

Jen Knowles, "Bolt Talk"

6. **Prototype** (5.10c / 5.10d)*** 5 bolts, Jean and Scott Hudson. Bolt 2 is up and right, above a big left-facing flake. Bolts 4-5 and anchors angle right, and the anchors hang over Sugar's start. A classic route you want to project, but there's a group of 5.11+ climbers using it like a cheap whore to warm up. Wait till they're gone...



7. **Sugar** (5.11b PG)* 5 bolts, Rebecca Gonzales. Bolts 1-3 are left of the dihedral. Bolts 4-5 slant slightly right. Runout to Bolt 5; watch leg position to avoid an inverted fall. A much maligned route due to the squeeze job, this reporter found it as good as anything on the wall, with wild low moves and unpolished holds. "Sugar" uses Prototype's big jug. Variation "Spice" skips it. Skip the scary lead and set TR from Prototype, or lead Sweet and Low.



a. **variation: Sweet 'n Low™** (5.11a)* 6 bolts. Climb Sugar through Bolts 1-4, putting a long draw on Bolt 4. Traverse left (to avoid Sugar's runout) and clip a long draw on Prototype's Bolt 4 and finish Prototype. Various newcomers have sent this variation accidentally while misidentifying the start of Prototype.

Boulder column at the bottom of a thin curving dihedral crack.

The next two routes share Bolt 1. Dig that bolt! Sunk in a boulder atop the column.

8. **Bolt Talk** (5.11a)*** 6 bolts, Jean Hudson, Scott Hudson¹⁶⁸. Austin's king of face climbs. Bolt 2 is right of the curving dihedral crack. Both this and Unnatural Selection have cool pebbles.



¹⁶⁸ Bolt Talk was the first route on the main cliffs of Reimers, circa 1987. Scott used to get several people to TR his lines and smack chalk where they liked bolt placements. They'd talk about it and work to prevent long reaches.



Annette Pelleier, "Rhetorick"

North Shore: Middle Earth Wall

Sun conditions: Morning shade; afternoon sun is from the side.

Approach: 5 minutes via the mid-level trail. See the section on trails at the beginning of this chapter.

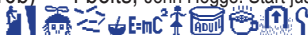
GPS @ Hello World: N30°22.621' W98°07.040' (30.377017 -98.117333)

One Wall to rule them all...One Wall to find them, fleeing the noon sun at Dead Cats Wall for shadier climbing. This stellar wall has slightly more easy-to-moderate routes than Dead Cats, with bolts generally closer together. Five routes, however, climb over boulders near the cliff. Blown clips and bad (excessive slack) belays seen at other walls might result in severe injuries or deaths on these boulders. If you've never seen a bad belay, chances are you are badly belaying! Please seek more instruction.

This wall is wide, with two tall chimney caves dividing the routes into three sections, and two big boulders further subdividing the routes. Routes vary from juggy to crimpy, so the lower grade routes aren't necessarily the most recommended warmups. We like warming up on Tookish, Blood of the Dwarves, A Mortal Life, Orcs Drool, Elvin Beauty, My Precious, and Halfling's Leaf.

Pocketed right face of a big open-book dihedral. (Several Mossy Wall routes are on the left face.)

1. **Troll Teeth** (5.10b)*** 4 bolts, John Hogge. Start just right of the crack. '08.



2. **The Fellowship** (5.9+)*** 4 bolts, Alvino Pon²³¹, Kirk Holladay. '05



Big Boulder (7'-8' tall) with rounded top, in front of the next two routes

3. **Bilbo's Bag** (5.9)*** 4 bolts, Kirk Holladay. High Bolt 1; we recommend the stick but also like this particular high bolt for an extra fun, careful, intimidating redpoint. '05



