High Clearance Vehicle Required to Drive Beyond Mine Boulders!
Pandora Wall

Rock Type: Telluride Conglomerate

Height: 70’ to 300’

Climbing Style: Sport

Gear Suggestions: 12 quickdraws, slings and a 60m rope

Season: Year-round, selected days in winter

Land Status: U.S.F.S.

Restrictions: No camping

Approach Time: 40 minutes to 1 hour. Longer if you are heading to the western most routes.

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Park in the pull-off just before the entrance to the old mine road. Hike up a drainage to an abandoned mine road, walk along this road for about 3 or 4 minutes. Head up a steep trail until you meet another mine road (still in use). Hike up this road until you see an old wooden tower. Head past this tower to a clearing. Go to its northwest corner and follow the seasonal drainage and trail to the base of the cliff.
Pandora East

1. The Candy Man 5.10, bolts to anchor. FA: DJ, CF.
2. Do Or Do Not 5.11, a fun arete! FA: DJ, CF.
3. *Ra 5.9, a fun three pitch route. FA: DJ, JuH.
4. **Explode On Site 5.11, a thin hard face. FA: DJ, PW.
5. *Rolling Thunder 5.11, another classic arete climb. FA: CF, DJ.
6. Micronauts 5.9, climb bolts to anchor. FA: DJ, EW.
7. Winter Time 5.9, two pitches, bolts to anchors. FA: DJ.

Camouflaging bolts and hangers helps keep them out of sight and out of mind!
The Good Book

Rock Type: Telluride Conglomerate / Volcanic Sediment

Height: 580’

Climbing Style: Traditional / alpine-rock

Gear Suggestions: Good range of gear to wide hands, quickdraws/slings and a 70m rope. A 60m will work, but a 70m is recommended.

Season: Spring, summer, fall

Land Status: U.S.F.S.

Restrictions: No camping

Approach Time: 40 minutes to 1 hour

Park in the pull-off just before the entrance to the abandoned mine road. Hike up the drainage to an abandoned mine road, walk along this road for about 3 or 4 minutes. Head up a steep trail, cross the creek and continue hiking up the road until you are under the large corner. Bushwack up to the base of the route.
This route can be seen from town. It is the long corner down and to the left of Ajax Peak.

The rock on this route is questionable. Loose rock will come down when you pull your ropes from the rappels. A helmet is recommended. The anchors were placed in somewhat protected locations.

FA: Chris Logan and Kevin Dunkak explored this route many years ago. In the late 80s, Steve Johnson and Kevin made an attempt which ended about 350’ up on a ledge. They drilled a bolt and hammered in a pin, leaving a webbing anchor as their high point.

In October 2003, the route was rope soloed 580’ to the top by Damon Johnston.
The Pipeline Wall

Rock Type: Telluride Conglomerate

Height: 80’ to 250’

Climbing Style: Sport

Gear Suggestions: 7 to 16 quickdraws/slings and a 60m rope. The Whipping Post (5.11c) requires 2x60m ropes to rappel off

Season: Spring, summer, fall

Land Status: U.S.F.S.

Restrictions: None

Approach Time: 15 minutes

Drive 1.5 miles east of Telluride where the pavement ends. Continue east through the mine entrance and up the dirt road (stay on the road). Pass the mine boulders, and head up the switchbacks. Pass Ingram Creek. The road will head south for about a half mile then will switchback south at the large boulder (with cable on top). Two more switchbacks will bring you to a pull-out (park here). Walk to the base of the cliffs (10 to 15 minutes).
2. *Shaggy Donkey 5.hard, climb the bolted face to an anchor.
3. Project, climb the right-facing corner up to an anchor.
4. **Dangler 5.10-, two pitches. Pitch 1: 8 bolts to an anchor (5.8 ). Pitch 2: up through an overhang and up a face past 10 bolts to an anchor. A new anchor was added halfway up the second pitch to eliminate the need for a second rope. FA: BE, PE 2001.

Routes Listed From Approach (right to left)

2. *Shaggy Donkey 5.hard, climb the bolted face to an anchor.
3. Project, climb the right-facing corner up to an anchor.
4. **Dangler 5.10-, two pitches. Pitch 1: 8 bolts to an anchor (5.8 ). Pitch 2: up through an overhang and up a face past 10 bolts to an anchor. A new anchor was added halfway up the second pitch to eliminate the need for a second rope. FA: BE, PE 2001.

6. ***High Motivation 5.10, climb a face past bolts to an anchor. FA: SeS.
7. Dreams Of Ambition 5.10+, climb a hard face past bolts. FA: SeS, SM.
8. **Can’t Touch This 5.11-, two pitches. Pitch 1: a 5.9 face past 7 bolts. Pitch 2: up and right of a overhang, past 8 bolts. FA: BE, PE.
10. ***Skylight Arete 5.8, three pitches. Pitch 1: a face past 10 bolts. Pitch 2: more face climbing past 7 bolts. Pitch 3: up and left past 12 bolts. Rap down Ame’s Way with one 60m rope.

