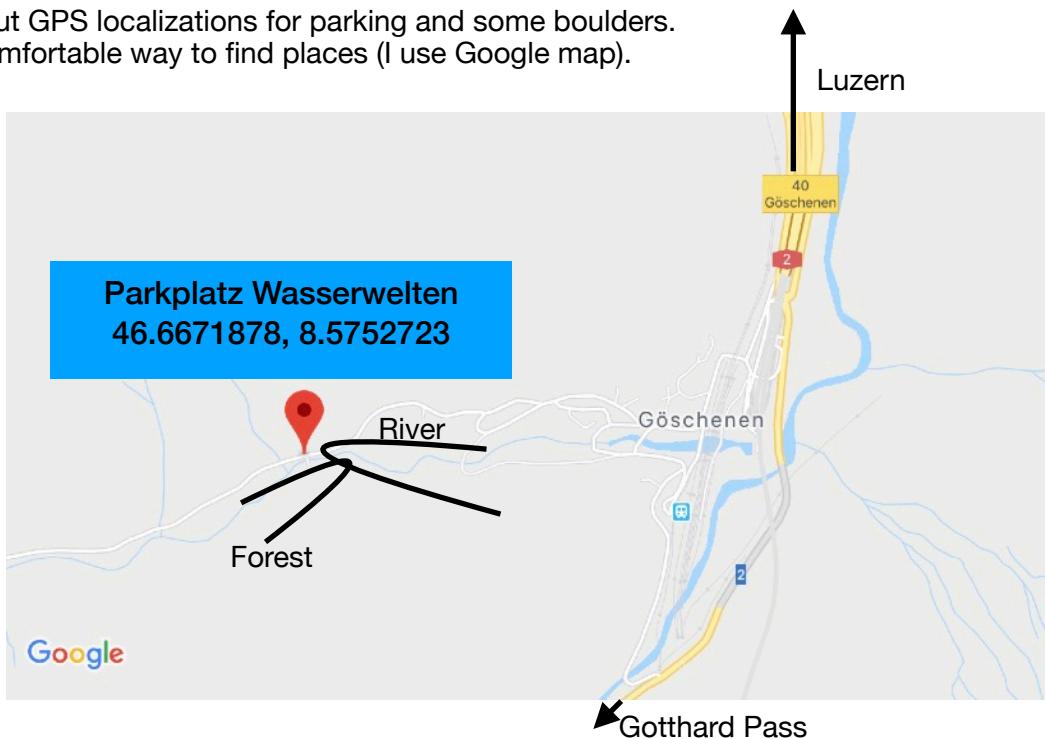


Göscheneralp guide PDF

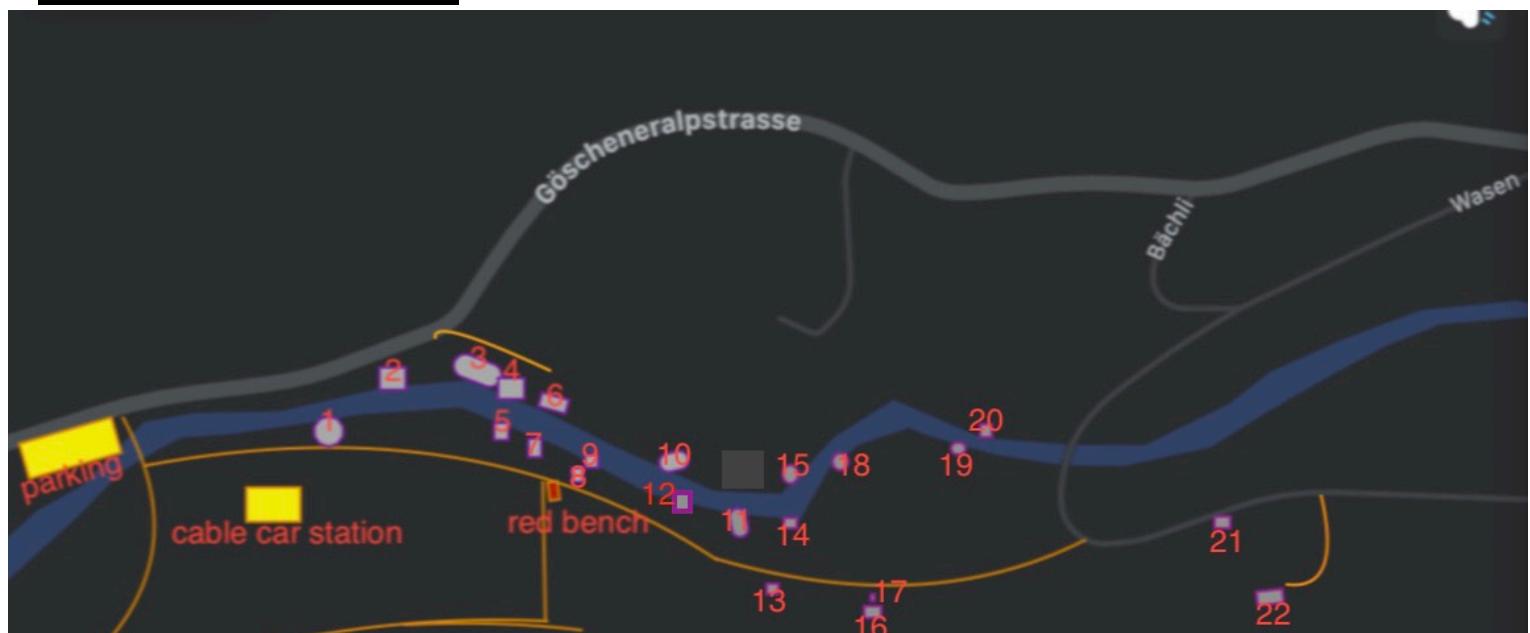
Symbols:

- ★ A good and recommended problem
- ♣ A problem which is not completely cleaned

Map: I put GPS localizations for parking and some boulders.
It is a comfortable way to find places (I use Google map).



Sector 1: River



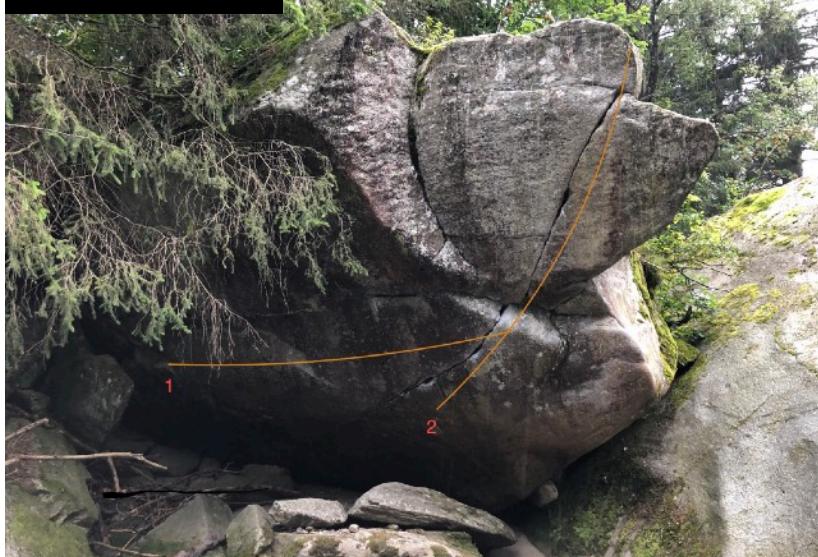
ACCESS: from the parking cross the river on the bridge and go left

1. 10 m after the station's parking lot turn left and reach the river. For 2,3 cross the river (3 could also be reached from the other side)

4,5,6,7,8,9: at the red bench turn left and reach the river. By walking down it is possible to get to 10,11.
For the others just follow the path. The last boulders can also be reached from Wasen Strasse.

