

# Lake Champlain

- 107 The Cooler (5.9)
- 108 The Gathering (5.11c)
- 109 Extreme Unction (5.12c)
- 110 Resurrection (5.11c)
- 111 Sailor's Dive (5.11b)
- 112 Calvary Hill (5.12c)
- 113 Letting Go (5.11b)
- 114 Messiah (5.12c)

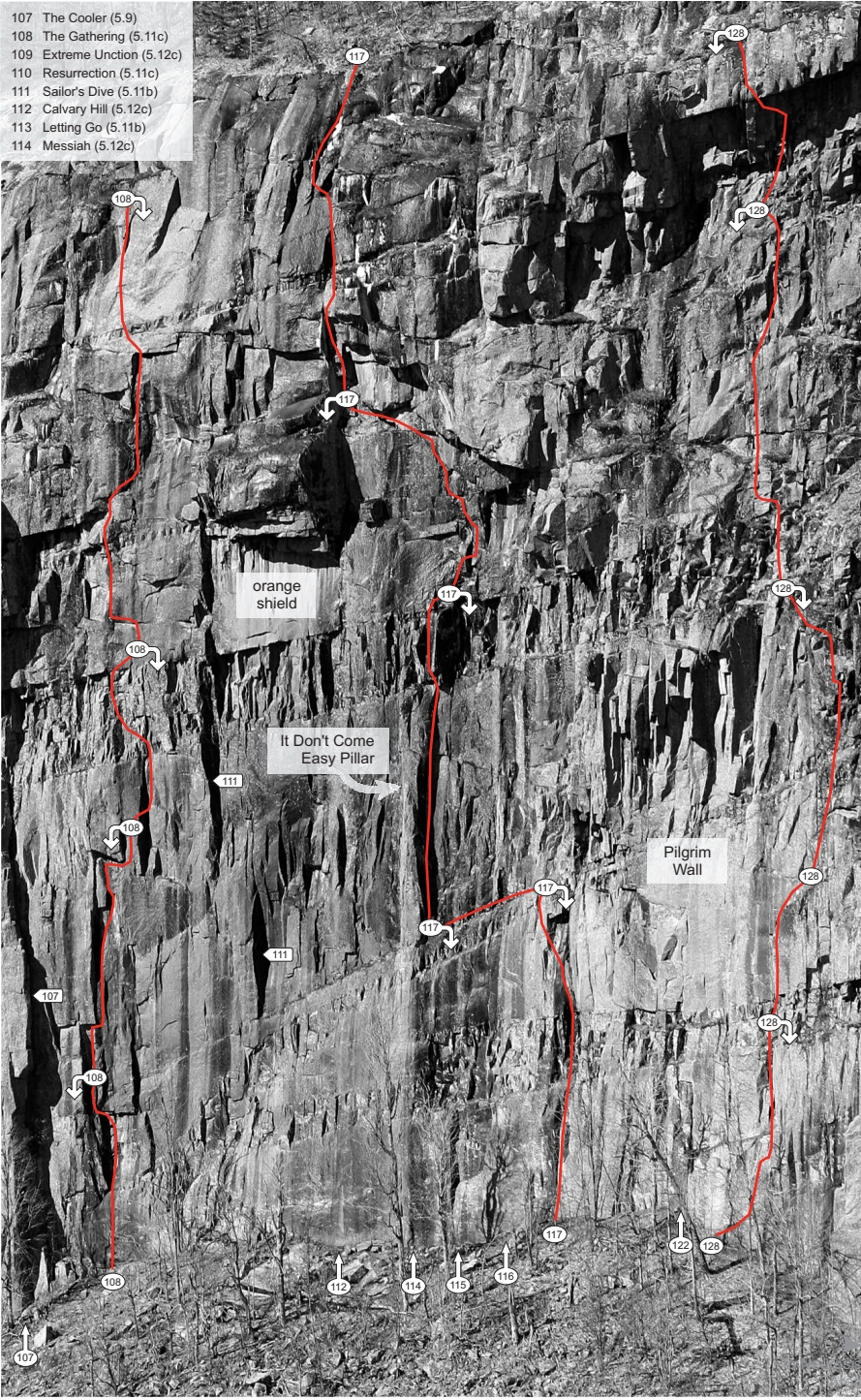
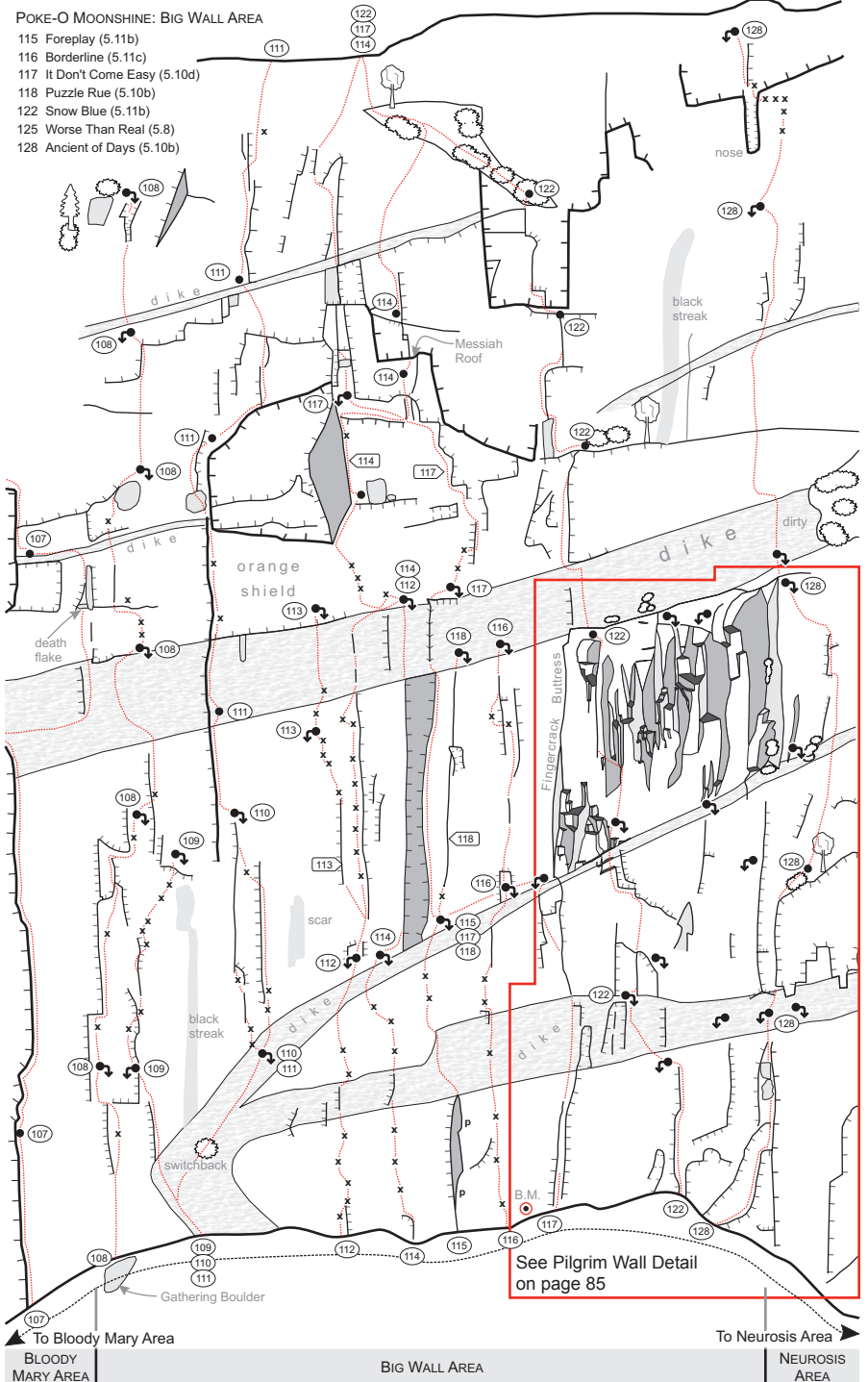


Photo by Drew Haas.

POKE-O MOONSHINE: BIG WALL AREA

- 115 Foreplay (5.11b)
- 116 Borderline (5.11c)
- 117 It Don't Come Easy (5.10d)
- 118 Puzzle Rue (5.10b)
- 122 Snow Blue (5.11b)
- 125 Worse Than Real (5.8)
- 128 Ancient of Days (5.10b)



See Pilgrim Wall Detail  
on page 85

**112 Calvary Hill 5.12c G 200' ★★★★★**

More sustained and higher-quality than P1 and P2 of **Messiah**. Both pitches are excellent.

