

GRANITE

Once home to 7000 residents during the boom days, the tiny town of Granite now has eight full timers and about 80 transient Bighorn Sheep that range between town and Clear Creek Reservoir. South of town scattered along the old stage coach road and on the other side of the river are many small cliffs and boulders, notes on some of these areas are included here. The rock is sharp but of reasonably good quality.

LEAD
40 MINUTES FROM
VILLE

UNCLIMBED ROOF

Justin Talbot  Scott Simontacchi

SCRAMBLER'S HILL NORTH



Scrambler's Hill is a good option if you are by yourself and looking to get in an hour or two of exercise. Here you will find some fine (worth doing) multi-pitch hillside boulder scrambling; many of the better options are noted in the following pages. Scattered among the easier boulders are some hard boulder problems and short routes. To get there, cross the bridge into Granite and head south on the dirt road next to the train tracks (railroad access road) for two minutes, the mighty Scrambler's Hill is be just above the Old Stage Coach Road (see the google map at 40minutesfromleadville.com). There is about 100 yards of hillside between Scrambler's Hill North and South that is not pictured here. The entire hillside is about a half mile wide.

1 Arrowhead Boulders .10 - V8? 15'
High quality, nice perch. Mostly unclimbed problems.

2 Outback Boulders .7 - .11 15' - 25'
Pictured here from atop the Summit Blocks. This area is about a five minute walk up and behind the ridge above the Arrowhead Boulders.

3 Roadside Cracks .7 - .12 25'
Close to the parking area fun moderate cracks. Easy TR set-up for some of the higher and harder cracks.

4 Six Pack and Tripple Stack .7 - .10 18'
A worthwhile stop on the scramble tour, a couple of these cracks are quite fun.

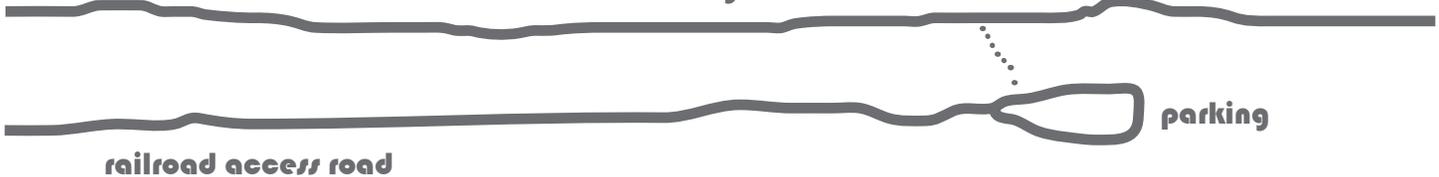
5 Summit Blocks and the Crown Jewel Area .5 - .11 25'
High on the multi-pitch bouldering circuit, the Summit Blocks are the obvious lower angle cracks on the left. The Crown Jewel Area is the hidden south-east facing alcove to the right of the Summit Blocks (pictured here in the shade with a large dead tree laying on top).

6 The Outcrop .7 - .10 50'
Only one of the routes on this formation is worth climbing, it starts with a few .10 moves protected by two bolts and leads to easier crack and face climbing. Not pictured later in these notes.

SCRAMBLER'S HILL SOUTH



old stagecoach road



railroad access road

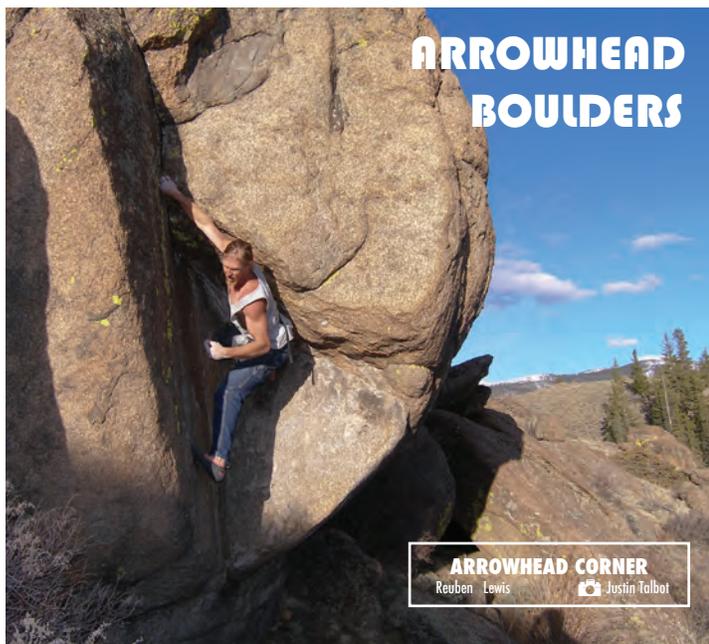
7 Area Seven .5 - V7 15' - 30'
At the top of the ridge are close to 20 fun mini crack climbs and boulder problems.

8 Finger Crack Crag .7 25'
Fun layback and locker finger crack (.7, anchor at the top) as well as some other fun options. Not pictured later in these notes.

9 Loco Area .7 - .12 50'
The longest climbs and some of the best climbing on the hillside. The area includes a .11 crack that is just steeper than vertical and a seven bolt sport climb.

10 Skyline Crags .6 - .11 30'
A few cool finger cracks.

11 Peter's Crack and the Unclimbed Roof .8 - .13? 30' - 50'
Peter's Crack is the obvious finger and tight hands crack pictured in the left of this frame and also on page 10. The unclimbed roof is pictured on the first page of these notes and has been attempted on lead and top-rope, two red Ball Nutz can protect the crux moves out the roof.



A five minute walk up and left of Granite's Cracks are two large boulders with four distinct and varied routes. This perch gets good morning and late day sun.

