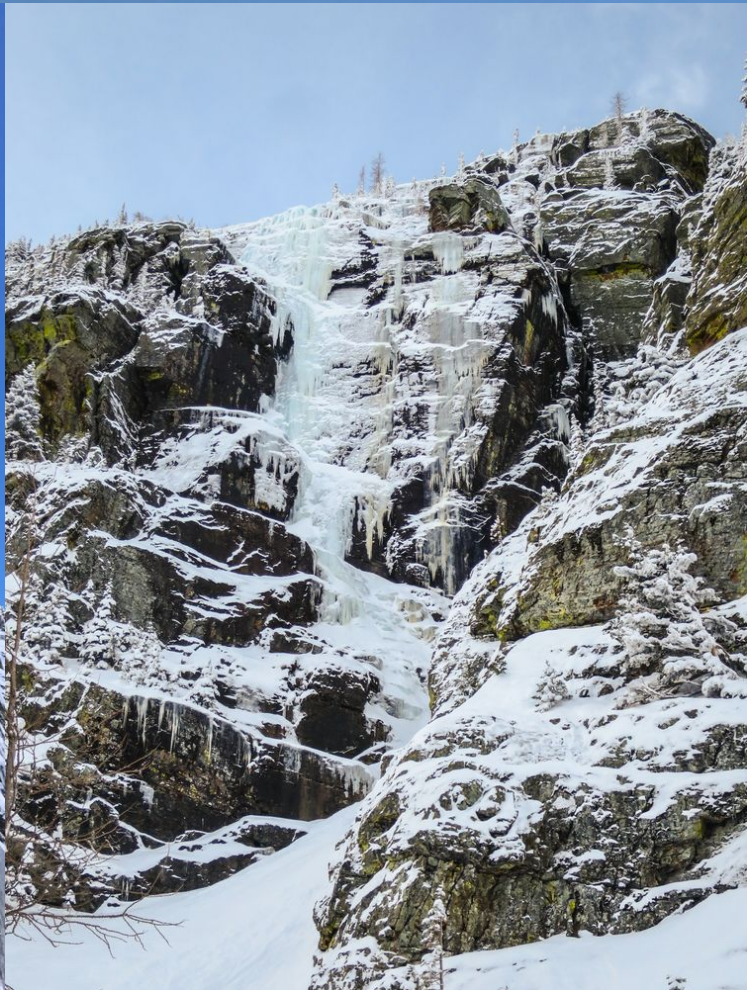
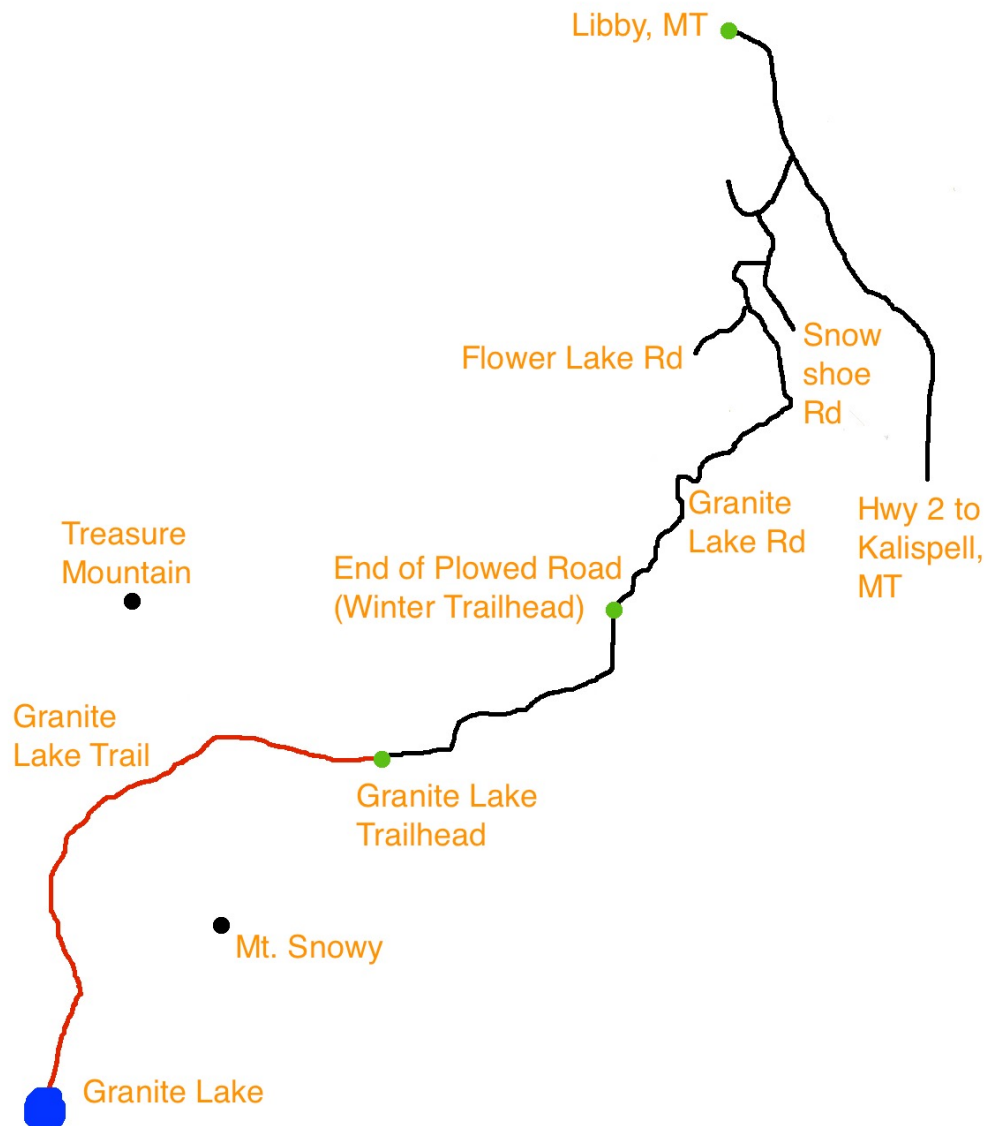


