
THE NORTHWEST PASSAGE

A guidebook to the rockclimbs of Q'emiln Park Post Falls, Idaho*

**With information on climbing traditions, natural
history and environmental preservation.**

*Ah, for just one time I would take the Northwest Passage
To find the hand of Franklin reaching for the Beauford Sea;
Tracing one warm line through a land so wide and savage
And make a Northwest Passage to the sea. .*

Stan Rogers

Text and Topos - Rusty Baillie
Photography, and rigging - Richard LeFrancis
Computer layout design - Maxine Whiteside

**This PDF has been reproduced from copies of the original pamphlets prepared by Rusty, Richard and Maxine. This is a work in progress, and the Post Falls Parks Department hopes to fill in some gaps, update, and further refine the text over time. Please let us know how we can make this publication a better resource for the climbing community!*

Updated 9/23/14



*Climbing buddies Richard LeFrancis, left, and Rusty Baillie
stand above the popular climbing walls at Q'emiln Park.
The two have improved climbing and hiking in Post Falls.
It took three or four full days to shape up each climbing route.*

Safety:

While every effort has been made to keep this guide as accurate as possible, there can be no guarantee that all the information will be, or will remain, reliable. Leading in particular, especially with natural protection, involves significant risks. Sport climbs, though bolt protected, can include significant runouts, with the attendant risk of serious injury. Your primary trust should be in your own sound, conservative judgment. When in doubt - top rope! Your use of this rockclimbing guidebook indicates that you fully understand these risks and that you are assuming responsibility for your own safety.

HAVE FUN - CLIMB SAFELY

Third Edition © 2008

Rusty Baillie and Richard LeFrancis

All rights reserved. No part of this book shall be reproduced in any form or by any means, electronic or mechanical *without* written permission from the author.

MANY THANKS:

To Andrea, The Gifts and to Marty Bland whose pioneering guides first tried to make sense of this wild and beautiful climbing wonderland. To Avista Corporation, The City of Post Falls and the Anchor Replacement Initiative for funds to replace anchors and make this a safer playground.

New route information, correction of errors and general comments and complaints are welcome. Send it all to:

Post Falls Parks Department
408 N Spokane St.
Post Falls, ID 83854

CONTENTS

[Introduction](#)

[Climbing History](#)

[Style and Ethics](#)

[Natural History](#)

[Weather](#)

[Camping](#)

[Climbing Management](#)

[Grading, Protection and Topo Symbols](#)

[Bouldering](#)

[Rock Climbing New Route Guidelines](#)

[Index to Climbing Routes](#)

[Graded List of Selected Climbs](#)

[Climbing Wall Developments and Updates](#)

[MAP of Climbing Wall Locations](#)

[On-line Climbing Walls Application](#)

INTRODUCTION

This is a small town guide.

It has been produced by local climbers who have a direct stake in keeping this a pleasant, safe and satisfying place to enjoy fine rockclimbing.

Not so long ago this was a sleepy, sort of unknown, climbing site. But then, inevitably perhaps, "progress" arrived: the city grew, more newcomers (like me!) discovered the steep solid cliffs and, alas, the "good old days" of free and unrestricted climbing development were done. To keep our somewhat crazy sport as free as possible we will need to be a bit more organized in the future. We hope that, by taking the initiative, we can head off the more serious problems that would lead to massive restrictions.

In particular we'd like to:-

- Make sure everyone has a piece of the climbing pie. Though Q'emiln is essentially a face climbing, sport route kind of place, there are some dramatic and viable "trad" routes. We'd like to safeguard these naturally-protected routes.
- It would also be nice to develop routes at all levels of difficulty; so that beginners and experts can both explore their destiny.
- Our obvious preoccupation is to have athletic adventures on the rock. But we are also deeply involved with protecting the magnificent natural environment that shelters the cliffs and crags. We are committed to donating time to softening our impact and to sharing this wonderland with its other resident creatures
- This is quite a small area. Some of the best climbing is outside the boundaries of Q'emiln Park, on private land. We've been working hard to try to expand the park before the developers fill all the canyons with houses. To succeed, we will need the support of everyone who uses this guide and enjoys its climbs.
- We really wish to build a peacefully dynamic climbing community. There are bound to be disagreements between climbers and land managers, but we're committed to resolving these issues with mutual respect. Feel free to get involved!

NOTES ON THE THIRD EDITION

Brand new for '08 is a section on THE OUTBACK, a newly developed cliff for beginner leaders. Action at THE NEW has been slow (hard routes!) but we have cleaned up the "easiest" route there, as an introduction. DEATH FALL and PROJECT walls are still highly adventurous, though Death Fall now has solid anchors on top. We have not been able to launch the campaign to acquire OUTLAW WALL but we hope to jump on that ASAP.

[\(back to Contents\)](#)

CLIMBING HISTORY

In long ago times BC (Before Climbing), Native Americans and Anglo pioneers fought over the land. Their history is well illustrated in interpretive displays in nearby Falls Park and at Treaty Rock Park.

Then came the climbers. The early climbers have gone. The main record of their passing is in the routes that remain and in the old and new bolts that poke up here and there. There are old 1/4" studs - chopped to make place for the newer 3/8" rawls; and chopped 3/8" bolts - replaced with 1/2" stainless; and, most recently, glue-in staples and rings.

We have tried to contact our predecessors, to find out how they feel the area should be developed, but they have been elusive - moving on to other areas and other living. We almost made contact with Dane Burns, one of the main area pioneers but the Dishman Affair intervened tempestuously.

Hopefully their input can feature in future editions of this guide. The names we have include Jay Koopson, Chic Burge, Chris Kopczynski, Terry and Carole Gift, Jerry Thompson, Kyle Austln, Keith Wallace and the Carlson brothers. And of course Marty Bland, who brought us into the ultra-modern era.

Basically, the area seems to have been developed rather like Minnehaha, in Spokane: with top rope rehearsal, minimal bolting, extensive use of natural pro and very very bold leading - with big runouts in many places. This approach led to a particular kind of route which strongly emphasized courage, skill and daring - with a good measure of specialized local knowledge. Many of these routes could only be led safely when hold sequences had been memorized and the minimal gear placements worked out. Ironically, *this* is pretty much the "headpoint" style that is now considered extremely cool and cutting edge.

But then along came the New Age, with its emphasis on instant gratification. Now, TR rehearsal was boring. The Onsight Flash was the big thing; with athletic, dynamic moves replacing the careful 3point technique of the runout pioneers. There didn't seem to be enough time to fiddle with weird gear in marginal cracks, and so bolts were fired in with speedy drill packs. Unfortunately (especially for the rock) the two eras overlapped. First ascentionists, who had severely risked their necks and burned their muscles to complete a route, were shocked and outraged when someone came along, fired in some bolts, and ticked the route in total safety. Naturally they chopped the bolts. Naturally the bolts were replaced!.... Instant Bolt Wars!

The holes can still be seen, especially on Rocky Wall. Look on Paleface, where the scars have been left unfilled, as a sort of Holocaust Museum.

Marty Bland

In amongst all this, Marty Bland arrived.. His guidebook "Inland Northwest Rockclimbs" features Post Falls; with high praise for the climbs - "Hands down Post Falls is the best 5.10 and below cragging area in the Inland Northwest"

*To wear the crown of peace
You must wear the crown of thorns
Gordon Lightfoot*

Marty is an energetic and exuberant climbing activist. He has little time for sacred cows or hollow posturing. He wields a somewhat acid pen (or keyboard) and champions the new common climber, who usually wants to lead lots of hard, safe rock! Marty's realm of expertise, in his Post Falls guide, is with the harder climbs: .11 and above. This is where he excels. This guide attempts to make his original praise come true, but has little new advice for the harder climbs. Hopefully that will be remedied in future editions.

Marty's rather anarchistic, laissez-faire, approach to "climbing ethics" was a welcome counter blast to the tragic drama that went before, but it wasn't a very good way to approach difficult access and land management issues. It was a sort of interim hiatus. Add to all this the political event of the Avista Power Corporation having to re-license its hydroelectric generating operation on the northern boundary of Q'emiln Park. Factor in the fact that Avista still technically owns half the land we climb on. Extrapolate it all to predict that Avista, who leases the land to The City of Post Falls, is predictably paranoid about any kind of risk.

KOOTENAI KLIMBERS

And - there you have the underlying reasons for the formation of the Kootenai Klimbers and the importance of going forward in a responsible and coordinated fashion. Climbing activity during this hiatus was evolving into a mainly top rope sort of affair. Rather than working out the old gear sequences

and rather than placing yet more provocative bolts, people just seemed to be going for the good outdoor exercise of a TR burn TR definitely has its place but too much Hailing on TR just polishes the rock and jams up the climbs with rigging ropes.

In order to get back to leading, which to my biased view is the heart and soul of climbing, we started to look for a balance. There had to be a way to provide some safe climbs at various grades and some esoteric challenges for the connoisseur. How could we provide for the increased interest in safety while still honoring the magnificent and inspiring example of the old school? The section on "Style" is our tentative stab at it.

[\(back to Contents\)](#)

STYLE AND ETHICS

Climbing ethics are a quandary. We dearly love to argue about our climbing rules but the concept of "ethics" really belongs on a profound and noble plane. The nub of classical ethical questioning revolves around good and evil: how should people and nations behave to create a better world? On the other hand, climbers are prepared to die for their "ethics" - and that too commands respect.

Of course, some Higher Order issues have begun to seriously intrude into our climbing tranquility: How much will we sacrifice to safe-guard our environment? How should we behave in other countries? Can we get along together at Dishman?

I am more comfortable debating climbing "style", though it will perhaps help us find some answers if we think beyond our privileged sport and self-indulgent opinions, back to those basic ethical ideals.

So - We propose to use the following guidelines to define how we climb at Q'emiln Park:- Our commitment is to preserve all types of climbing, from traditional to modern - to allow as much diversity of the ,climbing experience as possible.

The spirit of the old "first ascent rule", described by Royal Robbins, can serve as a foundation for respectful conservation. Royal saw a first ascent as a work of art. First ascensionists made a unique gift to the community and later climbers could choose to enjoy the gift, without tainting it, - or climb elsewhere. As easily accessible rock became scarce, and more people discovered the joys of climbing, this pure ideal sometimes had to be modified to honor popular need and common practice.

In particular we should all avoid impulsive and unilateral actions, whereby some special interest is forcibly and violently imposed on the community. In this day and age, the vigilante climber is ~ menace to everyone.

The inevitable misunderstandings, disagreements and problems should be resolved by the climbing community as a whole. The Kootenai Klimbers pledge to facilitate this process through their affiliation with the Access Fund. We undertake to create a forum for climber interaction and to represent climbers to the managing agencies.

ADOPT A CRAG

Every year there are two Adopt 4 Crag events. The Kootenai Klimbers organize one during the first weekend of May, and the Outdoor Pursuits Program o/North Idaho College host one in September.

Please try to drop by and lend a hand with keeping our climbing areas attractive

In Q'emiln Park, there seem to be 4 main kinds of climbs:-

TOPROPE

These routes are not suitable for normal leading or bolting, for reasons of safety, preservation or aesthetics. If people choose to accept the extra risk of headpointing or soloing these routes, without drilling protection, that *is* their responsibility.

TRADITIONAL

A convenient term, that has come to mean climbing with natural, removable protection. Trad skills are essential for climbing in the mountains and local climbers wish to have a chance to practice these techniques on their home cliffs. The consensus of the community is to retain and preserve "Trad" routes, and to prevent them from being retro fixed with bolt protection. However, this definition of a pure trad route assumes that there is good enough natural pro to permit a reasonably safe ascent.

MIXED

Where adequate natural pro is lacking, supplemental bolts might be placed to create a mixed route. For practical purposes a "mixed" route has more than half of its protection natural. If more than half of the pro will have to be bolts, then usually the line would be rigged with bolt protection, as a regular sport climb.

This guideline acknowledges the fact that most climbers find it a pleasant challenge to select and carry a rack on a trad climb but find it a contrived burden to carry a trad rack for the sake of 1 or 2 natural placements. New route pioneers should avoid bolting routes that are viable trad or mixed lines.

Trad and Mixed routes will be marked by drilling a triangle of 3 shallow holes at the base of the climb. This trademark will indicate that the route has been developed as a safe natural lead, and that it should not be retro bolted.

This drilling may seem sort of contradictory, but many of the bolted sport climbs in the park were once viable trad routes! While there has to be a total moratorium on bolt wars, with these bolted trad routes staying that way now, in the future we need to see good trad routes surviving unscathed. The trademark makes it absolutely clear that the line is not open for retro bolting. These routes would not be on places closed to climbing in general, or on prime rockclimbing terrain. That still leaves a great deal of available terrain.

ODDS AND ENDS

So far no one has shown a *serious* interest in putting up really serious headpoint routes that are passively runout, perhaps because the rock is so steep and unforgiving. However, the recent clean lead of Bugaboo, *in* Lower Fifth Canyon has ratcheted the level of trad commitment up several notches.

The New Route Permitting System (see the chapter on Climbing Management) will hopefully help climbers develop new routes by providing bolting expertise, local knowledge and subsidized hardware. Climbers are still trying to define what it is that really drives their sport here. We welcome your opinion, input and suggestions. You can either respond through the New Route Permitting System or directly to the guidebook editor.

[\(back to Contents\)](#)

NATURAL HISTORY

Not only is there great climbing here, but it takes place in a wonderful natural area. In the spring the meadows are thickly carpeted with wildflowers. First to push out, from the receding snow patches, is Widow's Grass - looking a bit like alpine bluebells. Soon to follow is the vivid yellow of the Avalanche (or Glacier) Lily. Early summer brings the luxurious Camas, which used to blanket the prairies and provide sustenance for the Nez Perce. The Q'emiln meadows are breathtaking natural gardens. That's why we're trying to persuade visitors to stay on the trails and not go trampling over this fragile and inspiring heritage.

The canyons are home to old-growth giants. Huge trees that escaped the loggers. They show us what Tamarack, Grand Fir and Ponderosa can become if left to grow old in peace. As you follow the main trail under Post Walls, pause to ponder the age of the Tamarack snag you step over, and maybe pace out its full height while you're at it.

Not so long ago bear and cougar were common here. Deer still farm-up in winter, over in Fifth Canyon and smaller wild cat tracks show clearly in the snow.

The City is close but, amazingly, nature seems closer still.

WEATHER

Like always, spring and fall bring perfect climbing conditions. Summer is blessedly dry. Hot spells can be managed with care and cunning.

The secret of summer climbing is to go for the shade. The best shade is at first light, when night has cooled the rock. As soon as the rays burn down it's time to head for the tree-covered crags: Post and Garden Walls or The Outback. By noon sensible people are heading for the Q'emiln beach and the tactical cooler. In the evenings the sun-heated rocks are sweaty but the wage slave can still snatch a route as the sun dips down and the solar gain fades.

Winter needs even greater cunning and an astral alignment. It can be 20 F in Spokane and T shirt climbing in Fifth Canyon - if there is direct sunshine and no wind. Midwinter and Christmas the southern sun sweeps low and barely makes it over the top of Outlaw Wall. Only the very tops of upper and lower Fifth Canyon get the sun, and maybe parts of Ledge Wall.

As the days pullout into early spring the sun's path rises quickly and these sunny crags become downright balmy. Please - step around the flowers!

Post Falls is somewhat drier than Coeur d'Alene, being further from the mountains. Maybe its wishful thinking but this spot also seems to have less fog than Spokane.

If it persists in staying downright miserable, then it's time to pack up and head for Banks Lake or Vantage. Where there are plenty of rattlesnakes, the climbing's gotta be good!

[\(back to Contents\)](#)

CAMPING

This is a suburban - rural area and most climbers come from close by, with homes to go back to at night.

Roadtrippers do not have easy free camping anyplace close. Neighborhood Watch keep an eye open for wayward vagabonds and camping, or even overnight "Parking" is not permitted in Q'emiln Park itself

There are 2 legal options:

- You can stay at a nearby commercial campground for about \$10 a night. Coeur d'Alene RV Resort, 2652 E Mullan Ave in Post Falls can take vans and campers. Suntree RV Camp, 350 N Idahline Rd in Post Falls also can provide tent sites.
- You can join the ranks of jolly boondoggers who are welcomed at nearby Walmart, 3000 Mullan Ave in Post Falls. They have a special part of their parking lot where you can stay for free. 7-24 you can nip inside for surprisingly good coffee and donuts, real food and clean toilets.

CLIMBING MANAGEMENT

Q'emiln Park is managed by the City of Post Falls. The Kootenai Climbers, affiliated with the Access Fund and the American Safe Climbing Association, represent climbing interests in the development of Climbing Management Plans.

The section on STYLE was worked out purely within the climbing community and is no direct concern of the City of Post Falls. However, where we interact with other users of the Park we have to accommodate other interest groups.

The City is also responsible for safeguarding and preserving the natural resources of Q'emiln Park. One of their biggest problems is vandalism, which is destructive and expensive. Vandalism, in Idaho, is defined as Malicious Injury to Property, and is a Felony offense. The City can issue citations for this offense. The trick, for us, is to earn the right to develop the cliffs, without alienating other users and without having our actions seen as vandalism. Bolt Wars come too close to the line for comfort.

The City of Post Falls has been extremely helpful and supportive. The staff have devoted time and equipment to help us with trail and crag maintenance and we have been awarded a generous grant to replace old anchors and to develop moderate routes.

This **MANAGEMENT PLAN** has been worked out to make us all happy:-

- Those trails that lead to the main climbing cliffs will become the responsibility of the climbing community, who will maintain them regularly. We got off to a good start in 2004 by earning a citation for our Adopt-A-Crag trail building efforts. The main object is to avoid trail braiding - where people

leave the main trail and trample vegetation. To encourage climbers to find and follow the main trails we have signed the turnoffs with bolthanger markers.

- Climbing will only take place on West Facing crags. Due to the topography, the cliffs are aligned north-south. The side facing west is down faulted and slightly tilted. This produces cliffs that are steep, blasted by the sun and not optimal for vegetation - ideal for climbing! The more vegetated east facing cliffs will be left as a nature preserve, to provide habitat for a rich biodiversity.

One east facing cliff has already been heavily developed - Newfound Wall (The New) in lower Fifth Canyon. This will be left as a climbing crag but no new routes will be developed on that side of Fifth Canyon. Opposite Ledge Wall, above and south of the Wagon Trail is an area of curved overhangs, originally called Tsunami. The cliff was never developed and, as an east facing cliff, is closed to climbing.

- West Facing crags may be cleaned of loose rock and vegetation. This is a popular area and the bottom of crags is often crowded with belayers and onlookers, pulling off a loose block would be disastrous! So, clean all new routes thoroughly! Please! To produce a rockclimb in this verdant, damp and fertile environment you do have to remove some vegetation. Quite a lot! That is OK.

- The Outlaw Wall is on private land. We are trying to acquire this cliff, or at least arrange formal access, but it's going very slowly. In the meantime, please don't do anything that would wreck these initiatives.

- In order to spread out the environmental impact of routes, and to prevent crowding, routes should not be squeezed too tightly together. From each route there should be no chance of running into the bolts on an adjoining route. As one looks up at the cliff each bolted line should be individual and separate. Grid Bolting and extensive Linkups are discouraged.

NEW ROUTE PERMITTING SYSTEM

- The Climbing Plan described above can take care of everyone's needs - but it is complicated and relies on special local knowledge. To make it all work smoothly, and to make it easier for everyone to find legitimate new routes, an assisted permitting system will be implemented. This is how it works:-
- If you want to do a new route you will first complete an application. Forms are available from the Parks and Recreation office at 408 Spokane St. The form will ask for details of crag and route location with a topo or photo. Return all this to the office.
- An advisor will be allocated to your project from a list of volunteer climbers. This advisor will check your route out and contact you. Further detail~ may be needed or you may have to arrange a visit to the crag to explain things. Once the route has been approved you will receive a permit.
- When you have this permit (but only then!) you can clean your route. Please do a thorough job. Anchors and pro bolt placements should be carefully worked out on TR, and marked.
- Your advisor will then assist with the placement of City-supplied SS glue-in bolts. Glued anchors will hopefully avoid the vandalism and bolt removal problems we have had in the past.
- You will be asked to pay half the cost of this hardware. [\(back to Contents\)](#)

GRADING, PROTECTION AND TOPO SYMBOLS

Grades follow the "normal" decimal system.

