

Rock Climbing  
Petit Jean State Park

Grand Opening Edition

EXPANDED

Cole Fennel



NATURAL STATE  
PUBLISHING

**Rock Climbing Petit Jean State Park** Grand Opening Expanded Edition

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**Cover photo:** Victoire Bécart on *Clockwork Orange* (5.12c), p30. Photo: Cole Fennel.**Opening page photo:** Walker Bedell on *Prince Albert in a Can* (V6), p46. Photo: Cole Fennel.

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PUBLISHING

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# ROCK CLIMBING

## Petit Jean State Park



Grand Opening Edition

EXPANDED

## Acknowledgments

Despite the short timeline for producing this mini-guide, I was able to make it happen with the help of many key people. First and foremost, I need to thank Governor Sanders and First Gentleman Bryan Sanders for making this dream project a reality. A huge thanks goes out to Mitchell Allen and the Arkansas Parks and Recreation Foundation as well as Jeff King and everyone at Arkansas State Parks for giving me the opportunity to be a part of this very special occasion. For boots on the ground, I would like to thank: Jason Cook, Jonathan Childs, Reed James, Joe Larson, Stark Ligon, Bryan Meeks, Trenton Mhoon, and Alan Qualls. You guys were all super helpful with grades, stars, belays, and research. I also need to thank Andrew Blann, Andrew Childs, and Joe Larson (again) for putting up the first sport routes at PJ. Awesome job, gentlemen. A big thanks goes out to Ryan Whit-ed and Jamie Anderson for writing essays and their help with PJ's history. Rich McDade and Brent Stipsky also donated time and energy to this part of the project. Thanks to Steve Bearden and Jim Bodenhamer for always chipping in for their share of the history. Matt Samet and Matt Williams, as always, were clutch with some timely and fantastic editing. Also, Dan Gambino for a few late-night man hours helping with the design and index. Finally, I need to thank Katie Childs, Victoire Bécart, Nina Rodriguez, and Walker and Montana Bedell (and a few others already listed above) for coming out for a last-second photo day in the rain!

## Rock Climbing at Petit Jean: Past, Present, and Future

In so many ways, this seems unbelievable: Petit Jean State Park is open for climbing! To anyone who has been around Arkansas climbing for a significant amount of time, you know what I mean. For those of you who haven't heard of Petit Jean, let me fill you in: The rock climbing at Petit Jean, or PJ, is incredible, and it's been going on at an underground level for decades (see history). Most of this secret climbing—mostly bouldering—was enjoyed only by a small number of tight-lipped locals. Until now.

Fortunately for the climbing world, our current governor has prioritized outdoor recreation. As a result, climbing at Petit Jean is now open to the public; however, it's not a free-for-all. The continued process is moving slowly and being carefully analyzed by the park, as well as by some (non-climbing) locals who didn't support this move. Any misstep by climbers—broken rules, leaving trash, poor behavior, etc.—could tip the scales against future climbing.

**Climbers, please remember what is at stake.** This incredible resource is now available to everyone. And this is only the tip of the iceberg: Hundreds more boulder problems and routes await. We must **respect this opportunity by being good stewards and self-policing.** The future of climbing at PJ depends on it.

## Special Note: Research and Problem Names

Much effort was placed on uncovering what lines have been climbed and their original names. Alas, there will likely be many mistakes in this department; it's also worth noting that, at the request of Arkansas State Parks—who funded this project—a few of the original problem names have been changed. All original names will be included in future publications that are not affiliated with Arkansas State Parks. Please email [naturalstatepublishing@gmail.com](mailto:naturalstatepublishing@gmail.com) with any corrections or additional info that will help improve this book.



Montana Bedell on  
*Pipistrelle* V0+ p44.  
© Cole Fennel

# Rules and Regulations

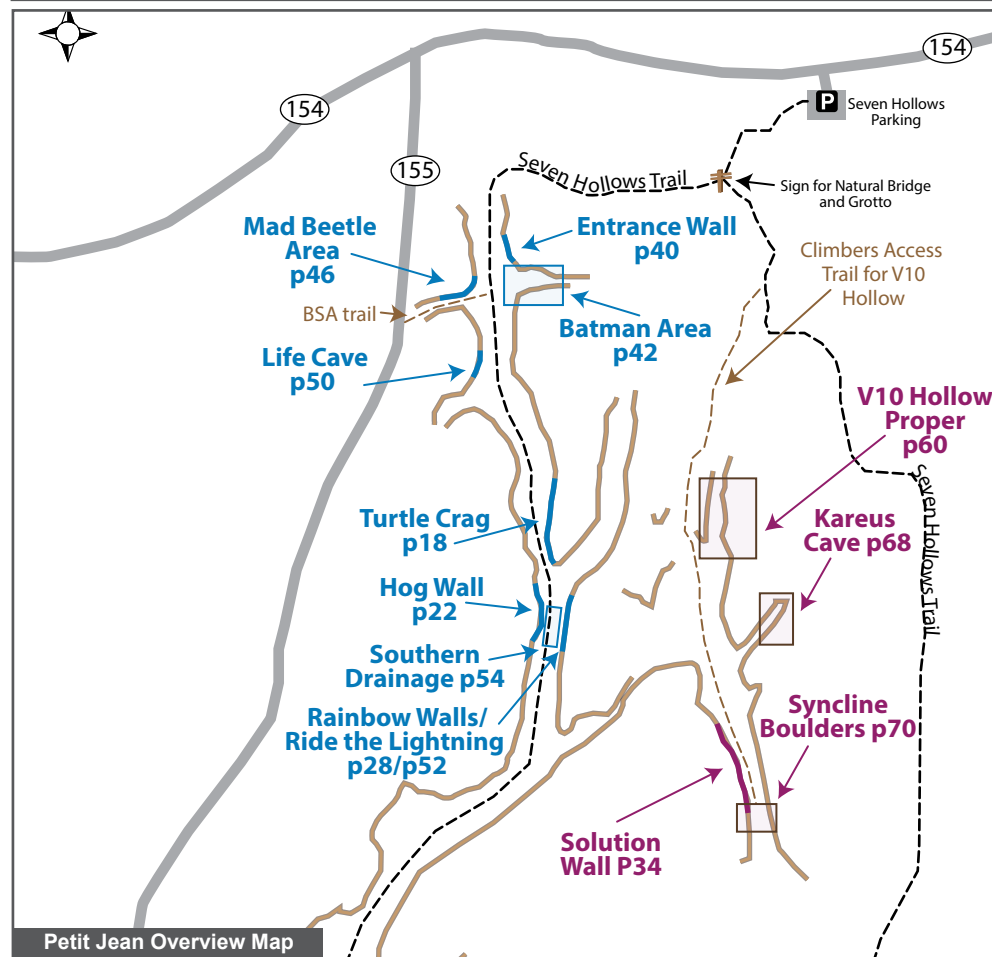
## Climbers, please read and abide by these rules!

**Park Directive 3085** establishes rules and regulations for rock climbing and rappelling in Arkansas State Parks. Included below are rules from Park Directive 3085, as well as rules specific to Petit Jean State Park. In any and all cases, state park management shall have complete and final authority over all sites and retain the authority to revoke any privileges issued for rappelling/climbing activities.

- Rock climbers and/or rappellers must complete and sign the Rappelling and Rock Climbing Checklist **Liability Release at the Visitor Center** or at the **Frontier Climbing Co outpost**, currently located inside **Mather Lodge**.
- A parent or legal guardian must complete the checklist and liability release form for all minors (those aged 17 and under).
- To preserve the aesthetic beauty for all visitors to Petit Jean State Park, rock climbers and rappellers shall minimize their impacts to the sites and follow **Leave No Trace principles**.
- **Colored chalk** is preferred and can be purchased at the Visitor Center.
- **Stay on established trails** and refrain from creating “social” trails.
- Arkansas Department of Parks, Heritage, and Tourism (ADPHT) recognizes that fixed hardware is an accepted and essential component both in safely facilitating rock climbing and in protecting natural resources. **If you would like to develop new routes within designated areas, please apply through the Arkansas Climbers Coalition and their Fixed Anchor Committee.** This ensures ecological and cultural resources are being protected.
- **Climb only on established routes and problems** within designated areas in Seven Hollows. If you don't see a route or boulder problem in the book, there may be a reason it doesn't exist. Consult with the Arkansas Climber's Coalition before establishing any new routes or boulder problems.
- Please **remove all quickdraws from projects** daily.
- Chipping, gluing, or otherwise manufacturing holds is forbidden.
- Rappellers/climbers shall use equipment and safety gear appropriate for the activity. ADPHT is not liable or responsible for any equipment used by rappellers or climbers, nor is ADPHT liable or responsible for any fixed hardware. **Rappellers and climbers assume all liability and risk** associated with the use of fixed hardware.
- Rappelling and climbing participants shall conduct themselves in a courteous and orderly manner and abide by local, state, and federal laws, as well as obey all park rules and regulations.

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Petit Jean Overview Map

## Geology

The Hartshorne Sandstone that lines the hills at Petit Jean is truly unique. In many ways, this rock, especially from a climbing micro-perspective, resembles that of other Arkansas areas like Dardanelle Rock, with good friction and similar hold types. What sets PJ apart—its defining feature, if you will—is the rock’s vast amount of oxidized iron. Climbers throughout all of Arkansas have no doubt noticed iron deposits or bands running through the rock on occasion. This often stands out with its rich-brown, almost chocolate color, and, when it appears as a thin coating, is commonly referred to as patina. Petit Jean is saturated with iron patina. In fact, there are few routes or boulder problems in this book that don’t have an infusion of this hard metal.



Liesegang bands in V10 Hollow.

that they sometimes appear man-made—what geologists call Liesegang banding. The simple scientific explanation for these features is that these iron bands have different oxidation states, meaning they were exposed to and reacted with oxygen in a nonuniform way. Take your time while climbing or hiking, and you will certainly notice some of these amazing and unique features.

The PJ iron formations at times form incredible shapes—usually boxes or triangles (see photo). These sculpted structures are so impressive

## Cultural History

Petit Jean is teeming with cultural history. Much could be—and has been—written on this topic. In this publication, we will focus on a few highlights.

### Native Americans

From an archaeological perspective, it’s clear that Native Americans inhabited the hollows and caves that line the continuous cliffbands. The Quapaw and Cherokee tribes used this area at different times for different purposes. Most recently, the latter traveled through and temporarily inhabited the area during the Trail of Tears. Astute observers may notice the ancestors’ presence in the form



Pictograph at Petit Jean State Park. © Joe Larson



Same pictograph as left processed with decorrelation stretch effect. © Joe Larson



Pictographs at Petit Jean State Park. © Joe Larson



Same pictograph as left processed with decorrelation stretch effect. © Joe Larson

of pictographs (Native American rock art). Certain areas at Petit Jean, most notably the large cave formations throughout the park, have more evidence of this than others. In Seven Hollows—the only currently open climbing zone—there are a number of cultural sites. It should be noted that these areas are unmarked in an attempt to avoid unwanted attention/damage to these precious and fragile resources. If you notice rock art, please do not touch or climb on or near it.

### The Legend of Petit Jean

Many wonder why a state park in Arkansas came to have a French name. According to Arkansasstateparks.com, the legend of Petit Jean goes clear back to the 1700s. It was during this time that a French girl by the name of Adrienne Dumont arrived on the mountain during a French expedition to the New World. Her fiancé, Chavet, was the leader of this expedition. Chavet, however, would not allow Adrienne to accompany him on this long and arduous journey out of fear for her health and safety in a foreign land. Not to be denied from her love, Adrienne disguised herself as a young cabin boy, changed her name to John, and was awarded work on the expedition. Her plan apparently worked quite well, as it is said that Chavet never recognized her during her days as Petit Jean (Little John). Sadly, Adrienne fell mysteriously ill and slipped into a coma and eventually died, but not before—her deception having been uncovered—she requested a burial on Petit Jean Mountain. It is rumored that Native Americans carried Adrienne to the summit and buried her at sunset. Her likely grave site is still marked to this day and is known as Petit Jean’s Grave.

## Climbing History

The first known climbing exploration of Petit Jean Mountain happened in 1975. It was at this time that the Little Rock legends Steve Bearden and Larry Williams began watching 8mm videos of the bouldering godfather himself, John Gill. Inspired by the master, the college kids rallied and began establishing boulder problems, as well as a handful of trad routes, at Petit Jean. In a 2025 text message, Steve couldn't specifically recall which routes and problems were completed, but he remembers "climbing up to V7 as well as leading a finger crack and climbing some topopes"—somewhere "away from Seven Hollows." Regardless of the specifics, climbing V7 in the late 1970s—or even early 80s—is a profound achievement.

To kick off the next decade, Jim Bodenhamer, a Little Rock local who'd recently relocated to Colorado, returned home in summer 1980 for a seasonal job at Petit Jean State Park. Jim recalls, "Formal rock climbing was prohibited in the park because one of the rangers was learning how to rappel by the waterfall when his rope broke." The ranger reportedly suffered multiple broken bones and apparently was using a rope purchased at the hardware store. This completely avoidable scenario that nonetheless affected climbing access at PJ for decades. Ironically, there was not an official rule against established climbing at this point. (More on this in a minute....)

Anyway, back to the spandex era, when Jim remembers bouldering "a lot" after work, mostly in the Bear Cave area, as well as establishing some roped climbs on the outer bluffs. Again, no specifics were documented.

The history became clearer in the 1990s, particularly from 1993 on when Rich McDade entered the PJ scene. Rich was fueled by tips from Steve Bearden, who had pointed the younger climber toward the park's bouldering potential. On his first trip, Rich knew he had fallen into an amazing resource. Shortly thereafter, he rallied with Brent Stipsky and then Chris Lee and Mike "the Dude" Wintroath to form the core of the "Little Rock Crew."

Not long after the Little Rock Crew began its tear through the boulders, a separate band of young climbers from Hot Springs was also turned on to PJ. The Hot Springs Crew, comprised of Ryan Whited, the Anderson Brothers (Jamie and Mcree), and Kerry Kimbrell, was equally awestruck by the sheer amount of untouched bouldering. After several days of climbing in solitude, they were caught off-guard when they began stumbling upon chalked-up boulder problems. Who were these mystery climbers who had sent them? Of course, it was the Little Rock Crew. Thanks to a meet-up through a mutual friend, Tony Morris, the two teams connected, launching the Golden Age of Petit Jean.

From 1993–2001, the newly merged crew spent countless weekends exploring together and putting up hundreds of first ascents. Virtually all the classics were established during this time, part of a staggering array of 400-plus new problems. All the players remember the era with pure joy: Grades were a non-issue, more of a speculative matter, and the competition for first ascents was fierce but friendly and supportive. Remarkably, both groups were independently practicing Leave No Trace ethics before these were a thing; according to Stipsky, they "were trying to leave the place better than they found it." Pictographs were avoided, trees were never cut down, and chalk was kept to a minimum.

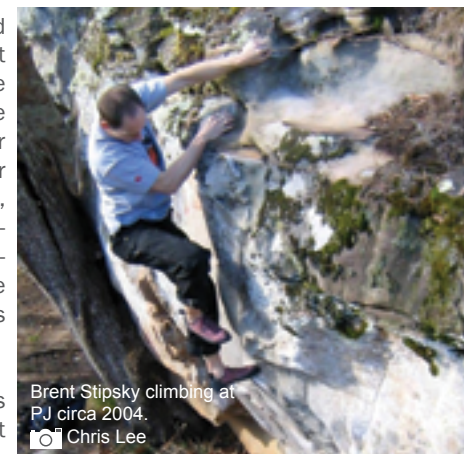
Throughout this time, it was also generally believed that climbing was illegal in the park. As mentioned earlier, however, that rule may have never been officially established. Regardless, climbing at PJ was, at best, frowned upon. According to McDade, the bouldering crew was well aware of this and bent the rules with a semantic sleight-of-hand, labeling their form of rock travel "scrambling." In an attempt to avoid confrontation with park staff altogether, the crew became very good at navigating the mountain, rarely using the established trail systems and avoiding high-visibility locales as they "scrambled". It mostly worked, though there was the occasional run-in with park rangers. The conversations never escalated. At least once, though, things got a little weird.

Toward the end of the Golden Age, Ryan Whited decided to start filming the near-decade of first ascents the crew had established. Rightfully, he didn't want all their hard work to be forgotten. One day, Ryan rushed out to PJ with a videographer after getting off work late. As he arrived, a ranger walked up. The dumbfounded park official asked, "Are you guys making a video?" Ryan simply responded "yes," figuring it was better to be honest. The ranger refrained from asking any more questions and, surprisingly, trudged along on his afternoon hike.

Let's put a pin in the Golden Age. The classics were climbed. Grades were not focused on, but likely pushed to double digits (more on this shortly). The less-classic problems were also climbed just not likely named. Ryan's video about PJ bouldering, *The Gift*, was screened at a Hot Springs movie theater. And perhaps most impressively, the crew did much of their on-the-rock exploits using briefcase-sized squares of carpet lined with cardboard. That's right, a number of these problems, including some wicked highballs, were established sans real crashpads. It wasn't until the advent of the first widely available pads in the mid-1990s that proper bouldering protection made its way to Petit Jean.

Post-Golden Era, the PJ torch was borne by several folks, most notably Jason Cook. A local Dardanelle boulderer and roped climber, Jason spent many winters retracing the footsteps of those who'd come before, and for many seasons basically had the entire mountain on lock, including its hardest problems. Jason still climbs, but more on a leisurely level; he hasn't consistently visited PJ in years. Also at PJ at this time was one of Jason's best bouldering partners, Aaron Kareus of Fort Smith. Kareus, as he was often called, rivaled Jason for sheer number of impressive sends and even some important first ascents. Most notably, Kareus FA'ed a V10 dubbed *Wyatt Earp* circa 2004. This proud problem may not have been the first double digit problem at PJ, as a handful of previous boulders perhaps already had checked this achievement years prior—including the likely best candidate *Do-Yo-Voodoo*. However, *Wyatt Earp*, was the first to get a suggested double digit designation. (Unfortunately, neither of these problems are currently open and as such are not included in this book.) Tragically, in 2021, Aaron lost a battle to cancer, leaving this world way too soon. RIP, Aaron. It also should be noted that the Childs Brothers from Hot Springs, Andrew and Jonathan, spent a huge amount of time at PJ in the early to mid-2000s. Both still frequent PJ today.

