

Spring Mountain Climbing Guide

Gome Boy (sport, 5.11a, RD=KH) - First bolted route. Very short steep face. Stick clip first bolt. Crux is getting the 2nd clip. Arete on right is off-route. 3 bolts, rap hangers.

Jack and Jill (sport, 5.10, RD=KH) - Face climb right of beginners route. Difficulty varies between 10a (right side start) and 10c (left side start). 4 bolts, rap hangers.

A Few Tense Moments (sport, 5.10-5.11) - Start at left edge of small roof 20 ft. right of Jack and Jill. A tricky boulder-problem start leads to thin face climbing above. The final moves surmount an exciting blocky overhang. The route is moderate 5.10 if the right arete is utilized for the middle portion (above the third bolt). A few more "tense moments" can be had by eschewing the arete and climbing straight up the thin crimpy face (5.11). This route is unusual for Spring Mountain in that it is easy to set up for a top-rope from above (without leading). 9 bolts, quick-clip chains.

Passing Lane (sport, 5.8, RD=KP) - Face climb 10 ft. right of A Few Tense Moments. Climb steep smooth face using arete on right, pull through an overhang, move slightly left and then scamper up a blunt arete and around a big block. Shares anchors with A Few Tense Moments and is therefore also easy to set up for a top-rope from above, although you might want a directional quick-draw lower down. 8 bolts, quick-clip chains.

Unnamed (sport, 5.12a) - heads straight up the face above and right of Mountain Ears Route. 12 bolts, rap hangers.

Welcome to Spring Mountain (sport, 5.8) - Face climb just past small overhang. 8 bolts, chains. Direct start (sport, 5.11a, RD=KH) - Begins under the overhang below and left of the regular route and climbs past three bolts. Stick clip the first bolt.

Spider (sport, 5.11c) - Starts on slabby face right of The Diving Board, continues up steep headwall. 8 bolts, rap hangers.

Nurse Ratchet (sport, 5.10c, RD=KP) - Slab to overhanging rounded arete. Step left around corner after pulling the overhang. When leading avoid clipping hanger on ledge above overhang (it's for directing rope for top-roping). Take a #3 friend to supplement bolts above overhang (optional). 12 bolts, chains.

Mirage a' Trois (sport, 5.10a, RD=KP) - Climb the steep, apparently well-featured slab just past the wide dirty crack right of Nurse Ratchet. Most of those nice looking holds vanish into thin air on close approach. 11 bolts, rap hangers.

Face the Facts (sport, 5.9, RD=BB) - Climbs a gentler section of the same slab as Mirage a' Trois starting about 8 feet farther right. Crux is getting to the first clip. Stick-clip suggested. 5 bolts, rap hangers.

By Hook or by Crook (sport, 5.10d, RD=MH) - Gently overhanging face right of Face the Crook. 4 bolts, rap hangers.

Unnamed (sport, 5.11d/12a, RD=SB?) - Steep face right of By Hook or by Crook. 5 bolts, shuts.

Exterminailer (sport, 5.7, RD=JS) - Face climb on slab above large roof 15 ft right of By Hook or by Crook. Above the third bolt it is possible to traverse left to double cold shut anchors for "unnamed" or to anchors for By Hook or by Crook. Exterminailer continues up and right above roof past 4 more clips to rap hangers near the top. 7 bolts, rap hangers.

Feat Petite (sport, 5.7, RD=KP) - Short slabby face a few feet right of Bat Crack. 4 bolts, shuts.

Captain Winkie (sport, 5.8R, RD=JS) - Runout mossy and slabby face right of Feat Petite. 3 bolts, rap hangers.

Skinny Hippie (sport, 5.10a, RD=SB) - Slab to steep face 10 ft. right of Captain Winkie. 8 bolts, rap hangers.

Dog Show (sport, 5.12a, RD=SB) - Steep slab to overhanging face just right of Skinny Hippie. 9 bolts, rap hangers.

Eaten Alive (sport, 5.10b, RD=KP) - Takes left side of overhanging arete to slab 4 ft. right of Dog Show. 6 bolts, chains.

Triple Threat (sport, 5.10b, RD=KP) - Starts on steep crimpy face 10 ft right of Eaten Alive. Stick clipping first bolt is a good idea. Route continues straight up alternating between slabs and gently overhanging faces. 12 bolts, rap hangers.

