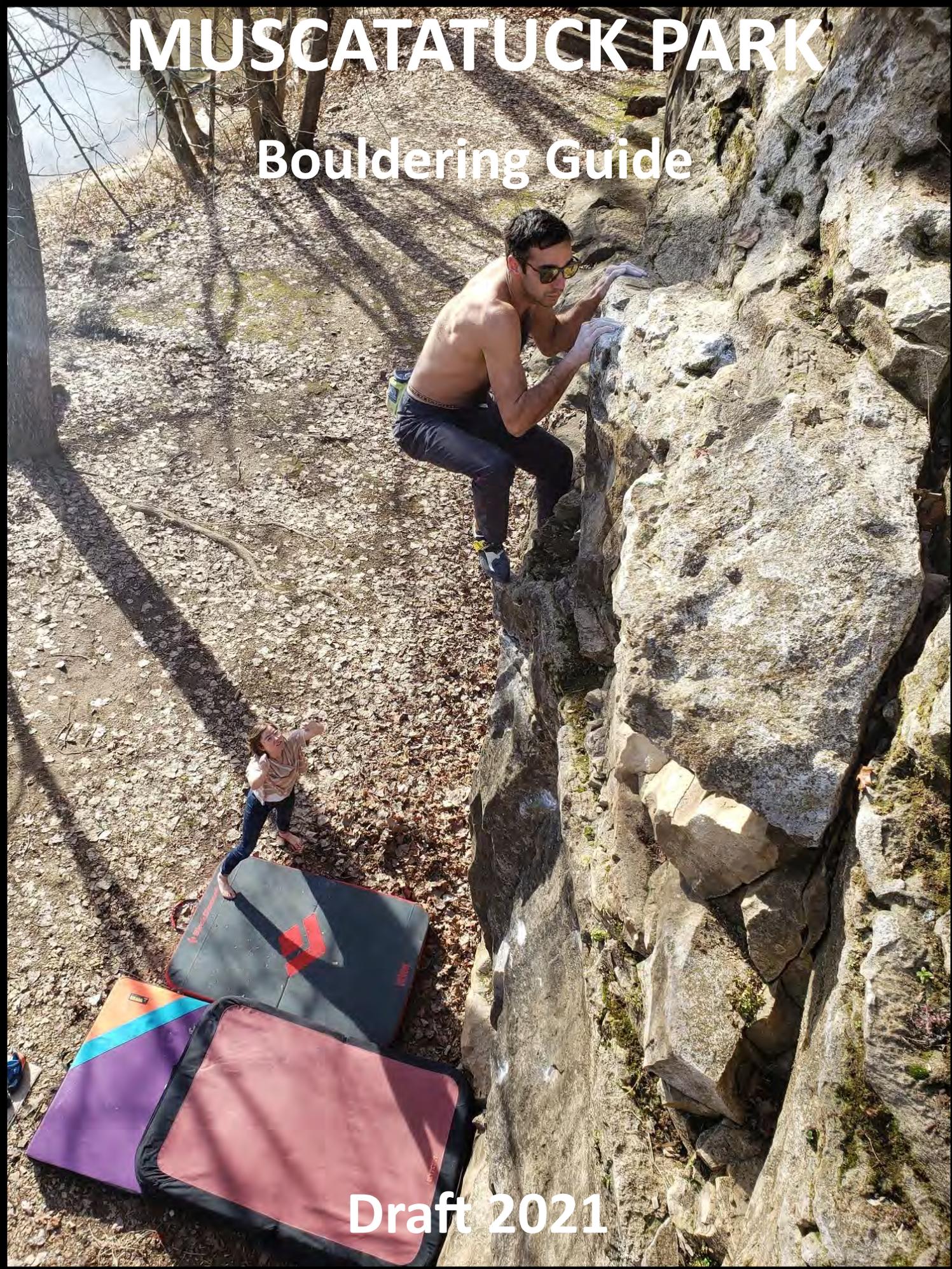


# MUSCATATUCK PARK

## Bouldering Guide



Draft 2021

This Guide was created in partnership with Jennings County Parks and Recreation and the Author Greg Martin.



Help us celebrate the 100 Birthday of Muscatatuck Park!

- *Lets clean up the tops of the climbs so we can top out safely.*
- *Also clean the graffiti.*
- *Like to get retaining wall under "Bad Obsession."*
  
- *Also please join the newly formed Indiana Climbers Coalition*

## **WARNING**

Rock climbing is a dangerous activity that can result in death, paralysis, or serious injury.

This guide is a reference tool to climbs done in the past. Your ability may not be that of another individual, know your limits.

Users assume all risks associated with the use of this guide, without limitation, all risks associated with rock climbing

*Be safe, as always: you are responsible for yourself. JCPR is not!*

# Table of Contents



## Introduction, History, etc.

Pages 1 through 17

- Guide
- History
- Area



## Peach Wall

Page 18-23

First wall to be developed, shady except in the am. Many routes top out on large ledge.



## Tangerine Wall and Boulders

Page 24-44

Longer wall with good collection of steep and face problems. Shady in the afternoon.



## Heinousness Wall and Boulders

Page 45-61

Warm up area with super fun highball problems that should often be top-roped. Cleared of debris in 1999 & 2001. Sunny and driest wall.



## Strawberry Fields

Page 62-79

Long wall with generally steep problems. All day sun with good tree shade in most places. Generally dry except for a few problems that seep. Most problems are cliff top outs, yet often dirty. Inspect before hand if in doubt.



## Somewhere Over the Rainbow, Other walls & 9 & 3/4's

Page 80-92

There is a lot more rock in the county, most wet/green but possibilities do exist to double current route totals.

## How to use Guide

This guide is historical summation of the climbing that has taken place at the Muscatatuck Park. As the local and Park director I have been witness to most climbers. Some eliminates may not be noted as many problems could have infinite variations. I have included a few that add quality and that are historically popular. At the end of the day, the true climbing experience should not be about numbers, yet movement and challenge.

### Grades:

We follow traditional V grading scale. From the inception of the V scale it was common to compare to the Yosemite Decimal System (YSD), although the endurance factor of sport and traditional climbing makes the comparisons blurred. The chart we provide does this also. "V-" is any problem below V0. Occasionally a plus or minus will be added, as the difficulty is being considered. Propjets are **Pink**.

### Stars:

- \*\* Two stars is an area classic or "Must Do" problem.
- \* One Star is a good problem.

No star problems are seldom done.

### Maps and Pictures:

This guide will supply pictures of the actual cliff with superimposed lines to identify problems. Blue is used at times where lines cross, diverge, or are close. We will also add pictures of climbers on the problems for reference. We add simple topo's to clarify reference. Next Draft may draw topo's in greater detail. Routes are also chronologically listed.

### Subjective nature of the sport:

A boulder problem, in general, is defined by two starting holds and either toping out or jumping off at a certain point. Often in well featured areas problems blur into each other. Over time people find and use different holds. Holds break off. Someone will start left or right of an established problem and finish on the older problem. Often the problem has two endings. Often there are eliminant problems that are better quality. There may also be a good amount of traverses. Since I lived on the property for 15 years and worked here for almost 30, I have seen a lot of you out and I am very happy that you come to visit. The guide is my best recollection of all the problems that I have done and that were reported to me. Where I see a new start of an old problem like on the "Red Hot Chili Pepper" I might give it a new name, like the "Left Hot Chili Pepper". People graded "The Steel Breeze" V7-8 on MTN Project, were we thought it was V5-6, difference ended up being a knee bar. Routes at Rifle got down rated all the time because of knee bars. I will discuss the major eliminants, but to be 100 percent inclusive would not be possible. We also note that size/height has a lot to do with grades. In the end of the day it is about having fun, so the numbers are really only important on an individual level and some problems will fit ones strengths better. I consider this guide a draft, so feel free to comment. My email is [greg.jcpr@frontier.com](mailto:greg.jcpr@frontier.com). I can also be reached on our Facebook page: Muscatatuck Park. Please visit our website: [www.muscatatuckpark.com](http://www.muscatatuckpark.com). Thanks! Enjoy!

Route Climbing					Bouldering	
Yosemite	French	Australian	British		V-Scale	Font (French)
5.4	4a	12	4a	S		
5.5	4b	13		HS		
5.6	4c	14	4b			
5.7	5a	15	4c	VS		
5.8	5b	16		HVS		
5.9		17	5a			
5.10a	5c	18		E1	V0	4
5.10b	6a	19	5b			4+
5.10c	6a+	20		E2	V1	5
5.10d	6b	21	5c			5+
5.11a	6b+	22		E3	V2	6a
5.11b	6c	23	6a			6a+
5.11c	6c+	24		E4	V3	6b
5.11d	7a	25		E5	V4	6b+
5.12a	7a+	26	6b			6c
5.12b	7b	27		E6	V5	6c+
5.12c	7b+	28	6c			7a
5.12d	7c	29		E7	V6	7a
5.13a	7c+	30		E8	V7	7a+
5.13b	8a	31		E9	V8	7b
5.13c	8a+	32	7a			7b+
5.13d	8b	33		E10	V9	7c
5.14a	8b+	34				7c+
5.14b	8c	35	7b		V10	8a
5.14c	8c+	36		E11	V11	8a+
5.14d	9a	37				8b
5.15a	9a+	38			V12	8b+
5.15b	9b				V13	8c
5.15c	9b+				V14	8c+
					V15	
					V16	

**Be safe, as always: you are responsible for yourself. JCPR is not!**

# History

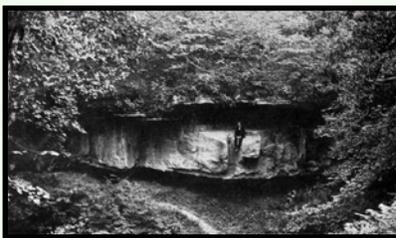
Jennings County is rich with significant Indiana History. Multiple markers around the county document many of these sites. The Visitor Center at Muscatatuck Park is probably the best place to get an overview of the historic amenities. Muscatatuck Park is the gem of the county naturally and historically. Created in 1921 (Yes! Its our 100th Birthday!) as Vinegar Mill State Park it was Indiana's fourth State Park. The name was changed to Muscatatuck State Park in 1922. The park was handed back to the county in 1968 and is managed by the Jennings County Parks Department (three guys).

Bouldering started in the Park in 1991. Greg Martin had just graduated from Purdue and took a part-time job at the facility that year. With about five years climbing experience Greg had learned lead climbing through the Purdue Outing Club, and had climbed in Tennessee, West Virginia, Illinois, Colorado, and of course, Red River Gorge in Kentucky. Obvious problems went quickly, easy and a few harder ones. John Sherman came to the park in 1992. He and Greg worked on and put up the classic "Yertle" and "What the Hell is a Hoosier?" John put up "Hoosier Daddy" as well. If you don't know who John Sherman is please look it up!

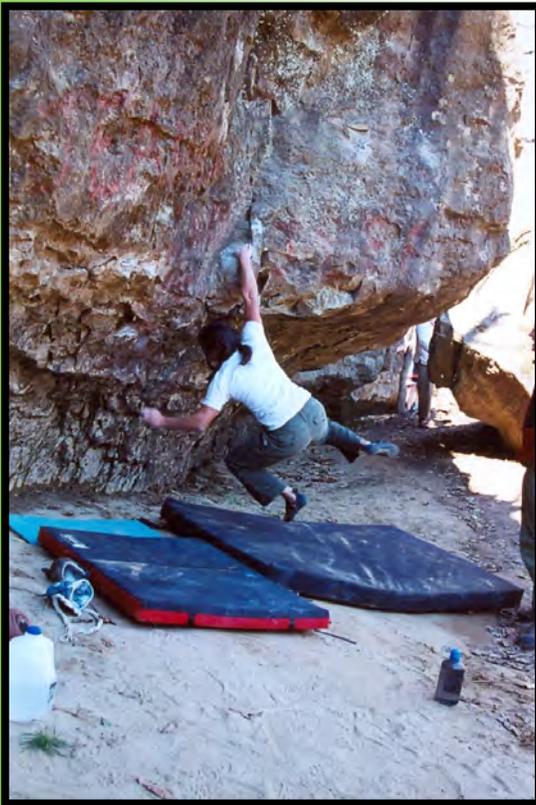
In 1993 Greg was a solid 5.12 Red sport climber, but also an avid traditional climber, as well as boulderer. At this point he, Mike Duncan, and Gregg Purnell were the only other developers. Illusions was created during this period also. In 1994 he moved to Colorado, developed into a 5.13 climber (Rifle, Shelf, etc.), was a regular at Horsetooth reservoir boulders, and developed/assisted development in about 40 sport, aide, and traditional climbs in the Cache la Poudre River. In 1997 he moved back to get back into his field of study, parks and natural resources.

Greg lived on the Muscatatuck Park for 15 years and was a religious climber so he put up most of the problems V7 and under. Traffic was still low for quite some time, yet a few hard boulders would stop by. Anthony Savioli put up "Thigh Master". Rich Purnell put up the first V8, "Halloween". Bryan Boyd established the classic "Splash Traverse". In 2000 the State of Indiana had modified Indiana code to be more liability friendly to mostly skateboarders, yet "extreme sports" in general. At this point the park started to market the sport. In the Red, Greg was putting up around 25 (and counting) lines at various crags, notably the "Sanctuary" at Muir valley.

Andrew Gehring would stop by every once in awhile, putting up the "Contortionist" V7-8. Eric Gifford established the areas first V11 doing "Testify", an extremely difficult exit to Bryan Boyd's "Commencement V8."



As the sport grew so did the popularity of the area. Eventually pro climber Obe Carrion popped in. "Rock the Park" bouldering comp was held in 2014, and was great fun and reasonably successful. Aaron Schneider ticked off the long tried project, "Ivy League V10". Next up....Alex McEntire, who with "Rouge Dentistry" V8, "String on a Doorknob" V11, "With empty Hands" V11, and "Cirque De Soil" V10, became the areas hardest boulderer. Carlos Vidaurri, Kory Cooper-Fenske, and a few others have FA's of significance. Unsure if "Toes of Gaia" was completed? As Greg had hosted the guide on the Park's website for years he did not do much on Mountain Project, sorry for the delay in a new guide.



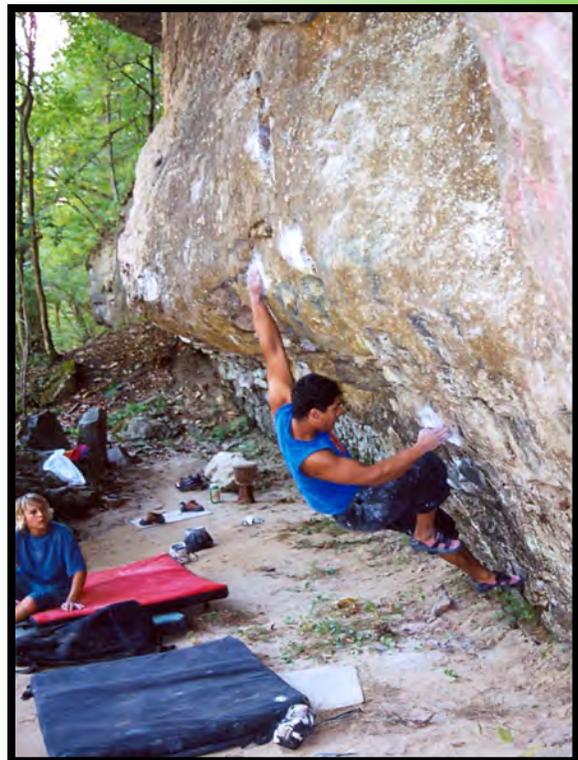
Jessica on "the Kama-Sutra" 1999?



Obe on the "Red Hot Chili Pepper"



GM on "Transfiguration" @ 9 & 3/4's



Obe on "Wildflower"



Busy Day 2000's?

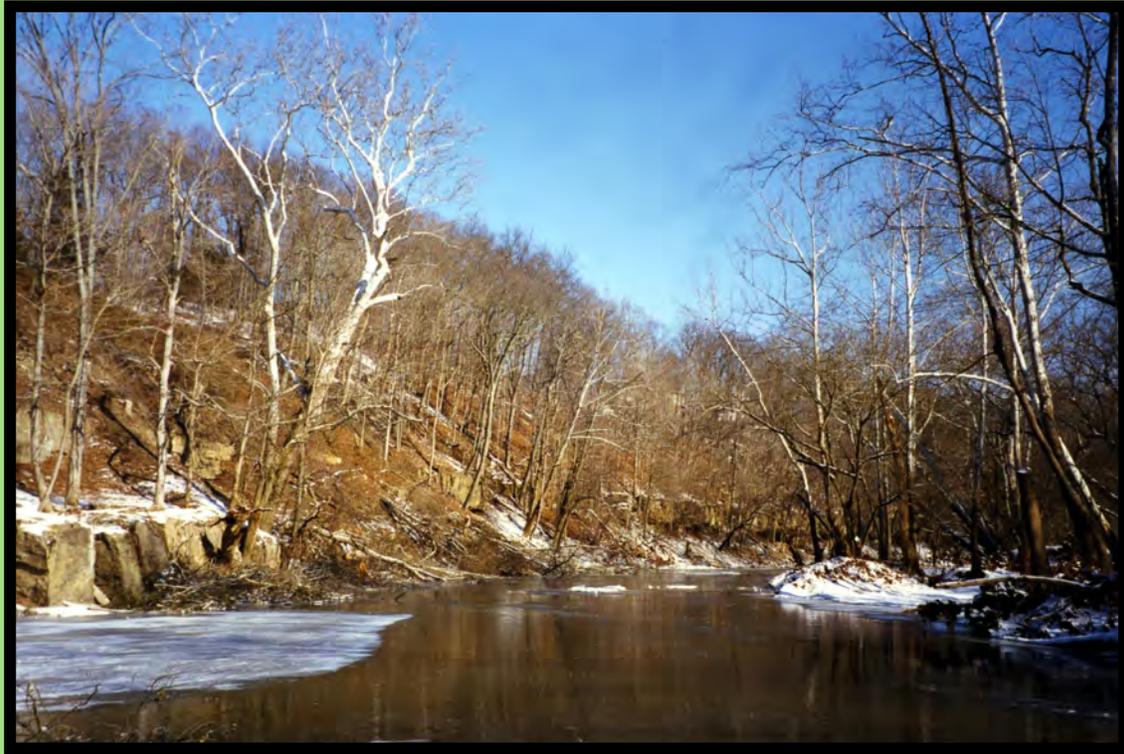


High Ballin'



GM @ the Vernon Wall Area

# Heinousness...



Look closely, yes that was piles four and five. Other three were to the left. Pile one before and after is below. The fifth pile was 125 foot long. The piles were removed in 1999/2000. Cost was \$12,000. A few years later we contracted a smaller operation and cleaned up two smaller areas. That was when we hand dug under the small (unless you hold the shovel) bulges low on the wall. A few before and after's below, and the original source of the debris: the cinder piles. The piles were in the upper parking lot area.



Pile one@ Sirius Area



Scar and Sirius Rising



View @ step landing



Cleaned 1840 ruins



Upper parking lot



Cleaned!



Heinousness!

# Not Heinous!

Jennings County has a huge amount of quality recreational land. With two National Wildlife Refuges (Muscatatuck and Big Oaks), a large State Fish and Wildlife Area (Crosley), a State Forest (Selmier), three State Nature Preserves (Cali, Guthrie, and Tribbet Woods), and two county parks (Muscatatuck and Eco Lake) recreational opportunity abounds. Whether on the mountain bike friendly trails at Muscatatuck Park, floating down the lazy Muscatatuck River, or fishing at one of the numerous regional lakes, there is plenty to do for all types of outdoor enthusiasts. The historic small town of Vernon and surrounding area highlight interesting and significant Indiana history. North Vernon's does as well, yet the town is a leading progressive solar city: bring your bike for the Muscatatuck Trail and the new Tripton Park. While camping at Muscatatuck Park get out and check some of these other areas.



Annual Canoe Race on the Muscatatuck River



Muscatatuck Park part of the DINO circuit



Tunnel Mill in Crosley SFW Area



Rock Rest Falls @Cali State NP

# Special Events@ MP

**Note:** Muscatatuck Park is host to many special events, not limited to current ones. We have had car shows, music festivals, beer festivals, camporees, color runs, and more. If you would like to attend a special event look on [www.muscatatuckpark.com](http://www.muscatatuckpark.com) for current schedule. If you are interested in creating a new special event, or just want a nice place for a birthday party, wedding, or reunion, just inquire!



## Tame the Terrain:

This annual obstacle race is a 4 plus mile fun fest! The course will use the entirety of the Muscatatuck Park and you will be running, crawling, swinging up a storm all in your favorite mud filled shoes! Friendly, athletic, and super fun! 3rd Saturday in June!



## DINO (Do Indiana off Road):

Muscatatuck Park has hosted DINO events for over 15 years. Annual events usually include Trail runs, Cross-country races, down-hill and short track races. Events often include rock climbing and canoe possibilities. Camping is an integral element as well! Usually Independence Weekend.



## Sassafras and More:

Fourth weekend in April is the time slot for the annual Sassafras Tea festival (50 plus years). This family friendly event celebrates the Civil War Era with reenactments, and other events.

Beer festivals, car shows, live music, weddings, reunions, and parties!

Feel free to inquire about creating a new event

## Rock The Park Bouldering Competition:

Back by popular demand, fourth Saturday in October? Plans were in the works.... JCPR was hoping to assist the newly formed Indiana Climbers Coalition raise funds. Expect outdoor competition, artificial wall competition, live music, free camping, with a Halloween bonfire after-party.....in 2022?



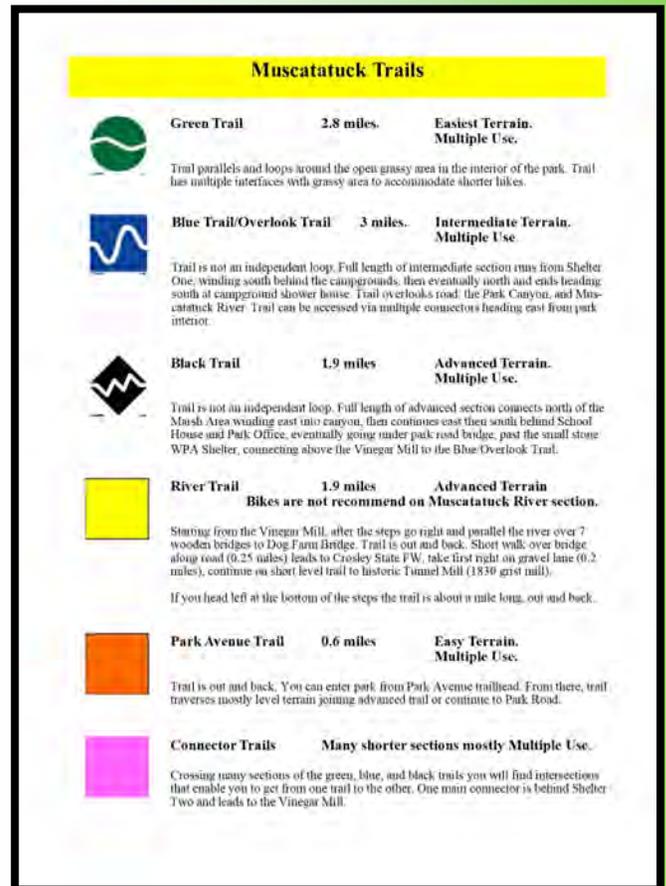
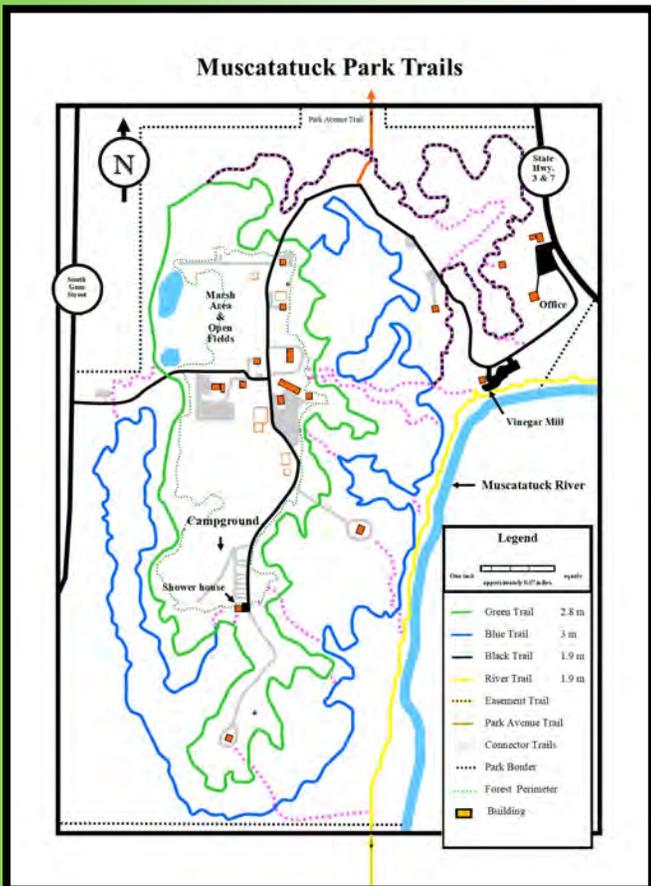
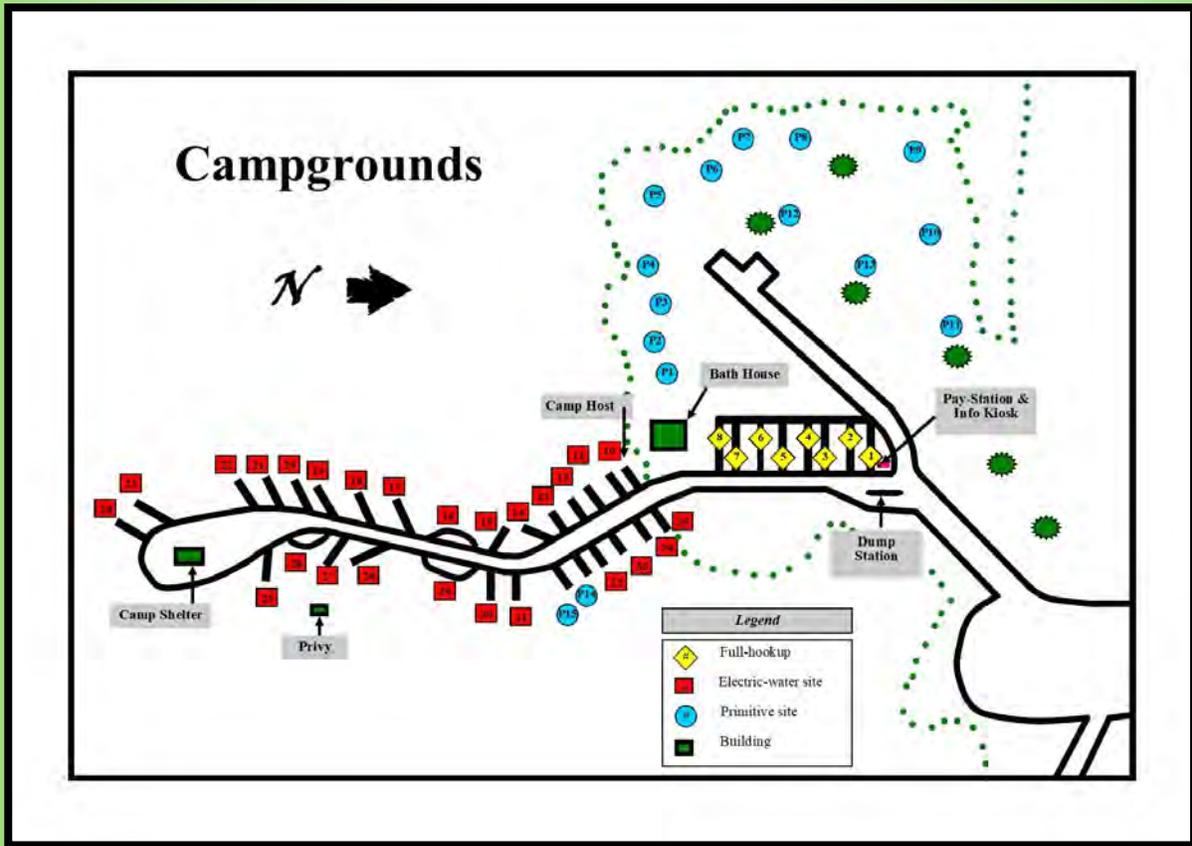
# Camping and Access Beta



Muscatatuck Park and Jennings County are equidistant (1 hour) from Indianapolis, Louisville, and Cincinnati.

Muscatatuck Park hosts a modern campground with standard Recreational Vehicle sites (20 and 30 amp service, soon to have 50 amp). All RV sites have electric and water, with picnic tables and fire rings. Sewer sites are available. Extended stay discounts available. Shower house and full water access April 1st to November 1st. Tents sites area available also. Primitive bathrooms available in off season. Sites have shade or sun.

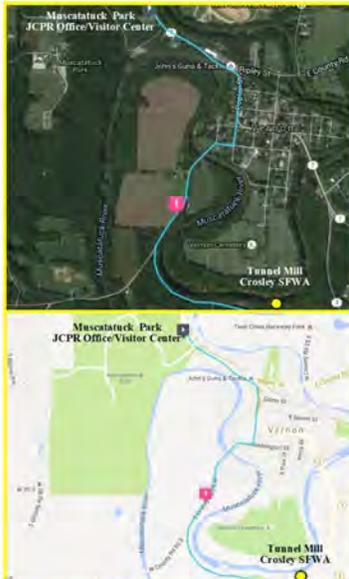




# A few other regional points of interest.

## Historic Tunnel Mill

Crosley State Fish & Wildlife Area



- From front entrance of Muscatatuck Park, turn right onto State Highway #3 and #7 (same road).
- Travel about a three-quarters of a mile (0.75) and continue forward onto Poplar St. Instead of following the State highway around the corner at the Vernon entry way decorative landscape area (north sign, first of two).
- Travel one block and take a right onto S County Rd 25 W. Continue over Muscatatuck River past two homes on left.
- Take first left onto Baldwin Cemetery Road to end of road and Tunnel Mill trail head, parking on right.
- Mill is accessed by a short (0.2 mile) level hike.

## Historic Tunnel Mill

Crosley State Fish & Wildlife Area



The little girl on the right is Mildred Petree. The older lady may be her mother, Alma Petree. Photograph was taken at Tunnel Mill, Johnson County, about 1906.

## Calli State Nature Preserve



- From front entrance of Muscatatuck Park, turn left onto State Highway #3 and #7 (same road).
- Travel about a mile (1.1) and take right onto US highway 50 East.
- Continue on US 50 veering right through downtown North Vernon for about 1.3 miles
- Cross over Muscatatuck River and take next right (directly after bridge) onto 40 East (hard to see).
- Travel about a quarter mile on this gravel lane passing a few homes.
- Parking Area is on left and is well marked.
- Trail head has kiosk and sign in table with maps to interpretive trail.

## Rock Rest Falls

Calli State Nature Preserve



- From front entrance of Muscatatuck Park, turn right onto State Highway #3 and #7 (same road).
- Travel about a half a mile (0.5) and take slight left past "Johas Guns" crossing over railroad on E County Rd 20 N.
- Travel about three-tenths of a mile (0.3), cross over Muscatatuck River and take next left on N County Rd 25 E.
- Rock Rest Falls is about half a mile on the left. Go past Twin Cities Race track and three homes.
- Pull off is parallel to road. If you drive over small stream you have gone too far.
- Sign is likely to be installed late spring 2016, as well as a stair system.
- Falls is best viewed on second level. Travel short distance down steep decline (30 feet).

# Eco Lake Park

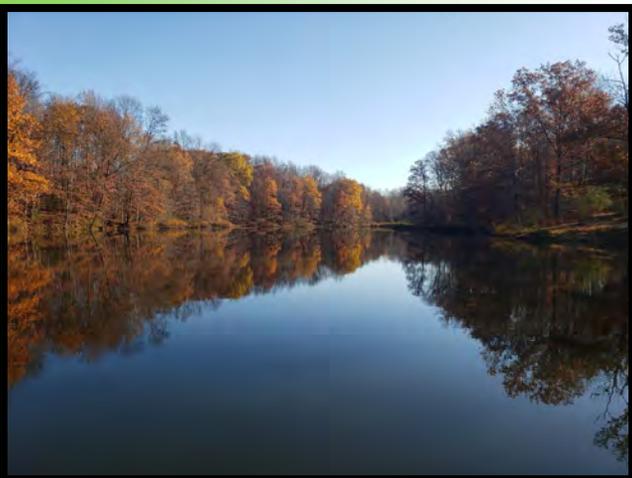


Managed by JCPR, Eco lake Park is set to open campground in 2022. Engineer planning is taking place currently working with the State Board of Health to get the campground up and running. The park is moderately developed, but hosts a Public Access Site with concrete boat launch and IDNR fishery assistance. Modern playgrounds were recently added.

The campground will host 24 (first Phase) water and electric sites with 40 percent having 50 amp service and the rest 20/30 service. Sites will be positioned with extra spacing for a relaxing visit. 16 tent sites will also be opened in the first phase. Lake sites will offer a pleasant relaxing back drop to the camping experience.

Trails will be reworked this coming winter. Park will host approximately 3 miles of woodland trail with one mile loop in lawn around lake.

Stay tuned to JCPR website: [www.muscatatuckpark.com](http://www.muscatatuckpark.com) for updates and status.



**Beautiful lake in all seasons!**



**Jennings County a natural paradise!**

# Muscatatuck National Wildlife Refuge

Muscatatuck National Wildlife Refuge is located in south central Indiana. The refuge takes its name from the Muscatatuck River, which forms the southern boundary. The "land of winding waters" created a pocket of wetland habitat where the river, flood-prone creeks, and small natural springs attracted wildlife and native Americans long before white settlers arrived. Most of the dense hardwood and bottomland forest that originally carpeted the land was cleared by settlers, who attempted to farm the wet ground. Fortunately for wildlife, most of the attempts to drain the area were not successful. In 1966, Muscatatuck Refuge was established using money obtained from the sale of Federal Migratory Waterfowl Stamps, commonly known as Duck Stamps.

The refuge is a very scenic and accessible mix of hardwood forest, wetlands, brush-land reverting to forest, cropland, and grassland habitat. Today, Muscatatuck includes 7,724 acres near Seymour and a 78-acre parcel, known as the Restle Unit, near Bloomington. Nine miles of refuge roads that are open sunrise to sunset seven days/week attract approximately 185,000 visitors to the refuge each year. Wildlife-viewing opportunities are excellent at Muscatatuck, and the refuge is known as an exceptionally fine bird watching site.



