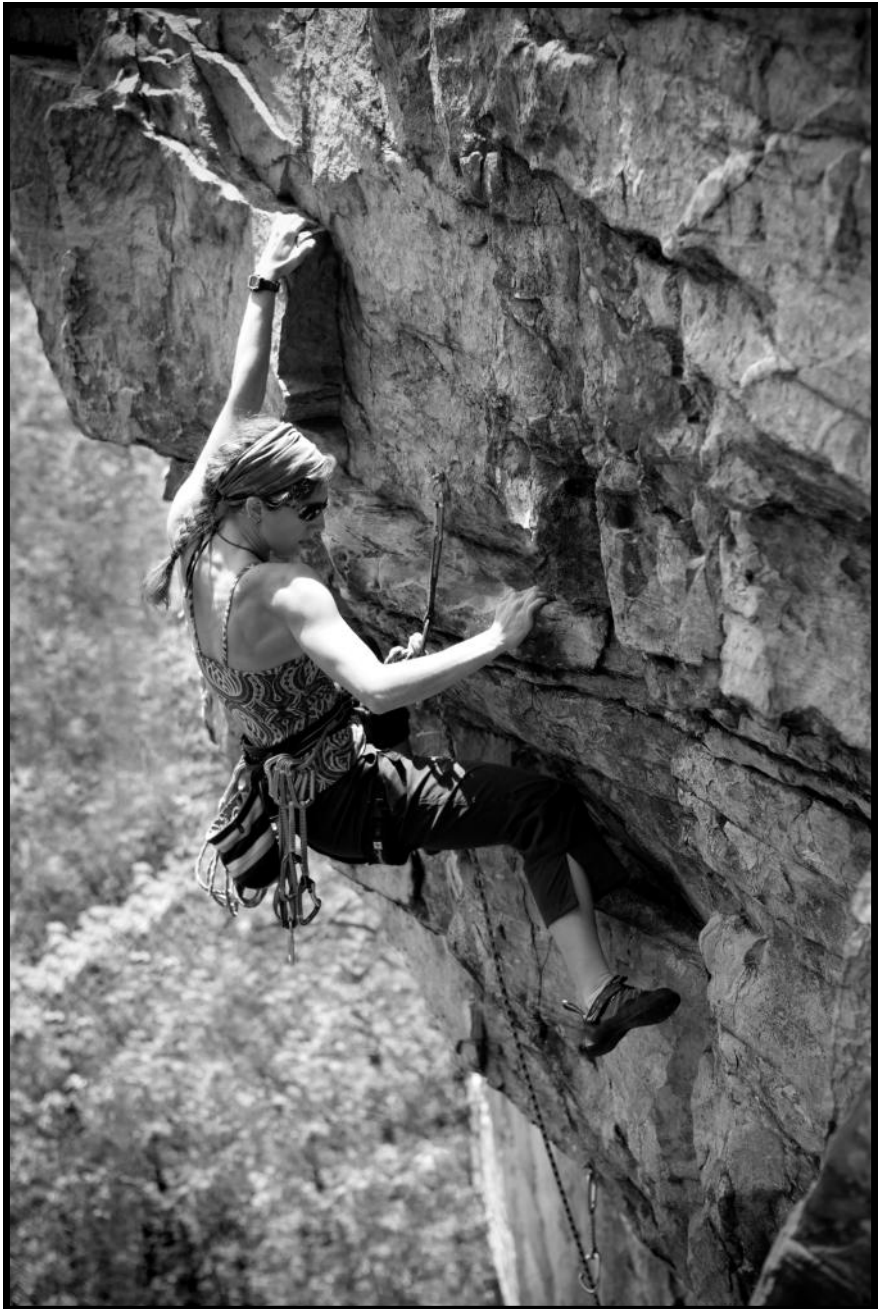


Climber's Guide to
Pilot Mountain State Park



Warning

Rock climbing is a dangerous activity. You could be seriously injured or die. The information provided in this guide is not a substitute for proper training or experience. This guide could contain inaccurate information including, but not limited to, incorrect topographic maps, route descriptions, difficulty ratings, or protection information.

You must rely on your own judgment to ensure your safety. Climbing exposes you to risks inherent in the activity including, but not limited to, loose rock, inclement weather, fixed anchor failure, falling rock or objects, improper belay techniques and equipment failure.

By using this guide you assume all responsibility for your own climbing safety and sole responsibility for your own actions.

Credits

Copyright 2007-2010 Jeff Dillon. Version 2. Last Updated 9/17/2010. All park maps are courtesy of North Carolina State Parks and Wayne Horton. Please send any corrections to chezdillon@yahoo.com.

Cover Photo: Erica Lineberry cruising through the jugs after the crux on the Devil in the White House. Photo by Jan Balster.

Carolina Climbers' Coalition

The Carolina Climbers' Coalition was established in 1995 with the purposes of preserving the natural environment, promoting safe climbing practices and preserving climbers' access to climbing areas in North and South Carolina.

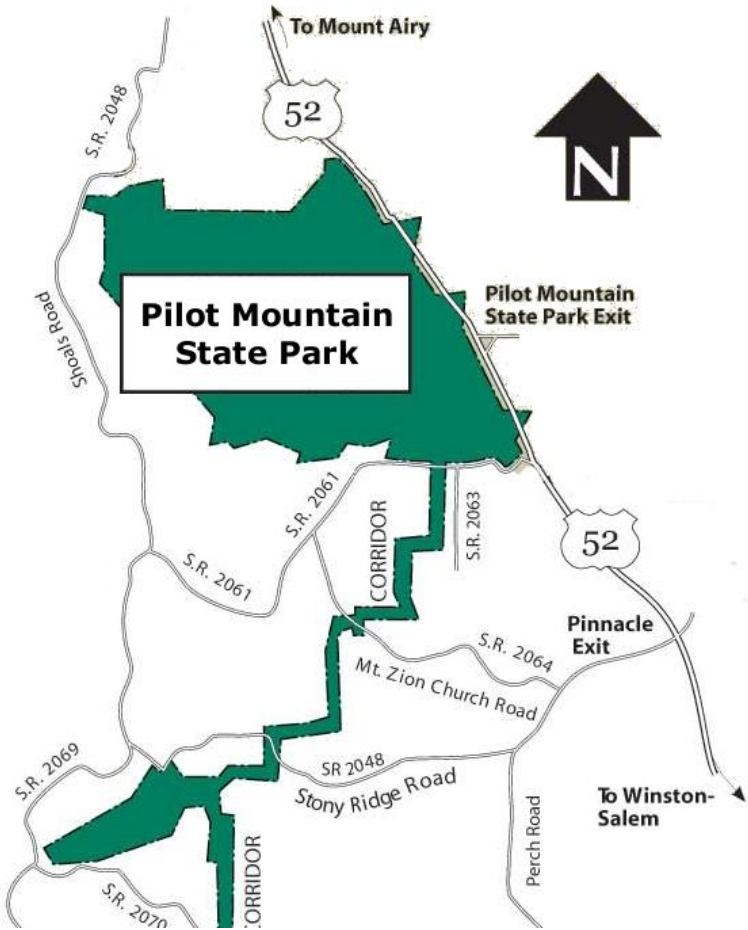
Why Become a Member? Membership is a way to support the climbing areas you enjoy, and to be a part of the climbing community. Membership dollars are used for multiple climbing access efforts: land acquisition, leasing land, restoring fixed gear and promoting good climbing practices.

