

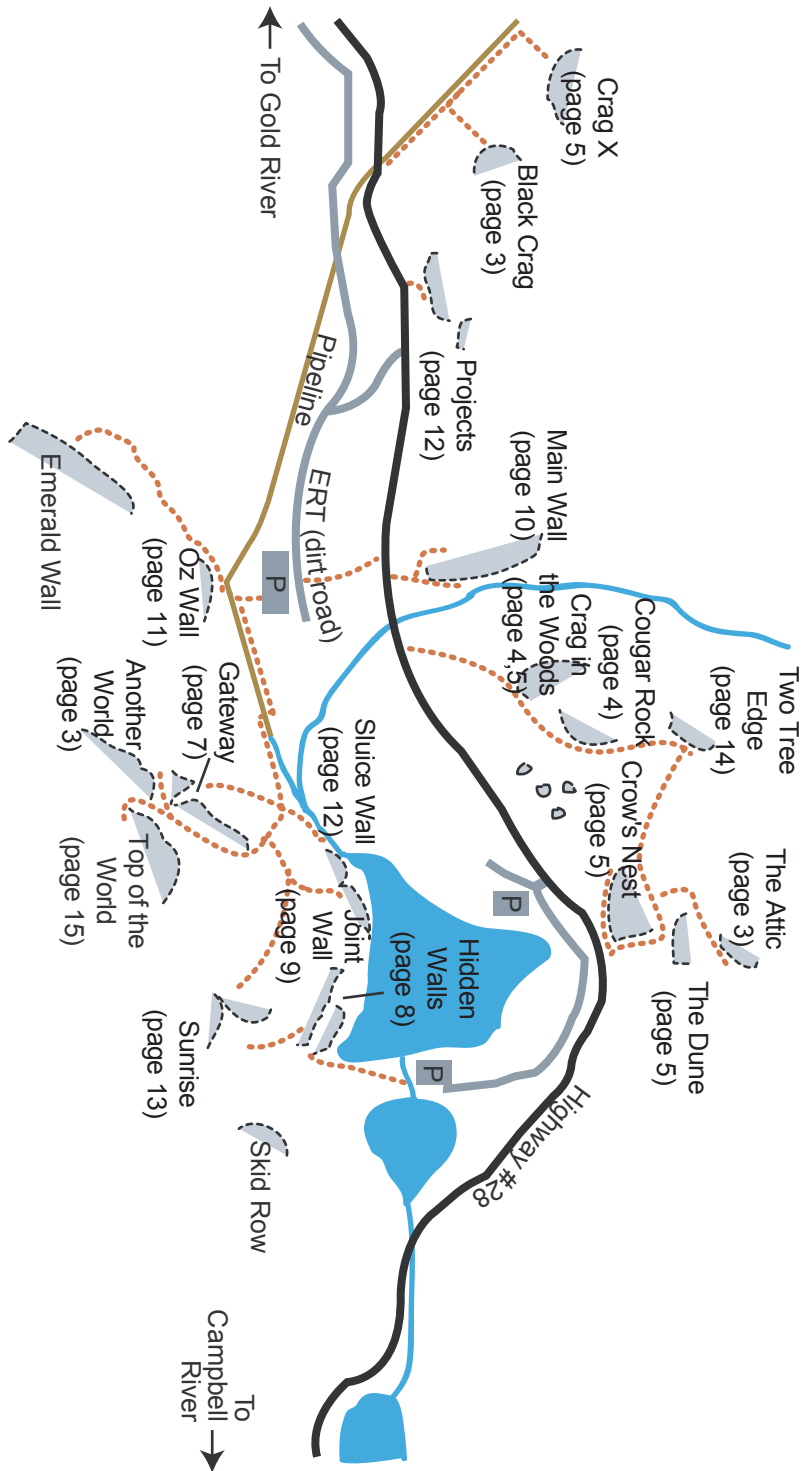


presents...

# Crest Creek Crag Selected Climbs

## Strathcona Park Vancouver Island

A topo by Shaun Purvis  
Special thanks to The Heathens  
([www.heathens.ca](http://www.heathens.ca))



## Crest Creek Crag, BC

Crest Creek is the most developed crag on Vancouver Island, offering sport, mixed, trad, and even aid routes. Most climbs are single pitch, at or near vertical, and, thanks to The Heathens ([www.heathens.ca](http://www.heathens.ca)), climbs are well accessible and well developed. The rock is basalt with excellent friction and route difficulty varies from 5.4 to 5.13, with most routes in the 5.8 to 5.10 range.

Some bouldering is available in the area, but it's largely still under development. Developed problems will be found in this guide.



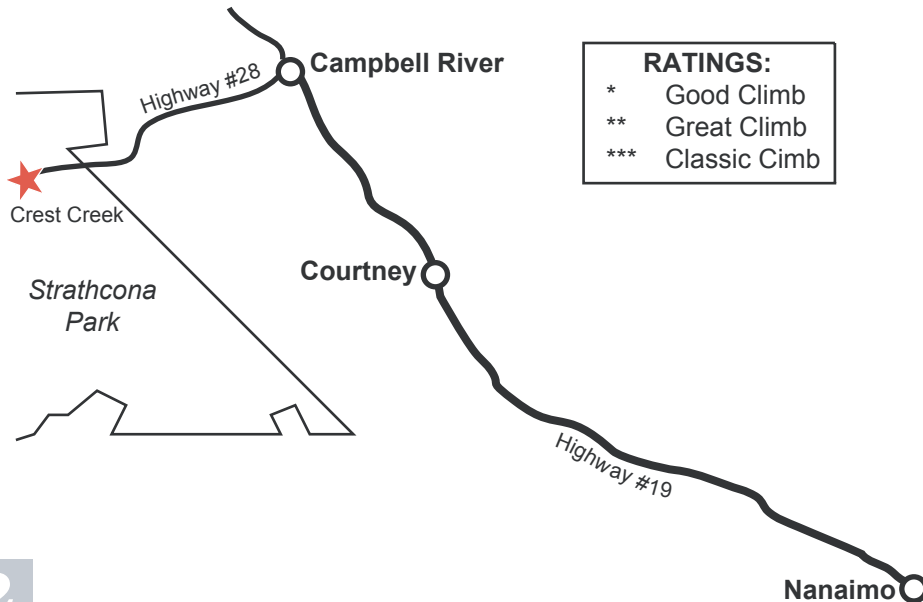
**How to get there:** From Campbell River, take Highway #28 towards Gold River. Approx 45 mins from Campbell River and 15 min from Gold River. A sign on the South side of the highway will indicate the entrance to the crag.

