

“A rough stone wall sometimes gives good practice in the use of small holds, especially if you are able to make a traverse along a good length of it.”

Colin Kirkus, 1941 (from the video *One Summer*)

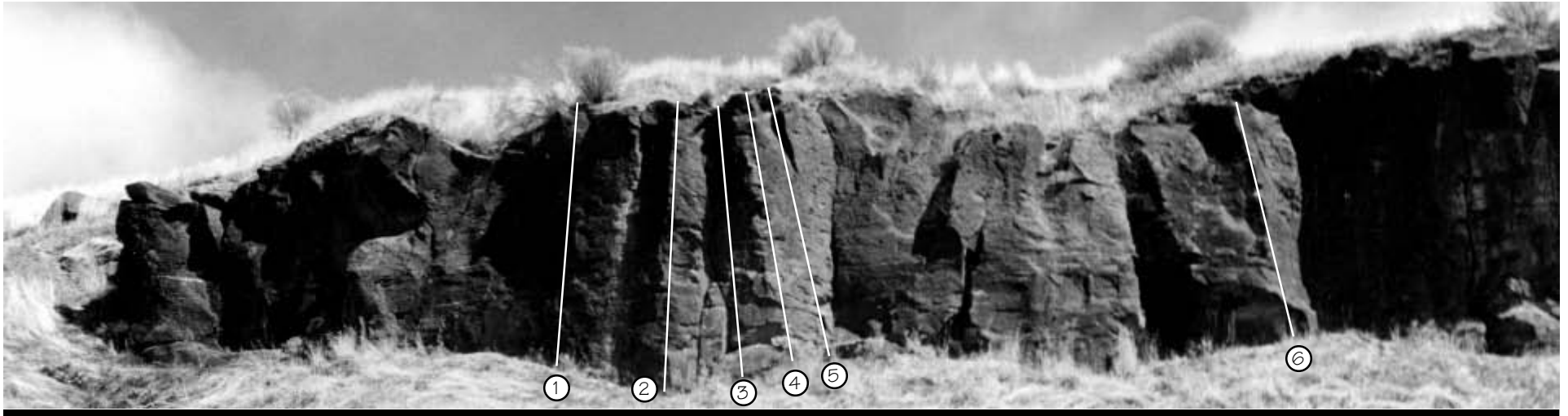
Highway Pond

The Highway Pond gets its name from a body of water which forms in a gravel pit. This happens when the snow-pack is sufficient to recharge the watersheds. To get to this area drive past the Shady Side headed south on 4th Avenue. The name of the road changes to Old Highway 91. Continue south until you reach Hildreth road, just north of Century High School. Turn west on Hildreth, pass under I15, and follow Hildreth as it turns north. The cliff band you will be paralleling is the upper tier (Motion Wall). Turn west into the pond/gravel pit area and follow a pseudo road as it heads back south. You will then be below the lower tier (Latasca Wall and Movers and Shakers Wall).

The problems here tend to be a combination of small edges and pockets on vertical rock. Some problems are highballs with scary top-outs. The traverses here are great endurance builders.



