

Mill Creek Climbing Inventory.

Data gathered by Juraj Sovcik and Adam Washebek 8/1-8/3/2016

Report prepared by Adam Washebek 8/4/2016

Objective:

Inventory bolted routes in Mill Creek. Inspect user trails and erosion issues.

Referenced documents:

Mill Creek North Rim Second Edition; Published 10/29/2010

Link:

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Mill Creek North Rim Third Edition; Published 10/14/2012

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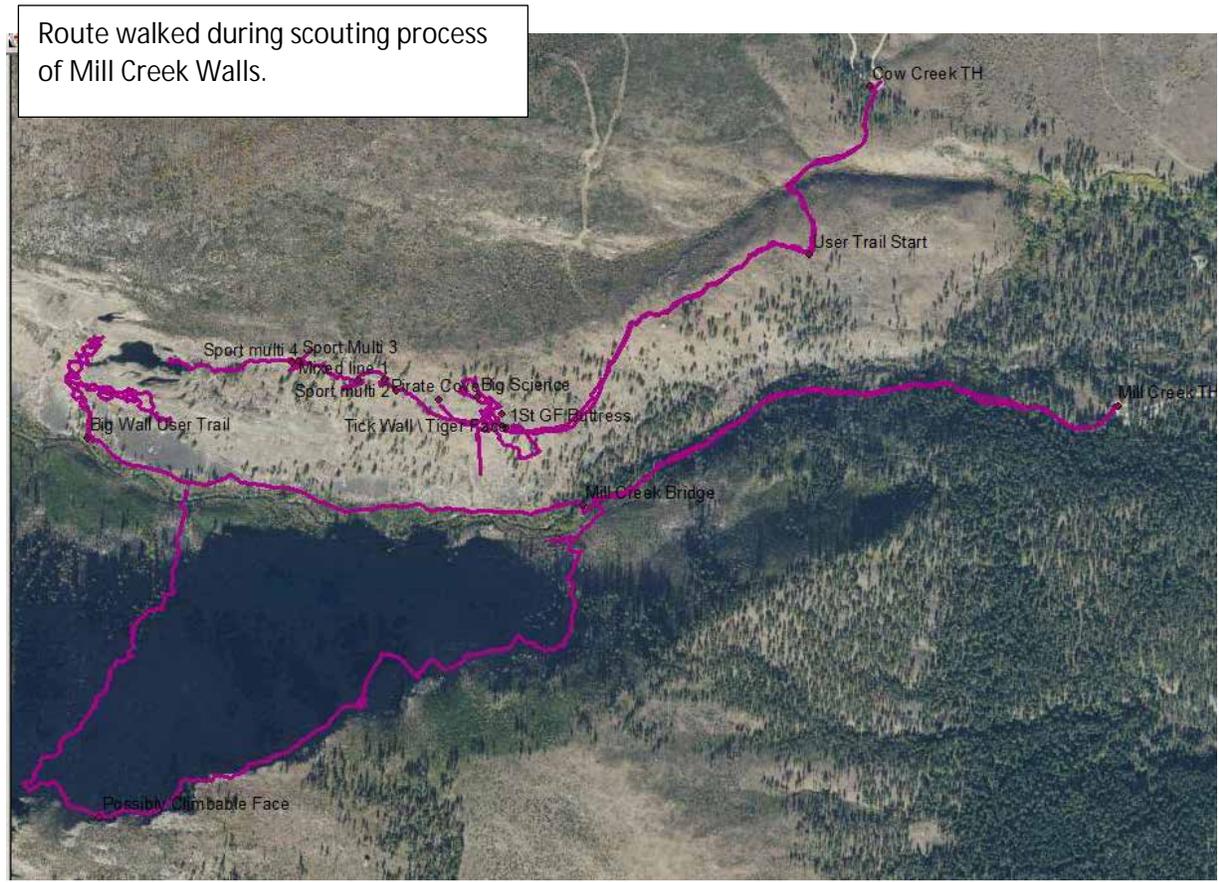
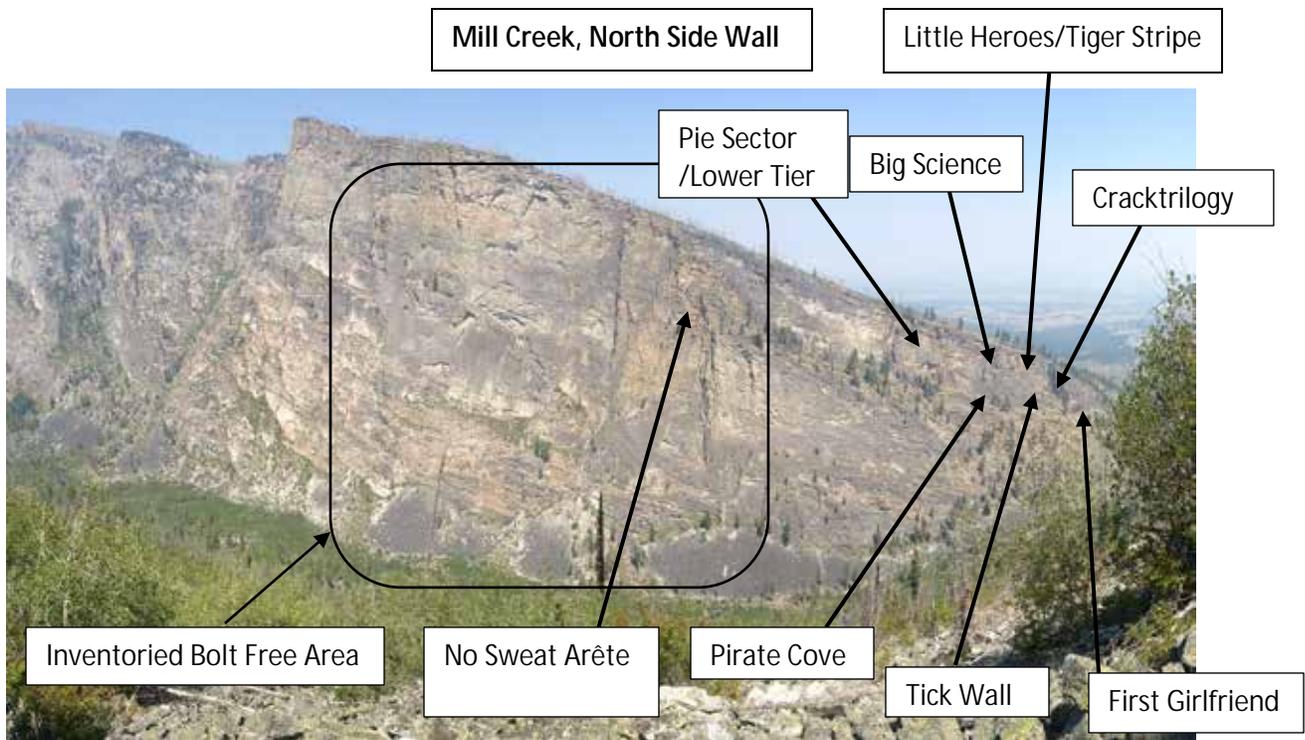
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Synopsis:

