

BOB'S ROCK

Head south on 24 out of Leadville, just after mile marker 201 cross the river and go down stream on the river road (CR 371). Take a left into the parking area just after Elephant Rock (35 minutes from Leadville.) Bob's Rock has the highest concentration of quality climbs in BV.

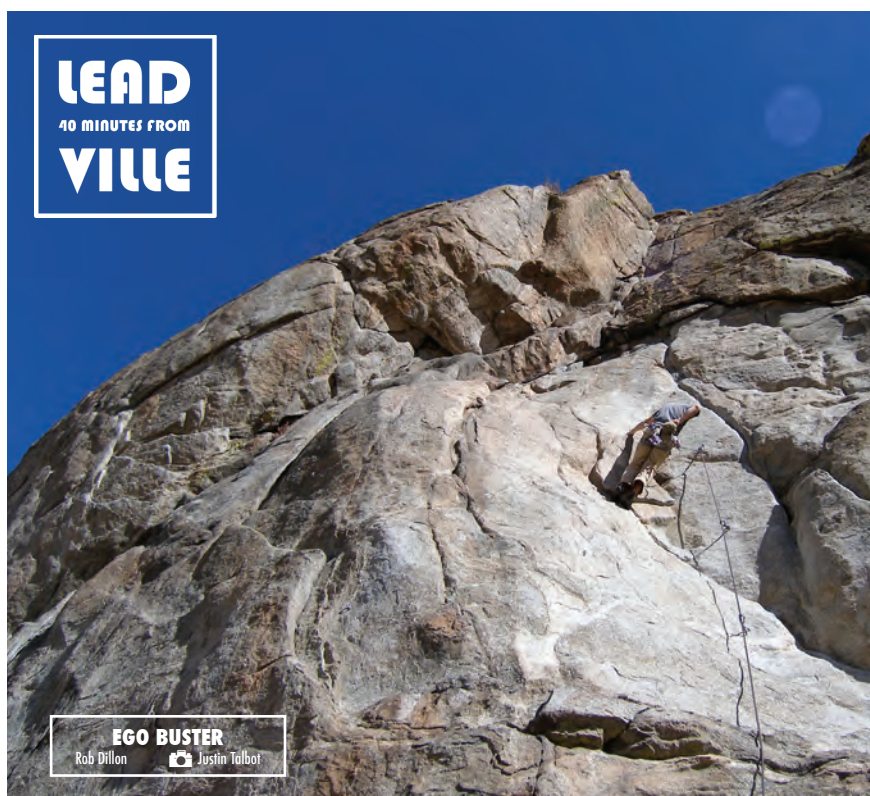
BOB'S CRACK

Ben Capelin 📷 Justin Talbot



GROUNDHOG DAY

Justin Talbot 📷 Alex Paul

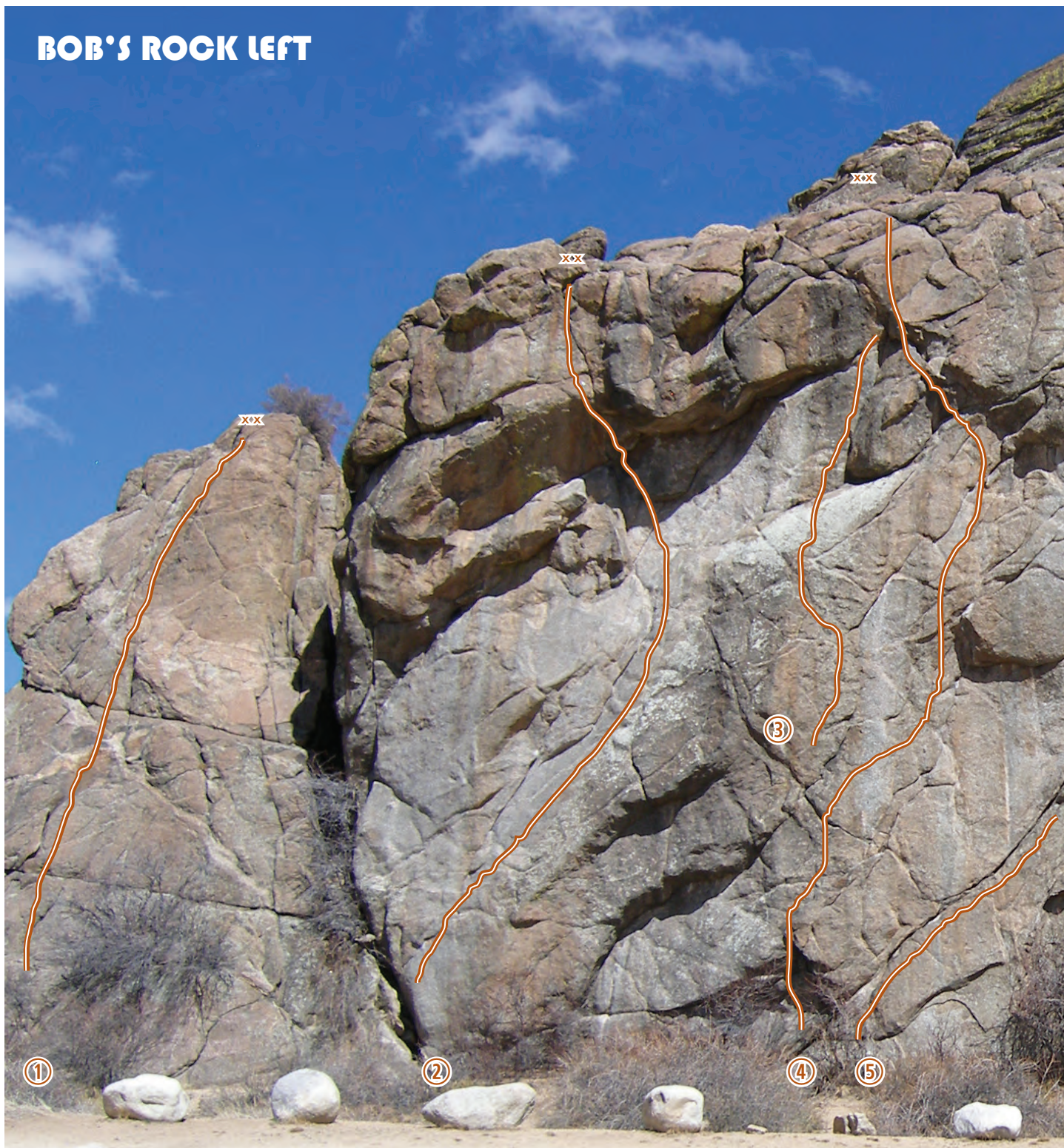


LEAD 40 MINUTES FROM VILLE

EGO BUSTER

Rob Dillon 📷 Justin Talbot

BOB'S ROCK LEFT



Aside from the drive-up access many of the routes here can be easily set-up on top rope. The following routes require no 5th class climbing to clip the anchor bolts from the top of the cliff: Slab, Twist and Shout, Ego Buster, Groundhog Day, Hot Foot and High Step, and TR Corner.

1 Slab ★★ .6 50'

Low angle face climbing and fun finger cracks toward the top. A couple variations make this a fun option for beginners. Can be led on gear or the recently installed bolts.

2 Twist and Shout ★★ ★ .11d 55' FA A. Brown, L. Shultz

Interesting and varied climbing. Bring a pad or stick clip the first bolt as the opening moves are some of the hardest.

3 Lactic Acid Overload ★★ .12a 55'

Same start as Top Dawg, hard layback moves up the thin flake. A small nut can protect the moves after the crux and before the third bolt. An additional 1" piece protects the top corner.

