

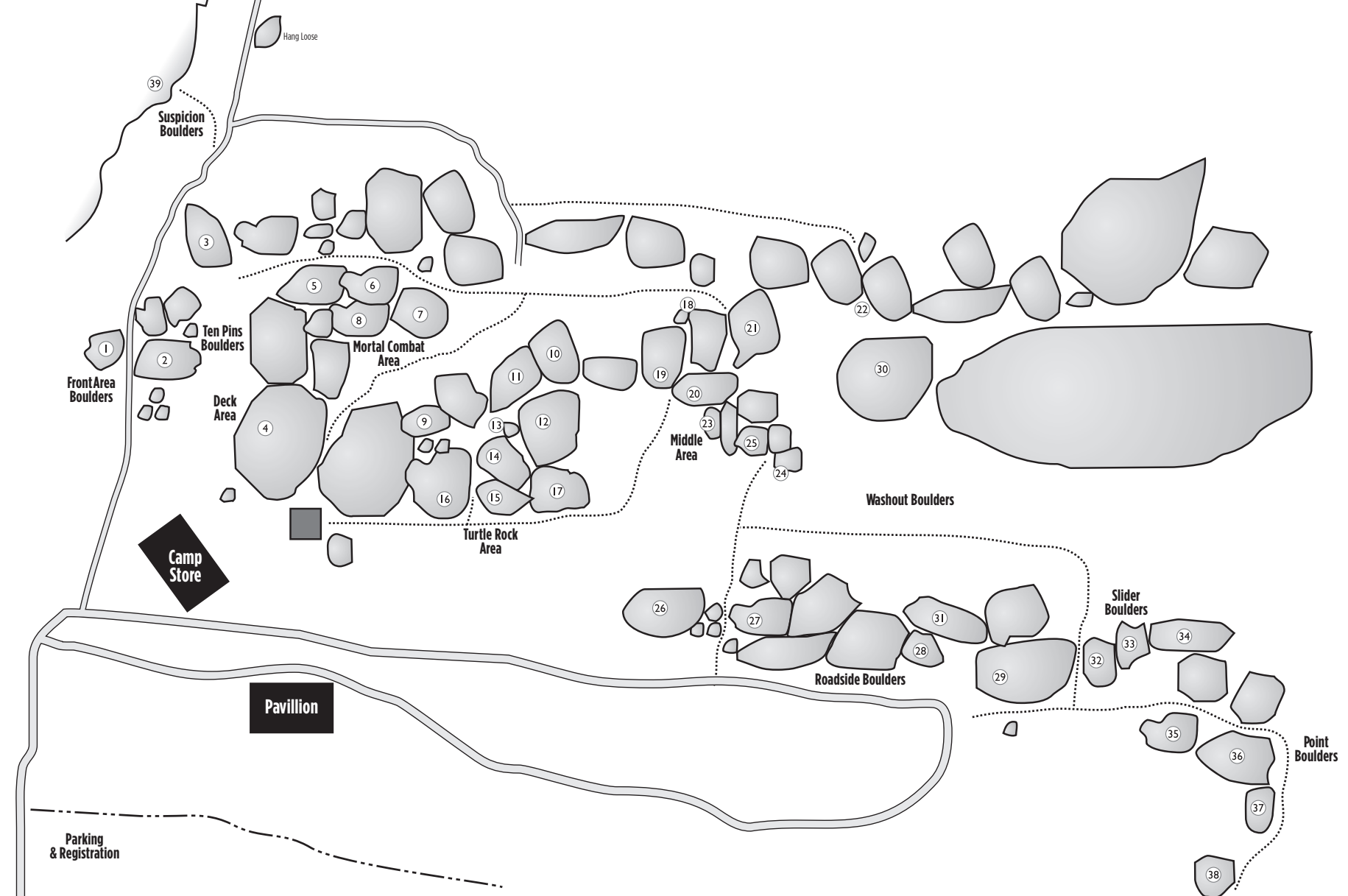


TRIPLE CROWN BOULDERING SERIES

PRESENTED BY



LA SPORTIVA



TRIPLE CROWN BOULDERING SERIES

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|-------------------|----------------------------|----------------------|------------------|
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READ THIS THOROUGHLY

- You must start all problems directly below the label unless noted otherwise.
- You can NOT get credit for a problem unless you do every move from beginning to end.
- A problem is not over until you top it out, unless it is posted with a labeled marked "END." You must touch the "END" sticker in a controlled manner. NO LUNGING!
- In order to get credit for doing a problem you must list first the problem's 1) Map Location, 2) Its Name, and 3) Its Point Value before the witnesses or judges sign that you did it. You MUST have the witnesses and judges SIGNATURE, NOT their INITIALS. Initials will not be accepted.
- If there is any discrepancy between the Label and the following pages always go by the LABEL.
- In order to save time you are responsible for adding up your own score. Anyone who places will have his or her score sheet double checked by the judges. We are not responsible for your mathematical errors. We do double check all the scores after the event weekend. If we determine that you made a mistake on your math that will then place you in the top 3 of your category it will be corrected on our website. You will not however be rewarded any prizes.

THE BASICS We don't have a lot of rules, but the few we do have should be followed so everyone will get a fair chance at winning. Examples of cheating would be starting a problem above the first holds, using holds that are off route, not completing problems and giving one's self credit for doing it, writing down the wrong problem or point value on the score sheet, forging a witnesses name or breaking any of the rules listed above. Cheaters will be disqualified from the competition, banned from future competitions, publicly shamed and strung up on the nearest tree. You are more or less responsible for yourself, so please don't break the rules and be sure that others don't either. There will be some great prizes given away and it would be a shame if someone got that rope you were needing because you signed their score sheet and they really didn't do the problem from beginning to end that you busted your butt on.

IN THE EVENT OF A TIE the competitors in question will be scored by their top 11 problems. If that's not enough to break the tie they will be scored by their top 12, 13 or however many they record. If none of that works it's straight to bare chested gravel wrestling. Winner take all!

RATINGS are very subjective. One person's V1 is another one's V6. Suggestions on ratings are welcome but don't complain about any unfair advantages due to height, weight, health, or religious beliefs.

STAR CHASERS Scored by how many classic lines you're able to do. The more classic the more stars it's worth. Do as many as you can. The person with the most stars wins. You can do as many problems as you can.

COURTESY Everyone is allowed as many tries as he or she wants on a problem. If there is someone waiting to do the same problem you are, you should try the problem once and let someone else give it a try. Show courtesy and keep the competition as friendly as possible. Volunteers and Judges are welcome to climb as well, but competitors always get the right of way. Problem Hogs will be disposed of in an orderly fashion. There will be plenty of time to do as many problems as you can stand, so don't get in a rush. TAKE YOUR TIME.

CAUTION You are responsible for your own health. Spotters are there to help you as best they can but the ultimate responsibility is on your shoulders. Thoroughly inspect each problem before attempting it. Be aware of any dangers (bad landings, tall top outs, etc.). Be responsible. There are several crash pads lying around the boulders. Do not hesitate to use the pads in any manner that you think will further ensure your health. If you need an extra pad ask a judge or a fellow climber.

ANY SUGGESTIONS If you have any suggestions please write them on the back of your score sheet.

