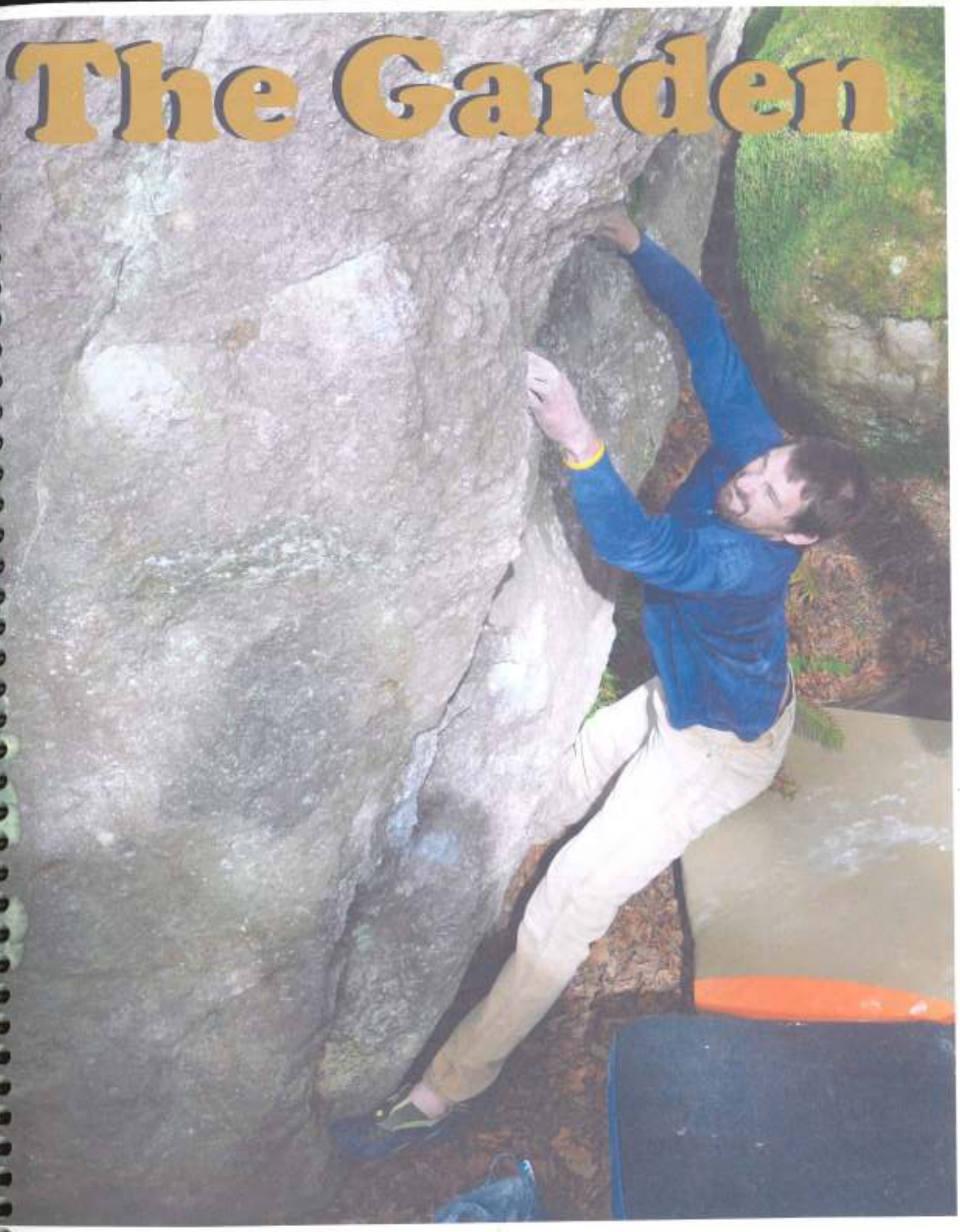
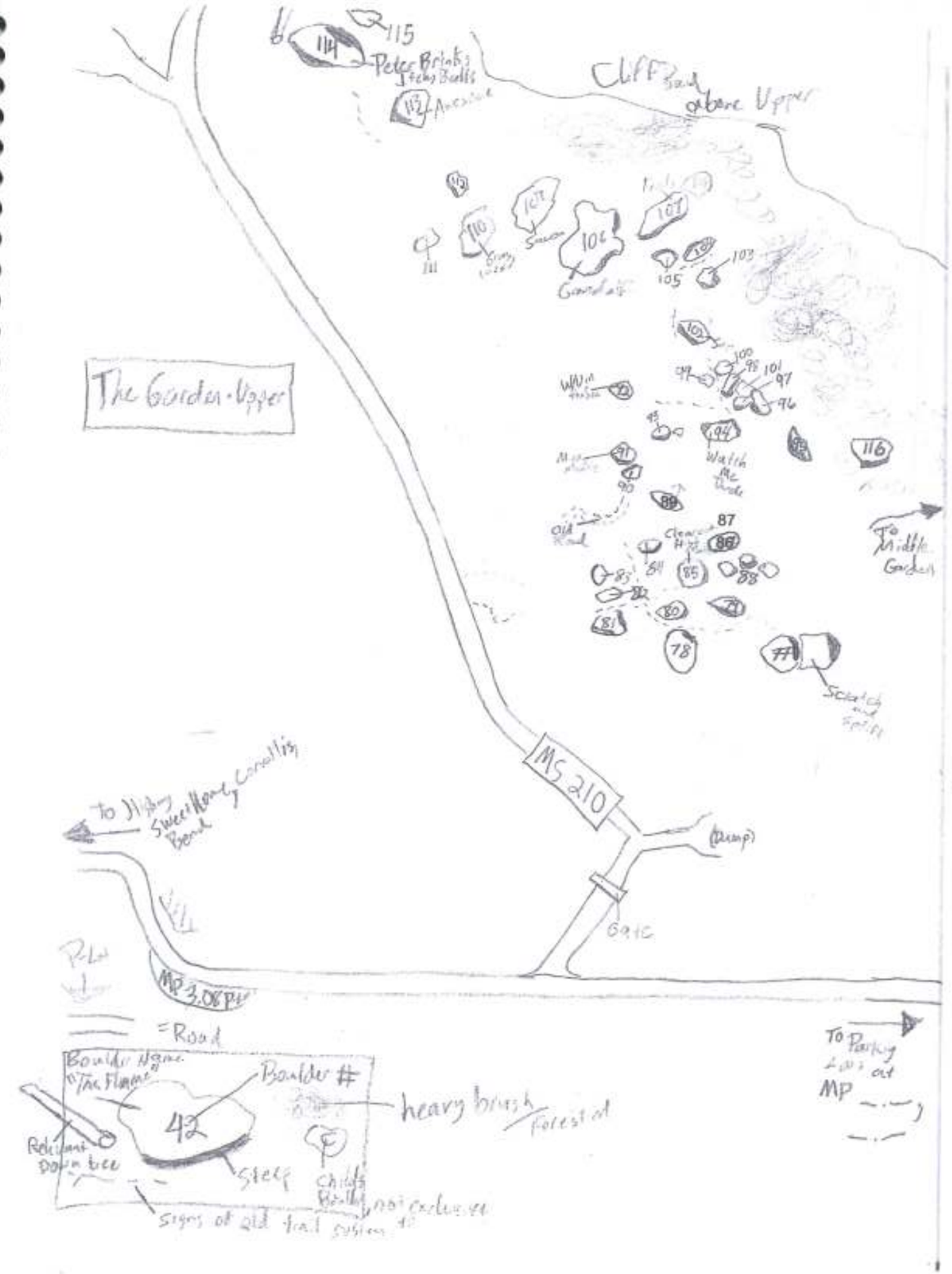
The Garden



The Garden

A Native Me — Illustrator



* Digitize me - Illustrator

The Garden

Lower Garden (from above):

From the high ridge above and north of The Garden, this photo looks back south onto the different areas. The jeep is parked in the illegal parking, parking here will jeopardize access to The Garden. East or left of the jeep from this vantage is the Lower Garden. To the extreme west or upper right hand corner of the photo is the Lower Garden. The Middle tucks between and is blocked visually in above photo. The logging road snaking its way west will meet **Cracked Lump** within hundreds of feet. The river paralleling the drive-in is faintly visible thru the trees above the jeep.

The Garden

Lower Garden (Roadside):

Lower case → look for spelling

The steeply overhanging, Über high off the deck front-side of the **Meth Lab Boulder** is typically the first formation to visually grab climbers off the road.

The Garden

(Boulders are abbreviated by Topo B(oulder)# in above photo)

Walking in from the parking-lot at Mile point — heading ~~to Breakfast Bar~~

~~Parking and walking in~~ west to east ~~to~~ the Lower Garden Bowl the *"Old" Access* trailhead will be encountered first. If ~~test-piece boulders and their namesake problems such as~~ **Fight Club**, **Undertow** or **Mini-Me** are your aim, head up this first scramble, passing a too-short to climb on the way ~~to~~ **Turtle in A Half Shell** with its distinctive crack splitting it. If your sights are set on

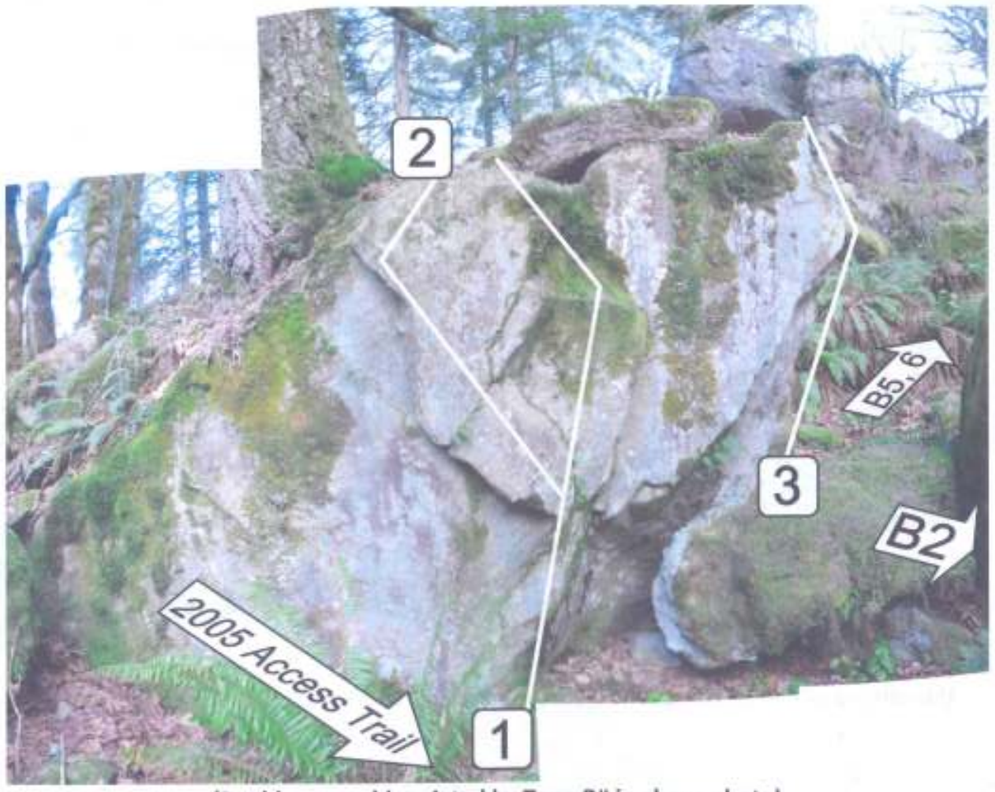
The Garden

~~boulders/problems like~~ **Boys In the Woods, The Good V3** or **Angry Grandma**, continue past this first scramble to where **Roadside Boulder** and **Toilet Bowl** is easily visible with an easier trail entry. Many opt for the "*new trailhead*" simply for ease, especially if the ground is wet at all, as the *"Old" Access* can be muddy and slippery.

This stitched pano is deceiving. The Meth Lab in fact faces the road situated perpendicular to it.

The Garden

1. Toilet Bowl: (3 problems, V0 - ~~2~~ 1+)



(Boulders are abbreviated by Topo B# in above photo)

1. *Toilet Bowl* V0 - Sit start (s/s) on positive underclings, initial power pull gives options to continue with underclings left or stab the right hand to small ledge of slopey goodness. The Top presents a slopey but positive shelf, mantling while avoid a large tree root.

2. *Scrubbing Bubbles* V1 - Shared s/s with #1, avoiding slopey shelf, veering left on underclings for both hands, this problem can top out with #1, or finished out traversing left with minor feet throughout.

3. *P-Lunger* V1+ - S/s made awkward by small rock blocking trail. Great holds, big moves, scary landing.

The Garden

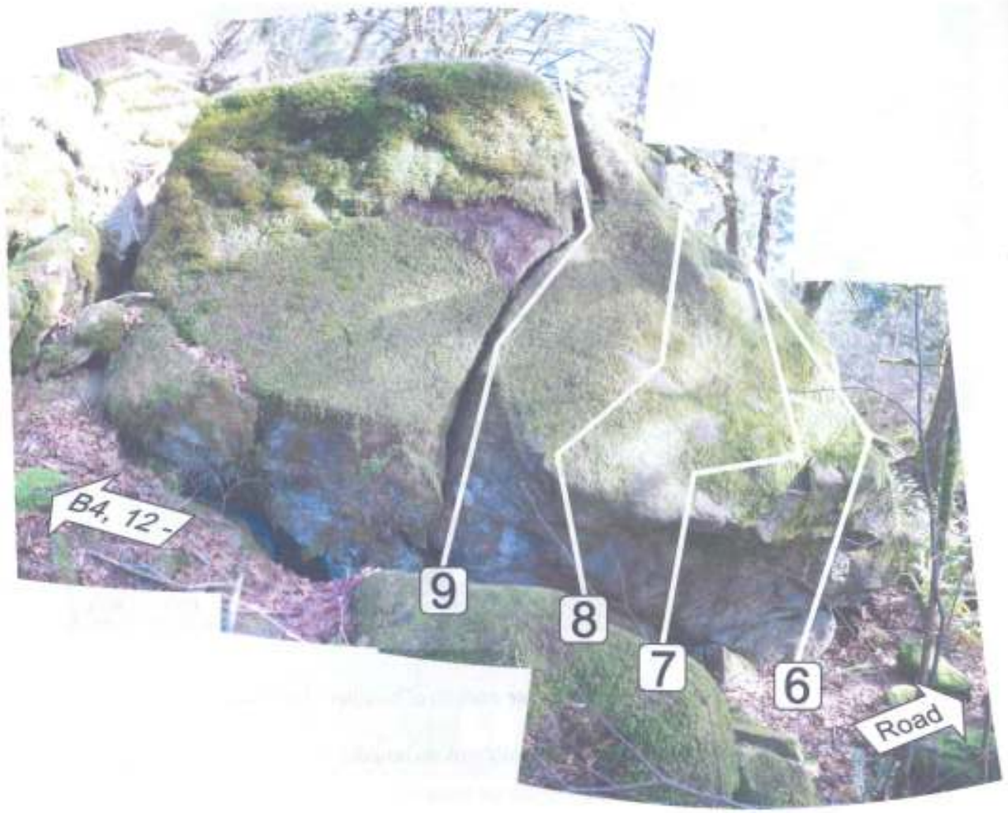
2.Roadside Boulder: (2 projects)

4. *Project Roadside* V? - Obvious s/s on accessible portion of boulder. Faces road.

5. *Project Roadside 2* V? - Room for two steep problems on boulder.

The Garden

3. Turtle In A Half Shell: (4 problems, V0 - 2)

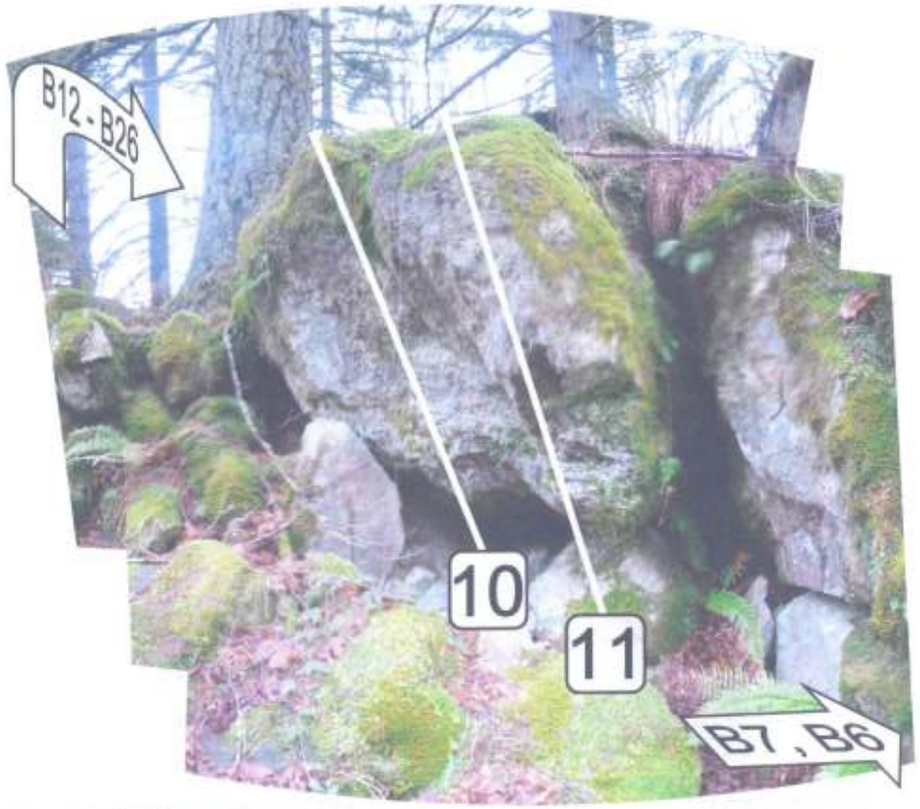


(Boulders are abbreviated by Topo B# in above photo)

6. *Leonardo* V1 - S/s bottom corner, edge from #7 positive from this angle.
7. *Donatello* V1+ - S/s right of 8, after power pull start move right to edges and crimps.
8. *Michelangelo* V2 - Steep s/s. Crux first two moves to slopey edge 1/2 way up boulder.
9. *Raphael Crack* V0 - Obvious crack. Cave start, first moves are awkward.

The Garden

4. Gumby Warm-Up: (2 problems, VB - V0)



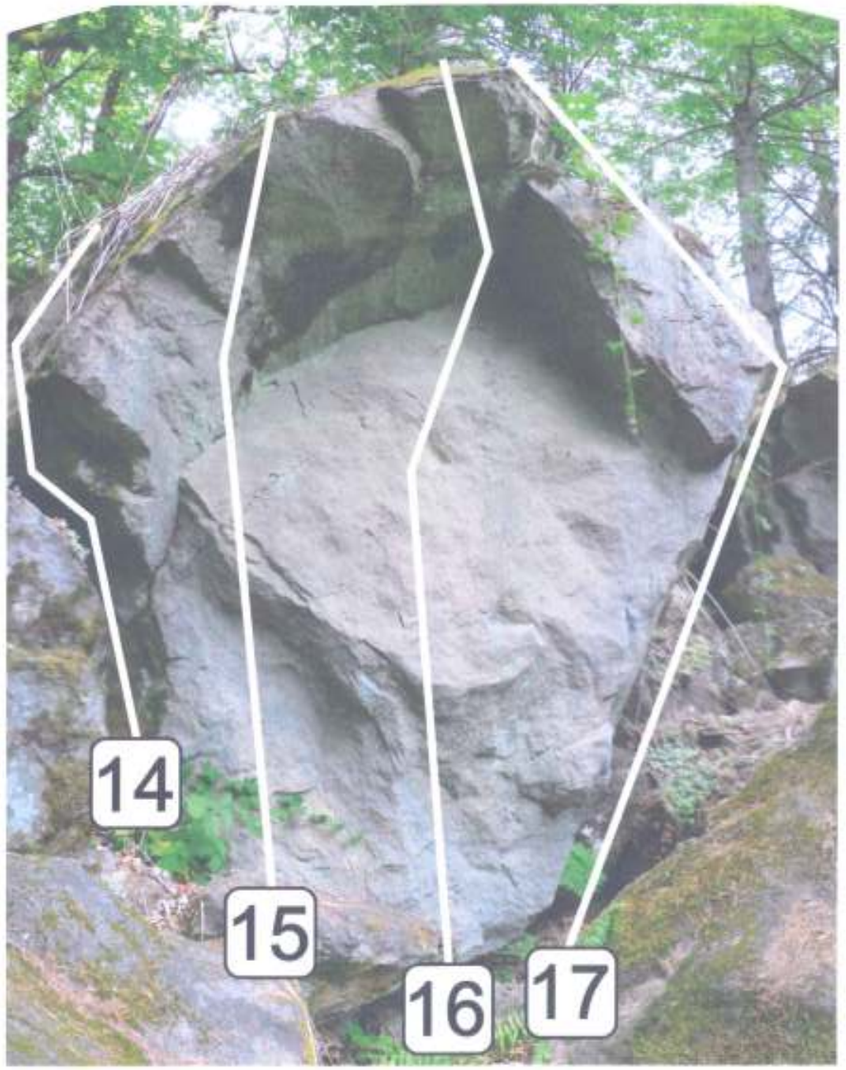
10. *Gumb* V0 - Climbers left side of boulder. Squat start. Positive holds throughout. Short.
11. *ie* VB - Right side. Holds even more positive. Short.

5. Bitchin Corners: (7 Problems, VB - V2)

(Boys in the woods side)

Bitchin Corners W/U and *Crack* face the centerpiece **Boys in the Woods Boulder**. The steeper more quality flank of **Bitchin Corners** is downhill, facing the road and accesses boulders #37 and #38 with bushwhack access to **The Hueco Wall**.

5. Bitchin Corners: (7 Problems, VB - V2)



12. *Bitchin Corners W/u* V8 - Slab split by horizontal crack and ledge. Many ways to w/u.

13. *Bitchin Corners Crack* V8 - Holds in and out of crack. W/u galore.

14. *Claustrophobia* V2 - Cave start. Posturing the body in the chasm can be as diff as holds and moves.

15. *Left Corner* V1+ - Stand start left side avoiding holds of #16. Quicker t/o than #16 or #17.

16. *Bitchin Corners* V2 - Primary line. Awkward s/s, jug hidden under protruding lip. R/X landing.

17. *Right Arête* V2 - S/s body wrapped on right corner. Roof of #16 gets used as undercling.

6. Boys in the Woods: (6 Problems, V3 - V7)

(Boulders are abbreviated by Topo B# in above photo)

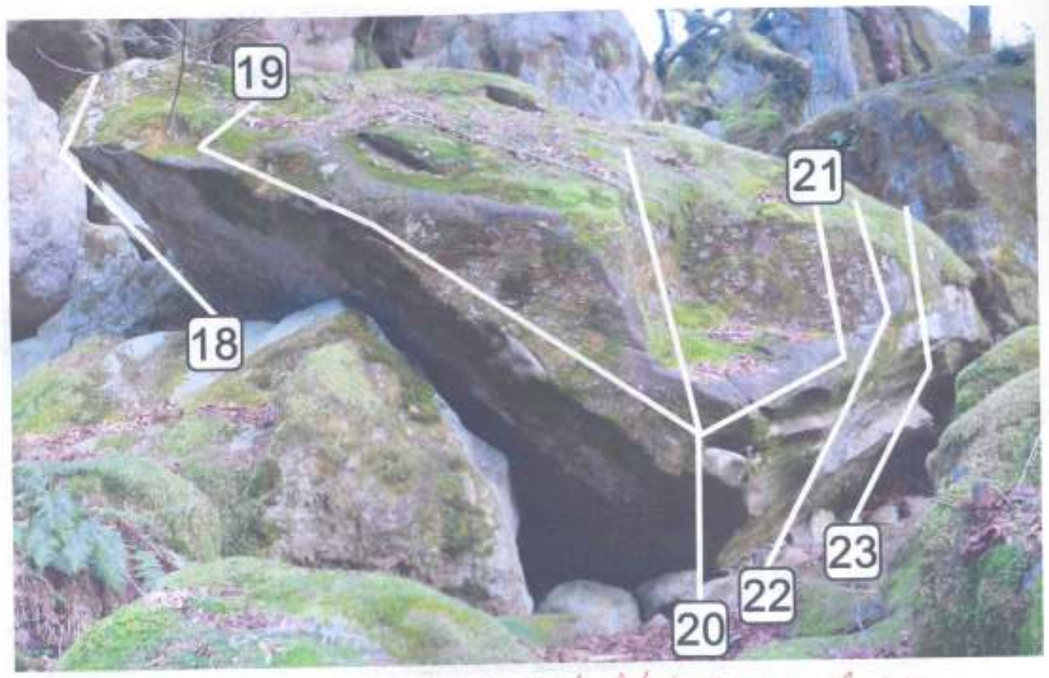
B8 = The Tool

B10 = Mesh Leaf

B42 = Azin Boulder

B11 = Uphill of B11N

6. Boys in the Woods: (6 Problems, V3 - V7)



18. *Ed's in the Woods* V7 - Uphill close to **The Tonsil**. Lay start. Extremely steep ~~with~~ diff holds.

19. *Boys in the Woods Left* V5 - ~~#20~~ s/s veering left after pulling up. Difficulty eases w/ early t/o.

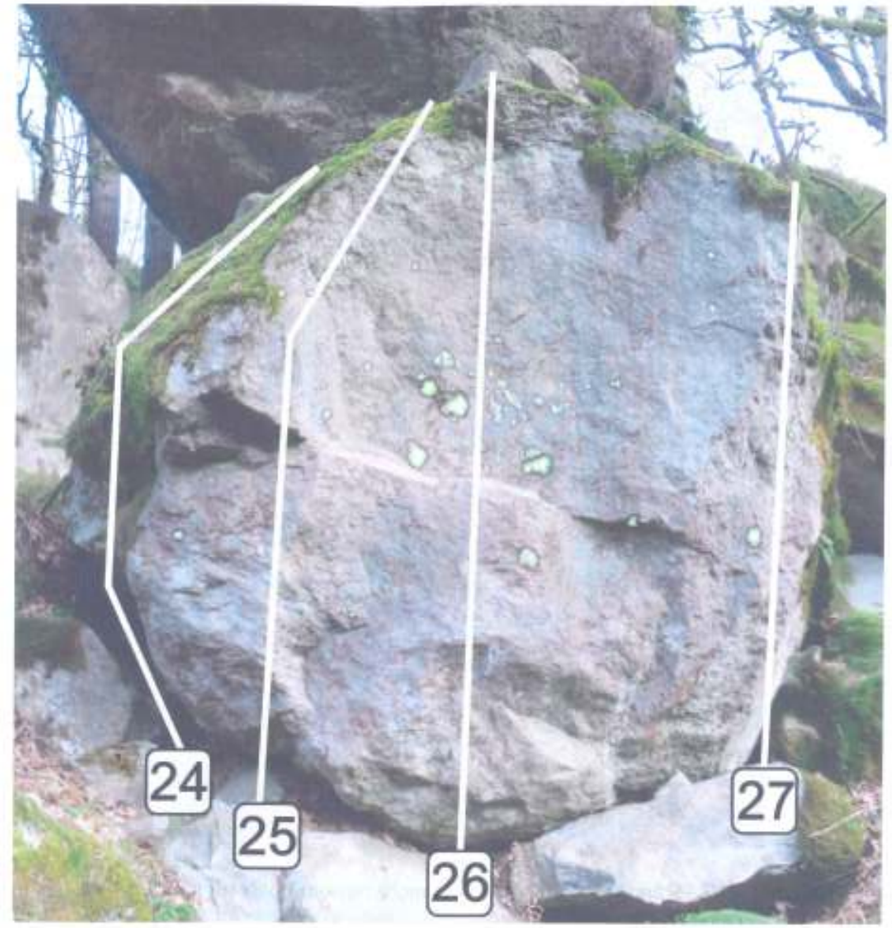
20. *Boys in the Woods* V4 - S/s on great sloper holds. Steep moves to odd palming mantle. Good.

21. *Boys in the Woods Right* V4 - ~~#20~~ s/s veering right to quick t/o.

22. *Cuba Gooding Jr.'s Air Punches* V3 - S/s with distinctive full line avoiding ~~#23~~. ~~Steep ledges.~~

23. *Ice Cubes Shiny Jerry Curl* V4 - S/s with distinctive full line avoiding ~~#22~~. Short problem.

7. 3-Star Ledge: (4 Problems, V1+ - V3)



24. *Project Cave* V? - *(Open).*

25. *Odd Undercling* V2+ - S/s quick power gains right hand to ledge, left hand undercling ~~solves.~~

26. *3-Star Ledge* V3 - Primary problem, s/s powering to ledge. Mid-boulder mantle gains top half holds.

27. *No Ledge Face* V2+ - Awkward s/s with bad landing. Angle and holds create ease.

The Garden

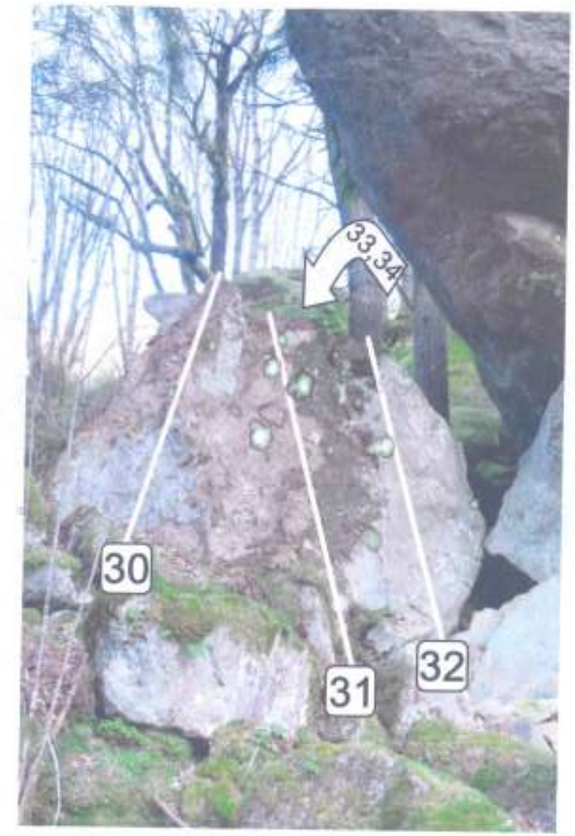
8. The Tonsil: (2 Problems, V3 - V4)

28. *Tongue Depressor* V3 - Stand start climbers left of more obvious holds for #29. Crux crimp.

29. *The Tonsil* V4 - Stand start, kicking legs high off interesting holds. Test-piece.

The Garden

9. All Sorts of Ease: (5 problems, VB - 1)



30. *All Sorts of Ease* V0 - Lean prominent arête face on the south or road facing flank.

31. *Walking the Dog* VB - Climbers right of #30, left side of large slab under overhang of **Meth Lab** front.

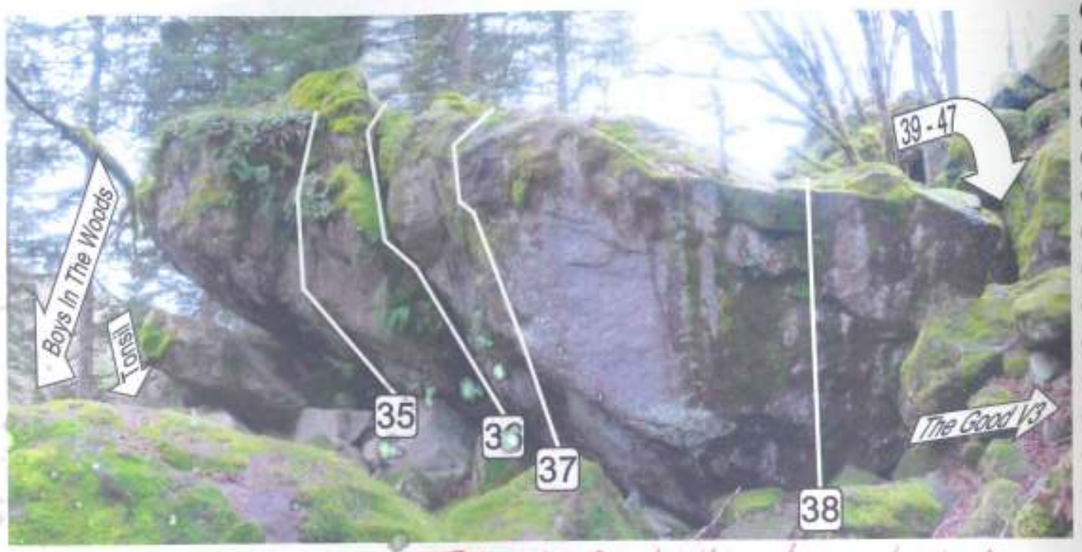
32. *Slabbing in the Shadow of Giants* V1- - Right of #31, stand start, good holds, bad landing.

33. *More Ease* VB - Located on the backside or flank of **ASOE** facing **The Bubbler**. Easy.

34. *Even More Ease* VB - Like #33, on **The Bubbler** flank of **ASOE**. W/u ready.

The Garden

10. Meth Lab (Leave It To Jesus Flank): (4 problems, V2+ -?)



35. *Not Yet Done* V? - Steep sit/lay start in cave. Holds present. T/o may not be necessary.

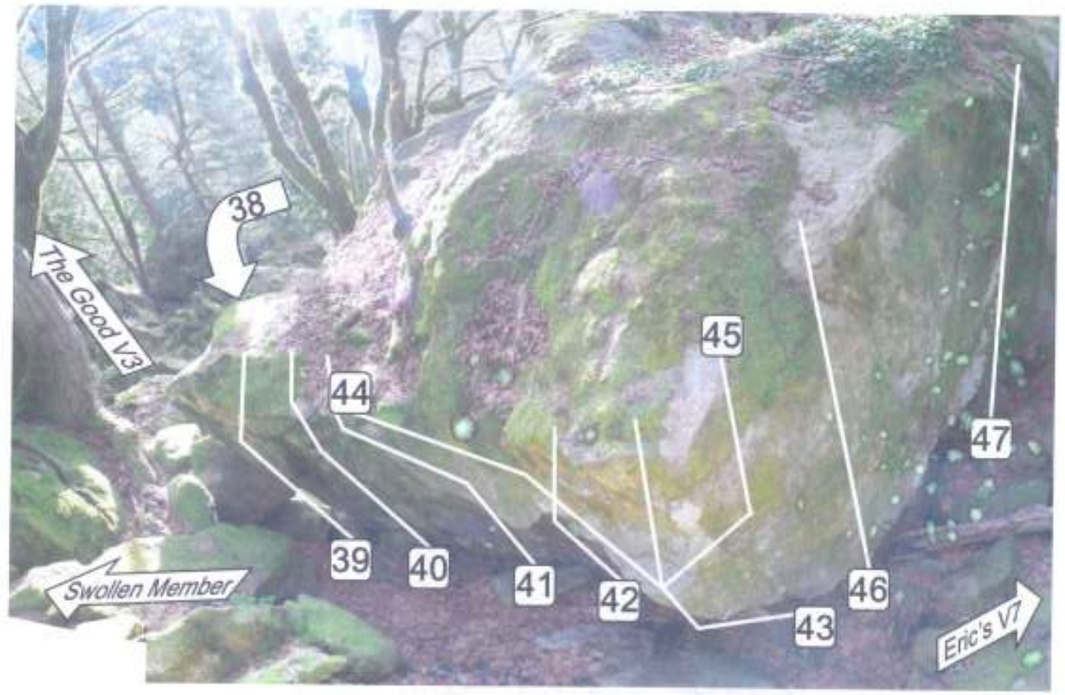
36. *Southie's Northern Odub* 5.? - Wide body off-width crack. Same crack, opposite flank is a walk-up.

37. *Not Yet Done* V? - Like #35, steep, real holds present, real potential.

38. *Leave it to Jesus* V2+ - Slightly overhanging wall with better than usual landing. Crimps and distinctive edges. Quality problem. Slight hill and around the corner to the right is the entrance to the **Meth Lab**.

The Garden

10. Meth Lab (The Lab) : (9 problems, V1 - V7/8)



39. *Smack Down* V6,7,8 - Steep s/s, full line to mantle on far left side of cave. Limited dry months.

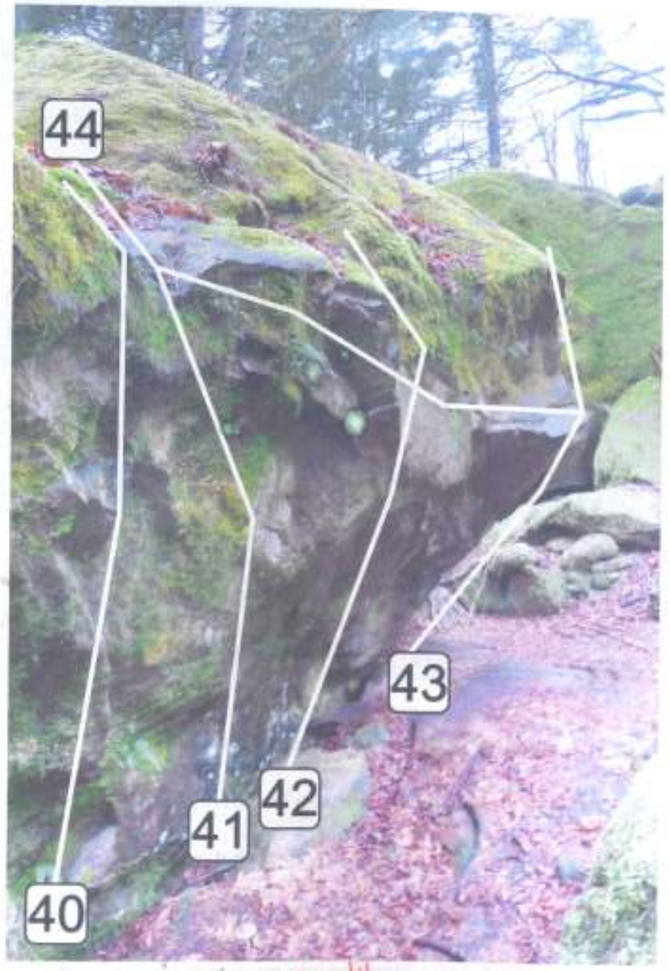
40. *Heisenberg* V4,5,6 - Steep s/s, quality full line with limited dry time like #39.

41. *Meth Myth, (In Oregon There Is No)* V6,7,8 - Steep s/s that eventually veers left to finish.

42. *Leary's Lunge* V5,6,7 - A long stretch breaks up obvious holds for low s/s to head high slopeing edges.

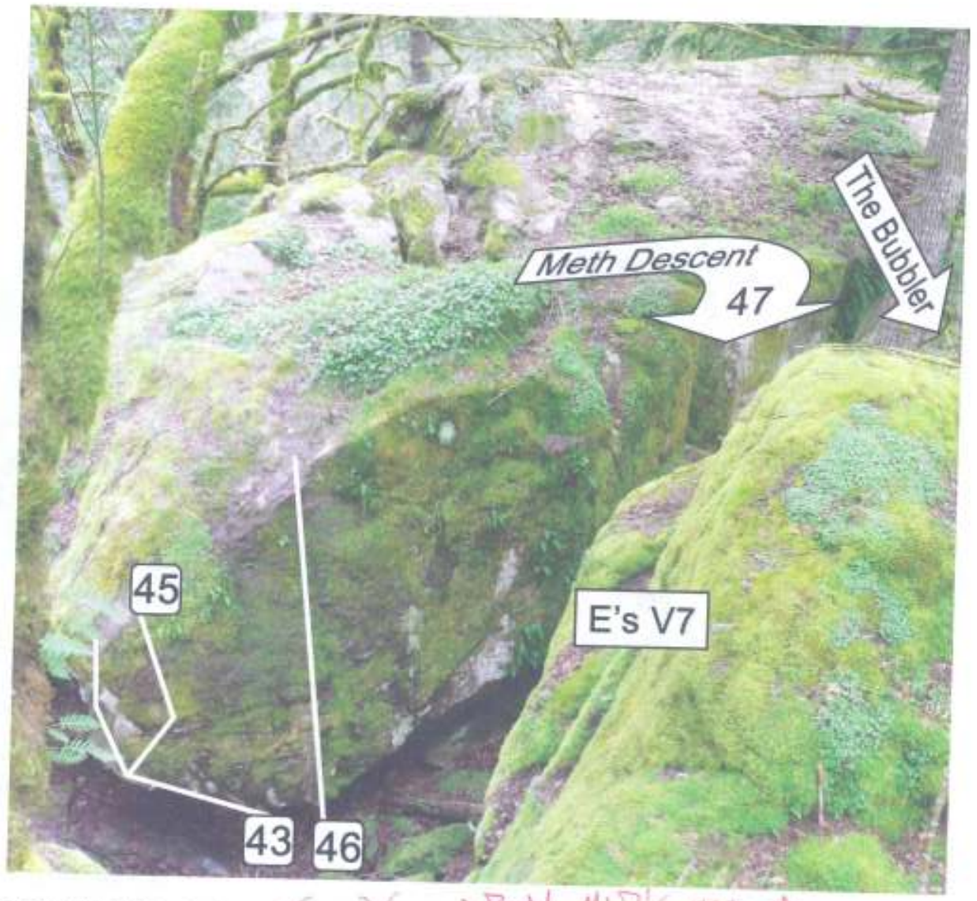
43. *Meth Lab Dyno* V1 Stand V5,6,7 s/s - Standing into positive holds, quality moves to the obvious ledge and then mantling out make for the areas stand-out. S/s or lay starting into the obvious lower cave ups the difficulty substantially.

10. Meth Lab (The Lab) : (9 problems, V1 - V7/8)



44. *Tom's Psychedelic Trip* V8 - Starts on #43 then continues traversing left utilizing holds thru problems #40 -43. Can be topped at multiple points, adjusting difficult, can be started from a stand or s/s on #43 for adjusted difficulty.

10. Meth Lab (The Lab) : (9 problems, V1 - V7/8)

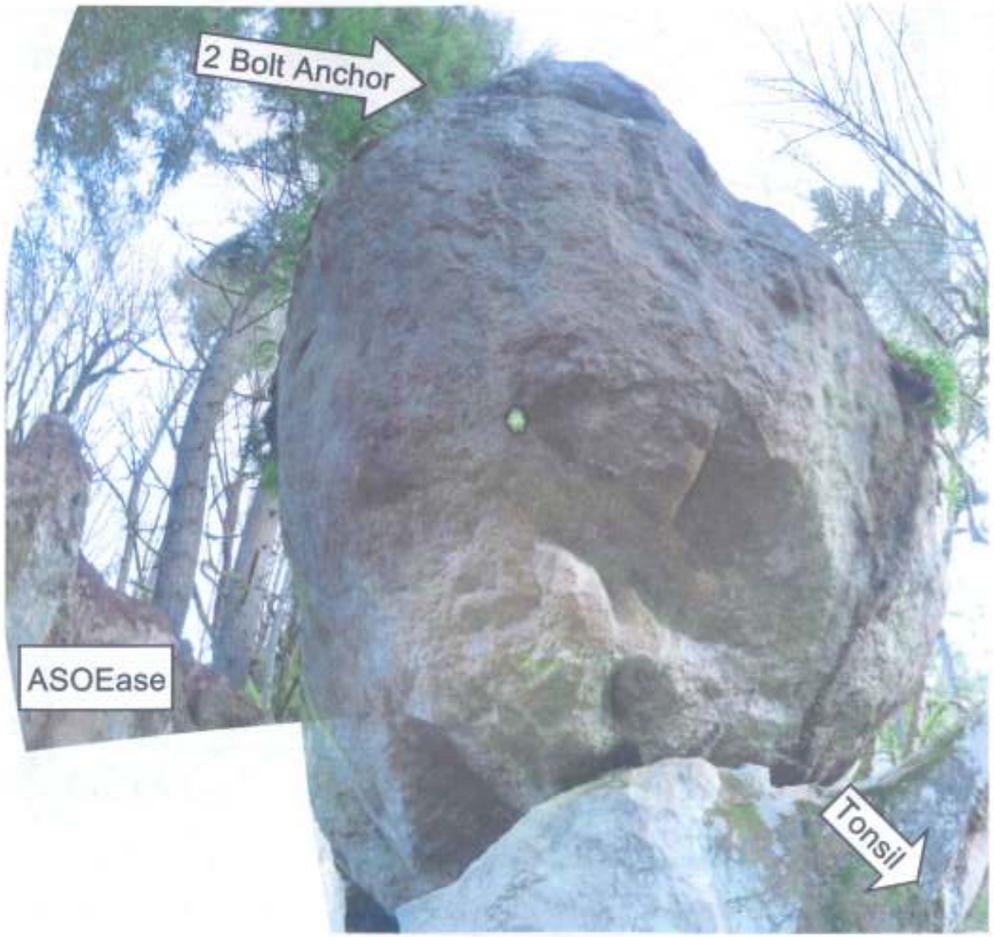


45. *Right Finish, Meth Lab Dyno* V1 Stand V5,6,7 S/s- Start #43. After ledge is reached veer right and around to slab to finish on tall face left of problem #46.

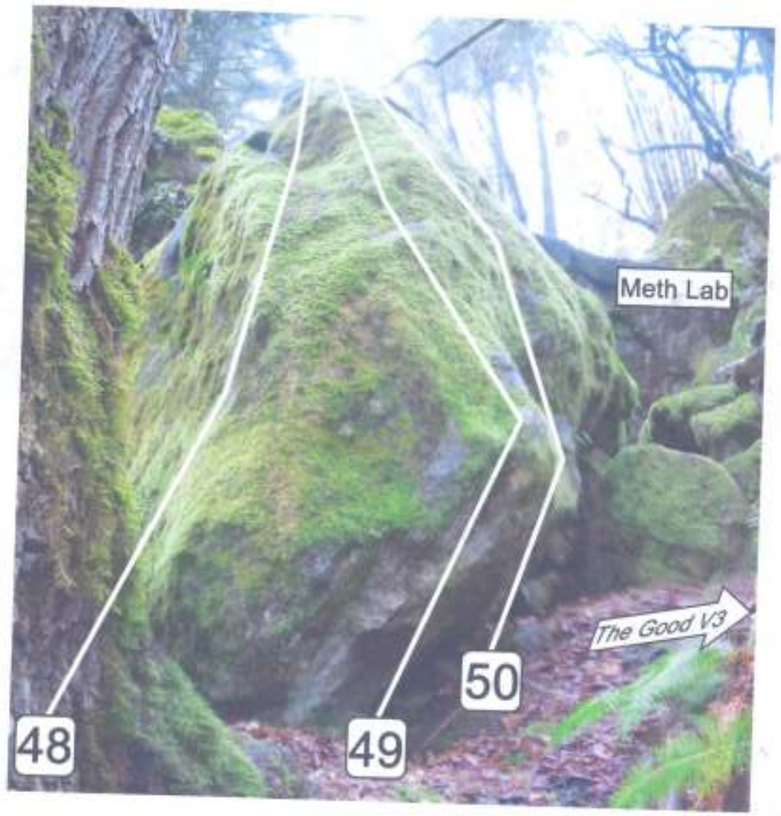
46. *Acacia Berlandieri* V2+ - Stand start on just under vert slab. Fun, rarely dry.

