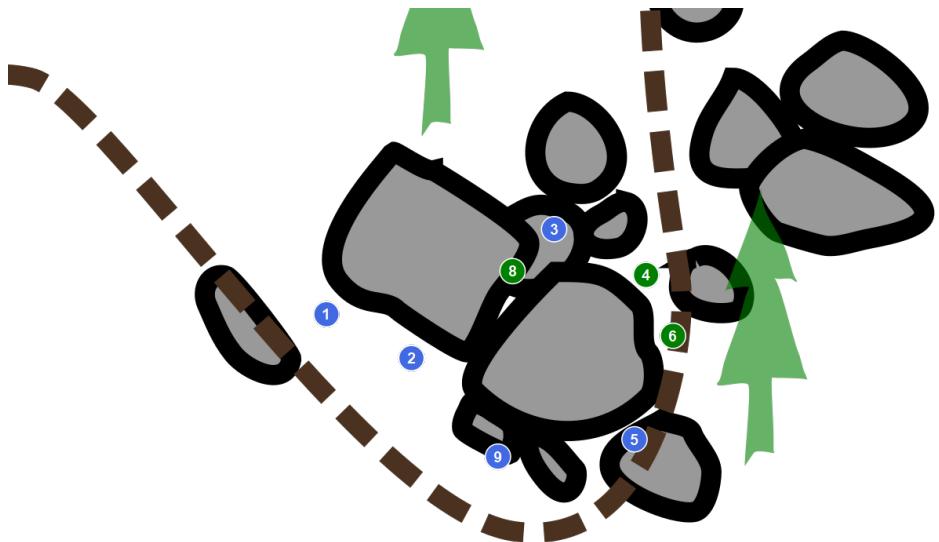
### Pumpkin

This is the first boulder that you encounter when approaching the area.

#### 1 Pumpkin Spice\* V7 ★★

Sit start on the left side of the overhang with left hand on a sharp side pull and right hand on the lower of two side pull rails. Trend right along the roof to an easy topout over a sussy landing. (No Topo)





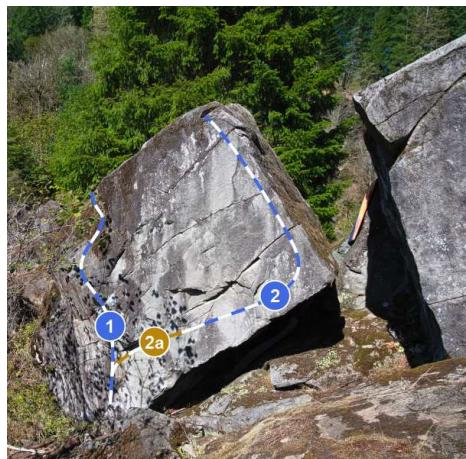
## B - The Bread Loaves/Scratch and Spliff

These two boulders are the area's main attraction. Historically some groups have called both boulders Scratch and Spliff while others called them both the Bread Loaves. The modern compromise seems to be that the upper boulder is Scratch and Spliff while the lower boulder is the Bread Loaf.

### Bread Loaf

#### 1 Bread Loaf Left V4 ★★

Stand start on two horizontal edges. Navigate your way to some good lumpy jugs midway up the route and either mantle or side pull your way to the top. Also called Buddha's Belly.



#### 2 Bread Loaf Traverse V5 ★★

Stand start with hands matched in the left of two good pods in the lowest diagonal crack. Follow the crack system right with the help of a good hold under the roof. top along the arete. Dabby.

