



# STONE FORT

## BOULDERING COMPETITION

2023



20 years of the Triple Crown Bouldering Series. We also created the climbing access at Stone Fort the first year of the event. After over 20 years the relationship at Stone Fort could not be any better. Over the last 20 plus years Triple Crown has raised money for many climbing areas throughout the Southeast.

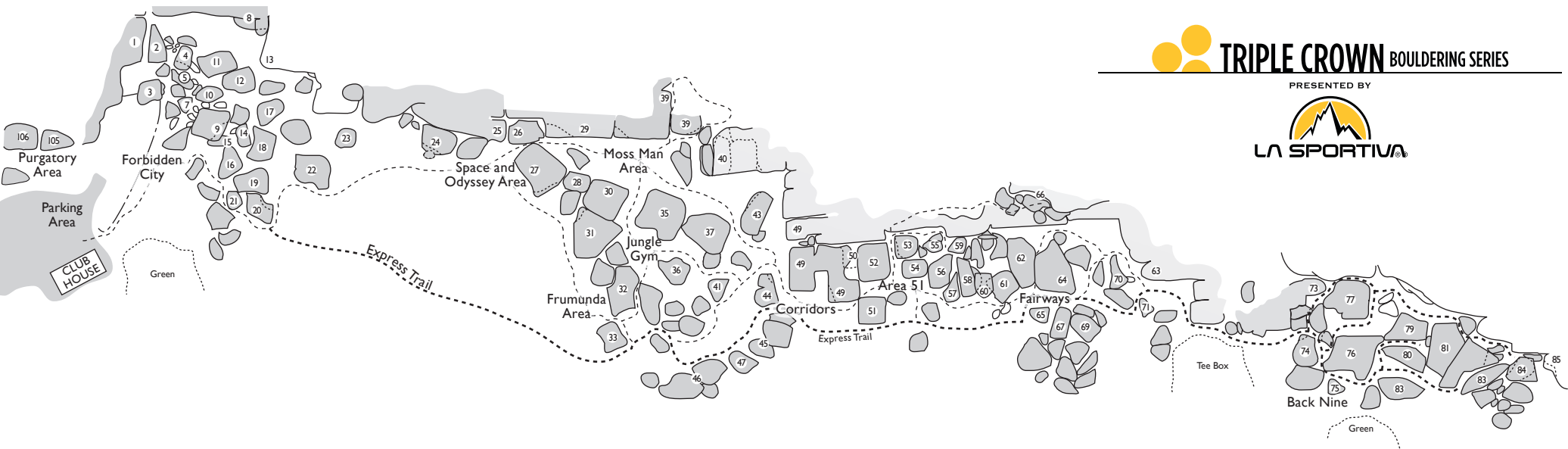


TRIPLE CROWN BOULDERING SERIES

PRESENTED BY



LA SPORTIVA®



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### Purgatory Area

- Located above the practice putting green by the clubhouse
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### Picnic Area

- Located across the road from the old house in the parking lot
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## RULES

- You must start all problems directly below its 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 **PRINT** their name, **NOT** their initials or signature. If we can't read the persons name you will not get credit for the problem. 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.

**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.

**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 insure your health. If you need an extra pad ask a judge or a fellow climber.

**15 MINUTE SCORE PROTEST PERIOD** Before the award ceremony, we will post the top 5 scores for each category. Competitors will 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 are triple checked by a Board of Judges. If you have questions, please don't hesitate to ask. If your score is beyond the limit for the category you registered for, you will be placed in the next category. In all the 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 at 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.

**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.**

# The Forbidden City (Boulders 1-23)

Map#	Grade	Value	Name	Description
<b>1 Project Wall</b>				A beautiful, futuristic wall.
1a	V11	1820	Watch Your Back	Start on obvious crimp rail down and right. Make a HUGE move up and left to a good flat edge. Make your way out left and up the arete. Finish back and right in the jug seam. Jump off.
1a	V11	1730	Flying High ***	Begin on the crimp rail. Launch up the wall to the jug! Top out on the lip to the right.
1b	V6	560	Do Dat	Begin low on a blunt arête. Find the secret beta that allows you to avoid the heavily chalked credit card crimps.
<b>2 Dos Cosanos Boulder</b>				
2a	V2	214	Dos Cosanos *	Begin on the far right and traverse the seam to it's end. Top out on the shelf.
2b	V0	133	Worm Drink*	Begin the same as for Dos Cosanos. Climb directly up using sloping jugs and sidepulls.
2c	V7	683	Satananus*	Start in low opposing gastons. Climb up and slightly right through the small pocket and dishes. Top out straight up. Casual finish.
2d	V2	210	El Capitan	Start low and climb straight up through the slopers to top out.
2e	V4	349	Mescal**	Begin at a low undercling and sidepull. Climb left then up to top out.
2f	V0	138	Cuervo **	Start same as Mescal and climb straight up.
<b>3 Swingers Boulder</b>				
3a	V4	345	Swingers **	Bring your roof climbing skills. Start on the chock stone at the base of the roof and climb directly out the feature. Control the swing!
3b	V1	175	Smoking Jacket *	Start just right of swingers and climb up and right.
3c	V7	693	Tennessee Thong **	Awesome!! Sit start low on the right side of the boulder. Climb up and left to top out.
3d	V13	2820	Tall Tee **	Start the same as Tennessee Thong but climb straight up the arete. Follow directionals.
3e	V7	720	On The Fence *	Start low and climb straight out the roof. Follow directionals.
<b>4 Turtle Tracks Boulder</b>				
4a	V3	279	Turtle Tracks *	Begin on the right side of the boulder and traverse left along the lip. Mantle to top out. Follow directionals.
<b>5 The Cheese Grater</b>				
5a	V5	431	The Cheese Grater	Begin with a left hand on the blunt arête and a right in an undercling. Climb!!
<b>7 The Pit</b>				
7a	V5	448	The Glove ***	Beautiful!! Sit down. Begin with a right hand on the jug and left hand in the sloping pockets. Maneuver to gain the sloping rail. Climb out to the point of the prow to top-out.
7b	V5	440	Pit Fiend	Begin with a left hand on the vertical rail and a right in the pocket/pinch. Move out, up, and right to the top-out. A good spot is recommended.
<b>8 The Castle Wall</b>				Oh my! A fantastic wall with several classic problems that will test your ability on tall steep slab.
8a	V1	177	Storming the Castle***	Begin fifteen feet left of the crack. Climb directly up the face toward the vertical crack at the top.
8b	V8	904	King Of The Castle***	Begin 4 feet left of the crack. Climb directly over the crescent feature and on to the top.
<b>9 Art Of The Vogt Boulder</b>				
9a	V6	542	Art Of The Steal	A bit of a back scratcher. Start to the left of Art Of The Vogt. Traverse left to top out. Beware of hollow flakes.
9b	V4	354	Art Of The Vogt***	Begin low and climb out the roof. Turn the lip and continue up the slab to the top.
9c	V3	288	Truth Is Stranger Than Friction**	Begin several feet right of Art Of The Vogt. Climb directly up the nice slab.
<b>11 The Mystery Groove Boulder</b>				
11a	V1	169	Showtime	Climb just right of the arête up a conglomerated face.
11b	V0	134	Five and Dime *	Good problem! Begin in the flake and climb the face on finger-buckets and horns.

11c	V0-	103	Murfreesboro Blues	Begin a few feet left of Five and Dime. Climb directly up the face.
11d	V2	206	Runnel Funnel	Step up onto the sloping shelf. Climb up the face between the two runnels.
11e	V0	129	Blithering Idiot	Climb straight up just left of the Runnel Funnel.
11f	V6	571	Heartbreaker***	Aw man! Whata' heartbreaker!! A beautiful problem that requires more than just a bit of slab climbing technique.
11g	V4	359	Mystery Groove***	An awesome problem! Climb the unique face via sidepulls, pinches, and slopers.
11h	V3	269	Tight Like That *	Start with your left hand in the sidepull and right hand around the blunt arête. Climb straight up using delicate smears.

## 12 The Crescent Boulder

				A fantastic boulder filled with some very cool moderates.
12b	V1	172	The Feature **	Start in low jam and climb this nice feature.
12c	V4	353	Fixer *	Left of the crack, begin matched on right facing side-pull. Climb to the top.
12d	V2	216	Mixer Elixer	Begin in jug pocket. Move up and right through finger buckets. Climb past the sloping finish.
12e	V0-	107	Low Constitution	Start in the giant jug. Negotiate the face past the bulky flake. Top-out above.
12f	V2	231	Hairy Underclings *	Start low a few feet right of The Crescent and climb up the bulging slab by several hairy underclings.
12g	V1	175	The Crescent ***	Climb the tall, beautiful face with crescent seam.
12gg	V7	671	The Crescent Direct **	Climb the slab left of the Crescent. The crack is off route.
12h	V1	177	High Times *	Climb the face a few feet left of The Crescent.
12i	V1	171	The Little German Girl*	Climb the nice face just left of High Times.
12j	V2	230	Hauled Ass	Begin at the low jugs and climb over the bulge to a press.

## 13 The Spyro Gyro Wall

				These problems are located on the cliffline.
13a	V7	686	Spyro Gyro **	Grab the holds at the shelf and LAUNCH to the sloping sidepull. Reach up to the jug, touch the tape marked END and drop to pads.
13b	V4	334	Train Wreck **	Classic highball. Crux is low. Climb the seam to the top. All holds are on.
13c	V7	691	Kaya ***	An area classic, but stack pads and gather spotters--This one is TALL. Climb the clean white face up and slightly right.
13d	V4	360	Body Glove **	Fun highball offwidth.

## 14 Chachqua Boulder

14a	V1	168	Chachqua *	Climb the nice face.
14b	V1	174	The Puzzler *	This one's tricky. Begin on the blunt arête with your left hand on a knob and right hand in a shallow undercling. Wander up the deceiving arête.
14c	V0	130	Editor's Choice	Begin at the vertical seam, make a long move then top out.

## 15 The TKO Boulder

15a	V3	270	TKO	Begin at the nice finger ledges and climb out the short bulge.
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## 16 Slice and Dice Boulder

16a	V3	261	Hot Java *	Climb right and then directly up the face.
16b	V3	274	Formula 1 *	Motor up the blunt arête and past the puzzling slab to the top.
16c	V1	169	Red Label **	Climb the tall beautiful face just to the left of Black Label. Good spotters recommended.
16d	V0	136	Black Label ***	Climb the tall beautiful face to the top. Good spotters recommended.
16dd	V1	167	Green Label **	Climb the arête just to the right of Black Label.
16e	V4	357	Slice *	Start at the jug. Climb up via crimps to the top.
16f	V3	275	Two Can Sam **	A jug start leads up to a crescent hand crack. Jam this to the top.
16g	V0	133	Farrah's Fawcett *	Start in crack. Move right and up via flake to top.
16h	V6	549	Mane Event	Begin the same as Dice and move left to a lone crimp in the middle of the white face. Finish up on Farrah's Fawcett.

