

Pine Creek Overview

To get oriented, it may be best to do a recon from the road to pick out a few of the main features that can be used as reference points. The cliff is broken by two main ledge systems, so it is possible to “mix and match” different routes. There are two sharp corners three-quarters of the way up the wall. The left-facing corner on the left is the third pitch of Captain Hook. The right-facing corner on the right is the second pitch of the Cave Route. They both lead to the Cave Of Despair, about 150’ up, where there is a bolted rappel station. (Incidentally, this rappel is the third pitch of Solar System). There are two main ledge systems on the wall, both of which are roughly 75’ off the ground. Left Ledge is accessed by hiking left up a gully, then back right to the ledge. Right Ledge is accessed by scrambling right and then stepping back left to the ledge. Each ledge provides access to three routes. Got it?

The approach to Pine Creek is no easy task. The way is steep and requires crossing a Class VI creek. From the parking area at the rock road cut, hike back along the road to a point roughly even with the center of the cliff. Look for a faint climber’s trail (The Borneo Slide) Drop straight down, grabbing trees to slow your descent, toward the creek and a sandy beach with big boulders. Jeff and his comrades have sussed out the only reliable way across the creek and here it is: Climb up and left atop a large boulder with a waterfall under it. From here, slide down to another boulder lying in the water. There will be a 20’ drop to the right and a boiling waterfall to the left. Work across the creek, wading and bouldering up the opposite bank. Caution: Do not attempt this in high water! Once across, climb up and right through some rocks, where a good trail leads to the base. Good luck!

1. *Captain Hook 11 A3+

Steep, thin and dangerous, with some hooking on the third pitch and ledge fall potential. The third pitch belay is bad, but hopefully bolts will be added in the near future.

FA: Jeff Noffsinger and Patrick Turner, 1995

Start: On the left edge of the face, climb up a low angle ramp and build a belay.

P1: Climb a corner with a short crack. Move out onto the thin face and trend left with poor pro (10+/11).

Gain a horizontal, move up and left through a bulge and belay at a tree on Left Ledge.

P2: Step left and climb through overlaps (5.9, thin wires) to a ledge at the base of a left-facing corner.

Gear belay.

P3: Climb shaky rock to the base of a large roof.

Hook out flakes to the lip (A3). A bomber nut and several small wires lead to a fixed pin on the upper face. Move tenuously past a blind TCU placement and collapse in the Cave Of Despair. Look for sparse gear (perhaps two hard-to-spot tricam placements) to belay from.

P4: Project

Descent: Crawl right and rappel Solar System (75' to Left Ledge or 150' to the ground).

2. ****Cyclops 11 A2+/3**

A fine route with varied climbing and cool features.

FA: Jeff Noffsinger and Patrick Turner, 2006

P1: Climb the first pitch of Captain Hook.

P2: Look for an obvious large flake high on the wall. Move the belay back right, under and in line with the flake. Fun moves over small roofs lead to a ledge at the base of the flake. Gear belay.

P3: The business! Nail and nut a steep, thin seam with ledge fall potential (A2+/3) to gain a better crack and move out right underneath the flake. From atop the flake, angle left and up past small wires to the Cave Of Despair. Belay off gear and one bolt.

P4: Currently a project

Descent: Rappel Solar System (75' to Left Ledge or 150' to the ground).

④ 200'



Project

bolt

x

③

Cave Of Despair

large
flake

steep
A2+/3 thin

②

5.8+

Captain Hook

Left Ledge

①

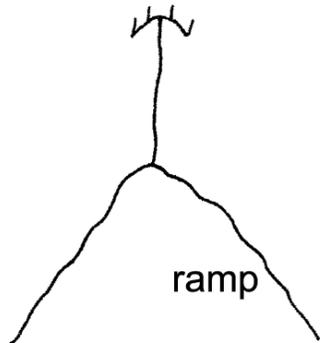
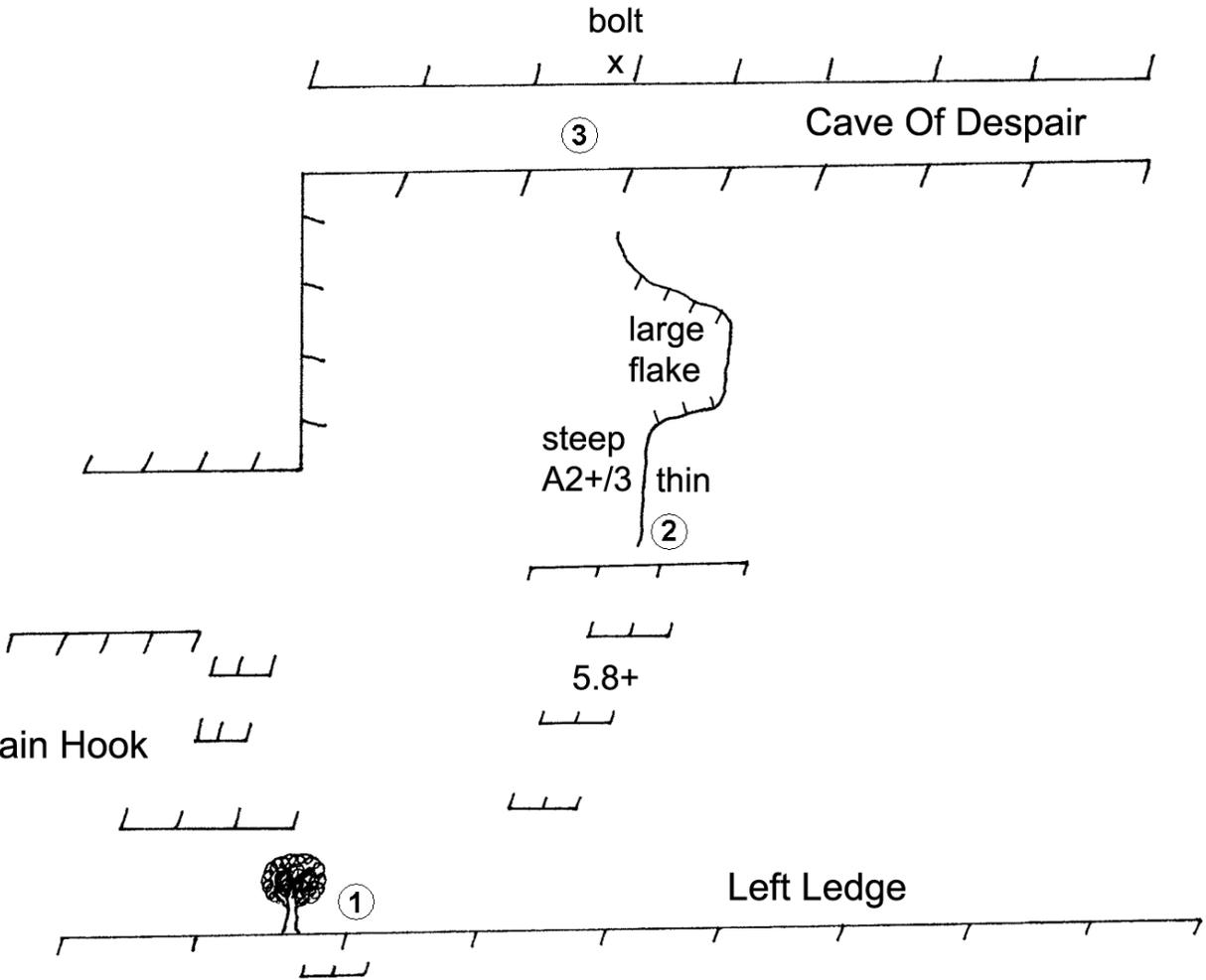
5.10+/11

Pine Creek

Cyclops 11 A2+/3

Gear: 2 sets of cams, tcu to #4
Camalot, 1 set of wires, micro wires,
2-3 knifeblades, 2-3 Lost Arrows

ramp



3. Solar System 11c A2+

This fantastic route was the first one at Pine Creek, and is characterized by a splitter finger crack on the third pitch. Great free climbing with adequate gear in an exposed position.