**When:** Spring to fall for free climbing. Aid climbing can be done all year round.

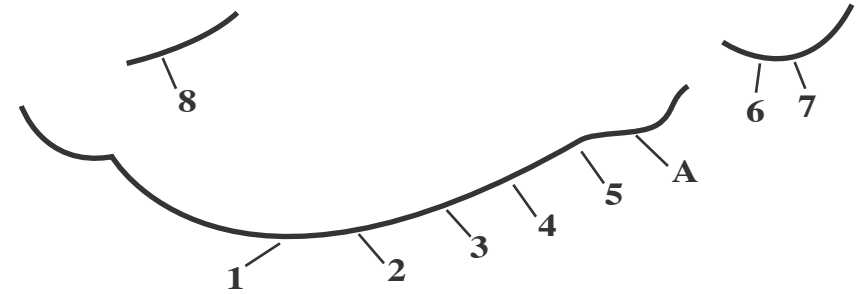
**Eat:** Pack your own food. But, if you forget, you can drive to Gold River.

**Sleep:** Lots of places to camp along Highway #28. No camping allowed at the crag.

**Guidebooks:** Ask at Island Mountain Sports or On The Rocks Climbing Gym in Campbell River, located at the Highway #19 - Highway #28 junction. Note that a lot of info is missing in this topo (grades are given only for selected climbs) in order to encourage people to get the more detailed version. It doesn't cost much and the money goes directly to the Crest Creek Crag development fund.

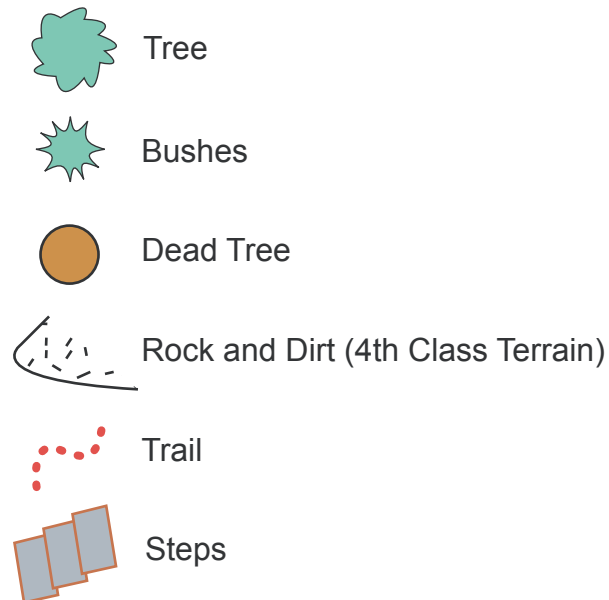


## Top Of The World

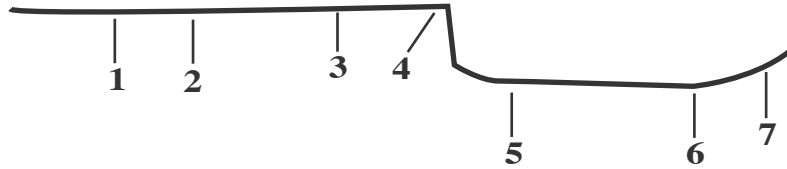


- |  |  |   |  |
|--|--|---|--|
| <b>1. Last Autumns Dream</b><br>Mixed.                 | <input type="checkbox"/> <input type="checkbox"/> <sup>F R</sup> 5.9   | <b>6. Tiger Lily</b><br>Sport.  | <input type="checkbox"/> <input type="checkbox"/> <sup>F R</sup> 5.10a |
| <b>*** 2. Full Time Job</b><br>Top-Rope.               | <input type="checkbox"/> <input type="checkbox"/> <sup>F R</sup> 5.12a | <b>7. Both Sides Now</b><br>Mixed. Stem climb.  | <input type="checkbox"/> <input type="checkbox"/> <sup>F R</sup>       |
| <b>*** 3. Harmony</b><br>Sport.                        | <input type="checkbox"/> <input type="checkbox"/> <sup>F R</sup> 5.10a | <b>8. Old Lonesome Me</b><br>Trad (1 bolt).   | <input type="checkbox"/> <input type="checkbox"/> <sup>F R</sup>       |
| <b>4. The Wisdom Tooth</b><br>Trad. Steep short crack. | <input type="checkbox"/> <input type="checkbox"/> <sup>F R</sup>       | <b>A. Top of the World Traverse</b> <input type="checkbox"/> <input type="checkbox"/> <sup>F R</sup> v2<br>Traverse from the corner (left) rightward and then up through the trees to the top. Lots of other small problems exist here too. |  |
| <b>5. Every Which Way</b><br>Trad. Crack/corner.       | <input type="checkbox"/> <input type="checkbox"/> <sup>F R</sup>       |   |  |

## LEGEND



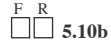
## Two Tree Edge



**1. Hoping For More**  
Top-Rope (6m).



**\*\*\* 4. Rattle Flake Shake**  
Mixed (8m).



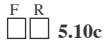
**\* 2. Navigator**  
Top-Rope (6m).



**\*\*\* 5. Walk Around the Block**  
Trad (8m). Crack.



**\*\*\* 3. Edge Grimley**  
Sport (7m). Face.



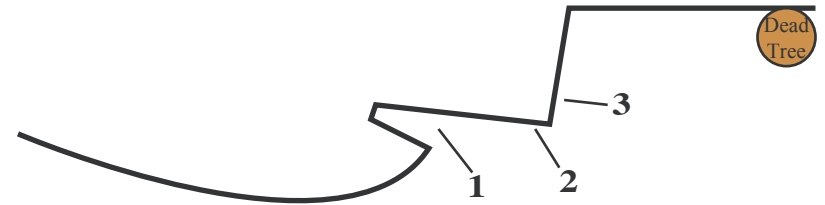
**6. Right On The Edge**  
Trad (6m). Corner.



**\*\* 4. Windfall Corner**  
Trad (8m). Corner.



## Another World



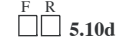
**1. Wriggles**  
Trad. Wide crack/chimney.