16i	V2	221	Dice *	Start in low undercling; move up over blunt prow.
<b>17 Squatters Boulder</b>				
17a	V7	671	Thumb War	Start with a small right hand sidepull, and a left thumb press on small chip. Use the sidepull on the blank face to gain better holds and the lip.
17b	V6	570	The Fouling	A low start gives way to several extended reaches. Top out directly up.
17c	V4	337	One Bad Hat	Begin a few feet right of the Fouling. Bust right and commence to mantling.
17d	V3	262	Squatters Rights	A short blunt arête. Begin with your left hand on the crimp and your right in the hidden sidepull down low. Climb the short arête to the mantle.
<b>18 Mystery Machine Boulder</b>				
18a	V2	225	Mutiny **	Uphill above Incredarete lies this quality problem. Climb the attractive face via nice in-cut crimps and jugs.
18b	V0-	105	Easy Does It	Climb up the low angle face.
18c	V0	132	Booger	Climb the crack a few feet right of The Boogie Man-tle.
18e	V3	283	The Boogie Man-tle **	The blunt arête. Begin at the rounded rail and engineer unique moves up the wide arête.
18f	V3	278	Pinch the Loaf **	Begin a few feet left of the blunt arête. Sit-down start at a flake. Reach high to a right hand crimp. Climb up the slopers and pinches.
18g	V1	174	The Shrine	Climb the nice, short face between the tree and crack. Begin at the low left facing side pull and make a long reach to a pocket. Climb the patina edges to the top. The crack is off-route.
18h	V1	173	Shaggy *	Start at the jugs on the right side of the blunt arête. Climb the feature via large side-pulls. TALL.
18i	V3	286	Mystery Machine **	Start left of tree; climb the scoop via side pulls and gastons. Gain the jugs above and top out.
18j	V2	223	Ruby Roo ***	A few feet left of Mystery Machine lies this great face. Begin at the sloping side pulls and climb directly up the face.
18k	V3	279	Sister Sarah **	Begin at the sloping jug. Move up and left to a dish. Climb the face up and slightly right through underclings and slopers.
18l	V0	139	Incredarete ***	A tall, beautiful arête. Stand start. Slopers give way to big jugs and great position.
18m	V3	277	Incredarete (sit) ***	As the name implies, an incredible arête! Start low on the right side of the arête.
18n	V6	566	The Eliminator *	Begin at the sloping rail. Climb directly up, then slightly left. The arête is off-route.
18o	V9	1140	Tommy Boy	Start at the giant handrail several feet left of the Incredarete. Climb directly up a tall face. Follow directionals. Get spotters and plenty of pads.
18p	V7	662	Dirty Sanchez **	Pads, pads, pads! Begin at a left facing sidepull and climb along the striking seam up and then left to the top.
18pp	V10	1445	Reflections **	Start a few right of I Think I Can on small edges. Make one hard move to a decent edge. Continue past the circular feature to the top.
18q	V9	1145	I Think I Can *	We hope you like crimping! Climb the face via some small, testy crimpers to the top.
<b>19 Brain Boulder</b>				
19b	V2	222	The Scalpel	Sit (squat) start. Climb edges through the face to the top. A good spot is recommended.
19e	V1	165	The Undaclink *	Climb the nice face to the "undaclink." Finish directly up and over the sloping lip.
19f	V5	450	Bootleg **	Climb the tall face past a high, sobering crux.
<b>20 The Wave Boulder</b>				
20a	V7	695	The Mechanic **	One of a mechanic's best tools is long arms--you will want some too, for this classic problem. Start on the jug rail just right of The Wave. Work through the strenuous roof and overcome the testy blunt arête. Follow directionals.
20b	V5	450	The Wave ***	A mega-classic. Start on the jugs below the sloping arête. Engineer moves to gain and then overcome the "wave" to the top.
20c	V4	352	The Green Machine **	Classic! Begin in the large hueco and climb the slab via the arête and sloping footholds.
20d	V5	446	Manute Bol *	Bring your long arms for this one! It's a bit on the reachy side.
20f	V5	446	Genghis Khan **	Sit Start and climb straight up.
20g	V5	451	IDYC *	Start several feet left of Genghis Khan in an undercling (stack pads to reach). Make a long move directly up the face to top out.
20h	V4	355	Black Carpet *	Sit start. Climb the short face. Turn the lip and finish over the top.
20i	V3	281	Odds My Bodkins *	Start at an undercling at the base of the blunt arête. Climb straight up to the top.

20j	V5	423	Are You Experienced? *	You better be! Climb the deceptive arête WITHOUT using the wall to the left.
<b>22 Fire Crack Boulder</b>				
22a	V7	692	Anearden *	This boulder can be recognized by the large, detached flake. DO NOT climb the detached flake. Begin at the sloping undercling/side pull with your right hand on a high vertical crimp. Finish directly up the face.
22c	V0-	102	Costume Rings *	Begin at the jugs, climb up and right via jugs and finger buckets.
22d	V0-	101	Needless Things *	Begin at the jugs, climb up and left on jugs and underclings.

<b>23 Bowling Ball Area</b>				
23a	V6	548	King Pin *	The obvious “bowling ball” and the slabs directly behind. Descend this boulder with the tree in front of Strike. Squat start. Begin on the sloping side pull. Use powerful body tension to gain bowling ball holds. Top out.
23b	V2	206	Gutter Ball	Begin at the pocketed seam and climb directly up past slopers.
23c	V0	137	Split *	Climb the deceptive slab to the top.
23d	V0	141	Spare***	Begin at the sloping shelf and climb directly up.
23e	V3	262	Strike *	Begin at the sloping shelf and climb directly up.
23g	V1	178	Lebowski *	Start with your left on the arete and your right on a flat hold. Climb straight up.

The next few problems are located on the slab behind the Bowling Ball. The Down climbs for these problems are tricky! The first two move left to descend. Hog Jaw moves right. Pads and good spotters needed!

23f	V3	280	Jupiter	Climb the slab with the very circular hueco.
23g	V4	350	Humpty Dumpty	Climb the slab.
23h	V3	282	Hog Jaw	Climb the slab to the slot. Exit right to the tree. Down climb carefully.

<b>24 The Pou Wall</b>				
24a	V3	278	Pop Rocks	Climb the tall arête to a sketchy top-out. Stack pads!
24b	V6	560	Pou ***	Begin just to the left of the “pedestal.” Climb directly out the roof, past the bulge, and up the face to the safety of jugs. An attentive spot with several well placed pads is recommended.
24c	V6	558	Two Up Two Down *	Stand on the “pedestal” a few feet right of Pou. Begin with a right hand in the undercling and climb directly up.
24d	V4	358	Into the Owie	Begin low a few feet right of Two Up Two Down. Make several moves along jugs before reaching up and right...into the namesake hold. Finish directly up.

## Space and Odyssey Area (Boulders 25-27)

Map#	Grade	Value	Name	Description
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<b>25 Space Boulder</b>				
25a	V8	862	Space ***	Climb the beautiful, brainy arête.
25b	V2	213	Spacegrass *	Inside the corridor, on the same wall as Space lies this great problem. Climb the pocketed steep face to the top. Walk off slightly left.
25bb	V6	570	Constellations *	Start in lowest undercling pockets just right of “Spacegrass.” Move up series of small crystalline mono pinch-pockets, staying right of Spacegrass, to encounter a big move to the finish. Walk off left (top out of Space)

The next problems are located in the back of the corridor.

25c	V3	272	Smear Campaign *	Climb up the slab.
25d	V5	455	Walk The Talk *	Climb right then up the slab.
25e	V6	529	Galapagos	Climb straight up the steep slab.
25f	V7	716	Special Agent *	Grab sloping crimps and climb straight up the slab.

<b>26 Odyssey Corridor</b>				
26b	V9	1160	Odyssey ***	A mirror image of Space? Not exactly—a bit harder.
26c	V6	543	The Watermelon Slab *	Climb the slab up to the “watermelon.”

## 27 Two Shoes Jack Boulder

27a V7 708 Jut Strut \*\*

Several great thought provoking.

Climb the intriguing tall face via gastons, slopers and pinches.

27aa V10 1400 AGR

Start same as Jut Strut but climb up and left to top out. Follow directional.

27c V3 280 Clarence Bowater Survival \*\*\*

Climb near vertical face just right of Crystal Ball.

27d V4 353 Crystal Ball \*\*

Climb the steep slab just right of Two Shoe Jack.

27e V4 355 Two Shoes Jack \*

Climb the slab just right of the arête. The crack to the left towards the top is on. Traditionally done without the crack.

27f V1 171 Slow Poke \*

Begin left of the arête. Gain the obvious crack and climb to the top. Walk off carefully to the right to a short, juggy Down climb.

27g V8 855 Jam Up \*

Begin matched in the undercling pockets and make a balancey yet powerful move to jugs up left to top out.

27h V3 271 Mistaken Identity \*

Climb the nice face just left of the project.

## 28 Shot Gun Boulder

28a V3 282 Elephant Riders \*\*

Climb the cryptic arête to the thought provoking top-out.

28b V6 545 The Shotgun \*\*\*

(aka Melon Groove) Beautiful (and slightly reachy) climbing. Climb the pocketed face to the brain-like top out.

28c V5 456 Over Under \*

Located on the boulder to the right of "Elephant Riders." Start low and climb the pocketed face.

## 29 The Chattanooga

29a V12 2200 The Chattanooga \*\*

A series of poor crimps along a striking seam guard this double-digit nightmare. Bring it!

29b V7 665 Midway \*

Begin at the jug midway out the Chattanooga. Finish same as for the Chattanooga.

## 30 Moss Man Boulder

30a V1 177 Moss Man \*\*\*

An LRC Classic! Starting at the large hueco climb the pocketed (& mossy) face.

30b V6 563 High Tide \*

Just left of the arête. Using your best technique negotiate the slab. Committing.

30c V4 341 Lick the Stamp \*

Step on to slab (sans hands); ease on to tiny crystalline crimps and reach up for sloping shelf. Mantle.

30d V6 570 Surfing The High Tide

Surf along the attractive and cryptic sloping shelf. Follow directionals to exit.

## 31 Funkadelic Boulder

31a V5 443 Funkadelic \*\*\*

Damn! Must do problems!! Check 'em out!!!

(aka Galaxy 500) A great problem. Begin low and climb out to the sloping pinch and side pull. Then climb directly up left to top out.

31b V1 169 Dodge Swinger \*\*

Climb the blunt arête to the top.

## 32 Frumundathunda Boulder

32a V5 448 Frumundathunda \*\*

This one is sweet! Climb up to the giant sloper then move right on improving holds. An attentive spot is recommended.

32b V5 447 Thundathunda \*

Begin the same as Frumundathunda and traverse the wall to top out on Thundathunda.

32c V4 343 The Shining \*

Start at the "bucket" and climb directly up the face. Overcoming an exciting and slightly cryptic exit will put you on top of the boulder.

32d V1 173 Viad the Inhaler \*\*

Another great problem! Sit start at the jugs. Climb up to and along a right facing corner.

32e V2 217 Full Moon \*

Start just right of Thundathunda at a sit-down. Climb up and a bit right of the "moon feature."

32f V4 358 Thundathunda \*\*\*

Stand start. Climb the arête with a couple of big moves and finish with a tricky mantle.

32g V6 540 Olive's Oil \*

Begin the same as Fat Cat. Climb directly up beside (but not on!) the arête to an exciting and sloping finish.

32h V5 415 Fat Cat \*\*

A beautiful piece of stone. Sit down. Climb the face via, pockets, sidepulls, crimps and jugs. Finishes up and left.

32i V4 357 The Curse

Holy Hell! This problem has a scorching case of the curse for sure. Begin on Fat Cat and traverse left. Follow directionals.

