

The Clear Cut (Apocalypse Now)

Development of this area started after the trees were removed. Much potential exists, with many boulders over a larger area than the Original Garden. Because of the scarcity of trees, this area is climbable in the winter. All it takes is a morning of good weather to dry off. It appears that a good circuit of moderate problems is emerging, making this area a better choice for climbers at or below the 5.11/v4 skill level. Also, the moss tends to be easier to clean here than the garden proper. Down side; in summer there is a lot of poison oak in some areas, the rock can be pretty suspect, and the place looks like hell.

The best parking is found by driving up the first (more western) gravel rd found in the noticeable clear-cut. This road splits after about 50 yards. Stay left and drive 150 yds to a pullout on the right. Park. A vague trail follows a skidder road roughly east from the parking spot. The first large boulder on your right will be the pocket monkey, followed shortly by crossroads. The guide follows the cliffband roughly north to south.

Upper Forest

This area is in the trees uphill of the main clear-cut, just north of the Dig Dugg boulder. The area is not well developed (as of 2003), and is nice during hot weather. It sucks in the rainy season. Watch for poison oak.

- 1) **Roof crack** *** Crack starts in back of cave and turns lip. Painful, but good.
- 1a) **variation** *** Start SD at mouth of cave and turn lip. Good.
- 2) **Crack** * SD and climb semi-clean crack
- 3) **Apex** *** SD on rail, then climb left to arete and up.
- 3a) **Atari Simulator** *** Stand start. Pinch double arete, establish on wall, then fire up the finish to apex.
- 4) **Right arete** *** SD on tight hand arete and go up to rail however you can.
- 5) **Pete's rail** **** SD on right arete, go to obvious slanting pocket up and left, then hit rail and surf all the way to a mantel on left end of boulder. Can do same finish off # 4 for slightly easier variation.
- 6) **One Move** ** start standing, establish on wall below overhang, throw to lip. Hard on the forearm skin.
- 7) **Arete** ** Y SD and go up obvious arete. Top out is sort of fun.
- 7a) **Rail** * Y SD on either end of rail and traverse to opposite end. Good warm-up boulder
- 8) **Stop talking about my mother** *** SD on obvious rail in cave and top out. Fun struggle.
- 9) ~~XX~~
- 10) ~~XX~~
- 11) ~~XX~~ SD Need to cut some trees...will be good.
- 12) **Titanium Hoe** *** Up crack. Hard start. May evolve a bit.
- 13) **Traversing the hoe** ~~XX~~ Go up titanium hoe, then traverse lip right. Goncho's project
- 14) **Crack hoe jokes never get old** *** (or maybe they do) up obvious seem to a mantel on a jug
- 15) **Baily's mom** ** Y Short and easy.
- 16) **Brown's Mom** ** Y Not quite as short or easy
- 17) **Goncho's mom** ** Y ~~XX~~
- 18) ~~XX~~
- 19) **Tiff's mom** *** Y ~~XX~~ unclean.
- 20) ~~XX~~ Arete on boulder just NE of titanium hoe cave
- 21) ~~XX~~
- 22) ~~XX~~
- 23) ~~XX~~
- 24) ~~XX~~
- 25) ~~XX~~

Warm-up area

- A variety of very short problems make up the actual warm-ups, but some of the better mid-grade climbs in the new garden are here. From crossroads follow trail north (uphill) to several very small clean boulders.
- 1) **Gordie's boulder*** Y Several short problems. Slab.
 - 1a) (insert your name here) is super cool ** Y SD sit with hands on arete and climb the north face.
 - 2) **SD Arete** **short & fun.
 - 3) Y **Crack**. Several other variations on this boulder, all are sort-of squat started.
 - 4) **The diamond** (e1) Prow is a little loose, but its fun. Bring a spotter, cause the holds won't last.
 - 5) **The pure diamond** *** go strait up without using the prow to the right. Beta.
 - 6) **Unnamed *SD**
 - 7) **Unnamed **SD**
 - 8) **Tiff Dyno** ** Short and slabby. Nice rock
 - 8) **Unnamed **SD** on arete.
 - 9) **Unnamed **SD** and go up right side of arete
 - 9a) **Unnamed SD** and go left.
 - 10) **Unnamed SD** and go up mini-dihedral.
 - 11) **No assembly Required (E1-)** *** e SD Start on large hold on left and shoot up. Many variations, all fun and same grade. Good warm-ups
 - 12) **Required crimp (E1-)** *** e SD start on bubbly edges and go strait up using crimp on face. Many variations
 - 12a) **Required dyno** **(E2) From start holds dyno to lip. Sharp.
 - 13) **Press on (E1-)** *** Y e SD on undercling and side-pull and mantel out. Short but fun. Cool variation bans use of holds on slab.
 - 14) **The slot** (E1) *** ed Short SD problem out of the pit behind Groveling Req.

Darkside boulder

- 15) **Eric Route** ***(E1) Arete on left , starting with a jug. Can also do SD... harder. (SD?)
- 16) **Ed route**** (E2+) **Ed Stand start with left hand on sidepull and right on crimp chunk, then throw to jug and up.
- 16A) **Andrew route**** (E3+)** Do Darkside route to the jug, then go left to arete with left hand and then up. Super fun.
- 17) **Darkside ****** (E2) Start semi-standing on side pulls, hit large edge with right hand, then work up left to jug and topout.
- 18) ❌ Loose roof with boulder landing. Some of the blocks might smoosh ya if you broke em
- 19) **Pete's V6** ** SD on crimps and go up. Topout is a little hairy.
- 20) ❌ highball arete is gorgeous but scary looking.
- 21) **Unnamed *** (E1+) Crack in corner as stem problem Poor landing
- 21a) *** (E2) SD arete not using stem to right
- 21b) ** (E1-) SD on left side and go up left arete, Surprisingly fun.
- 22) **Under the bridge***** SD in cave and traverse right to arete, then up. Good rock
- 23) **Under the fridge*** SD on right side of undercling flake and traverse left and then up a crack. Needs cleaning.
- 24) **Unnamed **** Y SD in trail and go up arete.

