

### Introduction:

The Roadside and Sunset has the largest concentration of established top rope and boulder routes. There are many 25- 35 foot tall blocks and faces. The corridors area. Just as all the other areas in the park (state forest), you can toss a rope off any of the blocks for top roping, or put out a crashpad for some bouldering fun. The rock here is solid, and lends itself to slopey friction problems and routes. Sunset Wall and Big Blocks are generally home to classes and groups, since the set up is easy and close proximity of routes to each other, makes it convenient for unloading of their gear in one central location. With the high traffic this area sees during the season, it is a good idea to follow some standard rules of etiquette to make everyone's experience enjoyable. *Clean up your trash, keep the volume to a minimum, clean the chalk tick marks off after your done, keep pets on a leash, and please bury their mess, use existing trails only.*

### Access:

To get to Roadside Rocks is an easy short hike, located just East of the large parking lot near the overlook. From the park entrance drive about 3 miles on the main road, heading towards the overlook area. Locate the large gravel parking lot, which is on both sides of the park road (overflow parking). Park on the left hand side if possible. The trail begins in the Southeast corner of this parking lot, near the climber's kiosk. Follow the stone trail downhill (away from the main overlook), this leads to a few stone steps which end up at the base of the cliff. Here the trail makes a "T" and splits either left or right.

### Plea for Responsibility:

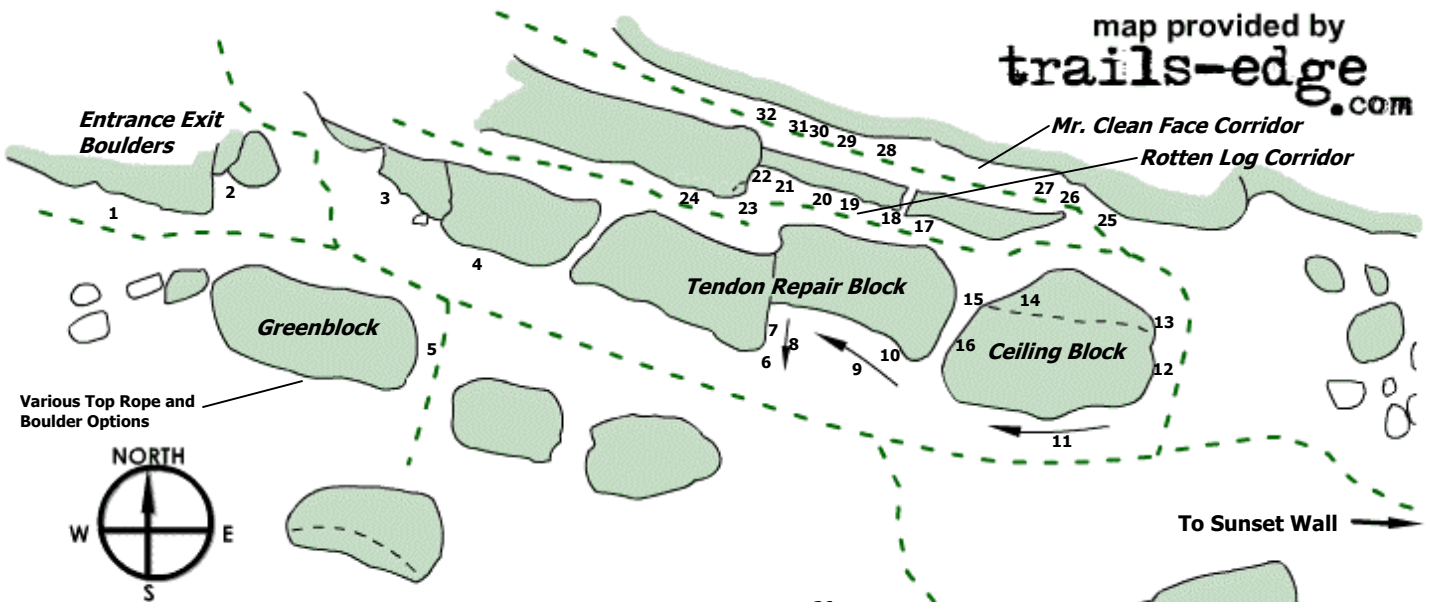
With the growing popularity of rock climbing, so has the concern about our impact on the environment. With the pressures of an increasing climbing population comes evidence of the frailty of the cliffs. Natural erosion is a fact of life; however the additional strain climbing has put on the many areas is more apparent. Where greenery flourished, Now paths abound. Piton scarring is evident on many classic climbs, and crag access has become threatened in many states. The greatest impact has been due to thoughtlessness. Climbers are by nature, easy going social individuals, local crags offer pleasant conversation as well as challenging climbs. Unfortunately there is an occasional gung ho recluse, who threatens the lifestyle with their thoughtlessness. Remember your actions effect all of us in the long run! We must abandon complacency and self-serving actions, and make an effort to preserve our natural climbing areas.

