

LORY STATE PARK ROCK CLIMBING GUIDE

2nd Edition, Winter 2013

By Bennett Scott and Pat Goodman



!WARNING!

Climbing is an inherently dangerous activity that may result in serious injury or death. Read this before you use this guide.

The authors cannot verify the accuracy of information presented in this guide including, but not limited to approach or descent routes, problem descriptions and/or ratings, maps, directions, access information, property boundaries, or management regulations.

This guide is a compilation of information from a variety of sources. Although we painstakingly research the information we provide, it is impossible for us to give first hand knowledge of all the problems presented. In addition, translating problem descriptions can be difficult, so errors will occur. Always use your best judgment, and back off if a rock climb or boulder problem seems overly dangerous.

Regardless of the rating, a climbing mishap can result in injury or death. We assume no

responsibility for the safety of those who use this guidebook. If you are not an experienced and proficient climber seek instruction before climbing.

Do not attempt climbing without proper equipment and training. In addition, this guide should not be used as an instructional manual. Information presented in this guide is based on opinions and should not be relied on for personal safety. The authors assume no responsibility in the event of injury or death. Do not use this guidebook if you are unwilling to assume total responsibility for your safety.

THE AUTHORS MAKE NO WARRANTY, WHETHER EXPRESSED OR IMPLIED, THAT THE INFORMATION PRESENTED HEREIN IS ACCURATE. FURTHERMORE, THERE ARE NO WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. THE USER ASSUMES ALL RISKS ASSOCIATED WITH THE USE OF THIS GUIDE.

COPYRIGHT NOTICE

"Lory State Park Bouldering Guide, 2nd Edition Winter 2013" by Bennett Scott and Pat Goodman
Copyrighted © 2013 by Bennett Scott and Pat Goodman
All rights reserved.

No part of this book may be reproduced in any form by any electronic or mechanical means (including photocopying, recording, or information storage and retrieval) without permission in writing from the authors or the NCCC (Northern Colorado Climbers Coalition), except for reading and browsing those portions made available via the World Wide Web. No part of this book, in any physical or electronic medium, may be distributed or re purposed without permission in writing from the authors or NCCC.

Photos © Bennett Scott 2010 unless otherwise noted.
For more information visit: www.nococlimbing.org

COVER PHOTO: Pat Goodman climbing the Vice (v10). Photo: © Dan Bailey Photography



LORY STATE PARK ROCK CLIMBING GUIDE

2nd Edition, Winter 2013

Table of Contents

OVERVIEW & HISTORY 6

ICON DESCRIPTIONS 10

FIXED ANCHOR INITIATIVE 11

ARTHUR'S ROCK TRAIL 12

I-PARKING LOT AREA 15

Parking Lot Wall 15

Voodoo Lady Boulder 16

II-FOG THAT SURROUNDS AREA 18

Dingus Boulder 18

Marble Boulder 18

Fog Boulder 19

III-MAIN AREA 23

Crystal Pinch 24

Lizard Boulder 24

Beast Boulder 25

Godzilla Boulder 25

Sister Boulder 27

Hanks Roof 27

Big Reach Boulder 28

Vulture 28

Mole People Boulder 30

Warm-Up Boulder 30

Drunken Master Boulder 33

Syringe Boulder 35

Mt. Olympus 37

Arête Boulder 38

IV-SNAKE AND SKEWER AREA 39

Shotput Boulder 40

Black Beauty 40

Gill Boulder 40

Handcrack Boulder 41

Snake and the Skewer Bldr 42

Little Boulder 43

Wilford Boulder 43

V-CHILDBIRTH AREA 45

Gremlin Boulder 45

Childbirth Boulder 46

Valhalla Boulder 46

Sicker Boulder 47

VI-SOUTH FACE OF Arthur's ROCK 49

East Side 50

West Side 54

Egg Boulder 58

Upper Tier Wall 59

ROUTE INDEX 60



LORY STATE PARK TRAILS

- | | |
|-----------------------|-------------------------------|
| 1 Arthur's Rock Trail | 7 Waterfall Trail |
| 2 Overlook Trail | 8 East and West Valley Trails |
| 3 Timber Trail | 9 Mill Creek Link |
| 4 Well Gulch Trail | 10 South Valley Trail Loop |
| 5 Westridge Trail | 11 Howard Trail |
| 6 Shoreline Trail | 12 Kimmons Trail |

LORY STATE PARK

OVERVIEW & HISTORY

Early settlers generally came to the Lory State Park area for mining interests, but many who stayed turned to agriculture and stock raising. In 1891, a man named John Kimmons and his wife homesteaded 160 acres in a grassy glade behind a red hogback south of Bellvue. In 1897, they traded their homestead for land in North Park owned by the Howard family. For the Howards, the foothills area meant the winters were less harsh and school was closer for their children to attend. During the next few decades, the Howards bought neighboring homesteads to increase their property from 160 acres to 3,600 acres. Three generations of the Howard family grew up on the land that is now Lory State Park. They irrigated with water that ran off the gulches in early spring, grew hay, raised cattle, put up fences, and harvested timber. In 1963, the then elderly sons of John Howard, Charlie and Arthur, decided to sell their property since Arthur's children couldn't see trying to make a living on the ranch. They sold their land to two real estate developers and some of the land became the Soldier Canyon Estates above the park entrance. In 1967, the remaining 2,600 acres was sold to the State of Colorado to become a park. The Howard family house was located at the present site of the Homestead Picnic Area. Three cedar trees and some sandstone slabs mark the house's location.

In 1937, construction of the Horsetooth Reservoir dams began as part of the Big Thompson Project to bring western slope water to Colorado's developing Front Range. Construction was completed in 1949 and the reservoir began to fill in 1951, reaching full capacity by 1956. The Howard's land was not affected, although their drive to Fort Collins became longer once the Spring Canyon dam blocked the original road to town. The town of Stout, its railroad spur, and a few homesteads, were abandoned in 1949 to make way for the inundation of the valley.

On May 7, 1975, the park was named Lory State Park in honor of Dr. Charles A. Lory, an early settler

in the area and president of Colorado Agricultural College, (CSU) from 1909 to 1940. Jimmy Griffis was the first manager of Lory State Park and responsible for many of the park's recreational features still in use today.

Climbing at Lory State Park began initially at the North Quarry area back in the 1980's. Around 1999 a group of climbers spearheaded by Pat Goodman began developing the bouldering off the Arthur's Rock Trail.

GETTING THERE

From downtown Fort Collins, head west on Laporte Ave. until it ends. Turn right on Overland Trail and head north for approx. 2.5miles. Turn left on Bingham Hill Rd/Co Rd 50E and go west for 2.0miles. Turn left onto N Co Rd 23 for 1.2miles and finally a right onto N Co Rd 25 G. Take 25G for 1.6miles until you reach the gate for the Park. There are signs for Lory State Park after the Bingham Hill turn off Overland Trail.

CAMPING & OTHER LOGISTICS

Camping at Lory State Park is in the backcountry only; there are no campgrounds, car camping or RV camping areas available. Primitive sites can be accessed by at least a 2-mile (one-way) hike. The backcountry sites are a good training ground for Scouts and other groups who want to prepare for longer backpacking and camping trips. There is no water, restrooms or tent pads at these sites and fires are prohibited. Call the park at 970-493-1623 for backcountry camping information. Campers must purchase a backcountry camp permit for \$10.00 per night in addition to a \$6.00 vehicle permit or \$3.00 individual pass.

Outside the park there are several locations available for camping. The KOA site on highway 287 is the closest. Numerous pay campgrounds up the Poudre Canyon work on a first come



WHAT HAVE WE DONE FOR NORTHERN COLORADO?



- Officially opened the Piano Boulders to climbing, working with the City of Fort Collins (2005)
- Publication of FREE, full color, comprehensive guidebooks for various areas in Northern Colorado (2008 - present)
- Helped develop and implement a sustainable trail system at Rotary Park, through collaboration with Larimer County (2006 - 2010)
- Publishing the First Comprehensive Guide to the Poudre Canyon
- Organization of the Horsetooth Hang, the second largest Access Fund Adopt-A-Crag stewardship event in the nation (for 13+ years!)
- Trail Building and Management at Carter Lake along the Fawn Hollow Trail. (2011-2012)
- Replacement of old bolts in Northern Colorado (2008 - present)
- Establishing a Fixed Anchor Initiative with Lory State Park - Including developing 10 initial routes for the climbing community
- Establishing a Bouldering Access Trail at Lory State Park (2010)
- Public meetings, social events, news, and so much more....

Check out our website today to see what's new and to get involved.
Become a member to help us keep your climbing areas open.

www.NOCOCLIMBING.org

first serve basis. Free camping is pretty much non-existent around the Fort Collins area. Red Feather lakes is the closest place with abundant free camping.

LORY STATE PARK FEES

PARK PASSES

Park passes are required for all use within Lory State Park. Daily passes cost \$7 per vehicle per day or \$3 per individual entering by foot, bike, or horse. The daily admission at Lory State Park also allows you to use the adjacent Horsetooth Mountain Open Space trail system when accessed by foot, bike, or horse (operated by Larimer County Department of Natural Resources).

ACCESS

There is an excellent relationship between Lory State Park and the climbing community. Aside from the following restrictions, access is straightforward and excellent. As always, **PLEASE STAY ON TRAIL**, be respectful to other users and pick up any trash that might be found at the boulders.



DOGS

Dogs are allowed throughout the park, but they are required to be on leash at all times. Rattlesnakes, mountain lions, bears and other wildlife are frequently seen in the park, so please be responsible owners by keeping your canine companions on leash and under control, both for their safety and to respect other users and land managers.

RATINGS

The Yosemite Decimal System and the Vermin bouldering scale are used in this book. Grades are always subjective in nature and the grades in this book are given as a suggestion of difficulty. The asterisks (*) are used to indicate the quality of a route (as judged by the authors), with **** denoting the finest routes, and no stars marking a route you should wholeheartedly avoid unless you have climbed everything else in the park.

ICONS

A number of icons appear throughout this guide, providing quick and useful information about a variety of information including suggested protection, rope length, and more. Please see the list below for definitions of all the icons we use. We have made a strong effort to use the icons as accurately as possible, however, there may be discrepancies so use your best judgement and err on the side of caution in case of doubt.



BOLTS / FIXED PROTECTION ONLY

Used for routes that are bolted and generally do not require additional protection (or none is available). Where known, the number of bolts on any pitch (not including the anchors) is reflected after the bolt icon. Please note that there may be discrepancies in bolt counts and you should always carry an extra draw or two just in case.



MIXED PROTECTION

Routes that have mixed protection, requiring traditional protection in addition to 1 or more bolts. Additional information about the bolt count as well as suggested protection will generally be found in the individual route descriptions.



TRADITIONAL PROTECTION

Routes requiring a standard rack of traditional protection such as camming devices, stoppers, etc. In this case, a standard rack is defined as a double set of cams from finger to hand size as well as a set of stoppers, including RPs or other micro nuts. All sizes of camming gear will be given in reference to Black Diamond Camalots. A standard rack as defined in our guide may not provide sufficient protection for all climbs, so be sure to assess all routes prior to climbing and adjust accordingly.



UNUSUAL TRADITIONAL PROTECTION

Traditional routes that require gear beyond a standard rack will be given this icon. In general, info on extra gear will be given in the route description.



BOULDERING

Designates routes ("problems") that are intended to be "bouldered", or climbed without the use of rope, technical protection or fixed gear. These climbs are generally under 15 feet tall and should be protected with crash pads and spotters for safety. Boulder problems that are taller than 15 feet or are otherwise dangerous will be noted with the red "highball" bouldering icon.



ROPE LENGTH

Today, a 60-meter rope is the standard length. We assume that everyone using this guide will be using a standard rope or longer. If a pitch requires a full 60 meters or more (including sport routes that require a longer rope for safe lowering), icons designating required rope length will be displayed.



CHOSS / POSSIBLE DOOM

Bad rock is inevitable. However, we have a special designation for routes that are exceptionally loose, flaky, licheny, bushy, and otherwise of poor quality. Routes with this designation should probably be avoided unless you are looking for sketchy adventures. These routes often offer poor protection and should be approached carefully and with a helmet for you and your belayer.

Lory State Park FIXED ANCHOR INITIATIVE



In late 2008 Lory State Park (LSP) management contacted NCCC to establish a climber's advisory group to help begin a climbing management plan. Under this plan it is illegal to place or remove fixed hardware without a permit from LSP under the "Unlawful alteration or destruction" clause.

In 2011, the Northern Colorado Climbers Coalition (NCCC, Ben Scott) worked with LSP's Cameron Landis (*Park Resource Technician*) and Larry Butterfield (*Park Manager*) to create a Fixed Anchor Initiative in the park. The NCCC has collaborated with LSP to act as an advocacy group and to assist with FH proposals and installations.

Lory State Park keeps a log of all fixed hardware (FH) actions taken under the plan. However, LSP does not maintain any FH. Climbers use these anchors at their own risk. The park only regulates a process that enables climbers to voluntarily add or replace FH under a permit agreement.

All Fixed Hardware Applications must be approved by LSP before any anchor work can begin.

FIXED ANCHOR APPLICATION PROCESS

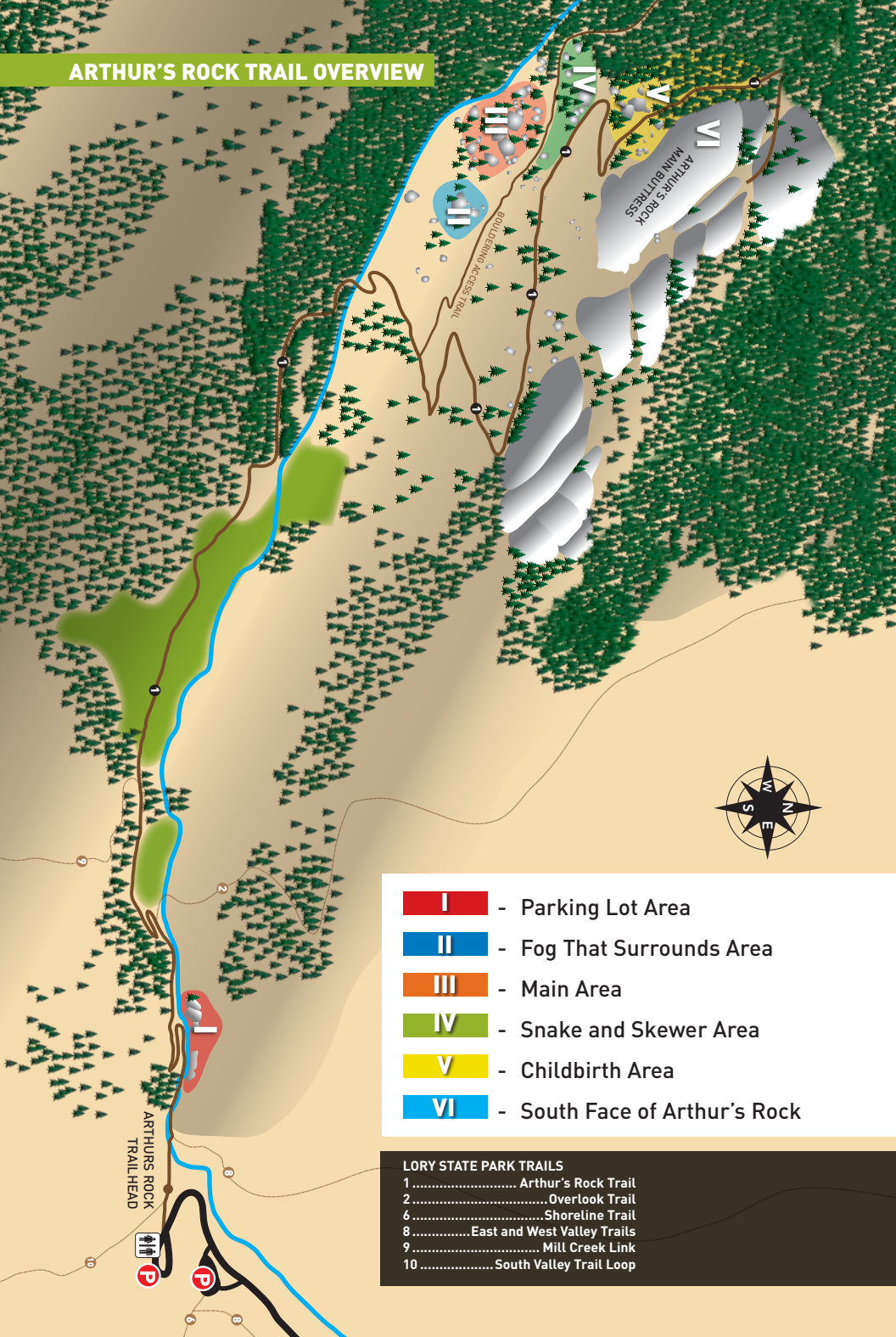
1. Do Your Research. All new routes should be sussed thoroughly on top rope prior to submitting an application. An understanding of how the route will climb and be protected is integral to having a thorough application. Bolt estimates, length of pitches, and estimated grade are all helpful in getting the application approved.

