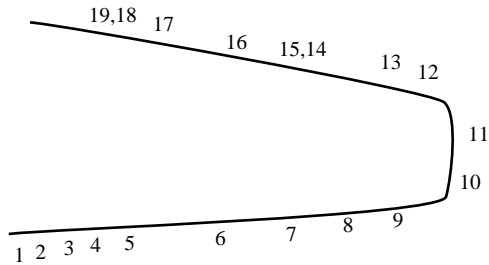


The Land Beyond

I did this topo in the winter and was unable to drive over to The Land Beyond. So this part of the topo is not really precise, but you should manage to find your way around. I would appreciate if you send me more an accurate description and a better drawing (this one is really approximative).



- | | | | |
|---|--|--|--|
| <p>1. Beagle
Finish on Smeagol's anchors.</p> | <input type="checkbox"/> ^F
<input type="checkbox"/> ^R
5.10c | <p>11. Yo La Tango
The right route on the front face.</p> | <input type="checkbox"/> ^F
<input type="checkbox"/> ^R
5.11d |
| <p>2. Smeagol
The middle line.</p> | <input type="checkbox"/> ^F
<input type="checkbox"/> ^R
5.11a | <p>12. Alice Does Wonderland
Climb right of the arete.</p> | <input type="checkbox"/> ^F
<input type="checkbox"/> ^R
5.12a |
| <p>3. Gandolf
Finish on Smeagol's anchors.</p> | <input type="checkbox"/> ^F
<input type="checkbox"/> ^R
5.11d | <p>13. Lord of the Ring
Climb up then trend right.</p> | <input type="checkbox"/> ^F
<input type="checkbox"/> ^R
5.11d |
| <p>4. Servant of the Secret...
Same anchors as Something Lethal.</p> | <input type="checkbox"/> ^F
<input type="checkbox"/> ^R
5.12a | <p>14. Variation
Climb up then traverse left to finish on Lord of the Ring's anchors.</p> | <input type="checkbox"/> ^F
<input type="checkbox"/> ^R
5.11d |
| <p>5. Something Lethal
Start just right of Servant and trend right, then left.</p> | <input type="checkbox"/> ^F
<input type="checkbox"/> ^R
5.12b | <p>15. Where the Thrush...
Start as Variation but traverse right to finish in Soft Start.</p> | <input type="checkbox"/> ^F
<input type="checkbox"/> ^R
5.11d |
| <p>6. Incredible Journey</p> | <input type="checkbox"/> ^F
<input type="checkbox"/> ^R
5.12b | <p>16. Soft Start</p> | <input type="checkbox"/> ^F
<input type="checkbox"/> ^R
5.10d |
| <p>7. Mr Baggins</p> | <input type="checkbox"/> ^F
<input type="checkbox"/> ^R
5.11d | <p>17. Smaug</p> | <input type="checkbox"/> ^F
<input type="checkbox"/> ^R
5.10c |
| <p>8. Lucky Number
Climb on both sides of the arete.</p> | <input type="checkbox"/> ^F
<input type="checkbox"/> ^R
5.12a | <p>18. Frodo
Same anchors as Smaug.</p> | <input type="checkbox"/> ^F
<input type="checkbox"/> ^R
5.11c |
| <p>9. Hoggie
Climb up to the big black streak.</p> | <input type="checkbox"/> ^F
<input type="checkbox"/> ^R
5.10a | <p>19. Black Arrow
Start as Frodo but traverse right then up.</p> | <input type="checkbox"/> ^F
<input type="checkbox"/> ^R
5.11a |
| <p>10. American Psycho
The left route on the front face.</p> | <input type="checkbox"/> ^F
<input type="checkbox"/> ^R
5.12d | | |



presents

sport climbing

at

Enchanted Tower

New Mexico

Enchanted Tower, New Mexico

Long routes, long moves, positive holds and great setting. That's what you'll find at Enchanted Tower. Seems like all the routes here are classic. As said in an old Rock & Ice article : "Er... climb them all".