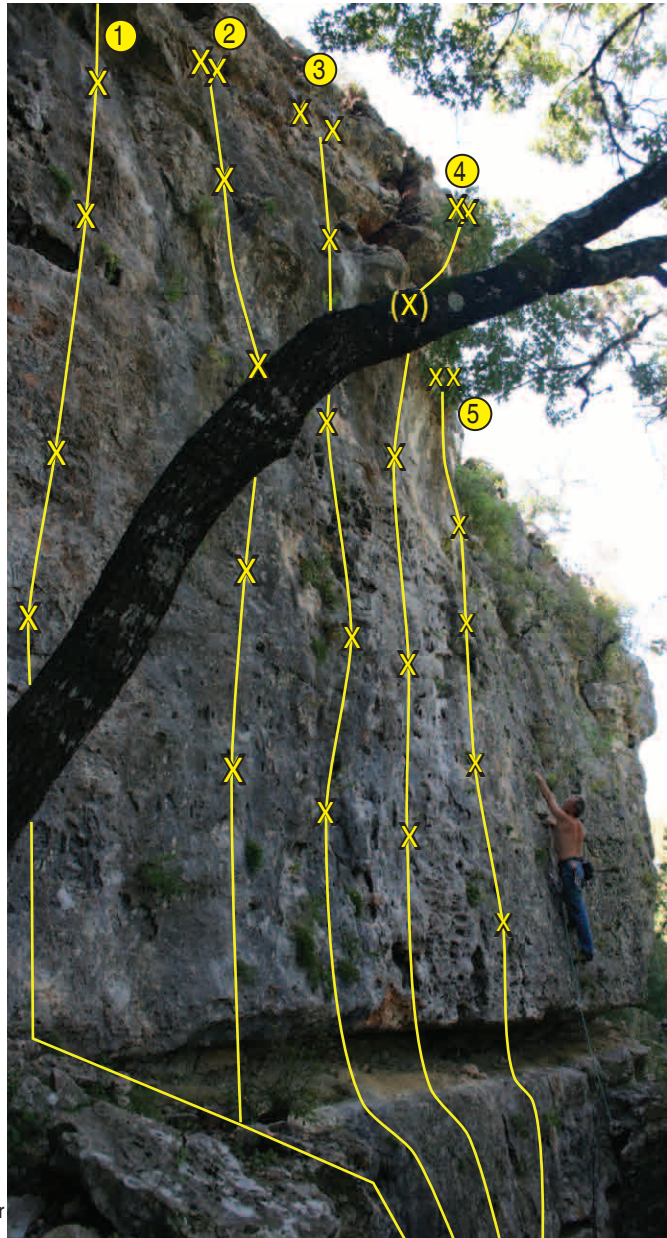
4. **Elvin Beauty** (5.10c)*** 4 bolts, John Hogge. Climb to the left side of the high rock outcrop, then traverse right to anchors. Shares a hold with Bilbo's Bag. '09



5. **Tookish** (5.8)*** 4 bolts, Kirk Holladay, Alvino Pon, Chris Keistler. WARNING: this route and Blood of the Dwarves share space at their 4th bolts; two people shouldn't climb them simultaneously. High Bolt 1 on easy climbing. This route breaks right after Bolt 3. '05



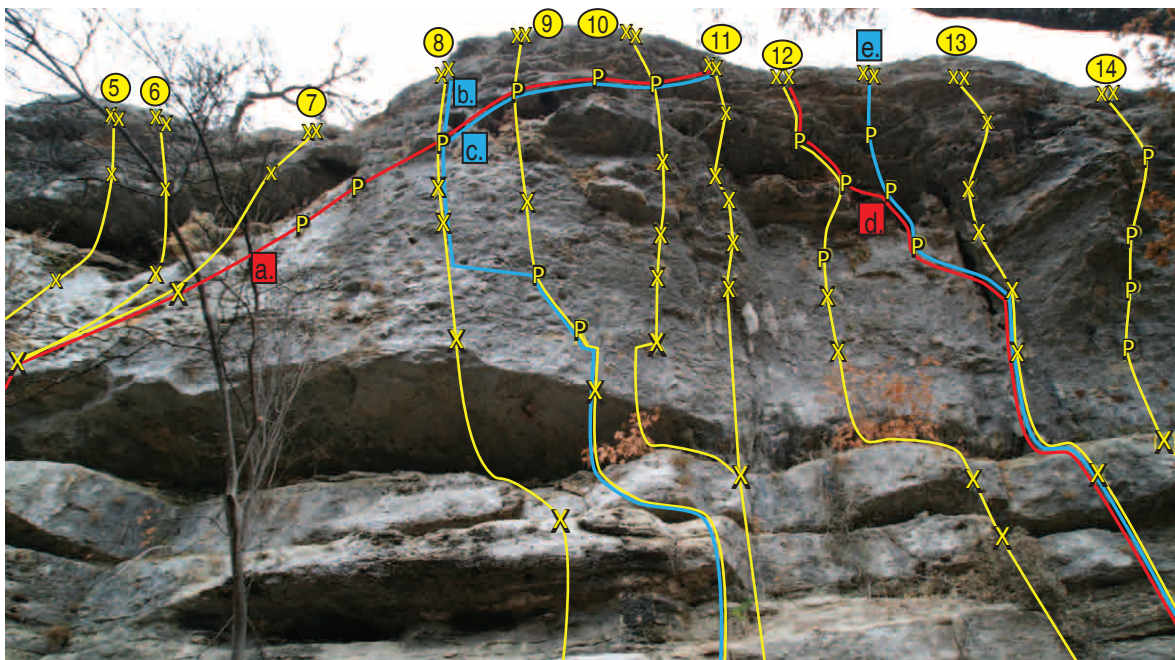
6. **Blood of the Dwarves**²³² (5.8)*** 4 bolts, John Hogge. The starting ledge under this climb is a shallow dish with wild little drip formations. WARNING: this route and Tookish share climbing space at their 4th bolts; two people shouldn't climb them simultaneously. '09.



David Phillips, "Blood of the Dwarves"

²³¹ Alvino did a lot of ground-up style route development in Colorado, and developed a couple hundred routes around the U.S. He went the opposite direction of many climbers mentioned in this guidebook, actually moving *from* Colorado *to* Texas. Smart guy; short winters! "Alvino Pon" is an alias he uses on all of his routes. He first became known locally for handling hot coals at an Erock campfire, where he grabbed them out of the fire and held them in his palm, using some shamanesque hand-vibration magic. He'd also take the coal between two fingers and maintain it there, repeatedly blowing the Breath of the Yeti on it. Years ago, he solved a bolting closure in the Greenbelt; see the Greenbelt history.