BLOC 1

46.6672780. 8.5773239



1) Poltergeist

8A

Sit start on logic big holds and traverse. Same Exit as n°2



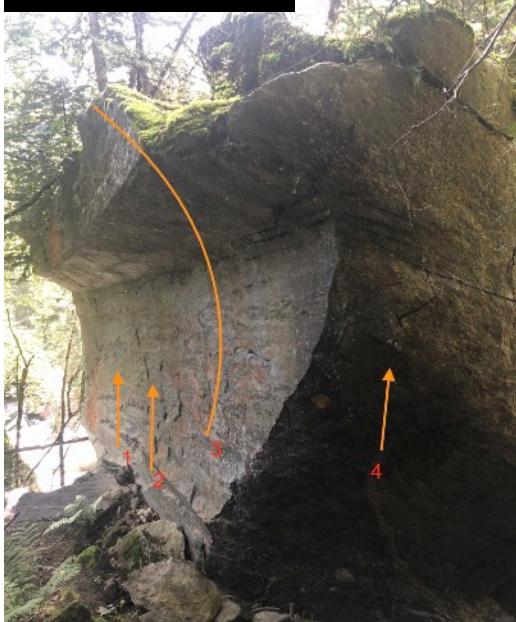
2) Big Crack

7A

Low start on two good holds separated by the white arrow, follow the crack using also the corner. Stand 6C

**BLOC 2**

46.6673647. 8.5768015



1) Baguet

6C

Stand start, dyno to the top using a quite good crimp just above the roof

2) Coop Sponsor

7A

Stand start, dyno to the top using a thumb on the roof.
Delicate position

3) Ragnet

6B

Stand on good crimp then reach the corner on the right

4) aracnofobia 7c+

Left hand on the corner, right hand on little slopy crimp
sit start project

**BLOC 3**

46.6672780. 8.5773239



1) Feba

6B+

Sit start on two good pockets

2) Casa Casuccia

7B

Traverse left to right. Start on jug as right as possible. Same exit as n°1

BLOC 4

46.6671266. 8.5774835



1) Invisible Man

8A

Sit start on highest jug on the right, then big move on the left. Top on the 45° inclined hold right of the three

Access:
From the top of boulder 5b jump off and cross the river

BLOC 5a

46.6670601. 8.5775046



1) Nove Ci

6C

Starts on lower good hold, than mantle right

BLOC 5b

46.6671266. 8.5774835



1) Armer D

6B

Start on logic good crimp

BLOC 6

1) Jogodo

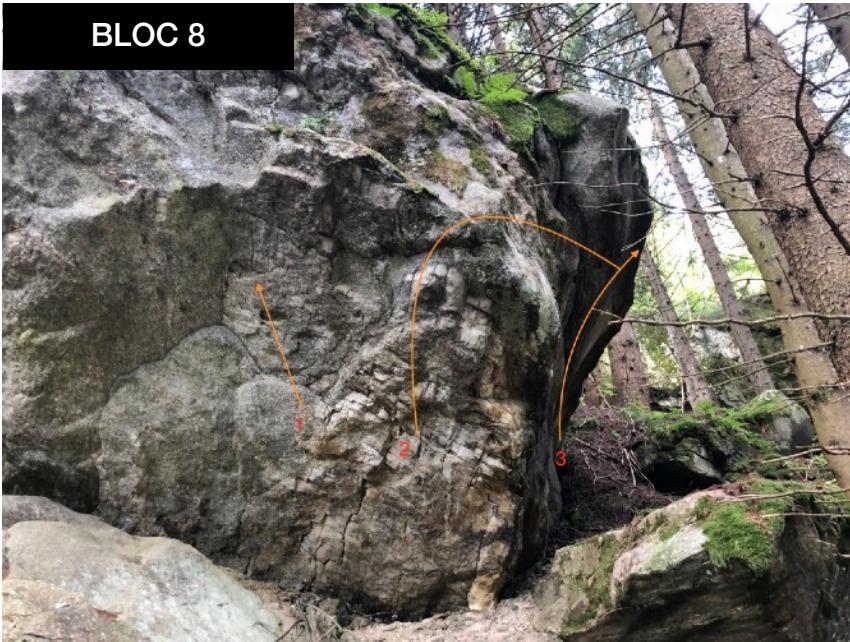
Fun mantel then easy slab

6A+

BLOC 7

1) Project

Sit start on lower slope, traverse left (7B/C)

BLOC 8

1) Project

Sit start, expo (could be 7B/C)



2) Project

Sit start, get the jug and traverse left, same exit as n°3

3) Marsh Mellow

Sit start left hand on the crack, right hand on the corner, straight up and mantle and exit on the right

7B+

BLOC 9

46.6669423, 8.5781239



1) One Punch Bugs

7A+/B

Sit start, then reach the left corner and follow it using the big right heel hook

