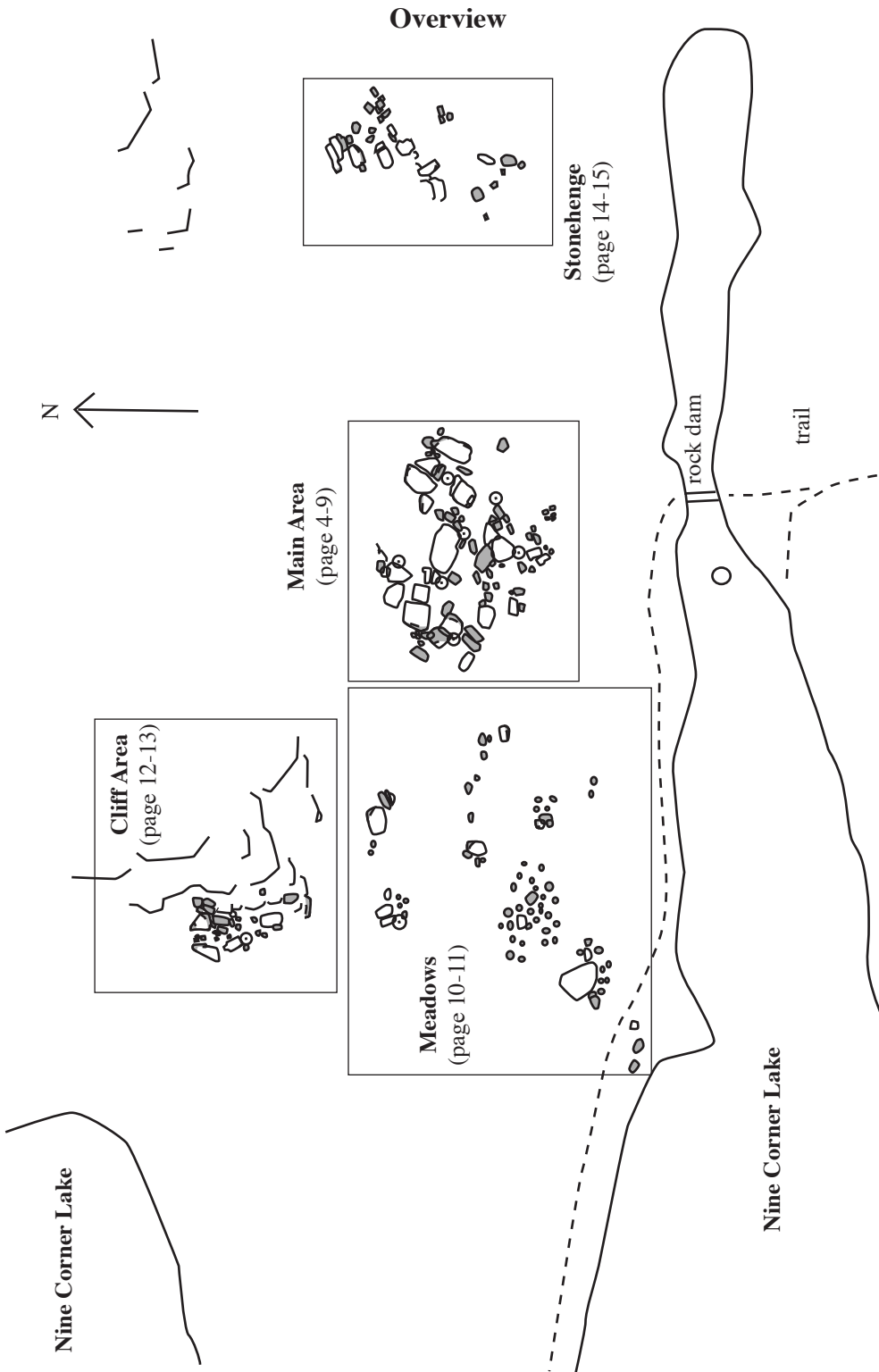




presents

Nine Corner Lake Bouldering

by Justin Sanford



Nine Corner Lake Bouldering, NY

This area has been under development since early 2002. Initial visits to the area were done by Josh Karns. The main development crew after these initial visits consisted of but was not limited to: Andy Scheiderich (AKA Peaches), Andy Salo, Arien Cartrette (AKA Groover), Scot Carpenter (AKA Kippy), Garret Koeppicus, and Dave Buzzelli (AKA Buzz). Numerous other climbers have added first ascents on the boulders that surround Nine Corner Lake. Arien Cartrette put together an extremely detailed guidebook a few years ago that never reached the hands of the public. It was from his masterful piece of work and countless climbing sessions with the other initial development climbers that I was able to put together this guidebook.

Nine Corner Lake is the largest developed bouldering area in the Adirondack State Park and boasts some incredible lines. Problems not to be missed include: Thorazine, The Origin, Pop or Drop, Chillen, Tower or Power, Power of Belief, Instant Yoga, and Hawaii 5.0 to name a few.

How to get there: Nine Corner Lake (trailhead) is on NYS Rt. 10/29A approximately 20 miles north of Johnstown/Gloversville. If you are coming from the east, take exit 27 off I-90, or take Rt. 5 or 5S to Rt. 30 North. Continue north through Amsterdam on Rt. 30 to NYS Rt.29. Turn left onto 29 West for approximately 1 ½ miles. Turn right onto NYS Rt. 29A. This area is approximately 5 miles past the Pinnacle Pull-Off Bouldering Area. Once you park at the trailhead, hike one mile to the top of the trail where the lake will be on the right hand side. The main bouldering area is just across the rip-rap damn.

When: The best time to boulder in the Southern Adirondack's is early spring or fall. In May and June, the bugs tend to be really bad. The biggest advantage of this bouldering area is the close proximity to the lake. Summer sessions are more feasible with the convenience of a swim to cool off. Please pick up after yourself and unfortunately most of the time others (people have been trashing the place lately!).