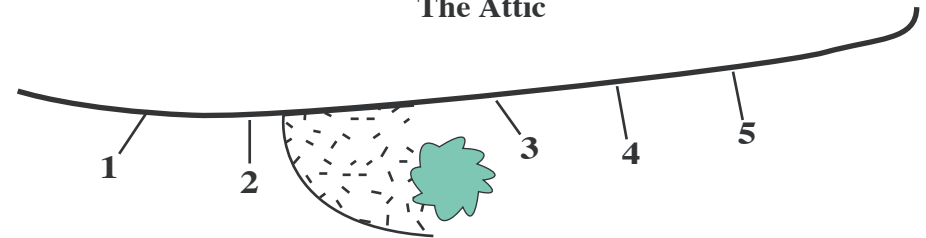
**3. Genital Hospital**  
Sport. Follow bolts.



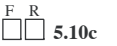
**\*\*\* 2. The Edge of Fright**  
Sport. Face and arete.



## The Attic



**\*\*\* 3. Long Time Bummin**  
Mixed (10m). Finger crack and face.



**\* 1. Rear View Mirror**  
Top-Rope (15m). Face.



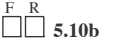
**\*\* 4. Grit Expectations**  
Trad (10m). Cracks.



**\*\*\* 2. Pearl Jam**  
Trad (15m). Crack.



**\*\*\* 5. Solitude**  
Sport (10m). Face.



## Black Crag

Starting on the East (left) side and running West (right), you'll find the following climbs. Be cautious when climbing at Black Crag because the area has not been maintained. Routes may also be dirty.

**1. Blowdown Slab**  
Top-Rope (15m). Slab.



**\* 4. Cowboys & Chokermen**  
Mixed (25m). Face.



**2. <Project>**  
Sport. Face and arete.



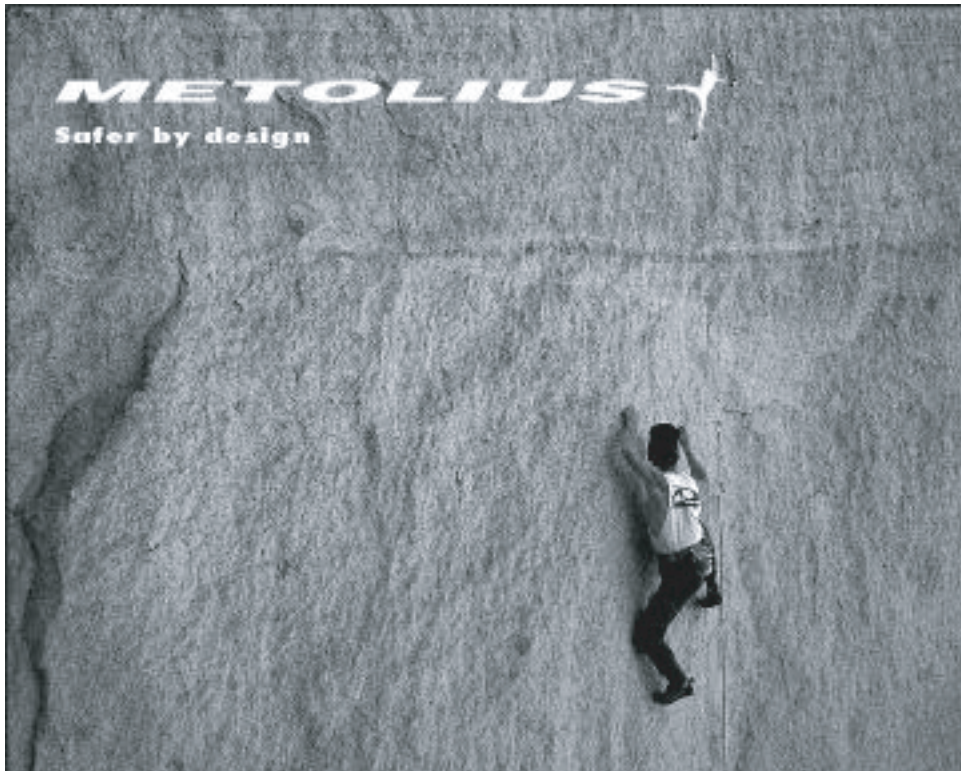
**\* 5. Faith & Friction**  
Sport (15m). Slab.



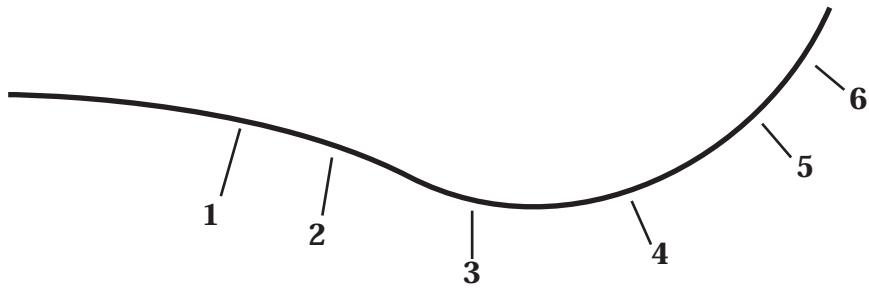
**\*\*\* 3. Black Streak**  
Mixed (25m). Face.



