



General Info: Camp Eagle is a 501(c)(3) non-profit Christian youth camp. Much of our climbing was originally geared toward introducing our campers to an outdoor climbing environment. We began to develop the site for sport climbing in Summer 2006 when we opened our doors specifically to land-users of the mountain bike and rock climbing persuasion.

This guide is a work in progress and thus rudimentary. Please keep that in mind.

WARNING: This guide is provided as a service to the climbing community. It is not intended as a substitute for climbing knowledge or experience, nor are we responsible for any typos/beta therein. Furthermore, we are not responsible for anything, not the condition of hardware, not the condition of the rock, not anything. Climbing can be dangerous. Use this information to climb at your own risk.

WARNING 2: Like any limestone area not frequented by hordes of people that have polished each route to fine sheen, there may be loose rock, holds may break, dirt/dust may be present, etc. Enjoy the experience of climbing somewhere new, appreciate the work that it takes to put up routes, and understand that moves may be difficult to see since they aren't highlighted in chalk. Climb smart (don't pull on obviously loose stuff, stay alert at all times), climb safe (Yell "Rock" if you do pull something off, belay off to the side), and wear a helmet.

CAMP EAGLE CLIMBING RULES:

- 1) **STOP and SIGN IN in the office (The first building in the left).**
- 2) **Completely** fill out the Waiver and sign it. Failure to do so is trespassing.
- 3) Obey all other rules as stipulated by Camp Eagle under the general land-use rules found in F.A.Q's on website and/or posted in the sign-in hut/info center.
- 4) Roped climbs open only to climbers with previous sport climb leading experience.
- 5) Camp Eagle Groups have priority on all climbs. Camp Eagle groups only use top-rope climbs, not sport routes, but will also occasionally rappel in sport areas.
- 6) Please do not use Camp Eagle ropes, harnesses, helmets, etc. You will see our gear at the rock. Please don't climb with it.
- 7) If you top-rope a sport route, do so on your quickdraws, not on our anchors alone.
- 8) Please wear a helmet.
- 9) No soloing!
- 10) No bolting (without permission), no pitons, etc! Unapproved hardware will be removed.
- 11) Bring a long sling with 'biner for safety while utilizing the South Rim Wall climbing area. Clip into the cable as you travel along it. (You'll understand when you see it.)
- 12) We're a youth camp. Watch your language and behavior.

Where to Go

After you sign in, continue heading south down Hackberry Rd. Immediately before you get to the next river crossing, pull off the road to your right and park. You should be able to see the deck at the base of the cliff. Follow the access trail to the right, to an area with a several large green bins, then up to the cliff. Please don't head straight up the hill and erode it further.

Getting Around

For this guide the property is divided into two sections, the **North Half** and the **South Half**. The South Half contains the main cliff and therefore, the majority of the climbing. While the North Half is mostly made up of scattered bouldering areas.

The North Half:

Luau:

This is the tallest rock in the North Half of the property. It is located along the East side of the River, just downstream from the water crossing, at the North entrance of camp. To reach the rock, cross the downstream dam that creates a waterfall.

Roof Wall:

This wall is located just upstream from the Luau area and on the same side of the river. To reach this area, wade through the shallow river or hop across the stones and proceed up hill toward the rock.

Lumberjack:

This area is located below the Llano building. Walk down the zipline steps and take a right. Rock is near the water under the huge tree.

Waterfront:

This is the main swimming area. Descend the steps to the North of the pavilion and take a left at the bottom. The climbs are in the caves to the left.

Amphitheater:

This area can be located by heading West on the jeep trail marked by the boot sign. There are two of these tails; take the lower one West of the guard shake at the main entrance of Camp.

The South Half:

Boulder Wall:

This is the shorter wall just North of the main deck.

The Main Deck:

This is the big deck at the main climbing area for camp. It is the Northern section of the main cliff.

The Rappel Deck:

This is the second, smaller deck just South of the main deck.

Upper South Rim:

This is the ¼ mile ledge that leads South from the rappel deck. Please use the cable that runs the length of the ledge.

Crow's Nest:

The 50m section of the Upper South Rim without the cable.

