

Little Brushy

The first routes started going in at this cliff in February 2017. The cliff is mostly shady and has a lot of moisture. This leads to routes that are very high on the 'tech' and the 'power' scale, but also require lots and lots of scrubbing! Of course, Team '87 (aka Trad-Dads) already did all the routes ground up, on-site, so feel free to either be grateful for all the developmental work or gripe about the loss of style and ethics online. There is lots of room for development if you want to have 'constructive' conversations/outputs rather than a 'consumer mindset.'

The cliff still has a "wild" feel to it and is in the development stages. It is far from a curated experience! Most grades are 'close enough' but feel free to offer your opinions once you send.

All Routes listed from Right to Left, **Black=Sport**, **Red=Trad**

DOJO - Right

The first four routes are on a ledge feature up the gully and feature techy face climbing.

1. **Daniel Son** 5.11- (Meeks) Good warmup
2. **Bonsai** 12c (Meeks)
3. **Cobra Kai** 13a (Kurr/Heddins)
4. **Mr. Miyagi** 5.12+ (Meeks) Climbs obvious arete way up the hill

Two routes on the tall slab feature

5. **Seppuku Ceremony** 5.10 + (Cassan) Face/corner
6. **Wandering Samurai** 11- (Simpson) 70m rope required.

Two route on the right side of the DOJO proper

7. **Drunken Master** 5.12a/b (Nance) Climbs roof to a nice face climb. Its difficult to mitigate the rope drag.
8. **Wushu** 5.13b (Stone/Meeks) Climbs the beautiful arete.
9. **Jeet Kun Do** 5.13a (Meeker) Start right of the dihedral and trends right across the pretty face and out the burly roof.
10. **The Chinese Connection** 5.12c (Meeks) Starts on JKD, climbs up the crack/dihedral feature, bust left out the roof, and finishes on beginner's mind slab.
11. **GIANT CRACK FEATURE** - Undone? Offwidth roof crack.
12. **The Beginner's Mind** 13a (McDaniel) Shares the first few holds with Way of the Dragon. Hard lip turn boulder to a great face. Pulls the high roof and climbs the runout slab to the top of the wall.
13. **The Way of the Dragon** 13b (Miller) Power tech up the middle.

14. **Bending with the Wind** 13a (Cash) Short route on the pretty orange streak. Cool boulders.
15. **Hapkido** 13d (Meeks) Climbs the orange face then trends left to some steep climbing
16. **Meeker Corner** 10 (Meeks) Climbs the corner to the no hands stance on Hapkido.
17. **Be Water, My Friend** 5.12c (RJ) Techy face leads to fun steep climbing. The first route sent at the dojo became the de facto warmup for a couple seasons.
 - a. **Softkido** 13a Linkup, Be Water into the top of Hapkido. Classic
18. **Meeker Project** Climbs double arete. Hard boulder start.
19. **Delugional** 5.12d RJ Boulder off the ground to fun climbing to a steep bouldery section at the flat roof.

DOJO - Left

20. **The Divinity of Loneliness** 12b (McDaniel) Climbs up and right after a campus-y start.
21. **A Force of One** 12a (Michael O'Donnell) To the right of the wet corner. Became a sought after tick.
22. **Dank Corner** 11 - (Meeks) Climbs the wet corner to shuts. Usually a line is fixed to access the cliff top.
23. **Boards Don't Hit Back Project** (Cash) Climbs just left of the wet corner. Closed project
24. **Royal Assassin Project** (RJ) Straight up after Assassin's Apprentice start. Closed project
25. **Assassin's Apprentice** 5.13a (Webber/RJ) Original line on the wall. Amazing techy face climb. Starts right, then left onto the turret feature to a techy crux.
26. **The Assassin** 13c (RJ) Boulder out the steep (2 pads) to a cruxy jump into an iron cross. Recycle your way through the fingerlock to the jug on the face.
27. **Karate Kid** 5.13- (Meeks) Boulder out low horizontal roof to techy face climbing above.
28. **36 chambers** (Wise/Miller) Climbs the horizontal roof to the pretty arete. Closed Project.
29. **Unfinished Nance Project** Climbs left side of low roof. Needs bolts.
30. **Tree of Pain** 5.13a/b (RJ) Eye catching feature that will test your technical abilities.
31. **Chinese Water Torture** 5.12d/13a (Kurr/Miller) Low lip turn to classic face.
32. **The Game of Death** (McDaniel) Bolted but never climbed/cleaned. Open Project
33. **Offer of Mercy Project** (Morley/RJ) Boulder out low roof. CLOSED

DOJO BURRITO

34. **Dojo Burrito** 5.11 (RJ) Boulder crux start to face climbing. Best warmup for Dojo/Black Buttress.
35. **Suicide Messiah** 12- (McDaniel) Starts just left of Dojo. Chains on the bottom two bolts for convenience. Its nice to have long draws already on the route.
36. **Tora Tora Tora** 5.13a (McDaniel) Climbs the obvious steep face with a finger sized seam at the bottom.
 - a. LINKUP Left to right - Undone
37. **The Sleeping Giant** 12a. (McDaniel) Climb in from the left along the obvious weakness

a. Very hard direct start project. Closed

38. **Tram Trail** (John Simpson) 5.10 Almost classic but needs some love.

