



# presents

## a rough guide to Priest Draw bouldering

### Priest Draw, Arizona

The many pocketed limestone roofs of the Draw offer athletic and tricky climbing. The roofs are scattered along a "canyon" with a cool forest. You'll find this unique place as well as many other climbing areas, only 15 minutes from Flagstaff.

There has been, and there still is, a big debate on whether or not, Priest Draw should be known to out of towners. However, since the famous movie Rampage, this discussion seems pointless as every boulderer now knows and can find the place. Some anti-guidebook locals claim that a topo would have a negative effect on the Draw's unique atmosphere when number hunters come to the Draw, topo in hand. Another of their points is that the area is pretty small and that it is easy to find the problems without a guide. Pro-guidebook climbers claim that a guide is necessary to locate the access issue and also to establish the Draw as a climbing area with the Forest Service.

We would have liked to please all sides, but that seems impossible.

In this small guide, you will find directions to the Draw, an overview pointing out a few areas as well as some of the classic problems. We haven't include the V-rating, but only a rough classification to guide you. Many problems have been omitted.

**How to get there:** From Flagstaff, take Lake Mary Rd (it is kind of awkward, look on our road map). 5.1 miles after the Mobil gas station and shortly after the start of Cocanimo Natl Forest, turn right on Ron Lockett Ranch Rd. After 3.0 miles on this road, park at the entrance of road 235. Some people drive up this road but you need a 4WD to do so because if it starts raining, you might never get out...

Walking to the place is not really long anyway and we suggest you to do so.

**When:** Flagstaff is at a high elevation and the temperatures are much cooler than in Phoenix. Priest Draw is more of a summer area and should be visited from Spring to Fall. However, in the Fall, the monsoon might slow down your climbing. It rains hard pretty much every day, but fortunately the showers don't last long and many problems stay dry.

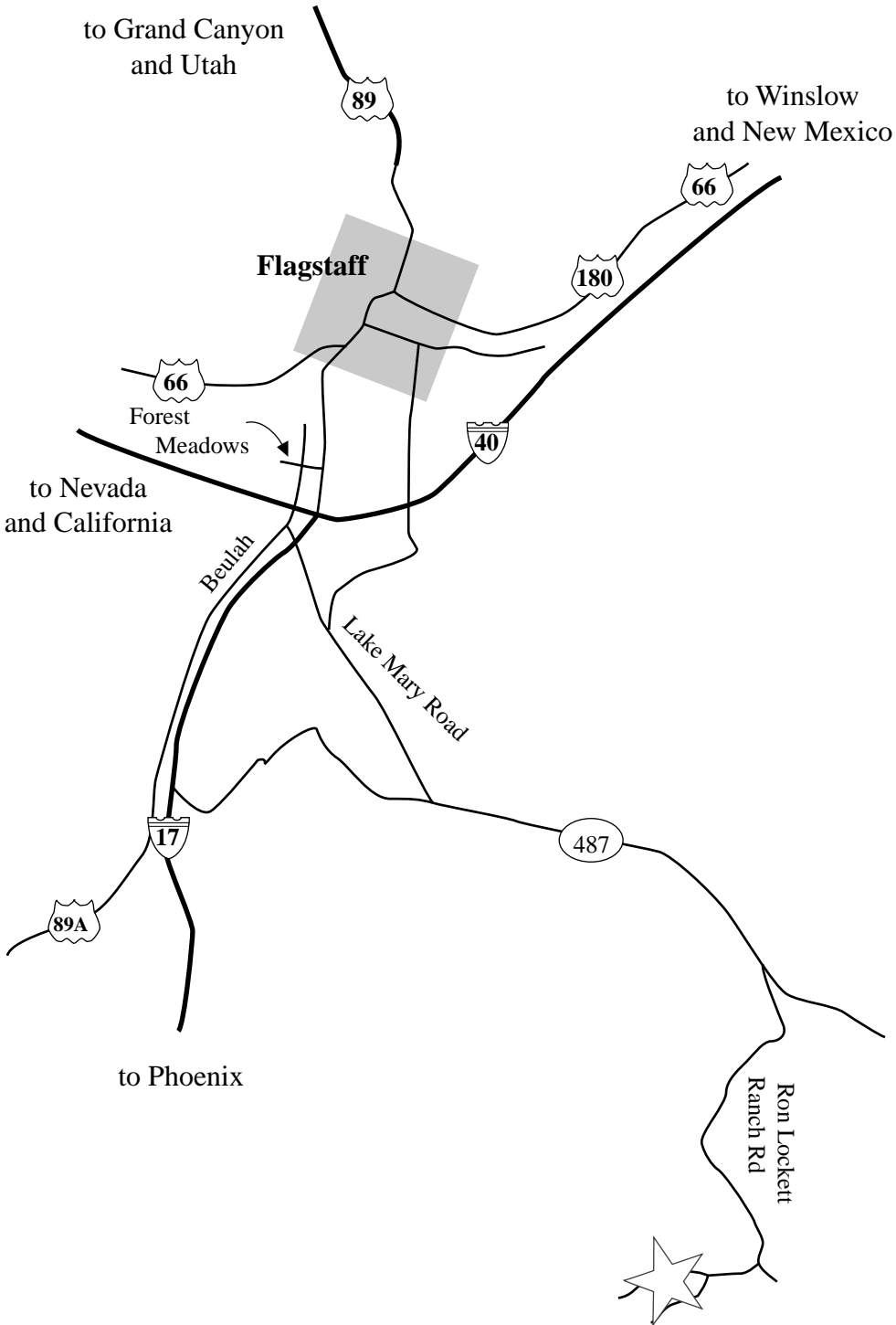
**Sleep:** You can camp along the dirt road. Try to limit your impact.



