A photograph of a climber in a white t-shirt, blue jeans, and a blue cap climbing a dark, textured rock face. The climber is positioned on the left side of the frame, with a rope visible. The background shows a blue sky with light clouds. The title text is overlaid on the upper portion of the image.

A Climber's Guide to
Prescott, AZ

Mike Smith



Adventure-Smith.com

***Keep current with new route development,
access issues, and area information***

Submit new routes and information

***Find partners, buy, sell and trade gear, and
get local beta on the Prescott Climbers'
Bulletin Board***

The Prescott Climbers' Bulletin is funded by proceeds from sales of "A Climber's Guide to Prescott, AZ". It is hoped that this guide and website will help to keep Prescott climbers current with changes in local climbing policy, access, and development. Together we stand to make a difference.

WARNING!

**CLIMBING IS A DANGEROUS SPORT.
READ THIS BEFORE YOU CLIMB.**

Rock climbing is a sport where you can be seriously injured or die. This guidebook is merely a compilation of personal knowledge and unverified information gathered from many sources. The ratings and the descriptions in this book should not be totally relied on because the author has not done all the climbs. Routes may change over time and there also may be other dangers not disclosed here. You should not depend only on information gleaned from this book for your personal safety; your safety depends on your own good judgment, based on experience and the realistic assessment of your climbing ability. If you have any doubt as to your ability to climb a route safely, do not attempt it.

There are no warranties, whether expressed or implied that this guidebook is accurate or that the information contained in it is reliable. There are no warranties of fitness for a particular purpose or that this guide is merchantable. Your use of this book indicates your assumption of the risk that it may contain errors and is acknowledgement of your own sole responsibility for your climbing safety.

A Climber's Guide to

Prescott, AZ

Over 300 climbs from Thumb Butte, Upper and Lower Sullivan Canyon, Granite Basin, and Skull Valley

Mike Smith

A Climber's Guide to Prescott, AZ
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First Edition

Cover Photo: The author on *Disco Inferno (10b)*, Lower Sullivan Canyon, by Peter Nelson

References:

Thumb Butte: A Climbing Guide by Rusty Baillie, 1991

The Promised Land and Lower Sullies by Nade Murray and Rusty Baillie, 1995

Verde Basalt: A Climbing Guide by Josh Gross, 1997

Prescott Bouldering Guide by Bill Cramer, 1998

Rock and Ice #57—Mini Guides by Rusty Baillie and Steve McGee

Rock and Ice #57—Lizard Head and Larger Granite Mountain Wilderness Areas

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Acknowledgements

First and foremost, I must thank Rusty Baillie, whose knowledge and experience inspired me to climb and explore Prescott. The time and effort he has invested in developing Prescott into a climber-friendly area—maintaining trails and access, establishing bold new lines, creating safe areas for climbers of all levels to learn, and providing high quality guides—is unparalleled. His guides for Thumb Butte, Sullivan Canyon, and Skull Valley, as well as his personal research and exploration are the foundation of this guide.

A special thanks to Josh Gross whose dedication to the sound development of the Verde Gorge (a.k.a. Lower Sullivan Canyon) has provided climbers with spectacular new lines and safe descents. The cost of placing lower-off anchors in the Suntrap area, maintaining trails, and writing his guide, *Verde Basalt*, should not go unnoticed. His knowledge and assistance were invaluable.

I would also like to thank the other people who played a crucial part in the development of this guide: My family for their support and encouragement; Austin Carraciolo for his camera and photographic expertise; Eric Timoner for his support, his computer, and a floor to sleep on; Titiana for letting me take her photo while on lead; Brent Edens for route information; Karen Jacobs and Dana Carraciolo for making me take nights off, and all of the other local climbers who have made Prescott an exciting place to climb. Much appreciation goes to everyone in Michigan who helped motivate me once I returned from Prescott and was forced to work without the inspiration of the rocks before me. To David, Sari, and Rhonda for their patience and support; to Andrew and Greg for their technical assistance and numerous consultations that saved my laptop from computer genocide.

Foreword

By Rusty Baillie

Time was, rock climbing was just that—climbing. Mike’s guide is rooted in those wild, euphoric and anarchistic days of spontaneous adventuring. But—in this new millennium such an uninhibited approach will simply ensure that our beloved sport dies a rapid and ignominious death. What is needed nowadays is a highly savvy environmental / political / managerial infrastructure; a massive support system that can protect climbing from it’s enemies—and from it’s friends!

A major bulwark of this support system is the dedicated aficionado who loves climbing but is also a responsible citizen—who can see the “big picture,” who is prepared to sacrifice valuable rock time for service projects and community development—and who can suffer the slings and arrows of climbing and managerial politics. To finance their altruistic efforts they need to be competent and creative and, in order not to be corrupted by rewards and setbacks, they need to have angelic propensities. This side of the Elysian Fields such folk are quite rare and Prescott seemed doomed to slip away into bureaucratic oblivion. The miracle is that Mike “came back” to take up the literary and moral challenge and to keep the torch alight.

Route information, either in cyberspace or in guidebooks, is still the best way to grab climbers’ attention. New Guides can no longer afford to be a place for easy convenience and ego-stroking. They have to be the primo spot to set the tone for responsible use of the crag, for special environmental safeguards and for ways to mix and match our styles. Stern guidelines can help to make sure there will always be *some* ultra trad testpieces to relieve the pleasant monotony of clip-ups. There is something real sad about a climbing area that has degenerated into a gray, amorphous mass of semi-sport or wrecked trad routes. There is a more real tragedy where careless and uneducated environmental practices have trashed the trails and belay stations. Mike’s enlightened guidebook will show the climbing world that climbers can treasure their home planet and contribute to a better society on earth, while pulling down in a mighty and exuberant fashion.

Some years ago I watched Mike’s bare arse rotating gently in space: it had come flying off the first crux of *Paydirt* and sort of kissed a gnarly hackberry bush. He could have been excused for wanting to go down and get some stitches in his climbing pants and backside, but instead he was growling for another try. Now he has sent it—and the guide. Way to go, Mike.

Introduction

Although rarely thought of as a destination climbing area, Prescott boasts plentiful rock and overwhelming diversity. With hundreds of routes already established and plenty more tucked away, Prescott is a playground for the all-around climber seeking adventure and good times.

With the proliferation of gym climbers and clip-and-go areas throughout Arizona, many of the classic areas that fostered the growth of climbing have been forgotten. Southwest climbers may be aware of Granite Mountain—Arizona’s “Little Big Wall”, or the fine basalt cracks of Paradise Forks, but few know of the excellent climbing potential scattered throughout the buttes and canyons of Central Arizona. Overwhelming in quantity, it would be a near impossible undertaking to address all of these areas. So rather than present a scattered overview of all climbing in the Prescott area, this guide aims to present good, worthwhile routes at Thumb Butte, Sullivan’s Canyon, Granite Basin, and Skull Valley. Chosen for their uniqueness and diversity, these areas all possess quality routes, rich in the traditional spirit of climbing, high adventure and exploration.

Areas such as Thumb Butte and Sullivan Canyon have seen their Golden Age come and go, but are now seeing a resurgence of activity with bold new lines protected by traditional trickery and new-age gear. Combining the sweat and blood of old-style boldness with tendon popping pockets and thin seams, these routes require technical competence and gymnastic prowess. This resurgence is mixed with a return to the classics and new exploration.

A further draw to these areas is the mixture of moderate and hard routes. There are 5.6 bolt-protected lines and easy cracks that eat protection. There are hard routes with punch-in protection and others that require experienced nut-crafting. There are well-established classics and untouched lines waiting to be ticked. I have made an effort to include a variety of routes from the Golden Ages to the Modern in hopes of pleasing the sense of adventure in all of us. So whether you’re learning to climb, working on upping your grade, or looking for a day of serenity and rock in a remote destination, there should be something to suit you. Happy climbing!

PRESCOTT

The City of Prescott is a sleepy southwestern town on the verge of booming development. Originally the first territorial capital of Arizona, Prescott has a rich history laden with stories of gold and prospectors. Much of the New England and Midwestern influences that founded this community can still be seen on the downtown streets and older residential areas.

Today, Prescott is rapidly expanding. A well-known retirement community and summer vacation spot for Los Angeles and Phoenix residents, Prescott sees an influx of tourism and population throughout the year. During the cooler months, three colleges call Prescott home—Prescott College, Yavapai Community College, and Embry Riddle. The mix of local residents, college students, retirees, and tourists create an interesting assortment of people and lend character to this small, Arizona community.

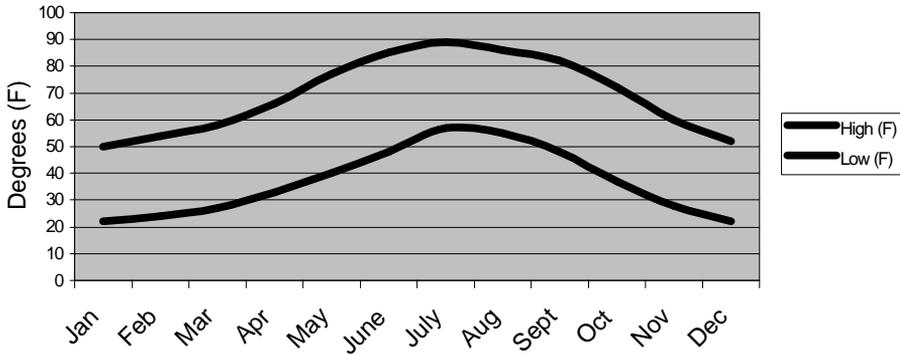
CLIMATE

At 5,300 feet, Prescott is Arizona’s mile high city. Its elevation and cool mountain breezes keep temperatures moderate year round. The south-facing, dark rock walls at most of the areas dry quickly and absorb the sun, creating pleasant climbing throughout the cooler months. The hidden north-facing walls, in turn, provide cool shady areas to escape the sun in the hot summer months. If you plan to climb from the middle of July through the end of September, be prepared for early afternoon showers and severe electrical storms—this is monsoon season!

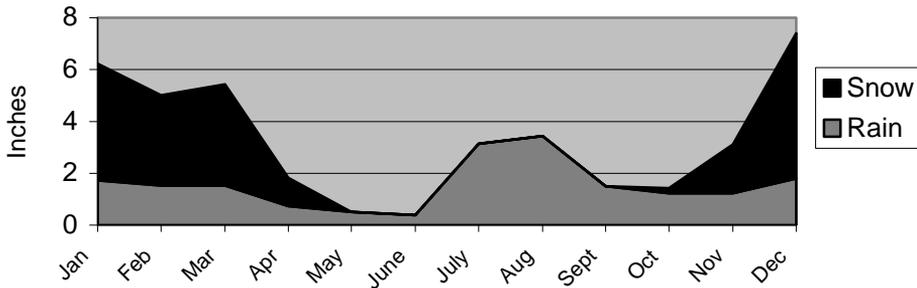
Skull Valley and Chino Valley are both lower in elevation and experience slightly warmer temperatures throughout the year. Well suited for climbing fall through spring, these areas will have you seeking shade in the summer months.

The following charts provide current data for the Prescott area.

Average Temperature



Precipitation



CLIMBING ACCESS

The abundance of rock in the area has led to an equal abundance of access issues. Attempts to define and clarify access have been made by several dedicated members of the community; however, concerns abound. Please make yourself aware of any changes in access. Information can be obtained at the local outdoor retailers in town and on the Prescott Climbers' Bulletin Board at www.adventure-smith.com. Please be aware that climbers are the minority in the Prescott area and a conscious effort needs to be made to keep areas clean, limit impact, and abide by requests of landowners and the land management agencies. Specific access issues are addressed for each area within their section of the guide.

CAMPING

Prescott is surrounded by one-and-a-half million acres of National Forest Service Land—camping possibilities are endless. Just south of town, on White Spar Road, there are several limited-service, low fee sites that operate on a first come first serve basis. Other favorite camping spots include Granite Basin Campground, open year round. Free dispersed camping is allowed on much of the nearby National Forest Service Land for up to 14 days in the same spot. Great spots can be found on Indian Creek Road, south of town off of White Spar Road past the campgrounds, and off of Thumb Butte Road several miles past Thumb Butte Park. For more information about camping in the Prescott National Forest and other nearby areas, contact one of the local ranger stations.

Prescott National Forest Service
344 South Cortez, Prescott
(520) 771-4700

Chino Valley District
735 North Hwy. 89, Chino Valley
(520) 636-2302

Bradshaw Ranger District
2230 East Highway. 69, Prescott
(520) 445-7253

Watson Lake Park
Prescott Parks and Recreation
(520) 445-5291

CLIMBING GYMS, SCHOOLS, AND GUIDE SERVICES

Arizona Mountaineering Club
P.O. Box 1695
Phoenix, AZ
(602) 817-0271
azmountaineeringclub.org
Phoenix Rock Gym
2810 S. Roosevelt #101
Tempe, AZ 85285
(480) 921-8322
www.phoenixrockgym.com

Vertical Relief
205 South San Francisco Street
Flagstaff, AZ 86001
(520) 556-9909
www.verticalrelief.com
Arizona Climbing Center
1911 W. Cheryl Drive
Phoenix, AZ 85021
(602) 997-4171
www.azwx.com

CLIMBING STORES

Adventure Concepts Gear
223b Grove Ave, Prescott, AZ
(520) 717-2777

Granite Mountain Outfitters
320 W. Gurley, Prescott, AZ
(520) 776-4949

Mountain Sports
142 N. Cortez, Prescott, AZ
(520) 445-8310

Popular
1841 E. Hwy. 60, Prescott, AZ
(520) 445-2430

Offer a variety of hardware including Aliens and Friends.

Selection of climbing hardware and apparel. Area knowledge. Add your new routes into the new route log.

Carry all the name brands with good stock. Area knowledge.

General camping supplies.

EMERGENCY INFORMATION

Emergency Response and Rescue: In Arizona, each county Sheriff is responsible for Search and Rescue operations. The climbing areas in this guide all fall under the jurisdiction of Yavapai County. The County Sheriff's Office depends on the volunteer's of Yavapai County Sheriff's Response Team, Inc. Backcountry Unit to assist them. These individuals are trained to handle every rescue situation including those of climbers who are involved in life threatening situations.

In the event of an emergency, you can assist the Yavapai County Sheriff's Office by following these procedures:

- In the Prescott area, call 771-3260. For calls placed outside the Prescott area dial (800) 352-0960. If you dial **911**, be sure to ask for the **Yavapai County Sheriff's Office and request that the information be given to a Forest Patrol Deputy.**
- Have the following information ready:
 1. Location of the incident (name of the climbing area).
 2. Problem.
 3. Number of victims and type of injuries.

It is important to remember that names climbers give to areas are not always the official names. Know where you are climbing and be prepared to give cross-roads and directions to the incident site. It may be efficient to send someone to wait and lead deputies or volunteers to the area.

The cellular network in the Prescott area is rapidly expanding. At this time, there are holes and pockets where no service is available. Before giving up on the call, move to an open area (the higher the better) and try again.

Hospitals: The nearest hospital is the Yavapai Regional Medical Center on Willow Creek in Prescott (520) 445-2700. They have an emergency room doctor on staff 24 hours a day.

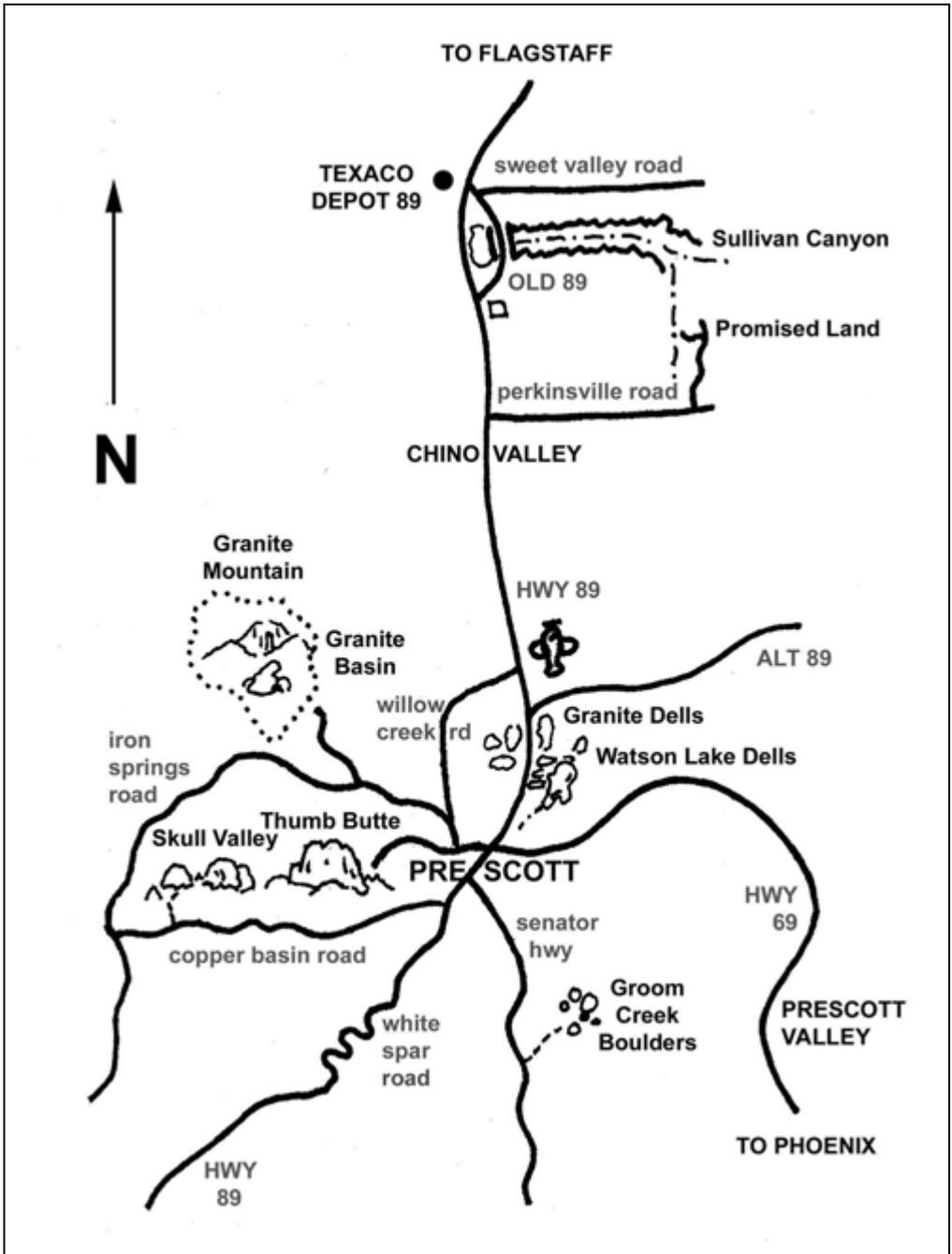
OTHER AREAS OF INTEREST

Granite Mountain: Arizona's "Little Big Wall" offers world-class granite routes up to 400 feet in length. Located in the Granite Mountain Wilderness area just north of Prescott, the main cliffs see sun all day and climbing is possible year-round, although the rock is often too hot during the summer. Be aware, the main cliff is currently closed February 1 to July 15 for the Peregrine Falcons to nest. Please respect the closure. No guide is currently in print for this area. Copies of Jim Waugh's and David Lovejoy's guides (both out-of-print) can be found at the Prescott College Library on Grove Ave. between the Circle K and Discount Tire. Information can also be found in *Rock and Ice* #24. Currently, Rick Donnelly is in the process of writing a new guide and Bill Cramer is in the process of creating a large, fold-out topo of the mountain.

Granite Dells and Watson Lake: Located just northeast of Prescott, the area is a series of splendid domes and shallow canyons. The rock is a red-brown, decomposing granite, similar in texture to that of Joshua Tree. There is a good mixture of sport and trad, from moderate to high-end. Further information can be found in Bill Cramer's, *Prescott Bouldering Guide*, or *Rock and Ice*: Issue 87 (September/October '97).

The Promised Land: An excellent sport climbing area with over 50 bolted routes on horizontally banded quartzite. Most of the routes are on north-facing walls offering reprieve from the intense sun during the summer months. The area lies northeast of Chino Valley along Granite Creek. There is no current guide to the area, but Rusty Baillie's fold-out topo (available at local stores) will get you started. The area is remote and hard to find, but well worth the effort.

Bouldering: Prescott is a giant boulder field with many excellent problems located in the neighbor's backyard. Groom Creek, just south of town, offers excellent problems up to V10 on quality rock. Bill Cramer's *Prescott Bouldering Guide* provides easy-to-use topos and maps to the hidden gems of the area.





YMCA climber Scott Allen learns to jam on *Mrs. Whitakker (9)*, Lower Sullivan Canyon.

How to Use this Book

DIFFICULTY RATINGS

This guide uses the well-known Tacquitz/Yosemite Decimal system with routes 5.10 or greater being subdivided into a,b,c,and d. Some ratings are split c/d to signify a lack of consensus. For climbs rated below 5.9, pluses and minuses have sometimes been used to suggest a slight variation.

The difficulty of a route may vary from person to person. A climber with sausage fingers may flail on a small finger crack while a climber with thin fingers may find bomber lock-offs, tall climbers may reach through a crux that shorter climbers find reachy, and vice versa. Ratings are subjective and each area carries its own standard. It is wise to start below your level and work up at each new area.

Ratings listed in this guide indicate the difficulty linking the pitch on a redpoint attempt; rarely do they reveal the hardest move on the climb. A route that employs continuous 5.9 moves throughout the climb may be rated 5.10, while a moderate climb with one 5.10 move is likely to remain 5.10.

In this guide, the “5”, signifying 5th class or the need for intermediate protection to prevent a life-altering fall, has been dropped and it is assumed it is understood. 3rd and 4th class approaches and descents will be labeled as such.

Routes with an “A” indicate aid climbing. Those with a “C” before them indicate clean aid climbing. All aid ratings are new age aid ratings.

PROTECTION QUALITY RATINGS

Protection Quality Ratings are used in several areas of this guide to forewarn climbers about routes that may be either challenging or impossible to protect. In areas such as Thumb Butte where such routes are commonplace, PQR’s have been added to nearly all climbs. In other areas where protection is often frequent and reliable, PQR’s have been added to only those routes that stand out. Be aware that the omission of such a rating does not necessarily mean the route has favorable protection or any at all.

Users of this guide should be aware that such ratings can be suspect and misleading—each climber protects a route differently and in his or her own way. These ratings are included as a guide to increase awareness; they are not a substitute for personal judgment.

GP	Good Pro	Easy to place and reasonably reliable, usually sufficient to avoid long falls.
TP	Technical Pro	Tricky and obscure placements, often needing special gadgets. If you can get it in, the pro is usually adequate. If not, rating may change to RO.
RO	Runout	At least some sections have no reliable pro. A leader fall would result in serious injury or death, similar to the S or X ratings commonly used.
TR	Top Rope	Adequate protection is not available, or bolt protection would be required to protect the line. A yo-yo or top belay is necessary. Usually means “Top Rope Only.” This means that a consensus of opinion indicates the route should not be bolted.

STAR RATINGS

It is my personal belief that all routes are worth climbing. Routes possessing a higher quality of rock and exhibiting exceptional moves, however, deserve certain distinction. To help identify these climbs a three star rating has been used.

★	Good rock and fine situations. Well worth repeating.
★★	Ditto, plus, it takes an exceptional line.
★★★	All of the above, plus, long and sustained in its grade.

PROTECTION

Protection indicators offer a suggestion of what size protection is useful and in some cases, highly recommended on a climb. Sizes range from Micro to OW (off-width). The following chart approximates what gear falls into each category.

MICRO (seams)	Stones, RP's, Stoppers 1-3
SMALL (tips and below)	Rocks 1-5, Stoppers 4-8, Lowe Balls, TCU's, Small Aliens
MEDIUM (small to large fingers)	Rocks 6-10, Stoppers 9-13, Friends 00-1, Hexcentrics 1-5, Camalots .1-.75
LARGE (hands to fists)	Hexcentrics 6-10, Camalots 1-3, Friends 1.5-4
OW (wider than fists)	Camalots 4-5, Dudes, Cut 2x4, Steel Pipe, etc.

FIRST ASCENTS

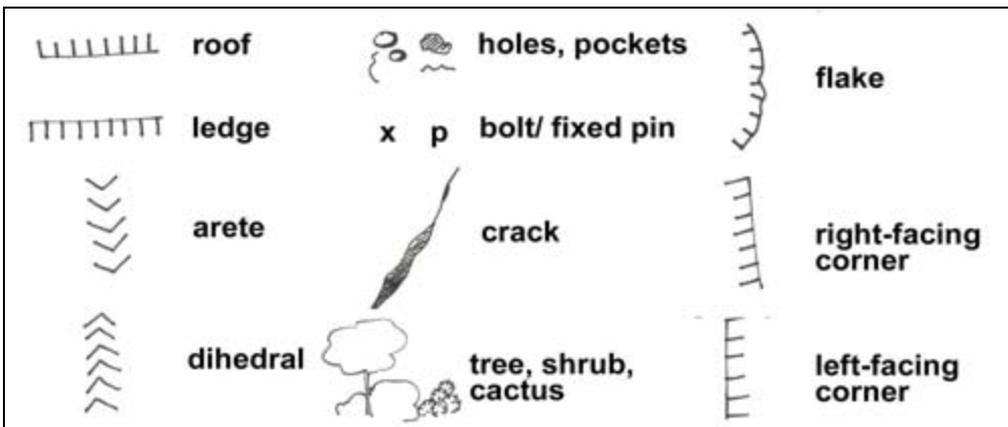
First ascent information has been included in this guide for historical purposes. It should be understood that individuals and parties listed are credited with the first *recorded* ascent or route prep. In some cases, lines may have seen several unrecorded ascents prior to the named party. In areas such as Sullivan Canyon where vast exploration took place but was unrecorded, many first ascents have been credited to the individual or party who cleaned and prepared the route for future ascents.

TR	Established top rope route: not for general rigging. Not just a status but a serious decision not to bolt—very important to maintain peace and access.
OS	Bottom-up. No top rope or rappel inspection. On-sight.
Rig	Inspection and/or prep on TR or rappel.
RP	Redpoint. First known, no-falls lead.

TOPOS

I have experimented with two types of topos in this guide: hand drawn and photo. Hand drawn topos are used in instances where a quality photo showing the route could not be taken or more information was required than a photo could illustrate.

Great effort has been taken to ensure that route lines have been drawn clearly and accurately and that the information provided on the topos is correct. Despite good intentions, I've inevitably made errors. The lines are an attempt to guide users in the proper direction but are not a substitute for good judgment or experienced route finding.



FINAL THOUGHTS

The areas contained in this guide were selected for their adventure climbing qualities. The need for good route finding, personal experience, and solid judgment are paramount. Although attempts have been made to provide accurate information as to the quality of routes, degree of difficulty, type of protection necessary, and to mark routes clearly, it should be understood that this guide is a supplement to personal experience and judgment, not a replacement. Do not depend on it to get you safely up a route and back down again.

It is the intent of this guidebook to accurately describe popular adventure routes in the Prescott Area, to assist climbers in safe, fun, and adventurous outings. I have tried to be as accurate as possible. If I have left out your new route, forgotten a classic line, or if you believe that any of the information in this guide is inaccurate or wrong, please let me know. Any new route information, corrections, or additions are welcome. Guidebook updates and more complete information will be made available at the website listed below.

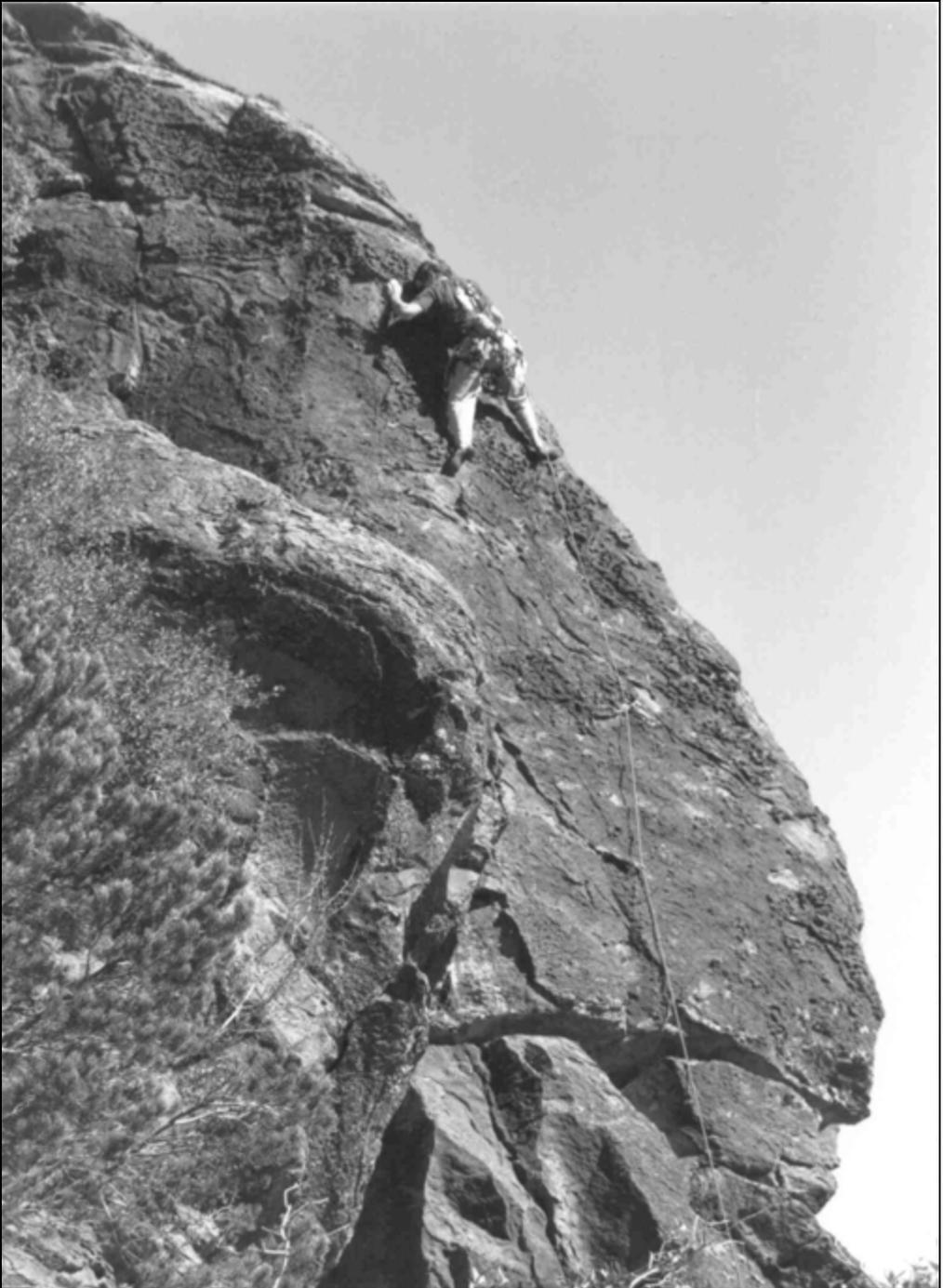
Send to: Michael R. Smith
235 S. Josephine Ave., Pontiac, MI 48341

E-mail: msmith@adventuresmithinc.com
Web: www.adventuresmithinc.com



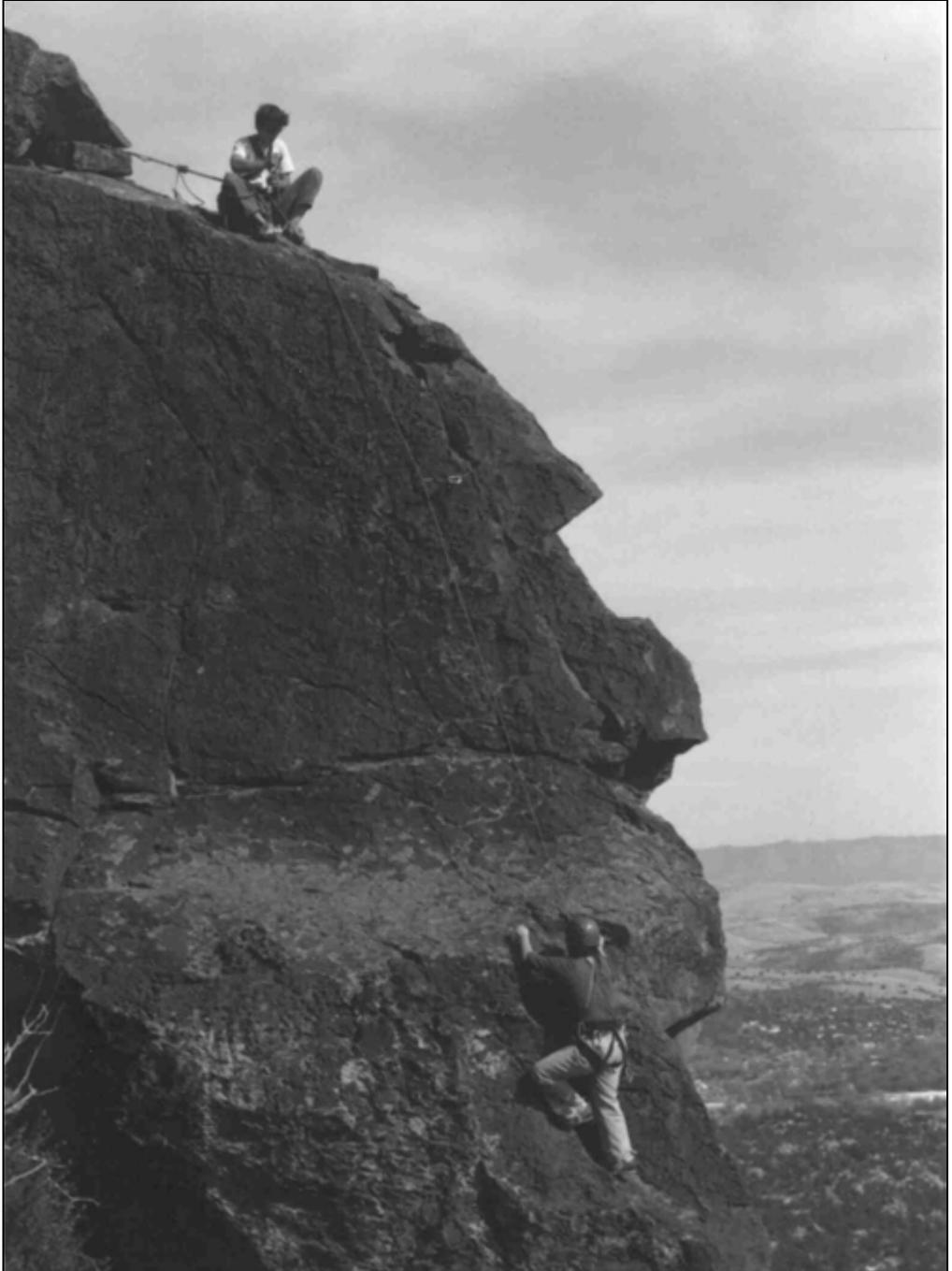
Photo: Greg Bernstein

Rusty Baillie on *Finesse (10b)*, Lower Sullivan Canyon



Local Climber on *Monday Morning Climb (5.8)*, Thumb Butte

Thumb Butte



Jake and Abby on *Shark's Fin* (7).

Thumb Butte is more than just an icon of a sleepy, southwestern town and a beautiful backdrop for sunsets. The Butte is an intriguing place to climb with an unique ambience and character all its own. More than an ordinary crag... it is like a mini mountain. To truly appreciate this, one must only climb *Sunshine Slab* on the eve of a full moon or traverse the East Ridge after a snowstorm. Simply approached as an ordinary crag, climbers are sure to find modest climbing. But for those who choose to search the hidden nooks and crannies, to brave the prickly pear and thorns there are fine pockets, subtle, inset edges, curious cracks and extraordinary climbing to discover.

Contrary to popular belief, the Butte is not a volcanic plug. The rock is volcanic, but more closely resembles the capstone of the surrounding mesas. As the rock eroded, it weathered into useful jug holds and incuts with sparse pockets appearing here and there. Around the Butte, the texture of the rocks and features are well varied. Some areas are extremely solid, strengthened by a sort of desert varnish, while others areas have large plates that project horrid hollow sounds when you pound on them. Others areas are simply best left untouched.

In general, however, the Butte is climbable all over. This guidebook is an attempt to aim guidance to the chaos that is the pillars, gullies and blocks that compose the Butte. Much of this guide is simply an update to Rusty Baillie's now out-of-print *Thumb Butte* that confidently allowed me to explore the Butte for years. As a response to the requests of local climbers, I have replaced the hand-drawn topos of the former guide with photo-topos to hopefully help better direct newcomers. It is my belief that although these photos are helpful in locating routes, the nature of the Butte is challenging to describe and illustrate accurately. Please, take care and use good judgment.

HISTORY

Early settlers to Prescott likely took time to climb the broken southern slabs and gullies to explore the Butte. Inscriptions from the Sine brothers, marking the start of *SINE* and *COSINE* and the GHS Wall date back to the end of the 19th century. Technical climbing on the Butte, however, really begins in 1967 with the founders of the *Syndicato Granitica*, Karl Karlstrom and Scott Baxter, ascending *Dogleg* and *Cherry Ball*.

In 1969, Prescott College students, Bob Miller and Chuck Carpenter, introduced modern misadventure to the Butte. While belaying from the large block to the top and right of *Mecca*, the block moved and pinned Chuck on the down slope. Bob was able to lash everything in place and go for help. The local fire brigade arrived and was eventually able to lift the boulder with a hydraulic jack. The wooden wedges are still there to see and wonder about.

In 1971, Royal Robbins visited Prescott and teamed with Rusty Baillie to attempt the obvious hand crack on the east face, visible from Whiskey Row. Hours of crafting then-state-of-the-art Peck Nuts eventually led to the first ascent of *Mecca* and ushered in the Butte's Golden Age of climbing. The era would last throughout the seventies and into the eighties. Dominated by locals Mike Goff, David Lovejoy, and Chas Rugeley, it was at this time that many of the classics like *Hotdog*, *Sickle*, *Pickle Relish*, *David's Climb*, *Gully Wall*, and *Sunshine Slab* were established. Bold, hard leads for the time, these routes remain seldom-visited test pieces today.

As the popularity of the Butte increased, the stage was set for the introduction of the bolt. Already established as a traditional area, some climbers contested that fixed protection and bolts were necessary to take the death fall out of the blank faces of the Butte. Different styles collided here, but cooperative solutions were met. The Madeline Headwall was a good example of this. In the late eighties, Rick Dennison responded to invitations to leave his beloved Dells and explore the Butte. Soon after, he bolted *Bambi does Dallas* on the Madeline Headwall. Although the route became an immediate favorite, the headwall had already gone clean. Rick Dennison supported the cleanup and the hangers were bequeathed to the rigging of the magnificent right arête. Before the project could be completed, however, Steve Dieckhoff visited town and soloed the route. He later retro-bolted the top moves to allow lesser humans the opportunity to climb the route and then clean-led *Bambi* to close the saga.

The Madeline story made two things clear. One, it was possible for climbers of different styles to get along and, two, better communication was necessary between climbers. To help alleviate miscommunications, Rusty Baillie began work on a new guidebook to replace Chas Rugeley's original but out-dated guide.

During the nineties a new type of route began to adorn the Butte. Routes like *Dances on Air*, *Clip it Up*, *Spiral Staircase* and *Archetype* used a few well-placed bolts to help link hard lines across blank areas. Other routes like *Acrobatic Flying* and *Valediction* utilized bolts to protect the dramatic features and fine lines, otherwise unprotectable.

It is certain that as climbers continue to explore hidden and remote faces of the Butte, traditions will change and new lines will be added. Please help keep others informed. Send new information to: Mike Smith, 2511 Wexford, Troy, MI 48084 or e-mail mike@adventure-smith.com.

STYLE AND ETHICS

Over the years, the Butte has slowly adapted to meet the needs of a new climbing community. Originally the Butte was deemed a bolt-free area and top-roping was advocated over placing bolts. Many climbers still support these ideals, however, the rights of all climbers are to be considered. Thus, the general climbing community has supported the use of occasional bolts to take the death fall from otherwise unprotectable faces while limiting the impact to the area. Although there have been some instances of vandalism of hangers and bolt lines (*Best Little Face Climb* and *White Death*), climbers have most often found ways to coexist peacefully.

It is the general feeling of the community that the Butte should be developed in a different fashion other than the Granite Dells, such as to retain its character as a miniature mountain and not a clip-and-go sport crag. Whenever possible, natural protection should be used and bolts avoided. Bolts used to connect weaknesses or features that cannot otherwise be adequately protected are acceptable. Early bolt protected routes aimed to use traditional protection for at least 50% of the route and bolt spacing reflected the character of adventure climbing and not sport climbing. Practices that aim to alter the character of the rock (chipping, scarfing, and gluing on holds) have always been unacceptable.

In more recent years, several routes have used bolts to protect entire lines. Bolt-protected lines are the exception, however, and not the norm. To help retain the beauty and character of the Butte, and minimize impact, such lines should be limited to exceptional features and not compromise other lines in the area. To avoid “overcrowding”, no more than one bolt-protected route should be placed on each natural feature. The intent is to ensure that each route retains its independent character—when you are clipping a bolt route there should not be other bolts nearby to confuse or detract from the challenge.

For more information regarding the traditions of Thumb Butte and guidelines for development, please read “Traditions” in the back.

