

Waterfall Wall

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All of these routes are top-rope problems. Each is equipped with a 3 bolt anchor which is easily accessible from the top of the wall. Bring lots of webbing. 20 foot slings are ideal in order to eliminate rope drag over the sharp edge at the top of each route. The wall averages about 30 feet in height. Some of these are leadable, but most bolts on the face have only historical value. The top of the wall is easily accessed via a short 5th class scramble on the left (north) side of the wall, or an easier walk-up far to the right of the *Beginner's Route*.

1. **Nerd Magnet 5.9 ★★**
In the trough at the far left end of the wall. Named for the prettiest girl to ever attend New Mexico Tech.
2. **Rough Caress 5.12 ★★**
V2 roof problem to 2 bolts above on a very thin face. TR recommended.
3. **Battle Arms 5.11 TR ★★**
A variation which starts under the roof with Rough Caress, then moves to the right, finishing on Tough Country. Be careful not to damage the beargrass.
4. **Tough Country 5.11- TR ★★★**
This is really a sharp V2 boulder problem which moves up to a 5.7 face.
5. **1986 5.11+ TR ★★**
Start just to the left of the arête, under the roof. Do a V3 move and continue up the 5.7+ face.
6. **Thumb Nail 5.8+ TR ★★★**
Start on the right-hand side of the arête, inside the cracked dihedral. Move left around the arête using the thumbnail undercling. Continue up the 5.7+ face, to finish near the dihedral.
7. **Highway 60 5.12 ★★**
Use the same start as Thumb Nail, but move straight up the steep face through 3 bolts without using the chimney, to the anchors on the face.
8. **The Chimney 5.6+ natural pro or TR ★**
This is a flaring off-width, with pro way back inside a mungy crack.
9. **Little Red Wall 5.11 ★★**
This two bolt slab defines "greasy" rock climbing. The rating assumes that you go straight up the middle, through a glassy friction problem, to the top.
10. **Black Hole 5.7 TR ★★**
11. **Crazy Sally 5.10+ TR ★★**
This is the overhang problem which moves up to the right side of the arête.
12. **Diamond Clutch 5.7+ TR ★★**
13. **Big Horn 5.10+ TR ★★**
Ignore the one high bolt and top-rope over the horn to the face on the left.
14. **Nasty Sally 5.10 TR ★★★**
The crux overhang has the most interesting moves on the wall.
15. **Barite 5.7 ★★★**
Socorro's 5.7 reference and the first climb for a generation of beginning climbers.
16. **Little Overhang 5.8 TR ★★★**
17. **Banana Split 5.11 TR ★★**
Go up to the banana shaped arête and work your way over it with one hand on each side of the bulge, splitting the banana.
18. **Waterfall 5.6 TR ★★**
Partially hidden from view. It is best to TR, but it does take pro in the crack.
19. **Beginner's Route 5.2-5.5 TR ★**
This route is almost too easy for even first time climbers. Pick your own line.

