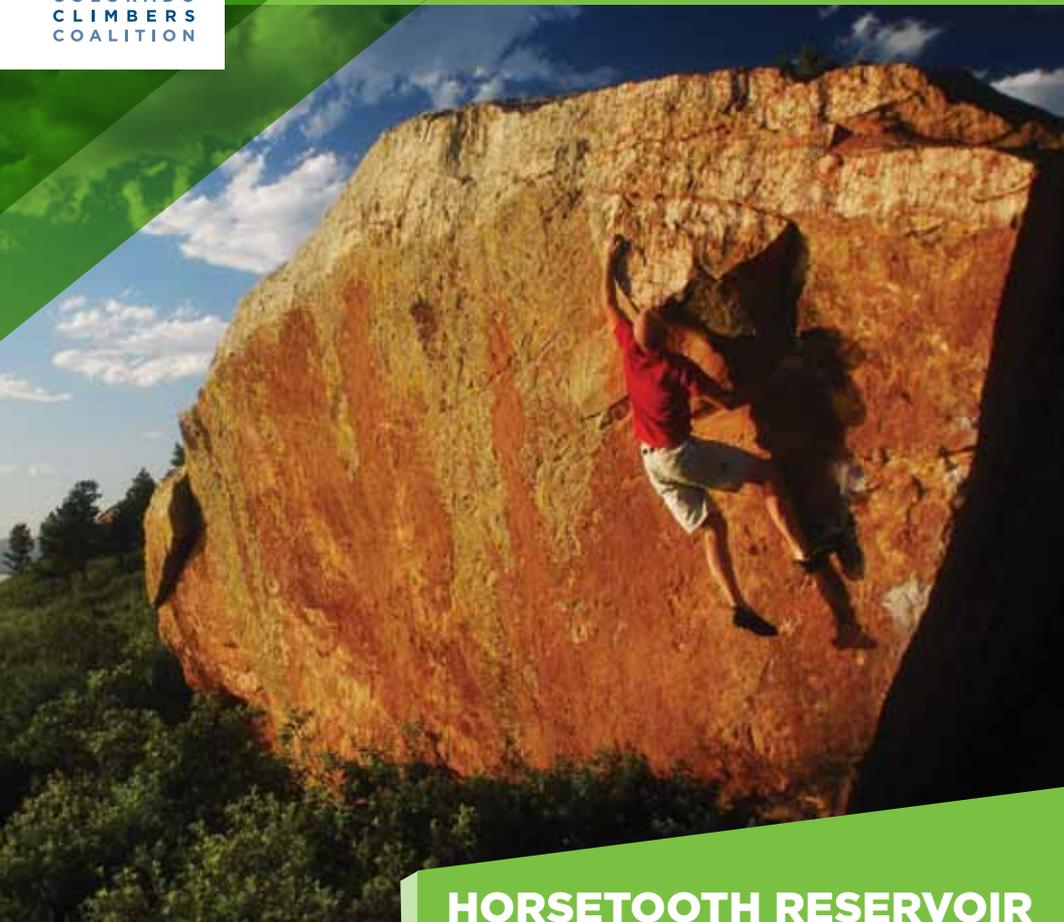




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HORSETOOTH RESERVOIR

BOULDERING GUIDE SELECT

By Cameron Cross &
Bennett Scott



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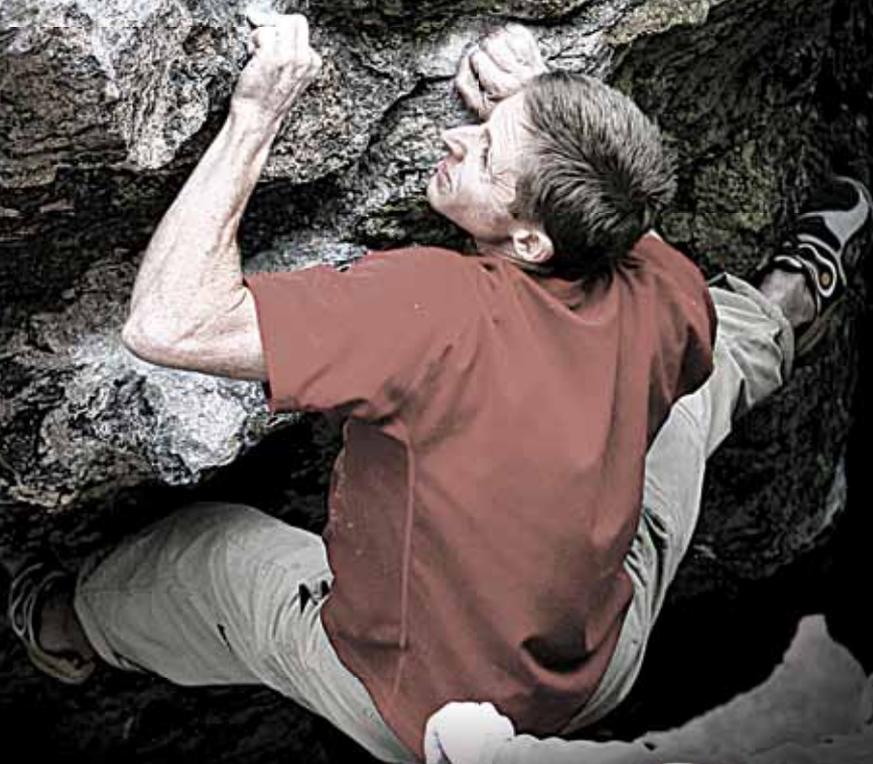
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Cover Photo: Ken Gibson sends the classic Right Eliminator

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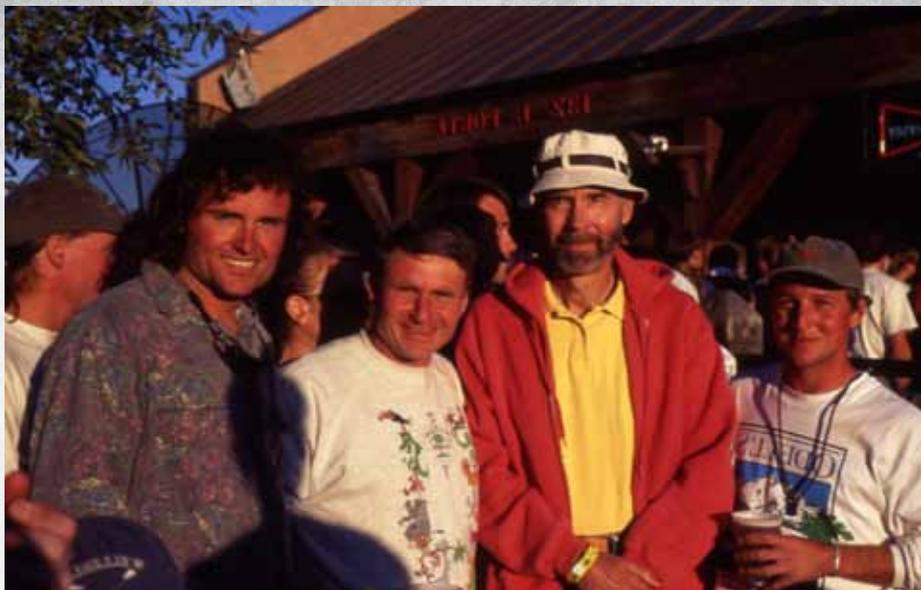
Craig Leubben

1960-2009



On August 9th, 2009, Craig Leubben, co founder of the Horsetooth Hang and long-time part of the Front Range community, died in a climbing accident in the Cascades. Throughout his years in Fort Collins, he developed countless routes and a fundamental sense of land stewardship and camaraderie in the local community.

The loss of his life is a tragic loss to the entire community, especially his vast network of friends around the world and his wife Silvia and 6-year old daughter Giulia. To read more about Craig's amazing life and accomplishments, visit www.nococlimbing.org/craig/.

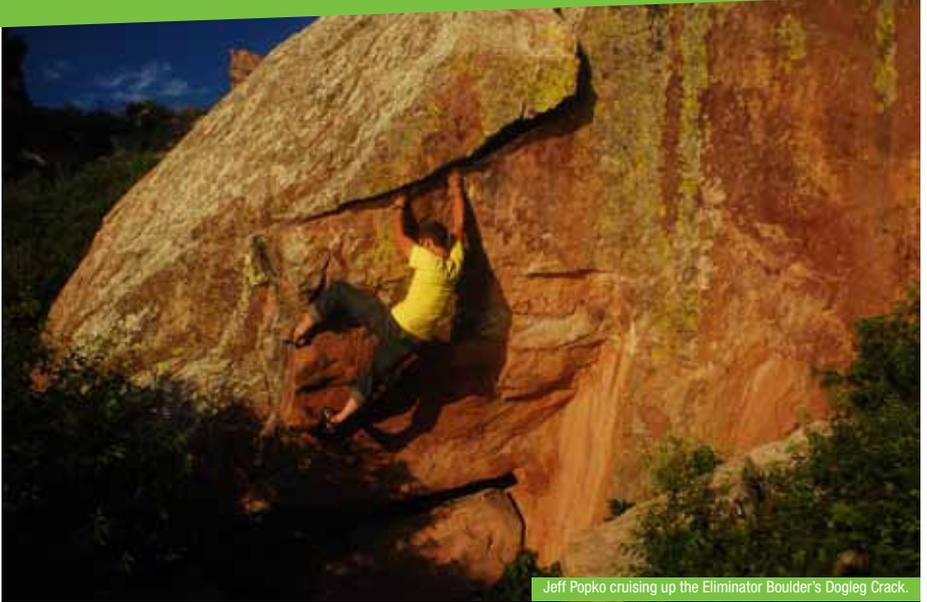


(Top) Craig, Gary Neptune, John Gill and John Shireman celebrating the 1995 Hang. (Left) Craig tossing laps on another Horsetooth Classic. (Right) Liz Grenard, John Shireman, the infamous pink flamingo, and an unknown climber in impressive purple lycra horse around on Cat's Eye.