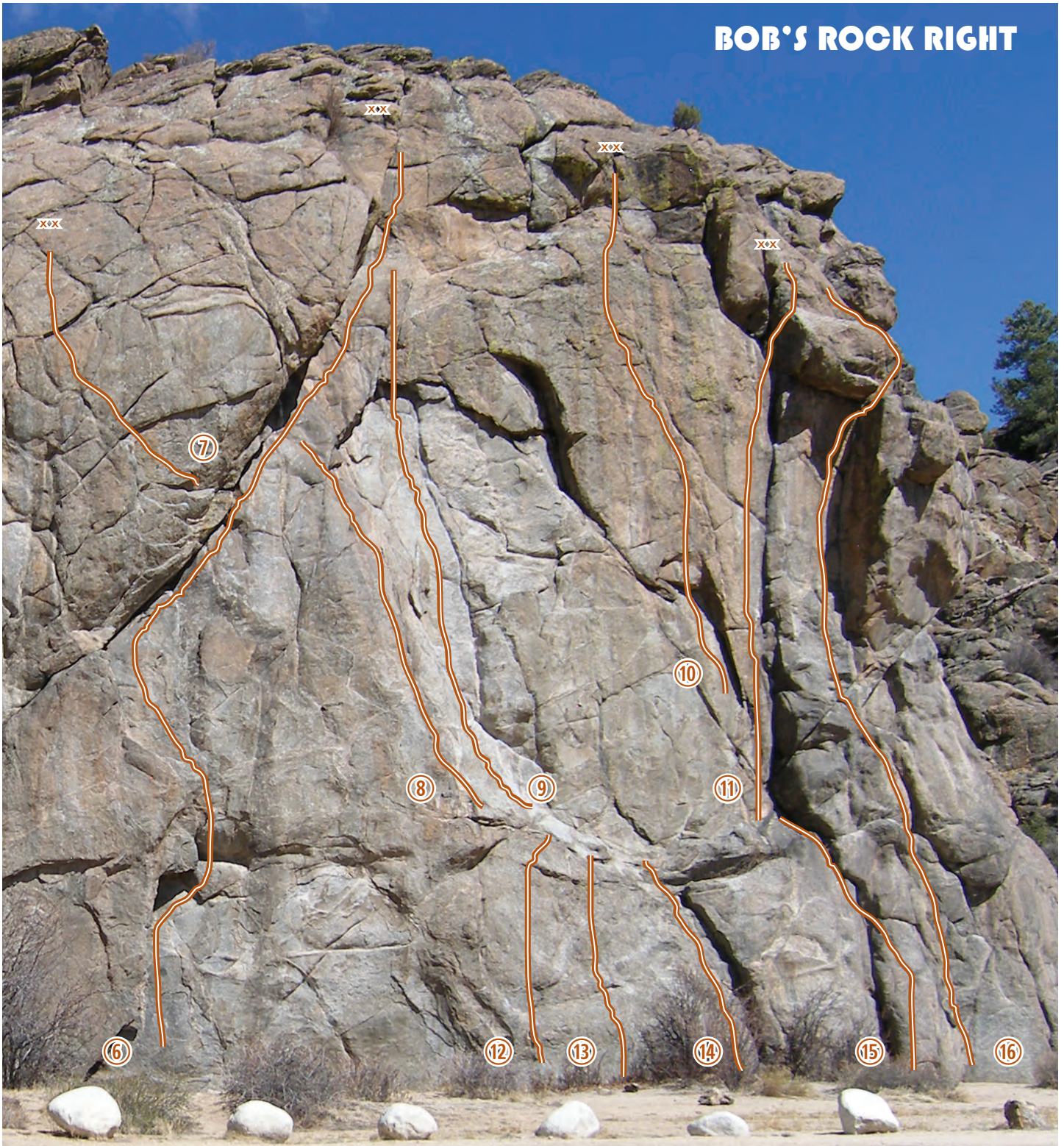
4 Top Dawg ★★ ★ ★ .12c 55' FA L. Floyd, B. Schilling 1989

A quality route with three distinct crux sections with good rests in between. The best route of the grade in BV. Bolts.

5 Wire Man ★★ .11R 70'

The crux section is the first 30' and strenuous, awkward, and hard to get good gear placements. Joins Flakes and continues on the upward traverse. Gear to 4".

BOB'S ROCK RIGHT



6 Flakes ★★ .7 80'

Stenuous laybacking and jamming at the start. Gear to 3.5".

7 Power Pig ★★ .11d 75'

Typically climbed by starting on Flakes then heading left up the bulging headwall. Bolts.

8 Unknown ★ .10a 75'

Begin by climbing any of the start options. Clmb past two bolts to a fun flake then join Flakes.

9 Ego Buster ★★ ★ .10d 75'

Begin with any of the start options. Cool stemming and laybacking bring you to the final 15' of Flakes, bring a couple of pieces including #4 camalot for the top

10 Groudhog Day ★★ ★ .13bR 70' FFA J Talbot 2010

Begin by climbing any of the start options. Climb Bob's Crack for 15' then break left and past a roof which is followed by the crux seam. The FFA used pre placed BALL Nutz and a fixed Copperhead left over from Rob Dillon' A3 FA.

11 Bob's Crack ★★ ★ .9+ 75'

Super fun and popular. A few hand jams and finger locks. Bring gear to 3".

12 - 15 Start Options 18' 12 is .12a, 13 is .10, 14 is .7, 15 is .9

16 Unknown ★ .9 65'

Fun stemming. A bolt protects the crux moves in the corner. Bring Gear to 3".

BOB'S ROCK SOUTH FACE



1 Air Soles ★★ .9 60'

A balancy start leads to fun climbing up the obvious crack and roof. Bring gear to 2".

2 TR Start .9+ 15'

A fun option once you have a TR on one of the nearby climbs.

3 Cartoon Watcher ★★ .10b 60'

Use the same start as Hot Foot or Air Soles. A steep layback start followed by tricky lower angle moves.

4 Hot Foot and High Step ★★ .10b 60'

Committing to clip the first bolt, then followed by a crux stand-up move. Make sure your belayer is paying attention or you will hit the ledge.

5 TR Corner ★ .10d 30'

Tricky corner, a little more protected from the west wind than other routes in the area.