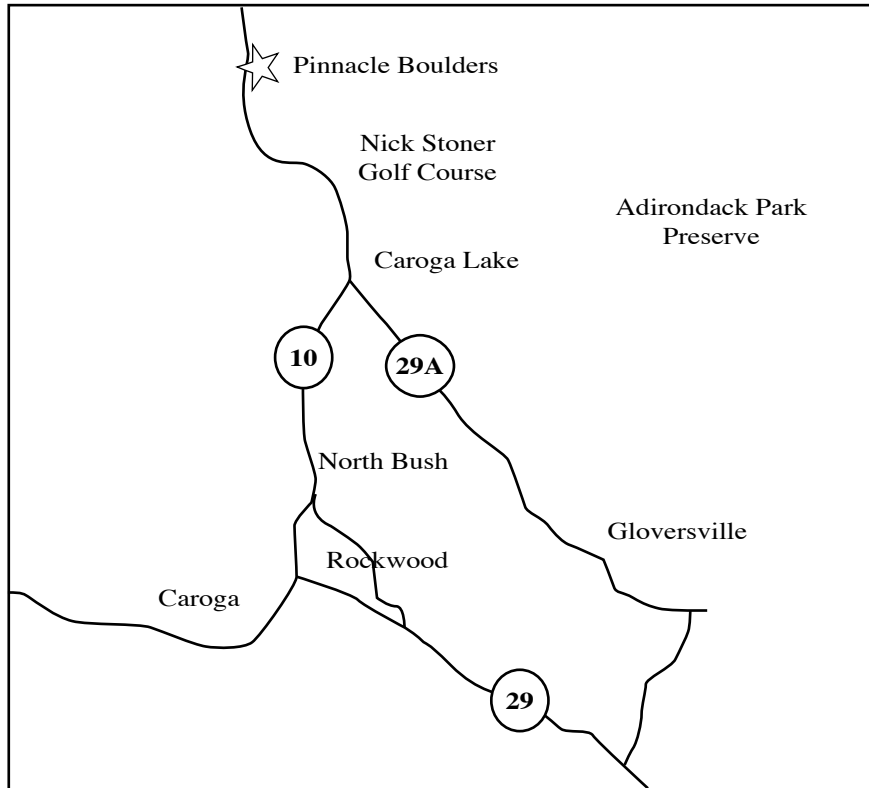


## Getting to the Boulders



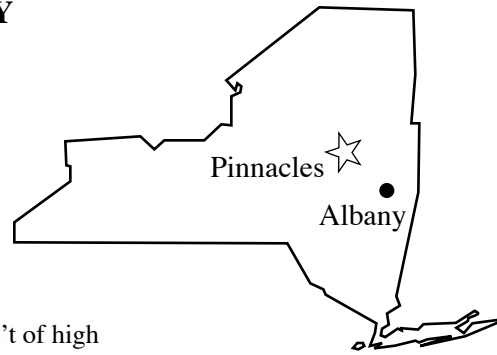
presents

# Pinnacle Pull-Off Bouldering

by Justin Sanford

## Pinnacles Pull-Off Bouldering, NY

This area has seen climbing over the past few years. Problems were being established by the people who were developing 9 Corner Lake. Unaware of the names/ratings of these problems, this guide was developed to help navigate the area. It is a frequent stopping place when there is only a few hours of daylight left in the day. The problems aren't of high quality, however, if you don't have a lot of time to get your climbing in, the pull-off is an option.



