

NO. 28

2023



EST. 1994

# HOUND EARS

*Bouldering Comp.*



**TRIPLE CROWN** BOULDERING SERIES

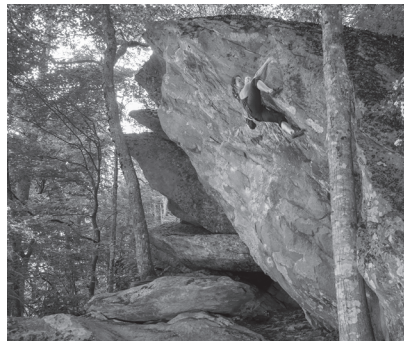
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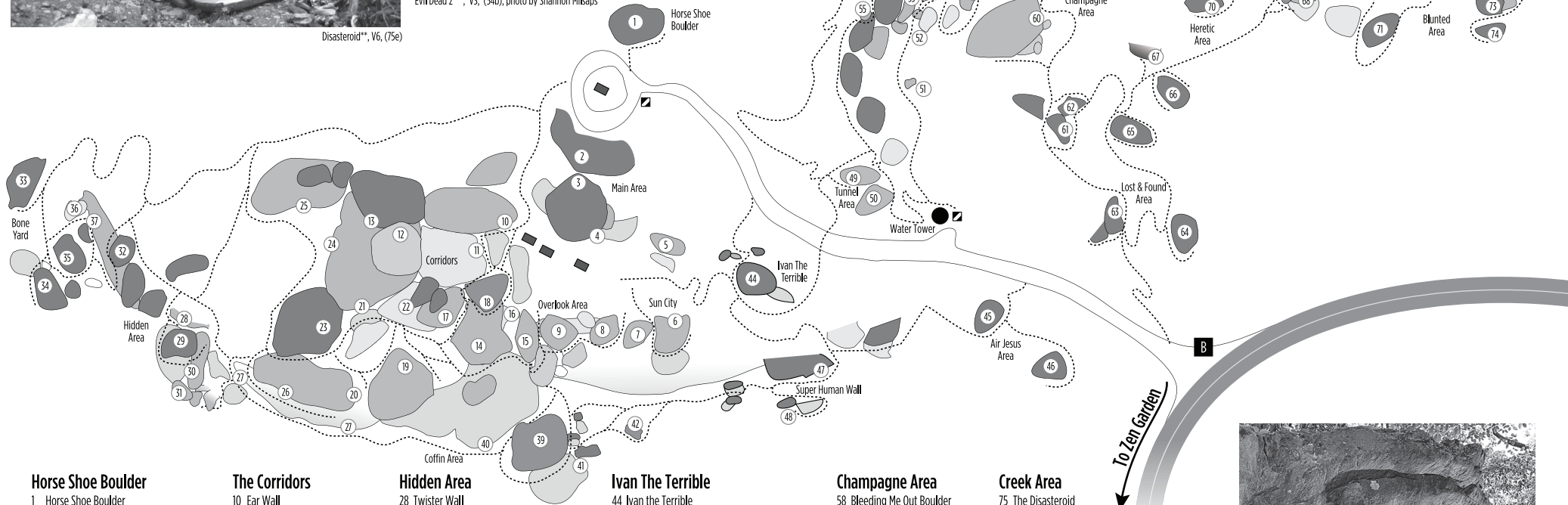
**LA SPORTIVA®**



Disasteroid\*\*, V6, (75e)



Evil Dead Z\*\*\*, V3, (54b), photo by Shannon Milsaps



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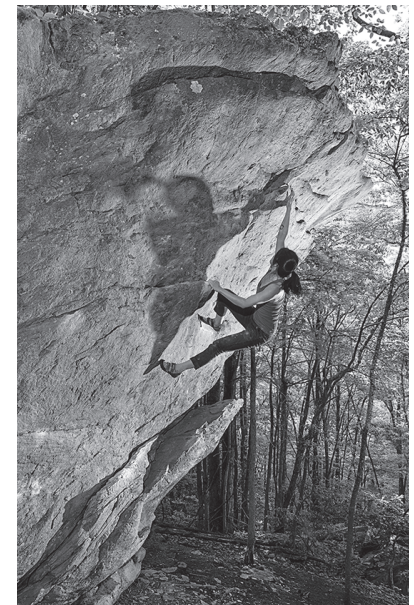
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### PLEASE

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



The Heretic\*\*\*\*, v3, 69d, photo by Shannon Milsaps

## 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 our 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	v2	203	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	v6	570	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	v3	280	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

4a	v1	176	Pocket Head	Tends to be on the thin side. Some classic face problems.
4b	v2	223	Ripper Direct***	Starts on the lowest side pulls on the far left of the boulder and angles slightly to the right to an easy top out.
4c	v2	221	The Iron Cross*	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.
4d	v4	352	Woody's V5**	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."
4e	v3	258	Ripper Traverse*	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.
4f	v0	165	Tree Problem	Starts in the same place as the "Tree Problem" and traverses left topping out on "Ripper Direct."
4g	v8	900	Between The Lines*	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.
4h	v4	355	Swab Story Direct**	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 traversing off right once you reach the lip.
4i	v2	219	Right Trash Can***	Starts on the low jugs and goes straight up. You may want to traverse a little to the right to top out.
4j	v7	678	The Glove Traverse***	Starts on the low jugs and tops out straight up. Enjoy the jug disguised as a crimper towards the top.
4l	v0-	110	The Open Book	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."
4m	v1	178	The Dip*	Take the obvious line to the top.
4n	v1	170	Bodford's Crimpers	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.
4o	v0	134	Warm Up Traverse	Starts on the low crimpers and tops out straight up.

5 Professional Wraslin' Boulder

5b	v2	205	Black Jack Mulligan	Fancy yourself a "Professional Wrasler" do ya? Well bring it on brotha! To be the man you gotta beat the man brotha! Whoooo!
5c	v2	208	Nature Boy Buddy Landell	Start on the two crimps and top out straight up.
				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	v2	214	Cracker Backs	Starts on the larger crimpers down low and tops out slightly to the right.
6h	v4	351	Cracker Backs Sit Down	Starts down really low on the small crimpers and then follows cracker backs.
6i	v3	280	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	v3	256	Left Mushroom**	Start on the same sloping shelf as "the mail slot" and traverse up and left topping out the crack.
8c	v4	346	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 undercoring 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	v3	254	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. Big points for v4, but there are big consequences. ALERT: If V4 or 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	v2	226	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	Birth'in 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.
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## 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.
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## 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.
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## 17 The Nameless Boulder

17a	v7	685	Haley's Comet**	Really cool problems. Bad landings. Nothing a few crash pads and attentive spotters can't handle.
17b	v4	350	Mr. Silly*	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."
17c	v4	351	Nameless***	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.
17d	v6	557	They Call Me Mr. Silly**	Great problem. Has the same start as "Mr. Silly" but goes straight up to top out. Get spotters!
17e	v6	558	They Call Me Nobody***	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.
17f	v4	345	Slampus**	Starts low to the right of the arete and climb to the top using the arete and the holds on "Nameless."
17g	v3	265	Pimpus**	Harder than it looks. Starts on the obvious low holds and tops out straight up.
17h	v3	274	Sweet Leaf	A good problem. Start just to the right of "Slampus" and go straight up to top out.
				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 Sadístico Boulder

18a	v7	682	Green Dreams*
18b	v2	1101	Project
18c	v7	680	El Sadístico*

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

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.

A low start for Green Dreams. Start low and climb out the roof to top out on Green Dreams.

Located on the lower back side of the boulder. Start on the crimpers and go straight up.

## 19 The Jughaul Boulder

19a	v1	178	Big Black Limo Took Miss Jenkins To Hell**
19b	v0	140	The Jughaul Traverse**
19c	v3	282	The High Life***
19d	v1	171	Tin Man
19e	v0	131	Sir Jugalot
19f	v0-	102	Three Pigs
19g	v2	205	Get A Leg Up
19h	v4	342	Get A Leg Under

Three words, jugs, jugs, jugs.

Start low on the slab and top out straight up.

Starts on the far left side of the wall and traverses to the right hand arete where it tops out.

Start low on the left arete and top out straight up. Traverse the lip a little to the right to top out.

Start on the low crimpers and top out straight up.

Starts on the lowest jugs and tops out straight up.

Starts from the low crimpers on the right hand side of the boulder and tops out straight up.

Starts on the low holds on the far far right side of the boulder and tops out straight up.

Starts under the roof. Climb out to "Get A Leg Up" to finish.

## 20 Goose Slab

20a	v0	130	Goose's Problem
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A fun slab.

Starts low and tops out straight up.

