

ROCK CLIMBING
SMITH ROCK STATE PARK

A Comprehensive Guide to More Than 1,800 Routes

Second Edition

Alan Watts

www.falcon.com
FALCON GUIDES

GUILFORD, CONNECTICUT
HELENA, MONTANA

AN IMPRINT OF THE GLOBE PEQUOT PRESS

P I C N I C L U N C H W A L L A R E A

The rock was so bad the bolts were falling out behind me. I kept reaching down, trying to hammer them back into their holes. Of course, by then the quarter-inch bolt I was hanging from was already shifting in its hole. We didn't place many bolts because they were worse than most of the pins.

Tom Bauman, describing the first ascent of the Picnic Lunch Wall in 1969

Welcoming every visitor to the park, Smith's mini-version of El Cap rises high above the footbridge spanning the Crooked River. Picnic Lunch Wall doesn't fare well in comparison with its more famous rival. El Capitan towers over 3,000 feet, with flawless expanses of granite, perfect cracks, and routes famous throughout the world. Picnic Lunch Wall, on the other hand, is only 550 feet tall, composed of disintegrating tuff, and littered with tons of delicately perched rubble. The multi-pitch routes to the top aren't world famous; in fact, few Smith veterans ever scale the entire cliff. But somehow Picnic Lunch instills the same sense of awe among tourists gazing across the canyon as El Cap itself.

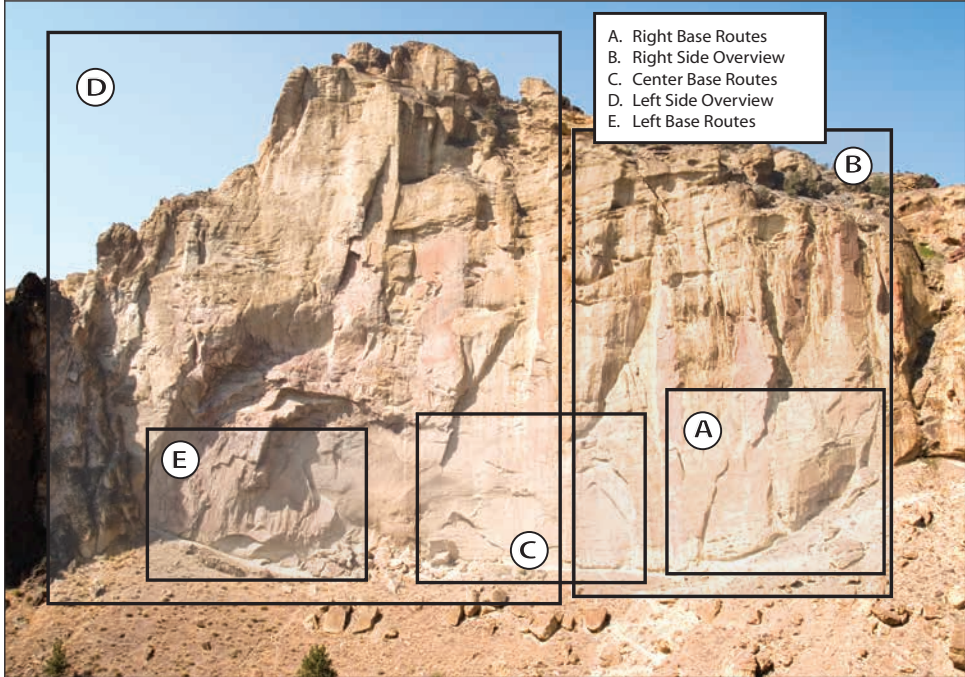
Climbers aren't so easily fooled. After spending a trying day scaling the entire cliff, big wall fanatics leave covered in grit and pigeon crap. Fortunately, sport climbers fare better—the many single-pitch base routes, ranging from 5.9 to 5.14, are surprisingly good. In general, the harder the free route the better the rock, though there's a reason

why there aren't any four-star routes. No amount of scrubbing and gluing can make a Picnic Lunch Wall route completely solid. But diligent cleaning makes all the difference—the many quality routes bear witness to these efforts. For the beginner, Picnic Lunch Wall offers little except major-league trouble; for the higher-level climber, it features a short approach, afternoon shade, and upper-end difficulties.

Climbers first visited the area in 1946, as Ross Petrie and Dave Pearson tempted fate by scaling Shiprock. Their ascent of this shattered rhyolite pillar was a noteworthy effort; even today it's Smith's most serious 5.7. Thirty-three years passed before Tom Bauman and Kim Schmitz scaled Picnic Lunch Wall, the most difficult aid route in Oregon for nearly a decade. While free climbing dominated Smith during the 1970s, the best ascent on Picnic Lunch Wall was an improbable aid line called *Soft Shoe Ballet* by Bill Antel and Bob McGown. Today these nail-ups are relics of a long-past era, though they still attract the occasional oddball.

The 1980s brought single-pitch free routes to Picnic Lunch Wall. Free ascents of the first pitch of *Unfinished Symphony* and *Midnight Snack* (both 5.12b) in 1982 vaulted the wall to the forefront of Smith free climbing. These lines set the standard for nearly a year until new routes in the Dihedrals blew past them. The 1988 ascent of *Snack Crack* (5.13c) raised the level a full number

Picnic Lunch Wall Overview



grade, but it wasn't until the nineties that the wall returned to the highest levels of Smith climbing. Marc Lemenestral's ascent of *The Big R* (5.14a) in 1995 and Joe Brooks's *Starvation Fruit* (5.14b) two years later were two of the most significant Smith free climbs of the entire decade. Even more difficult lines on the blank faces in the center of the wall hold promise for upcoming generations of super climbers.

