

The Garden

2023-09-21

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.
- More information on history of climbing at the garden and first ascents.
- GPS indexes of boulders and cliffs.

- More areas. The final section of this book lists several other areas that are nearby the Garden. Some of these areas will be added as full sections to this book as more information on them is collected.
- Print version. When this book is sufficiently complete I would like to do an indie print run. The print run would be just for fun, I have no intention of making a profit from this project so print copies would be sold at cost (hopefully at a very reasonable price).

Ameneties

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 seculded spot and digging a hole and you won't have to worry about squatting on a patch of poison oak. Likewise most of the areas in this book exist within a 5 minutes drive of a toilet or pit toilet, think about it.

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.

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 infact included as a way to encourage and inspire 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 custimarily marked with a piece of red string or webbing on the first bolt.

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 privilage 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 theivery 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 and routes try to take a conservative approach and avoid demossing uneccissary 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 shubs with waxy leaves in clusters of three. The leaves turn red durring the fall and fall off in the winter. Exposure to any part of the plant can cause irritation.



How to use this book

Route names

It isn't uncommon for a section of stone at the Garden to go by multiple different names. In such cases this guidebook seeks call a route what ever name is currently most commonly used (usually the name a route is given on Mountain Project). Other names are often noted in the routes discription. In cases where a route has no known name a name has been made up for this guidebook (these route names are marked with an asterisk).

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 additon 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

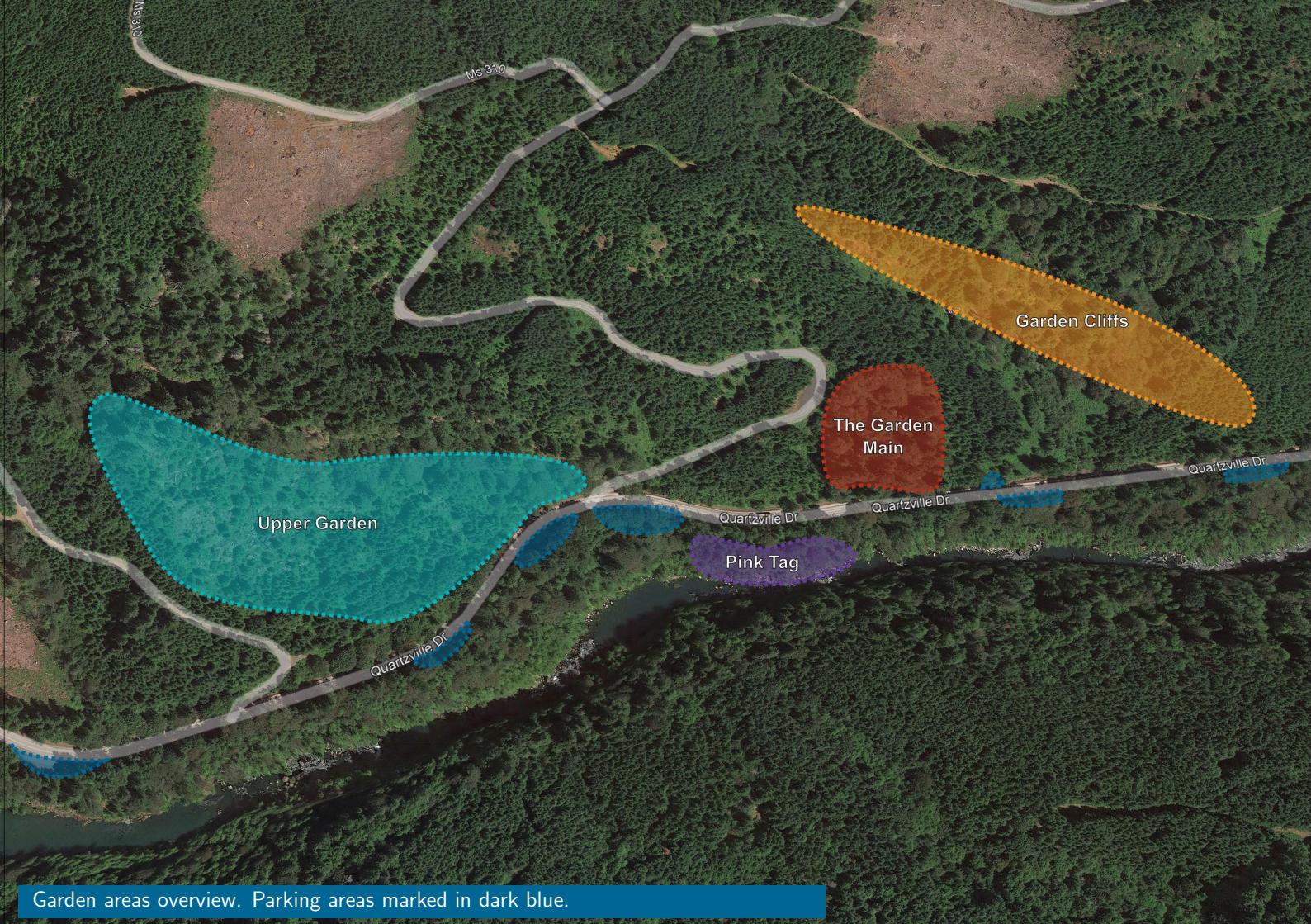
The rocks do not know what they are called or how they are supposed to be climbed, likewise your experience does not need to depend on this information. Do not let the descriptions, grades, and ratings assigned in this book prevent you from experiencing the rocks as they are.

Acknowledgements



[Get the latest revision of this book](#)

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](#).

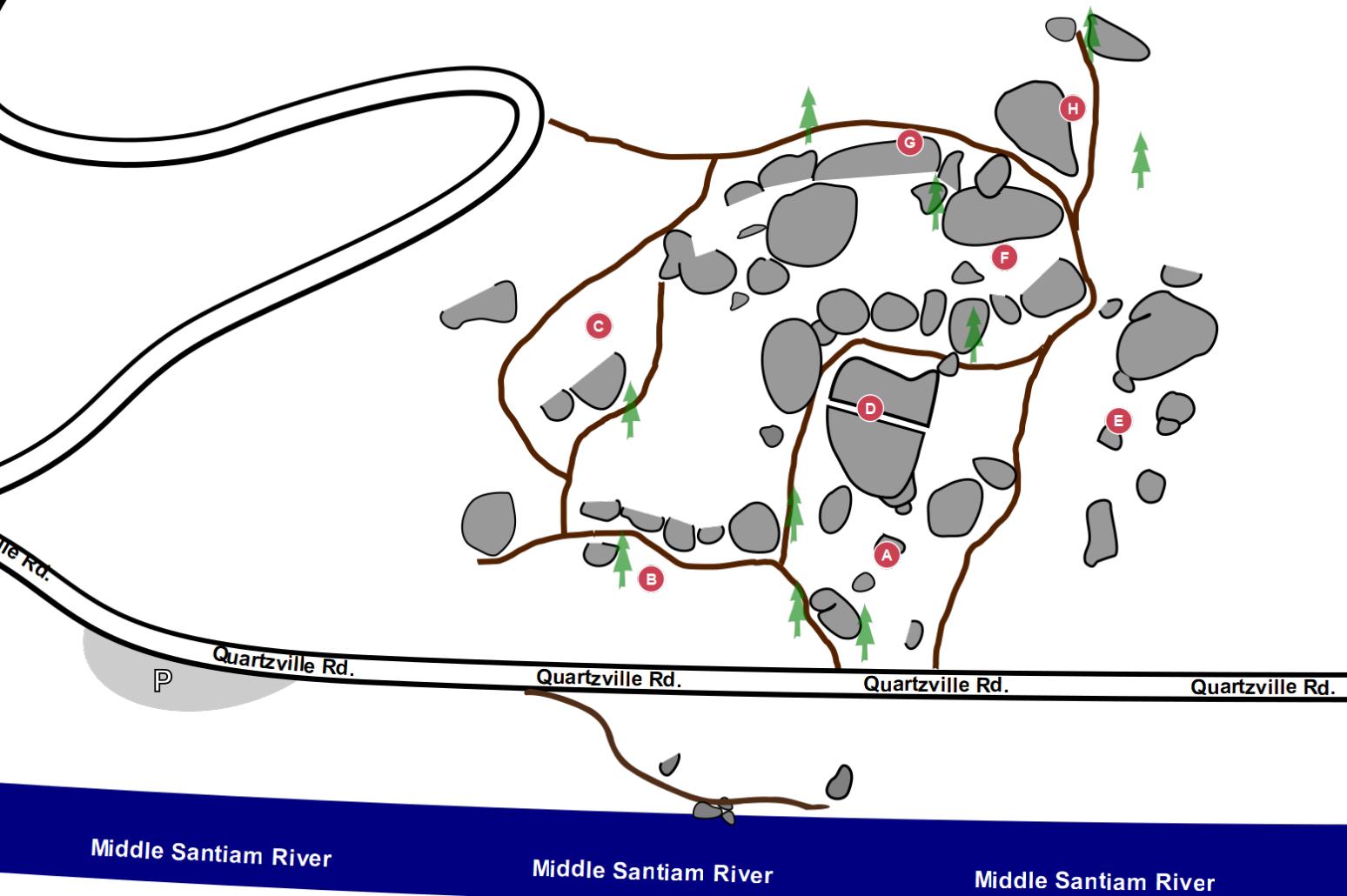


Garden areas overview. Parking areas marked in dark blue.

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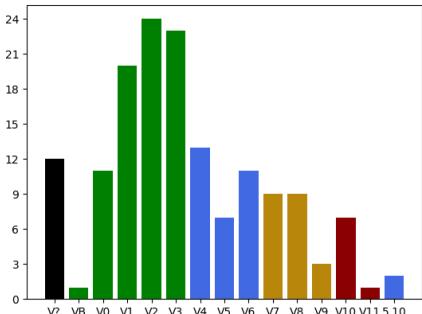
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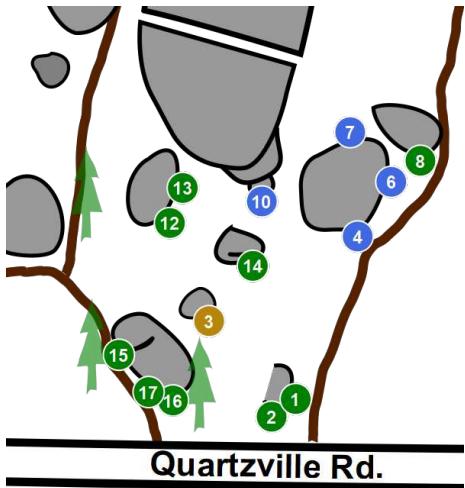
The Garden Main



[Navigate to this area](#)

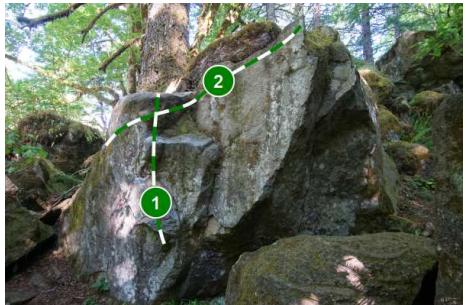


Located about 3.5 miles down Quatzville Road from Highway 20, park in the gravel pull out where the road bends left just before you reach the boulders. The Garden Main bouldering area is true to its name. A lush green space features moss covered boulders situated under a dense canopy.



A - Entrance Area

A cluster of boulders situated in between the two main trails.



Toilet Bowl

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

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.



Overhand

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

3 Overhand V8 ★★

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



Boys In the Woods

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

4 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 arête 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.

Variations:

4a Tabor Tots V?

Climb boys in the woods, but instead of topping traverse left along the lip of the boulder all the way to the apex on the back side. Also called "A Boy and His Wood".

5 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:

5a EZe V3 ★

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

6 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.



7 Spider Bumps V4 ★

Start on a thin crimp rail over a dabby rock. Manuver yourself to a good jug using almost non existant holds while trying not to dab.

Tree Slab

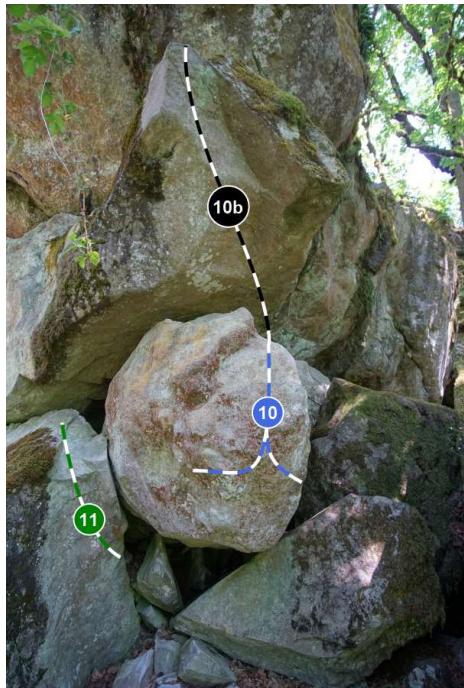
A narrow slab just uphill and to the right of the Boys in the Woods boulder.

