



## Climbing Guide to Gold Fork Pins & Needles

By: Oly Klosf

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This guide is written with much hesitation. Please try to create as small an impact with your presence as possible, it's a small, delicate area used by many other recreational groups. The Needles are located in Valley County, Idaho 15 miles Southeast of Donnelly. The Needles features slab, patina, crack, runnel and knob climbing. The Needles are at about 7800 feet elevation & have a climbing season from late June through the fall until snow falls. The Pins are at about 6250 feet elevation & can be accessed a couple of weeks earlier in the spring. This guide is organized with the Pins presented first and the Needles & Summit Rocks presented last.

This guidebook is not intended to replace instruction or experience and is written specifically for the experienced climber. **BE WARNED**; climbing is dangerous; this book is not a replacement for experience & knowledge; this is not a place to learn how to climb; **JUST BECAUSE YOU CAN SEE BOLTS LEADING UP A ROUTE DOES NOT NECESSARILY MEAN THEY WILL CONTINUE WHERE NATURAL PROTECTION IS AVAILABLE.** However, all established routes do have permanent belay anchors. All routes require a 60 meter rope and 2<sup>nd</sup> rope for longer routes. Many routes require the use of traditional gear, a rack consisting of a set of small brass (RP or HB) nuts, regular nuts and cams up to # 3 Camalot will suffice on most routes. Many of the crack routes may require an extra large piece or two depending on one's comfort level with large cracks. Be sure to bring plenty of water, there is none available at the Needles.

If you elect to establish new routes, please use at least 3.5" 3/8 bolts, commercially produced hangers & some kind of long term anchor to descend. Metolius rap hangers have been used on many of the routes & seem to weather well. Most pitches are established so a 60 meter rope can be used to descend. Chipping, chiseling & gluing of holds or otherwise modifying the rock to one's liking will create very bad karma. If this is your style, go somewhere else.

The campsite at the end of 402C is the only real place to camp near the Pins. A couple of other spaces can be made at the end of the road just past the campsite if it is occupied. (There are several very good sites along the Gold Fork River while driving in; it just requires a little drive each day to access the rocks.) At the campsite on 402 C there is a campfire ring & flat area for perhaps 4-5 tents & 7-8 cars if parked wisely. Year round water is available back down the road towards 402; the road crosses this creek on the way in. It is a nice place to clean up after a days climbing. There is a little pool on the uphill side of the road.

If you are bored with short repetitive basalt columns, lying in the dirt and dust in between paint balls or climbing on manufactured holds and need a change of pace, this place is for you.

## **ACCESS**

Access the Gold Fork Needles by turning east on Davis Creek Road off of Hwy-55, 3 miles South of Donnelly. Travel (east) on Davis Creek Lane & follow it until you cross the Gold Fork River, 2.4 miles from the highway. Turn right (east) on Gold Fork Road which turns into FS 498 (Forest Service Road #). This road passes Gold Fork Hot Springs. After 12.1 miles from the Hot Springs and passing several less traveled intersections, FS 498 comes to an intersection with FS 402 on the right (east). 402 is marked on a large wooden sign stating "North Fork of the Gold Fork Loop Road". Turn east on this road, FS Rd #402, and follow it to the 2<sup>nd</sup> Road on the left or 402 C at 14.2 miles from the highway. It is a fairly well travelled road as opposed to the 1<sup>st</sup> possible road one could turn on and has a Forest Service sign on the left side designating the road. Turn north or left onto 402C to gain access to the lower crags (The Pins). The campsite is 5-6 miles up 402C.

## Pin Access

Driving north on 402 C after turning off of 402, the rocks one can see on the left while driving on FS 402 C are accessed from the widest section of the road, just east & a little north of the rocks. These rocks on the left with routes on them are the Patina Pin (7 routes), The Minnie Pin (2 routes) & the Ponderosa Pin (3 routes). Once past this wide spot, until reaching the campsite, turning around is problematic. The sole campsite, turn around spot & access point for the rest of the "Pins" is at the end of 402C. The campsite & turn around area is on the left 200 yards before the end of the road. From the road end one walks on a trail (somewhat well marked with rock cairns) traversing across a hillside on the right. Pass a couple of very small drainages until a saddle is reached maybe a ½ mile from the road end. The Fool Hen Trail crosses this saddle & provides access to several of the Pins. There are several rock cairns at this saddle. The trail west drops off the north side before side hilling left (west) to a creek crossing below the saddle. The trail east from the saddle is faint but well traveled.

Follow the trail right (east) to access the Terrapin (top visible from the saddle) with 20+ routes on the east face & 6 routes on the west side. To access the Terrapin follow the trail for 300 - 400 yards to a rock outcrop on the left & a very small (perhaps dry) drainage crossing from the left. Follow the drainage on the left (north) side for 100 yards & a faint trail will be found. Follow this until you can see the southern end of the Terrapin & walk towards it on the east side. This rock offers the most climbing on one rock in the Pins. The east side is in the sun in the morning & early afternoon.

From the saddle, immediately north is the Space Pin (6 routes) with the Campfire Pin (8 routes) south of it. Follow the Fool Hen trail west (left) across a creek. To access the Space Pin or Campfire Pin walk north (right) leaving the creek where the trail crosses it until below the rocks.

To access the King & Queen Pins, drop down to the creek crossing west of the saddle, cross the creek & follow the trail for ½ mile until it crosses another small creek & ascends a steep sandy hill. From the top of the hill one can see several large rock formations on the left, these are the King (7 routes) & Queen Pins (1 route). They both face each other with a large corridor between them with many large pine trees, The King Pin is on the North & the Queen Pin is on the south.

The descriptions to the Pins in the following guide are in the following order Space Pin, Klose Pin, Terrapin, Campfire Pin, King & Queen Pins, Independence Pin, Patina Pin, Minnie Pin, Ponderosa Pin, Presidential Pin & Political Pin.