# Big Oaks National Wildlife Refuge

Big Oaks National Wildlife Refuge encompasses 50,000 acres in 3 counties (Jefferson, Jennings, and Ripley) and overlays that portion of the former Jefferson Proving Ground that lies north of the historic firing line where munitions were once tested. The Indiana Air National Guard operates an air-to-ground bombing range on the remaining 1,033 acres of the former proving ground north of the firing line and this property is surrounded by but not designated as part of the refuge. Jefferson Proving Ground was established by the Army in 1940 as an ordnance testing installation and closed in 1995. Beginning in 1996, the U.S. Fish and Wildlife Service managed the wildlife resources of the proving ground. Big Oaks Refuge was established in June 2000 as an "overlay" national wildlife refuge through a 25-year real estate permit from the U.S. Army. As an overlay refuge, the Army retains ownership and the Fish and Wildlife Service manages the property as Big Oaks National Wildlife Refuge.

# Crosley State Fish and Wildlife Area

Crosley Fish & Wildlife Area is made up of 4,228 acres of rolling hills, ponds and the Muscatatuck River. Approximately 80% of the property is wooded. Most of the terrain is covered with steep to gently rolling hills. About 7 miles of the Muscatatuck River flows through the property. The property also has 13 ponds, ranging in size from 2-14 acres. Crosley Fish & Wildlife Area gets its name from Powel Crosley, the man who originally owned the property. Powel Crosley, maker of the Crosley automobile, purchased the land in 1931 and maintained it as a private hunting and fishing area. The DFW purchased the land in 1958.

# Selmier State Forest

Selmier State Forest was established through a donation to the Indiana Department of Natural Resources by Mrs. Frank Selmier, on behalf of her husband Frank. Due to Frank's interest in the outdoors, he planted black locust, pine, black walnut, tulip-tree, and sycamore on many acres from the years of 1921 to 1934. The forest includes six short trails.

# Illusions

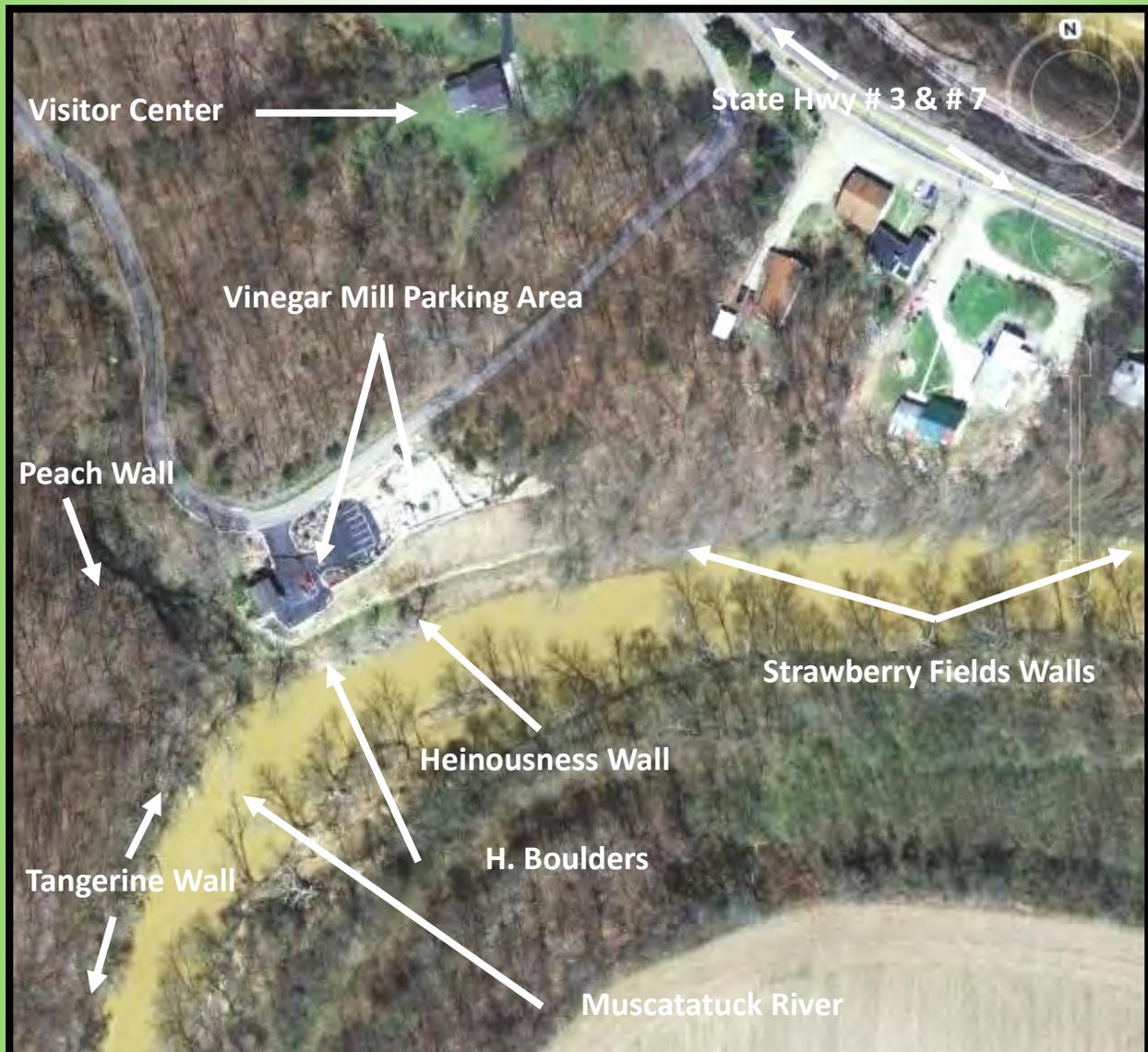


*"If you have to ask, you may never know".....*



## Muscatatuck Park

# Bouldering Aerial Map



All of the climbing at the park is located at the Vinegar Mill Area, very easy access for parking and restroom facilities. As you go down (looking south- opposite orientation from this aerial) to the base of the stone steps at the Vinegar Mill:

- look left, all that you see is the Heinousness Wall.
- looking left past the trees and the Heinousness Wall is Strawberry Fields.
- go right at the steps then over the foot bridge and then right again and you will find the Peach Wall.
- go right at the steps then over the foot bridge and then take a left and follow the river to find the Tangerine Wall.

# Vinegar Mill Area



## Vinegar Mill Area Overview:

When I first came to the park in 1991 we did climb a bit in this area. The area hosted only a few problems, but had a good warm up. This was long before the Heinousness got cleaned. In 2000 the area did get cleaned, the ruins de-treed, and the shelter and parking lot installed. This coincided with the extreme park marketing. The park board and I agreed that it would be best to keep people off the ruins so we asked people not to climb here. Small area to the north of the mill had a few problems also, but are wet 80 percent of the time. We may try to revive this area in the future, yet best for ruins and your own personal safety to stay off 1840 ruins: the rock is not very stable.

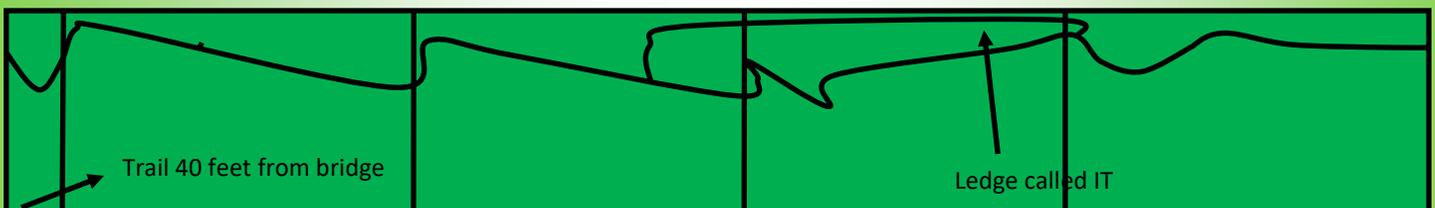
# Peach Wall

## Overview Map



Routes start just 40 feet from bridge and are listed left to right (South to North).

*NOTE: Area is not broken down into sectors, yet lines signify problems described per page and will be light green in subsequent pages.*



# Peach Wall



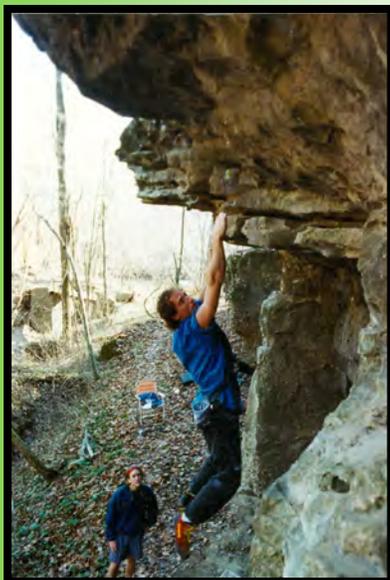
## Peach Wall Overview:

The Peach Wall was the first wall to be developed at Muscatatuck. This was primarily because it had the ledge at a safe, yet good bouldering height. We used to top rope a few of the roof routes, yet they are normally very green to top out. The original three developers did most of the problems in the early 90's along with "What the Hell is a Hoosier" done by John Sherman. He only named one of the three problems he did on his trip so I named this, yet it sounded like something he would ask. I repeated the problem that day with him.

Two problems were done more recently. Princess Peach and the eliminant Pocket Rocket, both on this first arete on the left side of the wall were done by Scott Boulden I believe or his Epic crew? The matching side by side pocket to the lip was always a want to do project.

There were three problems undone by me, but were always of interest. The above mentioned pocket lunge looked great, yet too long for me. Another "Spoon Woman Blues" was given significant effort. It is the low left traverse along the overhang lip. Difficulty is dependent on when someone chooses to exit,. "What the Hell is a Hoosier" seemed best to me (to top out), yet you could go earlier or potentially later. I graded the problem 13b. It seemed like a sport rating was more appropriate as endurance was main factor, so V8, and still undone.

I tend to be the only climber to do (?) the Goodbye Traverse. It is easy, yet committing, basically campus-ing right on roof jugs. Its counter part to the left was never done. It needed some cleaning and had a harder sequence.



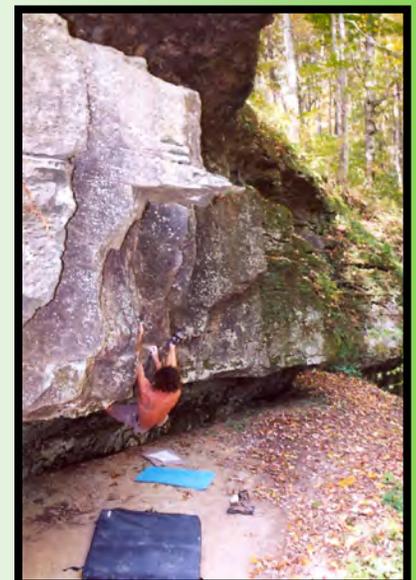
**Goodbye Traverse on right.**

**Don't blow it! GM 1993**

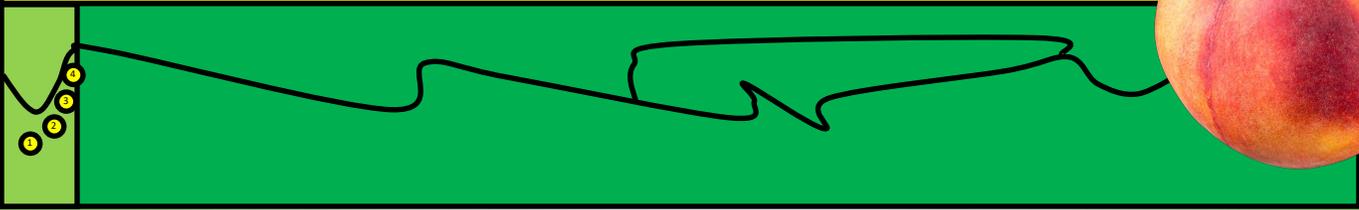
**Heel hooking low traverse from sit start  
aiming for exit on "WTHIAH" , dubbed  
the "Spoon Woman Blues",**

**still a project?**

**GM 1998**



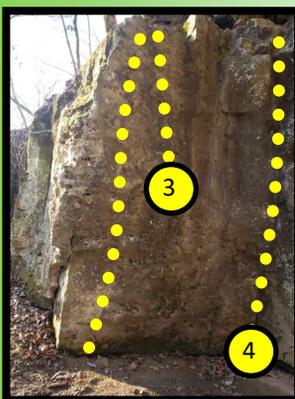
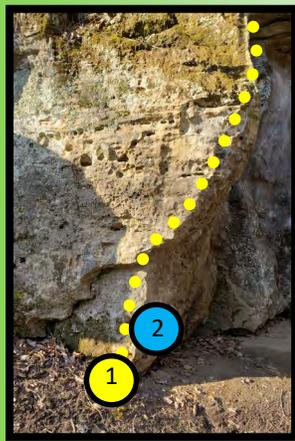
# Peach Wall



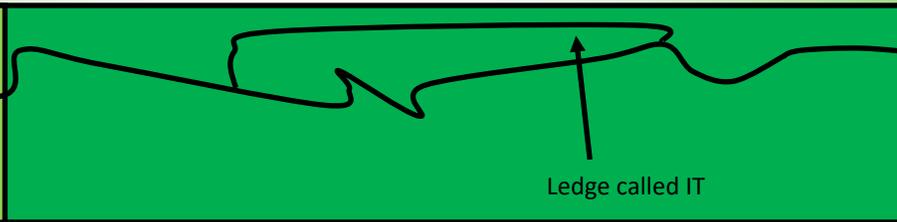
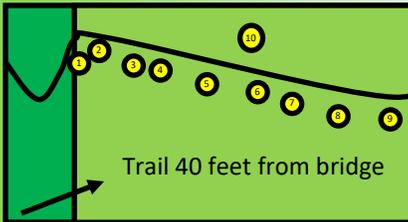
Peach Wall viewed from the first landing of the stone steps.

## Peach Wall Left Side

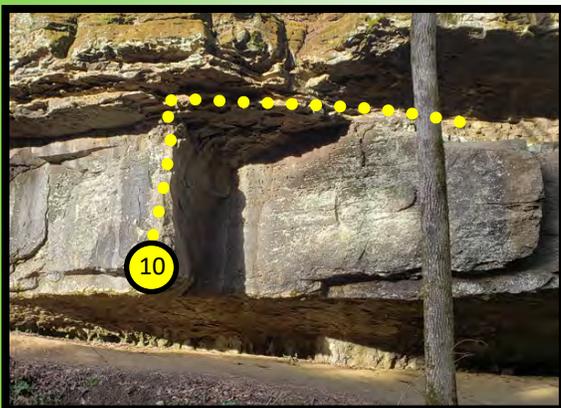
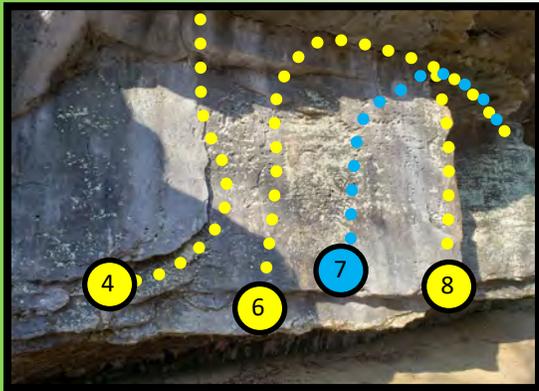
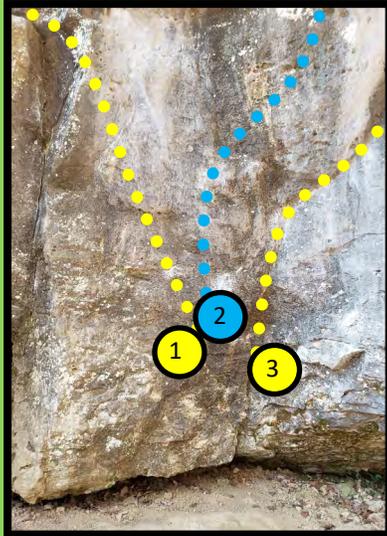
Route descriptions will go left to right (South to North).



1. **Princess Peach Arete'**                      **V1**            Sit start, right crimp, climb Arete, both sides. A bit dirt on left and top. FA: Scott Boulden 2018
2. **Pocket Rocket\***                              **V3**            Sit start one two pockets climbing up right side of arete. Eliminate holds on left side of arete. FA: Scot Boulden 2018
3. **Pocket Dyno \***                                **V?**            **Project? Set up on matching pockets and dyno to lip.**
4. **Toadsters\***                                    **V-**            Normal start, down climb or dirty top out, double crack system (5.7) FA: Todd Comer 1991.
5. **Dirt**    **V1**            Sit Start to above problem. Not quality additive.



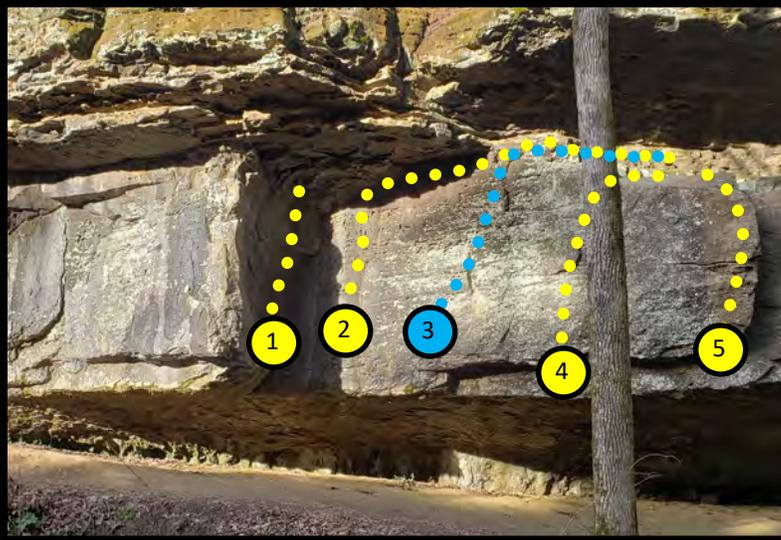
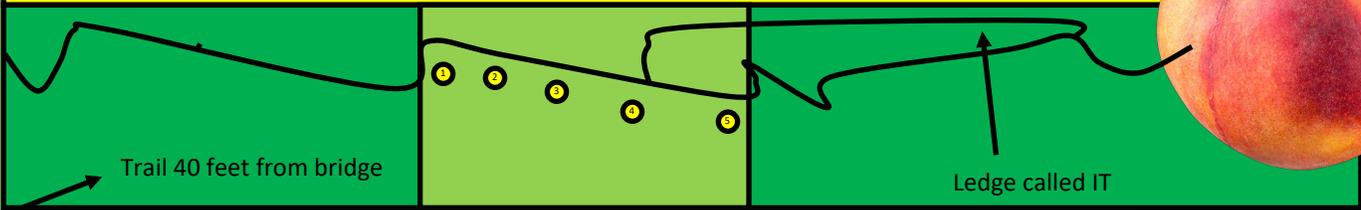
### Peach Wall Left Side:



1. **Several Species of small furry animals gathered together in a cave a grooving with a pict. Aka Several Species \*** **V-**  
Normal start, down climb or exit left, corner slab to short steep section. FA: GM 1991
2. **13th floor\*** **V1** Same start as above, yet moves out right eliminating easier exit. Usually a jump off. FA: Richard Purnell 1993
3. **Fuzzy\*** **V1** Normal start, Right angling shallow seam/flake, end on roof holds, downclimb or traverse to Nope and down climb. FA: GM 1991
4. **Roof** **V1** Top rope, pull roof that is usually too green to do as high ball from either Fuzzy or Nope. FA: GM 1991
5. **Nope\*** **V-** 5.7 crack layback, normal start grab a roof hold and down climb. FA: GM 1991
6. **Lust\*** **V2** Pocketed face between crack and arete', establish on face and traverse to "I.T.". FA: Greg Purnell 1992
7. **Delusion\*** **V-** Normal start just right of Lust, on thin face holds, ends at roof, down climb Peachstress. FA: Gregg Purnell 1992
8. **Peachstress\*** **V-** Decent first move over bulging arete leads to mantle move then no hands stance, continue to it via Goodbye or Lust, or top rope roof. FA GM
9. **Time Traverse Project** **V?** From "Peachstress" traverse left to end of wall, potentially still undone? Always a bit dirty.
10. **Good Bye Traverse\*** **V0** Establish on roof from Peachstress, easy yet committing moves, campus, traverse to, right ledge, roof potential as above. FA: GM 1993

**NOTE:** the ledge to the right is called Illusions Throne, or IT for short.

# Peach Wall



## Peach Wall center

Route descriptions will go  
left to right  
(South to North).

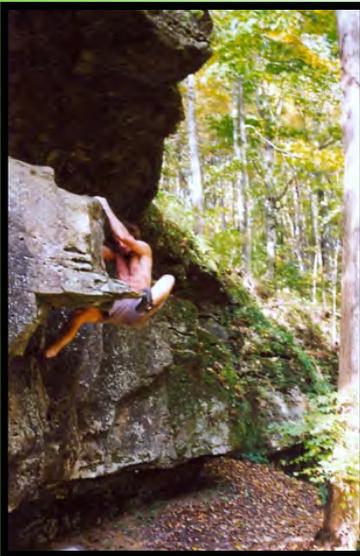
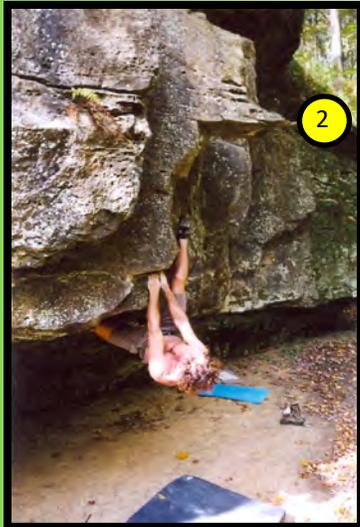
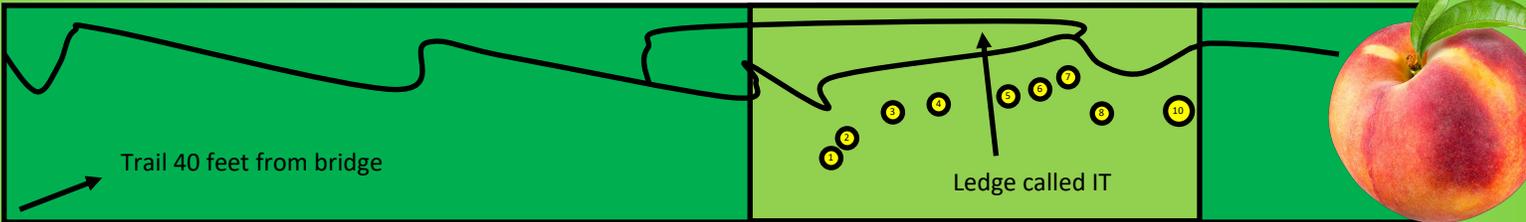
Peach Wall Center: left of prominent triangular roof (shown below) that hosts Bad Obsession.

Volunteer day/JCPR to install retaining wall ?



1. **Swaj\*** V0 Normal Start, Sharp (jaws) crimps in dihedral, make stance ,work up to roof, jump off or traverse to IT. FA GM 1992
2. **Pocket Lent\*** V3 Normal start, Slopy face crimps to IT. FA Gregg Purnell 1992
3. **Mike's Problem\*** V4 Powerful start to face crimps, to ledge. FA: Mike Duncan 1992
4. **WTHIA Hoosier?\*** V4 Dynamic start to good pocket, to ledge. Off ok crimps, jump into two finger pocket, establish, use flake out right then straight up to ledge. FA: John Sherman. 1992
5. **Illusions\*** V4 Face and bulge left of dihedral. FA: GM 1992

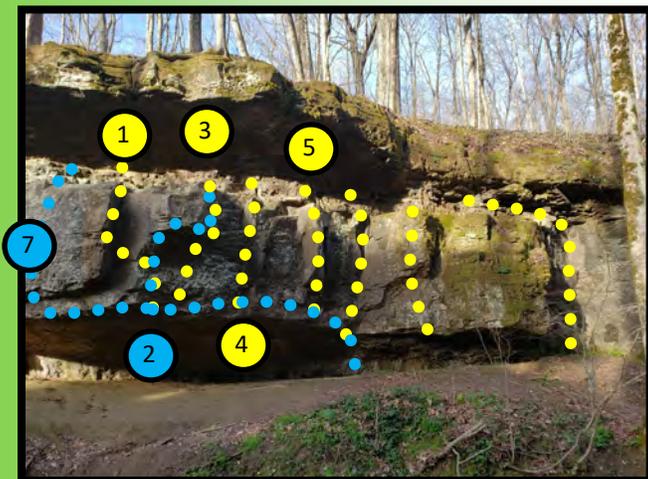
**GM moving from Bad Obsession crimp  
flake into Inverted Illusions. 1992**



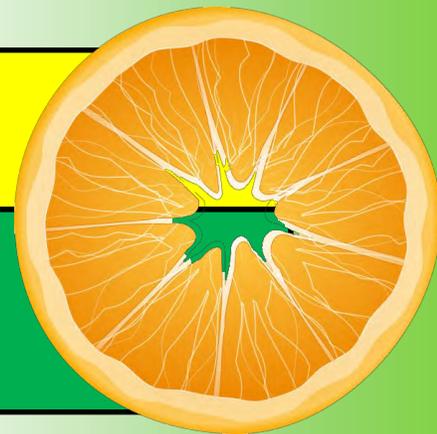
B  
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**All routes at Peach Wall right side end on ledge "Illusions throne' aka as IT"**

1. **Inverted Illusions\*** V3 Start on Bad Obsession jug, after first move, move left into dihedral to top out. FA: Mike Duncan 1992
2. **Bad Obsession\*\*** V2 Crank into heel hook from good head level jug slot. Crank to small crimpy flake, match, and then stab left side of prow. Campus prow to right side. Post up and do long move to ok edge, step onto prow toping out. Super fun! FA: GM 1991
3. **Summer\*** V3 Moving just slightly right, left hand on "B.O." slot, right hand on face hold, crank super high to hold, top out "B.O." Direct start no heel hook. FA: GM 2000
4. **Freaky Stylee\*\*** V1 Normal start, aggressive layback move to start leads to ok slopers? Top out mild. FA: Gregg Purnell 1991
5. **Disillusion\*\*** V0- Normal start up darker rock blunt prow, move left to hidden pocket, then good pockets, easy top out. Note: This is an easy downclimb, 5.10- and the normal way off the ledge. FA: GM 1991
6. **Dude** V0- Short steep face left in shallow dihedral. FA: GM 1991
7. **Spoon Woman Blues Project\*\* (5.13b?)** Sit start  
underneath lip of overhang, traverse left on lip. I worked on this for a few years sporadically. Since it is an over hanging traverse it felt comparable to many of the 13 sport routes at the Red. Middle section has crux and then likely the top out transition from the lip. Different potential endings, but one line looks great. You could also continue and do the complete wall .
8. **Jaded** V0 Green
9. **Gollum** Green feature
10. **Wormholes** V- Likely first ascent at Muscatatuck to get to ledge, looking at historic Black and White.

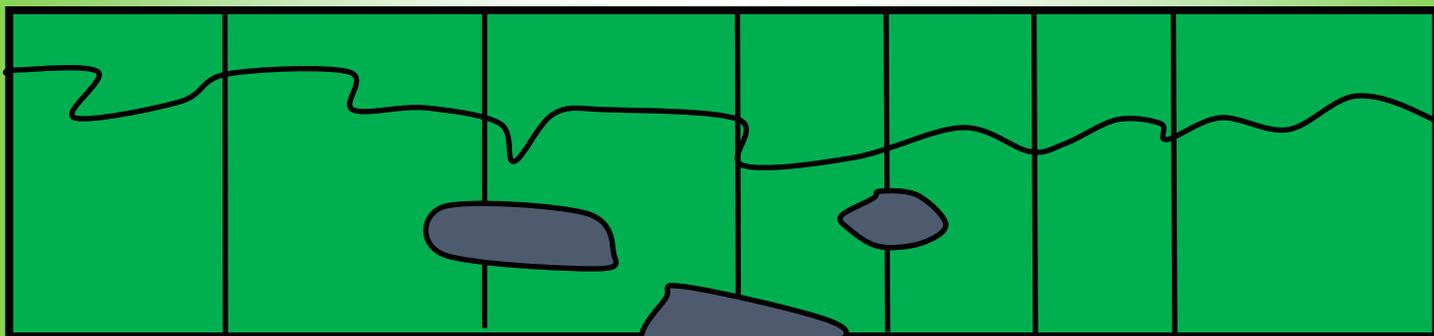


# Tangerine Wall



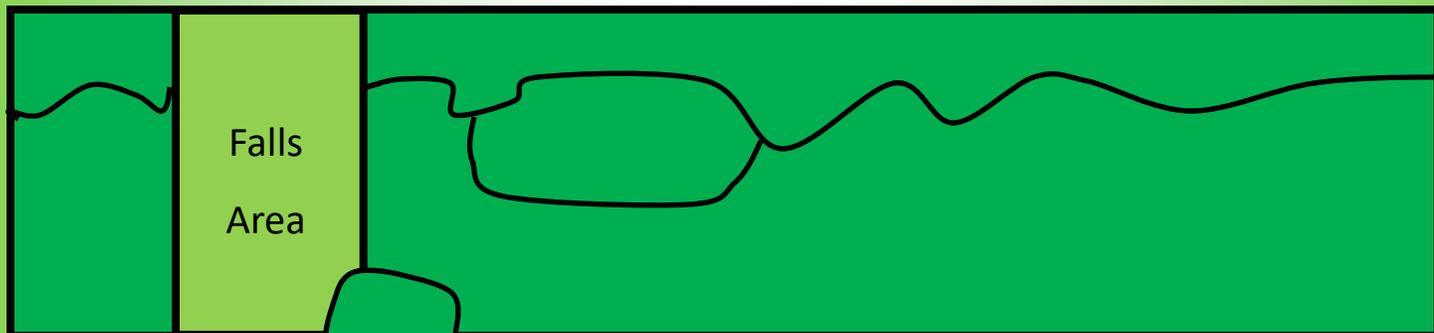
## Overview Maps

### Tangerine Main Bouldering Area



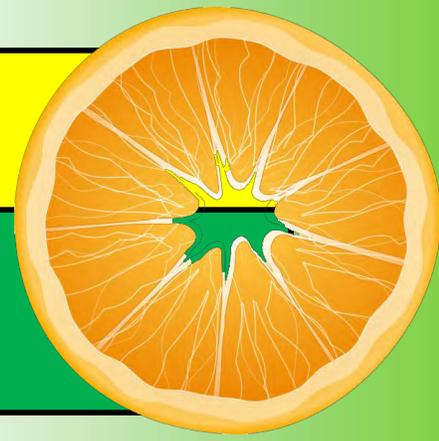
Roque Sector	Rogue North Sector	Large Roof Sector	Spider- Ivy league Sector	Paisley Dragon Sector	Allitera- tion Sector	Tangerine Sector
	Pink Boulder	Zeppelin Boulder	Cult Boulder			

### Tangerine Wall South (Greenland)



Green Dawn Sector	Hobbit Boulder	Limestone Beach Sector	Green Land Sector
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# Tangerine Wall



## Overview

From the stone stairs head west over bridge then angle south along the river to reach the Tangerine Wall. You may first note the blue color of the route Tangerine after the first bulge in the shallow dihedral. Many of the routes here have a small ledge system at reasonable height with additional rock above of lesser quality. Tangerine is one example and the climb ends at the break.

The area can be broken down into seven sectors with four developed isolated boulders. The wall is quite long, but gets green and wetter the further you go down. In the first wave of development about 20 problems were put up. In the late 90's I scoured every problem that was reasonably clean. In the winter of 1999-2000 I aggressively cleaned problems past the limestone outcropping that is exposed by the river (limestone beach). Most of these problems were fairly easy, very dirty, yet a few were alright and I thought they would clean up. They did not.

The wall behind the limestone beach is interestingly washing away. There used to be soil and a trail along the wall. One long boulder was exposed, yet has broken in half and one section fallen away. A few problems here used to have safe landing, Food for the Moon was actually a good problem, but the area is dangerous for falls. I may try to reclean this area as now it would have some exposer for a few top rope routes?

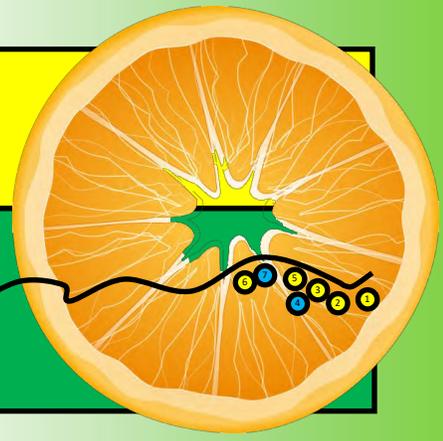
Ivy league was always the "to do" project. The Rogue Dentistry area was also sought after for many years. It is great to see these problems done and getting significant traffic. As of this draft the Red Hot Chili Pepper seems to have two modified starts. The small under-cling and edge that I used are not chalked, yet are still the lowest starting holds. Most seem to be starting to the left. We will call this problem the Left Not Chili Pepper.

The Gaia Project was another often tried problem. The sharp credit card hold is classic. The original start here broke around 2004. Original start to BLT Show is gone also. To the left of the Chili Pepper, just around the bulge on the Savvy Problem I pulled a 2 foot round flake off during a chest lock off. Luckily I threw it to the side and it did not land on me as I fell quite quickly onto our bouldering pad, which at that time has a one layer blue camping mat.



**Professional climber Obe Carrion on the Red Hot Chill Pepper in the mid 2000's.**

# Tangerine Wall

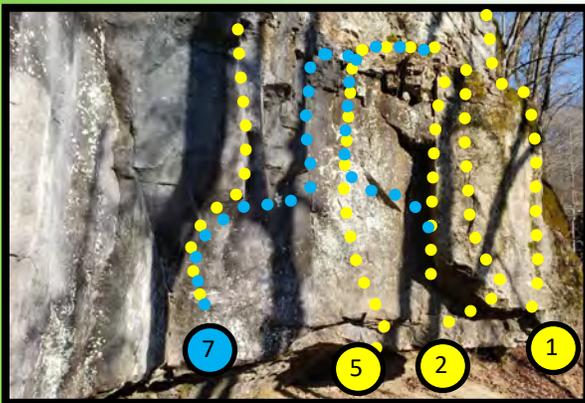


Routes here go right to left (North to South).

