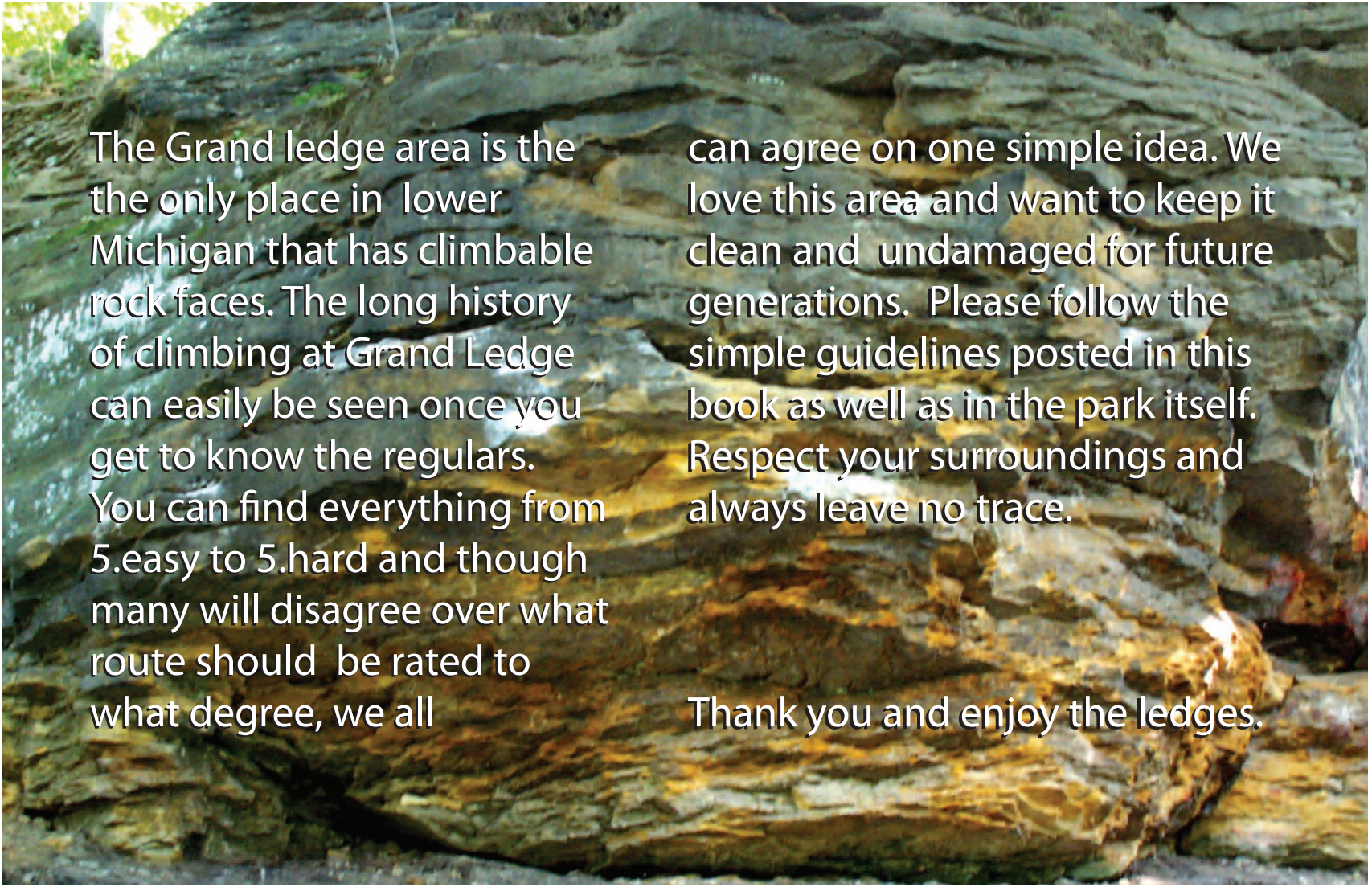


A GUIDE TO GRAND LEDGE CLIMBING

A photograph of a person climbing a rock face. The climber is shirtless and wearing dark shorts, positioned in the lower-left quadrant of the frame. They are reaching up with their right arm towards a rope that runs vertically along the left side of the rock. The rock face is textured and yellowish-brown. To the left of the rock, there are green trees and a bright sky. The title 'A GUIDE TO GRAND LEDGE CLIMBING' is overlaid in a large, black, serif font across the top half of the image.

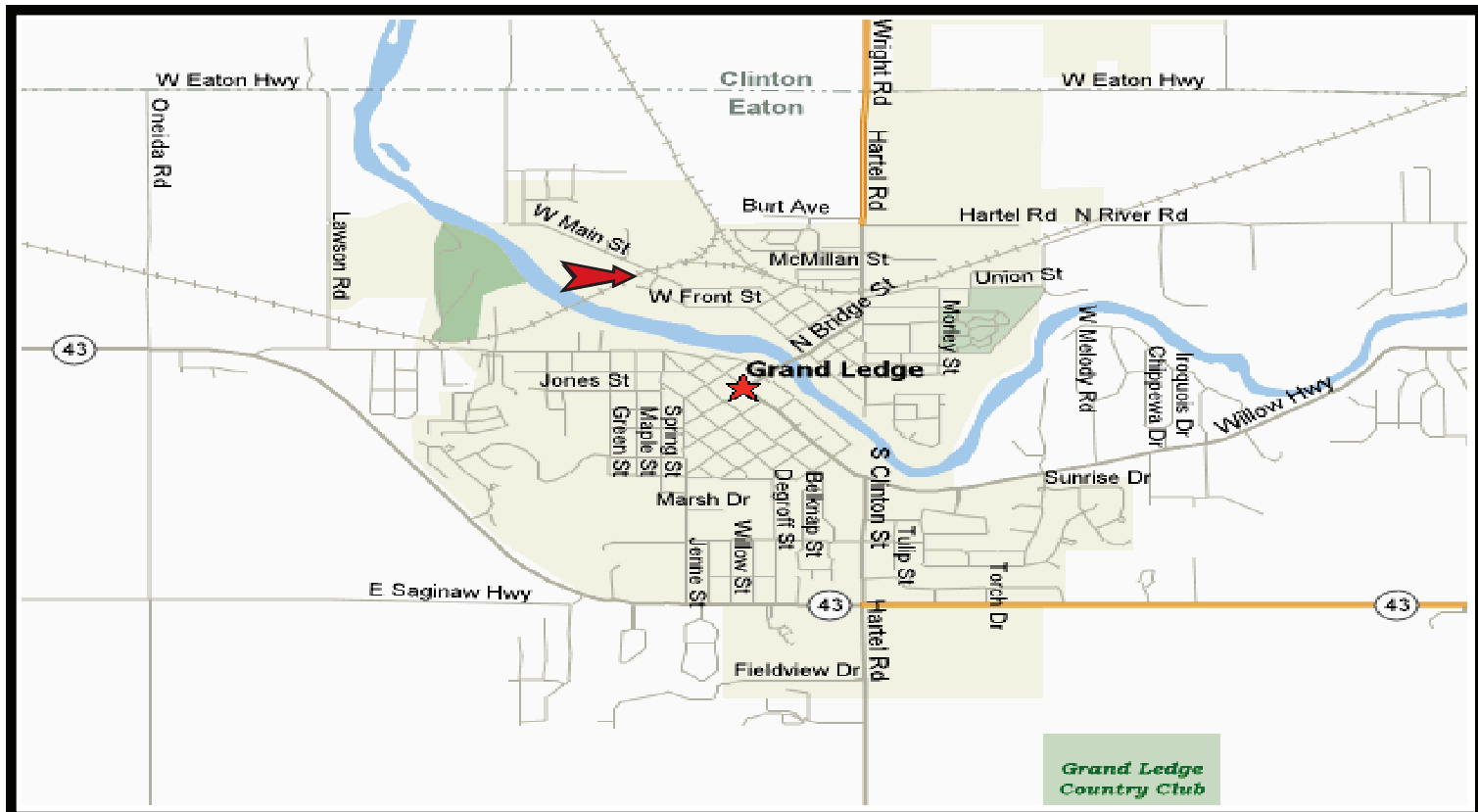
BY DUSTIN BOSSCHER

The background of the entire image is a photograph of a rugged rock face. On the left side, a waterfall cascades down the rock. The rock itself is composed of many horizontal layers or strata, with varying shades of grey, brown, and tan. Some areas appear wet and mossy, while others are dry and craggy. The lighting suggests a natural outdoor setting with some sunlight filtering through.

The Grand ledge area is the
the only place in lower
Michigan that has climbable
rock faces. The long history
of climbing at Grand Ledge
can easily be seen once you
get to know the regulars.
You can find everything from
5.easy to 5.hard and though
many will disagree over what
route should be rated to
what degree, we all

can agree on one simple idea. We
love this area and want to keep it
clean and undamaged for future
generations. Please follow the
simple guidelines posted in this
book as well as in the park itself.
Respect your surroundings and
always leave no trace.