Dig dug boulder

Good problems on very good rock. Gets full sun, so ideal for cold clear days.

- 25) **Unnamed ** (E 1)** SD and go strait up. All these routes can link to rail
- 25a) **Ditch Witch**** (E3)** Start on # 25, then go rt on clean rail to topout on Digg Dug. A garden classic.
- 26) **Digg Dug *** (E 2-)** SD with left hand on cool incut edge and go up & then a little right to mantle.
- 26a) **Digg Witch ***** link digg dug to rail to the left. Makes for a really good problem
- 27) ❌ SD Traverse up and right. (very dirty)
- 34)

Story of O

This is a cool solitary boulder hidden just West of the parking area. From the parking area walk uphill (NW) on the gravel road about 50 yards to a trail heading left into a gully (west). A milk jug on a stump has marked the spot in the past. Great easy routes.

- 1) **The Story of O ****** Y SD at boulder's foot, then climb arete/rail to top out at highest point. Epic.
- 2) **Santa Cruz Ski trip***** Same SD, then from incut edge near start climb up to top out w/out using arete.
- 3) **Milk Jugs ***** Y Start at obvious ledge and go up to upper ledge, then top out.
- 4) **Unnamed **** SD/squat at edges near uphill end of boulder and climb up. Still Dirty.

Pocket Monkey

From the parking area take the south skidder rd to the first large boulder on your right; pocket monkey. A few warm-ups are available here. There might be some other lines to develop if one could get the choss under control.

- 1) **Pocket Monkey **** (E2+)** Ed, e, SD in shallow dihedral under overhang. Shoot for arete, then up to a jug, topping out into a dish (easier), or up arête to top(harder). Great moves.
1a) SD with rt hand on arete and left hand low (E2), or left hand higher (E1+)
- 2) **X (E5?)** SD left of regular start and move up and rt to dihedral, then finish up P.Monkey.
- 3) **Arete * (E1+)** Ed, e SD on left arete.
- 4) **Center left ** (E1)** Ed, e face. Short w marginal rock, but some cool movement
4a) SD **(E1+)
- 5) **Center right ** (E1)**
5a) SD (E 2-)
- 6) **5.3 slab Y Y **** good rock... needs cleaning.
- 7) **the fossil Y Y ****** very easy, but very cool rock. Try it with no hands.

Crossroads

Crossroads boulder (fair warm-up boulder...loose rock?)

- 1) **Unnamed** (Y)** SD or stand and up left prow. Better than it looks.
- 2) **Unnamed *** (Y)** SD or stand and go up to jug on left side of rock. Variations go all over the place.
- 3) **Put it back *** (E1-)** SD or stand and go up to edges on arete to a mantle. Fun to exit to #2.
- 4) **Unnamed* Loose!**
- 5) **Unnamed ** Y**
- 6) **Unnamed ** Y SD and traverse left**
- 7) **X**
- 8) **X**
- 9) **Paul's boulder 1 ** Loose, dirty.**
- 10) **Paul's boulder 2 ** Loose, and needs more cleaning**
- 11) **" Dumpling Days ***** SD lower in hole and then fire to an obvious jug, then up arete. Finish needs cleaning.
- 12) **X hard SD start may be a bit much.**

Dome Boulder

The south facing problems on this boulder are very good. The rock is variable.

- 13) **Domma*** e** Start on v shaped edges and go strait up. Prob the hardest route in the cut for years.?
- 14) **Goncho panza****** start on windshield-wipers and go up right to an edge, then up. Sharp.
- 15) **Sharp marbles*** e** SD and go up arete, then slightly right at top. Variations can go left at top or start standing (much easier).
- 16) **Unnamed.** Y** Harder than it looks. Start on ball-like features. Traverse variation to right is of fair quality.
- 17) **Various Unnamed variations Y**
- 18) **Various Unnamed variations Y**
- 19) **Unnamed** Y SD under small roof and go up.** Pretty fun, despite its looks and stature.
- 20) **X Paul is working on this steep problem. Short with poor rock, but looks fun.**

Mase Boulder

This small boulder is trailside and is about 50 yards east of crossroads. Some good problems are unfairly ignored.

- 21) **Unnamed**** From obvious jug go strait up on some bad holds, using left arete.
- 22) **Ace of mace*** e** Start very low SD center, cruise right, then up right arete. The moves are good.
- 23) **Mace Face*** e** Start on same SD in the center, then go up, angling left on the way.
- 24) **Unnamed*** e.b1 SD** The right arete is easier, but still tricky. Worth doing.

Wharf area (scratch and spliff)

These are the best couple of boulders at the clear cut. This area has potential for some harder things, but currently contains good problems around v0-7. Bring pads.