Which brings us to the present. Whether or not Petit Jean was ever officially closed to climbing, bouldering, or "scrambling," it is now certainly—and officially—open to all three. In November of 2025, Governor Sarah Sanders met with local climbers at the Seven Hollows Trailhead for the grand opening of Petit Jean rock climbing. This was the culmination of many months of effort by a number of folks—and means no more hiding from rangers or avoiding the trails. Perhaps more importantly, sport routes are now being installed! Funding channeled through the state park paid for Petit Jean's first 30 sport routes. More bolts—and boulders—will eventually come so long as climbers behave like the crew that came before. And hopefully more historical specifics will surface along the way. In the meantime, enjoy what is fast becoming one of Arkansas' finest climbing resources.



Brent Stipsky climbing at PJ circa 2004.  
Chris Lee

## Travel Beta, Lodging, Gear, etc...

Petit Jean State Park is located just south of I-40 between the towns of Russellville and Morrilton.

### Driving Directions

Every area described in this book is accessed via The Seven Hollows Trail and its requisite parking lot. Scan the QR Code or search your mapping software for "Seven Hollows Trail".



Seven Hollows Parking

### ESTIMATED DRIVE TIMES

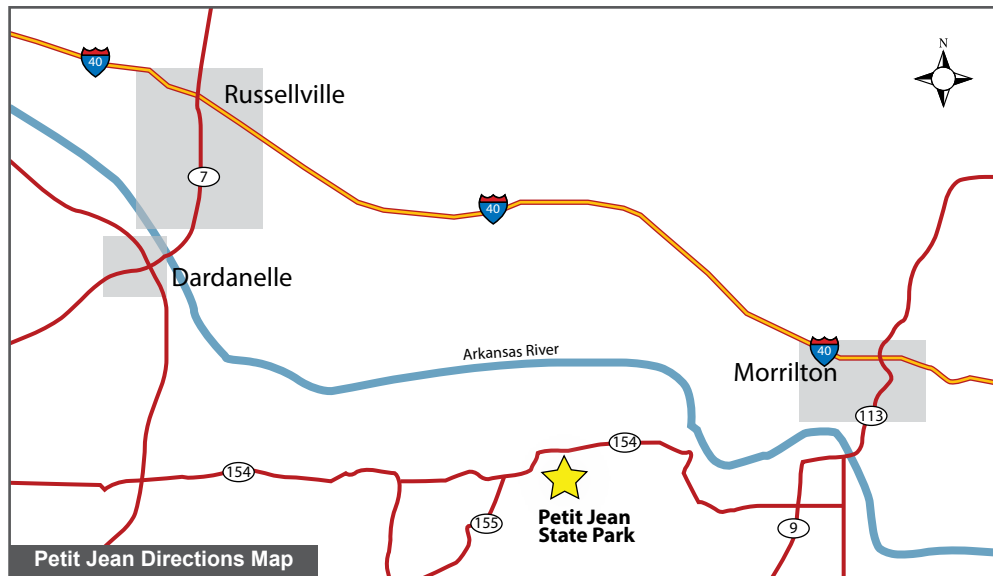
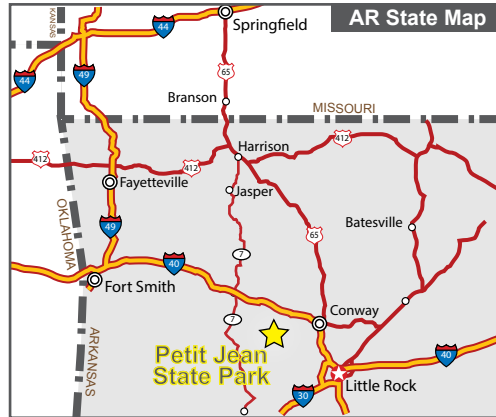
- From Morrilton:** 30 mins
- From Russellville:** 35 mins
- From Little Rock:** 1 hr
- From Fort Smith:** 1 hr, 55 mins
- From Fayetteville:** 2 hrs, 15 mins

### Camping and Lodging

The state park offers camping, cabin rentals, and lodging. As of November 25, 2025, the lodging at Mather Lodge is closed for renovation.

### Gear Shops and Rental Gear

Frontier Climbing Company, the local guiding company, has a small retail and gear-rental shop at Mather Lodge.



## How to Use This Book

### A Two-Part Book: Petit Jean Routes; Petit Jean Boulders

The first thing you need to know before diving in is that this book is divided into two separate sections: Petit Jean Routes and Petit Jean Boulders. If you are familiar with our Horseshoe Canyon Ranch guidebooks, this is the same organizational style. These two sections should be treated as two different books, as they function quite differently. Great effort has been made to make these two sections distinct, independent entities, so that boulderers don't need any knowledge of the route climbing to locate the boulders, and vice-versa for route climbers. That said, the sections are often cross-referenced; however, all cross-referenced info is only supplemental and not vital to each area.

Both the Routes and Boulders sections have been given a colored tab for easy navigation purposes. The Routes section has a **red tab** and the Boulders section has a **green tab**.

### Navigation - Chapters/Subchapters

As mentioned above, this book breaks into two sections: Petit Jean Routes and Petit Jean Boulders. These sections then subdivide into chapters and subchapters. There is a total of just four chapters in this book; the first two—chapter 1: Western Hollow Routes and chapter 2: V10 Hollow Routes—are repeated a second time to describe the boulders.

For further navigational ease, each of the two areas have been given a specific color. These colors are consistent for both the Routes and the Boulders sections. For instance, V10 Hollow Routes (chapter 2) and V10 Hollow Boulders (chapter 4) are both purple. That way, if you're route climbing in the V10 Hollow and decide to check out the boulders, you can just flip through to the bouldering section of the book (green tab) and locate the purple pages rather than having to remember a separate color or page number—or reference the table of contents.

### Info: Routes and Boulders



1 min

#### Hiking

Denotes the amount of hiking

### Sun/Shade Exposure

These symbols express the general aspect of the crag or boulderfield rather than a specific breakdown of the sun aspect on each route/problem. A collection of boulders on the southern slope of a hillside, for example, would get excellent sun throughout the day even though some of the problems face north and never see the sun. This is an example of all-day sun.



All-day shade



All-day sun



P.M. Sun



A.M. Sun

### Quality Ratings

This guide uses a five-star system to denote the quality of each route and boulder problem. I've given my best effort at establishing conservative and unbiased star ratings, and have consulted many other climbers during the research. Many factors inform a climb's quality and hence its star rating, but the main considerations are: quality of movement, quality of rock, positioning and exposure, general aesthetics, and the overall quality of the line (is it an obvious line or is it forced or contrived? Does it follow a proud feature?).

★★★★★ A world-class route or boulder problem

★★★★ An Arkansas classic

★★★ An area classic

★★ A quality route/problem. Worth repeating

★ A mediocre route/problem. More detracting factors than redeeming attributes. Only climb these when you have run out of better options.

**No stars:** Very few, if any, good characteristics. Zero-star routes range from total piles to fair problems with a significant number of detracting factors.

Info: Routes

Route Color Denotations

Of the 33 routes currently listed in this book, **31** are **sport climbs** and **2** are **trad climbs**. As of now, there are **no mixed routes** at PJ. This will change over time, as more routes are added. As such, a complete description of each style is listed below.

● **Sport** - These routes are protected solely by safely spaced bolts. Climbers need only to carry quickdraws for protection. The number of quickdraws needed for a particular climb (not including the two additional draws needed for the anchor) is denoted by the route's bolt count at the end of the description (see the "Gear" and "Top Anchors" sections below).

● **Trad** - Trad (short for traditional) routes comprise climbs protected solely or mostly by traditional gear. Some of these routes might have a bolt or two, but most of the climbing is devoid of fixed gear, including at the crux.

● **Mixed** - These routes are protected by both traditional gear and bolts. The key difference between these and trad routes is that a mixed route's crux is protected exclusively by bolts. Trad gear, however, is needed for some if not all the non-crux terrain.

Safety Ratings

The safety ratings used in this book are a condensed version of Jim Erickson's system, a five-part scale based on the Motion Picture Association of America's G, PG, PG-13, R, and X ratings. G is the safest and X is the most serious, while I've omitted PG-13. Natural State Publishing's typical safety rating description below is mostly for reference as currently **all but one route at PJ is rated G**. The one exception is a PG rating.

**G** - A relatively safe route. For example, a sport climb with well-placed and safely spaced bolts, or a trad climb with ample, straightforward gear placements. Most routes in this guide are G rated. However, this rating does not appear in the book—if a route doesn't have a safety rating, then it's assumed to be a G-rated climb.

**PG** - A route with tricky or strenuous-to-place protection through the crux sections, runouts on non-crux terrain, or gear placements in questionable rock.

**R** - A climb with one or all the following attributes: notable runouts through the crux, poor rock quality, very challenging gear placements,

or the possibility of taking a big whip or one in which you'll impact a ledge or the ground. Mistakes could result in serious injuries or worse. **X** - Expect poor or zero gear on the crux sections. A fall will likely result in serious injury or death.

Gear

The last line of each route description contains all pertinent protection information and the type of anchors atop the pitch. A sport route's protection information might read as: **6 bolts. Bolt anchor. (60')**. An example trad line might read: **SR, #4 Camelot. Tree anchor. (50')**

Top Anchors

As of now, every route in this book has **bolted anchors and mussy hooks**. This will change as more routes are added. Listed below are all the possible anchor types you might encounter throughout Arkansas and in climbs documented in future editions of this book

**Bolt anchor:** Short for a two-bolt anchor. These anchors will need to be "cleaned" when finished.

**Lower-offs:** Bolt anchors with carabiners or mussy hooks in situ. No cleaning needed. Clip and lower, baby!

**Tree anchor:** You'll have to sling a tree, belay up your second, and rappel.

**Gear anchor:** Though these are not common in Arkansas, some trad routes require climbers to build an anchor with traditional protection. In this case, belay up your second, and then head for a sturdy tree to rappel from. Lastly, inspect all anchors, especially those with in-situ carabiners. A rope-worn anchor can become extremely sharp and sever your rope. Also, whenever possible, please set up anchors using your own gear instead of just running your rope through the fixed hardware. This will exponentially extend the working life of the anchors.

Continued on next page...

HCR Routes

Info: Routes continued...

Bolts, Permadraws, and Project Draws

Most routes in this book will have zero permadraws; however, some of the routes are likely to have a handful of permadraws to help with cleaning. Fixed gear on a standard sport climb is simply listed as **# bolts**. A route fully equipped with permadraws will read **# permadraws (PDs)**. A route that is partially equipped with fixed draws will read **# bolts (#PDs)**. Also, please note that any new permadraws are subject to the application process. **Do not add permadraws to any routes without permission**. In addition, the state park has implemented a rule that all quickdraws must be cleaned by the end of each day. **Do not leave quickdraws hanging on your project!**

HCR Routes

Info: Boulders

- VB-V2
- V3-V6
- V7-V9
- V10-V14
- Project

Problem Color Denotations

HCR Boulders

Rack Recommendations

Many of the traditional routes described in this book are relatively short, with fairly obvious protection possibilities. That aside, a standard rack—or "**SR**," as I've referred to it—for trad and mixed climbs in Arkansas includes the following:

- Single set of cams up to a #3 Camelot (three inches), including micro-camming devices
- Single set of wired nuts
- Six quickdraws
- Six 24" slings, aka runners

Toproping

Topropers are mostly out of luck at PJ, as there are very few top-access points. To set up topropes, you'll need at least one capable leader in your group.

Safety Ratings

A safety rating has been assigned to each problem. If a safety rating is omitted from a problem, it is assumed to be relatively safe so long as you employ an adequate number of pads and spotters.

⊠ These problems should not be taken lightly. Either the landing is very difficult to protect or a fall from certain sections of the problem may have serious consequences.

⊠⊠ Expect a horrible landing complicated by the fact that a fall throughout much of the problem would likely lead to serious injury, or worse.

Best of Petit Jean State Park:  
4- and 5-Star Routes and Boulders

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- Rhythmic Rain 5.10b \*\*\*\* p35
- Sweetgum 5.11c \*\*\*\* p22
- Blast from the Past 5.11d \*\*\*\*\* p27
- Destroying Angel 5.12a \*\*\*\* p25
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- Peticomb Arête V0 ⊠ \*\*\*\* p55
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- Peticomb Arête V0 \*\*\*\* p55
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- Legal Eagle V5 ⊠ \*\*\*\* p68
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- Mr. Miyagido V6 ⊠ \*\*\*\* p62
- Kareus Roof V7 \*\*\*\* p68

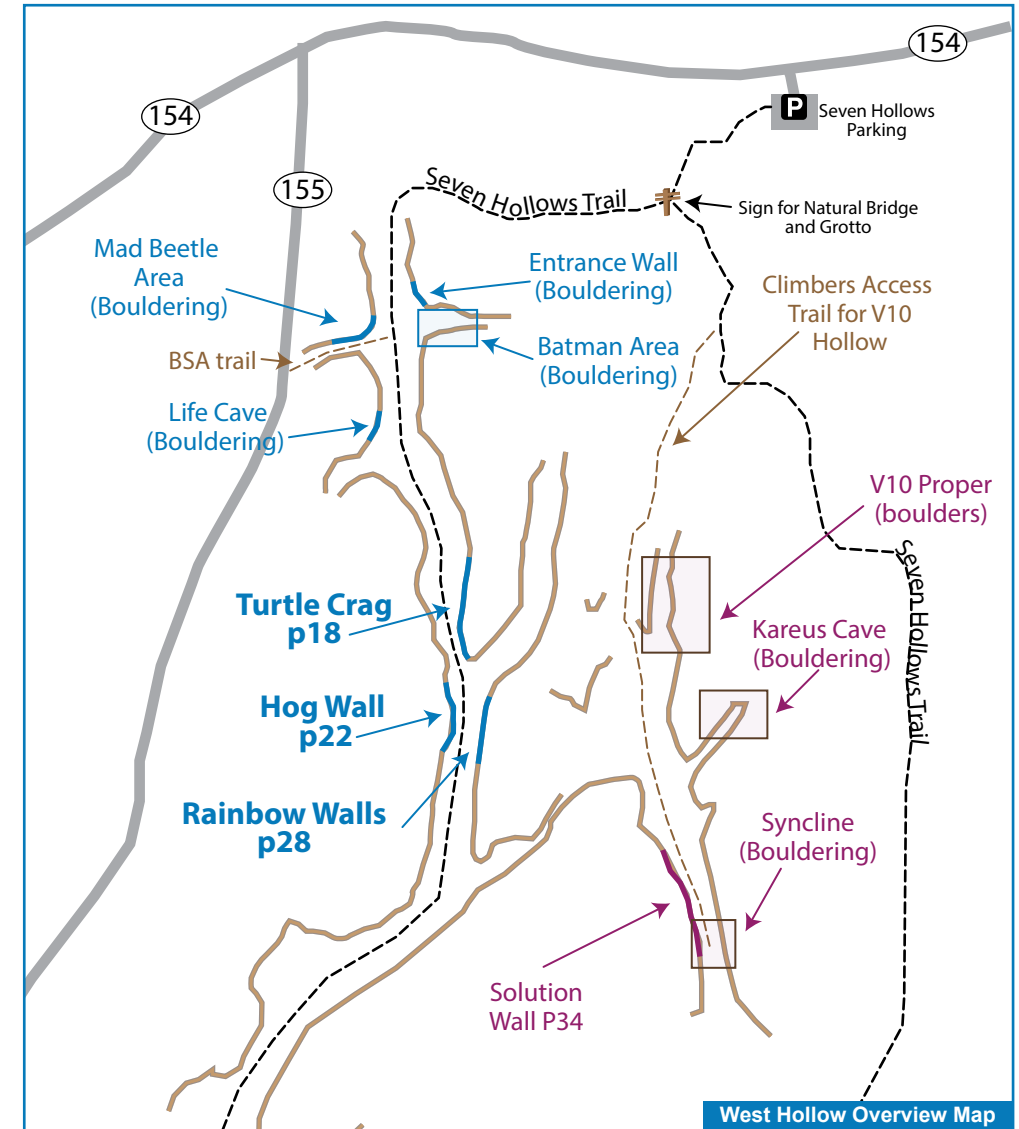
Introduction

# West Hollow

**Overview:** West Hollow is home to over two-thirds of the roped climbing at Petit Jean. The routes are divided amongst three distinctly different crags. There is something for every climber in this chapter: If you're looking for beginner to moderate routes, don't miss the Turtle Crag. The Hog Wall has incredible routes ranging from 5.10a to a likely 5.13 project. Finally, the Rainbow Wall, which currently has just five routes, offers undoubtedly the prettiest rock in West Hollow while also having some of its best routes.

**Conditions:** This north-south-oriented canyon with climbing on both sides allows climbers to chase the sun or the shade throughout the day. The Hog Wall sees A.M. sun while the Turtle Crag and the Rainbow Walls catch afternoon rays. Rainy-day climbing is best at the Hog Wall, although many of the final holds and anchors will get wet. The slightly overhanging nature of the Rainbow Walls allows for climbing in light rain.

**General Approach Beta:** Like every area described in this book, each of the West Hollow crags is accessed via the Seven Hollows Trail and the accompanying parking lot. See "Driving Directions" on p12. More specific approach details are listed within each crag/subchapter.



# Turtle Crag



7-10 mins



8 Routes

## Hike

Take the Seven Hollows Trail. Go right at the split (0.1 miles). After about 10 minutes total (0.4 mi), take a left on a trail marked for climbing access—the routes are visible from here. This short trail crosses the gully and leads to a cave in the cliffline. *Diggin Holes* (route #1) is located 100 feet right of this. The routes are described from left to right.

### Turtle Crag's 3-star Hit List

- 5 Turtle Back 5.9 ★★★
- 8 OPB 5.10b ★★★

The northernmost sector of routes in the West Hollow is currently home to the vast majority of PJ's moderate climbing. It also features the shortest approach, making it a nice place to warm up. None of the routes here are true classics, but all are worth climbing—especially *OPB* (5.10b) and *Turtle Back* (5.9), likely the best of the three-star climbs.

**Conditions:** Turtle Crag faces west and catches great afternoon sun. None of the routes are steep enough to climb in the rain.

**Approach:** Maps: p7, p17.

## Drive

Use the Seven Hollows parking lot described on p12.