2) Bugs Bunny

8A

Pure jump from big jug

3) Sneaky Slug

7A+

Starts on jug, reach the corner on the right and up

BLOC 10

1) Rumo

7C+

Sit start left hand vertical crimp, right hand on good lower rail

2) Whale Street

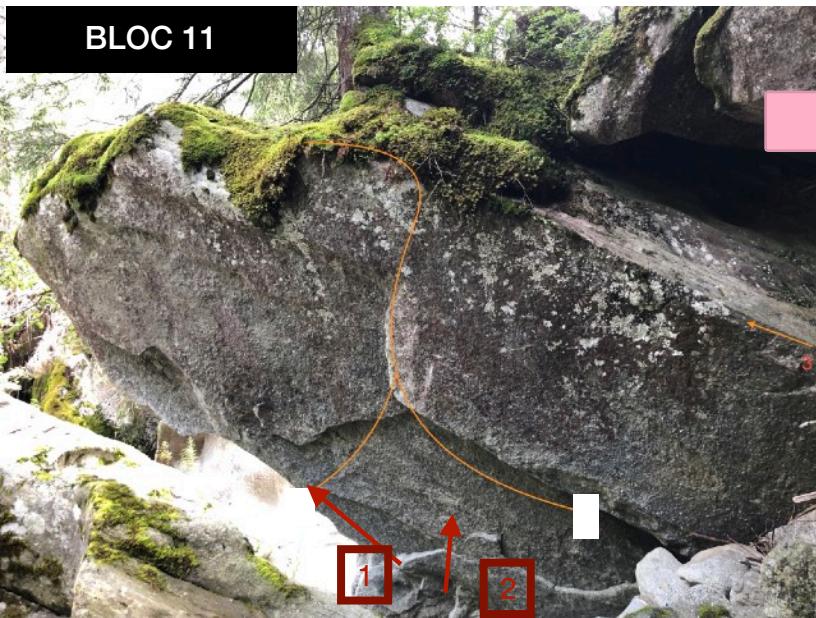
7C+

Logical sit start and up

3) Heidi

7C

Stand start form two crimps

BLOC 11

1) Project

7B

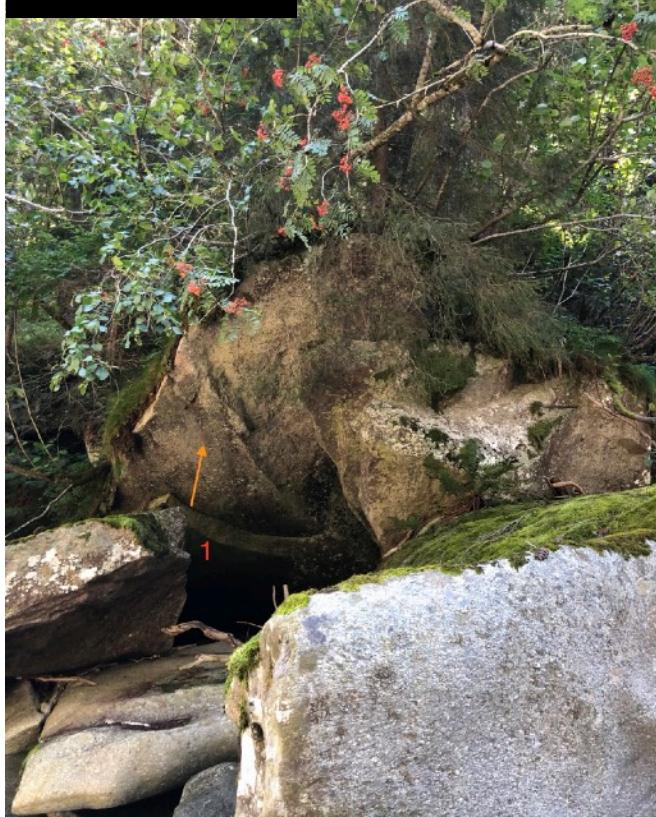
2) Brothers in arm 7C+

low sit start: logical start on good edge

3) Piano Beta

Logical low sit start and traverse

BLOC 12



1) La Gabbia Mentale

Start on the crack and big move, stand 6C

8B

BLOC 13

46.6663961. 8.5788554



1) Bomber di razza

6C+
Sit start on good hold, then traverse all the way right

2) Project

Sit start left hand little crimp, right hand undercling. (8B/C)

3) New Horizon

7C
Right hand sloper, left hand little undercling, traverse left using the vertical little pinch

BLOC 14

46.6667398. 8.5790898



1) Project

Sit start right hand on little crimp, left hand on the slopy corner (7C/8A)

BLOC 15



1) Project

Sit start on the only hold then straight up, dirty top out.
(8A/B?)