Thank you and enjoy the ledges.



Directions from I96 West Bound: Going west from Lansing take the Saginaw Hwy exit. Continue west into Grand Ledge about 5 miles. Turn right on S Clinton St. This funnels into E Jefferson to the left. Take Jefferson until you hit S Bridge, turn right. Cross the bridge and take the first St to the left, W Front St. Go all the way until it dead ends.

Directions from I96 East Bound: Going east from Grand Rapids take the Grand Ledge exit Wright Rd (Route 100). Take this south for about 4 miles, merge turn right onto N Bridge St. Take a right on W Front Street just before the bridge. Go all the way until it dead ends

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The sign reads: Park is open sunrise to dusk. Alcoholic beverages prohibited in park. Please do not carve or deface the cliffs. Be aware of your environmental impact and avoid walking and climbing where damage to plant life may occur. Rock climbing instruction by permit only. Use carpeting or padding beneath top rope anchors MANDATORY. Rappelling is strictly prohibited and enforced. **WARNING** Steep cliffs run throughout this park. Please remain on designated trails and do not venture too close to the cliff edge. Parents should watch children at all times.

ALL PERSONS CLIMBING THE LEDGES - DO SO AT THEIR OWN RISK

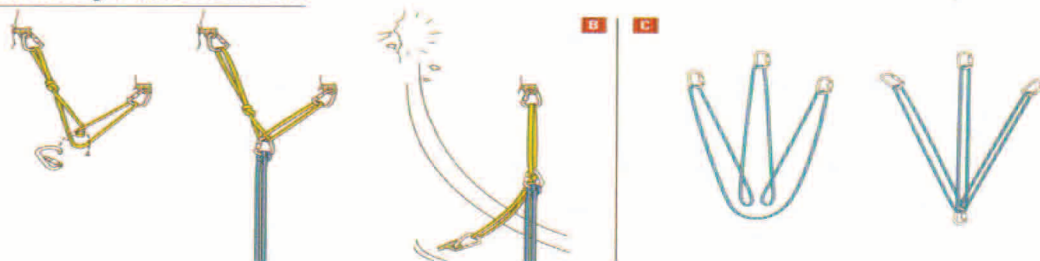
ANCHORS 1

A Distribution of anchor loading according to the angle of the belay slings



B Belay distributing forces on 2 anchors. The knots will reduce the impact force if one of the anchors should fail

C Belay distributing forces on 3 anchors



D Technique often used to link nuts

E Danger! Even a big block can move

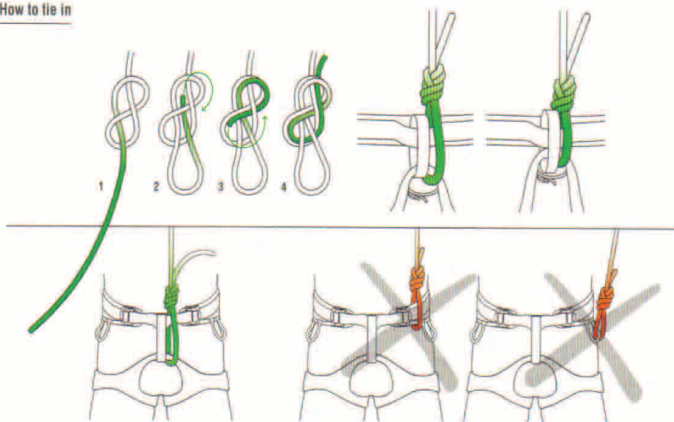


D E



CLIMBING

A How to tie in



B Belayer anchored and in position. On small cliffs, the biggest danger is a fall to the ground

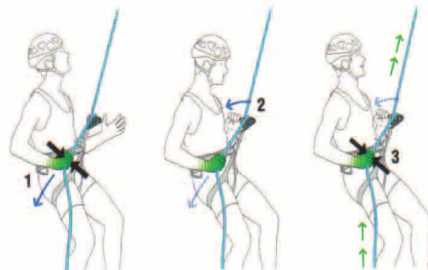


C1 Alert belayer. Both hands are holding the rope

C2 A little jump by the belayer at the moment that the rope comes tight absorbs energy dynamically. The impact force is reduced



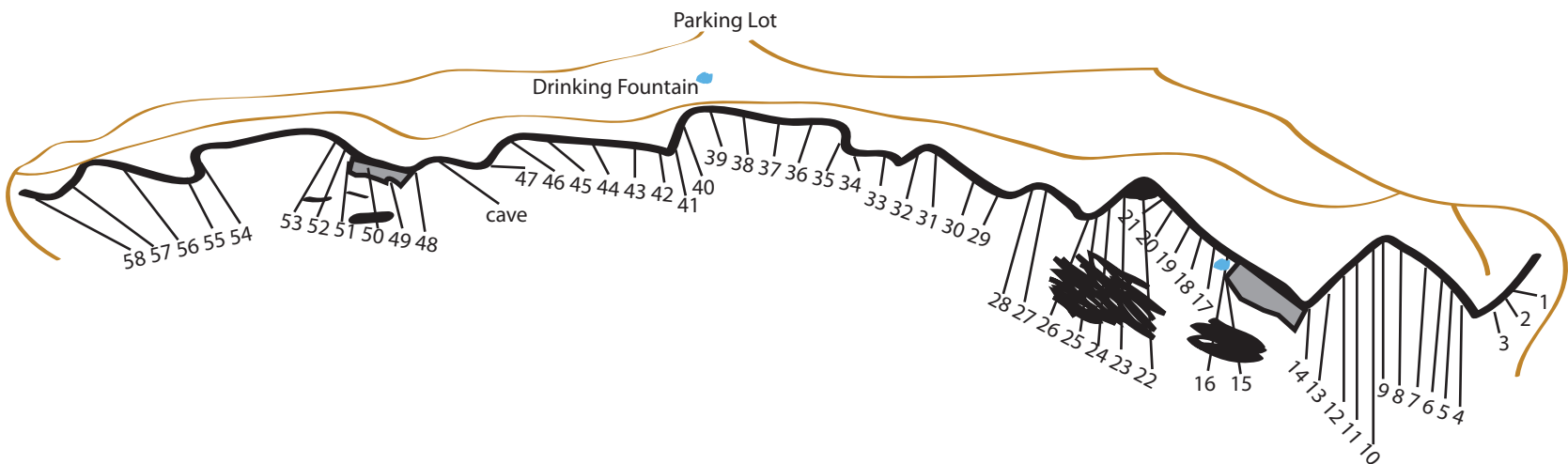
D Learn to lower using a GRIGRI. Keep hold of the rope!



E Lowering. Beware of ropes that are too short



These are suggestions for tying into and belaying for a top rope system. This is not an exhaustive list and training is imperative to have a correct set up. You use these procedures at your own risk.



- | | | | |
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| 2. Finesse 5.9 | 17 Pigeon Shit 5.9+ | 32. Second Thought 5.9 | 47. Peek-a-boo 5.9 |
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| 15. Walk on by 5.9 | 30. Intimidator 5.11 | 45. Building Blocks 5.7+ | |