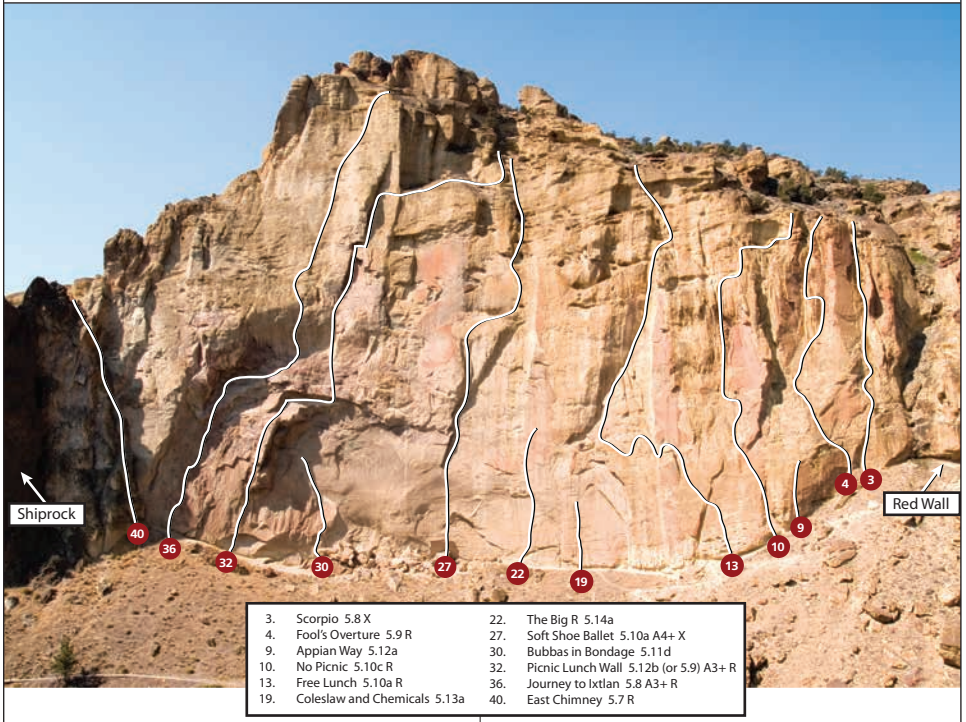
The name Picnic Lunch Wall is more commonly used today, but early local climbers called the monolith Parking Lot Wall. Confusion arose after Bauman and Schmitz named their multi-pitch route *Picnic Lunch Wall*. Early Smith guidebooks used the original name, while more recent guides adopted the new name. Many long-time Smith climbers flip-flop back and forth between the two names.

PICNIC LUNCH WALL

Finding the crags: The quick approach ascends the staircase rising directly above the bridge. A deep, black-streaked gully marks the right boundary of Picnic Lunch Wall, separating the cliff from Red Wall to the north. The first several routes start behind a slabby boulder, about 50 feet left of the base of this gully. **Descent:** To hike off from the top of the cliff, walk up and right, joining the Misery Ridge Trail. This switchbacked, well-constructed path ultimately leads back to the base. An alternate descent for those familiar with the area veers left to the Aggro Gully.

1. Pisces (5.10b) ★ Mixed to 1.5 inches. An unlikely two-pitch route blazes a path

Picnic Lunch Wall



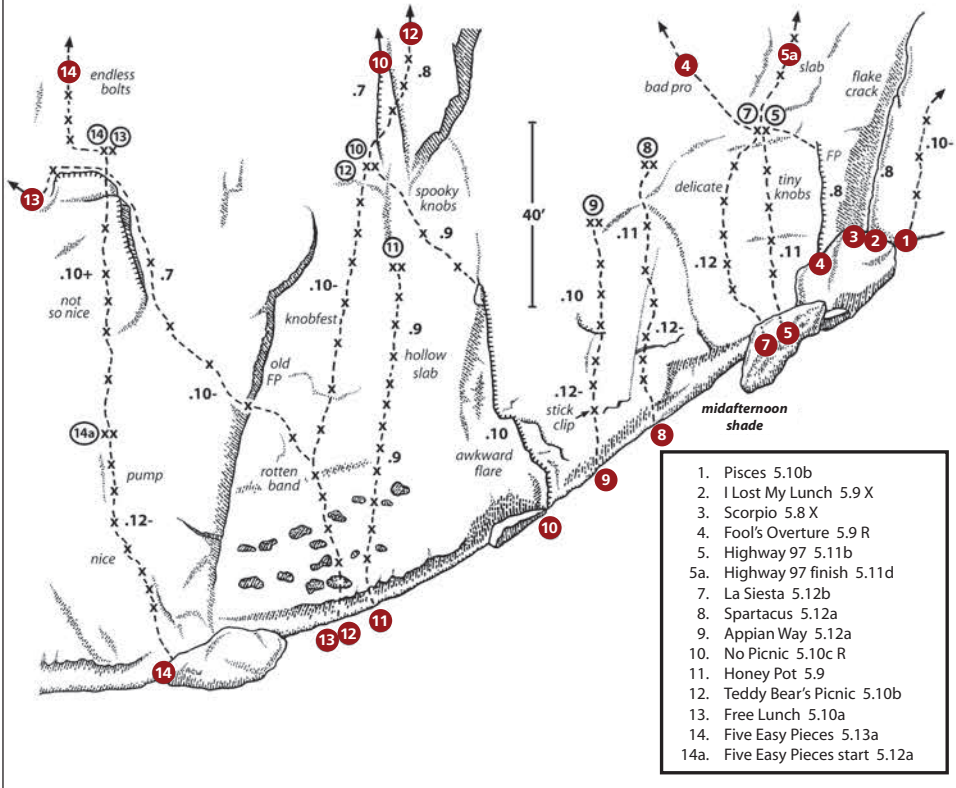
up the far right side of the monolith. It might someday finish to the top—the upper headwall looks far better than the lackluster approach. **Pitch 1:** (5.10a) Follow a slab past three bolts and traverse right to natural protection in a finishing crack. **Pitch 2:** (5.10b) 5 bolts. Climb disappointing rock, crossing over the second pitch of *I Lost My Lunch* to a crux rib. Veer right to rappel bolts.

