



Woodcock Cove

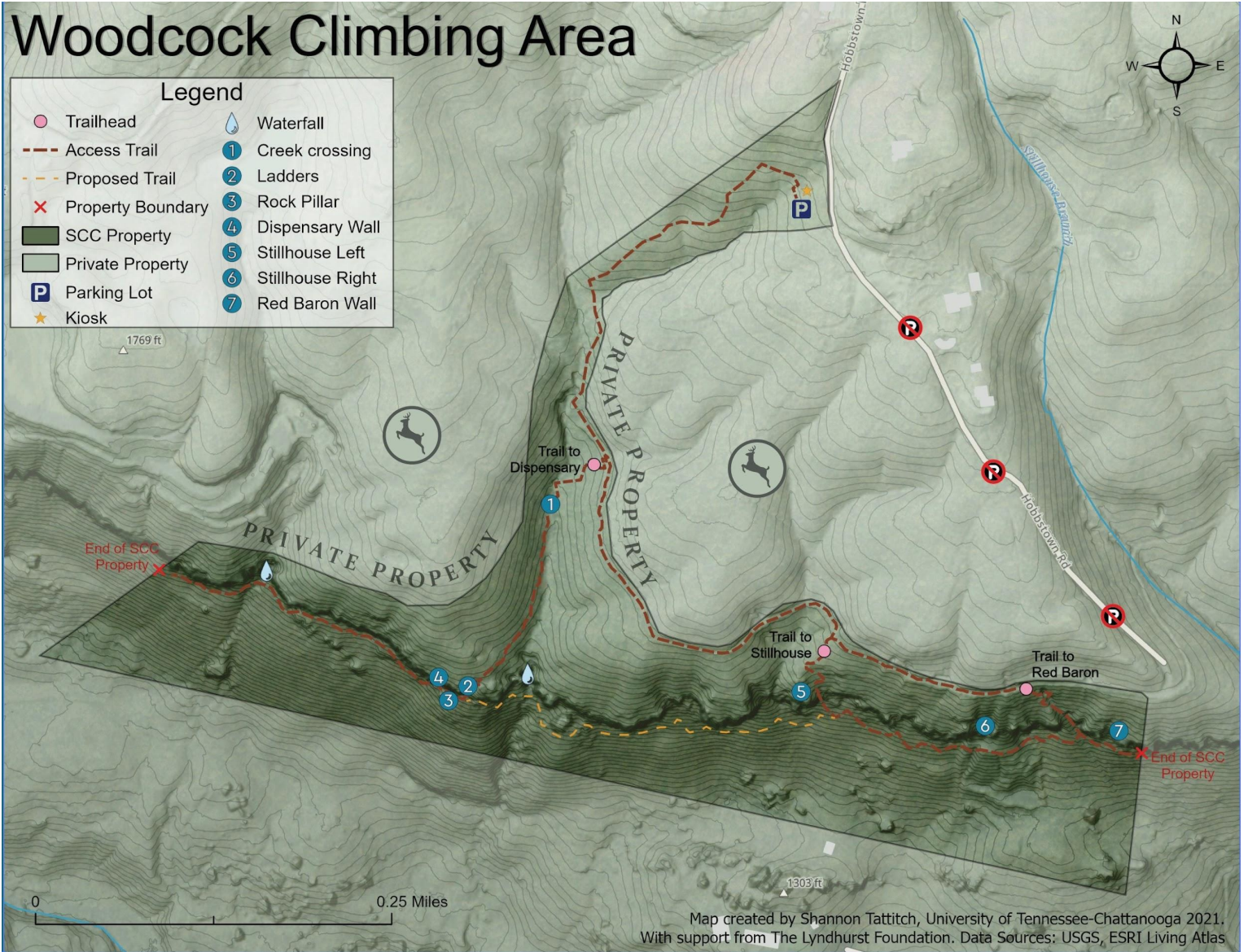
Photo by Caleb Timmerman
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Table of Contents

Table of Contents	1
Area Beta	2
Map	2
Beta	3
Directions	3
What to Expect	3
Access Notes	3
Under Construction	3
Camping	4
Climbing Areas	4
The Dispensary Area	4
The Zoo	4
RAGE wall	4
Top of the slope	5
Visitors Center	5
Drill of Rights Wall	6
Capitol Wall	6
The Dispensary	7
CBD	7
Cliffline Behind Dispensary pillar...	7
The Mercantile	7
NO MAN'S LAND	8
Betty White buttress	8
Tofu Bloc	8
The Lair	8
Trundle Town	9
The Stillhouse Area	9
The Distillery (Stillhouse Left Cluster)	9
The Still House (Right Cluster)	10
PROJECT ZONE	10
Red Baron Area	11
The Train Station	11
The Red Baron Wall	11
Thank You	12