Without donations or memberships, it would be impossible for the CCC to pursue keeping climbing areas open for future generations. Find out more and join online at www.carolinaclimbers.org.



Pilot Mountain State Park

Pilot Mountain State Park is located 21 miles north of Winston Salem, North Carolina. From Winston Salem take Highway 52 North to the Pilot Mountain State Park exit. Turn left at the end of the exit ramp and drive 0.4 miles to the park entrance. Follow the park road for 2.3 miles until it ends in a parking lot on top of the mountain. In the fall when the leaves are turning the parking lot at the top can become very crowded. There is more parking available at the park office near the entrance.



Forward from the Park Superintendent

On behalf of the staff of Pilot Mountain State Park, I'd like to welcome you to the "roof of the piedmont". Pilot Mountain is one of the most heavily visited mountain parks in North Carolina with over 480,000 visitors a year in 2010, most of them concentrated in the most biologically significant areas of the park. Of those 480,000, over 7000 were climbers. We derive climbing statistics from the permit system that is a requirement to climb at Pilot Mountain. Having climber registration information is essential in showing how many climbers enjoy the park, and in the unfortunate case of an accident or a lost person, staff has your emergency contact information on hand. Make sure you keep a copy of the permit with you where it is easily accessible to you and staff that need to verify your information.

The upper slopes of the park are designated a National Natural Landmark by the United States Department of the Interior and are designated by the NC Natural Heritage Program as a Registered Natural Heritage Area. The presence of rare species and high quality natural areas along with intense visitor usage and impact requires constant evaluation and monitoring of the natural communities by Park Staff and Natural Heritage/Natural Resource Staff. Sharing this area with rare and uncommon species is part of what makes climbing at Pilot Mountain unique. This is also one reason that climbing has been confined to the Ledge Springs Trail and Pilot Knob has remained closed to climbing. There is still a great deal of natural diversity in the areas open to climbing.

You can reduce your impact by observing the following:

- Utilize fixed anchor points whenever possible and avoid anchoring on trees. Using trees as anchors pulls and tears at the root system and compresses the living tissue under the bark, eventually leading to the death of the tree.
- Treat any plant or lichen growing on vertical rock faces as uncommon. Many of the rare species at Pilot are cliff dwelling species that may take years to establish themselves. Even species that appear relatively common at Pilot may be regionally rare and consist of isolated genetic populations. For more information on what rare species use the climbing area, talk to park staff or check out some of the information displays at the summit parking area.
- Groups should avoid spreading out above and below the climbing route. In addition to blocking access for other climbers and hikers, large groups compact the soil and trample vegetation. Much of the vegetation along the tops and bottoms of cliffs is already severely degraded and may take decades to recover.
- Try to leave the area you use a little better than you found it. Park staff are immensely appreciative of the effort that most climbers have made to be good stewards of the natural resources they enjoy. Unfortunately, as with most public lands, there is a direct relationship between the effort that visitors have to expend to reach a scenic area and how often it is vandalized and littered. Climbers should take caution as often times rocks, cans, or other debris have been launched from the parking lot or overlooks onto the trail or the climbing area. Report violators to park staff.
- Use the climbing guide to make sure you are climbing only in designated areas. If you have not printed off a guide, copies are available from the park office. Designated areas are marked off in "zones" that are lettered alphabetically A through O, that correspond with the map of the climbing area in the climbing

guide. The markers are reflective red and silver and are posted on the perimeter of each area.

- Pilot Mountain typically has around 5 to 10 climber accidents per year that require extrication by EMS and park staff. If you witness an accident, to reduce response time, stay with the victim and call 911, being specific about where you are in the climbing area. Due to its elevation, Pilot Mtn. has cell coverage but 911 calls may go to any number of local counties that may not be familiar with the park.

We hope you find your experience at Pilot Mountain to be an enjoyable one. Pilot Mountain is an icon that has withstood the test of time for around 450 million years and has been a public park for over 40 years. In being stewards of this park we are in the “forever” business and we have to balance increasing popularity with what is best for the natural resource, our primary attraction. In doing so, we can provide the same unique experience for visitors in the future.

Matt Windsor
Park Superintendent

A Climber's Perspective

My first experience with Pilot Mountain was watching a climber I didn't know who was all of 5'2" tall, walk up Baby Bear (5.11) as if it were a well maintained hiker's trail. Young and dumb, I thought to myself if she can do it, so can I. After several hours and many failed attempts I realized that things aren't always as they appear.

15 years later I think that is still a good lesson for climbing at Pilot. The park receives more than its fair share of climbing traffic, sometimes creating the feeling of being in a safe, social climbing environment. It is good to remember that we are sharing the cliffs and trails with other visitors. It seems that more often than not climbers are distracted and easily preventable accidents are all too common.

Pilot Mountain State Park is home to a mile long, south-facing, quartzite cliff band. The park has over 80 routes, all situated next to the most recognizable pinnacle in North Carolina. Easy access, year-round climbing, top-rope anchors, and a large number of easy and moderate routes make Pilot Mountain an attractive destination for many climbers.

Pilot Mountain is historically a top-rope climbing area. While there are some good lead climbs, they are the exception, not the rule. Lead climbing at Pilot was more of an afterthought, with most of the routes being established on top-rope first, and retro-fitted for leading afterwards. Even so, there are a handful of enjoyable lead routes that provide challenges for all levels.

With a little bit of persistence, you can find some fun routes at Pilot. Check out the list of recommended routes on page 9 and have fun exploring the designated climbing areas.

Enjoy!

Jeff Dillon

Camping

Camping sites are available inside the park from March 15 to November 30. Sites cost \$15 per night. Drinking water and wash houses are available. There is a maximum of six people per site. The park gate is locked every night when the park closes.

Park Hours

The top of the mountain closes 15 minutes before the rest of the park. Honoring the park closure is an important step in keeping the climber / park staff relationship positive. Plan your climbing accordingly and be out on time.

