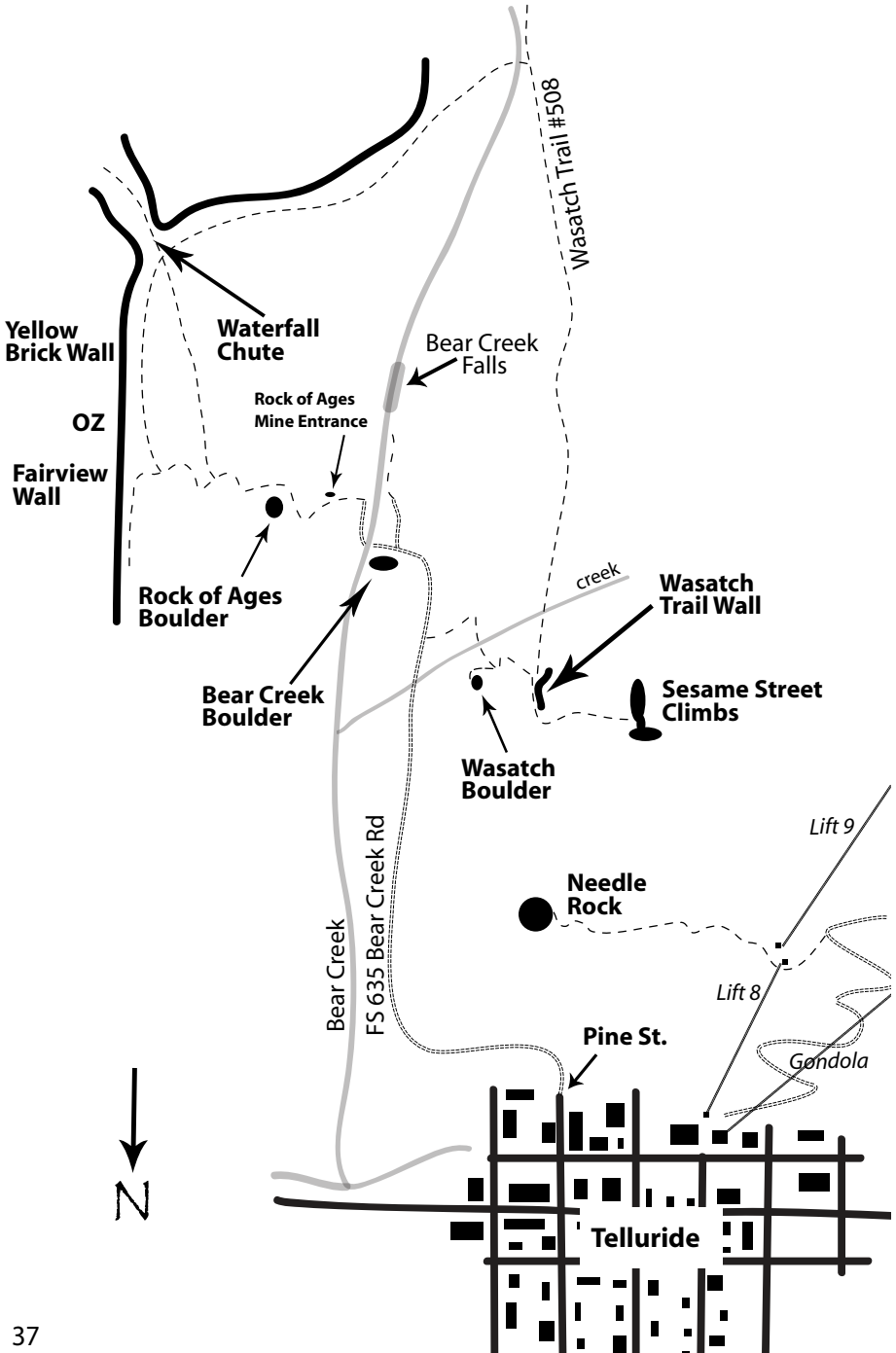


TELLURIDE SOUTH



Needle Rock

Rock Type: Conglomerate/San Juan Tuff

Height: 80'