## 21 Caffeine Wall

21a	v11	1710	Subject To Change**
21d	v2	225	Folgers***
21e	v4	348	True Grip**
21f	v4	337	Hard Charger**
21h	v2	215	Salan's Cookie
21k	v1	174	Tool
21l	v7	681	The Diving Board***

Lots of goodness on this one.

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.

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."

Starts on the lowest crimpers in the middle of the wall and goes up and left. Follow the directionals.

Starts on the lowest edges just to the right of "True Grip" and climbs straight up.

Starts on the jugs on the far right of the wall and goes straight up through the razor crimpers.

Starts low in the hole and goes straight up the obvious big side pulls to top out using the tree.

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

22a	v5	442	The Clingon Warship*
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This is the overhang that juts out over the slab in front of the "Three Bears Wall."

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

23a	v4	353	Tommy The Cat***
23b	v4	347	California Tom's Bulge
23c	v5	452	Doctor Tweak's Bulge
23e	v1	176	Pop, Smear, Pop
23f	v5	416	The Mad Splatter
23g	v7	715	Tendon Terror
23h	v6	560	Bastard File*
23i	v4	355	Crank And File**
23j	v4	350	Crankenstein**
23k	v1	176	Larry Problem
23l	v1	173	Bachar Cracker
23m	v7	680	Toe Jam
23n	v7	670	Overweight Lover

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

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.

Start on low holds left of the starting jug of "Tommy The Cat" and top out up and right.

Starts on the horizontal seam and goes straight up through the single pad slot to top out.

Starts down low and tops out straight up.

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.

Start on "The Mad Splatter" and traverse up and right on the crimpers. The shelf is off limits. Follow directionals. Top out on "Crankenstein."

Start low and climb straight up.

Starts from the low crimpers on the arete and tops out up and left. Follow directionals.

Starts from the same low crimpers as "Crank And File" and tops out up and right. Follow directionals.

Goes straight up to top out.

Much longer than it looks. Start from the lowest holds at the bottom of the crack and top out.

Start in the crack and top out straight up.

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	Throbbler	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

24a	v1	162	Corridor Crack	Small edges, rad pockets, and nasty slopers.
24c	v4	360	Pocket Problem***	Climb the crack to the far left of the pocket wall.
24d	v5	455	Pocket Problem Sit Down**	Starts from the two pockets side by side. Mantle up and left once you snag the big sloping shelf. The arete is OFF ROUTE!
24e	v10	1300	The Oral Resume**	Starts from the lowest pockets and tops out straight up. The arete is OFF ROUTE!
24f	v5	440	Court And Spark***	Start on "The Pocket Problem" and traverse right. Finish by going HALF WAY up "Parlez Vu Parkway" and traversing right to the sloping rail to the right of the crescent moon hold on "Parlez Vu Parkway." Touch the tape marked "end" to finish.
24g	v6	572	Parlez Vu Parkway**	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.
24h	v5	454	The Crescent**	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.
24i	v4	359	Kosmic Karma***	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 Parkway."
24j	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

25a	v0	136	Burning Arete	A good spot to get a pump.
25c	v0	140	The Guillotine***	Climb the left arete from the lowest holds topping out straight up.
25d	v4	363	2,000	One of the best in the boulder field. Goes straight up to top out.
25e	v8	910	2,000 And Beyond	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.
25f	v2	220	Lip Burn*	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.
25g	v0	137	Jada	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.
25h	v5	435	Tight Spot*	Starts low on the far right side of the wall and tops out straight up.
25i	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

26a	v1	165	Little Jack Corner*	Some nice easy routes and some tricky boulder problems.
26b	v6	562	Teeterpoint*	Start low and climb up the arete to top out the same as Captain Crunch.
26c	v2	219	Meet The Planet**	Start matched on the weird hold and crank straight up through the crimpers on the far left side of the wall.
26d	v4	348	Captain Crunch**	Starts just to the left of the baby bear and traverses up and left to top out.
26e	5.8	140	Baby Bear	A really cool slightly tall face problem. Starts the same as "Meet The Planet" but climbs up and right to top out
26f	5.9	177	Mama Bear**	Follow the obvious line on the middle left side of the wall. You must use a top rope.
26g	5.10	290	Papa Bear**	Goes straight up the center of the wall. You must use a top rope.
26h	v2	1100	Project	Goes straight up the right hand side of the wall. You must use a top rope.
26i	v2	1100	Project	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.

## 27 Desperation Wall

27b	v6	571	Desperation Crack**	One disgusting crack, a couple tough ones accompanied by several fun moderates.
27c	v3	256	Chicken Head	Starts down low in the crack and tops straight out using only the crack for your hands.
27e	v7	710	Tijuana Hit Squad	Start on the low holds to the right of "Desperation Crack" and top out straight up.
27f	v8	860	Watauga Hit Squad	Starts low under the roof and tops out straight up.
27g	v0	132	Cadence	Starts low under the roof and tops out straight up.
27h	v4	340	Power Point	Basically an upper start to "Tijuana Hit Squad." Start on the jugs and climb straight up to top out.
27i	v3	260	Caligula	Starts on the low crimpers and tops out straight up.
27j	v0	129	Conspiracy	Starts low and left on the crimpers and reaches up and right to the jugs where it tops out.
27k	v0	129	Conspiracy	Starts on the jugs on Caligula and tops out just the same.



27k	v1	161	Lard-Ass	Starts down low and tops out up and right.
27l	v4	338	Captain Chaos	Start from the lowest possible holds and top out straight up on the arete.
27m	v2	205	Mush Mouth	Start on the little dishes and top out straight up.
27p	v3	276	Skullet*	Start on the good edges and climb straight up.
27q	v2	222	Tennessee Neck Flap*	Start on the right side of the big flake and climb straight up.
27r	v1	172	Kentucky Waterfall*	Start on the good edges and climb straight up.
<b>Lucky Day In Hell Boulder</b>				
27t	v2	222	Lucky Day In Hell***	This is your lucky day. A cool overhanging 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-Kneeandertal."
27v	v2	219	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	v1	175	Drop-Kneeandertal	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

## 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

29a	v6	576	Strange Agent***
29b	v5	430	Stranger Agent***
29c	v4	347	Left Oddity*
29d	v5	423	Right Oddity**
29e	v4	352	Bull Frog***
29f	v3	279	Frogger
29g	v8	842	Floater**

Slopers, edges, jugs and a couple blast holes.

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.

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.

Starts with your hand in the left blast hole and your feet on the rock below and goes straight up.

Starts with your hand in the left blast hole and your feet on the rock below and climbs up and slightly right.

Start on the low holds marked holds on the right side of the wall and go straight up.

Start to the right of "Bull Frog" and climb straight up.

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*
29i	v2	210	Knuckle Head*
29j	v4	341	Soiled Pillow*

Starts low and right on the boulder behind "Fuco's Lament" and traverses up and left to top out.

Basically a left sit down start to "Motor Head." Start on the lowest shelf.

Start the same as "Knuckle Head" and tops out straight up through the thin but good holds. Follow directional.

## 30 The Hole

30a	v3	284	Fuco's Lament**
30b	v3	264	Reach Around

Located in the hole behind Oddity Boulder.

A hidden jewel. Starts on the lowest holds and goes straight up to a tricky mantle.

Starts on the big shelf and climbs straight up to top out.

## 31 The Fern Boulder

31a	v1	177	The Fern Problem*
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Located in the hole behind Oddity Boulder.

Start on the big sloper and top out straight up.

# Heckel & Jeckel (Boulder 32)

Map#	Grade	Value	Name	Description
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## 32 Heckel & Jeckel Boulder

32a	v3	267	Tater Mantle
32b	v5	433	The Crotch Potato
32c	v5	436	Heckel*
32d	v6	563	Jeckel*
32e	v1	158	Hyde

Sleep thin pullin' and a couple sloper problems.

Grab the lip and top out. Funky bulge.

One of the slopiest problems at Hound Ears. Starts low on the right and traverses the lip into "Tater Mantle" where it tops out.

Starts on the big side pull jug down left and tops out slightly right and up.

Starts on the big side pull jug down left traverses right where it tops out. Follow arrows.

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
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## 33 The Last Boulder

33a	v4	341	The Last Traverse
33b	v2	212	Underclinger
33c	v1	160	Macro Man
33d	v2	217	The Last Arete*
33e	v2	214	Stretch Armstrong*
33f	v3	272	Maypop*
33g	v3	211	Jimmy Dean*
33h	v3	271	Micro Man**
33i	v0	135	First To Go***
33j	v1	167	First To Be Last

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

Start on the far left arete and traverse right to "The Last Arete" to top out. The lip is off route while traversing.

Start low in the underclings and climb up and left to top out.

Start in the low underclings. Climb up and left using the biggest holds.

Go straight up the arete on the left side of the wall.

Goes straight up the line just to the right of the arete.