 8 Tree Slab V1+ ★★

Climb the center of the slab from a stand start.

**Tonsil**

A small hanging prow wedged under a larger hanging prow, which is itself wedged under the Meth Lab prow (a very big hanging prow).

**The Good Warmup**

A tiny finshaped boulder on the main trail.

 9 The Good Warmup V0 ★

Whether or not this is a good warmup is debatable. Sit start with hands matched on a good rail. Climb the short face using both arêtes. Also known as Shark Fin.

 10 Tonsil V4 ★★

Step off the boulder below to gain high starting holds. Begin in compression with right hand on a vertical side pull sloper on the blunt right corner and left hand on a juggy undercling. Shorter climbers will have difficulty reaching the starting holds. After establishing the rock below is off.

Variations: **10a Tonsil Low Start V?**

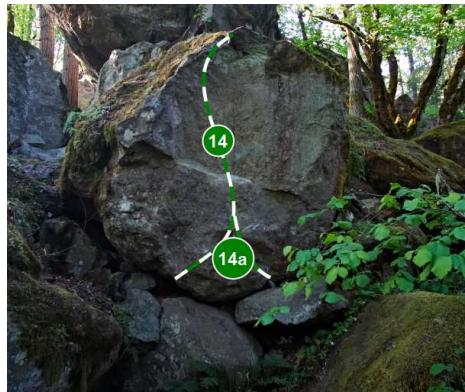
Climb tonsil from the obvious lower holds without using the boulder below it as a foot. Rumor has it that this has been done. (No Topo)

10b Prowed V? ΔΔ

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

 11 Gingiva* V2 ★

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

**Three Star Ledge**

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

 14 Three Star Ledge V2 ★★

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

Variations: **14a 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.

All Sorts of Ease

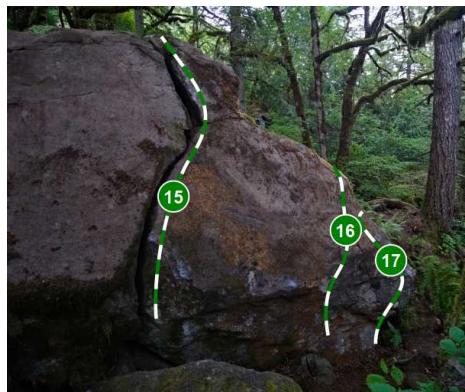
A low angle slab under the Meth Lab prow.

 12 All Sorts of Ease VB ★★

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

 13 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.



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

15 Raphael Crack V0 ★

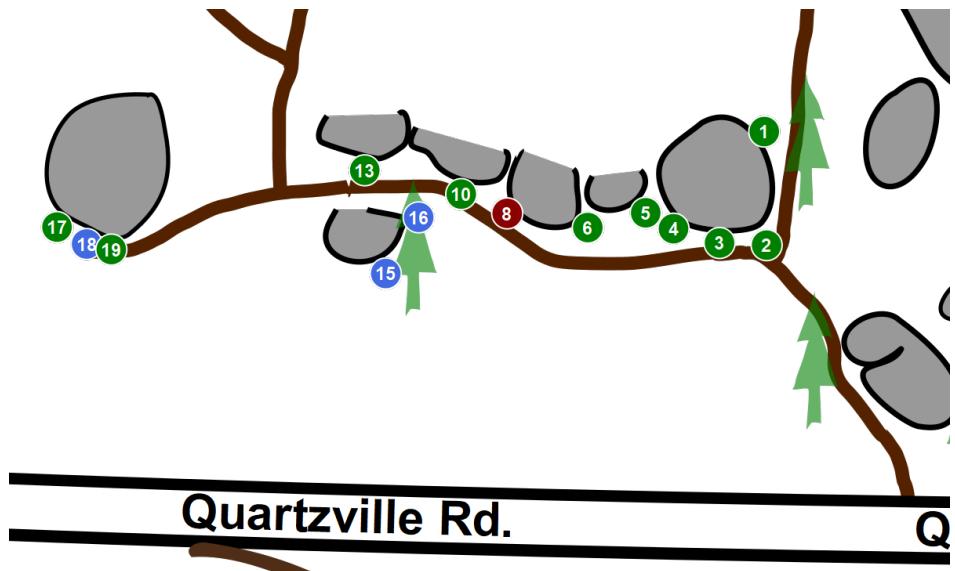
Climb the wide crack from a stand start.

16 Donatello V1 ★

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

17 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 testpiece 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 Dwight Schrute V1 ★★ ▲

Climb the slab over a narrow, but flat landing.

2 Jim Halpert V1* ☆ ▲▲

Starting on the right edge of the block climb climb the right corner over a rocky

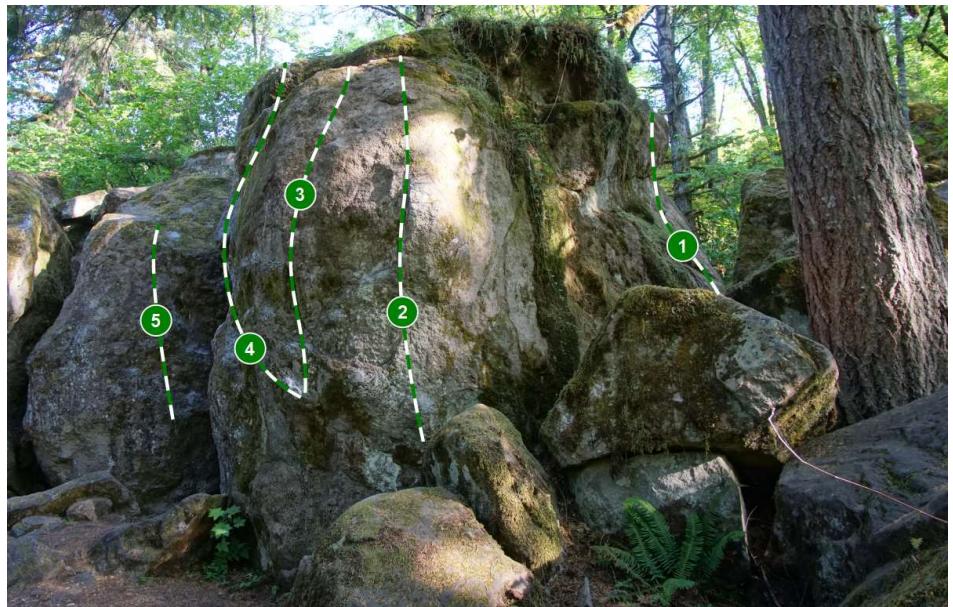
landing. Either pull some harder moves to stay on the downhill face or round the corner to the right and pull some easier moves over a worse landing. Grade and rating unconfirmed.

3 Michael Scott V3 ★★ ▲

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

4 Daryl Philbin V1/2 ★★★ ▲

Starting at the Center of the block climb left on good holds to the arête. Climb up the arête until you can reach good face holds up right and continue through a, thankfully, juggy top out. Left and right alternative starts add a little variety but do not change the grade. Mind the rock at the base of the climb. This line was originally referred to as The Burning Bus in reference to an unfortunate hitch hiker that was encountered on the road in.



Crash Test Dummies

A small boulder in between The Office and Fight Club.

5 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

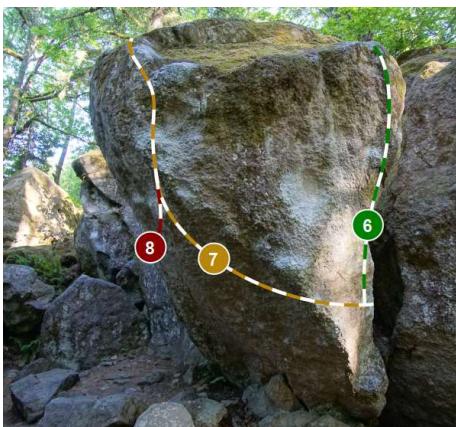
The obvious overhanging boulder with an interesting bubbly texture.

6 The Ear V2+ ★★★

Start on the arête 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 arête bumps the grade up to around V4.

7 Fight Club V8 ★★★

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



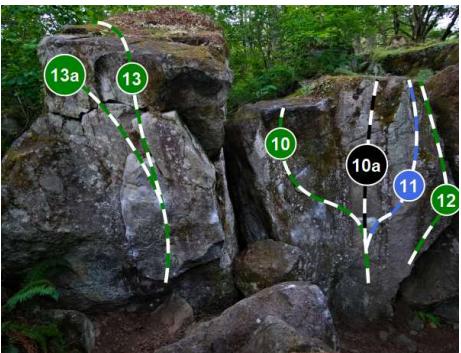


8 Fight Club 2 V10 ★★

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

9 Brewmaster V5 ★★

Often mistaken for Fight Club 2. Sit start in the same spot but climb up the arête. 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.

10 Project Mayhem V1+ ★

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

Variations:

10a Tyler Durten Dyno V?

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

11 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

12 Durten Layback V1*

Stand start and climb the right corner using the Fight Club boulder for feet. Is chimneying between the boulders off? Asking for a friend.

Trust

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

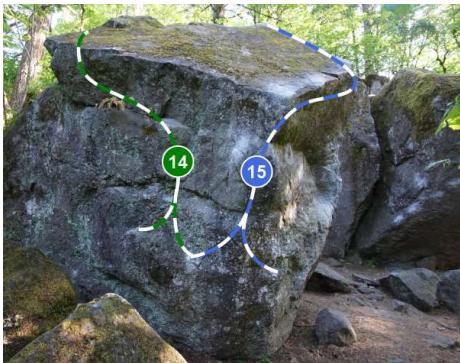
13 Trust V2 ★★

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:

13a Iron Cross V2 ★

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



Mini Me

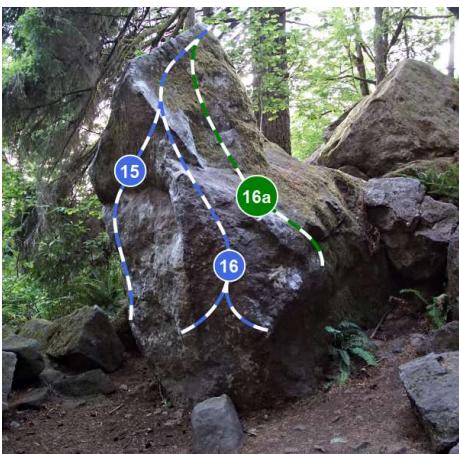
A short pointy boulder with a flat landing is nearly freestanding on the downhill side of the Fight Club zone.

14 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.

15 Austin Powers V5 ★★

Start with small tater tot holds straddling a blunt corner, Crank to a jug and move right into top of Dr. Evil. Also known as Macro Me. Starting as for Mini Me is also a valid interpretation of this line.



16 Dr. Evil V4 ★★

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

Variations:

16a Mr. Bigglesworth V1 ★★

Start on your choice of waist high holds, climb straight up the right face or stay left on the arête. 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.



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.

17 Green Hell V2 ★★

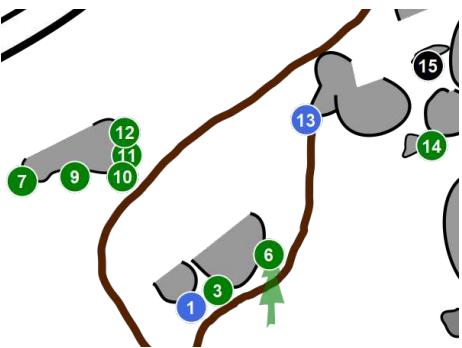
Squat start on an angled rail at chest level to the left of the cave. The path of least resistance leads left but climbing straight up is also possible at a similar grade.

18 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.

 19 Unknown V1/2 ★

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



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. This route is also known as Flipside.

C - Undertow

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

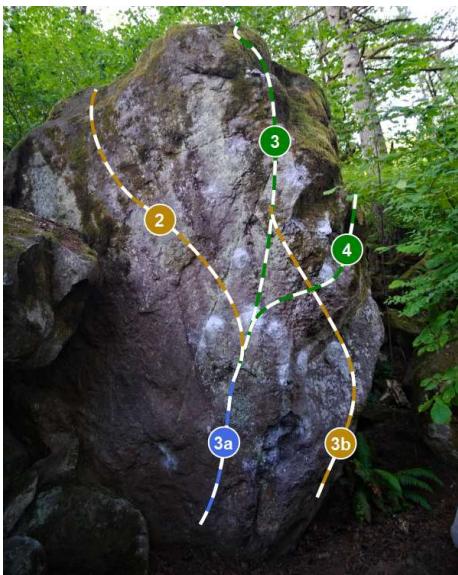


Undertow

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 arête.

Variations:

3a Spray Against the Undertow V6

Sit start as for Spray Skirt, climb into Undertow. This route is also called Dark Crystal.

