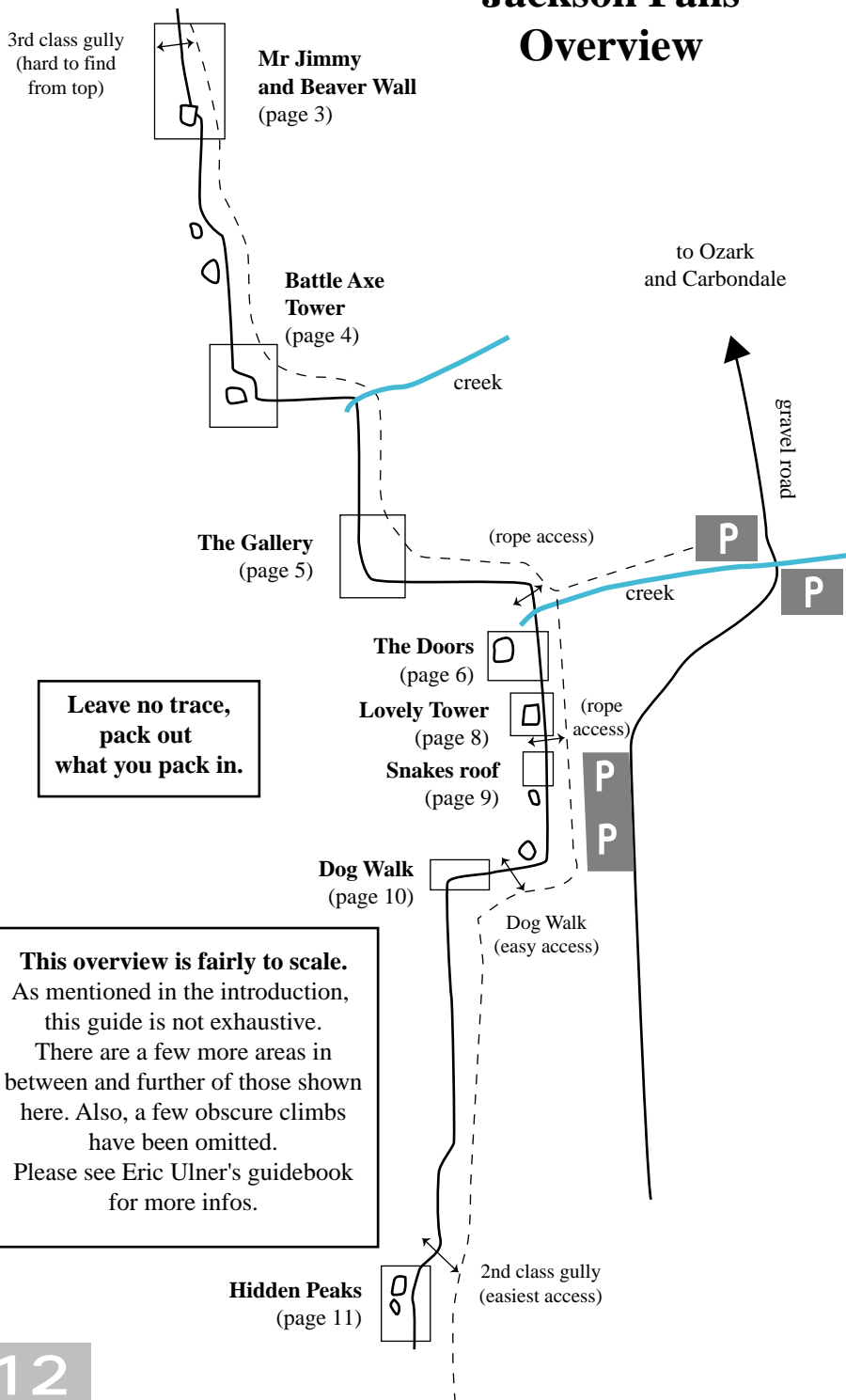


Jackson Falls Overview



and



present

an introduction to
sport climbing
at

Jackson Falls

The Gallery

Beaver Wall

Lovely Tower

and much more

Discover Southern Illinois...

