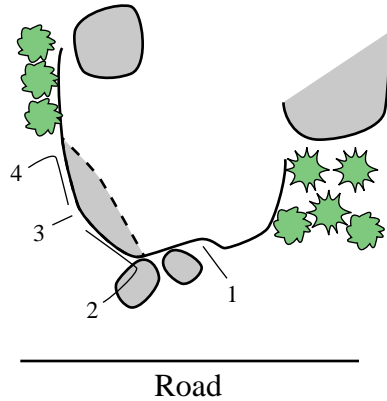


## No Substance

Park at 2.7 miles, on the left side. The boulder is on the right side, 15 seconds from the road. If you miss it and get to the coal mine, drive back and park just after the "cow sign". Although there aren't many problems, they are some of Joe's testpieces.

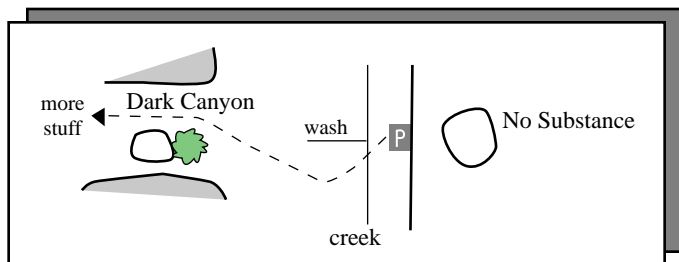
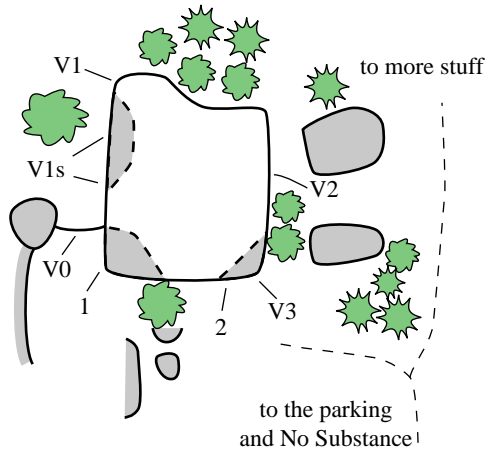
- J-Rad** F R  
□ □ v2  
Start right of a rock and climb in the big black streak with pockets.
- No Non-Seance** F R  
□ □ v7  
Start on a rock, grab the bad rounded lip then traverse left on the lip to the apex of the boulder.
- No Additives** F R  
□ □ v11 (13) ☆  
Left hand sidepull crimp, right hand 2 bad monos, go for the good edge then the apex of the boulder.  
Also a SDS (V13). Right hand low sidepull-pinch, left hand 2-finger pocket.
- No Substance** F R  
□ □ v8 ☆  
Start on the big thread and traverse right on the slopy lip to the apex of the boulder.



## Dark Canyon

Park like for No Substance. Find a faint trail that goes down on the other side, cross the small creek and walk into the canyon. Look for the left cliffband and for a big boulder with the tallest pine tree leaning on it. This boulder has a few problems but Maxipad is the classic. There are more problems further up the canyon but no topos.

- Maxipad** F R  
□ □ v6 ☆  
Edge on the left side to jug on the arete, to edges on the right side. Escape left on the slab.
- Unnamed** F R  
□ □ v3  
High edge to short left-facing flakes and up.



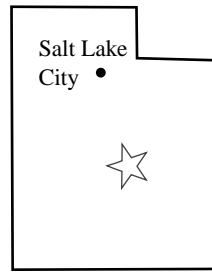
presents

# a selection of bouldering in Joe's Valley

Area 51  
Provo Area  
Man Size  
UMWA Boulder  
Boysize  
The Small One  
No Substance  
Warm Up Area  
Buoux Area

taste the sandstone...

# Joe's Valley



Many call Joe's Valley "Utah's hottest bouldering" and that's not a small thing to say. The sandstone is really smooth so you'll be able to burn yourself many times before your skin can take no more. You'll find everything in Joe's: highball slab with tiny edges, technical face on small pockets, overhang on slopers and roofs with buckets. What else can we say... good landings... free access... free camping... and many, many new problems to be established.

**How to get there:** From Salt Lake City, go south on I-15. At Spanish Fork City, go west on Route 6 toward Price. Exit on Route 10 south in Price. After 30 minutes you will be in the town of Huntington. After another 10 minutes you will see a turn off to Joe's Valley, Orangeville and Route 29 east. Make a right. Drive on Route 29 east until you get to a "T" intersection, make a right and follow this into Joe's Valley. If you're looking to get to New Joe's, make a right onto Route 57 and look for specific directions on the New Joe's overview map. To the Right Fork, make a right on Cottonwood Canyon Road and follow specific directions for each area.

**When:** Fall (late September to November) and Spring (March to June). In the summer time it is generally too hot, however, on a windy day, climbing in the shade is very enjoyable.

**Eat:** Orangeville has what you need in the way of basic supplies and small markets. There are also a couple of small places to grab a bite to eat. There is a Subway in Huntington. If you are looking for more, you should take the drive back to Price. When it's open, the best place to get any meal including a mid-day snack is by the reservoir. Luke's Trail Mt. Resort serves everything from ice cream to full breakfasts and dinners. Luke's also sells camping supplies.

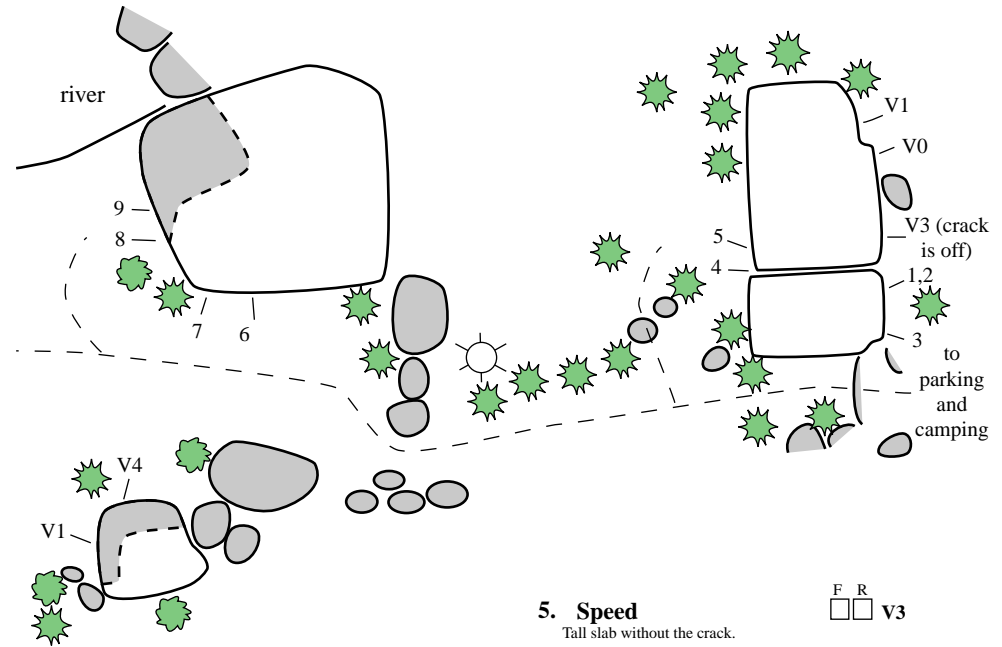
**Sleep:** The best place to stay is at the Joe's Valley Reservoir Campground, which is 12 miles from the fork. It is \$8.00 a day for a single site. You can get reservations by calling the National Forest reservation number 800-280-CAMP. There is also camping and cabins available at Luke's Trail Mt. Resort. For reservations call 800-707-8152. If you can do without facilities, then you may camp at the Buoux Area (2.4 miles up the Right Fork) or at the Left Fork Pullout (1.2 miles up the Left Fork).