Original Route 5.9, two pitches. This was the first route climbed on this wall and is located between routes 9 and 10. This gear route climbs a crack and eventually merges with the large corner and continues to the top. FA: AP, DaB, DR late 80s.

11. **Ame’s Way 5.7, three pitches. Pitch 1: a face just to the right of the large corner, 7 bolts. Pitch 2: continues up the face past 7 bolts. Pitch 3: heads up to the top of the corner, past 7 bolts. FA: BE 2001.
12. ***Whipping Post 5.11+, climb the long face passing 12 bolts. You need two ropes to rap off this route. FA: PE and friends 2001.
15. ***Rocksteady 5.10+, climb the thin face past 8 bolts. FA: BE, PE 2001.
17. ***Contortionist 5.10+, a fun climb past 8 bolts. FA: PE, BE 2001.

Telluride East
The Falls Walls

Rock Type: Telluride Conglomerate

Height: 60’ to 400’

Climbing Style: Sport

Gear Suggestions: 7 to 24 quickdraws/slings and a 60m rope. Most routes require 12 quick-draws—bring a few extra. One rappel at the umbrella area requires two 60m ropes.

Season: Spring, summer, fall

Land Status: U.S.F.S.

Restrictions: DO NOT PARK in front of the large boulder that has the cable transport system on it. Park below or above this boulder

Approach Time: 20 to 45 minutes
The first routes in this area were established in the late 1980s. The second wave of new routes began in the late 1990s and continued through the early 2000s.

The Falls Walls offer excellent climbing in one of Colorado’s most spectacular settings. This area has it all, from four-pitch 5.7 to single-pitch 5.13.

Take the trail to the right of the large boulder with the cable transport system on top and hike south. There may be a bridge that crosses the creek. Be prepared to ford the creek if a bridge does not exist. Continue up the slope. You will reach a junction in the trail; left will take you to the Streaked Wall and right will take you to Family Values, the Main Wall and the Umbrella Area. It takes about 15 to 20 minutes to hike to the Main Wall.
1. Hooking Lessons 5.11+, bolts. FA: NM, AnS.
2. Renee’s Test Piece 5.10, bolts. FA: RS, NM.
3. *Superfund Site 5.11+, steep line of bolts. FA: CF, TO.
4. *Fool’s Gold 5.12-, another classic steep pitch. FA: NM, CF.
5. *Eldorado 5.11+, runout in the beginning. FA: TO, CF.
6. **Gray Matter 5.11, very good route which can be toproped from the anchors on the California Route. FA: CF.
7. **California Route 5.10-, a classic! FA: TM.
8. *Just Say No to Shwag 5.10+, tricky start. FA: TO, CF.
9. **The Nomad 5.11-, a fun face. Many bolts. FA: CA, KT.
10. Zero Degrees Kelvin 5.10. FA: DJ, CF.
11. Zero Degrees Kelvin Direct 5.11, tricky beginning. FA: DJ, CF.
13. *Killer Whale 5.10+. FA: CF.
14. **Tody Train 5.11+, pull an overhang then up a steep wall. FA: NM.
15. *Gato Negro 5.12-, through a roof, up a steep wall. FA: CF, DJ.
16. **Grunging for Slopers 5.13-, a steep overhanging wall. FA: NM.
17. ***Hydropower 5.12+, climb the prominent overhanging gray streak in one long pitch or two shorter ones. FA: NM, CF, RS.
18. The Zit 5.7, a short climb past three bolts. FA: CF.
19. Tsunami 5.11+, two pitches. Bolts to an anchor.
20. Thing One 5.11+, short and steep. FA: CF, DJ.
21. *Thing Two 5.12, short and steeper. FA: CF, DJ.
22. ***Family Values 5.7, a scenic, four-pitch buttress climb (can be done in 2 long pitches). Gear: quickdraws and a 60m rope. Rap the route or rap Drug Free Zone and scramble down (exposed 3rd class). FA: DJ, CF 2000.
The Wild Wild West