47. *Descent* VB - Easy chimney descent, only moss creates difficulties. Opposite side of *Southie's Northern O-dub.*

10. Meth Lab (Front Roped Potential)



11. Uphill of Boys in the Woods (3 Problems, V1 - V?)

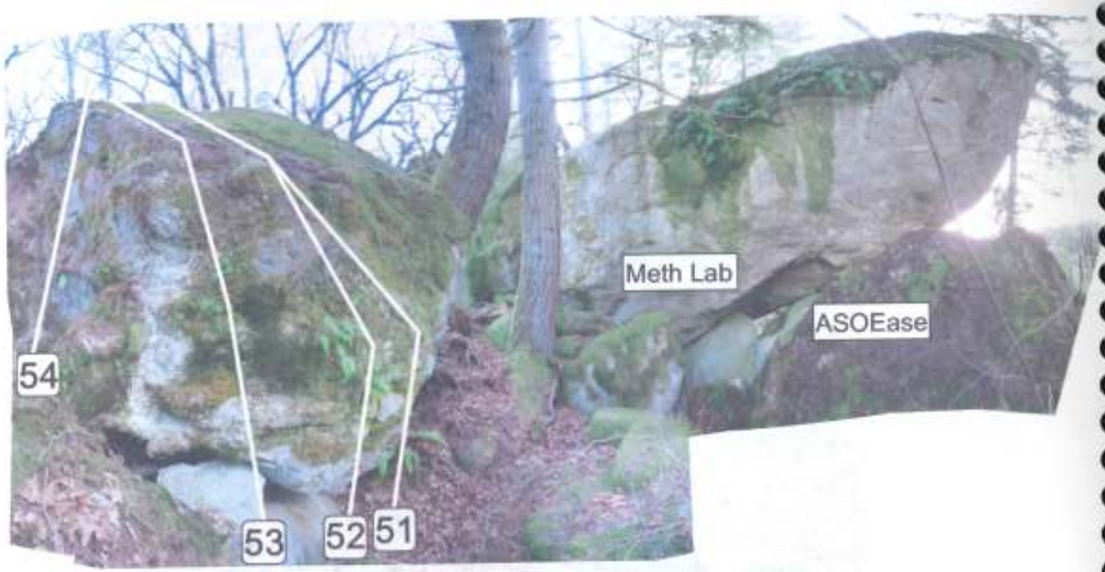


48. *Slab* V1 - This low-angle problem starts on the **BITW** side of tree ~~in above photo.~~ adjacent to Mikeboulder.
TBD [illegible]
49. ~~*Not Yet Done*~~ V? - Steep s/s problem. Never seen it dry or clean of moss.
TBD [illegible]
50. ~~*Not Yet Done*~~ V? - Steep s/s problem. Never seen it dry or clean of moss.

The problem is fairly soft for as a bad a body as it has.

The Garden

12. The Bubbler (4 Problems, VB - V3)



51. *Bubbler* V3 - Quality test-piece. Steep sit/lay powering thru cruxy holds and moves.

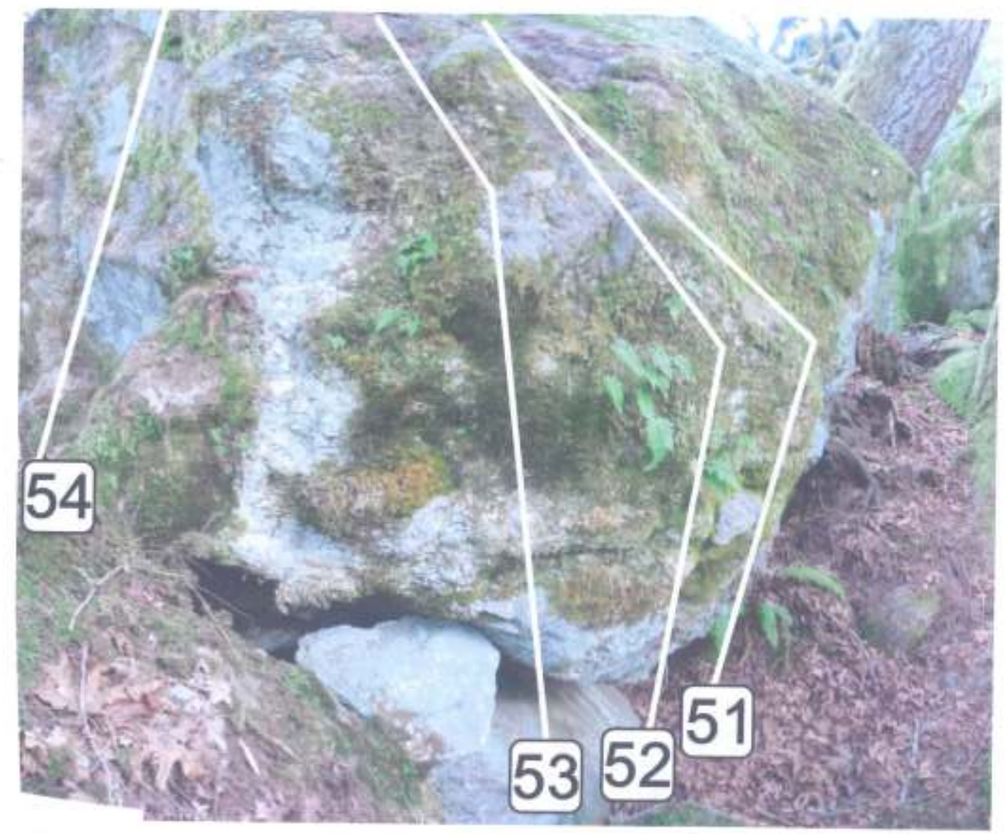
52. *Sherlock* V3 - Quality, comparable in difficulty to #51 w/ different holds, similar steepness.

53. *Chillum* V2+ - Stand start due to awkward bottom bloc. Better holds than #51.

54. *Crawl Before You Walk* VB/0 - Short, low-angle left over a hump from primary problems. W/u.

The Garden

12. The Bubbler (4 Problems, VB - V3)



13. Warm-Up Spire (3 Problems, V0 - V1)

55. *W/U* V0 - Trailside stand start on 3 or 4 move w/u problem. Good holds, low angle.

56. *W/U 2* V0 - To the climbers left of #55, walking towards **The Office**. Similar to #55.

57. *Hidden W/U* V1 - Tucked opposite side of spire as **The Office**, facing **The Bubbler**. A touch harder than #55 or #56 due to slightly stiffer holds, less moves though.

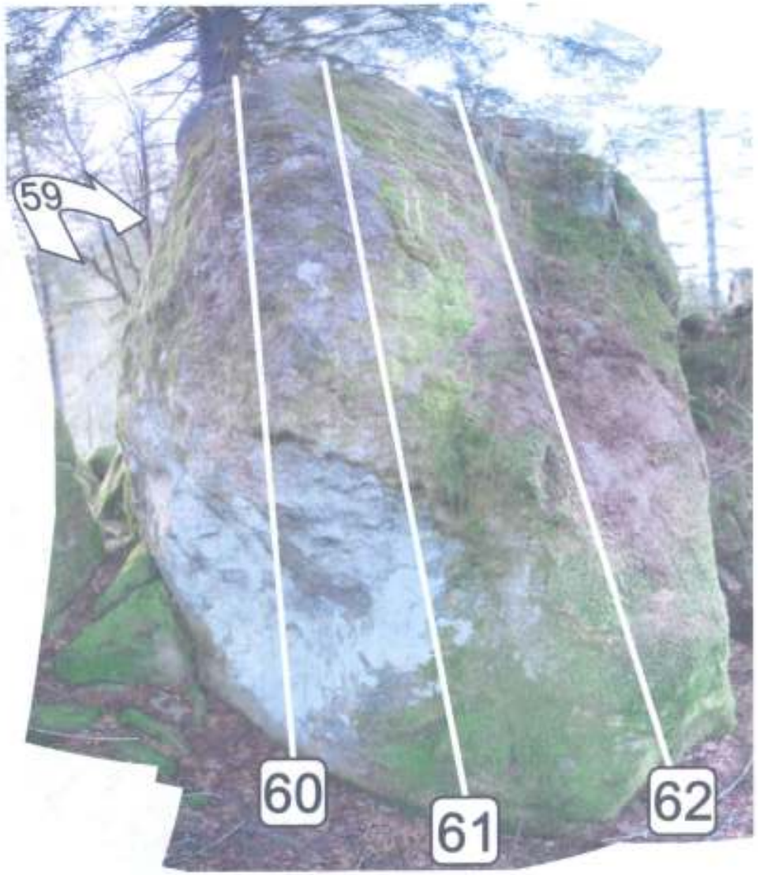
14. The Annex: (1 problem, V2)

58. *Get Out of My Nook* V2 - Minor s/s problem on a minor block located on the secondary side of **The Office** next to **W/U Spire**, downhill from **Bubbler**. Problem is short, but holds are interesting.

15. The Office (Annex Side) : (1 problem, V2-)

59. *Dwight* V2- - Tucked between **The Annex** and **W/u Spire**, this stand start slab has some testy holds and moves for low angle. Can be fun, always needs to be cleaned.

15. The Office (Backside Diffs) : (3 problem, V1 - V7)



60. *Kelly Kapoor* V7 - Test-piece s/s on very small holds. Angles seem conducive but holds are slight.

61. *Ryan "the Temp"* V5/6 - Similar to #60, wrestling the arête brings diff down slightly.

62. *Office Descent* V1 - Decent enough w/u to harder projects, a reasonable descent, an alternative to descending here would be to boulder hop over **Fight Club** to **Trust Boulder** and walk-off.

15. The Office (Front-side) : (4 problem, V1 - V5)

63. *Jim Halbert* V2,3 - Stand start into decent holds. The landing gets worse as you veer slight left. Holds get better when they need to.

64. *Michael Scott* V3,4,5 - More difficult line than #63 or #65, but with better landing. Quality.

65. *Daryl Philbin* V2,3 - Stand into positive holds. Quality holds throughout. High.

66. *Toby Flenderson Traverse* V1 - Good w/u for area. Can go either direction, utilizing holds at different heights for variations.

16. Crash Test Dummies: (3 problems, V1 - V1+)

67. *Vince* V1+ - If this problem/boulder didn't have a horrible landing, it would be as clean as *Fight Club* stays. Quality Garden Variety holds on a slight angle. Good height, bad landing.

68. *Larry* V1+ - Same attributes as #67, stand start on slightly more vert angle. Interesting holds.

69. *Don't Be A Dummy, Pad Up* V1 - Stand start into semi-vert that quickly bowls, then turns to vert again. Falling may pitch you into *Fight Club*.

17. Fight Club: (8 problems, V1+ - V9)

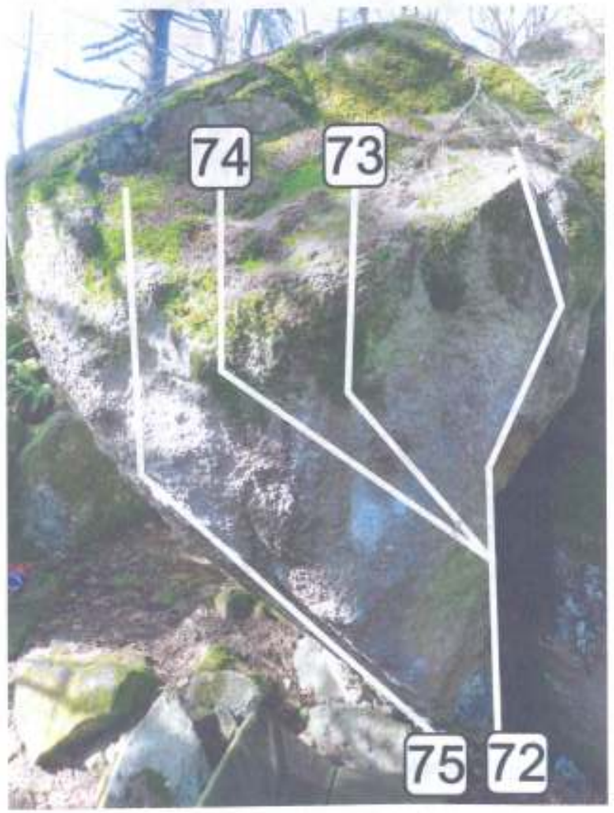
70. *Bloody Knuckles Crack* V1+ - Wide crack that can start seated or standing, left arm in or right.

71. *Bloody Knuckles* V2- - S/s utilizing holds to the inside of the crack on *Fight Club*. Holds and movement will orient the body tight to the crack, mitigating steepness.

The Garden

72. *Cacophony Society* V2 - S/s on positive holds avoiding holds internal to the crack. After the first move the boulders angle pulls the climber slightly left, then quickly finishing on positive finishing holds.

73. *Übermensch* V3 - After shared s/s with #72 a big move low and left gains a semi-positive hold. A heel and body shift positions to gain decent intermediate holds connecting to manageable top-out.



The Garden

74. *Über, Übermensch* V4 - In suit with #73, but avoids immediate upward movement after balancing out to first reach hold. Continue veering left for an even harder variant of #73.

75. *Fight Club* V7,8,9 - High quality area test-piece! Lay start separate from #72-74 s/s. Stays on steep angled face with distinctive "pop-corn" holds. Heels can help but difficult holds up.

17. Fight Club: (8 problems, V1+ - V9)

76. *Fight Club 2* V7,8, 9 - Lay start, same face and steepness of #75, different holds hedging left.

77. *Brewmaster* V2 - S/s retaining tension to less steep face, working positive hold to positive hold thru powerful moves. A hidden pocket at 3/4 height can help sort out finish. Surprisingly approachable for an otherwise unapproachable boulder.

The Garden

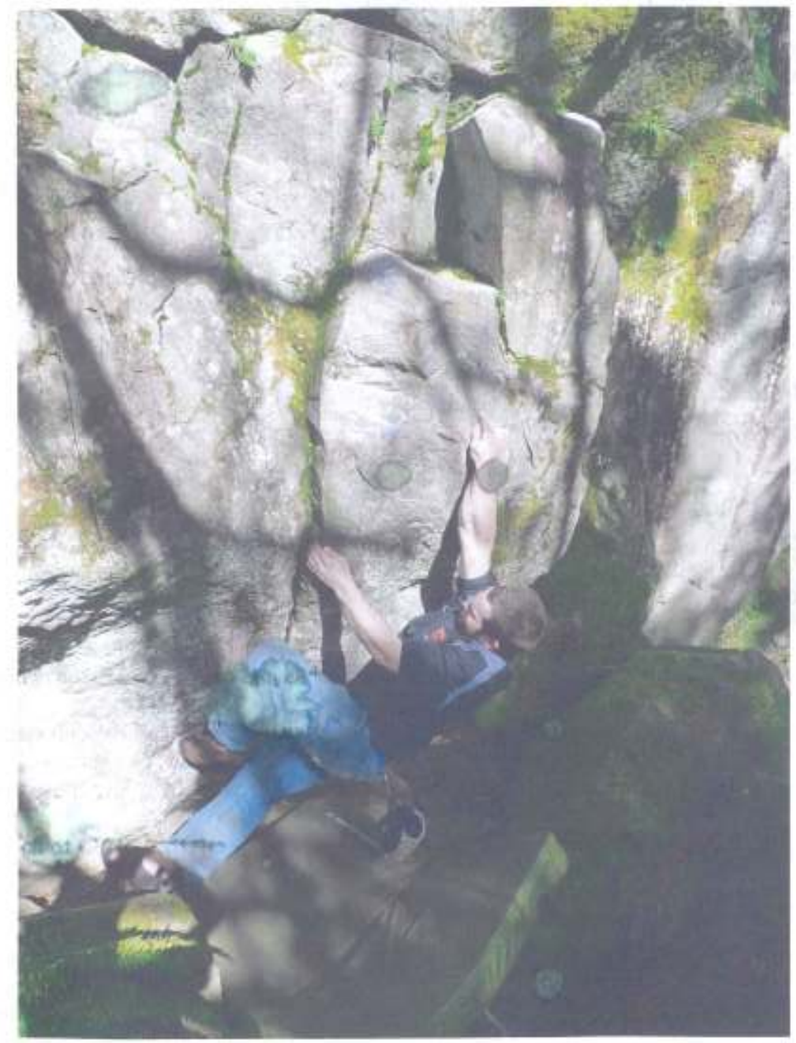
18. Tyler Durden: (4 problems, V1 - V3)

78. *Durden Crack* V1 - Stand start into crack utilizing jams and holds. Goes facing both directions.

79. *Durden Lie-back* V2+ - Stand start into positive holds peppering the arête, lie-backing on positive holds thru mantle. Avoid the crack. Bad landing for a decent height t/o. Crimp of #80, 81 not needed.

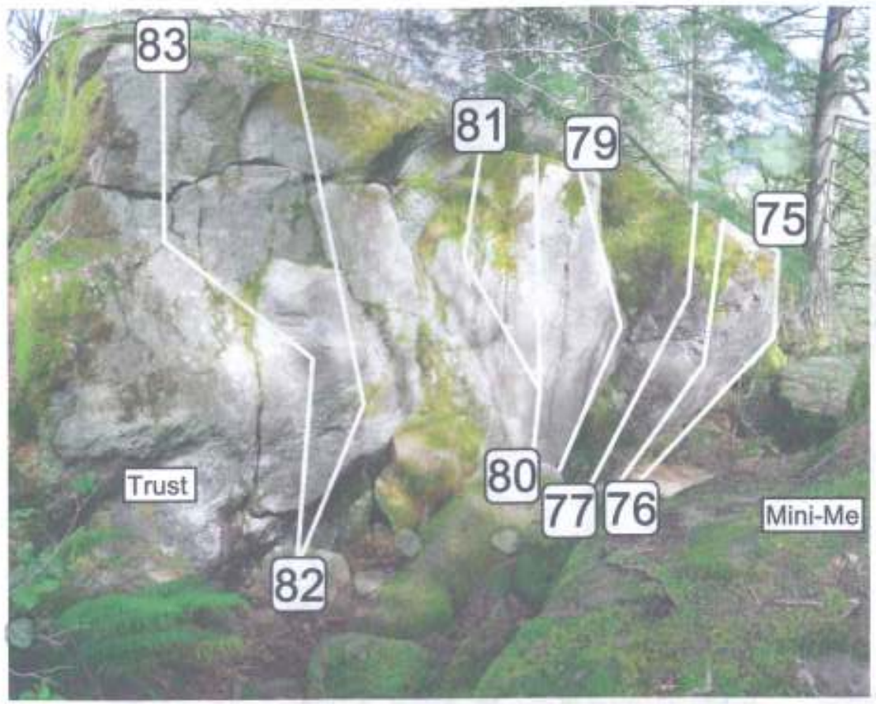
80. *Tyler Durden* V3 - This difficulty on just under vert is hard to find. An obvious matched crimp start makes for squat start on low dime feet. A thin horizontal crack indicates a poor but necessary hold.

81. *Project Mayhem* V1+ - Established squat/stand start on same crimp as #80, veering left for better feet. Beyond first couple moves difficulty eases as feet become reasonable. Easy t/o, bad landing.



Paul locking the crux sloper of ***Iron Cross***

19. Trust: (2 problems, V1 - V2+)



82. *Trust* V1 - Low cave s/s on positive holds. The right hand hit jugs on the arête to the right while the left centers thru positive holds that turn to large matching jugs. These large jugs make for step up to high reach for positive crack system lined with positive locks. This reach is the "Trust" move, have faith for positivity. A multitude of variants taking away positive holds from start thru middle to finish.

83. *Iron Cross* V1+/V2- - Shared cave sit as #82, avoiding right arête the right hand goes to a distinctive sloper hold just below jug. Locking this sloper veer out left to gaston, completely avoiding positive jugs. Crossing over to boulders left side for easier, less committing t/o. Harder but less committing up high.

20. Mini-Me: (8+ problems, V0+ - V3)

84. *Mr. Bigglesworth* V0+ - S/s bottom left of big face. Positive holds throughout, tensioning to arête to alleviate steepness. Multiple eliminates and variations including linking s/s of into t/o of #86 and #88.

85. *Dr. Evil* V2 - Stiffer s/s than #84 as you slide left. Avoid positive holds on arête staying center to face.

85E. *KISS (Knights In the Service of Steve (Nelson))* V3 - Notable eliminate. Think SLOPERS! S/s to big move to sloper on arête. Matching this out can be cruxy. So many eliminates on this face...

86. *Number 2* V2+ -Shared s/s with #85 veering left to holds utilized for #88. Stiff but manageable. Quality mantle technique t/o.

87. *Shagadellic Traverse* V1+/V2- - S/s bottom left arête, just right of #89 s/s. After start veer drastically right to holds of #85. Lots of footwork. Finish harder or easier using or avoiding arête for t/o

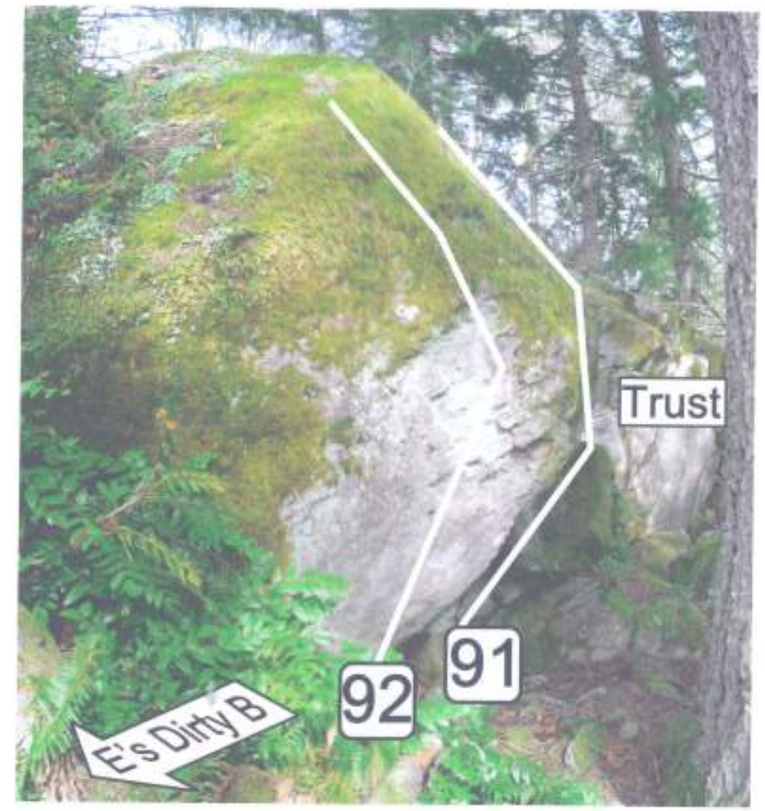
88. *Austin Powers* V1+ - Same s/s as #87 but head directly up. Quality moves, lip comes quickly.

20. Mini-Me: (8+ problems, V0+ - V3)

89. *Mini-Me* V2 - Great problem, bad landing. Awkward squat/semi-s/s or stand into tenuous holds, quickly gaining edge on upper slab. Just because slab is reached, technical diff is not over. Take time over horrible landing balancing out t/o.

90. *Felicity Shagwell* V1+ - Separate line of #89, but shares many qualities include bad landing, awkward start and tenuous holds. Quality movement for such a short side of a boulder.

21. Earned V2's : (2 problems, V2)



91. *A Good V2* V2 - S/s climbers right side of steep cave. Steep powerful moves ending quickly to mantle and t/o off slopey ledge less than 5 feet off deck.

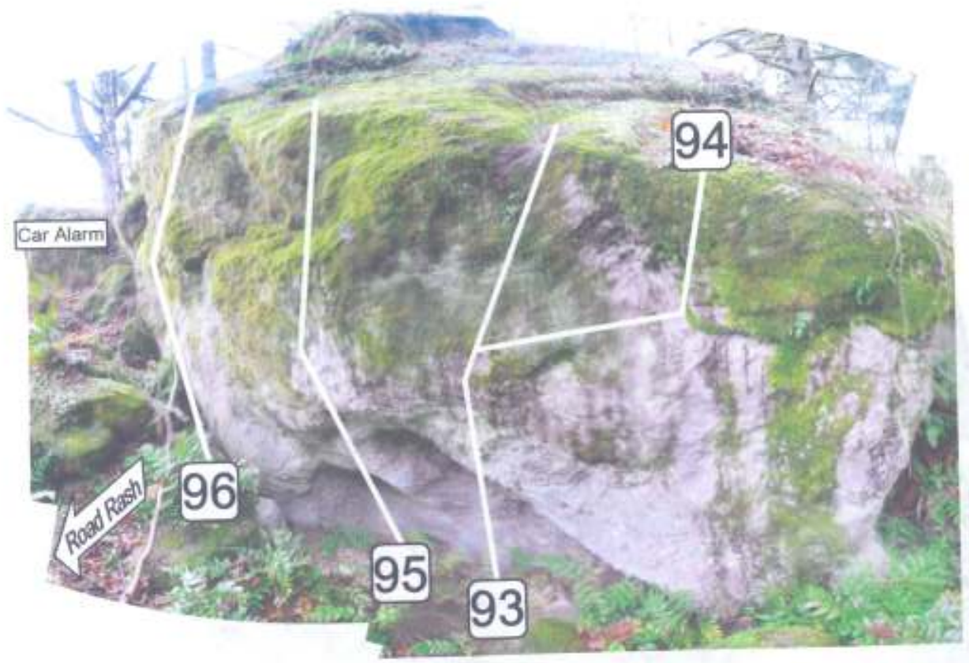
92. *Another Good V2* V2 - S/s climbers left side of cave. Similar in nature to #91, but with more interesting holds. Couple different ways of going about problem, difficulty maintains.

The Garden

21. Earned V2's : (2 problems, V2)

The Garden

22. E's Dirty B : (4 problems, V1+ - V3-)



93. *E's Dirty B* V2+/V3- - S/s into the hole. Different body types different feet, popcorn holds, both undercling and at the mouth of cave. Quick strenuous moves where steepness turns to vert. Easy t/o.

94. *Right Finish, E's Dirty B* V2+/V3- - Same s/s, after verts gained, veer right for different midpoint holds and different t/o. Changes difficulty little.

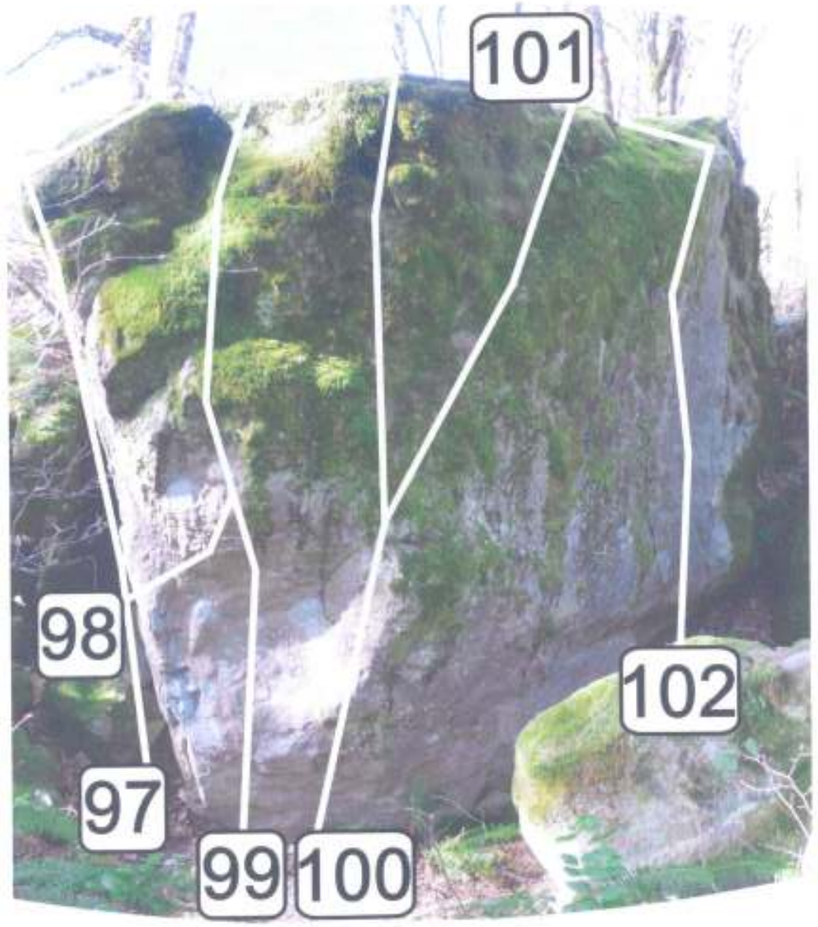
95. *Blame It On the Rain* V2+ - Left side of the cave has diverse feet and hands to #94, and naturally heads more centered left to a shelf shortly off the deck. From the shelf t/o is easy.

The Garden

96. *Green Hell* V1+ - S/s so awkward and landing so bad this problem is rarely cleaned/climbed. The uphill takes height away from an already shorter boulder, but the holds are slightly better than #94 and 95 making for good w/u to these harder lines.

The Garden

23. Undertow : (6 problems, V2- - V8)



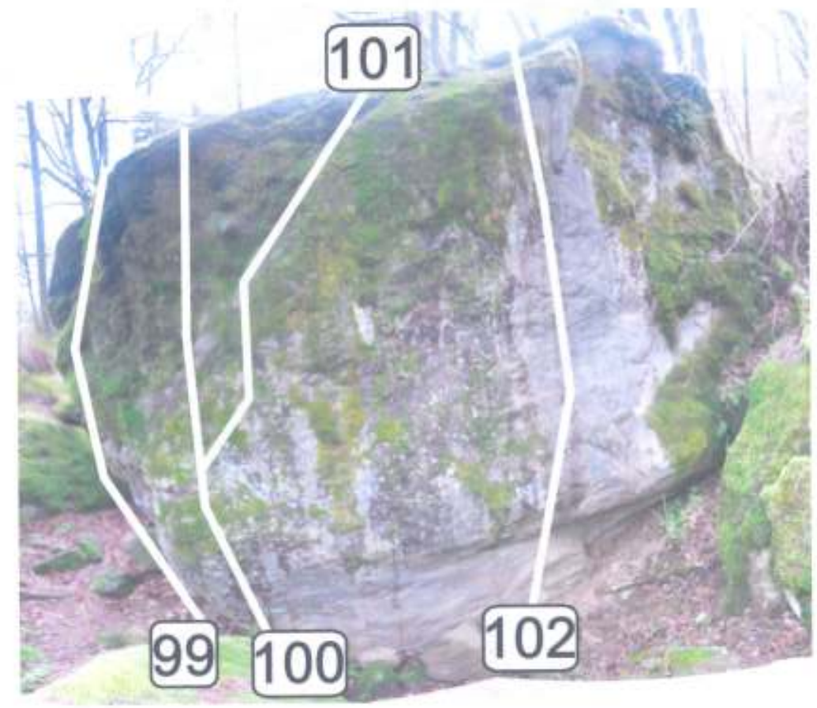
97. *Spray Skirt* V7,8 - S/s extreme left of boulder almost under Silly Steep is actually easier than s/s for #99. Beyond intermediates 3-4 moves high it would seem holds end. A crimp at boulders 3/4 height unlocked by large move leads to t/o.

The Garden

98. *Spray Against the Undertow* V2 - S/s #97, veering right with and linking into positive hold marking end of #99's difficulty. Interesting and fun in its own right, great problem for building up to #99.

99. *Undertow* V3 - High quality test-piece! S/s in steep scoop. Quick powerful moves eventually gain a jug 6 feet off the deck. From this jug difficulty eases. The t/o is V1- and is often undone due to moss.

100. *Shake It Out* V2- -If boulder wasn't beneath, would be great problem. S/s to the right of #99, veering right then straight up through positive holds.

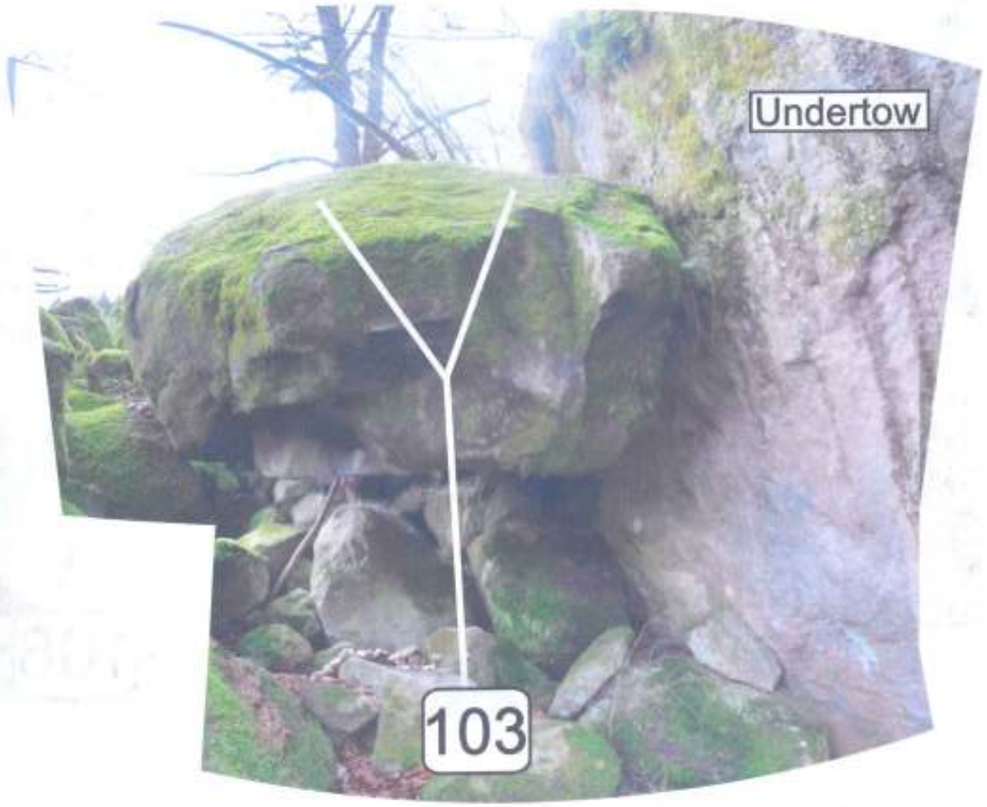


101. *Simple Math* V2- -Shared s/s with #100, following a line of positive holds and relieved angle.

102. *Tide Pool* V6,7,8 - S/s is more doable than moves beyond. Seemingly blank face yields minor crimps pockets and edges.

Tide Pool

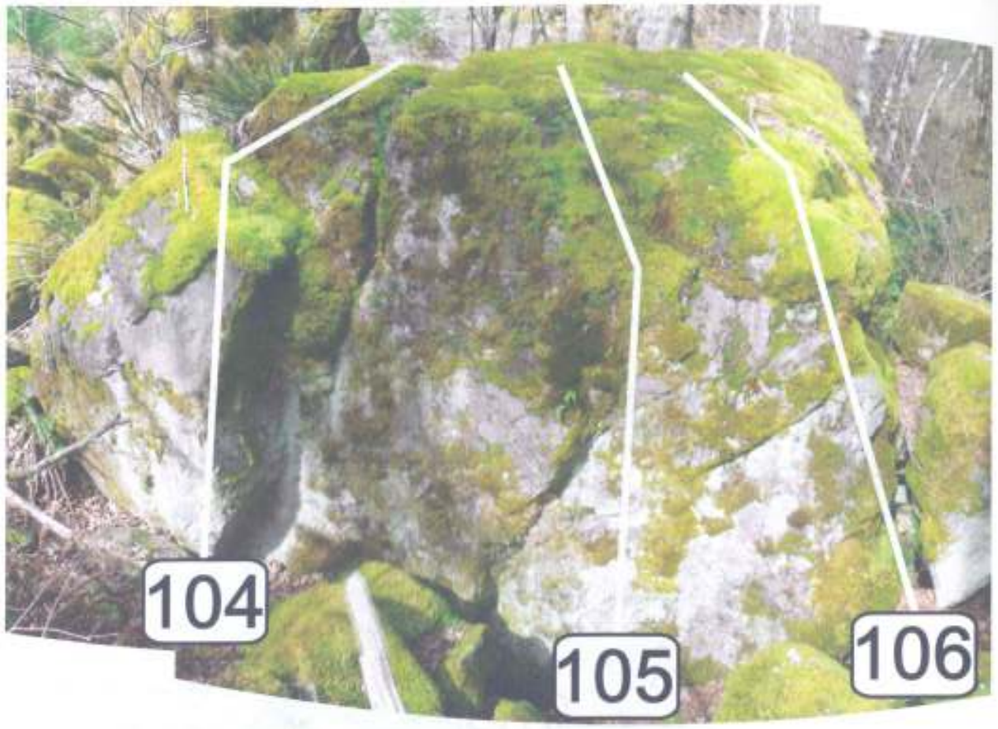
24. Silly Steep Mantle : (1 problem, V1+)



103. *Silly Steep Mantle* V1+ - No feet start. Couple ways to skin a cat, heading left or right, it all requires campus moves to start, then introduce high feet under the roof. Physical mantle.

The Garden

25. Car Alarm : (3 problems, V0 - V1+)



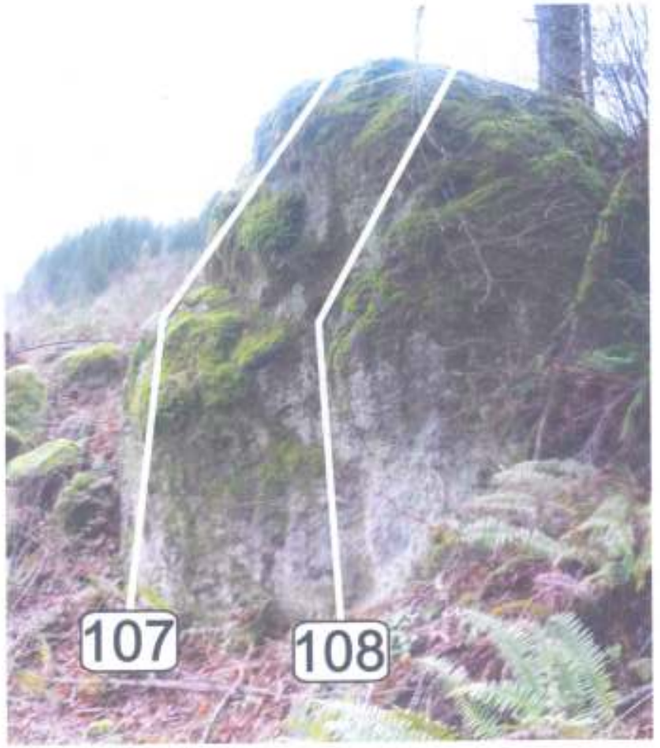
104. *150 Ram* V1+ - S/s grappling the corner arête protruding on left flank of road-facing aspect.

105. *2 Ton Chevy* V0 - S/s between bad landing blocks. Turns to vert quickly with positive holds.

106. *Pup Truck* V1 - S/s is awkward due to angle, positive holds quickly.

The Garden

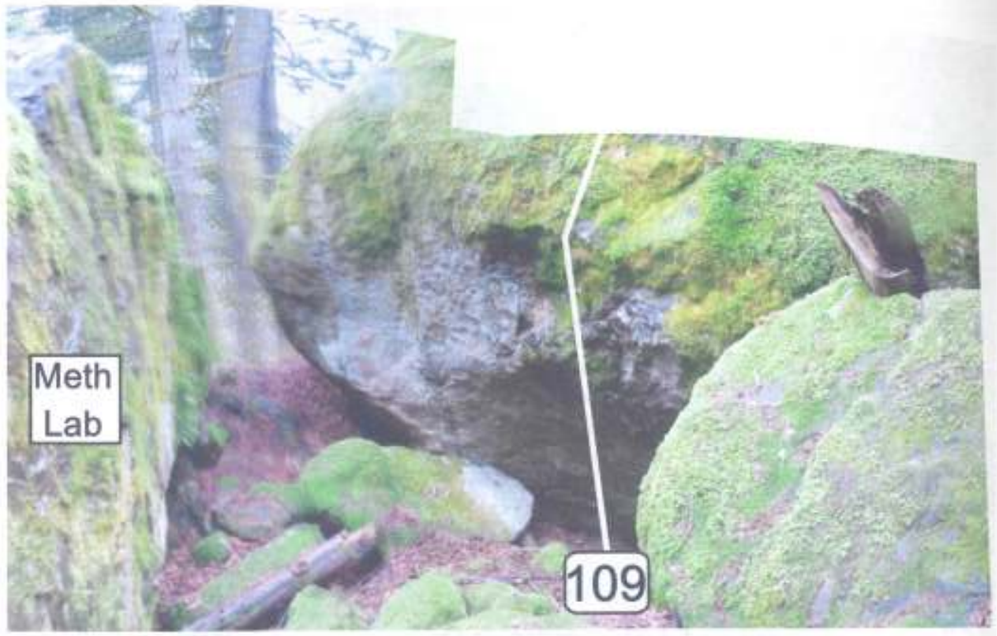
26. Road Rash : (2 problems, V0)



107. *Radeo* V0 - Stand into good holds. Basic warm-up problem.

108. *La Machina de Luna* V0 - Into the stem from stand start. Any difficulty eases quick with good holds.

27. E's V7 : (1 problems, V7)

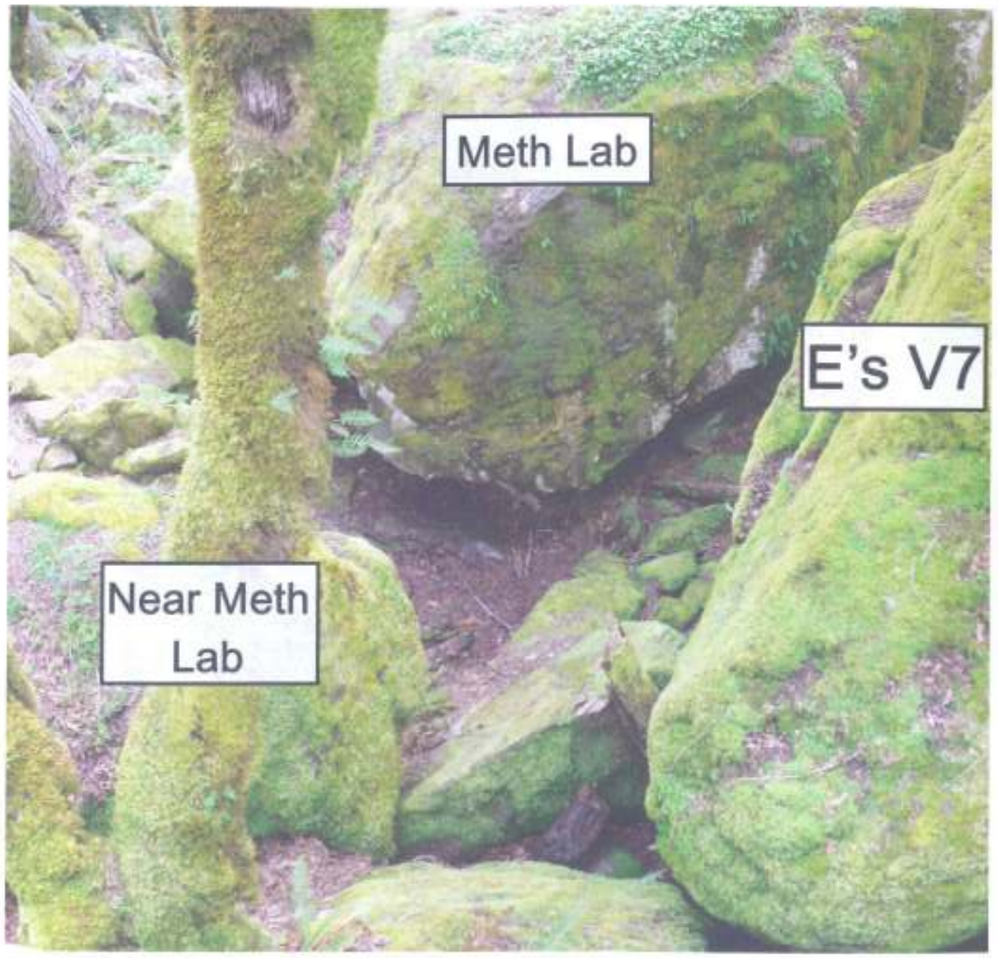


109. *E's V7* V7 - Obvious low s/s starting directly into steepness on minute holds. The angle turns to vert then low angle 1/2 way up boulder. Behind this boulder a series of caves host mystery problems.

%%. Blubonic Plague: (1 problems, V3)

%%. *Blubonic Plague* V3 - Low s/s thru mid boulder to great incut slopers for mantle t/o.

28. Near Meth Lab : (1 problems, V?)



110. *Near Meth Lab* V? - Never been clean.

29. Meth Lab Highball : (1 problem, V1+)

(NO PHOTO)

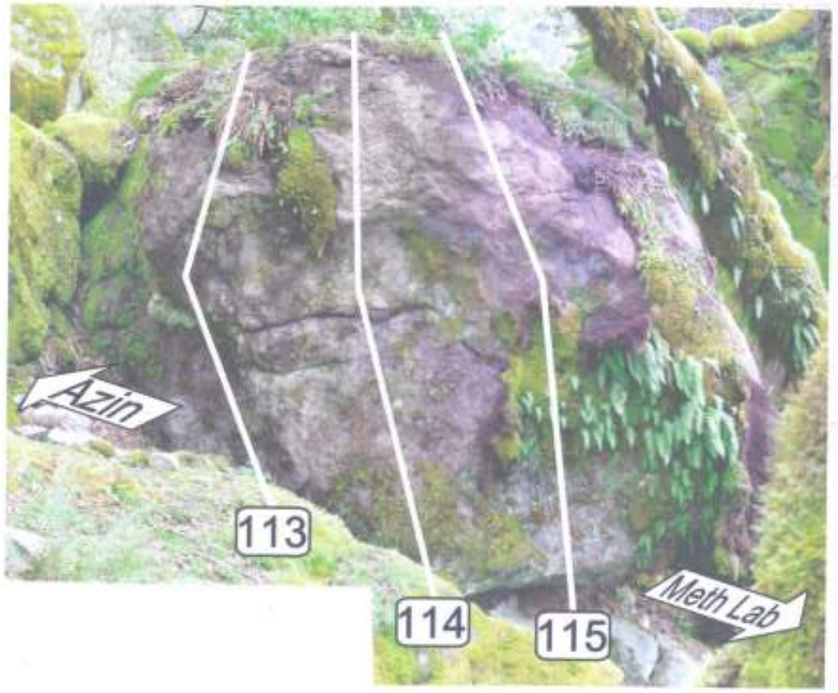
111. *Meth Lab Highball* V1+ - A bad landing makes a short highball seem higher. Stand start.

30. Swollen Member : (1 problems, V2)

(NO PHOTO)

112. *Swollen Member* V2 -Lay start under contrived roof cave, slapping horizontally out and around bulge to quick mantle t/o. Difficulty similar to the physical nature of *Silly Steep Mantle*.