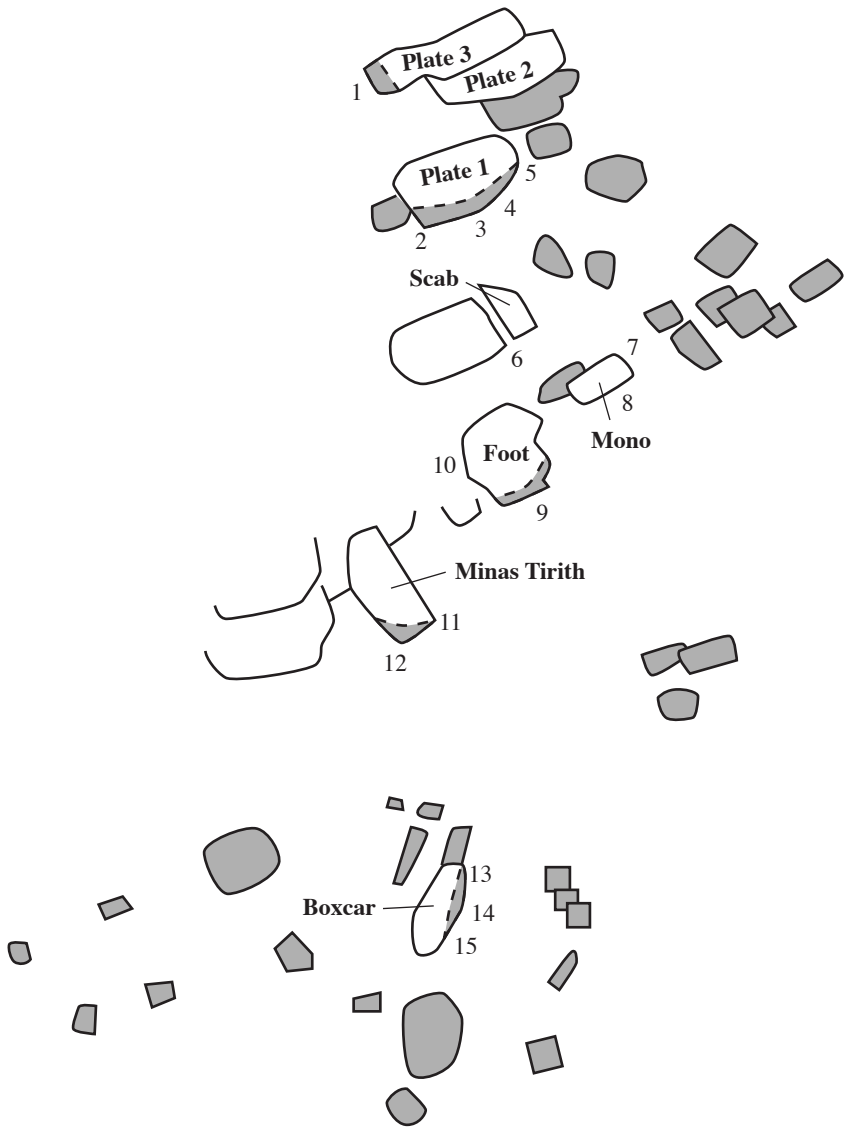
Sleep: Camping is permitted around Nine Corner Lake. Once again, please pick up after yourself so this area will remain open for the years to come. Pinnacle Pull-Off Bouldering Area is 5 miles east of Nine Corner Lake and Snowy Mountain is approximately an hour north.