### The 10 commandments to the Draw

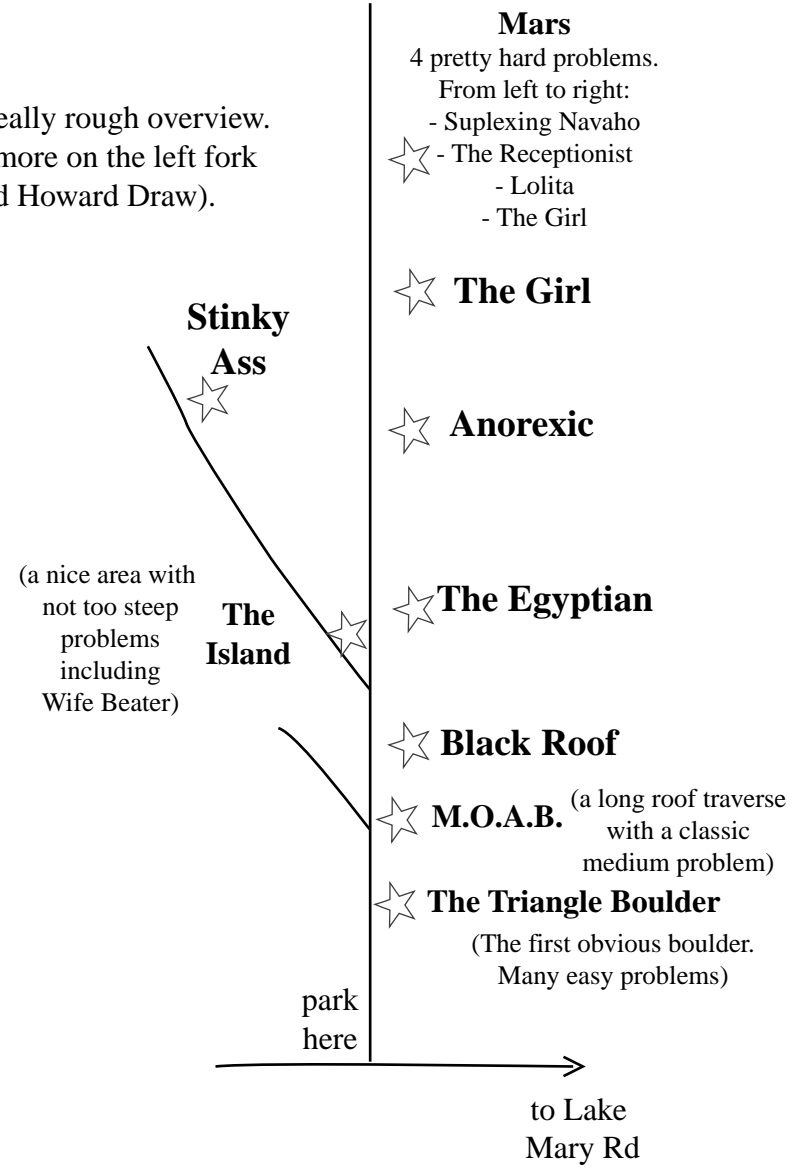
1. Do not shit in the canyon, but high on the rims.
2. Bury your crap and burn your toilet paper.
3. Please, park at the beginning of the rough dirt road (road 235).
4. If you choose to drive up the rough road, stay on established road and park on the sides.
5. When you make campfires, bring your own wood.
6. If you camp in the Draw, keep a low profile.
7. Pack out what you pack in.
8. If you encounter local residents, be respectful.
9. Don't ask local climbers "where is an easy V10".
10. Enjoy.