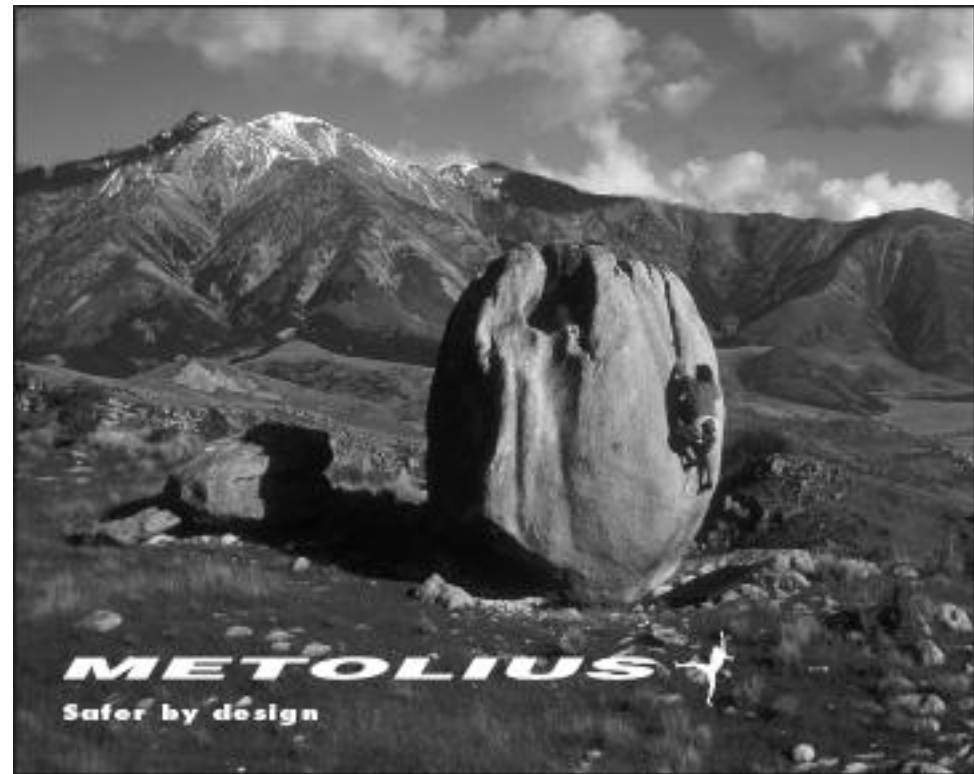
**How to get there:** The Pinnacle Bouldering area is on NYS Rt. 10/29A approximately 15 miles north of Johnstown/Gloversville. If you are coming from the east, take exit 27 off I-90, or take Rt 5 or 5S to Rt. 30 North. Continue north through Amsterdam on Rt. 30 to NYS Rt.29. Turn left onto 29 West for approximately 1 ½ miles. Turn right onto NYS Rt. 29A. Look for “Aging Still” on right and a golf course on the left. (If you passed “The White Holland House”, you went too far.) Stay on Rt.29A through Gloversville to Caroga Lake. The Pinnacle Boulder pull-off is just past the Nick Stoner Golf Course on the outskirts of Caroga Lake heading west.

**When:** The best time to climb in the Southern Adirondacks is usually early spring or fall. The bugs tend to be really bad in the summer. Also, the boulders are found in NYS Wild Forest Preserve and it is hard to navigate in full foliage.