15 MINUTE SCORE PROTEST PERIOD Before the award ceremony we will post the top 3 scores for each category. Competitors then have 15 minutes to protest any discrepancies in their score. Please see the head scoring judge to discuss any questions during this period. Once the protest period is over the scores are permanently locked in place. Top finishers scores a triple checked by a Board of Judges. If you have questions please don't hesitate to ask. However if you've been bumped to a higher category due to your total score being beyond the limit for the category you registered for you will NOT be placed in that category. In 18 years of this event no amount of arguing, insults or threats has resulted in a reversal of a bump. Of course, if there is a math error on the Board of Judges part you will be placed back in your correct category. Please understand we're trying to make this event as fair as possible for everyone....including you!

SYMBOLS KEY

DIRECTIONALS Arrows that point out the course of a problem. They must be followed.

END This marks the end of some of the problems. Touch the tape marked "END" in a controlled manner and step off (do not lunge or slap the tape).

******* Stars tell just how classic a problem is. This is not to say that a problem with no stars isn't a great problem. It is, after all, a matter of opinion.

\$\$\$ **MONEY PROBLEMS.** The kind of money problem we all wish we suffered from. The \$200 in your pocket kind. Get the first ascent. Get some cash. You must have a judge sign off and write in the exact time at which you did it.

→ **NEWS FLASH** ←
Climbing is DANGEROUS. CLIMB AT YOUR OWN RISK!

PLEASE DO NOT CLIMB WITHOUT A SPOTTER.

If you need a spotter or belayer ask a judge.

Front Area Boulders

Map# Grade Value Name

1 Vandala Boulder

1b	V3	301	Bump That*	Another great squeeze problem. Easy for the grade. Stand start, surf to high sloping sidepulls then squeeze your way continuously to better holds.
1c	V4	331	Tick or Tie*	Start 7 feet right of arête on underclings. Traverse low and left to arête then to slopy top out
1d	V6	528	Kingpin**	Start in double underclings, long move to small crimps then up face to easy top out.
1e	V1	160	Grape Ape	Stand start, climbs groove.
1f	V2	213	Pucker Up*	Stand start on shelf. Difficult mantle gains easier ground.
1g	V3	261	Plinko**	Start in underclings, long move leads to block sloper. Cross up to sloping soap bar hold then ease to the top.
1h	V1	161	Vandala*	Start in undercling, climb pockets/groove. Good beginner problem.
1i	V0-	49	Downclimb Groove	Stand start, climb groove. Also downclimb for the rest of the problems.

2 Ten Pins Boulders

2a	V4	310	Cheese*	Stand start, pull on small crimps at 5 ft then jump to better holds.
2b	V0-	77	Chins	Stand start in big jug that faces left. Easy moves to top out
2c	V1	191	Honeycomb	Stand start. Work your way up to the top of the pin.
2ff	V2	213	Pins 1	Climb Pin.
2gg	V0-	78	Pins 2	Climb Pin.
2hh	V0-	79	Pins 3	Climb Pin.
2d	V2	209	Slice*	Start on good pocket for the left and sloper for the right. Move up and left to sloping edges then to pod for right. Move into water grooves that split jug feature.
2e	V4	339	Mariachi*	Sit start under roof on good jug. Power out to finger bucket then out and right to sloping crimp. Funky moves lead to top. Solid for grade.
2f	V3	277	Sometimes...*	Sit start same as Mariachi. Move left across increasingly better holds top out between arêtes.
2g	V3	269	The Drip*	Sit start on sandy edge and pinch. Move right via improving holds then out and up arête.
2h	V4	320	Picante*	Sit start pockets, move up to good holds on base of arête feature. Climb arête feature. Traversing off left or right is not part of the problem.
2i	V3	261	Sunbeam*	Sit start on low pocket and sloper. Move to slopers then up face to jugs.
2j	V4	332	The Beach**	Sit start climb blunt arête.
2k	V0	140	Silky***	Low start, climb pockets to slopers.
2l	V0-	100	Breaktime**	Sit start, climb jugs up arête.
2n	V8	839	Hugs and Kisses**	Start left hand on side-pull under roof, right hand crimp on prow, long move with right to crimp on edge of arête. Follow slopers to top out.
2o	V5	422	Popeye***	Start on low jugs. Campus to break then up groove to sloping top out. Be sure to pad root.
2p	V8	870	Thugs and Bitches**	Sit start on low crimps, bad feet. Pull on static and bust to good jug in break. Jumping off the ground and creating momentum is not the problem.
2q	V7	747	Brass Monkey*	Sit start just left of Thugs and Bitches. Pull on crimps then up to jugs. At this point traverse seam left to right to end same as Hugs and Kisses.
2r	V0-	93	Stare	Stand start, climb pockets
2s	V0	128	Pocket Pool*	Stand start, climb pockets.
2t	V0-	48	The Rail	Climb rail to top.
2u	V1	177	Ketchup***	Stand start, climb face to point possible to enter groove then to top.
2v	V3	307	Louis Groove*	Stand start, climb face to jug pocket just under groove. Enter groove then climb straight up groove to top out. Traversing off left/right is not part of the problem.
2w	V0	137	Flake Left*	Stand start. Climb flake weakness up face to jugs then sloping top out

Just left of the Camp Store.

Description

Left of road

2x	V3	246	Copa Cabana**	Sit start climb straight up arête.
2y	V2	207	Spur of the Moment*	Sit start, climb slopers and jugs up overhanging face
2z	V1	183	Las Americas*	Sit start, climb arête formed at left end of wall. Traversing off left or right is not part of the problem.
2aa	V2	204	Behind the Tree*	Sit start on lowest good pocket for right hand. Climb arête just left of corridor just behind the tree.
2bb	V2	216	Private Moment*	Sit start same as Behind the Tree. Move up and left to good jugs then straight up face.
2cc	V1	164	Left of Pine**	Stand start climb arête just left of the pine tree
2dd	V0	127	The Drop*	Stand start. Climb white face
2ee	V2	224	Sandbox	Climb sandy arête to beach on the top out. Popular for some reason...
3. Mulletino Bouldie Boulder				Lies just along roadside past the Ten Pins. Look for steep roof almost overhanging road.
3a	V4	326	Lowdown*	Sit start on jugs at the very furthest point of break under roof. Traverse across weakness to mantle out near bulbous arête. The shelf that has fallen, which is not part of the rock, is NOT part of the problem.
3b	V7	698	The Thief***	Sit start under roof on low jug in back of small cave. Long move gains jug to start some serious crimping. This problem sports the smallest hold that you'll have to pull on at HP.
3c	V8	862	Ghetto Superstar***	Sit start in low break. Sloping edge gains smiley face edge that begins crux section. From smiley face move left along okay crimps to gain good knob. At this point, climb crimps straight up face. Mossy jug just left at crimp face is not part of the problem.
3cc	V10	1551	Ghetto Right	Start under roof. Follow Ghetto to "tooth" then big move right to slopers.
3d	V6	639	Mulletino***	Sit start in crack at back of cave. Follow out to jugs then climb right weakness to arête to sketchy top out
3e	V7	670	Short Long***	Start same as Mulletino, but at jugs, follow out left (note pinch in roof) to slopers/groove top out.
3f	V2	220	Rubberneck*	Start low in hand crack climb out roof to face/groove