31. Motorhead , (3 problems, V1 - V3)

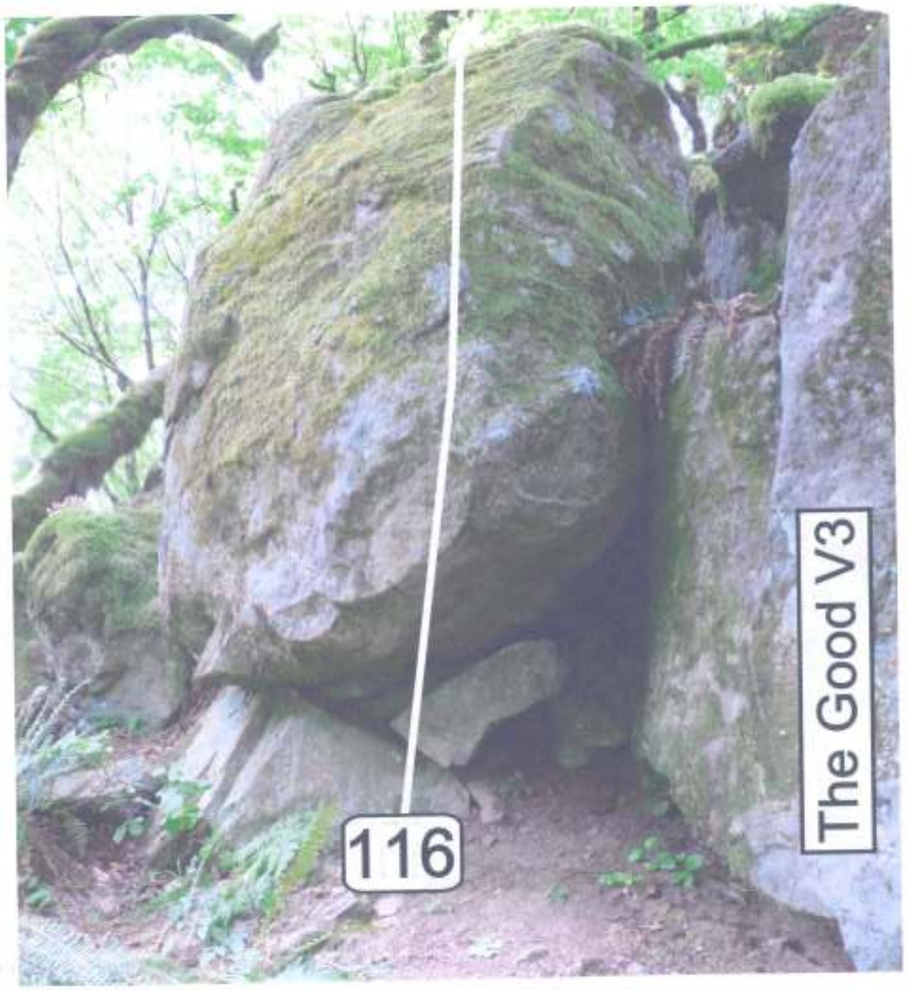


113. *MotorArête'* V1+ - Surprisingly quality steep s/s that ends too quick. Transitioning from steep to slab is one interesting set of holds.

114. *Motorhead* V1 - Primary line, taking on the overhung face, avoiding arête of #113. Landing sucks.

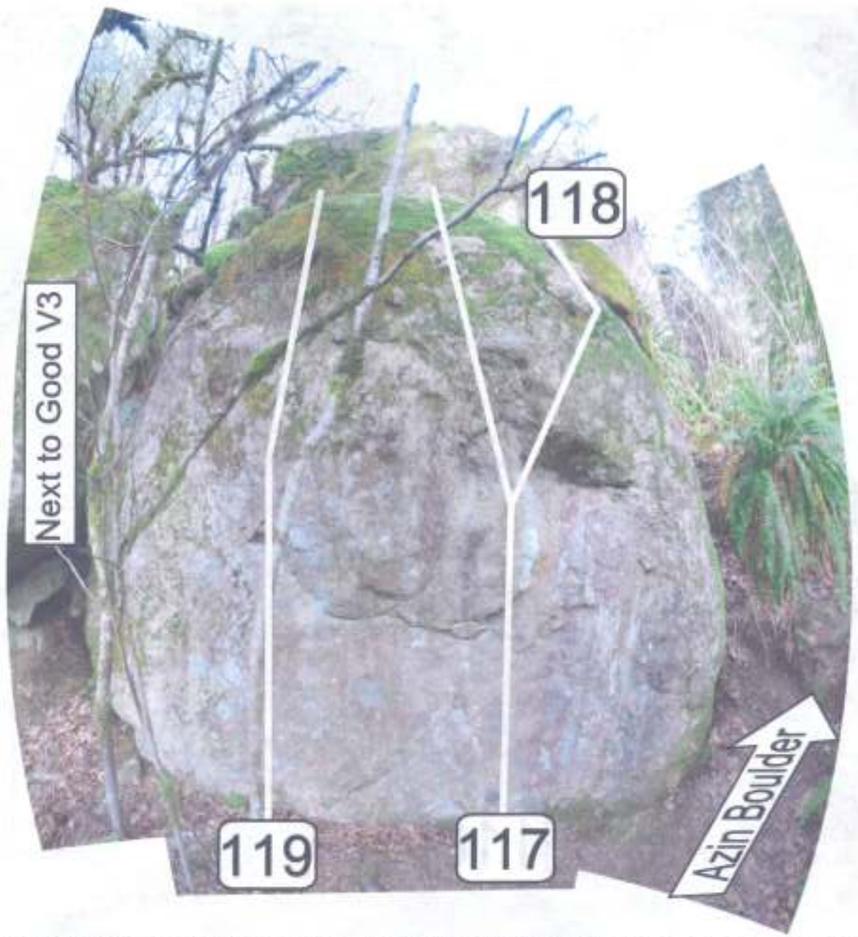
115. *MotorMouth* V3 - Stand start on downhill slide to **Swollen Member** the problem has amazing difficulty for a more generous angle of the boulder, due to not so positive holds.

32. Next to the Good V3: (1 problem, V3 +/-)



116. *Next to Good V3* V3+/- -Squatty s/s with obvious holds coming out of small cave. Difficulty doesn't necessarily ease with angle. Low angle t/o finish completed by pinching arête.

33. The Good V3: (3 problems, V1+ - V3)

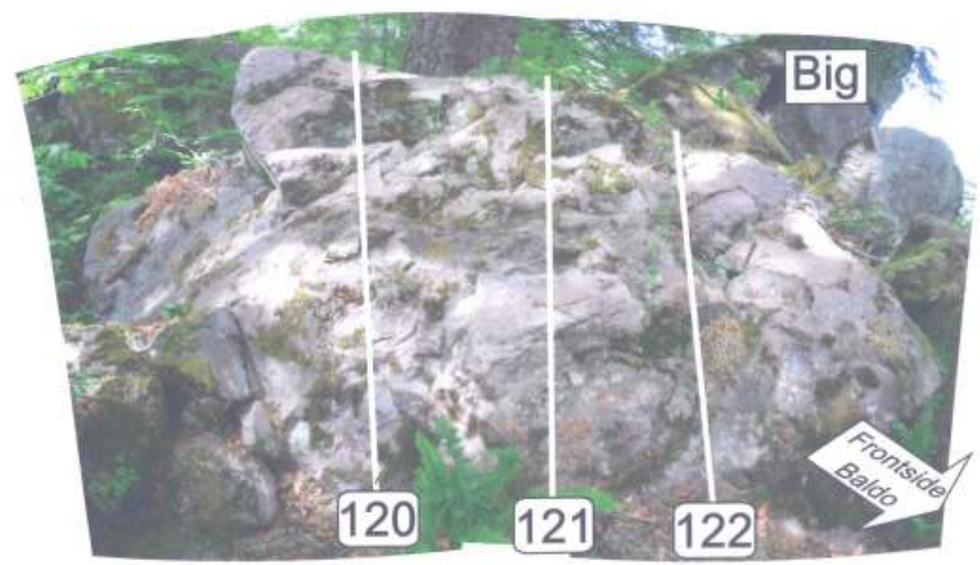


117. *The Good V3* V3 - High quality test-piece! Stand into large matching jug, walking dimes to set up a high reach with the left hand. Matching and balancing out, the feet come up to set up one more similar high reach, this time to a smaller cruxier hold. This high dishy sloper unlocks the end t/o sequence. Classic!

118. *Early Exit* V1+ -Shared start with #117. Beyond 1st crux, a reach out right reveals a wrong-way jug. Slowly hedging into the jug unlocks an easier second crux and quicker t/o.

119. *Another V3* V3+ - Rarely cleaned, this companion to #117 suffers the same foothold breaking issues that *The Good V3* suffers, resulting in variance to diff over the years.

34. Slab: (3 problems, VB)



120. *Cookie Monster* VB - Kids problem. Easy beyond easy warm-up.

121. *Abby Caddaby* VB - Kids problem. Easy beyond easy warm-up.

122. *Spot Me Elmo* VB - Kids problem. Easy beyond easy warm-up.

The Garden

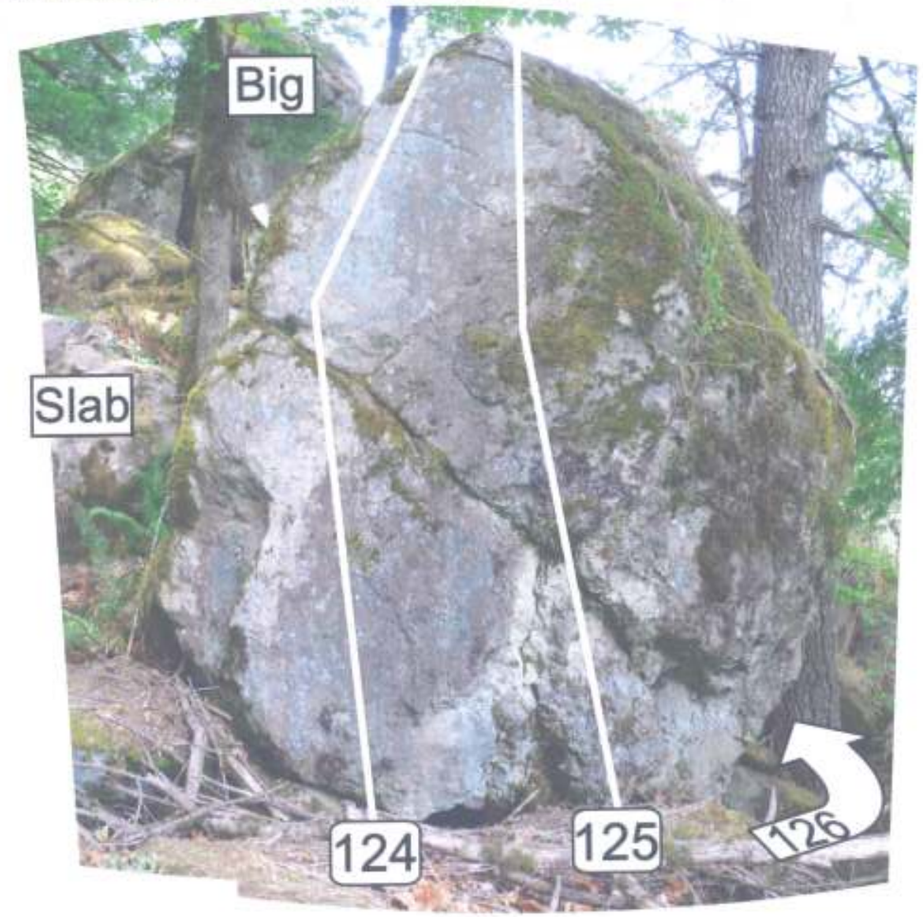
35. The Orb: (1 problems, V2)

(NO PHOTO)

123. *The Orb* V2 - The tucked in problem is accessed by scrambling into cave below hanging boulder with large obvious Orb hold visible from the trail. A matched start on positive holds below the Orb hold quickly has you steep to start. Matching into the Orb hold, brings the feet high for a reach to the lip. Mantle t/o.

The Garden

36. Frontside Baldo: (3 problems, V1 - V2-)



124. *Baldinator* V1+ - Squat start or awkward s/s into decent holds, the right finding holds outside of the crack. Veering left with the crack system, this problem involves decent handholds with dime feet. Once the feet gain the crack difficulty eases thru t/o.

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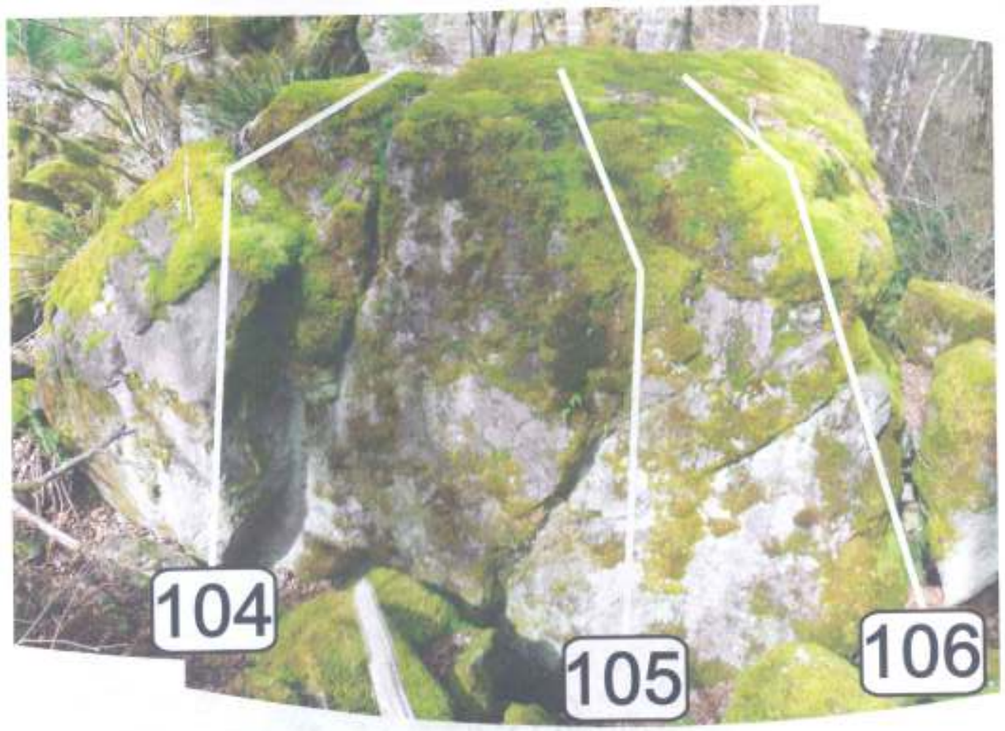

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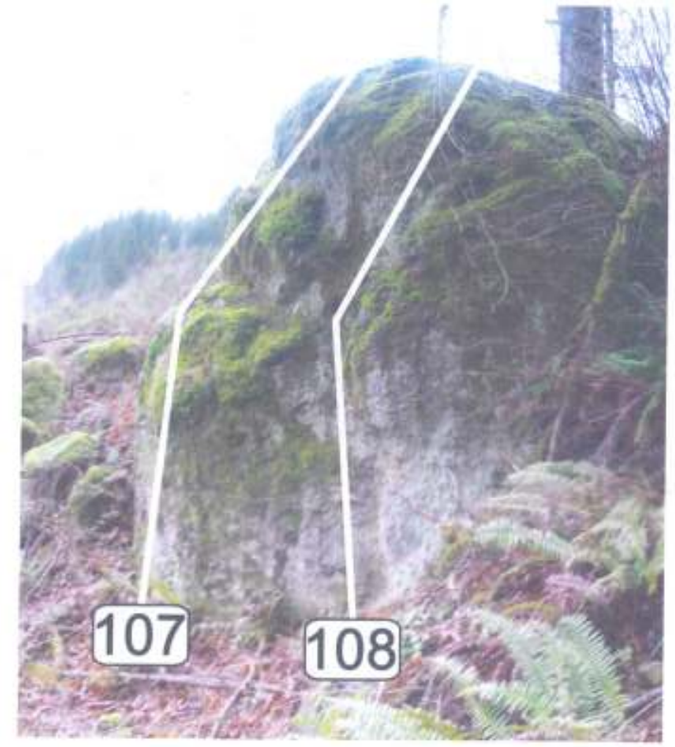

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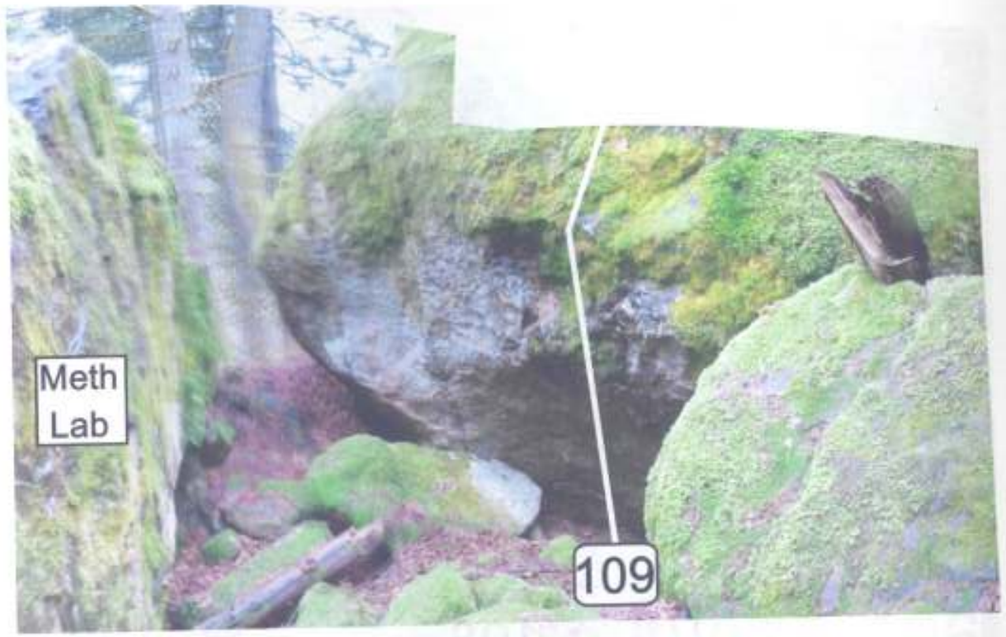

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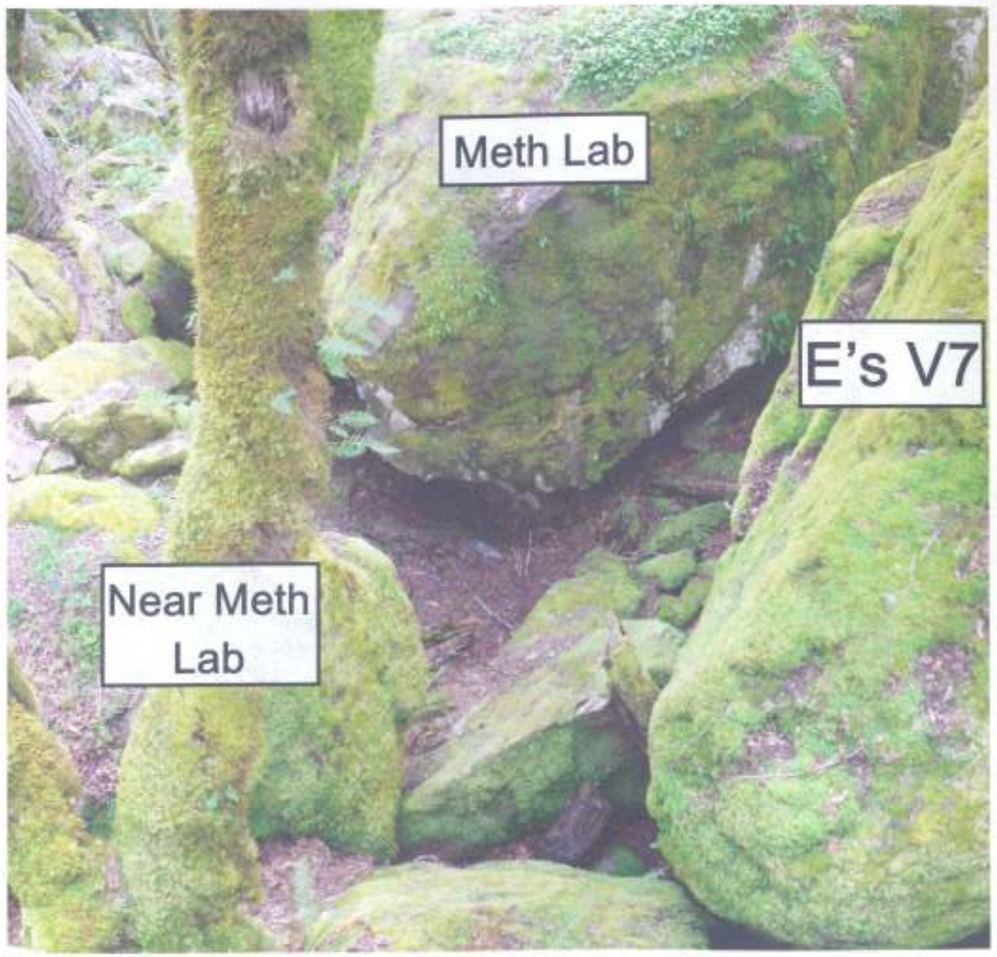

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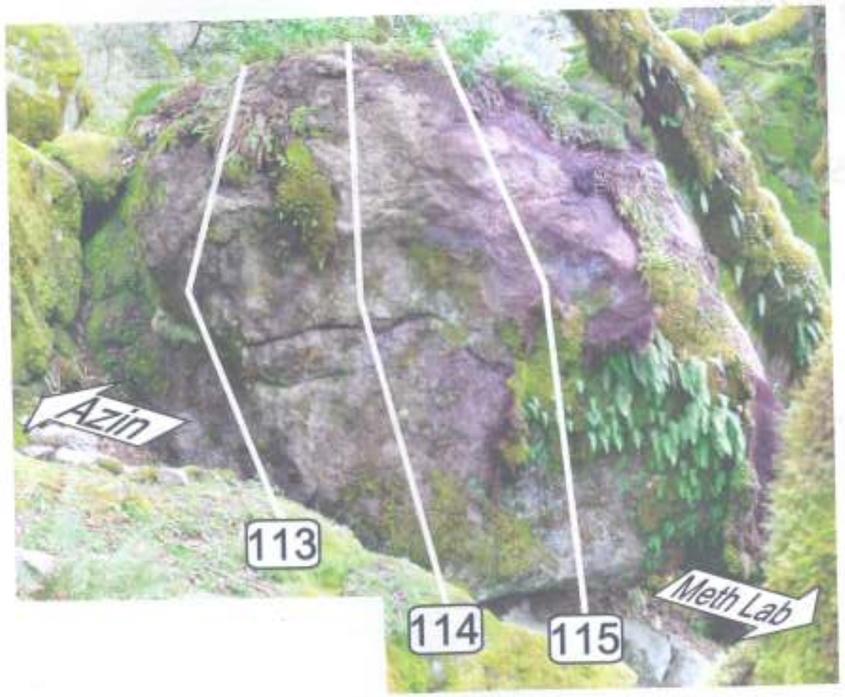

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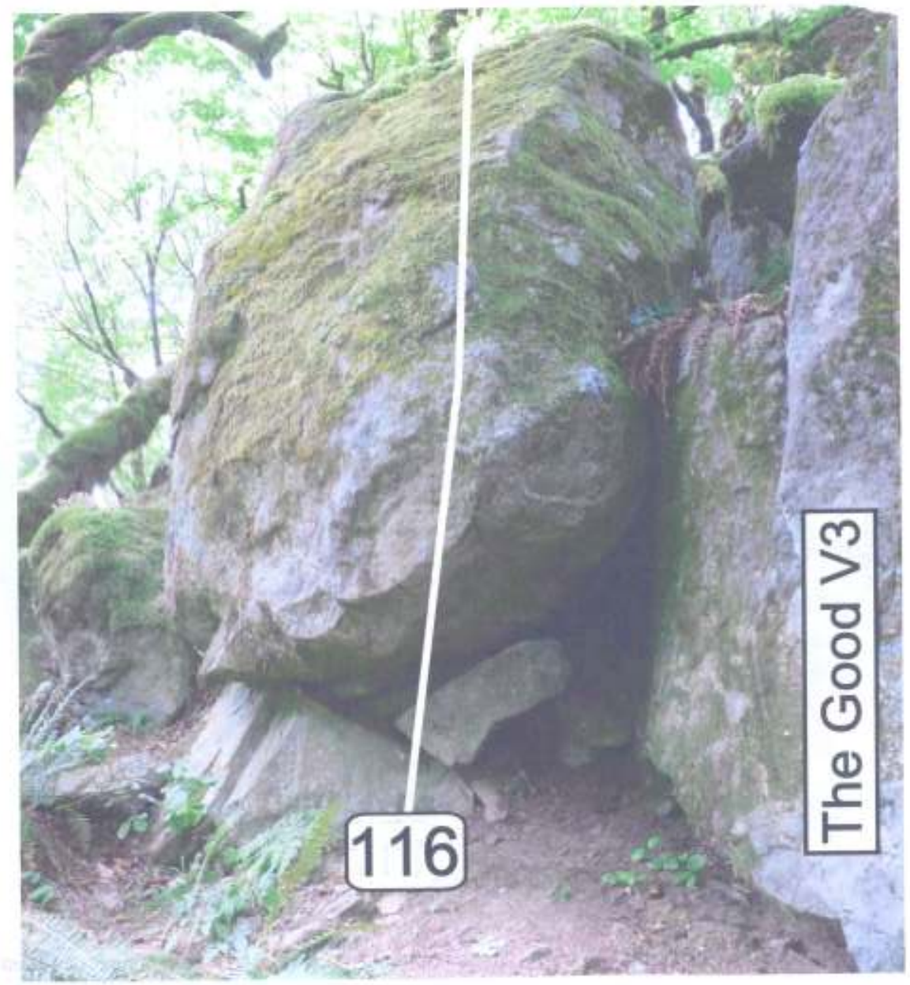

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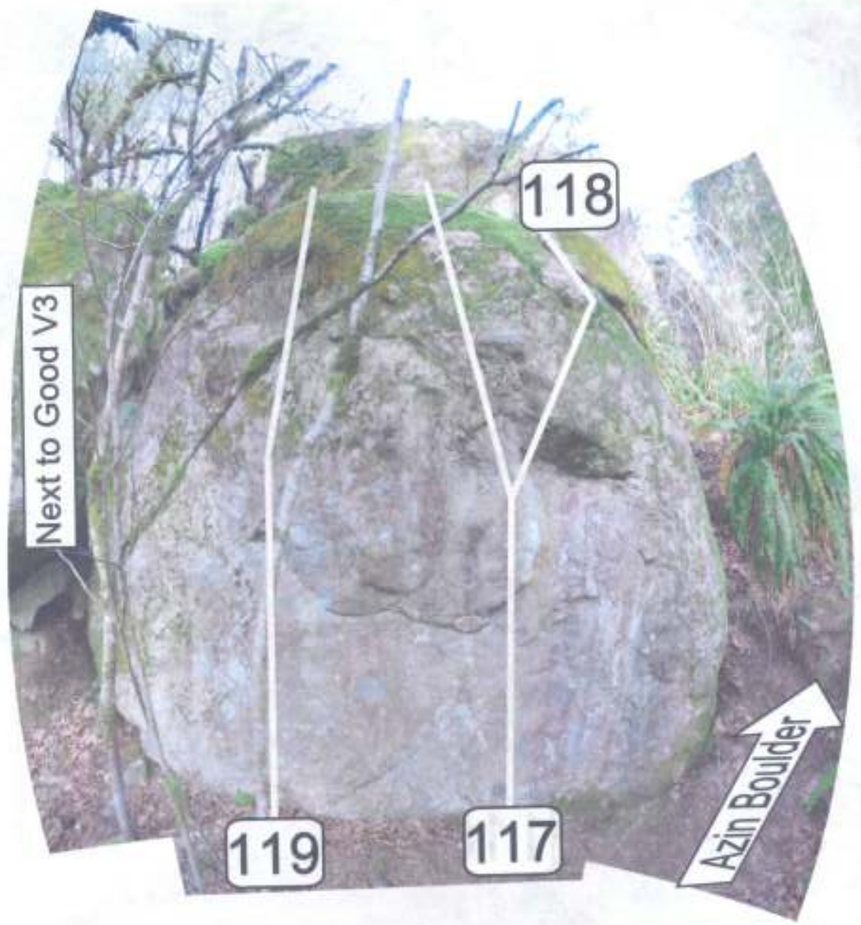

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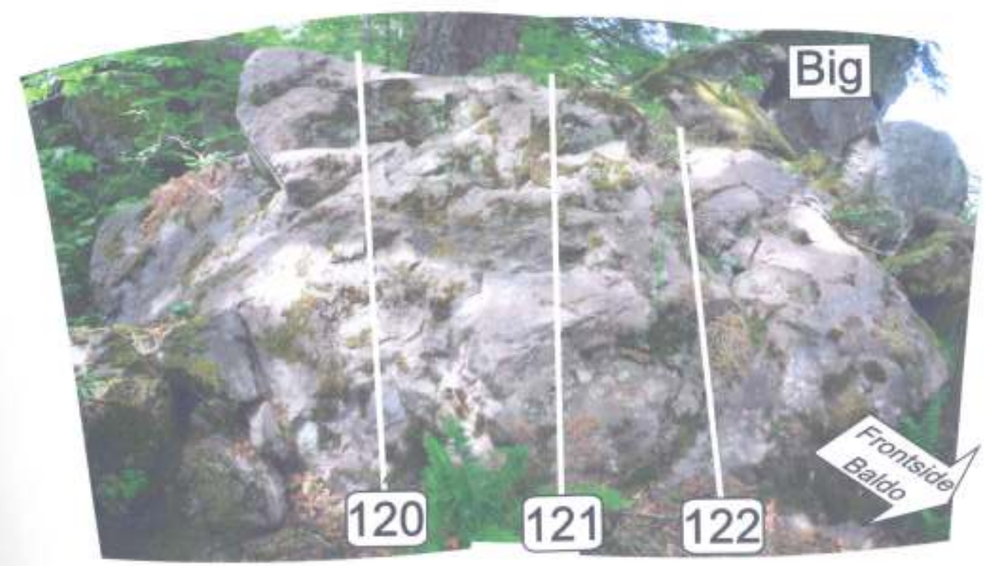

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The Garden

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(NO PHOTO)

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The Garden

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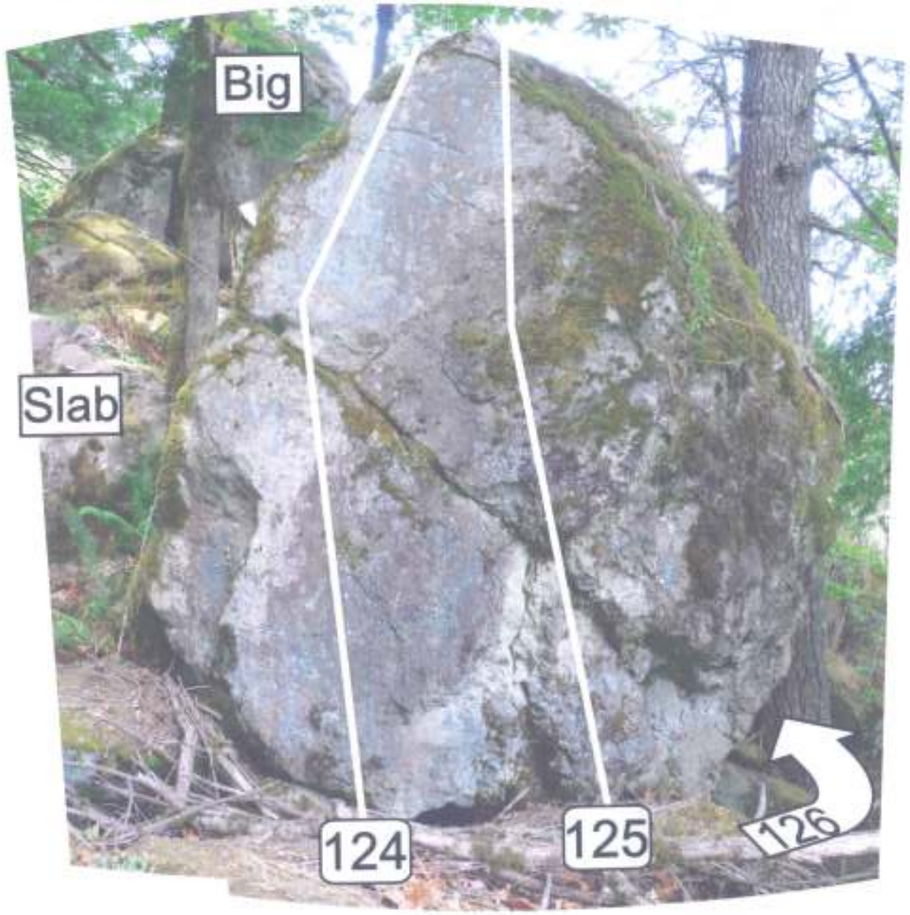

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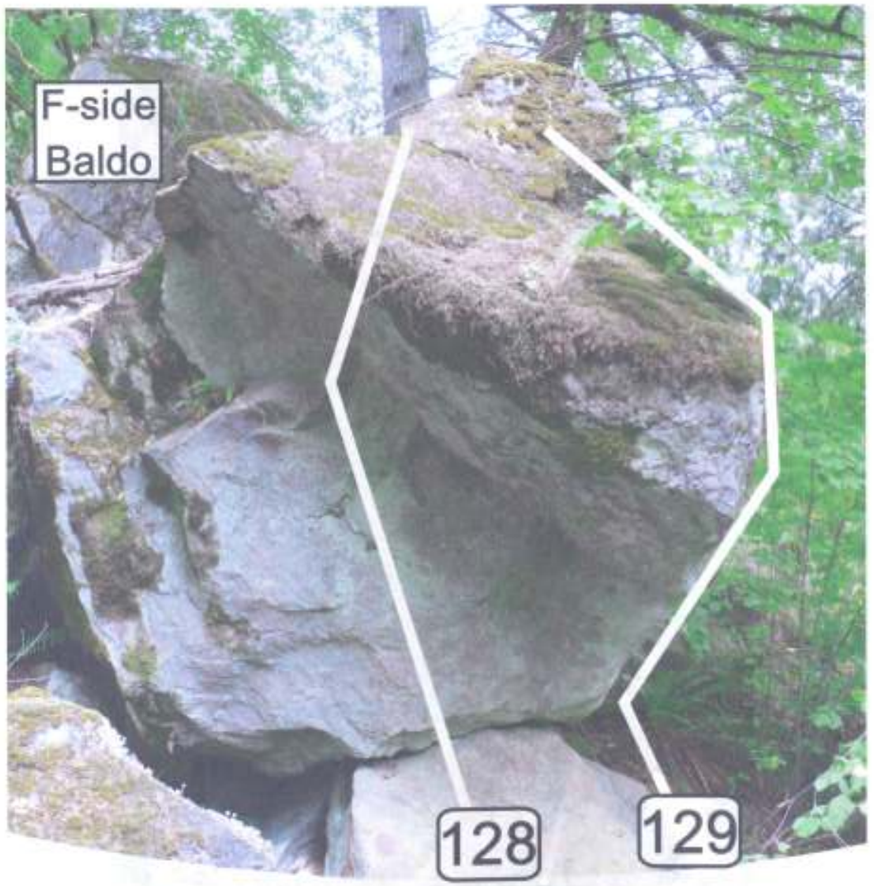
125. *Frontside Baldo* V1 - S/s with options for holds. By the time holds get limited the angle is eased.

126. *Baldo Sit* V2- - Slightly downhill an obvious low start tackles the steep downhill arête not blocked by trees.

37. Dan Dee's Phishing Buddy: (1 problem, V1)

127. *Dan Dee's Phishing Buddy* V2+ - The one exposed flank of the boulder not blocked by trees or other boulders offers a quality s/s thru physical moves on semi-positive holds. Horrible landing.

38. Dan Dee Roof: (2 problems, V2- - V3-)

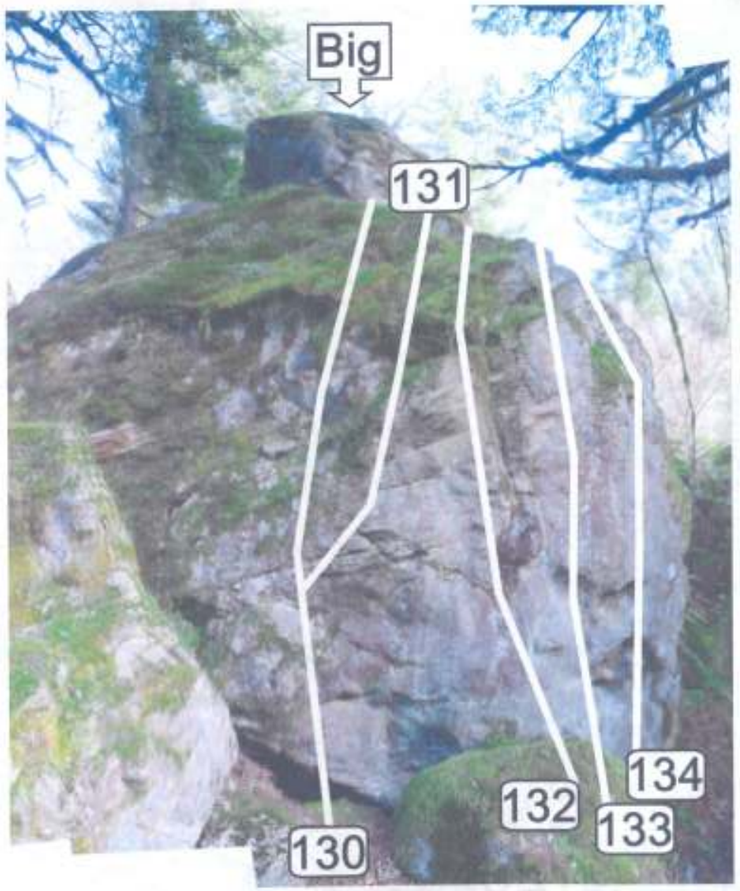


128. *Dan Dee's Roof* V2- - Angle of kicker block makes for awkward s/s. Handholds just above break transition to blocky set of jugs just under roof. From jugs veer right and out steep roof with holds on arête. T/o comes after mantling lip of roof. Scary mantle.

129. *Dan Dee's Arête* V3- - S/s, work up the arête via positive holds on either side. Angle eases for t/o.

The Garden

39. Hueco Wall: (5 problems, V2 - V3+)



130. *Not So Hueco* V2/3 - S/s has a smaller cave to slide into than problems #132- 134. Can be stood into as well, this problem follows crimps, edges and cruxy holds avoiding the relief of the large ledge and jugs of problem #131.

The Garden

131. *A Cruel Dance* V2+ - S/s shared with #131 veering right for obvious ledge with positive mantle where problems steepness ends. Low angle above is reasonable when cleaned of moss, which is rare.

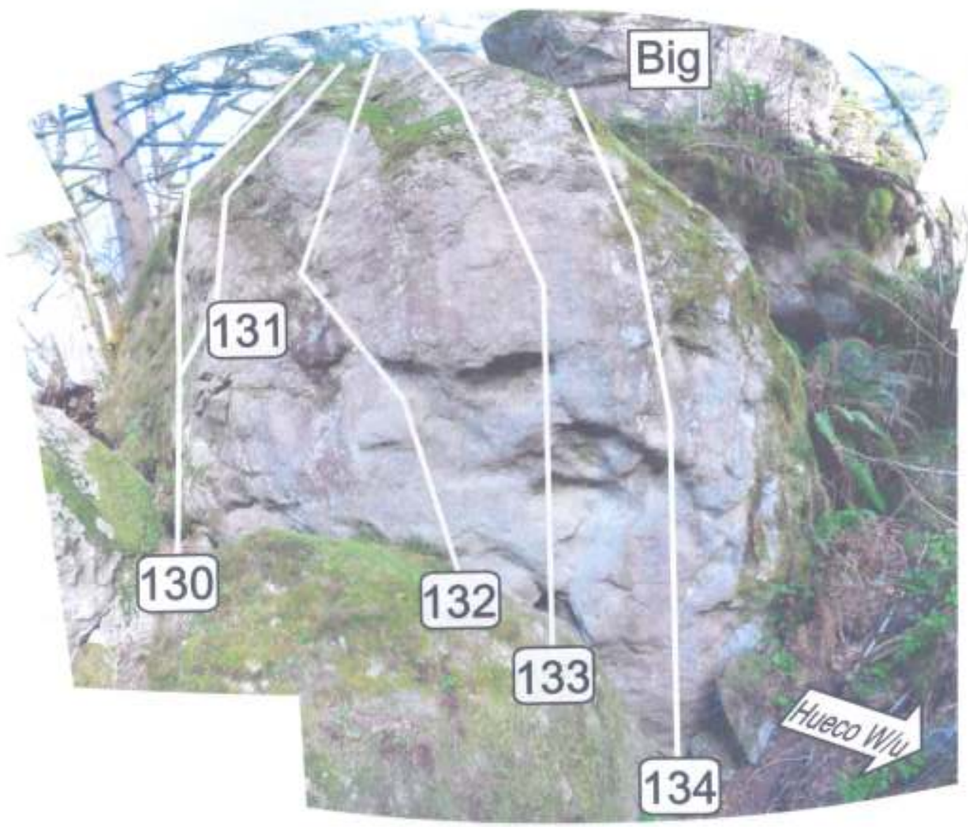
132. *Yellowbottom* V3 - S/s out of lowest cave, making tenuous moves over worst of landings to connect with positive bulge and ledge implemented in problem #131. Minus poor landing block this problem would be a gem.

133. *Hueco Wabo* V3+ - S/s in large lower cave with series of huecos, underclinging slopers and pinches. The line of holds running up the just over vert wall seems to run short on holds, but edges and crimps link to a lower angle arête t/o.

134. *Hueco* Project V? - Similar s/s to 131 slid over climbers right a set of holds, this line quickly runs out of holds on a blank vert wall. The landing is quite reasonable for the **Garden**.

The Garden

39. Hueco Wall: (5 problems, V2 - V3+)



The Garden

39. Hueco Wall: (5 problems, V2 - V3+)

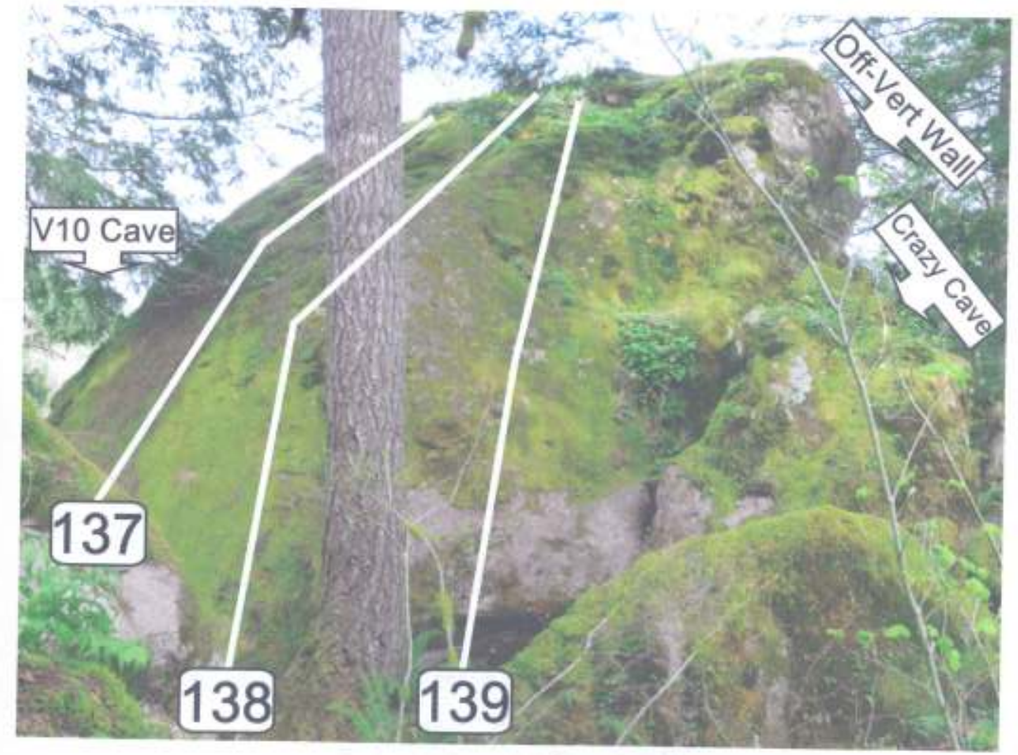
Hueco Wall Cave

40. Hueco Warm-up: (2 problems, V0)

135. *Hueco W/u Left* V0 - S/s with positive holds. Few moves from sit to mantle.

136. *Hueco W/u Right* V0 - S/s, short like #135. Look for dish hidden under horizontal crack.

41. Big (Slab Flank) , (3 problems, V0 - V3-)

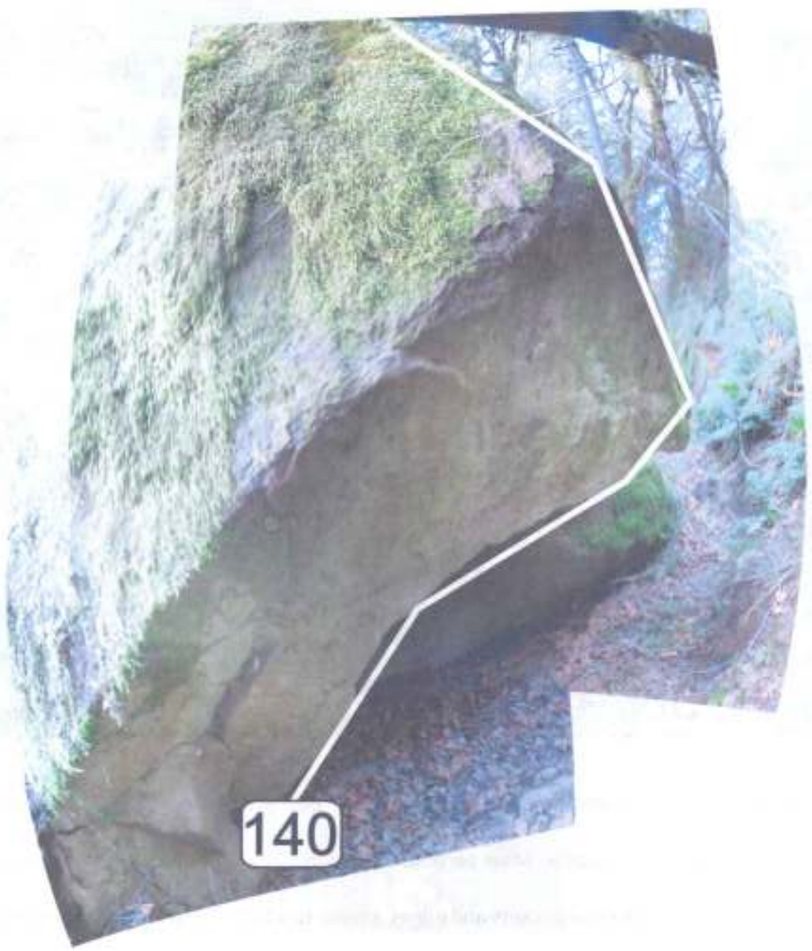


137. *Big Slab* V0 - Large stand into slab with decent landing. During late 90's - early 2000's this slab managed to stay clean and climbable. Moss perpetually sets in. Top offers great views of area.