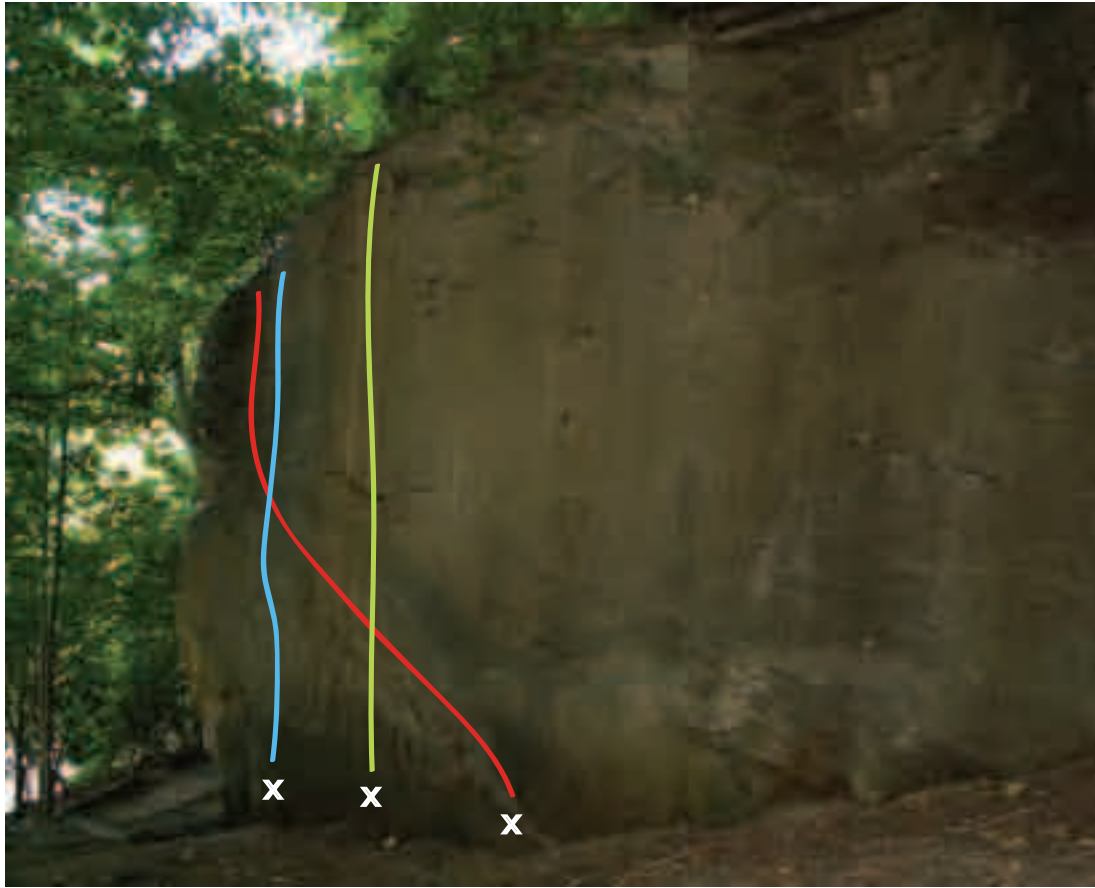
PARK AMENITIES



The park offers just the basics. Spring through fall the park has a functioning drinking fountain and Port-a-potty.

Everything top side is maintained by the city, while the ledges themselves are the responsibility of all climbers and patrons of the park. For more information about scheduled clean up days, activities, and general park information, go to.

www.grandledgeclimbing.com



Three Mules 5.7

Start on the right side of the slanting ledge in the middle of the wall. Go up and left until you can go straight to the top.

Finesse 5.9

Three feet to the left of Three Mules. Using ledges and small pockets make your way to the top in the most direct route possible

The Pretzel 5.9

Find a two inch hole in the rock about ten feet off the ground. From there climb straight to the top

This is the first wall you will see when you enter the ledges via the south trail of the park.



This wall can be a great way to warm up or work on technique

MORE CLIMBS IN THIS AREA

Intergalactic Quaalude Trip 5.10

Start eight feet left of Three Mules. Look for a larger hand hold above you and go straight up, Mantel the ledge to the top.

Asinine Behavior 5.9+

To the left of Intergalactic Quaalude Trip. Go up and to the right to finish on Pretzel.

Enigma 5.13b

This route start on the dull arête to the left of Intergalactic Quaalude Trip. Climb up using small pockets and crimpers.



Hand Job 5.9+

Start twelve feet left of Heart and Soul. Climb up to the ledge and traverse right to finish on Heart and Soul

Heart and Soul 5.9

This climb starts just around the corner from three Mules, directly below the horizontal undercut. Using the face, staying away from the corner, climb straight to the top.

MORE CLIMBS IN THIS AREA

Rage 5.10

Start between Hand Job and Heart and Soul, ten feet left of corner. Climb the small holds to the ledge and continue to the top.

Stretch 5.8

Start to the left of Heart and Soul. You will see a crack in front of a large tree. climb up right of the crack, without using any holds from the crack.

TM 5.10 (Transcendental Meditation, or Tough Mother)

Climb up to the left of crack, without using any holds on it. This climb is very sustained.



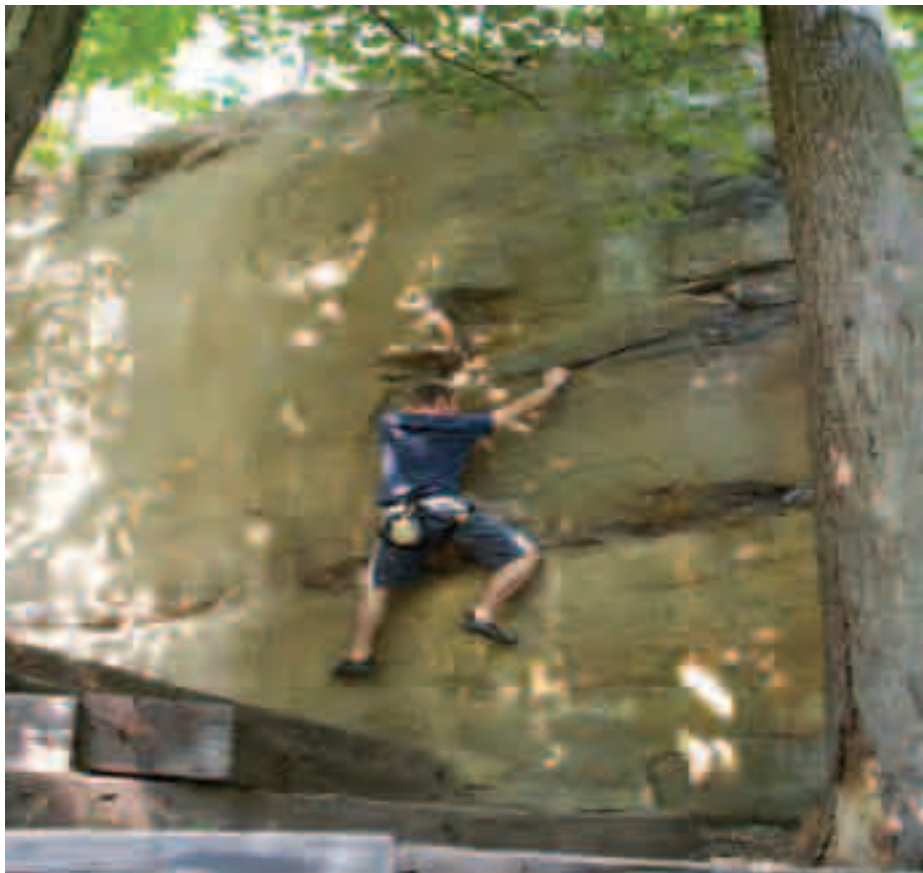
Under the Mermaid 5.8

Start right of the corner pictured. Traverse right on the small cracks until you find a vertical crack take this to the top.

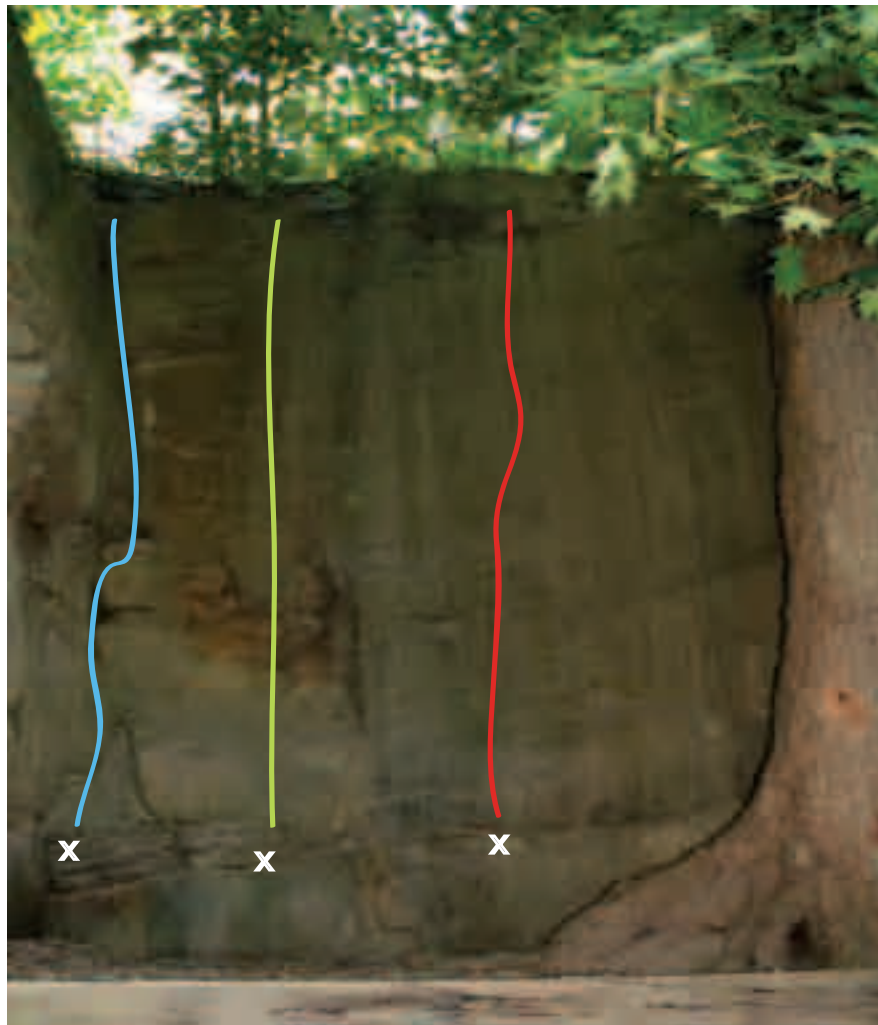
Rated X 5.11

Right of large tree in landscaped area. Begin climbing up and left, crossing over the mermaid carving to the top.