In the main climbing area, which is the area in the Third Edition climbing guide from 2012, there have been three routes with bolts installed and two new sets of anchors installed since the 2012 guide was published.

The guidebook from 2010 has information on the Lower Tier/Pie and Eagle Head Buttress section. In 2010 the climbing guide showed one sport climbing multi pitch route named Pie for Strength. Currently there are four bolted multi pitch routes, one mixed gear single pitch line and one set of anchors on a traditional climbing line.

Throughout this inventory one water bottle and some lost climbing gear was found, one rusty can was packed out.



Mill Creek South Side Wall,
scouted route draw on photo



Juraj and I spent a few hours looking for developed climbing areas on the south side of Mill Creek. We found nothing developed, and no signs of human presence such as a user trail or impacted ground. Also the rock quality on the south wall is more fractured and thus not desirable for climbing.

Area scouted on Mill Creek's north rim



All sport climbing is located on the right (east side of photo) no bolting has happened on the big wall section to the west of the sport climbing area.

Findings in comparison to the 2012 climbing guide.



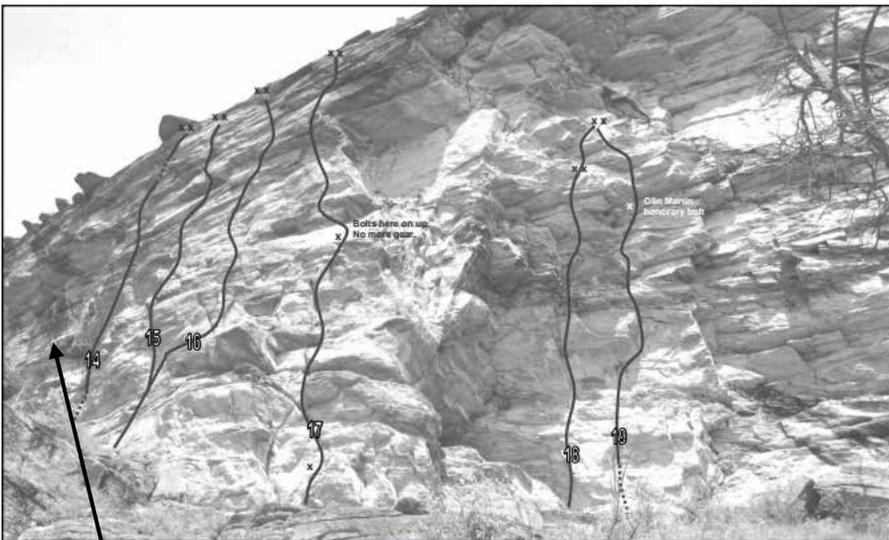
TICK FARM

New route, 8 bolts shares anchors with #2

The climbs are easily done with a 60m (or 50m) rope and about 10 draws. Routes finish at Five top anchors for easy lowering and top-roping. Use left most routes as approach pitches to the large ledge and the Tiger Stripe wall climbs above.

Caution: If you rap off the ledge from routes 12 or 13, stand about 30 feet out from the rock to pull your rope to avoid jamming it in a crack.

1. *Tick Magnet* 5.10a/b. 4 Bolts. Begins 30 feet from left edge of wall. Thin, reachy crux. No gimme. Finish on main ledge at *Shere Khan* anchors. TK, MM
2. *Involuntary Tick* 5.8+. 5 Bolts. Finish at anchors on main ledge. Good *Sabertooth* approach. DS,XX,TK
3. *Tick Man* 5.9. 8 Bolts. Tricky shelf opening. DS,TK,XX
4. *Ticked Off* 5.10c. 7 Bolts. Delicate old school no-hands stand-up at top. Avoid going left before last bolt. DS
5. *No Dick Tick* 5.8. 7 Bolts. Best moderate on the wall. Straight, clean line on big holds. Popular. MM
6. *Ticktastic* 5.10b. 7 Bolts. Same anchors as *No Dick Tick*. Technical climbing with thin top crux. MM,TK,DM
7. *Fan Tas Tick* 5.8+. Bolts. Another pleasant one. MM
8. *Birthday Tick* 5.10a. Bolts. Excellent! Put up with Keith the day after his birthday, hangover and all. Quality and non-trivial. DS,KB
9. *Witness the Tickness* 5.11a. 10 Bolts. Boulderly start, steep crux on positive edges, and plenty of climbing above. Give it a TR burn after *Birthday Tick*. DS,KB
10. *Tick On* 5.10c. 8 Bolts. Quality. Challenging. TK,DX,XX
11. *Jonesin' for a Tick* 5.10b/c. Take runner for 2nd bolt. TK,DI
12. *Tick or Treat* 5.10a. Gear. Shares rap anchors with *Tick on Top*. Pretty line definitely worth doing. KK
13. *Tick on Top* 5.10c. 9 Bolts. Rap anchors above, belay anchors on ledge. TK,DI,XX



BIG SCIENCE

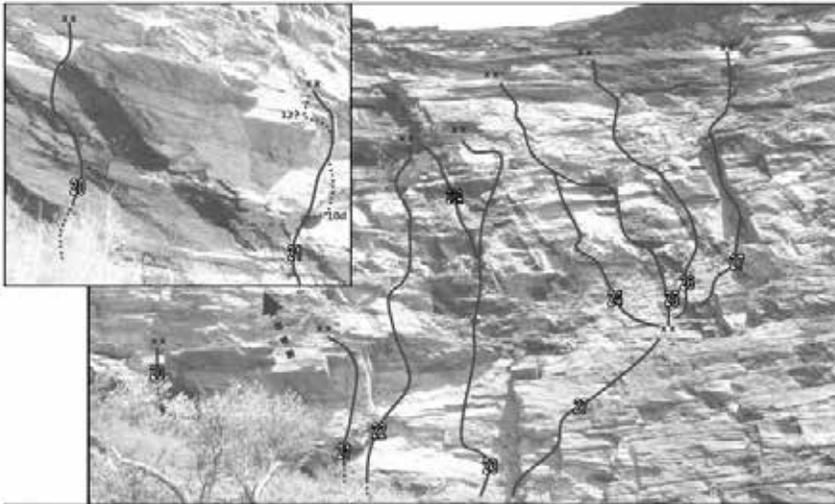
BIG SCIENCE / UPPER TIER 5.10a to 5.12c

New bolted route and 2 anchors

Dane and Ken had become jugged back ability of rock here. These mental Math are the steepest at the North Rim (so far). They're dry in the rain and shady on hot afternoons. The hang out is the area's best — unless you're a pirate.