### General rules of conduct:

- **Anchors** - Use common sense when setting top rope anchors or rappelling, refrain from using roots or small trees for anchors. Yell down to others at the base of the cliff before tossing your rope over. Give them warning and time to move.
- **Other peoples gear** - **Never, Never, Never** step on a rope (be careful and watch where you walk), and **Never** touch or remove other peoples gear or anchors
- **Vegetation** - Trampling or removal of plant material is un-acceptable!. Use designated trails only, tread lightly, keep your impact low.
- **Chalk** - Please consider using it at cruxes and not on every hold and cleaning it off when your done, avoid using it on easier climbs. Do not use for graffiti, This opens the door for kids and other people to damage the cliffs (Spray paint and carvings).
- **Trash** - it's only 5 minutes back to the car...Clean up any old tape or garbage (Don't be shy about packing out any trash laying around).
- **Bolts** - The routes here offer reasonable protection for natural lead protection, or can be top roped or bouldered. Please do not place bolts within the park. There are some existing bolts and pitons placed on out lying crags at coopers, these routes are the exception.
- **Pets** - Maintain your pet! This includes keeping fido on a leash and cleaning up the mess.
- **Volume** - No one enjoys having outdoor experience ruined by loud, obnoxious, inconsiderate people! Try to contain your excitement, or distress. The average cliff height is only 40' tall, so you don't need to yell. Please leave your stereo's at home.
- **Falling objects** - No one is perfect and occasionally you might knock an object over the cliff edge. Always Yell "**ROCK**" loudly! no matter what the object is. This will give people below warning.

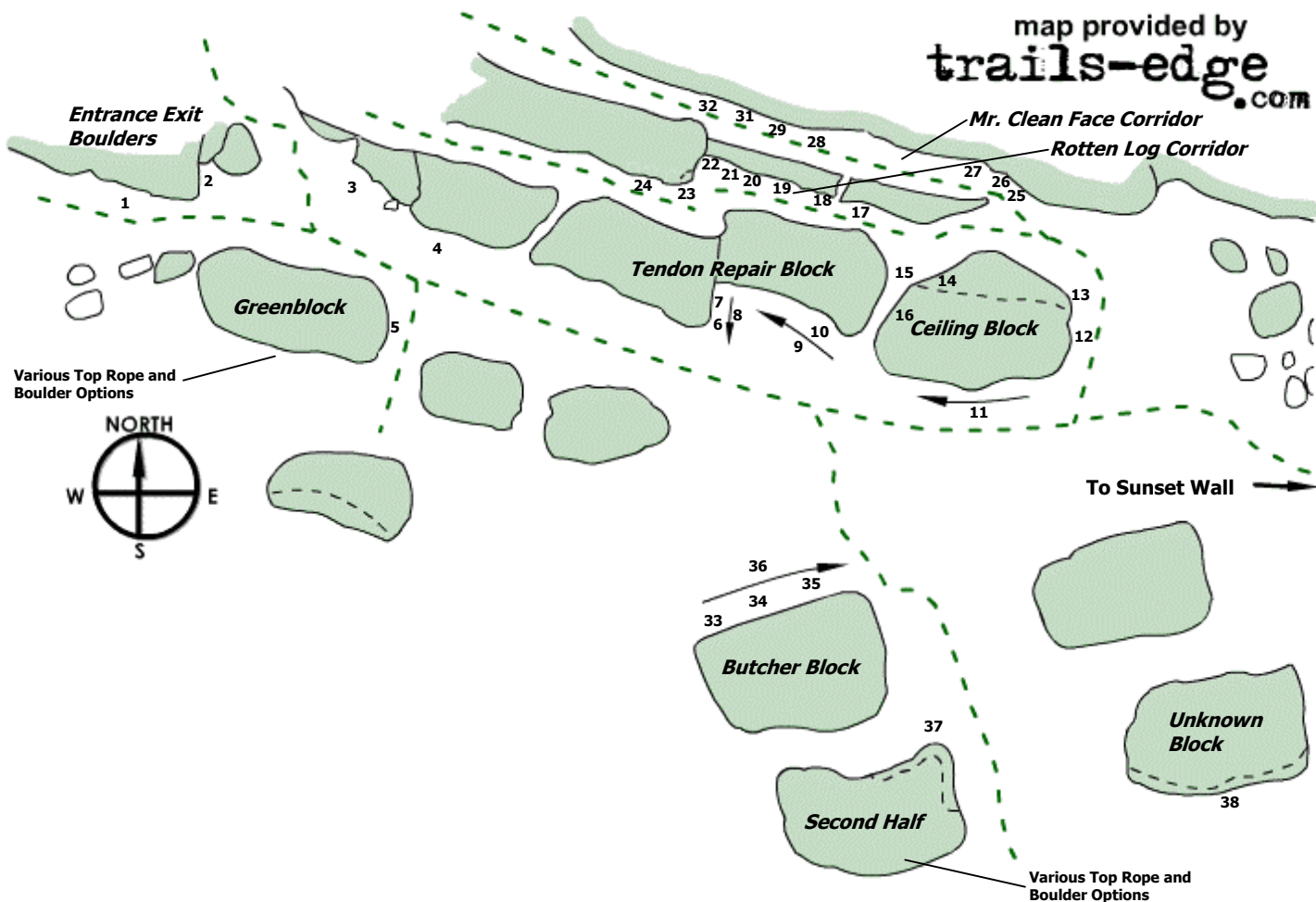
### Park Regulations: (These apply to all park users)

