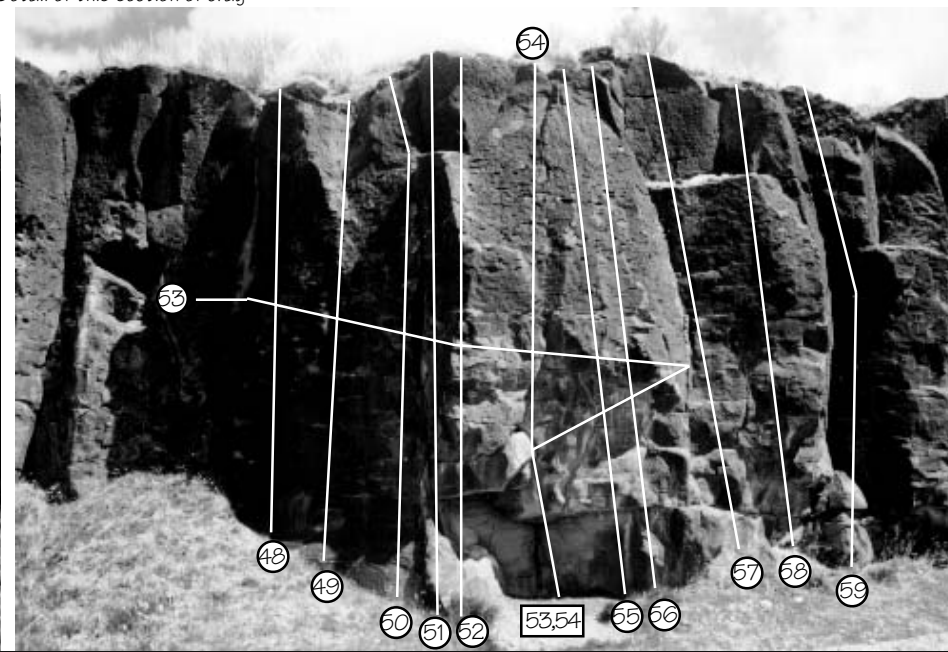
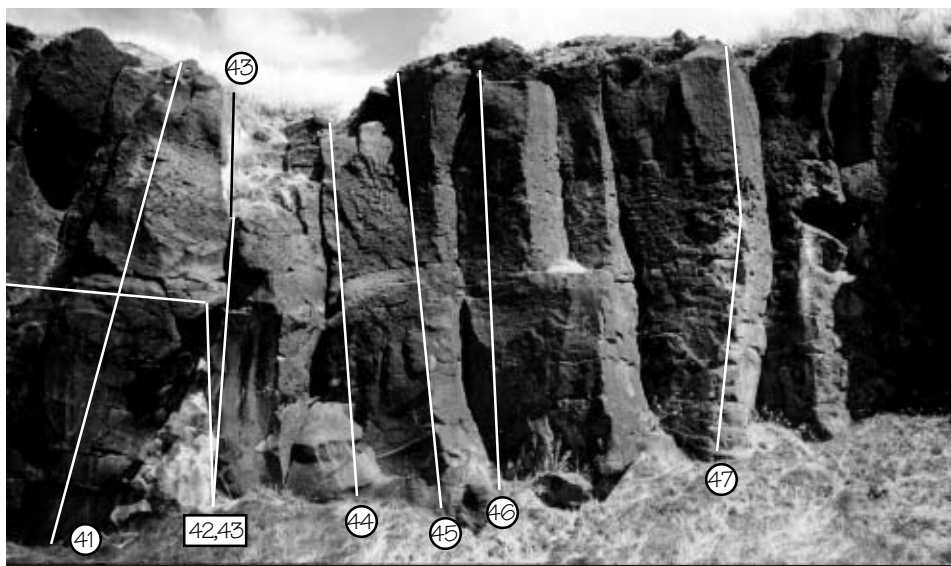




Detail of this section of crag



41 - 44 See previous page

45.* Unnamed

46.* Unnamed

47.* The Improbable Finish

48. Unnamed

49. Unnamed

50.*** Ah Ah Ooo

51. * The Crack

52.* Unnamed

53.* Zig Zag

54.* Unnamed

55.* Unnamed

56. Unnamed

57. Unnamed

58. Unnamed

59. Unnamed

VO- Problem works up nice face and arete.

VO Crack problem with a bad landing.

VO+ Climb up a chossy looking arete to a solid looking, blank top.

V? Climb up face to the right of the off fist sized crack.

V? Pull on little edges to the top of the cliff.

V1 Pull on little edges to the top. Crack to the right is off.

VO Climb to the top using the crack only.

V1 Climb straight up the arete with hands on each side. Crack to the left is off.

V1 Sit start in little cave. Climb up and right to arete then at a broken up horizontal seam move to left all the way to the dihedral next to the Improbable Finish.

V2 Start the same as Zig Zag but don't zig or zag just crank to the top.