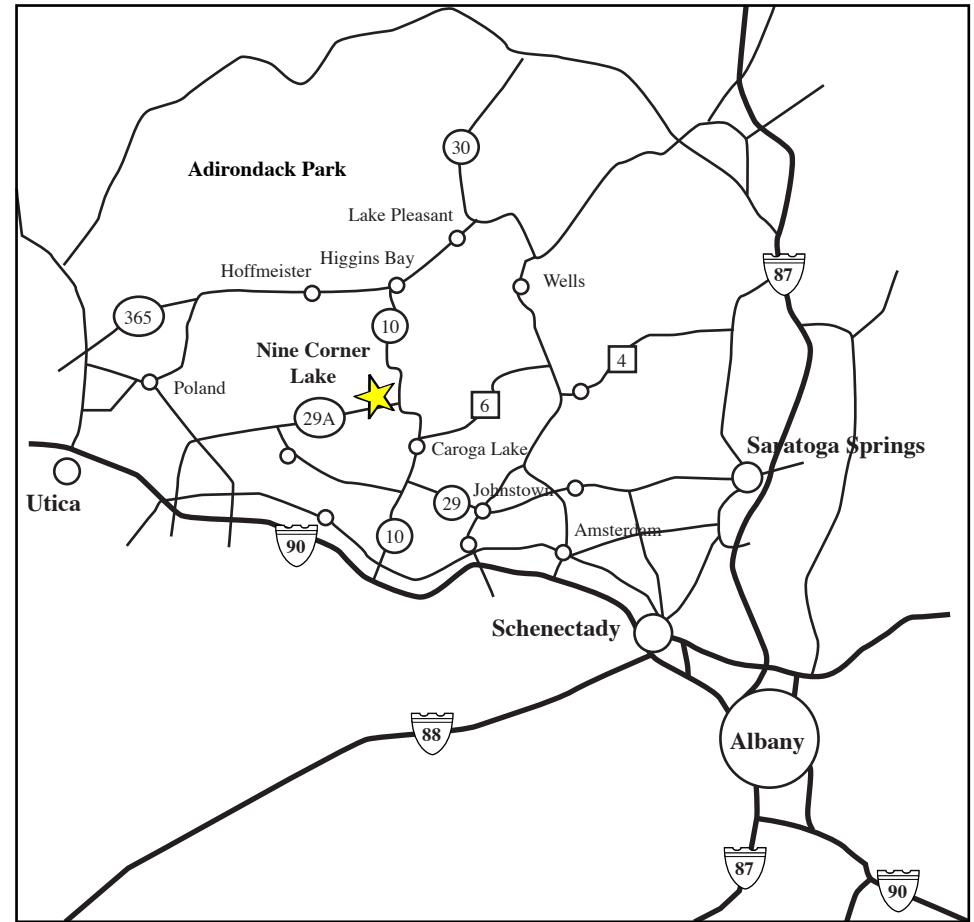
Stonehenge

- 1. Grappler** $\begin{matrix} F & R \\ \square & \square \end{matrix} V3$
SDS - Start low on the double arête. Slap your way to the tricky mantle.
- 2. Leave it to Beaver** $\begin{matrix} F & R \\ \square & \square \end{matrix} V2$
Climb the arête from standing.
- 2b. The Bad Beginning** $\begin{matrix} F & R \\ \square & \square \end{matrix} V6$
Start about 5" to the right of the arête on the sloping shelf. Climb left into Leave it to Beaver to topout above.
- 3. The Plate** $\begin{matrix} F & R \\ \square & \square \end{matrix} V9$
Start as The Bad Beginning. Move RH out to small crimp in crack, then slap up the arête LH to the tenuous topout.
- 4. Froggy Style** $\begin{matrix} F & R \\ \square & \square \end{matrix} V4$
SDS - Start low on the rail. Move up the left facing rail to the crimps, then move to the arête to topout.
- 4b. Froggy Stand** $\begin{matrix} F & R \\ \square & \square \end{matrix} V6$
Stand RH on triangle crimp, LH on crimp. One move to the arête and topout as Froggy Style.
- 5. Unnamed** $\begin{matrix} F & R \\ \square & \square \end{matrix} V0$
Start at the lowest point on the sloping arête. Move up the arête into Froggy Style and topout that way.
- 6. John Wade** $\begin{matrix} F & R \\ \square & \square \end{matrix} V0$
SDS - Climb up the large crack.
- 7. Monolith #1** $\begin{matrix} F & R \\ \square & \square \end{matrix} V0$
SDS - Climb up the double arête.
- 8. Monolith #2** $\begin{matrix} F & R \\ \square & \square \end{matrix} V0$
SDS - Climb up the easy stepped face.
- 9. 6 Foot Club** $\begin{matrix} F & R \\ \square & \square \end{matrix} V5$
SDS - Start with hands on the opposing arêtes. Slap up the arêtes on the small overhang to the high topout.
- 10. Unnamed** $\begin{matrix} F & R \\ \square & \square \end{matrix} V1$
Climb the easy face from standing.
- 11. Unnamed** $\begin{matrix} F & R \\ \square & \square \end{matrix} V?$
Climb the tall arête.
- 12. Unnamed** $\begin{matrix} F & R \\ \square & \square \end{matrix} V?$
SDS - Start matched on the large edge. Somehow get set up in the crack on the right face and topout that way. Undone and way harder than it looks.
- 13. Unnamed** $\begin{matrix} F & R \\ \square & \square \end{matrix} V?$
Climb the short steep face.
- 14. Unnamed** $\begin{matrix} F & R \\ \square & \square \end{matrix} V?$
SDS - Climb the face in the middle of this boulder.
- 15. Unnamed** $\begin{matrix} F & R \\ \square & \square \end{matrix} V?$
SDS - Climb the short steep face on sharp crimps.

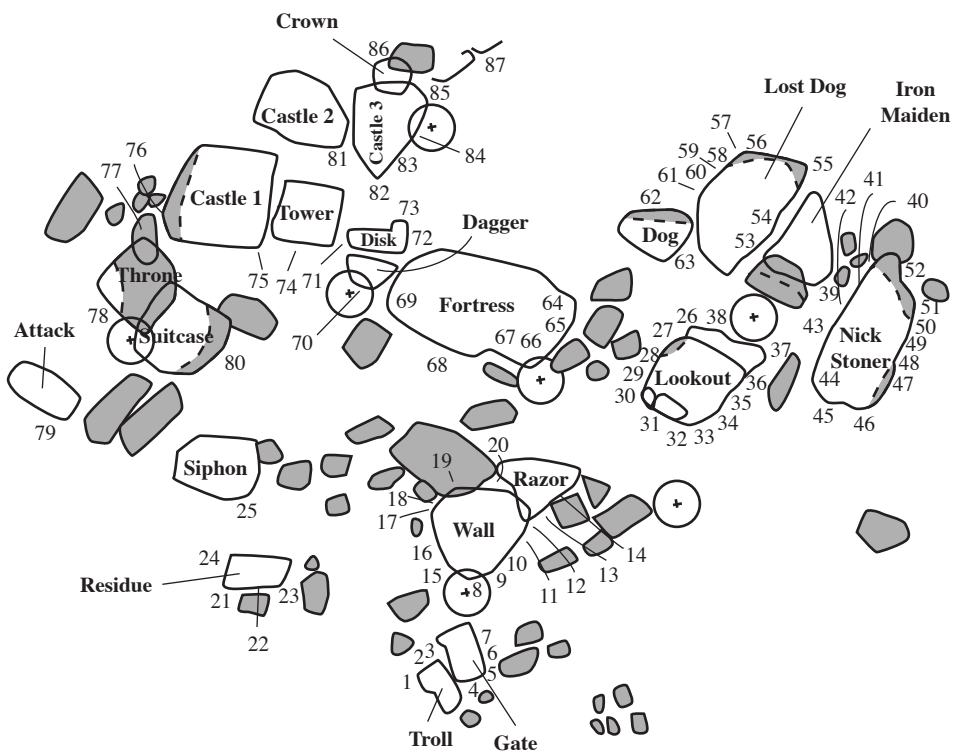
Stonehenge



road map



Main Area (part 1)



