

Rocky Face Mountain Recreational Area Climbing Guide

Sasha Timkovich

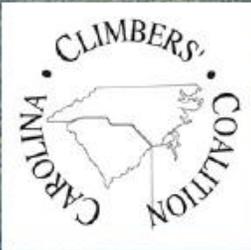
Updated: October 2025



Disclaimer: Rock climbing involves significant risks, including the potential for serious injury or death. Routes and conditions may change without notice and are not guaranteed to be maintained or monitored. By choosing to climb, you acknowledge these inherent risks and assume full responsibility for your personal safety and actions.

The property of Alexander County, NC, Rocky Face is a man-made crag. A former quarry in the early to mid 1900's. The earliest documentation of the quarry used for climbing or rappelling was in the 1970's. The US Army Reservist's 3rd Brigade, 518 Division out of Hickory used Rocky Face for rappelling training in 1975. Later, a few local climbers would discover the mountain. The ethics then, were strictly traditional, all but one bolt had been put in on lead. This bolt was placed by Ben Dunlap and Terry Wright in a rainstorm, with a hardware store bought drill and a homemade hammer. This was the second bolt they had ever placed. As of 1993, only one route saw the power drill, it was done from the ground up. With permission from the first ascensionists (local climber, Steve Pope and others), many of the original routes have been retro-bolted for the enjoyment of generations of climbers. As an ongoing process, new routes for all levels of climbing ability are being established, creating even more energy around Rocky Face as a destination for sport and top-rope climbing. The Carolina Climbers Coalition (CCC), CCC representative and Rock Dimensions owner, Ryan Beasley; along with locals Johnny O'Connell and Travis Mabe have been important partners in helping to establish rock climbing as a major activity of the park.

www.carolinaclimbers.org



Scan to Join

About the CCC

The Carolina Climbers Coalition (CCC) is a 501c3 non profit that was formed in 1995 with a mission to protect, preserve, and expand outdoor climbing opportunities in the Carolinas and beyond. By supporting the CCC you are promoting local:

Access and Land Conservation

Land conservation and public access to climbing, opening new climbing areas, climbing access agreements with State Parks, National Forests, non profits, municipalities, and private owners.

Stewardship

Bolt replacement, trail building, erosion mitigation, graffiti removal, rare species monitoring, C4 Conservation Corps Team, and parking improvements.

Community

Climbing-based events, educational opportunities, stewardship events, film events, equitable access to climbing through JEDI programming, member discounts at local businesses and MUCH MORE.

Support this Work

Become a Member

- \$25 student
- \$50 Peregrine
- \$75 Quartzite (member t-shirt)
- \$150 Gneiss (member t-shirt & hat)
- \$300 Granite (member t-shirt & hat)
- \$1,500 Lifetime (member t-shirt & hat)
- \$10/month Sustainer
- \$20/month Super Sustainer

Park Location

3451 Rocky Face Church Road
Hiddenite, NC 28636

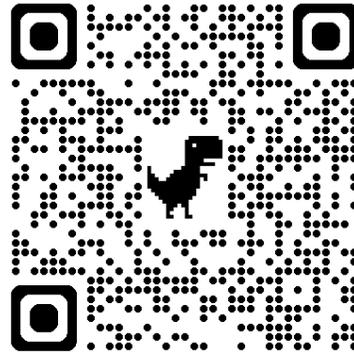
Phone: 828-632-1093

Daily Permits and Group Permits

Rock climbing is permitted in the quarry area under the park's permitting system.

No climbing is allowed without possession of a valid daily permit. A parent/guardian must sign for minors.

Please visit this website or click the QR code for a permit.



<https://rockyfacepark.com/rock-climbing/>

Rules for Climbing, Bouldering, and Rappelling

- The installation, adjustment, or maintenance of any fixed hardware is **STRICTLY** prohibited. New routes are not permitted.
- Report hardware problems to Park Staff immediately.
- Climb only in designated areas and only during Park hours.
- Report any accidents to Park Staff.
- Trad and Solo climbing are **STRICTLY** prohibited.
- Youth under age 18 **MUST** have adult supervision.
- No one under the age of 18 is allowed on top ledge of quarry unless rappelling and secured by rope/gear.
- Alcohol and Tobacco are **STRICTLY** prohibited.
- All other Park Rules and Regulations apply. Violation(s) may result in confiscation of permit, and/or eviction from the Park.
- Helmets are **STRONGLY** encouraged when climbing. Helmets **MUST** be worn, and mats **MUST** be used when bouldering.