Jackson Falls, Illinois

Jackson Falls is probably Southern Illinois finest sport climbing area and one of the Midwest hot spots. The Falls' sandstone is really featured and offers slopers, pockets, crimps and jugs. The climbs average 60 feet of height and a lot of them are on free standing towers, offering nice exposure.

How to get there: About an hour southeast of Carbondale. From I-24, take the exit #14 and drive on the 45 North toward Harrisburg. Drive for 9.6 miles then, when you see the Ozark general store on your left, make a right on Ozark road. Drive on this road for 4.6 miles then make a right on Glenn Falls Rd. This is a gravel road and it is indicated by a small wood sign (after Ozark becomes Trigg Tower Rd and before a big white house with a green roof). After 2.2 miles on the gravel road, park at the bottom of the hill or drive up the road and park on the right side of the road after the hill. Most of the accesses require going down with fixed rope. If you have a dog with you, you should take the Dog Walk around the cliffs.

When: Early spring and late fall are good times to visit. Summer is warm and infested with insects. In winter you can climb on good days. Weekends and holidays are really crowded but weekdays are amazingly quiet.

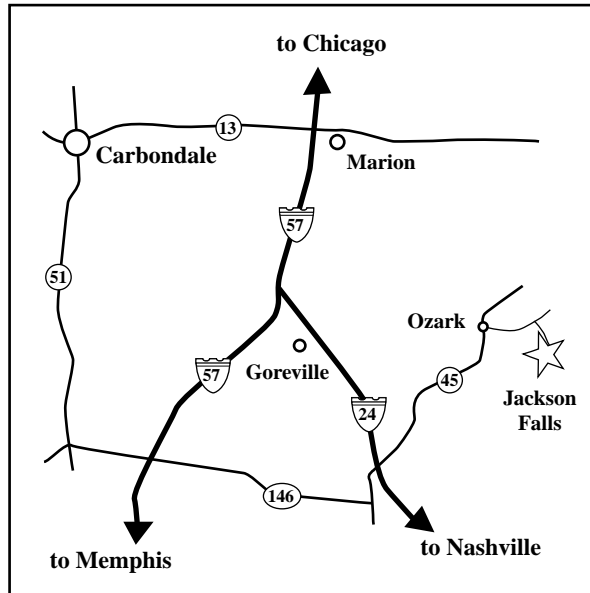
Sleep: You can camp for free around the parkings. Please don't camp near the trail if you choose to camp at the base of the cliffs.

Eat: There are no big groceries around, so buy your food before getting to the Falls. Good \$2 sandwich at the Ozark general store. On the strip of Carbondale, there is Winston the Bagel Guy late in the evening which makes killer bagels for \$1.50 (a buck on Thursday). Quadro's Pizza on the strip of Carbondale has 99 cent pitchers on Wednesday (when you buy pizza).

Guidebooks: This small guide is just an introduction to the Falls and not all the climbs or areas are listed.