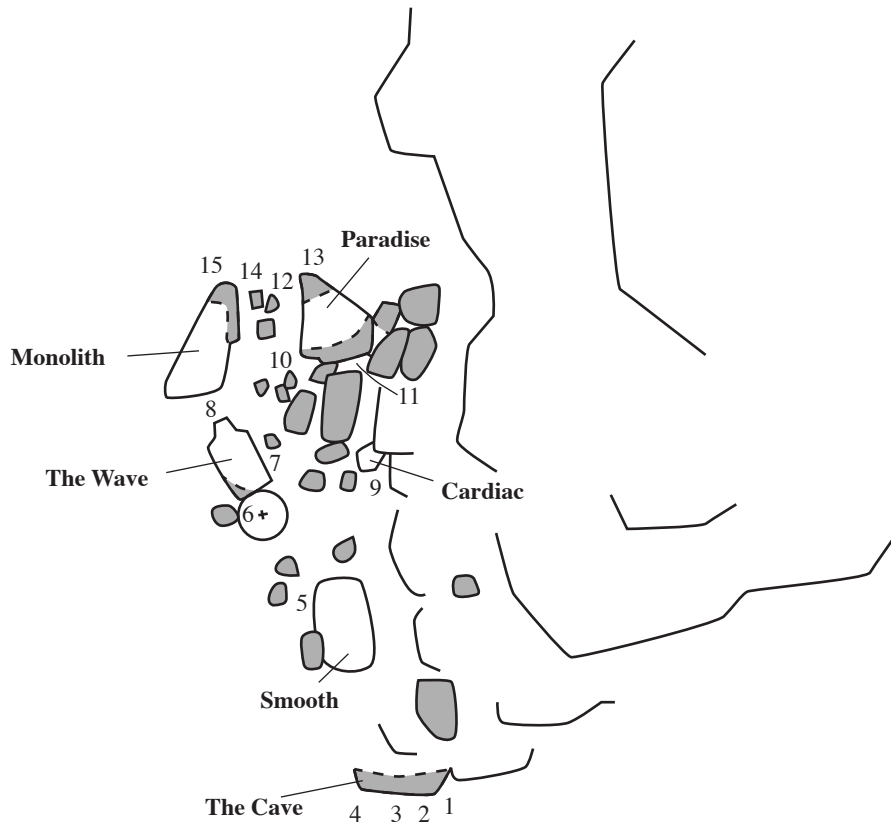
- 1. **CBS** F R
□ □ V5
SDS - Move up the small overhanging arête.
- 2. **Nothing But Crystals** F R
□ □ V7
SDS - Climb center bulge from a sit eliminating the sloping rail out left.
- 2b. **Variation** F R
□ □ V5
SDS - Climb center bulge from a sit using the sloping rail.
- 3. **ABC** F R
□ □ V2
SDS - Climb the short bulge.
- 4. **The Gatekeeper** F R
□ □ V8
SDS - LH on crimp flake, RH on sloper pinch in crack. Move up and right through the overhang.
- 4b. **Everything in the Bible is True** F R
□ □ V5
Stand Start. RH on sidepull block, LH in crack above the lip. Climb straight up the face.
- 5. **The Origin** F R
□ □ V4
SDS - RH on low jug, LH on point of the sloping shelf. Move out arête to the jug and topout.

- 5b. **The End** F R
□ □ V5
SDS - Start as The Origin but traverse right instead of going to the jug on the arête.
- 6. **The Cryptologist** F R
□ □ V2
LH on sidepull edge, RH on high sidepull. Climb straight up.
- 7. **First** F R
□ □ V3
SDS - RH on sidepull in big crack, LH on large edge. Move up and right to good holds above.
- 7b. **Tender Tips** F R
□ □ V7
SDS - Start as First but traverse left on small crimps to topout as The Cryptologist.
- 8. **Heart Attack Man** F R
□ □ V5
SDS - Both hands on large jug sidepull. Climb straight up the arête.
- 8b. **Variation** F R
□ □ V2
Stand Start. Start on the obvious jug on the arête and climb straight up.
- 9. **Down Climb Slab** F R
□ □ V0
Climb the left side of the slab. Also the downclimb on the Wall Boulder.