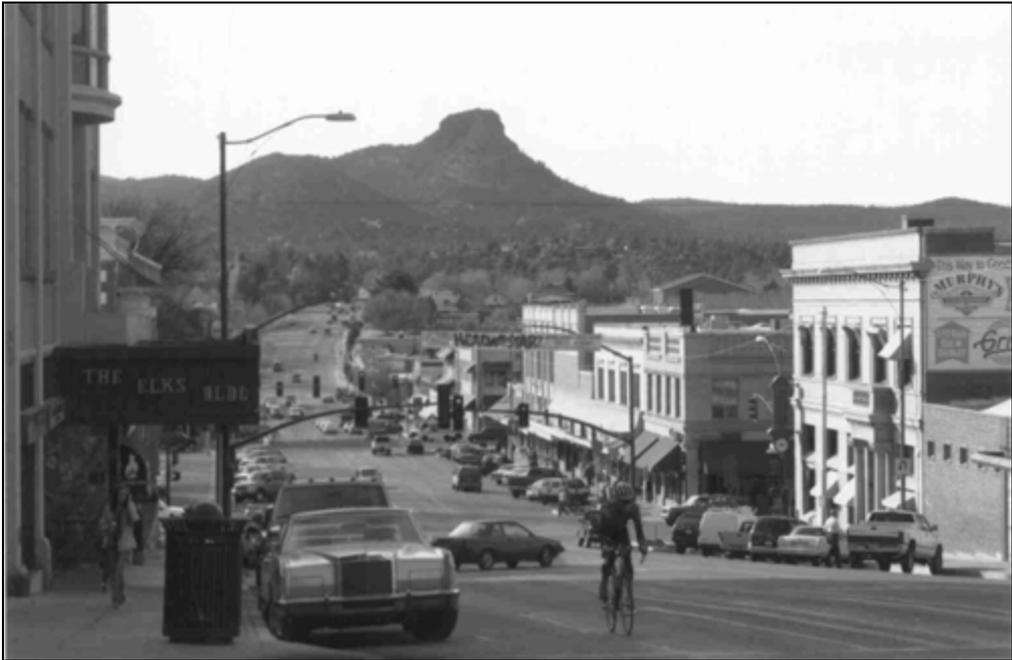
ACCESS

The Butte is located in the Prescott National Forest. Presently access is open to climbers. Provided we maintain our own trails and keep a low profile, access should remain problem free. To minimize impact, climbers should stay to the established trails, establish only worthy lines, avoid using colorful slings for rappels, and use painted hangers over shiny, galvanized ones. It is also important to remember that there are residents living nearby. Please keep excessive hollering and celebrating to a minimum.

Recently, Thumb Butte has become an “experimental” fee-parking area. Until popular outrage overturns this bureaucratic madness, climbers should be careful to follow all parking directions. The only legal and non-controversial parking is in the fee area at Thumb Butte Park—where the paved hiking loop starts and ends. Park here and hike up the main “scenic” trail (easier via the steep hard loop on the left) to the pass and the appropriate access trail to the north or south faces.

GEAR

A standard Thumb Butte rack includes a set of nuts, cams from micro to large, quick draws, and additional long slings. Tri Cams can be of some use in the horizontal cracks and pockets. As many Butte routes do not follow a straight line, it is the author’s preference to climb with double ropes to minimize drag and avoid unnecessary belays. Climb safe, and when in doubt, carry extra equipment.



DIRECTIONS

From the Square, head west out of town on Gurley Street. Gurley Street eventually becomes Thumb Butte Road and leads to the base of the Butte. Parking is on the northwest side of the road in the designated parking area. There is a \$2.00 parking fee, except on Wednesdays when parking is free. To reach the climbers' trail, ascend either of the "scenic" trails to the saddle (approximately 20 minutes either way). The paved trail to the left is considerably steeper but provides excellent views of the west face during the approach. From the saddle, a juniper marks the trail to the Southeast Face. The trail to the West Face intersects with the tourist trail between the last switchback (where there is a bench) and the saddle.

Please keep your impact to a minimum by staying on the main trail system and not blazing new ones. Whenever possible take time to repair the trail if needed and block off micro trails with brush. The Forest Service does not maintain climbers' trails; they are our responsibility.

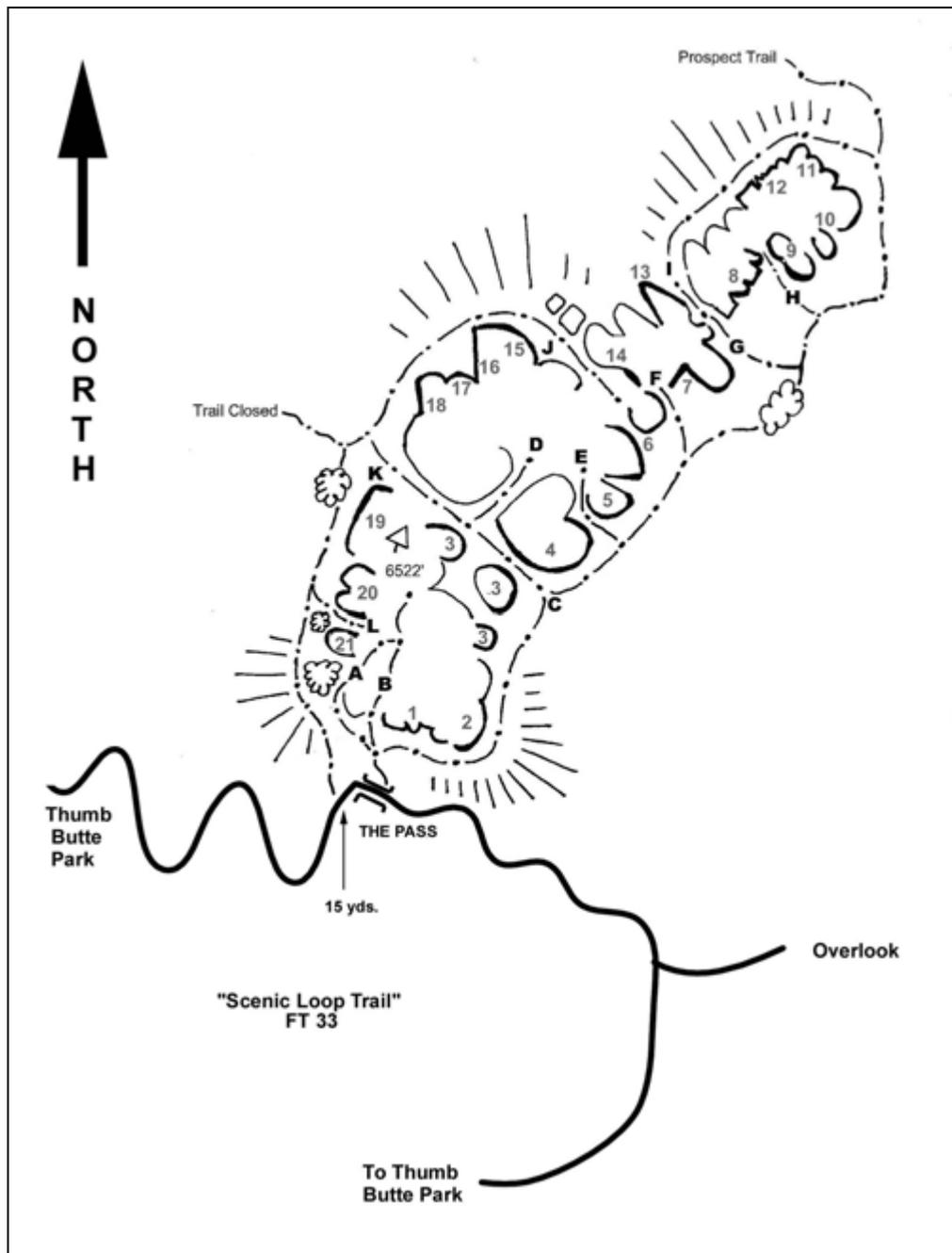
CLIMBING AREAS

- | | | |
|-------------------------|-----------------------|-------------------------|
| 1 The Tourist Area | 8 Twin Cracks | 15 Madeline Headwall |
| 2 The Nose | 9 Shark's Fin | 16 Dogleg Area |
| 3 South Summit Gully | 10 Monday Morning | 17 North Face Overhangs |
| 4 Hunger Buttress | 11 Mecca | 18 Sunset |
| 5 Thunder Roof Area | 12 David's Area | 19 Rust Spot |
| 6 Hanging Off Overhangs | 13 North Window Gully | 20 Puppy Nose and ... |
| 7 Sickie and Sunshine | 14 GHS Wall | 21 The Big Sleep |

4TH CLASS ACCESS

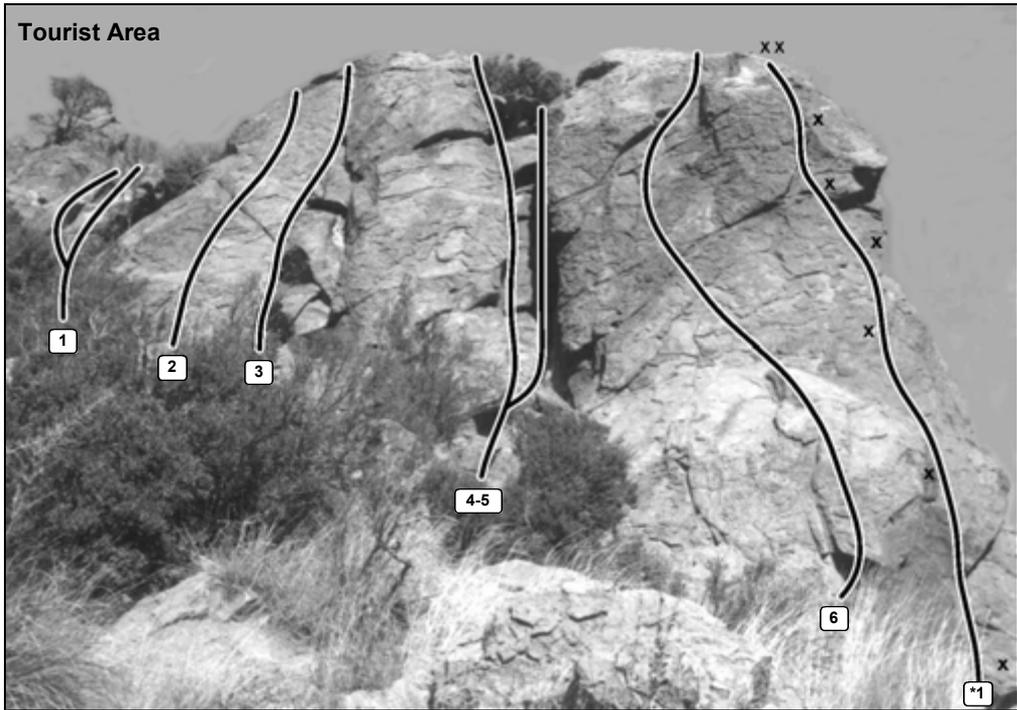
- | | | |
|----------------------|----------------------------|----------------------|
| A Ponderosa Ridge | E Journey to the Center... | I North Window Gully |
| B Tourist Route | F Hanging Off Gully | J Hole-in-the-Wall |
| C South Summit Gully | G South Window Gully | K North Summit Gully |
| D Secret Passage | H Shark's Fin Gully | L Pinyon Route |

OVERVIEW OF THUMB BUTTE



1 THE TOURIST AREA

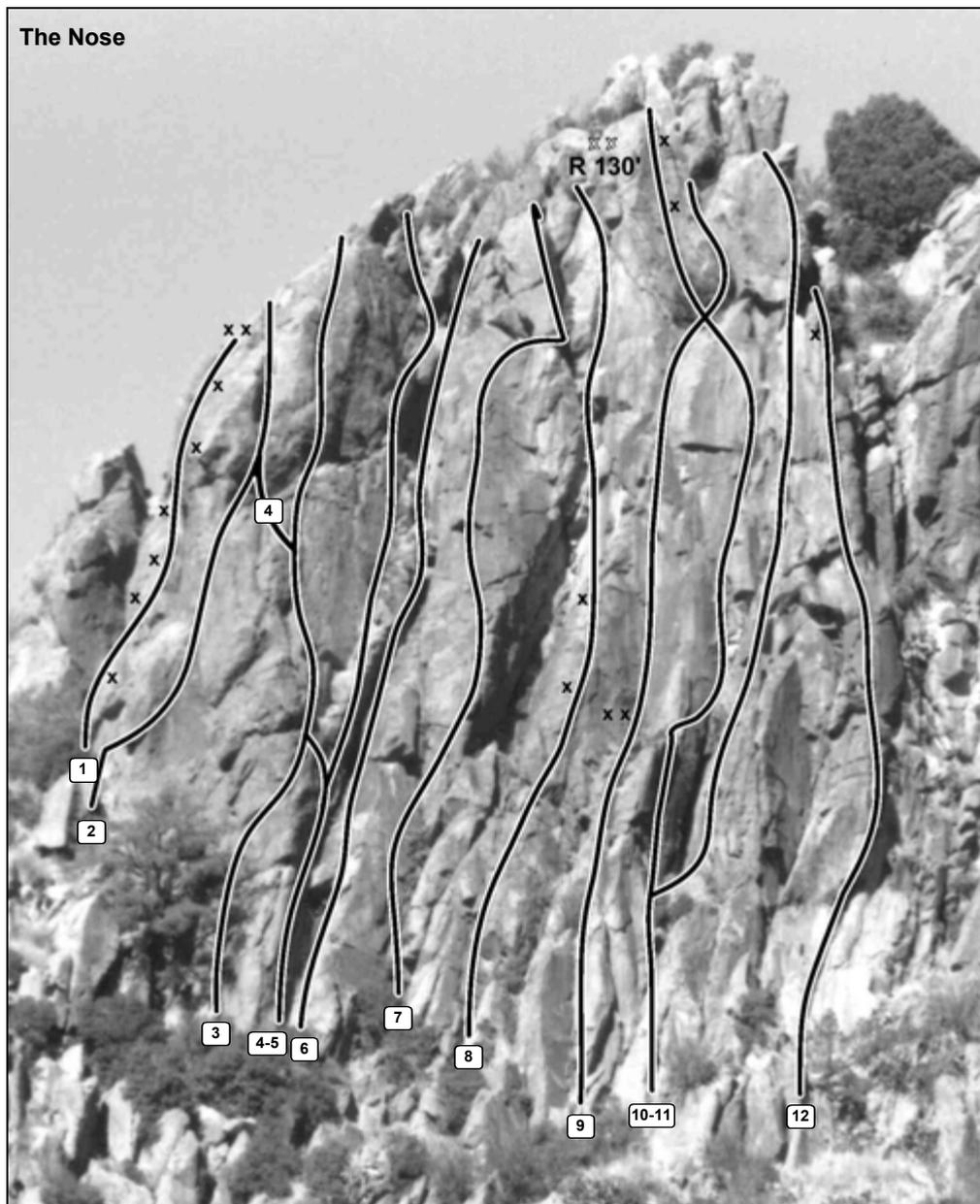
DESCENT: Use the *Tourist Route* or scramble over to the rappel anchors above *Dances on Air* and *Starbody*. Single rap of 130 feet or two 60 footers—on fixed anchors. The prickly pear needs removing!



1. **Tourist Route 4th Class**
A major access to the peak and western areas.
2. **Kitty Cracks 7 TP ★**
PRO: Small. Aliens and TCU's helpful.
FA: Rusty Baillie, 1990
3. **Big and Loose 7 GP**
PRO: Medium to OW.
FA: Unknown
Actually, not really loose! With care you don't have to OW the dramatic finish flake.
4. **Little Chimney Left 7 GP ★**
PRO: Medium to Large.
FA: Unknown
A separate line with clean climbing.
5. **Little Chimney Right 6 GP ★**
PRO: Medium to Large.
FA: Unknown
Offers intriguing moves at the chockstone.
6. **Puppy Face 10b to 11 TR**
Popular route. Climb sharp flakes and small cracks on the left of the face. A bit loose and mean. Sunny!

2 THE NOSE

DESCENT: Rappel from fixed anchors atop *Starbody* and *Dances on Air*. Single rap of 130 feet or two raps of 60 feet—on fixed anchors. The prickly pear needs removing!



1. **Bugie Boys 12a GP ★★**
 PRO: 6 bolt clips and Lower-off. Micro to Small. 00 TCU and RP's are useful.
 FA: John Farmer and Rusty Baillie, 1992-3
 Start just left of *The Nose*. Climb diagonally right and up to a bolt (pro small cracks on the left). From ledge, follow a tricky groove past bolts to the overhang. Traverse left and break through bulge on flakes and knobbls. Lower-off out-of-sight from *The Nose*.
2. **The Nose 10a RO ★★★**
 PRO: Small to Medium. 00 TCU and smallest Aliens are useful.
 FA: Mike Goff and Pat Macenery, 1980's
 A daring and committing lead. Start above the large pinyon. Traverse the overlap to the arête (GP from there) and take the left crack on top.
3. **Shadow Wedge (The Nose Direct) 10a TP ★★**
 PRO: Small to Medium. Small Cams and Tricams.
 FA: Bill and Michelle Cramer, 1994
 Start at the bottom of the Nose Buttress, right of the large pinyon, just left of the arête. Climb a minute right-facing corner for 15 feet, then move right to the arête. Follow the arête over an awkward bulge, then up the face just right of *The Nose* to the broken ledge. Pull the bulge above, well right of *The Nose* exit crack and finish up the obvious groove.
4. **The Nose with Gully Start 10a GP ★★**
 PRO: Small to Medium.
 Start in *Mustachio Gully*. Belay at the beginning of the enjoyable 5.9 ramp that leads left to the crest of the buttress and the left crack.
5. **Mustachio 4 GP**
 PRO: Medium to Large.
 FA: Rusty Baillie, 1990
 Enjoyable moderate adventure. Traverse left around prickly pear forest and take the left groove at the top.
6. **Helix 10a RO ★**
 PRO: Micro to Medium. Lowe Balls and Aliens are useful.
 FA: Unknown
 Start up the dramatic sharp arête, just right of *Mustachio*. Exit via an awkward, thin crack in the gully's right wall.
7. **Dances on Air 10a GP ★★★**
 PRO: 2 bolt clips. Small to Medium. #4 Camalot for hole between the two bolts. Hand-sized cam for direct finish. Extra long slings.
 FA: Rig RP: Rusty Baillie and Greg Hill, 1991
 Start directly under the obvious final arête. First belay on the horizontal flake/slab. Follow a steep thin crack in the middle section. Be sure to swing out right and finish up the arête of the final block. Use long slings or double rope to reduce rope drag.
8. **Starbody 11a/b GP ★★**
 PRO: 2 bolt clips. Set of Friends. Rocks, RP's.
 FA: Rusty Baillie, Andreas Schmid, Matt Perlman, 1996
 Serious and committing with strange and wonderful stemming! Start just right of *Dances on Air*, off the horizontal flake. Up and over the small roof to a clean rib with 2 bolts. Belay at the overhangs (chockstone). Move through the roofs and up thin crack with final bulge-direct!
9. **Overhanging Arch 10a GP ★**
 PRO: Medium to Large.
 FA: Unknown
 The arch is exciting climbing.

10. Clip Up 10a GP ★★

PRO: 2 bolt clips. Set of Friends, Rocks, and RP's.

FA: Josh Gross, Debbie Abeshouse, Rusty Baillie and Steve McGee (dirt work!), 1996
 Delicate moves, fine situations and robust cranking. Scramble up to first belay on *Block on Top* in the chimney or climb the slab to the left (5.7). Jam or layback the hand crack on left wall, moving back into groove next to a scary, perched flake. Follow the groove, step left onto the edge, up a thin crack and heave onto *Overhanging Arch*. Belay. Climb the crack to the bush, move out left and then blast the orange face, moving slightly right to the 2 bolts.

11. Block on Top 6 GP (p1-2) RO (p3) ★★★

PRO: Small, Double Medium to Large. Pitch 3 requires Micro.

FA: Mike Goff and others, 1980's

A moderate classic. It is possible to scramble off before the third, "block on top", RO pitch.

12. Booty Juice 10a GP ★★

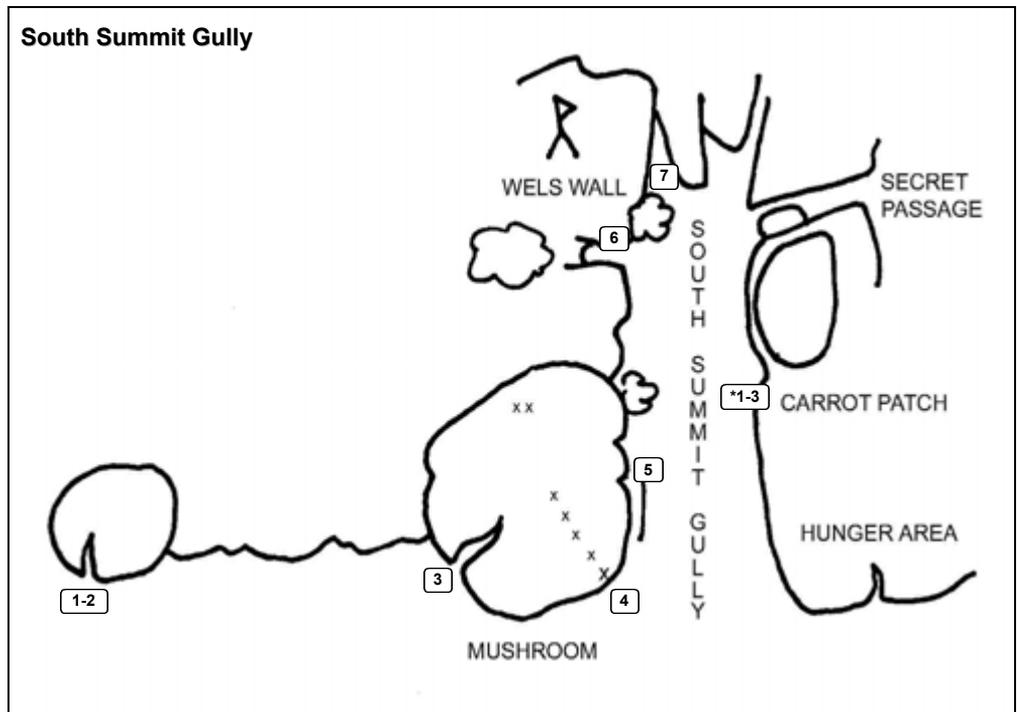
PRO: 1 bolt clip. Medium to Large. Many long slings.

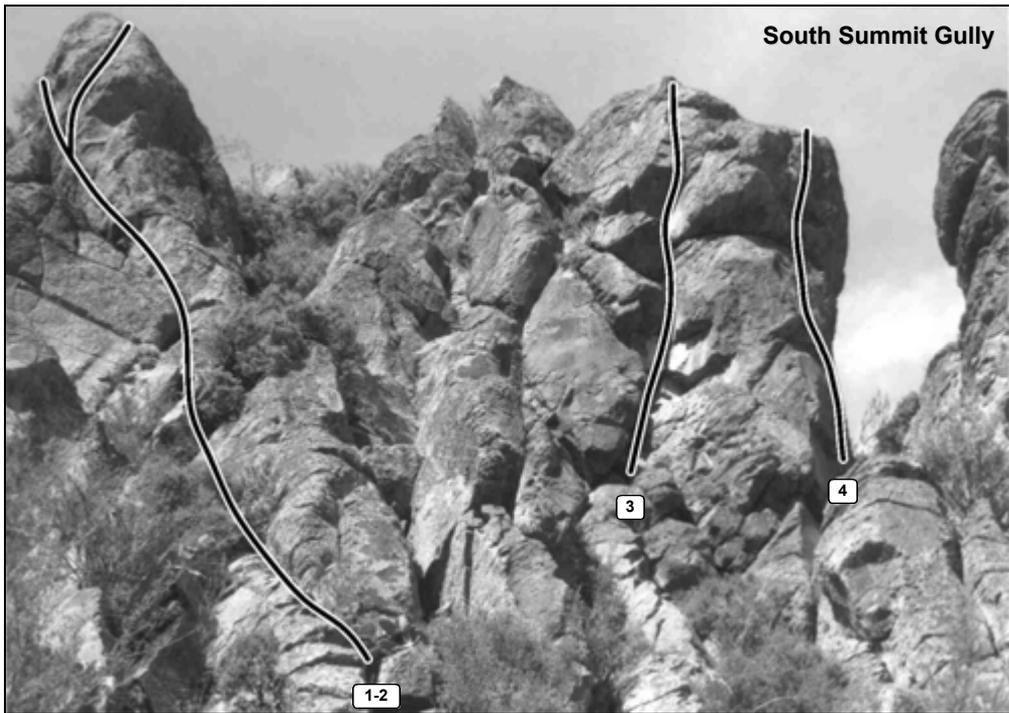
FA: Steve Grillo and Eric Adolphi, 1994; Mike Goff? 80's?

Start around the buttress to the right of *Block on Top*, at a horizontally growing pinyon. A flake/pinnacle leads to a right-slanting crack then onto a magnificent smooth wall with a clean finger crack. When the finger crack fades, execute an exhilarating hand traverse left to the edge of the buttress. Climb broken, airy edge (not cheating left!) to a final white, smooth buttress/corner. Balance up to the bolt and pull for the top.

3 SOUTH SUMMIT GULLY

The South Summit Gully Area includes the Mushroom, the pillar that forms the west entrance wall of the Gully, an unnamed stack halfway between The Mushroom and *Block On Top*, and WELS Wall which is located at the top of the gully on the west wall.





DESCENT: For *Henny Penny* and *The Sky is Falling*, rig a tree sling rappel to the east and down a bit. For the *Mushroom*, down climb the *South Summit Gully* or hike over to the rappel above *Dances on Air* and *Starbody*. The rope will not pull from the hangers atop the *Mushroom*.

1. The Sky is Falling 10d GP ★★★

PRO: Small to Medium Rocks, Friends #2-4.

FA: Kevin Keith and Gabe Lombardo, 1991

An often-tried problem—dramatic and committing. This problem is on an isolated buttress, high up and halfway between *Block on Top* and the South Summit Gully.

2. Henny Penny 11b GP ★★

PRO: Set of Rocks, Friends to #2-4.

FA: TR: Gabe Lombardo, 1991; RP: Rusty Baillie and Matt Perlman, 1995

Leave the trail at the large juniper and smooth wall, just east of *Block on Top* buttress. 3rd Class to a ledge with a bush. Start below the sloping ledge and climb into and up *The Sky is Falling* to the bulge (or as far as you dare!), fixing pro for a sideways TR. Descend to a line of hand flakes leading right. Make a few moves right and up to a horizontal break leading left—start to pro here with a second rope. Follow the obvious thin crack to the top. Sustained!

3. Psilocybin 9 GP; TP at top ★

PRO: Small to Large. Cams to #4 Camelot.

FA: Dave Shotwell and Bob Chalfont, 1991

Exciting situations.

4. Altered State 11c GP ★★★

PRO: 5 bolt clips and #1 Friend.

FA: Greg Hill, 1992

Takes the dramatic gully edge of the *Mushroom*. Start a little right of the edge, trend left, then straight up.

5. **Amanita 11a TP ★★**

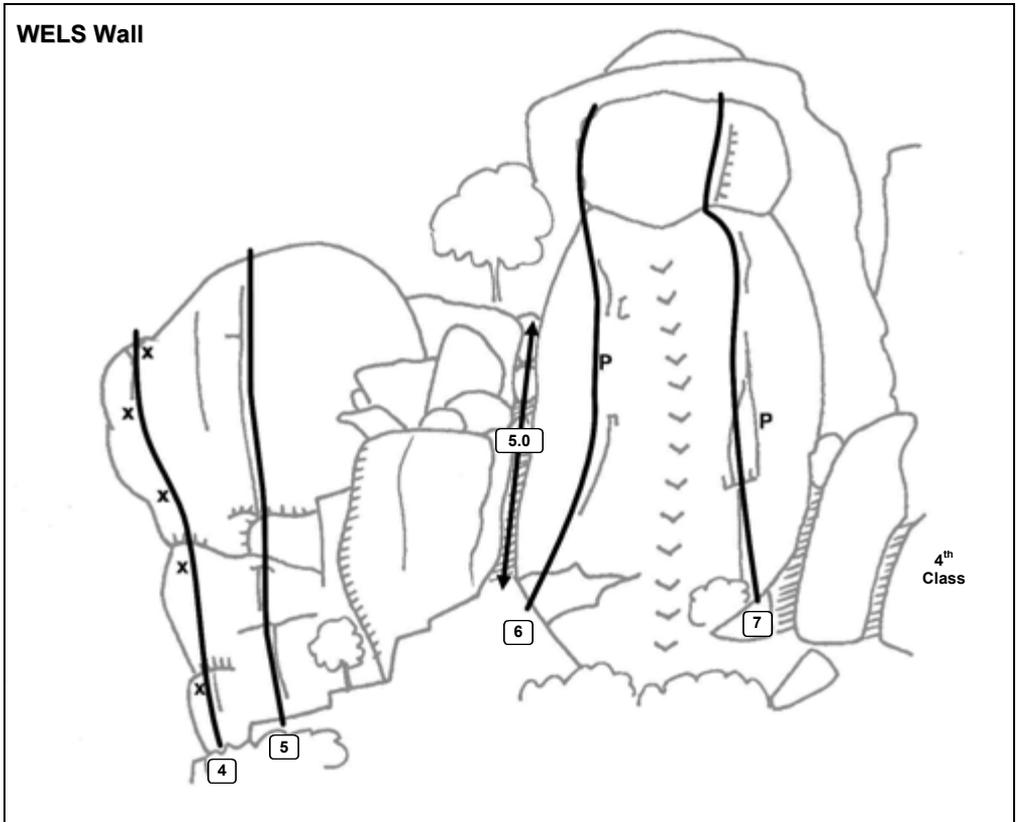
PRO: 1 pin clip. Set of Rocks and small Friends. Bolt anchors.

FA: Greg Hill and Rusty Baillie, 1992

The obvious cracked line above the pin. Committing! Have a #4 Rock ready to slot in above the roof.

WELS WALL: The last big buttress forming the west wall of the South Summit Gully. First explored on a Prescott College WELS course.

DESCENT: Down climb the 5.0 chimney to the south of *Dos Cervezas Por Favor*.



6. **Dos Cervezas Por Favor 10a GP ★★**

PRO: 1 pin clip. Small to Medium. Cams up to #3 Friend.

FA: Rig, RP: Todd Kearns and Rusty Baillie, 1991

Surprisingly awkward. Makes a good pair to *Rainer*

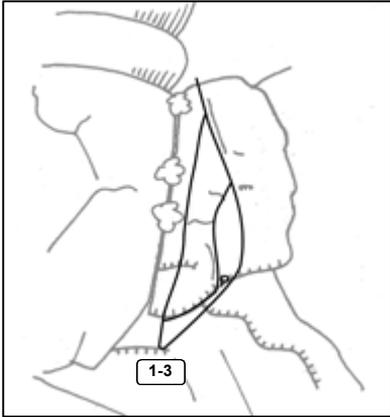
7. **Rainer 10a GP ★★**

PRO: 1 pin clip. Small to Medium.

FA: OS: Todd Kearns and Kerry Este, 1991

4 HUNGER BUTTRESS

DESCENT: For the *Carrot Patch*, rap from LO anchors or scramble down *Secret Passage*. For *Hunger Area*, scramble down *Journey to the Center of the Earth* to rap anchors.



THE CARROT PATCH: Ascend the South Summit Gully to a small ledge on the right that leads up through a small bulge. A rusty piton hidden in the bulge marks the way.

DESCENT: Lower-off anchors are below the cliff top well away from *Pickle Relish*.

1. **King Carrot 10c GP ★★**
2. **Super Carrot 10a GP**
3. **Cranking Carrot 10b GP ★★**

PRO: Super Carrot has a pin clip that can be made from Cranking too. Micro to Medium. A #2 Friend is useful just before the final steep moves.

FA: Rusty Baillie and Greg Hill, 1991

4. **All Beef 10a GP ★★★**

PRO: Micro to Medium. #2 Friend; 00 TCU useful at crux

FA: TR: Chas Rugeley, 1980's; RP: Rusty Baillie and Greg Hill, 1991

5. **Tofu Burger 10d TR ★**

FA: Chas Rugeley, 1980's

6. **Turkey Franks 8 GP**

PRO: Small to Large. Friends to #4.

FA: Mike Goff and others, 1980's

7. **Cut the Mustard 8 TP ★★★**

PRO: Small to Medium. Friends to #2½.

FA: Mike Goff and others, 1980's

Exceptional bottom crack.

VAR (8): Near the top move right around the corner to *Hunger*, instead of moving left to *Turkey Franks*.

8. **Hunger Arête 11a GP ★★**

PRO: 3 bolt clips. Small to Medium.

FA: TR, RP: Greg Hill and Rusty Baillie, 1992

Move left onto the arête after the first bolt.

9. **Hunger is the Best Sauce 11a GP ★★**

PRO: 2 bolt clips. Double Small to Medium.

FA: TR, RP: Rusty Baillie and Greg Hill 1992

10. **Capstone 10d GP ★**

PRO: 1 bolt clip. Small to Medium.

FA: TR, RP: Rusty Baillie and Greg Hill, 1992

Good finish for *Hunger*. Weird flakes (10a) up to the roof, which is climbed direct with a convenient bolt clip.

11. Goldust 9 GP ★

PRO: Small to Medium. #3-3½ Friends.

FA: RP: Joe St. Onge and Steve McGee, 1992

Shares a start with *Hunger*, then moves right into the groove. The top pitch ascends a strange crack right of the shallow chimney.

12. Journey to the Center of the Earth 4th Class

FA: Unknown

A deep chasm leading from the top down to rap anchors.

5 THUNDER ROOF AREA

DESCENT: Climb down *Journey to the Center of the Earth* to rap anchors or use one of the many 4th Class gullies in the area.

13. Thunder Roof 10b TP ★★★

PRO: 1 bolt clip on left, 2 pin clips on right. Both: Micro, Double Small, Medium. 00 to 1½ Friends. Keep Micro and 00 for final bulge above roof.

FA: Rig RP: Rusty Baillie and Greg Hill, 1991

Independent lines up to and over the roof that join together for final bulge.

VAR (TR): Climb right instead of left of the bolt, or pull over the center of the roof.

14. Chips Ahoy 10a RO ★★

PRO: Micro to Medium. Smallest Cams and Lowe Balls.

FA: OS: David Lovejoy, Carol Petrelli, and Steve Munsell, 1980's

Protects reasonably low down but dries up rapidly! Excitement on FA when both footholds snapped like tortilla chips! State-of-the-art for adventure!

15. Pickle Relish 10a RO ★★★

PRO: Micro to Medium. 00 to 1½ Friends, #1 Camalot, and all available small gadgets.

FA: OS: David Lovejoy, Carol Petrelli, and Steve Munsell, 1980's

A traditionalist's test piece. Protection is reasonable down low but awkward to place. Be sure to find the #1 Camalot pocket on the final bulge. Harder if you wander off-route.

16. Hotdog in a Bun 7 GP ★★★

PRO: Double Small to Medium, Large. Friends #3½ to 4. #4 Camalot for first belay anchor.

FA: David Lovejoy and Dwight Bradley, 1969

Fun climbing- especially if you can manage the faces outside the chimney.

VAR (9): Go straight over the final overhang of *Chips Ahoy*.

6 HANGING OFF OVERHANGS

DESCENT: Rappel down the gully between *Hangdog* and *Goodbye Horizontal*, or scramble down *Hanging Off Gully*.

1. Hangdog in the Sun 11a GP ★★★

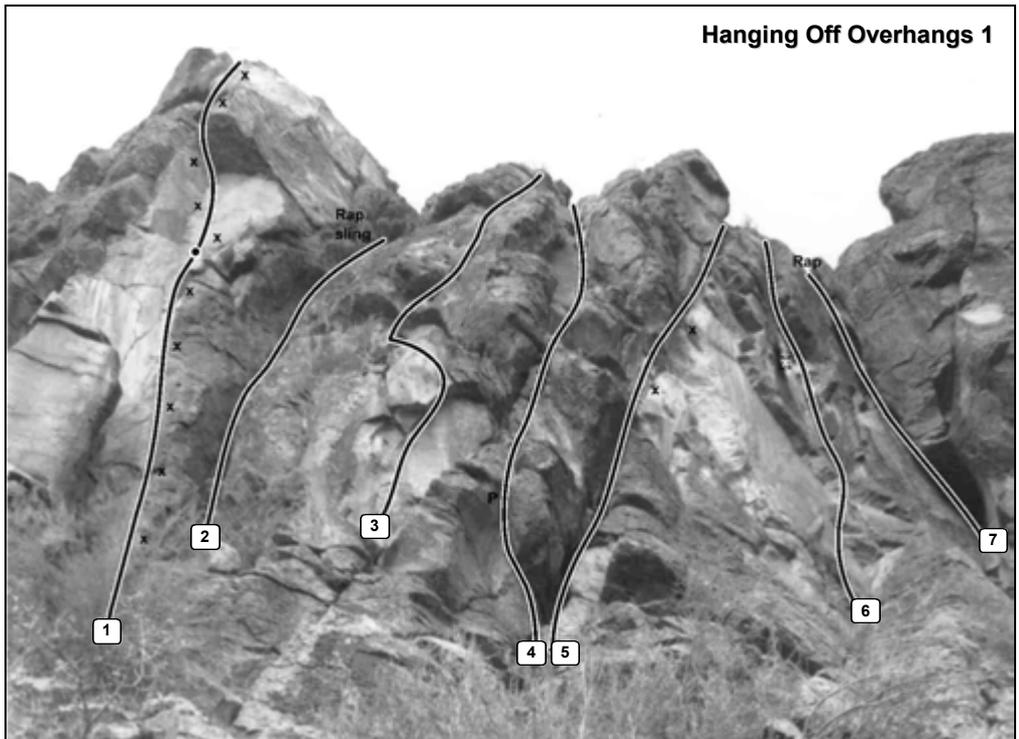
PRO: 5 bolt clips on each of two pitches. Small nuts after the 5th bolt on pitch 1 and at roof on pitch 2. Medium nuts to backup belay anchor bolt. Medium nuts at finish, after last bolt.

FA: Original Version: Tim Maloney and Tom Cecil, early 1980's

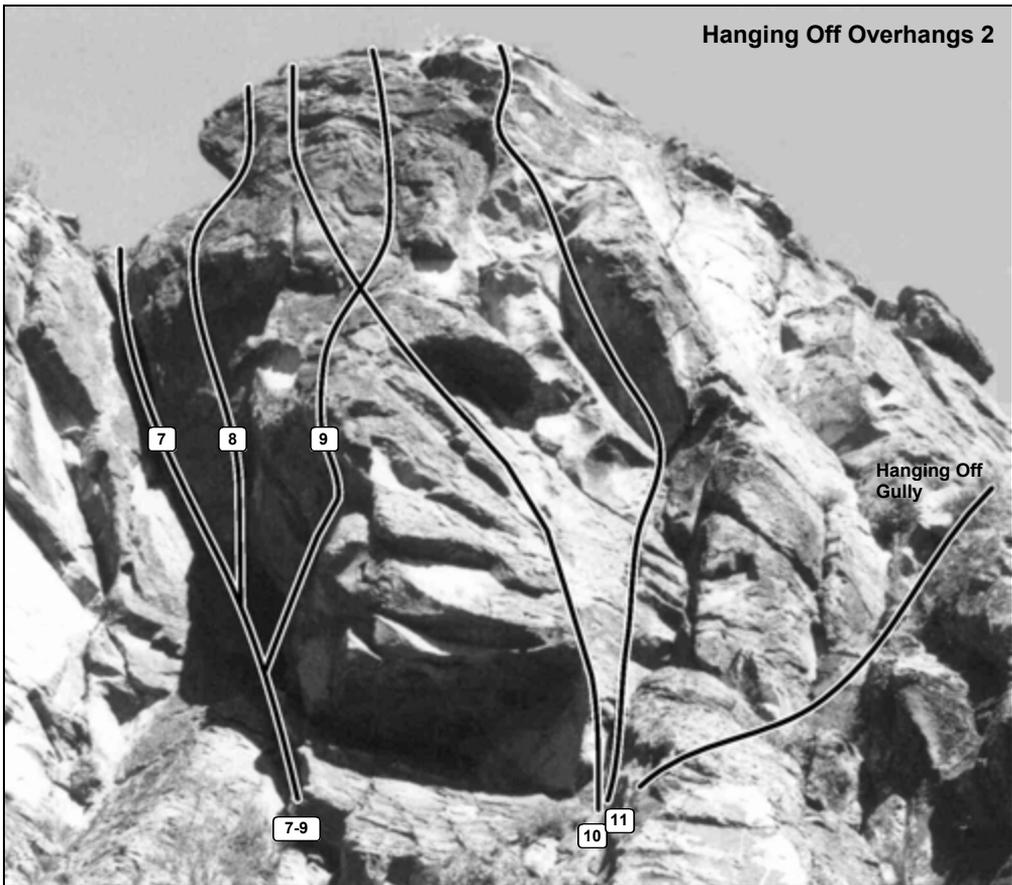
Direct start and separate finish: TR and Rig Rusty Baillie and Greg Hill

OS: Keri Este and Todd Kearns, 1991

The original version involved the first bolt to be placed on Thumb Butte. With support of the first ascensionists, the route was reworked and completed. Easiest line on pitch 1 moves left from the 5th bolt into the shallow pod.



- 2. Goodbye Horizontal 9 TP ★**
 PRO: Small to Medium. 00 Friend. Extra slings.
 FA: Rusty Baillie and Eve Erdman, 1992
 Cracks and creases left of *Nagel*. First bulge (9); Top slabs (6); RO on fine rock. Good warm-up for *Hangdog*. Rap gully to left from a sling.
- 3. The Nagel 7 GP ★**
 PRO: Small to Large.
 FA: Chas Rugeley and others
 Dramatic situations in a moderate grade.
- 4. Blastoff 11a GP ★**
 PRO: 1 pin. Small to Large. Cams are useful. Old nuts found in the top pitch.
 FA: Rusty Baillie, 1992
 Start at the bottom of the “pale, slanting crack” of *Archetype*. Move up and left to a pin in the bulge. Take the bulge (#1 Friend) and follow the broken crack system above. The pitch can be broken above the bulge, saving rope drag. Cruxes conveniently go 11, 10, 9, 8, 7...
- 5. Archetype 11a GP ★★★**
 PRO: 2 bolt clips. Small to Medium. #2 and #3 Friends.
 FA: Rusty Baillie, 1992
 Committing and surprisingly technical. Be sure it’s dry!
- 6. Iron John 11b TP**
 PRO: 1 bolt clip. Micro to Medium. Small cams. Key #8 Rock at lip of overhang.
 FA: Eric Husted and friend, 1991
 The crucial pin is difficult to backup and missing the #8 Rock leads to a certain RO. A dramatic test piece.



DESCENT: Scramble down *Hanging Off Gully* to the northwest or use the fixed rappel anchor at the top of *Bombay Chimney* area- 82 feet back to packs!

7. Bombay Chimney 9 TP ★

PRO: Small to Medium. Bring long slings for the chockstones.

FA: Mike Goff and others, 1980's

The blocks at the base of the chimney provide the belay ledge for *Bombay*, *Best Little Overhang*, and *Gaffer's Route*.

8. Best Little Overhang 10c GP ★★★

PRO: 3 pin clips. Small to Medium. #7 Rock ideal for the key placement above the first pin.

Middle section takes small pro, but many prefer to run-it-out to the second pin.

FA: Rig RP: Rusty Baillie and Matt Perlman, 1990

Most successful line is straight up the face from #7 Rock.

9. Gaffer's Route 10b GP ★★★

PRO: Micro to Medium. Friends up to #1

FA: Mike Goff and others, 1980's

First bulge is weird to pro but sound options exist. Finishes up the right crack.