HORSETOOTH RESERVOIR

BOULDERING GUIDE SELECT



Jeff Popko cruising up the Eliminator Boulder's Dogleg Crack.

The history of this bouldering destination is as impressive as the climbs found on the beautiful Dakota sandstone. From early climbers such as John Gill, Jim Holloway, Malcolm Daly, Don Braddy, Mark Wilford, Steve Mammen, Scott Blunk, Craig Luebben, John Sherman, and Tom Kelley to today's hard men Fred Nicole and Daniel Woods, many strong fingers have graced the holds of this amazing Dakota sandstone. With its vast heritage and excellent stone, this bouldering destination will remain a place for climbers to enjoy for decades to come. Our hope is that this guide will lead you to fine routes of every grade, while enabling you to discover many defining climbs in bouldering history.

This guide is a community driven project and wouldn't have been possible without the help and input of John Gill, Mark Wilford, Steve Mammen, Craig Luebben, Malcolm Daly, Tom Kelley, Scott Blunk, John Sherman, and many more. Ricky Newman and David Lloyd

also deserve thanks for helping compile information and historical info. A special thanks also goes out to Reed Woodford, Brian Espe, Andi Rose, Ricky Newman, Matt Zimmerman, Bennett Scott and Steph Whall who volunteered countless hours to organize and orchestrate the Hang again.

In addition, we would like to thank both Dave Trevino from the City of Fort Collins Natural Areas and Mark Caughlin from Larimer County Parks and Open Lands for working with the NC3 over the past years to improve and preserve access to such an historic area and valuable asset to the climbing community.

Finally, we would like to thank Gary Neptune from Neptune Mountaineering and all the sponsors who help make the Horsetooth Hang a reality. Without them, the event that has opened so many doors for our community would not be possible.

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Climbing Overview

Type(s): Bouldering
Difficulty Range: V0-V5
Approach Time: 2-5 minutes
Rock Type: Dakota Sandstone
Season: year round

Officially opened in 2006 through collaborative work between the City of Fort Collins Natural Areas and the NC3, the Piano Boulders is an excellent area with several fun traverses and many short cliffband problems. The area is open during daylight hours and offers a large number of moderate problems which are fun to make into an afternoon circuit. Please help maintain the area by staying on designated trails and observing other posted concerns. Dogs are not allowed at the Piano Boulders.

Driving Directions

From the intersection of CR 38E and Centennial Dr, drive .4 miles north and park in the obvious pullout on the east side of the road. This is also the parking lot for Duncan's Ridge, a popular top roping crag.

Boulder Problems

1. Sloper Traverse (a.k.a. Baby Grand) ** V5 Found on the first boulder reached walking up the trail, this boulder's west face offers a fun and challenging traverse. Begin on the bulbous feature to the right and traverse across the face, finishing on the north face via a series of underclings. Many other variations exist.

Piano Boulder

The Piano Boulder is the prominent block separated from the ridge, directly above the Baby Grand boulder.

2. Piano Traverse ** V5 The Piano Traverse follows the crack running the course of the Piano Boulder. Start on the north end and finish either by traversing onto the east face or moving straight up from the last jugs on the south face. It is possible to do this problem either clockwise, or counter clockwise.

3. Unknown* V3 From the slopy crimp and good jug on the west face, make a long move to a potato chip crimp at the lip and finish straight up. A harder and scrunchy sit start can be done from the good sidepull and crimp low on the wall.

4. Unknown V3** This fun straight up makes a big move from the crimps on the southwest arête to the slopers at the lip before reaching to good holds.

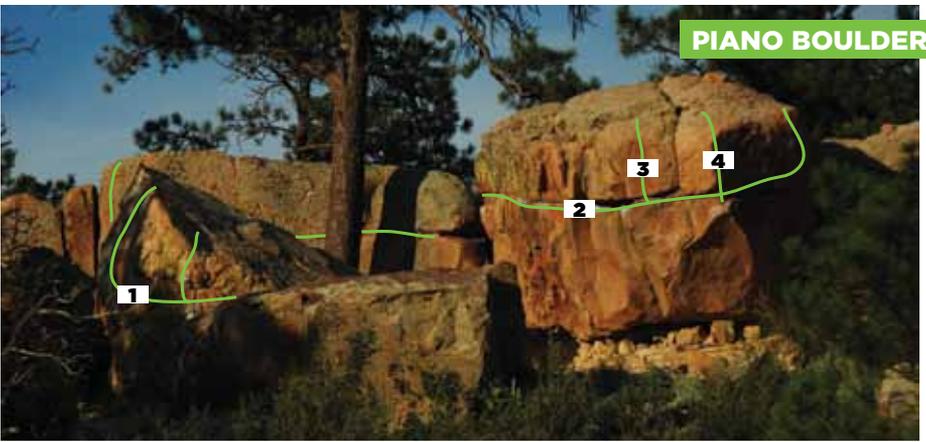
5. Unknown* V2 Grab the big jug on the south face and reach to the top.

Unknown Roof

Located approximately 15 yards south of the Piano Boulder is this roof with many fun, overhanging lines.

6. North Arête V1** With fun movement and big holds, this arête climb starts on the obvious jug low on the north face and traverses up and right.

7. Roof Crack* V2 Climb the crack splitting the roof from the lowest jug.



8. South Face* V2 SDS in the alcove on the right side of the roof, traversing left and up to the pocket and top.

Bootie Slab

Approximately another 20 yards south of the Unknown Roof is a tall slab split in half by a crack.

9. North Arête V1 Using the holds in the low seam, do a scrunchy sit start (without using the footholds below the break) to easier climbing above.

10. Bootie V1** Start on the obvious lay-back feature to the left of the crack. Move to the horizontal and up. Classic and fun.

11. Bootie Crack* V0 Climb the obvious crack in the middle of the face, starting on the big jug.

12. Bootie Crack Traverse* V0 Traverse from the big jug on the southwest arête into the Bootie Crack, staying on big jugs.

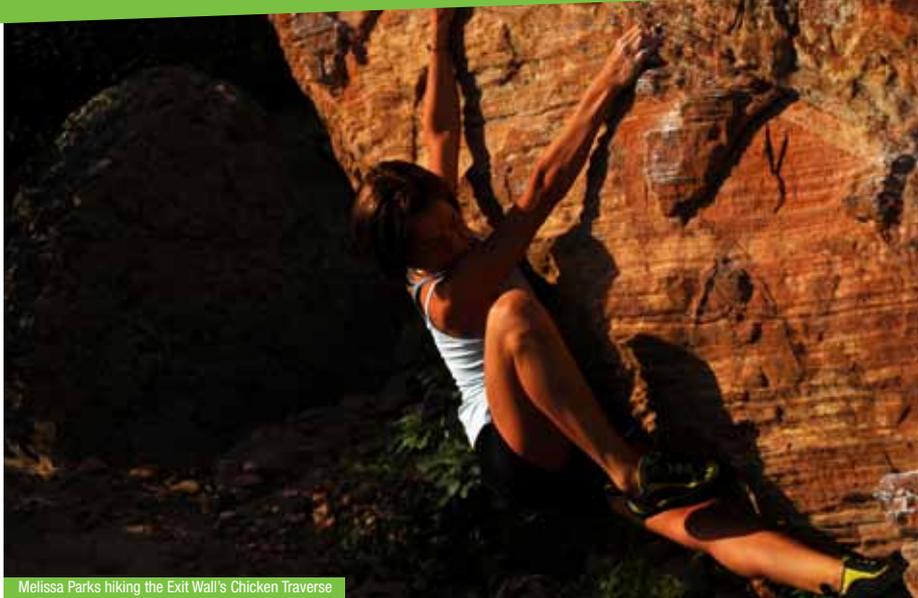
13. Dirty Bootie Traverse V1 From the south face, traverse the entire Bootie face, staying above the jugs, but below the seam, moving into the North Arête to finish. Contrived but worthwhile if you have climbed everything else on the wall.

Additional routes found to the south of the Bootie Slab, across the fence may not be accessed via the Piano Boulders trail.



ROTARY PARK





Melissa Parks hiking the Exit Wall's Chicken Traverse

Climbing Overview

Type(s): Bouldering
Difficulty Range: V0-V12
Approach Time: 2-5 minutes
Rock Type: Dakota Sandstone
Season: year round

Access

Rotary Park is a multi-use area. From families picnicking near the parking lot to hikers descending to Horsetooth Reservoir's cool waters, the area sees a diverse array of traffic. At this time, climbing at the area is unrestricted, although several trails have been closed for revegetation. Working in conjunction with Larimer County Parks and Open Lands, the NC3 has worked hard to redesign and schedule regular maintenance projects for the multitude of trails in the area. Please stay on trail and help keep the area clean by picking up any trash that might be laying around.

