



Adventure 6: The High Desert
May 19-23 2025
Redmond, OR

EO 2025 Racer Route Book

It is time for the show! What lies ahead will not be easy. For some of you it may not even be possible. But you signed up for something hard, something that will require skill, teamwork, strategy, intelligence, adaptability and a whole lot of physical endurance.

We urge you to take a moment as a team before the race and just soak in the immensity of what it means to step into the unknown like this. You've already done so much to be at this moment, this start line. Be present, look into the faces of those around you and thank them for coming on this quest with you.

Safety - Safety is a tricky thing in these events. We have a robust plan involving satellite tracking, manned CPs, medical response professionals, extrication crew, egress points, a triple vetted course, and YOU. That's right, YOU are the most important part of our safety plan. Because make no mistake - this course and this sport carries serious RISK with it. You must make good choices and at all times consider you and your team's safety and skill. If there is an emergency, your team must be prepared to shelter in place for several hours at the minimum. This is especially relevant for night travel, water sections, and once sleep deprivation sets in. And you may have all three of these risk factors simultaneously. So take responsibility for your decisions in regards to these things.

General ARWS rules apply in all instances not specifically mentioned in this route book or race communications regarding mandatory gear. We also know from experience (both racing and directing) that rules are hard to anticipate in regards to complex events like this. We endeavor to have clear race communication, and a fair competition while allowing for teams to think outside the box sometimes. Below are some specific interpretations of rules for this event.

Missing personal items incur up to a 30 min penalty per item, missing team items incur a 2 hour penalty. All Transition Areas (TAs) are to be visited in sequential order and via the discipline(s) assigned to the preceding stage. (ie if stage 2 is an MTB stage, you must arrive at TA 2 via MTB). All CPs are to be obtained in sequential order and during the specified stages. You may skip a CP (usually a PRO CP) and continue as a ranked team. O-points may be obtained in any order, but only during their specified stages (or sections of stages). You may skip O-points.

Team members must remain within 100m of each other at all times. Every member of the team must be within 10 meters of the checkpoint when it is acquired. Travel along off limits roads or through off limit areas will incur either a penalty, DQ, or time equalization. Off limits roads are usually marked, unless marking them would limit the ability to read trails on the map. So it is important to read the rules too as to off limits areas. Other off limits areas are marked with shaded red or orange or grey.

Ranking is determined by points, then time. CP are worth 2 pts, O-points are worth 1 point. PRO points are just CP, but designated as such just to allow teams to self-regulate timing, but we expect most teams to get all the PRO points at least early on. We repeat in different terms - get all the CP you can as these are your highest pt value. Then prioritize O-points as these are the second pt value. Then time. All TA are MANDATORY in order to get an official ranking. Note,

that this year there is a maximum # of O-points that count toward your score, so you can leave a few out there if you remember, or get them all to earn tokens.

Check in and out of all TA and O-course areas. Traffic laws apply at all times. Observe no trespassing signs and private property. Keep trackers working and on the outside of your pack facing the sky at all times. Jerseys must be worn as the outside layer at all times except on whitewater paddles when they can be under your life jacket. **Absolutely no urination, defecation, or obvious nudity on the grass/trees in the TA areas**—there is usually a bathroom and water nearby! Violators of the urination/defecation rule will receive a 2-hr penalty. **This rule is for all TAs.** If the TAs do not have bathrooms, dig a hole out of the area as normal for wilderness LNT ethics.

This route book is as comprehensive as we could make it, but we surely missed things, got them wrong etc, so please understand that these races are complex and while we try to think of everything that racers might think of, well, we know from experience that we can't.

The Tokens

This year's race will include a new race strategy mechanic - Tokens. Throughout the race, teams will have the ability to earn "tokens" as well as to spend these tokens for various perks. Token acquisition will not always be easy, and it is not necessary to get tokens to win or be competitive in the race. Below are the detailed places where you can earn tokens, as well as the ways you can spend them. Note, some token challenges may require effort or risk and should be assessed and omitted if the challenge exceeds the team's comfort zone.