Crimp or Wimp (sport, 5.10c, RD=KP) - Climb face 5 ft. right of Triple Threat. Crux at third bolt. 8 bolts, rap hangers.

Flaked Out (sport, 5.9, RD=KP) - Begins on slab 5 ft. right of Crimp or Wimp. Climb slab with steep thin section to flake. Undercling flake left to jam crack. 10 bolts, chains. Variation "Flaky Wimp" (5.10c) - Clip the first few bolts on Crimp or Wimp, then move slightly right to join Flaked Out.

Mojo Risin' (sport, 5.11a, RD=KP) - Steep face right of Sinks Crack. 10 bolts, chains.

Aloha Direct (sport, 5.8, RD=KP) Bolted face climb 4 ft. right of Mojo Risin'. 6 bolts, cold shuts.

Hawaiian Slab (sport, 5.5, RD=KP) Bolted slab just right of Aloha Direct (with which it shares an anchor). 5 bolts, cold shuts.

Split Decision (sport, 5.10c/d, RD=KP) Dihedral above anchors for Hawaiian Slab. Creative stemming and power crimping permits a traverse left under overhang to anchors above a good ledge. 3 bolts, rap hangers.

Funny Trumpets Arete (sport, 5.9R, RD=BB) - Slabby arete 20 ft. right of Hawaiian Slab. 7 bolts, 2 fixed pins.

Noble Slab (sport, 5.10c, RD=KP) - Starts on small ledge 5 ft. right of Funny Trumpets Arete. Climb straight up the middle of the slab, veering right to gain the ledge above the 4th bolt. Holds right of bolt line (below 4th bolt) are off-route. 4 bolts, rap hangers.

Shagadelic Groove (sport, 5.9, RD=KP) - Shares first 4 bolts with Noble Slab. The next three climbs all start at the head of the steep eroding slope right of Noble Slab. This is the one on the left. Climb the slab staying just left of the wide crack. From the Noble Slab anchor ledge, step up and right onto a steep face with prominent flake. Continue up past 8 bolts to anchors near the top of the cliff. 12 bolts, rap hangers.

Deep Impact (sport, 5.9, RD=KP) - This is the middle route at the head of the steep eroding slope. Climb a ledgy face to a steep pull past a giant chockstone. Stem and/or chimney up a corner with two wide cracks clipping bolts on the face to the left. Make a delicate traverse move onto the face to the left of the corner and up to a good ledge. Finish with an airy step out to the right to reach the anchors. 13 bolts, rap hangers.

Mantle with Care (sport, 5.11a) - This is the right route at the head of the steep eroding slope. Climb a blunt arete with a strenuous mantle to an overhang surmounted with another difficult mantle. Slab above is equally challenging. 8 bolts, chains.

Breathe the Air (sport, 5.10b, RD=SB) - Climbs left side of blunt arete at entrance to first talus field. 5 bolts, rap hangers.

Fab Slab (sport, 5.9, RD=KP) - Start at short overhang at left side of first talus field. Crank through the devious overhang (crux) and continue up slab to short steep headwall. Stick clip first bolt. 9 bolts, rap hangers.

Blackout (sport, 5.11b, Rd=KH) - Steep face just right of Triple Arthrodesis. 7 bolts, rap hangers.

Snapped it Off (sport, 5.10c, RD=SB) - Face climb 6 ft. right of Blackout. 5 bolts, rap hangers.

Rally Race (sport, 5.10b, RD=SB) - Just right of the Pod of God climb steep face to prominent flake. Stick clip first bolt. 6 bolts, rap hangers.

Initiation (sport, 5.11a, RD=KH) Climb slabs right of Geophysical to steep arete below large roof. 6 bolts, rap hangers.

Blue Suede Shoes (sport, 5.7, RD=KP) - Starts at large flake near big ponderosa pine 20 ft. right of TBA. Takes line just to the right of Wanderer. 5 bolts, rap hangers.

Geophagy (sport, 5.8, RD=KP) - Climbs slabby face to steep finish 20 ft. right of Blue Suede Shoes. 4 bolts, chains.