## Needles Access

To access the Needles (or higher rocks seen from Highway 55) continue on 402 past 402C to 402G, or the next gated road on the left (4-5 miles beyond the intersection with 402 C). Turn left & climb up the road past the gate to an intersection, turn left & follow to the road end. From the road end, climb up faint old skid trail up the sandy hillside & follow it north across an old clear cut. Drop down going north & cross a small drainage & follow the ridgeline on the north side of the drainage up for a couple of miles. There is a faint trail depending on amount of use in any given year. (See more detailed description of trail on next page) From the top of the ridge (45 – 60 minutes from the car) cross a small basin & ascend directly towards the large rock on the next ridge north. This first rock is the Nugget (13, 2 pitch routes) which was the first rock developed. Farther up the ridge are the summit rocks with the Gold Finger Rock (8 routes most are 2&3 pitches) & the Finger (3 routes) itself to the South. On the top are the Whale's Tail (4-5 routes) & the Summit Rock (6 routes).

The trail to the Needles is faint & difficult to find if one is not familiar with the area. However, the climbing at the Needles area is well worth the hike. On an active year footprints can be seen leading up the narrow gully above the parking area. Follow it for perhaps 100 yards & start up left over the sandy area. At the top of the sandy area is a little knoll with a trail / old logging cut leading north up behind it. Follow the old logging cut across the bottom of the clear cut until you drop down into a dry drainage. Cross it & continue upward on the facing hillside going up & right until you are on top of the faint ridge line. Follow that ridge up until it is joined by other ridge lines, staying left of the first ridgeline summit. Continuing more or less on the ridge line go up a 2nd hill until you are on the west end of the flat "enchanted forest", an area dominated by small trees growing after the last fire. Traverse the small flat area regaining the ridgeline after passing on the left side of the next set of rocks. Follow the ridge line up passing the rock with a balanced rock on its summit on the ridge line to the right. Very near the top of the ridge line you are ascending side hill left to the top of a little valley. Cross down & slightly left crossing a sandy drainage on logs. Continue up & right passing several large boulders along the way. At the last little saddle / flat area marked with rock cairns continue up & right passing several large boulders on your right. To access the routes on the west face of the Nugget continue up to the face above. To access the routes in the rock gully on the south face begin traversing along the south face maintaining elevation. To access Arête de Ore, The Kruggerand & Solid Gold one can scramble directly up the gully on the SW corner. Continuing along the traverse be careful where the rock & soil mix together at a steep spot. Farther along is the south face & farther yet are the east face routes. To access the higher rocks continue around to the ridge line on the northeast corner of the Nugget. Follow the ridge line all the way up staying on the left side to access the Summit Rock & the Whale's Tail. To access the Goldfinger Rock traverse south, side hilling, half way up the ridge line to the bottom of the west face.

Please be sure to send comments, spray, corrections, rating opinions or new route info to [oklosof@hotmail.com](mailto:oklosof@hotmail.com) . Thanks again for helping to keep this area special! Have a great time!

**THE TERRAPIN** – First routes described are on east face, from south (left to right) to north. The first routes are separated from most of the other routes by Franklin’s Tower, a well featured 60’ buttress guarding the north side.

1. Ripples 5.10d – All 3 of the following routes start from the same 1<sup>st</sup> bolt. None require gear & all require a 60 meter rope to descend with one rope. Climb up past bolts from top of notch up & left onto rounded arête continuing up featured face to anchors. 8+ quick draws plus anchor
2. Touch of Gray – 5.10b Climb up past bolts from top of notch straight up through groove at top, traverse right onto face, mantle up & climb to anchors. 8+ quick draws plus anchor.
3. Fade Away – 5.10a Climb up past bolts from top of notch looking for line of bolts leading right. Follow bolts up & right to same anchor as Touch of Gray. 8+ quick draws plus anchor.
4. Access Corner 5.9 – Corner to right of first three routes until on top of back of Franklin’s Tower. Webbing may be found to descend. Not recommended.



5. Franklin’s Tower – 5.8 Climb up slab to large ledge, continue up up featured face to bolt line. Climb line slightly left of bolts to 2 bolt anchor. 3-4 quick draws plus anchor.
6. Frantic Friction – 5.11b Climb up large uninviting groove at back of corner of slab & poor rock, work out onto small dike traversing further right & up past several bolts on patina face features. Shares top bolts and anchors with Historical Friction. 8+ quick draws, couple long draws for tree plus anchor.
7. Historical Friction – 5.10b Climb up left leaning line of bolts to tree, sling tree with long sling, continue up & left past several bolts on patina face features. 2 long slings, 8+ quick draws plus anchor.

8. Sandy Line – 5.7 Climb up left leaning folds to farthest left set of bolts to anchors. 7-8 quick draws plus anchor.
9. Fall Line – 5.9 Climb up left leaning folds to 2nd set of bolts to anchors. 7-8 quick draws plus anchor. (Same anchor as Bee Line).
10. Bee Line – 5.10a Climb up & over large patina feature just left of start of left leaning folds. Continue up past several bolts of good holds. 7-8 quick draws plus anchor.
11. Shakedown Street – 5.9 Climb straight up center line of cliff. Start on face to patina features continue past many bolts to top. Usually done as one pitch but can be done in two. Use a 60 meter rope or take two. When done as one long 60 meter pitch, 14+ quick draws plus anchor.
12. Dancin' in the Streets – 5.10b Climb up to first bolt of Shakedown Street & traverse right to separate line of bolts. Continue up to rounded arête past face holds. Well protected, use a 60 meter rope to descend with one rope. 8-9 quick draws plus anchor.
13. Harvest Winds - 5.11d Climb thin right leaning crack past bolt & step left at top of seam to line of bolts. Continue up arête to anchors. 8-9 quick draws plus anchor.



**TERRAPIN** – center to north east end

14. Top Rope – 5.11 Climb over large grainy huecos through roof & onto slab above. Continue up slab. Anchors accessed from the Virgin.
15. Virgin – 5.10a Climb up featured face past a natural gear & a couple of bolts to crack on right. Follow crack on right with traditional gear to 2 bolt anchor.



16. 5.7 – Climb up short slab past 6-7 bolts to anchor.
17. 5.8 – Climb slab past 7-8 bolts to anchor.
18. Lickety Split – 5.7 Climb up pockets in back of corner past several bolts to anchor. Due to angle or rock it can be difficult to belay from top & a rope has been severely abraded doing so, best to belay from the top or use very long slings. 5-6 quick draws plus long slings for the anchor.
19. Sky Ladder – 5.8 Climb up obvious steps in face to 2 bolt anchor. Due to angle or rock it can be difficult to belay from bottom & rope have been severely abraded doing so, best to belay from the top or use very long slings. Same anchor as Borrowed Shoe. 5-6 quick draws plus long slings for the anchor.
20. Borrowed Shoe – 5.9 Climb to pocket & follow bolt line to top. 5-6 quick draws plus long slings for shared anchor.