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 refered 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*

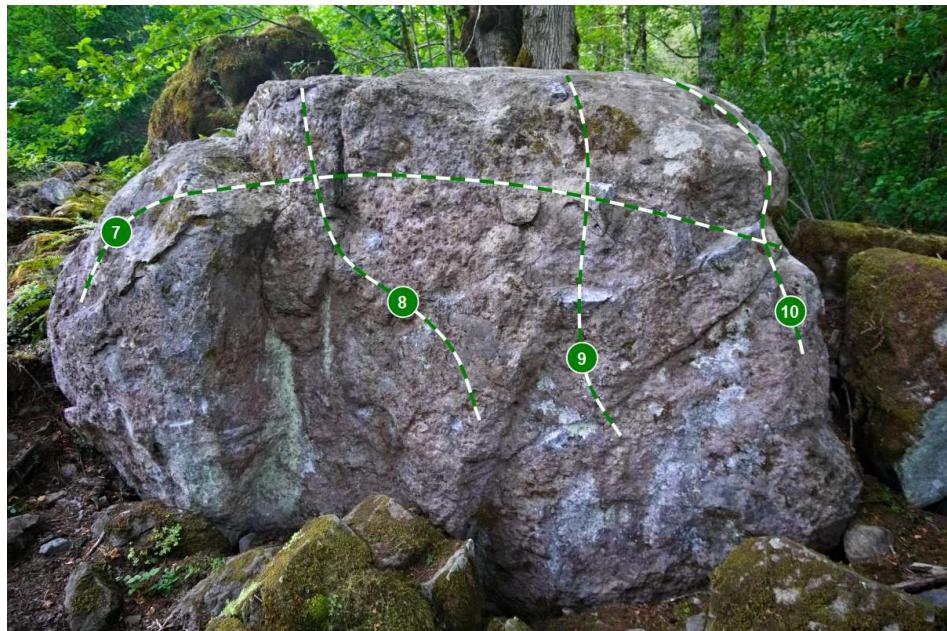
PLACEHOLDER

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.



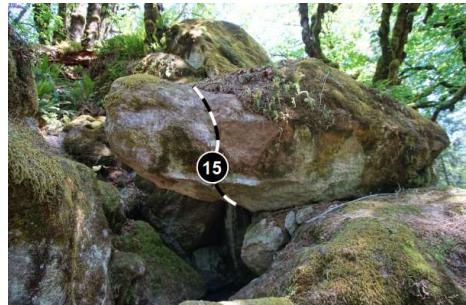


Bubonic Plague

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

14 Bubonic Plague V2 ★★

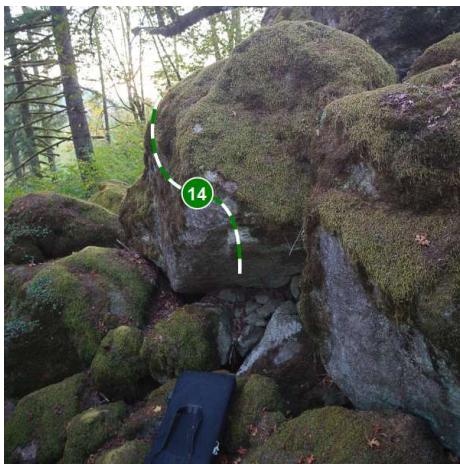
Stand start with a blocky hold near the top of a short overhang. Meander your way to the top.



Chockstone Highball

13 Chockstone Highball V4*

PLACEHOLDER

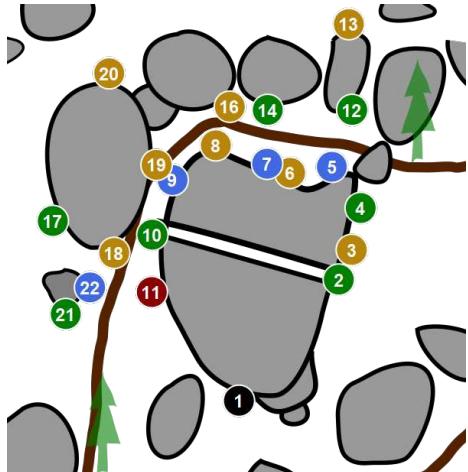


Hanging Prow

An eyecatching hanging prow inbetween Chockstone Highball and Nightcrawler.

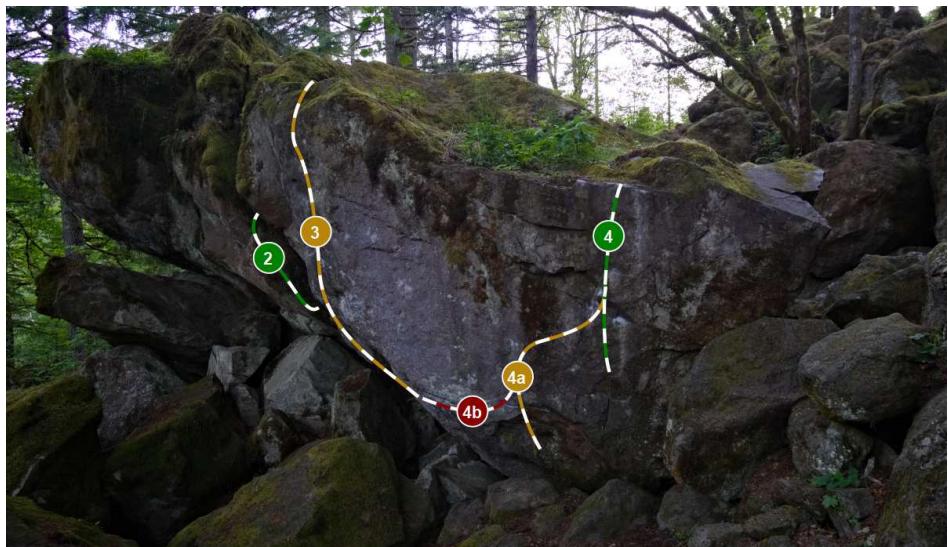
15 Hanging Prow Project V?

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



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

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 this has never been climbed by any other means. The ethics of climbing this behemoth are contentious but the author of this book holds

that it is fair game to bolt it as a sport route. If you have the desire to install hardware consider figuring the route 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.

Variations:

4a Leave it to Jesus Sit Start V7*

Sit start on razor crimps to the lower left of the stand start. A key hold has broken on this, but it seems like the moves still go.

4b Leave it to Jesus Left V10*

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

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:

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 yarded 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 Heisenburg and dyno up and right to juggy holds at the lip.

7 Guillotine* V4 ★★

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

8 Octernal V7 ★★★

For many this is THE local testpiece. Start sitting with left hand on a sloping triangular rib and right hand on a slopey cripm at the arête. Crank a few hard moves to gain the lip then traverse left through a crimp rail to a pumpy top out. Originally known as "Tom's phschadelic 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 arête. Continue on through a heads up top out.

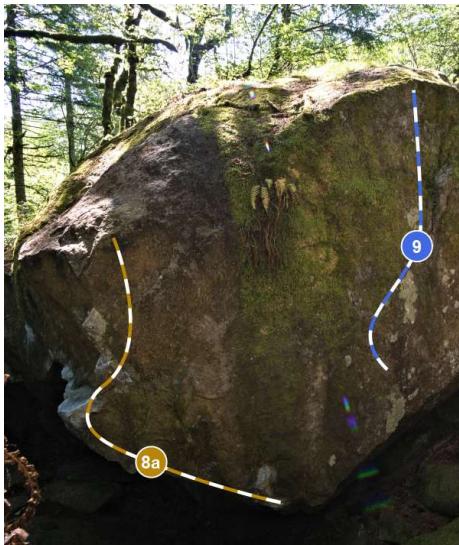
8b Octernal Center Exit V6/7 ★★

The easiest top option for this boulder involves pulling through a surprisingly 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.

10 West Arête V0 ★★

Start on an obvious chest high jug rail and climb the short arête. More fun than it looks.

11 Southern Discomfort V10 ★★ ▲

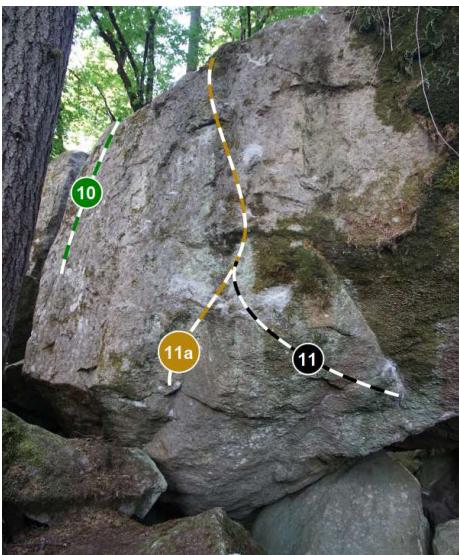
With a right hand sidepull crimp and left hand undercling, start on a bubbly lump over a rocky pit on the west face of the methlab boulder. Crank a short traverse left and on good incuts before a powerful vertical finish. A substantial amount of padding is required to protect the pit under the beginning of this route.

Variations:

11a Southern Discomfort Direct V7

★★ ▲

Start on a juggy undercling climb into the vertical upper half of Souther Discomfort.



- 13 Flesh Bridge V8
PLACEHOLDER (No Topo)

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.

- 14 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.

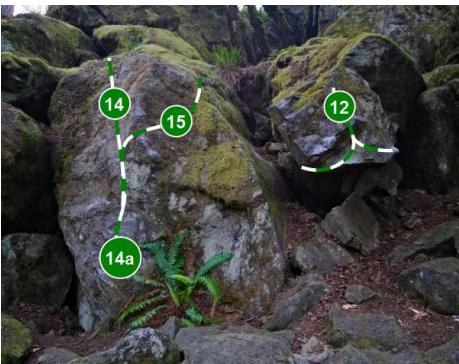
Variations:

- 14a 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.

- 15 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.

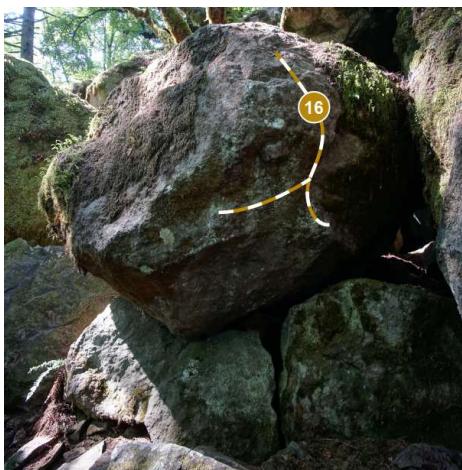


Swollen Member

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

- 12 Swollen Member V3 ★★

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

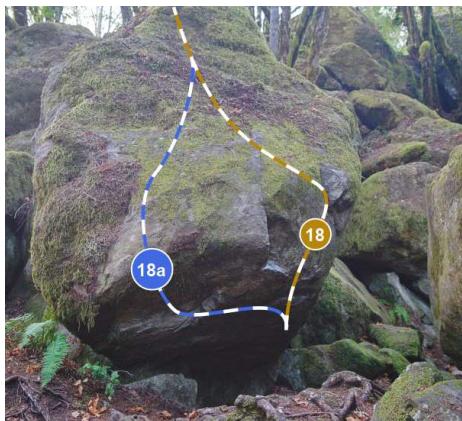
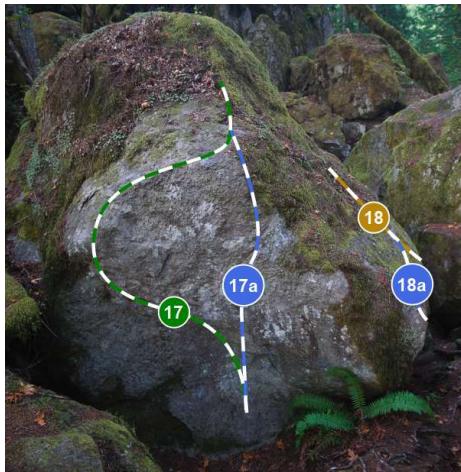


Party Boulder

This bulbous semi hanging boulder is directly uphill of Octernal.

16 Turd Party UR Invited V7/8 ★

Stand start with left hand on a sloper and right hand on a thin crimp at the back of a sloper.



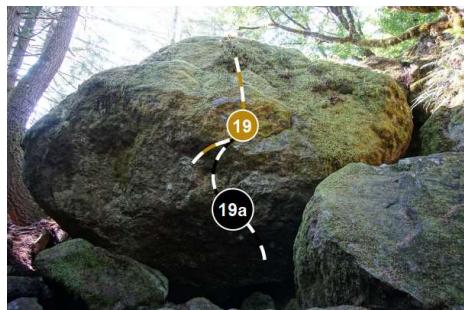
18 Slam Dunk V7

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.

Variations:

18a Layup V4 ★★

Start as for Slam Dunk but stay low and use good holds out left to avoid the crux.



