31 YEARS

2026

Workin' V9 to V5, what a way to make a livin'
Barely gettin' by, it's all takin' and no givin'
They just use your mind and they never give you credit
It's enough to drive you crazy if you let it



EST. 1994

HOUND EARS

Bouldering Comp.

PRESENTED BY

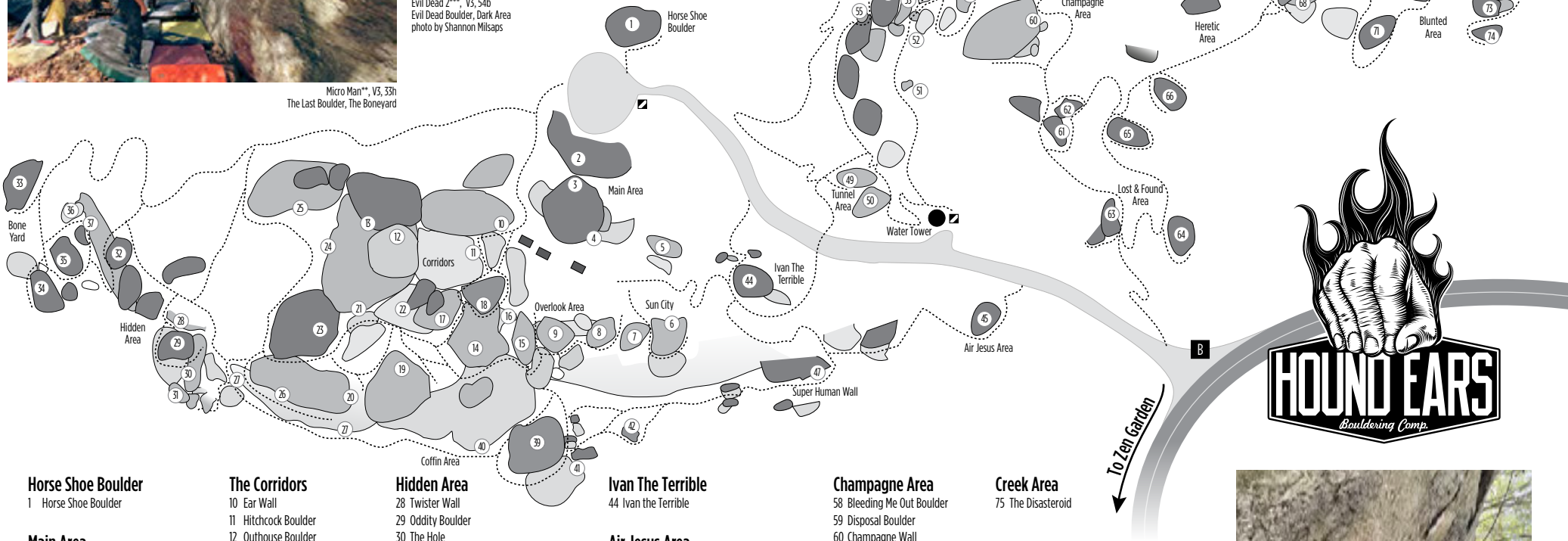
ARC'TERYX



Micro Man**, V3, 33h
The Last Boulder, The Boneyard



Evil Dead 2***, V3, 54b
Evil Dead Boulder, Dark Area
photo by Shannon Milsaps



HOUND EARS
Bouldering Comp.

Horse Shoe Boulder
1 Horse Shoe Boulder

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44 Ivan the Terrible

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61 Burnt Boulder
62 Blob Boulder

Lost & Found Area
63 Lost Boulder
64 Found Boulder

Heretic Area
65 Milky Way Boulder
66 Brain Boulder
68 The Honzo Boulder
69 Heretic Boulder

Blunted Area
71 Moss Angel Boulder
72 The Blunted Boulder
73 Shocker Boulder
74 Razor Boulder

Creek Area
75 The Disasteroid

Boulder's Map Letter
Boulders
Picnic Table
Restrooms
B Bus Stop

PLEASE
Stay on the trails and off the plant life.
Stay within the mapped area.



Ivan The Terrible***, 5.12, 44c
Ivan The Terrible Boulder

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, and publicly shamed. 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. Routes are worth twice the number of stars listed. So if you do a 3 star route it's worth 6 stars. Double the stars for routes on your Star Chaser score sheet. Boulder problems are only worth the number of stars listed.

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.

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 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 the tape).

******* Stars denote 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.

The Horse Shoe Area (Boulder 1)

Map#	Grade	Value	Name	Description
1			**The Horse Shoe Boulder**	A lot of lines with good landings. Easy top outs.
1b	v4	334	Mrs. Thick	Starts on the lowest holds and goes straight up. The block at the base of the boulder is off route.
1c	v9	1100	Mr. Thick***	Starts down low and goes through some burly reaches and side pulls to top out.
1d	v3	271	Dog Leg Left	Starts on the side pull in the center of the wall and moves left to the sloping side pulls where it tops out.
1e	v8	922	Bronco Billy	Starts on the side pulls and climb up and left to top out the same as Dog Leg Left.
1f	v3	265	Dead Ringer*	Starts on the low side pulls and goes up to the big jug. Top out straight up.
1g	v2	204	Blacksmith	Goes up and left from the crystals to top out. Follow directionals.
1h	v2	207	The Watering Trough*	Starts on the same crystals as blacksmith but goes up to the side pull straight up and slightly right to top out.
1i	v2	209	Horse Shoe Nail	Starts on the big jug shelf and goes straight up to top out.
1j	v5	422	The Anvil**	Starts down low on the side pull crimpers and goes up to the big jug shelf. Top out straight up using the crimper up high but not the side pull to the left.
1l	v2	224	Male Bonding**	Starts on the big undercling side pull and goes straight up to top out.
1m	v5	450	Male Bonding (Sit down)***	Starts on the small edges a few feet below the big undercling side pull and goes straight up to top out.
1n	v5	447	The Puzzler	Starts on the lowest crimpers just to the right of "Male Bonding" and tops out straight up.
1o	v3	270	Der Asel*	Starts with your right hand on the sloping side pull and your left down low and goes up.

The Main Area (Boulders 2-5)

Map#	Grade	Value	Name	Description
2			**The Claw Wall**	Some big jugs on the left, mainly small holds everywhere else. Some tall lines.
2a	v0	127	Watauga Two Step	Starts on the far left hand side of the wall and tops out straight up.
2b	v0	133	Amy Fisher	Starts on the low crimpers just to the right of Watauga Two Step and goes straight up.
2c	v2	215	The Curly Shuffle*	Starts on the crimpers just below the bulge and goes straight up veering slightly to the left.
2d	v0	138	Andy's Ladder***	Lots o' fun. Follow the jugs to the top.
2f	v7	715	Jaws 2 Direct***	Start on the low jug and climb straight up finishing on "Jaws 2." The wall behind you is off route.
2g	v4	360	Jaws 2***	Shares its start with "Jaws" but traverses left and tops out WITHOUT using the rock behind you.
2h	v3	284	Jaws**	A truly unique experience that everyone should try at least once. Goes straight up using what ever means you can. Top out using the wall behind you.
2i	v7	673	Tabasco Cat***	Starts on the big jugs and goes straight up through a series of side pulls to top out on the roof at the top.
2j	v4	350	The Claw***	Start as high as you can reach and top out straight up.
2k	v5	433	Damage Inc.**	Tendon tweaking hell! Pretty classic. Starts on the crimping side pulls just to the right of the claw and tops out straight up.
2l	v1	170	Plumber's Butt	Starts on the huge jug down low and tops out using the tree at the top.
3			**Three Star Roof**	One of the best roofs on the east coast. Big holds for the most part.
3c	v5	430	The Mangler*	Starts on the crimpers and tops out straight up. Be careful. It isn't called the mangler because of its perfect landing. The rock below you is an ankle busting shin smasher.
3d	v8	850	M.A.B.**	A bunch of weird burly pullin' to a scary mantle. Starts underneath the roof and finishes on the mangler.
3e	v9	1156	Wet Dreams**	Start on "M.A.B." and traverse into the start of "Flash or Trash" to top out.
3f	v5	440	Flash Or Trash***	Not as scary since the trash can was moved. Start on the crimpers and top out straight up.
3g	v9	1163	Fuc Yo***	Start on the jug slot (a boost may be needed) and climb straight up. Do not use the wall behind you.
3h	v11	1750	The Crusher****	(Sit down to Fuc Yo) Start on the little shelf under the roof of "Fuc Yo" and go straight out working your way up to "Fuc Yo" to top out.
3i	v11	1800	Half Price Porno**	Start on "The Crusher" and climb into "Flash or Trash" to top out.
3j	v9	1090	The Tourist**	Start the same shelf as "The Crusher." When you reach the jug start of "Fuc Yo" traverse right and top out on "Pinchin' Log."
3k	v5	445	Pinchin' Log***	Sphincter clinching terror when done without a rope. Shares its start with Bracheator but veers left after the first reach. Has a tricky top out.
3l	v4	350	Bracheator***	(Three Star Roof) One of the best problems in the field. Starts from a sit down and tops out straight up. A fairly tricky top out follows.
3m	v4	361	Three Star Traverse***	An ultra classic. A finer series of jugs would be hard to find. Starts on the arete on the far right and traverses up and left topping out at the bracheator top out. Great flow and a tricky finish.

4 The Main Wall

Tends to be on the thin side. Some classic face problems.

4a	v1	176	Pocket Head	Starts on the lowest side pulls on the far left of the bouder and angles slightly to the right to an easy top out.
4b	v2	223	Ripper Direct***	Starts on the lowest crimpers and tops out straight up. Be careful. This one's been the cause of several ankle injuries in the past. Please check your pad placement and get spotters you can trust.
4c	v2	221	The Iron Cross*	Start with your left on the low crimp of "Ripper Direct" and your right on a higher crimp. Traverse right to the "Tree Problem." Traverse off left once you've reached the top ledge before the big roof. It kind of makes a big loop back to the top of "Ripper Direct."
4d	v4	352	Woody's V3**	Start with your right on the start hold of "Tree Problem" and your left on a small sidepull. Climb up and left to the small brownish red horizontal crimp. Top out to the left once you reach the lip. Look for the directional tape as to where it goes.
4e	v3	258	Ripper Traverse*	Starts in the same place as the "Tree Problem" and traverses left topping out on "Ripper Direct."
4f	v0	165	Tree Problem	Starts on the low crimpers and follows the obvious line straight up. Touch the tape that says end and down climb (It's easy to down climb by chimneying between the tree and rock). You can also traverse off left.
4g	v8	900	Between The Lines*	Welcome to the bold new world of microscopic crimpers. Climb this one using whatever holds you manage to find. Just be sure your hands stay between the two obvious vertical quartz lines running up the wall. Top out by traverseing off right once you reach the lip.
4h	v4	355	Swab Story Direct**	Starts on the low jugs and goes straight up. You may want to traverse a little to the right to top out.
4i	v2	219	Right Trash Can***	Starts on the low jugs and tops out straight up. Enjoy the jug disguised as a crimper towards the top.
4j	v7	678	The Glove Traverse***	Tendon snapping fun for the whole family. Starts just to the left of the big crack and traverses left topping out on "Ripper Direct." Also called "Sinead's Sick Traverse."
4l	v0-	110	The Open Book	Take the obvious line to the top.
4m	v1	178	The Dip*	Starts as high as you can reach and tops straight out. Be careful. This one's been the cause of several ankle injuries in the past. Please check your pad placement and get spotters you can trust.
4n	v1	170	Bodford's Crimpers	Starts on the low crimpers and tops out straight up.
4o	v0	134	Warm Up Traverse	Starts on the big side pull to the far right and traverses left angling up and topping out above the open book.

5 Pofessional Wraslin' Boulder

Fancy yourself a "Pofessional Wrasler" do ya? Well bring it on brotha! To be the man you gotta beat the man brotha! Whoooo!

5b	v2	205	Black Jack Mulligan	Start on the two crimps and top out straight up.
5c	v3	270	Nature Boy Buddy Landell	Start on the low crimps and top out straight up.

Sun City (Boulders 6-7)

Map#	Grade	Value	Name	Description

6 The Cracker Boulder

6a	v7	675	Don Drapper*	A very low to the ground but long-ish roof problem. Start low under the roof with your right hand on a funky side pull thingy and your left under the roof on a good side pull. Climb out the roof to the jugs on the far left to top out.
6b	v0	131	Collision	Starts low on the left hand side of the wall and tops out straight up.
6c	v0	127	Hog Leg	Just go straight up.
6d	v0	128	Easy Does It	Just go straight up.
6e	v2	216	Not So Easy Does It	Start low on the good hold and climb up finishing on "Easy Does It." You can't get credit for both "Easy Does It" and "Not So Easy Does It."
6f	v0	135	Warm Up Arete	Start as low as possible on the arete and top out using only the arete.
6g	v3	275	Cracker Backs	Starts on the larger crimpers down low and tops out slightly to the right.
6h	v5	420	Cracker Backs Sit Down	Starts down really low on the small crimpers and then follows cracker backs.
6i	v4	349	Broken Bottle	Starts low on the right side. Start with your right hand in the slot on the arete and your left on the horizontal crystals on the face and go straight up.

7 Harum Scarem Boulder

7a	v0	129	I've Got A Tree In My Head	Starts down low to the left of Harum Scarem and goes straight up to top out.
7b	v1	178	Harum Scarem**	Starts on the low jugs. Once you reach the big horizontal crack top out slightly to the left. Follow the directionals.

Overlook Area (Boulders 8-9)

Map#	Grade	Value	Name	Description

8 Mushroom Boulder

Short steep problems.

8b	v4	340	Left Mushroom**	Start on the same sloping shelf as "the mail slot" and traverse up and left topping out up the crack.
8c	v5	450	The Mail Slot***	Start on the small sloping shelf at the bottom and crank up to the mailbox slot. Top out.

8d	v2	224	The Love Theme From Matlock	A funky little problem with a touch of the bizarre. Start on the slopers and climb straight up to undercling the Mushroom Cap and top out. Who doesn't love Matlock?
8e	v7	850	The Sleeper**	A cool problem worth a crap load of points for the grade. It will require your full arsenal of tricks. It's got it all. Jugs, slopers, crimpers, pockets, finger locks, underclings and a pump factor to boot. Start on the jugs to the left of the tree and traverse left through all the weirdness to top out on "Left Mushroom." The lip is off route until the top out.
8f	v4	341	Abracadaver	Start in the hand slots to the right of the tree and traverse right to top out on the big crack holds. The lip holds are on.
8g	v3	248	Instant Scar	Don't let the name scare you. All the holds are friendly. Start low and top out straight up on the big slidepull rail.
8h	v6	530	Mushroom Roof	Located on the far right side of the boulder. Start on the low crimpers and top out straight up.

9 The Udge, The Nudge And The Grudge

9a	v2	221	The Budge	Start low on a left hand pocket and right edge and climb straight up to top out.
9b	v4	339	The Deviant***	Starts on the low sloping block and goes straight up to top out.
9c	v3	284	The Judge**	Classic and fun. Start on the two low crimpers and climb straight up.
9d	v3	285	The Trudge**	Good moves. Start low with both hands on two separate slopers. Climb straight up through several cool holds.
9e	v4	335	The Fudge*	Starts on the low sloping shelf and tops out straight up.
9f	v5	443	The Grudge (low start)**	Cool little sloper problem. Start on the weird slopers and climb up and right topping out on "The Nudge."
9g	v4	338	The Grudge*	Start on the shelf on the left and mantle up and right.
9h	v4	337	The Nudge*	Do the center mantle. Start as high as you can reach
9i	v11	1720	Nudging It*	Basically a sit down start to "The Nudge." Start on the low edge and top out.
9j	v4	335	The Udge	Start with the low slopers on the lip. Climb up and slightly left.
9k	v9	1162	Pit Bull*	Start low in the pit on the obvious low crimpers and top out straight up.