### **Routes on West Face Not Pictured**

West LA Flake Away 5.10b, climb obvious left leaning crack and flakes to 2 bolt anchor. Need small to large gear for tope. Three bolt anchor with 1 marginal bolt.

Stellar Blue – 5.10a – Climb up left leaning ramp and over roof at end of ramp, all gear, rap off 1 rope.

Bolted Line – 5.10d+ – Climb straight up to roof of anchors of Stellar Blue. May want .5 - .75 Camalot for last move.

Stolen Vision – 5.9+ 100 yards farther north route is located at the top of some slabs & follows a crack line using traditional gear to a dark arête with several bolts which is followed to a 2 bolt anchor. Bring small friends, stoppers & 7-8 quick draws plus anchor.



## CAMPFIRE PIN

Routes described are on the east face described from south (left to right) to north.

1. Outright Theft – 5.10a Climb up right facing features over small roof at bottom continuing straight up right facing corner. At top of corner step left past bolt to top of feature. 2 bolt anchor up & behind feature. Use assortment of traditional gear to reach sole bolt at top of climb.
2. Little Bit of Everything – 5.10b Climb up right facing feature over small roof using traditional gear. Step right & climb up past bolt. Continue up & right, finishing on slab to 2 bolt anchor. #1 & #2 Camalot, large stoppers, 6-7 quick draws plus anchor.
3. S'more Smears – 5.10b Climb up groove on right side of rock past several small dikes to anchor. 6 bolts



West Side has 4 routes North to South

Project – Bolted line 5.12?

All of the following share the same anchor.  
Slab with Bolts, featuring hole mantle, 5.10  
Slab with Bolts – 5.9 – 5.10  
Slab with Bolts – 5.9 -5.10

**THE SPACE PIN** - Routes described are on east face from south (left to right) to north.

1. Full Moon – 5.10a Climb out right to start of small thin crack. Climb crack using traditional gear passing 2 bolts. At top of face where right hand corner starts, continue up stemming & crack climbing to anchor. Traditional gear, Use 60 meter rope for 1 rope descent.
2. Who Told Em’ – 5.11d Climb steep crack past tree, up slopping ramp & step right to gain next crack system. Follow this crack system straight up & left under roof to face holds over it. Top Rope from 2 bolt anchor or protect with very small stoppers. Use 60 meter rope for top rope or 1 rope descent.
3. Go Tell Em’ – 5.11b Climb steep crack past tree, up slopping ramp & step right to gain next crack system. Continue upward for no more than 10-15 feet until possible to climb further right to a left facing feature. Climb feature past several bolts, complete well protected slab move to anchor. Bring smaller cams & gear, 8-9 quick draws plus anchor. Use 60 meter rope for 1 rope descent.
4. Enterprise – 5.10d Climb up right facing groove / crack until possible to step left. Climb up past bolts to steep face. Climb past crux reaching & stepping high to easier holds above. 8-9 quick draws plus 2 for the anchor. Use 60 meter rope for 1 rope descent.
5. True Grit – 5.10 Climb discontinuous corners & cracks to 2 bolt anchor using traditional gear for entire route. Has not had 2nd ascent.
6. Shooting Star – 5.9+ Climb inside right facing corner past tree, when possible step left onto arête & follow bolts to anchor. Continue past 4 bolts working left to large crack. Use large cams to protect crack to summit. Rappel on slings to west side or easy down climb & walk around or descend to top of Go Tell & rappel 3 times with 60 meter rope.



## THE CLOTHES PIN

This rock is north or farther up the creek from the Space Pin. It is best to access the Space Pin & continue to next rock to access the bottom of the sole route on the Clothes Pin.

1. Hung Out to Dry - 5.10c Climb up toe of slab past several bolts to mantle move. After completing continue past several bolts to 2 bolt anchor. 8-9 quick draws plus anchor use a 60 meter rope.



## **PRESIDENTIAL PIN**

This faint trail leading to this little gem is on the left side of the trail leading to the King and Queen Pin after passing the saddle. These rocks are south of the Queen Pin and can be seen from the Patina Pin area. There is a cairn marking left turn off of trail and several more guiding one west to the formation. Cross the small creek on a small log, head uphill and slightly left, after passing steeper part of hill head up and right around trees where a faint trail can be found. Head back left towards opening of trees. The routes described go from the east (right, side one approaches from) of the apron to the west (left) side around and uphill. Many were put up on lead and this is a great area for social climbing.

1. The Buck Stops Here – 5.10a Climb up shallow groove and right facing flakes to upper face. Draws and gear.
2. Rose Garden – 5.9 Climb up flakes and features 10 ft left of Buck Stops Here All Draws.
3. FDR – 5.10a Climb up center of face past bolts to anchor. All draws,
4. Slick Willy – 5.11a Climb / sneak up blankest part of slab past several bolts. All Draws
5. Frightened First Lady – 5.8 Climb up large groove working right at top. Draws and gear. All Draws
6. Third Term – 5.9 Climb small dike and join up with Frightened First Lady at top. Draws and gear.
7. Hot Line – 5.9+ Climb up face to the large patina feature. Climb over patina feature (easier on right) to gain featured face above. Draws and gear.
8. Tricky Dick – 5.10c Climb left of Hot Line to large mantel, climb up flake following it to feature face above. All Draws.
9. Running Mates – 5.10a Climb crack in back of large right facing dihedral working out left side of roof at top. Gear route.
10. A Fool From Texas – 5.10c – Climb arête on left side of Running Mates. Draws and gear.
11. Secret Service – 5.10c – Climb thin crack left of A Fool from Texas past several unusual features. All gear.
12. Corp of Discovery – 5.10a – Climb crack line left of Secret Service working around left and up wild patina features. All gear.

Political Pin - right to left on east face – from top of hill downwards. Twosie and all routes left start inside of or on top of large leaning boulder.