E's Boulder

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

17 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:

17a Gargoyle Direct* V5 ★★

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

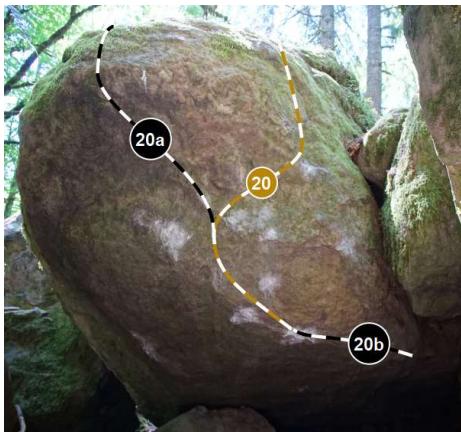
19 E's V7*

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

Variations:

19a E's Sit Start Project* V?

It seems like a low start could go.



20 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:

20a Enchilada Left Project V?

A left exit seems like it might go.

20b Enchilada Low Start Project V?

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

The Bubbler

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

21 Chillum V2 ★

Squat start on a bubbly ledge, pull a few unassuming moves to gain the top. If only it was longer.

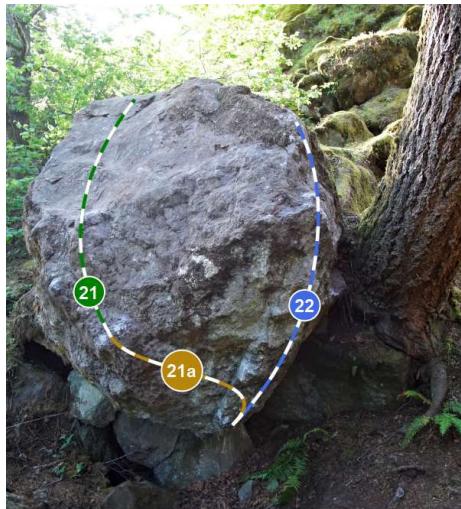
Variations:

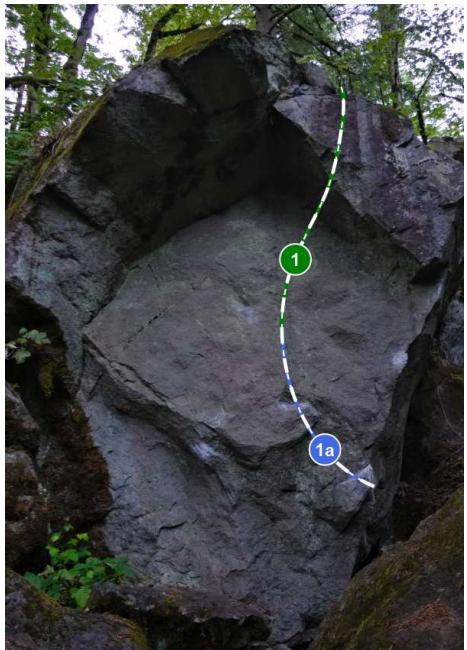
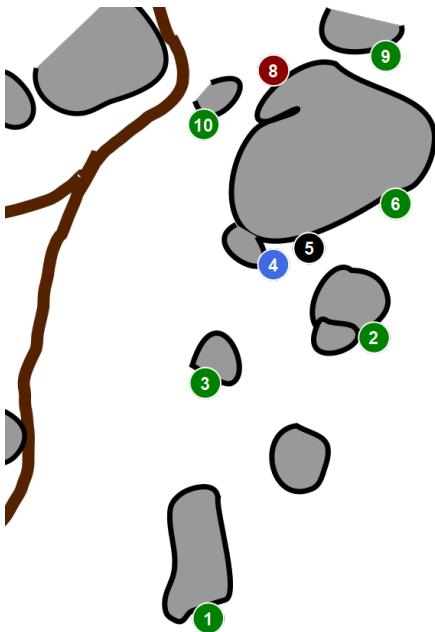
21a Chillum Sit V8*

Start as for The Bubbler and climb into Chillum, apparently this has been done. Barfy.

22 The Bubbler V6 ★★

This short boulder is surprisingly hard. Sit start with left hand near the base of big left facing sidepull rail and right hand on a cool narrow pinch. This route was originally climbed without using the jug ledge out right, climbing in this style is a fun challenge.





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.

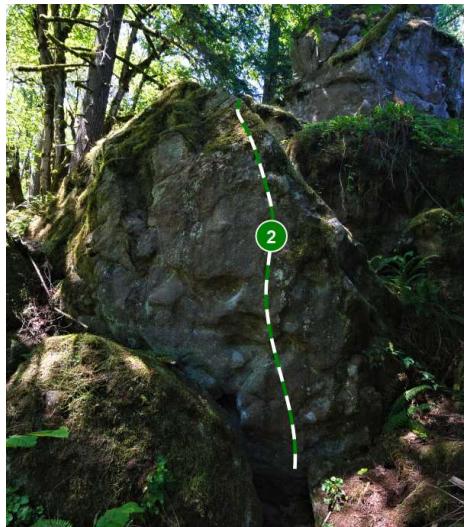
1 Bitchin Corners V2 ★

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

Variations:

1a Bitchin Corners Sit V6 ★★

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

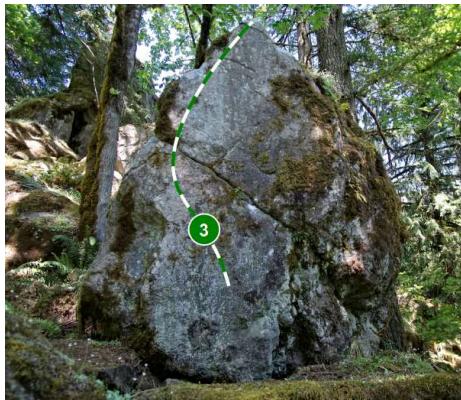


Hueco Wabo

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 arêtes.

Crazy Cool

A small boulder with an eyecatching arête leans against the "Big" boulder's western face.

4 Crazy Cool Arête V5 ★

Sit start straddling the arête with left hand on a shallow ripple and right hand on a single pad edge.

Big

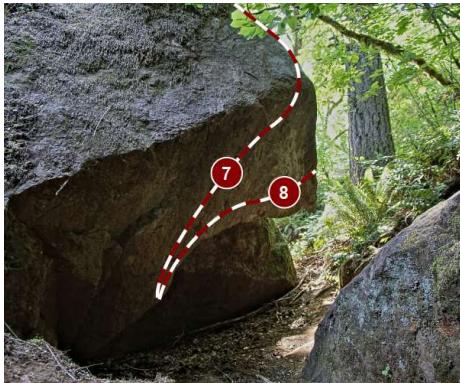
The "Big" boulder is a large moss covered boulder on the eastern boundary of the Garden Main area, in other guides this has also been called "roadside", and "North Block".

5 Cargo Net Project V?

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

6 Mini Hydro Tube V1* △

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



7 All Berned Down V10*

Starting in the vicinity of All Berned Up and climb straight up the steep face to gain friable holds on the blunt arête. This route and its twin, All Berned Up, have been the source of much confusion over the decades. Credible sources have verified that both routes have been climbed but they have not seen traffic in the recent past.

8 All Berned Up V10*

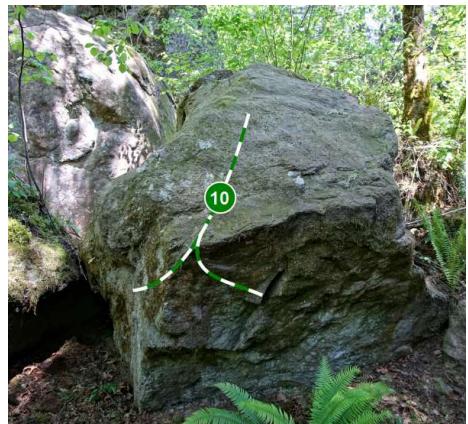
Follows a hanging knife flake. Apparently there were multiple holds along both sides of the flake, but they all broke off. It's unclear if this line has been climbed in it's current state.



Classique

9 Classique V1 ★

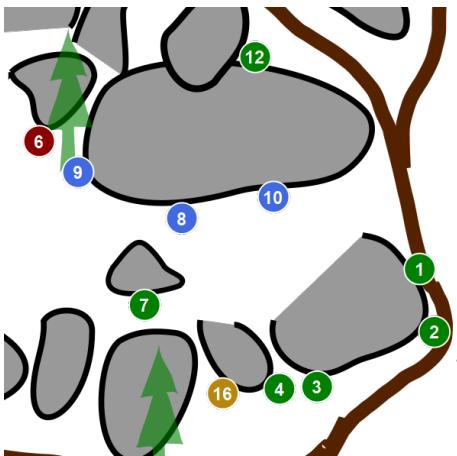
Sit start on a chunky ledge. Climb up and left using face holds and the arête. Climbing to the right side of the arête trivialises the route.



Small

10 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.



F - Azain

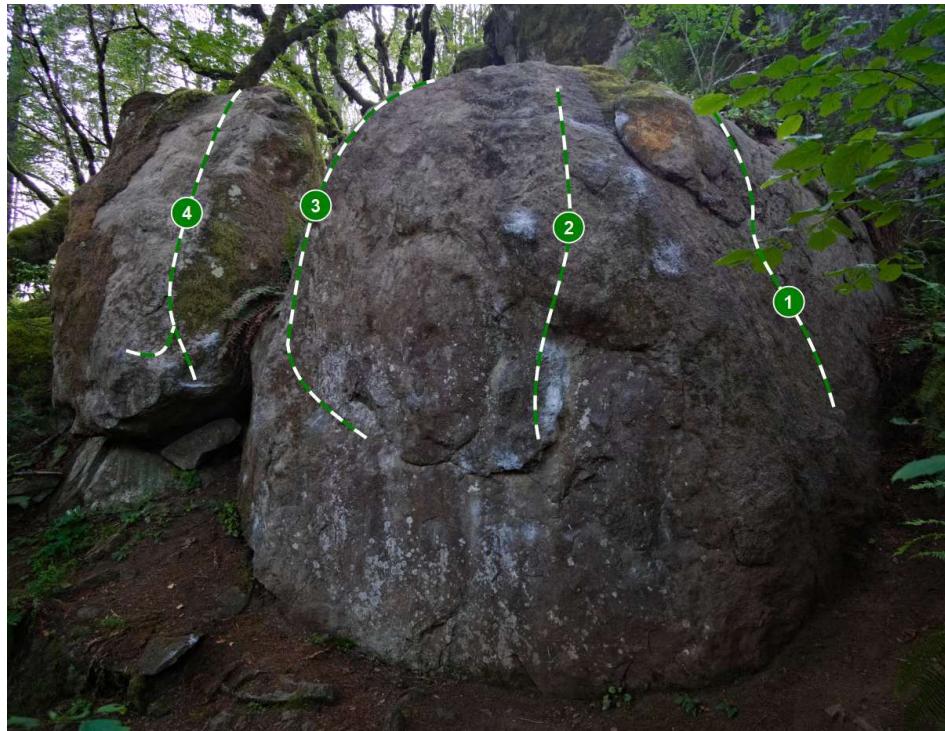
Azain is a jumbled collection of rocks which forms the highest point of the Garden main.

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 using any of the holds on the juggy flake on the right side of the boulder's

downhill face. This route was originally named Psipsina, but was always referred to as "That V3", then eventually "The Good".

V3".

3 Another V3 ★ ▲

start with opposing sidepulls on the center of the boulder's downhill face. Traverse to the left arête 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, but it's 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.

5 From Minnesota with Love V3 ★ ▲

Stand start with hands on opposed sidepulls using the cheater stone below as a foot. A few techy moves gains an airy top out. (No Topo)

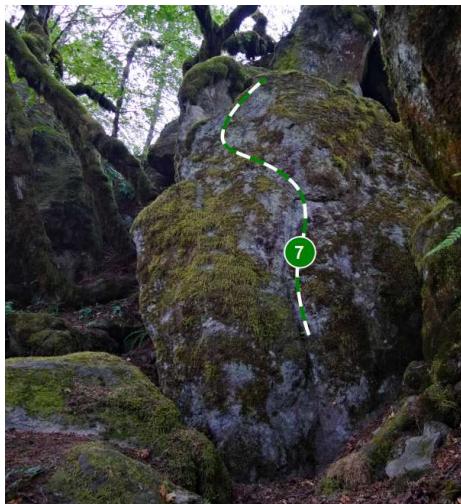


Nightcrawler

This iconic double arête boulder sits like a throne near the top of the Azain formation.

6 Nightcrawler V10 ★★

Sit start at a juggy undercling on the right arête. 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.