**Start:** 40' right of **Sailor's Dive** at a left-facing edge below the thinnest of seams.

**P1 5.12b G:** Climb the left-facing edge and face above through the lower dike at a right-facing corner, then up more face to the upper dike. Belay in the dike at a fixed anchor below a small overhang. 100'

**P2 5.12c G:** Go past the overhang on the right and into a right-facing corner. Follow bolts into a long, shallow left-facing corner that ends at dike rock. Up a crack through the dike, then traverse right at the top of the dike to the fixed anchor of **Messiah**. 100'

FA (P1) 1991, Patrick Munn, Dominic Eisinger, Mark Meschinelli

FA (P2) 1992, Patrick Munn, Bill Dodd

**113 Letting Go 5.11b G 115' ★★★**

**Start:** At the fixed anchor at the top of P1 of **Calvary Hill**. You can also reach the start by climbing to the start of **Resurrection**, then continuing the traverse in the dike.

**P1 5.11b G:** Start up P2 of **Calvary Hill** but instead of heading up and right into the left-facing corner, head up and left into a right-facing corner. Up the corner and, at its top, traverse left (dirty) to a fixed belay. 75'

**P2 5.10d G:** Work up the face toward a slot in the dike rock. Through the dike to a fixed anchor on the right end of the orange shield. 40'

**History:** This was supposed to be Munn's last climb, as he was "letting go" of climbing. But it obviously didn't take: look at the Pilgrim Wall.

FA 1995, Patrick Munn, Dominic Eisinger

**114 Messiah 5.12c G 465' ★★★★★**

One of the East's biggest free-climbing objectives. P1 is recommended, but, unfortunately, the upper section of this route follows a drainage area and has grown in and is no longer recommended in its current condition. P1 can be toproped by climbing the dike from the left.

**Start:** On the right side of a 10'-high pedestal (the only pedestal along the base of this wall), 25' right of **Calvary Hill**, and directly below the left side of the **It Don't Come Easy** pillar, which begins 100' up.

**P1 5.12b G:** Climb the right side of the pedestal to a high first bolt, then up the face with increasing difficulty to a fixed anchor on the left side of the pillar. 100'

**P2 5.10a PG:** Climb the left side of the pillar past dike rock at the top to fixed anchors. (Some loose rock. Mark Meschinelli swears he'll never climb this pitch again.) 100'

**P3 Crystal Traverse 5.10d G:** From the anchor, step down and left of a high bolt and traverse left below the black shield of rock. Move up and left, beneath a left-arching overlap, to reach the bottom of a large right-facing corner. Gain the corner via a long reach and follow it to a ledge. Step right to belay at a huge, precarious-looking block. This pitch has grown in. 80'

**P4 Dodd Corner 5.11d PG:** Step back left into the corner. Up the corner past an overhang at its top and on to a ledge. (This section is dirty and perhaps

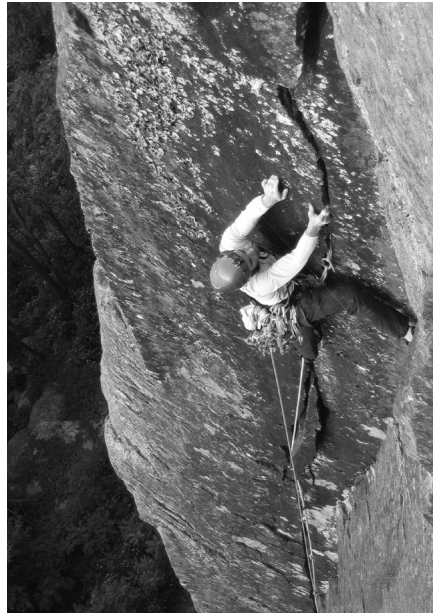
unclimbable.) Traverse right on the ledge to parallel cracks in tan-colored rock, then up these to a ceiling. Move right to break the ceiling at a left-facing slot to a stance below the **Messiah Roof** (the Horn of Plenty belay). 70'

**P5 The Messiah Roof 5.12c G:** No route finding required here: climb the roof via a downward-pitched fistcrack (crux) and up to a stance just above in a left-facing corner. (P4 and P5 are broken in this manner to reduce rope drag.) 25'

**P6 5.9+ G:** Climb up the corner (crux) for 30' to a grassy ledge, then follow nondescript vegetated ledges to the top. 90'

FA 1991, Patrick Munn, Geoff Smith

FFA (**Messiah Roof**) 1997, Rich Romano, Fred Yaculic (climbed with a broken blue Camelot)



A climber leads P3 (5.10b) of **It Don't Come Easy** (5.10d).