1. Closed Primary 5.9 2 pitches, access route – gear, not recommended.
2. The Debate 5.10d, gear and bolts
3. The Filibuster 5.12a gear and bolts
4. Twosies Crack 5.10a - gear
5. Two Step with Twosie 5.11a all draws
6. Twosie's Arete 5.9 all draws
7. The Primary – 5.10+ Climb Twosie's arête past several bolts to large roof below obvious crack through left side of roof. Climb through off width roof and up crack using up to a #6 Camalot for protection. Draws & large gear.
8. The Smear Campaign – 5.11a – Climb past 1<sup>st</sup> couple of bolts on Twosie's Arête moving left to a bolt on the left side of the dihedral. Traverse across face until you can climb upwards to line of bolts. A .5-.75 Camalot will work on left side until 1<sup>st</sup> bolt reached. Gear and draws.

Lone Pin – At top of gully leading up east side of Political Pin, head NE.

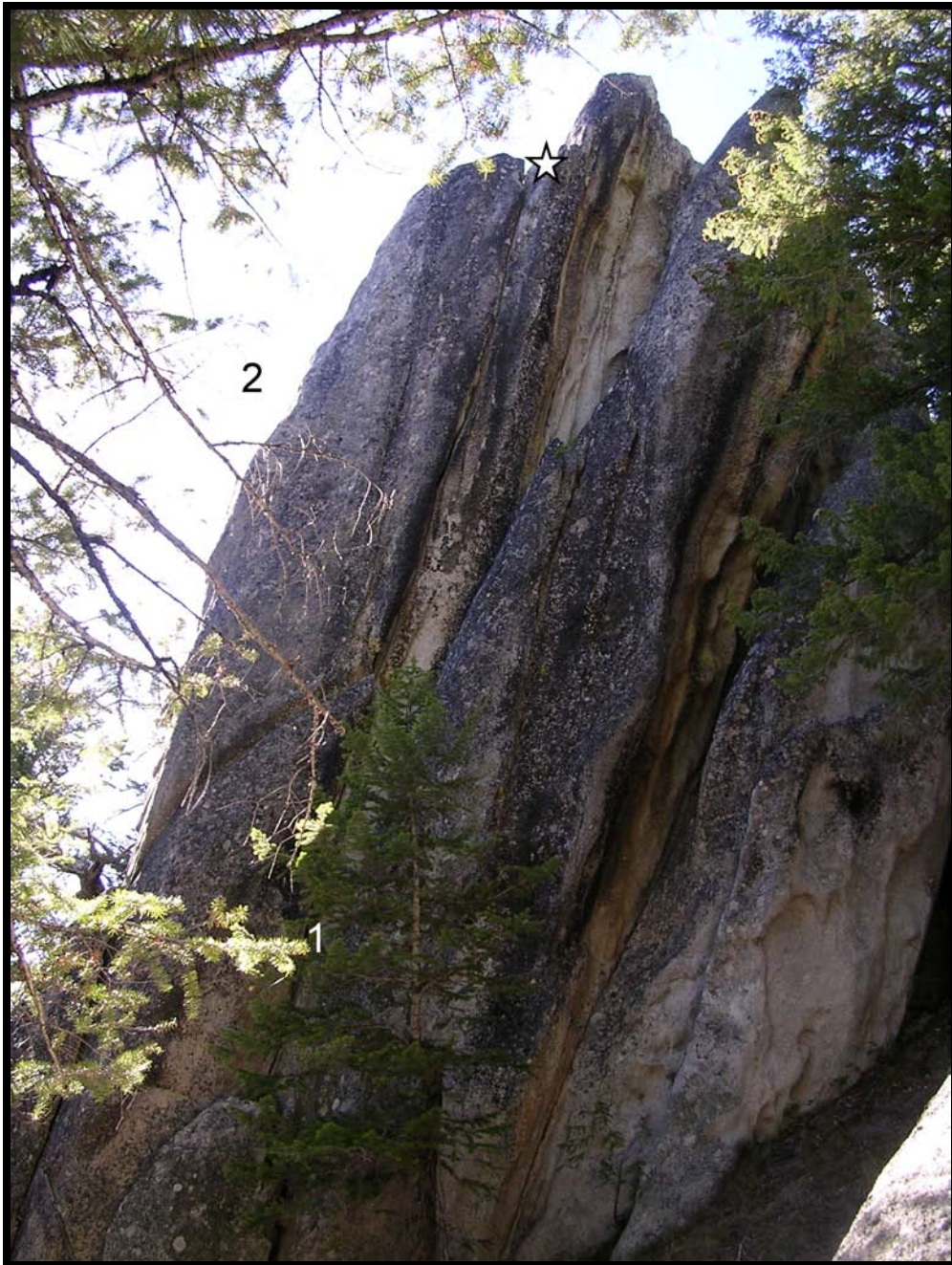
1. Bolts line up to Crack on unnamed Pin– 5.10

**KING PIN** – Routes described are from the top of the corridor between the King & Queen Pins on the west end, descending right (left to right) to routes within corridor.

2. Randy Spinner – 5.7 Climb up overhanging trough past 6 bolts to anchor.
3. Jester's Pockets – 5.8 Climb up small pockets past 5-6 bolts to anchor.
4. First Lead- 5.7 Climb up slab to small arête following it to anchor on left. 5-6 bolts to anchor.
5. Kama Sutra – 5.11a Climb left leaning crack past 2 bolts to anchor. Obvious left leaning crack splitting upper section of King Pin. Take traditional rack. Use 60 meter rope.
6. King Tut – 5.10a Climb to top of pedestal & place stoppers or very small cams. Continue up small edges past several bolts. Use traditional gear with bolts to protect crack to arête above. 8-9 quick draws, small & midsized traditional gear plus anchor use 60 meter rope for one rope descent, tie knot in lowering end.
7. Scared from Above – 5.9+ Climb up small finger crack until one can step right. Clip bolt & step right following bolt line to 2 bolt anchor. 8-9 quick draws plus anchor, descend with 60 meter rope for 1 rope descent, tie knot in lowering end.

**QUEEN PIN** – Sole route is across from King Tut & down a little bit. Start on small ledge with climber climbing crack for 10 ft, traversing left around small rock feature to obvious crack in corner ascending upwards. Once crack ends, continue slightly left up face

1. Princess Died - 5.10d Climb up crack around left using traditional gear until crack ends, step right & follow bolt line up & left. Once on top of slab continue up steep face above. Crux is on upper face.



**INDEPENDENCE PIN** – From sandy saddle on approach to King Pin, head northwest behind ridge of rocks. Fairly close to the east end of the rock ridge is the Independence Pin.