Granite Lake Ice





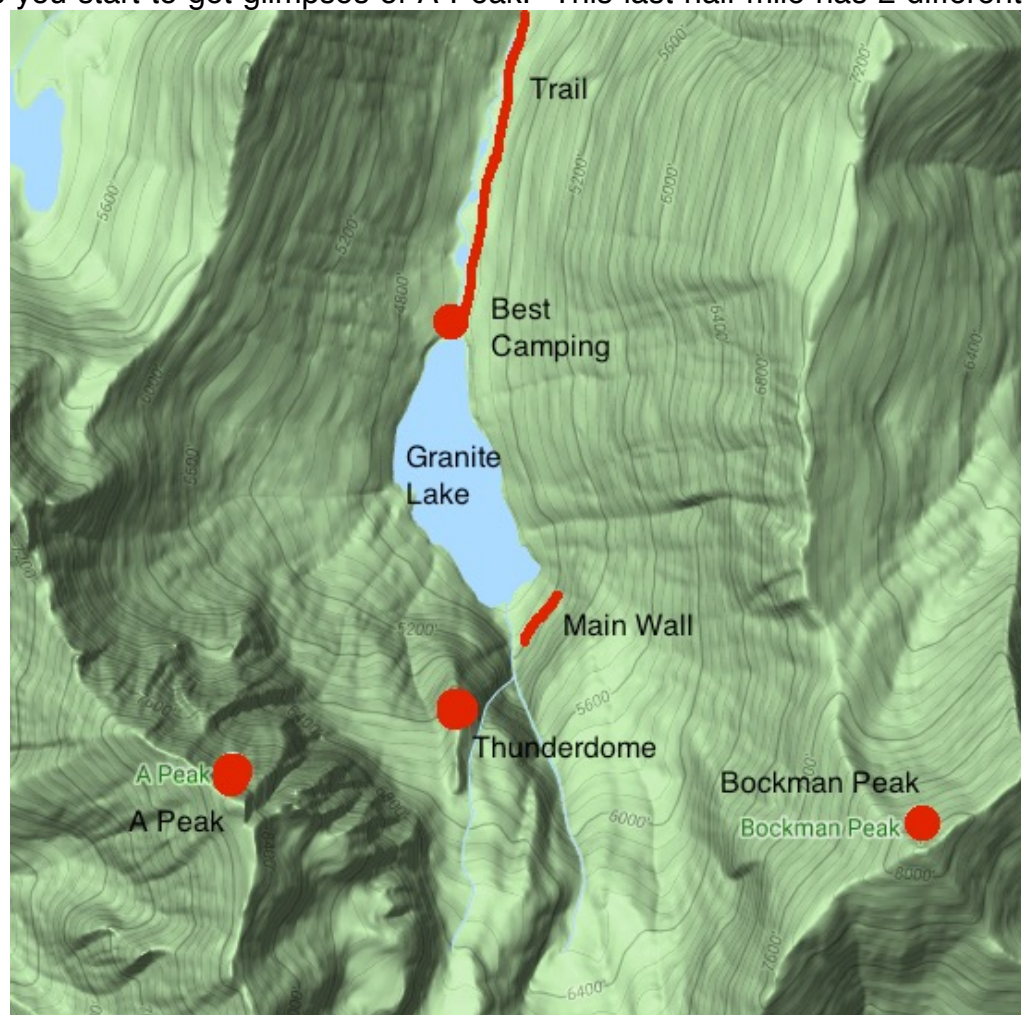
Approach

All climbs are best accessed from the Granite Lake trailhead. In winter it is a 9 mile hike/skin into the lake with about 2000 ft of elevation gain. Count on 4-9 hours depending on conditions. From downtown Libby, take Highway 2 east one mile to Shaugnessy road. Take a right and follow this for .7 miles before turning left onto Snowshoe road. After 1/2 mile take a right turn onto Granite Lake road. In .8 miles stay left on Granite Lake road and continue for 4 miles. This is the end of the pavement and where the snowplows stop in the winter. The Granite Lake trailhead is still another 3 miles but you will have to walk/skin/snowmobile that distance in the winter. There is usually plenty of room to park several cars just be mindful not to block the road or any of the neighbor's driveways. From here follow the snow covered road for 3 miles to the actual Granite Lake trailhead. The road is mostly level with a few gradual climbs (400 feet of elevation gain in 3 miles).