Area Beta

Map



Beta

Land Manager: Southeastern Climbers Coalition

Native Lands: ᎠᎩᎩᎩᎩᎩ Tsalaguwetiyi (Cherokee, East), Shawandasse Tula (Shawanwaki/Shawnee), S'atsoyaha (Yuchi) (*from Native-land.ca*)

Area Rep: Michael O'Donnell

Woodcock Cove is near the small town of Dunlap in Sequatchie County, TN, approximately a one hour drive from Chattanooga and a two hour drive from Nashville and Knoxville. An impressive mile-long cliff offers continuous single-pitch sport and traditional climbs. The rock is on par with all of the classic crags of the Cumberland Plateau, while also offering a distinctly natural experience; the area is filled with wildlife habitats, forests, streams, and an impressive view of the Sequatchie Valley. Woodcock Cove features a freestanding sandstone pillar, along with massive dihedral walls, both of which are unique finds in the Southeastern climbing scene. Established routes range from 5.8 to 5.13, and there are extensive sections that offer excellent climbing at more moderate grades.

The Southeastern Climbers Coalition worked with private landowners to secure a 64 acre tract in Woodcock Cove, before engaging in a land swap deal to secure even more of the cliffline. As always, a focus on community and building relations with landowners was crucial in acquiring the crag. While initial funding has secured the area, SCC needs the help of local climbers and conservationists to raise \$257,000 over the next 3 years to complete work on the project and pay off the conservation loans to complete the purchase. We need the entire community's help to fund this project.

Directions

35°20'13.1"N 85°27'02.0"W

What to Expect

Good mix of trad and sport routes ranging from 5.8 – 5.13 +

Access Notes

- ❖ This crag is open, but is still under construction. We ask that you stay on established trails. We are hosting trail days all summer and fall – if you are interested in helping to build this crag, sign up for a trail day and we can climb afterwards!
- ❖ Do not park in undesignated areas, including the road or neighbors property.
- ❖ Permanent and semi-permanent slings and webbing should not be left on any route.
- ❖ Bolting with permission only. Contact the SCC to obtain a bolting permit.
- ❖ Guiding, commercial operations, events, and group usage by permit only. Contact SCC for approval.
- ❖ Do not leave valuables in your car.

Under Construction

- ❖ This crag is open, but is still under construction. We ask that you stay on established trails. We are hosting trail days all summer and fall – if you are interested in helping to build this crag, sign up for a trail day and we can climb afterwards!

- ❖ Tools, and other items may be stashed at the crag, they are not forgotten! We still have work to do, check our website to see when you can chip in at a trail day or donate to help get the work done.
- ❖ Active route development is still underway by our amazing community of route developers, please leave gear, and respect the “red tag.”

Camping

No camping is available at Woodcock Cove, but plenty of lodging in the nearby town of Dunlap or camping offered by surrounding Tennessee State Parks.

Climbing Areas

Numbered from climbers' Left to Right , **Black = Sport**, **Red = Trad**

The Dispensary Area

The Zoo

A ten minute walk from the dispensary bloc. Keep going around the corner once you cross the small stream. Routes listed from left to right

1. **Anonymouse** 10+ **** (Kyle Hendon/RJ) 13 bolts. awesome journey!
2. **Up All Snipe** 11+ ** (M O'Donnell) Sidepulls and corner crux down low leads to several more lipturn cruxes. Feels a grade easier and a star better once the draws are on.
3. **Tequila Mockingbird** 11+ ** (M O'Donnell) Thin through the middle with a cool lipturn finish.
4. **Jerrydactyl** 12a. **** (RJ) Brilliant techy face climb with a few ledge rests. RIP Jerr
5. **Armadillo** 11/11+ *** (Chloe Krueger) adventure masterpiece.
6. **The Good The Bad and The Pugly** 9 (Jayme O'Donnell) You don't choose to live the pug life, the pug life chooses you. Now leash up and walk up this bad boy. It's good!
7. **Pup Friction** 7 (Jayme O'Donnell) Paw and twist your way up this royale with cheese of a route.
8. **Lizard of Oz** 9 ** (Jayme O'Donnell) Slither your way up jugs until you meet a wicked crux that will require courage, heart and brains to triumph.
9. **Animal Crackers** 8** (Michael O'Donnell) You might need to channel your inner beast to navigate up this finger crack dihedral.
10. **Queen Bee** 12a **** (Jayme & Michael O'Donnell) Heavy is the head that wears the crown. Expect sustained vertical climbing over a single stinging crux.
11. **Fascist WASPs** 12+ *** (RJ) Ground wasps were guarding this route on the bolting day. Techy orange face featuring a stinger lipturn crux.
12. **Monkeytown** 9*** (Verena) First route to the left of the waterfall. Climb the thin crack system through the face and the gorgeous upper dihedral. Rap off tree.