Lower South Rim/Bathtubs:

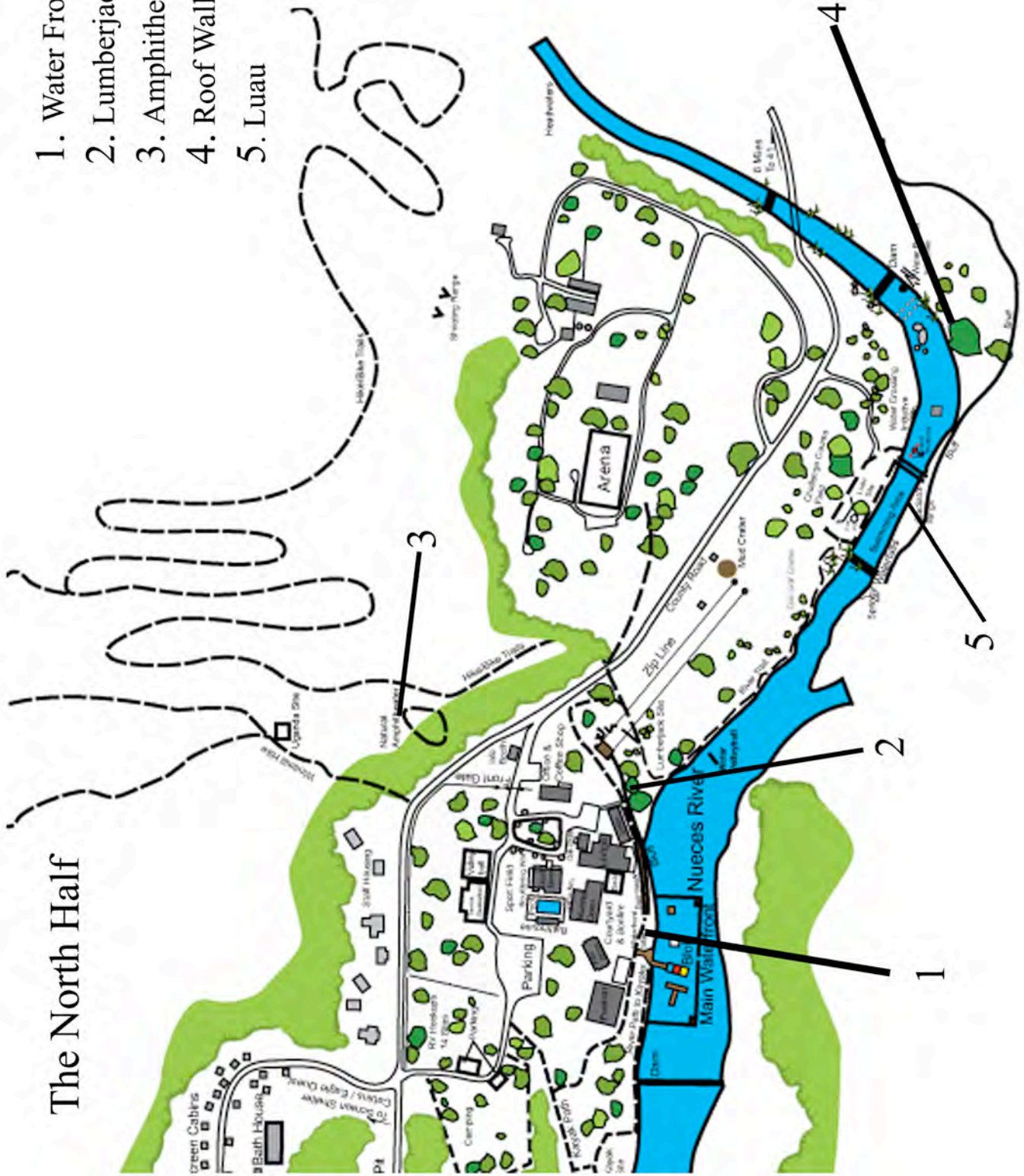
This wall is directly below the Upper South Rim. Access this wall from the riverbed.

Armadillo:

