

# The Garden (2001)

Located near Greenpeter reservoir in Sweethome Oregon, the garden is a bouldering area. The climbing is hard and mossy in general, and cleaning new routes takes patience. There are lots of routes and boulders left to find in the area. Those of us who have worked hard to develop the bouldering would love new and inspired developers to help find the gems, so go explore and let us know what you found. Report new routes to: [browne@fsi.orst.edu](mailto:browne@fsi.orst.edu). We we do ask a few favors.

1. Don't do anything stupid like spraypainting "Ricardo Cabeza" on the rocks (or the road). Be low key. The owners have ignored us thus far, but access is always in question.
2. Be friendly and share your discoveries. Only through some scrubbing do these routes stay clean, so bring a brush and do some maintenance of one route per visit... or even better go clean something new.
3. Feel free to use gardening tools and ladders, but leave them where you found them.
4. There is one rule-like thing. Ratings interfere with fun: the tradition at the Garden is :all routes are to be rated V3. It happens that some V#'s are a little harder than others.

Also note that several cliffs behind the garden & appocolypse areas have good potential for some sport climbs. Only one route has been led as of 2002 (an 11ish trad protected roof...scary), but the couple of TR's that have gone down show the place could be really good in the mid-11 to low 13 range. Get to bolting!

## Directions to the areas.

### The garden

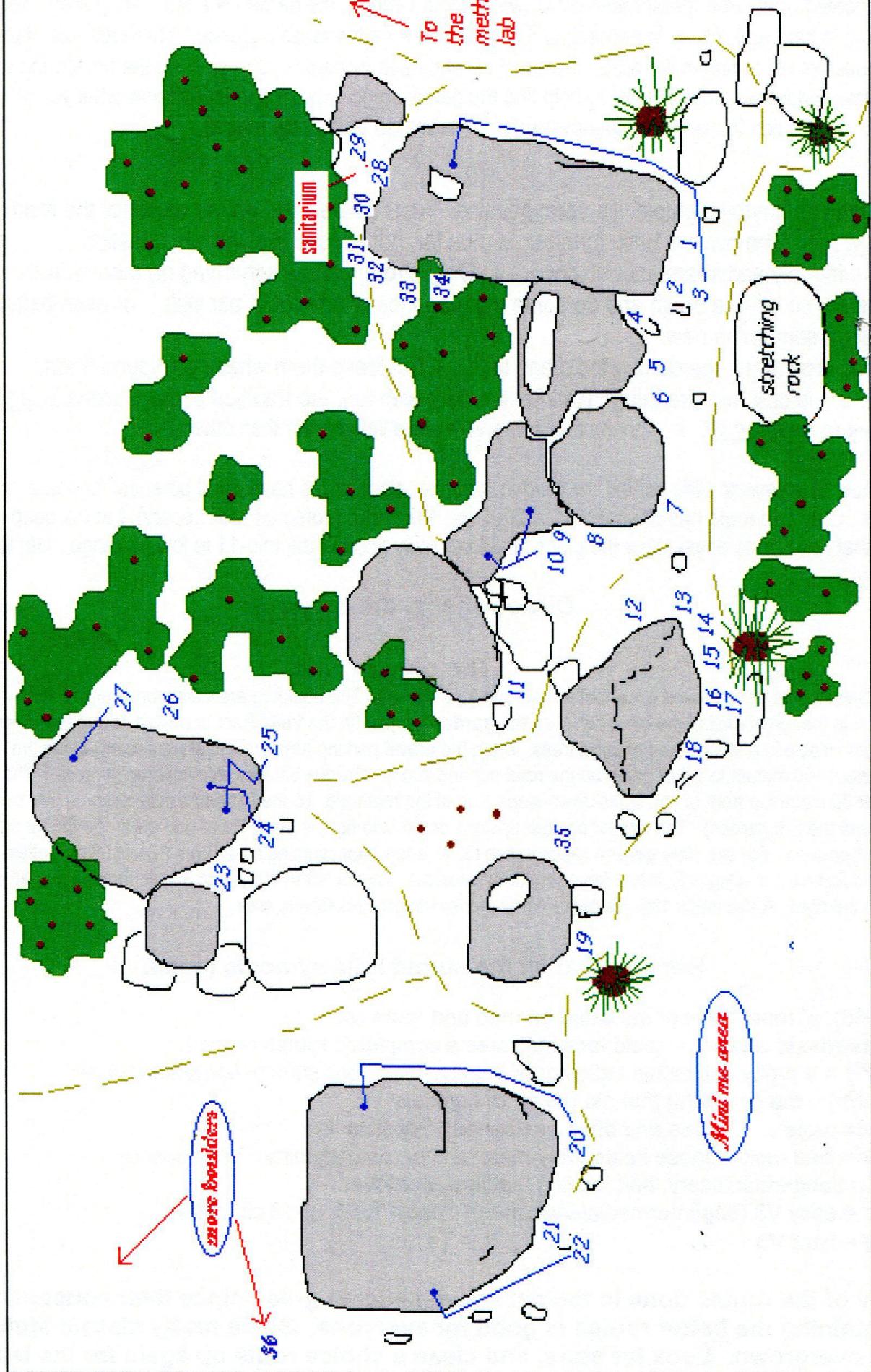
From Sweethome drive toward Greenpeter reservoir (use a map). The boulders are visible on your left, both in a clear cut, and in the forest east of the clear cut. **For the garden proper** (in the trees) Park at pullout 100 meters west of the boulders visible in a small stand of large trees. From the gravel parking area walk east (upstream) along the main road about 100 meters to a trail going up the road-cut and into an obvious boulder field covered in moss. The largest boulder 50 meters in front of you is the down-slope side of the meth-lab. To the left and a little closer is the mini-me area (and the Erb garden). The largest boulder upslope and a little right is the Child of god area. To the far right is the cedar-tree area. **For the New garden** (Apocalypse Now), soon after climbing away from Foster lake/Santiam River take the first road angling N.E. into a fresh (in 2000) clear-cut. Take a left at 100yds at a split, then park in an obvious spot to the right. A trail leads 150 yds past Pocket monkey to the crossroads area.