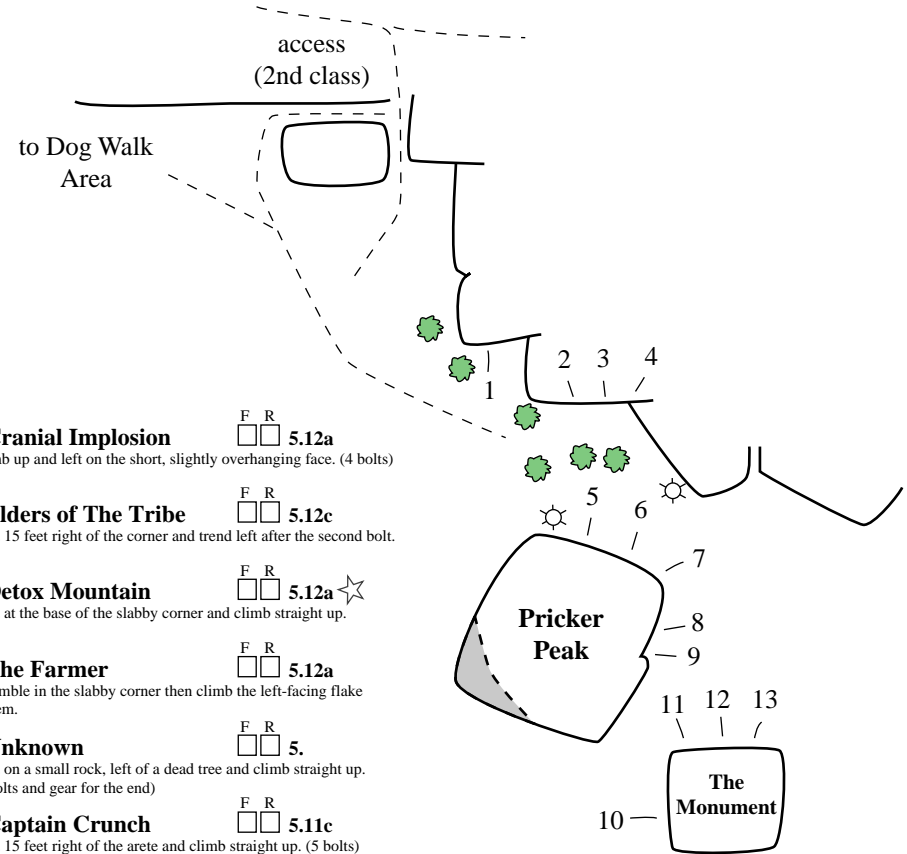
The third edition of Southern Illinois Climbing by Eric Ulner (Vertical Heartland Publications) should come out in Spring 2002. Like the first 2 editions, it will cover many areas, including Drapers Bluff, another fine area. The book is also filled with pictures and historical details.

Thanks to Matt Bliss, David Chancellor and Kipp Trummel for new route info and the recommended climbs.



Hidden Peaks

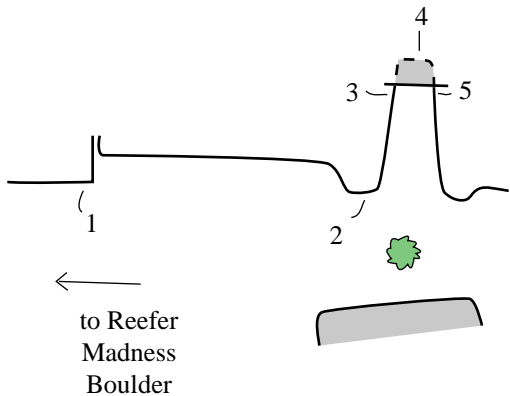
This area is at a 5-10 minute walk from the Dog Walk Area. The access from the top of the cliff is even easier than the Dog Walk. From the top, you will see a big obvious gully just before a massive buttress. From the ground level trail, the gully is also a good landmark as are the two free standing towers.



1. **Cranial Implosion** F R
□□ 5.12a
Climb up and left on the short, slightly overhanging face. (4 bolts)
2. **Elders of The Tribe** F R
□□ 5.12c
Start 15 feet right of the corner and trend left after the second bolt.
3. **Detox Mountain** F R
□□ 5.12a ☆
Start at the base of the slabby corner and climb straight up.
4. **The Farmer** F R
□□ 5.12a
Scramble in the slabby corner then climb the left-facing flake system.
5. **Unknown** F R
□□ 5.
Start on a small rock, left of a dead tree and climb straight up. (3 bolts and gear for the end)
6. **Captain Crunch** F R
□□ 5.11c
Start 15 feet right of the arete and climb straight up. (5 bolts)
7. **Cheerios Bowl** F R
□□ 5.10a
Climb up and left for 3 bolts then climb the arete.
8. **Unknown** F R
□□ 5.12b
Trend right for 3 bolts on the green face then climb straight up.
9. **Unknown** F R
□□ 5.11b/c
Start in the small right-facing corner then up in the face.
10. **The Juggler** F R
□□ 5.12a
Climb the blank face up to a left-leaning crack/flake.
11. **Naked Blade** F R
□□ 5.11a ☆
Climb the nice arete by its left side. 3 bolts to a ledge, then 1 more bolt and gear on the slab.
12. **Lollorian** F R
□□ 5.11a ☆
Start 15 feet left of the arete and climb the less-than-vertical face. Gear for the end.
13. **Unknown** F R
□□ 5.
Start between 2 small trees and climb the less-than-vertical face.