7 Snakes and Martyrs V0 ★★★

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

Light Cave

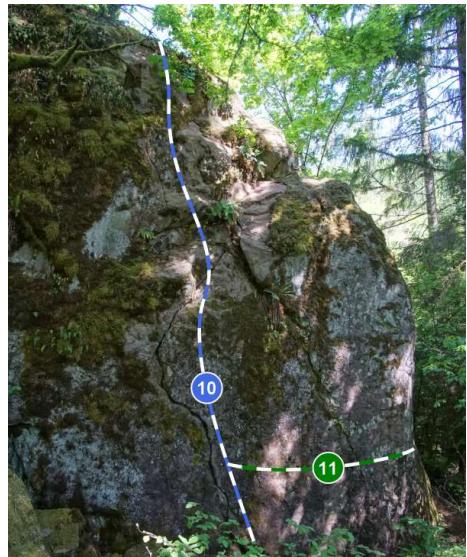
A cave directly behind Azain Spire is mostly full of bats and trash. Tread carefully if you decide to venture down here.

8 Into the Light V6*

PLACEHOLDER (No Topo)

Variations: **8a 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.

 9 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 omage to the first ascent when the top out was cleaned via leafblower from a stance mid route.

 10 Garden Groove 5.10b ★★

40', Mixed. 1 bolt. 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. 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.

Variations: **10a Garden Groove Extension 5.10b ★★**

50', Mixed. 2 bolts. Continue past the first bolted anchor to another bolted anchor at the top of the boulder. Optional walk off. (No Topo)

 10b Azain Crack V1 ★★

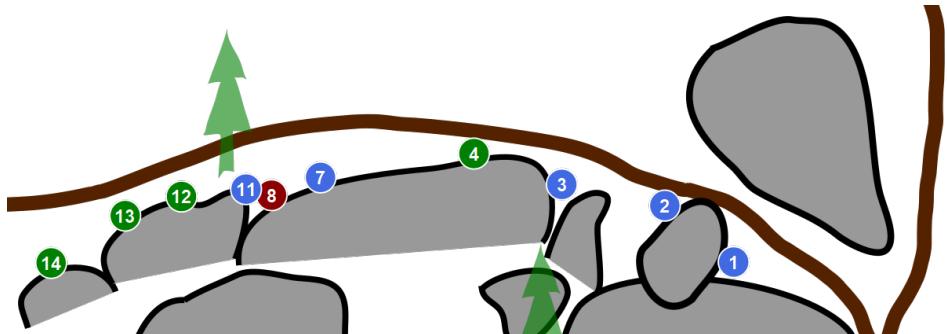
Climb to the top of the crack then drop off or downclimb. (No Topo)

□ 11 Sometimes V3 ★

Starting on Garden Groove 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.

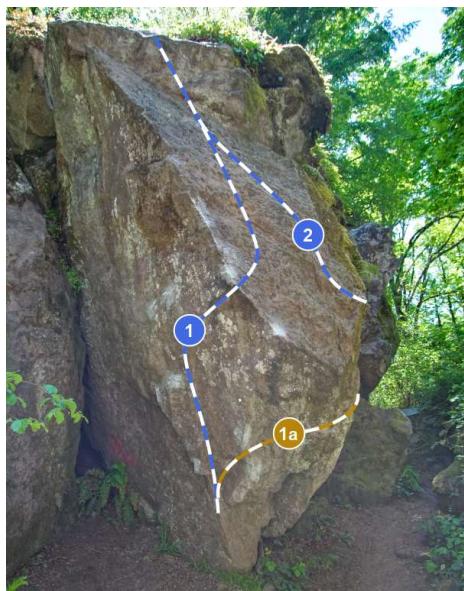
□ 12 Simpson's First V0 ★

Climb the dirty slab to the left of the locksmith. Fun if you like highballs. (No Topo)



G - Child of God

The backside of the Azain formation is a nice area with a great variety of routes.



Locksmith

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

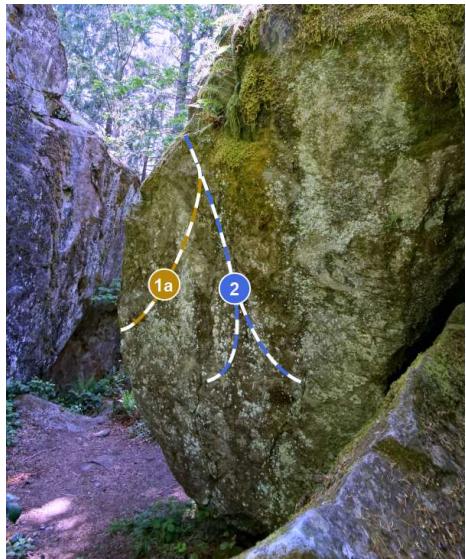
1 Locksmith V4 ★★★ △△

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 arête. Rock over onto the slab and quest to the top. Be sure to clean the upper section before attempting this rig.

Variations:

1a Brain Haemorrhage V7*

Start as for locksmith and traverse right into philanthropy.



2 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.

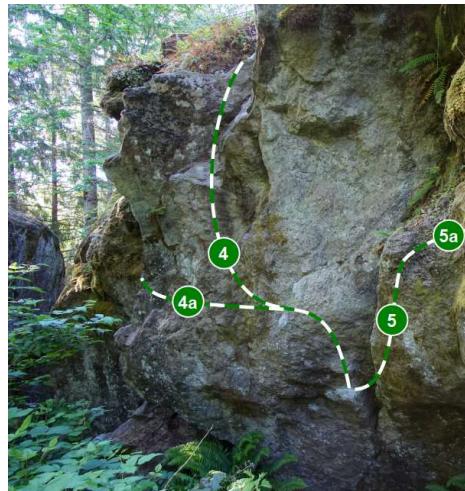


Garden Roof

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

3 Oregon Arête V4 ★★ Δ

Sit start with left hand on huge sidepull and right hand on a shallow crimping thing on the arête. Crank your way to a no fall zone slab quest top out. This would get tons of traffic if the landing were flat.



4 Full Stroke V2 ★★ Δ

Stand start on a jug flake. Trend left to a high top in a shallow chimney.

Variations:

4a Dream Weaver V2 ★ ΔΔ

Start on full stroke, but instead of topping in the shallow groove traverse around the corner and finish on Oregon Arête.

5 Eurovision V2 ★★

Start as for full stroke and climb up and right along the edge of a flared seam to a big knob. Drop off. A straight up top out probably would go, at the cost of a lot of vegetation.

Variations:

5a Sebulba V3 ★★ Δ

climb Eurovision and continue right past the knob on jugs topping out above garden variety. The top is no gimme.

6 Garden Project V?

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

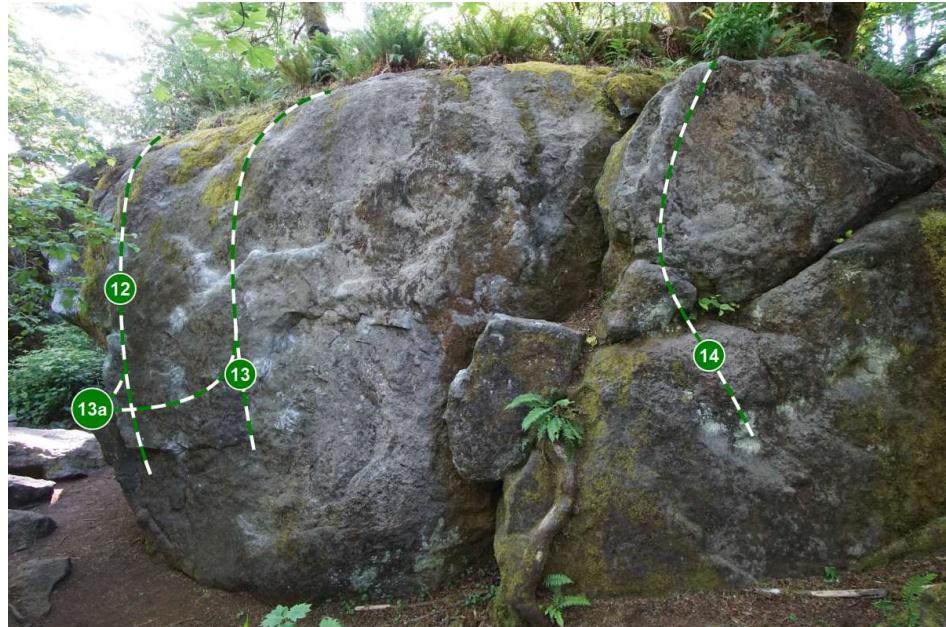


7 Garden Variety V4*

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?

 8 The Arboretum V11 ★★

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

Variations:**Gumby Wall**

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

 8a Arboretum Sit Start V?

Sit Start somewhere in the vicinity of the Other Bearned, 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. (No Topo)

 9 The Other Berned 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.

 10 Somewhere In-Between V1 ★★

Climb the narrow chimney. Fun if you're into that kind of thing.

 11 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:

11a The Siren Stand Start V3 ★★

Start with your left hand on the left arête and right hand on a good sidepull just above the sit start holds. (No Topo)

12 Gumby Arête V2 ★★

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

13 Gumby Slab V1 ★★★

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

Variations:

13a Bag of Tricks V3 ★

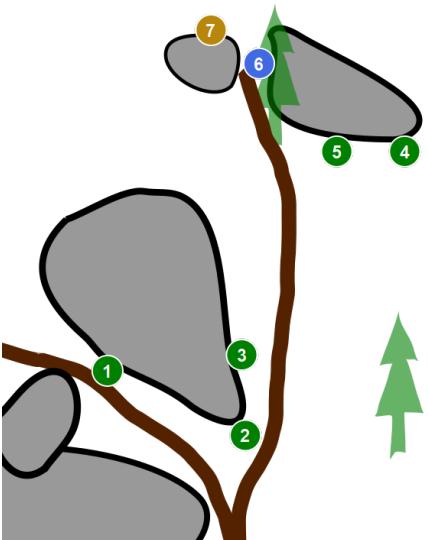
Start as for Siren and traverse right toping on either Gumby Arête or Gumby Slab.

Gumby Crack

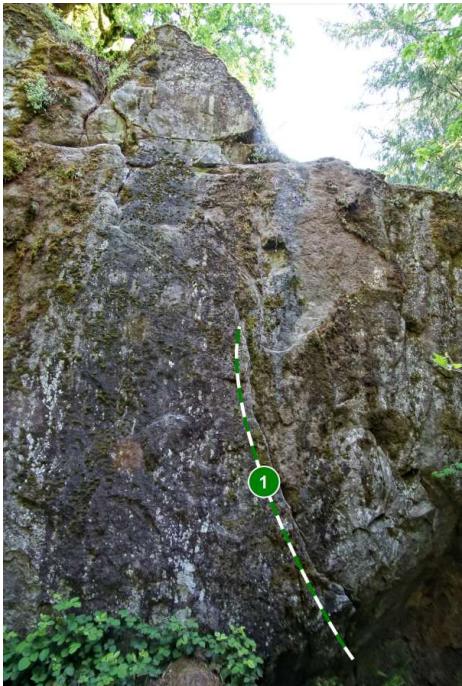
Immediately to the right of the Gumby Wall is another slab that's broken by a juggy horizontal crack.

14 Gumby Crack V0 ★★

Climb the well featured wall to the right of Gumby slab from a stand start. Arguably harder than Gumby Slab.



H - François



François

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

1 Geodesic Weiner V3*

start at the bottom of an obvious seam, climb up and left until the seam evaporates. Traditionally the climb ended here (drop off), but it seems possible to continue up to the top of the formation if you are brave enough. Maybe that's been done before, who knows.

2 François 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 but based on the amount of visible surface rust you are probably safer over pads.



3 Shake it Out V1 ★★ ΔΔ

Not to be confused with the obscure highball of the same name on the undertown boulder, this obscure highball climbs more like a short J-Tree 5.7 than a boulder. You could protect the crack with nuts and a few cams. (No Topo)



Scary Grandma

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

4 Easy Grandma* V0 ★

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

5 Angry Mom V2 ★★ Δ

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



6 Scary Grandma V6 ★★★ ΔΔ

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.

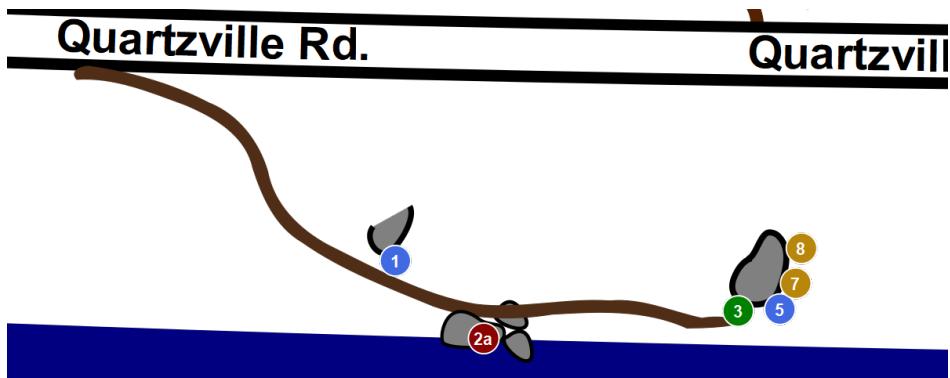


Fern Sully

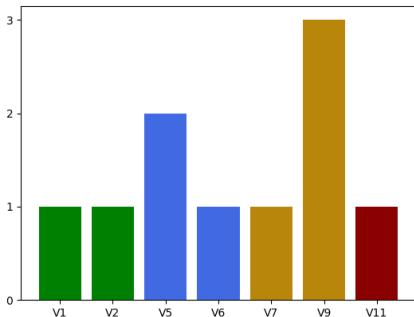
7 Fern Sully V7 ★

Squat start with a low left hand undercling and right hand a small single pad crimp. Difficulty eases noticeably after the first move.