Climbing Style: Traditional

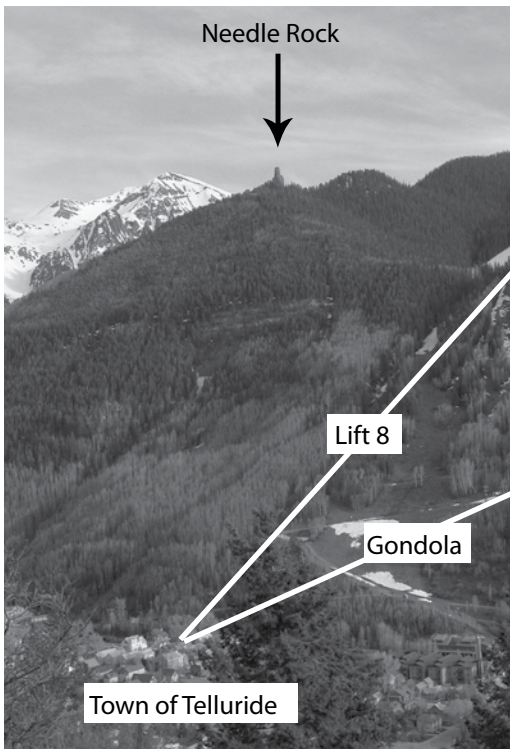
Gear Suggestions: Bring a little of everything: thin, hands, wide hand. Bring a 60m rope.

Season: Year-round

Land Status: U.S.F.S.

