

The Narrows

The Narrows is a fun little area only 15 minutes outside of Carbondale. From the road, the cliffs appear to be a broken, shattered mess. Fortunately, there are some hidden walls with good rock, this is where the climbing takes place. The rock is a fine-grained granite with good texture, making for enjoyable climbing from 5.8 to 5.13, with most of the routes clocking in at 5.10. People have been exploring here for years, and it's not uncommon to find an old piton or faded sling. Most of the climbs are sport routes, with a handful of good mixed and trad lines. This area is very shady and makes for a great after work spot in the summer.

Directions: From Carbondale follow Hwy 133 south towards Redstone. Park in the lot for the Penny Hot Springs. Hike back down the road and pick up a faint trail in a thick grassy area by a mound with a hubcap and two sticks poking out of it. The trail climbs up the wooded slope.

The Front Porch

Follow the trail up until the first major cairn at a large grey boulder. A side trail branches right toward the base of the wall. Great rock with cool views.

1. One Step Closer, 5.11+
First route on the left side of the wall. Climbs the beautiful shield of granite. 6 bolts.
2. Punchin' the Clock, 5.11- ***
This is the second route from the left. Some nice jug hauling down low is followed by a technical crux up high. 6 bolts.
3. Party at Your Mama's House, 5.10 ***
This climb shares the same start as the previous route. The second bolt is somewhat strenuous to clip, you may want to stick clip it. Follows good holds up the tallest part of the wall. Great climb. 8 bolts.
4. Project, 5.11? **
Starts to the right of the dead tree (watch your butt on the way down). Shares an anchor with the previous route, **the bolts at the start need to be moved before it can be lead, currently dangerous (and hard) to lead.**

The next route sits all by itself. Continue up the trail past the turn off for the Front Porch. After a couple of switch backs, you'll see a nice, short face out to your right. Follow the faint trail to the base.

5. Geeks in Tight Shoes, 5.8- **
Stem up the face, plugging gear in between the bolts. Be aware of a bee's nest way out left near the top. They shouldn't bother you. 3 bolts, .5 ,3 or

3.5 camalot.

Cracked Rib Buttress

Follow the main trail until you come out into an open area at the base of this buttress. The Notch will be obvious to your right.

6. Been Caught Stealin', 5.9 ***

This is a great pitch, long and fun. Follow 5 bolts up to a crack (crux), then protect with cams from small tcu to red camalot, then 4 more bolts to the top. Need a 60m to lower.

The Watchtower

Continue up the main trail to the left of the Cracked Rib. The trail will bring you to the base of the roof cracks. Try to minimize the erosion in this area and stick to the trail/ledges.

7. El Guapo, 5.10+/11- ***

This climb starts at the top of the gully near a tree. A long reach (or hard move) is followed by interesting climbing along the arête, then up to the anchors on the right. 7 Bolts.

8. Little Robots in Your Pants, 5.10 **

Climb in from *Shelter*, or pull the direct start. Climb up the face past a small overhang. Excellent rock at the top. 7 Bolts.

9. Shelter, 5.10 **

Follow the line of bolts up some technical climbing to a roof, pull this and continue to the top. 7 Bolts.

10. Needs More Cowbell, 5.9 *

Climbs up nice rock on the wall to the left of Shelter. Still a little dirty. 8 bolts.

11. Night School, 5.8 ***

Fun climbing up positive holds, some longer reaches. 6 Bolts.

12. Unnamed, 5.11+

Can be TR'ed from the anchors on Night School. Climb the face below the roof cracks, pull out the inverted roof. Burly.

13. Block Party, 5.10- **

Climbs up the steep, funky grey rock. 5 bolts.

14. Project – Closed, please respect the route developer and don't climb on it.

15. House of Cards, 5.10 ***

Starts up easy rock to first bolt. Climb through the overlap, then up the corner and into the final rattly fingers crack. The best 5.10 at the Narrows. 7 bolts, gear from yellow tcu to green camalot.