**6. Pitch & Put**  
Sport (10m). Slab.

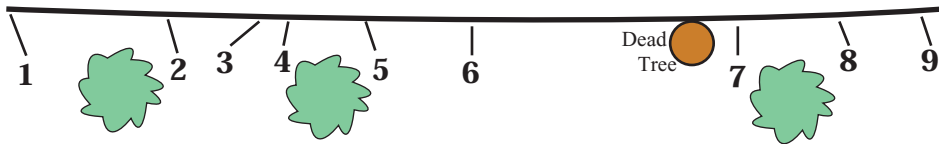


## Cougar Rock



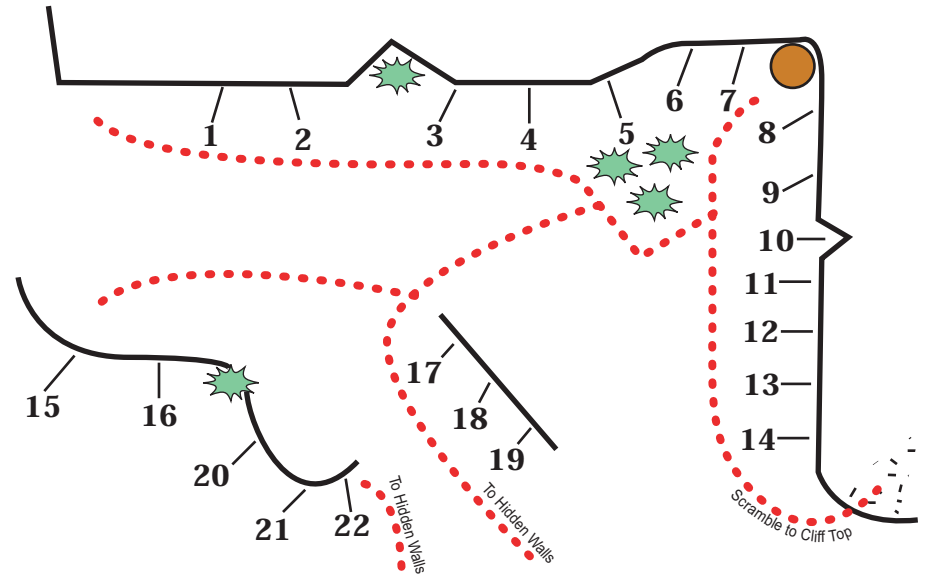
- |  |   |   |   |
|--|---|---|---|
| <b>1. Dusty Corner</b><br>Trad (8m). Corner.                         | <input type="checkbox"/> F <input type="checkbox"/> R       | <b>** 4. Raven Song</b><br>Top-Rope (10m). Strenuous face. Thin and crimpy. | <input type="checkbox"/> F <input type="checkbox"/> R 5.11+ |
| <b>*** 2. Raining Needles</b><br>Sport (10m). Face. Thin and crimpy. | <input type="checkbox"/> F <input type="checkbox"/> R 5.10c | <b>** 5. Fresh Start</b><br>Trad (8m). Crack.                               | <input type="checkbox"/> F <input type="checkbox"/> R 5.8   |
| <b>*** 3. Mission Impossible</b><br>Trad (10m). Tiny crack.          | <input type="checkbox"/> F <input type="checkbox"/> R 5.10a | <b>6. Girl On A Burl</b><br>Trad (8m). Crack.                               | <input type="checkbox"/> F <input type="checkbox"/> R       |

## Crag in the Woods (West Face)



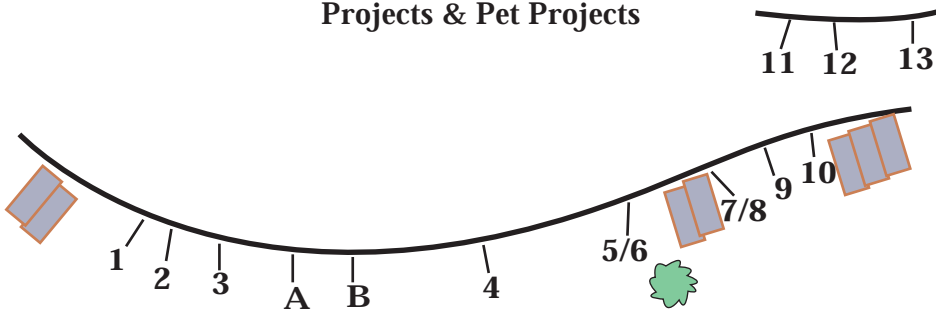
- |   |   |  |   |
|---|---|--|---|
| <b>1. Fox Paws</b><br>Sport (10m). Bouldery.                    | <input type="checkbox"/> F <input type="checkbox"/> R 5.12a | <b>** 6. Montie Got A Job</b><br>Mixed (10m). Small roof to face.    | <input type="checkbox"/> F <input type="checkbox"/> R 5.10b |
| <b>** 2. Electric Circus</b><br>Sport (10m). Steep face.        | <input type="checkbox"/> F <input type="checkbox"/> R 5.11- | <b>7. Short and Sweep</b><br>(10m). Bouldery.                        | <input type="checkbox"/> F <input type="checkbox"/> R       |
| <b>** 3. Aesthetically Inclined</b><br>Sport (10m). Steep face. | <input type="checkbox"/> F <input type="checkbox"/> R 5.11b | <b>8. It Doesn't Need A @* &amp; \$%! Name</b><br>Trad (10m). Crack. | <input type="checkbox"/> F <input type="checkbox"/> R       |
| <b>4. Magic Carpet Ride</b><br>Top-Rope (10m). Flakes.          | <input type="checkbox"/> F <input type="checkbox"/> R       | <b>9. Tylenol</b><br>Trad (10m). Right most route.                   | <input type="checkbox"/> F <input type="checkbox"/> R 5.10d |
| <b>5. Soul Train</b><br>Sport (10m). Steep face.                | <input type="checkbox"/> F <input type="checkbox"/> R       |  |   |