1. Freedom Fries - 5.10b Climb up surrounding rocks to beginning of crack. Follow crack up over the top to 2 bolt anchor. Use traditional gear.
2. Project – From same anchors a top rope can be rigged down & over the toe of the buttress. There is a directional anchor at the top. Climb directly up the toe to reach the anchors. Difficult face climbing & lack of holds has halted progress.

## View of Raptor, Patina & Minnie Pins from Forest Road 402C

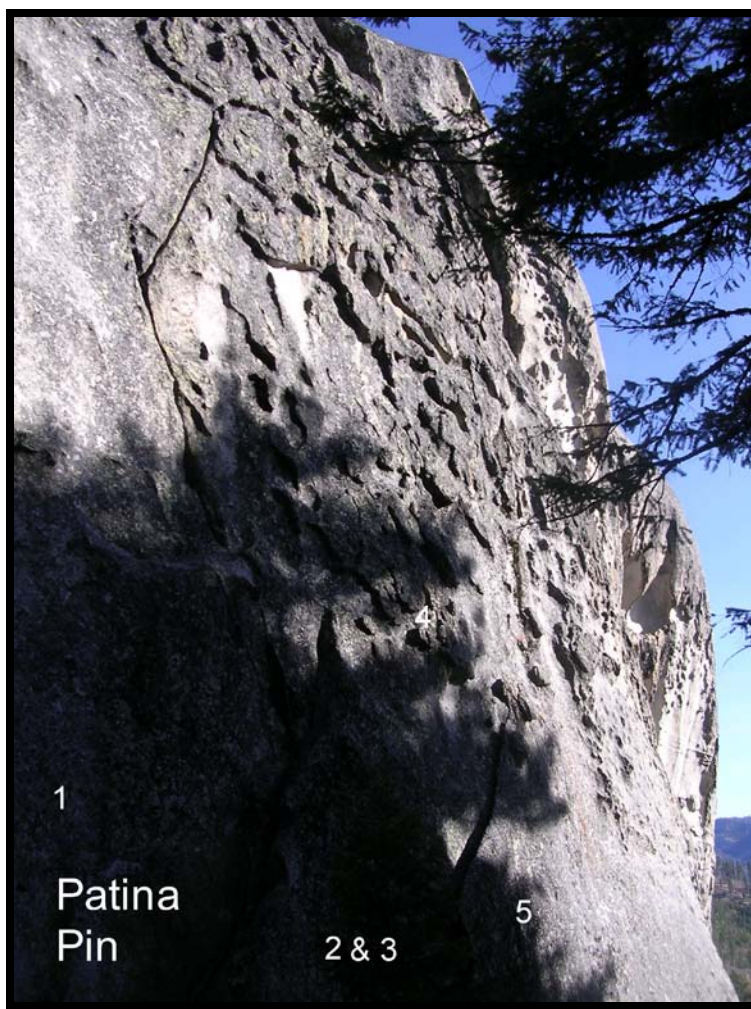


View shown above is 1-2 miles up Forest Service 402 C from Forest Service Road 402. The most prominent rock on the right is the Patina Pin with Minnie Pin barely visible on the left hidden in the trees. In between the Patina & Raptor Pins, side hill to the west (left in picture) a couple hundred yards & the Ponderosa Pin will be found. It is behind the Raptor Pin in the above picture.

## **PATINA & MINNIE PINS – East of Road while driving inn.**

Most of the climbing in this area is in between the two pins in the corridor formed between them. Routes described are from left to right looking at them.

1. Top Rope - 5.11a Climb left of crack up right leaning small cracks to gain face above, clip anchors for Original Line & directional on left side to get rope running straight.
2. Original Line - 5.10b Climb up crack on left side of wall passing bolt at bottom. Use traditional gear to protect climb, anchor on top.
3. Patina Pototo - 5.7 Climb up right leaning crack on left side of wall, optional #2 or 3 Camalot to protect beginning, then climb up & right past several bolts on large holds. 7-8 quick draws plus anchor, use 60 meter rope to descend with one rope.
4. Top Rope – 5.8 Climb up large flake & continue straight up to anchors, fun.
5. Mr. Jugs – 5.7 Climb up large flake past bolt & traverse right following bolt line. Continue straight up past several bolts on large holds to anchor. 6-7 quick draws, use 60 meter rope to descend with one rope. Same anchor as Patina Pototo.
6. One Way on Ramp 5.10b – Climb large left leaning fissure to gain small flat left leaning ramp. Climb up ramp moving back & forth across corner. 7-8 quick draws plus 2 for the anchor, use 60 meter rope to descend with one rope.





## MINNIE PIN

This rock sits directly west (across) from the Patina Pin. All routes are accessed from same corridor are described left to right (south to north) looking at them.

1. Mickey Mouse – 5.11a Climb up toe of rock over small roof with crack in it. Continue up slab to steeper face above. 7-8 quick draws plus anchor, use 60 meter rope for one rope descent.
2. Minnie Mouse – 5.9 Climb straight up featured section of face past 4 bolts to anchor.





### **PONDEROSA PIN**

This rock is accessed by walking south from Patina / Minnie corridor & up & over the small saddle. Continue west dropping as little as possible to short east facing wall. Routes are described left to right.