BLACK BUTTRESS

Named after the obvious black layer of rock at the base of the roof. We stuck with Darkside/Star Wars names

- 39. **Tosche station** 13a (Kenny Bonnette) Power out the roof and convert to a techy face.
- 40. **Darth Vapor** 12d/13a (Kenny Bonnette) I find your lack of taste disturbing.
- 41. **More Machine Than Man** 5.13b (Miller) Expect to spend some time understanding the features. Climbs amazing once it is unlocked.
- 42. **The Circle is Now Complete** 5.13a (McDaniel/Miller) Cool climbing through seam and out the steep buttress.
- 43. **Balmorra Run** 5.12d (RJ) Techy kneebar crux at the fourth chain leads to miles of glorious bonus climbing.
- 44. **Dynasty of Evil** 13b (RJ) Hard roof boulder. Long 512 face and memorable arete move guards the chains.
- 45. **Path of Destruction** 5.13b/c (Miller) Action Directe style jump will lead you on the jug path that destroys your forearms. Techy arete move is ego destruction at its finest.
- 46. **Rule of Two** 13d (Miller) There can only be two.
- 47. **GloomWalker** 5.13- (RJ) Big moves in steeps lead to technical corner encounter. Recover on the ledge and fire through pinches and knees to an airy redpoint crux.
- 48. **Cortosis** 5.12+ (RJ) An easy dihedral leads to a techy crux on the bullet white bulge. Climb right under the giant roof a small crux guarding the anchors. Best to lower off the last bolt for rope drag.
- 49. **Sebulba** 12a (Kyle Murphy) Perfect blend of techy and jug smashing.

- 50. **Dreadlock Pasta** 5.13a (RJ) Climbs up a techy face/crack feature then crush the steeps into a nice redpoint crux at the flat roof.
- 51. **Buffalo Swoldier** 5.12a (RJ) On the obvious arete on the hill above the Black Buttress.

The BZ - The cliff breaks down for awhile. Only one route currently but could house many more with some vision and elbow grease.

- 52. **The Bone Zone** 12a (Kenny Bonnette)

WHITE WALKER- The first two routes are a couple hundred feet on the right and both need alot of bolts/cleaning.

53. **Kung Fu Panda** 5.11d (Webber)

54. **Redneck Ninja** 5.12a (Stone)

55. **Monkberry Moon Delight** 11+ (Kyle Murphy) Rightmost route on the buttress. Belay from the ground. Start from the ledge / handline. 8 Quickdraws

56. **Whitewalker** 13a (Webber) Standout route in the area.

57. **Hunter of the Shadows** 12b (RJ) Hard move off the ground to enjoyable stemming up the perfect corner.

58. **Trash Panda Pirate** 12+ (RJ) another brushy classic. Memorable lip turn encounter to a long techy crux panel.

LEFT BUTTRESS

59. **No Lives Matter (N.L.M.)** 11- (McDaniel) Start by clipping the bottom 2 bolts of The Laughing Heart and then trend right onto the orange face. Staying trammed in gets you back to the ledge. Jugs to jugs to jugs.

60. **The Laughing Heart** 12a (Bradley Webber) Starts on the far right of the ledge

61. **The Extra Mile** 5.13c (Meeks) Steep then to arete. Double pads.

62. **Knee-Deep In The Dead** 5.13c (Stone/Miller) Burly route up the steep. Knee testpiece.

63. **In Rainbows** 5.13b (Webber/Paden/Murphy) Obvious rainbow streak.

64. **Farewell to the Master** 5.12d/13a. (Miller) Climbs through the black and orange streak on the headwall. Features a memorable move to gain a side pull.

65. **Buddha Belly** 12+ (Stone/Heddins) Nice 5.9 up the face to a stance. Cool boulder out the belly feature provides enlightenment.

66. **Brushfire Fairytales** 5.12 (RJ) Very nice adventure climbing to a bouldery finish on a perfect techy face.

67. **Finding Art** 5.12b (Stone/Webber) Left of the dirty corner. Probably needs some bolts/chains.

MONOPODS - Area up the hill and to the left of the big wall. Features really high quality techy face climbing.

- 68. **The Brushmaster** 5.12b (McDaniel) Starts left of the chossy cave. Odd bouldery start to some cool funk to hero jugs.
- 69. **Invasive Feces** 12b (RJ) Climbs the brown and white face to the upper corner. Ends under the roof.
- 70. **Hassler Project**. 10+ Trad
- 71. **Notorious RBG** 12+ (RJ) Climbs fractured face and out the roof to a one handed mantle.
- 72. **Enchanted Forest** 5.8 (Andrea Hassler) Obvious dirty corner. Ends on RBG anchors.
- 73. **Monopods** 5.11- (N. Dupree) Climbs amazing face next to a corner. Sadly the mono-pods are neglected at the start.
- 74. **The Devil Wears Scarpa** 11+(Michael O'Donnell) Climbs just to the right of the crack
- 75. **Grassy Ass** 12a (N. Dupree) Excellent techy face to corner system up high.
- 76. **Stiff Upper Crimp** 11 (Michael O'Donnell) Climbs the black streak