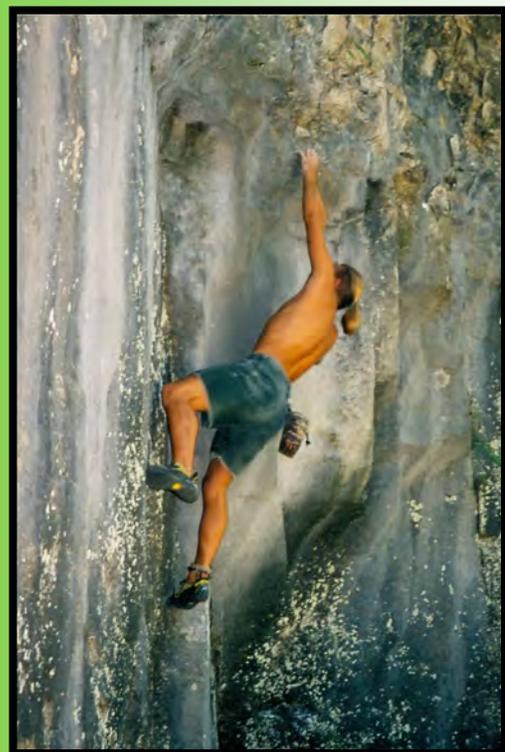
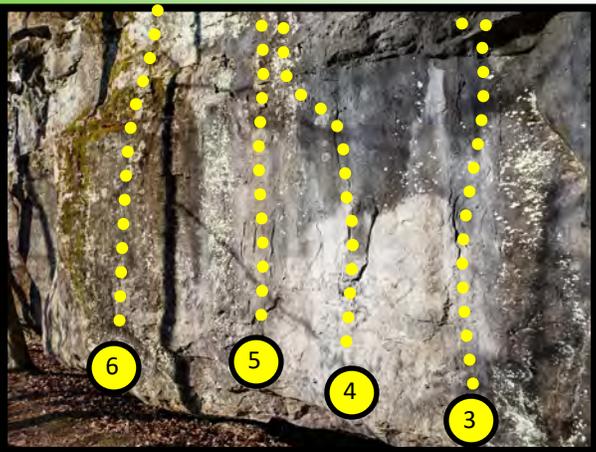
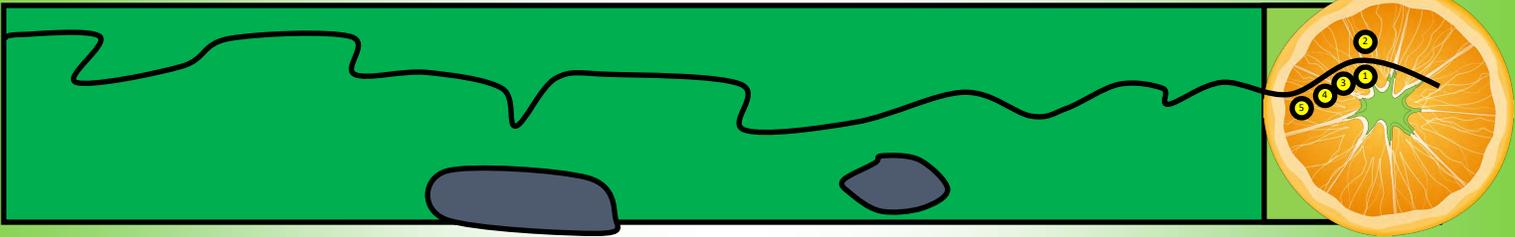
## Tangerine Wall

## Tangerine Sector right

1. **Peanut Butter** V0 Jump right to pocket to on right side of bulge, mantle. Jump down or top out. FA Gregg Purnell. 1992
2. **Numb\*** V5 From waist high jug slot move out right to good pocket above bulge. Work side pull crimp to dihedral holds. End on ledge. FA Gregg Purnell 1994
3. **The Grinch\*** V3 Pop start to gaston in shallow dihedral, jump down from lip jugs or down climb. FA Gregg Purnell 1194
4. **Been Caught Stealin'\*** V4 From "Grinch" start move onto "BLT" crimps after getting established. Top out "BLT". FA: GM 1999
5. **BLT Show\*\*** V7 Original sit start hold is gone. Knee start from decent crimps starts the crimp fest. Traverse to ledge, top out. FA: Rich Purnell 1994
6. **Banishing Ritual Project 1** V? Starts off Tangerine match jug at thigh height, taking off right using small feet traverse to medium level jug rail ending. Jump Down or traverse to ledge.
7. **The Lessor Banishing Ritual\*** V5 Same as above, yet move a bit further right to very cool moves. Easier version. Jump down from break or traverse to BLT ledge. FA: GM 2000



Gregg Purnell on Numb



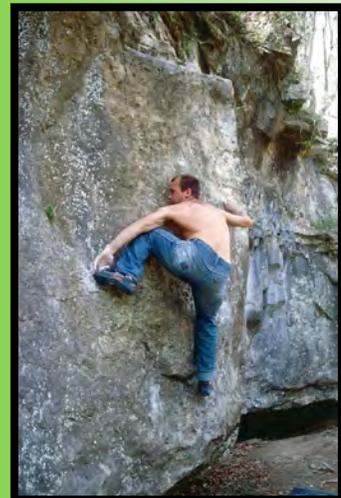
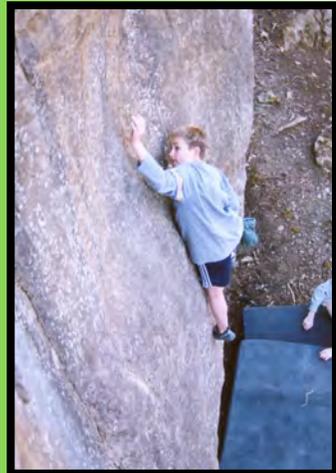
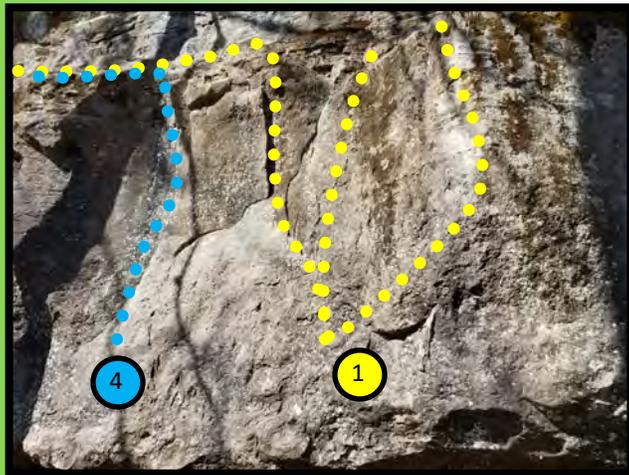
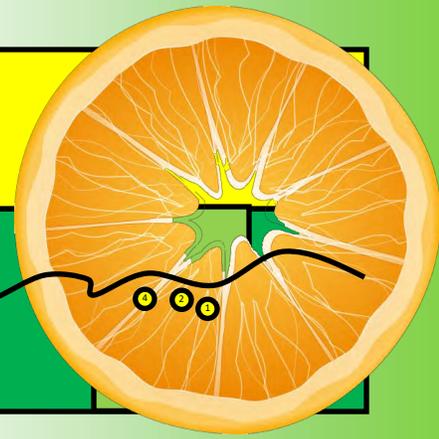
### Tangerine Wall

### Tangerine Sector left

1. **Tangerine\*\* V4** Right of the tufa-ish shallow dihedral are two flat jugs at thigh level , start here. Left under-cling lets you gain marginal feet to tufa-ish pinch arête. Weirdness of feet and a few strong moves yields jug ledge. Most people Jump down. FA: GM 1992
2. **Tangerine top out V5** Continue on thru questionable rock and top out. Tope rope recommended! FA Bryan Boyd 2003
3. **T. Project 2 V?** Chest level Start. Try to establish on face, and move left to rim ledge.
4. **Halloween\*\* V8** Bad crimps, bad feet, razor blade crimp, then a couple more bad holds to jugs, end on Mothers Milk ledge. Traverse to down climb. FA: Rich Purnell 1997
5. **T. Project 3\* V?** Obvious small under cling with terrible feet.
6. **T. Project 4\* V?** Same as above, just right of shallow bulge arete that hosts Mother Milk.

**Gregg Purnell on a early burn on Tangerine just below the jug band and ending.**

# Tangerine Wall



## Tangerine Wall

## Alliteration sector

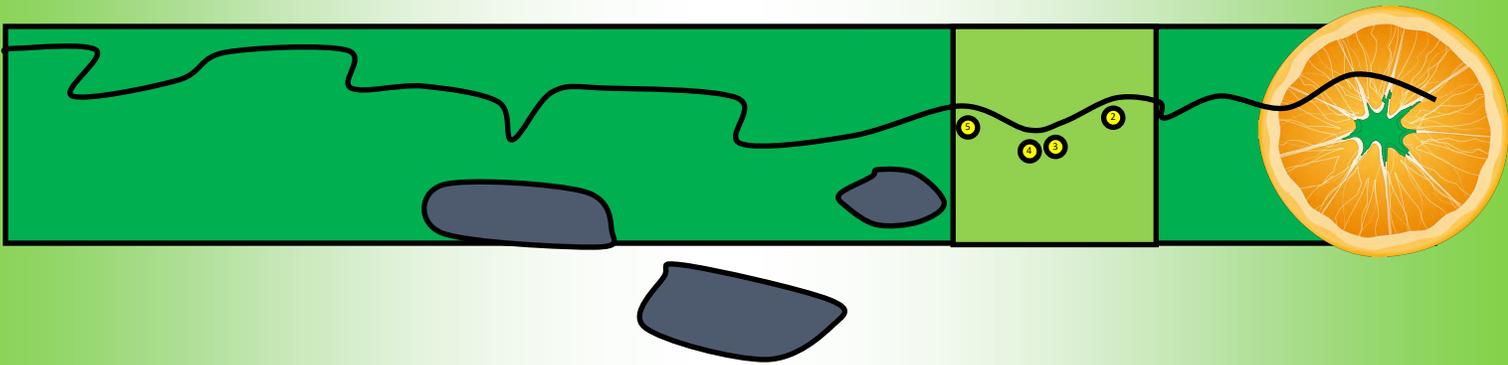
1. **Mothers Milk\*\***      **V7**      From Alliteration's right hand grab with left, side pull and crank right to bad crimper match. Figure out feet, to longer move. Problem ends on ledge with no hands after mantle. Tope out, down climb and/or traverse to tree down climb. FA: GM 1998
2. **Alliteration\*\***      **V0- (5.10a)**      Crank off good head level holds to left Gaston on flake. Weird feet then ending jugs. Traverse left to tree. Tree down climb or jump down. FA: GM 1991
3. **Symon Says\***      **V0-**      Same as above, but eliminate the flake. End on Mother's Milk stance. FA: Symon
4. **BBB\***      **V0-(5.10a)**      From head level holds, turn right gaston into under-cling to stand up. Holds out left will assist. End on Jug rail, then traverse to tree. Down climb tree or jump down. FA: Mike Duncan 1992
5. **Beaver direct**      **V0**      Lower (waist ) starter hold, then same as above. FA: Gregg Purnell 1992

**Symon on Alliteration above.**

**Gregg Purnell using tricky beta on Mother's Milk.**

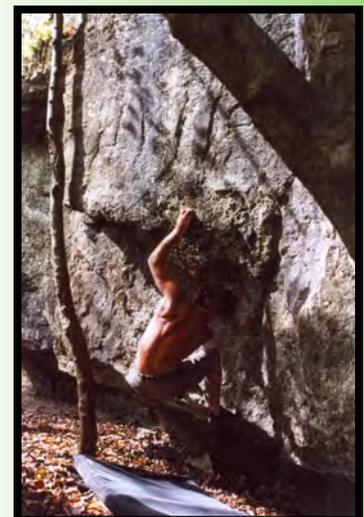
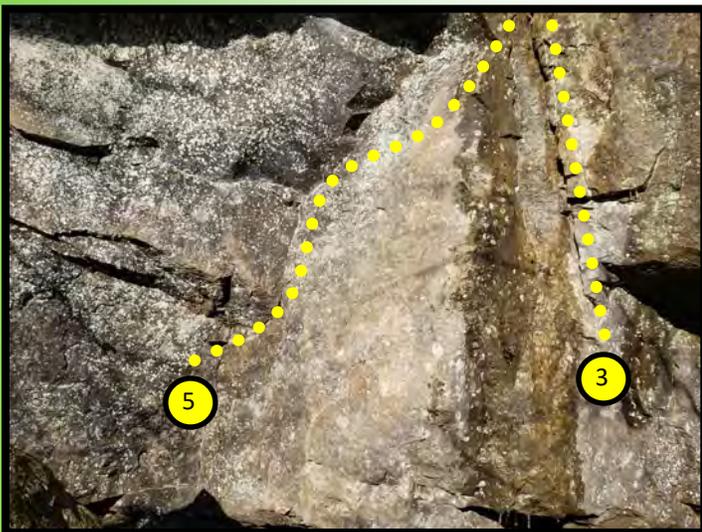
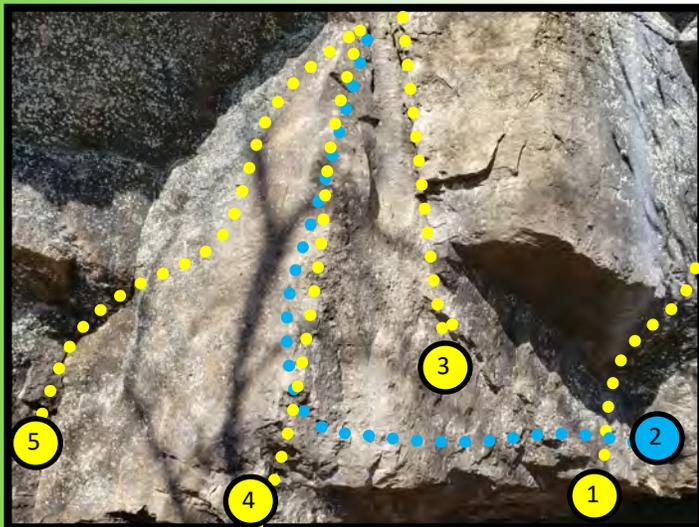






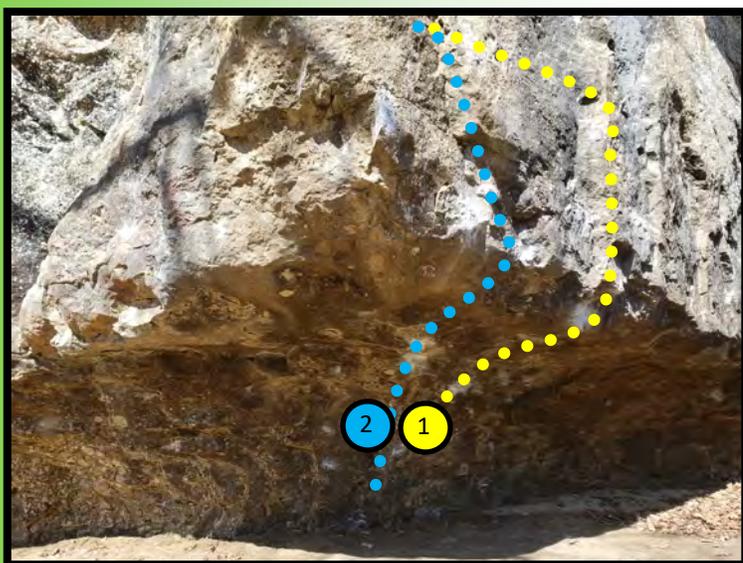
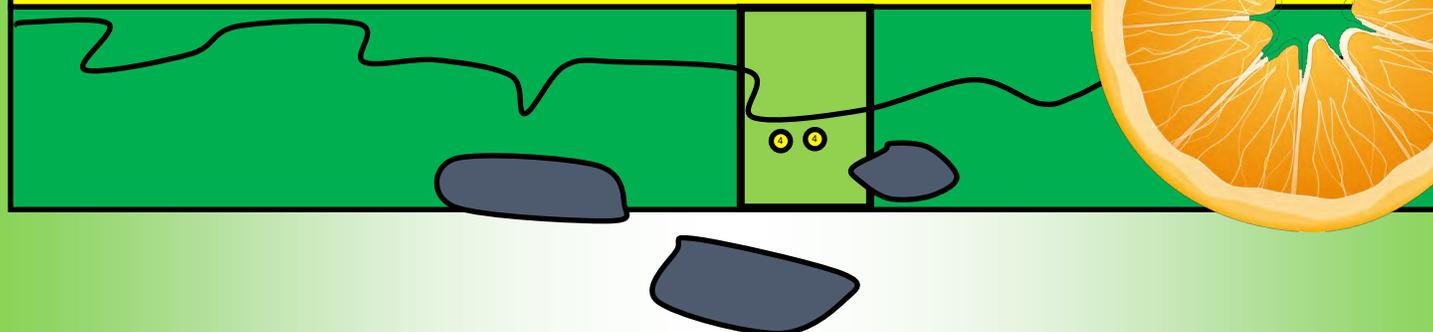
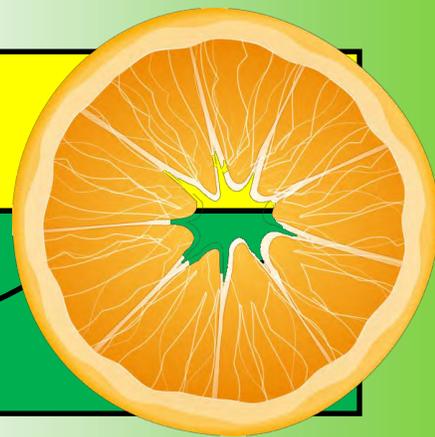
### Tangerine Wall Paisley Dragon Sector

1. **Savvy Dragon** V5 Sit start to "Paisley Dragon", then same. FA: Anthony Savoli 1999?
2. **Breathing Fire** V? From sit start grab crimps (feet for "P.D.") and head left on lowball traverse, heel hooking, unknown if complete?
3. **Wot's the Deal** V- 5.7 ok when clean, top out. FA: Mike Duncan 1991
4. **Viper\*** V5 Sit start off crimps. Finagle arête and crimps to gain stance. End on crack ledge. Down climb crack. FA: Rich Purnell 1997
5. **Philosophy\*\*** V5 From head level holds in black dihedral, crank into under-cling to make long move. Face foot hold magic, then blind right around arête. Use your head, could be crucial hold? Ends on ledge. Down climb the crack (5.7). FA GM 1997



GM making first move from under-cling match on Paisley Dragon.

# Tangerine Wall

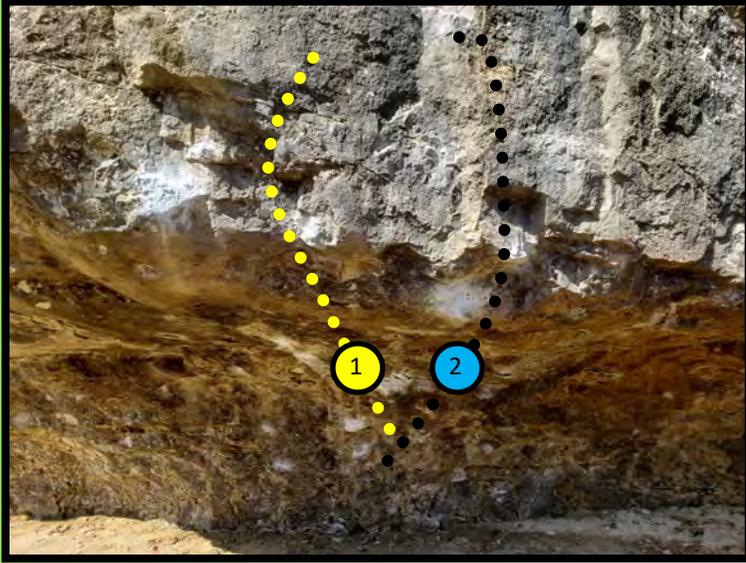
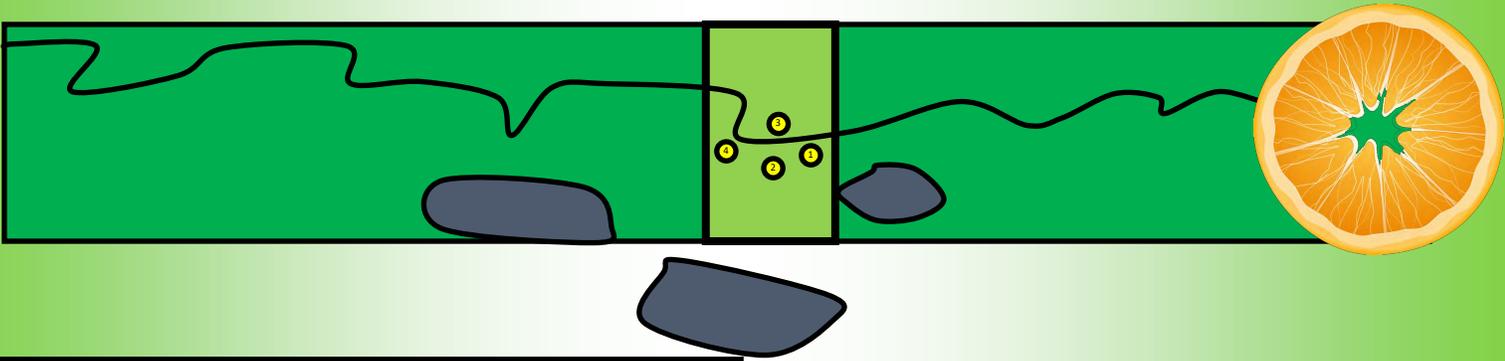


## Tangerine Wall Spider/Ivy League Sector

1. **Ivy League \*\* V10** Direct Start to the Spider. Sit Start on roof below the Spider on a pinch and under-cling. Deadpoint to a small crimp, move to an under-cling, pull a hard move to a positive side-pull at the lip of the roof. Campus to good edges and finish on the spider. V10 approximate difficulty, using The Red Hot Chili Pepper as a guideline. May be harder or easier. Tendency to seep during heavy rain. Rad sequence. FA Aaron Schneider
2. **With Empty Hands \*\* V11** A left variant to Ivy League. Start sitting on the left under-cling and right pinch where Ivy League begins. Do the first move left into the slot crimp in the roof on Ivy League, then make a very long right hand deadpoint over the lip over the roof to an edge typically used for a heel on Ivy League. Figure out how to get your body weight out from under the roof and climb leftwards to the arete and up to a no-hands stance on a ledge where Ivy League also finishes. Downclimb, drop off, or top out through the jungle above. The lip holds used for Ivy League are off-route aside from the leftmost one (foot only). FA Alex McIntyre 2018

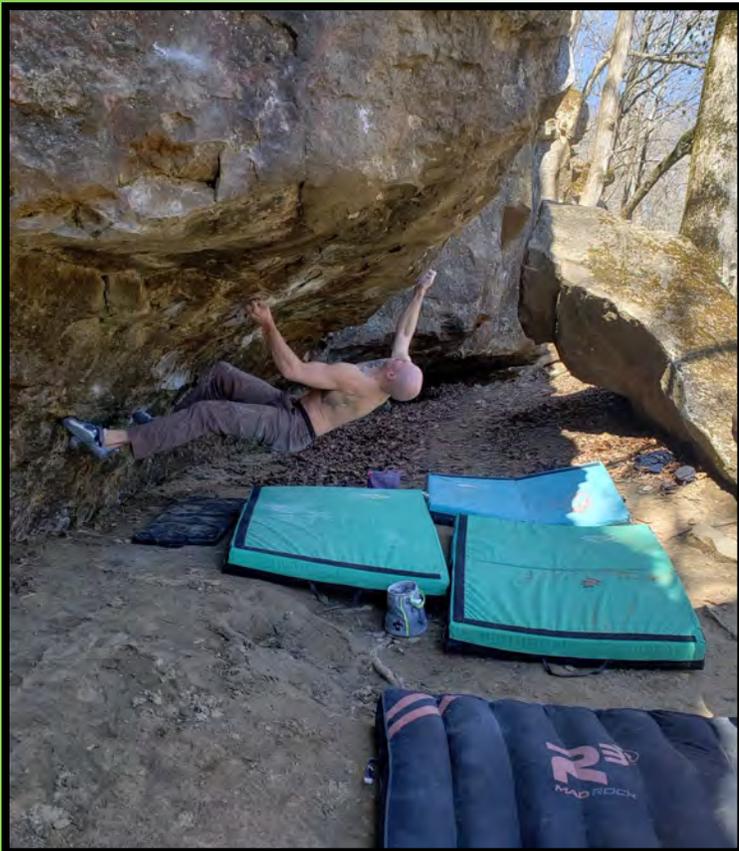


Bryan Boyd on an early attempt of Ivy League.

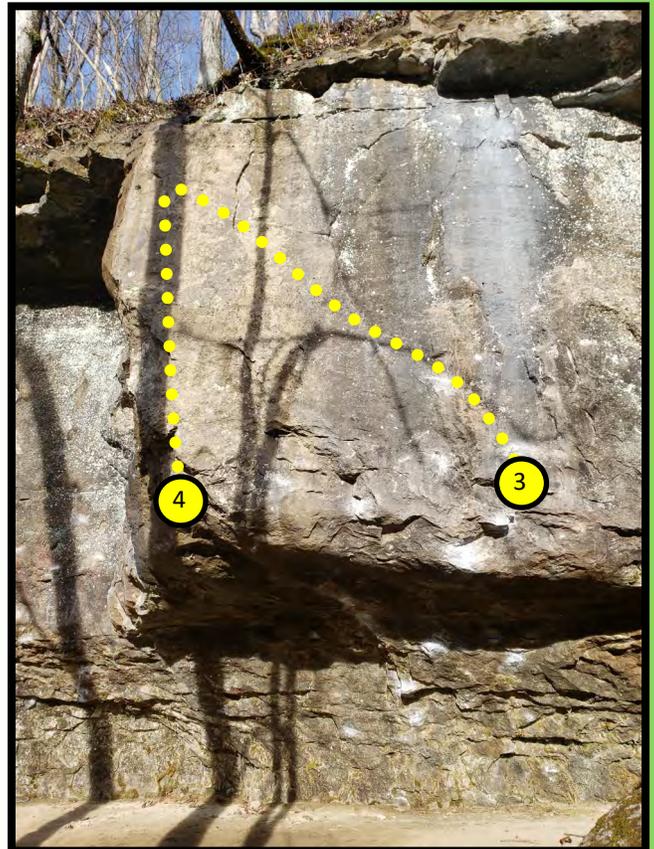


### Tangerine Wall Spider/Ivy League Sector

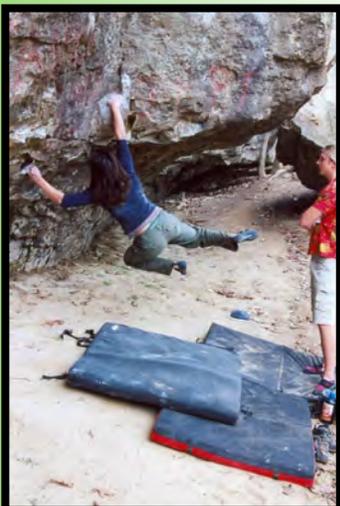
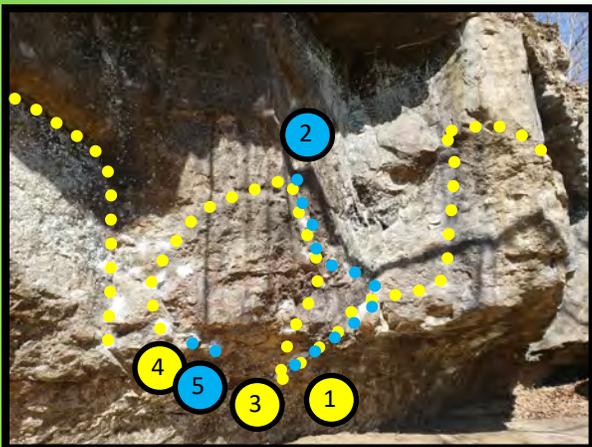
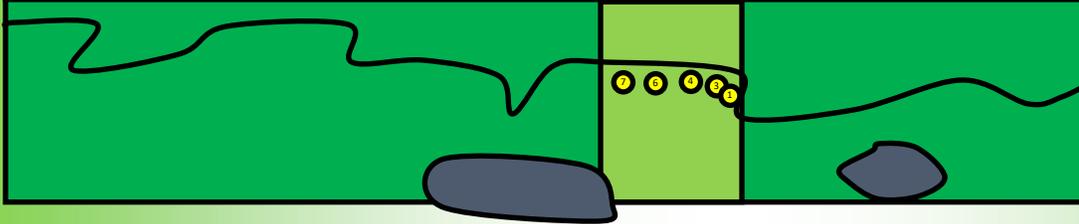
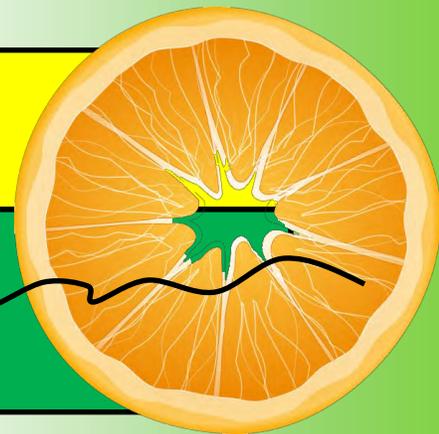
3. **The Spider \***      **V4**      Off head level crimps, campus to sloper, match and use gaston to get feet up over bulge. Traverse left and end at no hands rest on mini ledge. Jump down. FA: 1993 GM
  
4. **Brown Recluse \***      **V4**      starting more direct under "Spider stance" campus directly to gain feet then stance. Jump down. FA: GM 1999



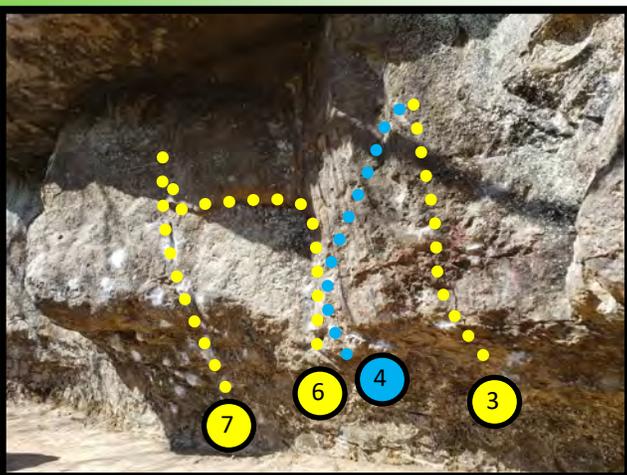
Sawyer Hankins cranking Ivy league.



# Tangerine Wall

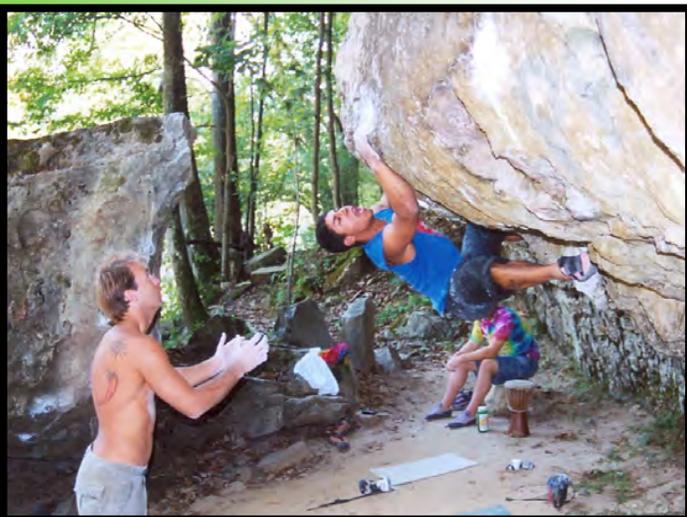
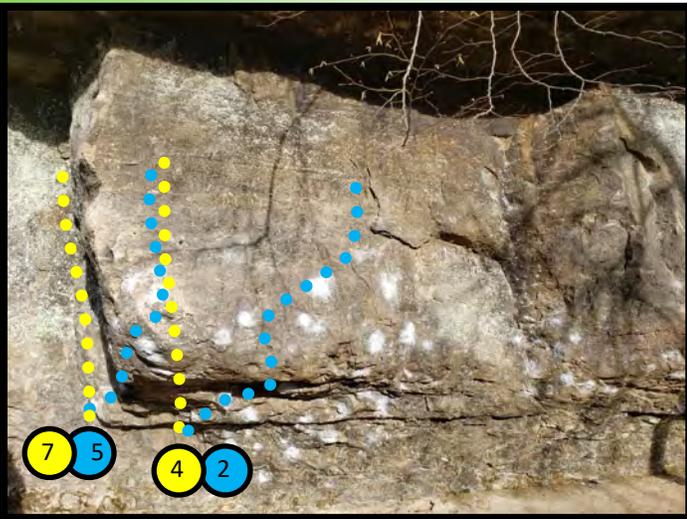
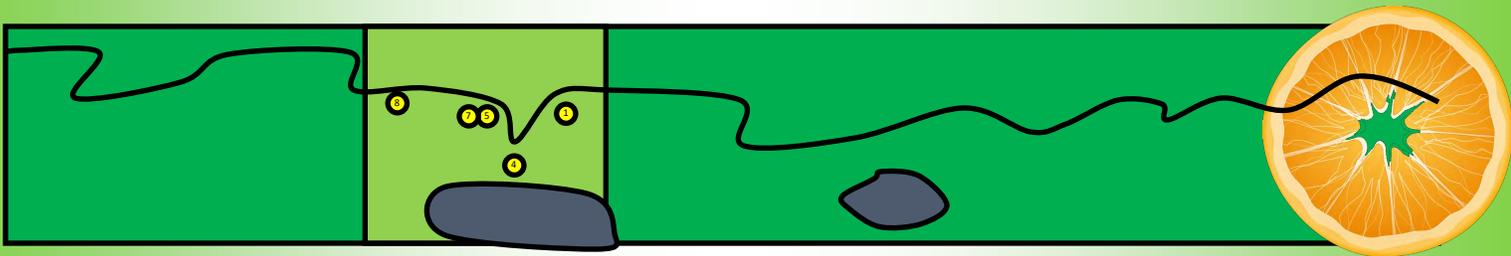


Jessica on the Kama Sutra



## Large Roof Area Right

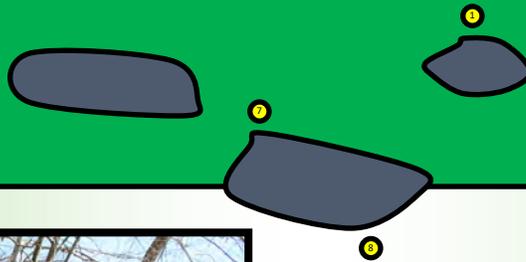
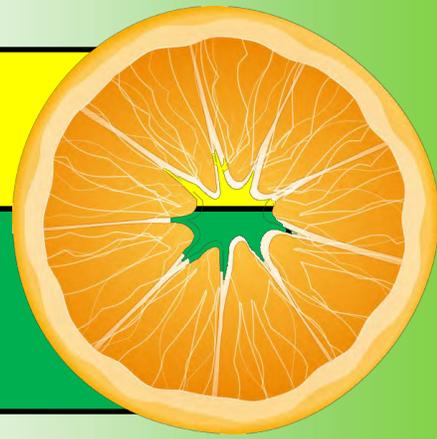
1. **Kama Sutra** **V6** Sit start, grab ok crimp and left under-cling. Crank right to sloper jug, match, cut feet, re-establish. Most people heel hook left to gain ok crimps, to crimps, then a stance to a double gaston which allows you to stand up and reach right around corner to Spider ledge. Ends on ledge with hands. Jump down. FA: GM 1997
2. **Pretzel logic** **V4** Start of Kama Sutra, match jug, twist into Gaia Project, end on V shaped jug. FA: GM 2000
3. **Gaia Project** **V8** Crimp project. Start on ok under-cling to ok crimp ledge. Crank to razor blade crimp (usually right hand). Mange bad feet to better holds. Ends on V shaped jug, Jump Down. FA: ?
4. **Undoing Yourself** **V7** With left on head level crimp and right at chest level establish fast and move up a series of crimps. Knee bar used to process crimps. Traverse left to ending V shaped jug directly above Gaia Project, Jump Down. FA: GM 1998
5. **Undoing sit start Project** **V?** Andrew Gehring added two additional starter holds, but did not finish problem.
6. **The New Pollution** **V4** Use head level holds to crank up into dihedral. Travers left onto wild-flower no hands stance to end problem. Jump Down. FA: Gregg Purnell 1995
7. **Wild Flower** **V5** From sit start, crank off ok crimps left to bad right two finger edge. Mange bad feet to side-pull, then jugs. End with no hands stance on mini-ledge. FA: GM 1993
8. **Wild Flower variations** **V5** There are three or four variations to the problem .