Goes straight up.

Start on the large crimper to the left of Microman. Climb up and right to finish the same as "Microman."

Goes straight up the center of the wall.

Goes straight up the right hand side of the wall.

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*
34b	v2	210	The Tunnel*

Start low on the arete and go straight up to top out.

A cool gimmick problem. Starts on "Leisure Suit Larry" and traverses left through the cave and out the roof.

34c	v2	210	Malice In Wonderland*
34d	v1	168	Leisure Suit Larry*

Starts on "Leisure Suit Larry" and traverses left along the jugs and out the arete. Top out on the left side of the arete.
Climb up and right to the obvious finish.

35 The Bone Boulder

35a	v2	220	License To Thrill**
35b	v1	177	The Spine***
35c	v1	170	Dog Bone*
35d	v0-	110	Bonefinger
35e	v2	226	Earthworm Jim**

Tall and fun. Has a couple top ropes for added security.
Go straight up the slab to the left of the big tree. Don't use either arete to top out.
Go up the left arete of the big slab. Keep at least one hand on the arete.
Go straight up the left side of the big slab.
Go straight up the center of the big slab.
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 39-42)

Map# Grade Value Name Description

39 Coffin Boulder

39a	v4	357	Hog Belly**
39b	v7	674	Boss Hog**
39c	v3	280	Snake Charmer*
39d	v3	284	Coffin Boy**
39e	v5	443	The Long Shot*
39f	v10	1390	Blood Shot*
39g	v6	569	Coffin Arete*
39h	v8	856	Wicked Voodoo***
39i	v5	437	Hookid Voodoo***
39j	v1	177	Could Be Trew**
39k	v2	224	Brutus***
39l	v4	346	The Echo Chamber****

A big freestanding boulder with great problems all the way around it.
Start low under the roof and top out straight up the slab after pulling the roof.
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.
Start on the two crimpers to the left of the jug of "Coffin Boy" and climb straight up.
Starts low and tops out up and right. Good luck. Very bad landing.
Starts on the burly side pull to the right and the crimper to the left and tops out straight up.
Super steep with big moves. Start low on the small horizontal crimps and climb straight up to finish on "The Long Shot."
Climbs the steep arete of the Coffin Boulder. Start on the low crimpers and climb out the arete.
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.
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.
Starts low with two good underclings and climbs straight up.
This is a very good problem. Starts low and climbs straight up through the cool pockets and slots.
One of the best high balls here. Starts low and climbs straight up. The crux is at the last move.

40 Monster Wall

40a	v4	361	Icarus***
40b	v3	281	Jack & Ginger**
40c	v1	179	Rum & Coke**
40d	v2	208	Gin & Juice***
40e	v2	209	Seven & Seven**
40f	v0	130	Screwdriver**
40g	v2	227	Tang & Tonic**
40h	v0	141	Vendetta***
40i	v4	356	Daddy Too Big***
40j	v1	179	Monster Truck****
40k	v1	179	Big Daddy**
40l	v1	178	The High Country***
40m	v0	137	Back Scratch*
40n	v1	175	Roger Ramjet*
40o	v2	210	Stunned & Stoned
40p	v1	176	More Than Meets The Eye

A large wall with some of the coolest highballs in the boulderfield. Most are on top rope.
A beautiful tall thin face. Very tall.
Another beautiful tall face. Climbs straight up and slightly left to finish the same as "Icarus." Very tall.
Start on the good holds and climb straight up to the big rail. Traverse to the label marked end. Very tall.
Climb the cool jugs with long reaches. Touch the tape marked end or top out. Very tall.
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.
Climb the obvious crack weakness. Touch the tape marked end or top out. Very tall.
Climb the tall slab on the far right side of the wall. Touch the tape marked end or top out. Very tall.
A striking and fun highball with big holds. Small holds to start but an easy finish. Very tall.
Slopers, crimpers and really big jugs. What more could you 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.
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.
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.
Starts low and climbs straight up. Really nice big moves on kind holds. Tall.
Starts low and climbs up to the big rail where you can walk off right. Good holds.
Start low and climb straight up. Good holds.
Start low on two crimpers and climb straight up to the good obvious pocket then top out on the big shelf.
Starts with your left side pulling the arete and your right in a good dish and climbs up and slightly right.

41 Huggy Bear Boulder

41c v1 165 Huggy Bear

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

Start low hugging the arete and top out straight up.

42 Whipping Boy Boulder

42b v1 168 Stoned Emaculate

The boulder that sits under the coffin boulder.

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. Start with both hands on the large low hold and climb up and right to top out.

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

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.

44c 5.12 580 Ivan The Terrible\*\*\*

Go straight up the obvious line of laybacks in the middle of the wall.

44d v2 225 Natural Selection\*\*\*

Definitely worth the walk. Super classic. Start low and go straight up the obvious line of jugs to the top.

44e v3 275 Nasty Neighbor Kid\*\*

Starts to the right of the tree and follows the obvious line around until it tops out on "Natural Selection."

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.

46 Troll Boulder

Located below "Air Jesus."

46a v2 220 The Hobbit

Start on the far left and traverse the obvious line of holds in the horizontal crack to top out on "Crumplethickson."

46b v4 343 Crumplethickson\*\*

Start low on the crimpers and top out straight up.

46c v0 142 Upitty

Start on the low good block hold and climb straight up and slightly left to top out.

46d v1 167 Downitty

Start with your right hand on one of the underclings on the start of Golem and your left on the good edge. Finish on Upitty.

46e v3 255 Golem\*

Start low and climb straight up. Once you top out on the ledge you can traverse around left to top out the boulder.

46f v1 167 Troll

Start low and climb up any way you can.

46g v1 168 Buddy Halogen

Start low and climb the jugs.

# Super Human Area (Boulders 47-48)

Map# Grade Value Name Description

## 47 The Super Human Wall

47a	5.9	200	Boast Rider**	The future is here. Nothing but hard pullin'. Good landings for the most part.
47b	5.10	350	Iron-On Man***	Classic pocket and edge pulling. About 25 feet tall.
47c	5.10	353	The Mighty Whore***	Perfectly spaced pockets and edges up a beautiful face. About 30 feet tall.
47d	5.11	450	The Incredible Bulk***	Perfectly spaced pockets and edges up a beautiful face. Around 45 feet of climbing. Worth the effort.
47e	v6	575	Thunder Prow***	Great funky start to classic pulling on big pockets. Around 30 feet tall.
47f	v9	1095	Stupid Human***	A great problem. Climb the dihedral to the arete to top out.
47g	v9	1150	Rapid Fire***	A beautiful line. Starts on the jugs and goes straight up using any means possible.
47h	v10	1380	Prow'd Human**	Climb out the small prow feature just to the right of "Stupid Human."
47i	v5	442	Don't Do Crack 2 Electric Bugaloo*	Very pretty and cool problem. Start the same as "Rapid Fire" but climb straight up instead of out left.
				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. A judge must be present for the first ascent and must sign the score sheet with the time you did it in order for you to claim your 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 51-57)

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

53a	v4	339	Black Palm Society*	Sits just above the main trail.
53b	v5	452	The Hatchet***	A sloper filled problem. Start low and climb up the sloping feature to top out on the big weird jug rail.
53c	v4	355	Heart of Darkness**	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.
				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.
<b>54 Evil Dead Boulder</b>				
54a	v6	574	Army of Darkness***	Some super classic and very proud lines. Located just above the Hatchet Boulder.
54b	v4	358	Army of Evil Dead***	A beautiful tall proud line with cool slopers all da way up. The top is the crux.
54c	v3	280	Evil Dead 2***	Start the same as Army of Darkness and climb up and right to finish on 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.

<b>55 Projections Boulder</b>				
55b	v6	565	Lost In The Exhaust*	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.
				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.

<b>56 Passage Boulder</b>				
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.

<b>57 M&amp;M Boulder</b>				
57a	v0	125	Do What Now?	Not too tall with plenty of casual problems with larger holds.
				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	v1	172	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

<b>58 Bleeding Me Out Boulder</b>				
58a	v4	360	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.

<b>59 Disposal Boulder</b>				
59a	v1	171	The Million Man March**	A great boulder holding many classics of varying angles and grades. One of the best.
59b	v0	140	Rape The Toaster**	A fun long problem. Good warm up. Start on "Rape The Toaster" and traverse up and left. Follow the directionals.
59c	v3	285	Jager Bomb**	Climb straight up the positive edges. Holds just keep getting bigger as you climb.
59d	v7	723	Jagermeister*	Start on Rape The Toaster and traverse up and right across the good edges to top out. A bit of a high ball.
59e	v5	451	Body Disposal****	Start as high as you can reach and top out straight up using the burly edges. It's a big boy.
59f	v5	428	Satan's In The Tires***	Super classic! Start low and climb up and left following the arete to top out right beside the big tree.
59g	v2	216	Two Dollar Weekend***	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.
				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

60a	v9	1170	Snake Church***
60b	5.1I	460	Bush Pilot*
60c	5.12a	590	Log Jammer**
60d	5.10	355	Champagne Jam***

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.

