

TULSA ROCKS 1990

The first guidebook to the climbs at Chandler Park,
in Tulsa, Oklahoma.

by BO AUSTIN MOSELEY

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ASSUMPTION of RISK and LIABILITY

In 1989 at least one serious accident occurred in Chandler Park. The fact that it happened to a rappeller whose rope came untied does not lessen its import on climbers because its resultant litigation could help close the Park to climbing.

The unprotected human head, when dropped from a height of six feet onto an unyielding surface, will incur a massive skull fracture, sending the individual into convulsions, unconsciousness, and possibly a coma. Death is a possibility. At twelve feet, a direct fall upon one's head is almost surely fatal.

Still a mystery to physicists and helicopter pilots, but intuitively understood by all, gravity always pulls in one direction. It cannot be argued with or petitioned for clemency; its always out there, waiting.

Climbing is a pasttime in direct defiance of gravity and this is why climbing can be a very serious, even dangerous activity. Climbing any distance above the ground forces one to be sature in the acceptance of the risks and the realization that one is solely responsible for one's failings, irregardless of the consequences, whether they are a small scratch, a broken back, or death.

The responsibility of the individual climber for his or her actions, the assumption of the great risks, and the weight of the possible consequences of a fall, whether from a climbing error or improper, even reckless use of gear rests solely with the individual(s) involved.

This is the position of all experienced climbers, whether they climb mountains, thousand foot walls or a small boulder. It is the only moral in climbing and is something climbers feel most strongly about. Climbing is about the freedom of one's body and mind in the pursuit of greater and higher achievement. Physical courage is often stressed, but the moral courage to know your limits, to prepare yourself physically, to get instruction in proper techniques, and to accept responsibility for your actions is the most important aspect of climbing.

The person involved in the accident mentioned in the first paragraph did not have proper instruction nor common sense, having tied his rope to a tree with a "triple bowline" (there is no such knot). The tree involved has a scar on it from its twenty year long use as an anchor. Apparently thousands of other ropes have been secured to this tree without incident. The person did not have the responsibility to get the inexpensive and readily available instruction or to gain a knowledge of knots. He almost fell upon several climbers passing below who were instrumental in his rescue. He endangered others, not just himself, and now he and his family have the gall to sue someone for his ineptitude, an action which is an insult to the very people who saved his life and a drain on taxpayer's money which could be used to hire more police officers or hire more teachers or improve the Emergency Services in Tulsa.

Every climber, no matter how able or cautious, runs the risk of injury. It is not the mission of this guide to instruct and no intention of instruction is given. Route descriptions are not intended to be foolproof and the quality of the rock or topose anchors is an evaluation left up to the individual climber. Proper instruction and knowledge of proper techniques is solely the responsibility of the individual. Use of this guide is the acceptance of this risk.

CLIMB AT YOUR OWN RISK!

FORWARD and ACKNOWLEDGEMENTS

Tulsa Rocks '98 is the "second generation" guidebook for the Chandler Park area. (The others died aborning.) Although it is not absolutely complete, every effort has been made to include every worthy line, boulder, and traverse. Since Tulsa Rocks '98 is meant to be an inclusive overview of the state of climbing in Chandler Park, the entire range of difficulty is covered--from 5.2 to 5.13, and suggestions are made for future development.

Despite wild, persistent rumors to the contrary, no multi-pitch routes exist outside of the Tulsa Downtown area. Short and sweet are the adjectives often used when describing Tulsa rock. Most routes, regardless of difficulty, are no longer than forty feet, and descent and/or approach is always a third or fourth class scramble. A working knowledge of Poison Oak/Ivy avoidance is recommended. (Parke-Davis "Benadryl Spray", available anywhere without a prescription, is more effective than most prescriptions and beats calamine lotion hands down. It was used daily during the preparation of this guide.)

Many, many people have climbed in Tulsa in the past decades. Except for routes over 5.12 in difficulty, one can be fairly sure that any given expanse of rock in this guide has already been successfully climbed and traversed. In the 1970's many of the hard 5.10 and 5.11 routes were first done by such Tulsa fanatics as Tom Austin, who first did Meatgrinder Crack among "Many, many firsts"; Terry Andrews, who claimed 3-D and the beautiful Wings of Steel, and found and named Little Germany; Rick Thomas, who in his prime danced up Gangrene and did 3-D as an undercling problem. Sam Adrain, John Frank, Marion Hutchinson, Rick McCusick, Mike and David Penseyres, Greg Schooley, Steve Ramsey and Joe Wall were all active and instrumental during the last decade in exploring and developing Chandler Park.

In recent years, Curt Fry, Larry Harris, Kent Katon and Jimmy Ratzlaff have put up some of Tulsa's hardest lines at Face Grips. Other lines have been rediscovered, developed, soloed and led by locals Jack Bixon, Rick Watson, Pat Huntley, Jordan Bahal, Tim Miller, Austin Moseley, John Payne, John Pleasant, Sean Stiles, and Todd Shust. New development continues at this time, with Little Tijuana, Pratteville, and Lost City seeing most of the action. The current thrust is towards the leading of old top rope testpieces via natural placements and the establishment of a solid core of Euro-style bolted moderate and difficult routes. Pratteville, the Little Tijuana area, and the rarely explored line of cliffs just to the East of the latter, known as The Cove, offer the best promise for new development.

I especially would like to mention the following for kindly taking the time to help me. They recounted tales of others' exploits, contributed many route names and locations, and even helped with the bushwacking. My thanks go to Marion Hutchinson, Terry Andrews, John Pleasant, John Payne, Pat Huntley, Jack Dixon, Sean Stiles, Tim Miller, Jimmy Ratzlaff, Kent Katon, Larry Harris, Steve Ramsey, Ron Rawlston, and Todd Shust.

John Payne, Todd Shust, and Jimmy Ratzlaff helped proofread the manuscript and checked descriptions. Thanks go to my grandmother, Cleo Inez Jones, for putting up with my late night/ early morning foreys about her house whilst I wrote this. Thanks to my uncle, Dr. Arthur Jones, who patiently lent me the use of both his MacIntosh and printer. And a special thanks to John Payne and to Jan Beckert for motivation, support, and suggestions.

The rest is left up to the individual climber.

-Austin Moseley December 1989, Tulsa, Oklahoma

INTRODUCTION

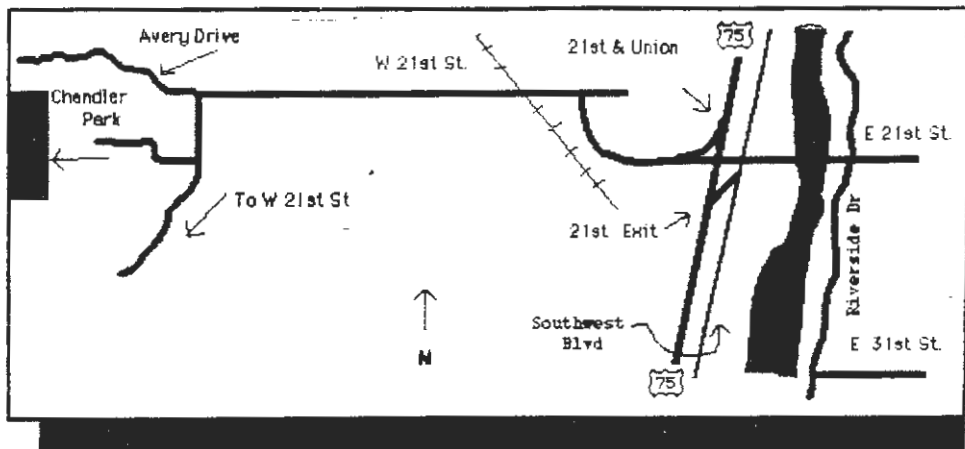
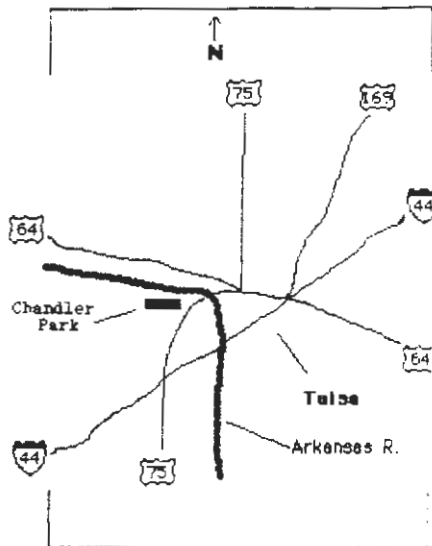
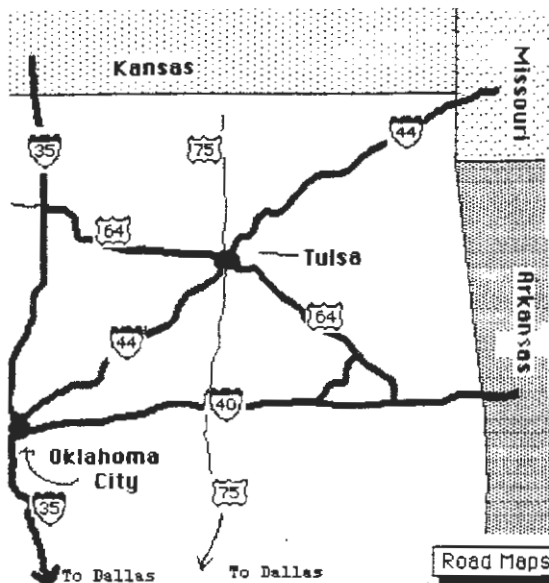
Tulsa limestone is part of a vast limestone layer laid down millions of years ago that varies in thickness from six feet in Wichita, Kansas to hundreds of feet down on the Rio Grande on the Texas-Mexico Border. The fact that this layer is relatively hard compared to the sandstone and limestone beds laid down on top of it, makes it form into cliffs which, incidentally foot long centipedes and humans like to climb. It seems that the further North one goes, the harder the limestone is.

