

Oule

Cascade de l' Oule,Ruisseau de Montfort

Info: The quality of this description has not been checked yet or was rated bad. If you know this canyon, please check this description and file a report with a rating for this description using <i>Reports</i> -> <i>+New Report</i> . Should you notice any error, please let us know or join the community in order to fix this description yourself.		
Create: 2023-11-20 21:19:35	Update: 2025-06-27 21:56:40	Print: 2026-05-02 03:05:27
Country: France Region: Auvergne-Rhône-Alpes Subregion: Isère Town: Lumbin		
Difficulty: very difficult	Grading: v6 a2 ?	Total time: 2h25
Approachtime: 5min	Tourtime: 2h	Returntime: 20min
Altitude entry: 900m	Altitude exit: 650m	Delta Altitude: 250m
Canyon length: 200m	Highest rapell: 110m	Amount rapells:
Transport:	Rock type:	Drainage area: km²
Season:	Orientation:	Best Time:
Rating: ★ 2.6 (1)	Info: ★ 0 ()	Belay: ★ 0 ()
Specialities:		
Gear:		
Summary: Rohdaten Import von Descente Canyons https://www.descente-canyon.com/canyoning/canyon/2382		
Hydrology:		
Access:		
Approach:		
Tour:		
Return:		
Coordinates: Canyon Start 45.3058 5.8883 Canyon End 45.3050 5.8900 Parking at Entry 45.3078 5.8867 Parking at Exit 45.2997 5.8983		
Reports:		
2026-04-25 System User 📖 📍 🌊 Normal 👍 Completed Automatisch importiert von Descente-Canyon.com für Canyon Oule Points d'encrages en gougeons de 10 en état correct en haut de la première grande verticale, corde du relais changé. Pas de relais intermédiaire à -80m repéré, quelques frottements à gérer pour descendre d'une traite. Deuxième cassé rive droite de la cascade principale, relais d'accès sur lunule pour atteindre un relais chaîné en bon état. Corde changées.Marche retour un peu sketchy dans les éboulis pour rejoindre directement le chemin d'accès par l'ancien téléphérique.Belle ambiance et belle cascade. (Quelle: https://www.descente-canyon.com/canyoning/canyon-debit/2382/observations.html)		
2023-03-09 System User ★★ 📖 📍 Daten importiert von https://www.descente-canyon.com/canyoning/canyon/2382/Oule.html		