The Mermaid is carved into the rock between the two large trees



Jeff boulders the moves on Under the Mermaid. This climb starts ten feet to the left of the climber, continue right and up the crack.



Wall Street 5.11

Between the mermaid and Alice's Corner, climb up using small finger holds.

Organ Grinder 5.9

Just right of Alice's Corner, climb straight to the top avoiding the use of any corner holds.

Alice's Corner 5.5

Start on top of the rock pile in the corner, continue up the corner crack to the top.



Wood Pecker 5.10

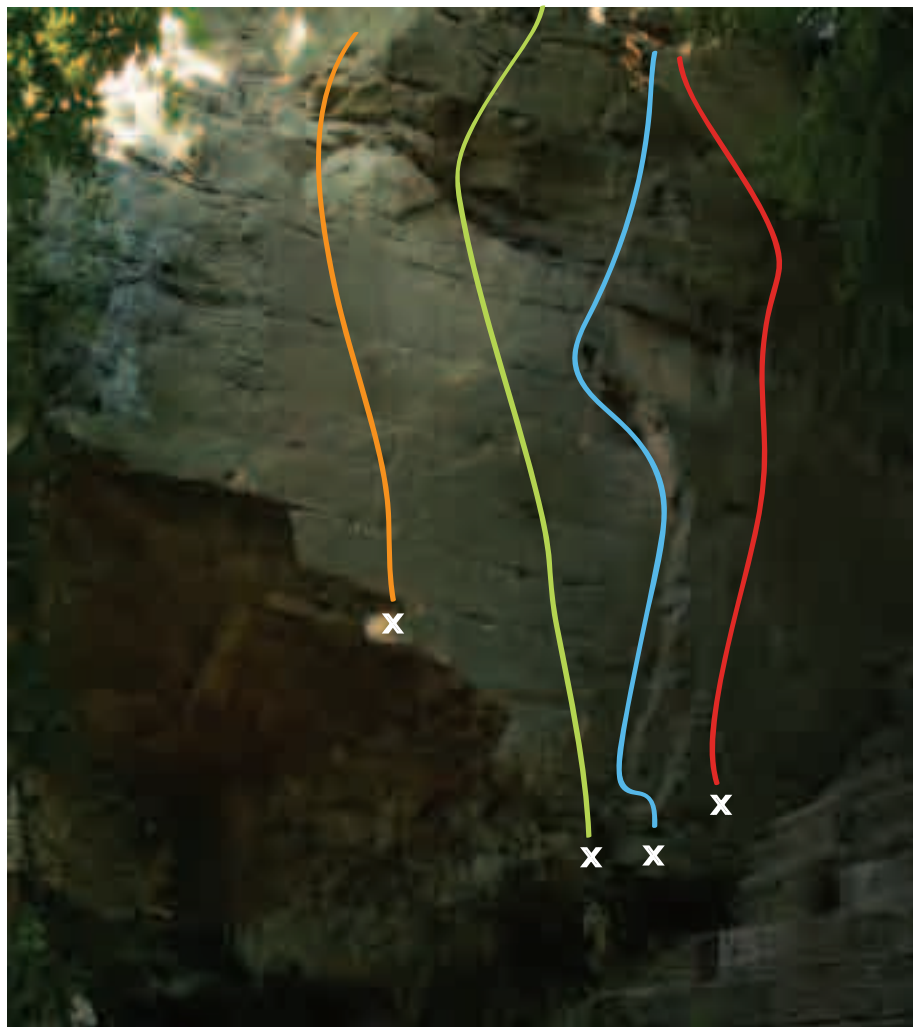
Start three feet left of Alice's Corner. Go up and to the left of a backward "C" shaped feature to the upward slanting ledge. Traverse up and right to finish at the top of Alice's Corner.

Short 5.9

Start two feet left of Wood Pecker, go straight to the top, staying left of backwards "C" shaped feature.

No Soap 5.10

Three feet left of Short, climb straight to the top where you'll find a challenging finish.



Techniquial Difficulties 5.7

Start three feet to the right of The Nose. Go straight up to the top without using any holds from The Nose.

The Nose 5.4

Start at the base of the large flakes visible here. Climb up using this flake until you reach the ledge.

Extention 5.6

Two fee left of The Nose go straight up to a small roof and continue to the top, do not use any holds from The Nose.

Conscientious Objections 5.9

Start three feet beneath the large overhang. Maneuver up and left to a small ledge. Pull ledge and continue straight to the top

MORE CLIMBS IN THIS AREA

Blind Faith 5.11+

Start underneath a large roof to the right of the spring. You must start on top of a fallen rock and traverse left underneath the roof and around to a blind hold, hence the name. Finish on Walk on By.

Slapstick Routine 5.10

Using a cheater block, go up on Blind Faith to the roof edge and continue to the top

Victim of Circumstance 5.10

Same start as Slapstick Routine, go up to roof's edge and look for a small ledge above you go up to it and continue straight to the top.



Tim works out his next move on Pigeon Shit



Walk on By 5.9

Start just right of small spring coming out from the rock, on the corner hanging down from the large roof to the right. Go up and left onto the face using the slotted holds. Continue straight up to the top staying just left of right vertical crack. If you don't use the pedestal of railroad ties this is a 5.11 (railroad ties not longer exist)

Keep on Truckin' 5.9

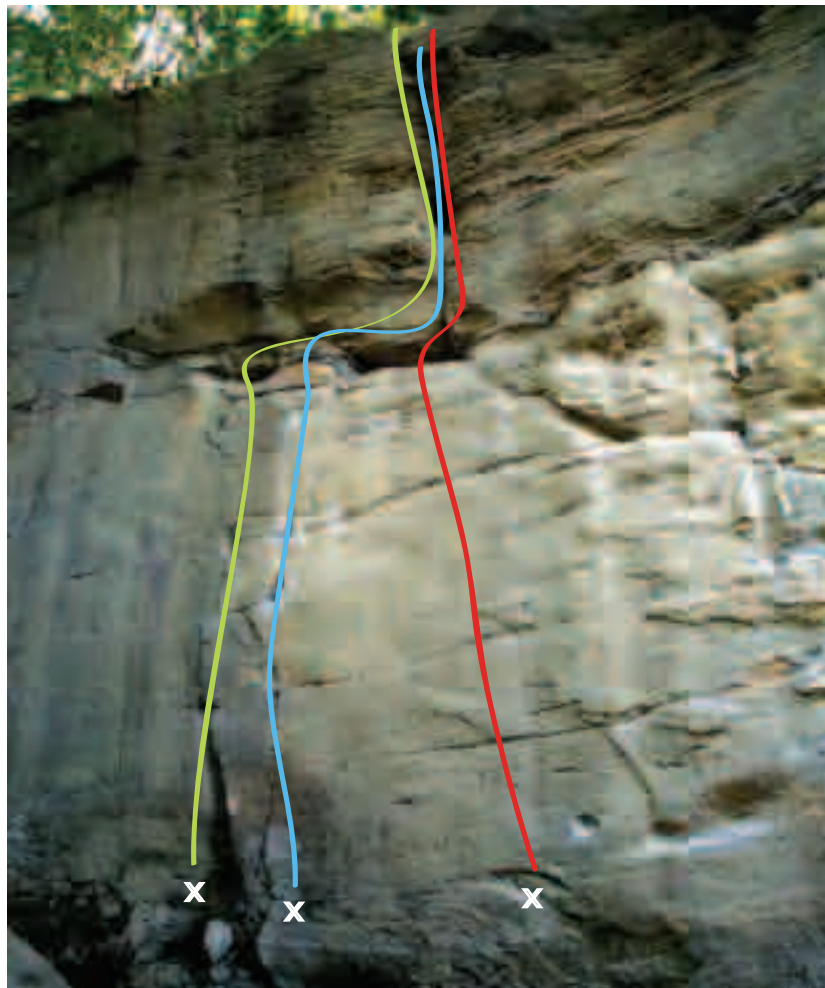
Start on Walk on By, go to the left vertical crack and to the top.

One Story Town 5.10+

Same start as Walk on By, traverse left of Keep on Truckin after a few feet. Climb the face where you won't find many holds to the top.

Pigeon Shit 5.9+

Start on small ledge fifteen feet to the left of Walk on By. Go up and right to a zig-zagging crack and follow it to the top.