How to get there: From Socorro drive an hour west on Highway 60. Five miles after the town of Datil, just before the mile-marker 72, make a right on a dirt road. You'll be welcomed by a big "Private property" sign (see access issues below). After less than a mile there, before the ranch, make a left on a road with another sign "Primitive road, not suited for passenger cars". The road is not that bad so keep going. After two more miles and passing a big boulder, you'll see the Enchanted Tower on your right. Park on the left. The Land Beyond is 1.5 mile further down the dirt road.

When: Spring and Fall are the best. Summer might be hot but most walls get shade in the morning.

Sleep: You can camp for free in the meadow where you park. Pack out what you pack in and don't cut trees for fires. There is also a pay camping at Datil Well Campground (the nearest place for running water).

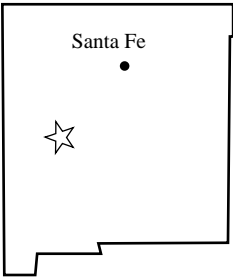
Eat: There is a small grocery, a gas station and a good restaurant in Datil, but if you need more, you have to go to Socorro.

Access issues: The access to the area goes through private land. The landowners have prevented any access through the ranch for hunters due to a lack of courtesy and we do not want to be in the same boat. So far, they still like the climbers but we need to be extra diligent to make sure we stay on their good side.

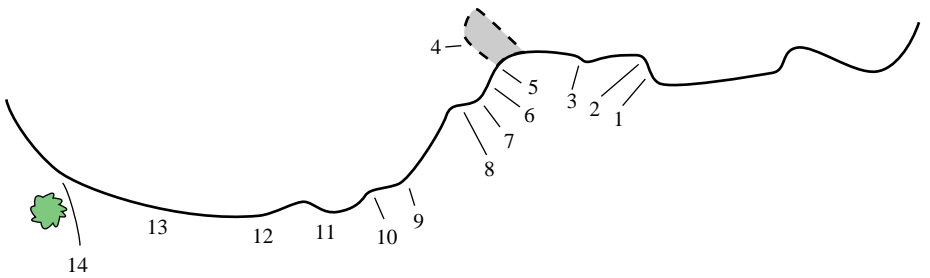
- Access to the Enchanted Tower from the east is generously provided by the Cleaveland Ranch and can be revoked at any time.
- The landowners have requested that visitors refrain from driving past the ranch after dark.
- If you arrive after dark, please camp at Datil Well Campground approximately 5 miles east on Hwy 60 and drive into the canyon the next morning.
- Remember to drive slow – 15 MPH Max – through the ranch.
- Please sign in at the register every time you visit, it helps the owners track usage and let's them know how important this area is to climbers.
- Thanks for your cooperation!
- For additional information on access to this area contact:

Bryan Pletta
505-341-2016
stoneagegym@earthlink.net
Stone Age Climbing Gym

Thanks to Matthew Menotti for a bunch of updates on the Tower.
Don't hesitate to contact us if you have comments or updates for any guides.