BLOC 16



1) Collina del Pippo

Starts on the middle hold

6A

2) Amaca Eater

Same start

6C

A) Beda il Bardo

Stand start a bit right, mantle

6B+

BLOC 17



1) Onson

Stand on logic foothold, then left

6C+

1A) Faccia Triangolare

Same start as n°1, then right

7A

2) Cracco

Climb the crack

5

BLOC 18



1) Project
Stand on the crack (7C/8A?)



BLOC 19



1) Project
Low start on two good compression holds



BLOC 20



1) Features
Stand start then up. Mantle on the left

6C

BLOC 21



1) Project

Sit start and follow the line (7B/C)



BLOC 22

46.6665265. 8.5821344

7A



1) Two Dragons

Sit start then left. Exit on the crack a bit right



2) Project

Same start as n°1 then right. Once on the big undercling go straight to the top (Expo). Exit a bit left (7A/B)



2A) Project

Same as n°2. Once on the undercling follow the crack on the right (7A/B)



3) Project

Sit start, traverse on little edges. Reach the crack (8A+/B+)

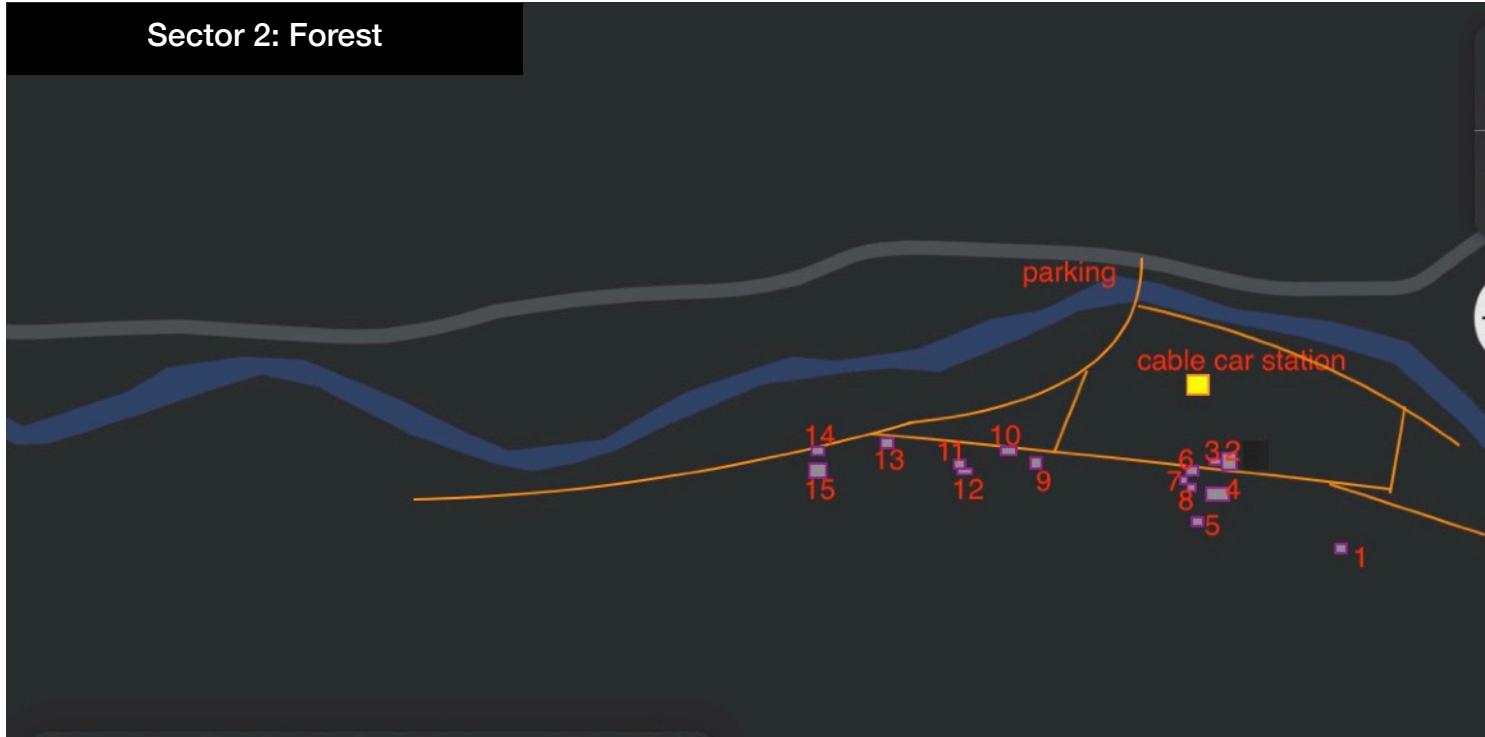


4) Project

Sit start and up (8B/C)



Sector 2: Forest



BLOC 1

1) 7 of Diamonds
Comfortable low start.

6C+ ★

2) Us And Them
Low sit start two hands on the lip

7C+/8A

3) 7 of Dyno
Stand start left hand on the corner, right hand on a crimp, jump to the top.

7B+

BLOC 2

1) Enyaq

8A+

Sit start left hand on the crimp, right hand vertical lower jug. Exit on the left, top out using the tree.

2) Learning To Fly

8A+

Logic stand start on two crimps, then straight up. Amazing dyno.

3) Pingu

8A+

sit start and follow the line, stand 7C+

BLOC 3a

1) Hat Trick

7C

Two hands on the undercling

2) Hat Trick Sit

8B

Sit start left hand on vertical slopy crimp, right hand on the corner

BLOC 3b

1) All Star Rhapsody

6C

Sit start left hand on logic hold, right on good little undercling

BLOC 4

1) Arkina

7A+

Mantle, same exit as n°2

2) Malka

7B

Sit start on the stone (7B after a hold broke)

3) Steven Bradbury

7C+

Sit start two hands on the corner (good edges), follow the arete, same exit as n°2