RAGE wall

Nice orange wall first seen from the top of the slope. 2020 was a reminder to keep Raging against the Machine.

1. **Wake up 8**** (Rob Dodson) First route to the right of the waterfall. Starts on top of the big boulder and climbs the crack system to the top. Tricky start, time to wake up...Rap off tree.
2. **Freedom 9***** (Verena) Beautiful finger crack leads to some ledges, an awkward corner and a small roof. Rap off tree to the right (could use anchors)
3. **In my eyes 7*** (Rob Dodson) Follow the meandering fun & wide crack that splits the wall diagonally. Rap off tree.
4. **Down Rodeo 9***** (Verena) Tricky finger crack start leads to left facing dihedral. Top of the dihedral leaves you with 2 options. Right crack system is mellow, left crack system around a tricky bulge is much harder. Pick your poison and rap off tree.
5. **No Shelter 12+ ***** (Kyle Hendon/RJ) Stick clip two. Crux boulder to get to the second bolt. Techy and pumpy climbing guard the thank god ledge.
 - a. **Killing in the shelter 11** (CK) Linkup. Classic. Would be less sketch with a cam or bolt
6. **Killing in the name 11d ****** (RJ) Stick clip two. Starts on a left facing pinch. Climbs nice jugs to fingerlocks and jams. Adventure slab to the top.
7. **Know your Enemy 12b ***** (RJ) Hard off the deck. Sidepulls and underclings up the nose feature. Another adventure slab guards the chains.
8. **Ashes in the Fall 13a/b ****** (RJ) Stick clip two. Four boulders in a row with some 12- outro climbing out the roof and up the arete.
9. **Calm like a Bomb 13a ***** (RJ) Dyno off the boulder then tick tack left into a very technical kneebar section. 12- to the top after the second bolt.
10. **Fistful of Steel 12a***** (RJ) stick clip. Hard start to 11- adventure trad. Single rack of cams to #2
11. **Settle for Nothing 12b ****** (RJ) Right knee to get through the start. Several more cruxes lead to a memorable experience on the orange arete.
12. **Bulls on Parade 6**** (Verena) Bring your big gear out to play and climb up the fun chimney. Can use the anchors of the right sport route.

Top of the slope

1. **Can't Teach The Reach 11a** (Gentry) Stick clip. Reach up to jug or jump up to jug to gain a line of jugs leading to more moderate climbing. You can traverse into the 2nd bolt as well from the adjacent route for another 5.10 experience. 6 bolts
2. **Man with the Hammer 10- **** (Kyle Hendon) Start features an amazing pocket near the top of the slope
3. **Choss Queen 6** (Verena). Follow the chossy and blocky chalkstone corner to the top. Rap off tree. For the choss connoisseur...
4. **Seduced by Chartreuse 10+ ***** (M. O'Donnell) Nice green crack to lovely face
5. **No Caffeine 10+ ***** (Aaron Bilbery)
6. **Regret 5.9+ ***** (Andrew Breinig) Fun and varied climbing to anchors. Gets afternoon shade.
7. **Reach 5.10 *** (Andrew Breinig) A series of long moves down low leads to easier but sustained climbing to the anchors.
8. **Short stack. 7****(Verena). Short but sweet handcrack. When the crack runs out, scramble up the gully and rap off a tree.

Visitors Center

1. **Umami 7*****(Verena) Right facing dihedral about 30 feet right of short stack on next buttress. Great stemming corner. Rap off tree.
2. **Finagle's dirty cousin 8***** (Verena.) Follow the diagonal thin & meandering crack just to the right of the dihedral. Anchors.

