A GUIDE TO LAS PALOMAS PEAK[1]

Bernard M.E. Moret

May 19, 2003

In loving memory of my dear friend and climbing partner
Jane Tennessen *(1962–1996)*
who died on Warpy Moople in the Sandias on June 23, 1996

Acknowledgments: In putting together this guide, I had help from dozens of climbers: I cannot acknowledge them all, but I want to mention Bryan Pletta and Mark Thomas, who gave me the tour when I first started climbing at Palomas, took me climbing after the death of my climbing partner Jane, and have given me comments through various draft stages of this guide; Lance Hadfield, who gave me detailed comments on the harder climbs on the Franks and the Slab; and most of all my two climbing partners, Deborah Evans and Steven Hofmeyr, with whom I have shared hundreds of happy hours at Palomas and other crags. Of course, any inaccuracies remaining in this guide are mine alone.

The Crag: Palomas Peak (8,250ft) is a minor peak in the Sandia massif. As in the Sandia Mountains proper, the top layer of Palomas is limestone, forming in this case two separate cliff bands; the higher cliff band (at around 8,000ft) is the developed Palomas crag, although the lower cliff band is seeing some limited development. (This guide only covers the upper cliff band; the lower band has few routes, is exposed to rockfall from activity on the higher band, and features rock of much lower quality.) The limestone is of good quality, with very sharp, highly textured surface; taping up for cracks is mandatory and frequent resoling necessary. Be prepared for a lot of smearing and edging and for small holds. The crag has two flavors: one area at the south end is very steep and features hard (12s and 13s) overhanging climbs, while the rest is a mix of natural-pro cracks and bolted, nearly vertical slabs; the latter are the most characteristic feature of Palomas.

The cliff band varies from 30ft to 70ft, with most climbs in the 50–60ft range. All sports climbs (and several crack climbs) are equipped with lowering anchors (mostly two bolts and chains, but also welded coldshuts or rap hangers). All bolts are $\frac{3}{8}''$ steel; anchors use at least 3″ bolts, while clips use at least $2\frac{1}{4}''$ bolts. Some of the anchors are accessible from the top (and there are breaks in the band that will allow you to scramble up or down),

[1] The up-to-date version of this guide is on-line at `www.cs.unm.edu/~moret/crag.html`

but exercise extreme caution: there is no rim trail; the top of the cliff is a sloping shelf with loose dirt and gravel and many loose blocks of all sizes; and anchors are typically set a foot below the ill-defined rim. Thus, if you want to toprope a climb, it is best to find someone willing to lead it and set up a toprope for you. Remember that lowering anchors are just that—they are not intended for use in toproping (the constant friction of the rope causes premature wear on the anchors): if you want to set up a toprope, use a pair of quickdraws on the anchors.

How To Get There: From Albuquerque, take I-40 east, exit at Tijeras (Exit 175) and head north on NM 14 through Cedar Crest; after about 6 miles, turn left onto the Sandia Crest road (NM 536); soon after passing the ski area base (about 9 miles after leaving NM 14), turn off right (at Balsam Glade picnic area) onto dirt road leading to Placitas; after about 2 miles, stop at left turn with 3 concrete barriers west of the burn area. (If you get to Las Huertas picnic ground or the Sandia Man Cave, you have gone too far down.) Drive time is 40–50 mins. From Santa Fe, you can take I-25 to Placitas, exit to NM 165 and drive 14 miles to the parking area (the last 5 miles on dirt), but it is faster to take NM 14 south to the junction with the Sandia Crest road and proceed as above. Parking is *limited* and often a severe problem on week-ends: there is room for 8–9 cars at the 3 concrete barriers if you park *perpendicular* to the barriers; about 40m down the road from the turn, there is room (sideways) for 4 more cars on the uphill side; note that rangers will ticket any car that impinges upon the roadway. *PLEASE CARPOOL and PARK WELL!* Take the trail right by the barriers; follow it across the burn area and through the forest, on a mostly level course, to a dry creek bed; at the creek bed turn sharp left onto an ascending trail that takes you to the corner of a large clearing. The first turn on the left (sometimes barred), just *before* entering the clearing, puts you on the trail to the lower cliff band. The second turn on the left, just *after* entering the clearing and thus only 10 yards beyond the first turn, puts you on the trail to the upper cliff band. Allow about half an hour for the hike up with a full pack. Please stay on the trail: the native flora is easily damaged. From December till March, expect hazardous driving conditions on the dirt road (often only accessible from the Placitas side), possibly deep snow on the trail (bring mountaineering boots or snowshoes), and cold temperatures, although the rock dries up quickly and stays warm in the sun.

The Climbs: Climbs are listed south to north as encountered on the crag trail. (Several crack climbs with natural gear are not listed here; I welcome additions!) My rating scale is as follows:

1	avoid	**3**	good	**5**	a classic!
2	indifferent	**4**	very good	-	not rated

Ratings are based on input from a group of 20 people and are consistent with those published in *Climbing* #155. When the difficulty is height-dependent, I have used a slash mark to indicate a range; the higher grade goes for shorter climbers, except for *Pretzel Logic*, which is harder for taller climbers. Ratings are consistent with other areas in central New Mexico and eastern Arizona, but visitors often find the delicate balance and footwork challenging. All ratings for face climbs assume that adjoining cracks are off limits.

First ascentionists are identified by initials:

RE	Randy Eisler	DE	Deborah Evans	TF	Tim Fairfield
EG	Eric Gompper	CG	Chris Grijalva	LH	Lance Hadfield
SH	Steven Hofmeyr	PM	Paul May	BM	Bernard Moret
DP	Dave Pegg	BP	Bryan Pletta	LR	Lewis Rutherford
JT	Joey Tefertiller	MT	Mark Thomas		

Many thanks go to all of these people, but most of all to Bryan Pletta and Mark Thomas, who put up about 30 routes, helped establish and maintain a good access trail, and are always willing to help other climbers.

More bolted routes can be found by Sandia Man Cave (a bit farther down the dirt road from the Palomas parking area). The front side of the Sandias has some bolted routes; about 7 miles south of Tijeras on NM14 is Big Block crag, with a few good bolted lines. Farther south are New Canyon (30 miles south on NM14 in the Manzanos), Socorro's Box (60 miles on I25), and Datil (2.5 hrs drive); to the north are the pockets of Cochiti Mesa/Cacti Cliffs (1 hr drive), the long routes of Diablo Canyon (1.2 hrs), the crags of White Rock and Los Alamos (2 hrs), beautiful Las Conchas in the Jemez Mountains (2 hrs), and El Rito between Espanola and Abiqiu (2.5 hrs). Together, these areas offer over 500 bolted sports routes, with limestone, basalt, welded tuff, granite, and quartz cobbles, all within a day's drive from Albuquerque.

The Entrance:

This climb is about 25 meters before the trail levels out along the cliff band, in an alcove slightly above the trail itself.

○ **2** *Double Ds* (Mark Dowdy/Dave Anderson): 5.11d; 4 bolts, chain anchors; a long boulder problem with a fingery crux; many drilled holds

about 20 meters farther north:

The following five climbs are located just as the trail levels out along the cliff, with *Entrance Exam* immediately after the turn to the right. All are on vertical to slightly overhanging rock, before the seriously steep *Slab Wall*.

○ **3** *Entrance Exam* (BP/MT): 5.10c; 6 bolts, rap hanger anchors; pleasant to 4th bolt, then easy moves on hollow-sounding rock: beware of dislodging some of the junk—ask your belayer to step around

○ **4** *Sidewinder* (BP/MT): 5.12b; 9 bolts, anchors; starts next to *Entrance Exam* and moves straight up, passing just right of the large cave; one of the longest routes at the crag, with a gentle, but continuous overhang; two cruxes, first on a long reach left for the 6th bolt, second at the 7th bolt (use your right arm around the block!); a brutal endurance test

○ **5** *Nature of the Beast* (LH/JT): 5.12a; 8 bolts, anchors; left of the large cave with old raptor nest; hard start, easier middle, somewhat pumpy top, with short runout to the anchors that gets easier as you go

○ **4** *Drop in the Ocean* (LR): 5.11c/d; 8 bolts, anchors; jam through the first 4 bolts (optional #2 Camalot below the 1st bolt to protect on the choss) to a no-hands rest in a scoop, then nice moves to a good stance at the 8th bolt; escape left to anchors placed at top of crack; direct finish to direct anchors has much harder moves (5.12c)