- CAMPING IS ALLOWED IN DESIGNATED AREAS ONLY
- NO CAMPING AT THE BASE OR SUMMIT OF CLIMBS
- NO CAMPFIRE, OR CUTTING DOWN OF TREES
- PARK CLOSES AT 10 P.M.
- ALCOHOLIC BEVERAGES ARE PROHIBITED
- YOU MUST SIGN IN BEFORE CLIMBING. EITHER AT THE PARK HEAD QUARTERS, OR THE CLIMBER'S KIOSK
- ABSOLUTLY NO CLIMBING IN THE OVERLOOK AREA (See Signs)



1. **Warm Up Problems (V0 - V1):** Facing the wall, the left side offers the easier problems and they increase in difficulty towards as you move right. A nice Traverse can also be done here by following the horizontal seam (3feet from the top).
2. **Bizarro (V2):** This bizarre shaped slab of rock is just to the right of the Warm-up problems. An awkward start leads to sloped pockets and a tricky top-out.
3. **Lazier Than Dirt Traverse (V0-):** Heading Left at the "T" in the trail just past the low roof (on the left) is a long face. Start at the left end of the face and traverse right along the easy holds, move past the free boulder all the way to the split between the faces.
4. **Just Plain Lazy Traverse (V0-):** Just past the split in the faces start at the arete (left of a tree), traverse right again past the tree (around it) to the next split in the faces.
5. **Green Block Testpiece (V4):** A short power problem established by Steve Cater. Start: on an undercling and pull a small edge to a good pocket.
6. **Tilted T Crack (5.9) :** The most distinguishing feature on this face. START: at on the Stem part of the "T" go up, then head right following the crack to the top, a fine challenge for novice Trad climbers.
7. **The Mountaineer's Route (V4/5) :** This highly recommended route ascends the center of the face. START: using a deadpoint move from a shallow, grapefruit-sized pocket to a good jug, follow the shallow pockets and edges to the top.
8. **Tendon Repair Kit (V2):** traverse the line of pockets and features across the wall right to left. Small good textured holds.  
\***Mere Mortal Linkup** do Tendon Repair Kit, then finish with Tilted T to the top.
9. **Traversity (V0+):** Just right of TRF is a short, slightly overhanging wall. Start: step up onto the ramp at the arete (right side), hugging the arete, begin traversing the features left, staying just off the deck. Ends on a flat 2 hand sloper hold (10ft up) just left of the tree stump on the ground.
10. **TRF Un-named A (V2+):** Start: The same as "Traversity" head straight up following a small concavity, using the shallow pockets. Not real sure about the top out on this one...
11. **Un-named Traverse (V0+):** On the side nearest the main trail is a very featured face. Start: near the center near a small alcove, traverse right on good holds 20 feet or so, then head up for the finish.
12. **CB Un-named B 5.8- (40ft.):** On the knobby side there locate the obvious rounded hand crack near just right of center. Following the crack from the large block, moving right further up. Bring long webbing or static line for TR setup.
13. **Bastard's Edge (V3):** Slap up the arete to the jugs, and traverse off left. Try the sit-down variation to add to the grade. FA: Tim Ford
14. **CB Un-named C 5.8 (40ft.):** Looking at the slabby side of Ceiling Block. Start: On the right side of the slab, friction climb to the top and exit just right of the roof.