3. **Small Nuts 9*****(Verena) About 15 feet to the right of Diagonal pursuit is a thin crack veering through the buttress. Bring small nuts and be ready for the run out to the anchors. Shares anchors with Diagonal pursuit.
4. **Hang 'em High 8*****(Verena) Hanging left facing dihedral. Scramble to the ledge, then enjoy the short, but stellar hand crack to anchors.
5. **Crackhead 9**** (Verena) follow short crack to ledge, then stem your way up the right facing dihedral. Bolted anchors
6. **Low Brow Nobility 10c **** (Kyle Hendon) Start left of first bolt and climb up and right through first bolt before transitioning up and left through a few thought provoking sequences.
7. **Welcome to Woodcock 10c ***** (Gentry) Start in a left facing corner with some trad dad glory moves moving up to classic face climbing problem solving and jug pulling. 8 bolts to hooks.
8. **A La Verga- 11a **** (Amick) Start at a flake and make moves up the thin face through good crimps and sustained climbing.
9. **Just the Tip 11b **** (Gentry) Start left of wide crack and climb through arete. 6 bolts to hook anchors.
10. **In Between 8** (Verena) Start in wide crack and move left at finger crack into the left facing corner between Just the tip and Trad is Rad. Finish at sport anchors.
11. **Trad is Rad 8 ***** (Verena) Right facing corner starting in a wide hand crack. Bigger gear makes it fun. Anchors.

Drill of Rights Wall

Just uphill from the Capitol Wall.

1. **Drill Instructor 11- ***** (M O'Donnell) Fun arete with an intriguing crux
2. **The Thrill of the Drill 10 ****** (Jayme O'Donnell) Brilliant climbing up the black streak on the left side of the wall.
3. **La Femme Makita 10+ ****** (M O'Donnell) White streak with some beautiful movement.
4. **Hilti Pleasure 11- ***** (M O'Donnell) Black streak with some techy sequences.
5. **Natural Born Drillers 10+ ***** (M O'Donnell) On this techy route, a moment of realization is worth a thousand prayers.
6. **Project with anchors only** (M O'Donnell)

Capitol Wall

Nice tall face with a choss(y) bottom 2 minutes past the Dispensary. The first route on this wall, Insurrection, was bolted on January 6.

1. **Flag Shaggers 12b ****** (RJ) Nice arete on the left of the wall.
2. **Insurrection 11a - ****** (Kyle Hendon/RJ) Hidden pocket guards the lipturn. Storm the headwall!
3. **Don't Trad on me *** 5.10** (Hendon/RJ) climb either start then a nice 5.8 seam to Anchors.
4. **Sedition 10+ ***** (Kyle Hendon) Surmount the early cruxy bulge and then meander up the brilliant black streak.
5. **Stop the Steal 11d ****** (RJ) Starts in the corner. Knead your way around the nose feature and small roof encounter then quest up ever easier ground featuring sidepulls, slots and slopey edges.
6. **If You Give a Pig the White House 12+ ***** (RJ) Compression boulder out the double crack feature.
7. **Treason 12a ***** (RJ) Nice iron cross face crux leads to a memorable drive by move at the lip of the roof.
8. **Big Orange Baby 10+ ***** (unknown/CK) Bolts up crack and out right to arete.
9. **Mask it or Casket 12- ****** (RJ) Stick clip the chain in the shared start then out the roof.
10. **CoVidiots 11**** (Krueger) Shared start then out right to glorious jugs on the arete feature.
11. **In too Deep 9** (Verena) Wide Crack starting above the Holly tree. This is where you bring your really big stuff out to play or the bottom part will have nothing that fits.
12. **Das Buroklammer-Projekt 13a ***** (RJ) Hard undercling move off the ledge leads to glorious pocket traverse with a techy outro on the arete feature guarding the bonus climbing.
13. **Deep Dive 10+** (Verena) Steep hand jams lead to wide crack climbing, chalk stone wrestling and chimney action.
14. **Struggling to Live 12 **** (unknown/CK) White face with a crux in the crack then onto the arete.

The Dispensary

Routes start on the downhill, shady side. Right to left.