From the Granite Lake trailhead, it is 6 miles to the lake. The trail follows Granite Creek the whole way. The summer trail is sometimes hard to follow and it crosses the creek several times. If you lose the trail just stay on the north side of the creek for the first 4 miles and then cross over to the other side. The trail is best described in 3 sections.

The 1st two miles are characterized by steady elevation gain with a lot of side hill. For the most part, the trail is well above the creek and there are a couple of smaller creeks that you have to cross. There are also a few sections where the trail drops in elevation. The middle 2 miles of the trail travel mostly through an old burn and gain very little elevation. This section is much harder to tell where the summer trail goes. It actually crosses the creek several times but if there is a good snowpack it might be easier to just stay on the same side of the creek and pick a line through the old burn. There is some flagging to help guide you but just as long as you have the creek a short distance on the left you should be good.

At mile 4 you need to cross the creek. There is a log jam right about where the summer trail crosses and this usually makes for an easy crossing (look for green flagging to mark this crossing). Once across the creek continue up the summer trail (pretty easy to follow). The grade increases for 1.5 miles as you climb about 700 feet up into the lake valley. The last 3/4 mile is relatively flat as you start to get glimpses of A Peak. This last half mile has 2 different options. You can stay on the same side of the creek or you can cross the creek. The brush is better if you cross the creek but it also puts you in the runout zone for several big avalanche paths so use your best judgement. The best camping is found just as you reach the lake. Really you could camp anywhere but if you camp near the outlet of the lake you can get water out of Granite Creek instead of melting snow.



Three Tiers



- | | | |
|-----------------------------|-----------------------------|-------------------------------|
| 0. Mystery Gas - WI3 | 8. Max's Bloodline - WI4 | 14. Capable - WI4 |
| 1. Pig Killer - WI3 | 9. Scuttle - WI3 | 15. Splendid Angharad - WI5 |
| 3. Gyro Captain - WI4 | 10. Cheedo - WI3-4 | 17. Bullet Farm - M7 |
| 5. People Eater - WI5 | 11. Toast - WI5 | 20. The Dag - WI3 |
| 6. Grease Rat - WI4 | 12. Toecutter - WI5+ | 23. Tomorrow Land - WI3+ |
| 7. Sarcophagus of Lies - M6 | 13. The Wasteland - WI3, M4 | 24. Devil's Brownies - WI4 |
| | | 25. Scales of Justice - WI4-5 |

0. Mystery Gas, WI3, 15m (Brian White, Marlin Thorman, 3/9/2020)

This line follows the fat piece of ice that even on thin years forms up. It is located on the far left end of the 3rd tier. While the climb is short sometimes there is a ice cave behind the flow you can climb out of to spice up the day. It is easiest to just walk off skiers right from the top.

1. Pig Killer, WI3, 30m (FA Marlin Thorman, Zach Turner, 3/11/2018)

On the far left end of the 3rd tier there is an upward left treading ramp just below an upper section of rock. Several very short pillars climb up to this ramp. This line takes the tallest of these pillars and ends on the far right end of this ramp. From here, continue to follow the ramp up easy ice to a small

tree. Rappel or walk off skiers right. There are several other variations that could be done to the left of the start for Pig Killer that would intersect with the top half of this route.

3. Gyro Captain, WI4, 25m (FA Scott Coldiron, Brian White, 2/24/2018)

The main wall of ice on the 3rd tier contains several good options. All of them have a nice rest partway up on a snowy ledge. This line takes the farthest left option of steep ice. This ice is usually in and the area right around the climb is a great spot to hangout and enjoy the view. There are also numerous other ice or mixed variations to the left and right. Rappel the route using V-threads or walk off.

5. People Eater, WI5, 25m (FA Scott Coldiron, Brian White, 2/24/2018)

This is one of the most unique climbs in the tiers and definitely one not to miss. The route starts in a chimney behind a huge house size boulder just to the right of Gyro Captain. Chimney your way up with good feet and fun moves. Once on top of the chimney climb up the small pillar above. Pull over to easy ice at the top and rap off v-threads. You can escape right to Grease Rat if the upper WI5 pillar isn't in condition.

6. Grease Rat, WI4, 25m (FA Zach Turner, Marlin Thorman, 3/11/2018)

One of the best lines on the 3rd tier this route starts just to the right of the large house sized boulder. Climb straight up the steep column to the top. You can move around to the left partway up to ease the grade or get a rest. Rappel the route from v-threads.

7. Sarcophagus of Lies, M6, 20m (FA Matt Cornell, Scott Coldiron, 3/10/2020)

This fantastic mixed line climbs a steep rock face to hanging ice. Matt Cornell stated that the quality of climbing was just as good as some of the classics of Hyalite. Thin technical mixed climbing on gas pockets, and edges past 3 bolts leads to a ledge and a crack system. Continue following the crack above towards the ice. There are a couple pieces of fixed gear near the top after the crack starts to fade away. Depending on the amount and quality of the ice you may transition to the dagger or just



stem out to it.

Zach Turner on Max's Bloodline, WI4, with Thunderdome and A Peak in the background.

