

Garden Area Bouldering

By Cooper Doe

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Quartzville Bouldering

Grading:

- - V0 to V2
- - V3 to V5
- - V6 to V8
- - V9+
- - Project

Ethics:

This entire area might be on logging land, but their presence in the area is very low, and there have not been access issues as of yet. Certain things have been known to make the logging truckers angry, such as parking up the first road (to Armageddon). Please park on the highway to avoid confrontations and possible area closures.

Disclaimer:

This is a super informal guide, so the names and grades and star ratings are not universal, and even the paths that routes follow are based only on word-of-mouth and personal preference. Star ratings, especially in Garden Proper, are often skewed by the moss coverage at any given time. Don't get mad if your favorite problem only gets 1 star because whoever put it up never bothered to fully clean it.

Directions:

In general, this area is located off of Quartzville Road, which is found by following highway 20 east from Sweet Home. Quartzville Rd. is an obvious left turn. Follow Quartzville for 3.2 miles to reach the road to Armageddon, 3.4 for the Garden Proper. To reach the River Zone, park at the pullout .1 miles past the road to Garden Proper. More detailed directions can be found on each area page.

Quality:



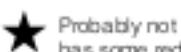
Worth seeking out. Not only good climbs compared to others in the area, but would be considered classic in almost any area.



Very fun, worth climbing, but generally lacking one of the qualities of a truly classic boulder (height, purity, etc).



Not bad, but lacking quality in several ways (again, could be height, purity, comfort, landing, etc).



Probably not that fun to climb, maybe has some redeeming quality to it, not always though.

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Garden Proper

Garden Proper is the largest and most dense sector off of Quartzville. It is also the oldest and most heavily developed. However, the climbs in this zone moss over rapidly, unless cleaned properly (which is rare). Good luck!



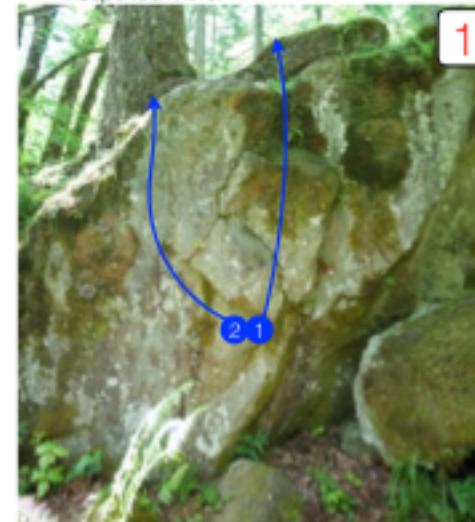
Each boulder on this map is marked with a number. The corresponding number can be found in the top right hand corner of each photo, as well as in the table of contents.

1 Toilet Bowl V0 ★★

Start at chest height and climb up on jugs to nice slopers at the lip.

2 Scrubbing Bubbles V1 ★

Same start as #1, but move left to top out. If you squint this almost looks like an independent line!



3 Left Corner V2 ★

Stand start and climb to a quick top out. Grade unconfirmed, could easily be V6.

4 Bitchin' Corners V2 ★★

Sit start with a pinch and an edge. Climb up and then back left to top out.



5 Ice Cube's Jerry Curl V6 ★★★

Start on the lowest sloping rail and climb up through crimps to a slopey top out.

6 Cuba Gooding V7 ★★

Start as for #3, but traverse right into #1.

7 Boys in the Woods V4 ★

Start low on a sloper under the overhang, and top out direct on the left side of the bowl.

8 BITW Left V5 ★★

Start as for #3, but instead of topping out directly, traverse the lip for 10 feet to top out at the apex of the boulder.



9 3-Star Ledge V3 ★
Sit start and climb through the large ledge. Legend says the Oregon climbing gods once fit 3 lines and a project onto this boulder!