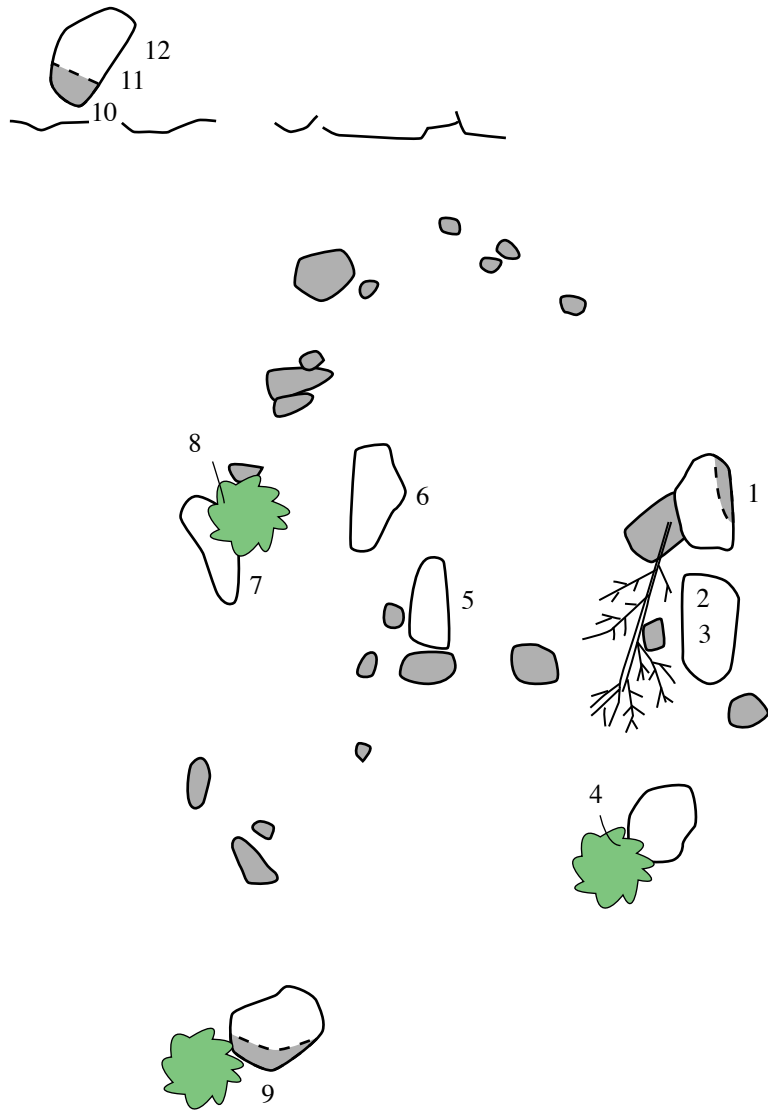
**Other climbing areas in close proximity:** 9 Corners Lake Bouldering is about 5 miles West of the Pinnacle pull-off. Camping is allowed around the lake (please clean up after yourself). Trailhead parking is on both sides of 29A. Snowy Mountain Bouldering is about one hour North.

## Satellite Area

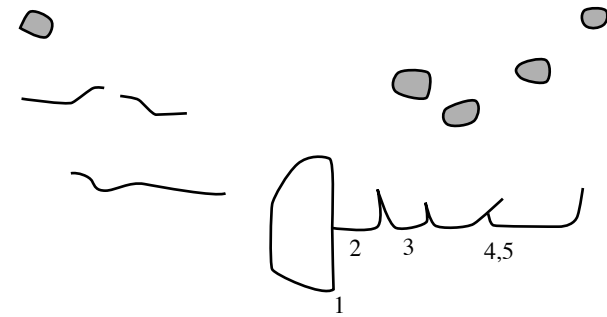
1. **Growing Stone**  $\begin{matrix} F & R \\ \square & \square \end{matrix} V0$   
Start mid-height on obvious hold. Climb straight up.
2. **Easy Times**  $\begin{matrix} F & R \\ \square & \square \end{matrix} V0$   
SDS - Start low on arete and move straight up.
3. **Hear the Roar**  $\begin{matrix} F & R \\ \square & \square \end{matrix} V2$   
RH on large crimp, LH in crimp seam. Move straight up to topout.
4. **Lumpy**  $\begin{matrix} F & R \\ \square & \square \end{matrix} V1$   
SDS - Start low in-between the boulder and tree. Trend slightly left to topout.
5. **Unnamed**  $\begin{matrix} F & R \\ \square & \square \end{matrix} V0$   
Start mid-height in horizontal seam. Move straight up.
6. **Unnamed**  $\begin{matrix} F & R \\ \square & \square \end{matrix} V0$   
Start at the base of the arete. Climb straight up large holds.
7. **Electric Slide**  $\begin{matrix} F & R \\ \square & \square \end{matrix} V1$   
Start at the lowest point of the slanting arete. Traverse lip to topout at point.
8. **Torn**  $\begin{matrix} F & R \\ \square & \square \end{matrix} V2$   
SDS - Start low and climb straight up in front of tree.
9. **Cripto Cave**  $\begin{matrix} F & R \\ \square & \square \end{matrix} V3$   
SDS - Start underneath roof on jugs. Trend up overhanging arete to top.
10. **Flying Squirrel**  $\begin{matrix} F & R \\ \square & \square \end{matrix} V4$   
Stand with both hands on good underclings. Dyno to top of arete and topout above.
11. **Blown Gasket**  $\begin{matrix} F & R \\ \square & \square \end{matrix} V2$   
Start both hands on good edges. Move LH to gaston crimp and bump RH long to jug. Topout above.
12. **Unnamed**  $\begin{matrix} F & R \\ \square & \square \end{matrix} V1$   
Start low on flake system. Climb straight up.