8. Max's Bloodline, WI4, 20m (FA Marlin Thorman, Zach Turner, 3/11/2018)

This short put sweet line sits right in the middle of the 3rd tier. Pick a line that suits your fancy and dance your way to the top. The view across to the Thunderdome is fantastic from here so don't forget to enjoy it. The plumb line is also a little steeper than it looks. The route is best rappelled from a V-thread before you top out. Alternatively you could top out and walk over to some nearby trees.

9. Scuttle, WI3m, 20m (FA Zach Turner, Marlin Thorman, 3/11/2018)

While shorter and easier than some of the other climbs this is a fun route on good ice. This flow is almost always in and fat. It is the farthest right on the 3rd tier before you get to Tomorrow Land's upper pitch. This is the only climb on the 3rd tier that has a large snowfield above, so if the avy conditions are bad be careful about this one. From the top you can rap off v-threads or a tree, or just walk off easy snow back to the base.

10. Cheedo, WI3-4, 50m (FA Scott Coldiron, Brian White, 2/23/2018)

Most years this is the largest chunk of ice in the tiers. It sits on the far left end of the 2nd tier. The ice is fat enough to have an easier WI3 line on one side and a harder WI4 line on the other. From the top you can V-thread or rappel off of trees. Or an easy walk off skiers right around the end of the 2nd tier gets you quickly back to the bottom.



Scott Coldiron on the first ascent of Toast, WI5.

11. Toast, WI5, 40m (FA Scott Coldiron, Marlin Thorman, 2/11/2018)

A steep line just right of Cheedo. This is a fantastic line that is in every year and usually pretty fat. The left side is steeper while the right line gives a few more rest breaks. There is usually a pretty cool cave in the center behind the flows that could be used to break it up into 2 shorter pitches if desired. Climb up the low angle ice for 10m until you reach the base of the wall. Pick your line and enjoy the climbing all the way to the top. There are a couple of nice stances at the very top from which you can build a V-thread or continue up into the trees for an anchor. Rappel the route or walk off skiers right around the end of the 2nd tier.

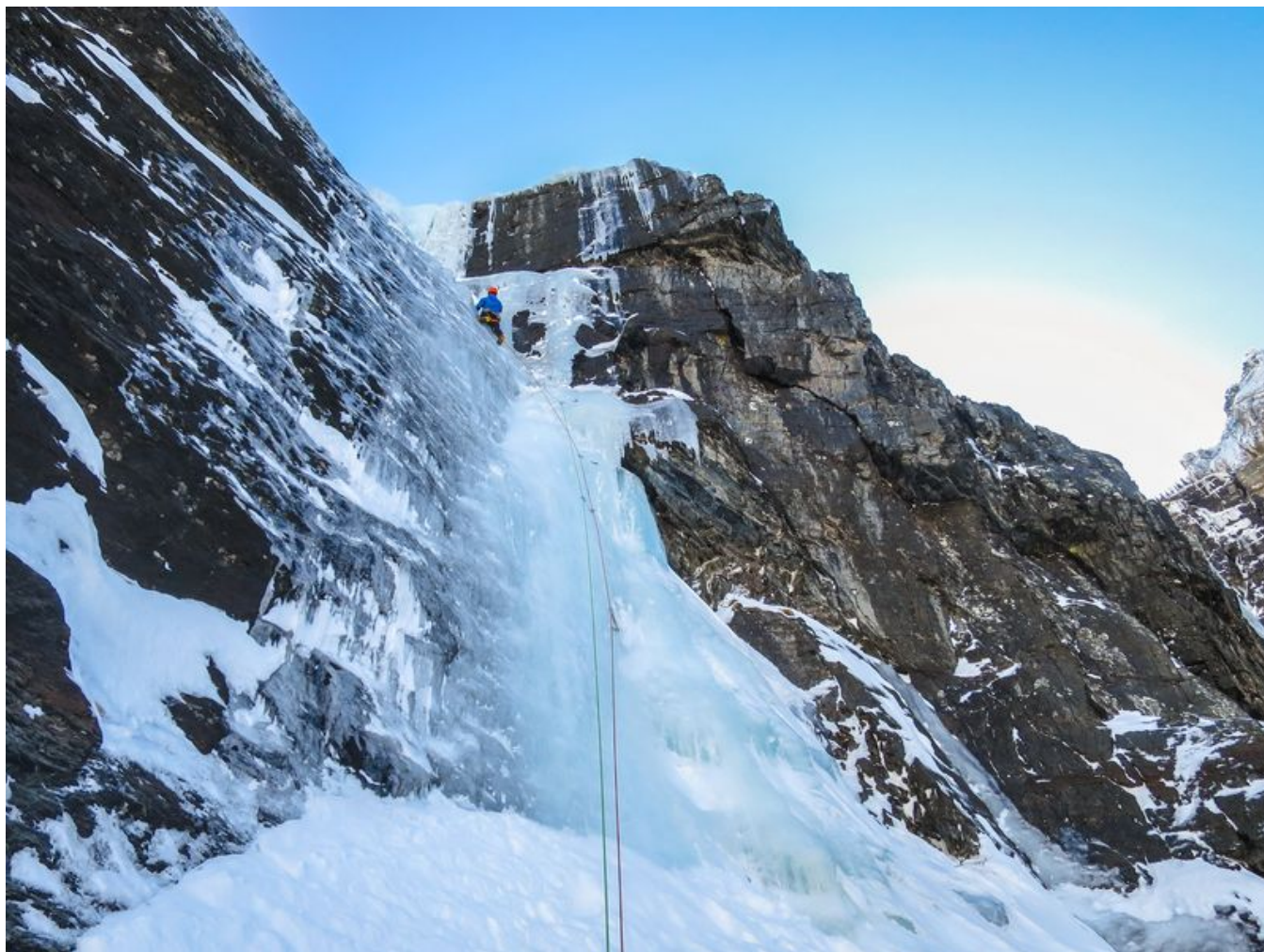
12. Toecutter, WI5+, 40m (FA Scott Coldiron, Nate Goodwin, 3/29/2018)