Directions

From the intersection of CR 38E and Centennial Dr, drive 2.9 miles north, crossing Soldier and Dixon dams. Park in the large parking lot on the west side of the road. Be sure to get a day pass (\$6) and place the receipt on your window. Annual passes (\$65) may be purchased from local retailers and are good for a calendar year. There is a small dirt parking area located just south of the paved parking lot where 45 minute parking is allowed for a quick in-between class pump or the enjoyable sunset evening session. Please don't abuse the temporary parking. In addition, DO NOT leave valuables (cell phones, wallets, purses, gear, etc.) in your car! Break-ins happen, even in broad daylight. Rotary Park is open from sunrise to sunset; no camping is permitted.



A - Bolt Wall

This is the southernmost wall along the Rotary Park ridge line. The southern portion of the wall is the Cat Eye area, while the Bolt Wall's west face is home to many tall, but excellent climbs. Many of these problems are considered moderate by Rotary standards, however, be sure you are familiar with any climbs you intend on bouldering as a fall from the upper part of the wall is almost guaranteed injury. The Bolt Wall has one set of bolted anchors and easily found natural protection, making it Rotary's most popular top roping spot. To reach the Bolt Wall and other routes in the vicinity, follow the main trail from the south end of the paved parking lot. Please note that the area between the top of the Bolt Wall and the parking lot has been closed for revegetation.

14. Face It, You're A Flake* V0 Climb the crack splitting the far south end of the Cat Eye wall, heading left and out the roof at the top.

15. Corner Cling V0** Follow the obvious crack system in the corner up and out the large roof. This route is commonly top roped or lead on traditional gear.

16. Cat Eye Face* V3** Hailed as a classic Horsetooth line, this problem climbs the middle of the clean face below the Corner Cling roof. To finish, move into roof underclings and finish as for Corner Cling. This route has a chipped hold that may be avoided for added difficulty.

17. Knob Boy Arete V0** Begin on a large bucket and climb the arête just left of the Cat Eye Face.

18. West Bulge* V0 Many climbs exist up the obvious protruding wall between Cat Eye Face and the Bolt Wall. Sit starting below the bulge adds difficulty and a few fun moves.

19. Pin Scar Finger Crack V2 Jam your fingers into this crack in the dihedral found on the right side of the Bolt Wall and climb into the roof. A variety of variations exist that can make the route harder or easier.

20. Tendonitis Traverse* V7 The name says it all. This climb starts in the Pin Scar Finger Crack. Using clever stemming and strong fingers, move left across thin crimps to the base of the Bolt Wall, avoiding the large horizontal incuts. Finish on Bolt Wall Standard for full value.

21. Bolt Wall Right V1** Start on the obvious incut crimps in the middle of the wall. Move up and right out bulge to top.

22. Bolt Wall Standard* V1** From crimps, go straight up on incut edges, finishing just right of the roof.

23. Bolt Wall Left V1** Begin 3 feet right of crack climb then traverse right into the finish of Bolt Wall Standard.

24. Revenge of the Nerds* V7** From the large sidepull, huck 6 ½ feet up to a perfect incut edge and climb Bolt Wall Standard to the top.

25. Classic Crack V0** Climb the obvious thin crack on the left side of the Bolt Wall. The route is harder if you avoid stemming or bailing left at the top.

26. Bumbly Wall Routes V0 Many short and fun routes are found along the cliffband north of the Bolt Wall. This area is known as the Bumbly Wall and is a great place for folks just getting into climbing or looking for easy slab routes.

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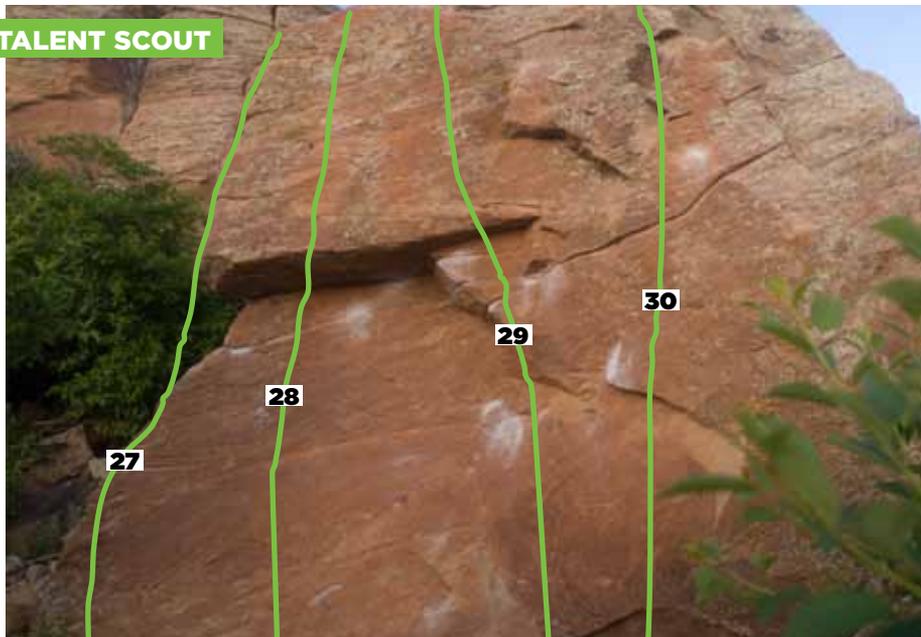


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B - Talent Scout

The Talent Scout Boulder is located just west, downhill, from the Bolt Wall. The west face holds a few thin problems and, for those not concerned with the protruding rock under the right side, a fun moderate problem.

27. Left Arete V0 Climb the obvious left arête on the best holds possible.

28. Talent Scout Roof* V6 From the two small crimps just left of Powerglide, make a hard move into the thin undercling and up over the small roof.

29. Powerglide* V8 Begin on two slopers in the middle of the face. Move straight up to two tiny crimps, then up and left to the rail. Crimpy and sharp. A sit start named T.H.C. has been done by starting below the Standard Route and climbing left into the regular start of Powerglide.

30. Standard Route* V2 This problem starts on the large sloper block to the right of the face and climbs up and right on the obvious holds.

C - Punk Rock

Adequately titled, this bitey, short boulder just downhill from Talent Scout hosts several puppy traverses as well as plethora of short, contrived straight-ups.

31. Punk Rock Traverse* V5** Begin on the obvious jug on the left side of the boulder. Traverse right, staying on incut crimps at or below the lip. Finish by reaching into the seam and making a few puppy last moves before topping out. A slightly easier option bails up before the reach to the seam.

32. Kelley Traverse* V8 This traverse is for those powerful pullers who aren't afraid of a little sand in their underoos. Begin and stay below the Punk Rock Traverse on tiny crimps, finishing in the seam. The crux is tolerating sharp holds while not letting your feet dab.

D - Meditation Boulder

With a broad range of climbs and endless possibilities for made up routes, this boulder is an excellent place to spend the afternoon. The meditation boulder may be reached by following the south trail past Punk Rock, or from the north by following the established trail that branches off between Ship's Prow and the Penny Boulder. Please stay off revegetation zones and avoid using social trails.

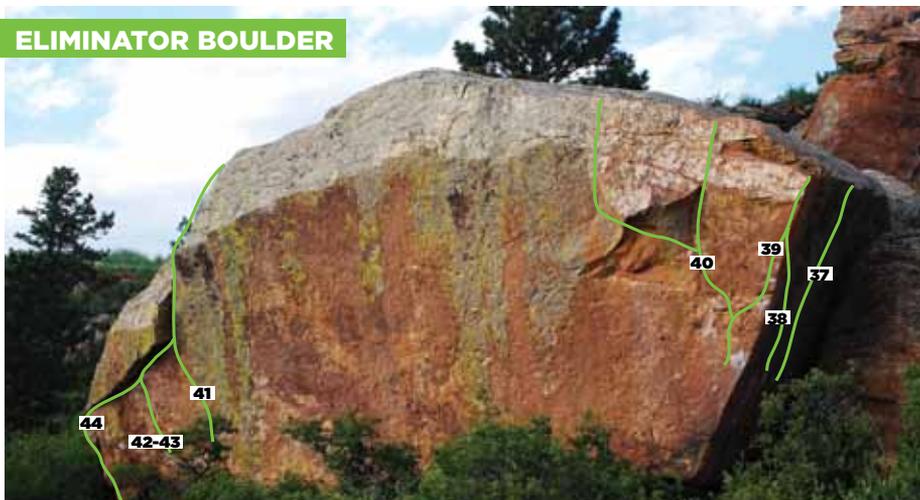
33. Meditation Traverse V2-V4** This traverse climbs around the entire Meditation Boulder. Many variations exist, though the general consensus is that the higher path is easier, while the lower path is harder. A perfect warm up climb.

34. Meditation Roof ** V2 The head-high roof located on the south side of the boulder. This problem starts in the seams under the roof and climbs to the top.

35. Low Traverse V4** Start in the large pockets on the left side of the south face and climbs right through the lower section of the roof.

36. Tommy's Way V5** A contrived problem that starts on the white incuts left of the roof, goes up with a large move to the long horizontal slimmer seam that runs above the roof. Only hands in the seam are on, and you traverse along it to the right until the holds in the seam become jugs.





E - Eliminator Boulder

It doesn't get much better than this. From powerful and frightening to fun and leisurely, this boulder offers enough fantastic rock to keep even the strongest climbers coming back.

37. Black Magic* V? Start by squeezing obvious crimps in the middle of the overhanging black face. Make long reaches to small crimps and an easier finish without using the arête. Unrepeated since a key crimp broke.

38. Moon Arete* V9** From the lowest right hand crimp and left hand on the arête, begin slapping your way up the overhanging wall just right of the Right Eliminator. Make a powerful cross over (crux) and finish on Right Eliminator Prow. An area classic and benchmark.