Precious Little 5.11

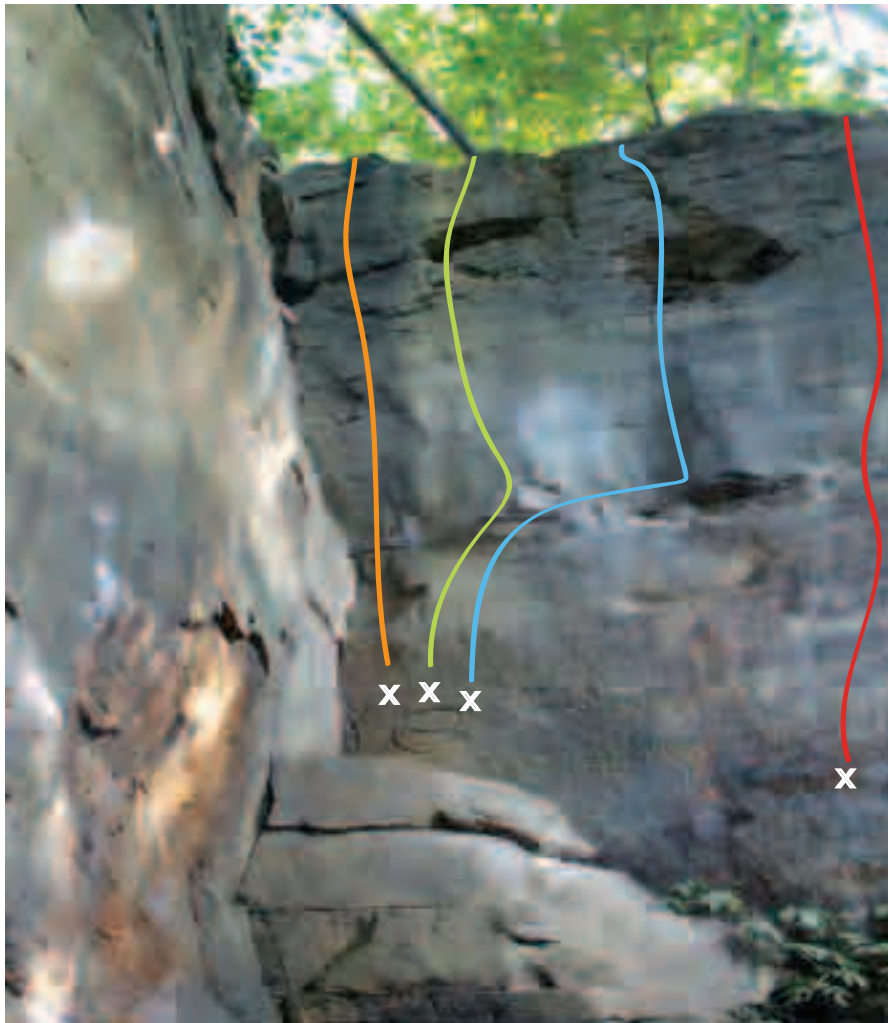
Start two feet left of Pigeon Shit
Climb the face staying in between
Pigeon Shit and Ludwig's Dude.

Eliminate 5.10+

Go to the left side of small ledge to
an alcove in the rock. Climb to the
ledge using only the right crack.
Continue up crack to right and follow
to the top.

Ludwig's Dude 5.10-

Start to the left end of the small
ledge below the two cracks. Ascend
the cracks and the wall straight to the
ledge, traverse right to a vertical
crack and climb to the top.
(watch out for the flesh eating hold!)



Resistance 5.13c

Start three feet left of Ludwig's Dude. Climb straight to the top using finger size holes. Finishing on pocketed face.

Blue Suede Shoes 5.10

Start at the big 'e' in the rock. Go up and right to a ledge. Traverse right about five feet and go straight to top, towards middle of horizontal slash.

Big 'e' 5.9+

Start at the big 'e' in the rock. Go up and traverse right to a small ledge. From there, climb straight to the top towards the alcove.

Digititus 5.11

Using the left face, climb straight above the large "e" carved into the rock. Climb towards the right side of the large horizontal opening.

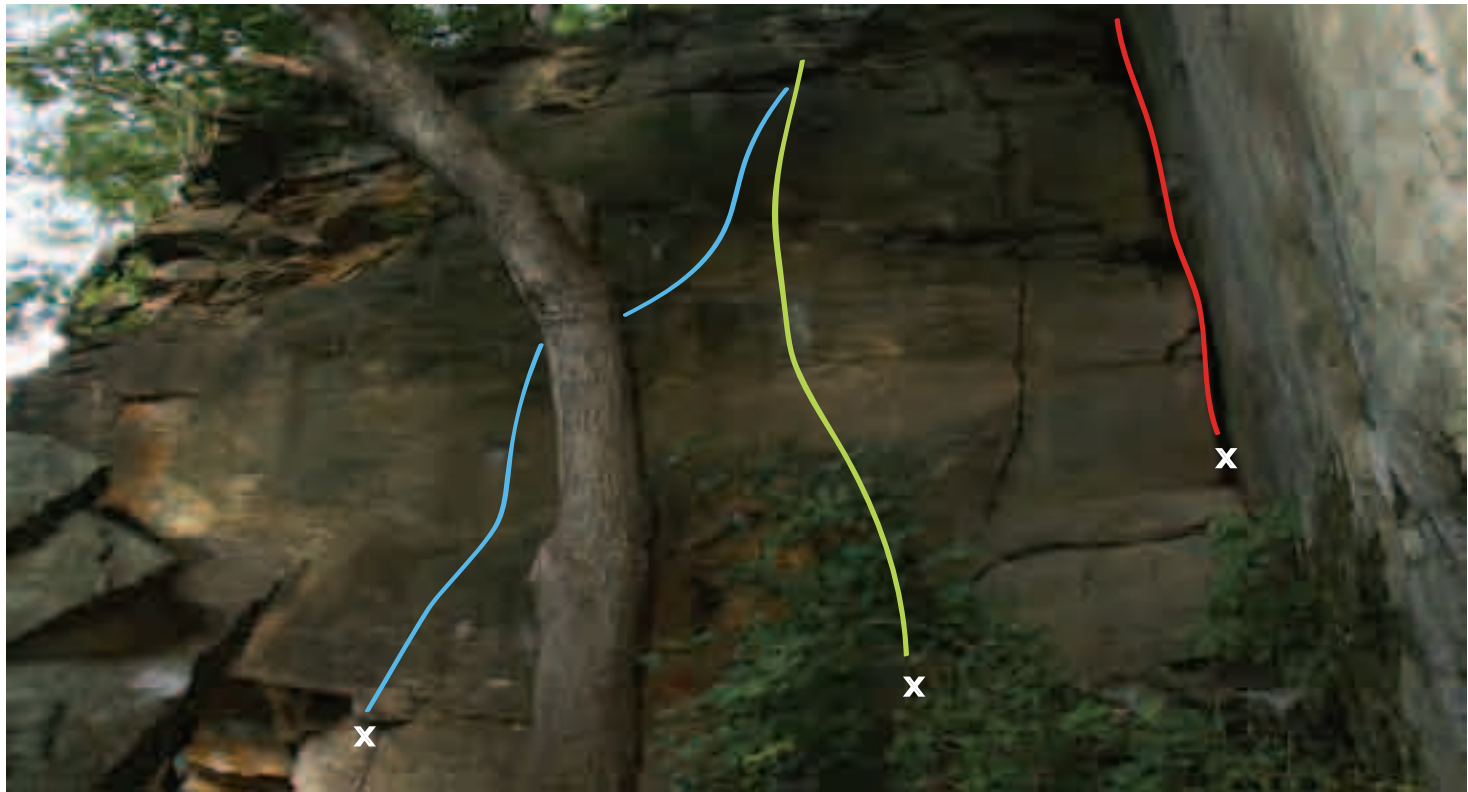
MORE CLIMBS IN THIS AREA

Kinesis 5.11

Same start as Big 'e', except you go straight to the top staying off any corner holds.

Schism 5.6

Climb the crack just left of Beginners corner.



Despondency Direct 5.11

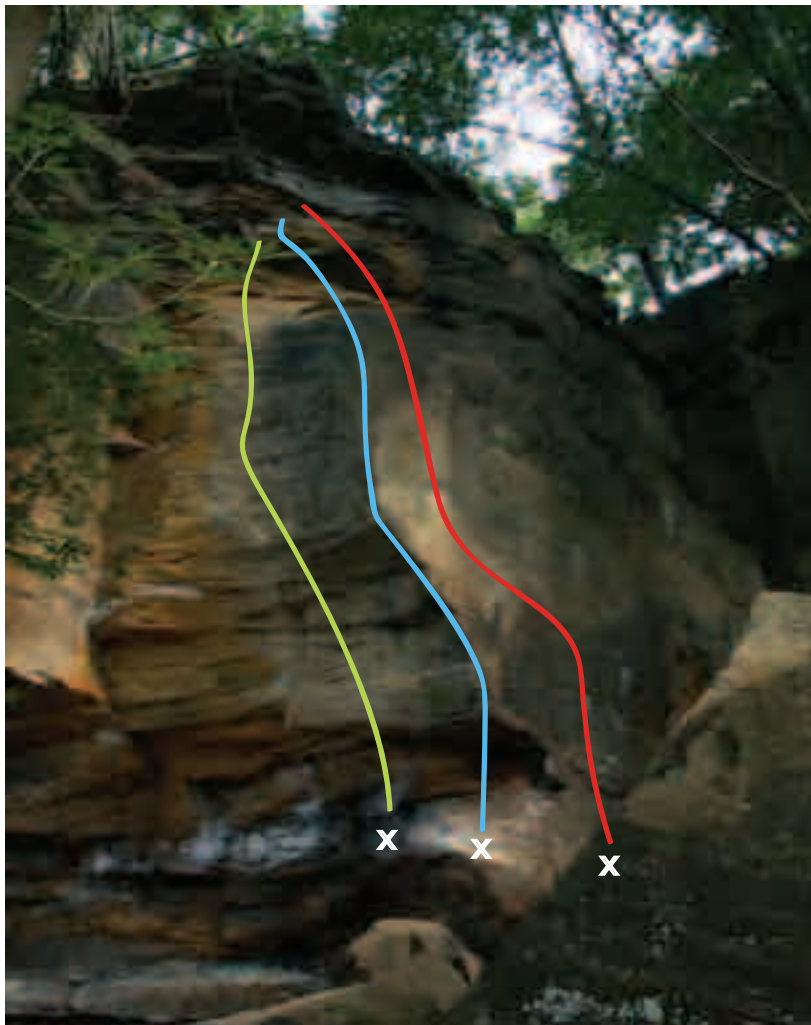
Start on ground five feet to the left of Despondency. Take a direct route to finish at top of Despondency.

