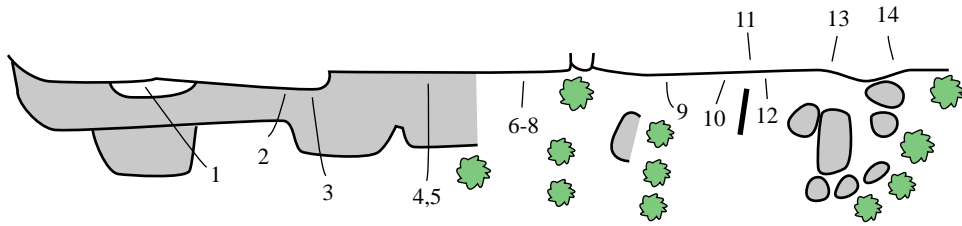


## Little Mill Campground Division Wall (North Face)



presents

a selection

of

Sport climbing

in

# American Fork

Red Corners

Black Magic

Unknown Pleasures

Watchtower

Juniper Wall

El Diablo

Hell Cave

Hell Wall

The Membrane

The Billboard

Hard Wall

Escape Buttress

Division Wall

over 200 routes...

1. **Isotoner Moaner**  F  R 5.12a/b

Scramble chossy rock for 15 feet then climb the tall face.  
60 METER ROPE!

2. **Rush Hour**  F  R 5.11b

Climb with big pockets. A lot of chalk.

3. **Remote Control**  F  R 5.11a

Climb with good holds on the left side of the arete.

4. **The Atheist**  F  R 5.11b

Start with a really short right-facing corner and trend left on the face.

5. **39**  F  R 5.11b

Start as The Atheist and fork right at the third bolt.

6. **Running Woman**  F  R 5.11a

Start as Struggling Man but fork left at the third bolt and finish on the same anchors.

7. **Struggling Man**  F  R 5.12a

Start with right-facing holds just left of a small tree. After the first bolt, go left to a good jug then trend right.

8. **Division**  F  R 5.11d

Start as Struggling Man but fork right after the first bolt.

9. **Less is More**  F  R 5.10a

The first bolt is just below a small ledge. Climb the face staying right of the corner.

10. **Pocket Change**  F  R 5.11a

Start just left of a big step, trend left then go straight up.

11. **Total Recall**  F  R 5.11d

Climb straight up above the big step. You'll climb left of a right-arching crack.

12. **Blurred Vision**  F  R 5.11b

Start 4 feet right of the big step. You'll climb right of a right-arching crack.

13. **Baghdad**  F  R 5.11b

Climb with big pockets.

14. **Nowhere to Go**  F  R 5.11c

Climb with big pockets left of a small right-leaning seam.

# American Fork, Utah

American Fork is one of the favored playgrounds of Salt Lake City and hosts some of the hardest routes in the country. The limestone might not look inviting to the visitor, but the routes are better than they look. Most of the routes here are between 5.10 and 5.13.

**How to get there:** Less than an hour south of Salt Lake City. Take the exit 287 (Alpine/Highland/Timpanogos Cave exit) of Interstate 15.

Drive east on Highway 92 which will get you straight to the climbing.

The cliffs are spread out along this road and individual directions have been given for each crag. The mileage given in the description starts at the big flag of the visitor center of Timpanogos Cave.

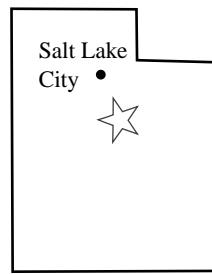
There is a fee of \$3 a day or \$10 for 14 days or \$25 a year. Golden Eagle Pass accepted.

**When:** Spring and Fall are the best but you can climb year-round. The variety of cliffs offers sun or shade.

**Eat:** Pleasant Grove and American Fork have everything you need. You'll also find drinking water in the park.

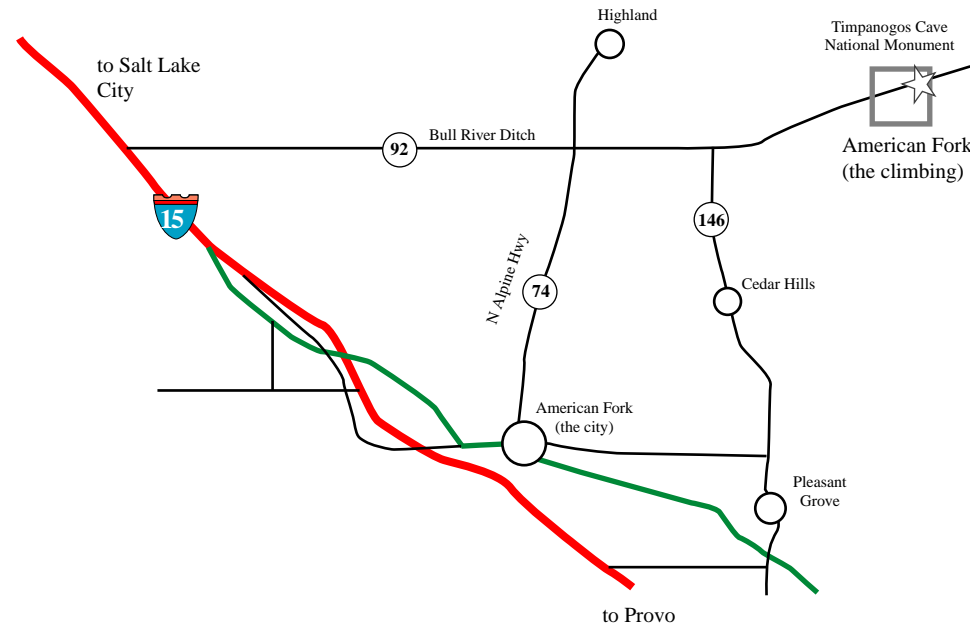
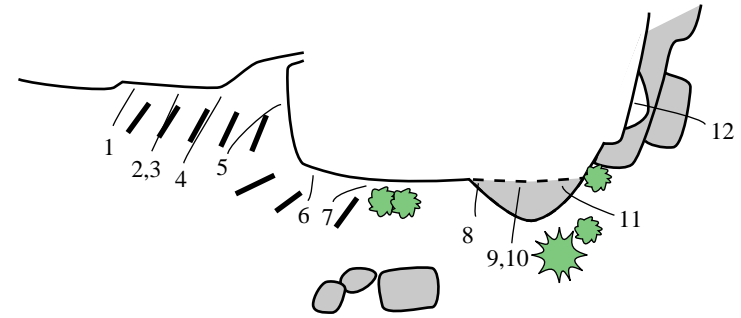
**Sleep:** Little Mill Campground is in the park. \$11 a night per campsite for up to 10 persons.

**Source:** Climber's Guide to American Fork Canyon and Rock Canyon by Stuart & Bret Ruckman (Chockstone Press).



## Little Mill Campground Division Wall (West Face)

Park on the right, just before or after the exit of Little Mill Campground, around 2.3 miles after the visitor center. Don't drive through the exit or you'll have "severe tire damage". Walk in the campground and follow the road until you get to the outhouse #6, just before campsite #64. Take the trail from the outhouse. It will get you to the crag in seconds. The West face is on your left, the North Face on your right. Do not access the crag through campsite #64.