**About the stars:** If you're familiar with DrTopo.com, you know that we usually don't use quality ratings, but since everything is so spread out, we decided to use stars to save you time and gas if you're on a short trip. If we put a star next to the name of the area, it means that this area should be checked out as most of the problems are good. If there is no star next to the name of the area, look for a star next to specific problems, those are the ones that make you want to go there.

**Guidebook:** A Bouldering Guide to Joe's Valley by Jeff Baldwin.

# ★ Buoux Area

This area is located on the left side, 2.4 miles of the fork. You can see the boulder from the road. Park just after the boulders, on a short dirt road which lead to pullouts. This is a good place to camp for free.. Most of these problems are good.



**1. Buoux Problem** ★  
Face with pockets. Crack is off.

F R  
□ □ v3

**2. From the East**  
SDS to Buoux Problem. Start right hand sidepull, left hand in the lowest pocket.

F R  
□ □ v7

**3. Tradesque**  
Vertical slots, just right of the arete.

F R  
□ □ v2

**4. Buoux Crack**  
Tall crack with insecure finish.

F R  
□ □ v0

**5. Speed**  
Tall slab without the crack.

F R  
□ □ v3

**6. The Bowling Ball**  
3 monos to a slopy shelf, to a gaston, to the lip.

F R  
□ □ v4

**7. Unnamed**  
Left-facing holds up to a rounded finish almost in the tree branches.

F R  
□ □ v2

**8. Unnamed**  
Left hand on sharp crimp. Go to the lip.

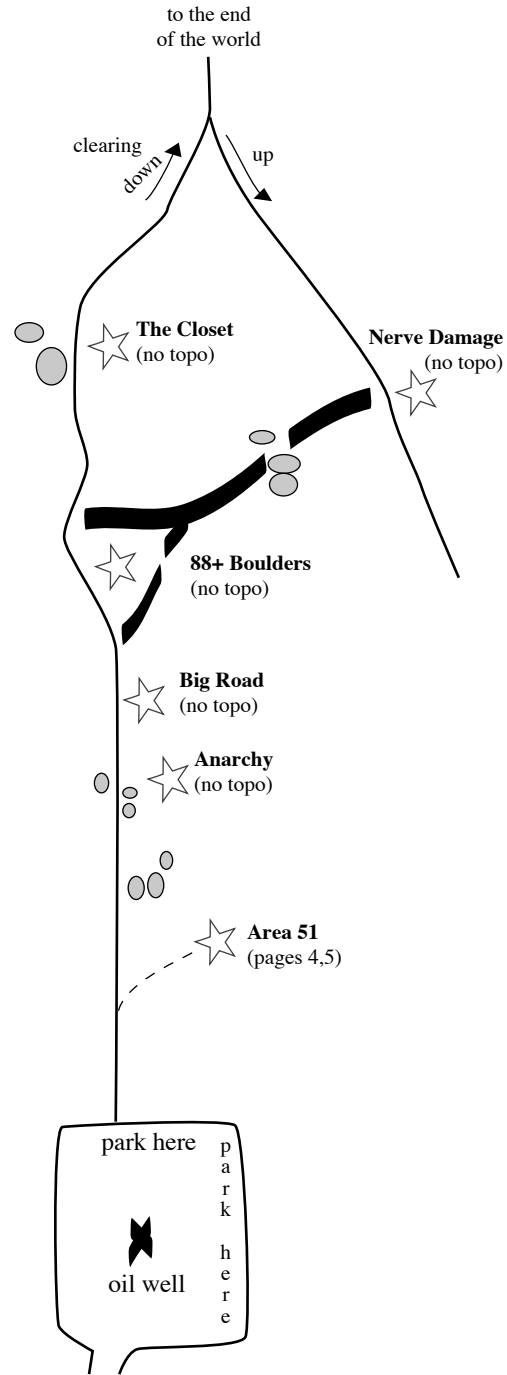
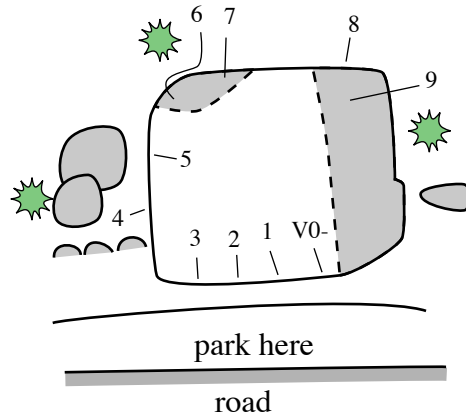
F R  
□ □ v3

**9. No Guard on Duty**  
SDS - Start with the block and go straight up.

F R  
□ □ v4

- 1. Smoothie** F R  
□□ V3  
 Right hand crimp, left hand gaston up to sidepull (right) then to the top.
- 2. UMWA Dyno** F R  
□□ V3  
 Left hand pocket, right hand sidepull, feet high and go to the shelf.
- 3. UMWA Problem** F R  
□□ V0  
 Right hand pocket, left hand sidepull. Pocket, shelf, top.
- 4. Reach Around Right** F R  
□□ V3  
 SDS - Start on 2 good huecos. Go up and left to a crimp and an oblong pocket then up to a rounded finish.
- 5. Reach Around Left** F R  
□□ V3  
 SDS - Start on a juggy hueco. Climb up with slopy sidepulls up to the oblong pocket and top out.
- 6. Walrus** F R  
□□ V5  
 SDS - Start with the right-facing jug. Traverse right and up to a mantle by the pine tree.
- 7. Rug Rat** F R  
□□ V5  
 SDS - Start on low underclings, go up to the right-leaning ramp then leg press without using the right arete.
- 8. High Ride** F R  
□□ V4  
 SDS - Left hand 3-finger pocket, right hand sidepull go straight up.
- 9. Stomp'n' Hippies** F R  
□□ V7  
 SDS - Start low on sidepulls. Climb up to a tricky mantle.

Park just beside the boulder, on the left side, 2.1 miles up the fork. Most problems here are good.



To get to New Joe's go on the Route 57 North. 3.25 miles after the junction with the Route 29, make a right on a wide dirt road. This dirt road is a few yards before the mile marker 10. Drive down then up on this dirt road until you get to a huge parking lot with an oil well in the middle. The oil well is functioning so park as far as possible. At the end of this parking, there is a smaller dirt road which is not in use anymore. This is the main trail to all areas in New Joe's. Take a look at the map to the left and get specific descriptions to find each area.

We present only Area 51, but there is more stuff further along the trail. Get Jeff Baldwin's guide for more details.