32ii V4 346 Black Hat \*

Begin in CD slot and climb straight up.

32j V3 279 Karmageddon \*\*

Climb the face a few feet left of Fat Cat.

32k V3 263 Nutrageous

Lip traverse. Begin low and climb an overhanging conglomerated arête.

The next problem lies through the cave just right of Frumundathunda. Crawl through and crush it!

32l V6 565 Stretch Armstrong \* A great problem despite the conglomerated rock. Begin at the back of the cave at a crimp rail. Traverse left, then up the blunt arête.

### 33 Blind Spot Boulder

33a V5 463 Diesel Power \*\*\* (aka Whaley of the Bell) Sit down. Start with left hand on crimp and right in the crack. Powerful moves lead out and over bulge.

33b V7 689 Blind Spot \*\* Start matched on the starting crimp of Diesel Power. Climb up and directly over the bulge via pockets. Classic!

33c V7 688 The Tooth Fairy \* Begin at the jug and traverse into and finish on Blind Spot.

33d V9 1145 Robbing The Tooth Fairy \* Begin at the jug shelf left of the tree. Engineer position to make a long reach and bring on the core tension. Gain the starting jug of the Tooth Fairy and finish on Blind Spot.

33e V6 568 Get Your Groove On Sit start on obvious ledge. Follow groove to top.

33f V5 452 The Bear Hug \*\* (aka Semple Arete) A beautiful feature. Stand up. Begin with right hand in sloping runnel, left on polished arête. Climb straight up.

33g V2 223 Dis Sit start at the jug and climb the short arête feature.

## The Jungle Gym Area (Boulders 35-43)

Map# Grade Value Name

Description

### 35 Jungle Gym Boulder

35a V5 444 Finish Your Homework Just left of the Jigsaw Boulder. Climb tall arête.

35b V6 570 The Ditto Traverse Begin the same as Finish Your Homework and traverse along the low seam. Top out by touching the tape marked END at the arête.

35c V4 344 The Crush Of Love \* Stack pads! Climb the tall striking face.

35d V3 277 The Cardinal Sin \*\* Stack pads! Climb the beautiful orange face.

### 36 Fish Market Boulder

36a V2 214 Soapmakers \* Begin just right of Fish Market on jugs and climb up and right past a sloping top-out.

36b V5 437 Big Wheel \* Begin on Soapmakers and traverse left along the sloping lip to top-out on The Fish Market.

36c V4 346 The Fish Market \*\* Sit start. Climb the short steep face. Engineer moves to conquer the brain-like top out.

36d V4 334 Unusual Suspect Begin at the hueco in the center of the wall. Climb up the face to a sloping top-out.

36e V0 130 Red Tape Begin the same as for The Fish Market Traverse. Climb straight up.

36f V3 265 Fish Market Traverse \* Traverse the series of conglomerated jugs from left to right. Follow directionals to top out.

36g V0 135 Fish Tank \* Climb directly up the bulging featured face.

### 37 Jerry's Kids Boulder

Wow! Another classic boulder. Cool faces and sweet overhangs.

37a V3 280 Two Thumbs Up \*\* Sit-down at the jug and climb directly up the face.

37b V4 333 Boob Fight \*\* Begin in the sloping jug and climb directly up the face.

37c V4 358 Watermark \*\* Begin matched at the curved crimp and climb directly up the face.

37e V0 132 Snipe Hunt \* Begin at the V-slot and climb the crack system to the top.

37f V3 281 Long Day Traverse \* Start on the jug and traverse right along a series of great holds. Follow directionals.

37g V3 282 Oracle \*\*\* Sit start. Climb up to and over the photogenic blunt prow. Nice position.

37h V6 568 Sink em' Low \*\* Another great problem! Begin low. Climb the face to the top.

37i V7 700 Jerry's Kids \*\*\* A perfect plum. Climb the tall face barred by long reaches and "interesting" holds. Note: Low sit start—Not the ass-dragging lay-down start! See tape for the starting holds.

37j V5 446 The Merrowgian\* Begin on The Big Much. Climb up then right to finish on Jerry's Kids.

37k V3 279 The Big Much \*\* Sit-down. Climb the attractive face left of Jerry's Kids.

37l V1 174 The Warm-up Traverse \* A great warm-up! Begin on the far left side of the boulder and traverse the high seam to it's end. Finish on Jerry's Kids.

37m V4 339 Clarice \* Like Hannibal's nemesis, this one has some spunk! Begin LOW at the angled, sloping shelf. Bust moves to gain the leftward ledge, and engineer position to reach the top. Another hidden gem!

**Across from Jerry's Kids Boulder lies the next few problems on a nice white block—Check 'em out!!**

37n	V2	218	Farmhand	Begin in the low slanted jug on the left margin of the wall. Follow the arête up and right.
37o	V0	136	Funhouse *	Begin on jugs. Climb the face up and right following the weakness in the rock.
37p	V1	172	The Swollen Goat **	Begin on jugs. Follow the vertical seam up and right under a conglomerated roof.

**38 Fish Lips Boulder**

38a	V3	266	Fish Lips *	Ride the lip to the obvious jug. Climb up to top out.
38b	V0-	105	Kenny Loggins Road **	Climb the sloping arête to the top.
38c	V3	274	Conway Twitty Twister **	Low start. Begin in the large side pull. Climb directly up to top out.
38e	V3	271	The Ghost *	A short but great problem. Begin under the sloping shelf at a crimp. Climb directly up.

**39 Pure Rock Fury**

39a	V6	564	Pure Rock Fury *	Begin under the lip at two underclings. Make powerful moves to gain the bulge. Finish up and left. Follow directionals for the exit.
39b	V4	346	Slow and Low	Start in the hueco just below the bulge. Climb directly up to the upper bulge. Move slightly left to top out.
39c	V3	276	Holy Roller	Begin on the crimps and climb directly over the bulge and up the short face.
39d	V5	461	The Ghost **	A haunting problem! Begin on a jug, climb right through a hole on big holds. Gain a beautiful white face and stab for the top.

**The following problems are located just above The Ghost. You'll find them in the corridor on the right. All fun problems.**

39e	V5	419	Jungle Foot	Get your mantle on!! Start at the shelf and engineer moves over the sloping bulge.
39f	V3	264	Toll Gate	Begin with a left hand in the sidepull. Unlock beta to gain the upper sidepull and top-out.
39g	V5	438	The Eyes Have It *	Ease onto two sloping crimps and make a long pull to gain the lip. Top-out straight up.
39h	V5	446	Minerva **	Begin with a right hand on the sloping ledge and a left hand in the small undercling. Make a LONG reach to gain the sloper, and overcome the roof.

**The following problems lie beyond Jungle Foot. Follow signs for access. They are located in a corridor below the helicopter hanger. Definitely worth the walk.**

39j	V3	278	Highway Jones **	Sit start and climb the beautiful, overhanging arête. A brainy top-out guards the exit.
39k	V7	666	Now and Zen ***	Damn!! This is one attractive piece of stone! Climb the steep prow. Top out via the large horns.
39l	V8	906	Dr. Atkinson ***	Begin at the jug. Gain the underclings and summon some core tension (and reach!) to gain the finger bucket. Finish directly up.
39m	V4	353	Injury Free Guarantee	Climb the steep face past buckets and underclings. A long reach guards the top-out. Lots of pads and good spotters recommended.

**40 Human Chew Toy**

40 Human Chew Toy				Named for the sick roof crack but has some cool problems as well.
40c	V8	909	Simply Irresistible **	Start low and climb the arete. Touch tape marked "END" and drop to the pads.
40d	V10	1425	Power of Amida ***	Begin low and climb the striking blunt arete to the top.
40e	V1	163	T-Bone	A novel problem. Sit start. Climb the T-bone shaped piece of stone inside the Roof.
40f	V3	282	Diatribes	Start on crimp and climb up to the end sticker. Traverse right to exit.
40g	V5	446	Drumm Arête *	Climb the short blunt arête. Walk off to the left after toping out.
40h	V3	280	Cling-on	Grab the undercling and launch to the jug.
40i	V2	222	Corn Grinder *	Begin in the jug. Make a long move to gain the flake. Climb straight up.

**41 Castaway Boulder**

41a	V7	715	Castaway ***	As the name implies, you will "cast-a-ways" to reach the top of this problem.
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**43 Glamour Block**

43a	V3	259	Glamour Boy *	Start on the rail. Great holds lead through the roof – toss to the jug block. Touch tape marked end to finish.
43b	V4	336	Glamour Girl *	Sit down. Follow series of strange crimps through the overhang. Touch tape marked end to finish.
43c	V3	273	Jambercling *	Climb the funky face on the right side of the wall.

43d	V3	272	Milk Money *	Start under the small roof just to the left of Jambercling and climb straight up to top out.
43e	V5	429	Line of Scrimmage	Begin directly under the jug start of Milk Money. Climb left along a low, strenuous seam. Finish by toping out the arete the same as Moonminer. Follow directionals.
43f	V1	176	Blow By Blow	Climb the face a few feet left of Milk Money.
43g	V1	176	ABC's	Climb the face left of the tree.
43h	V1	170	Moonminer **	Climb the nice, tall arête.

**The next problem lies on a short boulder just right of Milk Money. Yes it is short...yes it is worthy!**

43i	V6	567	The Bulge *	Begin low at a rail and climb over the bulge.
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## The Corridors Area (44-50)

Map#	Grade	Value	Name	Description
<b>44 Ribcage Boulder</b>				
44a	V4	352	Candy Corn *	Left hand on crimp / right on sharp arête. Climb straight up.
44b	V3	273	Ribcage *	Sit-down. Climb through the short roof to a sloping mantle finish.
44c	V5	451	Sternum **	Start the same as Ribcage and climb right through the low roof and top out on "the other side" of the arête.
44d	V4	351	Cable Route ***	Beautiful, Tall, and cruxy at the top=great boulder problem. Stack pads deep! You may log some air time on this one.
44e	V2	211	Scully	Mantle on to ledge. Follow slots. Exit right of ledge.
44f	V6	537	Thing 2 *	Start same as "Scully" on slopy ledge, but move left to faint crimpers or a dynamic move to the slopy pinch up and left.

### 45 The Chronic

45a	V1	175	Snoop *	Begin at the sloper and reach up and right to a sloping jug. Climb up the slab to the horizontal seam. Down climb carefully to the left.
45b	V7	691	The Chronic *	Begin matched on low crimp. Climb the blunt arête. Top out on the slab. Touch tape marked End and traverse off.
45c	V8	843	Fatigue Syndrome **	Begin the same as The Chronic. Instead of climbing up the left side of the arête, continue right and around the arête past some interesting moves. Follow directionals to the "END" tape.
45d	V6	546	Left Wing *	Begin at the leaning jug. Climb up and right to finish.
45e	V7	715	Right Wing **	Begin at the low crimp rail. Climb left and up to finish the same as Left Wing.

**The next problems are located left of "Snoop" on top of a boulder.**

45f	V4	335	Fight Club	Begin low on the right side of the boulder. Make a LONG reach and top out.
45g	V5	459	Blood Sausage*	Left of "Fight Club." Begin on crimps and climb straight up.
45h	V5	460	Chorizo*	Left of "Blood Sausage." Begin on crimps and climb straight up.