- 10) **Wimpy Wharf ***** (E2-) Start in slot on edge and climb out using whatever you can going strait up.
11. **Wharf****** (E2-) Somewhat of a Garden classic, but dabby. Start on edge in slot, then climb up and left using a crimp left hand and a pinch right to get to the big jug, then mantle onto slab. Watch your head on the rock behind the route. This was the original beta. Many variations to finish onto slab. All are good. Try traversing far left for bizarre mantle, or far right for technical arete.
- 12) **Arete ** (E 1)** (On scratch and spliff boulder) Can start SD or not. Climb arete & top out via mantle or slime around left to jug (easier)
- 13) **The One ****** (E2-) Start with right on edge and left pinching underside of roof. Starting with butt under roof, climb up to arete (all holds on), then up arete to topout. Strenuous and super fun. Use pads. Has been done from lower sit start...highly recommended.
- 14). ~~x~~ Hard project...proper hard.
- 15) **Andrew problem (Breadloaf)****(E2+)** Start with hands on good edges, then up bulge to slab topout. Every move is cool. First ascent was done with a very dirty slab and nasty log in fall zone making it scary as hell.
- 16 **Unnamed ***** SD up to edges, then either go left to flake (easier) or right to #15.
- 17 **Alex's arete***** Climb near arete using two edges to toss to lip, then traverse left and top out. Standing variation is highly recommended. SD has been done and is fairly hard and obnoxious. This route is on the scratch and spliff boulder in the corridor between it and the wharf boulder.
- 18 **Unnamed (Andrew).** Assuming Hard.
- 18a **Brown-nose**** (e,Andrew) . From the undercling up middle of face. Stretchy, with some trick beta for shorter people.
- 19 **Unnamed. **** (E1-) SD start to loose chunk and go up . If linked from the jug prow start it is ~E2, and ***
- 20 **Scratch and spliff **** (E2)** SD on hidden edge below loose chunk and go strait up prow. A big move coming off the rail is among the best at the garden. Excellent if linked from jug prow start. Several variations.
- 21 **Gunks traverse ***** (E1) Start as for # 20, then traverse rail right to finish up Gunk. Very good.
- 22 **Eric Direct ***** (E2) Start as for # 20, then move right a few feet on rail. Go strait up to small edge in center of overhang, then strait up. Harder than its neighbors, with some very cool moves.
- 23 **Huge and creepy flake.** could kill if it comes off...but its too good to ignore. **Many route variations start here.**
- 24 **Jug Prow ***** (E1-) From creepy jug, throw to jugs, then strait up intimidating prow. Need a spot?
- 25 **Unnamed **** (E 1+) Start on Gunk, then cruise left to jug prow finish. Needs cleaning.
- 26 **Gunk ***** ~~T~~ Go up face to world's shortest hand crack. Several lateral cracks provide good holds.

Scooby Doo Boulders: Two large boulders with fair problems reached by heading down the skidder road from the garage to a trail heading to the right (south) toward the obvious boulders.

- 27 **Go Away Ghost ship *** e (E3)** SD in hole with hands on rail and climb up and through the roof. Marred by an annoying rock in your back as you pull out of the start moves. Otherwise, very good. The stand start is easier and less annoying, but is sort of cheap.
- 28
- 29
- 30 **A night of Fright is No Delight *** e,Bailey,Travis SD and pull on seams to roof, then slab top-out. Good as stand start as well. Tall.**

- 30a) **Unnamed **** ~~T~~ From start traverse right to arete, then top-out. All holds are on.
- 30b) **Unnamed variation*** Same as above, but all holds at and above lip are off. Crimpy and loose.
- 31) **Miner 49er **** ~~T~~ Follow the dual cracks to slab. Tricky getting onto slab.

32

33

34

35

36

37(Some oof these got done by some eugene folks....who knows.)

38

39

40

41

42

47 pathetic?

The Garage

This is the collection of boulders east of the Warm Up area and NE of the Wharf area. Much of this zone lies back in the trees, but it extends along the margin of the clear-cut. Many routes are yet to be done here. Unfortunately the rock and poison oak are not quite as nice as the lines, but some gems (by Garden standards) are waiting for some heavy petting.

- 1) ❌ Sd in pit and go up. Needs cleaning.
- 2)
- 3) **Le petit fagot de,,, (stack of small sticks) *** (Craig Malik)** Start on jugs in center, then shoot up left arete and topout.
- 4) Le ... **** Start on same jugs and dyno strait up.
- 5) ❌ Small holds and big moves. Good rock.
- 6) **Unnamed ***** Start on obvious jug, traverse left to round jug, then go up slabby prow. moves are good
- 7) **Unnamed**** Start on jug, go strait up. Moves are fair, rock poor and sharp.
- 8) ❌
- 9) **Orions' traverse (name?)***** SD in cave, traverse out lip and right to end of flake. Rules?
- 10) **Come-along ❌ Looks like**** Sd on obvious jug, hit cool undercut arete right, and go up. Very Hard.**
- 11) **Pinchè ***** SD The full SD starts with hands on a low layback and is tricky. Most people start with hands on pinch, then dyno and mantel. Very short, very cool.
- 11a) **Unnamed** Use dihedral to the left and top out up slab on frail edges. **
- 12)
- 13) Name forgotten. Beta. V3-5**
- 14)
- 15) **Orion's Face. Prob v3-4? Fantastic *****
- 16) **Sonya's Face ***** (need to see these two... I'll remember more when there.
- 17) ❌ Epic line
- 18) ❌
- 19) ❌ Slab... good rock
- 20) ❌ Slab...good rock
- 34) ❌ Slab...good rock , slot landing ?
- 34) **Name? ***** SD, then up arete. Short but a good line. Other possible lines to the left.
- 23) Cave
- 34) Seam out side of cave
- 25)
- 34) Name? Quality? Holds look big, rock looks sketchy. Needs cleaning.
- 34) **unknown** Rail looks very good, and may have been done. BAD poison oak.
- 34) ❌ Horrible Poison Oak Issue
- 34) needs work
- 34) ❌ Two projects here. Steep w slopers.
- 31)
- 32)
- 33)
- 34)

Scree Area

This is the area east of the Garage. Semi-Bad landings discourage some from some very good lines. Bring pads and some trusted spotters and you'll find some of the best arete climbing at the garden.