It's hopeful to remember that grades are supposed to describe climbs and not egos. Although "sandbagging" is a time-honored climbing tradition, it does become somewhat tedious. Really; the most important thing about grading is being able to choose the most suitable climb to enjoy!

Doubtless, some folks will feel the grades are either too hard or too easy. My advice, for any guidebook, anywhere, is to figure out a personal conversion factor. Once you know how you want your grades to look, just adjust the book grades accordingly. Voila! Peace!

The important thing is that the grades be consistent. This guide has tried to make sure that all grades of a certain rating are, more or less, the same. There is an inevitable difference in personal size and climbing preference that probably factors out to about a letter grade, but, once you know what rating section you wish to choose, there should be no great surprises within that group of climbs.

To iron out any inconsistencies in this interim guide we invite your comments. They will be most useful if they refer to other climbs: "I think · is about as hard as "

Grades are based on several critical criteria that our Taquitz / Yosemite forefathers established long ago:

- The standard is for Leading. Toproping obviously seems much easier: not only are you saved the effort of gear placement or clipping but you avoid the psychological terror of the "sharp end".
- Additionally; grades are for an Onsight - Flash. You should be leading the route for the first time, with no falling or hanging. "Redpointing" or working a route will also make it seem easier.
- You should have no beta except that provided by the guidebook. This guide takes care to provide exhaustive route and safety information but is dedicated to NOT telling you how to do the route. Theoretically at least, info provided by friends or onlookers will make the route easier.
- There should be no TR or Rap inspection. On this steep rock, much of the sheer difficulty comes from having to hang tough and search around for the secret holds so cunningly hidden from sight. If you can go straight to the crux hold, then much energy and anguish will be saved.
- What about gym training? This is steep juggy climbing. If you are ripped and honed from long hours working plastic you will do well here. Is that cheating too? Those who enjoy their beer a bit too much will probably think so.
- The challenges of a trad lead, especially on this steep rock, depend heavily on having to hang around and fiddle gear. Expect trad grades to be almost a full grade easier on TR.

For Your Information

Many sport climbing areas, though they claim to use the YDS, actually grade for a heavily prepared ascent. Grades are "rehearsed down". To experience the full flavor of Q'emiln routes, go for the Onsight Flash lead!

It is not strictly true that guidebook editors use their privileged position to ensure that the route grades make them look good. A graded list is provided with the index, to encourage the idea of "standard grades". The last route or two on the list is always a candidate for an extra letter grade and the first listings are a bit soft. Gradings are marked on the topos and give an indication of how sustained the pitch is.

TRAD PROTECTION

There are no specific gear recommendations for trad routes. You really need to have the choice of a full rack, from small stoppers to fist sized cams. Once you seize the route up you can make a pro game plan.

This is not easy rock to protect with natural gear. Apart from the steepness, continuous cracks are rare. Most pro has to be cunningly arranged in pockets, slots and horizontal seams. Sometimes you will have to reach far into a Rare, to place a piece way inside.

This makes onsighting extra challenging and means this is not a good place for ultra-bold beginning trad leaders. However, on trademarked routes, most of the pro can be bomber.

There are ways to soften the edge a bit and ease into The Game. Seeing that you will be removing the evidence of your crime, no one much cares if a bit of skullduggery takes place. A basic cheat is to rap the route and pre-place some key gear - or all of it. A more devious tactic is to rap down and rehearse gear placements, even to the extent of making small tick marks (later removed!) at certain placements, to correspond to gear placed sequentially on the harness.

People have been seriously injured here when gear ripped out, so, for the sake of my conscience and guidebook liability I would have to make a Basic Recommendation:-

"WHEN IN DOUBT, CHECK IT OUT"

If you have any question at all, about any lead, rap down and see what you're getting into!

Another trad perk is that fixed anchors, even some loweroffs, make the logistics more bearable.

If you find all this cheating despicable, simply choose something within your ability.

SPORT PROTECTION

It's not just "connect the dots". Though we have tried to rig sport routes safely, it's still possible to get hurt from inattentive belaying or clumsy and careless clipping.

A major safety item is a Clipstick. Don't leave home without it! Many climbs are undercut and the hardest and most dangerous moves are right off the deck, where a groundfall is a major possibility. It's not always possible to fix bolts to protect these spots: either it's too steep to clip or too close to the ground to help. **STICK CLIP!**

A **Daisy** is useful for rigging the last person's descent. Several quickdraws can do the same job but are more likely to come apart accidentally.

LOWERING OFF

It is time consuming and expensive to maintain LO points. Climbers can help a great deal by NOT lowering off directly through the chain quicklinks, and by NOT top roping like this either. The leader should always make sure the rope is running thru carabiners. Single biners on the " chain work fine or, if you are nervous, you can use long draws, directly through the hangers. The last person down should rapell rather than lower- again, to save wear on the links.

This practice will prevent the links from being grooved - and a hazard to everyone. It will also save a great deal of wear on your precious rope. Unlike limestone sport cliffs, most of these routes end on top of the cliff, where it is very hard to rig a LO that does not chafe the rope badly. You can at least double rope life by limiting loweroffs.

- LEADER LOWERS THROUGH DRAWS
- LAST PERSON RAPS

TOPROPE RIGGING

TR anchors are often set well back from the edge. You will need some rigging gear. A 16ft cordelette is fine for some places but often you'll need a full 30ft. length. 11mm or 9mm rope wears much better than webbing.

Run the climbing rope through 3 biners, to save rope wear, and make sure you can see the biners from below, to ensure a clean pull.

PLEASE - DO NOT TR DIRECTLY THROUGH THE CHAIN LINKS

USE SLINGS, DRAWS OR BINERS.

[\(back to Contents\)](#)

BOULDERING

Q'Emiln is not natural bouldering country but there has always been a strong and enthusiastic group of Mat People. Recently, there has been a spate of development and many fine boulders have emerged from their jungle fastness.

Bouldering here is a unique biotic and cultural experience. While in most other parts of the bouldering world the emphasis seems to be to treat the heavily-used rocks with extreme care, the main challenge here has been to compete with the exuberant vegetation. The climate of the Northwest produces an ideal habitat for moss and rock plants, and boulders need constant cleaning to stay open and climbable.

This is not to say that we do not have our own guidelines to preserve the beauty of our bouldering sites. Bouldering in Q'Emiln Park follows the same principles as lead climbing-We need to share the area and stick to a responsible plan. If you wish to develop a new bouldering site please go through the New Route Application system. You will be put in touch with a knowledgeable local who will help you find an OK place to go at it.

Once the boulder is approved the tradition is to do a thorough job of cleaning it and clearing the landing. Initial cleaning takes heavy-duty wire brushing and thereafter you will have to do a fairly continuous job of nylon brushing, to keep it from becoming a hanging garden. A leaf blower or yard broom will keep the key topout holds from eluding that desperate grasp.

Future editions of this guide will include a full bouldering section but for now, either ask a local or try out these more accessible areas:

THE ALLEY Just past the rightmost yellow barrier before the boat ramp. Steep and juggy with exciting topouts. Moderate to hard.

GODZILLA As you scramble down from Ledge Wall on the north side, this is the steep slab on your right, just as you leave the top of the cliff. Nice solid fingery incurs. Moderate.

HIDDEN PASSAGE Follow the signed trail approach to DeathFall Wall and jog left just as you get to the cliffs. Short but sweet with some decent traverses. Moderate.

DEATHFALL BOULDER PILE Challenging testpieces with technical landings. Ask Jason about this place!

GARDEN BOULDER WALL Just opposite the Garden Wall climbs. Some fine moves, with topouts. Moderate to hardish.

[\(back to Contents\)](#)

Q'EMILN PARK, POST FALLS, IDAHO NEW ROUTE DEVELOPMENT GUIDELINES

SAFETY

1. LOOSE ROCK

Loose rock should be cleaned so it is not a hazard to leader, and especially to those below – belaying or watching.

It's better to be safe than sorry about large flakes. Anything that looks like it could be a hazard should be tested with a prybar – if a 2ft. bar will not move it, it's probably OK. Protection should not be placed until the route is clean and ready for climbing.

The passing public should be protected during cleaning operations. Many of the hiking trails pass directly below climbing cliffs. Often it will be necessary to have someone watching the trail to warn hikers and, if visibility is poor, the trail should be closed or marked with caution tape.

2. PROTECTION

Routes should be protectable to the point of not having to take a fall that will result in death or serious injury.

The spacing of bolts should reflect normal sport climbing practices – clean falls may be somewhat runout but ledge hits and ground falls should be protected against. Stick clipping is not usually preferred.

If reliable natural gear is not available, bolts should be placed (see guidebook for suggested guidelines on mixed routes).

If natural gear is not available and bolting is not desired, perhaps because of overcrowding, the route can be left as a Top Rope – only climb.

It is accepted that, even with good protection available, leaders can make grievous human errors in rope work and gear placement. The rigger's responsibility is limited to ensuring that adequate protection is available.

3. BOLT PLACEMENT

Glue-in bolts should be used. This will ensure that vandals do not remove hangers. Missing hangers provide a real hazard and a maintenance problem.

Glue-in bolts require technical skills to place properly. Climbers can opt to place their own bolts, in which case the City of Post Falls will provide a basic training session and approve hardware and tools under a cost sharing agreement (50% cost).

CLIMBING STYLE

Apart from safety considerations, climbers will use their own vision of style to create their routes. As has always been the case in the climbing community, climbers will not always agree on matters of style.

1. CLEANING

Some climbers invest considerable time in cleaning the rock while others prefer to leave the rock as “natural” as possible.

Within the environmental limits described later, climbers are free to clean the rock as much as they wish, although going beyond “cleaning” and the “comfortizing” of sharp flakes to outright “chipping” or the creation of holds in solid rock, is not permitted.

Routes will often clean up as they are climbed and subsequent climbers are free to clean dirty routes or remove vegetation that grows back.

2. ROUTE SPACING

The consensus among park users and managers has been to maintain Q’emiln in as aesthetic a condition as possible. Tightly-packed routes and a “sport park” atmosphere is not compatible with this, neither is the crowded and congestion that results.

It’s not easy to decide just when “squeezed” routes become unacceptable. A variation that takes a completely new line may be attractive and sometimes routes are close – but take separate and distinct features. What most people agree on is that the individual identity of each route is vitally important. Nobody wants to be climbing a sequence of moves and not be sure what route they are onand it’s annoying to be faced with several possible bolt clips. Once we are launched on a route – or a variation, onward progress should not be confusing.

Some places in Q’emiln already seem to have reached over-saturation and route designers should consider the overall impact of their routes carefully.

ENVIRONMENTAL CONSIDERATIONS

Management guidelines have been formulated to ensure that all park users are treated fairly, and the natural environment is kept as natural as possible. Those cliffs that face east have been designated as vegetation preserves, with rock-climbing restricted to the west-facing cliffs.

Moss and vegetation can be removed from legitimate climbing cliffs but Parks & Rec. should be consulted before removing any fair-sized sapling or tree. Such instances can be itemized on the New Route Proposal form.

Revised, August, 2014

[\(back to Contents\)](#)



PROPOSAL FOR A NEW Q'EMILN PARK ROCK CLIMBING ROUTE

PROCESS

1. Obtain a copy of the form at the Parks & Recreation office at City Hall, 408 N. Spokane Street, Post Falls, or e-mail: recreation@postfallsidaho.org requesting this form.
2. Fill out the form and e-mail Joe at: plugugly76@hotmail.com.
3. When your application has been approved by the Parks & Recreation Department, you will be contacted by staff. They will supply you with the approved hardware. The applicant will reimburse the City 50% of the hardware cost.
4. When you have finished rigging your route you will return the tools to Joe Lind and collect your final bill. This will be for half the cost of the hardware.
5. The final step, apart from red-pointing your route, is to stop by the Parks & Recreation Office, in City Hall, and pay your share of the hardware.

THIS ROUTE CHECKOUT SYSTEM IS IMPORTANT FOR RETAINING YOUR PRESENT UNRESTRICTED CLIMBING ACCESS AND HARDWARE SUBSIDY.

THANK YOU FOR COOPERATING WITH US AND FOR PROVIDING ANOTHER FINE ROUTE FOR FELLOW CLIMBERS TO ENJOY.

City of Post Falls – Parks & Recreation Dept.

Kootenai Climbers

Access Fund



PROPOSAL FOR A NEW Q'EMILN PARK ROCK CLIMBING ROUTE

Name _____

Address _____

Phone _____ E-Mail: _____

PROJECT INFORMATION

Proposed name of new route _____

What cliff is it located on? _____

Name of nearest route _____

What do you estimate will be the grade? _____ Route length _____

Why is this route needed? _____

Do you plan to place protection bolts on this new route? _____ Yes No Number? _____

Do you plan to fix anchor bolts on this route? _____ Yes No

If you plan a fixed anchor, what kind will it be? (mark one)

Top Rope Lower Off (clean lower)

Rappel (sharp edge) Belay (hangers only)

How much cleaning will be needed?

Large blocks _____

Loose rock _____

Large bushes _____

Will this cleaning be a danger to other climbers & hikers? _____

How will you minimize this danger? _____

Proposed start date? _____

Proposed completion date? _____

ROUTE TOPO

Include details of rock features, nearest existing route and estimated bolt placements.
Please attach photo(s) if possible.

HARDWARE

| | NUMBER (#) PROPOSED IN APPLICATION | NUMBER OF FINAL HARDWARE USED | COST | FINAL COST TO APPLICANT |
|------------------|--|-------------------------------------|-------|----------------------------|
| | | | | |
| Protection Bolts | | | | |
| | | | | |
| Complete Anchors | | | | |
| | | | Total | |

ROUTE APPROVAL

New route approved

Climbing Consultant _____ Date _____

Parks & Recreation Director _____ Date _____

New route completed

Bill for hardware—Paid in full _____ Date _____

Climbing Consultant _____ Date _____

INDEX

[Topo Symbols for Routes](#)

Links to Route Pages

| | |
|------------------------------------|---|
| Alpha Area | Garden Wall |
| Ledge Wall Right | Upper Fifth Canyon Left |
| Ledge Wall Left | Upper Fifth Canyon Right |
| Death Fall Wall | Lower Fifth Canyon Left A |
| Project Wall | Lower Fifth Canyon Left B |
| Post Walls Left | Lower Fifth Canyon Right |
| Post Walls Right | Spice Of Life Area |
| Rocky Wall (Front) | The Block |
| Rocky Wall (Side) | Outback |

Alphabetical List with Links to Route Pages

[Route Name | Rating | Link]

| | | |
|---------------------|------------|---|
| 3 Musketeers | .11a | LOWER FIFTH CANYON - RIGHT |
| A Climb Named Sue | 0.9 | ALPHA AREA |
| Alpha One | 0.8 | ALPHA AREA |
| Arete | 0.5 | OUTBACK |
| Barrier Reef | .10a | OUTBACK |
| Beanstalk Variation | .10a | LEDGE WALL - RIGHT |
| Betty Cragger | 0.8 | LOWER FIFTH CANYON - LEFT A |
| Big River | .10b | POST WALLS - RIGHT |
| Billy Goat | 0.8 | POST WALLS - RIGHT |
| Blackdiamond | .11a | UPPER FIFTH CANYON - RIGHT |
| Blow Out | 0.7 | ALPHA AREA |
| Blunderbuss | .11a | LOWER FIFTH CANYON - RIGHT |
| Boris | .10d | ROCKY WALL - SIDE |
| Bugaboo | .11+ | LOWER FIFTH CANYON - LEFT B |
| Bullwinkle | .10c | ROCKY WALL - SIDE |
| Butterworth Mrs. | .10b | POST WALLS - LEFT |
| Caveman | 0.7 | LEDGE WALL - LEFT |
| Cavity Nester | .10 to .11 | LEDGE WALL - RIGHT |
| Coup De Poing | .11+ | LOWER FIFTH CANYON - RIGHT |
| Courtly Love | .10d | ALPHA AREA |
| Crocodile Dundee | 0.9 | OUTBACK |
| Dance (The) | .11c | LEDGE WALL - RIGHT |
| Death Blocks | 0.7 | DEATH FALL WALL |
| Deathfall | .11d | DEATH FALL WALL |
| Didgeredoo | 0.9 | OUTBACK |
| Disco | .10a | THE BLOCK |

| | | |
|--------------------------------|------------|--|
| Distractions | .10b | THE BLOCK |
| Dolly Parton | .10d | DEATH FALL WALL |
| Dudley Do Right | .10 | ROCKY WALL - FRONT |
| Dynamic Upside Down Flake | .12c | PROJECT WALL |
| Dyno Boy | .11a | UPPER FIFTH CANYON - LEFT |
| Eat Your Roofage | .10c | GARDEN WALL |
| End Piece Goes To Night Flight | .10a | POST WALLS - LEFT |
| Fantastic Dynamic | .12c | PROJECT WALL |
| Fat Boy | .11c | DEATH FALL WALL |
| Fearless Leader | .11d | ROCKY WALL - FRONT |
| Flusher | .11+ | DEATH FALL WALL |
| Folk Dance | 0.8 to 0.9 | LEDGE WALL - RIGHT |
| Footprint | 0.9 | OUTBACK |
| Frederick | .10a | ALPHA AREA |
| Free Taters For Out Of Staters | .11a | UPPER FIFTH CANYON - RIGHT |
| Freely Given | .10a | LEDGE WALL - LEFT |
| Frostbite | .10a | POST WALLS - RIGHT |
| Frostbite - Roof Finish | .10 to .11 | POST WALLS - RIGHT |
| FSR | .11a | UPPER FIFTH CANYON - RIGHT |
| Garden Weeder | .11c | ROCKY WALL - FRONT |
| Great Controversy (The) | .11a | LEDGE WALL - RIGHT |
| Greatwhite | .10c | OUTBACK |
| Hang It Out | .10c | LOWER FIFTH CANYON - LEFT A |
| Harquebuss | .11+ | LOWER FIFTH CANYON - RIGHT |
| Hot Salsa Variation | .11 | SPICE OF LIFE AREA |
| In Reverse | .10a | UPPER FIFTH CANYON - LEFT |
| Inspiration Day | .11b | ALPHA AREA |
| Jagged Edge (The) | .11a | GARDEN WALL |
| Janet Jackson | .10c | POST WALLS - LEFT |

| | | |
|---|------------|---|
| Jude | .11+ | DEATH FALL WALL |
| Kangaroo | 0.8 | OUTBACK |
| Lion Of The North (aka Mrs ROutbackinson) | .10a | POST WALLS - RIGHT |
| Litrle Bit Rock And Roll | .10b | LOWER FIFTH CANYON - LEFT B |
| Little Bit Country Music | .10a | LOWER FIFTH CANYON - LEFT B |
| Lost Arrow Spur | 0.9 | UPPER FIFTH CANYON - RIGHT |
| LSH | 0.8 | UPPER FIFTH CANYON - RIGHT |
| Mad Max Crax | 0.7 | OUTBACK |
| Mangled Up In Blue | .11a | UPPER FIFTH CANYON - LEFT |
| Mangler (The) | .10b | UPPER FIFTH CANYON - LEFT |
| Mcjugz | .10b | LEDGE WALL - RIGHT |
| Mcmantle | .11a | LEDGE WALL - RIGHT |
| Natasha | .11a | ROCKY WALL - SIDE |
| No Pryor Experience | .11+ | LOWER FIFTH CANYON - LEFT B |
| Northwest Passage (The) | .10d | LOWER FIFTH CANYON - LEFT A |
| Nubbins | 0.9 to .10 | LEDGE WALL - RIGHT |
| One For Sisiphus | .10 | UPPER FIFTH CANYON - LEFT |
| Open Book | 0.9 | LEDGE WALL - LEFT |
| Out Of Juice | .11+ | LOWER FIFTH CANYON - RIGHT |
| Pack It Out | .10b | LOWER FIFTH CANYON - LEFT A |
| Paleface | .10a | ROCKY WALL - FRONT |
| Peabody | .10a | GARDEN WALL |
| Peter Beater | .10a | UPPER FIFTH CANYON - LEFT |
| Project | .10 | PROJECT WALL |
| Pull Your Head Out | .11+ | UPPER FIFTH CANYON - LEFT |
| Quityourwhining (aka Janet Reno) | .10a | POST WALLS - RIGHT |
| Raspberry Split | 0.8 | POST WALLS - RIGHT |

| | | |
|----------------------------|--------------|---|
| Ring Of Fire | .11a | SPICE OF LIFE AREA |
| Rock Whoopi.9 | 0.9 | THE BLOCK |
| Rocky | .11a | ROCKY WALL - SIDE |
| Rolling Thunder | 0.9 | POST WALLS - RIGHT |
| Safeway Supply | .11a | UPPER FIFTH CANYON - RIGHT |
| Salsa | .10a | SPICE OF LIFE AREA |
| Schizo | .10b | LOWER FIFTH CANYON - LEFT A |
| Sharks Tooth | .10 to .11+ | LEDGE WALL - RIGHT |
| Sherman | 0.9 | GARDEN WALL |
| Sidewinder | .12a | UPPER FIFTH CANYON - LEFT |
| Snaphaunce .loc | .10c | LOWER FIFTH CANYON - RIGHT |
| Spice Of Life | .11a | SPICE OF LIFE AREA |
| Spinach Free Flinty | .10b | GARDEN WALL |
| Spur Of The Moment | .10b | UPPER FIFTH CANYON - RIGHT |
| The Organic Gardens | .10a | GARDEN WALL |
| The Young And The Pampered | .10c or .10d | POST WALLS - LEFT |
| Tossed Salad | 0.8 | GARDEN WALL |
| Trailerpark | .11 | ROCKY WALL - FRONT |
| Tree Crack | 0.6 | LEDGE WALL - RIGHT |
| Tulip | 0.9 | GARDEN WALL |
| Underdog Is Here | .11d | ROCKY WALL - FRONT |
| Unnamed Adventure | .11a | ROCKY WALL - SIDE |
| Walkabout | 0.6 | OUTBACK |
| Wall O.B. | 0.7 | OUTBACK |
| Which Witch is Wich | .10 | ALPHA AREA |
| Whitewater | .10b or .10c | POST WALLS - LEFT |
| Wilma | 0.4/0.7 | LEDGE WALL - LEFT |
| Yousted | .12a | PROJECT WALL |
| | | |