The Corridors (Boulders 10-27)

Map#	Grade	Value	Name	Description

10 Ear Wall

10a	v3	281	Tall Cool One***	This one's risky so get a few spotters. It starts from a sit down and goes straight up. Everything to the left of the crack is off route.
10b	v7	684	Head Case***	A long problem with really cool moves and a classic finish. Start on the jug and traverse left to top out on "The Tall Cool One."
10c	v7	700	Ben's Problem	Starts down low on the right side wall of the canal and tops out by stepping off once you reach the highest jugs.
10d	v3	256	Outer Limits	Starts just to the left of "Ernie's Crack" and traverses left and up. After touching the end sticker step off on the boulder behind you.
10e	v9	1099	Living Spree***	Really classic beautiful high ball with an easy finish. Start on Ernie's Crack and climb straight up to finish the same as Suicidal Tendencies.
10f	v1	163	Ernie's Crack	Climb the obvious crack in the center of the wall and then traverse to top out on the shelf.
10g	v0	131	Blackmail	Start on the low crimpers and top out straight up. Once both feet are on the big shelf step off on the boulder behind you.
10h	v5	455	Suicidal Tendencies***	Mega classic high ball. ALERT: If V5 is your limit DO NOT try this problem. You WILL get hurt. Start low on Blackmail and climb straight up to the high thin horizontal seam. Then traverse left to the big jugs and step off on the top of Alfred Hitchcock to finish. This one's been around a while but never in the competition until now. Use good judgement.
10i	v1	164	Crystallized	Start on the low crimpers and top out straight up. Once both feet are on the big shelf step off on the boulder behind you.
10k	v0	132	The Edge	Start on the jugs at the bottom and top out straight up. Once both feet are on the big shelf step off on the boulder behind you.

The following problems are located on top of the Hitchcock Boulder.

10m	v0	139	I Speak Jive	Start low on the crimpers and climb straight up.
10o	v3	278	Sweatin' Like Ted Striker***	A tall, beautiful face problem. Start low and climb straight up the face. Top out and enjoy the view.

11 Hitchcock Boulder

11a	v0	140	Corridor Slab*	Starts on the low crimpers and climbs straight up. Do not start the problem from above the boulder on the left.
11b	v3	269	Alfred Hitchcock***	The original. Start with your left hand on the good crimp and your right on the sloper on the right side of the wall and climb up the arete.
11c	v5	439	Alfred Hitchcock*** (Low Start)	This one starts with your left hand on the little dish crimper and your right on the sloping edge on the right side of the arete. Finish on the original "Alfred Hitchcock."
11d	v13	3000	Random Man**	A direct and powerful sit down start to Alfred Hitchcock. Start on the lowest holds on the overhang and top straight up.
11e	v7	705	The Camel Toe	Starts low on the crimpers and goes straight up topping out to the left.
11f	v4	344	Birthin' Babies*	Starts as high as you can reach just to the left of "Breach" and top out on "Alfred Hitchcock."

11g	v2	220	Breach	Starts from the lowest holds in the center of the wall and tops out squeezing through the crack at the top. It is acceptable to touch the wall behind you as you squeeze through the slot.
11h	v2	223	After Birth	Starts on the lowest holds on the right end of the wall and tops out by squeezing through the crack at the top. It is acceptable to touch the wall behind you as you squeeze through the slot.

12 Vintage Boulder

12a	v7	677	The New Vintage*	Located on the other end of the cave (across from "Tall Cool One"). Start with your left hand on the sloping side pull and your right on the low crimp and climb the arete to top out.

13 Toe Strap Wall

13a	v5	429	Toe Strap The Chuck Molester**	Starts on the crystal finger ledge where some "Squirrel Molesting Nice-un" named Chuck painted his name. Reach right and then go straight up to a good flake. Top out straight up.

14 Blade Boulder

14a	v3	259	Meatball	Starts down low on the arete and tops out straight up.
14b	v3	257	The Reach	Starts down low in the center of the wall and tops out straight up.
14c	v10	1349	Spare Parts	This is a tight steep powerful one. Start low on the good holds and climb out to finish on the Machinist.
14d	v4	343	The Machinist**	Start on the good edge under the roof and climb up to top out the same as Controller.
14e	v6	571	Controller**	You can't really get a spot on this one until the top out but with a couple of pads it's got one of the best landings in the boulderfield. Steep and powerful requiring a lot of control.
14f	v7	681	Ground Control**	Start the same as Rocket Surgery and traverse into Controller to top out.
14g	v3	258	Rocket Surgery*	Start low on the blunt arete and top out straight up. Come on... It aint Rocket Surgery or nuthin'.
14h	v3	256	Mini-Blade**	A mini-classic. Start the same as the blade but top out once you reach the big side pull hold in the center of the wall.
14i	v6	565	The Blade***	Pretty classic tuggin'. Start low on the arete and climb out right along the lip. Top out when you reach the corner.
14j	v4	342	Pivot Man**	This is a fun and unique line. Start on the large sloper feature and climb out the roof to the lip. Once you reach the lip traverse right. Top out once you reach the jug to the far right. Follow directionals.

15 Troublemaker Boulder

15a	v5	428	Armatron*	Located in the cave down in the hole to the right of the Troublemaker Boulder. Start on the lowest pockets and campus straight up and then right to top out. Be careful not to touch any of the other walls around you.
15b	v5	431	Troublemaker	A funky little bulge problem. Start on the lip and top out up the slab.
15c	v6	551	Habitual Neck Stepper*	Start same as Troublemaker and traverse left through the slopers and jugs to top out around the corner. Follow directionals.
15d	v2	206	Evil Slug	Start on the low holds and reach up and right to the jug to top out.

16 Yoda Boulder

16a	v3	273	Yoda*	A cool little steep bear hugging arete on the way down to "The Blade." Start low hugging the arete and top out.

17 The Nameless Boulder

Really cool problems. Bad landings. Nothing a few crash pads and attentive spotters can't handle.

17a	v7	685	Haley's Comet**	Start on the small crimpers on the overhanging face and climb straight up and slightly right to top out the same as "They Call Me Nobody."
17b	v4	350	Mr. Silly*	Start with your left on the crimper and your right on the arete. Traverse up and left along the obvious line topping out on the left hand side of the wall.
17c	v4	351	Nameless***	Great problem. Has the same start as "Mr. Silly" but goes straight up to top out. Get spotters!
17d	v6	557	They Call Me Mr. Silly**	Start the same as "They Call Me Nobody" and traverse up and left along the obvious line topping out on the left hand side of the wall.
17e	v6	558	They Call Me Nobody***	Starts low to the right of the arete and climb to the top using the arete and the holds on "Nameless."
17f	v4	346	Slampus**	Harder than it looks. Starts on the obvious low holds and tops out straight up.
17g	v4	345	Pimpus**	A good problem. Start just to the right of "Slampus" and go straight up to top out.
17h	v3	274	Sweet Leaf	Start the same as "Pimpus" but climb up and right between the boulders to top out. You can use the boulder behind you to top out.

18 El Sadistico Boulder

Some funky hard slightly overhanging problems and one really steep project.

18a	v7	682	Green Dreams*	Located on the back of the back side of the boulder. Start on the crimpers on the left side of the wall and climb straight up. Get creative with pads for the bad landing.
18b	v?	1101	Project $$$ (cash bonus)	A low start for Green Dreams. Start low and climb out the roof to top out on Green Dreams. It's worth $200 for the first person who sends it. You must have 2 witnesses, a judge, or video to claim the cash.
18c	v7	680	El Sadistico*	Located on the lower back side of the boulder. Start on the crimpers and go straight up.

19 The Jughaul Boulder

Three words, jugs, jugs, jugs.

19a	v2	217	Big Black Limo Took Miss Jenkins To Hell**	Start low on the slab and top out straight up.
19b	v0	140	The Jughaul Traverse**	Starts on the far left side of the wall and traverses to the right hand arete where it tops out.
19c	v4	359	The High Life***	Start low on the left arete and top out straight up. Traverse the lip a little to the right to top out.
19d	v1	171	Tin Man	Start on the low crimpers and top out straight up.
19e	v0	131	Sir Jugalot	Starts on the lowest jugs and tops out straight up.
19f	v0-	102	Three Pigs	Starts from the low crimpers on the right hand side of the boulder and tops out straight up.
19g	v2	205	Get A Leg Up	Starts on the low holds on the far far right side of the boulder and tops out straight up.
19h	v4	342	Get A Leg Under	Starts under the roof. Climb out to "Get A Leg Up" to finish.

20 Goose Slab

A fun slab.

20a	v0	130	Goose's Problem	Starts low and tops out straight up.

21 Caffeine Wall

Lots of goodness on this one.

21a	v11	1710	Subject To Change**	Starts on the holds to the left of the starting holds of "Three Bears Traverse" and goes up and left to top out on the big shelf. Look for directionals.
21d	v2	225	Folgers***	Starts from the low jugs and goes straight up to the high left hand horn then traverses right to the top out. Also known as "Three Bears."
21e	v4	348	True Grip**	Starts on the lowest crimpers in the middle of the wall and goes up and left. Follow the directionals.
21f	v4	337	Hard Charger**	Starts on the lowest edges just to the right of "True Grip" and climbs straight up.
21h	v3	262	Satan's Cookie	Starts on the jugs on the far right of the wall and goes straight up through the razor crimpers.
21k	v1	174	Tool	Starts low in the hole and goes straight up the obvious big side pulls to top out using the tree.
21l	v7	681	The Diving Board***	Start on the big block undercling under the roof. The block under the undercling is on. Climb out the roof up and left to top out on the big diving board flake. Has a bad landing that's easily fixed with several pads and a couple good spotters.

22 The Clingon Warship

This is the overhang that juts out over the slab in front of the "Three Bears Wall."

22a	v6	566	The Clingon Warship*	Starts on the large sloper down low and goes up and right to top out on the heinous mantle on the right.

23 The Bulge Boulder

A lot of surprisingly good lines. There are problems pretty much all the way around this boulder.

23a	v5	441	Tommy The Cat***	Starts with both hands matched on the far left hand hold and traverses right along the obvious line of low holds topping out on the huge side pull to the right.
23b	v4	347	California Tom's Bulge	Start on low holds left of the starting jug of "Tommy The Cat" and top out up and right.
23c	v5	452	Doctor Tweak's Bulge	Starts on the horizontal seam and goes straight up through the single pad slot to top out.
23e	v1	176	Pop, Smear, Pop	Starts down low and tops out straight up.
23f	v5	416	The Mad Splatter	Start on the low crimpers and reach up and right to the small crimper and lunge straight up. Then top out up and slightly right through the jugs. All the holds on "Pop, Smear, Pop" are off route.
23g	v7	715	Tendon Terror	Start on "The Mad Splatter" and traverse up and right on the crimpers. The shelf is off limits. Follow directionals. Top out on "Crankenstein."
23h	v6	560	Bastard File*	Start low and climb straight up.
23i	v5	445	Crank And File**	Starts from the low crimpers on the arete and tops out up and left. Follow directionals.
23j	v5	444	Crankenstein**	Starts from the same low crimpers as "Crank And File" and tops out up and right. Follow directionals.
23k	v2	208	Larry Problem	Start matched on the small feature and climb straight up.
23l	v3	255	Bachar Cracker	Much longer than it looks. Start from the lowest holds at the bottom of the crack and top out.
23m	v7	680	Toe Jam	Start in the crack and top out straight up.
23n	v7	670	Overweight Lover	Start in the crack and top out straight up.
23o	v3	283	Paul Bunyun*	Starts low on the horizontal seam and tops out straight up.
23p	v5	432	Throbber	Start low under the bulge to the left of "Jim's Bulge" and go straight up. Anything left of the arete is off route.
23q	v4	349	Jim's Bulge*	Start low under the bulge and go straight up.
23s	v3	264	Minimum	Start low under the bulge just to the left of the "Maxum" bulge go straight up.
23t	v0	127	Maxum	Start low under the bulge on the right hand side of the boulder and go straight up.

24 The Pocket Wall

Small edges, rad pockets, and nasty slopers.

24a	v1	162	Corridor Crack	Climb the crack to the far left of the pocket wall.
24c	v4	360	Pocket Problem***	Starts from the two pockets side by side. Mantle up and left once you snag the big sloping shelf. The arete is OFF ROUTE!
24d	v5	455	Pocket Problem Sit Down**	Starts from the lowest pockets and tops out straight up. The arete is OFF ROUTE!
24e	v10	1300	The Oral Resume**	Start on "The Pocket Problem" and traverse right. Finish by going HALF WAY up "Parlez Vu Parkay" and traversing right to the sloping rail to the right of the crescent moon hold on "Parlez Vu Parkay." Touch the tape marked "end" to finish.
24f	v5	440	Court And Spark***	Start on the lowest crimpers and go straight up using the crack. Once you reach the big shelf traverse off left. Of course the best way is to top out but don't do it without looking at the top. You'll get no bonus points for toping out.
24g	v7	708	Parlez Vu Parkay**	Climb straight up through the crimpers to the shelf and traverse left or just jump off once you reach the big shelf. Stack pads for the jump. It would get 3 stars if you could top it out.
24h	v5	454	The Crescent**	Start on the jug rail and reach up and right to a good pocket. Then reach left to the crescent moon hold on "Parlez Vu." After you get the crescent finish the same as "Parlay Vu Parkay."
24i	v4	359	Kosmic Karma***	Super cool. Start the same as "The Crescent" but climb straight up through the pockets and slap the big sloper rail. Traverse to the end sticker to finish.

25 The Fire Wall

A good spot to get a pump.

25a	v0	136	Burning Arete	Climb the left arete from the lowest holds topping out straight up.
25b	v0	140	The Guillotine***	One of the best in the boulder field. Goes straight up to top out.
25c	v3	351	Fire Pit*	Start the same as "2,000" but traverse up and right for an easier finish. Look for directional.
25d	v4	363	2,000**	Start on the low jug slot and reach to the rail up and left. Then climb up and right and top out up the side pulls and crimps straight up. Follow the directionals.
25e	v8	910	2,000 And Beyond	Start in the low slot and climb straight up through the razor crimpers to top out straight up at the highest part of the wall.
25f	v2	220	Lip Burn*	A fun sloping problem with an easy finish. Start low and climb up and left along the good holds to top out on the high corner.
25g	v0	137	Jada	Starts low on the far right side of the wall and tops out straight up.
25h	v5	435	Tight Spot*	An odd overhanging cave problem. Start deep in the cave corridor to the left of the Pocket Wall and climb straight out. The walls on each side are off route.

26 Three Bears Routes Wall

Some nice easy routes and some tricky boulder problems.

26a	v1	165	Little Jack Corner*	Start low and climb up the arete to top out the same as Captain Crunch.
26b	v6	562	Teeterpoint*	Start matched on the weird hold and crank straight up through the crimpers on the far left side of the wall.
26c	v2	219	Meet The Planet**	Starts just to the left of the baby bear and traverses up and left to top out.
26d	v4	348	Captain Crunch**	A really cool slightly tall face problem. Starts the same as "Meet The Planet" but climbs up and right to top out
26e	5.8	140	Baby Bear	Follow the obvious line on the middle left side of the wall. You must use a top rope.
26f	5.9	177	Mama Bear**	Goes straight up the center of the wall. You must use a top rope.
26g	5.10	290	Papa Bear**	Goes straight up the right hand side of the wall. You must use a top rope.
26h	v?	1100	Project $$$ (cash bonus)	Start on the low obvious hold and climb up through the thin holds to gain the arete. Turn the arete and top out on the slab. It's worth $200 for the first person who sends it. You must have 2 witnesses, a judge, or video to claim the cash.

27 Desperation Wall

One disgusting crack, a couple tough ones accompanied by several fun moderates.