39. Right Eliminator Prow* V4** A must do at Rotary. From the polished crimp just left of the arête, jump to the sidepull jug. Reach out right to the crux pinch on Moon Arete and make a committing windmill to a good hold and easier finish. A static start using a slopy left hand crimp in the seam adds a bit of difficulty.

40. Right Eliminator* V3** Starts the same as the Prow, but cross over to a triangle jug and move straight up to the top. An excellent, but more difficult finish traverses left from the jug and makes a big move to the top. Be sure to check out the historic painted Gill arrow at the base.

41. Left Eliminator V5** This intimidating problem begins on a right hand crimp and left hand sidepull. Step off the block and commit to a large sideways move to the obvious crack jug. Holding the swing can be very exciting. Be sure to protect the landing zone well and have competent spotters.

42. Cheathook V8** From the block, pull into crimp underclings and make a big move to gain a jug in the crack. Although the problem is rumored to be height dependent, secret beta makes it possible for shorties.

43. Meathook V12 Originally put up by Holloway in 1977, this problem is a baffling and heinous low start to Cheathook. Sit start on the obvious rail, move into the bad underclings and finish on Cheathook. Has only been repeated once to date.

44. Dogleg Crack V2** On the far left side of the Eliminator boulder, this climb starts in the crack, following it right and then up for the finish.

45. North Slab Right* V1 Climb the right side of the north wall without using the good ledge.

46. North Slab Center * V1 This problem is found on the north wall and starts with the right foot on a section of black rock. A variation, Look Ma', No Hands!, climbs this without hands for a fingertip break and a V7 upgrade.

47. Left Crack (a.k.a. Biercrack)* V0 The right leaning crack on the left side of the north wall. If you're Sherman, the purist style is with a beer in your hand.

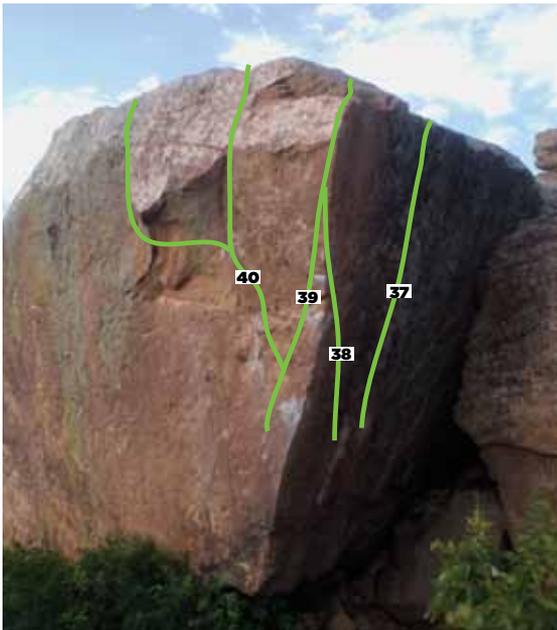
48. Corner Lunge* V1** Sit start on the obvious jug on the boulders southeast arête. Move up and right around corner, traversing to the north face if you are looking for extra climbing. An excellent route that stays shaded and cool in the summer.

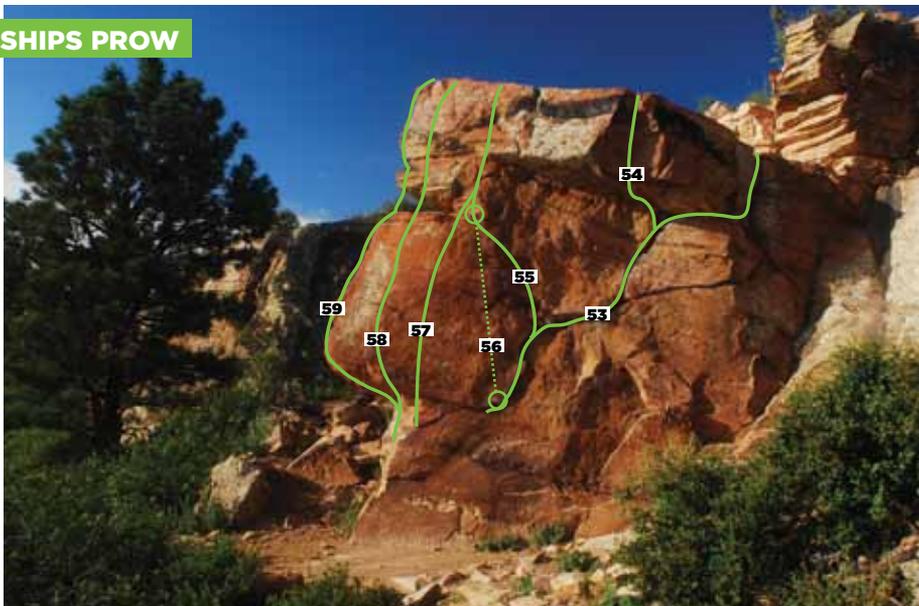
49. Beached Whale V2** Start as for Corner Lunge, but stay on the left face, topping out on dimples and slopers to the left of the arête.

50. Slappin' the Ho* V7 Do Beached Whale by dynoing from the start hold to the slopers at the lip. Be sure to pad the rock wall behind the problem. ...it's a heinous swing to hold.

51. Mammen Traverse* V9 Sit start in the cave crack, using the underclings and foot jessery to move right through bad holds and long reaches. Finish by dropping down to the second crimp rail on Corner Lunge, then climb up and right. The slopers on the lip are off.

52. Cave Crack* V3 Climb the crack in the cave, taking care not to maim your shins on the topout.





F - Ship's Prow

Ship's Prow is a jutting piece of rock found on the cliff line 30 yards north of the Bolt Wall. Several classic lines and many contrived routes are found on its aesthetic south face.

53. Curving Crack V0-** Climb the obvious crack that curves up and right.

54. Gill Reach* V3** Climb the Curving Crack to the high point and then move into the obvious undercling just below the "di-hedral" on the upper section of the wall. Make a committing move to the top.

55. Standard V2** Start in the crack, but make a long reach to a crimp from the large undercling just before the crack jogs right. Continue up jugs to top.

56. Ship's Prow Dyno V4** Dyno from the underclings at the bottom of the crack to the jugs up and left (just right of the crimp on Standard). For added challenge, do it one handed.

57. Finger Ripper V3** Avoiding the crack altogether, begin on thin edges and move into the two opposing crimp sidepulls about halfway up the wall. From here, cruise up jugs to top.

58. Ship's Prow* V2** Staying to the right of the prow, make a couple of moves to a good crimp sidepull/gaston, then follow jugs to the top.

59. Ship's Prow Arete V0-** Climb the knife-edge left arête of the Ship's Prow.

G - Exit Wall/Chickenhead Wall

Just north of the Ship's Prow is the Exit Wall, a piece of cliffband with a small bulge at the bottom and a slab full of jugs at the top.

60. Stack this Crack Jack* V1 Using only the wide crack separating the two walls, climb up without touching any face holds.

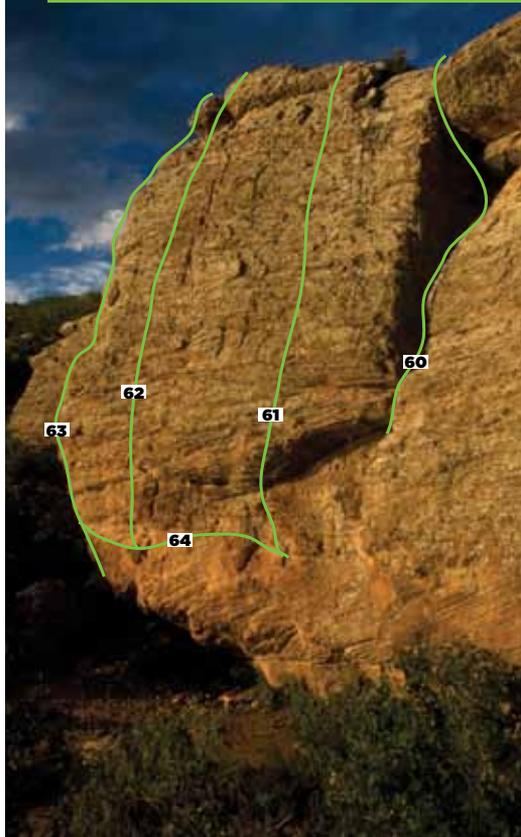
61. Bucketland V0** Sit start on jugs just left of the off-width crack. Move up and left to another jug before heading directly up the chicken head covered face.