**115 Foreplay 5.11b G 120' ★★★**

A nice linkup to **It Don't Come Easy**—starting **Foreplay** makes the pitch above come more easily. Varied 5.10 climbing with a height-dependent crux at the top of the pitch. Originally climbed as two pitches.

**Start:** Below right-facing corners with pitons, 25' left of a survey pin driven into the cliff.

**P1 5.11b G:** A flake gains the lower of two right-facing corners. Up past two pitons to broken rock below a dike (optional belay here). Move left and climb dike rock on positive holds and bad pins to a stance below the first bolt (difficult clip). At the second bolt, step left to gain the dike (crux) and a fixed anchor up and right at the base of the pillar (same as for **Puzzle Rue** and **It Don't Come Easy**). 120'

FA Jun 27, 1992, Dennis Luther, Dave Szot, Joe Szot, Tom Yandon

**116 Borderline 5.11c PG 190' ★★★**

Named for its proximity to the survey marker just to the right; beyond this marker is private land.

**Start:** At a low bolt on the face 6' left of the survey marker in a yellow circle.

**P1 5.11c G:** Clip the low bolt, then make a difficult press up and right to easier rock. Continue past a headwall to a right-facing corner at the top of the dike rock. A difficult leg press left (crux) leads to a face, then follow a flared crack to a fixed anchor in an alcove in the upper dike. 100'

**P2 5.11c PG:** Out the alcove to heady climbing up thin cracks that lead to opposing shallow corners. Up the right side, then move left past bolts (crux) and back right to a handcrack finish and a fixed anchor in dike rock. 90'

**Gear:** Up to 3.5".

*FA (P1) 2004, Patrick Munn, Mark Meschinelli*

*FA (P2) 2005, Patrick Munn, Dominic Eisinger*

**117 It Don't Come Easy 5.10d G 490' ★★★**

Climbs the right side of the 100'-high pillar in the center of the Big Wall Area. There is nothing easy about getting to the top of this route, especially when you consider the condition of the upper pitches. However, the pitches to the top of the pillar are incredible; highly recommended. Other routes are conveniently located nearby, which allows for creative linkups.

**Start:** On the right side of the clearing at the base of the Big Wall Area, below a flared slot, one side of which is black and the other white.

**P1 5.10a G:** Climb the dirty flared slot, then up nondescript rock to an alcove (often wet). Exit the alcove on the left via a steep, awkward handcrack (crux) and up to a fixed anchor. 100'

**P2 5.4 PG:** Traverse down and left on dike rock, past the fixed anchor for **Borderline**, to the fixed anchor at the base of the pillar (shared with **Puzzle Rue** and **Foreplay**). 50'

**P3 5.10b G:** Climb the crack in the right side of the pillar, past a low overhang, then up a wide section (crux). At the top, step left and climb a dirty crack in black rock to a comfortable, airy belay and fixed anchor at the top of the dike. 130'

**P4 5.10d G:** Two bolts protect face moves rightward to a right-facing corner. Up the corner into a series of three left-rising, left-facing corners, each capped by an overhang. From the last of these, move left past parallel cracks in tan-colored rock (**Messiah** P4 crosses here) to gain a ledge with a deep chimney above and a fixed anchor. This pitch is dirty and not recommended in its present condition. 90'

**P5 5.9 PG:** Up the chimney behind a chockstone, then exit left to a right-facing corner capped by a ceiling. Break the ceiling at a crack to gain a stance at the base of the large left-facing dihedral (optional belay). Climb the dihedral, then step left to a right-facing corner and follow it to the top. 120'

**Gear:** Gear to 6", extra 2–3".

*FA (5.9 A1) Sep 1976, Geoff Smith, Patrick Munn*

*FFA 1978, Geoff Smith, Gary Allan, Dave Hough*

**118 Puzzle Rue 5.10b G 90' ★★★**

A crack climb with puzzling face climbing. Sustained.