There are a total of 6 tokens available

1. Prologue completion
2. TA 2 - token for extra challenge during passport collection
3. Stage 4: Steamboat-O - up to two tokens available for o-course completion
4. Stage 5 Near CP 22 - token for cliff jump challenge
5. Stage 7: MTB O - token for full completion

Token perks (you won't have enough to "buy" everything).

- Receive maps (except O-maps) immediately after course meeting on Sunday night
- Buy a special map (satellite view) of the steamboat-o area
- Leave the dark zone 15 min early (can use 2 tokens for 30 min max)
- Buy extra water rations at various TAs without water (2 liters for each team member).
Water rations available at TA 7-12
- Save half the team from the high cliff jump at CP 44 (they just jump off the mini cliff)
- Get information at any TA about any teams behind you (how far back, how much sleep etc to the best of the volunteers knowledge).
- Receive cave map at CP 60

Mandatory gear required per stage discipline except as noted

I'm

Penalty for moving ahead of the peloton - 2HR minimum.

TA1 Notes:

This is the day use area (between campground areas) on the bank of the Deschutes River. Please respect other park users. Follow TA staff instructions, check in/out and load gear where and when asked.

Stage 2: Dancing the Do-Si-Do on the Deschutes

No CP, TA1 to TA2, helmets required, bivvy required, no shelter required

This is a classic “easy” whitewater run in central Oregon - but one that is nearly impossible for most people this time of year due to water-levels. But, with a pack-raft and good technical skills anything is possible! We’ve even bike-rafted this one at these water-levels so just be thankful we didn’t add that to the menu!

This section is more challenging in tandem packrafts, as much of the rapids require very careful and tight maneuvering. There are also some portages (one mandatory). Teams that can work through adversity and quickly move from boat to quick trek and back to boat will be rewarded as they work their way through this challenge.

YOU MUST stay within the river/canyon for the entire section as the river travels through lots of private property. There are sections of the deeper canyon with an old trail next to the river that can assist in portages. The mandatory portage will be flagged and should be done on river right. There will be a small cliff jump/boat toss/down climb to re-enter the river if water levels permit.

After Awbrey falls, you enter the “white mile”, a long section of technical boulders with some tight lines. Packrafts are super tough, but not indestructible - so use care when you can and choose to get out and walk sections that exceed your skill.

Make sure to have your packraft repair kit (tyvek tape and a way to dry your boat at the minimum!).

A bit of history- In the late 1800s and early 1900s, Euro-American settlers moved into the region under homesteading acts, and **irrigation became the obsession** of the high desert. The Deschutes River was seen not as a wild, scenic resource—but a tool to “**make the desert bloom.**” **The Tumalo Irrigation Project** (early 1900s): Just upstream of the park, a massive (and ultimately failed) irrigation scheme tried to bring water to farms. Parts of it were built, including canals, but poor engineering and financial issues doomed it. At Cline Falls, just down from TA 2 once a town founded by Doctor Cline. He dreamed of a thriving hub powered by the waterfall’s hydroelectric potential. The town had a **power plant** built in 1908, a post office,

several buildings and a pretty good sized population. But once the railroad ran through Redmond instead of Cline, it quickly became a ghost town. Now with the powerplant removed, fish and wildlife are back and it is now a popular recreation destination.

TA2 Notes:

You ***must collect your passport*** at this TA. There will be an ***opportunity nearby for a token*** as well. Bathrooms, water nearby

Stage 3: Six-Shooter Singletrack Session

CP 10-15 in any order, CP 16-21 in sequential order (there is no CP 1-9, don't ask)
No shelter required.

Singletrack, and then some singletrack, and then some more singletrack...and then you will get some road. ***MAP NOTE: There is a new singletrack trail called the "rattler" (actually 2 parallel trails that join into 1) that goes from CP 19 to CP 20. It is not on the maps, you can find it just east of CP 19.***

This stage links three areas of classic central Oregon trails, and eventually leads to a more rugged area of singletrack where mountain bikers and motorized dirt bike riders exist in an uneasy peace and share the trails.