Upper Tier starts at 3rd class step past *QED*. Big Science sector goes from *QED* to Little Heroes wall.

14. *Snaggletooth* 5.10a. 8 Bolts plus small cams first 15 feet. Good intro to the wall. Climb behind the giant fang near top. Slings it if you're into roping wild bulls, otherwise climb to the next bolt. Enjoyable route. DS
15. *No Drama Obama* 5.11b. 12 Bolts. An excellent, sustained route that sees a lot of ascents. Expect at least a little drama near the top. DS,KT
16. *Proof of Concept* 5.11d. 13 bolts. Tempest of the area, but harder. High quality! Climber lowering on 60m may just reach ground at start of *QED*. 70m is better. Knot the end either way! DS,KT
17. *QED-MF* 5.12c. 12 bolts, a few pieces of gear to 3"-11", 70m rope. Blue Alien works well in horizontal to protect move to first bolt in brown band half way up, then it's bolts only to the top. Full value route, the NorthRim's most challenging so far. As our friend Bill said, "It's got all the marbles." Sustained to the end. Save enough to clip the anchors. DS,KT
18. *Big Science* 5.12b. 12 bolts. V4/5 roof crux then jugs, heel hooks and grins to top. Ends at anchors above last roof. One more bolt protects pumpy ext. to *Scary Math* anchors, but don't clean or top-rope *Big Science* from there due to rope-cutting edge! DS,KT
19. *Scary Math* 5.12b/c. 14 bolts. Continuously steep climbing. Endurance to the end. Awesome climb. DS,KT



LITTLE HEROES

LITTLE HEROES 5.10d to 5.12a
 Little Heroes is the small wall bounded by Little Heroes on the right and the Big Science sector on the left. This page also includes Liger and Cougar Bolt that lie in between Little Heroes and Tiger Stripe/Tick Farm.

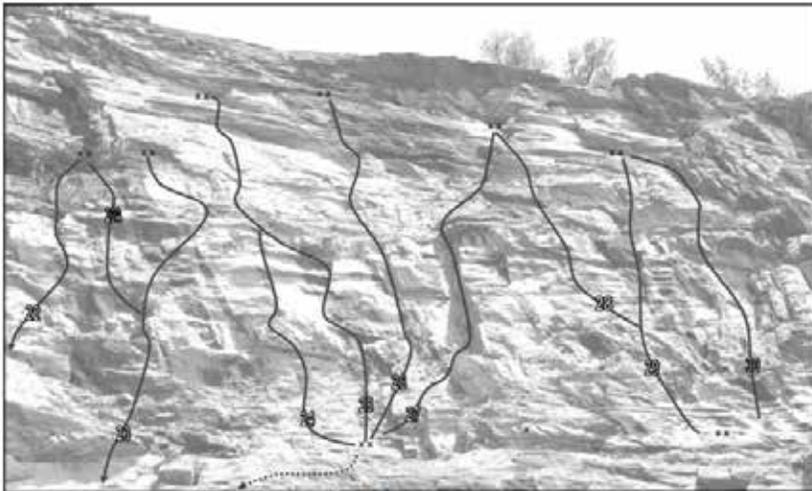
All four routes offer a great hangout after the sloping ground along the base of the Tick Farm. The longer routes are pumpier, and although they appear broken up by ledges, they flow nicely over high-quality rock, especially once you get above the white coarse layer at the bottom.

The two shorter routes are just plain fun, low-commitment lines with close bolt placements that everyone should get on and try.

20. **Mighty Mouse 5.12a**, 5 bolts. Made to order for the boulderer who wants to fit into a rope, or anyone looking to hang out and sesh without having to head up on the longer routes. Or maybe you're gunning for your first 5.12! This is it! Fun, fun, fun! (L,K)
 21. **Little Heroes 5.10d/5.11b/5.12**, 6 bolts. Offers a couple of variations. Follow main line as straight as possible for the 11d original version. Follow weakness from underling right into part of Liger for 10d. Avoid the big "Kurt" jug (he found it) near the top and climb left over the last bolt for a burly Dane finish. Gather your yoxox, pick your line and be a hero. (L,K) (L)

22. **Liger 5.10d**, 10 bolts. Climb white rock with some bolt spacing in through-scrubbing roof. Above that bullet rock leads to a scoured crux with a couple of big moves. Finish near large shrub. Climb through shrub set up a toprope on Cougar Bolt. (L,K)(L,K)
 23. **Cougar Bolt 5.11d**, 14 bolts. We almost abandoned this one after trying it from the Tiger Stripe ledge, then switched to a ground start and it was on. 11c crux near ground to difficult traverse at top. Enhance it! (L,K)
 24. **Traversal 5.11c**, Toprope. We'll bolt and name this one in the future. Until then, tie it off Liger anchors. Super fun climbing. (L,K)

No Change in Little Heroes and Tiger Stripe



TIGER STRIPE

TIGER STRIPE 5.7 to 5.12a
 Tiger Stripe is the striking orange and black wall located along the main ledge that caps the Tick Farm. The wall ranges from vertical to gently overhanging and features several excellent, pump-inducing routes as well as a moderate gear line. This is the money wall, with rock quality, movement and exposure equating anything in the area.