### 46 The Bonesaw Area

46a	V5	442	Bonesaw ***	Extra pads and spotters. Begin at the rail beneath a large flat roof. Overcome the roof and bulge to avoid the namesake boulder below the top-out.
46b	V3	263	Jolly Roger *	Start to the right of Bonesaw. Climb out to the right margin of the roof and make a long pull over the roof to gain the face to top out.
46c	V0	134	Between the Trees *	Climb the face barred by the high sloper near the top.
46d	V0	129	Old Maid *	Climb the face a few feet right of Between the Trees.
46e	V1	162	Jersey Turnpike *	Climb the tall face/arête.
46f	V4	359	Geez-us *	Climb the tall face to the right of Jersey Turnpike.
46g	V4	344	Skeleton Crew *	Stack pads—begin low, climb up the shallow left facing corner and up the face.
46i	V3	275	The Bronco Arete **	Cowboy-up! Climb the nice tall arête to the interesting finish—stack pads.

### 47 Black Belt Jones

47a	V4	339	Black Belt Jones *	Sit start. Grab a sloping pocket in your right hand and a crimp for your left—make a long move to a finger bucket and top-out straight up.
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## 49 The Mousetrap Boulder

- 49a V4 358 Short Long \* Begin at the jug on the left side of the cave. Climb directly out of the cave on positive holds to a jug. Top out up and right.
- 49b V4 350 Tangueray \* Start on the big jug and climb out roof. Follow directionals to top out up and left.
- 49c V2 224 Mousetrap \*\*\* A beautiful crack—with a horrible landing. Stack pads and gather spotters.
- 49cc V7 661 Pennzoil Arete \*\* (aka Gross's Arete) Stand start on bad pinch and left hand edge and climb the tall arete.
- 49d V10 1450 Team 87 Climb the pretty white face.
- 49e V3 267 The Stand \*\* Step onto the shelf. Maintain the "stand" for 5 full seconds, then step-off.
- 49f V4 347 Crack of Doom \*\* A LRC classic! Climb the crack with tenuous finger-locks to the ledge. Scoot left to descend.
- 49g V9 1165 The White Face \*\* (aka Scarecrow) Start on crimp rail and move up and left along a series of small crimps and sidepulls.
- 49h V6 532 Undertow Start on the sloping crimp and climb to the top.
- 49i V9 1170 Tyrone Biggums Move out the roof to gain the starting hold of Undertow and finish directly up the face.
- 49j V4 346 Pocket Pool \*\* This one is great! Start on the two "crimp pockets" and climb!
- 49k V7 703 Simmetry \* This one starts reeeeaal low. Grab the pocket undercling and commence to tuggin'!
- 49l V8 913 Grimace \*\* Duck into the low corridor left of Simmetry. Climb the "Michelin Man-like" wall via sloping crimps to the top.
- 49m V3 277 A Face in the Crowd \*\* Beautiful! Climb the crimp face. Finish up and right.
- 49n V7 667 A Face in the Crowd (Sit down) \* Sit start on the left margin of the wall. Traverse right to join and finish A Face in the Crowd.

**The next problems are located on the left wall as you enter the Pocket Pool area.**

- 49q V0 128 Dihedral \* Climb the nice dihedral to the top. Follow directionals for the descent.
- 49r V4 344 Thinner \* Climb the nice, white face to the jugs. Follow directionals for the descent.

**The next problem is located deep in the corridor by South Pacific and South America.**

- 49s V4 354 One Man Stand \* A unique problem! Walk into the tight corridor right of South America. Start on the sloping jug and wrestle over the bulge.

## 50 The Cell

- Enter The Cell through the small cave opening between Melon Theory and Cracker Jack
- 50a V8 890 Mann Haut \*\* (aka Spanky) Climb the beautiful, vibrant orange wall via crimps and slopers.
- 50b V5 437 Latin for Dagger \*\* Stack pads! Start just right of Spanky. Climb the tall face via iron patina edges to the top. Bring your sack!
- 50c V3 352 The Green Lantern Stand up start. Climb the short, green arête to the top.
- 50d V5 421 Big Fat Mama \* Crawl into the cave, gain some jams and climb out the fat roof crack. Both walls are on. Top out on The Green Lantern.
- 50e V2 206 Butt's Up A strange problem with an appropriate name. Sit start. Climb the tricky slab up and slightly left.
- 50f V3 283 Jump! This one is nigh impossible if you happen to be vertically challenged. Climb the slab.
- 50g V11 1750 The Law \*\*\* Oh my!! Start at a crimp match within a shallow seam, power out the roof, turn the lip, and overcome the head wall above.
- 50gg V13 3000 Breaking the Law Start down and right and make a very large move to the start of The Law. Finish the same as The Law.
- 50h V1 190 Stimey \* Top-rope. Climb the tall beautiful wall opposite Spanky.

**Beyond The Law, turn left down a long corridor that contains the following awesome problems.**

- 50i V5 434 The Cutpurse \* Begin with left hand on the sloping pinch and right hand in the low pocket. Climb pockets and crimp rails to the top.
- 50j V7 693 The Ironman Traverse \* Begin the same as The Cutpurse. Traverse the entire wall to finish on By Jove.
- 50k V4 351 The Prison Planet \*\* Start with left hand in the undercling and right hand on the sloper. Climb straight up via sloping jugs to rails at the top.
- 50l V6 573 Pockets of Resistance \*\* Sit start. A conglomerated, pockety start gives way to sloping dishes and an exciting finish.
- 50m V2 208 By Jove \* At the far end of the corridor lies this nice problem. Two underclings and some core tension will get you to the sloping jugs above.

**Before ducking through the hole that leads to the Cell area, there is a tall face to the left. The following problems are found here.**

- 50n V2 229 Paper Dragon \* Start on the low holds and climb straight up the face to top out.
- 50o V4 357 The Relic \* Sit down at the jug. Climb directly up the face past small, crimp hold. You must top out.

50p	V5	450	Old Scratch	Sit down at the tiny, sharp seam. Climb up to and past some small, sharp holds. You must top out.
50q	V1	175	Crackerjack **	Climb the TALL face just before the corridor to the Cell. A bit committing due to the height. A good spot is recommended.

Area 51 (Boulders 51-57)

Map#	Grade	Value	Name	Description
<b>51 Phillip's Fury Boulder</b>				
51a	V6	573	Main Area Traverse *	Begin on the far left side of the boulder at a jug. Traverse the seam via jugs to the crux finish.
51b	V1	166	Trailer Ball	Climb the face just right of the arête.
51c	V3	283	Phillip's Fury **	If you do not have some face climbing skills, this one might make you like Phillip...furious! Follow the directionals to the finish.
51d	V9	1130	Psychosomatic ***	Engineer moves and reaches to overcome the blank, white face.
51f	V3	282	Clutch *	Stand start. Climb the blunt arête to the top.
51g	V5	445	Clutch (Sit down) *	A sit down to the problem above. Make powerful moves past the blunt prow.
51h	V4	352	Sidewinder	Stand start. Begin just left of Clutch in an undercling. Climb up and slightly left. Note: This problem shares a hold or two with Clutch...if the hold is within reach, use it!
51i	V1	163	Boardwalk *	Climb the nice face to the top.
51j	V1	164	Jug Head *	Climb past the juggy face to the top.
51k	V6	539	The 'Boro Traverse *	Begin at the left side of the wall and traverse right to top-out in the crack. Follow directionals.

The next problems are located on the short flat boulder behind Psychosomatic.

51l	V7	714	Gasoline Sunrise	Sit start on sloper. Move through scoop undercling to hard mantle.
51m	V4	356	Gasoline Sunset	A few feet right of Gasoline Sunrise. Sit start and follow directionals to low mantle.

52 Tri-Star Boulder

52a	V0	135	Amen *	A few feet right of Slap Happy lies this great problem. Sit start and climb the wall of positive holds to the top.
52b	V5	422	Slap Happy **	Slopers! Slap left on a series of big fat slopers. Follow arrows for top out.
52c	V11	1810	Made In France	Very simple. Make a long move from the low crimp to a...crimp. Move powerfully off this to the top.
52d	V4	359	Tri-Star ***	Mega Classic. Climb the obvious crack/seam several feet left of Slap Happy.
52e	V7	690	Behind The Barn Door ***	(aka Celestial Mechanics) Another mega-classic—Climb the beautiful crescent feature a few feet left of Tri-Star.
52f	V10	1440	King James ***	A beautiful slightly overhanging face to a high short roof. Start at base of arete, make a few moves up and trend right to obvious underclings on the face. Keep right and finish by walking off on the ledge the same as Celestial Mechanics. Follow directionals.

53 Dragon Lady Boulder

53a	V4	333	Dragon Lady **	Classic! Make a long move to gain the lip. Wrestle to the jugs above. Top out straight up.
53b	V2	215	Smog	Begin in the same jug slot as Dragon Lady. Move left to seam. Climb to the top.
53c	V0	131	Dragon Traverse *	Begin on the left side of the boulder and traverse the juggy seam. Finish to the far right.
53d	V9	1135	Dragon Man *	Begin a few feet right of Dragon Lady. Master the sloping lip and climb to the top.
53e	V12	2300	Dragon Slayer **	Begin a few feet right of Dragon Man and climb straight up.
53f	V1	170	Dragon Back *	Climb the short, rippled arête.

54 The Frontside

54a	V0-	103	Slabatical *	Climb the nice slab to the top.
54b	V2	205	The Warm-up Arete *	Begin low and climb to the top of the arête. Mantle to finish.
54c	V1	172	Brian's Brain **	Climb the very featured wall via horns and jugs. Top-out up and slightly left.
54d	V6	569	Life is Goodlett *	Sit start on the far right of the wall. Climb left following directionals to finish on Brian's Brain.
54e	V4	342	The Deciduous Enema *	Fall from the top of this one and you will identify with the name. Sit start and climb the featured arête to a committing mantle.

54f	V3	278	Keel Hauled *	Begin the same as Deciduous Enema, but climb up and left to finish along a vertical crack.
<b>55 The Backside</b>				This attractive problem is located behind the Dragon Lady Boulder. See signs for directions.
55a	V5	432	The Font Arête *	Sit (squat) start. Engineer moves to climb the short, testy arête.
55b	V5	433	Font Right	Start the same as The Font Arête but climb up and right to top out the slabby bulge to the right instead.
<b>To locate the next two problems walk down through the corridor to the left of the Font Arête.</b>				
55c	V4	357	Rise to Rebellion **	Start on the two crimp slots under the roof and climb up and right to top out up the tall face. Touch the tape marked "END" and traverse off to the right.
55d	V5	453	The Tempest **	Classic weird pulling. Get your tricks out. Start low and climb up into the huge scoop. Then climb left and straight up topping out on the tall face. Touch the tape marked "END" and traverse off to the right.
<b>56 The Barometer Wall</b>				This wall is plagued by the curse. Still offers some great problems though.
56a	V4	355	Crack of Pain (Sit down) *	Sit start. Climb the obvious, conglomerated crack to the tape marked "END." Follow directionals for the Down climb.
56b	V3	280	Crack of Pain *	Stand start. Climb the crack to the top. Touch the tape marked "END." Follow directionals for the Down climb.
56c	V4	340	Mother Thrutch*	Stand start. Start at the high crimp. Climb the face a few feet right of Crack of Pain.
56d	V5	436	Mother Thrutch (Sit down) *	Sit start. Begin at the shelf and climb into and past the Mother Thrutch stand-up start.
56e	V4	342	Mother Trucker *	Sit start. Climb the face just right of Mother Thrutch.