2. Submit an Application: Fixed Anchor applications can be picked up and dropped off at the LSP Visitor Center. Gather as much photo documentation and details as possible to help your application be approved.

3. Application Under Review. LSP and the NCCC will review all applications to determine if the anchors are a positive addition to the climbing resources at LSP. Location/Access, rock quality, quantity of natural protection, and safety are all considered during this process. Please allow 30 days minimum for this process to occur, a LSP or NCCC representative will contact the applicant when the process is complete.

4. Fixed Anchor Installation. Once the route is approved the anchors are approved for installation. The NCCC is responsible in assisting with this process, or installing the anchors for the applicant out right.

ARTHUR'S ROCK TRAIL OVERVIEW



- I** - Parking Lot Area
- II** - Fog That Surrounds Area
- III** - Main Area
- IV** - Snake and Skewer Area
- V** - Childbirth Area
- VI** - South Face of Arthur's Rock

- LORY STATE PARK TRAILS**
- 1 Arthur's Rock Trail
 - 2 Overlook Trail
 - 6 Shoreline Trail
 - 8 East and West Valley Trails
 - 9 Mill Creek Link
 - 10 South Valley Trail Loop

ARTHUR'S ROCK TRAIL



Photo: Paul Dusatko

Difficulty Range: (v0 - v12), (5.5 - 5.12b)
Approach Time: 10 - 45 Minutes
Season: Jan - April; Sept - Dec
Trail Distance (Miles): 1.7 (one-way)
Arthur's Rock Summit Elev (Feet): 6,780

CLIMBING OVERVIEW

The Arthur's Rock Trail is the main access route to the summit of the Arthur's Rock formation and the majority of climbing in Lory State Park. The path, rising steeply out of the meadows bordering Horsetooth Reservoir, winds through towering ponderosa pines and offers excellent views of Fort Collins and beyond.

While people have been climbing at Arthur's Rock for decades, the main development phase of bouldering began in 1999, led by Pat Goodman (see his short bio on the following page). Since then, Arthur's has

remained a cherished and hidden gem frequented by locals, but largely unknown to the larger climbing community.

Rock quality at Arthur's Rock has been described as being anywhere from total choss to a granite technicians dream. Mostly a granite conglomerate of several rock types, the bouldering tends to be fingery and requires very technical footwork. Small edges, gritty slopers and the occasional pink knob are the norm for grips around Arthur's Rock.

The Arthur's Rock Trail sees lots of traffic from non-climbers making there way to the summit. So please be respectful of their presence and set a good example for all climbers when you visit the Arthur's Rock Trail and climbing areas - remember, voices/noise travel well up there!

GETTING THERE

From the Park entrance proceed to the Ranger Station to pay for your day or annual pass. From there continue down the main road (Lodgepole Dr.) until it dead ends at the parking lot for the Arthur's Rock Trail.

PAT GOODMAN

bouldering around Arthur's Rock

I hardly had the intention of “discovering” a cluster of quality boulders ripe for the picking on my first visit to Lory State Park some 13 years ago. In fact my roommate in Fort Collins at the time, Andrea (a non-climber), was wholly responsible for that first journey through the forest below Arthur's Rock, an area she described to me as “lots of big little rocks that look fun to climb”. I remember running around the woods with her, my eyes wide, touching holds on the now classic Godzilla thinking, “how has this place gone unnoticed?” Shortly thereafter, we found some chalk on what is now known as “The Syringe” and I noticed that a few holds here and there had been cleaned.

After some research I learned the area had been walked through by the likes of Wilford, Sherman and Potter – but none of them chalked up a single hold. As far as I know the first climbers that took the boulders seriously were Mike Auldrige and Mike Hickey. They had been cleaning up lines for about a month before my first tour during which they established the classics Mainstreet and the Syringe aka Heroine (we called it Syringe because they drew a needle in chalk on the rock next to the starting holds). After my initial foray I returned with Francis Sanzaro, in that first day we met Hickey and Auldrige who appeared unenthusiastic about our presence, but begrudgingly confirmed we had made the first ascents of Clutch, Godzilla and La Crimp. Shortly thereafter we established Childbirth and the Ode to Failure. Being thoughtful, non-greedy types, Francis and I made sure the place was cleaned up a bit and had some solid problems established before we let the-cat-out-of-the-bag. After that first month or so of plucking the details get fuzzy with a flurry of activity by many motivated climbers including – Hank Jones, Andy (Drew) Warnkey, Thomas Blackford, Ben Scott, Jeremy Everett, Travis Shipman, Will LeMaire, Doug McKee, Herm Fiessner, Mark Wilford, Mike Mangino, John Sherman and Jay Shambo.

A few notable ascents that stood out include:

--The Vice by Will LeMaire

During his preliminary efforts he became so frustrated that he kicked a gallon jug of water so hard that the lid was found near Godzilla. His



Photo: © Dan Bailey Photography

original line (which he wanted call Judge Judy) went out right to the arête. I later added the (now standard) direct finish and we settled on the current name.

--The Snake and the Skewer

Sanzaro, Everett, Warnkey, Wilford and I took a good lashing on this line the day we did the FA. I got skewered on a spike that guards the crux move and we found a rattlesnake in the crack after hours of attempts.

--Enchanting Wizard of Rhythm

Ben Scott, a new addition to the FC crew at the time, showed us what we were missing when he snagged the FA of this spooky, but excellent highball.

--Four Dollar Arête

Will LeMaire spent a small fortune on park fees and t-shirts (that he kept shredding) during his obsession with this line before making the first ascent. At the time, this was the hardest route in the park.

Now, with the fairly recent additions of the Brick Pinch by Sean Drolet and Blake Rutherford's ascent of the Godzilla Indirect Sit Start, the numbers are climbing and with projects like the Gremlin, they are likely to get bigger.

I - PARKING LOT AREA



A - PARKING LOT WALL

To reach the Parking Lot Wall, walk west on the Arthur's Rock Trail. The wall is about 5 minutes from the parking lot on the right.

1. Easy Edges* (v1)

Start on an obvious incut edge and move up and right following good edges to the lip.

 - Pat Goodman

2. Easy Flake* (v1)

Start on an obvious incut flake and move up and right towards jugs at the lip.

 - P. Goodman

3. Pain* (v5)

Start as for the previous problem but head up and left on small holds to the lip.

 - P. Goodman

4. Corner Crack* (v0)

Climb the obvious right-facing corner. Watch out for loose rock on the topout.

 - P. Goodman

5. Fran's Slopey Mantel* (v2)

Stand start on nice opposing holds, and do a move or two of compression before reaching the obvious slopey shelf. Mantel this and call it a day.

 - Francis Sanzaro

VOODOO LADY BOULDER



B - VODOO LADY BOULDER

To reach the Voodoo Lady wall just continue walking up the Arthur's Rock trail past two switchbacks until the boulder comes into view down and to your right. Walk past the boulder itself until you can safely reach the gully and walk back to the boulder.

6. Shambo Arête (v5)

Climb the left Arête on the boulder below the Voodoo Lady Boulder.



- Jay Shambo

7. Voodoo Lady*** (v5)

Climb the center face using sidepulls and edges with a hard move near the lip.



- P. Goodman

8. Wide Crack (v2)

Layback and jam this big gaping crack feature to an easy topout.



- unknown

9. Bobanot (v3)

Sds squeezing the arête on edges. Continue on techy terrain for a couple moves to the lip.

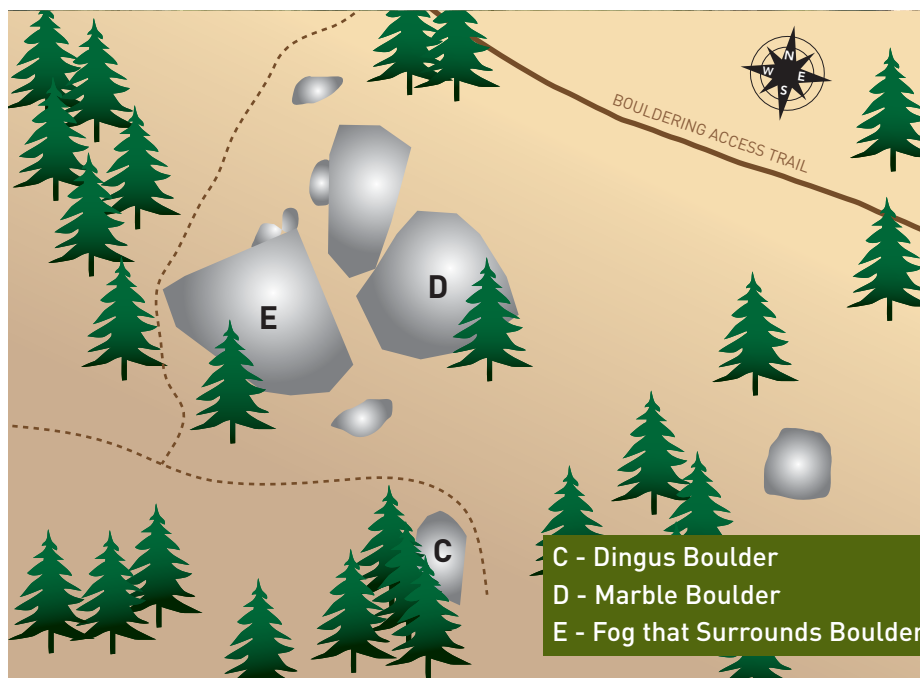


- P. Goodman



Ben Scott taking a burn on the classic Voodoo Lady (v5). Photo: Pat Goodman

II - FOG THAT SURROUNDS AREA



C - DINGUS BOULDER

To reach the Dingus Boulder walk up the Arthur's Rock Trail for about 20-30 minutes. Turn left at the Boulderling Access Trail and continue until the Fog That Surrounds Boulder is visible down to your left. The Dingus boulder lies just below that boulder.

10. Mangino Dyno* (v2)

Start with hands in the traverse crack on the leftside and dyno to the hold at the lip.

 - Mike Mangino

11. Traverse* (v2)

Traverse the horizontal crack feature on cool crystals.

 - P. Goodman

D - MARBLE BOULDER

To reach the Marble Boulder walk back up the hill from the Dingus Boulder. The Marble Boulder sits just east of the Fog that Surrounds Boulder.

12. Corner Crack* (v2)

Climb the obvious crack to an easy topout.

 - P. Goodman

13. Project* (v?)

Hard moves off the ground to gain the obvious slopey edge features.

 - project

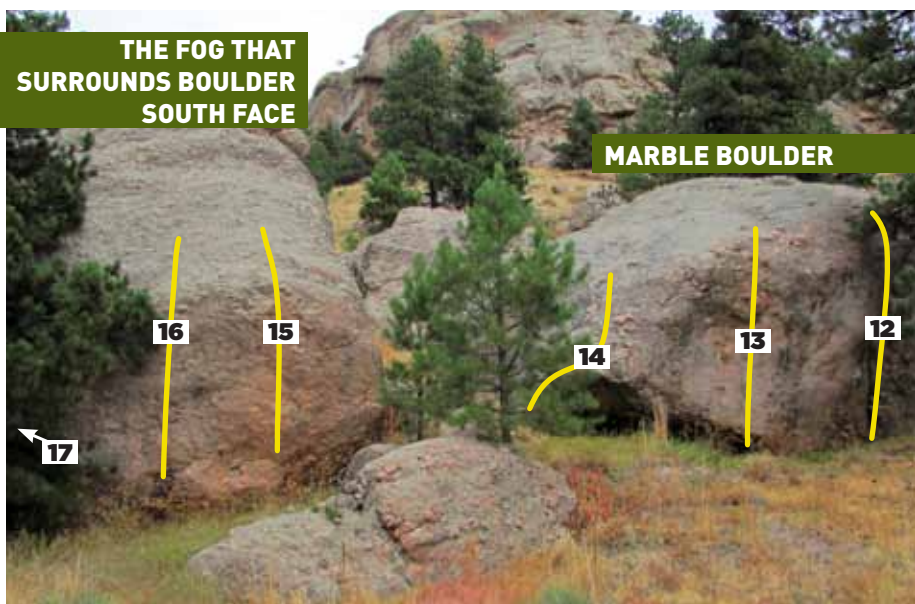
14. Sit Start Roof* (v2)

Sds at a low roof on the left side. Traverse right towards bigger holds and mantel.

 - P. Goodman

THE FOG THAT SURROUNDS BOULDER SOUTH FACE

MARBLE BOULDER



E - FOG THAT SURROUNDS BOULDER

To reach The Fog that Surrounds Boulder walk up the Arthur's Rock Trail for about 20-30 minutes. Turn left at the bouldering access trail and continue until the north face of the boulder is visible down to your left and accessed via a faint trail.

15. Vida* (v5)

A sit start and long reach lead to shady crimpers and a tall topout.



- P. Goodman

16. Silence* (v5)

Start on sidepull and undercling, move up to crimps, then jugs at the lip.



- P. Goodman

17. The Fog That Surrounds*** (v7)

Pull on with a left-hand sidepull, do a hard move to a match crimp. Long reach to a sidepull then easy topout.



- P. Goodman

18. The Scoop of Fog (project)

Climb the subtle scoop just left of The Fog That Surrounds on horrible edge features.



- project

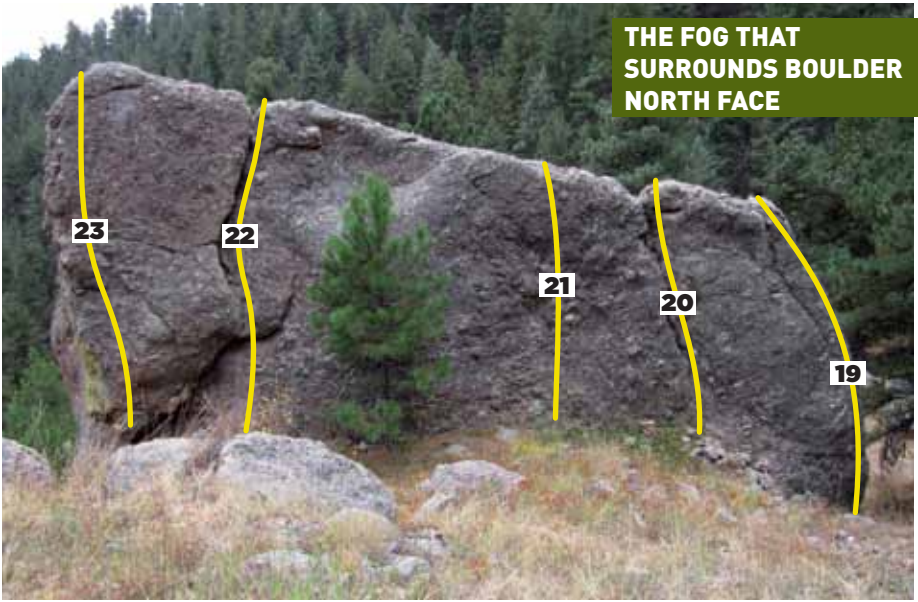
19. Fog Arête* (v1)

Layback the obvious arête left of the Fog Scoop on sometimes questionable rock.



- P. Goodman

**THE FOG THAT
SURROUNDS BOULDER
NORTH FACE**



20. North Face Crack (v0)

Climb the obvious crack with face holds.



- P. Goodman

22. Tall Crack (v0)

Layback the obvious crack to an easy finish.



- P. Goodman

21. North Face (v0)

Nice crystals and knobs litter this face left of the crack.



- P. Goodman

23. North Face Arête (v2)

Start on the right face and work up and left following the arête. Bad landing.