A Strong Urge to Fly (boulder problem, V2) This problem climbs the short steep dihedral on the northeast side of the huge flat rock where everyone hangs out in the 1st talus field. The landing is bad so either don't fall or have good spotters.

Epiphany (sport, 5.10b, RD=KP) - Starts on boulder 10 ft. right of big ponderosa pine and climbs ledgy slab angling right up to and over large roof. Don't clip the last bolt until you've cranked through the overhang or ignore it entirely. 6 bolts, rap hangers.

Something Else (sport, 5.9, RD=KP) - Climb steep face 20 ft. right of Trix using sharp arete on right. Pull into dihedral and stem up to a good ledge with chains 45 ft. up. Stop here or scramble up and left on some easy ground to more fun climbing on an exposed slab. Climb ends at chains near the top of the cliff. 15 bolts, chains.

Cornered (sport/mixed, 5.8, RD=KP) - Stem up the arete/dihedral 10' right of Something Else. After 45 ft. and 6 bolts (5.7), stop at chains on a big ledge or continue straight up over big blocks past two more bolts to a fun crack system in a dihedral (gear, 1-4"). Ends at chains just below the top. 8 bolts, chains.

Get a Grip (sport, 5.11d, RD=KH) - Red arete just right of Dawg Daze. 7 bolts, chains.

Steppin'Out (sport, 5.11a) Face to crack in corner then back to face and left slanting crack 10' right of GetaGrip. 7 bolts chains.

Lorraine (sport, 5.10d, RD=KP) - Climb steep discontinuous crack with pockets just right of Van Golden Brown. Crux is at last bolt. 7 bolts, rap hangers.

Chicken Pox (sport, 5.10d, RD=MH) - Face climb 5 ft. right of Lorraine. Features 3 10d cruxes. Seldom climbed, upper part is dirty. 8 bolts, chains.

Mark's Route (sport, 5.11d, RD=MH) - Face to the right of Chicken Pox. 7 bolts, chains.

Ticked (sport, 5.11a, RD=KP) - Starts in shallow flared dihedral 20 ft. right of Chicken Pox. Pull through short steep bulge to sloping ledge with anchors. 5 bolts, rap hangers.

Tick Spray (sport, 5.11d, RD=JD) - Climbs face past bolts just before large block with overhanging arete. 12 bolts, chains.

Smackdown (sport, 5.12a, RD=JJ) - Climbs overhanging arete on left side of block 15 ft. right of Ticked. 4 bolts, chains.

Frogger (sport, 5.11c, RD=JJ) - Starts on top of block that hosts previous route and climbs through bulge with small shallow dihedral. Start is most easily reached via Chunky Monkey. 7 bolts, chains.

Chunky Monkey (sport, 5.8) - Lieback, arm-bar, and stem up steep offwidth in dihedral just left of Chubby Hubby. At the big ledge, climb up onto the big boulder and make a balancy step across to the right. Continue up interesting featured slabs to the summit of the "Pinnacle of the Proletariat People's Party Ambition". Stay right of the bolt line for the last 5 clips to avoid potentially loose rock. This is one of the longer routes and requires a 60 meter rope to top-rope. 16 bolts, chains.

Chubby Hubby (sport, 5.12a) - Follows left side of prominent steep arete 10 ft. right of Chunky Monkey. 9 bolts, chains.

Freddy's Dead (sport, 5.11b or 12a, RD=MH) - Follows right side of steep arete around the corner from Chubby Hubby. Horizontal pockets lead to knobs and a small roof. Finish via crack on right = 11b, via face on left = 12a. 8 bolts, chains.

Hang 'em Higher or Throwin' Fire (sport, 5.11b, RD=KH) - Clip first two bolts of Freddy's Dead and head up and right on steep thin face. Can also be climbed by clipping first two bolts on Doc Holiday then branching off to the left. bolts, chains.

Doc Holiday (sport, 5.10b, RD=KP) - Ascend steep face on outside of buttress right of Freddy's Dead to ledge below blunt arete. Climb blunt arete via devious balance and friction to double cold shuts at ledge with dead trees. End here or continue up knobby face past 5 more bolts to top of pinnacle ("Extended Holiday"). Need 60 meter rope to toprope from highest anchors. Unclip from cold shut anchor before continuing to top to lessen rope drag. 15 bolts, cold shuts, chains.

unnamed (sport 5.12b, RD=JJ?) - Climbs right side of steep arete past big chimney 30' right of Doc Holiday.