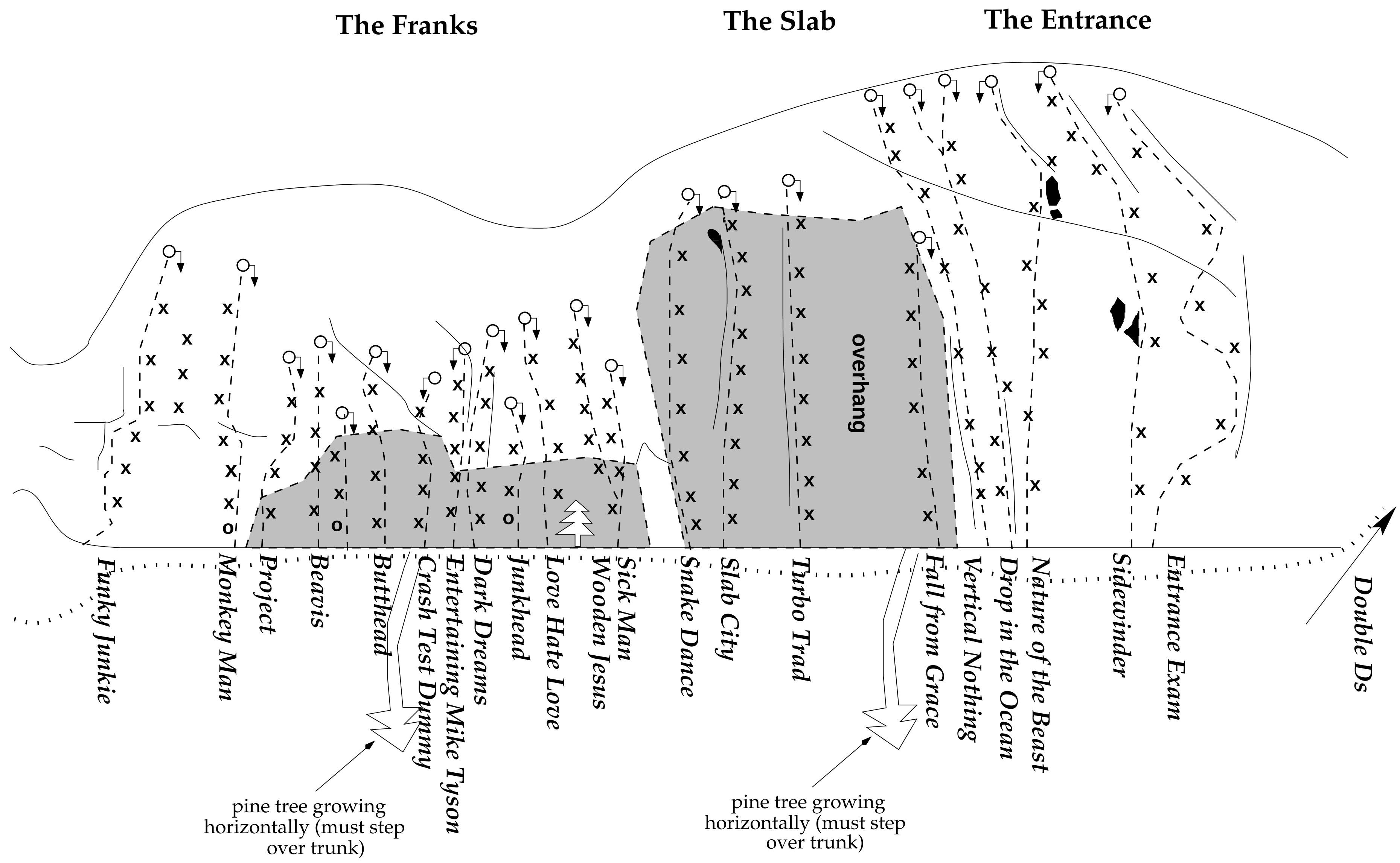
○ **4** *Vertical Nothing* (LH/MT): 5.12a; 8 bolts, anchors; follows a seam in which sits a small dead stump to a lip, then works diagonally up and left to the top, passing above the top of the *Slab*

The Slab Wall:

Easily identified, this is a seriously overhanging (over 120 degrees) smooth slab; no easy climbs on this part of the wall!

○ **4** *Fall from Grace* (TF/LR): 5.13b/c; 6 bolts, anchors, at the front edge of the *Slab*; excellent moves on the chipped wall

Step over the trunk of a very large horizontally growing pine, then


The Franks
The Slab
The Entrance
overhang
Funky Junkie
Monkey Man
Project
Beavis
Butthead
Crash Test Dummy
Entertaining Mike Tyson
Dark Dreams
Junkhead
Love Hate Love
Wooden Jesus
Sick Man
Snake Dance
Slab City
Turbo Trad
Fall from Grace
Vertical Nothing
Drop in the Ocean
Nature of the Beast
Sidewinder
Entrance Exam
Double Ds
pine tree growing
horizontally (must step
over trunk)
pine tree growing
horizontally (must step
over trunk)

○ **4** *Turbo Trad* (TF): 5.13a; 8 bolts, anchors; the obvious intermittent hand crack; short crux in the off fingers section to steep crack climbing; rather painful, so tape up!

○ **5** *Slab City* (LH/JT): 5.13b; 9 bolts, anchors; the first seam north of *Turbo Trad*; the best 5.13 route here

○ **4** *Snake Dance* (DP): 5.13d; 7 bolts, anchors; dihedral to seam, at the northern end of the slab; perhaps 14a now that a crucial hold broke off

The Franks:

Named for its resemblance to the famed Frankenjura limestone, this area has a severe bulge for a few feet then continues vertically; the first 10–15 ft overhang by as much as 150 degrees, so routes are composed of a short, hard boulder problem followed by an easier vertical section (often abbreviated). The last two routes, *Monkey Man* and *Funkie Junkie*, are exceptions: they stand beyond the end of the bulge.

○ **3** *Sick Man* (TF): 5.14b; 4 bolts, anchors; the crux is just a few moves to overcome the bulge (V12), involving tiny sharp holds and long dynamic moves

○ - project: 5.14?; 6 bolts, anchors; shares the 1st bolt of *Sick Man*

A large pine tree grows right up against the cliff at this point.

○ **2** *Love Hate Love* (TF): 5.12d; 4 bolts, anchors; an easier version of *Sick Man*, with small, shallow, and painful pockets on the bulge

○ **3** *Junkhead* (Lorne Raney/JT): 5.12a; 3 bolts (1st one chopped), hangers without chains or other means of rappel at anchors; small pockets

○ - project

○ **4** *Dark Dreams* (LH/JT): 5.12b; 5 bolts, anchors; along an attractive pink streak; low crux to easier climbing above

○ **3** *Entertaining Mike Tyson* (bolted by LH, chipped pocket of unknown origin, FA by DP): 5.13b; 5 bolts, anchors; short climb through overlap

○ **1** *Crash Test Dummy* (LH/JT): 5.11d; 4 bolts, anchors; along a black streak with good side pockets; a mix of jamming and creative positioning; very painful jams: tape up—or better, avoid it!

Step over the trunk of a medium-sized horizontally growing pine, then

○ - *Butthead* (project): 4 bolts, anchors; loose hold

○ **1** unknown, 5.12?; 3 bolts (1st one is chopped), anchors; extremely (ridiculously) short

○ **2** *Beavis* (LH/JT): 5.13a; 5 bolts, anchors; bulging thin cracks

○ - project (Richard Foust/Eric Robinson): 5.13?; 4 bolts, chain anchors; starts at the end of the overhang, then moves right on the face and straight up to the anchors

○ **4** *Monkey Man* (LH): 5.12b; 7 bolts (1st one is chopped), chain anchors; beyond the severe overhang and taller than most climbs on the Franks; the 1st crux is moving past the rounded bulge at the 3rd bolt, the true crux is near the top

○ - abandoned project; has 3 bolts above a 5ft roof

○ **3** *Funky Junkie* (BP/MT): 5.11a/b; 6 bolts, chain anchors; fun and varied, but not consistent: sidepull, fingerlock (crux), undercling, then huge ledge and easy face

The second break in the cliff band occurs here, with at least two scrambles to the top.

about 50 meters farther north:

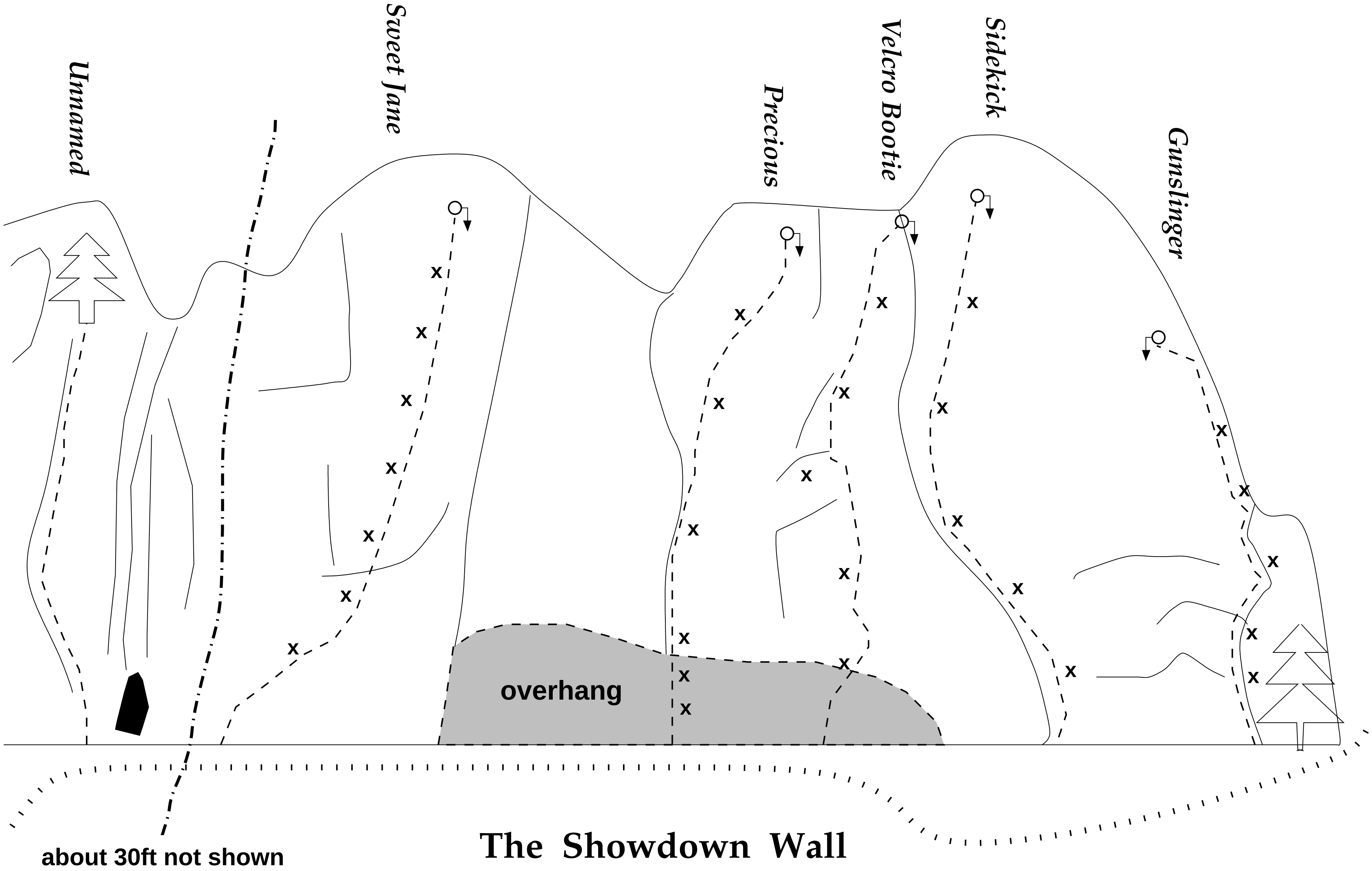
The Showdown Wall:

Except for *Precious*, which is an easy version of routes on *The Franks*, these climbs are vertical or less than vertical.

○ **5** *Gunslinger* (BP/MT): 5.11d; 5 bolts, chain anchors; balancy and powerful lieback on the intermittent crack on right side of buttress shared with *Sidekick*; crux is moving from the 1st to the 2nd bolt (don't hurry to clip it!)—tendency to barndoor due to poor feet

○ **1** *Sidekick* (BP/MT): 5.11a; 5 bolts, anchors (1.5 friend optional); left-trending line on left of buttress; groundfall potential at 2nd bolt (use 1.5 friend before it); crux is from ground to 2nd bolt (very powerful and rather contorted positions); the grade then drops to mid-10, but the rock is really poor—ask your belayer to beware or, better, don't climb this choss pile!

○ **4** *Velcro Bootie* (David MacInnis): 5.11a; 5 bolts, chain anchors; look for a raw place in the rock at the lip, followed by a particularly rough-surfaced slab; the crux is at the bulge right of the 3rd bolt (5.10c if you



The Showdown Wall

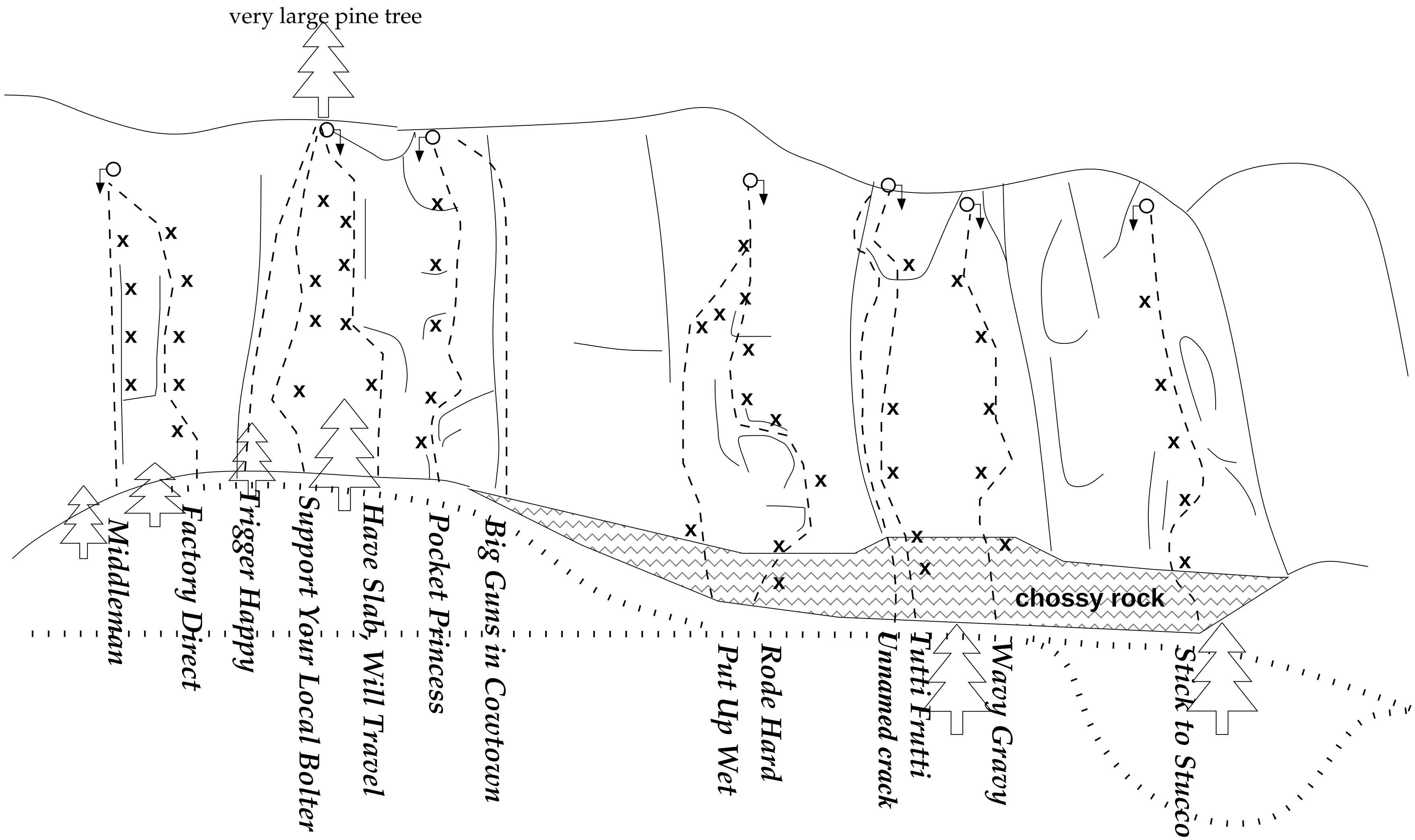
go left of 3rd bolt); the rest is 5.10 with a neat heelhook at the start and delicate balance at the top; badly placed 3rd bolt (much too far left) mars an otherwise fun line

- ○ **3** *Precious* (LH/JT): 5.11b/c; 6 bolts, chain anchors; a few steep 5.11 moves on the overhang (tape up and drop your knees), then eases to 5.9 crack climbing; easier for taller climbers; a lot of pain at the start for not very much afterwards
- ○ **1** *Sweet Jane* (EG): 5.12b; 7 bolts, anchors; nothing sweet here; the bouldery crux is getting to the 1st bolt, placed very high above a very bad landing; the climb peters out after the 2nd bolt
- ○ **3** unnamed: 5.7; gear, no anchors; a right-facing flake offering excellent pro; ends at a good tree anchor next to a large boulder (tree has a sling); just after a pronounced V-shaped crack with a large hole at the base and just before a downstep in the trail

about 40 meters farther north:
The third break in the cliff band comes immediately before the Transition Zone, with one easy scramble up a short couloir above a large pinon tree.

The Transition Zone:

- ○ **4** *Stick to Stucco* (DE/SH/BM): 5.10c; 5 bolts, chain anchors; 15 ft to the right of *Wavy Gravy*, a narrow grey stucco slab with a bulging start, passing between two small bushes higher up; mostly smearing, sustained throughout, with a couple of reachy moves around the 3rd bolt; one of the best smearing routes here
- ○ **4** *Wavy Gravy* (BP/MT): 5.8; 5 bolts, coldshut anchors; a scooped slab with a grey stucco look; easier to the right (5.7 crack), but best (though 5.10) to the left of the bolt line over the smooth dome; popular warm-up
- ○ **3** *Tutti Frutti* (DE/BM/MT): 5.11b/c; 5 bolts, rap ring anchors with chain backup; at the far left side of the *Wavy Gravy* slab, move up the choss to a concave face at the bulge; above the bulge, easy moves to the 5th bolt, then a slight overhang and rounded bulge to the anchors; crux is moving from the 2nd to the 3rd bolt; using the left crack makes it 5.9
- ○ **2** the unnamed crack immediately left of *Tutti Frutti*: 5.9; gear, anchors and bolts 1, 2, and 5 of *Tutti Frutti*
- ○ **5** *Rode Hard* (LH/BP/MT): 5.11c; 8 bolts, chain anchors; bulging front of buttress (several small roofs) and left face; sustained to the 7th bolt; reachy moves above the 3rd bolt and a neat move above the 4th, then