10 The Tonsil V4 ★★
Start with feet on the lower block. Climb up and right through compression.

11 Tongue Depressor V3 ★
Start as for #10, but move left to better holds. A fun nickname for this one is 'contrived'!

12 Walking the Dog V0 ★
Stand start and climb the short slab. Almost always covered in moss (as pictured).

13 All Sorts of Ease V1 ★★
Stand start right of #12 and climb over the jumbled landing. Less mossy than its companion climb.

14 Action Directe Project
On the steep front face of the Meth Lab boulder is an unbolted sport route. Someone has it chalked and clearly intends to boulder it. Call 911 in advance?

15 Highball Project
Start on jugs in the crack and climb up and left through progressively worse holds to a scary crux and easy top out.

16 Leave it to Jesus V3 ★★★★
Stand start on good blocky edges and do a few powerful moves to the lip. Packs a punch and is one of the best at the grade in the Garden.

16½ Leave it to Jesus SDS V8 ★★
Sit start bunched up on decent incuts down and left of #15. Pull a few hard moves into the start holds and climb it.

17 Smackdown Stand V6 ★★
Start on good right facing jugs at waist height and climb up the rail to edges and the lip. Under-appreciated.

17½ Smackdown V8 ★★★★
Start sitting low, left hand on the actual arete of the boulder. Move up and right into the stand.

18 Heisenberg V9 ★★★★
Start sitting on opposing edges and climb up and left through poor crimps and slopers. Very good.

19 Leary's Lunge V10 ★★★★★
Start left hand in the start of Heisenberg, right hand on a low undercling. Dyno up and right to jugs near the lip. Way more fun than it looks.

20 Octurnal V8 ★★★★
Arguably the best route in the area. Start low on an angular sloper for the left and a low pinch for the right. Slap up to the jug flake and shelf and then cut left and traverse all the way to the jugs above #17 to top out.

21 Octurnal Direct V7 ★★★★
Although almost never clean, this line is probably higher quality than Octurnal because it follows an obvious path. Instead of traversing from the shelf, top out straight up.

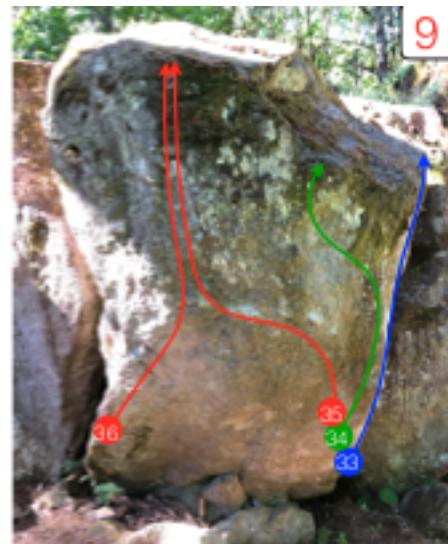
22 Bad Habits V6 ★★
When clean, this line starts on edges 4 feet right of Octurnal and climbs up and right.



15



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16



8

23 E's Seven V7 ★
Start on an undercling and an edge and climb up uncomfortable holds to an easy top out. Often dirty.

24 E's Twelve Project
A sit start to E's Seven is possible, might not be the best of lines though.

25 Eazy E Project
Start low on an edge and climb through a dimpled pinch and up.

26 Swollen Member V3 ★★★
Start spanned across the boulder on a left jug and right sloper. Slap out the dong!

27 Flesh Bridge V8 ★
Start right hand in the pod and left hand out. Climb the dabby little roof. A low start might be possible?

28 Dwight V2 ★
Stand start and climb the left side of the perennially mossy face and arete.

29 Office Project
Sit start with a two hand crimp rail and climb up the short overhang and blunt arete above. Problems 29-31 are located on the backside of the Office boulder.

30 Kelly's Arete V0 ★
Stand start and climb the arete and right facing slab.

31 Jam V7 ★
Stand start right of #30 on a right crimp and a left pinch lower. Traverse the entire block right to left and walk off in the corridor.

32 The Bubbler V5 ★★

On boulder #26, start low on sidepulls and climb up the directional rail to a low topout. Fun but short.