2. I Lost My Lunch (5.9 X) Mixed to 3 inches. Far off the ground on the right side of Picnic Lunch Wall lurks a deep inside corner, guarded by loose flakes. Likely the only ascent of this death trap occurred when climbers got lost on neighboring *Scorpio*. Start atop a low-angle boulder. **Pitch 1:** (5.8) Climb a poorly protected, right-leaning thin crack to a sage-covered ledge. Step right

to belay bolts. **Pitch 2:** (5.9) Clip the first bolt on *Pisces* and step right to an obvious crack system. Jam to a terrifying minefield of rubble, followed by stems in a tight dihedral. More teetering blocks guard the exit. You can belay midpitch at the *Pisces* anchor, but it'll make it harder dodging the inevitable rockfall.

3. Scorpio (5.8 X) Gear to 3 inches. During the eighties, epics and accidenters were a common occurrence on this dangerous line. The bad rock, poor protection, and unaesthetic climbing make it a more serious venture than the grade suggests. **Pitch 1:** (5.8) Climb the starting corner of *I Lost My Lunch*, but continue past the ledge via an unprotected direct line or better holds to the right. Belay beneath an unmistakable flatiron. **Pitch 2:**

Picnic Lunch Wall—Right Base Routes



(5.8) More crumbly face climbing leads into an ominous corner. Follow this pitiful dihedral to the top.

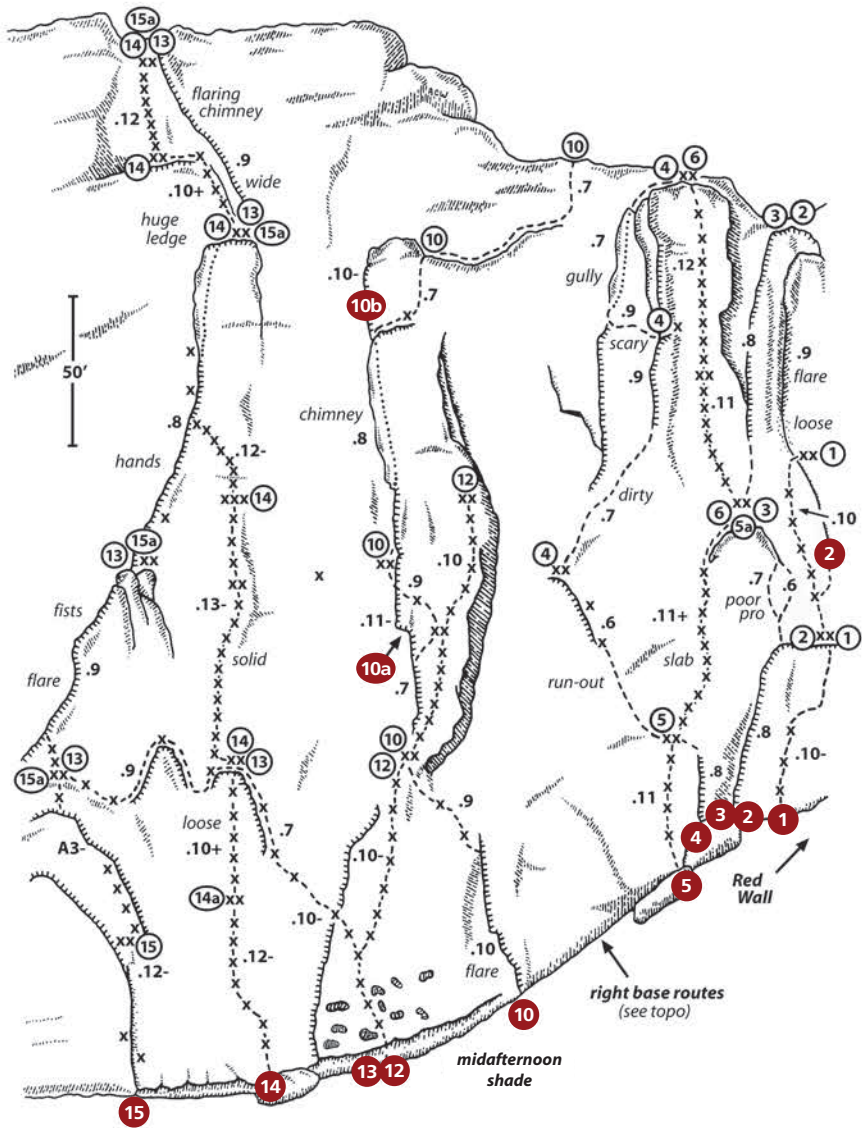
4. Fool's Overture (5.9 R) ★ Mixed to 2.5 inches. Adventurous climbers unafraid of bad rock might enjoy this mediocre route to the top of the wall; budding 5.9 climbers should stay away. The upper portion follows the obvious parallel inside corners just left of the flatiron of *Driveway Gravel*. Start atop a slab below a short dihedral. **Pitch 1:** (5.8) Stem a corner past a fixed pin and foot-shuffle left past an anchor. An easy unprotected slab leads to a short ramp and a bolt belay. **Pitch 2:** (5.9) Tackle a crumbly seam to a shelf and face climb into a left-

facing corner. Climb the solid dihedral to a sloping belay ledge. **Pitch 3:** (5.9) Drop down to the left and cut across an unnerving face into the finishing gully.