From TA 2, Proceed to WP1 on roads using caution and riding single file. At WP1 you will enter the Maston trail system. You must enter/leave Maston area only at WP 1 trailhead area.

Use your detailed map of the MASTON/CLINE trail complex for CPs 10-15 and 16-21 since this area is a bit complex. CP 10-15 can be obtained in any order, 16-21 sequential. After 15, proceed back to WP 1 and cross the road to the Cline Buttes Trail system, and then connect into the Cascade view trails. All of these are purpose built singletrack networks. But keep in mind that there are lots of old/unsanctioned user created trails and roads that are sometimes unmapped. There is no water available on this leg, except at a river crossing as you approach TA3. It is recommended to take stock of your water BEFORE arriving at TA3.

History:

Long before the sound of spinning tires echoed through the juniper trees, the land around Cline Butte and what we now call the Maston Trail System was home to the Northern Paiute people. They knew this harsh, beautiful land well—moving with the seasons, hunting antelope, gathering roots from the lava flats and *never complaining about the hills, heat or cold*. They traveled light, they traveled smart, and they lived off the land. Then came the white settlers - who rolled in with their wagons and dreams in the late 1800s, they weren't looking for gold—they were lookin' for water and land. But this wasn't an easy place to stake a claim. The land was dry, the soil was stingy, and the only thing growing faster than weeds was frustration.

But, folks tried anyway. They built cabins and dug irrigation ditches through the rocky soil. Out in the area that's now Maston trails, ranchers ran cattle and horses on open range, and you'd best believe there were more rattlesnakes than rain clouds. A few outlaws might've laid low in the canyons too—hard to say, but it sure feels like the kind of country where a man might vanish for a spell.

To this day, Maston is shared with horseback riders, just like it was a hundred years ago. There's mutual respect out on those trails—two kinds of riders, both with a love for open country and the thrill of the journey.

As for Cline Butte, it's still wild, still rugged. Off-limits in places due to FAA facilities and private land, but its flanks offer dirt roads and views that'd make a cowboy weep. The air smells of sage, the sky stretches for miles, and the land whispers stories—if you're quiet enough to hear 'em. Remember to take a moment and enjoy those views.

TA 3 Notes

No facilities. No water. Closest water is at the river crossing about 2 miles (3km) SW of TA3.

Stage 4: *Steamboat Rock “Rake and Scrape”* (Trek-O)

O-points: A-M in any order, no biking allowed. Max score on stage is 10 O-points. Get 12 and earn a token, get all 13 and earn 2 tokens. Your Map is also your passport, put your team # on it and turn in before leaving.

No shelter or bivy required

With the iconic steamboat rock as a landmark, who could ever get lost in this area? Well...you. And me. And basically anyone. The military has used this in the waygone days as training for various things, and it is riddled with roads, trails, smaller trails, lava outcrops, horse trails, OHV tracks, animal trails and hidden crevices...all with the addition of what we can only call micro-topography. A perfect place for an old fashioned checkpoint “rake and scrape”.

Really study this map - we added a lot of information to it but if we added every single small trail it would be unreadable. So use that compass, create attack-points and backstops, and hope you have a mighty good light if you are out at night.

You will get a close up map. Your map is also your passport, and must be turned in upon completion. Stay within the marked O-course boundary (purple line) to avoid private property. All O-points are classic Orienteering flags with a character written on them in marker. Write whatever is on the flag onto your passport. Return to TA 4 (same as TA3) to get your bikes. Remember, get 12 O-points and you get a token, get all 13 and you get 2.

Extra Map available

This area can be tricky. So much so that you might want to spend a token (if you have one) to make it easier. Word has it that there might be a prospector out there willing to part with a satellite map of the area for a shiny gold coin. Do you have one?

TA4 Notes:

Same as TA3. It is only a “short” distance to TA 5 where there will be water and a dark zone.