November – February: 8am – 6pm

March and October: 8am – 7pm

April, May, September: 8am – 8pm

June – August: 8am – 9pm

Gear Shops

Village Outdoor Shop – (336) 768-2267 – From Highway 52 take the Business I-40 exit west. Take the Silas Creek Parkway exit North. Exit onto Robinhood Road. Turn left into the Robinhood Plaza shopping center after passing Peacehaven Road.

Great Outdoor Provision Company – (336) 727-0906 – From Highway 52 take the Business I-40 exit west. Take the second Stratford Road exit to go south. The shop is in the Thruway shopping center on the right. Turn right at the McDonald's and then left towards Stein Mart.

Restaurants

- Burke Street Pizza – From US 52 South take the Business 40 West exit and take the First Street exit. Go right at the exit and take a left at the next light. The restaurant is on the left.
- First Street Bar and Grill – From US 52 South take the Business 40 West exit and take the First Street exit. Go left at the end of the ramp and the restaurant is on the left just past the next light.
- Taqueria Guadalajara #2 – From US 52 South take the Business 40 West exit and then take the Peter's Creek Parkway exit. Turn left at the end of the ramp and it is past the first stop light on the right.
- Las Estrellas – From US 52 South take the Interstate 40 West exit then take the Silas Creek Parkway exit. Take a left at the end of the exit and the restaurant is on the right.
- Mountain Fried Chicken – From US 52 South take the University Parkway exit (115) and go left at the light. Mountain Fried is just past the next light on the left.

Emergency

Accidents are common at Pilot Mountain, due in part to its popularity. Use good judgment and remember that in spite of its convenience, Pilot Mountain is a wilderness area. If a rescue is necessary it will take time and effort for emergency personnel to reach the base of the cliff, and even more time and effort for them to extract a victim.

Recent Climbing Accidents at Pilot Mountain

from Accidents in North American Mountaineering

1999 – A 23 year old suffered an open head wound and facial lacerations after losing control during a rappel from the amphitheater.

2003 – A 20 year old fell from the top of the cliff while soloing and suffered a laceration to the head which required stitches, a broken elbow and a broken leg.

If you witness, or are involved in an accident, first call 911 for help, then call the park office at (336) 325-2355 to report the incident.

The nearest hospital is Northern Hospital – Surry County 12 miles north in Mount Airy, NC (336-719-7000). The nearest large medical center is Wake Forest University Baptist Medical Center in Winston Salem, NC (336-716-2255).

Climbing Regulations

Climbing at Pilot Mountain is permitted only in designated areas. Climbing and rappelling are not permitted on the Big Pinnacle or on the cliffs below and east of the parking lot.

All climbers must register with the park by completing a climbing and rappelling “Registration and Activity” permit which is available at the park office or at the climber’s kiosk in the parking lot. There is no fee for this permit. The white copy of the permit must be deposited in the metal registration box at the climber’s kiosk in the parking. The yellow copy must be kept in possession while climbing or rappelling.

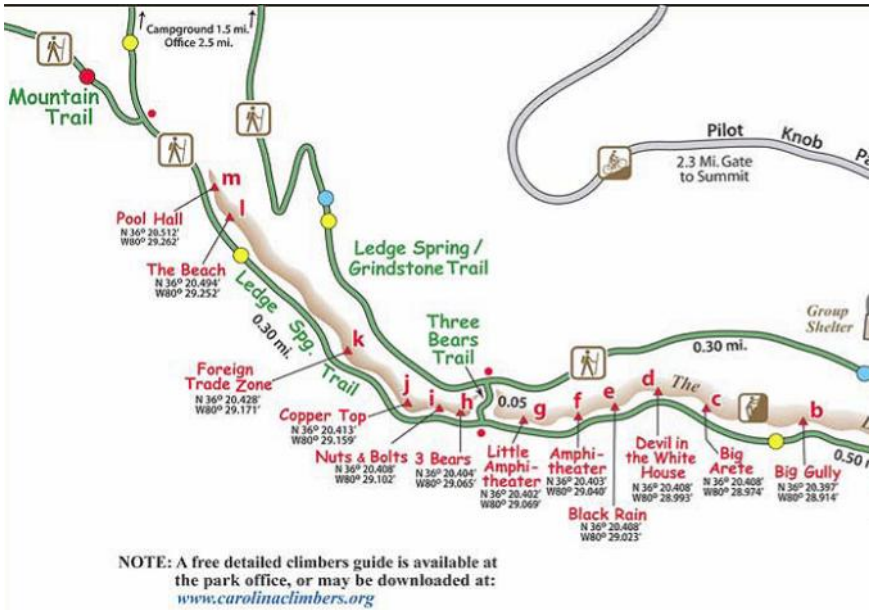
New routes are not permitted at Pilot Mountain. All accidents and injuries must be reported to park staff.

Environmental Impact

Rock climbers have had a large impact on the cliffs and trails at Pilot Mountain. The trails at the top and base of the cliff are suffering from erosion. Gullies that provide short-cuts have fared worse, in some cases they are visibly crumbling from overuse. Trees that have been used as top-rope anchors by hundreds of climbers have died.

Use fixed anchors when they are available. Avoid using trees for top-rope anchors. Stay on the marked trails at all times. If you need to access the cliff from the top to set up a top-rope, try to minimize your impact on the plant life. Only use the Three Bears Gully and the Ledge Springs Trail to access the base of the cliff.

In the past some climbers have resorted to fixing duct tape to the top of routes to reduce rope drag for top-roping. This is equivalent to littering. Avoid leaving anything at the top-rope sites when you are finished climbing. It is unnecessary and can affect our relationship with the park rangers.



Approach

The climbs are located on a cliff band that stretches west of the Big Pinnacle. This section of cliff is accessed via the Ledge Springs Trail, which starts at the south west corner of the parking lot. You can easily locate the trailhead by looking for the climber's kiosk and permit box.

Climbers can access the base of the cliff by following the Ledge Springs Trail to the Three Bears Gully. The first ten feet of the gully are very steep, dogs or young children might require the help of an adult. * **Walking times in this guide for the various areas are given from the bottom of the Three Bears Gully.**

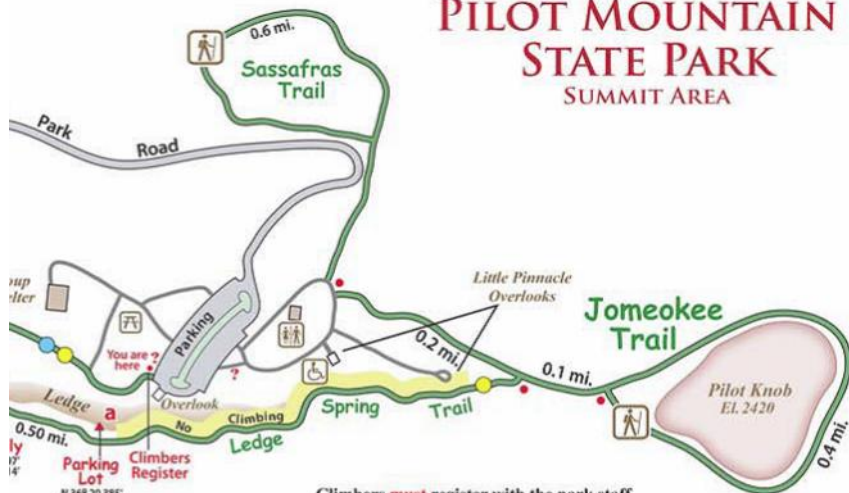
Climbing Routes

The routes described in this guide are listed starting from the far western end of the cliff, or from far left to right when facing the cliff. Recommended routes are marked with stars (★) ranging from 1-3, with three stars being highly recommended. Routes with more than the usual loose rock, or of especially poor quality are marked with a bomb (☛). Route difficulties are given using the Yosemite Decimal System.

