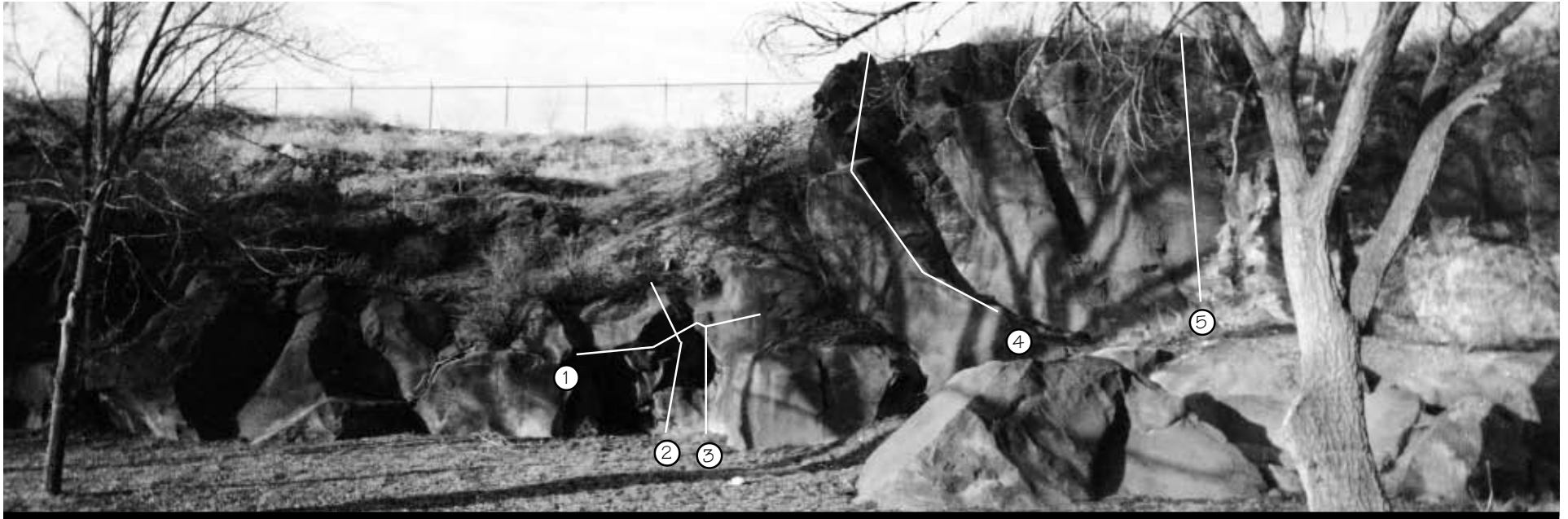
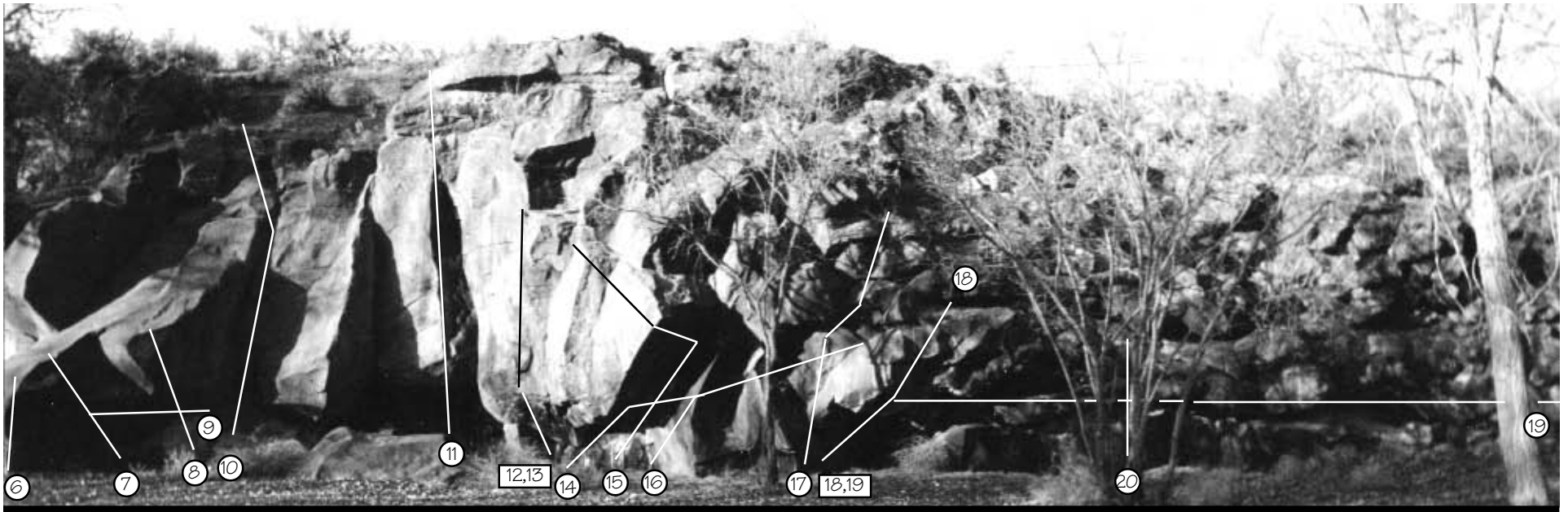


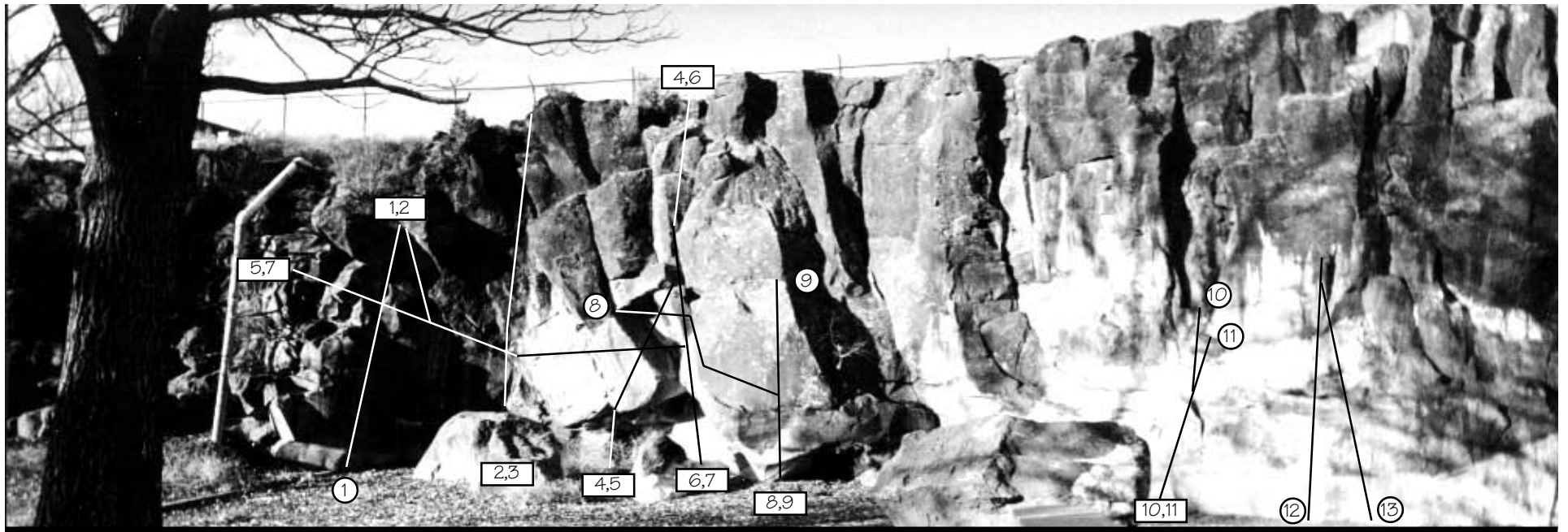
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|----|---------------------------|----|---|
| 1. | Unnamed                   | V? | Sit start   |
| 2. | * Dexter's Laboratory     | V1 | Jam your right hand in the crack of Scientific... and grab slopers out left and rock up on snout of boulder. Top out.         |
| 3. | *** The Scientific Method | V3 | Sit start clear in back of a pseudo cave. Use the hand crack that splits the ceiling and climb out of cave and pull over lip. |
| 4. | Unnamed                   | V? | Sit start and stay off of holds around to the right.  |
| 5. | Basalt Hypothesis         | V1 | Sit start and climb up and around arete. Top out on the boulder.  |
| 6. | The Hoover Hover          | V? | Footless traverse on slopy edge of boulder.   |



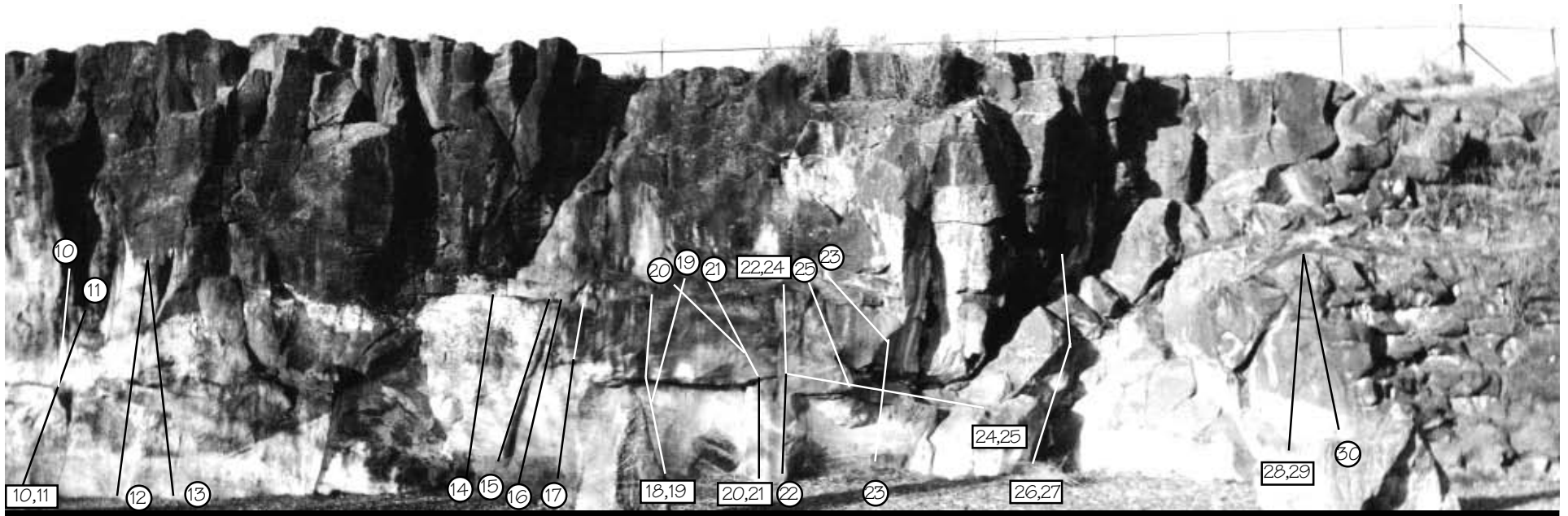
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|----|-------------------------|-----|---|
| 1. | unnamed                 | V?  | Traverse along slopers  |
| 2. | ** V What?              | V3  | Sit start at base of short overhanging section of wall that faces somewhat right. Pull on nice edges and mantle over top. |
| 3. | unnamed                 | V?  | Climb up short smooth boulder, only a couple moves long   |
| 4. | Skirtin' the Edge       | VO+ | Climb up left facing side of this rampy arete. Top out through blocks at the top.   |
| 5. | The Rules of Aquisition | V?  | Follow thin holds up this slab.   |



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|---------------------------------|-----|--|
| 6. * The Rep                    | V3  | Crouch start on this funky little problem. Grab good hold on arete (about 3 feet up) with right hand and slap slopers and mantle up onto the low angle slab. This problem is sick. |