**Start:** Begin at the fixed anchor at the base of the right side of the **It Don't Come Easy** pillar. You can climb **Foreplay**, **Borderline**, or **It Don't Come Easy** to reach this station.

**P1 5.10b G:** Climb the right-facing corner of the pillar for several feet until you can move right at a bolt to gain a stance below the thin crack. Climb the crack in a corner—left-facing at first, then right-facing—to a stance next to loose flakes. Continue up the crack, which becomes left-facing once again, until you can escape right to the fixed anchor. 90'

*FA 2004, Patrick Munn, Mark Meschinelli*

**Pilgrim Wall**

Right of the survey marker that delineates the right side of the Big Wall Area is the Pilgrim Wall, whose primary feature is the complex assortment of hanging dihedrals 150' up. From below, you can see the distinctive square and triangular roofs on the bottom of these dihedrals. Another feature, although you must look carefully, is an arrowhead-shaped flake 100' up (P2 of **Pilgrim's Progress**). The base is sloped and forested; to the right, the trail descends past the dihedral of **Raptor's Scream**, then goes around a corner to the Neurosis Area.

The routes in this section are newer and were developed during a flurry of activity in the 2002 and 2003 seasons. The reason for the spurt of development is best expressed in Patrick Munn's comment to Geoff Smith: "Our marriages are on the rocks, so we're on the rocks." In keeping with the Poke-O style, the routes in this section use bolts to link trad-protected features; thus, a rack is required. This style of climbing—bolts plus gear—is what Geoff Smith refers to as "modern trad." There are also many fixed anchors, which allow for one- to three-pitch cragging.

**119 Mayflower 5.10c G 215' ★★★**

Finds a moderate way to the top of the Pilgrim Wall. P3 is especially good. Named for the ship that carried the Pilgrims.

**Start:** 4' right of the flared slot of **It Don't Come Easy**, below a narrow ledge 5' up.

**P1 5.10c G:** Mantel the small ledge and ascend right-facing features to horizontal slopers (crux). Move right to gain a crack and follow it to a fixed anchor on a ledge. 75'

**P2 5.10a G:** Step left and climb a left-facing corner, then continue up the face to a left-facing corner below ceilings. Up the corner, then angle rightward to a small stance and a fixed anchor. 70'

**P3 5.10b G:** A rising right traverse on good holds leads up into a hanging open book. Climb it to a fixed anchor at its top. 70'

*FA (P1) 2003, Mark Meschinelli, Dede Johnston*

*FA (P2–P3) 2003, Patrick Munn, Dominic Eisinger*

**120 The Rapture 5.11d G 75' ★**

Heaven awaits you at the top of Poke-O.

**Start:** Same as **Pilgrim's Progress**.

**P1 5.11d G:** Face-climb up and left of the detached block to a stance below a small overlap. Move left (crux), then up to a crack finish (shared with P1 of **Mayflower**). 75'

FA 2002, *Dominic Eisinger, Patrick Munn*

**121 Pilgrim's Progress 5.11c G 230' ★★★★★**

Three excellent pitches of climbing that get progressively harder. P1 is excellent face climbing, P2 climbs the alarming arrowhead flake, and P3 winds its way through a geometric maze of roofs and corners. The route takes its name from John Bunyan's 1678 book *The Pilgrim's Progress from This World to That Which Is to Come*, which he wrote in response to being jailed for his religious beliefs.

**Start:** At a right-facing, right-leaning flared corner formed by a detached block.

**P1 5.10a G:** Up the detached block, then up the excellent face to a low anchor at 50'. Lower or continue up to a ledge, then up a handcrack through a vegetated section to a flake stance with a fixed anchor. 90'

**P2 5.10c PG:** Step right and climb the left side of the arrowhead (V1), then step right at the top to a shallow left-facing corner. Up the corner and crack through an overlap (crux) to a fixed anchor on the left. 60'

**P3 5.11c G:** Step left from the belay (V2) and climb the face to a right-facing corner and up into the stem-box capped by a roof. Climb the roof on the right and into the next box, then through the final ceiling to a grassy ledge and a fixed anchor. 80'

**V1 The Arch Crack 5.10a G:** Traverse left from the arrowhead flake and underling the left-arching overlap (strenuous) to reach a left-facing corner at its end. Finish through the ceilings as for **Mayflower**.