FA: Jeff Noffsinger and Patrick Turner, 1996

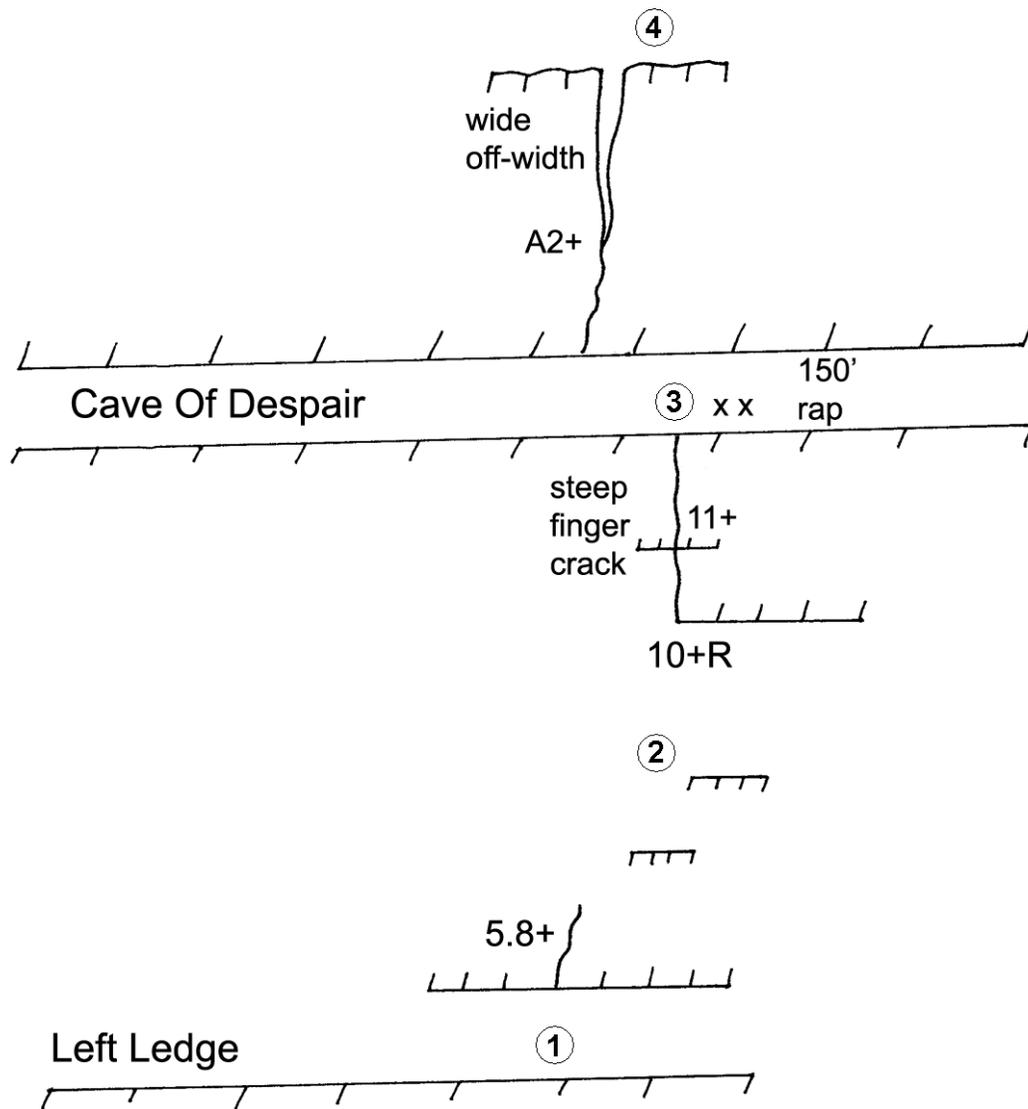
P1: Start just left of a small roof with a crack. Climb to a bulge, sink some gear and traverse left on thin holds (9) and up to a stance. Step right, then tiptoe up a thin face to the right end of Left Ledge. Gear belay or use tree.

P2: Move left under a shallow right-facing corner. Climb the corner (8+) and trend up and right to a small belay ledge. Belay requires large cams.

P3: Houston, we have a problem! Move up and right on shelves towards the base of a splitter crack. Spicy protection and 10R climbing leads to the crack and a fixed nut. Please do not remove fixed gear! Climb the crack (11+) and lunge for the cave. Belay on two bolts.

P4: Move left to a crack in the cave roof. Get some pro and head up the thin seam to a wide off-width. A #5 Camalot and some groveling leads to the top.

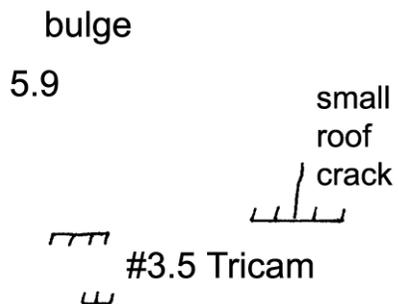
Descent: Rappel Solar System (75' to Left Ledge or 150' to the ground).



Pine Creek

Solar System 11+ A2+

Gear: 2 sets of cams, tcu to \$4 Camalot,
 1 #5 Camalot, 1 set of wires, 1 set of
 micro-wires and 1 #3.5 Tricam



4. ****Cave Route 11+**

This fun route stays dry and provides an easy way to access the middle portion of the wall.

FA: Jamie Dial, Patrick Turner and Jeff Noffsinger, 1995

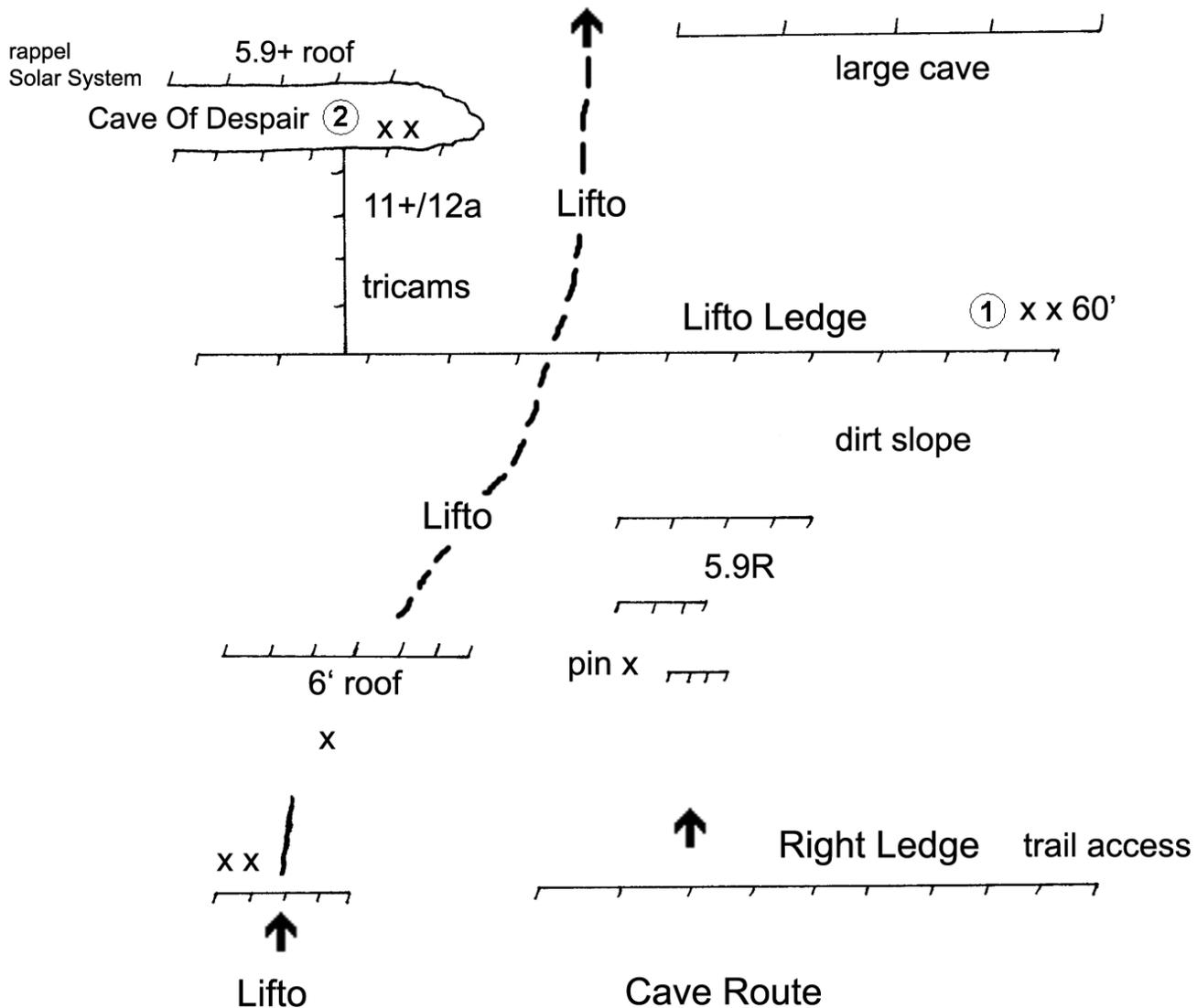
Start: Hike up to Right Ledge and then look for the easiest section of face climbing with a fixed pin leading to the cave. A roped traverse further left leads to the top of the first pitch of Lifto.

P1: Look for the major weakness on the face. Climb through small roofs and clip the fixed pin out left. Get some good gear and pull through a steep section (9) and run it out to a bolted anchor on Lifto Ledge.

P2: Move the belay left, passing Lifto, to a point under the sharp corner. Crank up the improbably steep corner (11+). A final slap leads to the far right end of the Cave Of Despair and a two bolt anchor.

P3: Climb out roof on good holds (9). 45'

Descent: Rappel Solar System (75' to Left Ledge or 150' to the ground).