Approach the left hand routes on a diagonal starting on platform near Cougar Bolt by climbing first pitch of Tick Traverse, or else climb Tick Magnet. Approach the middle routes from one of the other Tick Farm routes or traverse across the ledge from the left. A bolt protects an exposed section of the traverse.

Use a 60m rope and knot the end when lowering!

24. **Choko Khan 5.11a**, 10 bolts, 5.11 climbing to rest followed by crux that feels harder than 12a at first and easier once you slick it. "Tell me something good, tell me that you like it" (M,K)
 25. **Dave 5.11a**, 10 bolts. If you're a 5.11 climber, do this route! If you're a 5.12 climber, do this route! If you're a 5.9/5.10 climber, train and climb Tiger by the Tail, then DO THIS. BOUTE! One of the best pitches anywhere in the region. (L,K)
 26. **Tiger by the Tail 5.10d**, 6 bolts. Crawl up off the Tick Farm, grab hold and see if you can hang on. Good example of north rim climbing. Enhance. (M,K)
 27. **Tick Traverse 5.7**. Gear wires to 8", 2 pitches. Kurt

struck this enjoyable trad line into the middle of the sport routes. Start on platform by Cougar Bolt. Avoid loose corner and climb short 1st pitch on face to Sherie Sharley. Continue on 2nd pitch up steep corners to top anchors. Two single rope routes. (L)
 28. **Hobbes 5.11a**, 8 bolts. Dave grabbed Hobbes during a highline break and put this up. Boulderer craves an excellent rock. Shares first line bolts of Sabertooth (L,K)
 29. **Sabertooth 5.10c**, 7 bolts. Mike's first must-do line in the Tiger Stripe. The pump may surprise you. (L,K)
 30. **Tiger Bolt 5.11a**, 9 bolts. Like your sister's magazine with [your age revealed] A) David Cassidy, B) Hanson, C) Justin Bieber on the cover. (L,K)

CRACKTRILOGY



#34 now has 11 bolts

CRACKTRILOGY 5.7 to 5.11-

This sector is named for the three parallel wide cracks Kurt climbed in quick succession. He found evidence of an old ascent on the leftmost, but until someone can give us details we'll go with Kurt's FAs and route names. Anyone who has info please send it along.

CAUTION: The four wide cracks have not been cleaned of loose rock. Exercise caution and use your judgment. Wear a helmet, watch what you grab, belayer stay clear of the fall line! These routes are still in their raw, adventure state and need more ascents and considerable labor before they can be considered safe. Other than that, the three on the right look pretty cool.

- 31. *Because It's There* 5.9-. Gear. Two pitches. A dubious line that started as a Kurt "concept" route, was boldly sent, then repeated by Kurt and Michael. And that may be it for this one. Walk off to the east or rap from Tick On anchors. BH,KH
- 32. *L7I Crack* 5.7. Don't overlook this fun Tim gear line. Follow the seam and pods up black face. Finishes at bolted anchors for easy lower and l.s. TK,KK
- 33. *Give and Take* 5.11-. Gear and 1 bolt. A stout, clean line that's seen few ascents. Follows strenuous lieback and jams out roof. Stay right of bush at top and climb bulge. Finish at anchors above *L7I Crack*. KK
- 34. *War Crazy Culprits Project*. 5.13?? KT
- 35. *Didn't See It But It's There* 5.9. Gear. Descent for this and the other two: walk off on grassy terrace to the east or make your way to *L7I Crack* anchors. KK
- 36. *Because This One Is Also There* 5.9-. Gear. KK
- 37. *Because You Can't Ask for Moore* 5.9. Gear to #5 Camalot. After seconding Kurt on *Because It's There*, Michael said, "No way, no more!" KK



2 anchors, no bolts leading to the anchors

PIRATE COVE 5.10c to 5.11d

A recent, surprise discovery, hidden out of view down and left of the main amphitheater. Pirate Cove is characterized by a steep wall with several overhanging bulges.