Restrictions: None

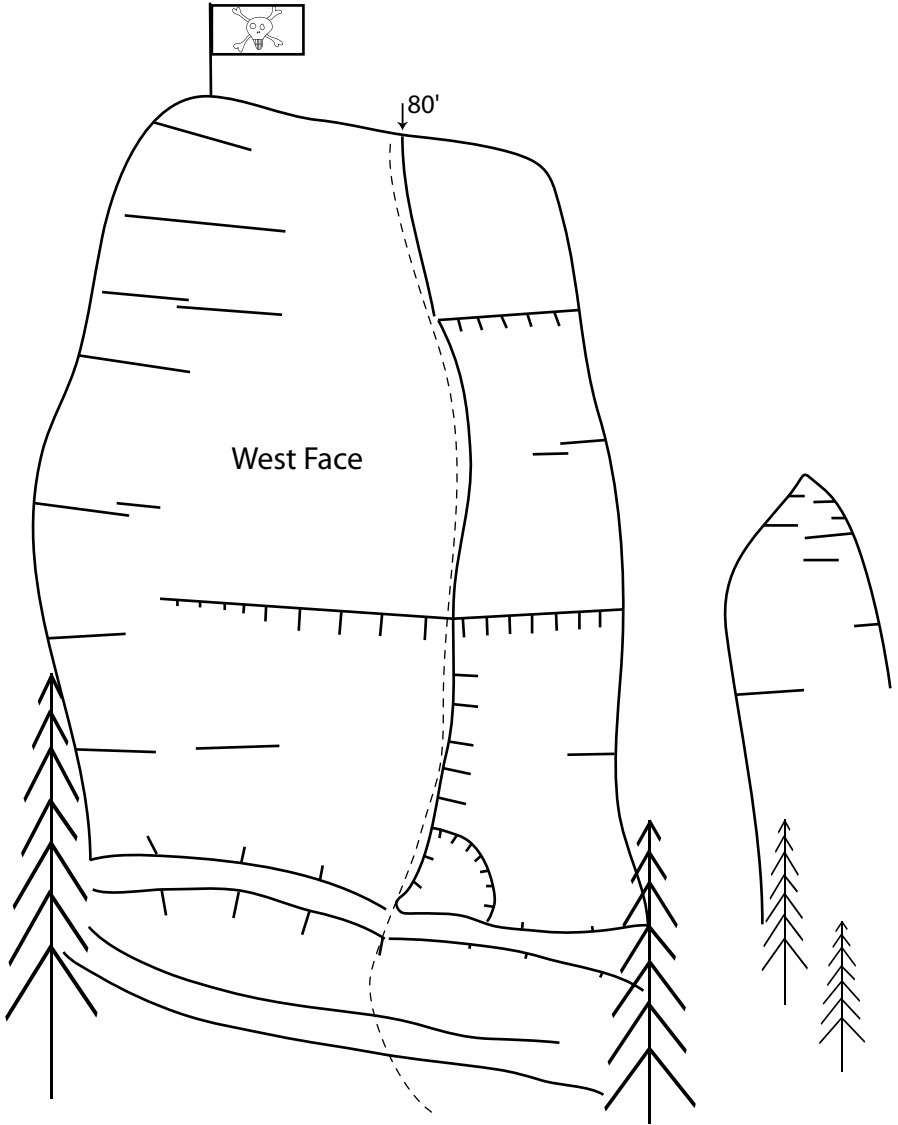
Approach Time: 1 1/2 to 2 hours



This tower is accessed easiest in winter when the lifts are running, but it is possible to bushwack during all seasons.

To bushwack, take the ski area maintenance roads and ski run trails to the top of Lift 8 (bottom of Lift 9). From there, bushwack up to the west face of Needle Rock. Expect the better part of an afternoon to climb this 80' tower.

Needle Rock



Begin climbing up a crack system on the right side of the west face of Needle Rock. This route is steep in the beginning but backs off as you climb higher.

Needle Rock 5.9, a light rack and quickdraws. Rappel from the top.

Sesame Street

Rock Type: Telluride Conglomerate

Height: 30' to 80'

Climbing Style: Sport

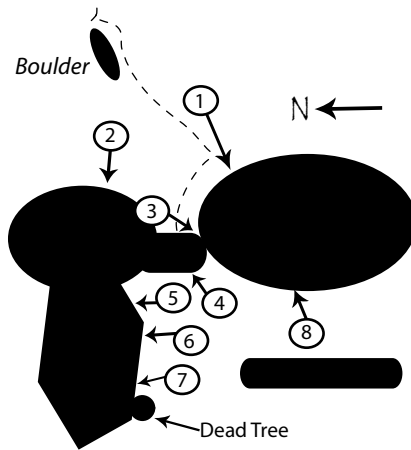
Gear Suggestions: 12 quickdraws and a 60m rope

Season: Summer and fall

Land Status: U.S.F.S.

Restrictions: None

Approach Time: Just over an hour



1. ***Big Bird 5.12+, a true test of determination, bolts to an anchor, 70'.
2. Cookie Monster 5.11+, tricky face climbing past bolts to an anchor, 35'.
3. Magic Muppet Show 5.8, begin under the big cave, climb up and left past bolts to an anchor, 90'. Rappel or scramble off the back side of this very large boulder.
4. The Count 5.10-, a short but very fun route, 15'.
5. Bert 5.10, bolts to an anchor, 90'.
6. Ernie 5.10, bolts to an anchor, 90'.
7. **Grover's Muppet Adventure 5.10, bolts to an anchor, 90'.
8. Muppet Master (project), 75'.

Routes established by: JiH, CF, DJ, CB, DC, PE and others.

Wasatch Trail Wall

Rock Type: Sandstone

Height: 60' to 80'

Climbing Style: Sport, with a placement or two (small gear)

Gear Suggestions: 10 quickdraws, small gear and a 60m rope

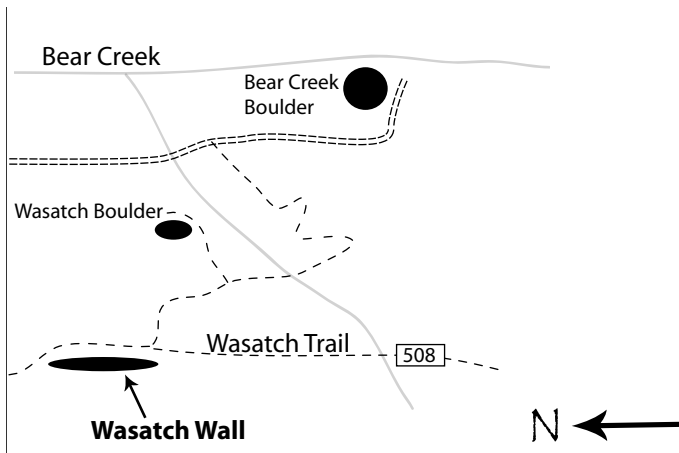
Season: Summer and fall

Land Status: U.S.F.S.