| 7. **                           | V2  | Sit start with hands on nice big edge. Crank up, slap slopers, and get feet on low angle slab.   |
| 8. Project                      | V?  |  |
| 9. unnamed                      | V?  | Additional moves to problem #7   |
| 10. ** S.F.H.                   | V1  | Pull on nice flake to get your feet onto the rock. Climb up slab from hell and dihedral to top.  |
| 11. Mister Danger               | V3  | Sit start and climb straight up arete. Highball problem with a dangerous landing.  |
| 12. ** Dale Rawson Problem      | V5  | Sit start under tiny overhang at base of cliff. Pull up through pockets to block. Top out or move right and drop off.  |
| 13. *** Fright Fest             | V6  | Same climb as Dale Rawson except you use the nicely textured sloper instead of the pockets.  |
| 14. Project                     | V?  | Sit start under right side of low roof and traverse right.   |
| 15. ** Slap Happy               | V5  | Climb up right leaning finger crack and then travers left with hands on slanting ledge.  |
| 16. * The Great Mouse Detective | V4  | Pseudo sit start on left side of low arete and traverse right into Jody Hawkins. You can also top out just before Jody...  |
| 17. * Jody Hawkins              | V2  | Wild moves to a sharp right slanting finger crack. When finger crack ends grab big jugs and top out. Many people drop from the jugs to finish.                                     |
| 18. * Mark's Problem            | V3? | Climb out of low roof to funky slopers and pull over top.  |
| 19. * Stink Cave Traverse       | V2  | Traverse from left to right on good jugs until cliff breaks up.  |
| 20. ** Big Daddy Dang           | V3  | Pseudo sit start on lowest 'campus rung' and climb footless straight up. Mantle without feet and top out on ledge like area.   |



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|----------------------------------|-----|---|
