



Top Rope Guide v2

Belle Campground

Cap Rock

Lizard's Hangout

Morbid Mound

Quail Springs

Short Wall

Thin Wall

Not quite ready for the sharp end? Don't quite trust your gear placements on the lead? Do you want to "work" climbs harder than your lead ability? Are you going to take a group of 10 teenagers out climbing? Just coming back to climbing after an injury? Haven't lead in months and lost your leader's head and confidence? Want to do that climb that doesn't have much pro, but don't really want to lead it? These are all some of the reasons a climber may wish to top rope a climb, or climbs. In order to top rope safely, you need some basic skills. Top roping relies on a top rope anchor, so safe, sound, bombproof anchoring skills are a must. These skills can be obtained from a number of resources: professional instruction, how to books, observation from knowledgeable friends, practicing setting up "mock" anchor system, internet information; just to name a few. You also need basic belaying skills, rope handling skills, common sense, and safety management skills. Many people think that lead climbing is dangerous and top roping is safe; not necessarily. Done properly, with the proper equipment, skills, knowledge, weather, attitude, and safety procedures, top roping can be a safe, fun, and awesome way to experience some thrilling climbing opportunities. This website offers some suggestions for some top roping opportunities at Joshua Tree National Park, as well as some suggestions for possible gear options for various specific climbs. They are just that; only suggestions. Each climber is totally and fully responsible for his /her safety, and the safety of their climbing party members. Some of the suggestions may be wrong, inaccurate, lame, rock has changed, or just plain down-right crazy. This is not a how to book, or a written in stone Bible of 100% accurate sound information; just possible situations and suggestions. Please read the Disclaimer. Be safe, be smart, educate yourself, have proper equipment, and have fun. Never eat anything bigger than your head, and if your are out at night; wear white.

November 2004

Belle Campground Topropes

Climbs

1. *Half Crack 5.3, One Point Crack 5.4, Two Point Crack 5.1*
(Don't bother. Very low angle at top. Hard to set up TR.)
2. *Music Box 5.8*
(Tie off large boulder or massive horn at the top of jamming.)
3. *Bella Lugosi 5.11c*
(small to large cams, extra rope or very long extension.)
4. *That Old Soft Shoe 5.10d*
(small to large cams; need long extension.)
5. *Transylvania Twist 5.10d R/X*
(small to large cams and guess what? another long extension.)
6. *Junction Chimney 5.2*
(large cams, long runners. anchor is below the summit.)
7. *Rackless Abandon 5.10a X*
(large cams anchor at top of route below summit, need long extension)
8. *Grand Finale 5.10a R*
(large cams and an extender rope; anchor at top of climb, not summit.)
9. *Chimney Sweep 5.0*
(big cams and long runners; anchor is at top of climb below summit.)
10. *Count Dracula 5.10d/5.11a PG*
(small to medium cams in horizontal below the summit of the rock.)
11. *Diagnostics 5.6*
(small to med cams in horizontal below summit.)
12. *Love at First Bite 5.8 X*
(small to med cams in horizontal; easy to set up.)
13. *Diabetics 5.4*
(slings; double slings on horns at the top of flake)
14. *Belly Dancer 5.10d PG*
(this and the next three climbs have no easy way up to the top. There are bolts on top. After you lead one, you can top rope the rest.)
15. *Bell-e-up 5.11c PG*
(bolts on top; see *Belly Dancer*)
16. *The Strange Attraction 5.12a PG*
(see above)



17. *True Grit* 5.9

(Don't bother with a TR. Climber or rope could pop off of arete resulting in injury, so not a good TR)

18. *Yucca Bowl* 5.6

(small to med cams in horizontal below top.)

19. *Bonny's Boo Boo* 5.9 X

(small med cams in horizontal below top.)

20. *Bonnie Brae* 5.7 PG

(small to med cams in horizontal at top of climb.)