Pine Creek

Cave Route 11+

Gear: 1 set of cams, tcu to #3 Camalot, 1 set of wires and tricams to #3

5. ***Lifto 11 A3

By far, one of the best routes at BSF! Unrelentingly steep and sustained with good ledges and quality rock. *FA: Jeff Noffsinger and Patrick Turner, 2006*

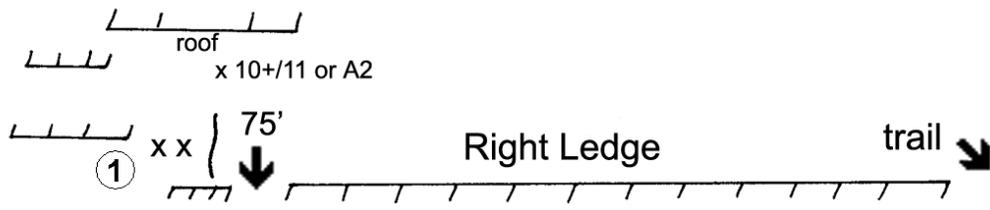
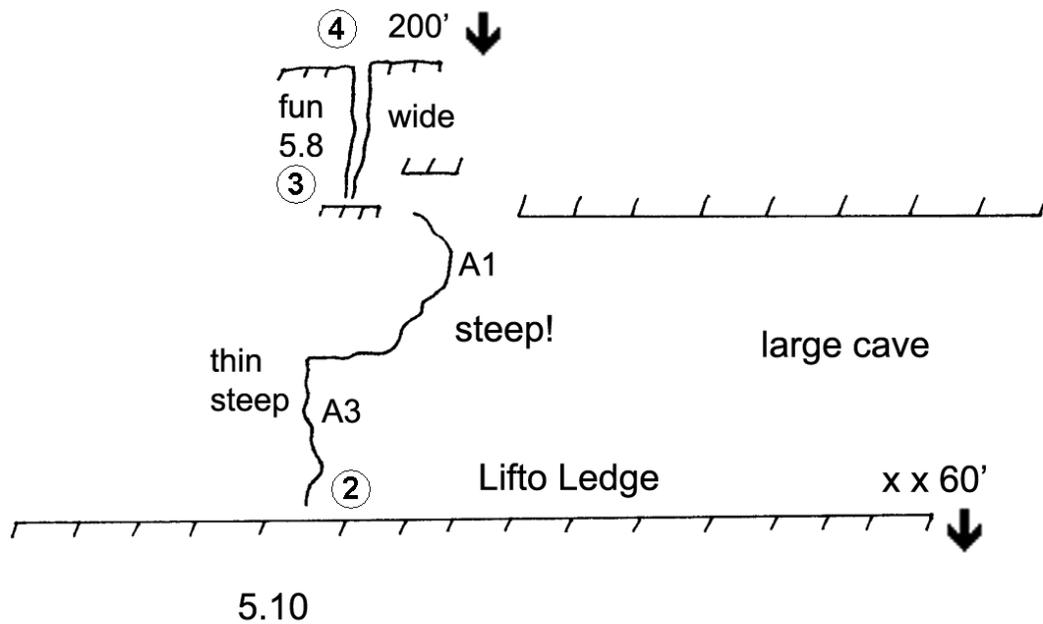
P1: From Solar System, hike right to a large cave. Look for a short, thin knifeblade corner up and left of the cave. Start next to a tree on steep rock, then work left out roofs to the thin corner (11). Nail past a few fixed knifeblades then continue on a steep face to a small roof (10), and traverse back right to belay on gear and bolts at a small stance. It is possible to traverse right to Right Ledge.

P2: Step right a free climb to a lone bolt. Continue to, and out, the 6' roof on good gear. Pull the awkward lip and follow easier ground to Lifto Ledge.

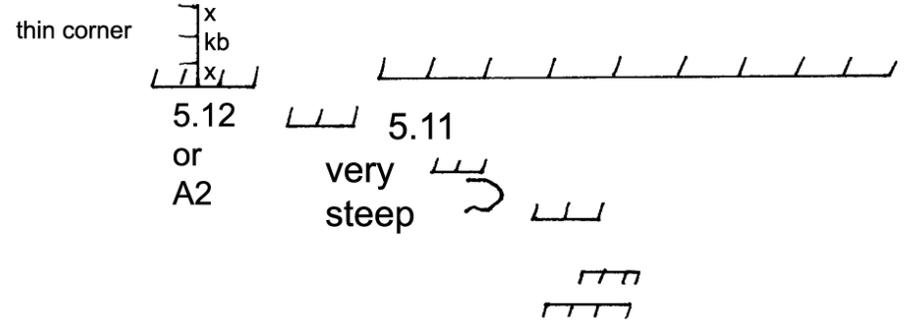
P3: Build a belay at the base of a steep seam. Thin gear and fixed pins (A3) lead to better gear. Move out right (steep A1) then past a few tiny ledges. Gear belay with fixed pins.

P4: Fun crack climbing leads to the top (8).

Descent: Rappel back to Lifto Ledge and then work back right to rappel of fixed anchors in the cave. A 60' rappel leads down to Right Ledge.



5.10



Pine Creek

Lifto 11 A3

Gear: 2 sets of cams, tcu's to #4 Camalot, 1 set of wires, micro wires, small tricams, 2-3 knifeblades, 3-4 Lost Arrows

6. ***Rhino Load 10+ A2

Pure adventure! Steep, with good ledges.

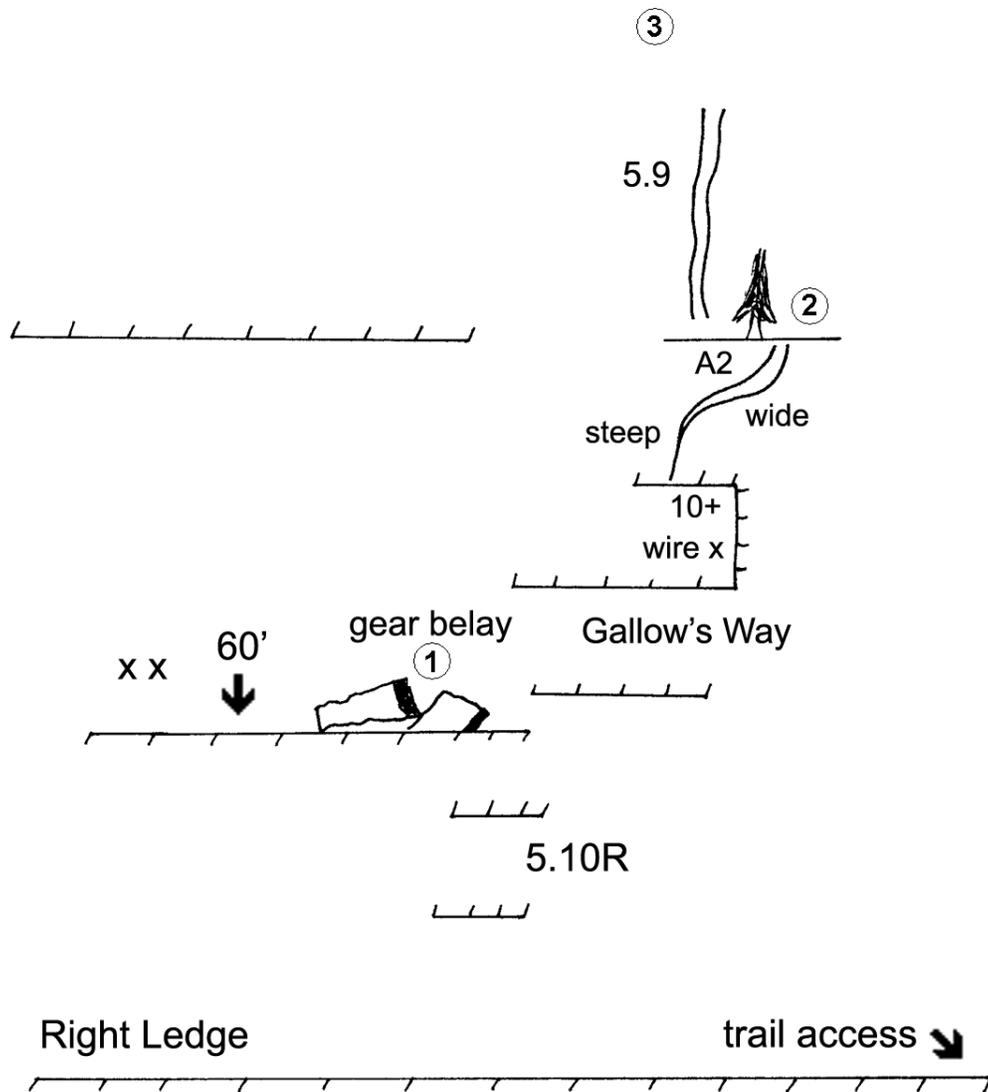
FA: Jeff Dopp and Jeff Noffsinger, 2001

P1: Hike up to Right Ledge. The route starts right of the Cave Route on a thin, steep face. Look for large blocks up top and a sweeping crack out right and above. Climb the steep face (10 R) with little gear to a ledge and a gear belay.

P2: Move right across the "Gallows Way". This hanging slab will test your footwork! Follow the obvious crack toward the roof (10+). Pass the roof and free/aid out an ever-widening crack. Flail up the bulge onto a nice ledge and build a gear belay.