15. **CB Un-named D 5.10 (40ft.) :** Again looking at the slabby side of Ceiling Block with the cliff line at your back, locate the right most arete. Start: In the corridor between Ceiling Block and the neighboring block. Climb the arete and right face.
16. **CB Un-named E 5.11- (40ft.) :** Just right of this arete is a blank face, in the corridor between Ceiling Block and the neighboring block. Start: Climb the arete and right face.
17. **Easy Slab 5.5 (25ft.) :** A good slab problem right next to the crack, which spits the Rotten Log Wall in to 2 segments. Start: just right of the arete on the slab, climb the path of least resistance to the top, an excellent place for beginners.
18. **Fallen Angel 5.12a (30ft.):** Just on the other side of the crack is a very blunt, this classic Gritstone arete offers great friction and little else. Start: at the base of the blunt arete, follow it to the top. NOTE: The start is easier for climbers.
19. **RLC Un-known-F 5.7 (25ft.):** You can use the same tree for the anchor on this route as on the previous one. Start 8 feet right of the previous climb, at a noticeable foot pocket. Follow the good diagonal edges up and left ending at the tree.
20. **RLC Un-known-G 5.11 (25ft.):** Locate the hemlock tree perched at the top edge of this wall. The tree makes an excellent anchor for this route. Start: Climb up on harder moves leading to a left facing flake system. make your way to the tree.
21. **RLC Un-known-H 5.11 (25ft.):** a few feet right of the previous route. climb the blank face to the top.
22. **Tricky Top 5.4 (25ft.):** The obvious dihedral hand crack. Start at it's base and follow it to the top. The name sake is a the top, Easy moves lead to a tricky top out.
23. **Blunty 5.8 (35ft.):** Just left of Rotting Log wall is a peculiar arete with a large blunt slab at its top. Start: just left of the arete on good holds, attain the first ledge on the arete (12 feet up), continue up the arete, and on its right to obtain the roof and headwall above.  
\***Blunty Variation 5.7** START: on the right side of the arete using 3 pockets to move up and obtain good horizontal cracks, continue up to the arete to finish on the headwall above.



**24. Keyhole 5.9+ - (35ft.)**

Just left of Blunty is an obvious knife blade block (near the top), on its left is a large hole. Start: Below this hole, climbing up and left to the very large horn 10 feet up. Continue up towards the hole. Be careful of the top block (with the hole) it may be unstable.

**25. MCF Un-known J 5.10+ (25ft.)**

A fine crimper route, Start: Where a tree leans away from the rock, use a pair of sharp black edges to begin. Move up and right to finish just left of the block at the top.

**26. Dinkus Brain 5.10+ (25ft.)**

A contrived line ascend the face just right of Mr. Clean, pull the small pockets and edges to the top, staying 1 to 3 feet right of the crack, without using it.

**27. Mr Clean 5.7 (a.k.a. stump crack) (25ft.)**

Locate the obvious finger crack with a short jog right in it and ending at tree on top. Climb the crack to its top. A protectable lead, and fun beginner climb.

**28. MCF Un-known K : A contrived line just left of Mr. Clean, where using the crack is not allowed?!**

**29. MCF Un-known L :** right of the previous climbs locate a triangular scar about 7 feet up. Climb up using slopers to a horizontal crack. Follow the cracks up left to finish at the tree.

**30. Black Bart V1 :** 6 feet right of the Blade locate left arching corner edge, climb up following this feature heading towards the small horizontal, then move up and left to finish

**31. Blade V2+ :** Just right of the previous problem. Locate the blade of rock sticking out of the ground. Start: On the blade of rock, head straight to the top.

**32. Scar V2+ :** Just right of the previous problem. Locate a rust colored scar in the rock. Again go straight to the top.

**33. Arthritis V2 :** Locate the left facing lay back (5 ft.up) with a shallow pocket below and horizontal cracks above it. Climb straight up to the top, a deceptively hard problem.

**34. Robbery V0 :** Rumored to be the original problem established on this block. START: near the right side of the block, climb up and left on positive holds, top-out just left of the roof.

**35. Local Color V1- :** A.K.A "Mental Mantel", START: standing below the exit to Robbery, 6 feet farther to left, this is the start of the route. Use the left facing side pull to gain the overhanging horizontals. lead up through the steepest part of this boulder. The top out is the worst part of it...Scary but fun.

**36. Acromion V1 :** The hardest of problems on this block, START: near the left side of this face, on a thin vertical seam near some shallow pockets. Head up to horizontals and move right to finish on a roof crack just right of the larger roof (near a log)

**37. The Mad Butcher V2 :** This problem traverses the entire face with holds and technical smears leading to small far apart sloped edges. START: beginning on robbery and heading left on the main horizontal feature. Follow this feature as it rises to its end. Finish with your feet on the shelf at the left.

**38. Street Fighter V2 :** Start: locate the blunt arete just under the roof and ledge. Climb up this arete to the ledge system on small pockets, edges, and a thin side pull near the ledge. obtain the ledge and climb off to the right (under the large tree).

**\* Street Fighter Variation** START: at the next arete on your left (left of the orange face). climb right on the orange face to meet up with the start of "Street Fighter", finish on Street Fighter.

**39. Un-known V2 :** Just past the center of the overhanging face locate the slopy vertical crack. About 10 feet left of this crack is a series of small flakes leading to the top. The top is a rounded horn with little edge available. The top out is probably the toughest part of this climb.