21. *Bubba's Tourist Trap* 5.9 PG

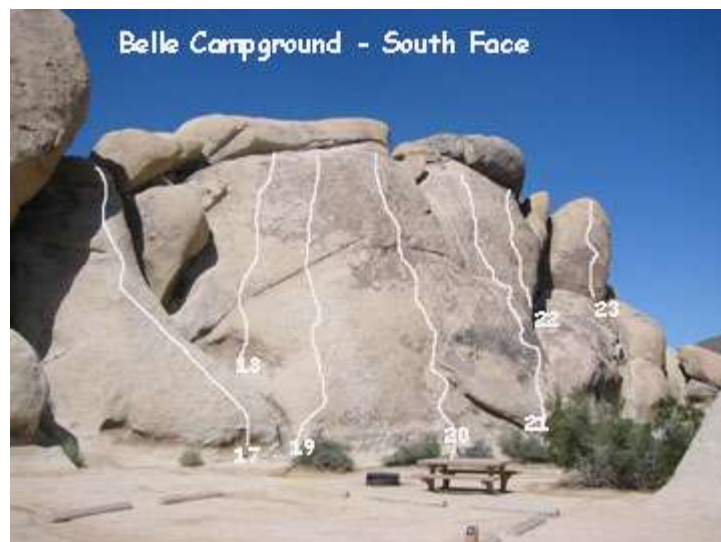
(Big ol' chockstone and boulder to tie off with extra long piece of rope.)

22. *Belly Flop* 5.9+

(same as above)

23. *Sand in my Shoe (aka Drill Dust)* 5.9

(Don't bother setting a TR, the anchor (wide crack) is wayyyyyy off to the side, not a good TR choice.)



Cap Rock Topropes

Cap Rock is a very good climbing area, with a lot of climbs, some very good climbs too. All the climbs have a short approach. The NE face is shady in the winter, and can get cold. The NE face is also often used by climbing classes, groups, and climbing schools, so have alternate plans if you are thinking about climbing there. The climbs have some length, and the area is popular with climbers and tourists. There is some bouldering nearby too. From the Cap Rock parking lot, there is also a wheel-chair paved trail which heads in a loop out south and back, and is a cool little walk through the boulders. It's an easy scramble from the right to the top of the NE face.



Climbs

- A. *Event Horizon* 5.10b R *
2 bolts on top (extend over edge), BUT you will want to rap down and clip bolts and place directionals because you could fall of this climb, swing and get hurt. Don't set up as a straight top rope (I wouldn't, anyways).
- B. *Retirement* 5.10a PG
Med to XL cams in horizontal at top. Extend over edge.
- C. *Nutcracker* 5.2 PG/R *
Nutcracker ends at top of a chimney where there are a bunch of very large chockstones/boulders. There is a wide horizontal on the left (large-XL cams), a wide crack on the right (XL cams), and lots of pinches and boulders to tie off. The chimney is low angle, so your rope will hang in the chimney and probably get chewed a bit.
- D. *Space Odyssey* 5.10a PG
This climb ends at top of a slab. The slab on the top has a lip/flake. Bring a big, ol' piece of rope and lasso it. You can back it up with small cams to one side, and med-XL on the other side (If you wish).
- E. *Circus Midget* 5.10+
Anchor is same as for Space Odyssey.
- F. *Bush League* 5.11b a/b
(See comments for Bush Eviction)
- G. *Bush Eviction* 5.9
Tough one to top rope, because, unless you rap down for directionals, you could fall out/off of this slanting crack and swing right onto False Lieback (Ouch). There are cracks at the top (med cams), but you would probably want to rap down, place directionals..(too much hassle?).

H. *False Lieback* 5.4 *

At top of the lieback, step left onto a big , flat ledge/platform. Great horizontal (small to med cams) plus a wide vert. crack.. Use these and extend over the edge.

I. *False Prophet* 5.9 PG

There is a giant pinch under a huge boulder. Tie off the pinch, use extension over the edge, and make sure the rope is above the climber on this traversing climb, so the climber doesn't swing.

J. *Black Ice* .

At the top of the climb in is a seam/flake. Follow it back to a crack/flake with a dark chicken head on top. Tie off the chicken head for pro, and use the flake/crack too. There is also a small crack to the left of the chicken head (small -med. cams). Extend over edge onto top of slab.

K. *Lil' Squirt* 5.9+

L. *Horr-zontal Terror-Verse* 5.10b PG **

You won't be able to top rope on this, because the whole climb goes sideways. Excellent and cool route (lead only).

M. *The Ayatollah* 5.11a

This TR is now a lead. I believe there are bolts on top . Cool, but short climb.