GRADED LIST OF SELECTED SPORT CLIMBS

(with links to Route Pages)

| | | |
|-----------------|---------|---|
| 5.5 | | |
| Arete | 0.5 | OUTBACK |
| | | |
| 5.6 | | |
| Tree Crack | 0.6 | LEDGE WALL - RIGHT |
| Walkabout | 0.6 | OUTBACK |
| | | |
| 5.7 | | |
| Wilma | 0.4/0.7 | LEDGE WALL - LEFT |
| Blow Out | 0.7 | ALPHA AREA |
| Caveman | 0.7 | LEDGE WALL - LEFT |
| Death Blocks | 0.7 | DEATH FALL WALL |
| Mad Max Crax | 0.7 | OUTBACK |
| Wall O.B. | 0.7 | OUTBACK |
| | | |
| 5.8 | | |
| Alpha One | 0.8 | ALPHA AREA |
| Betty Cragger | 0.8 | LOWER FIFTH CANYON - LEFT A |
| Billy Goat | 0.8 | POST WALLS - RIGHT |
| Kangaroo | 0.8 | OUTBACK |
| LSH | 0.8 | UPPER FIFTH CANYON - RIGHT |
| Raspberry Split | 0.8 | POST WALLS - RIGHT |

| | | |
|----------------------|------------|--|
| Tossed Salad | 0.8 | GARDEN WALL |
| | | |
| 5.9 | | |
| Folk Dance | 0.8 to 0.9 | LEDGE WALL - RIGHT |
| A Climb Named Sue | 0.9 | ALPHA AREA |
| Crocodile Dundee | 0.9 | OUTBACK |
| Didgeredoo | 0.9 | OUTBACK |
| Footprint | 0.9 | OUTBACK |
| Lost Arrow Spur | 0.9 | UPPER FIFTH CANYON - RIGHT |
| Open Book | 0.9 | LEDGE WALL - LEFT |
| Rock Whoopi.9 | 0.9 | THE BLOCK |
| Rolling Thunder | 0.9 | POST WALLS - RIGHT |
| Sherman | 0.9 | GARDEN WALL |
| Tulip | 0.9 | GARDEN WALL |
| | | |
| 5.10 | | |
| Dudley Do Right | .10 | ROCKY WALL - FRONT |
| One For Sisiphus | .10 | UPPER FIFTH CANYON - LEFT |
| Project | .10 | PROJECT WALL |
| Which Whitch is Wich | .10 | ALPHA AREA |
| | | |
| 5.11 | | |
| Hot Salsa Variation | .11 | SPICE OF LIFE AREA |
| Trailerpark | .11 | ROCKY WALL - FRONT |
| | | |
| 5.10 to 5.11 | | |
| Nubbins | 0.9 to .10 | LEDGE WALL - RIGHT |
| Cavity Nester | .10 to .11 | LEDGE WALL - RIGHT |

| | | |
|--------------------------------------|-------------|---|
| Frostbite - Roof Finish | .10 to .11 | POST WALLS - RIGHT |
| Sharks Tooth | .10 to .11+ | LEDGE WALL - RIGHT |
| | | |
| 5.10a | | |
| Barrier Reef | .10a | OUTBACK |
| Beanstalk Variation | .10a | LEDGE WALL - RIGHT |
| Disco | .10a | THE BLOCK |
| End Piece Goes To Night Flight | .10a | POST WALLS - LEFT |
| Frederick | .10a | ALPHA AREA |
| Freely Given | .10a | LEDGE WALL - LEFT |
| Frostbite | .10a | POST WALLS - RIGHT |
| In Reverse | .10a | UPPER FIFTH CANYON - LEFT |
| Lion Of The North (aka Mrs Robinson) | .10a | POST WALLS - RIGHT |
| Little Bit Country Music | .10a | LOWER FIFTH CANYON - LEFT B |
| Paleface | .10a | ROCKY WALL - FRONT |
| Peabody | .10a | GARDEN WALL |
| Peter Beater | .10a | UPPER FIFTH CANYON - LEFT |
| Quityourwhining (aka Janet Reno) | .10a | POST WALLS - RIGHT |
| Salsa | .10a | SPICE OF LIFE AREA |
| The Organic Gardens | .10a | GARDEN WALL |
| | | |
| 5.10b | | |
| Big River | .10b | POST WALLS - RIGHT |
| Butterworth Mrs. | .10b | POST WALLS - LEFT |
| Distractions | .10b | THE BLOCK |
| Litrle Bit Rock And Roll | .10b | LOWER FIFTH CANYON - LEFT B |
| Mangler (The) | .10b | UPPER FIFTH CANYON - LEFT |
| Mcjugz | .10b | LEDGE WALL - RIGHT |
| Pack It Out | .10b | LOWER FIFTH CANYON - LEFT A |

| | | |
|----------------------------|--------------|---|
| Schizo | .10b | LOWER FIFTH CANYON - LEFT A |
| Spinach Free Flinty | .10b | GARDEN WALL |
| Spur Of The Moment | .10b | UPPER FIFTH CANYON - RIGHT |
| Whitewater | .10b or .10c | POST WALLS - LEFT |
| | | |
| 5.10c | | |
| Bullwinkle | .10c | ROCKY WALL - SIDE |
| Eat Your Roofage | .10c | GARDEN WALL |
| Greatwhite | .10c | OUTBACK |
| Hang It Out | .10c | LOWER FIFTH CANYON - LEFT A |
| Janet Jackson | .10c | POST WALLS - LEFT |
| Snaphaunce .loc | .10c | LOWER FIFTH CANYON - RIGHT |
| The Young And The Pampered | .10c or .10d | POST WALLS - LEFT |
| | | |
| 5.10d | | |
| Boris | .10d | ROCKY WALL - SIDE |
| Courtly Love | .10d | ALPHA AREA |
| Dolly Parton | .10d | DEATH FALL WALL |
| Northwest Passage (The) | .10d | LOWER FIFTH CANYON - LEFT A ; |
| | | |
| 5.11+ | | |
| Bugaboo | .11+ | LOWER FIFTH CANYON - LEFT B |
| Coup De Poing | .11+ | LOWER FIFTH CANYON - RIGHT |
| Flusher | .11+ | DEATH FALL WALL |
| Harquebuss | .11+ | LOWER FIFTH CANYON - RIGHT |
| Jude | .11+ | DEATH FALL WALL |
| No Pryor Experience | .11+ | LOWER FIFTH CANYON - LEFT B |
| Out Of Juice | .11+ | LOWER FIFTH CANYON - RIGHT |
| Pull Your Head Out | .11+ | UPPER FIFTH CANYON - LEFT |

| | | |
|--------------------------------|------|--|
| | | |
| 5.11a | | |
| 3 Musketeers | .11a | LOWER FIFTH CANYON - RIGHT |
| Blackdiamond | .11a | UPPER FIFTH CANYON - RIGHT |
| Blunderbuss | .11a | LOWER FIFTH CANYON - RIGHT |
| Dyno Boy | .11a | UPPER FIFTH CANYON - LEFT |
| Free Taters For Out Of Staters | .11a | UPPER FIFTH CANYON - RIGHT |
| FSR | .11a | UPPER FIFTH CANYON - RIGHT |
| Great Controversy (The) | .11a | LEDGE WALL - RIGHT |
| Jagged Edge (The) | .11a | GARDEN WALL |
| Mangled Up In Blue | .11a | UPPER FIFTH CANYON - LEFT |
| Mcmantle | .11a | LEDGE WALL - RIGHT |
| Natasha | .11a | ROCKY WALL - SIDE |
| Ring Of Fire | .11a | SPICE OF LIFE AREA |
| Rocky | .11a | ROCKY WALL - SIDE |
| Safeway Supply | .11a | UPPER FIFTH CANYON - RIGHT |
| Spice Of Life | .11a | SPICE OF LIFE AREA |
| Unnamed Adventure | .11a | ROCKY WALL - SIDE |
| | | |
| 5.11b | | |
| Inspiration Day | .11b | ALPHA AREA |
| | | |
| 5.11c | | |
| Dance (The) | .11c | LEDGE WALL - RIGHT |
| Fat Boy | .11c | DEATH FALL WALL |
| Garden Weeder | .11c | ROCKY WALL - FRONT |
| | | |
| 5.11d | | |
| Deathfall | .11d | DEATH FALL WALL |

| | | |
|---------------------------|------|---|
| Fearless Leader | .11d | ROCKY WALL - FRONT |
| Underdog Is Here | .11d | ROCKY WALL - FRONT |
| | | |
| 5.12a | | |
| Sidewinder | .12a | UPPER FIFTH CANYON - LEFT |
| Yousted | .12a | PROJECT WALL |
| | | |
| 5.12c | | |
| Dynamic Upside Down Flake | .12c | PROJECT WALL |
| Fantastic Dynamic | .12c | PROJECT WALL |

[\(back to Contents\)](#)

TOPO SYMBOLS

TR This route is recommended for topropping only.



Trademark. From 50% to 100% of pro is good natural gear. Rest is bolts. These routes are NOT open for retro bolting.

XX [LO text] A reasonably clear line for lowering or slingshot TR belay.



[RAP text] Hardware rigging is in place for an upper belay and rapelling. A rap rope can be retrieved by pulling but a TR or LO will jam or trash the rope.



[BELAY text] There are bolt hanger anchors for a belay but no hardware for retrieving a rope.



Right facing corner or dihedral.



Left facing corner or dihedral.



Sharp edged roof



Area of overhanging rock



Arete or Prow (sticking out)

There are no stars in this guide.
All the routes are worth doing – at least once!

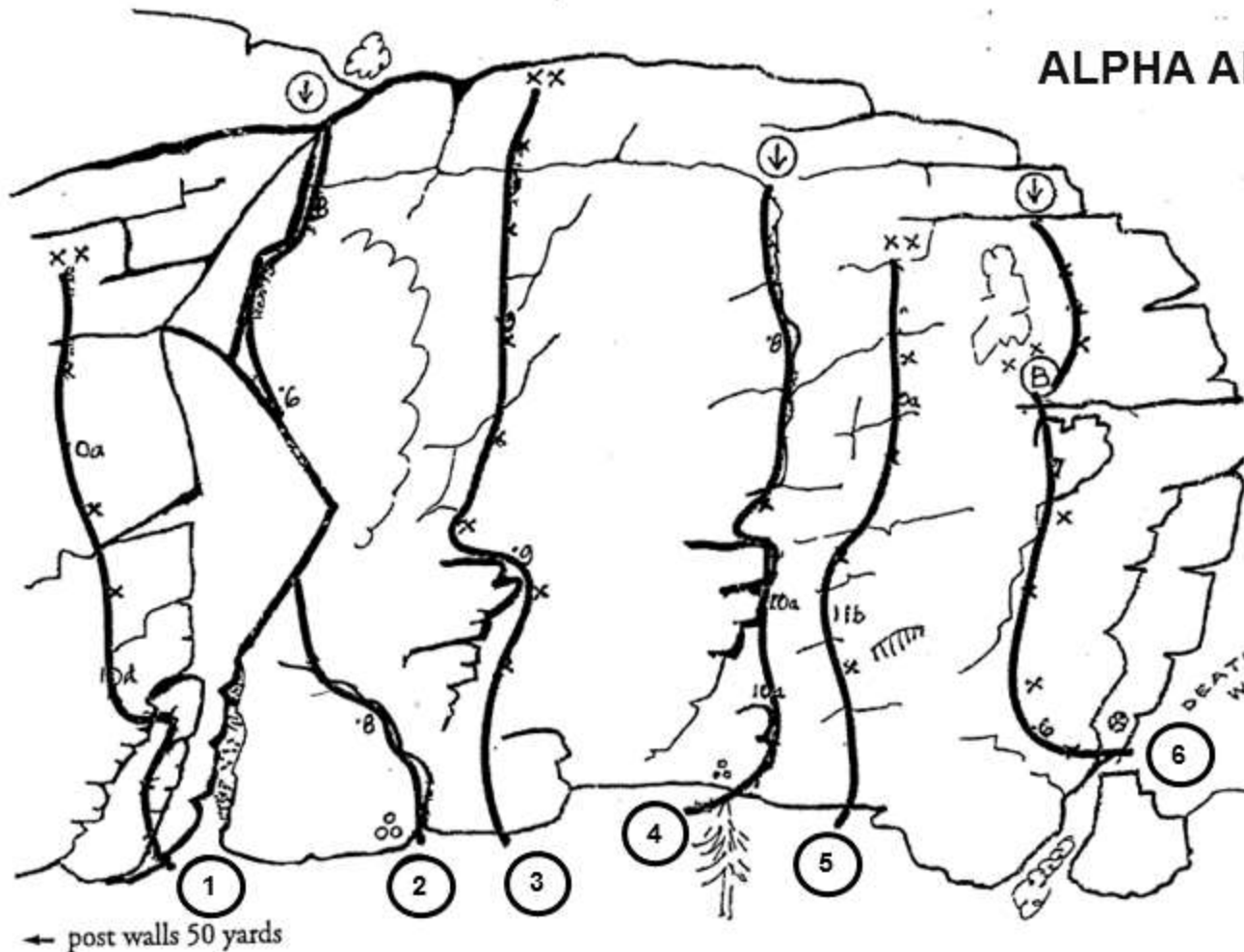
FA There is no first ascent info in this guide.
Many of these routes have evolved.

How many bolt clips? – The topos give a rough indication but it's smart to carry a full rack of draws, unless you can see the bolts clearly;

?

No information is available for this route.
It may have loose rock or be inadequately rigged.

ALPHA AREA



ALPHA AREA

(1) COURTLY LOVE .10 LO

Takes the blunt, stepped prow; just L of the giant Alpha flake-chimney. Strenuous and very sustained, though you can sneak a bit L at the crux. Somewhat RO on top, where the grade drops considerably.

(2) ALPHA ONE .8 Trad

RAP chains high on the wall above the finish. Watch the start! There is OK gear in the starting flake/ramp, but you're almost looking at a groundfall by the time you get safely lodged in the chimney. Needs an alert belayer! Now that it's been cleaned, the top corner is fun and well protected.

(3) A CLIMB NAMED SUE .9 LO

Solidly protected for a beginning lead. After the jugpull flake, the sustained face climbing needs careful footwork to avoid an ugly flail.

(4) FREDRICK .10a Trad / Mixed I clip RAP chains

Some debris-removal in the initial crack renovated this somewhat abandoned route into a certain Trad classic. The initial overhung moves can be softened with a pre-rigged thread just below the ledge - or with large cams. The top face, after the route's solitary bolt, pros surprisingly well. Bail or belay below the top.

(5) INSPIRATION DAY .11b LO

Thin crimp face climbing just R of the flakes. A lot of soul searching went into deciding if this fine lead was too close to Fred for comfort; it just squeaked through.

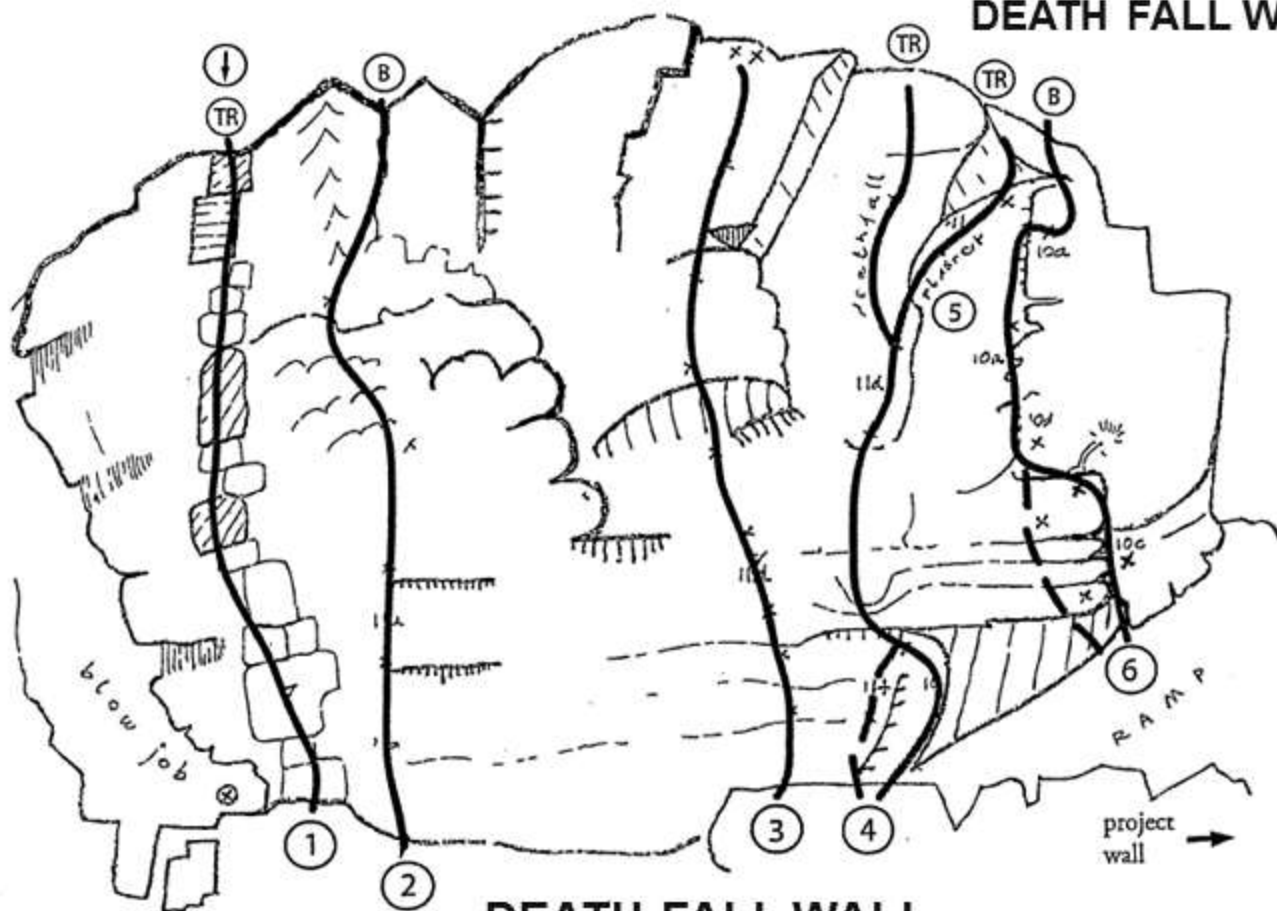
(6) BLOWOUT .7 2 pitches

Bolt BELAY and RAP stations

This route, now PC, actually, celebrates the purchase of a heavy duty backpack leaf-blower, which was used to clean the rock after the moss had been scrubbed.