Deck Area

Map#	Grade	Value	Name	Description
4. Front Slabs				Tall faces that go from the steps up boulders to right across from the Ten Pins.
4a	V5	446	Hammerhead**	Start bottom of cracks then climb arête. The pedestal is off.
4b	V7	689	Stepchild***	Start on jugs then fire to good holds for original problem. Climb face via pocket/slopers.
4c	V5	442	The Wood**	Start on deck pull of edges long move to slopers.
4d	V8	867	American Pie*	Stand start. Pull on face using pedestal to gain crack. Funky moves lead to top.
4f	V7	768	Chevy**	Start on good edges. Tough rockover on high foot gains underclings in high hold just right of tree.
4g	V7	705	Consumption**	Sit start low on pedestal. Climb out arête just left of tree via slopers/crimps.
4h	V1	177	Night Fever**	Stand start climb slabby face.
4i	V3	309	Earth, Wind, and Fire***	Stand start climb groove.
4j	V3	287	Twix Lips**	Stand start climb groove. Traversing off left or right is not the problem.
4k	V4	339	Boogey Wonderland**	Stand start climb face just left of wide groove (off) via lone pinch and a high crimper in the center of the face
4l	V2	224	Ring My Bell*	Stand start climb face to protruding jug.
4m	V7	669	Chattanooga Plow***	Sit start on low edge and pinch. Make long move to gain edge in seam for left then right to poor sidepull/undercling. Long moves to slopers gains vertical rail out left at top out.
4n	V1	161	Groove 1	Stand start climb groove.
4o	V0	140	Green Velvet*	Stand start climb crack.
4p	V2	208	Groove 2	Sit start climb to groove.
4q	V0-	100	Easy	Stand start climb face.

Spirit Area

Map# Grade Value Name

5 Spirit Boulders

5a	V5	435	Permanent Scream**
5b	V3	259	Spirit**
5c	V1	165	Television*
5d	V2	215	The Stranger**
5e	V0	133	Interact*
5f	V3	270	Bombedil*
5g	V1	170	Snibe*

6 The Wash

6a	V0	127	Cullman 1
6b	V0	127	Cullman 2
6c	V1	150	The Ocean*
6d	V5	431	Inspect Her Gadget**
6e	V1	162	Butter on Bread*
6f	V1	175	The Chamber*

Just down the trail to your right from the Mulletino block. Good sandy landings for most problems.

Description

Just past Ten Pins along trail heading into heart of boulders. Good sandy landings for most problems.

Sit start on underclings climb seams

Sit start on jugs, trend out to funky sloper. Use water worn dish to gain edge on right side of arête. Traversing off left on deeper grooves is not part of the problem.

Sit start and climb directly up short arête.

Sit start on jugs under arête. Climb directly up arête via slopers. Traversing out right to jugs is not part of the problem.

Sit start on jugs. Climb face just right of the Stranger.

Sit start on chickenhead just left of arête. Move left to sharp jug on arête then straight up to business.

Sit start on jug. Climb face just right of arête

Marked by a low area where water usually sits in the winter.

Sit start climb beak mantle out

Sit start climb prow.

Climb bulbous face.

Sit start on jugs at base of arête formed by water-polished cave. Climb steep arête to top.

Start on left of rail. Traverse right to climb arête

Sit start climb flaky overhang.

Mortal Combat Area

Map# Grade Value Name

7 Kiss Boulders

7a	V4	323	Swirls**
7c	V7	695	Kiss**
7d	V7	693	Don't Rock My Boat**

8 Mortal Combat Boulders

8a	V7	713	Pooky
8b	V2	213	The Ramp**
8c	V11	1904	Genetic**
8d	V4	356	Mortal Combat***
8e	V4	355	Pope with a Cowboy Hat***
8f	V5	431	Roll Out*

Problems lie just down the trail from Spirit boulders after hopping over twisted tree.

Description

Short boulder just to your left behind broken tree.

Sit start on low slopers at leftmost point of fain arête. Traverse right across slopers to shelf. At this point pull into swirls for the mantle.

Sit start on good crimps. Yank up to slopers. The pedestal is off.

Sit start on low edges just left of The Kiss. Long move to good sloper then easy mantle. The pedestal is off

After entering opening, look for sharp, clean arête to your right atop a jumble of boulders.

Start on lowest jug. Climb roof to arete.

Stand start. Long move leads to right-leaning ramp.

Sit start on low edge for left and peanut sloper for the right. Bust up to high crimp then up face.

Climb prominent highball arête.

Climb slab trending left to exciting top out.

Stand start climb directly up face. Traversing out right or left is not the problem.

9. Light Post Boulders

9a	V7	664	Lip Service*
9b	V3	257	Easy Rider*
9bb	V7	741	Lokal**
9c	V5	433	Fun Dip***
9d	V4	398	I Hate Cops***
9e	V5	433	Smile and Receive

Just behind light post in clearing.

Sit start on far right side of boulder. A couple of moves lead to sloping lip. Traverse right to left. Top out at end of streak.

Sit start on jug. Climb up to sloping crimps then out left to jug. Step off from jug.

Start on jug shelf. Climb crimpy face then up knobs to a large move. Jugs follow.

Stand start, climb right-slanting groove/crack just behind light post

Stand start on good jug and undercling. Long move gains decent holds in sloping break. Continue straight up to huge jug at top out. Traversing out left or right is not the problem.

Start on jugs maneuver up seam and slopers to huge jugs at top.

Turtle Rock Area

Map# Grade Value Name

10. Turtle Rock

10a	V0	131	Turtle Head Left*
10b	V2	224	Turtle Head Right**

12. Slabocious Block

12c	V1	177	Ice Cream**
12d	V7	718	Slush Puppy Low***
12e	V8	868	Slabocious Low***
12f	V4	358	Slush Puppy***
12g	V6	575	Slabocious***
12h	V0	135	Crack Pipe*
12i	V4	343	Slingin' Meat*
12j	V7	688	Sweet Spot*

13. Landslide Boulder

13a	V4	358	Red Lobster**
13b	V8	880	Landslide**
13c	V9	1078	Landslide Low
13d	V0-	105	Easy Slab*
13e	V2	207	Moms*

14. Natural Boulder

14a	V7	685	It's a Natural**
14b	V8	899	Megatron***
14c	V11	1750	Illusion***
14f	V3	280	Grooverider***

15. Warning Signs Boulder

15c	V1	175	Boy Scout Crack**
15e	V5	426	Warning Signs*
15f	V7	681	Spraylord*
15g	V0-	101	WSE 1
15h	V0-	102	WSE 2

16. Warning Signs Vicinity

16a	V2	204	Trends*
16c	V3	266	Orange Slice*

Located just behind tin-roof shelter along trail where Emmylou Harris played her first gig for a fruitplate.

Description

Look for the "Turtle Rock" sign

Sit start under roof, bust left up juggy weakness to top.

Sit start under roof on jug. Move right onto face. Continue up better holds to top.

Across from Turtle Rock

Sit start on jugs at base of arête. Climb white arête.

Sit start in seam under arête. Long move with your left leads to small crimper to start original Slush Puppy. Continue up seam just right of arête to top.

Sit start in seam under arête. Long move with your left lead to small crimper. Continue right to base of seam. Follow seam to half height where possible to make long move right to sloping crimp in the middle of blank face. Lock off crimp to gain sidepull then easier ground.

Sit start at base of seam on good edges. Move left to sidepull then up left-slanting seam to top.

Sit start at base of seam on good edges. Follow seam to half height where possible to make long move right to sloping crimp in the middle of blank face. Lock off crimp to gain sidepull then easier ground.

Stand start. Climb groove.

Squat start with left on seam sidepull and right on low crimper sidepull. Bear hug up arête.

Sit start on boulder. Pull up on small crimps to good edge. Continue up face.

Continue down corridor then left.

Sit start on really low sidepull. Climb straight up face. Holds out left on arête are not part of the problem.