N. *Catch a Falling Star* 5.8 **

There are bolts on top. It might be best to sit on top to belay, and the climb, which is excellent, traverses alot, and you could just keep shifting your body and have a moving belay top rope.

O. *Nobody Walks in L. A.* 5.8 *

(Same as Catch a Falling...)

P. *Catch a Falling Car* 5.10 c *

This climb looks like the bolted anchor is just above it, for an easy TR. Extend if needed to help rope drag?

Q. *Tumbling Dice* 5.10a/b *

You can TR off the Dbl bolts, but you might want to rap down and clip the bolts for a directional , as the bolts seem a bit off to the side of this climb.



Lizard's Hangout Topropes

Lizard's Hangout has been a popular toprope area for years. This is a small area, so if there's a group here share or chose to go elsewhere.

Positives

- A. Close to road
- B. Sunny in afternoon during winter
- C. Climbs are fun, challenging, shot, and non-committing
- D. The base is flat desert and makes for a good hangout
- E. Climbs are close together



Climbs

- A. *Poodle Lizard* 5.7
(Extender rope and slings to tie off the summit horns. There is also a wide crack on left. Lots of stuff to use as anchors.)
- B. *Alligator Lizard* 5.9
(same as for Poodle Lizard)
- C. *Lizard Skin (aka Blue Belly)* 5.8/9
(big cams)
- D. *Left Lizard* 5.10+
(crack on top with lip, med/large cams, also stuff behind this crack for supplemental gear.)
- E. *Progressive Lizard* 5.9
(Hole at top is marginal with small, flared cracks. Go for stuff on top. med/large cams, big stoppers, slings and a long extension.)
- F. *Chicken Lizard* 5.10a/b
(med to large cams on top, big stoppers also.)
- G. *Lizard Breath Arden (aka Lizard Robbins)* 5.5, *Lizard Taylor* 5.5, *Off to See the Lizard (Komodo Dragon)* 5.6
(Patina plates to tie off at the top. Arch of rock in a solution pocket to tie off. Below top is a wide crack for big cams.)

Morbid Mound Topropes

Morbid Mound is a small crag about a 5 min. walk north from Indian Cove Campground. It is best approached from the right (east) side of the Feudal Wall. There are 15 climbs on Morbid Mound, 13 being under 5.10. Randy gives no stars to any of the climbs and Bartlett gives one star (out of three) to only two of the climbs. The crag is south facing and sunny in winter. Morbid Mounds popularity is it's sunny location, moderated climbs, many climbs in a row, and easy accessibility. It is nice and flat at the base too.



Climbs

A. 3rd class It

5.8 Use the top exit crack for pro (large cams), and have a rope hanging to the side of the crack a bit. This keeps the rope out of the crack and is more directly above the bottom section of the climb.

B. DOA 5.9 R/X

At the top is a ledge with a horizontal (med to large cams), and behind this about 3-4' are more cracks (better) med-large cams.

C. Bouncer

Crack at top. (large cams)

D. Brimstone Stairway 5.1 R *

Just when the dike reaches a ledge, there are cracks on either side (and behind too). med-large cams. I would not use parts of the blocky dike, as they looked like they might come loose.

E. Deadheads 5.4 PR/R

Top of the climb is a ledge. Behind is a very large boulder . You could tie off this boulder with a very long piece of rope. Also some med-large cams can be placed around in various cracks and horizontals too.

F. Flies in the Wound 5.7*

At the top of the climb, there is a left leaning crack/ramp. (small-med-large cams).

G. Hillside Strangler 5.4

Top of chute is excellent obvious horizontal (small to med cams).

H. Unnamed 5.11a

This pillar is narrow so make sure you set up a top rope that won't roll off the pillar to one side. Probably best to get an anchor (same as Hillside or Disapperaring Belayer) and sit on top and belay. The climb is hard, so your chances of falling are very real.. Do the right thing.

I. *Disappearing Belayer* 5.7 PG

I would use cracks down Hillside Strangler chimney ways, in combination with cracks on top and right of Disappearing Belayer (large cams) Just keep in mind where the climber will go if he/she falls. Don't want anyone swinging into Be Wary corner (ouch!). Keep rope above climber with extensions.

J. *Be Wary* 5.3

Horizontals at top of climbing section (mostly large cams) .

K. *Ambulance Driver* 5.1

Climb goes to a ledge. Pop up one more ledge to the curving horizontal (small - large cams).. just below a bush.