1 Arrowhead Corner ★★ .11 15'

A baffling move gains the corner. Fun stemming and committing layback moves lead to the top.

2 Granite's Buddah ★★☆☆ V7? Unclimbed 15'

Start at the obvious jug and slap, squeeze and jam your way up the belly.

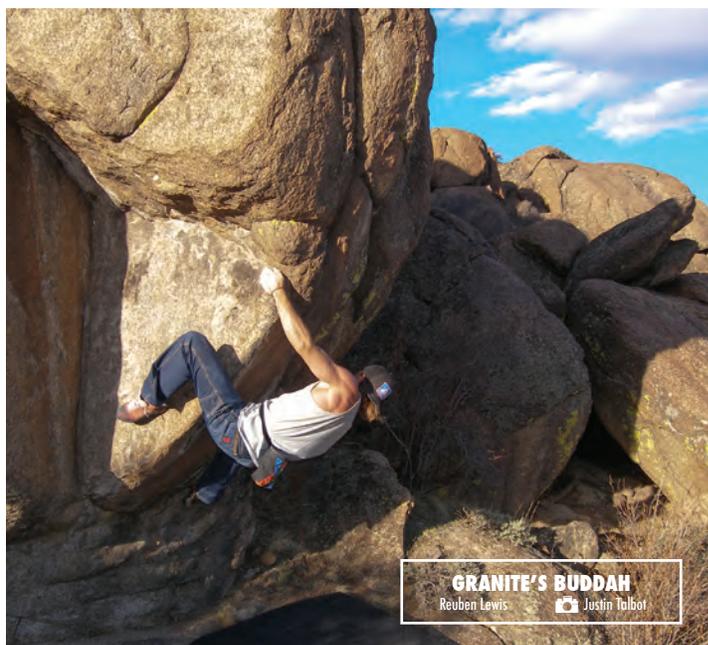


3 Unclimbed ★★☆☆ V7-10? 18'

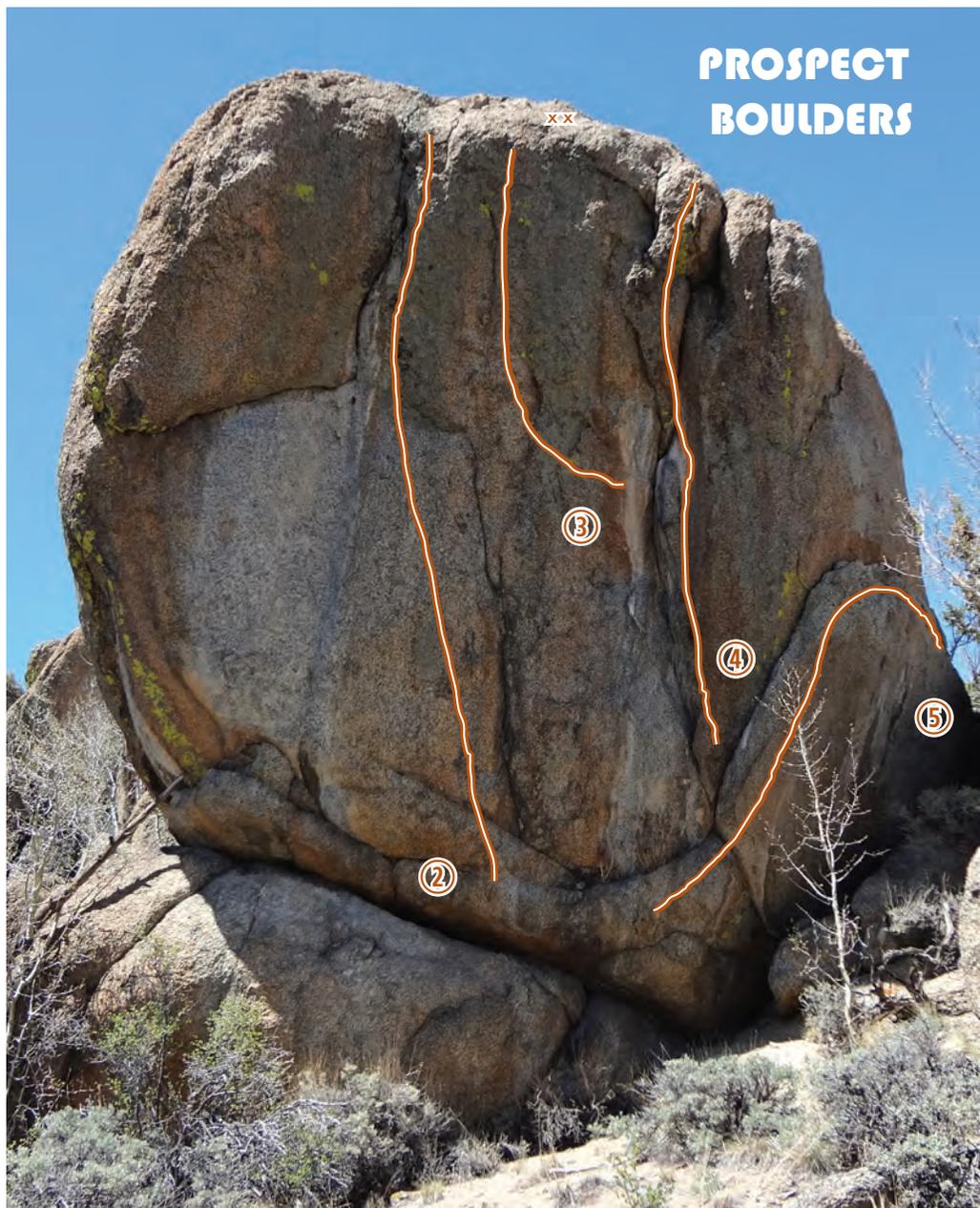
Begins up a crazy overhanging tufa like feature to good holds and a blank section to gain the marginal holds in the arching crack.