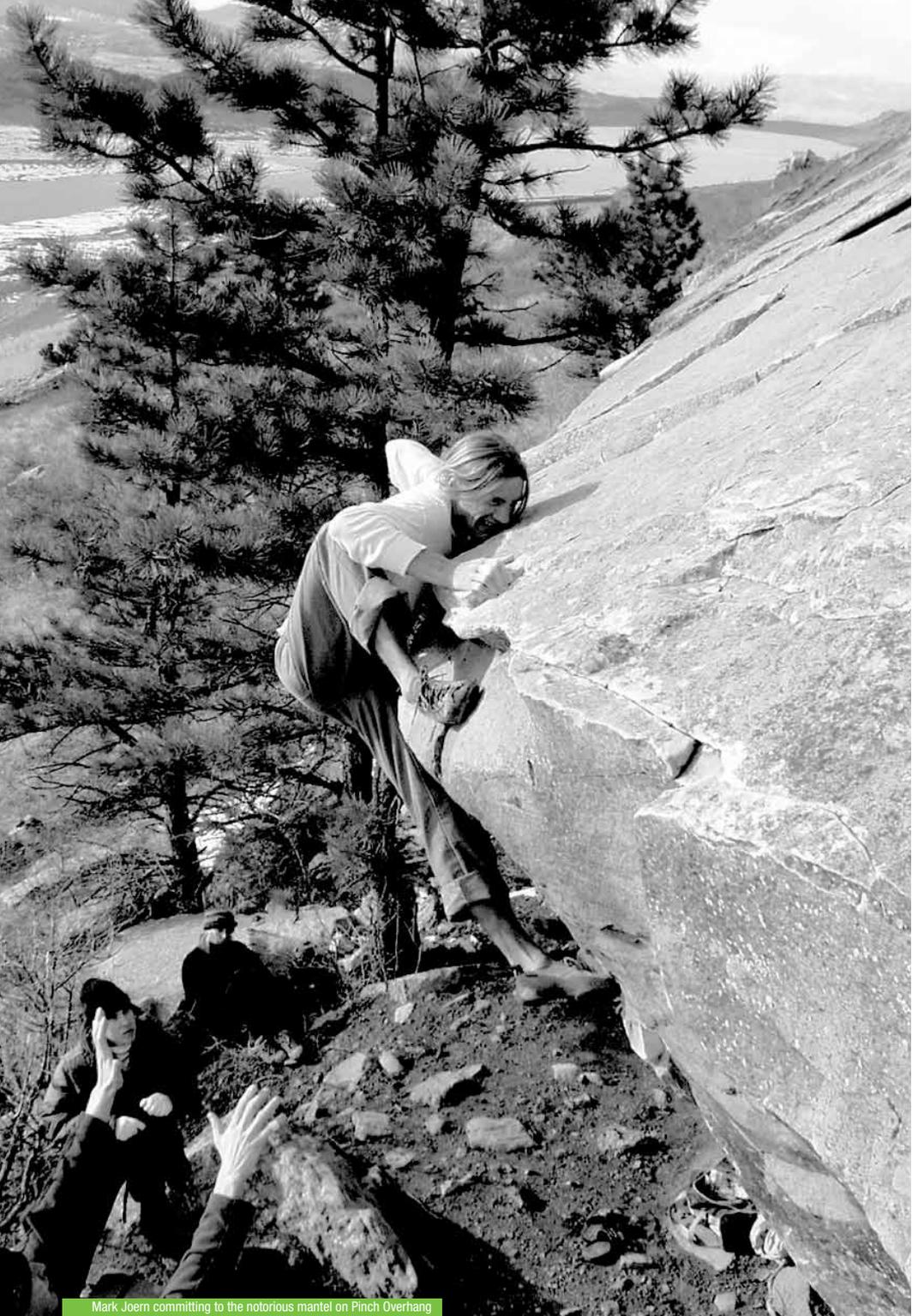
62. Exit Wall V0** From the Africa shaped patina edge, go straight up the face.

63. Exit Wall Arête* V1 Climb the north arête of the Exit Wall, starting as low as you like.

64. Chicken Traverse V4** From the starting jugs of Bucketland, traverse left, dropping down, before continuing around the corner and moving into a flake feature on the north face.

Exit Wall/Chickenhead Wall





Mark Joern committing to the notorious mantel on Pinch Overhang

H - Tiger Rock

This short boulder is found directly below the Mental Block.

65. Standard Sam (a.k.a Tiger Face)* V2

Begin on an obvious jug incut just to the right of the corner. Continue upward on good holds.

66. Tiger Rock Traverse * V0 From opposing jugs just below the start of Standard Sam, move up and left, following the seam to the arête. The blocks on either side of the start holds are off.

I - Mental Block

Home to some of the area's most classic and intimidating climbs, the Mental Block is the benchmark for Horsetooth bouldering, and an absolute must see. Be sure to keep an eye out for painted Gill arrows that point the way up several of Horsetooth's best routes. Reach the boulder by walking 50 yards north of the Exit Wall toward the Penny Boulder.

67. South Face* V1 Squat start by having your left hand on a small edge just right of the arête and right on a good crimp. Move up and right to the seam and follow it to the top.

68. Southwest Arête* V1 Match the large flake on the south face and make fun moves up southwest arête over a slightly blocked landing.

69. Barndoor Layback V3 Grab the pinch left handed, then move up and right to a hollow hold and mantle over the bad landing. A sit start called Mental X has also been done.

70. Pinch Overhang** V5/8** Featured as one of the "Top 20 Classic Boulder Problems in North America," Pinch Overhang is arguably the best problem at the Reservoir. Grab the perfect brick pinch and jump to the lip. Pulling on and reaching statically to the lip ups the difficulty significantly. Be wary of the finishing mantle and don't be scared to toprope the problem, John Gill did on the first ascent.

71. Standard** V4** Start on opposing side pull crimps 6 feet left of Pinch Overhang, moving to a good edge before making a big deadpoint and finishing with a classic Mental Block mantle.

72. Corner Lock V4** From the obvious pocked shelf, move straight up, using the finger lock in the crack to reach the top. A slightly harder variation called Corner Schlock avoids the lock and reaches straight to the top.

73. Willie's Lunge V3** String under small roof move around to large sidepull with left hand. Use a hold for corner lock and jump to the lip.

74. North Roof V4** Begin on the crimp rail in the lighter section of rock in the middle of the north face. Climb up and out roof to left on crimps, following the Gill arrow.

75. Mental Block Traverse* V9** For the full Mental Block experience, start on the northeast arête and traverse right across all the classic routes. Finish with a committing windmill move and the mantle of Pinch Overhang.

THE WALL AT MIRAMONT

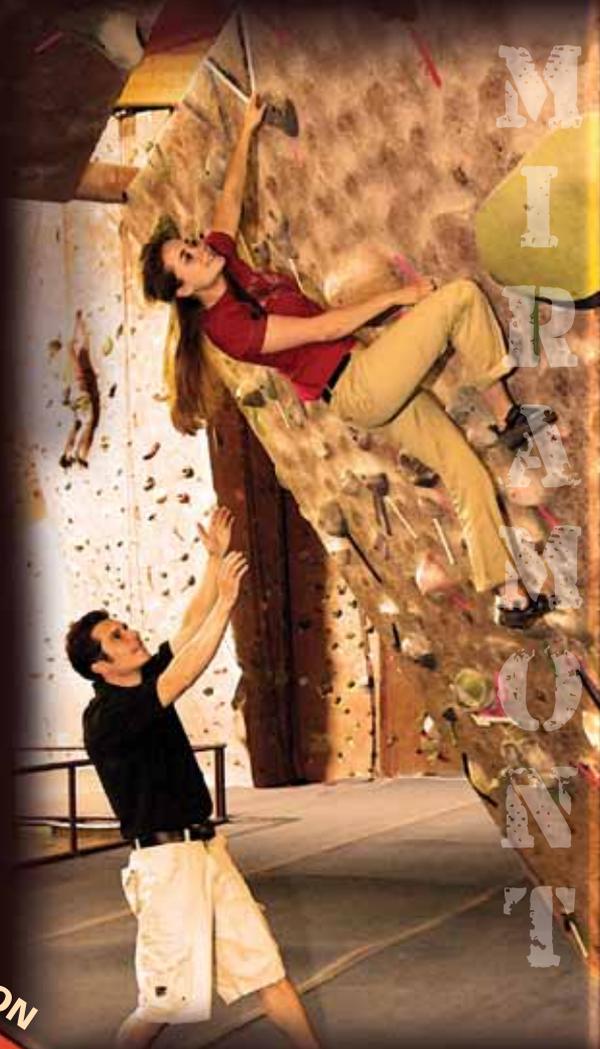
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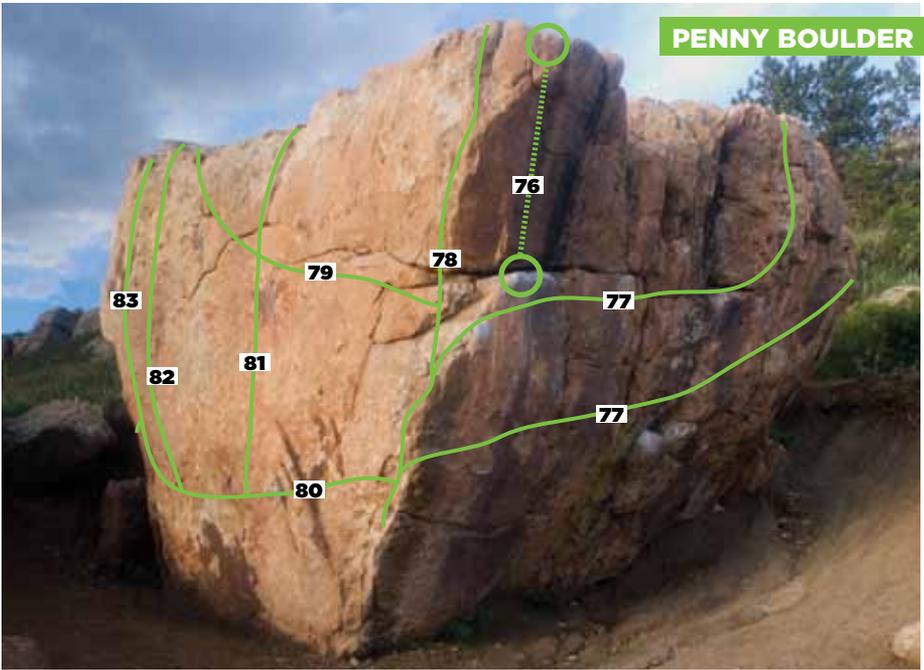
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J - Penny Boulder

This excellent boulder can be found just downhill from the Mental Block. Currently, the hillside along the south face is undergoing severe erosion, so please tread carefully in this area and be sure to stay on trail.

