

**i** The Ok Corral marks the intersection of many eras and styles of bouldering. Like a good melting pot, multiple histories of Black Mountain interweave to create a complex climbing story. A story rich with Stone Master classics, 80's and 90's testpieces, *Rampage* special features, recent additions, and projects of the future. Of late, an abundance of new development has occurred outside the traditional Ok Corral area, making this sector a great destination for those wanting to view a new side of Black. Whatever your climbing objective, the Ok Corral is sure to have a line or two that will make it onto your lifetime achievement list.

In general, the Ok Corral sector receives full morning sun and late afternoon shade due to its southeastern orientation on the mountain. It is often not as cool as the exposed ridges higher up the mountain. The area is a great cool day spot and even a great winter destination for those ambitious enough to hike the road from the second gate when closed.

## HIGHBALL BLUES CIRCUIT

A dozen of some of the best highballs on the mountain are spread out across the Ok Corral, and you can combine them into a single circuit. Try them all in a day, a season, or a lifetime. They're excellent climbs in their own right, and when combined, make for an impressive test of mental and physical fortitude.



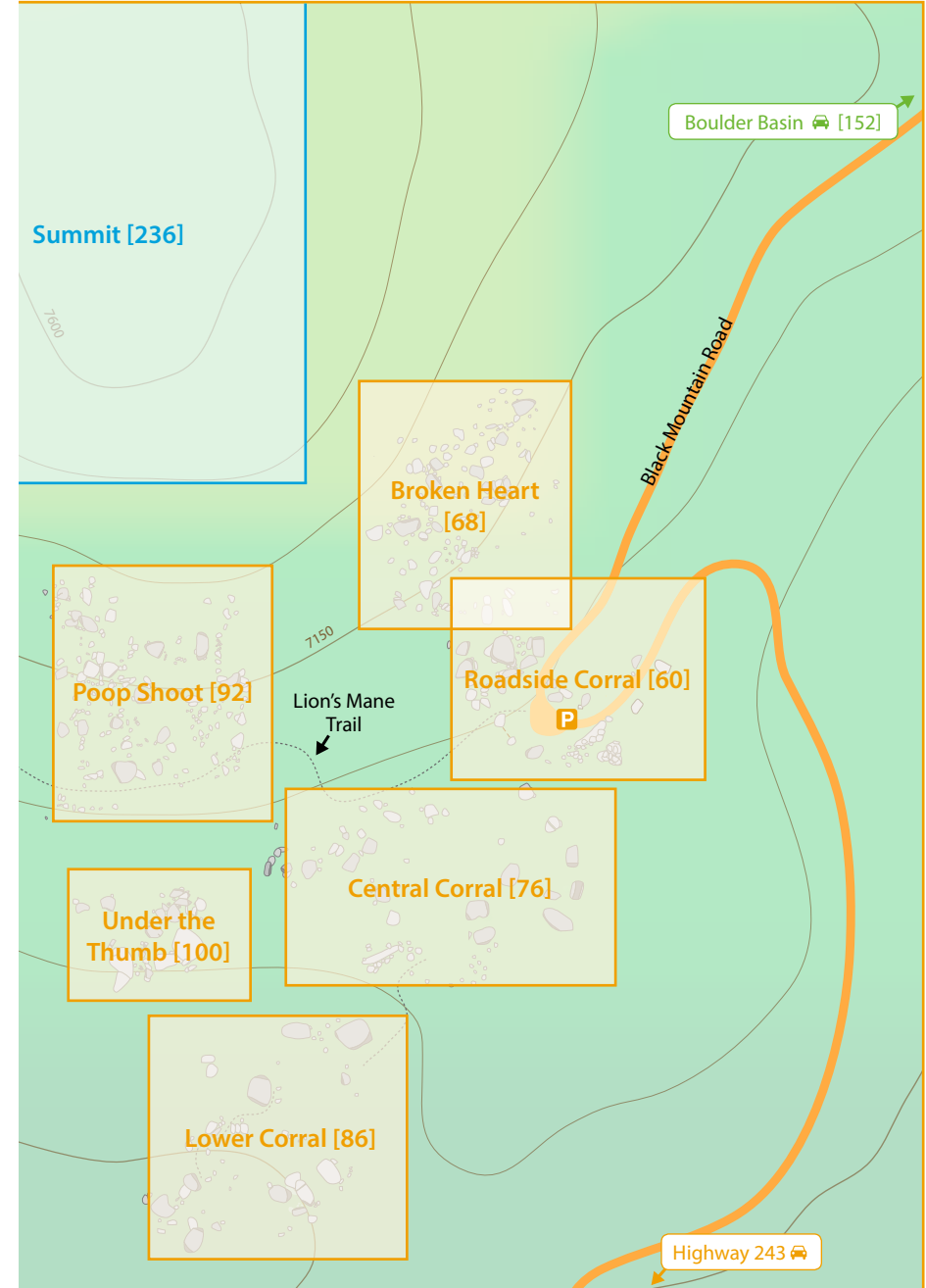
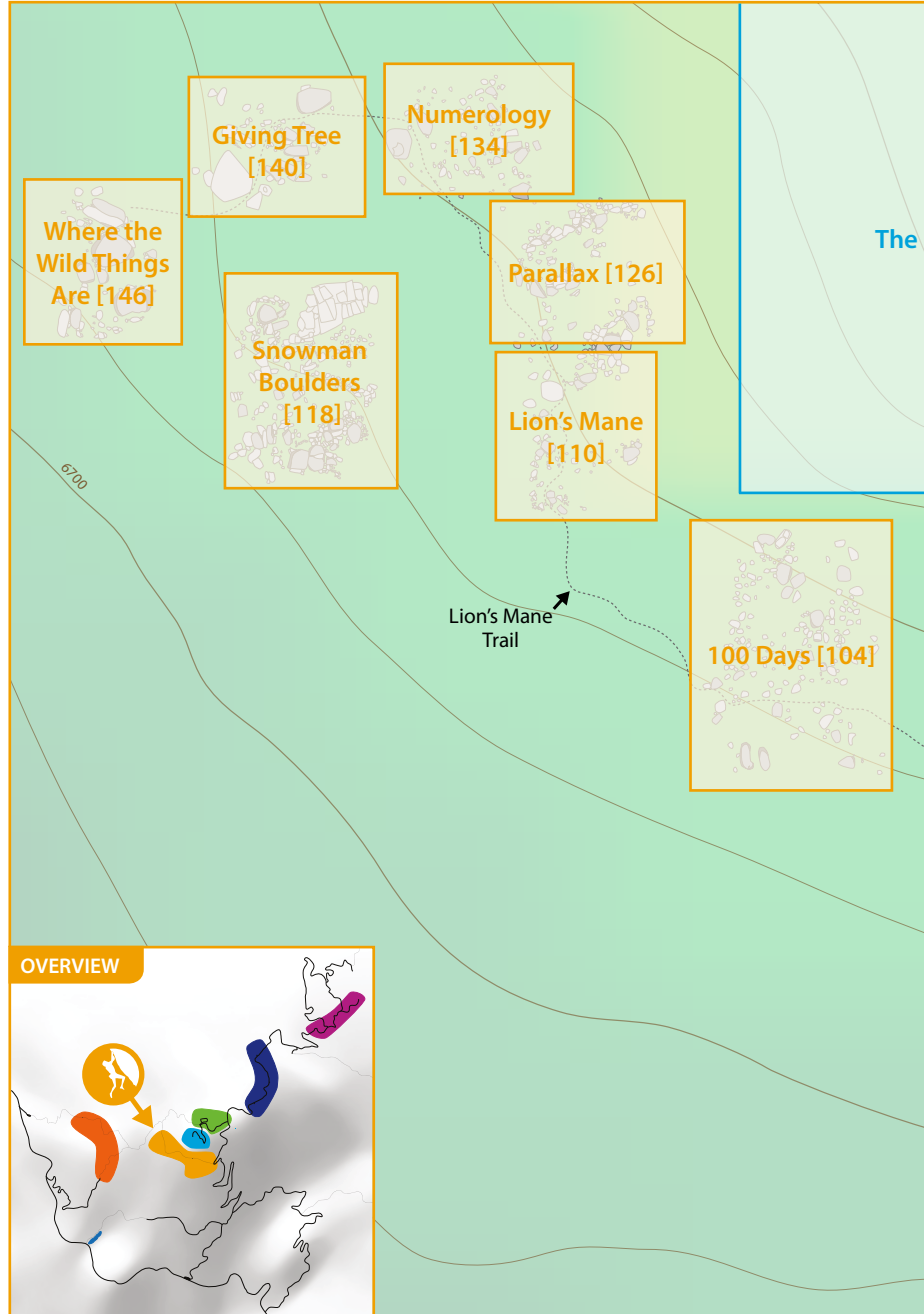
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**r** Although this sector extends beyond the historic bounds of the Ok Corral, we've grouped all the circuits together because they're all accessed from the same parking. To get to the parking, head up the Black Mountain Road, making sure to head left at the fork 1.5 miles up. The Ok Corral parking is smack in the center of the first large boulders you drive through, in the middle of a sharp right turn 4.1 miles up the road. See page 9 for an overview map of the mountain and more detailed directions to the Black Mountain Road.