- 1) **Unnamed ****
- 2) **Dishing*** Slab/double arete**
- 3) **Dashing*** Sd on edges just left of arete and go up to lip, working left to a mantel. Horrible landing.**
- 4) **Unnamed *** SD and go up left arete, Topout is fun and harder than it looks.**
- 5) **Name? SD**

- 6) Name? SD
- 7) ✕
- 8) ✕
- 9)
- 10) SD and then up arete
- 11) ✕
- 12) **The Hook ******(Oion,EB,Andrew, others) Likely the best line at the Garden, but the climbing is merely good . Originally had a horrendous pit for a landing, but tons of work filled the hole... still a bit scary.. Around V6
- 12A **Hook left*******(Oion, e) Same start, but then slaps slopers and goes strait up face. Guessing v7, but might have been a bit harder? Right after doing this went on rampage on a roadtrip, so prob sandbagging.
- 13) **Andrew's line **** A bit harder... Need to look at it to remember.
- 14) **Daftitude **** Crazy scary. Landing improved since send. eb, Andrew.
- 15)
- 16)
- 17)
- 18) ✕ undercling crack, then up arete
- 19) ✕ various options on this boulder
- 20) ✕ SD to edges, then a throw.
- 21) Loose looking holds above cave.
- 22) ✕ SD to thin rail and edges. Could be very good. Landing needs help.
- 23)
- 24)
- 25)
- 26)

Valley of death boulder

- 27) **Unnamed * SD**, then do harder than expected moves up. Its not that bad.
- 26) **Unnamed *** Follow holds up south face.

The Towers

This is the lowest and farthest east of the new garden areas. It can be accessed by parking at the regular Garden parking spot, then walking west to a vague trail entering the clear cut at the Penis. , or by trudging on a skidder road past the valley of death boulder. There are some good moderate routes here, as well as a few very strong lines around V3-6. It is not well developed, and has much potential.

- 1) **Micro-rail ***** ↗ Start on rail far left and traverse right, then up onto south facing slab.

Duck Twirler Boulder

Walking from the valley of death, this is the first large boulder one encounters as the trail nears the forest. Some pretty good warmups/moderates exist.

- 2) **Unnamed*** SD in pit on arete and crimp up to jug, then topout. Variations traverse right, and are better.
- 3) **Unnamed **** ↗ Climb edges to top.
- 4) **Unnamed ***** Climb edges and slopers to top. Many good variations on this wall.
- 5) **The Anti-Tiff***** Sd near arete, then go up seam to topout. Watch fo loose holds.
- 6) **Duck Twirler***** SD low on left arete, then go up and right on edges and laybacks to a move to lip. Great moves.
- 7) ✕ Arete just to the right of # 6.
- 8)
- 9)
- 10) ✕ rail traverse
- 11) ✕ Slab w sketchy rock
- 12) **your mom **** Epic line on good rock. Need pads & spotter or may fall into bottomless pit. Steve broke a hold on top and took the fall!
- 13)
- 14)
- 15)
- 16) Short
- 17) Epic boulder with horrible landings
- 18) **Good line** is very scary/hard
- 19) slab could be good
- 20) **Orion route?** Good line on undercut arete
- 21) **Orion route?** Another good line on undercut arete, but more to the right.
- 26) Short rail-like wall