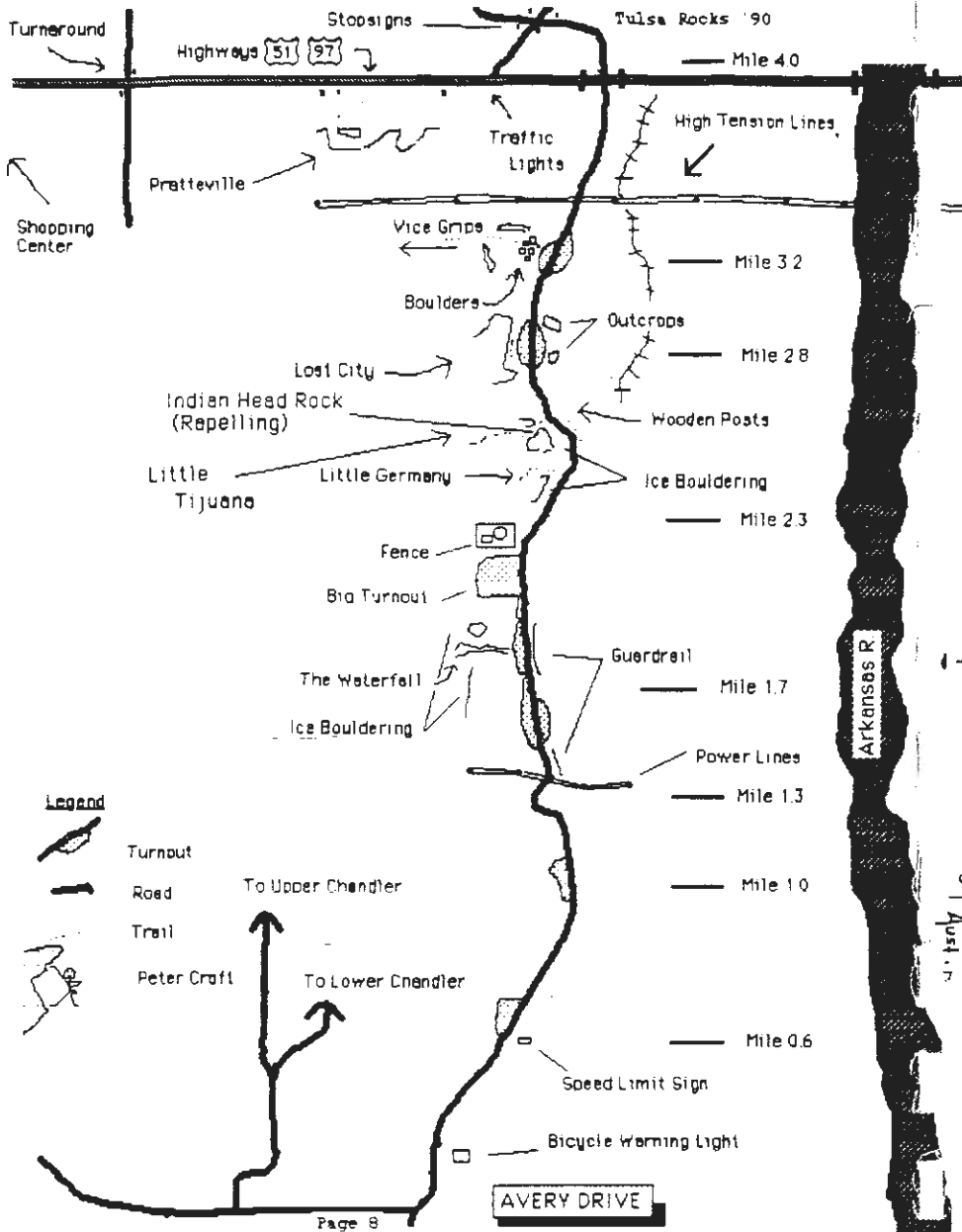
Tulsa, it seems, is perfectly situated far enough North to have rock of the most outstanding quality, yet have cliffs of the perfect height for safe bouldering and high quality short routes. Due to weather and topography, the Limestone of Chandler Park has been cut into miles and miles of rather continuous, but small canyons and corridors. Every expanse of rock is nearly vertical or overhanging. In addition to the areas covered in this guide, many others exist that have been scouted, but ignored because of poison ivy, two-hundred foot centipedes, or lack of interest. (Who wants a candybar if one lives in a gingerbread house?)

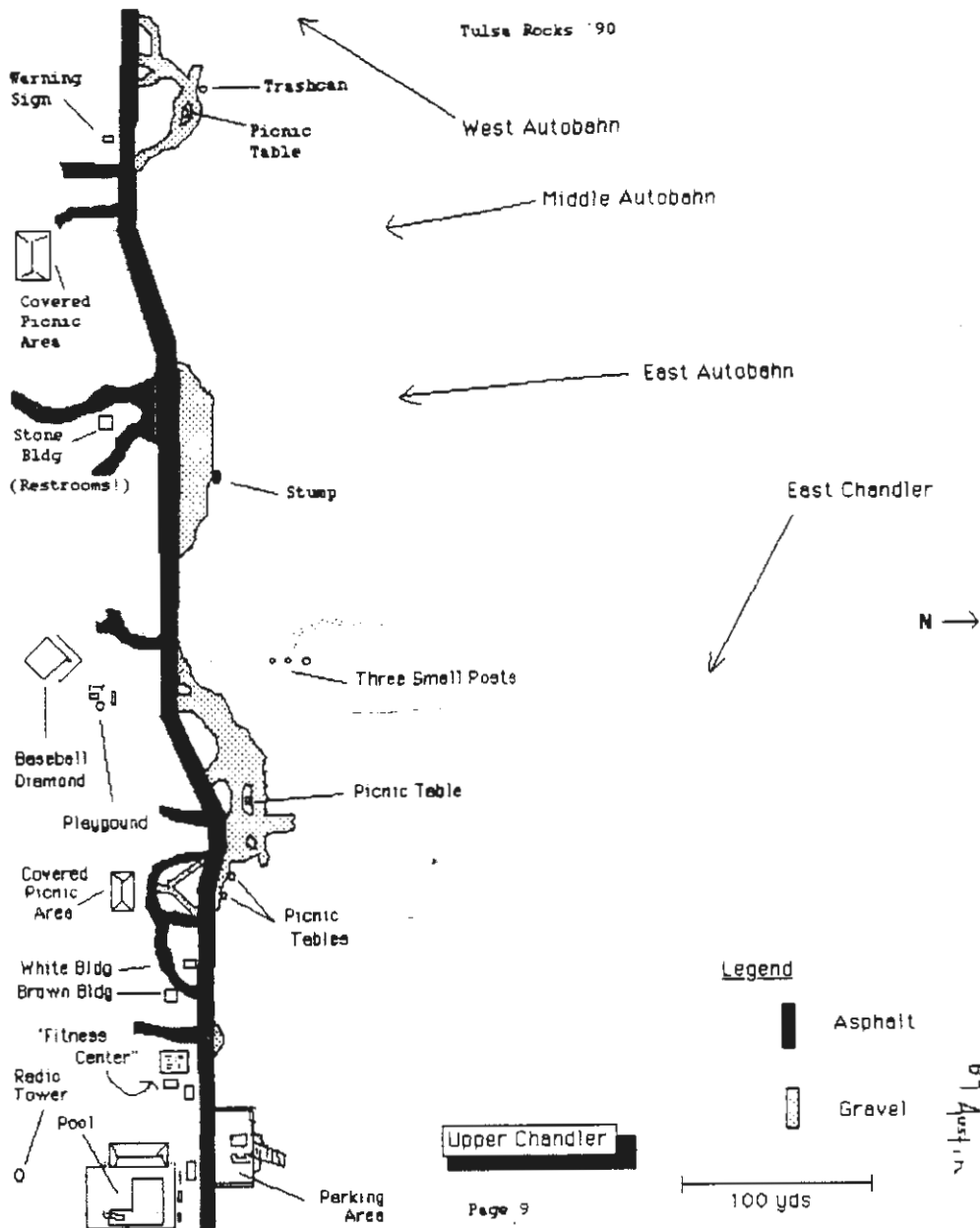
The purpose of Tulsa Rocks '90 is to provide first time visitors with clear maps and descriptions to Chandler Park's bewildering maze of cliffs, canyons, and cliabs, yet supply local climbers with fairly complete descriptions of established routes and comprehensive maps so further development can take place without any confusion as to names or locations.

Visitors to Tulsa wanting a good workout are encouraged to traverse the Autobahn and lap the short cliffs in its vicinity. In this area are also good routes of moderate difficulty requiring little approach. Those with slightly more time should visit the cracks in Little Tijuana or the moderate faces in Little Germany. Those with a lot of time should consult the guide and decide which route(s) they specifically want to try. Homeowners looking to tweak their fingers should head for Moffat Wall, Vice Grips, or Pratteville. Enough 5.12's and 5.13's exist there to satisfy at least a day's visit by anyone.

Any new routes or comments about the guide should be directed to any climbing store in Tulsa, Oklahoma. Good luck.










Upper Chandler

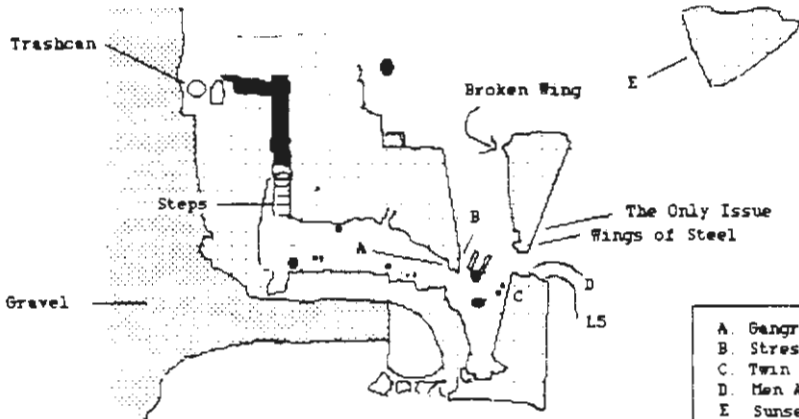
09 Austin

Legend:

-  Rock
-  Tree
-  Object



N



- A. Gangrene
- B. Stress Test
- C. Twin Cracks
- D. Men At Work
- E. Sunset Wall

East Chandler

89 Apr

EAST CHANDLER This area was one of the first to be developed. It has such classics as Twin Cracks and Wings of Steel. Also included under East Chandler is Tennis Court Wall, found near the end of lower Chandler Dr. To get to Wings of Steel, park in the first gravel area on the right past the swimming pool. Locate the rusty trashbarrel and a rock in the middle of the North edge of the gravel area. Take the trail then the steps that lead off to the right. Once in the canyon walk North until you see a South facing wall with two diagonal cracks on it. These are the Twin Cracks. For other directions see below.

STRYPER WALL This is where Stryper or 5.11 To Nowhere is. Take the trail that goes downhill from the three wooden posts West of the aforementioned parking area.

1. Stryper (5.11 To Nowhere 5.11c) Locate the East face with two bolts on it. It is recommended that all would be ascensionists first try this on top rope as the technical crux is before the first bolt, and a groundfall is literally into a shark's mouth of jagged boulders. A classic!

2. True Grip 5.10c Go up the face three feet right of 5.11 To Nowhere.

3. Toprope To Nowhere 5.10a Pull on the buckets just left around the corner left of 5.11 To Nowhere.

4. Pat's Triumph 5.11c Just downhill and West of 5.11 To Nowhere is a short Southeast facing cliff. Ascend the face just right of the brown waterstreak.

WINGS OF STEEL This area needs little description, aside from its a good place to go in the winter. Directions are given above.

1. Twin Cracks 5.9+ Take the obvious twin cracks to the top. A fun lead.

2. Men At Work 5.11c This climb is located on the face left around the corner from Tin Cracks. Stay off the corner. Very thin holds and sideclings.

3. L5 5.10 Five feet left of men at work ascend the face and don't use the left hand edge.

4. Gangrene 5.11b Locate the East pointing corner due South and a little West of Twin Cracks. Ascend the left side of the overhanging corner.

5. Stress Test 5.12b/c This is yet to be done, but is tried often. Try to ascend the face right of the aforementioned corner.

6. Wings of Steel 5.11d This simple and beautiful route is on the North side of the corner across from Sandbagger. Stay off the corner and go straight up.

7. The Only Issue 5.12b/c Five feet right of Wings of Steel climb up and right.

8. Broken Wings 5.7 Locate the crack near the end of the South face across from Sandbagger.

9. South Face Traverse 5.9+ Traverse the aforementioned South face.

10. Straight on Bong Blvd. 5.12-/B1 Traverse the wall beneath Wings of Steel and end at the West corner. Blow out your forearm tendons on this ultratechnical underclimbing demon. Definitely a classic traverse. Not to be missed!

9. Sunset Wall 5.9+ Downhill West of Wings of Steel is a short cliff with a crack system on it. Go up these cracks, but be careful..