76. Double Duster (a.k.a. Penny Dyno)***

V1 A super fun intro into the world of dynos. Countless variations exist, but most start on the obvious crack jug and end on the perfect lip.

77. Right Traverse* V3** Start as for Double Duster, then move right. A more difficult traverse stays below the traditional line, moving through the sidepulls in the lower section of the face.

78. Southwest Arete* V0** Sit start the southwest arête. Fun moves.

79. Penny Boulder Traverse (a.k.a. Penny For Your Thoughts) V3** From the Southwest Arete, traverse the west face of the boulder right to left using any assortment of holds.

80. Silver Dollar Traverse V8** Rivaling the Kelley Traverse in terms of lowball crimping, the SDT gives you your money's worth. From the Southwest Arête, traverse left across the boulder staying low until you eventually move into the finish of Dry, Slightly Dirty

81. Penny Standard** V2** From a left hand undercling in a small pod and right hand on a good edge, make a large move up to a sidepull and finish in the seam. Excellent.

82. Penny Pinch (a.k.a. Penny Pitch or Ironside)* V2** Sit start with left hand on a small patina knob and undercling for your right hand. Move to a thin patina pinch, then up more patina plates to top.

83. Dry, Slightly Dirty* V3 Sit start on block, below small roof on obvious left side pull and right incut edge. Move up to more thin patina flakes and easier finishing moves. A good climb, but be wary of landing on the block.



North Rotary is a hidden gem for folks seeking tall, uncrowded boulder problems. To access the area, follow the path leading along the cliffband from the north end of the parking lot. After 80 yards, the trail dips down to meet the top of the cliffline at Slabland. An easy downclimb between Slabland and the Nipple Wall to the south provides access to many excellent routes.

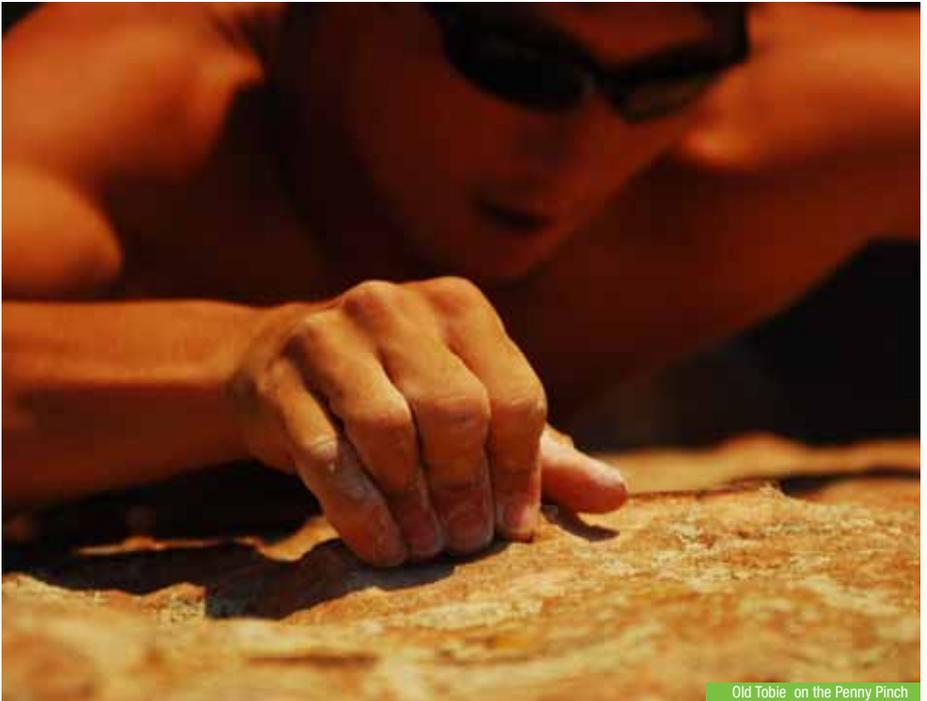
K - The Nipple Wall

Facing north, this wall offers one of Rotary's best technical and slightly devious lines to test your footwork skills.

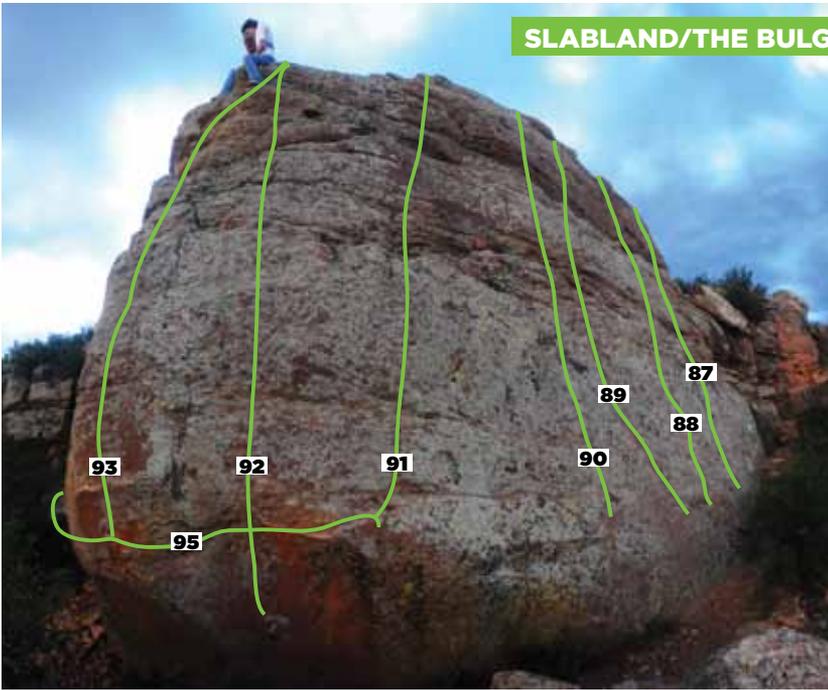
84. Right Arête V1 Ascend the south arête of the nipple wall.

85. The Nipple Wall* V3** One of the best V3 problems at Rotary, though it is often passed up due to its location. Start on the good holds and feet, then make your way up to a right hand pocket and the nipple. Subtle footwork will finish this exciting problem. A more difficult variation called "Radical Mastectomy" climbs the same line without using any of the 'nipple' holds.

86. Corner Waltz V0- Climb the easy corner to the left of the face.



Old Table on the Penny Pinch



L - Slabland/The Bulge

Just north of The Nipple Wall is a long slab that hosts many quality problems. Routes on the northern arête are commonly referred to as being on 'The Bulge', but it is all one long wall.

87. Seamingly V0** Climb the farthest right portion of Slabland. This is the first route you will come to after dropping down through the cliffband from the south.

88. Seamstress* V0** Make fun and delicate moves up the right most seam.

89. Seams Okay* V0** Climb the small right facing flake/corner. Fun and a great warmup

90. Mental Mantle V0 Mantle the v-shaped flake at chest height, no other holds are on. Stand on flake and reach to good holds at break. Using additional holds for the mantle is a fun and excellent warmup.

91. Leaning Seam V0 Pull past bulge and climb the faint seam above the undercut

92. Hole In The Bulge V4** Squeeze a right hand slopey sidepull to the right of the graffiti splatter and left hand pinch, make a powerful move to the pocket and an easier finish.

93. The Big Bulge V2** Match the obvious crimp on the bulge and haul yourself up the prow on great incut holds.

94. Pencil Neck* V3 From the square edge just left of the arête, make a long move to a horizontal and finish on The Big Bulge.

95. Big Egos, Little Dicks V5 Start on the large edge found on the right side of the bulge. Climb left and around the arête, staying as low as possible before moving around the corner. Finish by climbing the thin north slab known as the Exit Wall.



Climbing Overview

Type(s): Bouldering
Difficulty Range: V0-V7
Approach Time: 2-5 minutes
Rock Type: Dakota Sandstone
Season: year round

Home to many excellent highballs, the Scoop Area is a seldom traveled Horsetooth gem well worth a visit. Given the height of the problems, bad landings and ease of anchor placements, the Scoop is also a popular top roping spot. In addition to snakes in the summer, beware of poison ivy at the base of many climbs, especially at the Scoop proper.

Driving Directions

To reach the Scoop Area, drive 3.9 miles north on Centennial Dr and park in the Sunrise Picnic Area. Larimer County day use fees apply (\$6) although 45 minute parking is also available just to the south if you are stopping by for a quick session.

Access

From the parking lot, walk south into a small saddle, then back up along the ridge trail until you pass a large metal rod drilled into the rock on the right. Scramble down a break in the cliffband and walk another 20 yards south along the base of the cliff, taking care to avoid the poison ivy. The Scoop Area proper has the highest concentration of quality lines, although several fun routes can be found scattered along the cliffline to the north.

96. Master of Disaster V5** Step off block into underclings, make a hard move straight up, then finish on the easier slab. An easier version of Cheathook.

97. Corner Crack V0 This crack is found on the far right (south) side of the Scoop face. Traverse left at the top to finish on Retard Sandwich unless you love climbing overhanging bushy chimneys.