- 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.
- 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.
- 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.
- A mega classic! Believed by some to be the best crack in the High Country. Climb to the biners.

61 Burnt Boulder

61a	v3	267	Buford T. Bustass
61b	v5	441	Burnt Reynolds*
61c	v6	535	Smokey And The Bandage*

- Cool funky bulge boulder
- Start with your left hand in the good pocket and your right on a good edge and top out straight up.
- Start on the good crimper and top out straight up through the slopers.
- Climb to the top. The "Blob Hope" boulder is off route.

62 Blob Boulder

62a	v3	268	Yabba Dabba Don't
62b	v4	339	Blob Hope**
62c	v3	279	Donnie Osmanaut*
62d	v4	345	The "Lectric Cow Incident"

- Cool bulge boulder with good slopers
- 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!
- Cool pullin' on cool slopers. Starts under the roof in the thin horizontal crack and tops out up and slightly right.
- Start low and reach out left. Top out straight up.
- 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

63b	v9	1058	Brady Problem
63c	v4	357	The Sleeping Giant**
63d	v0	130	The Great American Bailure
63e	v5	431	Trust Me***
63f	v7	725	John Cougar Concentration Camp***
63g	v7	718	The Proud***
63h	v9	1166	Jack Sabbath**
63i	v4	335	Wyatt Riot**
63j	v3	275	Blanket Party*
63k	v4	344	Hopeless Pocus**
63l	v4	432	Humble
63m	v0	130	A Perfect Erkel**
63n	v2	214	Dead Nugent*
63o	v1	167	Trew Is Stranger Than Friction

- Several proud lines.
- Start on the thin underclings and pop reach up and right to the good holds to top out.
- A fun long slopy 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 wiggled before the crux take the Great American Bailure exit.
- Start low and climb out to the obvious easy exit. Basically the chicken out escape for "The Sleeping Giant."
- Start on the rail and climb straight up. Trust me...use the high heel.
- Start low and climb straight up through the pockets, side pulls, pinches and slopers. Wow!
- Start low under the roof. Climb left out the steep prow. Top out on Trust Me.
- Start low and climb straight up to the slopy top out. Pretty bold.
- Start low under the roof and climb up and right to top out the same as "Blanket Party."
- Start on the fat edge and climb straight up the face.
- 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."
- 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.
- Start low and climb straight up the face on big holds.
- Start low on the knobs and climb up the tricky knob slab.
- Start low and climb straight up the small slab.

64 Found Boulder

64b	v2	210	Two Pitch Bulge
64c	v4	333	The Funky Bunch
64d	v4	339	Reach Bulge**
64e	v6	561	Knob Job**
64g	v5	426	Slap Arete*
64h	v4	351	Mellman's Face
64i	v1	166	Step And Fetch It
64j	v1	163	By The Foot

- 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.
- Starts on the lowest holds just below the lip and climb to the top.
- Starts on the lowest holds just below the lip and climb to the top.
- Start on the lowest holds just below the lip and make a big move to a good hold then top out straight up.
- 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.
- Start matched on the good edge low on the arete. Climb straight up.
- Start low and climb straight up the crimpy face.
- Start on the low jug and climb up the biggest and nearest holds you can reach.
- Start on the low fat edge and climb straight up.



John Cougar Concentration Camp\*\*\*, v7, 63f

64k	v3	259	By The Foot Lunge	Lunge from the low fat edge to the high lip straight up.
64l	v3	262	Found Traverse	Start on the By The Foot and traverse left to the top of 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	v7?	1725	Project \$\$\$	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." Be the first one to climb it and win some cash. You must have two witnesses or a judge sign what time you sent it.
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	v7	732	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	v10	1350	Pimp Trick Gangsta Click**	Slopey traverse. Start low and right and follow the directionals out to top out on "Crouching Tiger."
64s	v4	353	The Repressor***	A fun gimmick problem. Start low under the roof with both hands matched on the good flake edge. Make a big move up and left to attain the obvious knobs. Top out by reaching up to the small edge rail. A foot and press gimmick will get you to the top.
64t	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.
64u	v5	441	Horton Hears A Who**	Start in the good jug slots. Climb up and left through the pinches and slopers to top out.
64v	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.
64w	v3	284	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 65-70)

Map#	Grade	Value	Name	Description
<b>65 Milky Way Boulder</b>				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	v4	352	The Mars Arete**	Tricky but really cool arete. Start low on the arete and climb it to the top.
65d	v7	681	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.
65f	v5	439	Sexul Choclet	No that's not a misspelling. Start just below the lip and climb straight up and over the bulge.
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

66a	v7	720	Slopey Macnasty**	Cool sloper bulges and fun moderately tall and tricky slabs.
66b	v1	169	My Third Eye Hurts	Start in the pockets and top out straight up on the big nasty slopers.
66c	v4	337	Oblongata	Starts on the good hold on the lower lip and climbs straight up over the bulge.
66d	v1	171	Braincase**	Start on the nasty little low crimpers and top out straight up.
66e	v3	279	Medulla*	Start on the big edge and traverse up and left to the big side pull block to top out.
66f	v3	266	Lobotomy*	Start with your left hand on the big edge and your right on the low edge and top out up and right.
66g	v4	354	Frontal Lobe	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*	Start with your left in the good low pocket and your right in the thin horizontal seam and top out straight up.
66i	v1	175	Grey Matter***	A fun little bulge problem. Climb straight up over the bulge.
66j	v2	209	Brain Freeze***	Fun slab. Start with your right underclinging and your left on the big slopey undercling and climb straight up.
66k	v3	281	Schizoid**	Really cool slab. Start underclinging and climb straight up to the big side pull flake to the finish.
				A thought provoking slab. Start in the underclings and climb straight up. Exit to the left of the ferns. If you find yourself 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.
66o	v4	353	Brain Traverse	Start in the underclings and climb across the underclings and side pulls to finish on "The Big Grey They." Follow the directionals.

## 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.
69b	v5	432	Harry Tip	Start on "Blasphemy" and follow the directionals to the "Heretic" top out.
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	v1	180	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	v2	1150	Project* \$\$\$ (cash bonus)	A low start into Shocker Kahn. The first ascent is worth \$100. Write down the time you sent it. Judge signature required. Otherwise we'll pay you with abundant high fives.
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. A judge must be present for the first ascent and must sign the scoresheet with the time you did it in order for you to claim your cash. Otherwise we'll pay you with abundant high fives.
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.
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# Creek Area (Boulders 75-76)

Map# Grade Value Name Description

## 75 The Disasteroid

75b	v3	276	Swamp Preacher*	Really cool overhanging boulder with slopy but good top outs. A good boulder to brush up on your mantling skills.
75c	v0	138	Dudley Damn Right	Start on the small slopy hold and climb straight up through slopers to top out. Yes, the crack is on.
75d	v2	228	Dragon Ballsy*	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.
75e	v2	226	Death By Downy**	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.
75f	v6	570	Disasteroid**	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 slopy rail and climb straight up. Top out slightly left. If you can pull the direct mantle you get some serious bragging rights.
75g	v4	351	Disasteroid (stand)**	A friendlier version of this hidden classic. Start on the good edges and climb up. Top out slightly left.



Sasquatch\*\*\*, v6, 80g

75g	v8	870	Whistle Pig Wrastlin**	Ever wrestled a whistle pig? This excellent problem offers a taste. Great burly pullin' to slopy funky top out. Start on the low slopers and climb straight up to the stout somewhat cryptic finish.
75h	v4	349	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.

## 76 Birth Quake Boulder

76a	v5	440	Moss Muffin	Cool overhanging boulder. Perfect height with easy finishes.
76b	v5	442	Left Handed Stranger**	Start bear hugging the arete with your left hand on a good pocket and your right on a bad side pull and climb straight up.
76c	v3	279	Birth Quake**	Start the same as Birth Quake but climb up and left to the obvious left seam to top out. Follow directionals.
76c	v3	279	Birth Quake**	A classic fairly tall line. Good holds with long reaches give way to an easy top out. The arete is off route.