Start on the flat pedestal on the extreme L side of Deathfall Wall, at a marked belay bolt. Move up and around the corner L onto the next big face. Up to a good small ledge where there is a 3 bolt belay. Up the easy slab to the top rap anchor. From here it is hard to descend the line of the route; the rap line goes over small roofs near the Death Blocks

DEATH FALL WALL



DEATH FALL WALL

Although this cliff was developed early on, it is still a work in progress. It is so steep that rigging (to say nothing of the actual climbing) is technical and strenuous. Climbing beta is scarce and hard-won. It would nice to dedicate the effort to making this a showcase leading area rather than a TR gym.

(1) **DEATH BLOCKS TR RAP .7** Directional and staples. Not recommended on lead. The holds may be huge but those blocks are really deathly. Like climbing bums, most of them have no visible means of support. At least on a TR you have a sporting chance of leaping into space if they cut loose...

(2) **JUDE .11+** Mixed 4 clips and gear. Staples
An early classic, using some natural gear in the upper sections, which means it is hardly ever led nowadays. Is this a waste of a great route or it's preservation?

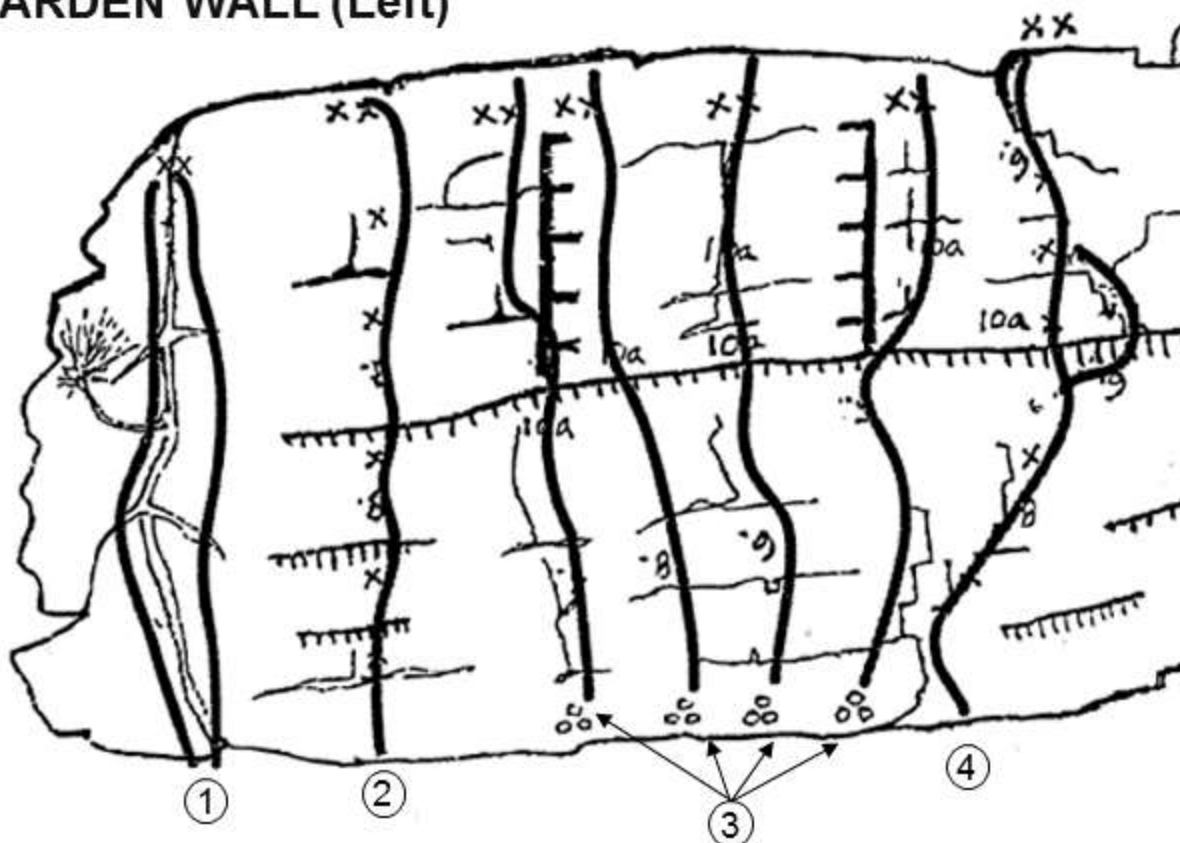
(3) **FATBOY .11c** Ring bolts below top
Reputed to be good climbing on a dramatic, if slightly contrived line.

(4) **DEATHFALL .11d** Staples
A direct start climbs up from behind the boulder tho it is also possible to scramble up the shallow corner and traverse in from the R. Dramatic finish!

(5) **FLUSHER .11+** Direct finish Staples
This was the first route on this intimidating wall and was an impressive achievement. It started on what is now Death Fall and traversed to the top well right of the Dolly finish. It used a few bolts and a lot of natural gear. However, the Winds of Change blew heavily and more direct lines emerged. The excellent Flusher Direct Finish, with a real double dyno, still celebrates a stout effort. Belay on top.

(6) **DOLLY PARTON .10d** Bolt hangers.
BELAY on top or pre rig a TR
Sharp flakes make it unwise to do a direct lower-off from the actual finishing moves. Top out and find the hangers a few feet L. From these a long TR rope can be rigged that follows a groove and misses the sharp flakes that would shred a rope. The first moves used to be easier but the chalk covered starting jug fell out and life becomes more difficult. The standard start, with it's own bolts, goes up to the tree. Just to the left are separate bolts for a harder direct start. The midrift boasts a wild semi dyno crux and some exciting jug hauling. To finish, start up the top corner then swing R onto sloping ledges. The finish going out L is Flusher.

GARDEN WALL (Left)



GARDEN WALL (Left)

The surrounding area looks like it may have been clearcut but this tree removal was done to control the spread of root rot. These are marginal conditions for conifers. When root rot takes hold the tree must be removed before the infecting spores move into the trunk and become airborne.

The small outcrop across the trail has good bouldering potential, now that the balanced rock threatening the exit moves has gone.

(1) TULIP .9 TRAD LO

The thin crack on the far left. Good pro, a little tricky to place.

Left: Keep just L of the thin crack, proing the crack.
Right: Takes the steep face R of the crack, proing in horizontal slots.

(2) TOSSED SALAD .8 LO

A fine and very popular sport climb. It could be done on gear but what the hell!

(3) THE ORGANIC GARDENS .10a TRAD 4

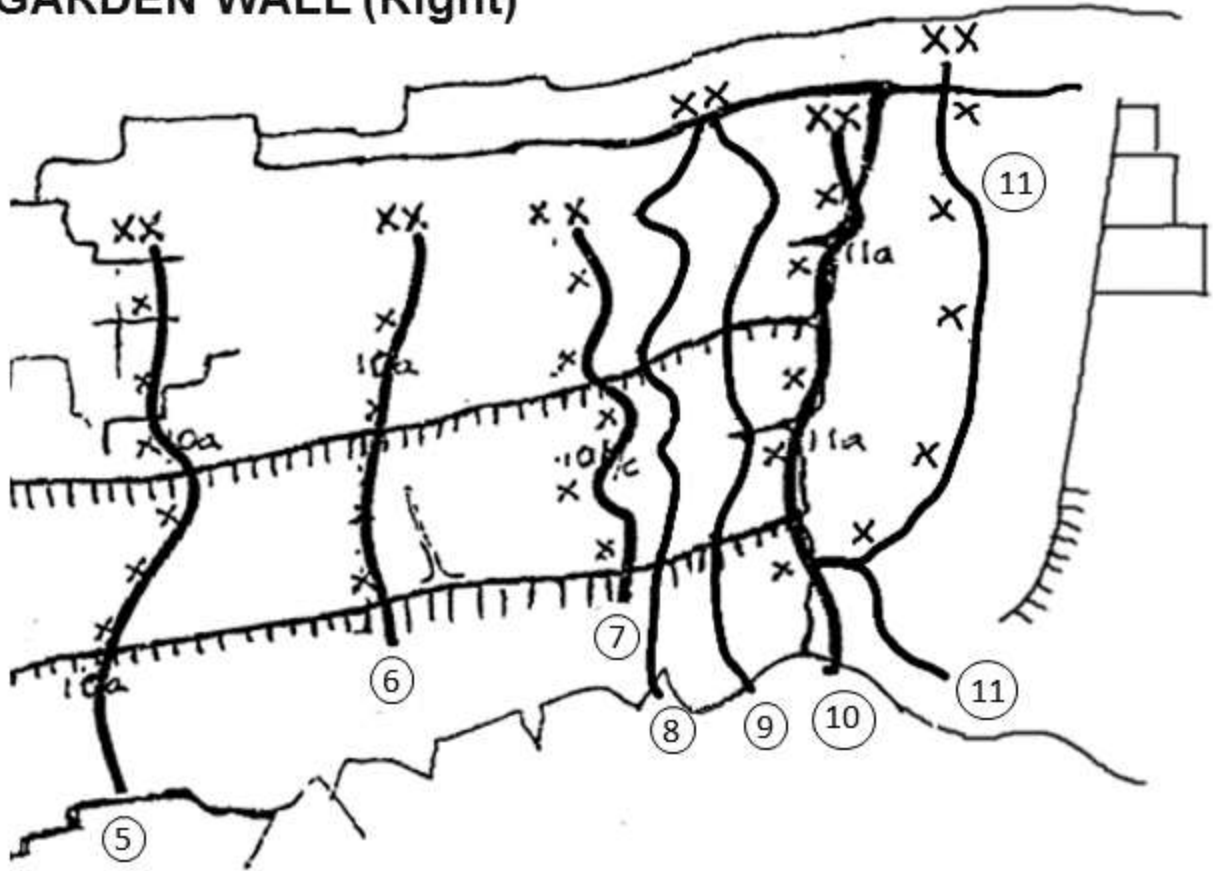
LO: Separate LO for each route

These 4 routes all have good solid natural pro, tho it is not always easy to place. The crux moves are strenuous and the lines somewhat intimidating. Good value!

(4) SHERMAN .9 LO

Intimidating climbing on excellent holds. It's .9 if you go R at the roof, then back L into the curving crack. If you climb L of the bolts at the roof, all the way back into the curving crack, it's a good .10a. Sometimes the chains are hidden in the finishing crack.

GARDEN WALL (Right)



GARDEN WALL (Right)

(5) PEABODY .10a LO

Tricky roof crux down low – and up high, come to that.

(6) SPINACH FREE FLINTY .10b LO

Dramatic Moves, high in it's grade. The top bulge goes almost straight up.

(7) EAT YOUR ROOFAGE .10c LO

Interestingly technical – and athletic too! The lower roof can be approached directly or there's a sneak-in possibility from the R.

(8) BETWEEN GOOD AND EVIL .10c BELAY

Difficult bulge start (stick clip), with small steep jugs above.

(9) GARDEN OF EDEN .11b BELAY

Very difficult overhung start (stick clip!). Steep face above.

(10) THE JAGGED EDGE .11a LO

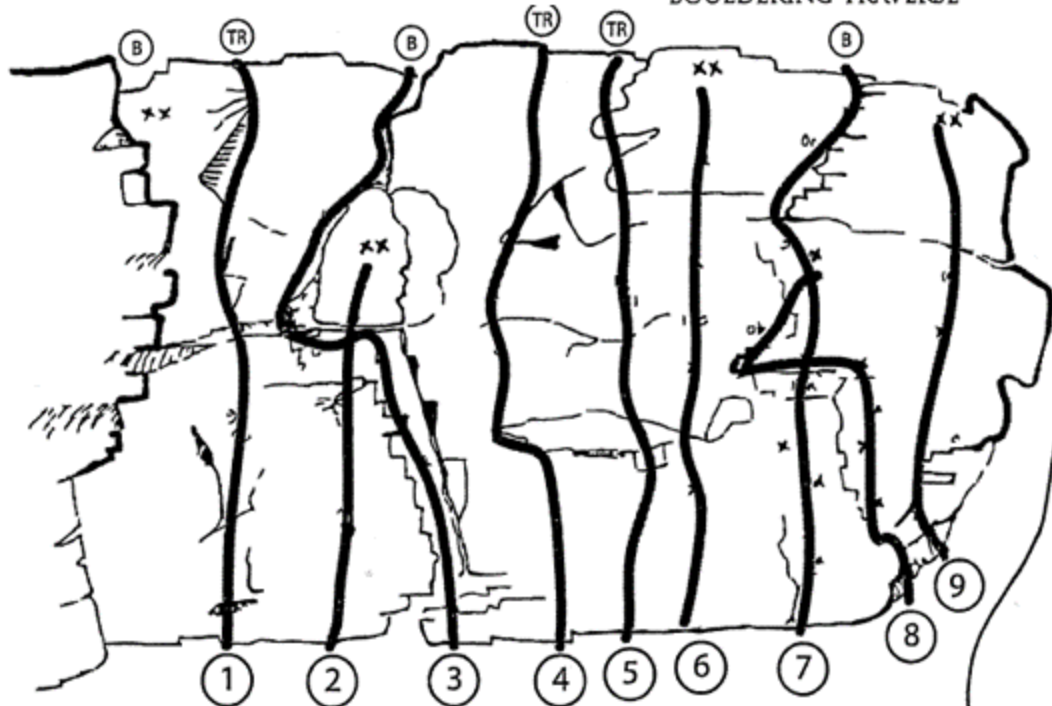
A superb line: tricky, technical and tenuous. Well equipped.

(11) THE LAST OF THE SUMMER WINE .11A LO

Low boulder start is fun. Nice dry line, gets some winter sun. Last bit is best done direct.

LEDGE WALL RIGHT

BOULDERING TRAVERSE



(1) NUBBINS TR .10 Rigging rope to staples

There is a line through shallow features but the TR version wanders around a bit. The holds have been polished from flailing on failed attempts, to produce an interesting challenge in slipperiness. The route is fun as a TR, but would be a mess as a lead route.

(2) FOLK DANCE TR .9

Rap from the Tree Route staples and hang TR draws on the chains that are just above the tree stump, about 30 ft. down from the top. Pleasant face climbing underneath the tree, keeping left of the edges of the Tree Route.

(3) TREE CRACK .6 Trad. BELAY to staples on top.

Follow the broken groove to the remains of the stout old tree, using the fine crack to the R for pro as needed. Balance up onto the tree ledge and get excellent pro in the horizontal crack. Move left and, as soon as possible, climb the shallow scoop onto the ramp, to the top. Don't traverse too far left or you'll get too runout.

BEANSTALK VARIATION .10a Mixed

From the tree ledge, pull thro the bulge and clip the chains. Move L and layback the flake.

(4) SHARKS TOOTH TR .10 to .11+ Rigging Rope to staples.

The next two climbs use hollow sounding flakes on steep smooth rock. Not only would it pretty crazy to lead these routes but there is a real chance that pulling off a flake could annihilate everyone below! Keep clear! Of course, the climbing is great. The Tooth plays with the rock just R of the fine crack, which itself, is a disappointment.

(5) CAVITY NESTER TR .10 Rigging rope to staples.

A more natural line with some cunning traverses and difficult palming in the top groove.

(6) THE DANCE .11c LO

Marty called it a "slab"! Steep, smooth, crimpy, devious, technical. A very slow dance!

(7) McMANTLE .11a BELAY Or rig LO slings beforehand.

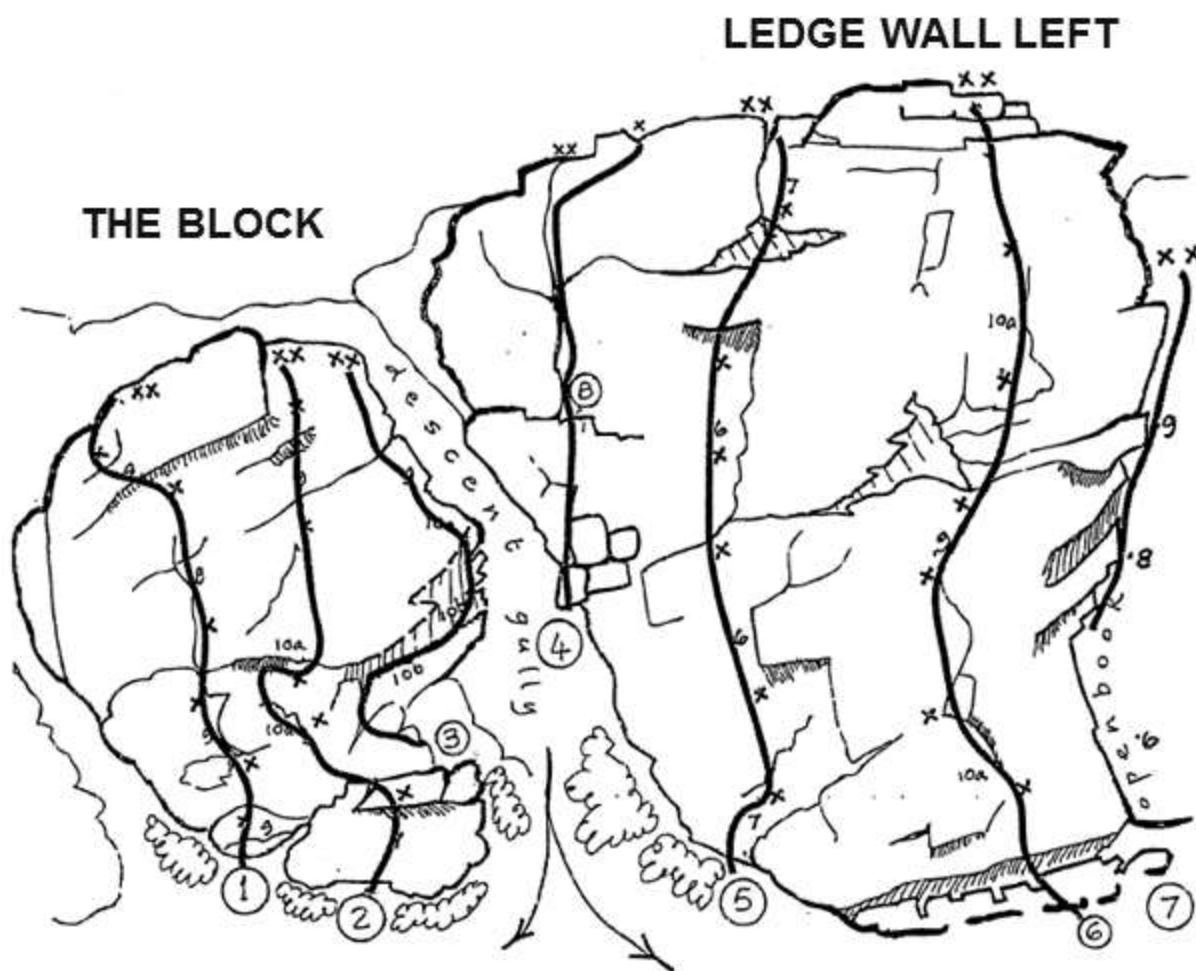
To avoid any more trips in the "McAmbulance" an extra bolt now protects the crux runout. A contrived line with excellent climbing. Still exciting to finish.

(8) McJUGZ .10c BELAY on top or pre-rig a LO

Follows the natural, though devious, line of weakness: revived from the old guide. Start under the first bolt of Controversy, boulder up and move L to the first clip. Slap slopers up to the McMantle. Now make a longish traverse left, all the way up to the juggy flake. Move up and do a long, tenuous stretching reach back R. Tiptoe to the final bolt and make an almost dyno to the good rail. Follow good jugz up and right – straight up is hard and runout!

