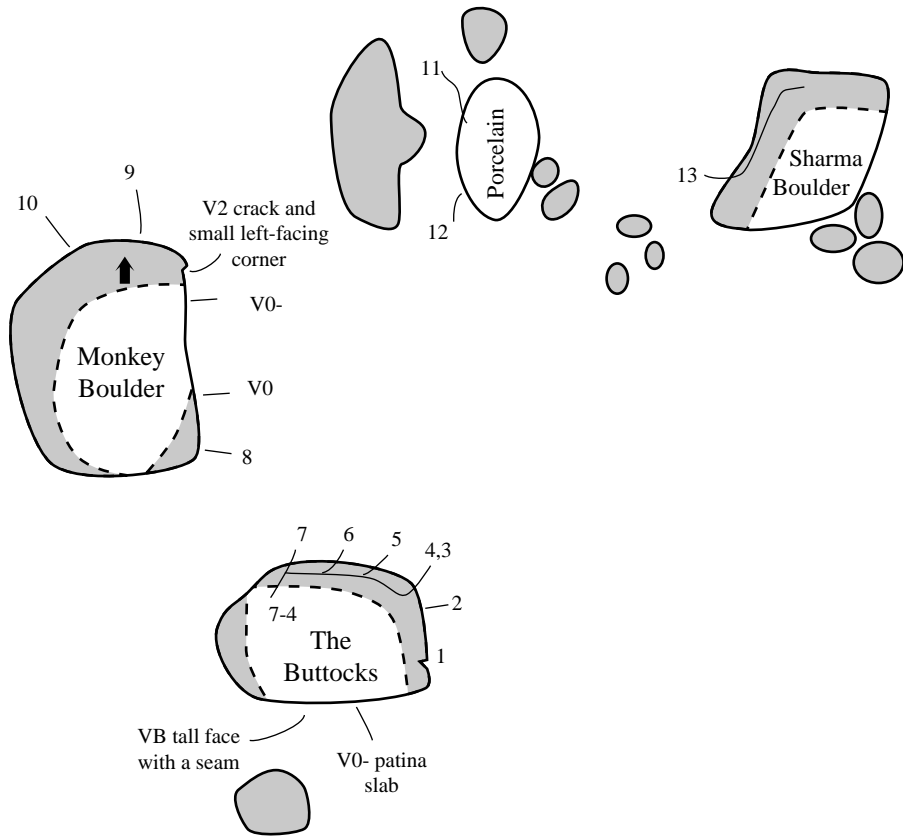


Saigon Area



1. The Buttocks V2 - Flare crack.

2. V1 - Left-leaning ramp up to good flakes.

3. easy - Good holds in horizontal crack up to good flakes and a slab.

4. hard - Start as Cocktail Sauce and traverse left, staying low to finish in #3.

5. Smooth Chicken V6 - SDS - Start as Cocktail Sauce, traverse left for 15 feet and go up on horizontal edges. The end by itself (from the SDS) is a cool V3.

6. Perfectly Shrimp V6 - SDS - Start as Cocktail Sauce, traverse left to a good right-facing flake then up with sidepulls.

7. Cocktail Sauce V8 - SDS - Start at the right end of the overhanging face and climb the steep face left with the arete.

8. Saigon V5 - Start with good flakes on the rounded arete and move to the right face. Used to be a V7 but a cool heel hook sequence has been discovered to avoid the tricky match.

9. V2 - Jump to patina jugs and mantle over the bulge.

10. V5 - Start with a high edge, jump to a patina jug and climb over the rounded bulge.

11. Raggedy Ann V5 - Traverse right with the ramp then go up to a jug.

12. Doll Face V4 - Good edges to a grainy finish.

13. V9 - SDS - Traverse left on the lip then mantle.



presents

a little bouldering guide
of

The Buttermilk

Stained Glass

Birthdays Boulder

Iron Man

Central Area

Cave Area

The Peabody Boulders

The Drifter

Saigon Area

your tips will wish you stayed home...

The Buttermilk, California

A bouldering playground for many years, the Buttermilks are experiencing a new wave of popularity. The Buttermilk County is really big and contains many areas which are supposed to be documented in a forthcoming book by RockFax. You'll find in this guidebook the bouldering around the Peabody Boulders.

About this guide: If you are familiar with DrTopo you'll notice a different template. Because most of the boulders are unnamed, we just put the ratings and description next to the problems. When the descriptions were too long, we wrote them at the bottom of the page or on the next page. This way we were able to keep the guide pretty small. You'll also notice that some areas were drawn in the length of the page, others in the width. Therefore, all the areas are in the same direction. You'll see, it will make sense when you are there. You'll find your way around really quickly.

How to get there: It is located on the east side of the Sierras, less than 15 minutes from Bishop. From the north (Lake Tahoe or Pleasant Valley Campground) take Highway 395 direction Bishop and make a right on Ed Powers Rd. Drive on this road until it ends and make a right on rd 168 (From Bishop, take West Line Street and make a left at a fork to get on road 168).

Once you're on the road 168, you'll go uphill passing the "elevation 5000 feet" marker. After a mile or so, make a right on Buttermilk Road. This will soon turn into a dirt road. After 3.5 miles, you'll see big boulders on the right side. Chances are that cars are parked on both sides of the road. Park there or keep going. Just after you pass the cattle gate, make a right and you'll get to a parking and the end of the road. You're then a stone throw away from the boulders.