Deep Seep Diver Wall

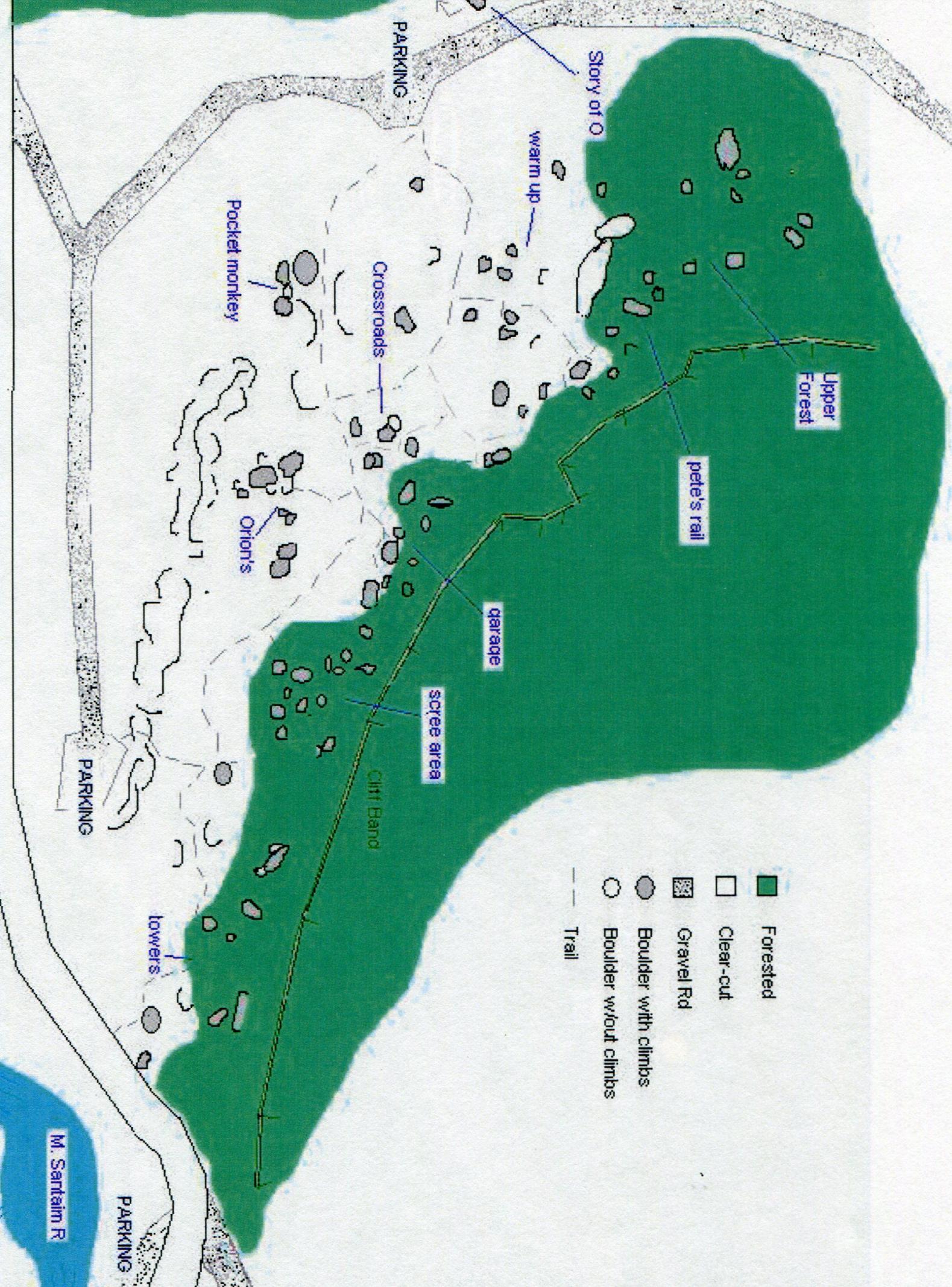
This 20 ft tall wall is graced with some incredible pockets and more than the usual amount of seeps. A massive cleaning effo convert it into a feature wall, with good landings and tall routes, but for now it features one very good if dirty route, and a lo untapped potential.

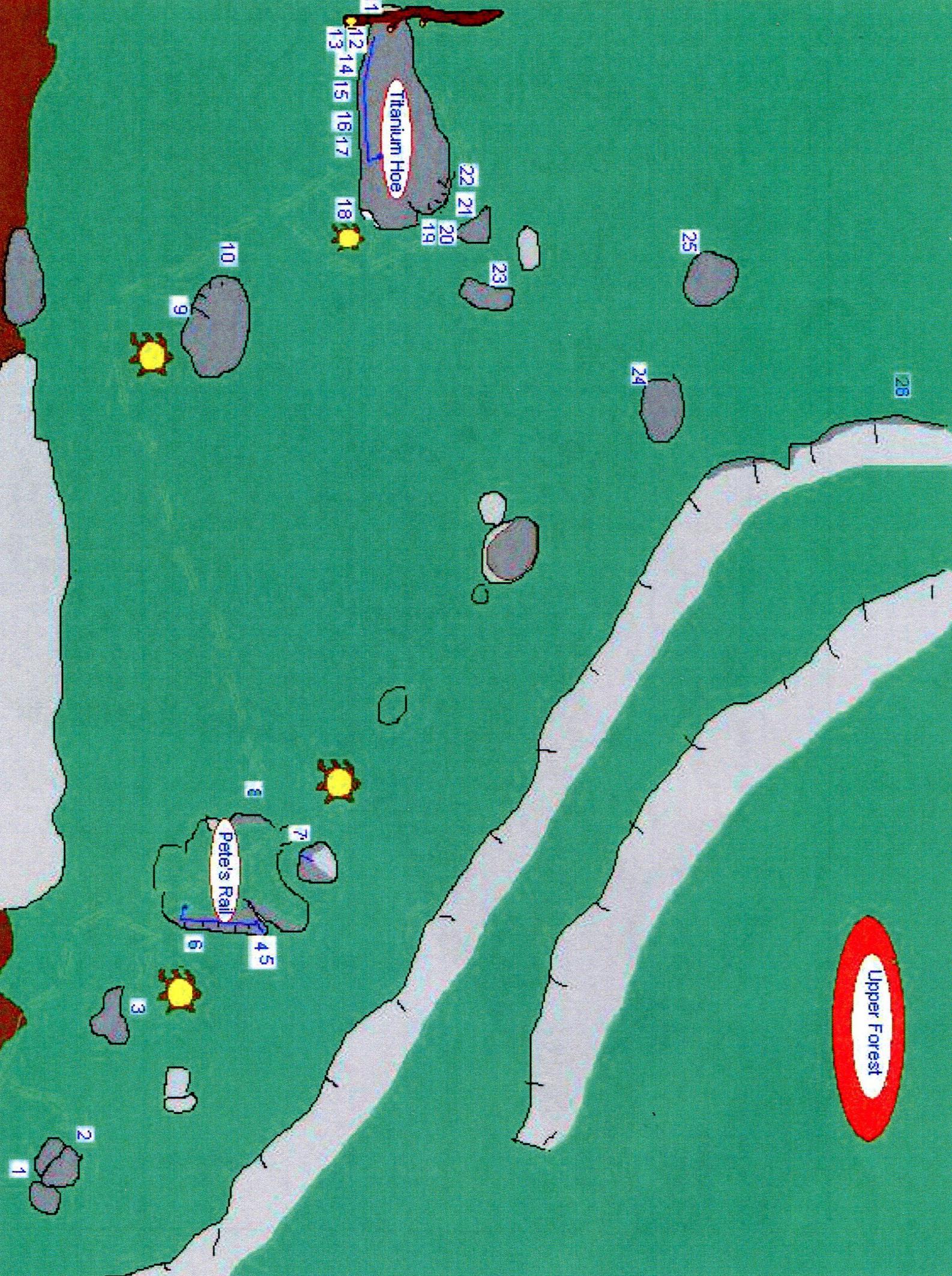
- 22) ✕ Fucking awsome line w bad landing
- 23) ✕ Equally rad and scary
- 23a) **Deep Seep Diver ****** ↗ Start in crack and traverse right across cliff on pockets and edges , finishing on obvious jug 8 ft on far right side of cliff. Needs cleaning. Seeps in winter...and spring...and sometimes summer.
- 24) **Unnamed EB route ***** Seam in center is harder., interesting rock, usually too wet. Topout never fully cleaned.
- 25) Right hand line has many features (jug at half height is end to the diver traverse) and a sloped landing.

