

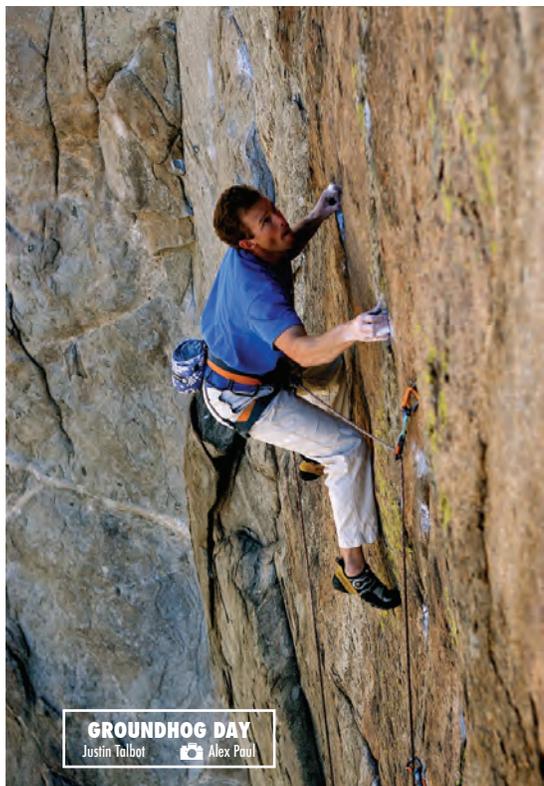


## BOB'S ROCK

Head south on 24 out of Leadville, just after mile marker 201 cross the river and go down stream on the river road (CR 371). Take a left into the parking area just after Elephant Rock (35 minutes from Leadville.) Bob's Rock has the highest concentration of quality climbs in BV.