The outlying circuits from *Poop Shoot* to *Where the Wild Things Are* sit along the Lion's Mane Trail. This unmarked climber's trail begins a few hundred feet west of the parking and snakes its way laterally across the mountain, staying at generally the same elevation.

During the winter and for much of the spring, the gate at the fork is unfortunately closed. Fortunately all is not lost. You can park at the fork and you can walk to the boulders of the Ok Corral in 40-50 minutes. You can experiment with cutting off some of the switchbacks, however it's more difficult than you'd think, so we recommend staying on the road.

## OK CORRAL OVERVIEW



WARM UP  
MEET FRIENDS  
WELCOME TO BLACK



4.1 mi.  
DIRT RD

0 min.  
WALK

14 14 5  
2 1

### WEST SLOPE [28]

### OK CORRAL [56]

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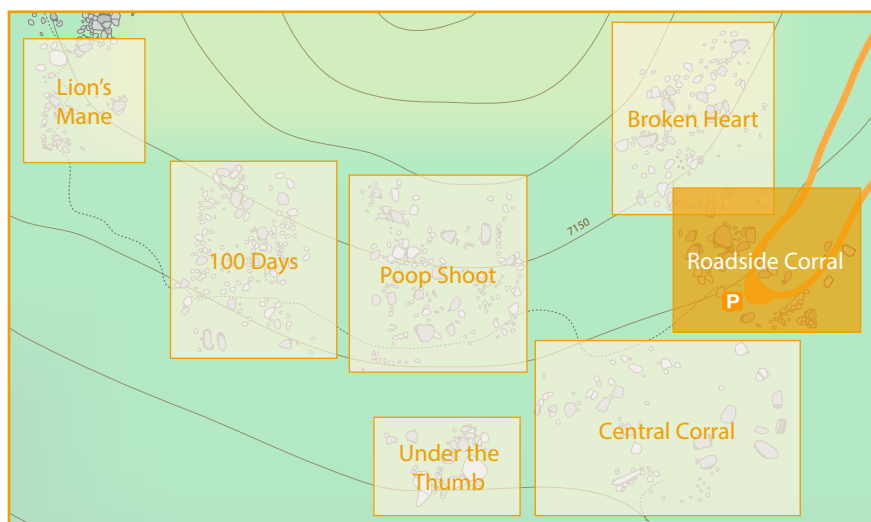
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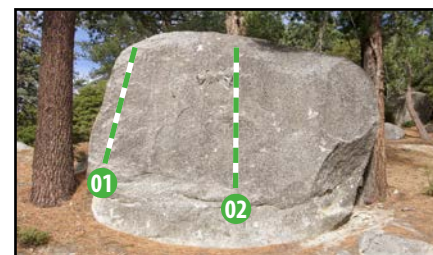
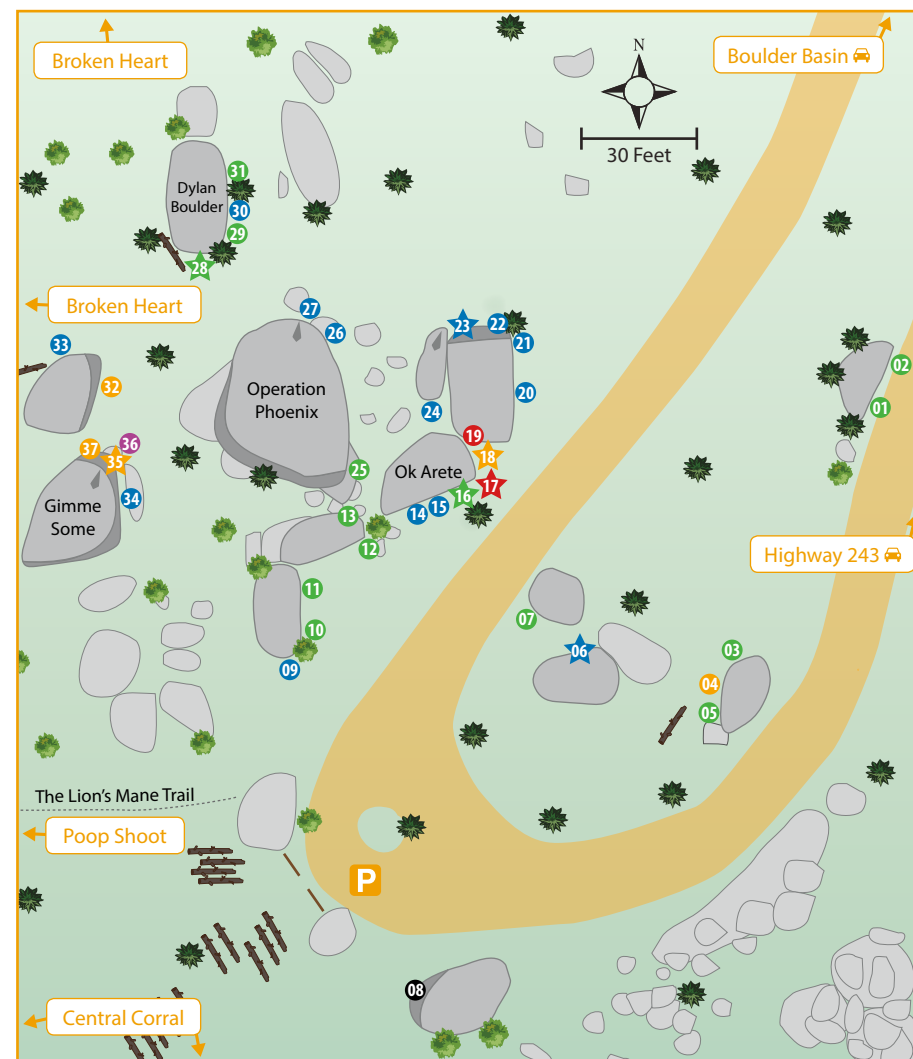
**i** The large boulders of the Roadside Corral are some of the first climbable rocks you see on your way up the Black Mountain Road. This is one of the original circuits, with many problems that were established 30 years ago, so enjoy timeless classics that span the rainbow. Other circuits at the Ok Corral are less conducive to warming up, making the Roadside an ideal place to start after the long drive. Because there's no hike and it's centrally located, this is also a great place to meet up with friends.

