

- 1. Short Stack (5.6) Top-Rope Route is located to the far left, about 8' to the right of an old drill bit sticking out of the rock.
- 2. Far Left Corner (5.6) Top-Rope Follow the corner up to a set of belay rings or move left to the rings on Short Stack.
- 3. Too Short (5.7+) Top-Rope/Sport Many mini-ledges and crimps. Stay in the tougher section of rock, keeping the two bolts to your left and climb straight up.
- **4. Leaky Roof (5.5) Top-Rope** Climb up to the roof and move around to the right, heading for the top. It is also possible to pull through the roof.
- **5.** Bob Left (5.6) Top-Rope Stay slightly right above the first roof so that you just touch the left side of a second roof.
- 6. Bob Right (5.8) Top-Rope/Sport Start near the middle of the lower roof and stay just left of the bolt line. Do not climb around the roof on the left.
- 7. Bob's Gone Batty (5.8-) Top-Rope/Sport At the third bolt, transition left to the third bolt of Bob Right and head for the rings.
- 8. Ben's Done Been (5.8+) Top-Rope/Sport

The first bolt can be clipped from the ramp. Be aware of your rope as it may catch under the flake after the second bolt.(F.A. Ben Dunlap)

9. One Step (5.10-) Top-Rope

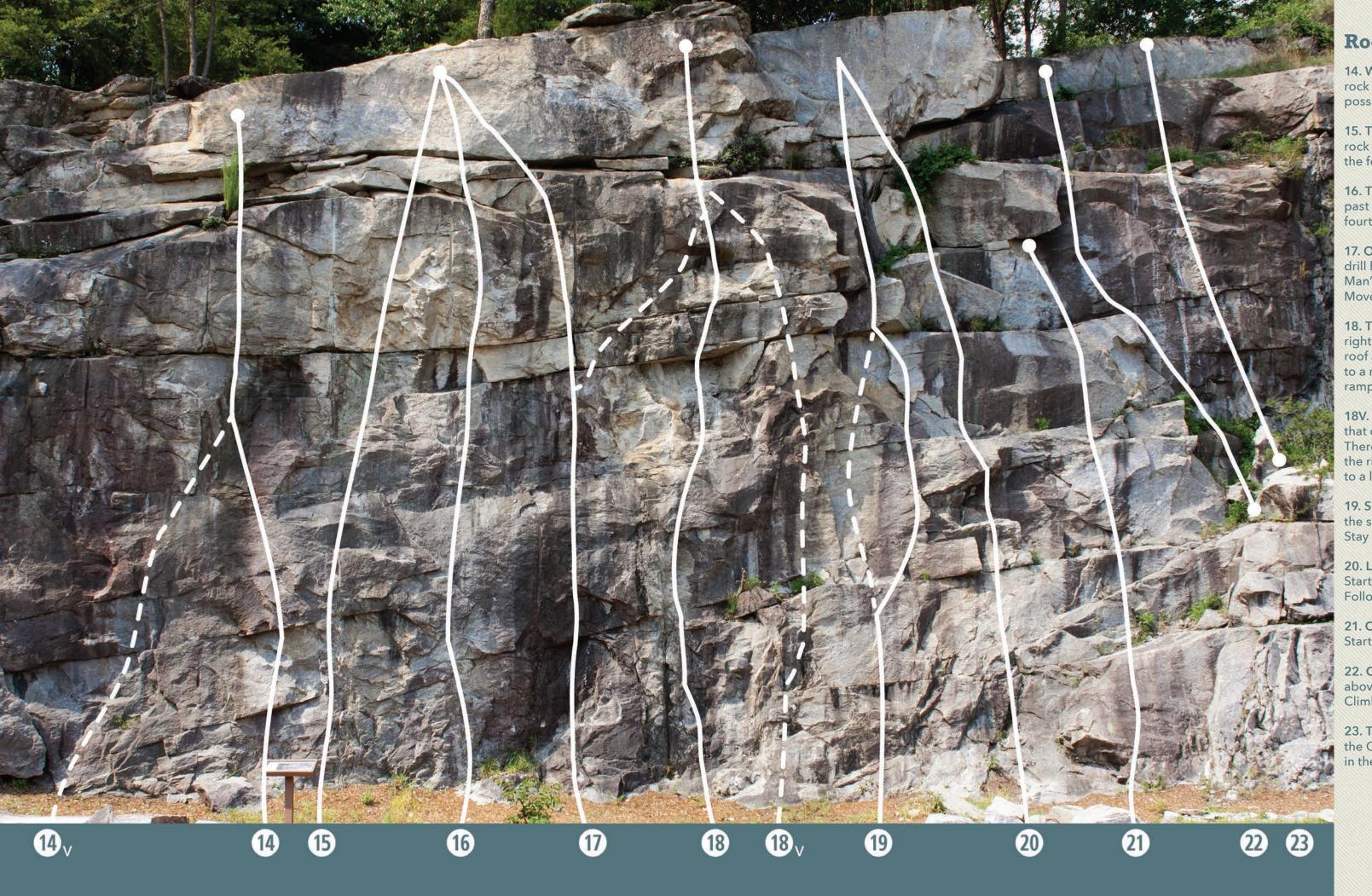
Just left of the large roof with a drill hole in it. The crux is found above the small roof where the loose rock was originally located.