L. *Mymecocystus Ewarti* 5.4

Horizontal at the end of the climbing. Watch out for sand in the horizontal and place the cams in the parallels, not the flared sections of crack.

M. *Moriture Te Salutamus* 5.9 PR

At top of climb is a ledge. Horizontal by your feet is too dirty. Crack on the left (good, med-large). Extend anchor just at the top of the crack. There are big boulders to tie off ; make sure they don't move.. pick the big ones!

N. *Till Death Do Us Part* 5.10c/d PG

Lots of horizontals; most are flared , dirty, sandy, small, or seams. Carefully pick good ones, use a lot of pieces; make it bomb-proof!

O. *A Last Cigarette, Senior?* 5.9

This is the only climb which goes near the summit of Morbid Mound. The last part of the climb is a steep hand crack. You could put cams in this part (med-large cams) and have them hanging down.

Quail Springs (Trashcan) Topropes

Quail Springs Picnic Area is one of the most popular rocks in the whole park. The park service discourages large groups at here and has asked the guide services to teach beginning classes elsewhere. Keep in mind that it can be very crowded. Location: 6.2 miles south from the west entrance station on the south side of the road. 3.2 miles north from Hidden Valley Campground.

Positives

- A. Close to road
- B. Large number of beginner and moderate routes
- C. Ample parking, restrooms, and picnic tables
- D. Easy to set up topropes
- E. Fun climbs for all ages

Negatives

- A. Often crowded and noisy
- B. Sometimes occupied by large groups or classes
- C. No wilderness feeling, lots of pavement
- D. Cold on winter mornings, hot on summer afternoons
- E. Outhouse smell can waft



Climbs

1. *The Trough* 5.0
(This climb is located on the far left; usually has no one on it. It can easily be set up with a double runner, cordelette or a long sling tied around a large chock stone at the top of the crack.)
2. *Karpkowitz* 5.6
(This climb and the next can be set up with the same top rope anchors, use wide cams.)
3. *B-3* 5.3
(Remember the anchor is off to the side of the climb, so you should use a directional piece at the top of this crack. A number 1 camalot or equivalent should do the trick.)
4. *Profundity* 5.10+
(Small or medium cams in the horizontal at the top of the slab. This anchor can also be used for the above climb.)
5. *B-2* 5.2, *Tip Toe* 5.7, *B-1* 5.1
(There are lots of options for these three climbs. At the top of B-2 on the right, in the summit cap, there is a dike where you can place large cams to set the anchors. Under the summit cap you can place another anchor to top rope Tip Toe and B-1. Clip the bolts on Tip Toe for directionals. Be careful not to swing over into B-2 because this could result in a serious back or head injury. Place directionals, wear a helmet, be safe and sober.)
6. *Walkway* 5.3, *Baby-Point Five* 5.8x, *Tulip* 5.6R, *Bimbo* 5.10aR/X
(There is a good place to set small to medium cams in the right side of the summit cap. These four climbs can all be climbed on the same anchor, with the exception of Walkway. These are all dangerous leads so they are probably best TR'd.)

7. *Eschar* 5.4

8.

(Med/large cams just below the summit. Be careful on this one. It leans a lot, so there is potential for a big swing. Not a very good top rope choice.)

9. *History* 5.11a

(There is a large block at the top to tie off. Use an extender over the edge with a long runner.)

10. *Cranny* 5.8 PG

(Two cracks on top, med to large cams. Try to hang the TR over the steep part to reduce rope drag.)

11. *Bloodymir* 5.9PG

(Not a good TR, traverses too much.)

12. *Black Eye* 5.9PG/R

(Nothing on top. Anchors would have to be extended way out, why bother?)

13. *Simpatico* 5.1PG

(same as above.)

14. *Eye Sore* 5.1PG

(There is a large block that you could tie off with a cordellete or a long sling.)

15. *Eye Strain* 5.2PG

(MORE BIG STUFF!!!!)

16. *Filth* 5.8R), *Filch* 5.6PG

(Large boulder/chockstones. Tricky to set up without shredding your rope.)

17. *Ripper* 5.11- v2

(This is most often done as a boulder problem. It's high... difficult and tricky. Bring a pad and a first aid kit to patch yourself up after the gritty crack.)