## The Hidden Area (Boulders 57-60)

Map#	Grade	Value	Name	Description
<b>57 The Hoops Boulder</b>				
57a	V8	912	Hoops	Begin at the crimp side pull. Power out the face. Move left to finish. The giant block several feet left of the starting holds is off-route.
57b	V5	452	Profits of Doom**	Begin low. Climb the blunt arête to the top.

<b>58 Slabs</b>				
58a	V2	222	Hocus Pocus *	Start on waist-high flake. Climb up and right over a pretty, lichened slab.
58b	V4	340	Mosquito Deleto **	Start on the high crimp, between the two trees. Climb directly up the slab.

<b>60 Bed Wetters</b>				
60a	V9	1150	Bedwetters ***	Ultra-classic steep climbing! Begin on jugs under the massive prow. Power out the roof and prow via slopers and crimps. You must top out to get credit.

The next two problems are located between The Barometer Wall and The Pinch.

60b	V5	444	Steamroller *	Begin under the roof matched at a flake. Make powerful moves out the roof, over the bulge, and to the top.
60c	V6	562	High Roller**	Start same as Steamroller but follow directionals up the face instead of arete.
60d	V3	262	The Pancake Mantle	Grab the jug below the lip, gain the "pancake," and grovel to the top.

## The Fairways (Boulders 61-72)

Map#	Grade	Value	Name	Description
<b>61 The Pinch</b>				
61a	V7	694	Behind The Eye **	(aka The Pinch) Many climbers skip the namesake hold, but you should not skip this problem! A coveted prize for the "up and coming" Chattanooga boulder toad.

<b>62 The Cleopatra Boulder</b>				
62a	V7	689	Cleopatra **	Sit start. Climb the beautiful white face via crimpers to the final long move.
62b	V9	1155	Cleopatra-Cinderella Traverse **	Begin on Cleopatra and traverse left to finish on Cinderella.
62c	V7	669	Cinderella **	Left of Cleopatra. Sit start and climb the face past crimpers. Follow directionals to the finish.

The next three problems are located on the backside of the boulder. Follow the signs.

62d	V6	572	The Hulk ***	Summon the gamma rays--this one is a mega-classic. Climb it.
62e	V2	205	The Conformist *	Sit Start. Climb the face. A long move guards the finish!
62f	V3	260	Swimming Pools, Movie Stars *	Sit Start. Climb the nice face.

### 63 Boulder Problem from Hell Wall

63a	V5	448	The Graduate ***	Bring your sackkkkkkk! This one requires some stacked pads and REAL spotters. Begin at the jug and climb the TALL wall to the crux at mid-height. Keep it together for the top-out! Follow directionals to return to the boulderfield.
63b	V5	441	Boulder Problem from Hell *	Overcome the testy roof. Difficult for the vertically challenged. Climb to the top on good holds.
63c	V7	690	Smell My Finger **	Climb out the roof and up the face.

### 65 Your Sister Boulder

65a	V3	275	These Feel Like Your Sister's *	Begin at the undercling and "triangular" hold. Climb up to and past the "sloping jugs."
65b	V0	131	Uncle Punchy **	A great problem! Sit down at the low plates and climb straight up.
65c	V1	173	Drag Me Down **	Begin at an undercling. Climb straight up.
65d	V0-	104	Shits and Giggles	Grab the jug, make a long move and top out on the sloping jugs.

### 66 Crypt Area

66a	V5	462	Six Feet Under ***	(aka Human Hand Grenade) A great long roof problem on big holds. Start low on the jug rail and climb out the roof to the sloped finish.
66c	V5	464	Self Service**	A tall fun line with mostly good holds. The ground follows you up so you can step off at anytime. Just don't fall off! Start low on the dihedral and climb up and out the roof.
66e	V5	458	Low Spark*	Start on the right side of the roof and traverse left to top out. Follow directionals.

### 67 Rely on Gimmicks Wall

67a	V3	277	Rely on Gimmicks *	Climb the long, tall tunnel. Good spotters and pads recommended!
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### 69 Sunnie Rose Boulder

				This boulder is a gem! Great rock, and pockets make for two awesome problems!
69a	V5	435	Sunnie Rose **	Begin in the jugs and climb up the face past the crux.
69b	V1	167	Peed on Me *	Begin at the jug and climb up and left.

The next few problems are located around the corner from Sunnie Rose in a hidden corridor. Check 'em out!

69c	V8	914	Pringle Problem*	Climb the beautiful arête to the high jug and break right along a series of cool holds to the top.
69d	V3	300	Destroyer ***	Oh my great, good god--an amazing problem, but tricky to spot--pile up pads and gather spotters.

### 70 Super Mario

70a	V4	360	Super Mario ***	It's on like Donkey Kong! One of Stone Fort's most popular. Sit down low on the left side of the block and climb up and right. Follow directionals for the top-out. Hyper-classic!!
70aa	V11	1735	Jeremiah **	Start on Red House. Climb up and left to a loose flake. Finish up the tall face up and left. Follow directionals.
70b	V7	685	Red House *	Begin at the small underclings. Climb directly out the face and move right to finish on Super Mario.
70bb	V8	916	House of Leaves ***	Start the same as Red House. Once you reach the pockets turn to undercling and go to left crimp. Make a big dyno to arete and continue up face of the boulder via slopers and crimps. Follow directionals.
70c	V3	268	Underfling *	Begin at the positive underclings and move up and right to finish on Super Mario.
70d	V5	454	Rage **	Sit down. Start on the big pinch rail. Move slightly left, up, then back right. A powerful move brings you to the lip to top out. Follow directionals.
70e	V6	556	Fury **	Begin on an undercling. Power out the steep wall and finish left.
70f	V6	571	Bent ***	Begin the same as Fury and climb up right. Finish around the prow. Good spots and pads recommended

70g	V5	424	Slap	Start with your left hand in the undercling and your right on the good crimp. Climb straight up and then left out the jugs to top out to the right of the arete.
70h	V7	693	Dribble	Grab the jug and mantle directly onto the slab. It ain't over after the mantle. Top out the slab.

The following problems can be found on the boulder just below Super Mario.

70i	V5	431	Dumb Luck *	Begin at the jug and climb the steep arête.
70j	V0	136	Hand Me Down *	Climb the face a few feet right of Dumb Luck via giant flakes to a sloping top-out.
70k	V0-	106	Plinko *	Climb the low angle arête.

## 71 Spank the Baby

71a	V7	682	Spank the Baby *	A short wall with beautiful orange sandstone. Begin in the jug pocket and climb up and slightly right via small holds and big moves. Avoid the tree.
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## The Back Nine (Boulders 73-85)

Map# Grade Value Name Description

**73 Fame and Fortune Area** Follow signs to locate these two fine problems.

73a	V6	553	Fortune *	Begin low at the slightly overhanging blunt arête. Climb past the lip to the slab and continue to the top.
73b	V6	571	Fame *	Climb the tall, white, low angle face to the top. Exit right to descend.
73c	V9	1153	Interplanetary Escape ***	Stand start on obvious crimp rail in middle of face. Climb up to small edge to make a huge crossover to half moon feature. Top out up tall face.

## 74 Shiver Me Timbers Boulder

74a	V6	561	Shiver Me Timbers *	Begin in the hueco and make a long move up to the razors. Move up and right along the arête to the top.
74b	V8	885	Shiver Me Timbers Direct **	Begin in the hueco and make a long move up to the razors. Toss for the top!!
74c	V6	567	The Devil's Cabana Boy ***	Bring your crack climbing skills or stay off this beautiful line!
74d	V7	718	Sit down to The Devil's Cabana Boy ***	The lower and harder version to the above.
74e	V9	1100	Knead It*	Overcome the blank bulge.

Next problem is actually located on the boulder to the left as you approach the Shiver Me Timbers Boulder.

74f	V2	226	Vulcans Do It With Straight Faces	Start in the low split finger pockets and top out straight up over the bulge.
74g	V6	538	MC Hammer	Climb the bulge to the slab to top out. Top out the slab.

## 75 Spit Shine Boulder

75a	V0	134	Spit Shine **	Climb the deceptive face to the top.
75b	V4	331	Rail Rider *	Begin low and climb the rail up and right to the top-out.
75c	V3	270	Tire Knockers *	Begin the same as for Rail Rider. Climb directly up the blunt arête.
75d	V3	270	Snap Decision *	Climb the tall steep slab to the left of Tire Knockers.
75e	V4	350	Paradox *	Climb the tall steep slab to the left of Snap Decision.

The following problems are on the opposite side of the boulder by 17th Green. Please be quiet and defer to golfers at all times.

75f	V3	283	Face Off *	Stand start and climb up and left to top out.
75h	V9	1156	Bosley Traverse **	Sit start right of crack and traverse right to the arete to top out.
75i	V3	285	The Green Arete **	Start low and climb up and left along the arete/lip to top out.

## 76 Graham Cracker Boulder

76a	V0	131	Star Power *	Start on the far right side of the wall in front of a tree. Climb up and right. Tall!
76b	V1	177	Nick of Time *	Start on giant iron flakes and climb directly up following the vertical seam. Tall!

76c	V4	345	Pleiades *	A blunt arête. Begin with left hand in a LOW jug and right at a pinch. Climb up and left.
76d	V2	223	Graham Crackers ***	Climb the tall arête with beautiful position. Classic!!
76e	V6	561	Star Child **	Climb right angling seam to the star feature and top out.
76f	V1	175	Twin Cracks ***	Fantastic climbing!! Climb the awesome twin cracks to the top.
76g	V3	279	The Divide **	More fantastic climbing! Begin in the far left crack and climb up to exit at Twin Cracks.
76h	V12	2450	The Shield ***	Start low and right and climb the beautiful prow.
76i	V6	565	Rodriguez Problem **	Start on The Shield and move right to top out on The Divide.

## 77 Jigsaw Wall

				This may be the most attractive wall in the field.
77a	V12	2400	Barn Door 2000 ***	Another beautiful piece of white sandstone. Climb the obvious feature straight up.
77b	V0	139	Open it Up **	More beautiful stone. Climb the awesome arête to the top.
77c	V7	717	Deception **	Climb the left face on this beautiful wall via sloping crimpers to the top.
77d	V8	896	The Brotherhood **	Tall crimp face. Follow directionals.
77e	V10	1410	Dunky Doobie *	Traverse the Jigsaw Wall from right to left. Follow directionals for the finish.
77f	V5	447	CRB	Begin on the right side of the arête. Move up and left to cross the arête and finish straight up
77g	V10	1433	Electric Boogaloo **	Stack pads to stand start on left hand pinch and right hand gaston. Climb straight up.
77h	V11	1800	Electric Boogaloo Low	Stand start low and right on a series of three undercling pockets. Tic tac left across bad feet to reach the stand start. Finish up.

## 79 The Slum Wall

				Disregard the name of this boulder! It holds some of the finest lines in the field. Stack pads and bring your sack for each one!!
79a	V5	451	White Trash ***	Classic!! Begin at the large shelf. Climb out the roof, gain the face, and climb the fantastic right facing runnel to the sloping top-out.
79b	V7	667	The Junkie **	Begin just left of White Trash. Climb the face to the upper slab.
79c	V7	687	Heroin **	Begin just left of The Junkie. Begin at the right facing flake. Climb the face to the upper slab to top out.