The Notch

Follow the main trail to the Cracked Rib Buttress. Take a right and head into the obvious notch. The nice wall to the left of the Cement Garden has yet to see any activity. This part of the Narrows is beautiful, with a dramatic view and the river raging far below.

16. The Cement Garden, 5.13 R ***

This route climbs the spider-webbed, paralleling seams up the glassy panel of rock on your left when you first enter the corridor. After the glassy panel the route more or less hugs the arete feature at the border of the good rock (on the right) and the shattered junk-blocks (on the left). The route starts just uphill from the lone tree in the corridor, and can easily be topoped by climbing Jenga Buttress Crack and lowering down to clip the fixed wires as directionals. This route was done headpoint-style, with all gear placed from the ground save the fixed wires. The rock at the crux has literally no texture, so it's best to hit this on a cold day.

17. Jenga Buttress Crack, 5.10- **

Starts at a left angling crack, 15 left of the notch. Climb up the varied crack to anchors. 60m rope needed to lower off. Bring a good selection of gear. Can TR Cement Garden from the anchors.

18. Other People's Crack, 5.10+ PG13 **

This climb starts on the wall to the left of the top of the notch, facing down the gully. It's a long right-arching crack on the steep grey wall. There is an old piton in a corner, just right of the arete of the buttress. Either start by climbing the corner to the piton and stepping across right into the main crack system (hairy, 5.10s), or just climb the crack direct (5.9). One disconcerting thing about the whole middle section is that the crack becomes a sort of layback pillar that's hollow as hell. You have to tug on it, and plug your gear into it. This is a long, pumpy, involved pitch. Need a 60m rope to get down.

19. People's Crack, 5.8+ **

Starts of a ledge in the dirt gully below a small A-frame roof. Climbs good cracks up to an anchor. Gear from tcu's to #3 Camalot.

20. Red Faction, 5.13- ***

Located on the water polished wall on the river side of the Notch. This climb takes the line of 8 bolts up the middle of the diamond-shaped face. This route is deceptive--all the things that look like jugs from the ground

are horrible slopers. Nevertheless, this is a great, just-past-vertical face climb on water-sculpted granite that makes for a nice cold-day challenge. 8 bolts.