## Satellite Area



## Warm Up Area



### 1. Croc Bloc

$\begin{matrix} F & R \\ \square & \square \end{matrix} V0$

SDS - Start with hands on large block. Long moves lead to the top.

### 2. Double Dip

$\begin{matrix} F & R \\ \square & \square \end{matrix} V0$

SDS - Start at the base of the double-sided arete. Climb to top.

### 3. Axial Point

$\begin{matrix} F & R \\ \square & \square \end{matrix} V0$

SDS - Start right of pointing arete in large horizontal. Use arete to gain the top.

### 4. Bloc Me

$\begin{matrix} F & R \\ \square & \square \end{matrix} V0$

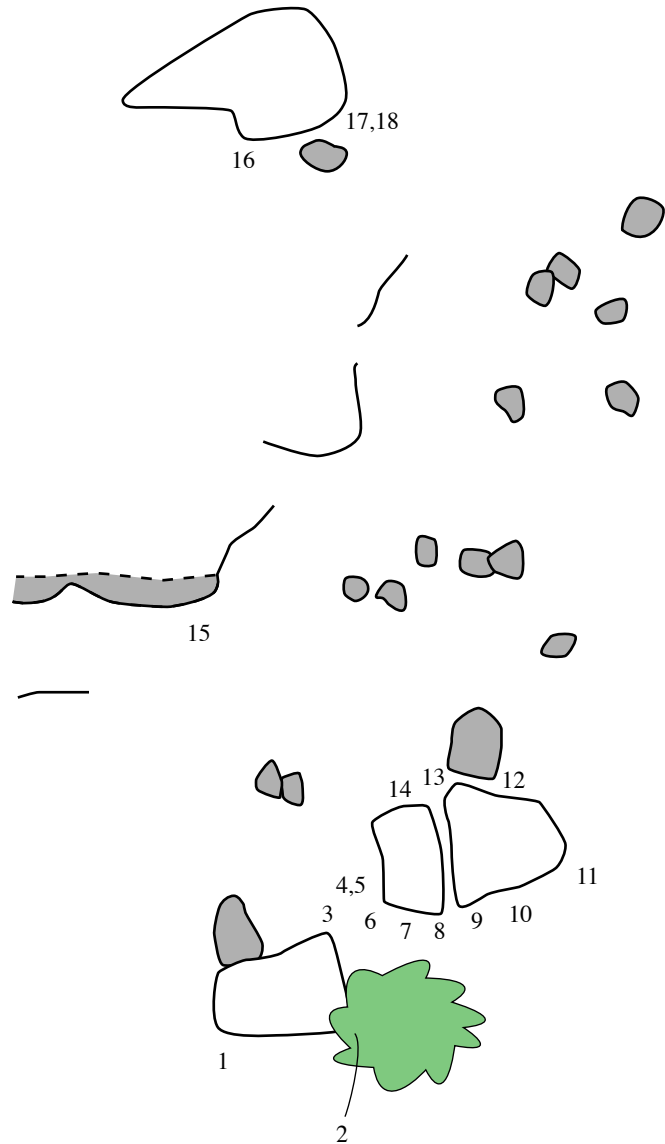
SDS - Climb blocky holds to top.