33 High Society V2 ★★
Stand start on a positive hold almost inside the crack between the two boulders. Move up the right arete.

34 Übermensch V4 ★★

Start as for #32, but head up and left through edges to top out without the arete. It could be argued that this is the same line as the previous.

35 Fight Club V9 ★★
Start as for #32 again, but move directly left and onto the front overhanging face of the boulder.

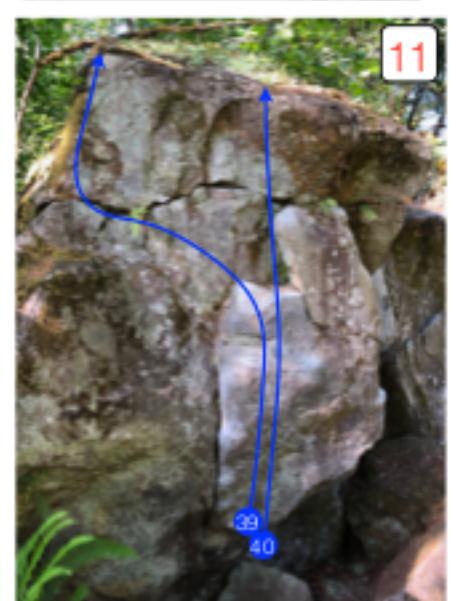
36 Fight Club 2 V9 ★★

Start on the large sloper down low and move up and right to join Fight Club on the center face.

37 Durden Lieback V1 ★★★★
Stand start and lie back the right side of the boulder, using the Fight Club boulder for feet.

38 Tyler Durden V3 ★★★

Start on a flat rail at head height and move up and left to top out on the left face.



11

39 Trust V1 ★★★★
Sit start and climb the featured face. When clean, this is the best of the grade on Quartzville Drive.

40 Iron Cross V2 ★★
Start as for #38, but at the large block move left through the horizontal break and top out on the left arete.



Stand start on holds on the slab and make a few moves to the juggy lip. Short and sweet, or just the former?

42 Dr. Evil V4 ★★

Sit start on either side of the arete and climb up and right into #40.

43 Number 2 V3 ★★★

Sit start as for #41 but climb up and left to the left facing lip. Fun movement for its height.

44 Austin Powers V5 ★★

Sit start on the left arete and climb it to the lip, then traverse the lip all the way to the apex.

45 Spray Skirt V8

Contrived. Sit start on opposing undercling/sidepulls, move to a good hold and climb up using edges on the face.

46 Undertow V3 ★★★

Sit start as for #41 but climb up and left to the left facing lip. Fun movement for its height.

47 Spray Against the

Undertow V6

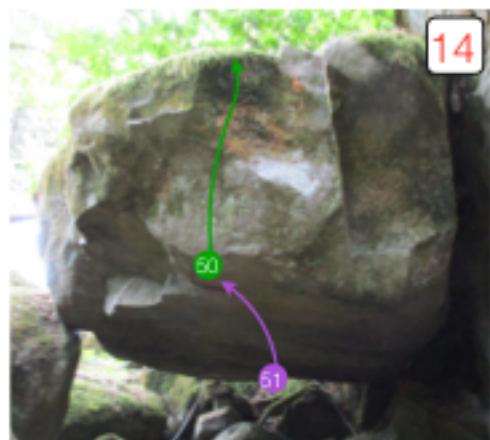
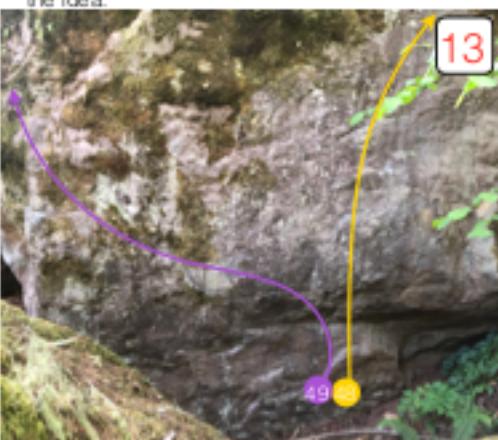
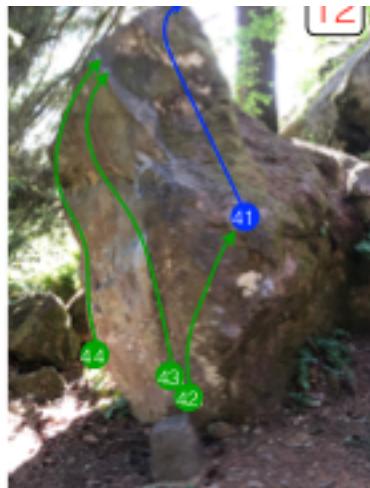
Start as for #44, but move right into #45 at the good hold.