Using this Guide

This guide is the first major update for Rocky Face in many years. Several new sections and many new routes have been added since the last publication of the guide. Every effort has been made to preserve the intent of the first ascensionists and area developers, using their notes for route names and grades. In some limited instances route names have been updated to the original (from the FA party). As the new sections and routes have been added it is necessary to re-order routes and adjust section names to make a logical progression across the venue. This may seem confusing at first, especially for experienced visitors to the park, but should help create long-term consistency.

Sections are numbered left to right starting at the stairs at the far left or northwest end of the wall. Routes have been renumbered in each section, again left to right.

Each route includes:

- The route name,
- the Yosemite Decimal System grade,
- whether the route is Top Rope only or Top Rope & Sport,
- a count of the number of bolts on a sport route,
- and the approximate height of the route.

Limited pictures of sections and routes are available and will be added to the guide in coming seasons.

Enjoy!

Section 1

Section 1 starts at the far left of the cliff line at a pile of rock that forms the stairs for the hiking trails. Short routes with ample bolts for top rope rigging and sport leads make this a popular place to start a day at the park.

Note that there are a pair of anchor bolts with rap rings at the beginning of this section. These bolts are an excellent place to practice setting and cleaning anchors safely in ground school.

- 1. Short Stack (5.6) Top Rope 20ft** – The first route on the left of the section. Start just to the right of the bushes. A boulder type start with all the hard moves coming right at the beginning.
- 2. Far Left Corner (5.6) Top Rope 20ft** – Start just to the right of Short Stack on a shallow left facing corner. Use the corner and features on the face to ease the climbing.
- 3. Too Short (5.7) Top Rope/Sport (2 bolts) 25ft** – Many mini-ledges and crimps. Keep to the right of the bolt line moving back and forth to find the crimps and clipping with the left hand.
- 4. Leaky Roof (5.6) Top Rope/Sport (3 bolts) 20ft** – A left facing corner with all of the bolts to the left of the corner. It is possible to climb over or around the roof to the right.
- 5. Bob Left (5.6) Top Rope 25ft** – Begin at a small, left facing corner under a low roof. Move right over the roof. 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 (3 bolts) 25ft** – Start just left of the bolt line. Climb up thin, slabby holds to the first roof. Climb through the second roof just under the belay rings.
- 7. Bob's Gone Batty (5.8-) Top Rope/Sport (4 bolts) 25ft** – Start on a small ramp up to the right with the bolt line on your left. Climb a weakness in the rock past the second bolt, then traverse to the left to the drill hole under the roof. Continue left and up over the roof to the rings.
- 8. Ben's Done Been (5.8) Top Rope/Sport (4 bolts) 35ft** – Same start as Bob's Gone Batty but at the third bolt move up and right using the under-cling flake. Continue to follow the flake up to the right to gain the large ledge. Easy climbing to the left facing rings.
- 9. Chaos in Carolina (5.9) Top Rope/Sport (4 bolts) 35ft** – Stay to the right of the three bolts using a series of under-cling moves. Side pull up and on to the large ledge. Easy climbing to the rings.
- 10. One Step (5.10-) Top Rope/Sport (4 bolts) 35ft** – Start below a down-turned flake and climb to the right of the bolts. Side pull and crimp up onto the large ledge.

11. Klingon (5.9) Top Rope/Sport (4 bolts) 35ft – Climb left or right of the first two bolts. Left is easier but requires smearing on slab. Right is more solid but also more strenuous. Hidden crimps to finish on the One Step anchors.

12. Hang Time (5.5) Top Rope/Sport (6 bolts) 35ft – Start up and right past the first few bolts, then straight up under the left facing roof. Move up and left around the roof to easy climbing to gain the anchors.

13. Pork Chop (5.6) Top Rope 35ft – Start to the right of Hang Time in front of a large block with a ground anchor. Climb straight up through a break in the fractured rock. This route has its own set of anchors to the right of the Hang Time anchors.

14. Chopped Pork (5.7) Top Rope 35ft – Start on the large flake leaning against the wall. Climbs steeper rock right of the small roof straight to the top. Shares anchors with Pork Chop.

Section 2

Section 2 continues from section 1 in a nearly unbroken stretch of the wall. The first route is just to the right of a large flake leaning against the wall. There is also a substantial block on the ground with a ground anchor (bolt) in the block.

