

12 Ultra-perm 5.13d ★★★★★

One of the best routes east of the Mississippi (or west for that matter). Begin on a boulder 20 feet right of the previous line. Climb the initial face then move left to an overhanging wall. Continue up the wall, angling left to the anchors.

90 ft. 9 bolts. FA Dave Hume, 1997. Equipper: Chris Martin.

Whitney Boland, *Ultra-perm*. Photo Simon Carter; www.onsight.com.au

13 Horn 5.11c ★★★★★

Walk 30 feet around the corner to the next set of steep lines in a large overhang. This is the first route encountered and begins on a boulder. Grab pockets on the heavily featured face and move left. Continue up the face to anchors above the lip of a small roof.

50 ft. 5 bolts. FA Chris Martin, 1997.

14 Flush 5.11d ★★★

Start the same as the previous line but head straight up and over the lip.

50 ft. 5 bolts. FA Chris Martin, 1997.

15 Velvet 5.11d ★★★★★

Ten more feet right is another steep line of pockets with anchors just past the lip.

50 ft. 5 bolts. FA Chris Martin, 1997.

16 Tacit 5.12a ★★★★★

This route climbs a lot better than it looks. Move five feet right to the next line which begins near a crack above a boulder. Crank up the steep pocketed face to a roof. Creep out the roof on large holds and pull past the lip to a good horizontal. Continue up past a bulge to the anchors.

50 ft. 6 bolts. FA Porter Jarrard, 1997.

17 Reticent 5.12d ★★★★★

Five feet right of *Tacit* is the start to another pocketed line leading to the large roof. Begin on a boulder and climb through slightly sharp holds to the roof. Power through a sequence of pockets in the roof to great holds just over the lip. Move up the face on small edges to the anchors.

50 ft. 6 bolts. FA Porter Jarrard, 1997.

18 Blood Bath 5.12c ★★★★★

Step 10 feet right from the previous climb to some small boulders marking the beginning of this climb. Grab pockets and head up the steep wall to a horizontal just below the roof. Shake out and move through the roof to good holds just past the lip. Continue up over a bulge on the headwall to the anchors.

50 ft. 5 bolts. FA Chris Martin, 1997.

19 Where's the Beef? 5.12c ★★★★★

Move 10 feet right to the last route along this area of the wall. Climb through steep pockets and crimps to a horizontal roof. Pull the roof making use of sharp pockets, then crank over the lip to a jug. Continue up easier face to the anchors.

50 ft. 5 bolts. FA Chris Martin, 1998.

20 Straight Outta Bettavul 5.12 ★★★

Next route right of *Where's the Beef*. Begin near a pipeline that was drilled from the top of the crag and missed by a couple of feet at the bottom. Race up the steep wall on jugs.

55 ft. 5 bolts. FA: Mark Johnson, Drew Cronan, 2006.

21 Tikka Chance 5.9+ ★★★★★

Hike right about 150 feet from last route listed on the main wall. You'll drop down into the lowest part of the valley and up the other side a bit until you see the first reasonable crack. Climb the crack and face to the lip of the wall.

90 ft. FA John Bronaugh, Jason Burton, 2002.

MUIR VALLEY



Muir Valley owners Rick and Liz Weber.

Introduction

Muir Valley Nature Preserve, LLC (MVNP) is a nature preserve and rock climbing arena owned and maintained by Rick and Liz Weber. The Valley is approximately 400 acres in size and walled in by seven miles of majestic sandstone. Waterfalls cascading off the cliffs abound, as do caves and stone bottom creeks. Mountain laurel, rhododendron, and many other species of wildflowers and plants grace the valley floor and hillsides.