The Dog Walk Area

A few yards right of the Dog Walk approach and of the Reefer Madness Boulder, you will see this obvious alcove with a small roof in the back.



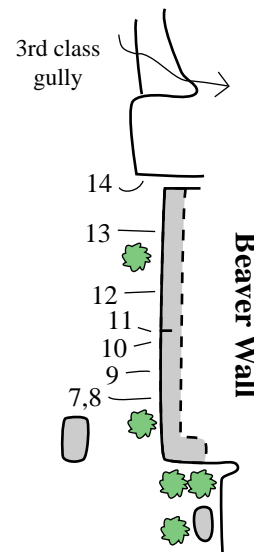
1. **Chuck-O-Rama** F R
□ □ 5.11c
Climb just left of the arete of a right-facing corner.
2. **Slug Man** F R
□ □ 5.10b
Climb the slab on the corner.
3. **Access Denied** F R
□ □ 5.11a
Climb the nice face with anchors just left of the roof.
4. **Essence of Manky** F R
□ □ 5.9
Climb in the boxed-shaped corner to anchors under the roof.
5. **Creep Show** F R
□ □ 5.10a
Climb the less-than-vertical face to anchors under the roof.

From the Dog Walk Area, walk for a few minutes and you'll see a short face underneath a huge roof. The routes stay dry even with big showers. No topo. The climbs are described from left to right.

1. **Unknown** F R
□ □ 5.10a
Start 12 feet right of the arching crack and trend left with pockets.
2. **Unknown** F R
□ □ 5.
Start just right of #1 and trend right on the face.
3. **Unknown** F R
□ □ 5.
Start at the beginning of an undercut bulge. Anchors?
4. **Kodiac** F R
□ □ 5.11b
Start just left of the small left-facing corner and climb the short face to anchors under a tiny roof.

Mr Jimmy and Beaver Wall

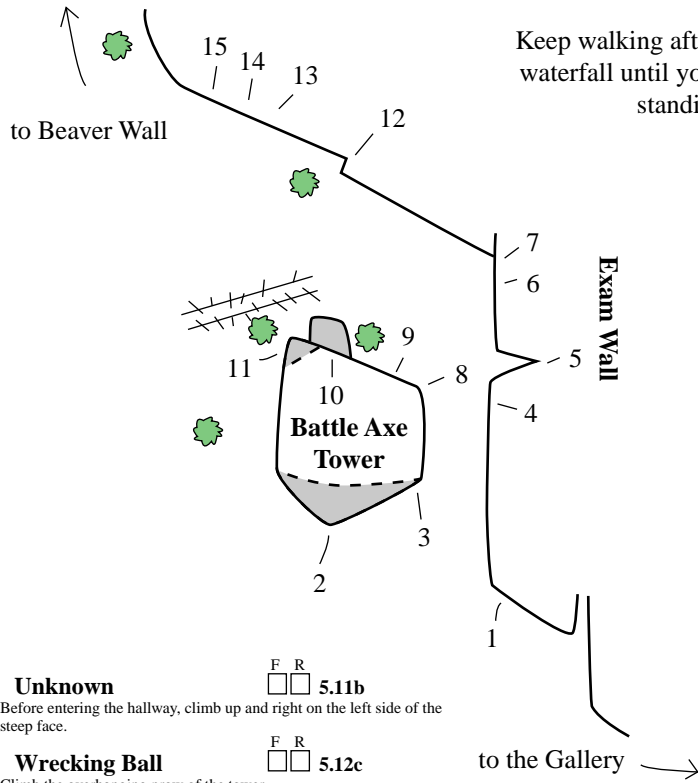
About 5 minutes past Battle Axe Tower. There is an access to the top, just past Beaver Wall.