### BOB'S CRACK

Ben Capelin 📷 Justin Talbot



### GROUNDHOG DAY

Justin Talbot 📷 Alex Paul

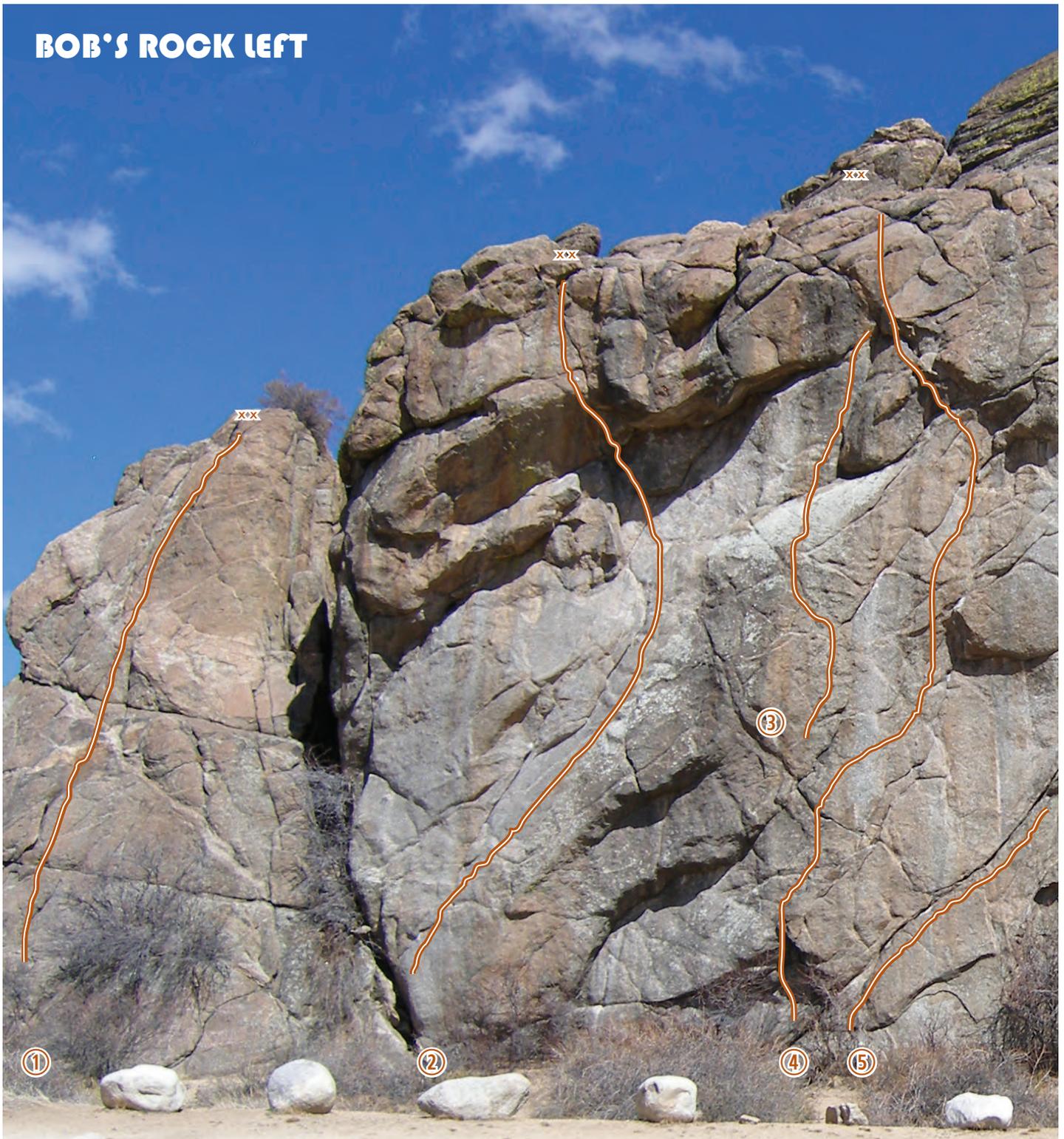


## LEAD 40 MINUTES FROM VILLE

### EGO BUSTER

Rob Dillon 📷 Justin Talbot

# BOB'S ROCK LEFT



Aside from the drive-up access many of the routes here can be easily set-up on top rope. The following routes require no 5th class climbing to clip the anchor bolts from the top of the cliff: Slab, Twist and Shout, Ego Buster, Groundhog Day, Hot Foot and High Step, and TR Corner.

1 Slab ★★ .6 50'

Low angle face climbing and fun finger cracks toward the top. A couple variations make this a fun option for beginners. Can be led on gear or the recently installed bolts.

2 Twist and Shout ★★☆☆ .11d 55' FA A. Brown, L. Shultz

Interesting and varied climbing. Bring a pad or stick clip the first bolt as the opening moves are some of the hardest.

3 Lactic Acid Overload ★★ .12a 55'

Same start as Top Dawg, hard layback moves up the thin flake. A small nut can protect the moves after the crux and before the third bolt. An additional 1" piece protects the top corner.