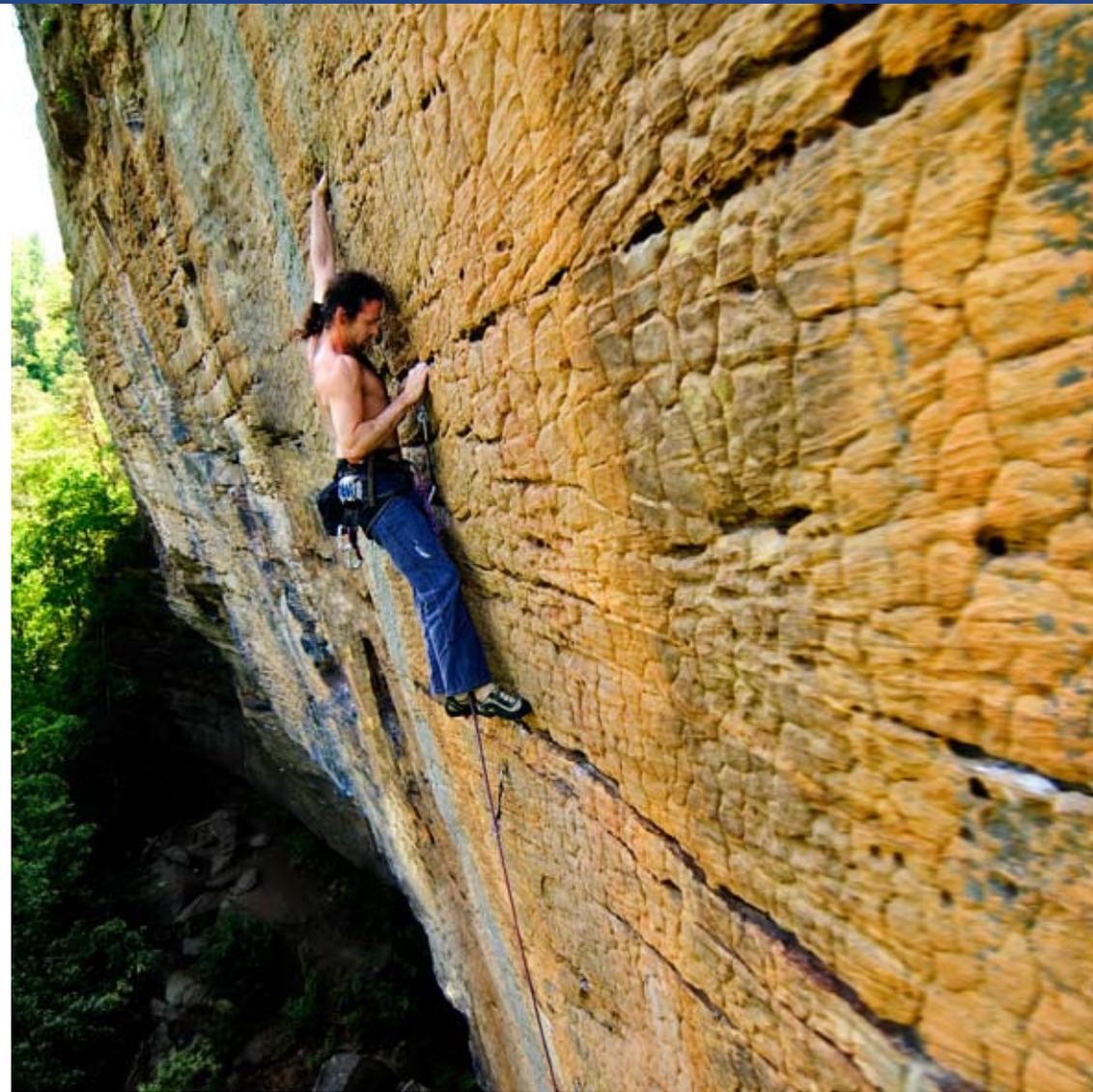
Although privately owned, MVNP may be freely enjoyed by all—hikers, climbers, and folks just sauntering through taking in the spectacular beauty of the valley.

Visitors are asked to respect the privacy of MVNP neighbors by driving slowly in and out on the graveled access road. The MVNP parking lot can accommodate about 50 cars. If you arrive and find the lot full, please do not park on adjoining property or grassed and landscaped areas around the parking lot. Please park efficiently so that the lot can hold the maximum number of cars. This is especially important on weekends when attendance can be heavy.

