



## Barn Area

### A

1. **Sarah Problem V2.** Start matched on small crimps. Climb face to juggy top out. Thirl
2. **Pedestal V4 Is.** Sit start on obvious jug shelf. Climb straight up face using perfect arete.

### B

1. **Arch Problem V5.** Climb pillar using interesting holds and beta to good top out.
2. **Arch Problem V3.** Climb featured face right of arch to top out.
3. **Arch Problem V4.** Climb featured face to right of arch.

### C

1. **Mosquito Technique V7.** Start on ball with heel hook. Gain crimp and sloper to move to jug before toping out.
2. **Gary Sperry Fairy V1** climb crimpy face.
3. **Sarah Problem V1** climb crimpy face.
4. **Unknown V4** Start with wide squeeze on crimps and move to good holds on slab to top out

### D

1. **Project V7???** Start on **crap holds at base of scoop. Mantle to glory!**
2. **Aggravated Assault I V7.** Start on rough side pull/sloper and peanut. Move to match crescent hold. Make long move to jug rail using iron band and trickery. With high feet gain crimps up and left to top out.
3. **Blind Side V7.** Start as Aggravated Assault. From crescent hold to right side pull to gain crimps. Mantle scoop feature.
4. **Eye Problem V6.** Start on shelf and climb through iron band to eye feature. Top out as Blind Side.
5. **Dish V2** Climb up timid looking slab.

### E

1. **Almond Joy V2** Start on jug undercling to climb bulgy face.
2. **Mounds V1** Climb bulgy face.

### F

1. **Down Wind V2** Climb gently overhanging arete.

### G

1. **Pendulum V8** Climb subtle water grooves to sloper.
2. **Pebble Beach V8.** Start on conglomerate huecos left side of feature. Climb straight up. Needs some cleaning yet.

### H

1. **Steele Problem V2.** Start in pocket at right of shelf using high feet. Climb straight up using runnel for right hand.

### I

1. **Fall V2** Sit start climb rails to mantel finish
2. **Blue Skink V3** Sit start climb up short face to mantel
3. **Unnamed V2** Sit start climb flat ledges to mantel
4. **Low & Slow V2** Short roof to interesting mantle.
5. **Chicken Foot V6** Squeeze blunt prow to gain chicken foot feature.
6. **Project V7???** Start on **roof holds. Climb slopers to glory!**

### J

1. **Disposable Razor V2.** Sit start. Move up staying left of Arete. Classic top out.
2. **Glass Crack V1.** Start at base of right facing crack climb up to flat jug and mantel out.
3. **Cave of Socrates V Hard.** Start on obvious right edge and left edge. Gain left razor crimp and distant right side pull. Using trickery and bad feet to gain undercling and flat edge just outside of the cave. Move to lip using bullet hole. A+ mantle.
4. **Don't Look Back V4.** Start at base of right facing crack climb up trending right to flat jug and mantel out.
5. **Project V7???** From **obvious start climb spine feature to glory!**
6. **Arc Second V3** Start on low edges at break. Gaston left and climb face left of water grove
7. **Arc Minute V4** Start on low edges at break. move to good holds and climb water grove to top.
8. **Vertical Cartography V5** Sit start on horizontal crack. Climb good holds to big move then top out.

### K

1. **Desperado V Hard.** Start at back of low roof on jugs. Traverse lip via pockets and tooth crimp to gain good hold on north face of boulder for top out.

### L

1. **Spooky Motion V6.** Start in hole climb to ball feature using obvious holds. Using trickery, gain pinch at lip. Ride runnel to classic top out.
2. **Steele Problem V4** climb slopers to techy top out.

### M

1. **Steele Problem V0** climb short crimpy face to flat top out.
2. **Sound Check V5** Start right on good holds. Climb through crimpy face moves to fat mantle.

### N

1. **Slippery When Wet V2.** From hueco and right hand pocket climb slopey bulge.
2. **Unknown V3** Start on crimps and climb face to heady top out.
3. **Unknown V7/8** Start on crimp slots and move to your choice of micro crimps. Make long deadpoint to slopey edge. Topout.
4. **Unknown V2** Start on razor crimps and climb straight up to spicy mantle. Moving out right to jug is not the problem.
4. **Unknown V4** Sit start on good holds at arete. Climb face to good jug. Mantle out with high feet.

### O

#### These problems are up top. Watch your step!

1. **Solar Oven V6.** Sit start on huecos. Move through rail feature to gain slopers. Top out left of jug.
2. **Pine Straw V3** Sit start and climb iron falls to Jug lip for mantel.
3. **Pine Straw Low V4** Sit start down and right (yes, down there) on eye feature. Climb iron rails and chicken-heads to finish on Pinestraw.