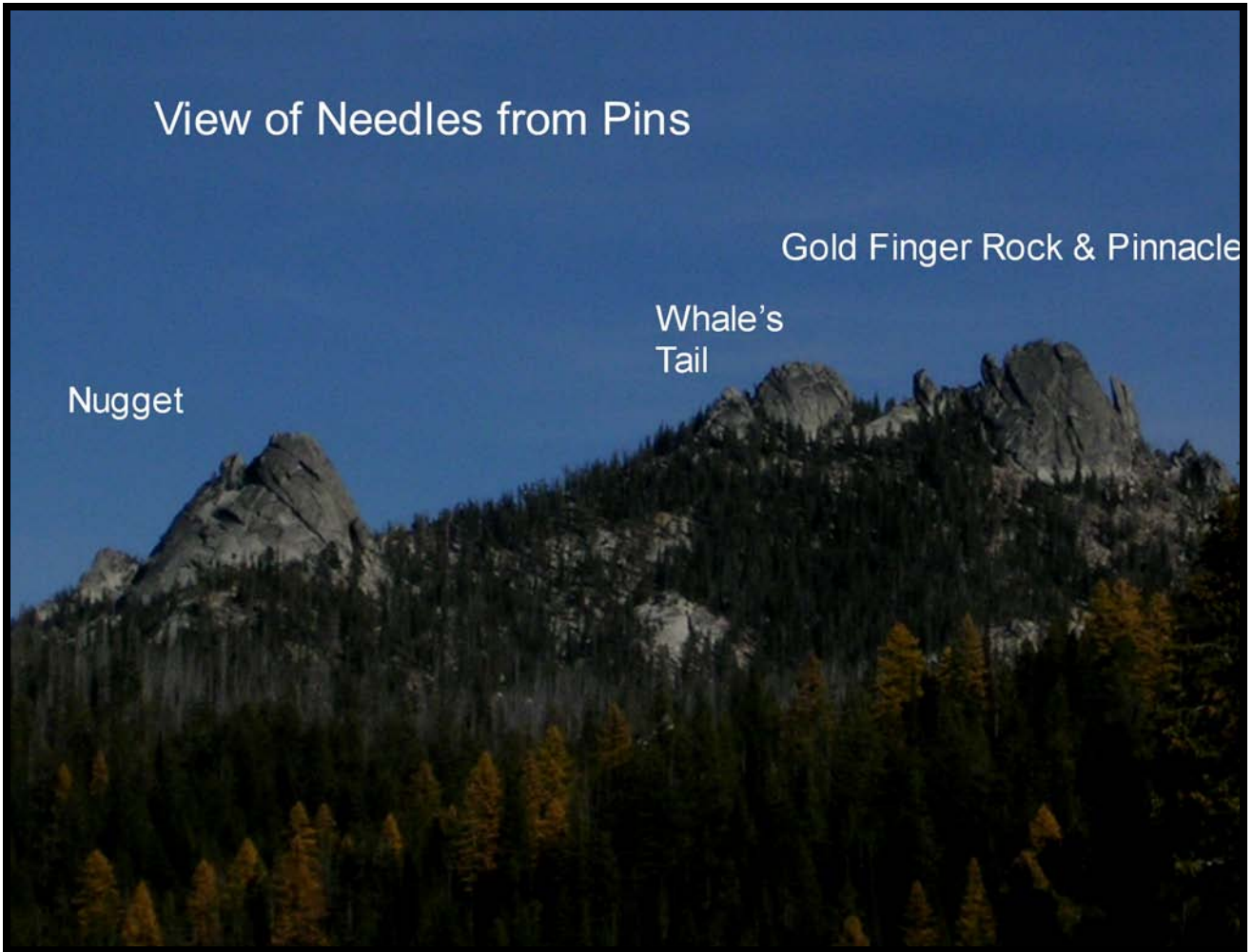
1. Hoss Cut Right – 5.7 Climb small right facing corner to near top where one cuts right for the anchor. 6-7 quick draws plus anchor.
2. Bonanza – 5.10a Climb up longest part of small slab. 6-7 quick draws plus anchor.
3. Little Joe – 5.9 Climb up & over small roof to same anchor as Bonanza. 5-6 quick draws plus anchor.