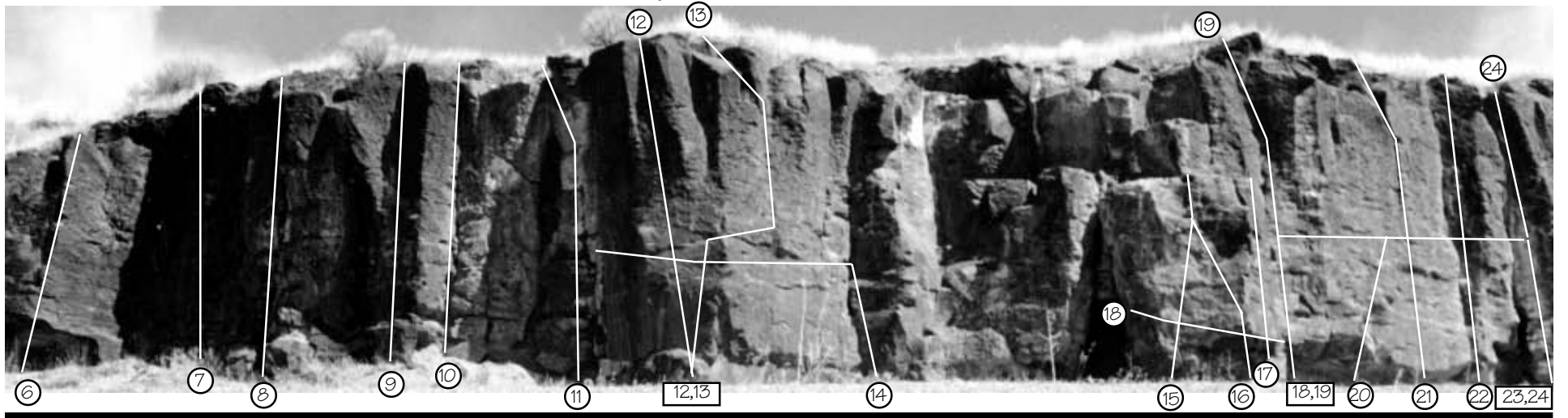
Detail of this section of crag to left end



- | | | | |
|----|--------------------|-----|---|
| 1. | Unnamed | VO+ | Face climb. |
| 2. | * Unnamed | VO+ | Climb up arete. |
| 3. | Unnamed | VO | Climb up dihedral. |
| 4. | * Unnamed | V1 | Climb up arete. |
| 5. | Unnamed | VO+ | Climb face. |
| 6. | * Rash Proposition | VO+ | Climb arete just left of poison ivy bush. |