48 Tide Pool V8

Sit start on edges and climb the face up and right on big reaches between good holds. Rating unconfirmed.

49 TPTU Project

Tide Pool to Undertow. You get the idea.



★★★
Start on the obvious block jug and mantle the boulder anywhere. Surprisingly fun.

51 Triple Squeeze Project
Start in compression underneath the boulder. Squeeze harder.



52 Next to the Good V3 ★

Start sitting under and slap up the small overhang and up the prow.

53 Another V3 V4 ★

Start on edges and move up the face and arete.

54 The Good V3 ★★

Start on the undercling and/or the sidepull above. Move up and edges and slopes to a harder top.



55 Baldinator V2 ★

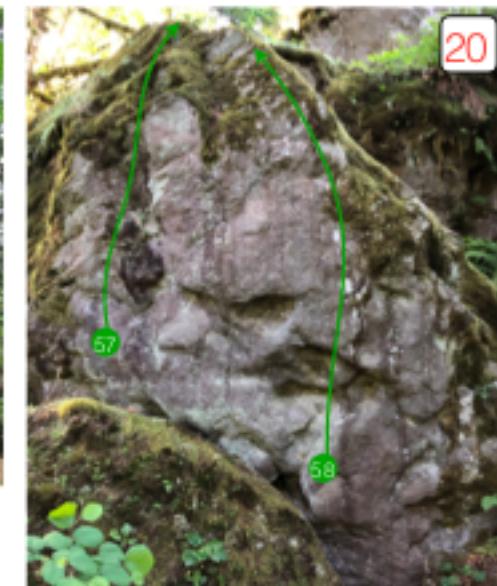
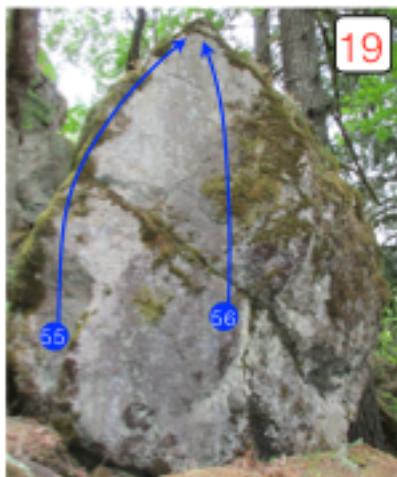
Awkwardly sit start on the left arete and do ... one move?

56 Frontside Baldo V1 ★

Sit start and climb the short front face. Often covered in moss.

57 Not So Huaco V3 ★

Start awkwardly sitting and climb up the short face. This was 3 separate climbs in the original guide, so if you feel like doing a variation go right ahead.





60 Sit start at the obvious edge and climb the blade in compression with the upper lip. Small but actually pretty fun for the area.

Var V10: If you really want to ... Climb the blade feature without the upper lip from the same start as #66. Join up at the top arete. 100% contrived, just a worse gym climb.

60 Obie V1 ★★

On the near-vertical boulder opposite #56 and #57, start on the left side of the wall on good edges and climb the short face. This and #59/60 have no photo. Labelled 21c on the map.

21a

61 Bruno V2 ★

Sit start a few feet right of #68. Climb the wall with no right arete.