To find it, at the start of the approach gulley, look left for a broad, grassy ramp angling up to the west. Follow this gangplank for about 150 feet until you arrive on deck at the secret Cove where thin, technical face climbs await to challenge and mock you.

Two routes are up right now, with room for a few more. Expect a bit of dirt and lichen until they see some ascents. Potential also exists for good low-altitude bouldering traverses along the gangplank.

- 38. *Captain Morgan Goes to Rehab* 5.11b/c. 10 bolts. Climb 5.10 flake to roof where the business begins. Crimpfest with two cruxy sections to a big ledge, finishes with some tricky 10b/c climbing to the anchors. Underestimate this route and you could be driven to swilling rum. MM,DM,TK
- 39. *Shiver Me Timbers* 5.11c. 8 bolts. Thin, technical face on gold rock. Intense start leads to mid-route shake out followed by steep crux bulge and a bit of runout for the full "shiver me" effect. Avast, matey! DS,MM
- 40. *There's No Arrrrrr in a Bloody Stem* 5.10c/d. 9 bolts. Resist stemming for full value and grade. MM,TK

PIRATE COVE



FIRST GIRLFRIEND

FIRST GIRLFRIEND BUTTRESS 5.8 to 5.10c

This is the sweet wall with large trees at its base you walk past on the main trail just before the approach gulley appears. *Wild at Heart* is the wall's first route. It was done as a gear line to anchors placed low on rapped during an earlier inspection. Bolted sport routes are now being added. Watch for more of what will be a great selection of entry-level, safely bolted routes on quality rock.

This is a perfect place to come and enjoy climbing in a great setting while avoiding the final hump up to the Tick Farm.

Note: though a lot of cleaning has been done, climbers on these routes should expect lichen and a few loose bits until there's been some traffic. Spectators/belayers stand clear of the fall line!

40. *Wild at Heart* 5.8. Left side of the wall. Gear to bolted sport anchors 50 feet up. A nice route for working on your gear placements and setting up a toprope for beginners. Path to it keeps growing. AS

41. *Whipping Past* 5.10c. 11 bolts. 90 feet. Non-trivial climbing. Fairly sustained and plenty of crimps. MM,OM

42. *Last Known Girlfriend* 5.9. 11 bolts. 90 feet. Classic 5.9 climbing on excellent rock. Shares top anchors with *Whipping Past*. DS,MM,KK

43. *McDonald's and a Dirty Movie* 5.10a. 10 bolts. 90 feet. She must have been a good sport. Super fun climbing with a couple of interesting crux sections. Finishes at its own anchors right of *Last Known's*. MM,OM

☀ Pie for Strength 5.11b

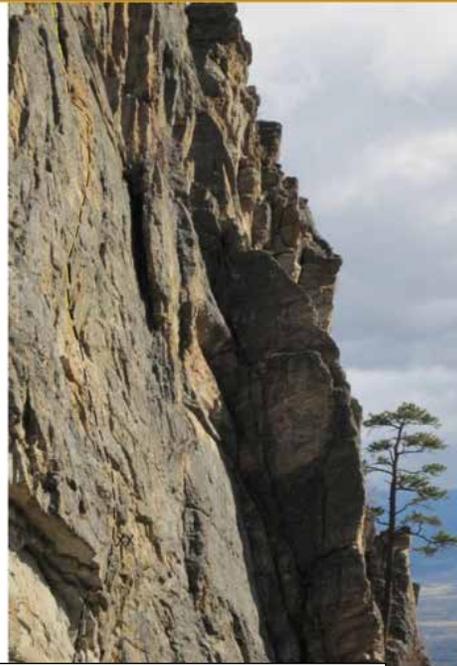
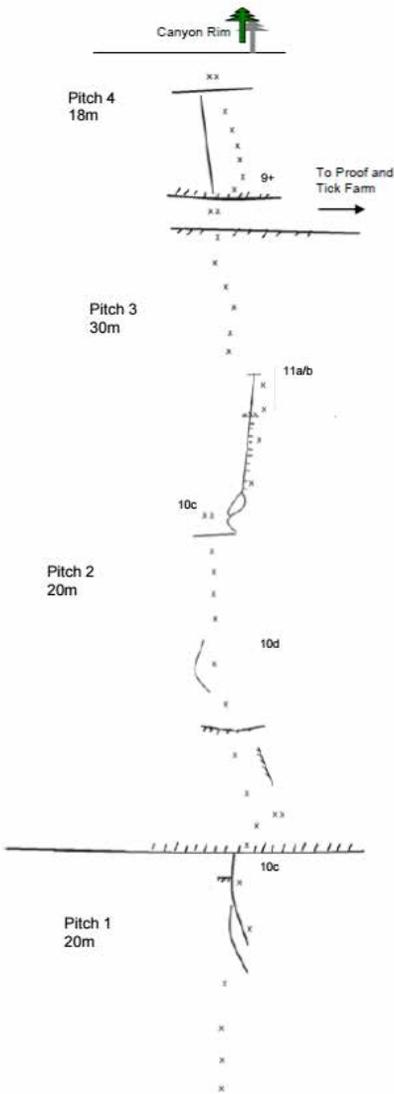
Super fun route. Each slightly bulging pitch is quality, challenging and varied.