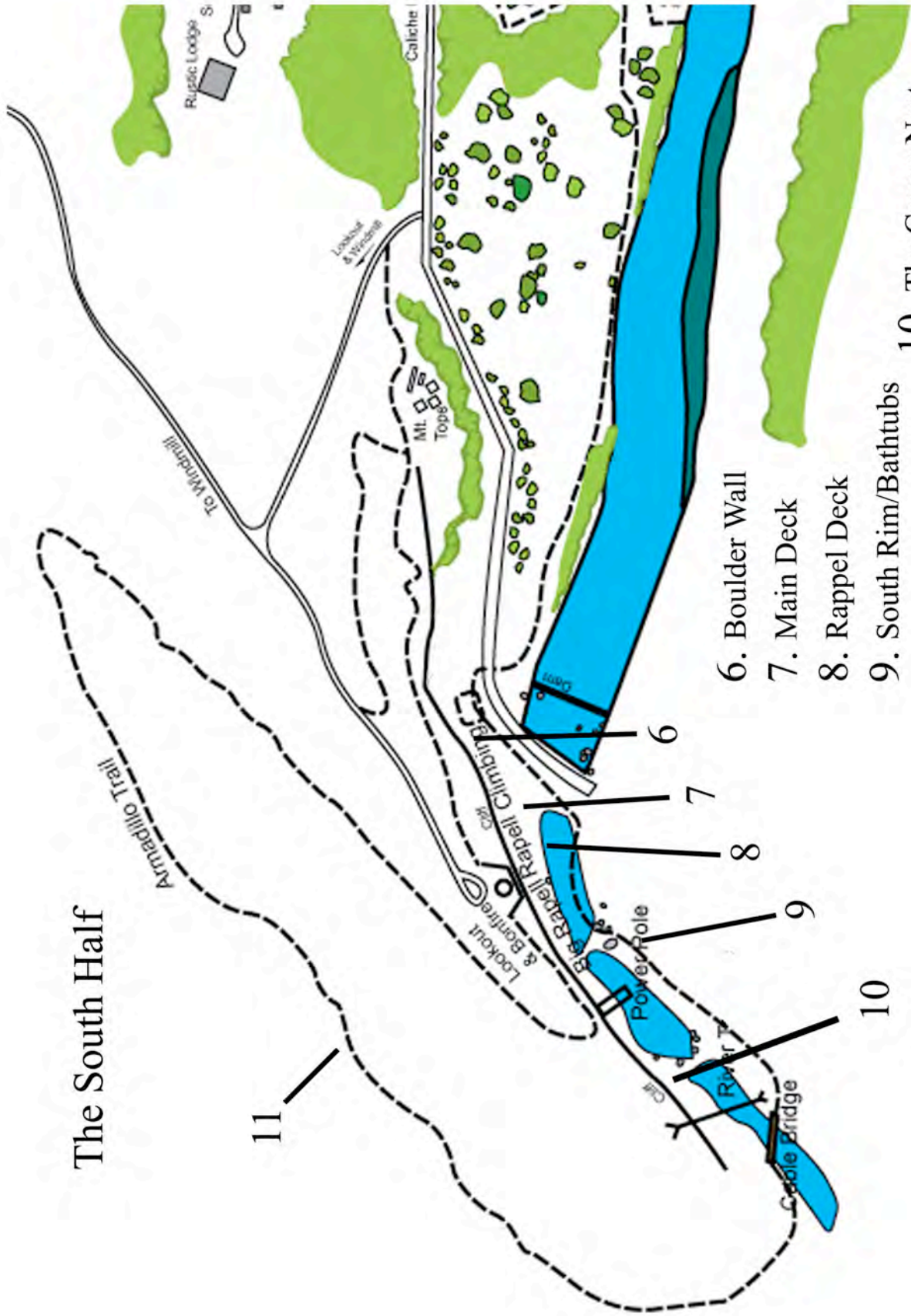
This small bouldering wall is out in the backcountry. Follow the armadillo trail from the suspension bridge for a half-mile. The wall is located in the creek and faces a table-like boulder.

The North Half

1. Water Front
2. Lumberjack
3. Amphitheater
4. Roof Wall
5. Luau



The South Half



- 6. Boulder Wall
- 7. Main Deck
- 8. Rappel Deck
- 9. South Rim/Bathtubs

- 10. The Crows Nest
- 11. Armadillo

The Climbs by Area:

All routes and problems are describes from Right to Left

*All Boulder Problems have an “ER” rating. This rating measures the severity of the landing and suggests the number of pads one might want beneath them to climb the problem. ER1 is least severe and ER10 is most server.

The North Half:

Luau: (to access go down stream and cross on the dam.)

Scooby Snacks 5.8 – closest to the rings.

Unnamed 5.9 – right of the pervious route

Roof Wall:

****Buffet Line* 5.13- – (Scott Chapman) This traversing route begins on the ledge, to the right most side of the wall. It begins with an awesome dyno and continues through a smorgasbord of hold types and climbing styles.

Lumberjack:

Pocket Protector V2 (ER1) – Begin from standing. Pull through the sharp jugs to gain the top.

Crimpus V3 (ER1) – Begin from standing, campus to the sloppy crimp, and finish straight up.

Babysitter V1 (ER1) – This is a sit start in the middle of the wall, just left of *Crimpus*. Climb through jugs to the ledge above.