No admission fees are charged. As such, MVNP falls under the provisions of Kentucky's Recreational Use Laws. Visitors may climb, hike, and enjoy the natural beauty as our guests, but at their own risk. Rock climbers are required to fill out a legal release form prior to climbing, which can be done on line at www.muirvalley.com. This Muir Valley website also includes a set of rules and guidelines that *all* visitors *must* agree to follow. Some of the more important rules are listed here:

- **1.** No admission fees are charged to any visitor including professional rock guides and their clients. There are no affiliations between the MVNP owners and any guide service. All professional guide services must meet MVNP requirements and receive written permission from MVNP owners in order to guide in Muir Valley.
- **2.** Visitors must be experienced and competent rock climbers or be in the company of those who are.
- **3.** Hanger brackets have been bolted to the walls of many of the climbing routes in Muir Valley by various individuals. Although hanger brackets and the bolts that attach them to the rock and peripheral hardware, such as chains, quicklinks, rings, and cable, have been chosen and placed with care, **NO** warranties of safeness of this hardware have been given by these individuals, nor by MVNP owners. Hanger brackets have been known to pull loose from the rock. And, rock in which anchor brackets have been affixed has been known to fail. If you climb in Muir Valley and rely on any piece of hardware affixed to any rock surface for your personal safety and/or the safety of others with you, you do so at your own risk and with the full knowledge that this hardware may fail catastrophically and without warning.
- **4.** Effective January 1, 2008, dogs are no longer permitted in Muir Valley.
- **5.** Other important rules are listed on the MVNP kiosk in the main parking lot and also on the www.muirvalley.com website. Visitors who are not willing to accept full responsibility their presence in Muir Valley should not enter the property.

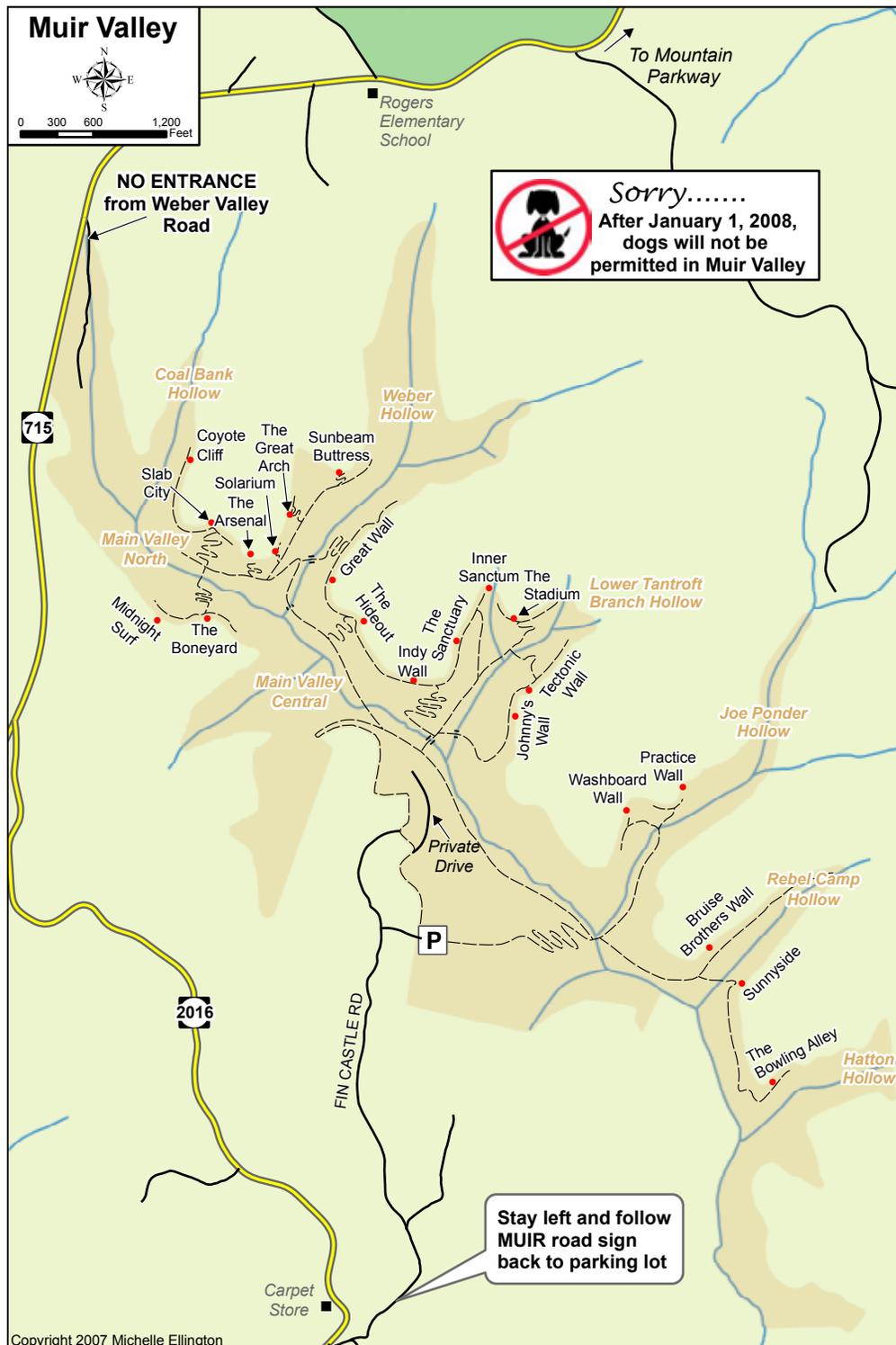
The Webers do not personally accept donations. Although no admission fee is charged, those who wish to contribute time or money toward building and maintaining visitor infrastructure can contact the volunteer organization, **Friends of Muir Valley**. It can be emailed at: Friends.of.MuirValley@gmail.com or through their website: www.friendsofmuirvalley.org.