The Transition Zone

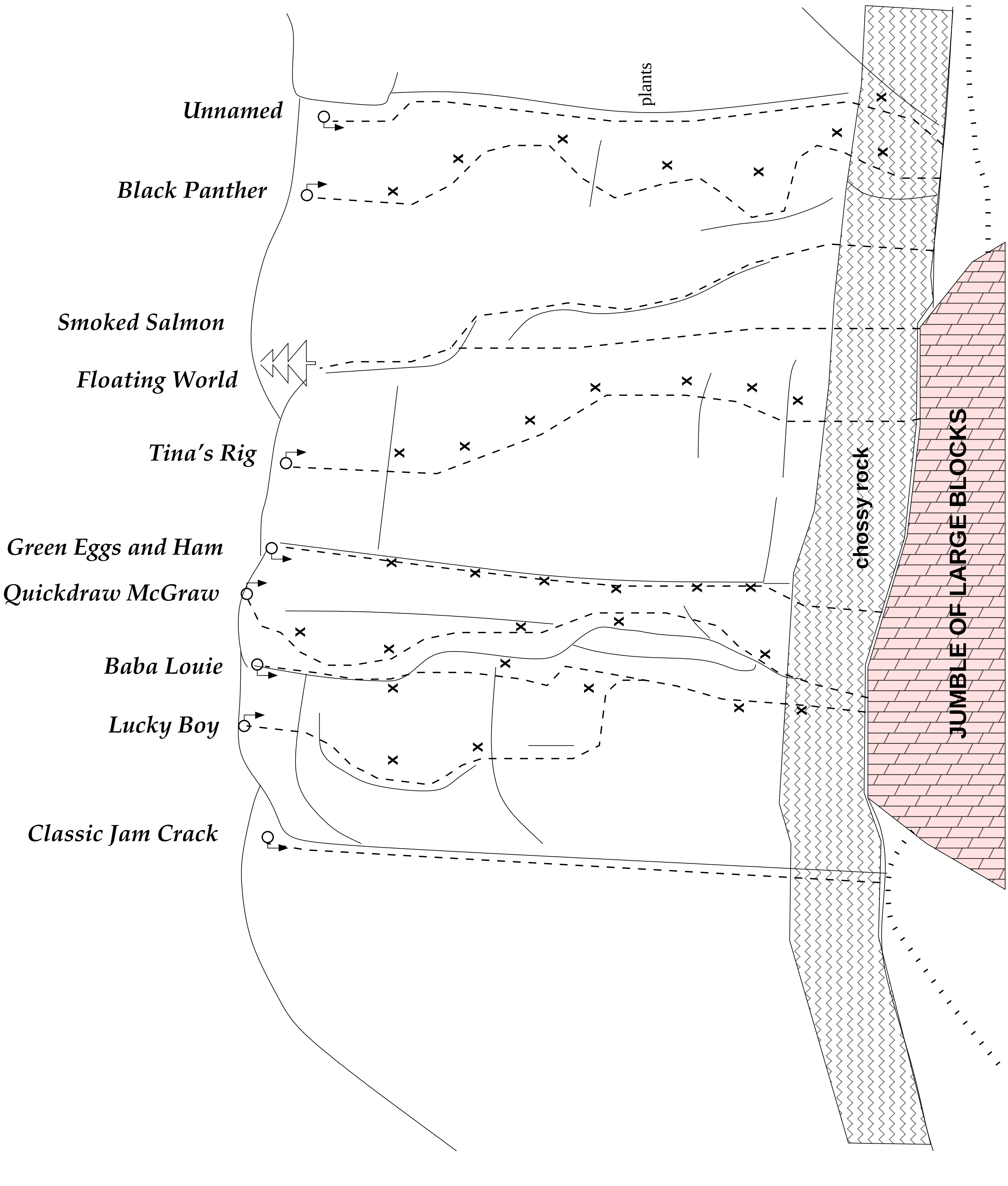
more technical and less strenuous; a test of stamina; the best roof route here

- ◯ **4** *Put up Wet* (LH/BP/MT): 5.11d; 1 low and 2 high bolts plus gear, using the anchors of *Rode Hard*; don't pull on big loose block above 3rd bolt; top is much easier, but run out from 3rd bolt to anchors, so cross over to last bolt of *Rode Hard*; great and varied route (face, crack, lieback, slab) BUT: protection is minimal (TCUs or nuts in the fingercrack, then runout to 2nd bolt on hard ground)—so first toprope it by climbing *Rode Hard*.
- ◯ **3** *Big Guns in Cowtown* (FA Chris Kessler): 5.8; gear and anchors of *Pocket Princess*; crack immediately right of *Pocket Princess*
- ◯ **4** *Pocket Princess* (BM/Mark Ondrias): 5.11a; 5 bolts, chain anchors; bulge to the right of *Have Slab...*, with a diagonal line of pockets above an arching seam; crux is moving past 2nd bolt; nice move at 5th bolt; with crack on the right, rating drops to 5.9; the best pocket route here (not much competition. . .); *put up in memory of Jane Tennessen on the second anniversary of her death*
- ◯ **4** *Have Slab Will Travel* (BP/MT): 5.10c; 4 bolts (but can clip last bolt of *Support your Local Bolter* if desired), chain anchors; scooped, grey stucco slab just 10 feet above the trail; mostly stemming with some nice moves; the crux is pulling over the small bulge at the 2nd bolt
- ◯ **3** *Support your Local Bolter* (BP/MT): 5.11b; 4 bolts and shares anchors with *Have Slab . . .* ; thin slab; fingery crux is moving above the bulge from the 2nd to the 3rd bolt; great kneelock move at the 3rd bolt; growing tree hampers moves above 1st bolt
- ◯ **3** *Trigger Happy*: 5.9; gear and shares anchors with the previous two; the obvious crack adjoining *. . . Local Bolter* on the left, behind a tree
- ◯ **3** *Factory Direct* (EG): 5.10c; 5 bolts, chain anchors; slab with black markings on upper half (not lichen, but thin and sharp rock); mostly big crimpers (avoid open grips if you value your skin!), with some devious stemming at the bulge; crux is the rather painful start
- ◯ **4** *Middleman* (DE/BM/Mark Ondrias): 5.11b; 4 bolts, shares anchors of *Factory Direct*: the direct line to the anchors, a fun roof problem, then up along the cleft; you may want to stick-clip the first bolt

about 15 meters farther north:

The Dihedral Wall:

The Dihedral Wall



The first 5 climbs are not dihedrals, but the two dihedrals, *Green Eggs and Ham* and *Baba Louie*, are the obvious features (along with the large pile of broken boulders at the foot of the wall).