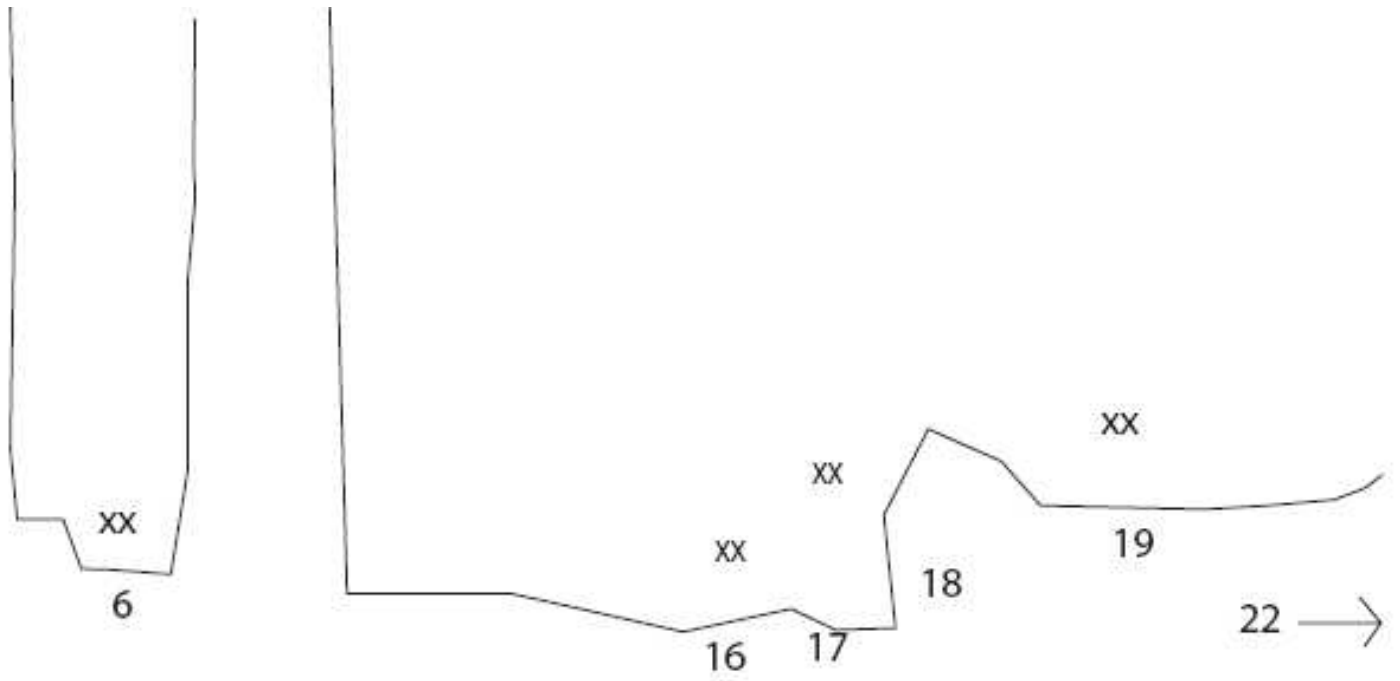
21. Screwheads, 5.13 **

This is the left of the two sport routes in the Notch. It climbs up a hard-ish three-bolt boulder problem to a ledge with a small tree, then up the face, sometimes touching the left arete (a little mossy still), to a double-bolt anchor. The gully is kind of a nasty hang, so there is a belay bolt in the opposite side of the corridor. At least it gives you somewhere to clip off your water bottle and shoes, so they don't roll down the hill. 9 bolts.

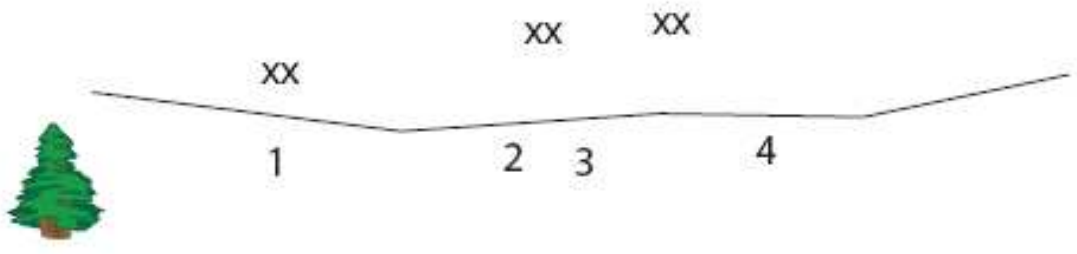
22. Sloppy Seconds, 5.10+ *

This route is downhill and to the north of the Notch corridor. Drop down the slidey gulley, hook a left under a long, slabby cracked wall, and you'll find this long tan face, the right wall of a deep chimney/cleft. This is only the first pitch of an envisioned two-pitch line, which looks to get better on pitch two, which would also need to go ground-up given the staggering amount of stacked loose shit atop the crag. 60m rope mandatory.

SCROLL DOWN FOR TOPO OVERVIEW OF AREA



1. Project
2. Punchin' the Clock, 11.
3. Party at Your Mama's House, 10
4. Project
5. Geeks in Tight Shoes, 8-
6. Been Caught Stealin', 9
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16. The Cement Garden, 13 R
17. Jenga Buttress Crack, 10-
18. Other People's Crack, 10+
19. People's Crack, 8+
20. Screwheads, 13
21. Red Faction, 13
22. Sloppy Seconds, 10+



The Watchtower

- 7. El Guapo, 10+/11-
- 8. Little Robots, 10
- 9. Shelter, 10
- 10. Needs More Cowbell, 9
- 11. Night School, 8
- 12. Roof Cracks, 11+
- 13. Block Party, 10-
- 14. Project - Closed
- 15. House of Cards, 10