# Zen Garden (Boulders 79-92)

The newest addition to Hound Ears. 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
<b>79 Hell Club Boulder</b>				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.
79d	v3	278	School Boy	Start with your left on a sloping edge and your right in a small pocket/slot. Climb up and left to 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.
<b>80 Big Foot Boulder</b>				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	A funky bulge with weird holds.
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 to top 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.
<b>81 Swamp Monster Boulder</b>				Fairly short boulder overhanging the creek.
81a	v1	162	Eli's Day Out	Start on the left arete. left hand on a good sloped and your right on a small edge. Top out straight up.
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.
<b>82 Misfit Boulder</b>				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 arete. Start with your left on the low cracked side pull edge and your right in the good two finger pocket. Climb up topping 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.
82g	v8	908	Super Spook Junior	A little bulgey, a little slabby, and a lot weird. Start with your left high on a weird side pull and your right on a low crystal. Climb up and right to finish.
82h	v??	1470	Project \$\$\$	Start low in underclings and climb up and right by any means possible. Finish on the good obvious feature. Be the first to do it and win \$\$\$\$\$!



Intruder Alert\*\*\*, v8, 85p

### 83 Criss Cross Boulder

83a v2 227 Criss Cross Arete\*

One really cool 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

84a v4 358 Distance

Super friendly holds with fun finishes. Perfect height. Everything is a little overhanging.

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

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 Electronics

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.





Sasquatch\*\*\*, v6, 80g



Wendigo\*\*\*, v4, 80f

85n	v5	446	Badastronaut***	Cool big moves lead to a fun finish. Pretty problem. Start low on good edges and climb straight up. Finish using the crack and crystals up and left.
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.
85q	v7	703	Double Tap**	Start matched on the good edge and climb up and left to finish.
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.
85u	v4	340	Hate Breeders	Located on the far side of the boulder. Start on two small crimpers and climb straight up.

## 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.
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## 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.
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## 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 underclimb. 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.

89a	v1	172	Take My Mind	Slab
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.
89g	v2	217	Mutant Technology	Start with your right hand on the low good hold on the arete and your left in a small pocket. Climb straight up.

## 90 Face Up Boulder

90a	v0	139	April Ghoul's	Slightly overhanging wall with some great problems.
90b	v3	266	Face Left**	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.
90c	v7	719	Jigsaw**	Start with your left on a small sloper and your right on a good edge. Climb up and left to finish.
90d	v5	438	Special Spam**	Start low on small edges. Finish on "Face Left."
90e	v2	221	Face Up*	Start low on small edges. Finish on "Face Left."
90f	v4	346	Face Lift**	Start with both hands on the good edge and climb straight up.
90g	v0	142	Face Up Arete	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.
90h	v0	142	Face Up Arete	Climb the obvious arete. Finish up and right. Super chill.

## 91 Turn Up Boulder

91a	v6	573	Turn Up The Hell***	Low boulder with good pockets.
91b	v0	142	Face Up Arete	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.

## 92 Off Ramp Wall

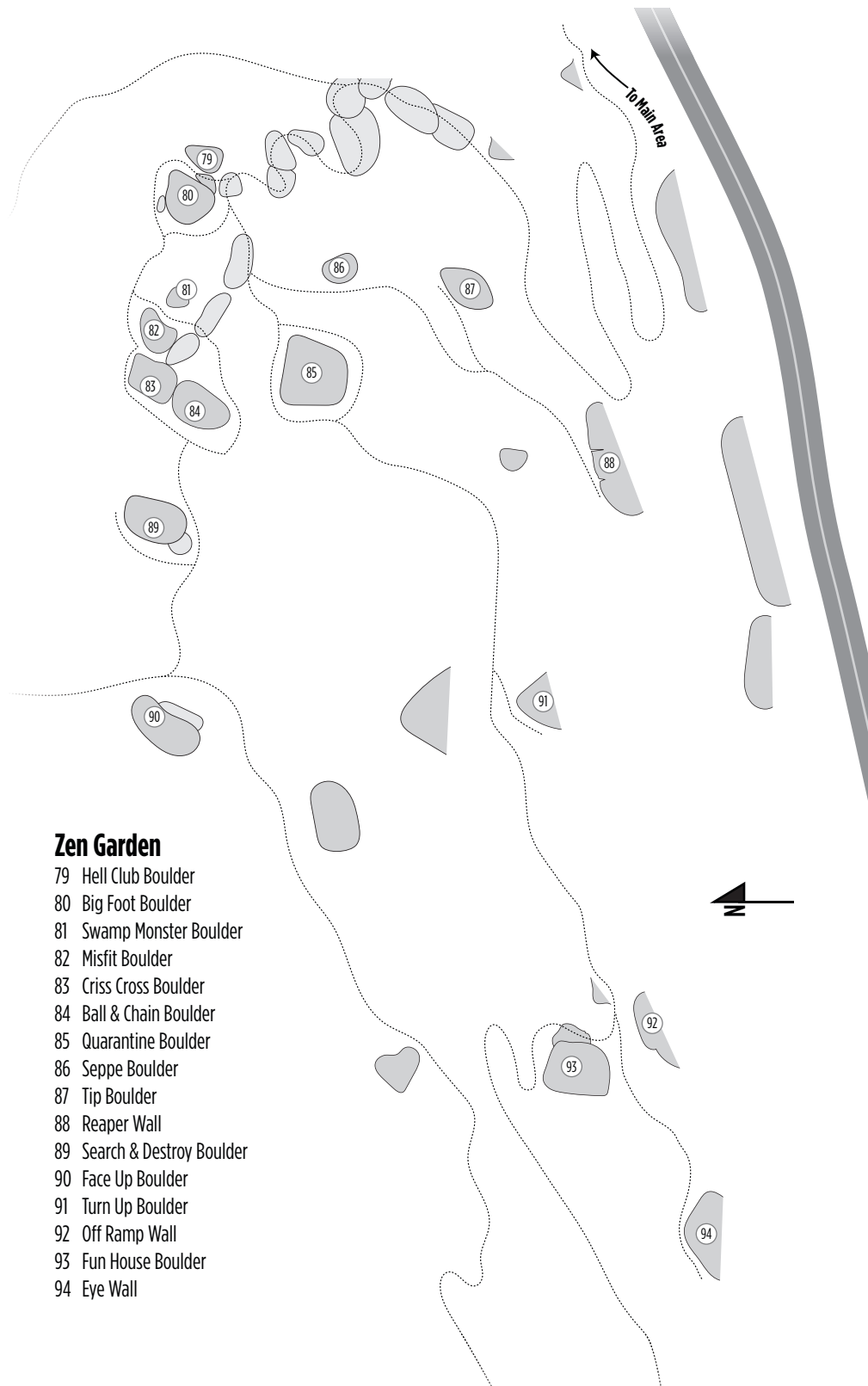
92a	v1	158	Off Ramp	Test your barn door skills. Start low in the good pockets and top out straight up. The large ramp to the right is off route for your feet.
92b	v0	133	On Ramp	Start low in the good pockets and climb straight up. The giant ramp is on for your feet.

## 93 Fun House Boulder

93a	v3	253	Descending Angel	A little bit of everything. Overhangs, slabs, bulges, slopers, pockets, underclings, and good times.
93b	v2	218	House Arrest*	Start low in the jug seam and climb straight up the small edges.
93c	v4	356	Fun House**	Start low to the left of the tree and climb up.
93d	v5	449	Red Right Hand**	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.
93e	v4	348	Blue Glove	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.
93f	v0	109	Last Caress	Start low on the arete and climb into Red Right Hand.
93g	v1	172	First Regress*	Start low and climb straight up.
93h	v3	282	Deception 3,000*	Start low in the nice fat underclings and climb straight up through some cool moves to finish.
93i	v3	282	Deception 3,000*	From the maker of Deception 2,000. Start low in the underclings and climb up this funky slab. Named after the Grandmother classic. Very similar.

## 94 Eye Wall

94a	v5	455	Deadeye**	Good stuff! A little steep pulling and some fun face climbing.
94b	v3	274	Eyeshot**	A classic undercling problem. Start low in the big undercling feature. Climb out left to a friendly finish.
94c	v2	228	Through The Eye***	Really fun one. Start in the big undercling 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.
94d	v1	180	Red-eye*	Classic climbing. Start the same as "Eyeshot" but keep climbing up and right to finish. Gets a little tall.
94e	v0	138	Blind Eye	Climb the obvious feature up and left.
94f	v0	138	Blind Eye	Climb straight up the tall face on great holds.