4 Unclimbed ★★ V6 or harder 15'

Powerful and delicate climbing on small holds of an arching seam.



PROSPECT BOULDERS



Located just over the ridge from the Arrowhead Boulders (about a 5 minute walk) and just past the old prospect pits.

1 Unclimbed OW ★ V5? 10'

Located behind and left of the Miner's Delight Boulder. Sit start with your hands with you hands in the only place you can get a hand and fist stack. Struggle to the top.

2 Unclimbed ★ Vpossible? 25'

Use the seam and rounded corner to get to the first good hold about 15' feet up.

3 Unclimbed ★★ V7? 25'

Start up Miner's Delight, at the good finger lock break right and up the steep face.

4 Miner's Delight ★★★ V3 25' FA J Talbot 2012

The obvious and best line in this area. A few long moves between great holds on a slightly overhanging wall. A dangerous boulder problem or fun TR.

5 Hand Traverse ★ .10 15'

Start towards the bottom of Miner's Delight and traverse the overhanging flake. Good warm-up.

6 Sit Start Squeeze ★ .9 10'

Located just downhill of the Miner's Delight Boulder. Sit start and armband and thrutch your way up the steep fissure. Good cardio work-out.





Quick access and fun handcracks make this a popular area.

1 Becky Route ★ .7 40'

Fun stemming, some hand jams, and face climbing. You can escape to boulders on the right at 20'.

2 Good From Afar .11? 28'

Cleaned but not climbed, still has some loose rock. Start on the left side of the arete and climb up to the hanging fang and on to the top.

3 Tips ★★.12R 28' FA J. Talbot 2011

Originally climbed using the the hand crack on the left for the first few moves. Boulderly tips laybacking and face climbing lead to the horizontal 20' up (small cam placements at this break). A hard move from good holds gives way to easier climbing. It is also possible to climb a V5 boulder problem to the right of the standard finish. The two bolt anchor at the top makes for a quick TR setup for Tips and OW.

4 OW ★ .9+ 18'

Hands and OW climbing. From the top you can traverse the thin horizontal left to either of the final boulder problems on Tips (.12ish variations).

5 Hands1 ★★.8 18'

Fun hand crack through a bulge. Bolts at the top of this crack can be used to top rope the cracks on the lower tier.

6 Scramble to the Top 4th

Sneakers not flip flops.

7 Scrapy .8 12'

Shallow left facing corner and crack.

8 Seam ★★.11 15'

Thin and boulderly. Just less than vertical laybacking and face climbing, the hardest moves are in the first 10'.

9 Hands2 ★★.8+ 17'

Perfect, but sharp, hand crack.

10 Layback ★.8 17'

Layback a thin crack and then get a couple of hand jams before the top.

SIX PACK AND TRIPPLE STACK

The Six Pack is a couple of scramble pitches (80') above the Roadside Cracks; climbs 3,4, and 5 are a real hoot. The Tripple Stack is just above and to the right of the Six Pack.

1 Coarse and Crumbling .7 15'
Boulder scramble for the alpine choss climber.

2 A Little Bit Better .7 15'
Tricky start, then much easier.

3 Fun House ★ .8 18'
Fun and varied climbing in 10 moves or less.

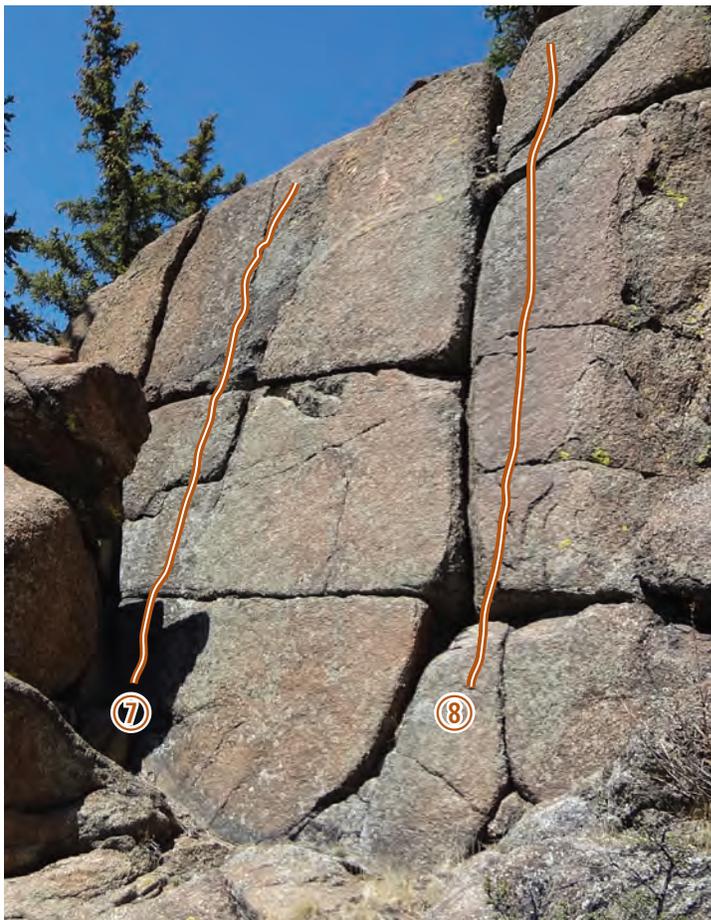
4 Forest Lawn ★★ .8 18'
Would be a 4 star classic if it was 500' tall.