Most years it would be a free hanging dagger, but when it touches it forms as two steep pillars. The climbing is technical and challenging just to get out onto the pillars from the rock behind. Climb sustained steep ice to the top. If the daggers aren't touching the route looks like it could go with a mixed start behind the hanging ice...maybe in the M5 range.

13. The Wasteland, WI3, M4, 40m (FA Nate Goodwin, Scott Coldiron, 3/29/2018)

This climb is full of scrappy mixed climbing even in the fat years. Thankfully the climbing isn't particularly hard. If you are in the area and there is a lot of ice it is worth a quick stop but don't hike to

the 2nd tier just for this route! You will definitely want some ice specters, peckers, and other rock gear



to supplement your short screws.

Zach Tuner leading The Dag, WI3.

14. Capable, WI4, 50m (FA Marlin Thorman, Zach Turner, 3/11/2018)

A super fun climb that is longer than it looks. This climb ends just below the main section of tier 3 and is a good climb to access the upper tier. Climb up lower angle ice for 10m until you reach the main section of the route. Choose your line and fire for the top. There is a small cornice at the top many years which is best avoided to the right. Rappel from a tree 5m above the climb.

15. Splendid Angharad, WI5, 45m (FA Matt Cornell, Scott Coldiron, 3/10/2018)

Splendid Angharad is the queen of the 2nd tier and is a must do when it comes in. The top half of the climb is almost always in but sometimes the bottom ice doesn't touch. The 1st ascent was put up with the bottom almost touching but still a hanging dagger. Climb up the rock behind the ice for 5m then transition out to the ice or in fat years just fire the pillar. 20m or so later the climb eases off for the remainder of the way up. Rappel from v-threads or trees. In years that the ice doesn't connect down low it would be possible to access the upper ice from the left via thin ice/mixed.

17. Bullet Farm, M7, 30m (FA Scott Coldiron, Brian White, 2/12/2020)

Climb the chimney to the right of Splendid Angharad. When you can, step left into the corner and climb up on drips and ice mushrooms. The ice in the middle third was found in detached, rotten condition and

three 1/4" bolts were hand drilled on lead for protection. Clip the last bolt and pull the overhang to reach the final ice curtain. Look for a 2 piton anchor on the ledge or in fat conditions you can climb another worthy 15m section. Make sure to bring a rock rack to #3 (a #4 will make it feel more secure) in addition to the ice screws for protection.



20. The Dag, WI3, 40m (FA Zach Turner, Marlin Thorman, 3/10/2018)

A fantastic moderate pitch up thin ice. Most years this is a route for your stubbies. Start up the moderate ice towards a left facing corner. Continue up this corner on thin sometimes rotten ice to the crux step at the top. The route is reminiscent of something you would find in the alpine. From the top there is a good rappel tree up and right 5m.

23. Tomorrow Land, WI3+, 160m (FA Marlin Thorman, Scott Coldiron, 3/6/2017)

This climb sits on the right side of the main wall. It starts on the largest piece of ice coming out of the left side of the main gully. The first pitch climbs up several vertical but short ice steps to a snow slope above (70m). Pitch 2 goes right around the rock buttress and into the mixed corner system. Follow the corner up snow, ice, or mixed ground for most of a pitch. The best belay is in the corner just before the route traverses right (50m). The 3rd pitch

traverses out right and up the final steep wall following the best ice. Once above you

*Left to Right - Tomorrow Land, Devil's Brownies,
and Scales of Justice*

can walk up the snow slope 100 feet to the last step of ice or just rappel.

24. Devil's Brownies, WI4, 100m (FA Marlin & Trisha Thorman, Nate Kenney, Syd Atencio, 3/21/2020)

To access the start of this route climb the first pitch of Tomorrow Land and walk right to the next step, or walk up the main gully around the lower rock cliff. The route starts on the snow slopes between the 1st and 2nd tiers on the far right hand side. There is a wide band of ice spilling down from the top with many route options. In thin years the first pitch may be more of a mixed start but in fat years it is easy rolling ice. Continue up for a full rope length and find a suitable belay. From here continue up to the steep upper curtain or pillar (depending on the year). This is the crux of the route although there are several bypass options that go at WI3 if you want to keep the route super mellow.