1. Where's the Flake? (5.9+) Top Rope/Sport (5 bolts) 40ft – Start a few feet right of the flake leaning against the wall. Move up and left into some good holds and a horizontal crack. Turn sharply right to follow the bolts to the top ledge.

2. The Twins Left (5.10) Top Rope/Sport (5 bolts) 40ft – Start several feet to the left of the angled ramp that begins The Twins Right and climb up to a small ledge to the left of the top of the ramp. Head straight up through some steeper rock following the shallow bore hole.

3. The Twins Right (5.9+) Top Rope/Sport (5 bolts) 40ft – Start at the shallow right facing flake that angles up to the left and move back right to a small ledge with a low roof. Pull the roof on good holds, get high feet and lay back on a flake to reach the lip. Find some good holds to precariously move up to the last bolt.

4. Old Man's Twin (5.10) Top Rope 45ft – Start to the right of a drill hole under a very small roof. Climb up into a dish under a vertical crack under the drill hole. Continue up, following the drill hole to reach the rings.

5. Old Man's Brow (5.10) Top Rope 45ft – Climb up past a small right facing corner into a short slabby section and then traverse right to reach a massive shark tooth jug hold. Move around to the right through the better holds and up to a slanting flake under the anchor rings.

6. Sunny Day (5.8) Top Rope/Sport (6 bolts) 50ft – The first bolt line just before the low, sloping rock that begins the scramble to the top of Section 3. Climb right of the first bolts or follow the right facing corner left of the bolts. At the third bolt, stay left on the face. Pull up onto the sloping ledge and a final move to the anchors top left.

7. Cloudy Day (5.6) Sport (4 bolts) 45ft – Stay to the left of the pair of low anchor rings for Original Route Direct. This route uses the set of anchor rings down and right of the Sunny Day anchors. Due to the low nature of the anchors and a likely large pendulum left, this route should be led and not set on top rope from the Sunny Day anchors.

8. Original Route Direct (5.6) Sport (5 bolts) 30ft – Climb the bolt line directly beneath the low set of two anchor bolts under a large block. Easier for tall climbers.

9. Original Route (5.5) Top Rope 55ft – Start on the ground or scramble up to the ledges and belay here. Follow the step-like blocks up and left to a small chimney. Wiggle through the

chimney to a sloping ledge and anchor rings on the left. A 5.8 variation climbs outside the chimney on the face of the large block.

10. The Streaks (5.8+) Top Rope/Sport (4 bolts) 30ft – Scramble up the ledges and belay from here. Start directly under the bolts and follow the dark rock with white streaks to the large ledge and a set of anchor rings. Shorter climbers will find it easier to start on the block left of the first bolt.

Section 3 – Lower Tier

Section 3 begins 30 feet or so to the right of the ramp that splits the obvious lower and upper tiers of the main wall in the park. The lower tier here is mostly easy, beginner routes great for a new top rope climber or for children.

Note that there are a pair of anchor bolts with rap rings below the ramp. These bolts are an excellent place to practice setting and cleaning anchors safely in ground school.

- 1. Left at the Y (5.2) Top Rope 20ft** – This is the first route in the section after the sycamore tree. Look for steps leading up to an obvious wide Y formation. Climb the left side of the Y. Anchors on the top of the rock tier.
- 2. Right at the Y (5.3) Top Rope 25ft** – Same start as Left at the Y. Follow the steps up to the right of the formation. Anchors on the top of the rock tier.
- 3. Daises (5.4) Top Rope 30ft** – Starts almost under the anchors for Right at the Y but climbs to the right immediately off the ground. Follow the easy terrain to the right underneath the more blank looking rock. Anchors on the top of the rock tier.
- 4. Between the 4s (5.5) Top Rope 30ft** – Starts below the anchors shared with Daises. Climb straight up to the anchors.
- 5. Twin Turbo (5.4) Top Rope 25ft** – Start beneath the obvious set of anchor bolts on the face above. Climb up the vertical weakness past large, right facing blocks to anchors on the face.
- 6. Virginia Creeper (5.5) Top Rope 30ft** – Between the two vertical weaknesses that mark the routes left and rights. Dark rock that zig zags up then gain a series of ledges to the top.
- 7. Jug Land (5.5) Top Rope 35ft** – Starts on a vertical weakness opposite the gravel path to the pavilion. Climb straight up to the anchors on top of the rock tier.
- 8. Kudzu Beetle (5.6) Top Rope 35ft** – A few feet right of Jug Land. Climb though or around the small roof then straight up to a balcony. Shared anchors with Lady Bug Corner.
- 9. Lady Bug Corner (5.5) Top Rope 35ft** – Start on the left side of the Bullet Holes slab. Climb the right facing corner and move around left to the balcony and shared anchors with Kudzu Beetle.
- 10. Bullet Holes (5.7+) Top Rope/Sport (3 bolts) 40ft** – Start on the slab covered in bullet holes. Climb up the bullet holes and small ledges to large holds in the top half of the climb. Shares an anchor with Gateway.