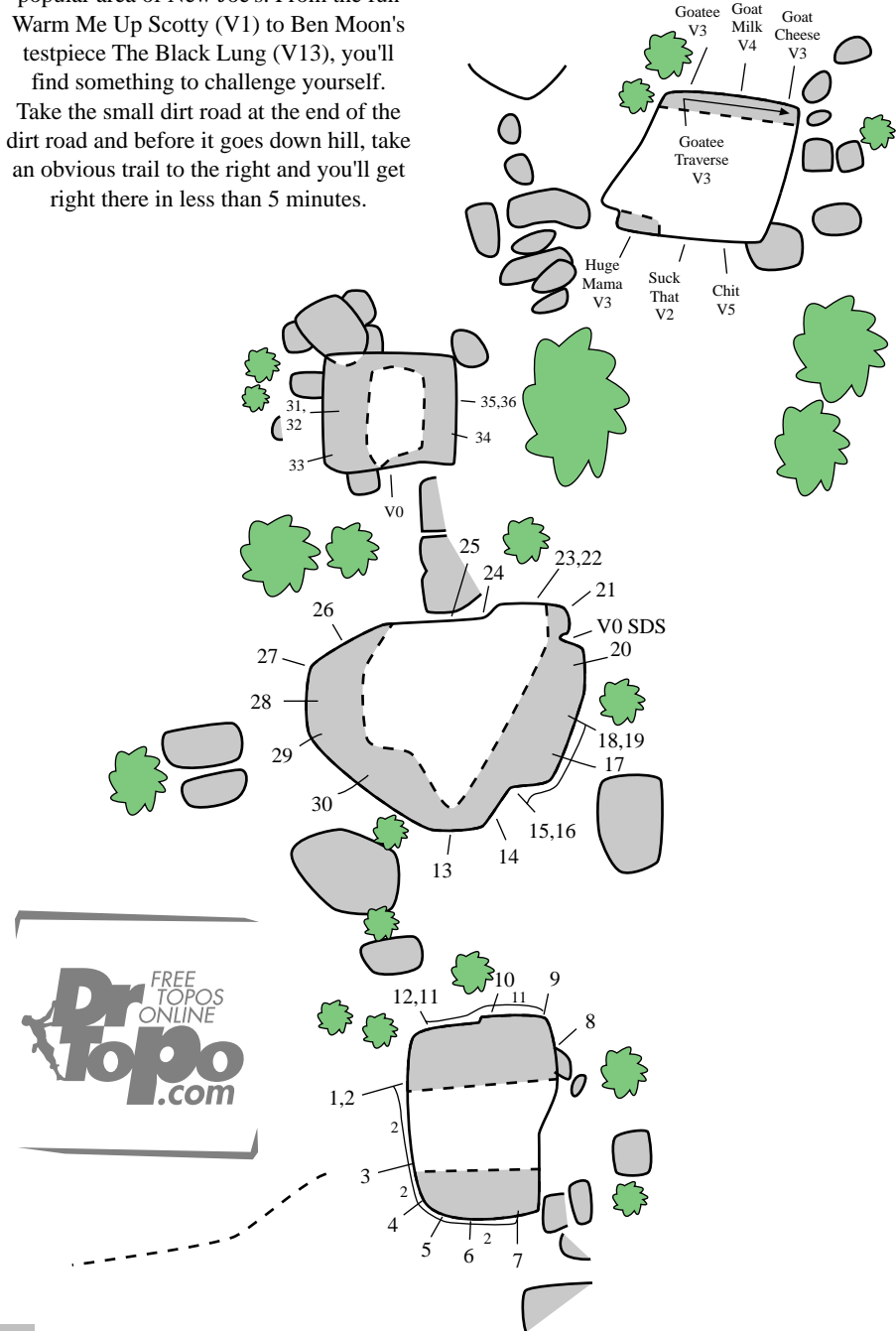
**New Joe's is privately owned**

**Strictly no camping**

**Strictly no fire**

☆ Area 51

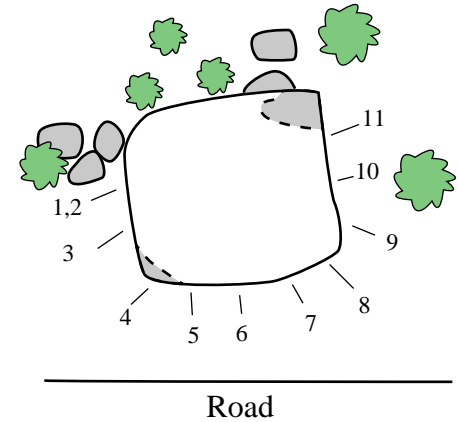
Proximity to the parking and a high concentration of good problems of all difficulties make the Area 51 the most popular area of New Joe's. From the fun Warm Me Up Scotty (V1) to Ben Moon's testpiece The Black Lung (V13), you'll find something to challenge yourself. Take the small dirt road at the end of the dirt road and before it goes down hill, take an obvious trail to the right and you'll get right there in less than 5 minutes.



Small One

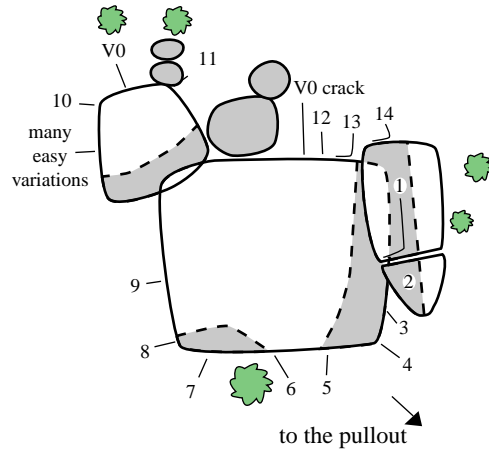
1. **Dustbuster**  $\begin{matrix} F & R \\ \square & \square \end{matrix} V3$   
 SDS - Start right hand on good undercling. Go straight up.
2. **Unknown**  $\begin{matrix} F & R \\ \square & \square \end{matrix} V$   
 SDS - Start as Dustbuster but traverse right to finish in Midget.
3. **Midget**  $\begin{matrix} F & R \\ \square & \square \end{matrix} V3$   
 Start right hand with a slopy pinch and go straight up.
4. **Runt**  $\begin{matrix} F & R \\ \square & \square \end{matrix} V7$   
 SDS - Start with pinches and climb the overhanging arete.
5. **Pee Wee**  $\begin{matrix} F & R \\ \square & \square \end{matrix} V4$   
 SDS - Left hand crimp, right hand sidepull, go to right-facing flake and a rounded finish.
6. **Pint Size**  $\begin{matrix} F & R \\ \square & \square \end{matrix} V2$   
 SDS - Right hand sidepull crack, go to a pocketed seam.
7. **LCC**  $\begin{matrix} F & R \\ \square & \square \end{matrix} V1$   
 SDS - Climb the finger crack.
8. **Mini**  $\begin{matrix} F & R \\ \square & \square \end{matrix} V2$   
 Start on the flat edge 5 feet high. Go up to an undercling. Crack to the left and arete to the right are off.
9. **Tiny**  $\begin{matrix} F & R \\ \square & \square \end{matrix} V1$   
 SDS - Good left-facing flake to a dish and a small "prow".
10. **Small One**  $\begin{matrix} F & R \\ \square & \square \end{matrix} V2$   
 SDS - Undercling pocket and low left-facing flake, crank to a thread and mantel with jugs.

The Small One is located on the right side, 2.1 miles up the right fork. Park just beyond the UMWA Boulder and hike back. The Small One Boulder is just off the side of the road. There are more obscure boulders back toward the cliff but they are not on this topo.



11. **One Move**  $\begin{matrix} F & R \\ \square & \square \end{matrix} V1 (5)$   
 Start with 2 edges 6 feet high and go for the top. Also a SDS (V5) from a small left-facing crimp.

Park at a pullout, on the right, 1.8 miles of the fork. You will see the boulder on a small hill just right of the road.

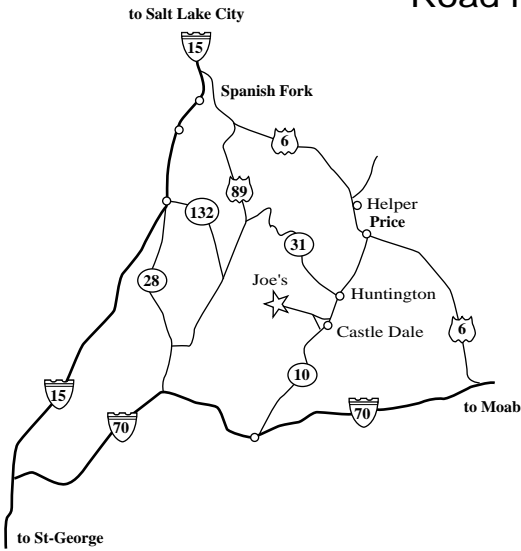


1. **Cave Man** F R  
□ □ V4  
SDS - Start on the rail, traverse right for 8 feet and finish with the offwidth crack. Watch your head!
2. **Neanderthal Man** F R  
□ □ V5  
SDS - Start with a slopy right-facing undercling and climb the right boulder without the boulder to the left (no jams).
3. **3 Weeks** F R  
□ □ V5  
Jump start to crimps on the lip and climb into the scoop or add a hard move by starting with 2 high, sharp crimps.
4. **The #2 Arete** F R  
□ □ V10  
SDS - Start with an undercling and a crimp and climb the steep arete on terrible slopers.
5. **Ian's Dyno** F R  
□ □ V6  
Left-leaning pockets to a left-leaning crack.
6. **Scoopable** F R  
□ □ V0  
Climb to the big ramp.
7. **Better Than Coffee** F R  
□ □ V1  
Climb the well chalked crack.
8. **Standard Overhang** F R  
□ □ V3  
SDS - Start with a left-facing jug and climb up and left on the face.
9. **Sling Blade** F R  
□ □ V4  
SDS - Start right hand with a good sidepull. Crank up on small edges then go left to good jugs.
10. **Todd's Easy Arete** F R  
□ □ V2  
Climb the slopy arete by its right side. The flake to the right is off.
11. **Leaving Base Camp** F R  
□ □ V4  
Stand on a small rock to grab 2 sidepulls then put your feet on the boulder and go for a sloper.