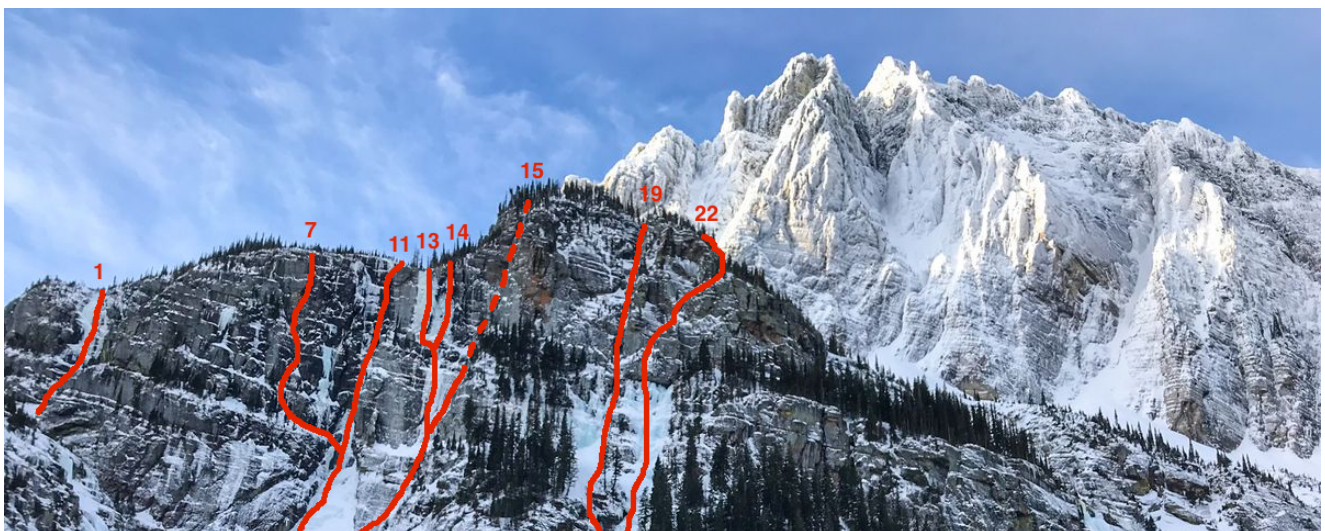
25. Scales of Justice, WI4/5, 100m (FA Scott Coldiron, Brian White, 2/25/2018)

This takes the line far right of Tomorrow Land. High up in the gully, look for the last big ice formation coming out of the left side of the gully. Climb the fat WI3 flow and diagonal to the right above the gully. For pitch 2 take one of 3 different pillars and take it to the top. Difficulties range from WI4 to 5.



Syd Atencio and Nate Kenney climbing Devil's Brownies, WI4, with Granite Lake below.

Thunderdome



- | | | |
|----------------------------|-----------------------------|------------------------------|
| 1. Nightrider - WI4 | 12. Blackwell Falls - WI5 | 19. Master Blaster - WI4, M5 |
| 7. Raggedy Man - WI4, M5 | 13. Mad Max - WI5+ | 20. Finger Blaster - WI3 |
| 9. War Boys - WI5+ | 14. Marvell/Pope - WI5 | 22. War Machine - WI3, M6 |
| 10. Underworld - WI3 | 15. Fury Road - WI4, M6, A2 | 23. Envy of Madness - WI5+ |
| 11. Road Warrior - WI5, M5 | 18. Blaster - WI4 | |

All of the lines on the Thunderdome start from the main gully that comes down from Blackwell Glacier to the lake. From the lake, hike up this gully towards the climbs. This gully usually slides several times each year so be wary of loading. The risk of triggering a slide general increases the higher you go.

1. Nightrider WI4, 130m (FA Scott Coldiron/Marlin Thorman, 2/10/2018)

This classic line starts near the top of the main gully. Once you reach the top where it widens out and plateaus the climb is very obvious on your right. Hike up the snow slope for another few minutes and belay at the start of the ice. Pitch 1 rambles through short ice steps and some snow for about 45 meters and ends at the base of the steep crux pitch. This pitch is steep but pretty short, belay at the next large ledge (35m). From here it is a long pitch of WI3 climbing to the top (60m). There are 2 good sized snow slopes that you pass along the way but continue all the way up to the very top where you have a couple good trees for belay. A short 5 minute hike up through the trees will bring you to mostly level ground and an impressive look at A peak above! Rappel the route using a tree up top and V-threads below.

7. Raggedy Man, WI4, M5, 300m (FA Scott Coldiron, Jess Roskelley, 3/19/2017)

See Road Warrior description for location and information. Climb Road Warrior until just below the steep WI5 pillar. Then split left and walk under a huge chunk of hanging ice before following cracks and corner systems to the top.

9. War Boys, WI5+, 25m (FA Scott Coldiron, Nate Kenney, Marlin Thorman, 3/20/2020)

This climb has only formed once in 5 years. It sits just left of the crux pillar of Road Warrior and is a steep pillar. Climb the first 4 pitches of Road Warrior to cave on the left side of the main crux pitch. War Boys is a skinny pillar about 20 feet to the left. Some years it is a dagger and other years there is no ice at all. It formed in 2020 as a skinny pillar. During the FA, a couple pitons were left in the rock behind the pillar to help protect the pitch as no screws were placed until above were the ice bonded to the rock for fear of fracture.