**➤** The Roadside Corral is centered around the Ok Corral parking. Getting there is easy: from Highway 243, drive up the Black Mountain Road for 4.1 miles, staying left at the fork at 1.5 miles. If the gate at the fork is closed in the Winter or Spring, the Corral is a 40 minute hike. See page 56 for detailed directions to the parking. GPS: 33.818733, -116.753667.



v0 v1 v2 v3 v4 v5 v6 v7 v8 v9 v10 v11 v12 v13 v14

## ROADSIDE CORRAL TOPO

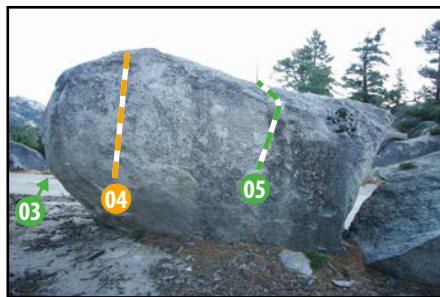


### 01 Left Arete

Climb the left arete, slightly right of an adjacent tree.

### 02 Center Slab

Start up the right side of the face and move from loose flake to loose flake. Most people opt to pass on these two problems.



### 03 Unnamed Arete ★ ☐

Climb the left arete by starting on a triangular block at chest height. Continue to the top by either rocking on to the slab or staying on the arete. (2)

### 04 Unnamed Face ☐

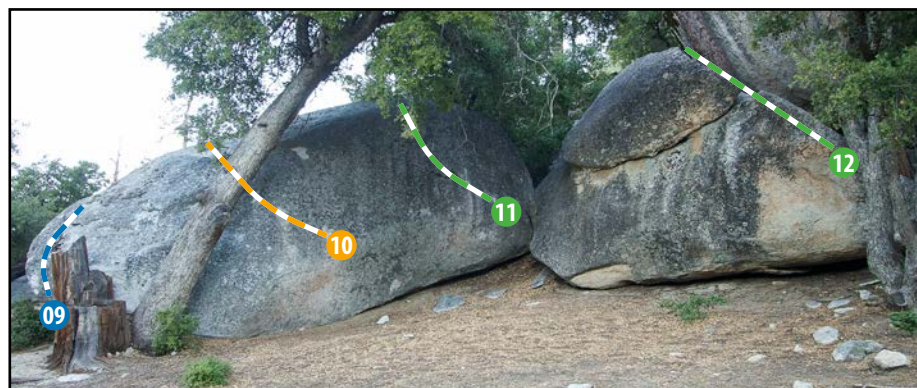
Use a left crimp at your chest and a right at your waist to ascend the middle of the short face.

### 05 Unnamed Face ☐

Start on an edge at chest height on the right side of the face and move right to a polished shallow scoop before a throw to slopers for an easier exit.

### 06 Stanage Problem ★★ ☐

Start on a horizontal rail at waist height and make a long reach to the sloping lip. Grab crystals and slopers to maneuver around one of the best mantles on the mountain. Do it once, do it twice, do it thrice.



### 07 Slab Variations ★ ☐

There are many easy variations up all sides of this boulder. (2)

### 08 Project ☐

Start with your hands on the rail and your back in the dirt on the steep side of the boulder at the edge of the parking lot. (2)

### 09 Unnamed Bulge ☐

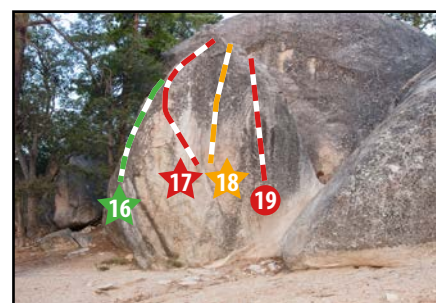
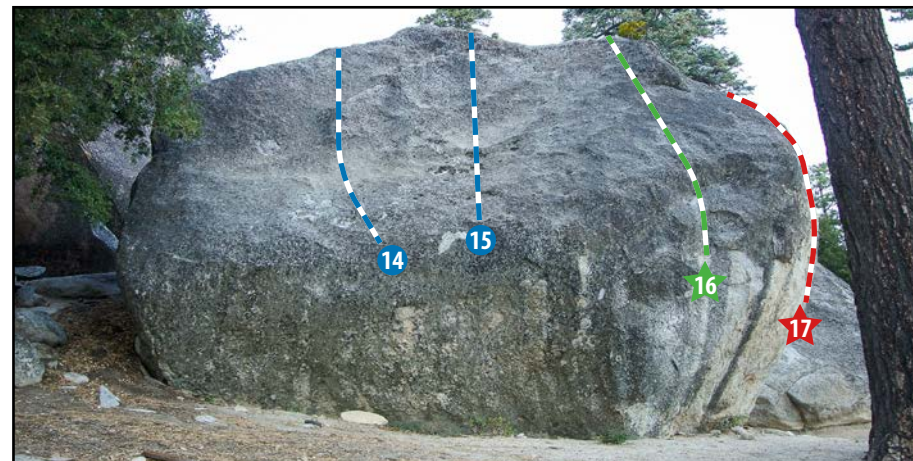
Start matched anywhere on the rail at chest height and move left to a crimp before reaching for better holds.