P3: Climb the bulgy face left of a wide chimney to the top.

Descent: Rappel back to the top of the second pitch, then rappel from a tree back down to Right Ledge.



Pine Creek

Rhino Load 10+ A2

Gear: 2 sets of cams, tcu to #4
 Camalot, 1 #5 Camalot, 1 set of
 wires and small tricams

1. ***Runaway Train 10+ A2

FA: Arno Ilgner, Jeff Noffsinger and Patrick Turner, 1997

P1: Climb a nice crack, then break left out a seeping horizontal. Continue either free or on aid up a thin seam. After the seam, enjoy the well protected, fun free climbing above. Gain the roof and traverse out left on good holds to a stance and a belay with small cams.

P2: Step left a bit and look for a weakness on the face. A long pitch of slopers leads to the top. Descent: Move climber's right and rappel to a small tree ledge above the main roof. Rappel to the ground. Two ropes recommended.

2. **Box Car Willies 11 A3

One of the steepest lines in the gorge and not for the faint of heart.

FA: Jeff Noffsinger, Curt Johnson, Patrick Turner, 2003

P1: Free/aid up to the base of an 18' roof. Aid out the roof on small cams and turn the lip. Gain a small stance then climb a thin crack to a two bolt hanging belay. This pitch stays dry in the rain and has good bail anchors.

P2: Free/aid out the 30' roof on cams. A large #5 Camalot is helpful. Find a small stance and a fixed pin at the end of the roof. From here, negotiate some blank A3 to a pencil-sized pine. Move up and right to a better small ledge, then back left to a decent crack with a fixed pin. Continue to a good ledge. This pitch already scored a 40' whipper and almost broke the leader's ribs. Please leave the fixed pins.

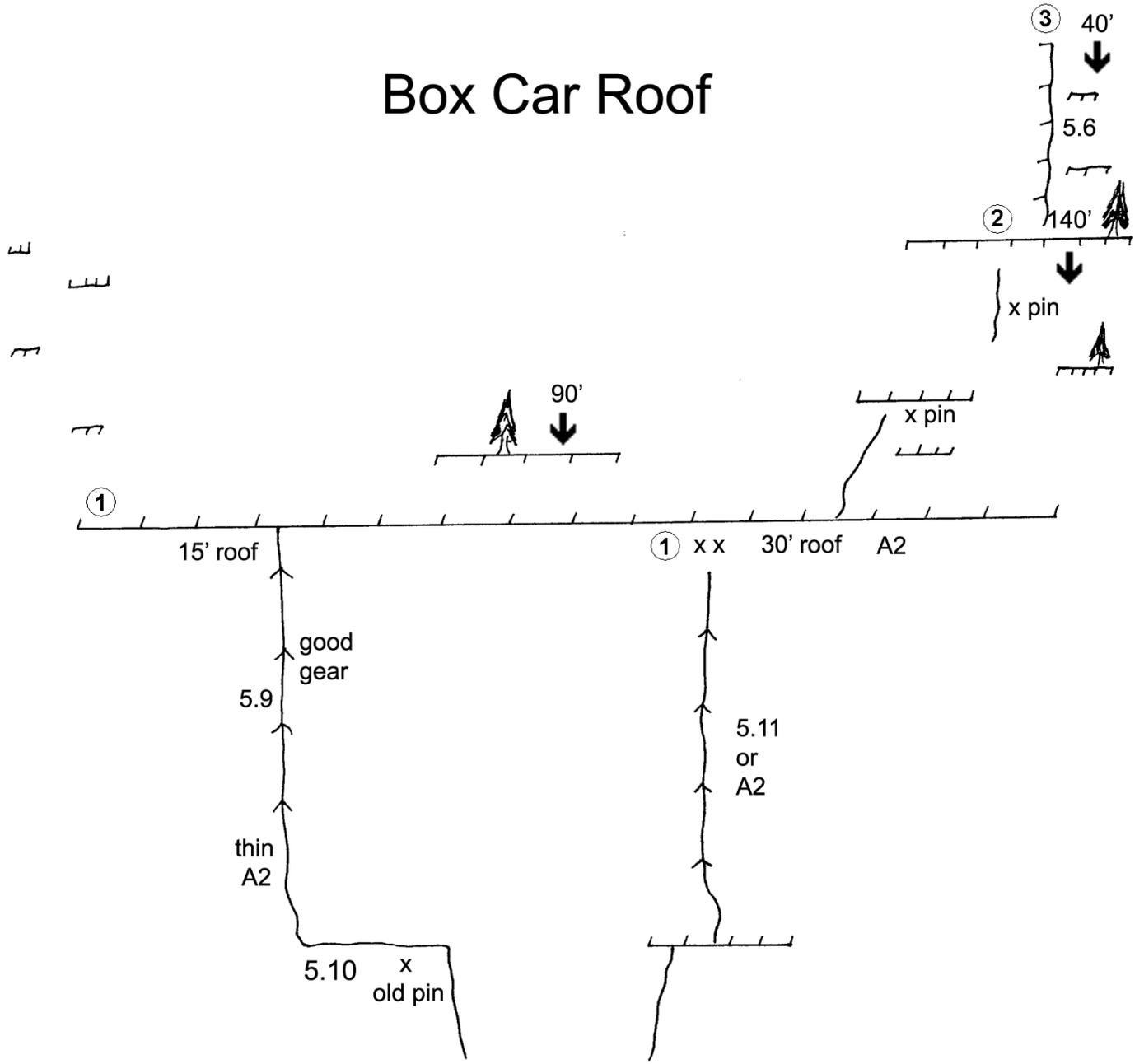
P3: Move right and have fun on the rare 5.6 free climb to the top.

Descent: Rappel back to the top of P2, then use two ropes to rappel from a tree to the ground.

②

90'
↓

Box Car Roof



Runaway Train 10+ A2

Box Car Willies 11 A3

1. ****The Nose 9+/10a**

Fun, quick, tall and casual.

FA: Bob Wheeley, Phil Barksdale, 1985

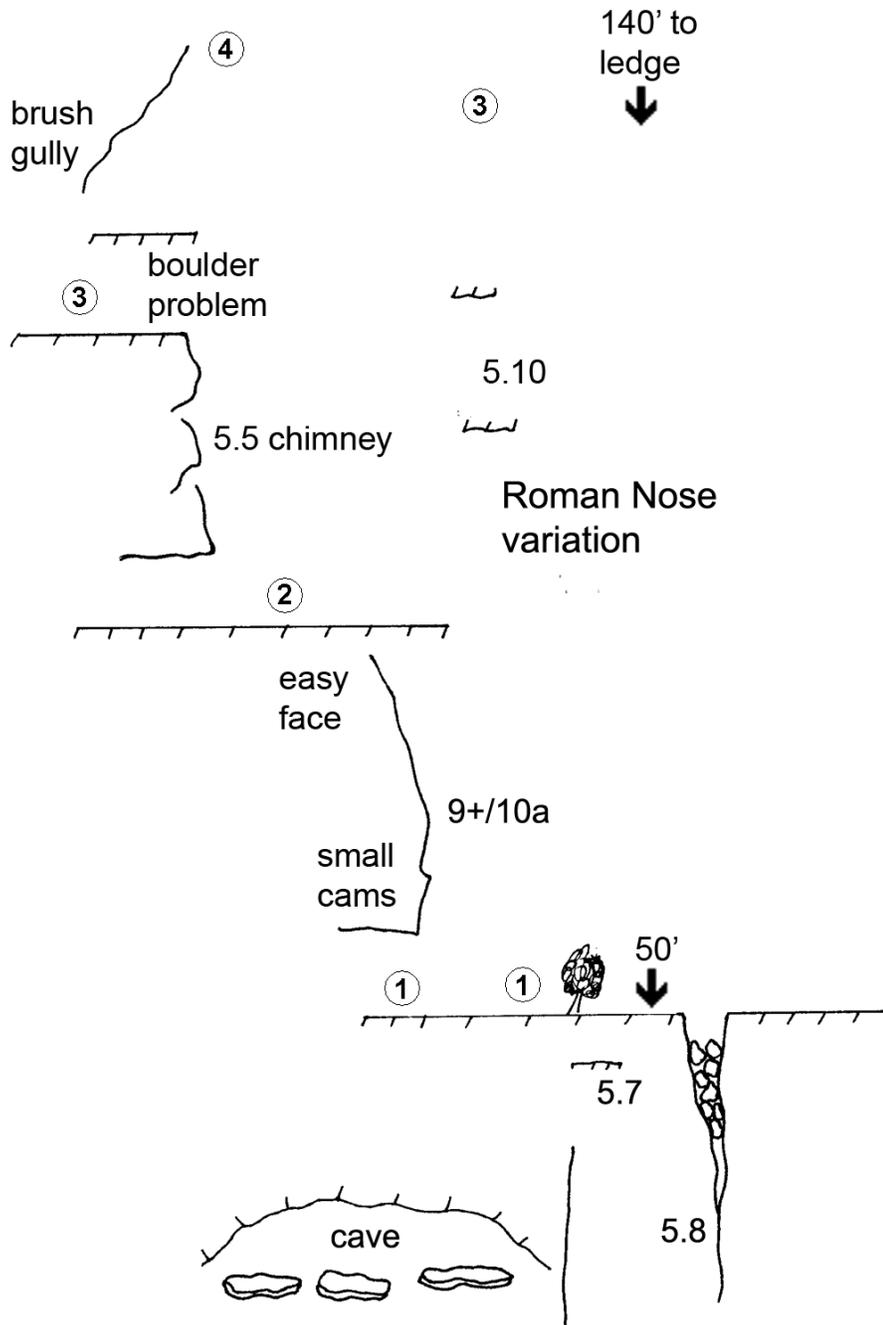
P1: Stem and lieback up the awkward crack to a stance, then follow the chimney to a tree. Sling the tree, step left onto the face and climb up and left to a good ledge. Belay off of a tree.