10. Underworld, WI3, 20m (FA Nate Kenney, Marlin Thorman, Scott Coldiron, 3/20/2020)

This unique climb is one of the most memorable pitches you will ever climb although certainly not the hardest. It sits in an ice cave literally behind the crux ice pillar of Road Warrior. To reach it climb the first 4 pitches of Road Warrior and find the cave on the left side of the main crux pillar. In fat years, Road Warrior grows across the entire cave and you can't access this route. From the entrance of the cave walk inside about 20 feet. The route goes up the rolling ice flow to the top of the cave about 20-25m above. During the 2020 ice season you could actually exit the cave at the top and climb back out



onto the crux pillar of Road Warrior on the opposite side.

Nate Kenney climbing the elusive War Boys, WI5+.

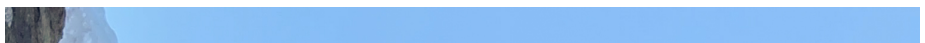
11. Road Warrior WI5, M5, 300m (FA Scott Coldiron, Matt Cornell, 3/13/2018)

You'll have to hike the gully past Mad Max before you can spot the column. Look for the big pillar high on the wall. Start with 400 feet of easy ice and snow, then climb the pillar. From the top of the pillar, move up and left on snow covered rock. Look for a steep slot on the right and take this to a nice pedestal for a belay. From the belay move right on thin ice smears and then climb up and back left to access the chimney. Then climb two long pitches of incredibly fun and gymnastic rock and ice to the top of the wall.

Rack: 12 screws, 1 set cams to #2 BD, 1 set of nuts, 4 KBs, 3 LAs, 1 baby angle, and 2 BD peckers.

12. Blackwell Falls WI5, 200m (FA Scott Coldiron, Christian Thompson 2/21/2015)

This was the original line now called Road Warrior. Blackwell Falls was put up and named as a pure ice line to the top of the large pillar. The complete line now goes to the top and was renamed Road Warrior in 2018.



13. Mad Max, WI5+, 330m (FA Scott Coldiron, Matt Cornell, 3/11/2018)

This is the king line in the center of the face, and the first big ice line you'll see high on the Thunderdome. Start on easy ice for a couple pitches, then climb up the WI4 corner. Move left onto a wide, thin ice flow (WI4). At the vertical headwall, don't miss the WI5+ thin ice finish if it is in shape. If the ice isn't formed on the face, the right flow will go at WI5.

Rack: 12 screws, 1 set cams to #3 BD, 1 set of nuts, 4-6 KBs, 3 LAs, 2-3 angles, and 2-3 BD peckers

14. Marvell/Pope Variation, WI5, 90m (FA Jackson Marvell, Craig Pope, 1/5/2019)

This is a variation of the Mad Max line. Climb Mad Max to the corner below the crux sheet of thin ice. Instead of going up this face or the neighboring corner look for a line to the right of the main corner system. This independent ice flows out of the bottom of a large block near the top of the wall. Follow the ice for 2 steep pitches to the top.

Nate Kenney nearing the base of the steep ice on Road Warrior.

15. Fury Road, WI4, M6, A2, 400m (FA Scott Coldiron, Nate Goodwin, 3/31/2018)

Climbs the obvious deep chimney/corner in the center of the formation. Shares a start with Mad Max then leaves Mad Max at the base of the chimney. The first ascent party climbed 2 pitches of moderate ice and mixed then two long pitches of delicate mixed climbing. The final aid pitch did not go through the roof capping the chimney and instead finishes on the trees to the right of the chimney; this aid pitch is quite traversing and involved two tension traverses off of pitons. Expect delicate, insecure mixed climbing. Protection is adequate, but often requires pounding pitons from tenuous stances; bring a proper wall hammer to facilitate this.

Rack: 7 screws, 1 set cams to #3 BD, 1 set of nuts, 4-6 KBs, 3 LAs, 2-3 angles, and 2-3 BD peckers

18. Blaster WI4, 250m (FA Joe Peters, Marlin Thorman, 3/21/2017)

From the lake the obvious blue ice halfway up Thunderdome is the top of Blaster and Finger Blaster. The route starts a short ways up the Main gully. Start on the far right side of the wide gully and climb 35 meters of steep blue ice (WI4). Note you could avoid the steep line by climbing up the center or left



side of the gully, but the ice quality isn't as good. From the top of the steep ice, cruise up 2 pitches of easy WI2 terrain. Aim for the steep ice pouring in from the left side. Pitch 4 starts up this WI4 step then continues up easy ice to a snow slope above. The final pitch climbs more WI4 to the top of the ice at the base of the obvious chimney above. Make sure to stop and belay before the actual top as you need good ice for a V-thread to get down. Rappel the route using V-threads or trees.

19. Master Blaster, WI4, M5, 450m (FA Scott Coldiron, Matt Cornell, 3/15/2018)

This is the longest line on the Thunderdome. Climb Blaster to the top of the ice, then follow the



WI4 runnel up the obvious slot. You will be at a vertical rock section with a chimney on the left and a corner on the right. Climb engaging terrain up the corner. From the top follow the obvious ice and snow gully for 3-4 pitches which takes a plumb line to the top of the Thunderdome.

Rack: 10 screws, 1 set cams to #3 BD, 1 set of nuts, 4-6 KBs, 3 LAs, 2-3 angles, and 2-3 BD peckers

Scott Coldiron on the crux pitch of Mad Max, WI5+

Joe Peters leading the last pitch of Finger Blaster, WI3.