11. Gateway (5.5) Top Rope/Sport (4 bolts) 35ft – The bolted line to the right of Bullet Holes. Several variations as you climb up and left following the bolt line to the anchors. Shares an anchor with Bullet Holes.

12. Growing Pains (5.7) Top Rope/Sport (4 bolts) 35ft – Start on the right side of the bulge. Follow the left arching flake to the blank face above. Stay on the face for the grade and gain the top ledge. An easier variation moves left at the blank face.

13. Left Squared (5.9) Top Rope/Sport (4 bolts) 35ft – Bolted line just to the left of the high chimney feature (square hole). Climb the bolts staying on the face left of the chimney. **DANGER:** Stay out of the chimney to avoid loose rock.

Section 3 – Upper Tier

A much more challenging section with several routes still under development. This section is often wet, and the routes can be sandy as a result. On a dry day they can provide a nice escape from the crowds below.

- 1. Unknown Route (5.??) Top Rope 40ft** – 20 feet right of The Streaks. Anchors are on the left side of a large yellow/orange oval face.
- 2. Down Under (5.8+) Sport (4 bolts) 35ft** – Anchors are beneath the right edge of a large roof. Climb up and left to a right facing corner then to the anchors.
- 3. Hilliard Step (5.10+) Top Rope/Sport (5 bolts) 40ft** – Start in the light-colored rock heading straight up through increasing difficult moves to the anchors out to the right of the large roof block.
- 4. Another Dimension (5.9) Top Rope/Sport (4 bolts) 40ft** – Climb the easier rock to the right of Hilliard Step. There are anchors on the rock above in addition to the ring anchors on the face.
- 5. Rainy Day Blues (5.12a) Top Rope/Sport (4 bolts) 50ft** – Starts above Lady Bug Corner. 4 bolts and 1 old, rusty piton after the first bolt. Begin on light colored rock to a left angling roof. Anchors are above the blank slab at the top.
- 6. Black Flies (5.10-) Top Rope/Sport (5 bolts) 50ft** – This is the bolted line above Bullet Holes. Follow the bolts to a bulge with a thin vertical crack. Climb above the bulge to the ring anchors in the center of the top balcony.
- 7. Unknown Route (5.??) Top Rope 50ft** – A few feet right of Black Flies. Anchors on the right side of the balcony shared with Black Flies.

8. Mandela (5.11) Top Rope/Sport (4 bolts) 45ft

Located above Left Squared.
Straight up light-colored rock with a pair of large drill holes several feet to either side (well out of reach of the route's line). Midway up the route pull over a horizontal roof into the face above.



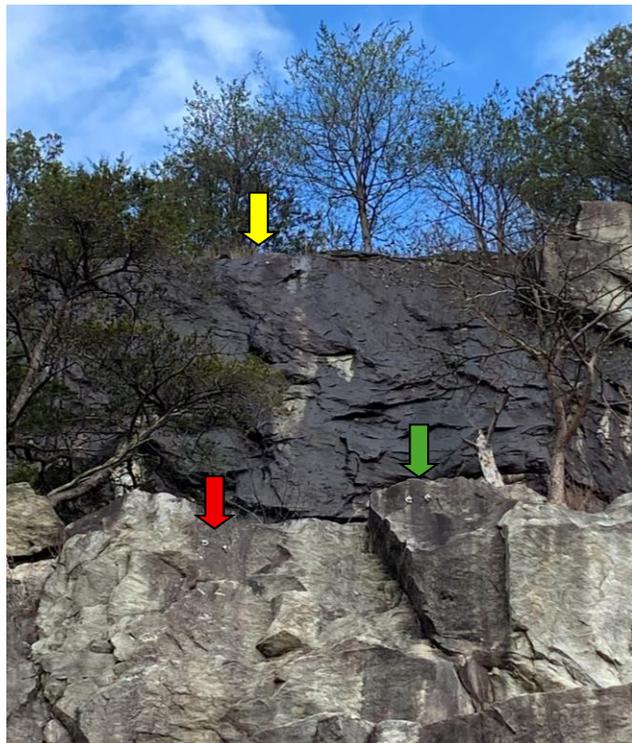
9. Unknown Route (5.??) Top Rope 45ft

Above and between Double Roof Ballet and Hardman.