1. **Millerête 11.** Shares start with Cheeba but breaks right to arete crux. Finish on classic exposure.
2. **Cheeba chew 11-** (Wise)
3. **Beasters 11c ***** (Beard) Right line on the west facing side
4. **High AF 11 (Meeks) Blaze your way up the crack weakness. First line on the bloc.**
5. **Pineapple Express 11d ****** (Nance) Left line on the west facing side. You have to hang the last draw late, unless your friends put it on for you!
6. **Alaskan Thunderf*ck 13a** (Nance) Rightmost line on the north facing side of the block. Hard crimpy boulder to nice 5.11+ climbing - huge run out going to anchors
7. **Maui Haze 12 ***** (Meeks) Kicks right at the third bolt of Maui Wowie.
8. **Maui Wowie 13a/b ****** (Meeks) Chain draws in the roof lead to a series of technical sequences trending up and left into dihedral. Probably needs a few bolts moved, but this can be overcome by sneaky quickdraw tactics. Great movement and rock quality.
9. **Congo Khalifa ****** (Green Crack) 12c *** (Slatton) Shared lipturn boulder then head right up the crack feature.
10. **Train Wreck 12d ***** (Meeks) Needs 3 chains and possibly another bolt. Could be an all time classic.
11. **AK-47 12c ****** (Meeks) Leftmost line on the north facing side of the block. Weaves around the arete in the middle of the route
 - a. **AK-69 12b ****** (Meeks) First bolt of '47' then left into Indica
12. **Indica** (Meeks) project. Boulder out the left side of the dispensary and up into a glorious 12 - arete climb.
13. **Half Baked 11 ***** (Meeks) Crux over the first bolt then continuous face climbing to the top
14. **Chossed at Sea 13a/b** (Miller/porter) Backside of pillar. Several chains leads to a long crux sequence of roof and face moves

CBD

Cliffline Behind Dispensary pillar...

1. **Indica Corner-7 *****(Verena) Right facing trad corner before choss band starts. Anchors
2. **Hitting the Hay - 10a** (Gentry) Scramble up ledgy moves through some crimps to a positive upper headwall.
3. **Magic Brownie 8** (Andy Zellner/Beth Santoro) STICK CLIP TWO! Starts in a crack to juggy upper wall. Needs another bolt(s) down low.
4. **Yummy Gummy 10a** (Gentry) Starts left of the chimney. Thin start leads to fun climbing on brilliant sidepull features.
5. **Joint Hypothesis 11-** **** (Hendon/O'Donnell) Right of the large crack.
6. **Tokémon 10+/11-** ** (M O'Donnell) Thoughtful climbing up a nice face. Great when you gotta catch some shade.
7. **POTato chip 10+ **** (Andy Zellner) Fun climbing up a nice face. Gets lots of shade.
8. **Dad Loves Gummies 10+ ****** (Beth Santoro/M O'Donnell) Very nice techy face.
9. **Double token 8** (Beth Santoro) Climbs the obvious layback and corner.
10. **Catnip Chronic 9-** (Verena) starts 10 ft right of Double token and climbs through overhang to finger crack in corner with a traverse at the top to the anchors of double token.

The Mercantile

1. **East bound and down. 8+** (Verena) climb thin layback crack just across from the first pillar in the gully. Bolted anchors.
2. **Honky Red 11-***** (Meg Miller) - 6 bolts. Climb the nice face on the south facing side of the monolith. Bouldery start to a rest followed by sustained technical climbing to the top.
3. **Hokumpoke 11b** (H.Robinson)- Starts in dihedral just right of Honky Red. Climbs a nice orange streak with a mini-roof.
4. Red tag project. Starts on a nice arete
5. Red tag project. Face start

NO MAN'S LAND

Between the Dispensary and Stillhouse clusters. Can be accessed by either approach.

Down the gully from the Dispensary and around the corner.

1. **Wonderland 8** (Verena) Starting around left of the large right facing corner climb up a crack moving through jugs from right to left moving to a tree. Gain the ledge and climb the beautiful upper wide crack.
2. **Dawn Patrol 10a** *(Gentry) Start between the corner and the chimney system with a long reach to start off a long less than vertical romp up positive holds.
3. **Crack of dawn 9** (Verena) Climb up through the chimney staying left through the wide crack.
4. **Lana Del Spray 12b** *** (RJ) Features a low pocket crux that morphs into nice sandstone pinch features.
5. **Pebble Wrestler 9***(Verena/Dodson) Starting on the crack feature right of the gully between the blocks, climb up the crack system to the top. No fixed anchors.
6. **Goody two shoes 9** (Verena) Start left of the waterfall in a wide crack with 2 old shoes in it. Follow it to the ledge. Either climb a crack slightly to the left towards the arete or up a bulge and into a crack about 10 feet to the right. Tree on top.

Betty White buttress

1. **Beginner Gully. 5.5** (Verena) So you want to learn to climb trad? This is your chance. Put down those prissy sport clippies and rack up for your first beginner lead. Tree on top.
2. **All Cougars Go To Heaven 10a** *(Gentry) Stickclip. Climb a small pillar to an overhanging section bringing you to the meat of the climb. Long slings are useful on this one as the bolts wander a bit.
3. **Golden Girl 8 Trad** (Verena) Start on the right side of the buttress in a wide crack. Follow wandering flakes to anchors on the right side of the face.
4. **GILF 10b***** (Gentry) Try to keep from climaxing before the anchors on this one, Tall and Heady-Start right of a wide slot and move up to a boulder on a ledge followed by a great bit of face climbing.
5. **Betty Fight 9+** *** (Verena) Obvious wide crack through the face around the corner. Big gear is helpful. Anchors.
6. **Senior Citizen Sex Party 10d***** (Gentry) Climb up low angle face to jutting block where climbing becomes a steep path through huge hidden sidepulls and jugs.