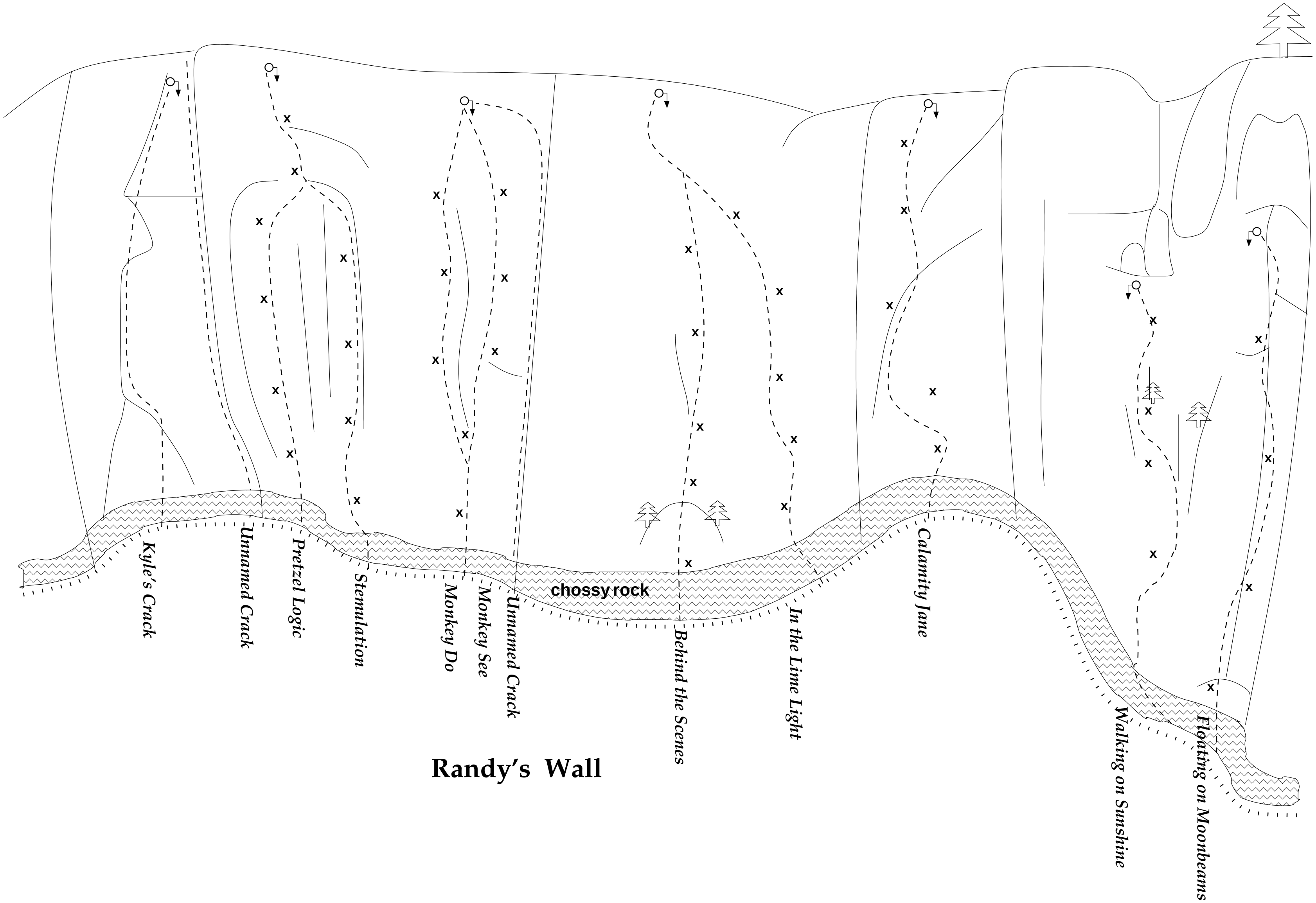
- ○ **-** unnamed: 5.9+ seam/crack with 1 low bolt, chain anchors; requires gear; thin and rather dirty crack with much easier upper half
- ○ **4** *Black Panther* (bolted by EG; FA unknown): 5.12b/c/d; 7 bolts, chain anchors; near-vertical thin slab; the crux (esp. for shorter climbers) is the left traverse at the 4th bolt, but the whole climb is sustained, delicate, and devious; one chipped hold by the 6th bolt and excessive height-dependence mar an otherwise classic route
- ○ **4** *Smoked Salmon* (LR): 5.10a/b; gear, BFT; crack arching left to rejoin:
- ○ **3** *Floating World* (LR): 5.11c; gear (had 5 bolts, all chopped), BFT; intermittent seam, straight up; not good for fat fingers—no place left for gear!
- ○ **2** *Tina's Rig* (bolted by TF, FA by LH): 5.12b; 7 bolts, chain anchors; three roofs, two at the bottom and one at the top; the crux is at the 2nd roof; the 1st roof requires either a long reach or a strenuous pull on a drilled pocket; another drilled pocket near the top
- ○ **5** *Green Eggs and Ham* (LR): 5.10c; 6 bolts, chain anchors; a strikingly beautiful dihedral, nearly perfect from bottom to top; can be pure stemming or almost pure face, with any mix in-between; all clips are on the right
- ○ **5** *Quickdraw McGraw* (BP/MT): 5.11b/c; 5 bolts, (short) chain anchors; the arête left of *Green Eggs . . .*; wonderful, balancy, and rather tricky moves—also a good test of your left arm; the best arête route here; last clip is reachy from the obvious stance, but doable 1 ft higher
- ○ **4** *Baba Louie* (BP/MT): 5.10c/d; 5 bolts (or pro and the top 2 bolts), rap hanger anchors; the other obvious dihedral; less regular than *Green Eggs . . .*; the crux is moving past the small bulge next to the overhang
- ○ **5** *Lucky Boy* (EG/Bill Penner): 5.11c; 5 bolts, chain anchors; shares the first 3 bolts with *Baba Louie*, but moves on the face, without the large right-hand crack and block; from the 3rd bolt, a delicate traverse left, then up to a thin arching lieback crack; sustained from the traverse to the anchors
- ○ **4** *Classic Jam Crack*: 5.9-; gear, coldshut anchors; excellent, very regular hand-sized crack; mostly 5.8 with harder start

about 30 meters farther north: An unexploited section of cliff, with several possible routes in the 5.11-5.12 range.

about 10 meters farther north, after a short rise on the trail:

Randy's Wall:

- ◯ **4** *Floating on Moonbeams* (DE/BM): 5.9+; 4 bolts, rap hanger anchors; escape the earth's gravity well by overcoming the starting bulge, then enjoy the low-gravity dihedral before the tricky last moves (be sure to use the jug on the face 2ft below the anchors); mostly stemming, with easy face moves in the middle; *in memory of T. Sean Elicker*
- ◯ **4** *Walking on Sunshine* (DE/BM): 5.11b; 4 bolts, chain anchors; near vertical slab, with cruxes between 2nd and 3rd and between 4th and anchors (sunshine is about all you get for feet...); short, but one of the best smearing routes here; *in memory of T. Sean Elicker*
- ◯ **4** *Calamity Jane* (SH/BM): 5.11b/c; 5 bolts, chain anchors; vertical slab to 4th bolt, then easier top; all clips are on the left; crux is traversing left at 2nd bolt to undercling (very long reach) and moving up from it (powerful); *in memory of Jane Tennessen*
- ◯ **5** *In the Limelight* (RE): 5.11d; 5 bolts, coldshut anchors; left-trending slab ramp; easy to 2nd bolt, then very thin and sustained to 5th bolt; cruxes are reaching the 3rd bolt (slippery lieback) then the 4th bolt (a balancy no-hand mantel); one of the best smearing routes here
- ◯ **4** *Behind the Scenes* (Paul Davidson/Eric Rhichard): 5.11d; 5 bolts and shares anchors of *Limelight*; straight to the anchors, up on some choss, then over a rounded blank slab; easy to the 3rd bolt, then a mantel off a small crimp low on the left and a poor pinch on the right, with only smearing for feet; past mantel, returns to easy 11 moves; stays in the shade all day
- ◯ **3** unnamed thin crack, just right of *Monkey See* (FA Karl Kiser): 5.9-; gear, move left to anchors of *Monkey See*
- ◯ **3** *Monkey See* (RE): 5.11d; 5 bolts, chain anchors; a series of strenuous laybacks and fingerjams
- ◯ **3** *Monkey Do* (RE): 5.12a; 5 bolts and shares anchors of *Monkey See*, as well as first 2 bolts; on thinner ground, with rounded laybacks and small edges—no jamming on this variation
- ◯ **4** *Stemulation* (BP/MT): 5.11b/c; 6 bolts, rap hanger anchors; small overhang, easy stemming, then lieback using big edges on the right before returning to stem—getting back on stem is the crux; traverse left above the 4th bolt to rejoin the 5th bolt of *Pretzel Logic*, then easy moves to the top; reachy and thus height-dependent


chossy rock
Kyle's Crack
Unnamed Crack
Pretzel Logic
Stemulation
Monkey Do
Monkey See
Unnamed Crack
Behind the Scenes
In the Lime Light
Calamity Jane
Walking on Sunshine
Floating on Moonbeams

Randy's Wall

- ○ **5** *Pretzel Logic* (BP/MT): 5.11b/c (slightly easier for short people); 6 bolts; shares last 2 bolts and anchors of *Stemulation*; the best stemming route here; crux is moving past the 3rd bolt (stay on stem!) and clipping the 4th; then stay on stem until your feet are almost level with the 4th bolt; somewhat painful start
- ○ **3** unnamed thin crack, just right of *Kyle's Crack* (FA John Kear): 5.9; gear, no anchors
- ○ **3** *Kyle's Crack*: 5.7; gear, chain anchors; easy crack with solid (largish) pro
- ○ **1** unnamed: 5.9; 3 bolts, gear (behind hollow flake), no anchors; left-trending ramp (not shown)

about 20 meters farther north:

- ○ **3** *Fat Lips, Thin Smile* (SH/BM): 5.12c; 4 bolts, rap hanger anchors; short, slightly overhanging north face with three successive bulges offering only thin underclings and poor crimpers; sustained 12- climbing from the 1st to the 4th bolt, with easy top; getting to the 1st bolt without using the left-hand ramp is desperate with $\leq$ 6ft reach