### 10 The Scoops ★★★ ☐

Start in the deep huecos to the right of a tree and climb leftward using scoops and technique for a difficult finish. This problem is impossible half of the time, even if you've already done it.

### 11 The Dupes ★ ☐

A hard move off the ground gives way



to easier climbing and increasingly larger scoops to the left.

### 12 Unnamed Arete ★ ☐

Climb the fun arete from right to left.

### 13 Unnamed Arete ☐

Sit start to the right of the arete and make a big move left to a jug. (2)

### 14 Unnamed Face ☐

Reach high to an edge and use bad feet to move left for a crimp and a scoop.

### 15 Unnamed Face ☐

Jump start to an edge and a scoop before powering right to another scooped dish. Mantle for the win!

### 16 Gym Problem ★★★ ☐

This is an excellent start to the day! Reach up to the comfortable jug be-

hind the tree and make a large move to another incut edge. Relax and enjoy the crimping slab, the breeze, and the view. For a slightly harder variation, start on your tippy toes using the sidepull flake to the right.

### 17 Cosmos ★★ ☐

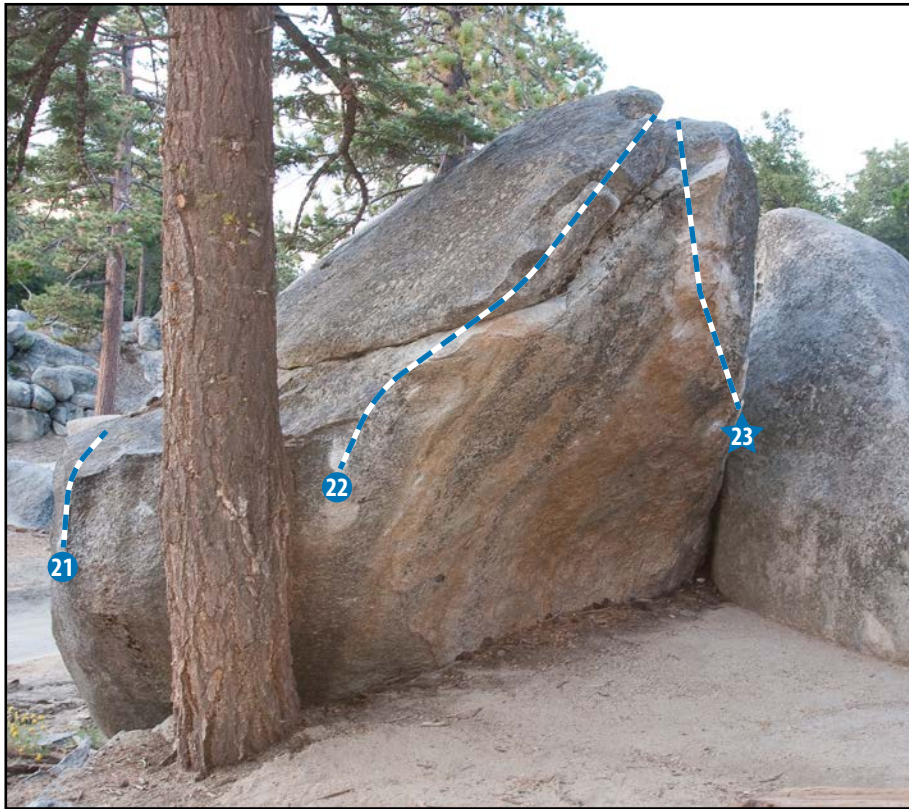
Start this *Rampage* classic with your right on a smooth scooped edge overhead and your left pinching the arete a bit lower. Big slaps up faint holds lead to a committing throw at the top. Be precise, for god does not play dice with the cosmos.