Stage 5: *The Crooked River Criterium*

CP 22, No shelter required

A short and fast ride on mostly pavement to TA5. But on the way you’ll need nerves of steel to grab a CP and a token. Cycle to the “Bike Drop” and follow staff instructions where to leave your bikes. Head to 22 on foot. Enroute (or on the way back), one teammate will get a chance to earn a token with a leap off a cliff into the water at one of Central Oregon’s most loved “secret” and historical waterfalls. Carved by ancient volcanic fire and cooled by the Deschutes steady flow, this spot was once the domain of steelhead trout, old time trappers, and desert wanderers. A PFD will be available at the jump site. Return to bikes and on to TA.

Upon arriving at TA, check in at Tent Site T11. If you are coming in between 10PM and 6AM you must remain quiet to not disturb other campers.

TA5 Notes:

Crooked River RV park and campground. Bathroom facilities and water. Observe quiet hours if there during the dark zone.

DARKZONE/CUT-OFF/TOKENS

Stage 6 opens at 6AM on Tuesday. Teams cannot depart TA 5 until the dark zone lifts. Stage 6 has a cut-off at 3 PM on Tuesday. Teams must depart TA5 by 3 PM or they will miss this stage and will ride to TA6. DO NOT MISS IT!
Teams may use tokens to leave the DZ up to 30 min early. Each token spent = 15 min.

Stage 6: The Way West (Packraft/Trek)

CP 23-27 in order (24-26 are PRO points) No shelter, yes bivvys, helmets required, glow sticks required. Darkzone/Cut-off. See above.

Make your way down to the river along the old Hollywood road which was once paved back in 1967 in conjunction with "The Way West" movie. From here, put in somewhere past the first rapid and enjoy making your "way west" (more north in reality) toward lake Billy Chinook. This lake was formed when a dam was built at the confluence of three mighty desert rivers: the Deschutes, the Crooked, and the Metolius. There are two mandatory portages - one (L) at a dangerous rapid called "the wave", the other (R) at Opal Springs power plant. Follow the signs here around the damn and back to the put in below. After reaching the reservoir, collect 23-27 in order before TA 6. Use care if portaging across the peninsula from 23-24. Avoid traveling on off limits roads. On the rare chance you are still paddling at night, you must light your glowsticks and have your strobe out and ready in case of emergency. You must be lit up! If you paddle without lights you will receive a minimum 2 hr penalty, maximum DQ.

As you paddle, take a moment to reflect. You'll be paddling over (far underwater) the ruins and artifacts of the Wasco Tribe. The reservoir was named after chief Billy Chinook who served as a guide for the Fremont expedition in the 1830s. Many other tribal nations frequented these river valleys and were displaced when the area was flooded in 1964 with the creation of a hydropower plant at the Round Butte Dam.

TA 6 Notes

Beach area, grass nearby. Toilets and water is available nearby.

Stage 7: Bust it to the Basin (MTB)

CP 28-29 in order. No shelters needed.

The town of Madras was not always named so. While the current name was borrowed from colorful cloth made in Madras India, the township was originally referred to as "The Basin", referring to the circular valley in which it was founded. The city is Central Oregon's agricultural hub, as well as the gateway to the majestic lower Deschutes River. Before the settlers came, it was cared for by the Warm Springs, Wasco and Paiute Tribes. They lived off the wildlife and roots of the land - telling stories that are still being passed down today. Then came the white settlers - who turned it into a bastion of civilization before crossing the Crooked River Canyons. It has since served as a resting place between Bend and the Columbia River. Cowboys, traders, and even people on the run used it as a place to refuel and resupply before their next big journey. As you race across this land, maybe you can pick up on all of the ancestral stories and use it as energy to move you forward. Or at the very least stop in at a store and fuel up! Remember to be nice, 'cause you are in Oregon!

Use care on roads, rear lights on. Obey all traffic laws. Be friendly to townsfolk. There are several great saloons in town, some offering vittles until 1AM, and there is a 24 hour watering hole (gas station) if you pass through after that.