Tofu Bloc

Giant boulder that is detached from the cliffline.

1. **Tahini Goddess 12-** ***** (H.Robinson) Climbs the left arete of the steep side of the boulder, dyno thru the roof or finesse your way around it and take on the featured headwall. 11 bolts.
2. **Kulture Klub 12b** (Nick Metzger). Decipher the opening boulder and keep it together to the top.
3. **'Nooch 11c** (Henry Robinson) Bouldery start leads to a featured face, sometimes wet. 6 bolts.
 - a. **'Nooch Extension 12a** (Robinson) Mantle onto the ledge and step over right for 2 more bolts going out the roof above.
4. **N Metzger Project-** Follows a thin dihedral through the face, climbs hand crack out the roof.

The Lair

1. **Krumm Project** (H. Robinson) featured face to roof with thin seams/flakes that may or may not need glue.
2. **Godzilla 13a** (H Robinson) 6 bolts. Starts off the boulder on the ledge. After the initial boulder, climb the increasingly pumpy face to a difficult, but brief lipturn boulder.
3. **Sarlacc Pit 12b** (H. Robinson) Starts in steep pocketed rock. A crux before the roof leads to a featured headwall.
4. **Gollum's Holler 11** (H. Robinson) Snake your way between features in the beginning to a small roof. Grab an undercling and go direct or skirt off to the side, and swing through the overhanging bulges before an easy, slabby run to the anchors.

Trundle Town

1. **Mystery Route**-2 bolts and an anchor up on the left end of the section.
2. **Head Bustin'** 12 (Amick) Starts left side of rock pile. Climb through the chossy bottom section to a big ledge. Follow a short crack to pull the roof and finish straight just right of the arete.
3. **Gentrification** 10d *** (Gentry) Stickclip then climb through lower blocks leading up to an arete transitioning into a seam leading to a final bulge.
4. **Collateral Damage** 12b/c *** (Gentry) Stickclip. Climb through a blocky section of questionable jugs into tenuous face climbing.
5. **Wide corner**
6. **Dismantled** 11a ** (Gentry) Stickclip. Starts on the left edge of an upper pedestal to the right of the large corner. This route is packed with technical face climbing between rests and an upper mantle move. Tall.
7. **The Sky Is Falling** 9+ *** (Verena) Start in the left facing corner and follow the crack through shifting corners up to an adventurous final section. Tall.
8. **Trundle mania** 9+ (Verena) Start right of the lower large flake block and climb various cracks up and left through a shallow crack system below the upper adventurous section of the left route.
9. **Splitter** 7 *** Splitter crack to a final section of face climbing on good gear.
10. **Super Bowl Sunday** 6 ** (Rob Dodson) Obvious wide splitter crack 20 ft to the right of the Trundle Town buttress. # 4 helpful. Rap off tree

The Stillhouse Area

The Distillery (Stillhouse Left Cluster)

This is climbers left of the gully approach. Routes listed left to right.

1. **Stiff Cock Project**- (Meeks) Immediately to the left of Steelcock
2. **Metal Rooster** 12d **** (Livasy) Climbs the overhanging brown arete
3. **High Cocktaine Fuel** 13a *** (RJ) A few unique cruxes take you through the bulges.
4. **See Cock City** 12c *** (RJ) Ride the leaning arete to a brilliant compression crux.
5. **Pruno** 8 *** (Gentry) First route that starts on the ledge feature. Stick clip first bolt, mantle over it, then adventure up the amazing face.
6. **Barrels of Fun** 6 (Verena) start right of bulge in crack and follow a thin crack up right to anchors.
7. **Bathtub Gin** 7 (Gentry) Start left of chimney on a pedestal and climb the face and arete to anchors.
8. **Hoochie Mama** 8** (Verena) Nice splitter crack on the left of the best wall. Climb through a bulge and follow the crack to anchors.
9. **Small Batch** 11b****(Stone) Start in the corner and work your way onto the golden face with sidepulls and techy feet. Left most bolted line on the golden vertical face.
10. **Golden Grain** 12b**** (Stone) Brilliant climbing on perfect rock. Finger crack crux followed by a wicked dead point move near the top. Center line on the golden face. First route bolted in the Stillhouse sectors.
11. **White Lightning** 12d**** (Stone) Fancy footwork and strong fingers required. Rightmost line on the golden face.
12. **Hoochie Koochie** 11 (Gentry) Start around the corner left on some sidepulls make a long move to an edge and continue up the arete to an overhang and through upper faces to anchors.
13. **Smooch the Kooch** 9 (Gentry) Start in a left facing corner and stay straight or go left after lip, both 9ish.
14. **Cock6** 9 **** (Krueger) Fun techy face climb up the black streak.
15. **Drunk Drilling** 8 (Gentry) Start left of the corner through some slabby sequences.
16. **Double Barrel** 6 *(Verena) Start in the wide corner and move through rather sporty moves to the finish.
17. **Neverclear** 11- *** (Gentry) Climb through beautiful ribbon cracks and sidepulls up a full value face.