5. Highway 97 (5.11b) ★★★ 4 bolts. This short route routinely spits off climbers hoping for a straightforward warm-up for the nearby desperates. Begin by motoring up classic pockets, then shift gears, edging on miniature knobs to a ledge.

5a. Highway 97 finish (5.11d) ★ 10 bolts. The upper part of *Highway 97* isn't much fun and rarely sees traffic. Technical, crumbly edges lead past many bolts, ending with a hand traverse right to an anchor. Most ascents combine both pitches into one.

Picnic Lunch Wall—Right Side Routes



- | | |
|-----------------------------|---|
| 1. Pisces 5.10b | 10a. Bob's World 5.11a R |
| 2. I Lost My Lunch 5.9 X | 10b. Farmer's Variation 5.10a R |
| 3. Scorpio 5.8 X | 12. Teddy Bear's Picnic 5.10b |
| 4. Fool's Overture 5.9 R | 13. Free Lunch 5.10a R |
| 5. Highway 97 5.11b | 14. Five Easy Pieces 5.13a |
| 5a. Highway 97 finish 5.11d | 14a. Five Easy Pieces start 5.12a |
| 6. Driveway Gravel 5.12c | 15. Unfinished Symphony 5.12b |
| 10. No Picnic 5.10c R | 15a. Unfinished Symphony finish 5.9 A3- |

6. Driveway Gravel (5.12c) ** 16 bolts. An attractive, eye-catching flatiron dominates the upper right side of Picnic Lunch Wall. With tedious, unrelenting moves on friable edges, those who succeed rarely have any desire to return. The easiest start follows the first two pitches of *Scorpio*, but *Highway 97* provides a higher-quality alternative.

7. La Siesta (5.12b) ** 5 bolts. Just left of the pocketed first pitch of *Highway 97* sits a similar sport route. A strenuous crank on a shallow two-finger pocket at the start was originally the only hard move; the grade rose considerably as nearly every knob snapped off the finishing slab.

8. Spartacus (5.12a) ** 6 bolts. A faint, right-leaning seam rises downhill from *La Siesta*. The hardest moves on the right-hand route pull around a dinky roof at the start. Finish with easier but more technical edges.

9. Appian Way (5.12a) ** 6 bolts. Downhill from *Spartacus* sits a short route with a physical start. Almost everyone stick-clips the first bolt, topropping through the crux. Easier knobs and pockets finish to the anchor.

10. No Picnic (5.10c R) * Mixed to 3 inches. This homely route is one of the better moderate lines to the top of Picnic Lunch Wall. Considering the alternatives, this isn't saying much—there's enough bad rock to make it a serious undertaking. Start below a short, clean alcove. **Pitch 1:** (5.10c) An awkward crux on great rock enters a flaring slot leading to a shallow dihedral. Run-out face moves on dicey knobs lead past two scary bolts to an anchor. **Pitch 2:** (5.9) Grovel up a dirty crack, escaping trouble by moving right onto solid rock. Clip the midpitch anchor chain on *Teddy Bear's Picnic* and traverse back past a bolt to the base of a shallow, foreboding chimney. **Pitch 3:** (5.8)

Ascend the disappointing chimney and cut right onto a ledge when the rock turns to kitty litter. Walk right and climb a short face to a larger ledge. **Pitch 4:** (5.7) Hike right along a ledge and wander up moderate rock to the top.

10a. Bob's World (5.11a R) Gear to 3 inches. Confront trouble on the second pitch of *No Picnic* by struggling directly up the abysmal crack system to the base of the obvious chimney.

10b. Farmer's Variation (5.10a R) Gear to 3 inches. On an early ascent of *No Picnic*, the leader mistakenly stumbled upon this wretched variant. If you care to relieve his misfortune, don't step right out of the third-pitch chimney. Instead, plow through miserable rock to the large ledge just below the top.

11. Honey Pot (5.9) *** 11 bolts. The most popular route on the wall begins with massive potholes leading to a knobby slab. The convenient location and the low grade are the biggest draws, along with a starting bolt right off the deck. The entire finishing slab sounds eerily hollow.

12. Teddy Bear's Picnic (5.10b) *** Bolts. Cleaned by hundreds of ascents, this two-pitch face route is solid and worth doing. Many climbers rappel after the knobs of the first pitch, but the best climbing lies above on an attractive, airy face. Start below giant potholes. **Pitch 1:** (5.10a) 11 bolts. Romp up the potholes and climb knobs to the anchors below the obvious clean face. **Pitch 2:** (5.10b) 12 bolts. Step right and enjoy good rock past optional belay bolts to the highest anchor. Descend using two ropes.

13. Free Lunch (5.10a R) ** Mixed to 3.5 inches. The original free route to the top of Picnic Lunch Wall isn't a classic, but

the spacious ledges, excellent position, and captivating fourth pitch make up for brief stints of nastiness. The retro-bolted starting pitch is now far safer (and cleaner) than on early ascents. Start at the base of the same huge potholes as *Teddy Bear's Picnic*.

Pitch 1: (5.10a) 9 bolts. Veer left above the potholes to a small right-facing corner. Clip a new bolt and traverse left on crux knobs to a shallow corner ending at a ledge.

Pitch 2: (5.9) 4 bolts. Climb up and over a pinnacle, stepping left past a couple bolts to a big ledge. It's safer to lead this pitch.