Stand start with left on dish and right on arête pinch. Smack up to big sloper then up tricky face.

Sit start on low edge. Hard moves lead to start of Landslide.

Climb slab.

Sit start. Climb bulbous face marked with red arrow.

Short rippled boulder across from Landslide.

Sit start in sloping seam. Long move to lip then mantle.

Sit start on jugs. Traverse right along sloping edges to start of It's a Natural. Continue up It's a Natural.

Sit start on jugs. Make one hand movement right up to left-most sloping edge of Megatron then long move out left to gain faint groove then bust to top.

Stand start in right-slanting break. Get up on this feature to move left to water groove. Climb groove.

Faces road. Look for Boy Scout Crack.

Stand start. Climb crack/runnel.

Sit start on low edges. Short move leads to sharp crimper then up to break. Continue straight up blunt prow formed by double runnels. Traversing out right to the jug on Spraylord is not part of the problem.

Sit start same as Warning Signs. Make long move out right to short arête. Work up arête with right hand to big dish. Continue up face on jugs to sloping top out.

Stand start. Climb face.

Stand start. Climb face.

Problems lie just behind stage to right.

Sit start on low edge. Move to large flat edge then continue straight up on slopers

Sit start, climb face to large horizontal break at 15 feet. Traverse right to step off on block.

16d	V6	567	Old Inspirations**	Stand start in cave on huge pod. Long move leads to bread loaf hold then out left to face. Funky moves lead to sloping dish up and left. Traversing out left or right is not the problem.
16e	V4	336	Stage Fright*	Stand start in low break. Climb directly up arête. Be sure to pad stage.
16f	V3	260	The Thespian**	Stand start in low break. Climb face just left of arête.
17. Panty Shields Boulder				Just below Landslide facing road.
17a	V1	166	Contraband	Sit start in break. Continue up to large left facing blob.
17b	V3	268	Panty Shields**	Sit start on low jugs. Follow jugs to left-slanting water groove guarded by a tricky mantle top out.
17c	V2	209	Growing Stone**	Sit start on low jugs. Follow arête to point possible to move slightly left to mantle on shelf
17d	V2	215	Opt Out*	Sit start. Long moves lead to juggy top.
17e	V1	161	Sure*	Sit start. Climb face to juggy top out.
17f	V0-	104	PSE2	Stand start, climb face.
17g	V0-	105	PSE1	Stand start, climb face.
17h	V0	127	PSE3	Stand start, climb face.

The Middle Area

If you are following center trail just behind stage, this area begins as trail seems to end. Also accessed just behind large “Indian Kitchen” overhang. This area hosts the highest concentration of quality problems in the park and probably the most crowds.

Map#	Grade	Value	Name	Description
18. Flow Area				Corridor area on your right about 25 feet after shed.
18a	V5	501	Wasteland***	Sit start very low under roof just left of tree on good jugs. Long move lead to sloping lip. A bit of funk leads to sloping jugs.
18b	V4	347	Mainline**	Sit start at base of arête on slopers. Move up to edges just below right-facing arête formed by water groove. Continue up water groove to top. Any hold right of water groove is not part of the problem.
18c	V7	699	The Flow**	Very low start on edges just behind tree. Make one move up to breadloaf with edge then out right to gain slopers. Continue moving right with some trickery to gain edge just below right-facing arête. Continue up arête. Holds right of arête/water groove are not part of the problem.
18d	V9	1031	Pegmodo**	Start same as The Flow. At sloper in middle of face, head straight up to sloping pinch and dish. Punch straight up to another bad sloper, match and continue to top.
18e	V6	537	Moon Arete***	Stand start. Climb arête just left of tree.
18f	V5	435	Sideline***	Stand start on triangular pinch and edge. Campus to good edge then up slopers.
18h	V2	224	Cheeseburger*	Sit start low on sidepull and jug. Move to sloper then left to better holds.
18i	V3	284	Horsepower**	Stand start with left hand in undercling pocket. Bound up to sloper and left-facing groove. Continue straight up through full on mantle.
18j	V1	163	Cross Me*	Stand start on crimps. Climb funky, wide groove.
18k	V6	620	Wonderous Cleavage***	Sit start low on crimps. Long lock off leads to water groove with your left hand. Continue up the groove. Hold broke so it's a bit harder, but still only one move.
19. Supa Coola Area				Continue down corridor. Problems on L and R.
19a	V0	140	JB1*	Stand start. Climb right-facing groove.
19b	V0-	103	JB2*	Stand start. Climb face.
19c	V6	524	Supa Coola***	Sit start with right on big sloper and left on sloping edge under roof. Pull up and make a long move with your left to sidepull. Continue up more of the same to top.
19d	V2	205	JB Groove***	Stand start. Climb perfect water groove. Use to be better before some jerk dug a foot in the boulder with a wire brush.
19e	V3	259	Double Groove***	Stand start on sidepulls. Climb face via double grooves.
19f	V2	204	Dope**	Stand start. Climb slopers in middle of corridor.
19g	V3	257	Dope Traverse	Sit start on low slopers. Traverse left along rail to meet up with Dope. Continue up Dope mantle.

19h	V0	120	Chicks*	Stand start on sloping jugs. Continue straight up face to easy top out.
19i	V3	270	Orca***	Stand start on edges. Move to sloper then trend left to top out. Traversing out right at sloper is not part of the problem.
19j	V8	950	Squeeze Play Low***	Sit start very low under roof on big jug. Long moves lead to good sidepull in pod and right hand crimper. Continue straight up on slopers.
19k	V11	1500	Skeletor	Sit start low under roof same as Squeeze Play Low. Follow Squeeze Play to lip then hard traverse right across poor slopers on lip to meet up with Odd Job. Continue up same as Odd Job.
19l	V8	949	Odd Job***	Sit start very low on edge for left and pocket for right. Long move left leads to slopers formed by faint groove. Another slap gains squeeze. Continue up more of the same to the top.
19m	V9	1075	Five-0****	Sit start low on lowest edge. Traverse right along sloping lip 8 feet to base of faint double grooves creating a protruding bulb in the rock. Squeeze your way up this feature to end the pleasure.
20. Millipede Boulder				Just right at end of trail. Look for rippled wall.
20a	V5	431	Millipede***	Stand start. Make your way up double faint grooves that created HP's best known squeeze problem.
20b	V4	314	Centerpede***	Stand start with left in good undercling pocket. Push off pedestal to gain double sidepulls. Continue up to sloping mantle.
20c	V3	299	Bumboy****	Stand start on undercling and good right-hand sidepull. Make your way up basketball slopers to top. Easier if you are tall, but oh well...
21. Out of the Box Area				Area just ahead when trail seems to end at Millipede area.
21a	V2	204	Pearl Necklace*	Problem on left of trail before Millipede. Sit start low on jug. Climb face to mantle.
21c	V0-	110	Lob**	Stand start on low jugs. Climb juggy face to mantle.
21d	V2	207	Busu**	Stand start. Climb face to sloping holds at lip then interesting mantle.
21e	V6	527	Out of the Box*	Sit start low on right hand pinch at lip and left hand on small crimper in back of roof. Long move with right leads to dish. Continue up face to good holds back of top.
21f	V2	219	Lay it Down	Sit start low on jugs in crack. Long move to lip then traverse right until possible to mantle.
21g	V2	209	Sure Thing**	Stand start on edges. Climb face split by grooves.
21h	V2	220	Orchid***	Stand start on sloper and sidepull. Climb slopers up face.
22. HP Canyon				Hop boulders just behind Out of the Box or take left on road along trail then hug boulders in meadow. First boulder will be Great White.
22a	V7	690	Great White***	Sit start low on crimps. Climb perfect arête. Traversing out right to distant edge is off route.
22d	V5	439	Space***	Stand start on edges. Pull up to funky undercling gaston with left to gain crimpers that lead to right-facing water groove forming arête. Continue to sketchy top out.
22e	V4	375	Hercules**	Stand start. Make big move to ledge then long mantle move to grab hidden holds at top.
23. Skywalker Area				Walk past Millipede then over slab or Walk across trail from road then to your right.
23a	V8	966	Crystal Tips***	Stand start. Jump to marked holds. Starting to left is not part of the problem. If you don't like it move on. Push off low edge for foot to find perfect timing in order to grab bad holds at your deadpoint. Move left along dishes to sloping edge. Long move guards the top. Arete to right is not part of the problem.
23b	V1	161	Merlin*	Stand start. Climb rippled face.
23c	V8	956	Skywalker****	Sit start low on furthest jug in back of corridor. Traverse left to right across break to hard cross through move in center of face. Continue to jug then up slopers to top.
23d	V4	354	BS**	Stand start. Climb funky face up right leaning ramp.
23e	V6	559	Trick or Treat****	Stand start. Climb bulbous face formed by double grooves to top. If you do Millipede, you might as well do this one too.
23f	V4	370	Mistaken Identity***	Climb sloping bulb.
24. Genesis Area				Problems listed are just inside Skywalker corridor to L or R of Genesis. If coming from road trail, look for white face with pocket on right.
24i	V9	1362	Enough	Stand start. Hard move to slopers followed by difficult compression test. Awaiting 2nd ascent.
24k	V3	260	Genesis***	Sit start on jug undercling and sidepull. Long move to pocket then up to sloping top.