## Variations:

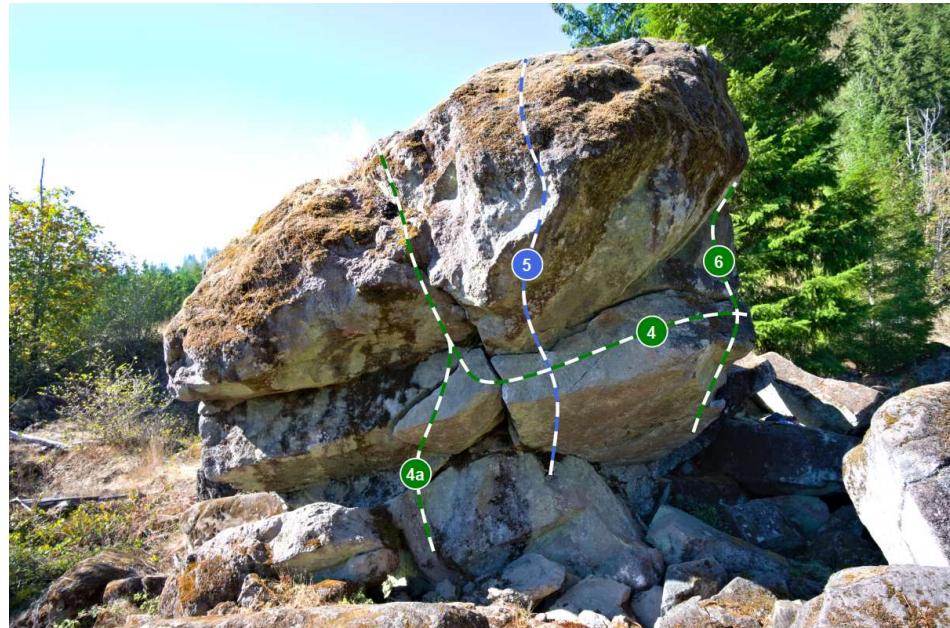
### 2a Baker's Dozen V8\*

Start as for Bread Loaf Left, traverse into the bread loaf traverse.



### 3 Worf V5 ★★

Starting from two horizontal cracks a bizarre sequence leads you first left then right as you climb the rounded corner. Some but not all of the difficulty comes from the dab potential.



## Scratch and Spliff

### 4 Scratch and Spliff Traverse V3 ★★★

Start at the far right of the major horizontal crack (as for Roach) and traverse all the way left topping out along a juggy vertical crack system.

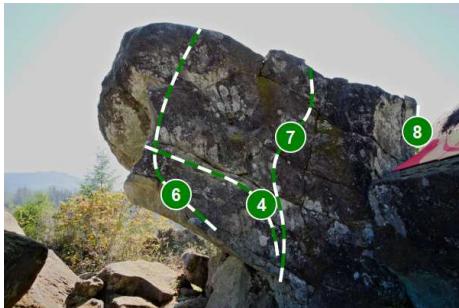
## Variations:

### 4a Late Start\* V2 ★★

Sit start with juggy holds at the top of a low ramp. Climb straight up into the top of Scratch and Spliff Traverse.

**5 Scratch V4 ★★**

Stand start with right hand on a good hold in the horizontal crack and left hand wrapping around a juggy corner. Jump to a bubbly rail and tick tack your way to the top. Originally this route started as for Scratch and Spliff Traverse.

**6 Spliff V3 ★★★ ▲**

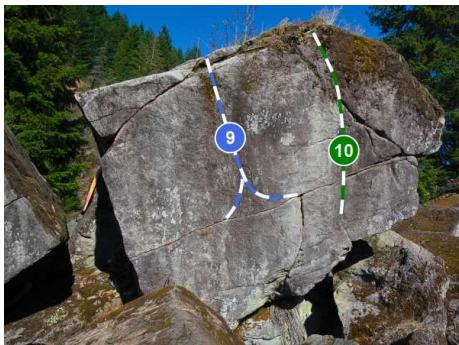
Start on a large hanging flake. Climb straight up. Sit start seems possible but wouldn't add much to the experience.

**7 Roach V0 ★★**

Stand start with a good edge in the horizontal crack..

**8 For What it's Worth\* V2 ★★**

Squat start on a low ramp on the NW corner of the boulder using a left hand low on the arete and a right hand side pull. Bump up the arete then Dyno to the lip. Dab potential creates a lot of the difficulty.

**9 Caliban's War V6\***

Stand start with hand holds in a horizontal crack. Crank one move to the lip.

