

as well. As I climbed my glasses fell 1,000 feet, and, with the rock turning grainy again, we decided that if someone wants to continue to the summit, they can climb the next three pitches of Satoris (5.9 rotten, 5.6, 5.6) and embark on the heinous descent. Instead, we rappelled.

You can link routes in various ways. By climbing the beautiful dihedral of the first three pitches of Satoris (5.9, 5.8, 5.6), you can avoid our 5.10c. To climb the 5.10c you can tunnel upward from the Satoris dihedral to the start of our pitch two, avoiding the disgusting start of Wonderwall.

I plan to climb the Beckey route on the left end of the Buttress and establish rappel stations down the face. Also, I hope to find good rock and create an independent finish to Ghost Rider.

MIKE STRASSMAN

*Keeler Needle, Australopithecus.* Australopithecus was established by Ammon McNeely and Kevin Conti on October 9, 1999, after a week of establishing base camp and eight days on the wall. The VI A3+ route begins left of the Crimson Wall. They report it to be an excellent route on alpine rock, with 13 60-meter pitches, topping out at 14,000 feet. There is ground-fall potential from 60 feet up the first pitch. McNeely writes that this is one of the best routes he's done and is possibly the most technical big wall route that ends near the highest elevation in the contiguous United States.

AMMON MCNEELY AND WWW.ROCKANDDICE.COM (NEW ROUTES PAGE)

*Mt. Chamberlain, Asleep at the Wheel.* In August Mike Pennings and I checked out Mt. Chamberlain, located southwest of Mt. Whitney. I had been teased by a photo of the northwest face for years. A buttress on the left (southern) edge of the wall was adorned with an obvious corner that had not been climbed. The route begins directly below this corner, ascending large flakes in a left-facing corner. Another pitch of cracks and easy face climbing reaches the obvious corner. Some thin 5.11 climbing and a creative deviation onto the face get you past sections where the corner pinches out. Tricky face climbing takes you left from the top of corner and aims you toward the second obvious feature of the route, a large white square bordered by an orange dihedral and a roof. Mike was in his element on this pitch, with tricky thin climbing on perfect orange knobs leading to an overhanging dihedral for fingers and hands. Wow! The route then heads left, around to the other side of the buttress. A pitch of double cracks and a steep section of quartz complete the route. We named the route *Asleep at the Wheel*, after an interesting encounter with the only other person back where we were. After crashing his car on the drive, he had remained so dedicated to his Chamberlain mission that he grabbed his pack, stuck out his thumb, and continued. *Asleep at the Wheel* (V 5.11) was completed without hammers, pins, or bolts and is one of the finest backcountry routes in the Sierra.

JIMMY HADEN

## Arizona

*Baboquivari Peak, I'toi Dance.* In April 2000 Jackie Carroll and I climbed a new route on the southwest face of Baboquivari Peak in Southern Arizona. It starts at the lowest point of the wall

on a small buttress, between The Crystal Line and Times Lost. A bolt 15 feet off the ground marks the start. Pitch 1: Climb the buttress (5.6) to a tree-covered ledge. Pitch 2: From the left end of the ledge climb up and left past two bolts to a clean right-facing dihedral. At the top of the dihedral move right through overlaps past three bolts (5.10) to a leaning, left-facing dihedral. Belay at its top. Pitch 3: A short 5.7 crack leads to a large left-leaning ramp. Climb above the ramp, trending up and right to a circular break in the horizontal roof that forms the bottom of the large headwall in the middle of the face. Pitch 4: Move over the bolt-protected roof (5.10a), then connect cracks and seams to a ledge with a pine tree in the middle of the headwall. Pitch 5: Climb straight up to a mantle, then left on a dike, and surmount a bulge, passing two bolts. A right-facing dihedral takes gear well but closes down for the final 5.10 move off the headwall. This brings you to a large sloping ledge, I'toi's Patio. Pitch 6: Scramble up easy ground for a full pitch, trending left towards an obvious water stain. Pitch 7: Climb a crack and pass four bolts on an arête left of the stain to a ledge with large oaks. (Note: You may be able to scramble to the summit by climbing the tree filled gully left of this pitch.) Pitch 8: Move right out onto the face, passing some flakes (5.6), to a large ramp and cross the route Born of Water. Pitch 9: Instead of climbing the ramp head straight up to an undercling/overhang (5.6). Up and right leads to the summit plateau. Bring a full rack of cams, nuts, and slings. Tri-cams may be helpful.

MIKE STRASSMAN

*Baboquivari Peak, Cloud Man Got Angry.* In March Jackie Carroll and I added a four-pitch variation, Cloud Man Got Angry, to Born of Water. The variation is definitely a better alternative. Start 30 feet right of Born of Water and slightly downhill, in a vertical open book. Pitch 1: Climb the book and, passing cactus, head to another dihedral, which has grass in it. Passing a few bolts (5.9) gets you to an excellent finger crack in the dihedral. Belay on a ledge at the top. Pitch 2: Climb straight up and pass a roof on its right (5.9). Weave up ledges past a bolt to a belay stance. Pitch 3: Climb past nine bolts to a water groove. Belay at its top. Pitch 4: Follow 10 bolts out and left on steep rock with great holds. A 5.10a friction move ends the difficulties at a ledge called I'toi's Balcony. The fourth pitch can be climbed without trad gear if you are comfortable on easy runouts. From the left end of the Balcony, join the 5.7 dike pitch (pitch five) of Born of Water.

MIKE STRASSMAN

## *Utab*

### WASATCH MOUNTAINS

*Devil's Castle, Evil Eye* In September Glen Henshaw, Jonathan Smoot, and I climbed a new route on the 800-foot north face of Devil's Castle in the Wasatch Mountains. Beginning at the lowest point of the face we ascended indistinct cracks 120 feet right of the Black Streak. The climb, Evil Eye, is seven pitches long (up to 5.9R), involving sections of good and bad rock.

BRIAN SMOOT