10. Last Traverse 5.10+ Traverse the North Wall around the corner left of Sandbagger.

11. Note: there are some fun, moderate (5.7-5.10) boulder problems on the East wall left around the corner from the Last Traverse.

LOWER CHANBLER To get to this area either walk East from the Last Traverse, or take the North fork of the road as you first come up the hill into the park.

TENNIS COURT WALL To get to this seldom visited, but interesting wall, take the right fork of the Park drive as you drive into the park. Drive to the tennis courts and park there. Walk forty feet West along the treeline, then look right, or North. Tennis Court Wall should be visible. Bushhack if you can't find the trail! A 5.3 route gives access to this freestanding, solitary karst.

1. Tennis Court Crack 5.9- Locate the double cracks on the right end of the face. Take the lower of the two up and left to the top.

2. Tennis Court 5.9- Just around the corner right of Tennis Court Cracks is a three foot face. Find your way up this to the top.

3. Volley and Return 5.10c Left of Tennis Court Crack is a six inch roof at eyelevel. Starting just left of this go up to the roofs at the top.

4. Hard Serve 5.11- Three feet left of Volley and Return is a diagonal seam beginning at eyelevel that climbs left. Start here and ascend, staying left of the bulge.

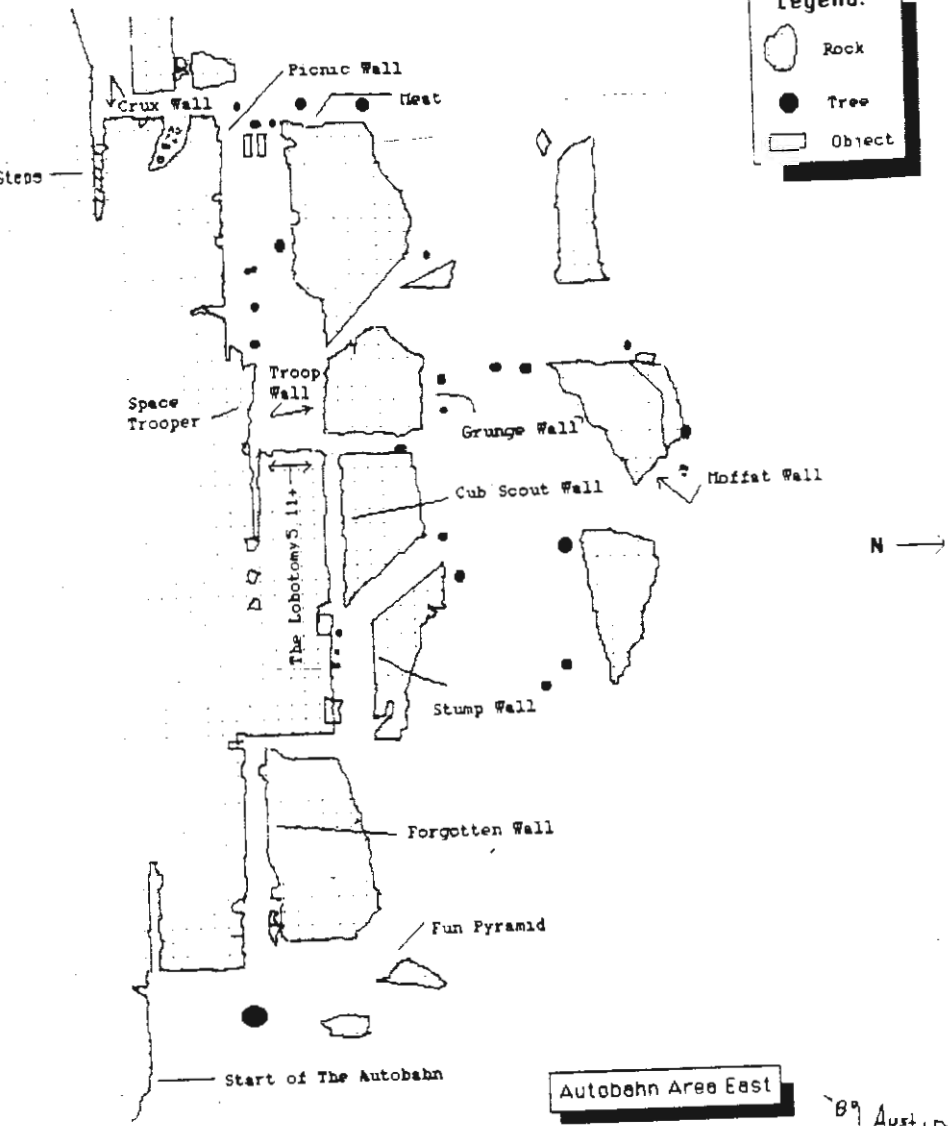
5. Luv 5.8+ Ten feet left of Volley and Return is this giant offwidth.

6. Racket 5.10a Ten feet left of Luv at eye level begins a finger crack system. Ascend this as far as you can then finish on a line of your choice.

7. Access Problem 5.3 Five feet left of Racket, this ledge system gives the easiest access to the top rope anchors on top.

Legend:

- Rock
- Tree
- Object



By Austin

EAST AUTOBAHN

This area is where the much discussed Autobahn Traverse begins. Also found here is the vaulted Moffat Wall, 3-D, and many, many other climbs for beginner to expert.

MOFFAT WALL

This is the great Nordwand of Chandler Park. Overhanging. Foreboding. Cool in the summer and icy in the winter. Definitely not a place for the beginner to loiter or hangdog at. Exposed roots, flakes and tree branches serve as top rope anchors.

1. Just Another Brain Ban 5.10d This is the line on the rightmost section of the face. A moderate route for Moffat Wall.

2. Electric Breeze 5.12b Left of Just Another Brain Ban a diagonal crack runs down from the right. Next to this is the first of the three bolts (possibly without hangers) of Electric Breeze. Follow the sparse holds straight up.

3. Ethics of Reality 5.12d Locate the thin white waterstreak 3 feet right of the thin sickle-like crack on the left-hand of the face. At the undercling progress right and up.

4. Elvis Is Still the King 5.12c Start just left of Ethics of Reality, but climb up and left, aiming for the vertical crack above.

5. Founded In the House of a Friend 5.13c ? Start at the base of the sickle-like crack 2 feet off the ground and follow the crack system to the top. Considered to be harder than some climb called The Web located in some state called Colorado. (If you believe that people climb in Colorado.)

TROOP WALL

Clearly chiselled low on this south-facing wall's right side is "Troop 39 1929". Faintly visible nearby is "1930" and possibly "1931". Apparently Troup 39 became lost here sometime in 1929 and did not survive past 1931. A sad story to be sure.

1. 3-D 5.11a Three feet left of the right corner is a thin broken crack system with a big chunk gouged out about seven feet up. 3-D utilizes the thin holds and polished smears to the immediate left, and only near the top does one stray into the crack.

2. Troop 5.10b Two feet above and barely right of the "P" in "Troop 39" is the marginal starting hold for your left hand. By doing something with your right hand and aiming for the two big pockets halfway up, you will soon accomplish this elegant boulder problem.

3. 5.7+ Crack To the left of Troop is a left facing crack that opens up into a face. Loads of fun in a thunderstorm.

4. Battle of the Bulge 5.6+ Ascend the obvious bulge left of 5.7 Crack. Be sure to start with the polished bucket at chest height and go dead vertical.

5. Jaw Crack 5.8+ This crack is located on the backside of Troop Wall at its West end. A fun lead or boulder problem.

6. Heart 5.11b Look for a white spraypainted heart on the back of Troop Wall. Start with the sidecling left of the heart.

7. Note: Troop Wall has lots of variations and a no-hands west of the bulge.

SPACE TROOPER If one is facing Troop Wall, do an about-face to see Troop Wall's North facing Dark Cousin. In addition to the following, there are other (explored) opportunities.

1. Sam On the Dial Tones 5.12+ One of the hardest and most spectacular lines in the park. Ascend the left-most side of the obvious bulging corner via underclings, slopers, and pinch grips.

2. Herpes 5.12- Use the polished slopers and deceptive holds three feet left of the corner to span the six feet of blank face to the buckets (?) on top.

3. Slip and Slide 5.10a Jam and layback the conspicuous crack which begins at chest level two feet left of Herpes. Be careful if bouldering this one for the top move has plummeted several to the hungry stump below.

4. Note: to the right of the corner is a fine, but claustrophobic crack and interesting pocket climbs.

PICNIC WALL Located on the ground a short walk West of Troop Wall are two concrete parallelepiped solids or rectangular blocks. South of these is Picnic Wall where many a newcomer to the Tulsa Limestone has both lost and gained courage to face the future.

1. Picnic Arete 5.9+ Make a direct ascent of the corner to the right.

2. Picnic Crack 5.11a This is the thin, flaring crack three feet left of Picnic Arete. Once led with a tiny, precariously placed stopper, this gem of technical moves repels most climbers on their first try. Stay out of the rectangular bucket two-thirds of the way up on the left.

3. Slam Dunk 5.10+ Locate the aforementioned rectangular bucket high on the face next to Picnic Crack. From the underclings at eye-level, lunge or r-e-a-c-h for two points!

4. Mudder 5.9-5.11 Three feet left of Slam Dunk is a crack and bucket system above the obvious, deep, one finger pocket at eye-level. Try to avoid the lurking slime that so often roosts here.

5. No Nets (Jump the Crux) 5.11b Just left of Mudder and two-thirds of the way up is a six-inch 'roof'. Below this and a little left is a wide grey waterstreak. Solve the technical start or simply jump for the viable sidecling seven feet off the ground. Follow the streak up and use the 'roof' to gain the top.

MEAT

Across from Picnic Wall is a West leaning overhanging corner that seems to sag as you look at it. Scientists have confirmed that it is indeed moving and will fall about a decade from now, so enjoy it while you can!

1. Potpurri 5.7-5.9 This is the bulge just East of the concrete blocks. Ascend left, right and directly upwards over the bulge.
2. Pepsi Crack 5.9+ Locate the crack a little high just right of the corner. This is a committing boulder problem as the tree a scant foot or more before it will throw you back into the rock.
3. Frickywo 5.11c Take the arete left of Pepsi Crack to the top.
4. Pepsi Challenge 5.12- On the West face of the corner, two feet left of the corner, look for a short white streak halfway up. Discover for yourself how the Pepsi Generation has changed our tastes as you savor the ridiculously sloping holds.
5. Meatgrinder Crack 5.10c A classic oldie. An exciting lead, this straightforward crack left of the Pepsi Challenge turns into a face climb as it heads right and up to the top of the leaning corner.
6. For more excitement, try the traverse beginning at Potpurri that leads left under the Pepsi Challenge and Meat Crack, that exits with a mantle on the ledge three feet left of Meat Crack.

CRUX WALL

Named for presenting Autobahn aspirants with their first serious test, three mentionable climbs are on this wall.

1. Dingleball 5.11a A foot to the right of the left corner is a small bucket eight feet up the face. Aim for this landmark and endure the slopers to the top.
2. Earwig 5.11- Locate the diagonal crack just right of Brian's Song starting at chest level. From here angle slightly right and upwards for enlightenment into deflected surfaces.
3. Lung Butter 5.11- Locate the nice holds above the white graffiti streaks three feet left of the right corner. Using these and a little technical savoirre faire make the fastigium of this classic.
4. Up (Gargle My Butt Gravy) 5.8+ Ninety degrees left off Crux Number One is a quaint wall with "UP" and an appropriate arrow graffitied to it.