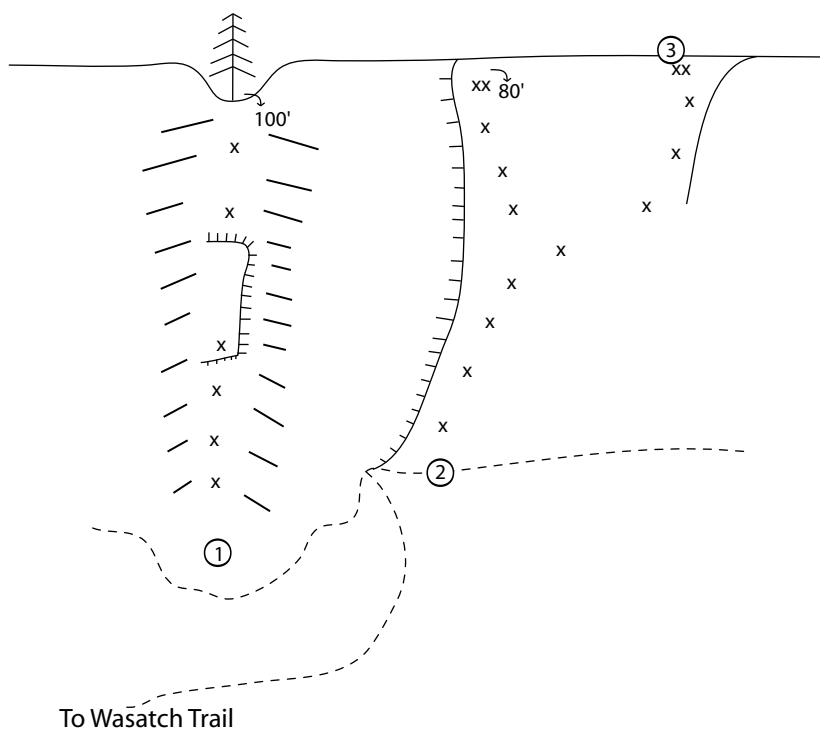
Restrictions: None

Approach Time: 45 minutes to just over an hour

This area has three good climbs. Hike up Bear Creek, take the Wasatch Trail, past several switchbacks. Look for the cliff behind the trees.



Wasatch Trail Wall



1. **Areto 5.11+, bring small TCU's. 100'. FA: BM.
2. Repercussions 5.10-, bolts to an anchor. FA: BM.
3. Percussions 5.9, bolts to an anchor. FA: BM.

Wasatch Mountain Walls

Rock Type: Telluride Conglomerate

Height: 60' to 80'

Climbing Style: Sport

Gear Suggestions: 16 quickdraws, anchor slings and a 60m rope. A few routes require a 70m rope for rappelling