138. *Tree Slab* V0 - Divots, shallow pockets and edges, similar to #137, if cleaned this large slab offers many variants and alternative practice problems.

139. *Pockets* V3- - Awkward s/s or squat into first set of pockets. Angle immediately slabs, so once the second and third set of pockets are gained difficulty eases. Avoid crack to climbers right.

41. Big (V10 Cave) , (1 problems, V10)



140. *All Berned Up* V10 - Quality test-piece! Almost dead horizontal knife edge flake peppered with minor holds on both sides. Feet are present on both sides of flake. This line has seen few sends. When facing this problem, your back is to the **Big Boulders Shed-Off**.

41. Big('s) (Shed Off) , (3 problems, V1 - V2-)

141. *Obie* V1 - A rise uphill in the landing prevents s/s, stand into good holds. Veering slightly right the distinctive jug matched on #142 can be reached with the right, unlocking t/o.

142. *Bruno* V1+ - S/s powering to and past distinctive large positive hold visible in photo. Center flank of wall with no arête relief.

The Garden

143. *Classique* V2- - Quality line. The right arête hosts quality holds with a fun and not-so awkward sit start. The landing will feel claustrophobic with the V10 Cave at your back.

The Garden

41. Big (Crazy Cave) , (2 problems, V2 - V?)

144. *Crazy Cool Arête* V2 - Isolated bloc. S/s wrapped around the arête. Doable moves on precise, less than positive holds. Veer slightly left away from arête for t/o.

41. Big (Crazy Cave), (2 problems, V2 - V?)

145. *Sharma Cave* V? - Steep pure line starting low in cave, containing many moves and parts, eventually topping out high over bad landing. Interesting holds in a cave that rarely gets wet or mossy.

41. Big (Off-Vert Wall), (6 problems, V1+ - V?)

41. Big (Off-Vert Wall), (6 problems, V1+ - V?)

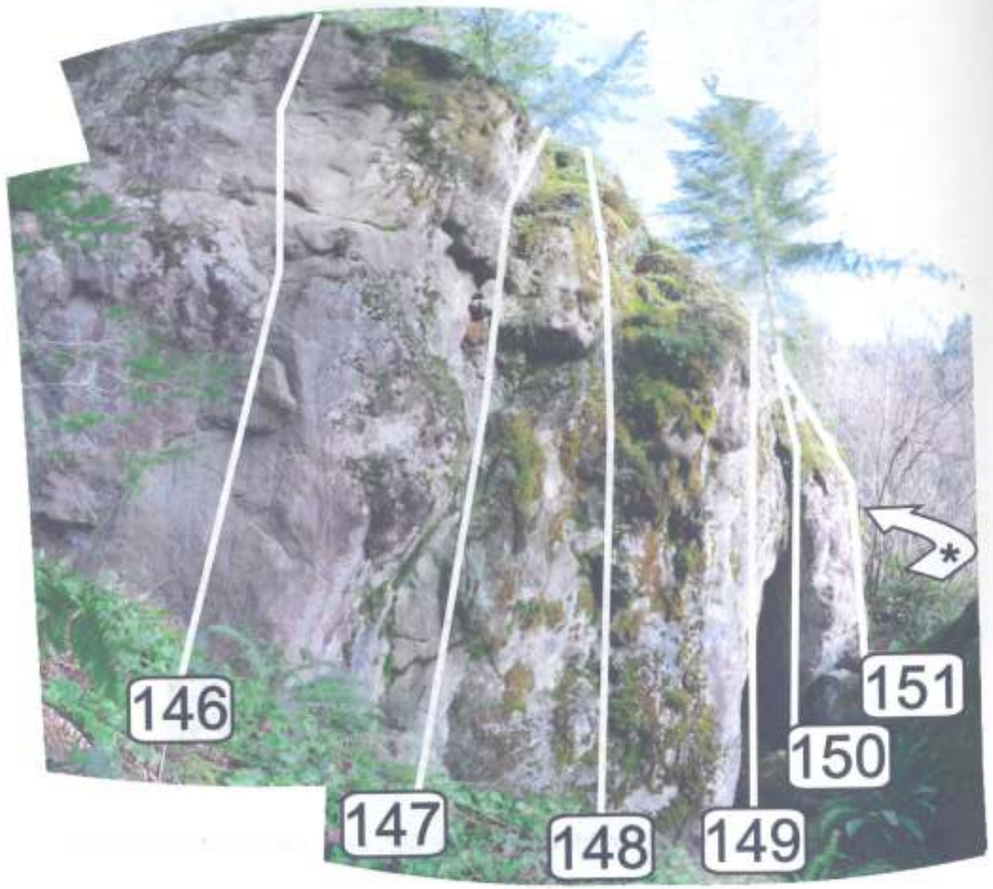
146. *Sometimes a Great Motion* V3+ - A quality line, exceptional for its grade, tucked between the **Off-Vert** section and **Crazy (Steep) Cave** of **Big Boulder**. At halfway mark and above interesting holds for every move! Being in transitional area the landing is much less than desirable. [1]

[1] The author has implemented top-rope practice before sending sans rope on this and other Garden lines with less than desirable landings for their height.

No lines have been reported for this chunk under Big's Crazy Cave and Off-Vert Wall.

The Garden

41. Big (Off-Vert Wall), (6 problems, V1+ - V?)



147. *Big Stem* V2 - A quality line tucked between the more obvious *Sometimes A Great Motion* and *Mini-Hydrotube*. S/s moves thru cruxy handholds and smears until a set of stems unlocks the first of many positive holds are met. These positive holds connect to an easy t/o.

The Garden

148. *Mini- Hydrotube* V1+/2- - Unlike Flagstone's *Hydrotube* this line gets lots of moss re-growth due to water line, and has big obvious holds. S/s can seem awkward because angles less than steep. When cleaned, holds are positive.

149. *Eric and Ed Probably Did It* V? - Difficulty project line, tackling a steep line of small holds to the left side of the cave. S/s committing to only v-diff holds, avoiding crack system of #150.

150. *Becky's Roof Start* V2+ [2] - Standing start stemming the cave, blending overhead jams and hand-holds. Once angle eases difficulty is done.

151. *Off Vert Wall W/u* V1+ - S/s utilizing some of the only positive holds on Big. Great way to access top for cleaning/top-roping.

[2] * Around the corner from problem #148 *Becky's Roof Start V2* and before **"The Shed Off"** there lies two s/s, to full lines that have been cleaned in the past by the author. Coinciding with this cleaning of said projects the author discovered the **Druid Stones**. These lines were never sent, see **Druid Stones** guidebook.

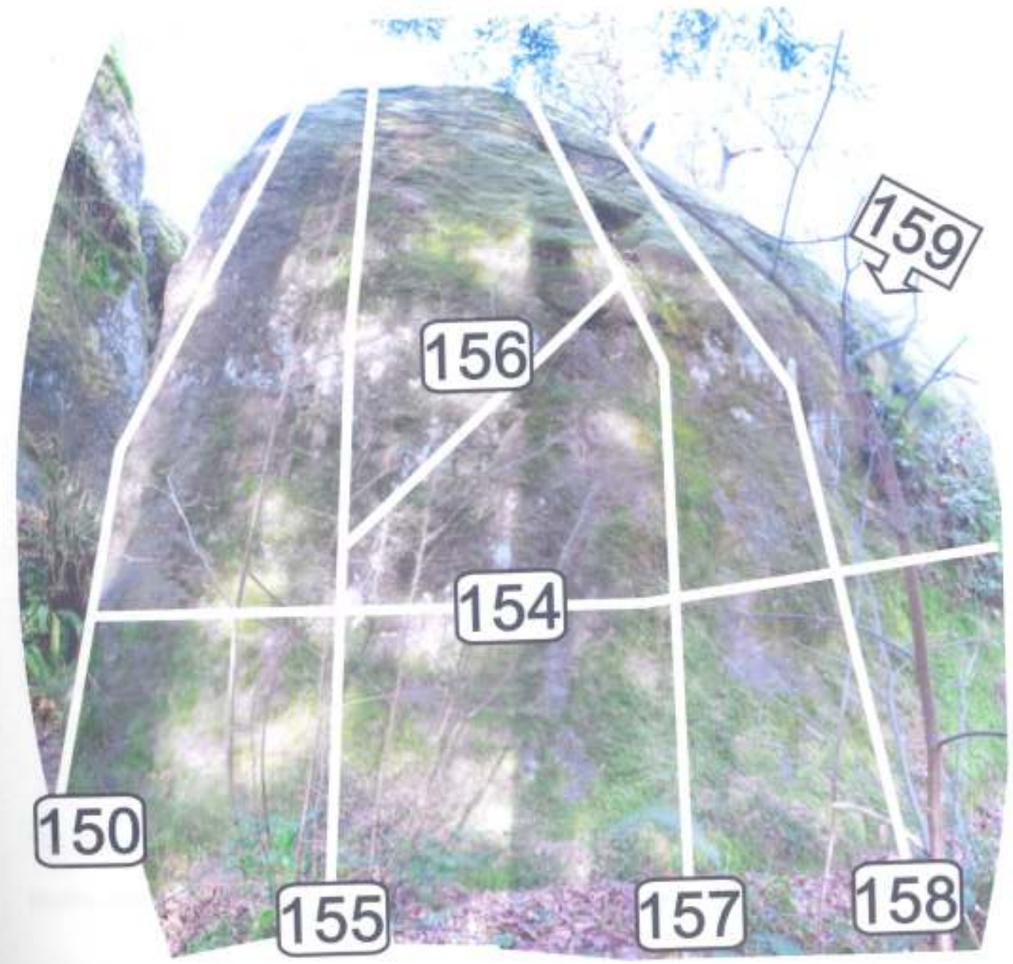
Mini-Hydrotube V1+/2-

41. Big Fred (Francois' Side) , (5 problems, V3+ - V6/7 - ?)

Francois on the left, *Slopodon Milošević* on the right of Big Fred.

The Garden

41. Big Fred (*Slopodon Milošević Side*) , (6 problems, V1+ - V4/5)



154. *Slopodon Milošević* V4/5 - Left to right or right to left, this traverse maintains with feet less than 5 feet off the deck, controlling semi-low angle movement thru a series of sloper holds, smears for feet

with only the occasional pinch or divot for rest. Cruxy transitioning in and out of *Francois' Arête*. Many variant ways of going about traverse including slight variations on height.

155. *O Trice* V2+ - Walking into holds of *Slopodon* extending into full vertical line. Angle eases at 11 feet height with positive holds for transition. Highball, can be t/red with *Family Affair* tree. Crux in first 10 feet.

156. *Joey* V2+ - Starts w/ #155's stand start, veering drastic right into problem #157 following opening crux. Follows bulge.

157. *Shake It Out* V2- - Similar in nature to #155 + #156, but with some of the more positive holds, especially at 8 - 10 feet height.

158. *Got Some Teeth* V3- - While the angle lends more positively than #'s 155-157, the holds tend to be smaller, sharper and cruxier and an otherwise similar slab.

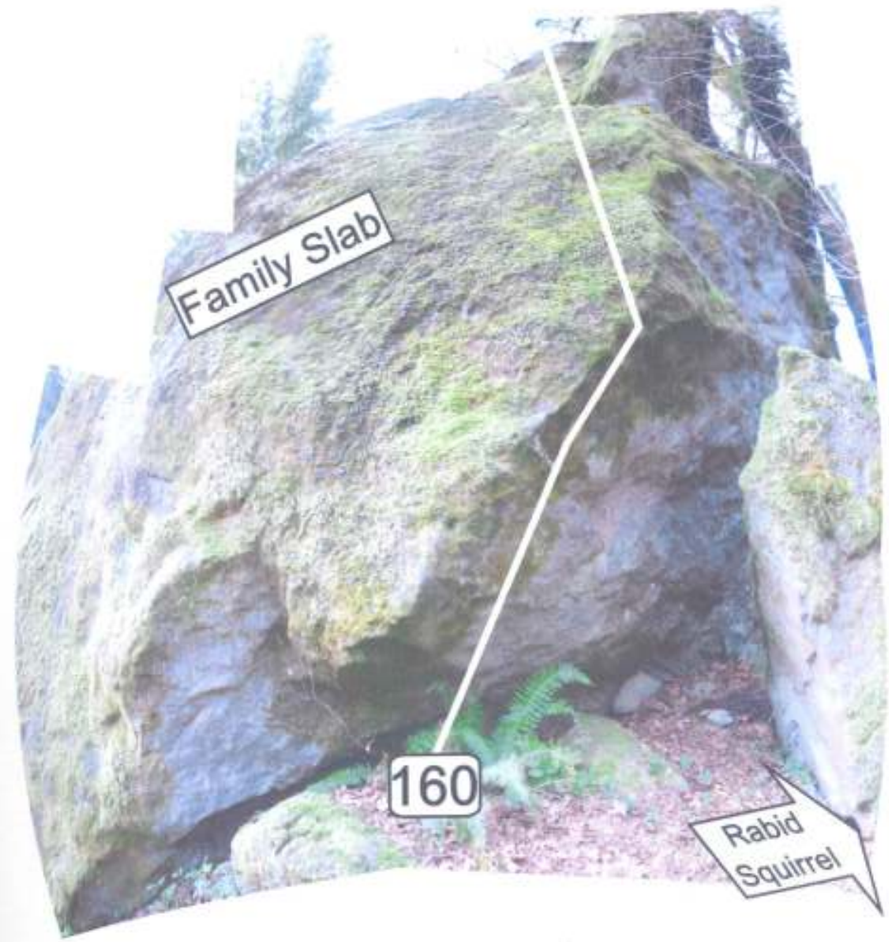
The Garden

41. Big Fred (*Family Affair Corner*) , (1 problems, VB)

159. *Family Affair* VB - Big low angle slab on the corner of **Big Fred** facing **Angry Grandma**. In 2005/6 a family man from Salem established an anchor on tree sprouting out of **Big Fred** and cleaned this slab completely for top-roping with his kids. This opened up a series of low angle routes on this easiest side of **Fred's**. Tat is likely still present on anchor tree.

The Garden

41. Big Fred *(Backside)*, (1 problems, V2-)



160. *Backside Baldo* V2- - Quality gem, tucked in an odd corner of **Big Fred**. S/s on positive holds links to less positive intermediate holds veering right up the arête. A positive hold a few moves in allows for stiff mantle onto ease of **Family Affair Slab**. T/o is big, and difficult eases beyond mantle to slab.

The Garden

42. Azian *(Crack Side)*, (7 problems, V1+ - V6)

Scrambling uphill from **The Good V3**, *Ed's Arête* is the first thing in view. Heading left at this fork puts you at ***Azian Crack* Side**, veering right continues on to **Big Fred, Angry Grandma** or the ***Hula* Side** of **Azian.**

The Garden

42. Azian (*Crack Side*), (7 problems, V1+ - V6)

161. *Ed's Arête* V4/5/6 - Quality testpiece. Brilliant climbing on thin edges, smears, dimes, all the works of an ultra-intense just off-vert wall. With height comes more positive holds, but the lower portions offer variants, eliminates and traverses abound.

The Garden

42. Azian (*Crack Side*), (7 problems, V1+ - V6)

162. *Wash the Dishes* V3- - Stand start, tucked between *Ed's Arête* and *Picking Pockets*. Low, similar holds and difficulty to *Ed's* but handholds are slightly more positive, with more positive-ness up high.

The Garden

163. *Picking-Pockets* V1+ - Stand into edges and crimps, only to be greeted with ultra positive pockets, jugs and a left veering seem. Staying with thin seam or not, t/o will continue on positive holds.

164. *Kill Your Heroes* V1+ - Only poor landing on the wall, with blocks below. This stand start splits the difference between the well-defined *Azian Crack* and *Picking-Pockets*.

The Garden

42. Azian (*Crack Side*) , (7 problems, V1+ - V6)

165. *Azian Crack* V1 - Area standard. Quality bouldering moves from a stand start into a crack offering slick jams and holds that disappears. Beyond crack positive holds, and alternative thinner seams pick

up. This climb, despite its recent bolting (along with end of *Big Fred*) can be protected on natural gear i.e. nuts and cams. Bolt(s) can be found on top as an alternative to small trees for anchoring.

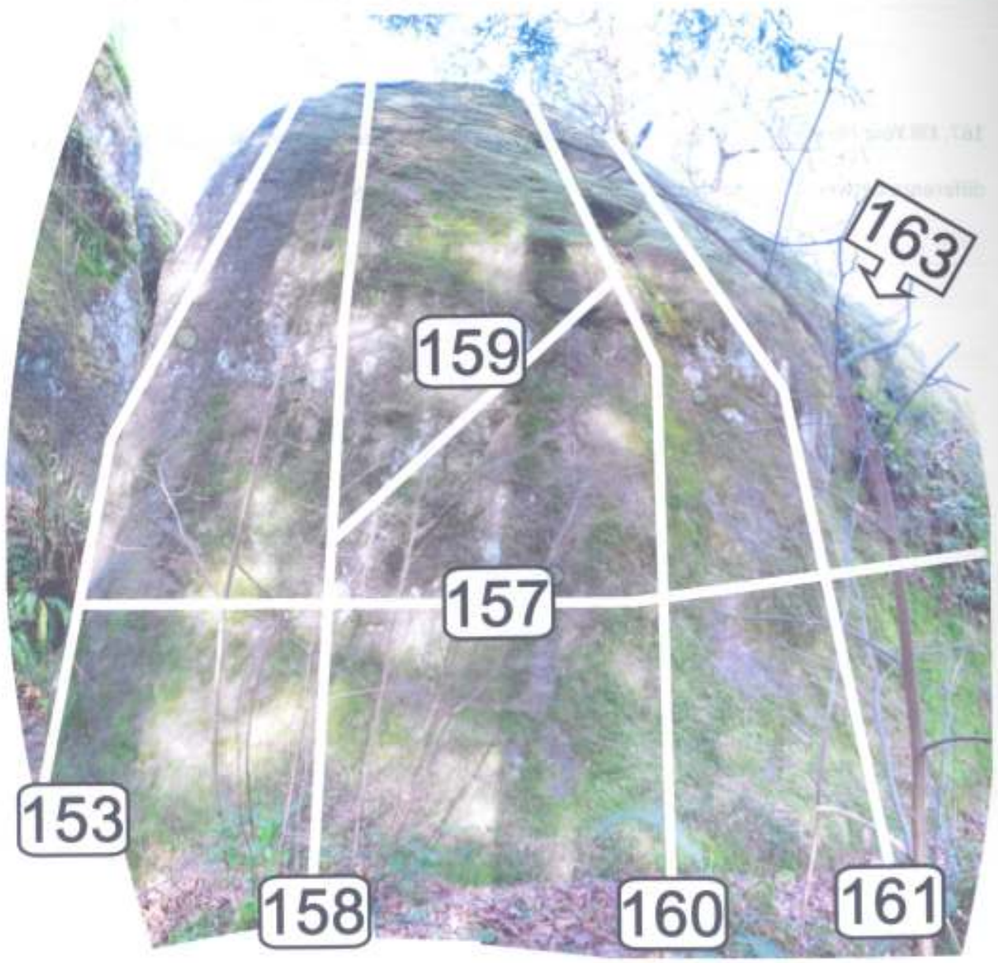
166. *Into The Light* V6 - Subterranean cave problem 6 or 7 feet climbers left and below *Azian Crack*. 5.5 climbing to get in and out of the cave, the problem tackles an obvious overhang with quality Garden Faire: Crimps, edges, divots, etc... Beware of critters, glass and waste. If cave exploring is the goal, a set of caves on the opposite side of **Azian**, uphill of **Meth Lab** are much more interesting for exploring and host boulder problems as well.

The Garden

166. *Picking-Pockets* V1+ - Stand into edges and crimps, only to be greeted with ultra positive pockets, jugs and a left veering seem. Staying with thin seam or not, t/o will continue on positive holds.

167. *Kill Your Heroes* V1+ - Only poor landing on the wall, with blocks below. This stand start splits the difference between the well-defined *Azin Crack* and *Picking-Pockets*.

42. Big Fred (*Slopodon Milošević Side*) , (6 problems, V1+ - V4/5)



157. *Slopodon Milošević* V4/5 - Left to right or right to left, this traverse maintains with feet less than 5 feet off the deck, controlling semi-low angle movement thru a series of sloper holds, smears for feet

154. *The All or Nothing Days* V? - Small holds broken up by the occasional positivity and small ledge. Stand into lie-backing small seam crack, this crack will disappear as angle eases towards t/o.

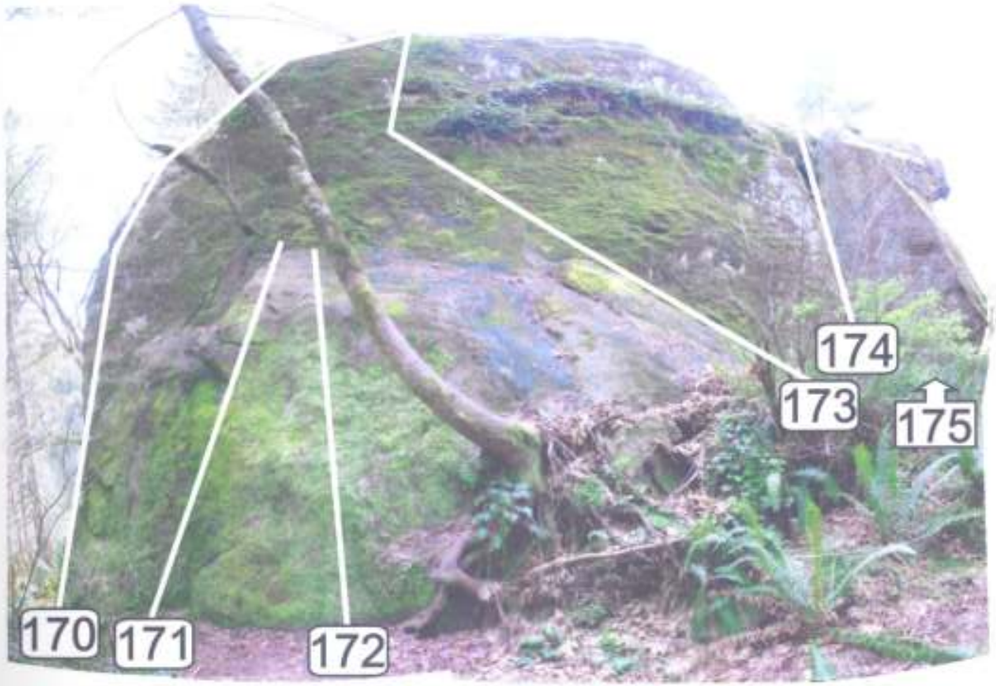
155. *Seams High* V? - S/sing off small pocks, divots, pockets and edges, the seam crack on this line won't pick up until 3/4 height or taller.

156. *Young Dumb and Full of Rum* V? - More dead-vert highball climbing on minor holds. Small seam crack towards top yields largest holds.

up. This climb, despite its recent bolting (along with end of *Big Fred*) can be protected on natural gear i.e. nuts and cams. Bolt(s) can be found on top as an alternative to small trees for anchoring.

169. *Into The Light* V6 - Subterranean cave problem 6 or 7 feet climbers left and below *Azian Crack*. 5.5 climbing to get in and out of the cave, the problem tackles an obvious overhang with quality Garden Faire: Crimps, edges, divots, etc... Beware of critters, glass and waste. If cave exploring is the goal, a set of caves on the opposite side of **Azian**, uphill of **Meth Lab** are much more interesting for exploring and host boulder problems as well.

42. Azin (*Hula Side*) , (6 problems, V0 - V3-)



170. *Mauritania* V2+/3- - Standing into easier angle and holds than neighboring *Ed's Arête*, this line can t/o **Azin** or veer slightly right after initial crux to utilize the false top of problems #171 and #172.

171. *Blues From Down Here* V1+ - This low angle portion of **Azin** offers a false top-out 11 feet off the deck. From this ledge climbing can continue on lower angle up to **Azin's** top and bolts for *Crack* and road-facing flank of **Azin**. Other than being approachable in its grade this problem stands out little.

The Garden

172. *Staring at the Sun* V1+ - Similar to #171, with different holds. A distinctive pocket makes for a great set-up hold. This line ends closer to small shrub.

173. *Hula Slab* V0 - Wandering path of least resistance up larger tier of big slab. Functional in setting up top-rope, although walking around via *Gumby Slab* may be easier. If the entire slab was clean, wouldn't be bad for top-roping ease.

174. *Hula Chimney* 0++ - Mossy off-width climbing, starting with extremely wide body stemming, the crack eventually chokes down. This cave will connect into other **Azin Caves**.

The Garden

42. Azin (*Hula Side*) , (6 problems, V0 - V3-)

175. *Hula* V2 - Quality testpiece! Great moves and holds from a low sit start to hair-raising highball t/o! Ground zero for the 90's bouldering movement of the Garden. Low starting around a corner below right arête a powerful butt start veers left to long reaches for positive 5 finger edges. Balancing out following

big moves can be early crux, followed by a series of two deadpoints / dynos veering slightly back right. After the second big move, eye down the arête. Once positive holds are established on the arête difficulty eases. Tall but manageable top-out can be pre-rehearsed utilizing a top-rope. Many hop down from arête' especially if moss is present, as the t/o is rarely scrubbed up after 2005.

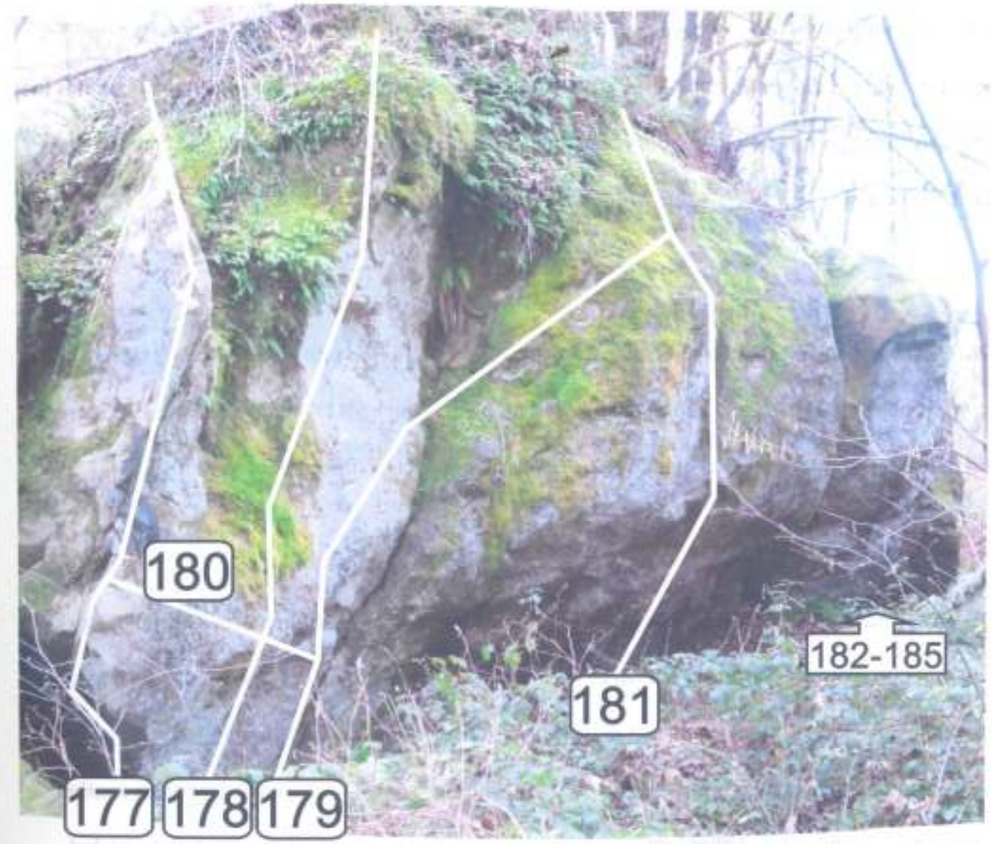
42. Azin (*Full Stroke Cave*) , (9 problems, V2 - V7)

176. *Psychodork* V4+/5- - Great problem with iffy landing. Not as bad as the neighboring *Oregon Arête* for landings, but the lack of space below *Psychodork* is less than desirable. Potential sit start would be

harder than the 4+/5- distinction. Stand start stretched hand to hand, stepping into dimes. On edge moves straight up to arête finish shared with *Hula* on the flip side.

***Oregon Arête* problem #177**

42. Azin (*Full Stroke Cave*) , (9 problems, V2 - V7)



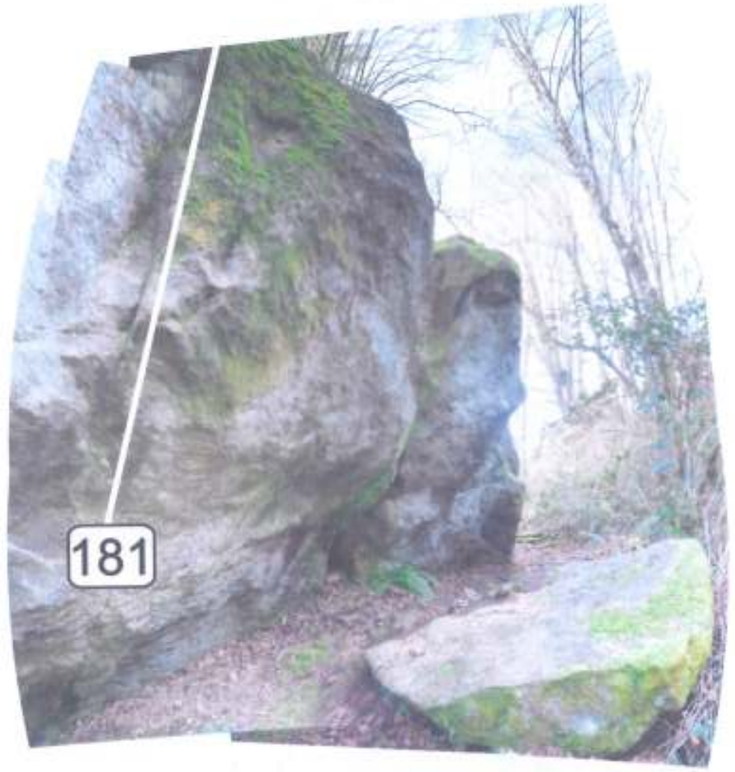
42. Azin (*Full Stroke Cave*), (9 problems, V2 - V7)

177. *Oregon Arête* V3+ - Beyond aesthetics, whether s/started or stood into, this problem is excellent, except its landing. Not only does a large ground boulder block passage into the *Full Stroke Cave*, it is the landing for the *Oregon Arête*. Without poor landing this problem would be cleaned and climbed constantly, classic!

178. *Eskimo Roll* V6/7 - Head high holds are much easier to transition into via *Full Stroke's* start, a la *Dog Paddle* problem #177. S/s and end of this focused problem, avoiding #177 and #179 makes for extreme end difficulty. Rarely cleaned of moss, versus *Full Stroke* stays clean from frequent traffic.

179. *Full Stroke* V2 - Quality testpiece at extremely reasonable grade. S/s on positive jug holds, sticking your feet into often soaked water drainage crack. A powerful deadpoint with the left gains a large, sharp open handed jug. Locking this off moves the feet higher in the crack to a foot jam. This jam, with the jug gains a right hand jug veering right. Rest, one more big move horizontally right gains another positive monkey hang jug. Either jump down here or stem into positive feet and finish the easy but often dirty and mossy t/o.

180. *Dog Paddle* V3+ - Start into *Full Stroke's* s/s and first move. Veer left into intermediate holds of *Eskimo Roll* finishing with *Oregon Arête's* t/o. Can seem contrived but is a good transition towards sending *Eskimo Roll*, gaining familiarity with holds.

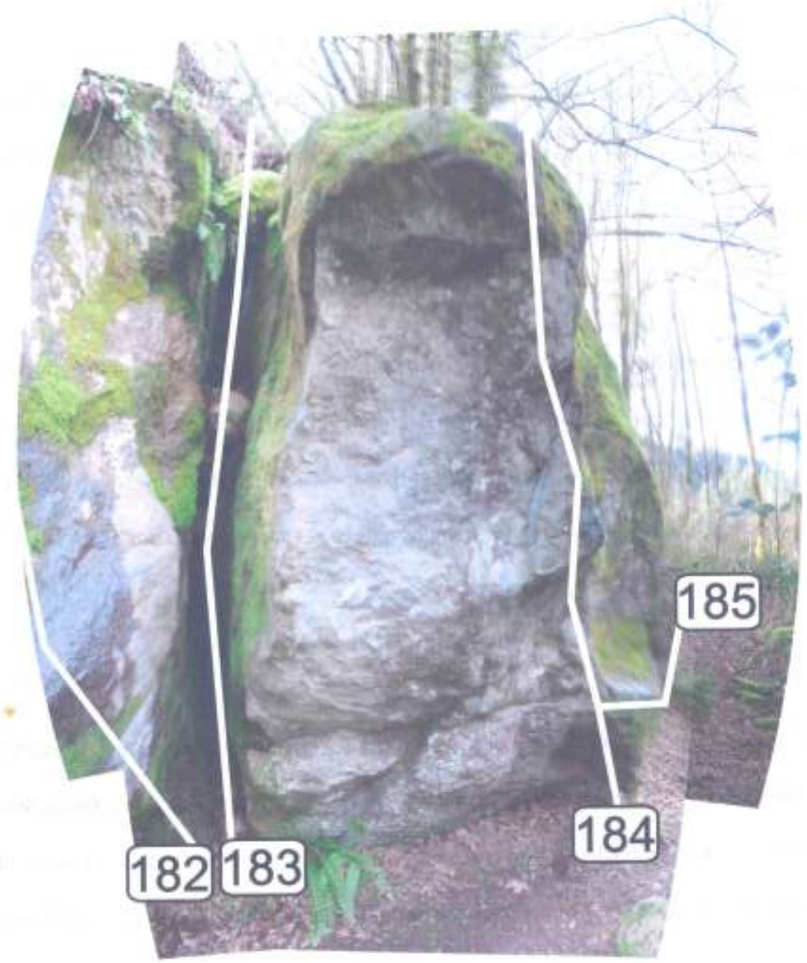


181. *2 Pad Start* V4 - Obscure, but high quality and often climbed. Large portion of the cave presents ridiculously steep and hold-less terrain. In the middle of this, 6 to 7 feet off the deck a set of starting holds present! Stacking two to three pads can access the stand start, kicking into dime feet and edges and powering thru sheer vert above the steepness. The t/o is rarely completely clear of moss.

42. Azin (*Full Stroke Cave*) , (9 problems, V2 - V7)

***Godfrey's Grovel Roof* Problem #184**

42. Azin (*Full Stroke Cave*) , (9 problems, V2 - V7)



182. *The Other Bernd V10* V10 - Flank of rock left of crack. Obvious feet and hand holds are also obviously unusable to the mortal boulderer. Impressively aesthetic line with rails of slope and only

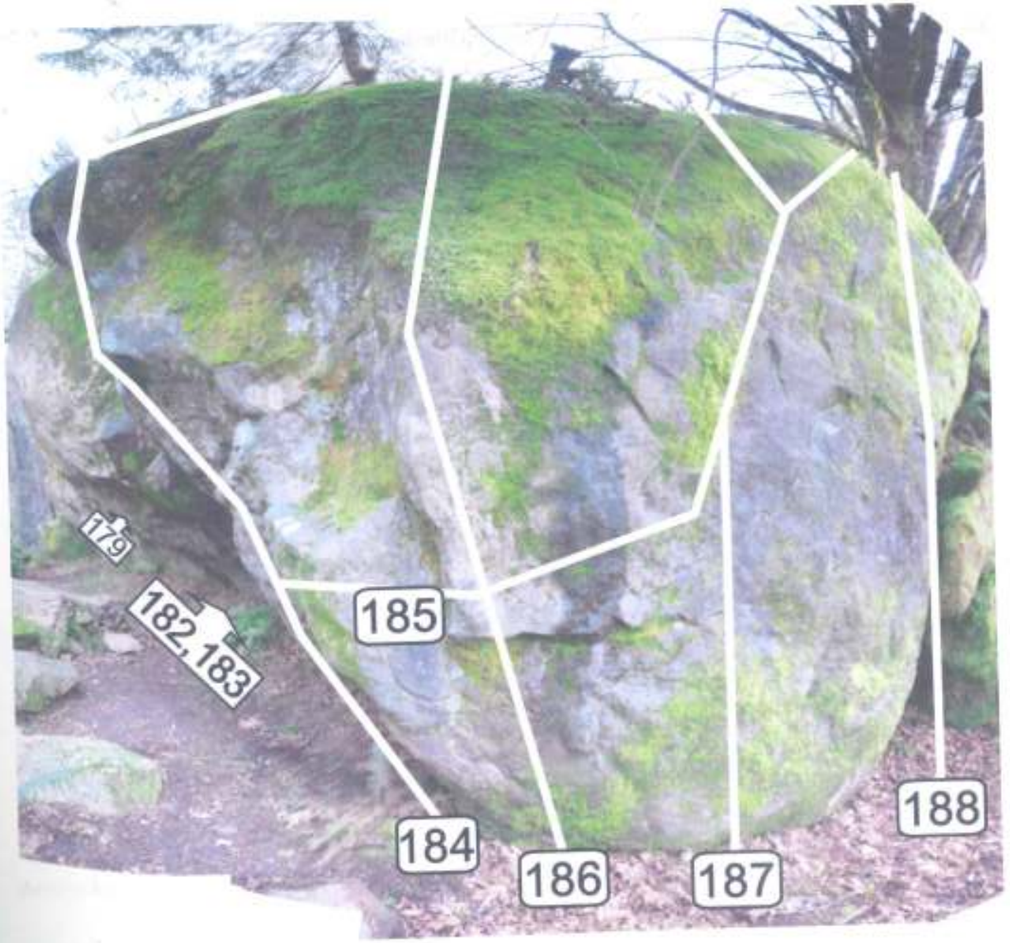
minute edges and crimps present. May or may not t/o thru face moves, may traverse into #183 to walk-off.

183. *Soule Did It* V2+ OW - Misplaced Moolack crux! Wide crack with stacked fists, hips and elbows. It's all in, chicken wings, knee bars - whatever odd twist of your limbs that make it work. Try and have fun, and if you do - your weird (see **Moolack Guide,** join us in off-width weirdness).

184. *Godfrey's Grovel Roof* V3 - Classic! Steep s/s on positive fun holds heading slightly right, then back left to hook up with distinct corner holds on arête below grovel roof. Crux begins once gaston corner is gained, with controlled power moves with small feet to gain sloper lip. T/o mantle involving slopey lip. Many find the start to this problem very user friendly, only to get shut down as angle verts and holds loose positivity.

185. *Bag of Tricks* V1 - Fun! Start on *Godfrey's s/s*, gaining positive ledge 2 moves in. Instead of veering left into *Godfrey's* crux, veer right into positive holds traversing right. The ledge gains **Azin's Gumby Slab**. An undercling at knee height, or high reach for positive incut jug is two ways of going about the transition onto the slab. Once on **Gumby Slab**, the natural inclination is to t/o on *Gumby Mantle*.

42. Azin (*Gumby Slab*), (6 problems, V1)



186. *Gumby Arête* V1 - Low s/s utilizing undercling to connect positive holds to jug. From jug, tenuous slab t/o that is rarely cleaned of moss. If not clean, it is possible to transition onto *Gumby Slab* to t/o.

The Garden

187. *Gumby Slab* V1 - Standing into slab, picking between a handful of holds, a large positive ledge with jugs is quickly met. Mantling this ledge sets up a choice of t/o - veering left or right. Ledge can complicate a fall from above, commit and finish t/o or jump down from mid-ledge.

188. *Gumby Crack* V1 - The fun for this climb starts after the easy s/s and low power moves in the crack. At half height a t/o slab section offers a more difficult section.

The Garden

42. Azin (*Gumby Slab*), (6 problems, V1)

189. *Slopey Sally* V1 - Re-cleaned thoroughly in 2009, this entire slab is broken up by a large horizontal crack, making everything easy. Eliminating the crack creates difficulty. Top portion through a series of interesting slopers is better served w/out crack.

42. Azin (*Bat Cave*), (3 problems, V0/1 - V10)

42. Azin (*Bat Cave*), (3 problems, V0/1 - V10)

190. *Eric and Ed Did It* V7/8/9/10 - Oregon's mossy *Atari*! S/s wrestling both sides of the arête on tweeky holds. Über steep, with dynamic moves for some. T/o can end lower than the entire **Azin** Formation with flat ending 12-14 feet off. Landing is bad, but not the **Garden's** worst.

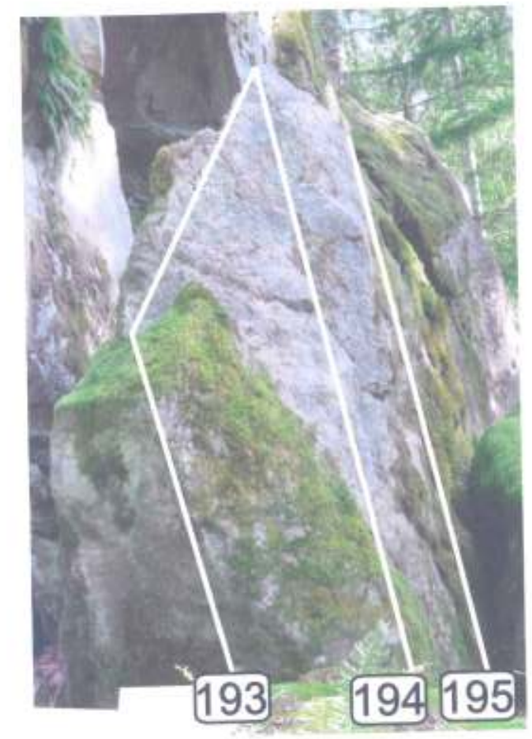
The Garden

191. *Bat Cave T/R Left* V0/1 - Top-roping the inner left mouth of the **Bat Cave** is met with large feature holds with big movement between. Very exciting climbing. Careful on falls, for swings into alternate side of cave.

192. *Bat Cave T/R Right* V0/1 - Similar to #191, alternate side of mouth. Rappelling this entire line dumps you into the *Into The Light* cave.

The Garden

44. Azin Spire , (3 problems, V0 - V1)



193. *Spire Sit-Down* V1 - S/s through minor steep portion of **Spire**. Eases after bulge.

194. *Snakes and Martyrs* V0 - W/u on the **Spire.** Not a very tall spire, great opportunity to use interesting Garden holds on low angle.

195. *Soul Wars* V0+ - Similar to #194 but different holds, and worse landing.

The Garden

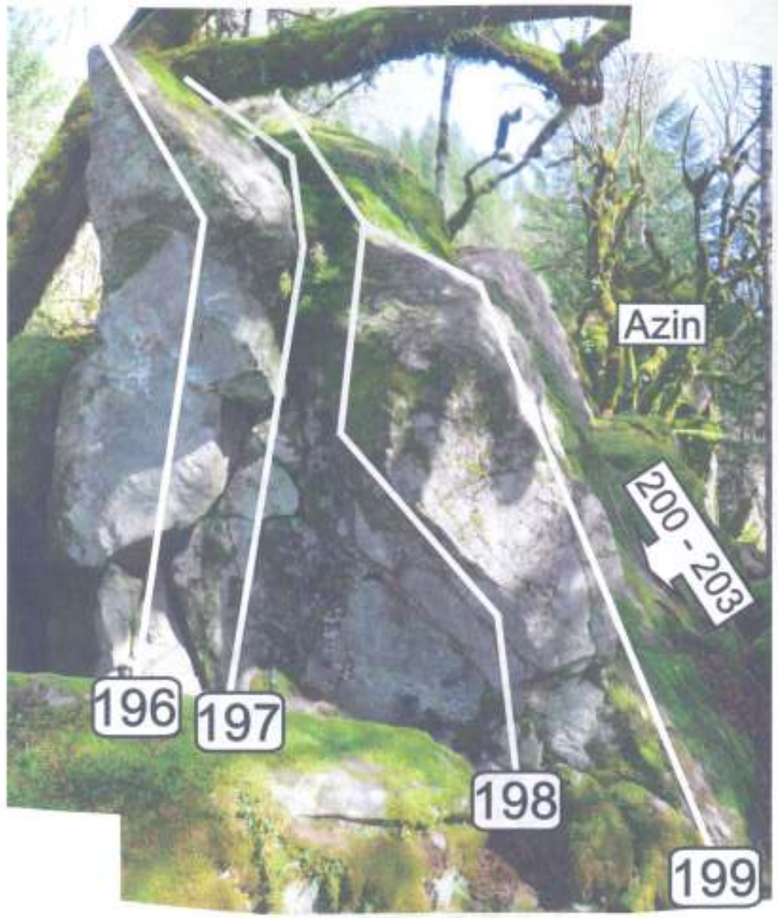
**. Azin Cave , (? problems, V? - V?)

*. *Out of a Cave Azin* V1 - This "problem" climbs more like a route with its crack, length, and ability to step off at multiple points. This boulder adjacent to **Azin Boulder** hosts a series of mysterious caves that have a history of bouldering problems, with little information known about them.

45. Chockstone Highball , (7 problems, VB - V2-)

196. *Chockstone Highball* V1+ - Quality highball testpiece for its grade! Quality holds! Exhilarating finish! S/s in cave portion of boulder directly below large roof.

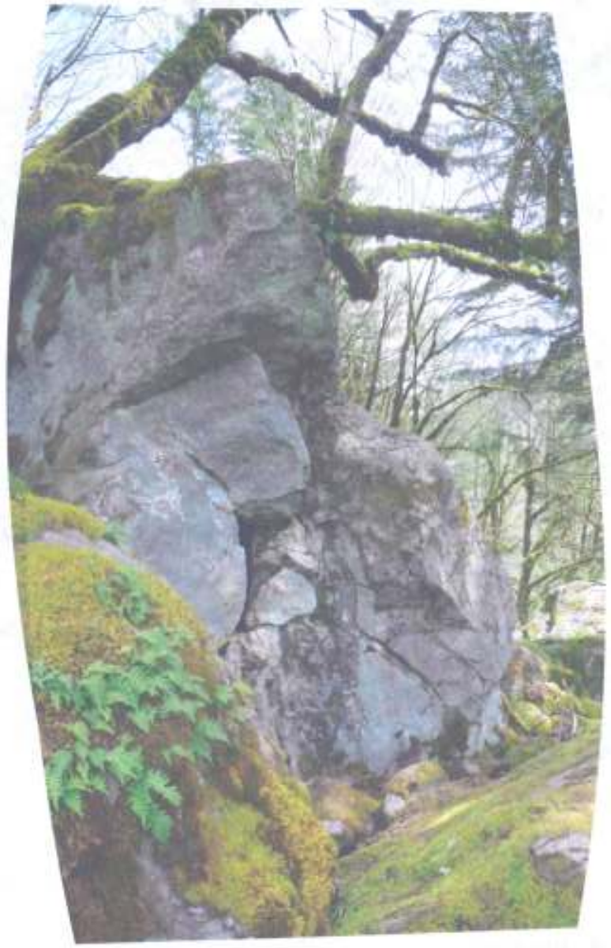
45. Chockstone Highball , (8 problems, VB - V2-)



197. *Chockstone Crack* V0+ - Dirty. Holds and jams are easy. Can be helpful to clean holds for #196.