Most routes at Pilot Mountain are considered top-rope routes. There are some routes at Pilot Mountain that are equipped with fixed protection or can be lead with a standard rack. Lead routes in this guide are labeled as Sport, Mixed, or Trad. Be very careful placing protection at Pilot Mountain as the overall rock quality is especially poor. Carefully inspect all fixed protection before trusting your life to it.

All of the climbing routes described in this guide are directly below a major hiking trail. There have been countless instances of objects being thrown down onto climbers from people on the trails above. Be aware of your surroundings and report any dangerous behavior to the park staff.

PILOT MOUNTAIN STATE PARK SUMMIT AREA

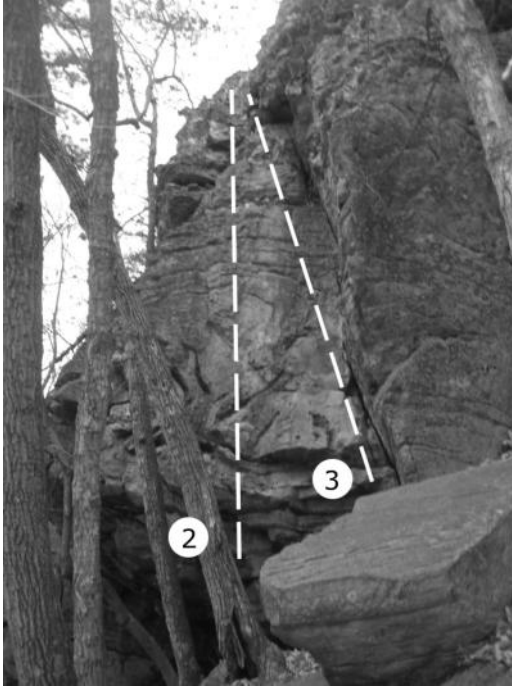


Climbers **must** register with the park staff and must keep in their possession a valid rock climbing and rappelling permit. Rock Climbing is inherently dangerous. All climbers do so **at their own risk!**

| | Area | Hike * | Routes | Range | Classics |
|---|--------------------------|--------|--------|-------------|---|
| M | Pool Hall | 13 min | 4 | 5.8 - 5.10 | 8-Ball |
| L | The Beach | 11 min | 5 | 5.6 - 5.11 | The Wave Hawaii Five-0 |
| K | Foreign Trade Zone | 9 min | 5 | 5.9 - 5.11 | |
| J | Copper Top | 4 min | 4 | 5.8 - 5.12 | |
| I | Nuts and Bolts | 2 min | 3 | 5.10 - 5.11 | |
| H | Three Bears | 0 min | 11 | 5.5 - 5.11 | Papa Bear Baby Bear |
| G | Little Amphitheater | 2 min | 6 | 5.5 - 5.8 | Place Your Bet |
| F | Amphitheater | 4 min | 18 | 5.7 - 5.13 | Overhang Hangover Black and Blue Velvet Crackin' Up |
| E | Black Rain | 8 min | 3 | 5.7 - 5.11 | Black Rain |
| D | Devil in the White House | 10 min | 5 | 5.6 - 5.11 | Devil in the White House |
| C | Big Arete | 14 min | 8 | 5.6 - 5.11 | Man Overboard |
| B | Big Gully | 18 min | 5 | 5.7 - 5.11 | |
| A | Parking Lot | 22 min | 4 | 5.7 - 5.10 | Chicken Bone |
| | Trailside Boulders | 4 min | 8 | V0 - V8 | |
| | Feelgood Boulders | 17 min | 12 | V0 - V4 | |

Pool Hall

| | |
|------------------|--------------|
| Walking Time | 12.5 minutes |
| Number of Routes | 4 |
| Difficulty Range | 5.8 — 5.10 |
| Type of Routes | Top-Rope |

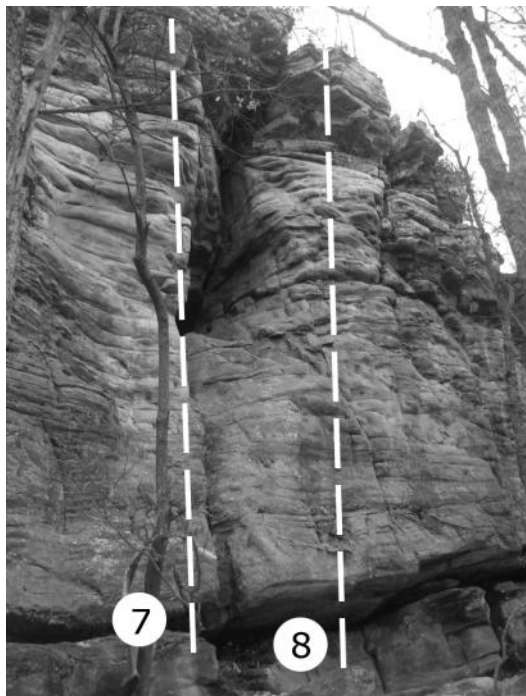


These are the first routes on the far left end of the cliff. The Pool Hall has the classic overhanging dihedral route *8-Ball*. Access this area via the Three Bears Gully, or by following the Ledge Springs Trail until it loops back east and follows the bottom of the cliff.

1. **10-Ball 5.10** Steep overhanging dihedral on the left edge of the 8-ball corner. Natural anchors.
2. **9-Ball 5.9** Overhanging face just left of the *8-Ball* corner. Natural anchors.
3. **8-Ball 5.8 ★** Classic overhanging dihedral. Natural Anchors.
4. **Snooker 5.9** Short face right around the corner from the 8-ball dihedral at the base of a small gully. Natural Anchors.

The Beach

| | |
|------------------|----------------|
| Walking Time | 10.5 minutes |
| Number of Routes | 5 |
| Difficulty Range | 5.6 — 5.11 |
| Type of Routes | Top-Rope, Lead |



These routes are located on a discontinuous section of cliff to the right of the Pool Hall area. The twin climbs *The Wave* and *Hawaii 5-0* climb the Michelin Man features on either side of the large chimney.