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 that at high flow rates most of the area will be underwater. Since the River is dam controlled the water level can shift rapidly. Consult the USGS flow charts for below green peter dam to know when the river will be low. See driving directions for the Garden Main area.





Jonah's Dab Rig

2 Jonah's Dab Rig V9 ★★

Start standing in compression with left hand on a good sidepull and right hand on a blocky sloper, both near eye level. Crank a few powerful moves followed by several dabby moves climbing out of a small hole. Not dabbing is a significant contributor to the overall difficulty.

Variations:

2a Workshop 68 V11 ★★

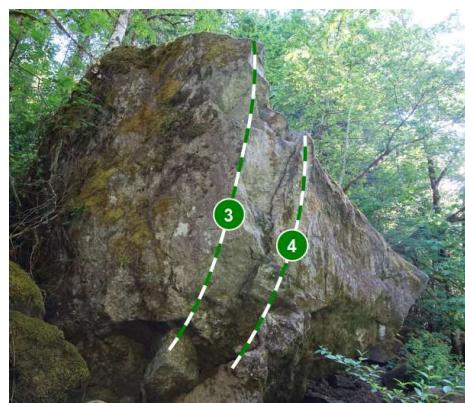
Sit start the dab rig. Begin in compression way under the roof with left hand on either incut edge and right hand on some marginal nothing. Squeeze out the steep prow.

Pissing Boulder

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

1 Territorial Pissings V5*

Stand start and climb prow. Horrible rock.



Frat House

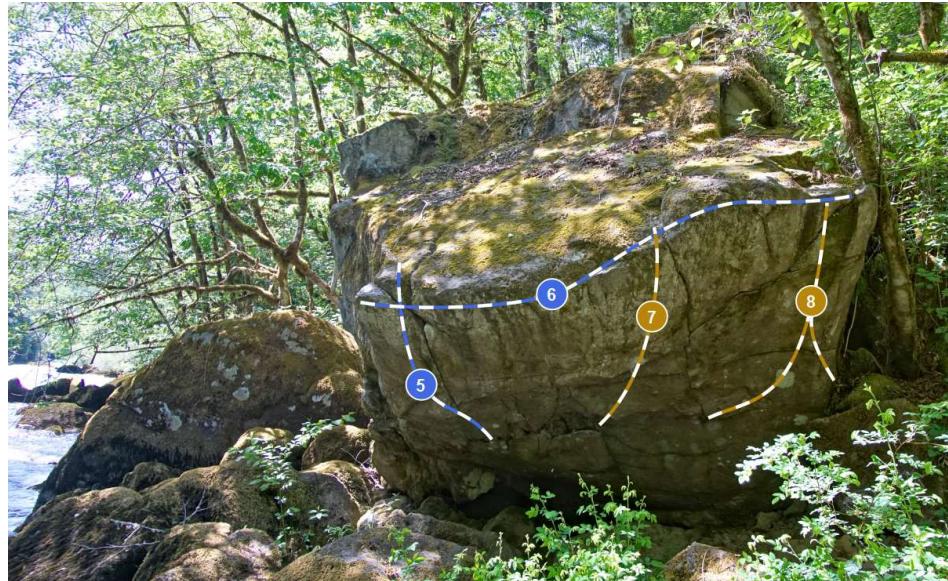
3 Frat House V2 ★ ΔΔ

Sit start with a juggy left hand sidepull and right hand meet hook on the corner of a low protrusion. Pull a few moves in compression before trending right to top over frat mouse. Climbing this with ample padding might recontextualize the star rating and the seriousness.

4 Frat Mouse V1 ☆ ▲

Start on a flexing crack in the broken rock.
Climb straight up using opposing sidepulls.

The landing requires substantial padding to be made safe.

 **5 Belushi V5/7* ★★ ▲**

Start matched in a threaded jug. Use all manner of trickery to pull the short roof and mantle your way to victory. Be careful even though the meat of this boulder is shorter than your average 8th grader the landing is uneven and swinging off the lip can send you tumbling towards the river (ask me how I know).

Variations: **5a Knowledge is Good V7***

Start as for Belushi and link into Lippity Split. (No Topo)

 6 Lippity Split V5*

Start on the big horn at the far left of the lip and traverse right topping out above Farley Prep.

 7 Le Lemét V9*

Sit start on jugs in the big pod climb up and right on thin edges.

 8 Farley Prep V9*

Sit start with left hand on a small undercling side pull and right hand on a lump on the arête. The lip is right there, how hard could it be?

Garden Cliffs



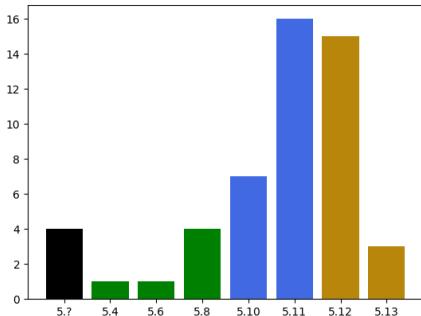
[Navigate to this area](#)

Located about 3.7 miles down Quatzville Road from Highway 20, park in a small pull out on the river side of the road or park as for the Garden Main and walk a few hundred yards down the road. The approach trail is located directly across from the parking pull out and can be identified by a stone stairway climbing out of the roadside ditch. Follow the meandering trail a few hundred yards to the Garden Cliff.

The Garden Cliffs are the premier sport climbing destination of the Sweethome area. Although the extensive cliff face is visible from the road most of the routes at the cliffs were developed much later than the boulders.

Take note that the top of the cliff is not easily accessible and none of the routes in this area can be top roped without leading. The majority of the routes in this area feature high first bolts which were placed with stick clipping in mind. Don't fret if you forgot your stick clip at home, a community stick lives at the cliffs and can usually be found near the entrance to the Garden Cliff.

NOTE: This area is incomplete. Look

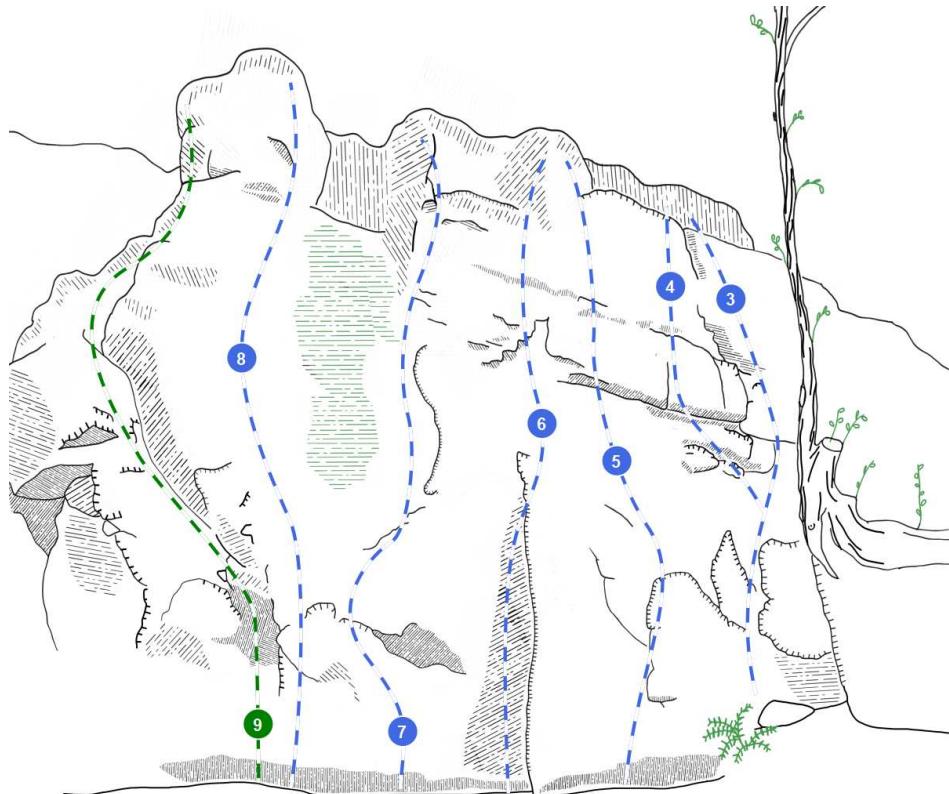


forward to more information in future revisions of this book or contribute your own knowledge on [github](#).

A - The Garden Cliff

The largest of the area's cliffs is also conveniently the closest to the road. This cliff features varied climbing at grades ranging

from 5.9 to 5.13- in a variety of styles. Many sections of the wall are shaded by large maple trees, which provide some relief in the hotter months. See area description for approach



Garden Cliff Right Side

1 Bonsai 5.12a*

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

2 Ladybug 5.10d ★

25', Sport, 5 bolts. This bewilderingly difficult climb follows the shallow dihedral just to the right of a tree. (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.

Variations:

3a John to Snug Linkup 5.10c/d ★★

50', Sport, 5 bolts. Start on John Henry's Hammer and trend diagonal left

throught 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.

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.

6 Snug as a Snail 5.11c ★★

50', Sport, 5 bolts. Climbs an obvious flared dihedral before gaining good holds higher up.

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.

8 Daring to Fly 5.11d ★★★

55', Sport, 7 bolts. Start on the left side of a small cave and climb the aesthtic pillar.

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.

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 bolcky 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 opened by its 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 aesthetic black arête. 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 persist. Many people who were in the early 2000s scene have been questioned about the line, no information has surfaced about its origin. (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 general

ally 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

Following the main trail past the Garden Cliff brings you to a second, much smaller cliff.

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 Finst 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

Even futher down the main trail is a third cliff which hosts a good selection of more moderate climbs.

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 ★★

35', Sport, 6 bolts. Start on the right side of a large flake. From a stance at the top of the flake trend slightly right, off of the flake before continuing up through small pods. (No Topo)

6 I Will Let You Down 5.6 ★★

35', Sport, 6 bolts. Climb the center of the large flake then continue up the right face of a low angle corner. (No Topo)

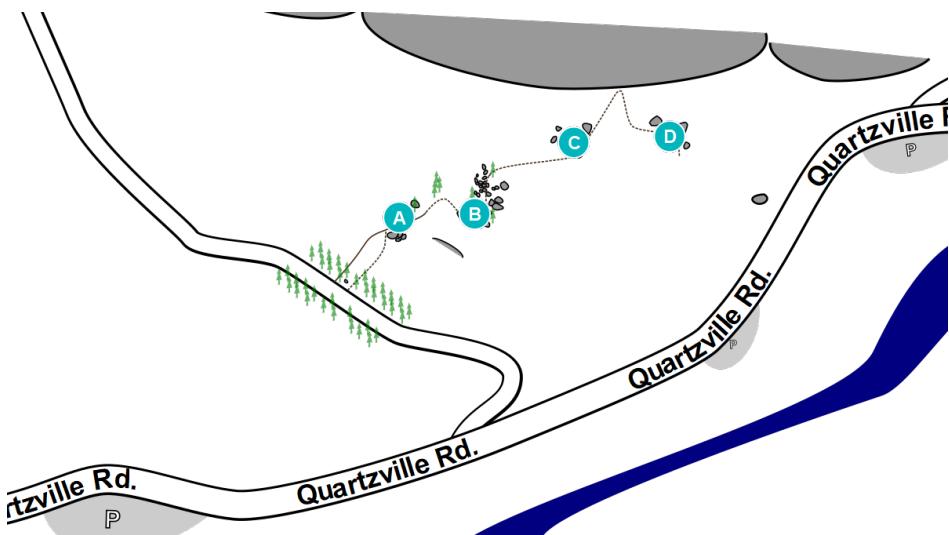
7 A Million Dollars of Good 5.8 ★★

35', Sport, 7/6 bolts. Climb the left corner of the large flake before pulling onto a technical slab. Alternatively you can start as for I Will Let You Down and clip a connector bolt as you walk across the top of the flake skipping the first two bolts. This route would get full stars if the rock quality were better. (No Topo)

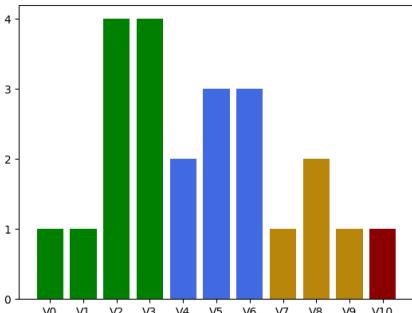
8 Stop Once to Wipe the Sweat Away 5.10a ★

30', Sport, 5 bolts. Start to the left of the large flake. A short sequence of difficult vertical climbing guards an enjoyable slab. This route is currently severly overgrown. (No Topo)

Upper Garden



[Navigate to this area](#)

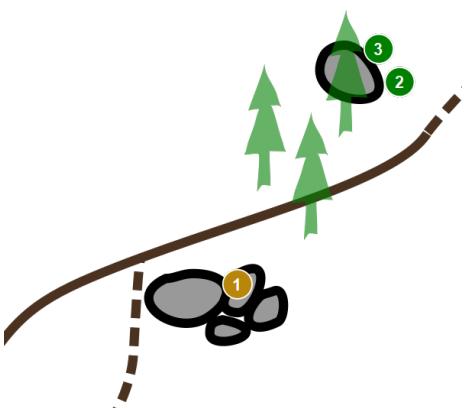


Located about 3.2 miles down Quartzville Road from Highway 20, park in the gravel pull out where the road bends about 0.1 miles before you reach a left hand turnoff to a gated logging road (MS-310). Follow the logging road approximately 200 yards up hill until it veers slightly to the right. Look for 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). This area is also known as Armageddon or The Clear Cut.