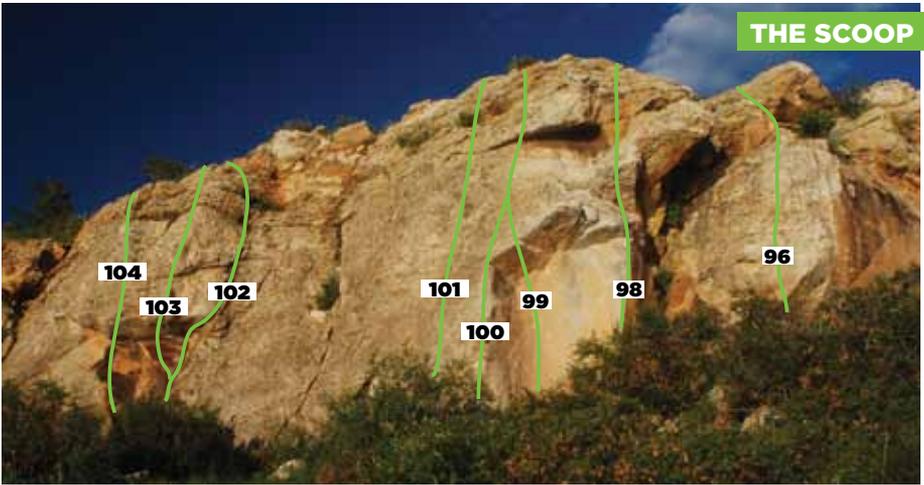
98. Retard Sandwich V7** Begin by side-pulling the arête just left of Corner Crack, then continue straight up, avoiding the crack and right side of dihedral.

99. The Scoop* V3** This excellent and technical route starts on two thin gastons and continues through delicate slab moves up the center of the obvious scoop. The traditional finish goes to a right hand gaston in the roof before pulling onto the slab, but an easier finish can also be done by bailing left midway up the face.

100. The Scoop Arête V2** Sit start and climb the arête to the left of The Scoop. Although it can be a bit sandy, this is a fun climb.

101. Unnamed* V0 Begin at the 'X' to the left of the previous route. Climb straight up the licheny wall to a steeper, but juggy headwall.

102. Unnamed Crack V0 Follow the layback crack up the juggy face to a long finishing move, or go left midway up the face to a rounded bulge with sloping bulbs.



103. Unnamed* V0 Start as for Unnamed Crack, but move left to big flake sidepull, go out a short bulge, then up the left side of the subtle prow.

104. Liz & Al V1** This excellent moderate starts matched on a good rail just above the Liz & Al heart. Make a move to a gaston and cruise to the top. Fun, but with a sloping landing.

105. Leaning Prow* V2 Follow the obvious hanging prow on climber's left of the descent gully. The route climbs the steepest part of the prow, but a more popular variation moves left from the jug above the broken section with red streaks, finishing on the easier slab.

Classic Crack Area

Most routes in this area are tall with poor landings. The rock can also be fairly fragile, making top roping the most safe and enjoyable mode of ascent. From the Scoop, walk north along the cliffline for 60 yards.

106. South Dihedral V1 Climb the dihedral on the southern end of the detached block. Short, but fun.

107. Sandy Arête V1 Squeeze up slightly sandy arête just left of South Dihedral.

108. Middle Face V1 Begin just left of the big jug, then climb straight up the bulge. A slightly easier variation moves left at the bulge.

109. Right Crack V1 Climb the arching crack left of the detached block to stance before delicately climbing out roof on friable holds.

110. Classic Crack V0 Climb short, double dihedral to hand/finger crack out roof.

111. North Arête V1 Follow the slightly overhung arête just north of the left crack to an easier slab finish.

112. Unknown V1 Start on friable, but good holds, trending up and slightly left of the North Arête and the Black & Green Face.

113. Black & Green Face V1 From undercling pinches, make a big move to a jug, then mantle and move delicately to good holds at top of black face.

ROUTES BY RATING

UNKNOWN RATING

Black & Green Face V? (Classic Crack Area) - p 31
 Leaning Prow* V? (Scoop Proper) - p 31
 Liz & Al** V? (Scoop Proper) - p 31
 Middle Face V? (Classic Crack Area) - p 31
 North Arête V? (Classic Crack Area) - p 31
 Right Crack V? (Classic Crack Area) - p 31
 Sandy Arête V? (Classic Crack Area) - p 31
 South Dihedral V? (Classic Crack Area) - p 31
 Unknown V? (Classic Crack Area) - p 31
 Unnamed* V? (Scoop Proper) - p 31
 Unnamed Crack V? (Scoop Proper) - p 30

V0 - V2

Corner Waltz V0- (The Nipple Wall) - p 28
 Ship's Prow Arête** V0- (Ship's Prow) - p 22
 Bootie Crack Traverse* V0 (Bootie Slab) - p 13
 Bottie Crack* V0 (Bootie Slab) - p 13
 Bucketland** V0 (Exit Wall/Chickenhead Wall) - p 23
 Bumbly Wall Routes V0 (Bolt Wall) - p 17
 Classic Crack** V0 (Bolt Wall) - p 17
 Classic Crack V0 (Classic Crack Area) - p 31
 Corner Cling** V0 (Bolt Wall) - p 16
 Corner Crack V0 (Scoop Proper) - p 30
 Curving Crack** V0 (Ship's Prow) - p 22
 Exit Wall** V0 (Exit Wall/Chickenhead Wall) - p 23
 Face It, You're A Flake* V0 (Bolt Wall) - p 16
 Knob Boy Arête** V0 (Bolt Wall) - p 16
 Leaning Seam V0 (Slabland/The Bulge) - p 29
 Left Arête V0 (Talent Scout) - p 18
 Left Crack (a.k.a Biercrack)* V0 (Eliminator Boulder) - p 21
 Mental Mantle V0 (Slabland/The Bulge) - p 29
 Seamingly** V0 (Slabland/The Bulge) - p 29
 Seams Okay*** V0 (Slabland/The Bulge) - p 29
 Seamstress*** V0 (Slabland/The Bulge) - p 29
 Southwest Arête*** V0 (Penny Boulder) - p 27
 Tiger Rock Traverse* V0 (Tiger Rock) - p 25
 Unnamed* V0 (Scoop Proper) - p 30
 West Bulge* V0 (Bolt Wall) - p 16
 Bolt Wall Left** V1 (Bolt Wall) - p 17
 Bolt Wall Right** V1 (Bolt Wall) - p 17
 Bolt Wall Standard*** V1 (Bolt Wall) - p 17
 Bootie** V1 (Bootie Slab) - p 13
 Corner Lunge*** V1 (Eliminator Boulder) - p 21
 Dirty Bootie Traverse V1 (Bootie Slab) - p 13
 Double Duster (a.k.a Penny Dyno)*** V1 (Penny Boulder) - p 27
 Exit Wall Arête* V1 (Exit Wall/Chickenhead Wall) - p 23
 North Arête** V1 (Unknown Roof) - p 12
 North Arête V1 (Bootie Slab) - p 13
 North Slab Center* V1 (Eliminator Boulder) - p 21
 North Slab Right* V1 (Eliminator Boulder) - p 21
 Right Arête V1 (The Nipple Wall) - p 28
 South Face* V1 (Mental Block) - p 25

Southwest Arête* V1 (Mental Block) - p 25
 Stack This Crack Jack* V1 (Exit Wall/Chickenhead Wall) - p 23
 Standard Route* V1 (Talent Scout) - p 18
 Beached Whale** V2 (Eliminator Boulder) - p 21
 Big Bulge, The** V2 (Slabland/The Bulge) - p 29
 Dogleg Crack** V2 (Eliminator Boulder) - p 21
 Meditation Roof** V2 (Meditation Boulder) - p 19
 Penny Pinch*** V2 (Penny Boulder) - p 27
 Penny Standard**** V2 (Penny Boulder) - p 27
 Pin Scar Finger Crack V2 (Bolt Wall) - p 16
 Roof Crack* V2 (Unknown Roof) - p 12
 Scoop Arête, The** V2 (Scoop Proper) - p 30
 Ship's Prow*** V2 (Ship's Prow) - p 22
 South Face* V2 (Unknown Roof) - p 13
 Standard** V2 (Ship's Prow) - p 22
 Standard Sam (a.k.a. Tiger Face)* V2 (Tiger Rock) - p 25
 Unknown* V2 (Piano Boulder) - p 12
 Meditation Traverse** V2-4 (Meditation Boulder) - p 19

V3 - V4

Barndoor Layback V3 (Mental Block) - p 25
 Cat Eye Face*** V3 (Bolt Wall) - p 16
 Cave Crack* V3 (Eliminator Boulder) - p 21
 Dry, Slightly Dirty* V3 (Penny Boulder) - p 27
 Finger Ripper** V3 (Ship's Prow) - p 22
 Gill Reach*** V3 (Ship's Prow) - p 22
 Nipple Wall, The*** V3 (The Nipple Wall) - p 28
 Pencil Neck* V3 (Slabland/The Bulge) - p 29
 Penny Boulder Traverse** V3 (Penny Boulder) - p 27
 Right Eliminator*** V3 (Eliminator Boulder) - p 20
 Right Traverse*** V3 (Penny Boulder) - p 27
 Scoop, The*** V3 (Scoop Proper) - p 30
 Unknown* V3 (Piano Boulder) - p 12
 Unknown** V3 (Piano Boulder) - p 12
 Willie's Lunge** V3 (Mental Block) - p 25
 Chicken Traverse** V4 (Exit Wall/Chickenhead Wall) - p 23
 Corner Lock** V4 (Mental Block) - p 25
 Hole In The Bulge** V4 (Slabland/The Bulge) - p 29
 Low Traverse** V4 (Meditation Boulder) - p 19
 North Roof** V4 (Mental Block) - p 25
 Right Eliminator Prow*** V4 (Eliminator Boulder) - p 20
 Ship's Prow Dyno** V4 (Ship's Prow) - p 22
 Standard**** V4 (Mental Block) - p 25
 Tommy's Way** V4 (Meditation Boulder) - p 19