Pitch 3: (5.9) Jam the obvious flaring crack, stemming out of an awkward alcove to a fist crack and a small ledge. **Pitch 4:** (5.8) Scamper up the long crack on solid rock to a large shelf. **Pitch 5:** (5.9) Grunt up an awkward crack and flared chimney to an anchor at the top.

14. Five Easy Pieces (5.13a) *** Bolts.

This long sport route ranks among the most impressive in the park. Far and away the best free route to the top, *Five Easy Pieces* ascends mostly good rock, with the amazing second pitch highlighting the experience. Start behind a small boulder left of the huge potholes. **Pitch 1:** (5.12a) 13 bolts. High-quality pockets and edges lead past an anchor to a mediocre slab ending at a belay platform. **Pitch 2:** (5.13a) 14 bolts. Face climb past an endless line of bolts on sublime rock to a hanging belay below a roof. Belaying at double bolts in the middle of the pitch drops the grade a notch. **Pitch 3:** (5.12a) 9 bolts. Clear the roof and traverse far left, joining the fourth pitch of *Free Lunch*. Hand jam past a couple bolts to a big ledge. **Pitch 4:** (5.10d) 4 bolts. Follow a subpar left-leaning crack past a few bolts and step left to a big ledge. **Pitch 5:** (5.12b) 7 bolts. Pull over a bulge on chiseled pockets to a finishing slab.

14a. Five Easy Pieces start (5.12a) *** 7 bolts. For good reason, the lower half of *Five Easy Pieces'* first pitch is one of the most popular routes on the crag. Solid rock, plentiful bolts, pumping moves, and a short approach provide all the necessary ingredients.

15. Unfinished Symphony (5.12b) ** Mixed to 1 inch. The original start to *Free Lunch* nailed two pitches up massive arches. The pin-scarred first pitch went free in 1982, briefly holding the title of Smith's hardest route. Few modern climbers attempt the challenging liebacks, jams, and stems. Physical wire placements only add to the difficulty, with the crux coming just below the anchor.

15a. Unfinished Symphony finish (5.9 A3-)

* Aid rack to 1.5 inches. Above the free pitch looms a menacing aid arch leading into the prominent crack system on *Free Lunch*. The dirty, awkward nailing attracts only the most perverse aid climbers.

16. High Noon (5.12d) ** 6 bolts. The vertical crimpfest left of *Unfinished Symphony* will torment anyone who prefers steeper lines. The holds get smaller the higher you go, with a depressing crux near the top. At the start, either traverse left or follow a 5.12 direct line. The direct variant adds little to the overall grade, since there's a good shake at midheight.

17. Project-Rainy Day Diversion (5.13?)

The impressive bolted arch branching left above the anchor of *High Noon* will someday yield a demanding free route.

18. Project (5.13?) 7 bolts. Just left of *High Noon* rises another line of bolts on a vertical, scarred face. The moves go free, but linkage awaits. If crimping isn't your thing, you might want to look elsewhere.

CONTENTS

Foreword	viii
Acknowledgments	ix
Preface.....	x
Introduction	1
Overview	1
Smith Rock State Park	4
Camping	8
Other Activities.....	9
Central Oregon Cascades	11
Surrounding Towns	12
Amenities	13
Smith Rock History.....	15
Smith Rock Ethics	43
How to Use This Book.....	47
Safety Considerations.....	52
Suggested Routes	53
1. Picnic Lunch Wall Area	57
2. The Wooden Ships and the Gullies	71
3. Morning Glory Wall Area	95
4. The Dihedrals.....	119
5. The Christian Brothers—East Wall.....	135
6. Smith Rock Group	149
7. West Side Crags	181
8. Monkey Face Area	207
9. Red Wall Area	229
10. The Monument Area and Staender Ridge.....	245
11. The Marsupial Crags and Surrounding Areas	271
12. Basalt Rimrock.....	307
13. The Lower Gorge	325
14. The Upper Gorge	361
15. Bouldering	383
Appendix: First Ascent Information.....	428
Index.....	473
About the Author.....	499

Chipping

Everyone putting up high-level routes at Smith knows how fine a line separates cleaning from chipping. Often you can brush away the worst of the tuff with a toothbrush. For the sake of clarification, I define chipping as the deliberate alteration of the rock with the intent of making a climb easier. The cleaning process at Smith sometimes makes a climb easier, though it often bumps the grade higher as edges and knobs break away. The intent, however, is to make the rock clean—not reduce the grade. Yes, there are chipped routes, by anyone's standards, at Smith Rock. But fortunately these are rare. As I've defined it, chipping at Smith Rock is not an acceptable practice. If you feel that the route you're working on needs a chipped (not just cleaned) hold, then perhaps you aren't the right person to do the first ascent.

Everyone criticizes chipping, but a substantial number of the most difficult routes in the world feature at least one suspicious hold. Are the rules at the cutting edge of the sport different than for everyone else? Given the history of high-level routes over the past two decades, it's hard to argue that this isn't true. Everyone denies chipping routes, but everyone can't be telling the truth. Is chipping truly unacceptable in all situations? Might it be justified to chip a single hold in the middle of a blank section to make a 5.15 route possible? Or is chipping an absolute evil? I don't have the answers—but questions like these will be some of the most significant ethical issues facing future generations.

HOW TO USE THIS BOOK

The primary purpose of this guide is to help climbers make satisfying route selections. With 1,809 total routes (1,043 on tuff, 444 on basalt, and 322 boulder problems), the sheer volume can overwhelm anyone trying to pick a line. Smith routes range from easy scrambles to world-class testpieces; some are horrible, and others are brilliant. This section will help climbers find exactly what they're looking for—and stay away from climbs best avoided.