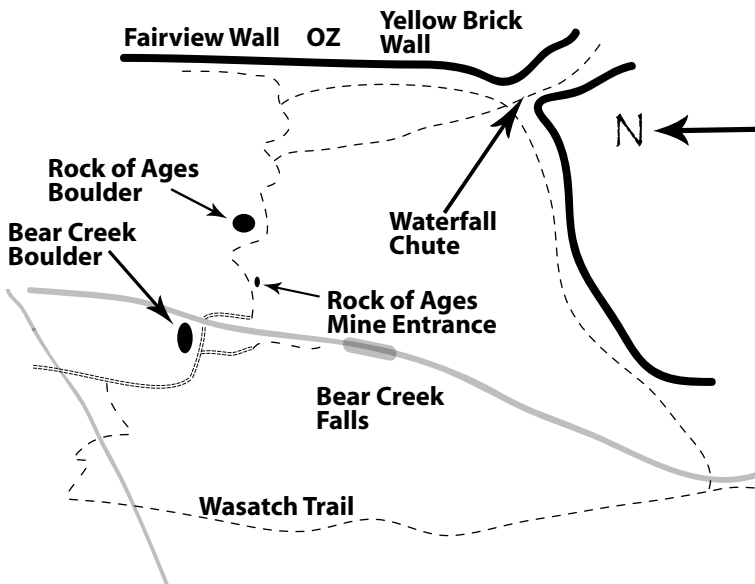
Season: Spring, summer, fall

Land Status: U.S.F.S and scattered mining claims

Restrictions: None

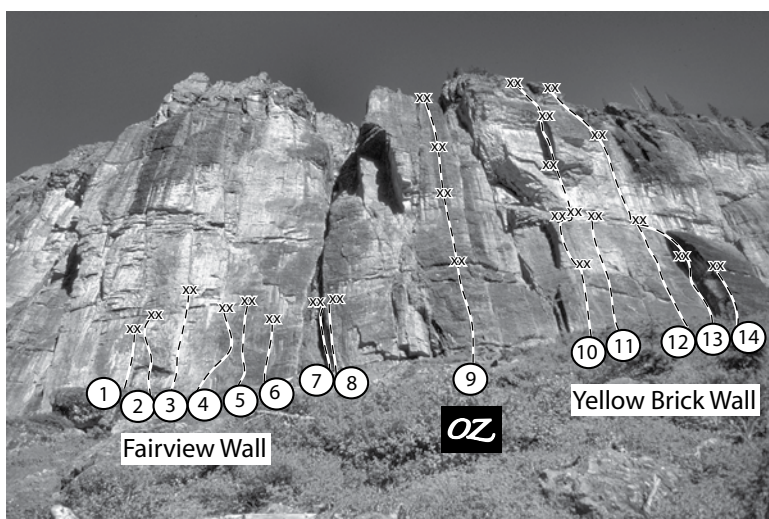
Approach Time: 1 to 1 1/2 hours

High Altitude: These climbs start at or above 10,000'!



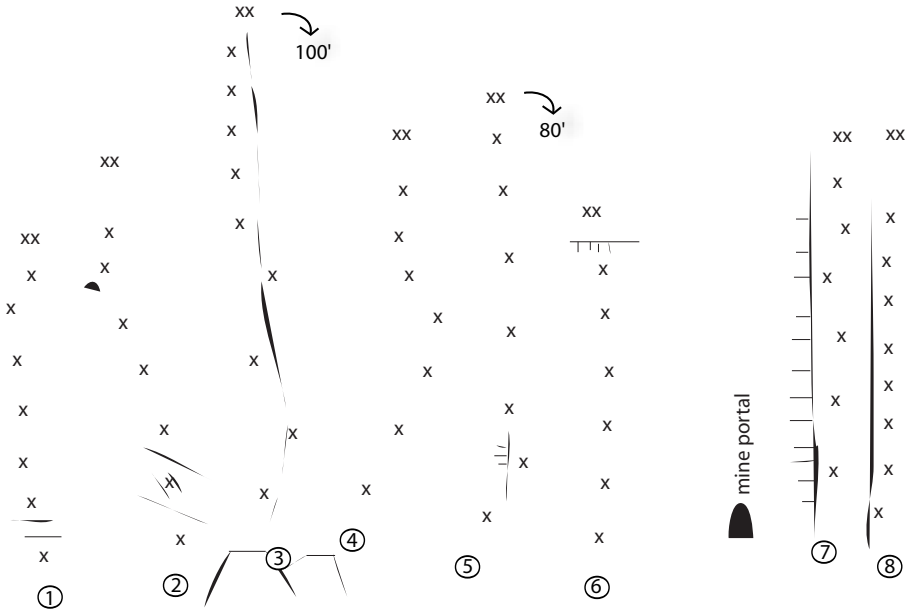
This area has the highest concentration of routes in Bear Creek, with some of the best sport climbing that Telluride offers. Walk past the Bear Creek boulder, cross the stream beyond it and head south up the old mining road. A few minutes of hiking will bring you to mine tailings. Hike up these steep tailings, then up a steep trail to the left of the old mine entrance. The trail switchbacks up through trees taking you south along a 20' high cliff. At the drainage, head up and left, which will come out into a clearing. From here, head up to the base of the main cliffs. To access the Waterfall Chute climbs, head right after a few minutes of hiking up the steep talus. This trail is "seasonal" and can be hard to find in early spring. There is often snow at the base of these routes until mid-summer.