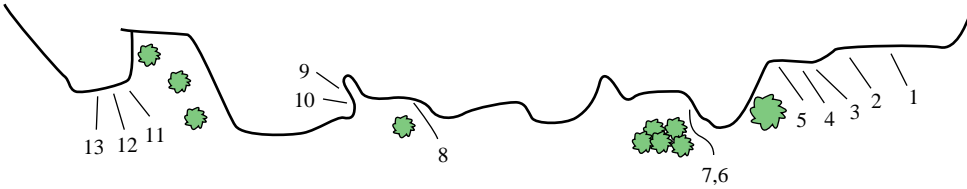
Pogue's Cave



- | | |
|---|---|
| <p>1. Blessed and Blissed <input type="checkbox"/> <input type="checkbox"/> 5.12a
Climb the bulge.</p> | <p>8. Unknown <input type="checkbox"/> <input type="checkbox"/> 5.
Climb the arete.</p> |
| <p>2. Merlin's Mantra <input type="checkbox"/> <input type="checkbox"/> 5.11a
Climb in the "dihedral" with 2 ledges. 4 bolts.</p> | <p>9. Labour of Love <input type="checkbox"/> <input type="checkbox"/> 5.11b
Climb through a low bulge and straight up the face. The 2 first bolts are close together.</p> |
| <p>3. Ooey Goey <input type="checkbox"/> <input type="checkbox"/> 5.11a
Climb left of the small prow.</p> | <p>10. Unknown <input type="checkbox"/> <input type="checkbox"/> 5.11
Climb left of a "dihedral".</p> |
| <p>4. Party Pogues <input type="checkbox"/> <input type="checkbox"/> 5.12a
Start near the back of the cave and traverse left all the way to top out on the left face.</p> | <p>11. Never Never Land <input type="checkbox"/> <input type="checkbox"/> 5.12b
Climb the steep face 8 feet left of the arete.</p> |
| <p>5. Pogue's Arete <input type="checkbox"/> <input type="checkbox"/> 5.11d
Start on the ledge at the left of the cave, climb through the short roof and the face to finish as the previous one.</p> | <p>12. Houkah <input type="checkbox"/> <input type="checkbox"/> 5.11d
Climb with big pockets up to the grey slab.</p> |
| <p>6. Unknown <input type="checkbox"/> <input type="checkbox"/> 5.10c
Climb 8 feet left of the cave.</p> | <p>13. Tweedle Dum <input type="checkbox"/> <input type="checkbox"/> 5.11b
Climb to a ledge 8 feet high and up the face. Beige hangers.</p> |
| <p>7. The Tale Of Jemima... <input type="checkbox"/> <input type="checkbox"/> 5.11a
Climb right of the arete.</p> | <p>14. Unknown <input type="checkbox"/> <input type="checkbox"/> 5.11d
Start behind a small tree and climb the orange face.</p> |

If you keep walking 60 yards left of the last climb, you'll get to an area with easy routes, mostly unnamed. From right to left, you'll find a 5.9, a 5.10c (Mother Goose), two 5.9+, a 5.6 and a 5.8.

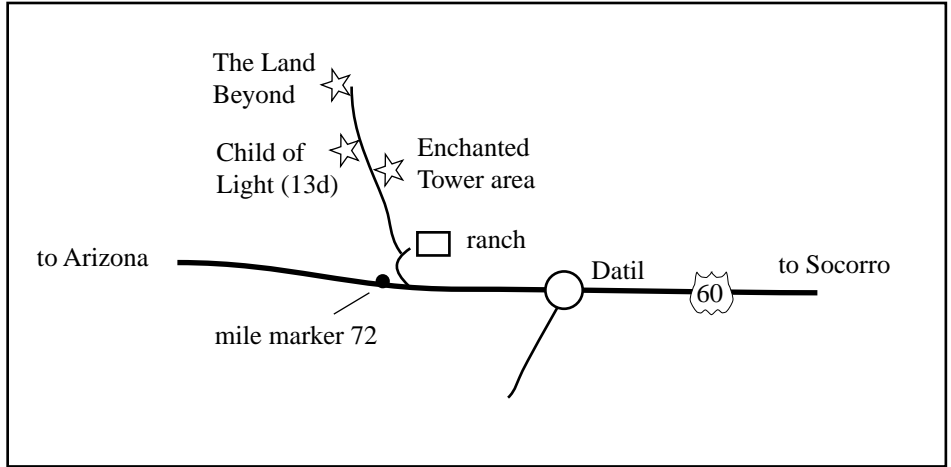
Captain Hook et al



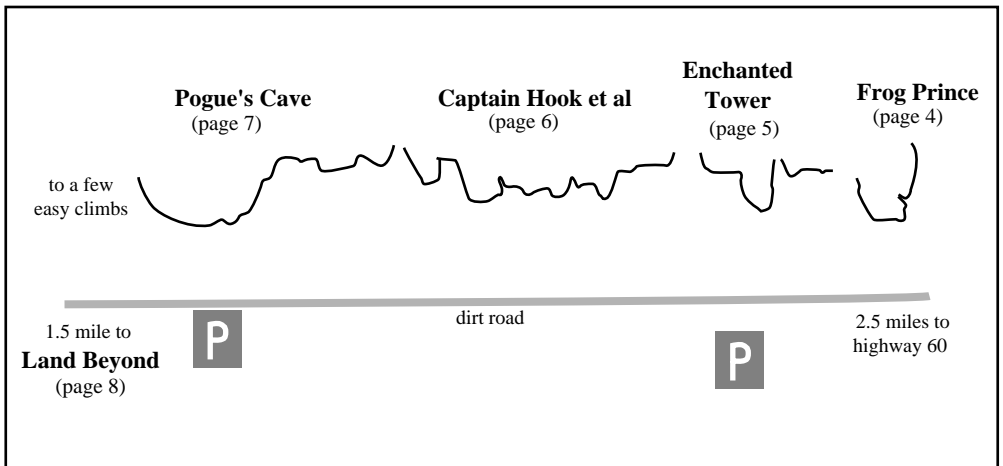
- 1. **Cheshire Cat** F R 5.10b
Climb 6 feet right of the black streak.
- 2. **Tarred and Feathered** F R 5.10d
Climb in the black streak.
- 3. **Sleeping Beauty** F R 5.11d
Climb 6 feet left of the black streak.
- 4. **Glass Coffin** F R 5.11a
Climb the slab with the flake and up the middle of the orange wall.
- 5. **Poison Apple** F R 5.11b
Climb right of the dihedral.
- 6. **Witch's Promise** F R 5.11b
Start with a bunch of good pockets and move right after the 3rd bolt.
- 7. **Sea Hang** F R 5.11c
Start as Witch's Promise but go straight up.