## Large Roof Area Left

1. **Ty's problem** **V6** From chest level under-cling under bulge, establish off bad feet to move over bulge on ok holds. Crank bulge to no-hands stance. Jump Down. FA: TY 1999
2. **Right Not Chili Pepper** **V7-8** Start holds of RHCP, then match on starting holds of Ty's Problem. Tension-y under-clings and a long move to a pocket crimp, then move right once established over the roof to finish on the same jug flake feature as Wildflower. FA: Alex McIntyre 2018.
3. **Knucky** **V4** Original start of the RHCP, till we could link the bottom .Normal Start, right high on sharp crimp, pop into heel hook, mantle, stand, jump down. FA: Gregg Purnell 1996
4. **The Red Hot Chili Pepper** **V7** From sit start crank off bad crimp and under cling to side-pull slopers and left heel hook. A bit easier if taller. Pull bulge to no hands stance. Jump Down. FA GM 1998
5. **Left Not Chili Pepper V6+** Start on Arthur Guinness hold in dihedral. Pop into Pepper. This variation misses the two classic slopers, but looks fun just the same. FA: Unknown.
6. **Savvy problem** **V5** Start on heal hook jug stay on south face crimps to RHCP exit. FA: Anthony Saviolia 2000. Slightly different the Left HCP?
7. **Arthur Guinness** **V4** Dihedral seam to ok jug. FA: Gregg Purnell 1996
8. **Brave New World** **V4** From head level crimps crank up and left towards arête and end on large ledge. Down Climb short crack. FA: GM 2000 Self Belay. This problem is partially itemized in the upper picture. It is about 8 feet from the left corner ultimately ending on the corner ledge.

# Tangerine Wall



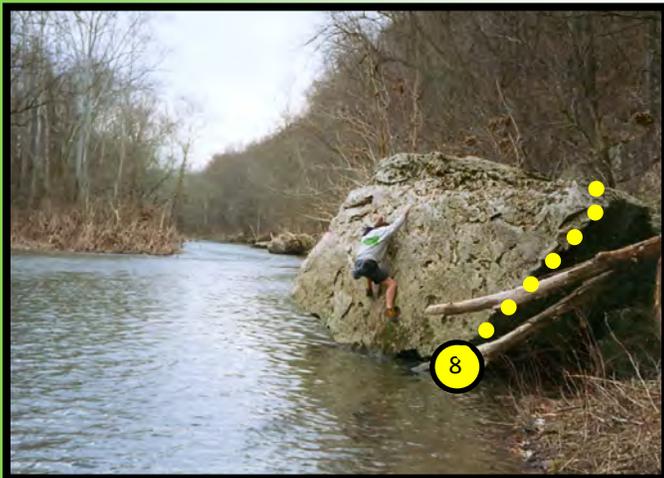
## Isolated Boulders Near Roof Sector

### Cult Boulder:

1. **Cult of One\*** V2 West face, sit start, ok holds, throw to the center point of boulder. FA: GM 1992
2. **The Golden Dawn\*** V4 Sit start left side, crimp across face and mantle out right side. Edge off limits till exit. FA: GM 1992
3. **Sun King (R/L)\*** V0 Sit start on either side to mantle off other side. FA: GM1992
4. **Revolution (R/L)** V1 Sit start on either side and traverse back and forth. FA: GM 1992

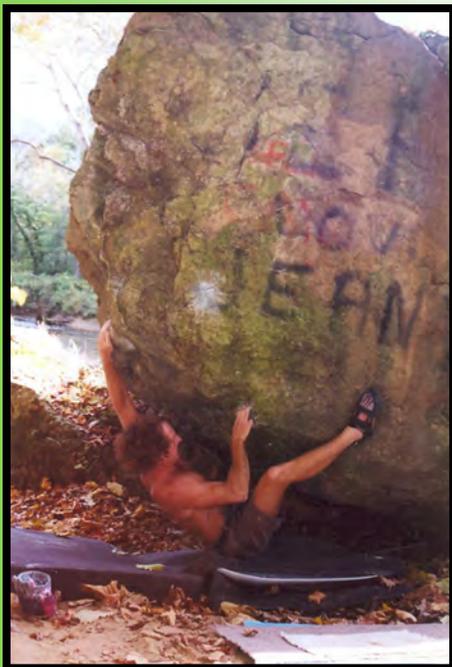
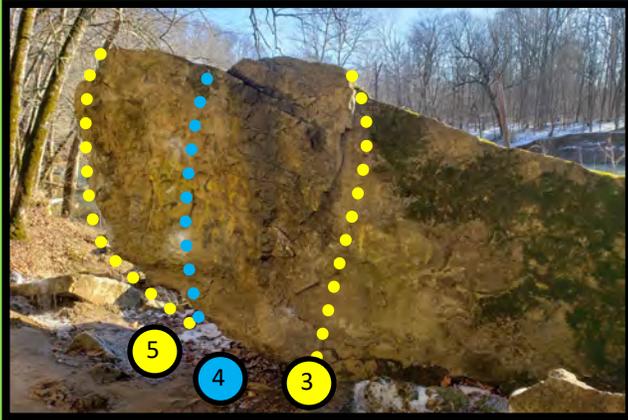
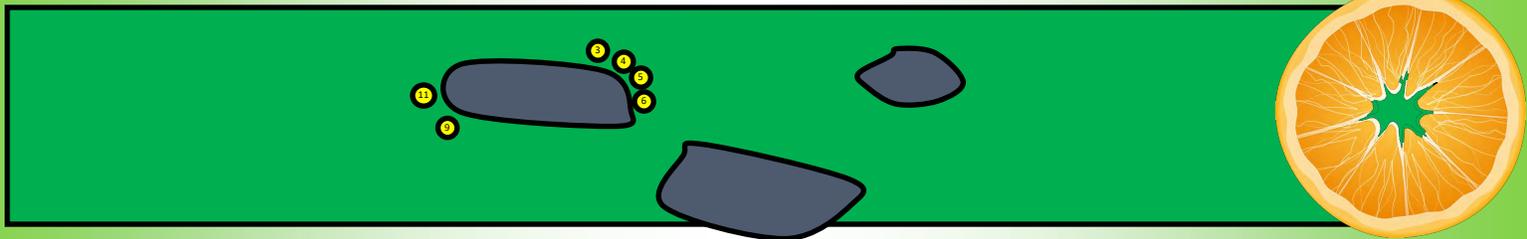
### Zeppelin Boulder:

5. **TN Misses Staples** V- Traverse north to south along river side. Often Dirty. FA GM 1991
6. **Bron-y-aur** V- Easy lip traverse on west face of boulder. FA GM 1991
7. **Love Elephant\*** V1 Two hand pinch sit start with a high right toe hook for tension, follow the deep crack moving left all the way to the top with good feet once your past the start mov e. FA: Unknown
8. **Down by the Sea Side\*** V4 When water is low, sit start on north east corner arete, crank up arete and mantle. FA: GM 2002



## GM on The Notorious Miss

**Staples, above. Unknown climber on Love Elephant, below.**



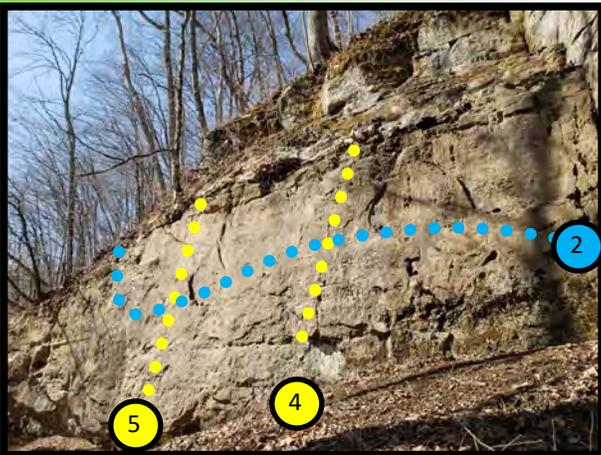
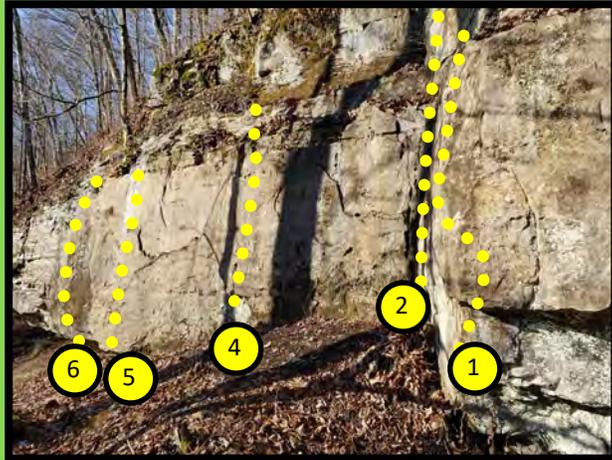
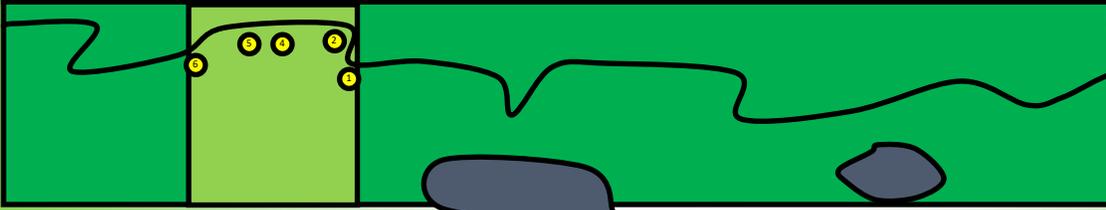
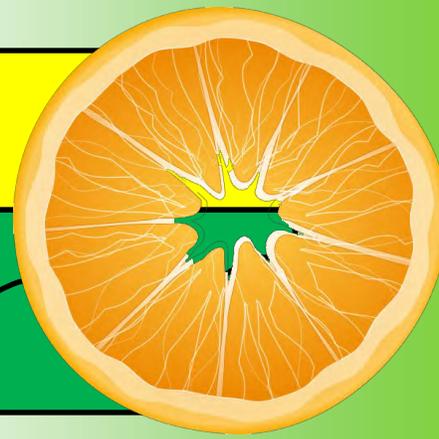
**Pink Boulder:**

1. **Green Side of the Spoon** V- Easy lip traverse. Right to left, top out on north face. FA: GM 1991
2. **Wish u Were Here** V1 Traverse right to left on crimps with lip eliminated. FA: GM 1991
3. **Us and Them\*** V1 Sit start four feet from following line. Heel, crimps. FA GM 1992
4. **Pigs on the Wing\*** V3 Sit start on right side. Heel hook and exit on crimps of west face. FA: GM 1991
5. **Thigh Master\*\*** V5 Sit start, under boulder, right hand on hold used as a left to start Pigs OTW. Crank up arête, using opposing heel hook, slopers and arête pinch. FA: Anthony Savioli 1998
6. **Great Gig in the Sky** V1 Starting on north east corner traverse right to south west corner. Green for first few moves. FA: GM 1993
7. **STCFTHOTSun\*** V3 Sit Start on ok holds legs under roof, throw for ok holds then lip, mantle out. FA: GM 1992
8. **Ibiza Bar** V- Lip traverse on east side. FA GM 1992
9. **Seamus\*** V1 Traverse crack, crunched up somewhat, bad landing. FA: GM 2004
10. **Ab in the Wall/The Hobbit Mantle V0+** Southeast corner of boulder. Low under-cling on East side left ok hold to lip and mantle: FA GM 2000
11. **The Hobbit Hole\*** V6 Sit start with right hand on vampire fang crimp and your choice of left hand (slopy edge or shark tooth crimp) plaster feet and make one move to the lip and top it out. Surprisingly fun for its size. FA Carlos Vidaurri 2019

**GM on the super cool thigh-master.**

**Recently recleaned Seamus (middle).**

# Tangerine Wall



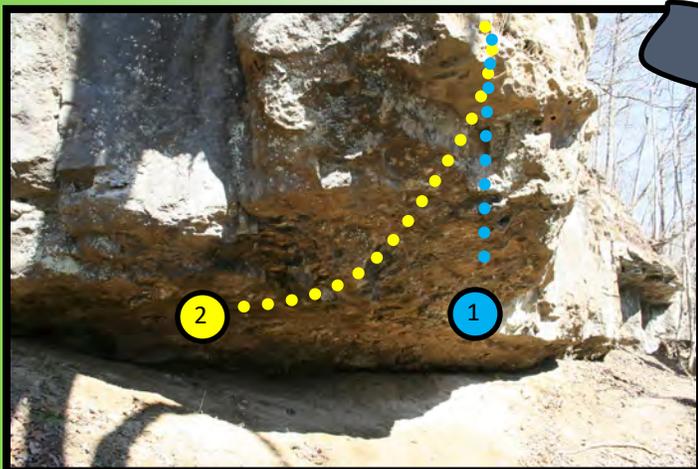
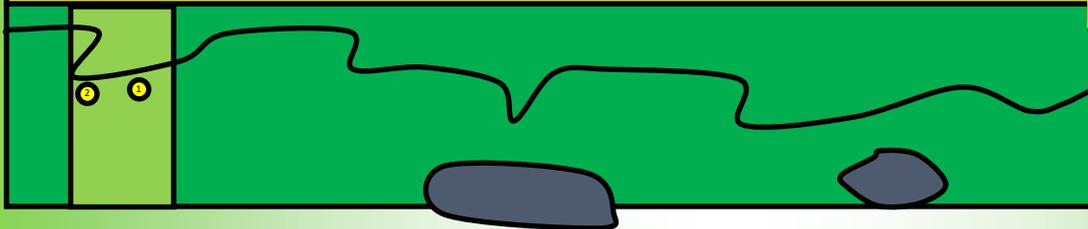
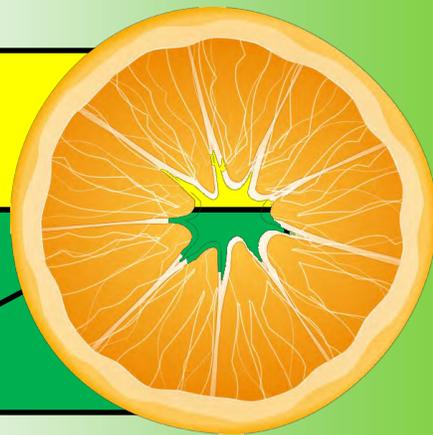
## Tangerine Wall Prometheus/Rogue Sector

1. **Nietzsche \*** **V5** Start on right side of arete' moving around corner somewhat blindly. Would be sit start if padded correct on angled terrain. Left crimp around arête and right on right face. Move right first, then back left to crimp match on left face. Finagle to ledge. Descend crack 5.5 FA: GM 1997
2. **Grunge Nation** **V0 (5.5)** Normal start to easy crack. Usually very dirty. FA GM 1991
3. **V-ME** **V-** From corner traverse right to Beelzebub. FA GM 1993
4. **Born as Ghosts** **V1** Waist start., face moves to now hand stance on ledge. Down climb crack in right corner. FA: Mike Duncan 1192
5. **Mike's Problem** **V1** Normal start, face moves. FA Mike Duncan FA 1992
6. **Beelzebub \*** **V0** Sit start on arete. Pull off good holds right to face moves. Now hands stance ends problem. Traverse to down climb in right corner. FA: GM 1998

**All of the above: Fun face moves when cleaned, yet seldom done or clean.**



# Tangerine Wall



## Tangerine Wall Prometheus/Rogue Sector



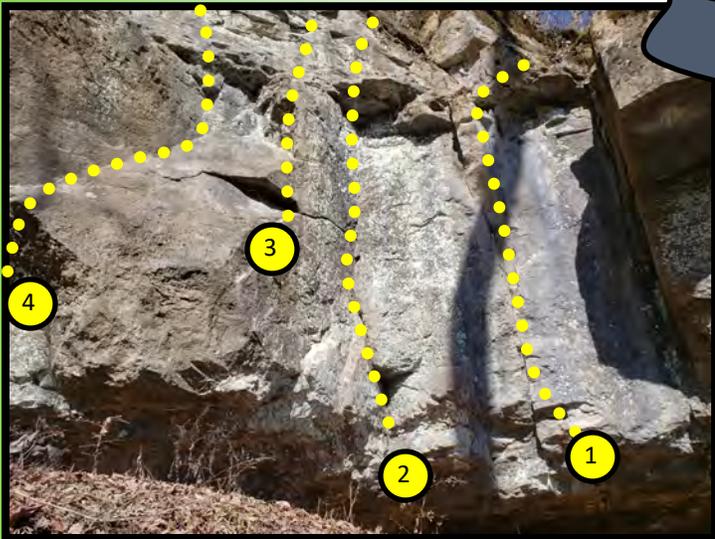
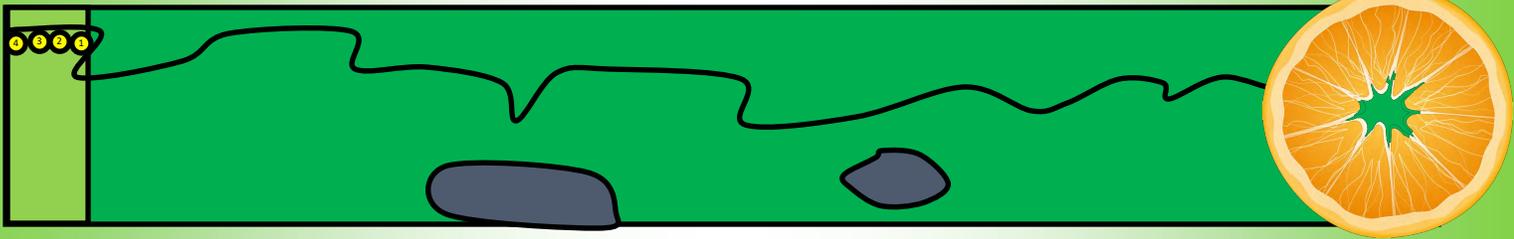
1. **Incisor\*\*** **V7** Stand start on big under-cling jug, plaster feet and negotiate the 'incisor' hold to establish on the hold options above it. Then, make a long move to the pocket jug on Rogue Dentistry. To top, continue through the line of pockets straight up and right to the top of the cliff . FA Carlos Viduarri 2018

2. **Rogue Dentistry\*\*** **V10** Powerful roof climbing. Start on two good under-clings on a bulge, figure out the heel, and power up to another under-cling/pinch and fire for a slopey pocket. Continue up the face and top out. Now V10 again after major hold break. FA: Alex McIntyre 2017

3. **String on a Door Knob\*\*** **V11** Low start to Rogue Dentistry. Start below and left of the opposing side-pulls. Rogue Dentistry starts on using a very good left hand jug in the roof and a right juggy edge near the skirt on the bottom of the roof. Pull on and move through a core-and-bicep-sapping compression boulder to a difficult setup on the start holds of Rogue Dentistry, then finish out that line.

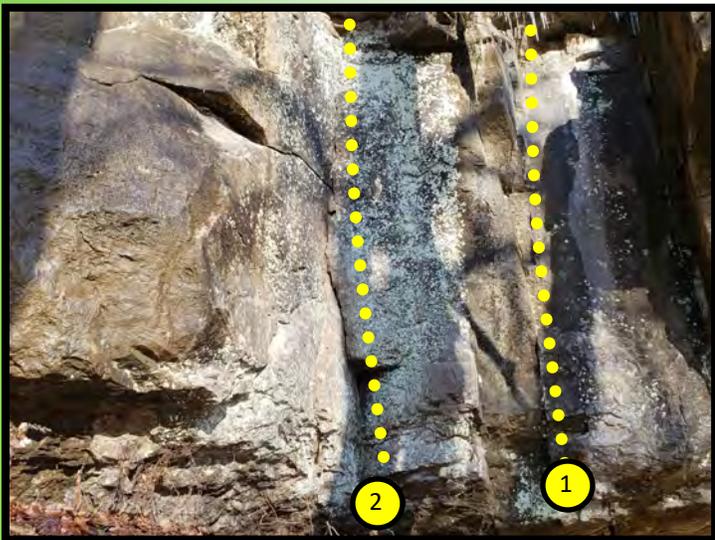
Thanks to Carlos for spotting this line and Stefan for providing interesting beta vision and nearly sending before moving to Germany! Glad to make this one a reality. FA: Alex McIntyre 2018

4. **Prometheus\*** **V4** High start on block and roof pocket. Establish and crank over bulge. FA: GM 1991

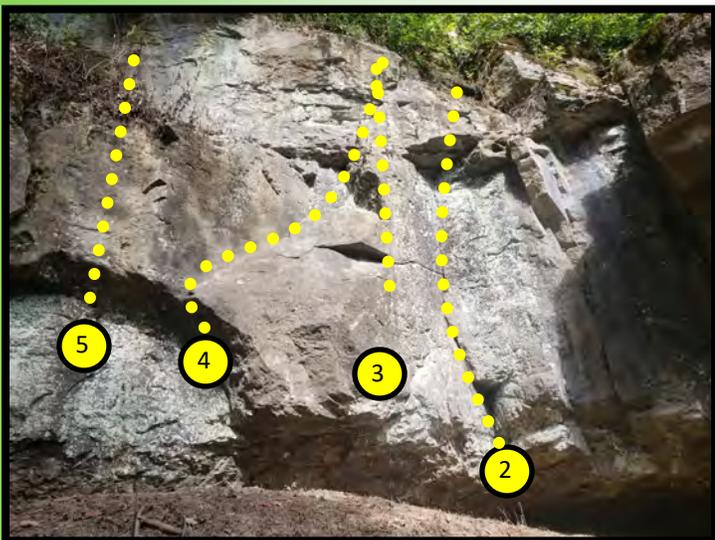


### Tangerine Wall Prometheus/Rogue Sector

1. **Terrapin\***                    **V3**            Sit start, powerful moves to blind layback pinch. Stance on ledge. FA GM 1998
  
2. **CWT Axe Eugene\***        **V4**            Sit start, crank off pad to easier ground. FA: GM 1998
  
3. **Pan\***                            **V1**            Waist start. Crank bulge to left hand sloper then on to better holds. FA: GM 1998
  
4. **I am that I am\***            **V2**            Waist high start. Pull mantle move and traverse right. FA: GM 1998
  
5. **I am**                            **V-**            Right of green crack. Underling start few moves to block. FA: GM 1999

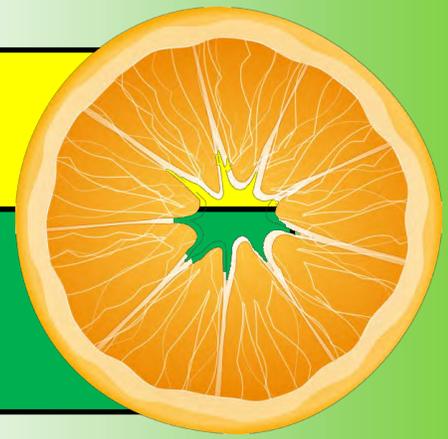


**These problems are actually pretty good though seldom done.**



**Ethan Hill (middle) and Drew Schmalfeldt (below) working the new classics!**

# Tangerine Wall



Greenland and other walls not usually climbed on.....

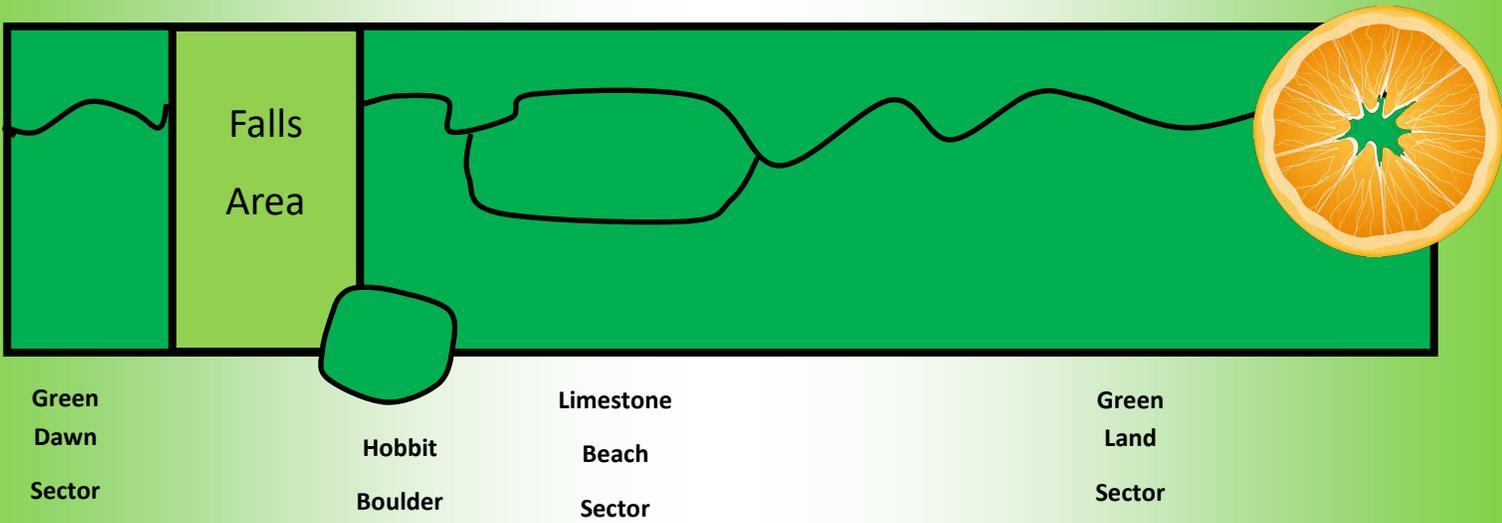


View from the Limestone Beach

I will only give a short explanation for the problems past The Rogue Sector. It was my theory that if I cleaned these climbs then they may stay alright. With the low traffic 20 years ago, this was definitely not the case. The erosion issue was also a problem for some of the climbs. The quality of these problems is not likely to improve, although I probably enjoyed the process. The fact that I lived on the property for 15 years was a contributing factor to my obsession.



Food For the Moon angles right up to ledge by roof.

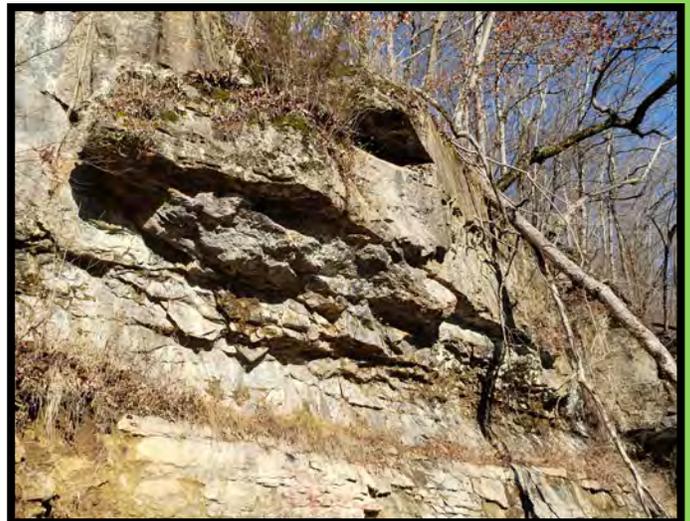


### Greenland/Limestone Beach Sector Routes

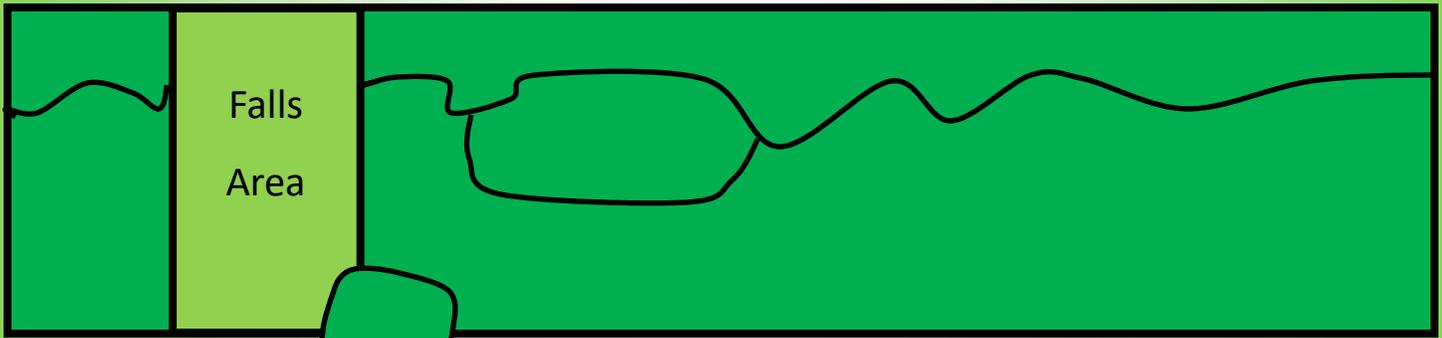
- |                       |    |
|-----------------------|----|
| 1. Green Crack        | V- |
| 2. Huge flake         | V0 |
| 3. Vg                 | V- |
| 4. Lit                | V0 |
| 5. Machine Head       | V0 |
| 6. Archeology         | V0 |
| 7. Dig it             | V0 |
| 8. Evolution          | V- |
| 9. Kornflake          | V- |
| 10. A loof            | V- |
| 11. A fool            | V- |
| 12. Japanese Garden   | V0 |
| 13. Dogma             | V0 |
| 14. No Frogs          | V0 |
| 15. Food for the Moon | V1 |
| 16. Mahatma           | V0 |
| 17. Tree frog         | V- |



Large roof north and above the start of the area called the Limestone Beach



Could be a top rope area If a bit dryer /cleaner?



Green  
Dawn  
Sector

Falls  
Area

Hobbit  
Boulder

Limestone  
Beach  
Sector

Green  
Land  
Sector

### Green Dawn Sector Routes

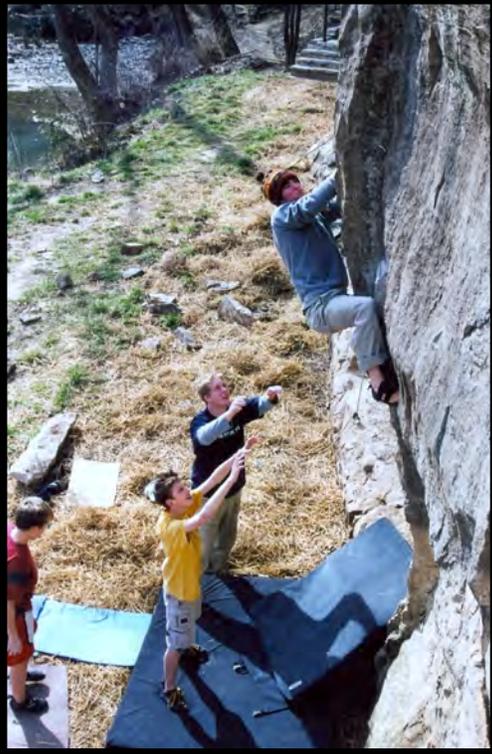
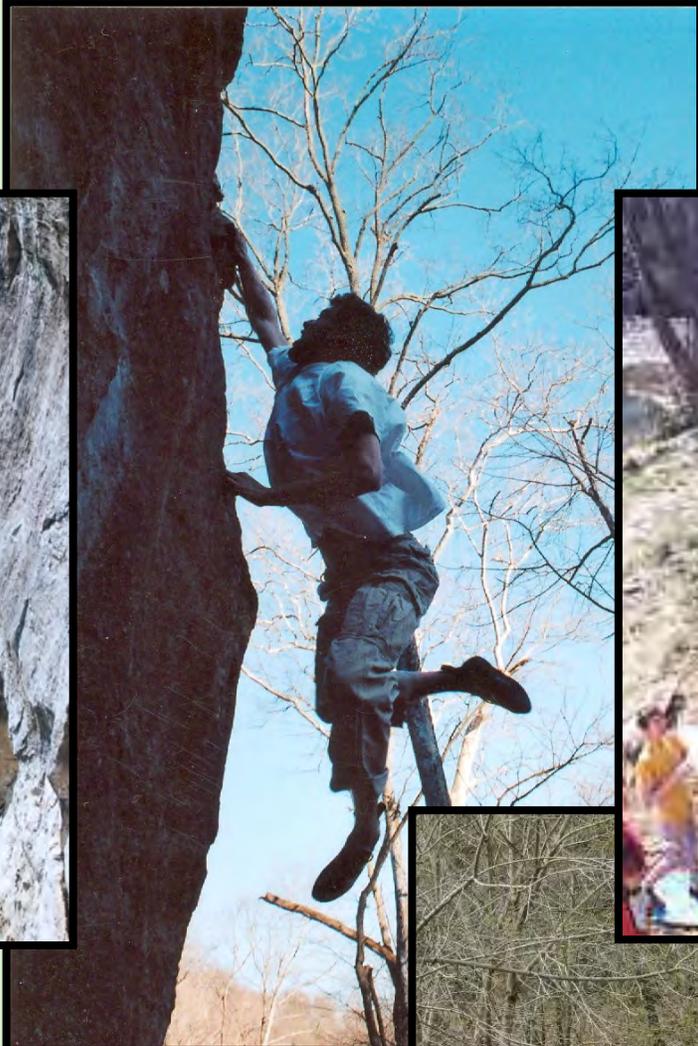
- |                     |    |
|---------------------|----|
| 18. Malkuth R & L   | V- |
| 19. Crack           | V- |
| 20. Yesod           | V0 |
| 21. Hod             | V- |
| 22. Netzach         | V0 |
| 23. Geburah         | V0 |
| 24. Chesod          | V- |
| 25. Binah           | V- |
| 26. Rich's Problem  | V4 |
| 27. Green Wall      | V- |
| 28. Hobbit Traverse | V- |

### Hobbit Boulder

**H2O V4** Saw someone post this on YouTube. I am not sure of the problem, but someone seemed to enjoy it! Started in the water I think?