5 Something Interesting ★ .8 18'
Fingers and hands, a worthwhile addition to the scramble.

6 Number 6 .10 15'
Scetchy start followed by a flared seam.

7 Tripple Stack Left .7 15'
Most of the way you can stem out behind you.

8 Tripple Stack Right ★ .8 15'
Crack snd face climbing. About 15' right of this one is another fun corner.



SUMMIT BLOCKS AND THE CROWN JEWEL



The Summit Blocks are just up hill of the Tripple Stack. From the top of the Summit Blocks you can easily see the huge fallen tree that lays on top to the Crown Jewel boulders (100' to the south-east).

1 Arete Crack ★.5 18'

Start around the corner and climb the hand crack on the arete. There are a couple more cracks short cracks further to the left.

2 Discontinuous Cracks ★.7 20'

Cracks and face climbing.

3 Squeeze Chimney ★.7 20'

Lowangle leaning chimney.

4 Perfect Hands ★.6 20'

Great crack for the first 15' feet, then a super easy scramble to the top (also a good down climb).

5 Crumbling Alcove .9 15'

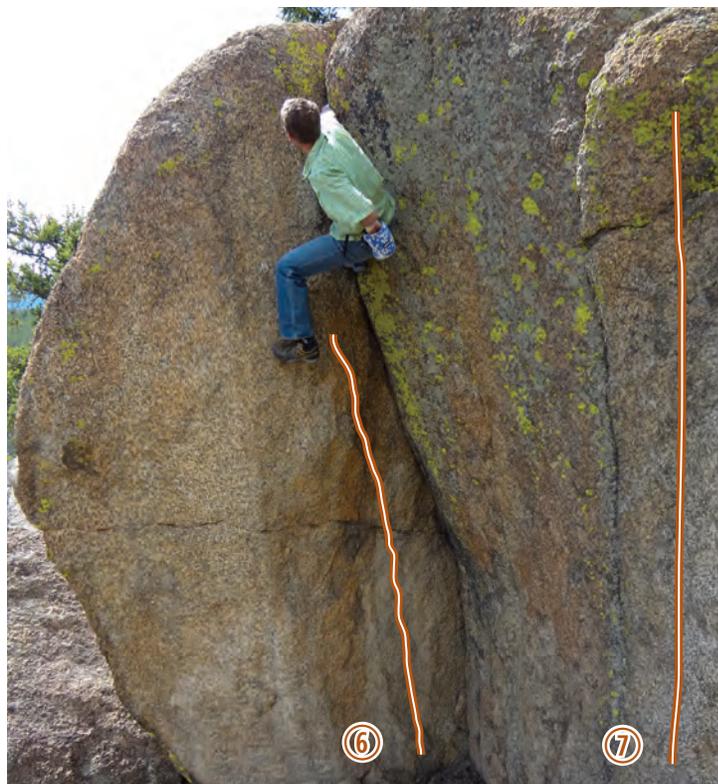
Not great unless you are into that kind of thing. There is a decent climb on the boulder about ten feet right of this route.

6 Crown Jewel ★★.10 20'

Overhanging handcrack with great jams good stemming and a relatively easy top-out. Probably the best line on the Granite Scramble Circuit. There is an anchor between this climb and The Pearl, use a #1 Camalot as a directional at the top of either crack.

7 The Pearl ★★.9 18'

Looks super hard until you realize that the natural way to climb it is to use the huge holds out right.



LOCO CRAG



1 Unbuttoned ★★☆☆ .11 50' FA J. Talbot 2012

Jamming and wild laybacking characterize this route. Gear is a strenuous to place. An antique ivory button was found under a boulder near the base of the route.

2 Hand Crack ★.7 50'

The easy but somewhat loose hand and fist crack to the right of Unbuttoned.

3 Hands and Fists ★★.9 60' FA J. Talbot, Rob Backlund 2012

Climb the easy fifth class corner to reach the start of the overhanging corner. The hardest moves are just getting into the upper corner. Gear to 4 inches (nothing smaller than a #1 Camalot). From the anchor at the top of the corner you can TR a few difficult variation starts.

4 Playing with Locos ★★☆☆ .12 60' FA Filipe Guarderas 2012

Seven bolts protect this sustained line. Fun movement with cool features. Just after it was bolted, visiting climber Filipe Guarderas nearly onsighted this route and strolled up it on his second try.

5 Unclimbed ★☆☆.13? 50'

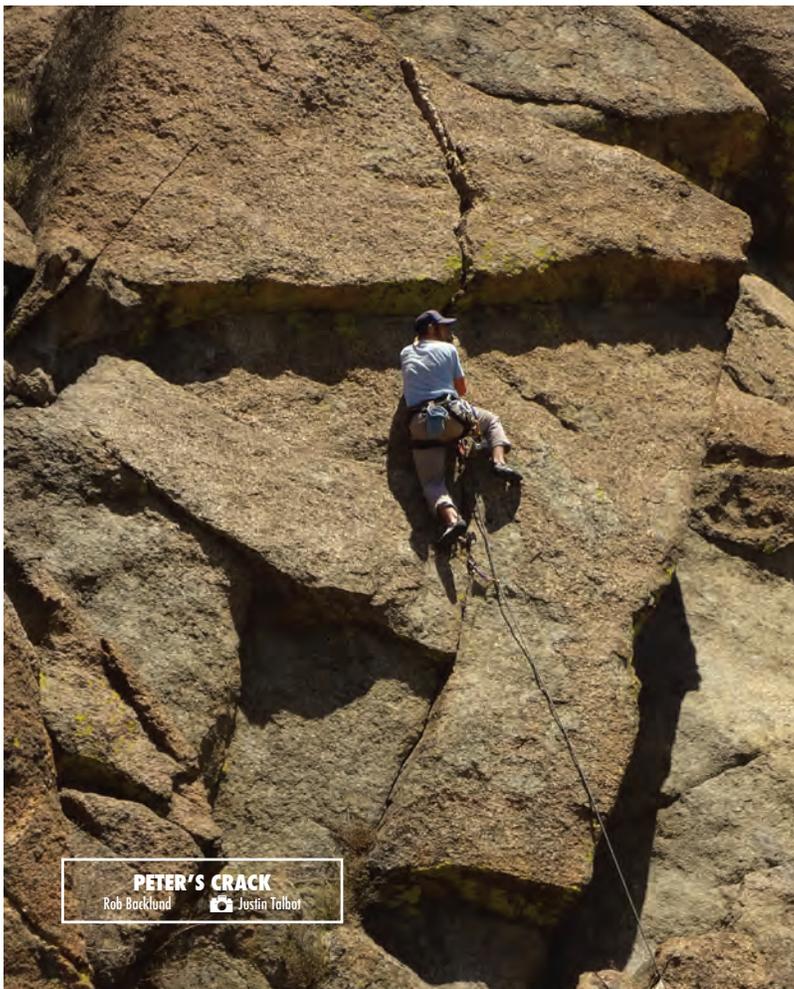
Climb the discontinuous cracks right of the previous climb. You could also climb the previous route to the third bolt then climb into this route. TR project.