Spiral Stairs (sport, 5.6, RD=KP) - Stem up outside edge of chimney system directly above Cassidy's Crack. 4 bolts, chains.

Drama Queen (sport, 5.11b, RD=SB) - Face between Longtime Coming and Hospital Corner. This one may seem more like a 12 until you figure out the sequence! bolts, chains.

Puppets Without Strings (sport, 5.12a, RD=SB) - steep face immediately right of Hospital Corner. 11 bolts, chains.

Johnny Nowhere (5.10a, RD=JS) - Left side of arete 10 ft. right of Nut Up. . 7 bolts, chains.

Summertime Arete (sport, 5.8,) - Right side of arete 5 ft. right of Johnny Nowhere. Finish at rap hangers on ledge half-way up (RD=BB) or keep climbing to reach another set of rap hangers after 5 more bolts ("Endless Summer"). 10 bolts, rap hangers.

Gidrah (sport, 5.9-5.10b, RD=KP) - Just like Godzilla's foe by the same name, this beast has three "heads". Begin in the dihedral right of Summertime Arete. Stick clip first bolt and climb the face (5.10a) or use the crack (5.7). After the 6th or 7th bolt there are three ways to finish. For the middle or right head, down climb a bit and unclip the last bolt on the "torso" after you clip the first bolt on the "neck" to prevent rope drag. Left head (5.10b, 11 bolts): Continue straight up on a slab on the left side of the crack/chimney system and crimp up a steep rounded arete to a ledge with cold shuts. Middle head (5.9, 15 bolts): From friction slab above ledge, step right across a wide dirt-filled crack and climb a steep but juggy face to chain anchors at the top of the cliff. Right head: (5.9, 15 bolts) From ledge with chains for Summertime Arete step right across crack to steep knobby face. Climb straight up to chains at the top of the cliff.

The Final Shred (sport, 5.10d, RD=MH) - On outside face of butress 6 ft. right of M.T.P.. Climb steep thin face past six colored clips to rap hangers on ledge (5.10d). Quit here or move left and continue past 6 more bolts to anchors near the top of the cliff (5.10b). 12 bolts, intermediate and top anchors.

Junior Birdman (sport, 5.11a, RD=SB) - Starts at anchor for The Final Shred. Continue straight up. 4 bolts, chains.

Mr. Flexible (sport, 5.11b, RD=SB) - Face 4 ft. right and around corner from The Final Shred. Crack on right and arete on left are off-route for 11b rating. 6 bolts, chains.

Etched in Stone (sport, 5.10a, RD=KP) - Steep face with pockets behind the big dead tree right of Chopper. Clip the chains and come down or mantle over the lip to reach the anchors for Oot. 5 bolts, chains

Oot and Aboot (sport, 5.10a, RD=KP) - Prominent arete 5 feet right of Chopper. Five bolts lead to rap hangers at obvious ledge (Oot). Continue past 10 more bolts to chains near the top of the cliff (Aboot). 15 bolts, chains

Stemulation (trad, 5.7, RD=KP) - Crack in corner right of Oot and Aboot. After 50 feet, the crack deteriorates, so step right to double cold shut anchors.

Johnny's Got a Gun (sport, 5.10a, RD=JS, MH) - Face climb 10 ft right of Stimulation. Lower section climbs past 7 bolts to anchors and is considerably harder if you avoid the arete on the right side. Continue through roof above first belay past 3 more bolts to chains. 10 bolts, chains

Betaflash (sport, 5.10b, RD=KP) - Climbs the arete just right of Blockhead. Traverse in from boulders on the right to clip the first bolt. Start from the traverse or scramble back down and start at the base of the cliff to add more fun climbing. 5 bolts, rap hangers.

Phlogistomat (sport, 5.10d) Climbs face with small overhang 10 ft. right of Phoups Shares chains with Phoups. 8 bolts, hangers

Oregon Yosemite (sport, 5.12d) Climbs steep corner on right side of chimney system right of Gran Delusion. 6 bolts, chains.