12. **Tweakers** F R  
□ □ V3  
Climb the low angle roll between the crack and the arete.
13. **Bitter Bite** F R  
□ □ V3  
SDS - Climb the slopy arete/lip.
14. **Pop Belly** F R  
□ □ V2  
SDS - Climb the short arete.

1. **Restricted Highball** F R  
□ □ V1  
SDS - Start with a right-facing jug, climb to a hole then up the tall face/arete.
2. **Unknown** F R  
□ □ V5  
SDS - Start as Restricted Highball and traverse right to finish in #7.
3. **The Alien Footmatch** F R  
□ □ V4  
SDS - Start right hand sidepull and crank three moves to easier finish.
4. **Unknown** F R  
□ □ V  
SDS - Start right hand with an undercling, left hand sloper, go to a sidepull then to jugs. Dirty.
5. **Unknown** F R  
□ □ V  
SDS - Start with a tiny flaky crimp and make one move to a jug.
6. **Unknown** F R  
□ □ V1  
SDS - Start on a big right-facing flake, go up to slopers.
7. **Unknown** F R  
□ □ V1  
Start on 2 sidepulls, go left to a jug then up and right to another jug.
8. **Crash Landing** F R  
□ □ V2  
SDS - Start with a pocket and climb the arete by its left side.
9. **SPAM** F R  
□ □ V7  
Start at the left end of the horizontal, go up and right to 2 slopers then mantle with small crimps. V3 if you use the arete.
10. **Marble Cake** F R  
□ □ V10  
SDS - Start on 2 bad edges wide apart, go to the jug in the horizontal crack.
11. **Shagadelic** F R  
□ □ V9  
Start on the right arete and traverse left with the horizontal crack to finish on SPAM.
12. **Sharpie** F R  
□ □ V4  
Start on a slopy shelf and climb the arete by its left side.
13. **Unknown** F R  
□ □ V  
Climb the undercut, "V" shaped, orange face.
14. **Slap Me Silly** F R  
□ □ V4  
SDS - Start in the horizontal crack, go right hand sidepull then left hand edge, then the crack.
15. **Phoney Baloney** F R  
□ □ V4  
SDS - Start with a sloper and a low undercling, go to a slopy gaston then move in the corner.
16. **Phoney Baloney Traverse** F R  
□ □ V7-10  
SDS - Start as Phoney Baloney but traverse right in the bulge to finish with a crack by the tree. V7 to V9 if you finish earlier.
17. **Freak** F R  
□ □ V10  
SDS - Start with a good sidepull in the middle of the roof. Climb straight up the roof.
18. **Two Finger Variation** F R  
□ □ V8  
Start as Big Boy but go RIGHT HAND in the two-finger pocket then up and left to top out.
19. **Big Boy** F R  
□ □ V7  
Start with a jug and make a long move to a good right-leaning edge then up and right to top out.
20. **Unknown** F R  
□ □ V7  
SDS - Start on a small crimp, slap to slopy pockets on the lip then go up with the crack.
21. **Slabrific** F R  
□ □ V2  
SDS - Start left hand on low crimp, right hand sidepull. Go straight up.
22. **Super Sloper** F R  
□ □ V2  
Start on small underclings and go up and left to slopers.
23. **Snake Mouth** F R  
□ □ V3  
Start as Super Sloper but go up and right to big pockets.
24. **Undone** F R  
□ □ V  
Start on the wide edge and trend left to climb in the shallow dihedral. Uneven landing.
25. **Scary** F R  
□ □ V3  
Layback the small left-facing "corner". Be careful at the top.
26. **The Black Lung** F R  
□ □ V13  
Start on small crimp and make a big lock off to a small pocket, match, then up to another pocket.
27. **Resident Evil** F R  
□ □ V10  
Start on crimps by The Black Lung then go up and right to pockets then up to crimps. The jug of Stand Up is off.
28. **Stand Up** F R  
□ □ V8  
Start in the jug 8 feet up and go straight up.
29. **project** F R  
□ □ sick  
SDS - Start at the base of the arete with two sidepulls and make a huge move to a shitty crimp then up in Stand Up.
30. **project** F R  
□ □ V?  
Somewhere on the face.
31. **Warm Me Up Scotty** F R  
□ □ V1  
SDS - Start low on jugs. Pull lip to slab.
32. **Gettin' Warmer** F R  
□ □ V2  
SDS - Start as Warm Me Up Scotty and traverse right at the lip for 2-3 feet then up.
33. **Get Shorty** F R  
□ □ V2  
SDS - Grab the jug and pull into the slab.
34. **Blinded Nights** F R  
□ □ V2  
SDS - Start on the 2 left-facing crimps and go right then up.
35. **Sun in My Eyes** F R  
□ □ V5  
SDS - Start on a sloping ledge and go up and left to a jug.
36. **Sun in My Eyes Traverse** F R  
□ □ V6  
SDS - Start on the sloping ledge and traverse right to top out to the left of the arete.