This area was cleaned once and had a few alright problems. A couple trees came down during floods and changed the area significantly.

# Heinousness Wall Overview





# *Heinousness Wall*



## Overview

In all honesty I am not sure why I did not turn down the job after I just got out of collage. Before my interview I stopped at the Mill Area. It was completely run down. I was not even 100 percent sure what I was looking at. Huge piles of black material with plastic and tires strewn about there bases. In the lower area I looked over the cliff past ruins of the state park era. Nice little creek barely flowing into a nice little river, couple old tires just placed perfectly to make you wonder: why?

One of the interview questions was, "What is the first thing you would do if you were offered the Job." I replied that I would hike down the stairs and carry out those two tires in the middle of the creek. I did not get the job, but they offered me the assistants job (who became Director). First thing I did on the job? I carried both the tires out the delapidated steps.

In 1999 when the bids came in for the Vinegar Mill Restoration Project they were almost double the \$204,000 grant that we had received. So an upper shelter was nixed, as were large improvements to the roads retaining wall. Engineers suggested we remove the cinder removal? What? I then went to the commissioners and surprisingly they agreed to pay the 12,000 for removal of the five piles of debris below the mill area.

Sixty-Five triaxle trucks of material. Approximately 1300 tons. I took before and after pictures of most of the construction. I was in awe and disbelief as the ciders were slowly yet methodically removed. I had a an old film camera and it broke the last day of removal. The film did not reroll and became exposed. Augh, but look at that new rock.

The natural stone seat wall below the tall wall was not exposed prior. We came back a couple years later and with a small of back hoe and shovels to dig out underneath the small overhangs.

Today....nice traversing or moderate problems with a few classics here and there!

# Heinousness!



Large Pile completely covering wall!



Random debris in piles?



Upper parking lot 1991?



Picture caption Lower parking lot and steps



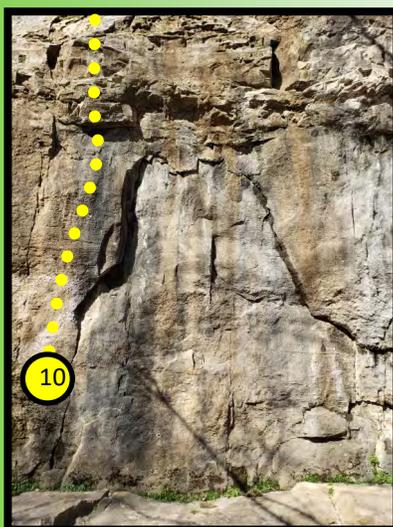
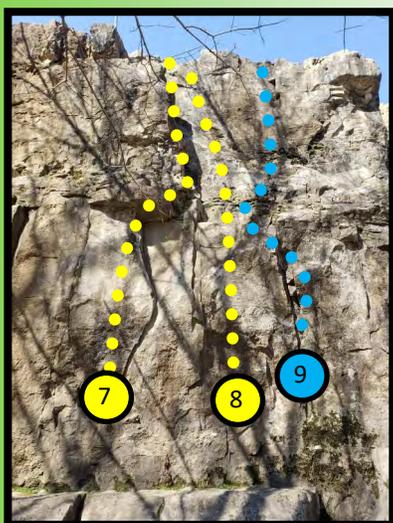
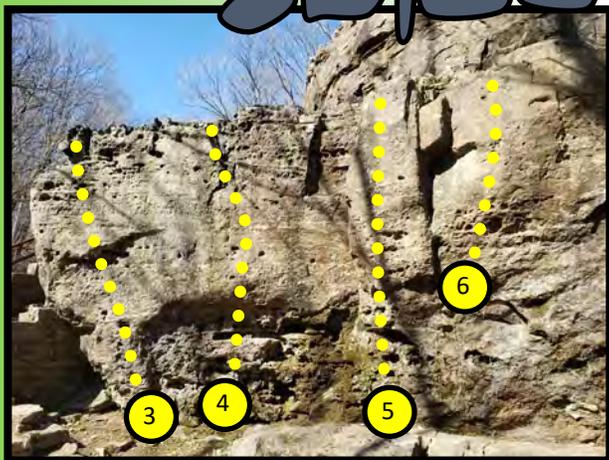
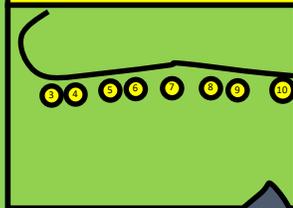
Small pile 20 feet from steps landing?



East end of large pile?

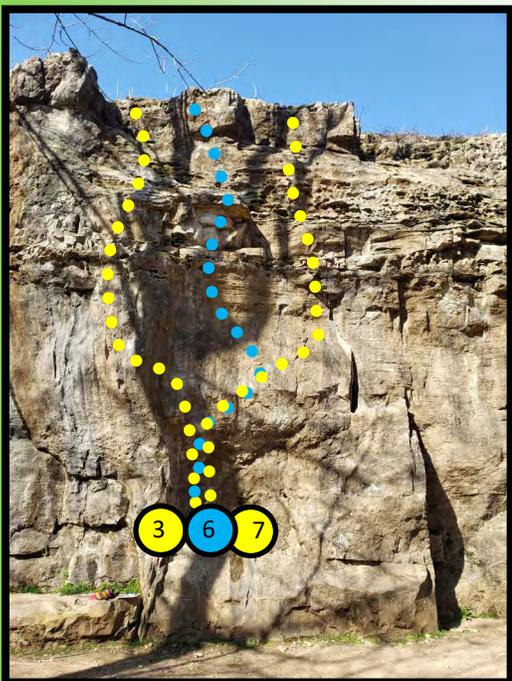
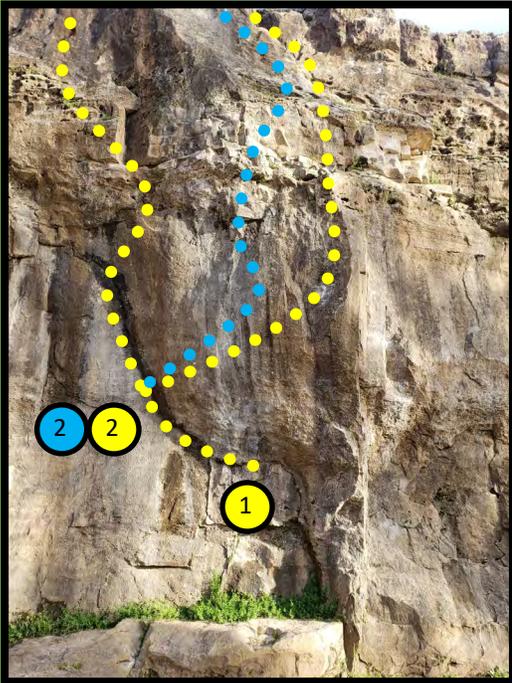
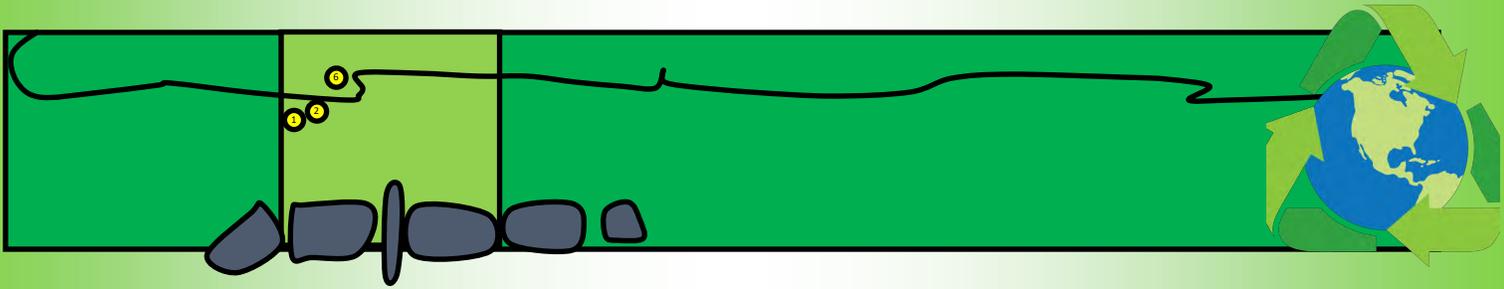


# Heinousness Wall



## Heinousness Left Tall Sector/Stairway Area

1. **Low Ball traverse \*** **5.10** From either direction traverse wall, but from Kundalini to Politian there is a low safe traverse with short crux getting past Politian low area. FA: GM 2004. Back and forth FA: GM
2. **High Ball traverse \*** **5.11+** From either direction use middle ledge to hand traverse tall area. Down climb on Sirius Rising is cruxy. This was completed both ways using some protection via ropes at strategic points. FA: 2004. *Back and forth was not completed.*
3. **Stairway Left \*** **V-** Sit Start, good moves on slopy pockets, under-cling. FA: GM 2000
4. **Stairway Right** **V-** Sit Start, flat jug, under-cling, side pull pocket, edge, long move edges pockets. FA: GM 2000
5. **Blunt Arete \*** **V-** Dirty sit start, left edge, right under-cling, work arete, tension a bit to long moves. FA: GM 2001
6. **Jo Kool** **V2** From head level sloper pockets, move up one level to ok left, right edge, deadpoint to edge. FA: GM 1992
7. **Jose Quervo \*** **V2** From head level layback, finagle heel high to gain access to block under bulge. Needs extra pads to make level landing. Easier top out. FA: GM 1992
8. **But Sirius-ly Folks \*** **V0-** Normal start, R. blocky under-cling, L. two finger edge, L. Side pull, slope then jug, committing! Pad Accordingly or tope rope. FA: GM 2000
9. **Heinousness Reigns \*** **V0** Finagle side pull crossing body to shared hold on left route to mid level wall jugs, easy top out. FA: GM 2000
10. **Magick Bus \*** **V2** Chest level side -pull, right crack, repeat. Shroud start bleeds into Bus or crack. FA:GM 2000



Neil Westphal on Kundalini

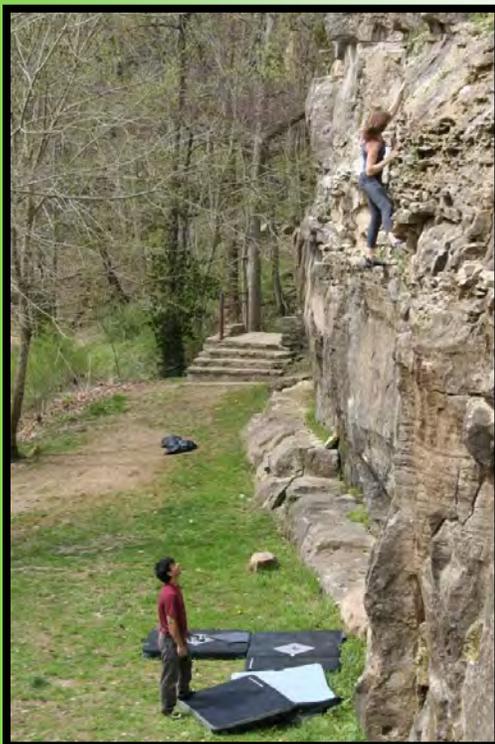
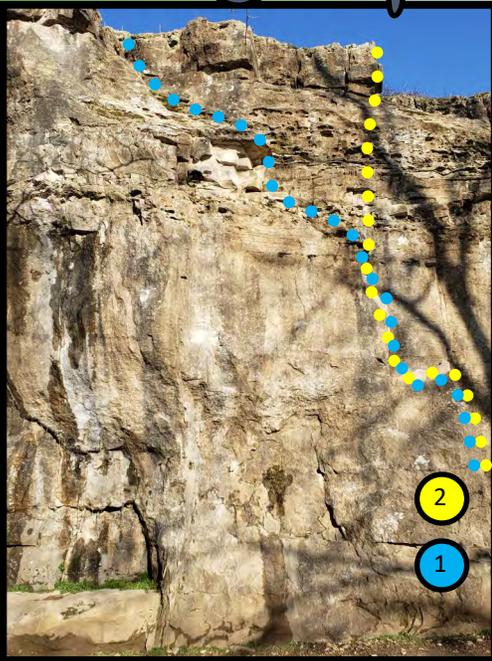
1. **Sirius Rising \*\*** **V3** Obvious left leaning Flake, work crack, edge, then sloper, then jug. Watch questionable hold, then higher second crux. TR suggested. FA: GM 2000
2. **Sirius Rising Projects** **V?** From crack move onto face crimps. Avoid kundalini and crank up high to block pinch then better holds. From Crack to Kundalini jug has been done via above mentioned crimps. FA: Name Lost. **V5**
3. **Kundalini \*\*** **V2** From under-cling to ok edges on right of arête swing over to left jug, then blind crimp to crimp edges. Nice horn lets you compose to juggy, but tall top-out. FA: GM 2000
4. **Kundalini Rising \*\*** **V4** From mid level jug left of arête, dyno to horn, eliminating blind crimps as well as slot edges. FA: GM 2000
5. **Kundalini Direct \*** **V6** From a sit start below and just left of the arete on Kundalini, climb straight up using a series of crimps on the left side of the arete to a deadpoint to the first hold left of the arete on Kundalini and then dyno to the horn above as per Kundalini Rising. The arete and holds right of the arete are off, as well as the rock bench to the left. A worthy eliminate if you're looking for a new challenge. FA: Alex McIntyre 2018
6. **Religion \*\*** **V5** From Kundalini start, move right on crimps to sharp right hand, heel on good hold, intermediate edge to mono-crimp, stabilize to jugs, moderate top out. FA: GM 2005
7. **Equinox \*** **V4** From Religion match sharp crimp, right edge, then straight up. FA: Rich Purnell 2005

# Heinousness Wall



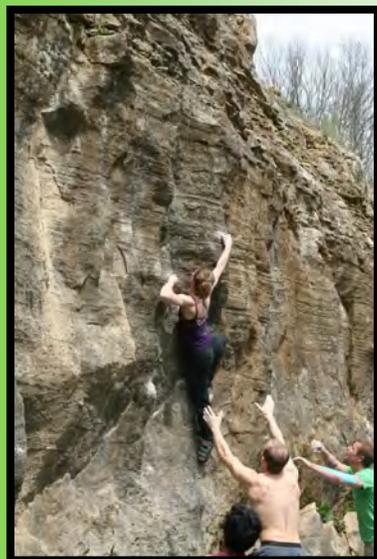
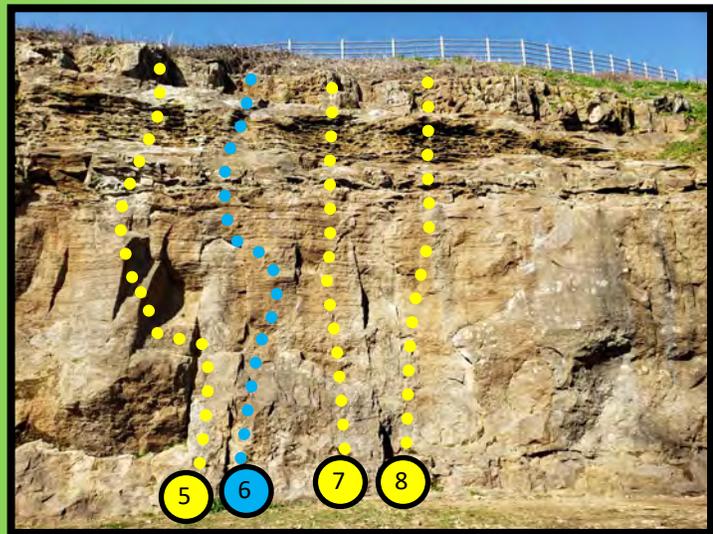
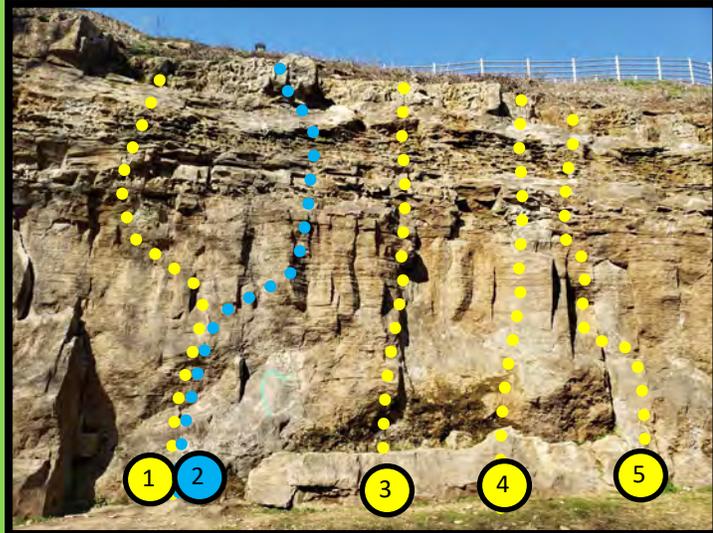
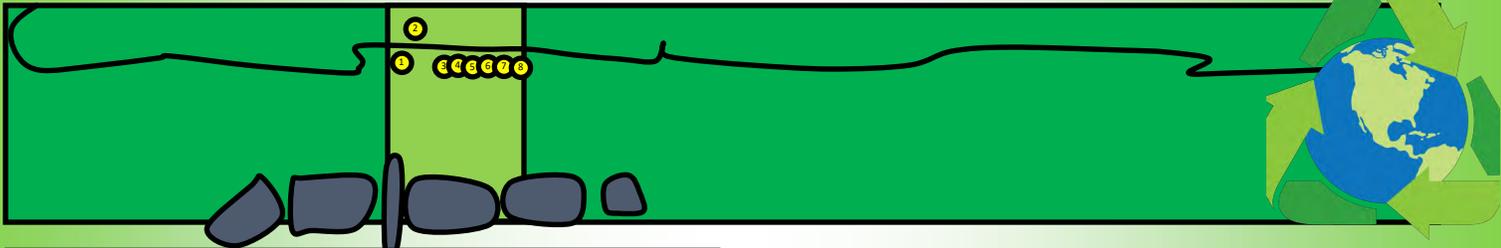
## Heinousness Wall Right Taller Area

1. **RU Sirius Original \*\*** V- From obvious crack, continue up crack that joins with Kundalini. A bit harder then direct in middle transition. FA: GM 1997
2. **RU Sirius Direct \*\*** V- Beginner problem. From obvious crack head up till jugs take you to the top. Couple smaller holds with good feet, might get your attention. Two general exits FA: GM 1998



**Easy,... but it will  
get your adrenalin  
flowing, not for the  
faint at heart!**

**Climbers Unknown**

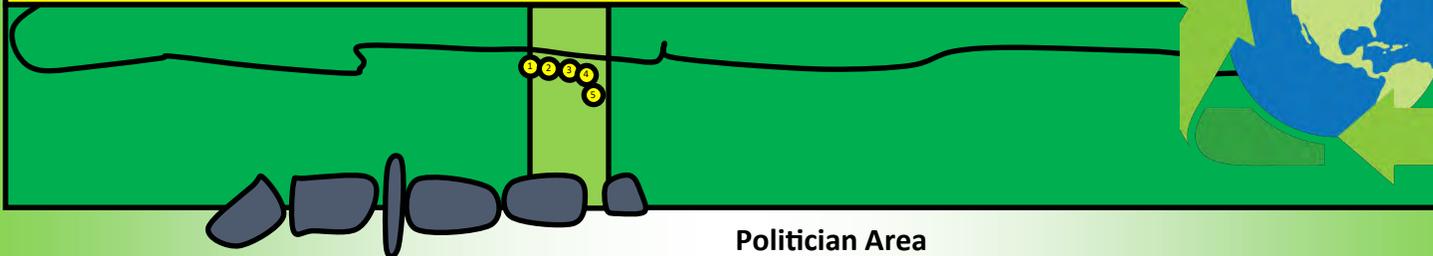


## Heinousness Wall      Right Taller Area

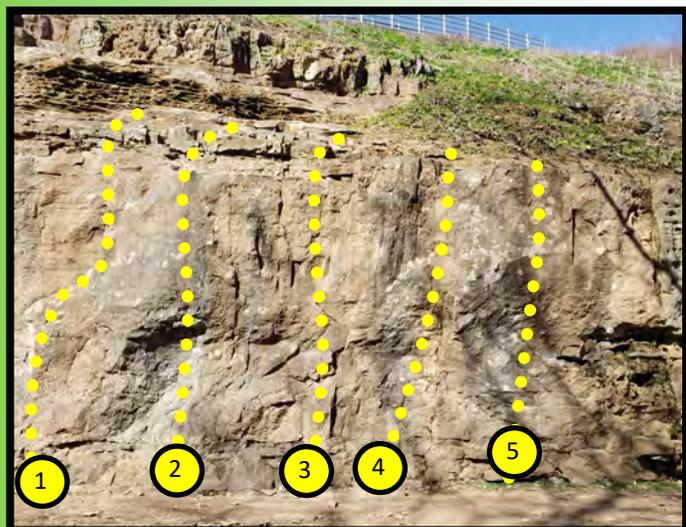
1. **Clocks \*\***      V2      Normal  
start to ok crimps, then head left to crimp under-cling. FA: GM 2000
2. **Time Machine \*\***      V5      Small  
hold lead to shallow sloper pinch. FA: GM 2000
3. **Let there be Grease \***      V-      Left  
Side of area with large flake scar which is often green, follow crimps to slot then block. FA GM 2000
4. **Eliminate the Middle Man \***      V1?      From  
area were large flake is missing, crank edges to arete and sharp crimp on crack. Pretty sure this was originally done when the flake was still present as it seems much harder now? FA GM 2000
5. **Let there be Grime \***      V-      Right  
of flake scarred area, follow good holds to the top. Beware of upper rock quality. 2000
6. **Squirrel \***      V0      Follow  
crimps to what looks like double side pulls, yet moves out left to under-cling. FA: GM 2000
7. **Let there be Crime \***      V0      Good  
feet, crimps then right to small under-cling, L. jug. FA: GM 2000
8. **Let it Be \***      V1      Above  
bad landing, edge crimps to left match, under-cling, stand tall to good match. Trust those feet. FA GM 2000

April (?) working the Time Machine.

# Heinousness Wall

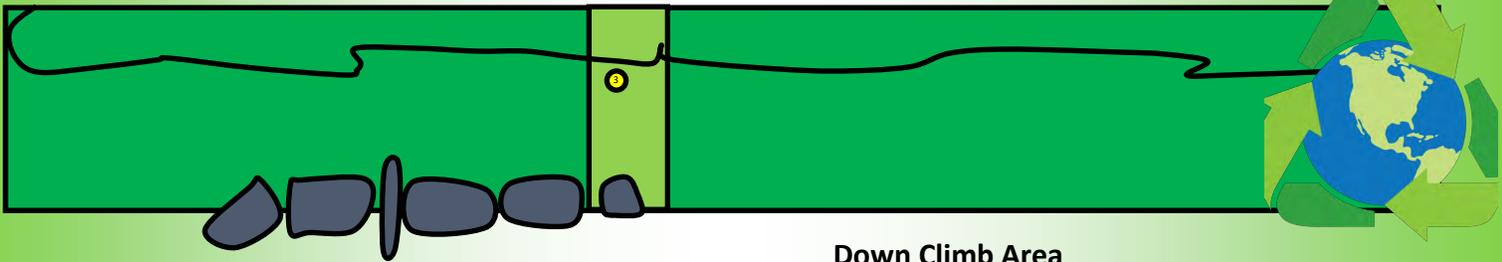


## Politician Area

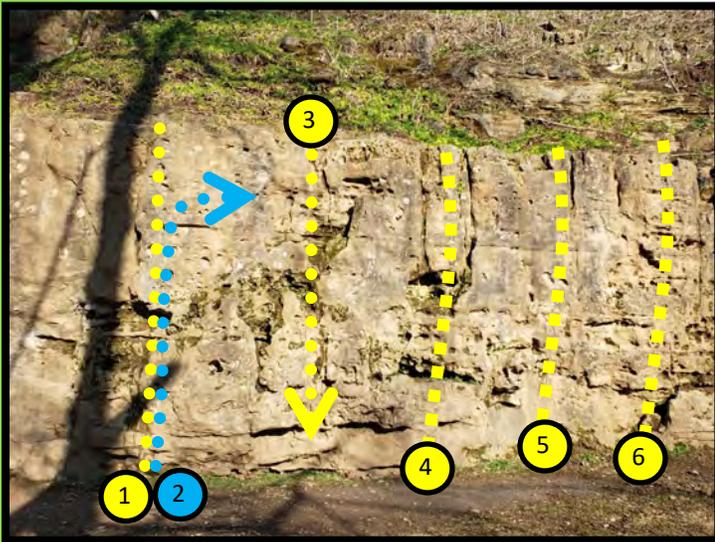


Aamon doing long move on  
Catcher in the Rye

1. **Catcher in the Rye \*\* V4** Super easy holds above small ledge lead to two sucker slopers. Crank off slopers or deadpoint to good edge with precise throw. Top out mid height. FA: GM 1999
2. **Mark's Lunge \*\* V2** From good holds crank up high feet to make a long deadpoint/dyno move to prominent jug. Mantle. Descend via walk off right/easy down climb. Full on lunge was original line, better Beta revealed ok feet and the problem morphed into **Static Cling**. Most will choose this variation, but if you want a dyno....go for it. FA: Mark 1999 Static Cling FA: GM 1999
3. **The Barbarian \* V0-** 5.10a if medium height, 5.9 if over 6 foot. At head level gain under cling, to small right crimp pinch, possibly use under cling, here or later, gaston out left or tall individuals can pull to jugs. FA:GM 1999
4. **The Racist \*\* V1** From left ok hold grab right crimps, then left side pull. Hidden crimp with good feet right and bad feet left make for fun finish. FA: GM 1999
5. **The Politician \*\* V2** From ok left and slot for right, step on to establish then move fast to good left jug and side pull. Very bad right side pull makes for hard and creative foot work. Gaston out right can assist. Sit start is not additive. FA: GM 1999
6. **Jayson's Lay Back \* V4** Politician, yet lay back sloper arete to the top. FA: Jason ? 2005?
7. **Johnny's Lunge \* V4** Start on politician. Eliminate anything after left jug except for match. Luge to the top from here. Walk off or easy down climb. FA: Johnny Murch 2001



### Down Climb Area



1. **Zaderian Jump** V- Left of green hole area (down climb) is ok problem with fun layback pinch out left to hard to see pocket out right. FA: Alex Greeman 2001.
2. **GM Traverse\*** 5.9- 200 feet (or 400) back and forth. Start on Zaderian's Jump and head east to were rock gets dirty or continue to end of the Glass Onion.
3. **Down Climb** V- Green downclimb FC 2001
4. **Revenge** V- Super moderate. FA Alex Greemen 2001
5. **Sy-beria** V- Moderate. FA Sy? 2001
6. **Lobster** V- Moderate. FA Sy? 2001
7. **Dihedral** V- Also good Down Climb 2001

In 1999 the ciders had just been removed, but the operation left two areas unfinished because they held tree roots. JCPR had this cleaned up in 2001. I was teaching a couple youth here and at the Red so we gave the FA's to them. Not the best problems, but better cleaned up.

I was always one to warm up and also an endurance climber at the Red. So the traverse area is a good tool for any level of climber.

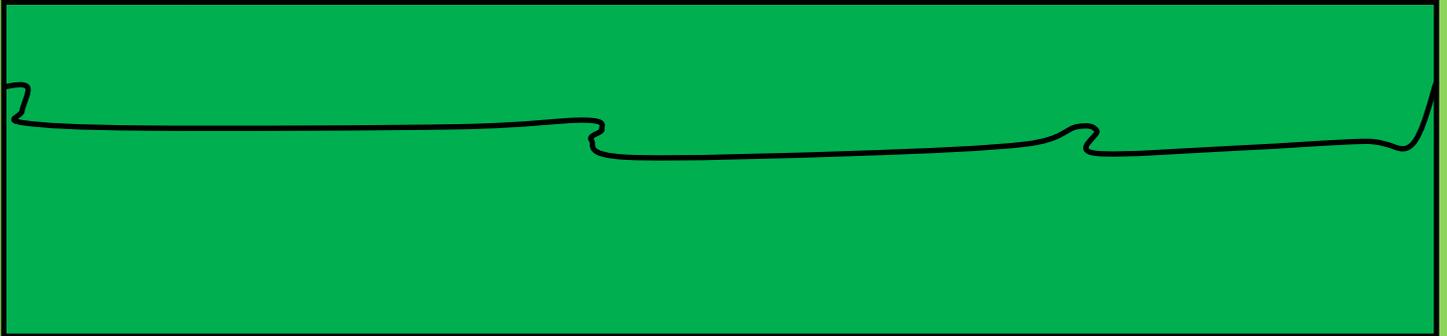
Racist Above

Politician Below

# *H. Wall Circuit Sector*



Circuit Sector Map



Routes are listed chronologically from left to right (West to East).



Phase Two Debris.



Clean up phase two begins!

# Circuit Sector Overview



After we cleaned the ciders/junk in the first phase 1999, there was still soil underneath a couple hundred feet of low overhang and a couple larger sections of roots and soil. After phase two in 2001 we hand dug the soil from underneath the low overhangs. We did not know the depth of the in-cut so it was interesting. We power washed after that. There was significant landslide in 2015 which covered some of this back up.

After the rock dried up I was of course interested in climbing the routes. Clearly they were moderates as the rock was very featured. I basically set the bouldering pad down, pulled short roof, establish feet, climb moderate rock, topped out, moved pad 3 feet to next set of starting holds, and repeated, over 20 times. In a couple days I did forty FA's. The first move or two were always the hardest and seemed like 5.9 moves. Not difficult but a pretty good work out if you create a circuit and bust out a session of moderates.

Clearly the problems bleed into each other and could be completed in many manners. The starts are fairly specific though.

Ultimately this is the beginner area and warm up area. It is very good for longer traverses and endurance training. I will not give details of respective climbs as the description will basically just be the same. I plan to revisit the wall ASAP and double check on starting holds.

Names of routes come from a psychological model, and associated writings, that combine Freud, Yung, Skinner with additional levels produced and processed via imprinting, labeling 8 main "circuits" . Therefore the circuit theme.



Circuit Sector looking East.



Circuit Sector looking West.

# Heinousness Wall



Circuit Sector with extra featured slab.

All problems are sit starts with top outs rated V- or approximately 5.9.