(9) THE GREAT CONTROVERSY .11a LO

The debate was probably whether to bolt this route or settle for the grotty crack to the R (Rock of Ages in the old guide) with its natural offwidth pro? Weird crack moves lead to the first bolt (stickclip) and the protruding flake, which rattles but seems wedged in place (?). Careful with your belayer! Strenuous and committing moves follow over the bulge.



THE BLOCK

(1) ROCKWHOOPI .9 LO

Surprisingly challenging. Tricky finishing sequence: it's a bit more secure moving L from the last bolt, and then back R near the cliff top.

(2) DISCO .10a LO

Jugs this good just had to have a climb built around them. Start on the lower block, then move L around the corner. Be sure to traverse R at the first handrail (under the small roof). Straight up is bad. Delightful friction to finish.

(3) DISTRACTIONS .10b Trad LO

An early trad route that escaped The Bolt. Good pro but very, very strenuous to place. So far I've just rapped down and fixed my key pieces. The crux is one of those committing, overhung handrails that you hope doesn't put you into a dead end.

LEDGE WALL LEFT

LEDGE WALL LEFT

(4) WILMA .4/.7 RAP Start up the left side a bit but please stay out of the re-vegetated area.

Pitch 1 .4: short climb to ledge and bolt belay-harder out right.

Pitch 2 .7: up to overhang, move far right to a notch in the bulge. Use ring bolt directional to protect second, then move left to staple belay and rap.

(5) CAVEMAN .7 LO

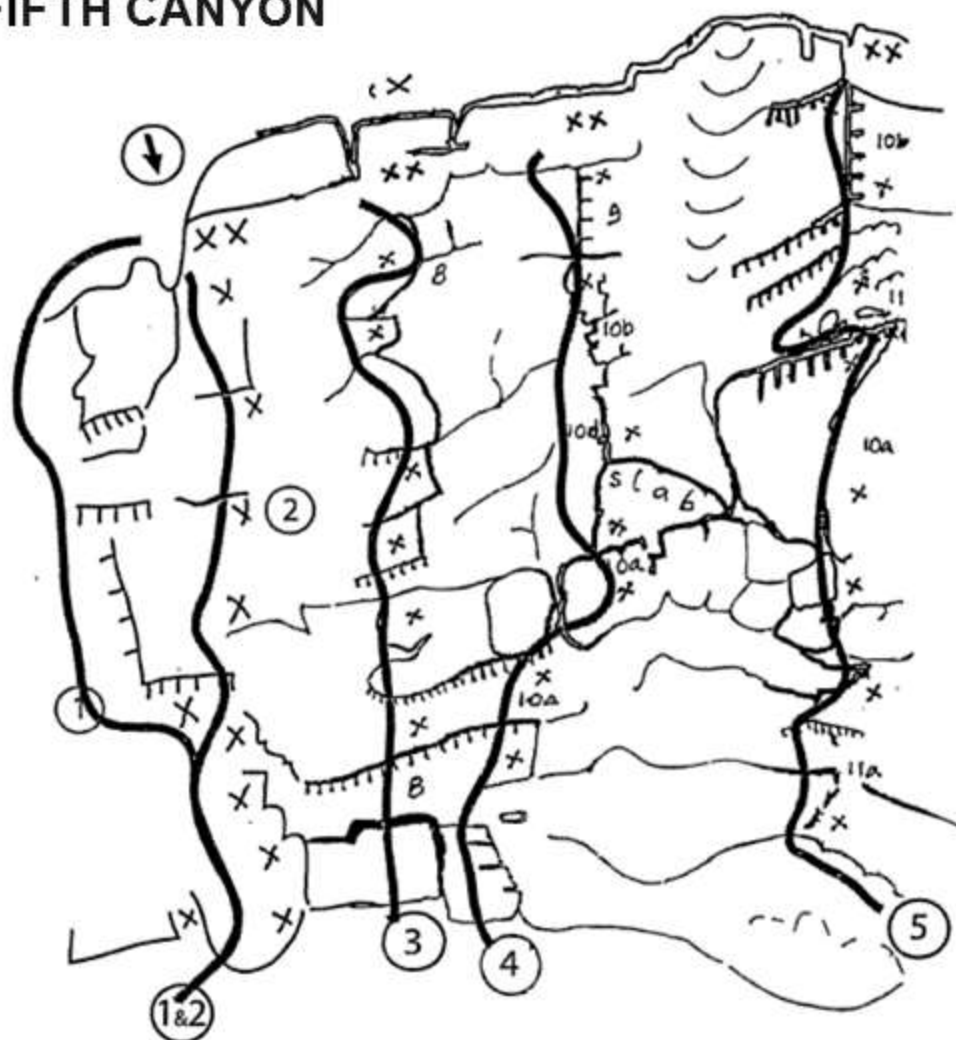
One of the few moderate, well protected, no hassle leads in the Park. Nice rock too.

(6) FREELY GIVEN .10a LO

Promoted from .8 to .10a because of the technical start and the sustained finish. Did some holds break or are we just the shadow of our former selves? Great rock and fine situations provide a memorable vertical adventure.

(7) OPEN BOOK .9 Trad. LO or Belay on top to staples. An old classic with some thoughtful moments. After a lean start the pro is good, tho a bit tricky to place on the steeps. Don't even think of sneaking out R.

LOWER FIFTH CANYON LEFT A



LOWER FIFTH CANYON LEFT A

Either take the trail down, rapell from the top of Bugaboo or look for Richard's Ramp - a (dangerous!) third class gully, just north of Hang It Out.

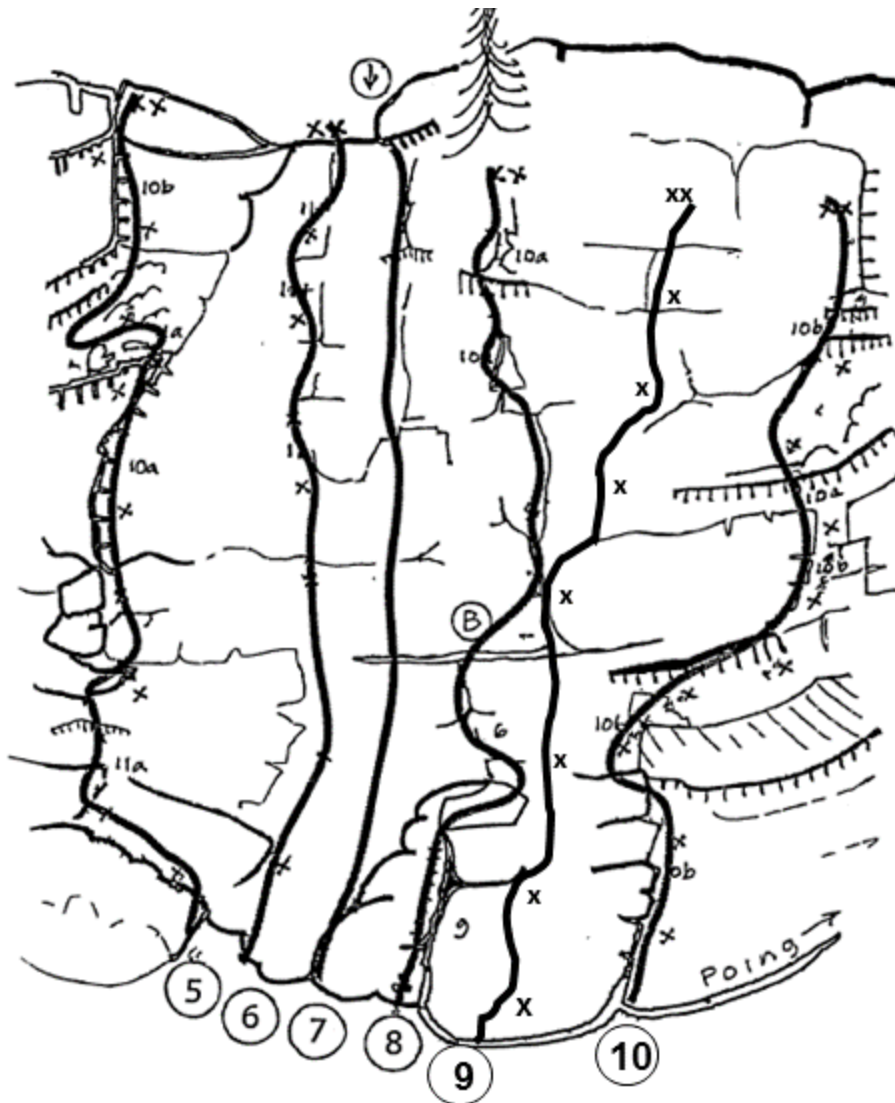
(1) HANG IT OUT .10c Trad/Mixed BELAY and RAP
The object is to get into the dramatic, hanging, left-facing dihedral - by traversing in under the roof from the R. Climb the bolts of Pack It Out to the resting ledge where the roof starts. Start good natural pro from here. Traverse L fairly sensationally and swing into the dihedral. Fun for a while then a crux bulge leads to a sloping ledge. Now move L, around the corner and over a bulge to a shallow groove (tricky but OK pro). Belay on the Rap chains.

(2) PACK IT OUT .10b LO below cliff top or continue to RAP
Belay from a single bolt next to a large flake. Go down a bit and then move up R to the broken edge. Angle back L along sharp ledges to a smooth wall. Up to the small roof. Reach into the handjam slot then back to the edge and onto a resting ledge. Move out L, onto the upper face and up to LO chains.

(3) BETTY CRAGGER .8 LO or BELAY
hangers for topping out.
Rigged for moderate leading with hardware: donated by PETZYL for Adopt-A-Crag '03. Steep and juggy (yet again!) and sunny at the midwinter solstice.

(4) SCHIZO .10b LO
This route is not sure whether it's a delicate slab or a fierce overhang. The crux is usually done on the L of the edge, so the key bolt-in-the-bulge can be snagged.

(5) THE NORTHWEST PASSAGE 10d LO
A magnificent line with intricate route-finding. The unusual double dihedrals provide fine rock scenery. Tho the cruxes are very tricky, with cunningly concealed holds, there are good resting spots in between.



LOWER FIFTH CANYON LEFT B

(5) THE NORTHWEST PASSAGE .10D LO

A magnificent line with intricate route finding. The unusual double dihedrals provide fine rock scenery. Tho the cruxes are very tricky, with cunningly concealed holds, there are good resting spots in between.

(6) NO PRYOR EXPERIENCE .11+ LO

A striking and compact face. Steep slope overlaps to a ledge, then a very sustained crimpy face with a cruxy finish. Well rigged. Difficult micro route finding.

(7) BUGABOO .11+ Trad BELAY on rapell hangers

A very committing trad lead with highly technical natural protection, including equalized micro nuts and small cams. Not exactly a headpoint, but getting close. Start on the lower buttress edge, about 10 ft. L of the Country Music dihedral. Up broken rock to join the smooth headwall with its impressive thin crack. The final bulges are steep, technical and marginally protected.

(8) LITTLE BIT COUNTRY MUSIC .10A Trad 2 pitches LO

Starts at an overhung L corner at the very bottom of the crag. Swing R to ledge and take easy face leading to a good square ledge with a white crystalline, deep, horizontal crack. Belay on big cams here – to avoid bad rope drag and bad torque on the upper gear. Then, up the obvious clean crack, moving L to the crux finish. Bomber gear throughout.

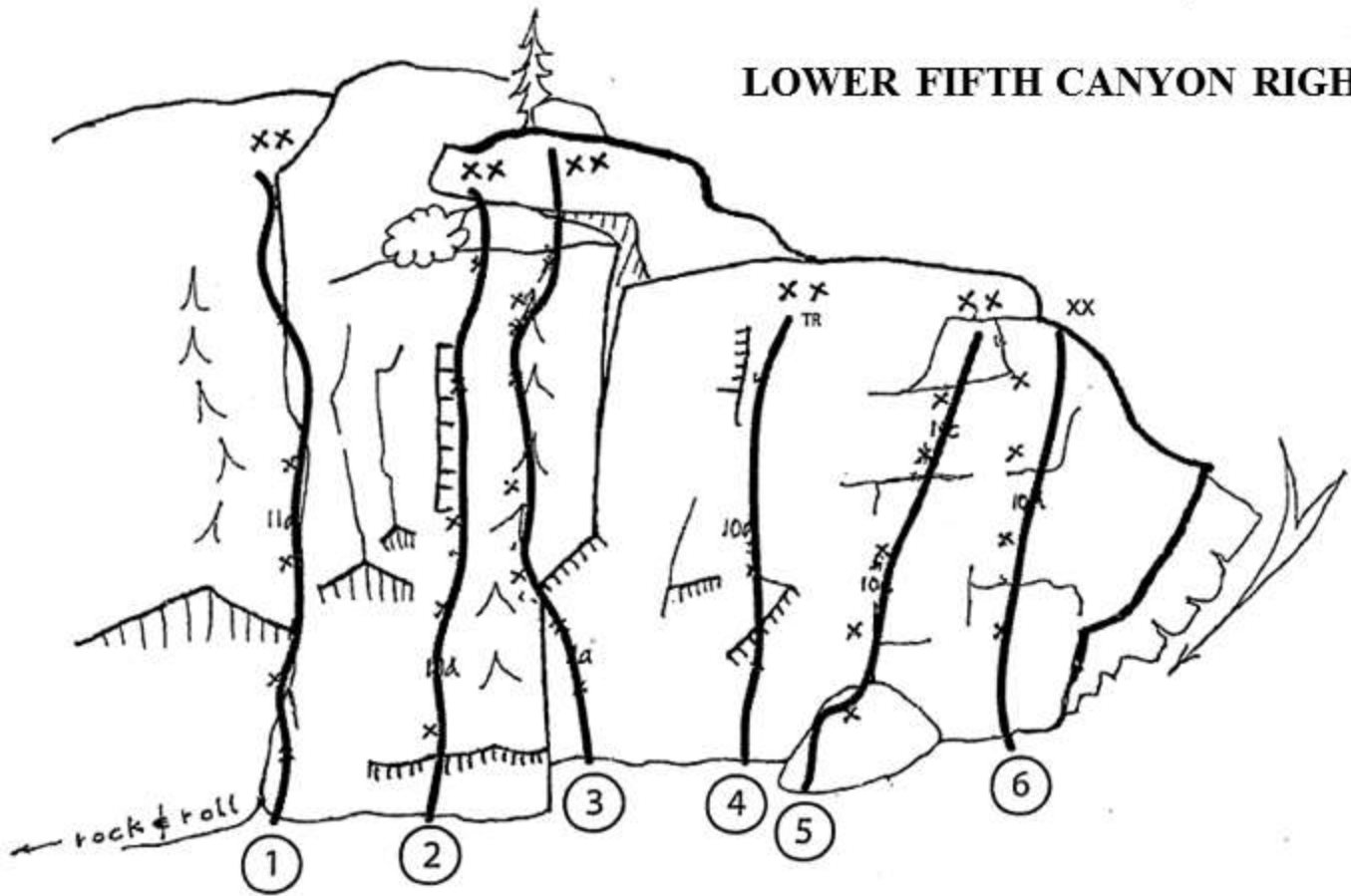
(9) CACOPHONY .10A LO

Starts on the lowest part of the buttress, just R of COUNTRY MUSIC trademark. Nice little dyno, some balance and a steep R traverse up high to avoid the chop blocks.

(10) LITTLE BIT ROCK & ROLL .10B LO

This one starts around to the R, where the cliff begins to be capped by a large roof. Steep bulges and a lot of traversing around roofs. This is a real rope drag management challenge. Long draws help and double ropes work great. In places one can reach back and unclip pro – tho think of the second person's safety a bit! The route is best cleaned by following it. There is now a halfway belay at the end of the traverse.

LOWER FIFTH CANYON RIGHT

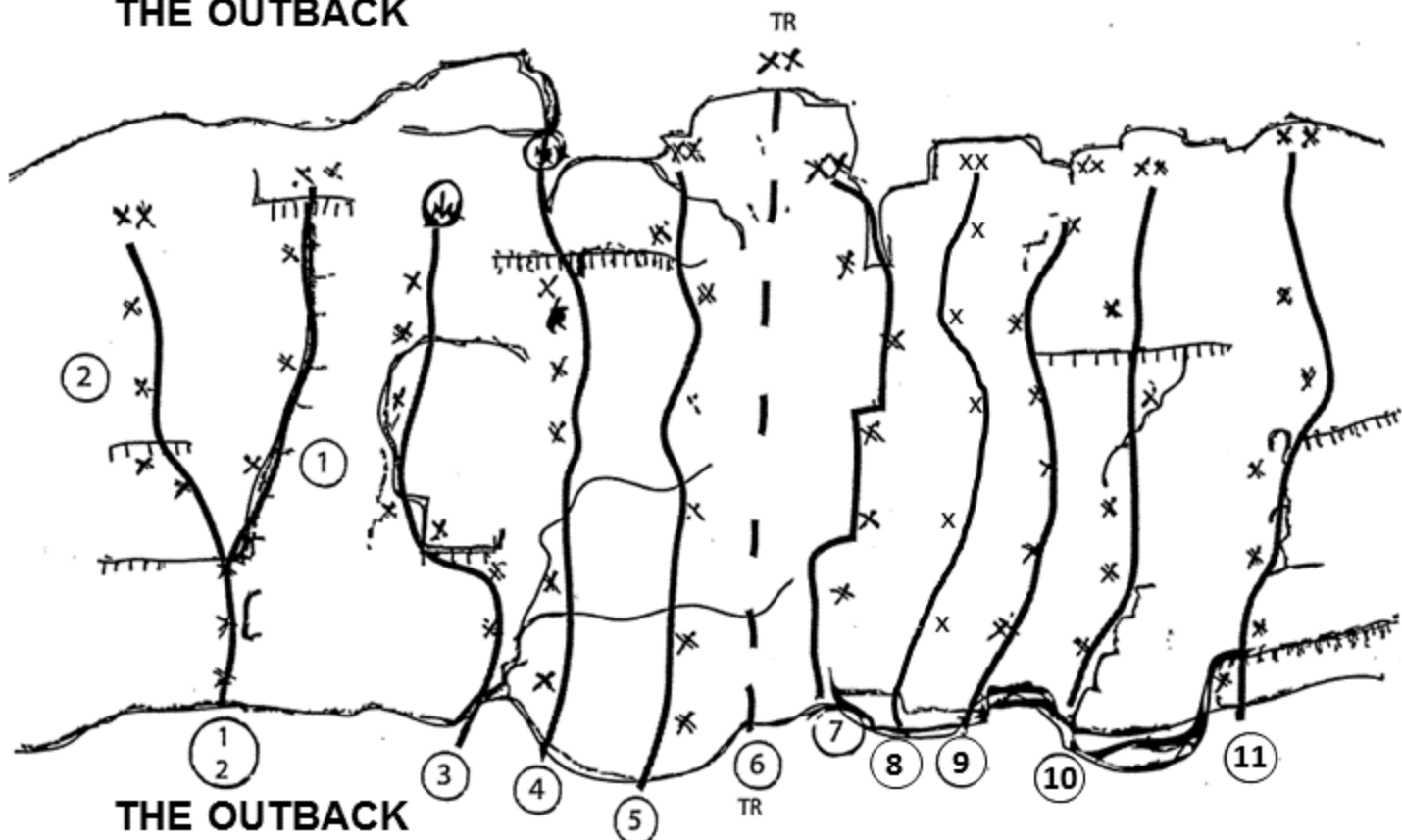


LOWER FIFTH CANYON RIGHT

Now what a nice little trail has been crafted into this jungly piece of the Park, this section will probably get more attention and care. A good sunny spot.

- (1) COUP DE POING .11+ LO
A groovy-ribby line right of a big roof.
- (2) BLUNDERBUS .11a LO
Cruxy steep start, aiming for a broken corner.
- (3) HARQUEBUS .11+ LO
Crosses the corner onto the Steep, balancy arete.
- (4) 3 MUSKETEERS .11a TR hangers only
A black, broken, mossy crack with a short but pumpy bulging crux.
- (5) SNAPHAUNCE .10c LO Staples
Steep juggy bulges with a weird start (traverse in from the L) and technical moves.
- (6) OUT OF JUICE .11+ LO Staples
More steep and juggy; but harder, with long reaches and difficult clips.