Detail of this section of crag

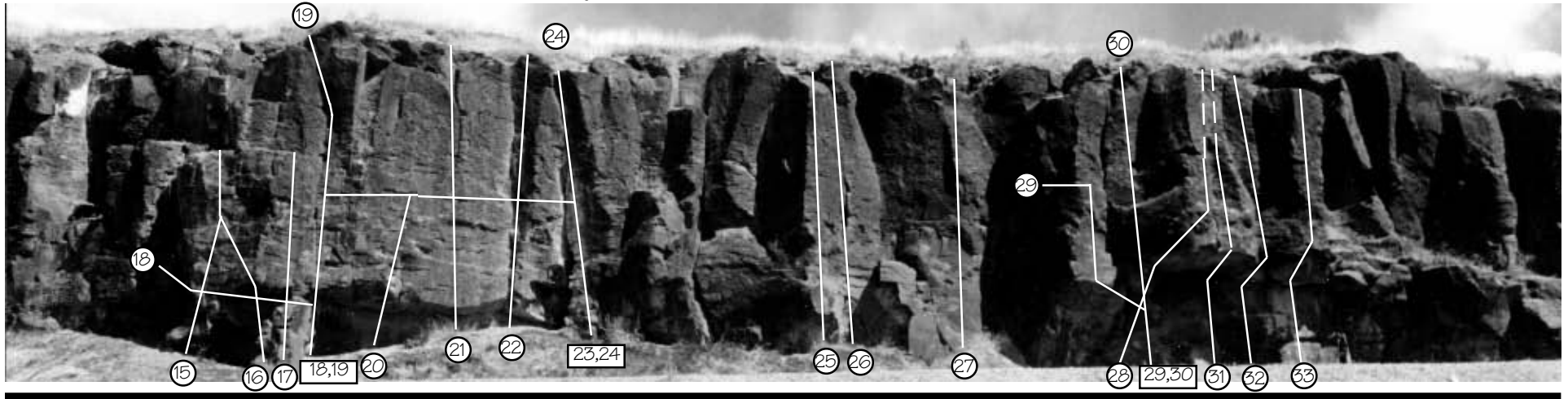


6 See previous page

- | | | |
|--------------------------|-----|---|
| 7. * Unnamed | V2 | Climb seam to the right of the poison ivy bush. |
| 8. * Unnamed | V2 | Climb crack that has white rock in the middle. |
| 9. Bed of Nails | V3 | Climb up crack into dihedral. Watch out for and stay off the cactus. Scary landing. |
| 10. Unnamed | V1 | Climb crack in chossy looking dihedral. |
| 11. White Roof | V1 | Climb up chossy looking rock to kicked back finish. Exit slightly left into notch. Scary landing, Highball problem. |
| 12. Project | V3 | Climb up apex of prow move right on edges. Crank for top of this highball problem. |
| 13. ** No Fear | V3 | This fun little problem is the main crux of the Motion Traverse. It is a great problem in and of itself. |
| 14. ** The Prow Traverse | V3 | Climb up left side of low overhang to ledge. |
| 15. ** Unnamed | V3 | Climb out middle of overhang. Finish is the same as problem 15. |
| 16. ** Unnamed | VO+ | Pull on edges on right (south) facing face to ledge. |
| 17. Unnamed | V1 | Traverse from dihedral to dihedral. Feet are inches above the ground at times. Name comes from a loose, wedged stone. |
| 18. * Loose Tooth | VO- | Climb up dihedral to top. |
| 19. Unnamed | V2 | Sit start with both hands on holds under roof. Crank up to 4" crescent moon hold. Traverse off to left or right. |
| 20. ** Knuckle Head | V2 | Pull on crimpers over classic looking face to the top. Somewhat of a scary landing, kinda Highball. |
| 21. *** Know Fear | V1 | Climb up small dihedral to top. Highball problem. |
| 22. Lefty Loosy | V2 | This is another crux in the Motion Traverse. Fun moves an small edges and pockets. |
| 23. ** The Face Traverse | V1 | Climb up chossy looking dihedral to the top. Highball problem. |
| 24. Righty Tightly | | |



Detail of this section of crag



15 - 24 See previous page

25.** Unnamed

26.* Unnamed

27.* Unnamed

28.** Where's Blair's Hair

29.* Heroes and Heel Hooks

30. Unnamed

31.*** Riley's Roof Crack

32.** Methadone

33.*** M.E. Roof

VO+ Climb up arete to top.

VO+ Climb face and seam to top.

VO+ Work up arete to top.

V2 Climb out of left side of roof working to the right. Pull lip and traverse right, left, or top out.

V1 Climb from center of the face under the roof to the left. Grab excellent full finger edge and crank up arete. Can throw a nice heel hook on this big edge. Traverse left to large crack in dihedral.

V1 Start the same as Heroes and Heel Hooks. Climb to top of dihedral.

