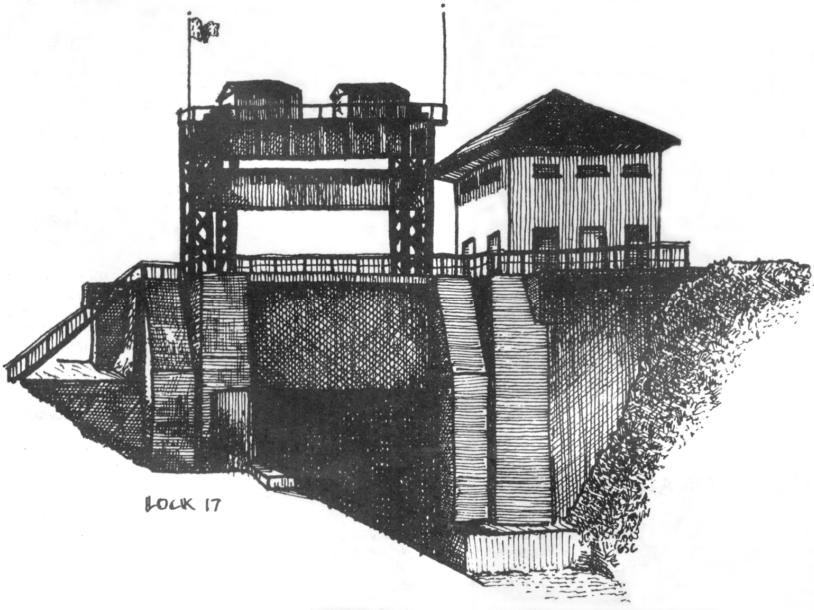


A CLIMBING GUIDE TO MOSS ISLAND, LITTLE FALLS NY



Geoffrey S Childs
Gary C Thomann

May 2008

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Lock 17 at east end of Moss Island drawn by Geoffrey Childs

All photos by Gary Thomann

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A CLIMBING GUIDE TO MOSS ISLAND, LITTLE FALLS NY

Introduction

This guide is basically a reprint of the Moss Island part of Geoffrey Childs 1990 Little Falls climbers guide. I (gct) am not including the crags on the north side of the river (Wind Wall, Dihedrals, etc.) because it is not legal to climb there. Hopefully, someday climbing will be legal on these other crags and there will be an updated guide for the north. I have previously asked Geoffrey if it was ok to update his guide and received permission to do so. Except for minor changes I made, Geoffrey, R.L. Stolz and some of the other original climbers did all the descriptions of the Moss Island climbs.

I scanned a borrowed copy of the 1990 guide (thanks Coach), ran the resulting files through a character recognition program, did some editing, and then converted the guide to pdf for easy distribution. I have condensed some of the text. I added a photograph of each cliff and a few photos of climbers. All the cliff drawings that Geoffrey made were copied from the original guide. I have modified the drawings to remove graffiti that has been removed from the cliff.

Moss Island is just upstream (west) of the Wind bridge (highway 169) over the Mohawk River in Little Falls. From anywhere south of Little Falls the easiest way there is I90. Get off at Exit 29A and drive north. Just before you go onto the Wind bridge turn left onto a road down to the parking lot. To get to the cliffs walk west, go up the stairs and across Lock 17. If you are coming from the north, the north end of the Wind bridge hits Highway 5, which of course runs east west along the north shore of the Mohawk.

Who owns the cliffs on Moss Island? They are on land owned by the State of New York (NYS) under the jurisdiction of the NYS Canal Authority (part of the NYS Thruway Authority). There is a fee to climb at Moss Island; permits are available at the Little Falls Police Department,

Geology

There is a sign on Moss Island stating the cliffs are metasyenite. What kind of name is that? All rock climbers know there are only four kinds of rock, granite, basalt, limestone and sandstone. Well, syenite is sort of a

brother-in-law to granite. Granite is an igneous (solidified from magma) rock composed of crystals of quartz (SiO_2), alkali feldspar (a continuous mixture from KAlSi_3O_8 to $\text{NaAlSi}_3\text{O}_8$) and plagioclase feldspar (a mixture from $\text{CaAl}_2\text{Si}_2\text{O}_8$ to $\text{NaAlSi}_3\text{O}_8$) with small quantities of muscovite (common, white or potash mica), biotite (black mica, an iron rich version of muscovite), hornblende (a black to dark green crystal mixture of calcium-iron-manganese silicate, aluminum-iron-magnesium silicate and iron-manganese silicate) and usually smaller amounts of other minerals. In order to be granite the proportions of quartz, alkali feldspar and plagioclase feldspar must remain within certain limits. If you stray outside those boundaries you don't get granite. In the case where there is little quartz and most of the feldspar is alkali, usually at the KAlSi_3O_8 end of the mixture, you get syenite. Syenite usually also contains the other minerals that are in granite. Syenite is not easy to form; apparently you need to heat granite to a point where it just begins to melt, causing the KAlSi_3O_8 to flow out of it. Not something you want to try at home.