P2: Move the belay as far left as possible on the ledge to a tree. Power up a thin face, shooting for a prominent golden flake. Fish in some gear and negotiate a bouldery barndoor move, then step left to better holds. Run it out to good gear and easier climbing. Gain the good ledge and belay on gear or trees.

P3: Move left and climb the fun chimney to a good ledge. It is possible to climb the Roman Nose alternate (140', 5.10) from here. See topo.

P4: Short, bushy and not worth it except for reaching the top.

Descent: Move back right and rappel the Roman Nose back to the ledge on two ropes. Move back right and rappel the first pitch using the same belay tree. It is also possible to walk off from here by scrambling back up into the Crack House.



The Nose

The Nose 9+/10a

Roman Nose 10

Gear: 1 set of cams, tcu to #4
 Camalot and 1 set of wires.

2. ***911 9+/10a R

One of the best free routes in the Gorge, offering three pitches of fun, varied climbing. Jeff Noffsinger claims that the name for the route comes from a group of Japanese businessmen who were broken down on one of the remote roads in the Gorge. Says Jeff, "We stopped to help, but all they could say was "You dial 911, you dial 911..."

FA: Jeff Noffsinger, Jamie Dial and Patrick Turner, 1995

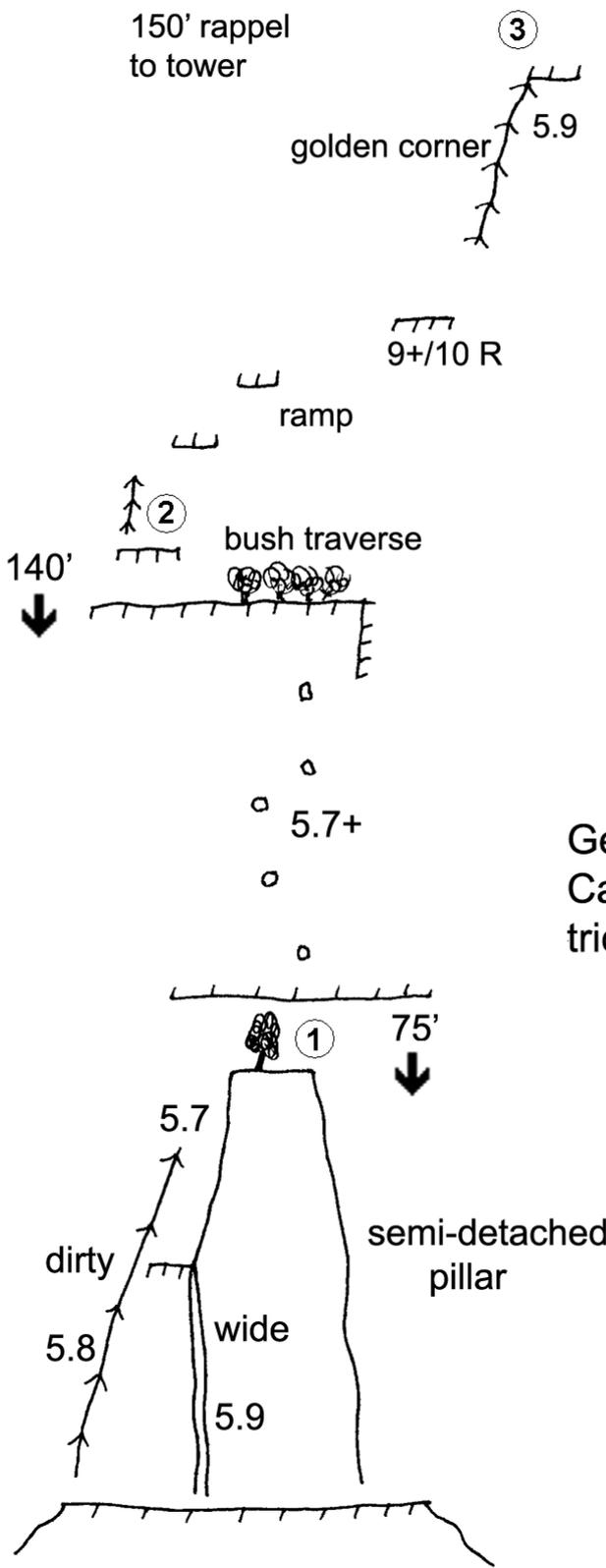
Start: At a semi-detached pillar, up the slope to the right of the large cave, from a small ledge up off the trail.

P1: Climb the wide crack on large gear to a small stance. Follow a thin broken crack and face to the top of the pillar and a tree belay.

P2: Move onto a cool pocketed slab. Fun climbing leads up and right toward a left-facing corner. Get some good pro and yard left across some bushes to a small ledge. Belay on gear and small trees.

P3: This is a fantastic pitch, so flip a coin. From the belay, move up and right and along a funky ramp. Get some pro and continue right on sloping holds to a small stance. Carefully move up a bulge and run it out to finally reach good gear at the base of the Golden Corner. Climb the steep, well protected corner to the top.

Descent: Move back left above the first pitch tower. A 150' rappel reaches the tower and another 75' rappel reaches the ground.



911 Wall

911 9+/10 R

Gear: 2 sets of cams, tcu to #4
 Camalot, 1 set of wires and small
 tricams

3. ****Salsa Del Diablo 10 A3**

Super steep, with four good pitches and a bushwhack pitch.

FA: Patrick Turner, Jeff Noffsinger, 1996

Start: From the extreme right end of the cave at a wet corner.

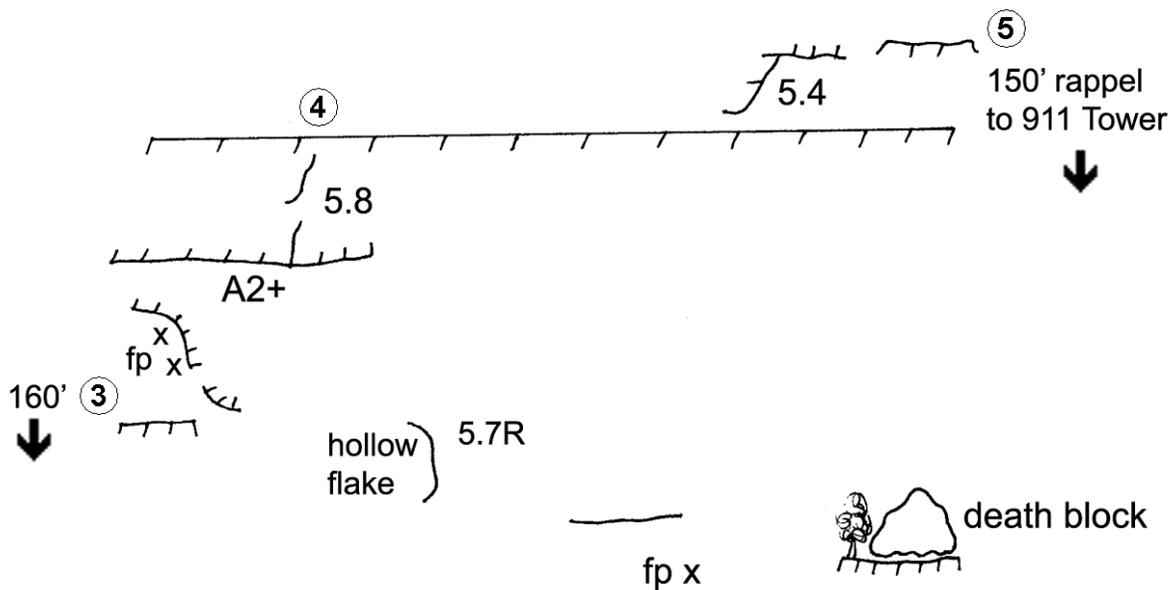
P1: Climb the ever-widening corner (#5 Camelot), then stem out and clip a bolt on the face. Continue past another bolt to a hook move. Move out to a manky flake, overcome your claustrophobia and climb into the Birth Canal, a dark slot in the ceiling, where a fall would send the leader whipping into the sharp corner. Work toward a good crack at the top of the slot. Squeeze/bleed via free/aid out left toward the opening in the end. (Don't fall, a rescue would be nearly impossible.) Trend out to a good horn and on to the blackberry bush hanging belay in a good crack.

