

Getaway Boulders

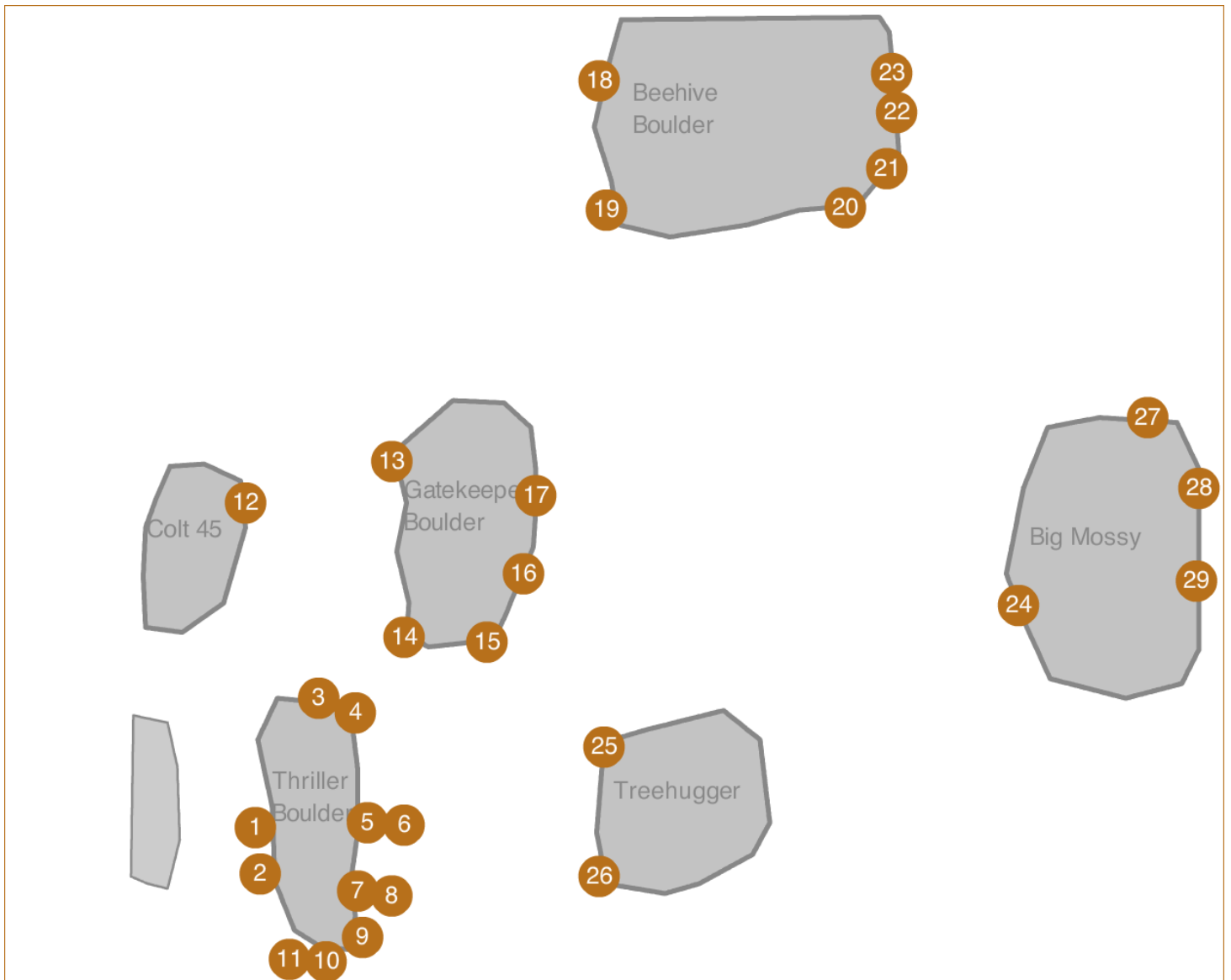
A delightful grotto of quality, 15ft high boulders found partially hidden in the forest at the foot of a hill. There is a high concentration of hard problems (>V5) and not so many warm-ups!

ATTN: THE LANDOWNER HAS CONTACTED WIKIBOULDER AND HAS ASKED THAT PEOPLE STOP CLIMBING HERE. PLEASE DON'T CLIMB AT THIS AREA OR AT THE GETAWAY SLABS.

Getaway Boulders's Approach

From main parking area, head on slabs north parallel to gerle creek on left, down slope. Cross creek below a small waterfall and continue through a small patch of forest to another slab area. Walk for 5 mins past small boulders until you can see some larger rocks on edge of woods: a rough trail leads the way to this area

Getaway Boulders's Topo

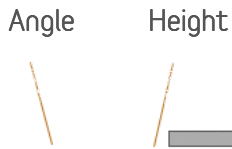


Getaway Boulders's Problems

1. Getaway Crack

V0

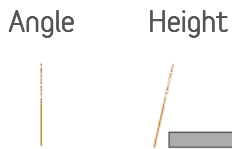
Short corner crack to jug ledge.



2. Getaway Traverse

V3

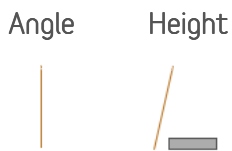
Start on Getaway Crack and traverse right into V1 stand start on hollow plate.