Despondency 5.10

Start left of rock pile in corner. You'll see a small ledge, traverse this ledge to the left and work your way up to the ledge twelve feet above.

Beginners Corner 5.2

Climb large crack in the corner. use both crack and right face and continue until you reach the top.



Inappropriate Behavior 5.12

Start three feet to the left of Despondency Direct . You must start left of the horizontal pocket. Climb up to the left of the arête and follow the face to the top.

Desperado 5.11+

Start around the corner from Inappropriate Behavior. Start below the overhang of the arête. Climb the arête and pull the roof to the face on the left. Finish on top of the ledge.

Astral Projections 5.11

Start two feet left of right corner. Climb the overhanging face to the top avoiding the holds on Rocket Man.



To Climb Rocket Man you'll need a full tank of gas.



Rocket Man 5.10

Start four feet right of the large open book ten feet above. Climb up to the bottom of this open book and climb to the top using the crack and right facing side.

Steppin' Out 5.12

Start on the beginning moves of Rocket Man until you reach the open book. Move out onto the left face and up to the top.

Ragged Edge 5.12+

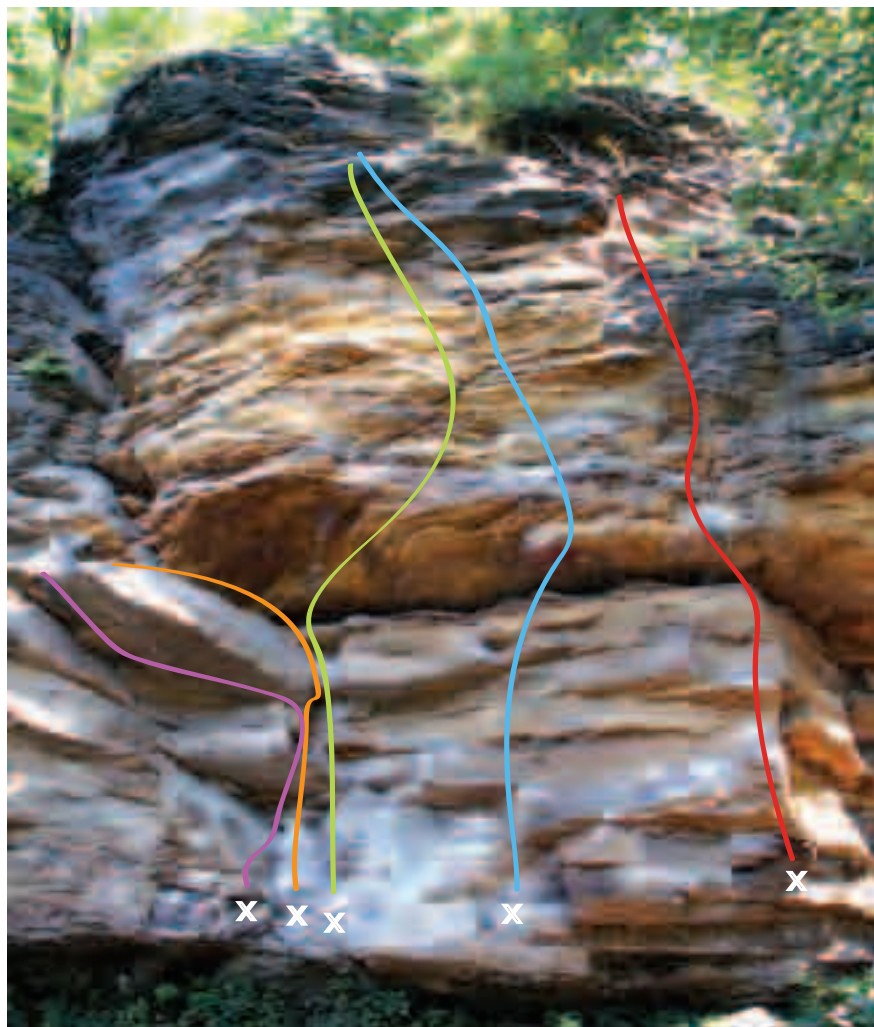
Same start as Rocket man. When you get to the bottom of the open book go out along the horizontal edge to the left. Climb the arête to the top.

Blow Out 5.11+

Start to the left of Rocket man about seven feet, just around the corner. Climb up to ledge and traverse left. Staying just left of Ragged Edge, climb to the top.



On Doug's Roof don't forget to "use the horn Luke."



Cowabunga 5.11

Start ten feet left of Rocket man, just right of the arête. Climb straight to the large ledge and go up to the top.

Intimidator 5.11

Start five feet right of Doug's Roof. There you will see two small blocks above you. Climb straight up to ledge and traverse right to the 'RED' rock. From there pull the roof and go left to finish on Doug's Roof.

Doug's Roof 5.10

Start in the alcove five feet left of Intimidator. Climb the corner to the ledge. Follow the flake system up and left to pull the roof. Finish straight above where roped is anchored.

Second Thought 5.9

Same start as Doug's Roof. Traverse left along the huge block to that is big enough to sit on. Mantle to top out on it. Continue up messy crack to the top if you wish(this is called Jay's Overhang).

Up Yours 5.11

Same route as second thought, stay under boulder until you can mantle it.

MORE CLIMBS IN THIS AREA

Deviant 5.10+

Start in the same place as Doug's Roof. When you get to the ledge continue straight up, staying left of Doug's Roof.

Hyperkinesia 5.9+

Start in the same place as Doug's Roof. Traverse left into large crack once you reach the ledge. Finish on Doug's Roof

Jay's Overhang 5.9-

Take the same route as Hypokinesia, except when you reach the ledge and traverse right, climb the crack to the top.

Ballerina 5.11

Move about ten feet to the left of Doug's Roof start. There you will see a small open book. Pull the moves in the open book to the ledge. If you jump to start this climb it is only a 5.10+.



Katie's Korner 5.9+

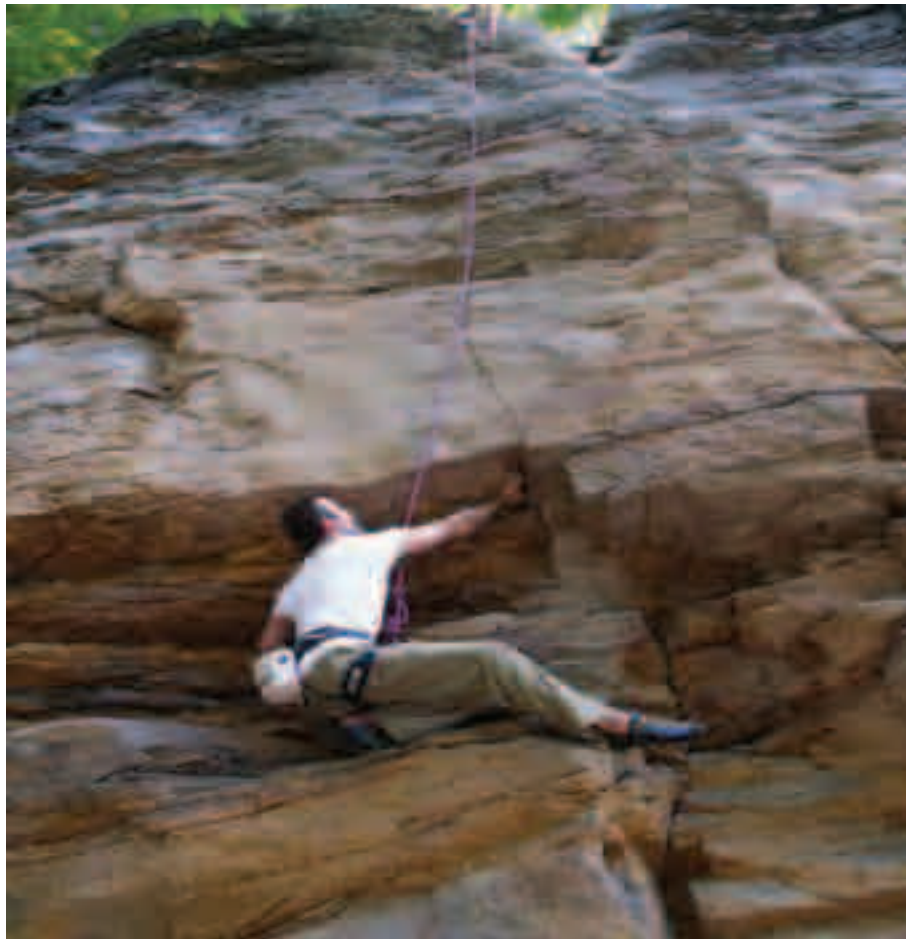
Start under small roof in the corner of a small open book. left . Move up and right onto the face of large protruding boulder. Pull the roof and continue straight up not crossing over onto Cold Turkey, to the left.