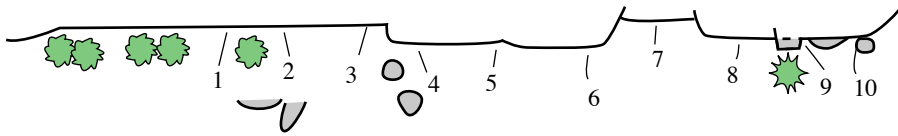


- |  |  |
|--|--|
| <p><b>1. Liquid Oxygen</b> <input type="checkbox"/> F <input type="checkbox"/> R 5.12a<br/>Start on a broken right-facing corner then climb straight up on the steep face.</p> <p><b>2. The Abyss</b> <input type="checkbox"/> F <input type="checkbox"/> R 5.12c/d<br/>Start on the middle of the face. Trend left after the second bolt.</p> <p><b>3. Shallow Beginning</b> <input type="checkbox"/> F <input type="checkbox"/> R 5.11b<br/>Start as The Abyss but fork right after the second bolt to climb on the arete as Deep End.</p> <p><b>4. Deep End</b> <input type="checkbox"/> F <input type="checkbox"/> R 5.11a<br/>Climb the arete by its right side.</p> <p><b>5. Black Hole</b> <input type="checkbox"/> F <input type="checkbox"/> R 5.10a<br/>Climb to a big ledge then climb the face 6 feet right of the offwidth.</p> <p><b>6. Physical Therapy</b> <input type="checkbox"/> F <input type="checkbox"/> R 5.9+<br/>Climb just right of the rounded arete.</p> | <p><b>7. Teenagers in Heat</b> <input type="checkbox"/> F <input type="checkbox"/> R 5.10<br/>Start just left of the double-tree and trend right on the face to climb left of the huge roof.</p> <p><b>8. Litmus Test</b> <input type="checkbox"/> F <input type="checkbox"/> R 5.11c<br/>Start right of the trees. Climb straight up on the face and go through the left of the big roof.</p> <p><b>9. Unknown</b> <input type="checkbox"/> F <input type="checkbox"/> R 5.<br/>Start as Shark Club but after the second bolt go straight on the face and through the middle of the roof.</p> <p><b>10. Shark Club</b> <input type="checkbox"/> F <input type="checkbox"/> R 5.11d<br/>Start in a short and small left-facing corner. Climb up and right on the face to the right side of the roof.</p> <p><b>11. Secret Weapon</b> <input type="checkbox"/> F <input type="checkbox"/> R 5.12b<br/>Climb up and right, right of a right-facing corner then go around the arete and finish on Isotoner Moaner anchors. 60 METER ROPE!</p> <p><b>12. Isotoner Moaner</b> <input type="checkbox"/> F <input type="checkbox"/> R 5.12a/b<br/>Scramble chossy rock for 15 feet then climb the tall face. 60 METER ROPE!</p> |
|--|--|



## Escape Buttress

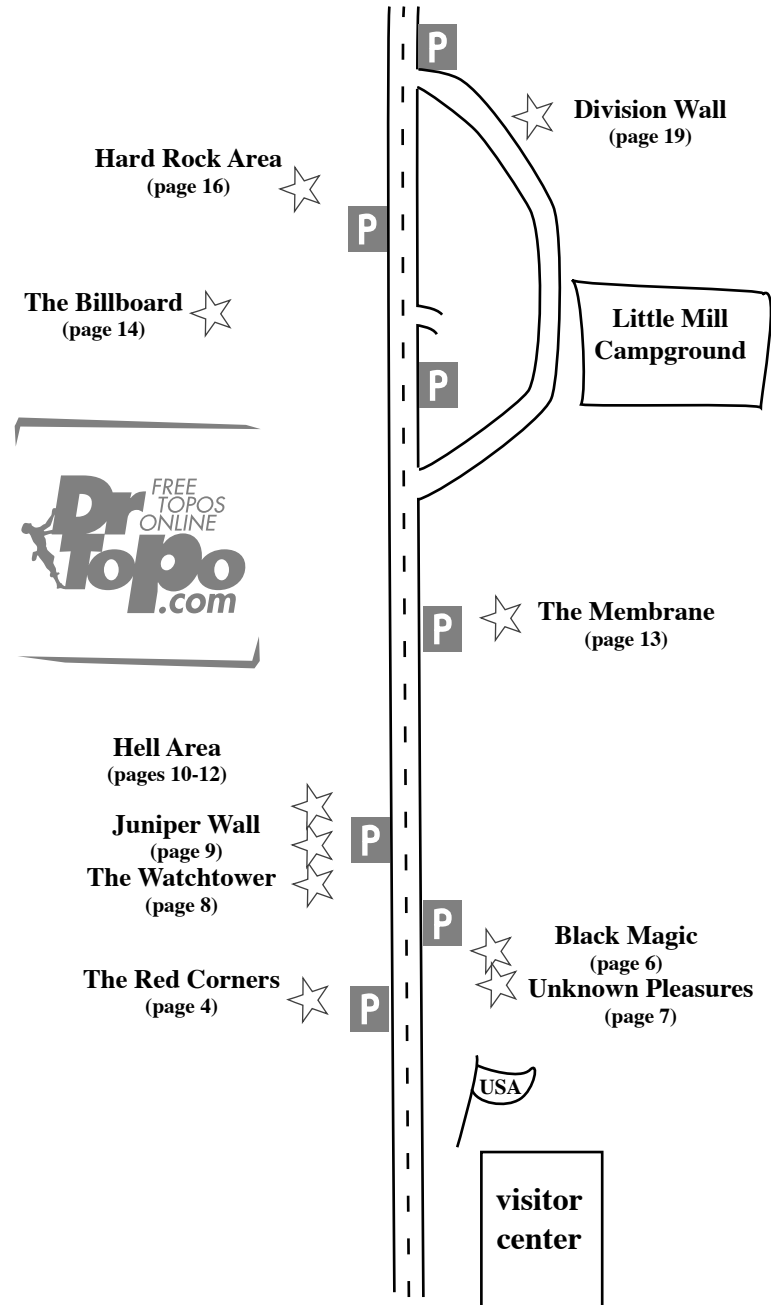
Follow the indications to Hard Rock and keep walking right, along the cliff.



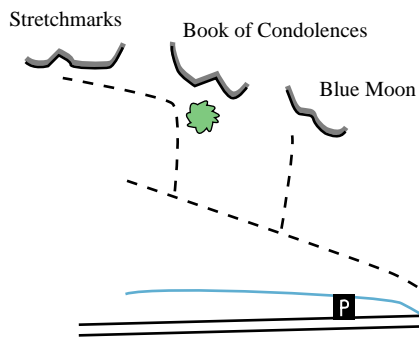
1. **Jug for Joy** F R  
□ □ 5.10b  
Start with huge holds between a small tree and a bush.
2. **Monkey Meet** F R  
□ □ 5.10d  
Start with big holds right of the bush. Climb straight up.
3. **Inside Information** F R  
□ □ 5.10d  
Start just left of a really short and small left-facing corner.
4. **Twist and Shout** F R  
□ □ 5.10a  
Climb just right of a really short and small left-facing corner.
5. **Steel Graffiti** F R  
□ □ 5.10b  
Climb straight up.

6. **Awakening** F R  
□ □ 5.10a  
Start 8 feet left of the corner and trend left on the face.
7. **Denied** F R  
□ □ 5.10c  
Start with chossy rock. Trend right for 4 bolts then go straight up left of the "gully".
8. **Motherload** F R  
□ □ 5.10  
Start left of the christmas tree.
9. **Body Bag** F R  
□ □ 5.11a  
Start with the ramp and climb the small "roof" above the christmas tree.
10. **Dead on Arrival** F R  
□ □ 5.11b  
Scramble to a small ledge and climb the rounded face. Shares anchors with Body Bag.