CVB SCOUT WALL

This is a good beginner area and the legendary Autobahn, The 800 foot traverse, does begin near the East end of the wall.

1. Febelo 5.3 About twenty feet East of the L. edge of Boy Scout Wall is a three foot long ledge about ten feet up. Follow some smaller ledges that are lower and to the right up to the big ledge then go to the top.

2. Cub Scout 3.5 Fifteen feet to the right of Wehelo is the start of a very big ledge two feet above eye level. Go up to where the ledge makes a little corner with the wall and proceed to the top, staying left of the ledge.

3. Ordeal 5.10c Around the corner from Cub Scout is a five foot wide face. Locate the three foot long diagonal crack two-thirds up the face. Staying on the face and only using the arete for the first few feet, go up to the crack and the top. If the arete is not used at all, its 5.12.

4. Autobahn Traverse (850 feet long) 5.12+ The Start. Due South of Ordeal is the start of this such discussed, but very rarely completed traverse of traverses, the Autobahn. Traverse for fifty yards onto the face opposite the East end of Cub Scout Wall and begin traversing right into the overhang, go down to and turn the corner, where a continuous 5.10/5.11 effort spans from here past Saw On the Dial Tones to the very end of Picnic Wall. Turn the corner on Picnic Wall and go around the next corner, staying very high (this is seemingly quite exposed) and move along until you can stem onto the opposing face. Enjoy a rest. Move from your stem onto the opposite face and round the corner (technical) onto Crux Wall. Encounter the first serious 3.11+ moves as you approach the arete. Turn the arete and move a few feet right before stemming over onto the easy blocks. Move rapidly towards Little To Nothing and enter the Autobahn Corridor, a sustained 5.10+/5.11- overhanging section. Conserve your strength for the second, harder crux section 5.12-, which appears as you exit the Autobahn Corridor. This is a fifteen foot long face that follows wierd or thin holds onto a bucket above the low overhang, which has a thin crack in its right underside that turns into a flake at the overhang's end. Move through this crux to the slopers on the other side. Pass down Oz Wall, but beware of the polished, funky holds that butter off tired fingers and give way under crasped toes. Keep on these 3.9/5.10 moves to the bitter end, past the dihedral until you reach the corner before Piss Overhang. Rest a bit, then head around the corner on the easier moves, until you reach the bitter end... then, head back to the start....

STUMP WALL

East of Ordeal, this wall has two faces, one of 85 degrees and the other with a two foot overhang. There are several fine climbs here. A good place for classes.

1. The Prow 5.9 Staying right of the left hand corner, go up to the left facing crack/flake.

2. Flunk Out 5.9+ Five feet right of Dunces Corner the overhang bulges out before ending. Staying just left of this bulge, take the easiest line of buckets to the top.

3. Bulge 5.10+ Starting just under the bulge and heading right an up is a very thin crack. Start under the right side of the bulge, use the holds on the aforementioned crack and surmount the bulge to the top. A fun climb.

4. Take Home 3.9+ Three feet right of the bulge and ten feet up are two side by side giant pockets. Go up to these beauties and to the top.

5. Mid Term 5.11b Directly behind Take Home is a seven foot high wall with a six foot long block sitting halfway over the edge. Gain the grunt mantle at the top of this block by utilizing only the holds on the face and by palming the underside of the block. (Use of the buckets in the seam between the block and the face makes this 5.10.)

6. Good Grades 5.9 This crack-to-a-face climb is on the 85 degree face just around the corner from Duncie's Corner.

7. Scoop 5.10d Three feet to the left of Good Grades is a triangular bucket eight feet up the face, above which is a shallow dish. Ascend to the bucket at the top of the dish. The secret is an undercling...

8. School's Out 5.9+ Five feet left of Ashes To Ashes is a mini dihedral/crack that goes left and up. Follow this to the top.

FORGOTTEN WALL To find this nice South wall, go into the short, narrow passage East of Midtern. When you come out, Forgotten Wall is on your left.

1. Beginner's Overhang 5.4 Find the bulge/ overhang high on the middle of the face. Go right of this into the cave, then over the roof to the top.

2. Beginner's Jam 5.5 Across from beginner's Overhang is an obvious offwidth. Ascend this.

3. Flake 5.5 Start left of Beginner's Jam in the right opening flake, and follow this as far as possible, then top out.

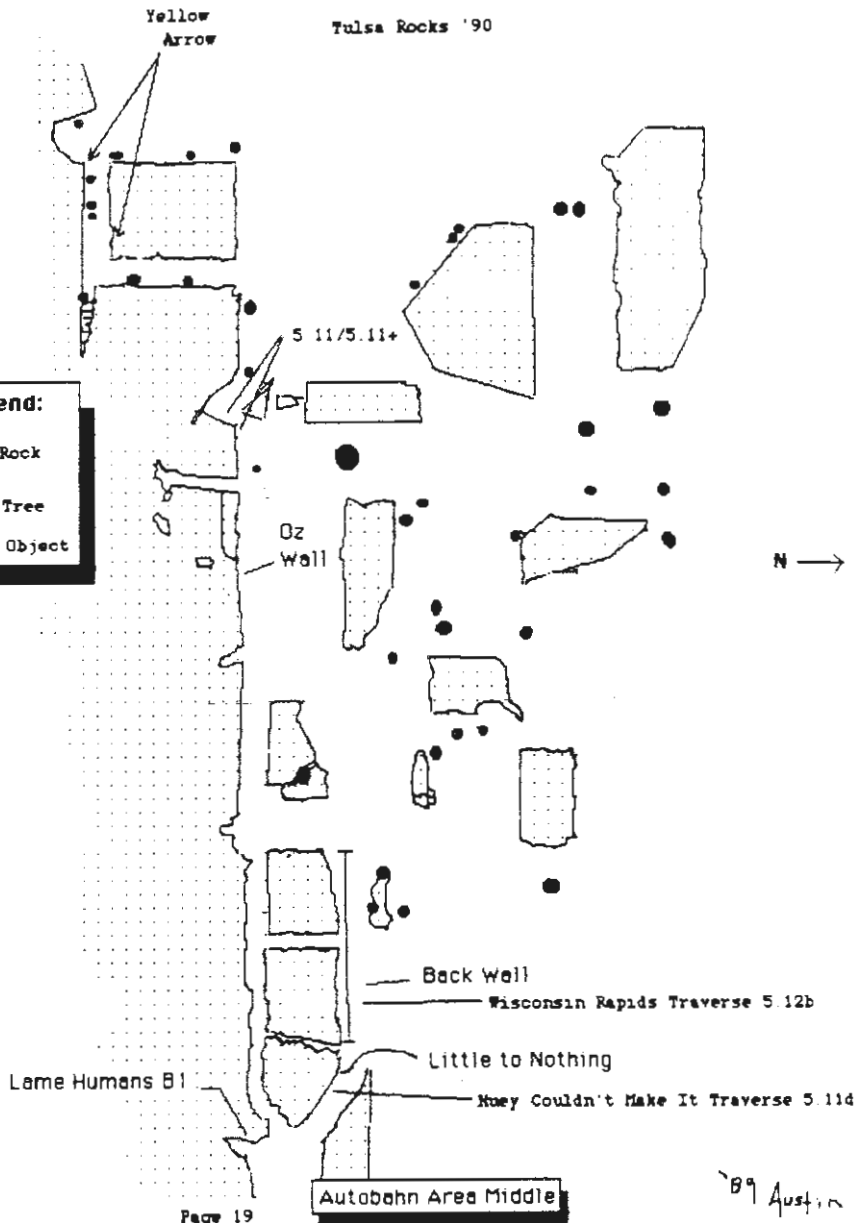
4. Forgotten Prow 5.8+ On the Northeast corner around from Forgotten Wall is an eight inch roof about eight feet up the face. Climb up to this and to the top of the semi-isolated tower above it.

5. Fun Pyramid 5.5-5.10 Northeast of the above is a Southwest facing triangular face. There are lots of fun problems here.

6. North Frow 5.9-5.11 Around the corner North of Forgotten Prow is a ten foot wide face with a four inch roof and a little watercourse. Lots of boulder problems and a traverse grace this interesting face. Try the short crack at the West end.

Yellow
Arrow

Tulsa Rocks '90



MIDDLE AUTOBAHN

This area has many difficult and moderate toprope problems, and the crux of the Autobahn. To get here, park in the second gravel turnout to the right past the swimming pool. Just across the road is a natural brick building. Walk West along the North edge of the turnout almost to the end. Look Northwest and see where the ground turns to stone. Take either cleft in front of you. Crux wall will be on your left or right when you come out into the canyon. In front of you begins the Middle Autobahn area.

LITTLE TO NOTHING Directly across from Crux Wall is this Karst that is not unlike the prow of an ancient ironboat now turned to stone. (Maybe Troop 39 is inside?) The nice wall going off to the right is Little To Nothing.

1. There's Nothing Arete Here 5.10+ Ascend the obvious arete that could be the petrified prow of the ironboat.
2. Is a Fool? 5.9+ Take the crack right of the arete to the jugs above
3. Clean Off 5.10a Ascend the thin holds three feet right of Is a Fool?
4. Huey Couldn't Make It 5.11d Traverse the Little To Nothing wall left to right while keeping a lookout for the squirrel eating carnivorous (foot-long) centipedes. These hideously decorated arthropods have a bite that contains a bio-catalyst which rots your flesh like rust does iron, only you won't need time lapse photography..
5. Autobahn Corridor 5.11- This is the 120 foot long canyon to the right of Little To Nothing. A major part of the Autobahn traverse, it is a fine traverse in its own right. There are also lots of nice, short boulder problems within its confines.

BACKWALL

Walk right (NW) along Little To Nothing. Round the corner and look left to see a long wall split by several clefts-cum chimneys, numerous bulges and clean cracks. Lots of problems are to be found on this North face. This wall deserves more attention.

1. Laysan 5.9+ Just around the corner from Little To Nothing find a foot wide deep cleft. To the left is a two foot roof at shoulder level. Ascend to the conspicuous jugs directly above and pull over the top.
2. Wisconsin Rapids 5.12 a/ B1 Traverse the Back Wall staying low.

Ox Wall

This is another long North wall with excellent route opportunities for novice and expert alike.

1. Beginner's Crack 5.9- The first crack after emerging from the Autobahn Corridor. Directly above the long crack is a bush and fifteen feet in front is a large tree with two trunks that form a V. A fool once groundfell while trying to lead this in his Koflachs.

2. Beginner's Chance 5.9+ Three feet to the right of Beginner's Crack is a series of thin diagonal cracks. Grasp the buckets at eye-level in the cracks' midst. Go straight to the top.

3. Beginner's Folly 5.9+ Immediately right of the Beginner's Chance cracks and starting at the very ground is a two footvertical crack. Stand on the little ledge to the right of the crack and scove up pulling on the evident small pockets.

4. Crud 5.8+ To the right of the cleft/chimney right of Beginner's Folly are two twin crack systems three feet apart. The rightmost has a tree growing in its upper reaches. Try to have fun.

5. Crock of !@@K* Dundee 5.11c Try to devine the etymology of this name! Four feet right of the rightmost Crud Crackies is a brown waterstreak extending downwards from the top to eyelevel whereupon it bifurcates into a spectrum of grey and brown. Starting with the small, funky pockets at eyelevel and a foot left of the streak, ascend the small, lonely edges just left of the streak all the way up.