Cold Turkey 5.10+

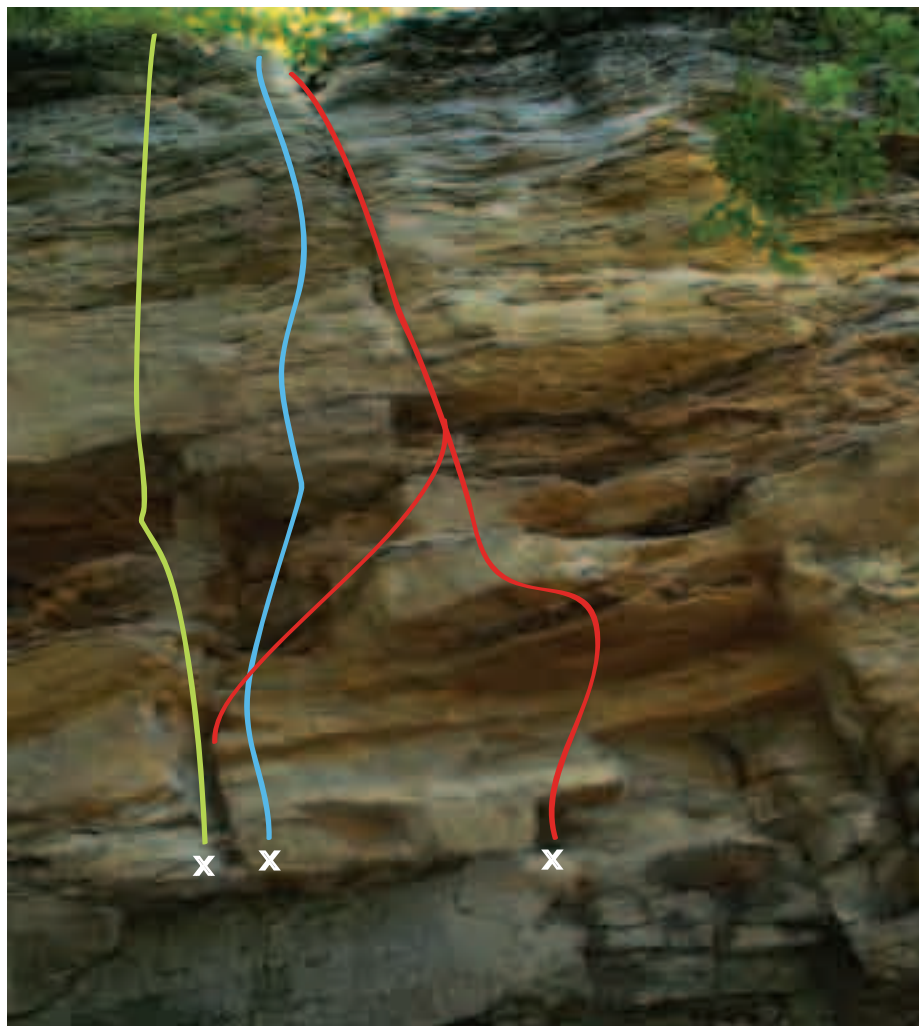
Same start as Katie's Corner, right of Potato Chips. Climb up the corner to the ledge on the flakes and finish straight to the top staying left Corner.

MLF(My Little Flakes) 5.8

Same start as Potato Chips. Climb up to first ledge and move right about five feet. Go straight up staying just left of Cold Turkey on the increasingly small holds.



Working the moves on Brakiator, Mark Heinrich takes a moment to relax on the small ledge before making his move to a face full of crimpers.



Potato Chips 5.7

Start directly below large vertical crack that starts half way up the rock. Take either left crack up to join main one, or start under small roof and pull straight to the top.

Contrived 5.9

Same start as Brakiator. When you get to the ledge traverse right to go up between small Brakiator Crack and larger Potato Chips crack. Climb to the top avoiding holds on both climbs.

Brakiator 5.9

Start in small vertical crack left of Potato chips. Move left to small roof and go straight to the top.



One Last Time 5.9+

Start five feet right of corner, under the left side of flaring horizontal crack. Take a direct route to the top.

Mossy Gully 5.6

Start in the corner using the crack and both walls to climb. Climb to gully at top of crack.

Black Buttress 5.9

Start Directly in the middle of left face. Stay to the middle avoiding right crack and left corner to stay on route.

Impasse 5.8

Start on corner, left of Black Buttress and climb corner to top.



Ultimate Bushwack 5.5

Start under tree growing out of the rock. Move left under large boulder. Then move back right and to the top.

Material Implications 5.5

Start left of Ultimate Bushwack in small right slanting vertical crack. Climb up left of the crack and go straight to the top.



Building Blocks can be child's play if you follow the correct route



The Root Route 5.5

Start three feet right of small ledge ten feet right of corner. Climb up to left most point of small ledge and continue straight to the top

Building Blocks 5.7+

Start at the large open book. Climb the crack and face for twenty feet to small block. Go up and right to the top.

Mental Blocks 5.17

Same start as Building Blocks. When you get to small "block" or roof avoid it and go right to finish the climb.

Century Club 5.10

Same start as Building Blocks Stay off the right wall. Climb to the roof, staying right of arête. Pull the roof to a small ledge.

Peek-A-Boo 5.9

Same start as Building Blocks. Climb to arête and maneuver left onto face to small roof. Follow the crack to the top.



Despondency Direct 5.11

Start on the left side of the large overhang. There you will see a small overhang about eight feet up. Start at the right side of this. Take a straight line to the top pulling two overhangs.

Let Me Go Wild 5.12

Start right of the small ledge. Climb up the large overhang being aware of the bolts and staying right. Pull the roof to the top.

Slim Chance 5.9

Start just left of cave under a small ledge seven feet up. Climb up and work the corner to the notch and overhang. Pull through these to the top.

MORE CLIMBS IN THIS AREA

Terrarium 5.9

Start just left of cave underneath a small ledge. Climb up to the ledge and move to the right. When you get to the corner go just past it and straight up.

Fat Chance 5.9

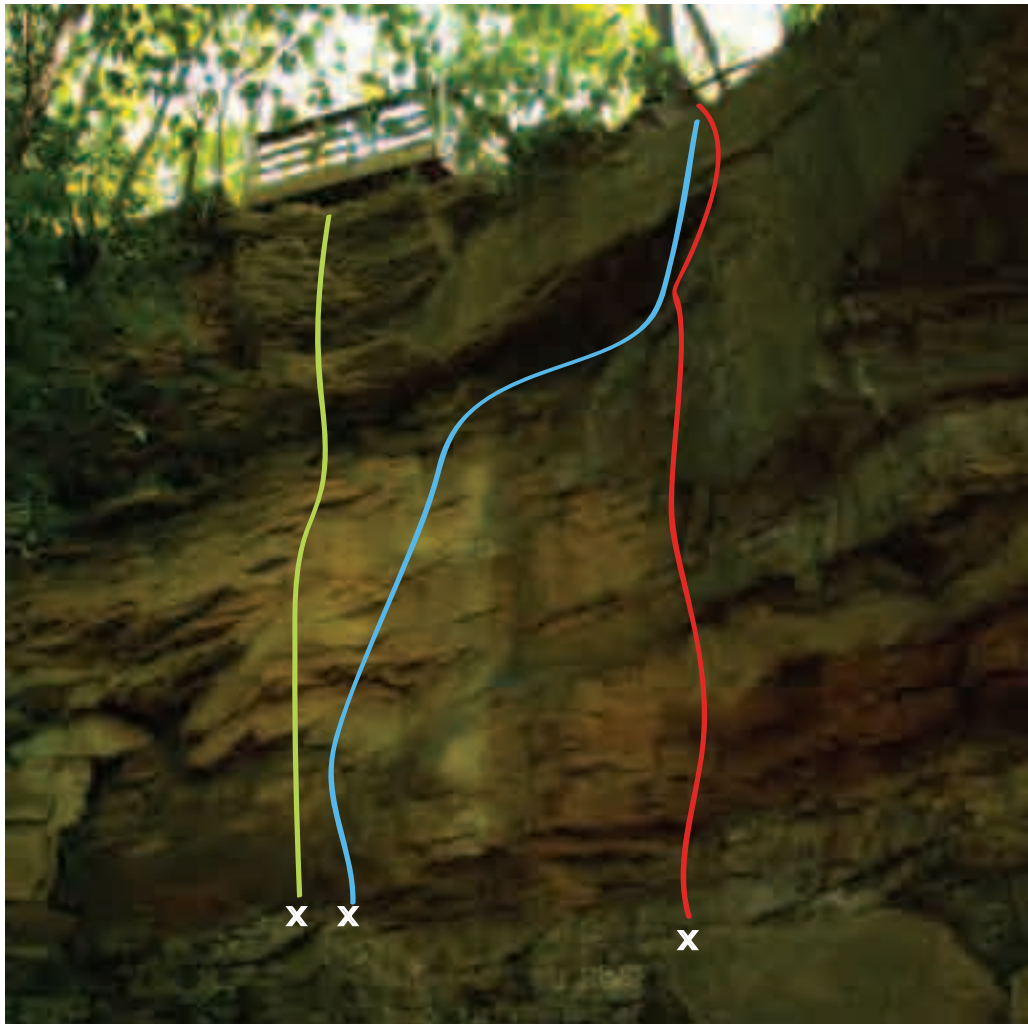
Same start as Slim Chance. When you reach the bulge at the roof go around it and climb it's right side.