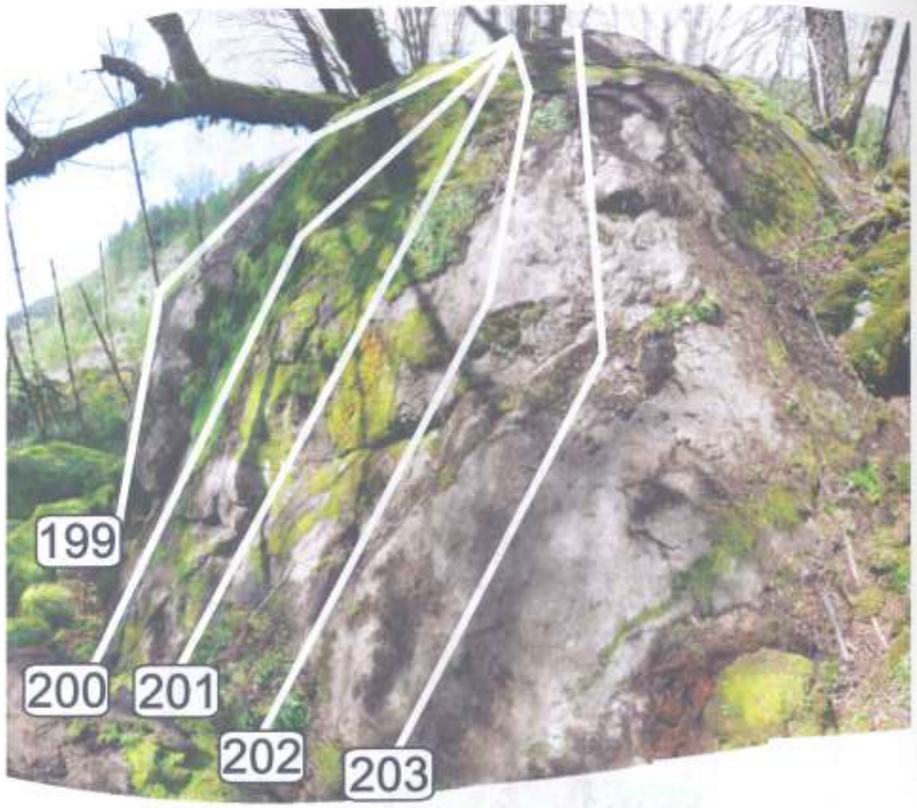
198. *Chockstone Arête Steep* V2- - Quality problem with worst landing. Steep s/s veering left through powerful moves from start. Stemming end eases difficulty of 2nd crux.

199. *Chockstone Arête Slab* VB+/0- - Stand starting into corner offers most difficulty of **Chockstone Slab**. Some holds tricky, but climbing maintains ease.



Chockstone Highball

45. Chockstone Highball , (8 problems, VB - V2-)

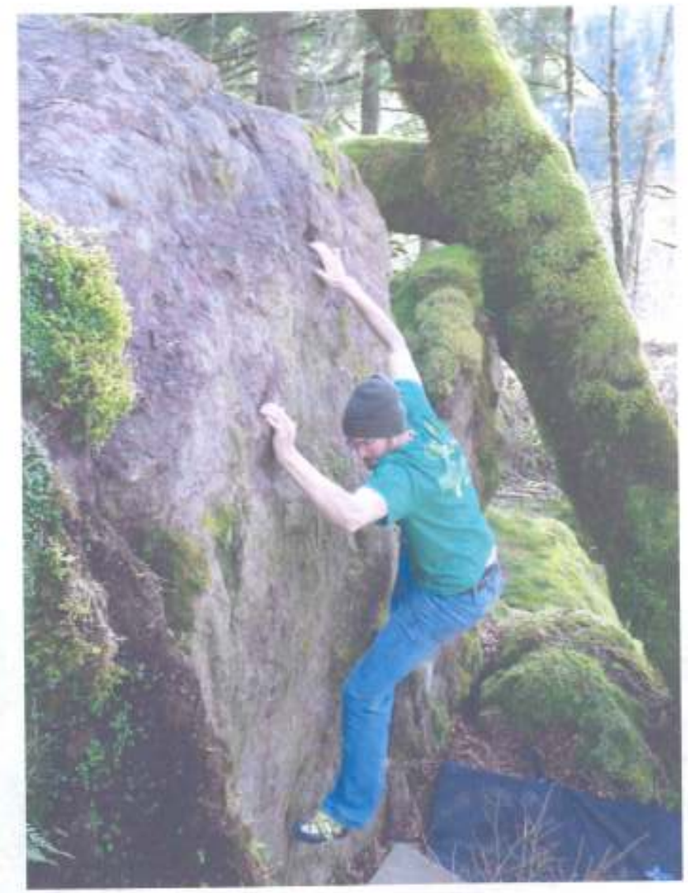


200. *We Own The Sky* VB+ - Stem problem, with pillar of #199 to the left and positivity on the right.

201. *Midnight City* VB - Low angle slab with positive holds galore.

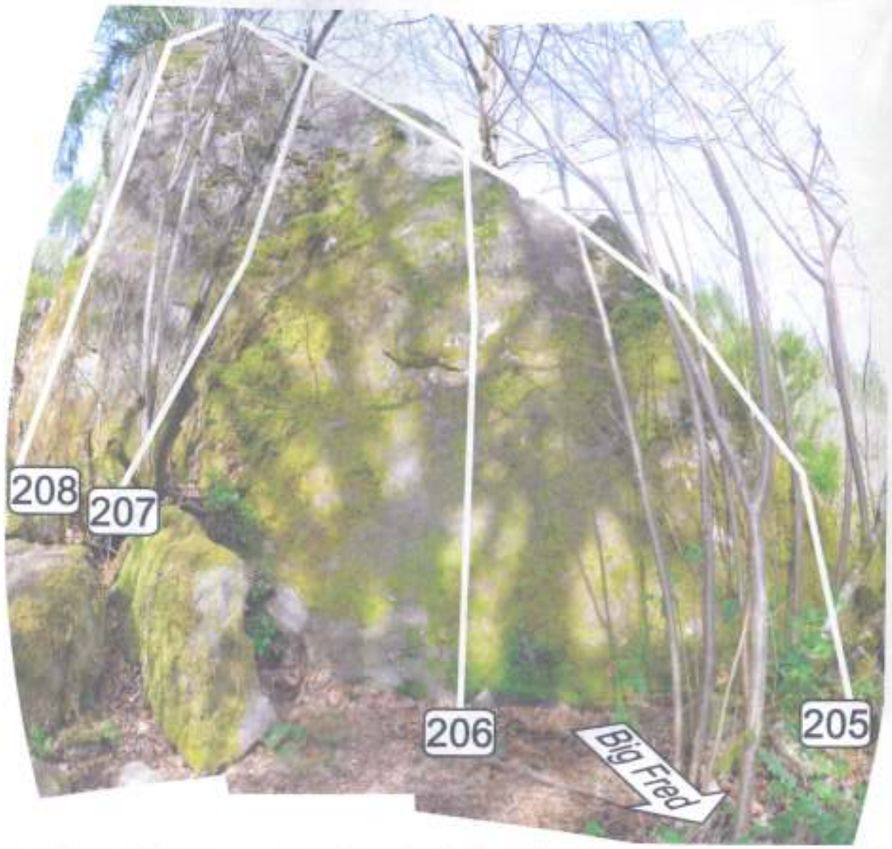
202. *Audience of One* VB - See #201.

203. *Angus* VB - See #201.



204. *Pelton Problem* V1+/- - Decent problem. On the **Gumby Slab** side of **Chockstone Highball**, this problem is easily overlooked. Squatty s/s into interesting holds. Holding body tension is only crux.

46. Angry Grandma , (5 problems, V0 - V6)



205. *Grandma Ridge* V0 - Stand start into easy ridge climbing with positivity of top holds.

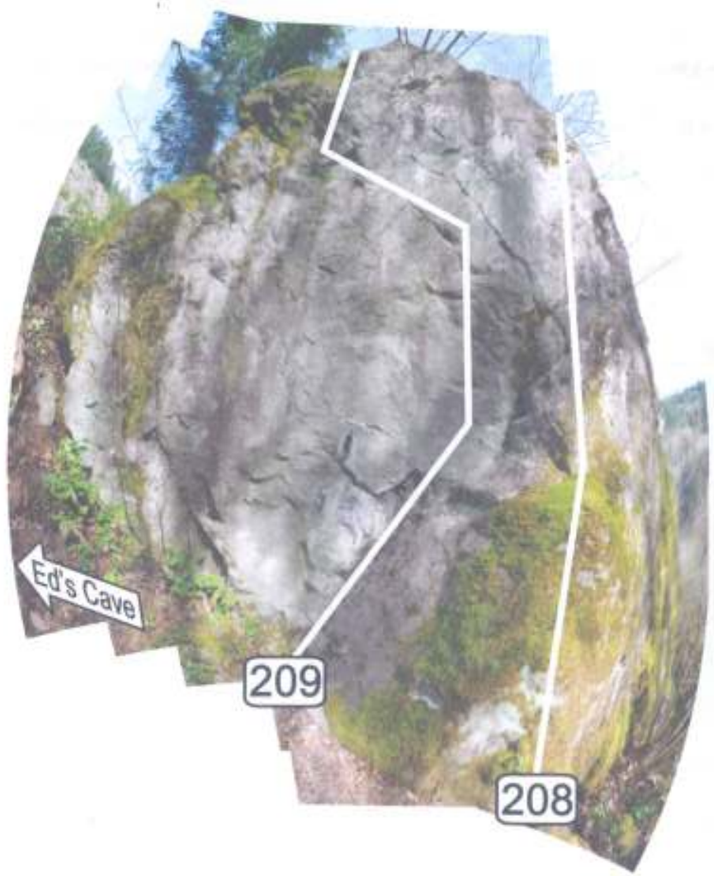
206. *Angry Mom* V2- - Quality problem. Standing into just off dead vert wall, first good holds are halfway up. Connect to *Ridge* for longer t/o.

207. *Hop on Grand-pop* V2- - Starting left of ground shrub, moving right to start over the top of it quickly accesses top vert wall shared with #206. Little for s/s, this tall problem is over danger zone.

208. *Angry Me-Maw* V2 - Worst landing. Bulge that creates stem for *Angry Grandma* start can be started low as a s/s. Once bulge is tackled V1++ highball vert climbing over horrible landing.

The Garden

46. Angry Grandma , (5 problems, V0 - V6)



209. *Angry Grandma* V7 - High quality testpiece! Walk into stem between bulge and wall to snag edges. An early V3 crux links semi-positive holds veering drastically left. The V6 section kicks in linking powerful moves thru crimpy cruxy holds at height. The First Ascent of this problem was admirably completed solo, after a working with pad and spotter. It is possible to T/R with trees on backside.

The Garden

47. Ed's Cave , (1 problem, V7)

(NO PHOTOGRAPH)

210. *Ed's Cave* V7 - Single quality steep problem hidden in the gap between two boulders adjacent to Angry Grandma. Trail walks downhill into boulders with adequate space for s/s.

48. Rabid Squirrel , (1 problem, V1+)

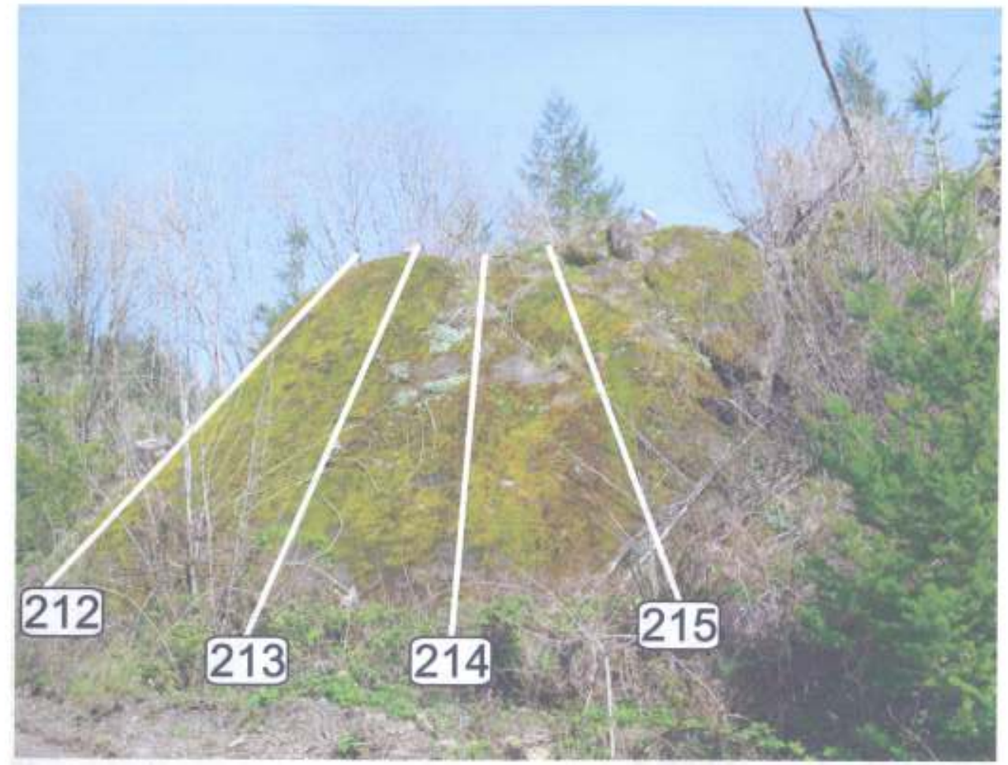
211. *Rabid Squirrel* V1+ - Facing **Angry Grandma**, this single line presents a quality s/s into interesting edges and slopers. Holds near top are great for lock and mantle for t/o.

Getting to the Cracked Lump:

While there is a minor parking lot opposite the MS 300 entry ramp, getting away from this hairpin turn at one of the larger more visible parking lots further up-road or meters back adjacent to the river is advised. It is not advised to jeopardize access to the Garden by parking at the Illegal Parking lot on MS 300. It is indeed convenient to **Big Fred**, **Azin**, and **Angry Grandma**. And, as a walk-in this access still retains value. Parking here is unreasonable for the distance saved versus the consequences of

losing climbing access to the Garden's many areas. En route to this access point you will walk by **Weigh Stop** and **Illegal Parking Wall**. At the top of the sharp turn marking the Lower Garden Access is the highly visible **Illegal Parking Boulders**: **On the Yellow Brick Road**, **Oz** and **Off To See the Wizard**. From here its uphill for a stretch before the extremely obvious **Cracked Lump**.

49. Weigh Stop , (4 problems, VB)



212. *Trucker Belly (Working Off The)* VB -W/u slab stepping off the road onto ease.

213. *CB Radio W/U* VB - Another slab w/u.

214. *Biscuits and Gravy* VB -Slab w/u involving crack near t/o.

215. *Allann's Truck Stop* VB - Easy slab w/u involving crack system.

50. No Free Parking , (3 problems, V?)

50. No Free Parking , (3 problems, V?)

216. *Unknown* V? - .

217. *Unknown* V? - .

218. *Unknown* V? - .

??. No Parking Lot Wall , (problems, V?)

??. *Unknown* V? - .

51. On The Yellow Brick Road , (? problems, V?)

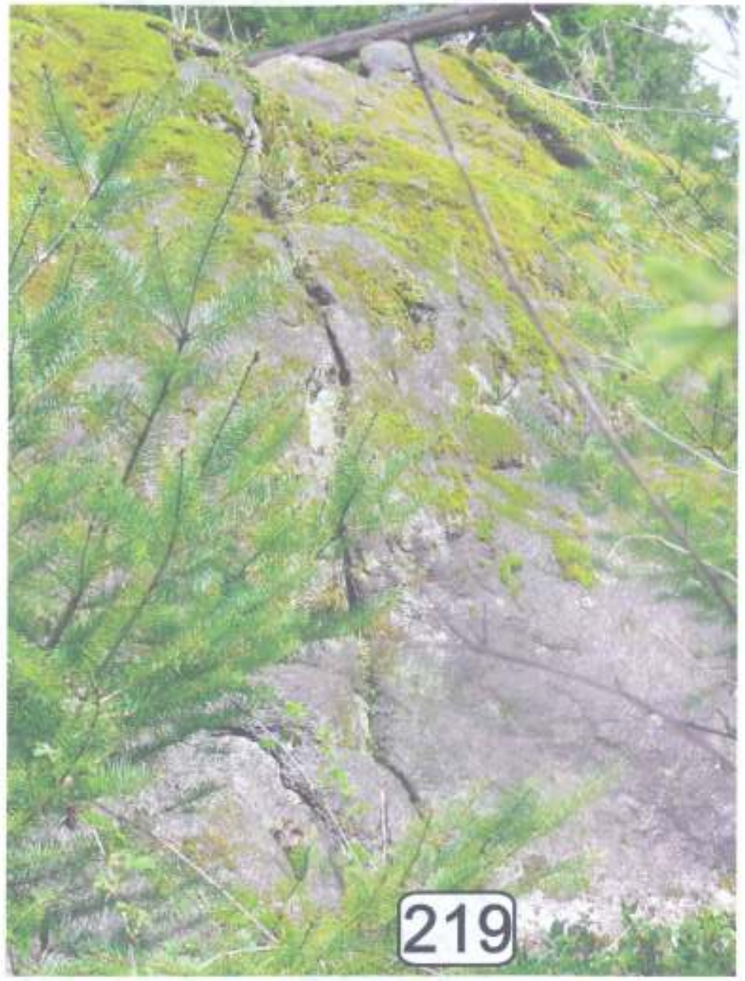
52. Oz , (? problems, V?)

53. Off To See The Wizard , (? problems, V?)

54. Cracked Lump , (11 problems, V0 - V?)

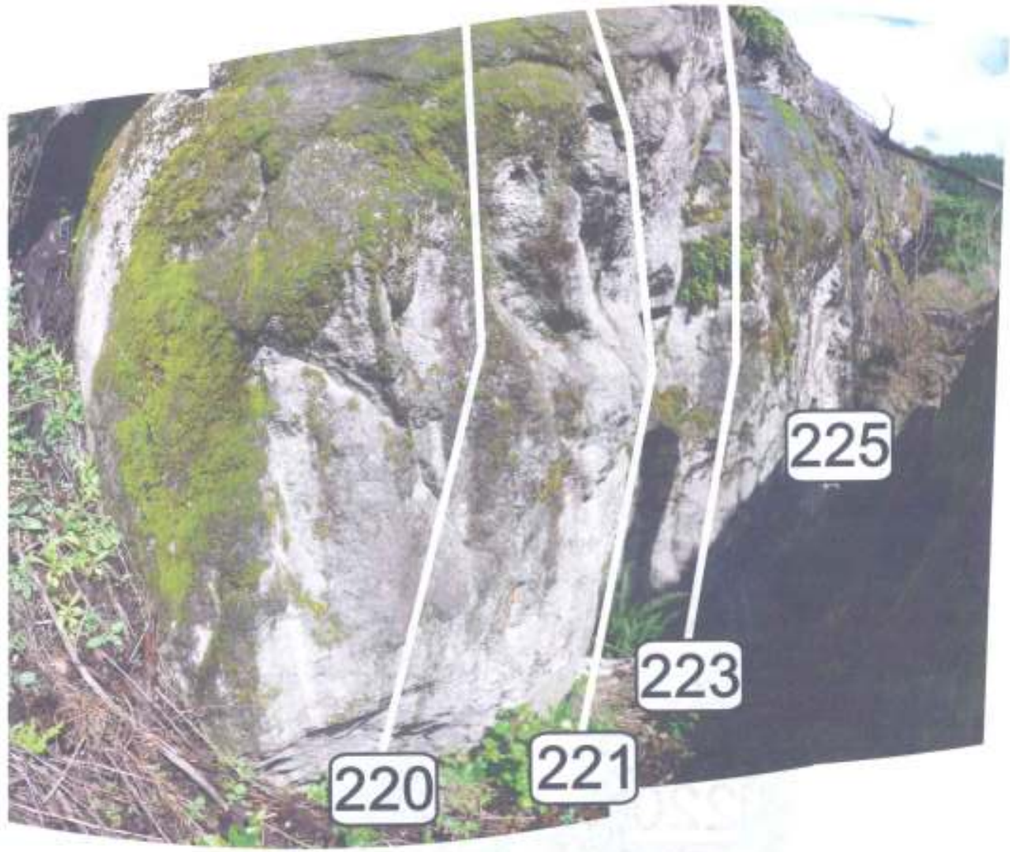
Not much taller than most boulders of the Garden, **Cracked Lump** presents a very big formation in terms of its width and girth. Its front facing slab offers easy climbing and two practice cracks. Walking to its mouth entrance the climber is faced with a large hallway, with steep rock on one side and a paralleling slab. Some choice bouldering problems are presented in the hallway, and a single bolted line with visible top-anchor bolts can seen from the road. A single uncharted boulder is tucked in behind the formation, hidden from the road until you have walked past the **Cracked Lump** formation. The forest behind and around **Cracked Lump** may in fact yield more boulders. More areas await adventurers heading further up MS 300 as well...

54. Cracked Lump , (11 problems, V0 - V?)



219. *Practice Crack* V0 - Not tall enough to lead, but a normally sunny spot to tinker with thin crack jams/gear.

54. Cracked Lump , (problems, V)



220. *Mouth* V2- - Good s/s problem utilizing steep wall to the climbers left at the **Cracked Lump** hallway entrance. Sliding downhill to the more pronounced arête is problem #221.

221. *Mouth Arête* V1+/2- - S/s on downhill slide, slapping both sides of sharp arête. Quality holds, can be dry and sunny when Garden is not.

54. Cracked Lump , (11 problems, V0 - V?)

222. *Cracked Lump Crack* V1+ - S/s the crack awkwardly. Not awkward after first couple moves. Can go H-ball with t/o as quality jams and crimps connect to short slab.

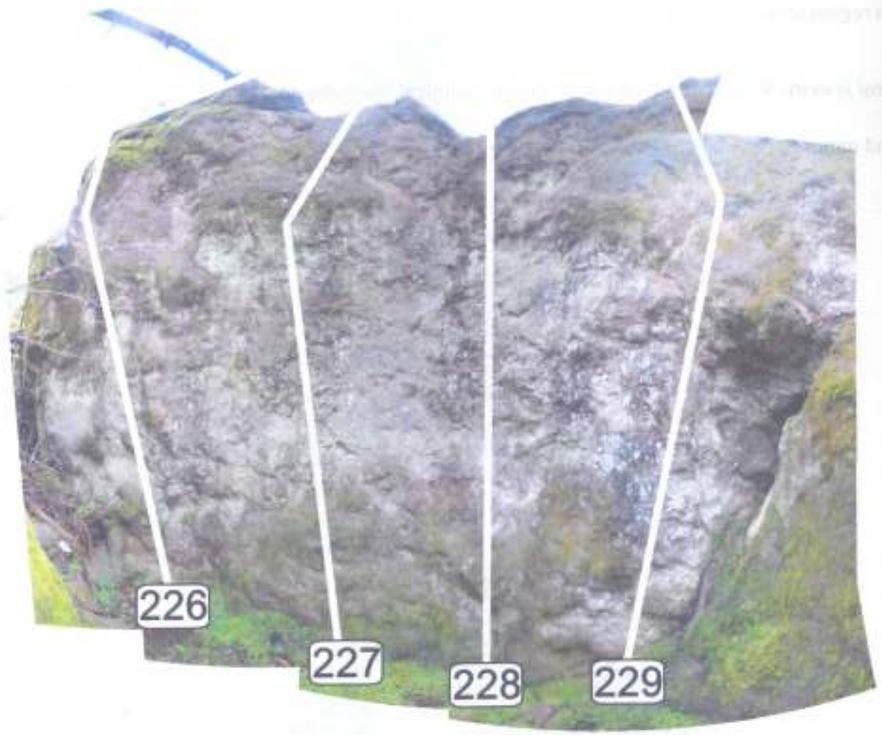
223. *Cracked Lump Project* V? - Difficult s/s to steep face. Highball, or may see bolts like nearby #225.

224. *2nd Cracked Lump Project* V? - Same concept as #223, steep diff line with no bolts currently. Landing in region stinks, necessitating bolts.

225. *Mental Jewelry* V? 5.?? - Can be s/s. Difficult, technical, involving small intricate crimps, edges, slopers and minor feet. A fall may still put the leader back on a bad landing bloc, despite the bolts.

The Garden

54. Cracked Lump , (11 problems, V0 - V?)



226. *Back Against A Wall* V1 - Interesting s/s thru steep moves utilizing distinct duck bill sloper.

227. *In the Crack* V2 - Steep problem, using smaller in size crimps, edges and minor pockets.

228. *Cracked Lump Stem* V2- - Good problem. S/s is awkward. Stem moves from standing height to t/o.

229. *Finger Trap* V1 - Avoiding ramp bloc to the right, a decent s/s thru big holds problem tucked in before crack.

The Garden

Getting to the Middle Garden:

Making your way to the **Middle Garden** you will be passing the parking lot Mile point **3.08**, passing **MS 210** (access road for **Upper Garden**) and parking at Mile point lot **3.3** or **3.4**. Parking lot at 3.4 is not ideal, as it follows a sharp hair-turn, and is much smaller and less visible to on-coming logging trucks. The lot at mile **3.3** is larger, allows more space between the lot and the road and is the same walk length to **Prince Albert** and the entrance to the **Middle Garden**. Whether walking or driving, the head of **Prince Albert** pokes up thru the trees, with the **Middle Garden Cliff-band** looming over. Hop the roads ditch and scramble a hillside access in proximity to **Prince Albert**. A minor trail system presents around **PA**, but does not maintain or connect to other boulders of the **Middle Garden**. The **Middle** requires bushwhacking and in some cases boulder prep. Some boulders show signs of being climbed historically, but this area does not see the re-cleaning and continuous climbing of the **Lower Garden**, or parts of the **Upper**.

55. Quality Slab (2 problems, V0's)

285. *Hidden Slab* V0 - Decent size for a w/u slab, out of the way in location.

286. *Grumpy Gus* V0 - Right side closer to **Quality Arête**, similar difficulty and nature to #285.

56. Quality Arête (2 problems, V1 - V2-)

(No Photo)

287. *Wolf Like Me* V2- - Left side prominent steep arête. Good holds and moves for size of boulder.

288. *Y Control* V0 - Vert to slight low angle face next to arête. Slapping right edge brings down diff.

57. Prince Albert , (6 problems, V1 - V6)

230. *Easy Up, Easy Down* V1 - Beyond the descent and access to Albert's single piece of jewelry (1 bolt anchor) for t/ring this line presents a work at it w/u.

57. Prince Albert , (6 problems, V1 - V6)

231. *Jim Ward* V5/6 - Walking around **Prince Albert** counter-clockwise from *Easy Up, Easy Down*, the steepest most difficult portion of **PA** is encountered. S/s or stand, steep terrain with small holds present difficulty that only eases at 8-10 feet off the deck.

232. *Doug Malloy* V3/4 - Climbers right of Jim Ward, slightly more positive holds present slightly easier option thru steepness.

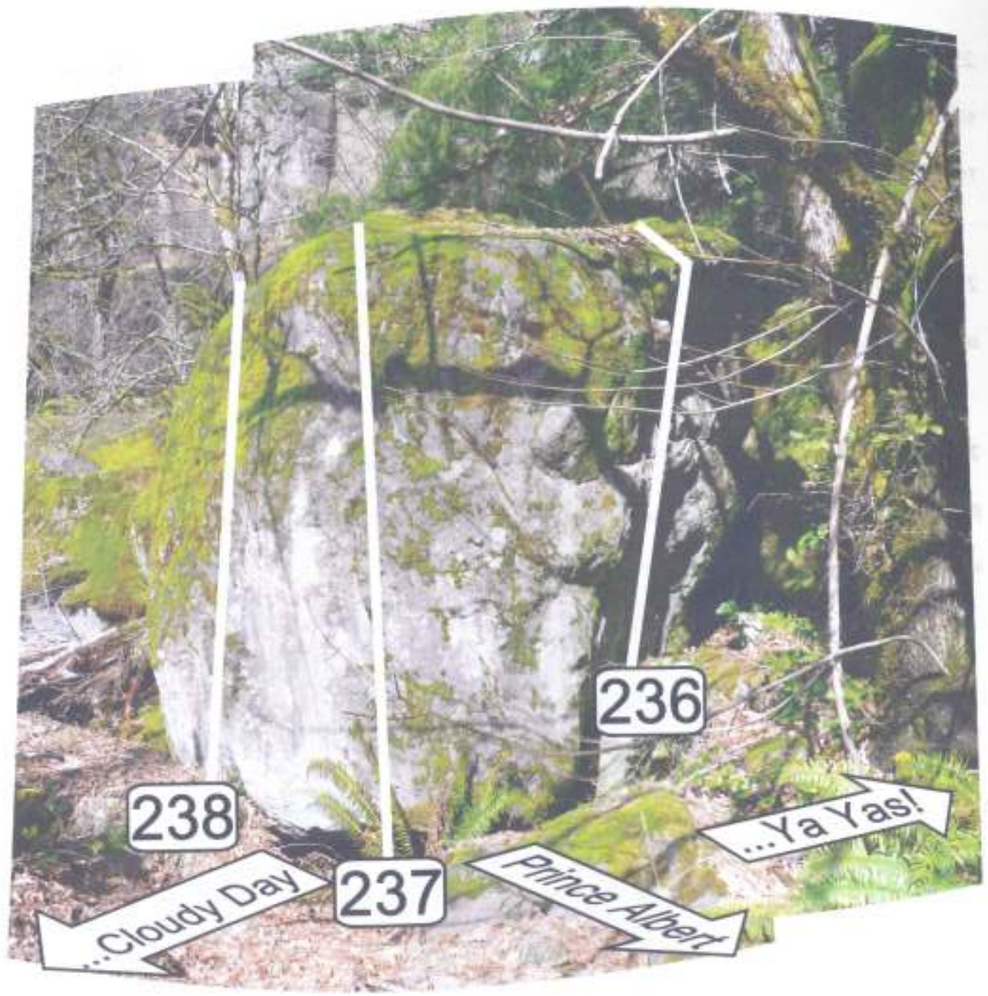
233. *Fakir Musafar* V2/3 - Potentially one of the highest quality on the boulder, a steep arête presents slightly less difficulty than neighboring #232 and #231. With distinctive holds, this problems' difficulty retains thru t/o.

234. *Prince Albert Arête* V2+/- - While steepness is relieved compared to problems #231-233, the holds of this problem aren't much bigger. This and other **PA** problems are relatively highballs for the area.

235. *Down in A Hole* V2+/- - (NO PHOTO) Where the entry trail meets **Prince Albert** a large hole is presented adding 2 - 3 to the feet to the already tall **PA**. Problem retains difficulty despite less steepness than opposite portion of the boulder.

The Garden

58. Deforestation , (5 problems, V1 - V4)



The Garden

236. *Deforestation* V2/3 - S/s on arête' with distinctive sloper balls tensioning thru semi-steep terrain. Not so positive slopers for t/o.

237. *Screaming at A Wall* V2+ - S/s is awkward and non known to author. Stand starting into sheer wall from a minor hole below the wall makes for a dead vert edging and sloper problem. Slightly stiffer but similar to problems on **Peter Brinks Itchy Balls Boulders' Vert Wall**.

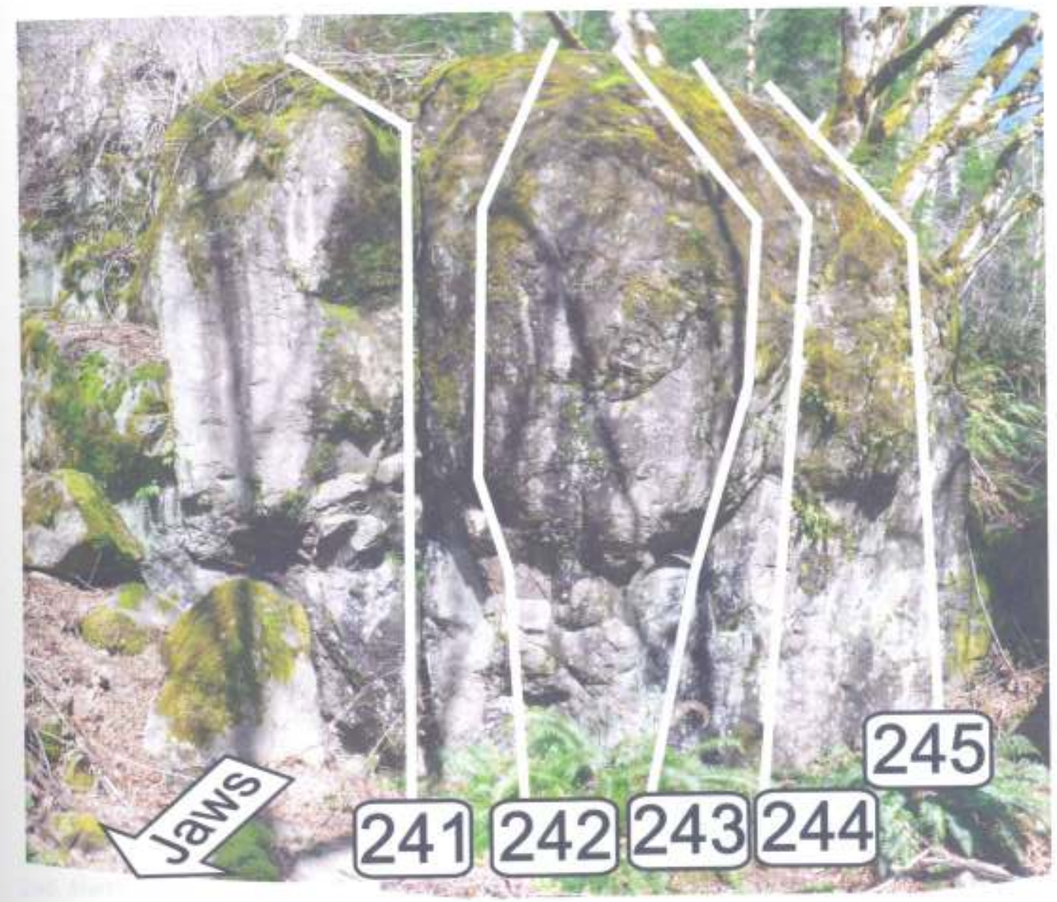
238. *Too Slab To Be This Hard* V3 - Difficult slab problems of Font come to mind with this low angle, yet deceivingly difficult problem started from a low squat or standing into the boulder.

58. Deforestation , (5 problems, V1 - V4)

239. *Young Folks* V3/4 - Awkward s/s but less than stellar stand start problem with a poor landing due to butt block.

240. *Deforestation Arête* V1 - A poor landing takes away from an otherwise interesting steep problem.

59. Drugstore Ya Yas!, (5 problems, V2 - V5)



241. *Ya Ya Crack* V3- -S/s, climbs jams in crack and holds outside of crack. Crux comes near top.

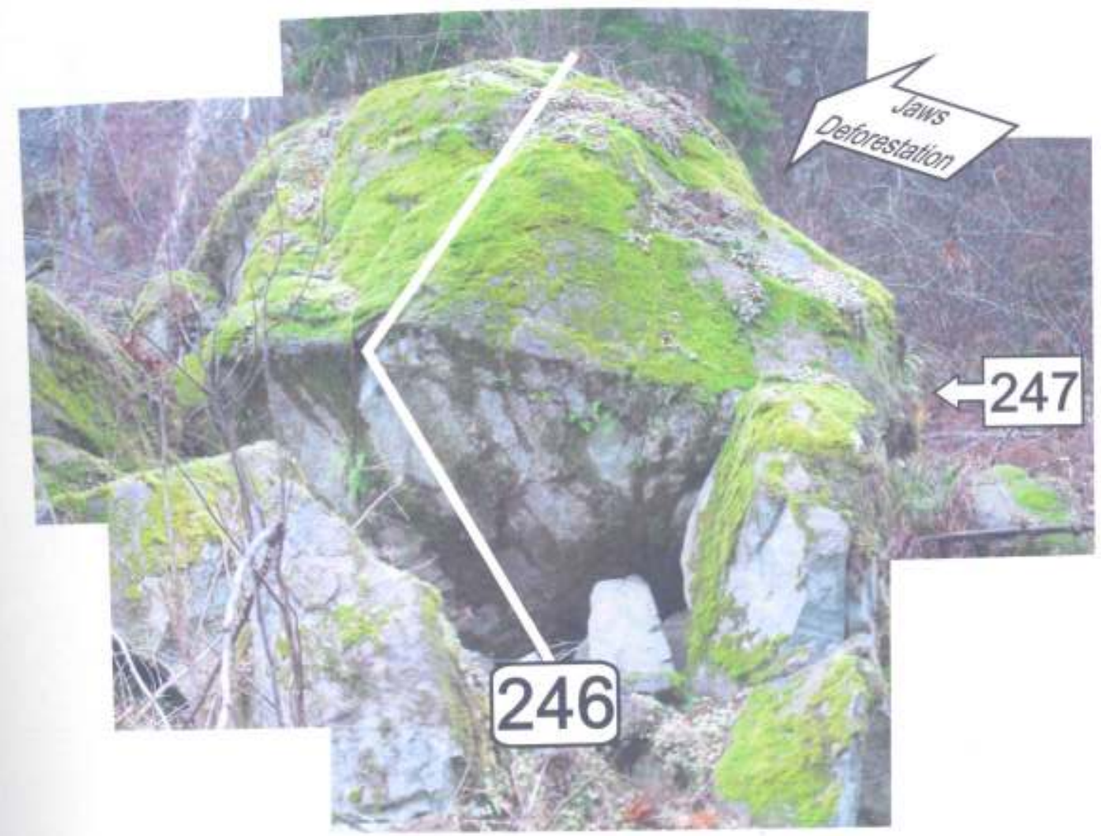
242. *Ya Ya Steep Left* V4/5 - S/s below left flank of middle bubble. Steep moves on challenging holds.

243. *Ya Ya Steep Right* V6/7 - S/s below right flank of middle bubble. Steep diff moves.

244. *No Piece of Cake* V3 - Primary problem of boulder. S/s. Positive holds end after start.

245. *Ya Ya W/u* V2- - Almost a w/u, as the angle turns to vert on this flank of the boulder.

60. Tortoise (3 problems, V1 - V2-)



246. *Myrtle* V2- - Bit too short for quality, s/s below angle break, the problem ends too quickly.

247. *Terrapin Traverse* V1+ - A steep deer trail running against this flank of the boulder presents an interesting start low, end high and right finish traverse of the face. Landing is poor. This flank of the boulder faces away from the road and sun, towards the areas Cliff band.

248. *Snapping Backside* V1 - (NO PHOTO) With your back to the path continuing onto **Jaws** and #247 to the left hand side, this backside short problem has a decent landing.

61. Jaws (5 problems, V1 - V4)

249. *Jaws* V2+/3- - S/s below flank facing road. Good holds, good moves. Primary problem.

61. Jaws (problems, V)

250. *Fresh Tuna* V2+/3- - Different s/s and mid holds than *Jaws,* this line runs up the left side from the same cave. Much less enduro-power than *Jaws*, as steepness ends faster.

251. *Mackerel Stew* V4 - Correcting body position to stay left of the arête is half the problem beyond its s/s. Slopey not so positive holds to start.

252. *Chopped Suey* V1+ - Worst landing of boulder with small bloc to your back for s/s. This broad flank of Jaws boulder offers steepness and more positive holds, over a breaker of a landing.

253. *Ahi Slab* V1 - After battling brush to stand below broad slab, stand start into minor edges and slopey holds, with divots and dimes for upper feet. A decently proud slab.

62. Even on a Cloudy Day (1 problem, V?)

(PHOTO?)

254. *Not Yet Done V? -*

63. Untouched Steepness (1 problem, V?)

(PHOTO?)

255. *Not Yet Done V? -*

64. Lawnmower Man (2 problems, V?)

256. *Not Yet Done* V? -

257. *Not Yet Done* V? -

65. What Lies Between (1 problem, V?)

258. *Not Yet Done* V? -

The Garden

66. Lumpy Drawers (1 problems, V?)

259. *Not Yet Done* V? -

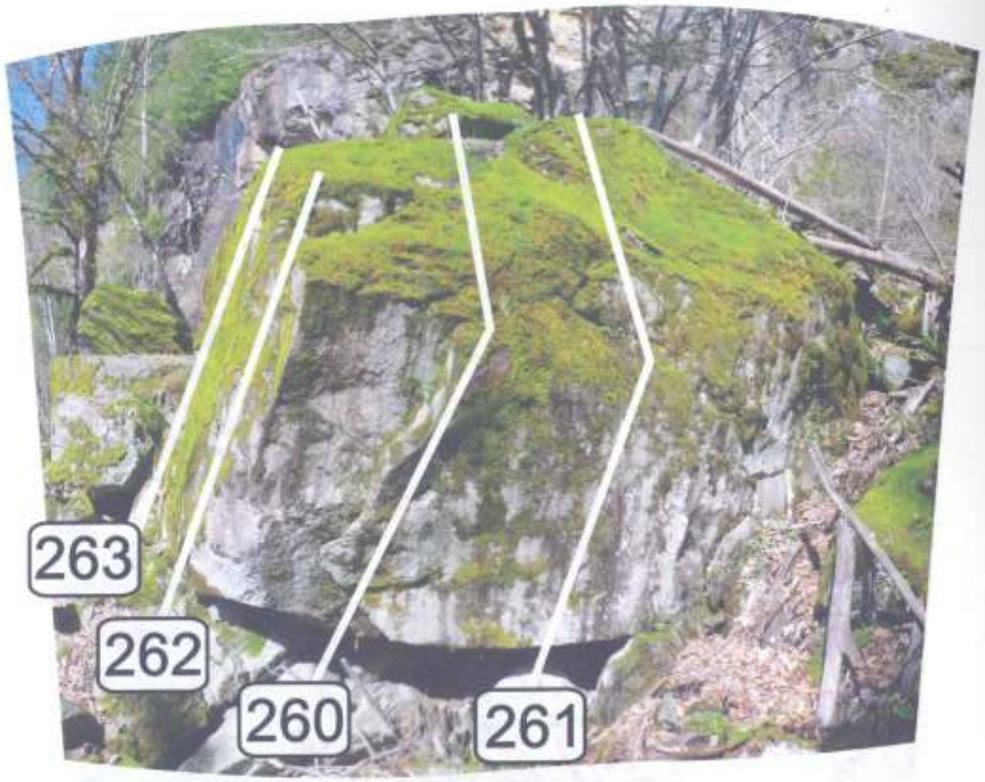
The Garden

67. Quality Highball (4 problems, V?)

An opportune boulder in an opportune setting, yet Quality HB is rarely clean? The Middle Garden holds a ton of potential for new and old Gardeners alike.

The Garden

67. Quality Highball (4 problems, V?)



260. *Gin and Tonic* V? -

261. *Rum and Cola* V? -

262. *Greyhound* V? -

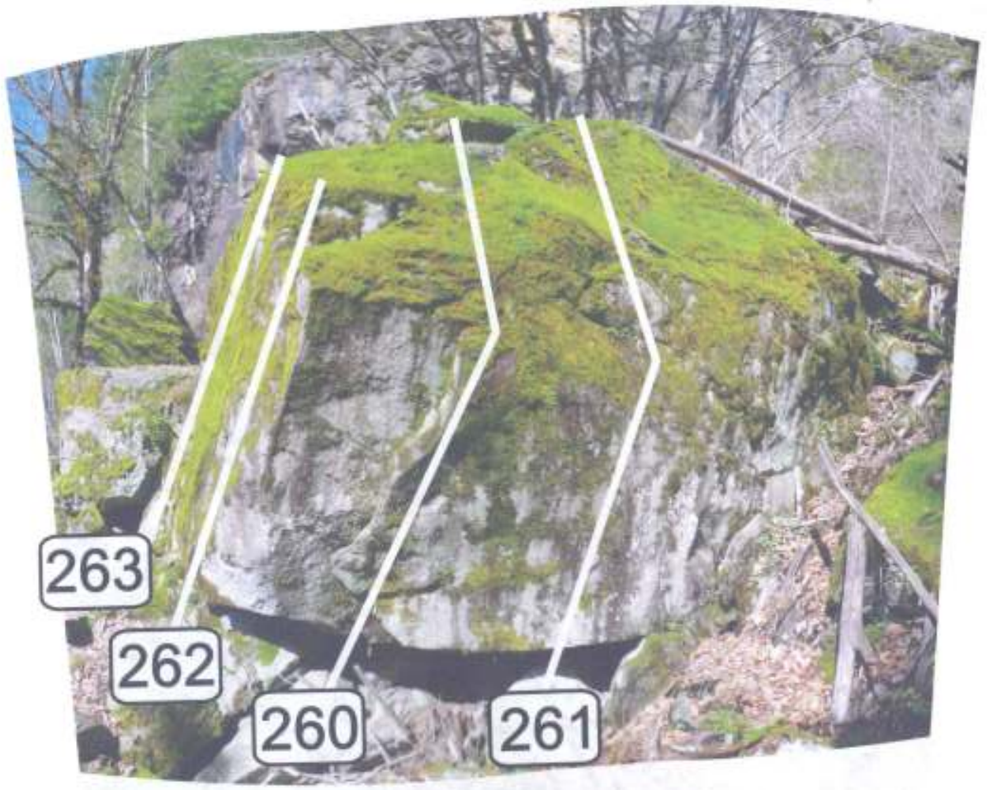
263. *Sake Bomb* V? -

The Garden

Below Middle Garden Cliffband

The Garden

67. Quality Highball (4 problems, V?)



260. *Gin and Tonic* V? -

261. *Rum and Cola* V? -

262. *Greyhound* V? -

263. *Sake Bomb* V? -

The Garden

Below Middle Garden Cliffband

The Garden

68. Chopped Liver (2 problems, V?)

264. *Chopped Liver Face* V? - Very short squat start thru sheer face to quick t/o.

265. *Undercling Arête* V? - Similar to #264 in height, moving thru obvious undercling.

The Garden

69. Grand (4 problems, V2+/3- - V3)

266. *Grand* V3+ - Kick start onto lifted block transitioning past steepness into smallest holds of boulder, thru the center flank. S/s undone recently.

267. *Eva Julie* V3 - Similar start to #267, but kick plate is higher, veering to relatively positive holds.

The Garden

268. *No Easy Bail* V2+/3- - Start on #267, veering drastically right to secondary roof provides a step-off opportunity in upper section, but difficulty retains.

269. *Sweet Pea's Grand Adventure* V3 - Steep start with 2 exits, either staying with steepness thru smallish holds up the center right of center flank, or a right traversing finish on semi-slopers.