Tulsa Rocks '90

End Wall

5.11-5.12 Problems. Nice, quiet, short wall.

Legend:



End of
The Autobahn

5.9 Overhang (class 2)

5.9 Jamcrack

5.9/5.11
Problems

Sunny Winter
Area 5.7-5.11

Red Arrow

5.8/5
Probl

N →

Teeny Traverse

Yellow Arrow Wall

AUTOBAHN AREA WEST

89 Aust

WEST AUTOBAHN

This area is located at the West end of Upper Chandler Park. It contains a few top rope routes, many fine boulder problems, several fun traverses, and the end of the Autobahn Traverse. To get here, drive to the third gravel turnout on the right past the swimming pool. A red speed limit/warning sign is just across the road from it. Locate the rusty trash barrel to the West near a tree. Take the cleft just left of it into the canyon. Before you on the right wall is the one foot 'roof' where Pincers starts. Alternatively, park next to the last picnic table at the end of the turnout, then take the cleft in front of you into the canyon where Yellow Arrow Wall is.

YELLOW ARROW WALL

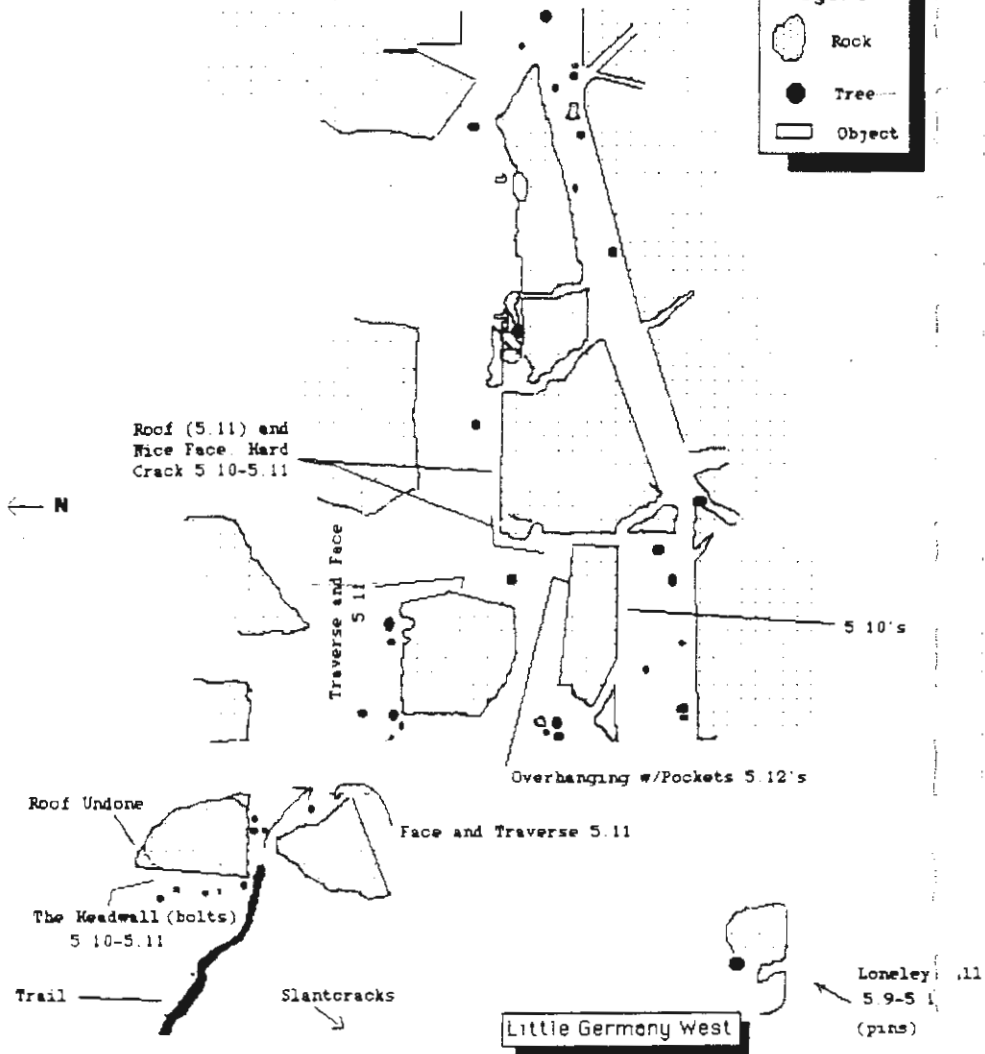
This North facing wall has a yellow arrow painted on it, hence the name. On the opposite wall is another yellow arrow.

1. Snack 5.13+/B2+ Start just left of the corner and right above the yellow arrow. Stay off the arete and go straight up. Very, very difficult.
2. Wings of Aluminum 5.10c Ascend the face just left of the tip of the yellow arrow.
3. Right Tree 5.9+ Go up the face just right of the first tree to the left of the yellow arrow.
4. Left Tree 5.9- Go up the face just left of the aforementioned tree.
5. Keep Away 5.11- Locate the eyelevel bucket just left of the big tree. Make the sparse pocket three feet up and a little right. Try to finish...
6. Wasted Time 5.11+ Locate the 5" 'roof' at chest level just left of Keep Away. Top out by going to the obvious 3" pocket eight feet above.
7. Yellow Arrow Crack 5.11a On the West end of the wall opposite wall is a crack that rises to the right. Take the crack as far as you care, then go up.
8. Teeny Traverse 5.11- Traverse the wall West of Yellow Arrow wall, staying fairly low.
9. More Wasted Time 5.10b Locate the tree in the middle of the Teeny Traverse. Go up just left of this tree.

Tulsa Rocks '90

Legend:

- Rock
- Tree
- Object



09 Aug

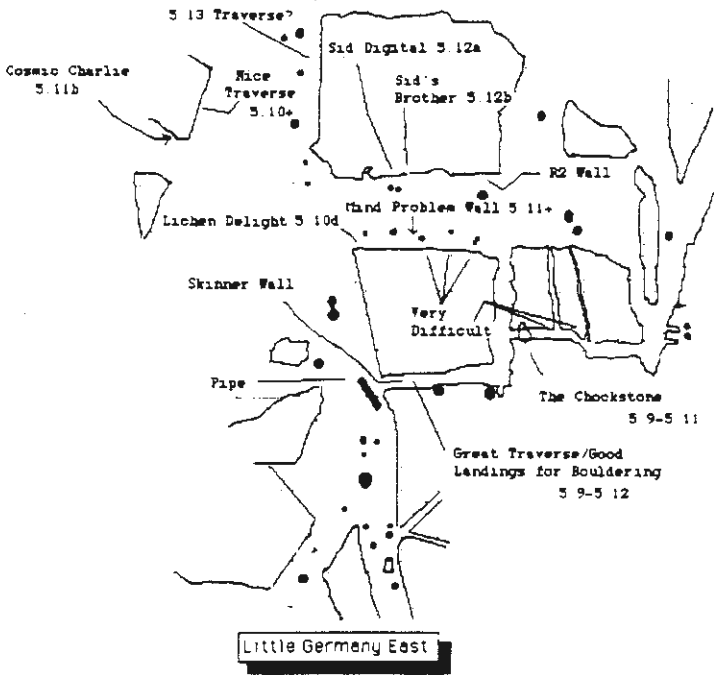
LITTLE GERMANY WEST

A wonderful area for fall or winter climbing, the whole Little Germany area offers face and crack routes of high quality, regardless of difficulty; and especially to the East can be found a selection of fun, hard boulder problems.

To get here, drive West on Avery drive past the big turnout and the fenced in tanks. Drive 25 yards past the end of the first cliff section on your left, then pull over on the narrow gravel shoulder. Cross the road and find the big green "16" painted on the edge of the road. Sometimes a green piece of plastic can be seen in the trees above and nearby, but don't rely on this. The trail begins ten feet or so East of the "16". Go up the hillside on the trail, which is quite steep. Follow it as it curves East, then passes just South of the first cliff in Little Germany, the Headwall. Enjoy.

Legend:

- Rock
- Tree
- Object

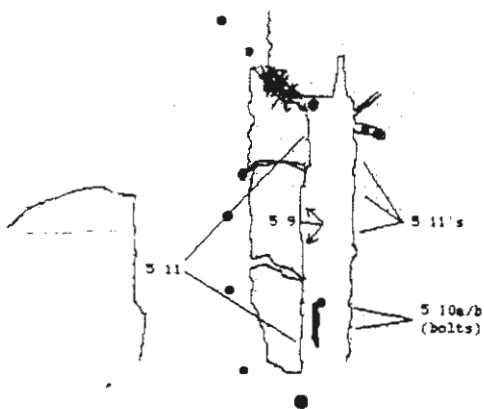
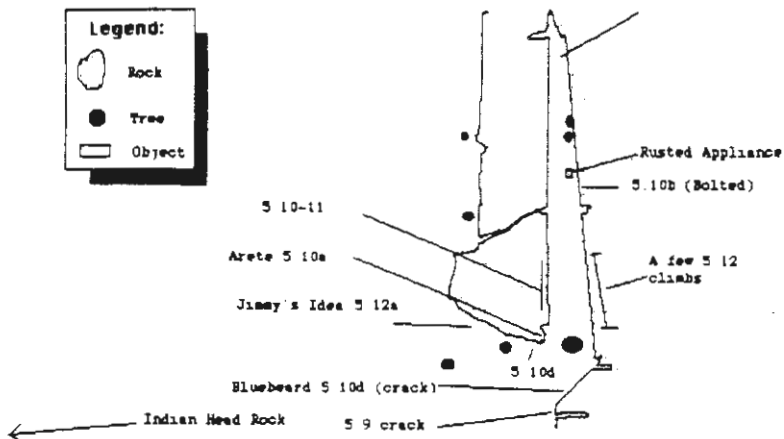
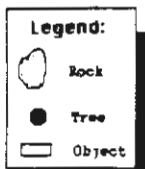


Little Germany East

89 Austin

LITTLE GERMANY EAST

Located East of the most easily accessible section of Little Germany, Little Germany West, this is a continuation of the aforementioned cliffs. Many fine boulder problems are located here. For directions see Little Germany West.



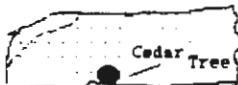
Little Tijuana

LITTLE TIJUANA

Located 100 yards South of Indian Head Rock, which is just above the line of wooden posts near mile 2.5, this stunning area has some of the best crack and face climbing in the park. In




this relatively undeveloped area are located fourteen cracks of varying difficulty and character, not to mention face routes of easy to still untried and unbelievable difficulty. This is a nice area to visit in the winter as it is out of the North wind and warm. As this area is still under development, consult both locals and the map for details.

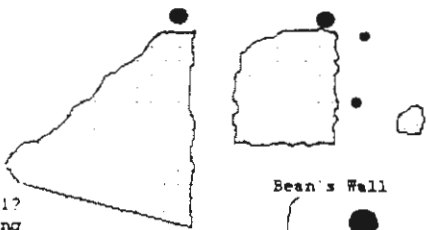
Tulsa Rocks '90



Barbed Wire

Legend:

-  Rock
-  Tree
-  Object



Ivy Wall 5.11?
Needs Cleaning

Bean's Wall

Wasp Wall

Thunderbird 5.11b

Fun Mantle

Firepit

Mad Dog 5.11b

John's Wall

Ripple 5.11a

Unknown 5.11c

Bother

Okiebug 5.12a

Muskrat's Revenge 5.11b

Undone 5.13 ? (Direct Start)

Fly and a Newspaper 5.12b/c

Lost City Area

07 Aug 1990

LOST CITY

Easily seen on the South side of Avery Drive at mile 2.8, hundreds of yards past the line of wooden posts, is the almost majestic North Face of Lost City. You'd have to be blind to miss it.