Stand start matched on sloping seam at 7+ feet. Pull on static with bad feet then bust to top. Jumping off the ground to create momentum is not part of the problem. Not worth trying if you're a stump.

Roadside Boulders

Map# Grade Value Name

Description

26. Shelter Boulders

Boulder lies just across from Indian Kitchen.

26a	V9	1021	Stingray***
26b	V8	919	Outlaw Women**
26c	V0-	109	SB Arête 1*
26d	V0	140	SB Arête 2*
26f	V2	208	Lucky Charms**
26g	V2	235	Boink**
26h	V4	323	Get Shorty**
26i	V7	668	Sierzant Problem
26j	V3	254	ASP
26k	V2	219	Jen problem*
26l	V6	575	Funk Odyssey*
26m	V7	701	Om**

Jump start to edges. Slap left to dish and mantle to top.
Sit start in back of cave. At jug break, trend left across break to water groove. Continue up water groove to top.
Sit start. Climb short arête.
Sit start. Climb face.
Stand start. Climb arête.
Start low on sidepulls climb slopers up and over blob feature.
Sit start low on edges. Climb slopers out and over short bulge.
Sit start low on sloping edge. Climb seam.
Sit start low on jug. Climb corner.
Stand start. Climb face.
Stand start. Climb face just right of offwidth. Traversing off right is not part of the problem.
Climb arête without moving off right to shelves.

27. Cadillac Thrills Boulders

Left of trail when walking from Genesis.

27a	V4	315	Man With The Slow Hand***
27b	V4	315	Easy Touch**
27c	V0-	110	CTE 1
27d	V0-	100	CTE 2
27e	V3	299	Red Arrow**
27g	V2	223	Spook Eye*
27h	V1	162	JB Slab*
27j	V9	1099	Cadillac Thrills**
27k	V10	1219	Hot n Tot
27l	V9-	1071	The Process
27n	V7	727	Grab Me**
27o	V1	181	Bridge Arete**
27p	V4	355	Never Trust A Mustache**
27q	V1	177	Faint Hearts**
27r	V10	1481	Balrog
27s	V8	889	Waterloo**
27t	V3	259	Cave Traverse

Stand start. Climb right-leaning arête. The wall to the left is obviously off
Stand start. Climb slab.
Stand start. Climb jugs.
Stand start. Climb jugs.
Stand start on big undercling. Reach out left to faint groove then slap way up blunt prow.
Sit start low on jug. Move up to pockets to shelf then step off.
Stand start. Climb slab.
Start low on jug under roof. Jack foot then reach out to peanut crimp. Make way up face to finish in groove.
Start low same as Cadillac Thrills. Jack foot then reach left hand to sloping lip. Bust right to large sloping sidepull around right of arête. Long move from this to sloping pod at top.
Stack pads to start on right hand dish and left hand on pinch. Climb arête.
Sit start on pinch and sloping dish. Climb crack. Pedestal is not part of problem.
Stand start. Climb arête at beginning of wooden bridge.
Sit start on jug. Move right to pockets then up face to groove. Continue up groove.
Stand start. Climb face to top.
Sit start low on edges. Climb short prow.
Stand start on greasy seam. Climb crack.
Sit start in back of cave on jug. Follow jugs to shelf twenty feet left. Step off.

29. Flat Roof Boulder

Problems lie at the end of the loop road.

29a	V0	140	Among Us
29b	V6	557	Lou-ser**

Stand start. Climb face.
Sit start low on left-slanting edge. Long move left to horizontal pinch then out roof followed by mantle.

29c	V5	437	Stretch Armstrong***	Stand start on crimps then out flat roof. Long reach helps on this one.
29d	V4	327	Crisifix**	Stand start on edges in back of roof. Funk leads out roof to jugs then mantle.
29e	V4	317	Lea's problem*	Stand start same as Stretch Armstrong. Traverse low along edges under roof to right out to end then up face to mantle.
29f	V0-	100	Groove 1*	Stand start. Climb groove.
29g	V0	135	Groove 2*	Stand start. Climb groove.
29h	V0	134	Groove 3*	Stand start. Climb groove.
29i	V3	255	Red Arrow**	Sit start on low edges. Climb face to right of arête.
29j	V2	204	Right of Tree*	Stand start. Climb face.
29k	V3	304	Momma's Boy*	Stand start. Climb directly up face.
29l	V12	1698	State of Mind*	Start on low break. Move left to shallow dishes in faint grooves.
29m	V9	1079	No Tranquility**	Sit start low in jug. Move to pocket with left then long move to sloping edges. Continue straight up jigsaw face.
29n	V4	357	Honky Tonkin****	Stand start on lowest hold. Climb arête.

Washout Boulders

Map# Grade Value Name

30. Forgotten Boulder

30a	V3	257	Green Lantern*	Sit start low. Long moves lead to good slopers at top. Better than it looks.
30c	V10	1200	God Given	Start matched on edge, move to pocket and match. Continue right to confront wonderful crux mantle.
30d	V5	433	Alabama Boys*	Stand start on edges. Move right in roof until possible to finish up groove. Funky.

31. Washout Boulders Right

31b	V6	551	Open Book*	Sit start on lowest edge. Long move up crack. Then mantle.
31c	V8	900	Mr. Sir**	Start on dish then traverse right low along sloping lip. At end of lip, finish straight up face in corner.