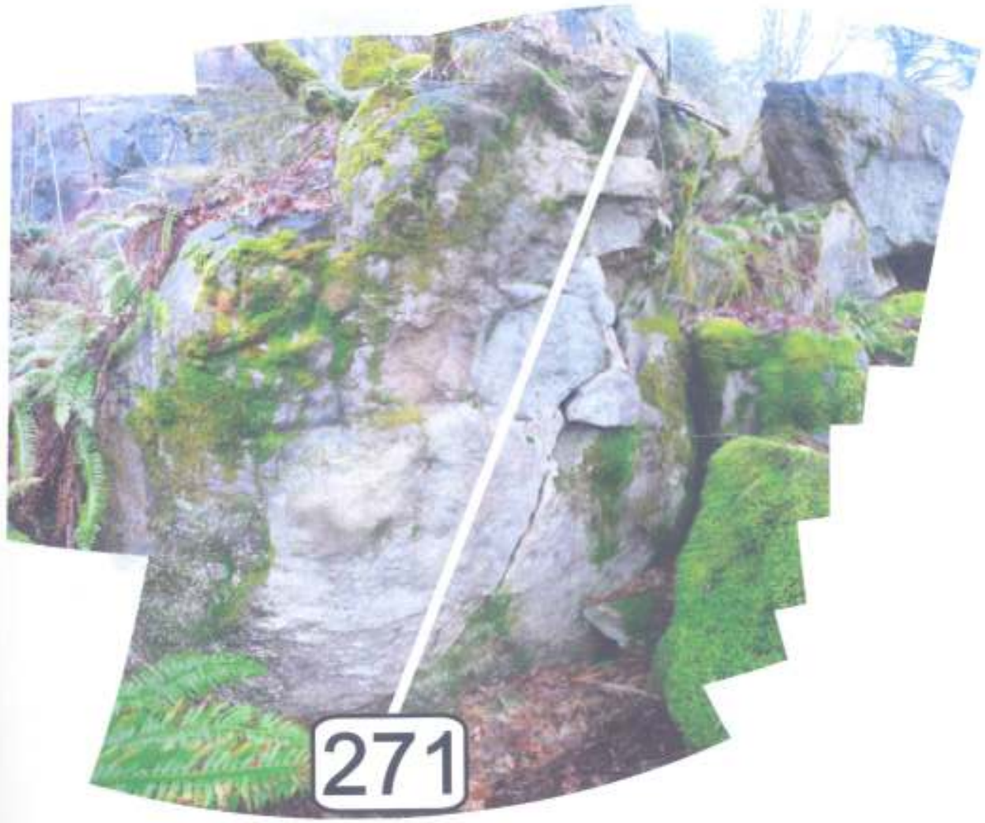
The Garden

70. Below Grand (1 problem, V?)

270. *Below Grand* V? - Steepish low roof. Never seen clean.

The Garden

71. Jugs (1 problem, V0)



271. *Jugs* V0 - Cultivated as a warm-up in a region with little cleaned below harder projects. Short.

Below Middle Garden Cliffband

72. Crystalline Mantle (1 problem, V1+)

272. *Crystalline Mantle* V1+ - Color of the rock is cool, the problem - not so crystalline. Short. W/u.

69. Grand (4 problems, V2+/3- - V3)

266. *Grand* V3+ - Kick start onto lifted block transitioning past steepness into smallest holds of boulder, thru the center flank. S/s undone recently.

267. *Eva Julie* V3 - Similar start to #267, but kick plate is higher, veering to relatively positive holds.

73. Lawnmower W/u (1 problem, V0)

(No Photo)

273. *Lawnmower W/u* V0 - Behind **Lawnmower Man,** an exposed arête makes for an easy w/u.

70. Below Grand (1 problem, V?)

270. *Below Grand* V? - Steepish low roof. Never seen clean.

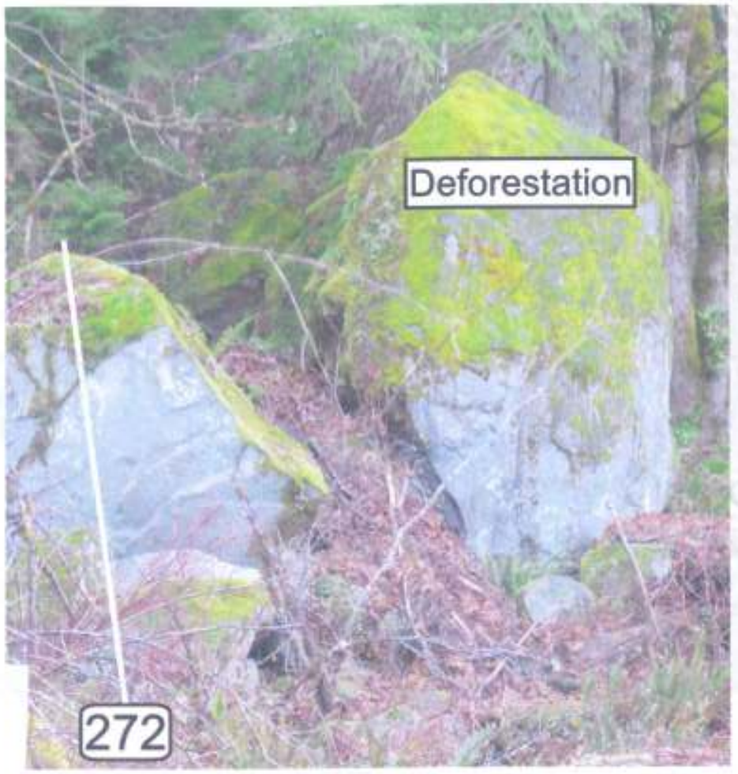
74. Fuzzy Dice (2 problems, V0 - V1)

274. *Motorcade of Silence* V0 - Stand into crimpy holds on a low angle. Decent w/u.

275. *Prolonging the Scrub* V1 - Stand into wider stems and smaller holds than #275 on left flank.

The Garden

72. Crystalline Mantle (1 problem, V1+)



272. *Crystalline Mantle* V1+ - Color of the rock is cool, the problem - not so crystalline. Short. W/u.

The Garden

75. Red Scoop (3 problems, V0 - V2)

(No Photo)

276. *Red Scoop* V2 - Hidden gem! With your back to the Upper Garden, a s/s thru interesting holds with difficult easing half way thru to a rounded slab t/o. Couple variants left and right off s/s.

277. *Red Slab* V1 - Around left of *Red Scoop* this slab problem was crumbly but cleaned well.

278. *2nd Slab* V0 - Opposite side of boulder of #277, but similar in nature, a low angle w/u.

74. Fuzzy Dice (2 problems, V0 - V1)

274. *Motorcade of Silence* V0 - Stand into crimpy holds on a low angle. Decent w/u.

275. *Prolonging the Scrub* V1 - Stand into wider stems and smaller holds than #275 on left flank.

76. Hook (5 problems, V0 - V6/7)

279. *Hook* V6/7 - Amazing! An elusive and difficult to find problem. High off the deck, with manageable moves low thru cruxy holds stumping most in the middle to high. High-ball!

280. V -

281. V -

282. V -

283. V -

The Garden

Middle Garden Cliff-band

The Garden

The Garden

Short wall below Cliffband

Middle Garden Cliffband from road.

Getting to the Upper Garden:

The earliest parking lot at mile point 3.08 is the ideal starting point for the **Upper Garden**. The walk from the parking lot at mile point 3.3 is no shorter and the lot less opportune. Either lots require walking a short distance uphill on the logging road MS 210. A single switchback at the entry loops around the bottom of the **Upper's.** 100 or so feet after the road bends back to perpendicular with the road below a minor pullout on the right hand side, and a series of large cut stumps on both sides of the road indicate the start of trailheads, to the right hand side. If you've travelled MS 210 to a fork in the road you've gone too far. Where this fork is roughly close to **Peter Brinks Itchy Balls Boulder**, but there is no access trail and the area between the road and boulder tends to stay marshy.

The Garden

From the pullout indicating trail entry new sapling trees offer a visual block to the area, and potential walking paths. In years past I've passed on to others certain trails that had been cut and was seeing active use, resulting in less bushwhacking and potentially an oak free access. As of 2011 these trails have completely grown over and the poison oak situation during certain seasons can be unmanageable. Old trails pick up closer to boulders **Pumpkin** and **Mickey Mantle**, and having familiarity with old trail systems can help, but do not expect to see the same trail situation as found in the **Lower Garden**. An old service road picks up if a bee-line to **Mickey Mantle** is your access, but even this access requires new bushwhacking, down tree walking and trundling to gain **Mickey** quickly.

Any east moving entry from the minor pull-out will land you in a field where **Pumpkin** is highly visible further east, while boulders **Grey Wizard** and **Gandalf** present far uphill, below the **Upper's** Cliff band. Once you've arrived at **Pumpkin**, the boulders **Baseball** and **Scratch and Spliff** are visible.

290. *Scratch* V3 - Completing three quarters of the traverse, stopping prior to rest and topping out on semi-positive, semi-slopey holds on much steeper terrain than #289's t/o results in a quality gem. Can be treated as separate problem with s/s on easy rest bottom below t/o.

291. *Spliff* V4/5 - After initial s/s moves of #289, then transitioning directly up creates stiffer test-piece on potentially smallest holds of boulders flank. Worst of landings on t/o.

292. *Zig-Zag Papers* V1+ - Same s/s to first move as #289-291, but then moving right, rounding the corner out of steepness onto low angle face, off of decent holds. Ends on low-angle flank with balancey V0+/1- moves. Awkward position for pull-around move can create bad fall potential.

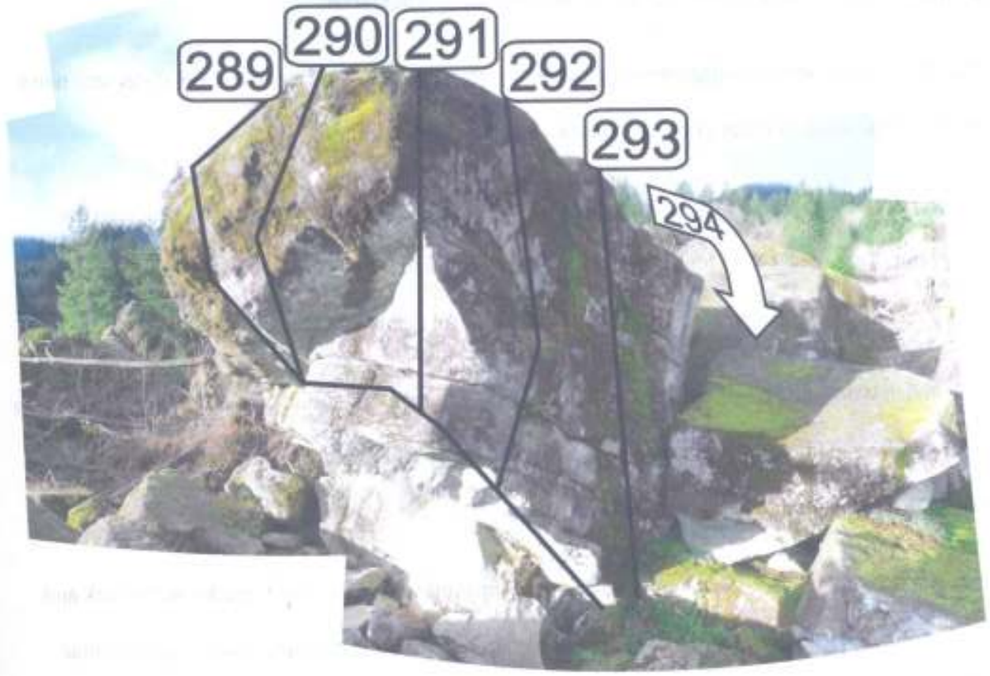
293. *Roach Warm-up* V0 - Stand start with obvious holds where cracks and breaks in the low-angle face occur. Positive holds up high can seep water. Ground bloc to the climbers right creates worse than should be landing on otherwise mellow face.

294. *S and S Descent* VB - Descent path for all problems this side of topping *S and S* utilizing slick and mossy ground bloc. When wet a large jug can be utilized to turn into rock and lower to ground bloc rather than jumping down.

77. Scratch and Spliff: (problems, V - V)

The Garden

77. Scratch and Spliff (Traverse Side) : (problems, V - V)



289. *Scratch and Spliff Traverse* V1+ - Longish fun traverse starting a lowest point on climbers right side of steep face. An Über positive double jug (that has felt like it would break for 7+ years) sets up a biggish but easy move to a set of face holds and jug breaks at the lip. Traversing right to left on positive holds tends to take rehearsal (but onsighted regularly), to a rest with positive cracks and holds. From here t/o requires a few reachy moves on positive holds ending with easy mantle. Traverse can be reversed starting at rest before t/o back to start. Ending the traverse and topping out various alternative points result in the much more difficult *Scratch* and *Spliff*.

290. *Scratch* V3 - Completing three quarters of the traverse, stopping prior to rest and topping out on semi-positive, semi-slopey holds on much steeper terrain than #289's t/o results in a quality gem. Can be treated as separate problem with s/s on easy rest bottom below t/o.

291. *Spliff* V4/5 - After initial s/s moves of #289, then transitioning directly up creates stiffer test-piece on potentially smallest holds of boulders flank. Worst of landings on t/o.

292. *Zig-Zag Papers* V1+ - Same s/s to first move as #289-291, but then moving right, rounding the corner out of steepness onto low angle face, off of decent holds. Ends on low-angle flank with balancey V0+/1- moves. Awkward position for pull-around move can create bad fall potential.

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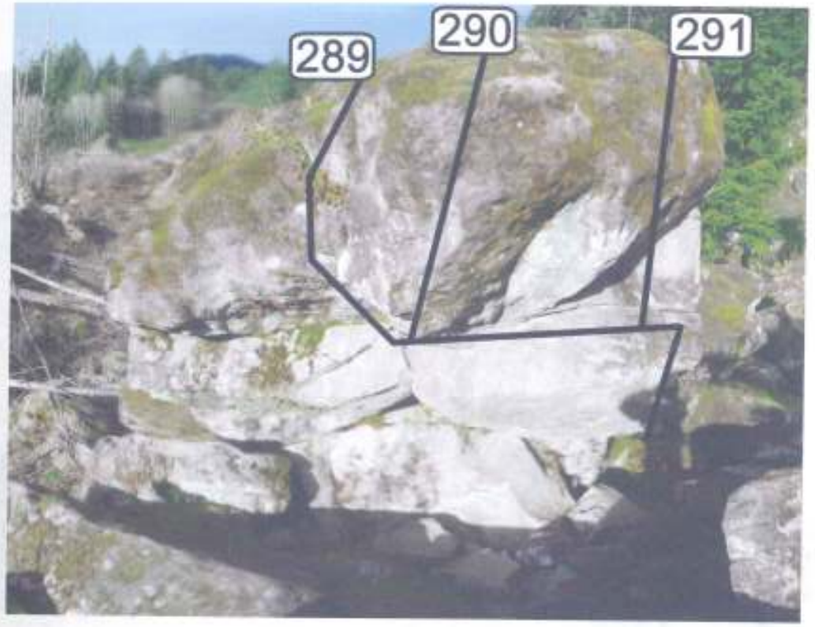
77. Scratch and Spliff: (Traverse Side) (problems, V - V)



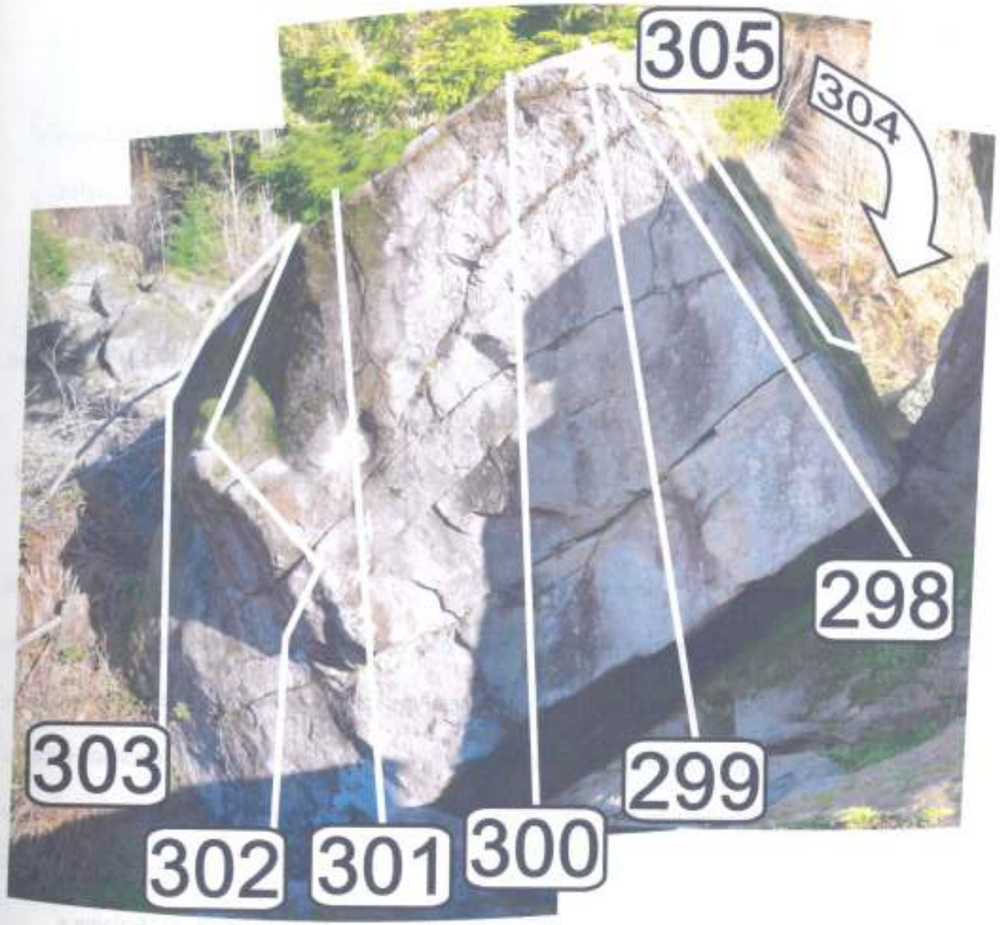
77. Scratch and Spliff: (Danger Zone Side) (problems, V - V)

295. *Stoned Age* V2- - Better landing and this problem would be a gem. Standing into edges and crack breaks, high feet unlock holds crack to crack on vert to slightly steep face. Landing is hill of broken talus.

296. *Crunch and Groove* V3 - Similar to #295, with smaller feet and hand holds, especially high up. Stiff.

297. *Happy Camper* V3 - Steep corner problem with only s/s for this flank. Holds on either side of arête[1] to semi-positive t/o.

77. Scratch and Spliff: (Buddha's Belly) (problems, V - V)



298. *Contrived Buddha* V1 - Steep corner with pure bloc landing. S/s barely has enough room for most bodies. S/s hits the arête immediately and stays with corner for opportune angle, slapping both sides of arête.

299. *White Elephant* V3 - Squatish s/s with the right hand starting on gaston hold and left leg flexed out to start of #300. Longish moves break to break with minor intermediate holds. Minor toe flakes have snapped off this face.

300. *Anicca* V? - Hard project that was worked by the author during time spent with near problems. Likely sent in the 90's. Steepest face with smallest holds at breaks, minor intermediates and useless underclings.

301. *Dukkha* V2+ - Quality problem with the bitter end of the landings found on #298- 300. Problem can be entered into via #302's squat start or its own stiffer s/s. Mental crux at top involves mantle over worst of landing. Stepping off onto *Buddha's Belly* jug and turning out has been implemented for failed attempts.

302. *Buddha's Belly* V4/5 - Squat start presents decent holds and quality moves veering slightly right, then back left to large positive jug presents the ending to a V1+ start. A few minor holds under a slight roof helps to mantle and gain feet on the ultra-positive jug. Above roof is a large hold-less slope with minor crimps, pocks and minimal friction. Traversing extreme left finishes easily on #303's slab finish.

303. *Anattā* V0+ - Easy w/u starting low on the extreme left flank of the Buddha's Belly. Gaining a positive heel hook on the starting jugs gains a low angle slab with holds to choose from. Fun. Can be transitioned into from #302 and, many of the holds of *Buddha's Belly* can be accessed and cleaned from this problem.

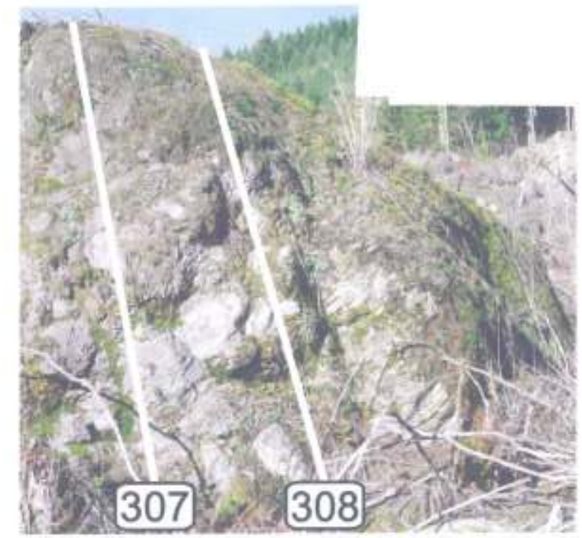
77. Scratch and Spliff: (Whorf) (problems, V - V)

304. *Whorf* V3 - Area classic! From low set of positive holes lower yourself into chasm. Tensioning your body as not to butt flop on lower rock base is half the difficulty. Once the feet have gained the starting hand holds the space becomes large enough to spot properly. Three to four moves into the problem the angle drastically turns over from super steep to slab. Walking into the slab grovel and t/out can actually be deceptively difficult. While rest from the cave portion and positive holds are gained, the feet are minor and can be slick walking out the V0 finish.

305. *Klingon Off A Leash* V3 - *Whorf's* start. After lip is gained traverse extreme left on positive edges and crimps on the slab side of the lip. This variant finish ends up having two or three different ways of tackling slab, from edge to edge, all different from *Whorf's* normal t/o, but never harder.

306. *Harder Whorf* V? - Lowering further into the cave and even to the climbers left towards the light presents a more difficult cave problem than starting two sets of jugs low on the extreme right of the cave. The lowest portion of this cave gets that much more wet, mossy and slick, and moving low, the holds get smaller and have been known to flake off. The fall is manageable because the cave is an almost chimney-able size crack.

78. Armageddon Boulder: (4 problems, V?)

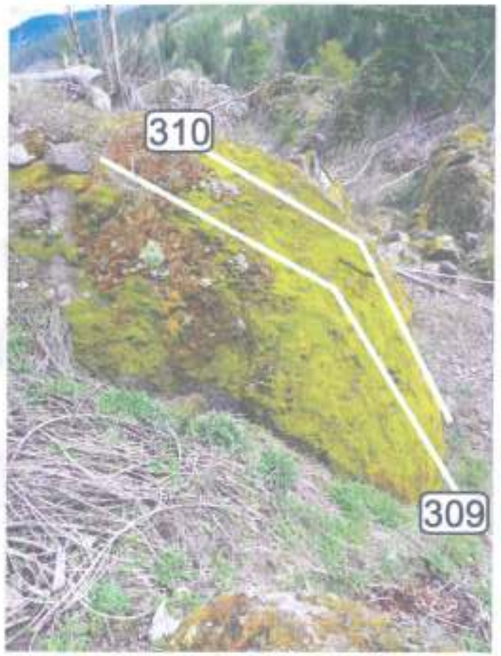


307. *Ragnarök* V? - Project needing cleaning. This flank is easily visible from Baseball, en route to Scratch and Spliff, Clearcut Highball etc... Never seen clean since 2001 and as of 2011.

308. *Apocolypse* V? - Project needing cleaning climbing out of a cave in the brush. The landing will clear out as it is a series of built up brush and debris.

The Garden

78. Armageddon Boulder: (4 problems, V?)



309. *Smoke and Wine (Will Save)* V? - Slab to vert project needing cleaning. This flank is not readily seen. If you travel from Pumpkin to the Buddha's Belly portion of Scratch and Spliff you will pass it. Other than Rangnok(sp.)'s cut of exposure and this cut of exposure the Armageddon is covered in grass, dirt, moss and debris.

310. *Last Caress* V? - Right flank of slab, next to #309. Closer to other portion of exposed problems on **Armageddon Boulder**.

The Garden

79. Oak Sucks: (5 problems, V1+ - V3)

311. *Oak Sucks* V2+ - Steep overhung is helped by positivity of opening sloper macro. Texture is good but sharp. Fully using starting left, the right hand moves hold to hold that are relatively positive for the area, until high feet gain low angle terrain. Low angle t/o is a series of slopers and crimps that can be slick when wet.

The Garden

312. *Toxicodendron diversilobum Aka "Toxico"* V3 - S/s or squat start on holds smaller and less positive than those found on #311. Similar t/o as #311 once beyond steep portion.

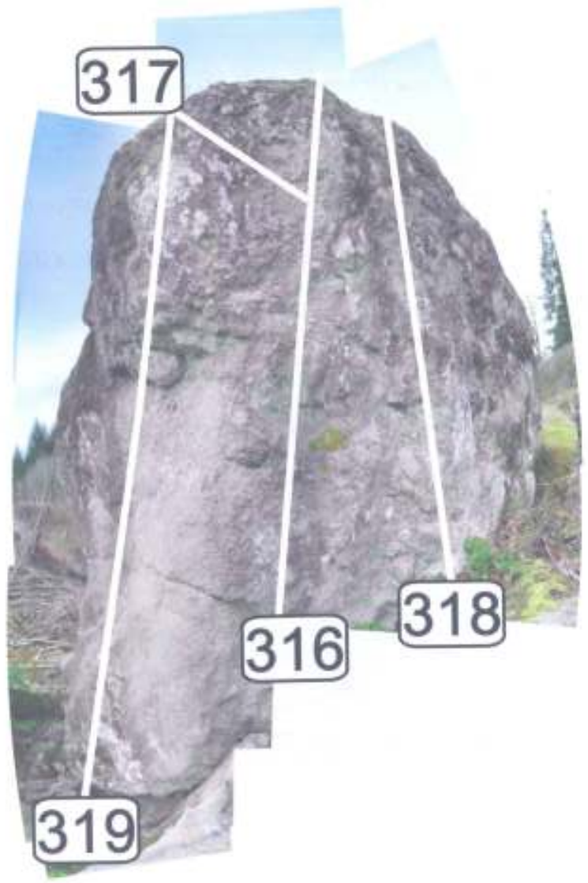
313. *East Coast Ivy* V2+ - Semi-stuff low s/s with ample holds thru mid and t/o. Start is crux.

314. *Poison Oak Crack* V1+ - Starts out of crack similar to #312, then transition the right hand into awkward jams, while continuing to utilize hand holds for the left. A high foot stem above first jams gains slab and synonymous ending of low angle slopers and crimps.

315. *Pectin Treatment* V1+ - Squat start on decent holds, unlocks positive holds thru upper portion to easy t/o.

The Garden

80. Baseball: (6 problems, V0 - V1+)



316. *Baseball* V1 - Classic for its modest grade, a low s/s used to use a baseball like right hand jug with a left hand sloper to pull and snap to a left hand gaston jug. This gaston is ultra positive, but swings you oddly. Lack of baseball hold doesn't make s/s harder, but makes tensioning this next hold slightly harder. Short subtle movements from positive hold to positive hold gains jugs at top for mantle t/o.

The Garden

317. *Broken Bat, Broken Ball* V1 - Variant end to same s/s and first two moves of baseball, veering left towards t/o.

318. *Bunt* V0 - Squat squatter into shorter easier problem than #316.

319. *Hittin All Bases* V1+ - Standing into low angle face that scoops into a roof offers more options than can be listed for middle and end of problems. A bee line straight up offers stiffish holds, but never breaching V2 difficulty.

80. Baseball: (6 problems, V0 - V1+)

320. *In the Clearcut Homerun* V1 - From #319's start veering slight right to underclings, then back left for holds on the lip, then back right to end on #316 or #317's t/o is one fun way of going about this w/u flank full of variant opportunities.

321. *Garden Rule Double* V0 - A low sit/squat start can be awkward but fun on interesting protruding holds. These starters can be crimped, pinched or under-clinged, through vertical to slight slab terrain. As the angle gets easier, holds maintain ease for decent easy problem.

81. Pumpkin: (3 problems, V0 - V?)

322. *Dee Andros Slab* V0 - Big option filled slab that is rarely cleaned. From top much of the Upper Garden is visible. All three other flanks of boulder are steep.

323. *Terry Baker* V? - In cave feature made for bouldering, with decent landing and obvious holds. These obvious holds are deceivingly difficult and once the vert to slab portion is gained, minimal positivity presents.

324. *Giant Killers* V4/5 - Similar cave to the opposed #323, but holds present on the upper slab, and some bottom blocs present a slightly worse landing.

Pumpkin Steep Project

82. Pumpkin Warm-Up: (1 problem, V0)

325. *Pumpkin W/u* V0 - At one point clean for quick warm-ups. Long mossed and debried over, a greater potential for problems exists around climbers left and slightly downhill on the same boulder formation.

83. Of Redeeming Quality: (1 problems, V?)

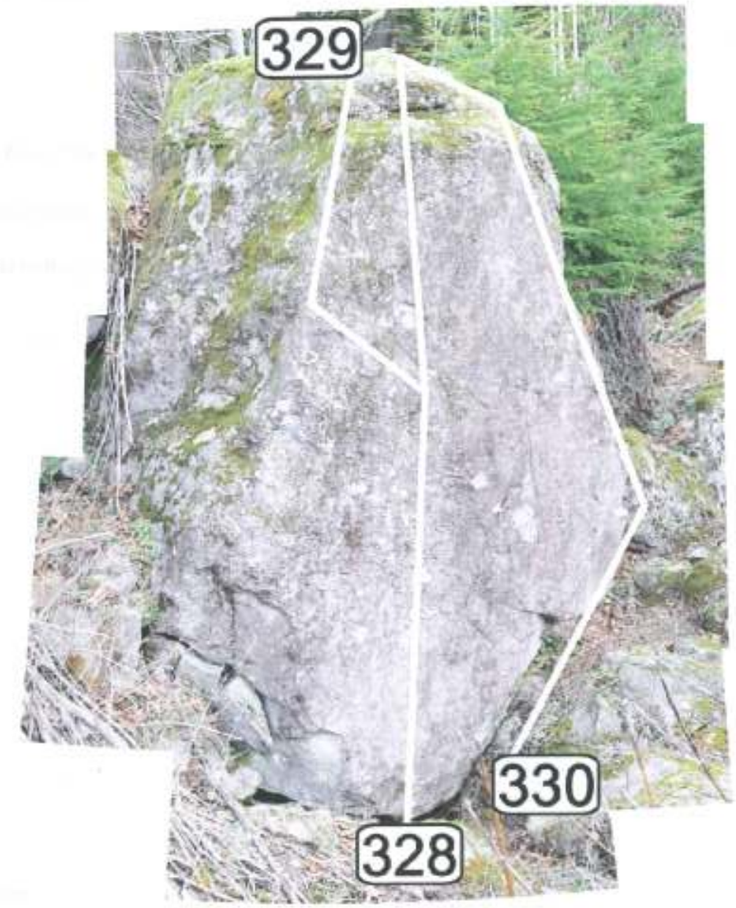
(No Photo)

326. *Of Redeeming Quality* V? - Never pursued this line was scouted off any trail wrapping behind *Pumpkin W/u.*

84. The 2010 Project: (1 problems, V?)

327. *The 2010 Project* V? - Walked past for years en route to **Mickey Mantle** and its namesake problem, the cave of the problem was first seen dug out around 2005. It was not until late 2009, early 2010 that it visibly showed signs of someone prying off loose holds, and moss being cleaned.

85. Clearcut Highball: (5 problems, V0+ - V3)



328. *Clearcut Highball* V1 - Classic tall problem that has gotten stiffer in years with the breaking off of foot-flakes at the stand start. After pulling off the not so feet happy start a couple moves gain a large hold and ledge half-way up the boulder. Mantling this ledge is not so difficult once snagged. Above, composure progresses through V0 moves and a trusting reach for top jug for mantle finish.

329. *Wet Bail* V0+ -Can be awkwardly started into, but typically this lower angle, hold ridden slab is mossy for a reason, it is a less than proud neighboring bail line. Because it is never clean and sometimes wet, it can be a more dangerous alternative to down-climbing or finishing #328.

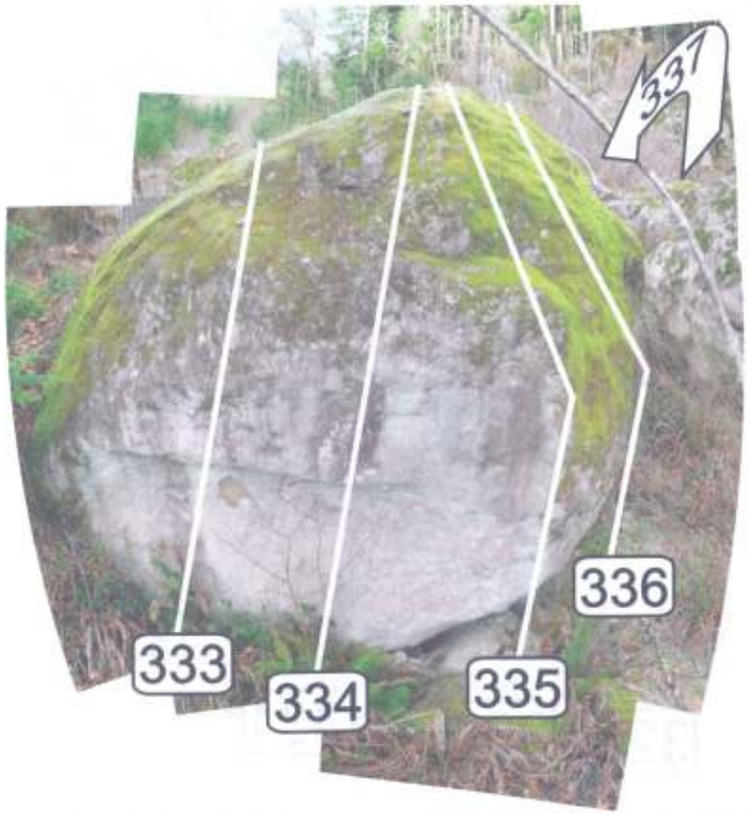
330. *Walked It (aka Gancho Walked it)* V2 - Sit starting low on crimps and slopers with good moves to quality jug is only half the battle. From this large positive ledge of a hold complete slopers and light edges follow. Once feet gain the positive jug the hold is not so severe linking hands to feet is the problem.

85. Clearcut Highball: (5 problems, V0+ - V3)

331. *Scratch* V3 - Quality low start with technical moves thru steep to vert. Ending slab has not been cleaned in years. But it is a decent V0+ stretch of slab off the deck. The low start is quality steep cave most drop off of, thus moss ensues.

332. *Sniff* V2 - Similar to #330 but shorter and steeper with mid-point jug making for easier less heady t/o. Low s/s can be a quality w/u or progressive problem to sending the more difficult #331.

86. Slavov Boulder: (5 problems, V1 - V8)



333. *Slavov Left* V6,7,8 - Similar in style and difficulty as #333, but taking on a slightly shorter flank climbers left of the primary problem.

334. *Slavov Problem* V6,7,8 - Difficult problem with sit/ squat start on small holds, linking a short roof, and low angle t/o in equally small a holds. Stand starting into the undercling offers more manageable stand start problem.

335. *Slavov Arête* V4/5 - Easier than primary two face problems, but still quite difficult, as you hit the corner of **Slavov Boulder**, the holds present as more manageable, on a flank just as steep.

336. *Squatty Slavov* V2+/3- - Aside from the backside #336, *Squatty* is the most approachable line on the boulder, but still retains difficulty with steep moves that may require a lot of learning and working.

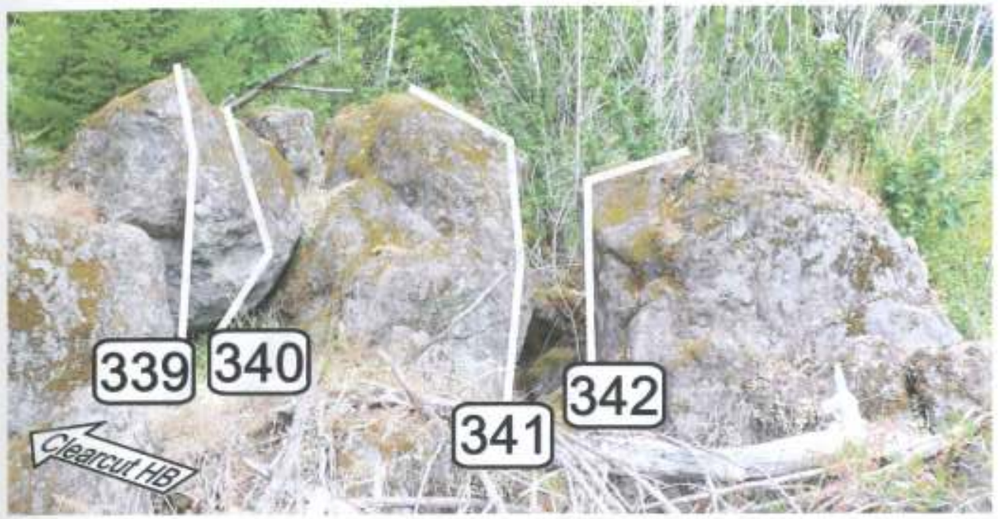
337. *Backside Slavov* V1 - Opposite flank of boulder as #333 - #336, this short wall offers a s/s to two move wonder before an easy t/o. It can be a warm-up to others of the boulder and area.

87. Behind Gancho Boulder: (1 problems, V?)

(NO PHOTO)

338. *Behind Gancho Project* V?- Smaller boulder behind the larger **Slavov Boulder** is still a project.

88. Los Tres Amigos: (4 problems, V0 - V3)



339. *Lucky Day* V3- Short bloc offers a big cave with holds in the depts. Small holds link to larger at and past the lip for mellow t/o. Start is crux. Can be stood start at V1.

340. *El Guapo* V2- The space below offers less low start than #339 on this right side, but still offers problem.

341. *Dusty Bottoms* V0- Arête offers positive holds on both sides from s/s to t/o. W/u worthy.

342. *Ned Nederlander* V1+- Short s/s thru few moves to easy mantle t/o on positive holds. A fall puts your back into *Dusty Bottoms*.

89. Anvil: (3 problems, V0)

343. *Acme* V0- Minor holds make an otherwise VB slab slightly spicy. Can be a great w/u with central proximity to a variety of different boulders.

344. *Roadrunner* V0- See #343.

345. *Wile E.* V1- Attempting to corner and wrap around the arête starting off the slab offers a devious problem wanting to swing you off either side of arête.

90. Short Stuff: (2 problems, V0)

346. *Short Stuff Crack* V0- Short steep crack line with awkward s/s in good jams or on positive holds. Couple different ways to go about, can make for decent w/u for **Mickey**.

347. *Short Stuff Don't Fall* V0- Short face with horrible chasm landing. Kicking into minor feet from face holds still only yields a few moves to easy mantling holds. Rarely clean, while crack stays clean from some activity.

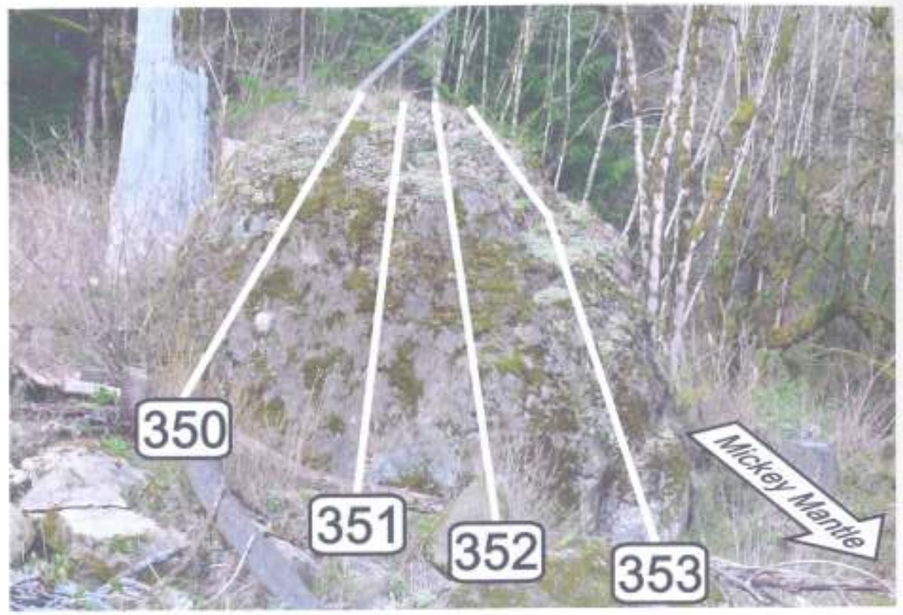
91. Mickey Mantle: (2 problems, V1 - V1+)

348. *Mickey Mantle* V1+ - Classic! Starting left low squat start many years ago had a variety of foot options. Now a few dimes and smears account for the starting feet off a set of positive holds on low break. Traversing left to right for a short series of moves on small feet and semi positive sloper holds connect to positive crimps and crack pocket. From positive hand -holds, high feet quickly gain a positive jug at the lip. You can go to this jug left or right, both offer interesting next move. Once feet gain

former hand break and jugs, the mantle and walk-off is mellow and is eased by difficult to see but positive foot ledges.

349. *Mickey Direct* V1 - Shortens full Mickey by stand starting into positive jugs below lip and mantle jug. A few less minor feet and less traverse moves changes it minimally.

92. Warm-Up In The Sun: (4 problems, VB - V0)



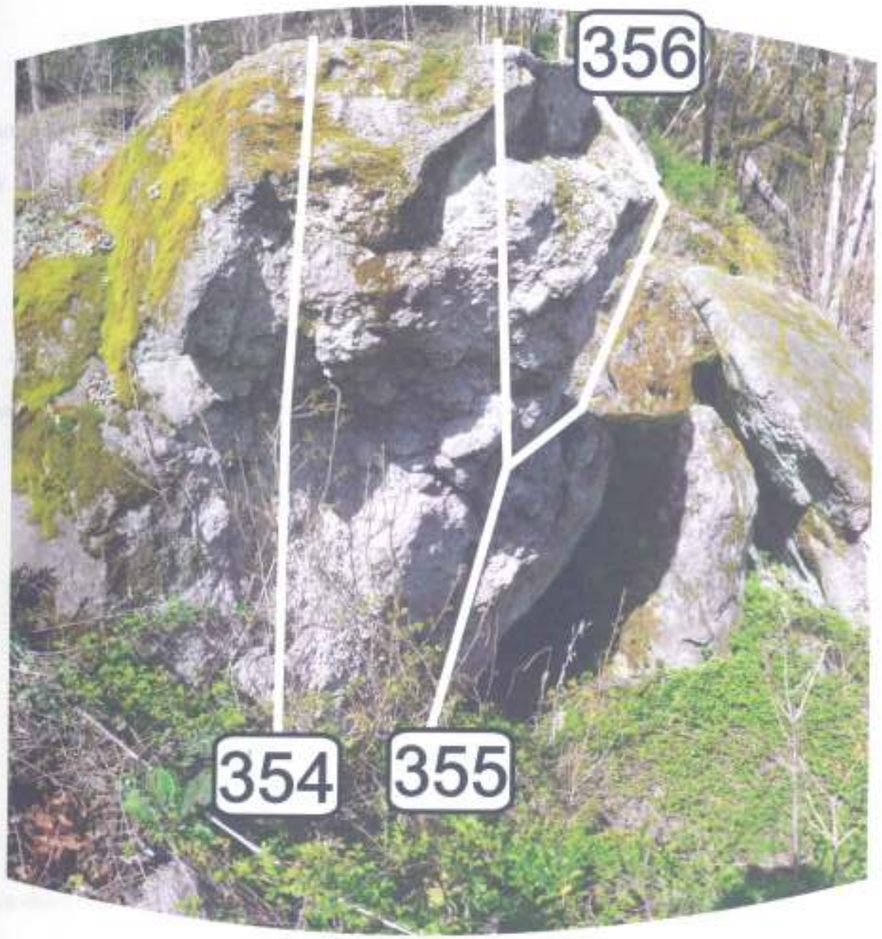
350. *Phoenix Warm-Up* VB - A few moves of easy moves with multiple options of large holds. Accounting for moss cleaning and holds breaking can make for spicy climbing when out of vogue.

351. *Fenghuang* V0 - When cleaned, this slab line offers a bit stiffer version of its neighbors. Over time this line and others around may make for modern version of *Clearcut Highball* with the potential for mass hold breaking for the whole slab.

352. *Dionysiaca* VB - See #350.

353. *Agenor* VB - See #350.

`93. Eager Beaver: (3 problems, V0 - V1+)



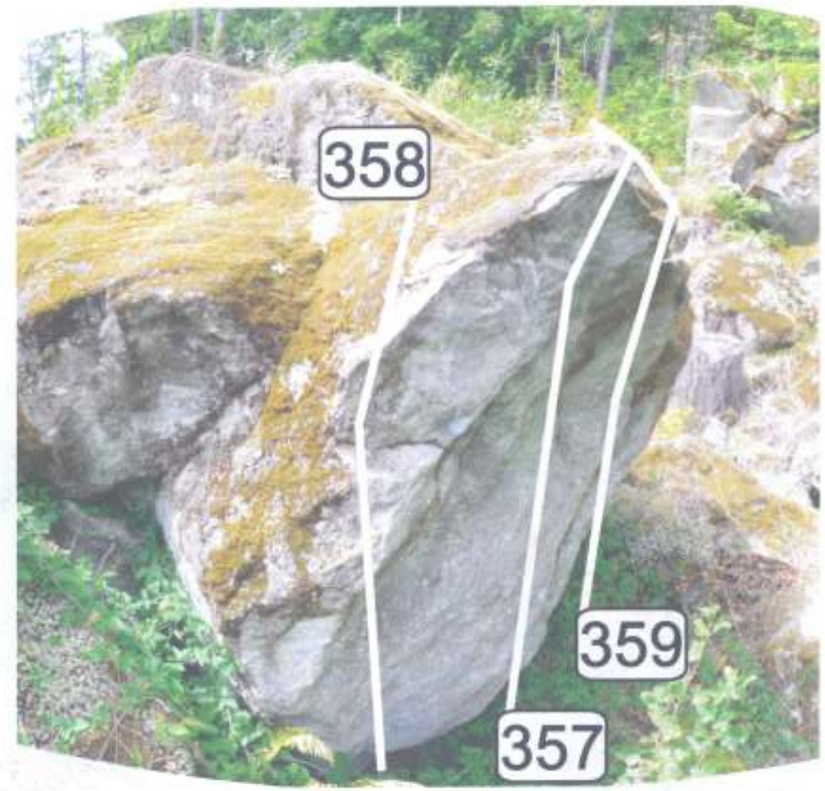
354. *Ducks Suck* V1+ - Good problem, s/s is slightly more awkward than the fluid start to *Eager Beaver*, but a series of underclings followed by pinches and crimps make for interesting mid to t/o. Traversing

right into *Eager Beaver*, or finishing #354 following a start on *Eager Beaver* or right creates a series of variants. Eliminates also present on this and neighboring line.

355. *Eager Beaver* V1 - Area classic for its grade. Natural cave start sitting into positive holds. So many options for holds can create in-decision, but all points lead to positivity thru semi-steep mid flank. The t/o can be devious depending on where approached. The farther right, the easier the t/o.

356. *Dam Right, Beavers Gardened First* V0 - Despite a number of eliminates and variations to this boulder based on its plethora of holds, only this easy t/o variant was lined and included. If you need lots of blood pumping warm-up action seek out the **Eager Beaver**!