When: This is a winter area, so from late fall to early spring. In March and April it starts to get warm but it is still fine. The nights are cold so bring warm clothes and firewood.

Eat: There is a big Vons in town. You'll also find many restaurants and a fine bakery on the main street. As the dirt road is not the kind you want to drive everyday, you might want to stay for a few days so bring food and water.

Sleep: As we just said, the dirt road is sometimes pretty bad. Fortunately, there are nice campsites in walking distance of the boulders. They are on both sides of the dirt road. The closest one is less than a mile away. From the parking, drive back toward Bishop and look for a dirt road that goes slightly downhill. You'll get to big pullouts. Please leave no trace and respect other people's privacy by not camping just next to other climbers.

There is also the free camping on BLM land, near the Happy Boulders. From Bishop, drive north on highway 395. Make a right on Pleasant Valley Dam Road. Look for a dirt road on the left that goes uphill. You'll get to a big pit filled with dirty climbers. Small donations are welcomed to pay for the outhouse. There is also a pay camping further on Pleasant Valley Dam Road. Many motels are also available in Bishop.



The Drifter

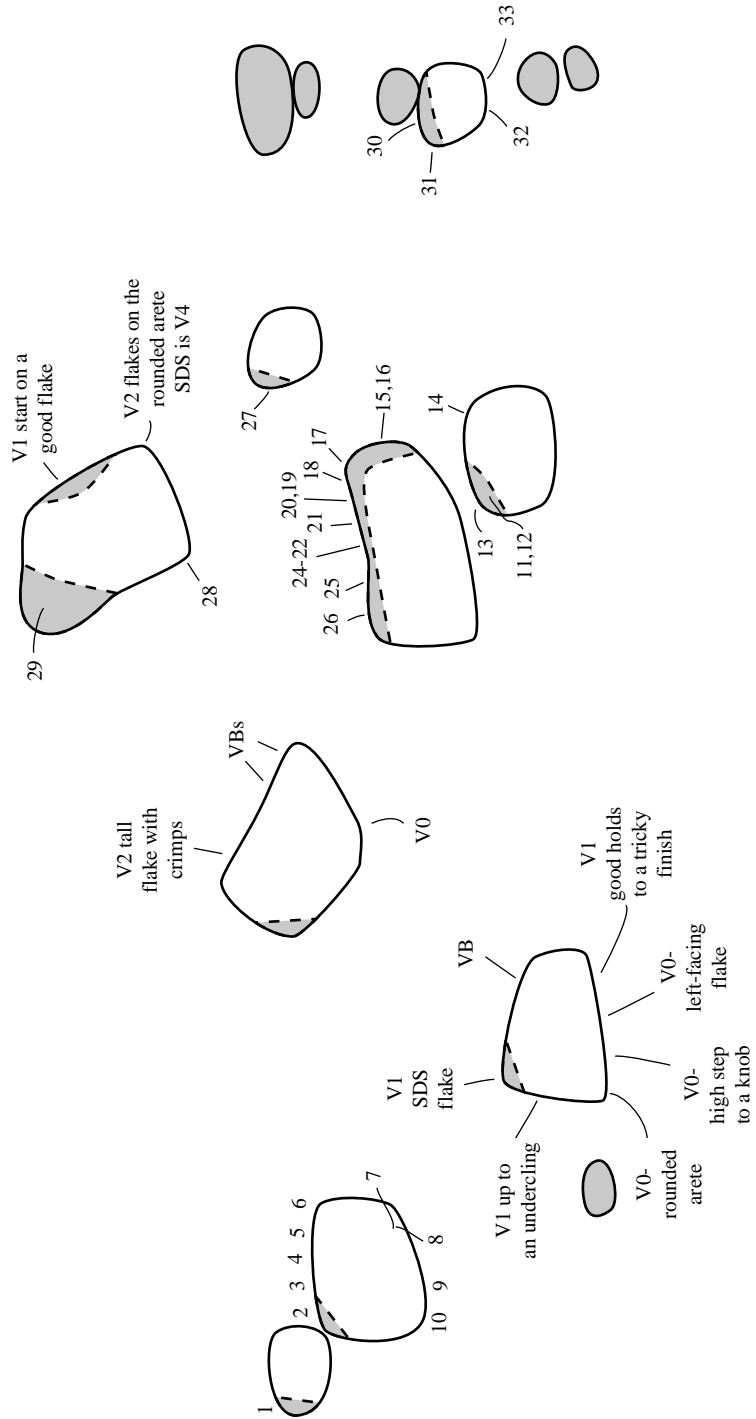
- V2 - SDS - Flakes.
- V2 - SDS - Edges to jugs to crack.
- V0+ - Good holds in a seam.
- V6 - Good crimps up to 2 slopey seams.
- V2 - good edges in 2 seams.
- V0 - Left-facing flake at the end of the patina.
- V4 - Start left of the 2nd black streak. Trend left to finish as #8.
- V3 - Left hand crimp at eye-level, right hand crimp/pinch. Trend right to finish as #7.
- V4 - Start with a good right hand and good feet. Climb straight up or go left to the arete.
- V6/7 - Climb the patina face just left of the arete.
- The Cosmo-Not V5 - SDS - Start on a right-facing flake, go left, staying low, then up on edges.
- Croft Variation V7 - SDS - Like The Cosmo-Not but traverse higher.
- V1 - SDS - Hueco to flakes.
- V1 - Jump to a jug then top out. Also the descent.