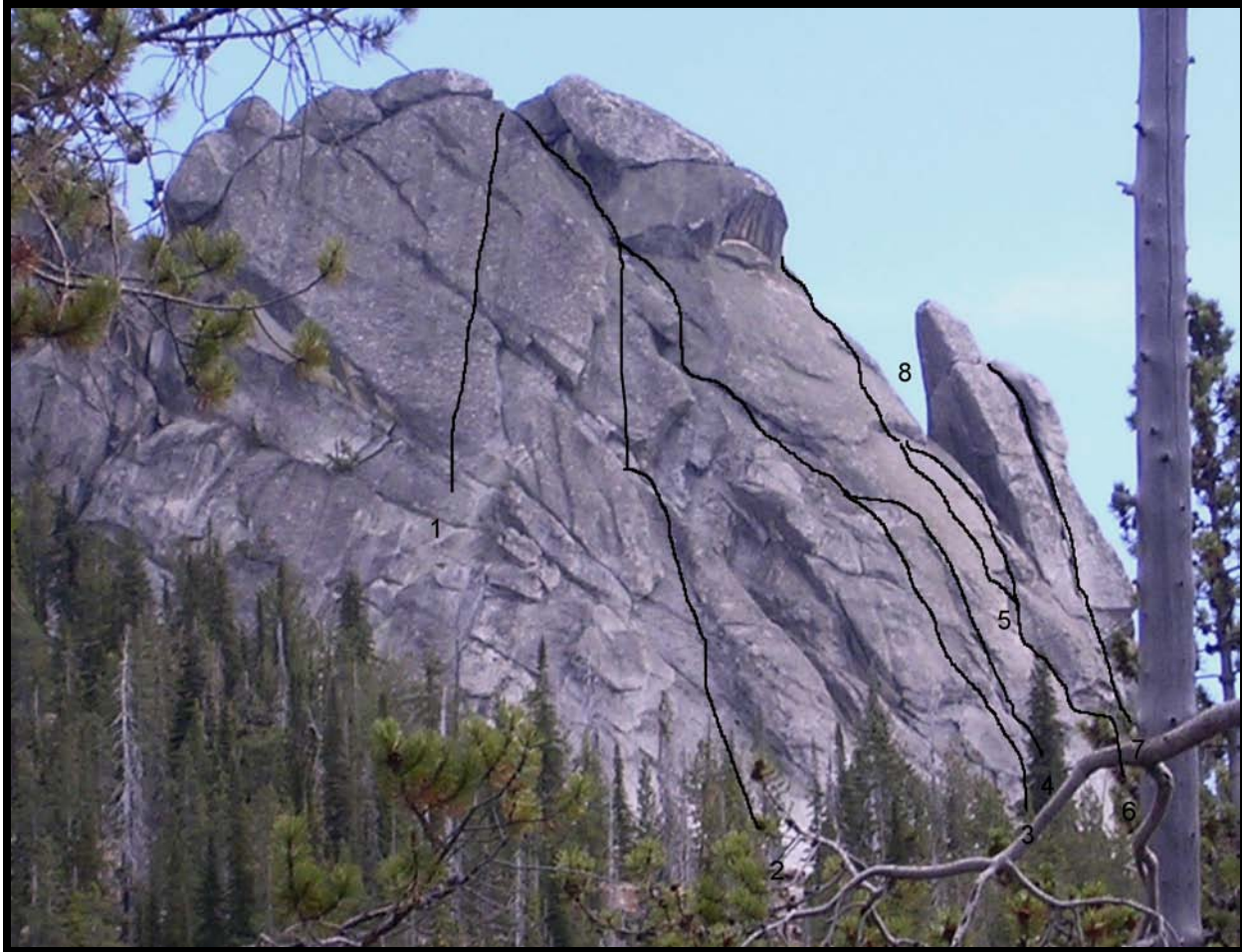
# View of Needles from Pins

Gold Finger Rock & Pinnacle

Whale's  
Tail

Nugget





### **GOLDFINGER ROCK–WEST FACE & GOLDFINGER ROCK–2 ROPE RAP**

1. Water groove – 5.10c Rappel into route from top anchors, follow several bolts back to top. Rappel route for descent, 7-8 quick draws plus anchor.
2. Odd Job – 5.8 Follow bolts up longest part of apron to 1<sup>st</sup> belay. Continue above finishing face & joining left facing dihedral at top. 2<sup>nd</sup> pitch requires traditional gear. Rappel route or continue to summit & rappel down southeast face in one rappel with two ropes. Bring 10-12 quick draws, a couple larger friends for top of 2nd pitch. Can descend off of either side using 2 ropes. Several sets of anchors.
3. Dike – 5.10a Follow bolts up low angle face over folds to dike, continue up dike past several bolts to anchor. 7-8 quick draws plus anchor.
4. First ascent line – 5.8 - follow left leaning crack system to summit. Use traditional rack.
5. Face – 5.8 - start up Power Failure & go left above cleft; continue up face past several bolts to Power Failure anchor. Have a large friend for bottom, 5-6 quick draws plus anchor.
6. Power Failure – 5.10d - start up crack to large cleft, continue up cleft until it turns into a crack, follow crack to face to 2 bolts. Climb over 2 roof & up around right to south face continuing to summit. Rappel down southeast face with two ropes. Traditional rack for first pitch & 7-8 quick draws for 2<sup>nd</sup>.
7. Hangnail – (Pinnacle on south end of slabs) – 5.10a - follow crack up west face to 3 bolt anchor on south face. May have to belay one another to rappel anchors. All traditional gear, anchors down on south face.
8. Southeast Face – 5.9+ Climb from notch on east side climb up across diagonal cracks using natural protection & bolts to reach upper part of 2<sup>nd</sup> pitch of Power Failure. 6-7 quick draws, smaller gear & rappel route. (2 ropes)



**WHALE'S TAIL – East Face – 1 rope rappel**

1. Moby Dick – 5.11a Climb huecos to right leaning crack clipping bolts above the crack until faint water groove develops. Continue up groove past 7-8 quick draws to anchor & rappel route.
2. Big Belly – 5.10d Climb left of Moby Dick to right leaning seam, climb past several bolts to thin crack on top. 5-6 quick draws, bottom & top require gear. Rappel route.
3. Andrea's Arête – 5.9 Climb off toe of arête using natural gear to gain face; climb past several bolts to summit. Small gear, 5-6 quick draws & rappel route.
4. Easy Corner – 5.8 Climb up & left of toe following right facing corner to top. No bolts on route. Rappel route using same anchors as Andrea's Arête.



**SUMMIT ROCK** – West Face – 1 rope, 2 raps or 4<sup>th</sup> class scramble down NE Corner

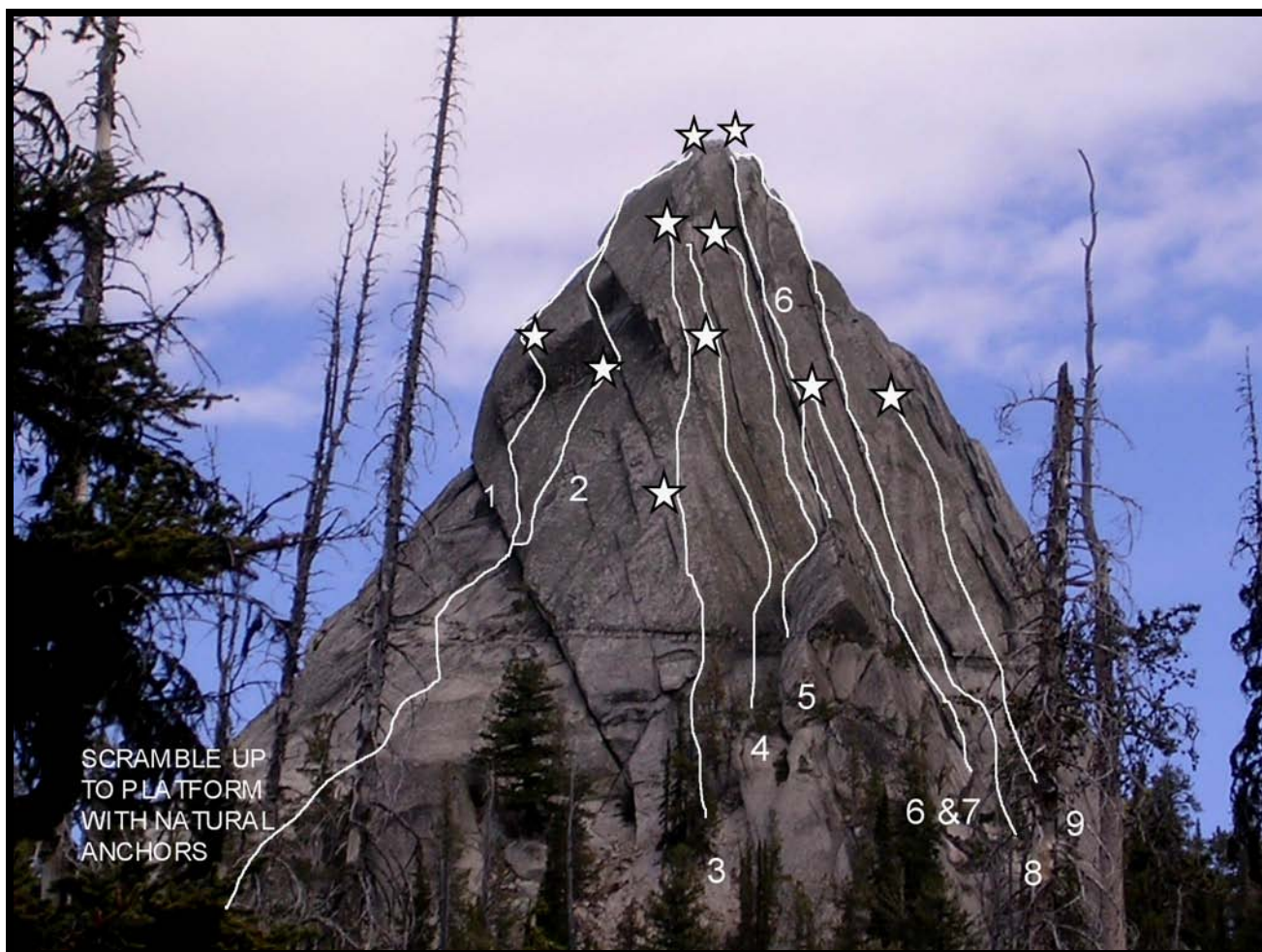
1. Apathy - 5.10b Climb from SW toe of rock, follow line up & left of bolts can place optional thin gear on first pitch, natural gear optional on 2<sup>nd</sup> pitch. 2 bolt anchor after 1<sup>st</sup> & 2<sup>nd</sup> pitch. 9-10 quick draws & rappel twice with 60 meter rope.
2. Lack of Interest Face – 5.10a Climb left of Apathy following bolt line up & slightly left over lower angled face to 2 bolt anchor. Continue up steeper face above joining Apathy for top of 2nd pitch on airy dike. Same 2 bolt anchor on top as Apathy. 9-10 quick draws & rappel route with 1 60 meter rope.
3. 5.11d, 1 pitch, short sport route left of Lack of Interest Face. Follow 3-4 bolts passing technical climbing to crack anchor. Anchors to be installed 2009 Season.
4. Lack of Interest Crack – 5.9 Climb in wide crack left of #3, climb up & traverse right on easy terrain to bottom of obvious left facing corner, belay using cams. Climb crack until it leads off right, follow it to platform, climb short face section to 2 bolt anchor. Traditional gear with anchors.