10. Space Walk 10d TP ★★★

PRO: 1 bolt clip. Micro to Medium. Friends up to #2. Lowe Balls useful.

FA: TR, Rig; Rusty Baillie; RP: Josh Tewksbury, 1990

Belay up and right from lowest point on the buttress. The best line descends from bolt and moves out left to the dramatic edge. Finishes up the left crack.

11. Not So Easy 10a TP

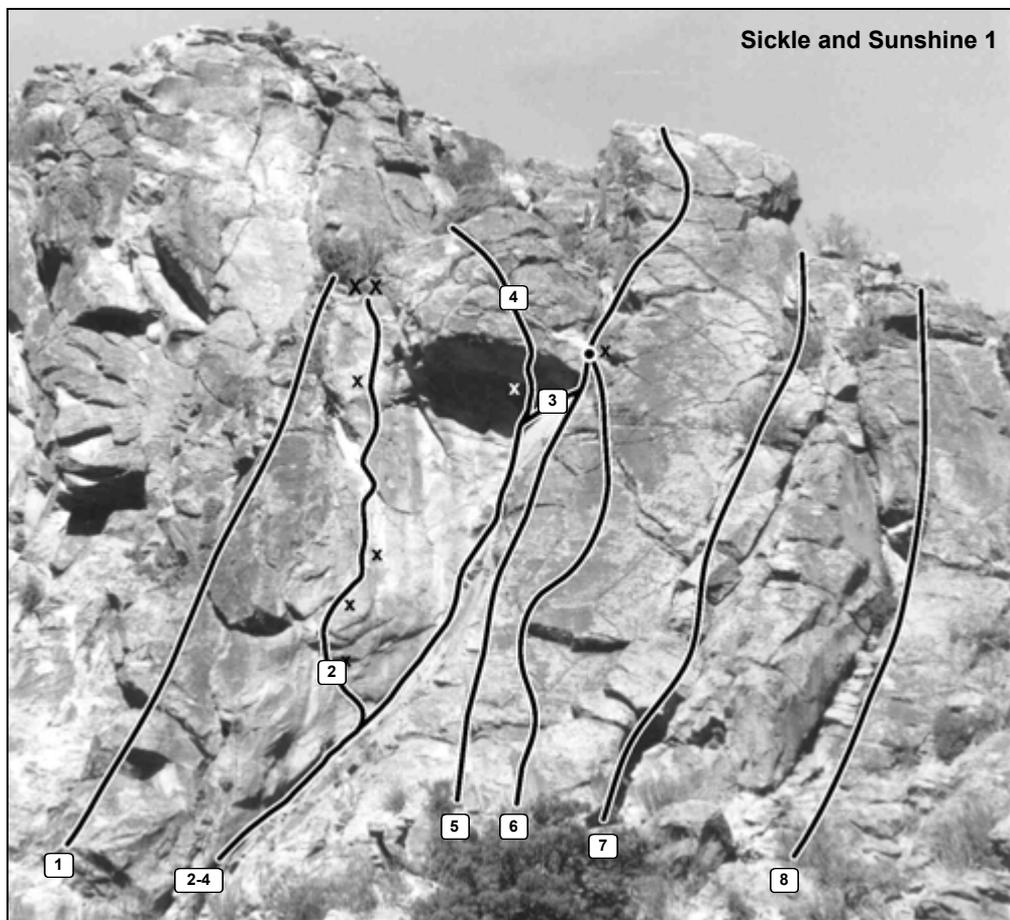
PRO: 2 pin clips. Micro to Medium.

FA: Rig RP: Rusty Baillie and Greg Bernstein, 1990

Belay as for *Space Walk*. Start well to east of the edge to avoid having to mess with horrific blocks. Double ropes avoid drag problems, or break climb into two pitches.

7 SICKLE AND SUNSHINE

DESCENT: Scramble down *Hanging Off Gully* to the west or *Shark's Fin Gully* to the east. Rap from the fixed anchors at the top of *Bombay Chimney* area—82 feet back to packs—or the anchors above *Spiral Staircase*.



1. **Left of Sickle 3 GP ★**
 PRO: Small to Large.
 FA: Various
 Good scrambly adventure. Choose the best quality rock and situations.
2. **Spiral Staircase 11c GP ★★★**
 PRO: 4 bolt clips. Lower-off. Friends #00 to 2.5. #5 Rock.
 FA: Rusty Baillie and Wally Wheeler, 1994
 Start as for *Sickle*, a little way up the approach slab. Boulder-problem (11c) onto the right-trending ramp (small cams). Climb right (11a) and up past 2 higher bolts (11b). Above bolt #4 (11a) look for a good #5 Rock and a slot for #2.5 Friend. Move right to break thru the bulge (10a) and up to Lower-off anchors.
3. **Sickle 10a TP ★★**
 PRO: Small to Medium.
 FA: Mike Goff and others, late 1970's
 The bolt on *Leaning Man* can be used to protect the second on the tricky traverse moves.
4. **Leaning Man (Sickle Roof) 12c/d GP**
 PRO: 1 bolt clip. Double Medium Friends in the roof crack.
 FA: OS: Mark Miller and Jeff Riggs, late 1980's
 Climb from *Sickle*. Now that loose blocks and flakes have been cleaned the route is safe but may be more difficult. No second ascent, yet.
5. **One Hard Move 7 GP ★**
 PRO: Small to Medium.
 FA: David Lovejoy and others, late 1970's
 Joins *Sunshine Slab* at first belay stance (1 bolt with a small nut backup).
6. **Sunshine Slab 6 TP (p1) GP (p2) ★★★**
 PRO: Micro to Large.
 FA: Communal
 Great favorite! Many variations are possible. The topo version is easiest to protect. Best done in two pitches (1 bolt anchor with small nut backup).
7. **Right of Sunshine 4 GP ★**
 PRO: Small to Large.
 FA: Communal
 1st major break right of the slab.
8. **Best for Last 10a TR**
 FA: Chas Rugeley, 1970's
 Fun slab moves low down; hard moves up top.
9. **Straight Forward 5 GP**
 PRO: Medium to Large.
 FA: Chas Rugeley and others, 1970's
 Follow the major crack line.
10. **Two Faced 8 GP ★**
 PRO: Double Small. Small cams useful.
 FA: Chas Rugeley and others, 1970's
 Excellent rock with fine moves. Good suntrap! From the halfway ledges move left around the edge. Harder for short persons.
11. **Baboon 10a GP ★**
 PRO: 1 pin clip. Micro, Double Small, Medium. Friends to #1.
 FA: TR, RP: Rusty Baillie and Greg Hill, 1991
 Unusual, dramatic and entertaining. Start in gully way round right from *Straight Forward* and *Two Faced*; look for hand traverse and fixed pin.



8 TWIN CRACKS AREA

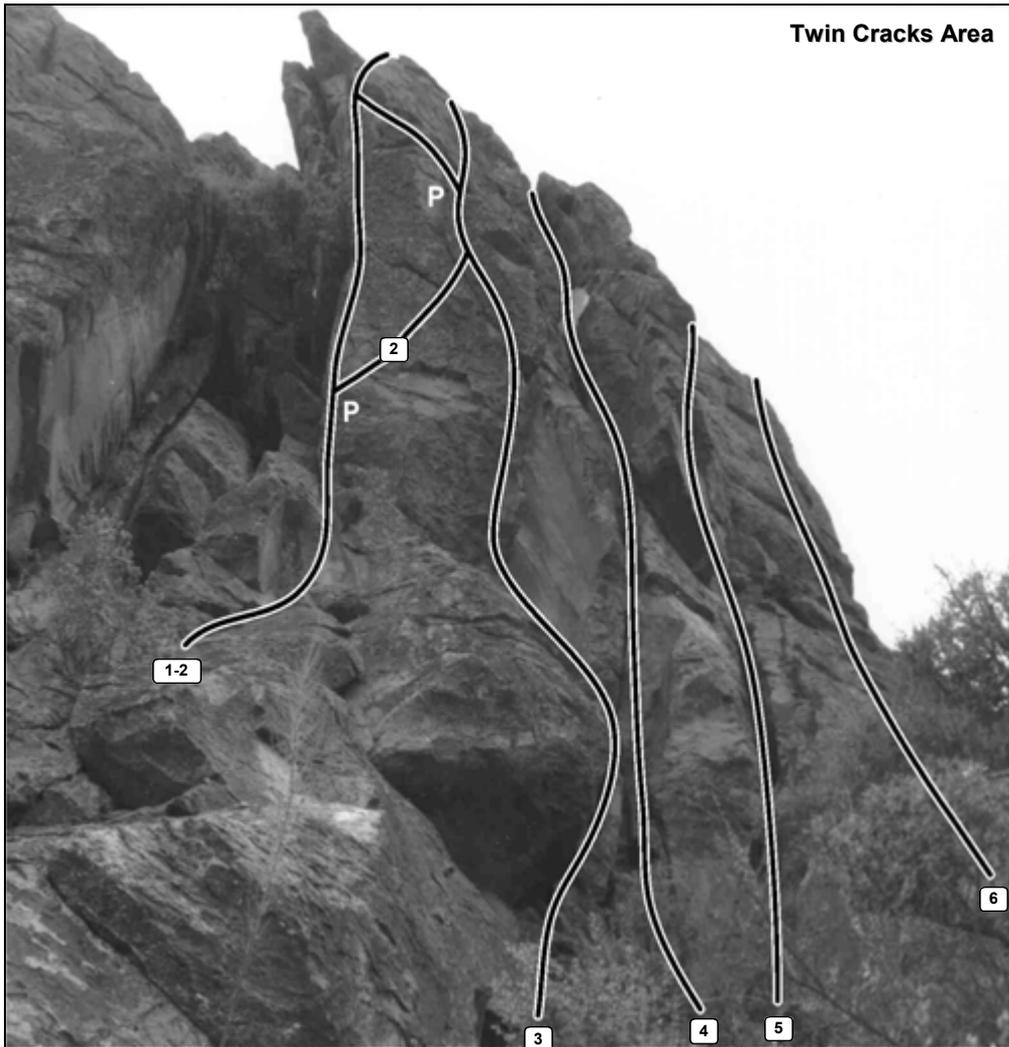
DESCENT: Down climb *South Window Gully* to the southwest or *Shark's Fin Gully* to the northeast.

1. Edge of Eternity 9 TP ★

PRO: 1 pin clip. Double Small, Medium. Long Slings.

FA: TR, RP: Rusty Baillie and Josh Teskbury, 1990

Incredible rock! For the finest thrill keep strictly to the face, just right of the actual edge. If you go too far right it quickly becomes 5.10. Look for the thread near top.



2. Total Crank Variation 10a TP ★

PRO: 2 pin clips. #8 Rock, #2½ Friend. Double Small, Medium. Slings.

FA: TR, RP: Rusty Baillie and Josh Teskbury, 1990

Start on *Edge of Eternity*, then head up and right after the first pin. Protect the crack for *Slapstick* and then climb up past the pin. Rejoin *Edge of Eternity* near top. Look for thread above ledge.

3. Slapstick 11c GP ★★

PRO: 1 bolt and 1 pin clip. Medium. #2½ Friend. Excellent placements but exceptionally strenuous to get it in!

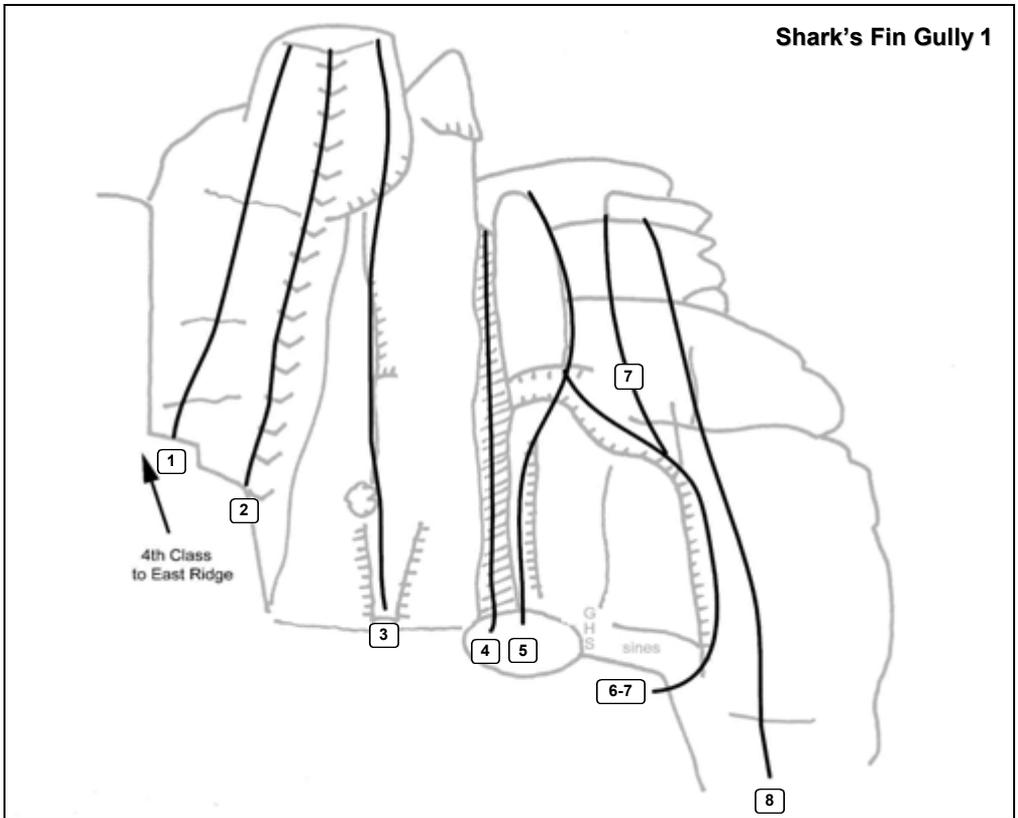
FA: Rig TR: Rusty Baillie; RP: Charlie Lyon, 1990; OS: Steve Dieckhoff, 1991

The obvious orange, slanting, dihedral and the steep crack slanting left above. Double slap just pass bolt. There's a bomber #7 Rock placement at the top of dihedral—if you can place it with your teeth!

- 4. **Twin Crack Left 8 GP ★**
 PRO: Medium to Large. OW cam useful.
 FA: Mike Goff and others, 1970's
 The block is really solid!
- 5. **Twin Crack Right 8 TP ★**
 PRO: Medium to Large. OW cams useful. Sling for the chockstone.
 FA: Mike Goff and others, 1970's
 Upper pro is strenuous to place.
- 6. **Thin Man 10b TP ★**
 PRO: Micro to Small
 FA: RP: Josh Tewksbury, 1989
 Technical, strenuous, and, well.... Thin!

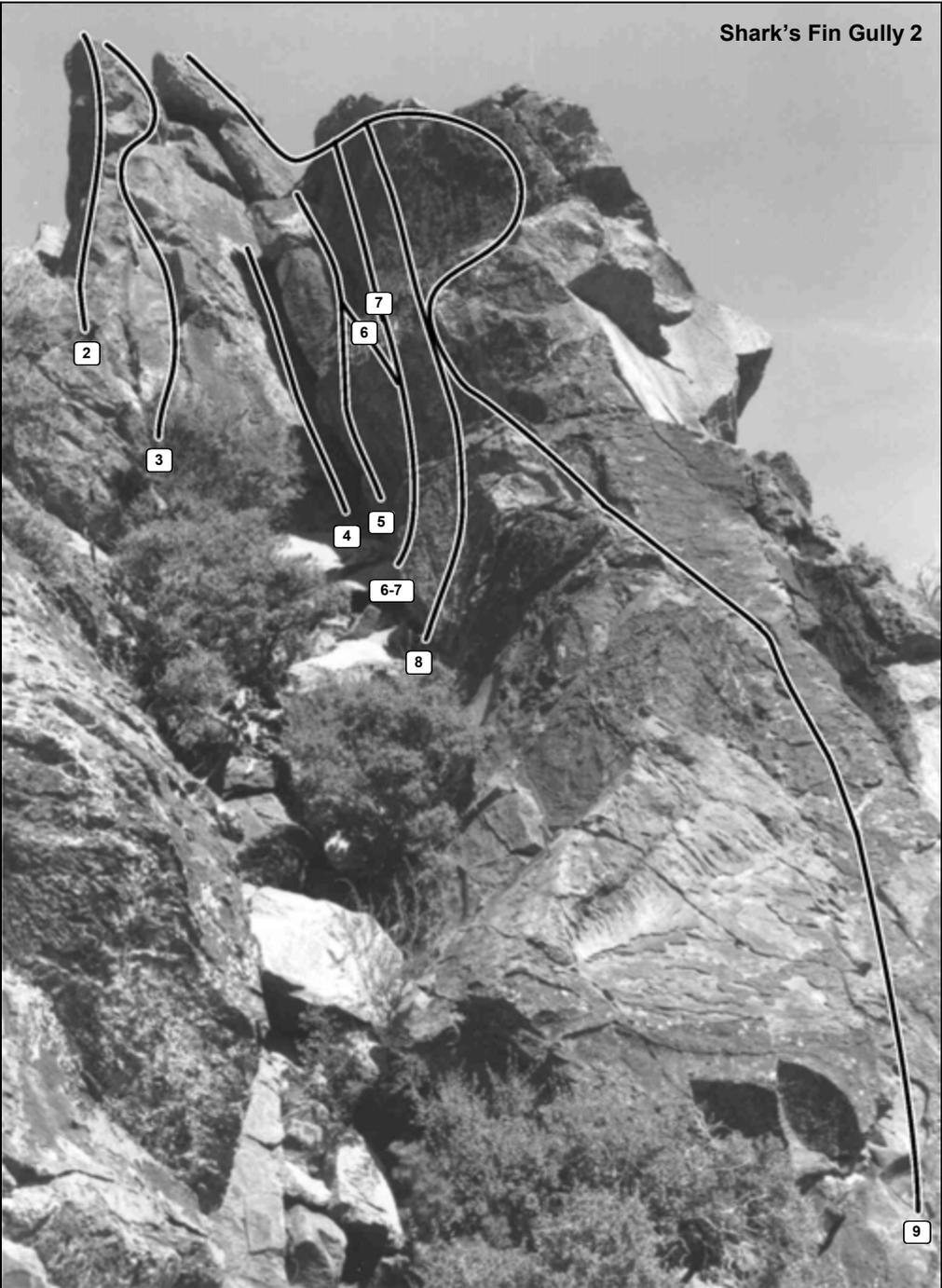
9 SHARK'S FIN GULLY

DESCENT: Down climb *Shark's Fin Gully*.



- 1. **Gully Wall 10a TP ★**
 PRO: Small to Medium. Friends to #1½
 FA: Mike Goff and David Lovejoy, 1980's
 Left around the corner from the *Yellow Edge*.

Shark's Fin Gully 2

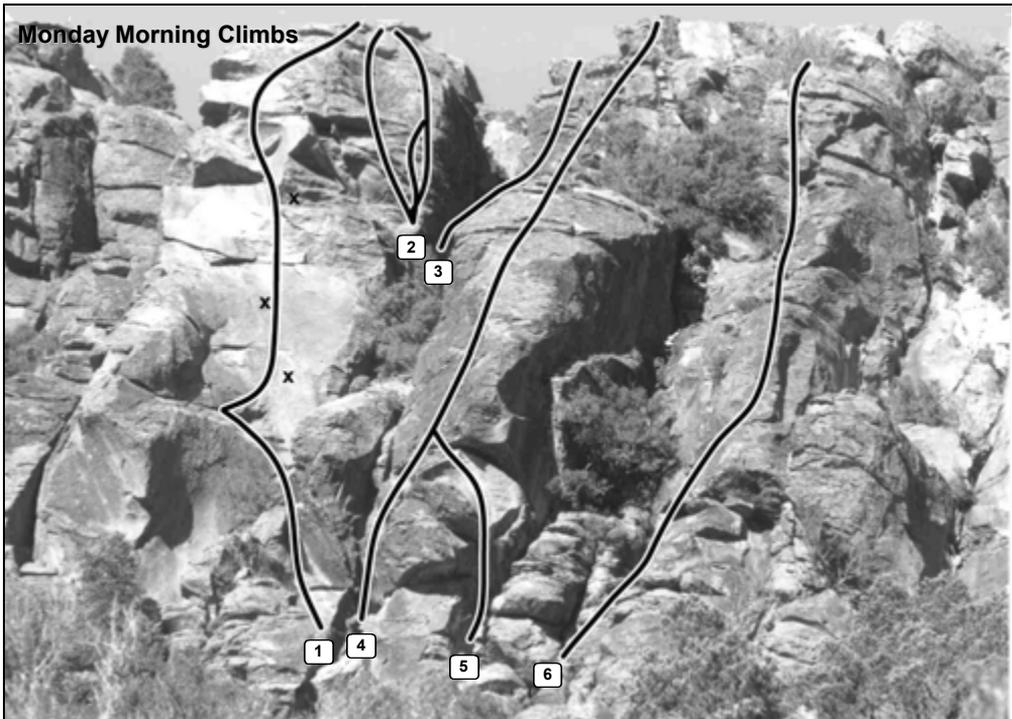


2. **Yellow Edge 8 TP ★★★**
 PRO: Small to Medium. Friends to #1½.
 FA: Rusty Baillie, 1989
 Keep to the edge all the way! Short but sweet. Named for the *Spigalo Giallo* (tr. “Yellow Edge”), in the Italian Dolomites.
3. **The Rigging 7 TP**
 PRO: Small to Large. Tricky lower down but good in upper sections.
 FA: Steve Munsell and others, 1970’s
 Start in the square-cut groove, move to the yellow arête, then move right and up cracks!
4. **Hidden Chimney 6 GP**
 PRO: Small to Medium.
 FA: Unknown
 Just right of *Rigging*, where the chimney starts but left of *SINE*’s petroglyph.
5. **SINE 10a TP**
 PRO: Small to Medium
 FA: Unknown
 Climb steep rock on the opposite side of the chimney to *Hidden Chimney (10a)* or stem back onto *Hidden Chimney*- to gain the sloping ledge on the detached buttress of *Shark’s Fin*. Finish up crack (7) above.
6. **COSINE 10a TP**
 PRO: Small to Medium.
 FA: Rusty Baillie and Roy Smith, 1972
 From close to *SINE*’s petroglyph, lean out right and craft a bomber nut in the overhanging crack. Crank the jugs right of the slanting overhang. Finish up the crack (7).
7. **COSINE Direct 9 RO**
 PRO: Small to Medium.
 FA: Unknown
 Instead of joining the upper crack of *SINE*, the pleasant although RO face can be climbed (8), or start right of *COSINE* and pull through the bulge (9 RO).
8. **Jugs! 7 TR**
 FA: Unknown
 Start up the face just right of *COSINE*.
9. **Shark’s Fin 7 TP ★★**
 PRO: Small to Large. #3½ to 4 Friends are useful at the start. Bring long slings for chockstones. Watch for hidden thread on sloping ledge.
 FA: Mike Goff and others, 1970’s
 For both stars hand traverse the ridge (hard to protect for the second) to the final summit block.

10 MONDAY MORNING CLIMBS

DESCENT: Down climb *Shark’s Fin Gully*.

1. **White Death 11c GP ★★★**
 PRO: 3 bolt clips. Micro to Medium. Lowe Ball #3 and #2 Friends useful.
 FA: TR Rig: Rusty Baillie, 1989; OS: Charlie Lyon, 1990
 Easiest route stays right of the second bolt.
2. **Underbelly 11a to 12 TR ★★**
 FA: Jim Waugh, Chris Rapole, 1989
 Good place to pump pockets. Pick and choose your route.



3. Hidden Buttress 4 GP

PRO: Medium to Large.

FA: Unknown

From the start of *Hidden Chimney*, in *Shark's Fin Gully*, scramble east thru the tunnel to the buttress. Excellent rock!

4. Monday Morning Climb 8 TP ★★

PRO: Small to Medium.

FA: Unknown

Hungover at the start!! Amazing nutcraft possible on the flakes and runnels of the face section.

5. Sunday Night Thrash 11b GP

PRO: Small. Double #.5 and #1 Friends.

FA: Rusty Baillie, Greg Hill, and Tom Faye, 1993

Start to the right of *Monday Morning Climb* under a small roof and use the obvious finger crack to pull through the roof and launch onto the flake above (harder if you "escape" left). Finish up *Monday Morning*.

6. Obscure Arête 5 TP

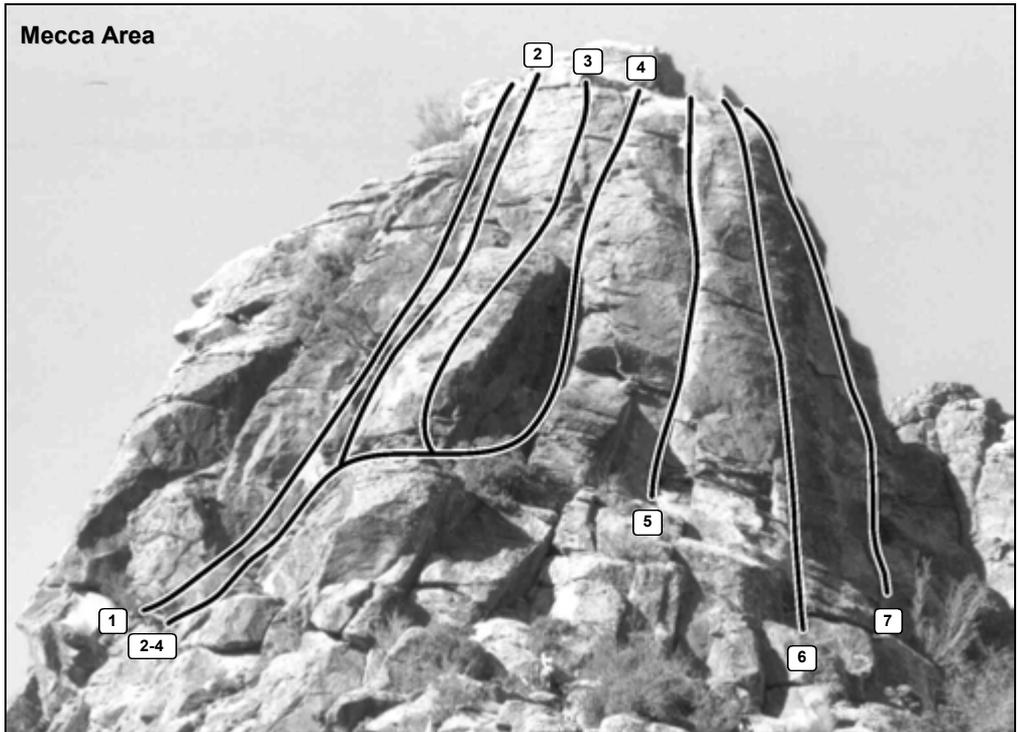
PRO: Small to Medium.

FA: Communal

Good line once you're on it. Be sure to traverse left from the first belay to regain the crest of the arête.

11 MECCA AREA

DESCENT: Scramble west to *Shark's Fin Gully* or down climb *Grey Shadows* (2).



1. **Grey Shadows 2 GP**
 PRO: Medium to Large. Slings for bushes.
 FA: Communal
 A nice line on good rock, often used by experienced climbers as a descent from the Mecca area.
2. **Rack and Pinyon 6 GP**
 PRO: Small to Large.
 FA: David Lovejoy and Amparo Rifa, 1980's
 Good situations on clean rock.
3. **Best Little Face Climb on the Butte 10a RO ★★**
 PRO: 2 bolt clips, one on each pitch, were removed by unknown persons (bolt studs are still there). Small to Medium. Keep small cams for top crack.
 FA: Rusty Baillie and Greg Hill, 1990
4. **Heart Route 6 GP ★★**
 PRO: Medium to Large.
 FA: Bob Miller and Chuck Carpenter, 1969
 Better to approach from the left, as shown. To earn both stars you have to stay out on the right edge at the top.

5. **Mecca 9 GP ★★★**

PRO: Small to Medium. OW piece useful for the final flare.

FA: Rusty Baillie and Royal Robbins, 1971

A great classic! Least hassle approaching from the right. Be sure to assess the wasp situation before beginning.

6. **Koran 10b GP ★★★**

PRO: 3 pin clips. Double Small, Medium. Low Balls and 00 TCU useful.

FA: Rig RP: Rusty Baillie and Josh Tewksbury, 1989

Watch out for wasps!

7. **Jihad 10c TR**

FA: Rusty Baillie and Leo Hanson, 1989

Pure arête leads to the top of *Koran*. Considered best to keep this as a top rope variation.

12 DAVID'S AREA

DESCENT: Scramble down *Shark's Fin Gully*.

1. **David's Climb 10d GP ★★★**

PRO: 1 bolt clip. Small to Large.

FA: David Lovejoy and others, 1980's

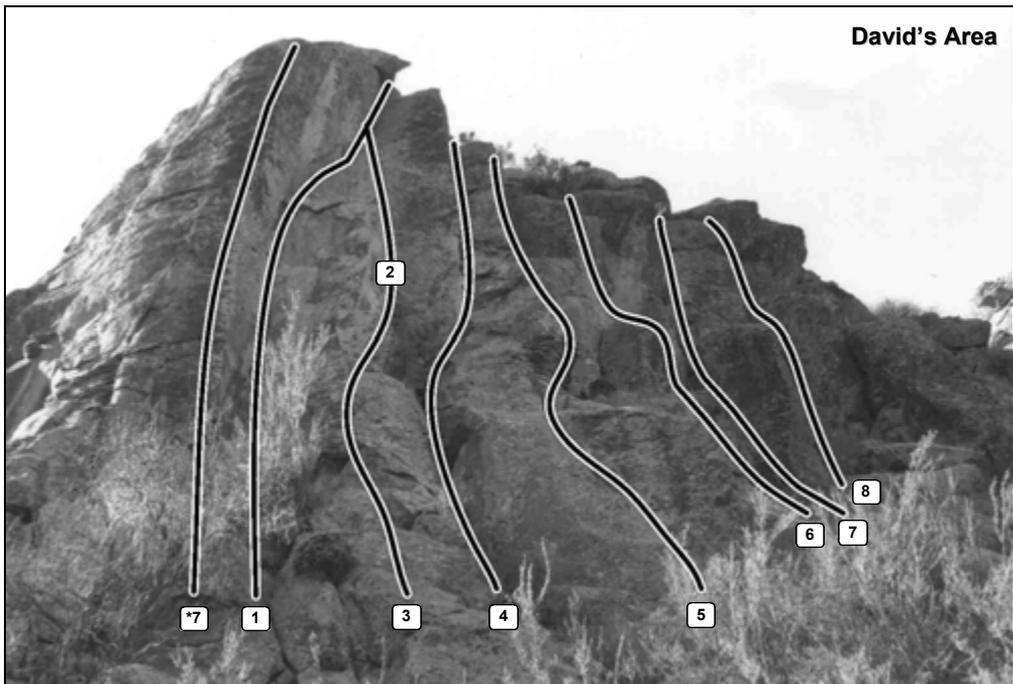
A classic test piece. Good idea to break into two pitches to avoid rope drag on tricky final groove (bolt).

2. **Skinflint 9 GP ★**

PRO: Small to Large.

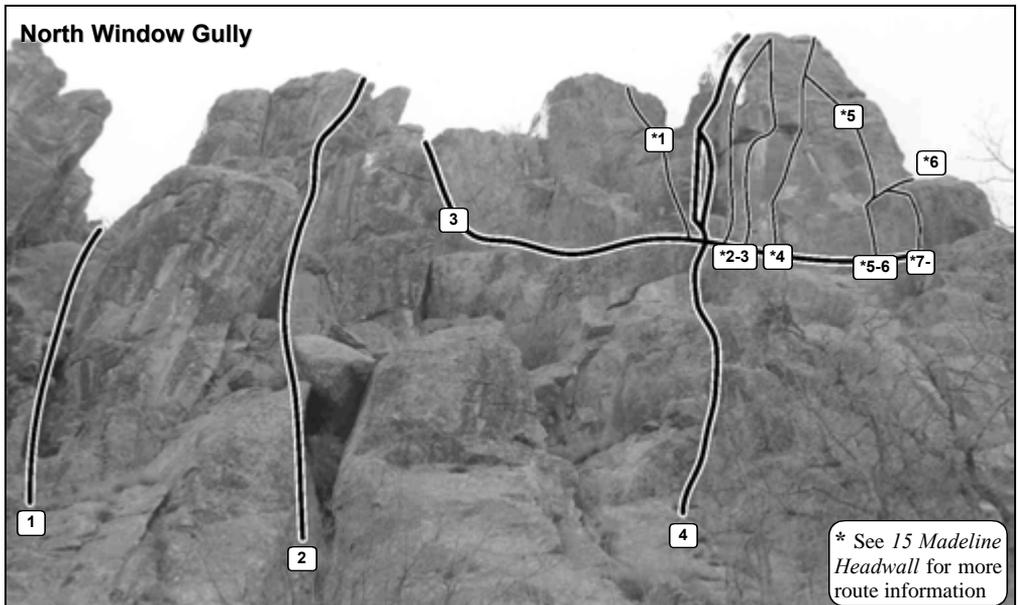
FA: David Lovejoy and Dan Lyne, 1974

Route ends on halfway ledge. To finish, join tricky groove (10a) on *David's Climb*.



- 3. **Looks Good 7 GP**
 PRO: Small to Medium.
 FA: Tim Tobin and Ron Goldman, 1993
 Starts at the base of the steep slab, well below *Rifa Madness*. Follow the slanting crack up left. A good start to *Skin Flint*.
- 4. **Rifa Madness 7 GP**
 PRO: Small to Large.
 FA: David Lovejoy and Amparo Rifa, 1980's
 Climb the right side of detached pinnacle and continue above.
- 5. **Cooper Dooper 7 GP**
 PRO: Small to Large.
 FA: David Lovejoy and Tracy Cooper, 1980's
 Follow the broken cracks to left of the yellow lichen. Trends right.
- 6. **Garden of Delight 7 GP**
 PRO: Small to Large.
 FA: David Lovejoy and Mike Goff, 1975
 Climb thru dramatic yellow lichen.
- 7. **Zig Zag 7 GP**
 PRO: Small to Large. Bring long slings for chockstones.
 FA: David Lovejoy and Mike Goff, 1975
 The forgotten art of large crack climbing!
- 8. **Chopping Block 7 GP ★**
 PRO: Small to Large.
 FA: David Lovejoy and Mike Goff, 1975
 Start in the hidden chimney. On the second ascent, the belayer reacted to stone-fall by placing his hand over his helmet; a finger was totally severed, carefully collected, dusted off- and successfully reattached.

13 NORTH WINDOW GULLY



1. North Window Gully 4th Class

The bottom rocks are tricky- almost 5.0 (a short rappel is possible).

2. Long Arête 7 GP

PRO: Small to Large.

FA: Steve Munsell and Roy Smith, 1976

Crack climbing on the broken ridgeline. Start in the first, obvious crack- just right of the bottom rocks of *North Window Gully*. Hard to find!

3. Hole in the Wall 4th Class

Traverses from beneath the Madeline Headwall to the ridge.

4. Spanish Inquisition 8 TP ★

PRO: Small to Large.

FA: Steve Munsell and Roy Smith, 1976

A multi-pitch expedition. Find a grassy meadow at the very foot of the rocks. Climb the unmistakable OW crack on the right to clean slabs that lead, via slabby bulges, to the Hole in the Wall near the base of the *Madeline Headwall*. The original route goes up yet another OW crack, now blocked by a barbed wire bush. So, take the easier crack a few feet to the left, which leads to a sloping ledge system. As soon as possible move back right into the magnificent hand crack that pierces the left edge of the *Madeline Headwall*.

14 GHS AREA

The GHS area is found on the East Ridge, just above the top of *Hanging Off Overhangs*. It faces east and is easily identified by the historic GHS petroglyph.

DESCENT: Scramble down the *East Ridge* to *Hanging Off Gully* or route find down *Hole-in-the-Wall*.

1. Be Here Now 11a GP ★★

PRO: 4 pin clips. Small to Medium. #2½ Friend above 3rd pin.

FA: TR: Rusty Baillie and Charlie Lyon, 1989; Rig: Rusty Baillie and Bob Chalfont; RP: Matt Perlman, 1991

Originally a top rope route, it eventually proved to be worthy of fixing pro.

2. Hot Pursuit Variation 8 GP

PRO: Medium.

FA: Rusty Baillie, 1995

When the crack steepens head to the left edge onto big blocks. Cross the face left on small pockets into the shallow crack and up.

3. The One that Got Away 9 GP ★

PRO: Medium to Large. Double #4 Friends.

FA: Kevin "Mad Cat" Shaw and others, 1993

Scramble west from the bottom of *Be Here Now* into a chimney/corner leading to a small walnut- right next to the dramatic yellow-lichened face. Climb the chimney and trend left into imposing corner crack- hands to fist. Great atmospherics! Another *Blindspot*?

4. Be Back Later 11b/c GP ★

PRO: 6 bolt clips. Lower-off.

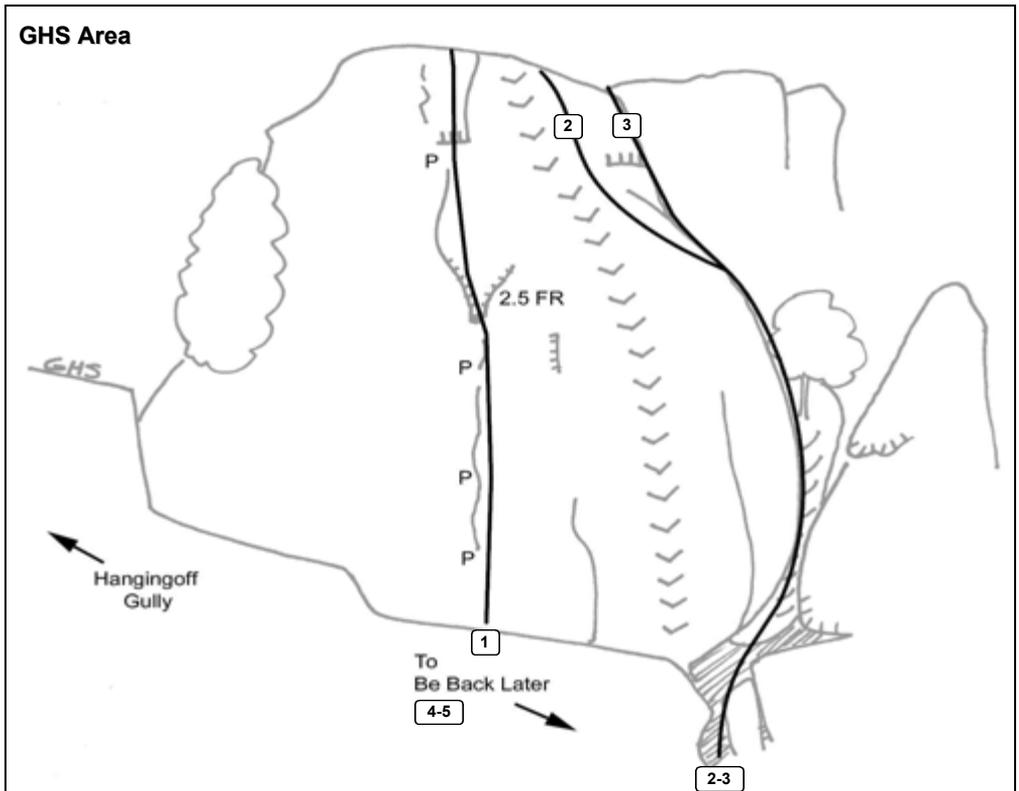
FA: Matt Perlman, 1992

Power climbing in the shade- contrived but pleasing. 4th Class down the broken gully below GHS. Takes the overhanging arête on the east face of the gully.

5. Purist 11a TR ★

FA: TR: Sterling and Nade Murray, and Matt Perlman, 1991

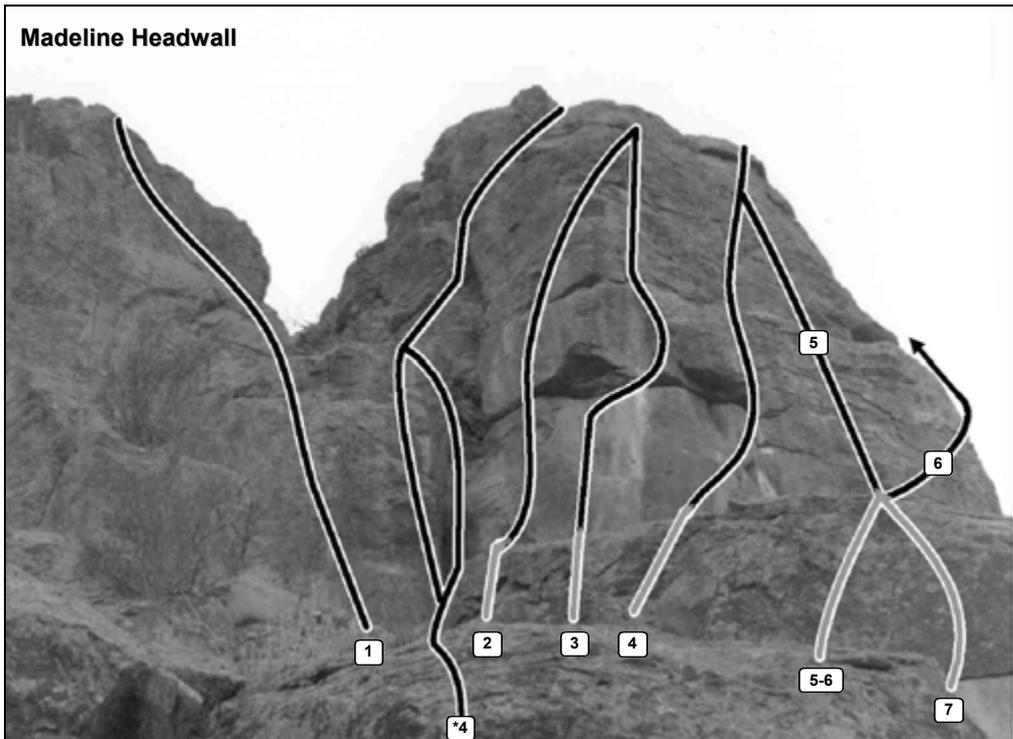
Above and right of *Be Back Later*. Steep pockets! After careful consideration of "Traditions", it was decided this climb was too short to justify fixed protection.



15 MADELINE HEADWALL

DESCENT: Scramble down *North Window Gully* or rap anchors above *Large Block in Chimney*.