The Drifter

- V4 - SDS - Grainy edges up to a good hold at the lip.
- Tois Maunets V10 - Start as #15 and traverse right to finish in Change of Heart.
- The Drifter V4 (6) - Climb with polished flakes on the rounded arete. The SDS is V6.
- The Knobs V7 - Edges to slopey knobs between 2 right-leaning seams.
- Change of Heart V6 - Start with good edges and a high foot, go to small crimps/knobs and a high sloper.
- High Plain Drifter V7/8 - Start as Change of Heart but go right for 4 feet then up.
- Plain High Drifter V11 - Direct start to High Plain Drifter.
- V4 - SDS - Start on a lonely knob/crimp and trend right to the ramp.
- V5 - Start as #21 but traverse right to #24.
- V7 - Start as #21 but traverse right to #25.
- Smoking Good V0 - Good holds and straight up to the ramp.

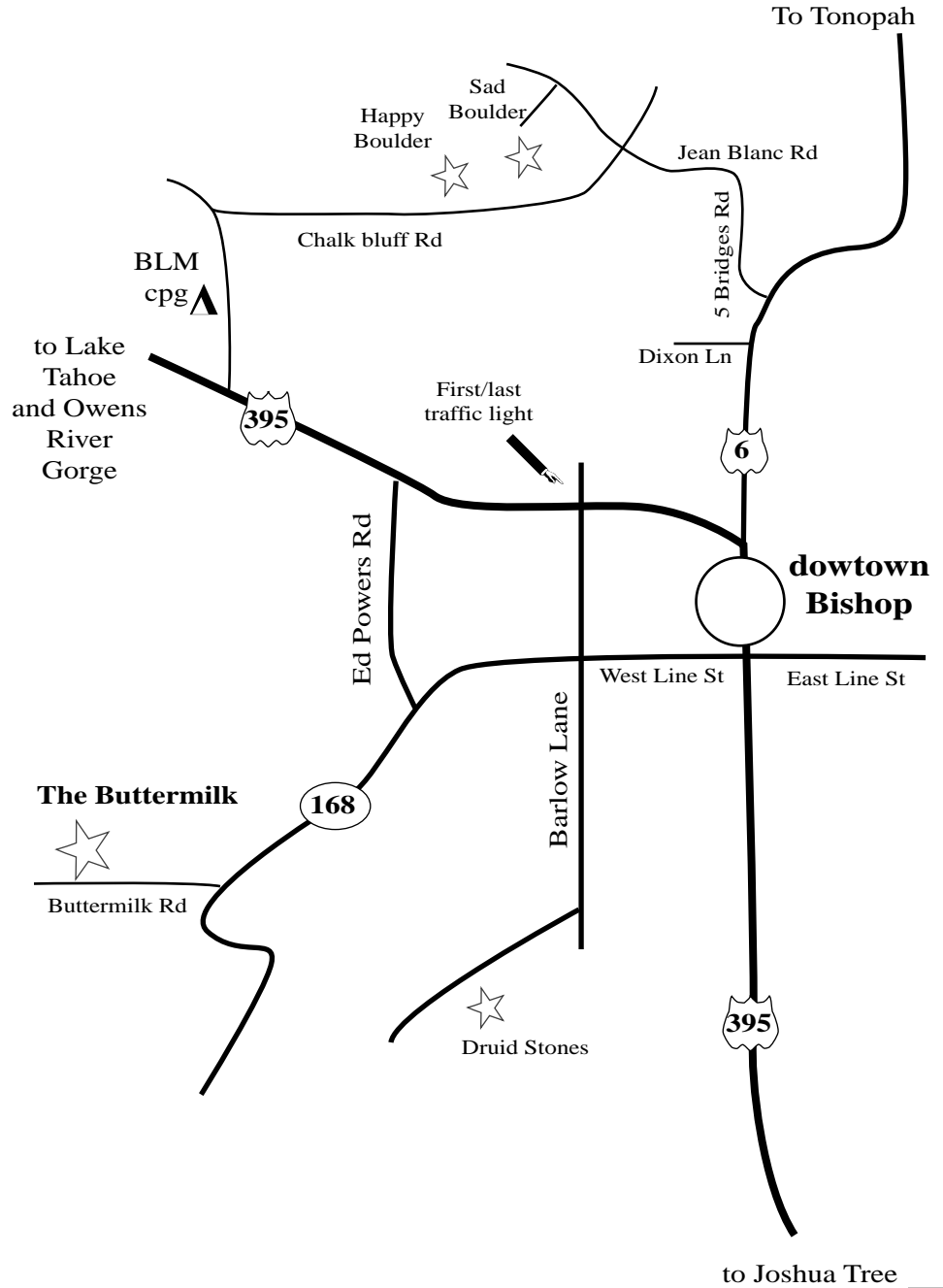
- V2 - Grab high crimps and go straight up.
- funky - Start laying down in a low scoop and exit left on jugs.
- Pope's Prow V5 - Left side of a smooth prow.
- The Mandala - Steep prow with sharp edges.
- V4 - SDS - Jugs to grainy slopers.
- V4 - SDS - Sidepulls to grainy edges.
- V5 - Smooth crimps.
- V4 - Seam