94. Watch Me Dude: (7 problems, V0 - V3-)

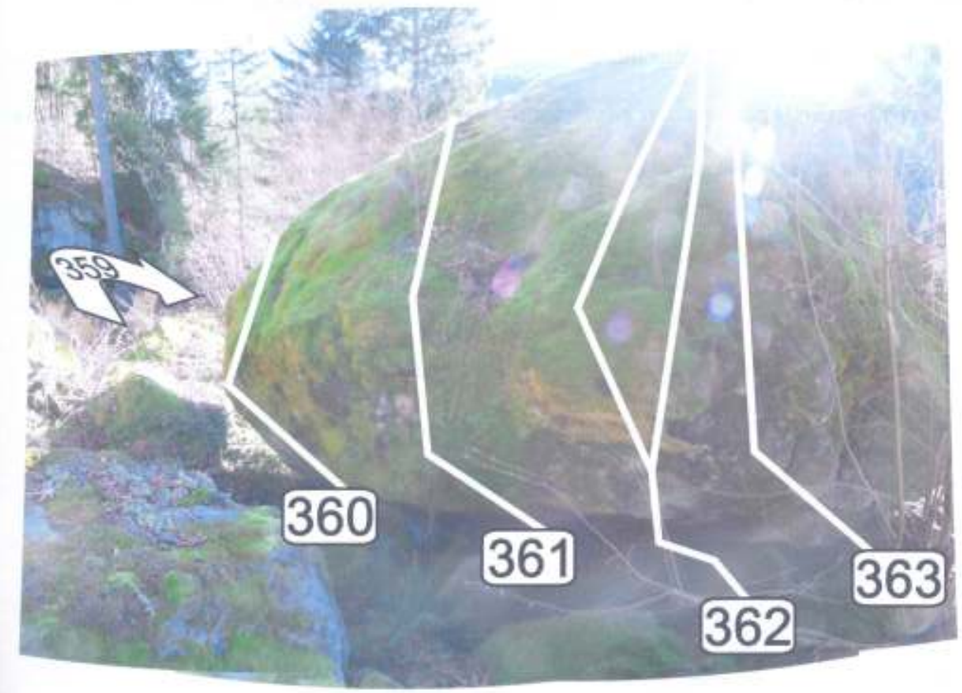


357. *Watch Me Dude* V2+/3- - Great problem! Area classic marred by a crippling back breaker of a base block in the event of a fall towards the top. Where neighboring problems have manageable landing, center line lands you directly on the worst of it. Beyond a difficult s/s followed by semi-positive edges, a hard move still presents before positive holds below the lip. Once jugs are established, getting over the lip t/o isn't too diff.

358. *Che'* V2 - The left flank offers a series of holds near the arête separate from #357, and notably more positive. Falling from height may still land you to bad bloc below #357, but positive holds around the arête offer respite in case of unforeseen difficulties up high.

359. *Whipping Boy* V2 - Fairly quality line with easier s/s than #357, and less length between holds. A quality jug at lip sets up easy finish.

94. Watch Me Dude: (problems, V - V)



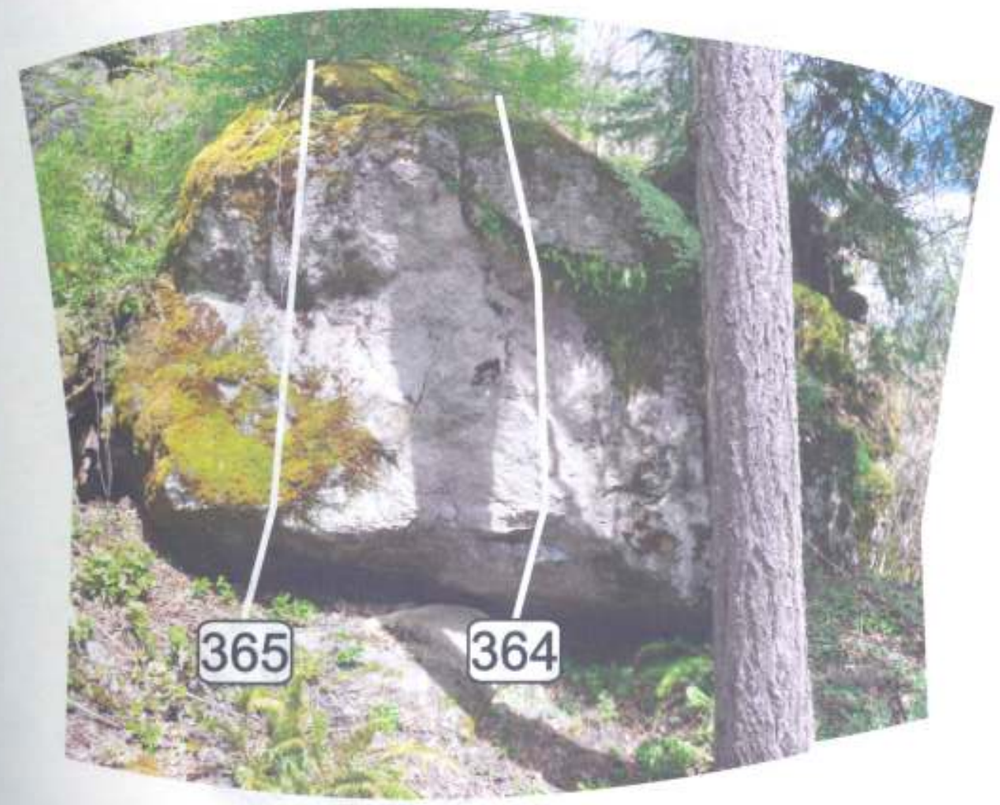
360. *Never Finished* V1 (to lip) - The cave start to positive jug after steepness was cleaned and sent in 2006, but the upper slab was left unscrubbed and unclimbed. Likely sent 90's or previous. Some holds break in the overhang.

361. *Warm-Up Cave* V0 - Now mossed over, this line once offered a V0 version of Viper Room. The match jug at mid-point is suspect and may change difficult thru vert portion of problem once popped loose.

362. *Viper Room* V2+ - Quality roof start out to positive holds at the lip. Vertical moves on positive holds from vert to slab thru walk-off top out acts as a decent V0 warm-up for the entire boulder. Crawling into the start can take some maneuvering, as it starts extremely low in the chasm. Akin to many **Carver** (Portland Favorite, hours away from **The Garden**) Classics, staying tight to the boulder in an extremely confined space and not allowing for body swinging turn tense moves can be as much of the crux as a particular hold or move. With space to swing this problem might seem easier.

363. *Velvet Rope* V1 - Steep easy problem, nudging slightly right for a different s/s than #363. The difference in starting holds makes this problem much more approachable. Often while *Viper Room* is still drying out for the season, this problem can be climbed.

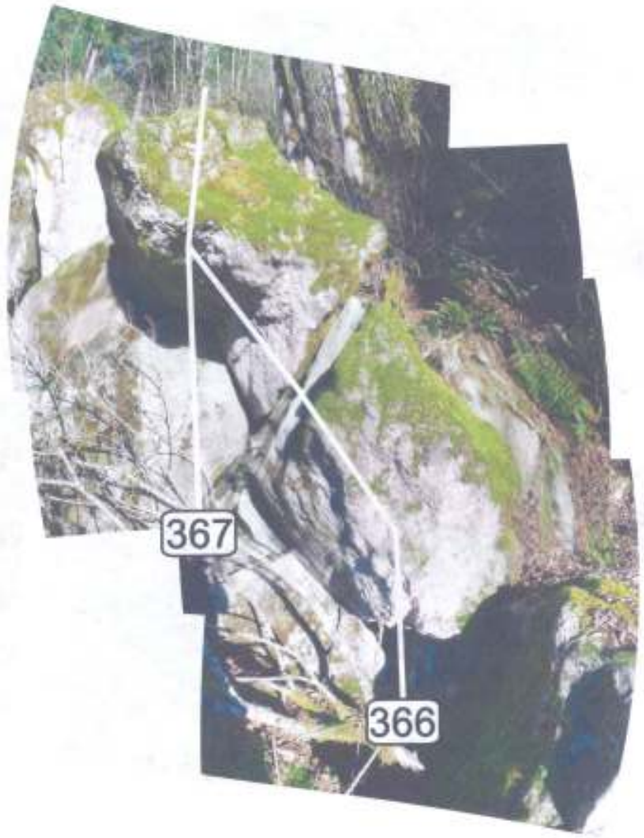
95. No Holds Barred: (2 problems, V?)



364. *People Climb That* V? - While I have seen this problem often cleaned, ticked and chalked, I have never witnessed or heard of a send. A stand start into upper holds isn't diff. The cave from a lay start thru a few moves is manageable. But a missing link at standing height, linking said lay start to stand moves seems impractical?

365. *Projecto* V?- TBD

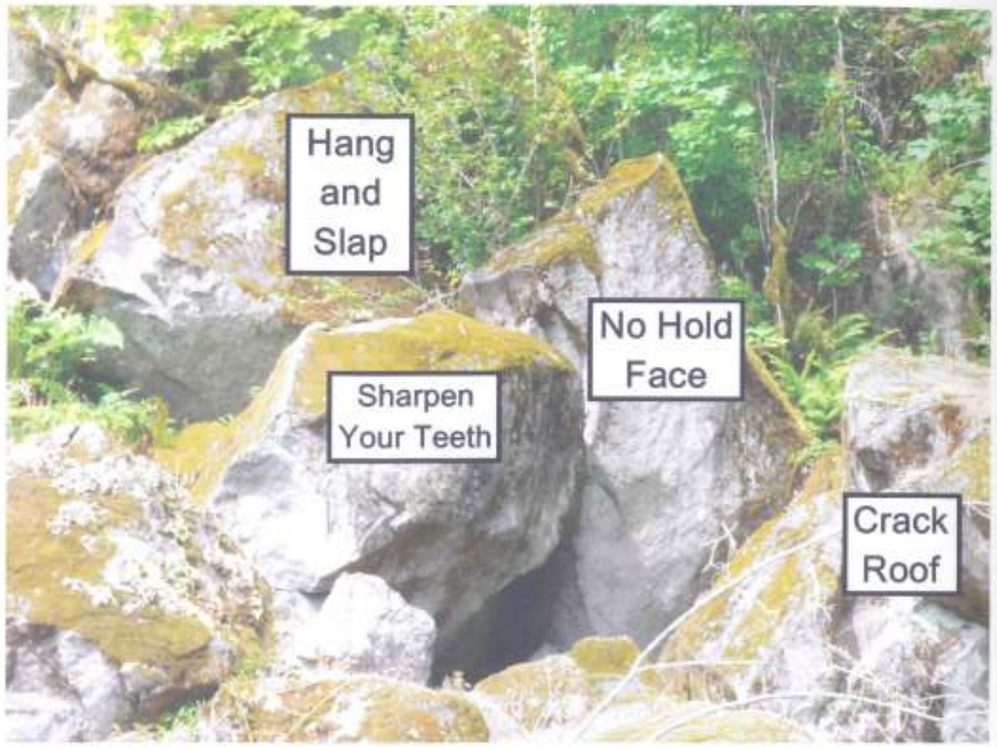
96. Crack Roof: (problems, V - V)



366. *Full Crack Roof* V1 - Semi-contrived, but taking advantage of any and all quality holds, from the boulders lowest point offers a fun, heady at the top problem. The midpoint crack, if utilized offers a respite to steep moves over a horrible landing with interesting knob jugs.

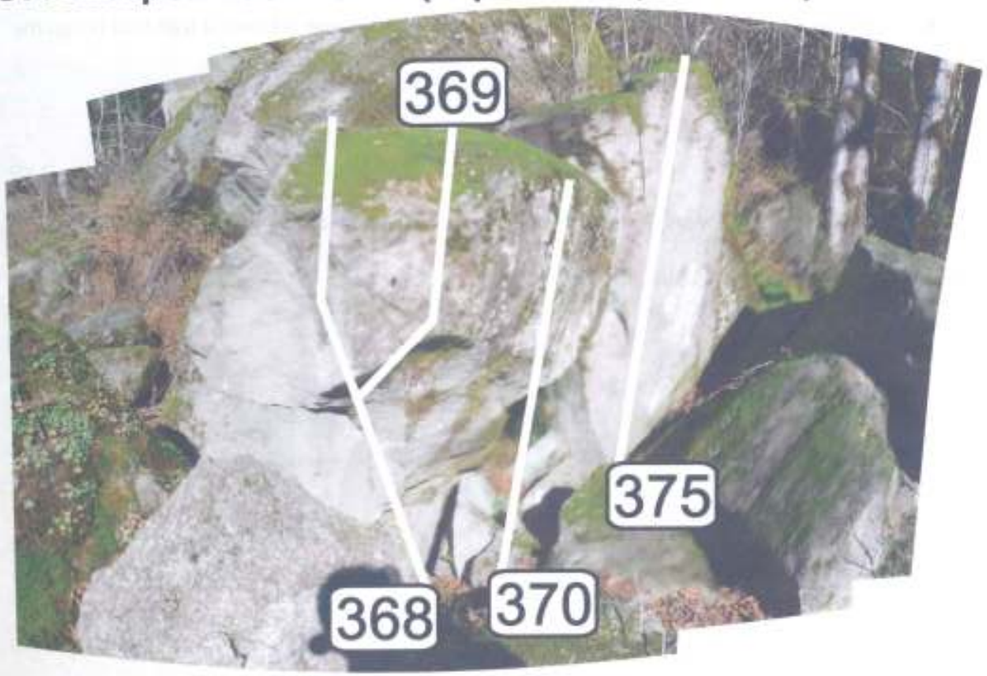
367. *Jump-In* V0 - Avoiding bottom section below crack, and going right into positive jugs at the lip avoids a long traverse of a problem but tackles the headiest portion with potentially the worst section of landing for the entire problem.

Boulders uphill of Watch Me Dude on trail to Sonya



The gateway to **Sonya Boulder**, **Bilbo**, and the eventual trail to the coveted **Peter Brinks Itchy Balls Boulder** is via this short section of quality shorties. Most of the problems are short, even by Garden standards, but have high quality holds, fun moves and grades of decent range. The landings can seem bad, but compared to other **Upper** boulders, they are quite manageable.

97. Sharpen Your Teeth (3 problems, V1 - V3)



368. *Sharpen Your Teeth* V1 - Low, somewhat uncomfortable s/s with butt bloc from obvious positive hold start, a sloper at the break on the left and an opposing right hand of quality. Positive sharp pocket jug with teeth at head height sets up another positive hold along the arête out left. The jug pocket is sharp. Its spit out teeth in the past but remains sharp and positive. The t/o's difficulty can be reduced by utilizing overly positive arête at top or made to be spicy by using a series of slopers and knobs on the steep corners face.

369. *Undercling Overbite* V3 - From #368's start instead of continuing left after pocket an undercling to the right is sets up a series of left hand slopers. Once The highest sloper is found, a high foot brings the right to other sloper. May be stiff for its grade, but so is so many V3's at the **Garden**.

370. *Opposite Arête* V1 - Easy s/s problem eyeing down a hold less face while lie backing the right arête. Approachable problem with chance for movement on face.

98. Hang and Slap (1 problems, V2)

371. *Hang and Slap* V2 - Classic. With bad bloc at your back lay into quality starting holds and obvious edge for left foot. The right foot kicks up to dime to gain enough purchase for bigger move with the left hand slapping for a sloper short of the arête. The next move gains the arête and easy moves ensue to walking off. Be careful for both working a bad landing for the lay start and for topping out. The landing is quite bad.

The Garden

99. Below Angular Staircase (1 problem, V?)

(PHOTO)?

372. *Below Angular Staircase* V? - Unknown.

The Garden

100. Angular Staircase (2 problems, V0)

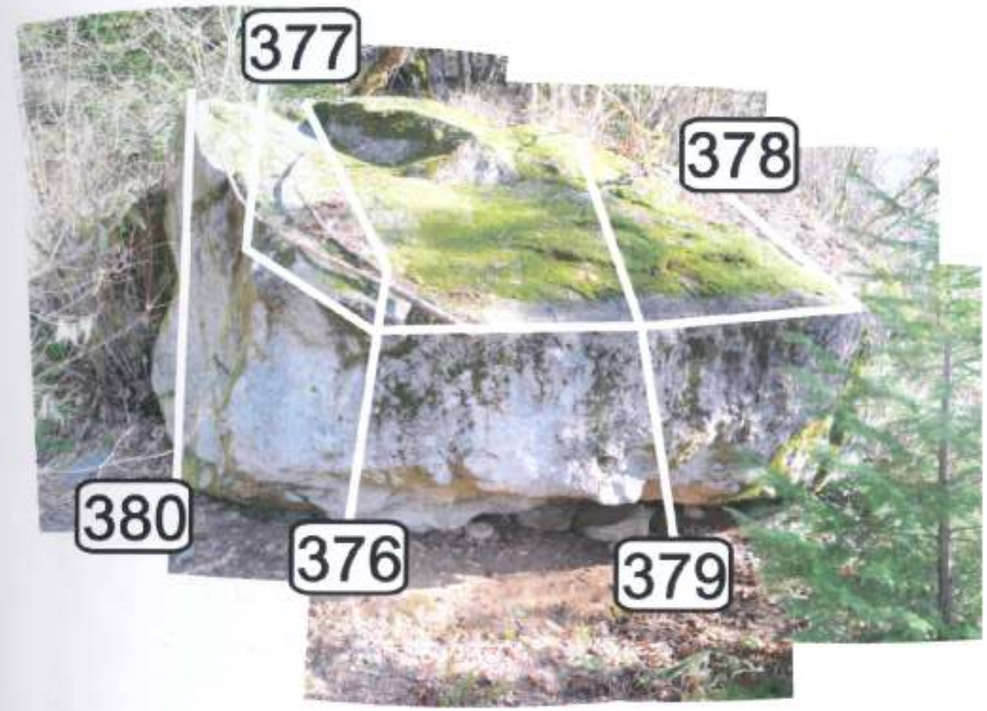
373. *Angular Staircase* V0 - Gets you off deck quick, but holds are super positive, from the ledges for feet to holds on both angles of the blocky corners. Big holds are good cause the landing is bad with a slight slide.

374. *Wet Weather Days* V0 - A crawl thru to the right of **Angular Staircase** reveals a small cave that stays dry even in the wettest of Oregon days. Physical steep undercling s/s to large holds flank the wall. One more move gains a sloper at the lip. Positive holds do easy the mantle t/o, but if tackling if full weather its best to traverse slight right to even larger holds for t/o.

101: No Hold Face (1 problems, V ?)

375. *No Hold Face* V? - As the name implies?

102: Sonya (5 problems, V1 - V3)



376. *Sonya* V2 - Lay into cave start pure horizontal with handholds at mid face. A few stiff moves gains the lip. From lip either t/o standard *Sonya* or start left or right into #377 or #378. More options to this traverse boulder aren't presented in this guide with various start and stop points, and multiple t/o options.

377. *Out Left Sonya* V2+ - Standard *Sonya* t/o hedges slight right. Forcing a left moving traverse to corner offers quality alternative. May even transition into #380 ending.

378. *Full Sonya* V3 - Following the crux of *Sonya*, instead of topping out, head right, and just keep going. Utilizing #379's t/o goes. Continuing on to an superb long traverse finish offers a good enduro finish on the ever overhung face.

379. *Orion* V2+ - Similar to Sonya, but slightly easier as second and third set of feet dimes unfold less awkwardly.

380. *Sonya Slab* V1 - Good w/u to the traverse flank, a s/s is awkward while standing low into holds offers quality problem.

102: Sonya (5 problems, V1 - V3)

103: Cracked Egg (2 problems, V1+ - V2)

381. *Cracked Egg Roof Crack* V1+ - Quality steep crack. Few moves. Can be done as a steep hold intensive problem with optional edges and pockets. As a straight in jam to jam, can be extremely quality trainer for low out sight foot jams and minor edging. Recently mossed over and trail disappeared.

103: Cracked Egg (2 problems, V1+ - V2)

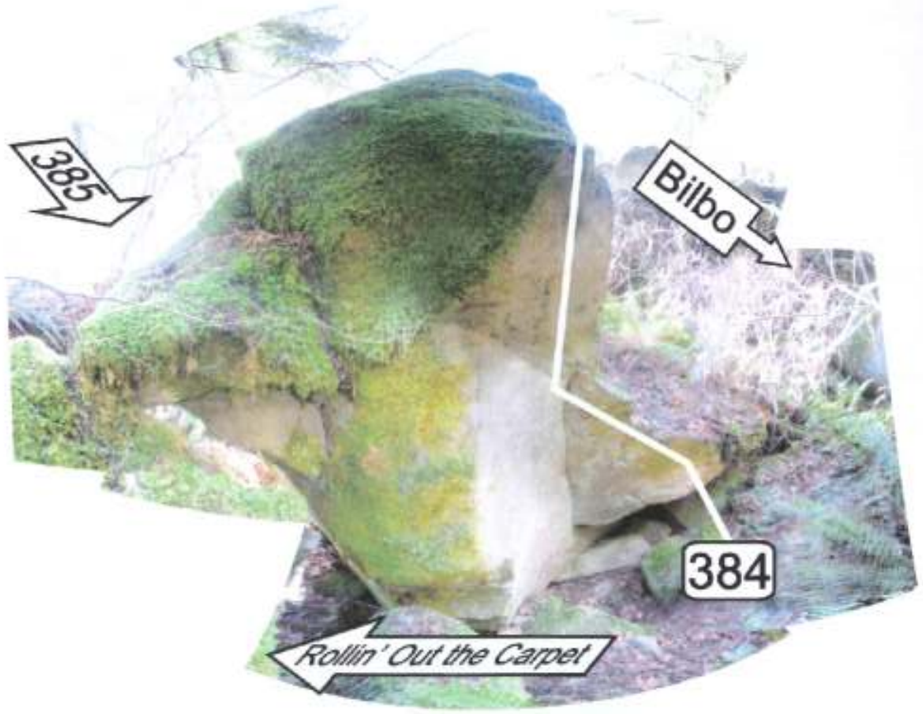
382. *Cracked Egg Face* V2 - Rarely clean, decent s/s cave face into quality positive holds thru 2 lips before mantle t/o. If area wasn't so overgrown and moss didn't regrow so fast, would be quality problem.

The Garden

104: Rollin' Out the Carpet : (1 problems, V1/2)

383. *Rollin' Out the Carpet* V1/2 - Staring in chasm between obvious spire boulder and ground bloc broken from it. Tensioning in chasm can be part of difficulty of s/s, as well as headiness thru mid-moves above a no-fall landing. Moves are on obvious quality holds thru awesome angle. W/out landing, gem.

105: Nasghoul : (2 problems, V1 - V2+)



384. *Don't Fear the Reaper* V2+ - A surprisingly quality problem facing **Bilbo** an obvious low cave start utilizes decent holds on obvious lip traverse right to left. Before traversing too far into a hold-less bulge, lie-back the right side of upper bulge with feet out on the face. Decently difficult mantle t/o on slopey holds.

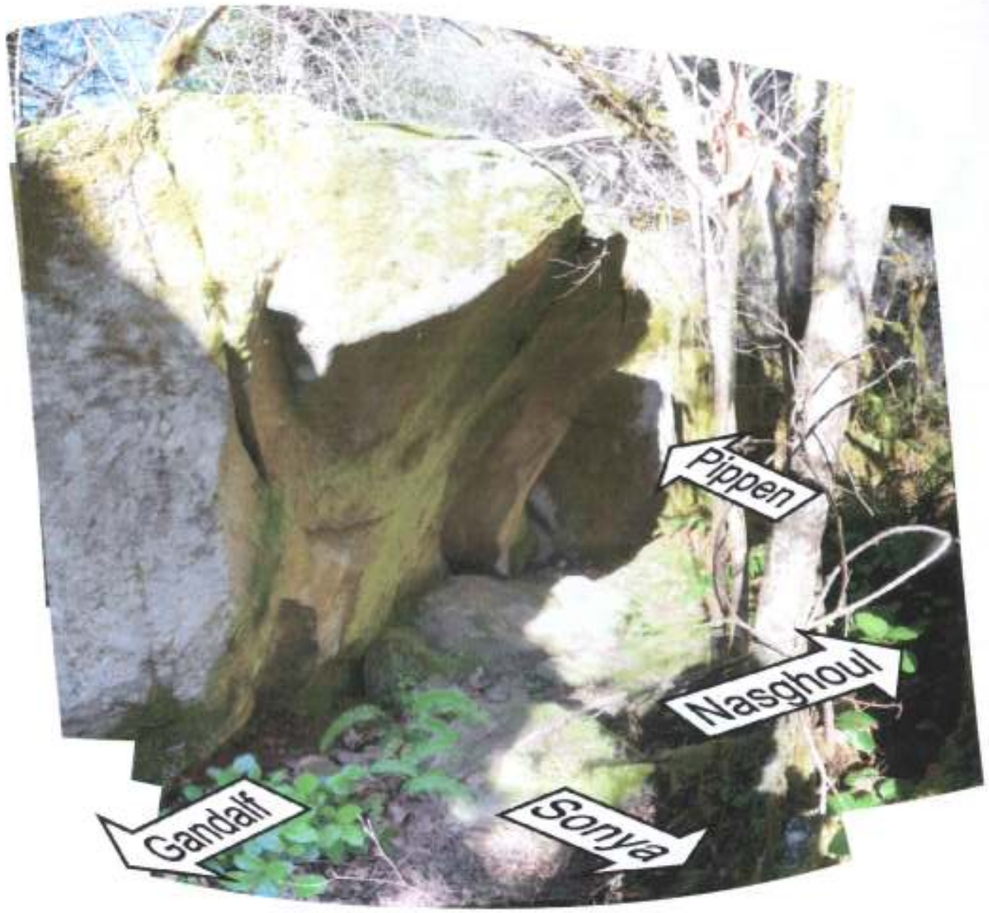
385. *Hurt Locker* V1 - Opposite flank from *Don't Fear the Reaper* this s/s problem ends too quickly as the steepness ends at standing height to quick t/o. A fall puts you back of a poor landing bloc.

106: Gandalf : (2 problems, V1+ - V2)

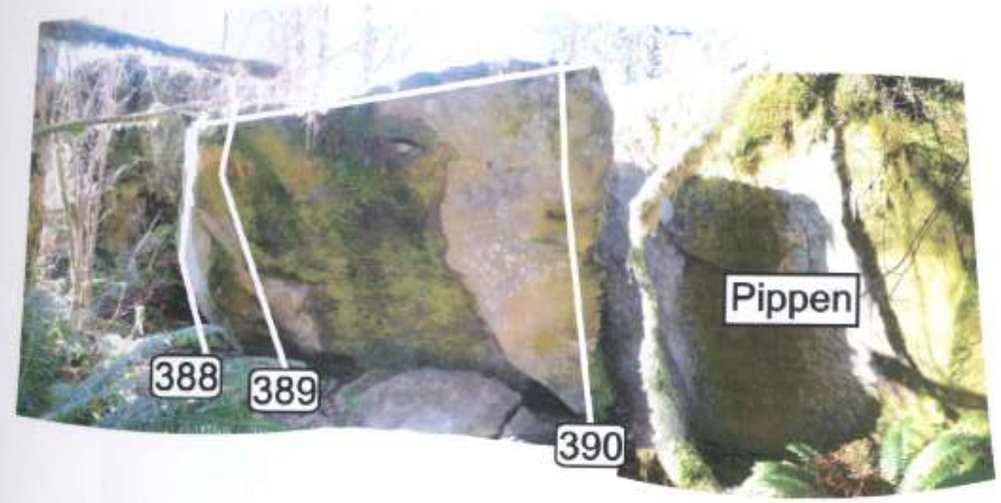
386. *Gimle* V0+ - Visible en route to **Bilbo** from **Sonya**, this singular line on an off flank of **Gandalf** doesn't require topping out with a ledge before larger formations summit.. Decent problem that never remains clean of moss.

387. *Non-Crack* V1 - An obvious minor crack offering no jams, but holds littered around the seam marks a decent problem that has been known to have holds break. **Gandalf's** backside wall facing **Bilbo** and the cliff band has other options, but the rock quality is not the best.

107: Bilbo : (3 problems, V0 - V?)



107: Bilbo : (3 problems, V0 - V?)



388. *Bilbo's Grand Traverse* V1 - Left to right, starting on vert wall squat started on crimpy holds quickly hits the top lip and then proceeds to traverse around corner into steep cave, maintaining top lip holds w/out mantling. Once around the corner, many t/o's present, lastly easiest and furthest to *Bilbo Dyno* before the **Pippen Boulder**. Good problem with difficult in transitions. Can be reversed, starting with *Hobbit Toss*, then head right to left with similar cruxes and a leisurely t/o on vert extreme left.

389. *Bilbo's Project* V? - Capturing the climbers left corner of steep flank where traverse transitions to steep, an undone? low s/s, thru interesting underclings thru manageable t/o. Makes for a full line having little to do with traverse.

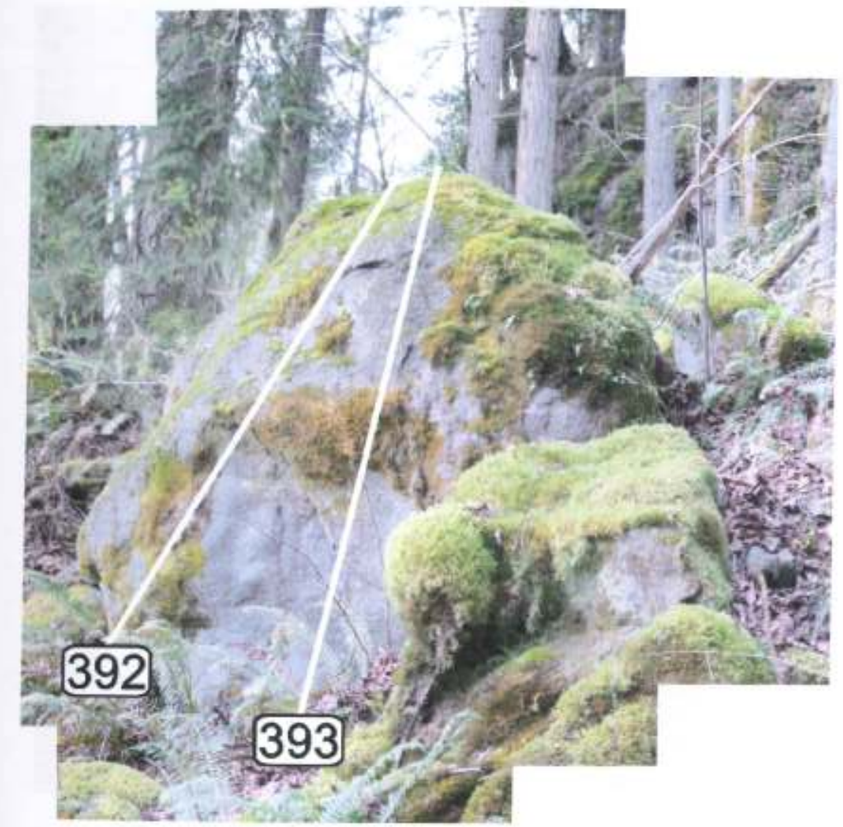
390. *Hobbit Toss* V0 - Extreme right corner of cave before Pippen boulder, an obvious s/s with a big move thru positive holds quickly gains lip and easy but physical mantle to t/o. Easily stuck statically, the toss move is pure fun.

108: Pippen : (1 problems, V?)

(PHOTO?)

391. *Pippen* V? - Never seen clean. Keep following **Pippen** around and there are two other small boulders below cliff. From **Pippen** a drainage on the cliff is visible.

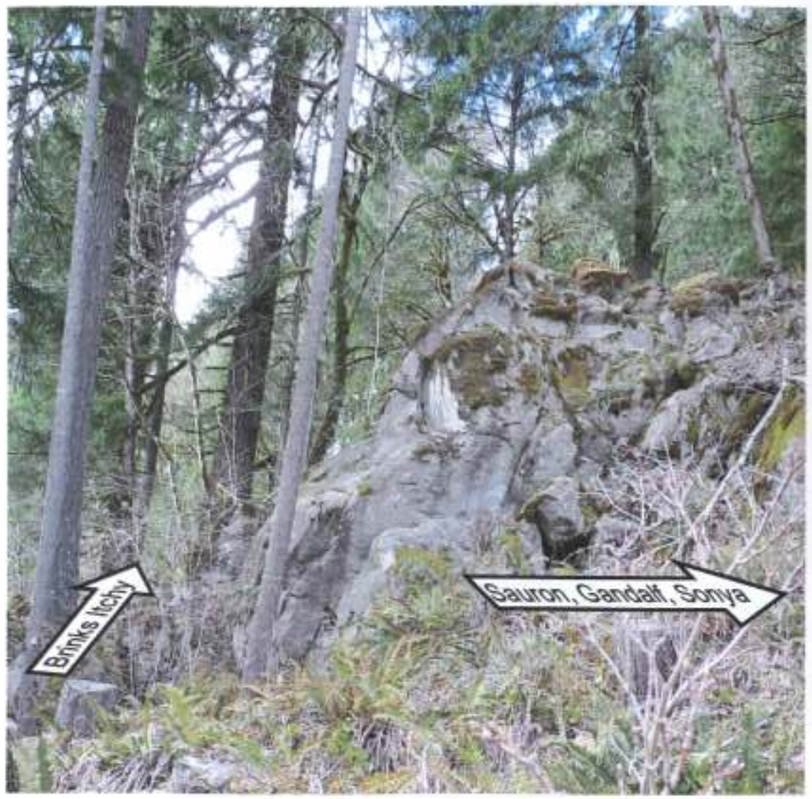
109: Sauron : (2 problems, V0 - V1)



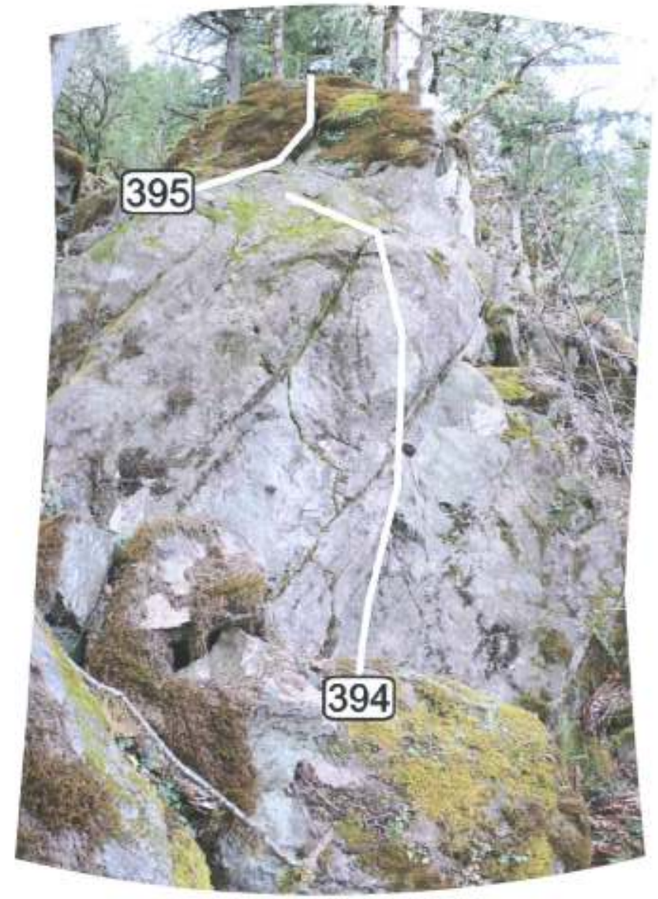
392. *Eye Of Sauron High-Ball* V1 - Scrubbed at one point to avoid loose holds high, be aware that it likely hasn't been cleaned in years. Plenty tall and a number of variant possibilities, all in the warm-up range. Landing is less than ideal with the sloping hillside and ground blocs.

393. *Maiar High-Ball* V0 - Similar to #392, but with an even more problematic landing.

110: Grey Wizard : (2 problems, VB - V1)



110: Grey Wizard : (2 problems, VB - V1)



394. *Gilbert Problem* V1 - Unexpectedly quality. Low squat start heads thru interesting holds and smears to the right. After a couple easier moves one big move gains a hidden crack jug. This positive holds eases the mantle and gains a ledge end of problem. Continue onto #395, or walk down left.

395. *5.7 Crack* VB - Whether you shortcut in or start via the *Gilbert Problem* the bomber locks and positive foot jams make this climb feasible despite the non-fall nature of the problem. Being cleaned of moss is necessary as there is no falls.

111: Arrowhead : (2 problems, V1 - V1+)

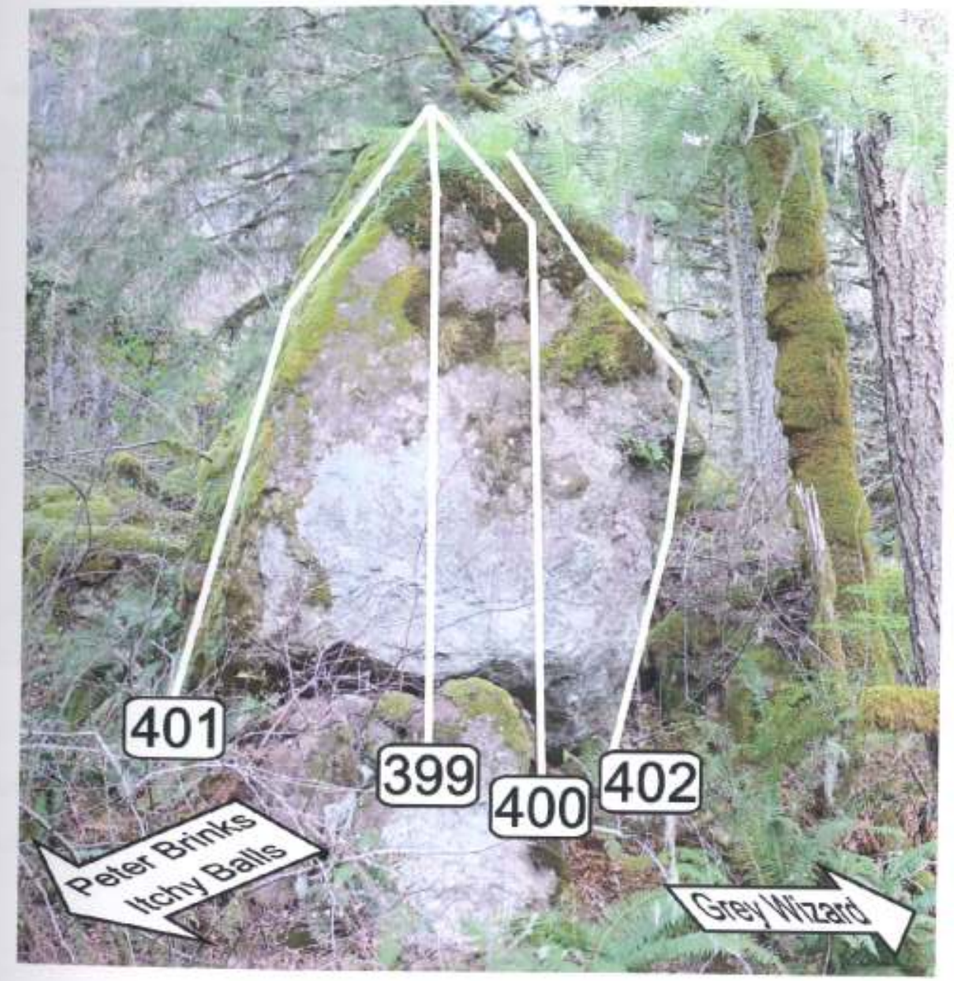
396. *Chepenefa* V1+ - Another gem with a poor landing. A small landing is just enough space to dust off, stand starting into minor edges. Avoiding the large jug below the **Arrowhead's** fin bloc makes for a slightly more stiff problem, but the angle remains just at vert.

397. *Broken Arrow* V1 - Same start as #396 but allows the ultra jug below large chunk fin.

112: Watchtower : (1 problems, V0/1)

398. *Little Ben* V0/1 - Singular line, s/s into underclings and crimps. At vert, or less makes for ease, and a plethora of holds at lip for easy t/o.

113: Awesome : (4 problems, V0 - V4/5)



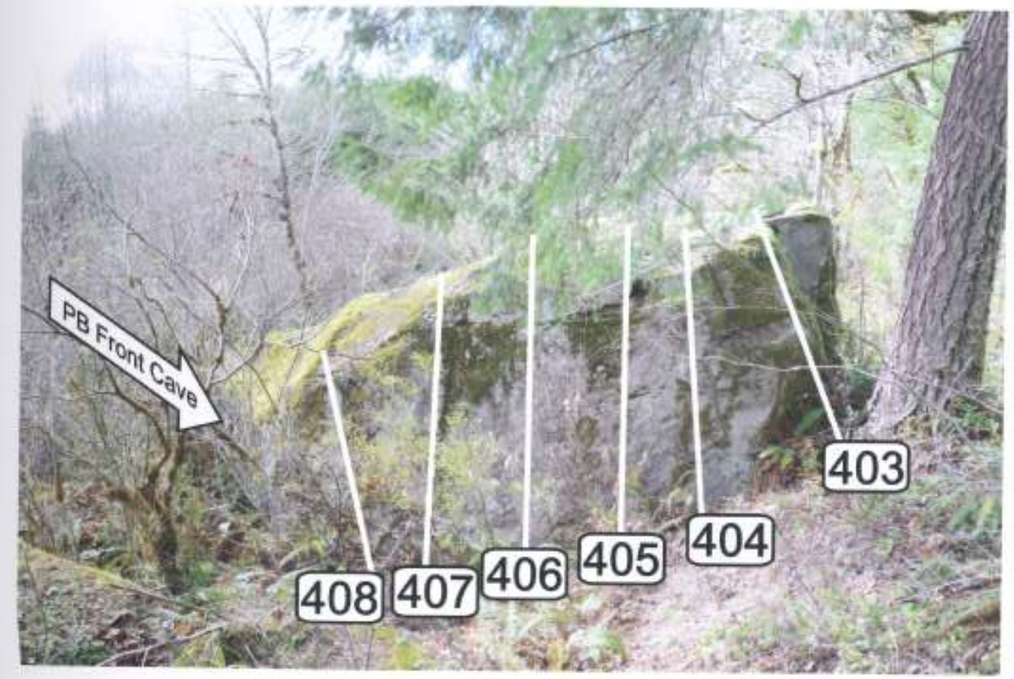
399. *Awesome* V4/5 - A less than awesome landing allows for a squat or stand start into interesting difficult holds on a sheer steep face. Unrelenting thru mid and finish. Rarely cleaned.

400. *Also Awesome* V4/5 - The same type of cruxy start as #399, but mid problem a set of more positive holds and quality foot stances ease the end.

401. *Awesome Slab* V2- - Tall low angle corner with your right foot kicking out over the void of #399 and #400, but with positive holds on the slab. Airy. Good. Rarely cleaned.

402. *Awesome Project* V? - The primary low alcove conducive for quality steep s/s, and surprisingly hosting a nice landing is an Über hard with obvious undercling rails and knobs mid to high. Low start is tough.