V5 - V6

Big Egos, Little Dicks V5 (Slabland/The Bulge) - p 29
 Left Eliminator** V5 (Eliminator Boulder) - p 20
 Master Of Disaster** V5 (Scoop Proper) - p 30
 Piano Traverse** V5 (Piano Boulder) - p 12
 Punk Rock Traverse*** V5 (Punk Rock) - p 18
 Sloper Traverse (a.k.a. Baby Grand)** V5 (Baby Grand) - p 12

Pinch Overhang**** V5/8 (Mental Block) - p 25
Talent Scout Roof* V6 (Talent Scout) - p 18

V7+

Retard Sandwich** V7 (Scoop Proper) - p 30
Revenge of the Nerds*** V7 (Bolt Wall) - p 17
Slappin' The Ho* V7 (Eliminator Boulder) - p 21
Tendonitis Traverse* V7 (Bolt Wall) - p 16
Cheathook** V8 (Eliminator Boulder) - p 20
Kelley Traverse* V8 (Punk Rock) - p 18
Powerglide* V8 (Talent Scout) - p 18
Silver Dollar Traverse** V8 (Penny Boulder) - p 27
Mammen Traverse* V9 (Eliminator Boulder) - p 21
Mental Block Traverse*** V9 (Mental Block) - p 25
Moon Arête*** V9 (Eliminator Boulder) - p 20
T.H.C V9 (Talent Scout) - p 18
Meathook* V12 (Eliminator Boulder) - p 20
Black Magic* V12? (Meditation Boulder) - p 20

Horsetooth Reservoir Index

Routes Listed By Name (Alphabetical)

B

Barndoor Layback V3 (Mental Block) - p 25
Beached Whale** V2 (Eliminator Boulder) - p 21
Big Bulge, The** V2 (Slabland/The Bulge) - p 29
Big Egos, Little Dicks V5 (Slabland/The Bulge) - p 29
Black & Green Face V? (Classic Crack Area) - p 31
Black Magic* V12? (Meditation Boulder) - p 20
Bolt Wall Left** V1 (Bolt Wall) - p 17
Bolt Wall Right** V1 (Bolt Wall) - p 17
Bolt Wall Standard*** V1 (Bolt Wall) - p 17
Bootie** V1 (Bootie Slab) - p 13
Bootie Crack Traverse* V0 (Bootie Slab) - p 13
Bottie Crack* V0 (Bootie Slab) - p 13
Bucketland** V0 (Exit Wall/Chickenhead Wall) - p 23
Bumbly Wall Routes V0 (Bolt Wall) - p 17

C

Cat Eye Face*** V3 (Bolt Wall) - p 16
Cave Crack* V3 (Eliminator Boulder) - p 21
Cheathook** V8 (Eliminator Boulder) - p 20
Chicken Traverse** V4 (Exit Wall/Chickenhead Wall) - p 23
Classic Crack** V0 (Bolt Wall) - p 17
Classic Crack V0 (Classic Crack Area) - p 31
Corner Cling** V0 (Bolt Wall) - p 16
Corner Crack V0 (Scoop Proper) - p 30
Corner Lock** V4 (Mental Block) - p 25
Corner Lunge*** V1 (Eliminator Boulder) - p 21
Corner Waltz V0- (The Nipple Wall) - p 28
Curving Crack** V0 (Ship's Prow) - p 22

D

Dirty Bootie Traverse V1 (Bootie Slab) - p 13
Dogleg Crack** V2 (Eliminator Boulder) - p 21
Double Duster*** V1 (Penny Boulder) - p 27
Dry, Slightly Dirty* V3 (Penny Boulder) - p 27

E

Exit Wall** V0 (Exit Wall/Chickenhead Wall) - p 23
Exit Wall Arête* V1 (Exit Wall/Chickenhead Wall) - p 23

F

Face It, You're A Flake* V0 (Bolt Wall) - p 16
Finger Ripper** V3 (Ship's Prow) - p 22

G

Gill Reach*** V3 (Ship's Prow) - p 22

H

Hole In The Bulge** V4 (Slabland/The Bulge) - p 29

K

Kelley Traverse* V8 (Punk Rock) - p 18
Knob Boy Arête** V0 (Bolt Wall) - p 16

L

Leaning Prow* V? (Scoop Proper) - p 31
Leaning Seam V0 (Slabland/The Bulge) - p 29
Left Arête V0 (Talent Scout) - p 18
Left Crack* V0 (Eliminator Boulder) - p 21
Left Eliminator** V5 (Eliminator Boulder) - p 20
Liz & Al** V? (Scoop Proper) - p 31
Low Traverse** V4 (Meditation Boulder) - p 19

M

Mammen Traverse* V9 (Eliminator Boulder) - p 21
Master Of Disaster*** V5 (Scoop Proper) - p 30
Meathook* V12 (Eliminator Boulder) - p 20
Meditation Roof** V2 (Meditation Boulder) - p 19
Meditation Traverse** V2-4 (Meditation Boulder) - p 19
Mental Block Traverse*** V9 (Mental Block) - p 25
Mental Mantle V0 (Slabland/The Bulge) - p 29
Middle Face V? (Classic Crack Area) - p 31
Moon Arête*** V9 (Eliminator Boulder) - p 20

N

Nipple Wall, The*** V3 (The Nipple Wall) - p 28
North Arête V? (Classic Crack Area) - p 31
North Arête** V1 (Unknown Roof) - p 12
North Arête V1 (Bootie Slab) - p 13
North Roof** V4 (Mental Block) - p 25

North Slab Center* V1 (Eliminator Boulder) - p 21
North Slab Right* V1 (Eliminator Boulder) - p 21

P

Pencil Neck* V3 (Slabland/The Bulge) - p 29
Penny Boulder Traverse** V3 (Penny Boulder) - p 27
Penny Pinch*** V2 (Penny Boulder) - p 27
Penny Standard**** V2 (Penny Boulder) - p 27
Piano Traverse** V5 (Piano Boulder) - p 12
Pin Scar Finger Crack V2 (Bolt Wall) - p 16
Pinch Overhang**** V5/8 (Mental Block) - p 25
Powerglide* V8 (Talent Scout) - p 18
Punk Rock Traverse*** V5 (Punk Rock) - p 18

R

Retard Sandwich** V7 (Scoop Proper) - p 30
Revenge of the Nerds*** V7 (Bolt Wall) - p 17
Right Arête V1 (The Nipple Wall) - p 28
Right Crack V? (Classic Crack Area) - p 31
Right Eliminator**** V3 (Eliminator Boulder) - p 20
Right Eliminator Prow*** V4 (Eliminator Boulder) - p 20
Right Traverse*** V3 (Penny Boulder) - p 27
Roof Crack* V2 (Unknown Roof) - p 12

S

Sandy Arête V? (Classic Crack Area) - p 31
Scoop Arête, The** V2 (Scoop Proper) - p 30
Scoop, The*** V3 (Scoop Proper) - p 30
Seamingly** V0 (Slabland/The Bulge) - p 29
Seams Okay*** V0 (Slabland/The Bulge) - p 29
Seamstress*** V0 (Slabland/The Bulge) - p 29
Ship's Prow*** V2 (Ship's Prow) - p 22
Ship's Prow Arête** V0- (Ship's Prow) - p 22
Ship's Prow Dyno** V4 (Ship's Prow) - p 22
Silver Dollar Traverse** V8 (Penny Boulder) - p 27
Slappin' The Ho* V7 (Eliminator Boulder) - p 21
Sloper Traverse** V5 (Baby Grand) - p 12
South Dihedral V? (Classic Crack Area) - p 31
South Face* V1 (Mental Block) - p 25
South Face* V2 (Unknown Roof) - p 13
Southwest Arête*** V0 (Penny Boulder) - p 27
Southwest Arête* V1 (Mental Block) - p 25
Stack This Crack Jack* V1 (Exit Wall/Chickenhead Wall) - p 23
Standard** V2 (Ship's Prow) - p 22
Standard**** V4 (Mental Block) - p 25
Standard Route* V1 (Talent Scout) - p 18
Standard Sam* V2 (Tiger Rock) - p 25

T

T.H.C V9 (Talent Scout) - p 18
Talent Scout Roof* V6 (Talent Scout) - p 18
Tendonitis Traverse* V7 (Bolt Wall) - p 16
Tiger Rock Traverse* V0 (Tiger Rock) - p 25
Tommy's Way** V4 (Meditation Boulder) - p 19

U

Unknown V? (Classic Crack Area) - p 31
Unknown* V2 (Piano Boulder) - p 12
Unknown* V3 (Piano Boulder) - p 12
Unknown** V3 (Piano Boulder) - p 12
Unnamed* V? (Scoop Proper) - p 31
Unnamed* V0 (Scoop Proper) - p 30
Unnamed Crack V? (Scoop Proper) - p 30

W

West Bulge* V0 (Bolt Wall) - p 16
Willie's Lunge** V3 (Mental Block) - p 25



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