10. Four Holes In One (CLOSED) DO NOT CLIMB

There is a serious chance of a severed rope if attempting to top-rope.

- 11. Hang Time (5.5) Top-Rope/Sport Follow Pork Chop up to the flakes and follow the flakes back to the left towards the big roof.
- 11V. Hang Time Variation (5.7) Top Rope The proper line begins slightly left and climbs up to the right edge of the large roof and up to the belay rings.
- **12. Pork Chop (5.6) Top-Rope** It follows the obvious features up through a break in what used to be a sizable roof.
- 13. Chopped Pork (5.7) Top-Rope Starts on top of the large flake leaning against the wall and climbs steeper rock. The line continues straight to the top but there are no anchors. Use the anchors on Pork Chop or improvise.





- 14. Where's The Flake? (5.9+) Top-Rope Climb up through the clean rock and back slightly left. There is a variation to the left and it is also possible to start directly under the rings.
- **15.** The Twins Left (5.10) Top-Rope Climb the left side of the featured rock just above the roof. This would be several feet left of the fourth bolt on Twins Right.
- **16.** The Twins Right (5.9) Top-Rope/Sport Follow the bolt line up past a ramp and on to a roof at about the midpoint. There is a bolt (the fourth) to protect the moves over the roof.
- 17. Old Man's Twin (5.10) Top-Rope/Sport Just to the right of a drill hole under a small roof. Directly between Twins Right and Old Man's Brow. Climb up into dish under vertical crack under drill hole. Move up and left towards rings and loose blocks.
- 18. The Old Man's Brow (5.10-) Top-Rope Climb up past a small right facing corner into a short slabby section. Proceed up into a roof and move around to the right through the better holds and up to a ramp under the belay rings. It will be necessary to stand up on the ramp to reach the rings.
- **18V. The Old Man's Brow Variations** There is a variation to the left that climbs up through a short vertical crack and on up to the ledge. There is potential for a swing during a fall. There is another variation to the right that climbs up just right of the small trimmed pine tree and up to a large flake at the right side of the roof.
- 19. Sunny Day (5.8) Top-Rope/Sport Climb up to the right or follow the slick corner straight up.
 Stay left of the third bolt and move out onto the face.
- 20. Lay Back Flakes (5.8) Top-Rope
 Start just right of Sunny Day and climb up to a large block.
 Follow the cracks back left towards the shared rings with Sunny Day.
- 21. Original Route Direct (5.6) Top-Rope/Sport
 Start at the base of the trail to the bottom of the chimney.
- **22.** Original Route (5.5) Top-Rope This route starts from the ledge above the trail and follows large stair like ledges up to a chimney. Climb through the chimney and on to the rings.
- **23.** The Streaks (5.8) Top-Rope/Sport Start just right of the ledges for the Original Route without actually using the ledges. Follow nice holds in the dark rock up to a large ledge.