20. Finger Blaster, WI3, 120m (FA Joe Peters, Marlin Thorman, 3/21/2017)

See Blaster for location information. From the top of Pitch 3 of Blaster continue straight up the main gully on rolling ice for about 50m to a snow ledge. The 2nd pitch is steeper and has several vertical steps. If using 60m ropes don't belay on the snow slope unless you plan to simul-climb about 5-10 meters. Instead push the top of the 1st pitch 5 or 10 meters up into the ice above. Choose your line of enjoyment, ending at a tree on the right side at the top. Rappel 65 meters back down to the snow slope. From here walk skier's right over to the top of Pitch 4 of Blaster. Rappel down Blaster using trees and V-threads.

22. War Machine, WI3, M6, 450m (FA Scott Coldiron, Brian White, 2/11/2020)

Climb to the top of Finger Blaster taking the tallest finger on the left, and pull onto the overhanging corner. Continue 10 meters before reaching easier ground. Look for a fixed belay on the rock wall. Follow a mixed ramp up and right until you reach the treed ridge. Climb straight up one more pitch then continue on snow to the top.

Rack: 10 screws, 1 set cams to #3 BD, 1 set of nuts, a couple of KBs and peckers.

23. Envy of Madness, WI5+, 15m (FA Craig Pope, Scott Coldiron, 1/19/2020)

This short climb is found about 10 meters right of the main start for Master Blaster. The slender pillar always forms but rarely to the ground. An ambitious lead most years, you can also set up a TR from above by climbing the first pitch of Blaster.



A Peak

Unprotected Foreplay AI4, M5, 600m (FA Scott Coldiron, Ben Erdmann, Beau Carrillo, Jonah Job, 3/18/2015)

The obvious snow couloir to the left of Canmore Wedding Party. Very enjoyable moderate mixed climbing with long sections of steep snow and neve which are difficult to protect. A little over halfway up is a large bivy cave if you need shelter. The steep mixed finish takes cams and a few pitons.

Rack: 5-7 screws, 1 set cams to #3 BD, 1 set of nuts, 4-6 KBs, 3 LAs, 2 angles, 2 BD peckers, and 1 Specter.

Canmore Wedding Party AI5, M7, 750m (FA Scott Coldiron, Jess Roskelley, 11/19/2018)

This big couloir seems inviting, but the mountain may treat you like a wedding crasher. Takes the deep central couloir in the middle of the face, which begins about three pitches up. Hike to the left side of the apron and look for the chimney cutting right to access the couloir. The third pitch is excellent AI5 that accesses the couloir directly. If it is not in shape you can skirt around right and traverse on a ledge back to the couloir. The rest of the climb is enclosed by massive rock walls—there are no bivy spots or safe

zones for many pitches. Five pitches below the summit, a house-sized boulder provides a stunning bivy spot. It is big enough to pitch a tent and is sheltered from above. You will find the crux roof two pitches above the bivy boulder. There are many options to exit the couloir—choose carefully, some are hard. The first ascensionists found blocky M4 climbing on the left wall to exit. The couloir has rappel stations spaced 55-60 meters from the crux roof all the way to the base. Each rap anchor is a single nut or piton which were bomber at the time of placement, but can easily be backed up.

Rack: 12 screws, 1 set cams to #3 BD, 1 set of nuts, optional 2-3 KB's and 2 LA's (first ascensionists used pitons at the belays and left them fixed)

Additional Information

Weather

These are the mountains and as such you can expect mountain weather. A sunny day in Libby, MT can easily bring snow, wind, and clouds in Granite Lake basin. For a lot of the climbing season the freezing levels fluctuate between 2000 and 4000 feet. As a result the conditions at the trailhead are often very different than the conditions at the lake or even up on the climbs. NOAA point forecasts tend to be pretty accurate. Another good resource are the snotel sites. The "Poorman Creek" snotel is close in both location and elevation to Granite Lake and makes a great way to check current conditions.

Climbing Season

Most all of the climbs face some kind of north aspect. As a result ice usually starts building at the beginning of winter. Most years there is plenty of ice to climb in December and January, however typically most climbing has occurred in February and March once the ice fattens up. Usually a warm spell will come through and melt everything off in a couple days sometime around the end of March. The routes up on A-peak are more of late April/May or November routes.

Permits and Ethics

No permits are needed to camp, hike, or climb in this area. The Granite lake basin is all inside the Cabinet Wilderness area. Please practice good LNT ethics around your camp. Most routes can be descended with V-threads. If you use a naked V-thread it leaves nothing behind and the wilderness can stay pristine. There are many climbs where trees make a better rappel option than ice, Tomorrow Land, Blaster, Capable, and The Dag (just to name a few). In these cases, there is fixed cord around the tree with a rapid link or rappel ring. You may find pins on the Thunderdome routes. Most pins were removed by the follower but occasionally at a tricky placement, or when used as a rappel anchor they were left in place. Use your best judgement with existing anchors. Occasionally you will find a bolt. These were all placed by hand drilling on lead and only when there was no other good option for protection. Power drill use in the wilderness is strictly prohibited.

New Routes

This area has the potential for many new routes still. If you climbed something that wasn't listed in the routes section of this guide please contact Scott Coldiron (coldiron12@yahoo.com) or Marlin Thorman (westbnsf@gmail.com). They would be happy to confirm your first ascent and get the information added to this guide.