On the Trail towards the Right Cluster

1. **Unknown Sport line on arete 6 bolts**
2. **30ft of dirt 5.7** (Verena) short & fun dihedral in left corner. Rap off tree.
3. **30ft of meat 5.10*** (Verena) short & burly OW crack splitting the middle of the orange face. Bolted anchors.
4. **Left Side of Darkness 11d** (Kevin Gage) Climb a small boulder to gain the starting hold of the route. Work up a balancy arete into a no hands rest at the second bolt. From the rest, enjoy a very sustained and technical face climb on a sweet variety of holds. Save some juice for the final boulder right before the chains. Route is in complete shade until 5pm.
5. **Taiko 11b/c** (Kevin Gage) A balancy boulder problem off the ground leads to fun and sustained 11a climbing into a final crux to gain the head wall. Climb easy terrain through a runnel all the way to the top of the pillar.
6. **Shrapnel 11** (Floyd Stevens/Matt Sims) 5 bolts up a nice prow

The Still House (Right Cluster)

1. **Woody 5.9 ***** (Verena). Start in burly crack that leads to easy and fun climbing straight through the middle of the main wall. Lower crack can be avoided by scrambling up the ledge on the left (5.6). Tree.
2. **You're a Woodcock 11+ ***** (Webber) Climb the crack then traverse into the arete. Stick clip the second bolt.
3. **Lucy in the Sky with Diamonds 12d ***** (Stone) Hard compression boulder problem down low to a good rest. Recharge and push through 50 feet of pump 5.12 climbing to a heartbreaker move at the top.
4. **Thrutchin' in a Harness through Cruxes 13b** (Maginniss) Thin face climb immediately to the right of Lucy.
5. **Offwidth Rodeo 8**** (Verena) Enjoy the gorgeous off width all the way to the top. Tree or use sport anchors to the left.
6. **Brownie ala Mode 11++ ****** (Meeks) Slab to overhanging edges. Needs another bolt in the slab. You can clip/unclip a bolt on Gemini.
7. **Gemini Arete 12a ****** (Stone/Brundige) Balance your way up the techy lower section then quickly transition to steep, thuggy moves up the arete.
8. **Single Barrel 11b ***** (Stone) Beautiful crack system that beckons to be climbed. Follows the crack system just to the right of Gemini Arete.
9. **Kentucky Gentleman 11c *****(Stone) Awesome face climb to the right of Single Barrel with a powerful crux.
10. **Honey Pot 6 ****(Verena) Start to the right of some big blocks to access an easy and fun dihedral. Anchors.
11. **Take It Easy 8 **** (Gentry) Low angle climbing to juggy upper face.

PROJECT ZONE

1. **Abandoned Project 1.** Anchors, a bolt or two, piece of rope.
2. **Drunk Enough to Dance 12b** (Ben Cooper) Side pull past the first two bolts to the base of a small roof. Reach over it, slide to the left and foot it through small holds and good stone to a jug. Easier terrain leads up and slightly left to the anchor. Some dance sober, most do not.
3. **Heavy Cream 9+** (Nick Metzger) Obvious twin crack start. Trend left around bloc. Pull lip to face holds and follow crack to the top. 2 bolt anchor.
4. **Cream Cracker 9 **** (Verena) Gorgeous wide dihedral with neon orange lichen. Climb crack through some awkward moves to anchors.
5. **Cockpit Tour 10c***** (Gentry) Follow jugs to the ledge moving through a beautiful sequence finishing on jugs.
6. **Wingmaster***** (Gentry) Sport route up the middle of the often sunny wall.
7. **Mile High Club 9 **** (Gentry)Climb low angle rock to upper white face. (Gentry)
8. **Left crack**
9. **50 Candles 8 **** (Verena) Right of the 2 cracks. Wide awkward start leads to interesting crack moves. Good tree on top.
10. **Unknown Trad route** - Anchors at the top of twin diagonal cracks, just before The Mine

Red Baron Area

The Train Station

The small zone on either side of the old mine road. The first two routes are climbers left a few feet. Routes listed from left to right.