**1 Diggin Holes 5.9 ★★**   
Begin behind a tree, just right of a flake with a cool pocket move. Easy terrain then leads to an upper roof pull. **8 bolts. Lower-offs. (45')**  
FA: Andrew Childs 10/25

**2 Bluestem Blues 5.6 ★★**   
This line crosses three small ledges. Start just left of a faint cave feature. **7 bolts. Lower-offs. (45')**  
FA: Joe Larson 10/25

**3 Buried Treasure 5.6 ★★**   
About 20 feet right of a faint cave feature, find a low-angle, left-trending line that turns a roof just below a ledge at the top. **8 bolts. Lower-offs. (45')**  
FA: Andrew Blann 10/25

**4 Happy Trail 5.7 ★★★**   
A delightful rock-climbing experience with great stone and continuous climbing. Follow a 20-foot-long crack with bolts on the left. Stay left of the bulge at the top. **11 bolts. Lower-offs. (70')**  
FA: Andrew Childs 10/25

**5 Turtle Back 5.9 ★★★**   
Probably the best sub-5.10 at PJ—and certainly the tallest. Move past an obvious pocket crux at the second bolt and continue up and over onto low-angle terrain to the tallest part of the wall. The slabby finish is invisible from the ground. **12 bolts.**

**Lower-offs. (80')**  
FA: Andrew Blann 10/25

**6 Pop Tart 5.9 ★★★**   
Begin six feet left of a winding crack system on a black pedestal. A short section of near-vert rock fades into low-angle terrain, where the line trends left. Finish on the faint protruding feature. **12 bolts. Lower-offs. (70')**

FA: Andrew Blann 10/25





**7 British Soldiers 5.7 ★★★**

Trend left through slabby terrain, aiming for a 10-foot-long hand-crack. More easy terrain follows the crack.

**8 bolts. Lower-offs. (55')**

FA: Joe Larson 10/25

**8 OPB 5.10b ★★★**

The best route at Turtle Crag has an awesome, techy slab crux down low and then finishes with steeper but easy and brilliant face climbing. *OPB* is located about 100 feet right of *British Soldiers* and 50 feet left of a huge, low roof feature.

**8 bolts. Lower-offs. (55')**

FA: Andrew Blann 10/25



Katie Childs on  
*Sweetgum* (5.11c) p22.  
📷 Cole Fennel

# Hog Wall

12-15 mins



9 Routes

This standout zone offers an excellent variety of climbing and is likely the best area in all of Petit Jean. There are five 4- and 5-star lines...out of nine total routes. Quite a ratio of classics, with room for more new routes as well. Hog Wall is also the only area in the West Hollow that gets afternoon shade. Expect superb and varied climbing, but nothing easier than 5.10a, with a sweet spot in the 5.12 range.

**Conditions:** This east-facing crag gets morning sun. This is your best bet for rainy day roped climbing at PJ as a handful of the routes are steep enough to stay dry.

**Approach:** Maps: p7, p17.

**Drive**

Use the Seven Hollows parking lot described on p12.

**Hike**

Take the Seven Hollows Trail. Go right at the split (0.1 miles). After approximately 12 minutes total (0.6 mi), the Seven Hollows Trail (SHT) veers left and crosses the creek. At this junction, break off the SHT onto a climber's access trail that continues to contour the cliffline. *Sweetgum* (route #1) is located about 250 feet past this point. The routes are described from right to left.

### Hog Wall 4- and 5-star Hit List

1	High on the Hog 5.10b ****	<input type="checkbox"/>
3	Sweetgum 5.11c ****	<input type="checkbox"/>
9	Blast from the Past 5.11d *****	<input type="checkbox"/>
5	Destroying Angel 5.12a ****	<input type="checkbox"/>
7	Blackout 5.12b *****	<input type="checkbox"/>



**1 Sweetgum 5.11c \*\*\*\***

The sweetest 5.11 at PJ features a super-tricky crux and a pumpy finish. A cool layback flake leads to the right side of the ledge. Unlock the crux, execute a hard clip (fixed draw), and hang in there for a sustained finish on hard-to-spot holds.

10 bolts. Lower-offs. (60')

FA: Joe Larson 10/25

**2 Blackgum 5.11a \*\*\***

Climb through a low scoop feature to gain the ledge. Continue through amazing jug features on the hanging black arête. Try not to get sucked out left to the second ledge.

9 bolts. Lower-offs. (50')

FA: Andrew Blann 11/25

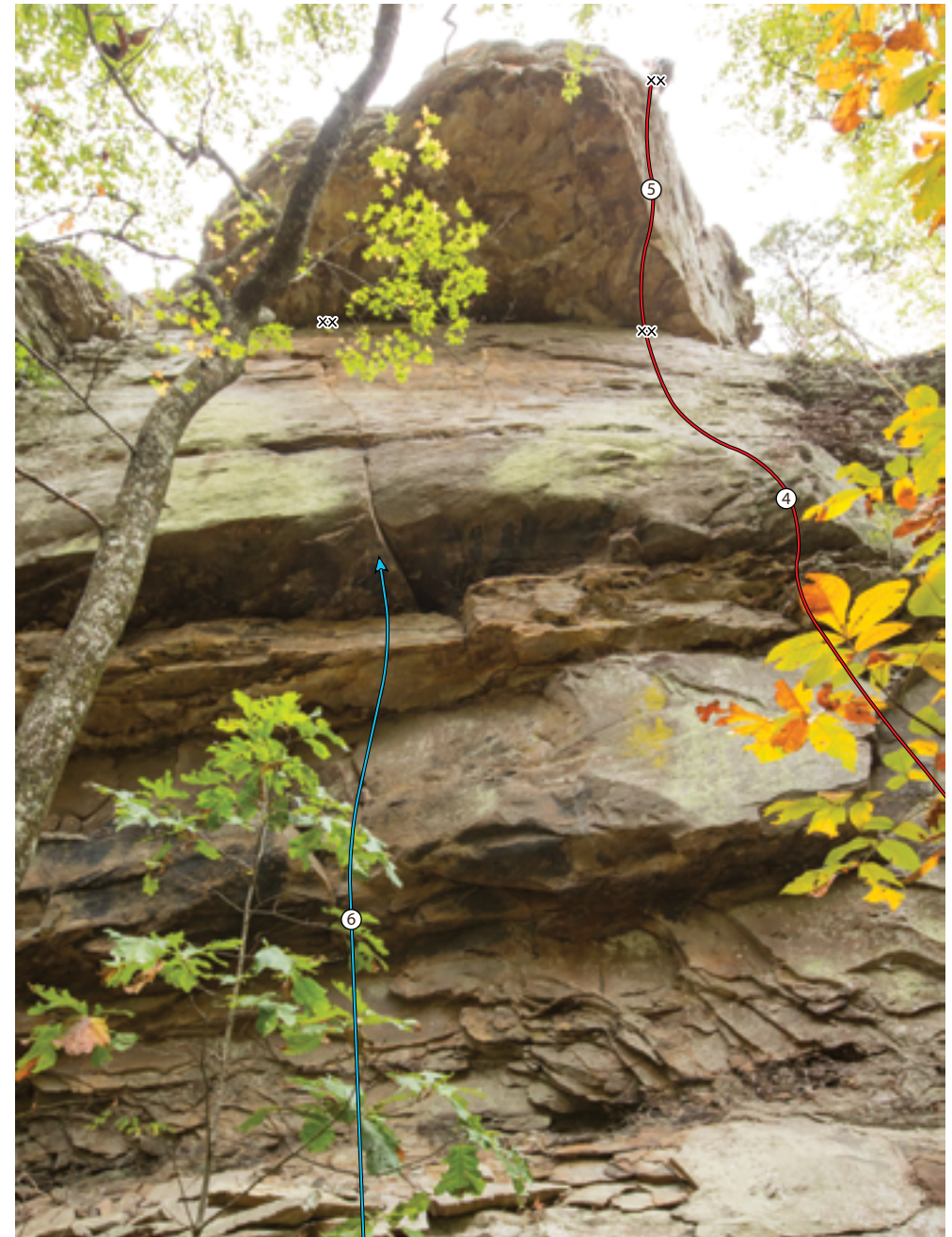


Walker Bedell getting High on the Hog (5.10a), p25. © Cole Fennel



**3 High on the Hog 5.10a \*\*\*\***    
 It's hard not to be high on this hog—the hanging head-wall is better than every Razorback sports team combined. A moderate groove leads to a ledge before you step left and aim for the right side of the giant roof system. The final 20 feet offer some of the best 5.10 terrain in Arkansas, engaging with the right flank of the steepness. **14 bolts. Lower-offs. (85')**  
 FA: Andrew Blann 10/25

**4 Amanita 5.11b \*\*\***    
 This short-cruxed route climbs through the crescent feature at the bottom on its way to anchors under the right side of the massive roof. Continue upward for an excellent extension (*Destroying Angel*).  
**10 bolts. Bolt anchor. (65')**  
 FA: Joe Larson 11/25



**5 Destroying Angel 5.12a \*\*\*\***    
 The four-bolt extension to *Amanita* offers an awesome roof pull with a brief crux on iron incuts. Think Horseshoe Canyon's *Lavender Eye*, but better and way taller. Skip the low anchors (*Amanita*) and extend the first bolt in the roof for rope-drag purposes. Stout for the grade. **14 bolts. Lower-offs. (85')**  
 FA: Joe Larson 11/25

**6 Project**    
 This open trad project, which has a bolted anchor, follows a thin seam leading up to the center of the big roof. There appears to be a difficult boulder problem at the start of the seam. **Lower-offs. (65')**  
 Equipper: Andrew Childs 10/25



**7 Blackout 5.12b ★★★★★**    
 An incredible and varied line with a hard slab start, a roof crux, and an arm-melting finish on the gorgeous, overhanging prow. Don't miss this route! Stickclip the third bolt to avoid a hard clip. **10 bolts. Lower-offs. (55')**  
 FA: Andrew Childs 11/25

**8 Blazing Star Project**    
 This open project follows the impressive, slightly overhanging seam. Likely mid- 5.13.  
**15 bolts. Lower-offs. (??')**  
 Equipper: Joe Larson 10/25



**9 Blast from the Past 5.11d ★★★★★**    
 The steepest route at PJ is covered with giant holds! Follow monster jugs (and hopefully permadraws) out the sweeping overhang. Your jug-bashing journey ends on the short headwall, where the holds briefly shrink to crimps. Downrated from 12a. **8 bolts. Lower-offs. (55')**  
 FA: Andrew Childs 11/25

# Rainbow Walls



12-15 mins



5 Routes

Although not quite as stacked with routes as Hog Wall, the Rainbow Walls take the cake for the prettiest area in this book. The smooth, gray, near-perfect stone lining this zone is smattered with colorful lichen, and the routes live up to their aesthetic appearance as well. Every line in the area is classic, but don't miss Petit Jean's absolute stunner, *Clockwork Orange* (5.12c). This entire area gets sun in the morning.

**Conditions:** The rock at the Rainbow Walls faces west and catches sun in the PM. All the climbing here is slightly overhanging and steep enough to stay dry in a light rain.

**Approach:** Maps: p7, p17.

**Drive**

Use the Seven Hollows parking lot described on p12.

**Hike** Take the Seven Hollows Trail. Go right at the split (0.1miles). After approximately 12 min-

utes total (0.6mi), the Seven Hollows Trail veers left and crosses the creek, breaking away from the right cliffline (Hog Wall). The climbing at Rainbow Walls begins on the gray wall just past the creek crossing. The very first chalk you'll encounter is on the long line of drop-off boulder problems on an impressive gray wall (Ride the Lightning Area [p52]). *Yellow Brick Road*, the first route described here, is located just right of this bouldering wall. The routes are described from left to right.

### Rainbow Walls 4 and 5-star Hit List

- 2 All the King's Horses 5.12c ★★★★★
- 4 Clockwork Orange 5.12c ★★★★★
- 5 Fame Flower 5.12c ★★★
- 3 Rainbow Crack *Project*



1 **The Yellow Brick Road** 5.12a ★★★

This excellent, right-facing corner features amazing stemming and laybacking followed by a juggy ceiling. It would be at least four stars if not for the ledge below the roof. 10 bolts. Lower-offs. (65')

Equipper: Andrew Blann 10/25

2 **All the King's Horses** 5.12c ★★★★★

A truly regal line, fit for a king. This technical masterpiece climbs the shallow- corner feature on aqua stone. Two brilliant sequences, one entering the corner and one exiting it, comprise the hard climbing. Above the corner, flow through easier, albeit still perfect, slightly overhanging terrain. 9 bolts. Lower-offs. (60')

Equipper: Andrew Childs 10/25

3 **Rainbow Crack *Project***

One of Arkansas' best and hardest trad climbs follows the incredible thin crack that may go down as the most visually impressive line at PJ—and perhaps all of Central Arkansas. Likely a four-star 12d PG. If not for the substantial decrease in difficulty post crux this would get all of the stars. Follow the seam and thin-crack feature through a low crux into a brilliant 5.11 finish on orange-lichen-speckled stone. The V6-ish start is protected by a small wire that is slightly difficult to place. Bring a crashpad if you are worried about it breaking. Rack: #0.1-1,0 camalots with doubles of fingers and below. Bring small stoppers. Lower-offs. (65')

Equipper: Joe Larson 10/25





**4** Clockwork Orange 5.12c ★★★★★    
 Dreamy movement and sustained climbing on perfect stone with bright-orange and green lichen—this is PJ’s showcase line. Start on or just right of the giant flake. Follow underclings left to the crux arête/corner feature and then hang on for an incredible, sustained finish on perfect sandstone. See cover photo.  
 9 bolts. Lower-offs. (65’)  
 FA: Andrew Childs 11/25

**5** Fame Flower 5.12c ★★★★★    
 Another beautiful and outstanding route. Climb through a series of huecos in black rock. Turn a small roof and then hang on for a pumpy section that slowly backs off as you inch toward the anchors. The span just above the roof is the defined crux move; this section will likely feel a touch hard or easy for the grade depending on whether you figure out the unusual beta. Thus, there will almost certainly be votes for both 5.12b and 5.12d. For this publication, the difference was split. 10 bolts. Lower-offs. (65’)  
 FA: Joe Larson 10/25

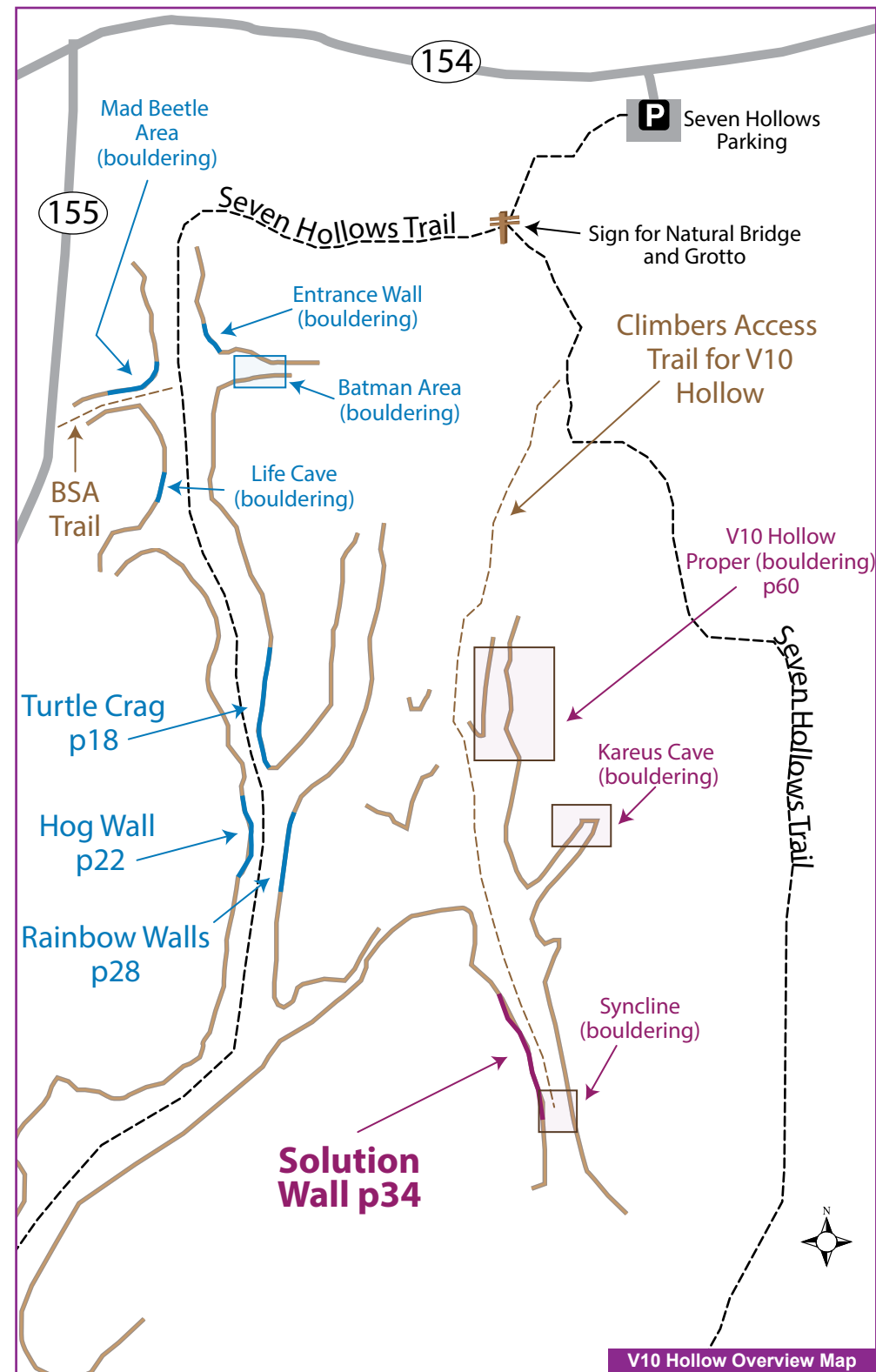


# V10 Hollow

**Overview:** V10 Hollow is home to just one sport-climbing area: the Solution Wall. This continuous cliff band is an awesome 5.10 crag with superb hold variety on slightly over-hanging, bullet PJ stone. The only detractor here is the lack of height. If the Solution wall was just ten to fifteen feet taller, it would absolutely be a world-class wall. By and large, it's not worth the hike if you aren't interested in the 5.10 grade—there are just a couple of easier warm-ups and then nothing that's 5.11 or above.

**Conditions:** This slightly overhanging wall will likely stay dry in a light rain—but will certainly be wet during any significant storm. The rock faces due east and gets great morning sun.

**General Approach Beta:** Like every area described in this book, each of the V10 Hollow areas is accessed via the Seven Hollows Trail and the accompanying parking lot. See "Driving Directions" on p12. More specific approach details are listed within each crag/subchapter.