1. **Don't Mess With the Bull** F R
□ □ 5.12b
Start on a boulder and climb the overhanging face with a tree at your back.
2. **Unknown** F R
□ □ 5.11a
Climb the arete by its left side.
3. **Gumby's Paradise** F R
□ □ 5.7
Climb the less-than-vertical face just right of the arete.
- 3b. **Dan's Chicken Stack** F R
□ □ 5.10c
Recently bolted.
4. **Venom** F R
□ □ 5.10a ☆
Climb left of a small tree. Face with a tiny roof above the second bolt.
5. **Stinger Direct** F R
□ □ 5.11a/b ☆
Start on a rock, with a high jug, and go straight up.

6. **Voice** F R
□ □ 5.12d ☆
Start just right of #5 and climb up and right to the arete.
7. **Tasmania Devil** F R
□ □ 5.12b
Start 6 feet left of a small corner. Fork right after the 3rd bolt.
8. **Everybody Needs Friends** F R
□ □ 5.12a ☆
Start as #7 but fork left after the 3rd bolt.
9. **Frizzle Fry** F R
□ □ 5.12b ☆
Start halfway between the crack and the corner and go straight up, left of a small tree.
10. **Shorty the Pimp** F R
□ □ 5.13a
Start just right of the crack and trend right on the face.
11. **Who Needs Friends?** F R
□ □ 5.12a ☆
Climb the obvious left-leaning crack.
12. **Red Corvette** F R
□ □ 5.13a ☆
About 20 feet left of the crack. Start in a gray streak and climb right of the big tree.
13. **Legend of the Falls** F R
□ □ 5.13a
About 20 feet right of the corner, climb left of the big tree.
14. **Flingin' Hog** F R
□ □ 5.10c
Climb in the corner, right of the arete.

Battle Axe Tower

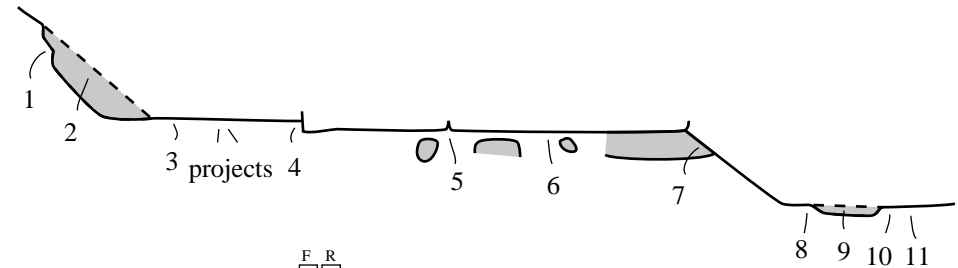


1. **Unknown** F R
□□ 5.11b
Before entering the hallway, climb up and right on the left side of the steep face.
2. **Wrecking Ball** F R
□□ 5.12c
Climb the overhanging prow of the tower.
3. **The Recknoing** F R
□□ 5.12a ☆
Start in a smooth, tiny right-facing corner then go up and left.
4. **Bursting Out** F R
□□ 5.12c
Start 6 feet right of the alcove/chimney and climb the face up to a roof.
5. **The Off-Width Exam** F R
□□ 5.12a
Top rope. Start in the alcove and climb the offwidth.
6. **East of East St-Louis** F R
□□ 5.13b ☆
Climb in the middle of the face. Vertical, then steep.
7. **The Bolted One** F R
□□ 5.11d ☆
Gear climb the right-facing flake/crack in the corner. 1 bolt.
8. **Dos Hombres** F R
□□ 5.10a
Easy moves up to a high block/ledge then climb the arete by its right side. Use tree as anchors.
9. **Viking Blood** F R
□□ 5.12c ☆
Start 12 feet right of the arete and go straight up the face.