Yellow arrow is the anchor for this route.

Red arrow is the anchor for Double Roof Ballet.

Green arrow is the anchor for Hardman.



10. Unknown Route (5.??) Top Rope 45ft – Above Saharan Dust. (*Section 5*)

11. Unknown Route (5.??) Top Rope 45ft – Above and between Little Bugger and The Not So Big Bad Wolf. (*Section 5*)

12. Pumper (5.8+) Sport (6 bolts) 40ft – Starts above a set of anchors at chest height. Climb the series of left facing flakes and blocks. Anchors are under a small roof.

13. Thrill to a View (5.9) Top Rope/Sport (6 bolts) 40ft – This route is a few feet right of Pumper. Start just left of the bolt line but climbs mostly right of the bolts. Two sets of anchors. The low set has rings while the top set at the lip are for top rope only.

14. Another Way to a View (5.8+) Sport (6 bolts) 40ft – Start to the right of Thrill to a View behind a large boulder. After the third bolt this route climbs left to meet Thrill to a View.



Yellow arrows mark the bottom and top anchors for Pumper.

The red arrow marks the high and low anchors shared by Thrill to a View and Another Way to a View.

Section 4

This section begins to the right of a square chimney (beware loose rock) and has a mix of very popular moderate and challenging routes. The section ends before the gravel path heads uphill behind the small, covered kiosk.

- 1. Left of Time (5.7) Top Rope/Sport (5 bolts) 40ft** – Start on a large rectangular block at the base of the bolt line. There is a ground anchor in a block just to climber’s right of the line. Step up on a series of ledges aiming for a large, pointed flake to the left and a prominent vertical crack near the top of the route.
- 2. Flight Time (5.7+) Top Rope/Sport (5 bolts) 40ft** – 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.
- 3. Black Hole (5.10+) Top Rope/Sport (6 bolts) 45ft** – Climbing the right side to pull the low roof is the first crux. Climb straight up following good holds to an undercling. Long reach to jugs then through the second crux and the anchors.
- 4. Mr Aidman’s Free (5.11-) Top Rope/Sport (5 bolts) 45ft** – A similar start to Black Hole but this route stays right of the low roof. After the low roof climb slightly overhanging rock on good holds that lead to a powerful move into an undercling. Small crimps to larger holds lead to the anchors.
- 5. Double Roof Ballet (5.11+) Top Rope/Sport (6 bolts) 45ft** – Awkward climbing starts up dark rock through a low roof and a small roof/bulge mid route. Large holds lead to the anchors.
- 6. Hardman (5.11) Top Rope/Sport (5 bolts) 45ft** – Pulling the low roof through light colored rock leads to fun, technical face climbing with interesting sequences and big moves.
- 7. Breakin Rocks (5.11-) Top Rope/Sport (4 bolts) 45ft** – Look for a somewhat detached blocky hold near the first bolt. Choose your own adventure to easier 5.9 climbing near the top.
- 8. Quickdraw (5.11+) Top Rope/Sport (6 bolts) 45ft** – Follow the bolt line trending up and left. Fun with a nice flow once you figure out the beta. Difficult to read from below with what appears to be good holds turning out not to be good.
- 9. Crimps and Slopers (5.10) Top Rope/Sport (6 bolts) 45ft** – Middle of the three bolted lines, starts in the center of the square. 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.

10. Blast in Black (5.9+) Top Rope/Sport (6 bolts) 45ft – Darker rock just before the path heads uphill near the end of section 4. Climb a broken corner to some interesting mantling moves on the face above the corner. Large ledge on the top leaves you with a couple of easier moves to the anchors.

11. Quarryisms (5.10+) Top Rope/Sport (4 bolts) 40ft – The last bolted line before the path heads uphill. The crux is at the fourth bolt. Navigate past an awkward section to a good stance. Next reach up to find something through the technical crimping, balancing moves before reaching the anchors. Low and high anchors both left of the tree.

Section 5

A relatively new section, these routes were not in the old guide. The section has been added and numbers updated to keep things in order.