Fairview Wall, OZ, Yellow Brick Wall



- | | |
|-------------------------------------|----------------------------|
| 1. Only Monks Use Ladders 5.10 | 9. OZ 5.11 |
| 2. Times Up 5.12 | 10. Wildfire 5.12- |
| 3. Space Odyssey 5.11+ | 11. Smokey The Bear 5.10+ |
| 4. Trick Or Treat 5.10 | 12. The Gold Standard 5.12 |
| 5. Alpha-bits 5.10 | 13. Indian Boy 5.10 |
| 6. Trust Fund 5.9 | 14. Dinky Dow 5.9 |
| 7. Go Go Gadget Hooks 5.10 | |
| 8. Power Tools Are People Too 5.11- | |

Fairview Wall



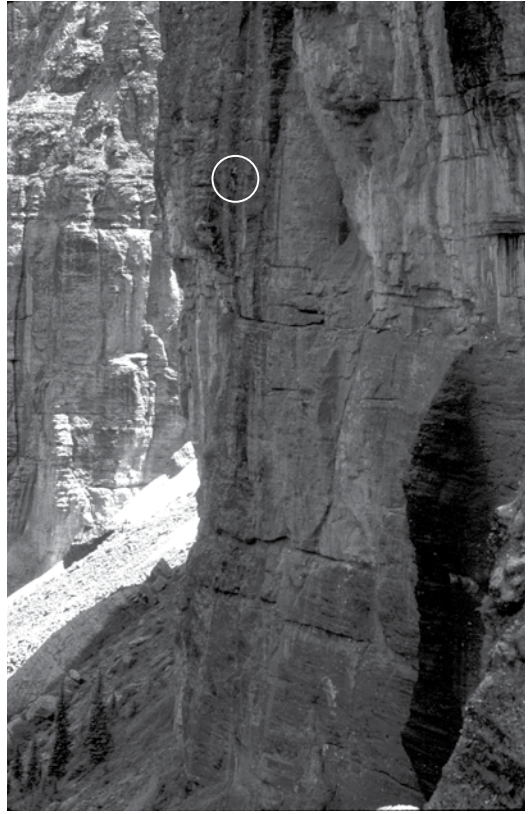
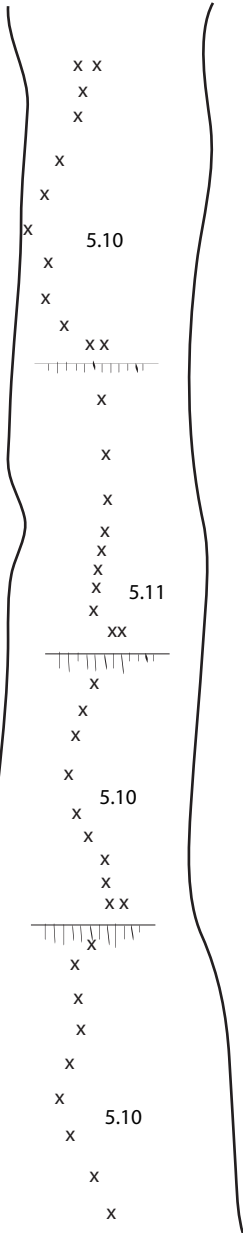
Routes Established By DJ, CF



Mark Dean on Assassin Of Youth, 5.10

1. Only Monks Use Ladders 5.10, bolts to an anchor. 75'
2. *Times Up 5.12, a pumpy little route. Climb up through a overhang past bolts to an anchor. 85'
3. **Space Odyssey 5.11+, a very good route! Climb a face moving up corners past bolts to an anchor. 100'.
4. *Trick Or Treat 5.10, fun. Bolts to an anchor. 80'.
5. Alpha-Bits 5.10, bolts to an anchor. 90'.
6. Trust Fund 5.9+, the easiest route on the wall. Bolts to an anchor. 70'.
7. Go Go Gadget Hooks 5.10, climb a face past bolts to an anchor. 80'.
8. **Power Tools Are People Too 5.11-, climb around to the arete and up the face to an anchor. 80'.