18. *Wallaby Crack* 5.8

(You should pass on this one as it jogs way right at the top.)

19. *Hermanutic* 5.10d PG/R

(Wide crack behind the summit block thingy.... located a bit right of the actual climb. Make sure your rope hangs over the top or you will destroy your rope.)

20. *Butterfly Crack* 5.11b

(Large cams below summit... be careful, have the rope hanging over the edge.)

21. *Mr. Freeze* 5.12)(TR

(Large cams behind flake/block.)

22. *Left Sawdust Crack* 5.10d PG, *Right Sawdust Crack* 5.8/5.9

(Small to large cams in a double crack system. Watch for rope drag.)



Short Wall Topropes

One of the most popular crags in the whole park, the Short Wall is often crowded. The park service discourages large groups here and has asked the guide services to teach beginning classes elsewhere. Please be sure to accommodate others.

Positives

- A. Close to road
- B. Large number of beginner and moderate routes
- C. Restrooms, camping, and parking nearby
- D. Easy to setup topropes
- E. South facing crag for cold days and lower elevation



Climbs

- A. *Step n' Out* 5.10 PG *
There are 2 bolts on top; one of the bolts seems a bit wiggly. There is a good crack above Double Trouble. With a long extension, you can use the bolts and the crack for both Step n' Out and Double Trouble. Med. to XL cams for the crack(The right one is the one that takes the good pro).
- B. *Double Trouble* 5.10a (TR)
Anchor same as Step n' Out.
- C. *Mad Race* 5.4
Just before the top of the crack, there is a spot for small to medium cams, but the rope will be laying in the crack. Once on top, there is a crack system back and left and with an extension, you could set up a TR out of the Mad Race crack.. Med. to XL cams.
- D. *Fluff Boy* 5.8
No Anchor on top. It's hard to set up a top/bottom belay on this one. Go back and right to the 2 cracks behind the Belay Girl bolts. Again, use the right(better) crack, and sit and belay on top... You will be off to the side of your anchor. Small to XL cams.
- E. *Belay Girl* 5.10c *
Belay Girl has 2 bolts on top. One of the bolts is a little wiggly, so you can/want to back it up with an extension from cracks behind (small to XL cams ..use the right/better crack system).
- F. *Riff Raff Roof* 5.10a/b PG
The rock is a bit rotten at the top of this climb (anchors on your right), so be careful. There is a slanting crack on the right wall, which looks best, and if you are good at threading, there is a "secret" thread tunnel-through off right too. Small/med cams, slings, cordelettes, etc.
- G. *Bombay* 5.8 PG
Traverse in from the right (again), to a good ledge. There is a horizontal crack above the ledge, and about 20 feet down from the top of the crag. Med cams.

H. *Calcutta* 5.8

Squeeze through from the right..(tight squeeze), to the top of a pedestal. (which is about 4' down). You have all sorts of options. Small stoppers, cams, vertical and horizontal cracks,. Don't use the pedestal itself; it's just a tall boulder sitting there. Use cracks above the pedestal. Med to XL cams.

I. *Left V Crack* 5.11b R *

Large cams with extensions on either side . There's a little chimney/passage to get to placements on the left. Large cams, extensions, combination.

J. *Right V Crack* 5.10a ***

This is a very popular climb (lead and TR), and an excellent climb, too. Hard for 5.10a. At the top of the climb, there is a chimney/niche area. Be careful getting there; there is an exposed 4th class move (wear rock shoes?). There are boulders to tie off, pinches, cracks (small to large cams), all sorts of stuff.

Cordelettes/slings/extensions needed.

K. *Face to Face* 5.11c (TR) *

Same set-up as Right V Crack.

L. *Linda's Crack* 5.2

Same as Linda's Face. Keep rope out of crack. (best off right).

M. *Linda's Face* 5.6 PG/R

Med to large cams and extension in big boulders about 15' back, plus you can use horizontal cracks off left (large to XL cams).

N. *Chockstone Chimney* 4th class

Pinches in boulder back about 15' from the edge. Med to XL cams.

Cordelettes/extensions too.

O. *Tight Shoes* 5.7 R

Large to XL cams on ledge about 4' from the top, or extensions with med to XL cams from over the top and back in boulders.