The Drifter

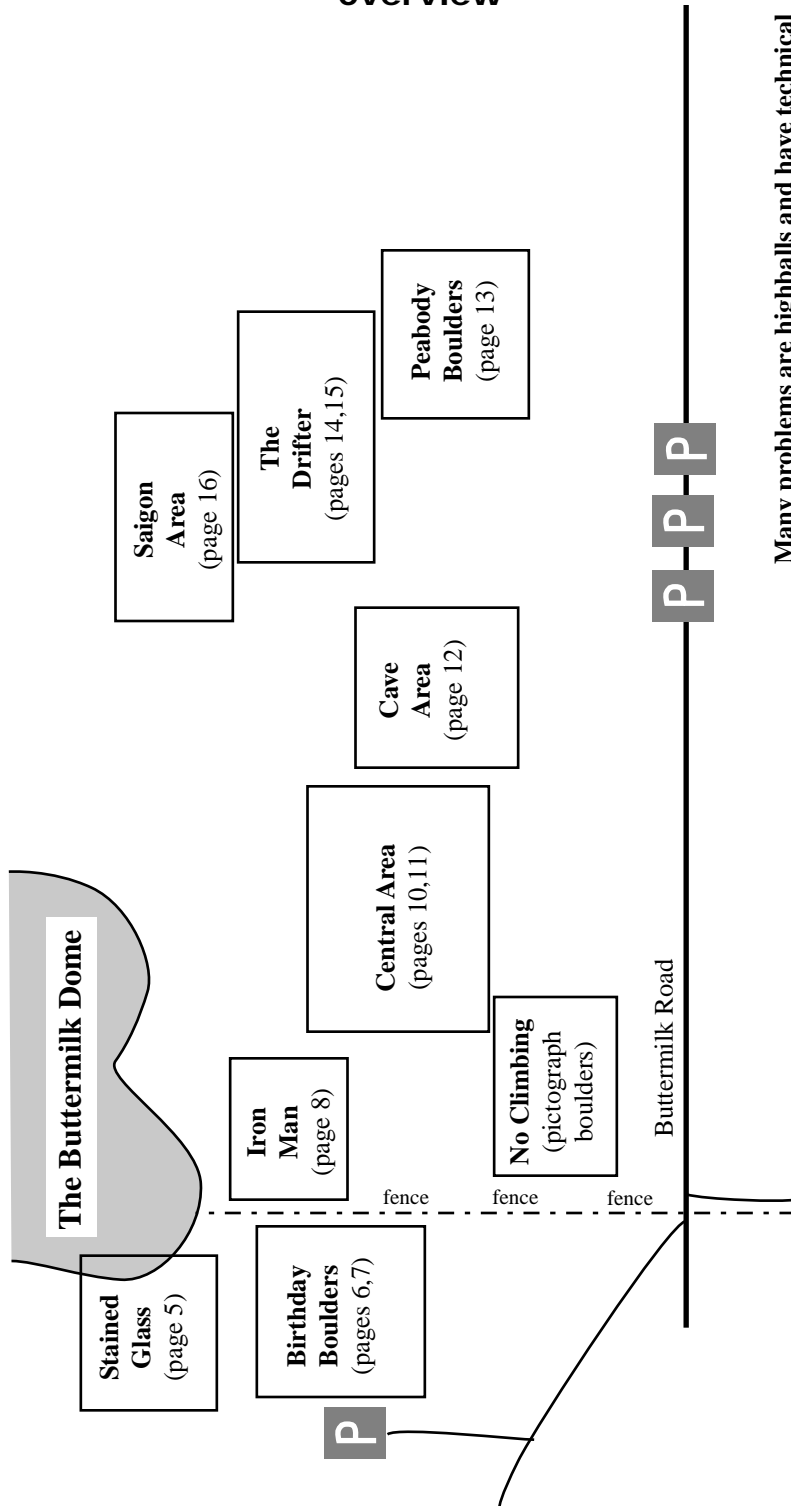


The Drifter

Bishop overview map

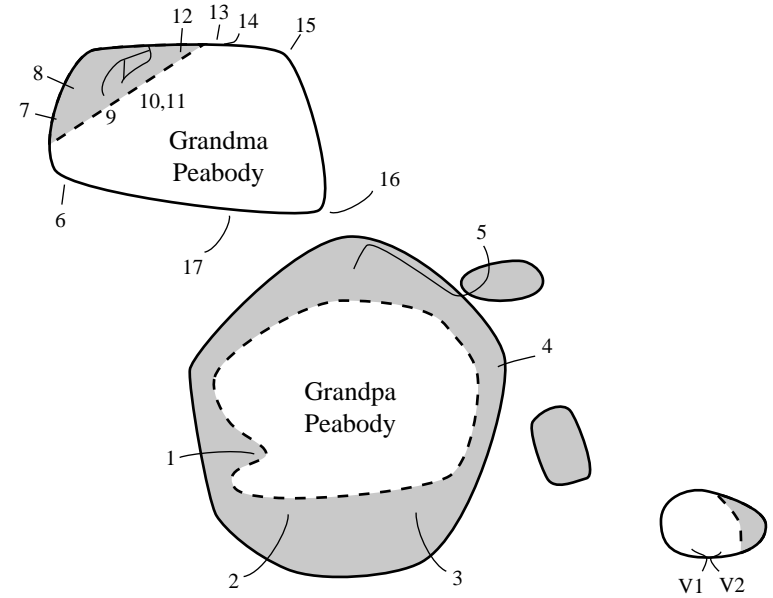


Overview



Many problems are highballs and have technical descents. **BE CAREFUL.** Always check the descents before climbing.