OZ



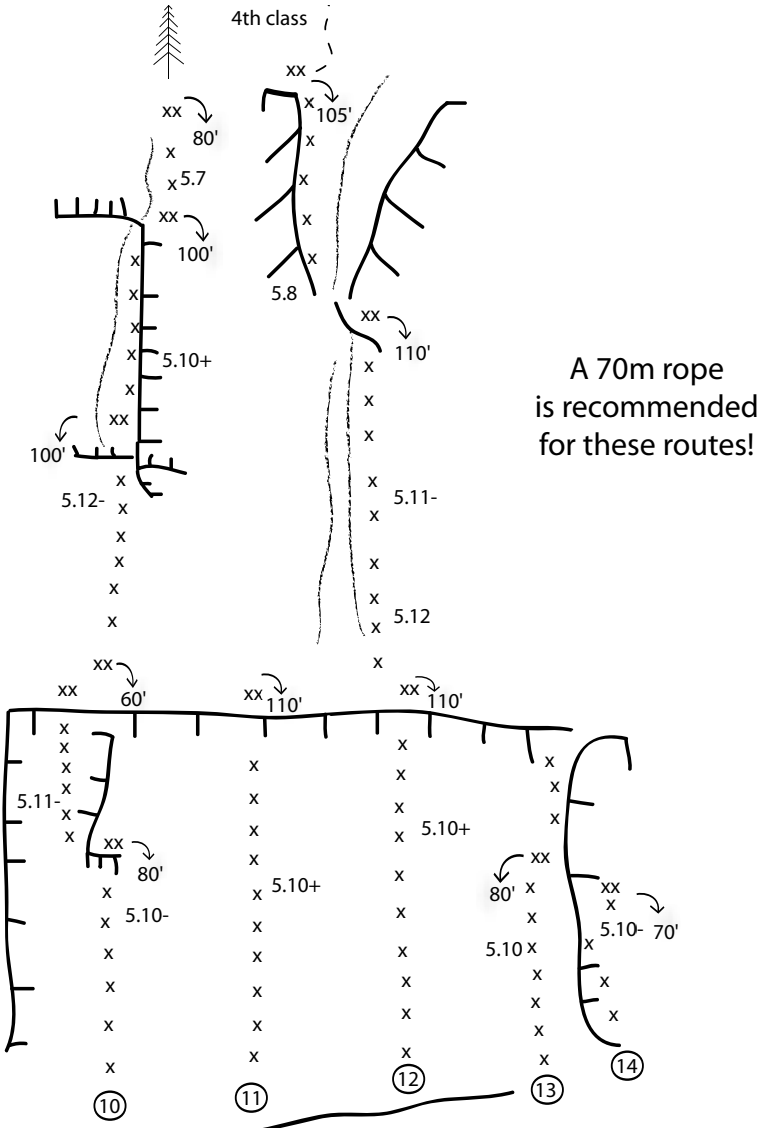
9. ***OZ 5.11, a full-value adventure, steep and pumpy. Bring your ruby slippers and Glinda's cell phone number.

4 pitches, all bolted. Each pitch is 90' more or less. A 60m rope, 12 quickdraws and 2 anchor rigs recommended.

Pitch 1; 5.10, bolts to an anchor (big ledge). 100'. Pitch 2; 5.10-, bolts to an anchor (ledge). 95'. Pitch 3; 5.11, the crux is right off the anchor, climb a very steep face (95 degrees) past bolts to an anchor. 95'. Pitch 4; 5.10+, climb up thin pockets and face holds past bolts to an anchor. 90'. Rappel the route.