1. **Slipshod 10a GP ★★**
 PRO: Small to Medium.
 FA: Rusty Baillie and Steve McGee, 1996
 From the *Hole in the Wall Traverse Ledge*, near the start of *Madeline*, find the clean crack (7) just left of *Spanish Inquisition*. Easy climbing to the bushy ledge below a fine slabby face with subtle cracks and grooves that faces west. Good clean pro—so long as you found the right face.
2. **Left of Valediction 10d TR ★**
 FA: Rusty Baillie and Matt Perlman, 1996
3. **Valediction 11a ★★★**
 PRO: 11 bolt clips. Lower-off. Long slings are needed for under the roof. Double ropes useful.
 FA: Rap RP: Rusty Baillie, 1999; OS: Charlie Morris, 1999
 A good line with several awkward but superb moves.



4. Madeline 11a TP ★★★

PRO: Small to Large. Double Medium. 00 TCU and Lowe Balls. OW cam useful in upper hole. Cracks pro easily and face can be crafted at TP.

FA: RP, some aid in white crack: Mike Goff, early 1980's; Free OS: Charlie Lyon, 1988.

Start in the right-leaning, brown, flake system, just right of the first bolt of *Valediction*. You can continue up the white crack and headwall with double ropes and extra pro or traverse down and right to belay on the ledge of *New World Order* and *Rule of Thumb*.

5. New World Order 10b TP/RO

PRO: Small to Large (plus for *Madeline*). Micro and Small TCU's and Tricams. Careful crafting in strenuous situations can turn the RO into TP.

FA: RP (*Bambi Does Dallas*): Rick Dennison and Alex Malfatto, 1989.

OS, Clean Pro: Steve Dieckhoff and Greg Hill, 1991

From the *Hole in the Wall Traverse*, find the clean, thin-finger crack that starts below the white crack of *Madeline*. Climb (10a) to belay on a large block and sloping ledge. The main pitches of *New World Order* and *Rule of Thumb* start from this block.

6. Rule of Thumb 10a TP ★★★

PRO: 2 bolt clips. Small to Large.

FA: OS Free Solo: Steve Dieckhoff, 1990. Subsequent retrofit.

The FA was a bold and inspired statement. The second, retrofitted, ascent was a generous gift to those of us less gifted. From the belay block, above the thin-finger crack, go right around the corner and follow discontinuous cracks back onto the arête.

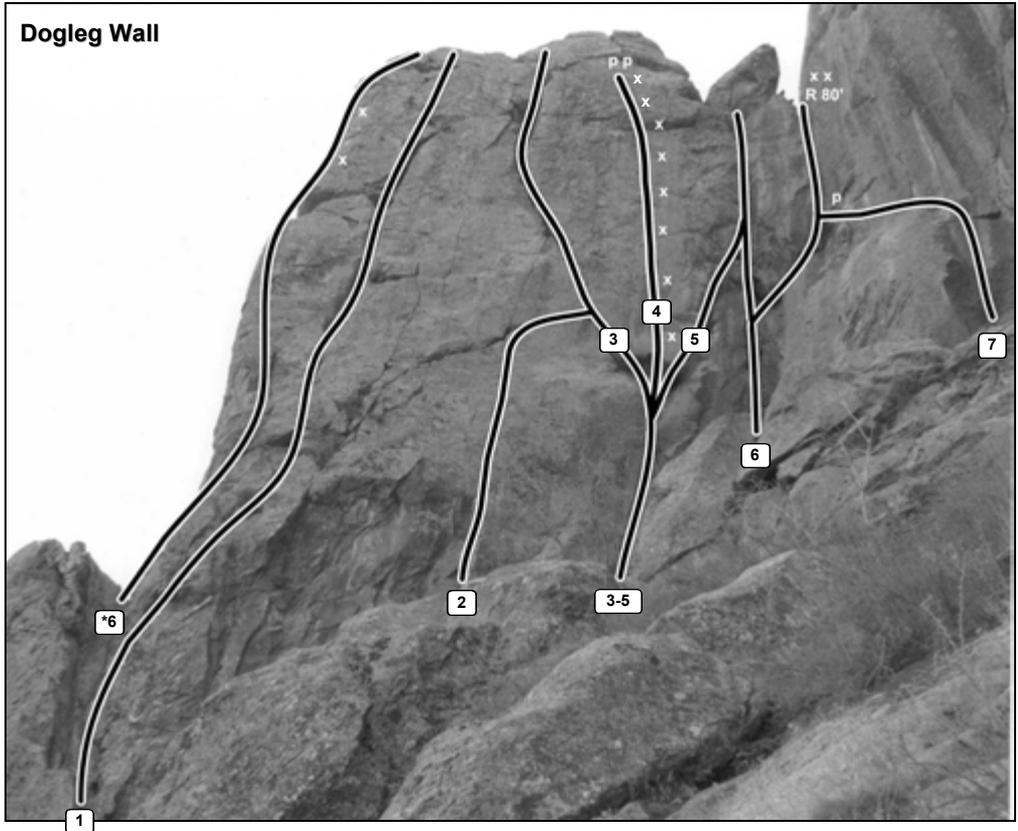
7. The Keening 10c ★★★

FA: OS Free Solo: Steve Dieckhoff, 1990

Original start to *Rule of Thumb*- in its pristine state. There have been no known repeats.

16 DOGLEG WALL

DESCENT: Rappel off anchors above *Large Block in Chimney*- 80 ft. to the ground.



1. **Cherry Ball 8 GP ★★**
 PRO: Small to Medium, Double Large.
 FA: Scott Baxter and Karl Karlstrom, 1967
 Sustained and challenging.
2. **Dogleg Direct 10b TP ★★**
 PRO: Micro to Large
 FA: Mike Goff and others
 Good climbing.
3. **Dogleg 9+ TP ★★★**
 PRO: Micro to Large. OW cam useful in the final crack. First twenty feet need careful crafting to avoid RO.
 FA: Scott Baxter and Karl Karlstrom, 1967
 Sustained and serious- top mark of its grade.
4. **Doggy Style 12b/c GP ★★★**
 PRO: 8 bolt clips and a 2 pin anchor. Best to backup the anchor.
 FA: Matt Perlman and Jim Erdman, 1996
 The beautiful lichen face between *Dogleg* and *Dogleg Escape*. Climb the first groove of *Dogleg*, then straight up the face on small crimpers and challenging clips.

5. Dogleg Escape 9+ GP

PRO: Small to Large.
FA: Unknown

6. Large Block in Chimney 9 TP

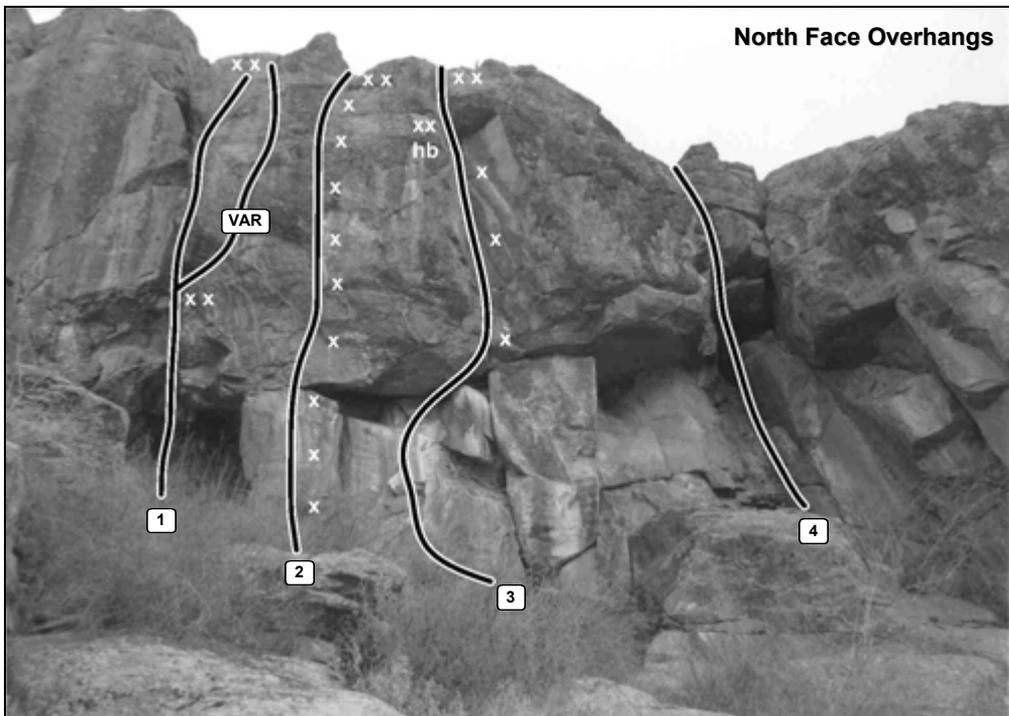
PRO: Small to Medium. Double Large.
FA: David Lovejoy and Dwight Bradley, 1969
Pass the large chockstone on either side. Rap anchors are on the wall, clear of the chimney.

7. Ancient History 9

PRO: 1 pin clip. Small to Large.
FA: David Lovejoy and Dwight Bradley, 1969
An old pin was found near the large block.

17 NORTH FACE OVERHANGS

DESCENT: Use the lower-off anchors above *Judgment Day* or *Acrobatic Flying*- 80 ft.

**1. Judgment Day 11a GP ★★★**

PRO: Roof: Friends to #4, 3 x #4 Camalots, and #5 Camalot.
Pitch 2: 2 x #4 Camalots, Hex #7 to 10. Loweroff, bolt anchors.
FA: Matt Perlman, Zak Murray and Rusty Baillie, 1995

Start in the large cave, left of *Acrobatic Flying*. Follow the crack/chimney out into the light, where there is a 2 bolt hanging belay- to avoid impossible rope drag, to allow communication with one's second, and to avoid a "human ladder" crack belay. Try not to bombard your belayer with debris from the top of pitch 2. Hexes work well in the scalloping cracks.

VAR Pitch 2 (9): Small to Medium. Traverse right from the hanging belay and break thru onto finishing slabs.

2. Unnamed (open project) 13?

PRO: 9 bolt clips. Lower-off.

FA: Rig: Bent Edens, 2000

Follow the three bolts up the pillar. After the third bolt, move up and right.

3. Acrobatic Flying 12a GP ★★★

PRO: 3 bolt clips. Small. Long Slings. #1½ Friend at roof. Hanging Belay.

FA: TR Rig: Rusty Baillie, 1989; RP Steve Dieckhoff, 1991; OS: Matt Watson, 1992

An early attempt was postponed to allow the resident raven to complete their nesting. Theirs was the first flying exhibition, though doubtless there will be impersonators... Look for upper rap anchors in a small corner, west of the large sloping ledge.

4. Caverns of Gloom 4 GP

PRO: Medium to Large. Small for *Top of Sunset*.

FA: Rusty Baillie and Greg Hill, 1990

Fun route—the answer to the need to rig a TR on *Acrobatic Flying*. Finish on *Top of Sunset*.

18 SUNSET AREA

DESCENT: Scramble down the *North Summit Gully* or *Hole-in-the-Wall* or find the rap anchors of *Acrobatic Flying* or *Judgment Day* for a memorable rappel.

1. Sunset 9 TP ★★

PRO: 1 fixed pin. Double Medium. Large. OW cam useful for hole low down.

FA: Chas Rugeley and others, 1980's

Destined to become a worthy twin to *Sunshine!* The VAR bypasses the finger crack (10a) and the fixed pin encourages one to move right and finish with style.

2. Sunwise 10b TR ★★

FA: Rusty Baillie, 1995

Fun face climbing over the big roof.

3. Wise Crack 8 GP ★★

PRO: Small, Double Medium to Large.

FA: Chas Rugeley and others, 1980's

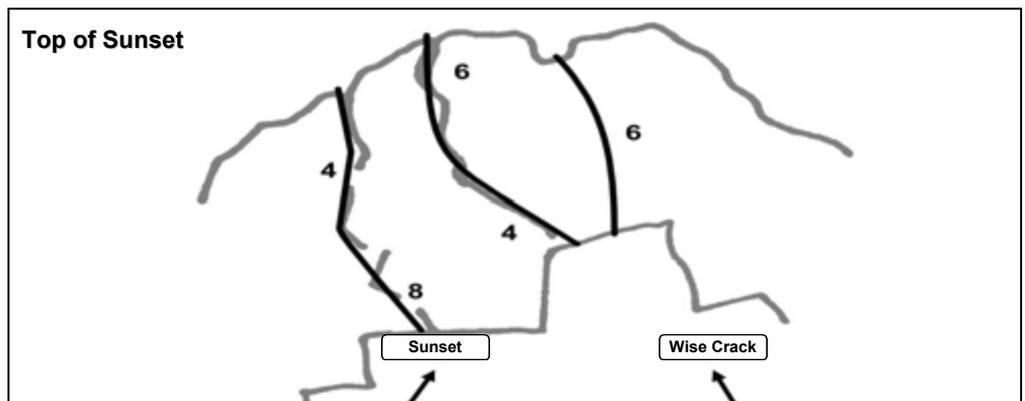
A steep and juggy outing.

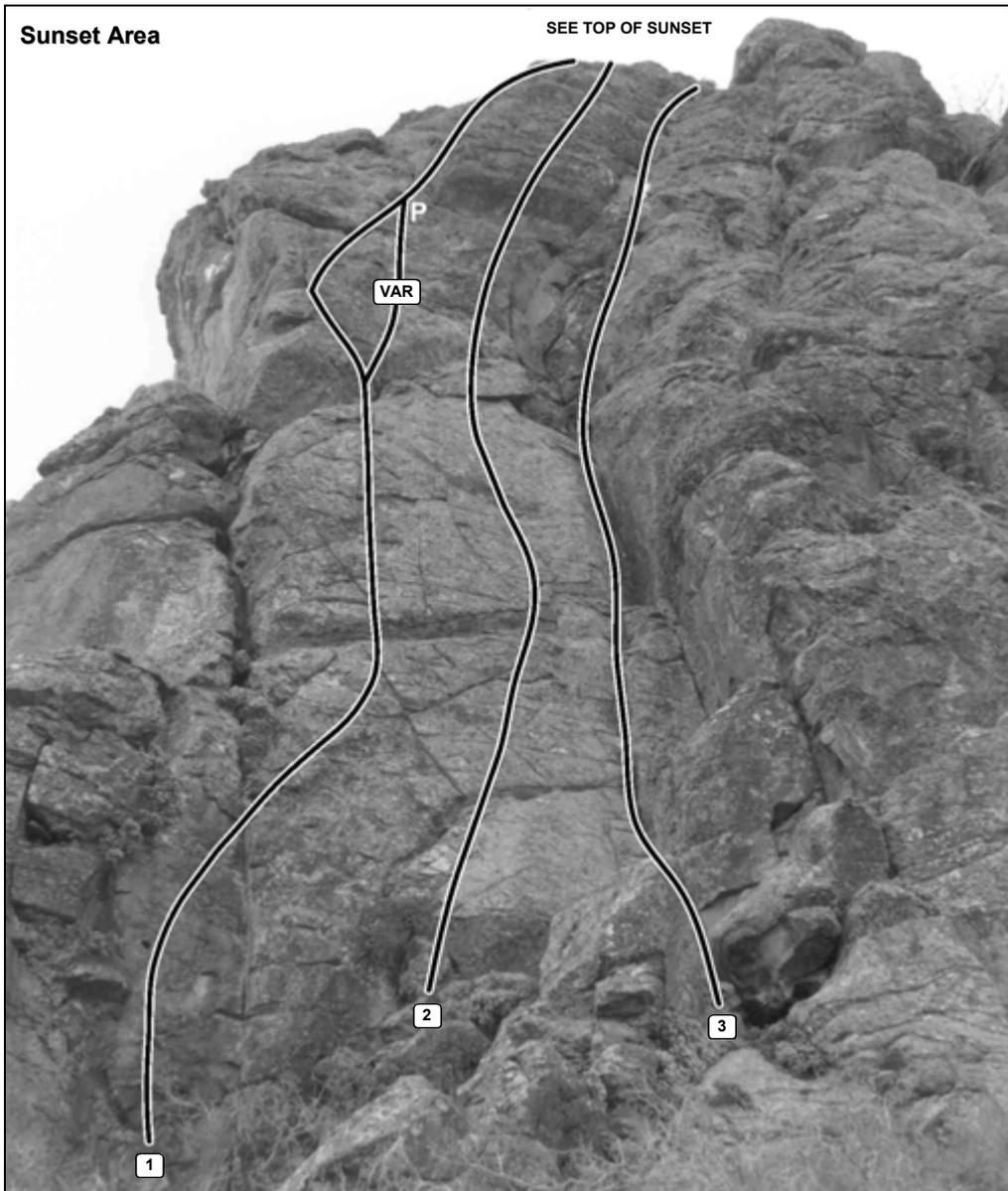
4. Top of Sunset 4 to 8 GP to TP

PRO: Small to Medium.

FA: Communal

The final barrier leading to the summit area





19 THE RUST SPOT

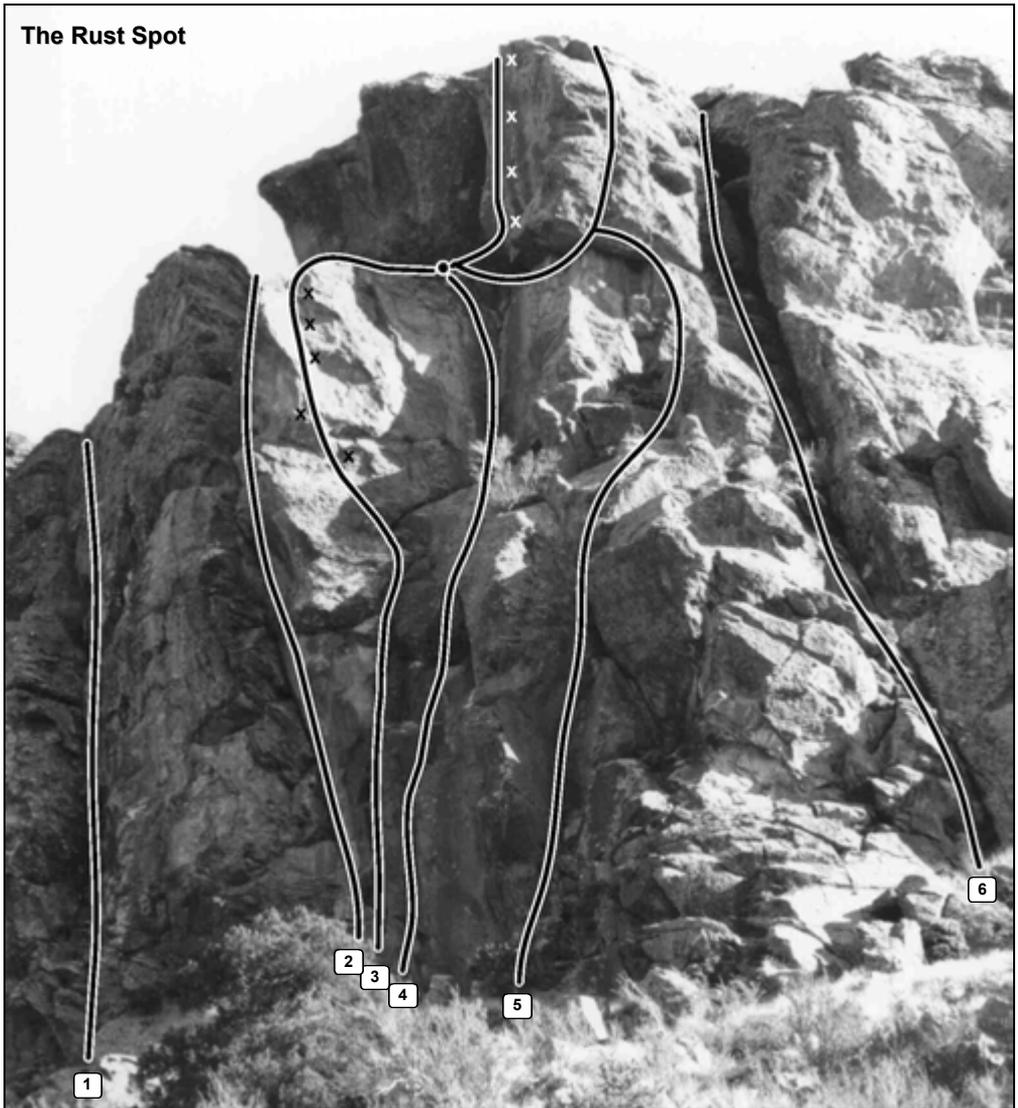
DESCENT: Scramble down the *North Summit Gully*.

1. Leakin' Lena 6 GP ★

PRO: Small to OW.

FA: Chas Rugeley and others, 1980's

Excellent line. The top pitch is a face-within-a-chimney. Unique!



2. Falls Start 10a GP ★★

PRO: Double hand-sized, plus Medium.

FA: Unknown

Archetype of “Butte Crack Move”- one hand and foot in the bomber crack, other hand and foot on overhung face! Belay at the large tree. Rappel is 80’.

To continue: Traverse right (10a) under roof to join *Rust Spot Right* or scramble off left into *North Summit Gully* for descent.

3. Feeding the Rat 11d ★★★

PRO: Set of Rocks. Draws

FA: Rusty Baillie, and Matt Perlman, 1995

P1: Start just left of *Rust Spot Left*, taking an independent line over the bulge (10c). From the ledge head up steep blocks (10a) to a smaller ledge. Move left to the first bolt. Follow the face and edge (11d/12a) to the large ledge and tree belay.

P2: Move right above the roof and up the steep face (11a) – 4 bolts.

P3: Start about 15 feet left of the final pitch of *Rust Spot Right*, following the flakes up left, past 2 bolts. Reach over the bulge to clip the 3rd bolt then pull straight up on jugs to the top (11a).

4. Rust Spot Left 9+ GP ★★

PRO: Small to Large.

FA: Mike Goff and others, 1980's

Includes an ultra-classic handcrack. Belay at large tree. The continuation; traversing right under the roof and finishing on *Rust Spot Right*, produces one of the finest climbs in the area.

5. Rust Spot Right 10a TP ★★★

PRO: Small to Large. Long sling for a roof thread. Lowe Balls are useful above the roof.

FA: Mike Goff and others, 1980's

Bold, steep, and committing.

6. Raichle 5 GP

PRO: Medium to Large.

FA: Unknown

With some cleaning, will merit stardom.

20 PUPPY NOSE AND FOUNTAIN GIRL

DESCENT: Descend the *Pinyon Route* (4th Class) or Rappel in the gully from the top of *Fountain Girl*.

1. The Long Goodbye 10b GP ★

PRO: Small to Large (including 2 sets of Friends).

FA: Chas Rugeley and others, 1980's

Exciting and bold direct finish.

VAR (10a): Escape right onto *Puppy Nose* and finish up on the edge.

2. Puppy Nose 10a GP ★★

PRO: 2 pin clips. Small, Medium, Large up to #3 Friend.

FA: Chas Rugeley and others, 1980's

Start in the obvious, bottomless crack. Belay on the ledge. Top section follows the edge closely, staying away from vegetated slabs out right.

3. Fountain Girl 10a GP ★★★

PRO: Small to Medium. Cams to #3 Friend.

FA: Unknown

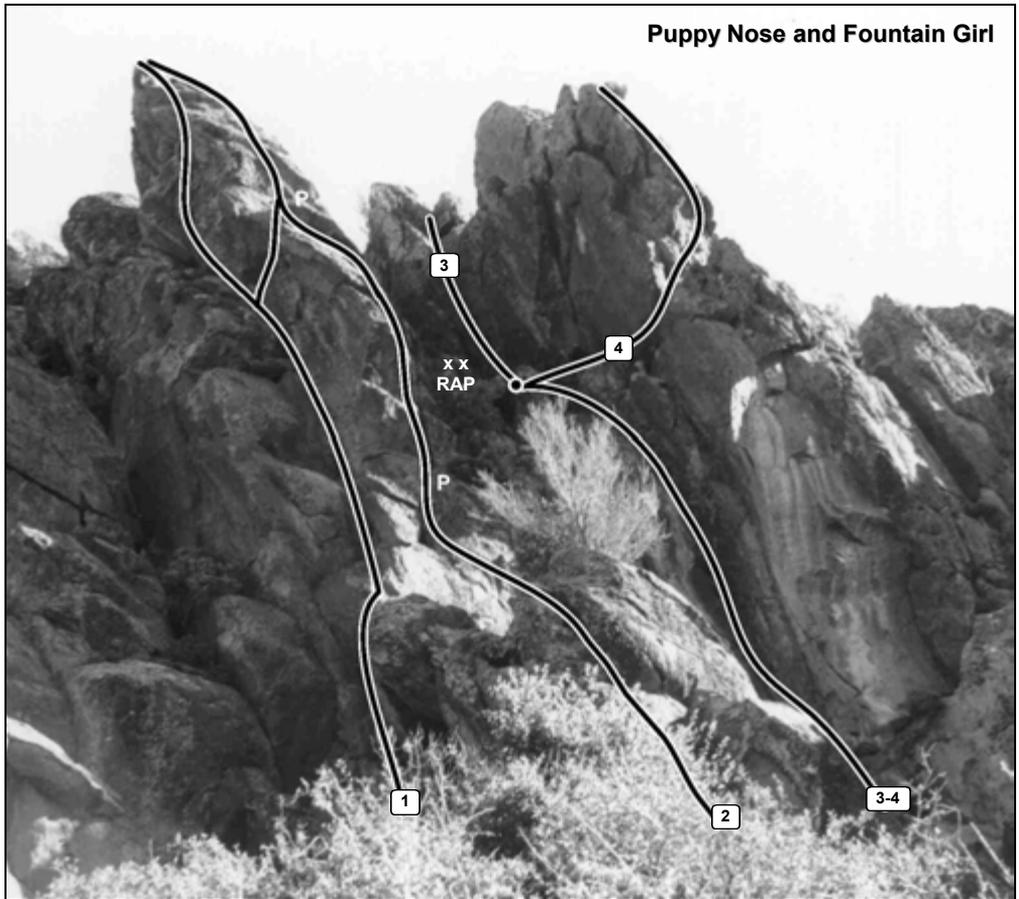
Excellent first pitch! So far both original guidebook direct finishes have repulsed all repeat attempts (11+). Rappel in the gully- hangers are on the left wall, looking down.

4. Is it a Crack, Is It a Flake 11a GP ★

PRO: Friends from #00 to #3

FA: Rusty Baillie and Gareth Richards, 1993

It's a crack! With an overhanging flake finish.



21 THE BIG SLEEP

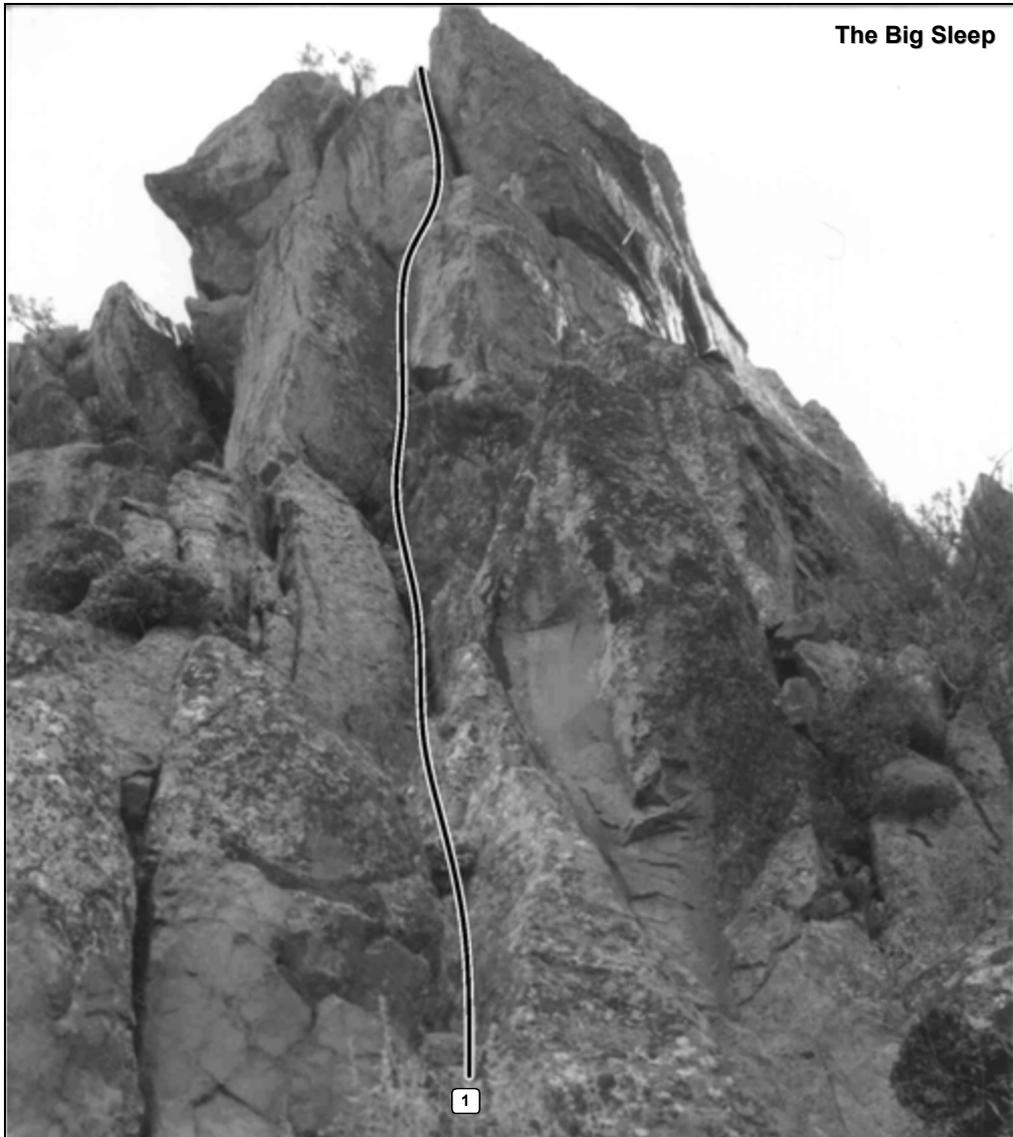
DESCENT: Descend the *Pinyon Route* or *Ponderosa Ridge*.

1. The Big Sleep 7 GP

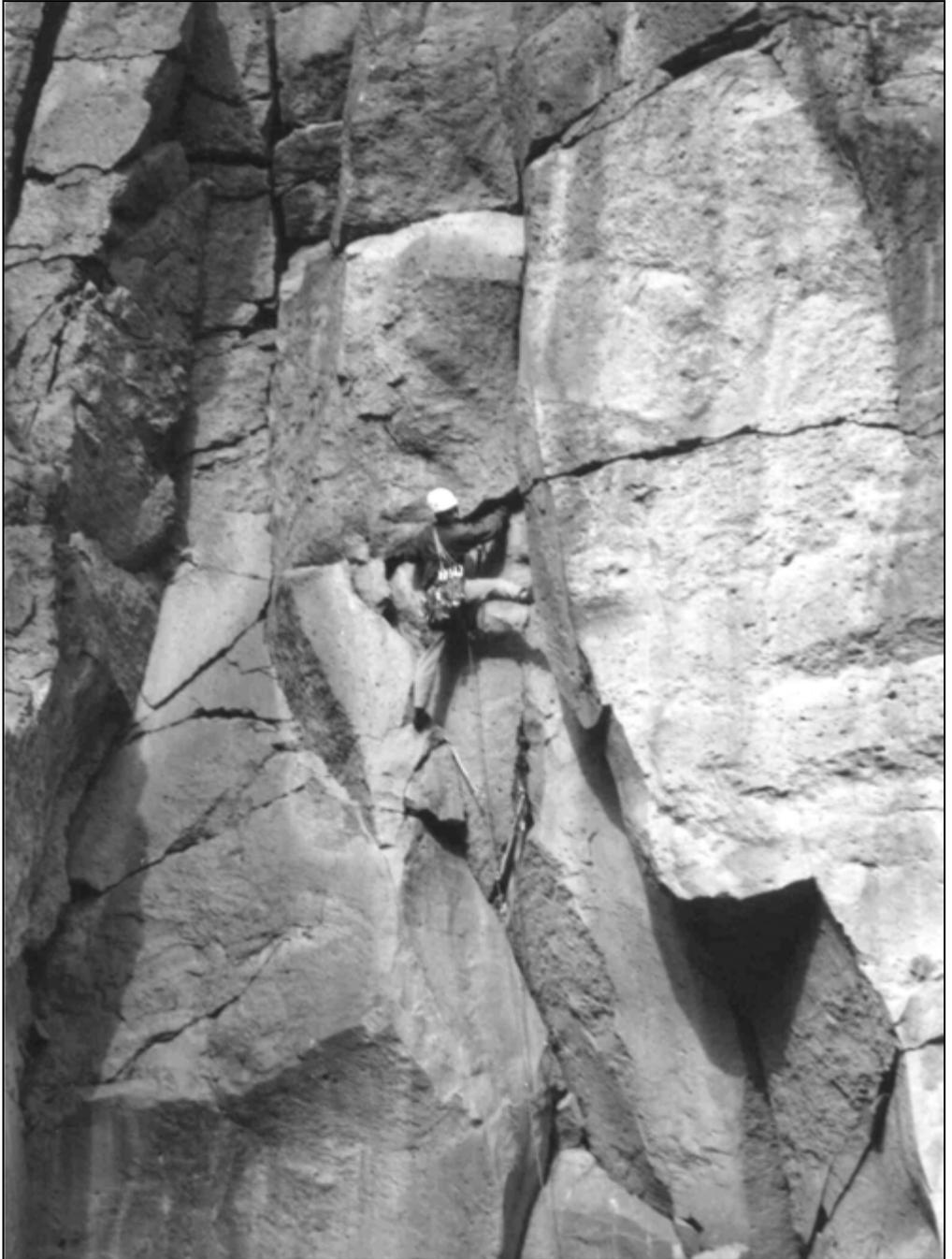
PRO: Small to Large.

FA: Chas Rugeley and others, 1980's

Nice situations, especially if you keep right at the top.



Sullivan Canyon



Josh Gross on a variation of *Empty Nest Syndrome* (10b)

As the Verde wanders through the plains of Chino Valley, it cuts eastward, slicing through deep layers of basalt and what locals know as Sullivan Canyon. Marked by steep, chocolate-colored basalt, the Canyon is as renowned for its unique cracks as its pocketed faces. The dark rock and lower elevation provide for slightly warmer weather than other crags in the area, and allow for year round climbing.

With a vast number of routes from moderate to high-end, visitors of all levels can find worthwhile routes to explore. For those looking for something more, Sullivan Canyon offers opportunities for new route development, first ascents, and precarious adventure leads. So whether you're a beginner looking to do some top roping or take your first lead; or a seasoned veteran thirsting for steep cracks with pockets to pull, "Sullies" is sure to be a favorite you'll come back to again and again.

HISTORY

Technical rock climbing began in Sullivan Canyon in the mid seventies. Pioneered by Mike Goff, David Lovejoy, and Phil Latham, many of the classic lines of the upper canyon were established. By the late seventies, much of the upper canyon was developed and the trio wandered down the south rim to climb the longer lines of what is now known as the "Shadowland". It is hard to say what they actually climbed as their efforts were never recorded. As the areas pioneers, however, they set a very traditional style that still resounds in the canyon today—ground-up, no-bolt, hammerless leads.

Development of the Canyon slowed in the eighties as local climbers concentrated their efforts on new routes on Thumb Butte and the Granite Dells. One exception, however, was the pioneering of Timmies East (originally named Goff's Buttress) by Mike Goff and Phil Latham. The area was not named, as previously rumored, after the brother of Phil's girlfriend, but rather honors the character and efforts of a former student who joined Phil and Mike for a day of climbing and struggled on every route.

During the winter of ninety-four, the Lower Canyon saw a resurgence of activity and the Modern Age was ushered in. Local legends, Rusty Baillie and Mike Goff began exploration of the north rim and what is now known as the Suntrap Area. As many of the now classic lines fell, Baillie became more and more aware of the instability of the rubble bands which lined the rim above and made topping out hazardous both for the leader and belayer. Searching for a way to savor the fine cracks but do away with the rubble band, Baillie looked to the sport-climbing world. The answer was to graft lower-off anchors at the top of the traditional cracks and prevent the need to top out. Although the solution made sense, ultra-traditionalists arose from the community to protest the arrival of the bolt. They were too late, however, as Baillie had already established 23 anchors and local climbers were arriving to climb.

As more climbers entered the Canyon, development began to boom. Rob Gowler led the charge, establishing the classic *Jazz* (10a) and *Cutting Edge* (10b), while Wally Wheeler established the Civil Suit Area and the Hot Spot classic, *Wheeler Dealer* (10c). The Concrete Jungle saw a wave of development, as newcomer Josh Gross began looking to the fine pocket faces surrounding the cave. Soon after, Tom Whittaker began soloing around on the unused rock west of the cave and unearthed the Nursery, a place where beginner climbers could be introduced to traditional protection and crack climbing techniques.

Eyeing the probable line of jugs in the only real cave in the area (*Bohemian*), Gross and Baillie set the stage for the next battle. Two climbers had recently had their bolted lines removed up canyon and the area had been dedicated a cracks-only, bolt-free area. After much debate, a compromise was finally reached. Bolts would be allowed to protect the cave, but climbers would have to fiddle with pro on the face above. Further bouts of hanger bending ensued, but the quality and popularity of the route finally won the day, supported by promises that no other continuous bolt protected faces would tarnish the Canyon's blank faces.

As development boomed in the Suntrap, Casey Yorkunas, Seth Quackenbush, Andy Rich, Anne Melleck, and Mike Harvey began new exploration of Shadowland. Upholding the very-traditional ethics set by the areas pioneers, they established numerous, hard leads on dangerous lines, often dodging and climbing past precarious blocks and loose flakes.

With the rapid amount of development in the area, the original topo guide by Rusty Baillie became incomplete and lacking. Furthermore, Josh Gross and Baillie realized that the new development was causing problems. Fine new lines were being established but no new lower-off anchors were being

placed, routes were not being adequately cleaned, and the trail system was becoming chaotic. So, in the winter and spring of 1997, Josh Gross undertook the immense task of adding lower-off anchors to many of the new lines, cleaning routes, and developing a better trail system. His effort, along with the assistance of numerous other local climbers helped create the present area. Josh's original guidebook, *Verde Basalt*, was an immediate success.

Future development may include routes further down the Verde River. Though the cliffs are not as high or the cracks as continuous, on area, "The Pig Pen", is being considered as a sport climbing alternative. The high band of compact cliff just downstream from the limestone band has also started to be developed as a winter Bouldering area.

Climbers at Sullivan Canyon now hail from Prescott, Phoenix, Flagstaff and other reaches of the southwest. While the number of climbers visiting the Canyon increases, it is still possible to enjoy days alone at the crag, firing classic lines or establishing new ones. It is the hope that this guide will help climbers from all over explore the area in a safe respectful way. As history makes itself and the area continues to see new action, please help to keep this guide current. Send new route information to Michael R. Smith, 2511 Wexford, Troy, MI 48084; or e-mail mike@adventure-smith.com.

STYLE AND ETHICS

Sullivan Canyon is divided into three distinct areas: Upper Sullivan Canyon which extends from the dam east to the white pipeline, and Lower Sullivan Canyon which extends east of the pipeline to the decomposing limestone bands further downstream. The "Pig Pen" (not included in this guide) is the next major band of cliffs, about 30 minutes downstream—also accessible via a fiendish jeep trail leading to the river. Each section offers very different climbing opportunities and styles.

Upper "Sullies" is primarily a top rope area with the occasional leading in cracks and free soloing. The clean edge provides excellent natural belays with no need for any kind of fixed anchors. The shortness of the climbs makes for convenient top roping; placing bolt protection would be ridiculous.

Lower "Sullies" is higher and rougher, with a more pronounced "summer" and "winter" side. The north wall ("winter" side) of the canyon is known as "The Suntrap," and the south wall ("summer" side), "The Shadowland." This area boasts longer and steeper routes with exceptionally good cracks and remarkable face climbing. The predominant style here is leading.

There is a strong feeling that the entire area should be preserved as a crack-climbing showcase. The Prescott Climbing Community believes the cracks are so close together that bolt protection on the faces would badly crowd the crack routes. The situation is similar to Paradise Forks, which is also celebrated for its awesome cracks and a heavily enforced ban on bolted face or arête routes. There are numerous very thin cracks and seams on blank faces which allow for natural protection and dramatic face climbing.

An exception to a totally bolt-free ethic is made in the case of upper belay anchors for lower tier routes in the Suntrap area. Here the rubble slope, immediately above the finish of most routes, is so dangerously unstable that we need to actively discourage climbers from moving above the solid edge. Fixed chains and rap hangers for a quick lower-off seem the best solution. Hangers and chains should be as unobtrusive as possible. The use of painted hangers and chains is preferable to shiny galvanized alternatives. The top basalt layer has many gaseous pockets, making it necessary to use special glue-in anchors. While the rock itself is extremely solid, exfoliation has produced many large flakes, poised in key positions. Climbers producing new routes here have a serious responsibility to clean their routes thoroughly (especially including really large blocks) before they place fixed anchors. There have already been several major accidents involving loose blocks and a casual attitude here will quickly add to the score, inviting unwelcome official scrutiny. New routers should also try hard to clear and stabilize the area around their lower-off points.

There are a few spots where the occasional bolt is used to provide safe access through the bottom limestone band; which is soft, loose and scary. Once in a good, protectable crack, no continuous face bolts are used, not even to connect blank faces between cracks! "When in doubt, run it out!"

For more information regarding the traditions of Sullivan Canyon and guidelines for development, please read "Traditions" in the back.

NEW DEVELOPMENT IN THE SUNTRAP AREA

As new routes become popular in the Suntrap area, it is necessary they are thoroughly cleaned and appropriate lower-off anchors are placed. There are several routes listed in this guide that have recently become popular but have not been thoroughly cleaned or had lower-off anchors placed. Such climbs are denoted by an **NC** (not complete) indicator. Climbers choosing to climb these routes should be aware of the risk of loose rock, unstable top-outs, and the dangers of the rubble band above.



RACK

A standard Sullivan Canyon rack includes, but should not be limited to:

Set of Stoppers
Cams from Micro to OW
Quick Draws
Long Slings

Other recommended protection includes:

Low Balls
Set of RP's
Set of TCU's
Aliens
Second Set of Cams
Second Set of Stoppers

For the Upper Canyon:

Extra lockers and ovals
Long Slings or Rigging Ropes

Climber on *Exit Stage Left* (6),
Timmies East

Photo: Rusty Baillie

ACCESS

Sullivan Canyon is dedicated as Arizona State Trust Land. Contrary to popular belief, State Trust Areas are *not* "public" land. Camping and climbing are allowed with a current State Land Recreation Permit. A permit can be obtained from the State Land Department. Walk-in or write for an application. Permits run \$15/yr for individuals and \$20/yr for families. Organizational permits may also be purchased upon request for \$50/yr.