10. **The Flail** F R
□□ 5.12d
Start over the low roof and climb the face to anchors under the right of the high roof.
11. **Void Warrior** F R
□□ 5.11d
Start on the boulder and climb over the right of the low roof.
12. **Beaver Bones** F R
□□ 5.9 R
Gear climb the left-facing dihedral. Hard to protect.
13. **The Sophomore** F R
□□ 5.9
Start 15 feet left of the small corner and climb up to the right of the high bulge. 3 glue-ins and gear.
14. **Unknown** F R
□□ 5.11a
Start with a wide hueco and go straight up to the final bulge.
15. **Tons of Fun** F R
□□ 5.10d
Climb up to a right-facing flake then the face and the left side of the bulge.

Snakes Roof Area

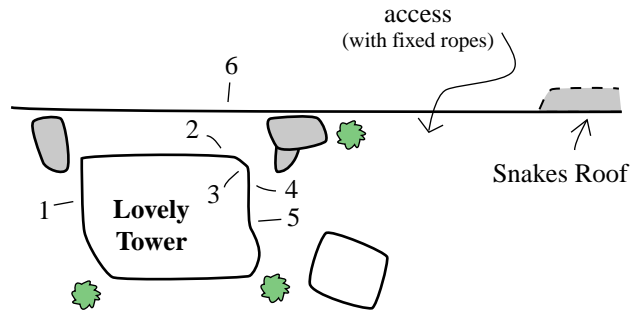
This area is just right of Lovely Tower, and right of the technical access from the upper parking.



1. **The Bitch** F R
□□ 5.12a
Top rope. Really short. Climb to a small left-facing corner formed by the roof.
2. **Here Come the Snakes** F R
□□ 5.12c
Start with big pockets, climb the short face then trend right in the big roof. (3 bolts)
3. **Sherman's Route** F R
□□ 5.11b
Top rope. Tall overhanging face with anchors on top.
4. **Hunter's Arrow** F R
□□ 5.10a
Gear climb the crack in the right-leaning, left-facing corner.
5. **project** F R
□□ 5.13?
Gear climb the thin crack up to a big right-facing flake/corner.
6. **No Dogs Allowed** F R
□□ 5.12b ☆
Start with thin iron flakes up to better ones after the tiny roof. Direct Variation: Avoid the crimp right of the 2nd bolt.
7. **The Beach** F R
□□ 5.12b
Top rope. Start with the small left-facing flake/corner and go straight up through the roof.
8. **No Dancers** F R
□□ 5.11a
Start right of a tree and climb through the middle of the small roof. (2 bolts then gear).
9. **Brass** F R
□□ 5.11b
Top rope. Climb straight up through the middle of the small roof.
10. **Expressions** F R
□□ 5.12a
Go up and right, climbing just right of the small roof then go straight up.
11. **The Vow** F R
□□ 5.11c
Climb up the face up to the big water groove.

Lovely Tower

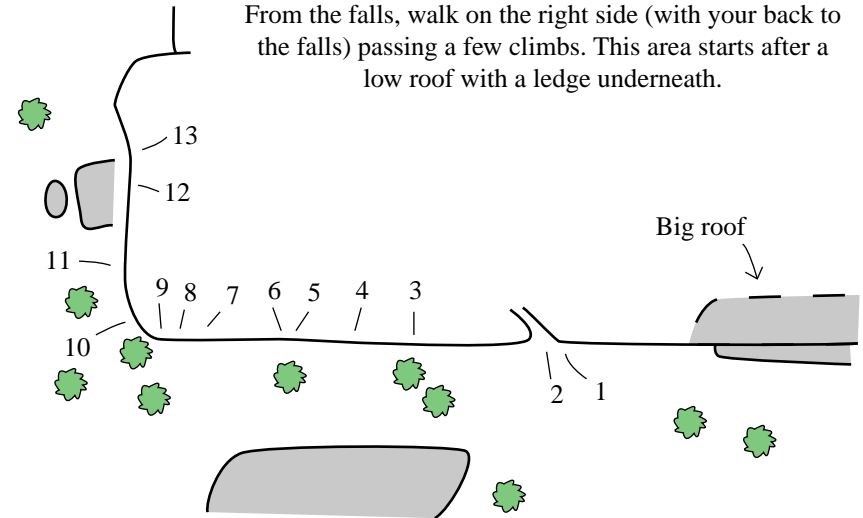
This is the obvious free standing tower, really close to the cliff and beside the direct access from the upper parking.