### Here is what all the stupid little symbols mean.

- 666). = route number indicated on map and route list
- **Geodesic weaner**= (bold face indicates a completed routes name.)
- \*\*\*\* = a pretty subjective indicator of quality. Hint: *four stars is better than none*
- (Erb)= the person(s) that did the route originally.
- ✎= project. Undone and often uncleaned. Possible line.
- ⚡= Bad rock or loose holds. May mean it is perpetually dirty. Your guess.
- ☠= dangerous, scary, bad landing, spiders, whatever.
- ⛰ = easy V3 (beg/intermediate/warm-up) "easy" for 5.12-13 climbers
- ⛰ = hard V3

**Many of the routes done in the past have become green since their conception. Maintaining the better routes is good for everyone. Some pretty classic stuff is now overgrown. Look for stars, and clean a choice route up again for the team.**

Thanks to all who have put up stuff and worked hard to make Cornvalley bearable, namely Emma Coddington, Ed Friesen, Steve, Chris & Kris, Tom Broxson, Marsha, Poacher(Mitch), Moms(moms), Ty Tabor, Autumn Klinikowsky, Simpson, Craig Malik, Katie, Sonya, Orion & Sonya Watson, and particularly Pete Brink (who did a lot of the heavy work and then put up stuff the rest of us can't do yet, the bastard).