| 1. Social Climber                | V2  | Climb up small edges to right of blocky arete like formation. Some holds come close to the 'off limits' big holds to the left.                        |
| 2. Spider Monkey                 | V4  | Sit start by big boulder on ground, climb to big jug on horizontal crack. Traverse horizontal crack to left until it ends and then climb straight up. |
| 3. Tools for Fools               | V3  | Sit start and climb straight up. Stay out of crack to the right.  |
| 4. * Tangential Tendencies       | V5  | Sit start and pull over slopy lip into another roof section. Top out.   |
| 5. * Probability Null            | V7? | Link up of problems 4 and 7   |
| 6. Two Roofs are better than one | V3  | Climb straight up through two small roofs and top out. Sit start way harder V5?   |
| 7. ** Power or Peril             | V6  | Standing start for Two Roofs... but then traverse left around bulge to jug and horizontal crack. Keep going left.                                     |
| 8. Circumnavigation              | VO+ | Start at climb 60 and move left to edge of arete. Get large holds and traverse off left to finish.  |
| 9. ** Warp Core Breach           | V2  | Climb up start of climb 60. Don't use defined edge of arete to your left. Climb up to point where climb steepens then traverse off right.             |
| 10. Dialing for Dynos            | VO+ | Grab large ledge about four feet above the deck, paste feet on face and do a two handed dyno for large edge up and slightly right.                    |
| 11. Added Bonus                  | V1  | Same start as Dialing... but shoot for next edge which is up and left from the edge you shoot for in Dialing...                                       |
| 12. ** Unnamed                   | V2  | Start on funky pebbles at the base of climb 53 (just left of the number). Use small side pulls to get to nice jug. Gab jug and down climb to right.   |
| 13. ** Leap Frog                 | V3  | Two arm dyno from low edge to jug on previous problem. About an 6 foot dyno.  |