That takes care of the "syenite" part, but what about the "meta." The prefix means the rock is metamorphic. After forming as an igneous rock, it was subject to great pressure and temperature, which causes rearrangement of the minerals, but not actual melting. There is often a banding effect, named foliation or lineation (the two are different but I'm not sure just how). The name for metamorphic rock is gneiss, so the cliffs at Moss Island could be called syenite gneiss instead of metasyenite.

As you may know, there is metasyenite in the Adirondacks; Pitchoff mountain is one example. I believe the Barkeater cliffs on the northeast shoulder of Pitchoff are metasyenite; to me they look much like the rock at Little Falls. The metasyenite at both places was formed by the same processes, before and during the Grenville orogeny (mountain building) that occurred over one billion years ago. Another relative of granite occurs when there is again little quartz, but the feldspar is mostly $\text{CaAl}_2\text{Si}_2\text{O}_8$; this rock is anorthosite. The High Peaks region of the Adirondacks is (meta)anorthosite.

The second part of the geology question is – why are the cliffs located at Little Falls and not at Scotia, an hour downstream, where I live? What geologic prank caused them to occur there? The basement rocks (the metanorthosite, metasyenite, granitic gneiss and other metamorphic rocks) from the Grenville orogeny underlie much of the eastern United States and Canada, extending all the way down through Alabama, Mississippi, Louisiana and into Mexico. In most places they are buried, covered by younger formations. All of New York, except for Long Island,

has this basement rock. The old rocks are exposed in the Adirondacks because something, apparently a hot spot in the mantle, has caused the Adirondack area to rise up, and as it did so the younger formations eroded away.

The reason the rocks are exposed at Little Falls is a bit different. About 430 million years ago there was another mountain building event (the Taconic orogeny) to the east of us. Toward the end of this orogeny there was some stretching of the earth's crust which caused generally north/south running cracks (faults) to develop in the Mohawk Valley. Land on each side of the fault would either rise up (an upraised section is named a horst) or drop down (a graben). One of these faults runs through Little Falls; on the east the surface dropped down and on the west a horst formed. And there it sat, generally blocking traffic. Much later, just a few minutes ago in geologic time, the ice age occurred. Toward the end of the ice age, around 13,500 years ago, Lake Iroquois developed and for a time it drained through what is now the Mohawk valley. The high volume drainage cut a channel down through the Little Falls horst, all the way to the rock we see exposed today.



Grading and Protection

This guide uses the Yosemite Decimal System. Climbs are rated from 5.0-5.9 and thereafter 5.10a to 5.10d etc. Aid is rated A1-A5. There is no trad climbing protection rating included, although most or all of the Moss

Island climbs can be led. Since the climbs are so short, look at them from the ground and make your own decision on protection. For setting top ropes, there are numerous ways to walk to the top of the cliffs. Except for an anchor on Fred P Jones (20 years old), there are no bolted anchors on the cliffs for setting ropes; generally you will need to build your own anchor at the top of the climb.

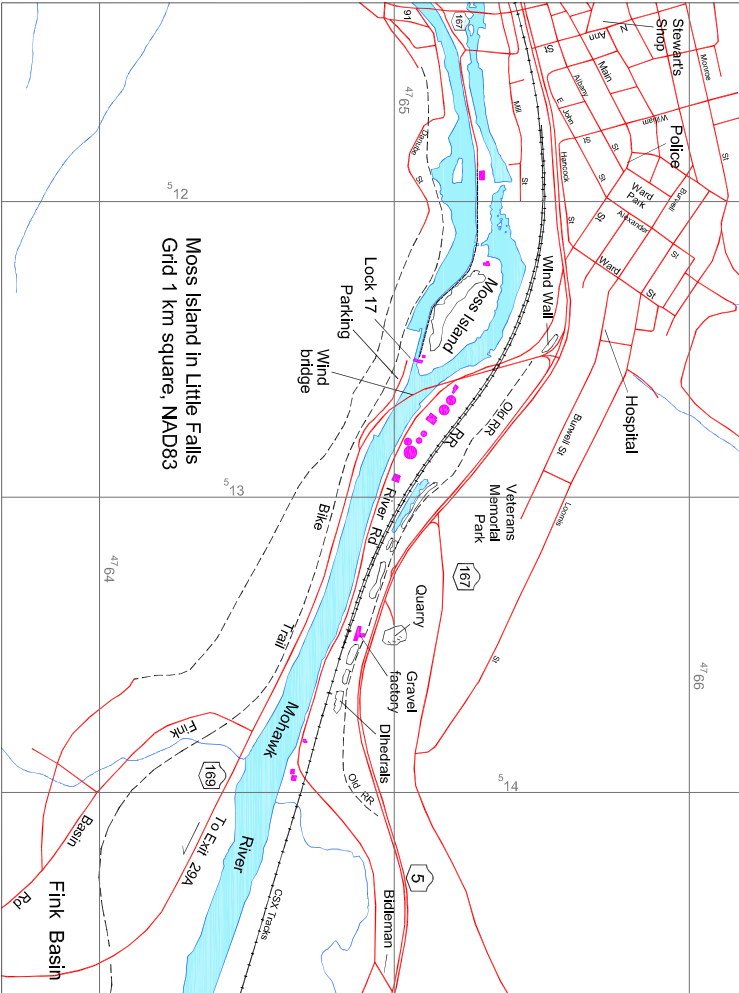
Other Information

Dial 911 (Herkimer County) for emergency response.