27a	v4	361	Shock Loader**	A fun long sloper problem. Start on the big block hold and climb up and right to finish on the same top out as Chicken Head.
27b	v9	1135	Implosion	Figure this one out. A nasty and tricky first move leads into "Shock Loader." Finish the same as "Shock Loader" and "Chicken Head."
27c	v6	571	Desperation Crack**	Starts down low in the crack and tops straight out using only the crack for your hands.
27d	v4	353	Chicken Head	Start on the low holds to the right of "Desperation Crack" and top out straight up.
27e	v1	161	Left Handed Spoon	A tricky low start leads into an easy finish. Starts low on the good slot holds and climbs straight up.
27f	v7	710	Tijuana Hit Squad	Starts low under the roof and tops out straight up.
27g	v0	132	Cadence	Basically an upper start to "Tijuana Hit Squad." Start on the jugs and climb straight up to top out.
27h	v8	860	Watauga Hit Squad	Starts low under the roof and tops out straight up.
27i	v0	136	Dishes and Jugs	Start on the low shallow dishes and climb up through the big jug featured top out.
27j	v3	260	Caligula	Starts low and left on the good crimp rail. Climb up and right to finish the same as "Conspiracy."
27k	v0	129	Conspiracy	Starts on the jugs on "Caligula" and tops out through all the big jugs.
27l	v1	161	Lard-Ass	Starts down low and tops out up and right.

27m	v4	338	Captain Chaos	Start from the lowest possible holds and top out straight up on the arete.
27n	v3	270	Mush Mouth	Start on the little dishes and top out straight up.
27o	v3	276	Skullet*	Start on the good edges and climb straight up.
27p	v2	222	Tennesse Neck Flap*	Start on the right side of the big flake and climb straight up.
27q	v1	172	Kentucky Waterfall*	Start on the good edges and climb straight up.

Lucky Day In Hell Boulder

A cool overhanging boulder. Located just below Desperation Crack. Follow signage.

27t	v3	281	Lucky Day In Hell***	This is your lucky day. A cool overhaning arete with good top out. Start low and climb up the arete.
27u	v3	273	The Full Boar*	Start the same as "Lucky Day In Hell" and traverse right across the obvious rail to top out on "Drop-Kneeanderthal."
27v	v3	269	Future Primitive*	Start low on the small holds and climb up and left to the obvious rail. Top out the same as "Lucky Day In Hell."
27w	v3	267	Drop-Kneeanderthal	Start the same as "Future Primitive" and climb up and right to top out.
27x	v4	339	Return To The Egg	This one's located on the weird little egg/arete thing to the right of the "Lucky Day In Hell" boulder. Start with your right hand in the good pocket and your left on the small pocket beside it. Climb straight up.



Strange Agent***, v6, 29a
Oddity Boulder, Hidden Area

Hidden Area (Boulders 28-31)

Map#	Grade	Value	Name	Description

28 The Twister Wall

28a	v9	1080	Twisted Agenda**	Starts on the big jug on the left side of the wall and traverse right to top out on "Hidden Agenda."
28b	v4	340	Twister*	Starts the same as "Rebecca's Kiss" but keeps going left instead of switching back right.
28c	v4	338	Rebecca's Kiss**	Starts on the lowest holds in the center of the wall and traverses left for a few moves before it cuts back right and up for the top out. Follow the directionals and use the big root to top out.
28d	v4	336	Meathook	Lunge straight up from the larger holds on "Rebecca's Kiss" to the big jug straight up.
28f	v7	712	Way Twisted**	Starts on the far right and traverses left to finish on twister.
28g	v8	840	The Jerk	Starts low and climbs up and left to top out.
28h	v7	682	Hidden Agenda**	Starts with your left hand on the thin side pull and your right on the crimper and goes up and slightly right where it tops out through the slot.

29 The Oddity Boulder

Slopers, edges, jugs and a couple blast holes.

29a	v7	716	Strange Agent***	Definitely a strange problem, but one of the best in the boulder field. Starts on the boulder up under the roof on the left side of the oddity boulder and comes straight out the roof of the oddity boulder. You may use the boulder below the starting boulder and the one stacked on the high left but not the big death flake and the boulder it is leaning on. The off route boulders are marked accordingly.
29b	v6	561	Stranger Agent***	Another weird start but a cool problem. Get on the problem by using the large vertical flake that sits just below and left of it. Once you get the first two holds you must have your feet off the detached boulders before climbing.

29c	v4	347	Left Oddity*	Starts with your hand in the left blast hole and your feet on the rock below and goes straight up.
29d	v5	423	Right Oddity**	Starts with your hand in the left blast hole and your feet on the rock below and climbs up and slightly right.
29e	v4	352	Bull Frog***	Start on the low holds marked holds on the right side of the wall and go straight up.
29f	v3	279	Frogger	Start to the right of "Bull Frog" and climb straight up.
29g	v8	842	Floater**	Starts on the far right of the oddity boulder and traverses left to top out on the left oddity.

The following problems are located on the back of the Oddity Boulder

29h	v1	174	Motor Head*	Starts low and right on the boulder behind "Fuco's Lament" and traverses up and left to top out.
29i	v2	210	Knuckle Head*	Basically a left sit down start to "Motor Head." Start on the lowest shelf.
29j	v4	341	Soiled Pillow*	Start the same as "Knuckle Head" and tops out straight up through the thin but good holds. Follow directional.

30 The Hole

Located in the hole behind Oddity Boulder.

30a	v4	358	Fuco's Lament**	A hidden jewel. Starts on the lowest holds and goes straight up to a tricky mantle.
30b	v4	340	Reach Around	Starts on the big shelf and climbs straight up to top out.

31 The Fern Boulder

Located in the hole behind Oddity Boulder.

31a	v1	177	The Fern Problem*	Start on the big sloper and top out straight up.

Heckel & Jeckel (Boulder 32)

Map#	Grade	Value	Name	Description

32 Heckel & Jeckel Boulder

Steep thin pullin' and a couple sloper problems.

32a	v3	267	Tater Mantle	Grab the lip and top out. Funky bulge.
32b	v5	433	The Crotch Potato	One of the slopiest problems at Hound Ears. Starts low on the right and traverses the lip into "Tater Mantle" where it tops out.
32c	v5	436	Heckel*	Starts on the big side pull jug down left and tops out slightly right and up.
32d	v6	563	Jeckel*	Starts on the big side pull jug down left traverses right where it tops out. Follow arrows.
32e	v1	158	Hyde	Starts on the small but good edges on the right side of the wall. Climb up and right to top out.

The Bone Yard (Boulders 33-37)

Map#	Grade	Value	Name	Description

33 The Last Boulder

A beautiful boulder with good landings. The perfect height with easy top outs. Really good lines.

33a	v4	341	The Last Traverse	Start on the far left arete and traverse right to "The Last Arete" to top out. The lip is off route while traversing.
33b	v2	212	Underclingman	Start low in the underclings and climb up and left to top out.
33c	v1	160	Macro Man	Start in the low underclings. Climb up and left using the biggest holds.
33d	v2	217	The Last Arete*	Go straight up the arete on the left side of the wall.
33e	v2	214	Stretch Armstrong*	Goes straight up the line just to the right of the arete.
33f	v3	272	Maypop*	Goes straight up.
33g	v3	274	Jimmy Dean*	Start on the large crimper to the left of Microman. Climb up and right to finish the same as "Microman."
33h	v3	271	Micro Man**	Goes straight up the center of the wall.
33i	v0	135	First To Go***	Goes straight up the right hand side of the wall.
33j	v1	167	First To Be Last	Short problem on the right side of the wall. Start low in underclings and climb straight up.

34 The Tunnel Boulder

34a	v0	140	Cuz I Can*	Start low on the arete and go straight up to top out.
34b	v3	277	The Tunnel*	A cool gimmick problem. Starts on "Leisure Suit Larry" and traverses left through the cave and out the roof.
34c	v3	259	Malice In Wonderland*	Starts on "Leisure Suit Larry" and traverses left along the jugs and out the arete. Top out on the left side of the arete.
34d	v1	168	Leisure Suit Larry*	Climb up and right to the obvious finish.

35 The Bone Boulder

Tall and fun. Has a couple top ropes for added security.

35a	v2	220	License To Thrill**	Go straight up the slab to the left of the big tree.
35b	v1	177	The Spine***	Go up the left arete of the big slab. Keep at least one hand on the arete.
35c	v1	170	Dog Bone*	Go straight up the left side of the big slab.
35d	v0-	110	Bonefinger	Go straight up the center of the big slab.
35e	v3	275	Earthworm Jim**	Start low with your left hand on the arete and your right on the low edge. Climb straight up using the arete and face holds.

Coffin Area (Boulders 39-43)

Map#	Grade	Value	Name	Description

39 Coffin Boulder

A big freestanding boulder with great problems all the way around it.

39a	v5	426	Hog Belly**	Start low under the roof and top out straight up the slab after pulling the roof.
39b	v7	674	Boss Hog**	Really cool long problem. Climb out "Hog Belly" until you reach the lip of the roof and traverse right to top out on "Coffin Boy." The high crimpers of "Snake Charmer are on route.
39c	v3	280	Snake Charmer*	Start on the two crimpers to the left of the jug of "Coffin Boy" and climb straight up.
39d	v3	284	Coffin Boy**	Starts low and tops out up and right. Good luck. Very bad landing.
39e	v5	443	The Long Shot*	Starts on the burly side pull to the right and the crimper to the left and tops out straight up.
39f	v10	1390	Blood Shot*	Super steep with big moves. Start low on the small horizontal crimps and climb straight up to finish on "The Long Shot."
39g	v6	569	Coffin Arete*	Climbs the steep arete of the Coffin Boulder. Start on the low crimpers and climb out the arete.
39h	v8	856	Wicked Voodoo***	This is one of the prettiest lines here. Starts with your left hand on the crimpy side pull on the face and your right on the undercling to its right. Then climb straight up using only the face.
39i	v5	437	Hookid Voodoo***	Starts with your left hand on the crimpy side pull on the face and your right in a good slot. Top out straight up by using the arete and the face holds.
39j	v2	211	Could Be Trew**	Starts low with two good underclings and climbs straight up.
39k	v3	277	Brutus***	This is a very good problem. Starts low and climbs straight up through the cool pockets and slots.
39l	v4	346	The Echo Chamber****	One of the best high balls here. Starts low and climbs straight up. The crux is at the last move.

40 Monster Wall

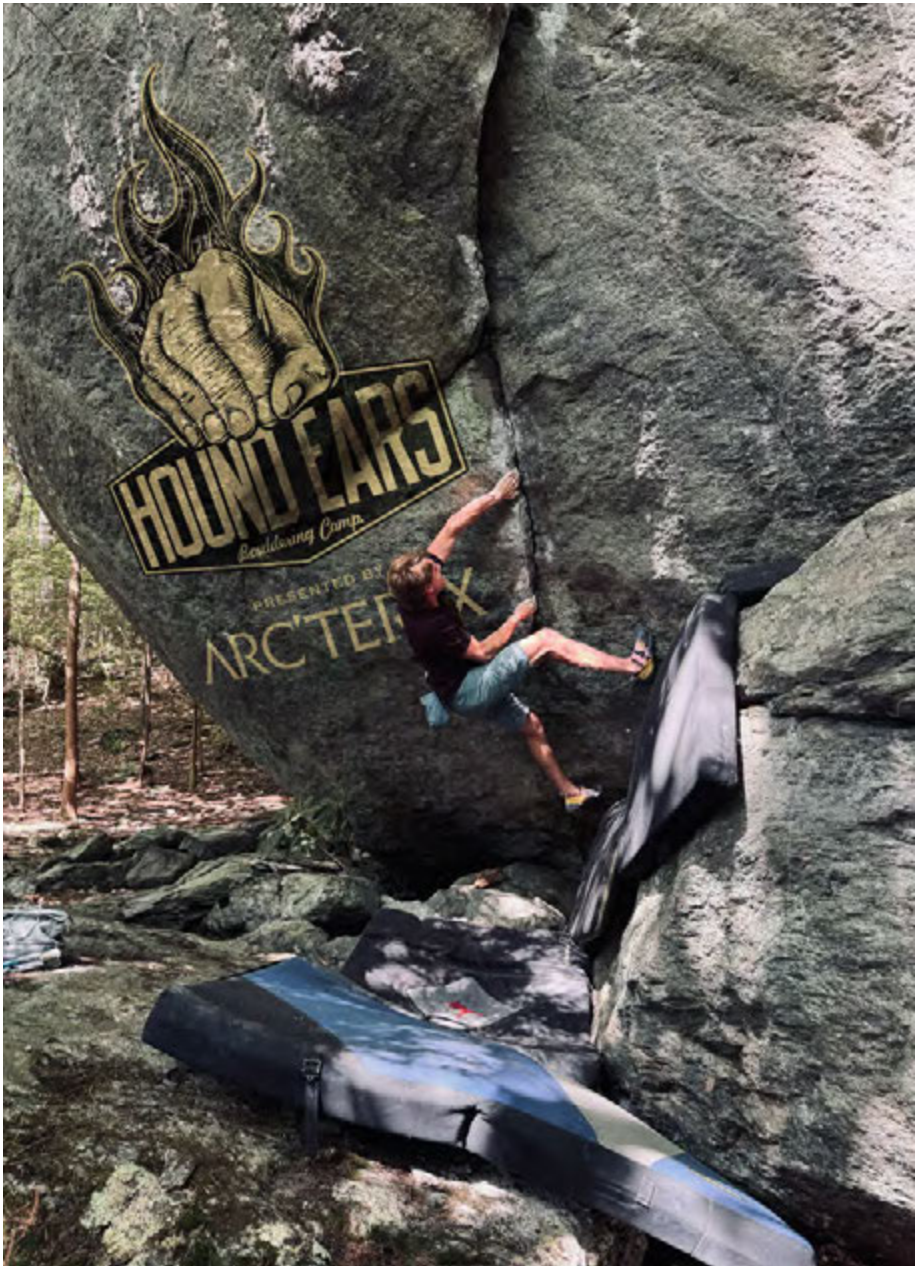
A large wall with some of the coolest highballs in the boulderfield. Most are on top rope.

40a	v4	361	Icarus***	A beautiful tall thin face. Very tall.
40b	v3	281	Jack & Ginger**	Another beautiful tall face. Climbs straight up and slightly left to finish the same as "Icarus." Very tall.
40c	v1	179	Rum & Coke**	Start on the good holds and climb straight up to the big rail. Traverse to the label marked end. Very tall.
40d	v2	208	Gin & Juice***	Climb the cool jugs with long reaches. Touch the tape marked end or top out. Very tall.
40e	v2	209	Seven & Seven**	Start with your right hand on the big side pull block and your left on a crimp. Climb up and slightly left. Anything to the right of the seam is off route. Touch the tape marked end or top out. Very tall.
40f	v0	130	Screwdriver**	Climb the obvious crack weakness. Touch the tape marked end or top out. Very tall.
40g	v2	227	Tang & Tonic**	Climb the tall slab on the far right side of the wall. Touch the tape marked end or top out. Very tall.
40h	v0	141	Vendetta***	A striking and fun highball with big holds. Small holds to start but an easy finish. Very tall.
40i	v4	356	Daddy Too Big***	Slopers, crimpers and really big jugs. What more could your ask. Start as high as you can reach and top out up and right. Finishes up on "Monster Truck." The block is on for the start. Tall.
40j	v1	179	Monster Truck****	The best high ball in the field. Starts as high as you can reach and tops out straight up. The hardest moves are right at the beginning. You then pull on some of the biggest holds you could possibly hope for. Very tall.
40k	v3	268	Big Daddy**	Another tall classic. Starts just to the right of "Monster Truck." Climb straight up the blunt arete until it merges with "The High Country." Finish the same as High Country. Tall.
40l	v1	178	The High Country***	Starts low and climbs straight up. Really nice big moves on kind holds. Tall.
40m	v0	137	Back Scratcher*	Starts low and climbs up to the big rail where you can walk off right. Good holds.
40n	v1	175	Roger Ramjet*	Start low and climb straight up. Good holds.
40o	v2	210	Stunned & Stoned	Start low on two crimpers and climb straight up to the good obvious pocket then top out on the big shelf.

41 Huggy Bear Boulder

The boulder that looks like it was split off of the "Whipping Boy" boulder.