Slider Boulders

Map# Grade Value Name

32. Lady Slipper

32a	V2	200	Blob*	Sit start on jugs. Climb face to sloping mantle.
32b	V2	205	SB1	Sit start on jugs. Climb face then up groove.
32c	V2	238	Lady Slipper Traverse**	Sit start on jugs to far right end of boulder. Traverse break left across jugs. Then up seam.
32d	V2	225	Lady Slipper	Stand start. Continue up to mantle.
32e	V5	445	Beer, Guts, No Glory	Stand start in Rambo hang handjam. Pull on, pull in and mantle.
32f	V4	349	Selective Mechanics*	Stand start in back of offwidth crack splitting boulder. Climb crack.
32g	V11	1288	God Module****	Stand start on crimps formed by seam. Paste foot on the wall, settle on foot for at least one second then punch to crimps in seam. Continue up more hard moves to top. This problem is not a jump start. DO NOT create momentum by bounding off ground. It will not count. Be sure to turn in anyone you see cheating on this problem because I am sure someone will try.
32h	V3	265	Weep	Stand start using large bowl jug. Climb straight up face.

33. Slider Boulder

33a	V10	1264	Slider Sit***	Sit start very low with right in crimp and left on back-hand edge. Hard moves lead out to original start of Slider. Continue up same as Slider.
33b	V9	1091	Slider***	Sit start low on jug. Climb crimps/slopers trend right to arête at top of boulder.
33d	V5	415	Cuts Like a Knife**	Sit start low on jug. Climb straight out face on crimping rail to huge jug. Continue up face ending in large faint groove.

Boulders lie on your right and left if walking from the middle in stream bed.

Description

On your left when walking in wash.

On your right when walking in wash.

Boulders will be first set you come to when walking out of loop road and following trail. Boulders are on your left.

Description

Look for large blank overhang.

Look for viewing slab above chalky face/arête.

33e	V6	548	Boomslang**	Sit start low in jugs. Climb out roof via undercling pocket and crimp to sloping edge. At jug move right to finish same as Cuts Like a Knife.
33g	V8	871	Message from the Masters**	Stand start on jugs. Climb seam to good holds at top.
33h	V10	1264	SuperSlider***	Start on jugs. Traverse right low to starting hold of Slider. Finish same as Slider
33k	V4	329	Paper or Plastic*	Start low on jugs. Long moves up face lead to good mantle. Holds out left on arête are not part of the problem.

Point Boulders

Map#	Grade	Value	Name	Description
34. Uniball Boulder				Just behind Slider Boulder.
34b	V11	1666	Matchmaker	Stand start under cave matched on flat undercling. Long moves out roof lead to sickness at lip.
34c	V7	719	Not It*	Stand start on holds at lip. Campus move left to slopers then out to jug. Continue traversing left to end same as Uniball.
34d	V4	335	Uniball**	Sit start very low on jug. Reach up to undercling then continue out weakness.
34f	V7	738	Super Nova**	Sit start on lowest jug. At horizontal break traverse right to middle of roof. Turn lip with tricky press.
34g	V0-	85	UBE2	Stand start. Climb face.
34h	V0-	95	UBE3	Stand start. Climb face
34i	V4	344	Blue Justice**	Sit start very low on holds under small roof. Climb face to left-facing flake and mantle.
35. Eight Ball Boulder				First boulder on right when walking down trail from loop road.
35a	V3	280	Circumcision**	Stand Start. Climb face using small crimp for left instead of knob (note scar). Lesson- don't climb on wet sandstone.
35b	V2	233	Waiting Line**	Sit start low on edge and sloper. Climb sidepull pockets up face.
35c	V2	219	Eight Ball**	Start low on jugs. Climb face.
35d	V2	203	Contusion*	Start low on break. Long move to mantle top out.
35e	V2	209	Chasers*	Sit start on low jugs. Climb face to slopers.
35f	V2	209	Short Change*	Sit start low on jugs. Climb face to slopers.
35g	V3	274	Brawn*	Sit start low on jugs. Long moves lead to funky mantle.
35h	V6	573	Melanor**	Start same as Brawn. Traverse left to right low ending same as Circumcision.
36. The High Life Boulder				Next boulder continuing to point.
36a	V1	174	Brainwave**	Stand start. Climb slab 5 feet left of tree.
36b	V1	172	Tourist Attraction*	Stand start. Climb slab just left of downclimb tree.
36d	V6	534	Lou Red Arrow	Sit start on underclings. Climb sharp edges up blunt arête.
36e	V1	161	HL slab*	Stand start. Climb slab.
36f	V5	454	Getcha Some**	Sit start low on flat shelf. Traverse right to good sidepull then straight up on slopers.
36g	V2	222	Wasp**	Sit start on jugs. Climb pinches up face. Getting off this problem is the crux.
36h	V7	715	Gimme Some Mo***	Start same as Getcha Some. At sidepull keep traversing low across pockets to point where pockets end. Finish same as HL slab.
36i	V5	453	VIP**	Sit start low in jug. Climb groove to sloping mantle.
36j	V9	1000	Another Litz	Sit start low on pinch and small edge. Lock off to pocket then left to jug. Long move to top out.
36k	V6	566	High Life**	Sit start very low on jug. Move right to edge then up to sloper. Long move to another sloper then mantle. JUG OUT RIGHT is NOT part of the problem.
36l	V8	880	Lawdog**	Sit start low on edge. Climb face.
36m	V10	1278	Great Dane**	Sit start very low on pockets. Hard moves right then up face.
36n	V8	892	MC2 problem*	Sit start very low on edges. Climb face into corner on small crimps.

36o	V3	265	Just Massage Oil**	Sit start low on jugs. Climb face.
36p	V3	260	The Kind Flake**	Sit start on jugs and climb straight up to left-facing flake.
37. Crown Boulder				
37c	V3	264	The Crown***	Sit start very low on pocket. Reach up to good hold. Continue up series of sidepulls to “The Crown.”
37d	V2	202	Holes**	Low start on undercling. Climb to pockets then mantle.
37e	V2	226	Others See Us*	Sit start on low holds. Climb face.
38. The Point				
38a	V1	172	Broadway*	Boulder with wooden bridge to provide redneck access.
				Sit start. Climb bulbous face.
38c	V7	675	Missing the Point**	Sit start low on edges. Climb face using crack staying right of crack until top out.
38d	V6	531	Redneck**	Sit start low on edges. Iron cross left to good hold then up face and crack.

Suspicion Boulders

Map#	Grade	Value	Name	Description
39. Suspicion Boulder				
39a	V6	617	Drainpipe*	Sit start very low. Climb roof to face.
39b	V7	751	Wrist Distentia**	Sit start low. Climb crimpy face. Too many people cheat out right to use original. Have at it.
39c	V8	923	Suspicion**	Sit start low on sloping edge. Climb sloping crimps up overhanging face.
39d	V5	429	Ivy Man*	Start on left-most edge of arête formed by roof. Traverse length of roof to end then up face.



HP 40-22YRS

SLOPER PERFECTION. CLIMBER REJECTION.





Stepchild V7
Photos by Jon Glassberg



Hammerhead V5
Photos by Jon Glassberg



Only the finest problems go into our Premium Blend. Your choice of Light or Dark Roast. Either blend you choose will be challenging but the Dark is a little more so. It also will have a little larger prize package.

BOTH ROAST CONTAIN SOME OF THE MOST CLASSIC LINES FOR THEIR GRADE.

Just keep track of the problems on the list the same as you'd normally fill them out on the scorecard. You must have 2 competitor signatures or 1 judge signature in order to get credit for each problem. Use the front and back of your scorecard. You must be the first to turn in your completed list at the Pavillion in order to win.