### P

1. **Unknown V4** Sit start low in crack feature. Climb out roof to right of crack
2. **Unknown V4** Sit start low. Climb right out roof to top out on right buldge feature.
3. **Unknown V4** Sit start low. Climb out roof to top out on buldge feature.
4. **Before Peace V3** From break move right to large flat edge. Gain water feature with left and top out.

### Q

1. **Amaze Problem V1** From obvious sit start to lip and mantle.
2. **Amaze Problem V0** From obvious sit start to lip and mantle.

## Eddie Area

### A

1. **Two in Stink V2** Climb TALL SANDY face.
2. **One in Pink V6** Start on pocket side pull and edge. Punch to right-hand pocket side pull then slap way up rib.
3. **Spineless Climb V6** pinches to spine.
4. **Big Boys Don't Cry V1** Start on top of tombstone and climb right facing groove.
5. **Fame V7** Climb face up series of spans to final spine.
6. **Inlany Project V ???** From jug go straight to bad crimps and crush your way to glory!
7. **The Dude V8** Start on pinch and fire to tunnel.
8. **Nihilist V3** Climb crack.
9. **Mystified V5** Climb crimps to long reach for top out.
10. **Hubris V6** Jump to sloper. Climb face.

### B

1. **Eddie V8** Start at back of cave. Climb hanging block to slopey top out.
2. **Unknown V**

### C

1. **Unknown V2** Sit start on sidepull. Climb short face left of crack.
2. **Unknown V2** Climb face right of crack.
3. **Unknown V6** Climb face left of crack.
4. **Steele Problem V5** Climb crimpy face to full value top out.
5. **Steele Problem V4** Climb crimpy face trending right. Keep a cool head to top out.
6. **Unknown**
7. **Unknown V2** Climb face/arete right of corridor.
8. **Unknown V0** Climb short face to leftfacing corner.

### D

1. **Blab V2** Climb short slab.
2. **Fab V1** Climb short slab.
3. **Gab V1** Climb short slab.

### E

1. **Abys V4** Climb slab to top out.
2. **Seis V6** Stand start climb slab.
3. **V6** Start on sidepull jug. Move to groove and mantel.

### F

1. **Well Drink V1** Climb short eroded arete.
2. **Rot Gut V1** Climb short eroded face.

### G

1. **Unknown V8** Start on lowest jug. Climb pinches to tough mantel.
2. **Unknown V7** Start lowest jug moving up and right to lip then tough mantel.
3. **Unknown V5** Start on lowest jug. Climb pinches to lip and sloper/mantel
4. **Big Boys Don't Cry V5** Start on lowest part of crack. Move right and climb overhanging face slopers and mantel.
5. **Unknown V4** Start on lowest jugs. Traverse right on chickenheads (pedestal is off) to pockets in roof then back left to drop jug marked by large tick mark.

### H

1. **Mega Man V11** Start on obvious holds. Climb crimps to long right hand move to water groove for top out.
2. **Savage Problem V5** Start on blunt arete. Climb through big moves to gain death block. Top out. Tall!

### I

1. **Unknown V1** Sit start and climb face.
2. **Unknown V1** Sit start and climb face.
3. **Sepultura V3** Sepultura Sit start on edge. Move to better holds then hidden jug and mantel.
4. **Don't Hurt Em V3** Start on pocket then up to pinch and sloper press.
5. **Hammer V5** Stand start. Climb sloping sidepulls.

### J

1. **Quirk V2** Start on undercling. Move to left facing pocket then punch to top.
2. **Unknown V1** Climb Short face up runnel.
3. **Unknown V0** Climb short face.

### K

1. **JH V11** Sit start left on low underclings move to crimps. Top out using power and cunning.
2. **Unknown V2** Start on crimps and climb slopers to easy mantel.
3. **Unknown V2** Climb short face and mantel.
4. **Unknown V2** Start on Right facing side pull. Climb from crimps to gain good hold at lip. Mantle.
5. **No Parking on the Dance Floor V5** Climb left arete.
6. **Hustle & Flow V9** Sit start left on arete. Figure your way through the crimpy traverse and make classic top out.
7. **Dunbars Number V4** Start on crimps and climb slopers to easy mantel.

### M

1. **The Oatmeal V2** Start on edge and mantel.
2. **Feal V1** Climb Short face.
3. **Dejection V4** Climb face behind small tree.

### N

1. **Pocket-TV8** Climb roof to stand over lip. Jump off.