4 Pitches. A dozen draws. One rope.
Can be done with a 60m, but if rapping, be certain to knot your ends! A doubled 60m barely reaches from P3 anchors to P2 anchors.

(Optional) Access top of 3rd pitch from Upper Tier routes using large ledge system.

Hint: hard-to-see crimp avoids huge span to gain lieback flake on 2nd pitch.

Pitch 1: 10c. 8 bolts. 20m
Pitch 2: 10d. 8 bolts. 20m (keep left last bolt)
Pitch 3: 11a/b. 12 bolts. 30m
Pitch 4: 5.9+. approx 8 bolts. 18m



This Pie Sector information is from the 2010 guide. This is all the info on the Pie/Lower Tier/Eagle Head Buttress. Currently in this area there are 4 multi pitch sport climbing lines, one single pitch mixed line and one set of bolted anchors to trad climb to.

Trail Concerns:

Currently the climbing community accesses the sport climbing area from the Cow Creek Trailhead and then heads west on a user trail that first meets up with First Girlfriend Buttress in the climbing area. Cow Creek Trailhead is at 4400' of elevation. For reference it took me 18 minutes of hiking to arrive at First Girlfriend Buttress from Cow Creek Trailhead.

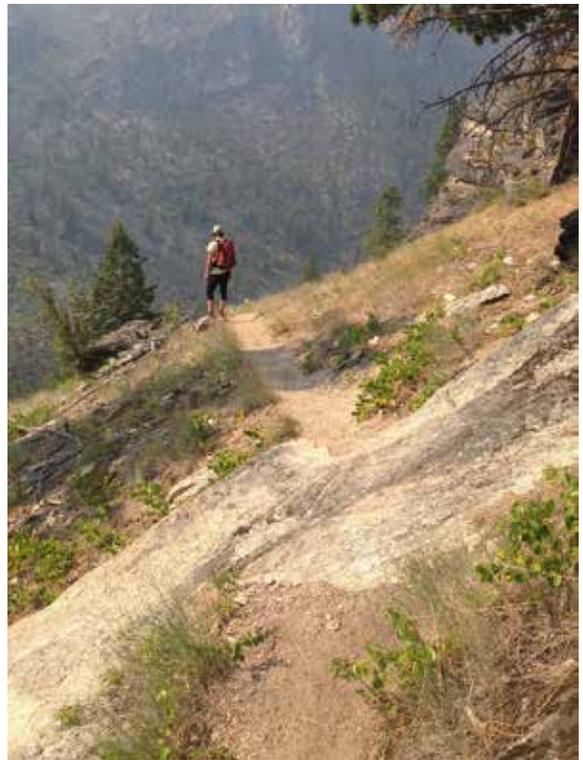


If a trail was to be build to access the climbing area it would be possible to come in from Mill Creek Trailhead (elevation 4050') and build a trail to connect Mill Creek Bridge to First Girlfriend Buttress. Walking time for me from Mill TH to Mill Creek Bridge was 15 minutes for me.

I write this info because if we are to build a trail we need to build the correct trail. Coming in from Mill Creek will be a longer hike for the climbers and be an added 350' of elevation gain. I believe it is possible through education and signage to get the climbing community to change their habits and start their hike at Mill Creek but it would not surprise me to still have climbers access the area from Cow Creek even if there was a trail from Mill Creek.