These are short routes, generally with only a handful of bolts. Belay stances can be tight, but the routes stay in the shade for much of the day.

The first routes are on the uphill gravel path behind the small, covered kiosk.

1. Ramped Up (5.??) Top Rope 40ft – This is the first route just as you start uphill on the rocks. The anchor is to the right of the tree at the top of Quarryisms.

2. Swamp Thing (5.8) Top Rope/Sport (4 bolts) 30ft – This first bolted line on the path uphill from Section 4. The line is intended to stay right of the bolts, but an easier variation climbs to the left of the bolts. The anchors are easy to reach from the ledge at the top.

3. Saharan Dust (5.7) Top Rope/Sport (3 bolts) 30ft – Similar start to Swamp Thing but this route has its own first bolt on the right. After the first bolt, traverse right to the second bolt but not so far as the rock choss out right.

4. Little Bugger (5.9+) Top Rope/Sport (5 bolts) 30ft – The first bolt is at the left end of a small roof. Follow thin moves through a left facing corner system. Bolts 3 & 4 are right of a large light patch of rock on the face.

5. The Not so Big Bad Wolf (5.8+) Top Rope/Sport (2 bolts) 25ft – Climb right of a shallow arête with a light streak up its middle.

6. First Little Piggy (5.8) Top Rope/Sport (3 bolts) 20ft – The route starts below the small right facing corner. The early beta is a bit tricky using an undercling press. Then there is a pair of big, flat holds to move into easier ground and the chains.

7. Jack and the Beanstalk (5.7) Top Rope/Sport (3 bolts) 20ft – Just about 4-5 feet to the right of First Little Piggy. Look for broken rock that follows a dark streak of lichen and slime (when wet). Climb either left or right of the bolts. Use the left set of anchors above the route. Left uses a series of small ledges/crimps. Right has a few more knobs and small holds.

8. Second Little Piggy (5.8) Top Rope/Sport (3 bolts) 20ft – A more blank looking face than the routes to the left, there are several obvious ledges that can be seen from the ground. The ledges lead to a nice set of mantle moves to the top. Trend left but use the right set of anchors.

9. Third Little Piggy (5.8) Top Rope/Sport (3 bolts) 20ft – Just right of a left facing corner. Very dark rock with a few small rails sloping down to the left. The rails on this route provide nice side/down pulls and some layback climbing. However, the rails can be very dirty and gritty.

10. Short Face (5.9) Top Rope/Sport (3 bolts) 20ft – There bolts straight up. Crimps and small ledges make this one of the toughest routes in this section. A few of the moves in the middle are powerful to the sloped ledge at the top.

11. The Flakes (5.6) Top Rope/Sport (3 bolts) 20ft – Starts on a low ledge at chest height. Look for a large over hanging block with a clear under cling crack to its left. The first bolt is VERY low. Once past the first bolt, it's a fun but short romp through the under cling and horns on the overhanging block.

Section 6 – Lower Tier

This is Section 5 from the old guide and has been renumbered for consistency. The section starts at the highest point of the buttress where the wall turns east.

Beware of vultures nesting in the rocks of this section.

1. Hiddenite Delite (5.12- PG13) Top Rope/Sport (8 bolts) 100ft – Tallest route in the park on the “nose” of the cliff. Great crux down low in the vertical drill groove for the first couple of bolts. This is followed by multiple moves and varying rock quality (bad-ok) on up to the final boulder problem off of a sloping ledge. This ends in a satisfying top out and the proudest perch at Rocky Face. **Currently has bad/chopped anchors!!!**

2. Snake Slab (5.11-) Sport (5 bolts) 30ft – The start is on bolts under the left side of the slab. Climb into the right facing corner to the middle ledge and anchors at the back of the ledge.

3. Rotten Ramp (5.9) Sport (5 bolts) 45ft – Start left of the shallow left corner at the right side of the slab. After the first bolt, traverse left at the ledge to Snake Slab. Try to stay on the slab and avoid the rotten rock in the corner.

4. Crank Man (5.10-) Sport (5 bolts) 30ft – Same start as Rotten Ramp. Follow the bolts straight up the slab to anchors on the ledge.

5. Spike Left (5.8) Sport (5 bolts) 30ft – Start on top of a rock, to the right of the shallow left facing corner that is located on the right-hand side of the slabby face. Climb up towards a large drill hole. Follow easy rock to the fourth bolt out right on a ramp then to the anchors on the ledge.