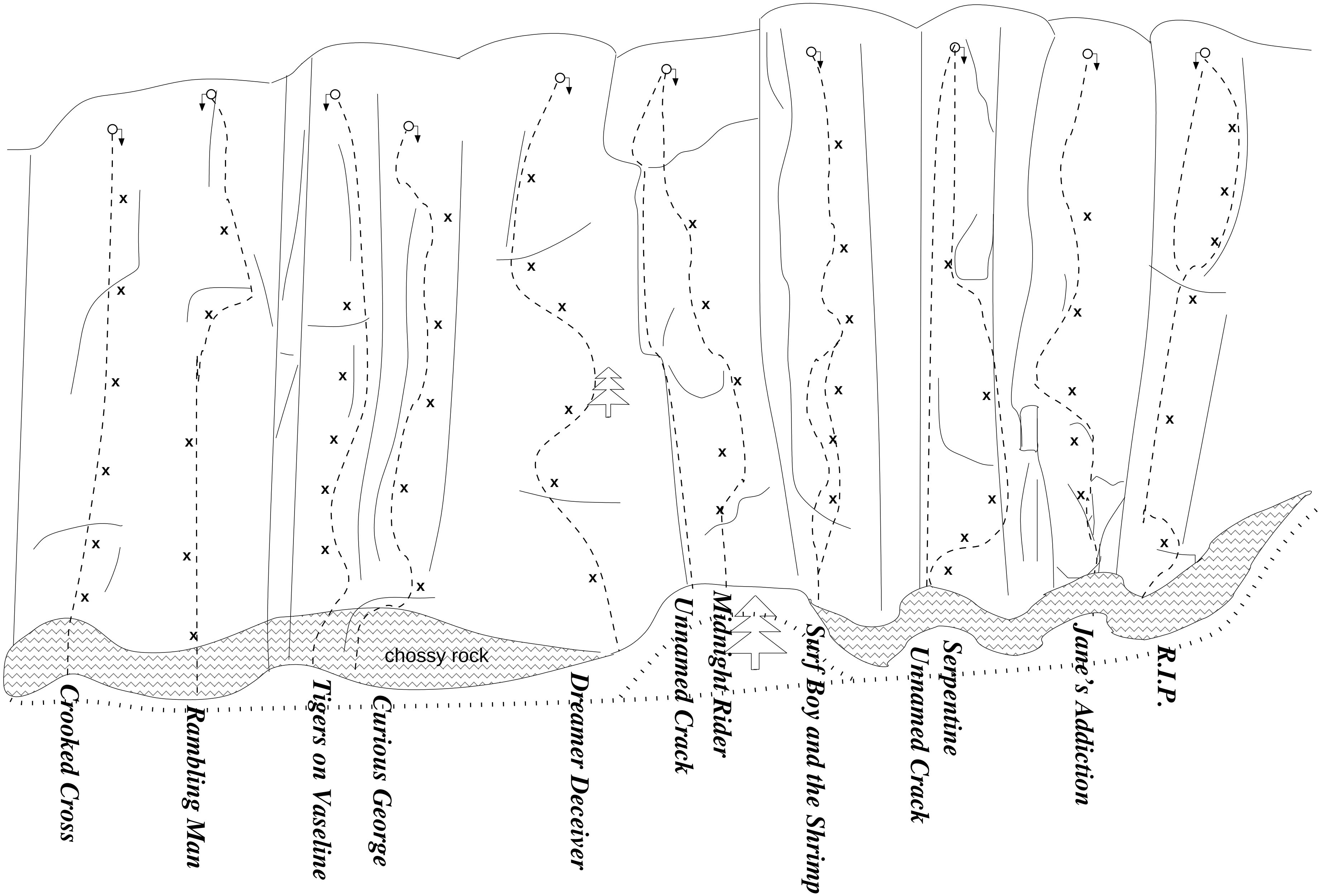
about 30 meters farther north:
The fourth break in the cliff band is here, just before the trail passes over (or around) a large rotten tree trunk.

The Far Side I:

Locate the first climb, *R.I.P.*, after the trail has descended again to allow sufficient height, on a west-facing slab next to a deep crack.

- ○ **3** *R.I.P.* (RE): 5.12a; 6 bolts, chain anchors; tenuous slab on bottom half (serious crimping!) and arête on top half; a 12a crux to set up on bottom face and a harder crux on the arête (a number of positive edges broke, making the arête harder than the original 5.12a)
- ○ **4** variant: 5.11d; go straight up on the second half, on another thin (though easier) slab; left crack is off; needs one bolt in the middle of the top face to make it easier to lead, using the first 5 bolts and anchors of *R.I.P.*
- ○ **5** *Jane's Addiction* (SH/BM): 5.12a; 5 bolts, rap hanger anchors; across from *R.I.P.*, a west face with overhanging start to a thin and balancy slab top; great move at the lip—shift from sidepull to undercling and move to a mantel; crux is left traverse above the lip; *in memory of Jane Tennessen, addicted to pretty rock faces*

The Far Side I



- ○ **4** *Serpentine* (BM/Krister Swenson): 5.11b; 5 bolts, cold shut anchors; up the dihedral past the choss, then a delicate traverse right to the arete, easy arete to the 4th bolt, a second crux on the now rather blank arete to reach a series of good holds underneath the small "nose", then back to the face for an easy finish.
- ○ **-** unnamed crack (FA John Kear; lowering anchors placed by BP/MT), 5.9+; gear, coldshut anchors (on the right face); the dihedral crack between *Serpentine* and *Surfer Boy*
- ○ **4** *Surfer Boy and the Shrimp* (DE/BM): 5.11d; 6 bolts, cold shut anchors, on the face to the right of *Midnight Rider*; a face climb, but the left arête (the crack's edge) is used for hands; requires creative positioning, good crimping strength, and a strong left arm to power through the first 4 bolts; *put up in memory of Jane Tennessen on the third anniversary of her death*.
  Note: will go without any use of the left arete, at about 5.12b.
- ○ **5** *Midnight Rider* (EG/MT): 5.11c; 5 bolts, chain anchors; a thin slab face between two cracks; beautiful line is the best edging route at Palomas; technical and balancy, with no real rest, all on crimpers; the crux is reaching the 3rd bolt, on a left-leg mantel from a small right-hand crimper; crux gets much harder if you are $\leq$ 5'4", otherwise fairly easy at the grade
- ○ **3** the crack to the left of *Midnight Rider*: 5.10-, (large) gear and uses the anchors of *Midnight Rider*
- ○ **4** *Dreamer Deceiver* (CG/PM): 5.12d/5.13a; 6 bolts, chain anchors; the face to the left of *Midnight Rider*; overhung start; mostly blank slab with small seam and bulge at the top; very height-dependent (very reachy sideways moves)
- ○ **4** *Curious George* (EG/MT): 5.10d; 5 bolts, chain anchors; powerful right-facing lieback on big holds with one rest; crux is the start (preclip the 1st bolt, downclimb, then start on the left, to use the poor undercling); toprope not advisable because the rope gets pinched in the crack towards the top
- ○ **3** *Tigers on Vaseline* (SH/BM): 5.13+; 5 bolts, chain anchors (easy 5.11 run out between the last bolt and the anchors); the west face immediately left of *Curious George*; very thin and reachy; crux is bridging gap from last good undercling to seam on upper face; previous, easier crux, is extremely height-dependent—nearly impossible with $\leq$ 6ft reach

○ **4** *Rambling Man* (BP/MT): 5.10c/d; 5 bolts, chain anchors; lower part is mostly stem, with some huge sidepulls; roof has reachy or tricky (if you are ≤ 5′4″) moves; upper part is fun slab climbing (the huge death block is gone!)

○ **3** *Crooked Cross* (CG): 5.12b/c; 6 bolts, chain anchors; a west-facing slab, with a crack running through the top half; the powerful and technical crux is from 2nd to 3rd bolt, with a tenuous stem in a crooked cross position; upper half is 5.11-.

○ **2** unnamed: 5.10a; behind young trees, a west face with two crack systems separated by 6 feet and protected at the end of the first crack by a pin and between the two by a bolt; gear in the cracks (not shown)

○ **1** unnamed: 5.10b; 10 meters farther, above a sharp downturn: a short southeast-facing slab with 3 bolts to a BFT; hard start, then easy moves (not shown)

after a sharp downturn, squeezing between the rock face and a large tree:

The Far Side II:

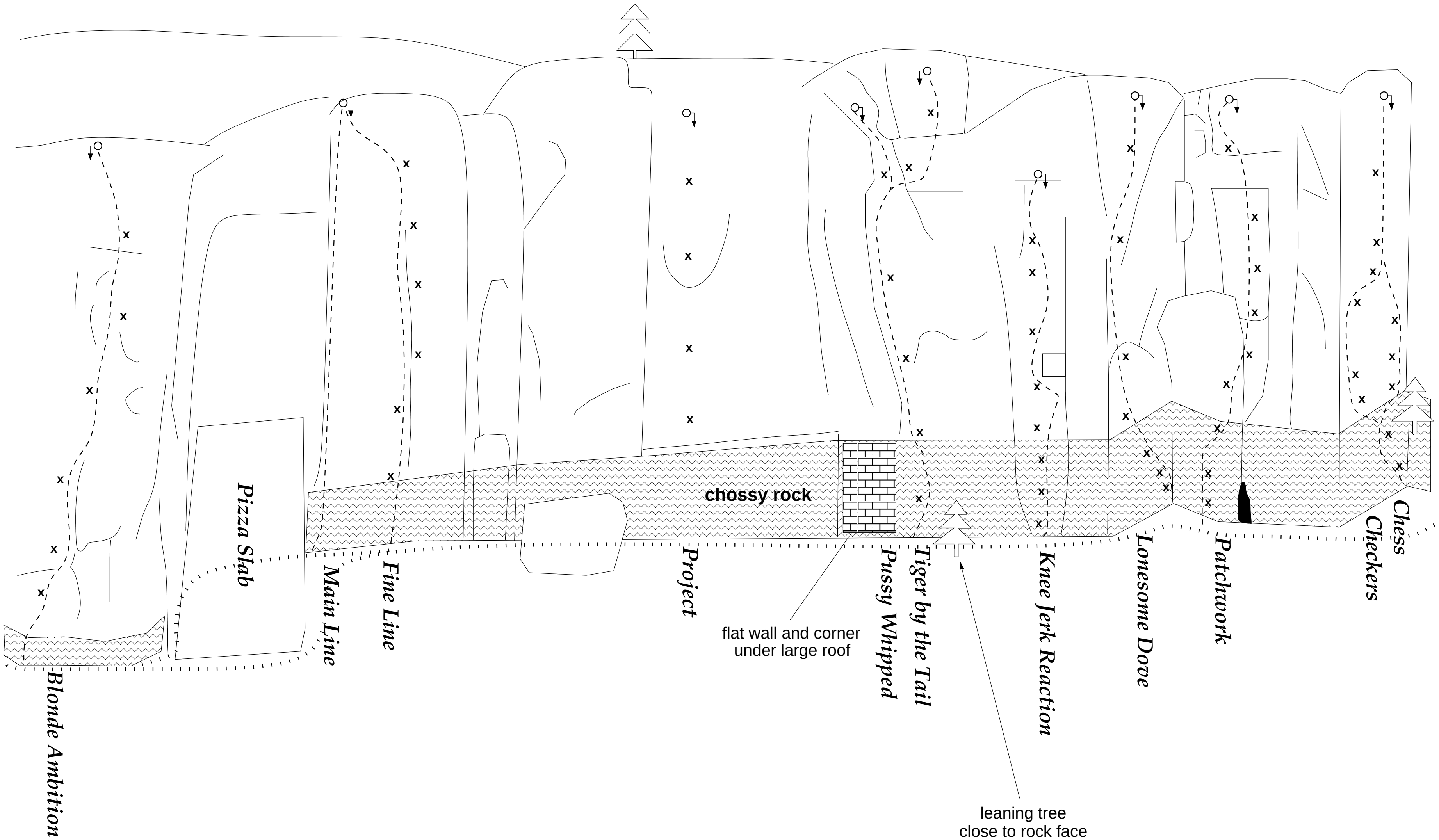
The area of choice for intermediate climbers, with several excellent, long, moderate 10s. Easily recognizable by the 15ft band of chossy rock at the bottom of the climbs—be careful in that zone: small pieces break easily, especially after a rain.

