Git on IT!
BOULDERING GUIDE TO DEVIL'S LAKE STATE PARK, WISCONSIN

By Eric Zschiesche
Second Edition
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Warning: The activity of bouldering has inherent risks. This guide's function is to assist in the location of some of the established problems at the Lake. The user of this information accepts complete responsibility for their actions, and releases the author from any liability whether it is a minor mishap or death. Happy bouldering and may your pad be soft.

Cover photo: Coming to grips with Bulbous Left Center V8.
Devil's Lake State Park rests in the rolling hills of south central Wisconsin. The boulders and bluffs of the Lake are comprised of a bullet-hard red quartzite that soars to the majestic height of seventy feet in some areas. Though short in stature the rocks offer a fine array of vertical to slightly overhanging problems that range in difficulty from easy to too hard. The Park is open year round with the Spring and Fall being the most conducive times for pulling down.

This guide details 95 bouldering problems at five different locations within the Park. The topos and route descriptions are done with time and care, however certain problems will present a challenge in their location, so be patient and use your intuition if all else fails. The ratings are given in the V system, an open ended numeral format that is effective in detailing gradations in difficulty. Objectivity and subjectivity at times overlap, so use this information with discretion and a grain of salt.

The simple act of bouldering is at best a wonderful form of play, a way to enjoy and laugh with ourselves and our friends under the open skies. Peace and may your heart and footfalls be light and cheery.
**North Shore**

Approach: Locate the Park Headquarters, from there travel east for 150 yards and cross the railroad tracks. After the tracks slack off right on road for another 200 yards to the East Bluff trailhead. The rock is 50 yards south.

1. **HORSESHOES & HANDGRENADES V2** 14 feet. Climb up face on thin holds and avoid the ledge to the right. Careful of blocks at top.

2. **EARTH MECHANICS V5** 17 feet. Start at the right bottom of face and diagonal up and left to the top. Avoid the aretes.

3. **FACE VO** 17 feet. Ascend the face on large enjoyable holds.

4. **JAMESON V3 ARETE** 18 feet. Crank up arete to top.

5. **EMILY’S NAPTIME VI** 18 feet. Climb up face using both aretes.

6. **FACE VI** 18 feet. Start on large awkward hold and pull to the top.

7. **FACE V2** 18 feet. Climb arete using sidepulls to the right.

8. **FACE VO** 11 feet. Climb up face to sloped finish.
9. BIG BUD ARETE V2  20 feet. A Classic! Start on the right side and pull up to the break, then continue up face using both aretes.
10. FACE VO  14 feet. Climb up the face using all the holds.
11. SPECIAL K VO  15 feet. Climb up arete on sidepulls to the top.
12. WELCOME TO THE LAKE V4  15 feet. Crank up the face on thin holds avoiding the left seam and arete as well as the right crack.
13. CRACK VO  15 feet. Ascend the crack to the summit.
14. CRACK VO  15 feet. Climb up the fissure to the glorious finish.
15. ARETE V2  14 feet. Climb up the arete avoiding routes 14 and 16.
16. FACE VO  13 feet. Saunter up the face on nice holds.
17. MINI ME VI  11 feet. Climb up the left face, then with subtle weight and balance adjustments throw a dynamic move to obtain the corner to the right.

18. REEF ON THIS V2  12 feet. Grab the thin holds and hike it straight to the top, avoid the left arete if you want to keep it clean.
19. SHOW ME THE KIND V4  16 feet. Another classic! Start just right of the north west toe of the boulder and move up on thin holds to a small bulge. Set up and sail for the bucket, then you’re high.
20. REDHAIR ARETE V3  14 feet. A classic arete! Easier than it looks, just start at the toe and climb directly up arete.
21. THE GIESE DOME V2  14 feet. Start just left of the southwest corner of the boulder and climb up the arete using everything you can reach.
22. THE POWER OF THE CHROME DOME VO  14 feet. Start just right of the southwest corner and climb the face on nice holds. Avoid the crack to the right.
Faith Audiss entering into the classic FLATIRON V4.

Eric Zschiesche lip wrestling on the classic BULBOUS LEFT CENTER V8.
**Monolith**

Approach: Locate the East Bluff trailhead. From this point, hike up trail, in about ¼ mile a band of conglomerate rock will be passed... continue on for about another ¼ mile to the first slight downhill on trail. Boulders abound.

1. **Crack of Minimal Motion V3** 14 feet. Starting on the right side of the smooth face, climb up the thin seam to ledge. Avoid right arete.

2. **Project V?** 14 feet. Climb up the middle of face and it's a done deal.

3. **Slope of Dadaism V3** 14 feet. Ascend the left side of this billboard of rock, staying off the left arete.

4. **Axiom of Arete Aesthetics V7** 22 feet. Start at the toe of the pillar and climb directly up arete to ledge and continue to the top.