Many sections of this area are covered in poison oak. Climbers are advised to wear close toed shoes and pants when recreating in this area. If unfamiliar with the plant review the section on poison oak in this book's introduction.

Although the Upper Garden appears overgrown, this entire area was clear cut in the early 2000s. Following the clear cut there was almost no vegetation in the area and it was relatively easy to approach and develop the Upper Garden's many boulders. This is why the photos in this guide look dramatically different from photos in guides from that era. Even the most isolated and overgrown boulders in this area already have names and routes on them, many of these boulders have been omitted from this guide since they have been swallowed by the poison oak.



A - Entrance Area



[Navigate to this sub area](#)

Pumpkin

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

1 Pumpkin Spice* V6/7 ★★

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.



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.

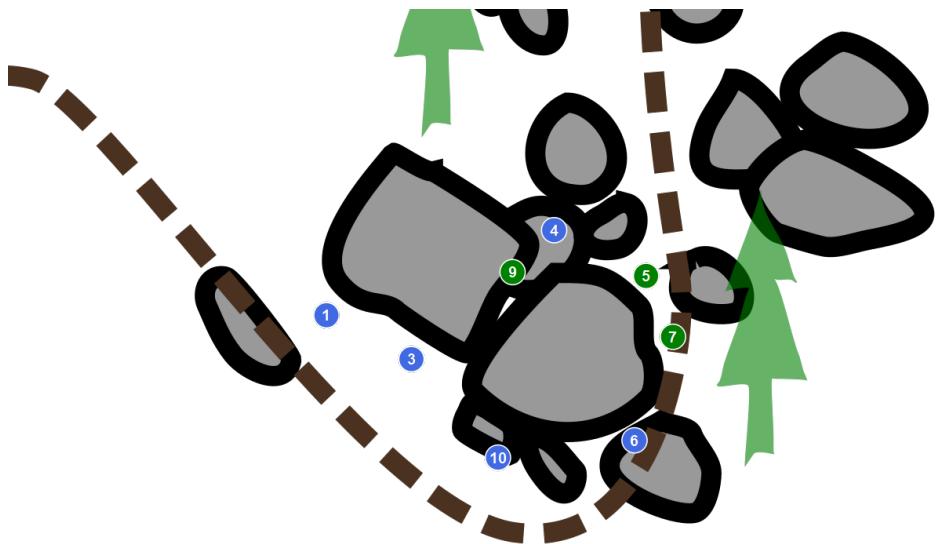
2 Baseball V3- ★

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.





B - The Bread Loaves/Scratch and Spliff



[Navigate to this sub area](#)

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 Breadwinner V10-*

Start as for Bread Loaf Traverse, climb straight up..

3 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 arête. Dabby.

Variations:

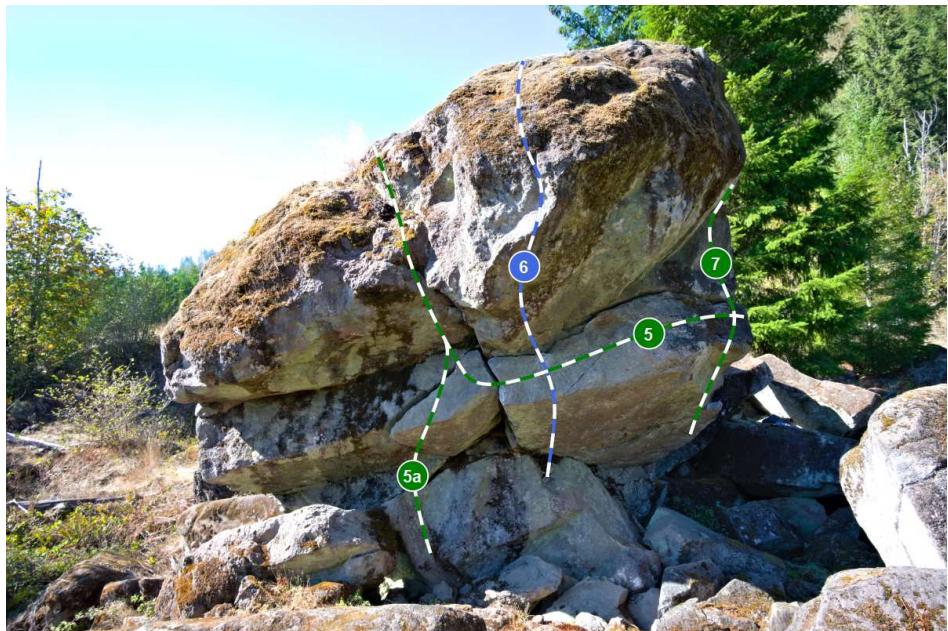
3a Baker's Dozen V8*

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

**□ 4 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

5 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.

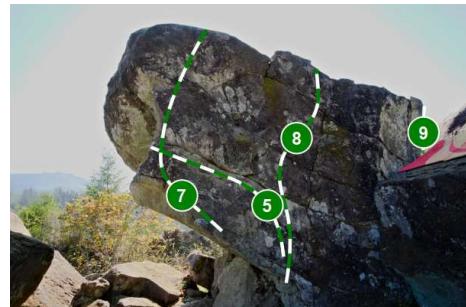
Variations:

5a 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.

6 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.



7 Spliff V3 ★★★ ▲

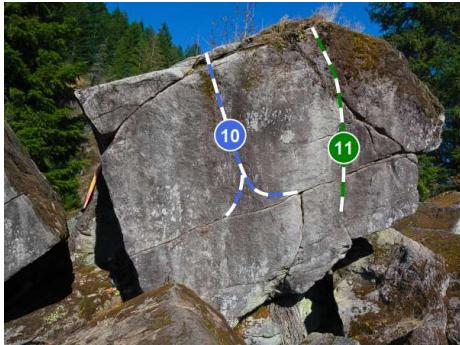
Start on a large hanging flake. Climb straight up. Sit start seems possible but wouldn't add much to the experience.

8 Roach V0 ★

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

9 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 arête and a right hand side pull. Bump up the arête then dyno to the lip. Dab potential creates a lot of the difficulty.

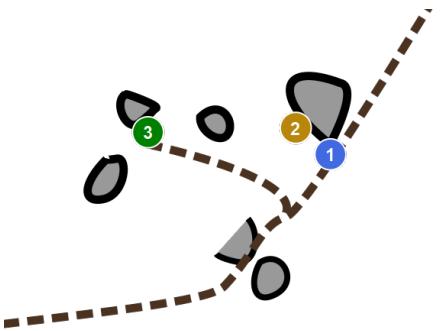


10 Caliban's War V6*

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

11 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.



2 War Room V9* ★★

Start with left hand on your choice of holds on a sloper rail, and right hand on a vertical edge. Make a hardish move to a decent left hand sidepull, then bravely launch for the jug lip over a mediocre landing. A couple holds broke here during a 2019 cleaning, but this route (or something similar) was once known as "Andrew's Line" (no, some other Andrew). (No Topo)

C - Dr. Strangelove

More boulders lay under the canopy beyond the tallus NE of the scratch and spliff area. Although there is a lot of poison oak in the way there is one passage which avoids most of it. From the scratch and spliff boulder walk across jumbled tallus towards the cliff band for 100' until you pass a large fir tree. From here the distinctive prow of the Dr. Stanglove boulder should be barely visible through the trees. Walk more or less directly towards it bushwhacking along a feint trail once you get into the trees. There is much less poison oak under the canopy but it can still be found in some patches.

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

Dr. Strangelove

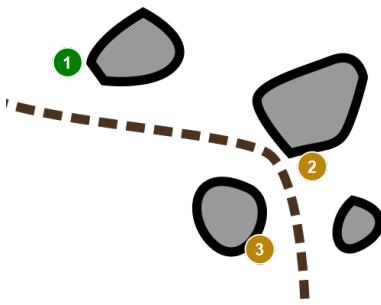
1 Dr. Strangelove V6* ★★★

Climb the aesthetic arête from the left (right hand on arête) side. The natural landing is heinous, but can be fixed by laying logs over the chasm. Also known as "The Hook" (No Topo)

Kick It

3 Kick It V2 ★★

Start standing with left hand on a small edge or on the left arête and right hand undercling a big slopey rib. Climb the clean face using both arêtes. Worth doing if you are making the trek out to strange love. Also known as Dishing. (No Topo)



D - Machete Monkey

About 100' east of Dr. Strangelove there is a narrow wash of boulders. Getting here requires a lot of bushwhacking but a faint trail can be followed from Dr. Strangelove to the cliff then back down towards the Machete Monkey boulder. Even without carrying pads navigating this trail is difficult.

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

Machete Monkey

This highball boulder is the first formation you reach first when hiking past Dr. Strangelove.

1 Machete Monkey V3* ★

Climb the left arête of the higher-tiered area to the left of the obvious roof. Fun liebacking from an obvious jug at break (No Topo)

Variations:

1a Machete Man V5* ★

A mediocre sit start coming from the hole underneath. Right hand obvious

edge, ledge hand on a low edge around the corner (No Topo)

June 24th

2 June 24th V7* ★★

Start matched on a jug at the bottom of an offset rail, and move through static crimping fun to the top. A solid, uncontrived boulder problem. (No Topo)

Young Juicy

Just down from June 24 there's a sloping half-moon boulder.

3 Young Juicy V8* ★

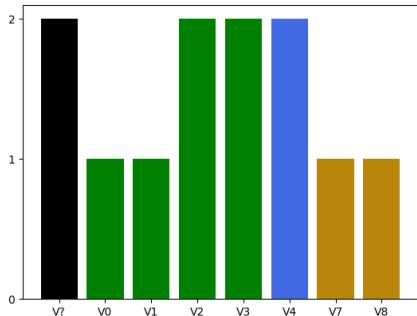
Climb an arching line left across the lip starting from two right-facing sidepulls at/below the lip for on the right side of the boulder. Technical and close to impossible without a solid brushing (No Topo)

E - Middle Garden

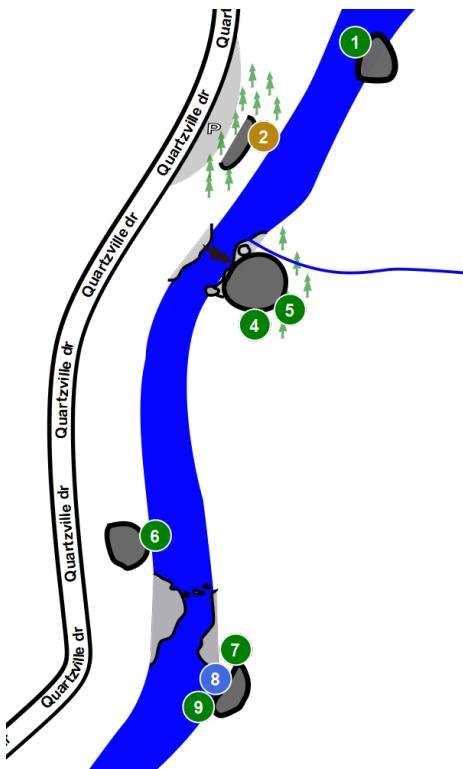
There are many boulders under the cliffline east of the Machete Monkey area. While there is little to no poison oak in this area, the forest has completely overgrown any trails that once existed. Rediscovering and restablishing this sector is a project for the future. Note that approaching this sector via bushwhacking from the road just before the main area parking pullout may be easier than approaching from Machete Monkey.

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

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.



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. Often 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 V8+ ★★

Start on the far right and traverse left along the lip. Topping in a shallow pivot on the center left of the boulder. (No Topo)

Variations:

2a Monorail Extention Project V?

Climb Monorail and ride the lip the whole way across the boulder. (No Topo)

3 Megarail Project V?

Sit start and climb the steep roof using right facing rib. Top as for Monorail or traverses out left. (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.