P2: Move up and right off the belay and head toward a wide crack. Follow this, then up a steep hand crack and work left on tricky aid. Look for a fixed pin in a horizontal crack out left and belay.

P3: Fun free climbing leads up and left to an obvious flake. Gain the flake and trend up and left with sparse gear to small ledges and on to a stance with fixed pins. Back the pins up with cams and stoppers to belay.

P4: Climb up a crack and break right under a flaky roof. Gain a good crack and free the final bulge to a good belay ledge.

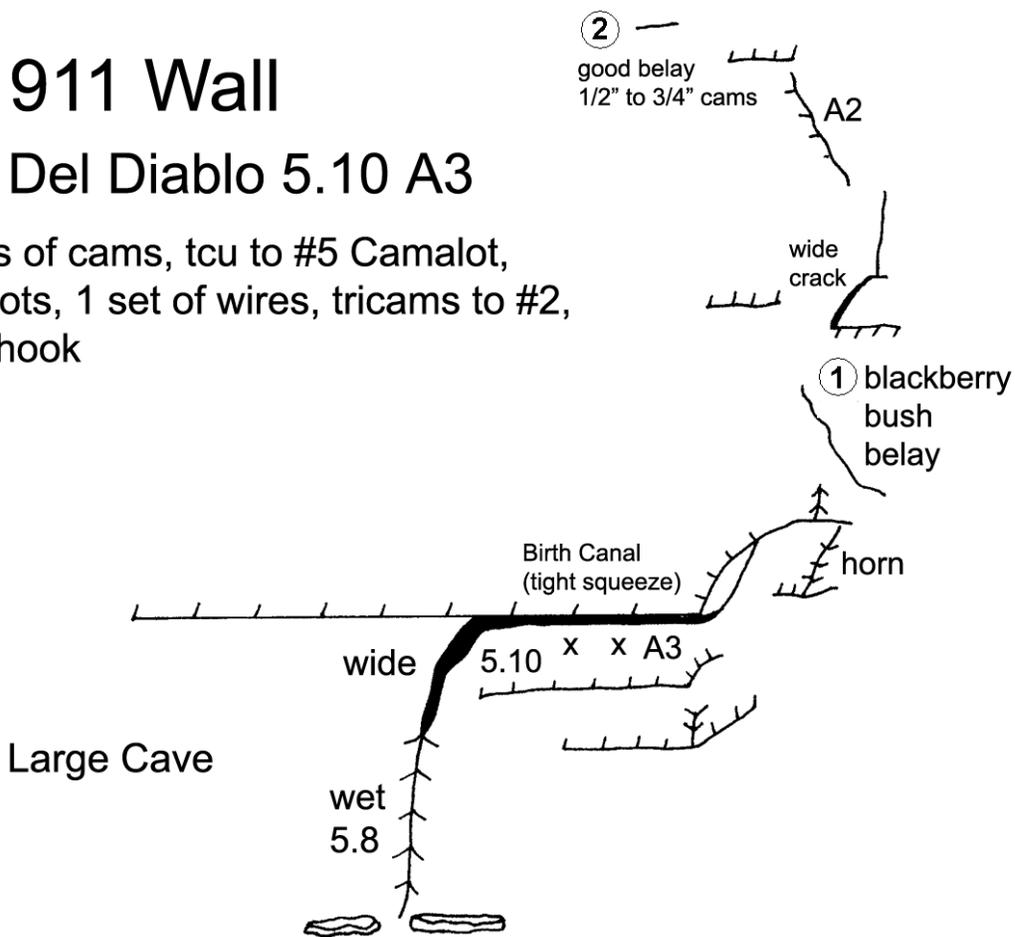
P5: Move right and boulder up a short capstone near the top. Move right and rappel down to the tower (150') and then another 75' rappel to the ground.



911 Wall

Salsa Del Diablo 5.10 A3

Gear: 2 sets of cams, tcu to #5 Camalot,
 3 #2 Camalots, 1 set of wires, tricams to #2,
 1 standard hook



4. **Tomb With A View 10+ A2 or 12a free

Features good ledges and tremendous exposure. *FA: Jeff Noffsinger, Terry Smith and Patrick Turner, 1996*

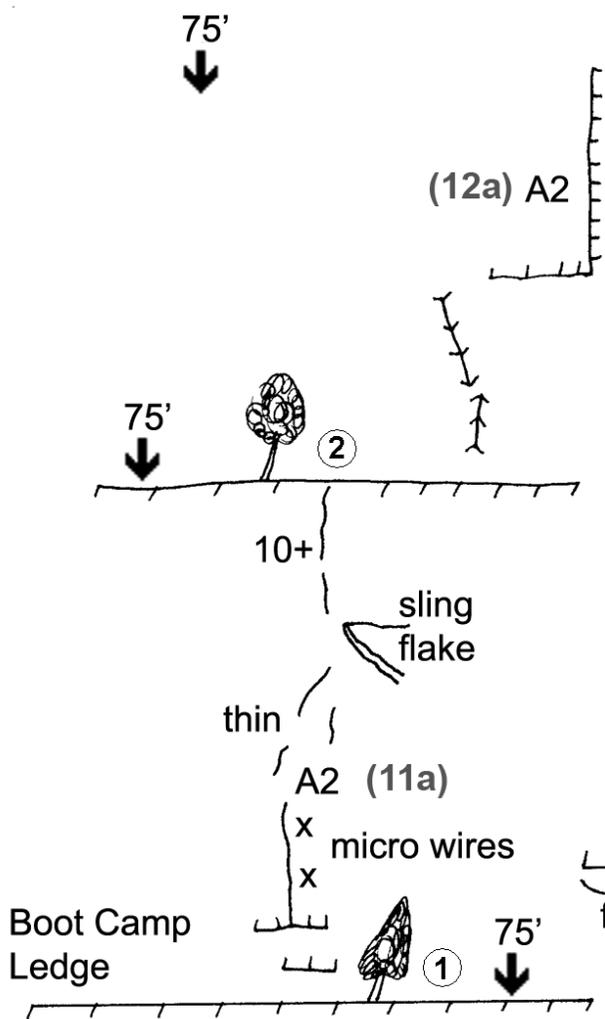
Start: Roughly 50' right of the cave, at a small holly bush. Look for the obvious Red Roof above.

P1: Climb up behind the bush, plug some gear and move up and right (runout) towards a corner. Follow a short finger crack to a mantel, then up a larger crack to the roof. Traverse left under the roof on good gear to "Boot Camp Ledge".

P2: Work up through steep terrain on thin wires. Move up and right to sling a large flake. Free climb up better cracks until the face starts to slab out. Say your prayers, huck for the lip and belay on a good ledge.

P3: Climb stellar cracks up and right to a hanging corner. Follow corner to the top.

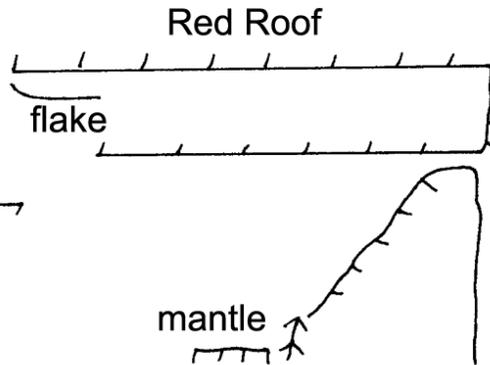
Descent: Two rappels lead back down to Boot Camp Ledge at the top of P1. Traverse left and rappel from a tree atop P1 of the Original Route.



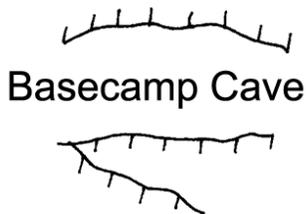
O&W Wall

Tomb With A View 10+ A2

Gear: 2 sets of cams, tcu to #4 Camalot, 2 sets of wires, micro wires and small tricams



5.9 } golden
finger
crack



runout 5.7

holly bush

5. ***Suicide Direct 8 C2 or 11d/12a free

One of the best lines in the Gorge and a must do! Four fun pitches, all well protected and steep. *FA: Patrick Turner, Jeff Noffsinger, 1996*

Starts on the Original Route (see below) but breaks right at the top of P2. Hike uphill to the left of the base camp cave, to the top of the slope.

Start on blocky, vegetated rock.

P1: (7) Follow a crack up and right then break left onto a small ledge. Climb a shallow dihedral up to a nasty fixed blade. Run it out up the corner to a good ledge. Don't underestimate the 5.7 rating on this pitch.

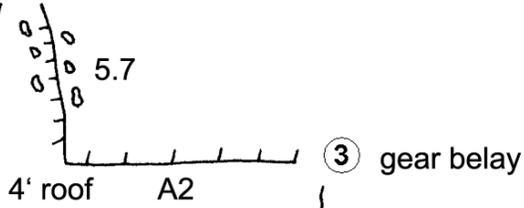
P2: Climb a nice corner up to a hanging belay on two bolts. Sustained with great protection.