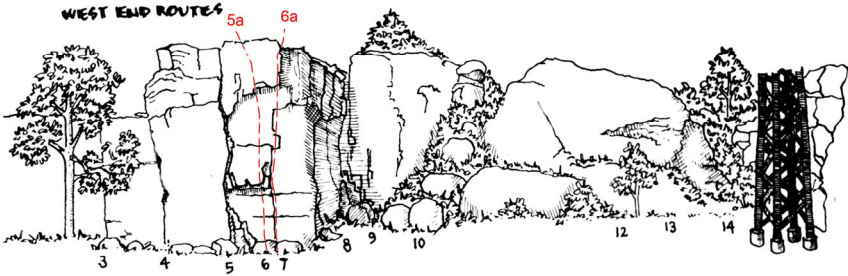
Little Falls Police Department (315-823-1122) is located at 659 E Main Street in the City Court Building.

Little Falls Hospital (315-823-1000 general number, 315-823-5311 Emergency Department) is located at 140 Burwell Street at the east end of town.

There is a map on the next page; the location of the police department and hospital are shown. Also shown is the location of a Stewarts convenience store where you can get refreshments.



West End Routes



From the lock walk west to the end of the cliff.

0. Entire Cliff Traverse (V3/4 right to left)

Traverse the entire cliff, cruxes at Mr. Smiley wall (somewhat off the ground), Bob King traverse and the Superman buttness. May be easier left to right.

1. West End Descent Route (Class 2)

Climb up or down easy ledges at the far left end of the cliffs.

2. Dogville (5.2)

Climb a 3" crack just to the left of the word "Dolgeville"

3. Mark's Crack (5 10)

Climb the thin overhanging crack.

4. Seduction Crack (5.8)

A hidden hold unlocks the crack 5' right of the previous route.

5. Cool-Headed (5.3)

Six feet right of Seduction Creek a generous crack climbs first to a ledge and then the top.

5a. Un-named (5.10)

Start just left of the right facing corner. Climb up the face. Hit the slopers and go left to the ledge. The arête to the right is off. Head straight up the face above to finish (go directly through the overhang on Sister Moonshine).

6. Sister Moonshine (5.9)

Climb a short face left of an easier right-facing corner. Work through the overhang to a ledge, then move right onto a bulging face and up to the top.

6a. Un-named (5.11)

Start right of Sister Moonshine, climb the arête to the top including the overhanging top.

7. Sno-White (5.8)*

At the base of the right-facing corner climb up and then left to a ledge. Surmount an overhang above and then move left and up to the top.

8. Lets Stand Him on his Head (5.1)

Climb up the corner/chimney right of Sno-White.

9. Climbski (5.5)

Climb to a short clean crack 12' right of the previous route. Follow crack to the top.

10. Comic Kink (5.10)

Start 11' right of the previous route on a ledge. Climb the steep face to a tiny overhang, passing it on the left side to reach the top.

11. Otch! (Class 3) '

Climb up or down on a broken ramp just to the right of the previous route.

12. More or Less (5.7)

Right of the Otch! ramp, climb directly up the face passing just left of a pointed horizontal indentation.

13. Power Tower (5.6)

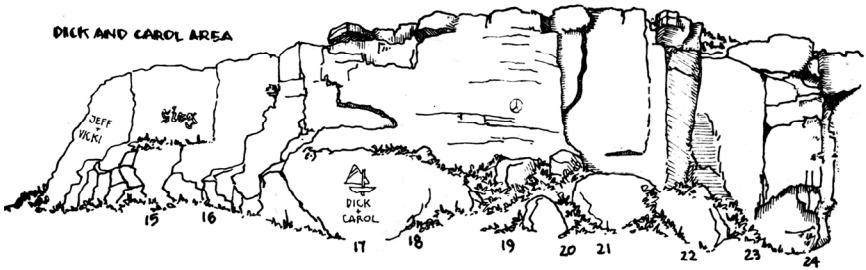
Climb the face directly behind the cement paddock that supports the large steel tower. Stay scrupulously left of easier rock.

14. Tower Ramp (Class 4)

Find a large left-facing niche with light-colored, broken rock. You may scramble up or down this enjoyable access route to the top or create a modest and reassuring fifth class climb (5.0) by climbing straight up at the top rather than traversing left.

Dick and Carol Area

This area was named after a sailboat with the words "Dick & Carol" under it that was painted on the cliff. The paint has been removed, but I left the sailboat in the drawing. As of the fall of 2007 you could still see the work "Sieg" and the paint splatters below it. The "Jeff & Vicki" is also visible. Perhaps these can be removed soon. You can also just see the peace sign on the cliff; for now I have left it in the drawing.



15. Seque (5.5)

Climb the left side of a paint-splattered overhang below the word "Sieg" to a ledge. Follow the crack above to the top.