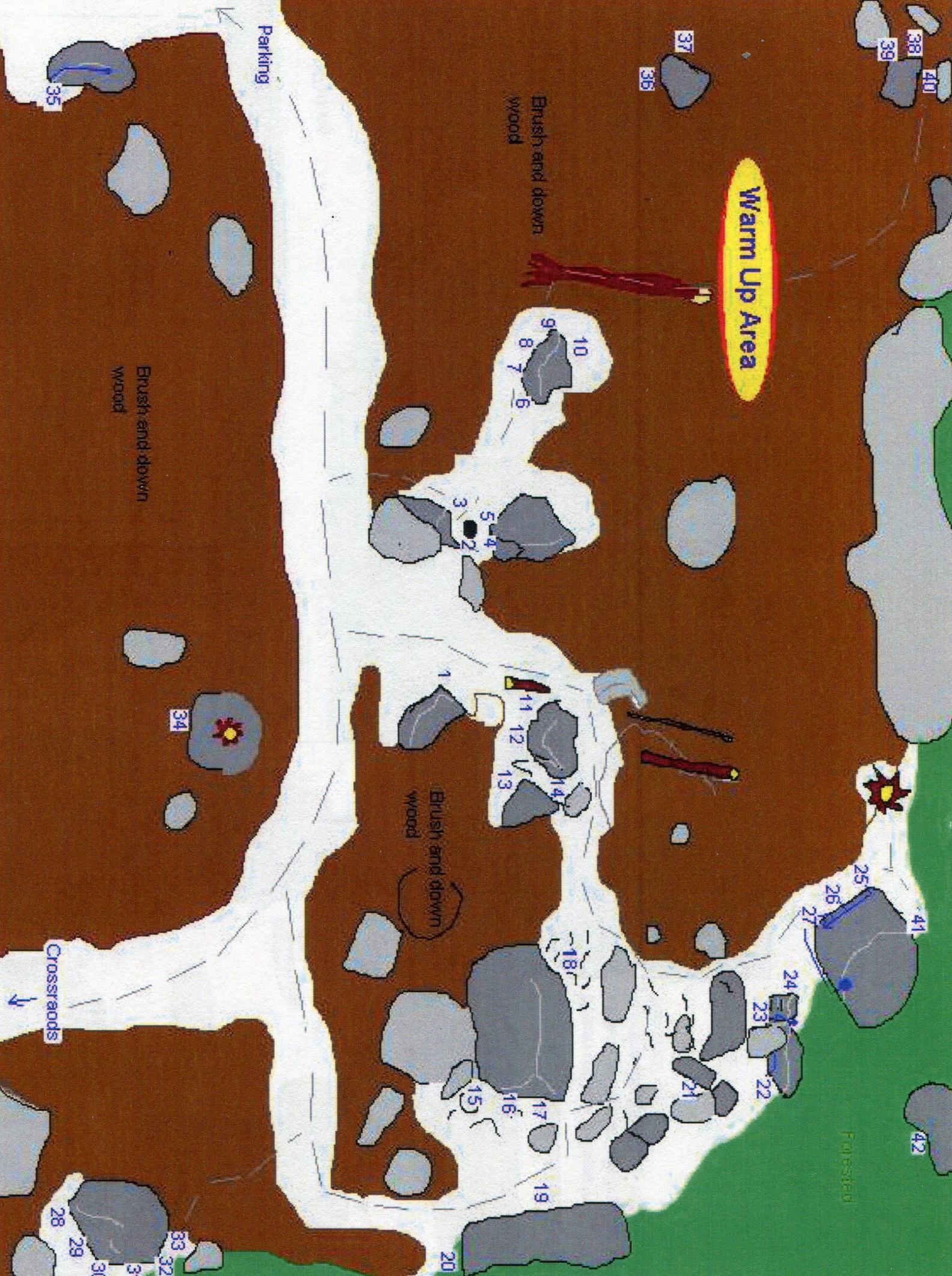
The Penis

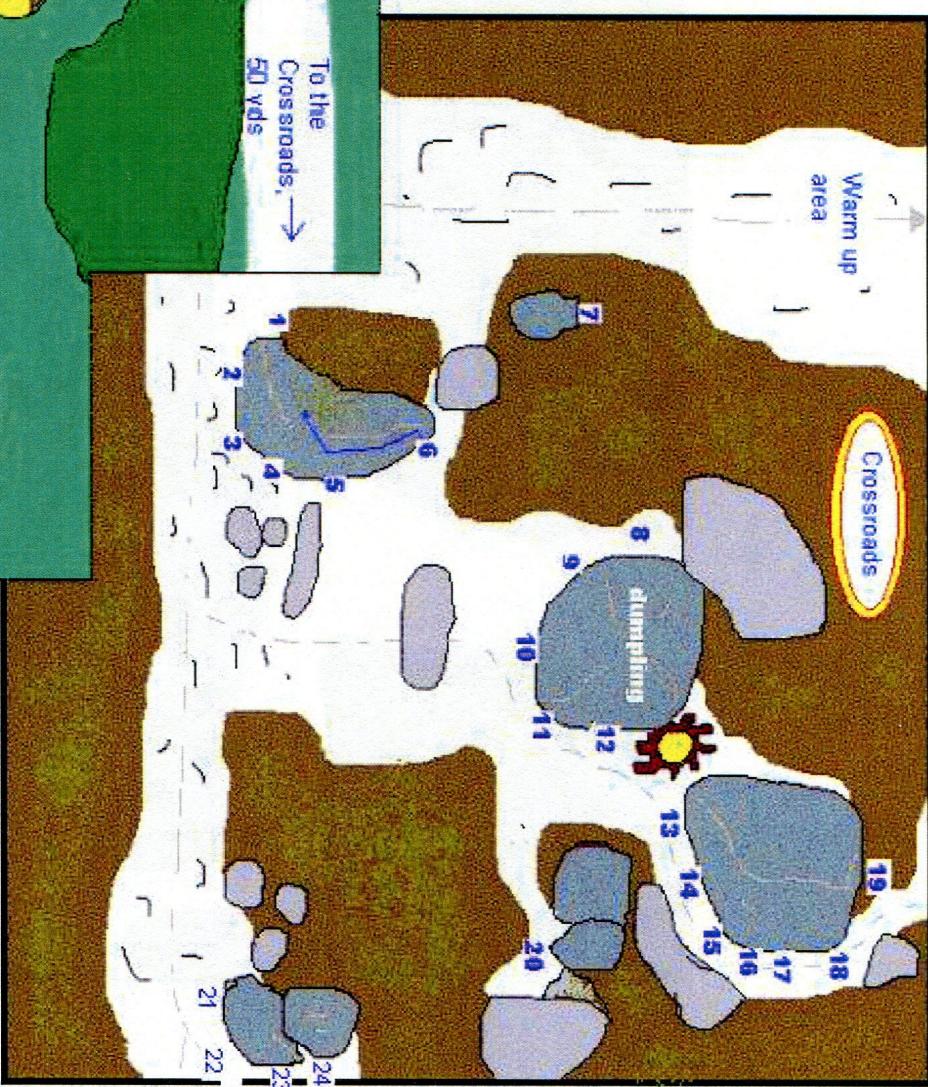
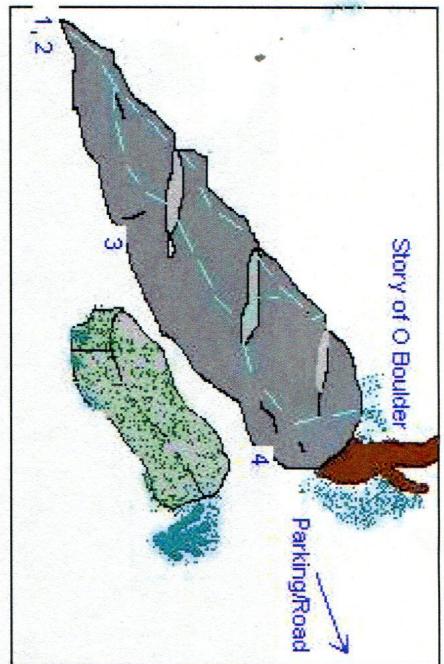