- P. Goodman



Promoting and preserving
climbing in Northern Colorado by...

- *Keeping climbing areas open*
- *Bringing climbers together*
- *Representing climbers and their interests*
- *Building lasting relationships with land managers*
- *Promoting stewardship of climbing areas through trail days & trash clean-ups*
- *Replacing unsafe anchors*
- *Organizing meetings to discuss climbing related issues*
- *Providing free access to education materials*

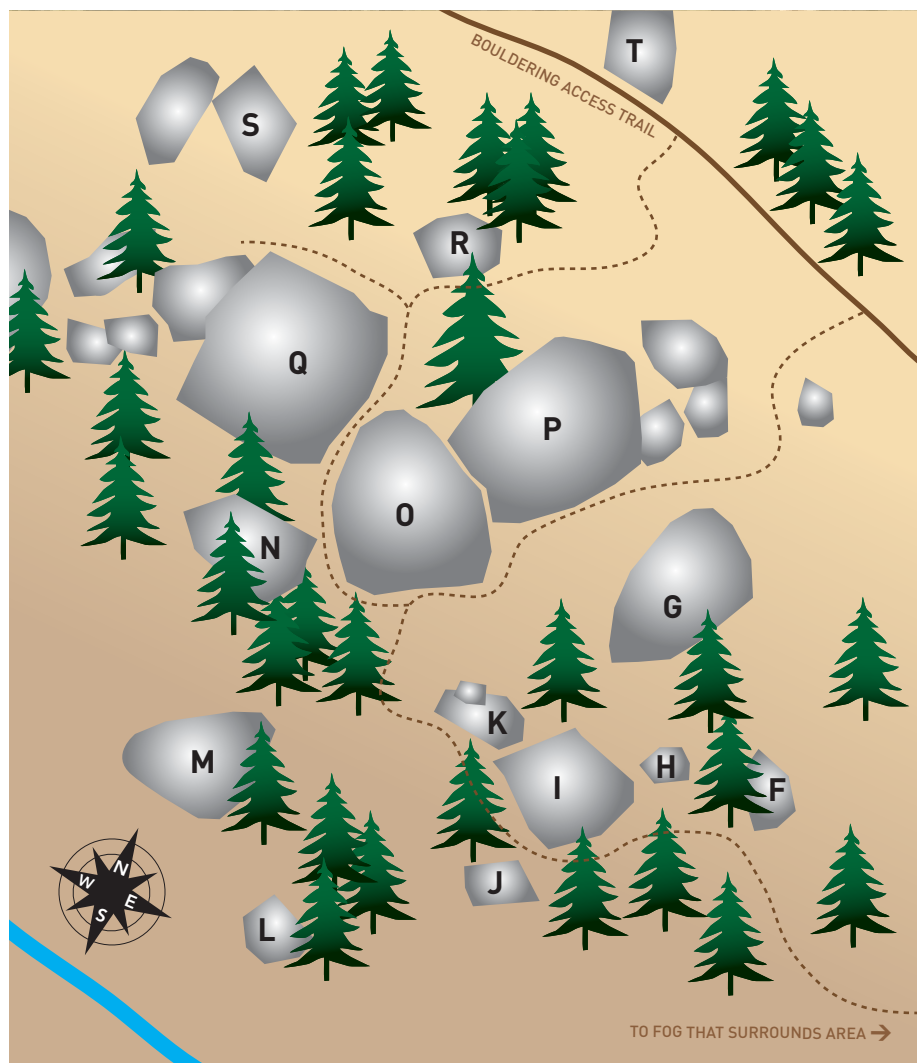
www.NOCOCLIMBING.org





Ben Scott working up to The Enchanting Wizard of Rhythm (v8). Photo: Pat Goodman

III - Main Area



F - Crystal Pinch Boulder

G - Lizard Boulder

H - Beast Boulder

I - Godzilla Boulder

J - Sister Boulder

K - Hank's Roof

L - Big Reach Boulder

M - Vulture Boulder

N - Mole People Boulder

O - Warm-Up Boulder

P - Drunken Master Boulder

Q - Syringe Boulder

R - Mt Olympus

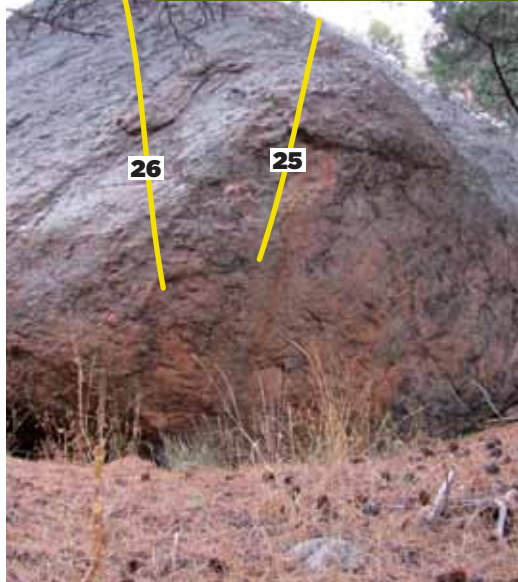
S - Arête Boulder

T - Shotput Boulder

CRYSTAL PINCH BOULDER



LIZARD BOULDER



F - CRYSTAL PINCH BOULDER

To reach the Crystal Pinch Boulder, walk up the bouldering access trail past the Fog That Surrounds boulder. At the next switchback cut across the hillside towards a group of trees. The Crystal Pinch is hidden in the trees.

24. Crystal Pinch (v2)

Climb the subtle blunt prow using a cool pink pinch along the way.

 - F. Sanzaro

G - LIZARD BOULDER

To reach the Lizard Boulder from the Crystal Pinch, walk uphill about 20-30 yds. The main climbing faces downhill.

25. Lizard Tamer (v7)

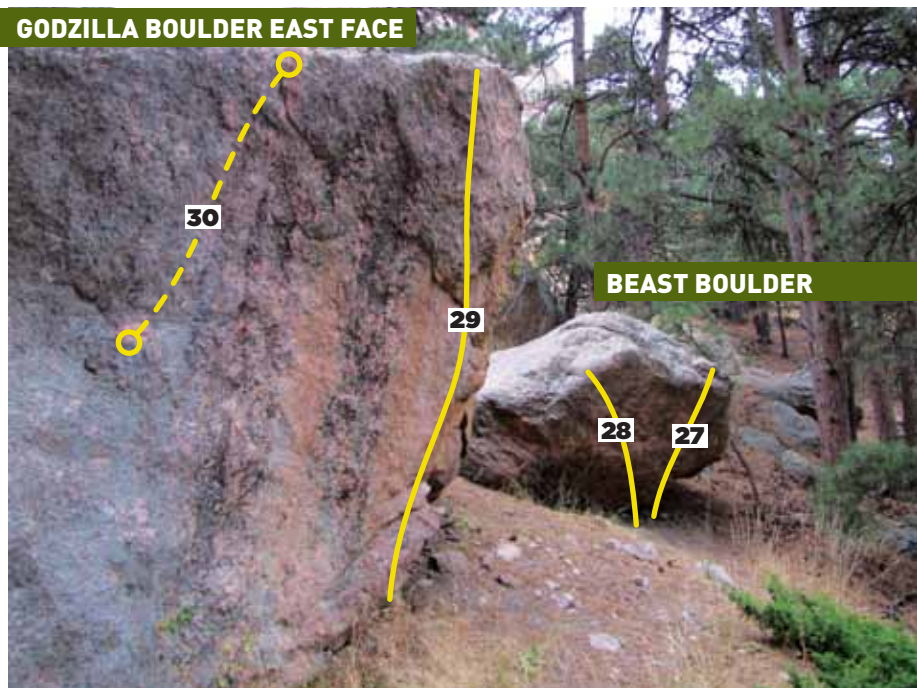
Campus problem up bad edges to a mantel.

 - F. Sanzaro

26. Drew's Toe Knuckles (v2)

An easy mantel problem next to Lizard Tamer.

 - Doug McKee



H - BEAST BOULDER

The Beast Boulder is located approximately 20 yards uphill from the Crystal Pinch Boulder, just downhill from the Lizard Boulder.

27. The Beast House (v9)

Start on two bad crimps and make four moves up and right to the lip. Hard and sharp.

 - *P. Goodman*

28. Stoic Wonder (v4)

Sds just left of the starting holds for Beast House. Climb up and left on small edges.

 - *Will Lemaire*

I - GODZILLA BOULDER

To reach the Godzilla Boulder from the Crystal Pinch, just walk uphill about 20-30 yds. The main climbing faces downhill.

29. BBS (Big Ball Sports)* (v5)

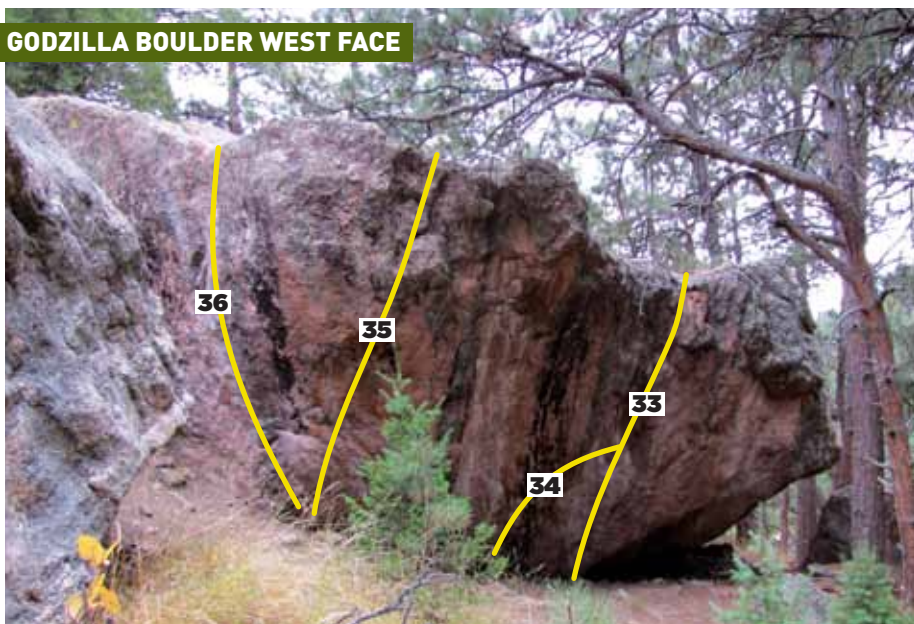
A contrived line climbing the face just left of the arête. Start on the arête, then move left into an undercling and do a big move to a sloper. Match the sloper and go to the top.

 - *P. Goodman, B. Scott*

30. Sir Arthur's Lunge* (v4)**

Best dyno in the area. Start on obvious jug, high feet and dyno to the football shaped jug at the lip. The static version is easier but way less fun!

 - *Jeremy Everett*



31. Easy slab (v0)

Climb flakes and edges through blue lichen.



- unknown

32. Undercling/Arête Problem (v7)

A seldom done problem involving underclings, campusing and bad edges.



- Mike Hickey, Mike Auldrige

33. Godzilla*** (v7)

A classic testpiece on a classic boulder. Start on two sharp edges at head height make two moves through the crux to gain the right hand sidepull. Continue following the seam to a big throw out right to fin/jug.



- P. Goodman, F. Sanzaro

34. The Godzilla Indirect Sit Start** (v12)

With crimps, pinches, non-existent looking holds, and one massive shoulder move this problem is hard from beginning to end.



- Blake Rutherford

35. Four Dollar Arête** (v10)

Sds on obvious jug, then make moves into a small pinch and a bad undercling. Large move to an edge and a tricky topout.



- W. Lemaire

36. Mainstreet*** (v5)

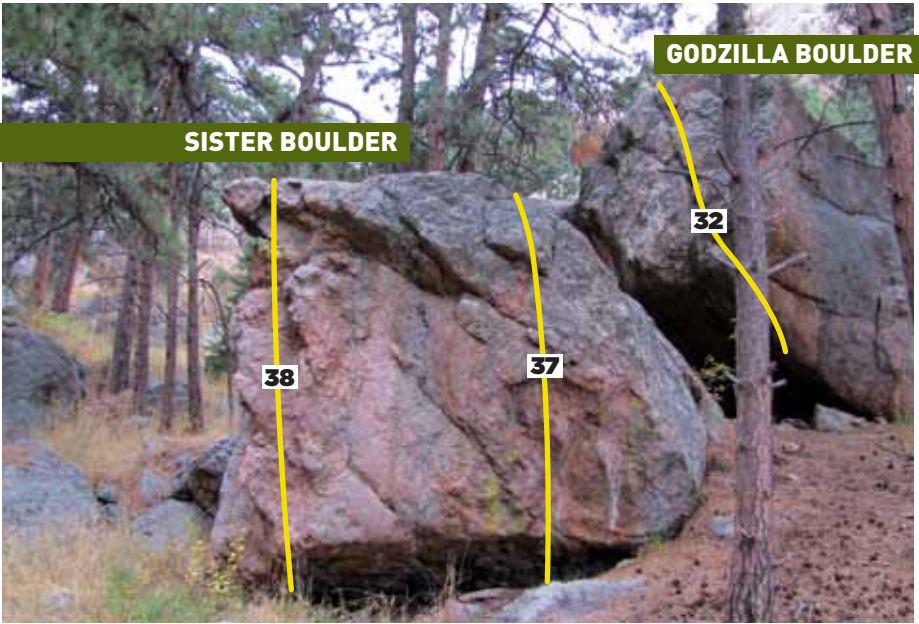
Sds on the same low jug as Four Dollar, move left and up into the obvious slanting edge features. Tricky footwork will get you to the final jump to the glory jug.



- M. Auldrige

GODZILLA BOULDER

SISTER BOULDER



J - SISTER BOULDER

The Sister Boulder is located next to the Godzilla Boulder near the west face.

37. Right Face (v0)

Climb the moderate face, beware of loose rock.

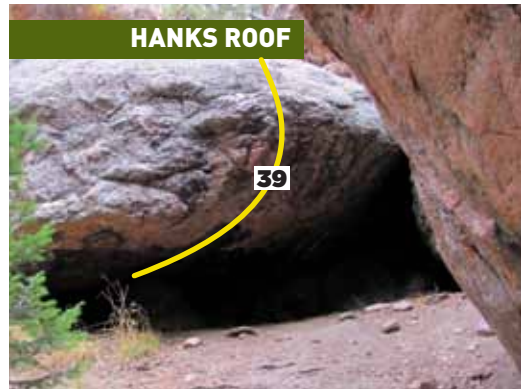
 - Unknown

38. Left Face (v0)

Climb the subtle corner just right of an arête.

 - Unknown

HANKS ROOF



K - HANK'S ROOF

Hank's Roof is a small cave on an adjacent boulder, directly behind the problem Mainstreet.

39. Hank's Cave Problem* (v8)

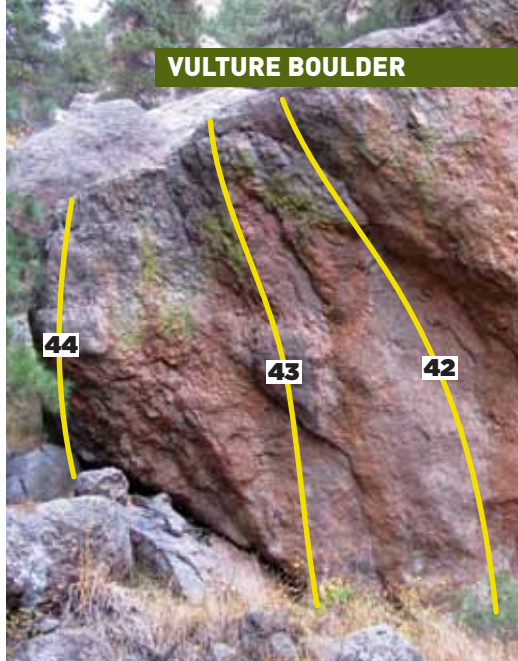
Pull on with bad underclings and do two hard moves to the lip without dabbing.

 - Hank Jones

BIG REACH BOULDER



VULTURE BOULDER



L - BIG REACH BOULDER

To find the Big Reach Boulder walk west from the Godzilla Boulder towards the creek. The boulder sits just east of the creek.

40. Sharp Problem in Groove* (v9)

Climb through bad crimps to the topout of the Big Reach Arête.

