

Dürrenwaldbach

Durrenwaldbach

Create: 2024-06-05 23:17:54	Update: 2024-09-07 15:02:07	Print: 2025-07-28 12:07:33
Country: Schweiz / Switzerland Region: Kanton Bern / Canton de Berne Subregion: Verwaltungskreis Obersimmental-Saanen / Obersimmental-Saanen administrative district Town: Lenk		
Difficulty: difficult	Grading: v5 a4 III	Total time: 2h10
Approachtime: 10min	Tourtime: 1h30	Returntime: 30min
Altitude entry: 1520m	Altitude exit: 1350m	Delta Altitude: 170m
Canyon length: 300m	Highest rapell: 50m	Amount rapells: 8
Transport:	Rock type: limestone	drainage area: 4.50km²
Season: June - October	Orientation: East	Best Time: 10-14 o clock
Rating: ★ 3.3 (2)	Info: ★ 2 (1)	Belay: ★ 2 (1)
Specialities:		
Gear: Ropes: 2x50m		
Summary: (machine translated) Raw data import from Ropewiki https://ropewiki.com/D%C3%BCrrenwaldbach Quite well hidden canyon, as it exits 300 meters above the level of the main valley. Therefore, it is more convenient to park at the exit of the canyon. It starts with small open waterfalls and gets more and more interesting. The best part is the 50 m high waterfall, which looks very spectacular from above. Be careful, the rock is sometimes not very stable. (machine translated)		
Hydrology:		
Access: (machine translated) Park at Bärtscheli.		
Approach: (machine translated) The first rapell is not so exciting, it is probably best to take the hiking trail down to the stream.		
Tour: (machine translated) First open passages, and then a 60m waterfall that rushes down into the hole. After that there are 2 more cool rappels.		
Return: (machine translated) Back over the scree to the hiking trail. And then up to the car.		
Coordinates: Canyon Start 46.4809 7.4086 Parking at Entry 46.4847 7.4102		
Reports:		
2023-03-09 System User ★★☆☆ 📖 ⚓ Daten importiert von https://ropewiki.com/D%C3%BCrrenwaldbach		
2022-06-10 Bubtore ★★☆☆ 📖 ★★ ⚓ ★★ 🌊 High 🍷 Completed Impressive water level, cool how this slit hides up there from the valley floor. (machine translated)		

First descent: 06.07.2022 by Timo, Reto