

# Updated guide to Mount Pope Rock Climbs

Proliferation area:

The proliferation area is located at the far south end of Ratt Rock, just left of the trail leading to the Amphitheatre. It is distinguishable by a large cave with a large talus pile in front of it. This pile enables stick-clipping the first bolts of the three routes here.

From right to Left.

Proliferation. 5.10a. 3 bolts. 8 m. FFA: Chris Small. 2000. \*

Climb through series of crimps and finger-tip jugs to sloping top- out. Good fun.

Space Cowboy. 5.12 a. 4 bolts. 12 m. FFA: Geoff Mintenko. 2000. \*\*

Climb on good jugs for the bottom moves to a thin deviously sequential section at the 3<sup>rd</sup> bolt. Hard moves.t

Fusion. 5.11c. Mixed – 2 bolts. 12m FFA: Sean Flynn. 2000. \*\*\*

Excellent route starting the right edge of the cave. Utilizes a series of pockets and slopers to access a right facing corner. Bring small to medium cams for the corner crack.

Ratt Rock Right.

Lucky No. Seven: 5.9+R. Mixed 1 bolt. 22 m. >FFA Dieter Ayers, 2000.

This climbs follows a slightly mossy flaring, difficult to protect, left facing corner to small roof. Step right at the roof and then back left into a shallow corner. Named for the BD nut which prevented ground falls by the first and second ascensionists.

Sack Attack 5.11a. Fixed. 6 bolts?. Randy Kissel (2001) 15 m This line is just left of distinctive cave containing a monstrous thread feature. A dynamic start leads to a right trending sloping rail traverse above the cave. Pumpy and fun.

Triple Stipple 512c. Fixed. 10 bolts. 50 m ? Laurie Sandoin. Just left of Sack Attack. Moderate climbing at the 5.10d level for 5 bolts then the difficulties begin at an increasing black headwall.

Telekensis Area.

Approach . This small area is directly downhill of Munge Crawl. From the main headwall trail. Two climbs are on this small bluff.

Moving things with Your Mind. 10d. 5 bolts. 10m. Chris Small 2000. The right less steep line.

Telekenis. 3 bolts, 12c. Geoff Mintenko. 2000. The steep overhanging line. Watch for rope drag and sharp edges on rappel and top roping.