 - Sean Drolet, Ben Scott

41. Big Reach Arête** (v7)

Seldom done problem starting on a big football jug. Make big moves out left, then a big lockoff with a heel to the lip.

 - B. Scott, S. Drolet

M - VULTURE BOULDER

The Vulture Boulder is located just north of the Big Reach Boulder. Its obvious southwest arête is easily seen from the Godzilla Boulder.

42. Vulture** (v4)

Mega tall! Climb the big open corner up and left with the crux near the top. Spicy.

 - P. Goodman, B. Scott

43. Humming Bird (v2)

Climb overlaps to a really hard and scary move at the lip.

 - P. Goodman

44. Wasp (v8)

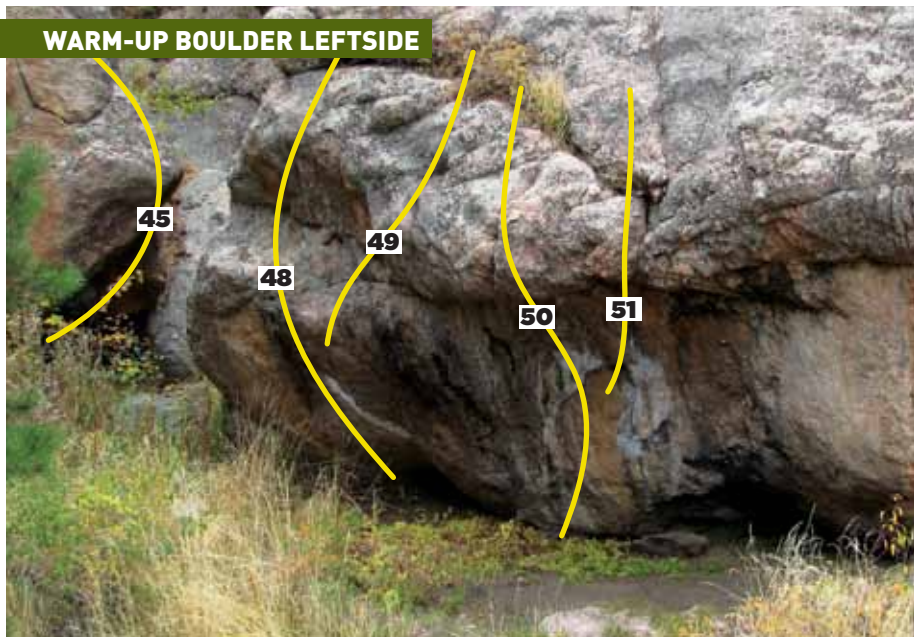
Sds and climb the blocky arête on edges and pinches, harder than it looks.

 - P. Goodman



Hank Jones sticks the infamous pinch on Hanks Pinchers (v5). Photo: Pat Goodman

WARM-UP BOULDER LEFTSIDE



N - MOLE PEOPLE BOULDER

Mole People Boulder is next to the Warm-up Boulder. From La Crimp walk to the left about 10 yds to a little cave which holds Mole People.

45. Mole People* (v8)

Sit start in the cave by underclinging the large slopy rail. Hard undercling moves gain the arête and a tricky topout.



- F. Sanzaro

46. Pats Highball Crack* (v7)

Climb the right angling crack/groove feature to the left of Mole People.



- P. Goodman

47. Razor* (v5)

Located on the South Face of the Mole People Boulder. Sharp crimps and edges if you didn't guess.



- P. Goodman

O - WARM-UP BOULDER

a.k.a. La Crimp Boulder

The Warm-Up Boulder is the most popular place to start your bouldering day at Arthur's Rock. Walk up the Bouldering Access trail until the large arête of the Drunken Master Boulder comes into view on the left. The Warm-Up Boulder is located next to the Drunken Master Boulder.

48. La Crimp* (v8)

Another PG testpiece. Sds on obvious jug and make two very hard moves on small sloping crimps. Topout directly up the short headwall.



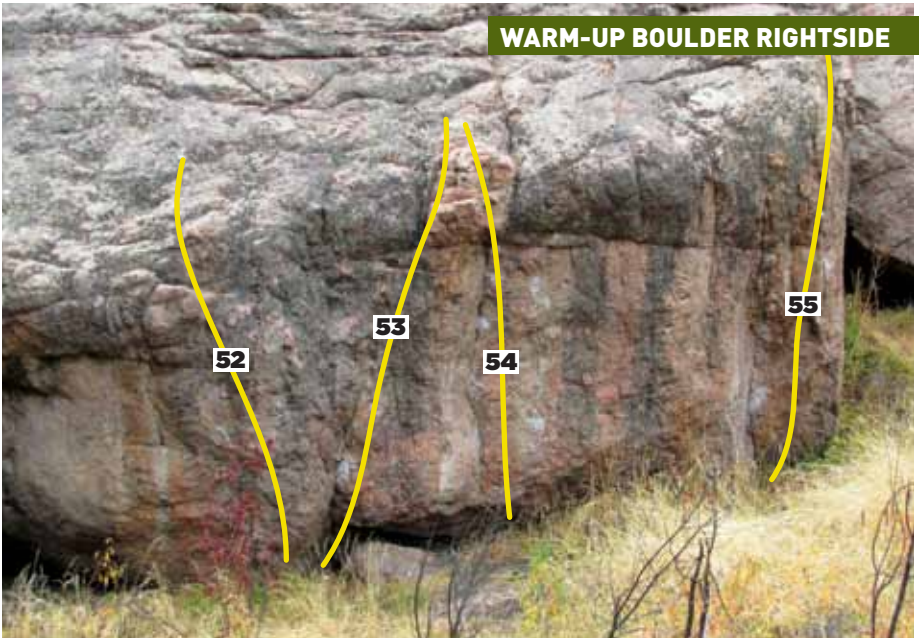
- P. Goodman

49. Hanks Pinchers* (v5)

A seldom done line starting at head height on two sloper/edges. Make a big move out right to an awesome pinch, then cross your left hand over to the big sloper.



- H. Jones



50. Clutch* (v7)

The initial line was contrived leaving the juggy holds off. Start on a pinch feature and move through blocky holds to horizontal seam under the roof. A big move over the lip to a hidden jug is the redpoint crux.



- F. Sanzaro

51. Easy Roof (v2)

Stand start on the jugs for Clutch, but move up and right over the roof through a crack feature to an awkward mantel.



- M. Auldridge, M. Hickey

52. Sherman Pinch Problem* (v2)

Originally done as a stand start, pull on and move to an awesome right-hand pinch before a big move out left to a jug rail. The Sds has been done, but rarely repeated at (v8).



- Stand: John Sherman, Sds: Herman Feissner

53. Warmup Layback* (v2)

Sds in a small dihedral then layback and crimp your way to the top



- P. Goodman

54. Pinchy Warmup* (v3)

Start on opposing sidepulls and climb up the shallow groove on pinches and crimpers to a big move at the lip. A nice Sds variation can be found by starting on the previous route and climbing into this one.



- P. Goodman

55. Shady Arête* (v3)

Sds on pinches in a subtle corner. Move up the blocky arête to an easy topout.



- P. Goodman

56. Slimper Face (v4)

Seldom done slab climb just right of the Shady Arête. Slopey crimps.



- B. Scott

57. Tombstone (v6)

Seldom done slab climb just left of an obvious chimney.



- P. Goodman



Francis Sanzaro on an early repeat of the terrifying Drunken Master (v2). Photo: Bennett Scott



58. The Vice*** (v10)

An amazing dihedral problem involving intense stemming and finger strength. The original finish exits out right after the obvious rail feature, but for full credit most climbers continue up the dihedral to the lip.

Topo for this problem on pages 35, 36

 - W. Lemaire

59. Bear Hug Problem* (v9)

Sds on edge on the right side of the arête. Make hard moves to the obvious right-hand sidepull, then bear hug and grovel your way to the lip.

Topo for this problem on pages 35, 36

 - P. Goodman

P - DRUNKEN MASTER BOULDER

a.k.a. 45 Degree Boulder

The Drunken Master Boulder is one of the biggest boulders in the park. Walk up the Bouldering Access Trail until the large overhung Arête on the boulder comes into view. Follow a faint trail downhill to the bloc.

60. Drunken Master*** (v2)

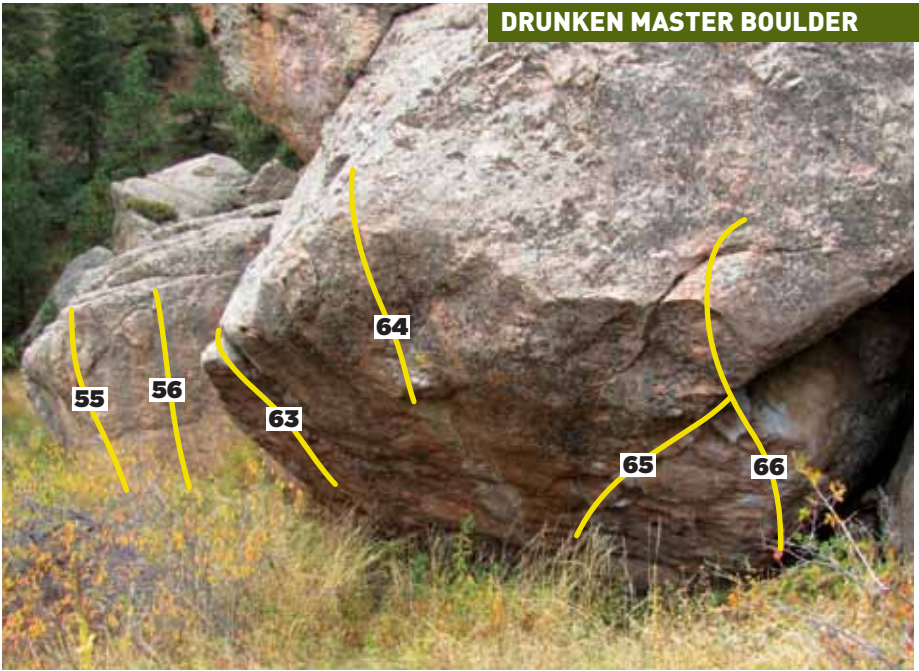
Do not take the grade of this climb for granted. This boulder problem is really a short solo, falling anywhere on this problem is a very bad idea. Classic movement and great rock make this a mental testpiece.

 - P. Goodman

61. Gravities Rainbow** (5.12b)

Climb the obvious arête just to the right of Drunken Master. A technical traverse leads to the first bolt, continue up the arête on knobs and edges with a final crux before the chains.

  4 - P. Goodman, B. Scott



62. Double Stack* (v10)

A hard piece of climbing that has been broken and re-climbed several times. Originally done by Tommy Caldwell, its current state revolves around a hard move over the lip to a sloper.

 - S. Drolet

63. Dynamic Power* (v10)

Pull on and do a hard move to gain the crack/groove feature.

 - S. Drolet

64. Brick Pinch*** (v11)

Jumpstart to the amazing pinch feature and move up and right to a sloping gaston. The crux is moving back left to a horrible gaston and a bad edge at the lip. Very few ascents

 - S. Drolet

65. Triton** (v12)

Start on obvious flat underclings and move up and right following a seam into the topout of Last Resort.

 - Brian Camp


66. Last Resort** (v5)

Sds on a cool pinch and crimp. Move to a left hand gaston followed by a big right-hand cross to a sloping edge. Continue over the roof using edges, heelhooks and a good spotter.

 - W. Lemaire

67. Added Planet** (v10)

The obvious sit start to Ode to Failure. Start with a small left hand edge and a good hold on the arête. Climb nice compression moves to the finish of Ode to Failure.

 - B. Camp

68. Ode to Failure*** (v7)

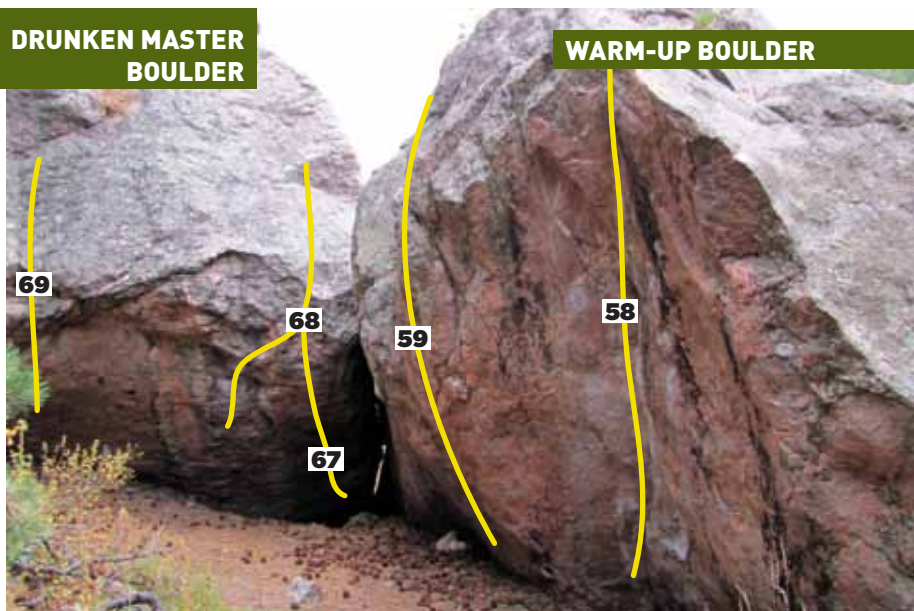
Start on sloping edges and move up and left then back right towards the lip. Tricky holds and body position will get you to the top on this one.

Variation: Head left at the lip. FA: W. Lemaire (v8).

 - P. Goodman, F. Sanzaro

DRUNKEN MASTER BOULDER

WARM-UP BOULDER



69. Fingerlock Campus Mantel* (v3)

Start on a finger lock and a slot at head height. Campus to the first slopey jug then get your feet on and jump to the next one over the lip. Continue up the slab all the way to the top of the boulder.



- P. Goodman

Q - SYRINGE BOULDER

The Syringe Boulder is the next boulder located uphill/west from the Drunken Master Boulder and Warm-Up Boulder.

70. Yak Attack* (v7)

This problem is located on the South Face of the Syringe Boulder. Start on a slopey cobble and a small left hand crimp. Move through more cobbles, sidepulls and edges to the tall but easy topout.



- B. Scott

71. Kilted Yak* (v8)

This problem is located on the South Face of the Syringe Boulder. Start on sharp edges and climb up and right to an obvious sloping cobble, then continue on slightly easier terrain to the top of the boulder.



- W. Lemaire

72. The Enchanting Wizard of Rhythm** (v8)

Start on an undercling and move up the seam to good edges. Continue up the face just right of the arête to a scary exit move at the lip.



- B. Scott

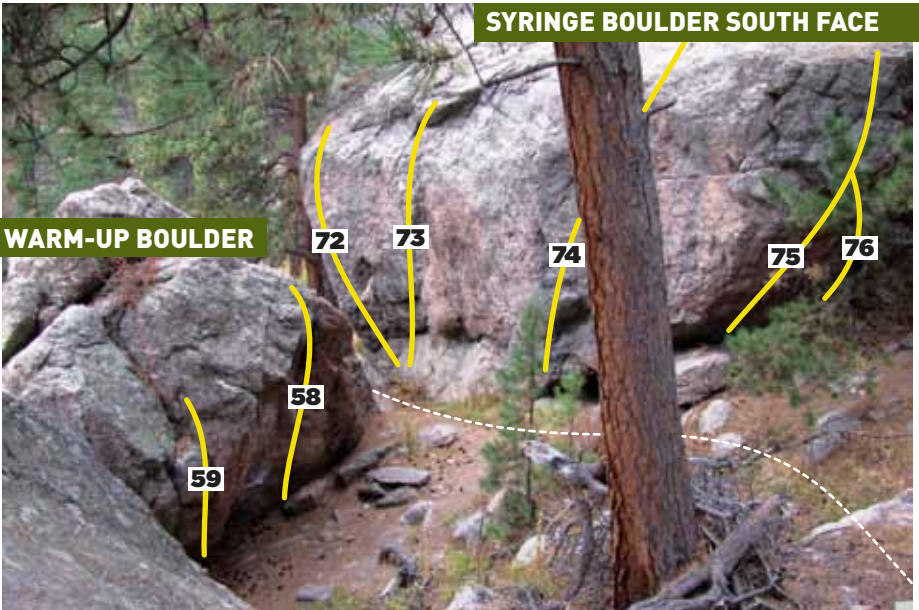
73. Frenchy and the Burglar** (v9)

Climb the tall, subtle dihedral right of The Enchanting Wizard of Rhythm with a tricky crux at mid-height.