P3: Climb out right and cross the awkward 10' roof free/aid. Above the lip, climb to the top of a right-facing corner. Move up and right across horizontals to a hook move, followed by a dicey TCU move to a hanging gear belay.

P4: Traverse left under a small roof to a 4' roof crack. Pull another awkward lip and free climb out left to a ledge.

Descent: A double rope rappel leads back to the top of P1. A short rappel leads to the ground.

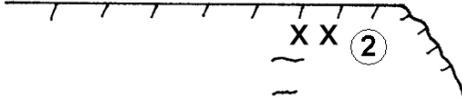
two 50m ropes
to top of first
pitch ④



alternate belay
rappel anchors

130' X X ②

Lunch Ledge Bat Cave 10' roof



escape ledge wide 5.8

giant corner

① gear belay

Boot Camp Ledge

fp x
5.7+

Basecamp Cave

O&W Wall

Suicide Direct 8 A2

Gear: 2 sets of cams, tcu to #4
Camalot, 1 set of wires, small tricams
1 standard hook

6. ****Original Route 9+**

FA: Bob Wheeley and Phil Barksdale, 1985

Start: Hike uphill to the left of the base camp cave, to the top of the slope. Start on blocky, vegetated rock.

P1: Same as for Suicide Direct.

P2: Climb the giant corner until it gets wide and break out left along an escape ledge to access "Lunch Ledge" or continue up to bolted anchors in the Bat Cave and crawl over to the ledge. There are two rap ring anchors here.

P3: Climb a wide, gnarly off-width chimney to the top. This pitch has not been repeated as far as anyone knows.

Descent: Rappel back to Lunch Ledge. Crawl out into the Bat Cave and rap off the anchors. 130' back to the ground or a half rope back to the top of P1.

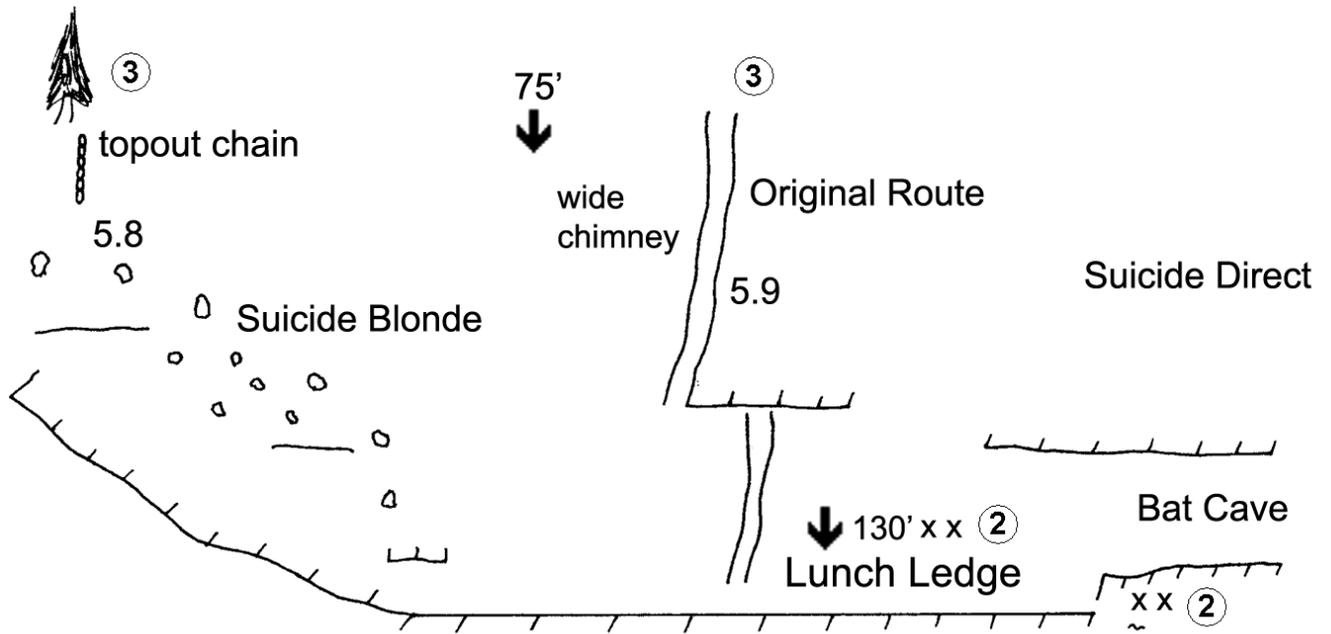
7. *****Suicide Blonde 8**

The easiest multi-pitch route in the Gorge, though still not for the fledgling 5.8 leader.

P1, P2: Follow the Original Route up to Lunch Ledge.

P3: From the far left end of Lunch Ledge, follow an easy ramp up and left toward the top. Negotiate some steep ground and look for an anchor chain. Yard up to the top and belay at trees. Caution: Do not belay or rappel from the anchor chain! It is used simply to access the top. P3 traverses out over No Man's Land. If you lower from the chain, you will end up #%*& creek without an anchor!

Descent: Move right and rappel back to Lunch Ledge. Traverse right to the Bat Cave and use the bolted rap anchors. 130' to the ground or a half rope to the top of P1.



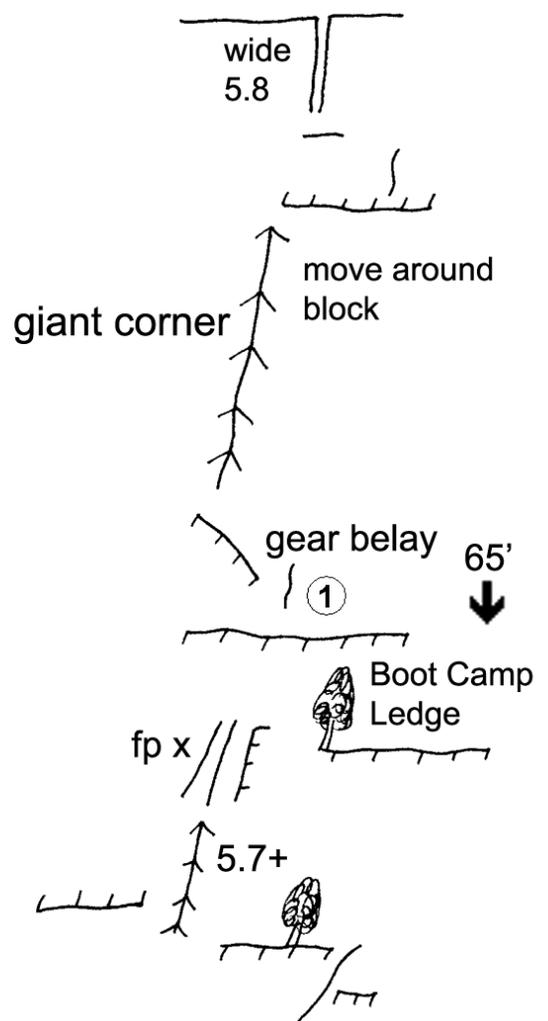
O&W Wall

Original Route 5.9

Gear: 2 sets of cams, wires, some big stuff

Suicide Blonde 5.8

Gear: 2 sets of cams, tcu to #4 Camalot and one set of wires



8. ***Vertigo 10 A2 or 12++(?)

200' tall with over 300' of incredible mixed climbing, this unbelievably steep route goes straight up the center of the face to a stunning high corner, and is destined to become a classic. Established ground up, with no rappel inspection and hand drilled on lead, with belay/rappel stations at every belay, the route stays dry in all but the heaviest rains. A mind-numbing 200' free rappel drops you back to the deck. Woohoo!

FA: Jeff Noffsinger, Patrick Turner, Terry Smith, Mark Seitzman, Danny Hayes.
2004

P1: Start behind a small tree and climb through an overhang to a small stance under a roof. Step left and palm up a shallow right-facing corner. A few mantles lead to a small ledge. Trend left to a thin flake, step up a few blocks and clip a bolt. Continue up some runout face climbing to Oven Ledge and a set of anchors. Hang out, enjoy the view and the bake in the setting sun.

P2: The Microwave Pitch. Climb past numerous bolts up a steep face to gain a fixed knifeblade. Crank past a small roof, past more bolts up and right. Gain a slot and clip the final bolt. Gaston and crimp up small holds to an all out dead-point at the lip and gain a hanging belay. A good rainy day option might be to climb the first two pitches and rap off.

P3: The Terrorarium Roof. This pitch traverses out a 40' roof with wild exposure, a small dripping spring with plants and mosses growing there. Aid or free out left past a fixed wire and bolts. Plug some cams and cut loose into big air! Climb past a knifeblade, more cams and another bolt, trending left along a good crack to a belay station above the lip. This pitch can be linked with Pitch 2.

P4: From the Park Bench Belay, step right past a fixed pin and negotiate the wild and spooky Double Exposure traverse. Continue right past pins and bolts, with the help of small cams if aiding. Clip the last bolt and free climb up easy rock to the exposed and somewhat loose Frosted Flakes. A bomber fixed pin and crappy cams protect this section. Aid out right past two bolts to a hanging belay. Two 50m ropes will reach the ground from here.