### 5. Variation

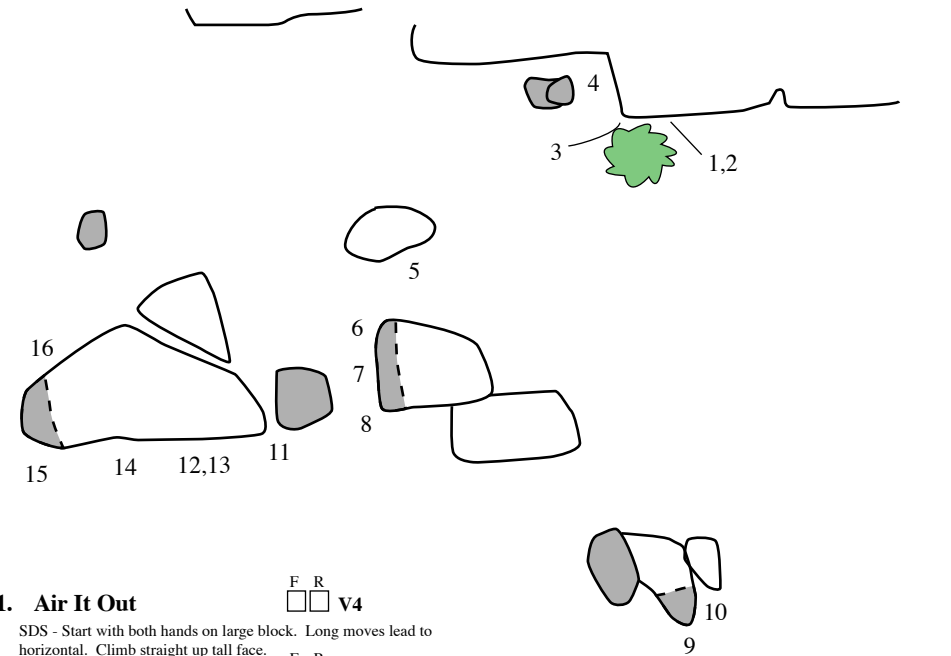
$\begin{matrix} F & R \\ \square & \square \end{matrix} V2$

SDS - Start as Bloc Me but traverse left across all of the blocks to topout as Croc Bloc.