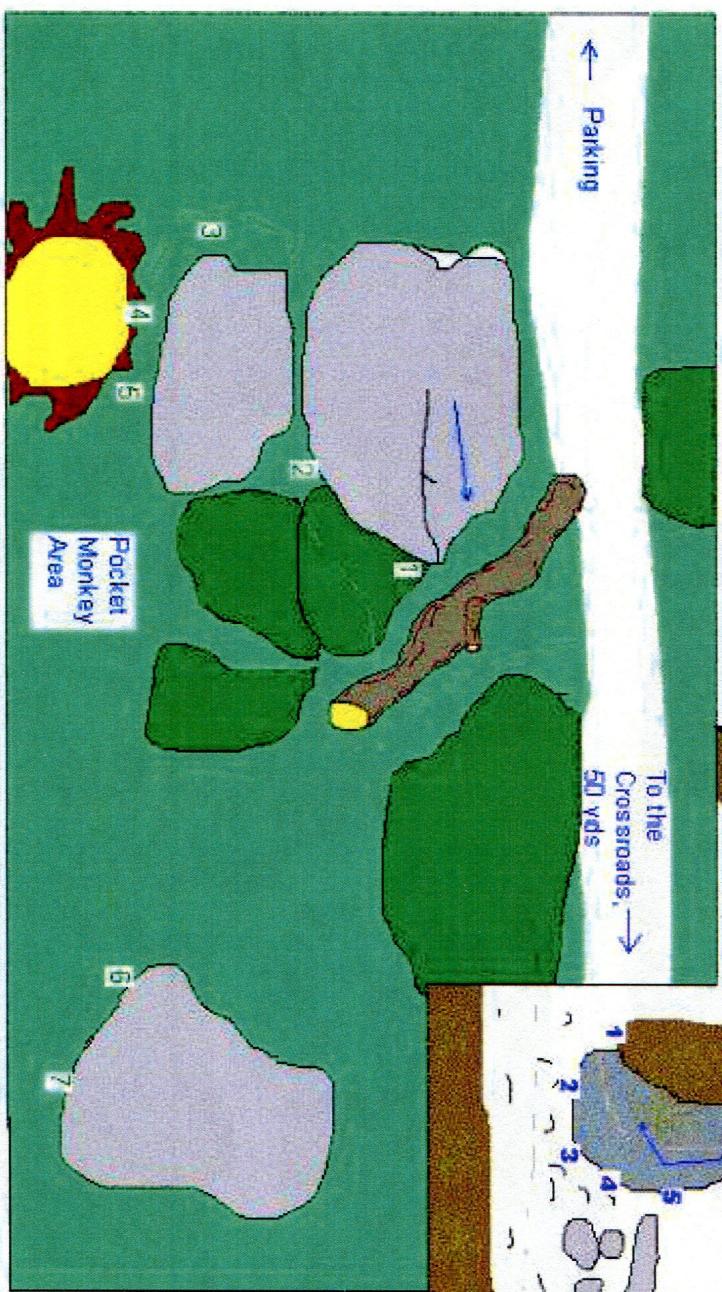
Good routes make up for the lame name. Bring a ladder if you want to clean it or get down. Its about 20 ft tall.