Rick Bost on the stellar stone of *Abiyoyo* 5.12b, The Solarium, Muir Valley (page 319). Photo: Scott James.

Approach

To reach Muir Valley from Miguel's Pizza, drive south on KY 11 for 6.3 miles and turn left onto KY 715. Follow KY 715 for 2.7 miles and turn right onto road 2016. Drive 1.4 miles until you see an old carpet store on your right. Just after the carpet store, when the road curves downhill, take the first gravel road on the left. After about 100 feet, turn left. Follow the gravel road for 0.7 miles, bearing left at each fork, until you see a road on the right heading down to a large parking area near a garage. This is the only parking area for Muir Valley. There are two main trails leading to the climbing areas. The first trail leads to Coalbank Hollow, Weber Hollow, Main Valley North and Central, and Lower Tantroft Hollow. It is reached by walking back toward where you drove in and walking down the dirt road to the right until you see the trail on the left. The second trail leads to Joe Ponder Hollow and Rebel Camp Hollow and is at the far end of the parking area past the garage.



Copyright 2007 Michelle Ellington

	CLIFF	SUN / SHADE	HIKE	RAIN	ROUTES	GRADE RANGE	CLASSIC ROUTES
COALBANK HOLLOW	COYOTE CLIFF page 306		25 mins		9	5.6- .7 .8 .9 .10 .11 .12 .13 .14	
	SLAB CITY page 308		25 mins		9	5.6- .7 .8 .9 .10 .11 .12 .13 .14	
	THE ARSENAL page 310		25 mins	rain OK	6	5.6- .7 .8 .9 .10 .11 .12 .13 .14	Bathtub Mary 11a Reload 12c
	BONE YARD page 312		25 mins		15	5.6- .7 .8 .9 .10 .11 .12 .13 .14	Renegade 11c
WEBER HOLLOW	MIDNIGHT SURF page 314		25 mins	rain OK	15	5.6- .7 .8 .9 .10 .11 .12 .13 .14	Iniquity 12b Cell Block Six 12c Shiva 13b
	SOLARIUM page 318		25 mins	rain OK	12	5.6- .7 .8 .9 .10 .11 .12 .13 .14	Manifest Destiny 12a Abiyoyo 12b
	THE GREAT ARCH page 320		25 mins	rain OK	8	5.6- .7 .8 .9 .10 .11 .12 .13 .14	Lip Service 11c
	SUNBEAM BUTTRESS page 321		25 mins		17	5.6- .7 .8 .9 .10 .11 .12 .13 .14	
LOWER TANTRUFF HOLLOW	GREAT WALL page 324		20 mins	rain OK	12	5.6- .7 .8 .9 .10 .11 .12 .13 .14	
	HIDEOUT page 326		15 mins		19	5.6- .7 .8 .9 .10 .11 .12 .13 .14	Boltergeist 10b
	INDY WALL page 328		15 mins		13	5.6- .7 .8 .9 .10 .11 .12 .13 .14	
	SANCTUARY page 331		15 mins	rain OK	14	5.6- .7 .8 .9 .10 .11 .12 .13 .14	Jesus Wept 12d Prometheus Unbound 13a Triple Sec 13a Cherry Red 14a
REBEL CAMP HOLLOW	INNER SANCTUM page 334		15 mins		10	5.6- .7 .8 .9 .10 .11 .12 .13 .14	Karmic Retribution 10c
	STADIUM page 336		20 mins	rain OK	23	5.6- .7 .8 .9 .10 .11 .12 .13 .14	Tradisfaction 10a The Pessimist 12c
	TECTONIC/JOHNNY'S page 340		20 mins	rain OK	14	5.6- .7 .8 .9 .10 .11 .12 .13 .14	Plate Tectonics 9+ Gettin' Lucky in Kentucky 10b
	WASHBOARD page 342		15 mins	rain OK	9	5.6- .7 .8 .9 .10 .11 .12 .13 .14	