- C. Cross, C. Fryberger '09

WARM-UP BOULDER


74. Andy's Slab (v2)

Black slab/face left of syringe, seldom done. Easy climbing leads to a tricky move near the lip and way off the deck.

 - A. Warnke

75. Syringe (v5)**

a.k.a. Heroine

Sds on two edges and make four hard moves out the overhanging face. Topout on the high arête, scary but easy climbing.

 - M. Auldrige, M. Hickey


76. Floater (v6)**

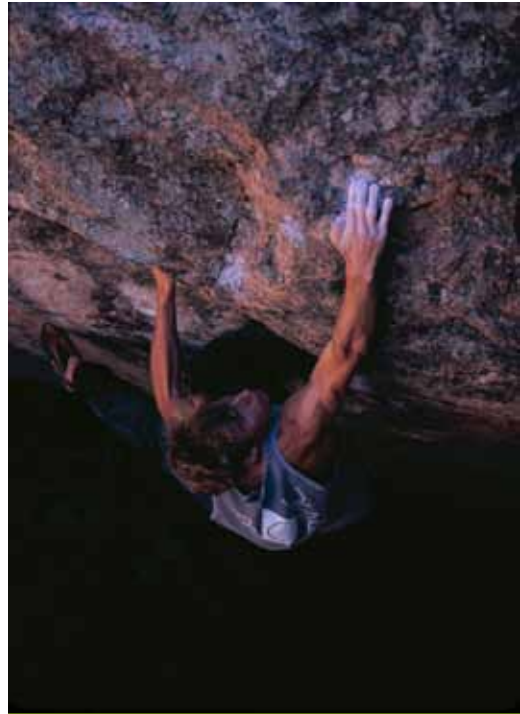
Sds on small edges and do a large left hand move to the obvious sidepull. Same topout as Syringe.

 - M. Auldrige, M. Hickey

77. Jug Route* (v4)

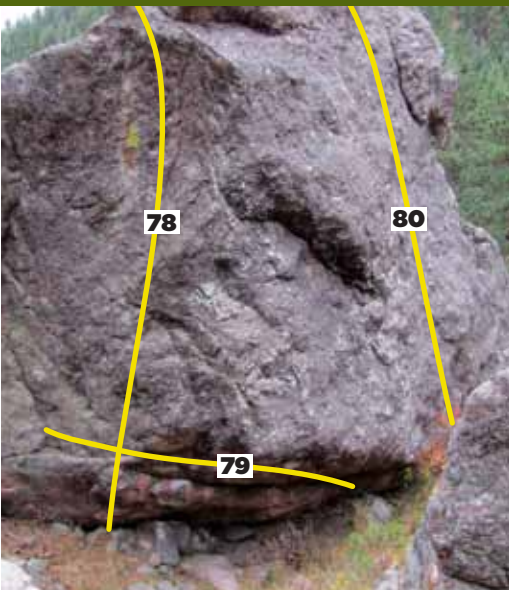
Seldom done but good climbing on nice rock, committing topout.

 - B. Scott



Ben Scott getting an early ascent of Ode to Failure (v7).
Photo: Brad Jackson

SYRINGE BOULDER NORTH FACE



78. Green Arrow* (v2)

On the northwest face of the Syringe boulder is a tall face leading to a green spot near an arête. Moderate climbing leads to a tricky layback move to the lip. Falling is not a good idea.

 - P. Goodman, B. Scott

79. Moby's Traverse** (v4)

Traverse the large ledge/sloper from right-to-left ending on a sloping ledge.

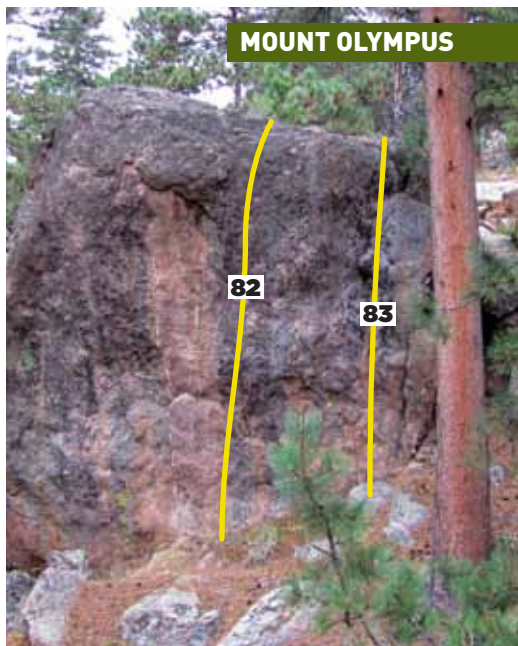
 - P. Goodman

80. Tall, Bad and Beautiful* (v2)

Located on the West Face of the Syringe Boulder. Climb the perfect dark grey slab on knobs and edges forever, committing.

 - P. Goodman

MOUNT OLYMPUS



R - MOUNT OLYMPUS

Mount Olympus is the large boulder sitting just uphill (North) from the Syringe Boulder.

81. Slab (v0)

A moderate slab climb exists on the backside of the boulder.

 - P. Goodman

82. Zeus** (v5)

King of the mountain. Zeus starts on an obvious jug and climbs up and right through the blue streak on slopey crimpers. A scary deadpoint guards the topout.

 - B. Scott, P. Goodman

83. Big Man (v2)

To the right of Zeus is a lichen covered layback feature.

 - P. Goodman

ARÊTE BOULDER



S - ARÊTE BOULDER

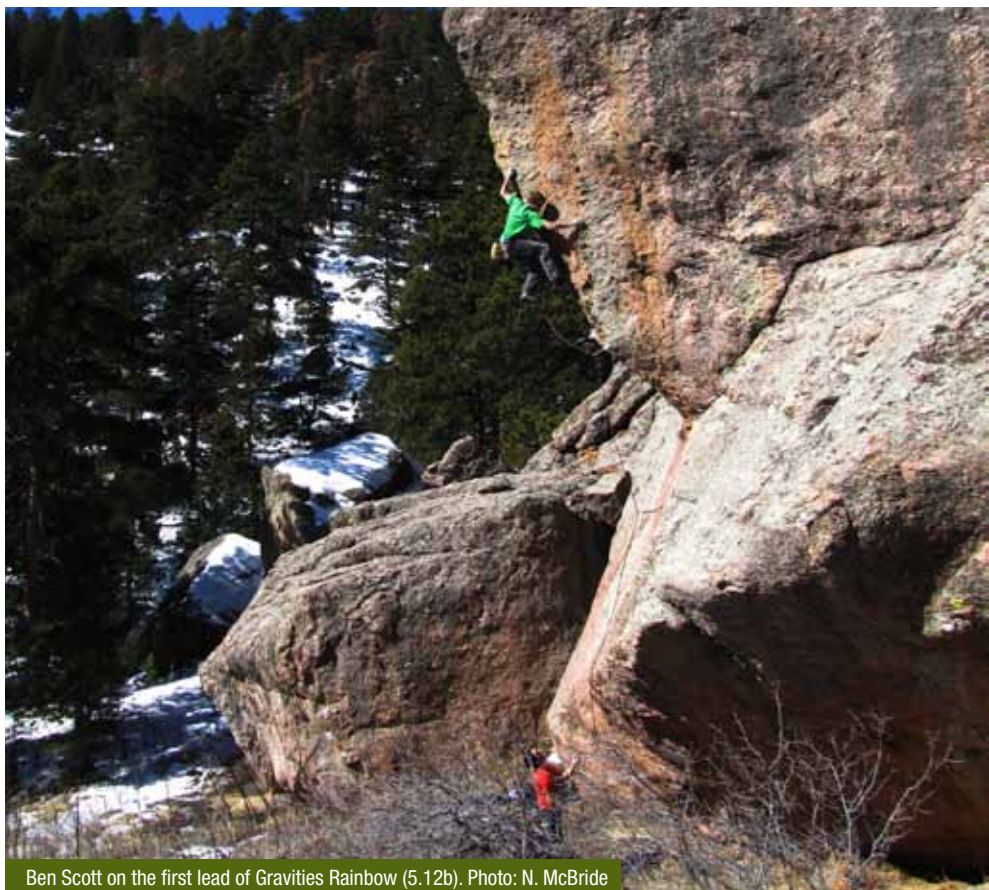
The Arête Boulder is located behind Mount Olympus, slightly uphill (North) from the North Face of the Syringe Boulder

84. Mystery Arête (v2)

Climb the obvious little Arête from a stand start. Good rock and nice cobbles make up this fun little problem.

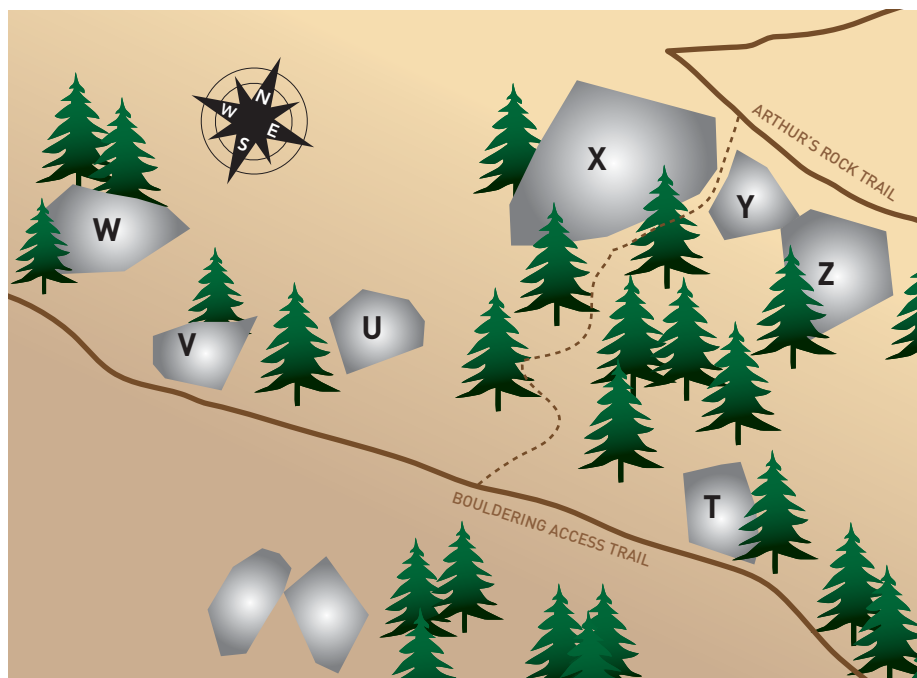


- P. Goodman



Ben Scott on the first lead of Gravities Rainbow (5.12b). Photo: N. McBride

IV - SNAKE AND SKEWER AREA



- T - Shotput Boulder
- U - Black Beauty Boulder
- V - Gill Boulder
- W - Handcrack Boulder
- X - Snake and Skewer Boulder
- Y - Little Boulder
- Z - Wilford Boulder

To reach the Snake and Skewer Area, hike up the *Arthur's Rock Trail* for about 45 minutes. Turn at the *Bouldering Access Trail* and continuing walking for about 10 minutes until the Shotput boulder comes into view directly on the trail.

SHOTPUT BOULDER



86

T - SHOTPUT BOULDER

To locate the Shotput Boulder head up the *Arthur's Rock Trail* and turn left at the *Bouldering Access Trail*. Continue on the trail for about 5-10 minutes until you reach the Shotput Boulder hanging over the trail.

From the main area just head directly uphill (North) from Mount Olympus

85. Through the Trees* (v3)

Start with a jug on the arête and climb up and left through good holds. If you fall up high you might touch a branch or two from the neighboring tree on the way down.



- J. Everett

86. Shotput** (v9)

Start on underclings in the crack and move towards the obvious sidepull. Two right hand crimp/knobs will set you up for the crux throw to the sloping lip up and right. Continue directly to the top of the boulder.



- M. Zimmerman

GILL BOULDER



88

U - BLACK BEAUTY BOULDER

The Black Beauty Boulder is located just past the Shotput Boulder on the *Bouldering Access Trail* to the right just off trail.

87. Black Beauty* (v6)

Small edges and techy face climbing.



- P. Goodman

V - GILL BOULDER

The Gill Boulder is located just past Black Beauty on the north side of the *Bouldering Access Trail*.

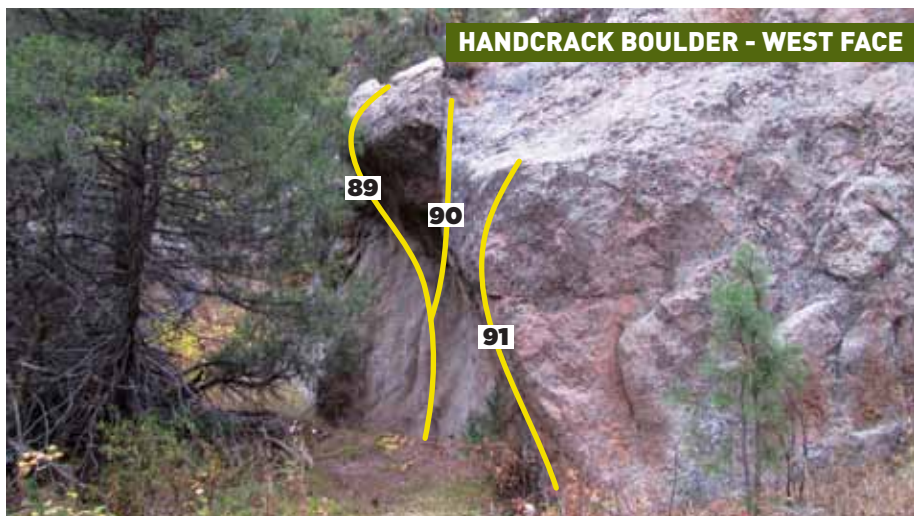
88. The Gill Problem* (v5)

Named after the grandfather of American bouldering, this problem hosts a short overhang to a knobby finish getting over the lip.



- F. Sanzaro

HANDCRACK BOULDER - WEST FACE




W - HANDCRACK BOULDER

The Handcrack Boulder is located just past the Gill Boulder on the *Bouldering Access Trail* to the right just off trail.

89. Everett Overhang** (v5)

The obvious line out the small overhang, with a tricky move through a layback at the lip.

 - J. Everett

90. On sight* (v4)

Start just right of Everett Overhang and move up and right around the bulge/overhang.

 - A. Warnke

91. Trav's Arête (v4)

Sds on small edges up a little arête.

 - Travis Shipman

92. Southeast Arête** (v1)

Climb the crystalline arête on the northeast corner.