# Solution Wall



15-17 mins



11 Routes

**Crag Profile:** See "Overview" on p32

**Conditions:** See "Conditions" on p32.

**Approach:** Maps: p7, p33.

**Drive**

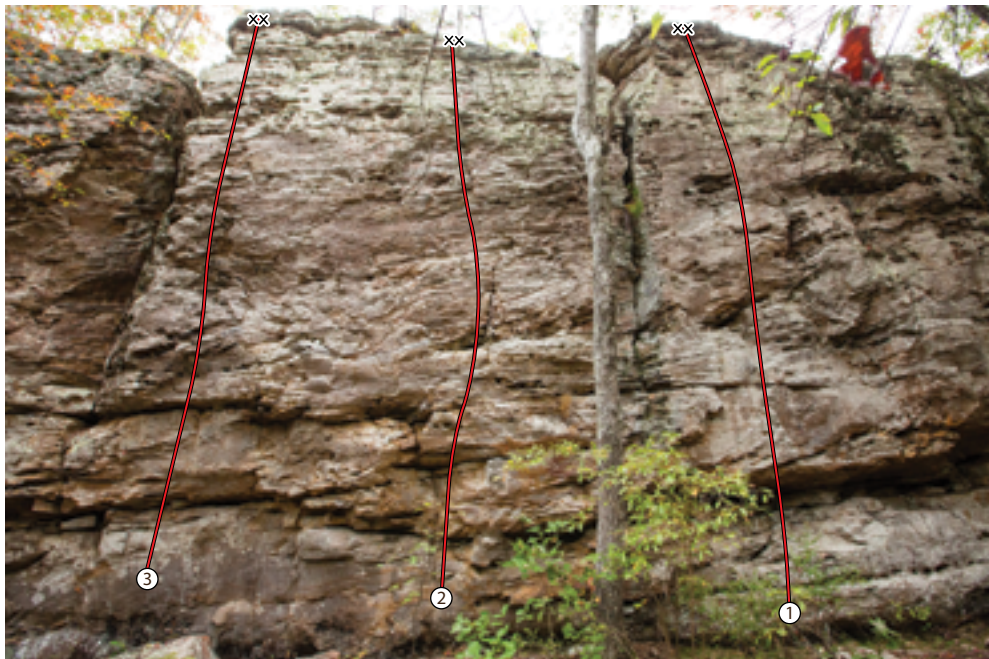
Use the Seven Hollows parking lot described on p12.

**Hike** Take the Seven Hollows Trail. Go left at the split (0.1 miles). After approximately 400 more feet, go right on a climber's access trail that leads through a number of glades and pine for-

ests before dropping into the hollow. The Solution Wall, the only developed roped climbing in V10 Hollow, is located at the trail's southern (far) end. You'll eventually get there, so long as you don't get distracted by the bouldering side trails.

### Solution Wall's 4-star Hit List

**6 Rhythmic Rain 5.10b \*\*\*\***



**1 Anthracite 5.10a \*\*\***   
The best route on the first section of wall. Begin ten feet right of a crack with a triangle flake. Follow awesome jugs and iron bands to the top. Would certainly be a four-star route with just ten more feet of height.  
**6 bolts. Lower-offs. (45')**

FA: Andrew Childs 10/25

**2 Minor Unconformity 5.10b \*\*\***   
Start five feet left of a tree. Head through a short seam lined with a brown iron infusion in the middle of the wall, and then angle left at the top.  
**6 bolts. Lower-offs. (45')**

FA: Joe Larson 10/25

**3 Hartshorne Hustle 5.10c \*\*\***   
Another excellent 5.10. This one climbs the right side of the right-leaning arête. **6 bolts. Lower-offs. (45')**

FA: Andrew Blann 10/25

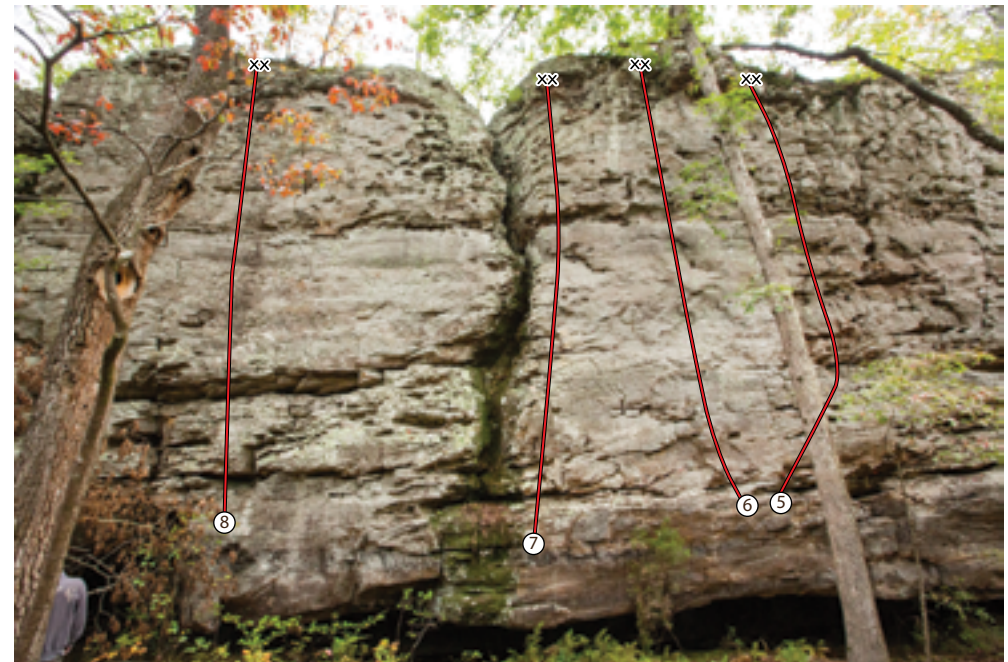
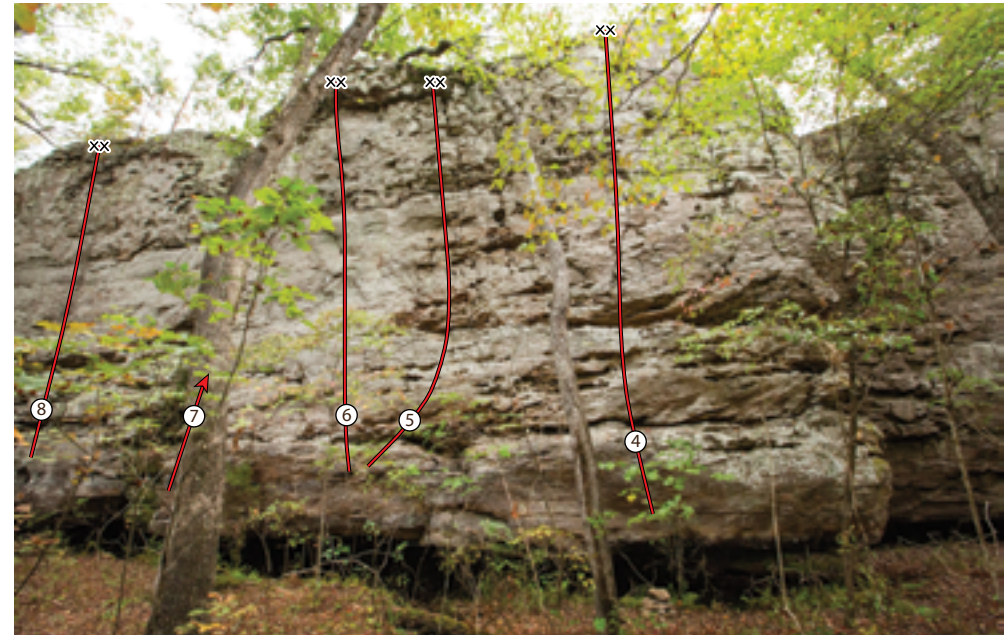
*The next sector is located about 100 feet left of Hartshorne Hustle just around the corner. The undeveloped section before you get to route #4 is currently closed to climbing due to the remnants of a moonshine still below the wall.*

**4 Dipping Beds 5.10a \*\*\***   
Use the rock stack for the crummy start gaining the ledge. The climbing then leads through brilliant, slightly overhanging jugs and iron bands.  
**7 bolts. Lower-offs. (50')** FA: Andrew Childs 10/25

FA: Andrew Childs 10/25

**5 Hearts and Horns 5.9 \*\*\***   
Another super-fun route begins just left of the small waterway/creek feature. Belay from the bridge. The line angles rightward over the water and then trends back left to a wild anchor-clipping iron jug that's shaped like a planter pot. **6 bolts. Lower-offs. (45')**

FA: Joe Larson 10/25



**6 Rhythmic Rain 5.10b \*\*\*\***   
The best 5.10 on a wall chock full of excellent 5.10s shares some starting holds with the previous route before a pocket crux in a beautiful section of blank white rock. **6 bolts. Lower-offs. (45')** FA: Andrew Childs 10/25

**7 Ripple Effect 5.9 \*\***   
A line of jugs on the right side of a mossy, wide crack. A little dirty. **5 bolts. Lower-offs. (45')**  
FA: Andrew Blann 10/25

**8 Kool and the Lisengang 5.10a \*\***   
Dirty climbing on the faint black streak in the middle of the wall. **6 bolts. Lower-offs. (45')**  
FA: Andrew Blann 10/25

**9** Box Work 5.8 ★★    
 The easiest route in V10 Hollow starts at the right end of a series of crazy iron-band swirls at chest level. The climbing is fun and easy, although still a bit dirty as of the time of writing.  
 6 bolts. Lower-offs. (40')  
 FA: Andrew Blann 10/25

*The following two routes are located about one minute past (left of) Box Work.*

**10** Iron Age 5.10a ★★★    
 Incredible pockets on a slightly overhanging gray face. Would certainly get all the stars if it were taller. 6 bolts. Lower-offs. (40')  
 FA: Andrew Blann 10/25

**11** Fold and Thrust Belt 5.10a ★★★    
 One of the best routes at V10—just too short for a fourth or fifth star. Climb the arête before finishing with a cool sequence on the face above. 6 bolts. Lower-offs. (40')  
 FA: Andrew Childs 10/25



Alan Qualls on Rhythmic Rain (5.10b) p35.  
 Fennel



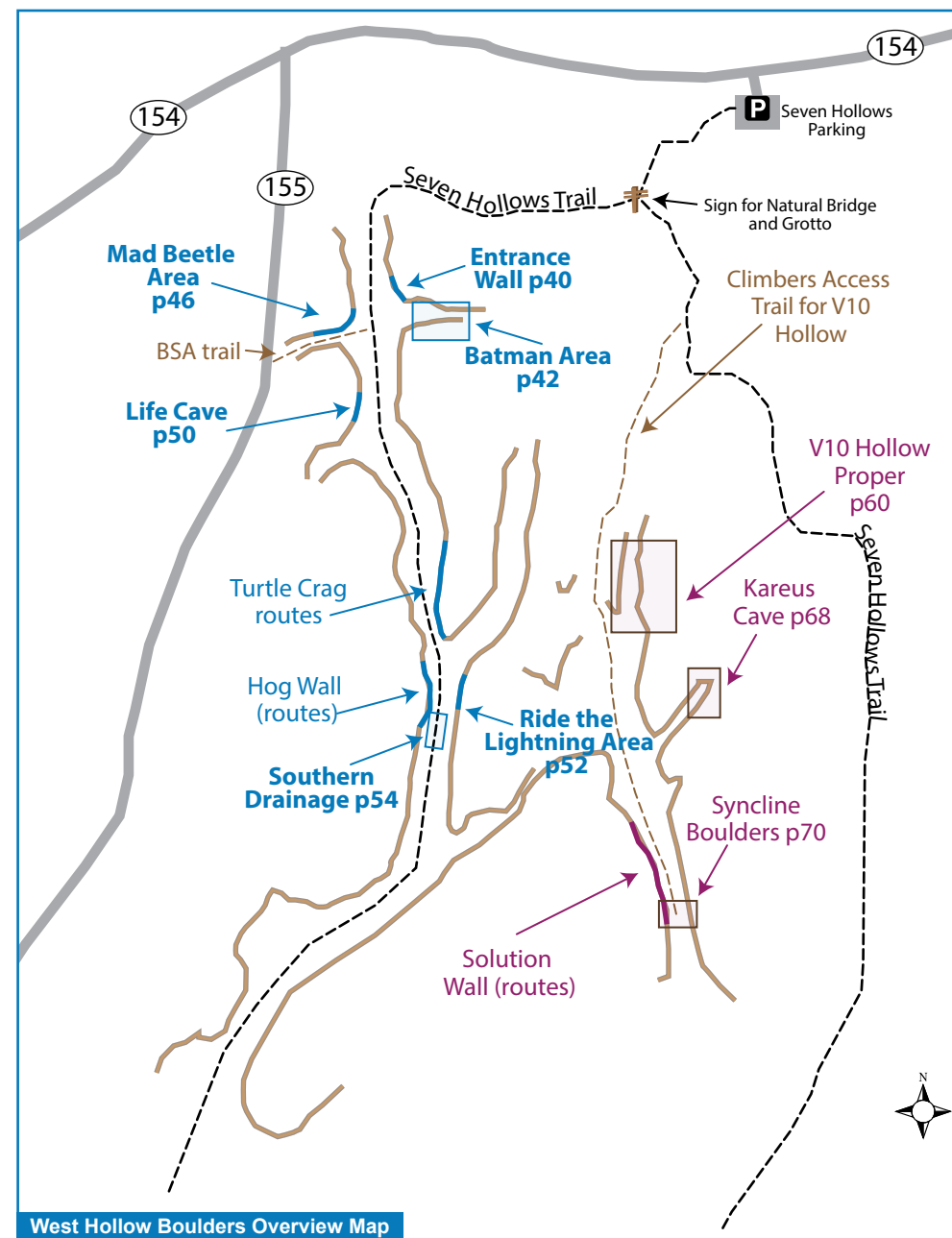
# West Hollow Boulders

**Overview:** Bouldering in West Hollow is currently dispersed between six small areas. As a whole, West Hollow is not as impressive as V10 Hollow (next chapter), though you'll still find many quality problems throughout. Many folks will enjoy warming up at the Batman Area or the newly revamped Southern Drainage, as both are home to a high concentration of easy problems. The Mad Beetle Area and Ride the Lightning boast excellent drop-off problems that stay dry in the rain. Life Cave, another renewed area, is home to perhaps West Hollow's two finest problems: *High on Life* (V5) and the *Life Project*—a likely V11 compression line.

**Conditions:** Like much of the bouldering at PJ, many of the problems here are steep lines to drop-off finishes. Although the lack of topouts does knock a star off the quality ratings, this style does have one perk: the possibility of rain-protected bouldering. Check out the Mad Beetle Area (p46) and Ride the Lightning Area (p52) for wet-weather options.

**General Approach Beta:** As with every area described in this book, each of the West Hollow bouldering areas is accessed via the Seven Hollows Trail and the accompanying parking lot. See "Driving Directions" on p12. More-specific approach details are listed within each crag/subchapter.

Walker Bedell on  
*Prince Albert in a Can* p47.  
© Cole Fennel



# Entrance Wall



6 mins

17  
Problems

## Hike

Take the Seven Hollows Trail. Go right at the split at 0.1 miles. In just 0.2 more miles (0.3 miles total), the trail will parallel a short cliffline on the left. This is the Entrance Wall.

## Entrance Wall's 3-star Hit List

- |                                |                          |
|--------------------------------|--------------------------|
| <b>7</b> Caveman V3 ★★★        | <input type="checkbox"/> |
| <b>16</b> Entrance Exam V3 ★★★ | <input type="checkbox"/> |

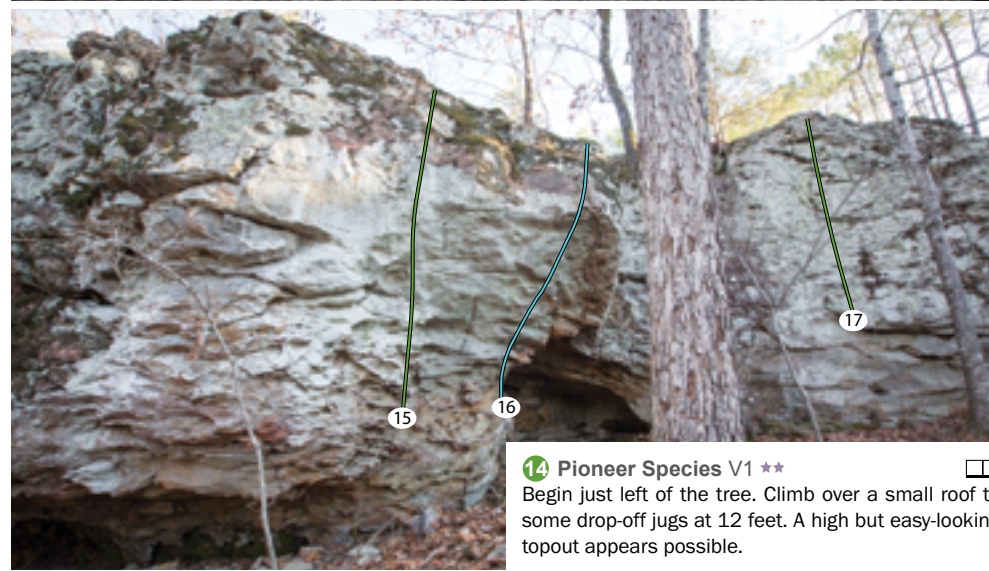
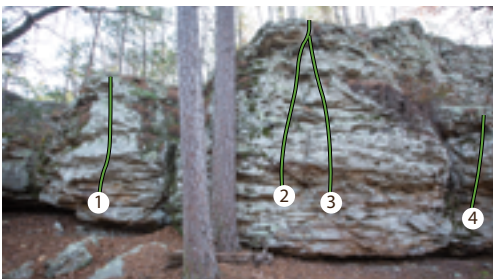
This cliffline zone is the closest area to the parking. That combined with a handful of quality moderate problems makes it a common warm-up zone, especially when combined with the Batman Area (p42). The rock faces west and thus stays shady until afternoon.

**Approach:** Maps: p7, p39, p43.

## Drive

Use the Seven Hollows parking lot described on p12.