## Mini Me

- 1) **Unnamed** \*\*(e) Strait up with some tricky moves and a bit of questionable rock
- 2) **The burning bus.** (e) \*\*\* Y picked up a hippie with a VW bus shooting 25ft flames the day this got done. Great moves, good warmup, watch the rock up top. Deserves to be clean.
- 3) **Traverse** \* ☀ Start on Burning Bus and work to the right, then up over a bad-ish landing. Typically dirty. Can start on Fight club as well.
- 4) **Get In my belly** (e) \*\*\* ☀
- 5) **Pretty average** (drama Q) Climb up bulge and finish wherever seems natural.
- 6) **Vibrating flake** (Ed,e) \*\*\* The flake is gone. SD with right hand in the crack. Creepy topout.
- 6a) **Fight club (cr)**\*\*\*\* Y Area classic. Start SD on vibrating flake, then go up and left to toolshed .
- 6b) **LeifClub V5\*\*\***: Stand version of fightclub is a classic on its own. **Start on pinches**
- 7) " **Toolshed direct** " (p,Ed,e,Leif)\*\*\* Left hand on a bumpy edge, right on a pinch. Go up and left.
- 7a) **Tool Club\*** Y: Up and right done by Craig, EB, Pete, Steve...hard.
- 8) **Pikachu Party (leif,e)**\*\*\* SD with feet on detached slab @ base, then go up arete and face. Can also go slightly right using crimps, or a bit harder goes right to Fight club finish.
- 8a) Y Stand with right on juggy ball and left on small crimp\*\*\*
- 8b) **Layback chimney** (easy & shitty) Y Ⓜ
- 9) Y **S.S.P. (sandbag Steve project)** \*\* start on obvious crimps mid-face and go up right to arete. Boulder to the right is off. Awkward and painful.
- 10) **Dirty 'Ole Pete** \*\* (p) SD. weasel up to crimps mid-face, then shoot left to jugs. Good Intermediate problem Y
- 10a) **Mud bog** \*\*(e) from left jugs throw right to tallest part of the face. Y
- 11) " ( Orion..what did you name this?)\*\*\* (Orion) SD and go strait up. Y Also variations. Originally this had a big rock in the way, but Sonya and Orion cleared it out...gigantic effort.
- 12) **The rack** SD (e,Ed). Up right face. Y
- 13) **Mini me arete** SD\*\*\*\* Stand up\*\*\* (Ed) Left hand on sloper, right low on pinch. Up arete Y
- 14) **Fucking it up on the pegboard (var)** SD **arete and left face only** \*\*\*\* (Craig, Ed, eb) Excellent eliminate. Don't reach behind to the crimps or lyback.
- 14a) **Prince of thieves** \*\*\* (e,Ty) SD arete, then traverse left ending on mini me. Long arms help.
- 15) **K.I.S.S. (knights in steve's service)** \*\*\*\* (Ed) right hand on edge, left on shit. go strait up w/out using the right arête below the lipline.
- 15a) ☀ Y "the perch"...Long-term project. start on s.d. from right arete and link to kiss (V3+)\* (cooter smashed key hold while binge drinking, winter 1999, so now it's a little harder)
- 16) **Mini me** \* SD. (Ed, e) Center of boulder, angling left at lip. Crimpy.
- 16a) **Macro-me\*\*\*** (e,Goncho) Start on mini me, then go right to arete and top out.
- 17) **Mini Me (stand start)** (e, Ed) \*\*\*\* Start on two side-pulls. Short areas classic Y
- 18) **Don't use the undercling you shithead** \* (S) left of mini me ☀ (do as Steve says)
- 19) **Hot plants** \*\*\* (e) SD Up the overhang, then angle right to mantle. Good moves, bad rock.
- 19a) **Robert Plants\*(e)**. Angle left on scrunchy crimps \*
- 20) **Traverse** Pretty stupid
- 21) **Trouble with bubbles\*\*** SD
- 22) **Unnamed\*** Same start?
- 23) **Flipside\*\*** Start on Jugs and mantel. A strange one, but fun enough for a spin. Harder version starts underclinging backside, then across belly to finish....weird.

- 24) **Dark Crystal\*\*\*** (e) (~V4) SD on weird pockets & toss to funky holds. Beta helps. Angle up & right . Direct finish strait up is a bit harder...5ish. Watch for loose holds on strait version.
- 25) **Undertow \*\*\*\*** (p) SD under prow, and go strait up via crumps, pinches, gastons and other goodies. (~V6) Must do. Harder version angles up and right. Y (~V7)
- 26) **Green Day \*\*\*** (e) goes strait up to funky undercling and top. SD is harder.
- 26a) **Green Way \*\*\*** (e) SD and go up, then left to series of grips leading up and right. Bit scary.
- 27) **Unnamed \*\*** (e) Go up flake over bad landing Y ☀.
- 28) **Unnamed \*** (e) Y SD and up leading to techy crimps and stuff like that.
- 29) **So Eazy\*\*** Harder than you think, but breaks keep making it easier..
- 30) **Barbie alpine route\*** P
- 31) **Dementor\*\*** Y (emma,marsha)
- 32) **Twisted sister \*\*** (emma,marsha,eb) start with left hand on layback to right of corner, then move up and onto face, toping out on Barbie. Y
- 33) **Mr. Torrance\*** (e,Ed) start middle of face and work left to join Barbie.
- 34) ✕ ● ☀
- 35) **Voices in my head\*** (p) SD ( intermediate if standing) ● Y
- 36) ✕ Y
- 37) **For Emma.** Up arete. Not a very nice present. P