1. **Centerbeam 11***** (Perkins) Route on the prow. Nice techy face. Move right to rad pinch hold to get to the last bolt. Single bolt anchor.
2. **Coil Car 10+ **** (Perkins) Short arete Feature. Nice crux off the ground to funky dirty climbing. Single bolt Anchor

THE MINE ROAD

3. **Autorack 10+ **** (Perkins) Short arete climb featuring a boulder off the ground to jugs. Single bolt Anchor
4. **Intermodal Equipment 12+ ***** (Perkins) Very techy face climb with a hard boulder down low. Single bolt anchor
5. **Le Petit Rouge - 11d (sims)** Tweaky face climb
6. **Vaporcon 12c/d **** (Meeks) Short face climb maybe needs a chain on the last bolt.
7. **Resonator 12b *****(Meeks) Face climb on the right side of the ledge
8. **Size Matters 12c/d ****** (Ginley) Striking route on the arete with crack. Features the namesake mono hold.

The Red Baron Wall

1. **Orange crush 10a ****** (Unknown) Tall face up orange lichen streak. Stick clip the first bolt or walk in from the left.
2. **Cheetoh Bandito 12a ***** (RJ) Boulder down low. Really nice face climbing off the ledge.
 - a. **Jahsta Bandito 12a** A nice linkup if Jahsta is wet. Slightly harder and more sustained.
3. **Jahsta 12a **** (Swafford) Starts in the corner and then breaks out onto the face above. Often wet at the top.
4. **Flying Circus 13+ ***** (Swafford) Bouldery start leads to easier climbing above.
5. **Ace of Aces 12d **** (Swafford/Meeks) boulder to the first bolt.
 - a. **Ace of Bases 12-** Avoid the first boulder by starting right and traverse back into the route.
6. **Forward observer 12+** (Wise) Face just to the right of arete.
7. **Flight of the Phoenix 12c/d ***** (Langevin/Swafford) Starts in a fun easy corner. Proceed from a powerful reach directly into an amazing techy crux.
8. **Baron von Beard 12a **** (Matt Beard) Nice techy face.
9. **Kidda Corner 8 Trad (John Kidda) OW corner.**
10. **Free Lord 11c ****** (Dorough) Left most line on perpendicular wall to previous. Has a chain on the fourth bolt.
11. **Red Baron 12a ****** (Dorough) Amazing face climb with a small left facing corner down low.
12. **Mighty Migo 12c ***** (Dorough) Climbs out small roof then lighback feature to face climbing above. Chain on the fourth bolt
13. **Bombs away 13a ***** (Swafford/Meeks) Has a chain in the roof crack. Features three!! lipturn cruxes.
14. **Orange baron 11 ***** (A. Meeks/A. Miller) Climbs orange lichen face.
15. **Igneous crack 9+ (Langevin)**
16. **Ridin that train 13b** (Meeks) Climbs the cool pillar feature.
17. **Livasy Project** - impossible roof Route with obvious large scoop feature on the face
18. **Baron von Blunt 12c **** (H.Robinson) Unfortunate start leads to a short roof with a difficult move to gain the lip, ride the lip to the prow of the blunt arete, and climb arete and slab to the top.
19. **Munchies 11b ***** (Meeks) Tall beautiful face. Bring a stick clip for the first bolt and your lead head for last bolts!
20. **Love Muffin Mayhem 10b** (Sims) Climbs Striking orange arete over roof to techy face above

Thank You

SCC would like to thank Ryan Johnson for generously contributing his time to put together this guidebook. The hours and effort it takes to gather and compile the beta for a new climbing area is an endeavor exponentially more difficult than the time honored craft of herding cats. It requires a significant amount of time cultivating familiarity with the crag, learning the history of development and a keen eye to ensure an accurate portrayal of the climbing routes available.

We would also like to take this opportunity to thank all of the route developers who have spent their time, energy, money, sweat, endured poison ivy, bushwhacking through tick infested forests and days of sufferfests in order to make this crag what it is today.