# Road map

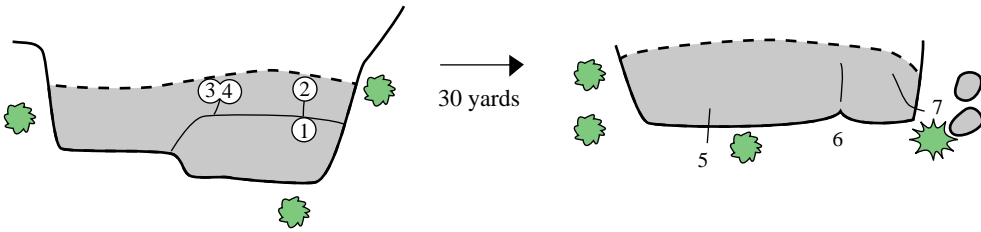


# Overview

This is a really rough overview. There is more on the left fork (called Howard Draw).



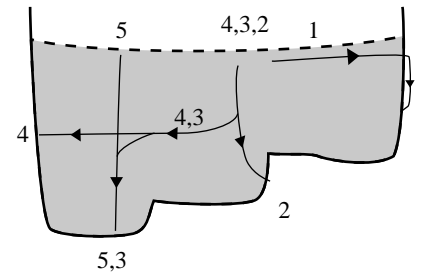
## The Black Roof



- |  |  |
|--|--|
| <p><b>1. Black Hole</b> <span style="float: right;">F R<br/>□ □ hard</span><br/>Start 7 feet left of the start of the roof. Traverse left then up in the middle.</p> <p><b>2. Sitdown to Black Hole</b> <span style="float: right;">F R<br/>□ □ really hard</span><br/>SDS - Lower start to #1. Start on low pockets and go up to climb #1.</p> <p><b>2b. Matte Black</b> <span style="float: right;">F R<br/>□ □ quite hard</span><br/>SDS - Start as previous one but go right to finish in Antimatter.</p> <p><b>3. Unknown</b> <span style="float: right;">F R<br/>□ □ ?</span><br/>Start with the slot and the sidepull and go up and left in the roof.</p> | <p><b>4. Antimatter</b> <span style="float: right;">F R<br/>□ □ really hard</span><br/>Start as #3 but traverse right all the way and top out on the side.</p> <p><b>5. Unknown</b> <span style="float: right;">F R<br/>□ □ medium</span><br/>SDS - Start with 2 pockets and make a long move to a jug at the lip.</p> <p><b>6. Unknown</b> <span style="float: right;">F R<br/>□ □ ?</span><br/>SDS - Start low with 2 sidepulls and go straight in the roof.</p> <p><b>7. Unknown</b> <span style="float: right;">F R<br/>□ □ ?</span><br/>SDS - Start low with a wide edge/pocket and climb with the arete.</p> |
|--|--|

## Anorexic

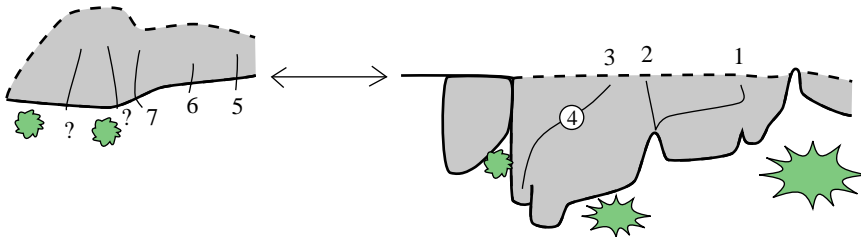
Walk much further after the Egyptian. After a small rocky butress near the road go right.