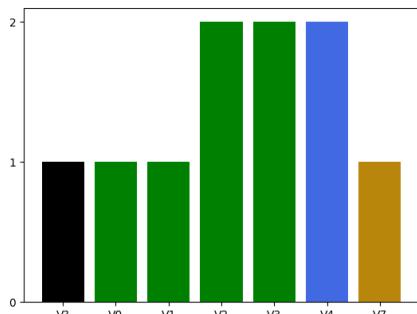
**10 Stoned Age V2\***

It looks like you could easily climb from the horizontal crack to a diagonal crack on the upper right, but the landing is very poor. Older guidebooks indicate that this has been done.

C - Middle Garden

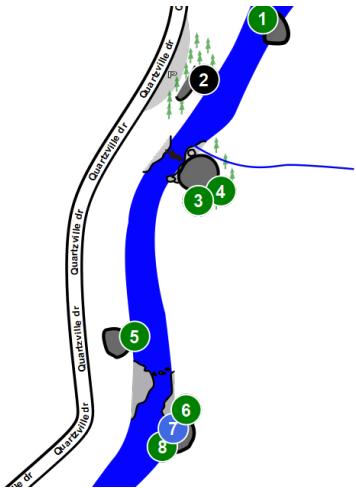
**Dr. Strangelove**  
**Young Juicy**

# Quartzville Creek



About an hour further down the road from the main area there are a few interesting boulders in a creek. Generally lower temperatures, free camping, and pleasant swimming holes make this a nice mid summer spot.

**NOTE: This area is mostly incomplete. Look forward to more information in future revisions of this book or contribute your own knowledge on [github](#).**



## A - Redneck Riviera



[Navigate to this sub area](#)

Redneck riviera is located on Quartzville road approximately 20.6 miles from highway 20 park in the gravel pull out on the creek side of the road. This is a nice spot with good swimming access and a few established routes on both sides of the river. The locals like to use this spot to pan for gold. In my experience they are friendly and willing to share the space.

### Pony Boy

A small boulder sits on the far bank of the river upriver from the parking.

### 1 Pony Boy V2 ☆

Sit start with hands matched in a juggy pocket on the overhanging face of the boulder. Climbing this thing is probably not worth getting your pads wet. (No Topo)

### Mono Rail

Low boulder just below the parking area with an obvious sharp lip that spans the entire downhill face.

### 2 Monorail Project V?

Project. Start on the far right and traverse left along the lip. (No Topo)

### Yo Mamma Boulder

Yo Mamma is bigger than any of the other boulders in this area. Look for it across the river and downstream from the parking.

### 3 Ugly Face V0 ★ △

Stand start on the left side of the west face of the boulder. This is also the down climb. (No Topo)

### 4 Binding of Isaac V2 ★★ △

Stand start with a left hand sidepull about 5ft left of Ugly face. (No Topo)

### Moss Boss

A large mossy boulder on the roadside of the river and downstream of the parking area.

### 5 Moss Boss V3 ★

PLACEHOLDER (No Topo)

### The 4.5

A clean overhanging face points downhill the river downstream and across the river from the parking.

**6 Chicken Tendies V1 ★**

Stand start with hands matched on a good crimp rail on the left side of the boulder. Climb straight up. (No Topo)

**7 Teenage Libertarians V4 ★★★**

Start as for chicken tendies but traverse right and ascend the tallest part of the boulder. (No Topo)

**8 Falcon's Reach V3 ★**

Squat start on a juggy edge. Climb straight up. (No Topo)

## B - Old Miner's Camp



[Navigate to this sub area](#)

Located on Quartzville approximately 24.8 miles from highway 20, the old miner's camp is a popular group campsite there are a few

good sized boulders in the river only one boulder has established lines on it. Park either at the camp day use area or on the side of the road immediately above the Dab Rig boulder. Note: the dab rig boulder is typically under-water in the rainy season.