# Road Map

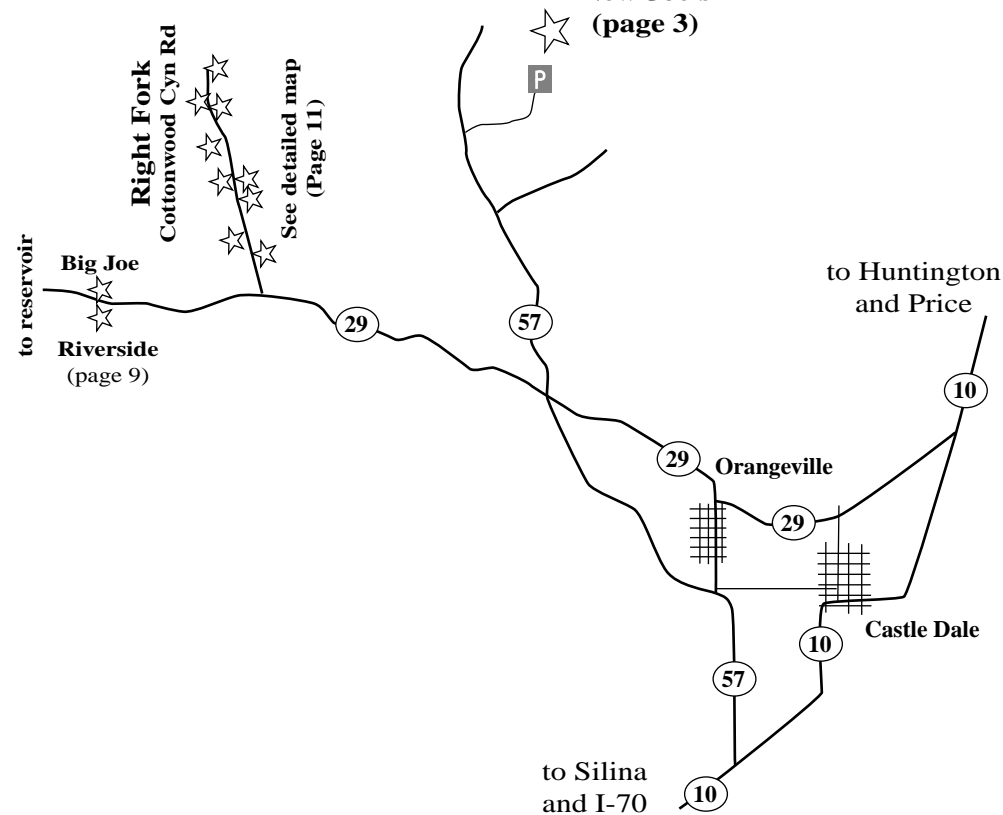


# ★ Man Size

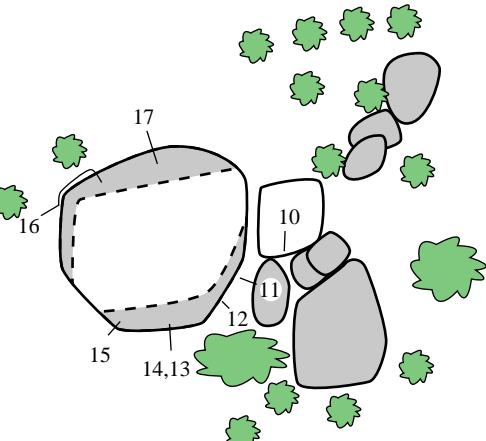
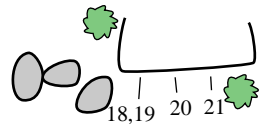
Park at a big pullout, on the left, 1 mile from the fork. From the right of the pullout, take a well travelled trail. Cross the creek then walk along the wash until you're stopped by small boulders. From there many trails lead to Man Size but we suggest that you go right to get to another big trail. Man Size will be on your left (if you followed our directions). A five minute walk from the parking.

1. **Stand-up** F R  
□ □ V5  
SDS - Start on the left face and climb the arete.
2. **Finger Hut** F R  
□ □ V10  
SDS - Obvious line in the middle of the overhang up to a jug and the slab.
3. **Stand-up Comedian** F R  
□ □ V4  
Start right hand on good flaky edge, left hand high edge below the undercling climb up and left in the end of Finger Hut.
4. **Sit-start Comedian** F R  
□ □ V5  
SDS - Start at the base of the arete and climb up with right-facing flake into Stand-up Comedian.
5. **Dave's Face** F R  
□ □ V5  
Climb to the slopy ramp and up the tall face.
6. **Unnamed** F R  
□ □ V4  
Start with the left facing flake and climb the tall face.
7. **Ankle Deep in Gasoline** F R  
□ □ V4  
Climb the face just right of the arete.
8. **Michelangelo** F R  
□ □ V4  
Climb up to a smooth less-than-vertical face with pockets and a long pull to the top.
9. **Porcini and Portabello** F R  
□ □ V7  
SDS - Start on a good hueco, really low under the roof. Go right to slopers and climb the face with the arete.
10. **Unknown** F R  
□ □ V  
Start between the boulders and climb the slopy ramp.
11. **Unnamed** F R  
□ □ V9  
Start standing with two high, bad slopy pockets. Also a much harder SDS.
12. **Unnamed** F R  
□ □ V4  
Right hand sharp sidepull, left hand crimp/pinch, go up to a slopy edge then to the top.
13. **Scrawny** F R  
□ □ V6  
Start with both hands on the wide slopy edge 5.5 feet up The Scrawny and the Brawny. Traverse right and top out on #11.
14. **The Scrawny and the Brawny** F R  
□ □ V10  
SDS - Start on sharp incut crimps, go to a wide slopy edge then up to better edges.
15. **Kind of Brawny** F R  
□ □ V8  
SDS - Left hand sharp crimp, right hand slopy edge, go to squared-cut slopers then to the top.
16. **Unnamed** F R  
□ □ V3  
SDS - Start low in the left-leaning crack, traverse up and left around the corner then go up to the slab.
17. **Dyno** F R  
□ □ V5  
Start right hand with a really high flake and left hand on a sloper. Throw to a jug at the lip.
18. **Unnamed** F R  
□ □ V4  
Climb the face without the arete.
19. **Unnamed** F R  
□ □ V7  
Start on the left arete, traverse the face and finish as #21.
20. **Unnamed** F R  
□ □ V3  
Climb the thin holds in the middle of the face.
21. **Unnamed** F R  
□ □ V2  
Start with pockets and go up and right.

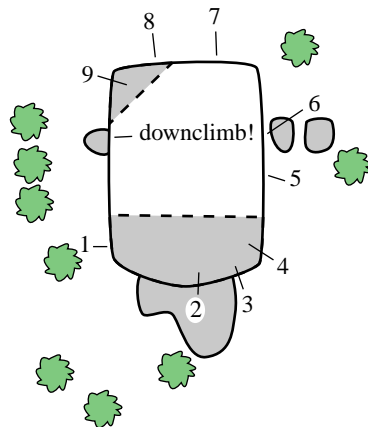
## New Joe's (page 3)



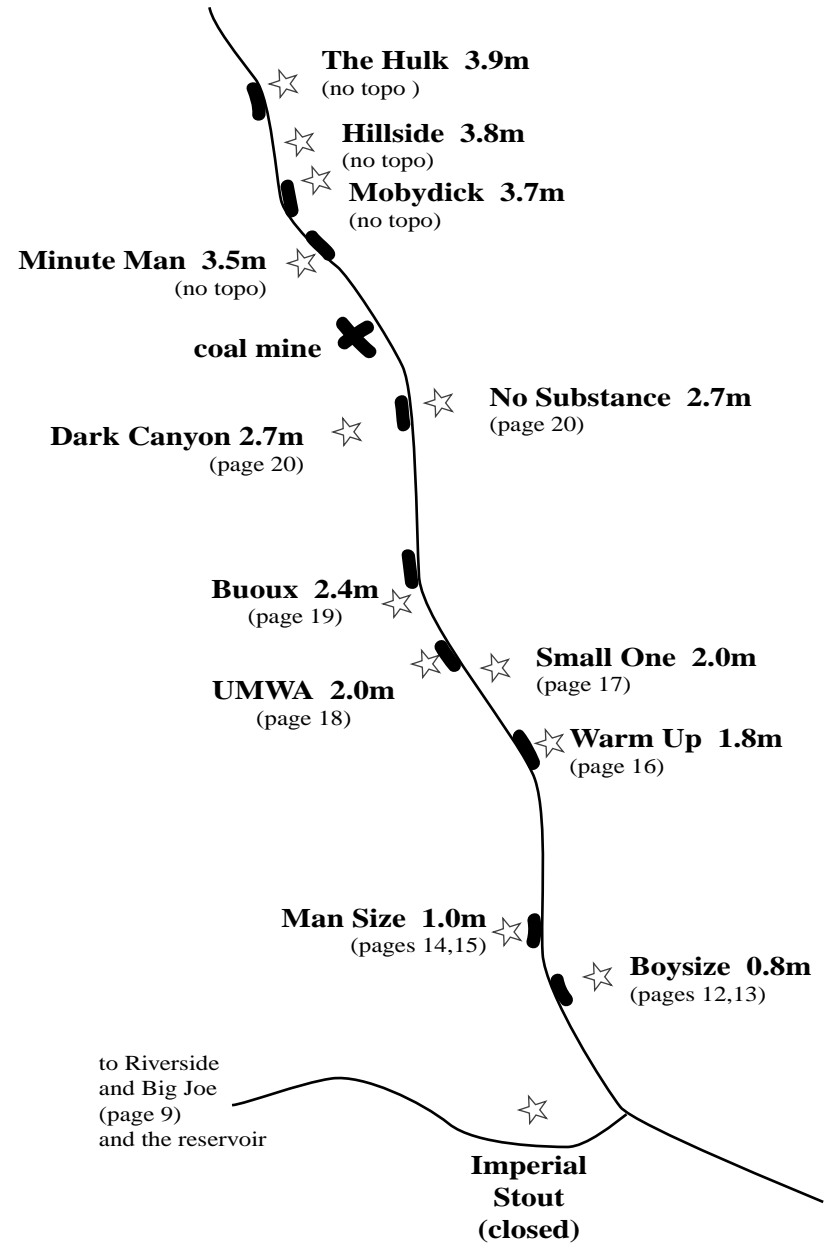
☆ Man Size



about 100 feet  
hard to see because  
the upper boulders are  
down a slope.