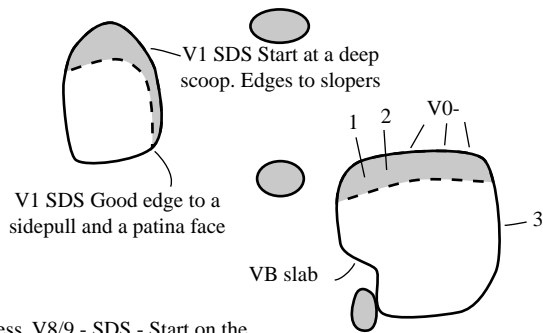
The Peabody Boulders



1. V4 - SDS - Start with an undercling at the back of the cave. Climb on good holds to a long reach to the crack then jump off.
2. project - Crimps on the overhanging face right of the yellow lichen. The top out would be sick. Sharma jumped from the lip?
3. Transporter Room V5X - Start with 2 "huecos" and climb the tall, rounded arete to 2 shallow holes and a slab.
4. V1X - Climb the patina face right of the arete.
5. Advanced Rockcraft Arete V1X - Start on the rock, traverse right over the lip then climb the arete.
6. Southwest Arete VBX - Tall patina face up to the arete.
7. West Corner V4 - Patina sidepulls, just left of the arete, up to jugs. Jump off.
8. Go Granny Go V5 - SDS - Start with an undercling then climb up and right on good edges to a long move.

9. ? hard - SDS - Start with crimps, climb over the bulge and go to jugs as Central Direct.
10. Central Direct V9 - SDS - Start on a good undercling. Climb over the left of the bulge on small crimps then go left to the jug. Jump off.
11. Slipstream V4 - SDS - Start as Central Direct but go left, staying low, to slopers, huecos, and a jug. Jump off.
12. North Face Direct V2 - Featured line that goes to yellow lichen then up and right to flakes and up the slab.
13. Essential Peabody V1 - Featured line, left of the face, that goes to a hole and a slab.
14. Baburre V9/10 - SDS - Traverse from left to right and finish in West Corner.
15. V5 - Slopey edges up to a dish.
16. East Arete V1X.
17. Flu Season V9 - Traverse from left to right.

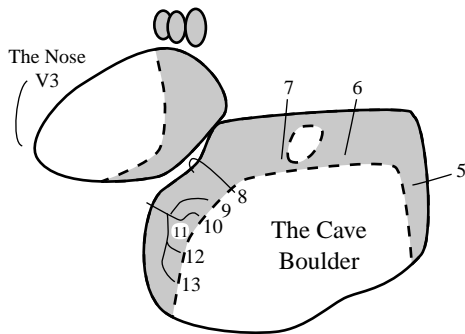
The Cave Area



1. America's Fit Homeless V8/9 - SDS - Start on the lowest crimps. Climb the overhanging face on crimps to a sloper.

2. America's Fit Wannabe V2 - SDS - Start on a sloper and a good sidepull. Go to a slopy shelf, then better holds.

3. ? Hard? - Climb the face with right-facing crimps and edges.



4. Soul Slinger V9/10 - Start with a good right-facing flake. Climb the left face of the overhanging arete to a dish out left. Finishing right with sloper is easier (V7).

5. Grain Pain V5(6) - Start with flakes up to crimps and a tricky top out. Also a SDS that starts to the right.

6. The Cave Problem V6 - SDS - Start really low and climb the steep line of right-facing flakes up to a juggy finish.

7. V2 - Start on the rock to grab a high edge and go to a flake.

8. The Buttermilker V12 - SDS - Flake, undercling,

9. Moonraker V9 - Start with 2 underclings at chest level then traverse right on edges to the big scoop and finish as Inner Sanctum.

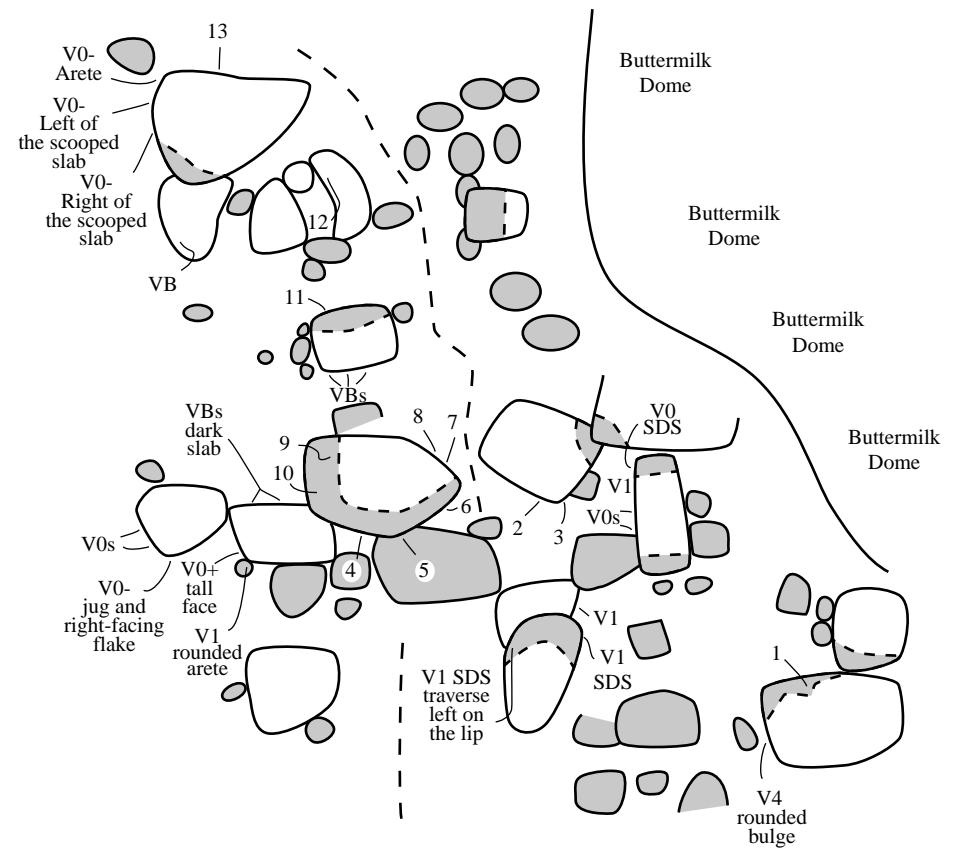
10. Shelter From The Storm V6 - SDS - 2 low crimps up to a bad sloper then throw right to the bottom of the arch and finish as Inner Sanctum.