TA 7 Notes:

No Amenities, bathrooms and water are at Juniper Hills park 800m to the west, so take care on your way in to stop if needed.

Stage 8: Spaghetti Western MTB Rodeo-O (MTB)

O-points N-T in any order. *Max score on stage is 6 O-points. Get all 7 and earn a token.*
Your Map is also your passport, put your team # on it and turn in before leaving. No shelter or bivvy required.

You must enter and exit the trail system at the TA, and you ***must stay on trails at all times (no cross country off trail travel).*** ***Avoid riding on signed horse trails.*** 2HR penalty for infractions. You will get a trail map at the TA. Your map is also your O-course passport and must be returned upon completion.

Buckle up your helmet and stay sharp—as if you are a cowboy in a real rodeo trying to harness that bull! The trails out here are pretty easy, but there are plenty of fun “features” for those of you looking for a bit more excitement.

TA 8 Notes:

Same as TA 7. So I hope you got water on the way in. Nearest water is 800m W at park

Stage 9: Prison Break

CP 30-42 in order. Shelter and Bivvys required.

Strap on your grit, racers—this 17-mile trek cuts through multiple high desert canyons that once may have sheltered fugitives on the run from frontier justice. Back in the Wild West days, before Madras had paved roads or steady sheriffs, outlaws vanished into these gulches with posses hot on their heels. The lava rock walls and winding draws were perfect places to hide—or get lost forever. Today, you’ll follow in their bootprints, navigating terrain where the only law was the land itself. Keep your compass sharp and your head on a swivel—legends say not all of ‘em made it out.

In more recent times, Oregon’s newest prison was built nearby (you’ll walk past it enroute to 30). In 2014 there were not one, but two prison breaks! The second saw escaped inmate Clinton

Orvill Swearingen evading authorities (maybe on the same trek you'll undertake) and eventually making his way all the way to Portland where he was apprehended over 6 weeks later. Will you be following in his footsteps? Just make sure you stop a bit shy of Portland.

Start off down the paved road to the east until you reach the prison entrance on the north side of the road. Now take a breath and imagined you just escaped from that prison. Better run south into those thar hills, and quick like. Watch out for snakes, barbed wire, bones and other bandits. There are only a few places out there with rugged water (36, 41,42), so plan ahead.

TA 9 Notes:

Nothing really. A lonely dark desert highway stop, just don't end up in any hotels nearby - you might never leave.

Stage 10: Steel Steed Stampede

CP 43 - 50 in order.

This 25-mile stretch winds through rugged, desolate, and beautiful high desert terrain. The land once dry and unforgiving, was transformed in the 1950s when the Bureau of Reclamation dammed Haystack reservoir to store precious irrigation water for the farms of Central Oregon. But don't let the calm water fool you—this terrain has always demanded grit, from homesteaders to riders. You'll be racing over a landscape that once resisted successful settlements and now dares you to conquer it. There is one landowner who stuck it out long enough to succeed and luckily he is a nice cowboy who welcomes the adventurous type. He goes by Mark - and you will see his name on the gates you open and close. Make sure to shut all of his gates - as he is very nice to let us go through his grazing land. We hope the weather holds for all of you, if it doesn't this ride will turn quite epic as the "wookie mud" stops even the strongest of riders and their steed. If you watched Eco Challenge Fiji on Amazon - you saw wookie mud in action, and hopefully that is as close as you'll ever get to it.

Near CP 44 you must drop bikes (check in at Group Campsite 1), and trek to 44 where the team must do a cliff jump. All members must jump. Follow directions of volunteers.

TA 10 Notes:

No amenities. Drop bikes. Water allowance of **1 gal per competitor** for TA 10, 11, 12 combined. Bin B will be here for you. Teams may purchase additional water with tokens - 2 liters for each person on the team for 1 token.