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| 14. Pyramid                 | VO+ | Place foot on ramp to left use cool pyramid shaped sloper to do a mantle like move on. Top out on ledge.  |
| 15. ** Super Glide Sport    | V4  | Sit start and layback up large vertical edge, don't use face holds for hands until ledge. Top out on ledge.   |
| 16. * Aimee's Problem       | V1  | Climb up crack formed by baguette shaped feature. Top out on ledge and exit to right.   |
| 17. Heavenly Slopey         | V5  | Shoot for slopey area and top out on ledge. Don't exit left, go straight up.  |
| 18. ** Go Dog Go            | V3  | Climb up smooth face under little roof and up through slot. Top out on ledge and exit right.  |
| 19. The Way of the Big Guns | V4  | Same start as Go Dog Go but move of on crimpers to right and top out on ledge.  |
| 20. Shiznit                 | V3  | Crouch start using pocket on left facing wall under little roof, grab side pull holds on arete, don't use the big ones! Milk the little finger pocket and move left to a small edge and top out on ledge. Don't use the top of the ledge to traverse left on. |
| 21. The Saint               | V1  | Same start as above. Get left hand fingers in small pocket and pull straight up to nice edge. Top out onto ledge and downclimb on easier holds to your immediate right.   |
| 22. Exit Problem            | VO  | Climb up on big holds and top out on ledge. Down climb to exit. This is the exit for all of the problems that finish on the ledge.  |
| 23. ** Pacific Islander     | V1  | Get hands on nice sized edge. Pull up to crimp with right hand, match left foot to left hand and exit left.   |
| 24. The Warm Up             | VO  | Traverse left on big edge to Exit Problem and finish up Exit Problem.   |
| 25. * Captain Hook          | V1  | Same as The Warm Up. However, when hand traverse edge reaches an apex throw a left heel hook and crank up with left hand to a nice sidepull. Top out on ledge.  |