### **SUMMIT ROCK – South Face –**

1. Kelly's Corner – 5.8 Climb obvious right facing corner on good to marginal rock to top. All natural gear. Descend by scramble route.
2. Walkin the Plank – 5.11b Climb Slabs along bolt line past numerous thin moves staying out of fissure at top of route. 12-14 quick draws and anchor, need 2 60 meter ropes to Rap or walk off scramble.

**Scramble to top. From saddle on NE side climb up easiest terrain to top. Anchors for West face routes down & right, no more than 10 feet. South Face anchors involved roped scramble over & left.**



**THE NUGGET** – West Face 2 rope rappels or east face w/ 1 rope, 2 raps

1. Fool's Gold - 5.10d-5.11 a – From small platform climb over huge left facing gash gaining access to slab traversing up & left using natural gear for protection. At left end of gash climb onto face near bolt. Climb up past a couple of bolts to overhanging crack. Stem & crack climb over roof using natural gear to belay with gear & 1 bolt. Continue to summit with minimal gear, paddle climbing on low angle face (5.7-5.8) Gear Route.
2. Sluice Box – 5.10 a From same platform as above gain access to slab, move right & up shallow water groove to 2 bolt anchor. Rappel route or continue to top using natural gear where found, paddle climb low angle slab to summit. 7-8 draws.
3. Arête de Ore – 5.10a - From bottom of gully on SW side of rock, climb up over bulges using natural gear & bolts to 2 bolt anchor. Continue up arête & thin seam to 2<sup>nd</sup> 2 bolt anchor. Rappel route.
4. The Kruggerand – 5.10c From middle of SW gully climb up slab past many bolts to 2 bolt anchor. 3-4 bolts lead to summit from anchor. 10 draws.
5. Solid Gold – 5.10a This must do route starts from the top of the gully of the SW side of rock. Original start was on south face past 1 bolt & natural protection. From top of gully use small cam & climb to bolts following them to summit. Smaller cam (.5 Camalot) 8-9 draws.
6. Fatherlode – 5.8 One of the first routes ascended at the Needles, climbed while first ascent party was on the Motherlode. Start on south face up obvious broken corner / crack just right of start of Solid Gold. Traditional rack including large gear.





**THE NUGGET** – South Face – 1 rope rap east face, 2 raps

1. Solid Gold – 5.10a This must do route starts from the top of the gully of the SW side of rock. Original start was on south face past 1 bolt & natural protection. From top of gully use small cam & climb to bolts following them to summit. Smaller cam (.5 Camalot) 8-9 draws.
2. Fatherlode – 5.8 One of the first routes ascended at the Needles, climbed while first ascent party was on the Motherlode. Start on south face up obvious broken corner / crack just right of start of Solid Gold. Traditional rack including large gear.
3. Babylode – 5.11 top rope – 2 bolt anchor facilitates the top rope for this crack climb.
4. Motherlode – 5.10 a Follow left facing shallow corner until it ends crossing face past bolt below large fissure. Continue up fissure using large protection & take extras if run out not desired. Natural anchor at end of rope on large natural protection. Continue 2<sup>nd</sup> pitch, climb up & over short steps at top. Rappel east face with one 60 meter rope. 1<sup>st</sup> route completed at Needles in 9/95, bolt installed in 1999.
5. Top rope project – 5.? Friction climb out onto face on dike & continue upwards. No moves have been completed over large horizontal dike.



**THE NUGGET** – East Face – can rappel twice with 60 meter rope

1. Goldilocks – 5.9 Climb shallow crack on left side of face to 2 bolt belay 5.7. From belay climb up & right past several bolts to top anchors. Rappel route.
2. Goldirocks – 5.10 – Climb bolt line right of crack using natural gear between & after bolts to reach same 2 bolt anchor at Goldilocks. From belay climb up & left follow left facing corner. Use all natural gear for this pitch. Rappel route.
3. Golden Doubloon – 5.11b – Climb bolt line in center of face using natural gear where possible to bottom of left water groove. Climb into groove & continue to 2 bolt anchor. Involves delicate technical face climbing. Rappel route.
4. Golden Boy – 5.7 – From top of 1 pitch of Goldilocks traverse right to separate anchor 15-20 feet right. Climb up past several bolts on arête to top. Rappel route.
5. Project – 5.11? – Continuation of Doubloon up shallow water groove last 70 feet to top. Has been topped roped.