○ **3** *Chess* (RE): 5.10b/c; 7 bolts, fixed nut, triple anchors (chains and rappel ring); less varied than its twin below; crux is reachy, delicate move to fixed nut after 5th bolt

○ **5** *Checkers* (RE): 5.10b; 7 bolts, fixed nut, triple anchors, sharing the first 2 bolts, the nut, the last 2 bolts, and the anchors with *Chess*; crux is pulling over the lip at 3rd bolt; good exposure on the arête at 5th bolt and enjoyable traverse move from 5th bolt to the fixed nut

○ **5** *Patchwork* (RE): 5.10b; 9 bolts, triple anchors (chains and rappel ring); a fun and varied face climb; 9th bolt sometimes has a quicklock, but go to the top and enjoy these last moves (if you use the left-hand crack to reach the anchors, the pendulum fall could be bad, so move straight up; the hard part is pulling until your right foot rests on the bottom corner next to the bolt and so is well protected); crux is reaching 2nd bolt on the choss

○ **5** *Lonesome Dove* (BP/MT): 5.9+; 7 bolts, chain anchors; the grade is sustained, with good exposure (and an easy runout) on the arête; a popular



The Far Side II

warm-up

○ **4** *Knee Jerk Reaction* (BP/MT): 5.11c; 8 bolts, chain anchors; about 10 meters north of *Lonesome Dove*, through a bulge around a large jutting block; 1st bolt is *very* low; a pump fest with a technical crux between the 4th and 5th bolt, just below the jutting block; easy from the 6th bolt on; less sustained, but more technical than *Rode Hard*

Pass a leaning pine tree growing very close to the wall, then

○ **5** *Tiger by the Tail* (BP/MT): 5.9+; 6 bolts, chain anchors; about 20 meters north of *Lonesome Dove*, by a large roof; ascend the easy dihedral, then move right to the short orange-striped headwall; easier than it looks

○ **3** *Pussy Whipped* (BP/MT): 5.8+; 5 bolts, chain anchors, shares the first 4 bolts of *Tiger ...* and moves left from there to a lower set of anchors; a popular warm-up

○ - project (CG/PM): 5.12?; high bolts, chain anchors; crack through roof just north of *Tiger ...*; incomplete due to unprotectable choss

○ **4** *Fine Line* (LH/BP/MT): 5.12a; 6 bolts and shares anchors of *Main Line*; seam right of Pizza Slab; hard moves (rounded lieback) above 2nd bolt; angles left at top to rejoin *Main Line*

○ **4** *Main Line* (BP/MT): 5.9; gear, chain anchors; a classic crack/dihedral by the Pizza Slab

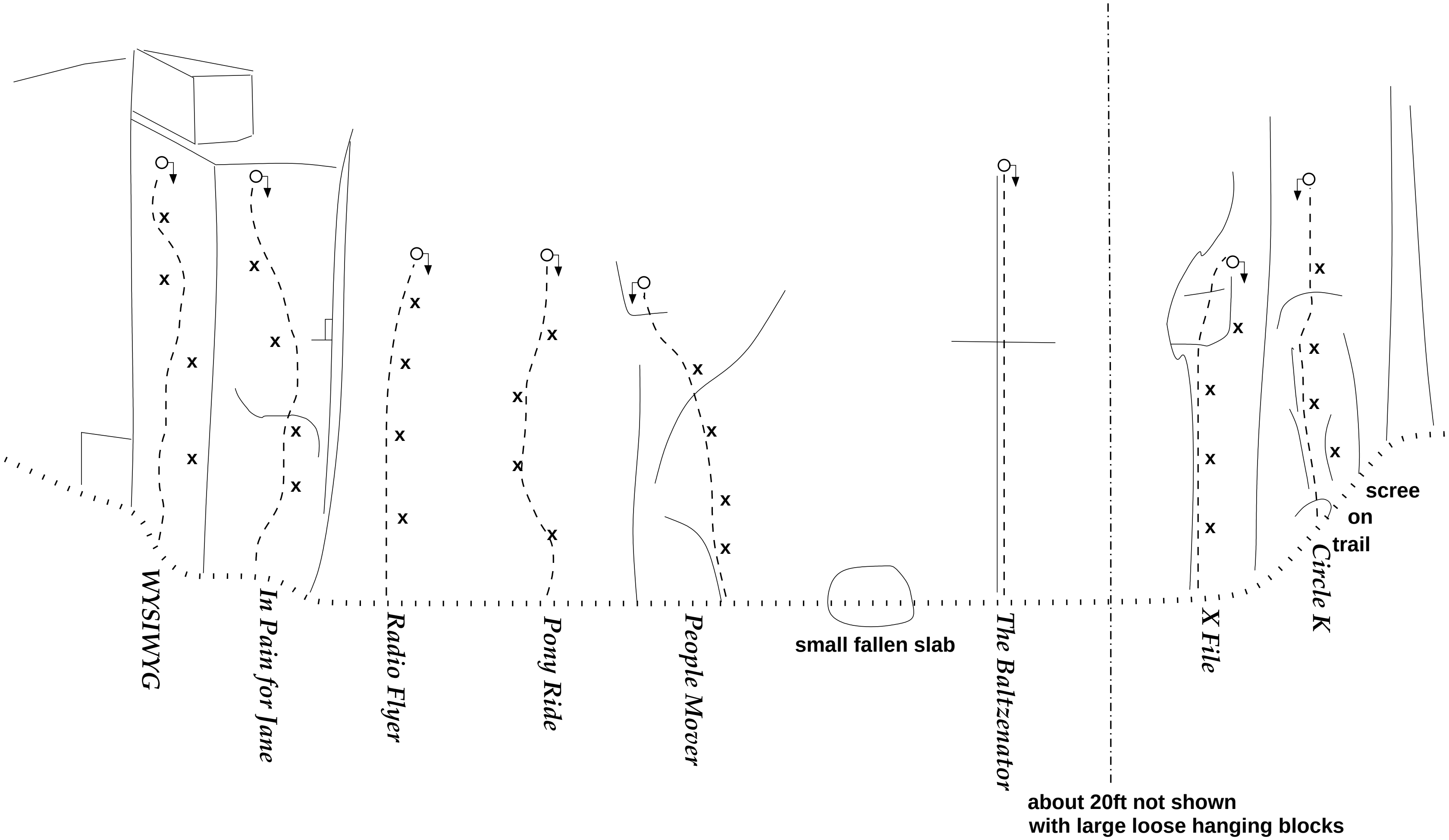
Pizza Slab (large leaning slab), then:

○ **5** *Blonde Ambition* (DE/BM): 5.11c; 6 bolts, rap ring anchors with chain backup; thin intermittent crack and seams on otherwise blank vertical face; few footholds from 1st to 6th bolt; crux is moving past 2nd bolt; assumes no use of right-hand crack at first 3 bolts, otherwise rating drops to 11a; *put up in memory of Jane Tennessen on the first anniversary of her death*

about 15 meters north:

Red Light District:

○ **3** *Circle K* (EG): 5.10d; 4 bolts, chain anchors; find this climb about 25 meters north of the Pizza Slab, on a sharp downturn of the trail; a short, right-facing lieback crack ends at the 3rd bolt, leading to a delicate crux at the 4th bolt; preclip the 1st bolt, out of reach on the natural line



The Red Light District

- ◯ **2** *X File* (EG): 5.10b; 4 bolts, chain anchors; next to *Circle K*, a short, left-facing, lieback crack on huge edges; all clips are right-hand clips; the last clip and the anchors are far to the right of the line; can be led all on gear at the same grade
- ◯ **2** *The Baltzenator* (MT/Dave Baltz): 5.11b; gear, chain anchors; the obvious crack up the wall and through a large roof; easy going and solid gear to the roof, but long reach at the roof to place good pro above the lip

small leaning slab, then 15 meters north:

- ◯ **3** *People Mover* (EG): 5.6; 4 bolts, chain anchors; an easy first lead, short, with a 5.4 runout to the anchors
- ◯ **2** *Pony Ride* (EG): 5.10a; 4 bolts, chain anchors; somewhat contrived, with cruxes at the start and at the 4th bolt
- ◯ **3** *Radio Flyer* (DP): 5.13a; 4 bolts, chain anchors; a very thin slab, rounding off gently; smears, ill-defined ripples, and tenuous underclings
- ◯ **3** *In Pain for Jane* (SH/BM): 5.12b/d; 4 bolts, coldshut anchors; immediately before the corner, a thin face with a bulge and much easier top; just 8 ft of hard climbing, but very balancy and very sequential, on tiny painful holds and toe-tips; for climbers less than 5′7″, the grade goes up a lot (no intermediate handholds); *in memory of Jane Tennessen*
- ◯ **4** *WYSIWYG* (SH/BM/MT): 5.10d; 4 bolts, coldshut anchors; around the last corner, a northwest face with a dark waterstain; gently overhanging and thus strenuous, with a hard start; 1st bolt is well right of the normal line, to allow a right-trending variation (5.11b), so preclip it.