6. Lightning Crack (5.10+) Top Rope 25ft – Walk around to the right of the rock outcrop that is the end of the low slab. Look for the crack between light and dark rock up high to the left of a corner.

7. Safety Ledge (5.9) Sport (5 bolts) 40ft – Shares a start with Lightning Crack. Follow the right facing corner, stemming to friction climbing to gain the tier’s middle ledge and the anchors.

8. Snake Charmer (5.10) Sport (6 bolts) 50ft – First bolted line to the right of the corner that is the start for Lightning Crack and Safety Ledge. Technical climbing up a quality slab to the tier’s ledge and anchors.

9. Somebody Open My Dew (5.11-) Sport (6 bolts) 50ft – 10 feet right of Snake Charmer. Move left under a small bulge/roof at the second bolt. Pulling over the bulge is the crux. Head up the steep slab to the tier’s ledge with double bolt anchors.

10. Hiddenmite Short (5.9+) Sport (5 bolts) 40ft – This is the right most line of bolts that heads straight up the slab. Committing moves off the ground that are height dependent. Shares anchors with Somebody Open my Dew.

Section 6 – Upper Tier

This is Section 5 from the old guide and has been renumbered for consistency. The section starts at the highest point of the buttress where the wall turns east. These routes can only be accessed by climbing a route in the lower tier for this section. There are many two bolt anchors with rap rings at the bottom of the routes in this section to facilitate climbing.

- 1. Unknown Route (5.??) Top Rope 30ft** – Starts above the anchors for Snake Slab. Setting a top rope anchor would be difficult to reach from above.
- 2. Air Mantle (5.11) Top Rope 30ft** – This is an extension to Ain't This a Mess. Move left at the end of the fingertip layback crack. The route has its own set of anchors on the left.
- 3. Ain't This a Mess (5.11) Top Rope 30ft** – Starts 8 feet left of the two bolt anchor for Safety Ledge in a shallow dihedral with a vertical crack. Climb left following the fingertip crack and at its end move right to a set of bolted anchors.
- 4. Rebel Yell (5.11+) Top Rope/Sport (4 bolts) 40ft** – Starts at a two bolt anchor for Snake Charmer. Climb right up a brilliant white shallow dihedral and left facing crack. The crux is getting established in the dihedral, but funkiness is yet to come.
- 5. Bullistics (5.10) Top Rope/Sport (4 bolts) 40ft** – To the right of the anchor for Somebody Open My Dew. Follow the strenuous layback crack in the dihedral while smearing and stemming to an awkward finish. This is the last route before arête and the rock face turns to the right toward the playground.

Section 7

This is a new section that was not in the old guide. It includes a few routes from the old guide and groups them with new routes that have been developed since the original guide was written.

The section begins as the slab of the lower tier of section 6 plays out and is broken by several trees providing shade for the left side of this section.

To set a top rope for the highest routes in this section it is possible access the bolts from the cliff top trail. However, it is highly recommended that an anchor/tether is rigged to access the bolts safely. The ground slopes a lot and there are a lot of loose rocks at the top.

1. The General Lee (5.11) Sport (9 bolts) 70ft – Starts on the ground and finishes at the top of the cliff. The first bolt is over a low roof. Five bolts to the intermediate ledge then four bolts on the highly textured face to a set of right facing anchor bolts.

2. Hiddenmite (5.11) Top Rope/Sport (4 bolts) 40ft – This is the top half of The General Lee. This can also be linked with Hiddenmite Short. The crux is at the very top just before the anchors.

3. It Takes Two (5.9) Top Rope/Sport (9 bolts) 75ft – Can be done as a single pitch or in two pitches. The bottom pitch starts behind a stand of cedar trees. Slab, crack climbing, stemming and mantling make for a wandering, varied route. The top pitch can be linked from The General Lee. Anchors at the top are under a roof (large flat boulder).

4. Spooky Staircase (5.8) Top Rope/Sport (7 bolts) 70ft – Starts on a rock pile below a low angle slab 20 feet right of the cedar trees. Three bolts to the intermediate ledge. (Or you can stop at a set of anchor rings on the right.) Step left then right up the staircase. Four bolts trending up and to the right take you to the anchors at the top to the left of a pine tree.



Anchors (rap rings) for It Takes Two in yellow and Spooky Staircase in red.

5. Unknown Route (5.??) Top Rope 70ft – Starts on the slab to the right of Spooky Staircase. Anchor rings are hidden behind plants to the right of the pine tree at the top of Spooky Staircase.