6 Loco Warmup ★.12a 30' Top-rope

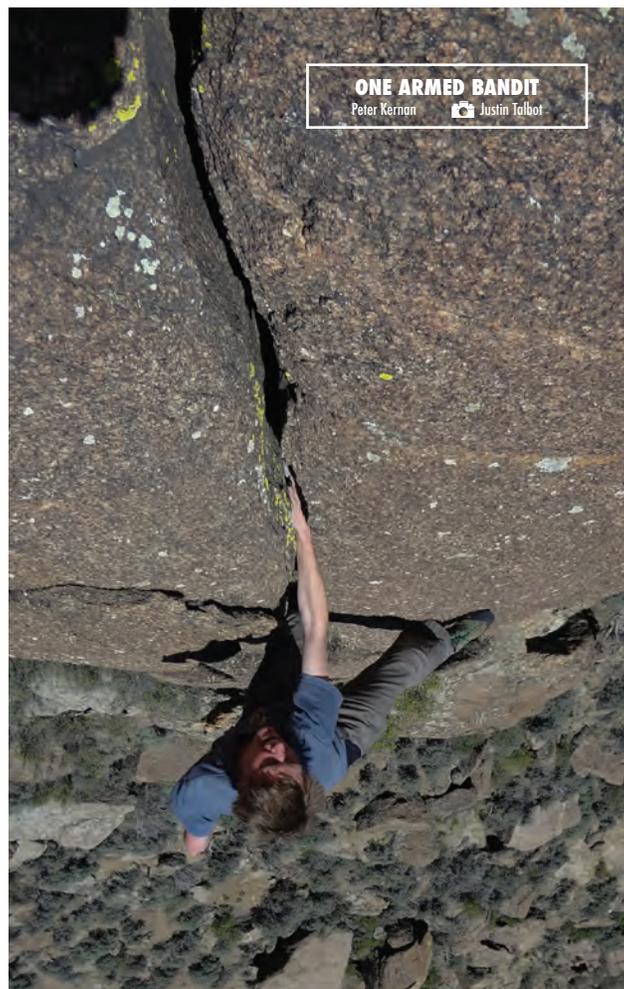
Climb the features 5' left of the nasty corner, avoid using the corner and wall to the right. A bit contrived but a good warm-up option for the climbs to the left.