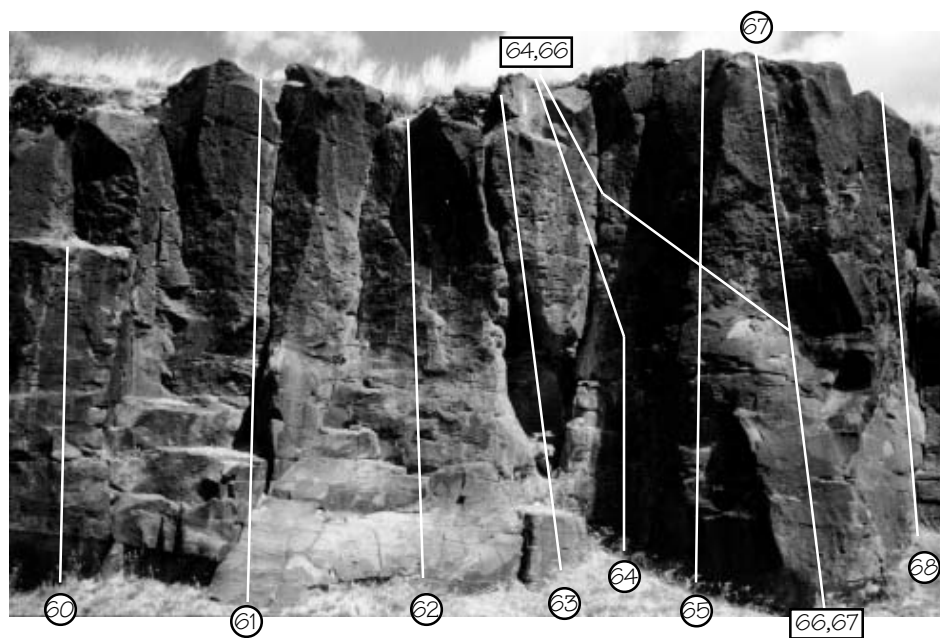
V2 Climb up right side of dished out cave area. There is a faint seam on the right side of the problem's line which is off limits.

V1 Climb up face without using dihedral to the right.

VO- Climb up dihedral.

VO+ Climb up center of buttress like formation, past small ledge, and over the top.

VO- Crank up hand crack. Pull top.



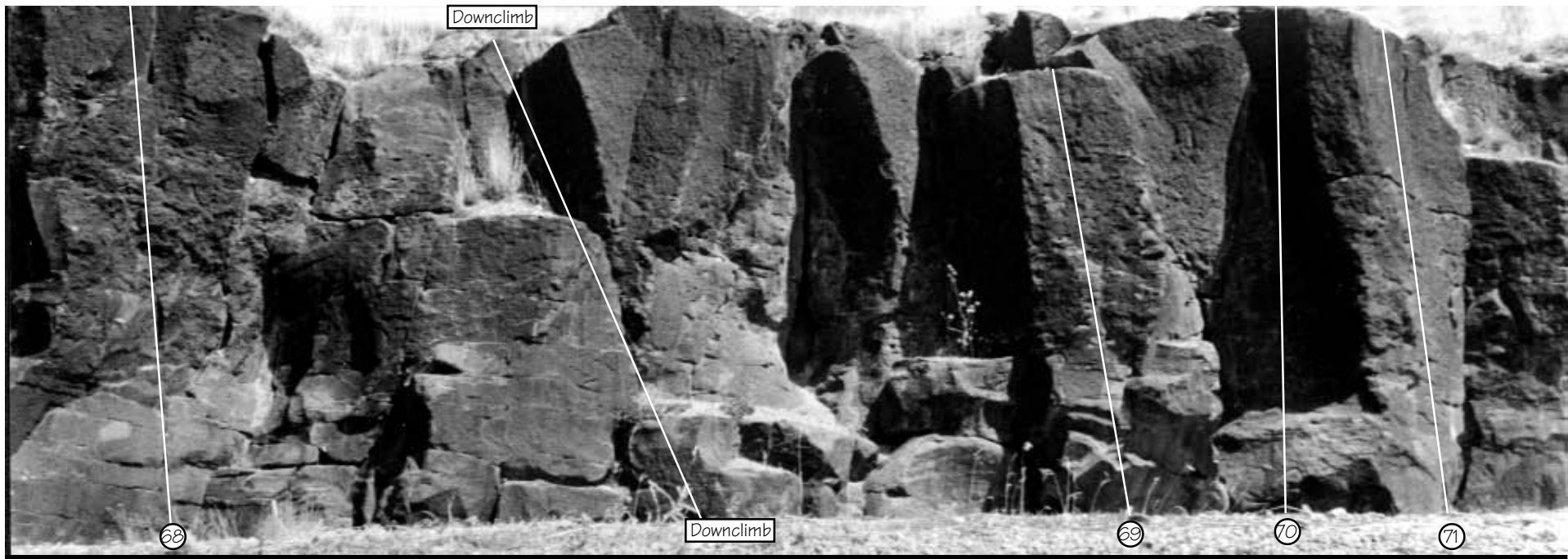
55 - 59 See previous page

- 60. Manky Mantle
- 61. Unnamed
- 62. Unnamed
- 63. Unnamed
- 64. Unnamed
- 65. Scary
- 66. Midway
- 67.* Do or Do Not
- 68.** Dark Chocolate