11. Inner Sanctum V2 - Start at the bottom of the arch and climb it with good patina flakes. Top out stemming between the 2 boulders.

12. Gleaming The Cube V8 - SDS - Left hand low edge, right hand low undercling/pinch, go to a sloper, right to a pinch then traverse left to finish as Inner Sanctum.

13. ? hard - SDS - Left hand bad slopy edge, right hand bad pinch up to another pinch then left to finish as Inner Sanctum.

Stained Glass



1. Stained Glass V10 - SDS - Start with a jug, climb the overhanging, open dihedral up to a rounded top out.

2. V4 - SDS - Start with a really good right-facing flake and climb the face with small flakes.

3. V4 - SDS - Start with left-facing, rounded flakes and climb over the bulge with slopers.

4. V7 - Start under the bulge with an undercling? and go to 2 slopy holes.

5. V2 - Start on the big slaby boulder, grab a slopy shelf at the lip and mantle onto the face.

6. V5 - SDS - Start with the flake/seam under the low roof and pull over the lip to a hueco.

7. V0 - Start with 2 crimps and go to the short left-leaning crack.

8. V1 - Start with 2 crimps and bump to the flaky crimp 4 feet right of the short crack.

9. V5 - SDS - Start on a good flake, traverse left for 4 feet then climb the arete.

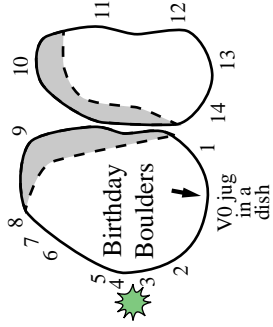
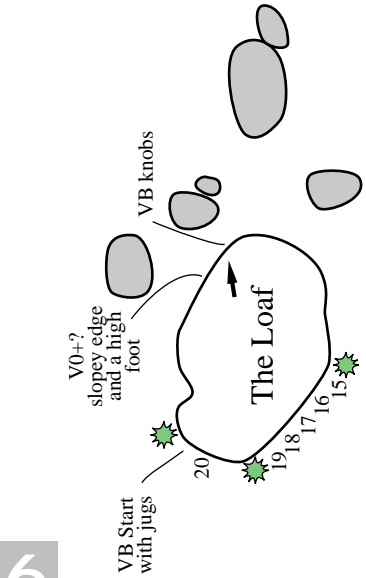
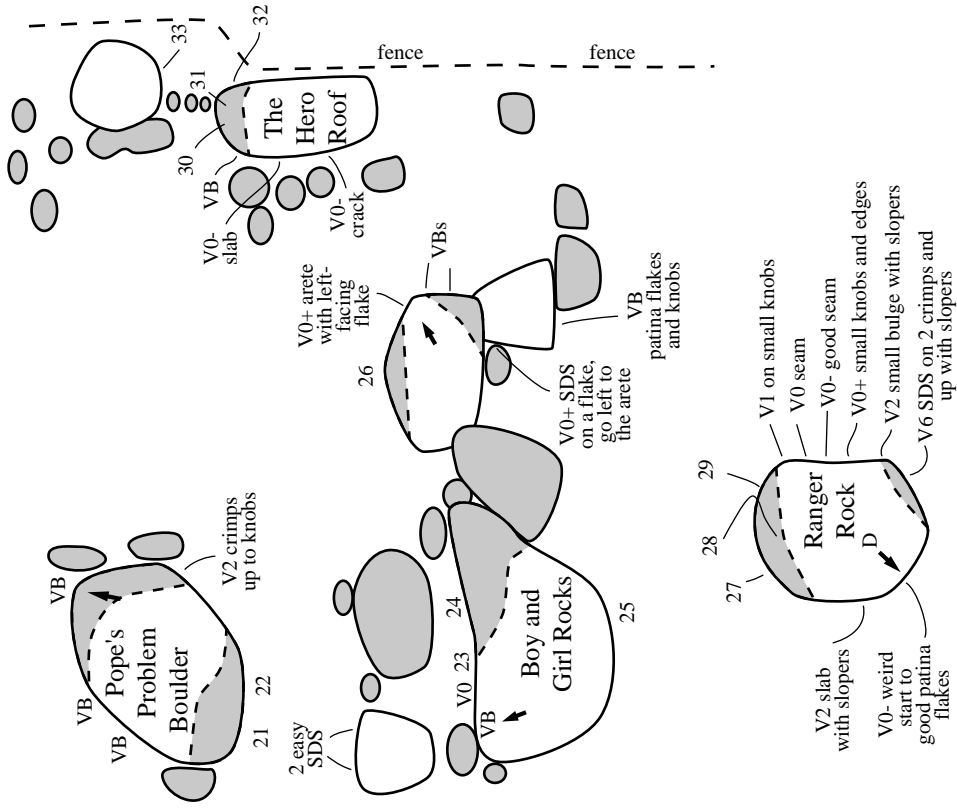
10. Fly Boy V6 - Start on a small rock to grab high edges, go to a flaky hold, a left-facing edge then the top.