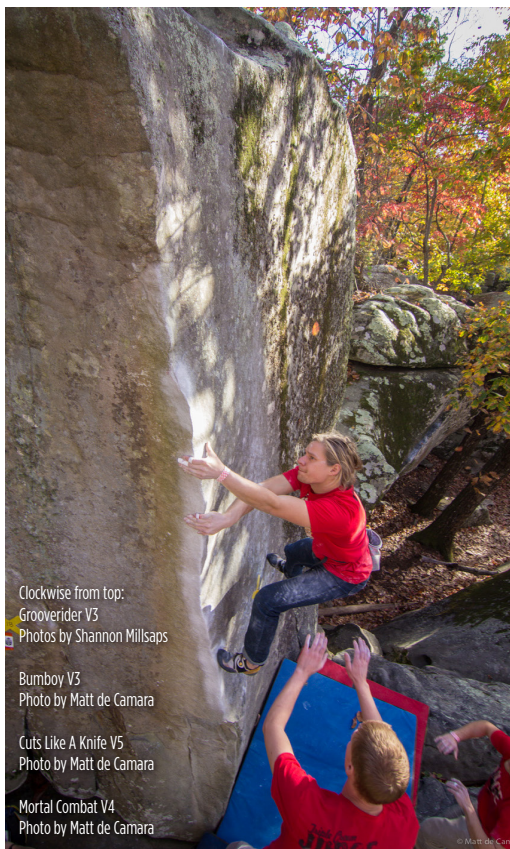
There will be a second and perhaps third place prizes as well (if anyone else is successful).

LIGHT ROAST

- | | | | |
|----|-----|----|----------------------|
| 1 | 1g | V3 | Plinko ** |
| 2 | 2k | v0 | Silky *** |
| 3 | 2x | V3 | Copa Cabana ** |
| 4 | 4h | V1 | Night Fever ** |
| 5 | 10b | V2 | Turtle Head Right ** |
| 6 | 12i | V3 | Slingin Meat * |
| 7 | 15c | V1 | Boy Scout Crack ** |
| 8 | 16e | V4 | Stage Fright * |
| 9 | 19f | V2 | Dope ** |
| 10 | 21d | V2 | Busy ** |
| 11 | 21h | V2 | Orchid *** |
| 12 | 23b | V1 | Merlin * |
| 13 | 24k | V3 | Genesis *** |
| 14 | 27o | V1 | Bridge Arete ** |
| 15 | 29a | V0 | Among Us |
| 16 | 29d | V4 | Crisifix ** |
| 17 | 29h | V0 | Groove 3 * |
| 18 | 35c | v2 | Eight Ball ** |
| 19 | 36p | V3 | The Kind Flake ** |
| 20 | 36a | v1 | Brain Wave ** |

DARK ROAST

- | | | | |
|----|-----|----|----------------------------|
| 1 | 4j | V3 | Twix Lips ** |
| 2 | 8e | V4 | Pope With A Cowboy Hat *** |
| 3 | 16c | V3 | Orange Slice * |
| 4 | 18e | V6 | Moon Arete *** |
| 5 | 18f | V5 | Sideline *** |
| 6 | 22d | V5 | Space *** |
| 7 | 23e | V6 | Trick or Treat **** |
| 8 | 23f | V4 | Mistaken Identity *** |
| 9 | 27a | V4 | Man With The Slow Hand *** |
| 10 | 27e | V3 | Red Arrow ** |
| 11 | 26l | V6 | Funk Odyssey * |
| 12 | 27p | V4 | Never Trust A Mustache ** |
| 13 | 29e | V4 | Lea's Problem * |
| 14 | 29n | V4 | Honky Tonkin *** |
| 15 | 30d | V5 | Alabama Boys * |
| 16 | 32e | V5 | Beer Guts No Glory |
| 17 | 34d | V4 | Uniball ** |
| 18 | 38d | V6 | Redneck ** |
| 19 | 39a | V6 | Drainpipe * |
| 20 | 39d | V5 | Ivy Man * |



Problems By Grade

Map	Rating	Point Value	Problem Name
VO-			
2t	VO-	48	The Rail
1i	VO-	49	Underclimb Groove
34f	VO-	75	UBE1
2b	VO-	77	Chins
29g	v0-	78	Pins 2
2hh	v0-	79	Pins 3
34g	VO-	85	UBE2
2r	VO-	93	Stare
34h	VO-	95	UBE3
27d	VO-	100	CTE 2
2l	VO-	100	Breaktime**
4q	VO-	100	Easy
29f	VO-	100	Groove 1*
15g	VO-	101	WSE 1
15h	VO-	102	WSE 2
19b	VO-	103	JB2*
17f	VO-	104	PSE2
13d	VO-	105	Easy Slab*
17g	VO-	105	PSE1
26c	VO-	109	SB arête 1*
21c	VO-	110	Lob**
27c	VO-	110	CTE 1

VO			
19h	VO	120	Chicks*
17h	VO	127	PSE3
2dd	VO	127	The Drop*
6a	VO	127	Cullman 1
6b	VO	127	Cullman 2
2s	VO	128	Pocket Pool*
10a	VO	131	Turtle Head Left*
5e	VO	133	Interact*
29h	VO	134	Groove3*
12h	VO	135	Crack Pipe*
29g	VO	135	Groove2 *
2w	VO	137	Flake Left*
2k	VO	140	Silky***
4o	VO	140	Green Velvet*
19a	VO	140	JB1*
26d	VO	140	SB Arête 2*
29a	VO	140	Among us

VI			
6c	VI	150	The Ocean*
1e	VI	160	Grape Ape
17e	VI	161	Sure*
1h	VI	161	Vandala*
23b	VI	161	Merlin*
36e	VI	161	HL Slab*
4n	VI	161	Groove 1
27h	VI	162	JB slab*
6e	VI	162	Butter on Bread*
18j	VI	163	Cross me*
2cc	VI	164	Left of Pine**
5c	VI	165	Television*
17a	VI	166	Contraband

Map	Rating	Point Value	Problem Name
5g	VI	170	Snibe*
36b	VI	172	Tourist Attraction*
38a	VI	172	Broadway*
36a	VI	174	Brainwave**
15c	VI	175	Boy Scout crack**
6f	VI	175	The Chamber*
12c	VI	177	Ice Cream**
27q	VI	177	Faint Hearts**
2u	VI	177	Ketchup***
4h	VI	177	Night Fever**
27o	VI	181	Bridge Arete
2z	VI	183	Las Americas*
2c	VI	191	Honeycomb

V2			
32a	V2	200	Blob*
37d	V2	202	Holes**
35d	V2	203	Contusion*
16a	V2	204	Trends*
19f	V2	204	Dope**
21a	V2	204	Pearl Necklace*
29j	V2	204	Right of Tree*
2aa	V2	204	Behind the Tree*
19d	V2	205	JB groove***
32b	V2	205	SBI
13e	V2	207	Moms*
21d	V2	207	Busu**
2y	V2	207	Spur of the Moment*
26f	V2	208	Lucky Charms**
4p	V2	208	Groove 2
17c	V2	209	Growing Stone**
21g	V2	209	Sure Thing**
2d	V2	209	Slice*
35e	V2	209	Chasers*
35f	V2	209	Short Change*
1f	V2	213	Pucker Up*
2ff	v2	213	Pins 1
8b	V2	213	The Ramp**
17d	V2	215	Opt Out*
5d	V2	215	The Stranger**
2bb	V2	216	Private Moment*
26k	V2	219	Jen problem*
21f	V2	219	Lay it Down
35c	V2	219	Eight Ball**
3f	V2	220	Rubberneck*
21h	V2	220	Orchid***
36g	V2	222	Wasp**
27g	V2	223	Spook Eye*
10b	V2	224	Turtle Head Right**
18h	V2	224	Cheeseburger*
2ee	V2	224	Sandbox
4i	V2	224	Ring My Bell*
32d	V2	225	Lady Slipper
37e	V2	226	Others See Us*
35b	V2	233	Waiting Line**
26g	V2	235	Boink**
32c	V2	238	Lady Slipper Traverse**
2x	V2	246	Copa Cabana**