PLAYING WITH LOCOS
Filipe Guarderas Max Gibson



PETER'S CRACK
 Rob Backlund 📷 Justin Talbot

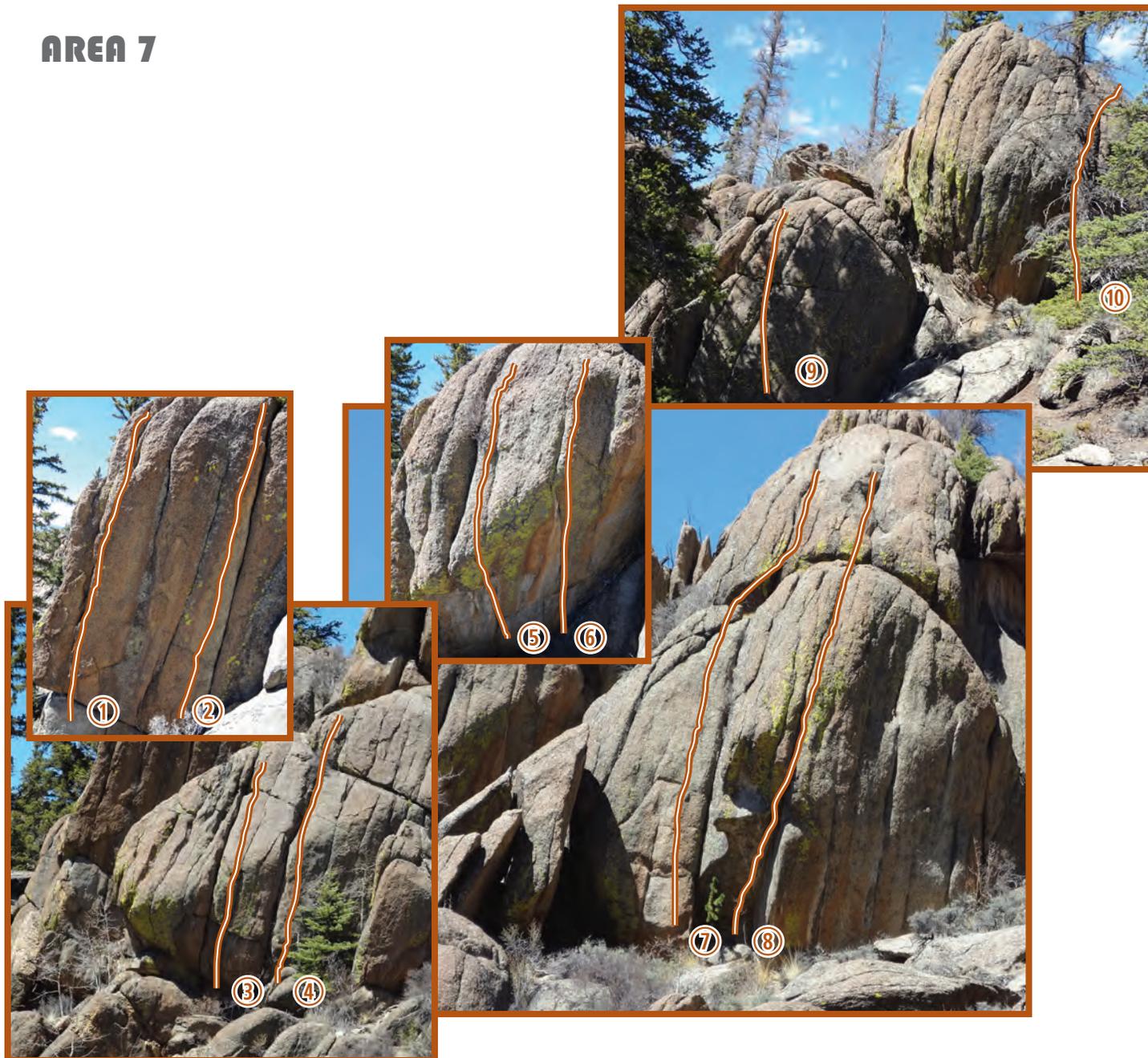


ONE ARMED BANDIT
 Peter Kernan 📷 Justin Talbot



HIDEOUT
 Justin Talbot 📷 Peter Kernan

AREA 7



Lots of fun cracks from super easy to extremely hard boulder problems. A few minute walk from the base of the Skyline Crags.

1 Unclimbed ★ .10? 25'
Climb the crack and the arete.

2 Adirondack Crack ★★ .10a 20' FA J Talbot, P Kernan
Start as low as you can in the gully, avoid stemming out to ledge or boulders behind you or to the right.

3 Aspen Left ★ .10? 15'
Unclimbed. A steep start and crappy landing leads to easier climbing.

4 Aspen Right ★ .10? 18'
Unclimbed. A steep start and crappy landing leads to easier climbing.

5 Hideout ★★ V4 10' FA J Talbot 2012
Positive layback edges lead out the short side of the 45 wall.

6 Unclimbed ★★★ Vhard 15'
Similar to the previous climb but much harder and better.

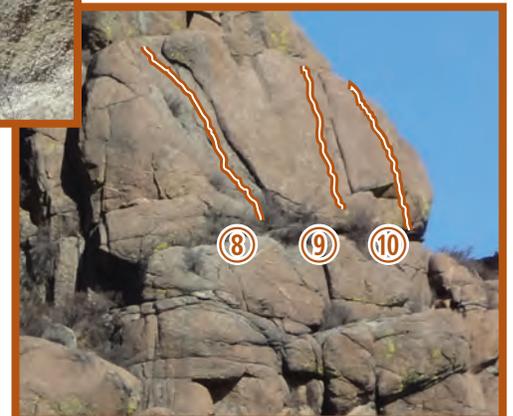
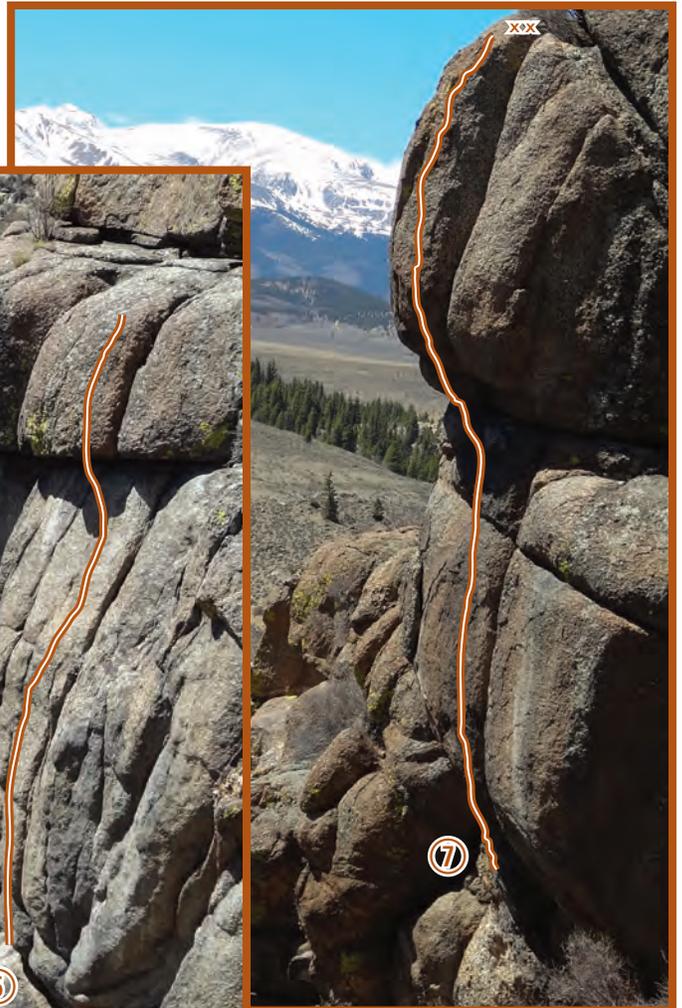
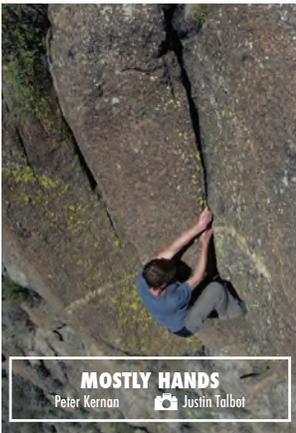
7 The Groove ★★ .9 30'
Hardest at the start then fun stemming and laybacking in the thin crack.