11. V0 - SDS - Start with a good edge at the lip of the short overhanging wall and mantle.

12. V1 - Climb up then up and left along a seam.

13. V4 - Start with 2 crimps, up to a left-facing crimp and a dirty face.

Birthday Boulders



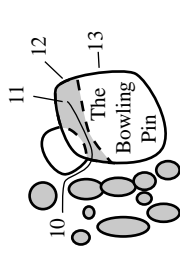
1. Corner Crack V2 - Wide crack between the 2 boulders.
2. Hobb's Problem V2 - Slopers and crimps up to a dish.
3. Leary/Bard Arete V4 - Climb the arete by its left side.
4. V3? - SDS - Start on a sloper up to an undercling.
5. hard - SDS - Start low with good holds and climb with pinches and slopers.
6. V3 - SDS - 2 crimps and bad feet up to an incut edge and straight over the bulge.
7. King Tut V3 - Straight up on slopy knobs.
8. Funky Tut V2 - Start on King Tut and traverse right for 6 feet to a funky move to a dish.
9. Lullulator V4 - Slopey edges 6 feet right of the crack. Go straight up.
10. The Bowling Pin Traverse V8 - SDS - Start on the hueco, traverse left staying low (V5 if you traverse high) and finish in #11.

Central Area

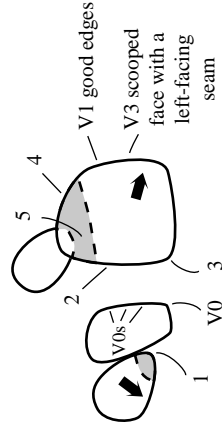
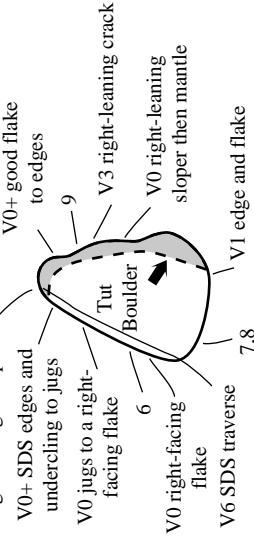
11. V4 - Start with a good right-facing flake, do a few moves on edges then go left to the arete.
12. V6 - SDS - Climb the right side of the arete with small crimps up to a jug and finish as #11.
13. V4 - Start above a short seam and climb with slopy edges.
14. The Buttermilk Stem V4 - SDS - Start on a rounded jug, put your right palm on a sloper and stem in the scooped face.
15. The Rowell Face V0+ - Start on the boulder and climb the patina face.
16. Junior's Achievement V8 - Climb the center of the face with small crimps.
17. The Buttermilk Gem V2 - "Mantle" over the low bulge to a long, scooped slab.
18. The Pothole Traverse V1 - SDS - Start on a right-facing flake and traverse left with big oblong holes.

Central Area

Central Area



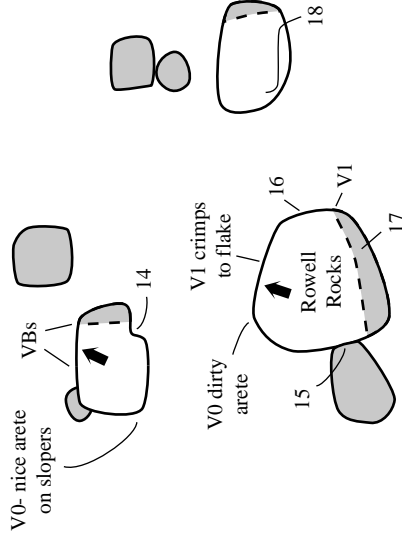
V2 SDS edges to good slopers to right-facing crimps



1. V6 - SDS - Start with a crimp and a sloper. Climb the rounded arete/bulge.
2. V6 - Start with a bad "sloper" and terrible feet. Climb to the scoop.
3. V0 - Start with a left-facing hold.
4. V0 - Start with both hands on a sloper.
5. V0 - Climb up and left on the rounded arete.
6. V2 - Start on 2 crimps and go up to 2 gastons.
7. V1 - Start on a jug, go up and left.
8. V8 - SDS - Start right-hand sidepull and climb the rounded arete.
9. V7 - Start on the sloper (or lower?) and go left to a good knob.
10. V1 - SDS - Overhanging arete with good flakes.
11. V4 (7) - Climb on bad edges just right of rocks underneath. SDS is V7 and starts on a big, bad knob and a low crimp.
12. V2 - Big left-facing jug to 2 left-facing edges.
13. V1 - Grab a high edge, climb the rounded arete above a bush.
14. V2 - Start on crimps. Climb the scooped face.
15. V3 - Start on a high knob/sloper/crimp.