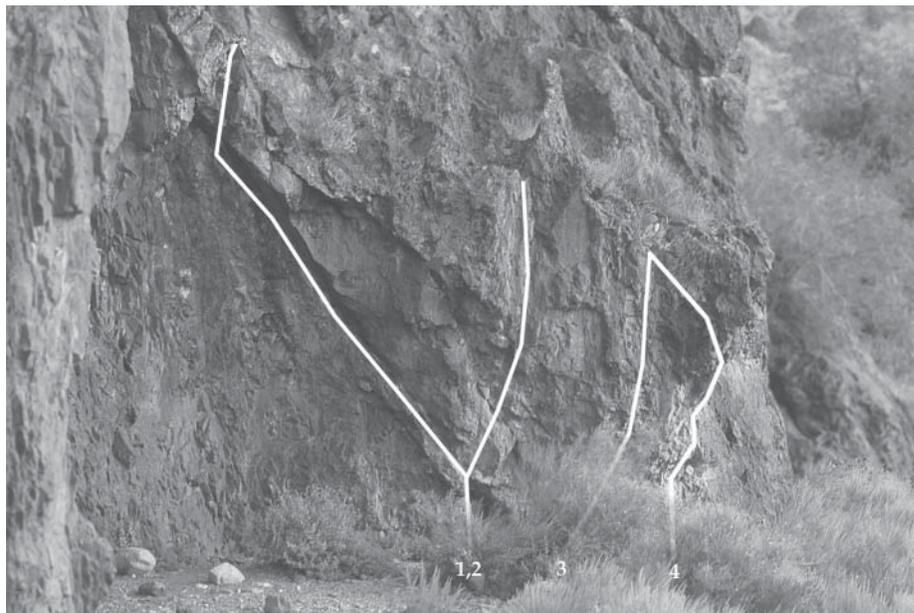


Waterfall Area Bouldering looking southeast from East Wall

Waterfall Area Bouldering

Some of the easier problems in this area are classics. In general they are good problems with fun moves, level landings, and are neither too sharp or technical. In addition to bouldering on the Battle Arms roof, check out problems on Swine, Ultimate and 5.12 boulders in the immediate vicinity of Waterfall Wall. Uphill and left of Waterfall is Cueva Angela, a great bouldering cave for horizontal climbing on hot days or for staying out of the rain. 200 yards away on the plain to the south are the Gimme Boulders, with mixed difficulty for every level up to V5.

As everywhere, crash pads and spotters are a requirement, but most landings in this area tend to be on level ground. The biggest natural hazard is usually Cholla cactus, which is a sinister plant, always trying to catch an excruciatingly painful ride on unwary passersby. Also be aware of *Toritos*, a flat star shaped weed with small thorny seeds that disperse like caltrops and stick into crashpads, shoes, hands, and pets alike.



Waterfall Wall - Right Side Bouldering

Bouldering on Waterfall Wall

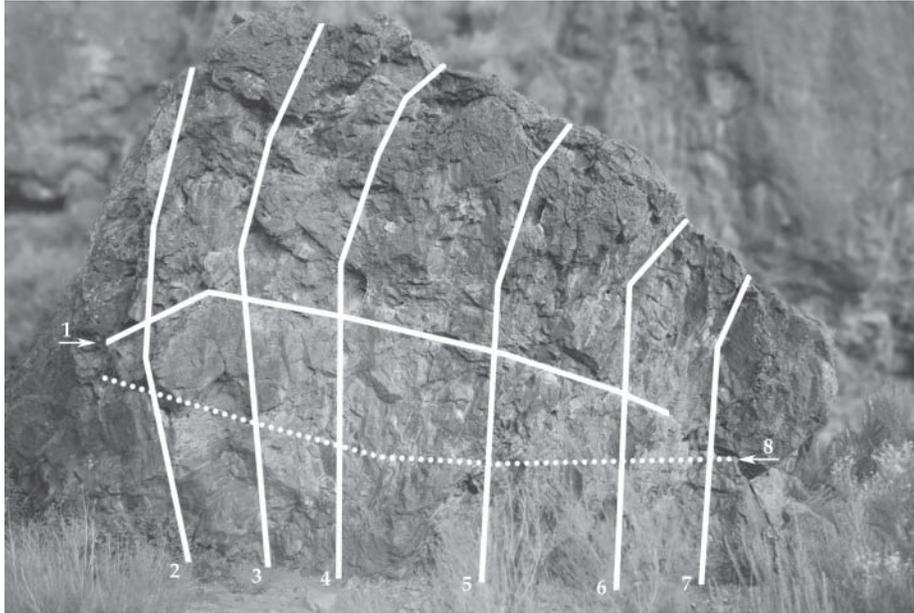
Many difficult variations grace the **Battle Arms** overhang, all in the V2-V3 range. Problems sit start and move up through the roof. Turn the lip and then drop from the jug of your choosing. Hours of power building await on these open-handed blocky holds. You can even find the occasional knee bar.

Additional problems are found on the far end of the wall, right of the *Beginner's Route*. Beware of loose holds if you attempt to top out.

1. **Battle Arms Traverse V3 ★★★**
This is a classic roof traverse. Start on the left end of the roof below *Rough Caress* and traverse right to the bottom of *Thumbnail*.
2. **Waterfall Traverse V0 ★★**
Traverse from *Waterfall* to *Black Hole* or the reverse.

Right Side of Waterfall Wall

3. **Left Diagonal V1 ★**
Follow the obvious left leaning diagonal and top out at the notch.
5. **Handprint V1 ★★**
Standing at the bottom of this face, the cuerno (horn) is obvious. Go straight up.
4. **Pica Roja V1 ★★**
Start below and left of the black stain with the cactus at the top. At the very top, move sharply right to avoid the cactus. Be careful not to trample the beargrass.
6. **Pica Negra V0 ★★**
Out on the right side corner with a steep start, this problem moves up and right. It is a little loose at the top, but otherwise is a cool problem on big holds.