Please don't confuse this guide with a how-to-climb manual. I'm assuming that the reader has a solid understanding of climbing techniques and vocabulary. You should consider buying an introductory book, if terms like redpoint, arête, and quickdraw aren't familiar. Of course, no book is a substitute for the real thing. Anyone wanting to learn the sport should seek qualified instruction.

Route Information

With Smith Rock set in a semi-desert, there's only sparse vegetation below the cliffs. With a clear view of the crag, you shouldn't have any trouble finding your way. Overview maps make it clear where each cliff sits relative to other features. Basalt climbs rely almost totally on photos, while tuff routes use a combination of photos and topos.

I've usually described the routes in order, as you're hiking along the base of the cliff. Confusion arises when a crag has multiple approaches, like the Dihedrals. Regardless of the chosen order, everything will be backward if you approach from the opposite end. An access trail leading to the center of a cliff creates a further dilemma. If there's no clear break in the cliff line, I'd need to pick an arbitrary starting point and describe routes in one direction and then the other. Some climbers prefer this, but I've always disliked thumbing back and forth

several pages to find routes only a few feet apart. I believe I've chosen the lesser of two evils, describing the routes on these cliffs from right to left. In describing routes and features, I'll sometimes use compass directions (east, west, south, north). This can confuse those who are unfamiliar with the orientation of Smith Rock. It helps to remember that the snowcapped volcanoes of the Cascade Range on the horizon are lined up perfectly from north to south, while the unmistakable Burma Road cutting across the hillside is at the east end of the park.

I've started each chapter with a short narrative highlighting the characteristics of the crags. These introductions provide details about the type of climbing, history, best times to visit, and other relevant issues. With route descriptions in many guides reduced to arcane symbols, I've chosen the old-fashioned approach—words. Each route has a unique personality and history—I believe that written descriptions convey this better than anything else.

Ratings

There are three types of ratings used in this book—difficulty, seriousness, and quality. These are familiar to all climbers, but I'll explain exactly how I've used them.

Difficulty Grades

This guide uses the familiar Yosemite Decimal System, with the upper levels subdivided into letter grades. Unlike the previous edition, I'm not using split grades (e.g. 5.12b/c). I've also opted for the V-scale for all boulder problems. These systems aren't perfect, but they're well understood and used by all U.S. climbers. As much as possible, I've chosen a consensus grade after feedback from countless climbers. The difficulty of a route sometimes varies from person to person. Someone tall might glide through a reachy crux, only to flail on a rock-over move that shorter climbers cruise. To further complicate matters, ratings can change over time—especially on Smith tuff. Broken holds and rounding edges can increase the grade, while overzealous brushing can reduce the level.

The decimal grade indicates the difficulty of linking a pitch on a redpoint ascent; only rarely will it reveal the rating of the hardest move. A relentless route with lots of 5.12 might rate 5.13, even without any 5.13 sections. Only on routes where endurance doesn't enter into the equation will the rating of the hardest single move equal the overall grade. Preplaced gear typically knocks a letter grade off the difficulty of any traditional route.

Seriousness Grades

The familiar R and X grades warn climbers of high-risk routes. Seriousness has no impact on the decimal grade, but the opposite isn't always true. A 20-foot 5.9 run-out at the top of a 5.13 won't get mentioned, while the same run-out on a 5.9 route will receive at least an R grade.

Thirteen percent of Smith's routes have an R grade. You'll get scared, but probably not seriously injured falling off an R route (although the possibility of injury always exists). Long fall potential, difficult clips, and challenging natural protection are hallmarks of R-rated climbs.

Four percent of the routes at Smith have an X grade. These routes are unusually dangerous, with a very real chance of injury or worse. If you fall off at the wrong place on an X-rated climb, you'll probably be carried out on a stretcher. Climbs with fatally large loose flakes might also receive an X grade, even if they protect easily.

Quality Grades

I've used a zero-through-four-star system in this guide. These grades are purely subjective and reflect the personal opinion of the author. As such, my biases enter into the equation (apologies to all aid climbers and off-width artists). Even more than the difficulty grades, the quality of the tuff can change over time. Smith routes usually improve as the crumbling surface brushes clean, exposing solid stone. The bad routes stand to improve the most—many one-star piles of rubble are now popular three-star gems.

The number of stars does not ensure a negative or positive experience. Adventure climbers might find great joy in a no-star piece of crap, while a difficult four-star classic can be a miserable experience for anyone over their heads. The list below describes the criteria I've used in assigning these grades.

Zero stars means an awful route (3 percent of Smith routes get zero stars). These climbs scrape the bottom of the barrel. Given the nature of tuff, the bottom of the Smith barrel is deeper than most areas. At a minimum you can expect terrible rock, and usually a complete lack of aesthetic qualities.

One star means a below average route (22 percent). One-star routes suffer from an obvious flaw, whether it be bad rock, unpleasant climbing, or an unappealing setting. Despite the shortcoming, they're usually worth doing.

Two stars mean an average route (37 percent). Neither exceptionally good nor bad, these are Smith's run-of-the-mill routes. They aren't unpleasant, but they lack either the great rock or superior moves found on better climbs.

Three stars mean an above average route (31 percent). This rating includes routes with average moves on flawless rock, and those with brilliant climbing on imperfect rock. They are all highly recommended.

Four stars are reserved for the truly classic routes (7 percent). These lines are Smith's cream-of-the-crop. At a minimum classics feature excellent rock and superior moves. Most have tremendous aesthetic appeal as well. Some of these routes are undisputed classics, while others are the subject of never-ending debate among climbers with too much free time on their hands.