41a	v1	165	Huggy Bear	Start low hugging the arete and top out straight up.



Survival Of The Fittest***, v9, 44d
Ivan The Terrible Boulder

42 Whipping Boy Boulder

The boulder that sits under the coffin boulder.

42b	v1	168	Stoned Emaculate	Start on the really good edge and top out straight up.
42c	v1	166	Low Down Brown	Start low on the good hold and top out straight up.

43 Demoralizer Boulder

43a	v0	119	The Remoralizer	If you get Demoralized on "The Demoralizer" maybe climb this easy one to make up for it.
43b	v5	432	The Demoralizer**	A fun gimmicky bulge. Start with your left hand on the good edge on the arete and your right on the low horrible sloper and climb straight up. The block at the base is on. Try not to get demoralized. We're pulling for you!

Ivan The Terrible (Boulder 44)

Map#	Grade	Value	Name	Description
44			**Ivan The Terrible Wall**	A beautiful wall with some nice top rope lines and a couple of really good tall boulder problems.
44a	v4	348	Jump Start**	Jump to the big jug and top out straight up through the pockets over the lip.
44b	v??	1300	Project* $$$ (cash bonus)	A harder longer start for Ivan the Terrible. Start matched on the left facing side pull and climb right to finish the same as Ivan The Terrible. It's worth $200 for the first person who sends it. You must have 2 witnesses, a judge, or video to claim the cash.
44c	5.12	580	Ivan The Terrible***	Go straight up the obvious line of laybacks in the middle of the wall.
44d	v9	1140	Survival Of The Fittest***	A beautiful highball classic. No crimpers. Just burly sidepulls into a tricky layback highball. Harnesses recommended.
44e	v3	282	Natural Selection***	Definitely worth the walk. Super classic. Start low and go straight up the obvious line of jugs to the top.

Air Jesus Area (Boulders 45-46)

Map#	Grade	Value	Name	Description
45			**The Air Jesus Wall**	Located across the road from the water tower.
45a	v2	227	Jerusalem Cruiser	Start low under the bulge and climb straight up.
45b	v1	172	Strip Ouija Board	Start on the two small holds just to the left of Roto Rooter. Climb straight up. You'll be on giant holds after the first move.
45c	v1	171	Roto Rooter	Climb straight up the jug rails.
45d	v9	1060	Air Satan (low start)***	Funky pullin' on weird holds with big moves. Titillating. Starts with your arms pretty spread out on two crimpers.
45e	v5	438	Air Satan***	Stack pads (hey, why not? Bouldering's about having fun isn't it.) To reach the big jug or jump start it for an added challenge. Then climb up and left through the edges and pockets to top out.
45f	v9	1059	Air Lucifer (low start)***	Start on the high left edge and the low right edge and make a big move up and right to the big jug. Climb up and right to top out.
45g	v4	352	Air Lucifer ***	A new super classic. Start the same as the low start to Air Satan but continue up and right to top out.
45h	v5	443	Air Jesus (low start)***	Definitely worth the walk. Great long moves. Starts on the two tiny crimpers and go straight up.
45i	v4	347	Air Jesus (classic version)***	Starts matched on the big side pull jug. You may prefer starting with your right hand on the small crimp to the right. Either way is fine. Just get on the problem! You may need to stack pads or do a jump start to reach the first holds. A little more classic than the harder version.
45j	v2	213	Don't Do Crack*	Climb the face just to the left of the obvious seam. Any holds in the crack are off route for your hands.
45k	v1	165	Nowhere Man	Follows the seam straight up.
45l	v0	132	Nada	Starts low just to the right of the crack and goes straight up.

Super Human Area (Boulder 47)

Map#	Grade	Value	Name	Description
47			**The Super Human Wall**	The future is here. Nothing but hard pullin'. Good landings for the most part.
47a	5.9	200	Boast Rider**	Classic pocket and edge pulling. About 25 feet tall.
47b	5.10	350	Iron-On Man***	Perfectly spaced pockets and edges up a beautiful face. About 30 feet tall.
47c	5.10	353	The Mighty Whore***	Perfectly spaced pockets and edges up a beautiful face. Around 45 feet of climbing. Worth the effort.
47d	5.11	450	The Incredible Bulk***	Great funky start to classic pulling on big pockets. Around 30 feet tall.
47e	v6	575	Thunder Prow***	A great problem. Climb the dihedral to the arete to top out.
47f	v9	1095	Stupid Human***	A beautiful line. Starts on the jugs and goes straight up using any means possible.
47g	v9	1150	Rapid Fire***	Climb out the small prow feature just to the right of "Stupid Human."
47h	v10	1380	Prow'd Human**	Very pretty and cool problem with some nice compression moves. Start the same as "Stupid Human" but immediately climb up and left to the arete to finish on "Thunder Prow."
47i	v5	442	Don't Do Crack 2 Electric Bugaloo*	Starts on the good edges to the left of the crack and climbs straight up. The crack is off route for your hands.

The Tunnel Area (Boulders 49-50)

Map#	Grade	Value	Name	Description
49			**Star Boulder**	
49a	v0	136	Super Cool And Guns*	Start low and top out straight up.
49b	v6	524	Showing Scars	Basically a hard sit down start to "Super Cool And Guns." Start on the microcrimpers and climb straight up.
49c	v5	429	Throwing Stars***	Start on the crimpy right hand side pull and the left hand crimper then lunge to the big jug up and left. Top out straight up.
49d	v6	573	Let Go O' My Ego***	Climb up the edges to the top. A bit exposed. Get some good spotters.
49e	v9	1120	Beautiful Freak**	It's got some jugs. It's got some crimpers. It's pretty tall. Start low and climb up into "Let Go O' My Ego" to top out.
49f	v2	222	Daved And Confused*	A hidden little jewel. Start low and climb up and left to top out.
49g	v1	172	Dain Bramage	Start low and climb up. Pretty big holds.
49h	v??	1471	Project** $$$ (cash bonus)	Say you could use some extra cash? Say ya like slopers huh? I hope you like 'em rugged! Start on the funky dishes and climb straight up the big slopers. It's worth $200 for the first person who sends it. You must have 2 witnesses, a judge, or video to claim the cash.
50			**Mother's Milk Boulder**	
50a	v1	170	Werewolf Sex	Start with your right hand in the better pocket and your left on whatever you can get and climb straight up.
50b	v4	354	Upright Citizens Brigade***	Start low and right and climb up and right. Follow the directionals.
50c	v7	703	Speed Arete**	Jump start to the crimper on the arete and climb straight up.
50d	v6	574	Mother's Milk***	A damn fine problem with an exciting little top out. Start on the big side pull and climb straight up. Once you grab the arete traverse a little to the right to top out. Finish on the exciting slab.
50e	v7	702	Poultry In Motion**	Start low on the arete and climb up to top out on "Mother's Milk."
50f	v3	272	Dr. Bizzarro*	Start the same as "Poultry In Motion" and traverse up and right. Climb up the slab to top out.

Dark Area (Boulders 52-57)

Map#	Grade	Value	Name	Description
52			**Grotto**	
52a	v1	177	Grotto Slab	Start low and climb straight up. Traversing off left or right is off route.
52b	v0-	106	Grotto Warm Up	Start low and climb straight up the easy slab.
52c	v0	137	Gravedigger	Start low and climb straight up the big friendly jugs.
52d	v1	159	Salad Bar 3-Way	Start low on the good holds. Climb up and slightly left to top out.
53			**Hatchet Boulder**	Sits just above the main trail.
53a	v5	446	Black Palm Society*	A sloper filled problem. Start low and climb up the sloping feature to top out on the big weird jug rail.
53b	v5	452	The Hatchet***	Really cool, strange pulling on weird slopey pinches. A very fun but somewhat cryptic problem. Best of luck. Start with your left hand on the good undercling out left and your right on the low side pull to the right and climb up the obvious feature.
53c	v4	355	Heart of Darkness**	Funky slab up cool friendly holds. Start doubled up on the left undercling or with your right hand on the left facing feature out right. Climb up to the right side pull and top out straight up.
53d	v6	550	Dearth	Located on the boulder just below the Hatchet. Start on the two low side pulls and climb straight up.
54			**Evil Dead Boulder**	Some super classic and very proud lines. Located just above the Hatchet Boulder.
54a	v6	574	Army of Darkness***	A beautiful tall proud line with cool slopers all da way up. The top is the crux.
54b	v4	358	Army of Evil Dead***	Start the same as Army of Darkness and climb up and right to finish on Evil Dead 2.
54c	v3	280	Evil Dead 2***	Another beautiful tall proud line with cool slopers. The crux is the last moves so get spotters and pads. A great problem. Start low and climb straight up to the cool slopers to finish.
54d	v1	177	Evil Dead 1*	Casual climb to a moderately weird finish. Start low and climb straight up to top out just to the left of the tree. Stay off the tree.
55			**Projections Boulder**	Located above the Evil Dead Boulder. Take the small trail up to the right of Evil Dead. Can also be approached from the Tunnel Area.
55b	v6	565	Lost In The Exhaust*	A steep problem with some big moves to an easy top out.
55c	v12	2300	Projections**	A steep thin stout one. Basically a low start to Lost In The Exhaust.

56 Passage Boulder

56b	v3	265	The Passage*	Start in the center of the arching feature at the base of the left side of the boulder. Climb left to finish on the sloper.
56c	v9	1060	Sprezzatura	Start on the small right hand side pull just below the sloper of Crystal Ball and the good left hand edge. Climb straight up.
56d	v3	269	Crystal Ball*	Start with your right hand on the high crimp and your left on the low sloper. Climb up and left to the big crystal knob and top out.
56e	v6	545	Crystal Ball Low Start**	Start with both hand on the low slopey feature and finish on Crystal Ball.
56g	v3	267	Never Look A Gift Whore In The Mouse	Start on the good holds in the center of the wall and climb straight up.
56h	v3	267	Judy Chop	Start on the weird side pulls on the right side of the wall and climb left and then up to top out.

57 M&M Boulder

Not too tall with plenty of casual problems with larger holds.

57a	v0	125	Do What Now?	Start low on the left side and climb straight up
57b	v0	130	Hike & Quit	Start low and climb straight up.
57c	v0	127	Jugify	Start low and climb straight up.
57d	v3	249	Reach	Start low and climb straight up.
57e	v1	173	Der Underclinkin	Start low and climb up the obvious large flake. Top out up and left.
57g	v2	222	Triptastic	Start on the far right side of the wall and traverse up and left to top out on the high point of the boulder. Follow directionals.

Champagne Area (Boulders 58-60)

Map#	Grade	Value	Name	Description

58 Bleeding Me Out Boulder

58a	v5	427	Bleeding Me Out**	Start on the jugs and climb up and left any way you can through the crimps to get to the top.
58b	v5	448	Hamsling*	Get your springs on. Lunge from the jugs to the lip.
58c	v1	162	Rhodo Cop	Start the same as Bleeding Me Out and climb up and right to top out in the obvious seam.
58d	V0	121	Something Smells Fishy	Climb up the jugs through the obvious seam to top out.
58e	V0	123	It Ain't Rocky Science	Climb the huge friendly jugs to the somewhat slopey top out.

59 Disposal Boulder

A great boulder holding many classics of varying angles and grades. One of the best.

59a	v1	171	The Million Man March**	A fun long problem. Good warm up. Start on "Rape The Toaster" and traverse up and left. Follow the directionals.
59b	v1	161	Rape The Toaster**	Climb straight up the positive edges. Holds just keep getting bigger as you climb.
59d	v7	723	Jagermeister*	Start as high as you can reach and top out straight up using the burly edges. It's a big boy.
59e	v5	451	Body Disposal****	Super classic! Start low and climb up and left following the arete to top out right beside the big tree.
59f	v5	428	Satan's In The Tires***	A great funky crimp free classic. Start low on the arete and climb up and right to top out just above "Two Dollar Weekend." Follow Arrows.
59g	v2	216	Two Dollar Weekend***	Start low and climb straight up. Start on the small left undercling pinch and the right seam hold.
59h	v3	282	Three Dollar Weekend***	A lower and slightly more costly start to Two Dollar Weekend. Start on the low underclings and climb straight up.

60 Champagne Wall

Some beautiful routes and a beautiful hard classic boulder problem. Most of the routes can be found around the corner and up the hill from Champagne Jam.

60a	v9	1170	Snake Church***	A beautiful problem with really cool moves. Almost a four star classic. Start low and climb the face without using the wall to the right.
60b	5.11	460	Bush Pilot*	An old classic that we just had to bring back to life. Climb to the biners. You must touch them in a controlled manner to get credit.
60c	5.12a	590	Log Jammer**	A new classic. Start in the corner, move right, then reef up and right on the sharp flake. Finish straight up the crimpy face past two bolts. Mantel over the top for full credit. If you want to lead it take .5"-2.5" cams, plus slings and draws.
60d	5.10	355	Champagne Jam***	A mega classic! Believed by some to be the best crack in the High Country. Climb to the biners.

61 Burnt Boulder

Cool funky bulge boulder

61a	v3	267	Buford T. Bustass	Start with your left hand in the good pocket and your right on a good edge and top out straight up.
61b	v5	441	Burnt Reynolds*	Start on the good crimper and top out straight up through the slopers.
61c	v6	535	Smokey And The Bandage*	Climb to the top. The "Blob Hope" boulder is off route.

62 Blob Boulder				Cool bulge boulder with good slopers
62a	v5	442	Yabba Dabba Don't	Start on the good holds in the small cave. Solve the problem of the tree as you climb out to finish on Blob Hope. There's a trick. DON'T DAB!
62b	v4	339	Blob Hope**	Cool pullin' on cool slopers. Starts under the roof in the thin horizontal crack and tops out up and slightly right.
62c	v3	279	Donnie Osmanaut*	Start low and reach out left. Top out straight up.
62d	v4	345	The 'Lectric Cow Incident*	Start on the good edge in the middle of the wall and top out up and right.