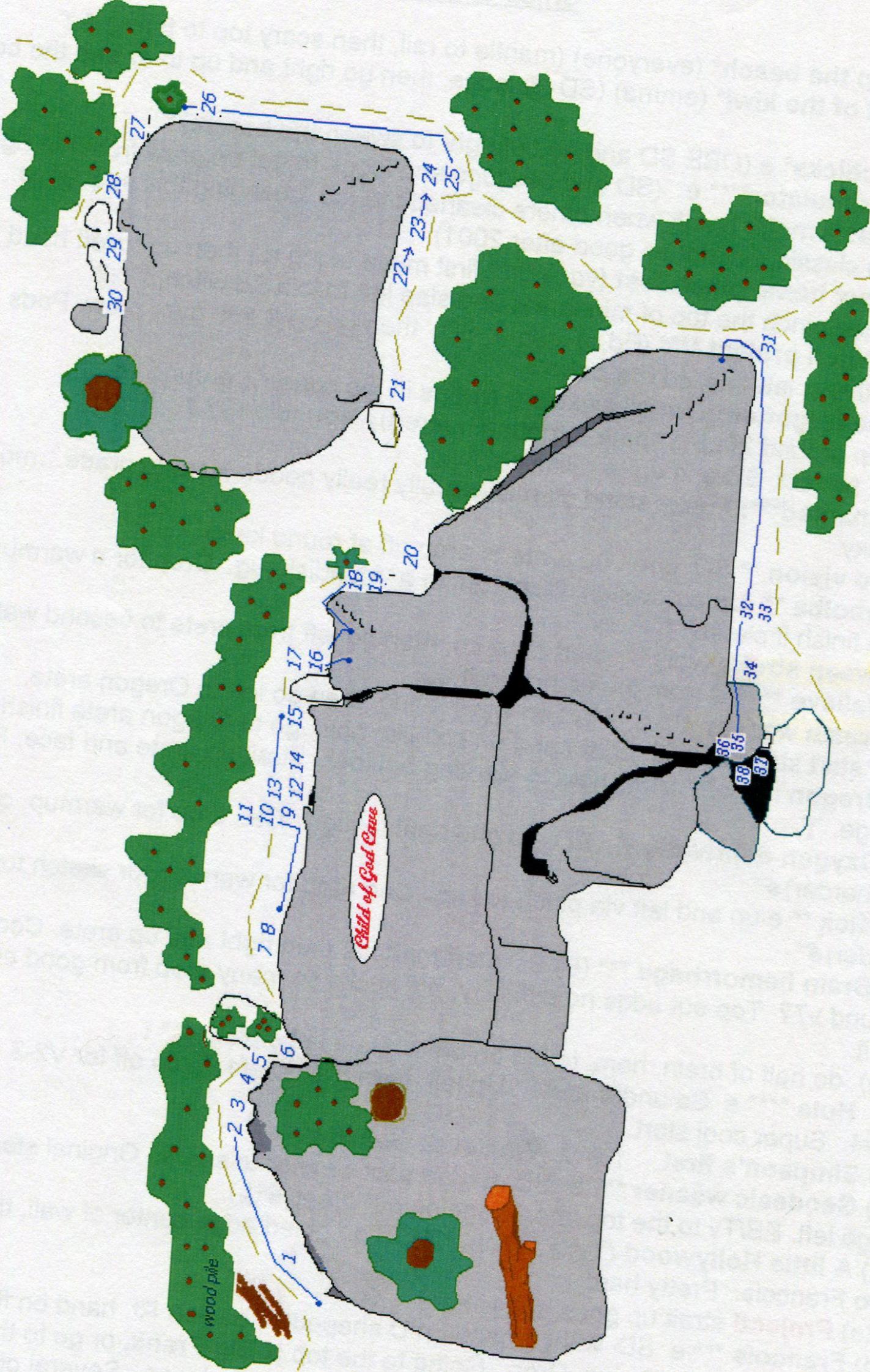
### Erb Gartten

The Erb Gartten is just left (West) of the Mini me area. Most problems in this area are very short and relatively easy. It may serve as a fair warm-up area in the future, but the prize problems reside elsewhere.