THE OUTBACK



THE OUTBACK

Originally known as the Back Wall, the rock here is not as unrelentingly steep as most of Q'emlin Park. With help from local climbing stores and The City of Post Falls, these routes were rigged to be user-friendly to the beginning leader. Protection bolts are generous and holds tend to be accommodating.

However, the top of the cliff is somewhat shattered and not all routes have clear Lower Offs. To protect your rope from shredding it is best to rig an upper belay and rap on those routes so marked. Be particularly careful while walking around on top. This is a shady spot in summer. Enjoy.

(1) WALKABOUT .6 LO

The leftmost route. A steep face leads into a friction corner. Look for hidden holds at the finish.

(2) FOOTPRINT Variation .9 LO

From the foot of the shabby corner head left up convenient jugs. At the bulge either traverse L with feet low (easiest) or go straight up (harder)

(3) KANGAROO .8 BELAY and RAP

Straight up to find hidden holds to start traversing into the chimney. Up the edge of the flake above. Watch rope drag (long extension slings) and remember to protect the second.

(4) WALLABY .7 BELAY and RAP

Start low on the main face and head for the overhanging slot. The loose-looking block proved to be solid – but you don't need to put ALL your weight on it! Move L to finish.

(5) DIDGEREDOO .9 LO

Compellingly technical, in a helpful way. Definitely mystical.

(6) ARETE .5 TR Ringbolts set far back. Use

rigging rope. Steep and juggy. The lower part is fun and easy -.1 to .4

(7) MAD MAX .7 LO

Quite easy if you jam into the crack, more challenging if you layback up the outside flakes.

(8) STINGRAY STEVE .10C LO

Lovely golden lichen face. Hidden jugs on the tricky bulge. RIP Steve Irwin 2006.

(9) CROCODILE DUNDEE .9 LO

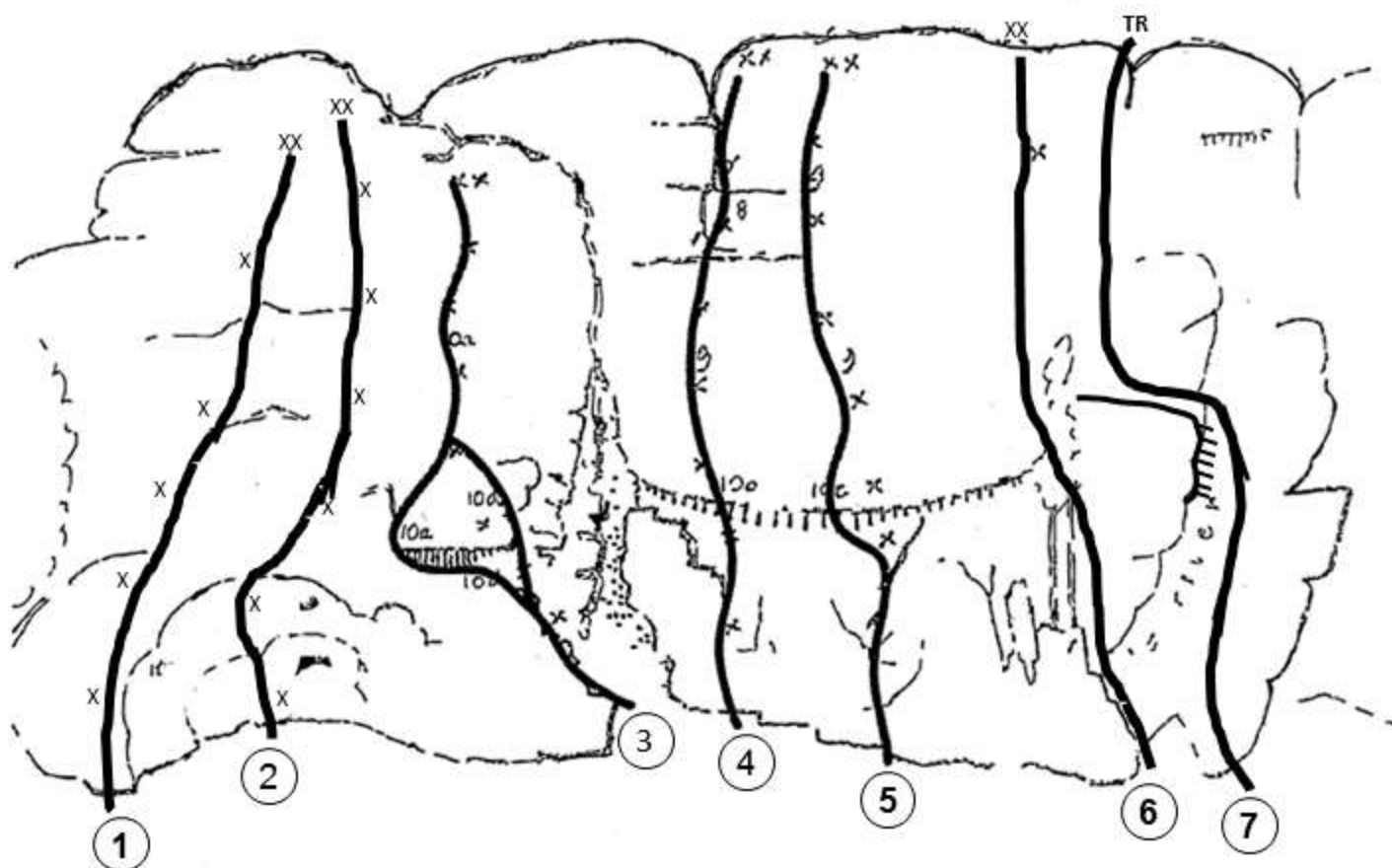
The middle section is a bit more sporty if you stay L of the ringbolts. Keep R at the top to avoid dirty rock.

(10) BARRIER REEF .10a LO

Clip the regular bolt hangers to avoid straying into other routes. A bit intimidating but blessed with some true Thank God holds!

(11) GREAT WHITE .10c LO

This used to be a classic mixed route but the giant starting-flake fell off, very fortunately without anyone hugging it! The start is nicer done direct (tho the roof bolt can be clipped from the left) and the upper moves are as good as it gets.



POST WALLS LEFT

(1) WHITEWATER .10b LO

The original route is still steep, crimpy, and on quality rock. The new clips are a little less traumatic.

(2) WAR .11a LO

Now a separate route, starting with the "tumultuous" triple dynos and moving R to a steep upper face, compliments "Peace", the TR project next to the old Peace sign.

(3) THE YOUNG AND THE PAMPERED .10c/d LO

Pretty severe pampering up spaced jugs leads to the roof.

Direct: 10d Straight up from here is a long throw.

Left Var: .10c Folks usually traverse, low, around left to the edge of the roof where they can squirm up onto the ledge.

The upper face is a bit more decadent.

(4) MRS. BUTTERWORTH .10b LO

To the R are a pair of roof climbs which still bear the result of Marty's oedipal naming spree. Separate finishes were crafted for them recently, with more interesting, protected, bouldering starts. For this kind of roof climbing one would do better going easy on her cooking!

(5) JANET JACKSON .10c LO

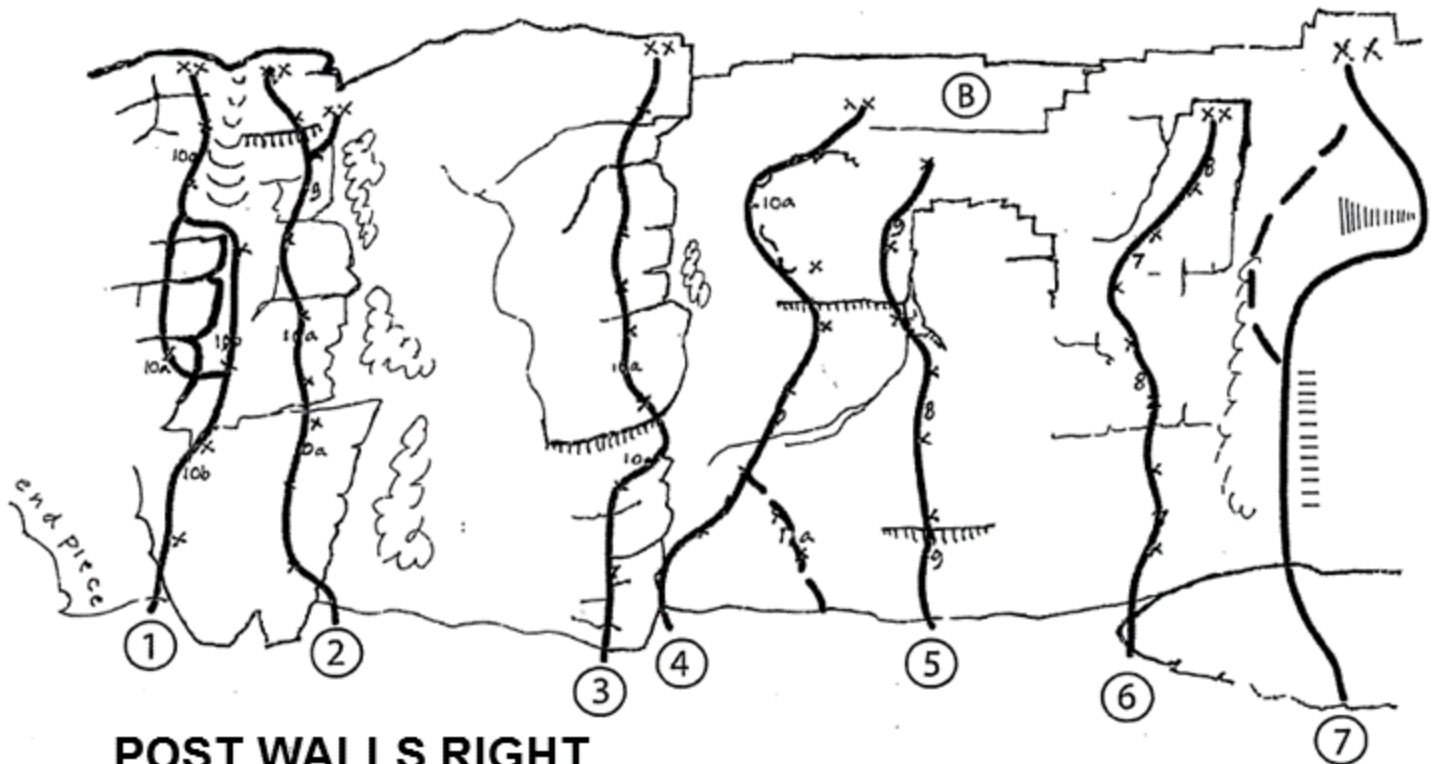
A little harder, maybe not so bad if you can move like she does. You can go straight up through the roof or sneak out L to some good jugs. Be sure to find the separate finish, right of the final cracks.

(6) NIGHT RIDER .10d LO

The first bolt of the old route is now in the retaining wall on the trail below! Up the steep flakes, the tricky wall above, a strange rock-on move, and finish on top.

(7) PROJECT TR

Nice dihedral to start. Harder than it looks up top.



POST WALLS RIGHT

(1) BIG RIVER .10b LO

This route and Frostbite were originally mixed together, added to the Roof Finish and called, by Marty, Gloria Steinham (whew!). The old, hard, bouldering start can still be led by using the pro on either side. The high variation seemed fun at the time.

(2) FROSTBITE .10a LO

An enjoyable, independent line up to the roof, which is turned on the R, without too much anguish, to finish just below the top.

ROOF FINISH .11a LO

A frostbitten bolt permits safe access to the high bolt protecting the roof. This is a robust problem, in a fine situation, on great rock. Grade varies from .10+ to .11+ depending on exactly how you do it (or you don't).

(3) LION OF THE NORTH .10 LO

Nice climbing, a bit technical low down and strenuous up high, with some interesting route finding. The RO from bolt 5 to 6 is several grades down and exhilaratingly doable for a leader of this grade.

(4) QUIT YOUR WHINING .10a LO

A separate start, with an exciting finish, help make this a good starting .10 This climb was originally considered a dangerous, runout horror show. It is now a little more sub-lethal but still showcases a certain provocative quality, that would be a pity to lose entirely. One of the best of the old favorites, still sure to stir a whimper.

Direct Start: .11a 2 clips. Crimp over the bulge, just L of Rolling Thunder.

(5) ROLLING THUNDER .9 RAP chains below the top Straight over the small roof, on a good jug, and up to the squat pedestal. The new line now goes L into the deep crack and mantles onto the top of the pedestal, finishing up and L. (the old line out R is now a finish for Billy Goat) A beginner leader my want to try placing some good medium nuts to provide extra security in the pedestal crack. A direct variation, with its own bolt, goes up L of the crack and avoids messing with the flake.

(6) BILLY GOAT .9 LO

Rigging sponsorship for this popular route was provided by Mountain Goat Outfitters in Spokane. This was originally a direct start to the old Rolling Thunder but traffic jams suggested that the routes be separated. After bolt #3 a short move L can be helpful, but if you go too far L you'll be stranded, far away from any bolt.

(7) RASPBERRY SPLIT .8 Trad LO

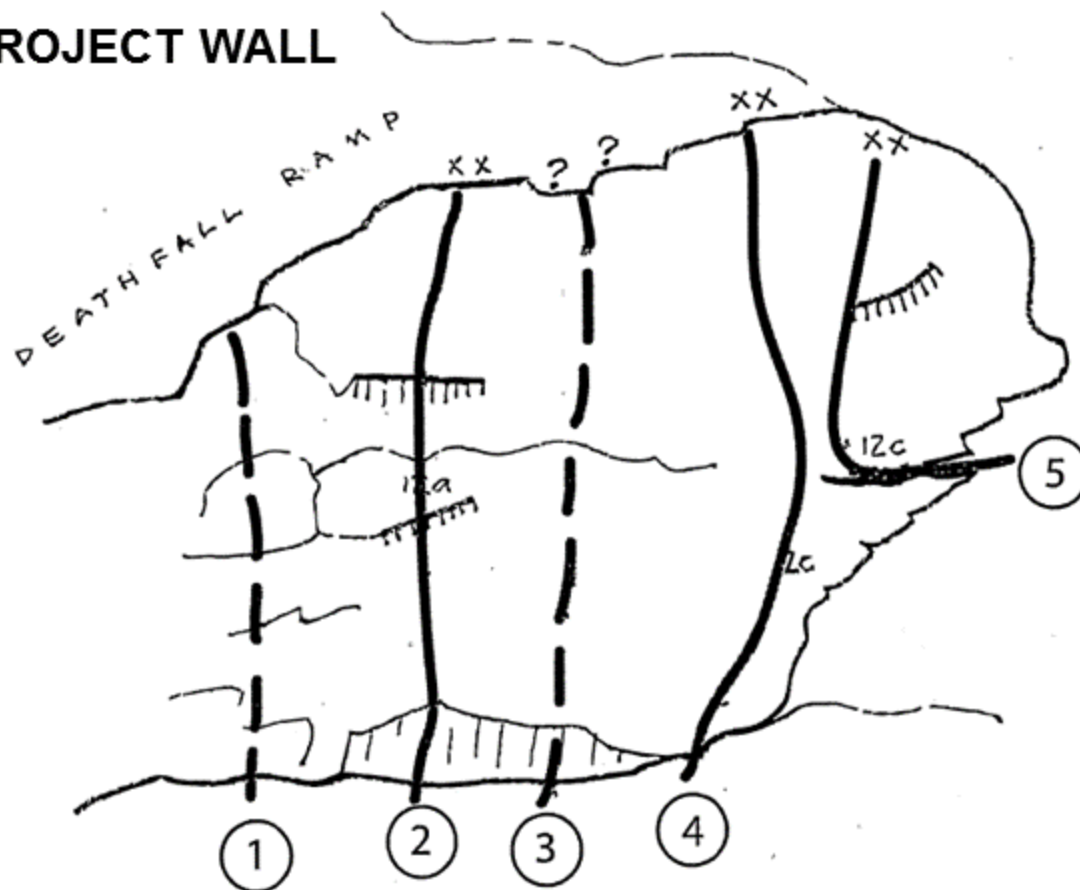
Tricky pro but good if you persist. Start in the obvious crack/R facing corner :-

Left Var: Swing out L just below the roof

Right Var: Follow the roof out R until it can be turned.

Direct Var: Up shallow grooves on edge of corner, to join the leftwards traverse.

PROJECT WALL



PROJECT WALL

This is the short, super steep, face to the R of Death Fall. It forms up just below The Ramp - The 4th Class slab that diagonals up to the R below Death Fall.

The routes are all hard and cover the face completely. This raises the question, also found on Rocky Wall, of when does a climbing crag turn into a sport park - and is that OK?

Please check out chapter 3, Style and Ethics, before reaching for the Hilti.

Anchors: Some of the anchors are incomplete and the open coldshuts need backing up. Have a good recon before you commit to any of them.

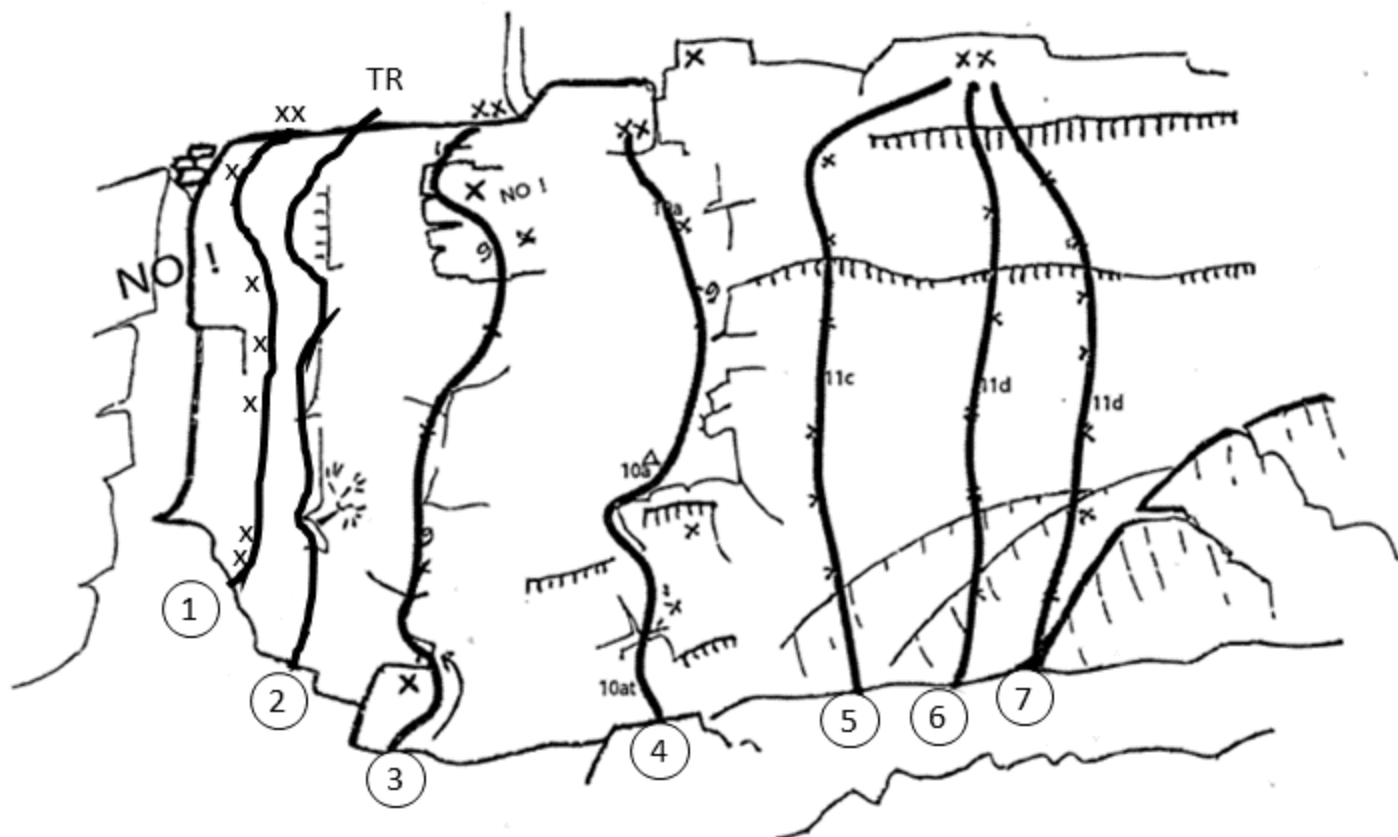
(1) PROJECT
Though short, the climbing is sweet. It may be possible to fit in a TR or .10ish lead here.