5. **Scarface 5.6★** Located 50 feet left of Body Surfin'. Juggy face just left of a deep chimney with a roof. Bolted anchors located on the top of the cliff. Natural Anchors.
6. **Body Surfin' 5.7★** Start in a small, right-facing dihedral from a low ledge to the left of the big chimney. Climb the juggy, but very sharp holds to a ledge, pull a very small overhang to the vertical crack to the top. Bolted anchors located on top of the cliff. Natural Anchors.
7. **The Wave 5.11★★** Mixed. Start just left of the large chimney and climb the arête past 2 bolts to the top. Take a light rack. Bolted anchors.
8. **Hawaii Five-0 5.11★★** Mixed. Start 15 feet right of the large chimney at a small crack. Climb the crack to the bulges and continue up through the roof crack to the top. Natural anchors.
9. **Walking on the Beach 5.9** Start at a small weakness in the low roof. Climb the dark face to the top. Natural anchors.

Foreign Trade Zone

| | |
|------------------|----------------|
| Walking Time | 8.5 minutes |
| Number of Routes | 5 |
| Difficulty Range | 5.9 — 5.11 |
| Type of Routes | Top-Rope, Lead |

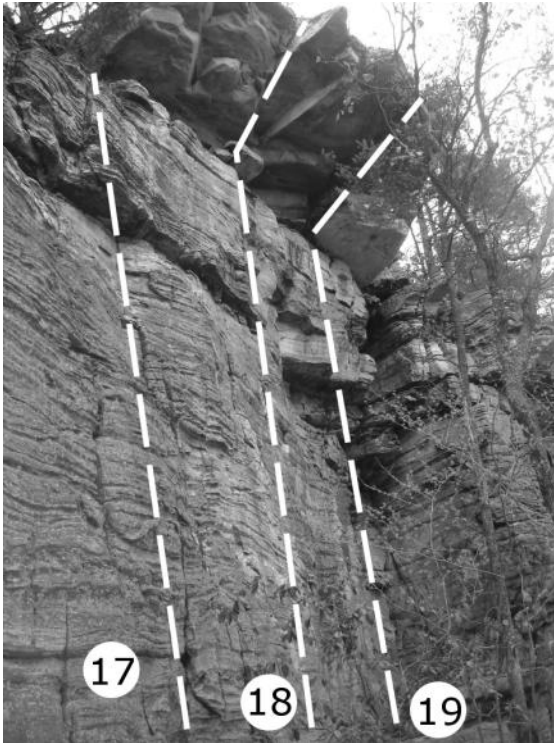


Foreign Trade Zone and Bat out of Hell are located on a small buttress with a slab at the bottom.

10. **Wife's a Bitch 5.8** Short, overhanging climb located on small outcropping 100 feet left of *Cowboys and Heroes*. Natural anchors.
11. **Cowboys and Heroes 5.9** Start 60 feet left of *I Gotta Wear Shades* and 20 feet right of a small gully. Scramble up the dihedral to a ledge and then continue up the face to the top. Natural anchors.
12. **I Gotta Wear Shades 5.9** Locate the narrow buttress with gullies on both sides 100 feet left of the *Foreign Trade Zone* buttress. Climb the crack/dihedral for 25 feet then move right following the arête through the overhangs to the top. Natural anchors.
13. **Foreign Trade Zone (a.k.a. World Trade Center) 5.10** Mixed. Start on the left side of the buttress and climb past 3 bolts to the anchors. Take a light rack. Bolted anchors.
14. **Bat out of Hell 5.11** Mixed. Locate a bolt 20 feet up on the right side of the buttress. Climb past 4 bolts and a piton to the anchors. Watch out for the tree when top-roping this route. Bolted anchors.
15. **Psychotic Reaction 5.10** Overhanging arête with lichen near the top. Natural anchors.

Copper Top

| | |
|------------------|------------|
| Walking Time | 4 minutes |
| Number of Routes | 4 |
| Difficulty Range | 5.8 — 5.12 |
| Type of Routes | Top-Rope |



These routes are on a large rust-colored face capped by 15 foot roof.

16. **Duracell 5.8** Climb the face to the left of the large roof. Natural anchors.
17. **Oscar Myer 5.10** Start below the left side of the roof. Climb the face to the roof and then continue out the overhangs on the left side of the roof to the top. Long sling needed for TR anchor. Natural anchors.
18. **Coppertop 5.10** Climb the face below the middle of the roof. Natural anchors.
19. **Climax 5.12** Climb the right side of the face to the roof and continue out the large roof crack. Natural anchors.

Nuts & Bolts

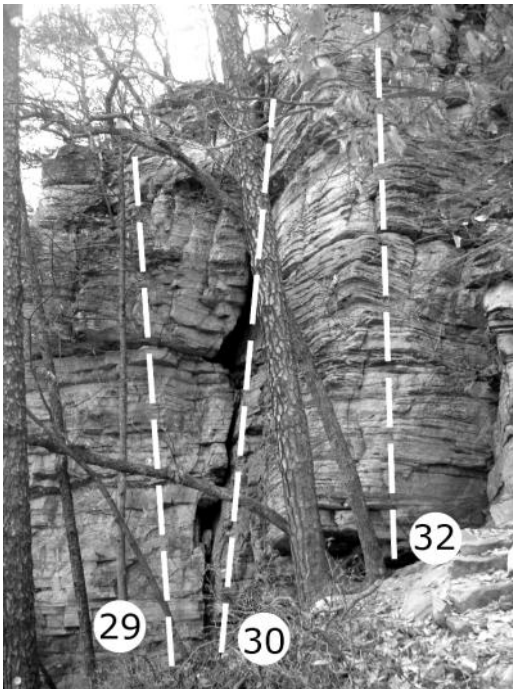
| | |
|------------------|-------------|
| Walking Time | 2 minutes |
| Number of Routes | 3 |
| Difficulty Range | 5.10 — 5.11 |
| Type of Routes | Top-Rope |

This area is just past the Three Bears, before a tree that touches a roof at 15 feet. These are short routes that share a large roof between 10 and 15 feet up.

20. **Wet Spot 5.10** Locate a tree that touches a roof 15 feet off the ground. Start on the broken face 15 feet to the right. Climb through the roof. Natural anchors.
21. **Mr. Softee 5.10** Climb a crack through a low roof to an off-width. Continue to the top. Natural anchors.
22. **Nuts and Bolts 5.11** Start on the far right side of the low roof and climb past the white face to the top. Natural anchors.