Hunting and fishing permits, rumored to be a way of getting around the trespassing issues, are technically valid for hunting and fishing only. They may not be used as a substitute.

1616 W. Adams
Phoenix, AZ 85007
(602) 542-4631

3650 Lake Mary Road
Flagstaff, AZ 86001
(520) 774-1425

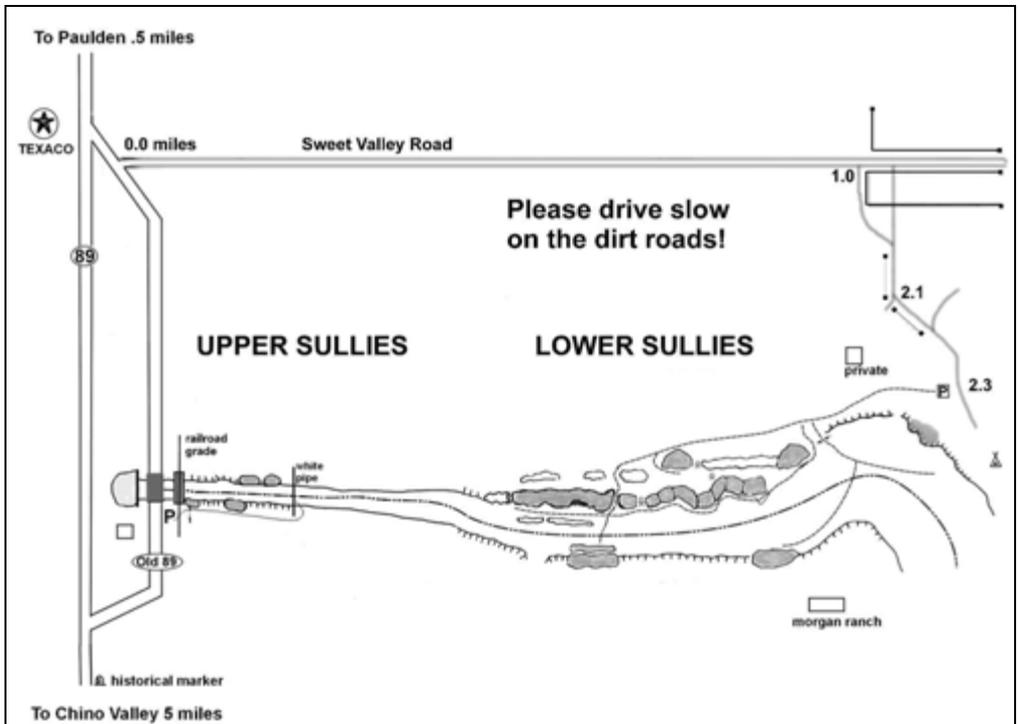
CAMPING

Camping is possible at the parking area with the access permit. The best sites are further along the road though, past the parking area, where you can camp in peace and not intrude on the local wine-producing residents. Please keep the noise and music down. Depot 89, a.k.a. the Texaco on the turnoff onto Sweet Valley Road, is happy to let climbers use their restrooms and water spigots. This is also the nearest phone in case of an emergency.

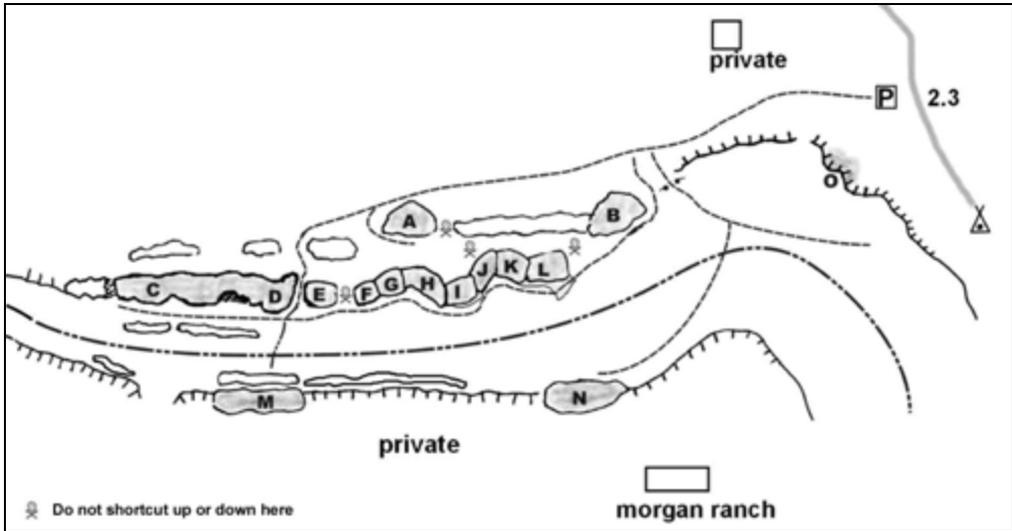
DIRECTIONS

Upper Sullivan’s Canyon: head north from Prescott on Highway 89, continuing 13.2 miles past the airport. Turn right on Old 89 just past the historical marker. Stay on Old 89 until you reach the bridge; park on the southeast side of the bridge across from the dilapidated stone structure. A trail leads east from the bridge on both rims.

Lower Sullivan’s Canyon: continue on Highway 89 to the Texaco Station (Depot 89) on the west side of the road. Turn right on Old 89, directly across from the Texaco. Make an immediate left onto a dirt road named Sweet Valley (no sign). Set your trip odometer to zero. Continue along Sweet Valley Rd. for 1.0 mile. On the left you will see a white fence with a gate; on your right a wire-post fence. Turn right on dirt road before the wire-post fence. Take the dirt road keeping to the most traveled route until you have traveled 2.1 miles. Keep left as you pass the concrete posts and metal gate on your right. Continue along the road until you reach 2.3 miles and a sign that says “P” for parking. The last part of this road can be very rough at times. Please drive slow as to not pick up dust and disturb the neighbors. To reach the climbs, head west from the parking area on the marked trail. Watch out for rattlesnakes on sunny days!

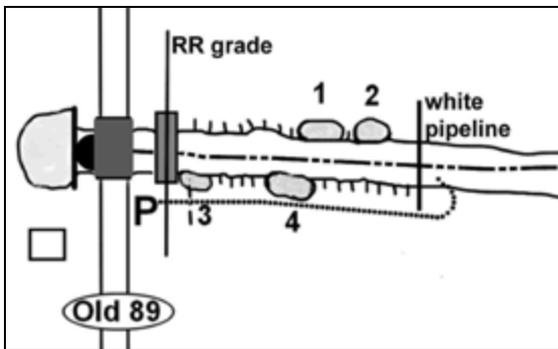


OVERVIEW OF LOWER SULLIES



- | | | |
|-------------------|---------------|-------------------|
| A Timmies West | F Remainder | K Big Boned Area |
| B Timmies East | G Opera House | L Moonlighting |
| C The Nursery | H Hot Spot | M West Shadowland |
| D Concrete Jungle | I Main Wall | N Wailer's Wall |
| E Civil Suit Area | J The Bend | O Limestone Area |

OVERVIEW OF UPPER SULLIES



- | | |
|---------------|---------------|
| 1 Cyclops | 3 Fence Post |
| 2 Sport Block | 4 Twin Cracks |

LOWER SULLIES — THE SUNTRAP

The Suntrap Area is the most visited area of the Canyon with over 100 established routes. The south-facing walls are well-protected from incoming weather and remain pleasantly warm during the cooler months.

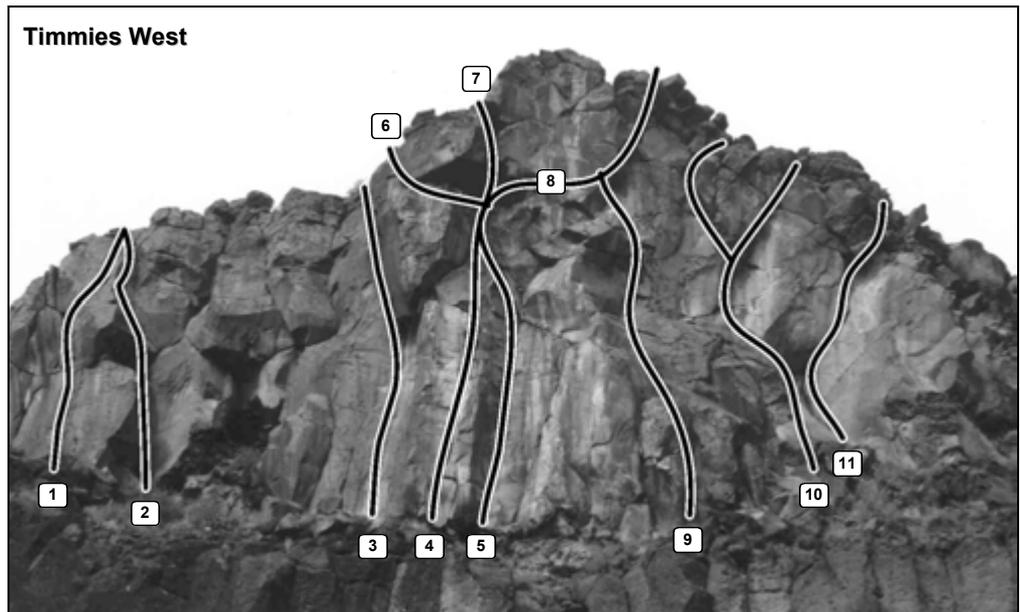
Although the Suntrap Area receives high traffic, visitors should be aware of the hazards of loose and unstable rock. Despite the fact that most new routes have been cleaned of loose, exfoliating flakes and blocks, the area retains the qualities of adventure climbing. To minimize risk, please be aware of the following safety concerns:

- When climbing at Timmies West, be aware that frequently climbed routes lay directly below.
- To prevent accidental rock fall in other areas, a ground-up, lead ethic is encouraged. Topping-out on climbs is discouraged. For this reason, many rap anchors have purposely been placed out-of-reach from above.
- Climbers should not top rope directly off rap anchors. Instead, add draws or carabiners to prevent undue wear to hangers and chains.
- Due to the hazards of loose rock, wear a helmet when belaying.
- If you bring pets to the area, please keep them leashed and far from the treacherous rubble band.

A TIMMIES WEST

From the parking lot head west along the well-marked trail. Keep right at the fork. Continue until you begin to descend loose blocks into a broken gully. A less-traveled trail leads south to the rim from here. Descend broken bands and loose scree to the buttress from the west. The gully and rubble rim below Timmies West is extremely unstable and the Remainder and Opera House lay directly below. Please tread lightly. Do not shortcut down to the lower cliffs from here. Pick up the main trail and head descend the *Concrete Gully*.

Anchors can be set easily at the top of climbs with pro or by slinging large blocks or pinches. The rock is of high quality and lower-off anchors are considered unnecessary. Climbs are easily descended on the approach trail to the west of the buttress or consider setting a fixed rap line.

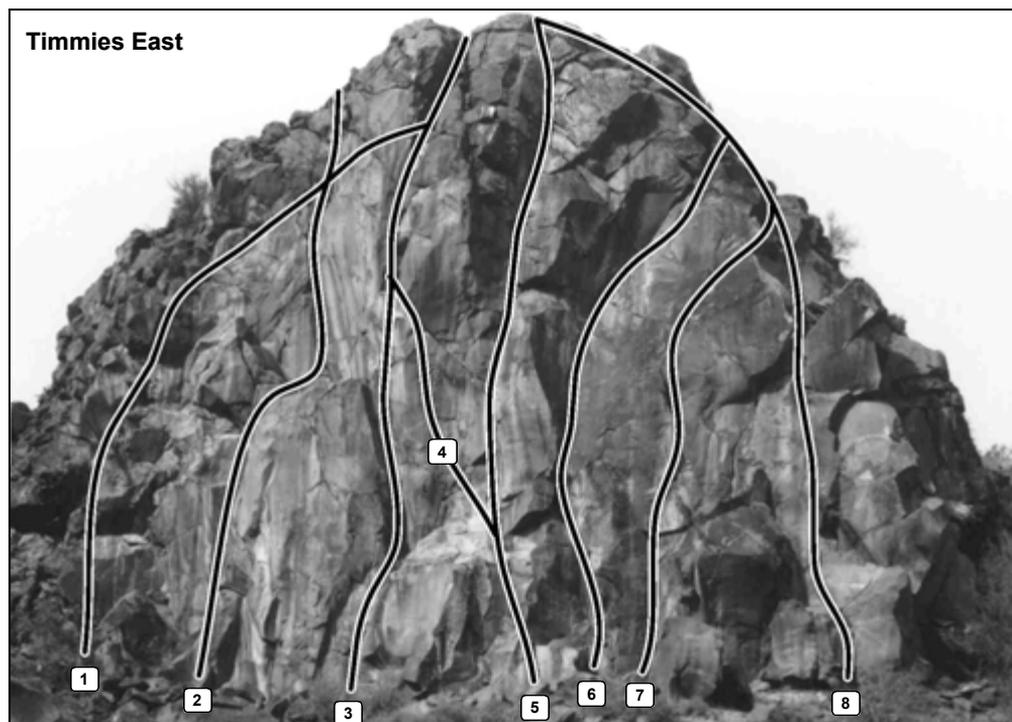


1. **Sweet and Sour 9 ★**
PRO: Small to Large.
FA: Rusty Baillie and Tom Whittaker
2. **Short and Sweet 9 ★★**
PRO: Small to Large.
FA: Rusty Baillie and Mike Goff
Excellent moves off the ground.
3. **The Happy Off-Width 10a ★★★**
PRO: Large to OW.
FA: Rusty Baillie and Mike Goff
4. **Jazz 10a ★★★**
PRO: Small to Medium
FA: Rob Gowler
Jam the crack and exit the roof via *Exit Stage Left* (6), *Exit Stage Right* (9), or pull *Jazz Roof* (10c).
5. **Guillotine III 10a ★★★**
PRO: Small to Medium.
FA: Mike Goff
Finger the crack past the dubious wedge (“Guillotine”) then choose an exit route.
6. **Exit Stage Left 6 ★★★**
PRO: Large to OW. Long slings useful.
FA: Steve McGee, Josh Gross, and Dave Wilcox
Spectacular exposure. Climb *Jazz* or the *Guillotine III* then follow the handrail out left under the roof to an OW. Without long draws belay before exiting left to reduce rope drag.
7. **Jazz Roof 10c ★★★**
PRO: Large to OW.
FA: Mike Goff
8. **Exit Stage Right 9 ★★**
PRO: Small to Large.
FA: Rob Gowler
From the slanting ledge, traverse right across the face into a diagonal hand crack.
9. **Little Wall Street 10b ★★**
PRO: Small to Medium
FA: Rusty Baillie and Dave Scalia
10. **Short and Hard 10c ★**
PRO: Small to Medium.
FA: Rusty Baillie and Dave Scalia
11. **Short and Harder 10d ★**
PRO: Small to Medium.
FA: Dave Scalia and Rusty Baillie

B TIMMIES EAST

From the parking lot head west along a well-marked trail. At the fork, veer left. There are two trails that descend into the canyon here. Immediately to the left, the first trail descends a broken gully, passing a wire fence, and heads east on a cow trail to the open field at the base of the canyon (this is the way to Wailer’s Wall). To reach Timmies East, continue along the rim and descend a steep, loose gully to the base of the buttress on the right.

The top of Timmies East is solid and accepts protection easily. All routes top out. The access trail makes for an easy descent. The placement of lower-off anchors is unnecessary in this area.



1. **Taffy's Traverse 2 GP**
 PRO: Small to Large.
 FA: Josh Gross and Eric Snowden
 Stay low or be prepared to deal with loose blocks.
2. **My Left Fist 10b ★**
 PRO: Small to Large.
 FA: Mike Goff and Phil Latham
 Strenuous upper section.
3. **Mutton Dagger 10a ★★**
 PRO: Small to Large.
 FA: Mike Goff and Phil Latham
4. **Dagger Direct 11a/b RO**
 PRO: Small to Medium. Lowe balls useful.
 FA: Phil Latham
 Awesome flake leads to a tips crack and finishes in a corner system.
5. **Apple Pie 10a ★★★**
 PRO: Small to Large.
 FA: Mike Goff and Phil Latham
 One of the best in the Canyon; hidden holds and jams abound.
6. **Baby Please Don't Go 10c ★★★**
 PRO: Small to Large
 FA: Phil Latham and Mike Goff
 Super splitter crack. Originally the route traversed left at the halfway point to finish on *Apple Pie* and was the scene of young Timmie's worst moment. Today most climbers stay in the crack system, staying right of the Idaho-shaped flake near the top.

7. Charlie's Finger Crack 10c

PRO: Small to Medium.

FA: Charlie Lyon

8. Primus 9 ★

PRO: Large to OW

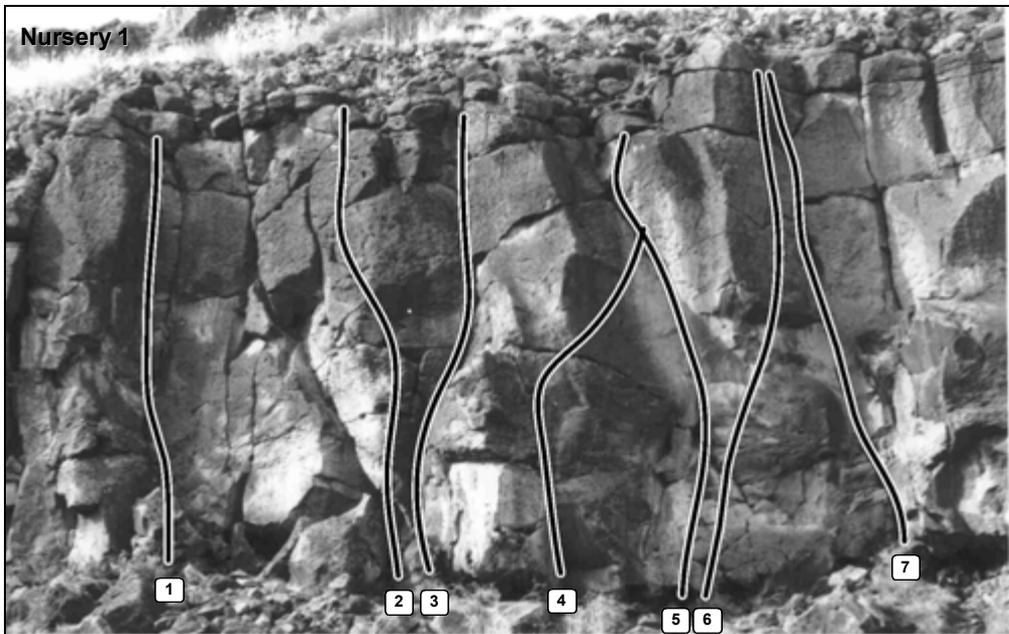
FA: Phil Latham and Mike Goff

High-value, action-packed sequence for a shorter climb.

C NURSERY

The Nursery has a great selection of moderate routes that are ideal for the beginner leader. The area provides short routes with the potential for more development. All routes are furnished with lower-off anchors. If you are forced to descend, stay well to the west, where the cliff breaks down into a large talus slope.

From the parking lot head west along the well-marked trail. Continue, keeping right as the trail forks. Descend through broken bands into a rugged gully and follow the established Cairns. Descend the Concrete Gully and head west on the climber's trail past the giant cave.



1. Wild Rumpus 5 ★

PRO: Small to Medium.

FA: Josh Gross and Kristin Bruhl

Excellent novice lead route. Easy placements with plenty of rests.

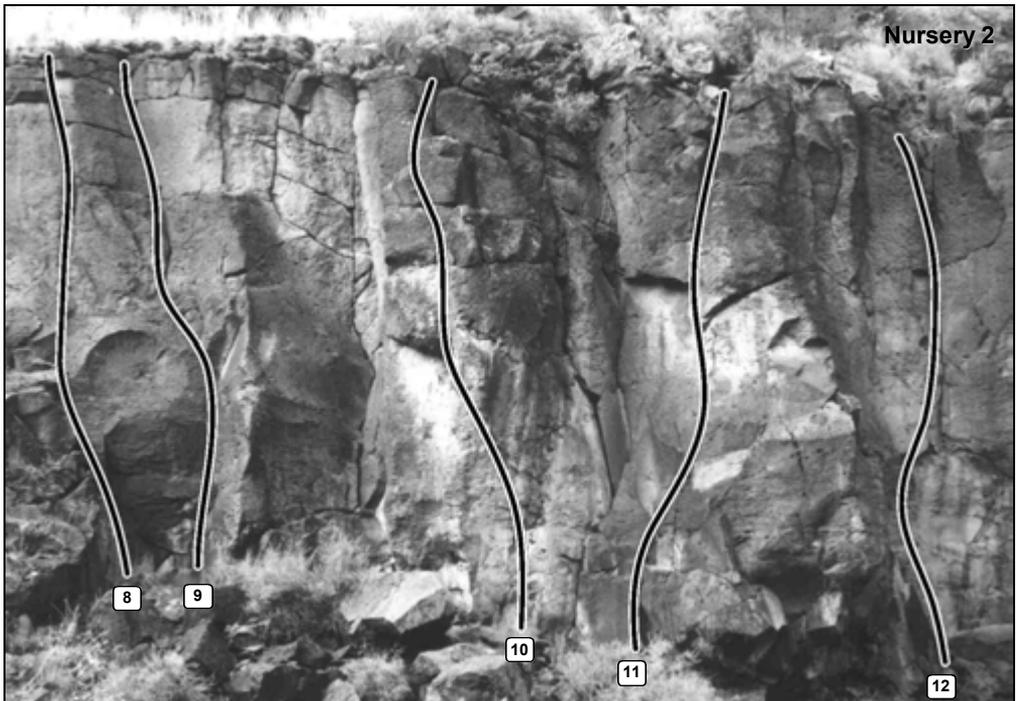
2. Bam Bam 6 ★★

PRO: Micro to Large.

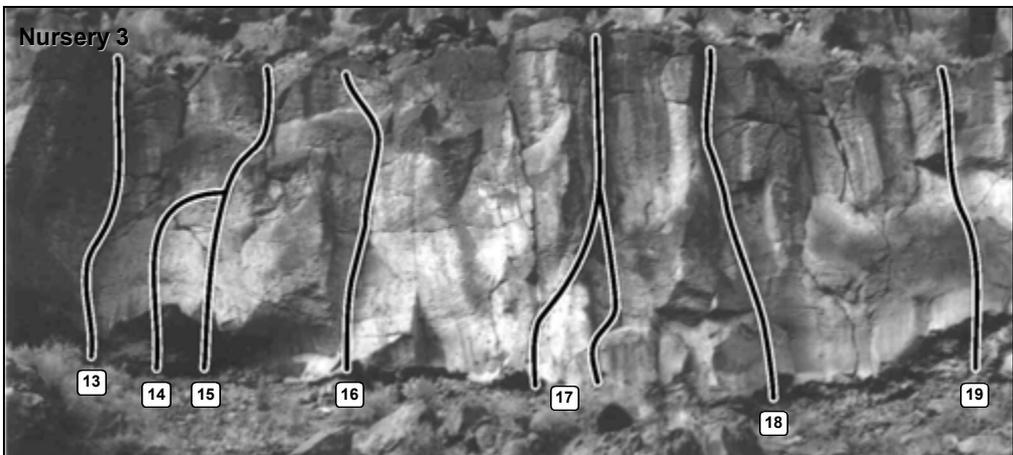
FA: Rusty Baillie and Tom Whittaker

Stay on the arête for the two stars. Pro may be tricky for a novice.

3. **Big Bowl 5 ★**
 PRO: Medium.
 FA: Unknown
 Don't get sucked into the crack at the bulge.
4. **Monopoly 7 RO ★★**
 PRO: Small to Medium.
 FA: Josh Gross and Mike Smith
 Begin left of *Keystone*. Head up the crack in the arête and across the black-pocketed face to the anchors for *Keystone*.
5. **Keystone 9 ★**
 PRO: Small to Large.
 FA: Josh Gross and Kristin Bruhl
 One move wonder. Finger lock and jam the intriguing crack, then high-step through the slabs.
6. **Squeeze Play 10a/b RO ★**
 PRO: Micro to Small.
 FA: Josh Gross and Amos Whiting
 Start at *Keystone*, then pull pockets and edges over the bulge to a thin seam that cuts the face.
7. **Bed Time Story 8 ★★**
 PRO: Medium to OW.
 FA: Rusty Baillie and Tom Whittaker
 Nice to have a #4 Camelot.
8. **Rock Jock 5 ★**
 PRO: Small to Medium.
 FA: Josh Gross and Mike Smith
 Awkward finish.



9. **Jump Start 7 ★★★**
 PRO: Small to Medium.
 FA: Tom Whittaker and Rusty Baillie
 Fun, bouldery moves.
10. **Sharp End 9 TP ★**
 PRO: Small to Medium.
 FA: Rusty Baillie (solo)
 Short but serious!
11. **Dust Bowl 8 ★**
 PRO: Small to Large.
 FA: Unknown
 Classic mantle start leads to a little of everything- the Mrs. Dash of climbing.
12. **Teddy Bear 9 ★★**
 PRO: Small to Medium.
 FA: Josh Gross and Kristin Bruhl
 Start in either crack and work your way to the top. Anchors are hidden up on to the left.



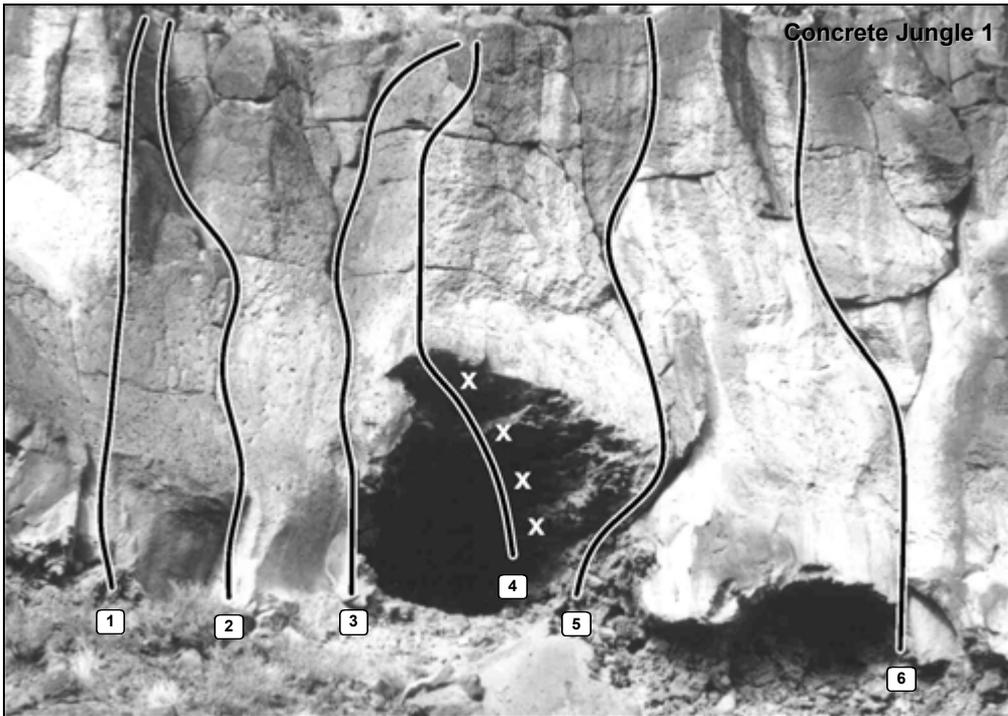
13. **Mrs. Whittaker 9 ★★**
 PRO: Small to Medium.
 FA: Cindy and Tom Whittaker
 Pull up into the corner or move in off of jugs from the left (10a) to the dihedral.
14. **411 10b RO ★**
 PRO: Small to Medium.
 FA: Austin Caracciolo and Dustin Wildermuth
 Begins 4 feet left of 911 under a thin seam. Boulder the first 12 feet to a horizontal rail, then move right to the finishing moves of 911. It is possible to finish straight up through loose rock and moderate climbing, but there are no anchors. Climb is RO if you miss the small TCU or blue Alien placement in the pocket on the right side of the good hand ledge 9 feet up.
15. **911 10c ★★**
 PRO: Small to Medium.
 FA: Josh Gross and Mike Smith
 Safer now that the death blocks have been removed. Sit down start. Jam and jug the early crux to pleasant climbing above.

16. **Leaving the Cradle 8 ★★**
 PRO: Medium to Large.
 FA: Mike Smith and Josh Gross
 Great place to practice laybacking and off-hand and fist jams.
17. **Mr. Whittaker 9 ★★★**
 PRO: Small to Large.
 FA: Tom and Cindy Whittaker
18. **Tight Wad 10b TP ★★★**
 PRO: Micro to Medium.
 FA: Josh Gross and Mike Smith
 One of the best of its grade in the Canyon. Interesting moves throughout. Face climb out left at the top.
19. **¿Como Se Llama? 9 TP**
 PRO: Small to Medium.
 FA: Unknown
 Follow the finger crack through a small roof. Move up and right at the second roof to anchors. Tricky top moves.

D CONCRETE JUNGLE

Immediately west of the Concrete Gully, this area combines easy access with a showcase of climbing. Mixing the best of the gym and sport world with traditional trickery, climbs like *Bohemian* (11b/c) and *Gemstone* (10d) are area highlights. Access from the Concrete Gully.

1. **Left of Slipstream 10a TR ★★★**
 FA: Unknown
 Climb the thin seam to the left. Pull pockets and edges through the face staying on the arête as long as possible. Use the *Slipstream* anchors.
2. **Slipstream 9 TP**
 PRO: Small to Medium.
 FA: Unknown
3. **Better Than It Looks 10b**
 PRO: Small to Large.
 FA: Josh Gross and Rusty Baillie
 Climb the crack just left of the cave. Finish by traversing out to the *Bohemian* anchors.
4. **Bohemian 11c ★★★**
 PRO: 4 bolt clips. Small to Medium.
 FA: Josh Gross and Rusty Baillie, 1995
 Save your strength for the top and be sure to bring some pro with you- you'll need it!
5. **Let's Face It 11a ★★★**
 PRO: Small to Medium.
 FA: Josh Gross and Rusty Baillie
 Start on the right side of the cave in the obvious crack.
6. **About Face 11a ★★★**
 PRO: Small to Medium.
 FA: Rusty Baillie and Josh Gross
 Quality climb once you make it to good rock.
7. **Twilight Under the Talus 9 (NC)**
 PRO: Small to Medium
 FA: Josh Gross and Mike Smith
 No anchors. Loose blocks and talus make topping out on this one dangerous.



8. Diamond In the Ruff 11a ★ (NC)

PRO: Small to Medium.

FA: Andreus Schmidt

Anchors are without hangers. Start just around the bend to the left of *Gemstone*. Move through bulbs and chicken heads into an open corner system.

9. Gemstone 10d ★★★

PRO: 1 pin clip. Small to Large. #0 Friend is critical.

FA: Rusty Baillie and Josh Gross

Great opening moves. Pull on good edges and pockets past a pin. Move left and up a clean face to excellent finishing crack.

10. Distant Vision 10b ★★★

PRO: Small to Large. Small wires and TCU's or Aliens useful.

FA: Mike Goff

An area classic. Starts thin then progresses to hands.

11. Tip Toe 11b TR

FA: Josh Gross

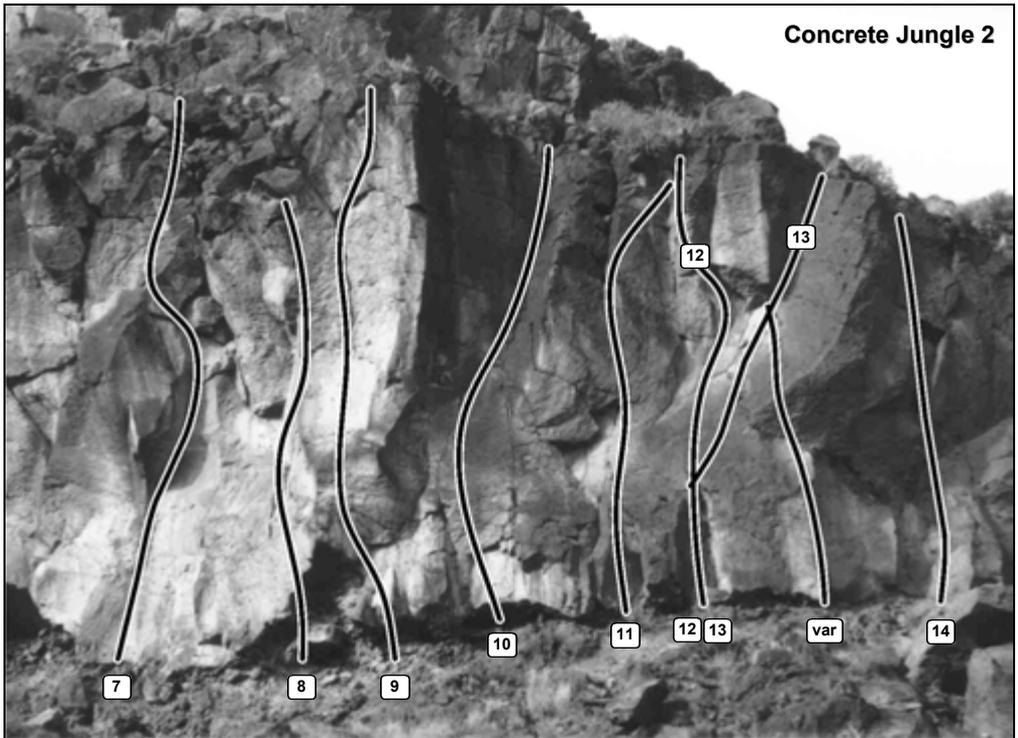
Use *Dirty Dancing* anchors. Follow the thin seam left of *Sidewalk*.

12. Dirty Dancing 9

PRO: Small to Medium.

FA: Josh Gross and Chris Noel

Awkward Gear. Follow *Sidewalk* to the roof, then left and up.



13. Sidewalk 6 ★★★

PRO: Small to Medium

FA: Rusty Baillie

Excellent warm-up or beginner lead.

VAR (7): Head up the thin crack directly below the anchors, over the roof and onto the steep ramp.

14. Cellulose 9

PRO: Small to Medium. TCU's.

FA: Josh Gross

One move wonder.

E CIVIL SUIT

Located immediately to the east of the Concrete Gully, the area is highlighted by a smooth, gently sloping overhang where the "bell" once hung. Sometime in the fall of 1996 the bell naturally fell, leaving dramatic bouldery starts to a number of the areas climbs.

1. Civil Suit Girdle 9

PRO: Small to Medium. Extra long slings.

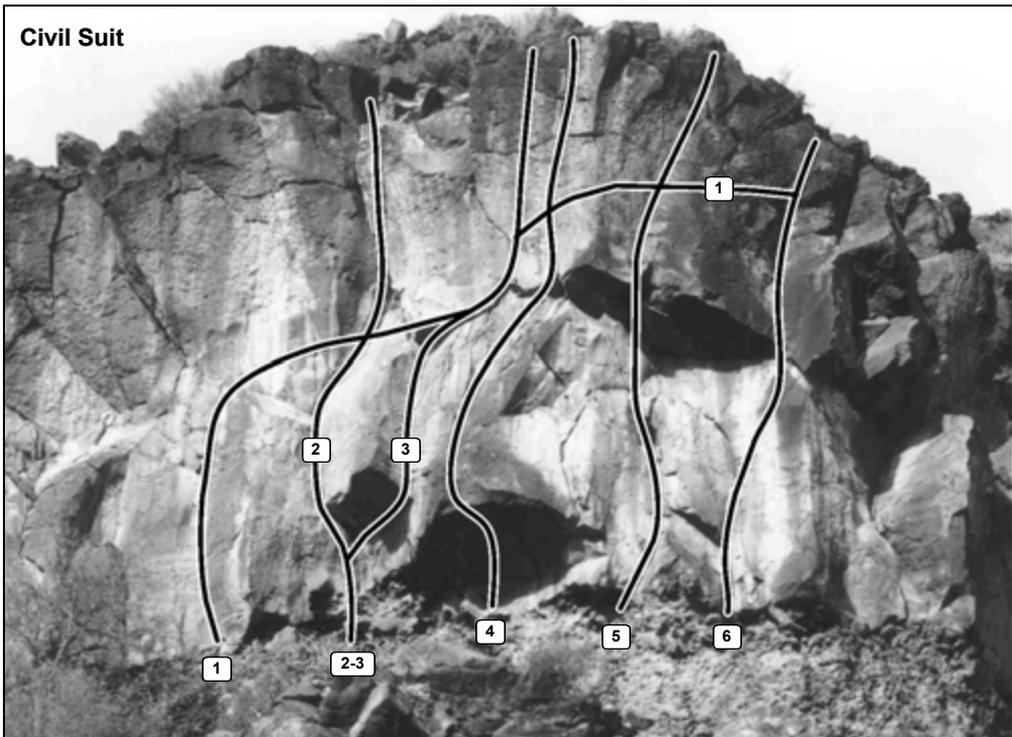
FA: Josh Gross and Mike Smith

Climb the splitter finger crack left of *Declaration of Independence* then traverse right to the *Musket Balls* anchor.

2. Declaration of Independence 9 ★

PRO: Small to Large.

FA: Wally Wheeler



3. Fight for Freedom 10c/d

PRO: Small to Large.

FA: Wally Wheeler

Start just right of *Declaration of Independence*, bypassing the roof to the right. Continue right, following the broken cracks and featured face to the anchors.

4. Liberty Bell 10d ★★

PRO: Small to Large.

FA: Josh Gross and Mike Smith

Much harder start now that the bell has fallen. Initial moves make an excellent V2+ boulder problem, provided you have a good spot and crash pad. Move up and right to finish on a splitter hand crack and featured face. VAR: Climb pockets and the thin crack to the right of the roof, then traverse in to the fine splitter finish (this was the original start).

5. Freedom Falls 10b ★★

PRO: Small to Medium.

FA: Wally Wheeler

Start at the fitted pockets and move up under the roof. The holds are there but freedom costs

6. Musket Balls 10d ★★

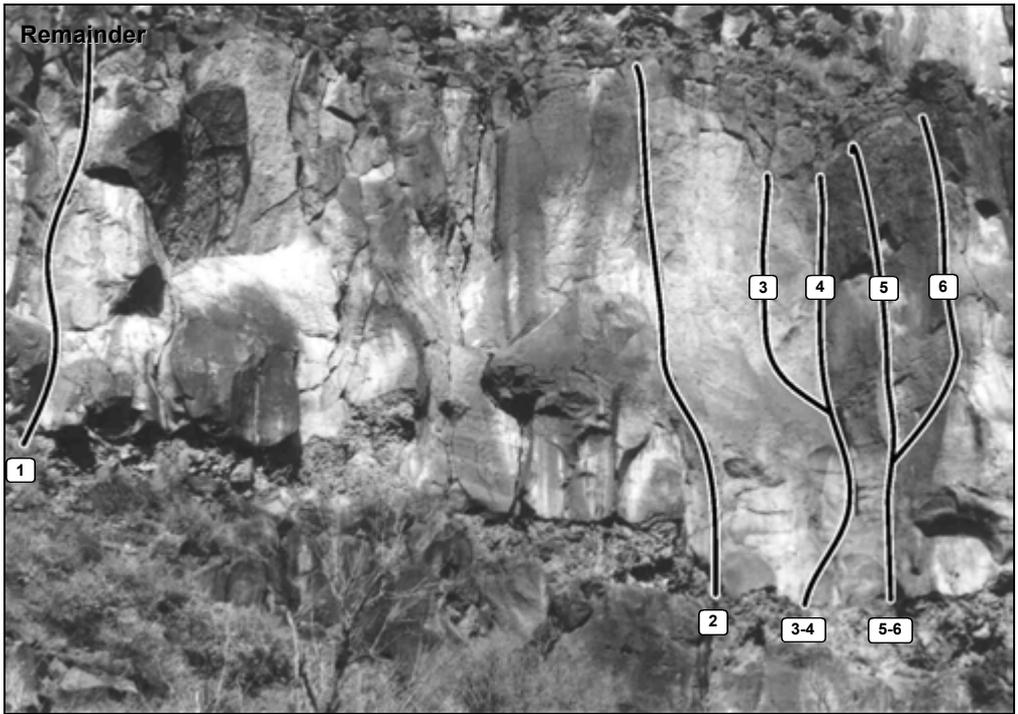
PRO: Micro to Medium.

FA: Peter Walker

Start right of *Freedom Falls* in a thin corner, bypassing the roof to the right.

F REMAINDER

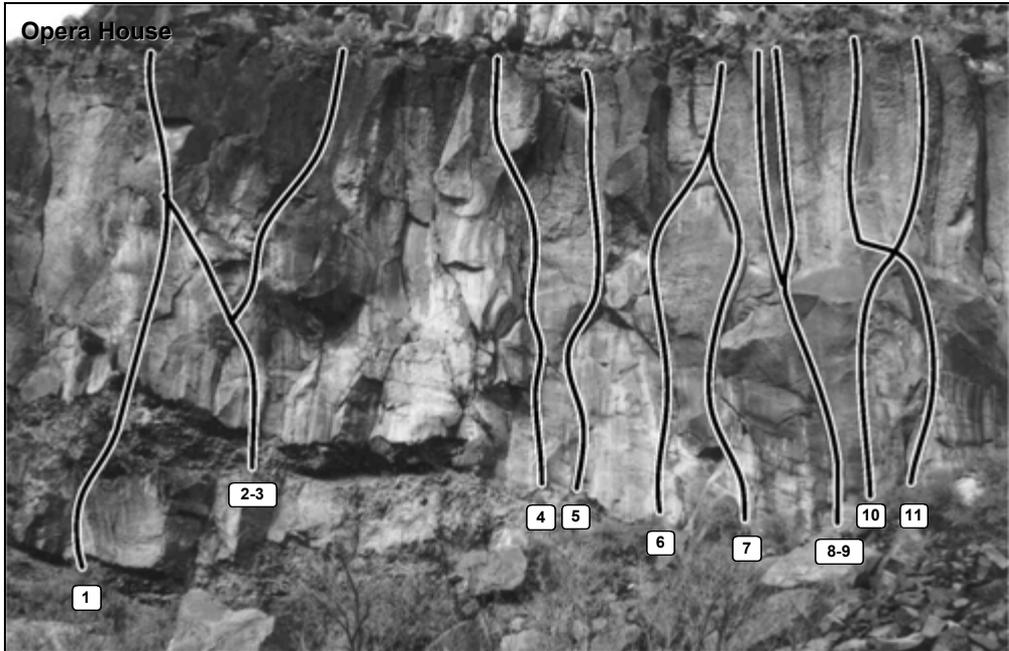
Approach either from the Concrete Gully or follow the trail in from Moonlighting. The area lies beneath the west end of Timmies West. Be aware of parties above and the potential for rock fall.