(2) YOUSTED .12a LO
A boulder problem start can make this hard route harder, especially when faced with a finishing dyno. Variation: Move R after the first roof to a separate finish.

(3) PROJECT 1 anchor?
A good dean line.

(4) FANTASTIC DYNAMIC .12c open coldshut?
Hard moves out R over the big roof, finishing with a dyno/ static crimp choice.

(5) DYNAMIC UPSIDE DOWN FLAKE .12c LO
chains?
Scramble up next to The Block, or down from the top, to the start of this wildly overhung md sensational handrail.
Finishes close to Fantastic.



ROCKY WALL FRONT

Rocky is a prime crag for a battleground over modern climbing practices: it is right on the trail, very steep, with lots of small in-cut holds and few obvious independent lines. Routes here have been squeezed together so that the area is crosshatched with bolts and possibilities. It's hard to see just where each line goes and the bolts of one route rudely intrude on neighboring routes. There have been rumbles of "cleaning up" the cliff, to the reasonable state it was in when Marty's guide was first published. It seems that those people doing very hard routes can't always find suitable rock – it's either unclimbable or too easy. When they do find the right blend of steepness and crimpiness they want to use every square inch they can. Alas, it's also easier to find a new route right next to an old one than to go exploring. This may well produce lots of enjoyable, hard moves but these "linkups" are not compatible with any kind of reasonably responsible environmental use. There is so much good unclimbed rock in the Park. Please DO NOT squeeze!

(1) TRAILER PARK .11B LO

A short test piece. Crux is low and the first pro bolts soon make sense. Finish out L, then move R to the chains.

(2) RV PROJECT .10

The top used to be threatened by a large flake, and that area is still suspect.

(3) PALEFACE .10a LO

A memorial to the Bolt Wars. Tho once a trad lead, this route has settled down as a sport route. Quite straight forward on the whole, with one, well protected, adventurous moment at the finish: least traumatic is to make a definite short traverse left from the second-to-last bolt, setting up for a direct approach to the last tricky clip.

(4) DUDDLY DO RIGHT .10A LO

A series of superbly technical moves, especially the start which really needs stickclipping. Can you have a .10a route with a VI boulder start?

(5) GARDEN WEEDER .11c Shares LO with Leader

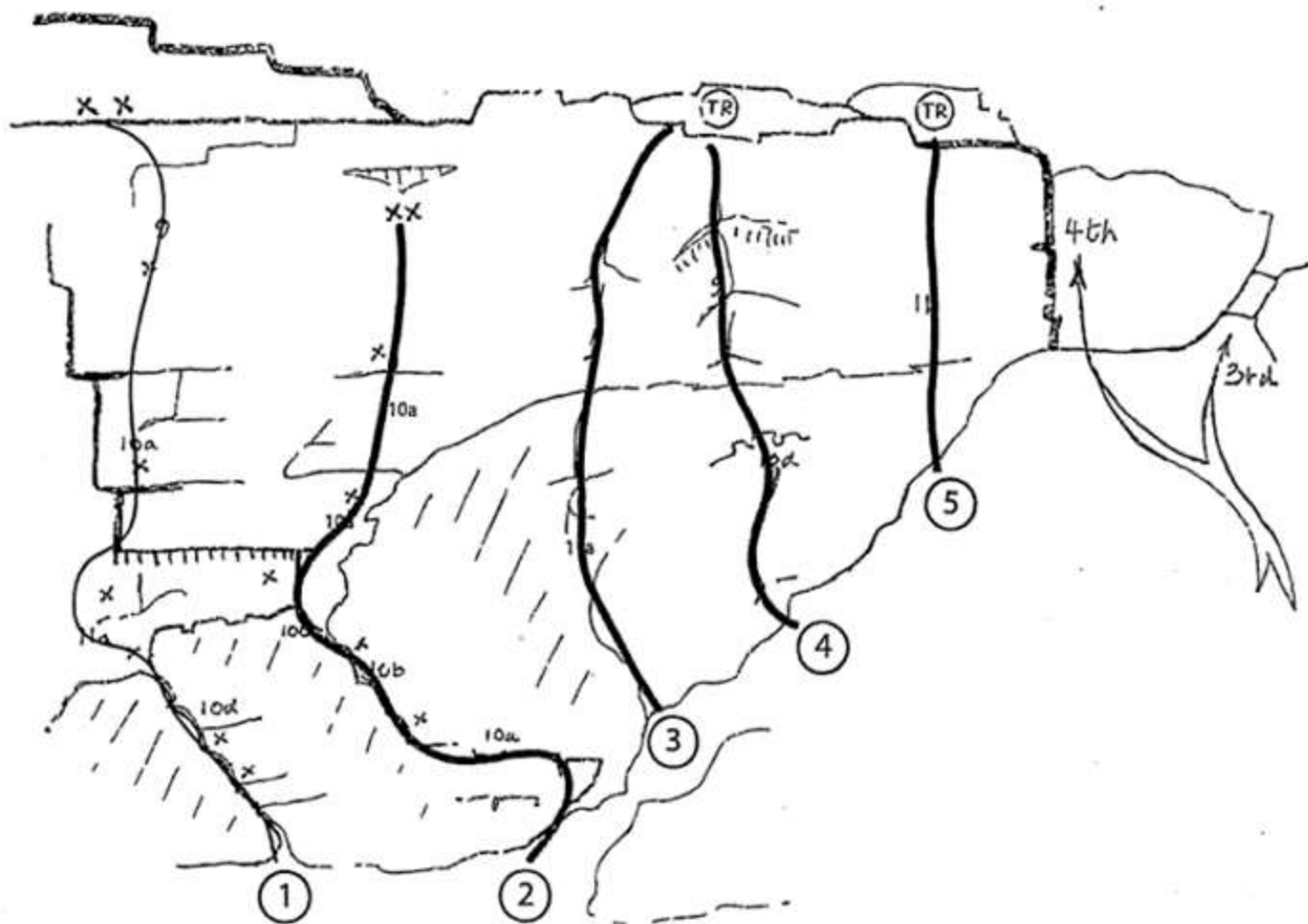
Squeezes in thru the lower blocks.

(6) FEARLESS LEADER .11d LO

A good steep line thru steep, reachy crimps to a final juggy roof.

(7) UNDERDOG IS HERE .11d Shares LO with Leader

Another confusing squeeze job, thru the steep lower wall.



ROCKY WALL SIDE

Rocky has always been popular but troublesome. The superb lower section is capped by looser, dirtier, blockier rimrock. Some dedicated and energetic volunteer work has cleaned up this R side and deployed sound ARI anchors.

(1) **ROCKY** .11a LO Out L a bit, in solid rock
Someone heeded Marty's suggestion to rebolt the fixed pro that had been chopped on this ex-trad route and Rocky has settled down to become an excellent, rough sport route. It was a truly amazing feat to do this route on gear alone and, of course, anyone can still do a "boltpoint" – ignore the fixed gear and place your own stuff.

(2) **BULLWINKLE** .10d LO - below the top.
This is the R of the two tamaracks and was originally a trad alternative start to Rocky. It has undergone the same metamorphosis as Rocky, with its own finish. A good stickclip opportunity.
After pulling the bulge, take the new separate finish out R, preferably keeping R of the last 2 pro bolts.
Depending on your anxiety level, you may or may not need to clip the old 3rd bolt.

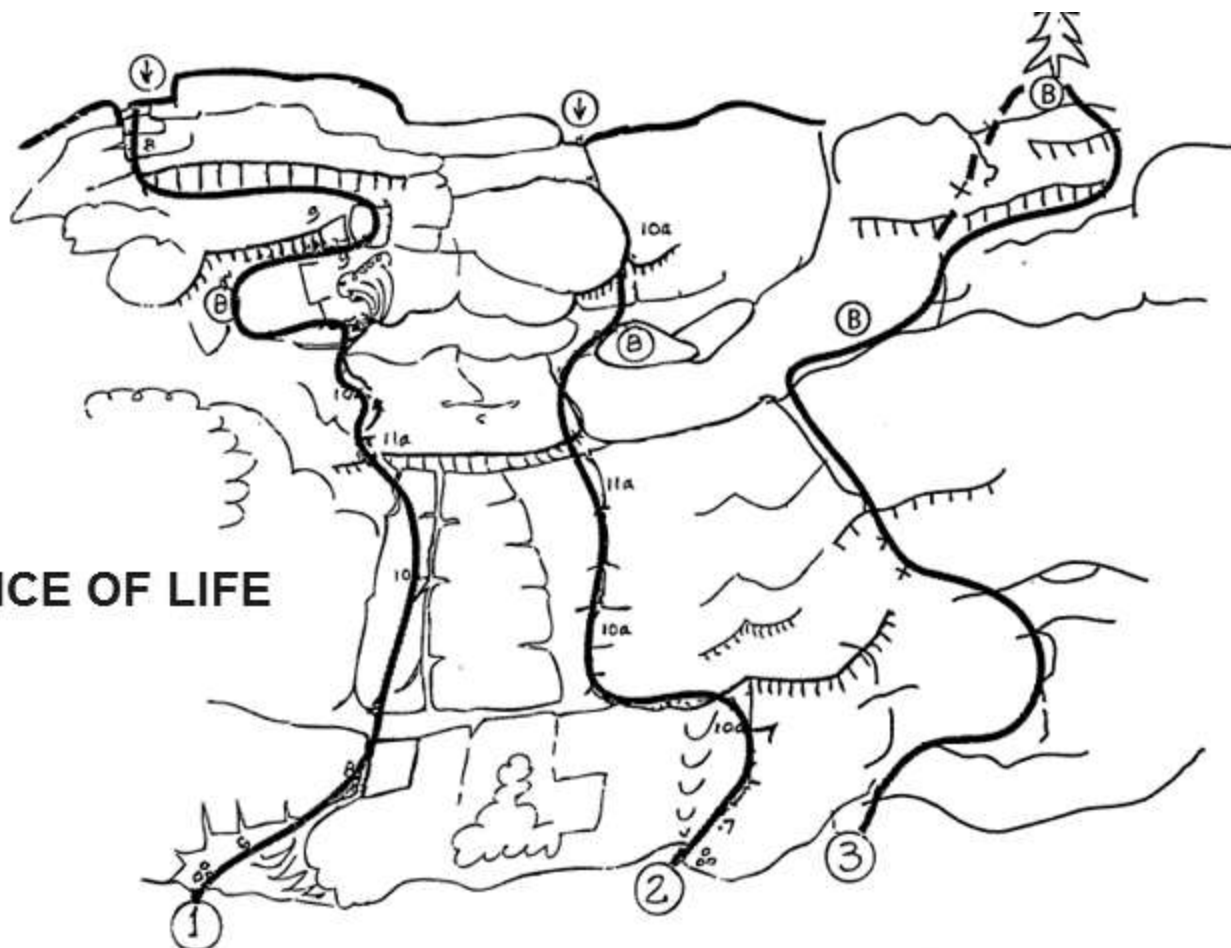
The upper wing of the cliff has 3 technical test pieces that are fun to TR but do not seem to merit rigging for leading.

(3) **NATASHA** .11a TR
Shares a TR anchor with Boris
Hard, crimpy and steep with a painful undercling.

(4) **BORIS** .10d TR
Shares Natasha's TR anchors
Steep and committing start to an airy mantle.

(5) **UNNAMED ADVENTURE** .11a TR
A surprisingly popular pump.

SPICE OF LIFE



This clump of cliffs is just downstream of Upper Fifth Canyon. A well marked path leads off the main climbers trail for a few yards, to the edge. Easiest access is to rap in from the Spice bolt anchors. The west-facing cliff line, from here to Upper Fifth, contains a myriad of fine future routes.

There are 3 main cracks: the R is Spice, the L is Ring, and the middle brown one, may be the original Spice? This middle crack seemed like it might yield a fine .10a hand crack but it turned out to have incredibly sharp edges. Laybacking on those scalpel-sharp blades seemed a bloodletting affair and so the crack has been left until someone decides it would be cool to blunt the edges - or rake the risk?

(1) RING OF FIRE .11a Trad 2 pitches

Excellent pro BELAY anchors

The short crux move (.11a) is technically committing and non-reversible, but the pro is bomber. Above the crux and after the bush, traverse L to the 3 bolt belay anchor under the big roof. This belay helps with rope drag and lets you discuss events with the second. The dramatic top pitch (.9) wends its way thru the roofs above.

(2) SPICE OF LIFE .11a Trad 2 pitches

Excellent pro BELAY anchors

One of the finest cracks around. You can get a sneaky gear preview as you rap in (otherwise you'll have to close your eyes).

Start over on the R. below a shallow comer a little ways R of the main crack. This corner is pleasant climbing: at the top swing out L and move diagonally up to the main crack (.11a).

For the sake of rope drag, and the wellbeing of the second, it's wise to belay on large blocks, below the top overhung crack of Pitch 2 (.10a).

(3) SALSA .10a Trad/Mixed 2 pitches

Excellent pro BELAY on tree

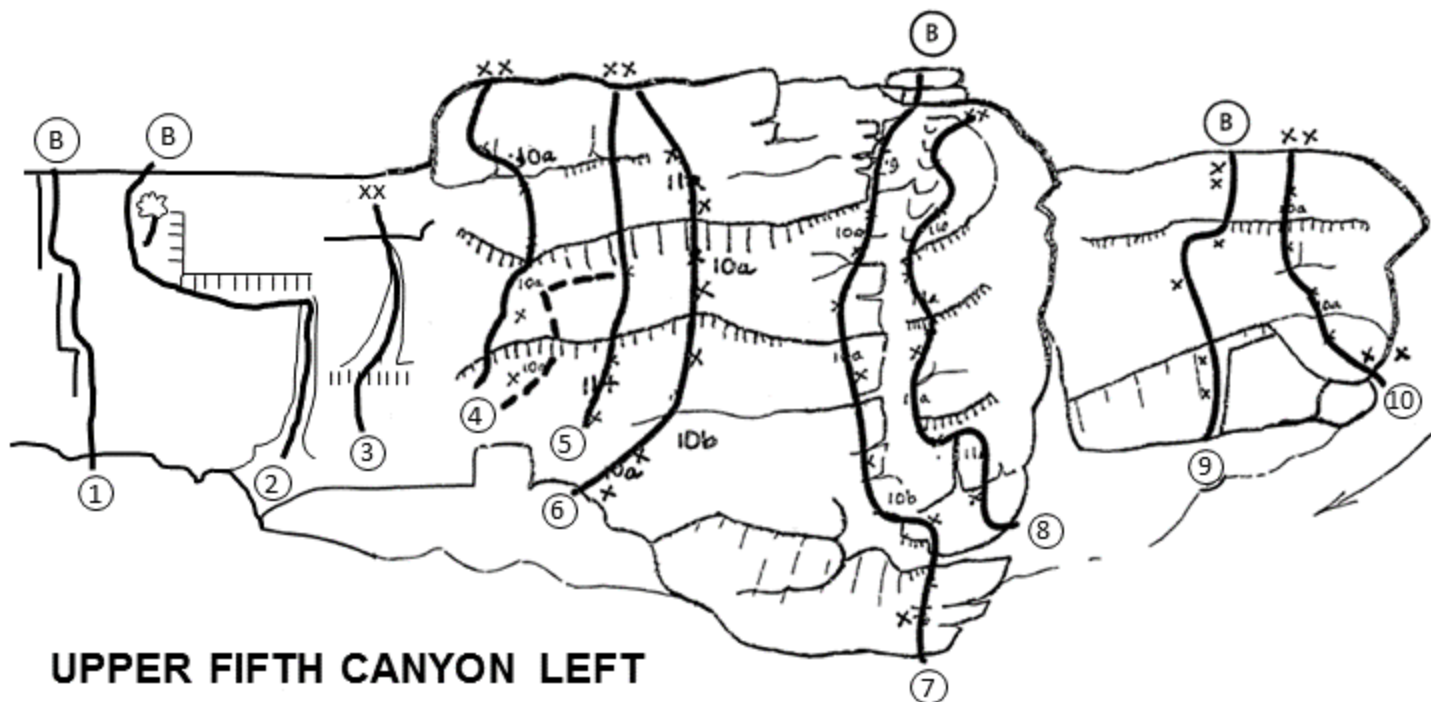
Start just R of Spice, where a short blank wall leads to a fine jam/layback/pro slot. Up to the sharp block, make a bolt clip, then swing across R onto the brown wall. Up this slightly R, making 2 more clips, to a good deep horizontal crack (pro!). Move L to another 2 clips to the roof. Exit awkwardly L to the start of a very nice finger crack. Follow the crack tenuously up and out L. Do not try to go directly up the dirty, un-protectable rock above, just follow your finger-locks round the corner, to the ledge.

Belay on blocks up and right, looking for the nice clean roof crack thru the rim overhangs.

Pitch 2 goes up a short steep cracked face to the start of the roof crack. At the roof traverse hard R under the ceiling, on great jams. Pull thru to the upper bulge then exit R onto the steep slab. All great pro.

HOT SALSA variation Trad/Mixed .11a BELAY on tree

Follow Salsa to the sharp block, then go straight up to the Roof bolts on technical and intriguing terrain (.11a). The pro is good but sometimes tricky to place. Follow Salsa to the same block belay. Pitch 2 follows Salsa to the roof crack but climbs this direct, to then make a bolt clip and swing out R (.11a) to jugs on the edge.



UPPER FIFTH CANYON LEFT

The Ari and CLIMBER magazine provided some of the hardware to upgrade these anchors. Thanks ARI!

(1) CHANGING FACES .11a Trad BELAY

The short but clean and steep crack, up the slope from Bonzai. Figuring out which direction to face is almost as hard as placing the excellent pro.

(2) BONZAI Trad .10a BELAY on top

BELAY far back from the cliff edge, Trad route immediately L of RANGNAROCK. Sharp crack to roof. Traverse L under roof. Exit past the stunted pine, take care not to go up too soon. Tradmark.

(3) RANGNAROCK .11a RAP

Just L of PETER BEATER. Steep face moves into the maw of the very steep flake / crack. Layback or jam – the bolts work for both. Trad gear would have been nice but gear placed deep in the flared crack would have pulled the rope into the razor-sharp flake edge (Q: what did those tradmasters do? Answer: die quite often!).

(4) PETER BEATER .10a LO

You can Rap here to avoid the scrambly descent. Classic roof jug cranking. Well rigged. Gets the high-up midwinter sunshine. To finish, move boldly left for the last two bolts: good jugs and pump. In order to avoid your lead rope slipping behind a wicked rope-cutting slot, put a long runner on bolt #3 and flick the rope carefully so that it runs directly down to bolt #2.

SIDELINE VAR: .11a

Start separately, R of the first 2 bolts. Moving from the 2nd bolt is very bold! From bolt #3 traverse across to SIDEWINDER and follow that up to the top.

(5) SIDEWINDER 12a LO

Start just R of the belay block. Once over the crimpy crux roof the jugs get bigger though the angle does not relent.

(6) DYNBOY .11a LO Great line on superb rock.

Traverse right from the belay block, turn the roof and trend back left for the final rooflets on small but definite mini jugs.

(7) THE MANGLER .10b BELAY hangers on top

Needs a cordelette for rapping.

Takes a prow that is one of the most impressive features in the Park. A direct start and a separate finish have removed some of the runout terror from this fine route. The middle is another boulder problem, with a sort-of-10b grade. But the pro is good! To appreciate why there are no LO anchors, walk south a few paces and check out the impressive rock crevasse!

(8) MANGLED UP IN BLUE .11a LO or go up to the Mangler belay

Yes it is! A very, very devious and tortuous business. A series of fine technical roof problems with little rest in between. Tho the rock is sound and solid (except maybe for one too-good flake) the routefinding is complex and perplexing.