- 8. **Captain Hook** F R 5.11a
Start left of the trees and climb with pockets in the gray streak.
- 9. **Unknown** F R 5.?
Start 8 feet left of the inside of the alcove and trend left.
- 10. **Peter Pan Flies Again** F R 5.11b
Start right of the arete and climb straight up to finish as the previous one.
- 11. **Glass Slipper** F R 5.11d
Climb 6 feet left of the arete and finish on Cinderella's anchor.
- 12. **Cinderella's Nightmare** F R 5.11c
The middle line.
- 13. **Midnight Pumpkin** F R 5.11d
Start 6 feet right of a small right-facing corner. Use Cinderella's anchor?

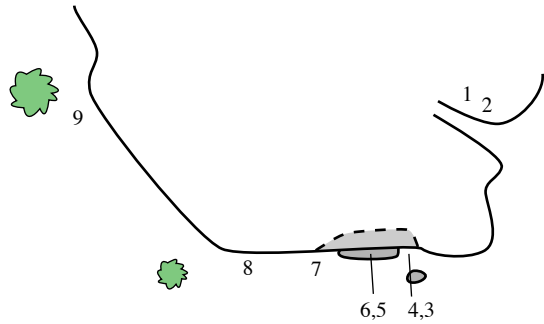
Road Map



Overview Map



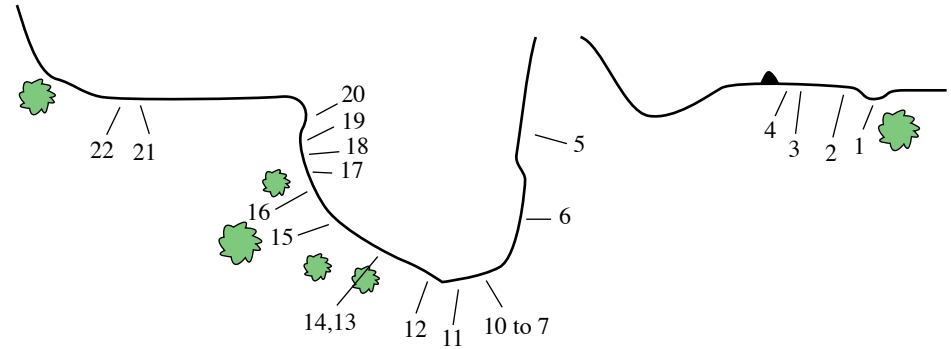
Frog Prince



- 1. **Unknown** F R 5.
Climb along abrown streak.
- 2. **Unknown** F R 5.
Climb 6 feet left of the upper arete.
- 3. **White Queen** F R 5.13c
The steep pocketed face. Left of the dihedral.
- 4. **White King** F R 5.13c
Start in White Queen, but move left to finish in Through the Looking Glass.
- 5. **Red Queen** F R 5.12c
Start in Through the Looking Glass but move right to finish in White Queen.
- 6. **Through the Looking...** F R 5.12c
The middle of the face. Share the last bolt and the anchor of Frog Prince.
- 7. **The Frog Prince** F R 5.12a
Start left of the flat rock and climb up and right.
- 8. **Gollum** F R 5.11d
Climb 3 bolts left of the crack.
- 9. **Blind Man's Bluff** F R 5.11b
Start 12 feet right of the big tree.



