

Pup Tent Routes

Described from right to left, routes in bolded brackets are the ones in the guidebook.

1. Gatehouse of Loneliness, 5.8*. Short black buttress just off the Hadley Gulch trail.
2. Fist of Elder ,5.10c*. Just left of the buttress route, around the left side of a roof to a steep arete.
3. Grasshopper. 5.11c. This and the next route are on the next nice wall downhill from the trailside routes. This one is a short pitch on a blunt prow just before the trail descends steeply away from the cliff. 4 bolts.
4. Total Eclipse, 5.12a***. Good holds up the steep face to a bouldery roof. Anchors high on the upper slab. 7 bolts.
5. Dual Sport, 5.11c**, 7 bolts, one 3-4" cam needed. Up the face left of a leaning flake, crack climb for 15 feet (5.8), then cross over the flake and pass a stack of blocks to a dramatic headwall finish.
Variation: Supercross. 5.12a**. "Added value" finish to *Dual Sport*, a handrail out right. Traverse back left under the summit roofs to shared anchors. 2 bolts.
6. Subprime, 5.11a ***. Starts near the left side of a smooth tan wall. Reachy boulder problem start, then long pulls and balance moves up face. 6 bolts.
7. Hanu, 5.11b**. Just left of previous route, up through steep rock at top of cliff. Bolts.
8. Stimulus Package, 5.11d***. Follows a leaning arete feature. Start in a dihedral, then climb the right side of the arete to a shelf and finish in an overhanging corner crack. 8 bolts.
9. Toxic Asset, 5.10+. Good stemming in a chossy trad dihedral. Finish on the *Stimulus Package* top-out. Gear, 3 fixed pins.
10. Dope, 5.11+ R**. Climb a series of pods to a roof, hand traverse left to an overhanging seam with three fixed pins, then exit right to a balancy mantel. Pup Tent's hardest trad route. Gear, 4 fixed pins.
11. Speed, 5.12a*. A sport start to the pin-protected crux exit of *Dope*. 4 bolts, 3 fixed pins.
12. Hope, 5.12a/b***. Climbs a multicolored face a bit right of the *Eternity*

dihedral, with the crux at the chains. 7 bolts.

13. [Eternity, 5.11a* mixed.]

14. Jennifer's World, 5.11c**. A crack line just around the arete from *Eternity*. Long and a bit old-school – pins and fixed nuts supplement the bolts for pro, and the finger-jam roof crux tops out the crag.

15. [Masters of Bone. 5.12c/d.]**

16. [*Rex Luthor. 5.11c.]**

17. [Craptonite. 5.12a.]**

18. [*Puppy Power. 5.11d.]

19. [Easiest. 5.7.]

20. [Easy. 5.10a.]

21. [Easier. 5.9.*]

22. Crack of Dawn, 5.10+*. A crack line tucked back in the little cave. Barndoor laybacking to a sporty top-out (will take a 1" cam). Finish purely in the crack or stem to the back wall. 2 bolts.

23. Crack of Despair, 5.12b*. Short, bouldery climb that finishes in a dihedral. 4 bolts.

24. [Deputy Dawg. 5.8]**

25. [Country Style. 5.9*]

26. Canyon Wren, 5.7. Stepped arete to anchors shared with next route.

27. Love Cave of Dr. Long, 5.8. A trad half pitch in the righthand branch of a deep alcove. Traverse right to anchors at the first break.

28. Don't Touch Me With That, 5.9+*. Climbs a chimney/cave feature to an overhanging dihedral. Well protected and unique. Trad, one fixed thread.

29. [First Blood. 5.9.]

30. Magical Handhold, 5.10c *. Continuously challenging climbing up the center of the brown face left of *First Blood*. Finish up a black flake. 7 bolts.

31. Blueblood, 5.11b*. The obvious grey/blue streak. Mellow climbing leads to cruxy moves up high. Bolts.

32. [Another Dirty Crack. 5.7 trad.]

33. [Subtle Knife, 5.10a *]

34. Aloha, 5.11d*. Just left of the previous route, climb into the shallow dihedral then up and right. 4 bolts.

35. Red Breasts and Hot Wings, 5.9*. Right side of face into dihedral to anchors on ledge. Moves off the ground are cruxy. Might want a medium to large nut, or small cam, for the runout in the crack.

36. Puppy Love, 5.11c *** Climbs an undulating wall, then past a triangular roof and up an overhanging seam. Step right on upper headwall to finish. 9 bolts, 1 fixed wire.

37. Tooth or Consequences, 5.11 ** Climb the face left of the previous route, up to an immaculate headwall. Exciting all the way to the chains. 9 bolts.

38. Nose Picking Good, 5.8. Bolted arete of freestanding black pinnacle.

39. Up the Nostril, 5.5. Up the backside of the pillar, trad.

40. Step Up To the Flake, 5.10**. Climbs the prominent arete to the left of the pinnacle. Scramble up the loose gully to the base. 8 bolts.

41. Sarah Nickelpup, 5.10a/b**. Start in a shallow corner, same as the next route. Move right at the first bolt, then up to a ledge. Follow a crack feature, and then hand traverse right along the break. Fun, steep moves on big holds take you to the final bit of easier climbing to the top. 10 bolts.

42. Project, bolted.

43. Shapeshifter, 5.12b*. Good holds lead to crimping moves up the arete. Bolts.

44. Thin and Crispy, 5.10c*. Pockets and edges take you to a left facing flake which leads to a nice stance. Cruxy crimping on sharp holds takes you through the roof and into the techy corner above. Bolts.

45. Girls With Guns. 5.10d ***. Climbs the center of the farthest left buttress at the Pup Tent. Long and sustained. 11 bolts.

46. Ides of March, 5.11b**. Start in the gully left of GWG, up the steep grey

arete/crack feature, to a ledge, then up the cuxy face above.

47. Dark Side, 5.9. Bouldery start and right up sharp black face to chains. Bolts.
48. Sith Lord, 5.9. Just right of Dark Side. Bouldery start to corner stem fest. Traverse under right side of roof to sharp black rock to chains. Bolts, +1-2 hand size pieces.
49. Ewok Stew, 5.9. Start left of roof to traverse right into bolted well featured face to chains. Very cool rock. Bolts.

These are closer to the Southern Fried Prow overlooking the creek than the Pup Tent. They are 20 yards right of the big cave with a fixed rope right of Leaping Lizards.

50. Disturbed Susan 5.10c mixed (8 bolts +2-3 fingers to off fingers pieces) Start up the lichen covered face through two roofs pulling on crimps to ledge. . Shares anchors with BBTB
51. Beer, Bolts, and Trundled Boulders (BBTB) 5.10c sport (ten bolts) located on the prominent prow right of the overhanging "cave." Start up the thin prow past three bolts to a roof. Pull hard onto good sharp black rock.

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