Stage 11: Trip to the Zoo

CP 51-56 in free order, Helmets required, and climbing gear

Situated outside the main Smith Park boundaries, The Zoo offers steep, overhanging sport climbs and has become a popular destination during the climbing season from April to September. The Zoo's routes typically feature overhanging, bouldery sequences with good rests, providing a gymnastic climbing experience. This is a favorite area of ours and has been the source of many adventures for our family. Legends say that many of the hidden cliffside caves of the area once housed wild west outlaws. In more modern times the caves have served as shelters for people running from the everyday rules of society. As you venture around and explore much like the early settlers, be sure to take it all in and enjoy the views - just mind the cliff edges.

Climb rules: Upon checking in at the climbsite, teams will be informed of the cognitive challenge. They must complete the challenge. If they fail, they must rest for 15 minutes before trying again. If they fail a second time, they must rest again 30 minutes. Teams may opt to skip the challenge and rest for 60 minutes.

To complete the climb CP teams must climb the following # of routes

- solos and 2 person teams - 2 routes.
- 4 person teams - 3 routes.

If a team is taking too long (falling, hangdogging, lots of rope assist) the climb staff may ask them to come down and try again after another waiting team, or just restart after some rest. Some falling is ok, but these are CLIMBING routes in America's Toughest Race. If you can't climb them you didn't train climbing and you do not deserve the CP credit. Enough said. Experienced climbers can choose to lead a route for double route count, but they must have secured permission before the race. This is to eliminate bottleneck possibilities, as lead climbing will be on a separate route, and is a harder skill so things are roughly equal.

Oh, and don't argue with the ropes staff. They are nice, knowledgeable, and they are there to keep things safe and moving. If they say you can't climb or need to come down or your belaying is sketchy - listen. You can always protest from on the ground.

TA 11 Notes:

Same as TA 10

Stage 12: Prospector Paradise

O-points AA-RR in any order

History: The area around Gray Butte once supported a community of approximately 700 homesteaders and prospectors. These settlers faced the good harsh realities of desert life,

contending with rattlesnakes, ticks, and extreme temperatures. Despite their resilience, a prolonged drought led to the decline of the community. In 1934, the Civilian Conservation Corps demolished the remaining homesteads, and the land was sold to the federal government for \$1,200. Today, only a line of pioneer-planted poplars and the enduring orchard stand as silent witnesses to the once-thriving settlement. Can you spot any poplars or the orchard while you are out there? Or an old mining claim?

How many points can you get? How many hills will you climb? How many hideouts will you discover? Watch your footing and keep track of your water or plan to visit the springs and wells that dot the landscape.

TA 12 Notes:

Same as TA 10.

Stage 13: On A Dark Desert Highway

CP 57-60 in order

You must leave TA 12 via singletrack (cole loop trail) and ride trail to the trailhead near the Skull hollow campground. Riding the dirt road is off limits, but it is not marked on the map as it would cover the trial. From here, make your way toward Redmond, crossing the major state HWYs at the Waypoints (WP4 - WP6). Tackle one last cave challenge at CP 60 - where you can “rent” a cave map if you have any tokens left, or you can use the sign/maps provided at the caves entrance and this written guide to solve the cave CP. (instructions below)

Riding into Redmond - Here's a bit of history to chew on while you ride on that dark (or light) desert highway home.

In 1905, Frank Redmond claimed 160 acres of dry, thirsty land. And while the soil was decent, the water was nowhere to be found. Out here, *water was worth more than gold*. That's when the **Deschutes Irrigation and Power Company** started carving canals through the desert, promising to turn dust into farmland. By 1910, with ditches dug and land irrigated, Redmond started to grow—not just crops, but into a bona fide town. You'll be seeing these canals as you ride through.

Settlers came ridin' in, staking claims, setting up shops, and building schools. The town had that typical Wild West charm: saloons, general stores, blacksmiths, and no shortage of strong-willed characters who'd rather settle a dispute with a stare-down than a lawsuit.