## American Fork overview (not to scale)

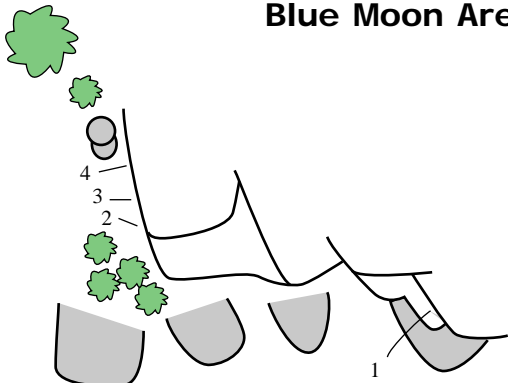


## The Red Corners



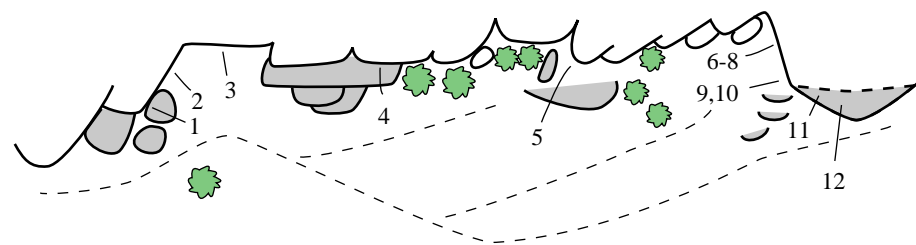
Park on your left, 0.35 mile after the visitor center. Walk up the road, then take a trail to your left, just after the river goes under the road. Follow the small powerline, walking back, down the river, and after around 500 feet, go up the rocky slope to Blue Moon. To get to the other areas, go back down to the main trail and take another slope another 200 feet further.

## Blue Moon Area



1. **No Quarters** F R  
□ □ 5.13a  
After easy scrambling to a ledge, climb the right side of the cracked face. Move up and left to the anchors, left of the crack.
2. **Weaned On a Pickle** F R  
□ □ 5.11c  
Start with a small tree at your back. Climb just left of the small seam and up to the arete.
3. **Organ Grinder** F R  
□ □ 5.12a  
Start left of the small trees and climb straight up on the short face.
4. **Blue Moon** F R  
□ □ 5.11b  
Climb the short face with a left-facing offset.

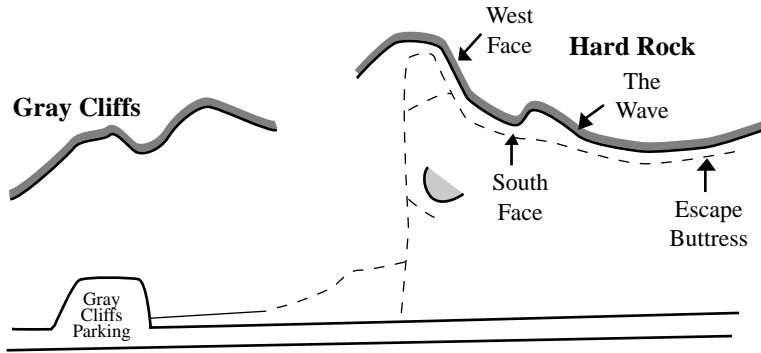
## The Hard Rock (South Face and The Wave)



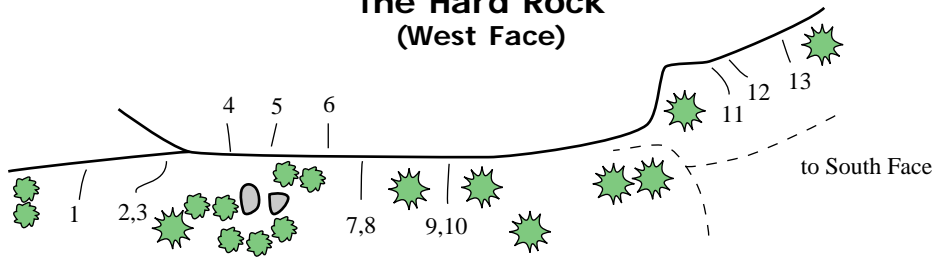
1. **Eight to Eleven** F R  
□ □ 5.11b/c  
Climb the right side of the low-angled arete (1st pitch). Then climb through 2 big roofs (2nd pitch).
2. **Stoic Calculus** F R  
□ □ 5.8  
Climb the face.
3. **Rockapella** F R  
□ □ 5.7  
Climb the slab up to a small roof.
4. **Platinum Blonde** F R  
□ □ 5.10a  
Climb the face of the big pillar. 55+ METER ROPE!
5. **Winds of Fire** F R  
□ □ 5.10  
Climb the narrow face of a big buttress.
6. **Naked Nebula** F R  
□ □ 5.12a  
Share the 2 first bolts of Knuckle Up then climb up and left to avoid all the roofs.
7. **Naked Knuckle** F R  
□ □ 5.12d  
Start as Knuckle Up but fork left at the third bolt to climb in the steep yellow corner then through the gray bulge and all the way to Naked Nebula anchors.
8. **Knuckle Up** F R  
□ □ 5.12d  
Start just right of the corner, climb straight up with bolts far apart then keep climbing straight through the base of the steep yellow corner and on the steep gray face.
9. **Unknown** F R  
□ □ 5.  
Start as The Edge of Chaos but go left after the high triangular roof.
10. **The Edge of Chaos** F R  
□ □ 5.11b/c  
Start on the right end of the west side then go up and right to climb right of the high triangular roof.
11. **Sans Nom** F R  
□ □ 5.11b/c  
Chossy climbing up to the 1st bolt then climb the left side of the roof before it gets too big then climb up and right to the Virtual Reality anchors.
12. **Virtual Reality** F R  
□ □ 5.11d  
Start 6 feet right of Sans Nom. After the 2nd bolt go right in the roof to enjoy it at its maximum then pull over on the arete.

## The Hard Rock Area (overview)

Park on the left at Gray Cliff Picnic Area, 1.7 mile from the visitor center. The parking is paved and has room for 7 cars. If the parking is full, park on pullout up the road. From the main parking, walk on a paved trail which follows the road. At the end of the paved trail is a picnic table and a dirt trail. Take this dirt trail until it ends then go left on a good trail (you can also take this good trail from the road). Keep walking uphill until it becomes obvious that you have reached the crag.



