



7 The Wasteland 5.8 ★★★

During the early 90's this route had been referred to as "The Best 5.8 in the State". To date, it still draws climbers to its good rock, fun (but not entirely casual) climbing on mostly 5.6 or less. The route connects the best sections of chickenheads and natural belays can be set up in many arbitrary spots. Think about rope drag and protect for the follower on the traverses throughout this climb. **Pro doubles to 3", 1x4"**

Melissa Clutter on P3 of The Wasteland(#7).
(see photo topo for climber location)

Photo: T. Meester

P1-Up and left of the gear up spot is a right facing vegetated corner. Scramble up the corner, move left about 10' and climb the easy, low angle rock towards a steeper section leading to the threaded/rappel slings above. (The Fire Sermon(#6) steps left at bolts). Continue right to a vegetated ledge and work up low-angle rock for 50' or so to a ledge at the bottom of a short crescent that hooks up and left. Move out left from the ledge and climb up 5.6 knobby face for 15' to another ledge and belay. **5.8, 130'**

Original start: *Climb the 5.7+R face to the right of the corner up to the same first vegetated ledge then follow the description.*

P2-Move back right to enter the big, right diagonal crack. Climb this passing two sections of (5.8). Belay down and just right of a chimney. **5.8, 130'**

P3-Climb the chimney, formed by a 30' pillar, to its top. Step right across to the main face – gulp! Move up and right to a steep wall of perfect plates. At the top of the steep part begin trending right to below the roof/headwall. Numerous locations for belays exist here. **5.8, 130'**

P4-Continue diagonal up and right staying below the headwall on the best plates to a point where the headwall is at its smallest and offers good protection to surmount this 5.8 section. Climb above this approx. 15', then begin a leftward traverse on easy chickenheads to the best chickenhead patch below the next headwall. **5.8, 120'**

P5-Traverse straight left for 40' or so, moving down a bit at the end, to reach chickenheads at the left end of the headwall above and move up. Move back right to an alcove (a hole 4' x 5'). From this, move out right and up to the best chickenheads on a final steep section. Surmount this (5.6) and continue trending up and left around the corner on easy ground or straight up on thinner seams and cracks(5.8). **5.6, 170'**

Variation: *Gain the upper headwall only slightly left of the belay at a large chickenhead and climb straight up on steep large chickenheads. 5.9 PG*

MP, KR, '80's

Variation to The Wasteland:

8 Sweeney Direct 5.10-PG

P1-From the belay at the base of the chimney (**P2** on The Wasteland) move right, then up a dirty crack and underclings to a bolt (half of the bolt is exposed and the hanger is spinning making this move feel very committing -PG). A long reach (crux 5.10-), to the plates above and demanding steep climbing up and right around the right side of the roof to belay in seams created by plates. **5.10-, 100'**

P2-Move right across the steep plates/chickenheads to the end of the roof and into an alcove. Move up and left to rejoin P4 of The Wasteland at the headwall. **5.9-, 140'**

KR, MP