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Main Wall (aka Trickle Down Wall) - East
25. *Power Grid 5.9, a fun three-pitch route with the crux right off the ground; bolts to an anchor. Beware of loose stones on top ledge. FA: DJ, BM.
26. Julie’s Cherry 5.8, bolts to an anchor. FA: DJ, JuH.
27. Darwin’s Rib 5.8, fun route! Bolts to anchor. FA: DJ, JuH.
28. Mad Dog 5.8, bolts to an anchor. FA: DJ, JuH.
30. *No KLA 5.10, climb past bolts to anchor. FA: CF, CA.
31. **How’s My Driving 5.9, nice route! FA: CA, CF.
32. *Empty Pockets 5.10-, killer climbing past bolts to an anchor. FA: CF, SJ.
33. Beta Decay 5.10, bolts to anchor. FA: DJ, BM.
34. *Knob In My Pocket 5.10, very fun! Bolts to anchor. FA: CF, MK.
35. *Crystalopolis 5.10 PG13, starts in a seam protected by thin gear and then moves up and right through bolts. FA: CF, SJ.
35v. **Crystal Gail 5.11, is a variation that begins to the right of the seam on a buttress protected by bolts and continues up and left joining Crystalopolis. FA: CF, MK.
36. **Compassionate Conservative 5.10+, classic route, climb past bolts, through steep crux, up to an anchor. FA: CF, DJ.
37. **Mr. Smarty Pants 5.10+, two pitches. Pitch 1: 5.9. Pitch 2: the crux is pulling the overhang. Bolts to an anchor. FA: CB, CF. Second pitch: DJ, CF.
38. *Oblivion 5.10+, bolts to an anchor. FA: CA, BH.
39: **Billy’s Harem 5.10+, one of the best routes on the wall. FA: DJ, Spring.
40. *Yank My Chain 5.9, short. 3 bolts and thin gear to the anchor. FA: CF, TH.
41. *Harvest 5.11-, two pitches. Pitch 1: 4 bolts to an anchor, 5.10. Pitch two is a bit harder, continuing up and staying just left of the arete to anchors, 5.11a. FA: CF. Second pitch: NM, CF.
42. **Heart of Gold 5.11+, a high quality two pitcher, bolts to anchors. Pitch 2: 5.10+. FA: CF, JS. Second pitch: CA, KT.
43. **Trickle Down Theory 5.11, climb past bolts to an anchor. FA: CF, MK.
44. **Mother’s Little Helper 5.11, bolts to an anchor. FA: CA, KT, JO, CF.
45. **Lobotomy 5.12-, brilliant climb! Bolts to an anchor. FA: CA, KT.
46. **Shock Theory 5.11+, bolts to anchor. FA: JO, CA.
47. NOT RECOMMENDED! 5.9X—Rock fall here is severe! FA: DJ, SS.

Lots of Rock Fall

To Umbrella Area
The Umbrella Area has many high quality routes. Many of these are multi-pitch. West of the umbrella area are more walls offering new route potential. Use good judgement when placing fixed gear and anchors. The rock above the conglomerate is not solid and may not offer sound anchorage for fixed protection. FA: BE, PE, JB and others as marked.

Jared Ogden established two new routes that are not included on the topo:

Jokers Wild 5.12+, can be found on the arete just to the immediate right of High Lonesome. This route continues up the arete and ends at the third anchor of High Lonesome. No information on gear is known at this time.

Powerhouse 5.13-, four pitches, begins just left of Be Your Own Bosch. Pitch 1: 5.11R, gear to a bolted belay under a huge crack in the roof. Pitch 2: 5.12, 6 bolts and gear to the 4th anchor of High Lonesome. Pitch 3: 5.13-, 4 bolts and gear to a bolted anchor above the huge roof. Pitch 4: 5.9R, traverse up and right to High Lonesome’s top anchor.
48. Swing Your Partner 5.10, bolts to anchor.
49. ***High Lonesome 5.11+, 5 pitches that take you to the highest point just above the large overhang (350'). The first four pitches are all 5.10. FA: BE, PE.
50. *Riders On The Storm 5.10+, a fun route that goes up the big corner that defines the umbrella and large overhangs. Bring mostly gear for wide hands and some thin gear (no bolts).
51. Mr. Mojo Risin 5.11+, bolts to an anchor.
52. Shelter From The Storm 5.10-, bolts to an anchor.
53. Smack’em 5.9+, bolts to an anchor.
54. *Hyperspace 5.11, two pitches. Shares the upper anchor with Riders On The Storm.
55. Nahoramazda 5.10, bolts to anchor. FA: DJ, CF.
56. Be Your Own Bosch 5.10, bolts to anchor.
57. **Wake Of The Flood 5.11, a long route, bring 23 quickdraws for this one.
58. Aquaboogie 5.10-, bolts to an anchor.
59. Bowl In Your Pocket 5.8, bolts to anchor.
60. *Daisy World 5.12, short and steep. FA: CF, DJ.
61. **Doomsday Machine 5.12, super steep and pumpy. FA: CF, DJ.
62. Scooby Doo 5.6. FA: DJ, CF.
63. How’s The Beav? 5.10. FA: DJ, CF.
64. Wally 5.11. FA: DJ, CF.
65. Eddie 5.10. FA: CF, DJ.