### 18 Ok Arete ★★★ ☐

Start as per *Cosmos*, but unlike its name suggests, climb the face by trending right. You need technical rock climbing skills to make your way to the shallow pocket and up the finishing knobs. This is a classic old-school testpiece, and was originally rated B1+/B2 in the SoCal B-scale.

### 19 Black Cosmic ☐

Begin 5 feet to the right of *Ok Arete* by stomping your feet on a large rail, crimping a right sidepull at chest height and popping up to a crimp. More small holds lead to a right-facing sidepull flake. Learn the language of the crimp.

**20 Unnamed Face** ☐

Reach from stacked pads to a sidepull rail 10 feet off the ground and use small feet to climb slightly left. 🧐

**21 Peeping Thomas** ★ ☐

Start on an edge overhead and throw to the top for a mantle. The climbing is enjoyable but over way too soon.

**22 Reed's Arete** ★ ☐

Hang start with a blocky left-facing rail on the left side of the face by the tree. Be careful not to dab on the tree as you climb rightward up a series of features.

**23 Ok Problem** ★★★ ☐

Choose your starting position overhead on the right arete and move left to the edges in the center of the overhanging face. Finish with bigger holds at the top. Amazing! For a variation,

climb straight up from the start holds.

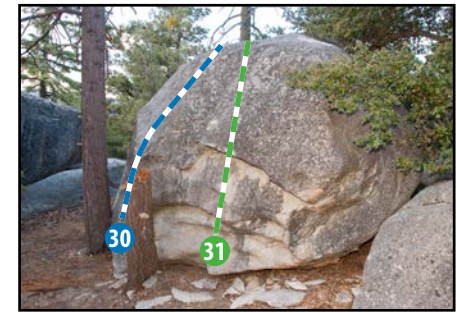
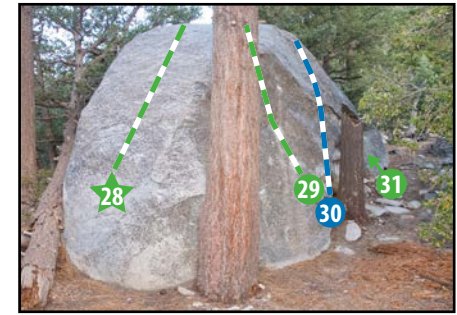
**24 Ok Xeno** ★ ☐

Climb this technical face by starting matched on the lone black xenolith and moving to the top with grace. 🧐

*There are a number of top rope routes on the east face of this tall boulder. Many of them have been climbed without a rope. To some these are boulder problems, to others, they're solos.*

**25 Unnamed Face** ★❤️ ☐

Stand on a detached boulder and climb the golden patina face to the right of the arete. Although the first moves are the hardest, the problem is tall, and you would need Wolverine's adamantium skeleton to survive a bad fall.

**28 Roadside Slab** ★★ ☐

Climb the slab on the downhill face of the boulder to the left of a tree, starting on an edge at head height. This is one of the many quality slabs at Black Mountain - tall but not too tall, challenging but not too challenging.

**29 Chillin' Left** ★ ☐

Climb up the slab to the right of the tree on a slightly concave face, passing a slopy nob on your way leftward to the topout.

**30 Chillin' Like Bob Dylan** ★ ☐

Start on an undercling at waist height, climb left to the slopy knob on *Chillin' Left*, and then move right up the smooth face in front of a dead tree, avoiding the better holds to the left.