Equipment

With Smith rising to fame as a sport climbing haven, you'll be surprised to learn that trad and mixed routes outnumber sport climbs. Bringing a rack of gear into the park opens the door to some amazing lines. Standard rope lengths keep getting longer with each generation. Today it's recommended that anyone visiting Smith should use nothing less than a 60-meter rope. Many sport climbers prefer an even longer length. I'll mention whenever a descent requires two ropes, or a cord longer than 60 meters. If you're using a 50-meter line, expect to come up short at the most inopportune times.

While non-camming, low-tech devices suffice for easier routes, you should carry state-of-the-art gear for the harder lines. If you don't, the difficulty and seriousness grades might be radically higher. The following designations will tell you what to expect from each route:

Removable protection is required on 36 percent of Smith routes. These routes are **trad climbs** with no protection bolts. I've listed the size of the biggest piece of gear required. I won't go into detail about exactly what to bring, preserving an element of adventure.

About 12 percent of the routes at Smith qualify as **mixed routes**. These hybrids are a combination of sport and trad routes. At a minimum there's a single bolt protecting a move on a trad route, or one piece of gear required on a sport route.

About 41 percent of the routes at Smith are fully bolted **sport climbs**. With all bolted sport climbs, you'll need nothing but a rack of quickdraws. I've tried my best to list the exact number of bolts (excluding the anchor) for each fully bolted pitch, but I've surely made errors (probably lots of them).

Aid routes (3 percent of the routes at Smith) requiring a rack of pins and the latest aid gizmos receive this designation. Aid routes that don't require a hammer are designated as **clean routes**.

Some routes (less than 1 percent) lack any protection options and must be **free soloed** (or topoped). Bring a spotter, a stack of bouldering pads, and a good luck charm.

About 2 percent of the climbs at Smith are **toprope problems** only. Also included in this category are chopped sport routes.

I've listed all uncompleted routes as **projects** (about 5 percent). These lines are in varying states of readiness, ranging from minimal preparation to a one-hang ascent. I've made an estimate of the likely grade, using the minus/plus system (5.12-, 5.12, 5.12+), followed by a question mark. I've reserved star grades for completed routes, though I'll list the number of bolts for any fully prepared sport project.

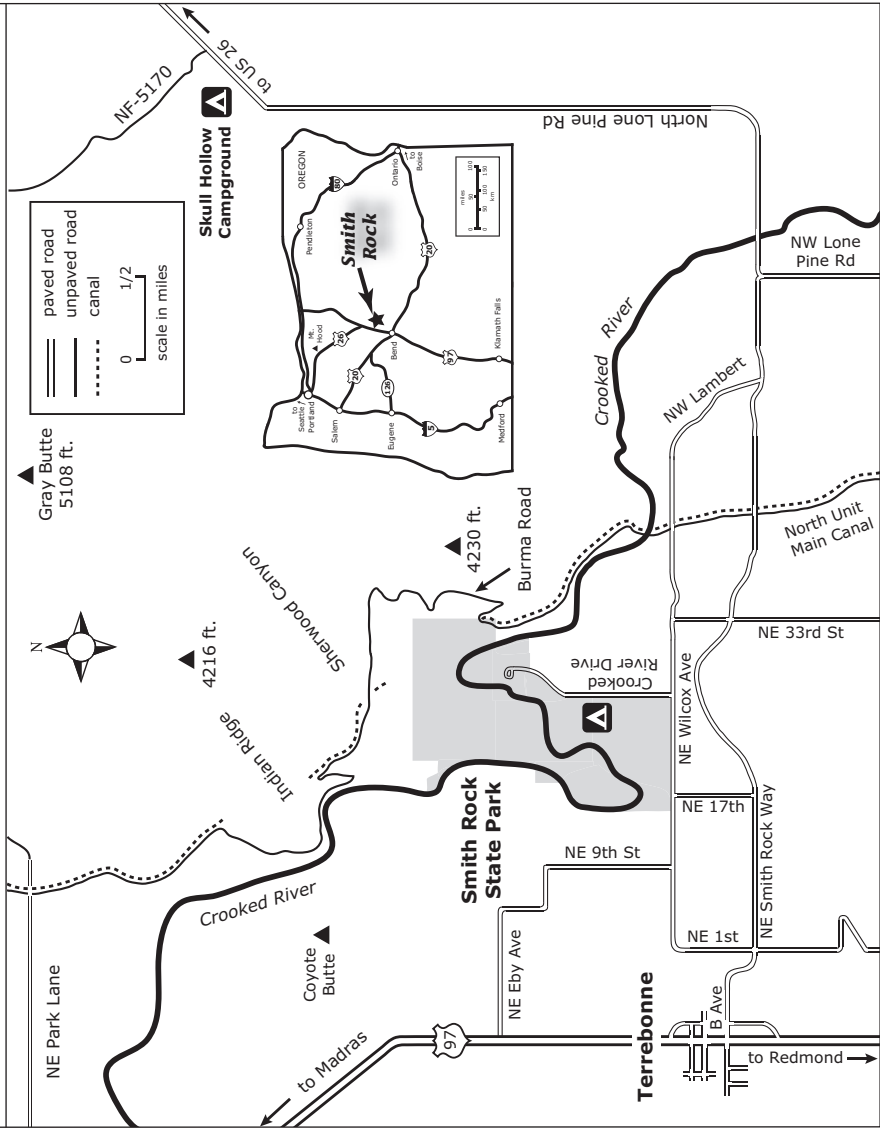
Topos

Since topos provide information that a photo or text can't easily convey, I've drawn nearly one hundred of them. A good topo strikes a balance between too little and too much detail. Some guidebook topos are nothing more than lines and Xs scrawled onto a vague outline of the cliff. Others are beautifully drawn with such detail they completely overwhelm the route information. I've tried hard to strike a balance between the two. My topos are pleasant to look at, but the route details are clear—after all, the purpose of the drawings is to inform, not to dazzle the art world.