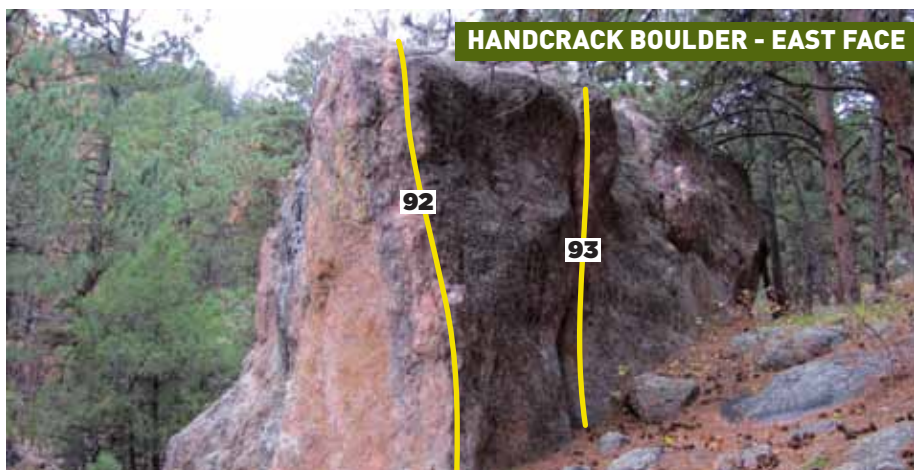
 - P. Goodman

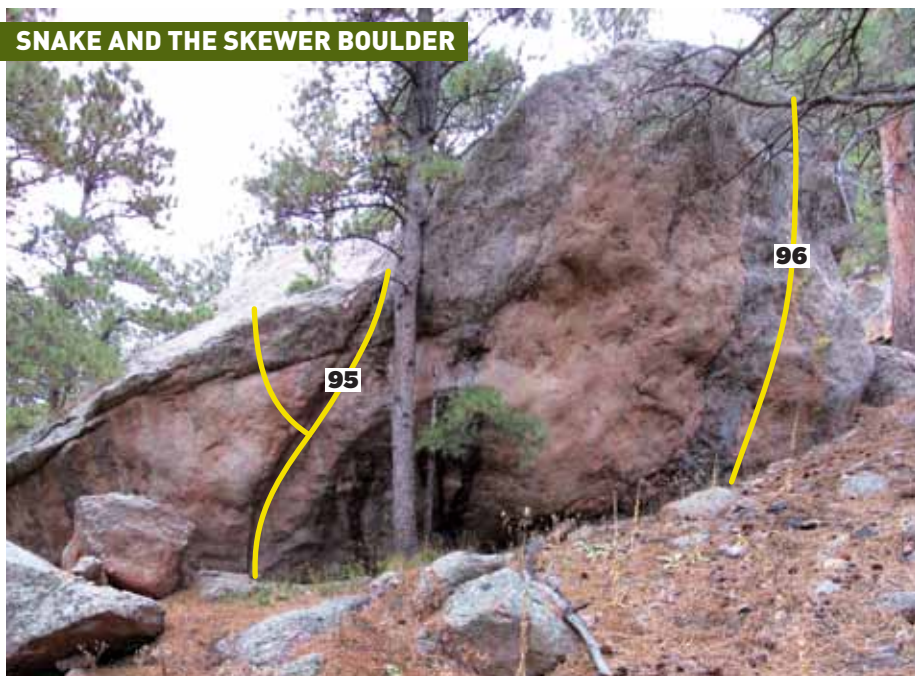
93. Handcrack** (v0)

Climb the obvious handcrack on the north face to an easy topout.

 - P. Goodman

HANDCRACK BOULDER - EAST FACE





X - SNAKE AND THE SKEWER BOULDER

The Snake and Skewer Boulder is located on the hillside above the *Bouldering Access Trail*, but below the *Arthur's Rock Trail*. From Shotput walk up the trail another 50 yds, Snake and Skewer is the very large boulder 20-30 yds directly uphill.

94. Block Pinch* (v4)

Start on cool blocky holds and campus a couple moves to the lip.

 - F. Sanzaro, P. Goodman

95. Snake and the Skewer* (v7)**

Sds in the obvious dihedral and do tricky moves to reach a two-finger undercling. Continue up the crack to a big move to a jug up and right near the tree.

Variation: *Climb up to the large jug in the crack then do a big move out left to slopers in the horizontal and a hard move to the lip (v8).*

 - F. Sanzaro

96. Blue Streak (v7)**

Seldom done highball with great stone and movement. Climb the wavy blue streak to a reachy move near the lip.

 - B. Scott, W. Lemaire

97. Fun Stuff* (v1)

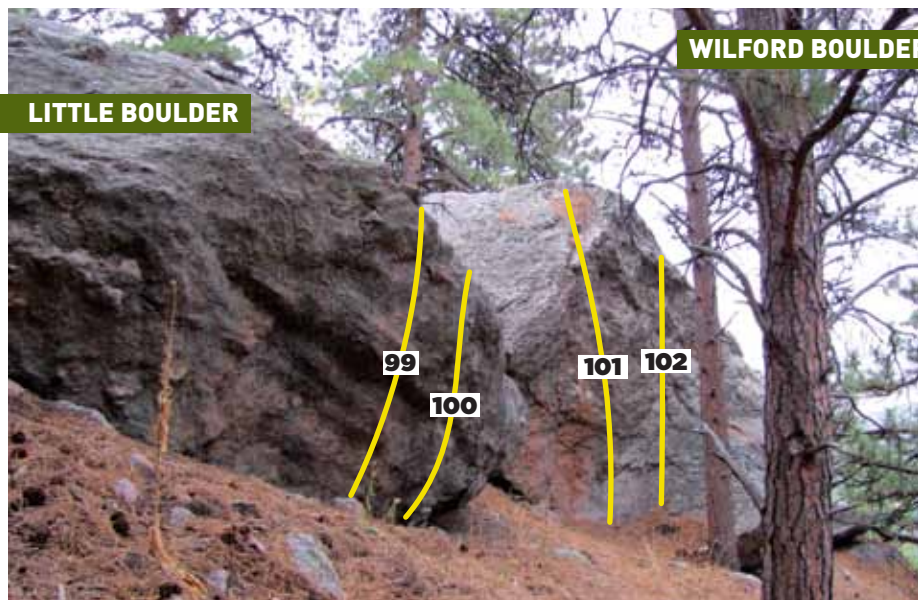
There is a tall slab with interesting overlap features on the west face of the Snake and Skewer boulder. Climb directly up the tallest part of the face. If you get scared, you can traverse right at any point to easier terrain.

 - P. Goodman

98. Holy Tree* (v5)

To the right of Fun Stuff is a hard crimp face next to a tree.

 - M. Aldridge




Y - LITTLE BOULDER

The Little Boulder is located (10 yards) to the east of the main face of the Snake and the Skewer Boulder.

99. Static Lunge (v2)

Sds and climb slopy holds to a weird throw to a jug at the lip.

 - F. Sanzaro

100. Dynamic Lunge (v3)

Sds and climb slopy holds to weird throw to a jug at the lip.

 - F. Sanzaro

Z - WILFORD BOULDER

The Wilford Boulder sits next to the Little Boulder.

101. Wilford Face** (v5)

Climb the center of the face with some very tricky holds and even trickier movement.

 - F. Sanzaro

102. Lookout Arthur* (v4)

Climb very similar movement to the Wilford Face, just a few feet to the right.

 - P. Goodman

103. Warm-Up Traverse* (v1)

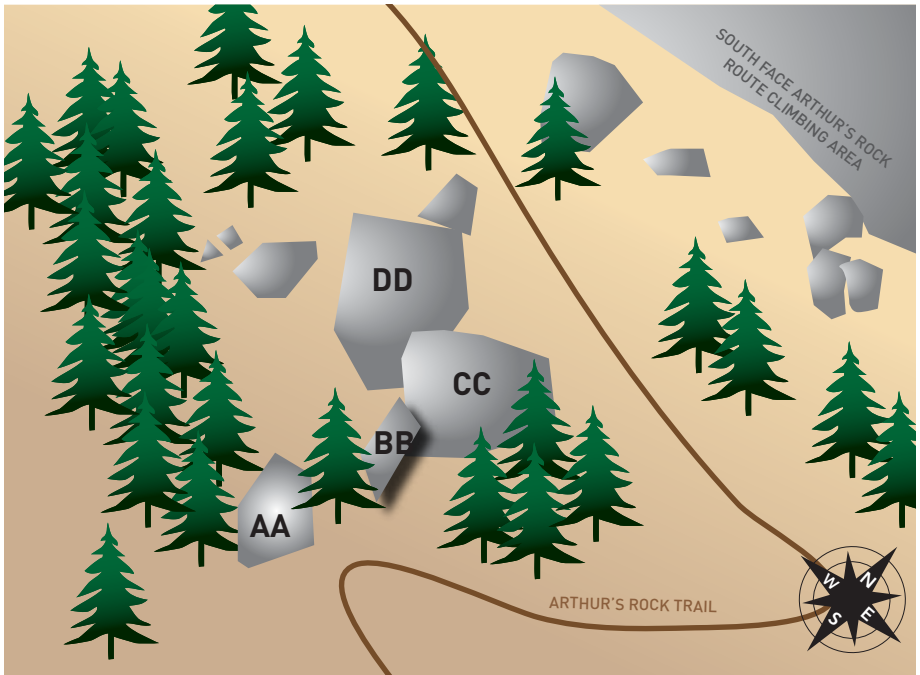
On the backside of the boulder lies an obvious flake traverse. A good warm-up.

 - P. Goodman



Andre DeFelice taking a lap on the incredible Childbirth (v8). Photo: Cameron Cross

V - CHILDBIRTH AREA

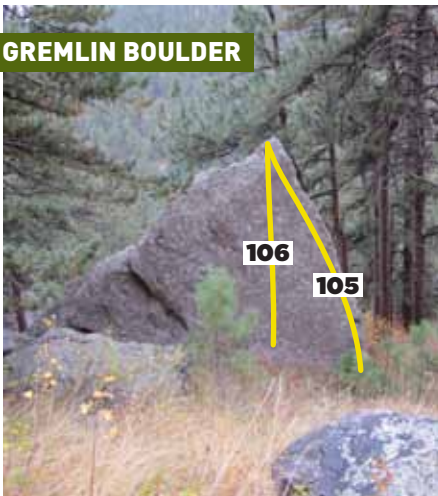


AA - Gremlin Boulder
BB - Childbirth Boulder
CC - Valhalla Boulder
DD - Sicker Boulder

AA - GREMLIN BOULDER

To reach the *Gremlin Boulder*, walk up the *Arthur's Rock Trail* for 45 minutes until the *Childbirth Boulder* comes into view straight off the trail. The *Gremlin Boulder* lies 20 feet downhill from the *Childbirth Boulder*.

GREMLIN BOULDER



104. Gremlin* (v9)

Sds on an obvious sidepull edge. Big move to the lip with some dab potential.

 - Jamie Emerson

105. Gremlin Arête** (v1)

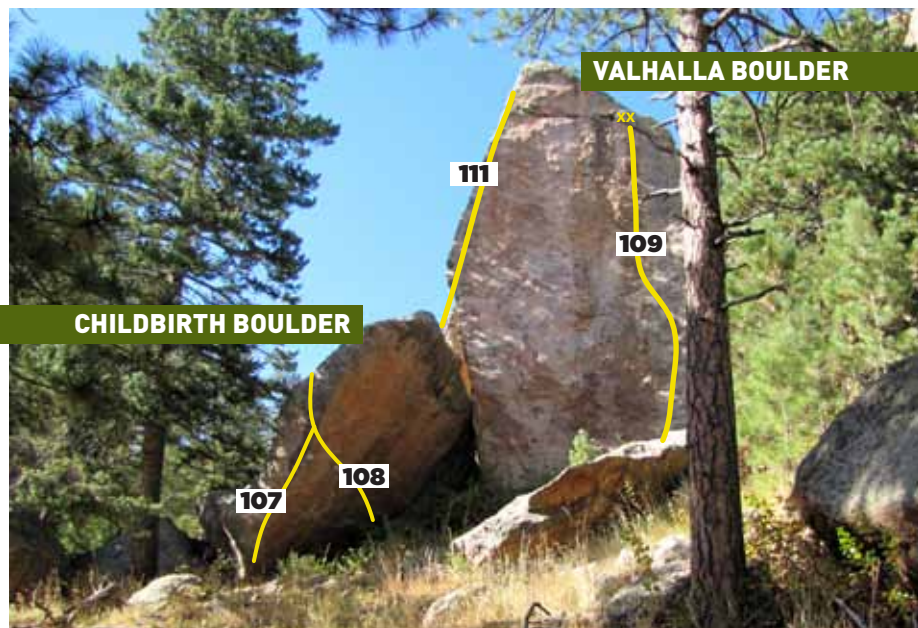
Nice low-angled arête on the uphill side of this boulder. Techy feet with big hand holds.

 - P. Goodman

106. Everett Slab* (v3)

Excellent slab climb with very techy movement on small knobs and edges.

 - J. Everett



BB - CHILDBIRTH BOULDER

To reach the Childbirth Boulder, walk up the *Arthur's Rock Trail* for 45 minutes until the boulder comes into view straight off the trail.

107. Direct Arête*** (v9)

Sds directly on the arête and climb straight into the crux of Childbirth. Classic.



- B. Scott

108. Childbirth**** (v8)

Probably the best overall problem at Arthur's Rock. Start left hand gaston and right hand sidepull with a very high right foot. Pull on and reach to the incut edge to complete the crux of the route, but its only just begun. Traverse left towards the arête using pinches edges and heel hooks. A scary move into a sidepull and a big throw to the finishing jug await you on your redpoint burn. Amazing.



- F. Sanzaro, P. Goodman

CC - VALHALLA BOULDER

The Valhalla Boulder is the enormous 50 foot tall boulder that Childbirth leans against, 45min up the *Arthur's Rock Trail*.

109. Tears of a Clown*** (5.12a)

An amazing face climb on the south face of this prominent block. Start with a technical boulder problem to reach the flake past the second bolt. Catch a rest then continue up the stellar headwall on edges.



5 - D. Bohn, B. Scott

110. Valhalla** (v9)

Located 20ft right of Tears of a Clown, climb the varnished face on small edges with a hard move to the lip. Continue with a scary no-hands mantel and eventually the top of the boulder.



- W. Lemaire

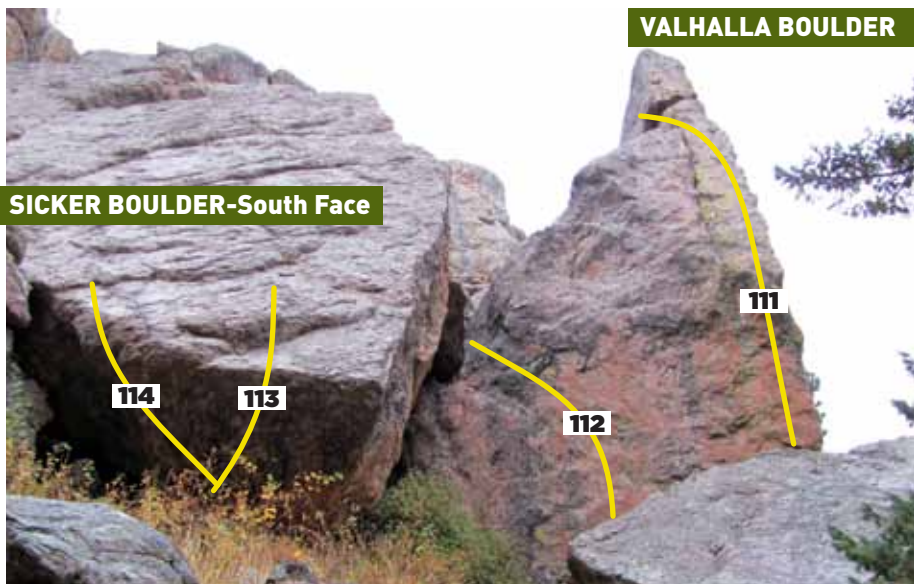
111. Pat's Solo Arête (v2)

Start on top of the Childbirth Boulder and solo the arête. Spicy.




- P. Goodman

SICKER BOULDER-South Face

**112. Pink Face* (v9)**

Start on two sidepull edges and do a large first move to another gaston edge. Match this edge and move left and up towards the large chimney feature.

 - B. Scott

DD - SICKER BOULDER

The Sicker Boulder sits directly behind/northwest the Childbirth and Valhalla Boulders. Walk behind the Childbirth boulder to reach the south side, or continue up the main *Arthur's Rock Trail* to reach the north side.

113. Sicker* (v7)

Start on a large crimp edge and do two power moves to a tricky topout. Traverse left if you don't want to do the tall slab.

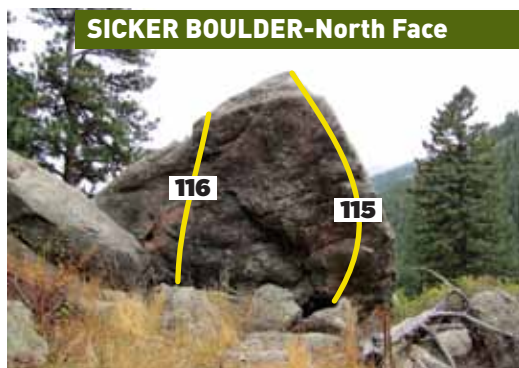
 - F. Sanzaro

114. Sick* (v6)

Start on the same edge as sickler but move left to a pinch, then do steep moves through edges to an awkward topout. Traverse left if you don't want to do the tall slab topout.

 - F. Sanzaro

SICKER BOULDER-North Face

**115. High Marks (v2)**

Sds and climb good edges up the face just left of the Arête.

 - P. Goodman

116. Flake Off (v2)

Climb the moderate face where several flakes have been pulled off the boulder.