| 26. * Aracnaphobia          | VO+ | Sit start in little dihedral. Climb up right leaning face on big holds. Don't stem across to left facing wall. Top out with hands in huge hole. Downclimb to left.  |
| 27. Flock of Pigeons        | VO- | Same as Aracnaphobia but stem on left wall.   |
| 28. Loading Ramp            | VO  | Climb up short, left facing face by stepping on ramp and grabbing big edge. Pull up and top out.  |
| 29. Hip Check               | V3  | Use face holds starting about four feet off ground. Keep feet off of ramp to left, big hole down low on face is on. Climb to ledge.   |
| 30. Dayley Dos              | VO+ | Climb up same face as Loading... but stay off the ramp and milk holds to right.   |



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|------|---------------------|-----|---|
| 31.  | Merry-go-Round      | V0  | Climb up blocky rock and traverse right and finish same as Pony Ride.   |
| 32   | Pony Ride           | V0  | Climb up dihedral and top out. Can stem across dihedral   |
| 33.* | Biting Saddle Bronc | V0+ | Climb up face bit dint use crack to left in dihedral or big holds to right on arete. Top out and sit in the saddle. Can also dyno from big ledge at middle right to ledge at top. |
| 34.* | Take a Number       | V1  | Sit start at offset crack and layback to nice hold midway to ledge and finish as Biting...  |
| 35.  | Scooby Doo          | V3  | Sit start on nice edge then layback hard edge to slopers. Mantle over top.  |
| 36.  | Lucy's Ukulele      | V2  | Sit start and climb up short off width crack.   |
| 37.  | Jelly Belly         | V2  | Traverse low with hands at edge of short ledge.   |
| 38.  | The Box             | V2  | Climb up distinctly boxed shaped dihedral to big jugs and traverse off.   |
| 39.  | Cheeks              | V1  | Sit start in crack and pull over rounded boulder and top out on sloping ledge.  |