1. **Menstrul 7**
 PRO: Small to Medium.
 FA: Josh Gross and Deb Abbeshouse
 Short but well-featured.
2. **Split Pea 9 ★**
 PRO: Small to Large.
 FA: Amos Whiting and Josh Gross
 Great warm-up climb to prepare for the other cracks in the area.
3. **Magic Carpet Ride 10b ★★★**
 PRO: Micro to Medium. TCU's
 FA: Amos Whiting and Josh Gross
 Start on *Dirty Dog Ditty*. At the ramp traverse left to a seam. Stay left for the full value.
4. **Dirty Dog Ditty 8 ★**
 PRO: Medium to OW
 FA: Brent Edens and Rob Gowler
 Dirty, as the name says. Beware of loose rock in the crack.
5. **Disco Inferno 10b ★★★**
 PRO: Micro to Medium.
 FA: Amos Whiting and Bob Brockley
 Superb climbing that will have you wishing for more. The flakes on the upper face may be somewhat questionable.
6. **Rip Tide 10a**
 PRO: Micro to Medium.
 FA: Josh Gross and Dave Brinton
 Stay on the arête.

G OPERA HOUSE

Approach along the climber trail from either side. The area boasts long routes with steep lines. Be cautious of loose rock fall, Timmies West is directly above.



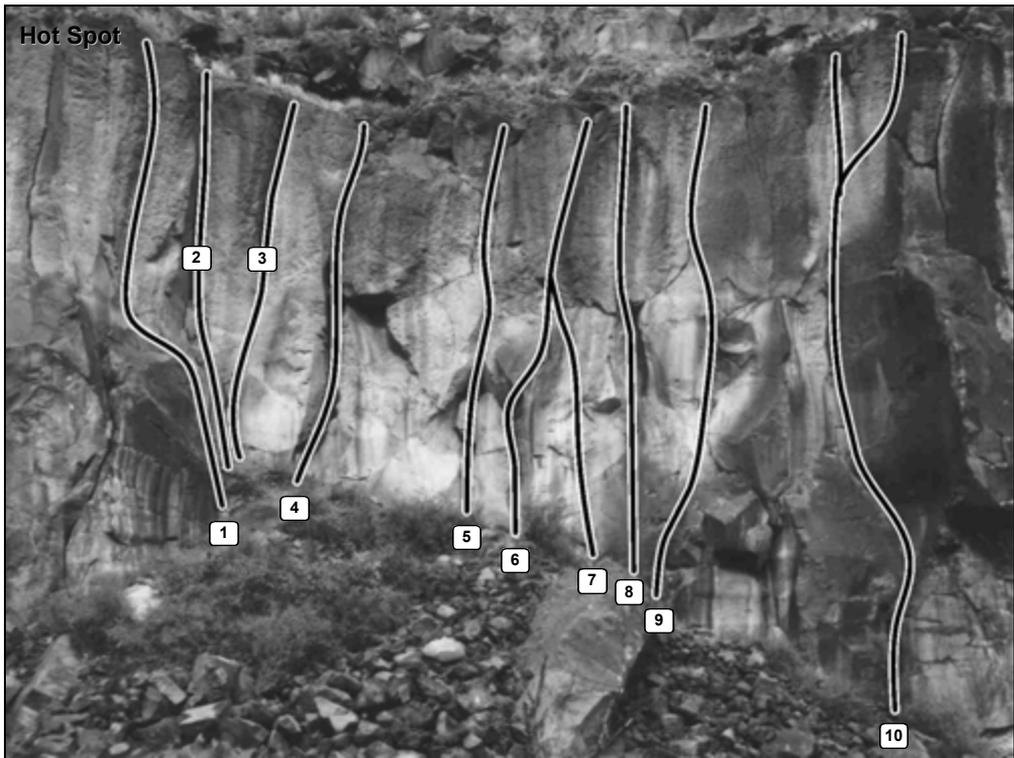
1. **Finger Licking Good 10c ★★★**
 PRO: Small to Medium.
 FA: Josh Gross and Amos Whiting
 Well worth it once you surmount the garbage rock at the base. When the crack Y's, be sure to move left. The middle flakes are questionable
2. **Steve Eats 'Em Too 11a ★**
 PRO: Small to Medium.
 FA: Steve McGee and Rob Israel
 Obtain the ledge above garbage rock or traverse in from the left. Move through a small roof to below the arête where the crack forks. Go left to the anchors for *Finger Licking Good*.
3. **Chewbaccah Eats Cinnamon Rolls 10c ★★ (NC)**
 PRO: Small to Medium.
 FA: Casey Yorkunas and Amos Whiting
 No anchors. Shares the start with *Steve Eats 'Em Too* but moves right at the fork.
4. **Bail Out 9**
 PRO: Medium to Large.
 FA: Josh Gross and Amos Whiting
 Excellent start.
5. **Lap Dog 10b ★★**
 PRO: Medium to Large.
 FA: Rusty Baillie and Mike Goff

6. **Classified 11a ★★★**
 PRO: Small to Large.
 FA: Mike Goff and Rusty Baillie
 Begin up the broken cracks to the left of the sharp boulder. Move through the roof to a ramp and up the right facing corner to some funky off-width/ face moves.
7. **Post Classic 10b ★★**
 PRO: Small to Large.
 FA: Mike Goff and Rusty Baillie
 Begin up the splintered cracks to the right of the sharp boulder. Follow the arched crack to the final corner.
8. **Heal Scum 11a TR ★**
 FA: Matt Perlman
 Climb the steep arête just left of *Classic*.
9. **Classic 10c ★★★**
 PRO: Medium to Large.
 FA: Mike Goff and Rusty Baillie
 Steep finish with unbelievable hand jams.
10. **Matt's Arete 12a TR ★★**
 FA: Matt Perlman
 Climb the face between *Classic* and *Neo Classic*, then up the arête just right of *Neo Classic*.
11. **Neo Classic 10a ★**
 PRO: Medium to Large
 FA: Mike Goff and Rusty Baillie

H HOT SPOT

This bowl-shaped area absorbs sunlight all afternoon and makes for pleasant climbing conditions on cooler days and unbearable conditions on warm days. The trail on the east side of the area is quite steep and erosion has been a problem. Please tread gently and use the new trail system.

1. **Sword of Damocles 11a ★★★**
 PRO: Large up to #4 Camalot. 2- #4 Camalots useful.
 FA: Mike Goff and Rusty Baillie
 Climb the crack on the right side of the perch to a small ledge where the infamous "sword" once stood, then up the off-hands crack. Passable pockets and edges can be found hidden in the recesses of the crack. Much harder since the sword popped off.
2. **Virtuoso 10a ★★★**
 PRO: OW. #4 Camalot useful.
 FA: Mike Goff and Rusty Baillie
 You'd better know how to stem for this one.
3. **Potluck 10b**
 PRO: Large to OW. Double on Large and OW pieces.
 FA: Rusty Baillie
4. **Chimney Sweep 10a**
 PRO: Large to OW. Double on Large and OW pieces.
 FA: Rusty Baillie
5. **Going Straight 10a ★**
 PRO: Small to Medium.
 FA: Rusty Baillie
 Is this a face climb or a crack climb?



6. Better Than Mecca 9 ★★★

PRO: Medium to Large.

FA: Mike Goff and Angela Hawse

Layback the flake, then traverse right under the roof to a groove. Send the crux and enjoy the hand jams up high. A test to see if you're ready for some of the 10's in the Canyon.

7. Mecca Direct 11a ★

PRO: Micro to Large.

FA: Brent Edens

Bold boulder moves on marginal pro. Follow the thin seam, rejoining *Mecca* for the hand crack finish.

8. Wheeler Dealer 10d ★★★

PRO: Small to Large.

FA: Jeff Achey and Wally Wheeler

Climb up and right into a large corner system past the roof to a perfect finger crack.

VAR (10c): After the roof, traverse up and right to finish on *Free Wheel*.

9. Free Wheel 10a ★

PRO: Small to Large.

FA: Rusty Baillie

Climb splintered cracks, keeping right of the wide block, to an excellent finishing crack.

10. Early Bird 10a RO ★

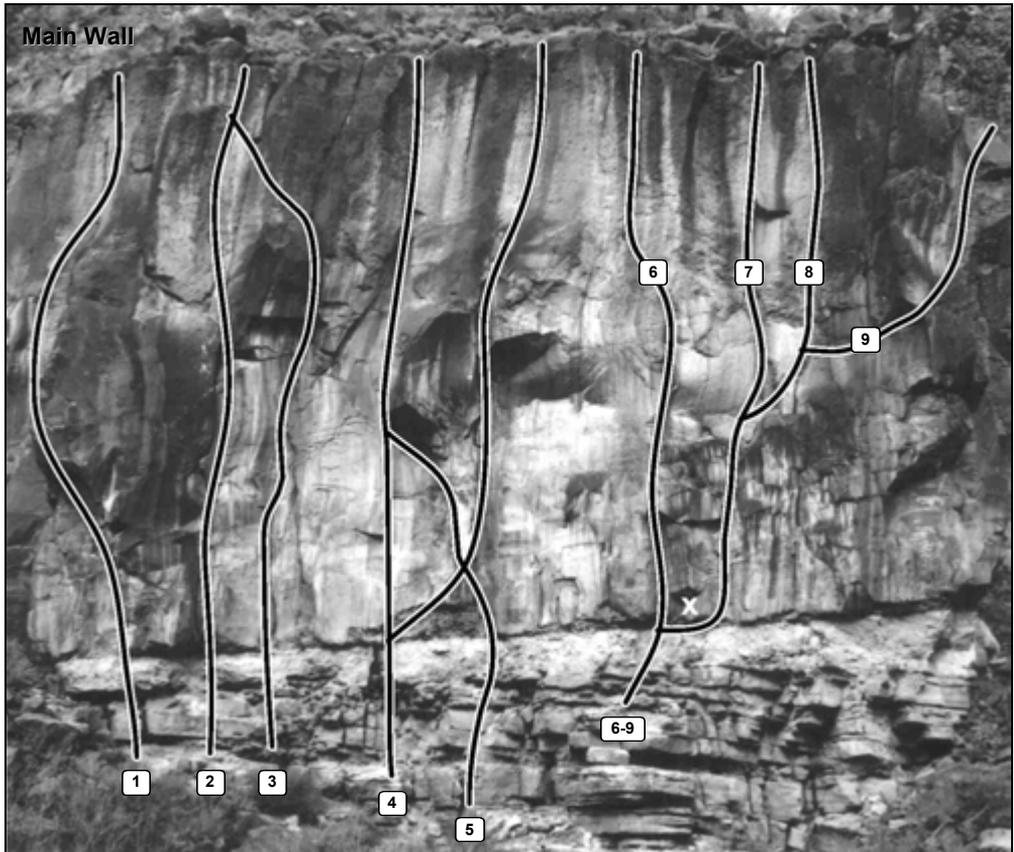
PRO: Small to Large. TCU's and small Aliens.

FA: Mike Goff and Angela Hawse

Climb the crack system until it narrows. Move right across the face ten feet below the anchors to another crack and up to the anchors.

I MAIN WALL

The area is distinguished by long, steep cracks extending above a base layer of crumbly, junk limestone. A bolt protects travel through the limestone band for *Booby Trap*, *Stupid Move*, and *ADHD Boy Finds New Line*. When climbing through other areas, take caution.



1. **Fat Boys 12a TR (NC)**

FA: Brian Chase

Use the *Early Bird* anchors. To prevent a hazardous pendulum, a directional placement is required at the top of the prow. Start in the shallow chimney, and then follow the arête left. Needs its own top anchors.

2. **Easy Option 10a ★★★**

PRO: Medium to Large.

FA: Mike Goff and Rusty Baillie

An area favorite. VAR (10a): Sneak left at the small roof to the dihedral and over to the *Early Bird* anchors (10a).

3. **Bat Piss Roof 11b ★★★**

PRO: Small to Large.

FA: Bill Garrett, Casey Yorkunas, and Seth Quackenbush

Move through the limestone band to the pancake flake. Jam tight hands through the roof, and then traverse left. Follow the crack to *Easy Option* anchors.

4. The Giddy Limit 11a (NC)

PRO: Micro to Medium.

FA: Mike Goff

No anchors. Begin to the left of *Dead Fall* and climb through the scary limestone band, or use the *Dead Fall* start and move left off of the flake under the roof. Good stemming in the right-facing dihedral at the top.

5. Dead Fall 11b ★

PRO: Small to Large.

FA: Bill Garrett

Same start as the *Giddy Limit*, but stay right and power through the cruxy roof.

6. Skyline 11b ★★★

PRO: Small to Large. Double fingers useful.

FA: Jeff Achey

Area test piece. Can be dirty after it rains. From the large limestone ledge, climb through the loose band, keeping left of the bolt. Power through the bulge and out the arching crack. Finish up the steep finger crack.

7. Booby Trap 10c ★★★

PRO: Small to Large. 1 bolt clip.

FA: Mike Goff and Rusty Baillie

Turn the first overhang by moving right at the bolt. From the ledge, jam the finger/hand crack on the left

8. Stupid Move 10c ★★

PRO: Small to Large. 1 bolt clip.

FA: Mike Goff

Climb *Booby Trap* to the large ledge. Layback the dramatic flake and finish up the stupid corner.

9. ADHD Boy Finds a New Line 9+ ★

PRO: Small to Large. 1 bolt clip.

FA: Josh Gross and Mike Smith

Climb *Booby Trap* to the large ledge. Belay. Traverse right to a hand crack through a bulge. Head up and around the arête to the anchors for *Cutting Edge*.

J THE BEND

This southeast facing wall receives morning sun and afternoon shade, keeping conditions pleasant even during summer hot spells. The area is diverse in climbing, with the possibility of further aid routes and challenging free climbs.

1. Left of Cutting Edge 11a TR ★

FA: Unknown

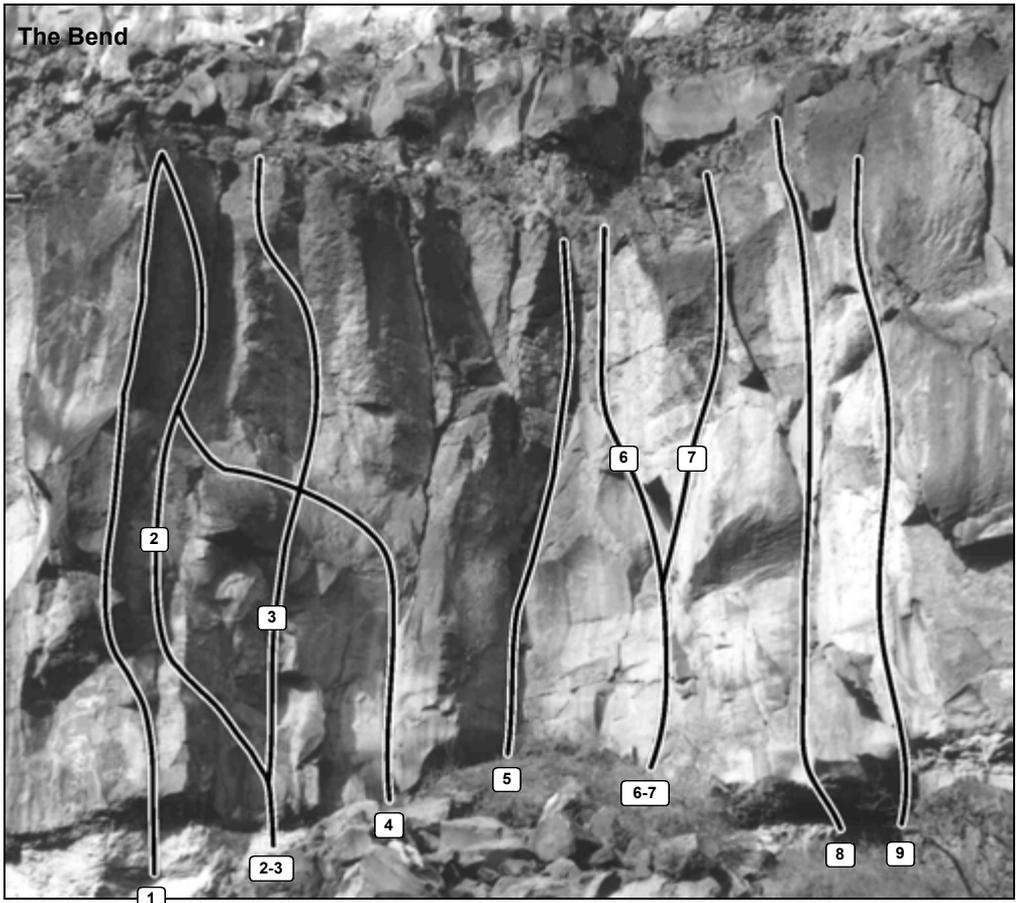
Follow *Cutting Edge* up the initial corner, and then move out left, keeping on the arête until reaching the anchors.

2. Cutting Edge 10b RO ★★★

PRO: Micro to Large.

FA: Rob Gowler

Begin 6 feet to the right of the anchors where the basalt face meets the trail. Cross left and up on good edges, rounding the arête to a corner system. The initial moves can be protected with a small Alien or TCU in the featured, horizontal pocket/crack to the right, or a better top rope can be set by doing the first few moves of *Seam Stress* before traversing left. Move up the corner system, then jam or layback the classic finish.



3. Seam Stress 11b TP/RO ★★★

PRO: Micro to Medium. TCU's, Lowe Balls, and Aliens useful.

FA: Amos Whiting and Josh Gross

Follow the thin seam and power over the bulge to a ramp. Head up another thin seam to the small arch out left. Traverse up and left across pockets and knobs to the anchors.

4. Dull Edge 9

PRO: Small to Large.

FA: Unknown

Begin right of *Seam Stress* in a corner crack. Halfway up, move left, crossing *Seam Stress* at the ramp. Make some face moves and finish up the final moves of *Cutting Edge*. The first line climbed in the area by Phil Latham and Mike Goff followed this crack system straight up. The enormous, loose flake at the top makes finishing this one directly near suicidal and should not be attempted.

5. Josh's Folly 8

PRO: Small to Large.

FA: Rusty Baillie and Rob Gowler

Dirty. Could be good with some cleaning.

6. Finesses 10b ★

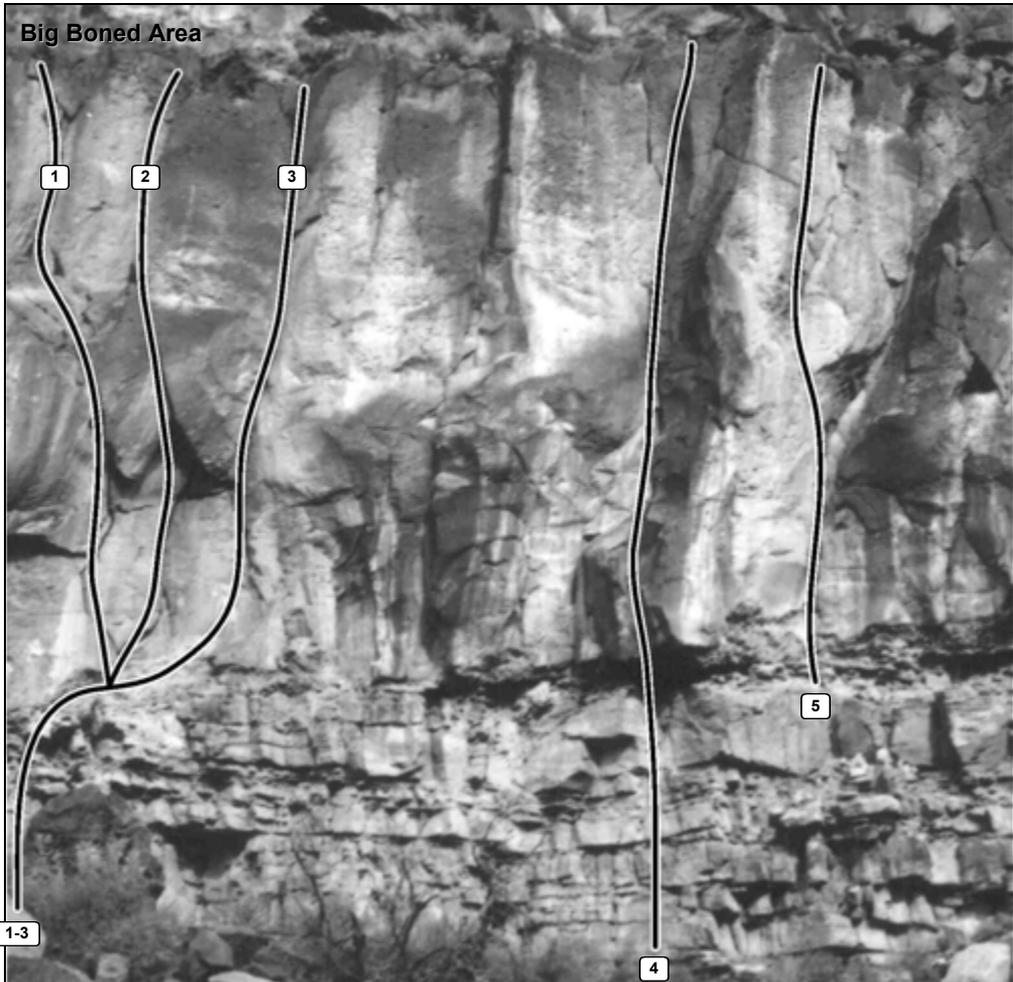
PRO: Small to Large.

FA: Rusty Baillie

7. **75 Head 9+ (NC)**
 PRO: Micro to Medium.
 FA: Josh Gross
 No anchors. Loose middle section.
8. **Empty Nest Syndrome 11d ★★★**
 PRO: Large to OW
 FA: Steve McGee
 Hard opening moves. Be cautious of the dubious blocks near the middle of the climb.
9. **Boiler Room 11c TR ★★**
 FA: Josh Gross
 The moves are there. With some work and a fixed piece or two, it could be led. Use the anchors above *Empty Nest Syndrome*.

K **BIG BONED AREA**

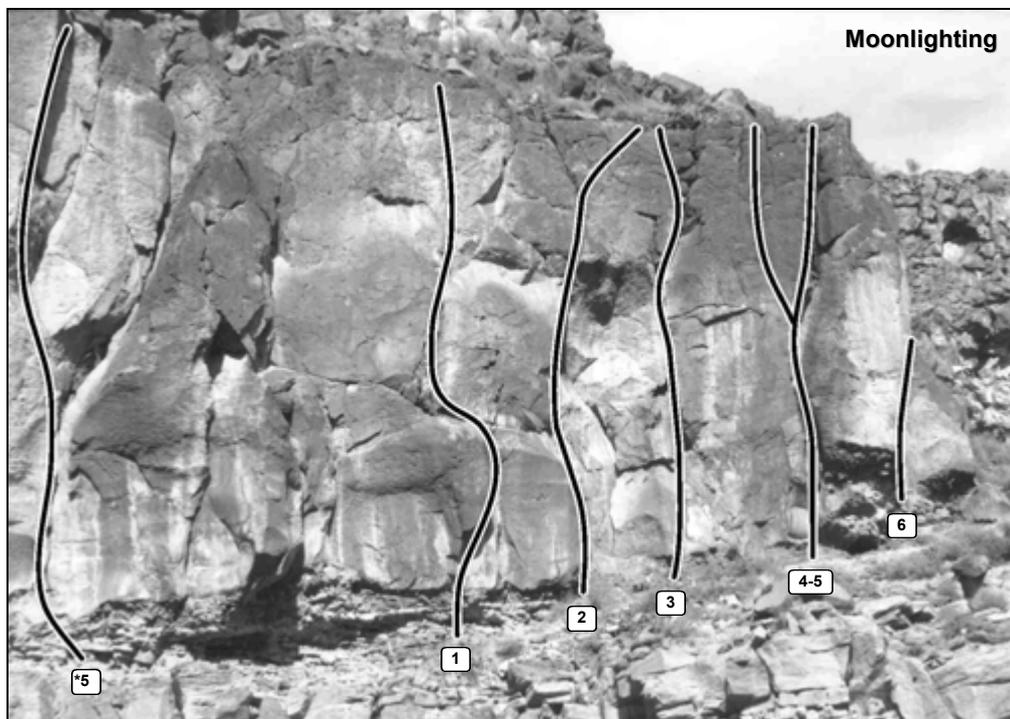
The limestone band in this area is unstable and potentially hazardous. For *Dancing Partner*, *Upper Cut* and *One Small Step*, stick clipping the bolt down low is not a bad idea. Once beyond the limestone, there are many fine and exciting situations.



1. **Dancing Partner 11a ★★★**
PRO: Medium to Large. 1 bolt clip.
FA: Jamie Pollitte and Steve McGee
Steep and fun. Move left above the bulge and jam the crack to chain anchors.
2. **Big Boned Girl 11a ★ TR**
PRO: Medium to Large. 1 bolt clip.
FA: Rusty Baillie
3. **One Small Step 11d ★★★ TR**
PRO: Small to Medium.
FA: Rusty Baillie
Excellent route. Has been completed on TR and will eventually be led free.
4. **Fingers 11a TR**
PRO: Medium.
FA: Matt Perlman
Climb the limestone band to a thin finger crack above the roof.
5. **The Days are Just Packed 10a ★ (NC)**
PRO: Small to OW.
FA: Greg DeMatteo and Josh Gross
Traverse left from the high approach trail, staying above the limestone band.

L MOONLIGHTING

This southwest facing wall doesn't see much traffic but receives the last sun of the day. It can be a good place to stop on your way out in the evening.



1. **Moonlight Sonata 10b RO ★**
 PRO: Small to Large.
 FA: Rusty Baillie and Josh Gross
 Start up the steep hand crack to the left side of a huge flake. Difficult to protect near the top.
2. **Risky Business 10b**
 PRO: Small to Large.
 FA: Josh Gross and Rusty Baillie
 Awkward finish.
3. **Lunatic Fringe 10b**
 PRO: Small to Large.
 FA: TR: Josh Gross and Rusty Baillie
4. **Side Stream 8 ★★**
 PRO: Small to Large.
 FA: Rusty Baillie and Josh Gross
 Follow *Night Watch* until it widens, then move left on the face. Climb discontinuous seams to the anchors.
5. **Night Watch 10a ★**
 PRO: Small to OW.
 FA: Josh Gross and Rusty Baillie
 Move up through the tricky roof to an OW crack. Stay on the arête more than in the cracks.
6. **Junior's Block 2 ★★**
 PRO: Medium
 FA: Rusty Baillie (solo)
 Excellent first lead and/or area to demonstrate lead climbing with traditional gear.

LOWER SULLIES — THE SHADOWLAND

A well-kept local secret, the Shadowland offers some of the best crack climbing in the Prescott Area. The north-facing wall provides plenty of shade and is an ideal summer option to the blistering south-facing cliffs.

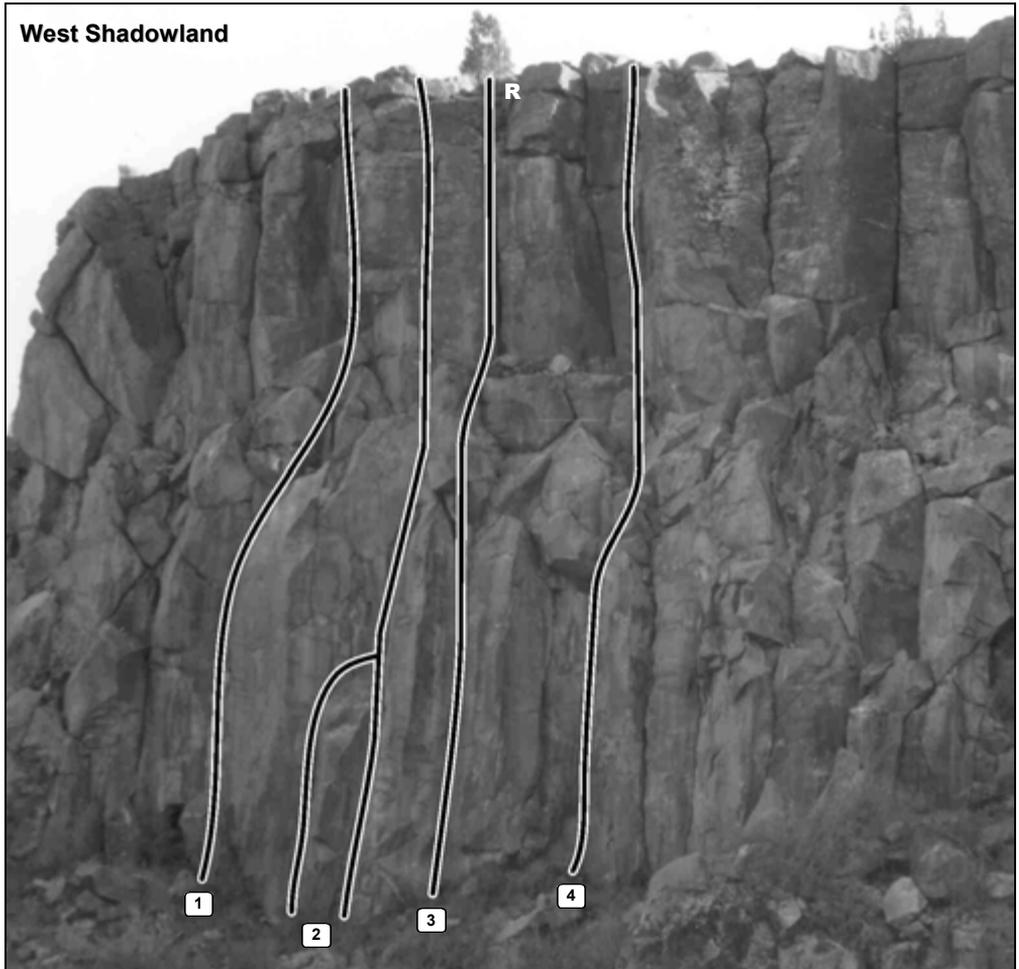
Although well explored (with 40 or more unique routes), the area sees little traffic due to the loose and unstable nature of the rock—this is a high danger area. Climbing in the area requires a heightened awareness of rock fall and other dangers. Unlike the Suntrap area, the founding fathers of the Shadowland chose not to clean the routes as they climbed but to leave the area in its natural state. Other climber's in the area are cleaning their climbs. Still, the real problem is that there is a monumental amount of loose rock, not only on the climbs but on the approach.

If you choose to climb on the Shadowland, take precautions. Wear your helmet at all times, do not belay directly below your climber, test holds, and consider using double ropes.

Only a sampling of climbs from this area are listed in this guide. Many of these routes are area classics and are somewhat cleaner and more stable due to heavier traffic. Loose rock and rock fall hazard still exists. If you choose to climb here, be prepared for memorable climbing and precarious situations.

M WEST SHADOWLAND

To gain access to the area, descend the Concrete Gully and search for a dry crossing. The area is tiered with long steep routes and splitter cracks. The rock is somewhat more stable in this area. To descend, rap from the anchors between *Manana* and *Yesterday*, just below the tree. Add a sling if they seem old.



1. **Yesterday 10b** ★★

PRO: Micro to OW.

FA: Rusty Baillie and Jeff Achey

Climb the thin tips crack to the left of the pillar.

2. **Today 10b** ★★★

PRO: Small to Large.

FA: Rusty Baillie

A hard start leads to a weird flake. Finish up a nice, splitter crack.

3. Tommorow 9 ★

PRO: Small to Large.

FA: Rusty Baillie and Jeff Achey

Climb the hand crack/corner system. Traverse right on the block and continue up crack systems and face holds to the top.

4. Manana 10a ★

PRO: Small to Large.

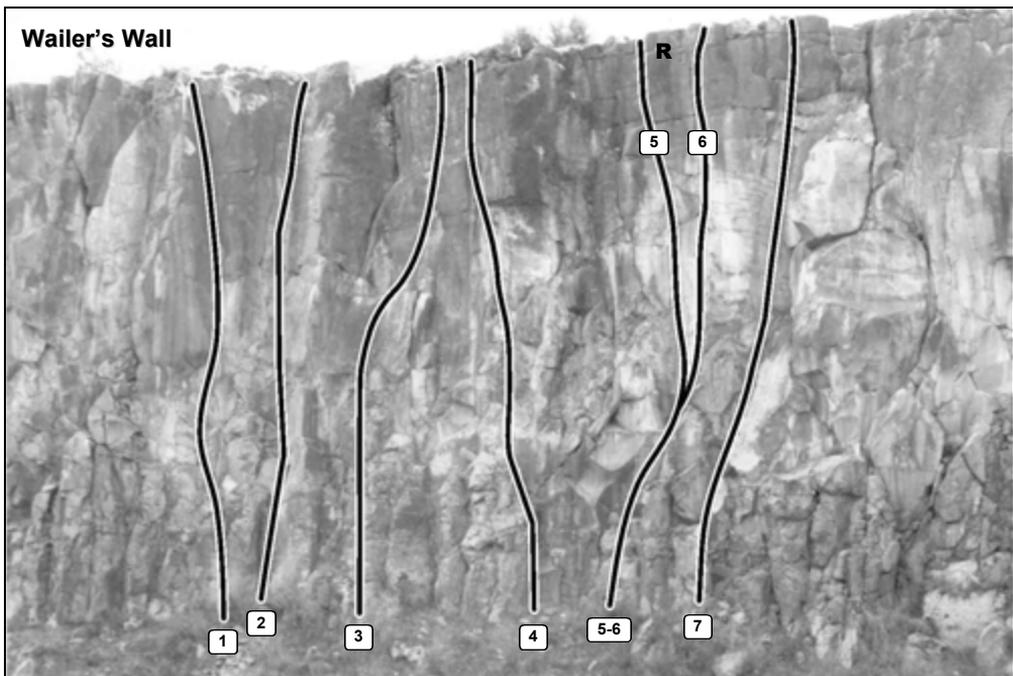
FA: Steve Grillo

Follow the right corner.

N WAILER'S WALL

Located across the canyon from Timmies East, this area is most easily accessed from the cow trail that descends into the canyon from the rim before reaching the trail to Timmies East. During periods of heavy rainfall, it may be necessary to travel up canyon to find a dry crossing. The area is marked by long, steep routes with the potential for further development. The grayish wall to the west also has the potential for development and showcases some of the best climbing in the Canyon. The top and bottom sections are extremely loose, however, and I have chosen to omit them for moral reasons. Take notice of the talus beneath you during the approach; test your holds and use caution.

The land on the south side of the canyon is private and should only be accessed from the parking area on the north rim. When topping out, please be respectful of the landowners. To descend, either use the walk down to the east or rappel from the anchors above *Sulliver's Travels*. Back up the anchor.

**1. Lord of the Flies 10c ★★**

PRO: Micro to Medium. Lowe Balls and TCU's are helpful.

FA: Josh Gross and Steve McGee

Routefind through loose blocks to gain a tips crack in a roof. Follow the widening crack. This one is an endurance test piece.

2. **Basalt and Battery 9 ★★★**
PRO: Small to Large.
FA: David Lovejoy and others.
One of the best in the Canyon. Follow the hand to fingers crack past a lost #2 Camalot in the roof.
3. **Basalt with the Intent to Kill 10a ★**
PRO: Small to Large.
FA: Mike Goff and David Lovejoy
Work up thin cracks to a horrendously hollow-sounding, cracked face.
4. **Stepping Out 10c ★**
PRO: Micro to Large.
FA: Seth Quackenbush and Casey Yorkunas
A very committing route. Routefind to the left side of a triangular roof where a tips/finger crack leads left to the top. The beginning of the route is loose and scary.
5. **Sulliver's Travels 11a ★★★**
PRO: Small to Large.
FA: Casey Yorkunas and Seth Quackenbush
Start on Goff's and exit via the improbable finger crack.
6. **Goff's 10a ★★★**
PRO: Small to Large.
FA: Mike Goff
The obvious broken crack—steep up high
7. **Owl Width 10a ★★★**
PRO: Small to OW.
FA: Casey Yorkunas, Jance Kemper, and Baker Bent
Please respect the owl's nest.

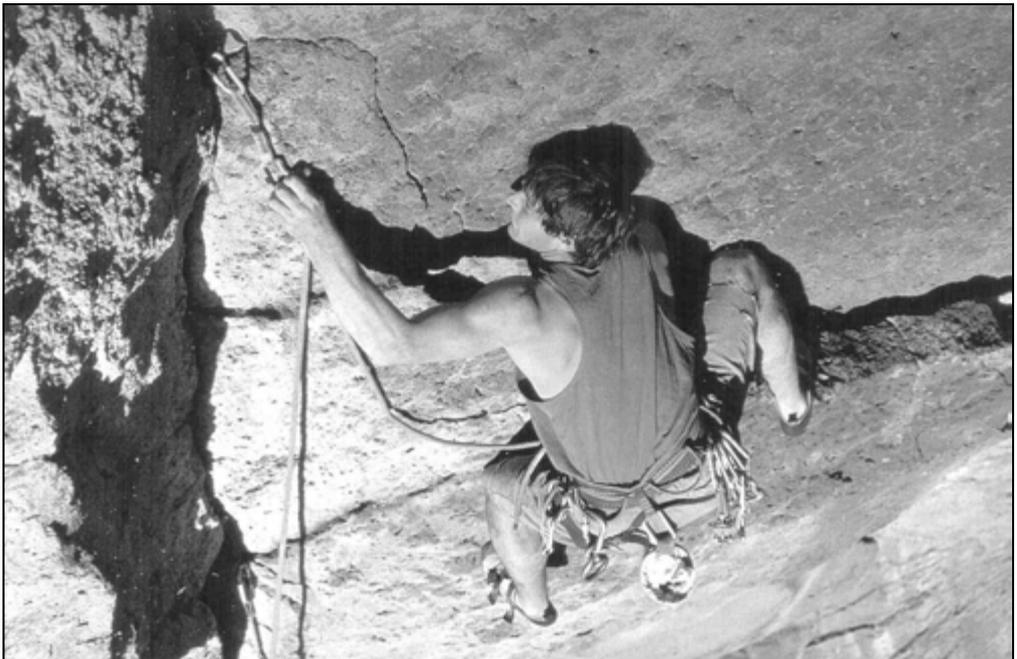
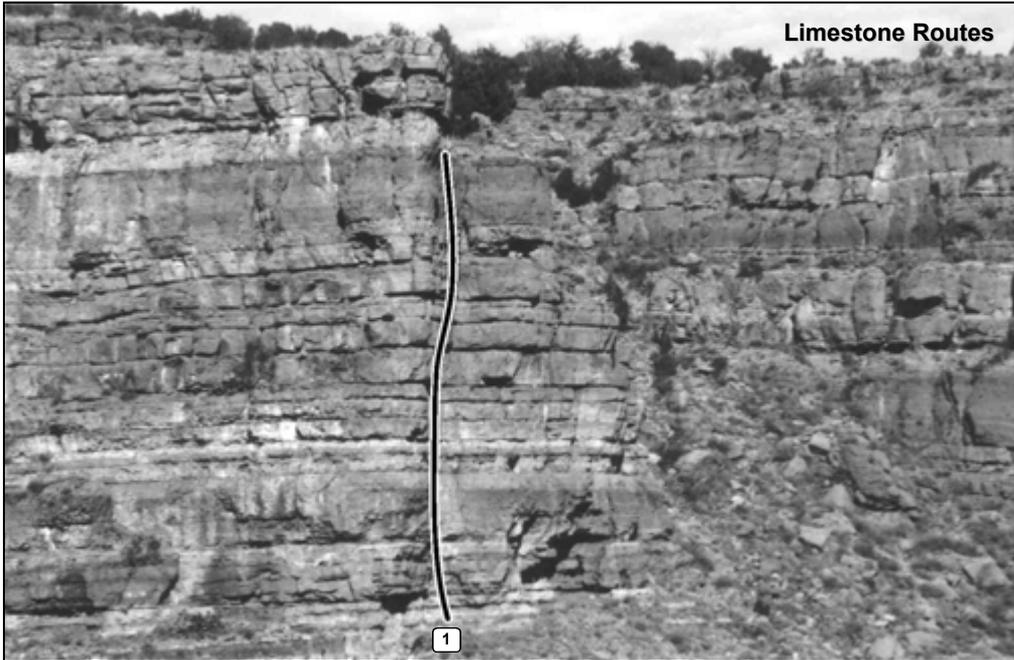
Matt Perlman on *Stupid Move (10c)*

Photo: Greg Bernstein

LOWER SULLIES — LIMESTONE ROUTES

To the east of the basalt cliffs lay broken limestone stacks. The area has seen little exploration due to the crumbly and unstable nature of the rock. More exploration may uncover something worthwhile, but it is doubtful. Access by descending loose terrain to the south of the parking lot, or follow the cow trail near Timmies East across the open plain.

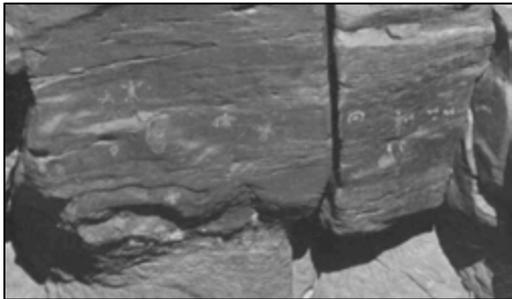


- 1. House of Cards 9 RO**
PRO: Small to Large.
FA: Josh Gross and Rusty Baillie
Loose and scary eighty feet of climbing.

UPPER SULLIES

The upper canyon, below the dam, is a fine area to explore on top rope. The washed, compact basalt provides painless jamming and superb face climbs. The rim is solid and well-featured, making set-up for top-ropes quick and painless. Short leads and soloing are also possible. There is also tremendous Bouldering potential.

The upper canyon is tight and often hidden from the sun. Chilly during the winter months, the area remains temperate from spring to fall. An excellent area for novices, Upper Sullies, is well-used by institutional groups as well as locals.