1. Principia Discordia
2. Neuro Quantum
3. Meta-programmer
4. Neuro electric
5. Chapel Perilous
6. Neuro Genetic
7. Cyberpunk
8. Neuro Somatic
9. Hive Central
10. DMorilistic
11. Linguistic symbolic
12. Police State
13. Anal Territorial
14. Oral Bio Survival
15. Symon's Jump
16. HW UN 1





**Circuit Sector with larger lower overhang, then East End Sector.**

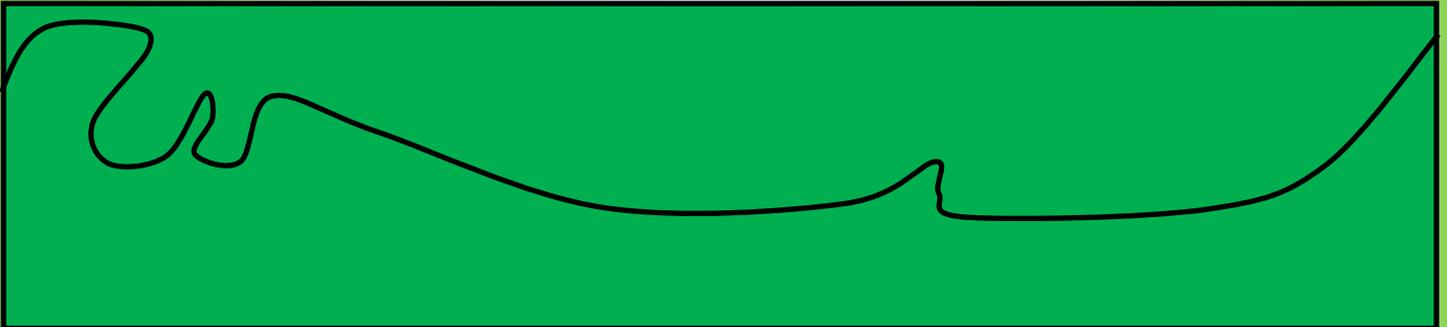
**All problems are sit starts with top outs rated V- or approximately 5.9.**

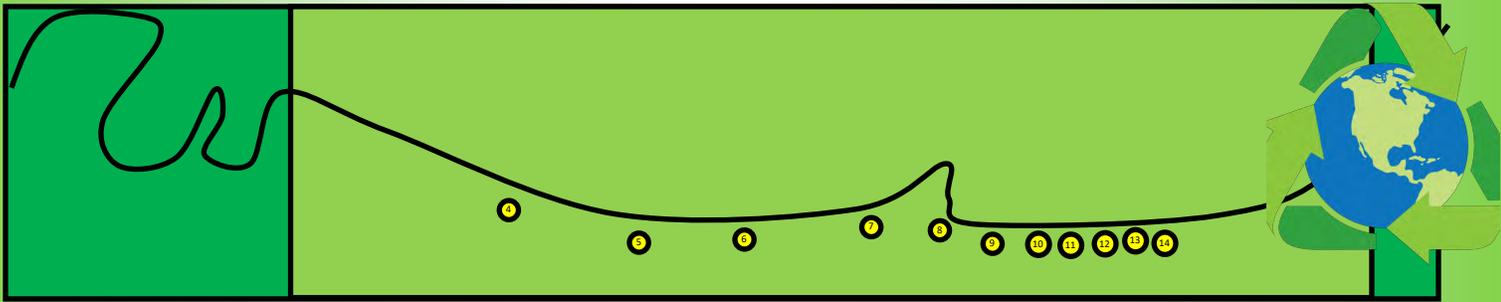
- 17. Short Circuit
- 18. Nikola Tesla
- 19. Cosmic Trigger
- 20. Pull my Trigger
- 21. Agnostic
- 22. Propinquity
- 23. HW UN 2
- 24. UN 3
- 25. Miss Piggy
- 26. The Pork Shop
- 27. WWAWNSHB
- 28. UN 4
- 29. UN 5
- 30. UN 6
- 31. Down Climb
- 32. Down Climb
- 33. UN 7
- 34. UN 8
- 35. UN 9
- 36. UN 10
- 37. UN 11
- 38. Circuit City
- 39. Un 12
- 40. Un 13
- 41. Gollum 2
- 42. Sy did it

# *Heinousness Wall*

## The Glass Onion Map

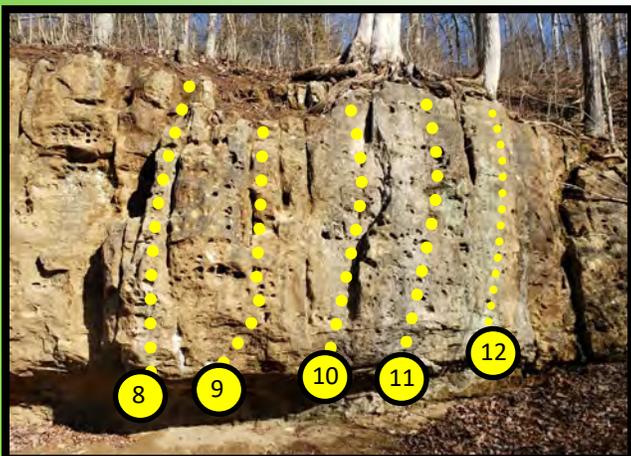
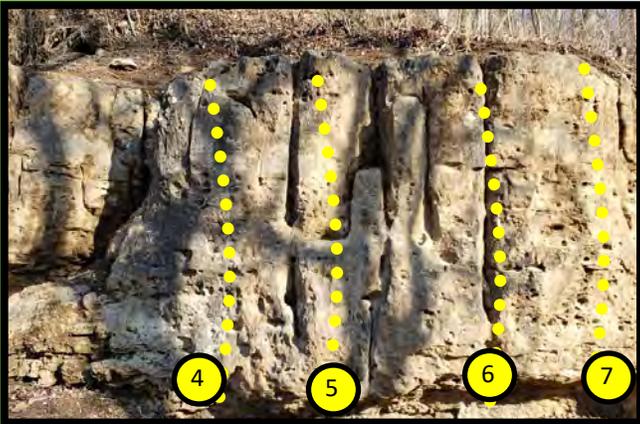
The Glass Onion is the last Section of the Heinousness Wall (the area cleared out by the cider removal process). Only the far left of the Onion was buried by debris.





## The Glass Onion

1. **UN O1** V-
2. **UN O2** V-
3. **Down Climb**
4. **Coincidence \*** V3 Low sit start.  
Weird getting established because you are so low. Moderate afterward. FA: GM 2000
5. **Right W.Y. A. Now** V1 Just right of previous, sit start, yet not as weird. FA: GM 2000
6. **Conspiracy \*** V2 Sit start, left crack side-pull, right small pocket. Crank pockets to jug. FA: GM 2000
7. **Pimp's Up Ho's Down \*\*** V2 Sit start, ok crimp pockets. Some sloper pockets to better ones. FA: Keenan Conner 2004
8. **Shock Therapy \*\*** V4 Low sit start on under cling match. Crank to ok holds then weird balance stab to pocket. FA: GM 2000 MTN Project, incorrect name, "Don't eat that Sandwich."
9. **BS Tape Magick \*** V4 Sit start right side pull with good thumb catch. Left low. Crank bulge, sharp holds. FA: GM 2003
10. **I Shot the Sheriff \*** V3 Sit Start, on sharp right pocket, left ok edge. Power thru bulge. Walk off right or left. FA: GM 2004
11. **UN O3** V1 FA: GM
12. **UN O4** V1 FA: GM
13. **UN O5** V1 FA: GM
14. **Not a problem** V- FA: GM





# Strawberry Fields



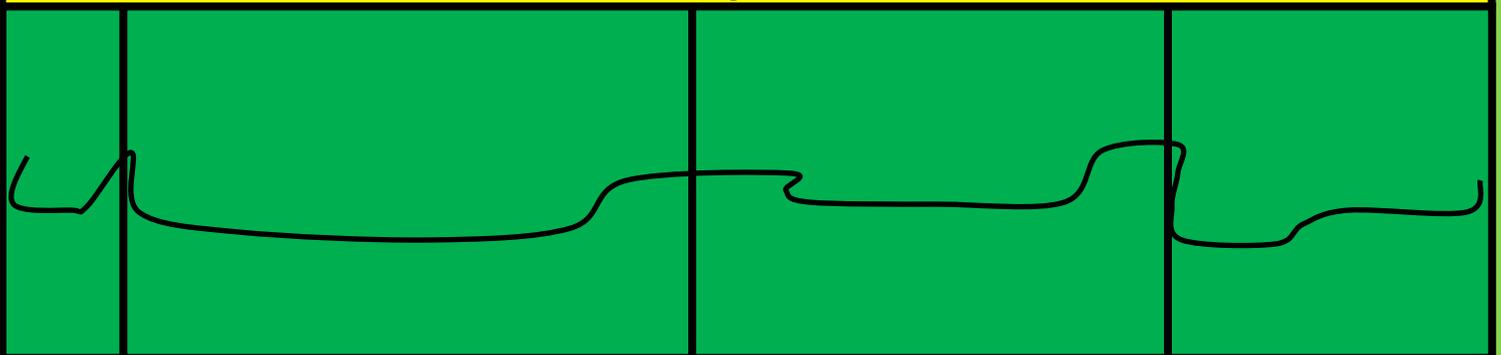
## Overview Map East and Overview



Strawberry fields is not on Park Property. We have applied for a grant that will incorporate this objective. It is a long wall with many classics. Every other year I try to clean the top outs a bit more, yet it is a lot off work. Before the cinder piles were removed no one would ever hike this area. Today you will see many day hikers, and soon the connection to Vernon will be upgraded? The Octopus's Garden was always my favorite area. Every one likes Osiris/The Dark Companion, yet the other problems here, which are seldom done are pretty rad.

Everything after the hill past the Octopus's Garden is considered/named Somewhere over the Rainbow. It is large also, yet not the best quality.

## Strawberry Fields East



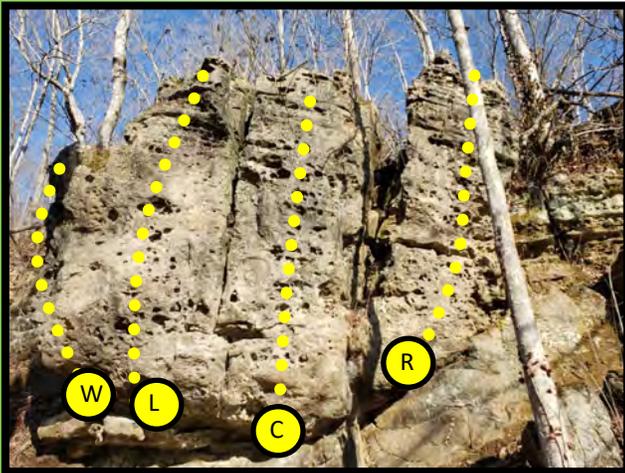
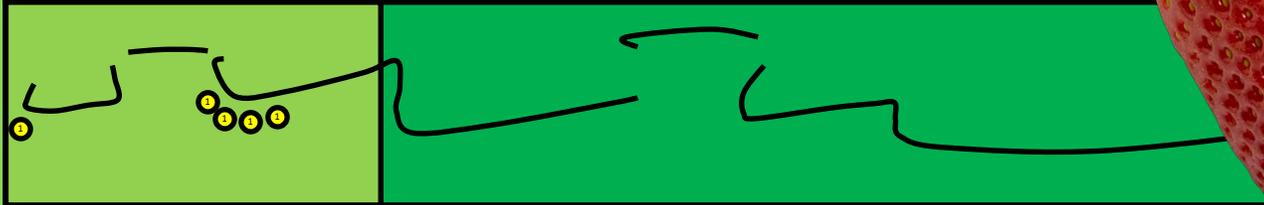
Bad  
Apples  
Sector

Second  
Roof  
Sector

Tarot  
Sector

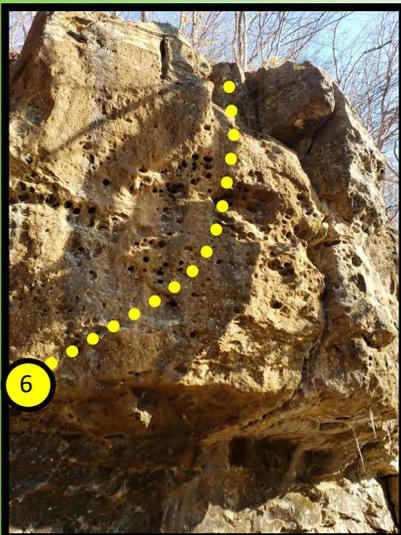
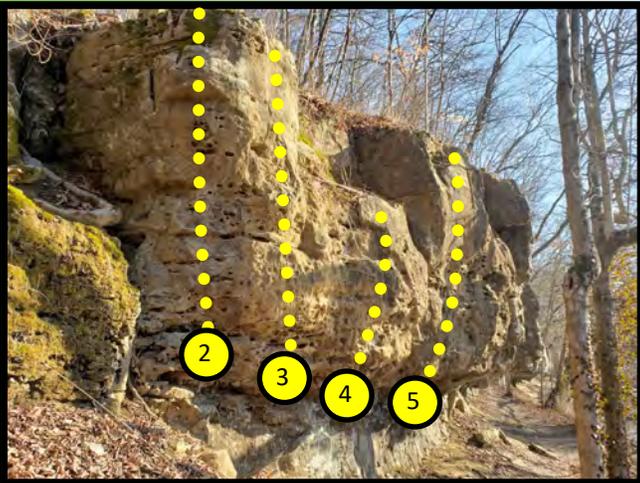
Octopus's  
Garden  
Sector

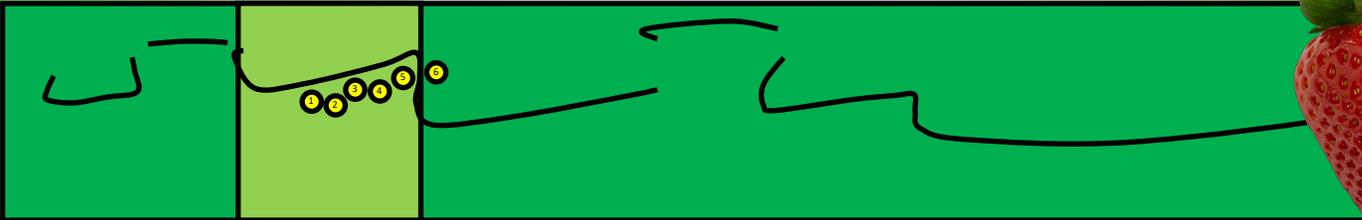
# Strawberry Fields



## Shortcake Feature and Strawberry Fields Sector

1. **Short Cake (W, L, C, R)\***      V-      Short Cake feature is the first taller feature past the Heinousness Wall and the two smaller walls (Dwarf Walls). Each climb starts at waist level. Jugs with a few sloper pockets. Top outs are fine, just don't blow it as the landings are not good. Walk off right normally. FA: GM 1991
  
2. **Whipped Cream**      V-      Waist Start on corner bulge. Climb is somewhat dirty, yet not a bad warm up. FA: GM 1991
  
3. **Nowhere Man\***      V0      Sit start, angling slightly left of bulge. Pockets to ok top out. FA: GM 1992
  
4. **Bulge Direct**      V-      Easy holds to dirty bugle. FA: GM 2000
  
5. **Day Tripper\***      V1      Low start, right of crack straight up. FA: GM 1992
  
6. **Agni\*\***      V2      Same general area as above. Waist start, move right on slopers then pockets. Strong move to jug, match, then pass bad holds to jugs. Often dirty but fun problem. FA: GM 1991.

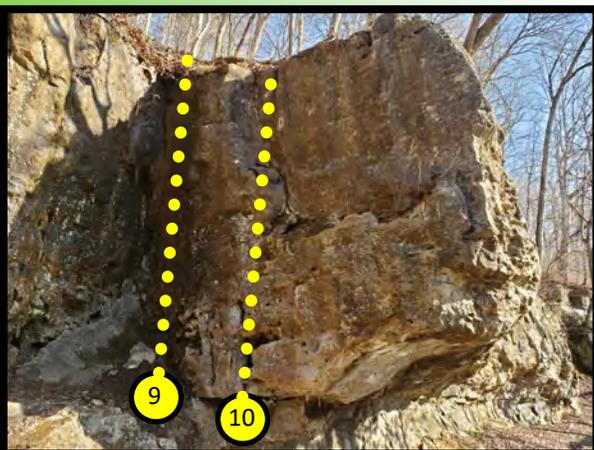
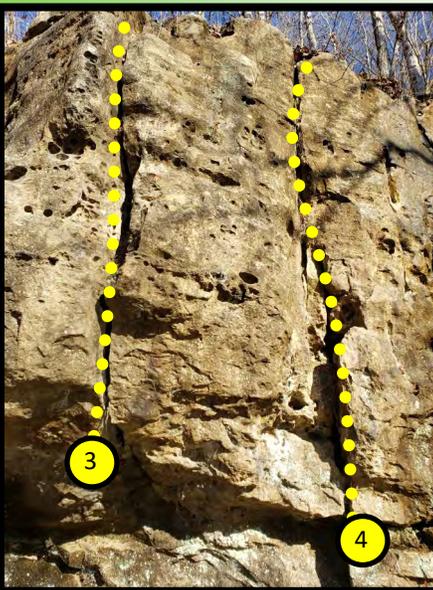
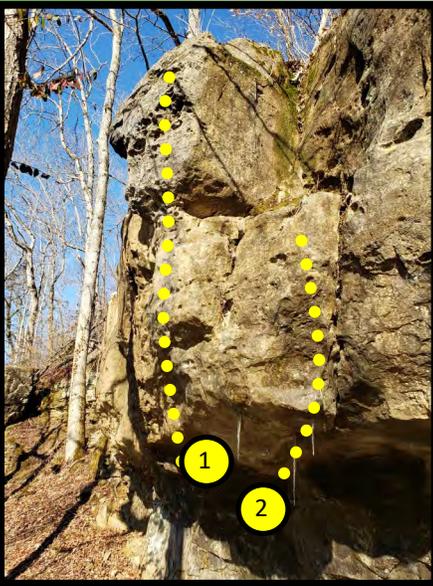




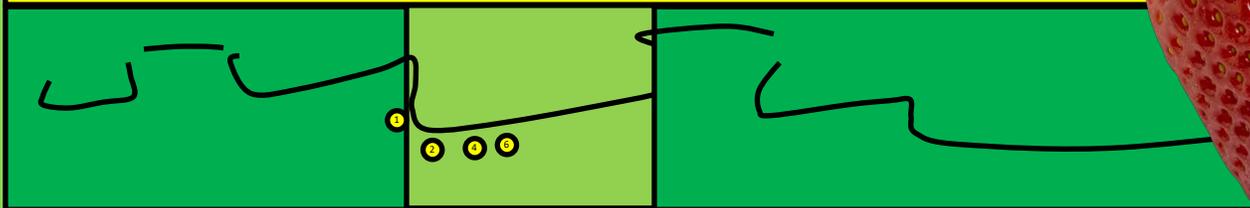
## Strawberry Fields Sector

All climbs at strawberry fields can be topped out and the walk off is in the general vicinity, main area, left of the problem "Strawberry Fields".

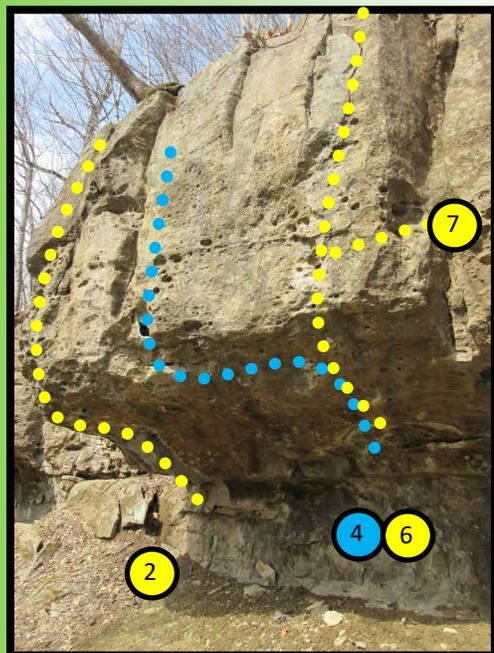
1. **Strawberry Fields\*\*** V3 Standing start, reach high to three holed pockets lower left hand just above corner, crank to heel hook. Balancy power move then, bad feet to establish over bulge. Fun top out. FA: GM 1991
2. **Corn Fields\*** V5 Chest start, side pull, under cling, then sloper. Short problem FA: Anthony Savioli
3. **Spring Time\*** V2 Waist start, some jugs inside crack. FA: Mike Duncan 1992
4. **Turtle Soup** V- Low Start, on crack with face holds. Bad landing. FA GM 1992
5. **Pocahontas Traverse** V- Waist start, on Turtle Soup, green traverse to dihedral, top out right wall . Bad landing FA:GM 1992
6. **Bad landing 1** V- Dirty Face Climb. FA:GM 2014
7. **Bad Landing 2** V- Dirty Face Climb. FA:GM 2014
8. **Bad Landing 3** V- Dirty face climb, just left of crack. FA: GM 2014
9. **Turtle Soup 2** V- Short crack in dihedral. FA: GM 1992
10. **Pocahontas** V- Start at Hoosier Daddy low crack start, pull left round roof on easy terrain. FA: GM 1992. MNT Project, "Bratwurst" may be eliminant?.



# Strawberry Fields



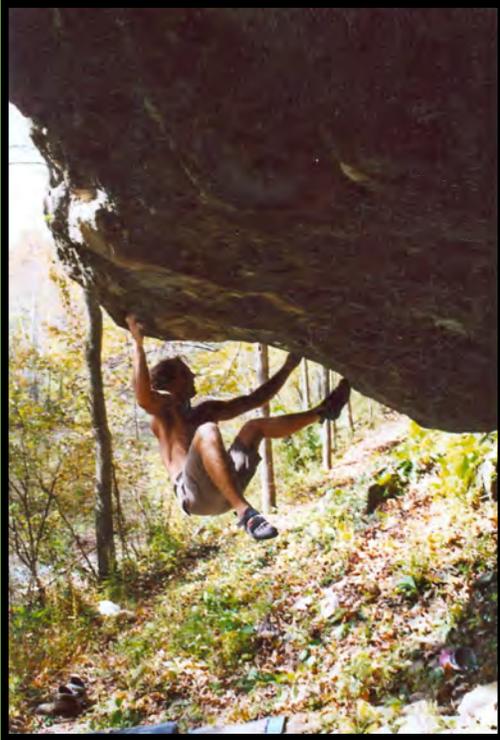
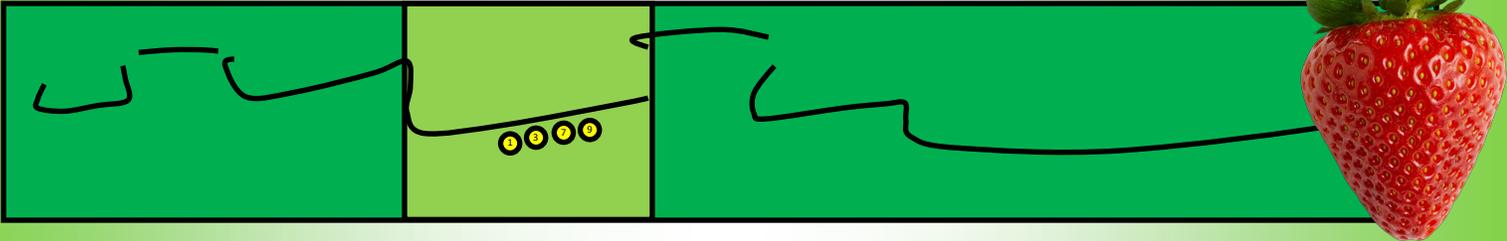
East end of Hoosier Daddy sector looking west.



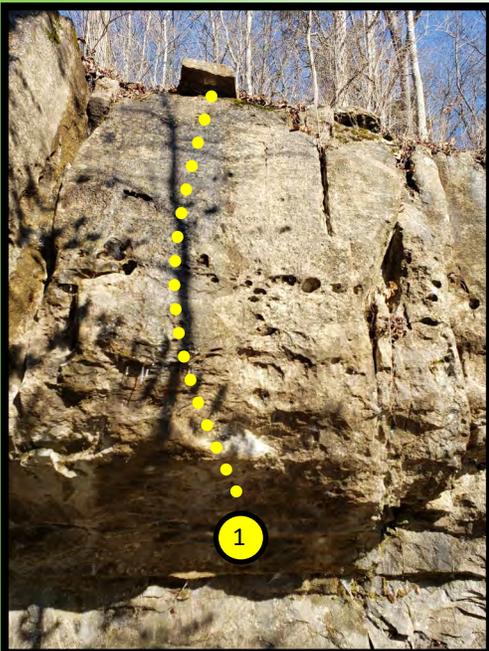
## Hoosier Daddy Sector West

Steep feature far left. Two John Sherman contributions in 1991. Some moderates (East) do not top out normally due to sloppy dirty exit.

1. **JC's Arete\*** **V4** From matching crimps of "Hoosier Mamma", head left out arete, heel hooking heading out around arete finishing on left wall. FA: GM 2010.
2. **Hoosier Daddy\*\*** **V6** Low direct sit start. Knee bar to gain pocket (right) and eventually double crimps. Strong move to lip pocket, cut feet, campus once or twice to jugs. Crank over lip on jugs. FA: John Sherman 1992.
3. **Hoosier Momma\*\*** **V5** Skip low start. Start from pocket right and crimp left. Match crimps and get going as above. FA: John Sherman 1992
4. **Lucy in the Sky\*\*** **V5** Waist start, opposite hand configuration as Yertle sets you up for long move off intermediate pocket. Cut feet, heal hook if needed, jugs.
5. **Project HD 1** **P** Direct start to "Lucy".
6. **Yertle\*\*** **V4** Crank roof to sharp jug. Head straight up for direct and original finish (crux). FA: John Sherman 1992
7. **Exit Stage Right\*** **V3** Variation. After roof move to jug, match and position feet on right wall, moving into Mr. M. FA: GM 1997

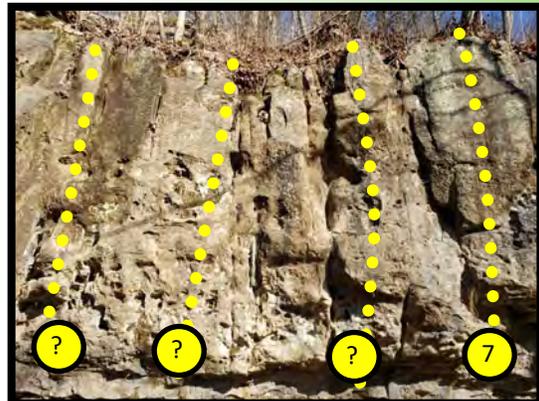


GM doing the long move of Hoosier Daddy/Momma in 1998



### Hoosier Daddy Sector East

1. **Mr. Mustard\*** **V1** Jug start a bit higher then waist, mostly jugs with awkward moves past lip. FA: GM 1992
2. **Project HD2** **V?** From "Bloomsday" traverse low on lip through "Lucy" and "Hoosier Daddy", finishing on Pocahontas Wall.
3. **Bloomsday 2000** **V-** Shallow dihedral, easy terrain a bit dirty. FA: GM 1992
4. **SF UN 1** **V-** Easy terrain, a bit dirty. FA: GM 1997
5. **SF UN 2** **V-** Easy Terrain, a bit dirty. FA: GM 1997
6. **SF UN 3** **V-** Easy Terrain, a bit dirty. FA: GM 1997
7. **Kamala\*** **V-** Sit start horn feature, move right into flake, side pulls on both sides of upper flake. Can also start more direct on line below. FA: GM 1998
8. **Marmalade Skies\*** **V1** Waist start, under-cling , sloper pocket, heel hook Eliminates flake. A: GM 1998
9. **Uncle Sam\*** **V1** Lay back low right side of crack, crank high, jug finish. Down climb. FA GM 1998
10. **SF UN 4** **V-** Easy terrain, a bit dirty. FA: GM
11. **SF UN 5, 6, 7** **V-** Easy; FA GM 1992
12. **Gone to Seed\*** **V0** Long traverse from right end past and around "Hoosier Daddy". Opposite direction as well. Mid height traverse. FA: GM 1993



# Ode to the Verm

## From Wikipedia:

“**John Sherman** (born 1959), nicknamed **Verm** (short for "Vermin") is an American climber and a pioneering boulderer. He is also a writer and photographer. He is the originator of the V-scale for grading boulder problems.

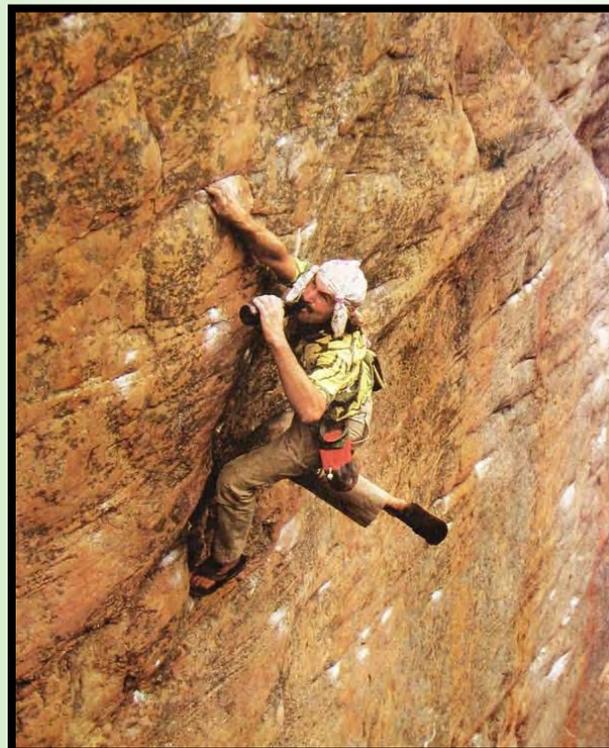
Sherman was a very visible "outsider" character in the climbing world during much of the 1980s and 1990s. An early boulderer, Sherman followed the sport from the era of searching for elusive Gill arrows to the forefront of the modern climbing world. He was one of the foremost developers of Hueco Tanks bouldering with over 400 first ascents there in the 1980s and early 1990s.”

Peach (Katrina Seibert) was working at JL Waters in 1991. She would go out to the Trade Show in Salt Lake City (still a thing) each summer. She ran into John at the outdoor retail “show”. At this point he was committed to researching his book, Climbs in each of the fifty states. Peach told him of Muscatatuck, and in 1992 he stopped by. We went to the wall did a few problems then we all three went out had a couple picthers of beer, showed him the early Illusions gym, and got up the next day and bouldered a full day.

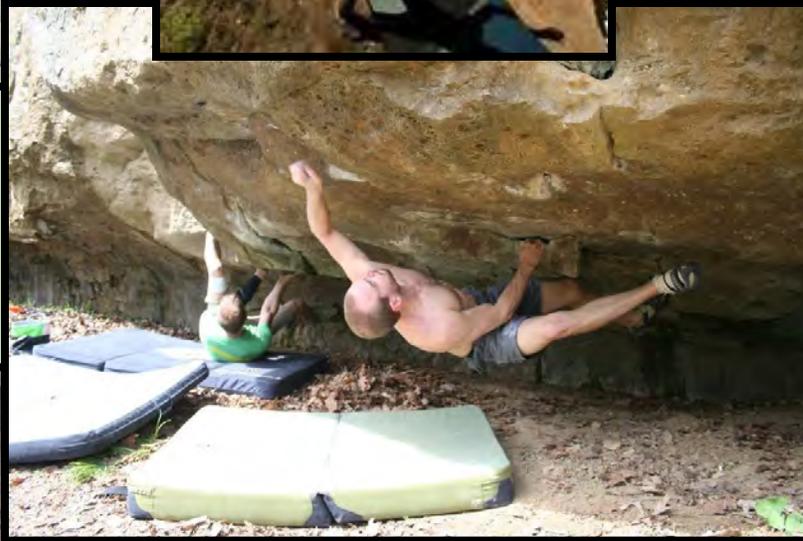
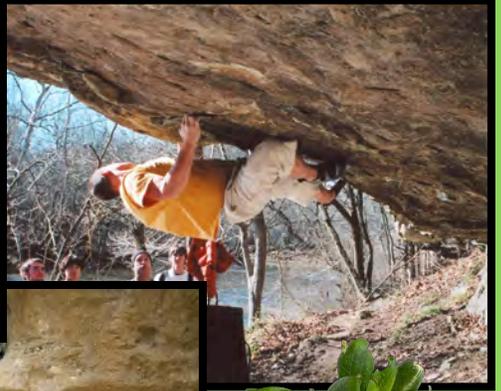
We both worked Yertle. He got it first and I repeated shortly. He worked on Hoosier Daddy for some time. He ended up sending it with two different shoes, while I took pictures from a nice camera on a large tripod. The start was a techy knee bar that lets you set up into the two finger divot and left crimp. Transitioning to the double crimp was hard, and then the long move follows. Great problem, most people did not do the low start.

We then moved over to the Peach Wall, and we worked on “What the Hell is a Hoosier.” Pretty cool jump/campus throw to distinct pocket. He took off next day and sent a post card from West Virginia. He went on the finish his book.

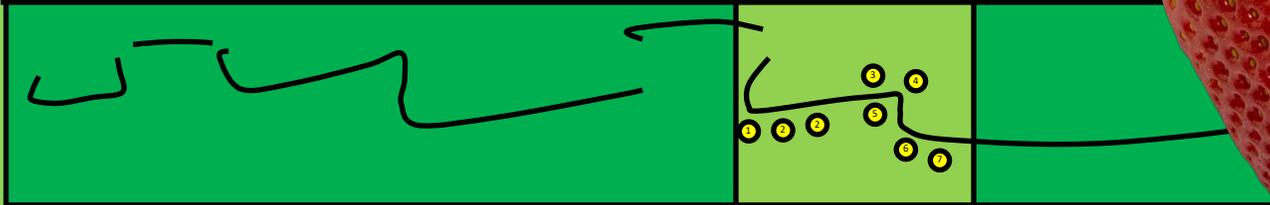
John was most famous for creating the V scale, named after his nick name. He was also a prolific developer in Hueco and beyond. John was a pretty good writer as well and had many articles published in Climbing and Rock and Ice. His picture drinking a beer in sandals without a rope (clipped to a hidden bolt) on Lord of the Rings, Arapiles, was a 1990's classic.



# Steep!

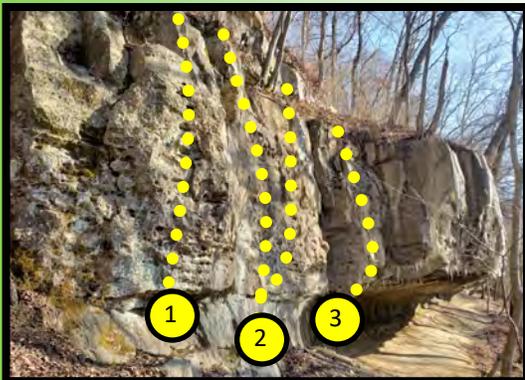


# Strawberry Fields

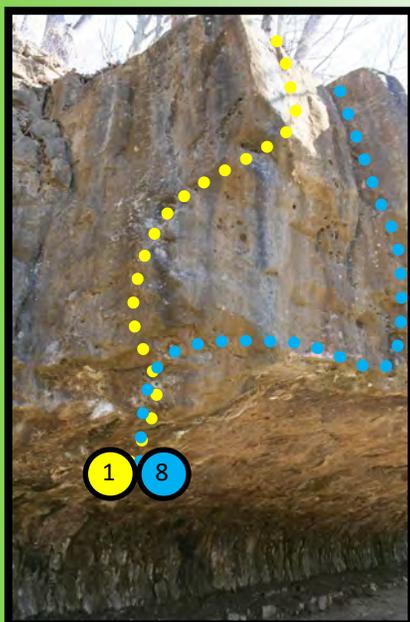
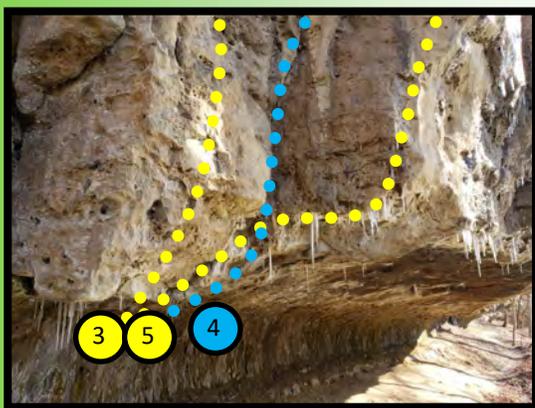


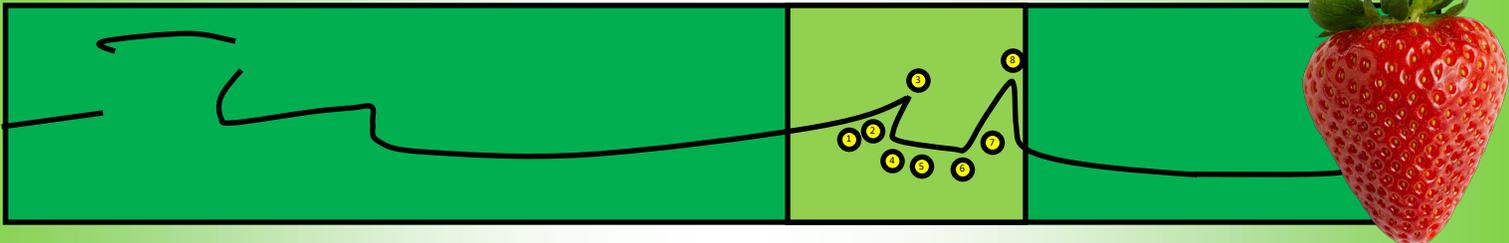
## Strawberry Fields Roof Sector West

Obvious large roof with very little features. Walk off is to the left/west of Commencement.