BLOC 5

1) Elf des Waldes

Starts on jug, then up using also arete on the left

6C

BLOC 6

1) Zap per Tutti

Starts on lower jug

4

2) Delicate Crisp

Traverse right to left, same exit as n°1

5

BLOC 7

1) nuvola

3+

2) temporale

6B

Sit start compression

3) king of Bixi

7A ★

Low start both hands on inclined sloper

sit start 7B

BLOC 8

1) Waiting for a chance to come
Sit start on logic jug, traverse all the way left

6C+

1A) Alibi
Same start as n°1, direct exit

6C

BLOC 9

1) Cavo d'acciaio
Both hand on deep jug then straight up

6C

2) Zen
Left hand on jug right hand on little vertical crimp, then mantle and traverse on the right

7B

3) Für Elise

6A+

BLOC 10a

1) Kigno
Stand start on vertical good hold

6B

BLOC 10b

1) Tourist's Path

Sit start on two good holds, comfortable position.

7C+/8A

BLOC 11

1) Referenzmenge

Sit start

6C

2) T-perme

Stand start on two crimps

6B

BLOC 12

1) Project

Jump from two little crimps (8B/C?)

7A+

2) Mountain Lion

Sit start, exit on the left, following the arete to the top

3) Weil's Spass Macht

6B+
Start on the right on big jug and traverse left. Same exit as n°2

BLOC 13



1) Holy Cow 7C+

Start two hands on in cut crimps close to each other.

BLOC 14



1) Ring Slab

Stand

5+

BLOC 15



1) Project

Sit start and straight up (7C+/8A+)



2) Project

Start on good crack, traverse left, same exit as n°1 (8A/B)



3) Project

Same start as n°2, exit right (8A+/B+)



Projects:

- 1) I decided to give infos about the projects' difficulty so I write the grades they look like. For sure they cannot be precise!
- 2) None of the projects are closed! If you manage to climb one, just let me know :)

Glossary:

Sit start: the last part of the body that leaves the ground is the bottom.

Expo: A problem which can be dangerous: Tall/bad landing

[Update 1](#)

[Update 2](#)

By Diego Cameroni

Thanks for helping me:

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