## Sunrise



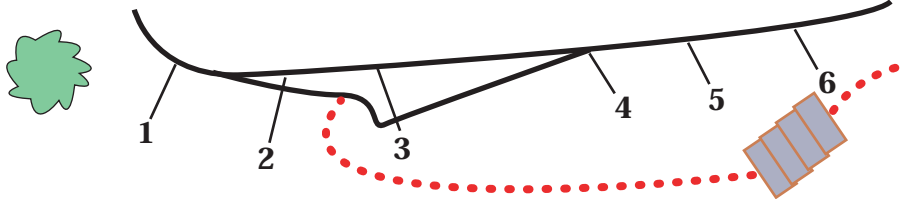
- |                                       |   |  |   |
|---------------------------------------|---|--|---|
| <b>1. Bitches Brew</b><br>Mixed.      | <input type="checkbox"/> F <input type="checkbox"/> R 5.8   | <b>12. Sole Shake Down</b><br>Mixed.       | <input type="checkbox"/> F <input type="checkbox"/> R       |
| <b>*** 2. Salamander</b><br>Sport.    | <input type="checkbox"/> F <input type="checkbox"/> R 5.10a | <b>13. Au Naturel</b><br>Trad.             | <input type="checkbox"/> F <input type="checkbox"/> R 5.7   |
| <b>3. Fringe Dweller</b><br>Mixed.    | <input type="checkbox"/> F <input type="checkbox"/> R       | <b>14. Das Bolt</b><br>Mixed.              | <input type="checkbox"/> F <input type="checkbox"/> R       |
| <b>4. Crystal Corner</b><br>Sport.    | <input type="checkbox"/> F <input type="checkbox"/> R 5.10a | <b>*** 15. Free Ride</b><br>Mixed.         | <input type="checkbox"/> F <input type="checkbox"/> R 5.9   |
| <b>5. Hobbit Step</b><br>Sport.       | <input type="checkbox"/> F <input type="checkbox"/> R       | <b>16. Fading Pussy</b><br>Mixed.          | <input type="checkbox"/> F <input type="checkbox"/> R       |
| <b>6. Flake Off</b><br>Mixed.         | <input type="checkbox"/> F <input type="checkbox"/> R 5.6   | <b>17. Crack of Dawn</b><br>Mixed.         | <input type="checkbox"/> F <input type="checkbox"/> R 5.9   |
| <b>7. Solstice</b><br>Sport.          | <input type="checkbox"/> F <input type="checkbox"/> R 5.7   | <b>18. Undercling Thing</b><br>Mixed.      | <input type="checkbox"/> F <input type="checkbox"/> R 5.10a |
| <b>8. Jezebel</b><br>Sport.           | <input type="checkbox"/> F <input type="checkbox"/> R 5.10b | <b>*** 19. Faulty Towers</b><br>Sport.     | <input type="checkbox"/> F <input type="checkbox"/> R 5.6   |
| <b>*** 9. Sexual Basalt</b><br>Sport. | <input type="checkbox"/> F <input type="checkbox"/> R 5.10a | <b>20. Vonless</b><br>Mixed.               | <input type="checkbox"/> F <input type="checkbox"/> R       |
| <b>10. Morning Glory</b><br>Mixed.    | <input type="checkbox"/> F <input type="checkbox"/> R 5.8+  | <b>** 21. The Odd Couple</b><br>Mixed.     | <input type="checkbox"/> F <input type="checkbox"/> R 5.7   |
| <b>11. Ten Bears</b><br>Mixed.        | <input type="checkbox"/> F <input type="checkbox"/> R       | <b>22. Wake &amp; Bake Flake</b><br>Mixed. | <input type="checkbox"/> F <input type="checkbox"/> R       |

## Projects & Pet Projects



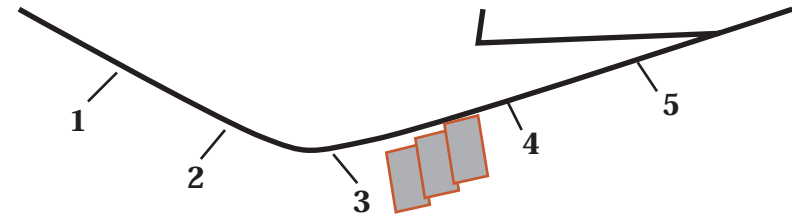
- \* **1. Probability** F R  
□ □ 5.10d  
Mixed (8m). Small roof to steep face.
- \*\*\* **2. Cyborg** F R  
□ □ 5.10b  
Mixed (10m). Steep flake and face.
- \* **3. Dreamsicle** F R  
□ □  
Mixed (14m). Ramp to face.
- \* **4. Basalt Direct** F R  
□ □ 5.11d  
Mixed (25m). Climb a steep bulge and then join (5).
- \* **5. Basalt With A Deadly Weapon** F R  
□ □  
Mixed (25m). Face. Climb up, traverse slightly left at bolts, and then continue up and and left.
- 6. Wall Street** F R  
□ □  
Trad (25m). Crack to arching ramp. Start at the same place as (5) but head right.
- 7. Rabid Monkey** F R  
□ □  
Mixed (25m). Same as for (8) but, when near the bolt, go left towards it.
- \*\* **8. Weasel** F R  
□ □ 5.10a  
Trad (25m). Crack with small roof.
- \* **9. Knickerbocker** F R  
□ □  
Mixed (23m). Face.
- \*\* **10. Cream Puff** F R  
□ □ 5.7  
Trad (22m). Face to corner.
- \* **11. Perlon Perversion** F R  
□ □  
Trad (8m). Steep crack.
- 12. <Open Project>** F R  
□ □  
Steep face.
- \*\*\* **13. Vario** F R  
□ □ 5.10a  
Top-Rope (8m). Steep face.
- \*\*\* **A. Almost Finished Business** F R  
□ □ V4+  
SDS off a flat rock. Starts with a dyno and then traverses left, ending on the ramp of Dreamsicle (3).
- \*\* **B. Unfinished Business** F R  
□ □ V4  
SDS beside (right of) a large rock. Work your way up to a hand match and end there. Try to get farther if you can, but good luck.

## Sluice Wall



- \*\*\* **1. Widowmaker** F R  
□ □ 5.10d  
Mixed (27m). Face to bulge. Start below ledge and then go left at the ledge.
- \*\*\* **2. Yellow Ribbon** F R  
□ □ 5.11a  
Sport (26m). Face to roof crack. Start below ledge as for (1), but go straight up at the ledge.
- \*\*\* **3. Nobody's Business** F R  
□ □ 5.10a  
Mixed (25m). Corner, crack, and face. Start below ledge as for (1) and (2) but follow at the ledge follow a corner rightwards.
- \*\* **4. Captain Planet** F R  
□ □ 5.9  
Trad (22m). Face.
- \*\*\* **5. Earthy Delights** F R  
□ □ 5.9  
Mixed (22m). Cracks to face.
- \*\* **6. Sluice Crack** F R  
□ □ 5.8  
Trad (20m). Crack.

