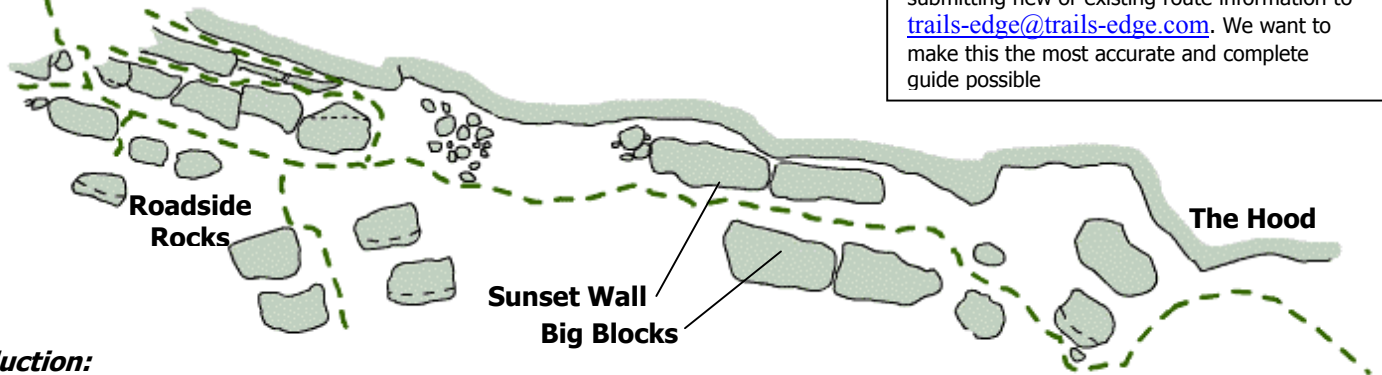


Gravel Parking

Sunset Wall, Big Blocks, & The Hood Area

Climber's kiosk

Park Road



Introduction:

The Sunset Wall and Big Blocks are the most popular top rope climbing area at Cooper's Rock, expect climbing classes and crowds on weekends. The short hike and easy cliff access make it ideal for top rope and short trad leads. Both Sunset and Big Blocks range 25 to 35 feet tall and offer a good concentration of documented climbs in the area. There are a few long traverses which can be done here as well.

Access:

Sunset Wall, Big Blocks, and The Hood are all located East of the large overflow parking lot. Getting there is an easy hike along a nice footpath. From the park entrance drive about 3 miles on the main road, heading towards the overlook area. Locate the large gravel overflow parking lot. Locate the climber's Kiosk), and sign the clipboard. The trail begins in the this corner of the parking lot. Follow the stone trail downhill to a few stone ledges. at the bottom of these ledges the trail "T"s and there is an over grown boulder in front of you (Greenblock), this is the start of the main base trail. You will soon be on a corridor trail (between some boulders) continue East keeping the cliff on your left. Just past roadside rocks the trail goes through a small clearing and then a small boulderfield. Just a little further the trail heads left a bit and you will come into a clearing with Sunset Wall on your left (about 35 feet tall) and a pillar (Big Blocks) about the same height only 20-30 feet away.

Here are a few features to help you locate the Sunset and Big blocks area:

- The North end of Sunset is a low roof (7ft off the ground) with a crack going through it.
- The top of the cliff (35' up) has a roof band with some cracks in it.
- Look for a left leaning flake in the center of the wall (route #4)
- There is a well shaded chimney gap that separates Sunset wall (left and right halves).

Plea for Responsibility:

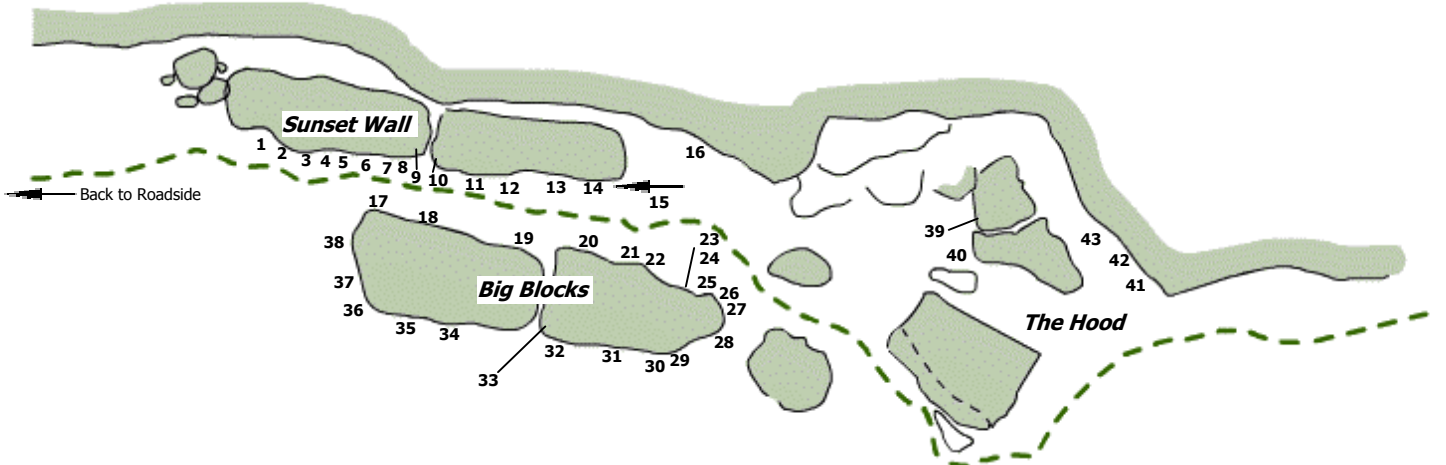
With the growing popularity of rock climbing, so has the concern about our impact on the environment. With the pressures of an increasing climbing population comes evidence of the frailty of the cliffs. Natural erosion is a fact of life; however the additional strain climbing has put on the many areas is more apparent. Where greenery flourished, Now paths abound. Piton scaring 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:

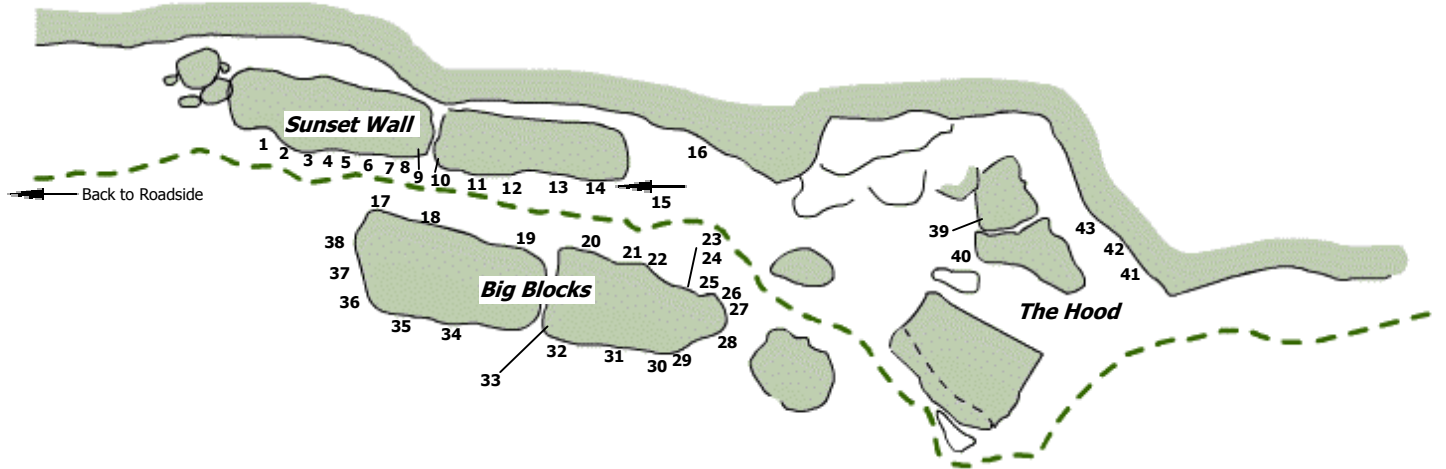
- **Anchors** - Use common sense when setting top rope anchors or rappelling, refrain from using roots or small trees for anchors. Yell down to others at the base of the cliff before tossing your rope over. Give then warning and time to move.
- **Other peoples gear** - **Never, Never, Never** step on 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 CAMPFIRES, 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. **Sunset Overhang 5.8 (40ft.):** The left-most climb on the wall and one of four ways out the roof band. Follow the black streak up the face to the 2ft diagonal hand crack out the roof.
2. **Wide Point Roof 5.9+ / 5.10- (40ft.):** 5ft. right of "Sunset Overhang" roof-crack, climb the difficult face left of the cannonball hole up to the roof. Surmount the strenuous ceiling to finish.
3. **Reachy 5.8+ (40ft.):** Climb the thin, reachy face up through a difficult bulge, surmount the roof via an easier diagonal crack.
4. **The Arch 5.6(35ft.):** One of the most popular climbs at Sunset. To start, Layback the obvious left-leaning flake (near the center of the wall). Near the top of the flake, step right onto the face and head straight up to a crack at the top.
***Arch Variation 5.7 (35ft.)** Same as "the Arch, but Go up and left to the diagonal roof crack
5. **Central Face Climb 5.5 (35ft.):** Start 8' right of "The Arch" climb the face to a stance below an organ pipe-like formation. Head up and right, aiming for a crack near the top (near a hemlock tree).
6. **Crimper 5.10- (35ft.):** This route starts to the right of "Central Face". A difficult sequence of sloping holds in the middle leads to a crack at the top.
7. **Tweaker 5.10+ / 5.11- (35ft.):** START: 5 feet to the right of "Crimper". This route is a lot like "the Crimper" but with a tougher sequence.
8. **Stop N' Go 5.9+ (35ft.):** Climb up to a stance below a copper colored flaky area. Cling through this part to easier rock above. This route has 2 significant moves in the middle, with easier climbing above and below.
9. **Unknown 5.11 (35ft):** Just right of the previous route climb the larete on the left side of the chimney to the top.
10. **The Nose 5.11? (30ft.):** Not sure about this route, but it seems that the rounded arete just right of the chimney has been climbed.
11. **Copenhagen 5.9 (30ft.):** A few feet right of the chimney gap is a line with a 4" pocket (about the size of a can of tobacco) halfway up. Climb the face straight up past this round hole to the top.
12. **Stockholm 5.7 (25ft.):** START: 8' right of "Copenhagen". Go up a flake, then traverses a few moves left before going straight up, finishing just right of the blocks at the top edge of the cliff.
***Stockholm Variation 5.8:** START: 2 feet right of Copenhagen" and head straight up to the top.
13. **Hole In The Wall 5.10+ (20ft.):** This is a fairly tough face climb. Use a round pocket and small edges to work your way through the route to the top.
14. **Mighty Mite 5.10- (20ft.):** A real short climb, or a hard boulder problem, with a bad landing. **START:** at the very right end of the wall, Up the face and flake.
15. **The Bottom Line 5.9 (165ft. long)**
AKA: Sunset Traverse, this boulder problem traverses of the whole Sunset Wall, with several cruxes and rests (usually never more than 10' off the ground). **START:** very right edge of the wall on a horn, traverse all the past the start of the first climb (Sunset Overhang).
16. **Pop Goes the Weasel 5.10 (30ft.):** Locate the wall right of Sunset wall, with a large roof near the top. Pull the low roof, layback the corner, then pull the top roof at the corner (in the notch).
17. **Friends In High Places (30ft):** This route is in the far right arete of "Big Blocks" if you are standing in the corridor between Sunset Wall and Big Blocks, facing the river. Use the left face, the corner, and the crack near the top.
18. **Wayward Penguins 5.10 (25ft.):** Halfway up the wall, directly beneath a large hemlock there is a pistol grip shaped pinch hold. Climb up to it, then use the flakes above it. reach out to the small ledge on the right and mantle up.
***Penguin Direct (Wayward Penguin Variation) - 5.10+ A** more difficult solution, go straight up on the flakes avoiding the ledge completely.
19. **Kern's Corner 5.4 (25ft.):** To the left of "Wayward Penguins" and "Friends In High Places" there is an arete. Climb up the arete and trend right to the face to the top for an easy face climb.
***Kern's Corner variation:** Climb the to the top using only the arete, watch for the jagged tooth.
20. **Another Green World 5.11 b/c (35ft.):** 20 feet left of the chimney gap (between the two Big Blocks) lies a low 2ft. Roof, pull onto the face above the roof, then head to the top.
21. **Zig-Zag Wanderer 5.8- (40ft.):** find the tight/slanting finger crack that leads to an alcove beneath a large roof. Follow the crack to the alcove. Continue out the roof using a light colored flake. Move onto the face, then up to the top (just left of the tree).
22. **Full Moon Afternoon 5.6 (35ft.):** Climb the face up through crescent shaped holds towards a notch at the top (left of the roofs).
23. **Organic Matter 5.4 / 5.5 (40ft.):** This is the obvious flake that goes all the way to the top.
24. **Super Alloy 5.10c (40ft.):** A nice face climbing 4' left of the "Organic Matter" flake. You can use the same anchor point as "Organic Matter".
25. **Titanium Digit 5.10b (40ft.):** The name is apparent near the top of this popular route. Climb directly up the center of the face, following a vague white streak.
26. **High Carbon 5.10 (40ft.):** Start just left of the previous route, head up the thin face avoiding the holds of Titanium Digit.
27. **The End 5.6 (30ft.):** This route goes up the nose and arete at the very far end of the "Shady Side" of the block.
28. **White Wall Overhangs Right & Left 5.9 / 5.9+ (40ft.):** On the sunny side of the Big Blocks stands some very clean, white colored rock at the bottom of the face, with a 2ft. overhang. Follow either the right or left lines through the roof to the easier, knobby filled faces above.
29. **Riverside Face 5.5 (40ft.):** START: just left of the white rock and head up the vertical knobby face with hand cracks.
30. **5.8+ (35ft):** climb a white face 12' left of "Riverside Face"
31. **Grunge 5.4 (20ft.)**
The name says it all. climb? and crawl your way to the top of A wide dirty crack.
32. **Gemstone 5.8 (25ft.)**
Locate the chimney gap which splits the two blocks. START: at a roof with blocky holds, move to a crack which goes up and left to a crescent-shaped feature, then straight to the top.