5. **Pillar of Contemporary Movement V4** 22 feet. Start at the toe of the pillar and using the arete sidepull and thin face holds on the left face ascend to a nice hold on the left wall, from this point pull onto ledge and finish up the right arete.
6. THUNDERBIRD BULGE V3 11 feet. A fun lunge. Start with sidepulls and hike your feet up, then throw for the good hold. Exit stage right.

7. BARKBITER V4 12 feet. Ascend the crack on the right side of face.

8. VENUS RISING V7 12 feet. Crank up the subtle arete using thin holds to gain the summit. Avoid the pronounced arete to the left.

9. ARETE VI 12 feet. Climb the arete using all the holds.

10. BROKEN POTTERY RIGHT V3 10 feet. Start on the right side of the face, and using a hidden right hold crank up and left to the top.

11. BROKEN POTTERY LEFT V3 10 feet. Climb face avoiding hidden hold.

12. ARROW RIGHT VI 10 feet. Ascend face with thin crack to the top.

13. SHAWN’S SLAB V0 10 feet. Climb up the middle of the south face.

14. SPOTTED COW LEFT V3 10 feet. SDS. Start on the large hold and pull up and move left to the thin crack and off.

15. SPOTTED COW CENTER V4 10 feet. SDS. Grab the large starting hold and crank straight up face using sidepulls and thin holds.

16. SPOTTED COW RIGHT V2 10 feet. SDS. Start on the large hold and move up and right to the summit.

17. SEX AND CHOCOLATE V7 14 feet. Start on the right side of the wide arete and using thin crimps and sidepulls ascend up arete to a dyno for a sloper. From here traverse right and off.

18. PERFECT MEDIUM V9 14 feet. A Classic! Start in the middle of the smooth face and crank up on thin holds to sloper, then set up and throw for a fingerhold, one more move and jugs abound.

19. MANHATTAN VI 11 feet. Climb face avoiding large crack to the right.

20. THIN MAN CORRIDOR V2 11 feet. On the east face of the corridor, climb the center of the wall on thin holds.
21. A HUNGER ARTIST V2 16 feet. Start at the toe of the arete and ascend the wall via the right face and the arete.

22. THIN CRACK VO 12 feet. Climb the splitter finger crack on the south face of Monolith blocks.

23. FAT CRACK VO 12 feet. Another nice crack to exercise jamming skills, with plenty of horizontal face relief.

24. JACK SPRAGHTE DELIGHT V3 11 feet. Ascend the west side of the corridor on nice fingerholds and sidepulls.

25. SOUL SATORI VO 12 feet. Climb the arete comprising the northeast corner of the large block. Good holds and fine movement lead to the summit. Don’t forget to now and then stop and take in the view.

Jeremy Schlick in the groove on JACK SPRAGHTE DELIGHT V3.
Balanced Rock

Approach: Locate the South shore parking area, then hike north over the railroad tracks to the Balanced Rock trailhead. Hike up the trail for about ¼ mile.

1. Groth Arete V3 17 feet. Ascend the arete on thin holds to top.

2. Balanced Rock V0 10 feet. A classic summit that entails just a pull up and a throw for the top.

3. Wedding Day VI 14 feet. Climb up face avoiding the aretes.

4. Lou Reed Lunge V4 11 feet. Crank up the crack to a hold at the 8-foot level, then set up and dyno right to arete.

5. Lou Reed Crack V2 11 feet. Climb up crack on southwest face.

6. Lou Reed Arete V3 12 feet. Ascend the arete staying off the left corner above the roof.

It's not a question as to whether there are holds, but whether you can hold on. Anon.
7. WEST FACE V0 12 feet. Climb up west face on nice holds.
8. WARMUP V0 10 feet. Climb up face on big holds.
9. STARTUP V2 10 feet. SDS Pull up face with dyno start, and avoid the arete to the left.
10. HAIRBALL V2 12 feet. Ascend arete using holds on right face.
11. SCHLICK MOVE V3 11 feet. Start on thin holds and crank to top.
12. AIRBALL V3 14 feet. Climb up the face on thin holds with fine movement and an excellent flat summit.
13. SLOPERS V3 14 feet. Ascend the face on thin holds to slopers and then exit to the left.
14. CRIMP OVERHANG V5 15 feet. Climb up the pyramidal face on thin holds to dyno, then off on big holds. Avoid the large holds in the right corner at the bottom.
15. PONY RIDE V3 10 feet. SDS. Sit down start from large hold at base of small shallow dihedral, crank up on thin holds to ledge finish. Descend to left.
16. TWO STEP V2 11 feet. Climb up the left side of face avoiding the left arete.
17. THREE STEP V3 11 feet. Start in crack, then move up and left to good holds.
18. WEDNESDAY NIGHTER V1 11 feet. Climb the crack.
19. BULBOUS LEFT V5 10 feet. Start on large hold at back of overhang and move out and left to pinch holds, then finish through to the top. Avoid blocks to the left.
20. BULBOUS LEFT CENTER V8 10 feet. A Classic overhang. Start on large hold at back of overhang and move out and left to pinch holds, then throw right to v-shaped hold and finish through the center of the overhang.
**Tombstone**

**Approach**: Locate the South Shore area, from there continue east on South Lake road for 1/3 mile to a parking area on right. From the parking area head north into the woods and locate the CCC trailhead. Hike uphill on this trail for about 1/3 mile to the East Bluffs, then continue along cliff top for another 200 yards.