Mediocre V2 (ER1) – Begin from standing and climb through mediocre jugs.

Too Short V0- (ER1) – This is the dihedral crack on the left side of the wall. Too bad it doesn't continue for another 100 feet.

Every Thing's Off V2 (ER1) – The bulge left of *Too Short*. Only face holds are on. Stay off left and right side pulls.

Waterfront:

***Coffee Cake* V4 (ER1) – This is a great problem. It begins in the back of the cave about 40 feet left of the water zipline platform. There is also a natural pillar about 10 feet to the right of this problem. Begin in the back, pull the lip, traverse to the right, and top-out on the small ledge.

Side Stroke V3 (ER2) – Beginning on the far left side of the first cave up stream from the main stairs, traverse right 8 feet and top-out in the cave. Make sure you have a good spot for the top out.

Amphitheater:

Monkey's Uncle V2 (ER1) – This is the right side of the left dugout. Sit start on the jugs and climb up and left to the top.

Monkey's Traverse V2 (ER1) – Same start as above but traverse farther (without using top edge). Top-out 8 feet to the left.

Pea Gravel V1 (ER1) – begin below top-out of *Monkey's Traverse*, climb up and use same top-out.

The South Half:

Boulder Wall:

Ground Control 5.10 – (Zack Martin; 10 bolts) This route is on the left side of this wall. It makes a long reach and continues to the ledge. From here you can rap down on the anchors or continue to the top for great 5.10 face climbing. This is a great route to practice multi-pitch climbing.

Stickies 5.7 – (Scott Chapman; 4 bolts) This is just to the left of *Ground Control* and finishes at the ledge.

Main Deck Sport Routes:

Warm-up 5.9 – (Scott Chapman; 7bolts) This is the rightmost sport route on this wall. It begins on the ledge and pulls a small overhang right away. This route finished at the first set of top anchors (below the big overhang).

****Warm-up More* 5.11 – (Scott Chapman; 10 bolts) Start same as Warm-up but continue through the overhang to the top. The last move is a head game.

**Timbo the Bimbo* 5.11 – Just left of Warm-up, this route has a mini dihedral half way up and another at the top. Watch for loose rock toward the top.

Star 5.9 – (Scott Chapman; 7 bolts) This is a great 5.9 in the middle of the Main Deck. It stops at the first set of anchors.

****Say No to Jimi* 5.12 – (Scott Chapman; 11 bolts) Start same as above but continue through the roof. Make a few blind moves to gain the lip and a jug ladder; finish with an airy traverse to the right.

****Chapmanic* 5.13 – (Scott Chapman) This is the direct line through the middle of the headwall. Climb through the roof but continue straight up through small hold instead of traversing right.

**Snot Scary* 5.11 – (Scott Chapman, Zack Martin; 7 bolts) On the left side of the Main Deck, pull a couple cruxy face moves, continue through easy climbing, and finish through the overhang to the huge jug with the orange streak below it.

***Dihedral* 5.10+ – (Scott Chapman; 6 bolts) To the left and around the corner from *Snot Scary*, this is an awesome dihedral crack that leads to a tricky roof.

Main Deck Top Ropes:

Far Right 5.11 – The far most route on this wall. It starts on the ledge right of *Warm-up*.

Mid Climb 5.9 / 5.12 – Left of *Say No to Jimi*, this route starts with vertical pockets and ends with great overhung climbing. 5.9 stops at the roof and 5.12 continues to the anchors.

Mantal Mayhem 5.8 / 5.12 – Just right of *Snot Scary*, this climb begins in a shallow dihedral that is very polished. Again, 5.8 stops at the roof and 5.12 directly to the top.

Hang Ten 5.6 – This climb has plastic holds bolted to it.

Rappel Deck:

Circus Boy 5.10 – (Dave Cardosa, Scott Harris; 5 bolts) This climb is actually just right of the smaller deck and left of *Hang 10*.

Gutneberg Press 5.10 – (Greg Brooks, Tom Suhler; 4 bolts, shares 2 top anchors with Tendon Terror) Press to the ledge and continue through technical climbing to jugs.

Tendon Terror 5.11 – (Greg Brooks, Tom Suhler; 4 bolts, shares 2 top anchors with The Gutenberg Press) Technical face with small pockets and crimps.

Panjshir 5.11 – (Dave Cardosa, Kareem Al-Bassam; 6 bolts) Just left of *Tendon*, there are more hold than it looks like.

Stump the Gump 5.8 – (Greg Brooks, Tom Suhler; 6 bolts) This is the first climb just left of the rappel deck.

