

# Traitobel

<b>Create:</b> 2025-10-22 11:07:45	<b>Update:</b> 2025-10-22 18:32:36	<b>Print:</b> 2026-01-30 08:01:34
<b>Country:</b> Schweiz / Switzerland <b>Region:</b> Kanton Graubünden <b>Subregion:</b> Region Surselva <b>Town:</b> Vals / Vals Platz		
<b>Difficulty:</b> difficult	<b>Grading:</b> v5 a5 III	<b>Total time:</b> 7h10
<b>Approachtime:</b> 1h30	<b>Tourtime:</b> 5h30	<b>Returntime:</b> 10min
<b>Altitude entry:</b> 1820m	<b>Altitude exit:</b> 1180m	<b>Delta Altitude:</b> 640m
<b>Canyon length:</b> 1200m	<b>Highest rappel:</b> 45m	<b>Amount rappells:</b> 30
<b>Transport:</b> on Foot	<b>Rock type:</b> slate	<b>Drainage area:</b> 8.00km <sup>2</sup>
<b>Season:</b> August - October	<b>Orientation:</b> West	<b>Best Time:</b> 8-14 o'clock
<b>Rating:</b> ★ 3.5 (1)	<b>Info:</b> ★ 2 (1)	<b>Belay:</b> ★ 1 (1)
<b>Specialities:</b>		
<b>Gear:</b> Ropes: 2x50		
<b>Summary:</b> (machine translated) Aquatic rappel canyon Almost all rappels in the water jet		
<b>Hydrology:</b> (machine translated) The stream constantly carries a lot of cold water. Even after 3 weeks without rain. It is fed by many springs		
<b>Access:</b> (machine translated) Coming from Ilanz, take the main road in the direction of Vals. After the small village of Lunschania, park immediately behind the next gallery on the right-hand side. The second car or a bicycle can be parked further up the road. This parking lot is located after a series of galleries just after the main road crosses the Vals Rhine, also on the right-hand side. You can see the water level from the main road if you follow it for another 200m.		
<b>Approach:</b> (machine translated) From the lower parking lot, cross the road and follow the forest path for about 50 m. The hiking trail to Alp Rischuna then turns off to the right. Follow this path up to an altitude of approx. 1910m. After the path crosses a rocky ledge, turn right onto a poorly visible hunters path. This leads steeply through the forest to the entry point.		

**Tour:** (machine translated)

At the beginning, the stream is more horizontal with only occasional rappels. This gradually changes as the stream becomes more vertical and there are no more walking passages between the rappels. Although the stream seems rather open, it always cuts into the rappels so that you have to rappel in the water. The rappels are nicely cut in and usually have an intermediate pump. The two high rappels with Gysir each have their rappelling routes on the orographic right-hand side.

M100

Right C4+C4 total 10m

M50

Right C10

M250

C12 Right

M150

Left C20 strong flow

M50

Right MC20

Right 40m geyser

M100

Left C15 from tree

M50

Right MC15 from tree

Right C35 geyser

Right C12 + C10 total 30m

Right C10 + C8 total 25m

Right C8

Left C4

Right C25 plate

Left 25m

Right C10 + C10 total 30m

Right C8

Left C12 under the block

Left C25 (Right C8+C8+C3 ?)

Left C18

Left C20 (Right C8+C8 ?)

Left C10 + C8 total 25m

Left C12 + C5 total 20m

Left C30 + C10 (Right C12+C12+C10 ?)

Right C12

Right C4 + C4 total 12m

Left C6

Left C3 + C6 total 15m

**Return:** (machine translated)

After the last rappel through the forest to the Vals Rhine, cross it at a suitable point and climb up to the road on the other side.

**Coordinates:**

Canyon End [46.6421 9.1868](https://www.google.com/maps/place/46.6421,9.1868)

Parking at Entry [46.6558 9.1904](https://www.google.com/maps/place/46.6558,9.1904)

Parking at Exit [46.6430 9.1854](https://www.google.com/maps/place/46.6430,9.1854)

Waypoint [46.6446 9.2024](https://www.google.com/maps/place/46.6446,9.2024)

Canyon Start [46.6434 9.2032](https://www.google.com/maps/place/46.6434,9.2032)

## Reports:

2025-10-19 | Bubtore | ★ ★ ★ ⚡ | 📖 ★ ★ | ⚓ ★ | ⚠️ High | 🎉 Completed

Well, you can do that. It's much more sporty than it looks at first glance. From 1800m to 1400m there are rather few anchors, so it doesn't hurt to take more with you. (machine translated)

First descent: 01.08.2019 by Reto Bubendorf und Nico Schneider (oberen 350 hm), die unteren 200hm waren schon von Timo Stammwitz eingebohrt