## 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

# Problems By Grade

Map	Rating	Point Value	Problem Name	Map	Rating	Point Value	Problem Name	Map	Rating	Point Value	Problem Name
<b>VO-</b>				19f	v1	171	Tin Man	4b	v2	223	Ripper Direct***
19f	v0-	102	Three Pigs	45c	v1	171	Roto Rooter	11k	v2	223	After Birth
82b	v0-	102	The Down Climb	59a	v1	171	The Million Man March**	84e	v2	223	Freemason**
52b	v0-	106	Grotto Warm Up	65b	v1	171	Almond Joy**	11	v2	224	Male Bonding**
93f	v0-	109	Last Caress	66d	v1	171	Braincase**	8d	v2	224	The Love Theme From Matlock
41	v0-	110	The Open Book	45b	v1	172	Strip Outja Board	39k	v2	224	Brutus***
35d	v0-	110	Bonefinger	27r	v1	172	Kentucky Waterfall*	79f	v2	224	Angel Fight Club*
15a	v0-	111	Slabegam	49g	v1	172	Dain Bramage	21d	v2	225	Folgers***
<b>VO</b>				51d	v1	172	Take	44d	v2	225	Natural Selection***
43a	v0	119	The Remoralizer	80p	v1	172	Tommey Slab	80b	v2	225	Demeaner-in-Chief
58d	v0	121	Something Smells Fishy	89a	v1	172	Take My Mind*	11c	v2	226	Alfred Hitchcock***
66n	v0	121	He Had Him One A Dem Brainersms	93g	v1	172	First Regress*	35e	v2	226	Earthworm Jim**
84f	v0	122	Attempted Murder of Crows	231	v1	173	Bachar Cracker	75e	v2	226	Death By Downy**
58e	v0	123	It Ain't Rocky Science	51e	v1	173	Der Underclinkin	40g	v2	227	Tang & Tonic**
85a	v0	124	Weaponized Handshake	661	v1	173	The Big Grey They***	45a	v2	227	Jerusalem Cruiser
85c	v0	124	Fat Roll	85j	v1	173	Plate Electronics	83a	v2	227	Cross Cross Arete*
57a	v0	125	Do What Now?	141	v1	174	Man In A Box*	83i	v2	228	Infestation**
85b	v0	126	Skinny Roll	21k	v1	174	Ton	75d	v2	228	Dragon Ball**
2a	v0	127	Walauga Two Step	29h	v1	174	Motor Head*	94c	v2	228	Through The Eye***
6c	v0	127	Hog Leg	68d	v1	175	Crazy Luxurious Butt Putt Traverse	85g	v2	229	Weaponized Milk***
25t	v0	127	Maxum	27w	v1	175	Drop-Kneanderthal	<b>V3</b>			
57c	v0	127	Jugrly	40n	v1	175	Roger Ramjet*	8h	v3	248	Instant Scar
6d	v0	128	Easy Does It	66i	v1	175	Grey Matter***	93a	v3	253	Descending Angel
7a	v0	129	I've Got A Tree In My Head	82e	v1	175	Mist Arete**	9d	v3	254	The Fudge*
12	v0	129	Conspiracy	4a	v1	176	Pocket Head	22b	v3	254	Dat Bitch Goldie Locks
40f	v0	130	Screwdriver**	23e	v1	176	Pop, Smeat, Pop	46e	v3	255	Golem*
20a	v0	130	Goose's Problem	23k	v1	176	Larry Problem	8b	v3	256	Left Mushroom**
57b	v0	130	Hike & Quit	40p	v1	176	More Than Meets The Eye	10d	v3	256	Outer Limits
63d	v0	130	The Great American Baiture	85k	v1	176	Mother Inferior	14h	v3	256	Mini-Blake**
63m	v0	130	A Perfect Erikel**	177	v1	177	The Fern Problem*	25	v3	256	Chicken Head
13	v0	131	Collision	35b	v1	177	The Spine**	14b	v2	257	The Reach
10g	v0	131	Blackmail	39i	v1	177	Could Be Trew**	4e	v3	258	Ripper Traverse*
19e	v0	131	Sir Jugalot	52a	v1	177	Grotto Slab	14g	v3	258	Rocket Surgery*
68a	v0	131	Butt Putt	54d	v1	177	Evil Dead I*	14a	v3	259	Meatball
10k	v0	132	The Edge	72a	v1	177	The Locust*	64k	v3	259	By The Foot Lunge
47f	v0	132	Cadence	4m	v1	178	The Dip*	26i	v3	260	Galuglia
45i	v0	132	Nada	7b	v1	178	Harum Scarem**	64i	v3	262	Found Traverse
2b	v0	133	Army Fisher	19a	v1	178	Black Limo Took Mrs. Jenkins to Hell	23c	v3	264	Minimum
92b	v0	133	On Ramp	40i	v1	178	The High Country***	30b	v3	264	Reach Around
4o	v0	134	Warm Up Traverse	80k	v1	178	Bigfoot*	1f	v3	265	Dead Ringer*
6e	v0	135	Warm Up Arete	89d	v3	278	Love in the Middle of a Fire Fight***	17g	v3	265	Pimpus*
33i	v0	135	First To Go***	40c	v1	179	Rum & Coke*	56b	v3	265	The Passage*
25a	v0	136	Burning Arete	40j	v1	179	Monster Truck***	26f	v3	266	Lobotomy
48a	v0	136	Super Cool And Guns*	40k	v1	179	Big Daddy**	90b	v3	266	Face Left**
82d	v0	135	No Clue Slab	72b	v1	179	Hacksw Torch Song*	32a	v3	267	Tater Mantle
82c	v0	136	I Don't Know Slab	80a	v1	179	Danger Free Guarantee*	56g	v3	267	Never Look A Gift Whore In The Mouse
25g	v0	137	Jada	68c	v1	180	Crazy Dave's Roof Problem	56h	v3	267	Judy Chop
40m	v0	137	Back Scratch*	72c	v1	180	Abzacapocus*	61a	v3	267	Burford L. Bustass
52c	v0	137	Grave digger	92a	v1	180	Red-eye*	62a	v3	268	Yabba Dabba Don't
2d	v0	138	Andy's Ladder***	<b>V2</b>				56d	v3	269	Crystal Ball
37c	v0	138	Quartz Movement	1b	v2	203	Mrs. Thick	1o	v3	270	Der Aselt
75c	v0	138	Dudley Damm Right	1g	v2	204	Blacksmith	1d	v3	271	Dog Leg Left
94e	v0	138	Blind Eye	5b	v2	205	Black Jack Mulligan	33h	v3	271	Micro Man**
10m	v0	139	I Speak Jive	19g	v2	205	Get A Leg Up	65p	v3	271	Big Dude**
90a	v0	139	Aprii Ghoul*	27m	v2	205	Mush Mouth	33i	v3	272	Maypop*
11b	v0	140	Corridor Slab*	15d	v2	206	Evil Slug	50f	v3	272	Bizzaro*
19c	v0	140	The Jughaul Traverse**	87a	v2	206	Seppo's March	16a	v3	273	Vozza*
25c	v0	140	The Guillotine***	11	v2	207	The Watering Trough*	27u	v3	273	The Full Boar*
34a	v0	140	Cuz I Can*	19i	v2	207	Something	17h	v3	274	Sweet Left
59b	v0	140	Rape The Toaster**	5c	v2	208	Nature Boy Buddy Landell	33g	v3	274	Jimmy Dean*
40h	v0	141	Vendetta***	40d	v2	208	Gin & Juice*	29f	v3	274	Eyeshot**
90c	v0	142	Face Up Arete	40e	v2	209	Sewer & Sengen**	63j	v3	275	Blanket Party*
46g	v0	142	Uppity	1i	v2	209	House Shoe Nail	27p	v3	276	Skuller**
80i	v0	143	Yowie	66j	v2	209	Brain Freeze***	64v	v3	276	Griz Kingle***
<b>VI</b>				29i	v2	210	Knuckle Head*	69f	v3	276	Ass Over Tea Kettle
32e	v1	158	Hyde	34b	v2	210	The Tunnel*	75b	v3	276	Swamp Preacher*
92a	v1	158	Off Ramp	34c	v2	210	Malice In Wonderland*	66h	v3	277	Teazer
52d	v1	159	Salad Bar 3-Way	40b	v2	210	Stunned & Stoned	85f	v3	277	Anxiety**
33c	v1	160	Macro Man	64b	v2	210	Two Pitch Bulge	10o	v3	278	Sweatin' Like Ted Striker**
27k	v1	161	Lard-Ass	84g	v2	210	Hang Ten*	69e	v3	278	Minister Sinsier
82a	v1	161	Underbelly	85i	v2	211	Double Creature*	79d	v3	278	School Boy
8f	v1	162	Give Me A Break	6j	v2	212	The Slatherine	29f	v3	279	Frogger
24a	v1	162	Corridor Crack	33b	v2	212	Underclinging	62c	v3	279	Donnie Osமான*
58c	v1	162	Rhodo Cop	45j	v2	213	Don't Do Crack*	66e	v3	279	Medulla
65m	v1	162	Walchamagalit	6f	v2	214	Cracker Backs	76c	v3	279	Birth Duale**
66a	v1	162	Sean's Brain*	33e	v2	214	Stretch Armstrong*	80n	v3	279	Gimme Danger*
16a	v1	162	Er's Day Out	63n	v2	214	Dead Nugent*	3n	v3	280	Star Traverse***
10f	v1	163	Ernie's Crack	2c	v2	215	The Curly Shuffle*	6i	v3	280	Broken Bottle
10L	v1	163	Don't Call Me Shirley	21h	v2	215	Satan's Cookie	39c	v3	280	Sneak Chamer*
64r	v1	163	By The Foot	71c	v2	215	Juggernaut*	54c	v3	280	Evil Dead 2***
65j	v1	163	Snickers	6cc	v2	216	Not So Easy Does It	10a	v3	281	Tall Cool One*
10i	v1	164	Crystallized	59g	v2	216	Two Dollar Weekend***	40b	v3	281	Jack & Ginger**
79c	v1	164	Big Boy Parts**	89b	v2	216	World's Forgotten Boy*	70k	v3	281	Schizoid**
15f	v1	165	True Problem	33d	v2	217	The Last Arete*	84c	v3	281	Ball and Chain**
26a	v1	165	Little Jack Corner*	89g	v2	217	Mutant Technology	19d	v3	282	The High Life Weekend**
41a	v1	165	Huggy Bear	64v	v2	218	Rocking Horse	59h	v3	282	Three Dollar Weekend***
45k	v1	165	Nowhere Man	68b	v2	218	The Most Luxurious Roof Problem**	93h	v3	282	Deception 3,000*
42c	v1	166	Low Down Brown	83e	v2	218	Weaponized Bible*	23o	v3	283	Paul Bunyom*
64i	v1	166	Step And Fetch It	93b	v2	218	House Arrest*	29k	v3	283	The Bedallie
79b	v1	166	Big Boy Briches*	4i	v2	219	Right Trash Can***	83c	v3	283	Miss Angel**
167	v1	167	First To Be Last	26c	v2	219	Meet The Planet**	8k	v3	283	Swamp Monster**
46d	v1	167	Downitty	27v	v2	219	Future Primitive*	85m	v3	283	Quarantine**
46f	v1	167	Troll	11i	v2	220	Breach	2h	v3	284	Jaws**
63o	v1	167	Trew Is Stranger Than Friction	35a	v2	220	License To Thrill**	9c	v3	284	The Judge**
34d	v1	168	Leisure Suit Larry*	46a	v2	220	The Hobbit	30a	v3	284	Fuco's Lament**
42b	v1	168	Stoned Emaculate	4c	v2	221	The Iron Cross*	39d	v3	284	Coffin Boy*
46p	v1	169	Buddy Hologen	9a	v2	221	The Budge	80a	v3	284	Big Mouth*
66b	v1	169	My Third Eye Hurts	90e	v2	221	Face Up*	64w	v3	284	Doctor Zoo**
85d	v1	169	Stepchild	27i	v2	222	Tennesse Neck Flap*	9d	v3	285	The Trudge**
21	v1	170	Plumber's Butt	27i	v2	222	Lucky Day In Hell**	85h	v3	285	Isolation
4n	v1	170	Boodford's Crimpers	49f	v2	222	Daved And Confused*	59c	v3	285	Jager Bomb**
35c	v1	170	Dog Bone*	57g	v2	222	Triptastic	69d	v3	285	The Heretic****
50a	v1	170	Werewolf Sex	80e	v2	222	Almas				