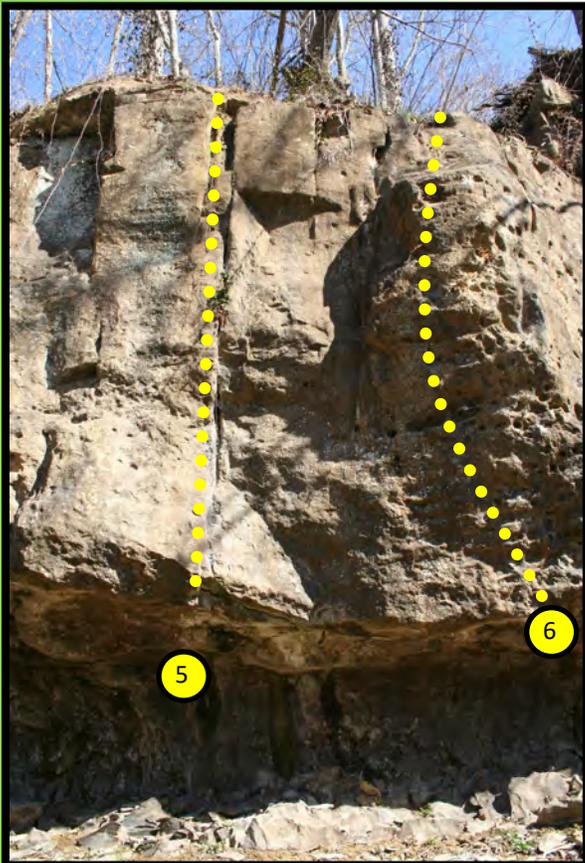
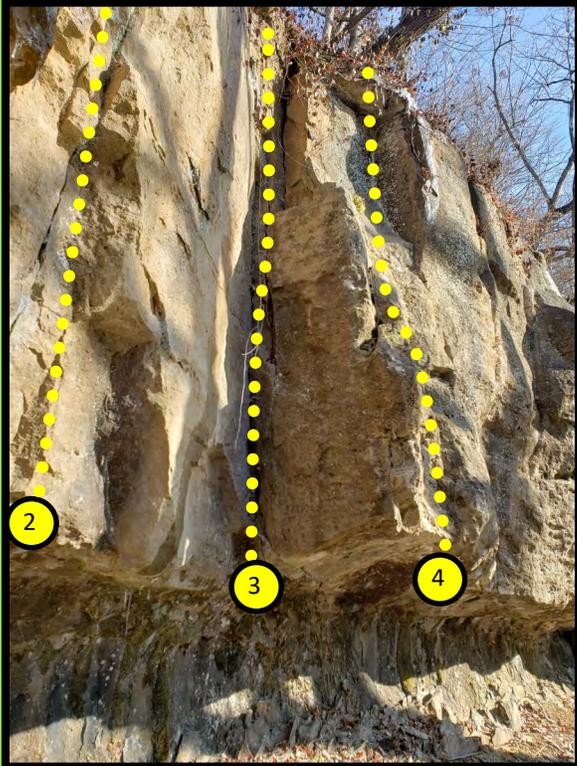
1. **Turquoise** V- To the left of the steep roof is a slabby bluish wall. FA: GM 1992
2. **Yesterday 1,2,3** V- Just right of previous route on vertical/slabby wall. FA: GM 1992
3. **Magical Mystery Tour** V- Waist Start in dihedral crack. FA: GM 1993
4. **UN 1** V- Climb directly up from Requiem start. Bulge-ish arête. FA: GM 1993
5. **Requiem\*\*** V7 Low left start, take off right towards arête, ends on Commencement. FA Cory Cooper-Fenske
6. **Commencement\*\*** V8 Crank on to roof from right crack hold and bad left pinch, into toe hook. Head left on bad holds around lip. Head back right after lip and heady top out. FA: Bryn Boyd 2005
7. **Lower start Project ?** Lower start seems possible although often wet.
8. **Testify\*\*** V10 From Commencement head right along lip of roof. Sloper on lip interesting. Somehow gain far right pocket without losing grip on inevitable aggressive swing. FA: Eric Gifford 2008
9. **Travesty Traverse Project ?** High or lower lip traverse, un-attempted?



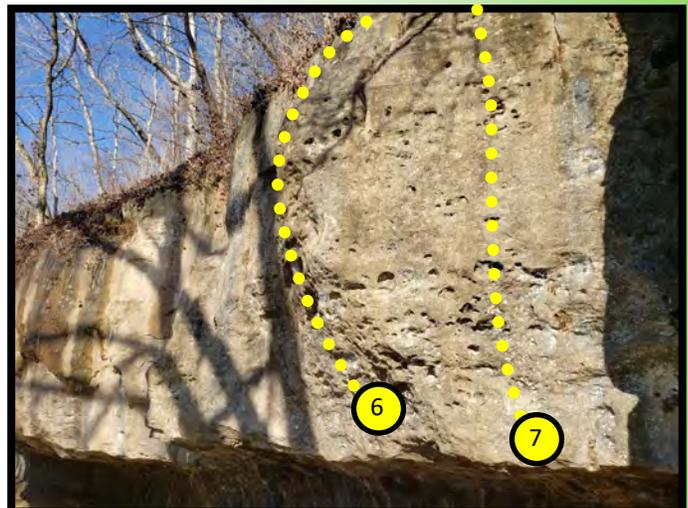


## Strawberry Fields Roof East and Bad Apples Sector

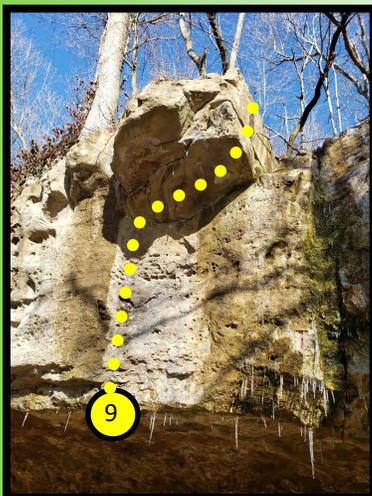
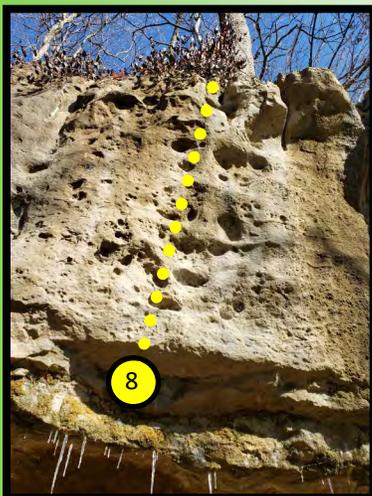
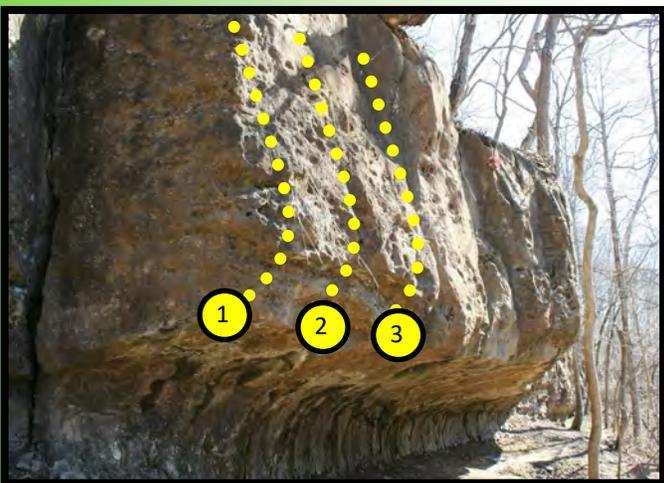
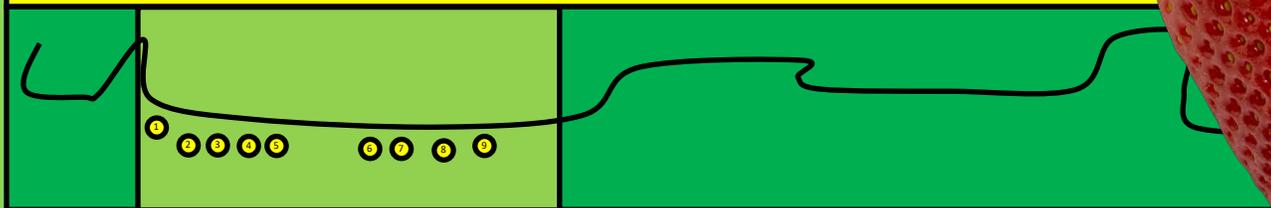
Bad Apples is the bugle just right of the flaring chimney/narrow dihedral with crack .



1. **Project 1** V? Small pocket campus potential to bulge.
2. **Project 2** V? Looks doable, weird angle and jump-ish start proves to be hard, but better holds appear once started? Started to see some chalk on this.
3. **Crack** V? Undone?
4. **Bad Apples\*** V0 From jugs at head height, crank left, mantle bulge, easy to top. FA: GM 1992
5. **Things are not What They Seem\*\*** V4 Head height start. Obvious finger seam is mostly unused on this nice problem. FA: GM 2008
6. **Kashmir\*\*** V3 Sit start. Crank onto steep highly pocketed (sloppy) feature. Slight mantle over bulge. FA: GM 2002
7. **K Face** V1 Sit start moving somewhat right then straight up face. FA: GM 2002
8. **Eagle Crack** 5.7 Named after graffiti that has thankfully faded. Sit start in short dihedral. FA: GM 1992



# Strawberry Fields

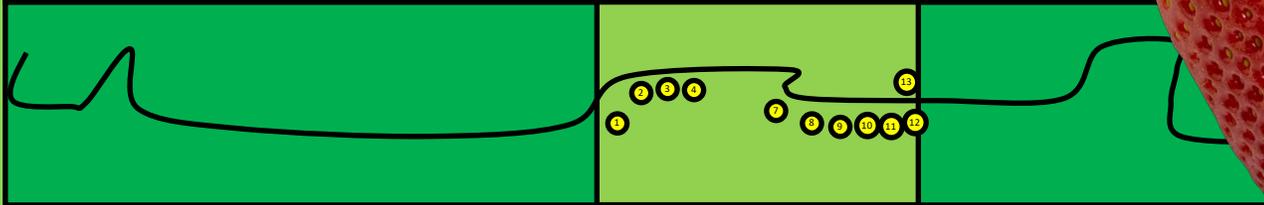


## Second Large Roof West and Central

1. **Brian's 1**                      **V0**                      Head level start.  
Short campus moves to jugs, bulge a bit awkward. FA: Bryan Boyd 2005
2. **Brian's 2**                      **V0**                      Head level start.  
Crank to jugs (often wet side pull). Awkward bulge. FA: Bryan Boyd 2005
3. **Keenan's 1**                      **V0**                      Head level start.  
Short campus moves to jugs, bulge a bit awkward. FA: Keenan Conner 2005
4. **Project**                              **V?**                      Finger Crack.  
Worked slightly, yet undone as often wet.
5. **Alex Project ?**                      **Small side-pulls on steep short roof**
6. **Unnamed 1**                      **V1**                      Multi pad start to access hold, campus over bulge to gain feet, easier above. FA: GM 2006
7. **Unnamed 2**                      **V1**                      Multi pad start to access hold, campus over bulge to gain feet, easier above. FA: GM 2006
8. **Clouds\***                              **V4**                      Multi-pad start.  
Originally done with jump off concrete block. Two or Three campus moves lead to exciting finish. FA: GM 1993
9. **H2OH3**                              **V1**                      Multi-pad start.  
Traverse right under roof on jugs. Nice photo op from above and/or right. FA: GM 1993

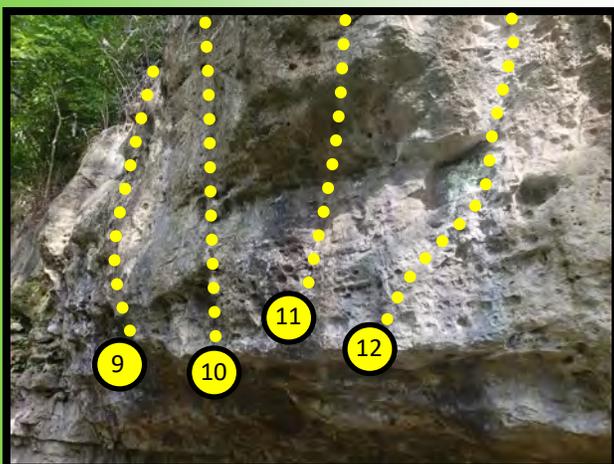
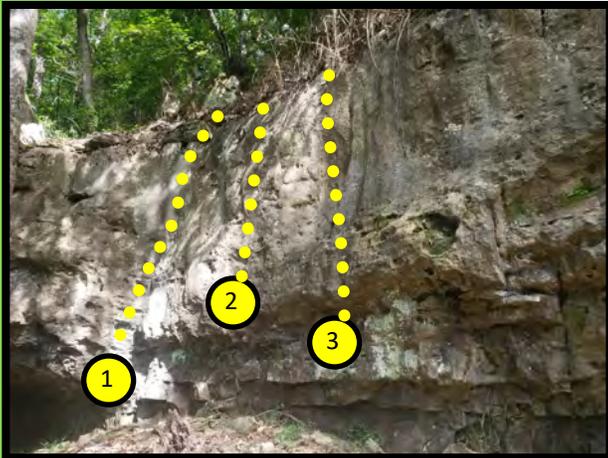


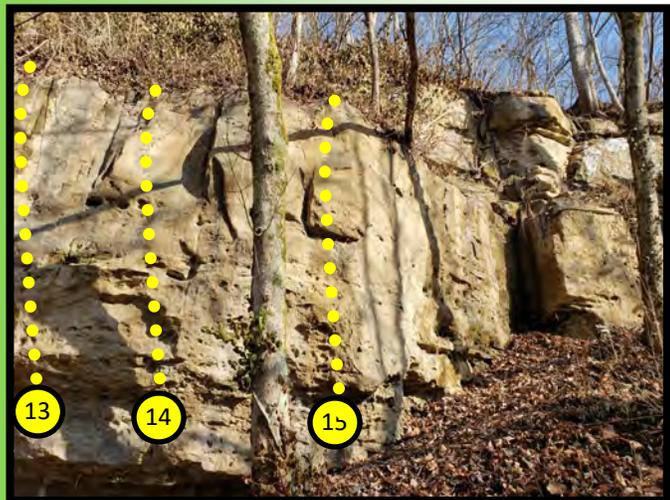
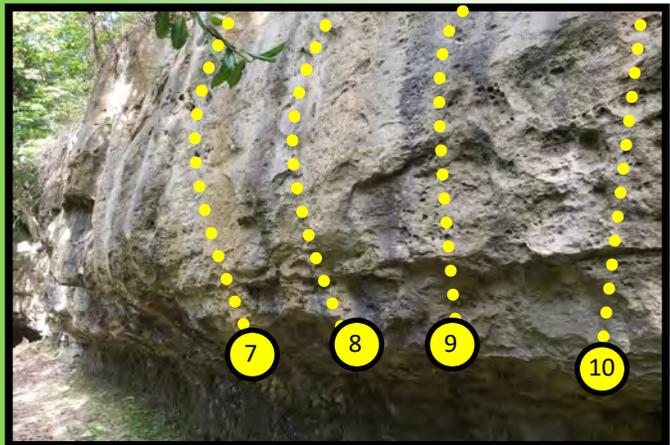
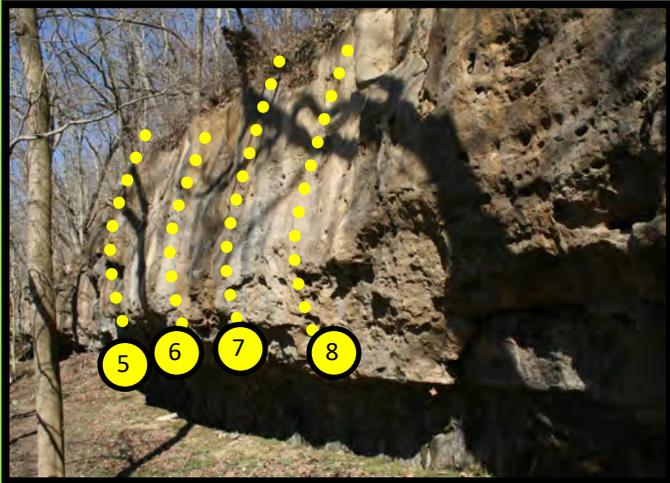
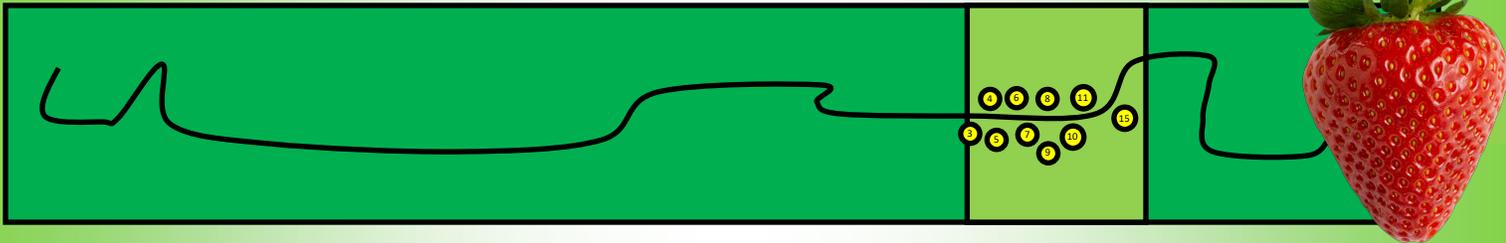
# Strawberry Fields



## Tarot Sector West

1. **The Beat\***                    **V-**        Sit start, to jug on left wall move right into shallow dihedral. FA: GM 1998
2. **Emperor**                    **V1**        Normal start. Vertical wall. FA: GM 1998
3. **Hierophant**                **V1**        Sit Start, slab finish. Top out somewhat cleaned? FA: GM 1998
4. **Hermit**                      **V-**        Normal Start vertical wall. FA: GM 1998
5. **Hanged Man**               **V-**        Normal Start. FA: GM 1998
6. **Very Green Down Climb**
7. **Lovers\***                    **V0**        Waist level start on bulging. Fun, but dirty. FA: GM 1998
8. **Chariot\***                    **V0**        Start on chest level crimps under bulge, bad feet. FA: GM 1998
9. **Tower\***                      **V2**        Waist level under cling under bulge. Ok holds to long move. FA: GM 1998
10. **Strength**                  **V1**        Waist start, right on under-cling. Right hand round knob, moving left, small under-cling mid height, ending of Lothlorien. FA GM 1998
11. **Sun\***                        **V2**        Start on low right under cling with left hand over bulge. Pop to round horn, right blind up bulge, . FA: GM 1998
12. **Quality\***                  **V4**        Moving right off two ok holds on lip at waist level. Bad feet, crimps, right under cling then crank high. FA GM 1999
13. **Justice**                    **V1**        Start on waist level right under-cling and left crimp. Bad feet, campus to jugs and easier terrain. FA: GM 1998

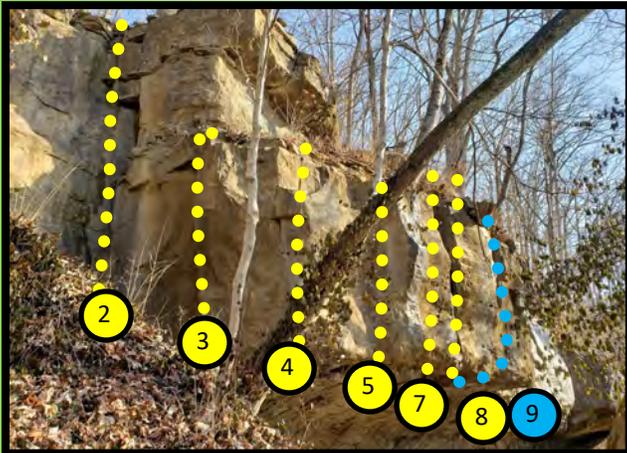




## Tarot Sector East

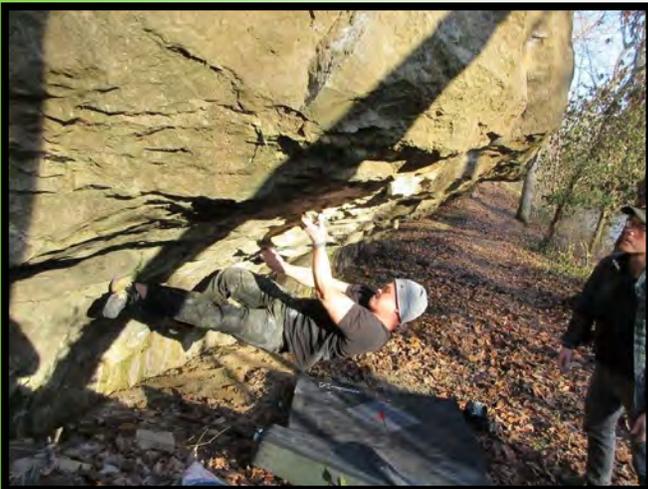
1. **Fortune & Temperance V0** dirty, two variations.
3. **Bryan and the Bat V1** Head level start on crack and bulge. Pull bulge to better holds. FA: Bryan Boyd
4. **Lothlorien\* V4** Starting on "B & the Bat", traverse left exiting on "Strength", many under clings. FA: GM 1993
5. **Bryan's problem V4** High side pull left, lower block pinch right. Crank to flat jug, match, head right to slot, then high on second bulge FA: Bryan Boyd
6. **Devil V2** Left of crack then to horn crack feature. FA: GM 1999
7. **Judgement\* V4** Start high side pull right, lower left pocket. Crank high to pocket (muddy?) then better holds. FA: Rich Purnell 2000
8. **Rock The Park\* V6** Right side pull, crank dynamically to slopy side pull then precise pocket move.
9. **Star\* V4** Start on waist level under cling, bad feet. Crank to ok right, then slots out left. FA: GM 2000
10. **Moon\* V4** Sit start on under-cling and left crimp. Bad feet, lead to better holds. FA GM 2000
11. **Fool V1** Sit start if dry. Awkward pockets over bulge. FA: GM 2000
12. **High priestess V1** Sit start, flake, under-cling, long move good right. pocket FA: GM 2000
13. **Empress V0** Sit start large under-cling flake to good pockets. FA: GM 2000
14. **Magus V0** sit start flake or waist start out right. FA GM 2000
15. **Like a Rolling Stone\* V4** Low start on arête. Crank left on awkward holds. FA: GM 2001
16. **Easy face V-**
17. Down climb

# Strawberry Fields



## Octopus's Garden (Left side)

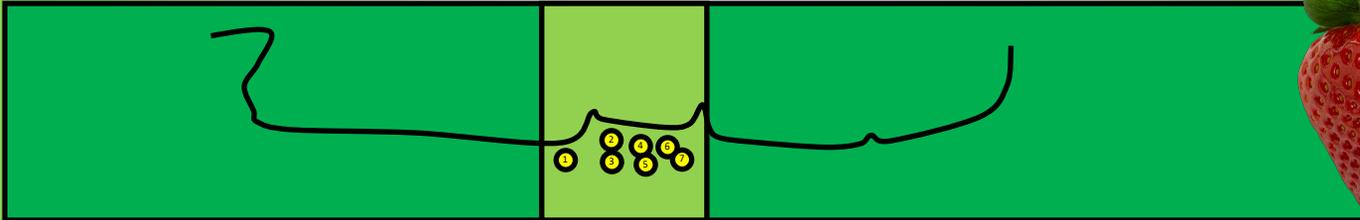
1. **Slab** V- Easy moves
2. **Just a fad** V- (5.7) Nice easy crack in corner
3. **Sucker\*** V3 Butt start on funky arte with less than optimal landing zone.
4. **Easy Sucker\*** V2 Standing start off large sloping rock, Left side pull, funky arete.
5. **23 Enigma\*** V5 From head level crimp left and lower two finger pocket. Crank over lip, mangle wired dihedral (bad feet) to holds around crack.
6. **Project\*\*** V9? Lower start, small crimp, bad feet, bad roof under clings right and left before connection.
7. **Eye in the Triangle\*\*** V5 Start on left pocket crimp under bulge and right crimp just left of crack. Eliminate crack and head up and left on pockets, crimps, to blind left move. Very fun seldom done.
8. **Black Bird\*** V2 Head high start in crack and face. Crank into crack figuring out the bad feet.
9. **Yellow Submarine\*\*** V5 Starting on "Black Bird", move directly right then eventually up to hidden hold on flake. Original beta used rose move to gain access to right holds in usable manner.



**Brian Boyd on the long attempted lowered start to the 23 Enigma. (Middle Picture)**



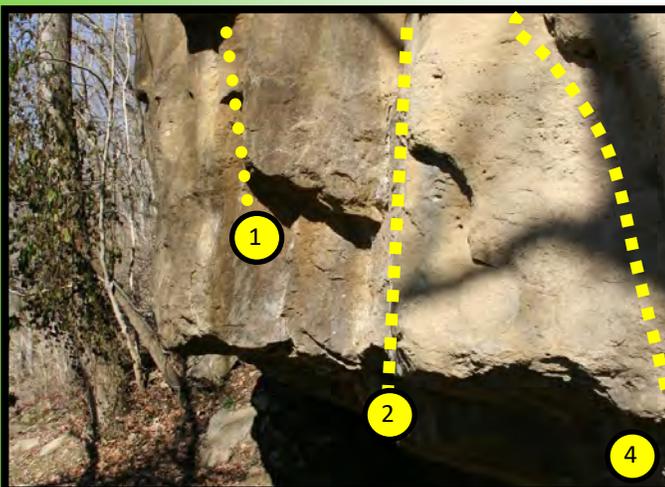
**Dallin Dickerson performing the classic beta rose move on Yellow Submarine. (Lower Picture)**



Andrew Gehring on the Contortionist.

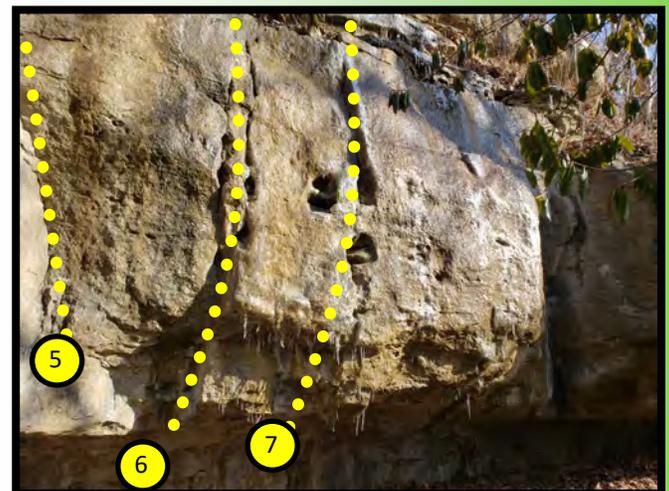


Neil Westphal on the Balancy Scar Tissue

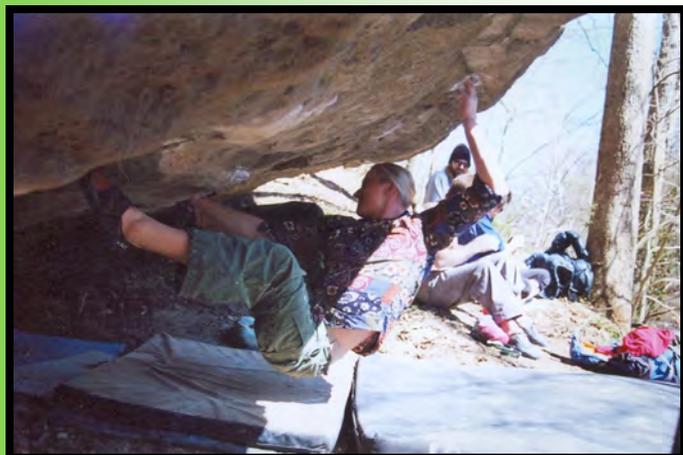
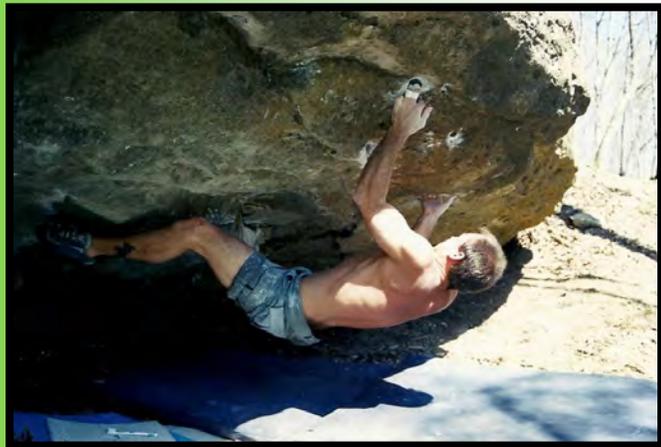
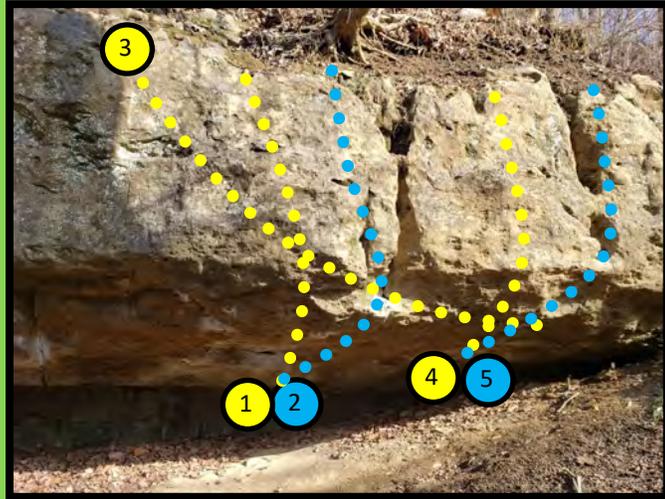
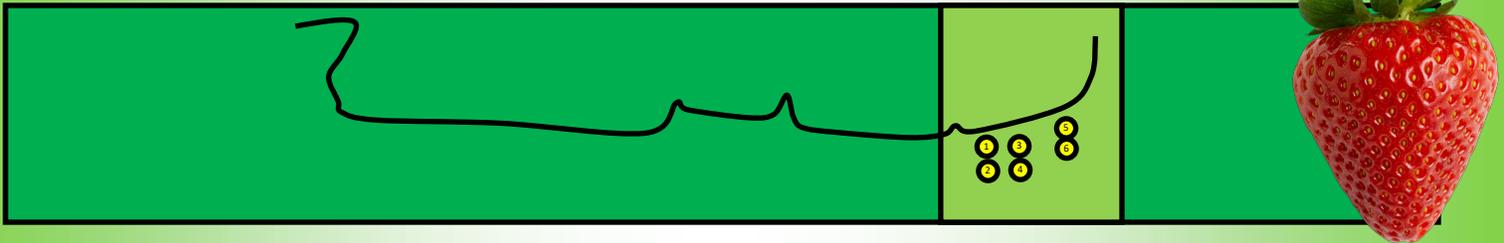


### Octopus's Garden (Center)

1. **C Crack** **V3** Pad assisted start to layback crack. Awkward.
2. **The Contortionists\*\*** **V-7/V8** From two ok holds on lip of bulge, stem out left into dihedral and use small holds to mantle/manage bulge. FA Andrew Gehring 2005
3. **Cirque Du Soleil\*\*** **V10** Low improbable start, cranker! FA Alex McIntyre 2019
4. **Finnie Direct\*** **V2** Left start to two problems that share same ending. Crank off side pull (eliminates one hold). Merger of the two routes is possible, yet left finish ia a good problem.
5. **Scar tissue\*** **V3** Chest level start, weird balance move to start to blind move out left.
6. **Tofu** **V1** Often wet tufa, butt start
7. **No problem** **V-** Wet easy terrain







## Octopus's Garden (Right Side/Osiris Sector)

1. **Osiris\*\*** V6 Very low sit start from slot match. Double heel hooks, long move to pocket under cling, cut feet, avoid dab, set up and throw to slope crimps. Original variation avoids dirty jugs (both) out right. FA: GM 1998
2. **Dark Companion\*** V5 Same start as Osiris, yet dirty jugs are on right. Not nearly as good as original although it is an eliminate. FA GM 1998
3. **Behind the Sun\*** V4 Right of flat dirty jug and under bulge are two nice starting pockets. Cross hands and head to jug. Continue to pocket and exit on "Osiris". Continue on lip low for "The Octopus Project" FA: Gregg Purnell 1996
4. **Illuminatus\*** V4 From "Behind the Sun" pocket start crank directly over bulge. Avoid dirty jugs left and right. FA: GM 2000
5. **Space Migration** V3 From same pockets head to Right to dirty jug, bad feet, mantle. Fa GM 2000
6. **Eggs and Bakey** V3 Only difference here from previous line is heel hook start and turning east with left in jug? FA: Unknown.
7. **The Octopus Project** Start on "Behind the Sun" pockets, from Osiris pocket, try to stay low and traverse lip. Bad heel hook and worse hand holds could lead to exit on "Steele Breeze".