## Right Fork (Cottonwood Canyon Road) Overview

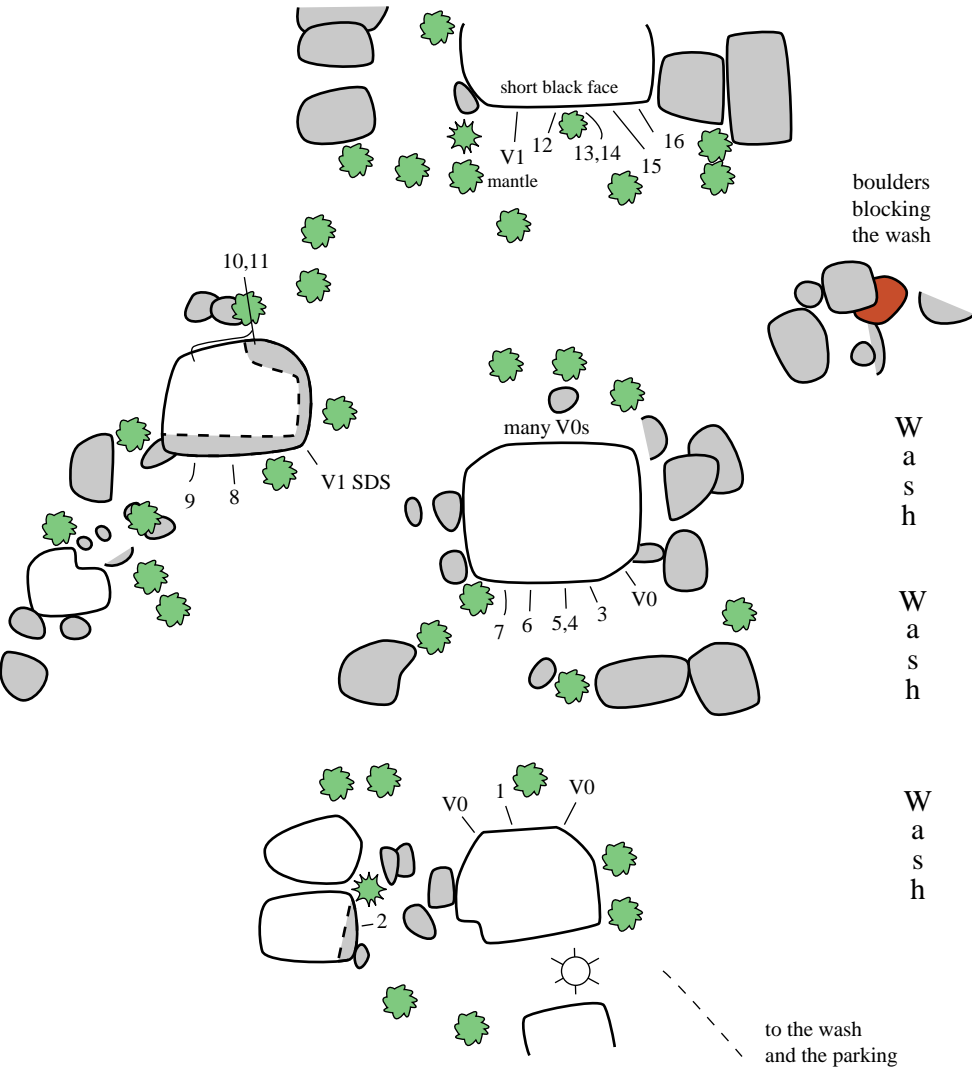




## Boysize (aka Provo Area)

Park at a pullout just before a wash, on the right side of the road 0.8 mile from the fork. Walk in the wash for 1-2 minutes until you see a small boulder with a few unappealing problems on it. I didn't even bother to describe those problems. Go left over the wash and follow a faint trail along the wash. The trail will go slightly left and will lead you to the good stuff.

Don't worry if you walk pass the insignificant boulder in the wash, you'll soon get stopped by some other boulders (one is red) blocking the wash. Go left and you're there.



## Boysize (aka Provo Area)

1. **Footmare**  $\begin{matrix} F & R \\ \square & \square \end{matrix}$  v4  
Both hands in tiny underclings at head level.
2. **Unnamed**  $\begin{matrix} F & R \\ \square & \square \end{matrix}$  v2  
Right-facing flakes.
3. **Unnamed**  $\begin{matrix} F & R \\ \square & \square \end{matrix}$  v3  
SDS - Start in left-facing slopy hueco and go straight up.
4. **Unnamed**  $\begin{matrix} F & R \\ \square & \square \end{matrix}$  v5  
SDS - Start as Boysize but go right to climb #3 from the start.
5. **Boysize**  $\begin{matrix} F & R \\ \square & \square \end{matrix}$  v7  
SDS - Both hands in right-facing jug. Straight up to a well chalked pinch, then to the top.
6. **Unnamed**  $\begin{matrix} F & R \\ \square & \square \end{matrix}$  v6  
Both hands on right-facing incut edges, go to small edges on the slab.
7. **Pocket Pool**  $\begin{matrix} F & R \\ \square & \square \end{matrix}$  v3  
SDS - Start with left hand in a deep pocket.
8. **Mono E Mono**  $\begin{matrix} F & R \\ \square & \square \end{matrix}$  v5  
Start with left hand in a mono and right hand on an edge. Go up and right to the arete. Also a possible SDS.
9. **Golden Plates**  $\begin{matrix} F & R \\ \square & \square \end{matrix}$  v7  
SDS - Start with good sidepulls, long move to bad edges then go right to another bad edge then up.
10. **Longneck**  $\begin{matrix} F & R \\ \square & \square \end{matrix}$  v6  
SDS - Start as #11 and traverse right without the lip then up with the left-facing ramp.
11. **Unnamed**  $\begin{matrix} F & R \\ \square & \square \end{matrix}$  v0+  
SDS - Start in a small cave with sidepulls, then go straight up.
12. **Unnamed**  $\begin{matrix} F & R \\ \square & \square \end{matrix}$  v3  
Left hand low crimp, right hand sidepull the slopy hole, go to slopy edge then up.
13. **Unnamed**  $\begin{matrix} F & R \\ \square & \square \end{matrix}$  v1  
Start with good edges at head level and go straight up.
14. **Unnamed**  $\begin{matrix} F & R \\ \square & \square \end{matrix}$  v1  
Start as #13. Before the lip, traverse right about 2 feet then top out.
15. **Unknown**  $\begin{matrix} F & R \\ \square & \square \end{matrix}$  v  
Right hand crimp at head level, left hand high crimp and go straight up.
16. **The Fit**  $\begin{matrix} F & R \\ \square & \square \end{matrix}$  v6  
Choose 2 crimps and go straight up. Crack and boulder to the right are off. The SDS is V8.

# The Innumerables -a fine addition to Joe's Valley (formerly Mojo)

The Innumerables offer a high concentration of good rock, nice lines, and amazing holds. The best climbing is in the fall and spring. In the winter, deep snowdrifts cover the trail. Summer time climbing in the evening is acceptable because the whole crag is in shade.