## 80 Biggie-Shorty Boulder

80a	V11	1760	Biggie-Shorty (Extension) *	* Start left of the original problem and traverse in to the beginning—finish as for Biggie-Shorty.
80b	V10	1430	Biggie-Shorty **	Damn! Begin under the roof at a crimp rail and climb directly out and over the roof.
80c	V3	281	Crunk	Begin on the right side of the boulder and climb the rising traverse to the left.
80e	V3	278	The Wax Museum *	Climb the slab up to and past the small block feature. Climb down to the right. Good spotters recommended.
80f	V3	274	The Mummy *	Climb the shorter slab just right of The Wax Museum.

**The next problem is located on the wall behind The Mummy.**

80g	V10	1420	New Sensations **	Climb the face. Move up and left to top out.
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## 81 The Instinct Boulder

81a	V7	721	Instinct **	Stand start. Begin at the crimps and climb out right and up. Carefully step off left to the adjacent boulder once the face is gained.
81b	V9	1157	Instinct (Sit down) **	Sit start at the back of the cave. Climb out to and finish on the stand start of Instinct. THE WALL TO THE LEFT IS OFF ROUTE.

## 83 The Monster Boulder

83a	V4	349	One Eye *	Begin low and climb the crimp face to the top.
83b	V4	336	Monster *	Begin the same as the above. Traverse up and right to the arête. Climb past the arête and top out the face beyond.
83c	V2	220	Sacrifice *	Step on to the shelf and climb the low angle face to the top.

## 84 The Cyclops Boulder

84a	V4	352	Cyclops (stand-up) ***	Grab the crimps on the face. Climb the face via small holds to the "Cyclops" hold. Mantle to the top.
84b	V6	574	Cyclops (sit down) ***	Start low under the roof at a shelf. Turn the roof and climb Cyclops to the top.

84c V9 1110 Blacksmith \*\*

Low traverse into Cyclops. Starts 15 feet right of Cyclops on obvious crimp ledge and traverse left to finish on Cyclops.

### 85 The Mono Doigt Wall

Two awesome problems. Check 'em out!

85a V3 281 The Rib \*\*

Classic, tall climbing!! Climb the less than vertical wall up and left via "ribs."

85b V5 449 The Mono Doigt \*\*

Climb this awesome problem with the one-finger pocket!



The Pulpit \*\*\*, photo by Chad Wykle



Big Soddy Burnout \*\*\*, photo by Chad Wykle

## Purgatory & Picnic Areas

Over 25 problems.

Perfect height, perfect landings, perfect stone.

The Purgatory Area is located above the practice putting green by the clubhouse. It contains a lot of classic climbing. Mostly face climbs and some tricky fun slabs.

The Picnic Area is located across the road from the old house by the parking lot. This area contains some good bulge problems and some tricky moderate high balls. There may be more problems added after the guide has been created. Go check them out!

Purgatory Area (Boulders 105-108)

This area is only open for the Stone Fort Competition. Located above the putting green by the clubhouse.

Map# Grade Value Name Description

105 Dreamtime Wall

105a	V0	131	Sam 3:14	Climb straight up to the crown to top out.
105b	V4	365	Gas Lighter *	Tricky slab. I onsighted it. Why didn't you. Come on. Start with your right on the tiny almost edge. Climb up the tricky slab. Come on..... you're better than this. I'm not crazy. You're crazy.
105c	V6	602	Snake Bit *	A really tricky but pretty slab. Start where you can and climb straight up.
105d	V0	137	Groove Queen	Who doesn't love a good runnel climb. Start low and climb it.
105e	V2	249	Between The Pillows *	Start with both hands in the low pocketed undercling feature. Climb straight up between the two runnels.
105f	V2	251	The Sandman	Start with your left in the low undercling feature and your right in the runnel. Climb straight up.
105g	V0	133	Bedtime Slippers *	Start with two low good compression holds with your foot in the big low slot. Climb straight up.
105h	V0	131	Peanut Butter Dreaming	Climb the right slab.

106 Purgatory Boulder

106a	V3	299	GT500 **	A fun line with funky moves. Start on the good edge to the right of the Runnel. Climb up using the runnel to the left and face holds. Finishes on a nice big dish.
106c	V2	253	Exposure *	This one's a little sketchy but fun. Start in the good hold on the arete and climb up using the good slopers. Ideally throw a folded crash pad in the slot under the climber as they climb up. Spotter on the boulder behind is highly recommended.
106d	V6	600	Godsmack ***	Super fun and techy slab. Start with your left on the small slidepull/slot/pocket. Climb straight up.
106e	V4	365	Cold Steel ***	Another fun slab. It's great when they get easier high off the ground! The
106f	V0	132	Crater	Climb the obvious runnel
106g	V6	598	Vibrant Whip **	Start here in climb straight up.
106h	V4	364	Transmission **	Another fun slab. It's great when they get easier high off the ground! The crux is at mid-height. Start here and climb up.
106i	V3	281	The Congregation **	Start here and climb straight up. The crux is in the first few moves. Fun buns greet you towards the top.
106j	V1	178	Manager's Special *	Climb up the big slopers to top out
106k	V0	130	Lunar Groove	A nice warm up on good holds. Climb up through the obvious runnel.
106g	V1	179	Dark Shark *	Climb up the obvious line of big holds to the large fin pinch at the top. Enjoy!

107 Pulpit Wall

107a	V1	168	Death Burger *	Climb up the nice crack runnel to the top.
107b	V1	170	Ten Commandments ***	Start on the good edges and climb straight up the face between the runnels. Cool big moves with underclings. Either runnel is on as long as you don't traverse into them to top out. Big jug top out will say howdy at the top.
107c	V4	354	Hot Dog Satan ***	Climb the splitter crack. The top is a little weird but not bad. Get after it.
107d	V5	464	The Pulpit ****	This is a great one! Start in the low funky underclings on the arete. Climb up through the nice pocket, funky pinches, and cool slopers.

108 Burnout Boulder

108a	V0	132	Hillbillies Is Smarter Than Rednecks	Climb up the obvious arete on the left side of the wall.
108b	V2	236	Chrome Control **	Start low and climb straight up. Don't climb behind the tree!
108c	V2	235	Big Soddy Burnout ***	This is a classic. Climb up the face to the right of the tree. Some nice slopey compression holds towards the top.
108d	V1	170	Soddy Arabia **	Another classic. Friendly holds the whole way. Climb up the right side.

**Picnic Area (Boulders 109-110)** This area is only open for the Stone Fort Competition. Located across the road from the old house by the parking lot.

Map#	Grade	Value	Name	Description
<b>109 Richard Boulder</b>				
109a	V3	284	Richard Kicker ***	Some fun bulge problems at a friendly height with flat landings.
				A great problem with good slopers. Start low on the good match pinch and climb up and left. Finish by toping out on the right side of the arete.
109b	V4	348	Richard Smasher **	Start the same as Richard Kicker but climb left around the corner. Top out on the left side of the arete.
109c	V6	562	Richard Crusher *	Start with your left on the good pinch on the small runnel and your right on the nasty sloper sidepull to the right. Climb up and right through the jug and slopers to top out. It finishes the same as Richard Smasher.
109d	V1	176	Richard Groover	Start low in the faint runnel on decent sidepulls. Climb straight up through the jugs to finish.
<b>110 Roadside Boulder</b>				
				Good face climbing.
110a	V4	360	Devil's Chair ***	A beautiful but kind of tall line. Start low and climb straight up the face. A little tricky at the start but the top gets easier.
110b	V2	251	Atomic Gandhi **	Start low under the overhang and climb straight up and over the arete to top out.

# Fairway

**THESE PROBLEMS ARE ONLY OPEN THE DAY OF THE COMP!** For your safety you can not climb on these problems any other day.

Map# Grade Value Name

Description

## 85 The 45 Degree Wall

Classic overhanging wall. Not quite 45 degrees.

85a V3 267 Hellbender \*

Climb straight up to the crown to top out.

85b V3 285 Mecruzelah \*\*\*

(Me-cruise-elah) Start on the lowest jugs. Climb up the arete using the cool slopers and underclings.

85c V2 252 Red Right Hand \*

Start with your right hand on the good hold and your left low on the arete. Climb up and right to top out the same as "Left 45 Degree."

85d V4 352 Left 45 Degree \*

Start low with a right hand in the low crack and left hand in the upper crack. Move up and left to top-out.

85e V5 419 Middle 45 Degree \*\*

Start with a left hand in the side pull and right hand in the jug. Climb directly up the face.

85f V3 284 Right 45 Degree

Start matched in the jug on the right hand side of the block. Climb up and left to the sloping top-out.

85d V7 711 45 Degree Traverse \*\*

Start same as Right 45 Degree. Climb left through big moves and good holds. Top-out on the Middle 45 Degree.

## 86 Titleist Boulders

86a V1 180 Rubber Meets the Road \*

Climb up the runnel.

86b V4 363 Rexacution Slab \*

Start here and climb up the funky slab.

86c V2 250 Upsy Daisy

Start here and climb up.

86e V5 447 Traverseity \*

Start here and traverse left to top out.

86f V4 349 Clubber Lang \*

Start low and climb up the right side of boulder.

86g V2 250 Runneltarium

Start here and climb up.

86h V4 347 Tee Boxed \*

Start here and climb up.

86i V4 348 Mantletee \*\*

Climb straight up.

86j v1 166 Upchuck

Start low on the right side of the boulder and climb straight up.

## 87 El Camino Boulder

Classic pulling back in the shade. One mega classic.

87a V5 464 El Camino \*\*\*

Mega classic sloper problem! Start low matched on the undercling and climb straight up.

87b V1 170 Night Ranger \*\*

Start low and climb the obvious line of jugs on the right side of the arete.

87c V4 356 Night Stalker \*

Start low on the good slopers and climb straight up to the sloper finish.

87d V4 353 Runnelphobia \*\*

Start low with your right on the right facing sloper and your left in a large pocket. Climb straight up to the big sloper and top out slightly left.

87e V0 130 Twilight

Start on jugs and climb straight up.

87f V0 128 Come On Ehrin

Stand start. Begin left hand on a sloper and your right in the small sidepull pocket.

87g V4 340 What? \*

Begin left hand on a sloper and your right in a good undercling dish. Climb up slopey pinches formed by water grooves.

87h V1 175 Nick Nack \*

Begin left hand on a crimp sidepull and your right on a good undercling dish. Climb straight up the good pinches formed by the water grooves.

87i v0 127 Mean Mug

Climb the mean mug feature. Pay no attention to the "Stink Eye."

87j V6 574 Belt Sander \*\*

A burly little squeeze job slab. Hop up into the barely there squeeze slopers and climb straight up.

87k V7 719 The Florax \*\*\*

A beautiful but tricky problem. Climb the obvious seam just to the left of El Camino.

### 88 The Witch's Hat

88a V5 449 The Coven \*\*\*

Cool funky, brain, sloper, runnel, bulge pulling.

A great funky HP40 style bulge. Start with your left on a good hueco and your right on a big undercling in another hueco. Climb up.

88b V4 357 Witch's Hat \*\*\*

Just to the right of The Coven. Start with your left on a good hueco and your right on a big undercling in another hueco. Climb up.

88c V2 229 Witch's Thong \*\*

Begin just right of Witch's hat. Begin left hand in a pocket and your right in a low sidepull. Climb up.