The distance between the boulders has been reduced to fit everything in one page while keeping a fairly good scale.

Central Area



Always check the descents before climbing.

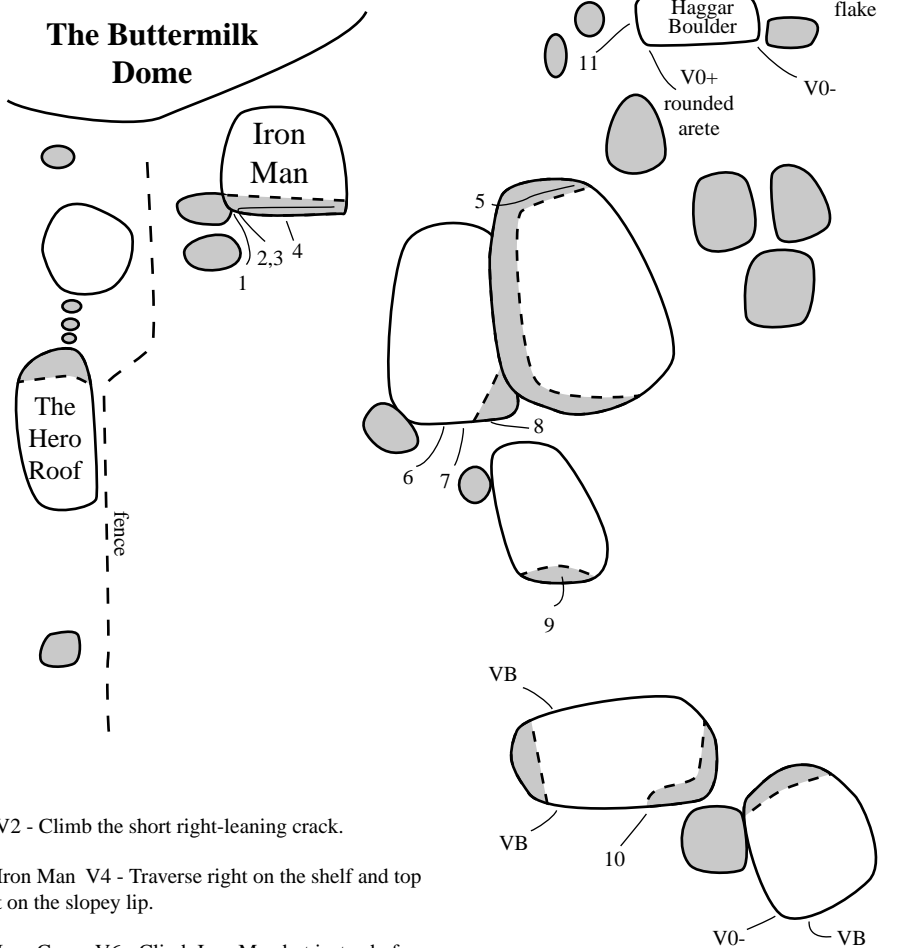
Birthday Boulders

16. V1 - Climb the scooped face on slopey knobs, right of the black streak.
17. V2 - Climb on slopey knobs, left of the black streak.
18. V4 - Start on a small left-facing crimp.
19. V3 - 2 starts to go to an edge then up and left to a jug over a bush.
20. V0 - Start with a pointed edge.
21. V4 (6) - Start with edges above the lip and climb the tall patina face. SDS with a big slopey shelf in the roof for a V6.
22. Pope's Problem V4 - Start with high edges and climb the tall rounded arete.
23. V1 - SDS - Good flake then go left then up.
24. V5? - SDS - Start on 2 crimps then up on small flakes.
25. Scenic Crank V8 - Start with a low sidepull left hand and a crimp with a good thumb? go to a high edge and up the rounded face a little bit dirty.
26. No Fly Zone V8 - SDS - Climb the center of the overhanging face with small crimps.
27. V4 - SDS - Climb up and left with right-facing flakes.
28. V5 - SDS - Start with the hueco, trend right to the center of the face.

29. V3 - SDS - Start with the hueco and go straight to the left-facing flake.
30. Hero Roof V0 - SDS - Climb up and left with good right-facing holds.
31. Rib Direct V6 (8) - Climb with 2 slopey knobs and more slopers. The SDS is V8.
32. Easy Grit V4 - Pinch to slopers on the lip then mantle.
33. Jump Start V2 - Jump to a dish.

Birthday Boulders

Iron Man



1. V2 - Climb the short right-leaning crack.
2. Iron Man V4 - Traverse right on the shelf and top out on the slopy lip.
3. Iron Cross V6 - Climb Iron Man but instead of toping out, traverse back on the lip.
4. Iron Fly V7 - Dyno to the lip.
5. V0+ - Traverse the big crack.
6. V3 - Start with a high right-facing crimp.
7. V2 - Start with a good, high patina knob.
8. V0 - Jump to the first flake and climb over the bulge.
9. Grovel Roof V4 - Start with small slopy sidepulls, go up to a slopy shelf and through the small roof. V3 if you jump to the slopy shelf.

10. V0 - Scooped bulge with slopy huecos.
11. Haggar Face V4/5 - Start with a pointed flake left hand and climb the narrow face.
12. V0+ - The arete with a right-facing flake.
13. V0 - Less-than-vertical face with good edges.