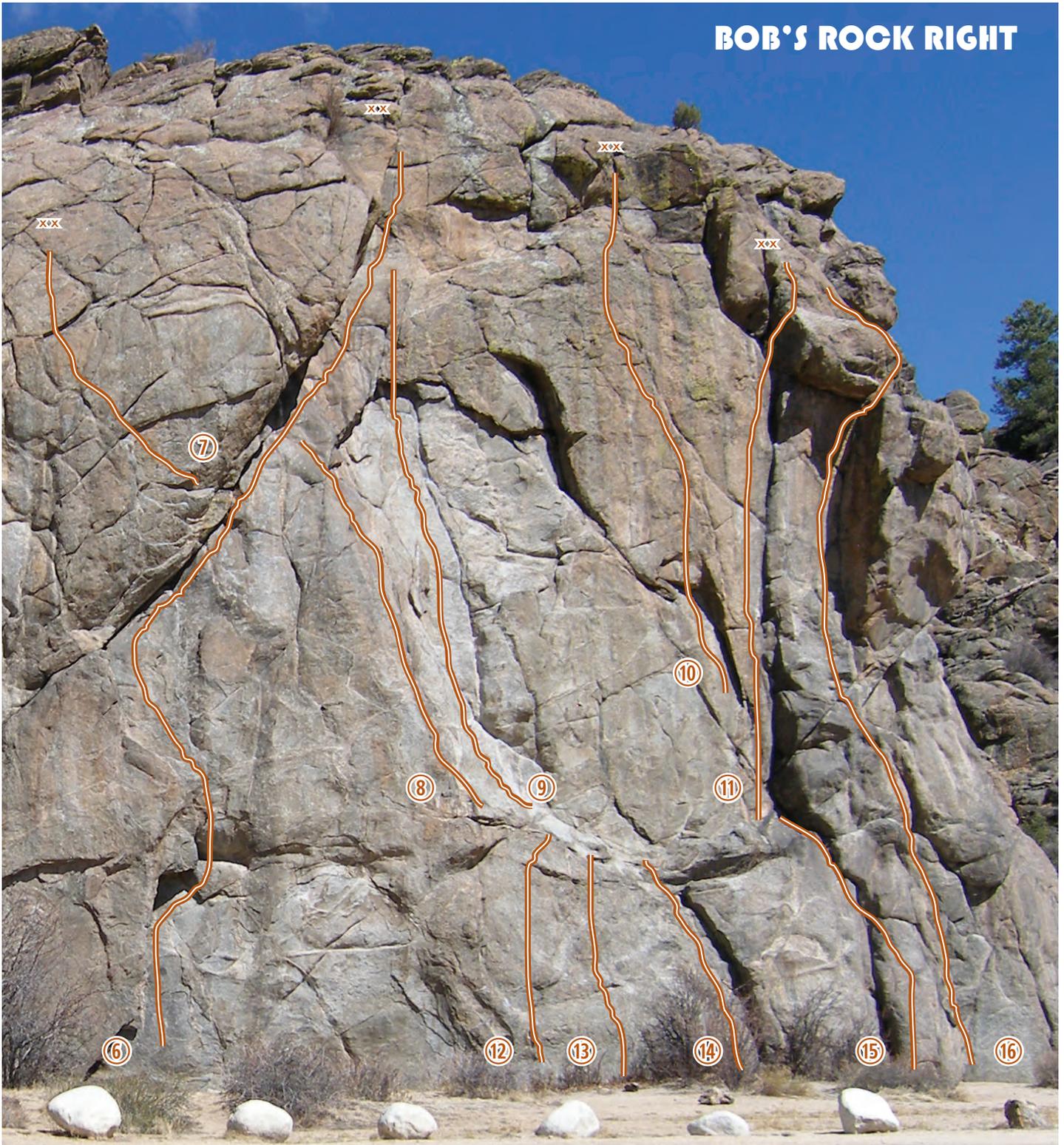
4 Top Dawg ★★☆☆ .12c 55' FA L. Floyd, B. Schilling 1989

A quality route with three distinct crux sections with good rests in between. The best route of the grade in BV. Bolts.

5 Wire Man ★★ .11R 70'

The crux section is the first 30' and strenuous, awkward, and hard to get good gear placements. Joins Flakes and continues on the upward traverse. Gear to 4".

# BOB'S ROCK RIGHT



6 Flakes ★★ .7 80'

Stenuous laybacking and jamming at the start. Gear to 3.5".

7 Power Pig ★★ .11d 75'

Typically climbed by starting on Flakes then heading left up the bulging headwall. Bolts.

8 Unknown ★ .10a 75'

Begin by climbing any of the start options. Clmb past two bolts to a fun flake then join Flakes.

9 Ego Buster ★★ ★ .10d 75'

Begin with any of the start options. Cool stemming and laybacking bring you to the final 15' of Flakes, bring a couple of pieces including #4 camalot for the top

10 Groudhog Day ★★ ★ .13br 70' FFA J Talbot 2010

Begin by climbing any of the start options. Climb Bob's Crack for 15' then break left and past a roof which is followed by the crux seam. The FFA used pre placed BALL Nutz and a fixed Copperhead left over from Rob Dillon' A3 FA.

11 Bob's Crack ★★ ★ .9+ 75'

Super fun and popular. A few hand jams and finger locks. Bring gear to 3".

12 - 15 Start Options 18' 12 is .12a, 13 is .10, 14 is .7, 15 is .9

16 Unknown ★ .9 65'

Fun stemming. A bolt protects the crux moves in the corner. Bring Gear to 3".

# BOB'S ROCK SOUTH FACE



1 Air Soles ★★ .9 60'

A balancy start leads to fun climbing up the obvious crack and roof. Bring gear to 2".

2 TR Start .9+ 15'

A fun option once you have a TR on one of the nearby climbs.

3 Cartoon Watcher ★★ .10b 60'

Use the same start as Hot Foot or Air Soles. A steep layback start followed by tricky lower angle moves.

4 Hot Foot and High Step ★★ .10b 60'

Committing to clip the first bolt, then followed by a crux start-up move. Make sure your belayer is paying attention or you will hit the ledge.

5 TR Corner ★ .10d 30'

Tricky corner, a little more protected from the west wind than other routes in the area.