4 Ugly Face V0 ★ ▲

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

5 Binding of Isaac V2 ★★ ▲

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

Moss Boss

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

 6 Moss Boss V3 ★

PLACEHOLDER (No Topo)

**The 4.5**

Located on the river downstream and across the river from the parking. look for a clean "4.5° overhanging" face pointing downhill.

 7 Chicken Tendies V1 ★

Stand start with hands matched on a good crimp rail on the left side of the boulder. Climb straight up.

 8 Teenage Libertarians V4 ★★★

Start as for chicken tendies but traverse right and ascend the tallest part of the boulder.

 9 Falcon's Reach V3 ★

Squat start on a juggy edge. Climb straight up.

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)

Other Areas

The following areas are nearby Sweethome and the Garden. They are included here in limited detail either due to their obscurity, the author's lack of familiarity, or both.

NOTE: Warning the routes on this feature are equipped with "cold shut" bolts. These bolts are often not strong enough to hold weight and should be avoided or only used with extreme caution.

A - The Upper Garden Cliffs

The Upper Garden is bordered by an extensive cliff line which is both longer and (in some places) taller than the Garden Cliffs. Unfortunatly the area around the cliff and the cliff itself are both covered in poison oak. A free rope adorns the cliff above the Dr. Strangelove boulder for anyone who wants it. Said rope exists as the only remenants of a would be delveloper who found himself sorounded by poison oak and gave up, never to return.

See approach instructions for the Upper Garden.

C - Canyon Creek



[Navigate to this sub area](#)

There's a little cliff band and a few boulders on the beach at the confluence of Canyon Creek and the Lower Santiam River.

Located on Highway 20 10 miles east of Quartzville Road. Park in the dirt pullout on the side of the road just east of concrete bridge and across from Canyon Creek Road. Follow feint trails to the river and watch out for poison oak.

B - Highway 11 Pillar



[Navigate to this sub area](#)

A 40' knob on the side of the road hosts few lines. For more information on this area consult "Rock Climbing Oregon" by Adam R. Bolf and Benjamin P. Ruef.

D - Horse Rock



[Navigate to this sub area](#)

A cool tower in the woods with at least one route on it. There are more formations nearby which also hold potential.

E - Gordon Ridge



[Navigate to this sub area](#)

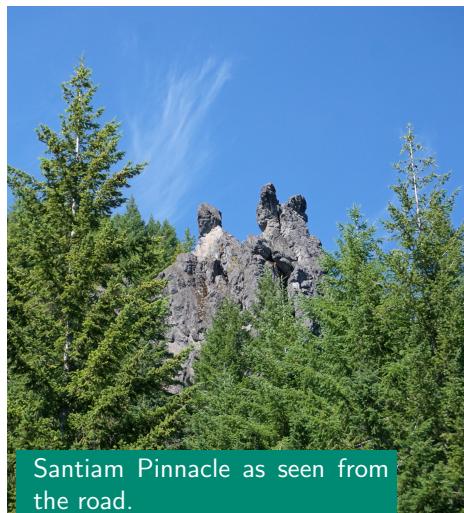
Sparse deposits solid rock dots the landscape high above the Santiam along Gordon Ridge. This region was developed in the early 2010s but it never caught on in the same way that the Garden did and today very little evidence of climbing remains. The center of this previous wave of development was an area called "The Vines". Being a talus field located at high elevation (4000') this area probably has a slightly different season than the Garden. Any aspiring archeologists looking to rediscover this region can reach out to the author of this book for more information.

F - The Menagerie Wilderness



[Navigate to this sub area](#)

The Menagrie is one of Oregons strangest and most mysterious climbing areas. A large valley is decorated by several freestanding towers. For more information on this legendary crag seek out "Rock Climbing Western Oregon: Willamette" by Greg Orton.



Santiam Pinnacle as seen from the road.

G - Santiam Pinnacle



[Navigate to this sub area](#)

The Santiam Pinnacle is a rock tower hidden in the tree's just off of Highway 20. It hosts a worthwhile 5.6 multipitch as well as a few other more obscure offerings. Rumor has it that this area has seen recent development.

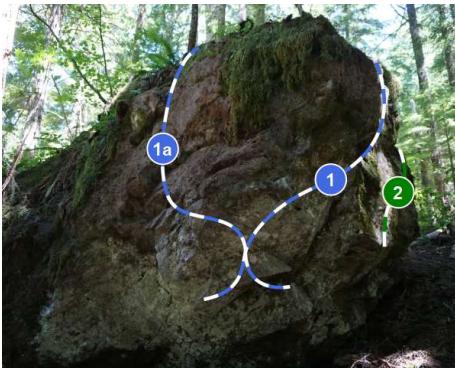
Located on Highway 20 27 miles from Quartzville Road. Park in a small pullout on the south side of the road and look for a trail heading into the trees on the north side of the road.



[Navigate to this formation](#)

H - Iron Mountain

Iron mountain is a well known hiking trail at the summit of tombstone pass. Although it's iconic spire has been climbed it does not see regular traffic for the obvious reason that it is a dangerous choss pile. The greater area has also been identified as having a limited amount of bouldering potential. To date only a handful of boulders are known to have been developed.



Big Iron

This humble boulder may have less to offer than other areas documented in this book, but since it is not far from the road it may be a worthwhile stop for those passing through on their way across the Cascades.

Located on NF-15 approximately 0.8 miles south of highway 20. Look for the boulder amidst a forested cluster of smaller boulders about 50' off the road on the downhill side.

1 Big Iron V5 ★★

Sit start under the roof in compression with left hand on a sloper rail and right hand pinching a small right angle corner. Crank a few techy moves to a juggy top out. Take caution, the blocky holds on the upper half were solid at the time of this route's development in 2023, but there's no telling what a few years of freeze thaw cycles will do to them.

Variations:

1a Big Iron Direct V5 ★★

Start as for Big Iron, but top to the left of the roof.

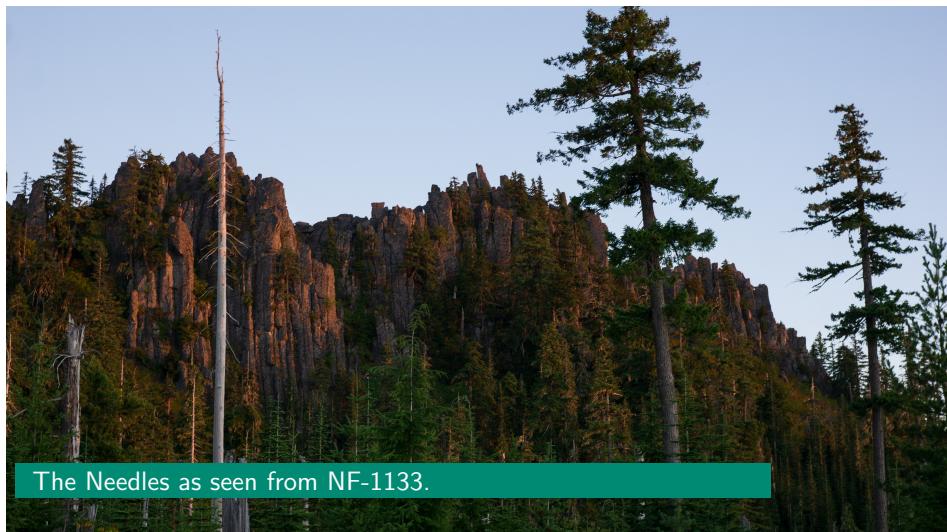
2 No Stone Unturned V2 ★

Sit start with hands matched on a triangle shaped ledge. Climb up and right while trying not to dab.



3 Wild Roses V2 ★★

Squat start with hands matched on a double pinch feature at the center of the lichen covered scoop. Trending right out of the scoop is a little easier than staying left. Giving this route two stars may be generous.



The Needles as seen from NF-1133.

I - The Needles



[Navigate to this sub area](#)

The Needles is a large formation of basalt pillars located high in the hills south of Detroit Lake. The walls are around 100' tall in some sections.

Andrew Child and Alex Funk went on an expedition to this crag in the Summer of 2018. They climbed a few routes and found no evidence of other climbing, nor any fixed gear that would indicate prior descents. The rock isn't as solid as the Garden Cliffs but it is of good enough quality for climbing, there is substantial potential for adventure trad climbing here. It is possible that this crag was adversely affected by the 2020 wildfires. If you would like to explore this area feel free to reach out to the author of this guide for more information.

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★★★	V0	Snakes and Martyrs	37
★★	V0	Toilet Bowl Traverse	11
★★	V0	Pup Truck	23
★★	V0	West Arête	28
★★	V0	Gumby Crack	44
★★	V0	Roach	62
★	V0	Raphael Crack	15
★	V0	The Good Warmup	13
★	V0	Comp Route	23
★	V0	Panic Button	23
★	V0	Simpson's First	39
★	V0	Easy Grandma	46
★ △	V0	Ugly Face	67
★★★	V1	Leave it to Jesus	26
★★★	V1	Gumby Slab	44
★★△	V1	Dwight Schrute	16
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★★ △	V1	Meth Lab Highball	29
★★	V1	The Good Slab	36
★★	V1	Somewhere In-Between	43
★★	V1	Shake it Out	46
△△			
★★	V1	Mr. Bigglesworth	19
★★	V1	Azain Crack	38
★	V1	Donatello	15
★	V1	Toilet Bowl	11
★	V1	White Rhino	23
★	V1	Meth Lab Highball Right	29
★	V1	Classique	34
★	V1	Bunt	59
★	V1	Chicken Tendies	68
☆ △△	V1	Jim Halpert	16
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△	V1	Mini Hydro Tube	33
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★★★	V2	Trust	18
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★	V3	Leonardo	15
★ Δ	V3	Another	37
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★	V3	Falcon's Reach	68
☆	V3	Mini Me	19
	V3	Simple Math	22
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★★	V3/4	Sweethome Traverse	26
★★★	V4	Locksmith	40
△Δ			
★★★	V4	Teenage Libertarians	68
★★	V4	Boys in the Woods	12
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★★	V4	Guillotine	26
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Known First Ascents

A Garden Called Peace: Kerstin Cullen/Jayson Nissan

A Million Dollars of Good: Jayson Nissan
Baba Yaga: Kerstin Cullen

Babaganoush: Mike Gunnels
Big Iron: Andrew Child

Big Iron Direct: Andrew Child
Blackberry Jam: Jayson Nissan

Butterfly Effect: Evan Powers
Castle Black: Kevin Paurelli

Chimeras: JD Merritt

Community: Jayson Nissan

Criss Cross Applesauce: Kerstin Cullen
Cutting Crack: Micah Klesik

Dank Commander: Griffin Thoms

Daring to Fly: Micah Klesik

Death of Koschei the Deathless: Jayson Nissan

Don't Forget the Nooch: Jayson Nissan

Enchilada: Griffin Thoms

Farley Prep: Jonah Kreitzberg

Feather of the First Falcon: Jayson Nissan

Fee-Fi-Fo-Fum: Jayson Nissan

Fern Sully: Jonathan Breckheimer

Fertile Crescent: Jayson Nissan

Fight Club: Craig Malik

Fight Club (Round Two): Micah Klesik

Fight Club 2: Griffin Thoms

Harbor Freight: Craig Malik

Hive: Jayson Nissan

Honeycomb Traverse: Jayson Nissan

I Fell for You Like a Child: Jayson Nissan

I Will Let You Down: Jayson Nissan

John Henry's Hammer: Jayson Nissan

John to Snug Linkup: Jayson Nissan

Kim Chi Corner: Jayson Nissan

Lazarus: Andrew Child

Le Lemét: Jonah Kreitzberg

Littlest Birds: Jayson Nissan

Monorail: Zachary Radke

Moss Boss: Nick Koch

My Empire of Dirt: Jayson Nissan
My Secret Garden: Jayson Nissan
Nest: Kerstin Cullen/Jayson Nissan
Nightcrawler: Jonah Kreitzberg
No Stone Unturned: Andrew Child
Ovulation Send-sation: Kerstin Cullen
Rain Shadow: Jayson Nissan
Scary Grandma: Eric Brown
Scorpion Hitchhikers Toilet Bowl
Odyssey: Jayson Nissan
Scorpion Revenge: Micah Klesik
Seraphim Nachash: Jayson Nissan
Slithering Skink: Jayson Nissan
Snug as a Snail: Jayson Nissan
Southern Discomfort Direct: Evan Powers/Michael Gardner-Brown
Stasis Chamber: Andrew Child
Stop Once to Wipe the Sweat Away:
Jayson Nissan
Tabor Tots: Ty Tabor
Tabouli: Jayson Nissan
Teenage Libertarians: Nick Koch
Trust Issues: Dallas Mulkey
Turd Party UR Invited: Justin Cheng/Evan Powers
Unsalted Almonds: Griffin Thoms
Vandals in the Graveyard: Chris Nord
Wild Roses: Andrew Child
Wildlings: Kevin Paurelli
Workshop 68: Jonah Kreitzberg
Yggdrasil: Jayson Nissan