### O

1. **Unknown V0** Climb short face.
2. **Get Low V4** Sit start. Climb short face on edges and shallow pockets.
3. **Let Die V2** Climb water groove.
4. **Live V2** Climb water groove.
5. **Roughage V4** Sit start. Climb short arete to ledge then runneled top.

### P

1. **Slit V4** Sit start on edge and pocket. Move to better holds then mantel.
2. **Cobble V5** Sit start on pinches. Climb pebbly arete.
3. **Unknown V0** Start in underclings. Move to big hole then up slab.
4. **Unknown V1** Climb water groove.
5. **Unknown V1** Start on high pockets. Move to sloper and mantel. Right down climb is not the problem.

### Q

1. **Deadhead V6** Sit start on iron crimps. Dyno to lip and mantel.

**Lower Area**

**A**

1. **One Flew Over The Cuckoos Nest V3** Climb face with sketchy landing.
2. **Unknown V** Climb face to top out.

**B**

1. **Unknown V4** Sit start. Climb short crimpy roof to gain slopely top out.

**C**

1. **Unknown V8** Start on undercling. Move to good holds and top out.
2. **Unknown V0** Start on obvious holds. Climb face to top out.
3. **Unknown V2** Start at head-high jugs & climb slab to classic mantle.
4. **Gene Simmons V2** Sit Start low on tongue feature. Climb up to pocketed feature and top out.
5. **Hero V3** Start low and climb curtain of jugs to hero jug top out.

**D**

1. **Nosey V1** Sit Start on hueco. Climb feature to top out.
2. **Unknown V2** Climb overhang to easy mantle.
3. **Pitman Arete V5** Start on block. Traverse lip to apex of boulder and top out.

**E**

1. **V** Climb short arete.
2. **Chicken Strips V1** Climb face using chicken heads.
3. **Super Size V1** Climb face using large chicken heads.
4. **V** Start on obvious hueco. Trend right to gain sloper at lip and mantle.

**F**

1. **V**
2. **V**
3. **Unknown V3 TALL.** Climb through water feature and top out.
4. **Unknown V4 TALL.** Start on slopely holds. Climb through big moves to dishes. Using high feet fraggle slopely jugs for top out.
5. **Unknown V4** Start at break. Climb through pockets to slopely jugs for classic top out.
6. **Unknown V5** Start on break. Climb featured overhang to try classic water groove mantle.
7. **Unknown V5** Climb out of hole and mantle right of dirty hueco.

**G**

1. **X Marx the Spot V2** Climb blunt arete through X feature to top out.
2. **V2** Climb face using water groove.
3. **Levitate V4** Using ephemeral slopers will yourself to right hand gaston and continue trending right. Top out.
4. **Unknown V3** From right facing side pull and high feet snag slopely feature and walk over.

**H**

1. **Pocket Arete V4** Start on obvious pockets and climb arete.
2. **Unknown V9** Start with high holds. Crimp through tiny intro moves to gain water groove holds and move to the top.
3. **Rampart V4** Start low and left on diagonal feature and climb up and right to good top out.
4. **Gadfly V3** Sit start on undercling move to mantle.

**I**

1. **Unknown V2** Sit Start left of tree. Climb short slopely face.
2. **Unknown V2** Sit start under arete. Climb short block to mantle.

**J**

1. **Tree Bugger V3** Start super low on break. Climb trending left through edges and pockets to top out next to tree.
2. **Bert Durglar V3** Start super low on break. Climb trending left through edges and pockets to top out next to tree.
3. **Higher Ground V2** From ledge move to left gaston. Mantle out.

**K**

2. **Gator Back V7** Start on crimps at seam with high left heel. Negotiate short roof to powerful mantle. Traversing right to the jug is not the problem.

**L**

1. **Unknown V3** start on good holds. Climb out left side of roof and mantle out.
2. **Unknown V4** Traverse from left to finish on Scarecrow.
3. **Scarecrow V6** Sit start on block. Using left pinch and arete sloper make moves out roof to good holds at lip for mantle.

**M**

1. **Unknown V** From horizontal break climb slopely face.
2. **High Four V4** Starting at horizontal break use right water groove to reach pocket feature high on face to gain good mantle.
3. **Rusty V2** From horizontal break climb slopely face using water groove for left hand.
4. **Busty V3** From horizontal break climb slopely face through bulge features and subtle top out.
5. **V4** Starting at horizontal break use R arete to climb bulging face. Classic mantle.
6. **Cory Problem V4** Start on obvious shelf. Move out of cave to interesting top out.