The Enchanted Tower



- 1. **Rapunzel's Revenge** F R 5.8
Climb the black streak just left of the tree.
- 2. **Fe Fi Fo Fun** F R 5.9
Climb the black streak between the tree and the alcove.
- 3. **The Thorn Bush** F R 5.10a
Climb the beige rock 8 feet right of the alcove.
- 4. **The Blind Prince** F R 5.10a
Climb the black streak just right of the alcove.
- 5. **Flotsam and Jetsam** F R 5.12a
Start 20' up the hill from Shipwrecked and climb through the bulges.
- 6. **Shipwrecked** F R 5.12c
Climb in the middle of the face and through a bulge.
- 7. **Golden Stairs** F R 5.11b
Start up the slab to the right of the right facing corner. Climb up the black streak through a set of intermediate anchors.
- 8. **Medusa** F R 5.12b
Start as Golden Stairs, climb the face up the black streak to the left of Golden Stairs.
- 9. **Goliath** F R 5.13a
Start as Golden Stairs, climb the prow past a set of intermediate anchors, move right to finish up the slab.
If you stop to the mid chains it's **David** - 5.12c
- 10. **Ripped Van Winkle** F R 5.12d
Start as Golden Stairs, climb to the 10th bolt of Goliath, move left to finish in Zee Wicked Witch.
- 11. **Zee Wicked Witch** F R 5.12c
Start up the slab to the left of Golden Stairs, climb straight to the top of the wall, moving right at the set of intermediate anchors.
To the mid chains it's called **Spirited Away** - 5.11c.
- 12. **The Mad Hatter** F R 5.12d
Start up the slab to the left of Zee Wicked Witch, climb to the intermediate anchors and finish on the black streak left of Zee Wicked Witch. To the mid chains it's **The Dark Half** - 5.12c.
- 13. **Rubber Mission** F R 5.12b
Start on the slab left of mad hatter and climb to the intermediate anchors.
The extension to the top of the wall is **Mission Impossible** - 5.12d.
- 14. **Jabberwocky** F R 5.12b
Start to the left of Rubber Mission and climb to the top of the wall.
- 15. **Rumplestiltskin** F R 5.12a
Climb the small left-facing corner and up, 8 feet right of the upper black streak.
- 16. **Once Upon A Time** F R 5.11c
Start right of the small cave, 10' left of Rumplestiltskin, climb straight to the top of the wall through the black streak
- 17. **Grendel** F R 5.11c
Start 10 feet right of the arete, behind a small tree, move right at the shelf and climb the tan streak to the top of the wall.
- 18. **Tinkerbelle's Nightmare** F R 5.12b
Start 10 feet right of the arete, behind a small tree and climb straight up.
- 19. **Straight on 'till Morning** F R 5.12b
Climb the left arete, moving right at the shelf to follow the bolt line to the left of Tinkerbelle's Nightmare.
- 20. **Technowitch** F R 5.12b
Climb the leftmost line of bolts staying 6 feet right of the arete.
- 21. **Humpty Dumpty** F R 5.12a
Climb the steep face between 2 black streak.
- 22. **Bambi** F R 5.11b
Climb in the left black streak.

- 10b. **The Boilermaker** F R 5.12d
Climb Ripped Van Winkle until you turn the arete, and instead of finishing up Zee Wicked, finish up Mad Hatter ~17 bolts. 70m rope, or lower twice.
- 11b. **Army of Darkness** F R 5.12c
Climb Zee Wicked to the mid chains (spirited away), break left out of the mid chains, to finish as Mad Hatter. ~17 bolts. 70m rope, or lower twice.
- 12b. **John Henry's Hammer** F R 5.12d
Climb Mad Hatter to the mid chains (Dark Half), break right out of the mid chains to finish as zee wicked. ~17 bolts. 70m rope, or lower twice.

The bolt lines of Mad Hatter and Zee Wicked Witch make an "X" on the tower, with Ripped joining Zee Wicked's finish just above the mid chains, so there are 3 good, obvious link-ups. They are generally very long, very pumpy, and are described just left of this text.