62 Classique V2 ★★

Sit start right of #59, but use the arete this time. Not sure why Bruno exists when this is better.

63 Crazy Cool Arete V2 ★★

In the isolated cave behind Huco Wall. Sit start and climb the nice feature. Dabby at the start but fun overall. Grade unconfirmed.



64 Azian Crack V1 ★★

One of the better easy climbs at the Garden, if it was ever clean. Climb the crack from a stand start. Good luck topping out!

65 Out of the Light Project

There is a line of holds left #66 and #67, that would top out the same. Might be too hard, might be just right.

66 Into the Light V6 ★

Marked 22a on the map, this boulder is in a cave underground and left relative to Azian Crack. You'll know it when you have to slide down a mossy ramp. Start this problem on head high jugs and squeeze out the cave.

67 Into the Light Sit V9 ★★★

The full line. Sit start low on the flake and climb into the stand.

68 Spire Sit V1 ★★

Sit start and climb the left arete of the slab. Not bad if it's ever clean.

69 Snakes and Martyrs V0 ★★

Climb the middle of the slabby face. The old guidebook lists a V1 variation to the right as well.

70 Eric and Ed Project

According to the old guidebook this has been climbed, but upon some inspection it appears it hasn't actually. Could be really really good.



22c

24

25



71 The Locksmith V4 ★★★★
Once a stiff V2, this impressive highball sits around the corner left of Full Strokes. Sit start on the arete and climb the face and arete to a committing finish.

72 The Philanthropist V4 ★★
Just right of #71 around the corner. Start with edges at hip height. Climb the face on edges.

73 Full Strokes V2 ★★
Squat start with good holds and climb the line of jugs up and right.

74 Garden Project V13/14?
The hardest line of the cave. Start on a low rounded undercling and a flat edge. Move through a second undercling and up bad holds into the start of #74.

75 Garden Variety V5 ★★
Start above head height on the pinch rail, climb it to the top. Historical grade aside, there's a reason this is not a member of the yellow circuit at the Garden. Grade varies based on start height.

76 The Arboretum V11 ★★★★
Start left hand on an obvious undercling and right on a sloping dish at the same height as the undercling and just above the obvious angular vertical edge. Climb into Garden Variety.

77 The Other Bernd V10 ★
Three or four feet right of #76, on opposing crimps almost inside the crack. Climb straight up into the scoop. Grade unconfirmed, looks soft.

78 The Siren V5 ★★★★
Sit start and climb the prow in compression. Simple and very good, equal in quality to other classics at this grade in bigger areas.

79 Bag of Tricks V3 ★
A nice reminder that you are, in fact, still in Oregon. Start as for #77, but move across the face to top out as for #80.

80 Gumby Arete V1★
Stand start and climb the arete to the right of #77 on good holds.

81 Gumby Slab V2 ★★★
A quality warmup and technique testpiece for the grade. Stand start and climb the slab through the large edge.

82 Gumby Crack V0 ★★
Stand start at the largest jug and climb the juggy crack.



83 White Fang V2 ★★
Start on the blocky feature low and climb the prow over a mediocre landing.

84 Angry Grandma V7 ★★
Stand start and climb the high face on edges. Grade unconfirmed. Exiting early after the foot rail is V3.

This area functions best as a logical extension to Garden Proper. The parking is the same, so just walk down the gravel hill to find the Pink Tag boulder, and beyond it the Squeeze Bloc and further down the river in the same direction you'll find the Theater.



- 1 Tecnu Boulder**
Follow a trail directly from the parking pullout, this boulder will sit left of the trail and on the river. Named for the poison guarding the topout. Several lines exist.

- 2 Territorial Pissings V5**
Start standing right hand on a decent sloper pod and left on a crimp around the arete. Pull through crumbly awkward moves to a dirty topout. Proud!

- 3 Highball Lines**
On the back of the Dab Rig boulder there are at least 2 good highball lines to be done. Scary and possibly friable rock up high detracts from otherwise excellent climbs. Bring lots of pads!