Map	Rating	Point Value	Problem Name
V3			
26j	V3	254	ASP
29i	V3	255	Red Arrow**
19g	V3	257	Dope Traverse
9b	V3	257	Easy Rider*
30a	V3	257	Green Lantern*
19e	V3	259	Double Groove***
27t	V3	259	Cave Traverse
5b	V3	259	Spirit**
16f	V3	260	The Thespian**
24k	V3	260	Genesis***
36p	V3	260	The Kind Flake**
1g	V3	261	Plinko**
2i	V3	261	Sunbeam*
37c	V3	264	The Crown***
32h	V3	265	Weep
36o	V3	265	Just Massage Oil**
16c	V3	266	Orange Slice*
17b	V3	268	Panty Shields**
2g	V3	269	The Drip*
19i	V3	270	Orca***
5f	V3	270	Bombedi*
35g	V3	274	Brawn*
2f	V3	277	Sometimes...*
35a	V3	280	Circumcision**
14f	V3	280	Grooverider***
18i	V3	284	Horsepower**
4j	V3	287	Twix Lips**
20c	V3	299	Bumboy****
27e	V3	299	Red Arrow**
1b	V3	301	Bump That*
29k	V3	304	Momma's Boy*
2v	V3	307	Louis Groove*
4i	V3	309	Earth, Wind, and Fire***

V4			
2a	V4	310	Cheese*
20b	V4	314	Centerpede***
27a	V4	315	Man w/ the Slow Hand***
27b	V4	315	Easy Touch**
29e	V4	317	Lea's problem*
2h	V4	320	Picante*
26h	V4	323	Get Shorty**
7a	V4	323	Swirls**
3a	V4	326	Lowdown*
29d	V4	327	Crisifix**
33k	V4	329	Paper or Plastic*
1c	V4	331	Tick or Tie*
2j	V4	332	The Beach**
34d	V4	335	Uniball**
16e	V4	336	Stage Fright*
2e	V4	339	Mariachi*
4k	V4	339	Boogey Wonderland**
12i	V4	343	Slingin' Meat*
34i	V4	344	Blue Justice**
18b	V4	347	Mainline**

Problems By Grade

Map	Rating	Point Value	Problem Name
32f	V4	349	Selective Mechanics*
23d	V4	354	BS**
8e	V4	355	Pope with a Cowboy Hat***
27p	V4	355	Never Trust A Mustache**
8d	V4	356	Mortal Combat***
29n	V4	357	Honky Tonkin****
12f	V4	358	Slush Puppy***
13a	V4	358	Red Lobster**
23f	V4	370	Mistaken Identity***
22e	V4	375	Hercules**
9d	V4	398	I Hate Cops***

V5			
33d	V5	415	Cuts Like a Knife**
2o	V5	422	Popeye***
15e	V5	426	Warning Signs*
39d	V5	429	Ivy Man*
6d	V5	431	Inspect Her Gadget**
20a	V5	431	Millipede***
8f	V5	431	Roll Out*
9c	V5	433	Fun Dip***
9e	V5	433	Smile and Receive
30d	V5	433	Alabama Boys*
18f	V5	435	Sideline***
5a	V5	435	Permanent Scream**
29c	V5	437	Stretch Armstrong***
22d	V5	439	Space***
4c	V5	442	The Wood**
24i	V5	443	700 Club*
32e	V5	445	Beer, Guts, No Glory
4a	V5	446	Hammerhead**
36i	V5	453	VIP**
36f	V5	454	Getcha Some**
18a	V5	501	Wasteland***

V6			
19c	V6	524	Supa Coola***
21e	V6	527	Out of the Box*
1d	V6	528	Kingpin**
38d	V6	531	Redneck**
36d	V6	534	Lou Red Arrow
18e	V6	537	Moon Arete***
35e	V6	548	Boomslang**
31b	V6	551	Open Book*
29b	V6	557	Lou-ser**
23e	V6	559	Trick or Treat****
36k	V6	566	High Life**
16d	V6	567	Old Inspirations**
35h	V6	573	Melanor**
12g	V6	575	Slabocious***
26i	V6	575	Funk Odyssey*
39a	V6	617	Drainpipe*
18k	V6	620	Wonderous Cleavage***
3d	V6	639	Mulletino***

Map	Rating	Point Value	Problem Name
V7			
9a	V7	664	Lip Service*
26i	V7	668	Sierzant Problem
4m	V7	669	Chattanooga Plow***
3e	V7	670	Short Long***
38c	V7	675	Missing the Point**
15f	V7	681	Spraylord*
14a	V7	685	It's a Natural**
12j	V7	688	Sweet Spot*
4b	V7	689	Stepchild***
22a	V7	690	Great White***
7d	V7	693	Don't Rock My Boat**
7c	V7	695	Kiss**
3b	V7	698	The Thief***
18c	V7	699	The Flow**
26m	V7	701	Om**
4g	V7	705	Consumption**
8a	V7	713	Pooky
36h	V7	715	Gimme Some Mo***
12d	V7	718	Slush Puppy Low***
34c	V7	719	Not it*
27n	V7	727	Grab Me**
34f	V7	738	Super Nova**
9bb	V7	741	Lokal**
2q	V7	747	Brass Monkey*
39b	V7	751	Wrist Distentia**
4f	V7	768	Chevy**

V8			
2n	V8	839	Hugs and Kisses**
3c	V8	862	Ghetto Superstar***
4d	V8	867	American Pie*
12e	V8	868	Slabocious Low***
2p	V8	870	Thugs and Bitches**
33g	V8	871	Message from the Masters**
13b	V8	880	Landslide**
36l	V8	880	Lawdog**
27s	V8	889	Waterloo**
36n	V8	892	MC2 problem*
14b	V8	899	Megatron***
31c	V8	900	Mr. Sir**
26b	V8	919	Outlaw Women**
39c	V8	923	Suspicion**
19l	V8	949	Odd Job***
19j	V8	950	Squeeze Play Low***
23c	V8	956	Skywalker****
23a	V8	966	Crystal Tips***

V9			
36j	V9	1000	Another Litz
26a	V9	1021	Stingray***
18d	V9	1031	Pegmodo**
27l	V9-	1071	The Process
19m	V9	1075	Five- 0***

Map	Rating	Point Value	Problem Name
13c	V9	1078	Landslide Low
29m	V9	1079	No Tranquility**
33b	V9	1091	Slider***
27j	V9	1099	Cadillac Thrills**
24i	V9	1362	Enough

V10			
30c	V10	1200	God Given
27k	V10	1219	Hot n Tot
33a	V10	1264	Slider Sit***
33h	V10	1264	SuperSlider***
36m	V10	1278	Great Dane**
27r	V10	1481	Balrog
3cc	V10	1551	Ghetto Right

V11			
32g	V11	1288	God Module****
19k	V11	1500	Skeleton
34b	V11	1666	Matchmaker
14c	V11	1750	Illusion***
8c	V11	1904	Genetic**

V12			
29l	V12	1698	State of Mind*



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