### The Dab Rig

#### **1 Unsalted Almonds V7\***

PLACEHOLDER (No Topo)

#### **2 Dank Commander V4\***

PLACEHOLDER (No Topo)

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		Project	
	V?	Tonsil Low Start	10
△△	V?	Prowed	10
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		Project	
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★★	V0	Pup Truck	18	★★	V2	Panic Button Varia-	19
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★★	V0	Roach	50	★★	V2	For What it's Worth	50
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★	V0	Easy Grandma	34	★	V2	Gingiva	10
★△	V0	Ugly Face	53	★	V2	Bitchin Corners	27
★★★	V1	Leave it to Jesus	23	★	V2	Smol	28
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★★	V1	The Good Slab	30		V2	Stoned Age	50
★★	V1	Mr. Bigglesworth	15	★★★	V2+	The Ear	13
★	V1	Donatello	11	★★△	V2+	Don't Blow the Jug	22
★	V1	Toilet Bowl	7	★	V3-	Baseball	47
★	V1	White Rhino	18	★★★	V3	Undertow	17
★	V1	Meth Lab Highball	25	★★★	V3	Scratch and Spliff	49
		Right				Traverse	
★	V1	Bunt	47	★★★	V3	Spliff	50
★	V1	Chicken Tendies	54	△			
☆△△	V1	Jim Halpert	13	★★△	V3	Michael Scott	13
	V1	Durten Layback	14	★★	V3	Riptide	17
△	V1	Mini Hydro Tube	28	★★	V3	Swollen Member	25
	V1	Frat Mouse	37	★★	V3	Gargoyle	25
★★	V1+	Tree Slab	9	★★	V3	The Good	30
★	V1+	Project Mayhem	14	★★	V3	Sometimes	31
★★★	V1/2	Daryl Philbin	13	★★	V3	The Siren Stand	33
△						Start	
★	V1/2	Unknown	15	★	V3	Leonardo	11
★★★	V2	Trust	14	★△	V3	Another	30
★★	V2	Three Star Ledge	10	★△	V3	Next to the Good	30
★★	V2	Vince	13	★	V3	Shake it Out	17
★★	V2	Green Hell	15	★	V3	Cuba Gooding Varia-	9
★★	V2	Car Alarm Traverse	18			tion	
★★	V2	Frontside Baldo	28	★	V3	Meth Lab Highball	25
★★△	V2	Full Stroke	32			Sit Start	
★★	V2	Gumby Arete	33				

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★★	V4	Dr. Evil	15		V7	Leave it to Jesus	Sit	23
★★	V4	Silly Steep Mantle	16		V7	Start		
★★	V4	Guillotine	24		V7	Brain Haemorrhage		32
★★	V4	Bread Loaf Left	48		V7	Knowledge is Good		37
★★	V4	Scratch	50		V7	Unsalted Almonds		55
★ △△	V4	Philanthropy	32	★★★	V8	Fight Club		13
	V4	Garden Variety	32	★★★	V8	Harbor Freight		23
	V4	Chockstone Highball	19	★★	V8	Spray Skirt		17
	V4	Dank Commander	55	△△	V8	Trust Issues		23
★★★	V5	The Siren	33		V8	Baker's Dozen		49
★★	V5	Austin Powers	15	★★	V8/9	Enchilada		26
★★	V5	Brewmaster	14	★★★	V9	Learys Lunge		24
★★	V5	E's Dirty B	15	★★	V9	Jonah's Dab Rig		37
★★	V5	Ground up Blowie	31		V9	Heisenburg		24
★★	V5	Gargoyle Direct	25		V9	Into the Light Assis		31
★★	V5	Bread Loaf Traverse	48		V9	Le Lemet		37
★★	V5	Worf	49		V9	Farley Prep		37
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	V5	Territorial Pissings	37	★★	V10	Night Crawler		30
	V5	Belushi	37	☆	V10	The Other Bernd		32
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★★★	V6	Scary Grandma	35		V10	Leave it to Jesus Left		23
△△				★★★	V11	The Arboretum		32
★★	V6	Cuba Gooding	9		V11	Workshop 68		37
★★	V6	Ice Cubes Shiny	9					
		Jerry Curl						
★★	V6	Smackdown	23					
★★	V6	Bitchin Corners Sit	27					
	V6	Angel Face	14					

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