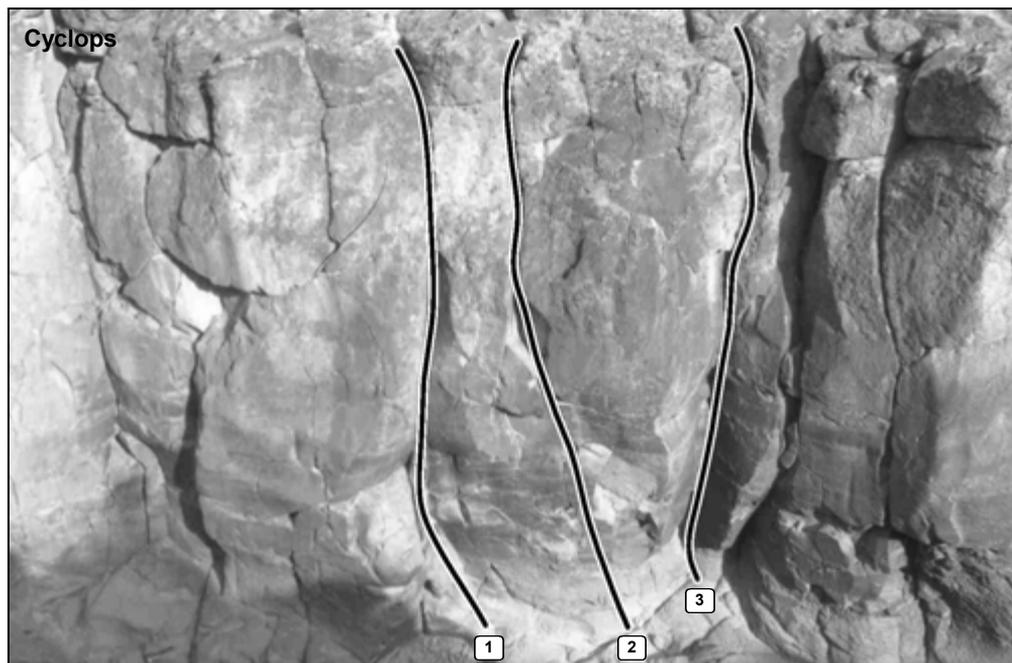


To access the canyon, follow the trail along the south rim past the white pipeline to a 3rd class descent, or rappel into the canyon. The area above *Layback*, located in the Twin Cracks Area, is an ideal place to setup a rappel. The area is distinguished from the top by a well-packed dirt area at a north bend in the rim. The top of *Layback* provides a recessed platform of rock where the rappel can be setup.

Many of the cracks and faces from the bridge to the pipeline can be top-roped. Included in this guide are some of the more classic routes. Take time to explore, there are excellent routes everywhere. Be certain not to climb on or near the Petroglyphs located across from the Fence Post Area.

1 CYCLOPS

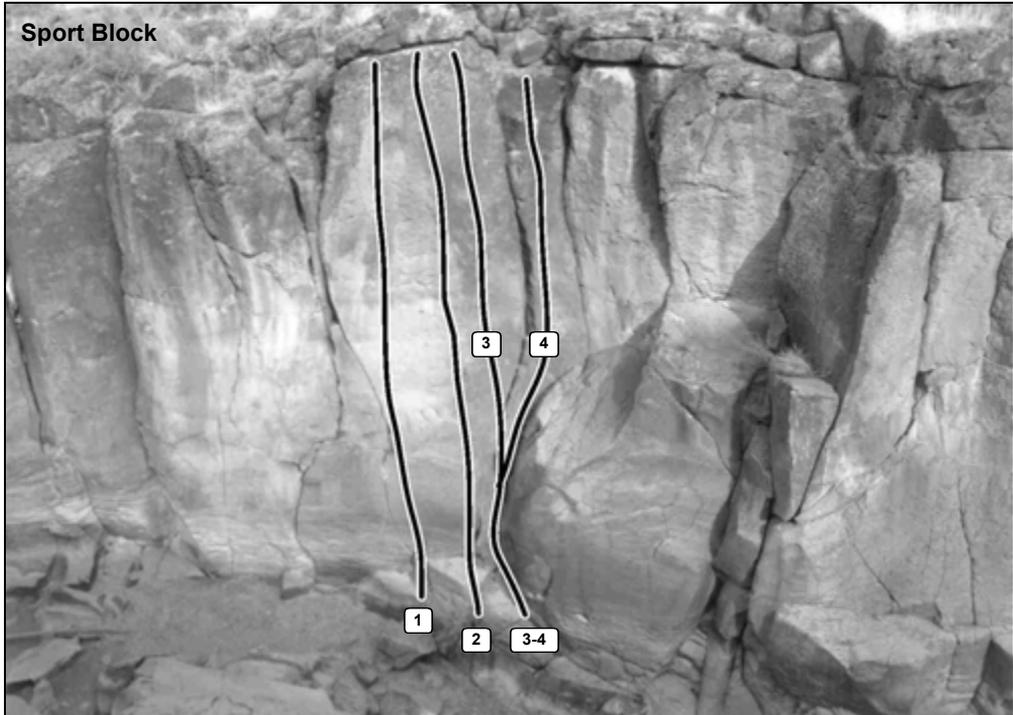
Located on the north wall of the canyon, just east of the Twin Cracks Area. Most easily identified by the Rhombus-shaped groove (the “eye”) in the face. The varnished starts and slick holds in this area make for pumpy climbs.



1. Cyclops Left 10a ★
2. Cyclops Eye 11a ★★
3. Cyclops Right 10a ★

2 SPORT BLOCK

Located on the north wall of the Canyon half way between the white pipeline and Twin Cracks area, the block marks the start of many tough face-climbs.

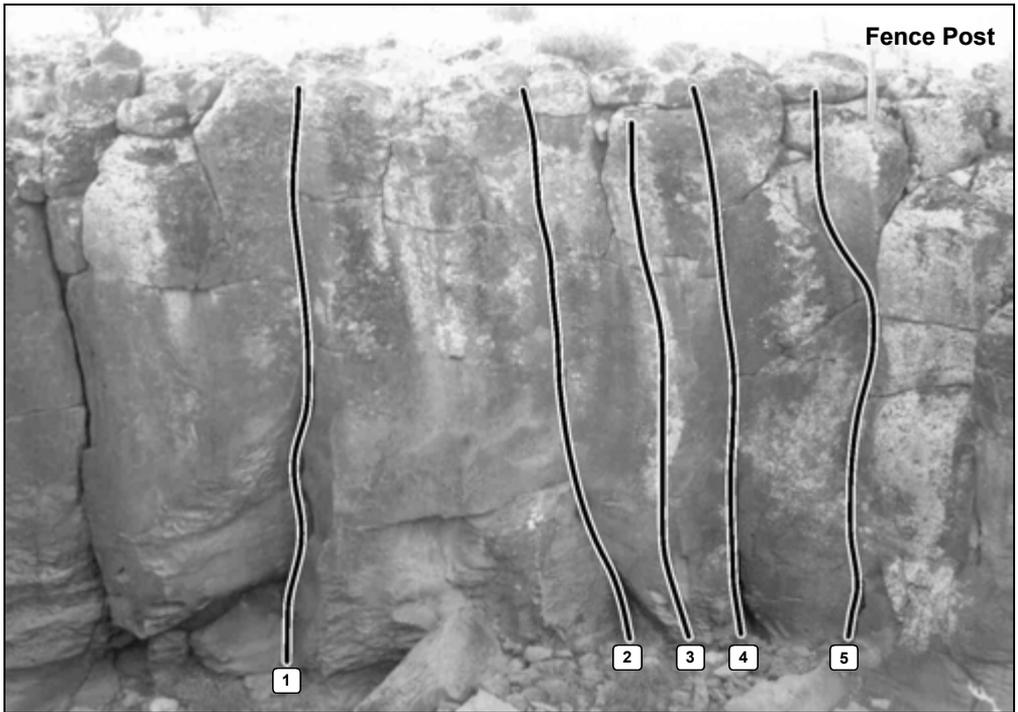


1. Front Face 12a ★
2. Arete 11c ★★
3. Right Face 10d ★
4. Paved Way 10a

3 FENCE POST

Located on the south wall of the Canyon below the fence post. Please do not set anchors off the posts.

1. Coffin Crack 9 ★
2. Don't Fence Me In 10a ★
3. Fencing Water 11a/b ★★
4. Fence Post Direct 8
5. Bat Attack Crack 9 ★

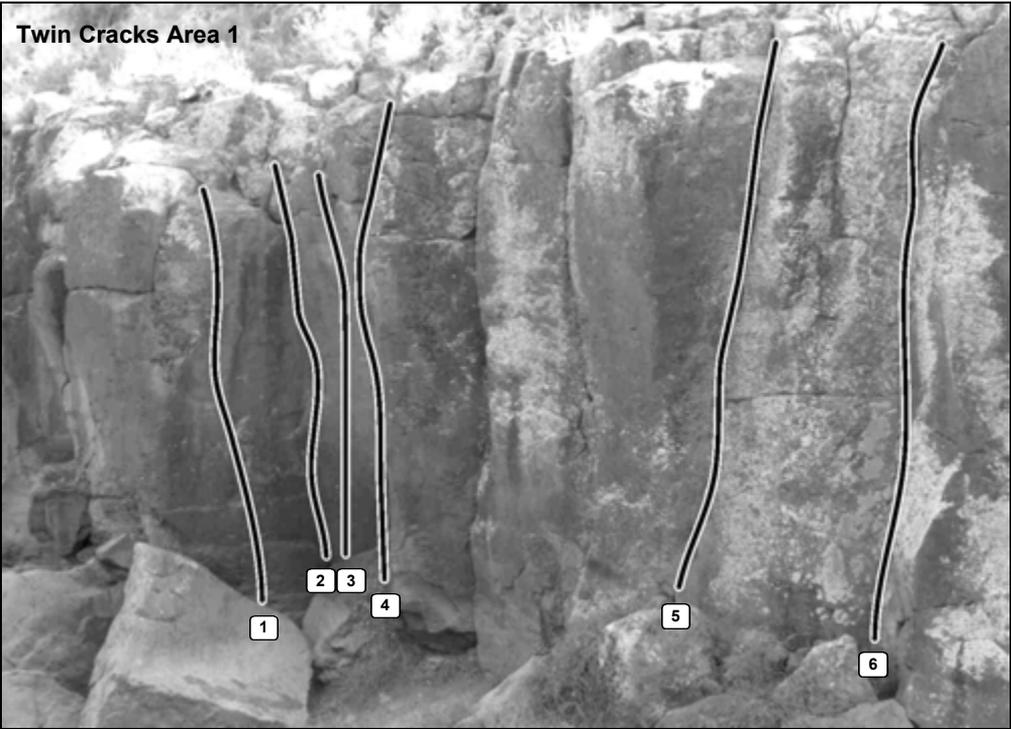


4 TWIN CRACKS AREA

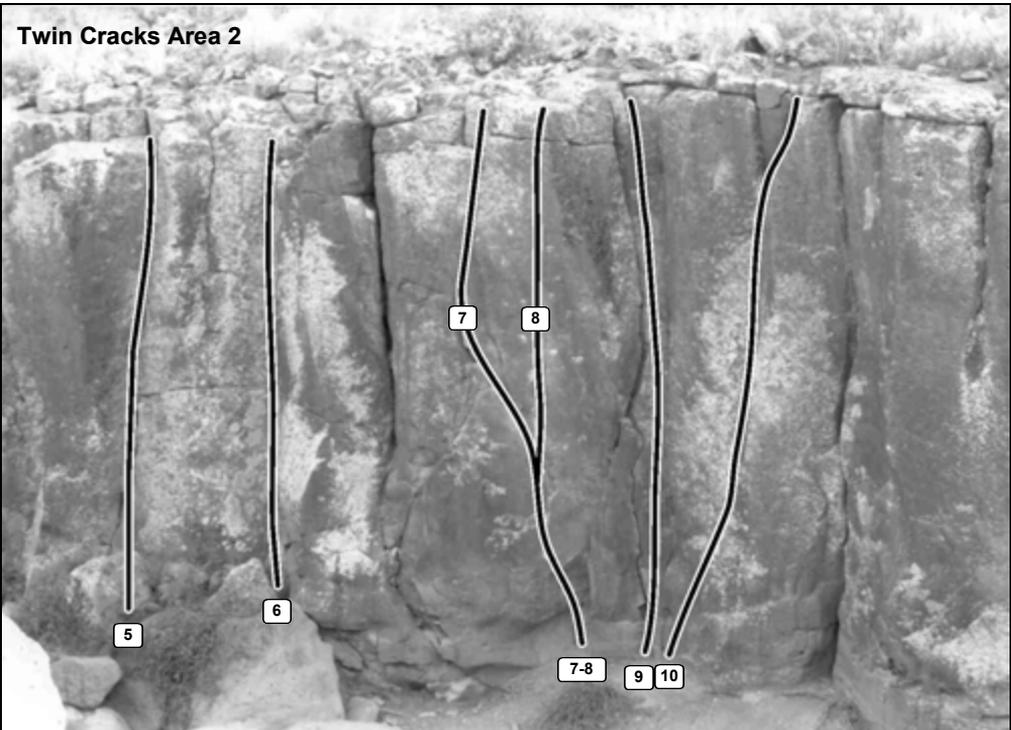
Located on the south wall, half way between the bridge and white pipeline, where large boulders begin to appear at the base, lays a series of popular climbs. Due to their close proximity and ease of setup, these climbs provide a good location for institutional programs and large groups.

1. **Lay Down and Weep 11a ★★**
Climb the face just to the left of *Layback*.
2. **The Layback 9 ★★★**
Excellent spot to rappel into the Canyon.
3. **Lay of the Land 11b ★★**
Ascends the face right of *Layback*.
4. **The Alcove 6 ★**
5. **Easy Twin Left 5 ★**
6. **Easy Twin Right 4 ★**
7. **S-Crack 10a ★**
Cruxy start up the winding crack.
8. **Lichen Up 11a ★★**
Climb the face directly above the start of *S-Crack*.
9. **Twin Cracks 8 ★★★**
Classic climbing with lots of choices. A good climb to learn to place protection well.
10. **Old Twelve 11b/c ★★★**
Ascends the face to the right of *Twin Cracks*.

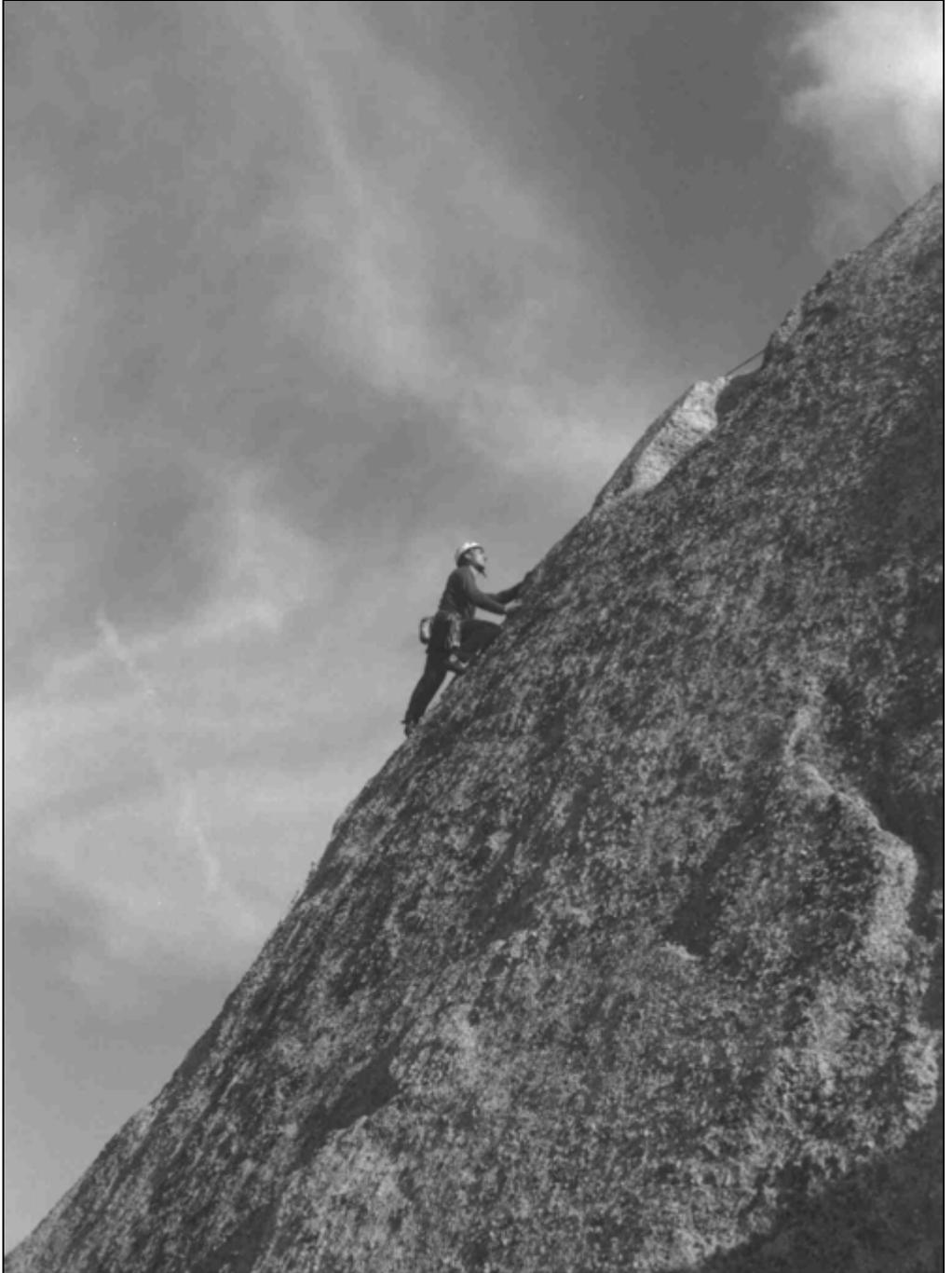
Twin Cracks Area 1



Twin Cracks Area 2



Granite Basin



Josh Gross on the intimidating summit arête of *Why Oh Why?* (9), Lizard Head

While the Main Wall of Granite Mountain remains closed for the nesting of the Peregrine Falcon from February 1 to July 15 every year, other walls and outcroppings within the area remain open to exploration and ascent. Although masked by the luster and grandeur of the 400-foot face, these lesser walls and outcroppings retain the same sense of remoteness and adventure. The basin and ridgeline present endless lines and faces yet to be explored. This is not to say exploration has not occurred. Many of the obvious lines have seen numerous ascents and it is not unlikely to find old pitons or ragged slings in remote areas.

This guide focuses on three of the more popular areas: Lizard Head, Waves of Rock, and Seal Smasher Wall. Located a short distance from Granite Basin Recreation Area, all three formations offer unique climbing opportunities in pristine surroundings that embody the style of adventure climbing. These areas have seen some exploration and development, but witness only minimal traffic. The rock in these areas differs greatly from the compact granite of the Main Wall. The lighter-colored granite is more granular and studded with crystals, and the quality varies from excellent to downright crumbly. Climbers should be cautious of loose rock and varied conditions, and untrusting of fixed protection. Climb safe and enjoy!

HISTORY

The staggered outcroppings that dot the ridge and basin of the Granite Mountain Wilderness Area have witnessed technical ascents spanning the past four decades. It is frequent for a party attempting a “first ascent” on a remote hand crack or inhospitable off-width to come across remnants of former activity- a hidden rappel sling atop the summit or rusty old piton. Explored by Mike Goff, the *Syndicata Granitica*, and other pioneers, bold lines dash the bouldery and monolithic outcroppings surrounding the west and south faces of the mountain.

As traditional as the climbs are the ratings left by the *Syndicata Granitica* and other early pioneers. Comprised of strong climbers all leading at a high level, 5.8 represented challenging climbing; 5.9, a climb that pushed ones level; and 5.10, a climb that the leader fell on a few times but eventually completed. Having watched many climbers fall prey to the stiff grades of the mountain, I have made an attempt to modernize the grading in the hopes of avoiding sandbags. In many cases, I have added a “+” to climbs I feel deserve extra attention and/or judgment. Much of this, I am aware stems from the modern move by the general climbing community to thinner cracks and crimped edges and the near withdrawal from off-widths, commonplace at Granite Basin.

STYLE AND ETHICS

Located within the Granite Mountain Wilderness Area, development falls under Forest Service Wilderness Area guidelines. These regulations are currently being revised through a complex political process. We can all help by joining and supporting the Access Fund and by contributing to local and national initiatives. Until the lengthy new rule-making process is complete it would be wise to be conservative about interpreting the Forest Service Wilderness Management Plan. It would probably be okay to replace existing bolts that constitute a real hazard to life (most of the old anchors in these areas), so long as only hand drilling was used. In this soft granite, ½” bolts are essential for safety, and stainless steel is called for, for the longevity in this protected environment. Hangers should be camouflaged. At present, however, climbers should not place new bolts within the entire Wilderness Area. The overall feeling of the community is to retain the essences of remoteness and self-reliance of the area, while providing a relatively safe place to climb. Please be aware of your impact and help preserve the area’s traditional qualities.

ACCESS

The areas listed in this guide all fall within the Granite Mountain Wilderness Boundary and therefore, access is bound by Forest Services guidelines. The area surrounding the main cliff has been closed for several springs to allow for the nesting of the Peregrine Falcon. Now off the endangered species list, the Peregrine is making a strong return in Arizona. While the surrounding area is not presently subject to closure, climbers should be aware that their impact is easily noticed. Please keep a low profile, clean up after yourself, and pack out any other trash you might find.

A \$2.00 user fee is required for individuals parking in the Granite Basin area, except on Wednesdays when no fee is charged. Parking at the Clark Springs Trail Head off Iron Springs Road is always free and is a viable approach to Waves of Rock. Bikes are not allowed within the wilderness boundary but can be used along the boundary trail (#40) that leads to Waves of Rock.

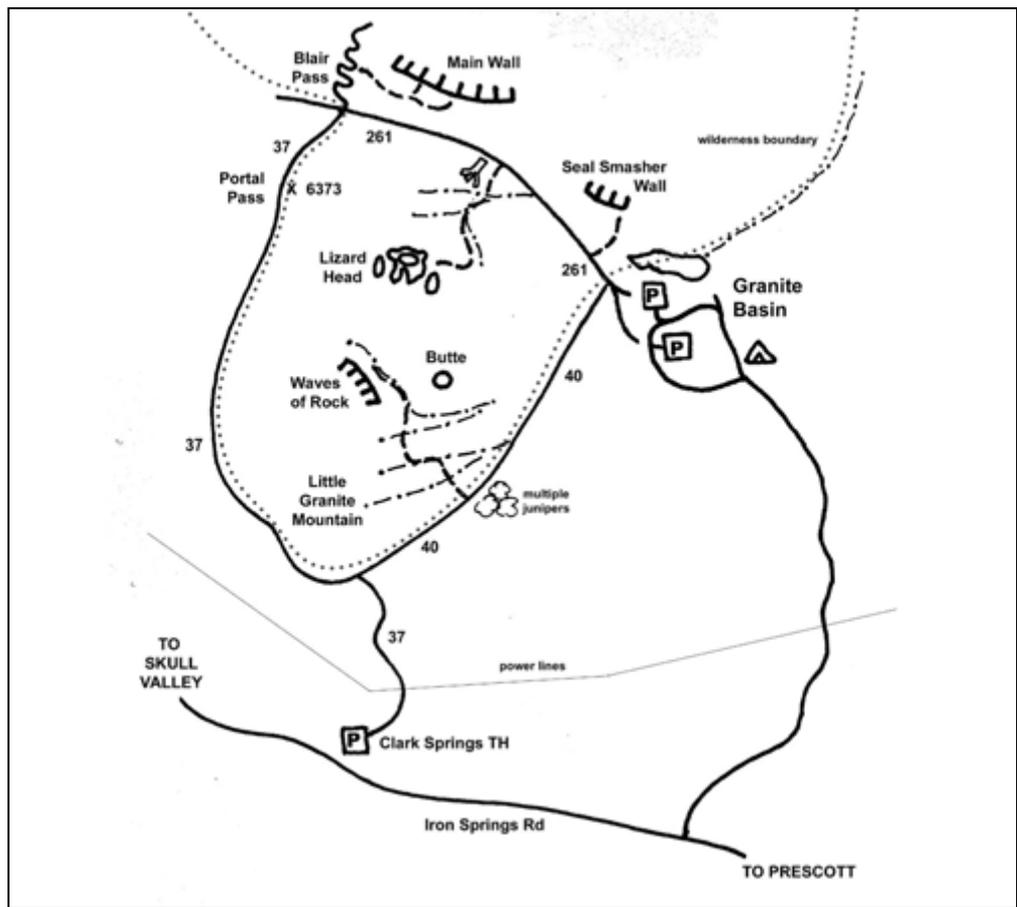
RACK

It is recommended that climbers come prepared with a full rack, including stoppers, cams, OW pro, quick draws, long slings, and a second rope. Bring extra draws for Waves of Rock. (some routes require 10 or more). Due to the remoteness of the area, it is also recommended that climbers bring additional layers, water, and a headlamp.

DIRECTIONS

Granite Basin: From the Square, head north on Montezuma. Stay on Montezuma as it changes names to Whipple and then Iron Springs Road. Continue past the hospital out of town. Turn right on Granite Basin Road. Follow the road until you arrive at the Granite Basin Recreation Area. There are two parking areas, both with limited service facilities.

Clark Springs Trail Head: Continue on Iron Springs Road past Granite Basin Road for several miles. The Trail Head will be on your right just before Iron Springs Road descends down into Skull Valley.



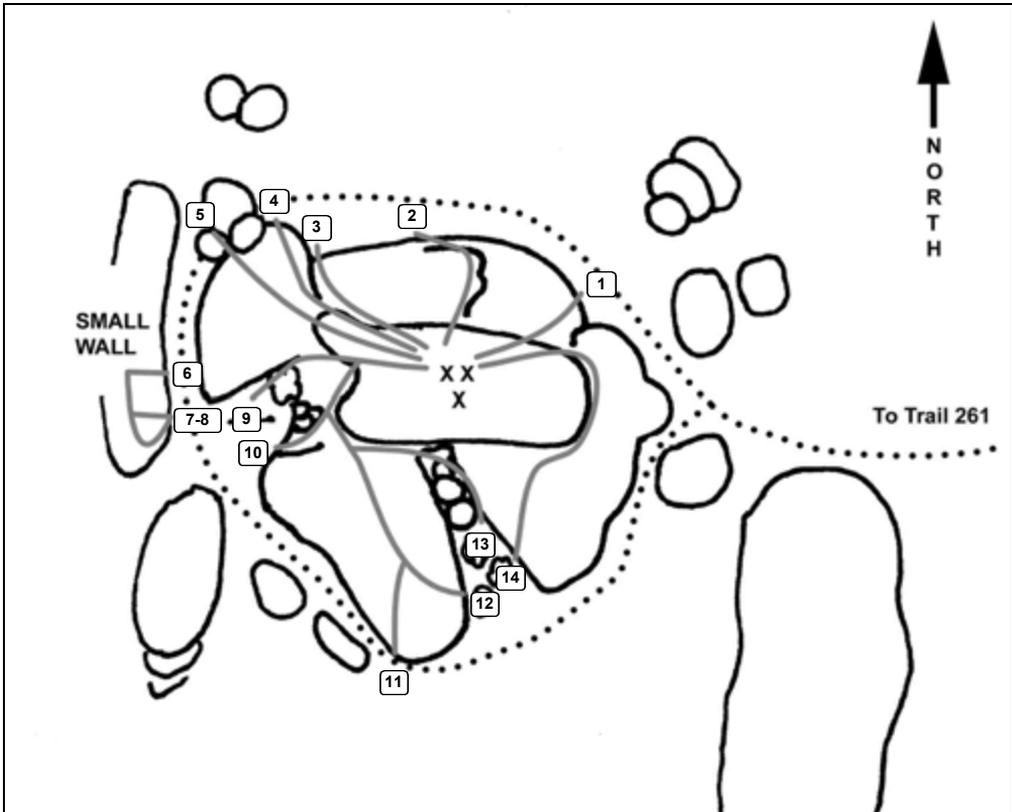
LIZARD HEAD

The obvious massif west of trail 261 offers classic climbing on coarse, crystalline rock of good to poor quality. A traditional novelty with an impressive summit, the climbs are more a battle than a mosaic of fine moves. The majority of routes are off-widths or face climbs on interesting crystals; protection is often run out and many of the bolts are old and inadequate to hold long falls.

Still the area offers an enchanting ambience that makes the struggle well worth it. Several moderate routes lead to anchors on the summit from which many of the scary faces and hard to protect off-widths can be top roped. Verdict: fabulous views and heart thumping situations in a remote and beautiful setting- well worth a look.

To get there, head north on Trail 261 from the Granite Basin Parking Area for 15 to 20 minutes. A fallen tree on the left of the trail with branches pointing southwest marks the approach. Head west following trails and slabs to the base of the formation. Travel time from the parking area is approximately 40 minutes.

DESCENT: From the summits two 50m ropes are needed to rappel the entire north face. With one rope, rap to a sizeable ledge on the west side of the north summit slab. Although no anchors exist, a second rap that will see you to the base can be set off of a pinch.

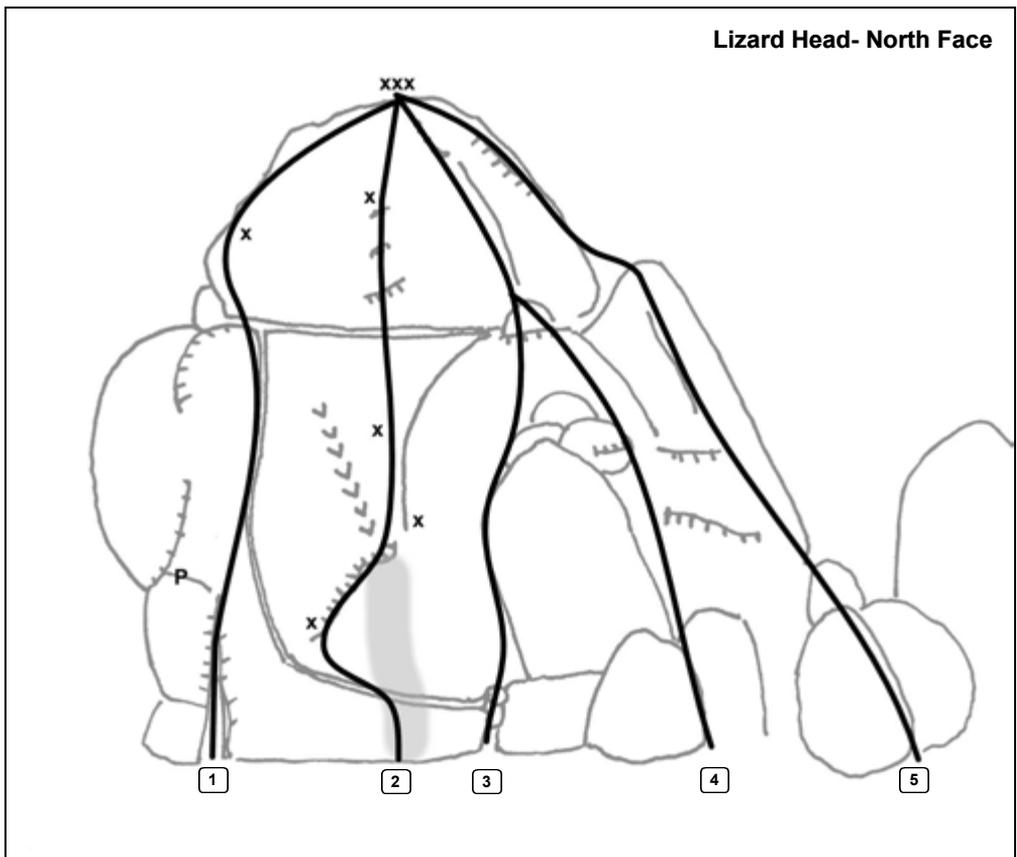


1. Ominous Slot 9+ RO

PRO: Small to OW. 2 bolt clips.

FA: Rusty Baillie and David Lovejoy, late 70's.

Follow the off-width to the airy and RO summit arête.



2. The Great White Way 10+ RO ★★

PRO: Small to Large. 4 bolt clips.

FA: Second Pitch: Day de la Hunt, 1973; First Pitch: Rusty Baillie, 1988.

Begin right of the white water streak on small edges and crystals. Move up and left on the horizontal to a reachy first bolt. Layback and face climb to a bulge left of the second bolt. High step the bulge and finish straight up the slab face to the summit. The bolts on this route are old and should not be relied on to hold a long fall—back up with natural pro. It is possible to top rope the route from the summit anchors.

3. Slominous Ott 10+ RO

PRO: Medium up to eight inches.

FA: David Lovejoy, early 80's.

Wide!

4. Regular Route (NW Ridge) 5 ★

PRO: Small to Medium

FA: Larry Treiber, 1960's.

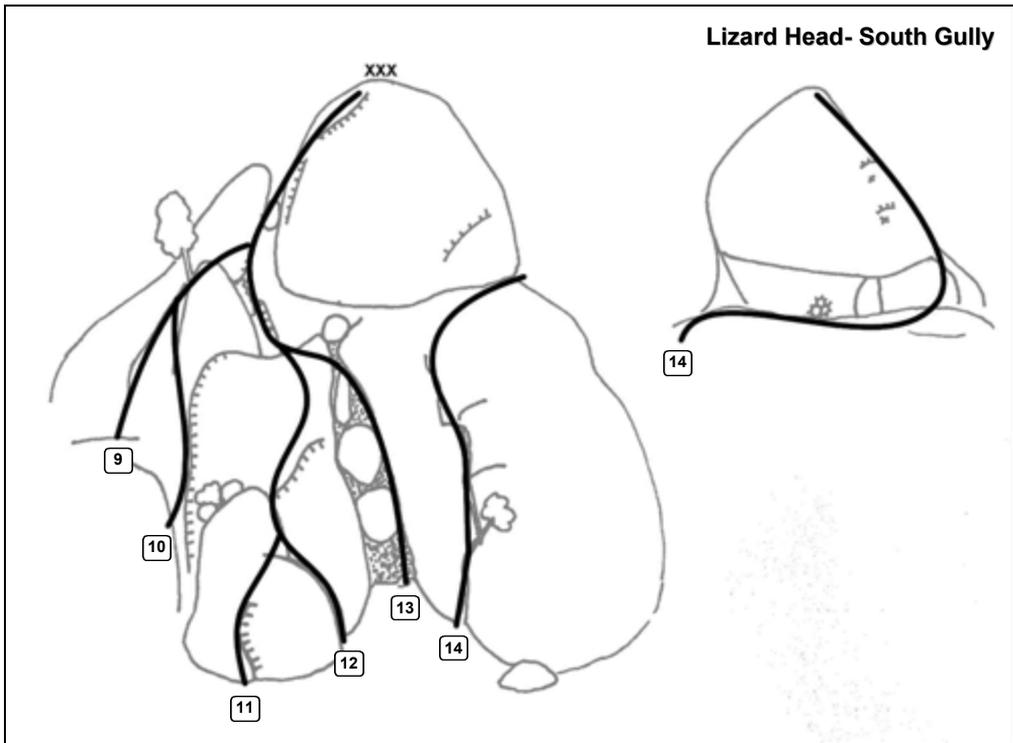
Climb blocks and ledges to the west of the main face.

5. Incisor 8 RO ★

PRO: Small to Medium. Bring long slings to wrap the "fang".

FA: Steve McGee, Ryan Gwyther, and Scott Hacking

From the main face, head west through a tunnel to the Small Wall Area. Climb blocks to a flake, and then on to the summit of the visible "fang".



6. **Small is Beautiful 10+ ★**
 PRO: 3 bolt clips?
 FA: Face climb directly below the rappel anchor on the Small Wall.
7. **Crystaleer Direct 11 ★★ TR**
 FA: Unknown.
 Two protection bolts were removed by the first ascensionists realizing it was crowding the area. Climb directly above the first bolt of *Crystaleer*.
8. **Crystaleer 10 ★★**
 PRO: 5 bolt clips to rappel anchor.
 FA: Tom Fayle, 1990.
 Located on the far left of Small Wall. Climb crystals following bolts to the left. Rappel anchor is to the right directly above the first bolt.
9. **West Gully 4 RO ★★**
 PRO: Medium to Large.
 FA: Communal
 From the ledge east of the small wall, climb to a large tree growing out of a crack. Layback the unprotectable crack to a gully that leads to the summit.
10. **Southwest Ridge 6**
 PRO: Small to Large.
 FA: Rusty Baillie and David Lovejoy, 1970's.
 Start 15 meters south of *West Gully*, up the OW/layback crack to a small pine. Climb through a tree and finish up the top of *West Gully*.

11. The Joke's On You 10c TR

FA: Rusty Baillie and Steve McGee, 1993.

A variation to the OW start of *Crack 'n' Up*. Locate a flake/crack around the corner from the South Gully that leads over a bulge and up to a wide crack.

12. Crack 'n' Up 10+ ★

PRO: Small to OW (up to six inches).

FA: David Lovejoy and Rusty Baillie, 1970's.

Climb the left slanting OW to varied climbing. Head up to a ledge just west of the South Gully, then up a nice hand crack in the left corner of the top ridge to gullies that lead to the summit.

13. Chockful o' Nuts 9+

PRO: Small to Large.

FA: David Lovejoy, 1970's.

Climb to the right of large chockstones. Follow the *Southwest Ridge* to the summit.

14. Why Oh Why? 9 ★★

PRO: Small to OW. 2 bolt clips.

FA: David Lovejoy and Rusty Baillie, 1970's.

Begin in the flaring OW crack on the east wall of the South Gully that has a tree growing out of it 25 feet up. Begin large then work into jams until the crack disappears. RO the face to a large ledge. Traverse right to a finger crack and belay. Ascend the finger crack to a wide horizontal. Traverse right, then up over two bulges protected by mediocre bolts to the airy, RO summit arête.

WAVES OF ROCK

Located on the western edge of the wilderness area, Waves of Rock offers remote, multi-pitch, backcountry cragging on high-quality, granite slab. Several routes, originally adventure led with great gusto and long run outs have since been retro-bolted making them more accessible to mortals. Much of the area has been bolted with the beginner in mind and offers enjoyable, well-protected routes for climbers of all abilities.

To reach Waves of Rock from Granite Basin Recreation Area, take the Clark Springs Trail (40) past the pump house on the left to above tree line. Continue until only a sliver of the buttress can be seen. A giant juniper on the north side of the trail marks the approach blocked by Yuccas. Follow rough washes and bouldery terrain to the base of the wall. Approach time: 30-45 minutes. Access is also possible from the Clark Springs Trail Head off of Iron Springs Road.

DESCENT: From the fixed anchors above *Banzai*, traverse north then walk down moderate slabs, or rappel south to the large tree. One rope will get you into the gully with moderate down climbing. Two 50m ropes will get you to the tree. Take care near the flake above the tree as it is often a nesting spot for wasps. Rappel from the tree on two ropes to the base. May require moderate down climbing.

1. What the Hail 8+ ★★

PRO: Small to OW.

FA: Ryan Wolfe and Josh Baker, 2000

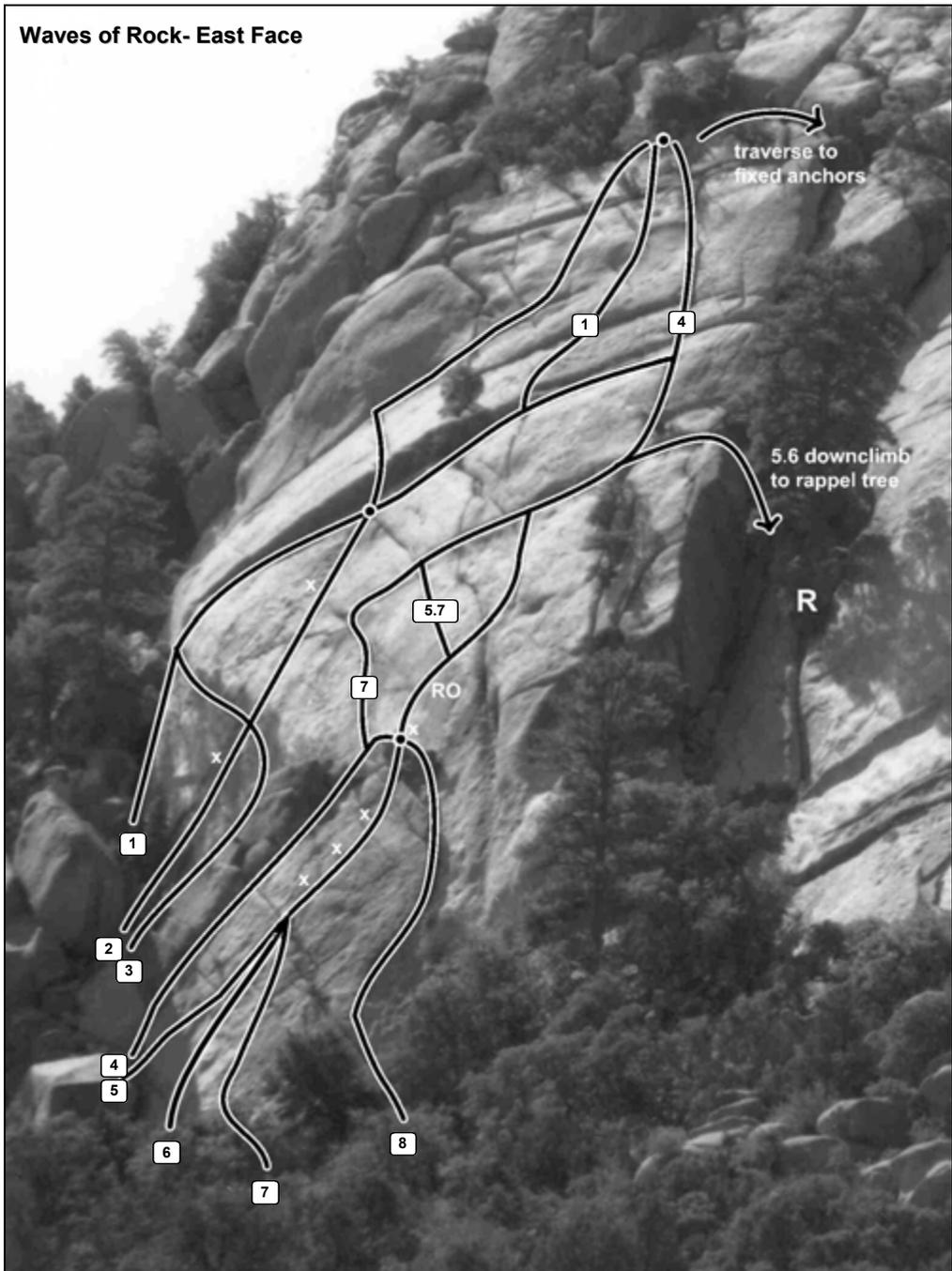
Climb the chimney/cave to the left of the black streak. Boulder move (height helps) over the bulge and follow the right-facing dihedral. Belay. Continue past the tree, following discontinuous cracks to the juniper belay above.