## Area 1

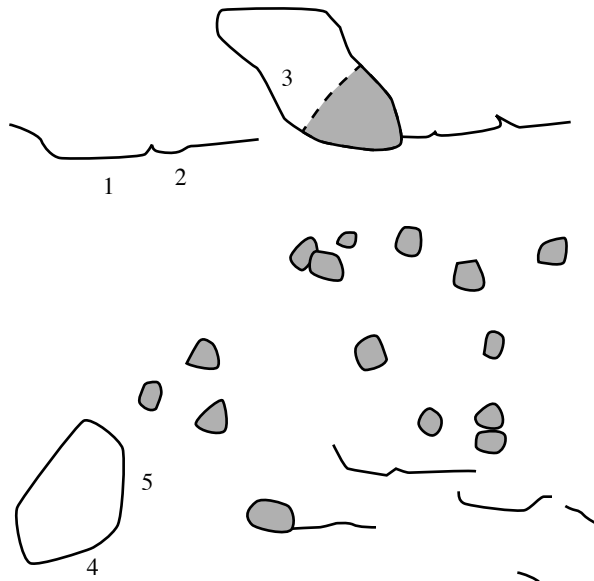


## Main Area



- 1. Air It Out** F R  
□ □ V4  
 SDS - Start with both hands on large block. Long moves lead to horizontal. Climb straight up tall face.
- 2. Variation** F R  
□ □ V4  
 SDS - Start same as Air It Out but traverse left around arete to finish on other face.
- 3. Stand Tall** F R  
□ □ V5  
 SDS - Start low on arete. Use either crimps or sidepulls to gain 3 finger jug. Continue up arete trending left to good holds at top.
- 4. Angle of Repose** F R  
□ □ V3  
 SDS - Start in the middle of the face on crimps. Climb straight up crimps and edges to fun topout.
- 5. Crackhead** F R  
□ □ V0  
 SDS - Start low and climb easy face.
- 6. Lean Back** F R  
□ □ V2  
 SDS - Start low on arete with crimps. Climb arete to top.
- 7. Yelling Man** F R  
□ □ V3  
 SDS - Start with LH on crimp, RH on sloping shelf. Move up and left to finish as Lean Back. Climbs straight over small overhang as same grade.
- 8. Stumpy** F R  
□ □ V1  
 SDS - Climb short bulging arete.
- 9. Pac Man** F R  
□ □ V3  
 SDS - Start with both hands on arete. Move RH to pinch on arete and LH to good edge/sidepull out left. Move out buldge to topout.
- 10. Unnamed** F R  
□ □ V2  
 SDS - Start low on arete. Move up sharp crimps to topout.
- 11. Squeeze Play** F R  
□ □ V4  
 SDS - RH on sidepull, LH on sloper. Move up crimpy edges to jug. Topout above.
- 12. Falling, Falling Hard** F R  
□ □ V3  
 SDS - LH large sidepull, RH on sloping shelf. Move up into horizontal to gain crimps and a high, slabby topout.
- 13. Kristy's Variation** F R  
□ □ V5  
 SDS - Start same as Falling, Falling Hard but traverse left across entire boulder to topout as Powerhouse.
- 14. Powerhouse** F R  
□ □ V6  
 Start matched on smiley crimp. Use crimps or long moves to good slot holds. Topout directly above.
- 15. project** F R  
□ □ V?  
 SDS - Climb overhang to burly topout. (Hardest line at pull-off)
- 16. Papacadush** F R  
□ □ V3  
 SDS - Start low on crimps. Use crimps to find large horizontal slot. Topout above.

## Area 2



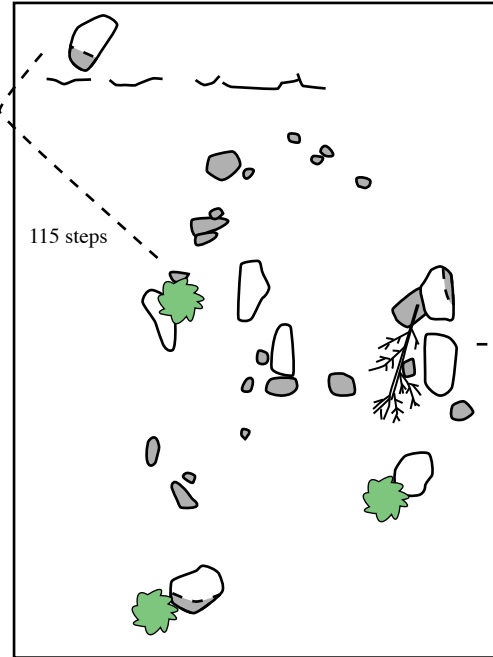
1. **Yellow Arrow #1** F R  
□ □ V3  
SDS - Start on low jug. Climb straight up face in between two yellow arrows.
2. **Yellow Arrow #2** F R  
□ □ V3  
SDS - Start same as YA #1 but follow yellow arrow and seam right to finish at the small tree ledge.
3. **Frying Pan** F R  
□ □ V?  
Undone? Climb the groove to high scary slab topout. Don't fall!
4. **Hurdler** F R  
□ □ V3  
Start with both hands on sloping crimps. Kick left heel high to block on arete. Bump left hand along arete until the top can be reached.
5. **Underdog** F R  
□ □ V4  
Start low on crimps. Trend right to double undercling and finish using the arete.