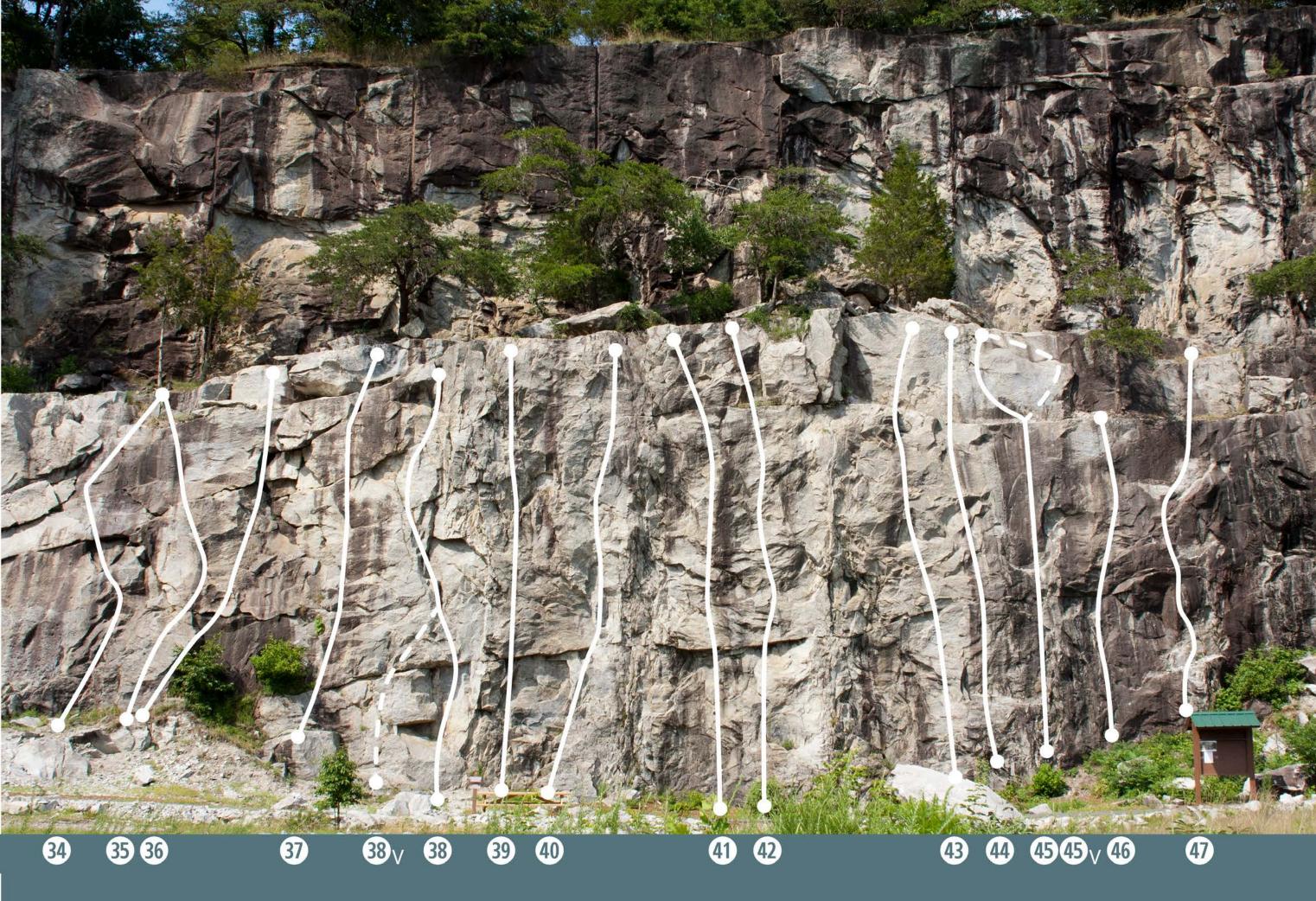




- 24. Left at the Y (5.2) Top-Rope
- 25. Right at the Y (5.2) Top-Rope
- 26. Confederate Daisies (5.4) Top-Rope
- 27. Between The Fours (5.5) Top-Rope
- 28. Twin Turbo (5.4) Top-Rope
- 29. Virginia Creeper (5.5) Top-Rope
- 30. Jug Land (5.5) Top-Rope
- 31. Kudzu Beetle (5.6) Top-Rope
- 32. Lady Bug Corner (5.5) Top-Rope

33.Bullet Holes (5.7) Top-Rope Start on top of a loose pile of gravel where two large rock ledges are located near the base. There will be a small right facing corner to the right and a right facing dihedral to the left. Climb up through bullet holes and small ledges to large holds at cracks.





34. Gateway (5.4) Top-Rope

Climb fractured corner up to the right and then arch back to the left. Either step out left into a pocket and straight up into a left facing corner or stay right and traverse back to the corner.

35. Gateway Direct (5.6) Top-Rope - Completely separate line from Gateway. Starts to the right on small ledges and climbs straight up to the anchors.