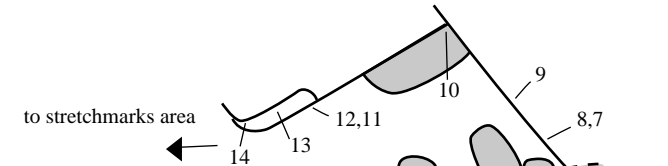
## The Hard Rock (West Face)



1. **Suicide Blonde** F R  
□□ 5.11b  
Climb 5 bolts to the ledge. Big jug above the first bolt.
2. **Dreadlocks** F R  
□□ 5.12b  
Climb the face to get on the right end of the big ledge then climb the left line which follows a crack.
3. **Beehive** F R  
□□ 5.12b  
Climb to the ledge as Dreadlocks but climb the right line on the prow.
4. **Teeanova** F R  
□□ 5.11d/12a  
Go up to a really wide pocket/jug just left of the first bolt then to another huge pocket and keep going straight up.
5. **Cyberlag** F R  
□□ 5.11d  
Start just left of the small trees, climb the face then go to anchors right of the big bulge.
6. **Primal Magic** F R  
□□ 5.11b  
Start just right of the small trees. Climb the face up to the ledge.
7. **Juggernaut** F R  
□□ 5.11b  
Small ledge under the first bolt. Trend right on the face.
8. **Juggernaut Roof** F R  
□□ 5.12b/c  
Juggernaut extension through the huge roof.
9. **Punch the Clock** F R  
□□ 5.10a  
Start between 2 pine trees. Climb straight up on the face.
10. **Punch the Clock Roof** F R  
□□ 5.12a/b  
Punch the Clock extension through the huge roof.
11. **Unknown** F R  
□□ easy  
Climb the short face just right of the corner.
12. **Unknown** F R  
□□ easy  
Start 4 feet right of the previous one. Trend right to the third bolt.
13. **Gas Boost** F R  
□□ 5.8  
Big jugs 8 feet left of the pine tree.

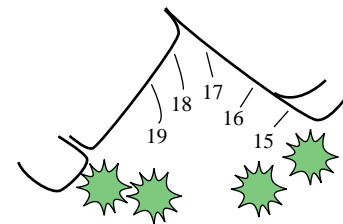
## The Red Corners

### Book of Condolences Area



5. **Choss Fire** F R  
□□ 5.11c/d  
Start in the corner, under the small roof. Move left to the face, climb up then go back right over the roof.
6. **Choss Fighter** F R  
□□ 5.11b  
Start as Choss Fire but go to the ledge then up and left to Silencer anchors. Not recommended.
7. **Silencer** F R  
□□ 5.12d  
Start 8 feet left of Choss Fire and go straight up on the face to the upper set of anchors.
8. **Unknown** F R  
□□ 5.  
Start as Silencer but at the 5th bolt, go left to a right-facing flake then up to the Silencer anchors.
9. **Unknown** F R  
□□ 5.  
Start with a high right-facing flake and climb the face with a crack that starts around the 5th bolt.
10. **Book of Condolences** F R  
□□ 5.12b  
Scramble on the huge boulder and climb this classic corner bolted on the left face.
11. **X** F R  
□□ 5.13a  
Climb the short flared crack with one bolt up to the ledge. Start on the small left-facing corner, move right to the face, climb up then traverse right to Book of Condolences anchors.
12. **Xtension** F R  
□□ 5.13a  
Start as X but keep climbing straight to finish as Xcess.
13. **Xcess** F R  
□□ 5.12b  
Start on the middle of the ledge, climb the face right of the seam then trend right on steep broken rock.
14. **Sister of Ray** F R  
□□ 5.12a  
Start on the left of the ledge. Climb the arete and at the 4th bolt, move left onto the face.

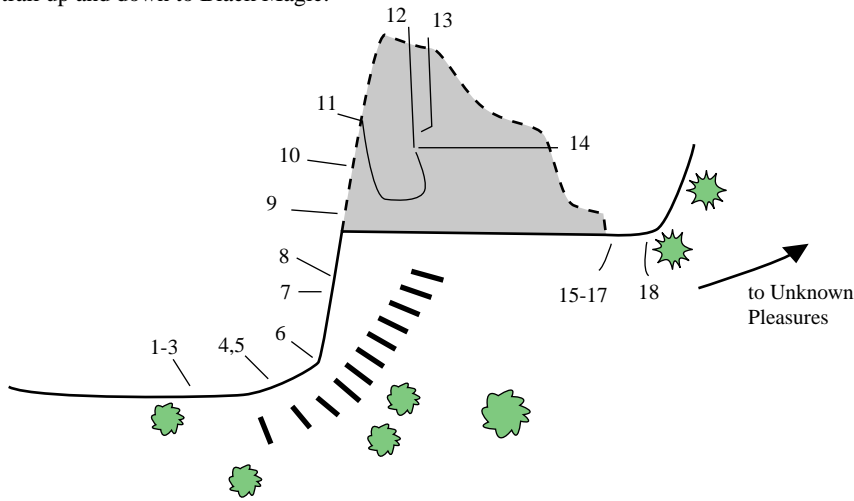
### Stretchmarks Area



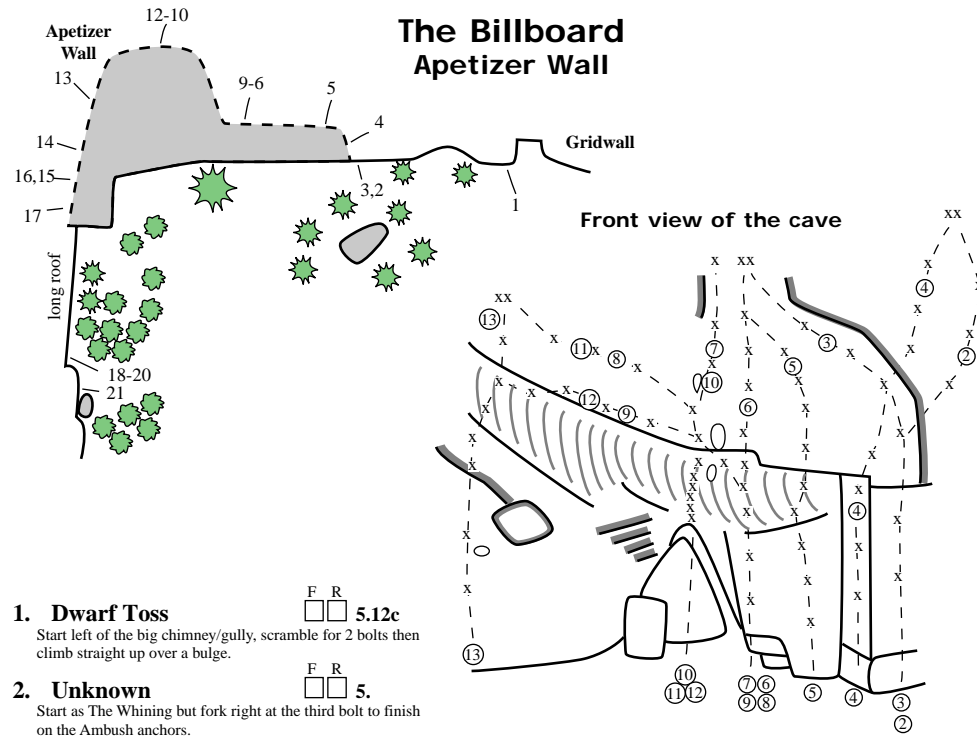
15. **Stretchmarks** F R  
□□ 5.12a  
Climb the shorter face left of the arete.
16. **Megadoso** F R  
□□ 5.12c  
Follow a bolted crack all the way to the top.
17. **Unknown** F R  
□□ 5.?  
Start with a left-facing flake/crack and climb the face just right of the corner.
18. **RDA** F R  
□□ 5.11d  
Start in the corner and trend left to the crack in the brown streak.
19. **Slip Slop'in' Away** F R  
□□ 5.12b/c  
Direct start to RDA.

# Black Magic

Park on your right, 0.5 mile after the visitor center. Walk up the road then walk on the pipe which will be to your right. Cross the river with this pipe/bridge then go right on the trail. Follow this trail up and down to Black Magic.