## Area 1

1. **Unnamed** F R  
□ □ V0  
Stand at bulging arete. Climb straight up.
2. **Side Step** F R  
□ □ V0  
Start on the right side at the tree. Traverse left using the large foot ramp to topout as previous problem.
3. **Sloppy** F R  
□ □ V0  
Hop on top of the boulder and slab it out to the top.
4. **Edging Forward** F R  
□ □ V2  
SDS - Start on obvious flake with both hands. Use edges to gain the top.
5. **Variation** F R  
□ □ V?  
SDS - Start same as Edging Forward but avoid the top as you traverse left to topout on other side of boulder.
6. **Unnamed** F R  
□ □ V1  
SDS - Start on right side of arete. Climb straight up.
7. **Finger Friendly** F R  
□ □ V2  
SDS - Start as previous one and trend right using cracks and ledges to gain the top.
8. **Awkward** F R  
□ □ V1  
SDS - Start on unusually shaped arete. Use small holds to gain the top.
9. **Ass Dragger** F R  
□ □ V7  
SDS - Start with both hands matched underneath the roof on sloping edge. Find hidden heel hook out right to bump out the roof and up finned arete. Top out above.
10. **Cruisin'** F R  
□ □ V1  
Start mid boulder in finger slot 5' high. Use edges to gain the top.
11. **Unnamed** F R  
□ □ V2  
SDS - Start low on arete. Climb straight up.
12. **Easy Rider** F R  
□ □ V2  
SDS - Start with both hands on large ledge. Trend right on holds to a kind topout.
13. **Backed-Up** F R  
□ □ V1  
Traverse right to turn the small roof about halfway. (Obvious finish)
14. **Unnamed** F R  
□ □ V0  
SDS - Climb large jug holds to the top.
15. **Get Some** F R  
□ □ V0  
SDS - Start on large jug underneath small overhang. Top out directly above.
16. **Spinal Tap** F R  
□ □ V3  
SDS - Start RH on low crimp, LH on large sloping block. Move up arete to topout. The large left ledge is on.
17. **Unknown** F R  
□ □ V7/8  
SDS - Start on large sloping shelf near arete. Use edges and slopers to traverse left and topout as Spinal Tap.
18. **Unknown Variation** F R  
□ □ V3  
SDS - Start as previous one but use large hold on arete to gain the top.

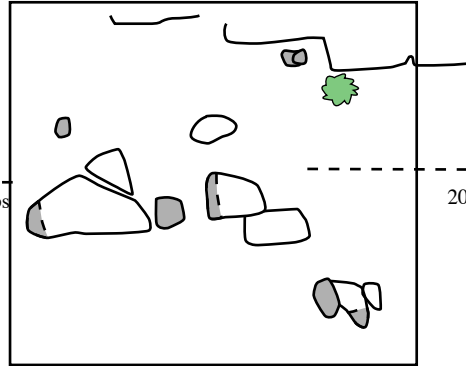
**Satelite Area**

(page 10)



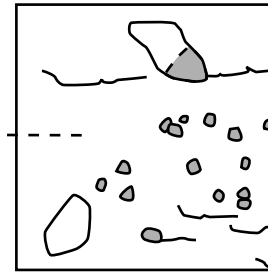
**Main Area**

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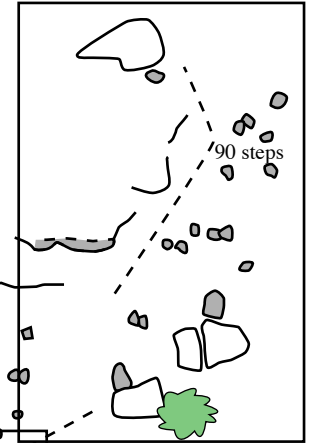
**Area Two**

(page 8)



**Area One**

(page 4)



**Warm Up**

(page 3)