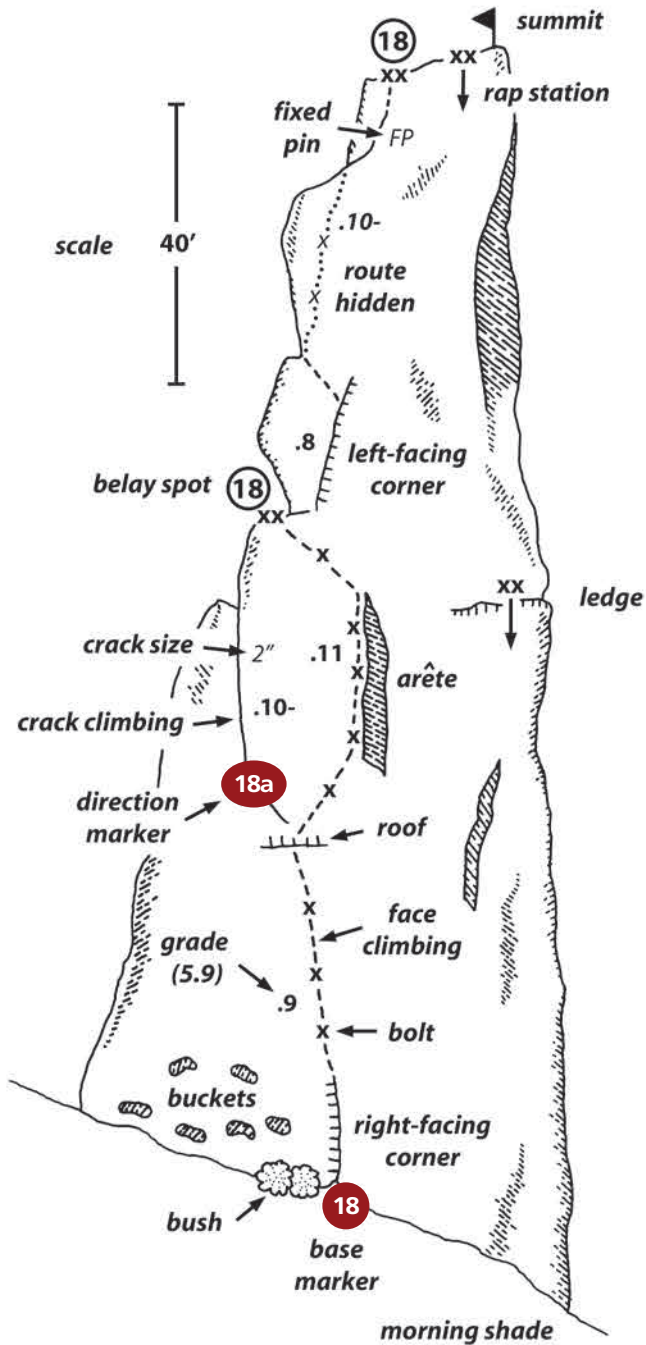
The grades of each pitch aren't haphazardly placed on a topo—instead they show the location of the technical crux. I'll sometimes make an estimate of the level of individual sections. Since grading short segments of a pitch is far more prone to error than rating an entire climb, I've deviated from letter grades, using the less specific minus/plus system. On any route with sectional grades, you can glean information about the continuity of the climbing by noticing whether the level on the topo matches the actual grade. On an endurance problem, each section rates lower than the overall level—the difficulty comes from linking the entire pitch together.

Each topo includes a scale showing the approximate height and an estimate of when the cliff goes into the shade. Because of the complexity of Smith's topography, shade varies by season. The same crag might be shaded by midmorning in the winter, and roast in the sun until 3:00 p.m. during the summer. For this reason I've avoided specific times, instead using descriptions like "afternoon shade."

Overview



Topo Legend



To buy books in quantity for corporate use
or incentives, call **(800) 962-0973**
or e-mail **premiums@GlobePequot.com**.

FALCONGUIDES®

Copyright © 1992, 2010 by Alan Watts

ALL RIGHTS RESERVED. No part of this book may be reproduced or transmitted in any form by any means, electronic or mechanical, including photocopying and recording, or by any information storage and retrieval system, except as may be expressly permitted by the 1976 Copyright Act or by the publisher. Requests for permission should be made in writing to The Globe Pequot Press, P.O. Box 480, Guilford, Connecticut 06437.

Falcon, FalconGuides, Chockstone, and Outfit Your Mind are registered trademarks of Morris Book Publishing, LLC.

All interior photos, topos, and maps by Alan Watts unless otherwise indicated.

Text design: Casey Shain

Layout: Sue Murray

Project editor: John Burbidge

Library of Congress Cataloging-in-Publication data

Watts, Alan.

Rock climbing Smith Rock State Park : a comprehensive guide to more than 1,700 routes
/ Alan Watts. — 2nd ed.

p. cm.

Rev. ed. of: Climber's guide to Smith Rock. 1992.

Includes index.

ISBN 978-0-7627-4124-3

1. Rock climbing—Oregon—Smith Rock State Park. 2. Smith Rock State Park (Or.)—
Guidebooks. I. Watts, Alan. Climber's guide to Smith Rock. II. Title.

GV199.42.O72S769 2009

796.522309795'87—dc22

2009022537

Printed in China

10 9 8 7 6 5 4 3 2 1