# The Billboard Apetizer Wall



1. **Unknown** F R  
□ □ 5.  
Climb up and left, following the diagonal crack, then up the black face.
2. **Problem Child** F R  
□ □ 5.12c  
Start as #1 but go straight up on the steep face then up in a black streak.
3. **The Price is Right** F R  
□ □ 5.11d  
Start as Problem Child but after the 4th bolt, go right to finish in Distraction.
4. **Distraction** F R  
□ □ 5.11c  
Climb to a small, chossy ledge. Climb 2 bolts then **traverse up and left 2 more bolts** and finish straight up on the face. Share Stay on the Porch anchors.
5. **Stay on the Porch** F R  
□ □ 5.11c/d  
Start as Distraction but **traverse up and left only one bolt** then go up in the dark bulge with a short yellow streak.
6. **Unknown** F R  
□ □ 5.  
Start on the rounded "arete", trend right on the face, up to a slab, then climb the upper face with the arete.
7. **Unknown** F R  
□ □ 5.  
The first bolt is in a tiny white streak. Go left to the 2nd bolt then straight up. Face, slab, bulge, face.
8. **Black Magic** F R  
□ □ 5.12b  
Start 8 feet left of the detached flakes. Climb the pocketed black face. Much harder for short people.
9. **Tulsa** F R  
□ □ 5.12b  
Start with the 2 detached flakes. Climb straight up on the face then move right to climb the left side of the big bulge.

10. **Simian** F R  
□ □ 5.13b/c  
Start with the right detached flake. Climb in the blue streak then through the big roof/bulge and up the broken arete.
11. **Helix** F R  
□ □ 5.12b  
Climb up and left on the face, then, on the roof of the cave, traverse left to a bloc then go "back in" the cave to anchors in the long hole at the apex of the cave.
12. **Unknown** F R  
□ □ 5.  
Scramble to a ledge above green spray paint. Climb straight up in the imposing roof. Share anchors with Helix and #14.
13. **True Lies** F R  
□ □ 5.12c  
Scramble as #12 but climb the left-facing "corner" with long horizontal pockets then go up to the anchors.
14. **project** F R  
□ □ 5.  
Climb straight over the blue "Lost Boys" graffiti.
15. **Unknown** F R  
□ □ 5.  
Start as Orogeny but at the 4th bolt (in the roof), go left to climb the long face above the cave.
16. **Unknown** F R  
□ □ 5.12c  
Start as Orogeny but after the 6th bolt, go left to finish in as #15.
17. **Orogeny** F R  
□ □ 5.12a  
Start in a steep crumbly left-facing corner. After a small roof, which is also the end of the cave, go straight up on the good face.
18. **Needle and Pins** F R  
□ □ 5.11a  
Climb the left side of the arete.

1. **Dwarf Toss** F R  
□ □ 5.12c  
Start left of the big chimney/gully, scramble for 2 bolts then climb straight up over a bulge.
2. **Unknown** F R  
□ □ 5.  
Start as The Whining but fork right at the third bolt to finish on the Ambush anchors.
3. **The Whining** F R  
□ □ 5.12a  
Start on the face. From the third bolt to the anchors, climb up and left following the left-arching, left-facing crack/corner.
4. **Ambush** F R  
□ □ 5.12a/b  
3 bolts on the left face of the short arete, move right to 2 bolts on the face then trend right on the bulge for 3 more bolts. This route crosses The Whining. The 5th bolt of Ambush is the 4th of The Whining.
5. **This Must Be the Pickle** F R  
□ □ 5.12d  
Start left of the left-facing corner, climb straight up through a big roof then trend left on the face to finish in The Shining.
6. **The Shining** F R  
□ □ 5.13c  
Start on the steep face, right of the cave. Climb straight up. Shares anchors with Ambush.
7. **Atmosphere** F R  
□ □ 5.13a  
See front view.
8. **Invisible Man** F R  
□ □ 5.13b/c  
See front view.
9. **Blue Mask** F R  
□ □ 5.13c  
See front view.
10. **Unknown** F R  
□ □ 5.  
Start at the back of the cave and finish in Atmosphere. See front view.
11. **Unknown** F R  
□ □ 5.  
Start at the back of the cave and finish in Invisible Man. See front view.
12. **Unknown** F R  
□ □ 5.  
Start at the back of the cave and finish in Blue Mask. See front view.

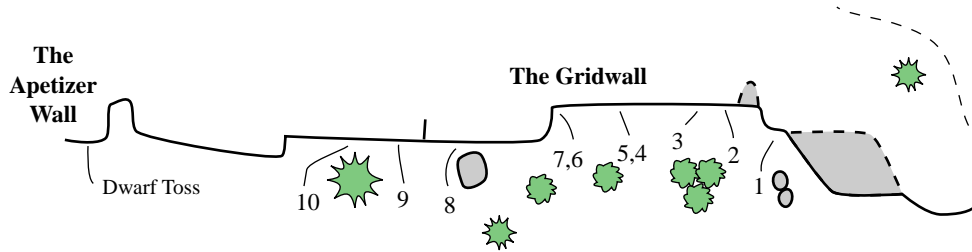
13. **Redrum** F R  
□ □ 5.13b  
Climb with pockets, left of the big block then through the huge bulge.
14. **Eating the Gun** F R  
□ □ 5.12d  
Start with jugs, climb straight on the face then trend left in the big bulge to finish in the big corner formed by the end of the cave.
15. **The One** F R  
□ □ 5.12a  
Start with big pockets, climb straight on the face then climb the roof by a small left-facing corner to anchors at the lip.
16. **The One That Got Away** F R  
□ □ 5.12b/c  
Extension of The One.
17. **Fang** F R  
□ □ 5.11c  
Start in a small right-facing corner, climb up to a ledge then climb in a big left-facing corner.
18. **Unknown** F R  
□ □ 5.  
Start as Apetizer but climb up and right along the lip of the long roof.
19. **Monkey Brains** F R  
□ □ 5.13a  
Start as Apetizer but fork right on the steep face.
20. **Apetizer** F R  
□ □ 5.12  
Start on the slab right of a small right-facing corner. Climb over the roof then go straight on the steep face.
21. **Gorillas in the Snow** F R  
□ □ 5.12b  
Start on the gray slab, right of 2 detached blocks. Trend right on the steep face to finish on Apetizer anchors.

## The Billboard

Park on the right, at a really small pullout 1.5 mile after the visitor center. This parking is halfway between the entrance of Little Mill Campground and the North Mill Group Campground. Walk up the road for about 100 feet then take a trail on your left. The trail isn't marked but is well travelled. Always walk up and right (except for a few switchbacks). You'll have to walk around two buttresses by the right. You'll also come to a slab that you'll walk up and right.

Three fixed ropes are on the trail to help you and remind you that you're on your way. Once at the cliff, go left.

## The Billboard Gridwall



- 1. The Anarchist**   5.11c/d  
Go up to a big triangular pocket under the first bolt and climb the face left of the big roof.

- 2. Beeline**   5.12b  
Climb with pockets just left of a small alcove.

You can drop 2 and a half letters of the next 3 climbs if you by-pass the 2 first bolts.

- 3. To Hell on a Rocket**   5.12c/d  
Start 8 feet left of the small alcove and trend left for the third bolt then go straight up.

- 4. American Flyers**   5.12b/c  
Start as Gridlock but fork right at the 5th bolt, climb 3 more bolts then share the last bolt and anchors of To Hell...

- 5. Gridlock**   5.12b/c  
Start with a 6 inches "roof" 6 feet high. Climb straight up then fork left at the 5th bolt. Go to Death of a Sailsman anchors if you don't have a 55 METER ROPE!