16. Fern Crack (5.3)

10' right of the previous route mantle onto a block covered in ferns. Climb the crack above to the top.

17. Sail Away (5.9)

A boulder problem start (which can be by-passed on either side) will take you directly up the middle of the "Dick and Carol" sailboat. Continue past two ledges and a small overhang to the top.

18. You're in the Army Now (5.8)

Climb the center of the face 10' right of Sail Away and just left of a pink streak.

19. Peach Fuzz (5.7)

Climb up the middle of a orange-colored face left of the peace symbol. A Variation is Peach Pit (5.9). Start at the lowest stair-like block.

20. Da Ma Was Here (5 .3)

Climb the slightly slanting corner just to the right of Peach Fuzz.

21. Twist fit (5 .9)

Climb straight up a short face 4' right of the Peach Fuzz corner. Do not use the rippled corner to the left.

22. Crummy Corner (5.3)

Climb the obvious left-facing tiered corner to the right of the previous route.

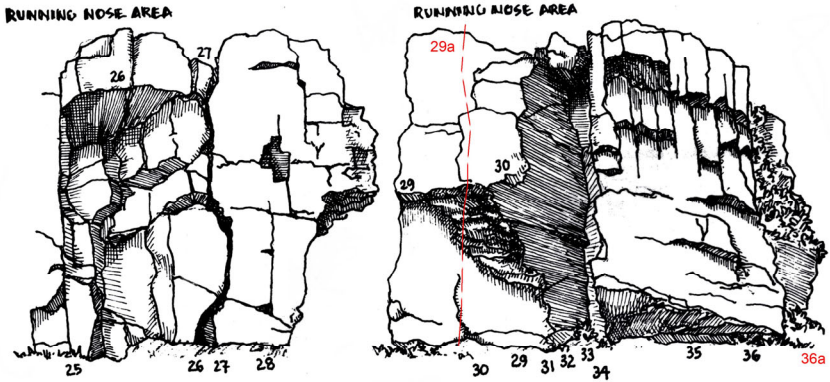
23. Thit or Tam Cane Loves You (5.7)*

Just right of Crummy Corner, climb an interesting crack with two triangles and a small overhang

24. Tiny Corners (5.10)*

Unlock the right sequence to climb the steep face past a small corner and a small overhang.

Running Nose Area



Several of the routes in this portion of the cliff are considered to be somewhat under-rated. An especially good traverse exists directly beneath the Running Nose.

25. Who Put That There? (5.3)

Climb an easy corner to a battered tree and bypass the overhang above by simpering left.

26. Milquetoast or Triple Overhang (5.10-)*

Climb the short but awkward crack on the right side of the pillar. Step left and then jam your way over two short ceilings. Originally graded 5.8 this climb takes good protection and is occasionally led. A variation is Mental Block (5.10). Atop the first pedestal climb directly up the face of the block above you finishing just right of the last ceiling.

27. Canes Crack (5.5)*

Climb the same crack as the previous route to the top of the pillar. Hand and fist jams will take you to the top. A good route to lead.

28. Fool's Overture (5 10-)*

Make a few bouldery moves to reach good buckets on the steep brown-colored face right of the pillar. Take a step right and finish directly past a single root growing to a triangular crack. A variation is Witch Way (5.8). Continue the traverse on Fool's Overture and turn the corner before heading up.

29. Little Feat (5.10+)*

Climb a short beige-colored face capped by the huge Running Nose overhang staying just left of the inverted tiers. Turn the roof on the left and continue to the top.

29a. Superman (5.12)

Climb the face and overhangs direct. The route passes just right of an old anchor in the rock above the overhanging tiers.

30. Spiderman (5.11+)**

A seldom-repeated problem. Start directly below the largest expanse of the overhangs with a finger-tip undercling. Find better holds leading to the lip, then work slightly right and over finishing on the small but difficult nose above.

31. Days to Come (5.10+)

Slightly contrived. Start in a crouched position beneath the right portion of the low roof. Climb this problem then ascend a second overhang at the nose and face climb to the top.

32. Forgotten Future (5.9)

Turn the first roof before the large open book (Appendix) and continue up the prominent rippled face.

33. Appendix (5.5)

Start in the back of the deep open book and climb straight up through the overhanging blocks. A variation is Hydraplex. Climb out the faces on either the left or right and then up.

34. Playback (5.7)

Climb buckets on the right wall of Appendix and turn the nose to a good stance. Step right and climb a small corner to an overhang and the top. A variation is Woki (5.7+). Start at the right end of a distinct horizontal finger crack that angles back left to the nose. Two energetic reaches will bring you to the halfway stance on Playback.

35. Peal of Laughter (5.9)*

At the right end of the finger crack (Woki) make bouldering moves directly up the face and confront the overhang directly.