Park at one of the wide turnouts nearby and take the obvious trail up to the massive dihedral formed where the North Wall, known as John's Wall, meets the smaller West face, called the Bookend. There are lots of long face and crack climbs of easy to unbelievable difficulty in this area.

THE BOOKEND

As mentioned above, this is the West facing wall visible from the road.

1. Keelhaul Prow 5.12+ ? Undone at this time, this roof problem of roof problems begins on the face below the striking four foot roof at the North end of the bookend. The imagined route goes up the face into a very technical roof palming sequence that should allow a grab at the obvious bucket just to the right of the tip of the prow. Hopefully this will be done soon, as many believe the roof will collapse soon.

2. Tribal Dance 5.12 c Ascend the edge that begins under the prow and finish on a direct line. There are two top rope bolts at the top, easily accessed by traversing around the backside, then over the prow. Be careful.

2a Killer Tomatoes 5.12a Ascend the face just right of Tribal Dance. Don't use the arete, but finish on Tribal Dance.

3. Fools and Flies 5.11b Start just left of the bulge right of Bookend Arete and ascend up to the solution ridges, then up to the top.

4. Fool's Direct 5.10+ Start just left of the little corner on the bulge and go straight up.

5. Fool's Indirect 5.10a Start between the bulge and the left opening flake on the right. Go up to the two ledges, then left of the bulge on the face.

6. Fool's Variation 5.10c Start on Fool's Indirect, but go over the bulge.

7. Rabbits On Acid Indirect 5.11- Start on Fool's Indirect and go to the ledge to the right, then finish straight up.

8. Rabbits On Acid Direct 5.11a Start in the thin crack right of Fool's Indirect and go straight up, staying out of the crack to the right.

JOHN'S WALL

Named after the founder of Accent Mountaineering, this wall is the site of classes. It has a plethora of easy to moderate routes.

1. Accent Classic One 5.6 Start and finish in the crack that splits John's Wall from the Bookend. A fun lead.

2. Zigzag 5.6 Start in the crack, but go right and up, then back left, following the easiest line.

3. Zigzag Direct 5.7 Start just left of the first tree along John's Wall. Go up to the right facing flake, then up.

Tulsa Rocks '90

4. Bean Pole Direct 5.11b Start four feet right of the aforementioned tree on the hangerless bolt line. Stay within 1 1/2 feet of the bolt line. Don't use the jugs and easy holds.

5. Bean Pole Indirect 5.10+ Follow the line of Bean Pole Direct, but use the easy holds and move around on the face to find the easier line.

6. Ivy League 5.9+ Find the giant ledge at eyelevel just right of Bean Pole Direct. Above this is a long, right opening crack. Follow this all the way to the top. A fun, possibly dirty lead!

7. White Streak 5.10d This is the route that follows the white streak right of Sumac Attack.

8. Bolt Streak 5.11- Find the old bolt without a hanger five feet right of White Streak and just below a three foot long ledge above eyelevel. Take a line of choice to the top.

9. Yellow Streak 5.10a Three feet right of Bolt Streak is another ledge at eyelevel. Start here and climb up to the prominent overhang. Go either over or around this.

10. Brown Streak 5.11+ ? Start between Yellow Streak and the tree to the right, taking a direct line to the top.

11. Accent Classic Two 5.6 This is the left hand offwidth of the pair that splits John's Wall in the middle.

12. Accent Classic Three 5.6+ This is the right companion to the above.

13. ?????????? 5.11b/12a This is the line between Accent Classics Two and Three. The thin crack high on the face is a little easier than the face moves to the right.

14. Transcendental Axe 5.11d/12a Start two feet to the right of Accent classic Three on the blank face and take a more or less direct line to the top.

15. This Is the End? 5.11a Near the end of John's Wall and before the overhang that marks the end is a thin crack that turns into an undercling. Follow this to the top.

16. This Is the End 5.11+ Boulder the overhang.

BEAN'S WALL This West facing wall is around the corner from John's Wall. It has several fun, moderate climbs on it.

1. Student One 5.9- Three feet right of the corner is a right running crack that turns into a face, then back into a crack again.

2. Student Two 5.9+ Start where the overhang begins just right of Student One. Undercling the overhang, then move onto the face.

3. Arm Jam Overhang 5.8+ Find the big overhang right of Student Two with the white face beneath it. Go up into the broken roof in the middle of the overhang, arm jam in here, and move onto the face.

4. Dream Jam 5.10- Start just right of the thin seam/crack that begins just right of the Arm Jam Overhang. Go directly to the top.

5. Greystoke 3.10- Locate the first grey streak right of Dream Jam. this climb starts left of the grey on the brown.

6. Greystoked 5.10b Start on the aforementioned grey streak and go a little left as you go up.

7. Grey and Stoked 5.10d This starts just right of the grey streak and makes use of the obvious two finger pocket eight feet up on the face.

8. The Brown and the Gravy 5.10b Start on the grey streak just left of the corner. Enjoy the buckets once past the crux.

9. See Ya 5.10d Start just left of the loose stuff on the corner, using the sideling next to the loose stuff to start.

WASP WALL

This is the South facing wall around the corner from Bean's Wall.

1. Jackarete 5.8+ Stay just right of the arete between Bean's and Wasp Walls.




2. Full Metal Jacket 5.9+ Start three feet right of the corner in the thin seam. (There may be a bolt here.) Follow the right opening crack all the way or go directly up the slight overhang above.

3. No Jacket Required 5.10a Start four feet right of Full Metal Jacket into the hollowed out watercourse, then move onto the face to the top.

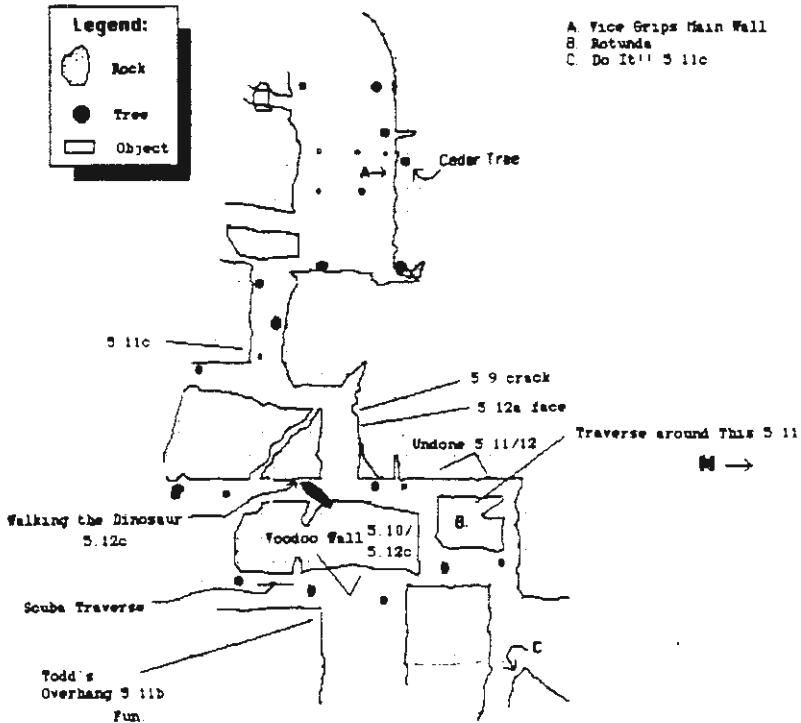
4. Tree Dyno 5.10d This is the line of small pockets between the tree on the right and the grey streak to its left. A dyno from these pockets into a pocket or a bucket will give access to the rest of the climb. A fun classic.

Tulsa Rocks '90

Legend:

-  Rock
-  Tree
-  Object

- A. Vice Grips Main Wall
- B. Rotunda
- C. Do It!! 5 11c



Vice Grips Main Area

09 Austin

VICE GRIPS

Another good place to winter over at, this collection of cliffs has some of the hardest developed climbs in Chandler Park. To find the well-travelled trail, drive West along Avery Drive. At mile 3.2 on the South side of the road is a jumbled pile of boulders left over from the construction of Avery Drive. Park on the South side of the road (this is best) and walk alongside the road to the West end of the boulder patch. On the road a blue arrow should be visible. From here the trail should be obvious, though a bit muddy at times. Stay off the fainter trails that may branch off at various points. The sighting of a blue painted arrow is a sign of being on the right track. Follow the trail for its 200 yards as it runs below a cliff, through a narrow cleft, across a shallow gully, and through a field until it leads right down into a canyon. On your right should be an impressive South face. This is Vice Grips Main Wall.

MAIN WALL

Developed extensively by Curt Frye, Kent Katon, Larry Harris, and Jimmy Ratzlaff several years ago, this wall has seen more activity in recent years with new routes and repeat ascents. All the climbs are technical and difficult. The technical, rarely completed traverse sports a horizontal lunge at its left end to finish.

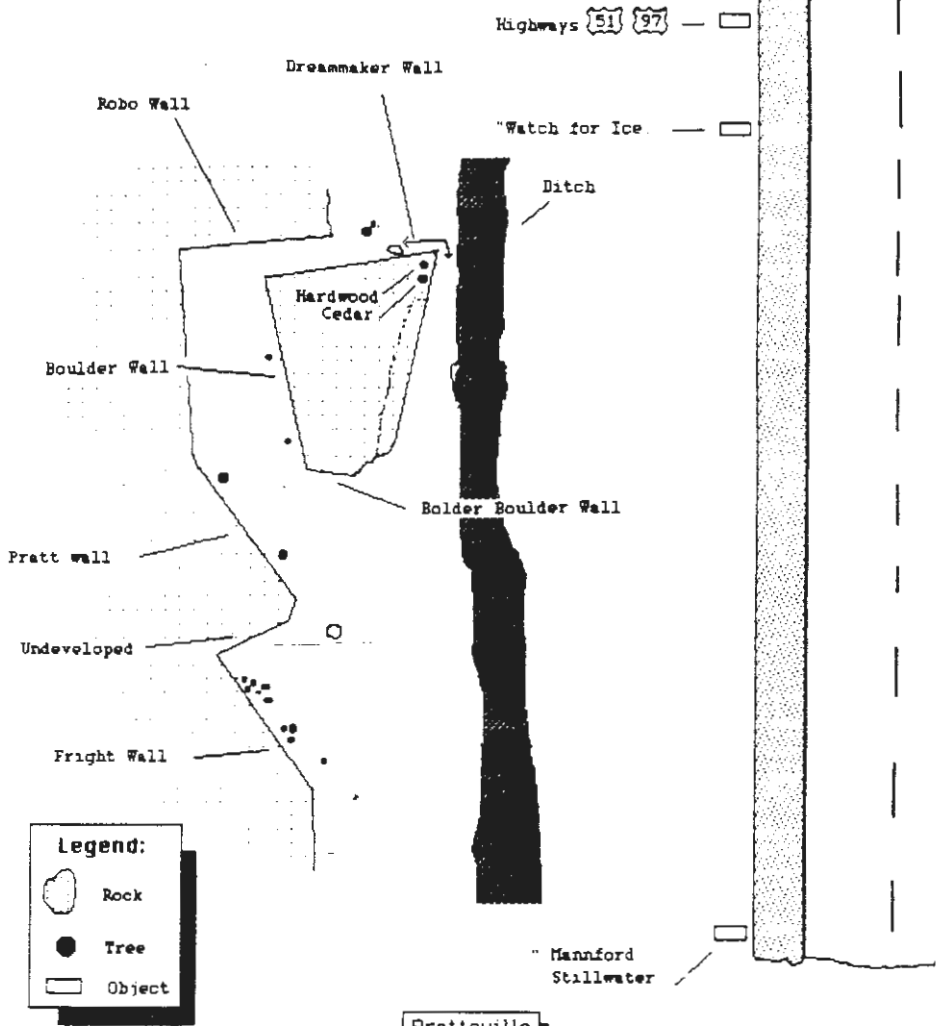
1. Laooch 5.12b Go up just left of the first black streak on the right hand side of the wall, staying just out of the crack near the top.
2. Lenny's Party 5.12d Three feet left of Laooch and just right of the little ledge that begins at groundlevel and goes up and left can be found a line of blue dots. Stay on these or a reasonable facsimile to the top.
3. Top Gun 5.12c/d Locate the hard to see red dots in the brown waterstreak three feet left of Lenny's Party and just right of the humungous bucket at chest level.
4. Cerebral Success 5.11a This climb goes up the white streak just above the aforementioned bucket.
5. Instigator 5.11d Three feet left of the aforementioned bucket find the yellow dots that go up the slight bulge and just left of and into the brown streak. A nice dyno at the top.
6. Hysteria 5.12b This route is on the black dots two feet left of Instigator and right of the cedar tree visible on top of the cliff.
7. Illogical Thought 5.10d Follow the white streak under the aforementioned cedar tree to the top.
- 7a. Mental Rools 5.11a NOT a misspelling, kids. Starts between the offwidth and Illogical Thought on the grey streak.
8. Vice Offwidth 5.6+ Go up big crack splitting the Main Wall in half.
9. Harness Pinch 5.12a Ascend the face just left of the big tree left of Vice Offwidth.