## Crag Location and Boulder Overview:

The turn off is on the south side of the road 2.4 miles from the turn off to New Joe's (intersection of Highway 57 and 29).

It is just after a right-turn sign on both sides of the road.

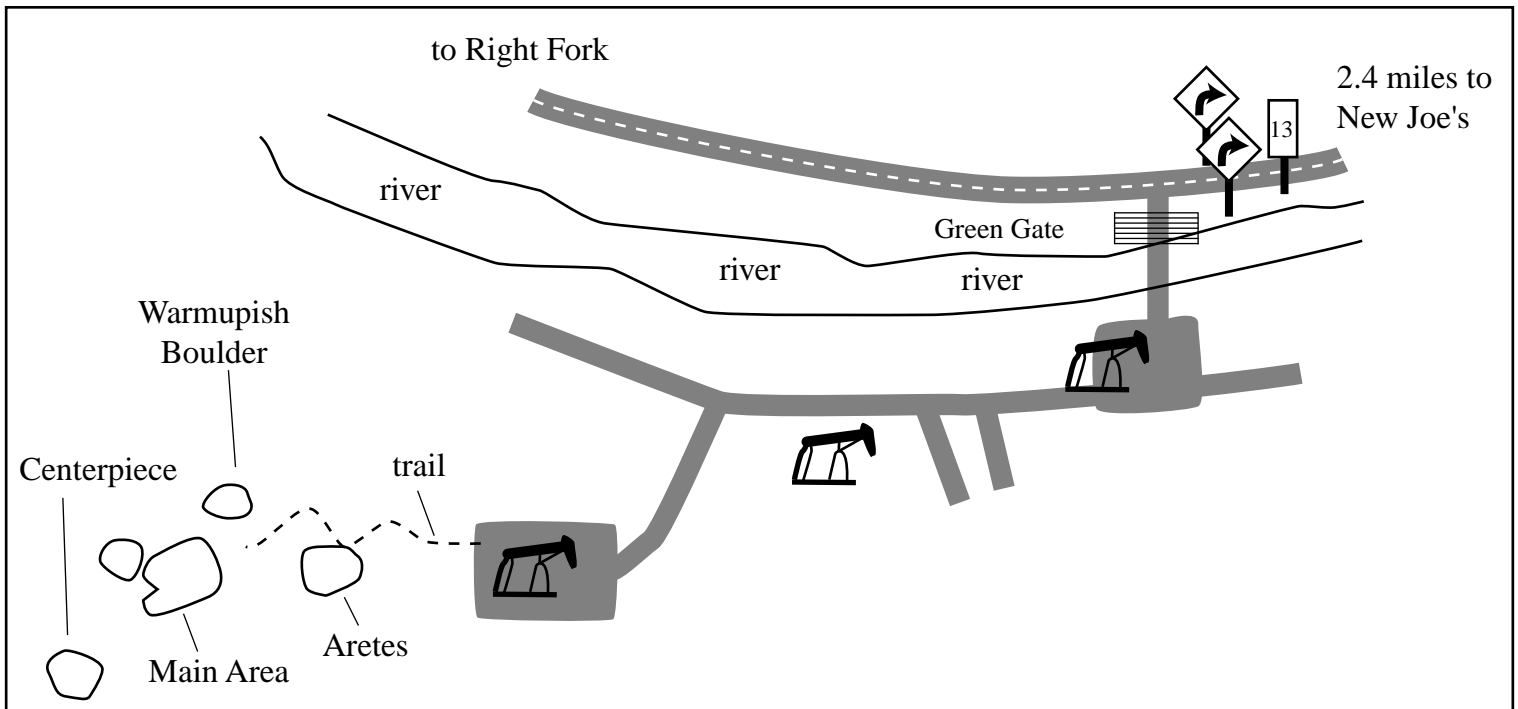
Continue toward the boulder strewn left-hand side of the mountain.

A trail begins at a large cairn on the west end of the highest oil platform.

The trail crosses three ravines before arriving at the main area.

The hike takes about 15 minutes. Look for cairns as the trail is still faint.

See complete Joe's Valley Guide for location of New Joe's turn off.



## About this topo:

-This Guide has left off many climbed and unclimbed problems. There is also a good amount of unlisted boulders around the main area. Have fun exploring.

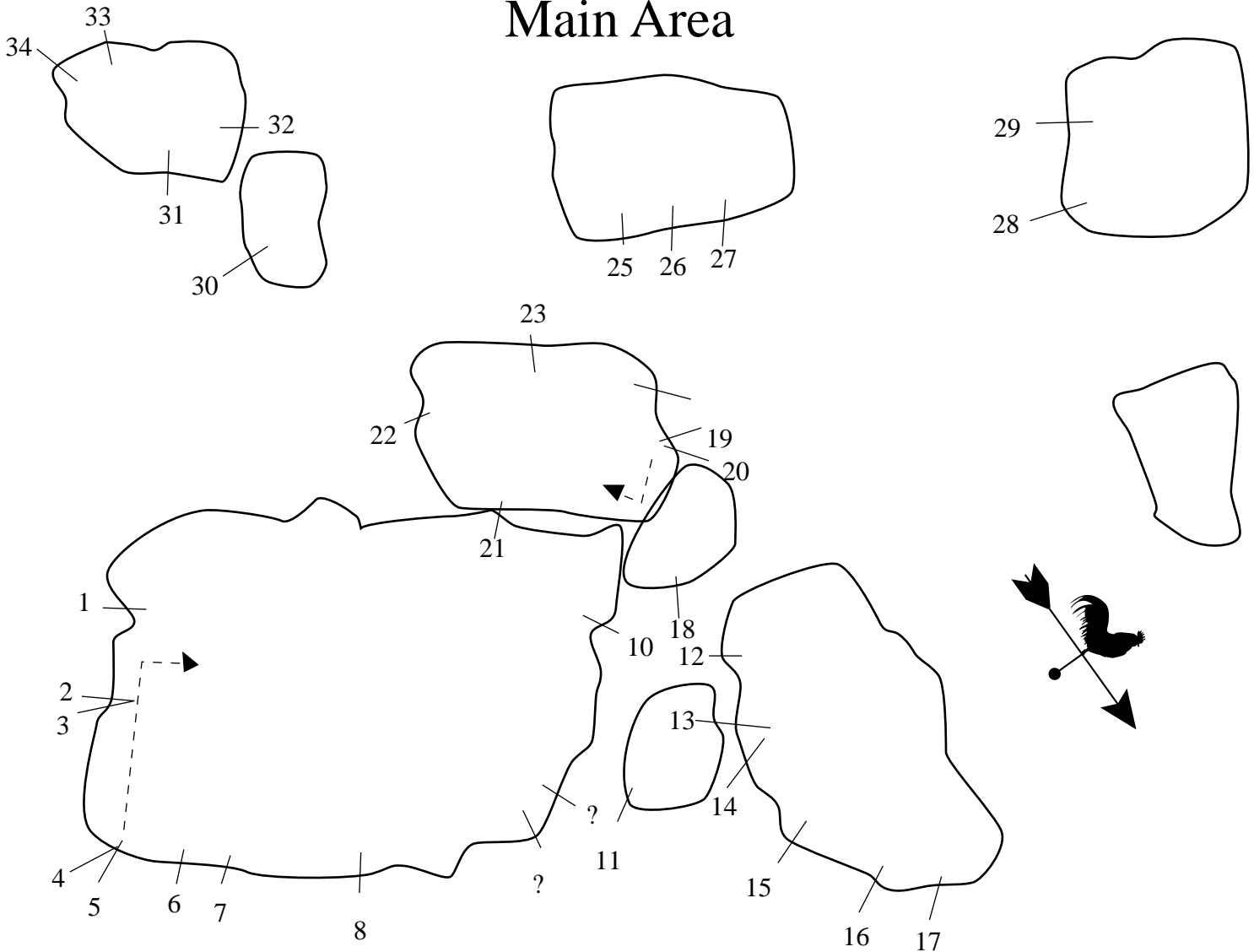
-All established problems have a quality and danger rating.