Lost & Found Area (Boulders 63-64)

Map#	Grade	Value	Name	Description
63 Lost Boulder				Several proud lines.
63b	v9	1058	Brady Problem	Start on the thin underclings and pop reach up and right to the good holds to top out.
63c	v4	357	The Sleeping Giant**	A fun long slopey arete. Start low and climb out the arete to top out at the high point. Don't miss the left hand side pull to make the last reach. If you get wigged before the crux take the Great American Bailure exit.
63d	v0	130	The Great American Bailure	Start low and climb out to the obvious easy exit. Basically the chicken out escape for "The Sleeping Giant."
63e	v5	431	Trust Me***	Start on the rail and climb straight up. Trust me...use the high heel.
63f	v7	725	John Cougar Concentration Camp***	Start low and climb straight up through the pockets, side pulls, pinches and slopers. Wow!
63g	v7	718	The Proud***	Start low under the roof. Climb left out the steep prow. Top out on Trust Me.
63h	v9	1166	Jack Sabbath**	Start low and climb straight up to the slopey top out. Pretty bold.
63i	v4	335	Wyatt Riot**	Start low under the roof and climb up and right to top out the same as "Blanket Party."
63j	v3	275	Blanket Party*	Start on the fat edge and climb straight up the face.
63k	v4	344	Hopeless Pocus**	Start with your left on the small undercling pinch and your right on the low good edge. Climb up and left to finish the same as "Blanket Party."
63l	v5	432	Humble	A tricky little face/slab. Start with your right hand on the left side of the big rail and your left on the small sloper to the left. Traversing left or right is off route.
63m	v0	130	A Perfect Erkel**	Start low and climb straight up the face on big holds.
63n	v2	214	Dead Nugent*	Start low on the knobs and climb up the tricky knob slab.
63o	v1	167	Trew Is Stranger Than Friction	Start low and climb straight up the small slab.
64 Found Boulder				Not too tall not too short, with problems on every side. Most of the ones on the backside have friendly holds. Lots of knobs and slopers.
64b	v2	210	Two Pitch Bulge	Starts on the lowest holds just below the lip and climb to the top.
64c	v4	333	The Funky Bunch	Starts on the lowest holds just below the lip and climb to the top.
64d	v4	339	Reach Bulge**	Start on the lowest holds just below the lip and make a big move to a good hold then top out straight up.
64e	v6	561	Knob Job**	If you like bulge problems (and i do) you'll dig this mug. Starts on the low shallow pockets and pops up and right to a good edge. Then reach out and left until you gain the good knobs. Then top out straight up.
64g	v5	426	Slap Arete*	Start matched on the good edge low on the arete. Climb straight up.
64h	v4	351	Mellman's Face	Start low and climb straight up the crimpy face.
64i	v1	166	Step And Fetch It	Start on the low jug and climb up the biggest and nearest holds you can reach.
64j	v1	163	By The Foot	Start on the low fat edge and climb straight up.
64l	v3	262	Found Traverse	Start on the By The Foot and traverse left toping out the same as Mellman's Face. Follow directionals.
64m	v4	349	The Ghoul	Start low on crimp edges and climb up and left through the slopers to the obvious dishes to top out.
64n	v7	717	Crouching Tiger**	A fun steep one with good slots and edges. Start in the low slot and climb straight out the pockets and edges to the funky mantle.
64o	v??	1725	Project $$$ (cash bonus)	This is going to be a sick steep one. Start the same as "Crouching Tiger" but climb out right through the small edges to top out on "Neck Tan Of The Gods." It's worth $200 for the first person who sends it. You must have 2 witnesses, a judge, or video to claim the cash.
64p	v5	427	Neck Tan Of The Gods*	Start on the slopers and work your way up to the big knob to top out.
64q	v8	839	God Damage*	Steep and hard with a cool finish. Start with your right on the sloping arete feature and your left on the small edge under the roof. Climb out to finish on "Neck Tan Of The Gods."
64r	v4	353	The Repressor***	A fun gimmick problem. Start on the small knobs on the low sloping lip. Top out by reaching up to the high small edge rail. A foot and press gimmick will get you to the top. Follow directional.
64s	v10	1350	Pimp Trick Gangsta Click**	Slopey traverse. Start low and right and follow the directionals out to top out on "Crouching Tiger."
64t	v4	345	A Pinch of Fault*	Start on the small but good edge under the roof the same as "Pimp Trick Gangsta Click" but climb up and right to the obvious pinch to top out.



John Cougar Concentration Camp***, v7, 63f
The Lost Boulder, Lost & Found Area

64u	v2	218	Rocking Horse	Fun little bulge. Start low on the good holds just to the right of "The Repressor." Top out to the right on the good holds in the big seam.
64v	v5	441	Horton Hears A Who**	Start in the good jug slots. Climb up and left through the pinches and slopers to top out.
64w	v3	276	Griz Kringle***	A really fun bulge problem with cool holds. Start in the jug slot holds of "Horton Hears A Who" but climb up and right through the good slopers to finish on the easy-ish top out.
64x	v4	341	Doctor Zoo**	Good times on good holds. Requires a little technique. Start on the big sloping feature and climb up and right to finish on good holds.

Heretic Area (Boulders 65-69)

Map#	Grade	Value	Name	Description
65			**Milky Way Boulder**	Some cool bulge problems, some sweet roof problems and a few face problems.
65a	v1	162	Watchamacallit	Start on the low shelf and climb straight up.
65b	v5	449	The Mars Arete**	Tricky but really cool arete. Start low on the arete and climb it to the top.
65d	v8	841	Mr. Goodbar**	Start low on the big flake and climb straight up anyway you can.
65e	v7	682	Mr. Butterfingers*	Start low on the big flake and climb straight up anyway you can. Really slopey top out.
65g	v7	731	King Size Milky Way**	Start on the far left jugs of the rail that forms the Milky Way and traverse right to finish the same as The Milky Way.
65h	v6	552	The Milky Way**	Start on the rail just to the right of the arete and traverse out to the far right for a troubling move to the lip.
65i	v4	352	The Janitor***	Start in the middle of the rail and tops out straight up. A tough little mantle.
65m	v6	568	Mounds**	Start with your right hand in the small pocket and your left on the small edge and top out straight up.
65n	v6	531	Nasty Good*	It's got a pretty low start but the moves make it worth your while. Start low and top out straight up.
65o	v1	171	Almond Joy**	Starts low just to the right of "Nasty Good" and tops out straight up.
65p	v3	271	Big Dude**	Start low. Reach out and left to a crimpy side pull and top out straight up.
65q	v4	336	Twix	Start high on the arete with your left hand on a small side pull and your right on a sloper just below the lip. Climb up and left through the slopers to top out.
65r	v1	163	Snickers*	Start on the good holds and climb up and left to top out.
66			**Brain Boulder**	Cool sloper bulges and fun moderately tall and tricky slabs.
66f	v3	266	Lobotomy*	Start with your left on the sloper side pull and your right on the weird finger pockets/side pull to the right. Climb up and right.
66h	v3	277	Teezer*	A fun little bulge problem. Start with the two low slopey underclings. Climb straight up over the bulge.
66i	v1	175	Grey Matter***	Fun slab. Start with your right underclinging and your left on the big slopey undercling and climb up and left to finish.
66j	v2	209	Brain Freeze***	Really cool slab. Start underclinging and climb straight up to the big side pull flake to the finish.
66k	v3	281	Schizoid**	A thought provoking slab. Start in the underclings and climb straight up. Exit to the left of the ferns. If you find ourself on the large side pull of "The Big Grey They" you've traversed off the route. Don't do that.
66l	v1	173	The Big Grey They***	Nice tall slab with pretty good holds. Climb up the left facing flake. Exit to the right of the ferns.
66m	v1	162	Sean's Brain**	Start in the underclings and climb straight up and over the bulge. Top out up the slab.
66n	v0	121	He Had Him One A Dem Brainerisms	Fun and casual. Climb up and right.
68			**The Honzo Boulder**	
68a	v0	131	Butt Putt	Start low and climb up the jugs on the small roof on the left side of the wall.
68b	v2	218	The Most Luxurious Roof Problem**	Step into luxury. Start low on the big rail. Reach left to the nice sloper side pull then out the roof to the good jug. Top out on the right side of the point. The lip holds are off route until you reach the point of the roof.
68c	v1	180	Crazy Dave's Roof Problem	Start on the thin layback and climb up and left to top out the right side of the roof. Follow directionals.
68d	v1	175	Crazy Luxurious Butt Putt Traverse	Start on the thin layback of "Crazy Dave's Roof Problem." Traverse left to finish on Butt Putt.
68e	v5	453	The Honzo Blade***	Start on the jug and climb straight up to the slot. Then bust out left to top or lunge to the top for cool points.
69			**Heretic Boulder**	Has one of the best problems at hound ears. A phenomenal boulder.
69a	v5	456	Blasphemy***	Start on the low crimpers and climb up and left. Really cool flowing problem.
69c	v6	553	The Unforgiven*	Start on "Blasphemy." Make a move or two left and then go straight up. Follow directionals.
69d	v3	285	The Heretic****	One of the best, most impressive lines here. Tall and beautiful. Start low on the big jug and blast up to a good rail. Then climb up the jugs and positive edges of this awesome 20 foot tall boulder to an easy top out.
69e	v3	278	Minister Sinister	Start on the jugs just above the low crack rail. Yes, you could do a dumpy lay down start, but it would suck. Climb straight up.

Blunted Area (Boulders 71-74)

Map#	Grade	Value	Name	Description
71			**Moss Angel Boulder**	Some really cool slabs. Much better than you might think.
71a	v6	572	Full Ton**	Start on the slopers on the blunt arete and top out straight up.
71b	v3	283	Moss Angel***	Classic funky slab. Kind of tall but really fun. Climb straight up the slab.
71c	v2	215	Tuggernaut*	Start under the bulge and reach out left and then straight up.
72			**The Blunted Boulder**	
72a	v1	177	The Locust*	Start on the good edges and climb straight up.
72b	v1	179	Hacksaw Torch Song*	Start on the low flat edge and climb left and up to top out.
72c	v2	213	Abracapocus*	Start with your right hand high in the seam and your left hand on the good low left hold. Climb up the seam.
72d	v6	571	Houdini**	Pretty classic pulling. Kind of a double bulge. Start on the low edges and climb straight up.
72e	v10	1355	The Blunted*** Extended Start	Basically a low left start to "The Blunted." Start on the good edges and climb into "The Blunted."
72f	v7	730	The Blunted***	Classic! Start as high as you can reach on the blunt arete and climb straight up.
72g	v5	412	Bobby Bad Apple	Located on the boulder just above the Blunted. Start on the edges and climb straight up to top out. Campus it or use some foot gimmicks.
73			**Shocker Boulder**	
73a	v7	701	Shocker Kahn*	Pretty thin slight over hanging problem. Start as high as you can reach and climb straight up.
73b	v?	1150	Project* $$$ (cash bonus)	A low start into Shocker Kahn. It's worth $200 for the first person who sends it. You must have 2 witnesses, a judge, or video to claim the cash.
73c	v??	1465	Project* $$$ (cash bonus)	Slightly overhanging thin pulling. Several moves. Start on the small edges on the right side of the boulder and climb straight up. It's worth $200 for the first person who sends it. You must have 2 witnesses, a judge, or video to claim the cash.
73d	v5	448	Silk The Shocker***	Super fun!! Starts with your left on the lower edge and your right on the high edge/side pull on the right side of the arete.
74			**Razor Boulder**	
74a	v5	437	Razor Burn*	Start on the nasty edges and climb straight up.

Creek Area (Boulders 75-76)

Map#	Grade	Value	Name	Description
75			**The Disasteroid**	Really cool overhanging boulder with slopey but good top outs. A good boulder to brush up on your mantleing skills.
75b	v3	276	Swamp Preacher*	Start on the small slopey hold and climb straight up through slopers to top out. Yes, the crack is on.
75c	v1	174	Dudley Damn Right	Big friendly holds to a chill finish. Start with your left on a good pinch and your right on a small edge and climb straight up. Looks like a crack problem but you never really use the crack.
75d	v3	263	Dragon Ballsy*	Looks much harder than it is and climbs much better than it looks. Start low on two small edges and climb straight up. The big crack to the left is a great foothold which makes this problem surprisingly friendly. Standard flat top out.
75e	v3	280	Death By Downy**	Good holds on a nice overhang. Start low and right on the good match hold. Climb up and left to top out.
75f	v6	570	Disasteroid**	A great overhanging problem with some long powerful moves. Start low on the slopey rail and climb straight up. Top out slightly left. If you can pull the direct mantle you get some serious bragging rights.
75g	v5	436	Disasteroid (stand)**	A friendlier version of this hidden classic. Start on the good edges and climb up. Top out slightly left.
75h	v8	870	Whistle Pig Wrastlin'**	Ever wrestled a whistle pig? This excellent problem offers a taste. Great burly pullin' to slopey funky top out. Start on the low slopers and climb straight up to the stout somewhat cryptic finish.
75i	v5	424	Hot For Creature	Start with your left on the weird split finger pockets and your right on the low sloping edge and top out up and left.



Sasquatch***, v6, 80g
Sasquatch Boulder, Zen Garden

Zen Garden (Boulders 79-94)

Definitely worth the walk. About five minutes below the Air Jesus boulder. Plenty here to spend the whole day and then some. Enjoy the soothing trickle of a mountain stream while crushing the crap out of some sweet boulder problems.

How to get there? From the bottom of the gravel road walk down the paved road until you see the trail on the right. Please keep an eye out for cars. Let's keep Hound Ears happy!

Map#	Grade	Value	Name	Description
79			**Hell Club Boulder**	Overhanging with a friendly height and landing.
79a	v5	421	The Deep	Start really low under the small roof. Friendly starting holds lead to long reaches and a relaxing top out.
79b	v1	166	Big Boy Britches*	Start on the good rail. Make a big move to the friendly finish.
79c	v1	164	Big Boy Pants**	Start on the good rail. Make a big move to the friendly finish.
79e	v6	545	Hell Club**	Cool little steep one. Start low on the blunt arete. Climb it! Fun moves.
79f	v2	224	Angel Fight Club*	Start low and climb straight up the cool pockets and good edges to a friendly finish.
80			**Big Foot Boulder**	Pockets, edges, slopers and jugs! A beautiful boulder with a little bit of everything. Amazing couple of hard ones on the back side.
80a	v3	284	Big Mouth*	Cool little bulge problem. Start with both hands in a good slot. Reach to the big mouth hold and finish straight up.
80b	v4	362	Tough One While He's Away*	A fun bulge. Start with your left in a good slot/pocket and your right on a low smooth crystal. Climb straight up to a slopey but friendly finish.
80c	v8	900	Hard One While He's Away*	Start with your right on a small edge and your left on a lower small hold. Climb up into Tough One While He's Away. You can't get credit for doing both problems.
80d	v??	1450	Project $$$ (cash bonus)	A funky bulge with weird holds. It's worth $200 for the first person who sends it. You must have 2 witnesses, a judge, or video to claim the cash.
80e	v2	222	Almas*	Two small holds followed by nice friendly ones. Start low on small holds at the base of the arete. Climb up and right using the big flat holds.
80f	v4	355	Wendigo***	Start matched on the small edge to the right of the arete. Climb up and left to finish on jugs.
80g	v4	360	Bominable**	A beautiful problem. Start with your right on the high cool sloper pinch and your left on the jug hold. Climb straight up. Top out left once you reach the sloping lip.
80h	v9	1065	Cryptozoology***	Another beautiful hard line. Start left hand on obvious edge right hand on low two finger pocket. Move right hand to sloper side pull, left to sloper edge. Make big move to sloper pinch. Move to sloper on the lip and traverse left to top out
80i	v6	575	Sasquatch***	A beautiful line! Start low and climb up and left through the bad side pull. Once you attain the good edge feature to the left make a big move to the lip where you are rewarded with a fairly tame finish.
80j	v5	456	The Yeti***	Mega classic proud funkiness. One of my favorites. Start low and climb up through the big left side pull/pocket/pinch. Climb up until you can hit the good sloper on the lip. Reach up and left to the small sloper and finish up with a cool top out.
80k	v1	178	Bigfoot*	Start low with both hands in underclings. Climb up and right. Even with the giant "Bigfoot" it's still pretty tricky. The large block holds to the right are off route for your hands. You can use them for feet once you reach the lip.
80l	v0	143	Yowie	Start on the good hold under the small roof and climb out to the left toping out using the big foot.

80m	v4	362	Cold Metal*	Friendly holds lead to a funky top out. Not scary. Just Funky. Start low under the roof and climb straight up to finish.
80n	v3	279	Gimme Danger*	Start low in the center and climb up through the slopers to finish up and right. Not actually dangerous by the way.
80o	v1	179	Danger Free Guarantee*	Start low on good holds and climb up through more good holds.
80p	v1	172	Tommey Slab	Start low and make a couple of funky moves to get up on the slab proper. Top out up and right.

81 Swamp Monster Boulder — Fairly short boulder overhanging the creek.

81b	v2	225	Demeaner-In-Chief	Left hand on a good sloper/jug and your right in the flat pocket/edge. Climb up.
81c	v3	283	Swamp Monster**	Climbs the center blunt arete. Left in the good sloper/edge and your right on a low sloping edge. Climb up the right side of the arete to finish.

82 Misfit Boulder — Cool boulder with some friendly lower angle problems and a couple of really hard slabs.

82a	v1	161	Underbelly	Start on the big sloper over the little roof and climb up and right to finish by topping out the down climb.
82b	v0-	102	The Down Climb	Start low and climb straight up. Climb back down the way you went up.
82c	v0	136	I Don't Know Slab	Start low and climb straight up through the good pockets and edges.
82d	v0	135	No Clue Slab	Start low and climb straight up through the good pockets and edges.
82e	v1	175	Misfit Arete**	Really fun, funky, bearhuggy arete with a cool finish. Starts low and tops out on the right side of the arete.
82f	v4	355	Pockets the Clown**	A great slab problem. Start with your left on the weird slopey undercling and your right on a smaller edge undercling. Climb up and left through slopers, pinches and pockets for a fun finish.
82h	v??	1470	Project $$$ (cash bonus)	Start low in underclings and climb up and right by any means possible. Finish on the good obvious feature. It's worth $200 for the first person who sends it. You must have 2 witnesses, a judge, or video to claim the cash.