- 4 Jonah's Dab Rig V9 ★★**
Start on the good vertical left hand jug at head height and right hand on the blocky sloper at the same height. Climb out the hole. The grade accounts for difficulty not dabbing.

- 5 Workshop 68 V11★★★★**
Start left hand on either in-cut edge and right hand on a bad edge in the roof. Climb out squeezing the prow and up into the start of #4. Pump!

- 6 Socialismo V10 ★★★★**
Start matched on the obvious full pad edge on the left face and climb right across the face into #4. Var V10: sit start as for #6 and climb into this line.

- 7 Ain't No Bitch Project**
A vaguely possible line starts far right on a bad right pinch/edge and a left crimp under the roof and climbs left into #4.

- 8 Poop Rig**
On the landing block behind squeeze block there is a series of low holds leading to a slopey and dabby finish.



Armageddon



- 9 Frat House V2 ★★**
Start at the bottom of the arete and climb it on good holds to an airy topout. Really good.

- 10 Frat Mouse V1 ★★**
Start on the craggy jug complex and climb the face on good holds in compression.

- 11 Middle Arete**
Starting as for #10, and climbing out right through the nice edge and up should be fun and might be hard.

- 12 Belushi V5 ★★**
Start on the thread jug and climbing out the short overhang, topping out at the left corner.

- 13 Lippity Split V5 ★★**
Start on the blocky finish jug of #12 and traverse the lip rightward to top out as for #16.

- 14 Knowledge is Good V7 ★★★**
Start as for #12, and climb to the corner jug, linking into #13. Good companion climb to Octumal.

- 15 Le Lemét V9 ★★★**
Start in the pod and climb up and right on small crimps to top out as for #16.

- 16 Farley Prep V9 ★★★**
Start on a small left hand sidepull and an obvious right edge on the arete. Climb straight up to the lip.

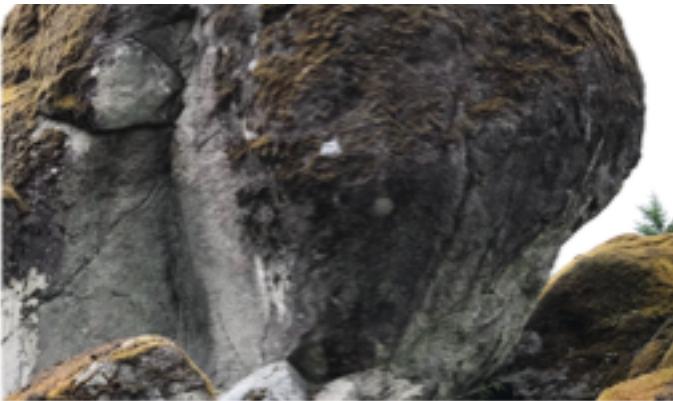


1 Intro Boulder
This boulder sits directly on the

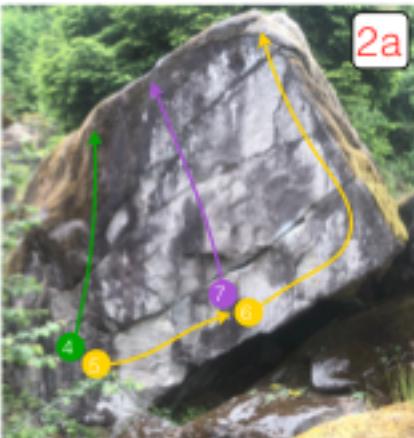
Armageddon is not as large as Garden Proper, but hosts some quality lines, and could easily have the potential for many more. To get to Armageddon, drive on Quartzville Drive for 3.2 miles to the overgrown dirt road on the left. Either drive up the road and park in any pullout or park at the bottom if the gate is closed.



Each boulder on this map is marked with a number. The corresponding number can be found in the top right hand corner of each photo.



trail in to Armageddon, and lines could exist all over it. However, these lines probably would not be very high quality, and would be ugly. **Please keep it nice and mossy.**



4 Breadloaf Left V4 ★★★

Start on chest height edges and climb up through good edges and slopers.