## Crag in the Woods (South-East Face)



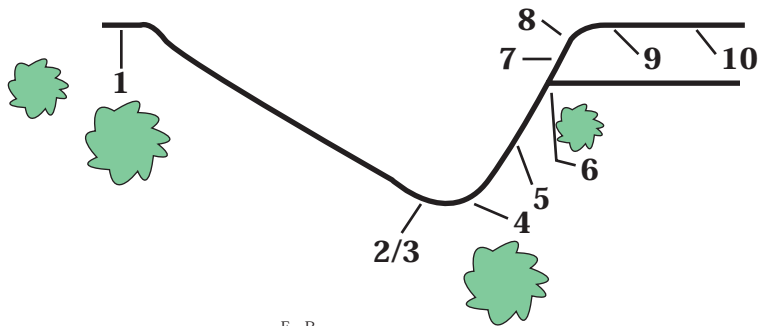
- \*\*\* **3. Forest Gem** F R  
□ □ 5.7  
Trad (12m). Small roof and crack.
- \*\* **1. Early Morning Shadows** F R  
□ □  
Sport (10m). Friction to bulge.
- \*\*\* **2. Mosstrossity** F R  
□ □ 5.10d  
Sport (12m). Small roof and face. Thin and gentle climbing.
- \*\*\* **4. Meia Lua** F R  
□ □ 5.10c  
Mixed (14m). Small roof and face. Cruxy start (small roof), followed by a good rest, followed by the actual face crux.
- \*\* **5. Squirrel Corner** F R  
□ □  
Trad (10m).

## Crag X

Starting on the East (left) side and running West (right), you'll find the following climbs. Be cautious when climbing at Crag X because the area has not been maintained. Routes may also be dirty.

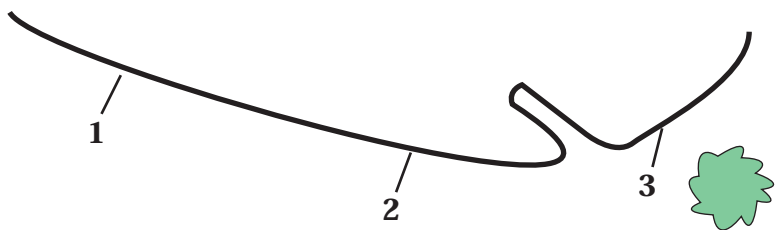
- \* **1. Intents City** F R  
□ □ 5.11c  
Top-Rope (20m). Steep face.
- \* **2. X Rated** F R  
□ □ 5.8  
Trad (30m). Ramp.
- \*\*\* **3. Rock Your World** F R  
□ □ 5.12a  
Top-Rope (25m). Steep face.
- \* **4. Ramp Route** F R  
□ □ 5.5  
Trad (40m). Ramp.
- \*\*\* **5. Chestpiece** F R  
□ □ 5.11b  
Sport (15m). Roofs to face.
- \* **6. Backstage** F R  
□ □ 5.6  
Trad (18m). This pitch is located directly above Chestpiece (5). Shallow gully.
- \*\* **7. Indecent Exposure** F R  
□ □ 5.9  
Sport (18m). Face.
- \* **8. Exhibitionist** F R  
□ □ 5.8  
Top-Rope (18m). This climb is located directly above Indecent Exposure (7). Face.
- \* **9. Degenerative** F R  
□ □ 5.8  
Trad (15m).

## Crow's Nest



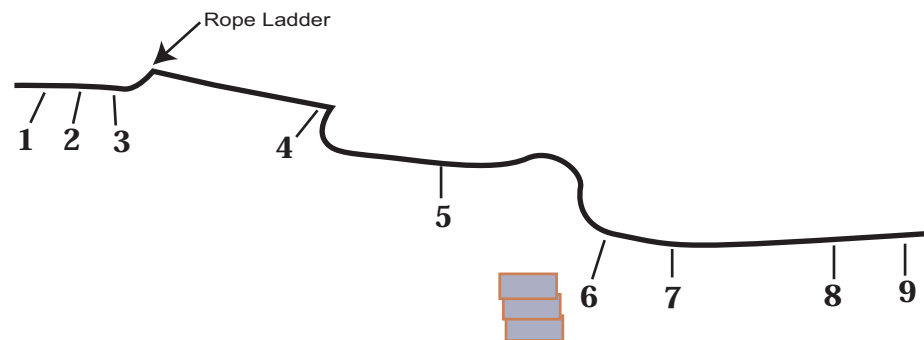
- \*\*\* 1. **Heathen's Folly**   5.11+  
Top-Rope. Slab/flake to steep face. Drilled, but not bolted. A good rest before fun bouldery moves.
- \*\*\* 2. **Levis**   5.8  
Trad (35m). Corners to roof. Work your way left towards a fixed anchor.
- \* 3. **Gypsy Fair**    
Trad (35m). Face to roof. Start as for Levis (2) but work your way towards a fixed anchor on the right.
- \*\*\* 4. **Arete Butler**   5.10c  
Sport (30m). Steep arete. Mega classic, don't miss it!
- \*\*\* 5. **Azen Wave**   5.9  
Sport (27m). Face. Another classic, not to be missed. Fun face moves.
- \* 6. **The Route Of Mall Evil**    
Trad (12m). Ends on the ledge which access the upper climbs.
- 7. **Endangered Faeces**    
Trad (6m). Steep crack. Large pro for upper section.
- 8. **Lysistrata**    
Trad (8m). Corner/crack.
- \* 9. **Transformer**   5.10c  
Top-Rope (8m). Face to finger crack.
- \*\*\* 10. **Faithhealer**   5.9  
Trad (8m). Crack.

## The Dune



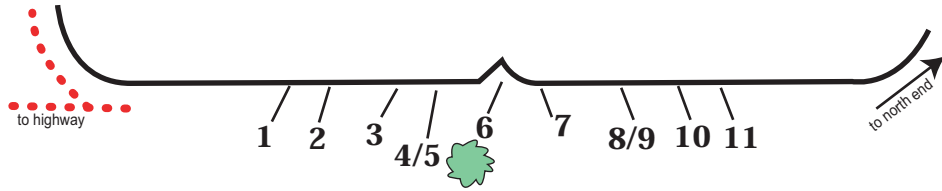
- 1. **No Fun Intended**    
Trad (8m). Chimney.
- \*\*\* 2. **Kwisatz Haderach**   5.11b  
Mixed. Crux face moves (bolts) to crack (trad). Powerful and excellent movement followed by puppy trad climbing.
- \* 3. **Draught Dodger**    
Top-Rope. Face.