- 1) ✕ ●
- 2) Unnamed\*\* (p) SD on undercling in the depression and go up right to a mantel.
- 3) ✕ Same SD as #2, then traverse left to logical topout of your choice
- 4) Eric's groin hairy \*\* (Katie Erb) SD and go up & right Y
- 5) ✕
- 6) ✕ Y
- 7) ✕ SD
- 8) ✕ SD Y
- 9) ✕ SD Sooo short
- 10) ✕ SD
- 11) ✕ SD
- 12) ✕ SD
- 13) ✕ SD
- 14) ✕ SD
- 15) ✕ SD Insanely short
- 16) ✕ SD mantel problem

This boulder sits back in the woods 50 yards from the main areas, and has a number of fun problems.

- 17) ✕ SD P
- 18) ✕ SD Y
- 19) ✕ SD or stand...crack problem with some locking fingers. Y
- 20) ✕ SD? Arete
- 21) ✕ SD traverse right. Fairly hard.



## CHILD OF GOD AREA

- 1) **Sweep the beach\*** (everyone) (mantle to rail, then scary top to ferns) ☠️ ☺️
- 2) **Flight of the kiwi\*** (emma) (SD @ ledge, then go right and up to sweep the beach rail ☺️)
- 3) **kiwi chicks\*** e (OBE SD and go out right to sweep the beach.) ☺️
- 4) **Obe simulator\*\*\*\*** e (SD and use jugs and ledge to get on prow from the right) .  
There was a major break when others cleaned the top, changing this sequence...was an absolute classic, but not as good after 2001)
- 4a) **Sweet home pinch-fest** (var.) Ed first move to jug rt., then up to left hand mini-arete, then pinch the top of mini-arete and slap left to join Ed witch. \*\*\* ☠️
- 5) **Ed Witch project \*\*\*\*** (Ed,e) same SD, then go up & left over prow. Pads help. ☠️  
(I think this is later called the pawn?)
- 6) **Name forgotten\***...small awkward crimps in the corner...around v8?
- 7) Put up around 2005...name forgotten. (Jered) Around V10? ☺️
- 8) THE project. SD and up to rails. ✘ ☺️
- 8a) **Unnamed\*\*\***: Funky stand start is actually really good. Hard to grade...moderate, but tricky.
- 9) **Euro vision \*\*** SD strait up arete to drop off at round knob
- 10) **Sabolba \*\*** Up eurovision, then right to a roundish jug. Drop for a warmup, or join #8, and finish if clean.\*\*\*
- 11) **Sweep stroke** (var) \*\* Start on euro, then go left from arete to second walleye hold.
- 12) **Walleye \*\*** SD from jug going strait up.
- 13) **Dream weaver \*\*\*** S Start on walleye jug, then go left to Oregon arete.
- 14) \* start standing with right hand on ball-like hold. go to Oregon arete finish.
- 15) **Oregon arete\*\*\*** e SD next to slanting boulder. strait up arete and face. Painful, strange. ☺️
- 16) **Oxygen deprivation\*** ED up and right to jugs. Can drop for warmup, or sketch top out (harder) ●✿
- 17) **Kick \*\*** e up and left via pinch to jugs. Can drop for warmup, or sketch top out (harder) ●✿
- 18) **Brain hemorrhage \*\*\*** (P) SD start for hula, then right and up arete. Cool moves. Around v7? Top out adds no difficulty, but sucks, so many drop from good edges. We get it.
- 18a) do half of brain. hem. to jug on arete. Beta is helpful. \*\*\*\* ☺️
- 19) **Hula \*\*\*\*** e Sd under arete. Up left, then rt. to arete. Drop off for V2-3 (classic), top at v4. Super cool start.
- 20) **Simpson's first.** ☺️ ●✿ Whatever. sketchy.
- 21) **Geodesic weaver \*\*\*** S SD and go past weaner to seam. Original step off from edge left. EB/Ty to the top later...landing not great(●✿).
- 22) **A little Hollywood** (Ty) ☺️ v8ish. \*\*\* SD on glued edge center of wall, then go right into Francois. Pretty hard.
- 22a) **Project!** strait up goes, but is hard... ✘
- 23) **Francois \*\*\*** e SD withLft hand on U shaped lie back & Rt. hand on flat edge. go Rt to arete, then up to jug. Drop. Going to the top is **Big Frank**, or go to the top past a bolt placed many years later. Toput is good, but can be loose. Several other variations on the traverse.
- 24) **Ghetto fabulas \*\*\*\***.up arete to jug. Drop. \*\*\* ☺️