## Problems By Grade

Map	Rating	Point Value	Problem Name	Map	Rating	Point Value	Problem Name	Map	Rating	Point Value	Problem Name
V4											
64c	v4	333	The Funky Bunch	43b	v5	432	The Demoralizer**	27f	v7	710	Tijuana Hit Squad
93i	v4	335	Wyatt Riot**	63i	v5	432	Humble	28e	v7	712	Way Twisted**
91	v4	335	The Udge	69b	v5	432	Happy Lit	21f	v7	715	Jaws 2 Direct**
28d	v4	336	Meathook	2k	v5	433	Dance Inc**	25f	v7	715	Tendon Terror
65q	v4	336	Twist	52b	v5	435	The Grinch Potato	64h	v7	717	Crooning Tiger**
9g	v4	337	The Nudge*	32c	v5	436	Tight Spot*	63g	v7	718	The Proud**
21f	v4	337	Hard Charger**	1le	v5	437	Heckel*	90c	v7	719	Jigsaw**
66c	v4	337	Oblongata	39i	v5	437	Larry Hitchcock	66a	v7	720	Slopey Macnasty**
91	v4	338	The Grudge*	47a	v5	437	Hookid Woodoo**	59d	v7	723	Jagermeister*
27c	v4	338	Captain Chans	5e	v5	438	Razor Burn*	63i	v7	725	John Cougar Concentration Camp**
28x	v4	339	Rebecca's Kiss**	45e	v5	438	Air Slat**	72f	v7	730	The Blunder**
27x	v4	339	The Deviant**	90d	v5	438	Special Spam**	65g	v7	731	King Size Milky Way**
72c	v4	339	Return To The Egg	65f	v5	439	Sexful Cholet	64p	v7	732	God Damage*
53a	v4	339	Black Palm Society*	1ld	v5	439	Alfred Hitchcock** (Low Start)	8e	v7	850	The Sleeper**
62b	v4	339	Black Hope**	31f	v5	440	Flash Or Trash**				
64d	v4	339	Reach Budge**	24f	v5	440	Court And Spark**				
27h	v4	340	Power Point	76a	v5	440	Kossy Muffin	28g	v8	840	The Jerk
28b	v4	340	Twister*	61b	v5	441	Burt Reynolds*	29g	v8	842	Floater**
85u	v4	340	Hide Breeders	64u	v5	441	Horton Hears A Who**	3d	v8	850	M.A.B.**
89u	v4	340	AbraCadaver2	22a	v5	442	The Clingon Warship*	39h	v8	856	Wicked Voodoo**
25j	v4	341	Soiled Pillow*	47i	v5	442	Don't Do Crack 2 Electric Bugaloo*	27f	v8	860	Walauga Hit Squad
33a	v4	341	The Last Traverse	76b	v5	442	Left Handed Stranger**	89f	v8	865	Kakona Montana
19h	v4	342	Get A Lady**	4e	v5	443	The Grudge (low start)**	87g	v8	870	Whistle Pig Westlin**
14i	v4	342	The Machinist*	39e	v5	443	The Long Shot*	4g	v9	900	Hakona The Lines**
14d	v4	343	The Economist	45h	v5	443	Air Jesus (low start)**	80c	v9	900	Hard One While He's Away*
46b	v4	343	Crumplethickson**	3k	v5	445	Pinchin' Log	82g	v9	908	Super Spook Jump**
11h	v4	344	Birth In Babies	85n	v5	446	Badastronaut**	25e	v9	910	2,000 And Beyond
85x	v4	344	Cubic Zirconium Princess*	1n	v5	447	The Puzzle	85p	v9	921	Interruption Alert**
635c	v4	344	Hopeless Pocus*	58b	v5	448	Hansling*	1e	v8	922	Bronco Billy
28i	v4	345	Slam*	73d	v5	448	Silk The Shocker**				
62d	v4	345	The Electric Cow Incident*	93d	v5	449	Red Right Hand**				
84u	v4	345	Headrush*	1m	v5	450	Male Bonding (3rd down)**	63b	v9	1058	Brady Problem
8c	v4	346	The Mail Slot**	59e	v5	451	Body Disposal**	45f	v9	1059	Air Lucifer (low start)**
39i	v4	346	The Echo Chamber****	25c	v5	452	Doctor Weeek's Budge	45d	v9	1060	Air Satan (low start)**
90f	v4	346	Face Lint**	45b	v5	452	The Hatchet**	59e	v9	1060	Sopozzatura
23b	v4	346	California Tom's Budge	68e	v5	453	The Honzo Blade**	28a	v9	1080	Twisted Agenda**
29c	v4	347	Left Oddity*	89d	v5	453	Search and Destroy**	3f	v9	1090	The Tourist**
45i	v4	347	Air Jesus (Classic Version)**	24h	v5	454	The Crescent**	47f	v9	1095	Stupid Human**
21e	v4	348	True Grip**	10h	v5	455	Suicidal Tendencies**	1c	v9	1099	Living Spree**
26d	v4	348	Captain Crunch**	24d	v5	455	Pocket Problem Sit Down**	1e	v9	1100	Mr. Thick**
44a	v4	348	Jump Start**	94a	v5	455	Deadeye**	10f	v9	1100	Project
95e	v4	348	Blue Glove	45a	v5	456	Blasphemy**	18b	v9	1101	Project
23a	v4	349	Jim's Budge*	80j	v5	456	The Yeti**	49e	v9	1120	Beautiful Freak**
64m	v4	349	The Ghoul					47g	v9	1150	Rapid Fire**
75h	v4	349	Hot For Creature	V6	v6	524	Showing Scars	73b	v?	1150	Project*** \$\$\$ (cash bonus)
2j	v4	350	The Claw**	49b	v6	524	Musbroon Roof	3e	v9	1156	Wedreams**
3i	v4	350	Braceholder**	55i	v6	531	Nasty Goo**	9f	v9	1162	Pit Bull**
17b	v4	350	Mr. Silly*	61c	v6	535	Smokey And The Bandage*	3g	v9	1163	Fu Yo**
28j	v4	350	Crankenstein**	56e	v6	545	Crystal Ball Low Start**	80h	v9	1065	Cryptozoology**
6h	v4	351	Cracker Backs Sit Down	79e	v6	545	Hell Club**	63h	v9	1166	Jack Sabbath**
17c	v4	351	Nameless**	53d	v6	550	Dear Church	85o	v9	1167	The Intruder**
64h	v4	351	Mellman's Face	15c	v5	551	Habitual Neck Stepper*	60a	v9	1170	Snake Church**
75g	v4	351	Disasteroid (stand)**	65h	v6	552	The Milky Way**				
85i	v4	351	Isa	69c	v6	553	The Unforgiven*	V10	v10	1300	The Oral Resume**
29e	v4	352	Woody's V33**	75j	v6	553	Cuswood Puzzle*	44b	v??	1300	Project
29e	v4	352	Bull Frog**	17d	v6	557	They Call Me Mr. Silly**	14c	v10	1349	Spare Parts
45g	v4	352	Air Lucifer**	17e	v6	558	They Call Me Nobody**	64r	v10	1350	Pimp Trick Gangsta Click**
65b	v4	352	The Mars Arete**	85r	v6	558	Diamond Princess**	72e	v10	1355	The Blunted Extended Start**
65i	v4	352	The Janitor**	58f	v6	559	Deadeye**	47h	v10	1380	Prom'd A Human**