- YO+ Climb up short face and mantle onto ledge. Would be easier and more fun if someone cleaned the ledge.
- YO+ Climb up finger crack to the left of a jutting out area that forms a small sharp arete. Bad landing should you blow it.
- YO Climb up face in wide dihedral. Bad landing.
- YO Pull out of hole and up left hand crack that leans to the left. Bad landing, solid top-out.
- YO Start in dihedral and climb up and left to another solid top-out.
- V2 Climb up prominent prow. Hard, scary finish.
- YO Start on the prow and climb up about midway then traverse left and up.
- V2 As Yoda said. Climb up the prow and don't blow it, bad landing.
- V1 Climb up the nice looking, dark chocolate face. Stay out of the crack that gets big at the top, it is off from the bottom to the top. A sequential problem.



Detail of this section of crag



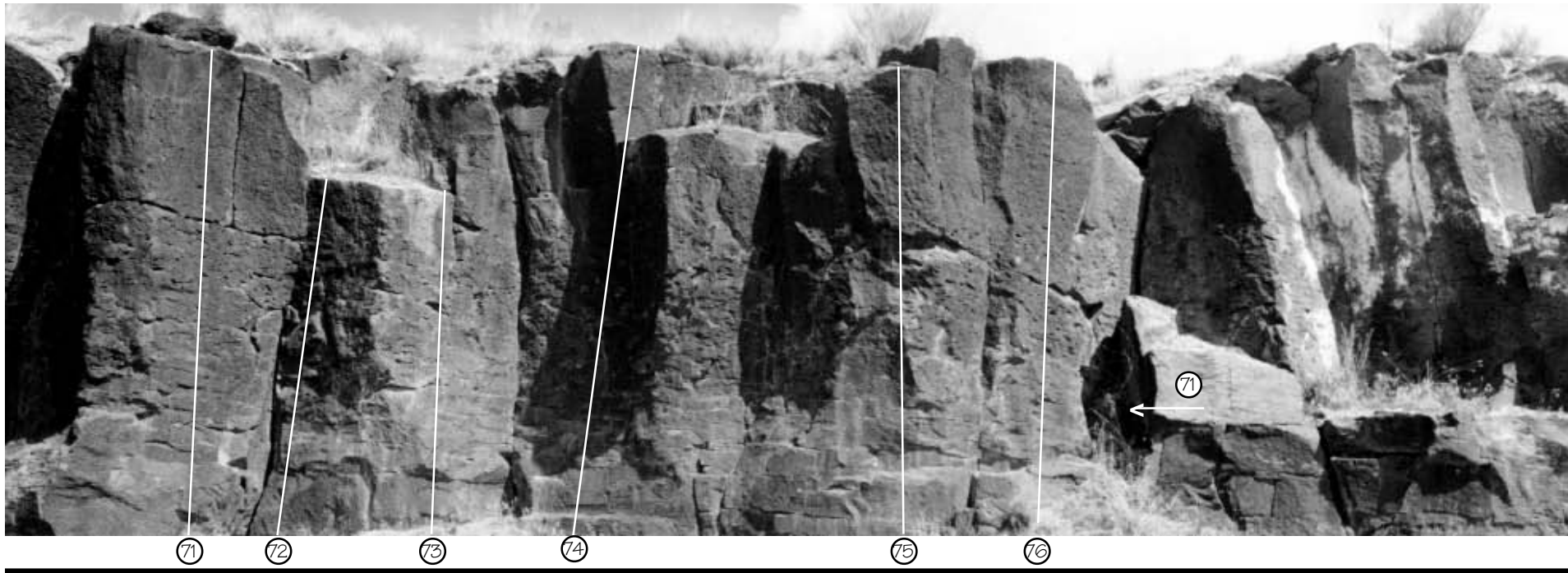
68 See previous page

69.* The Edge

70. Unnamed

71. Unnamed

- VO Pull on nice edges to the top.
- VO Climb up dihedral and top out.
- VO+ Climb face to finger crack. Pull over the top or downclimb. Don't stem across dihedral.



71 See previous page

72. Unnamed

73. Unnamed

74.* Safety Dance

75.* My Weakness

76.* Start Me Up

77.*** Motion

V0- Climb up crack in dihedral to ledge. Watch for gravel on ledge.

V0- Climb up face to same ledge as previous problem.

V0 Climb up nice looking, curvy, rampy, shallow dihedral. Pull top or downclimb.

V1 Climb up blunt arete. Scary landing. Pull over top or downclimb.

V3 Climb up pocketed face at start of Motion traverse (marked by a rock path which is hard to see). Gray face is off limits. Scary landing. Pull over top or downclimb.

V4 Traverse from small, hard to see rock path (at south end of wall) left to end of cliff band. Though there are no moves harder than V3 the length of it makes it harder. A true endurance problem.