P. *Double Crack* 5.3 *

Keep rope out of the crack? Large to XL cams in the horizontal on the shelf about 4' from the top, or med to XL cams and extension from over the top and back in the boulders.

Q. *Up to Heaven* 5.8 R/X

There is a shelf about 4 feet from the top. Large/XL cams, or over the top with extension from med to XL cams. You can also get med/large cams in vertical cracks just near the very top.

R. *Toe Jam Express* 5.3

Extension plus med/large cams. Once again, put rope a bit to the side so it doesn't get caught in the crack.

S. *Steady Breeze* 5.7 X

Hang anchor over the edge a bit for less rope drag.

Extensions plus med/large cams back in the boulders.



T. *S. O. B.* 5.6

Med/large cams with extension. Don't set up in crack but to the side (left probably better).
Keep rope out of crack.

U. *Morning Warm-Up* 5.10a X

From the top.. get a 40' extension from big boulders way back. med. to large cams.. Tie off whole boulders too? Use a couple of long extensions, and hopefully the extension won't roll on you.

V. *Afternoon Shakedown*

5.11a X Same as Morning Warm-Up (long extensions)

W. *Gotcha Bush* 5.4 X

(Same as Right N Up)

X. *Right N Up* 5.8 X

Here are 2 suggestions. Climb down to a shelf 10' down Donna T's Route. Reach left in a horizontal crack on summit cap with some large to XL cams. From the top, get a 40' extension from the big boulders way back. Med to large cams or tie off big boulders too.

Y. *Donna T's Route* 5.5

Dont't use the crack of Donna T's at the top; it's best to climb down Donna T's a bit (10') to a shelf. There you can get med/large cams in the horizontal summit cap crack.

Z. *Big Step* 5.8 X

Scramble down Donna T's (careful), about 10' to a shelf. There is a horizontal crack which takes med/large cams.

AA. *Out of Step* 57 R

Thin Wall Topropes



The Thin Wall has been a favorite top rope area for years. It can be crowded here and there is a limited number of climbs. It is a popular area for a number of reasons.

Positives

- A. The climbs are good
- B. Easy to setup top ropes
- C. 12 climbs all in a row on east face
- D. Climbs range from 5.6 to 5.11
- E. Climbs are steep with positive holds.
- F. Beautiful and easy to get to

Climbs

1. *Sponge Worthy* 5.10b* TR (There are 2 excellent vertical cracks on a ledge on top.)
2. *Child's Play* 5.10d TR (2 cold shuts on top)
3. *Congratulations* 5.11a TR R/X(Share shuts with Child's Play)
4. *No Calculators Allowed* 5.10a (Use cold shut on top of Count on Your Fingers.)
5. *Count On Your Fingers* 5.9 (2 welded cold shuts)
6. *Peculiar Taste Buds* 5.8 PG (Use cold shut on top of Count on Your Fingers.)
7. *Conservative Policies* 5.8 (With an extra bit of rope you can sling a huge mushroom of rock. Also: small to medium cams for anchor.)
8. *Butterfingers Make Me Horny* 5.8 (Small to large cams plus a sling to toe off a pinch in some rocks)
9. *Chocolate Is Better Than Sex* 5.9 (Small to medium cams in a horizontal, plus slings for pinch)
10. *Square Root* 5.8 (Same anchor as in Chocolate is Better...)
11. *Almost Vertical* 5.7 (Small and large cams and sling around a large rock.)
12. *The Face of Tammy Faye* 5.8 PG/R (Tricky to setup. Cracks on either side of this face route. Large cams, extra piece of rope. Equalize anchor using the two cracks. Also: chicken heads on top, back from edge.)
13. *Ain't Nothin' But A JTree Thing, AKA Holy Roller* 5.6 (Setup below the top, stopper placement on the flat top and medium cam placement over the edge, anchor will be below the top.)

14. *Thick and Thin* 5.6 (This is no protection just on top. You have to step down a shelf, and use the back side of the summit shelf in a horizontal crack. Small to large cams. This is also a crack further behind and right.)
15. *The Thick Man* 5.6 (Near the top on the edge is a block. The block is loose, so don't sling it or put cams against it. Use natural anchors back 10-15' from the top. Small to large cams.)
16. *Funny Hole* 5.7 PG (Just on top on the summit cap is a horizontal crack. Medium cams. More cams around the corner to the right.)