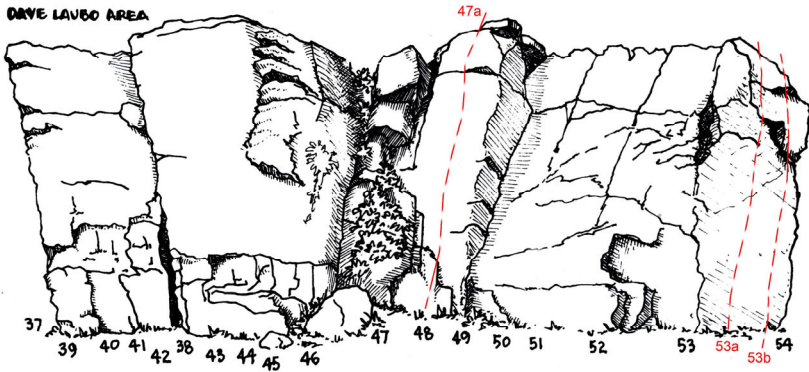
36. Unhinged or The Hinge (5.9)*

A few steps right of the previous route climb the face to a small ledge. then continue through the overhang at a small slanting flake.

36a. Good Boulder Problem (V3)

Begin on crimps under the overhang. Climb straight out of the hole and up slopers on the face above. Wall to the left is OFF.

Dave Laubo Area



Named after graffiti that is no longer there, the 'Dave Laubo' slab is popular as both a teaching station for new climbers and as a boulder problem for the brave.

37. Is This the Way Down (Class 4)

A broken chimney filled with blocks and dirt. NOT A RECOMMENDED ROUTE.

38. Corner Edge (5.9)*

Start on the left side of the arête formed by a left-facing beige-colored corner. An enjoyable sequence and some palming will lead you to turning the arête and a finish on Looking Glass.

39. Looking Glass (5.10)*

This is, on the other hand, a recommended route. Climb a clean, gritty, many-hued face to an overhang. Step right and climb the face above to the top. Variation – don't step right, continue directly over the roof (5.11).

40. Cold Tomorrow (5.9)

Start 3' right of Looking Glass. Straight up the face.

41. Applesauce (5.8)

A few feet left of a left-facing inside corner climb straight up the face to the top.

42. Awkwardness (5.3)

Climb the awkward left-facing inside corner.

42a. Curbar Edge (5.9)

Climb the arête just left of Vegematic. You can either step right onto the face about halfway up or continue up the arête, same grade either way.

43. Vegematic (5.9)

Climb the left portion of the large gray face just right of Awkwardness by starting on a sloping ledge 3' above the ground.

44. Kinky Kruise (5.11)*

Some years ago a key hold broke off this route. You'll regret its loss. Start the same as for the previous route, but continue directly up the bulging face above.

45. Poof! You're a Pomegranite! (5.8)*

It's name notwithstanding, this is a good route. Same start as the last two, only work right to a series of left-facing edges.

46. Poof! You're an Avocado (5 .6)

Start past a small overhang just off the ground about 10' right of the previous route. Head up right of a flake, then move left at the halfway point to follow another flake to the top.

47. Swinging Birches (5.6)

Climb the center of the face behind a birch tree. A mantle problem brings you to the top.

47a. Un-named (5.7)

Begin on the rounded arête and climb to the top.

48. Older but Weissner (5.8?)*

Start at a right-curving face 8' left of the big corner (Educational Corner). Diagonal up and right to climb the small roof above (the roof is hard). Named after the dean of modern North American climbing.

49. Educational Comer (5.3)

Climb the big corner. Adventure-seekers may "skin the cat" over the overhang at the top.

50. Raid (5.7)

Stay left of center' working your way to a broken crack at the top.

51. La Mouche (5.5)*

Wander more or less directly up the center of the face above the word "Dave."

52. Loose Lobster (5.4)

Climb right of center past a tiny overhang and straight up to the top.

53. Outside Looking in (5.7)

Start between "Tom" and "Love" and take a direct line up the nose that constitutes the right end of the "Dave Laubo" wall.

53a. Un-named (5.11)

Climb the face, starting on the right. The arête on the right is OFF.

53b. Un-named (5.10)

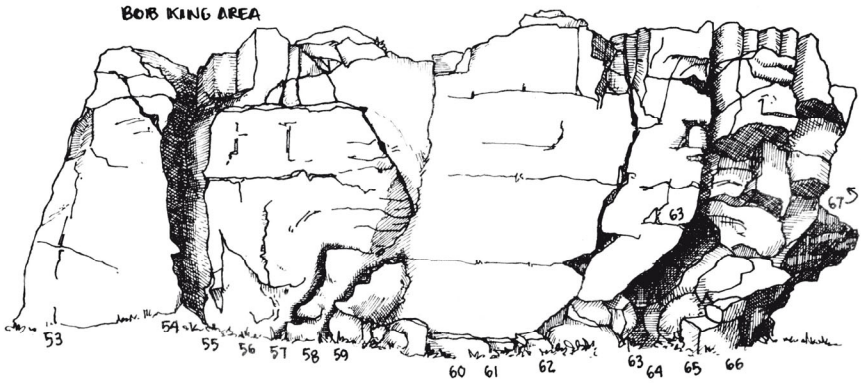
Climb the arête, heading left at the top.

54. Chunky Chimibly (5.4)

Climb the chimney/crack. Quite nice, actually, although a little dirty.