- 25) **Slopedon Milosavich\*\*\*\*\*** (e, Ed)   Ghetto start, then Rt to slab traverse. Can also go rt to left.
- 26) tall slab easy, but...
- 27) **Unnamed**
- 28) **Unnamed\*\***
- 29) **Unnamed...scary rock, hard, ever-changing.**  
- 30)  
- 31) **Unnamed Solo\*\*\*** (e, others) up arete to top  . About 5.9?
- 32) **Sometimes \*\*\*\*** e Start in hairy crack, traverse right, staying low for the middle 1/3 of the route. Finish standing on small ledge around arete. Tricky and fairly hard. ~v7
- 32a) **Variation \*\*\*** Same as sometimes, but move up using larger feet for middle 1/3. Not as hard (V4), but very reachy. Many breaks may have changed it.
- 33) **K%\*'s hairy crack \* p (XXX)** (truce?). Can be led...anchors?
- 34) TR strait up face
- 35)   **More is less\*** (e) SD right of cave, then finish traverse on sometimes
- 36)   TR up arete and face.
- 37) **Night Life\*** (bats) *night life* hole cave
- 38) **into the light\*\*\*** (bats ) down in the hole cave, stand start(`v6, eb), or SD(~V8. )

### CEDAR TREE

- 1)
- 2) **Pussie club** (ty) \*\* SD Start on jug and go up right side of south face through mini-roof.
- 3) **(Ty fighter)** (p) \*\*\* SD on jug and up arete and small pockets. Great rock.
- 4)
- 5)
- 6)
- 7)  (blank face)
- 8)  (chimney finish?)
- 9)  (on boulder behind pitfall...mantel problem?)
- 10) **Pit fall** (e) \*\* SD in bad rock on right and traverse left on seam, then up arete  
- 10a) (e) SD, then up crack and right arete. Slightly harder than pitfall. 
- 11)
- 12) (base needs to be "excavated" (( more like strip-mined))
- 13) log needs to be cut out
- 14)  SD on top of rock
- 15) sculpted face looks very good...many options
- 16) (e, emma)\*\* SD...short
- 17) stupid short
- 18)
- 19)
- 20) left side of face/arete
- 21)  \*\*\*
- 22)
- 23)  a frame roof crack leads to # 21/22. Very dirty, but promising?
- 24)   Highball in need of serious spotting techniques.

- 25) ✘ Y ☀ Highball with loose rock and some particularly sketchy landings...TR?  
 26) ✘ Y ☀ Tall..loose?  
 27) ✘ ☀ Some cool pockets.  
 28) ✘ squeeze chimney.  
 29) **Unnamed** (e) \*\*\* sloper topout is pretty cool.

### **SCARY GRANDMA**

Tall boulder uphill from Francois & Ghetto Fabulous.