And like many areas in Central Oregon, the lava tube caves were discovered throughout the area, where they served as secret moonshine distilleries during the prohibition, hide-outs, and ice factories. More recently various caves have been the scene of wild rave parties, and even

(seriously) a “Romance in the Cave Tour” where couples navigate the cave by candlelight, drink champagne, and slow dance to ambient music piped in. Nothing says romance more than a “trip dancing” on a rocky lava rock rubble floor while avoiding swooping bats on their evening hunt for insects.

And these very caves will serve as the team's final challenge...or will they succumb to the “Romance” of it all and never leave?!?

Stay alert as you ride in, cross under the HWY 97 at WP, and take the Dry Canyon trail from the south to reach the finish line.

Caves: There are 4 wood blocks, each with a number (on a thumbtack) stuck into them. You must find all 4, remember the numbers, add them all together and write the sum down as the answer for CP 60. You can rent a map to assist (red circles are the block locations) or you can follow the instructions below to find the blocks.

- 1. Block in back of the dead-end branch of the tunnel that links cave 1 and 3**
- 2. Enter cave 4, block is in back of cave in one of the two tunnels**
- 3. Enter cave #1, entrance #1 go to the back of one tunnel.**
- 4. Enter cave #1, entrance #1 go to the back of the other tunnel**

Finish!

Wave and make your way through the Iconic Expedition Oregon arch! Now it's time for beer, food, and sleep! Congratulations! You finished America's Toughest Race.

CP CLUES and final O-course clues

F=Oflag w/letter S=sticker Q=question M=manned

CP			Description
10		S	Jct post
11		F	Tree near overlook
12		S	Powerpole
13		S	Powerpole
14		S	Jct post
15		S	Jct post
16		S	Powerpole near jct
17		S	Bowling pin on tree near gate
18		S	Jct post
19	PRO	S	Powerpole
20		S	Jct post
21		S	Jct post
22		F	Re-entrant
23		S	Pole on beach at end of old road
24	PRO	S	Leg of picnic table in middle of boulders near dock.
25	PRO	F	Back of very small nook in small bay up on rocks 10m from water)
26	PRO	F	Base of dry waterfall amphitheater
27		F	Notch between small towers in "almost an island"
28		F	Basalt column up SW canyon wall
29		S	Sticker under east bench
30		F	Subtle confluence
31		S	Old metal fence post
32		F	N side of tower at base
33		F	Subtle confluence
34		S	Old dryer in trash alcove at base of cliffs
35		F	Tree near rock window
36		F	Small tree above pool in draw
37		F	Flat ridge/tiny saddle
38		F	Between small local highpoints
39		F	Deadfall near confluence
40		F	Middle of small cliff N of stream bed
41		F	Middle of small cliff N of stream bed
42		F	Tree above confluence

43		S	West corner of big spring box
44		M/F	Top of cliff jump
45		S	Powerpole
46		S	Gate
47		S	Gate
48		S	Powerpole
49		C	Upper kekler spring. What # on sign?
50		F	Top of outcrop
51		M	Climbsite (the Zoo)
52		F	Small tree on outcrop SE of main fin
53		F	Rock thumb full of windows
54	PRO	F	Tree south of "scar" trail
55	PRO	F	Rock outcrop
56	PRO	F	Tree SW of creekbed
57		S	Jct post bobber and bobber lite
58		S	Duck for cover jct post
59		S	Power pole
60		M/F	Caves/bike drop
AA		F	tree
BB		F	draw
CC		F	Small saddle between outcrops
DD		F	Rock fin
EE		F	Rock fin
FF		F	Tree by outcrop
GG		F	Lone survivor of tree massacre (look up)
HH		F	outcrop
II		F	Tree NE of outcrop
JJ		C	First letter on summit marker
KK		F	Tiny Spring
LL		F	Up in small cave
MM		F	Base of cliff near dry mini waterfall
NN		F	Tree near top of cliffs
OO		F	Tree at base of rubble cliffs
PP		S	Spring tubs - sticker on outflow pipe
QQ		F	Prospect
RR		F	Tree near top of cliffs