- 6. Death of a Sailsman**   5.12a  
Start in the small right-facing corner and climb straight up on the face.

- 7. Music for Chameleons**   5.11d  
Start as Death of a Sailsman but climb up and left to the ledge then climb left of Death of a Sailsman.

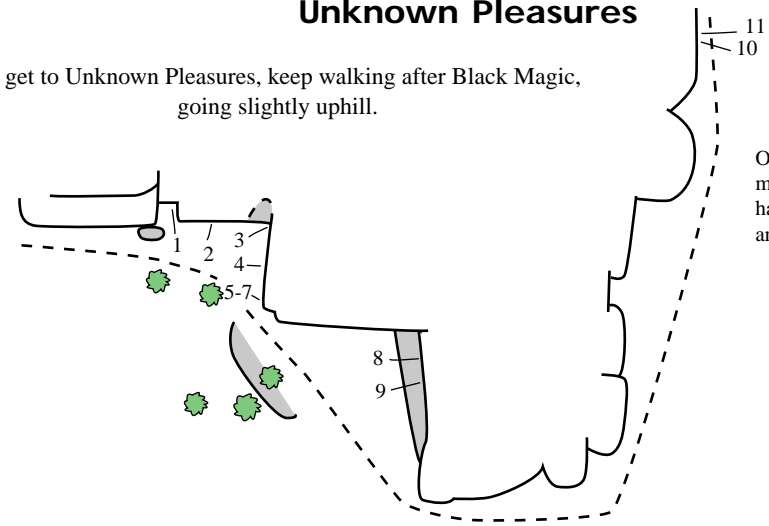
- 8. Erection or Ejection**   5.11d  
Start with a two-finger-pocket. Climb to the small ledge then up the face, right of the high left-facing corner.

- 9. Small Change**   5.11a  
Climb with big pockets halfway between the big pine tree and the small crack.

- 10. Invitation to the Blues**   5.11d  
Start just left of the big pine tree and climb straight up.

## Unknown Pleasures

To get to Unknown Pleasures, keep walking after Black Magic, going slightly uphill.



On this side many features have been omitted and it is not to scale

- 1. Leapin' Lizards**   5.10b  
Scramble up to a chossy ledge then climb the left-facing corner.

- 2. Shadowplay**   5.12d  
Start as Leapin' Lizards, traverse right over the small cave then go straight up on the face and through the right of the roof.

- 3. Persona Non Grata**   5.10c  
Climb the huge corner.

- 4. Sharkfighter**   5.12b  
Climb the short face with one bolt to the ledge, then traverse left to the second bolt and climb straight up on the face. 55 METER ROPE!

- 5. Substance**   5.12b  
Start as Unknown Pleasures but fork left at the 5th bolt. Share anchors with Sharkfighter. 55 METER ROPE!

- 6. Unknown Pleasures**   5.12a/b  
Climb the short face with one bolt to the ledge. Go right then climb steep rock to and in the brown streak.

- 7. Closer**   5.12b  
Start as Unknown Pleasures but fork right after the 6th bolt to climb the arete.

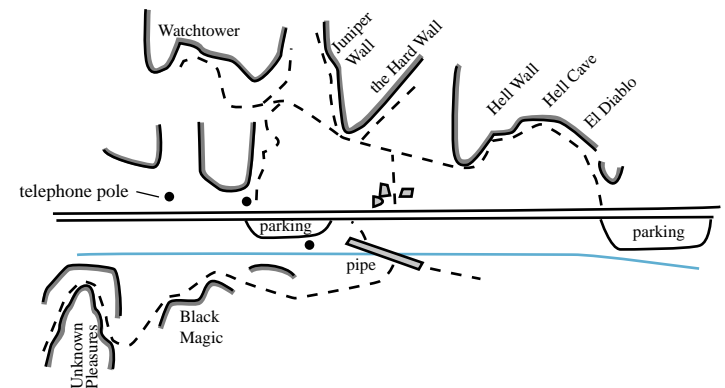
- 8. Touch of Gray**   5.12a  
Start next to a small right-facing corner then climb the tall face.

- 9. project**   5.  
Start with a left-leaning ramp. Climb up and right on the face.

Walk around the buttress, then along the cliff. After 3 minutes, you'll walk around chossy rock. The trail goes right to the base of the next climbs. You shouldn't miss them. They are short and slightly overhanging.

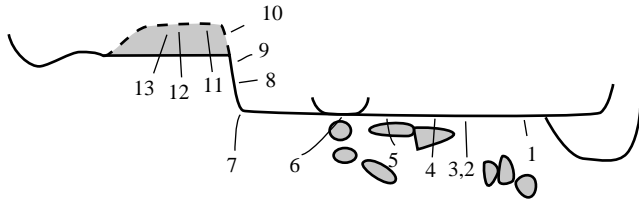
- 10. Osmosis**   5.12a  
Start with pockets and climb right of a seam. Finish on the Active Transport anchors.

- 11. Active Transport**   5.12a/b  
Just right of Osmosis. Short climb featured with many small roofs.



## Watchtower

You can access Watchtower by walking from Juniper Wall, crossing the gully, without going up. You can also take a direct trail at the start of the parking lot, just up-road from the last telephone pole on the North side. See bottom of page 7 for an overview.



### 1. Billy Goat's Gruff

F R   5.11a

Start with a left-leaning seam, over a small bush. Trend right and climb through several bulges.

### 2. Domestic Tension

F R   5.10a

Start as Sun King for the first bolt then climb diagonally up and right to finish as Billy Goat's Gruff.

### 3. Sun King

F R   5.11b

Start with good edges and a jug, just right of a flat rock. Climb straight up to the left of the roof. Shares anchors with Step Right Up.

### 4. Step Right Up

F R   5.12a

Start on the flat rock. Climb up and left. Shares anchors with Sun King and Spawning.

### 5. Spawning

F R   5.11d

Start on a pointed rock. Climb along a seam then trend right when the seam becomes a crack. Shares anchors with Step Right Up.

### 6. Firewoman

F R   5.11b

Climb the face below the obvious Watchtower.

### 7. Mathilda

F R   5.11c

Start on the short rounded arete and trend right on the face.

### 8. To Kill a Chalkingbird

F R   5.12b

Sidepull to good edge, then right of the lower roof, move left to avoid the triangular roof then up through a bulge.

### 9. Let's Pretend

F R   5.12b

Start with a left-facing jug, climb 3 bolts left of a blue streak then move right in the steep corner, finishing as Spinoza.

### 10. Spinoza

F R   5.12b

Climb up and right in the steep corner, clipping the bolts on the right face.

### 11. project

F R   5.

Climb steep rock following a right-leaning seam. Shares anchors with Spinoza.

### 12. Decades

F R   5.13b

Start left hand with a big sidepull "pocket". Climb straight up on the steep stuff and go right of the small, pointed, blue roof.