83 Criss Cross Boulder — One really cool arete.

83a	v2	227	Criss Cross Arete*	Start with your left hand on small side pull and your right on the sloping dish on the arete. Cool moves lead to a friendly finish.

84 Ball & Chain Boulder — Super friendly holds with fun finishes. Perfect height. Everything is a little overhanging.

84a	v4	358	Distance	Start low on the far left side of the boulder. Left hand in a good slot and your right in the lower slot. Climb straight up to the weird finish.
84b	v4	357	Six Foot Fist Bump*	A really fun slightly overhanging rig with bit of a puzzler finish. Start low. Climb up and left through the big sloper side pull. Finish up and left.
84c	v3	281	Ball and Chain**	Classic good times! Start low in the two cool pod holds. Climb straight up to the big jug to finish over the bulge.
84d	v4	345	Headrush*	Start on the low sloper pocket and climb straight up to slopers to finish.
84e	v2	223	Freemason**	Really good pulling on this one! Start low and climb straight up to the friendly finish on small knobs.
84f	v0	122	Attempted Murder of Crows	Start on the good crystal rail and climb up through the big holds. Casual.
84g	v2	210	Hang Ten*	A fun gimmick. You must have both hands on the two low start holds at the same time to start the problem. You figure out how to get on!

85 Quarantine Boulder — Mega classic big boulder. Perfect size and height. Lot's of warm ups and fun climbs.

85a	v0	124	Weaponized Handshake	Climb the small slab.
85b	v0	126	Skinny Roll	Good warm up. Start in the low horizontal seam and climb straight up.
85c	v0	124	Fat Roll	Start in the good obvious horizontal seam and climb straight up.
85d	v1	169	Stepchild	Climb the upper blunt slab arete. Start by standing on the low broken block with your hands in the sloping undercling. Climb up using the good layback cracks, slopers and knobs.
85e	v2	218	Weaponized Bible*	Start with your left on the cool side pull/undercling/pinch and your right on a small edge. Climb straight up. Traversing left into "Isolation's" big seam is off route.
85f	v3	277	Anxiety**	Grab slab pulling on pockets, slopers and knobs. Start with your left hand on a good undercling and your right on small crystal edge. Climb straight up the proud slab.
85g	v2	229	Weaponized Milk***	A great problem with cool features. Start with your left on a small sloper and your right in a small pocket. Climb up using the big cool feature.
85h	v3	285	Isolation	Start with your left on a small sloper and your right on the good edge. Climb straight up through the slopers to the right of Weaponized Milk.
85i	v2	211	Double Creature*	Fun climbing on friendly holds. Start with your right on the giant knob feature and your left on a good edge. Climb straight up.
85j	v1	173	Plate Techtronics	Start with both hands on the good plate hold and climb straight up.
85k	v1	176	Mother Inferior	Start low on the good holds and climb up just to the left side of the arete.
85l	v2	228	Infestation**	Start in the good holds and climb this super classic arete. Nice moves with cool mostly friendly climbing. Finish to the left of the arete.
85m	v3	283	Quarantine**	Very classic. Start low with both hands in the big block hole to the right of the arete. Climb straight up to finish. The arete is off route. Traversing left around the arete to finish is off route.
85n	v5	446	Badasstronaut***	Cool big moves lead to a fun finish. Start low on good edges. Make some big moves straight up before moving left to the crack to finish.
85o	v9	1167	The Intruder**	Start low on the crimp rail and climb right into Intruder Alert. Finish the same as Intruder Alert.
85p	v8	921	Intruder Alert**	A nice, slightly overhanging problem with some big moves. Start low with your left on a positive side pull and your right on the smaller side pull to the right. Blast up and slightly right to a fairly good hold. Finish straight up.



Intruder Alert***, v8, 85p
Quarantine Boulder, Zen Garden

85r	v6	558	Diamond Princess**	Great problem. Start low and climb up through the sloping crimps to finish
85s	v4	344	Cubic Zirconium Princess*	A high start of Diamond Princess. You can not get credit for doing both. Start with your left on the small sloper and your right on the edge/sloper/pinch hold and climb straight up.
85t	v4	351	Iso	Start on the funky edges and climb straight up. Pretty strange climbing.

86 Tip Boulder A small bulge boulder just below the Reaper Wall

86a	v5	425	Just The Tip	Start on the two low edges and climb straight up the funky bulge.

87 Seppe Boulder A small bulge boulder just above the Quarantine boulder.

87a	v2	206	Seppe's March	Start low on the good holds under the small roof. Climb straight up.

88 Reaper Wall Great short top ropes. A proud wall with lots of fun climbs. Cracks, laybacks, pockets, and slopers. What could go wrong? Bring a harness.

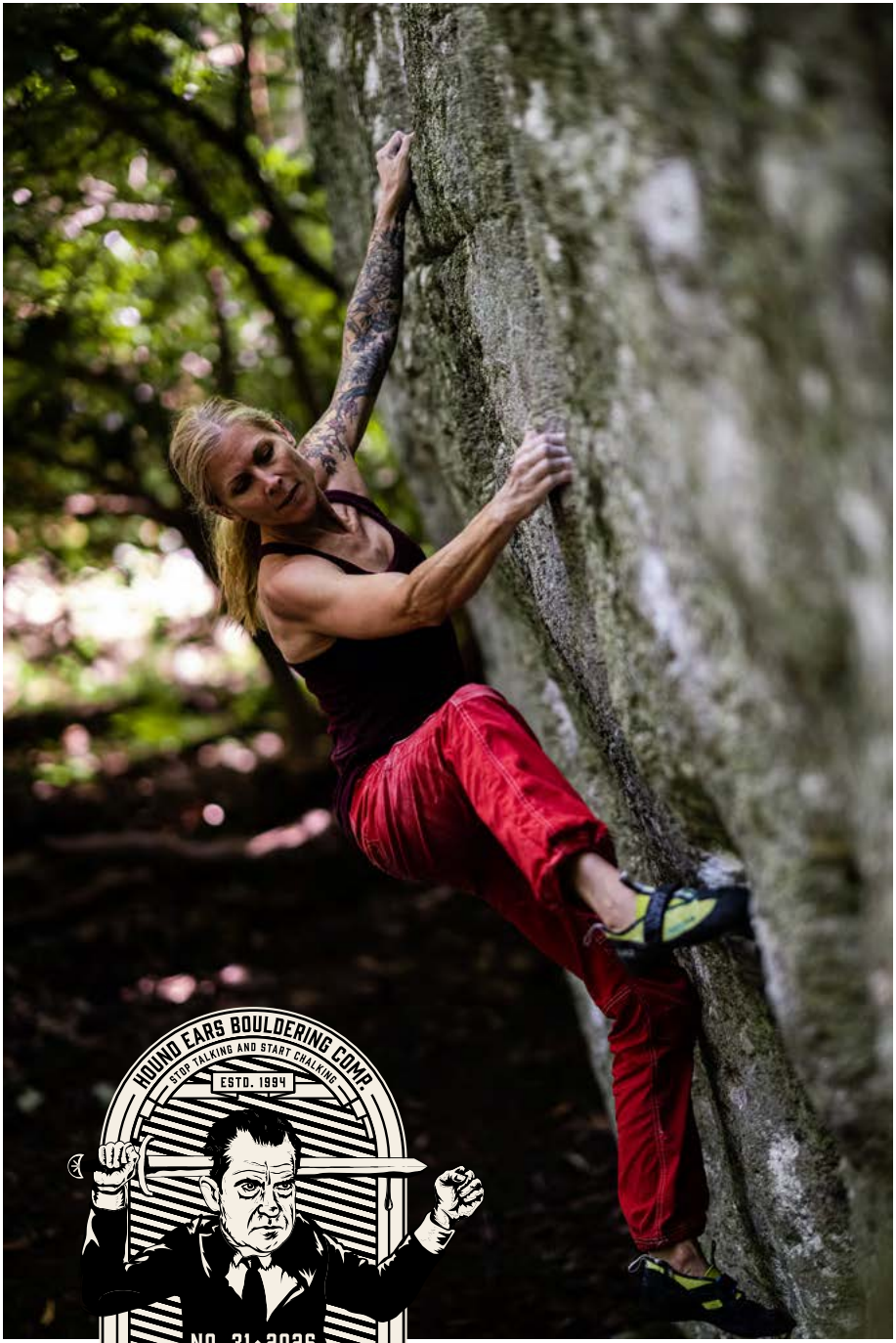
88b	5.10	354	Asteroid Belch***	Start with your left on a big funky side pull and your right in crystal undercling. Climb up through the cool features.
88c	5.10	452	Crisis Crack***	Really good crack climbing with variety of great jams and laybacks.
88d	5.11	449	Heavy Liquid**	Start with your left on a good side pull in your right on high sloping edge. Climb straight up through the side pulls and pockets.
88e	5.9	205	Don't Beer The Reaper	Start on the massive jug and climb up.

89 Search and Destroy Boulder Cool slopers on a slight overhang as well as some fun slabs.

89b	v2	216	World's Forgotten Boy*	Fun arete climb on good holds and slopers. Start low with your left in a good pocket and your right on a jug. Climb up the arete.
89c	v3	278	Love in the Middle of a Fire Fight***	Great problem with jugs, a big pinch and cool slopers. Start low on the good holds. Reach up to the sweet big ol' pinch. Then climb up to the right to finish on the good slopers. Do not traverse left to the arete.
89d	v5	453	Search and Destroy***	Alert! Alert! Slopers! Classic moves. Start with your left on the good sloper and your right on the small side pull. Climb straight up to the slopey fun finish. DO NOT traverse left.
89e	v6	564	Search and Destroy Low**	Start on the low good holds and climb up into "Search and Destroy." You can not get credit for doing both problems.
89f	v8	865	Hakona Montata	Start on the small pockets and climb straight up.

90 Face Up Boulder Slightly overhanging wall with some great problems.

90a	v0	139	April Ghouls*	Super friendly holds with some fun moves. Start low in the nice soft jug. Reach up left to the good jug and then high right to the good side pull. A friendly finish follows.
90b	v3	266	Face Left**	Start with your left on a small sloper and your right on a good edge. Climb up and left to finish.
90c	v7	719	Jigsaw**	Start low on small edges. Finish on "Face Left."



Sasquatch***, v6, 80g
Sasquatch Boulder, Zen Garden



Wendigo***, v4, 80f
Sasquatch Boulder, Zen Garden

90d	v5	438	Special Spam**	Start low on small edges. Finish on "Face Left."
90e	v2	221	Face Up*	Start with both hands on the good edge and climb straight up.
90f	v4	346	Face Lift**	Pretty Classic. Start with your left on a low small positive edge and your right on a very low good hold. Climb straight up. Finish on the left side of the arete.
90g	v0	142	Face Up Arete	Climb the obvious arete. Finish up and right. Super chill.

91 Turn Up Boulder — Low boulder with good pockets.

91a	v6	573	Turn Up The Hell***	Great climbing. Very classic overhanging pocket problem. Good pockets, slopers and knobs. Start low on the good pockets and climb up through smaller pockets to a really cool finish.

93 Fun House Boulder — A little bit of everything. Overhangs, slabs, bulges, slopers, pockets, underclings, and good times.

93a	v3	253	Descending Angel	Start low in the jug seam and climb straight up the small edges.
93b	v2	218	House Arrest*	Start low to the left of the tree and climb up.
93c	v4	356	Fun House**	Good overhanging climbing with friendly holds. Start on the low good holds in the center of the wall and climb straight up through the slopers and edges.
93d	v5	449	Red Right Hand**	Slopers!! Start on the bad sloper and climb up and right through more slopers. Finish on the good holds to the right of the high point of the arete.
93e	v4	348	Blue Glove	Start low on the arete and climb into Red Right Hand.
93f	v0	109	Last Caress	Start low and climb straight up.
93g	v1	172	First Regress*	Start low in the nice fat underclings and climb straight up through some cool moves to finish.
93h	v3	282	Decepticon 3,000*	From the maker of Decepticon 2,000. Start low in the underclings and climb up this funky slab. Named after the Grandmother classic. Very similar.

94 Eye Wall — Good stuff! A little steep pulling and some fun face climbing.

94a	v5	455	Deadeye**	A classic undercling problem. Start low in the big undercling feature. Climb out left to a friendly finish.
94b	v3	274	Eyeshot**	Really fun one. Start in the big underlcling and climb up and right to the big eye jug. From there finish up and left using the funky busted eye pocket. Traversing to the right after the big eye jug is off route. You must finish up and left.
94c	v2	228	Through The Eye***	Classic climbing. Start the same as "Eyeshot" but keep climbing up and right to finish. Gets a little tall.
94d	v1	180	Red-eye*	Climb the obvious feature up and left.
94e	v0	138	Blind Eye	Climb straight up the tall face on great holds.

Forbidden Forest (Boulders 95-96)

The newest addition to Hound Ears. A short walk from the Zen Garden. Worth the walk. About five minutes below the Air Jesus boulder.

How to get there? From the Zen Garden, take the trail to the left of the Quarantine Boulder. Take a left at the Turn Up boulder. A short walk will get you there. Please do not walk up to the road above the Whiplash Wall. Help us keep Hound Ears happy!

Map#	Grade	Value	Name	Description
95 Thulsa Doom Boulder				It's a big a steep boulder with some beautiful problems.
95a	v?	800	Project*	Start here and climb the seam out left to top out. If you do it, let us know what time you did, what grade you think it is, and name you'd like.
95b	v??	2400	Project* $$$ (Cash Bonus)	Start here and climb up straight up. Finish on the left side of the arete. It's worth $200 for the first person who sends it. You must have 2 witnesses, a judge, or video to claim the cash.
95c	v8	909	Crom*	Start here and climb up and right to finish on the obvious top out.
95d	v7	711	Thulsa Doom***	Start here and climb straight up to top out.
95e	v7	683	Spine Grinder Low***	Start here and climb straight up to top out.
95f	v5	451	Spine Grinder***	Start here and climb straight up to top out.
95g	v8	915	Sidewinder***	Start here and climb straight out the roof. Finish up and right.
95h	v3	270	Maneater*	Start in the good holds in the cave. Climb up and left top top out.
96 Whiplash Wall				A huge wall with lots of future possible sport routes. Some great steep problems along the base.
96a	v6	568	Whiplash**	Steep, big moves, pretty good holds. Let's go! Start low under the overhang on the left side of the wall. Climb up and left to top out on the highball jugs.
96b	v3	272	Crackalator**	Steep climbing out a fun jug crack. Start with your left on the low sloping pinch and your right in the low undercling. Climb out the obvious crack to top out. Once you are standing on the lip of the overhang you are finished.
96c	v5	444	Trickster**	Steep and stout with some cool foot trickery. Start with each hand in the low underclings. Climb straight out the roof to the finish. Once you are standing on the lip of the overhang you are finished. The crack of Crackalator is off route for your hands.
96d	v8	849	Squeeze Job***	Cool steep sloper squeezing with a few edges thrown in. Start with both hands matched on the funky sidepull/undercling. Climb straight out the roof to the finish. Once you are standing on the lip of the overhang you are finished.