10. Madonna's Moan Direct 5.12d/5.13a Undone as of this writing, this route can be located above the two two-foot spaced pockets to be found at groundlevel three feet left of the big tree. Go straight up. A meandering course yields a 5.12a weakness.

11. Fanged Arachnid 5.12b Go up the obvious grey streak via the pockets ten feet left of the big tree.

12. Vice Crack 5.10+ Go up the seam-into-a-crack 15 feet left of the big tree. Near the top go right to avoid the overhang, otherwise avoid the centipedes and enjoy the 5.11a variation.

13. Vice Grips Traverse 5.12-/B1 Start at the humungous bucket of Top Gun and traverse left, staying low, until you make it past the overhanging bulge at the West end of the wall. This is a very technical, rarely completed traverse, requiring a full range of holds and keen footwork, rather than pure finger strength. Traversing right is easier, but requires more strength.



Pratteville

89 Austin

PRATTVILLE

This area is the Westernmost end of the Chandler Park "massif" and it underscores the trend of the harder cliaibs being found in the West.

Unbelievable difficulty, without clear trails,

and with a creek to cross, Prattville is for the bold expert who is serious about pushing the envelope of difficulty, but a few undone, gentler lines also await a first ascent. To get here drive to the West end of Avery Drive or Approach from the south on Highway 51. From Avery Drive turn left at the stop signs and proceed to the lights, then turn right and go to the next set of stop signs. From here one can either take a left then drive North through the neighborhood and park above the cliffs, or turn around and go North and park off the shoulder next to the cliffs just before the sign that says "Mannford Stillwater".

DREAMMAKER WALL

This includes both the West and South faces of the freestanding karst that sits on the creek. Some climbs begin just above the water!

1. Amphibian 5.12 a/b Start four feet left of the corner on the overhanging ledge/block above eyelevel and go up on a line just right of the decidwood tree right of the cedar tree on top.

2. Dress Arête 5.11 b Do the arête right of the Amphibian.

3. Freebie 5.9 - Go up the crack just right of the corner.

4. Melted Stone 5.8+ Start and stay on the obvious solution ridges two feet right of Freebie.

5. Tumbleweed 5.11 d/12a Billed as a classic, this route starts right of the boulder to the right of Melted Stone and goes directly up.

6. Turbocharged 5.12 d/13a Start right in front of the trees located twenty feet right of the corner and a few feet right from the aforementioned boulder. Near the top and a foot left of the start is a solitary bolt and hanger. Head directly for this anchor.

7. Before Man 5.11d Three feet right of Turbocharged is a little roof on the face. Go up to this, then finish left on the large sloping crystals

ROBO WALL

This North wall is opposite the East end of Dreammaker Wall. It has a few extreme climbs and some untried lines.

1. Terminator 5.13 a ?? Undone as of this date, this could be a cheeky lead off of natural pro. Two feet left of the right corner and starting up on the face is a teeny crack, reminiscent of that in photos of Orange Mechanique located in Cimae, France. Ascend to this, then follow it to the top.

2. Robo Crack 5.10a Three feet left of Terminator is a nice finger/hand crack suitable for a ground up ascent.

3. Robotron 5.13a Considered by some to be the hardest worked on line in the park, this line has yet to see a no falls ascent. Two feet right of Robo Crack and a foot off the ground in the horizontal waterout is a melon sized bulge. Above this at headlevel are two small finger pockets. Take a direct line to the top. Larry Harris is said to have ascended this with one fall, the best effort to date.

4. Shoot To Thrill 5.12 d/13a Staying just left of Bobo Crack take the easiest line up.

BOULDER WALL Around the corner from Dreamaker Wall is this East Face. In the middle is a 5.7 line to the top of Dreamaker Wall and its toprope anchors. There are some 5.7-5.10 lines on this face and a nice traverse.

BOLDER BOULDER WALL This is the three foot wide North face at the end of Boulder Wall. It's been bouldered the cruxes, but as of yet, they are not climbed. There are four suggested lines here.

1. East Bolder Arete 5.10+ ? This is the left, or East arete.
2. East Bolder 5.11+ ? This is the face climb just right of the above climb.
3. West Bolder 5.11+ ? This is the face climb just left of the West Arete.
4. West Bolder Arete 5.11+ ? This is the West, or right arete.

PRATT WALL This wall is due East of Boulder Wall.

1. Bubbles 5.12b Locate the one foot roof that goes right from the corner. Go up just right of this roof, staying off the flake to the left and two-thirds of the way up the face.
2. Lean Crack 5.8+ Go up the crack five feet right of Leaner the Meaner.
3. Checkered Demon 5.12 b Go up to the roof two feet left of Leaner the Meaner. Surmount this and gain the top.

FRISBY WALL Fifty feet North of Pratt Wall, but parallelling it is this Southwest facing nightmare.

1. The Thing 5.12 d Five right of the corner is a right opening flake at chest level. Start on this and follow the line of two bolts above.
2. Cry Baby 5.12+ ? Undone as of yet, this line is five feet left of The Thing. Left of the second bolt on The Thing is a bucket with a plant in it (which could be gone soon). Go up to this bucket and further to the top.
3. Cool Crack 5.9+ Around the corner (left) of Cry Baby is a left opening crack. Start on the face below it, then go into the crack.

Tulsa Rocks '90

Climb	Name	Rating	Wall	Location	First Ascent
Snack		5.13+	Yellow Arrow	West Autobahn	None
In the House of a Friend		5.13 c ?	Moffat	East Autobahn	None
Terminator		5.13 a ?	Robo Wall	Prattville	none
Robotron		5.13 a ?	Robo Wall	Prattville	L. Harris (one fall)
Keehaul Prow		5.12+	Bookend	Lost City	None
Autobahn Traverse		5.12+ /B1	Boy Scout	East Autobahn	C. Fry/ K. Katon
Cry Baby		5.12 d/13a	Fright	Prattville	none
Madonna's Moan Direct		5.12 d/13a	Main Wall	Vice Grips	none
Shoot to Thrill		5.12 d/13a	Robo Wall	Prattville	J. Dixon
Turocharged		5.12 d/13a	Dreammaker	Prattville	P. Huntley
Ethics of Reality		5.12 d	Moffat	East Autobahn	J. Dixon/ K. Katon
Lenny's Party		5.12 d	Main Wall	Vice Grips	L. Harris/ K. Katon
The Thing		5.12 d	Fright	Prattville	J. Dixon
Top Gun		5.12 c/d	Main Wall	Vice Grips	L. Harris/ K. Katon
Elvis Is Still the King		5.12 c	Moffat	East Autobahn	L. Harris
Sam On the Dial Tones		5.12 c	Space Trooper	East Autobahn	A. Brown
Tribal Dance		5.12 c	Bookend	Lost City	P. Huntley
Walking the Dinosaur		5.12 c	Main Vice Grips	Vice Grips	L. Harris
Fly and the Newspaper		5.12 b/c	Firepit	Lost City	T. Shust
Stress Test		5.12 b/c	Wings of Steel	East Chandler	E. Forney
The Only Issue		5.12 b/c	Wings of Steel	East Chandler	E. Forney/ J. Frank
Bubbles		5.12 b	Pratt	Prattville	L. Harris
Checkered Demon		5.12 b	Pratt	Prattville	L. Harris
Electric Breeze		5.12 b	Moffat	East Autobahn	L. Harris
Hysteria		5.12 b	Main Wall	Vice Grips	K. Katon
Laooch		5.12 b	Main Wall	Vice Grips	J. Dixon/ S. Stiles
Sid's Brother		5.12 b	R2	Little Germany	Unknown
Amphibian		5.12 a/b	Dreammaker	Prattville	P. Huntley
Fanged Arachnid		5.12 a/b	Main Wall	Vice Grips	L. Harris/ K. Katon
Wisconsin Rapids		5.12 -/B1	Backwall	Middle Autobahn	Unknown
Harness Pinch		5.12 a	Main Wall	Vice Grips	K. Katon/ R. Watson
Killer Tomatoes		5.12 a	Bookend	Lost City	Unknown
OKiebug		5.12 a	Firepit	Lost City	J. Dixon
Sandbagger		5.12 a	Wings of Steel	East Chandler	Unknown
Sid Digital		5.12 a	R2	Little Germany	Unknown
Vice Grips Traverse		5.12 -/B1	Main Wall	Vice Grips	C. Fry/ K. Katon
Straight On Bong Blvd.		5.12 -/B1	Wings of Steel	East Chandler	C. Fry/ K. Katon
Herpes		5.12 -	Space Trooper	East Autobahn	A. Brown (on sight)
Pepsi Challenge		5.12 -	Meat	East Autobahn	J. Ratzlaff
Bookend Arête		5.11+ ?	Bookend	Lost City	Unknown
East Bolder		5.11+ ?	Bolder	Prattville	none
West Bolder		5.11+ ?	Bolder	Prattville	none
West Bolder Arête		5.11+ ?	Bolder	Prattville	none
Brown Streak		5.11+	John's	Lost City	J. Ratzlaff
Little To Nothing Traver		5.11+	Little To Nothing	Middle AutoBahn	Unknown
This is The End		5.11+	John's	Lost City	Unknown
Wasted Time		5.11+	Yellow Arrow	West Autobahn	Unknown