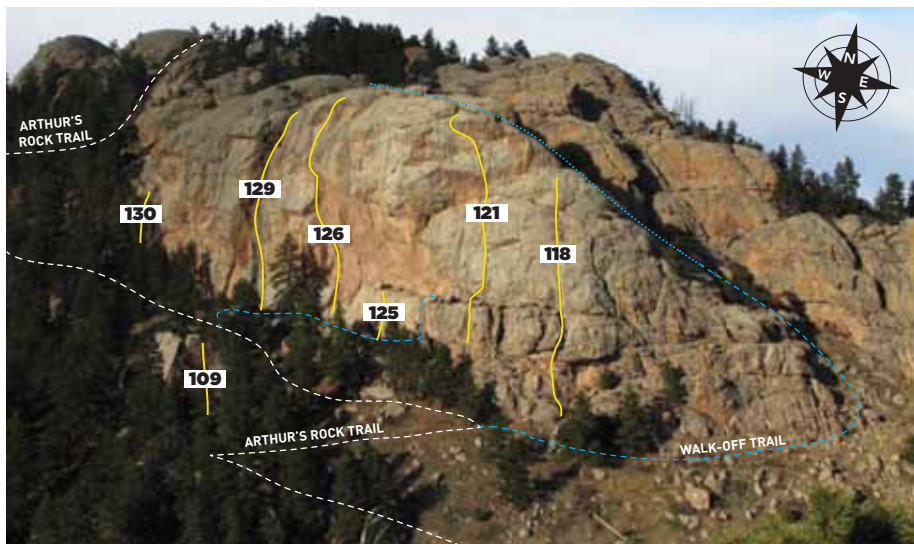
 - P. Goodman



Bryan Beavers on an early ascent of Rocksie Rocks, (12b) Photo: B. Scott

VI - SOUTH FACE of ARTHUR'S ROCK

MAIN ROUTE CLIMBING AREA



The South Face of Arthur's Rock is an incredible 150-200 foot overhanging granite dome. Fort Collins locals have climbed on this obvious cliff ever since Lory State Park opened in 1975.

Most of the climbing history has been lost to the ages, but an old piton here and there gives an indication of climbers passing through over the years.

The climbing on Arthur's Rock is generally traditional in nature, with most climbs following obvious crack systems with ample natural protection.

Thanks to the work of the NCCC with Lory State Park (LSP), a Fixed Anchor Initiative has been put in place. This initiative allows for the replacement of old anchors and installation of fixed anchors for new routes through an application process. See page 11 for more info on the Fixed Anchor application process.

Approach: To Reach the South Face, hike up the Arthur's Rock Trail for about 45-60 minutes. After you pass the Childbirth and Valhalla Boulder, the South Face is in view and off the trail on climber's right.

Descent: To descend any route on the South Face there are three descent options. **1:** From the summit walk east to find a large gully that leads east meeting a social trail and eventually leading back to the base of the South Face. **2:** From the summit, head northwest to the true summit of Arthur's Rock and follow the Arthur's Rock Trail back to the base of the wall. **3: Rappel Descent,** alternatively you can rappel the route *Right of Passage* in two 20m rappels back to the base. **BEWARE OF CLIMBERS BELOW YOU!**

WARNING: Rock can be friable in places on Arthur's Rock, and new routes still need traffic to clean up the loose rock. Be cautious and **ALWAYS WEAR A HELMET!**

EAST SIDE TOPO

VI - SOUTH FACE of ARTHUR'S ROCK



EAST SIDE ROUTE DESCRIPTIONS

VI - SOUTH FACE of ARTHUR'S ROCK

117. Sunrise** (5.5)

This moderate trad climb tackles a long groove/chimney feature near the eastern toe of the South Face. This route can be broken up into a couple short pitches or done as one long pitch (recommended).

Descent: Use the standard walk-off trail to reach the base of the climb.

 - Unknown

118. Sunday Morning Coming Down** (5.7)

From the East Side Ledge climb a slabby crack system with ample protection.

Descent: Use the standard walk-off trail to reach the base of the climb.

 - Unknown

119. Sunset (5.7)

From the East Side Ledge climb a left-facing corner/crack that also has a variety of face holds. Beware of potential loose blocks near the middle of this pitch, tread lightly.

Descent: Use the standard walk-off trail to reach the base of the climb.

 - Unknown

120. Unknown (5.9)

This short pitch is a nice ending to any of the moderate slab/trad climbs that ascend the east side of the South Face. Climb a steep, left-facing corner to a short overhang and an easy scramble to the summit.

Descent: Use the standard walk-off trail or the Arthur's Rock Trail to reach the base of the climb.

 - Unknown

EAST SIDE LEDGE: to reach the East Side Ledge you can climb a variety of short 20ft trad pitches, or you can find an easy chimney that can be scrambled to reach the East Side Ledge.

121. Right of Passage*** (5.9)

P1: (5.7) After reaching the East Side Ledge locate a short crack/groove feature leading to the first bolt. Climb this groove using a slung flake for protection, continue past two bolts (P1 crux) before moving up and left on low-angle terrain to a two-bolt anchor.

P2: (5.9) Climb up a small ramp and clip the first bolt. Make a big move back left to a jug (P2 crux) before manteling into an easy crack feature. Continue following the crack feature as it traverses left until it ends at a steep bulge. Pull over this bulge to reach the 2nd pitch anchor.

Descent: Perform two 20m rappels to reach the Arthur's Rock Trail, or use the walk-off trail to reach the base of the climb.

  4 - B. Beavers, B. Scott

122. Front Gate* (5.7)

After reaching the East Side Ledge, locate a large boulder below a short left-facing corner/groove. Climb this groove directly to the *Right of Passage* belay, or cut up and left on slabby terrain to reach the *Edge of Time/Intestinal Fortitude* anchor.

Descent: Rappel approx. 20m from either anchor back to the East Side Ledge.

 - Unknown

123. Intestinal Fortitude** (5.11b)

To reach the belay, climb the first pitch of *Right of Passage* or *Front Gate*. Start by climbing a shallow left-facing corner to a small roof. A technical crux after an obvious jug leads to the anchor.

Descent: Rappel/lower back to the belay or top out and use the walk-off trail.

   7 - M. Englestad, B. Scott

124. Edge Of Time*** (5.11c)

To reach the belay, climb the first pitch of *Right of Passage* or *Front Gate*. From the anchor, climb up and left on good edges, crimps and sidepulls. Climb a short slab to the final headwall/arête. The last move before the anchor is the crux of the entire route. This tricky/reachy move can be aided through, giving the route a (5.11a A0) rating.

Descent: Rappel/lower back to the belay or climb a short exit pitch to the summit and use the walk-off trail.

   9 - C. Tirrell, B. Scott

EAST SIDE- ADDITIONAL TOPOS

VI - SOUTH FACE of ARTHUR'S ROCK



- 118. Sunday Morning
Coming Down** (5.7)
- 119. Sunset (5.7)
- 120. Unknown (5.9)
- 121. Right of Passage*** (5.9)
- 122. Front Gate* (5.7)
- 123. Intestinal Fortitude** (5.11b)
- 124. Edge Of Time*** (5.11c)
- 125. Kiddy Pool* (5.7)
- 126. Big Bad Book** (5.11b)



WEST SIDE TOPO

VI - SOUTH FACE of ARTHUR'S ROCK





WEST SIDE ROUTE DESCRIPTIONS

VI - SOUTH FACE of ARTHUR'S ROCK

125. Kiddy Pool* (5.7)

This fun, entry level sport climb is located at the foot of the Main South Face. Climb jugs and layback features on perfect rock to a reachy section right before the chains. This route can be set as a top rope by climbing up the access chimney, then traversing the East Side Ledge.

  4 - B. Scott

126. Big Bad Book** (5.11b)

A daunting two pitch climb right up the heart of the South Face of Arthur's Rock.

P1: (5.11b) Climb a broken crack system to gain the bottom of a pillar and the first bolt. Continue up the pillar until you reach a left leaning crack/corner. Continue up the crack placing a #4 Camalot before launching into the bolt protected crux. A short handcrack leads to the anchor from there.

P2: (5.11) Traverse left from the belay and pull the short roof crack feature. Over the roof, continue moving up and right, following the crack feature to reach the summit.

Descent: A 25m rappel/lower from P1. From the top of P2 either follow the walk-off trail or do two 20m rappels on the *Right of Passage* anchors back to the base.

  3 - D. McKee, B. Scott

127. Doom Corner** (5.12b)

This great mixed climb follows the obvious dihedral between *Big Bad Book* and *Roxy Rocks*. Start up the right facing corner by placing a #4 and #3 Camalot and moving into the continuous stemming positions. At the top of the corner, a bouldery sequence (crux) leads over a short bulge to a rest before the final bulge. Clip the final bolt after a big move to reach the upper slab and the anchor.

  4 - B. Scott

128. Rocksie Rocks*** (5.12b)

This route climbs the undulating orange and green face between *Doom Corner* and *The Great Corner*. Start up an easy slab into technical terrain and the crux around bolts 4 and 5. Climb a short, right-facing corner that pulls a small roof, then continue up moderate but heads-up terrain to the anchor.

70M ROPE MANDATORY TO LOWER

  10 - J. Tarry, B. Scott

129. The Great Corner** (5.9)



One of the most obvious lines on the South Face. This obvious crack system has a variety of thin and wide cracks. This line can be done in two pitches or one long pitch to the top of the dome. A belay can be had on top of a large flake and before the final bulge/wide crack (crux). Friable rock exists on this route so wear a helmet.

Descent: Use the walk-off trail or the Arthur's Rock Trail to descend from the summit.

  - Unknown

130. Blackish Blobs** (5.8)

Another fun entry level sport climb located about 75yds to climbers left, from *The Great Corner*. Start with a short, right-facing corner (crux) then continue up the pillar between two black grooves. This route is easily set as a top rope by walking around left to the top of the climb. Topo located on page 58.

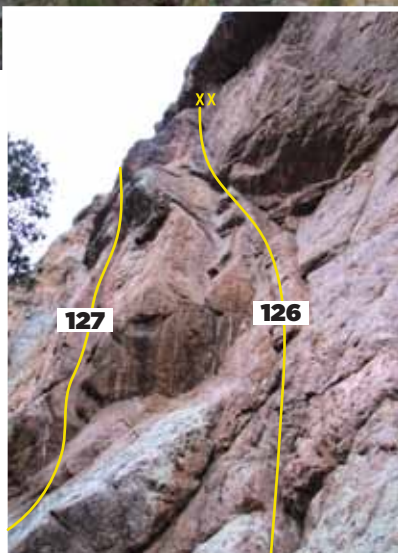
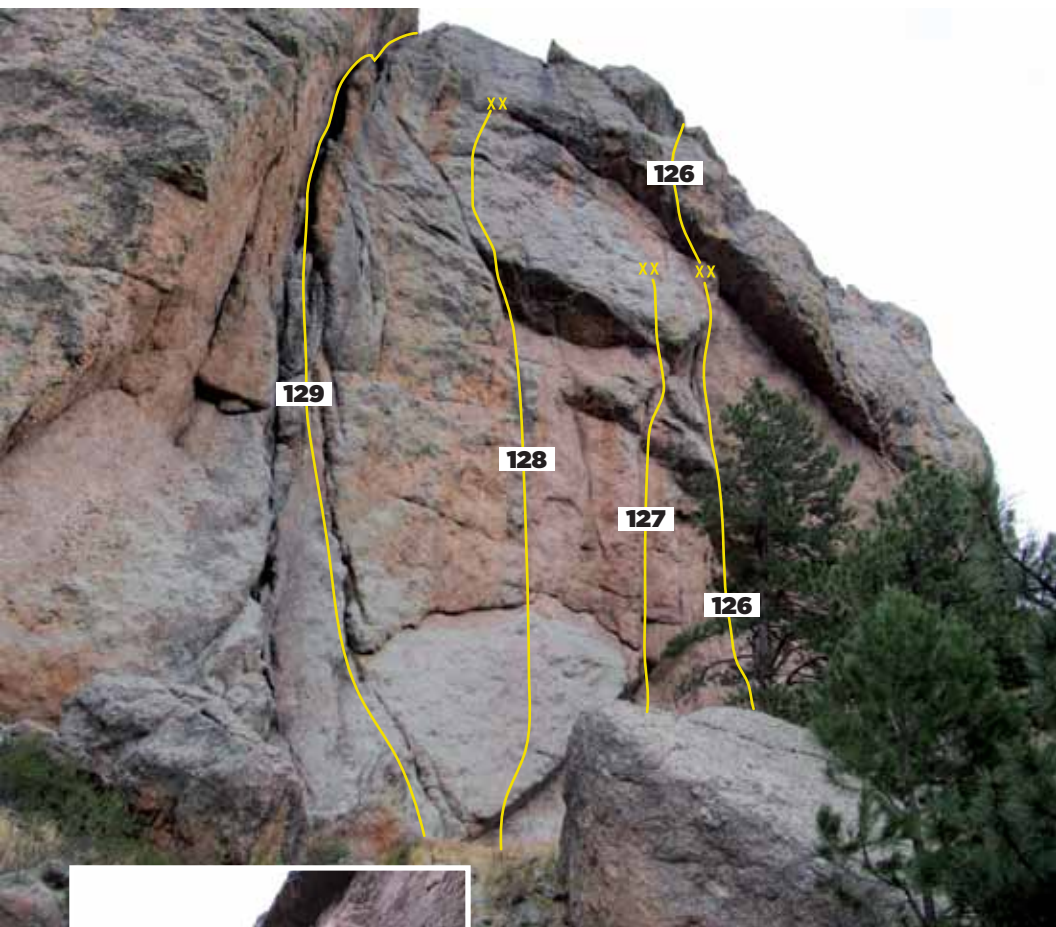
  5 - B. Scott



Jason Tarry on an early ascent of Big Bad Book, (11b) Photo: B. Scott

WEST SIDE - ADDITIONAL TOPOS

VI - SOUTH FACE of ARTHUR'S ROCK



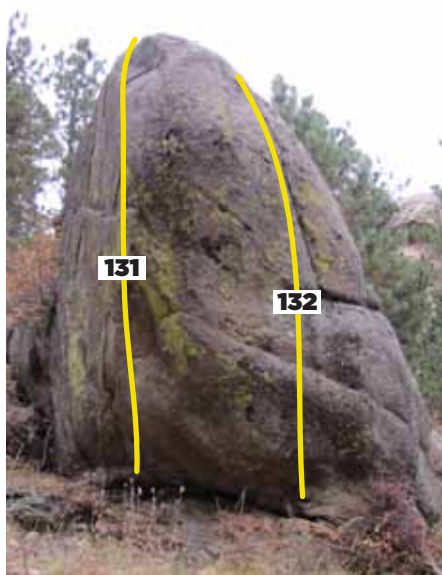
- 126. Big Bad Book** (5.11b)
- 127. Doom Corner** (5.12b)
- 128. Rocksie Rocks*** (5.12b)
- 129. The Great Corner** (5.9)

BLACKISH BLOBS



130. Blackish Blobs (5.8)**

EGG BOULDER



EE - EGG BOULDER

To reach the Egg Boulder, walk up the Boulderling Access trail past the Handcrack Boulder. The trail technically ends here but continue up the subtle gully for another 5-10 minutes until the Egg Boulder comes into view and right on a hillside.

131. The Wasp* (v5)

Climb the left Arête starting low on small edges.



- P Goodman

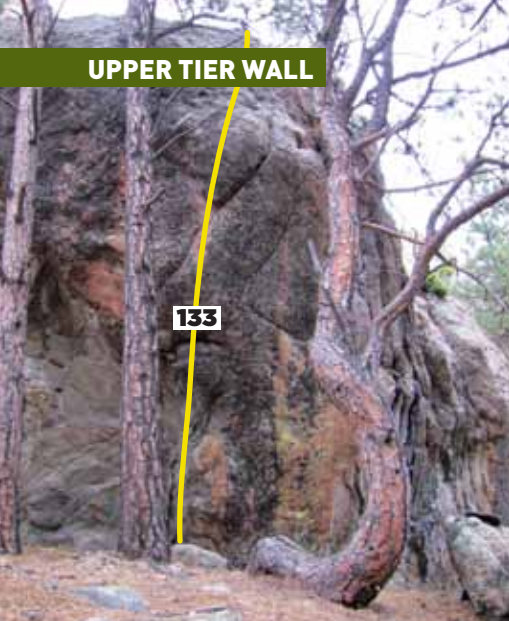
132. Yellow Face** (v5)

Climb the tall face right of The Wasp starting on an obvious edge. Follow the faint seam up and left to the topout.