- 1) **Name Forgotten?** \*\*\* slabby face with committing and cool final move.
- 2) **Grumpy grandpa** \*\* arete that is a little scary and fairly hard ☀
- 3) **Scary Grandma** \*\*\*\* (e) Cool edges & good rock. Starts up a ramp right, then goes strait up. Originally done with a horrible landing...better and less terrifying now, but still committing. ☀
- 4) Cool rock and line. Scary...could link to SG. ✘
- 5) \* (e) SD Short. Exit left. Would be better if cleaned
- 6)\* (e) SD start left in small pockets and then up rail.
- 7) ✘
- 8) ✘ traverse to the left 20m, then up? Y ?
- 9) ✘ Y Arete is clean and looks hard/good

### **METH LAB**

- 1) **White wall\*** ( p) SD left with both hands on sloper. strait up (very mossy)
- 2) **The bubbler** \*\*\*\*( p) SD up arete. Y
- 3) ✘ Y
- 4) ✘ ☀ Y
- 5) **Pete's route\*\*\* (p)** SD on a good hold and chuck up and over the lip. Y
- 6) ✘ Y
- 7) ✘ ☀
- 7a) **Unnamed?**\*\*\*\* across from # 7 on the same boulder as Pete's route is a very cool route Creig put up. Very mossy in 2003.
- 8) ✘ ☀
- 9) **Underpants gnomes** \*\* (S ) SD under overhang. strait up arete. ☀
- 10) **Your mamma was a troll** \*\*\* (P ) SD, fire up, then left, exiting strait up when rail ends
- 11) **Ed's variation** \*\*\* (Ed ) go up a little more right via a scoop
- 12) **Tom's bad trip** \*\*\*\* (Ed ) Mama SD, then traverse across to mantle moves mid-left.
- 13) **Campus problem\*** (e, Ed, Mitch) Y
- 13a) ✘ Start one move lower, rt. on undercling & lft. on tiny (broken..glued?) sloping crimp \*\*\*
- 14) SD ✘ Y
- 15) ☀ ✘
- 16) **Do'n the cockroach** \*\* (e) lay down and undercling with feet against rock to the west. Weird.
- 17) ✘ Looks good. Rock in the landing

- 18) **emergalator** (e) SD pulls out cave on dirty edges and monos. It sucks.  
 19) ✘ Y One move with several variations, none of which are as easy as they look.  
 20) **Ed's beginner route** (Ed) (dirty) ⚡ Y  
 21) **Psipsina** \*\*\* (e) Strait up face. First few moves very cool. ( always referred to as that V3 ⚡, then eventually the good v3.  
 22) ✘ ⚡  
 23) **January, 2000** \*\* (p) SD on flake in cave and pull up and out the lip. Mossy.  
 24) ✘ Y\*\*  
 25) ✘ Y \*\*\*\* Knife blade arete. Fucking awesome Line  
 26) **Crack whore** \*\*\* (e) SD . up & left using crack and some crimps. Scrunched but cool. ☺  
 27) ✘ **the good project** Y ✘\*\*\* A killer line, about V10? out of cave with bad landing.  
 28) ✘ ✘ Tom's crack\*\*\*  
 29) **De-evolution** \* proj . Hard SD move, then scary top. (or stand up to sloper & weasel lft. like Pete & Eric ☺ Y ( ✘ )  
 30) ✘ Y ☺. Weird thumb/roof.  
 31) ✘ Y  
 32) ✘ Y  
 33) ✘ Y  
 34) ✘ ⚡  
 35) ✘ ☺  
 36) **Siberia wall** (several projects here) ☺ ✘  
 37) ✘ scary undone\*\*\* ☺  
 38) ✘ e's big proj \*\*\* stand on shit feet and go up & left. hard for me  
 39) ✘ Y  
 40) ✘  
 41) ✘ Y  
 55)(P) ⚡  
 42) ✘  
 43) ✘ ⚡ Ⓜ  
 44) ✘ ⚡ SD Ⓜ  
 45) ✘ Ⓜ  
 46) **Strait out of Sweethome** \*\*\* (e) (SD under shelf, then traverse on sharp crimps to exit far RT. Y  
 47) **EZe**\*\* (e) SD under shelf. strait up. Fun.  
 48) **Boyz in the woods** \*\*\*\* p SD under shelf, then up left arete . good rock, great moves..  
 49) **Tabor tots.**\*\*\*\* Y Ty . Boys in the woods, then traverse way out left. Pretty damn hard.  
 50) ✘ Undone right side of prow ☺  
 51) **Prowed** \*\*\*\* (e) high! ☺ ☺ ⚡ Can do the first part and then weasel out... a good option!  
 52) ✘  
 53) ✘  
 54) ✘