Three Bears

| | |
|------------------|------------|
| Walking Time | 0 minutes |
| Number of Routes | 11 |
| Difficulty Range | 5.5 — 5.11 |
| Type of Routes | Top-Rope |

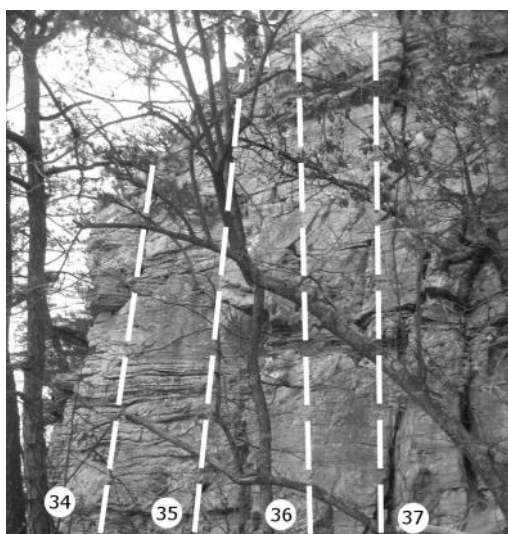


This is the first area on your right as you walk down the Three Bears Gully. *Howdy Dude* is one of the first climbs you reach. Almost all routes have bolted anchors. This area is extremely popular due to the high concentration of quality top-rope routes.

23. **Creative Germs 5.7** Climb the face left around the corner from Goldilocks. Natural anchors.

24. **Goldilocks 5.5** ★ Climb the face on the left side of the right-facing dihedral, immediately to the left of Papa Bear. Bolted anchor located on top of cliff.
25. **Papa Bear 5.9+** ★ ★ Climb the left side of the wall to a 5 foot horizontal roof split by a hand crack. Pull the roof and the short wall above. Bolted anchor located on ledge 20 feet down from top of cliff.
26. **Mama Bear 5.10** ★ Climb the disconnected cracks in the middle of the wall to the roof. Pull the right side of the roof aiming for a small dihedral. Shares anchors with Papa Bear.
27. **Baby Bear 5.11-** ★ ★ ★ Climb the finger crack on the right side of the wall to a small triangular pod. Pull over the bulge above the pod to a large horizontal crack. Follow a vertical crack to the anchors. Bolted anchors located on the wall to the right of the large ledge.
28. **Gentle Ben 5.10** ★ ★ Start on the arête on the far right side of the wall. Climb the arête (left or right side) to the roof. Move right and continue past the thin face to the top. Watch out for loose rock down low. 25 feet of webbing is needed for the anchor. Natural anchors.
29. **Any Major Dude 5.11+** ★ ★ ★ Start on the right side of the orange wall, just to the left of the large chimney. Climb the face past three pitons to a large horizontal crack below the roof. Traverse right and pull past the roof to large holds. 25 feet of webbing is needed for the anchor. Natural anchors.
30. **Honey Pot 5.5** Climb the chimney in the right-facing corner to the top. Natural anchors.
31. **Every Major Dudette 5.6** Climb the face to the right of the chimney. Bolted anchors.
32. **Howdy Dude 5.6** ★ Start on the face to the right of the arête. Climb the face and arête to the top. Bolted anchors.
33. **Unknown 5.5** 🧠 Climb the chimney to the top. Bolted anchors.

| | | |
|----------------------------|------------------|-----------|
| Little Amphitheater | Walking Time | 2 minutes |
| | Number of Routes | 6 |
| | Difficulty Range | 5.5 — 5.8 |
| | Type of Routes | Top-Rope |

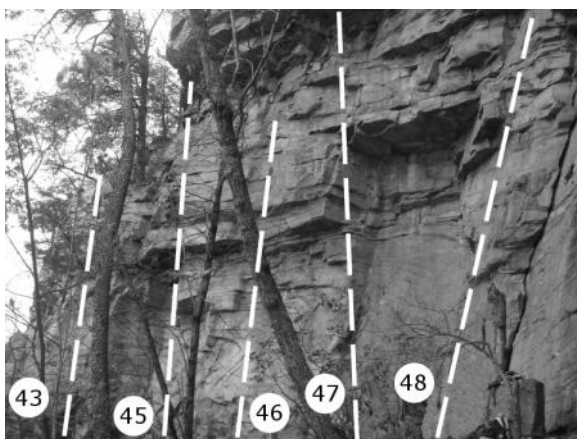


The Little Amphitheater has a high concentration of easy top-rope routes and is very popular with guides and group outings. This is the first section of climbs reached if you turn left at the bottom of the Three Bears Gully. Every route in this section has its own bolted anchors except *KMA*.

34. **KMA 5.8** Climb the face to the left of the left facing dihedral. Natural anchors.
35. **Dirty, Rotten Scoundrel 5.7** Climb the chimney and face in the left facing dihedral. Bolted anchors.
36. **Place Your Bet 5.6** ★ ★ Climb the arête to the right of the left facing dihedral. Bolted anchors.
37. **Grandpa's Belay 5.7** Climb the crack that starts in a shallow left facing dihedral. Bolted anchors.
38. **Pee Break Left 5.6** Starts on the far right side of the Little Amphitheater. Climb the short left facing dihedral to a ledge 8 feet off the ground. Step left and climb the face to a small roof. Move right at the roof and follow a chimney. Bolted anchors.
39. **Pee-Break Right 5.6** - - **CLOSED TO CLIMBING** - - Start 10 feet right of Pee Break, around the corner. Climb the face to the top. Bolted anchors.

| | | |
|---------------------|------------------|----------------|
| Amphitheater | Walking Time | 5 minutes |
| | Number of Routes | 18 |
| | Difficulty Range | 5.7 — 5.13 |
| | Type of Routes | Top-Rope, Lead |

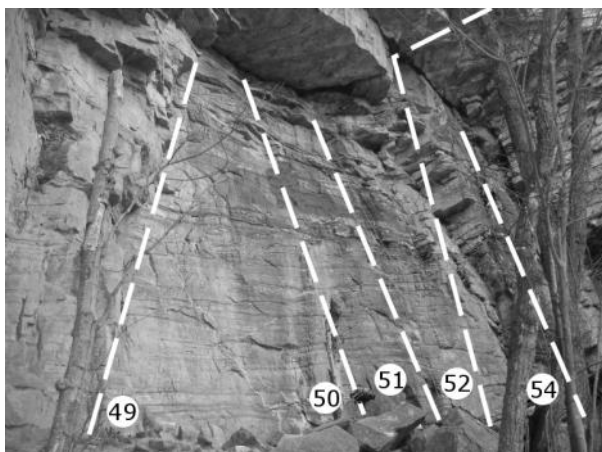
The Amphitheater area has a high concentration of quality routes, many of which can be lead. This section is capped by a large horizontal roof. Routes on the left wall of the Amphitheater stay dry during heavy rain. The Amphitheater has the highest concentration of bolted routes at Pilot Mountain.