²³² Long after the route was named, stone drip formations at the base of the route proved to be dwarven blood.

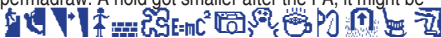


Big Overhanging Headwall over an outward-arcng roof that's over a high starting ledge.

8. **Global Warming** (5.11c)* 4 bolts + 1 perma draw, John Hogge. At Bolt 1, climb the ledges to mid-roof (if you're a purist, else skip this hard ledge topout and just scramble to the right on Pave the World). Maybe pass up the stick to clip Bolt 2. The clip is solid spooky fun for a 6' tall type. The roof looks imposing, so few pull this sweet route. Come on. *Bring it.*²⁴⁰



9. **Pave the World** (5.12a)* 2 bolts + 3 perma draws, John Hogge. Scramble up near Fangoria's Bolt 1 and walk left on the ledge. Start on a high hold, right of Bolt 2, which is shared with Pollution and Erosion. All-air runout to the last perma draw. A hold got smaller after the FA; it might be harder than 5.12a now. The cement dab is actually a reinforcement layer, on a different hold.



b. variation: **All Part of my Evil Plan** (5.11c)* 3 bolts + 3 perma draws, John Hogge. Offers an interesting longer alternative start to Global Warming. Climb Pave the World's Bolts 1-3; traverse the line of huecos left and finish on Global Warming. This variation is easy to clean, whereas the next one requires seconding.



c. variation: **Game Over, Man. Game Over!** (5.11d)*** 3 bolts + 6 perma draws, John Hogge. Climb All Part of my Evil Plan to its highest perma draw, then traverse the caves right on Lenora's Wrath Kept 'em Lawful, which finishes on Fangoria's anchors. This wacky, long line goes up, traverses left, goes up, and traverses right, for the weirdest boltline in Austin. It hits every cool hold on the headwall, and it's the longest route at North Shore.²⁴¹ ESTIMATED MINIMUM ROPE LENGTH: 35 meters.



10. **Pollution / Erosion** (5.12c)*** 5 bolts & 1 perma draw, Long Ta²⁴², bb John Hogge. Climb Fangoria's easy start and clip its Bolt 1. Scramble up and left on the ledge. Borrows a starting hold from Pave the World, using it left-handed. Rupesh says the moves are great, and it's a good route despite the choss. '09



11. **Fangoria** (5.12a)*** 5 bolts, Ralph Vega. Starts to a big white tufa under a bulge. R.A. says it's as good as Tunnel Vision. '09



²⁴⁰ I took 40 minutes of solo handdogging and quiet contemplation to solve the crux; Rupesh took 10 seconds.

²⁴¹ I bolted Pave the World primarily to serve this variation, and didn't count on ever sending Pave the World.

²⁴² This route had some obvious suspect holds left after bolting and cleaning, but *five* broke during Long's attempts, including one during the FA.



Gracy North Lake Cliff @ 667'

Problems (listed right-to-left)

~27 problems @671-673', mostly 5.11 with some 5.10+, all short bulge pulls to slabs that make it too risky to topout the subsequent overhangs. This problem set dropped to ~14 @669' and ~10@667'. At 669' the first problem is 5.9 pulling to a completely detached flake, a few were 11+, and the rest harder. This set has two cool shallow dihedral/crack sloper problems.

1 dihedral over a submerged boulder

~9 more short bulge pulls over a low roof. This set is easier, ranging 5.8 and up @ 671', and a few 5.10's and the rest 5.11's by 669'. At 669'-673' for 9, 667' there landings are bad on all but 2 problems.

~3 problems on a cool popcorn-riddled low roof. Its right side is 10a; the underside offers hard crimps and pinches. The roof isn't useful until 669' and under. Lower water expands the problems and variations. 667' sees feet-kicking-in-the-water campusing on this roof and surrounding roofs.

A 40' span has lame non-problems and bad landings @ 669', but it ripens to ~5 hard roof problems around 667'. Left of the problems is a deep little tube cave landmark, hovering just above the 669' water level.

5.9+ jug haul, 20' left of the tube cave and on the right end of a roof full of hard edges. The tube cave landmark is around @669' but submerged at 671'.

~20 more bulge pulls @671' over the roof with hard edges, dropping to 11 problems @669'. At 669' the 11 are hard 5.11 and up, with a 5.9+. Some of these bulge pulls could be topped out on a black and brown overhanging wave formation; the bulge sticks out too far under the rest. After only a 2' drop to 667', all had bad landings, strangely, since, as the start of this chapter points out, 2' can *actually equal* 3'. Or because we screwed up our records.

Estimated

Water Levels

671-673' for 27,
669' for 14,
667' for 10

675'-???

667' for 2

669' for 3,
667' for 4+ variations

667'-667' for 5

669'– 673'

671'– 673' for 20,
669' for 11

After some bad landings you'll reach problems described under Davis South Lake Cliff.

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