Tulsa Rocks '90

Climb	Name	Rating	Wall	Location	First Ascent	
John's ?????		5.11	d/12a	John's	Lost City	Unknown
Transcendental	Axe	5.11	d/12a	John's	Lost City	J. Dixon/ S. Stiles
Tomblweed		5.11	d/12a	Dreammaker	Prattville	P. Huntley
Before Man		5.11	d	Dreammaker	Prattville	none
Whey Couldn't Make It		5.11	d	Little to Nothing	Middle Autobahn	Unknown
Instigator		5.11	d	Main Wall	Vice Grips	C. Fry
Lichen Delight		5.11	d	Mind Problem	Little Germany	P. Huntley
Mid Term		5.11	d	Stump	East Autobahn	Unknown
Wings of Steel		5.11	d	Wings of Steel	East Chandler	T. Andrews
Crock of 1988/ Dundee		5.11	c	Oz	Middle AutoBahn	Unknown
Scuba Traverse		5.11	c	Main Vice Grips	Vice Grips	Unknown
Stryper (5.11 To Nowher		5.11	c	Stryper	East Chandler	J. Frank/ J. Ratzlaff
Trickywoo		5.11	c	Meat	East Autobahn	J. Ratzlaff
Amphibian Arete		5.11	b	Dreammaker	Prattville	P. Huntley
Bean Pole Direct		5.11	b	John's	Lost City	J. Bean/ J. Pleasant
Cosmic Charlie		5.11	b	N. of R2	Little Germany	T. Shust
Fools and Flies		5.11	b	Bookend	Lost City	J. Pleasant
Fun Mantle		5.11	b	Firepit	Lost City	Unknown
Gangrene		5.11	b	Wings of Steel	East Chandler	S. Audrain
Heart		5.11	b	Troop	East Autobahn	Unknown
Mad Dog		5.11	b	Firepit	Lost City	S. Stiles
Muskrat's Revenge		5.11	b	Firepit	Lost City	Unknown
No Nets (Jump the Crux)		5.11	b	Picnic	East Autobahn	A. Brown/ J. Payne
Todd's Overhang		5.11	b	Main Vice Grips	Vice Grips	Unknown
3-0		5.11	a	Troop	East Autobahn	T. Andrews
Cerebral Success		5.11	a	Main Wall	Vice Grips	L. Harris/ K. Katon
Dingleball		5.11	a	Crux	East Autobahn	J. Ratzlaff
Mental Roofs		5.11	a	Main Wall	Vice Grips	R. Watson
Picnic Crack		5.11	a	Picnic	East Autobahn	T. Andrews
Rabbits On Acid Direct		5.11	a	Bookend	Lost City	J. Pleasant
Ripple		5.11	a	Firepit	Lost City	T. Shust
This Is the End?		5.11	a	John's	Lost City	Unknown
Thunderbird		5.11	a	Firepit	Lost City	J. Dixon
Yellow Arrow Crack		5.11	a	Yellow Arrow	West Autobahn	Unknown
Bolt Streak		5.11	-	John's	Lost City	J. Frank
Earwig		5.11	-	Crux	East Autobahn	J. Ratzlaff
Hard Serve		5.11	-	Tennis Court	East Chandler	Unknown
Keep Away		5.11	-	Yellow Arrow	West Autobahn	Unknown
Lung Butter		5.11	-	Crux	East Autobahn	J. Ratzlaff
Rabbits On Acid Indirect		5.11	-	Bookend	Lost City	J. Pleasant
Rotunda Traverse		5.11	-	Main Vice Grips	Vice Grips	Unknown
Teeny Traverse		5.11	-	Yellow Arrow	West Autobahn	Unknown
East Bolder Arete		5.10+	?	Bolder	Prattville	none
Bean Pole Indirect		5.10+		John's	Lost City	J. Bean/ J. Pleasant
Bulge		5.10+		Stump	East Autobahn	T. Andrews/ M. Hutchison
Fool's Direct		5.10+		Bookend	Lost City	J. Pleasant
Last Traverse		5.10+		Wings of Steel	East Chandler	Unknown

Tulsa Rocks '90

Climb	Name	Rating	Wall	Location	First Ascent
-att Crack		5.10+	Robo Wall	Prattville	P. Huntley
lam Dunk		5.10+	Picnic	East Autobahn	Unknown
ice Crack		5.10+	Main Wall	Vice Grips	Unknown
shes To Ashes		5.10 d	Stump	East Autobahn	Unknown
rey and Stoked		5.10 d	Bean's	Lost City	Unknown
llogical Thought		5.10 d	Main Wall	Vice Grips	K. Katon
ust Another Brain	Ban	5.10 d	Moffat	East Autobahn	J. Ratzlaff
ee Ya		5.10 d	Bean's	Lost City	J. Ratzlaff
nee Dyno		5.10 d	Wasp	Lost City	Unknown
hite Streak		5.10 d	John's	Lost City	J. Payne/J. Pleasant
ool's Variation		5.10 c	Bookend	Lost City	J. Bean/ J. Pleasant
eat Crack		5.10 c	Meat	East Autobahn	T. Andrews
ideal		5.10 c	Boy Scout	East Autobahn	T. Andrews
olley and Return		5.10 c	Tennis Court	East Chandler	Unknown
ings of Aluminum		5.10 c	Yellow Arrow	West Autobahn	Unknown
rown and Gravy		5.10 b	Bean's	Lost City	Unknown
reystoked		5.10 b	Bean's	Lost City	Unknown
.5		5.10 b	Wings of Steel	East Chandler	S. Audrain
ore Wasted Time		5.10 b	Yellow Arrow	West Autobahn	Unknown
roop		5.10 b	Troop	East Autobahn	Unknown
rue Grip		5.10 b	Stryper	East Chandler	J. Ratzlaff
lean Off		5.10 a	Little To Nothing	Middle AutoBahn	Unknown
ool's Indirect		5.10 a	Bookend	Lost City	J. Pleasant
o Jacket Required		5.10 a	Wasp	Lost City	Unknown
Racket		5.10 a	Tennis Court	East Chandler	Unknown
School's Out		5.10 a	Stump	East Autobahn	Unknown
Slip and Slide		5.10 a	Space Trooper	East Autobahn	Unknown
There's Nothing	Arete He	5.10 a	Little to Nothing	Middle Autobahn	Unknown
Yellow Streak		5.10 a	John's	Lost City	J. Pleasant
Dream Jam		5.10 -	Bean's	Lost City	J. Ratzlaff
Greystoke		5.10 -	Bean's	Lost City	J. Ratzlaff
Ivy League		5.9+	John's	Lost City	J. Ratzlaff
Beginner's Chance		5.9+	Oz	Middle AutoBahn	Unknown
Beginner's Folly		5.9+	Oz	Middle AutoBahn	Unknown
Cool Crack		5.9+	Freight	Prattville	P. Huntley (solo)
Flunk Out		5.9+	Stump	East Autobahn	Unknown
Full Metal Jacket		5.9+	Wasp	Lost City	Unknown
Is A Fool?		5.9+	Little to Nothing	Middle Autobahn	Unknown
Layman		5.9+	Little To Nothing	Middle AutoBahn	Unknown
Pepsi Crack		5.9+	Meat	East Autobahn	T. Andrews
Picnic Arete		5.9+	Picnic	East Autobahn	Unknown
Right Tree		5.9+	Yellow Arrow	West Autobahn	Unknown
South Face Traverse		5.9+	Wings of Steel	East Chandler	Unknown
Student Two		5.9+	Bean's	Lost City	Unknown
Surprise Cracks		5.9+	Wings of Steel	East Chandler	Unknown
Take Home		5.9+	Stump	East Autobahn	Unknown
Twin Cracks		5.9+	Wings of Steel	East Chandler	Unknown

Tulsa Rocks '90

Climb Name	Rating	Wall	Location	First Ascent
Mudder	5.9 - 5.11	Picnic	East Autobahn	Unknown
Freebie	5.9 -	Dreammaker	Prattville	Unknown
Beginner's Crack	5.9 -	Oz	Middle AutoBahn	Unknown
Good Grades	5.9 -	Stump	East Autobahn	Unknown
Left Tree	5.9 -	Yellow Arrow	West Autobahn	Unknown
Student One	5.9 -	Bean's	Lost City	Unknown
Tennis Court	5.9 -	Tennis Court	East Chandler	Unknown
Tennis Court Crack	5.9 -	Tennis Court	East Chandler	Unknown
Arm Jam Overhang	5.8+	Bean's	Lost City	Unknown
Crud	5.8+	Oz	Middle AutoBahn	Unknown
Forgotten Prow	5.8+	Forgotten	East Autobahn	Unknown
Jackarete	5.8+	Wasp	Lost City	Unknown
Jam Crack	5.8+	Troop	East Autobahn	Unknown
Lean Crack	5.8+	Pratt	Prattville	P. Huntley (solo)
Luv	5.8+	Tennis Court	East Chandler	Unknown
Melted Stone	5.8+	Dreammaker	Prattville	Unknown
Up (Gargle My Butt Grav	5.8+	Drux	East Autobahn	Unknown
5.7 Crack	5.7+	Troop	East Autobahn	Unknown
Zigzag Direct	5.7 .	John's	Lost City	Unknown
Broken Wings	5.7 -	Wings of Steel	East Chandler	Unknown
Battle of the Bulge	5.6+	Troop	East Autobahn	Unknown
Vice Offwidth	5.6+	Main Wall	Vice Grips	Unknown
Accent Classic One	5.6 .	John's	Lost City	Unknown
Accent Classic Three	5.6 .	John's	Lost City	Unknown
Accent Classic Two	5.6 .	John's	Lost City	Unknown
Zigzag	5.6 .	John's	Lost City	Unknown
The Prow	5.6 .	Stump	East Autobahn	S. Ramsey
Beginner's Jam	5.5 .	Forgotten	East Autobahn	Unknown
Cub Scout	5.5 .	Boy Scout	East Autobahn	Unknown
Flake	5.5 .	Forgotten	East Autobahn	Unknown
Beginner's Overhang	5.4 .	Forgotten	East Autobahn	Unknown
Access Problem	5.3 .	Tennis Court	East Chandler	Unknown
Webebo	5.3 .	Boy Scout	East Autobahn	Unknown

ICE-CLIMBING IN TULSA

Yes, Virginia, there is ice climbing in Tulsa, and not just during Christmas, although cold temperatures are necessary! A few times during the winter large cold fronts dip out of Alaska and head down the central Canadian Plains, with the ultimate goal of providing Tulsa with the long freezes necessary to produce short, but sweet ice-climbs.

Tulsa has the porous limestone cliffs necessary for the formation of high-quality ice, but its no Ouray or Telluride. The best locations are the areas marked along Avery Drive. The climbs can be veery thin, or very thick, and enjoyable dry-tooling/ mixed-climbing can be found. Don't get a big head though, everything along Avery Drive proper has been soloed, so it can't be that hard if it was done in Oklahoma, right? Other climbs attempted, but not completely formed, yet, include the route on John's Wall and a real plum if it ever completely forms, is the icicle that hangs over the very blank face of Lenny's Party in Vice Grips.

If the temperature remains below 25 degrees fahrenheit for two days straight, its a sure bet there will be climbable ice along Avery Drive. If there is heavy rain or snow followed by the same cold snap, other routes mentioned may also ice up. The ideal situation would be two days of heavy rain, an inch of snow, then temperatures in the teens for three days. Then, there are always the two large falls in Oklahoma and the dozens of waterfalls in nearby Arkansas... but this is a guide to Chandler Park. Sorry

Watch out for the cars, especially if you have to jump off. And be sure to check with the Highway Patrol before you leave home about any Avalanche warnings along the road