36. Dirty Chimney (5.5) Top-Rope

Depending on how wet the bottom is, either start at Gateway Direct or Left of Time and move up into large blocky flakes and an obvious chimney. Climb up through the chimney.

37. Left of Time (5.7) Top-Rope - Just Left of Flight Time at a nice crack/flake system that continues to the top of the buttress. Very obvious natural line chains at the top.

38. Flight Time-(5.7+) Top-Rope/Sport

Start on good flakes and then bypass the small roof on the right before working back left to the massive drilled hole. Make sure to look down into the hole and continue up and left before moving back right through a weird move and gaining the anchors.

39. Black Hole (5.10+) Top-Rope/Sport
The crux is pulling the low roof. An easier variation climbs right of bolt #2. Continue on good holds to an undercling. Make some long reaches to jugs then solve the second crux before arriving at the anchors. (F.A.-Steve Pope Top rope; Ryan Beasley 1st lead Feb. 22, 2014)

40. Mr. Aidmans Free (5.11a) Top-Rope/Sport

This route is a little more straightforward than its neighbors but is also more powerful and pumpy. Climb slightly overhanging rock on good holds that lead to a powerful move into an undercling. (FA--TR Diab Rabie; 1st lead-Steve Pope, Phil Bennet August, 1988)

- 41. Double Roof Ballet (5.11b) Top-Rope/Sport The start is often wet and requires climbing through rotten rock to avoid the wetness. Awkward climbing through several roofs/ buildges lead to a dead point move near the top. (FA-TR Steve Pope; 1st lead-Joe Harvey 1980's)
- **42.** Hardman (5.11b) Top-Rope/Sport Fun technical face climbing with interesting sequences and bigger moves. (FA-Steve Pope and Steve Bennett February, 1989)

43. Quickdraw (5.11c) Top-Rope/Sport

This route is fun and has a nice flow once you figure out the beta.

This route is hard to read from below. (FA-TR-Ben Dunlap; 1st lead-Steve Pope March, 1991)

44. Crimps and Slopers (5.10b/c) Top-Rope/Sport

The crux is at the start of the route. A power move from good edges to a jug. Then technical balance moves to the anchors. (FA–TR Steve Pope 1980's; 1st lead, Ryan Beasley Jan. 19, 2014)

45. Blast in Black (5.9+) Top-Rope/Sport - Climb a broken corner to some interesting mantling moves. Crux is at the fourth bolt. Middle section of cliff just right of steeper sport routes, Climbs through the darker rock. (FA-Johnny O'Connell and Travis Mabe Feb. 11, 2013)