1. **Lost Innocence** F R
□□ 5.12c ☆
Start 10 feet right of the arete. Trend right on the nice face.
2. **Hidden Treasure** F R
□□ 5.12a ☆
Climb the face 8 feet right of the arete.
3. **Lovely Arete** F R
□□ 5.11a ☆
Start with good pockets and climb this mega classic arete.
4. **Velvet Green** F R
□□ 5.12a ☆
Start right hand with a big sidepull pocket then long move to a big hole under the 2nd bolt then go straight up.
5. **Rain Dog** F R
□□ 5.12b
Start at the base of a left-leaning crack but climb straight up the face.
6. **Fine Nine** F R
□□ 5.9
Climb the bolted slab with a small rounded, right-facing corner.

The Gallery

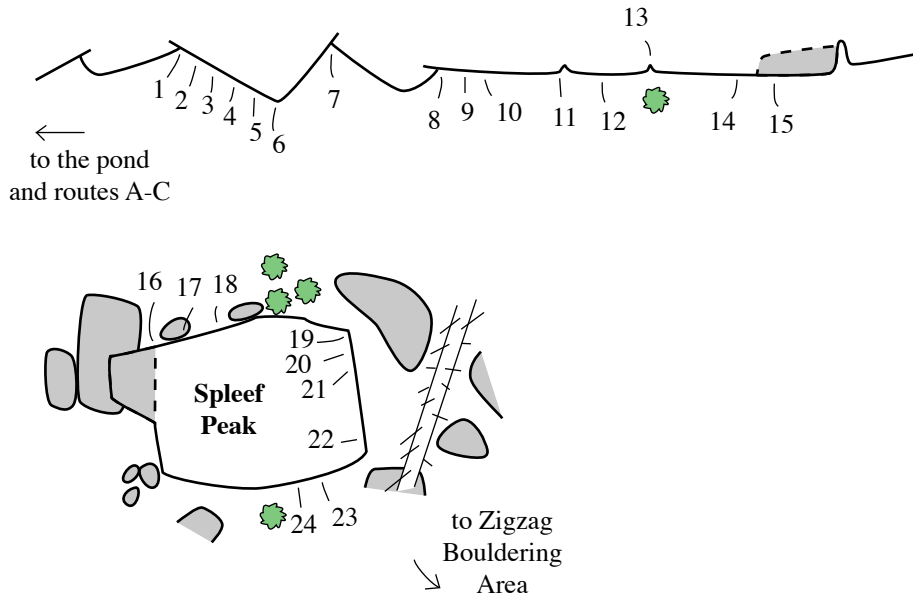
From the falls, walk on the right side (with your back to the falls) passing a few climbs. This area starts after a low roof with a ledge underneath.