Blister in the Sun (sport, 5.12d, RD=JG) - Steep arete with lime green lichen near center of second talus field. Crux is on a blank slab 2 bolts below the anchors. 10 bolts, chains.

Project (sport, 5.11d, RD=KH?) - steep face right of Blister in the Sun.

Final Exam (sport, 5.12c, RD=JD) - steep face just left of large crack system that hosts The Last Dance. bolts, chains.

The Last Dance (sport, 5.10b, RD=KP) - Start at base of offwidth crack 20 ft. right of Blister in the Sun. Stem and chimney up the wide crack system, step right across the chimney to a ledge system then scamper up a beautiful exposed arete, moving left briefly two bolts from the top. Need a 60 m rope to lower from top anchors. 18 bolts, chains

Twister (sport, 5.10c, RD=SB) - Steep face climb 50 ft. right of Blister in the Sun. 5 bolts, chains. note: one of the anchor bolts is bad right now (9/22/02) so if you climb this route make a tough move 5 ft. up and right to the anchors for Eekwinocks.

Phish Food (sport, 5.11c) - Very steep face just right of large chimney. Shares anchors with Plumber Boy. 5 bolts, chains.

Plumber Boy (sport, 5.10b) - Face climb on south corner of large detached buttress just around the corner from Phish Food. 6 bolts, chains.

Spring Cling (sport, 5.10a, RD=KP) - Thin steep face climbing on outside of large detached buttress. Can be finished directly (5.10b) via two bolts through overhang. 6 bolts, chains.

Spring Fever (sport, 5.9, RD=KP) - First pitch (70') - Start at east end of large detached buttress (with wide chimney behind it) and climb moderate-angled blunt arete to the top of the buttress. 11 bolts, chains. Second pitch (40') - Climb a steep knobby arete to anchor near the cliff edge. 5 bolts, cold shuts.

Maid in the Shade (sport, 5.9, RD=KP) - Scramble to the back of the large chimney/alcove right of Spring Fever and look for a hanger on the left wall. Chimney up about 15 ft., cross a large chockstone, and climb a short face to a large ledge. Make a delicate traverse left (crux) to an exposed arete. Climb straight up the arete to an exciting mantle near the top. This is a good climb for a hot day. 15 bolts, rap hangers.

Learning to Fly (sport, 5.10d, RD=MH) - Steep face climb 10 ft. right of Spring Fever, just past chimney containing large rotten logs. 9 bolts, chains.

Special Delivery (sport, 5.9, RD=KP) - Face climb right of Lively Up Yourself. Wander left and back right, then pull through a small overhang. 9 bolts, chains.

Blue-Tailed Skink (sport, 5.10c, RD=KP) - Short face climb 10 ft. right of Special Delivery. Steep climbing on big holds leads to thin crux on slabbier section above. 5 bolts, rap hangers.

Iron Cross (sport, 5.9, RD=KP) - Start near crack 10 ft. right of Blue-tailed Skink. Cross crack between 1st and 2nd bolts and climb face just left of crack to large ledge with Blue-Tailed Skink anchors. Scramble up more ledges, clipping two bolts, until large handholds make possible an exciting move right onto a slabby face. Climb this fun face to a corner with large blocks below an overhang. A series of exciting "iron cross" moves left and out around the overhang establishes you on a final short face just below the anchors. This is a long, fun climb with lots of bolts (use a 60 m rope and take 20 quick draws!). chains.

Face Lift (sport, 5.11b, RD=MH) - Steep face 10 ft. right of Iron Cross. The 5.11b grade applies only to a line straight up the bolts. Most folks that lead this route make extensive use of a corner and crack system on the left, which lowers the grade to about 5.10c. 7 bolts, chains.

Clean Sweep (sport, 5.8, RD=KP) - Last bolted (and longest) route on the crag. Begins behind tree 15 ft. right of Face Lift. Traverse up and left on ramp-like ledges to a steep slot. Stem through the slot and up a ledgy dihedral. Stop at chains at a big ledge above the dihedral or work left above the Face Lift anchors and climb the outside of a blocky pillar past 6 more bolts to the top of the cliff. This route can NOT be top-roped with a 50 m rope! Do not lower anyone from the top anchors unless you have a 60 meter rope!! 15 bolts, chains.