- o A three star problem will have more than a few moves, a memorable line, good rock, and remarkable holds. Most of the three star problems are high. A two star problem is very fun. You know the rest.
- o Any problem with an X is high enough that a fall will result in injury. Bad landings have been omitted due an abundance of crash pads and great spotters.
- o Ratings have been left out because the developers agree that it is most fun to find the difficulty of a problem the hard way.

-Problems designated with a P have yet to be sent. Please send these problems ASAP.



# Main Area



## 1. You Have Done Well.

1.a. An irresistible crimper under the roof struggles to hold the choss above it in check.

## 2. The Legend of Sterling Lee. \*\*

2.a. Climb from a large undercling under the roof to the lip. Finish with a left traverse to a Vulcan pocket system stay on the good, grey rock.

## 3. Techno D-Day. \*\*

3.a. Same start as 2 but go right to pocket above lip.

## 4. Start on 5. Traverse left, staying low, until reaching the pocket at the lip of no # 3. Finish on # 2. P

## 5. Creatine Roof. \*\*

5.a. Var A. Go up left. Var B Go right to orange streak.

## 6. Home Boy Bumping Beef Snack Sticks. \*\*\* X

6.a. Campus start. Once at first sloping ledge either traverse left and down climb (better climbing) or do the mountaineering finish.

## 7. The Birth of Venus. \*\*\* X

7.a. Traverse the grey protrusions to the low horn and finish of #6.

## 8. First Assent Invitation. X

## 9. Sprue. \*\*\* X

9.a. In the middle of the tall wall, a good pocket starts a low rightward traverse. Finish on 10. P

## 10. Deformation. \*\*\* X

## 11. Hasenpfeffer. \*\*

11.a. At about chest height, a pair of slopers allow a bear hugging start. It is most fun to climb the arête rather than the right hand face.

## 12. Fin. \*

12.a. Interesting layback formation.

## 13. HORSE tooth Simulator. \*\*

13.a. This line offers great holds and a mantel crux.

## 14. V 5. \*\*

14.a. Go right from the start of 13. P

## 15. Halloween. \*

15.a. Good moves draw you up hollow holds.

## 16. Whipped Eggs and Sugar. \*\*

16.a. Smooth, creamy rock. P

## 17. R.K. Arise. \*\*\*

17.a. Climb up the bulge in the wall ending with a great dimpled topout.

Main Area Continued.

18. Obligatory Dyno. \*

19. The Throne. \*\*\*

20. The Throne Traverse. \*\*\*

20.a. Top out after traversing to the arete.

21.

22. Hugging Hell. P

23. Eliminate Face.

24. Gerald's Traverse.

24.a. Jug Line.

25. Short.

26. Yort.

27. Pocket Line.

28. Eraser Head. \*

28.a. The throw is required

29. The Ladder.

30. Kinda Like Sister Sarah. \*\*

30.a. More Like Bouldering than it appears.

31. iGlide. \*

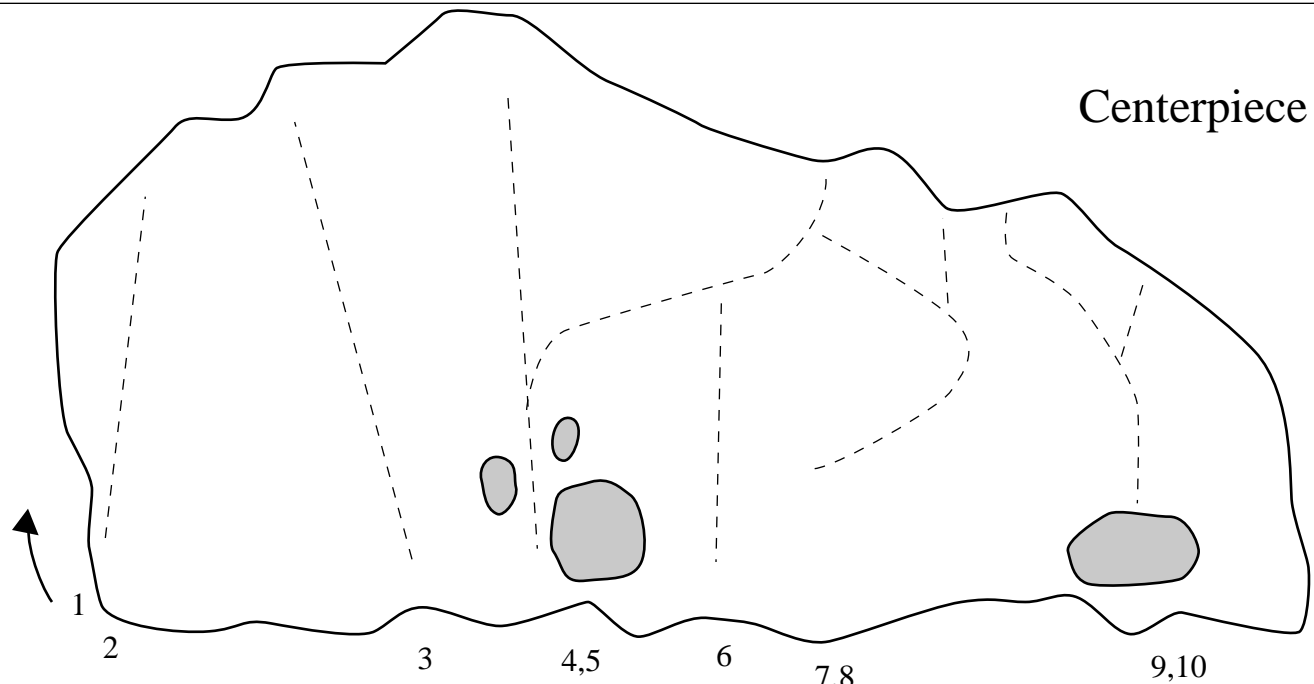
31.a. Harder than it looks.

32. Low Ball Productions. \*\*

32.a. Cool line on a vertical face.

33. No Comment.

34. Oil consumer. P



1. Bold Bald Topout. \*

2. Stitches. \*\*

2.a. Great Line up the dihedral.

3. I See Some Crimpers. P

4. P

5. Posterized. \*\*\*

5.a. From the pockets to the topout of 6.

6. Centerpiece. \*\*\*

7. San Jose. \*\*

7.a. Really sharp holds take you to a softer leftward traverse.

8. Straight Up Jose. P

9. The Royal Coachman.

9.a. Go left to the flake.

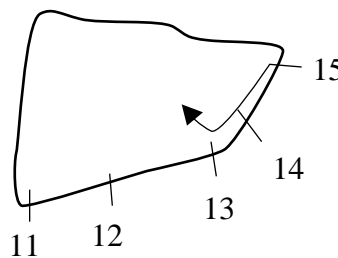
10. Mi PC \*

11. Cream. \*\*\*

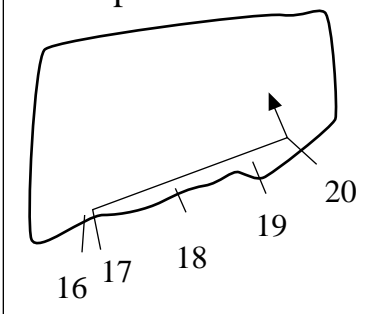
11.a. Verticle arete.

12. Milk Slab.

The Aretes



Warmupish Boulder



13. Dark Music. \*\*\*

13.a. Steep Arête. P

14. Possible traverse into Dark Music. P

15. Ogre's Traverse.

15.a. A Lip traverse.

16. This is the Wonder Hole. \*

17. Bowling for Dollars. \*\*\*

17.a. Traverse the boulder to the slab finish of 20.

18. Jug Rash. \*\*

19. Ape Drape. P

20. Happy Slab.