8 Crumbling Undercling ★ .V5? 30'
The hardest part is the first ten feet then scamper to the top.

9 Warm Up Cracks ★ .6 15'
A few options.

10 Rob's Layback ★ .11 15'
Layback the thin then rounded crack (the right of two similar crack/flakes). The flake on the left is unclimbed.

SKYLINE CRAGS



1 Mostly hands ★ .7 50'
Fun but not as steep as it looks in the picture above.

2 Just Another Scramble ★ .7 50'
Easy jamming and laybacking. The upper crack widens to 10 inches.

3 Wunch's Last Pitch Simulator ★★ .11 TR 50'
Sharp, thin, and fun face climbing.

4 Wave Arete ★ .7 25'
Climb the crack on the right of the arete for a few moves then move left. A good upper option after climbing Meat Grinder or finish to avoid the hard part of WLPS.

5 Meat Grinder ★ .11 22' FA J. Talbot, Rob Backlund 2012
Fun hand crack on a slightly overhung wall then through a steep bulge. The hardest parts are the start and the finish. Use the anchor on top of the Wave Arete. Bring a few cams up to a #2 Camalot.

6 Unclimbed
Looks fun, needs some cleaning.

7 Cudicle Destruction Project ★★ .12 30'
In your face right off the ground. Mostly finger sized gear up to a #1 Camalot.

8 Easy Flake ★ .6 30'
Easy, fun, and exposed as are the following couple of climbs that start at the same terrace that is below and climbers right of the Cudicle Destruction Project.

9 One Armed Bandit ★ .4 30'
Perfect low angle handcrack, good down climb. Unfortunately, not as steep as it looks on page 10.

10 Finger Crack ★ .7 30'
A steep start gains a hidden finger crack in a right facing corner. A couple of potential 50' routes could leave from the terrace around the corner (about 40' right of the base of this climb).

THE GRANITE SCRAMBLE

If you are limited to a two hour break from real life consider doing some version of the following circuit. After you are familiar with the layout of the hillside the following boulder problems and mini routes should take about an hour. Leave out routes that are too hard or scary for you and find others to add. If you climb all the routes listed here you will do about 550' of rock climbing. If you do all the two star scrambles twice you will climb about 750'. This circuit would be amazing if you were four inches tall!

Granite's Cracks- The first area you come to and a good place to start.

- 1 Scrappy .8 12'
- 2 Hands2 ★★ .8+ 17'
- 3 Layback★ .8 17'
- 4 Seam ★★ .11 15'
- 5 Hands1 ★★ .8 18'
- 6 Becky Route ★ .7 40'

Six Pack and Tripple Stack- From the top Granites Cracks bust out a couple more mini scramble pitches (80') to get to this area.

- 7 Fun House ★ .8 18'
- 8 Forest Lawn ★★ .8 18'
- 9 Something Interesting ★ .8 18'
- 10 Tripple Stack Right ★ .8 15'

Summit Blocks and the Crown Jewel- Keep heading up the hillside.

- 11 Arete Crack ★ .5 18'
- 12 Discontinuous Cracks ★ .7 20'
- 13 Squeeze Chimney ★ .7 20'
- 14 Perfect Hands ★ .6 20'
- 15 Crown Jewel ★★ .10 20'
- 16 The Pearl ★★ .9 18'

Area 7- From the Crown Jewel stay high on the ridge and head east 200' before dropping down.

- 17 The Groove ★★ .9 30'
 - 18 Rob's Layback ★ .10 15'
- Skyline Crag- Head down and right.
- 19 Mostly hands ★ .7 50'
 - 20 Just Another Scramble ★ .7 50'

Head down and skiers left towards the carriage road and climb:

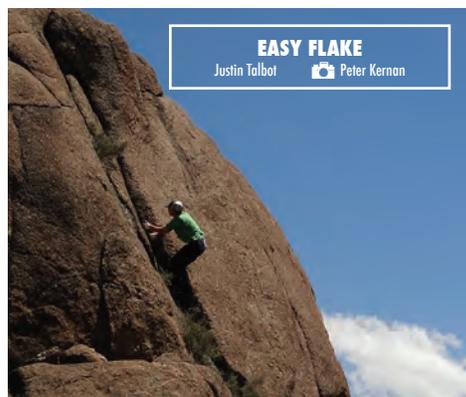
- 21 Peter's Crack ★★ .8 30'
- 22 5.7 Finger Crack ★★ .7 40'