Crack the Cranium 5.8 – (Greg Brooks, Tom Suhler; 7 bolts) Left of *Crack the Cranium*.

Upper South Rim:

Ambiguity 5.7 – (Zack Martin; 4 bolts) The First climb along the cable.

Hammerhead 5.11+ – (David Cardosa, Scott Harris; 10 bolts) This climb begins on *No Guts, No Glory* and traverses right under a small roof, then goes up over the right side. The crux is the thin, technical upper face. It is in the first overhanging orange section you will come to from the rappel deck.

****No Guts No Glory 5.10+** – (Greg Brooks, Tom Suhler; 9 bolts) A tall, fun, sustained climb that will challenge those accustomed to short routes or obvious chalked holds. It begins by traversing left then pulling the lip.

****Hemisphere 5.10+** – (Scott Chapman; 10 bolts) Fun climb that follows the edge of the overhang then into the tall face. Great views of the river and surrounding valley/canyon. The face is more tricky than it looks. This climb starts from the narrowest section of the ledge where the wall bulges out.

*****The Cruxtables 5.12** – (Zack Martin; 10 bolts) Tough bouldery start on small pockets through overhang and into technical balancy face. Although the real crux is at the bottom, it will feel like crux after crux keeps on coming. Immediately left of Hemisphere.

****Plumbline 5.10** – (Scott Chapman; 6 bolts) Very consistent. Follow the incredibly straight bolt line.

***End of The Line 5.11+** - This route starts on a ledge above the Sherpa cable. It's after the Crow's Nest, near the end of the cable, and next to a prominent off-width crack.

Crow's Nest:

****Yee-Haw 5.11** – (Luke Bowman, Evan Jackson, Tommy Blackwell; 8 bolts) A super fun and sustained climb up and over a small overhang. Destined to be a classic. It is just left of where the cable breaks.

Rodeo 5.9 – (Luke Bowman, Evan Jackson, Tommy Blackwell; 5 bolts) Sandy face climb followed by slight traverse right and up to the top.

**Cowboy 5.9* – (Luke Bowman, Evan Jackson, Tommy Blackwell; 5 bolts) The route is overhanging with solid holds (despite how they look). The 4th bolt on this climb is a 'perma-draw' (chain with biner). Please leave the 'biner.

****Mt. Wannahockaloogie 5.7-5.9** – This is the obvious off-width on the upper south end of the cliff, just before the cable that crosses the river. This route is loose and dangerous so get ready for an adventure and bring a number 5 or 6 if you want protection. Traverse left to avoid the crumbling roof and continue to the ledge. For an extra adventure Traverse 20 feet left of the ledge and continue up the fist size crack.

Lower South Rim/Bathtubs:

***Cave Crawl V4 (ER3)** – This cave 50ish yards upstream from the *Turtle Shell Boulder*. Start in the back of the cave and climb the roof to the lip. From the lip, continue to the top out.

Turtle Shell V3 (ER0) – This freestanding boulder is under *Hemisphere* and *Cruxtables*. Start under the right side and traverse the crimps made of shells. Top out on the corner.

Bald Guy V4 (ER2) – This problem is on the main wall, directly below *Hemisphere* and *Cruxtables*. Another stiff top out.

*****Texas Limestone Adventure Climb 5.10** – (Scott Chapman, Zack Martin; 11 bolts) An awesome and unique climb that starts at the river and finishes beneath the Power Pole. Start is very difficult, but has two close bolts for aid if necessary.

Dvatsat 5.9 – (Zack Martin; 4 bolts) Start on sloped ledge and then up into nice holds.

Red October 5.9/V5 – (Scott Chapman, Zack Martin; 5 bolts) Direct approach has a V5 start, with easier 5.9 climbing after that. Easier approach entails start on *Dvatsat* and traversing ledge to reach the climb. Traverse +1 bolt.

Red October Start V5 (ER3) – Do just the start to *Red October*, great boulder problem, bad landing. To down climb and for a bonus, traverse right, on the ledge to *Dvatsat*, then down climb.

Amadillo: (The skirt is off for every problem, and all problems top out)

Right Side V3 (ER1) – Sit-start on the right side and climb through sloppy crimps to the top.
Left of Right Side V5 (ER1) – Start just left of *Right Side* but don't use any of the same holds.
Dyno Wonder V1 (ER1) – In the middle of the main wall, start with left hand on side pull, establish above the skirt, and slab for the lip.
Finish Strong V1 (ER1) – On the far left side (around the corner), squat start and climb through jugs. The top out is the crux.