- 27) shitty looking area somebody cleaned a few years back
- 28) **the prize line** on the rock. Name unknown, but not bad climbing.
- 29) left arete
- 30) Slab/aretes up east face
- 31) Slab on SE face is likely good, and the easiest way up/down?
- 32) ✕ arete just left of # 31
- 33) ✕ SW arete
- 34) ✕ Good looking features to slab topout.



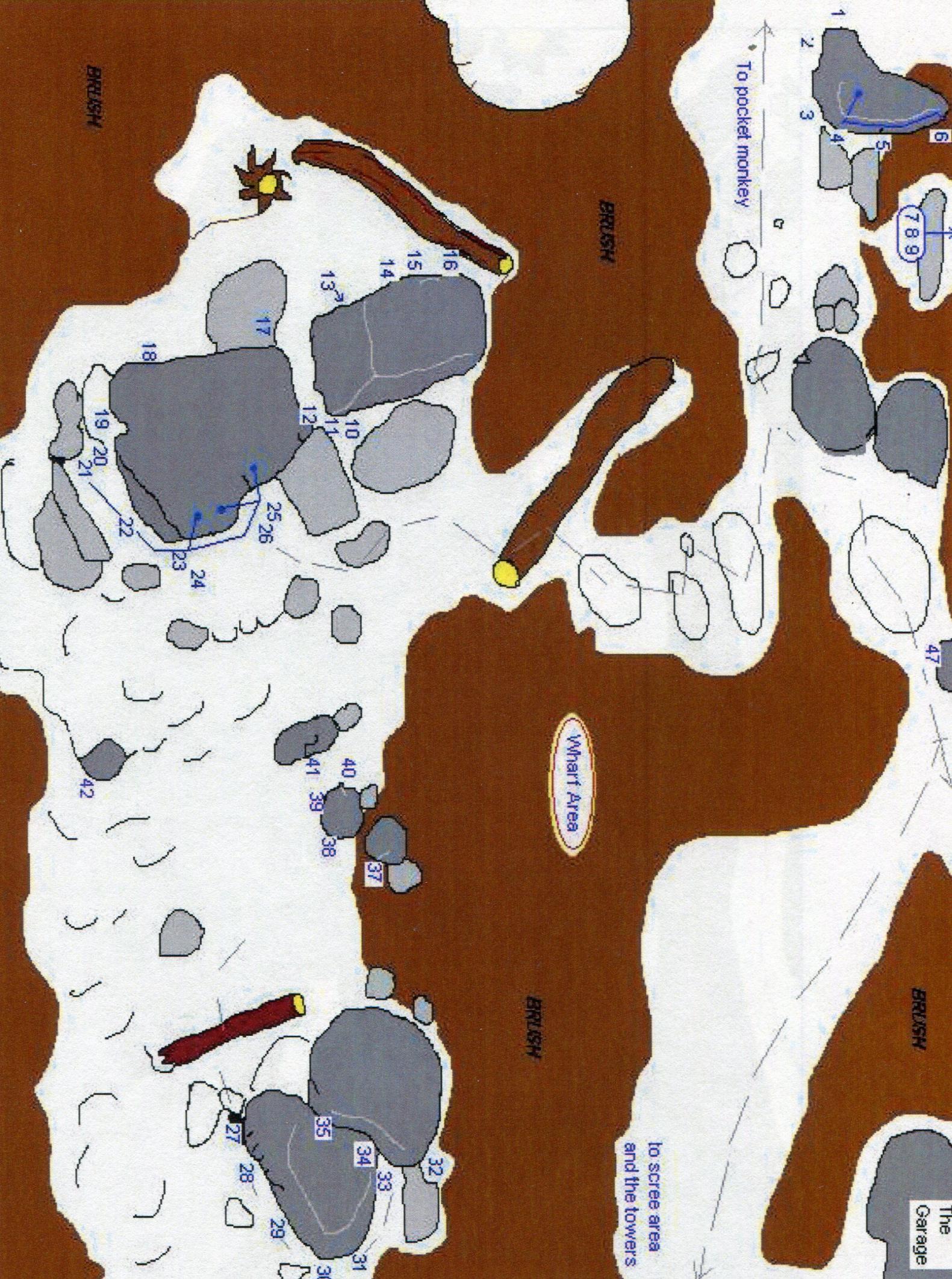






Pocket Monkey and Crossroads areas

Poison oak is a problem in the crossroads area. The Crossroads boulder itself is clean, but other boulders may still have some badness.





SCREE AREA