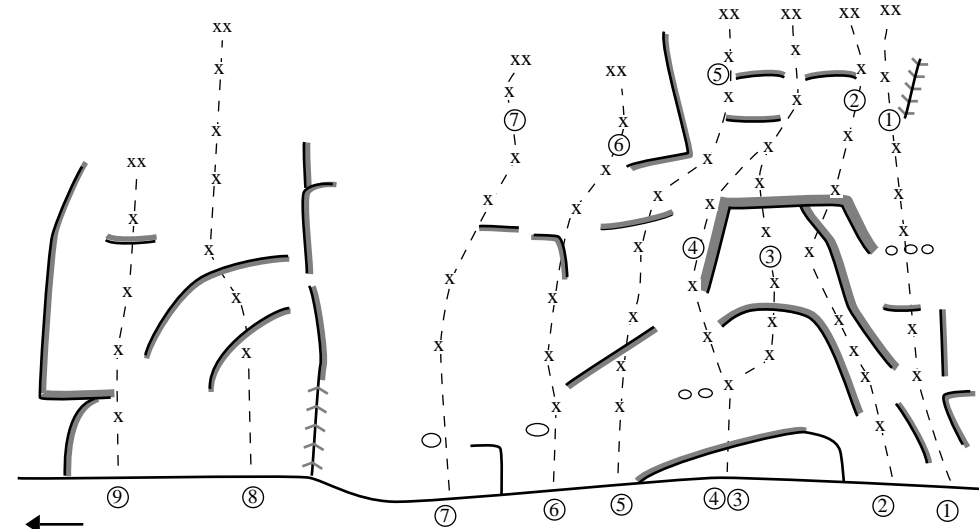
### 13. Unknown

F R   5.12d

Start just left of Decades. Climb straight up and go left of the small, pointed, blue roof.

## The Membrane

Park on the right, at a large pullout 1.0 mile after the visitor center (before the small white house and the dam). From the parking take one of the many short trails that get you to the river. Cross the river on a log with a rope to help you and you'll get straight to the Membrane. Total approach time: less than 2 minutes. Walk left along the cliff to get to Isolation Wall.



← to #10 and 11 and Isolation Wall

### 1. Riptide

5.11a

### 2. Mandela

5.12a

### 3. Flight Fright

5.12c

### 4. License to Thrill

5.11c

### 5. Route 66

5.12a

### 6. Steel Monkey

5.10d

### 7. Caress of Steel

5.10a

### 8. Bad Faith

5.9

### 9. Unknown

5.?

### 10. project

5.?

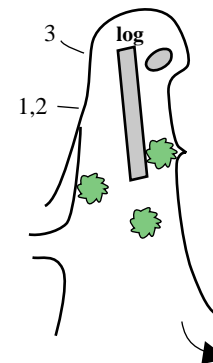
Left of a small pine tree. Face and bulge with 2 bolts and a blue sling.

### 11. Little Big Wall

5.11d

30 feet left of the project. Scramble to a ledge then climb the steep bulge left of a small high left-facing corner.

## Isolation Wall



to the Membrane

Follow the indications to the Membrane and walk left along the cliff until you get to this alcove.

### 1. Siberia

F R   5.12c/d

Start on a cheater stone to grab right-leaning oblong pockets. After the first bolt fork left. Shares anchors with Isolation.

### 2. Isolation

F R   5.12b/c

Start as Siberia but after the first bolt, fork right.

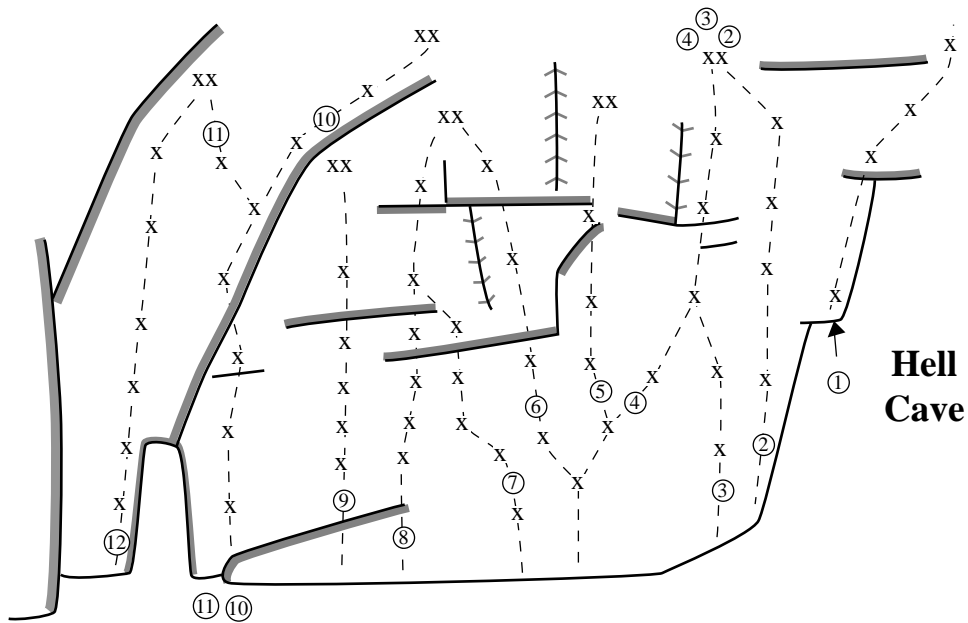
### 3. Wilderness

F R   5.12a/b

Climb the black face up to the first bolt above the small bulge then climb straight up for 2 more bolts and the anchors.

## Hell Wall

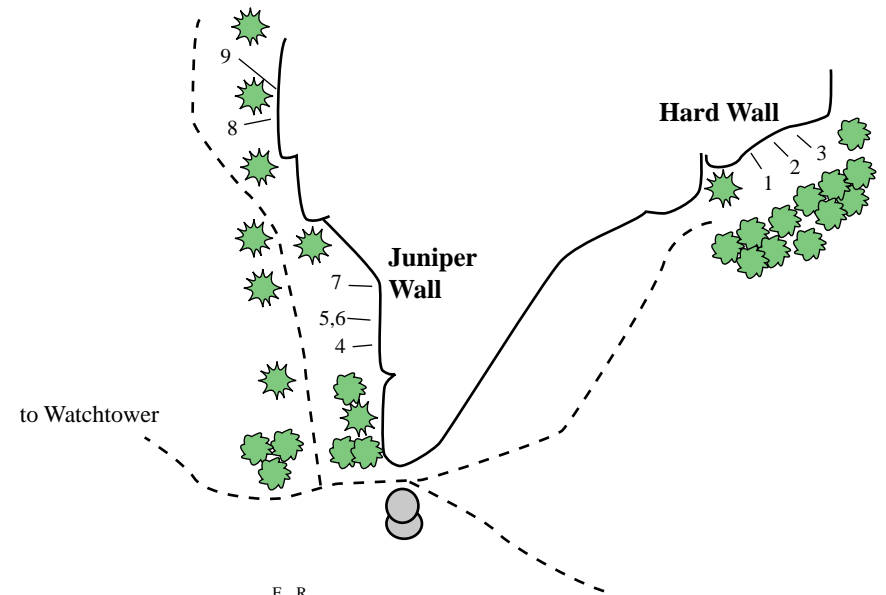
The wall just after Hell Cave. See overview at the bottom of page 7.