TIME TO STOP TALKING AND START CHALKING

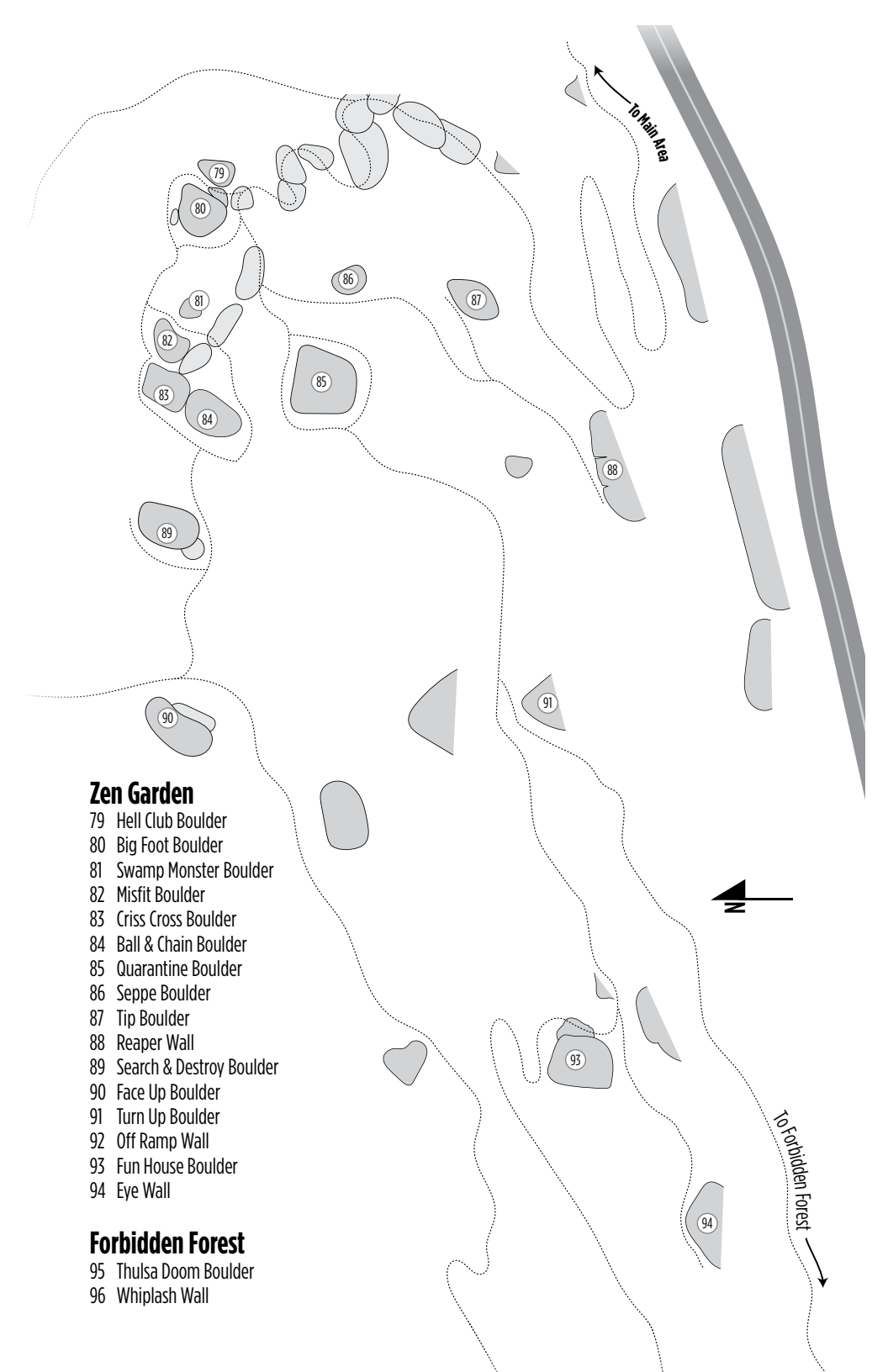
NO. 31 2026

HOUND EARS

Bouldering Comp.

PRESENTED BY

ARC'TERYX



Zen Garden

79 Hell Club Boulder
80 Big Foot Boulder
81 Swamp Monster Boulder
82 Misfit Boulder
83 Criss Cross Boulder
84 Ball & Chain Boulder
85 Quarantine Boulder
86 Seppe Boulder
87 Tip Boulder
88 Reaper Wall
89 Search & Destroy Boulder
90 Face Up Boulder
91 Turn Up Boulder
92 Off Ramp Wall
93 Fun House Boulder
94 Eye Wall

Forbidden Forest

95 Thulsa Doom Boulder
96 Whiplash Wall



Crom***, v8, 95c
Thulsa Doom Boulder, Forbidden Forest



Spinegrinder Low***, v7, 95e
Thulsa Doom Boulder, Forbidden Forest



The Heretic****, v3, 69d
Heretic Boulder, Heretic Area



Lucky Day In Hell***, v3, 27t
Lucky Day In Hell Boulder, The Corridors



Right Oddity**, v5, 25d
Oddity Boulder, Hidden Area

Problems By Grade

Map	Rating	Point Value	Problem Name
V0-			
19f	v0-	102	Three Pigs
82b	v0-	102	The Down Climb
52b	v0-	106	Grotto Warm Up
93f	v0-	109	Last Caress
4l	v0-	110	The Open Book
35d	v0-	110	Bonefinger
15a	v0-	111	Slabergasm
V0			
43a	v0	119	The Remoralizer
58d	v0	121	Something Smells Fishy
66n	v0	121	He Had Him One A Dem Brainerisms
84f	v0	122	Attempted Murder of Crows
58e	v0	123	It Ain't Rocky Science
85a	v0	124	Weaponized Handshake
85c	v0	124	Fat Roll
57a	v0	125	Do What Now?
85b	v0	126	Skinny Roll
2a	v0	127	Watauga Two Step
6c	v0	127	Hog Leg
23t	v0	127	Maxum
57c	v0	127	Jugify
6d	v0	128	Easy Does It
7a	v0	129	I've Got A Tree In My Head
27k	v0	129	Conspiracy
40f	v0	130	Screwdriver**
20a	v0	130	Goose's Problem
57b	v0	130	Hike & Quit
63d	v0	130	The Great American Bailure
63m	v0	130	A Perfect Erkel**
6b	v0	131	Collision
10g	v0	131	Blackmail
19e	v0	131	Sir Jugalot
68a	v0	131	Butt Putt
10k	v0	132	The Edge
27g	v0	132	Cadence
45l	v0	132	Nada
2b	V0	133	Amy Fisher
4o	v0	134	Warm Up Traverse
6e	v0	135	Warm Up Arete
33i	v0	135	First To Go***
25a	v0	136	Burning Arete
49a	v0	136	Super Cool And Guns*
82d	v0	135	No Clue Slab
27i	v0	136	Dishes and Jugs
82c	v0	136	I Don't Know Slab
25g	v0	137	Jada
40m	v0	137	Back Scratcher*
52c	v0	137	Gravedigger
2d	V0	138	Andy's Ladder***
37c	v0	138	Quartz Movement
94e	v0	138	Blind Eye
10m	v0	139	I Speak Jive
90a	v0	139	April Ghouls*
11b	v0	140	Corridor Slab*
19c	v0	140	The Jughaul Traverse**
25b	v0	140	The Guillotine***
34a	v0	140	Cuz I Can*
40h	v0	141	Vendetta***
90g	v0	142	Face Up Arete
80l	v0	143	Yowie
V1			
32e	v1	158	Hyde
52d	v1	159	Salad Bar 3-Way
33c	v1	160	Macro Man
27l	v1	161	Lard-Ass
59b	v1	161	Rape The Toaster**
82a	v1	161	Underbelly
27e	v1	161	Left Handed Spoon
8f	v1	162	Give Me A Break
24a	v1	162	Corridor Crack
58c	v1	162	Rhodo Cop
65a	v1	162	Watchamacallit
66m	v1	162	Sean's Brain**
81a	v1	162	Eli's Day Out
10f	v1	163	Ernie's Crack
10L	v1	163	Don't Call Me Shirley
64j	v1	163	By The Foot
65r	v1	163	Snickers*
10i	v1	164	Crystallized
79c	v1	164	Big Boy Pants**
4f	v1	165	Tree Problem
26a	v1	165	Little Jack Corner*
41a	v1	165	Huggy Bear
45k	v1	165	Nowhere Man
42c	v1	166	Low Down Brown
64i	v1	166	Step And Fetch It
79b	v1	166	Big Boy Britches*
33j	v1	167	First To Be Last
63o	v1	167	Trew Is Stranger Than Friction
34d	v1	168	Leisure Suit Larry*
42b	v1	168	Stoned Emaculate
85d	v1	169	Stepchild
2i	V1	170	Plumber's Butt
4n	v1	170	Bodford's Crimpers
35c	v1	170	Dog Bone*
50a	v1	170	Werewolf Sex
19f	v1	171	Tin Man
45c	v1	171	Roto Rooter
59a	v1	171	The Million Man March**
65o	v1	171	Almond Joy**
45b	v1	172	Strip Ouija Board
27q	v1	172	Kentucky Waterfall*
49g	v1	172	Dain Bramage
80p	v1	172	Tommey Slab
93g	v1	172	First Regress*
57e	v1	173	Der Underclinkin
66l	v1	173	The Big Grey They***
85j	v1	173	Plate Techtronics
14l	v1	174	Man In A Box*
21k	v1	174	Tool
29h	v1	174	Motor Head*
75c	v1	174	Dudley Damn Right
68d	v1	175	Crazy Luxurious Butt Putt Traverse
40n	v1	175	Roger Ramjet*
66i	v1	175	Grey Matter***
82e	v1	175	Misfit Arete**
4a	v1	176	Pocket Head
19b	v1	176	The Truth
23e	v1	176	Pop, Smear, Pop
85k	v1	176	Mother Inferior
31a	v1	177	The Fern Problem*
35b	v1	177	The Spine***
52a	v1	177	Grotto Slab
54d	v1	177	Evil Dead 1*
72a	v1	177	The Locust*
4m	v1	178	The Dip*
7b	v1	178	Harum Scarem**
40l	v1	178	The High Country***
80k	v1	178	Bigfoot*
89d	v3	278	Love in the Middle of a Fire Fight***
40c	v1	179	Rum & Coke**
40j	v1	179	Monster Truck****
72b	v1	179	Hacksaw Torch Song*
80o	v1	179	Danger Free Guarantee*
68c	v1	180	Crazy Dave's Roof Problem
92d	v1	180	Red-eye*
V2			
1g	v2	204	Blacksmith
5b	v2	205	Black Jack Mulligan
19g	v2	205	Get A Leg Up
15d	v2	206	Evil Slug
87a	v2	206	Seppe's March
1h	v2	207	The Watering Trough*
19l	v2	207	Something
23k	v2	208	Larry Problem
40d	v2	208	Gin & Juice***
40e	v2	209	Seven & Seven**
1i	v2	209	Horse Shoe Nail
66j	v2	209	Brain Freeze***
29i	v2	210	Knuckle Head*
40o	v2	210	Stunned & Stoned
64b	v2	210	Two Pitch Bulge
84g	v2	210	Hang Ten*
39j	v2	211	Could Be Trew**
85i	v2	211	Double Creature*
6j	v2	212	The Slatherine
33b	v2	212	Underclingman
45j	v2	213	Don't Do Crack*
72c	v2	213	Abracapocus*
33e	v2	214	Stretch Armstrong*
63n	v2	214	Dead Nugent*
2c	v2	215	The Curly Shuffle*
71c	v2	215	Tuggernaut*
6cc	v2	216	Not So Easy Does It
59g	v2	216	Two Dollar Weekend***
89b	v2	216	World's Forgotten Boy*
19a	v2	217	Big Black Limo Took Mrs. Jenkins to Hell
33d	v2	217	The Last Arete*
64u	v2	218	Rocking Horse
68b	v2	218	The Most Luxurious Roof Problem**
85e	v2	218	Weaponized Bible*
93b	v2	218	House Arrest*
4i	v2	219	Right Trash Can***
26c	v2	219	Meet The Planet**
11i	v2	220	Breach
35a	v2	220	License To Thrill**
4c	v2	221	The Iron Cross*
9a	v2	221	The Budge
90e	v2	221	Face Up*
27p	v2	222	Tennesse Neck Flap*
49f	v2	222	Daved And Confused*
57g	v2	222	Triptastic
80e	v2	222	Almas*
4b	v2	223	Ripper Direct***
11k	v2	223	After Birth
84e	v2	223	Freemason**
1l	V2	224	Male Bonding**
8d	v2	224	The Love Theme From Matlock
79f	v2	224	Angel Fight Club*
21d	v2	225	Folgers***
81b	v2	225	Demeaner-In-Chief
40g	v2	227	Tang & Tonic**
45a	v2	227	Jerusalem Cruiser
83a	v2	227	Criss Cross Arete*
85l	v2	228	Infestation**
94c	v2	228	Through The Eye***
85g	v2	229	Weaponized Milk***
V3			
8h	v3	248	Instant Scar
57d	v3	249	Reach
95a	v3	253	Descending Angel
22b	v3	254	Dat Bitch Goldie Locks
23l	v3	255	Bachar Cracker
10d	v3	256	Outer Limits
14h	v3	256	Mini-Blade**
14b	v2	257	The Reach
4e	v3	258	Ripper Traverse*
14g	v3	258	Rocket Surgery*
14a	v3	259	Meatball
34c	v3	259	Malice In Wonderland*
27j	v3	260	Caligula
64l	v3	262	Found Traverse
21h	v3	262	Satan's Cookie
75d	v3	263	Dragon Ballsy*
23s	v3	264	Minimum
1f	v3	265	Dead Ringer*
56b	v3	265	The Passage*
66f	v3	266	Lobotomy
90b	v3	266	Face Left**
27w	v3	267	Drop-Kneeanderthal
32a	v3	267	Tater Mantle
56g	v3	267	Never Look A Gift Whore In The Mouse
56h	v3	267	Judy Chop
61a	v3	267	Buford T. Bustass
40k	v3	268	Big Daddy**
11c	v3	269	Alfred Hitchcock***
27v	v3	269	Future Primitive*
56d	v3	269	Crystal Ball*
1o	v3	270	Der Asel*
5c	v3	270	Nature Boy Buddy Landell
27n	v2	270	Mush Mouth
95h	v3	270	Maneater*
1d	v3	271	Dog Leg Left
33h	v3	271	Micro Man**
65p	v3	271	Big Dude**
33f	v3	272	Maypop*
50f	v3	272	Dr. Bizzarro*
96b	v3	272	Crackalator**
16a	v3	273	Yoda*
27u	v3	273	The Full Boar*
17h	v3	274	Sweet Leaf
33g	v3	274	Jimmy Dean*
94b	v3	274	Eyeshot**
6f	v3	275	Cracker Backs
35e	v3	275	Earthworm Jim**
63j	v3	275	Blanket Party*
27o	v3	276	Skullet*
64w	v3	276	Griz Kringle***
69f	v3	276	Ass Over Tea Kettle
75b	v3	276	Swamp Preacher*
34b	v3	277	The Tunnel*
39k	v3	277	Brutus***
66h	v3	277	Teezer
85f	v3	277	Anxiety**
10o	v3	278	Sweatin' Like Ted Striker***
69e	v3	278	Minister Sinister
29f	v3	279	Frogger
62c	v3	279	Donnie Osmanaut*
76c	v3	279	Birth Quake**
80n	v3	279	Gimme Danger*
39c	v3	280	Snake Charmer*
54c	v3	280	Evil Dead 2****
75e	v3	280	Death By Downy**
10a	v3	281	Tall Cool One****
27t	v3	281	Lucky Day In Hell***
40b	v3	281	Jack & Ginger**
66k	v3	281	Schizoid**
84c	v3	281	Ball and Chain**
44e	v3	282	Natural Selection***
59h	v3	282	Three Dollar Weekend***
93h	v3	282	Decepticon 3,000*
23o	v3	283	Paul Bunyun*
29k	v3	283	The Bedafile
71b	v3	283	Moss Angel***
81c	v3	283	Swamp Monster**
85m	v3	283	Quarantine**
2h	v3	284	Jaws**
9c	v3	284	The Judge**
39d	v3	284	Coffin Boy**
80a	v3	284	Big Mouth*
9d	v3	285	The Trudge**
85h	v3	285	Isolation
69d	v3	285	The Heretic****
V4			
64c	v4	333	The Funky Bunch
1b	v4	334	Mrs. Thick
63i	v4	335	Wyatt Riot**
9i	v4	335	The Udge
9d	v4	335	The Fudge*
28d	v4	336	Meathook
65q	v4	336	Twix
9g	v4	337	The Nudge*
21f	v4	337	Hard Charger**
9f	v4	338	The Grudge*
27m	v4	338	Captain Chaos
28c	v4	338	Rebecca's Kiss**
9c	v4	339	The Deviant***
27x	v4	339	Return To The Egg
62b	v4	339	Blob Hope**
64d	v4	339	Reach Bulge**
8b	v4	340	Left Mushroom**
28b	v4	340	Twister*
30b	v4	340	Reach Around
8g	v4	341	Abracadaver