Cliff Area

- 1. **Dry Ice** F R
□ □ V4
SDS - LH on sidepull, RH on arête. Climb up over the lip using the arête to topout.
- 1b. **Crazy Ice** F R
□ □ V6
SDS - Start as #1, but move left along the seam to the jug of Psychosomatic. Topout the same as Psychosomatic.
- 2. **Psychosomatic** F R
□ □ V6
SDS - LH on slopy block, RH on opposing block with a sharp mono. Move LH to block, then big RH move to the jug. Topout directly above.
- 3. **Chillen** F R
□ □ V4
SDS - Start low on obvious jug. Move straight up past slopy rail and crimps to topout on ledge above.
- 3b. **Ice Cold** F R
□ □ V7
SDS - Start same as Chillen. Once at the crimp slots, traverse left to the jug on #2 and topout that way.
- 4. **Nippin out** F R
□ □ V4
SDS - Start on the obvious jug on the arête. Big move RH to the pinch and then topout straight above.
- 4b. **Absolute Zero** F R
□ □ V8
SDS - Start as Nippin Out and traverse the entire Cave Boulder overhanging face to the jug on Psychosomatic. Topout that way.
- 5. **Smooth Operator** F R
□ □ V3
Start with LH in crack seam, RH on crimp. Move straight up the face to a slopy topout.
- 6. **Tidal Forces** F R
□ □ V3
Climb the arête and move onto the ramp out left for the easy topout.
- 6b. **High Tide** F R
□ □ V4
Climb the arête all the way to the top avoiding the ramp out left.
- 6c. **Low Tide** F R
□ □ V5
SDS - Climb High Tide from way down low. Difficult for the grade.
- 7. **Lifeguard Training** F R
□ □ V5
LH, RH matched on crimp hold. Move up to the slopy rail and then out to the arête. Climb the arête to a committing topout.
- 8. **The Wave** F R
□ □ V?
Climb the tall slab to the overhanging section. Topout any way possible.
- 9. **Cardiac Arrest** F R
□ □ V6
LH on arête, RH on slopy edge. Dyno big RH to semi-jug. Continue to the top using the arête and edges.
- 10. **Hawaii 5.0** F R
□ □ V5
SDS - Start at the very bottom of the arête in the small cave. Climb the long arête to the point at the top and topout there.
- 11. **Squatter** F R
□ □ V1
SDS - Climb the right arête from down low.
- 12. **Shark Fin** F R
□ □ V0
SDS - Climb the right arête to the top.
- 13. **Shark Attack** F R
□ □ V6
SDS - Start both hands anywhere in the right facing flake. Dyno to the jug and topout directly above.
- 14. **Rip Curl** F R
□ □ V7
SDS - Start on the left side of the overhang with RH on pinch, LH on good edge. Dyno to the jug and continue up and over the roof to topout.
- 15. **Rosy Cheeks** F R
□ □ V7
SDS - Start at the center of the roof/face with RH on edge, LH on gaston. Fire to the lip and finish on the left face.
- 15b. **Variation** F R
□ □ V5
SDS - Start same as Rosy Cheeks but instead of topping out on the left face, finish on the scoop directly above.

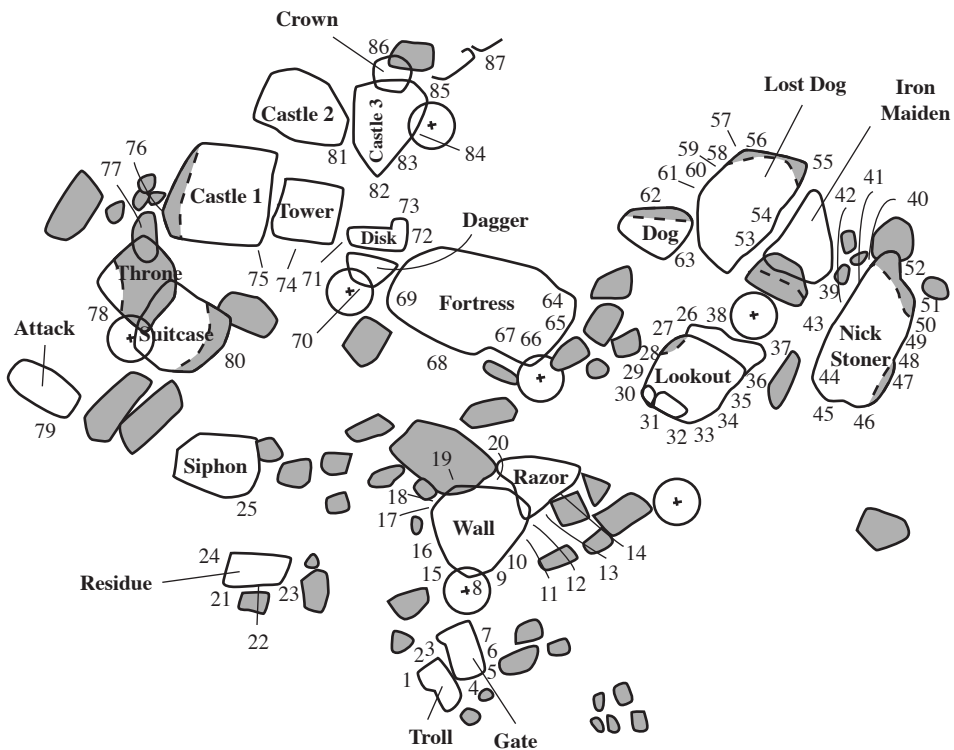
Cliff Area



Main Area (part 1)