REBEL CAMP HOLLOW	PRACTICE WALL page 344		15 mins	rain OK	20	5.6- .7 .8 .9 .10 .11 .12 .13 .14	
	BRUISE BROTHERS page 346		15 mins	rain OK	24	5.6- .7 .8 .9 .10 .11 .12 .13 .14	
	SUNNYSIDE page 349		15 mins	rain OK	15	5.6- .7 .8 .9 .10 .11 .12 .13 .14	

Midnight Surf

 shade
 25 mins
 rain OK
 10 routes
 5.6- .7 .8 .9 .10 .11 .12 .13 .14

Character

This newly developed wall has quickly made it to near the top of the list of the best cliffs in the Red. The wall is big and intimidating with most of the routes involving big throws to big square incuts. The right half of this wall is so unique for the area that you'll find it hard to believe it's in the Red River Gorge. Be prepared to use your fast-twitch muscles and get dynamic here, especially if you're vertically challenged! Some climbers will find themselves with no option but to full on dyno on a few of the lines. Standing side by side on the far right side of the cliff, *Cell Block Six* and *Iniquity* are quickly become two of the Red's most wanted 5.12 lines. These routes, along with *Shiva* and *Tapeworm*, are must-dos. The left half of this wall is more pocketed and featured, like you would expect a Red River route to be, yet still offers excellent steep pumpers such as *Vortex* and *The Crucible*.

Approach

Follow the approach to The Boneyard and head right at the top of the stairs. Continue past a few bolted routes, which are part of The Boneyard, and follow the trail downhill. The trail heads back uphill and wraps around an amphitheater with a waterfall. Within a couple hundred feet and just right of the waterfall you'll reach a section of black lichen covered boulders. Midnight Surf is the obvious vertical to overhanging wall right of the waterfall.

Conditions

Midnight Surf faces north and is a good warm-weather destination. The wall stays dry in a downpour but after many days of rain it has been known to sweat.

1 Jofish Grade Unknown ★★★★★

This is the first route encountered to the right of the large amphitheater and waterfall. Begin on a large ramp/ledge feature and trend up and left toward a giant hueco near the top on the severely overhanging pocketed face. May not yet be bolted. **Project.** 80 ft. 9 bolts.

2 A Farewell to Arms Grade Unknown ★★★★★

Begin just right of *Jofish*. Climb a right-leaning flake to reach a hand ledge at the first bolt. Continue up on large holds to just before the body-length roof where the hammer drops and things get serious. Bust over the roof to a ledge then race up the severely overhanging wall on pockets and pinches to a big move crux near the top. **Project.** 80 ft. 12 bolts.



The Crucible



Vortex



Nick Green on *Cell Block Six* 5.12c (next page). Photo: Scott James.