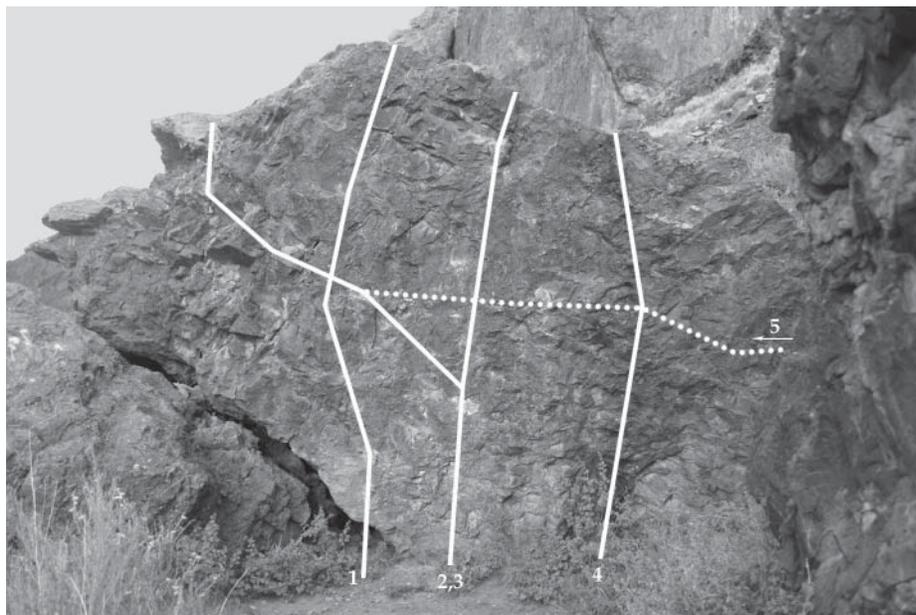


Swine Boulder

Swine Boulder

Swine Boulder is the first boulder immediately north of Waterfall Wall. It is named for the old "Swine" graffiti which has been removed. These are all very easy problems on big holds. It is not very sharp and is a good starting point for beginning boulderers or for warming up.

1. **Swine Traverse V0 ★★★**
This is the obvious hand-high line. Usually done l-r, try both directions for a different crux move.
2. **Left Topout V0- ★**
Very easy, but somewhat slopy at the top.
3. **Northern Swine Overhang V0 ★★**
The tallest of the group, and almost as good as its neighbors to the right.
4. **Middle Swine Overhang V0 ★★★**
Probably the best of the middle three problems
5. **Big Hueco Overhang V0- ★★★**
This jug-haul is easier than it looks and stays positive at the top.
6. **Little Pocket Problem V0- ★★**
Hit the deep positive three fingerpocket and top out.
7. **Easy Swine Sitdown V0- ★★**
Without the sit-start, a tall person can reach the top holds on the lip. This is also the best way down.
8. **Variation - Low Traverse V1 ★★**
This is a scrunch problem with tricky footwork. Usually done r-l.



Ultimate Boulder

Ultimate Boulder

Don't miss this classic face with it's many variations.

1. **Africa V2+ ★**
Sit start on the left side of the face. Continue straight up on crimpers.
2. **Left Line V0- ★★**
Start low in the middle of the face. Move left and up the arête to top out.
3. **Middle Line V0 ★★★★★**
This is *the* Ultimate Boulder Problem. Although there are right, left and center static variations, get a good spotter, a fat crash pad, and do the dyno to the bucket straight up the middle of the face. It's not nearly as far as it looks, and it's super fun!
4. **Far Right Line V0+ ★**
Start over the rock at the base (hidden by weeds in the photo), move up to the flake and top out.
5. **Variation - Utilactic V0+ ★**
Traverse left over the bad landing, across the face, to finish on the *Left Line*.
6. **Variation - Around the World, Ultimately V1 XX' ★**
Traverse the upper lip linking the left line with the far right line, down-climbing to get off.



5.12 Boulder

5.12 Boulder

These are some of the oldest known boulder problems in the canyon. Please do not prune or otherwise damage the tree!

1. **Project**
Very hard direct ascent of the left side of the steep face.
2. **5.12 Boulder Problem V3 ★★★**
Sit-start at the east edge of the overhan arête. Move up and left below the lip, turning up at the green lichen.
3. **Variation - Journey to the Sun V4 ★★**
Start on the 5.12, but traverse low to the thin left crimper before turning up. This one move variation has the same quality as the 5.12 Problem, but slightly greater difficulty.
3. **Shattered Bottle V2 ★★★**
Start sitting with the 5.12 Problem and move straight up over the lip to top out.
4. **Standing V0 ★★**
Start standing at the right edge of the steep face. Go straight up the slab.