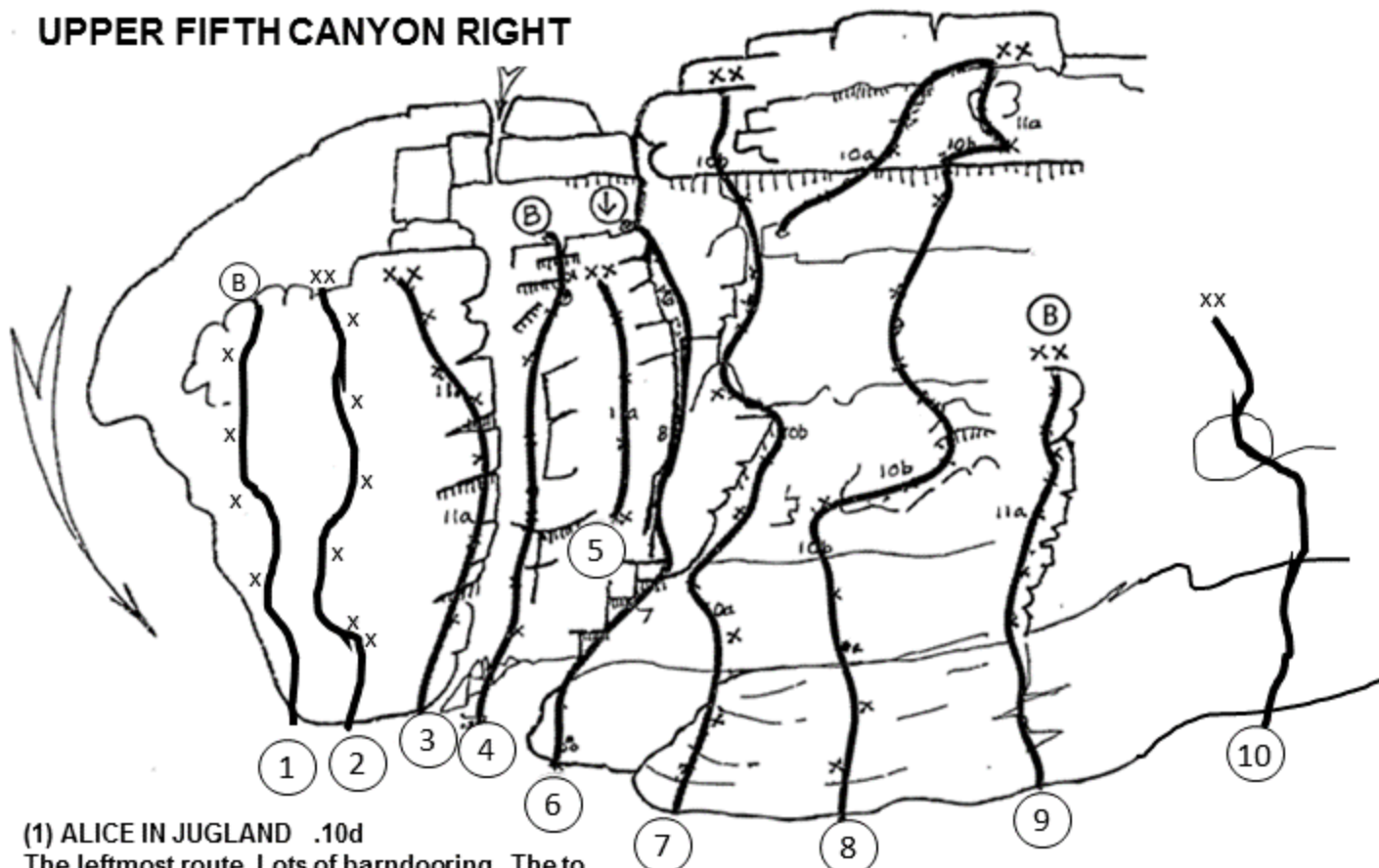
(9) ONE FOR SISIPHUS .10c BELAY

The giant blocks removed from the crux seems to have stayed obediently down below. Steep jugs and slopers. Sunny.

(10) IN REVERSE .10a LO

Belay bolt in descent gully. A strange crimpy boulder problem start leads up to a steep and sustained headwall with a semi dyno move defending the chains. Suntrap.

UPPER FIFTH CANYON RIGHT



(1) ALICE IN JUGLAND .10d

The leftmost route. Lots of barndooring. The to overhang is most sporty direct, but a rest (and cheat) is possible out L. Endless jugs on steep rock. Like Hueco Tanks. Belay on top or use anchors as a directional to LO on Looking Glass.

(2) THROUGH THE LOOKING GLASS .10D LO

The middle overhang can be lightened by a small detour, via hidden holds, to the L.

(3) FREE TATERS FOR OUT OF STATERS .11+ LO

Strenuous slopers, strange sidepulls and unusual routefinding add to the exhilarating steepness.

(4) LOST ARROW SPUR .9 BELAY hangers.

RAP from LSH chains

An original classic. The LA piton that used to protect the crux eventually fell out and now marks the start. There is no LO on the route. You have to finish the final roof moves and mantle onto the ledge. You can belay here or rig a cordelette TR. Best way down is with the nearby chains of LSH.

(5) BLACK DIAMOND .11A LO

Start on LSH then catch the bolt line. A bit squeezed but good climbing.

(6) LSH .8 Trad LO

If you want to know the full name, ask Donny! Great pro, a nice little roof and a very real classic crack (after much scrubbing) provide good clean fun. Take some wide crack gear!

UPPER FIFTH CANYON RIGHT

(7) SPUR OF THE MOMENT .10B LO

A named saved from the old guidebook – actually it took ages to recon, clean and rig!

Start on the lowest “slabs”, jog over to LSH and take the leaning corner. Keep L after the ledge and head for the roof.

Variation Finish: At the roof traverse R into FSR, being careful of the perched blocks.

(8) FSR .11a LO

A slightly revised version of the old “.10a-I-don’t-think” listing. Fantastic rock.

The traversing middle section is the line resistance. A more direct line is much harder. The slab is delightful and the finish is a surprising boulder problem sort of thing, that really challenges the onsight flash. An extra bolt at the start of the slab allows you to “swap ends” and avoid rope drag up high.

(9) SAFEWAY SUPPLY .11A

Hangers well below the top.

Locals will recognize the friendly Spokane hardware store that sells Bolts and Bosch.

Short and sweet with some fine moves up the prow.

(10) IDENTITY CRISIS .10c LO

Bolted steep face R of SAFEWAY SUPPLY. A great new route from Spokane. Strenuous, sustained, and committing, with positive jugs and technical footwork.

OTHER CLIFFS

THE GROTTO

The Grotto faces north and is heavily shaded in the summer. The approach is minimal and the crystal clear river pools are right there...

Take the riverside Trail from the main parking lot: this passes by the South Channel dam wall and is protected with a chain link fence. Just before the fence ends, follow a branch trail and fence down to the right. The main routes are the deep chimney (the only one in Q'emlin) and the broken face to the right.

CHIMNEY .9 LO

The Grotto

The outside edge of the main slot. Interesting situations and not too restricted.

CHIMNEY SWEEP .10a LO (shared)

Start deep inside. Initial *moves* reward flexibility. Good *style* will prevent stalling out.

THE WORDS OF THE PROPHET .11A LO

Steep face, just R of CHIMNEY. Thin and steep up to thin and friction. Sustained.

"The words of The Prophet are written on the subway walls" – Paul Simon



NEWFOUND WALL

A recent boundary survey showed that this crag, like OUTLAW WALL, is outside Q'emlin Park – on private property. We are working with the Access Fund to negotiate climbing rights. Please help by joining the Access Fund.

OUTLAW WALL

Things are moving slowly on the acquisition of climbing rights to this, the finest of all our local crags. The Access Fund and the City of Post Falls are working hard to set up negotiations. There is not much else to do tight now, except to join the Access Fund and help swell out numbers.

Website: <http://www.accessfund.org/>

CLIMBING WALL UPDATES and DEVELOPMENTS

2009

NEWFOUND WALL (The New)

If you look across the canyon from Lower Fifth, up at rim level, you can just make out the shape of this crag. It faces east and provides a rare shady escape from the summer heat.

Although The New faces east it was developed long ago and was grandfathered in as a legitimate climbing cliff. See the chapter on Climbing Management for just what is OK in this area.

The rock is basically sound but very damp and mossy and most routes still needs a lot of cleaning.

Great care should be taken with the ancient coldshut anchors - especially the open ones!

The rough approach trail is marked on the area map and will hopefully be improved at the next Adopt A Crag.

Most of the routes are in the .11 and up category but one "moderate" is well worth checking out.

DON'T MOSS WITH ME 10b LO coldshuts

The fifth bolted route from the left edge - the first place the initial overhangs can reasonably be penetrated. Steep and reachy, a bit more challenging if you don't sneak our R near the top.

THE GROTTTO

An old area that is long due for a facelift. Adopt A Crag work parties have worked hard to clean up accumulated trash and sandblast many generations of graffiti. Hopefully there will soon be some lead routes here

The Grotto faces north and is heavily shaded in the summer. The approach is minimal and the crystal clear river pools are right there

Take the Riverside Trail from the main parking lot: this passes by the South Channel dam wall and is protected with a chain link fence. Just before the fence ends, follow a branch trail and fence down to the right.

The main routes are the deep chimney (the only one in Q:emiln) and the broken face to the right.

Toprope anchors can be found above.

2010

CHIMNEY .9 LO

The Grotto

The outside edge. Interesting situations and not too restricted.

CHIMNEY SWEEP .10a LO (shared)

Start deep inside. Initial *moves* reward flexibility. Good *style* will prevent stalling out.

THE WORDS OF THE PROPHET .11a LO

Steep face, just R of CHIMNEY. Thin and steep up to thin and frictiony. Sustained.
"The words of The Prophet are written on the subway walls" Paul Simon

IDENTITY CRISIS .10b (+?) LO

Upper Fifth Canyon Right.

Bolted steep face R of SAFEWAY SUPPLY. A great new route from Spokane.
Strenuous, sustained, and committing, with positive jugs and technical footwork.

CACOPHONY .10a LO

Lower Fifth Canyon Left B

Starts on the lowest part of the buttress, Just R of COUNTRY MUSIC #8 _ trademark!
Nice little dyno, some balance and a steep R traverse up high to avoid the chop blocks.

RAGNAROCK .11a RAP

Upper Fifth Canyon Left

Just L of PETER BEATER #2. Steep face moves into the maw of the very steep flake / crack.
Layback or jam - the bolts work for both. Trad gear would have been nice but gear placed deep in the flared crack would have pulled the rope onto the razor-sharp flake edge (Q: what did those tradmasters do? Answer: die, quite often!).

PULL YOUR HEAD OUT ???

Seems no one has been able to figure this one out so the doubtful bolts have been, removed until someone chooses to rework the climb (5,;13?).

BONZAI Project .9/.10

BELAY far back from the cliff edge Trad route Immediately L of RAGNAROCK. Sharp crack to roof.
Traverse L under the roof. Exit past the stunted pine. Belay on top. Trademark.

STINGRAY STEVE Project.9/,10LO/RAP

The Outback

The lovely lichen face just R of MAD MAX. It will have to end well below the loose top.

ROLLING THUNDER· direct finish .10a same LO

Post Walls Right page 28

A way to avoid messing with the giant flake at the top of the pitch. An extra bolt now protects a stout move up the rounded edge just L of the flake crack. Move up to the regular anchors.

ROCK AND ROLL

Lower Fifth Canyon Left B

To avoid terrible rope drag (and the need to rush out and buy a set of double ropes) a bolt belay has been established at the end of the traverse - a most scenic spot!

BULLWINKLE .10d 1.11a LO -

Rocky side

This fine, very athletic route was challenging enough - and then it lost a key hold on the starting ramp. It is a tad harder now but still quite do-able, with an extra bolt to protect . the longer reach needed to land the jug.

NEW ROUTES - bolting permits

The formal application system is working smoothly with several routes "in the works". Forms can be

obtained from the PARKS AND RECREATION Department - in their new City Hall offices on East 4th street in Post Falls - or from the guidebook editor.

NEWFOUND WALL

A recent boundary survey showed that this crag, like the OUTLAW WALL, is outside Q'emiln Park - on private property. We are working with the Access Fund to negotiate climbing rights. Please help by joining the Access Fund.

OUTLAW WALL

Things are finally beginning to move on the acquisition of climbing rights to this, the finest of all our local crags.

The Access Fund and the City of Post Falls are working hard to set up negotiations. There is not much else to do right now, except to join the Access Fund and help to swell our numbers.

The KOOTENAI CLIMBERS receive a portion of all local Access Fund dues and these are dedicated to the Outlaw Wall project

2011

IDENTITY CRISIS .10b (+?) LO

Upper Fifth Canyon Right

Bolted steep face R of SAFEWAY SUPPLY. A great new route from Spokane. Strenuous, sustained, and committing, with positive jugs and technical footwork.

FSR

Upper Fifth Canyon Right

To avoid rope drag on the top hysterical dyno, there's an extra bolt at the start of The Slab. You can "swap ends" here (or pull the rope through the lower bolts, toss it back to your belayer and start re-clipping with the slab).

CACOPHONY .10a LO

Lower Fifth Canyon Left 8

Starts on the lowest part of the buttress, just R of COUNTRY MUSIC #8 (tradmark!) Nice little dyno, some balance and a steep R traverse up high to avoid the chop blocks.

ROCK AND ROLL

Lower Fifth Canyon Left B

To avoid terrible rope drag (and the need to rush out and buy a set of double ropes) a bolt belay has been established at the end of the traverse - a most scenic spot!

ROLLING THUNDER - direct finish .10a . same LO

Post Walls Right

A way to avoid messing with the giant flake at the top of the pitch. An extra bolt now protects a stout move up the rounded edge just L of the flake crack. Move up to the regular anchors.

BULLWINKLE 10d / .11 LO

Rocky side

This fine, very athletic route was challenging enough - and then it lost a key hold on the starting ramp. It is a tad harder now but still quite do-able, with an extra bolt to protect the longer reach needed to land the jug.

TRAILER PARK .10/.11 LO

Rocky Front

The line of this route is in Marty's guide but there is no sign that it was ever bolted and/or chopped. These bolts are new. His advice for such routes, however, rings eternal: "bring your cajones"! Ring bolts, up and L of PALEFACE. Interesting face climbing -steeply delicate? The start is cruxy and doubly protected. At the top grab the rim holds and lean over R to clip the chains.

THE LAST OF THE SUMMER WINE .8 LO

Garden Wall

The upper face is exposed to the final rays of the winter sun.

A bit contrived but provides great moves on excellent rock

Same start as JAGGED EDGE, on the far right of Garden Wall. First move is below the big ledge just left of TRAILER PARK.

Pull round the corner, onto the ledge. Move R to the juggy bulge. Up into the corner. Step far L onto the lip of the roof. Up the steep slab to the final overhang. Avoid the temptation to step up and L onto JAGGED - keep R of the edge, on good jugs.

2013

WUNDERLAND

Upper Fifth Canyon: Left of Right Side

The closest expanse of wall to the descent gully. The steep rock and excellent jugs remind us of the Alice climbs on North

Gateway Rock in Hueco Tanks.

ALICE IN JUGLAND .10+/.11a

The leftmost route. Lots of barndoorings. The top overhang is most sporty direct, but a rest (and cheat) is possible out L.

Belay on top or use anchors as a directional to LO Looking Glass.

THROUGH THE LOOKING GLASS .10+/.11a LO

The middle overhang can be lightened by a small detour, via hidden holds, to the L.

POST WALLS

Far Left Side

Closest climbs to the river.

NEW WHITEWATER .10+ LO

The old direct start was used for war and new pro was provided especially for the start. Classic crimping on good rock.

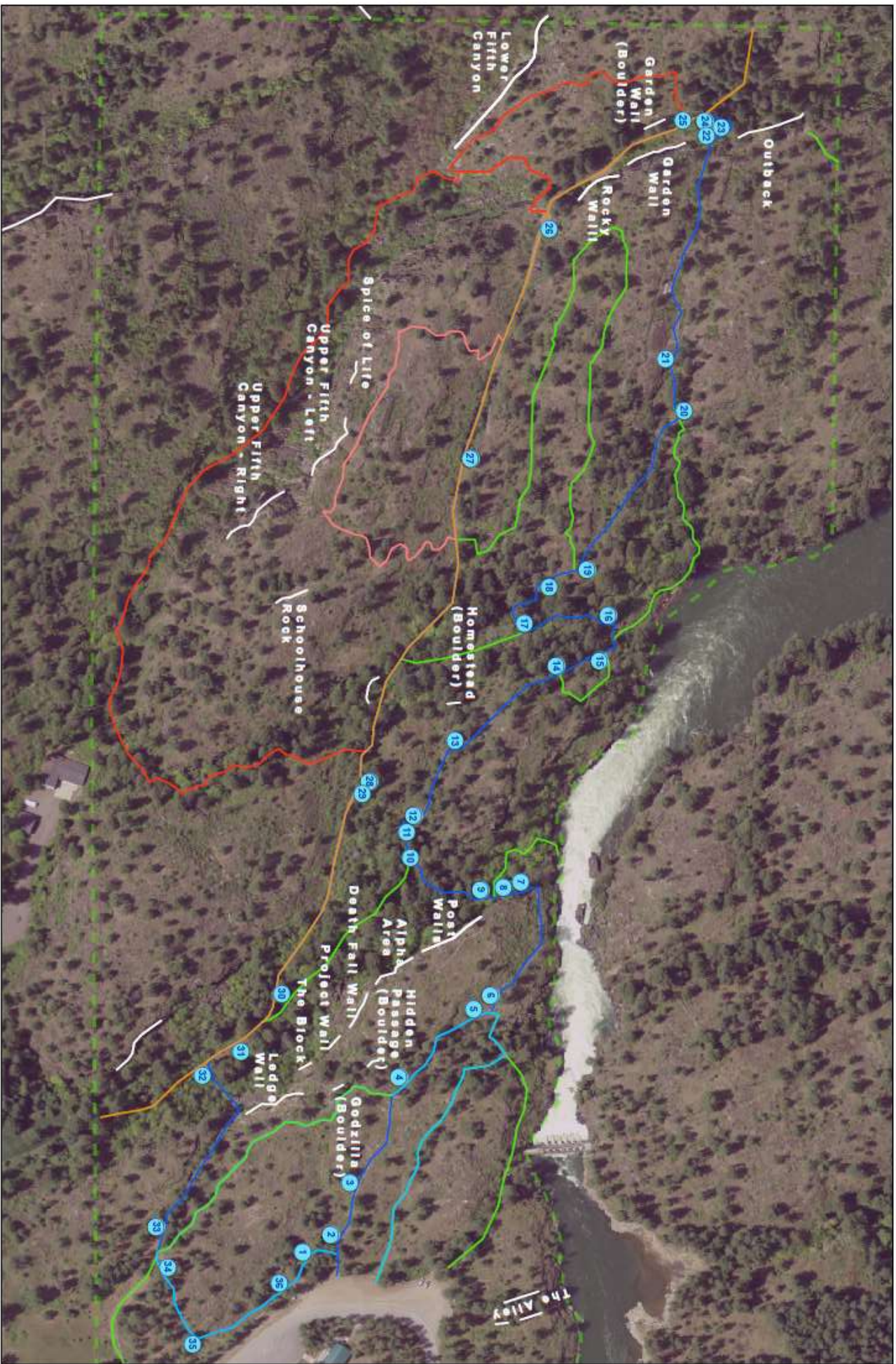
WAR .10+/.11a LO

Uses the old "double" (or triple?) dyno" start and then traverses right to more moderate (?) climbing on new rock. The name parallels project activity on the roof to the R, above the old Peace sign.

NIGHT RIDER Project .10+

The outrageous bolted block on End Piece Goes To Night Flight finally fell out (see trail below), leaving other doubtful blocks. A new line is being crafted to access the good finishing rock.

[\(back to Contents\)](#)



Climbing Wall Locations

36 Numbered WayPoints
(Round Blue Markers)

--- PARK BOUNDARIES

--- TOPSIDE LOOP (Loop Trail)

--- LOOP TRAIL (Loop Trail)

--- OLD WAGON ROAD (Heritage Trail)

--- LOWER FIFTH CANYON LOOP (Climber Trail)

--- UPPER FIFTH CANYON LOOP (Climber Trail)

--- JUNGLE TRAIL (Climber Trail)

--- CONNECTING TRAILS