The first routes listed here are located on the left side of the amphitheater. This side stays dry even when it is raining.

40. **Buzzard's Breath 5.7** ★ Climb the face 15 feet right of the blunt arête. Natural anchors.
41. **I'm Flyin' 5.7** M Climb the vegetated dihedral. Natural anchors.
42. **Too Old to Rock and Roll 5.10** Climb the face to the right of the vegetated dihedral. Natural anchors.
43. **Surry County Ethics 5.10** Mixed. Start at a block under a small roof. Climb past two bolts and pull the awkward dihedral roof move to gain the crack above. Continue past one more bolt and head left towards a large ledge. 3 bolts. Take a small rack. Natural anchors. Rappel from a large tree on the ledge or continue on 4th class terrain to the top.

44. **Syzygy 5.11** Sport. Open Project. Climb overhanging terrain past three bolts and meet up with *Surry County Ethics* at the fourth bolt. Finish on *Surry County Ethics*. 4 bolts. Natural anchors.
45. **Overhanging Hangover 5.11** ★★★ Mixed. Start 10 feet right of *Surry County Ethics*. Climb past two pitons and a bolt to a small ledge. Traverse right and climb past a bulge and another bolt to a horizontal crack under a roof. Pull past the roof and two more bolts to the anchors. For the full effect, continue past the first set of anchors by traversing right to another bolt and then pulling straight up to a second set of anchors. 2 pitons, 4 bolts, bolted anchors. (Extension: 1 bolt, bolted anchors)
46. **Black and Blue Velvet 5.13-** ★★★ Sport. Climb the blank face with swirls past 4 bolts to a bulge. Pull past the bulge and two more bolts to the anchors. 5 bolts, bolted anchors with chains.
47. **Blind Prophet 5.12** ★★★ Sport. Start toward the right end of the wall. Climb a shallow dihedral past 4 bolts to a roof. Pull out the left side of the roof and continue up the face past two more bolts. Climb to the lip of the roof, clip the bolt, and move right to the anchors. 7 bolts, bolted anchors.
48. **Mr. Henar 5.12** Sport. Start on the blunt arête 5 feet left of the right-facing dihedral. Climb past several bolts to the large roof. Pull up and right to the anchors. 7 bolts, bolted anchors.



The following routes are located on the center wall of the amphitheater. The routes on this slab are often wet.

49. **Crackin' Up 5.7** ★★ Trad. Climb the large crack in the right facing, right leaning dihedral. Traverse right to anchors above *Turkey Shoot*. Gear to 3 inches, bolted anchors.
50. **Turkey Shoot 5.8R** ★ Sport. Climb the face 15 feet right of the right facing dihedral past 3 bolts to anchors below the large roof. 3 bolts, bolted anchors.
51. **Mild Mannered Secretary 5.7** ★★ Sport. Climb the face past 3 bolts to a bolted anchor below the large roof.
52. **Arms Control 5.11** ★★ Sport. Start on the face 10 feet left of the left facing dihedral. Climb past 4 bolts and a small roof to a good stance below the large roof. Work your way out the roof past 2 bolts to the top. 7 bolts, bolted anchors.
53. **Pump Street 5.10** 🧠 Climb the arête on the right side of the main wall past rusty bolts with no hangers. Move right to the anchors above *Cow Patty Bingo*.
54. **Cow Patty Bingo 5.9R** ★ Mixed. Climb the dark face on the far right side of the main wall. Slightly run out between the first and second bolts. 3 bolts, bolted anchors.



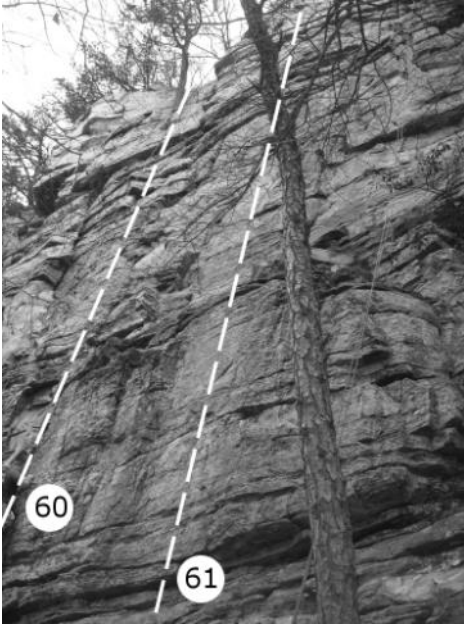
These routes are located on the right wall of the amphitheater.

When Shrimp Learn to Whistle tackles the sharp arête.

55. **Obsequious 5.12** 🧗 Trad. Climb just right of the large vegetated chimney on the right wall of the amphitheater. Continue through the roof to the top.
56. **When Shrimp Learn to Whistle 5.11** ★★ Sport. Climb past the sharp arête on the right wall of the amphitheater to a ledge. Move left and continue past 2 bolts to the roof. Sling the bolt at the roof long and move right to finish on the arête. Bolted anchors.
57. **Single Handed Sailor 5.11** Mixed. Start in the dihedral on the far right side of the right wall of the amphitheater. Climb up 20 feet and move left past a bolt on the face. Continue up the steep terrain to finish at the arête. Bolted anchors.
58. **Dihedral Route 5.7** 🧗 Trad. Climb the dihedral on the far right side of the right wall in the amphitheater. Move right at the roof and continue on the face to the top. The rock past the roof is especially loose. Natural anchor.

Black Rain

| | |
|------------------|----------------|
| Walking Time | 5 minutes |
| Number of Routes | 3 |
| Difficulty Range | 5.7 — 5.11 |
| Type of Routes | Top-Rope, Lead |



The next routes are on the tall face just past the right side of the amphitheater.

Black Rain is a classic face route.

59. **Psycho-Metric 5.11** 🌟 Start under a low roof on the left side of the wall behind a large pine tree. Loose rock towards the top. Bolted anchors.
60. **My Husband is Going to Kill Me 5.7** (a.k.a. Start the Car) ★ Start in the middle of the wall under a tall pine tree 60 feet up. The anchors are located 2 feet below the top of the cliff next to the pine tree. Bolted anchors.
61. **Black Rain 5.9** ★★★ Sport. Start on the right side of the face. Climb past two bolts to a large ledge. Continue past three more bolts to the anchors. Beware of loose flakes between the 3rd and 4th bolts. 5 bolts, bolted anchors.