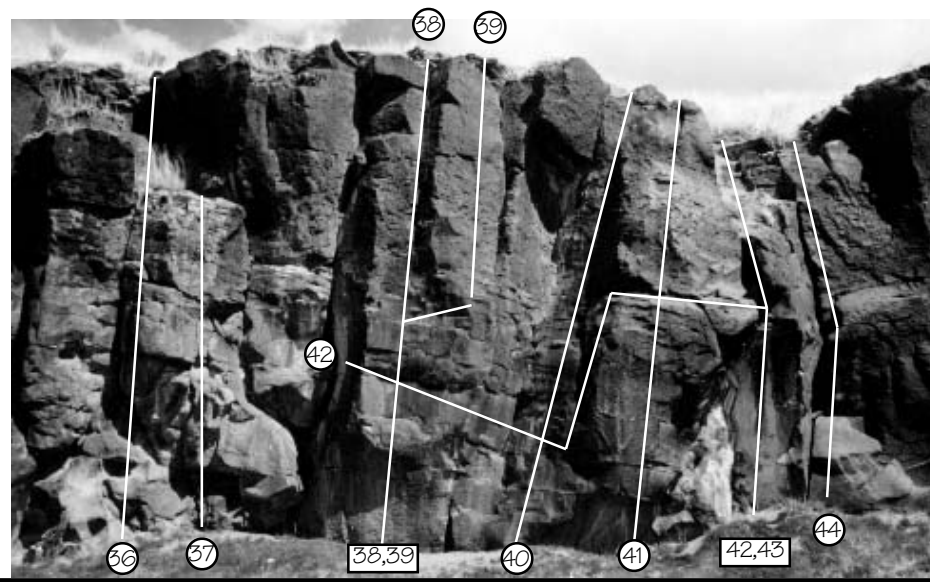
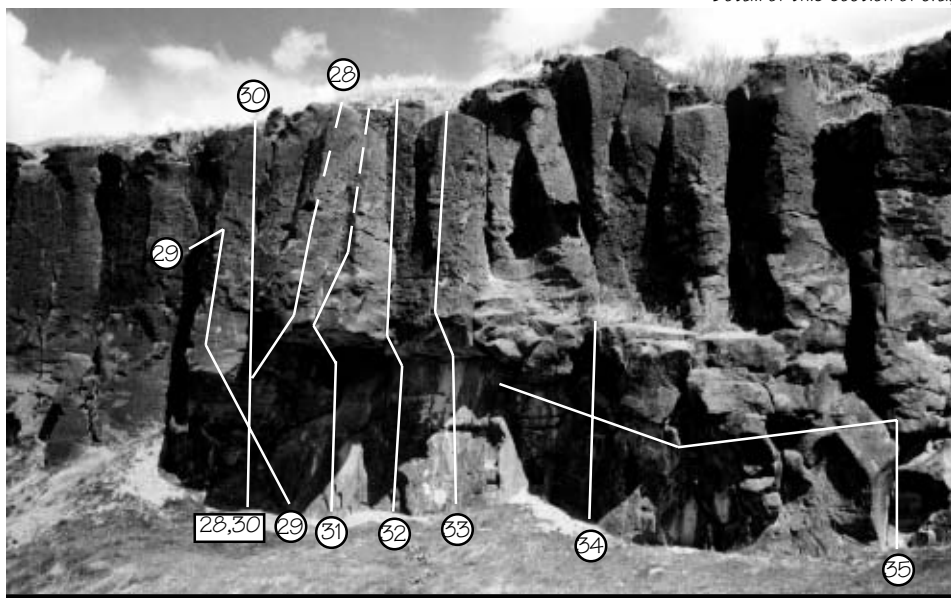
V7 Climb out crack in center of the roof. Can travers off to left or right or top it out. Good Luck!

VO+ Pull through roof into dihedral. A substitute for Riley's Roof Crack.

V1 Climb up face, through roof, and finish on arete to top.



Detail of this section of crag



28 - 33 See previous page

34. Small Mantle

35.** Low Rider

36. Unnamed

37. Unnamed

38.** Father and Son

39.** Gopher Hound

40. Leaning

41.*** The Shield

42.** Monkey Swings

43.* Unnamed

44. Downclimb Route

VO

Climb up little face to ledge. Mantle onto ledge and climb off to right. Can do a bunch a variations such as dynos.

V2

Traverse low from right to left. Don't reach high for holds formed by the edge of the ledge.

VO+

Climb up dihedral along featured looking prow.

VO+

Climb up face of small prow on interesting holds to ledge.

VO+

Sit start on nice pockets. Climb into shallow dihedral to top. Also fun to go halfway and traverse off to left.

VO+

Same start as Father and Son but traverse to right and continue up face.

VO

Climb up leaning dihedral.

V5

Crank up center of classy looking prow on pimpy holds.

V3

One of the cruxes of Motion Traverse. Climb up white dihedral to horizontal seam. Hand traverse along the seam across the Shield to Leaning. Climb down Leaning a move or two and continue left across Gopher Hound and Father and Son. Finish in dihedral to the left of Father and Son.

V2

Sit start in the white dihedral that is the start of Monkey Swings. Climb to the top.

VO-

This line is used to downclimb after topping out other problems.