## Oz Wall



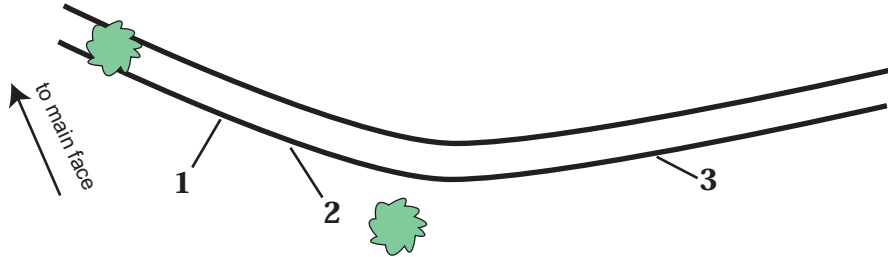
- 1. **Visual Impact**    
Top-Rope.
- 2. **Ruby Slippers**    
Trad.
- 3. **Yellow Brick Road**    
Trad.
- 4. **I've A Feeling We're Not In Kansas Anymore**   5.10d  
Sport.
- 5. **The Cowardly Line**    
Trad.
- 6. **Dorothy Fists**    
Trad.
- 7. **The Wicked Pitch Of The West**    
Trad.
- \*\*\* 8. **Lee Harvey Oz Wall**   5.13a  
Sport. Crest Creek's hardest route.
- 9. **Heartless, Brainless, Guttless**

## Main Wall



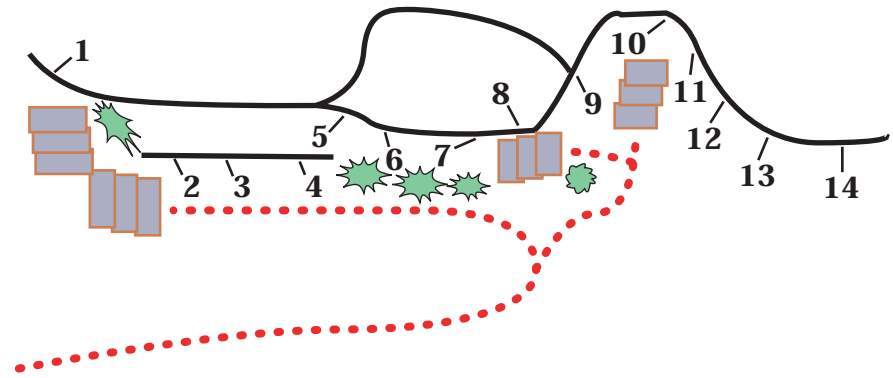
- |   |                  |  |                  |
|---|------------------|--|------------------|
| *** 1. <b>Reaching Out</b><br>Sport (25m). Thin face. Small gear if you don't want to run-out the top.    | F R<br>□ □ 5.10a | * 6. <b>Slanted Thoughts</b><br>Trad (25m). Wide crack.    | F R<br>□ □       |
| ** 2. <b>Three Little Pigs</b><br>Mixed (25m). Crack to face.   | F R<br>□ □ 5.8   | ** 7. <b>Pulsar</b><br>Sport (25m). Strenuous face.        | F R<br>□ □ 5.10c |
| ** 3. <b>Levitation</b><br>Mixed (25m). Crack to face.  | F R<br>□ □ 5.10a | 8. <b>Ibex Vertical</b><br>Trad (25m). Corner/crack.       | F R<br>□ □       |
| *** 4. <b>Red Earth</b><br>Mixed (25m). Face.   | F R<br>□ □ 5.9+  | *** 9. <b>Crest Corner</b><br>Trad (25m). Corner to crack. | F R<br>□ □ 5.8   |
| *** 5. <b>Mental Support</b><br>Mixed (25m). Up and right from where (4) starts, crossing paths with (6). | F R<br>□ □ 5.9   | ** 10. <b>Biseptimus</b><br>Mixed (25m). Roof to crack.    | F R<br>□ □ 5.10a |
|   |                  | 11. <b>Santa's Revenge</b><br>Trad (20m).                  | F R<br>□ □       |

## Main Wall (North End)



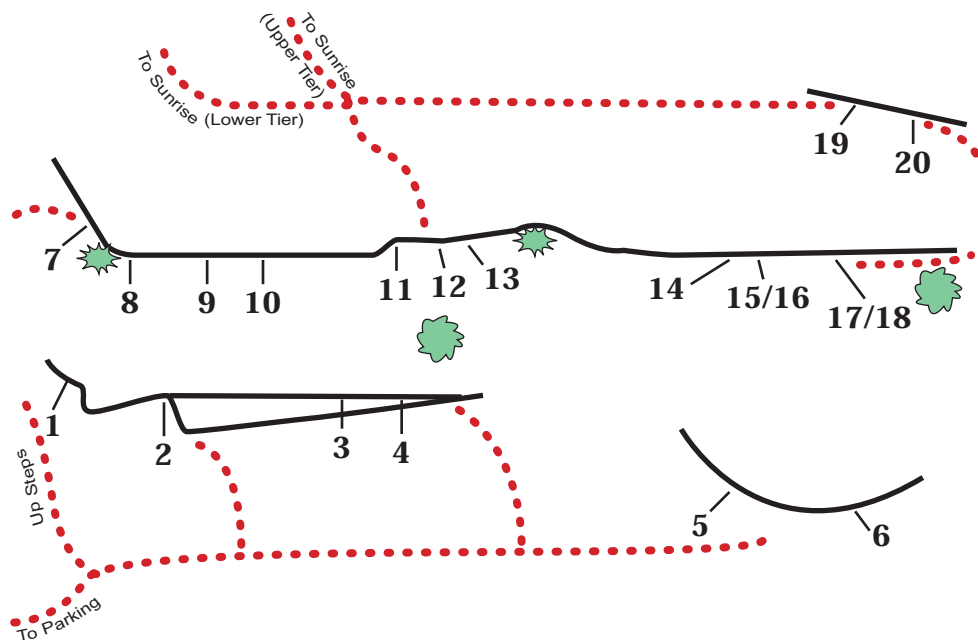
- |  |            |   |                  |
|--|------------|---|------------------|
| 1. <b>Wishbone Left</b><br>Trad (1 bolt). Finger/hand crack. | F R<br>□ □ | 8. <b>Collaboration</b><br>Sport (20m). Face. | F R<br>□ □ 5.10b |
| 2. <b>Wishbone Right</b><br>Mixed. Crack and face climbing.  | F R<br>□ □ |   |                  |