- |   |                          |
|---|--------------------------|
| <b>1</b> Old Field V0 ★   | <input type="checkbox"/> |
| Start this small buttress from its bottom-left side on an angling, sloping jug. Interesting holds lead to a slightly high topout. More stars if properly cleaned.                       |                          |
| <b>2</b> Short Straw VB ⊕ ★   | <input type="checkbox"/> |
| Easy terrain starting six feet right of a pine tree. Trend right for the tall but easy and slightly chossy topout.  |                          |
| <b>3</b> Short Leaf V0 ⊕ ★  | <input type="checkbox"/> |
| Start from the lowest jug. Turn a mossy bulge and join <i>Short Straw</i> for its finish.   |                          |
| <b>4</b> Enchinata V0- ★★   | <input type="checkbox"/> |
| Fun jugs just right of the water groove. Drop off after the opening overhang. The easy-looking finish could certainly be cleaned and topped out.  |                          |
| <b>5</b> Greenbrier V1 ★★   | <input type="checkbox"/> |
| Sit-start and head straight over an orange bulge. Drop off above the lip.   |                          |
| <b>6</b> Caveman Left V2 ★★   | <input type="checkbox"/> |
| Begin in the back of the cave with a right sidepull feature. Climb out the left side and drop off at a jug just above the lip.  |                          |
| <b>7</b> Caveman V3 ★★★   | <input type="checkbox"/> |
| Start with the first two moves of <i>Caveman Left</i> but follow an awesome rail rightward across the ceiling to link into <i>Caveman Direct</i> for its exit.                          |                          |
| <b>8</b> Caveman Direct V4 ★★   | <input type="checkbox"/> |
| Sit-start in the slot on the right side of the cave. Slap out—or underling and reach—to a good right hand, and then continue with flakes to drop-off jugs about two feet above the lip. |                          |



- |  |                          |
|--|--------------------------|
| <b>9</b> Crimps Over Dynos V3 ★★   | <input type="checkbox"/> |
| Begin with the obvious sloping rail about 15 feet right of the cave. Reach left to a bad crimp and stick the lip.  |                          |
| <b>10</b> Jason's Dyno V5 ★★   | <input type="checkbox"/> |
| This eliminate problem hucks from the starting sloper to a double-clutch snag of the lip. FA: Jason Cook   |                          |
| <b>11</b> Slopers Over Dynos V3 ★★   | <input type="checkbox"/> |
| From the shared rail, bust right to another sloper to reach for the lip.   |                          |
| <b>12</b> Ephemeral V1 ★★  | <input type="checkbox"/> |
| This problem is easily identified by the stacked marbles hold. Begin 20 feet right of the previous with a high jug; grab the marbles and crank to some drop-off jugs. Could easily be topped out.  |                          |
| <b>13</b> Old Man Lichen VB ★★   | <input type="checkbox"/> |
| Follow jugs just right of the chimney/water groove. Obvious drop-off at 12 feet.   |                          |
| <b>14</b> Pioneer Species V1 ★★  | <input type="checkbox"/> |
| Begin just left of the tree. Climb over a small roof to some drop-off jugs at 12 feet. A high but easy-looking topout appears possible.  |                          |
| <i>The following three problems are located about 20 feet right of the huge, low roof that marks the right end of the Entrance Wall. With no good downclimbs in the vicinity, the easiest option is to walk right on top of the cliffline and use the downclimb or walkdown for the Batman Area (p42).</i> |                          |
| <b>15</b> White Lichen V2 ★★   | <input type="checkbox"/> |
| Nice white rock. Start with low jugs and climb past a cool pocket sidepull.  |                          |
| <b>16</b> Entrance Exam V3 ★★★   | <input type="checkbox"/> |
| An excellent problem. Start low with one of the chossy-looking jugs. Move past a cool pinch and mini-chickenhead knob for a big lip move. A tricky mantel exit awaits.   |                          |
| <b>17</b> Rootless V0 ⊕ ★★★  | <input type="checkbox"/> |
| The taller section of stone right of the EE has an excellent moderate. Start matched on an undercling.   |                          |

# Batman Area



7 mins

25  
Problems

## Hike

Take the Seven Hollows Trail. Go right at the split at 0.1 miles. In just 0.2 more miles (0.3 miles total), the trail is now paralleling a short cliffline on the left. Look for a climber's access trail just past where the cliffline starts to trend left away from the trail. This short spur trail breaks left and leads into the Batman area.

## Batman Area 4-star Hit List

21 Batman V4 ★★★★★



This moderate zone is known for its namesake problem, *Batman* (V4). Aside from this excellent prow, the area is loaded with easy beginner problems that make it both a great place to warm up and to take new climbers. In addition, this wall is tied for the shortest approach, as it's basically an extension of the Entrance Wall (previous subchapter). Expect great sunshine for the Batman Wall itself and pockets of shade amongst the other few problems.

**Approach:** Maps: opposite page, p7, p39.

## Drive

Use the Seven Hollows parking lot described on p12.

## Poison Ivy Boulder (problems 1-3)

This freestanding boulder is the first prominent block encountered on the climber's access trail that leads from the Seven Hollows Trail to the Batman Wall.

### 1 Ivy V2 ★★★



The classic line up the boulder slaps out the excellent, steep left arête. Start under the overhang at the shared jug. You can protect the uneven landing with three pads.

### 2 Urush Oil V2 ★★



From the shared-jug start, reach out right to the point and then top out just to its right. Fun climbing with some hollow holds. Tread lightly.

### 3 Toxicodendron V1 ★



The easier version of *Urush Oil* starts with a jug on the right arête, and then angles through big holds.

## Batman Wall (problems 4-23)

The Batman Wall is on the cliffline on the left just past the Poison Ivy Boulder. It is an extension of the Entrance Wall (see previous subchapter). This wall faces due south.

### 4 Culex V0- Ⓡ★★



The left arête of this mega-highball wall is fun and harder than it looks. Start from a high jug just right of the arête. Move right on the midway ledge for the super-high but much easier topout.

### 5 Skeeter VB ⓇⓇ★★★★



The middle line is the proudest—and scariest—problem on the wall. Follow awesome plates and seams that lead straight up for the highest topout. The 5.9 crux climbing is around midway up. Fortunately, the topout is a little easier.



### 6 Aedes VB Ⓡ★★



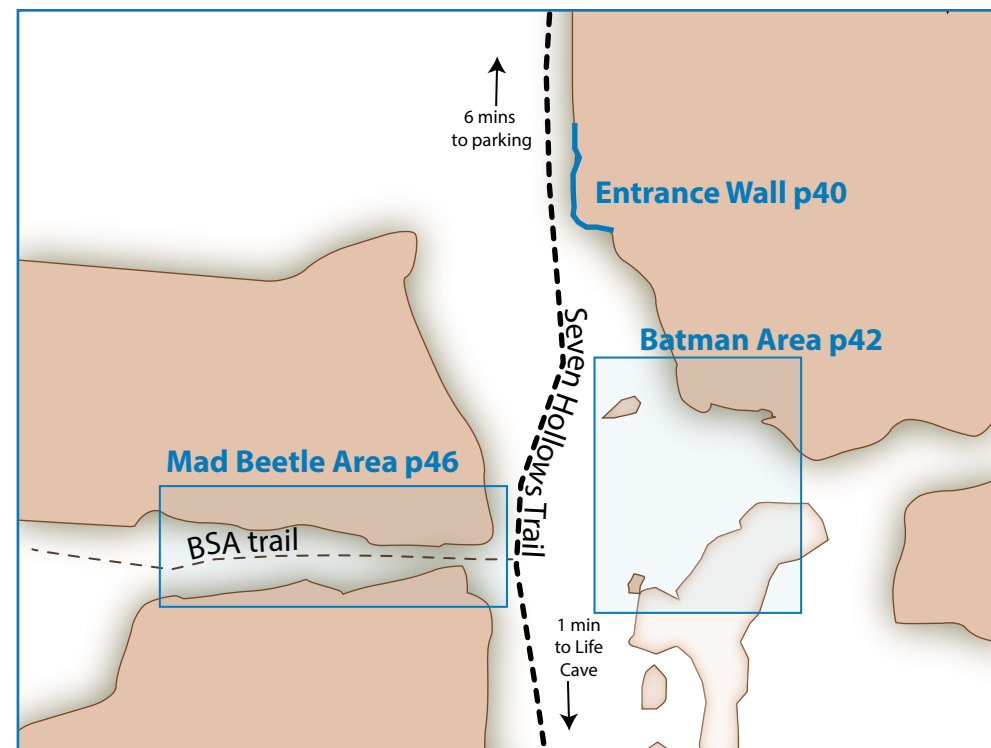
Low-angle climbing right of center on the wall. A super-high direct topout is possible, but most folks escape right on the ledge to join *Mosquito Assassin* for a slightly less intimidating finish.

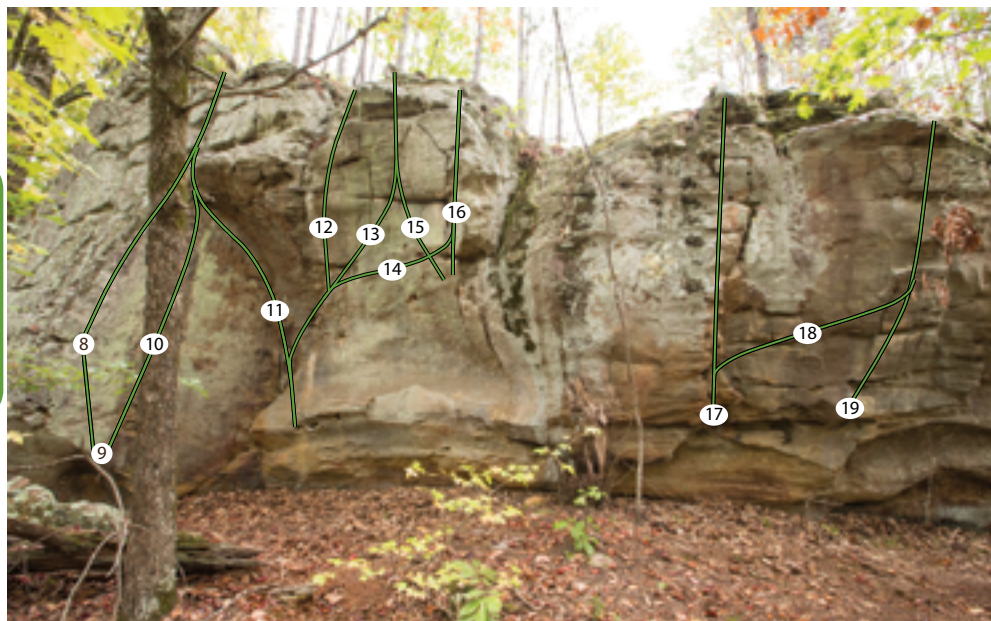
### 7 Aqua Man V6 ★★



This long traverse of the Batman Wall starts on *Aedes* and traverses all the way into *Batman*. The original crux was circumnavigating a large tree left of *Myotis*. Thanks to Mother Nature, only the stump remains, though some cleaning and traffic will be needed for a consensus on the grade and quality, as this was not climbed while researching this book. This line is omitted from the photo topo.

FA: Mike "The Dude" Wintroath



**8 Mosquito Assassin** VB \*\* 

Climb the right side of the juggy arête. Slightly highball but super easy at the top.

**9 Mosquito Assis** V1 \* 

Sit-start *Mosquito Assassin*.

**10 Backwards Knees** V2 \* 

Climb the face between the *Mosquito Assassin* arête and the *Hibernaculum* dihedral, avoiding both of those features until the top of the face. Quite an eliminate and hard on the fingers.

**11 Hibernaculum** V0 \*\*\* 

This awesome, left-arching dihedral starts sitting with a cool pinch pocket. Join *Bat Signal* at the top.

**12 True Flight** V1 \*\* 

Start as for *Hibernaculum*, but then move right at the top of the corner, topping out just right of a crack/runnel.

**13 Guano Gold** V1 \* 

Stop *The White Nose Syndrome* short by topping out on *True Flight*.

**14 White Nose Syndrome** V1 \*\*\* 

Link up the *Hibernaculum* to the *Rule the Roost* via an awesome traverse on great stone.

**15 Destructans** V1 \*\* 

Veer left from the start of *Rule the Roost* on awesome pockets and slots to top out in the middle of the formation.

**16 Rule the Roost** V0+ \*\*\* 

Start with the obvious high plate and climb through more plates, topping out on the right side of the formation.

**17 Myotis** V1 \*\*\* 

Climb straight up from the obvious orange flake.

**18 Myotis Traverse** V0+ \*\* 

Traverse from the *Myotis* into *Pipistrelle*.

**19 Pipistrelle** V0+ \*\*\* 

Squat-start on an obvious jug. Excellent plate-pulling and progressively smaller features.

**20 Topsy Turtle** V5 \*\* 

This poddy and sharp finger crack starts off double underclings just right of *Pipistrelle*. The top needs to be recleaned.

*The downclimb for all the problems in this area is just left of Batman. Wiggle down the chimney formed by the Batman prow and the main wall.*

**21 Batman** V4 \*\*\*\* 

An awesome overhanging prow that would be considered a mega-classic if it weren't a slight eliminate. Start under the prow on the left wall with a right triangle and a left pinch. Climb into the prow using heel-toe cams and feet on the left. Once you reach the flat jug, the left wall is no longer "on." Top out slightly to the right. Given its historical stature, Batman certainly warrants four stars; however, its somewhat contrived nature will assuredly invite the purists to dock that fourth star every time. FA: Rich Mcdade

**22 Monkey Wunkey** V5 \*\*\* 

*Batman's* sidekick is arguably as good. Start as for *Batman*, but then climb straight out and around the roof, topping out on the right side of the tree.

**23 Echo Location** V2 \*\* 

This isolated problem begins about 20 feet right of *Batman*. Start with low jugs and feet under a small roof. Awesome iron-band crimps lead up the face.

**Flight Boulder (Problems 24-25)**

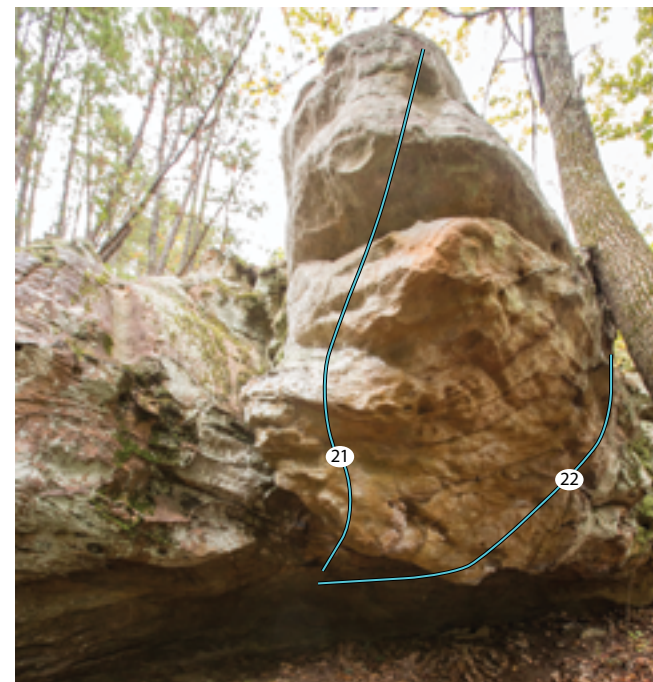
*This roof faces the Batman Wall about 80 feet downhill. Multiple other problems have likely been climbed on this boulder.*

**24 True Flight** V2 \*\*\* 

Span the roof from the obvious low jug on the left and surmount the lip, climbing through awesome chocolate iron-band swirls.

**25 Project** 

The right side of the roof has an obvious line. It has probably been climbed in the past.



# Mad Beetle Area



16  
Problems

This steep drop-off wall is basically a westward extension of the Batman Area (p42). Expect the rock in between to be developed soon, virtually connecting the zones. Don't miss the awesome roof climbing on *Prince Albert in a Can* (V6). Aside from this classic, the Mad Beetle Area offers a few semi-classic easier problems along with one V7 and one V8. All the climbing stays dry in the rain and gets great sun throughout the day.

**Approach:** Maps: this page, p7, p39.

## Drive

Use the Seven Hollows parking lot described on p12.

## Hike

Take the Seven Hollows Trail. Go right at the split at 0.1 miles. In just 0.3 more miles (0.4 miles total), locate the marked Boy Scout (BSA) Trail on the right. All the described boulder problems are located on the short, overhanging cliffline on the right side of this junction. The problems are described left to right. *The Girdler* (problem #2) sits about 100 feet up from the trail junction.

## Mad Beetle Area 4-star Hit List

9 Prince Albert in a Can V6 \*\*\*\*



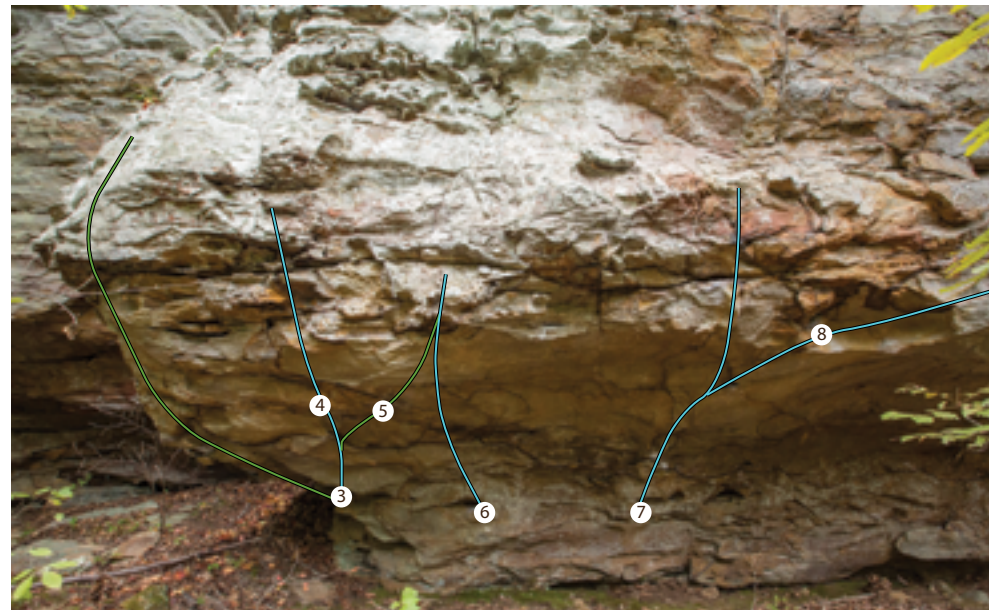
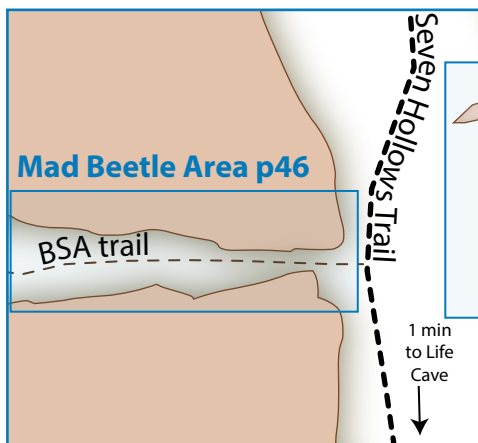
### 1 Sleeping Beauty V6 \*\*\*

This super-lowball roof is a sleeper...literally, try not to fall asleep under there. Jokes aside, this semi-classic is redeemed by great movement. An awesome opening sequence begins from a good fingerlock slot. Turn the lip and continue with sloping bulges. This problem is located about 50 feet left of the Mad Beetle Wall Proper (*The Girdler*; problem #2).

