

City of Rocks

(all dates are month/day/year)

5.6

First Lead (Practice Rock) (5.6 Trad)

comments: Not a great route

ascents: 07/31/2002 lead

5.7

Cruel Shoes (Stripe Rock) (5.7, 5.7, easy 5th, Bolts)

comments: First pitch is much longer than 100' and meandering; don't try to link it with the second one. Four raps with a 60m rope on the route to climber's left (Poly-Stick-Um) get one down. The start is hard to find.

ascents: 07/04/2017 lead (1st and 3rd pitch), 2nd (2nd pitch)

Intruding Dike (Bloody Fingers Corridor) (5.7 Trad)

comments: The book suggests building a gear anchor on top of the first fin and walking off (5.5), but one can easily continue to the next fin where one finds plenty rap anchors to climber's left.

ascents: 07/29/2002 2nd (PB led)
07/06/2017 2nd (PB led)

Mystery Achievement (Bloody Fingers Area) (5.7 Bolts)

comments: Fun route.

ascents: 07/06/2017 lead

Raindance (Flaming Rock East) (5.7, 5.7, Bolts)

comments: First pitch is hard for the grade, second pitch gets easy in a hurry.

ascents: 07/29/2002 lead (1st pitch), 2nd (2nd pitch)
07/03/2017 lead (1st pitch), 2nd (2nd pitch)

Swiss Cheese (Anteater) (5.7 Mixed)

comments: Very easy, but also very run out. The crack to the left above the second bolt takes a # 3 Camalot.

ascents: 07/29/2002 TR (set up from Scream Cheese)
07/05/2017 lead

Tourist Season (Lost World) (5.7 Bolts)

comments: Very easy, and only so-so

ascents: 07/04/2017 lead

True Spirit (Lost World) (5.7 Bolts)

comments: Another very easy so-so Lost World route

ascents: 07/04/2017 lead

Wheat Thin (Elephant Rock) (5.7 Trad)

comments: Very cool route!

ascents: 07/29/2002 lead
07/03/2017 2nd (PB led)

5.8

Batwings (Parking Lot Rock) (5.8 Trad)

comments: Hard for the grade, with runouts

ascents: 07/30/2002 2nd (PB led)

Delay of Game (Parking Lot Rock) (5.8 Bolts)

comments: Fun and easy for the grade

ascents: 07/30/2002 lead

Rye Crisp (Elephant Rock) (5.8 Trad)

comments: Take large pro to # 4 Camelot and # 11 Hex

ascents: 07/30/2002 lead

07/03/2017 2nd (PB led)

Skyline (Morning Glory Spire aka The Incisor) (5.8 Trad)

comments: Start directly under the arete (V0) or around the right corner (3rd class). Protect **before** starting the crux traverse!

ascents: 07/30/2002 lead

07/05/2017 lead

Too Much Fun (Bumblie Wall) (5.8 Bolts)

comments: Many bolts (18 or 19)! The height-dependent crux is right off the deck.

ascents: 07/29/2002 lead

07/03/2017 lead

5.9

Last of the Lost (Lost World) (5.9 Bolts)

comments: Easy for the grade, but fun

ascents: 07/04/2017 lead

Scream Cheese (Anteater) (5.9 Bolts)

comments: Unobvious crux hold that may or may not have a tick mark

ascents: 07/29/2002 TR (PB led)
07/05/2017 lead

5.10a

Bloody Fingers (Bloody Fingers Area) (5.10a Trad)

comments: Hard start and finish, both are tricky to protect

ascents: 07/29/2002 TR (set up from Intruding Dike)

Deez Guys (Slabbage Patch) (5.10a Bolts)

ascents: 07/04/2017 TR (PB led)

I Can't Believe It (Slabbage Patch) (5.10a Bolts)

comments: Tricky hand traverse at the start (get a spot!), and another one high up. Hard for the grade.

ascents: 07/04/2017 TR (PB led)

New York Is Not The City (Bumblie Wall) (5.10a Bolts)

comments: Easy for the grade

ascents: 07/29/2002 TR (PB led)

07/04/2017 TR (PB led)

The Pygmies Got Stoned (Elephant Rock) (5.10a Bolts)

comments: Hard for the grade

ascents: 07/29/2002 TR (PB led)

Return of the Bumblie (Bumblie Wall) (5.10a Bolts)

comments: Bouldery start. Crux move is deadpoint to a vg hold. Make sure to clip the bolt **before** this move.

ascents: 07/04/2017 TR (PB led)

07/05/2017 lead

Tribal Boundaries (Flaming Rock West) (5.10a/b Bolts)

comments: Not sure what the split rating means; the slopery finish is hard for 10a. Look for a good sidepull to your left to clip the last bolt.

ascents: 07/06/2017 lead

5.10b

Fall Line (Morning Glory Spire aka The Incisor) (5.10b Bolts)

comments: Hard move to 3rd bolt with bad fall potential

ascents: 07/05/2017 TR (PB led)

New Toy (Bloody Fingers Area) (5.10b R Bolts)

ascents: 07/29/2002 TR (set up from Intruding Dike)

5.10c

Quest for Fire (Flaming Rock West) (5.10c Bolts)

comments: Hight first bolt with a very bad landing zone. The crux move is getting past that bolt.

ascents: 07/30/2002 TR flash (PB led)

07/06/2017 TR with two hangs (set up by PB after leading Firewater)