## Gateway



- |   |                  |   |                  |
|---|------------------|---|------------------|
| * 1. <b>Greg's Crack</b><br>Trad (10m). Crack.  | F R<br>□ □       | ** 8. <b>Equinox</b><br>Mixed (20m). Steep face (crux) to ledge. Finish up crack (5.8 trad). Crux is bolted.  | F R<br>□ □       |
| ** 2. <b>Lonely Roadside Baggage</b><br>Trad (18m). Crack to face. Climb up 1st tier, over trail, and up the 2nd tier.                        | F R<br>□ □ 5.6R  | *** 9. <b>Delicate Sound of Thunder</b><br>Sport. Steep face with powerful moves on good holds.   | F R<br>□ □ 5.10c |
| *** 3. <b>Old Boys</b><br>Mixed (18m). Crack to face. Climb up 1st tier, over trail, and up the 2nd tier.                                     | F R<br>□ □ 5.6R  | *** 10. <b>SLA</b><br>Sport (15m). Simianese Liberation Army (SLA). Flake and corner. Excellent and sustained climbing.   | F R<br>□ □ 5.10b |
| ** 4. <b>Scorcher</b><br>Trad (25m). Crack to face. Climb up 1st tier, over trail, and up the 2nd tier, finishing at the top of Crucifix (5). | F R<br>□ □       | ** 11. <b>Flight of the Sasquatch</b><br>Trad (18m). Leaning crack.   | F R<br>□ □ 5.9+  |
| ** 5. <b>Crucifix</b><br>Trad (18m). Crack.   | F R<br>□ □       | *** 12. <b>Metamorphosis</b><br>Sport (18m). Steep face past a bulge (named the 'eyelid'). A crux midway and a crux near the top make for an excellent challenge. | F R<br>□ □ 5.10c |
| *** 6. <b>Then Play On</b><br>Sport (20m). Face with small roof.  | F R<br>□ □ 5.10d | *** 13. <b>Stairway to Heathen</b><br>Sport (18m). Face to arete.   | F R<br>□ □ 5.9+  |
| *** 7. <b>Sex With Knox</b><br>Mixed (20m). Climb roof (crux) to ledge. Finish up crack (5.8 trad). The crux is bolted.                       | F R<br>□ □ 5.11a | *** 14. <b>Stone Believer</b><br>Sport (15m). Face.   | F R<br>□ □ 5.9   |

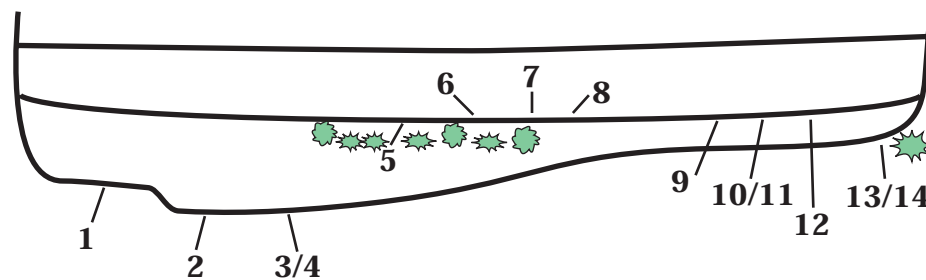
## Hidden Walls



1. **Just Under The Wire**   5.8  
Top-Rope (20m). Steep face.
2. **The Accused**   5.9+  
Mixed.
3. **No Margerine for Ahren**   5.10b  
Mixed.
4. **Midnight Rider**   5.11c  
Trad. Follow a thin seam past horizontal cracks. Difficult to protect.
- \*\*\* 5. **Lady By The Lake**   5.7  
Mixed.
- \*\* 6. **Dancing Days**   5.9+  
Mixed.
7. **Second Coming**    
Sport.
- \*\* 8. **Loon Song**   5.10a  
Mixed.
9. **<No Name>**    
Top-Rope.
10. **A Seam O' Thin-Laden**    
Mixed.

11. **Shrunken Testicles**   5.9+  
Mixed.
- \*\*\* 12. **Hidden Treasure**   5.10b  
Trad (1 bolt). Excellent crack climb. Fist to fingers. A classic, not to be missed.
13. **Swollen Ovaries**    
Mixed.
14. **Fungus Latter**    
Mixed.
15. **S-F Corner**   5.9+  
Sport. What does S-F stand for? Two words I won't spell out. Climb just left of the corner.
- \* 16. **Vicious Bastard**   5.11a  
Top-Rope. Same starting point as (15) but go up the corner and over the bulge, following a thin seam.
- \*\* 17. **Overhead Hazard**   5.12a/b  
Sport. Crack to bulge. Pull through bulge, then left onto the face.
18. **Overhead Hassle**   5.12a  
Sport. Start as for (17) but go straight up (not left) after the bulge. Skips the last bolt (run-out). Not recommended.
19. **The Adventures Of Harry Pothead**    
Mixed.
20. **The Philosopher's Stoned**    
Trad.

## Joint Wall (Lakeside Buttress)



- \*\* 1. **Big Fun**   5.8  
Mixed. Mostly trad.
- \*\*\* 2. **Beach Run**   5.9+  
Finish at the second ledge or climb to the top. Can be accessed by crossing the creek.
- \*\*\* 3. **Triad**   5.10b  
Mixed. Face, to flake, to bulge, to roof/crack. Super classic. Don't miss it. Can be accessed by crossing the creek.
4. **A Prelude To Rain**    
Can be accessed by crossing the creek.
5. **Golden October**    
Top-Rope. Steep face. No anchor. Use trees above. May be dirty.
- \*\*\* 6. **Ya Bin Fishin?**   5.9+  
Mixed.
- \*\*\* 7. **Karmacide**   5.10-  
Sport. Excellent, sustained face climbing.
- \*\*\* 8. **Procrastination**   5.9+  
Mixed.
9. **Joint Venture**    
Access to first tier depends on water level. In general, start from the first ledge and head right, crossing paths with (10).
- \*\*\* 10. **Rainbow Warrior**   5.10c  
Starts from first ledge, unless water level is low enough. Start at fixed anchor. Go left, cross paths with (9). Finish on (9) or (11).
11. **Hands Off**    
Same start as (10) but stay right of (10) from the 1st ledge. Finishes as with (10) from the 2nd ledge.
12. **Whitewater Rodeo**    
Mixed.
13. **Above All Slander**   5.9  
Start at ground level (access from Sluice Wall). Finishes as for (12) from the 2nd ledge.
14. **Above All Splendor**   5.8  
Start as for (13) but split off to the right towards a different anchor.