P5: The Vertigo Dihedral. Super steep, exposed and seemingly impossible to reach. Step left off the belay to a bolt and on to the crack (A1) Clip a bolt out left and move under the Sugar Cube, a fragile and scary block. Creaky moves lead to better rock. An alien and a knifeblade lead to good gear and the final obstacle – the Sea Turtle mantle. Hang a sling or set a hook and paw awkwardly onto the Turtle. A final awkward free move and a mantle leads to the Psych Ward. Please leave all fixed pins.

Descent: A 200' free rappel reaches the ground or scramble up to the summit traverse back right and rappel onto Lunch ledge and then rap the Original Route.

10. *****Bushmaster 9 A3**

The longest, and one of the steepest routes in the Gorge. Offers five pitches of awesome rock with only one protection bolt. This route is very committing - most parties should expect a very long day at the very least.

FA: Jeff Noffsinger, Terry Smith and Patrick Turner, 2000

Start: Follow the trail up to the cliff base. A slope to the right leads up to the Original Route. Go left of this slope to the base of a short right-facing corner.

P1: Aid/free climb up the corner to a ledge.

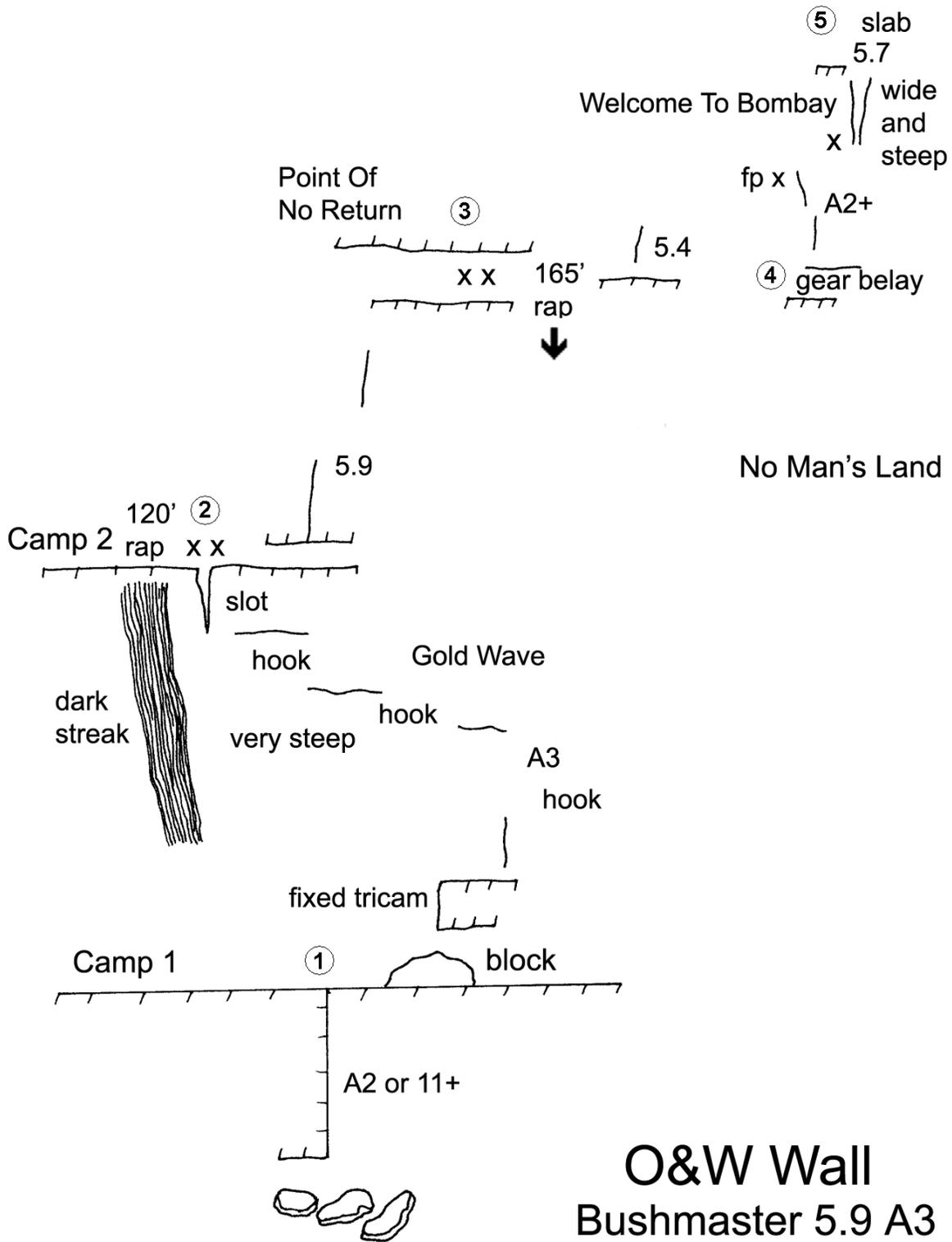
P2: Move right to a large block and a small roof. Stem up the block and aid up the short crack looking for a fixed tricam. Move right onto a ledge and traverse to a small right-facing crack. Follow it and step back left. It is advisable to unclip the last few pieces to reduce rope drag. Climb up left into a saddle and up to a delicate stance. Do a hook move out right to a good cam. (Careful - ledge fall possible!) Trend up and left on horizontals and hooks, heading for a slot at the top of a steep wave. Free moves and hook scums lead to a sloping ledge and bolted anchors. The Camp 2 ledge is out left. This pitch is very steep.

P3: Move right about 20' and follow a steep crack splitting a bulge. Continue to another crack and follow it to a stance, then traverse right 35' to a bolted belay and "the point of no return". This is the last chance to bail via a 165' rappel to the deck. Pad your rope - the first ascent party nearly sawed through their rope jugging back up!

P4: This short pitch offers a fun break from the rest of the route. Traverse right about 45' to a wild semi-hanging belay on large cams under a steep headwall.

P5: "Welcome To Bombay". One of the wildest pitches at the gorge! Move off the belay on micro wires, clip a fixed pin out left, then move back right and look for a scary knifeblade in a small pocket. Gingerly move to a lone bolt before the pin blows and pull into a wide crack. Feed crack a steady diet of bigger and bigger cams (#5 Camelot, #4 BigBro) to a hook move and a fixed pin. Climb to a stance behind a pine tree. An easy slab leads to the top.

Descent: Either traverse the entire wall back right and rappel down Tomb With A View/Suicide Blonde or scramble/rappel down the left side of the mountain through rugged chimneys and gullies. Good luck.



O&W Wall Bushmaster 5.9 A3

Gear: 2 sets of cams, tcu to #5 Camalot, #4 BigBro, 2 sets of wires, small tricams, 2 knifeblades, hooks

10. Tale of the Scorpion 5.12+

A fun long route, that splits the left side of O&W wall. This route got its name from an irate scorpion that was found behind a loose block on the first ascent. Very steep, and sustained on the 2nd and 3rd pitches. 200' FA: *Jeff Noffsinger, Marc Seitzman, 2011, also help from Toyona Seitzman and Jerome Epstein*

Starts about 50' to the left of Vertigo. When you approach the route, look for the start above a short slab that leads to a small roof and flake. This can be climbed to add another very short 5.9 pitch to the route. Most people will skip this, and skirt up around to the right, then back left, and access the first pitch from a small ledge. Look for a single bolt above a small overhang, and a small right-facing corner.

P1: Climb up into the small roof (tcu's) and gun for the bolt. (5.9+). Pull past the bolt to medium gear at a shelf, continue up onto a big ledge. Climb a short wide crack, then move out left to a face on a short detached pillar, and an awesome belay stance with a two bolt anchor.

P 2: Very steep and thin face climbing, leads to even steeper ground above. Crank your way past a mixture of bolts, fixed pins, and small cam placements, to gain a fully hanging belay. (5.12+) Note: This section can be aided, but even on aid it is very strenuous, with a few blind placements.

P3: Move up and out a body length roof past bolts and thin pockets. Gain the lip, and power through a steep head wall with fantastic exposure, aiming for a short vertical crack just before a big ledge. (5.12+) Either build a gear belay, or move left 10' to the two bolt belay station at the end of the third pitch of Bushmaster.

P4: Step back right, and continue up a moderate crack/runnel to the top. (5.7+) or climb right about 35', to a large horizontal crack and build a gear belay below a steep bomb bay slot. There is one bolt before you gain the main crack, and some spooky and spicy aid to gain the bolt. This is the final 5th pitch of Bushmaster, and an exciting finish.

Descent: Either traverse climbers right across the top, and come down the Suicide Blonde rappels, or rap back to the ledge at the top of pitch three, and move over to the bolted station to do a double rope rap of around 160'.

Gear: Cams to #4, and maybe one large #5 cam for the pillar on the top of the first pitch. Note: Gear for the last pitch of Bushmaster should be referenced from that route. Large cams, knifeblades, hooks, big bro, etc.....