Section 8

This is a new section that was not in the original guide. All routes in this section are new, and many are still under development.

The section begins behind the termination pole of the playground zipline.

Currently, it is NOT recommended to access the bolts to set a top rope on these routes. The ground above is steep slab with very few options to protect or rig an anchor/tether to reach what bolts are here. This leaves all but the four routes at the right end inaccessible while they are still under development.

1. Unknown Route (5.??) Top Rope 65ft – Starts on the rocks behind the end of the zip line in the playground.

2. Unknown Route (5.??) Top Rope 65ft – Starts 15 feet or so right of the first route in this section. Anchors are above a large expanse of very blank looking rock just to the left of the middle of the zip line.

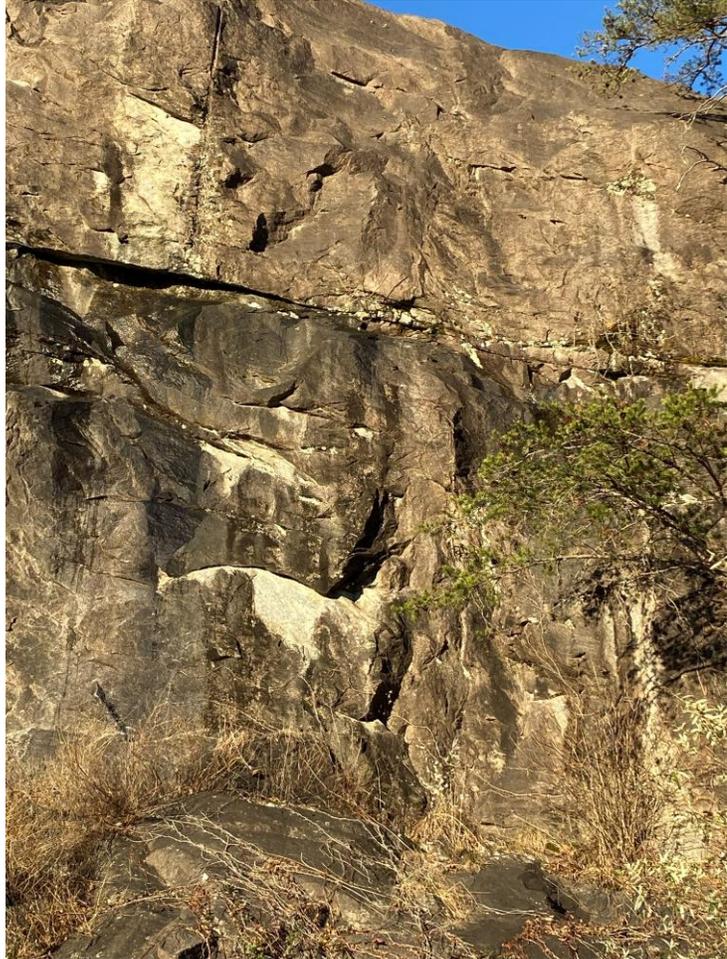
3. Unknown Route (5.??) Top Rope 65ft – The anchors are above left of a pine tree in the middle of the route.

4. The Zip (5.10-) Top Rope 50ft – Start on the ledge behind the uphill, starting post for the zip line. Begin on a large flake and climb clean rock up to horizontal flakes. Move left to a small corner with a finger sized crack.

5. Unknown Route (5.??) Top Rope 50ft – Starts a few feet right of The Zip.

6. The Upside Down (5.10) Top Rope/Sport (7 bolts) 50ft

Similar start to The Zip behind the starting post for the zip line. Climb up through multiple undercling moves past 4 closely spaced bolts. At the horizontal fracture climb easier rock past 3 more bolts to the anchors.



7. Ledge Access (5.3) Top Rope/Sport (1 bolt) 15ft – Used to access the routes to the left that start on the ledge. Behind the bush at the start of the zip line. Anchor rings are behind a small pine tree. (This area is heavily overgrown with vines.)

8. Rock Pile (5.6) Top Rope/Sport (5 bolts) 45ft – The bolt line just above the rock steps to the left of the slide. Start left of the bolts and climb to a pine tree. From the tree climb straight to the anchors.

9. The End (5.4) Sport (7 bolts) 50ft – Start to the right of Rock Pile just left of the fence. Climb up to fractured rock and a large crack. Follow the crack to its end then follow the flakes left to the top. Shares an anchor with Rock Pile.