Problems By Grade

Map	Rating	Point Value	Problem Name
29j	v4	341	Soiled Pillow*
33a	v4	341	The Last Traverse
64x	v4	341	Doctor Zoo**
19h	v4	342	Get A Leg Under
14j	v4	342	Pivot Man**
14d	v4	343	The Machinist**
11f	v4	344	Birthin' Babies*
85s	v4	344	Cubic Zirconium Princess*
63k	v4	344	Hopeless Pocus**
17g	v4	345	Pimpus**
62d	v4	345	The 'Lectric Cow Incident*
64t	v4	345	A Pinch of Fault*
84d	v4	345	Headrush*
17f	v4	346	Slampus**
39l	v4	346	The Echo Chamber****
90f	v4	346	Face Lift**
23b	v4	347	California Tom's Bulge
29c	v4	347	Left Oddity*
45i	v4	347	Air Jesus (Classic Version)***
21e	v4	348	True Grip**
26d	v4	348	Captain Crunch**
44a	v4	348	Jump Start**
93e	v4	348	Blue Glove
6i	v4	349	Broken Bottle
23q	v4	349	Jim's Bulge*
64m	v4	349	The Ghoul
2j	v4	350	The Claw***
3l	v4	350	Bracheator***
17b	v4	350	Mr. Silly*
17c	v4	351	Nameless***
25c	v3	351	Fire Pit*
64h	v4	351	Mellman's Face
85t	v4	351	Iso
4d	v4	352	Woody's V3**
29e	v4	352	Bull Frog***
45g	v4	352	Air Lucifer ***
65i	v4	352	The Janitor***
27d	v4	353	Chicken Head
64r	v4	353	Repressor***
50b	v4	354	Upright Citizens Brigade***
66g	v4	354	Frontal Lobe
4h	v4	355	Swab Story Direct**
53c	v4	355	Heart of Darkness**
80f	v4	355	Wendigo***
82f	v4	355	Pockets the Clown**
93c	v4	356	Fun House**
40i	v4	356	Daddy Too Big***
63c	v4	357	The Sleeping Giant**
84b	v4	357	Six Foot Fist Bump*
30a	v4	358	Fuco's Lament**
54b	v4	358	Army of Evil Dead***
84a	v4	358	Distance
19d	v4	359	The High Life***
24i	v4	359	Kosmic Karma***
2g	V4	360	Jaws 2***
24c	v4	360	Pocket Problem***
80g	v4	360	Bominable**
3m	v4	361	Three Star Traverse***
27a	v4	361	Shock Loader**
40a	v4	361	Icarus***
80b	v4	362	Tough One While He's Away*
80m	v4	362	Cold Metal*
25d	v4	363	2,000**

V5

Map	Rating	Point Value	Problem Name
72g	v5	412	Bobby Bad Apple
23f	v5	416	The Mad Splatter
6h	v5	420	Cracker Backs Sit Down
79a	v5	421	The Deep
1j	v5	422	The Anvil**
29d	v5	423	Right Oddity**
75i	v5	424	Hot For Creature
86a	v5	425	Just The Tip
39a	v5	426	Hog Belly**
64g	v5	426	Slap Arete*
58a	v5	427	Bleeding Me Out**
64p	v5	427	Neck Tan Of The Gods*
15e	v5	428	Armatron*
59f	v5	428	Satan's In The Tires***
13a	v5	429	Toe Strap The Chuck Molester**
49c	v5	429	Throwing Stars***
3c	v5	430	The Mangler*
15b	v5	431	Troublemaker
63e	v5	431	Trust Me***
23p	v5	432	Throbber
43b	v5	432	The Demoralizer**
63l	v5	432	Humble
2k	v5	433	Damage Inc.**
32b	v5	433	The Crotch Potato
25h	v5	435	Tight Spot*
32c	v5	436	Heckel*
75g	v5	436	Disasteroid (stand)**
11e	v5	437	Larry Hitchcock
39i	v5	437	Hookid Voodoo***
74a	v5	437	Razor Burn*
45e	v5	438	Air Satan***
90d	v5	438	Special Spam**
11d	v5	439	Alfred Hitchcock*** (Low Start)
3f	v5	440	Flash Or Trash***
24f	v5	440	Court And Spark***
76a	v5	440	Moss Muffin
23a	v5	441	Tommy The Cat***
61b	v5	441	Burnt Reynolds*
64v	v5	441	Horton Hears A Who**
62a	v5	442	Yabba Dabba Don't
47i	v5	442	Don't Do Crack 2 Electric Bugaloo*
76b	v5	442	Left Handed Stranger**
9e	v5	443	The Grudge (low start)**
39e	v5	443	The Long Shot*
45h	v5	443	Air Jesus (low start)***
23j	v5	444	Crankenstein**
96c	v5	444	Trickster**
3k	v5	445	Pinchin' Log***
23i	v5	445	Crank And File**
53a	v5	446	Black Palm Society*
85n	v5	446	Badasstronaut***
1n	v5	447	The Puzzler
58b	v5	448	Hamsling*
73d	v5	448	Silk The Shocker***
93d	v5	449	Red Right Hand**
65b	v5	449	The Mars Arete**
1m	v5	450	Male Bonding (Sit down)***
8c	v5	450	The Mail Slot****
59e	v5	451	Body Disposal****
95f	v5	451	Spine Grinder***
23c	v5	452	Doctor Tweek's Bulge
53b	v5	452	The Hatchet****
68e	v5	453	The Honzo Blade***
89d	v5	453	Search and Destroy***
24h	v5	454	The Crescent**
10h	v5	455	Suicidal Tendencies***
24d	v5	455	Pocket Problem Sit Down**
94a	v5	455	Deadeye**
69a	v5	456	Blasphemy***
80j	v5	456	The Yeti****

V6

Map	Rating	Point Value	Problem Name
49b	v6	524	Showing Scars
8i	v6	530	Mushroom Roof
65n	v6	531	Nasty Good*
61c	v6	535	Smokey And The Bandage*
56e	v6	545	Crystal Ball Low Start**
79e	v6	545	Hell Club**
53d	v6	550	Dearth
15c	v5	551	Habitual Neck Stepper*
65h	v6	552	The Milky Way**
69c	v6	553	The Unforgiven*
75j	v6	553	Cussword Puzzle*
17d	v6	557	They Call Me Mr. Silly**
17e	v6	558	They Call Me Nobody***
85r	v6	558	Diamond Princess**
23h	v6	560	Bastard File*
64e	v6	561	Knob Job**
29b	v6	561	Stranger Agent***
26b	v6	562	Teeterpoint*
32d	v6	563	Jeckel*
89e	v6	564	Search and Destroy Low**
14i	v6	565	The Blade***
55b	v6	565	Lost In The Exhaust*
22a	v6	566	The Clingon Warship*
65m	v6	568	Mounds**
96a	v6	568	Whiplash**
39g	v6	569	Coffin Arete*
75f	v6	570	Disasteroid**
14e	v6	571	Controller**
27c	v6	571	Desperation Crack**
72d	v6	571	Houdini**
71a	v6	572	Full Ton**
49d	v6	573	Let Go O' My Ego***
91a	v6	573	Turn Up The Hell***
54a	v6	574	Army of Darkness***
50d	v6	574	Mother's Milk***
47e	v6	575	Thunder Prow***
80i	v6	575	Sasquatch***

V7

Map	Rating	Point Value	Problem Name
23n	v7	670	Overweight Lover
2i	v7	673	Tabasco Cat***
39b	v7	674	Boss Hog**
6a	v7	675	Don Draper*
12a	v7	677	The New Vintage*
4j	v7	678	The Glove Traverse***
18c	v7	680	El Sadistico*
23m	v7	680	Toe Jam
14f	v7	681	Ground Control**
21l	v7	681	The Diving Board***
18a	v7	682	Green Dreams*
28h	v7	682	Hidden Agenda**
65e	v7	682	Mr. Butterfingers*
95e	v7	683	Spine Grinder Low***
10b	v7	684	Head Case***
17a	v7	685	Haley's Comet**
10c	v7	700	Ben's Problem
73a	v7	701	Shocker Kahn*
50e	v7	702	Poultry In Motion**
50c	v7	703	Speed Arete**
11g	v7	705	The Camel Toe
24g	v7	708	Parlez Vu Parkay**
27f	v7	710	Tijuana Hit Squad
95d	v7	711	Thulsa Doom***
28f	v7	712	Way Twisted**
2f	V7	715	Jaws 2 Direct***
23g	v7	715	Tendon Terror
29a	v7	716	Strange Agent***
64n	v7	717	Crouching Tiger**
63g	v7	718	The Proud***
90c	v7	719	Jigsaw**
59d	v7	723	Jagermeister*
63f	v7	725	John Cougar Concentration Camp***
72f	v7	730	The Blunted***
65g	v7	731	King Size Milky Way**
8e	v7	850	The Sleeper**

V8

Map	Rating	Point Value	Problem Name
64p	v8	839	God Damage*
28g	v8	840	The Jerk
65d	v8	841	Mr. Goodbar**
29g	v8	842	Floater**
96d	v8	849	Squeeze Job***
3d	v8	850	M.A.B.**
39h	v8	856	Wicked Voodoo***
27h	v8	860	Watauga Hit Squad
89f	v8	865	Hakona Montata
75h	v8	870	Whistle Pig Wrastlin'**
4g	v8	900	Between The Lines*
80c	v8	900	Hard One While He's Away*
95c	v8	909	Crom*
25e	v8	910	2,000 And Beyond
95g	v8	915	Sidewinder***
85p	v8	921	Intruder Alert**
1e	V8	922	Bronco Billy

V9

Map	Rating	Point Value	Problem Name
63b	v9	1058	Brady Problem
45f	v9	1059	Air Lucifer (low start)***
45d	v9	1060	Air Satan (low start)***
56c	v9	1060	Sprezzatura
28a	v9	1080	Twisted Agenda**
3j	v9	1090	The Tourist**
47f	v9	1095	Stupid Human***
10e	v9	1099	Living Spree***
1c	v9	1100	Mr. Thick***
49e	v9	1120	Beautiful Freak**
27b	v9	1135	Implosion
44d	v9	1140	Survival Of The Fittest***
47g	v9	1150	Rapid Fire***
3e	v9	1156	Wet Dreams**
9k	v9	1162	Pit Bull*
3g	v9	1163	Fuc Yo***
80h	v9	1065	Cryptozoology***
63h	v9	1166	Jack Sabbath**
85o	v9	1167	The Intruder**
60a	v9	1170	Snake Church***

V10

Map	Rating	Point Value	Problem Name
24e	v10	1300	The Oral Resume**
44b	v??	1300	Project
14c	v10	1349	Spare Parts
64s	v10	1350	Pimp Trick Gangsta Click**
72e	v10	1355	The Blunted Extended Start***
47h	v10	1380	Prow'd Human**
39f	v10	1390	Blood Shot**

V11

Map	Rating	Point Value	Problem Name
21a	v11	1710	Subject To Change**
9h	v11	1720	Nudging It*
3h	v11	1750	The Crusher****
3i	v11	1800	Half Price Porno**

V12

Map	Rating	Point Value	Problem Name
55c	v12	2300	Projections**

V13

Map	Rating	Point Value	Problem Name
11d	v13	3000	Random Man**

ROUTES

Map	Rating	Point Value	Problem Name
26e	5.8	140	Baby Bear
26f	5.9	177	Mama Bear**
47a	5.9	200	Boast Rider**
88e	5.9	205	Don't Beer The Reaper
26g	5.10	290	Papa Bear**
47b	5.10	350	Iron-On Man***
47c	5.10	353	The Mighty Whore***
88b	5.10	354	Asteroid Belch***
60d	5.10	355	Champagne Jam***
88d	5.11	449	Heavy Liquid**
47d	5.11	450	The Incredible Bulk***
88c	5.11	452	Crisis Crack***
60b	5.11	460	Bush Pilot*
44c	5.12	580	Ivan The Terrible***
60c	5.12a	590	Log Jammer**

PROJECTS

Map	Rating	Point Value	Problem Name
95a	v?	800	Project*
26h	v?	1100	Project
18b	v?	1101	Project $$$(cash bonus)
75b	v?	1150	Project* $$$(cash bonus)
44b	v??	1300	Project* $$$(cash bonus)
80d	v??	1450	Project $$$(cash bonus)
73c	v??	1465	Project* $$$ (cash bonus)
82h	v??	1470	Project $$$ (cash bonus)
49h	v??	1471	Project** $$$ (cash bonus)
64o	v??	1725	Project $$$ (cash bonus)
95b	v??	2400	Project* $$$ (cash bonus)

Premium BLEND

Be the first to **complete 25** of the problems on the lists below. You must be the first to turn in your score card to win. 2 competitor signatures or 1 judge signature required to get credit for each problem. Use a Starchaser scorecard. We'd advise you do these problems in the order they're listed to save yourself a lot of walking and to see if anyone else is attempting it.

FIRST PERSON TO COMPLETE 25 OF THESE PROBLEMS WINS!

Problems must be from the same list.

LIGHT ROAST

1	35b	v1	The Spine
2	33d	v2	The Last Arete
3	40j	v1	Monster Truck
4	39k	v3	Brutus
5	39d	v3	Coffin Boy
6	27t	v3	Lucky Day In Hell
7	25b	v0	Guillotine
8	21d	v2	Folgers
9	19c	v4	The High Life
10	17g	v4	Pimpus
11	14j	v4	Pivot Man
12	10o	v3	Sweatin' Like Ted Striker
13	11b	v3	Alfred Hitchcock (high start)
14	9c	v3	The Judge
15	8c	v5	The Mail Slot
16	3m	v4	Three Star Traverse
17	44d	v3	Natural Selection
18	50f	v3	Dr. Bizzarro
19	45i	v3	Air Jesus (classic version)
20	54c	v3	Evil Dead 2
21	59h	v3	Three Dollar Weekend
22	62b	v3	Blob Hope
23	64w	v3	Griz Kringle
24	66l	v1	The Big Grey They
25	69d	v3	The Heretic
26	80f	v4	Wendigo
27	80j	v5	The Yeti
28	85g	v2	Weaponized Milk

DARK ROAST

1	40j	v1	Monster Truck
2	39l	v4	The Echo Chamber
3	29e	v4	Bull Frog
4	23a	v5	Tommy The Cat
5	21f	v4	Hard Charger
6	17e	v6	They Call Me Nobody
7	14i	v6	The Blade
8	10o	v3	Sweatin' Like Ted Striker
9	11c	v5	Alfred Hitchcock (low start)
10	9b	v4	The Deviant
11	8c	v5	The Mail Slot
12	3m	v4	Three Star Traverse
13	3f	v5	Flash or Trash
14	1m	v5	Male Bonding (Sit down)
15	44a	v4	Jump Start
16	44e	v3	Natural Selection
17	45g	v4	Air Lucifer
18	54c	v3	Evil Dead 2
19	59f	v5	Satan's In The Tires
20	63e	v5	Trust Me
21	64r	v4	The Repressor
22	65i	v4	The Janitor
23	69a	v5	Blasphemy
24	69d	v3	The Heretic
25	71b	v3	Moss Angel
26	73d	v5	Silk the Shocker
27	80i	v6	Sasquatch
28	85n	v5	Badasstronaut

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