### 89 Mike Sucks Boulder

89a V1 176 Froggy Fresh

Climb the squeeze arete left of Mike Sucks.

89b V3 279 Mike Sucks

Start with a left hand at the side pull and right hand on the pinch/crimp. Climb straight up.

89c V1 175 Mike Strawberries \*

Climb the slab to the right of Mike Sucks.

### 90 Big Mike Boulder

90a V4 365 Big Mike \*\*\*

Classic slab pulling on slopers and pockets. Climb the obvious slab straight up.

90b V2 220 Little Mike \*\*\*

Funky runnel slab pullin'. Classic. Start just to the left of Big Mike and top out straight up the obvious runnel.

90c V1 174 Doing The Dishes \*

Climb up the obvious slab to the large pocket/dish and top out straight up.

90d V2 219 Midnight Horsemen \*\*

Start with your hands in the obvious large sidepull pocket and climb up the slab.

90e V6 578 The Ultimate  
Fan Experience \*\*\*

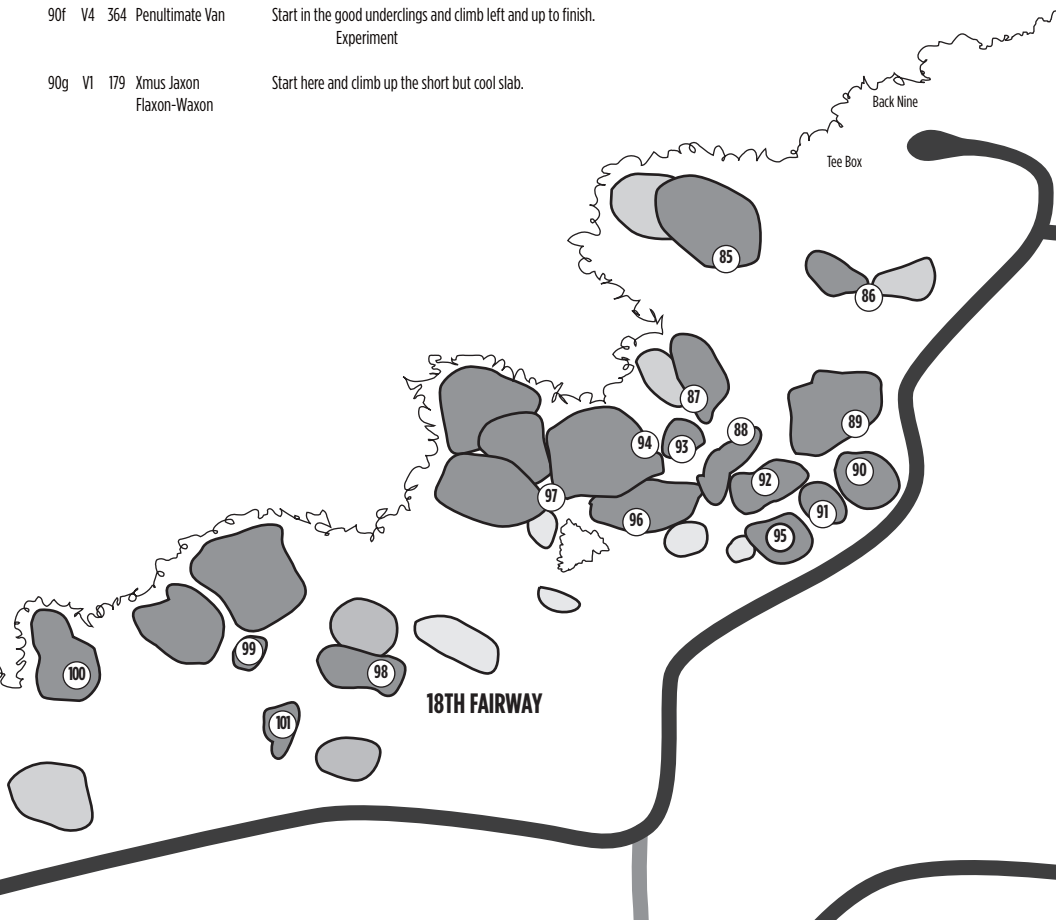
Start here and climb straight up using the good dishes to finish on the weird top out.

90f V4 364 Penultimate Van

Start in the good underclings and climb left and up to finish.  
Experiment

90g V1 179 Xmus Jaxon  
Flaxon-Waxon

Start here and climb up the short but cool slab.



## Fairway Continued

90h	V1	178	The Problem Formerly Known As Mouse Cop	Start with your left hand on sidepull out left and your right on the good sidepull out right. Climb up fool!
90i	V1	177	Swaffbird	Start here and climb the slab.
90j	V3	283	Not Swofford **	Climb the cool tricky slab.
90k	V0	140	Hingle McCringleberry **	Start here and climb the casual but fun slab straight up.

The following boulders are located in the pit just above the Big Mike and El Camino boulders

### 91 Frank the Tank

91a	V3	276	Frank the Tank **	Climb the seam to the tall slab.
91b	V2	232	French Repress ***	Start here and climb up this classic arete. Super good.

### 92 Pinchworm Boulder

92a	V4	363	Pinchworm ***	Start here and climb straight up through the cool pinches to the funky top out.
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### 93 Ghostwriter Boulder

93a	V1	175	Tarzan Vines *	Fun problem on the left side of the boulder. Start on underclings and climb straight up through the cool pockets and pinches.
93b	V1	174	Ghostwriter	Start here and climb straight up through all the cool pockets and pinches.
93c	V0	128	Boar's Head	Located on the block just to the left of Tarzan Vines. Start low on the block and climb straight up. The rock to the right is off route.

### 94 Knuckle Funkles Boulder

94a	V2	233	Corner Crack *	Start here and climb the obvious seam straight up. Top out to the left.
94b	V4	336	Body Pillow	Start here and climb up and right over the boulder. Then climb up the center above the boulder to top out.
94c	V6	577	Knuckle Funkles ***	Mega-classic. Tall, but pads up real nice. Spotters aplenty.. Start here and climb straight up to top out.

### 95 Black Planet Boulder

95a	V1	171	Darkness Falls *	Start with your left on sidepull and your right in a low undercling. Climb straight up the left side of the face.
95b	V2	209	Midnight*	Begin in the underling and climb through the pockets and slopers to top out straight up.
95c	V3	272	Summer Santa	Squat start with you right hand on a loaf and your left on an undercling. Climb up and left to top out the bulge.
95d	V2	223	Gran Torino *	Begin in the scoop and climb straight up. The jug to the far right is off route.
95e	V4	362	Black Planet ***	A really classic problem. Begin in the low vertical break and climb the bulging arete.
95f	V0	138	Sky is the Limit **	Start with your left in a pocket and your right in an undercling and climb up and left using the obvious jugs.
95g	V4	359	Destroy All Heroes **	Begin matched on the vertical pinch and climb straight up. Once you reach the lip traverse left to top out.
95h	V2	227	Cavity Search ***	Begin with both hands in the 'cavity' and climb up and right using the runnel and brainy slopers.
95i	V0	137	Sonora ***	Climb the classic arete to the left of Darkness Falls.

### 96 Left Y Boulder

96a	v6	576	Take A Knapp	Climb the funky features to the left of "Left Y."
96b	V5	462	Left Y **	Start in the obvious "Y" seam and top out up and left. Kind of a committing finish.
96c	V9	1158	Palm Beach *	Sit start on underclings and climb up and left out slopers to finish.

The next problems are located on the side of the Left Y boulder facing the Big Mike Boulder

96d	V3	280	Hands of Time *	Start with your left hand high and your right down low on the sloper and top our straight up through the faint wide runnel.
96e	V1	170	Government Shutdown	Climb the arete.

96f V3 266 Big Pimple \*

Climb the cool slab with the "big pimple" just to the right of the Hands of Time wall.

## 97 Captain Caveman Area

97a V3 287 Lowenbrau \*\*\*

**Located in the shaded cave to the left of the Left Y boulder.**

Start low on the slab to the left of Captain Caveman and climb straight up through the pockets and sidepulls to top out.

97b V4 359 Captain Caveman \*\*

Start deep in the cave. Climb out the roof and then up the pocketed face to top out.

97c V5 450 Primitive Tools \*\*

Start on the fins and engineer moves to gain the blunt prow. Climb directly up to top out.

97d V6 569 Future Primitive Tools \*\*

Start here and finish the same as Primitive Tools.

97e V4 341 Quest for Fire \*

Start in the good slopers. Climb up and right to the juggy highball top out.

97f V7 702 Discovering Fire \*

Located on the boulder on the right. Start in the high underclings. Climb straight up past the good right hand edge and slopers to finish.

## 98 Cloud Nine Boulder

98a V5 462 The Cumulus Curse

Climb straight up the wide seam on the left side of the wall to top out.

98b V6 575 Normandy \*\*\*

Start here and reach up and right to the jug. Climb up to the big seam to top out.

98c V0 131 Cloudland

Climb up the giant jugs on the left side of the runnel.

98d V0 130 Head In A Cloud

Climb up the giant jugs. Ignore the off route tape.

98e V6 605 Cloud Nine \*\*\*

A beautiful super classic. Start on the large sloper rail and top out up and left.

98f V10 1443 Cloud Ten\*\*

Start the same as Cloud Nine and climb up right.

98g V0 139 Pumernickel

Classic sloper pullin'. Start low and climb up through the sloper runnels.

98h V5 460 Milk and Honey \*\*

Classic sloper pullin'. Start low and climb up through the sloper runnels.

## 99 Dig Dug Wall

99a V2 227 Dig Dug \*

Start on the good rail and climb straight up.

99b V3 284 Runnel Cake \*\*

Start with your left in a good undercling dish and your right in nice undercling and climb straight up using the big runnel up and right.

## 100 King Cobra Boulder

100a V2 209 Black Book \*\*\*

Located along the trail above Dig Dug

Begin at the jugs. Make a long move to gain a nice, white crack. Climb to the top.

100b V2 220 Shantily Lace \*\*\*

A classic! Start with your left in the undercling dish and your right in the good slot hold. Climb up fool!

100c V4 337 Secret Affairs \*\*

Sit start. Engineer a long move to gain a jug and over come the sloping top out.

100d V6 572 Gass Tank \*

Start hugging the steep arete with your right on a sloper and your left on the edge rail under the roof. Climb up and left to top out.

100e V10 1440 King Cobra \*\*

Begin on the right side under the giant flat roof on crimps. Follow directionals to top out. You can't get credit for both King Cobra & Koopa. Only the higher point problem will be counted.

100f V10 1500 King Koopa \*\*

Start same as King Cobra. Once you reach the lip climb directly up the tall face. You can't get credit for both King Cobra & Koopa. Only the higher point problem will be counted.

100g V8 915 Queen Cobra \*\*

Start here and move left to finish the same as King Cobra. You can not get credit for doing both King and Queen Cobra. Only the higher point problem will be counted.

## 101 Prince Albert Boulder

101a V5 463 Prince Albert \*

Get into position and do a big move up the wide arete to the obvious slot. Top out straight up.

101b V2 226 Funk Slab \*

Climb the funky slab.