1. **TOWER TRAVERSE V2** Circumnavigate the base of the Leaning Tower.

2. **CAPSTONE VI** 17 feet. Start at the left corner of the Tombstone face and climb face between left arete and handcrack.

3. **LEFT CRACK V0** 17 feet. Start on the left arete and climb up and right into obvious jam crack, follow this feature to the top.

4. **TOMBSTONE DIRECT V5** 17 feet. Start on crescent holds in the middle of the face and move up and left for highstep move.

5. **CLASSIC TOMBSTONE V2** 17 feet. Climb up the face on nice holds staying just to the left of the right crack.
6. **RIGHT CRACK VO** 17 feet. Ascend the crack on the right side of the Tombstone face to the summit.

7. **THIN CRACK VO** 17 feet. Just to the right of the Tombstone face is a wall with a crack splitting it. Crank a face move and finish the crack.

8. **HEADSTONE V4** 15 feet. Around the corner on a south face is a good route. Climb up on thin holds to a smooth finish.

9. **FOOTSTONE V2** 10 feet. Start at the southwest toe of the wall and ascend up and left on fun holds to the top.

10. **ARETE VO** 12 feet. Ascend the arete on large holds.

**NOTE**: A number of very moderate problems are located on the wall directly to the northwest of the Tombstone. Also a good traverse or two await those inclined to the horizontal drift.

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Mike McCarron pulling it down on **THREE STEP V3**.
Approach: Locate the South Shore area of the Park from there continue east on South Lake road for about 1/3 mile to a parking area on the right. From parking head north into woods and locate CCC trailhead. Hike uphill for roughly 1/3 mile... climb.

1. FACE V5 12 feet. Crank up face on thin holds, avoid right arete.
2. FACE V0 12 feet. Climb face using all the features.
3. WAGENER ARETE VI 12 feet. Ascend arete to top.
4. P.O. BOX 11 V2 12 feet. Climb arete to letterbox hold and off.
5. CRAB V2 10 feet. Crank on thin holds and avoid aretes.
6. ERROL MORRIS V5 13 feet. Ascend the face on thin holds and avoid both the right and left aretes.
7. FACE V0 15 feet. Move up on large holds and finish mantle.
8. FACE V0 15 feet. Start in thin seam and climb holds to top.
9. ZIPPER V8 20 feet. A classic! Start on sidepulls and crank up seam to finger ledge, then move right to V-notch and off.
10. FLATIRON V4 14 feet. A classic Gill problem. Ascend the face using the two thin fissures and the rock between.
11. MARTINI MADNESS V4 15 feet. Start this fine problem using the left arete and right face, then move off arete and finish on face.
12. BEER BUZZ V2 17 feet. Thin moves to begin, then finish up arete on user friendly holds.
13. CRACK V2 11 feet. Climb the thin seam, then move left onto easy terrain.

14. HIGHBALL V4 18 feet. Exciting! Climb the seam on route 13 but avoid the left arete by moving right to slopers and off.
15. STRAIGHT SHOT V9 18 feet. A classic contrived eliminate! The same as routes 13 & 14, however at the 5 foot level shift right and stay off seam and large holds at top of seam. Crimps to slopers.
16. THE CAPTAIN'S TRAVERSE V8 Start at base of left corner and traverse right through the previous routes to a reach for good holds.
17. SADDLE SORES V2 SDS 5 feet. Squat down with your back to the wall and your hands on both sides of the small roof, then pullup with your legs overhead until your derriere rests on the saddle.
18. ARETE VI SDS 9 feet. From the sitdown position grab the holds and proceed up the arete to the top.
19. LITTLE OVERHANG V0 10 feet. Climb through roof on big holds.
A Thank You

With deep appreciation I would like to thank the wonderful mix of eclectic souls who have shared their fervor and love of the absurdly beautiful art of climbing on small stones. Your involvement has greatly enriched my time spent among the trees and rocks. I am thankful for those friends who gave constructive advice on how to facilitate this material into it's present morph. I give special thanks to my loving companion Faith for having patience with this protracted project.

Thank you all!

Eric Inclustle

Planet Earth