23a	v4	353	Tommy The Cat**	64e	v6	561	Knob Job**	39i	v10	1390	Blood Shot**
85c	v4	353	Recessor**	26b	v6	562	Teepointer*	80d	v??	1450	Project
50b	v4	354	Upright Citizens Brigade**	32d	v6	563	Jeckel*	73c	v??	1465	Project*** \$\$\$ (cash bonus)
66g	v4	354	Frontal Lobe	89e	v6	564	Search and Destroy Low**	82h	v??	1470	Project*** \$\$\$ (cash bonus)
23i	v4	355	Swab Story Direct**	56j	v6	565	The Blade**	49h	v??	1471	Project*** \$\$\$ (cash bonus)
53c	v4	355	Heart of Darkness**	29i	v6	569	Coffin Arete*				
82f	v4	355	Wendigo*	31e	v70	570	Tobacco Cat**	V11	v11	1710	Subject To Change**
85c	v4	355	Pockles the Clown**	75f	v6	570	Disasteroid**	9h	v11	1720	Nudging It*
93c	v4	356	Fun House**	14e	v6	571	Controller*	64o	v??	1725	Project*** \$\$\$ (cash bonus)
40i	v4	356	Daddy Too Big**	27b	v6	571	Desperation Crack**	3i	v11	1750	The Crusher**
63a	v4	357	Hoggy Belly**	57d	v6	571	Houdini**	5i	v11	1800	Half Price Porno**
39c	v4	357	The Sleeping Giant*	24g	v6	572	Parlez Vu Parkway**				
84b	v4	357	50 Foot First Dead**	71a	v6	572	Full Ion**	V12	v12	2300	Projections**
54b	v4	358	Army of Evil Dead**	49d	v6	573	Let Go O' My Ego**				
84a	v4	358	Distance	91a	v6	575	Turn Up The Hell**	V13	v13	3000	Random Man**
24i	v4	359	Kosmic Karma**	54a	v6	574	Army of Darkness**				
29	v4	360	Jaws 2**	51a	v6	574	Mother's Milk**				
24c	v4	360	Pocket Problem**	47e	v6	575	Thunder Prow**				
58a	v4	360	Bleeding He Out**	80i	v6	575	Sasquatch**				
80g	v4	360	Bornome**	23a	v6	576	Strange Agent**				
40a	v4	361	Icarus**								
80b	v4	362	Tough One While He's Away*	V7	v7	670	Overweight Lover	26e	S.8	140	Baby Bear
20d	v4	362	Cold Metal*	23n	v7	670	Boss Hog**	26f	S.9	177	Mama Bear**
85m	v4	363	2,000	39b	v7	674	Don Drapper*	47a	S.10	200	Boa Rider**
				6a	v7	675	The New Vintage*	88e	S.9	205	Don't Beer The Reaper
				12a	v7	677	The Glove Travese**	29o	S.10	290	Papa Bear**
				4i	v7	678	El Saldisto*	47c	S.10	353	The Mighty Whore**
				8e	v7	680	Ground Control**	88b	S.10	354	Asteroid Belch**
				14f	v7	681	Ground Control**	60d	S.10	355	Champagne Jam**
				65d	v7	681	Mr. Goodbar**	88d	S.11	449	Heavy Liquid*
				21l	v7	681	The Diving Board**	47o	S.11	450	The Incredible Bulk**
				18a	v7	682	Green Dreams*	88c	S.11	452	Crisis Crack**
				20h	v7	682	Hidden Agenda*	60b	S.11	460	Bush Pilot*
				65e	v7	682	Mr. Butterfingers**	44c	S.12	580	Ivan The Terrible**
				10b	v7	684	Head Case**	60c	S.12a	590	Log Jammer**
				17a	v7	685	Haley's Comet**				
				10c	v7	700	Ben's Problem				
				73a	v7	701	Shocker Kahn*				
				50c	v7	703	Poultry In Motion**				
				85q	v7	703	Double Tap**				
				11q	v7	705	The Camel Toe				
V5											
72g	v5	412	Bobby Bad Apple								
29j	v5	416	The Mad Splatter								
79a	v5	421	The Deep								
1j	v5	422	The Anvil								
25d	v5	423	Reid Odality**								
86a	v5	425	Just The Tip								
64p	v5	426	Slap Arete*								
14p	v5	427	Neck Tan Of The Gods*								
15e	v5	428	Armation*								
59c	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*								
29b	v5	430	Stranger Agent**								
15b	v5	431	Troublemaker								
63e	v5	431	Trust Me**								



It's pretty simple. Be the first to complete one of the list below and turn in your score card to win. You must have 2 competitor signatures or 1 judge signature in order to get credit for each problem. Use the front and back of your scorecard. 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. All super classic. Enjoy!

## LIGHT ROAST

- 1 35b v1 The Spine
- 2 33c v2 The Last Arete
- 3 40j v1 Monster Truck
- 4 39j v2 Brutus
- 5 39d v3 Coffin Boy
- 6 25c v0 Guillotine
- 7 27t v2 Lucky Day In Hell
- 8 21d v2 Folgers
- 9 19d v3 The High Life
- 10 17g v3 Pimpus
- 11 14j v4 Pivot Man
- 12 10o v3 Sweatit' Like Ted Striker
- 13 11c v2 Alfred Hitchcock (high start)
- 14 9c v3 The Judge
- 15 8c v4 The Mail Slot
- 16 3m v3 Three Star Traverse
- 17 44d v2 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 64v v3 Griz Kringle
- 24 66l v1 The Big Grey They
- 25 69d v3 The Heretic
- 26 80e v4 Wendigo
- 27 80h v5 The Yeti
- 28 85g v2 Weaponized Milk

## DARK ROAST

- 1 40j v1 Monster Truck
- 2 39k v4 The Echo Chamber
- 3 29e v4 Bull Frog
- 4 21f v4 Hard Charger
- 5 23a v4 Tommy The Cat
- 6 21f v4 Hard Charger
- 7 17e v6 They Call Me Nobody
- 8 14i v6 The Blade
- 9 10o v3 Sweatit' Like Ted Striker
- 10 11d v5 Alfred Hitchcock (low start)
- 11 9b v4 The Deviant
- 12 8c v4 The Mail Slot
- 13 3m v3 Three Star Traverse
- 14 3f v5 Flash or Trash
- 15 1m v5 Male Bonding (Sit down)
- 16 44a v4 Jump Start
- 17 44d v2 Natural Selection
- 18 45g v4 Air Lucifer
- 19 54c v3 Evil Dead 2
- 20 59f v5 Satan's In The Tires
- 21 63e v5 Trust Me
- 22 64s v4 The Repressor
- 23 65i v4 The Janitor
- 24 69a v5 Blasphemy
- 25 69d v3 The Heretic
- 26 73d v5 Silk the Shocker
- 27 80g v6 Sasquatch
- 28 85n v5 Badastronaut

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