- J Everett

UPPER TIER WALL



133

FLIGHT FRIGHT



134

FF - UPPER TIER WALL

To reach the Upper Tier Wall, walk 45-60 minutes up the Arthur's Rock Trail. Pass the Main Cliff Face above the bouldering and continue up the trail, turning right at the fork to the Summit of Arthur's Rock. The Upper Tier Wall is on the left before you head up the final gully to the summit of Arthur's Rock.

133. Slasher Face** (v7)

Stand start on an obvious edge and do the crux through a weird sloping crimp. Scary topout that is easy but committing.



- B. Scott, Jason Tarry

134. Flight Fright* (v4)

Sds and climb through cool blocky slopers to a tricky finish up and left on edges.



- P. Goodman

135. Inner Cranial Pressure* (v8)

To the left of Flight Fright is a small cave formed by a boulder leaning against the main cliff. Climb edges up and right to the lip.



- P. Goodman, W. Lemaire

INDEX

by NAME

A-B

Added Planet** (v10)	Main Area	34
Andys Slab (v2)	Main Area	36
BBS [Big Ball Sports]* (v5)	Main Area	25
Bear Hug Problem* (v9)	Main Area	33
Beast House (v9), The	Main Area	25
Big Bad Book** [5.11b]	South Face of Arthur's	55
Big Man (v2)	Main Area	37
Big Reach Arête** (v7)	Main Area	28
Black Beauty* (v6)	Snake and Skewer Area	40
Blackish Blobs** [5.8]	South Face of Arthur's	55
Block Pinch* (v4)	Snake and Skewer Area	42
Blue Streak** (v7)	Snake and Skewer Area	42
Bobanot (v3)	Parking Lot Wall	16
Brick Pinch*** (v11)	Main Area	34

C

Childbirth**** (v8)	Childbirth Area	46
Clutch* (v7)	Main Area	31
Corner Crack* (v0)	Parking Lot Wall	15
Corner Crack* (v2)	Fog Boulder Area	18
Crystal Pinch (v2)	Main Area	24

D

Direct Arête*** (v9)	Childbirth Area	46
Doom Corner** [5.12b]	South Face of Arthur's	55
Double Stack* (v10)	Main Area	34
Drews Toe Knuckles (v2)	Main Area	24
Drunken Master*** (v2)	Main Area	33
Dynamic Lunge (v3)	Snake and Skewer Area	43
Dynamic Power* (v10)	Main Area	34

E

Easy Edges* (v1)	Parking Lot Wall	15
Easy Flake* (v1)	Parking Lot Wall	15
Easy Roof (v2)	Main Area	31
Easy slab (v0)	Main Area	26
Edge Of Time*** [5.11c]	South Face of Arthur's	52
Enchanting Wizard of		
Rhythm** (v8), The	Main Area	35
Everett Overhang** (v5)... Snake and Skewer Area		41
Everett Slab* (v3)	Childbirth Area	45

F

Fingerlock Campus Mantel* (v3)	Main Area	35
Flake Off (v2)	Childbirth Area	47
Flight Fright* (v4)	Childbirth Area	59
Floater** (v6)	Main Area	36
Fog Arête* (v1)	Fog Boulder Area	19
Fog that Surrounds*** (v7), The Fog Boulder Area		19
Four Dollar Arête** (v10)	Main Area	26
Frans Slopey Mantle* (v2)	Parking Lot Wall	15
Frenchy and the Burglar (v9)	Main Area	35
Front Gate* [5.7]	South Face of Arthur's	51
Fun Stuff* (v1)	Snake and Skewer Area	42

G

Gill Problem* (v5), The Snake and Skewer Area		40
Godzilla Indirect Sit Start** (v12), The ...Main Area		26
Godzilla*** (v7)	Main Area	26
Gravities Rainbow** [5.12b]	Main Area	33
Green Arrow* (v2)	Main Area	37
Gremlin Arête** (v1)	Childbirth Area	45

H

Handcrack** (v0)	Snake and Skewer Area	41
Hanks Cave Problem* (v8)	Main Area	27
Hanks Pinchers* (v5)	Main Area	30
High Marks (v2)	Childbirth Area	47
Holy Tree* (v5)	Snake and Skewer Area	42
Humming Bird (v2)	Main Area	28

I

Inner Cranial Pressure* (v8)	Childbirth Area	59
Intestinal		
Fortitude** [5.11b)	South Face of Arthur's	52

J

Jug Route* (v4)	Main Area	36
-----------------------	-----------	----

K

Kiddy Pool* [5.7]	South Face of Arthur's	55
Kilted Yak* (v8)	Main Area	35

L

La Crimp* (v8)	Main Area	30
Last Resort** (v5)	Main Area	34
Left Face (v0)	Main Area	27
Lizard Tamer (v7)	Main Area	24
Lookout Arthur* (v4)	Snake and Skewer Area	43

M

Mainstreet*** (v5)	Main Area	26
Mangino Dyno* (v2)	Fog Boulder Area	18
Mobys Traverse** (v4)	Main Area	37
Mole People* (v8)	Main Area	30
Mystery Arête (v2)	Main Area	38

N

North Face Arête (v2)	Fog Boulder Area	20
North Face Crack (v0)	Fog Boulder Area	20
North Face (v0)	Fog Boulder Area	20

O

Ode to Failure** (v7)	Main Area	34
Onsight* (v4)	Snake and Skewer Area	41

P

Pain* (v5)	Parking Lot Wall	15
Pats Highball Crack* (v7)	Main Area	30
Pats Solo Arête (v2)	Childbirth Area	46
Pinchy Warmup* (v3)	Main Area	31
Pink Face* (v9)	Childbirth Area	47

R

Razor* (v5)	Main Area	30
Right Face (v0)	Main Area	27
Right of Passage*** (5.9) ...	South Face of Arthur's	51
Rocksie Rocks*** (5.12b) ...	South Face of Arthur's	55

S

Shady Arête* (v3)	Main Area	31
Shambo Arête (v5)	Parking Lot Wall	16
Sharp Problem in Groove* (v9)	Main Area	28
Sherman Pinch Problem* (v2)	Main Area	31
Shotput** (v9)	Snake and Skewer Area	40
Sicker* (v7)	Childbirth Area	47
Sick* (v6)	Childbirth Area	47
Silence* (v5)	Fog Boulder Area	19
Sir Arthur's Lunge*** (v4)	Main Area	25
Sit Start Roof* (v2)	Fog Boulder Area	18
Slab (v0)	Main Area	37
Slasher Face** (v7)	Childbirth Area	59
Slimper Face (v4)	Main Area	31
Snake and the		
Skewer*** (v7)	Snake and Skewer Area	42
Southeast Arête** (v1)	Snake and Skewer Area	41
Static Lunge (v2)	Snake and Skewer Area	43
Stoic Wonder (v4)	Main Area	25

Sunday Morning

Coming Down** (5.7)	South Face of Arthur's	51
Sunrise** (5.5)	South Face of Arthur's	51
Sunset** (5.7)	South Face of Arthur's	51
Syringe** (v5)	Main Area	36

T

Tall Bad and Beautiful* (v2)	Main Area	37
Tall Crack (v0)	Fog Boulder Area	20
Tears of a Clown*** (5.12a)	Childbirth Area	46
The Great Corner** (5.9) ...	South Face of Arthur's	55
Through the Trees* (v3) ...	Snake and Skewer Area	40
Tombstone (v6)	Main Area	31
Traverse* (v2)	Fog Boulder Area	18
Travs Arête (v4)	Snake and Skewer Area	41
Triton** (v12)	Main Area	34

U

Undercling/Arête Problem (v7)	Main Area	26
Unknown (5.9)	South Face of Arthur's	51

V

Valhalla** (v9)	Childbirth Area	46
Vice*** (v10), The	Main Area	33
Vida* (v5)	Fog Boulder Area	19
Voodoo Lady*** (v5)	Parking Lot Wall	16
Vulture** (v4)	Main Area	28

W

Warmup Layback* (v2)	Main Area	31
Warm-Up Traverse* (v1) ..	Snake and Skewer Area	43
Wasp* (v5), The	Childbirth Area	58
Wasp (v8)	Main Area	28
Wide Crack (v2)	Parking Lot Wall	16
Wilford Face** (v5)	Snake and Skewer Area	43

Y-Z

Yak Attack* (v7)	Main Area	35
Yellow Face** (v5)	Childbirth Area	58
Zeus** (v5)	Main Area	37

Routes and Boulders by GRADE

(5.5-5.9)

Sunrise** [5.5]	South Face of Arthur's	51
Front Gate* [5.7]	South Face of Arthur's	51
Kiddy Pool* [5.7]	South Face of Arthur's	55
Sunday Morning		
Coming Down** [5.7]	South Face of Arthur's	51
Sunset** [5.7]	South Face of Arthur's	51
Blackish Blobs** [5.8]	South Face of Arthur's	55
Right of Passage*** [5.9]	South Face of Arthur's	51
The Great Corner** [5.9]	South Face of Arthur's	55
Unknown [5.9]	South Face of Arthur's	51

(5.11)

Intestinal		
Fortitude** [5.11b]	South Face of Arthur's	52
Big Bad Book** [5.11b]	South Face of Arthur's	55
Edge Of Time*** [5.11c]	South Face of Arthur's	52

(5.12)

Tears of a Clown*** [5.12a]	Childbirth Area	46
Doom Corner** [5.12b]	South Face of Arthur's	55
Gravities Rainbow** [5.12b]	Main Area	33
Rocksie Rocks*** [5.12b]	South Face of Arthur's	55

(v0)

Corner Crack* [v0]	Parking Lot Wall	15
Easy slab [v0]	Main Area	26
Handcrack** [v0]	Snake and Skewer Area	41
Left Face [v0]	Main Area	27
North Face Crack [v0]	Fog Boulder Area	20
North Face [v0]	Fog Boulder Area	20
Right Face [v0]	Main Area	27
Slab [v0]	Main Area	37
Tall Crack [v0]	Fog Boulder Area	20

(v1)

Easy Edges* [v1]	Parking Lot Wall	15
Easy Flake* [v1]	Parking Lot Wall	15
Fog Arête* [v1]	Fog Boulder Area	19
Fun Stuff* [v1]	Snake and Skewer Area	42
Gremlin Arête** [v1]	Childbirth Area	45
Southeast Arête** [v1]	Snake and Skewer Area	41
Warm-Up Traverse* [v1]	Snake and Skewer Area	43

(v2)

Andys Slab [v2]	Main Area	36
Big Man [v2]	Main Area	37
Corner Crack* [v2]	Fog Boulder Area	18
Crystal Pinch [v2]	Main Area	24
Drews Toe Knuckles [v2]	Main Area	24
Drunken Master*** [v2]	Main Area	33
Easy Roof [v2]	Main Area	31
Flake Off [v2]	Childbirth Area	47
Frans Slopey Mantle* [v2]	Parking Lot Wall	15
Green Arrow* [v2]	Main Area	37
High Marks [v2]	Childbirth Area	47
Humming Bird [v2]	Main Area	28
Mangino Dyno* [v2]	Fog Boulder Area	18
Mystery Arête [v2]	Main Area	38
North Face Arête [v2]	Fog Boulder Area	20
Pats Solo Arête [v2]	Childbirth Area	46
Sherman Pinch		
Problem*(v2)	Main Area	31
Sit Start Roof* [v2]	Fog Boulder Area	18
Static Lunge [v2]	Snake and Skewer Area	43
Tall Bad and Beautiful* [v2]	Main Area	37
Traverse* [v2]	Fog Boulder Area	18
Warmup Layback* [v2]	Main Area	31
Wide Crack [v2]	Parking Lot Wall	16

(v3)

Bobanot [v3]	Parking Lot Wall	16
Dynamic Lunge [v3]	Snake and Skewer Area	43
Everett Slab* [v3]	Childbirth Area	45
Fingerlock Campus		
Mantel* [v3]	Main Area	35
Pinchy Warmup* [v3]	Main Area	31
Shady Arête* [v3]	Main Area	31
Through the Trees* [v3]	Snake and Skewer Area	40

(v4)

Block Pinch* [v4]	Snake and Skewer Area	42
Flight Fright* [v4]	Childbirth Area	59
Jug Route* [v4]	Main Area	36
Lookout Arthur* [v4]	Snake and Skewer Area	43
Mobys Traverse** [v4]	Main Area	37
Onsight* [v4]	Snake and Skewer Area	41
Sir Arthur's Lunge*** [v4]	Main Area	25
Stimper Face [v4]	Main Area	31
Stoic Wonder [v4]	Main Area	25
Travs Arête [v4]	Snake and Skewer Area	41
Vulture** [v4]	Main Area	28

(v5)

BBS [Big Ball Sports]* [v5]	Main Area	25
Everett Overhang** [v5]... Snake and Skewer Area		41
Gill Problem* [v5], The..... Snake and Skewer Area		40
Hanks Pinchers* [v5]	Main Area	30
Holy Tree* [v5]	Snake and Skewer Area	42
Last Resort** [v5]	Main Area	34
Mainstreet*** [v5]	Main Area	26
Pain* [v5]	Parking Lot Wall	15
Razor* [v5]	Main Area	30
Shambo Arête [v5]	Parking Lot Wall	16
Silence* [v5]	Fog Boulder Area	19
Syringe** [v5]	Main Area	36
Vida* [v5]	Fog Boulder Area	19
Voodoo Lady*** [v5]	Parking Lot Wall	16
Wasp* [v5], The	Childbirth Area	58
Wilford Face** [v5]	Snake and Skewer Area	43
Yellow Face** [v5]	Childbirth Area	58
Zeus** [v5]	Main Area	37

(v6)

Black Beauty* [v6]	Snake and Skewer Area	40
Floater** [v6]	Main Area	36
Sick* [v6]	Childbirth Area	47
Tombstone [v6]	Main Area	31

(v7)

Big Reach Arête** [v7]	Main Area	28
Blue Streak** [v7]	Snake and Skewer Area	42
Clutch* [v7]	Main Area	31
Fog that Surrounds*** [v7], The Fog Boulder Area		19
Godzilla*** [v7]	Main Area	26
Lizard Tamer [v7]	Main Area	24
Ode to Failure** [v7]	Main Area	34
Pats Highball Crack* [v7]	Main Area	30
Sicker* [v7]	Childbirth Area	47
Slasher Face** [v7]	Childbirth Area	59
Snake and the Skewer*** [v7]	Snake and Skewer Area	42
Undercling/Arête Problem [v7]	Main Area	26
Yak Attack* [v7]	Main Area	35

(v8)

Childbirth**** [v8]	Childbirth Area	46
Enchanting Wizard of Rhythm** [v8], The	Main Area	35
Hanks Cave Problem* [v8]	Main Area	27
Inner Cranial Pressure* [v8]	Childbirth Area	59
Kilted Yak* [v8]	Main Area	35
La Crimp* [v8]	Main Area	30
Mole People* [v8]	Main Area	30
Wasp [v8]	Main Area	28

(v9)

Bear Hug Problem* [v9]	Main Area	33
Beast House [v9], The	Main Area	25
Direct Arête*** [v9]	Childbirth Area	46
Frenchy and the Burglar [v9]	Main Area	35
Pink Face* [v9]	Childbirth Area	47
Sharp Problem in Groove* [v9]	Main Area	28
Shotput** [v9]	Snake and Skewer Area	40
Valhalla** [v9]	Childbirth Area	46

(v10-v12)

Added Planet** [v10]	Main Area	34
Double Stack* [v10]	Main Area	34
Dynamic Power* [v10]	Main Area	34
Four Dollar Arête** [v10]	Main Area	26
Vice*** [v10], The	Main Area	33
Brick Pinch*** [v11]	Main Area	34
Godzilla Indirect Sit Start** [v12], The	Main Area	26
Triton** [v12]	Main Area	34



NORTHERN
COLORADO
CLIMBERS
COALITION

**This guidebook is provided
by the NCCC. Our mission
is to promote and preserve
climbing in Northern
Colorado for generations
to come.**

www.nococlimbing.org