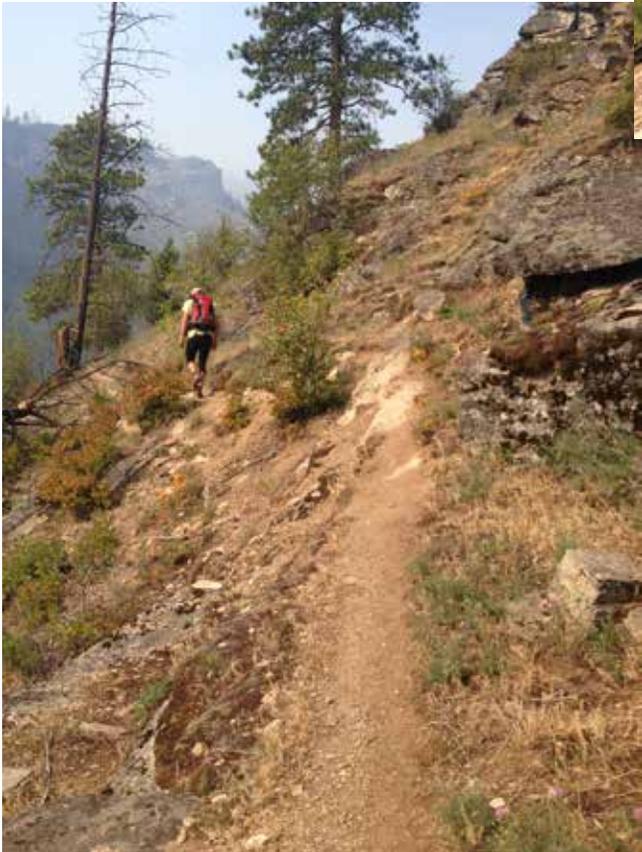
– All things to consider

Photos of user trail:



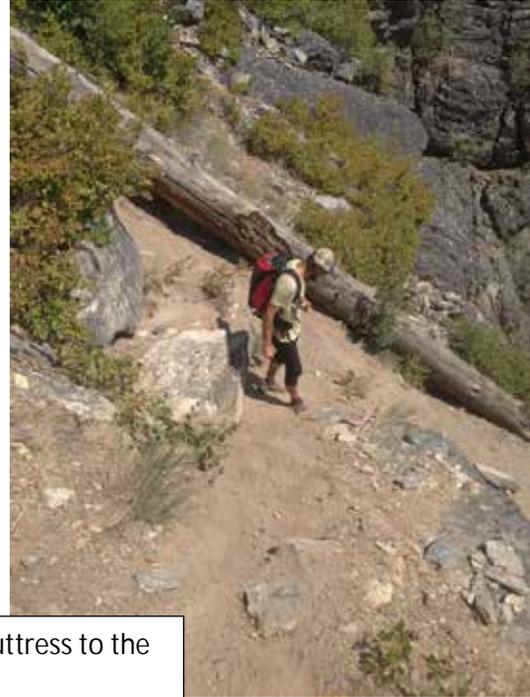


More user trail photos



Trailwork/erosion control:

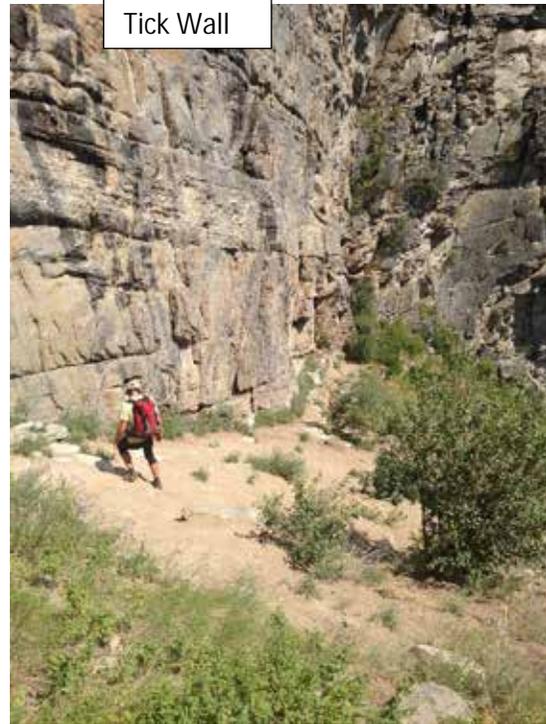
The area from First Girlfriend Buttress to the Tick Wall is about 150 vertical feet with an average slope of 35 degrees. If a trail is to be built it will have to connect to First Girlfriend Buttress and then head up to the Tick Wall. A trail connecting First GF Buttress to the Tick Wall would be a very challenging project.



Area connecting First GF Buttress to the Tick Wall

The Base of the Tick Wall slopes to the side at about 30 degrees. The gravel and sand on the ground make footing very challenging. If this area is to be developed belay boxes should be installed here. My recommendation would be 4 or 5 belay boxes constructed like large check steps.

The bases of the other developed climbing areas are not as steep as the Tick Wall and would not need constructed belay boxes.



Thank you for reading and the opportunity to work on and scout a really neat piece of Federal Land. J