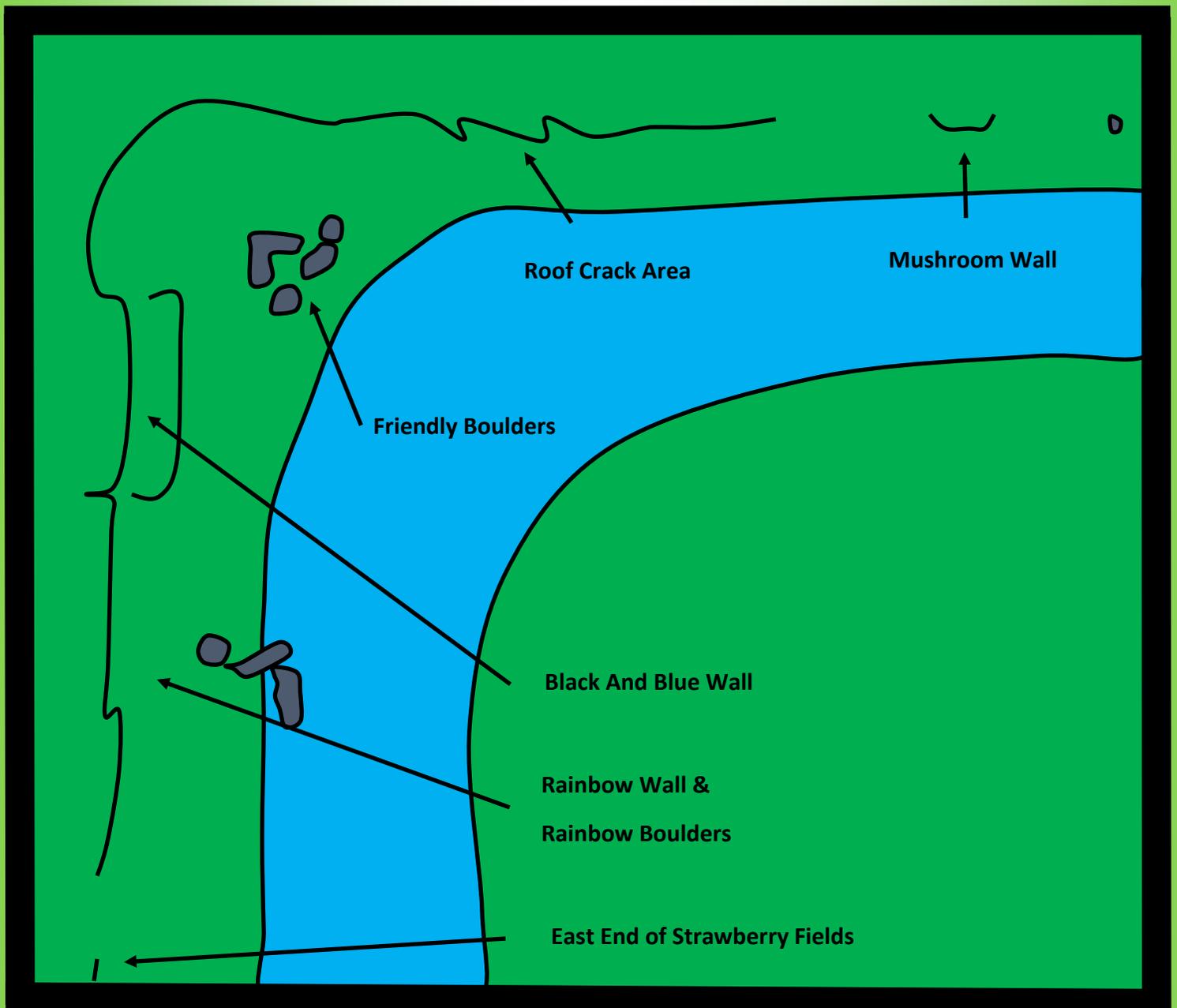


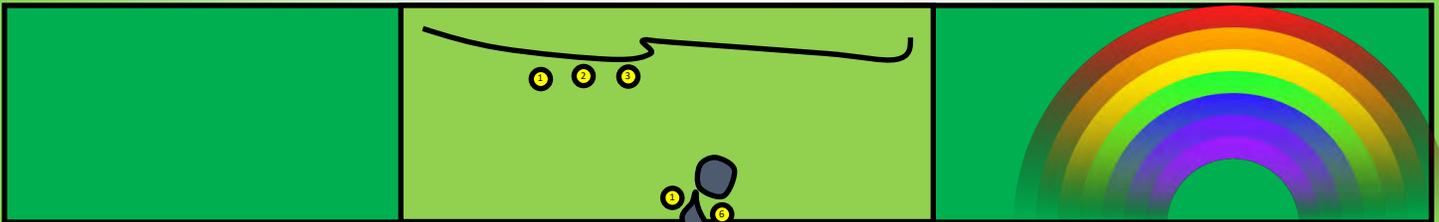
# S.W.O.T. Rainbow

## Overview Map & Overview



As you pass The Octopus's Garden the trail rises and falls significantly creating a natural break. The wall to the left is short and broken down at first then opens to the Rainbow Wall, with a few isolated boulders (Rainbow Boulders) on the banks of the river. The Black and Blue Wall (which is shorter) follows and is distinct in that it has a very narrow fall zone. Then a steep drop off. Trail is above and below, leading to the Friendly Boulders, a few roof crack problems, then a ways down, the Mushroom Wall. Only a few people venture this far, yet it is nice and secluded, just not great climbing.





## Somewhere over the Rainbow

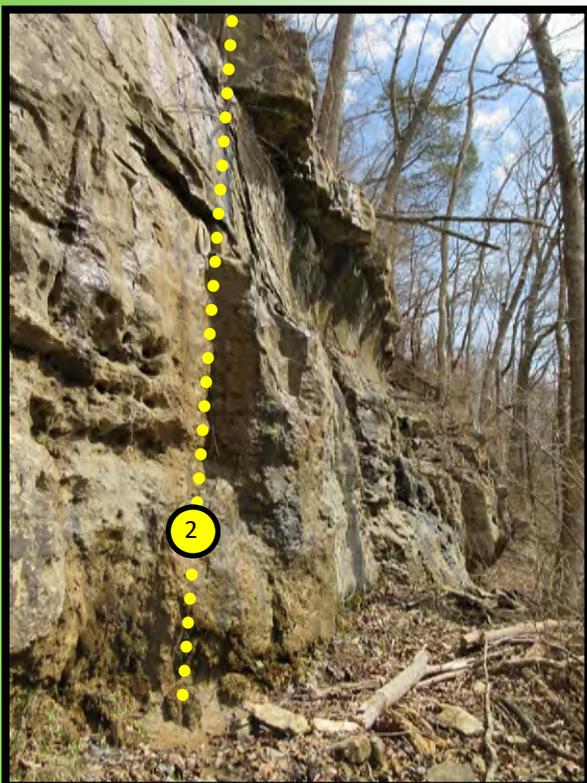
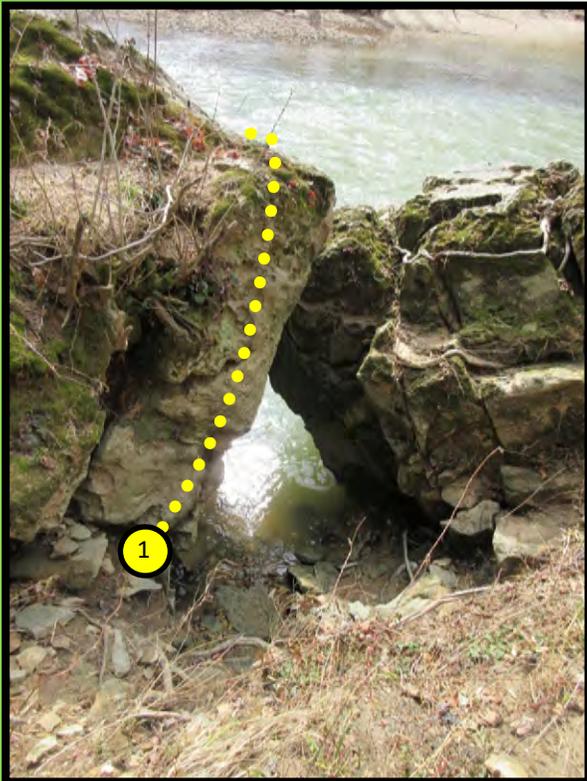
There is a good amount of rock in this area, but the quality is prohibitive and seldom visited. A few decent problems are scattered about.

### River Boulder complex (Rainbow Boulders)

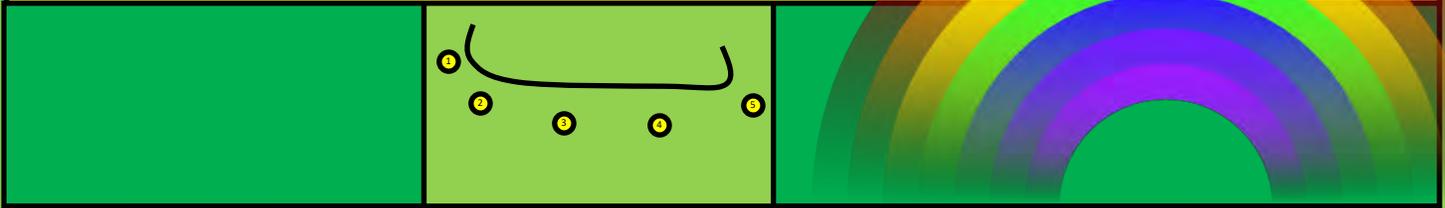
1. **Green Face** V- Center boulder, sit start, moderate. FA: GM 2006
2. **Wet and Wonderful** V1 Twist strategically to set up crossing from north side of boulders to south/river side. Mantle from center connection east side somewhat. FA: GM 2006
3. **Slip and Slide** V1 When water is low the west boulder can be accessed often from a flat rock. From decent waist level jug crank to lip and mantle. FA: GM 2006
4. **Traverse Left** V0 From same start, traverse around corner left and traverse moderate face of west boulder over river. FA: GM 2006
5. **Mantle Right** V3 Once on river side center boulder has slopy mantle. GM 2006
6. **Roof Slab** V- Crank a short roof to dirty easy slab. FA: GM 2005

### Rainbow Wall

1. **Lone slab** V- Someone did it. Left easy line
2. **Cheap thrills** V- Top out right easy line in middle of wall. FA: GM 1998
3. **Wicked Witch** V- Easy traverse, somehow I slipped on this and landed on a super sharp rock and could not run for months. Likely only one to mess around here. FA: GM 2010



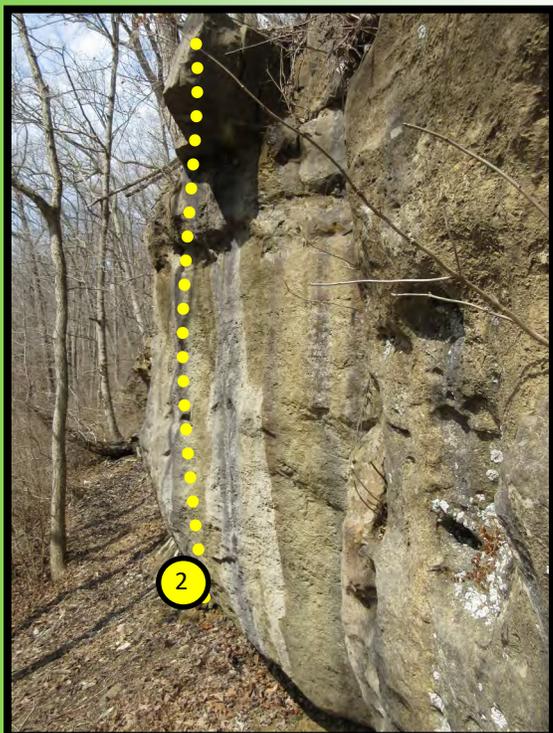
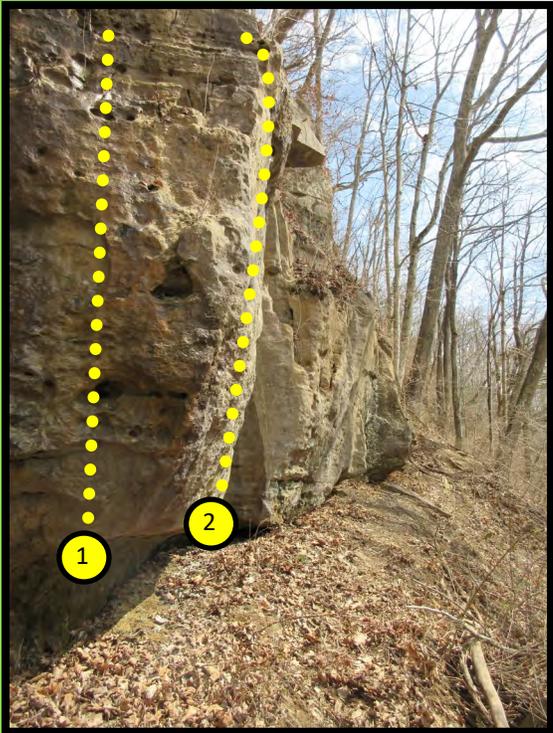
# S.W.O.T. Rainbow

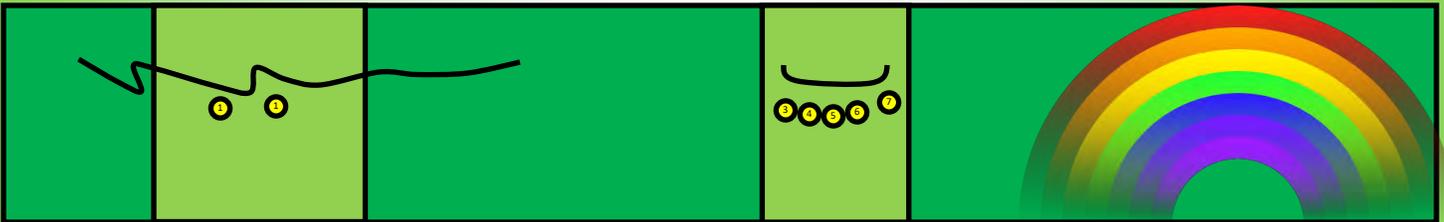


**Somewhere over the Rainbow** (Center to left side) "Black and Blue" starts as the trail splits up to wall and down to river. Just past a break after the Rainbow Wall. Landing zone is not wide.

## Black and Blue Wall

- |                           |    |  |
|---------------------------|----|--|
| 1. <b>Green and Brown</b> | V- | Dirty left side of arete   |
| 2. <b>Black and Blue</b>  | V4 | Super fun two move wonder? Right face, long move. FA:GM 2001       |
| 3. <b>Un 1</b>            | V- |  |
| 4. <b>Crack</b>           | V- |  |
| 5. <b>Traverse</b>        | V1 | Done except for "Black and Blue Section" right to left. FA:GM 2001 |

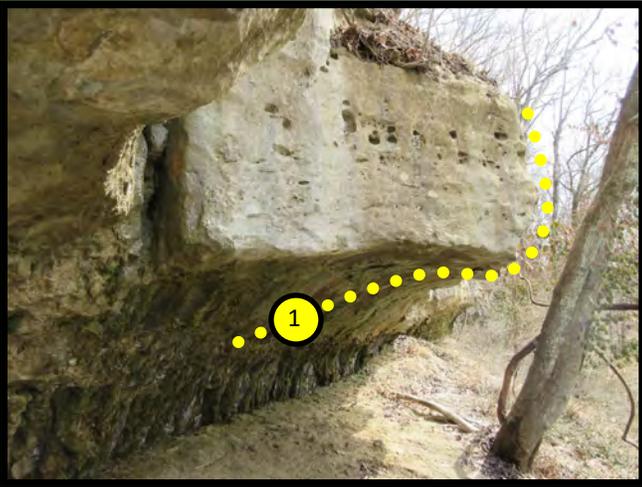




**Somewhere over the Rainbow** (Right side)

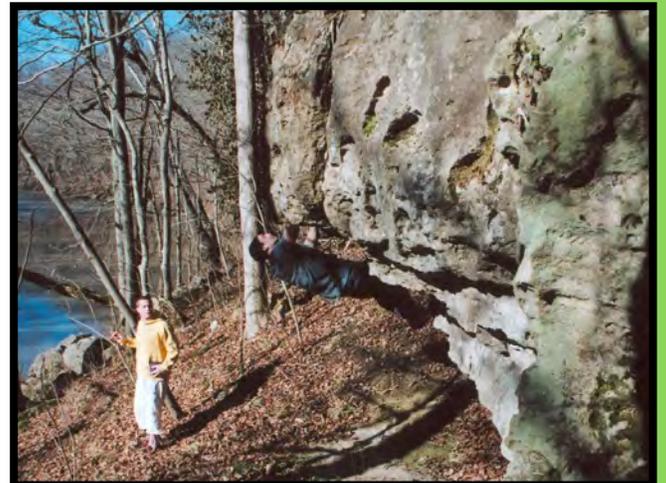
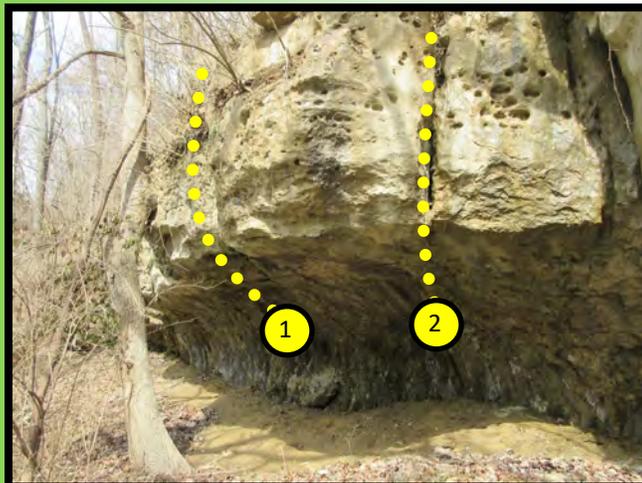
**Friendly boulders/wall** Large system of broken rock with short wall above. Little alcove could have short problem.

1. **Crack roof** V4-ish Steep roof with crack. Worked on and moves and came together yet was left undone.
2. **Crack roof** V? Long moves to gain access to crack and short lip



**Mushroom Wall** Cleaned 15 years ago with a few decent moderates, left alone and currently overgrown.

3. **Seize the day** V2 Waist start. FA: GM 2004
4. **Alpha Centaury** V2 Waist start. FA: GM 2004
5. **Alpha male** V3 Sit start. FA GM 2004
6. **Drops of Jupiter** V2 Waist start. FA GM 2004
7. **Mushroom Cloud** V0 Dirty. Fa: GM 2004



# Other Walls in Jennings

## Locations Anonymous?



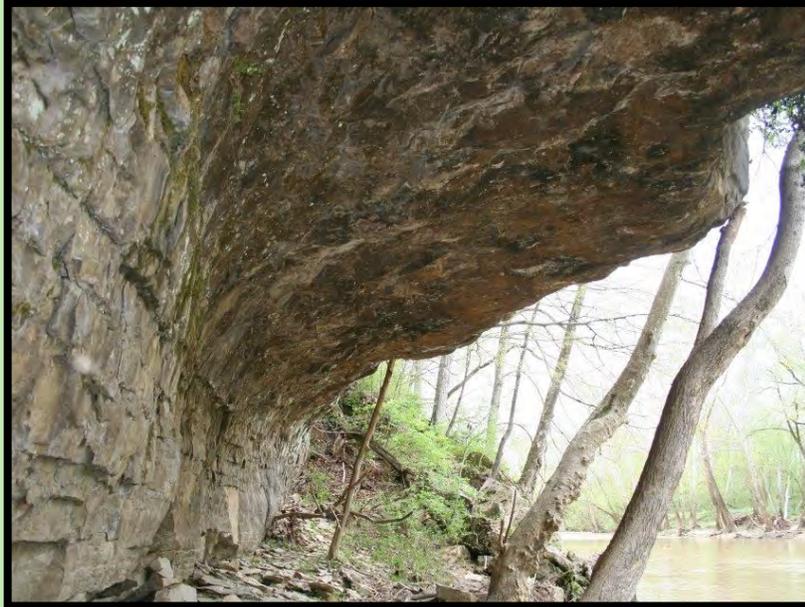
From early in the 1990's we searched out other areas in the county. The original guidebook (1993) listed 6 other walls that eventually had problems. We have found a few others over time. A couple of these were somewhat developed, the Ripple Wall is basically untouched.

I will list these for historical purposes. Perhaps this could lead to further access?

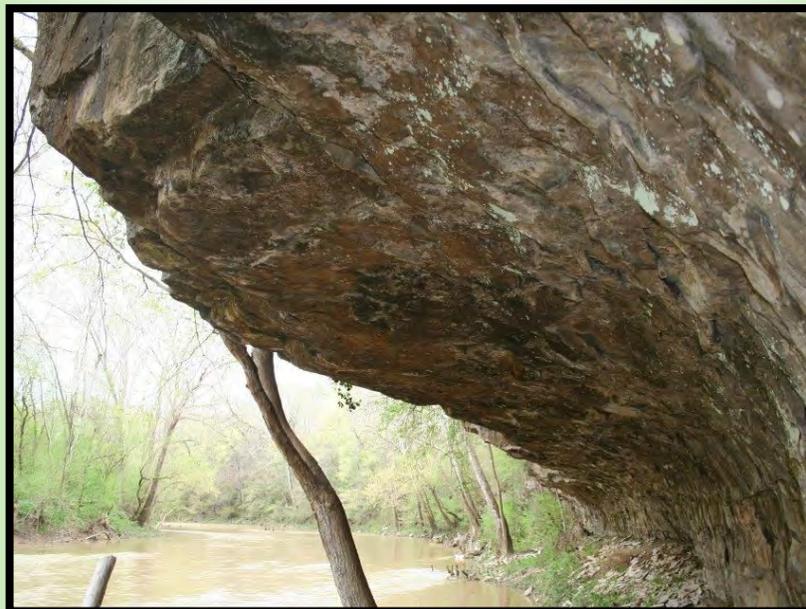
First 6 From the 1993 Guide, others later:

- **Finney's Wall** 6 routes were done before 1994. Around 2005 I went back and put up about twenty problems. These were mostly vertical problems, yet nice with ok top outs. The steeper wall was mostly untouched. Isaac Fry repeated most of these around this same time. The cave project (V10?) was always interesting. Potential here was 40-50 problems.
- **Monster's Wall** In Crosley SFWA. In 1993 we did 9 problems. I itemized about 20 problems. I met the manager in 1997, and he stated it was illegal to climb on State property, so we refrained from further development.
- **Cave Wall** In Crosley also, we did just two problems here, but potential was a few more.
- **Nowhere Wall** I put up five problems here in 1993. There was potential for about 10-15 additional, yet it was granted to JCCF, and is a nature preserve.
- **Goodbye Wall** We did 9 problems before 1994. Taller walls were unclimbed, but green low.
- **Damn Wall** I did one cool problem over the water here. Committing.
- **Comiskey Wall** Tallest wall I have seen in county (50 foot). Looks like ten 5.10s could be developed.
- **Comiskey Wall Two** Lots of green rock, but one wall had a super cool wall that looked to host one, 5.11, one 5.12, and a 5.13, bolts or top rope routes.
- **Dupont Wall** About 10-15 route potential
- **Selmier** Looks to be a few problems on private property across river from the state forest
- **Vernon Wall** Potential for 20 or so problems. Only a few completed.
- **Ripple Wall** This wall is pretty cool. Likely 50 problem potential, with crazy rad roof that actually has features.
- **9 & 3/4** I spent a season here and go back periodically. Best boulder in the county so far. 50 problem potential.

## Other Walls?



Ripple Wall Looking Northeast



Ripple Wall looking Southwest

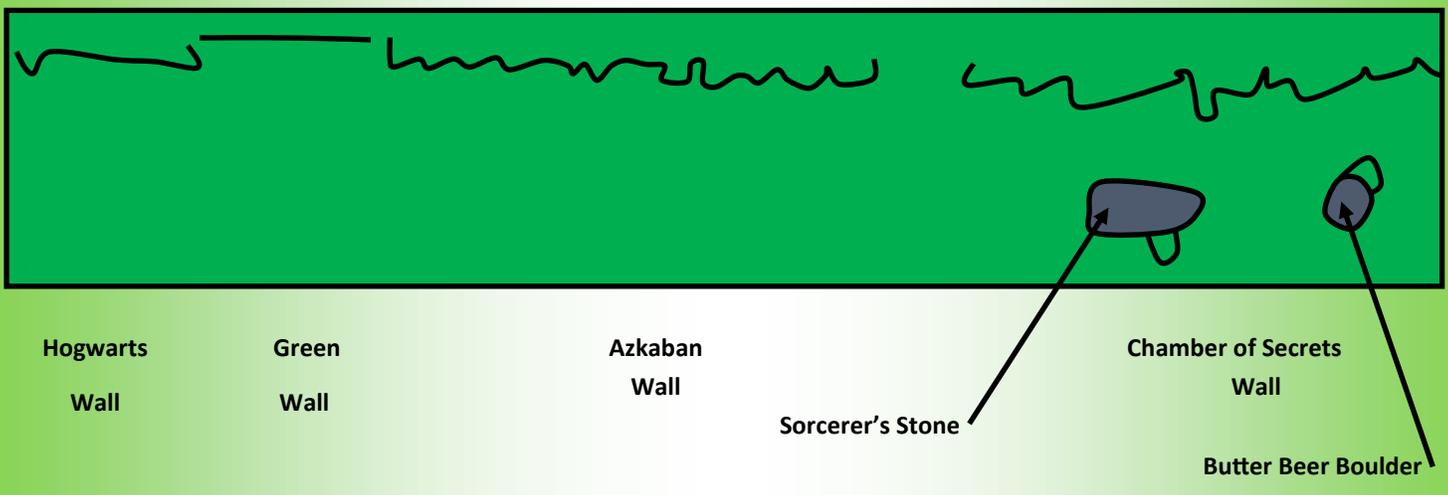
# 9 & 3/4's

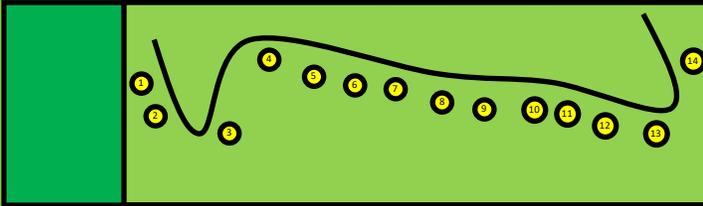


## Overview



I did have authorization to climb in this area. I developed it approximately 2005. It was a one man job. In 2010 and 2011 I went back to work on the Golden Snitch. We were there late 2019, yet only the Sorcerers Stone was clear of brush. Some classic problems! GM on Transfiguration above.





# 9 <sup>3</sup>/<sub>4</sub>

## 9 & 3/4 Hogwarts Sector

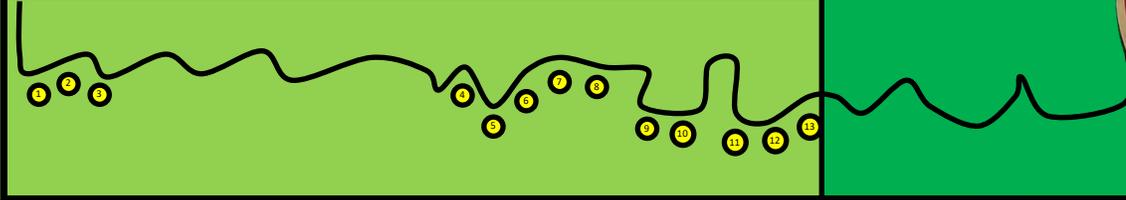
First wall encountered after walking under the bridge. Definitely a bit dirty. FA:'s Gm 2005

- 1. H1
- 2. H2
- 3. H3
- 4. H4
- 5. H5
- 6. H6
- 7. H7
- 8. H8
- 9. H9
- 10. H10
- 11. H11
- 12. H12
- 13. H13
- 14. H14      V0      Arete on right end of wall



**Kennan Conner eyeing the move on the Seeker (above).  
JC Stamps ready to gun for the Golden Snitch (below).**

# 9 & 3/4's



## 9 & 3/4's Azkaban Walls

All problems here done by GM 2005.

### Long Wall

1. Aragog
2. Pixies
3. Cornealus Fudge
4. A4
5. A5
6. A6
7. A7
8. A8

### Charms wall

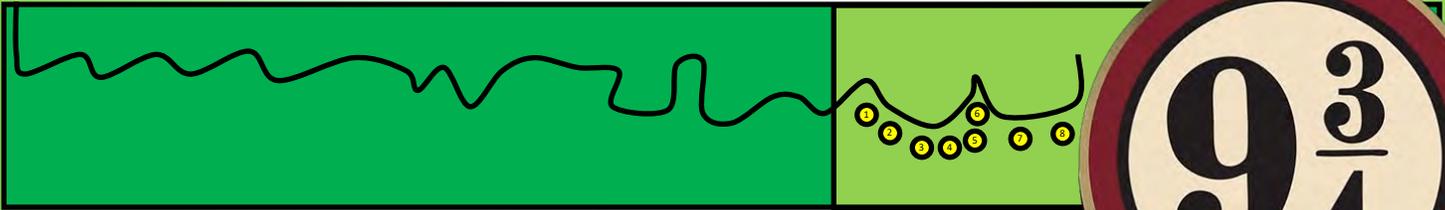
9. C1
10. Deathly Hallows
11. Wizards Chess
12. C4
13. C5



Neil Westphal on a moderate at  
the Chamber of Secrets



JC Stamps posting up for big move.



**9 & 3/4's Azkaban Walls**

All problems here done by GM 2005

**Poly Juice Prow**

- 1. The Forbidden Forest
- 2. The Sorting hat
- 3. Voldemort
- 4. Fang
- 5. Firenze

**Pumpkin Juice Prow**

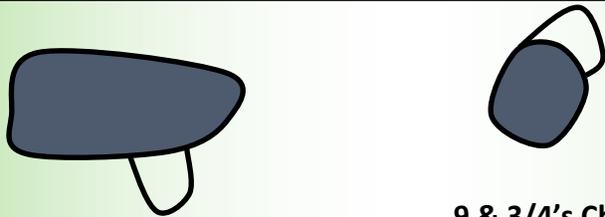
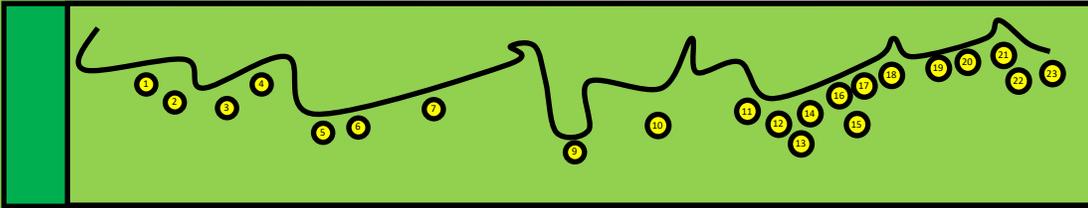
- 6. Quidditch
- 7. Snape
- 8. Fluffy



Heel Hooking Troll Bogies!



How many points of contact?



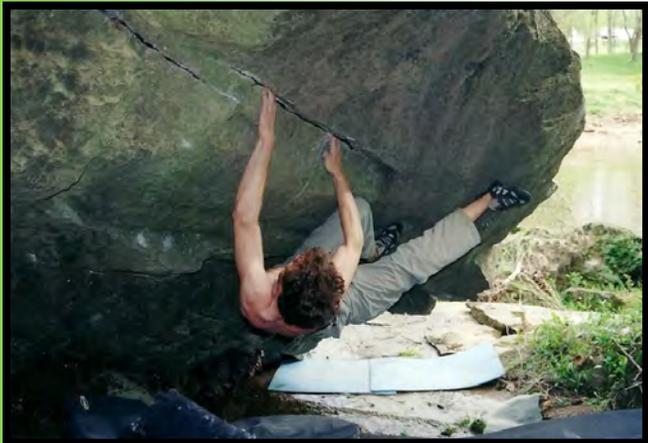
### 9 & 3/4's Chamber of Secrets

All problems here done by GM, except The Golden Snitch. 2005

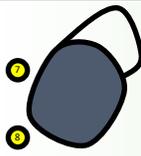
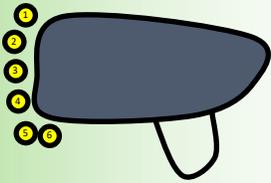
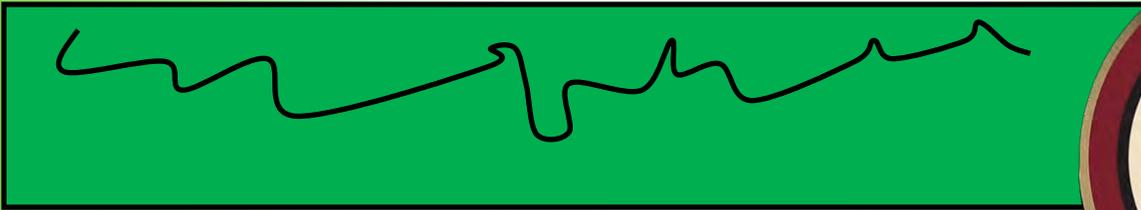
1. Zonko's
2. Malfoy
3. Basilisk
4. Sutipify
5. The Golden Snitch    V7    FA: Mike Johnson
6. Tom Riddle    V4
7. Ridiculus
8. Troll Bogies
9. Mony Murdle
10. Occulmency
11. Abracadabra
12. Nagini
13. Sirius Black
14. Hufflepuff
15. Gryfindor
16. Ravenclaw
17. Slytherin
18. Death Eater
19. Imperious
20. Patronous
21. Hogsmead
22. Expellromous
23. Herbology



Kenan Conner on the Seeker



Mark Johnson on Diagon Alley



**9 & 3/4's The Sorcerer's Stone & Butter Beer Boulder**

**Sorcerer's Stone:**

- 1. Seeker V6 FA: Bryan Boyd
- 2. The Daily Prophet V4 FA: Bryan Boyd
- 3. Divination V5 FA: GM
- 4. Diagon Alley V5 FA: Bryan Boyd
- 5. Hogwarts Express V3 Fa: Bryan Boyd
- 6. Transfiguration V5 FA: GM

**Butter Beer Boulder**

- 7. Butter Beer V0 FA: GM
- 8. Fire Whiskey V0 FA: GM



**Blake Roth on Divination**



**Chelsea Willis on Hogwarts Express**



**Thomas low on the Sorcerers Stone**