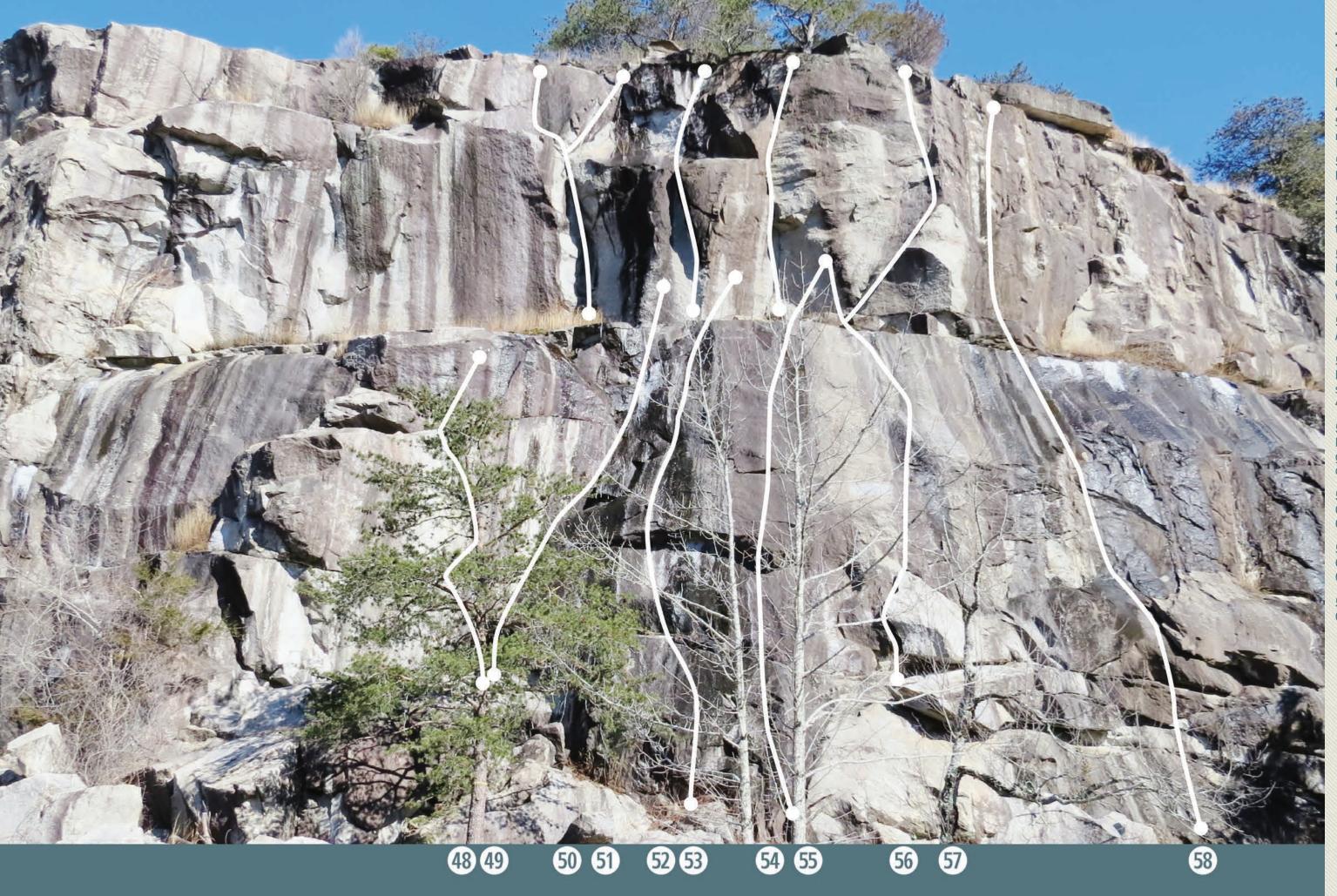
46. Quarryisms (5.10c/d) Top-Rope/Sport

Navigate pass an awkward section to a good stance. Next reach up to find something before reaching the anchors. (FA-Jenny Allen and Ryan Beasley)

47. Ramped Up-Top-Rope

Not open at this time.





48. Lightening Crack (5.10D)Lightening Crack (5.10D) Short, strenuous hand crack to anchors

49. Safety Ledge (5.9)

Safety ledge follows a right facing corner. This route is usually wet but when the conditions are right this is a great warm up for the area. It ends at the anchors above the ledge.

50. Air Mantle (5.11) - Top Tier
Is an alternate finish to Ain't This a Mess. Move left at the end of the fingertip layback crack.

51. Ain't This a Mess (5.11B/C) - Top Tier
Start off the Ledge above Lightning Crack and follow a layback corner system passing an old piton to thin fingers then move right to anchors.

52. Rebel Yell (5.11+) - Top Tier It is an extension to Safety Ledge or Snake Charmer. This route climbs a brilliant white shallow dihedral. There are two exit strategies to reach the anchors. Don't forget to let out a "Rebel Yell" when you successfully reach the anchors.

53. Snake Charmer (5.10 B/C) Another quality slab that is quite technical. To the right of Safety Ledge. 6 bolts and anchors.

54. Bullistics (5.10B) - Top Tier

Located above Snake Charmer. It is an extension to any of the lower slab routes. Follow the strenuous layback crack in the dihedral while smearing and stemming to an awkward finish. 4 bolts and anchors.

55. Somebody Open My Dew (5.11A)

Make some easy moves to reach a stance to the left of a sharp upward pointing flake. Move left and get established under a small bulge/roof. Clip bolts below the bulge and one bolt above it. Pulling over the bulge is the crux. Head up the steep slab to a small ledge with double bolt anchors.

56. Hiddenmite Short (5.9+)
Climb pass the first section of Hidden-mite passing 5 bolts.
Once on the ledge traverse left to the anchors of Somebody Open My Dew. 5 bolts and anchors.

57. Hiddenmite (5.11B/C)Climb up a flake and then slab climb pass 5 bolts (5.9+) to a good stance.
Climb pass four more bolts to the crux finish to the anchors

58. The General Lee (5.11A)

Climb pass 9 bolts to anchors