1. **The Minstrel** F R
□□ 5.10c
Climb the face 8 feet right of the chimney.
2. **The Cringe Chimney** F R
□□ 5.6
Top rope. The big dirty chimney.
3. **Yuppie With a Gun** F R
□□ 5.11a
Start 20 feet left of the chimney and climb the middle of the face. (4 bolts)
4. **Unknown** F R
□□ 5.
Start 12 feet right of the right-facing flake in the scoop and go straight up.
5. **King's Jester** F R
□□ 5.11a
Start with the right-facing flake in the scoop (gear) and go up to a seam. (3 bolts)
6. **The Unbolted One** F R
□□ 5.10b
Start on #5 then go up and left on the face protected by big bros.
7. **Sore Throat** F R
□□ 5.10b
Top rope just right of #8. Anchors at the top of the cliff.
8. **Deep Throat** F R
□□ 5.10b
Start 12 feet right of the corner and go straight up. Short seam left of the 4th and 5th bolts.
9. **Cut Throat** F R
□□ 5.10a
Start just right of the corner and go straight up. Short seam right of the 4th and 5th bolts.
10. **Psychotherapy** F R
□□ 5.10c
Climb the rounded arete protected by glue-in bolts.
11. **Group Therapy** F R
□□ 5.10b ☆
Mega classic. Good holds up the steep face.
12. **Squirrel House Crack** F R
□□ 5.9
Gear climb the crack in a small right-facing corner.
13. **Shock Therapy** F R
□□ 5.12a
Start beside the crack and go slightly right.

The Doors

With your back to the cliffs, this is the first area to the left of the main falls.



The Doors

The first 3 routes are just right of the pond and waterfall.

- A. project?** 5.?
Only 1 bolt.
- B. Hydra** 5.12c ☆
Start with big pockets, trend right on the short face. (3 bolts)
- C. Puff** 5.11a
Start with small iron flakes and trend left to the first bolt. (2 bolts)
- 1. L.A. Woman** 5.11a
Gear climb the crack in the big corner.
- 2. Ladie's Choice** 5.10
Gear climb the left-arching wide crack.
- 3. Angry Child** 5.12b
Rounded left-facing flake up to the first bolt then up in a red streak.
- 4. Cro-Magnon Warrior** 5.12b ☆
Climb the rounded left-facing flake system all the way to the top.
- 5. Digital Delicatessend** 5.12a
Climb 2 bolts on the face then traverse right to finish in Amoeba Brains.
- 6. Amoeba Brains** 5.10c ☆
Climb the arete bolted on its left side.
- 7. Keeper of the Skills** 5.11a
Gear climb the left-facing crack/flake in the big dihedral. (2 bolts and gear)
- 8. Morning Beers** 5.9 R
Gear climb the crescent-shaped crack in the big corner.
- 9. The Stain** 5.11d ☆
Climb the black streak with many flakes.
- 10. The Twist** 5.11c
Start 12 feet right of The Stain and climb in the brown/red streak.
- 11. Broad Sword** 5.10b
Gear climb the flared hand crack which arch left at the end.
- 12. Fancy Feet** 5.11a ☆
Climb between 2 cracks/grooves.
- 13. Beastie** 5.11a
Climb up to a small ledge then up the big water groove.
- 14. Dancing Bear** 5.12b
Start with a small left-facing corner/flake, left of the steep face.
- 15. Cyber Sex** 5.12b
Start with the short left-leaning, left-facing flake then climb the steep face left of the roof.
- 16. Storm Watch** 5.12b
Start with 2 good pockets and climb straight up.
- 17. Heavy Horses** 5.12b
Start on a small pointed rock and climb the thin face.
- 18. Songs from the Wood** 5.10a
Start with a seam up to a right-facing flake then climb the slab.
- 19. The Tin** 5.10a
Top rope. Start with 2 big pockets and climb right of the arete.
- 20. The Garden Route** 5.10a ☆
Nice less-than-vertical face between the arete and the left-facing flake.
- 21. Through the Smoke** 5.9
Top rope. Climb the left-facing flake, just left of The Garden Route.
- 22. Master Marley** 5.10a ☆
Climb the arete by its right side.
- 23. Crack to Infinity** 5.12c
First right-leaning crack left of Master Marley. Only one bolt. Top rope or gear climb???
- 24. Lovin' the Rain** 5.12b
Big and wide water groove. Angle left of the first few feet then angle right all the way to the top.