FA: Brent Stipsky

### 2 The Girdler VB \*

The easiest problem on the wall starts just left of the *IPS* arête. Follow excellent, swirling jugs in dark rock. Top out on the section to the right, and then downclimb the problem or finish left in the chimney.



### 3 IPS V0 \*\*\*

Follow huge holds out the steep arête from a sit-start on an obvious horn. Top out on the left side of the feature and downclimb *The Girdler*.

### 4 Caligrapha V3 \*\*

Share the *IPS* starting horn but move right to a chocolate iron-band jug. Climb straight out from here, finishing on the right side of the arête. Drop off or top out and then downclimb *The Girdler*.

### 5 Upcycling V2 \*\*

Climb the first move of *Caligrapha* but continue right into *Firefly*.

### 6 Firefly V4 \*\*\*

Eviscerate awesome slots and pockets from a jug sit.

### 7 Metamorphosis V5 \*\*

Sit-start on a low, sloping jug. Move past stacked mini-pinches and stab for the slot. Drop off at the lip.

### 8 Complete Metamorphosis V5 \*\*

Continue *Metamorphosis* by traversing the lip into *Prince Albert*. Slightly more difficult than *Metamorphosis*.

### 9 Prince Albert in a Can V6 \*\*\*\*

The undisputed classic of the area, and one of the best problems in this edition of the book. Start with the rounded sloping jug and move left through the flake to the sick pinch sidepull. Huck for the lip or stay tight for the static version.


**10 Whirligigs V1 \*\*** 

Start with an obvious jug on the right side of the giant hueco that marks the middle of the wall. Angle right on good holds, dropping off after matching the right-hand knob.

**11 Bombardier Beetle V3 \*\*\*** 

Start with a jug at chest height and traverse left through an awesome rose move to reach the closed seam and a mouth-jug drop-off.

**12 Hercules Beetle V8 \*\*** 

Climb straight up from the start of *Bombardier Beetle* past a shallow and punishing two-finger pocket.

**13 Goliath Beetle V7 \*\*** 

Another chest-height jug start. A couple of bad pinches lead to a drop-off jug at eight feet.

**14 Mad Beetle V5 \*\*\*** 

Start on the left side of the hueco shared with *Beetle Traverse*. Move slightly left, climbing through a series of slopers before topping out in the scoop. Hop down from here.

**15 Beetle Traverse V1 \*\*\*** 

This excellent traverse starts in an obvious large hueco. Head right through pockets and jugs for about ten feet before finishing straight up just right of the tree. Most will just drop off, but the topout looks easy and fun—just in need of some cleaning.

## Development | by Ryan Whited

I recently visited an observatory to catch a glimpse of Saturn at an opportune moment in time. What struck me most wasn't just the distant, ringed planet, but the quiet reverence shared by a hundred or so people gathered together in the dark.

Without any prompting, we all whispered. Somehow, instinctively, we knew there was a kind of embedded sanctity in that moment and in that place.

The decade or so I spent with a small group of friends bouldering at Petit Jean State Park evoked a similar feeling within our little motley crew.

Bouldering in the early days (1970s–1990s) was a subversive, counter cultural, almost monastic endeavor—pursued by a select group of “called” dropouts. Yet as far back as the 1800s, mountain athletes had been using bouldering as a training tool for grand adventures in the high ranges. It wasn't until the 1970s and '80s that it began emerging as a sport unto itself—and not until the 1990s that it truly came into its own.

At that time, bouldering demanded rare qualities of character: solitude, a healthy interior life, and the willingness to wander endlessly over every hill, holler, and creek in search of the undiscovered “King Line” or the perfect problem.

It wasn't about recognition—it was art for art's sake. It required a quiet will of iron to develop the strength and power needed to execute the gymnastic and subtle movements that define bouldering.

It was soul craft—a practice where the goal was less about conquest and more about self-development.

I was fortunate enough to begin my bouldering life during a magical time. After a couple of years, though, it became painfully clear that the times were changing.

More folks began calling themselves “boulderers” exclusively—something that once drew confused looks from traditional climbers. We didn't yet understand the magnitude of what was unfolding: the shift from the quiet woods to a full-blown movement.

At Petit Jean, that quiet sanctity endured for a while longer. We knew our time there was precious—and likely borrowed. In the 1990s, fewer than ten of us climbed there regularly.

The ethic we held and the ethos we developed collectively was that of purists. We had witnessed other branches of climbing struggle with access issues, terrain modifications, and infighting—and we wanted no part of that.

We abided by the spirit of the law. It was woven into the beauty and history of the landscape we found ourselves in every week. We moved lightly, recognizing the historical value of the rock art found throughout the park, and appreciating the flora and fauna unique to the area as well.

This little gem, held within the heart of the Diamond State, is the keeper of some of the most pristine bouldering in the country. I'm thankful for every day spent there with my friends.

**16 Mechanic Man V5 \*** 

Erroneously listed in the previous version of this guide as *Burrowing Beetle*—and originally climbed as a joke—this heinous lie-down begins matched in a slot with your body slid under the rice burner-sized roof. A couple of hard cranks lead into the *Beetle Traverse*.

# Life Cave



8 mins



8 Problems

split at 0.1 miles. In just 0.3 more miles (0.4 miles total), locate the marked Boy Scout (BSA) Trail on the right (previous subchapter: Beetle Area). To access the Life Cave, continue on the Seven Hollows Trail about 150 feet past this junction to a cool roof on the right where the cliffline breaks away from the trail. The climbs are described from right to left, with The Loaf (problem #1) starting just a few feet off the trail.

## Life Cave's 4-star Hit List

- |   |                      |                          |
|---|----------------------|--------------------------|
| 5 | High on Life V5 **** | <input type="checkbox"/> |
| 6 | Wheel of PJ V6 ****  | <input type="checkbox"/> |
| 4 | Life <i>Project</i>  | <input type="checkbox"/> |

Although new for the updated edition of this book, most of the problems at this excellent area were likely climbed by prior generations. The zone is characterized by a fantastic roof problem, *High on Life* (V5), and its low start, the *Wheel of PJ* (V6), both of which are not to be missed. Perhaps just as impressive is the *Life Project*: a sick, undone compression feature unexplored by the PJ OGs. The climbing sees sun for much of the day.

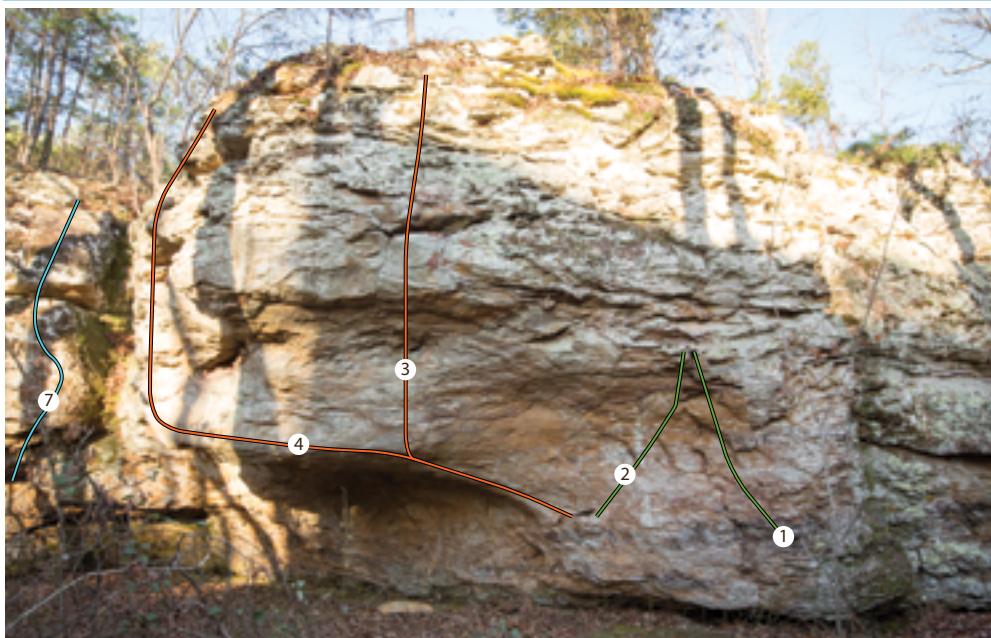
**Approach:** Maps: p7. p39.

### Drive

Use the Seven Hollows parking lot described on p12.

### Hike

Take the Seven Hollows Trail. Go right at the



#### 1 The Loaf V0 \*

Sit-start with a right-hand loaf and a left sidepull. A hard move off the ground leads to a few jugs and a drop-off.

#### 2 Easy Out V1 \*\*

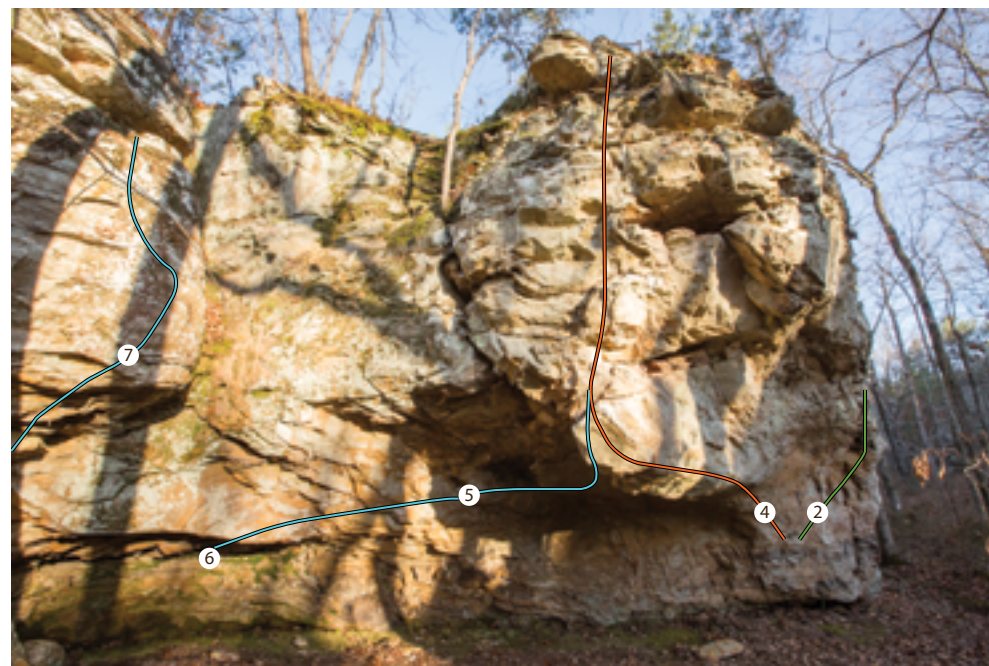
Use the shared start but angle right into the *Loaf's* finish.

#### 3 Life Indirect *Project*

Start the *Life Project*, but head straight up past a jug after the first few moves. The topout needs to be cleaned.

#### 4 Life *Project*

This proud compression line is arguably the most impressive undone line in the area. Sit-start with a pocket and a crimp right of the hanging prow. Work left through crimps and underclings to access the overhanging squeeze. Share the finish with *High on Life*. Expected to be roughly V11.



#### 5 High on Life V5 \*\*\*\*

One of the best problems in this book accesses the aforementioned prow on the *Life Project* via some awesome climbing on the left side. Start matched on an undercling out left and work right into the prow. The topout is a little tall but relatively easy and with a flat landing.

#### 6 Wheel of PJ V6 \*\*\*\*

This low start to *High on Life* tacks on some excellent V4 climbing, adding a bit of pump. Sit-start under the roof on obvious jugs. Stick the roof and traverse the lip into *High on Life*. Because it's arcing in nature, this problem packs about 20 hand moves into the mere 10-plus linear feet between the start holds and the lip—hence the “Wheel” moniker.

#### 7 Buteo V3 \*\*

Start in the narrow slot under the roof and climb out the right side of the smooth bulge. Top out in the groove or hop down from the ledge. The water groove and right wall are “off.”

#### 8 Accipiter V1 \*\*\*

Start in the right of the two holes on the left. Traverse cool swirl jugs into the left side of the bulge. Drop off or top out in the groove.



# Ride the Lightning Area



12-15 mins

16  
Problems

split (0.1miles). After approximately 12 total minutes (0.6 miles), the Seven Hollows Trail veers left and crosses the creek, breaking away from the right cliffline (the Hog Wall). The climbing described below begins on the steep gray wall just past the creek crossing. The very first chalk you'll encounter is *Thunder*.

## Ride the Lightning Area 3-star Hit List

6 Old Problem Right V3 ★★★	<input type="checkbox"/>
10 Microburst V3 ★★★	<input type="checkbox"/>
16 Virga V4 ★★★	<input type="checkbox"/>
8 Ride the Lightning V5 ★★★	<input type="checkbox"/>
12 F5 V5 ★★★	<input type="checkbox"/>
4 Funnel Cloud V8 ★★★	<input type="checkbox"/>

The Ride the Lightning Area is comprised of a collection of drop-off problems at the base of an impressive gray wall that may one day have a few sport routes. The sport climbing on the Rainbow Walls (p28) begins just right of the last problem listed here. None of the problems are true standouts, but each is worth climbing in its own right—and they all have relatively flat landings. The name came about during the inaugural development session, when a number of the problems were established during a wicked thunderstorm. Expect late-day sun and dry problems even on the rainiest days.

**Approach:** Maps: p7. p39.

### Drive

Use the Seven Hollows parking lot described on p12.

### Hike

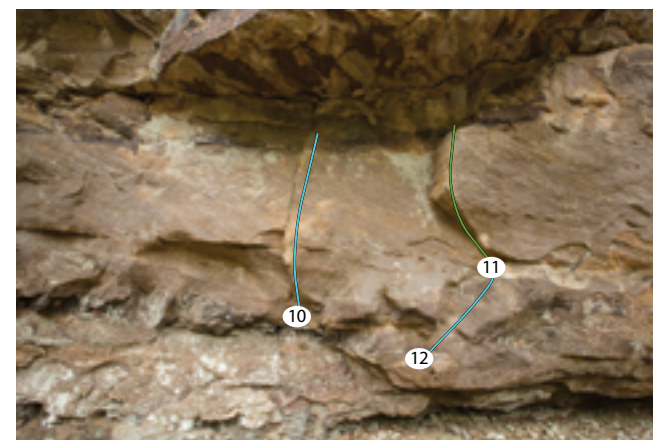
Take the Seven Hollows trail. Go right at the



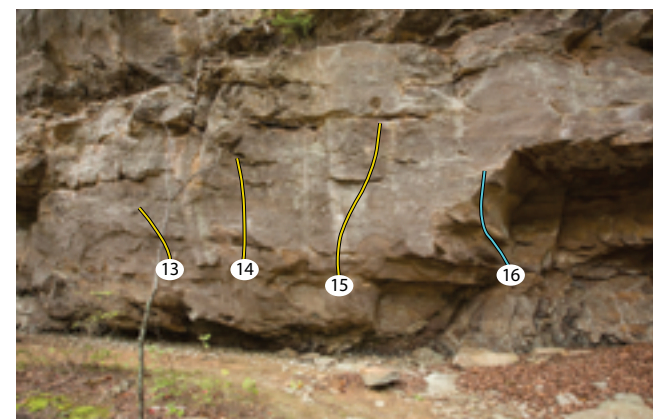
- 1 Thunder V2 ★★**   
Start matched in the low pocket. Turn the mini-roof and drop off at the horizontal crack.
- 2 Left Project**   
Start on the obvious, low jug rail. Grab a weird crimp before angling left.
- 3 Right Project**   
Start as for *Project Left* but head right into *Funnel Cloud*.
- 4 Funnel Cloud V8 ★★★**   
Start with a chest-high undercling under the roof and work into the hanging arête feature. Powerful and tension. Drop off at the top of the arête.
- 5 Frujita V3 ★★**   
Same start as the next problem, but avoid the arête feature via a crimp and jug out left. Drop off under the roof.
- 6 Enhanced Frujita V3 ★★★**   
Start with an obvious left jug pocket and a right undercling. Slap up the arête feature on the right. Drop down at the first roof.
- 7 EF3 Traverse V3 ★★**   
Start in the corner matched on an undercling formed by the crack. Traverse left past another undercling to access the arête on *Enhanced Frujita*.



- 8 Ride the Lightning V5 ★★★**   
The area namesake climbs the faint arête feature on the left side of the wall. Sit-start with a right-hand jug. Move left toward the black pocket and then straight up, passing a bad arête sloper. Drop off from the horizontal at the base of the roof.



- 9 The Storm V5 ★★**   
Start on a black sidepull jug. Climb past a crescent hold to a drop off.
- 10 Microburst V3 ★★★**   
An excellent seam starts with a sidepull jug and ends at the roof.
- 11 Twister V2 ★★**   
Start with stacked crimps and move left into the hanging arête. Drop off from a jug on top of the arête.
- 12 EF5 V5 ★★★**   
The sit-start to *Twister* is better. Begin matched on a good edge and span right into *Twister*.



- 13 Wildfire V9 ★★**   
The hardest problem on the wall starts with a couple of right facing crimps. One more bad crimp leads to a drop-off jug.
- 14 Convection V7 ★★**   
From dueling jug pockets climb past a small set of crimps with a long crux to reach to the drop off.
- 15 Updraft V7 ★★**   
Start with opposing edges and move into a good slot before crushing a bad left crimp. Drop off at the jug just after a long move.
- 16 Virga V4 ★★★**   
Follow the left-trending jug rail from an obvious flake start. Bust one big move at the end of the flake. Drop off here.

# Southern Drainage

This concentration of freestanding blocks hosts the best collection of moderate problems in this book. Of the 40 problems listed here, none are harder than V4 and many are three and four stars, creating a must-stop warmup or moderate sessioning area. At the top of this list should be the Peticomb Boulder, one of Arkansas' best beginner-level boulders. Newbies beware: Although all the Peticomb problems are modest in grade, most have high, committing topouts. The area generally gets good sun, although most of the problems face west and as such don't hit the sun until midday.

**Approach:** Maps: p7. p39, opposite page.

## Drive

Use the Seven Hollows parking lot described on p12.



15 mins

40  
Problems

## Hike

Take the Seven Hollows Trail. Go right at the split (0.1 miles). After approximately 12 total minutes (0.6 miles), the Seven Hollows Trail veers left and crosses the creek, breaking away from the right cliffline (the Hog Wall). The freestanding boulders of the Southern Drainage are located along the trail about two minutes past this landmark and roughly one minute past the cliffline bouldering at Ride the Lightning (previous subchapter; p52).