2. Black Streak 6 ★★

PRO: Medium to Large. 1 bolt clip.

FA: Kevin Keith and Steve McGee, 1992.

Originally led with a 30-foot runout. Has since been retro-bolted. Follows the black streak to the top.



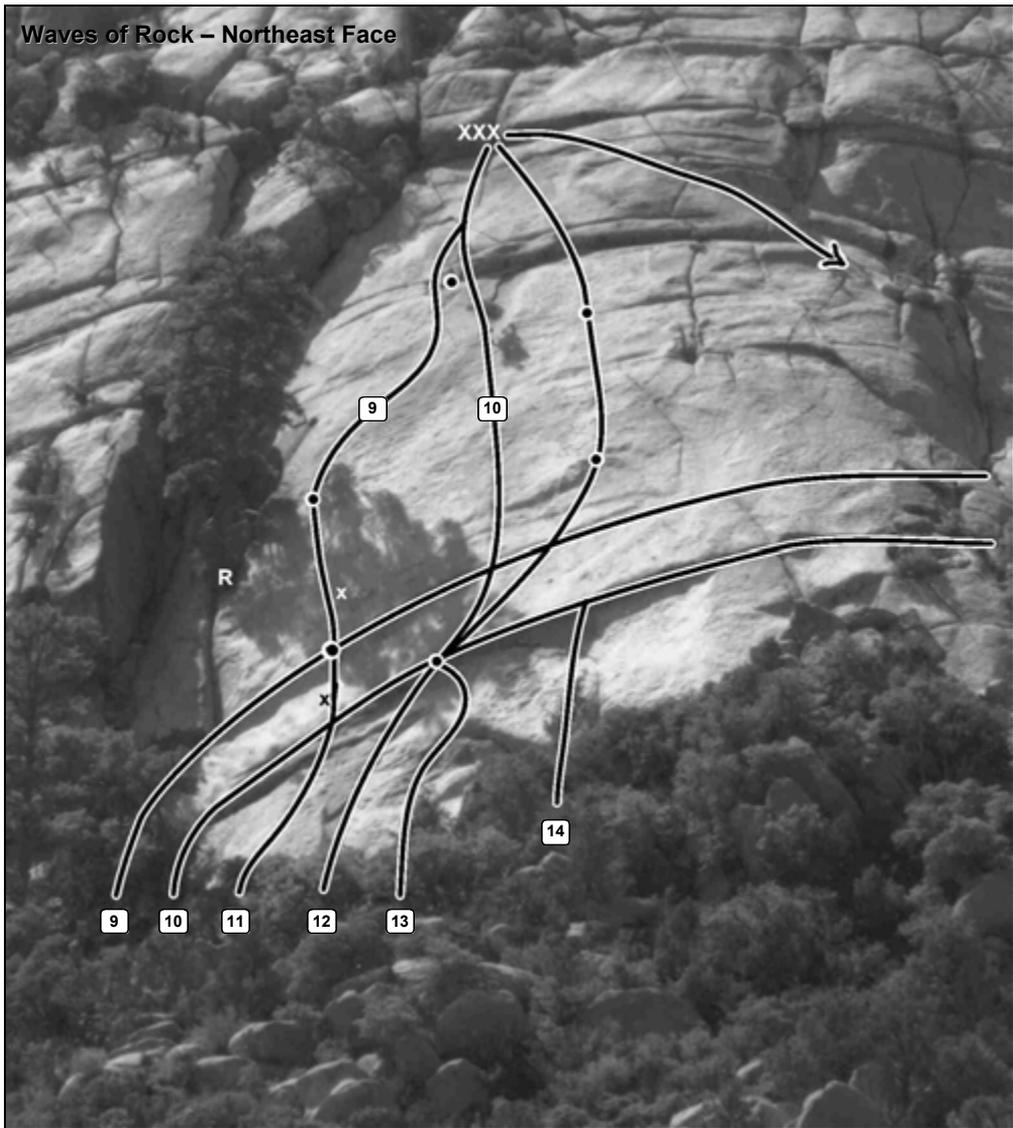
3. Z into Black Streak A2

PRO: Medium to Large.

FA: Steve McGee, 1993.

A variation start to the once runout *Black Streak*. Could eventually go free.

4. **Chimney 5 ★★**
PRO: Medium to OW.
FA: Bryant Williams.
Climb the chimney to the left of the *Original Route*.
5. **Original Route 8 ★★**
PRO: Small to Medium. 3 bolt clips.
FA: Unknown
From the block, step across and follow the finger crack (7) to the bush. Continue past three bolts (8) to a blocky belay. From the belay, choose a line to the top.
6. **Big Chill 10 ★**
PRO: Small to Large. 3 bolt clips.
FA: Kevin Keith and Bill Garrett
Start up a steep layback to the right of the *Original Route*. Work up and left and then move directly to the shrub, across the unprotected face. Join the three bolts of the *Original Route* and continue to the blocky belay (an old 3/8" bolt with backup).
7. **Right of Original Route 10+ RO**
PRO: Micro to Medium, plus for the *Original Route*.
FA: Kevin Keith and Ted Timmer, 1992
Ascend the flake then traverse left until a placement can be made in the horizontal crack. Then go directly for the bush. Added mainly for historical perspective.
8. **Bumble Chute 7+ RO ★★**
PRO: Small to OW.
FA: Unknown
Ascend poor to medium rock to a belay on the ledge (old rusted 3/8" bolt, plus natural anchors). From the belay, lead out across broken face to a right-facing dihedral. Move right. Either down climb to the tree rappel (6), or continue up broken cracks to the top.
9. **Banzai 6 ★★**
PRO: Bolt clips. Small to Medium.
FA: Rusty Baillie, 1987.
Follows the obvious line to the right of the rappel gully. The first and second pitch can be run together with a 50m rope.; the third and fourth require a 60m.
10. **Hang Ten 4 ★★**
PRO: Bolt clips. Small to Medium.
FA: Rusty Baillie, 1987.
Well protected. Good first lead. Two hangers are missing on the third pitch. Bring small wires to girth the bolts.
11. **Top Slash 5 ★**
PRO: Small to Large. Draws and Slings.
FA: Unknown
Climb the weakness to the tree, then head out right on the rail. Either finish up the RO face or walk off to the right.
12. **Low Horizontal 5 ★**
PRO: Small to Medium. Draws.
FA: Unknown
Follow the obvious horizontal. Belay in the pod (1 bolt). Finish up the RO face or walk off to the right.



13. Flake Thing 6 ★★ RO

PRO: Small to Large.

FA: Unknown

Climb the obvious flake; belay in the pod. Finish up the RO face or walk off to the right.

14. Unnamed 4

PRO: Small to Large.

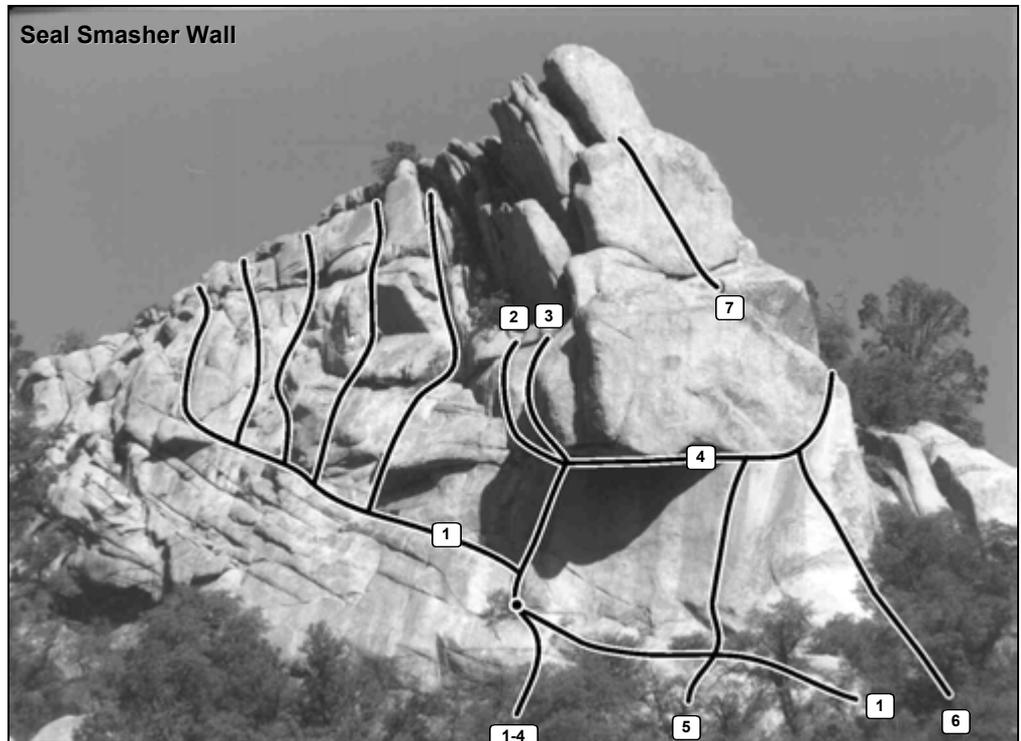
FA: Unknown.

Climb the weakness to the horizontal.

SEAL SMASHER WALL

Easily distinguished from other formations by its beak-like roof, this buttress overlooks Trail 261 from the east. The buttress offers moderate to extreme routes, one to two pitches in length, on good rock. To reach the area, ascend the drainage running southwest from its base to Trail 261 or attain the lower slabs through thick brush. Approximate approach time from the parking area: 45 minutes.

DESCENT: Scramble down slabs and blocks on the backside of the bird-beak.



1. **Side Slabs 7**
 PRO: Small to Large.
 FA: Kevin Keith
 P1: Face climb slabs and weaknesses for 90' to belay at a shrub below the left edge of the roof or traverse in from the right on 4th class slabs and ledges.
 P2: Traverse up and left along broken slabs and cracks, establishing a belay at the base of one of the marked routes.
 P3: Climb any of a number of weaknesses.
2. **Slippery Slithery Slit 9 ★**
 PRO: Small to Large.
 FA: Mike Townsend, 1974.
 P1: Shares a start with *Side Slabs*. Belay at the shrub.
 P2: Climb the obvious hand crack keeping to the right of the roof.

3. The Beak Direct 11+ ★★

PRO: Small to Large.

FA: Kevin Keith

P1: Shares a start with *Side Slabs*. Belay at the shrub.

P2: Follow the obvious, steep hand crack to a horizontal that traverses right under the roof. Traverse right for several feet and then turn to face away from the face to a weakness in the roof. Place protection in the roof crack and then work out the crack and over the lip.

4. If I Had a Hammer 11 A1 ★

PRO: 1 pin clip and 1 fixed piece clip. Micro to OW. Extra long slings, aid gear, and a hammer are useful

FA: Kevin Keith

P1: Shares a start with *Side Slabs*. Belay at the shrub.

P2: Follow the obvious, steep hand crack to a horizontal that traverses right under the roof. Pass a fixed pin and a fixed wire.

P3: Join the Off-width top of *Clubber*.

The traverse is committing and a fall could be consequential. The traverse would be best protected by fixed gear.

5. Clubber 11

PRO: Micro to OW.

FA: Tom Cecil and John Govi, 1985.

Climb the thin layback on the right side of the face below the beak-like roof. Continue up the OW on the right side of the roof.

6. Right of Clubber 9+ TR

FA: Unknown

Face climbing to the right of the thin lieback.

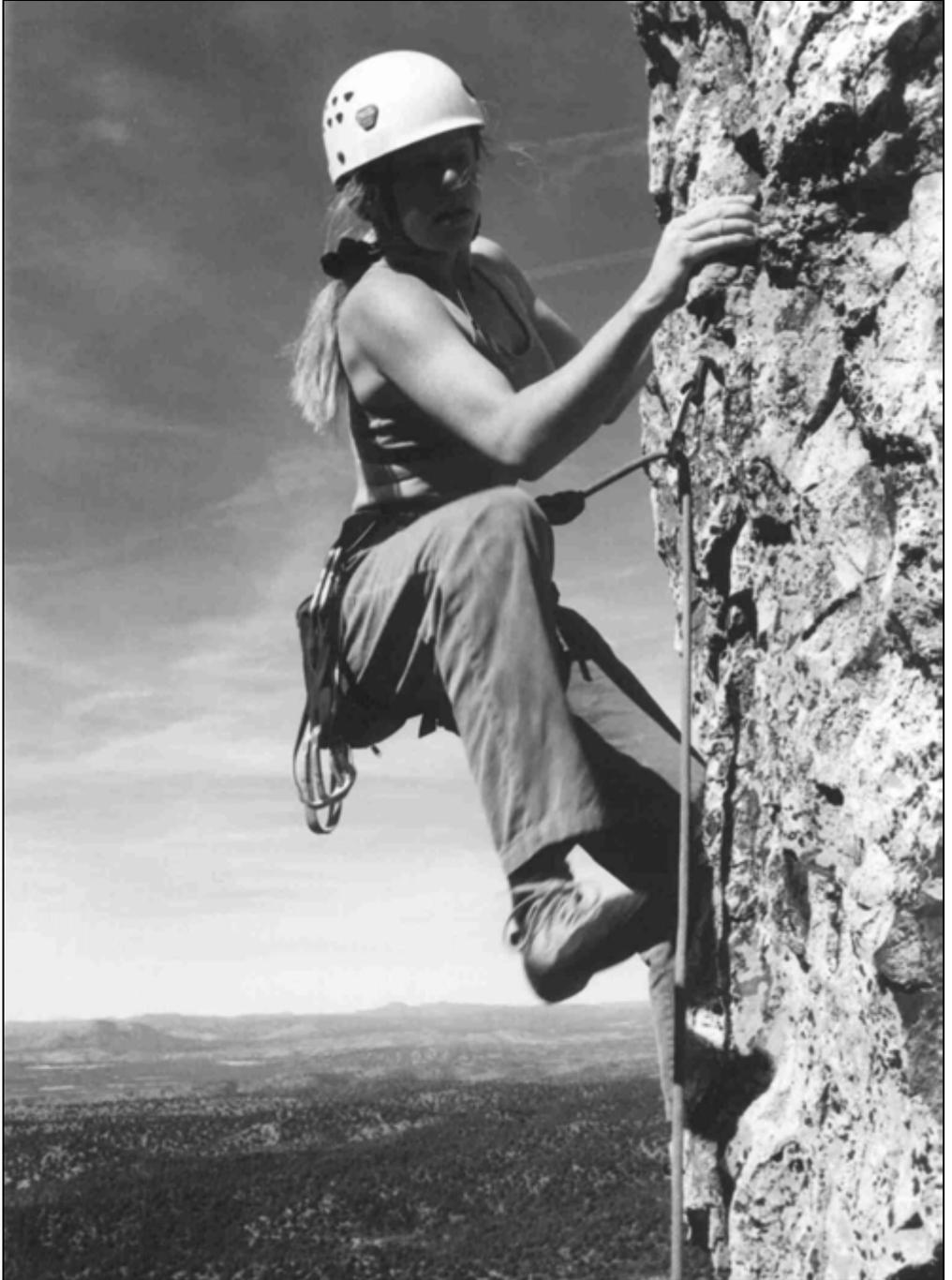
7. Hand Crack 10 ★

PRO: Small to Medium.

FA: Jim Erdman and Chris Black

The obvious hand crack on the face above the bird beak.

Skull Valley



Titiana Shostak-Kinker leads *Paydirt* (10b).

Driving west on Iron Springs Road, one can't help but look up at the sheer granite faces and bouldery outcroppings that make up Granite Mountain. But once the granite has passed, everything else seems to fail in comparison. That is, until an intriguing outcrop appears over the horizon of Skull Valley. Many people have "discovered" this crag over the years, but little development has occurred.

The steep, intimidating faces bathed in yellow and gold lichen offer opportunities for extraordinary sport climbs up to 140'. Seemingly volcanic in nature, the outcrop is part of the Copper Basin mineralization area, but is not an ore itself. It seems to be a sort of welded tuff or, perhaps, rhyolite; similar to some of the rock occurring near the Sierra Prieta Overlook. Adorned with fine edges and plenty of pockets, the rock cleans up with some effort and provides powerful holds. Sharp arêtes, steep faces, several large caves, and a gothic arch offer the potential for dramatic and exposed lines at high grades, while shorter slabs would make for excellent beginner areas.

Be aware that there is a large bee population in the area during the warmer months. They are very territorial and avoiding them would be a wise idea.

HISTORY

Many climbers have wandered up and explored Skull Valley but it took a power drill to make the steep, intimidating faces worth climbing. In 1993, Rusty Baillie and Steve McGee established *Paydirt*, the first bolted route in the area. On subsequent visits, Baillie top-roped and worked several climbs in the Gateway Gully area. In 1995, *Steel Driving Man* saw bolts and cleaned up to be a weird but extraordinary route. Other outings have been made to complete more lines in the same area, but as of yet, none have been bolted.

It is suspected that Mike Goff among others visited the area in the seventies and clean led several routes. While Kevin Keith adventure-led three routes with a lot of nerve and no fixed-pro in the La Plata area (he recommends they not be repeated), few other adventure-leads with natural pro have been recorded. Rusty Baillie, Josh Gross, Steve McGee, and friends have explored many routes via tope rope.

STYLE AND ETHICS

Skull Valley is definitely an adventure sport crag. Although natural protection is possible in areas, the steep faces require more than marginal RP's and rigged placements. Given the need for fixed-protection, careful attention should be paid to creating worthwhile routes. Loose flakes and tenuous blocks require cleaning from the top before a less-than-suicidal ascent is feasible. Bolts should be placed as to reflect the style of adventure climbing (spaced such that the climber is above the bolt before clipping the next) and not pure sport climbing.

The approach up the wash becomes over grown quite quickly and taking loppers with you to clear the way will help improve the trail and keep micro trails from forming. The local cattle seem to keep knocking over the Cairns that have been placed. If you see one down, please rebuild it.

For more information concerning area development guidelines please refer to the bolting section of "Traditions" in the back.

ACCESS

The land is a patented mining claim belonging to Major Roland. He is not actively working the claim and has supported us in our climbing activities. Please be respectful of the fact that this is private land; tread gently and keep your impact to a minimum. Stay to the wash and do not venture up the driveway across from the pull-off.

CAMPING

Dispersed camping is possible in the Prescott National Forest to the east on Copper Basin Road. Granite Basin Campground also makes for a nearby starting point with a short drive.

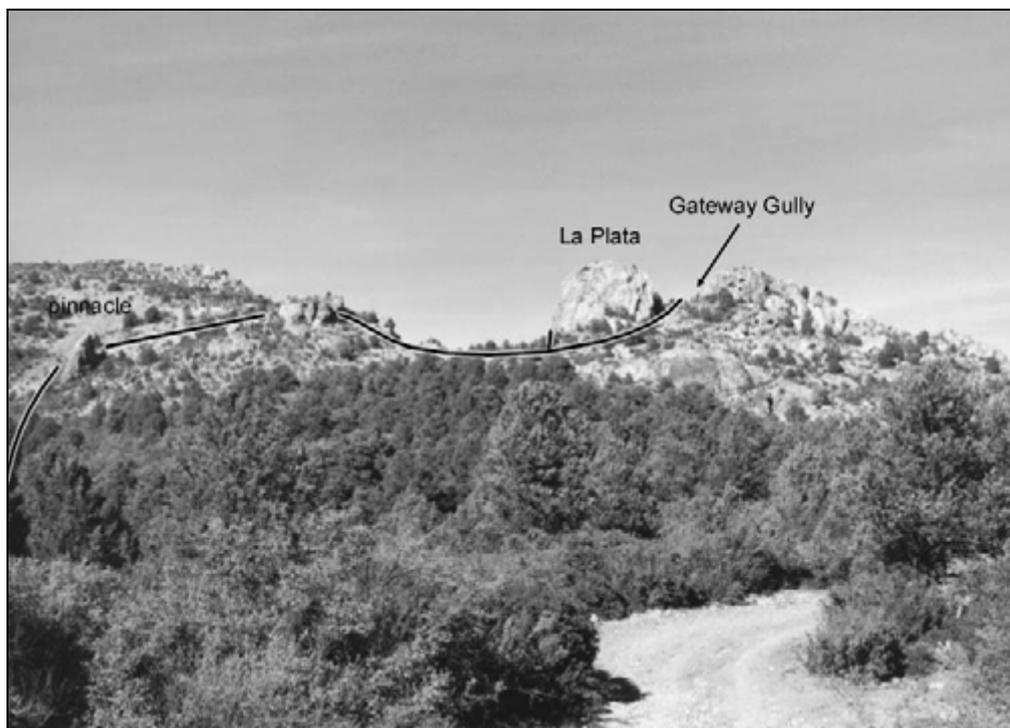
RACK

Rappels for *Paydirt* and *Steel Driving Man* require two ropes, as do many of the top ropes in the area. Since rope drag can be a concern, double ropes are recommended, as are long draws and plenty of quick draws. For those wishing to adventure-lead, a complete rack ranging from micro gadgets to large cams is necessary. Pitons and knifeblades may also prove useful.

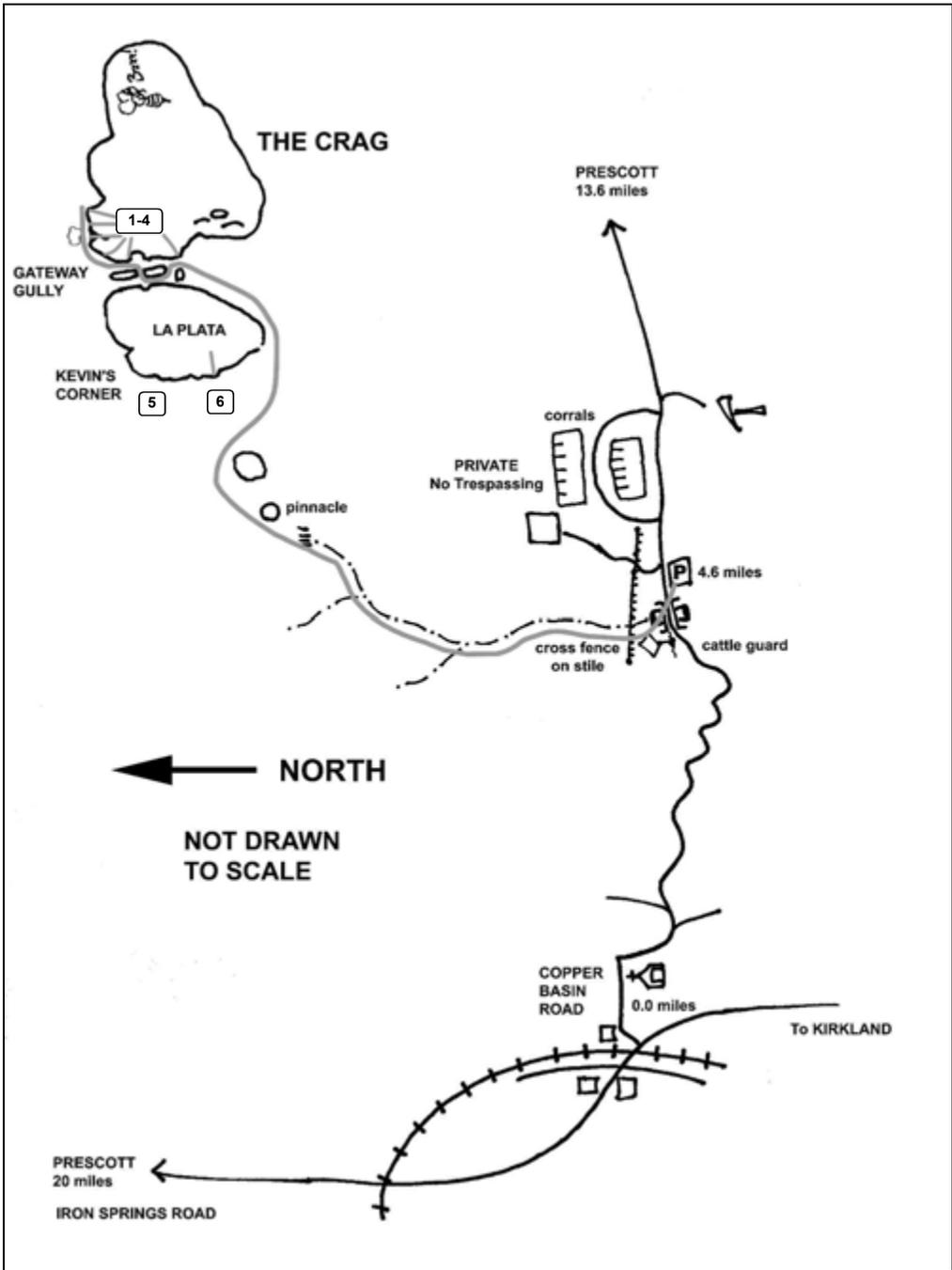
DIRECTIONS

From Prescott head east on Iron Springs Road for approximately 20 miles until reaching Skull Valley. As you enter the small strip, cross the railroad tracks and turn left on Copper Basin Road. Set your odometer to zero. Continue past the church on your right and follow the road as it bends right and then back left again. Follow the winding road past washes at 3.4 and 3.6 miles. At 4.6 miles you will see a wash with a steel culvert under the road and a “Cattle Guard” sign on the left. Park 25 yards past the culvert on the right side of the road.

To reach the crags, head up the wash, climbing over a wobbly wire stile, and continue heading toward the pinnacle at the top of the ridge. Follow the wash keeping to the right. As the wash fades, obtain the ridge and pass left of the pinnacle. Traverse northeast past some smaller outcrops and then descend into the valley. La Plata is the first major buttress that comes into view. To reach the Gateway Gully, traverse right around La Plata and into an open gully. Scramble down the left wall of the gully to an archway on the right. Pass through the archway and proceed down the gully to the base. The gully is extremely loose and erosion is a problem; tread gently to prevent further damage. *Paydirt* is immediately on your right next to a tree and to the right of the small cave. There are also remnants here of an old split rail fence.

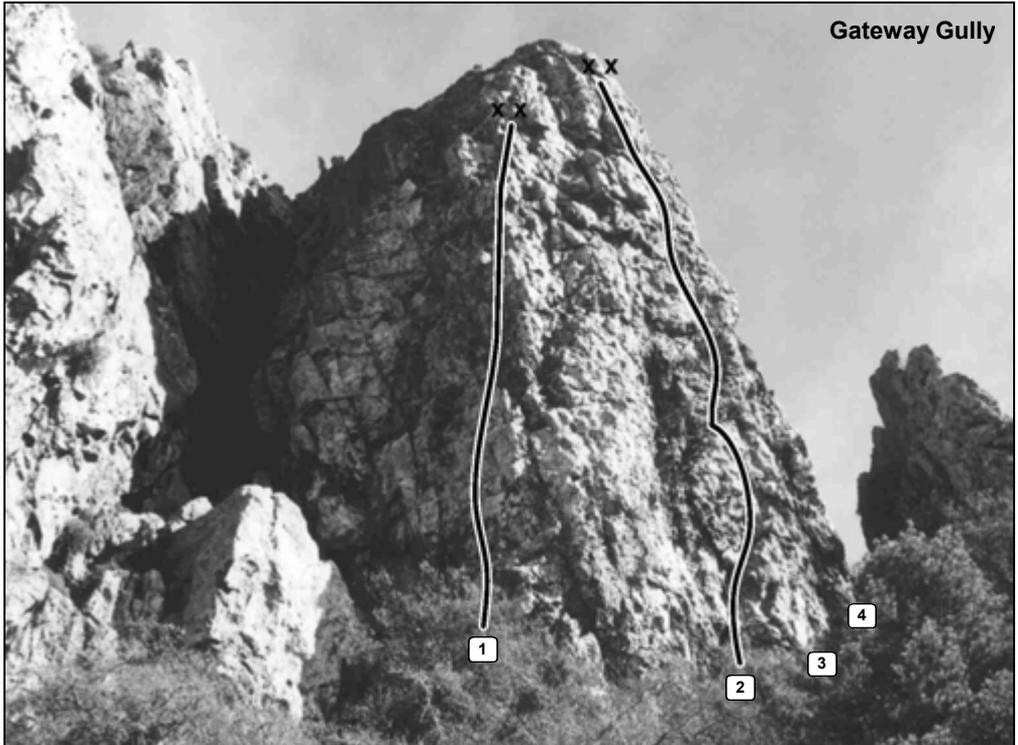


The Skull Valley Crag as seen from the pull off on the south side of the road. The wash that leads to the pinnacle in the distance is just to the left. Please do not walk up the road—private land!



GATEWAY GULLY

The area boasts splendid climbing on unique features. Both bolted routes are well-protected, although hangers may not be immediately visible one after the other. The area receives some sun and is quite pleasant. The bees in the area are particularly aggressive and can be potentially very dangerous.

**1. Steel Driving Man 10d ★★★**

PRO: 8 bolt clips and lower-off anchors. Rap 120 ft.

FA: Rusty Baillie and Josh Gross, 1995.

Best not to wander off-route to the left. Solid climbing with three unique cruxes.

2. Paydirt 10b ★★★

PRO: 11 bolt clips and lower-off anchors. Rap 135 ft. Bring several long slings to reduce rope drag.

FA: Rusty Baillie and Steve McGee, 1993.

Follows the weakness to the right of the cave to a small roof and over. Just below the third bolt a wide crack has been filled with rocks to prevent bees from returning. Please leave the rocks in place; they are fairly stable. From the third bolt traverse left around the bulge and head up toward the yellow-lichened arête. Superb climbing!

3. Hard Rock Miner 10/11 TR/Project

FA: Rusty and Rowan Baillie, and Greg Hill, 1994

Follows the obvious weakness to the right of *Paydirt*, around the corner. Ready for rigging with a little bit of cleaning.

4. Top Ropes in the Gully

The marked routes are all fine climbing and open for rigging.

LA PLATA

The first, silver-colored, crag you come to. It boasts generous pockets and good edges on moderate rock. The top of the outcropping can be accessed from the north via a 4th Class gully.

5. Claim Jumper 9 TR/Project ★

FA: Rusty and Rowan Baillie, 1995

A great moderate route with a bouldery start and two pitches.

6. Kevin's Corner

FA: Kevin Keith

All three routes were adventure led by Kevin with no fixed-protection. Brave leads better left unrepeated.



Josh Gross follows *Paydirt* (10b).

Traditions

Updates and Excerpts from the Prescott Climbers' Coalition "Traditions"

GENERAL CONSIDERATIONS

1. No chipping of holds at all. "Chipping" is the creation of a new hold in solid rock. Obviously, loose flakes will be cleared off. Existing pin scars may be scarfed for nut placements but new scarfing is unacceptable. Scarfing is the tapering or narrowing of an old or marginal pin placement to provide a nut placement instead.
2. Excessive chalk use is discouraged. Chalk marks remain a long time in the dry desert climate and are obvious to the general public. There is also a strong local chalkless tradition. To avoid excessive marking, use a muslin bag chalk sack. This provides adequate chalk-up and does not over chalk or spill on descent. This simple device could solve the "chalk problem".
3. Fixed anchors and permanent belays should be placed with consideration for visual pollution. When rappelling is preferred to down climbing, rappel points should be as unobtrusive as possible. The use of double rappel rings will extend the life of rappel slings and lead to less garbage. Fixed slings should be natural colored – or replaced with hardware. Professional hangers and, rarely, solid chain fixtures are the preferred fittings. Cold shuts are no longer considered adequate. Cheap hardware bolts are an irresponsible hazard to everyone's life—use only those brands recommended specifically for climbing. Long chains should only be used where essential for pull-downs.
4. Nuts or camming devices that have become stuck should be removed, as soon as possible, by the climbers responsible—even if it means a special trip with special tools.
5. Removal of lichen and other vegetation should be kept to a minimum. Lichen should only be brushed from the actual holds to be used. It is not necessary to clean whole strips of rock. Climbers should consider leaving very heavily vegetated areas intact and unclimbed. In general, large bushes and trees should not be cut down—they are rare enough in a desert area.
6. Climbers should try to stay on established trails to avoid unnecessary impact. Try to avoid creating multiple trails and consider rappel descents. Rappel descents should be considered legitimate and left intact.
7. Route markers, hammered signs or plaques are unnecessary and inappropriate in this area.

BOLT PROTECTION:

Most local climbers feel that the essence of rock climbing is leading and that top roping is mainly appropriate for training, learning new techniques and proving out a route. In order to provide a reasonable level of safety on climbs without natural protection we feel that responsible bolting is acceptable practice. The following section explains responsible bolting practices and safeguards in the design of bolt-protected routes.

1. Bolts should only be placed where there is no suitable natural protection. They should not be used for convenience.
2. Before placing bolt protection, climbers should seriously consider whether the quality and integrity of the route justifies drilling. Such considerations may include: utilization of natural features, separate identity, unique features, excellent climbing moves, etc. If the climb is not of sufficient quality, climbers should record it as a TOP ROPE ONLY ascent.

3. Modern bolting standards call for ½” specialized bolts (Rawl Powers, Hilti Fixe, or Petzl). This applies to hand-driven as well as power-driven bolts. Much of Prescott rock is quite soft and this standard is critical for safety.
4. Bolt hangers should be painted in a matt color to blend with the surrounding rock and avoid reflections. Factory painted hangers are ideal, colors vary from light to dark.
5. The siting of bolts should favor shorter persons. It should be possible to clip in from some kind of rest. When top roping prior to rappel-bolting, ideal bolt placements can be marked while actually climbing.
6. If possible, bolts should be placed so that they are not in the way of critical moves. Sometimes they can be placed to one side so that a clean fall would result.
7. If in doubt about the validity of a bolt-protected route, get a second opinion at the top rope stage.
8. Vertical distance between bolts will depend on the sequences involved and the fall potential. In general, one should have climbed a few feet above a bolt before clipping the next one. The object is usually to ensure that no serious injury would result from a fall. This should be judged for an “on sight” lead at a climber’s limit and should not rely on prior knowledge.
9. Bolt protection should only be placed if there is an excellent chance the route will succeed. Usually climbers will top rope difficult routes before they drill bolt protection. If an unsuccessful bolt protected attempt is made from the ground (with no top rope exploration) then the bolt hangers should be removed by the responsible party. The bolts themselves are best left in place to avoid rock scars and to facilitate further attempts. We wish to avoid confusing and potentially dangerous lines of bolts going nowhere. Bolts should not be placed in “open projects” unless there is an excellent chance the route can soon be completed and redpointed.
10. Fixed protection on moderate routes should be adequate for someone climbing at that limit. Hard climbers who do moderate routes should consider rigging the route for those less skilled.
11. We would like to applaud the trend towards free climbing and clean aid and to discourage aid bolt ladders.

FIRST ASCENT TRADITION

1. Commonly accepted practice give the first ascensionist the right to decide the style of the route. Sometimes a first ascensionist will go back to improve the quality and quantity of protection. Sometimes a runout or free solo ascent will be followed by the first ascensionist or a representative fixing protection on the route. No one should add or eliminate legitimate fixed protection on a route without clear approval of the first ascensionist. If natural protection (or none at all) was used on a first ascent and if the first ascender wishes it to remain that way, then no further pitons or bolts should be placed. However, first ascenders should bear in mind that their rights do not extend to ownership of the rock. They should be reasonable and consider the needs of everyone and the finite nature of climbable rock.
2. If a route cannot be climbed in good style it should be left for future climbers to attempt. We would like to suggest that even ambitious climbers demonstrate restraint and consideration for others.
3. In some cases first ascensionists have formally recorded their climbs as TOP ROPE ONLY routes. Where such climbs have become firmly established they should not be bolted for lead without the approval of the first ascent party or, if that is not known, without a clear consensus.

THUMB BUTTE

1. The first Thumb Butte guidebook campaigned for a bolt-free area and advocated top roping over bolt protected face climbs. Many climbers still support these ideals, however, the rights of all climbers are to be considered.
2. Bolted routes are accepted within certain guidelines. The goal is to provide challenging climbing for all climbers yet restrict the overall development of the area to a reasonable limit. It is the overall consensus that Thumb Butte should remain primarily a clean protection area, such that bolts are used to supplement lines that would otherwise be unprotectable or highly dangerous in the event of a fall.
3. The object of these specific guidelines is to avoid the overcrowding of bolt protected routes. While it may be acceptable to see an isolated bolt route, it is not desired to have two bolt routes closely side by side.
4. Whenever possible, natural protection should be used and bolts avoided. With sophisticated gadgetry and cunning, many face climbing sections can be naturally well protected (e.g., *Madeline* 5.11, *Monday Morning Climb* 5.7).
5. Only routes of outstanding quality and character should be bolted.
6. There should be no more than 1 bolt-protected route on each natural feature. A natural feature is defined as a distinct section of crag, separated from other sections, and in excess of 30 feet in height. When viewing a feature from the ground there should be no question of route crowding. Climbs not meeting these criteria should be considered for "top-rope" only. In addition to the general guidelines on over-bolting, we should ensure that the pristine nature of Thumb Butte is compromised as little as possible.
7. Some Butte climbers choose to descend by rappel, often so that several single-pitch climbs can be speedily linked. Such rappel anchors should be natural and unobtrusive. Convenience lower-off points are discouraged where it is feasible to top out to a good natural anchor. While some extreme modern routes may need lower off anchors, we feel that indiscriminate use of these fixed points would seriously detract from the aesthetic nature of the more traditional climbs.

SULLIVAN CANYON

Sullies has evolved primarily as a crack climbing area. The cracks are plentiful and pretty close together. In between the cracks there is excellent face climbing, on edges and pockets. The "Upper Canyon", from the dam wall to the white pipeline, is a single tiered cliff with a clean edge. The "Lower Canyon" has double tiers, with the lower tier having a rubble-strewn edge. Upper and Lower sections offer very different styles of climbing.

THE UPPER CANYON

This is mainly a top-rope area, with occasional leading in cracks and some free soloing. The clean edge provides excellent natural belays and there is no need at all for any kind of fixed anchor. The shortness of the climbs makes for convenient top-roping and also makes it ridiculous to consider placing bolt on the face climbs. The odd bits of fixed gear that have occasionally crept in have all been cleared away.

1. Park well off Old Highway 89, next to the abandoned railway line.
2. Please be careful with chalk: it shows up badly on the black rock.
3. Avoid climbing on petroglyphs. All the rock in the close vicinity or rock art panels should be kept clear of routes and chalk marks. Climbing abuse of rock art is obvious, angers the community, is illegal, and will surely result in closures.

THE LOWER CANYON

This section is higher and rougher, with a more pronounced “summer” and “winter” side. The crack climbs are exceptionally good and the face climbing, especially on arêtes, remarkable. The predominant style here is leading.

1. There is a strong feeling that this entire area should be kept as a crack climbing showcase. We feel that the cracks are so close together that bolt protection on the faces would badly crowd the crack routes. The situation is rather like Paradise Forks, which is also celebrated for its cracks. Actually, there are numerous very thin cracks which give naturally protectable and dramatic face climbing.
2. An exception to a totally bolt-free ethic is made in the case of upper belay anchors for lower tier routes in the “Suntrap” area. Here the rubble slope immediately above the finish of most routes is so dangerously unstable that we need to actively discourage climbers from moving above the solid edge. Fixed chains and rap hangers for quick lower-off seems the best option. These should not be shiny (galvanized) and they should be unobtrusive as possible. The top basalt layer has many small gas pockets and only glue in anchors are suitable.
3. These climbs often have large and razor-sharp flakes poised in key positions! It seems foolhardy not to rap the route and clean off such booby traps. Certainly, no one should fix anchors on a hazardous route that has not been cleaned. Those developing new routes should also try their best to clear or stabilize the area around lower-off points.
4. Be incredibly careful when setting topropes or rap lines, or when moving around on the rubble ledge- especially when there are warm bodies below! Seriously consider wearing a helmet and take shelter when belaying! The safest and most enjoyable system is to work climbs from the bottom, aided by lower-off points.
5. Access North Rim climbs from Sweet Valley Road or by hiking the North Rim from Sullivan Lake parking area. Do not stop on Sweet Valley Road, which crosses private property. Do not drive cross-country and stay on the main access road. Keep the trailhead clean and avoid developing excess trails to climbing areas. After a period of wet weather allow two full days for the dirt road to dry out. This will avoid road damage and erosion.

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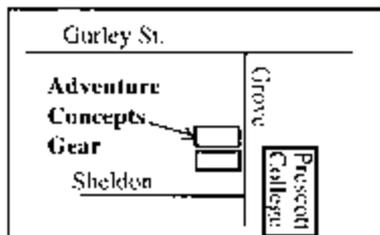


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Access: It's everybody's concern



THE ACCESS FUND, a national, non-profit climbers organization, is working to keep you climbing. The Access Fund helps preserve access and protect the environment by providing funds for land acquisitions and climber support facilities, financing scientific studies, publishing educational materials promoting low-impact climbing, and providing start-up money, legal counsel and other resources to local climbers' coalitions.

Climbers can help preserve access by being responsible users of climbing areas. Here are some practical ways to support climbing:

- **COMMIT YOURSELF TO "LEAVING NO TRACE."** Pick up litter around campgrounds and the crags. Let your actions inspire others.
- **DISPOSE OF HUMAN WASTE PROPERLY.** Use toilets whenever possible. If none are available, choose a spot at least 50 meters from any water source. Dig a hole 6 inches (15 cm) deep, and bury your waste in it. *Always pack out toilet paper* in a "Zip-Lock"-type bag.
- **UTILIZE EXISTING TRAILS.** Avoid cutting switchbacks and trampling vegetation.
- **USE DISCRETION WHEN PLACING BOLTS AND OTHER "FIXED" PROTECTION.** Camouflage all anchors with rock-colored paint. Use chains for rappel stations, or leave rock-colored webbing.
- **RESPECT RESTRICTIONS THAT PROTECT NATURAL RESOURCES AND CULTURAL ARTIFACTS .** Appropriate restrictions can include prohibition of climbing around Indian rock art, pioneer inscriptions, and on certain formations during raptor nesting season. Power drills are illegal in wilderness areas. *Never chisel or sculpt holds in rock on public lands, unless it is expressly allowed* – no other practice so seriously threatens our sport.
- **PARK IN DESIGNATED AREAS,** not in undeveloped, vegetated areas. Carpool to the crags!
- **MAINTAIN A LOW PROFILE.** Other people have the same right to undisturbed enjoyment of natural areas as do you.
- **RESPECT PRIVATE PROPERTY.** Don't trespass in order to climb.
- **JOIN OR FORM A GROUP TO DEAL WITH ACCESS ISSUES IN YOUR AREA.** Consider clean-ups, trail building or maintenance, or other "goodwill" projects.
- **JOIN THE ACCESS FUND.** To become a member, *simply make a donation (tax-deductible) of any amount.* Only by working together can we preserve the diverse American climbing experience.

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