**31 Unnamed Face** ★ ☐

Begin sitting on a left-facing incut. Move up through a series of small roofs to press onto the slab. Many strong climbers have spent the afternoon figuring out the secrets of this problem.

**26 Operation Phoenix** ★ ☐

Start on top of an adjacent boulder with a small tapered left pinch overhead. Trend right on tiny knobs and crystal edges for a comfortable exit on large patina. Extra pads are nice to even out the landing.

**27 Unnamed Face** ★ ☐

Pull on using a right crimp and the left arete overhead. Pop to the left-facing patina jugs and continue up on knobs and scoops. Descend by dropping onto the adjacent boulder behind you.



### 32 Unnamed Mantle ★

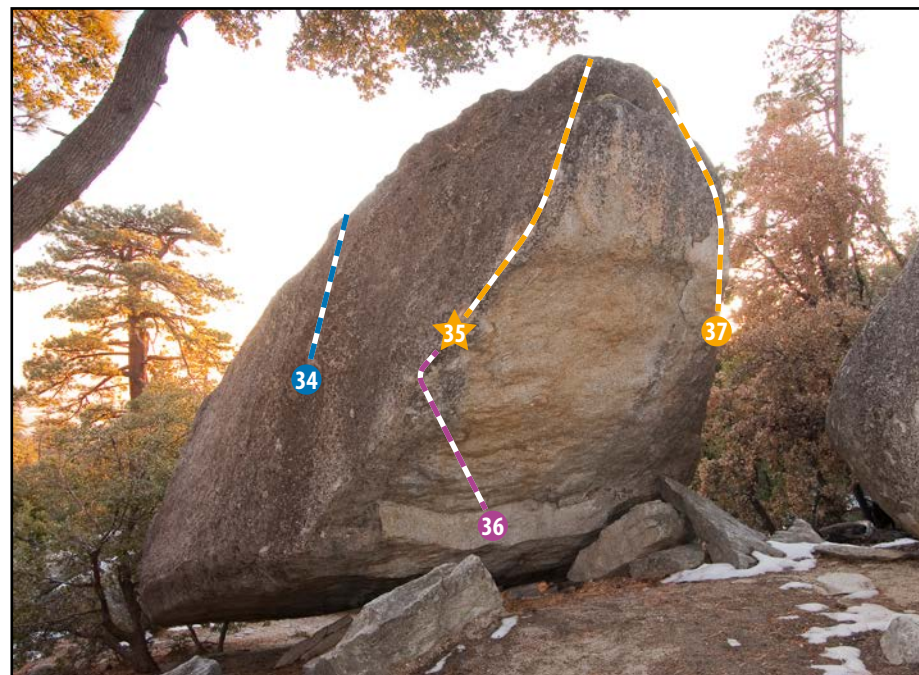
Start overhead on a right edge and a left crystal then move to a pointed crystal for a challenging mantle. Try not to let the pain detract from the quality of the line.

### 33 Unnamed Face

Jump to the sloping lip and throw to an edge up left. 🌀

### 34 Unnamed Jump ★

Jump across the chasm to the black protrusion 10 feet off the ground.



★ **35 Gimme Some ★★** □  
Stand on a small block at the base of the overhang and start with a left pinch on the arete and a right crimp. Move up the arete on crimps and knobs with tension and good footwork. A few extra pads make for a much cleaner landing. There is no easy way down, so reverse the last couple of moves and drop off.

★ **36 Regeneration ★** □  
Sit start *Gimme Some*, beginning on the horizontal crack at the base of the overhang. Make a series of gut wrenching moves to gain the arete and climb into *Gimme Some*. There is the potential for a lower start to the left, but this will have to wait for the future.

★ **37 Save Druthers** □  
Stand start high with a right on the arete and a left sidepull way overhead. Hard and sharp, this climb isn't repeated often.



Roland Wagner playing dice with *Cosmos* (page 63)