Karen's Super Direct 5.11

Start on the extreme right of Karen's Direct. Climb up and left to finish the roof.



Brian traverses the ledge to concur Karen's Overhang



Karen's Direct 5.9

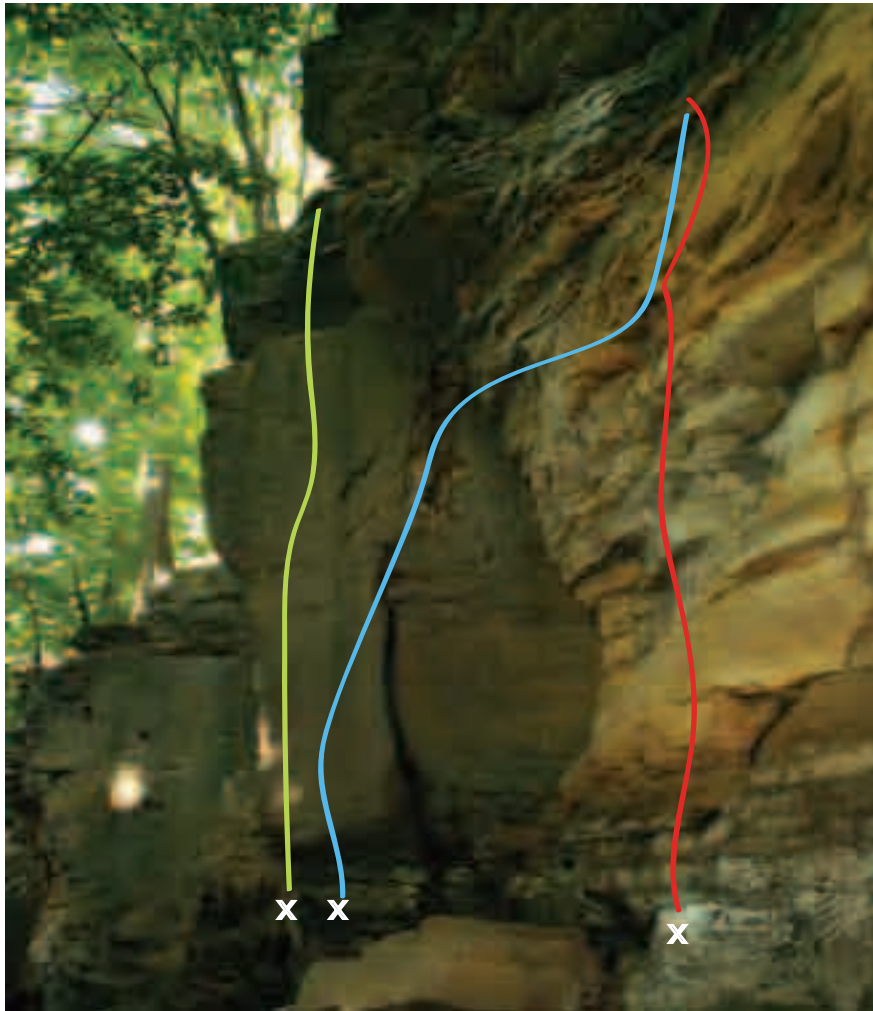
Start the direct route in the center of the overhang in front of a pile of fallen rocks. Climb the overhang and traverse the ledge and pull the roof on the right side.

Karen's 5.8

Karen's Overhang starts eight feet to the left of the direct route. Climb up and right making your way to the small ledge. Finish on Karen's Direct.

Disintigration 5.8

This starts in the same place as Karen's Overhang, except you go straight to the alcove at the top.



Almost Worth While 5.9

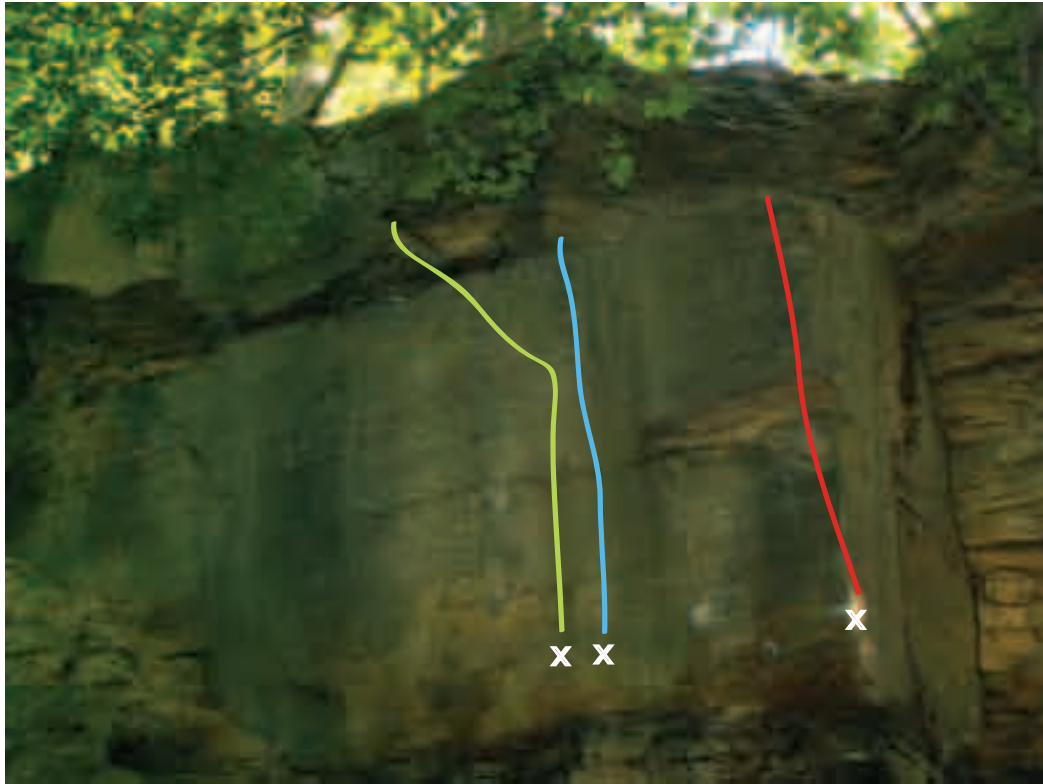
Start to the right of Poison Ivy Jam, in the corner crack. Facing the orange colored rock, climb the overhang to the top staying off of any holds on the left face.

Poison Ivy Jam 5.6

Large crack in picture. Climb up crack and onto face to top out.

Myalgia 5.1

Start just to the left of Poison Ivy Jam. Climb up the narrow face between the corner and the crack.



The Trick 5.11

Start around the corner from Poison Ivy Jam and climb to the horizontal slash, then to the top.

Stretch Marks 5.11

Start five feet left of The Trick and move straight up past the carved "9" to the top.

Reflections 5.12

Same start as Stretch Marks.
Climb up Stretch Marks and
Traverse left and finish at the top.



Staircase ? More like escalator.



Born Again Virgin 5.8

Start ten feet left of The Trick on the right side of the pedestal in the corner. Climb up and left to the ledge. Move into the alcove.

Stair Case 5.9

Start four feet left of pedestal. Climb the flake that is angling up and right. Continue this route to the top.



Romp 5.6

Start around the corner from The Staircase and climb the ragged face to the top. Try to stay within ten feet of the corner.

Cling-on 5.10

Climb arête seen in picture, follow the edge all the way to the top.

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