- |                        |                                |                      |                                |
|------------------------|--------------------------------|----------------------|--------------------------------|
| 1. Jitterbug Boy       | <input type="checkbox"/> 5.12a | 7. High Water        | <input type="checkbox"/> 5.13c |
| 2. Reaching for Razors | <input type="checkbox"/> 5.11d | 8. Hell              | <input type="checkbox"/> 5.13a |
| 3. Reanimator          | <input type="checkbox"/> 5.12d | 9. Guillotine        | <input type="checkbox"/> 5.12d |
| 4. Brimstone           | <input type="checkbox"/> 5.13d | 10. Romeo's Bleeding | <input type="checkbox"/> 5.11b |
| 5. The Blight          | <input type="checkbox"/> 5.12a | 11. Unknown          | <input type="checkbox"/> 5.    |
| 6. Unknown             | <input type="checkbox"/> 5.    | 12. Unknown          | <input type="checkbox"/> 5.    |

## Juniper Wall and Hard Wall

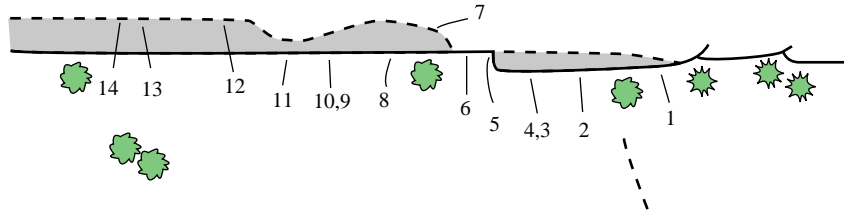
Park at a long pullout, on your right, 0.5 mile after the visitor center. Walk up the road and take a trail on your left, amongst a few big boulders. Walk uphill and you'll get to this big butters. Go right for Hard Wall, left for Juniper Wall. See overview at the bottom of page 7.



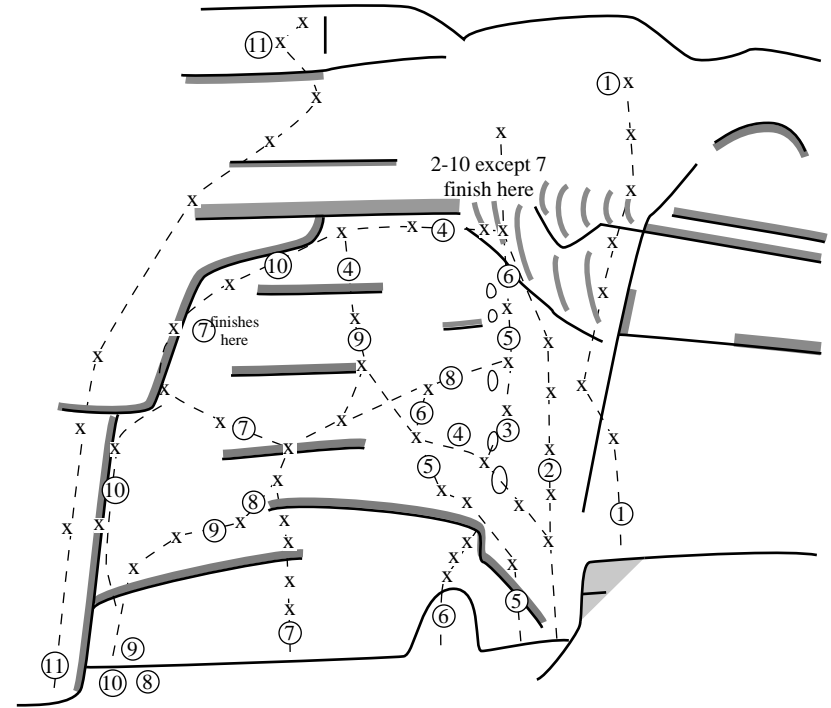
- |   |   |   |   |
|---|---|---|---|
| 1. Dogma  | <input type="checkbox"/> <input type="checkbox"/> 5.12a | 6. Cranial Impact   | <input type="checkbox"/> <input type="checkbox"/> 5.11c |
| Start 6 feet right of a tiny pine tree. Trend right on the face to anchors left of the small polished roof. Stick clip. |   | Start as Cranial Bypass but fork left after the third bolt to finish on Blood on the Rocks anchors.                 |   |
| 2. The Nihilist   | <input type="checkbox"/> <input type="checkbox"/> 5.12d | 7. Blood on the Rocks   | <input type="checkbox"/> <input type="checkbox"/> 5.10b |
| Climb straight up on the steep face to anchors right of the small pointed roof. Stick clip.                             |   | Climb the "S" shaped right-facing corner.   |   |
| 3. Empiricist   | <input type="checkbox"/> <input type="checkbox"/> 5.12a | 8. Child's Play   | <input type="checkbox"/> <input type="checkbox"/> 5.9   |
| Start on a small rock to grab 2 pockets. Climb straight up to the left of the wide roof then trend right over the roof. |   | Climb the low angled face between 2 pine trees. Shares anchors with Time Crunch. Man-made platform for the belayer. |   |
| 4. Unknown  | <input type="checkbox"/> <input type="checkbox"/> 5.    | 9. Time Crunch  | <input type="checkbox"/> <input type="checkbox"/> 5.8   |
| Start 12 feet left of the corner. Climb the face right of the small tree halfway on the cliff.                          |   | Start on a nice man-made platform and climb just left of a tall pine tree.  |   |
| 5. Cranial Bypass   | <input type="checkbox"/> <input type="checkbox"/> 5.11a |   |   |
| Start 10 feet left of the previous route. Climb straight up on the face left of the small tree halfway on the cliff.    |   |   |   |

## El Diablo Wall

Take a trail on the left at the start of the big pullout on the right, 0.65 mile after the visitor center. In a few seconds, you'll get to a buttress with a single route on it (Gateway - 5.12a). Go left and uphill, around the buttress and you'll get to El Diablo Wall. Keep walking along the wall and you'll get to Hell Cave then Hell Wall. See bottom of page 7 for an overview map.



## Hell Cave



Good luck to figure this out. You might have to ask some locals

### 1. Half Acre

Climb right of the pine tree.

F  R 5.12a

### 2. Soul Fission

The second bolt of this climb is in a small roof. Climb straight up.

F  R 5.13c

### 3. White Nose

Climb left of the small low roof, clip the 2 chain-draws then move tight to finish in Soul Fission.

F  R 5.13b

### 4. project

Start as White Nose but trend left after the third bolt then go straight up, right of the upper arete.

F  R 5.

### 6. I'll Take Black

Start with a short right-facing flake and climb straight up to anchors left of the upper left-facing corner.

F  R 5.12c

### 7. Cop Killer

The first bolt is in a brown patch, the third is a chain, then trend left to finish right of the chossy notch.

F  R 5.13d

F  R 5.13d/14a

### 8. Blow of Death (Dead Souls)

The first bolt is a glue-in. Obvious mono under the second bolt then go straight up to the bottom of the chossy notch.

F  R 5.13d/14a

### 9. El Diablo

Follow the glue-in bolts (go right for the third bolt).

F  R 5.12d

### 10. Malvado

Start as El Diablo but go up and left after the third bolt.

F  R 5.13a

### 11. Inferno

Go to a pocket right of the first bolt then climb up and left.

F  R 5.13b

### 12. Satanism and Sports

Trend left and climb through the right of the long roof.

F  R 5.13d

### 13. Power Junkie

Start left of a rock and climb straight up through the roof.

F  R 5.13d

### 14. Unknown

Many streaks of different colors next to the first bolt. Climb straight up through the roof. Small right-facing corner above the 5th bolt.

F  R 5.

### 1. Side Show Bob's

5.13b/c

### 2. I Scream From Hell

5.14c

### 3. Wizards

5.13b

### 4. Melting

5.12d

### 5. Cannibals

5.13d

### 6. Cannibals Direct

5.14a

### 7. Linus

5.13c

### 8. Frying

5.13c

### 9. Burning

5.13b

### 10. Wasatch Reality

5.12a

### 11. Jitterbug Boy

5.12a