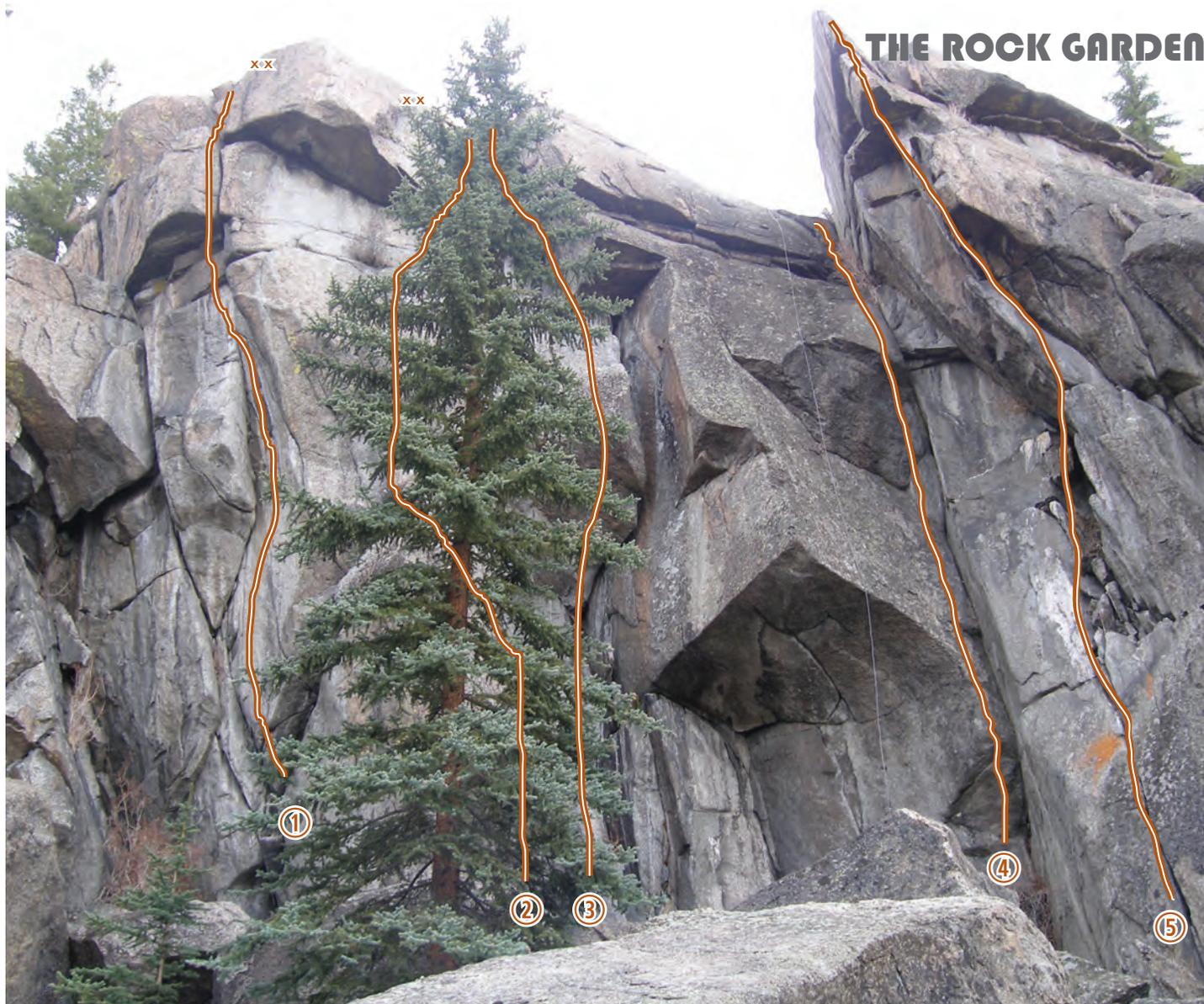
ADIRONDACK CRACK
Justin Talbot Peter Kernan



THE GROOVE
Peter Kernan Justin Talbot



EASY FLAKE
Justin Talbot Peter Kernan



THE ROCK GARDEN

Take a left onto the dirt road about a mile and a half south of Granite, just after the pullout with interpretive signs. The bouldering is obvious as you pull in, the cliff faces the river on the other side of the hill. The cliff is the only north facing cliff in the Granite area, and is unfortunately a little licheny, loose, and poop strewn. Worth at least one visit if you live in Leadville.

1 Unnamed ★★ .11d 60'

Follow the obvious corner. Super physical stemming, good jams, and a bit loose. Good training for alpine grovels. Gear to two inches.

2 Unnamed ★★ .10c 60' D Ranck

Follow an easy right facing corner to a stance. Pull onto the hanging face (crux) and tip toe up the face to easier climbing toward the top. Bolts and gear.

3 Unnamed .10d 60' D Ranck

Climbs the obvious wide crack in the corner. Gear bring some big cams.

4 Unnamed .9+ 60' D Ranck

Climbs the corner. Gear.

5 Unnamed TR ★ .10c 60' D Ranck

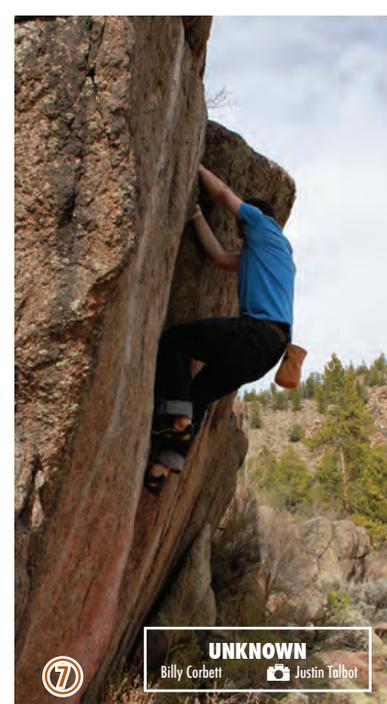
A unique and steep arete for the area.

6 and 7 Unknown ★★ V2 18' and V4 15'

There are a bunch of fun boulder problems just as you turn off the highway into the Rock Garden area. 6 is a low angle arete. 7 is a fun fist and hand crack with a hard top out.



⑥



⑦