Bob King Area

Many fine climbs exist in close company here. All are short and a cleverly placed rope will serve several routes. A favored spot of local soloists.



55. Zippity Doo Dah (5.7)

Climb a small left-facing corner 5' right of the previous route. Continue straight up to a small overhang and the friendly face above.

56. Supersonic Flake (5.8)

To the right of the previous route, climb straight up by lay-backing and clever edging until you reach a good ledge. Follow a crack to the top.

57. Finger Frolic (5.9)

Use ripples and tweekers to surmount the bulging face just right of the previous route.

58. Danny's Demise (5.7)

A set of slightly better holds present themselves between Finger Frolic and The Beer Crack.

59. The Beer Crack or Slime Crack (5.8)*

A good route. Tradition states that beginners should be rewarded with a beer for making it up this tricky route. The line is easy to follow: just climb the sometimes wet crack on the right of a slightly green bulge, then follow a diagonal crack left to better jams and the top.

60. Sit on It (A3)

The only way anyone has ever gotten up this face is on aid. And poor aid at that. Holds just right of the Beer Crack and the seam above hold promise of a hard classic. Call Dave Graham.

61. The Bob King Traverse (V2)

A boulder problem and one of the all-time great sandbags. It's just a simple traverse from Beer Crack to the start of Tumbleweed via the pleasant looking ledge. Safe and very frustrating. Plus high and low variations will put a stop to the quisling excuses of stumpies. Do it to someone you love.

62. Tumbleweed (5.4)*

Climb the diagonal crack on the bulging wall. For a harder finish step left at the top to a thin crack.

63. A Little Hard One (5.10+)

Climb two thin horizontal seams on the bulging arête just left of Dink's Delight without stepping into the chimney. A fingery squat lets you dyno for a small vertical slot and easier ground. Short people are better accommodated by the awkward positions required.

64. Dink's Delight (5.3)

The chimney /crack system just right of the previous route. No surprises.

65. Mother's Day Mayhem or The Photo-Magnetic Block (5.4)**

Step-like blocks lead to some sloping ledges beneath a large overhanging block. Position yourself under the roof, reach over and smile

for the camera before stepping right and up the slot above. A variation is to climb directly over the block with (5.7) or without (5.10) the bucket.

66. Dog Fish (5.10-)

Climb directly up the gray face and overhang just right of the Mother's Day Block, and then surmount a second overhang to the top.

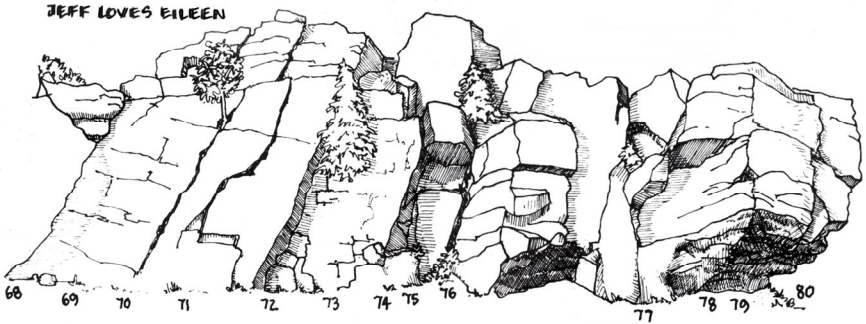
67. Duck Ramp (Class 3/4)

A much-used scramble route. Care should be taken turning the final moves.

67a. Un-named (5.12+)

Begin on the left end of the wall above the Duck Ramp. Climb up the overhanging horizontals. If this could be done right from the ground it would be the most often tried boulder problem at Little Falls. FA Ron? Done by Fred Abbuhl.

The 'Jeff Loves Eileen' or 'Power Tower' Area



This is the most heavily used part of the cliff. Many fledgling leaders have placed their first protection here and uncounted legions have shared Jeff's love for Eileen. A number of excellent boulder problems exist on the horizontally cut overhang to the left of Goat Corner.

67b. Mr. Smiley (V5/6)

Mr. Smiley begins just left of Goat Corner. Undercling to the crimps on the face (harder if short). Launch to the ledge above, coming up the face for full effort.

68. Goat Corner (5.0)

Climb the corner to a prominent ledge, then continue to the top.

69. Goat Crap or The Ladder (5.3)*

Half way between Goat Corner and Goat Crack climb straight (more or less) up the middle of the face. A reassuring abundance of holds appear as needed on this often-soloed route.

70. Goat Crack (5.2)*

Follow the obvious right-leaning crack. The story goes that a local goat first ascended this route. Probably the most heavily traveled route in the Little Falls area!



Climber leading, dog on guard

71. Jeff Loves Eileen (5.4)**

So have many other people. Climb the diagonal crack to the right and paralleling the previous route. Look for a tricky move near the top. An excellent route for a first lead (all you need is a set of nuts) and the second most popular route in Little Falls. Lines form here on spring weekends.

72. Marvin Gardens (5.3)

Climb the flaring crack around the corner (right) from Jeff Loves Eileen. The cedar tree justifiably obscures this route.