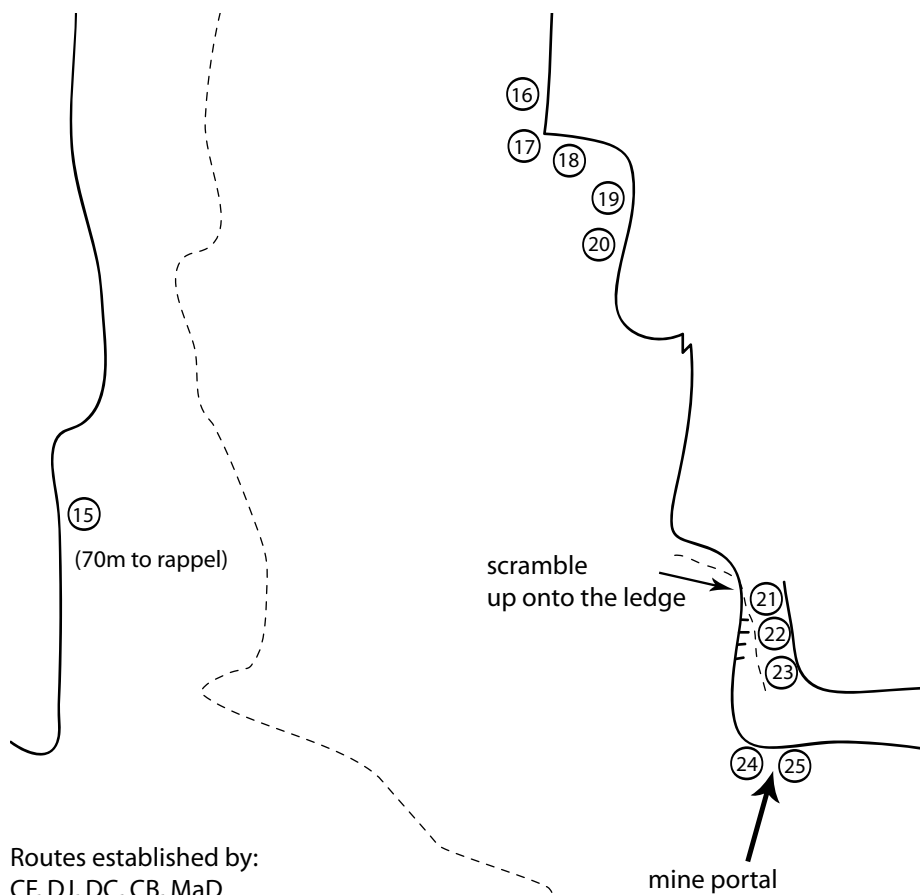
FA: DJ, JuH, Rick Mendel (thanks Rick!)
FFA: DJ, CF, CB.

Yellow Brick Wall



10. ***Wildfire 5.12-, 5 pitches, 15 quickdraws and slings. FA: DJ, CF.
11. ***Smokey The Bear 5.10+, 15 quickdraws. FA: CF, DJ.
12. ***The Gold Standard 5.12, 4 pitches, 15 quickdraws and slings for anchors. FA: CF, DJ. Upper pitches: CF, CB.
13. **Indian Boy 5.10, 2 pitches (slab just left of chimney). FA: DJ, JuH, CF.
14. *Dinky Dow 5.10-. FA: CF, DJ.

Waterfall Chute



Routes established by:
CF, DJ, DC, CB, MaD.

15. *Queen Anne's Lace 5.10, this route is 35m high.
16. White Wedding 5.11, overhanging face.
17. **Shotgun Wedding 5.11+, steep arete/face/corner.
18. **Assassin Of Youth 5.10, face to small roof.
19. Sky Pilot 5.11+, crimpy, overhanging wall.
20. Blazing Star 5.11, overhanging wall—pumpy!
21. Up In Smoke 5.11, two short bolted pitches.
22. No Fault Divorce 5.12 A0, one point of aid.
23. *Goody Goody 5.10, can be done in two pitches.
24. **Trophy Wife 5.11+, start at the mine portal.
25. **Harry Pothead 5.10+, steeper than it looks.