## Southern Drainage's 4-star Hit List

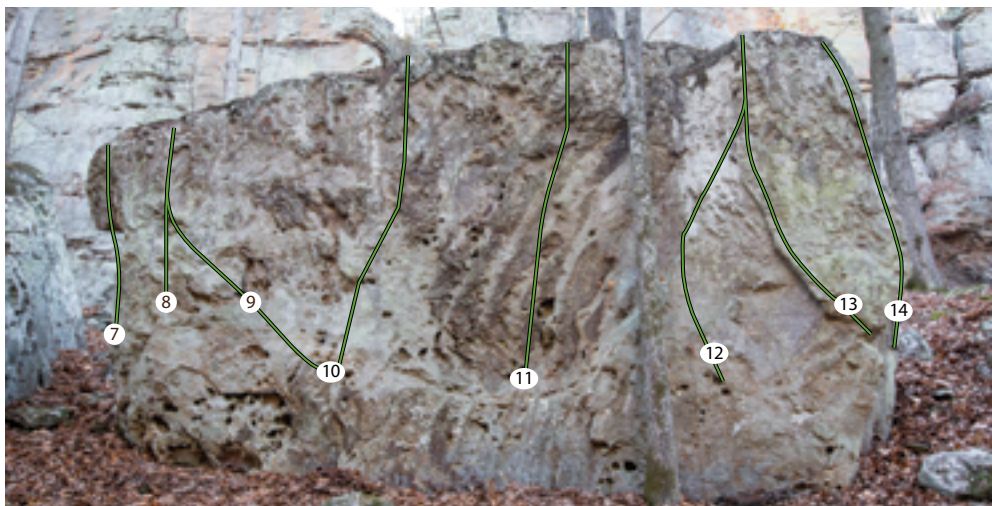
14 Peticomb Arête V0	★★★★	<input type="checkbox"/>
11 Bald Face V0	★★★★	<input type="checkbox"/>
10 Pocket of Destiny V1	★★★★	<input type="checkbox"/>
13 Peticomb V2	★★★★	<input type="checkbox"/>



## Bee Boulder (1-5)

*This short boulder is the first substantial boulder in the drainage. It's located on the left (east side) side of the trail when approaching.*

- 1 Sweat Bee Traverse V3 ★★**   
Lip traverse left to right, starting from a sit with a good left sidepull. Finish on *Cuckoo Wasp*.
- 2 Halictid V2 ★★**   
SDS with two good edges. Stick a pocket and top out straight up.

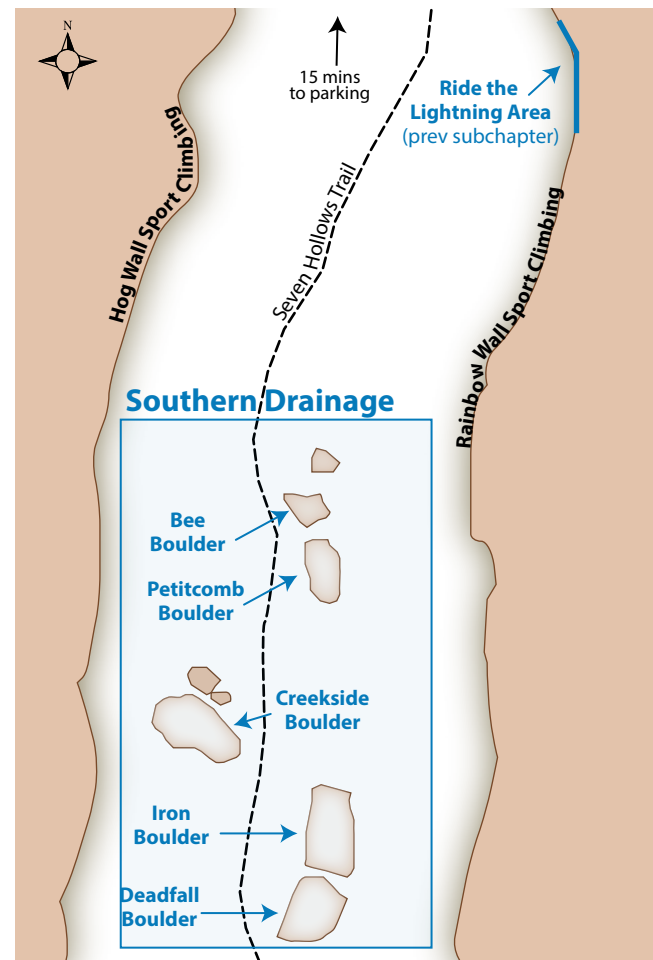


- 3 Honey Bee V3 ★★**   
Begin sitting with an assortment of pockets in the middle of the boulder. Bust left and then straight up, topping out at the boulder's high point.
- 4 Cuckoo Wasp V4 ★★**   
Start as for the previous but stick a hard undercling move up and right to the lip.
- 5 Mini-Bee V1 ★★**   
Sit-start in a crack feature for a couple of fun layback moves.

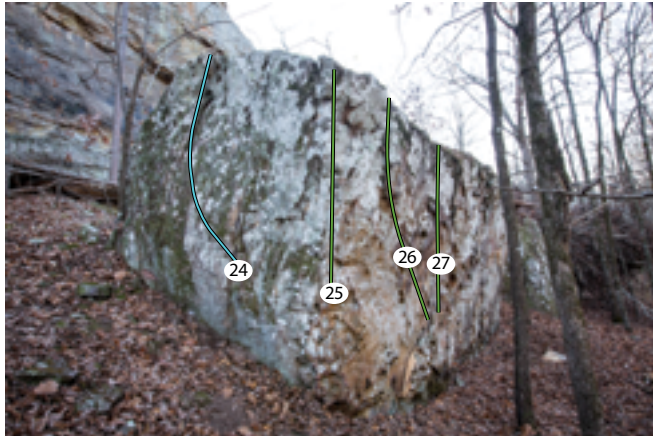
## Peticomb Boulder

*This incredible moderate boulder is packed full of slightly highball classics on quintessential Petit Jean iron formations. Fortunately, the landings are relatively flat, though the problem's height alone will warrant at least two large pads.*

- 6 Glossa Left VB ★**   
Climb *Glossa* but exit on the left side.
- 7 Glossa V0- ★★**   
The left arête. Start standing with a hand on each side. Top out on the right side of the prow for a fun but intimidating finish.
- 8 Waggle V0 ★★**   
Climb the left side of the face from a high jug.
- 9 Waggle Dance V1 ★★★**   
Start with *Pocket of Destiny* and traverse pockets left into *Waggle*.
- 10 Pocket of Destiny V1**   
★★★★  
Squat-start with low pockets and head straight up the center of the boulder, aiming for a somewhat obscured, patina-lined jug pocket that comprises the final two intimidating moves. Slightly highball.
- 11 Bald Face V0**   
★★★★  
This proud face climbs awesome features just left of the tree. Start on the low rail and venture up to the high, exciting crux sequence.
- 12 Propolis V2**   
★★★★  
Begin just right of the tree with a good left undercling. Head straight up white rock using the rail feature behind the tree. Merge with *Peticomb* at the top.



- 13 Peticomb V2**   
★★★★  
The proudest line on the boulder follows the left-angling flake feature. Unlike the other four-star classics to the left, this one has its crux down low, although the topout is still quite high.
- 14 Peticomb Arête V0**   
★★★★  
The right arête climbs brilliant features to a high topout. Squat-start in a mini-corner.
- 15 The Larva VB ★★**   
Stand-start with a good right sidepull and move into super-easy terrain on the right. Dirty but good climbing.



### Creekside Boulder (16-23)

*This is the only boulder in the drainage that's on the right (west) side of the approach trail. If you are familiar with the roped climbing, it's directly below the route Blast from the Past (p27).*

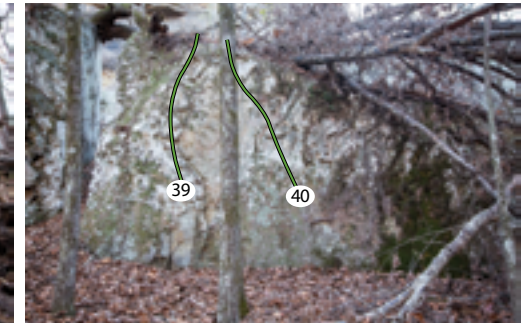
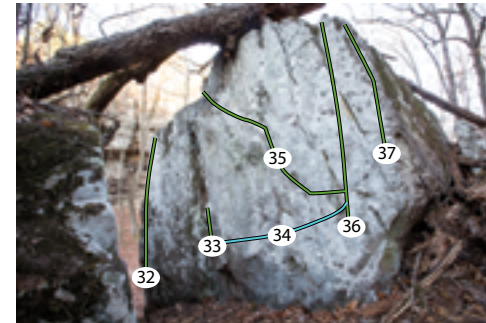
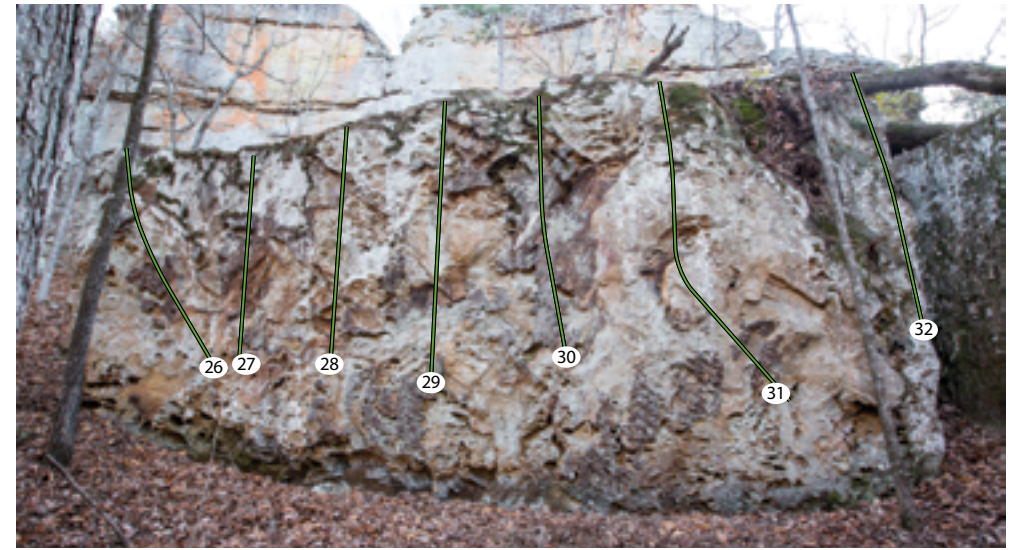
- 16 Sora V0 \*\***   
Sit-start and traverse left to right on a jug rail to the apex, sharing The Rail's topout.
- 17 Rail V2 \*\*\***   
The best problem on the boulder sit starts in the middle. Crank to a rail for an opening crux and follow it left to the arête.
- 18 King Rail Project**   
Sit-start with a right-facing gaston rail and stab to the crimp rail on Black Rail.

- 19 Black Rail V2 \*\***   
Start matched on the obvious crimp rail at head height and climb into the scoop.
- 20 Creek Arête V1 \*\***   
Sit-start with angling jugs on the arête's right side. Angle right into a juggy, left-leaning crack system.
- 21 Creek Stand VB \*\***   
The easier version of Creek Arête climbs the left-angling crack from a stand start.
- 22 Headwater VB \***   
Climb the right side of the slab, just left of a faint arête.
- 23 Creekside V1 \*\***   
Begin sitting on the downhill side of the boulder just outside the creek bank. Left-angling features lead to an obvious jug at the top of the arête. Fun, but needs cleaning.

### Iron Boulder (24-37)

*Although this excellent moderate boulder is a step down from the Pettitcomb Boulder in terms of height and rock quality, the moderates are nevertheless super fun— just expect some cleaning up over time. This is directly below the famous sport route Clockwork Orange (p30).*

- 24 Iron Ore Traverse V4 \*\***   
The sole problem on the north (left) face of the boulder starts sitting in a vertical crack feature about five feet left of the arête. Use good sidepulls to move left into a seam.
- 25 Iron Arête V0- \*\***   
Sit-start with opposing sidepulls on each side of the arête. A couple of jugs lead to a topout on the right side.
- 26 The Iron Lung V0 \*\*\***   
Start at the left end of the obvious flake and angle left through iron-coated jugs, aiming for horn near the arête. Top out straight up.
- 27 Oxidation V0 \*\***   
Start on the low flake system and climb straight through dark iron rock.
- 28 Reduction VB + \*\***   
Start with an obvious jug and climb straight through some orange choss at six feet.
- 29 Heavy Metal V0 + \*\***   
Head straight up from a sit-start on good pockets.



- 30 Iron Sharpens Iron V0 + \*\***   
From an obvious jug at chest height, follow amazing iron-coated holds to the top. Tread lightly, as some of these formations are a bit fragile.
- 31 Rust V0 \*\***   
Start with low opposing sidepulls just left of a tree. Move slightly left, and then head up past a broken jug feature to a dirty top out.
- 32 Heavy Metal VB \*\***   
The right arête. Start with a jug on the left and a right hand on the right. Sick jugs up the arête, but quite dirty.
- 33 Metal Crack V1 \*\***   
Climb the wide crack feature from a sit-start. A cool layback on the right side transitions to climbing on the left.
- 34 Fenton Reaction V3 \*\*\***   
Start Metal Crack but immediately bust right into Ferritin.
- 35 Ferrous V2 \*\*\***   
Start as for Ferritin but angle left though cool sidepulls, finishing at the top-right side of Metal Crack.
- 36 Ferritin V2 \*\*\***   
Sit-start just left of the arête with a good left sidepull and a right crimp. Climb the arête using good seams on the left.
- 37 Iron Deposit V0 \*\***   
Climb the arête from a stand-start with a jug on the right side.
- Deadfall Boulder (problems 38-40)**  
*This super-easy boulder will have many more excellent beginner problems once the downed tree is removed.*
- 38 Widow Maker V2 \*\***   
This fun slab traverse moves right to left, finishing partway through the corridor. Start with vertical bands just left of the arête, and then head left about eight feet before joining an up-trending seam.
- 39 Slash VB \*\***   
The obvious flake on the left side of the boulder ends with cool iron-band jugs in low-angle terrain.
- 40 Deadfall VB \*\***   
Start in the middle of the boulder by highstepping onto an iron-band jug. Trend left through more iron bands, topping out just right of Slash. Fun but dirty.

# V10 Hollow Boulders

**Overview:** Of the areas in the initial opening phase of Petit Jean, V10 Hollow is the standout bouldering zone, as it's more concentrated and home to a greater number of classic problems than West Hollow. This beautiful canyon is located in the middle of the Seven Hollows, far from the Seven Hollows Trail system, and until the construction of the new trail (November 2025), very few folks likely ever explored this section of PJ. This remote feel adds to the experience at V10.

The area is broken down into three subchapters: V10 Hollow Proper, The Kareus Cave, and Syncline Boulders. Most parties will favor the dense concentration and high problem number at V10 Proper, but the other two areas feature standout problems as well. Both are well worth the extra few minutes of hiking.

**Conditions:** The steepness of much of the cliffline bouldering at V10 Proper and The Kareus Cave makes for great wet-weather climbing. Most of the problems face west or northwest (Kareus Cave) and stay shaded until afternoon.

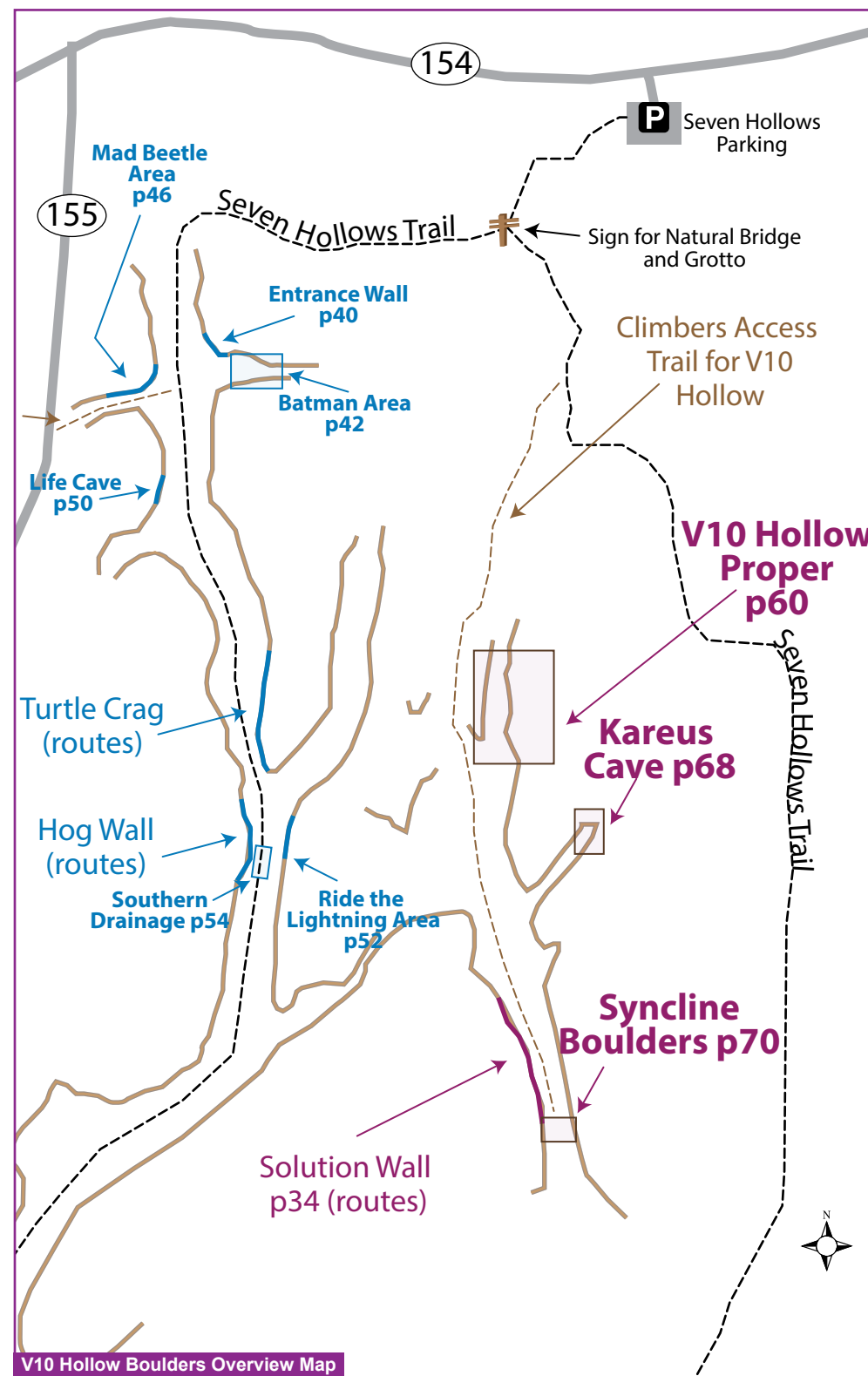
**General Approach Beta:** Like every area described in this book, each of the V10 Hollow areas is accessed via the Seven Hollows Trail and the accompanying parking lot. See "Driving Directions" on p12. More specific approach details are listed within each crag/subchapter.