**V2 Matrix 5.11c G:** Move left 8' from the belay and climb a steep face up to an open book that leads to a squeeze chimney. Exit via wild "matrix moves" to a left-facing corner (small nuts) that leads to a ledge with a fixed anchor (shared with **Mayflower**).

FA (P2) Jun 14, 1992, *Joe Szot, Dennis Luther (led on aid, freed on second)*

FA (complete) 2002, *Patrick Munn, Dominic Eisinger*  
FA (V1, V2) 2002, *Patrick Munn, Dominic Eisinger*

**122 Snow Blue 5.11b G (5.10a R) 590'**

This route's distinguishing feature is the fingercrack that shoots up tan-colored rock on the buttress left of the Pilgrim Wall dihedrals. This buttress, known as the Fingercrack Buttress, is also distinguished by the huge boulder that overhangs its top. The lower pitches of this route are dirty and, in the case of P2, serious. However, climbing **Mayflower** straightens the line and provides access to the route's main feature. (P4-P6 are hopelessly dirty and not recommended.) Double ropes are recommended to overcome the hazard of the sharp edge on P2. Named by Munn for feeling blue after being dumped by Cindy Snow.

**Start:** Below a slightly left-leaning, right-facing flared corner beneath a larger right-facing corner. This is the next corner immediately right of **Pilgrim's Progress**, just before the trail descends right.

**P1 5.8 G:** Climb mossy corners to a ledge. Traverse the vegetated ledge up and left (crossing **Pilgrim's Progress**) to its high point and the fixed anchor shared with **Mayflower**. 80'

**P2 5.10a R:** Above the anchor is a handcrack in black rock. Up this handcrack, then runout the black face above to **The Arch Crack**. Undercling left to a left-facing corner, then up through ceilings to the fixed anchor shared with **Mayflower**. 70'

**P3 The Fingercrack Buttress 5.11b G:** Climb the corner above the anchor, then move left and reach blindly around the arête and into the fingercrack on the prow of the buttress. Shoot up the fingercrack (crux) and into the right-facing corner above. Belay at the top of the buttress in dike rock. 100'

**P4 5.8 PG:** Up to the left side of the large roof system above the belay, then into the deep V-groove. Belay in the treed ledge above. Best led by your partner. 100'

**P5 5.7 G:** From the left side of the ledge, climb either side of a pillar to its top, then up a left-facing corner to a grassy ledge. Up the straight-in crack to the next ledge beneath large roofs. 100'

**P6 5.8 G:** Out left is a clean crack in a corner on the bulging buttress, just right of some low roofs. Climb the crack 25' to the ledge above. Walk left on the vegetated ledge to the top. (This is where **Messiah** and **It Don't Come Easy** top out as well.) 140'

FA (P1-P3) 1982, *Patrick Munn*

FFA (complete) 1983, *Don Mellor, Chuck Turner*

**123 Morning Star 5.10d G 270' ★★★**

An even better line when combined with P1 of **Earthly Night**.

**Start:** On the right side of the Pilgrim Wall, just as the trail begins to descend downhill, is a series of large, stepped ledges that lead up and right to the base of two left-facing dihedrals. **Morning Star** climbs the left-most of the two dihedrals.

**P1 5.9+ G:** Climb the stepped ledges to the base of the dihedral. Up the handcrack in the left-facing corner to a vegetated ledge with a fixed anchor. 70'

**P2 5.10d G:** Climb the dike up and right 10', then back left onto the face with long reaches. Work leftward into a left-facing corner; up the corner (RPs), then break out right onto the face and up to a fixed anchor on a ledge. 100'

**P3 5.10b G:** Go up the seam above the anchor to a ledge with a block at the base beneath a deep, vegetated V-slot (just left of the anchors on **Earthly Night**). Step left into a right-facing corner (this corner is right of a prominent triangular roof); up the corner and face on the left to a hard layback move that gains the grassy ledge with a fixed anchor. 100'

FA 2002, *Patrick Munn, Dominic Eisinger*