- 10. Slab** F R
□ □ v0
Climb the right side of the slab.
- 11. Bearded Arnie** F R
□ □ v7
SDS - RH on sloper edge, LH on triangle edge on slab, LF in groove. Climb up the slopers and edges on the overhanging arête. Topout either up the slab once the jug has been reached or continue around the corner to the sloper and topout there.
- 12. Recovery Room** F R
□ □ v3
SDS - Start on the Stitches jug and finish on the right topout of Bearded Arnie.
- 13. Stitches** F R
□ □ v5
SDS - Start both hands on the obvious jug. Move up the short face using both arêtes. Try to use only the boulder that is being climbed.
- 14. Under the Knife** F R
□ □ v3
SDS - LH on big undercling rail, RH on sidepull/undercling. Move straight up to the lip and then traverse the lip to topout at the far right.
- 15. The Burden of Priesthood** F R
□ □ v9
LH on sidepull, RH on edge. Move right on sloping edges to finish with dyno to the lip or crimpy move.
- 15b. Lighter Burden of Priesthood** F R
□ □ v8
Start as The Burden of Priesthood but instead of large dyno to the lip, continue right to the jug on the Heart Attack arête. Topout that way.
- 16. Thorazine** F R
□ □ v8
SDS - LH on good edge, RH and RF on sloping ledge. Move up and slightly left on sidepulls and edges to the lip. One of the best problems here!
- 16b. Variation** F R
□ □ v4
Start matched on the large edge about 6' high. (Stand start to Thorazine).
- 17. Long Live Lego's** F R
□ □ v5
Start RH on sidepull right of arête, LH on sidepull left of arête. Move straight up to the top.
- 18. Spores** F R
□ □ v4
Climb the face right of the arête using any combination of holds.
- 19. Reckless Endangerment** F R
□ □ v3
Climb the left side of the arête.
- 20. Pit Fight** F R
□ □ v6
Start both hands matched on the obvious jug. Climb straight up the face with a dangerous landing zone.
- 21. Residue of Me** F R
□ □ v3
SDS - LH at undercling jug on the left face, RH on good edge on arête. Climb the arête staying on the right side.
- 22. Cutting Time in Half** F R
□ □ v3
LH at edge, RH at sidepull. Move up to the lip and then traverse into the topout of Residue of Me.
- 23. Braille** F R
□ □ v3
SDS - RH at good edge, LH at low incut sidepull. Climb up the arête to a jug and good topout.
- 24. Dunfer** F R
□ □ v1
Climb up the short face.
- 25. Unnamed** F R
□ □ v0
Climb up the short arête.
- 26. Exclamation Point** F R
□ □ v0
SDS - Climb the short, double-sided arête.
- 27. Andrugén** F R
□ □ v2
SDS - Start at thin edges and move straight up.
- 27b. Variation** F R
□ □ v1
Climb Andrugén from standing.
- 28. Stairs** F R
□ □ v0
Start at jugs and continue to the top.
- 29. Good Morning** F R
□ □ v1
Kneel start at ledge and climb straight up the good holds.
- 30. Can You See My Eyeball** F R
□ □ v3
Climb the arête to the top.
- 31. Unnamed** F R
□ □ v2
Climb straight up the large block that appears to be detached from the main boulder.
- 32. Unnamed** F R
□ □ v2
Climb straight up the large holds to a high, dirty topout.
- 33. Mind'r Business** F R
□ □ v5
Start on the crescent shaped hold and move straight up past the horizontal crack, then left to the same topout as #32.
- 34. Cherokee Challenge** F R
□ □ v4
LH on sidepull, RH on large sidepull. Move straight up the face on micro crimps to a high topout.
- 35. Senor Scuffy Face** F R
□ □ v0
Climb the easy face on good holds.
- 36. I'll Eat You Alive in Small Claims Court** F R
□ □ v0
Climb up the large crack.

Main Area (part 2)



37. Unnamed V0
Climb straight up the ramped arête.

38. Adult Swimmer V0
Climb the blunt arête/face.

39. Shine On V6
SDS - LH on sidepull, RH on low crimp. Big move to the lip and topout directly above.

40. It Is Probably V0
Start low on the jug and move straight up to the lip on good holds.

41. Slab 2 V2
Start LH on low edge, RH on crimp at chest height. Climb straight up to the lip.

42. Slab 1 V1
Start RH on crescent edge. LH on gaston flake just below the seam. Move straight up past sidepull using a two-finger pocket in the seam.

43. Nick's Cracked Cranium V0
Climb up the large crack.

44. Unnamed V0
Climb the tall ramped arête from standing.

45. Unnamed V0
Climb the large crack from standing.

46. Left Behind V2
SDS - Start on good holds and move up to the jug seam. Move left onto the slab for the high topout.

47. Nick Stoner V10
SDS - Start matched on the large block. Move out the overhanging arête using the back wall for feet and topout either on the face or using the crack out left.

48. Mr. Jones V0
SDS - Climb up the crack to topout. (Same finish as Nick Stoner).

49. Diatom V3
Climb the face just to the right of the crack. Move into the crack to topout.

50. Throwing Stars V3
LH on crimp, RH in slot up high. Traverse left across the face to topout as Mr. Jones.

The Meadows

8. Between the Lines V8
SDS - RH on sloper edge, LH on small crimp. Climb the edges straight up the small overhang.

9. Instant Yoga V9
SDS - RH on triangle edge, LH on arête with LF also on arête. Climb the steep face using the arête all the way.

10. Instant Pudding V1
Climb the middle of the face from standing.

11. Diamonds are Forever V6
SDS - RH on sidepull, LH on big edge. Climb up arête to large point and then move onto the left face to finish.

12. Even Stevia V7
SDS - Start as low as possible on the sloping rail. Climb the rail to the large point of #11 and topout the same way.

13. One Second Suffering V3
SDS - RH on jug, LH on jug. Climb the arête staying on the right side.

14. Hyperglycemic V6
SDS - Start with both hands in the crack under the roof. Move straight up the face on thin crimps.

15. Sugar Buzz V4
SDS - Start with both hands on the arête. Climb up the arête without using the Saccharine Boulder.

16. The War Within V4
Climb the arête and right face.

17. Dennis Sugar V2
Climb up the arête and the face.

18. Purity V3
SDS - LH on sloper sidepull. Climb up the arête and the right face to finish at the high point.

19. Drips V3
SDS - Start both hands at the thin horizontal seam. Climb straight over the bulge.

20. Soup V2
SDS - Climb the arête/ bulge.

21. Plum V3
SDS - Start both hands on the small incut flake.

22. Bumble Bee V3
SDS - Start with both hands on undercling. Block underneath is off. Fire to the lip and topout.

23. Heroes of Cybertron V5
RH on undercling at crack, LH on undercling pinch. Climb straight up face.

24. Galvatron V2
RH on low jug, LH in crack. Climb up and right following the seam.

25. More Than Meets the Eye V1
Start at rounded flake. Climb straight up the face.

26. Shadow of the Unicorn V2
Start with hands on small crimps on the arête. Climb left onto the high, thin face.

27. Robot Junkyard V1
Start as #26 but continue straight up the arête.

28. Energon Cubes V2
Climb the high face using the arête.

29. Decepticons Rising V3
Begin on the face and move to the arête to finish.

30. Star Scream V1
Climb the slabby arête.

31. Booney Bot V1
SDS - Use the slopers to gain the top.

32. Autobots Transform V5
SDS - RH on low sidepull, LH on high sidepull. Climb straight up the face.

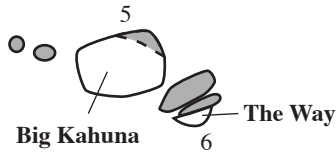
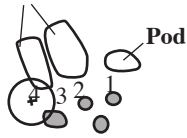
33. Unnamed V0
Climb the arête and face.