## PROBLEMS BY GRADE

[illegible]

## PROBLEMS BY GRADE

154	V4	349	One Eye *	57b	V5	452	Profits of Doom **	22a	V7	692	Anenden *
86f	V4	349	Clubber Lang *	55d	V5	453	The Tempest **	3c	V7	693	Tennessee Thong **
29b	V4	350	Humpty Dumpty	70d	V5	454	Rage **	50i	V7	693	The Ironman Traverse *
49g	V4	350	Tangieray *	25d	V5	455	Walk The Talk *	70h	V7	693	Dribble
75e	V4	350	Paradox *	28c	V5	456	Over Under *	61a	V7	694	Behind The Eye **
44d	V4	351	Cable Route ***	66e	V5	458	Low Spark *	20a	V7	695	The Mechanic **
50k	V4	351	The Prison Planet **	45g	V5	459	Blood Sausage *	37i	V7	700	Jerry's Kids ***
20c	V4	352	The Green Machine **	45h	V5	460	Chorizo *	97f	V7	702	Discovering Fire *
44a	V4	352	Candy Corn *	98h	V5	460	Milk and Honey **	49k	V7	703	Symmetry *
50c	V4	352	The Green Lantern	39d	V5	461	The Ghost **	27a	V7	708	Just Strut **
51h	V4	352	Cyclowinder	66a	V5	462	Six Feet Under ***	85d	V7	711	45 Degree Traverse **
84a	V4	352	Sidewalk (Stand-up) ***	96b	V5	462	Left Eye **	51i	V7	714	Gasoline Sunrise
85d	V4	352	Left 45 Degree *	98a	V5	462	The Cumulus Curse	41a	V7	715	Castaway **
25d	V4	353	Fixer *	33a	V5	463	Diesel Power ***	45e	V7	715	Right Wing **
77c	V4	353	Crystal Ball **	101a	V5	463	Prince Albert *	25f	V7	716	Special Agent *
39m	V4	353	Injury Free Guarantee	66c	V5	464	Self Service **	77c	V7	717	Deception **
87d	V4	353	Runnelphobia **	87a	V5	464	El Camino **	74d	V7	717	Sit down to The Devil's
9b	V4	354	Art Of The Vogt ***	107d	V5	464	The Pulpit ***				Cabana Boy ***
49s	V4	354	One Man Stand *					87k	V7	719	The Florax ***
107c	V4	354	Hot Dog Satan ***					3e	V7	720	On The Fence *
20h	V4	355	Black Carpet *	V6				81a	V7	721	Instinct **
27e	V4	355	Two Shoes Jack	25e	V6	529	Galapagos				
56a	V4	355	Crack of Pain (Sit down) *	49h	V6	532	Undertow	V8			
51m	V4	356	Gasoline Sunset	44f	V6	537	Theme 2	45c	V8	843	Fatigue Syndrome **
87c	V4	356	Night Stalker *	51k	V6	538	MC Hammer	27g	V8	855	Jam up **
15e	V4	357	Silence	32g	V6	539	The 'Boro Traverse *	25a	V8	862	Space ***
32i	V4	357	The Curse	9a	V6	540	Olive's Oil *	74b	V8	885	Shiver Me Timbers ** (Direct)
50a	V4	357	The Relic *	26c	V6	542	Art Of The Steal	50a	V8	890	Mann Haut **
55c	V4	357	Rise to Rebellion **	28b	V6	543	The Watermelon Slab *	77d	V8	896	The Brotherhood **
88b	V4	357	Witch's Hat **	45d	V6	545	The Shotgun **	8b	V8	904	King Of The Castle ***
24d	V4	358	Into the Owie			546	Left Wing	39i	V8	906	Dr. Atkinson ***
32f	V4	358	Thundatrumunda ***	23a	V6	548	(Republican Nation) *	40c	V8	909	Simply Irresistible **
37c	V4	358	Watermark **	16h	V6	549	King Pin *	57a	V8	912	Hoops
49a	V4	358	Short Long *	73a	V6	553	Fortune *	49i	V8	915	Grinmate **
11g	V4	359	Mystery Groove **	70e	V6	555	Fury	69c	V8	918	Pringle Problem *
46f	V4	359	Gez 'us *	24c	V6	558	Two Up Two Down *	100g	V8	915	Queen Cobra **
52d	V4	359	Tri-Star **	1b	V6	560	Do Dat	70bb	V8	916	House of Leaves ***
95g	V4	359	Destroy All Heroes **	24b	V6	560	Pou ***				
97b	V4	359	Captain Caveman **	74a	V6	561	Shiver Me Timbers *				
110a	V4	360	Devil's Chair ***	76e	V6	561	Star Child **	V9		1100	Kneed It *
13d	V4	360	Body Glove **	60c	V6	562	High Roller **	74e	V9	1100	Blacksmith **
70a	V4	360	Super Mario ***	109c	V6	562	Richard Crusher *	84c	V9	1130	Psychosomatic ***
95e	V4	362	Black Planet **	30b	V6	563	High Tide	51d	V9	1135	Dragon Man *
86b	V4	363	Revacation Slab *	39a	V6	564	Pure Rock Fury *	53d	V9	1135	Dragon Man *
92a	V4	363	Pinchworm **	75i	V6	565	Stretch Armstrong *	18b	V9	1140	Tommy Boy
90i	V4	364	Penultimate Van Experience	18j	V6	565	Rodriguez Problem **	18b	V9	1145	I Think I Can *
106f	V4	364	Transmission *	34d	V6	566	The Eliminator *	33d	V9	1145	Robbing The Tooth Fairy *
105a	V4	365	Gas Lighter *	43i	V6	566	The Bulge *	60a	V9	1150	Bedwetters ***
90a	V4	365	Big Mike **	74c	V6	567	The Devil's Cabana Boy ***	73c	V9	1153	Interplanetary Escape ***
106e	V4	367	Cold Steel ***	33e	V6	568	Get Your Groove On	62b	V9	1155	Cleopatra-Cinderella **
				37h	V6	568	Sink em' Low **	75h	V9	1156	Bosley-Traverse ***
				54d	V6	569	Life is Goodlett *	81b	V9	1157	Instinct (Sit down) **
				97d	V6	569	Future Primitive Tools **	96c	V9	1158	Palm Beach *
				17b	V6	570	The Fouling	26b	V9	1160	Odyssey ***
				25bb	V6	570	Constellations *	49g	V9	1165	The White Face **
				30d	V6	570	Surfing The High Tide	49i	V9	1170	Iyrone Biggums
				35b	V6	570	The Ditto Traverse				
				11f	V6	571	Heartbreaker ***				
				70g	V6	571	Bent **				
				73b	V6	571	Fame *	V10		1400	AGR
				62d	V6	572	The Hulk ***	22aa	V10	1400	Dunky Doobie *
				100d	V6	572	Gass Tank *	77e	V10	1420	New Sensations **
				50l	V6	573	Pockets of Resistance **	80g	V10	1420	Power of Amida ***
				51a	V6	573	Main Area Traverse *	40d	V10	1425	Biggie-Shorty *
				84b	V6	574	Cyclops (sit down) ***	80b	V10	1430	Electric Boogaloo **
				87j	V6	574	Belt Sander **	77g	V10	1433	King James ***
				98b	V6	575	Normandy ***	52f	V10	1440	King Cobra **
				96a	V6	576	Take A Knapp	100e	V10	1443	Cloud Ten**
				94c	V6	577	Knuckle Funnies**	98f	V10	1447	Reflections ***
				50p	V6	578	The Ultimate Fan Experience **	18pp	V10	1445	Team 8
				43e	V6	578	Vibrant Whip **	49d	V10	1450	King Koopa **
				106g	V6	600	Godsmack ***	100f	V10	1500	
				105c	V6	602	Snake Bit *				
				98e	V6	605	Cloud Nine ***				
				V7				V11			
				49cc	V7	661	Pennzoil Arete **	1a	V11	1730	Flying High ***
				18p	V7	662	Dirty Sanchez **	70aa	V11	1735	Jeremiah **
				29b	V7	665	Midway	50g	V11	1750	The Law ***
				39k	V7	666	Now and Zen **	80a	V11	1760	Biggie-Shorty *(extension)
				64f	V7	666	A Face in the Crowd *	77h	V11	1800	Electric Boogaloo Low
				79b	V7	667	The Junkie **	52c	V11	1810	Made In France
				37d	V7	669	The Blast Tyrant **	1aa	V11	1820	Watch Your Back
				62c	V7	669	Cinderella **				
				129g	V7	671	Crescent Direct **	V12		2200	The Chattanoogaog **
				17a	V7	671	Thumb War	29a	V12	2300	Dragon Slayer ***
				71a	V7	682	Spank The Baby *	53e	V12	2450	The Shield ***
				2c	V7	683	Satananus *	76h	V12	2450	Barn Door 2000 ***
				70b	V7	685	Red House *	77a	V12	2400	
				13a	V7	686	Spyro Gyro **				
				79c	V7	687	Heroin *				
				53e	V7	688	The Tooth Fairy *	V13		2820	Tall Tee **
				33b	V7	689	Blind Spot **	3d	V13	3000	Breaking the Law
				62a	V7	690	Cleopatra **	50gg			
				52e	V7	690	Behind The Barndoor ***				
				63c	V7	690	Smell My Finger **				
				13c	V7	691	Kaya ***				
				45b	V7	691	The Chronic *				



## ONLY THE FINEST PROBLEMS

Your choice of the Light or Dark Roast. Both contain some of the most classic lines of their grade.

Ask for a Star Chaser Scoresheet. List the problems as you would normally write them on your scoresheet. You must have 2 competitor signatures and symbols or 1 judge signature in order to get credit for each problem. You must be the first to turn in your completed list at the Score Table under the Peak tent on the Fairway. There will be a second and perhaps third place prize as well (if anyone else is successful).

### LIGHT ROAST

1	3a	v4	Swingers
2	12g	v1	The Crescent
3	16d	v0	Black Label
4	18j	v2	Ruby Roo
5	18l	v0	Incredarete
6	28a	v3	Elephant Riders
7	31b	v1	Dodge Swinger
8	32d	v3	Vlad the Inhaler
9	32j	v3	Karmageddon
10	37c	v4	Watermark
11	37g	v3	Oracle
12	37k	v3	The Big Much
13	50k	v4	The Prison Planet
14	54c	v1	Brian's Brain
15	70a	v4	Super Mario
16	76d	v2	Graham Crackers
17	76f	v1	Twin Cracks

#### Purgatory Area

18	107b	v1	Ten Commandments
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#### Fairway Area

19	91b	V2	French Repress
20	88b	v4	Witch's Hat
21	95e	v4	Black Planet
22	95h	v2	Cavity Search

### DARK ROAST

1	7a	v5	The Glove
2	9a	v4	Art of the Vogt
3	18e	v3	Boogie Man-tle
4	18i	v2	Mystery Machine
5	20d	v5	Manute Bol
6	27c	v3	Clarence Bowwater Survival
7	28b	v6	Shotgun
8	31a	v5	Funkadelic (Galaxy 500)
9	32a	v5	Frumundathunda
10	32f	v4	Thundafrumunda
11	32h	v5	Fat Cat
12	37g	v3	Oracle
13	39d	v5	The Ghost
14	70a	v4	Super Mario
15	70f	v6	Bent
16	79a	v5	White Trash

#### Purgatory Area

17	107d	v5	The Pulpit
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#### Fairway Area

18	87a	v5	El Camino
19	88a	v5	The Coven
20	88b	v4	Witch's Hat
21	95e	v4	Black Planet
22	97a	V3	Lowenbrau



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