- 33. Bundle Of Sticks 5.9 (25ft.):** This short climb ascends the face using hidden horizontals. This route is worth a try.
- 34. Gypsy Moth 5.9 (25ft.):** **START:** 6' to the right of the orange streak, climb up black and white rock using small pockets and rounded edges.
- 35. Carrot Juice 5.7 (25ft.):** This line ascends directly up the vertical, pocketed orange streak, finishing just to the right of the gnarled pine at the top edge.
- 36. Access Crack 5.2 (25ft.):** This 20' dihedral is way to the top of the blocks for setting top rope anchors. It also makes a nice first lead.
- 37. Sharkfin 5.11- (25ft.):** Climb the more than overhanging arete just left of Access Crack.
- 38. Unknown 5.12 (25ft.):** Climb the strenuous face between "Sharkfin, and "Friends in High Places".

The Hood

- 39. Sticky Finger V2 (12ft):** Just left of the split which separates this block in 2 halves. Start with your right hand on the arete, move up to a nice finger pocket, then to a second pocket. Continue up using the face and arete.
- 40. Bald arete V4 (12ft.):** Located on the overhanging arete of this boulder. Slap and pinch your way to the top using the large crack system (to the left) makes this route a little easier. Avoid the crack for accurate rating.
- 41. O.G. 5.9 (30ft.):** As the trail moves closer to the cliff face again (uphill) there is a large green colored face. This is the O.G. Wall. Start 15ft right of the arete (past the roof above). Move up on balancy holds. Head left near the top.
- 42. Medium Strength 5.8 (25ft.):** Just about 15ft left of the previous route nearly the center of the wall is a slightly easier line to the top.
- 43. Minimum Effort 5.7 (35ft.):** Again move 15 ft. Left of the previous route. Climb up on good holds to the top