34. Tiny Cities Made of Ashes V1
Climb straight up the face.

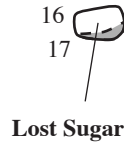
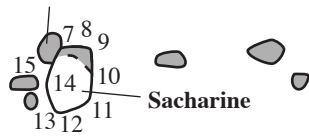
35. Lookout for the Dragonfly V0
Climb up the slabby arête.

The Meadows

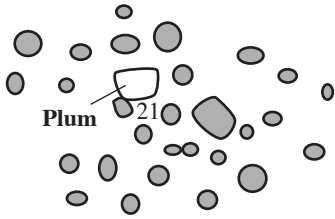
Split Rock



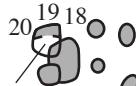
Equal



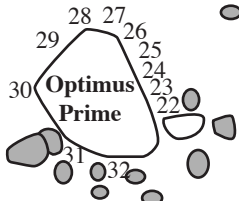
Plum



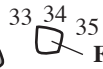
Walnut



Lost Sugar



Firepit Boulder



1. **Short Stack** F R
□ □ V3
SDS - Start at the far right of the small roof and traverse the roof to topout at the point on the arête.
2. **Humpty Dumpty** F R
□ □ V2
Climb the arête from standing. The SDS is V3.
3. **The Rise of Nick's Boner** F R
□ □ V3
SDS - Climb the arête.
- 3b. **Ball Buster** F R
□ □ V6
SDS - LH on sidepull jug, RH on arête. Move up the face using the left sidepull and the arête. Topout directly above.

4. **Shock Wave** F R
□ □ V6
RH on sloper of face, LH on the pinch of the left facing feature. Move up to ledge and then topout anyway possible.
5. **Triple X** F R
□ □ V4
LH on sharp crimp, RH on sloper. Pull the roof to the lip and climb the arête to the top.
6. **Around the Way** F R
□ □ V3
SDS - Climb the small boulder from sitting.
7. **Shape Shifter** F R
□ □ V5
SDS - Start at the far right of the boulder. Climb up and over the steep face avoiding the boulder to the left.

Main Area (part 2)

51. Dave's Problem

F R
□ □ V3

SDS - Start at the lowest point on sidepulls. Climb up the arête/bulge. Lots of moves for a short problem.

51b. Shadows Fall

F R
□ □ V4

SDS - Start as Dave's Problem and continue up to the jug at the lip. Once at the jug, traverse the sloping lip to the left all the way into Mr. Jones. Long and pumpy.

51c. Secret Agent

F R
□ □ V7

SDS - Start as Dave's Problem and continue to the sloper at the lip (eliminate the jug). Once at the sloper, traverse right to topout approximately 6' right of Dave's Problem.

52. Izodone

F R
□ □ V8

SDS - RH on sharp sidepull, LH on sloper. Dyno to the lip and topout directly above.

53. Cherry Chipmunk

F R
□ □ V1

Climb the thin crack.

54. Moss Balls

F R
□ □ V1

Climb the crack on the face.

55. Survivor

F R
□ □ V4

SDS - RH on jug, LH on sloper. Climb out and over the bulge.

56. The Banana

F R
□ □ V5

SDS - Start matched on the lip, low on the arête. Move out the arête to finish up the arête.

56b. Variation

F R
□ □ V1

SDS - Start as The Banana but instead of moving out the arête, simply mantle the lip you are starting on.

57. Rainforest Access

F R
□ □ V0

Climb the thin line with the tree in it.

58. Sound of the Loon

F R
□ □ V0

Start at the flake and move up the sidepulls.

59. Caressing the Mannequin Leg

F R
□ □ V3

Start at the sloping rails. Move to good edge/pocket and up past the sidepull and big holds to topout at right.

60. Whimpering

F R
□ □ V1

LH on sidepull, RH on sidepull. Climb the face using the arête and holds out left.

61. Behind the Curtain

F R
□ □ V2

Climb the ramped arête.

62. Dancing Wolves

F R
□ □ V2

SDS - RH on edge right of arête, LH on edge on arête. Move up to the point on arête, then traverse the overhanging lip to topout where possible out left.

63. Size Matters

F R
□ □ V1

SDS - Start both hands on undercling and feet on block below. Move to the lip and up face using the arêtes.

64. The Straddler

F R
□ □ V1

Climb up the right side, then left on jugs and up.

65. Crackolis

F R
□ □ V0

Climb up big holds to high topout out left.

66. Try or Cry

F R
□ □ V9

SDS - RH on crimp sidepull, LH on crimp/edge. Climb straight up the arête on sharp holds.

66b. Pop Or Drop

F R
□ □ V4

RH on arête, LH on crimp out left. Climb up the same arête.

67. One Might Think

F R
□ □ V6

SDS - Start matched on the low point of sloping shelf. Go straight up past sidepulls to gain the jugs and a scary topout.

67b. Popadropolis

F R
□ □ V5

SDS - Start as One Might Think but instead of climbing straight up, traverse right on crimps to topout as #66 (arête).

68. Meat and Potatoes

F R
□ □ V2

SDS - Start at the far right of the ledge. RH on edge, LH on sloping rail. Traverse left to the end on the ledge and topout there.