Devil in the White House

| | |
|------------------|----------------|
| Walking Time | 9 minutes |
| Number of Routes | 5 |
| Difficulty Range | 5.6 — 5.11 |
| Type of Routes | Top-Rope, Lead |



This area is 100 feet past Black Rain. The first two routes start at a low roof. *Devil in the White House* is one of the classic routes at Pilot

62. **Ethics in Bondage 5.11** Mixed. Start in the center of the low roof below a bolt. Pull through two roofs to the orange face above. Continue past a piton and follow the arête to the top. 3 bolts, 1 piton, bolted anchors.
63. **The Herculean Test 5.11-** ★ Mixed. Start on the right side of the low roof. Pull the roof and climb the low-angled slab to a stance. Climb up the face past two bolts to the overhang. Move right to clip the bolt, then up and back left to the anchors. 3 bolts, bolted anchors.
64. **Devil in the White House 5.10+** ★ ★ ★ Mixed. Start to the left of a short, wide, vegetated slot. Climb 15 feet of low-angled, blocky face to a prominent horizontal crack and a stance. Place gear here if desired, then continue up to the orange face past two bolts. Pull through the roof and continue past two more bolts to gain a ledge. Step up and right to get to the anchors. 4 bolts, bolted anchors.
65. **Steaming Piles (a.k.a. Grunge) 5.6** ⚡ -- **CLOSED TO CLIMBING** -- Follow the low angled, blocky dihedral to the right of the orange wall to the top. Natural anchors.
66. **Desk Jockey 5.7** Climbs a short crack in the middle of a short gray wall left of a small arête. Natural anchors.

Big Arête

| | |
|------------------|----------------|
| Walking Time | 13 minutes |
| Number of Routes | 8 |
| Difficulty Range | 5.6 — 5.11 |
| Type of Routes | Top-Rope, Lead |

This area is 200 feet past Devil in the White House. You can see the Arête with Man Overboard and Anchors Away on the large, white quartzite block 80 feet above the trail.

67. **Ibuprofen Junky 5.8** Starts just to the left of the 30 foot tall buttress that lies to the left of the base of the Big Arête area. Natural anchors.
68. **Hunger Strike 5.7** Climb the center of the 30 foot tall buttress to the left of the base of the Big Arête area. Scramble up the chimney behind the buttress to set up a top-rope anchor. Natural anchors.
69. **Bet Ya Can't Eat Just One 5.6** Climb the right side of the 30 foot tall buttress to the left of the base of the Big Arête area. Scramble up the chimney behind the buttress to set up a top-rope anchor. Natural anchors.
70. **Aftershock 5.10** Starts on the steep face above the 30 foot tall buttress to the left of the base of the Big Arête area. Natural anchors.
71. **Mutiny on the Bounty 5.10** Start on a ledge 20 feet above the trail. Climb past several bolts to a large ledge. Easier if you move left. Natural anchors.
72. **Man Overboard 5.11- ★** Mixed. From the large ledge follow the bolts out left to a good stance. Move right across the face to the arête and continue to the top. Bolted anchors.
73. **Anchors Away 5.11+ ★** Mixed. Follow the bolts from the right end of the ledge to the top. Shares anchors with Man Overboard. Bolted anchors.
74. **Short but Sweet 5.10** Climb the short face to the right of Anchors Away. Natural anchors.

Big Gully

| | |
|------------------|------------|
| Walking Time | 17 minutes |
| Number of Routes | 4 |
| Difficulty Range | 5.7 — 5.11 |
| Type of Routes | Top-Rope |

The following routes are right and left of a large gully located 600 feet past the Big Arête area.

75. **Hamburger Yelper 5.11** 60 feet left of the big gully. Start below a large crack in a roof. Climb through this then continue up the face to the top. Natural anchors.
76. **Debbie Duz Donuts 5.11** Climb the dihedral 40 feet left of the big gully. Natural anchors.
77. **Bloodmobile 5.7** Climb the prominent arête 120 feet to the right of the big gully. Natural anchors.
78. **Look Before you Leak 5.7** Starts on a ledge 20 feet above the trail and to the right of Bloodmobile. Highly vegetated. Natural anchors.

Parking Lot

| | |
|------------------|------------|
| Walking Time | 21 minutes |
| Number of Routes | 5 |
| Difficulty Range | 5.7 — 5.11 |
| Type of Routes | Top-Rope |



This area is located on a tall wall 300 feet past the Big Gully. Watch out for objects thrown from the top of the cliff. The rocky ledges at the top of these routes are easily accessed from the parking lot and attract many tourists.

79. **Skatin' 5.11** Climbs the steep dihedral past one bolt to the ledge 40 feet off the ground. Natural anchors.
80. **Thin to Win 5.10** ★ Start on a large slab boulder below a low roof. Pull the roof and continue up the thin face to another roof. Pull this and move right to the anchors. Bolted anchors.
81. **Vegomatic 5.8** Climb a chimney to a large ledge at 40 feet. There is a set of anchors just below the ledge. Continue up the face to the top. 60m rope necessary if using the upper set of anchors. Bolted anchors.
82. **Unnamed 5.7** ★ Start 10 feet right of the chimney at a small roof. Climb the face to a ledge, and then continue to the top. The anchors are located 2 feet from the top of the cliff below a tree. 60m rope necessary. Bolted anchors.
83. **Chicken Bone 5.7** ★ Start 20 feet right of the chimney behind a large tree. Climb past a low right facing flake, then up the face to a ledge, pull the overhang and continue to the top. There are two sets of anchors for this climb. One set is located on the top of the cliff. The second set is located about 12 feet down above a small ledge with a tree. 60m rope necessary. Bolted anchors.

The following routes are off limits and listed for historical purposes only.

Hard Hat Area 5.7, Black Route 5.11+, Sinbad the Sailor 5.12, Back in the Saddle 5.10, Ride 'em Cowboy 5.12

Bouldering

There are a few quality boulders at Pilot Mountain. Difficulty ratings are given in the V system. For a quick workout try the Trail Side Boulders with a wide range of difficulties. The Feelgood Boulders have very easy problems but also the longest approach.

Trail Side Boulders

Walking Time: 11.5 minutes (from the parking lot)

Number of Problems: 8

Difficulty Range: V0 – V8

The Trail Side Boulders are located on Ledge Springs Trail 11.5 minutes from the trail-head or 4.5 minutes past the Three Bears Gully. The namesake *Trail Side Boulder* is directly on the trail and has some interesting problems in the V0 to V3 range on its overhanging West side. The *Cave Boulder* has harder problems and is located on the ridge 150 feet uphill from the *Trail Side Boulder*.



Feelgood Boulders

Walking Time: 24 minutes (from the parking lot)

Number of Problems: 12

Difficulty Range: V0 – V4

The *Feelgood Boulders* are located downhill past the far western end of the cliff. Follow the Ledge Springs Trail west and down to the point where it loops back east towards the Big Pinnacle. Continue downhill on the Mountain Trail (red markers) for 6 minutes until you see the large 30 foot boulder 100 feet uphill to your left.