Tick List

(rated for climbers from 5′7″ to 6′2″)
(see main part of guide for height-dependent ratings)

Suggested climbs at each grade are marked with a pointing hand ☛.

- 5.6
  - Red Light District:
    ☛ *People Mover*: 4 bolts, chain anchors
- 5.7
  - Showdown Wall:
    unnamed: gear/BFT, left crack/flake
  - Randy's Wall:
    Kyle's Crack: gear/chain anchors
- 5.8
  - Transition Zone:
    ☛ *Wavy Gravy*: 5 bolts, chain anchors *Big Guns in Cowtown*: gear, anchors of *Pocket Princess*
  - Far Side:
    Pussy Whipped: 5 bolts, chain anchors
- 5.9
  - Transition Zone:
    Trigger Happy: gear, anchors of *Have Slab...*
    unnamed crack immediately left of *Tutti Frutti*: gear, anchors and bolts 1, 2, and 5 of *Tutti Frutti*
  - Dihedral Wall:
    Classic Jam Crack: natural gear crack, anchors
    unnamed: 3 bolts + gear, no anchors; slabby left-trending ramp
  - Randy's Wall:
    Floating on Moonbeams: 4 bolts, rap hanger anchors
    unnamed crack just right of *Monkey See*: gear, anchors of *Monkey See*
    unnamed thin crack just right of *Kyle's Crack*: gear, no anchors
  - Far Side:
    unnamed dihedral between *R.I.P.* and *Midnight Rider*: gear, coldshut anchors
    ☛ *Lonesome Dove*: 7 bolts, chain anchors

☛ *Tiger by the Tail*: 6 bolts, chain anchors
Main Line: gear, chain anchors

- 5.10a
  - Dihedral Wall:
    Smoked Salmon: gear, anchors
  - Far Side:
    unnamed large crack to the left of *Midnight Rider*: gear, anchors of *Midnight Rider*
    unnamed: behind young trees, a west face with two crack systems, bolt & pin
  - Red Light District:
    Pony Ride: 4 bolts, chain anchors
- 5.10b
  - Transition Zone:
    Have Slab Will Travel: 5 bolts, chain anchors
  - Far Side:
    unnamed; a short southeast-facing slab with 3 bolts to a BFT
    Chess: 7 bolts, fixed nut, triple anchors
    ☛ *Checkers*: 7 bolts, fixed nut, triple anchors
    ☛ *Patchwork*: 9 bolts, triple anchors
  - Red Light District:
    X File: 4 bolts, chain anchors
- 5.10c
  - Entrance Area:
    Entrance Exam: 6 bolts, rap hanger anchors
  - Transition Zone:
    ☛ *Stick to Stucco*: 5 bolts, chain anchors
    Factory Direct: 5 bolts, chain anchors
  - Dihedral Wall:
    ☛ *Green Eggs and Ham*: 6 bolts, chain anchors
  - Far Side:
    Rambling Man: 5 bolts, chain anchors
- 5.10d
  - Dihedral Wall:
    ☛ *Baba Louie*: 5 bolts, chain anchors

- – Far Side:
  ☚ *Curious George*: 5 bolts, chain anchors
- – Red Light District:
  Circle K: 4 bolts, chain anchors
  WYSIWYG: 4 bolts, coldshut anchors

- 5.11a
  - – Showdown Wall:
    Sidekick: 5 bolts, anchors (1.5 friend optional)
    Velcro Bootie: 5 bolts, chain anchors
  - – Transition Zone:
    ☚ *Pocket Princess*: 5 bolts, chain anchors
  - – Dihedral Wall:
    unnamed: seam with 1 bolt, anchors; requires gear; dirty

- 5.11b
  - – The Franks:
    Funky Junkie: 6 bolts, chain anchors
  - – Showdown Wall:
    Precious: 6 bolts, chain anchors
  - – Transition Zone:
    Tutti Frutti: 5 bolts, rap ring anchors
    Support your Local Bolter: 4 bolts, chain anchors
    Middleman: 4 bolts, chain anchors
  - – Dihedral Wall:
    ☚ *Quickdraw McGraw*: 5 bolts, chain anchors
  - – Randy's Wall:
    Walking on Sunshine: 4 bolts, chain anchors
    Calamity Jane: 5 bolts, chain anchors
    Stemulation: 5 bolts, rap hanger anchors
    ☚ *Pretzel Logic*: 6 bolts, rap hanger anchors
  - – Far Side:
    Serpentine: 5 bolts, coldshut anchors
  - – Red Light District:
    The Baltzenator: gear, chain anchors

- 5.11c
  - – Transition Zone:
    ☚ *Rode Hard*: 8 bolts, coldshut anchors

  - Dihedral Wall:
    Floating World: gear, anchors
    ☛ *Lucky Boy*: 5 bolts, chain anchors
  - Far Side:
    ☛ *Midnight Rider*: 5 bolts, chain anchors
    Knee Jerk Reaction: 8 bolts, chain anchors
    ☛ *Blonde Ambition*: 6 bolts, rap ring anchors

- 5.11d
  - Entrance Area:
    Double Ds: 4 bolts, chain anchors
    Drop in the Ocean: 8 bolts, anchors
  - The Franks:
    Crash Test Dummy: 3 bolts, anchors
  - Showdown Wall:
    ☛ *Gunslinger*: 5 bolts, chain anchors
  - Transition Zone:
    Put up Wet: 3 bolts & gear, anchors of *Rode Hard*
  - Randy's Wall:
    ☛ *In the Limelight*: 5 bolts, coldshut anchors
    ☛ *Behind the Scenes*: 5 bolts, coldshut anchors
    Monkey See: 5 bolts, chain anchors
  - Far Side:
    Surf Boy and the Shrimp: 6 bolts, coldshut anchors

- 5.12a
  - Entrance Area:
    Nature of the Beast: 8 bolts, anchors
    Vertical Nothing: 8 bolts, anchors
  - The Franks:
    Junkhead: 4 bolts, anchors
  - Randy's Wall:
    Monkey Do: 5 bolts, chain anchors
  - Far Side:
    R.I.P.: 6 bolts, chain anchors
    ☛ *Jane's Addiction*: 5 bolts, rap hanger anchors
    Fine Line: gear or 6 bolts, chain anchors

- 5.12b

- – Entrance Area:
  Sidewinder: 9 bolts, anchors
- – The Franks:
  Dark Dreams: 6 bolts, anchors
  ☛ *Monkey Man*: 6 bolts, chain anchors;
- – Showdown Wall:
  Sweet Jane: 7 bolts, anchors
- – Dihedral Wall:
  Tina's Rig: 7 bolts, anchors
- – Far Side:
  Crooked Cross: 6 bolts, chain anchors
- – Red Light District:
  In Pain for Jane: 4 bolts, coldshut anchors

- 5.12c
  - The Franks:
    Love Hate Love: 6 bolts, chain anchors
  - Dihedral Wall:
    ☛ *Black Panther*: 7 bolts, chain anchors
  - Randy's Wall:
    Fat Lips, Thin Smile: 4 bolts, rap hanger anchors
- 5.12d
  - Far Side:
    Dreamer Deceiver: 6 bolts, chain anchors
- 5.13a
  - Slab Wall:
    ☛ *Turbo Trad*: 8 bolts, anchors
  - The Franks:
    Beavis: 5 bolts, anchors
  - Red Light District:
    Radio Flyer: 4 bolts, chain anchors
- 5.13b
  - Slab Wall:
    Fall from Grace: 6 bolts, anchors
    ☛ *Slab City*: 9 bolts, anchors

  - The Franks:
    Entertaining Mike Tyson: 4 bolts, anchors

- 5.13c (grade unconfirmed)

  - Far Side:
    Tigers on Vaseline: 4 bolts, chain anchors

- 5.13d

  - Slab Wall:
    Snake Dance: 7 bolts, anchors

- 5.14b

  - The Franks:
    Sick Man: 4 bolts, quicklock anchors