69. Brush Burn

F R
□ □ V2

SDS - Climb the short arête to topout directly above.

70. Little Squeezers

F R
□ □ V0

SDS - Climb up the short face.

71. The Dagger

F R
□ □ V0

SDS - Climb the sharp arête.

72. Disc 1

F R
□ □ V0

SDS - Climb the short face.

73. Disc 2

F R
□ □ V0

SDS - Climb the short face.

74. Tower of Power

F R
□ □ V0

Climb up the center of the tall face avoiding both arêtes. High and CLASSIC!

75. Unnamed

F R
□ □ V0

Climb up the tall, ramped arête.

76. The Mass of Un

F R
□ □ V3

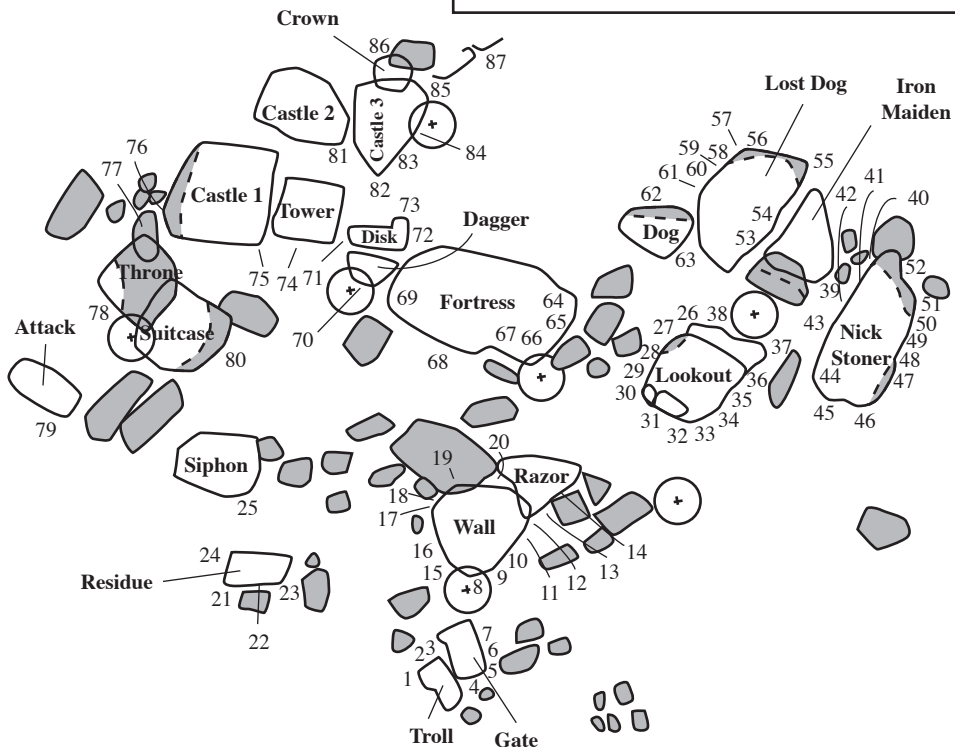
SDS - RH low on arête, LH on slopy sidepull on left face. Climb up the overhanging arête.

Main Area (part 3)

#88,89



There are 2 classic problems not shown on this topo. They are about 100 yards behind #87 (Mini M)e. The two problems begin the same and one goes to the right while the other goes to the left. The boulder is large and the problems are easily noticed.



Main Area (part 3)

77. Buzz Nation

$\begin{matrix} F & R \\ \square & \square \end{matrix}$ V4

SDS - Climb up the overhanging arête.

78. The Private Press

$\begin{matrix} F & R \\ \square & \square \end{matrix}$ V7

LH on sidepull, RH on slopy edge. Climb straight up.

79. Attack

$\begin{matrix} F & R \\ \square & \square \end{matrix}$ V0

SDS - Climb up and over the bulge.

80. A Tack in the Wrong Suitcase

$\begin{matrix} F & R \\ \square & \square \end{matrix}$ V2

SDS - LH at lip, RH on crimp sidepull. Move up along the lip to topout at point.

81. Back Door

$\begin{matrix} F & R \\ \square & \square \end{matrix}$ V0

Climb up the tall, slabby arête.

82. People Fall Apart

$\begin{matrix} F & R \\ \square & \square \end{matrix}$ V1

SDS - LH on sloper edge on arête, RH at hollow flake. Move up the seam and arête to the jug and topout onto the slab.

83. Things Fall Apart

$\begin{matrix} F & R \\ \square & \square \end{matrix}$ V3

Start at juggy seam. Move up the seam and edges on the face avoiding the arête. Topout directly above.

84. Face

$\begin{matrix} F & R \\ \square & \square \end{matrix}$ V3

Move directly up the face with the tree at your back. Topout as Things Fall Apart.

85. Forever

$\begin{matrix} F & R \\ \square & \square \end{matrix}$ V0

SDS - Climb the right side of the face using edges and large sloping blocks for an easy climb.

86. Crowning Achievement

$\begin{matrix} F & R \\ \square & \square \end{matrix}$ V5

Start matched on undercling under roof. Move to the lip, then pull the slab to topout.

87. Mini Me

$\begin{matrix} F & R \\ \square & \square \end{matrix}$ V0

SDS - Careful of the starting block (very hollow and could eventually break). Climb up and over the bulge.

88. Power of Belief

$\begin{matrix} F & R \\ \square & \square \end{matrix}$ V3

Start LH on sloper/pinch, RH on other sloper/pinch. Move up the features and trend right to topout.

89. Power of Pecimism

$\begin{matrix} F & R \\ \square & \square \end{matrix}$ V6

Start LH on sloper/pinch, RH on other sloper/pinch. Once at the crimp seam, instead of moving right, make big move out left then follow the thin crack to the topout.