73. Windex (5.10)*

Start in the center of the of the smooth-gray face below and right of the cedar tree. Work up the middle of the rippled face above by connecting hairline horizontals and a few true tweekers.

74. The Arête (5.10+)*

Climb the rounded arête just right of Windex by starting at the bottom of Hand Jive. Move up into the right-facing corner then work left across the slightly overhanging face to turn the arête finish just right of Windex.

75. Hand Jive (5.6)

A better climb than it appears to be. Start at the bottom of a right-facing corner capped by a large block with an obvious crack on its left side. The slanting crack below is not as dirty as it looks and the overhang requires an authentic hand jam or two.

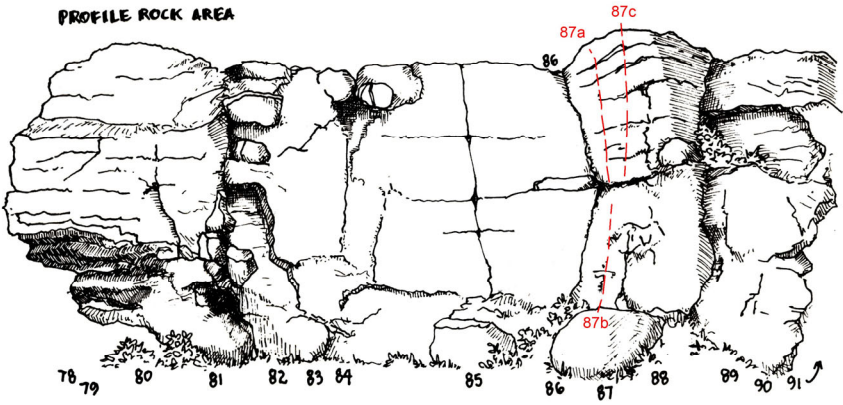
76. Dancing Descent Route (Class 3)

A set of easy ramps and short slabs lead to an exit behind the cedar tree. The best route up and down for a competent climber.

77. Hang Man (5.4)

Climb some easy horizontal ledges just left of the big ceilings (Profile Rock) and then surmount the ceiling above by use of a conveniently placed tree. A variation is to make the climb easier by avoiding the roof either on the left (5.2) or the right (5.3).

Profile Rock aka 'Fred P. Jones' Area



Superb rock and finger-burning angles typify this portion of the cliff. Many bouldering problems exist beneath the big roof, most of which are marked by chalk. A traverse from Hang Man to Fred P. Jones with both high and low variations freshens up the forearms.

There are a number of boulder problems between routes 78 to 83. We will try to get those in a future version of the guide.

78. The Clown (5.10)*

Start directly below an outside corner above the widest peak of the roof. Climb straight up. Just below the final tier on the ceiling you will notice a three-finger slot that allows you to crank directly over the roof. Climb straight up the nose above. A variation is The Buffoon (5.9) that turns the roof on the left. A second variation is The Fool (5.10-)* that turns the roof on the right.

79. The Joker (5.8)*

Start just right of The Clown and traverse up and slightly right to good buckets in a horizontal crack. Traverse back left and link cracks on the upper face. Finish by staying just right of the terrace. A variation is Jump Start (5.8). Impress your friends by jumping for the first two-hand bucket at the right end of the overhang.

80. Spider Web (5.8)*

Start directly under a left-slanting flared corner in a gently overhanging face. A few clever moves in the corner will take you to better holds and then steep climbing on the face above.

81. Roof Roof (5.9)

Climb through the center of the dark-colored overhanging blocks just right of Spider Web. The face above is easier. A climb with good photographic possibilities.



Old postcard of Profile Rock

82. Bow Wow or HJG Overhang (5.9)

Climb the overhang above the letters "HJG" then follow a left-facing corner. Move left and work your way to the top.

83. Prince of Darkness (5.10-)*

Climb the HJG Overhang and traverse right to a small layback crack. Face climbing takes you up and then right to better flakes. Work up to and then around (or over) the roof above.

84. Fearsome Fern Flake (5.9)*

10' right of the HJG Overhang you will find a small bulge with a slight crack through its center. Climb this crack to thin face holds and flakes. Finish on the Prince of Darkness overhang.

85. One Over the Hill (5.12c)***

Previously known as "The Virgin," this intimidating track had stopped all efforts - allegedly including an attempt by Lynn Hill - until nailed (i.e. ground-up) by Martin Berzins in the spring of 1989. It is an unmissable line, rarely polluted by chalk above the halfway point. Surprisingly, face holds and a toe-hook were the key to unlocking this superior route.

86. Flake Off (5.10)

Climb the layback crack in the corner just right of One Over The Hill. The crack becomes very overhanging at the top. The layback crack can also be used to access the big horizontal.

87. Help on the Way or Fred P. Jones (5.10)**

Hard for the grade and very sustained. Much flight time has been logged working out the devious combination that unlocks both the upper and lower sections. Start at a slot 10' right of the Flake Off corner. Tricky moves lead up and slightly left to a good horizontal crack. Traverse back right, and then follow progressively disheartening holds up and left. Finish by pumping good holds on the overhanging face above. As a variation easier access to the upper wall can be gained by climbing Flake Off to reach the horizontal crack. There is a 2 bolt anchor at the top. The bolts are 20 years old; back them up with a long sling to the tree.