- |  |
|--|
| <p><b>1. Unknown</b> <span style="float: right;">F R<br/>□ □ easy</span><br/>Traverse right on the jugs then climb the arete/lip and top out.</p> <p><b>2. Anorexic Nerve Dance</b> <span style="float: right;">F R<br/>□ □ medium</span><br/>Start with 2 good pockets then go straight through the roof then top out with the sloper.</p> <p><b>3. Carnivor</b> <span style="float: right;">F R<br/>□ □ hard</span><br/>Start as Anorexic but traverse left then go up.</p> <p><b>4. Unknown</b> <span style="float: right;">F R<br/>□ □ medium</span><br/>Start as Anorexic and Carnivor but keep traversing left all the way.</p> <p><b>5. Carnivor Direct</b> <span style="float: right;">F R<br/>□ □ hard</span><br/>Start 6 feet right of the end of the roof and make long moves straight to Carnivor.</p> |
|--|

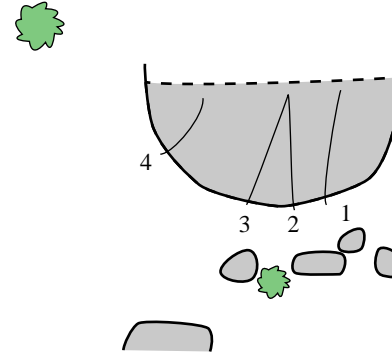
## The Egyptian

A few yards after the Island, go right to those roofs hidden by trees.



- |  |   |
|--|---|
| <p><b>1. Twister</b> <span style="float: right;">F R<br/>□ □ medium</span><br/>Start with the big shelf and traverse left in the roof to finish as The Egyptian.</p> <p><b>2. The Egyptian</b> <span style="float: right;">F R<br/>□ □ hard</span><br/>Start on the shelf, go to the two-finger pocket, long reach to another pocket then make the famous swing to the lip.</p> <p><b>3. Unknown</b> <span style="float: right;">F R<br/>□ □ harder</span><br/>Lower start to Floor Pie from the shelf.</p> <p><b>4. Floor Pie</b> <span style="float: right;">F R<br/>□ □ hard</span><br/>Start both hands in the long slot and climb with the arete to a jug at the lip.</p> | <p><b>5. Unnamed</b> <span style="float: right;">F R<br/>□ □ easy</span><br/>SDS - From 2 good holds, small move to the lip.</p> <p><b>6. Unnamed</b> <span style="float: right;">F R<br/>□ □ easy</span><br/>SDS - From a right-facing "flake" dyno to the lip.</p> <p><b>7. Unknown</b> <span style="float: right;">F R<br/>□ □ pretty hard</span><br/>SDS - Start really deep.</p> |
|--|---|

## Stinky Ass



- |  |
|--|
| <p><b>1. Stinky Ass</b> <span style="float: right;">F R<br/>□ □ hard</span><br/>Start on a wide hold, long move to a sidepull then work your way to a hard top out, straight up from the pockets.</p> <p><b>2. Unknown</b> <span style="float: right;">F R<br/>□ □ ?</span><br/>Start as Bad Ass but go straight to the apex of the roof.</p> <p><b>3. Bad Ass</b> <span style="float: right;">F R<br/>□ □ medium</span><br/>Start on good holds and follow darker rock up to a slap at the lip.</p> <p><b>4. Unknown</b> <span style="float: right;">F R<br/>□ □ easy</span><br/>Start on jugs and go up and left in the bulge.</p> |
|--|