5 Baker's Dozen V8 ★★

Start as for #4, but traverse right and into #6. Fun moves.

6 Breadloaf Traverse V6 ★★★

Start with a right hand crimp on the lip and left in the lower pod or the crimp below it in the same seam. Climb to the arete and up.

7 Breadloaf Face Proj

Start both hands in the lower pod in the seam and climb the face on thin edges. Hard hard.

8 Not Enough Air V5

Start under the roof on the right side on a jug edge and pull a few dabby moves to a mossy top out.



9 Caliban's War V6 ★★

Start with a right undercling and left crimp anywhere in the seam. Use your long arms and legs to reach the sloper on the lip and jugs beyond. Probably 8B for anyone shorter than 5'8" with less than a 6' span.

10 Roof Left V3 ★

Start as for #10, but head straight up on jugs and slopers.

10 Roof Right V4 ★★

Start on the brick jug at the right side of the cave and climb straight up.

12 Warm Bread V0 ★★★

Stand start and climb the aesthetic face on nice holds.

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13 Brick House Project

Start low either on the lip or one hand under and climb the dabby roof to the pinch to top out.

14 Vert Face

To the left of brick pinch is a clean looking face with two obvious opposing start holds at the bottom. Bad landing.

15 Kick It V2 ★★★

Start in wide compression and climb the fun little pillar.

16 Algebra V5

In the talus below Kick It is a small boulder with a sharp left arete. Start matched on the detached flake, and climb the short arete. Boulder #5.

17 War Room V9 ★★★★

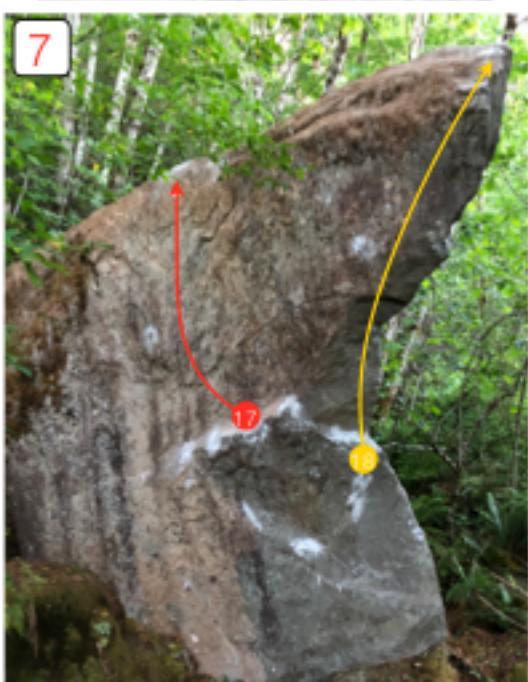
Start left hand on the sloper rail and right hand on a vertical edge up and right. Do a tricky deadpoint and then grow some balls and huck to the lip.

18 Dr. Strangelove V6 ★★★★

Pull on at the arete and climb directly up the knifeblade to a spooky lip encounter.

19 Hourglass

Pull onto the slab and climb through a few nice edges and the slopey lip. Grade could be anywhere from piss to moderate.



20 Machete Monkey V3 ★★★

Start on a jug edge and climb the sloping arete. Fun!

21 Machete Man V5 ★★

Start low on a vertical right edge and a lower left edge around the corner. Climb into the stand.

22 Deadly Atari Project

The right arete could be climbed in compression with edges on the face. Scary landing.

23 Roof to Highball Project

Starting under the roof and climbing up onto the face via a series of confusing holds will yield a hard climb when it gets cleaned.



24 June 24th V7 ★★★★

Start matched on the jug at the bottom of the rail, and climb up through interesting moves.

25 Yung Jutjy V8 ★★

Start on two right facing holds on the right, and traverse the sloper rail to top out far left.

26 Bitches Luv Yung Jutjy Project

Start on the foot rail under the roof and climb into #27. Please keep the name out of respect.



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