87a. Freddie Krugar (5.11)

Begin as for Fred P, but after the horizontal crack angle to the left side of the face above, along the water streak. Either go straight up to the top or cross through and finish in the center of the face.

87b. Freddie Krugar Direct Start (5.12).

Start 5 feet left of Fred P. Accomplish a hard start off bad feet and hands to crimps. Finish above the horizontal on Freddie Krugar.

87c. Fred Flintstone (5.11)

Above the horizontal crack climb the face between Fred P and Freddie Krugar.

88. Tweedle Dee (5.7)

Start at an obvious crack just right of the words "Fred P. Jones." Climb to the ledge above, then scramble the right-facing corner to the top. A variation is Tweedle Dum (5.8). Use a broken flake 7' right of Tweedle Dee to reach the ledge. A second variation is Humpty Dumpty (5.8). Starting at the ledge climb through the overhang on the right to reach the top. A third variation is All The King's Men (5.4). Layback a left-slanting crack 10' right of Tweedle Dum to reach the ledge.

89. All In The Family (5.3)

From the start of the previous route, climb the right-slanting crack to the top.

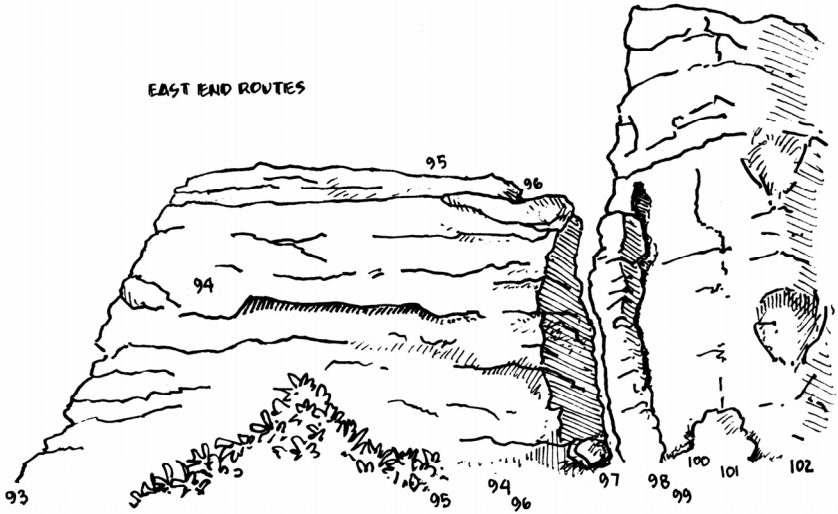
90. Purple Witch (5 .5)

Start 13' right of All The King's Men. Surmount a bulge on good holds, and then climb more or less directly to the top.

91. Tree Route (Class 3)

Scramble broken rock, ledges and a few trees to reach the top. NOT RECOMMENDED AS A DESCENT ROUTE.

East End Routes



Climbers walking to the main portion of the cliff often look up at these routes and very seldom stop to investigate. There are a number of short routes right of Walking on the Moon that pose little promise with the exception of a short friction slab just north of the west lock gate which is worth a visit.

92. Gypsy (5.2)

Climb an inside left-facing corner below the word "Gypsy."

93. Dance On A Volcano (5.0)*

A fine beginner's climb and much overlooked by the crowds around Jeff Loves Eileen. Climb the prominent nose just right of Gypsy.

94. Mississippi Half-Step and Uptown Toodle-Doo (5.2)

Worth doing just for the name alone. Start on easy rock dust left of the always-sodden Dripping Wonder. Climb to a narrow ledge and traverse left passing loose blocks and a small ceiling to the point where a solid gray face leads you to a finish just right of the Dance on a Volcano nose.

95. Dark Star (5.8)

Six feet left of the previous route face climb directly to the small overhang above. Surmount this obstacle and make delicate moves to the top.

96. Muntjack (5.4)

Start as for #94 only climb directly up past the right end of the small ceiling and continue to the top.

91. Dripping Wonder (5.2)

When you have done every other route on Moss Island climb this broken and almost-always-soggy corner.

98. The Thinker (5.7)

Climb the crack formed by a detached block just right of Dripping Wonder, then hop up the face to the top.

99. The Dreamer (5.10)*

Climb the dark gray face just right of The Thinker (without using the crack). Rapid eye movement required.

100. Muff Diver (5.2)

Climb a broken crack/chimney behind a tree 10' right of The Dreamer.

101. Black Beauty (5.7)*

Work up a slanting crack right of Muff Diver, then face climb to a second, thinner crack finding a pinch hold that will get you to the top of this enjoyable route.

102. Walking On The Moon or White Courage and Brown Spots (5.9)*

Everyone looks up at this route but hardly anyone does it. Too bad. Climb the concave face below some difficult overhangs that are turned on the right. Face moves lead to the top.