## *Kin-Es-Thet-Ic* | by Jamie Anderson

We prided ourselves on Leave No Trace ethics—often climbing with minimal chalk and usually erasing any sign that we had ever been there, so the next seeker could have the same thrill of discovery. The overall experience of the climbing journey in those sacred places outweighed any need for numbers or ratings.

The impact of having only your imagination guide your movement—rather than chasing higher grades—shaped the experience in profound ways. We came up with our own simple rating system: BD (Been Done) and ABD (Ain't Been Done).

This straightforward classification was our way of avoiding the limitations of ego and perception, keeping the focus on exploration rather than competition.



V10 Hollow Boulders Overview Map



**Proboscis Boulder****8 Proboscis V0 ★★★** 

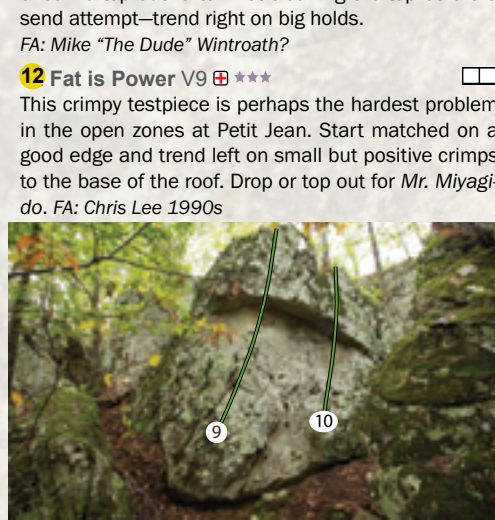
Climb the arête/nose feature formed by awesome vertical iron bands. Sit-start using the orange jug. Borderline four stars.

**Numbers Boulder****9 Greenshield VB ★★★** 

The left line follows awesome seams and jugs over a small roof, topping out on the left side of the arête.

**10 Diaspore VB ★★★** 

Start in the middle of the face and climb over the right side of the roof, aiming to top out in the middle of the boulder.

**V10 Wall**

*This long and impressive cliffline has a number of Petit Jean classics. Each problem has likely been topped out; however, the height of the problems along with the fact that none have been cleaned in years up the intimidation factor.*

**11 Mr. Miyagido V6 Ⓜ ★★★** 

A gorgeous traverse. Likely the best problem in this book—although there are certainly better problems not yet opened to the public. Start at the left end of the wall with two obvious edges. Move right past an orange flake and a couple of crimps to reach a jug. From here, the problem turns upwards with a couple of long moves to the break. Many folks drop from here, though the PJ OGs all topped this thing out at least once. To top out—after first cleaning the top before a send attempt—trend right on big holds.

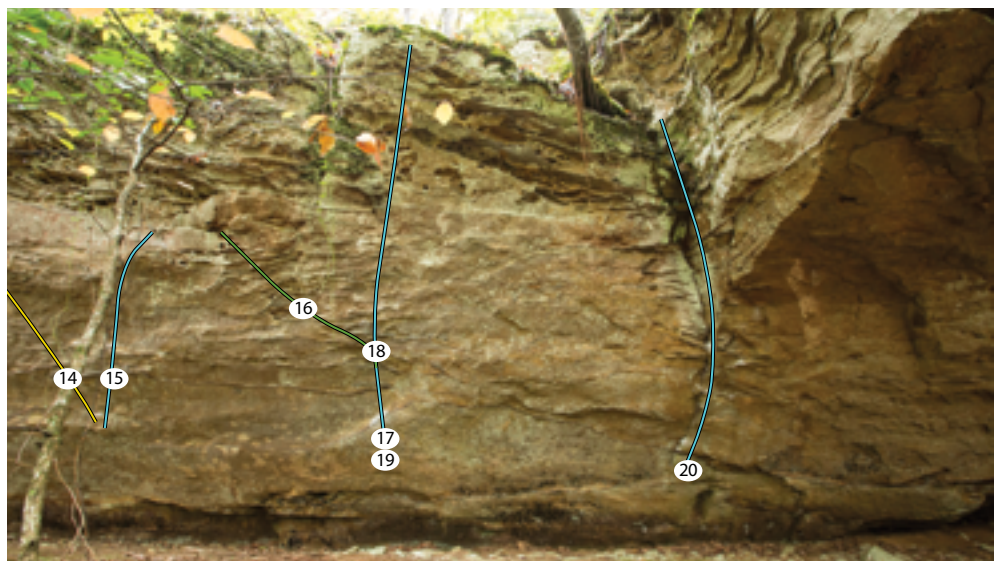
FA: Mike "The Dude" Wintroath?

**12 Fat is Power V9 Ⓜ ★★★** 

This crimpy testpiece is perhaps the hardest problem in the open zones at Petit Jean. Start matched on a good edge and trend left on small but positive crimps to the base of the roof. Drop or top out for Mr. Miyagido. FA: Chris Lee 1990s



Katie Childs on Mr. Miyagido V6, opposite page.  
 Cole Fennel

**13 Ketosis V8 ★★★**

The right version of *Fat is Power* is reportedly slightly easier. Same start but move right after two moves. It is unknown whether this has been topped out, but it certainly could be.

**14 Major Tom V8 ★★★**

Angle left from the start of *Mutation*.  
FA: Ryan Whited 1990s

**15 Mutation V5 ★★★**

Begin with two good edges and angle slightly right to an obvious drop-off ten feet off the ground.

**16 Niche Displacement V2 ★★**

Start as for *Origin Stand* and angle left on cool iron ripples to a drop-off jug.

**17 Switch my Niche V5 ★★**

Climb the *Origin of Species* start into ND.

**18 Origin Stand V3 ★★★**

Start one move into *Origin of Species* with an iron rail at head height.

**19 Origin of Species V5 ★★★**

The full version of *Origin of Species* is better and harder. Start matched on a good sloping rail and crank into the rippled iron bands. Trend slightly right to drop off at an obvious jug in black rock. Some cleaning should unlock a nice topout and a possible fourth star.

**20 V10 Crack V6 ★★★**

This nice, steep crack starts on a sidepull. A couple of hard moves lead into good fingerlocks and an easy finish that is currently quite dirty.



Nina Rodriguez on  
*Survival of the Fittest V5*, next page.  
© Cole Fennel



### Fitness Cave

*This cave is located on the same cliff band as the V10 Wall, 50 feet to the right, and just above the Berry Boulder. It is easily visible from the approach trail as the trail drops into the hollow.*

#### 21 Survival of the Fittest V5 \*\*\*\*

A long and pumpy testpiece; stout for the grade. Follow the left-facing flake in the roof, starting from the lowest non-chossy-jug option, into a lip crux involving a right gaston. Stick the jug and then traverse left to a black jug. Drop from here or pull up into the slab/chimney for a proper topout.

#### 22 Fitness Traverse V8 \*\*\*

This linkup climbs the previous problem but then traverses right at the lip to finish on *Mutualism*. The grade and quality are estimates, as it was not climbed while researching this book.

#### 23 Mutualism V4 \*

Campus or crank to a jug from a hanging start. Go one move higher to the drop-off.

#### 24 The Symbiont V5 \*\*

Start on a fragile chocolate-colored iron jug under the roof. Head straight out to a little arête feature. Finish as for *Mutualism*.

#### 25 Natural Selection V3 \*\*

Same start as *The Symbiont*, but follow the angling iron rail right into the crack project. One up-move leads to the drop-off. A topout may be possible.

#### 26 Crack Project

This obvious crack on the right side of the Fitness Cave is a hard problem waiting to be sent. There are likely two potential starts, one standing matched on an undercling—V10ish?—and a harder version to the right. See next problem.

#### 27 Crack Low Project

The low start to the crack will likely push this problem well into the double digits. Two good edges on the right seem most probable.



### Berry Boulder

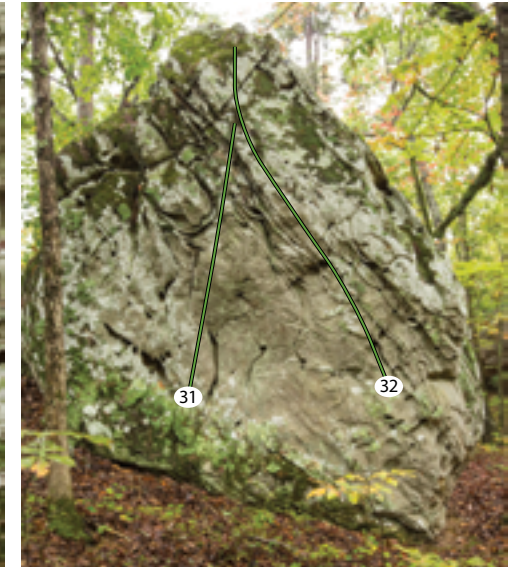
*This is the second of the first two freestanding boulders you see when approaching the area. The Berry Boulder is tall and beautiful, with awesome iron-band jugs and swirls—a great place to warm up.*

#### 28 Wine Berry VB + \*\*\*

The southwest corner of the boulder. Start with the iron dagger and trend right up amazing flakes, topping out just left of the point.

#### 29 Cat Briar VB + \*

The easiest line on the boulder climbs the middle of the south face into the *Wine Berry* topout.



#### 30 Black Berry VB \*\*\*

The right side of the south face climbs a shorter feature with glorious holds.

#### 31 Thallus V1 \*\*

Climb directly into *Hyphae* from a start on the left.

#### 32 Hyphae V0 \*\*\*

An incredible line of iron swirls angles left from the bottom-right side of the north face.

# Kareus Cave



15-17 mins

12  
Problems

This secluded side canyon of V10 Hollow is one of PJ's must-see areas. Two of the best problems reside here: *Kareus Roof* (V7) and *Legal Eagle* (V5). Both are long, athletic roof climbs with borderline-highball topouts. The remaining 10 problems, including two rad projects, line the surrounding steep walls. This northwest-facing cliffline cave never gets direct sun.

**Approach:** Maps: p7, p59.

## Drive

Use the Seven Hollows parking lot described on p12.

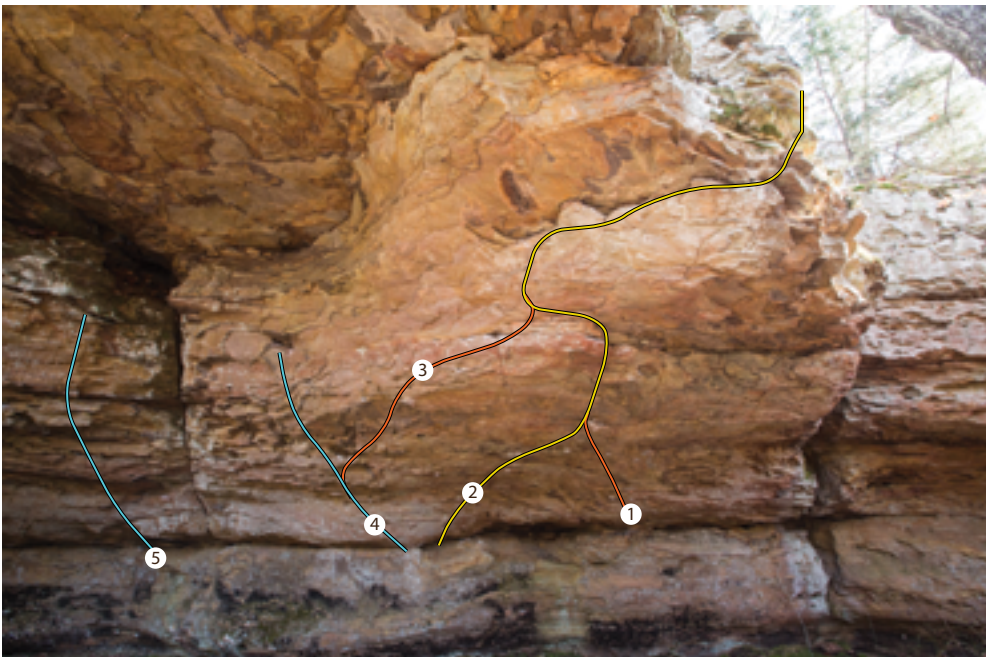
## Hike

Take the Seven Hollows Trail. Go left at the split (0.1 miles). After approximately 400 more

feet, go right on a climber's access trail that leads through a number of glades and pine forests before dropping down into the hollow. Take the second spur trail that breaks left from the main V10 Hollow Trail and continues south toward the Solution Wall sport-climbing zone (p34). This faint trail leads about one minute up into the tight canyon that eventually forms the Kareus Cave.

## Kareus Cave 4-star Hit List

- |                               |                          |
|-------------------------------|--------------------------|
| <b>6</b> Legal Eagle V5  **** | <input type="checkbox"/> |
| <b>2</b> Kareus Roof V7 ****  | <input type="checkbox"/> |



- |   |   |
|---|---|
| <b>1</b> Kareus Right <i>Project</i> <input type="checkbox"/>   | <b>3</b> Traverse <i>Project</i> <input type="checkbox"/>   |
| The right start to the Kareus Roof has not been sent. Slightly harder and less classic than Kareus Roof itself.   | An awesome line of pockets and crimps links <i>Powder Keg</i> into the <i>Kareus Roof</i> . V8ish.                              |
| <b>2</b> Kareus Roof V7 **** <input type="checkbox"/>   | <b>4</b> Powder Keg V4 *** <input type="checkbox"/>   |
| One of the proudest problems in the Seven Hollows climbs straight out the first big roof feature seen on the approach. Awesome crimps and pockets eventually give way to jugs. Angle right on the lip to top out via the path of the least resistance. The original name, if it ever had one, remains unknown, so for now this incredible problem will be named after the late first (known) ascensionist. RIP Aaron. | Squat-start in the horizontal seam and crush long moves to one hard crank into the iron-lined hole that serves as the drop-off. |
| <b>5</b> Legal Eagle Light V3 *** <input type="checkbox"/>  |   |
| Climb <i>Legal Eagle</i> to the start of the hard traverse, but then bust one long move straight out to a drop-off jug.   |   |

FA: Aaron Kareus



## **6** Legal Eagle V5 \*\*\*\*

A brilliant marathon of a line. Start on a jug just below a seam and angle left through big holds to reach the horizontal seam. Trace the seam hard left to link into *Big Rig* for a high but relatively easy topout.

## **7** Big Rig V7 \*\*

This stand start to the *Kareus Cave* starts three-quarters of the way out the impressive ceiling on opposing pinches.

FA: Jonathan Childs 12/25

## **8** Kareus Cave *Project*

This proud roof project rivals the *Life Project* (p50) in West Hollow for the best unsent line in this guidebook. Follow positive crimps and mini-jugs into *Big Rig*. V10ish.

## **9** Fold Axis V1 \*\*

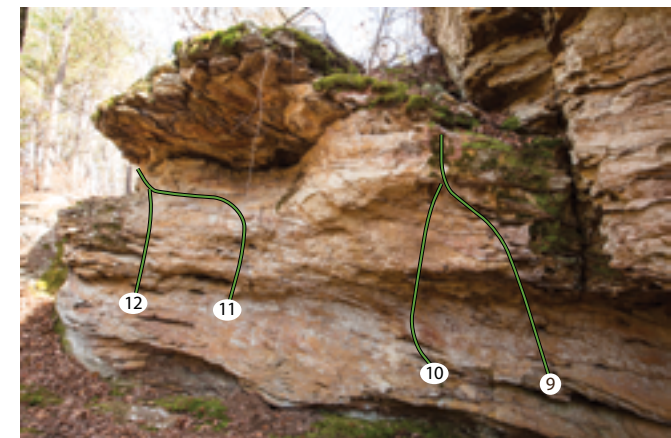
Huge jugs just left of the crack system.

## **10** Roll Front V2 \*\*

Squat-start and climb past a jug under the roof to reach an obvious pocket. Finish as for the previous problem

## **11** Barrel Roll V1 \*

Climb the middle of the roof-capped scoop via pockets leading to a leftward sloper traverse into *The Accident*.



## **12** The Accident VB \*

Easy terrain on the wall's far-left side escapes left under the cap roof.

# Syncline Boulders



20 mins



12 Problems

The southern end of the designated climbing zone in V10 Hollow is comprised of a small collection of freestanding boulders. Only a handful of the most obvious problems are listed here, but there are certainly more quality boulders in the vicinity yet to be cleaned and climbed. Everything described here is worthy, but *Hingeline* is the undoubted standout. The problems face north and stay shady throughout the day.

**Approach:** Maps: p7, p59.

## Drive

Use the Seven Hollows parking lot described on p12.

## Hike

Take the Seven Hollows Trail. Go left at the split (0.1 miles). After approximately 400 more feet, go right on a climber's access trail that

leads through a number of glades and pine forests before dropping down into the hollow. To reach the Syncline Boulders, continue south on the main V10 Trail as it leads to a cliff band that eventually forms the Solution Wall sport area (p34). After a couple of minutes of hiking along the base of the sport routes, the cliff begins to peter out and you'll encounter two final sport lines on a pocketed wall (*Iron Age* and *Fold and Thrust Belt*, see photo topo p36). The Syncline Boulders are just below, and are easily visible from here.

## Syncline Boulders' 4-star Hit List

2 **Hingeline V5** ★★★★★



1 **Carboniferous V4** ★★★

Climb the jutting prow from a low start in the hole matched on a good edge.

2 **Hingeline V5** ★★★★★

This enduro problem is the easier but pumpier and prouder start to *Angular Momentum*. Squat-start on stacked pinches and angle left across the proud face to link to *Angular Momentum* before topping out the left arête. The only reason this problem lacks a fifth star is the slightly forced nature, as a number of straight-up topouts would certainly let you skip the traverse cruxes. The sloped landing is a bit difficult to protect, but the FA worked it with two pads.

FA: Joe Larson 12/25

3 **Angular Momentum V7** ★★★

Sit-start the arête with a right-hand slot and a left-hand sidepull. A couple of thuggy compression moves lead to a left exit.

FA: Jason Cook

4 **Surf the Syncline V3** ★★★

SDS matched on a sidepull in the middle of the uphill side of the boulder. Stick the opening move to access awesome holds on the short, steep wall.



Ryan Whited on  
*Angular Momentum*, Opposite page.  
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