3. Big Time

V5

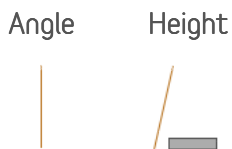
Start on arête and seam. Go up to jug, then up right.



4. War Elephant

V8

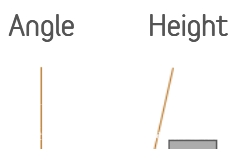
Start on left of arête high on edge. Up to jug, then up left.



5. 20 Gauge

V8

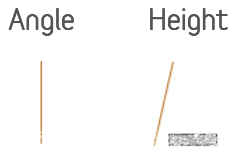
Stand start on pinch sidepull. Go up left to crimp, then up right.



6. 10 Gauge

V8

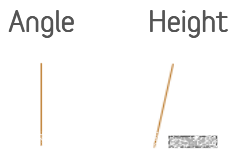
Stand start on pinch sidepull, as for 20 Gauge. Go up right to crimp, then up left.



7. Straight Line

V3

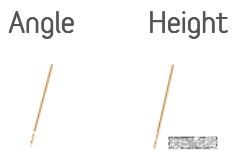
Start on good rail and go straight up



8. Side Saddle

V5

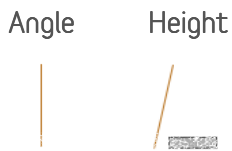
Start up Straight Line, then traverse way right and up.



9. Great White

V5

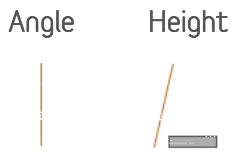
Start on Straight Line. Go up to jug then left around corner.



10. Shark Fin

V4

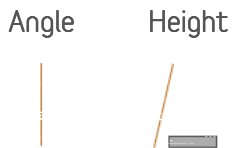
Start on big fin and go up on left side.



11. Mud Shark

V4

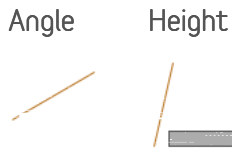
Corner left of seam, go up right use corner and crack.



12. Colt 45

V6

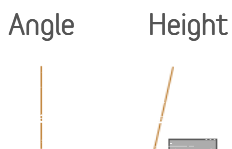
Start on crimp and sidepull jug on short, steep face.



13. Unnamed

V6

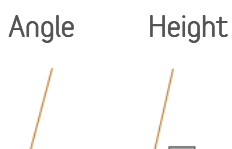
Start anywhere. Up to flake and past sharp crimps to top. Watch landing.



14. The Gatekeeper

V4

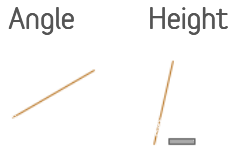
Stand start on high right-hand sidepull and jump to horn then go up right along semi-highball lip to top out.



15. Time For Action

V11

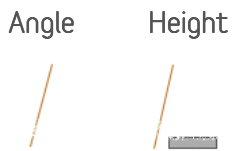
Low crimps up arête to face.



16. Drop the Hammer

V9

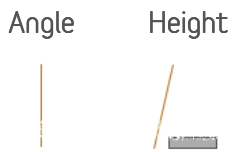
Start with both hands on flake jug. Go straight up.



17. Stealth

V3

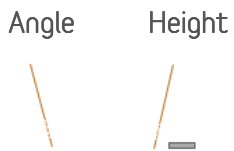
Start with both hands on left-facing crimp. Go up.



18. Snatch Slab

V3

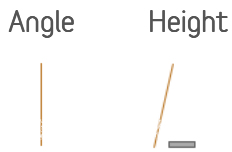
Stand start in center of slabby east face on mantel rail. Short problem low down on a tall face.



19. Scarathon

V6

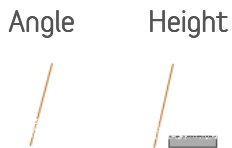
Start on arete. Go up and mantle at slat sloped ledge - VERY HIGH!



20. House of Pain

V7

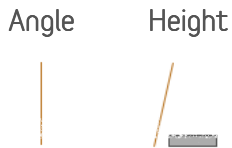
Start left on crimp right on corner. Go up crack to ledge.



21. The Scoop

V5

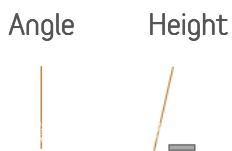
Up scoop to left-facing rail. Throw to ledge.



22. Big Nasty

V6

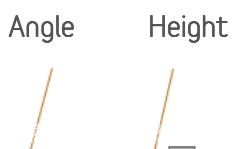
Sidepulls to pocket in seam. Follow seam left to ledge.



23. Thin to Nothing

V7

Start on good holds. Pull onto slab. Stay right of the moss line. Highball all the way to the top.



24. Unnamed 24

Double underclings to the top. Dont escape out right.

V4

Angle

Height



25. Good Question

Start on blunt corner. Go to flake jugs then left to knob.

V0

26. Flipping the Bird

Start on crimp jug. Wrestle left over bulge roof.

V8

27. Unnamed Problem 27

V0

28. Unnamed Problem 28

V0

29. Unnamed Problem 29

V0