114: Peter Brink's Itchy Balls (Vert Wall): (problems, V - V)



403. *t* V? - The

404. *t* V? - The

405. *t* V? - The

The Garden

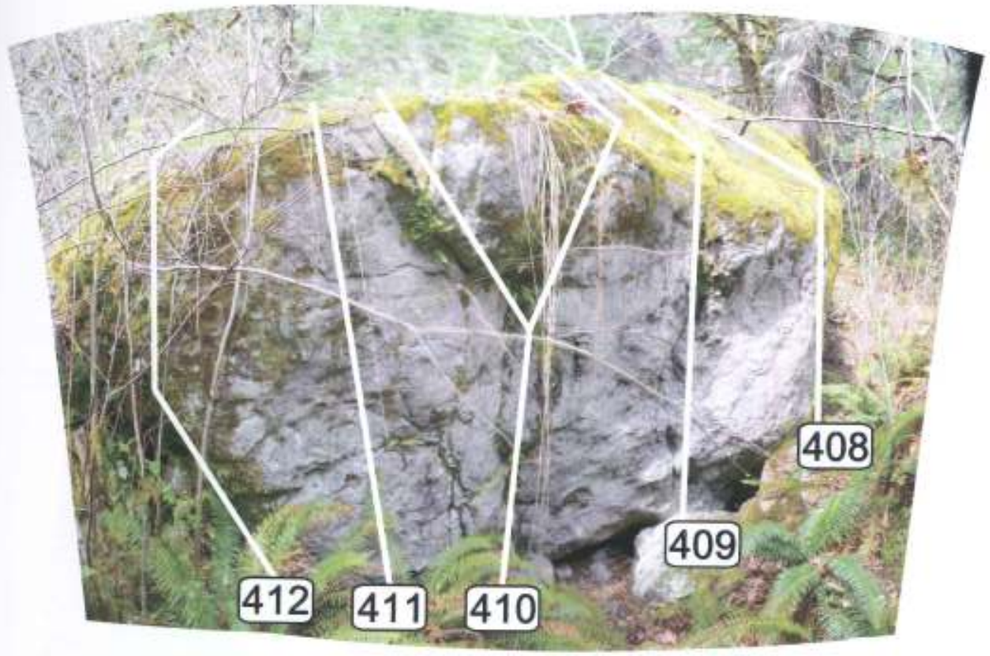
114: Peter Brink's Itchy Balls (Vert Wall): (problems, V - V)

406. *t* V? - The

407. *t* V? - The

The Garden

114: Peter Brink's Itchy Balls (Front Cave): (problems, V - V)



408. *t* V? - The

409. *t* V? - The

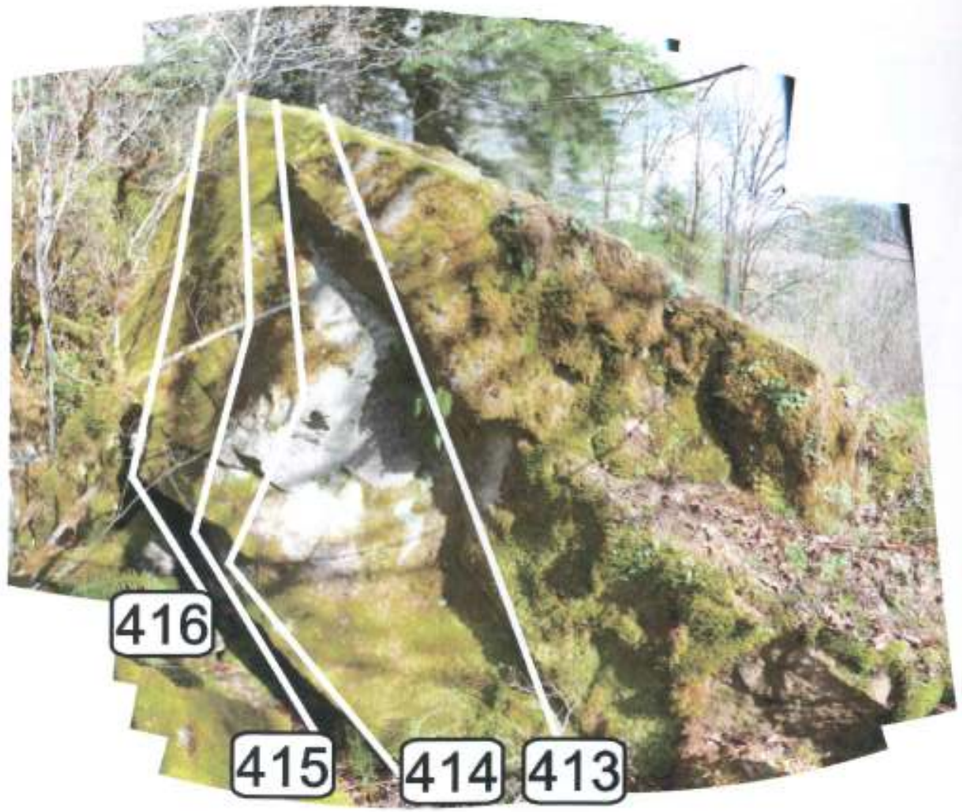
410. *t* V? - The

411. *t* V? - The

412. *t* V? - The

The Garden

114: Peter Brink's Itchy Balls (Back Cave): (problems, V - V)



413. *t* V? - The

414. *t* V? - The

415. *t* V? - The

416. *t* V? - The

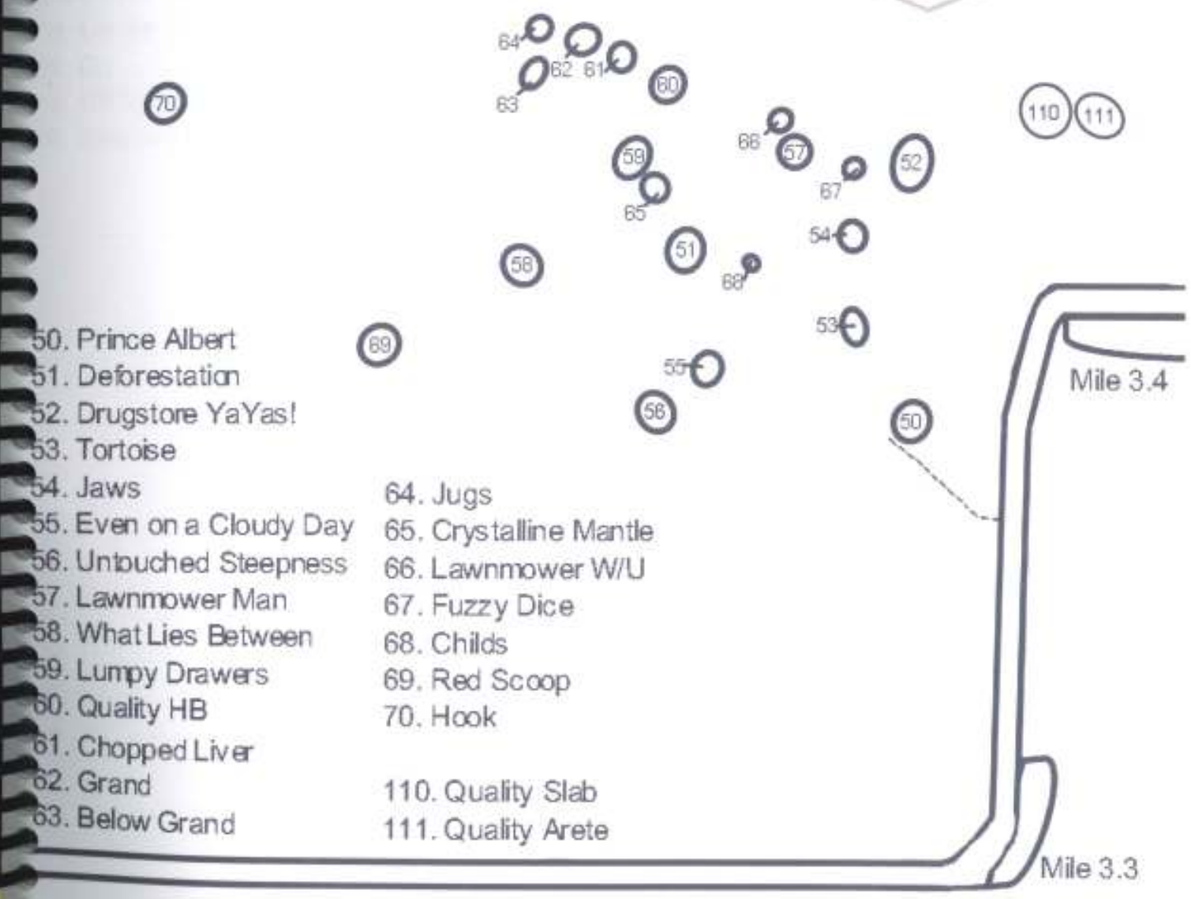
The Garden

115: Peter Brink High Ball : (problems, V - V)

The Garden

116: Gem In The Woods : (problems, V - V)

Garden Session
PREMIUM Bouldering

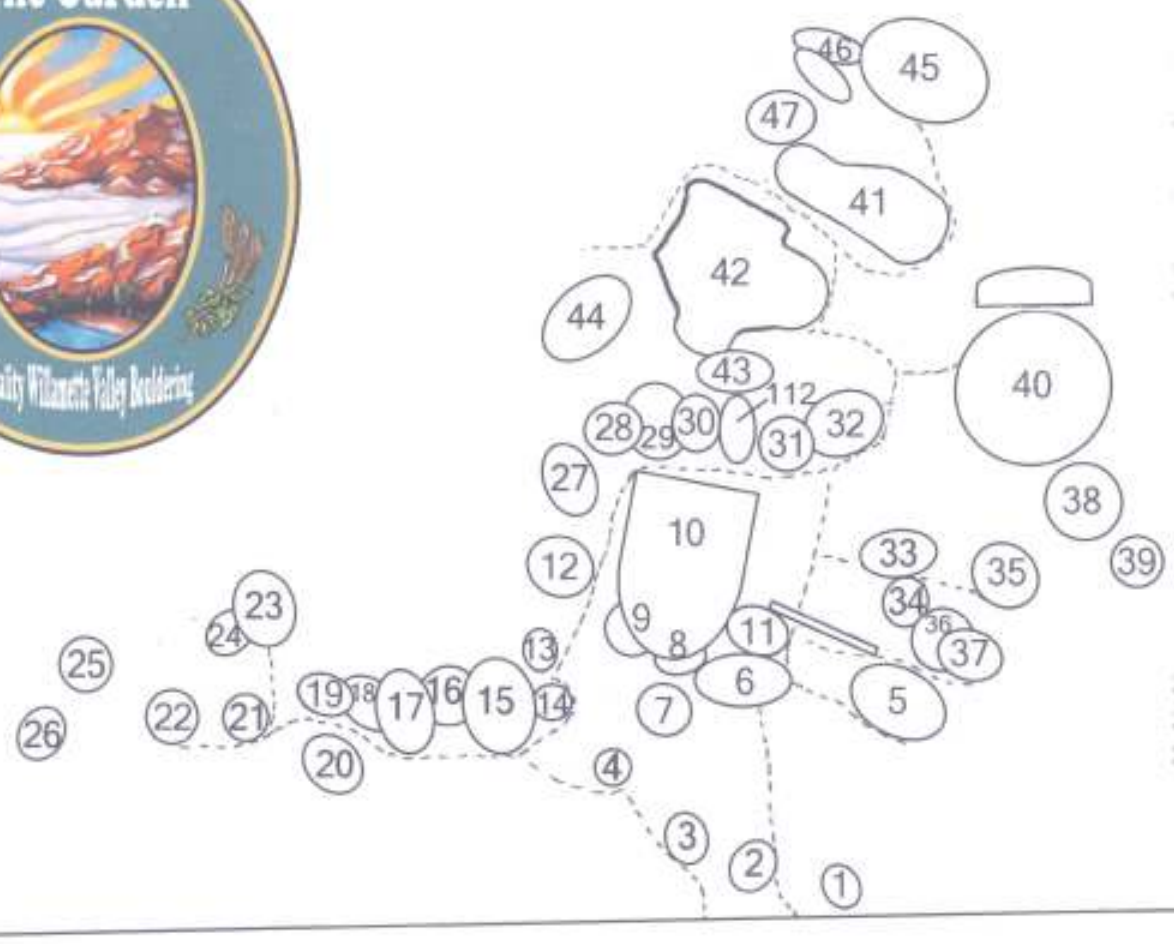


50. Prince Albert
51. Deforestation
52. Drugstore YaYas!
53. Tortoise
54. Jaws
55. Even on a Cloudy Day
56. Untouched Steepness
57. Lawnmower Man
58. What Lies Between
59. Lumpy Drawers
60. Quality HB
61. Chopped Liver
62. Grand
63. Below Grand

64. Jugs
65. Crystalline Mantle
66. Lawnmower W/U
67. Fuzzy Dice
68. Childs
69. Red Scoop
70. Hook

110. Quality Slab
111. Quality Arete

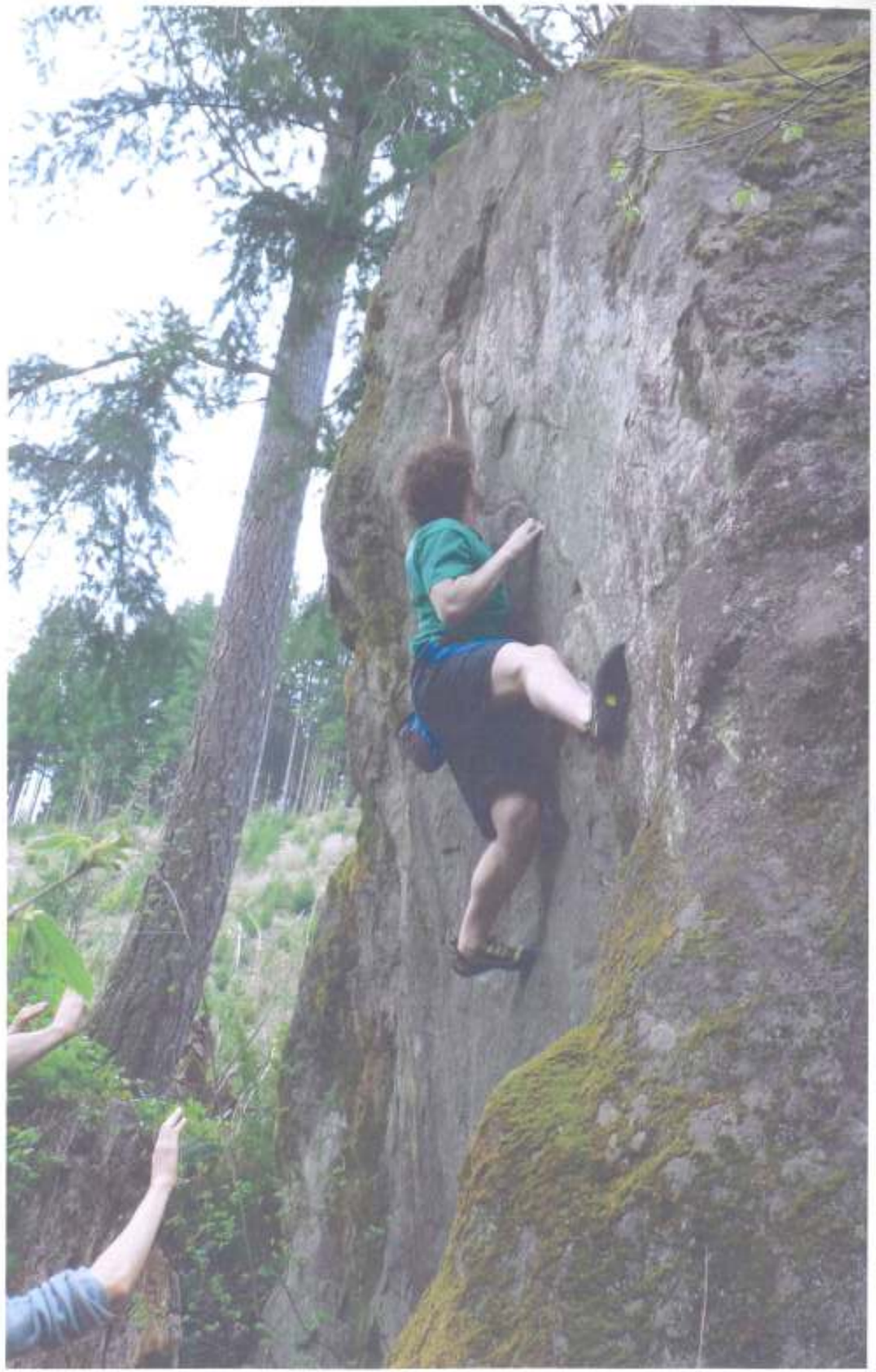
8. Weigh Stop
9. No Free Parking
13. On the Yellow Brick Road
14. Oz
15. Off to see the Wizard
16. Cracked Lump

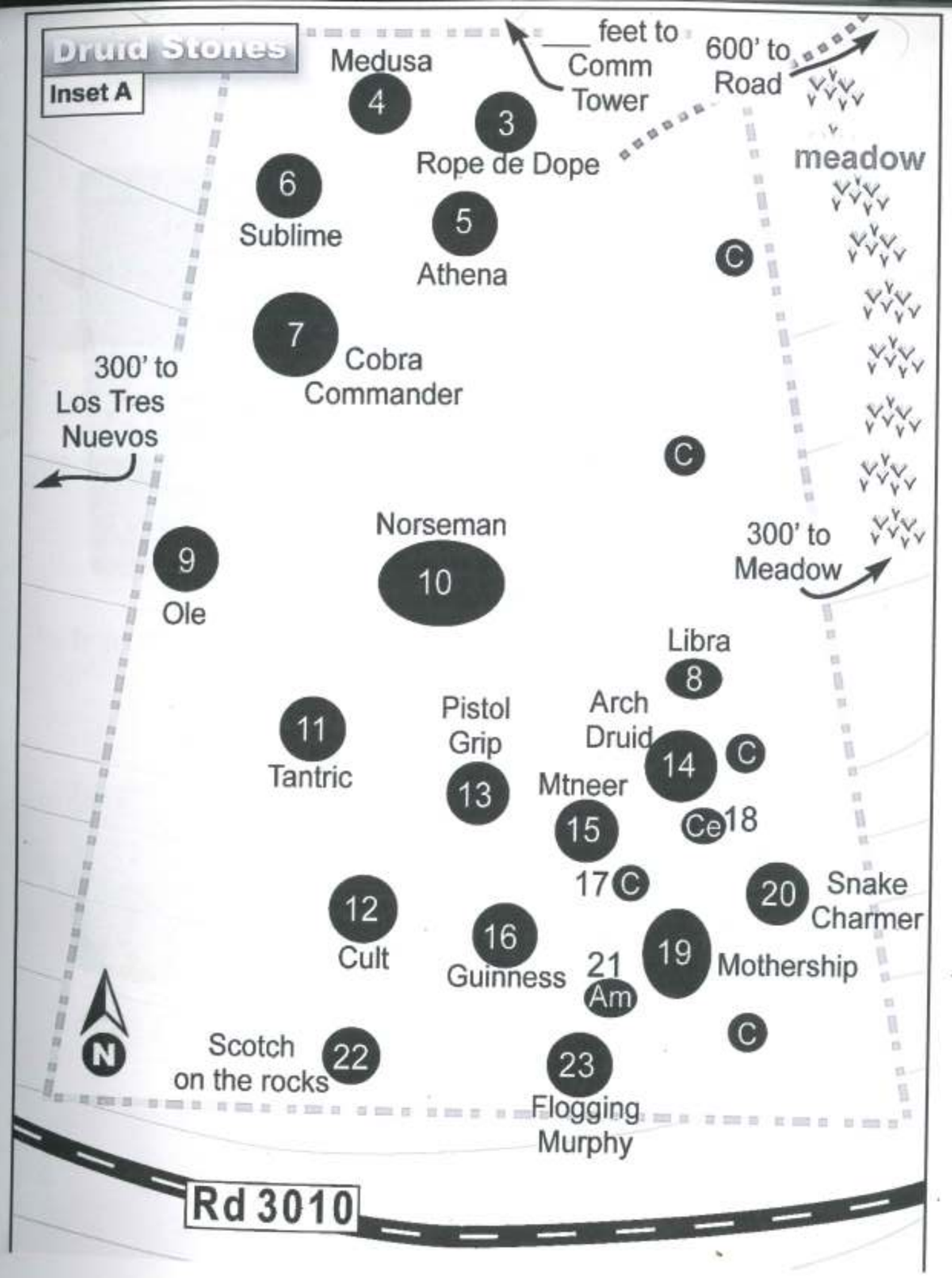


1. Roadside
2.Toilet Bowl
3.Turtle In A Half-Shell
4.Gumby W/U
5.Bitchin Corners
6.Boys in the Woods
7. 3-star Ledge
8.Tonsil
9.All Sorts of Ease
10.Meth Lab
11.Uphill of BITW
12.Bubbler
13.W/U Spire
14.Annex
15.The Office
16.Crash Test Dummies
17.Fight Club
18.Tyler Durden
19.Trust
20.Mini-Me
21.Earned V2's
22.E's D B
23.Undertow
24.Silly Steep
25.Car Alarm
26.Road Rash
27.E's V7
28.Near Meth
29.Meth Lab H/B
30.Swollen Member
31.Next to GoodV3
32.The Good V3
33.Slab
34.The Orb
35.Frontside Baldo
36.DanDees Buddy
37.Dan Dee
38.Hueco Wall
39.Hueco W/U
40.Big
41.Big Fred
42.Azian
43.Azian Spire
44.Chockstone HB
45.Angry Grandma
46.Ed's Cave
47.Rabid Squirrel

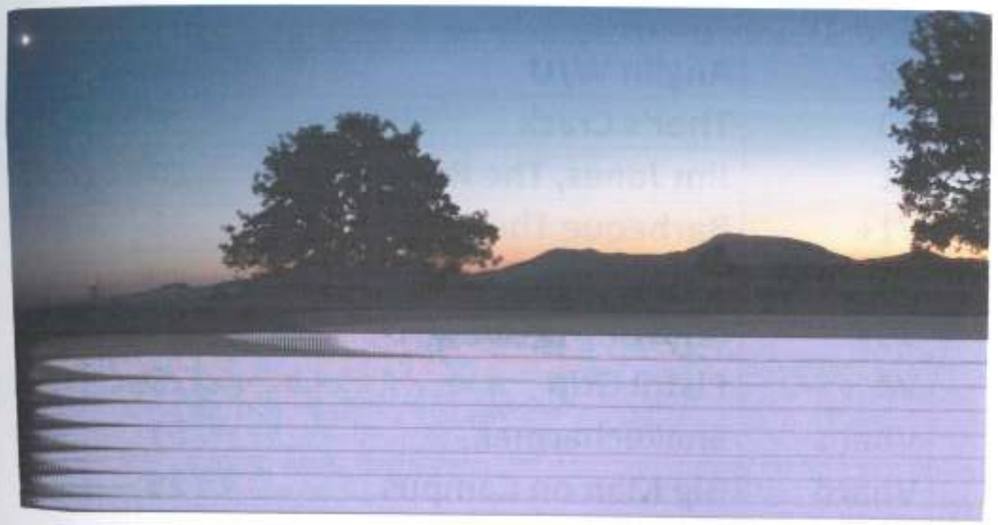
112. Motorhead

** Internet Aliases: #6 the Siren, Idiot, Couch; #31 Bitch-Slap; #17 the Ear; #42 Baraza/Pike Crack; #20 Mole; #10 Octernal, #42 Inner Sanctum




Druid Stones
Inset A
Medusa
4
3
Rope de Dope
___ feet to Comm Tower
600' to Road
meadow
6
Sublime
5
Athena
C
7
Cobra Commander
300' to Los Tres Nuevos
C
Norseman
10
9
Ole
300' to Meadow
Libra
8
11
Tantric
Pistol Grip
13
Arch Druid
14
C
Mtneer
15
Ce
18
17
C
20
Snake Charmer
12
Cult
16
Guinness
21
Am
19
Mothership
C
N
Scotch on the rocks
22
23
Flogging Murphy
Rd 3010

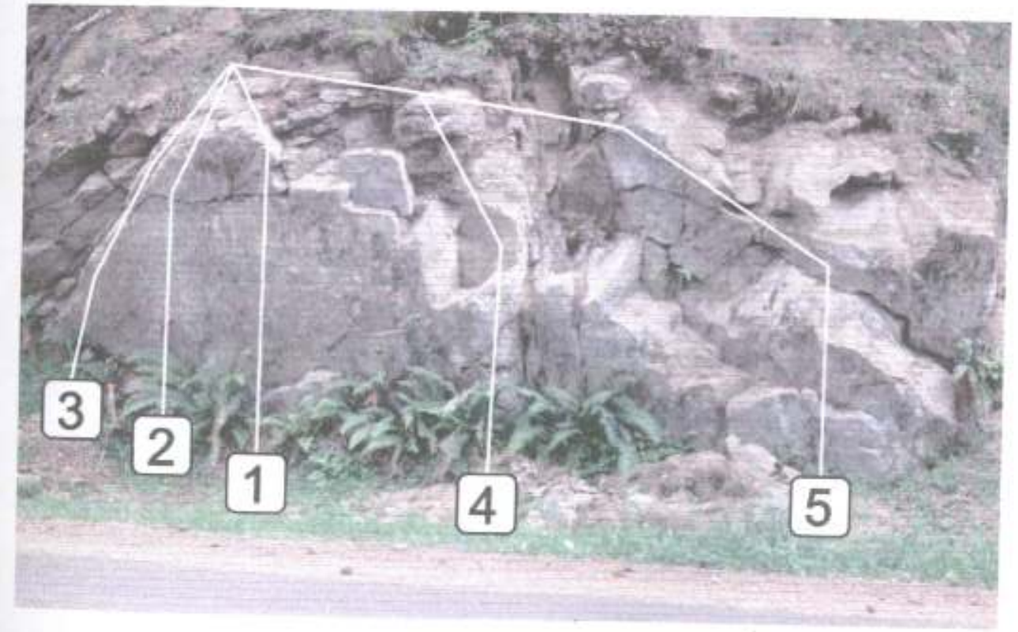
Druid Stones



Introduction:

Jumping to some great problems for their grade:		
VB	Anglin W/U	Pg.
V0	Thor's Crack	20
V1	Jim Jones, The Reverend	24
V1+	Barbeque The Druid	36
V2	Loki's Lurch	20
V3	Knowing Is Half the Battle	11
V4	Pistol Grip	29
Vhard	Snakecharmer	51
Vhard	Big Man on Campus	29

Bouldering Is Still Honest



(Tape modern Pillar Topo here)

Druid Stones

Bouldering is Still Honest is a roadside boulder splitting the distance between the two primary parking lots for the greatest concentration of Druid Stones. Opposite the road of **Bouldering is Still Honest** and downhill is three Pillars: **The Temptation Pillar, Major Tom Pillar** and the **Magical Mystery Pillar** (information on climbing pillars can be found on pg. ___).

Center boulder,

1. *Bouldering is Still Honest* V1+ - The Primary line, stand start w/ jugs and a minor in crack, good holds, good moves. T/O is difficult.
2. *Soap Creek Throw* V2- - A Stand start on left sloper and small edge in a pyramidal crack. Power. Located left of BISH
3. *Just Less Than Meaty* V1+ - Avoid ~~#2 steepness by~~ getting the best of the arete. ~~Eases crux of #2.~~ Start further left and to
4. *Greenberry Warm-up* VB - Other than looseness the and walk-off, fine warm-up.
5. *Bouldering Still Needs Warming Up* VB - ~~See #4~~. The Variants, Looseness.

Similar to Greenberry V/V but further right with

Druid Stones

Jim on *Bouldering Is Still Honest*

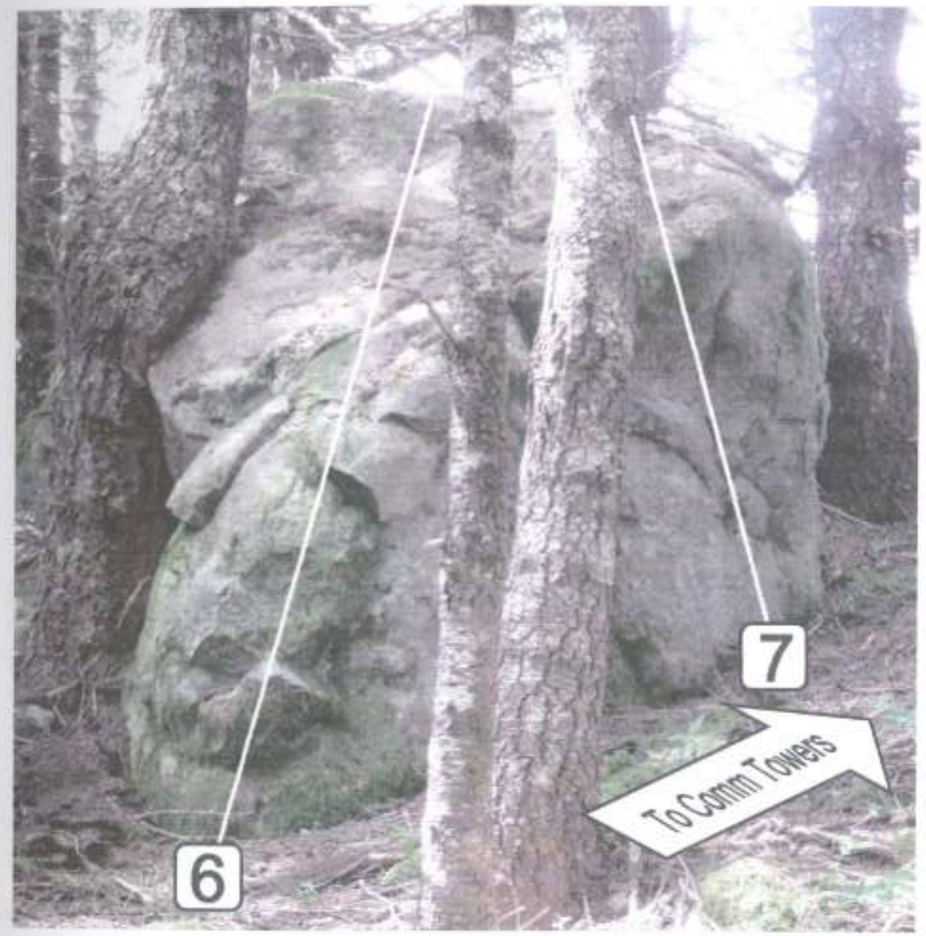
Druid Stones

Lumpy Britches

Lumpy Britches is included as the second in the Druids line as a land-marker making your way to the primary group. Three VBs are available and **LB** makes a great kids boulder, the boulder is visible from the road. The current climbers scramble is over 150 feet east of **LB**, but the boulder is visible travelling the trail and if you were to head directly over the hill starting at **LB** you will still find yourself at the primary group, only walking tighter to the Satellite Tower as you breach the Western Spur Summit.

Druid Stones

Rope De Dope



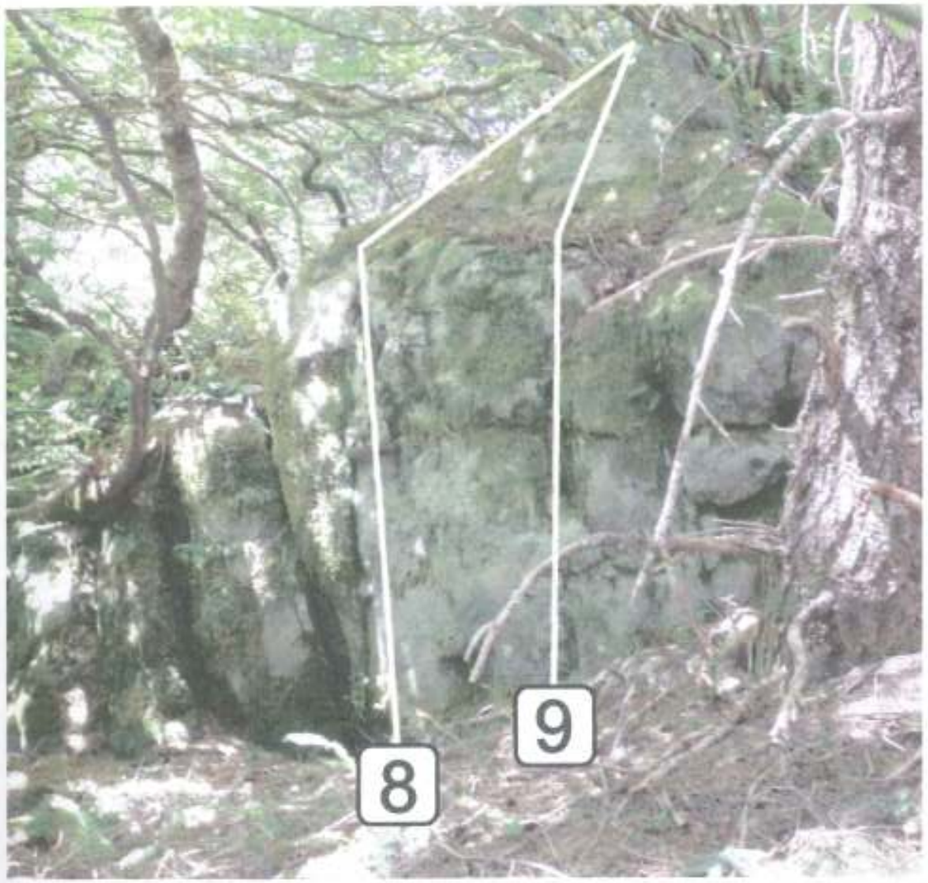
Working your way to the goods **RDD** offers a warm-up, a kid manageable slab and one good sit-start *Left Handed Looney*.

6. *Sting Like A Bee* VB - Great kids slab, w/u.

7. *Left Handed Looney* V1 - Sit-start problem with left handhold intensive move to quick mantle.

Druid Stones

Medusa Boulder



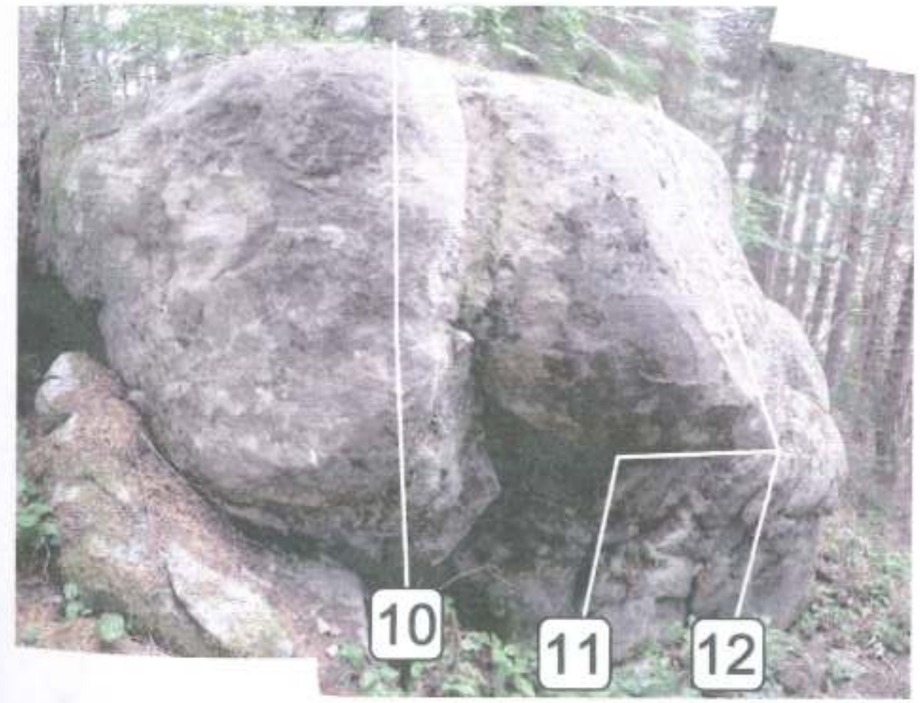
Tucked behind **Athena Boulder** and close to **Sublime**, **Medusa** pairs with **Rope De Dope** for kids problems and warm-ups.

8. *Medusa's Mantle* VB - Great kids one or two move then slab, w/u.

9. *Medusa's Haircut* VB - Great kids one or two move then slab, w/u.

Druid Stones

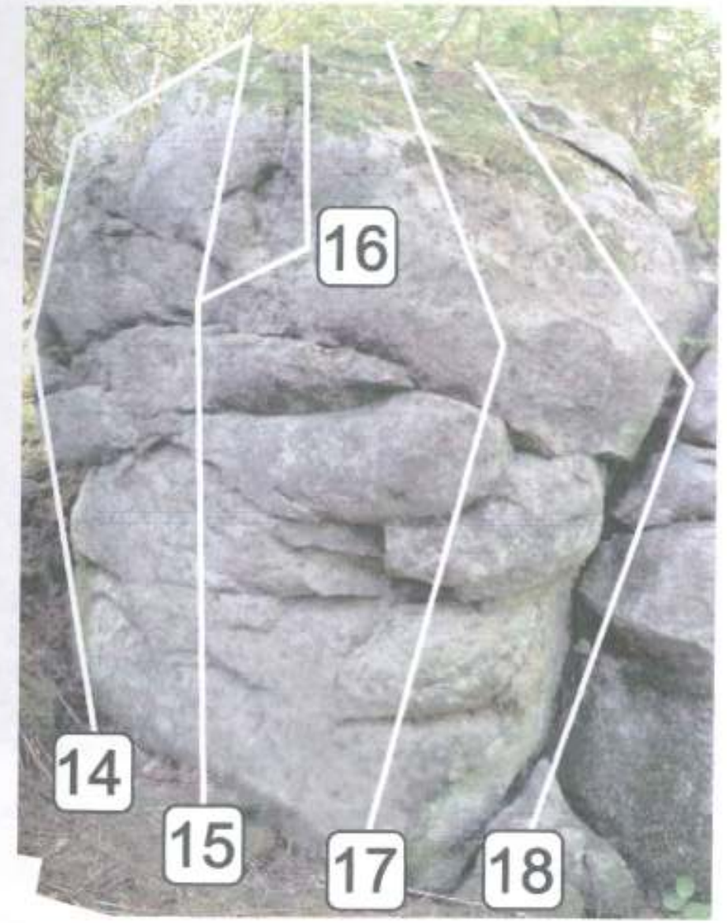
Athena Boulder



10. *Athena's Lieback* V1 - S/S to the left of the roof. One power reach moves unlocks lie-backs to top.
11. *Athena's Squat and Reach* V1 - S/S #10, after butts off ground, traverse right and finish #12.
12. *Athena's Butt* V0+ -Sit or Stand start burying your left arm in wide crack. Try facing out, right arm in.
13. *Athena's Tail End* VB - Stand start, easy w/u.

Druid Stones

Sublime Boulder



14. *Louie* V1+ - S/S thru great sloper and edge holds. Tackle left corner. Pure line

15. *What Happened* V1+ - S/S thru good holds. Crack system at mid-height makes for easy end.

16. *Smoke Two Joints* V1/2 - Variant finish to #15 start. Flake can be stood to, or connected from #17.

17. *Bradley Nowell's Ghost* V? - Undone, harder s/s. Completed from stand, the problem is a sit.

18. *Gasoline Alley* VB - Stand start, easy w/u.

Druid Stones

Cobra Commander

When the Druid Stones were discovered/rediscovered in recent years the **Cobra Commander** was the starting point. The jaw-dropper, da business! Hosting high quality lines from sits to stands VB to V3+, and potential for a problem in the V <7 range, this boulder ranks in the Druids top bunch. **CC's** backside offers pocket and sloper intensive slab problems while problems like *B(e)aroness Wrestling*, *Major Bludd* and *Copperhead* toe the line between steep and slab.

to the Alder Creek Falls, relatively low on the mountain, meant that future exploration cannot be limited to only the highest cone of the mountain, or only the Western Spur off-shoot. Confirming these clues towards future rock exploration was a mysterious text conversation between the author and friend, guide and confidant Charlie Bloeden. Before taking a climbing program assignment in Maine, while still working for Oregon State University's Rock-Climbing and Adventure Program, Charlie programmed classes to the Marys Peak and "...had done some bouldering..." on visits to the area. The author initially assumed Charlie referred to The Pillars and Boulders focused on in this guide. Weeks later, additional texts focused on determining Charlie's areas of focus, which surprisingly was "...just off the North Ridge Trail...". No part of this guidebook covers climbing in regions of the North Ridge Trail. The North Ridge Trail leaves the town of Burnt Woods (accessed via Hwy. 20 out of Philomath instead of Hwy. 34) and travels to the summit of Marys Peak completely removed from all identified climbing areas of this guide. There is no other conclusions other than that there is more rock out there - roped, non-roped. ~~Focusing on road-cuts is time wasted~~, as the boulders and pillars consist of a much greater quality than what has been unearthed by man. If you want more exploratory tips in terms of Marys Peak or throughout the area and state email: ire510@hotmail.com.

Cairns uphill of Summit Druid

If your having a hard time finding the Summit Druid, above photo was taken less than 200 feet from the Summit Drive. Heading further downhill from Summit Druid, there is an interesting rock- slide that dangerously steepens to vertical the further you travel it.

Marys Peak Summit

Problems / Routes

★ System = 1 or No ... ★, ★★, ★★★ ... for ...

110	*Dedication Dyno*	V1	★	JAM	8/12/2010	FA: Paul	2nd: Jim
111	*Rooster Love*	V1	★	JAM	8/12/2010	FA: Paul	2nd: Jim
112	*Loving 51*	V1	★	JAM	8/2010	FA: Andrew	2nd: Paul
113	*Sean Monahan*	V1	★	Japhy Ryder	8/12/2010	FA: Paul	2nd: (Open)
114	*Dharma Bum*	V1+	★	Japhy Ryder	8/12/2010	FA: Paul	2nd: (Open)
115	*Japhy Ryder*	V2	★	Japhy Ryder	8/12/2010	FA: Paul	2nd: (Open)
116	*Japhy Direct*	V1	★	Japhy Ryder	8/12/2010	FA: Paul	2nd: (Open)
117	*Low Tide*	VB		Low Tide			
118	*Dirty Diana*	V2	★	The Dirties	1/2011	FA: Andrew	2nd: Paul 2/2011
119	*Dirty Arete Project*	V?		The Dirties	(Open)		
120	*Wipe that Dirty Face*	V0		The Dirties	1/2011	FA: Andrew	2nd: Jim 2/2011
121	*Auspicuous Occasion Crack*	V1	★	Rivals	1/24/2011	FA: Jim	2nd: Paul
122	*Endless Quest to be Cool*	V1	★	Rivals	1/24/2011	FA: Jim	2nd: Paul
123	*(Open)*	V?		Rivals	(Open)		
A	*Major Tom*	5.7	★	Major Tom			
B	*Dionysus*	5.7	★	Major Tom			
C	*Solo*	5.6		Major Tom	N/A		
D	*Leap of Faith*	5.7	★	Temptation Pillar			
E	~~*(Open)*~~ Open	5.9		Temptation Pillar	Been Top-roped. Good. (Open)		
F	*The Temptations of Two Marys*	5.7	★	Temptation Pillar			
G	*Tempting Fate*	5.8	★	Temptation Pillar	~~Been Top-roped. Avoid Corkscrew. (Open)~~		
H				Magical Mystery Pil.			
I				Magical Mystery Pil.			
J				Magical Mystery Pil.			
124				Ranger Bob			
125				Ranger Bob			
126				Sloper Boulder			
127				MM Boulder Prob.			

Rule ...

Problems / Routes

128				Never Stop Exploring	
129	*Druid Lost In Space*	VB		Summit Druid	N/A
130	*Summit Druid*			Summit Druid	N/A
131				Radetich Growth	
132				Radetich Growth	
133				Radetich Growth	
134				Radetich Growth	
135				Radetich Growth	
136				Radetich Growth	
137				Radetich Growth	
138				Radetich Growth	
139				Radetich Growth	
140				Radetich Growth	
K	*Left TR*	5.11-	☆	Gunsight Hill	Been TR'ed(Open)
L	*Right TR*	5.10+/-	☆	Gunsight Hill	Been TR'ed(Open)
M	*Jeffersonian Column*	5.7		Corvallistonian Bloc	
N	*Corvallistonian*	5.6	☆	Corvallistonian Bloc	
O	*Over the River and Thru the Woods*	5.9/5.10-	☆	Corvallistonian Bloc	The tree is gone for a slight modification of beauty on the wall side only.
P	*Sometimes a Great Motion*	5.10a/b	☆	Corvallistonian Bloc	
Q	*El Jeffe*	5.10b/c	☆	Corvallistonian Bloc	
R	~~*Heathen's Highway*~~	5.4		Owl Slab	
S	~~*Flowmaster*~~	5.6		Owl Slab	
T	~~*Lindzo*~~	5.7		Owl Slab	
U	~~*Keejo*~~	5.7		Owl Slab	
V	~~*Magdalla*~~	5.8		Owl Slab	
W	~~*Knobby*~~	5.6		Owl Slab	

These are now J Marcis & T. Atwater bolted lead lines w/ bolted anchors.
Picking solving Owl Slab is stupid

Problems / Routes

X	*Dirt Crack*	5.6		Owl Slab	
Y	*Bat Crack*	5.8		Bat Wall	Needs anchors before 5.7 solo to trees.
Z	*Project Robin Crack*	5.?		Bat Wall	(Open)
AA	Project 2nd Crack	5.?		Bat Wall	(Open)
BB	*Bat Slab*	5.7		Bat Wall	Top rope only
CC	*MGMT*	5.7		Bat Wall	Top rope all
DD	Albatross			Alder Creek Wall	Rps, Rockers, Plus, 1 cam orange dwarf
EE	Bump			Alder Creek Wall	Rps, Rockscopic
FF	Set			Alder Creek Wall	Rps, Rockers plus
GG	Spike			Alder Creek Wall	Rps, Rockers plus

Problems / Routes

28	*Copperhead*	V0		Cobra Comm	6/2010	FA: Chris	2nd: Jim
29	*Zartan*	V0		Cobra Comm	6/2010	FA: Jim	2nd: Paul
30	*The Little Enemy*	VB		Cobra Comm	6/2010	FA: Jim	2nd: Paul
31	*Thumbs Up*	V0		Libra Slab		FA: Jamie	2nd: Shannon
32	*Libra Ridge*	VB		Libra Slab		FA: Eva	2nd: (Open)
33	*Ole' Ole' Ole'*	V2		Ole'	7/20/2010	FA: Paul	2nd: (Open)
34	*Cyclone Pop-In*	V2/3		Ole'	8/2010	FA: Matt Sch.	2nd: (Open)
35	*Punk and Lyndi*	V1		Ole'	7/20/2010	FA: Paul	2nd: (Open)
36	*Direct Finish to #34*	V?		Ole'	(Open)		
37	*Odin's Slope*	V2		Norseman	7/2010	FA: Paul	2nd: Andrew
38	*Stairway to Valhalla*	V0		Norseman	6/2010	FA: Sheena	2nd: Bjorn Ellenburg
39	*Thor's Crack*	V0		Norseman	6/2010	FA: Paul	2nd: Jim
40	*Loki's Lurch*	V2		Norseman	6/2010	FA: Paul	2nd: Matt Sch. 8/8/2010
41	*Varshnar*	V0		Norseman	6/2010	FA: Jim	2nd: Paul
42	*Lucifer's Lean*	V1		Norseman	6/2010	FA: Jim	2nd: Paul
43	*Eric the Northman*	V0		Norseman		FA: Jamie Maller	2nd: Shannon
44	*Tantric Bouldering*	V0		Tantric	FA: Paul	2nd: (Open)	
45	*Diddlin a Druid*	VB		Tantric	FA: Paul	2nd: (Open)	
46	*Branch Davidian*	V0		Cult	8/20/2010	FA: Paul	2nd:Jim
47	*Jim Jones, The Reverend*	V1		Cult	8/20/2010	FA: Paul	2nd:Jim
48	*Jeffersonian Movement*	V2		Cult	8/24/2010	FA: Paul	2nd: Andrew 9/12/2010
49	*Brown Stain*	V?		Cult	(Open)		
50	*Get Your White Nikes*	V2		Cult	12/2010	FA: Ian Roth	2nd: Paul 6/2011
51	*Heaven's Gate*	V0		Cult	8/20/2010	FA: Paul	2nd:Jim
52	*Pistol Grip*	V4		Pistol Grip	1/23/2011	FA: Tymun	2nd: Mark Koehler 2011
53	*Lock Stock and 2 Smoking Barrels*	V?		Pistol Grip	(Open)		
54	*Sharma Problem*	V?		Pistol Grip	(Open)		
55	*Tymun's Big Man On Campus*	V?		Pistol Grip	(Open) Worked By Tymun 1/2011		

Problems / Routes

	Proj.						
56	*Raised Eyebrows*	V?		Pistol Grip	(Open)		
57	*Hair Trigger*	V1	☆	Pistol Grip	1/30/2011	FA: Tim Kohler	2nd: Paul
58	*AwolnatioN*	V1+		Pistol Grip	8/2010	FA: Paul	2nd: Andrew 1/2011
59	*Pistola Backside*	V1+	☆	Pistol Grip	8/2010	FA: Paul	2nd: Andrew 1/2011
60	*Pistola Arete*	V2	☆	Pistol Grip	1/23/2011	FA: Tymun	2nd: Paul 1/28/2011
61	*Third Base*	V2	☆	Pistol Grip	1/23/2011	FA: Tymun	2nd: Andrew
62	*Archdruid*	V2-	☆	Archdruid	7/26/2010	FA: Paul	2nd: Matt Sch. 8/5/2010
63	*Beekeeper*	V2+/V3-	☆	Archdruid	8/2/2010	FA: Paul	2nd: Marco Clark
64	*Barbeque the Druid*	V1+	☆	Archdruid	7/26/2010	FA: Paul	2nd: Jim
65	*Mark Sandman's Ghost*	V2-	☆	Archdruid	7/26/2010	FA: Paul	2nd: Jim
66	*Cure For Pain*	V0/1	☆	Archdruid	7/26/2010	FA: Jim	2nd: Paul
67	*Crowley's Crack*	VB		Archdruid	8/2010	FA: Chris	2nd: Sheena
68	*Walk*	VB		Mtneer	7/2010	FA: Paul	2nd: Eva
69	*Don't Run*	VB		Mtneer	7/2010	FA: Paul	2nd: Eva
70	*Guinness Roof*	V3	☆	Guinness	8/10/2010	FA: Matt Sch.	2nd: Paul 8/18/2010
71	*Pints of Guinness Make You Strong*	V2	☆	Guinness	7/20/2010	FA: Jim	2nd: Paul
72	*(Open)*	V?		Guinness	(Open)		
73	*(Open)*	V?		Guinness	(Open)		
74	*(Open)*	V?		Guinness	(Open)		
75	*(Open)*	V?		Guinness	(Open)		
76	*Cavalier Eternal*	V1	☆	Cavalier Eternal	7/26/2010	FA: Jim	2nd: Paul
77	*Strength Beyond Strength*	V2	☆	Cavalier Eternal	7/26/2010	FA: Paul	2nd: Jim
78	*Pharm Phed Phish*	V0		Cavalier Eternal	7/26/2010	FA: Paul	2nd: Jim
79	*Earth to Mothership Traverse*	V2	☆	Mothership	9/11/2010	FA: Paul	2nd: Jim 9/12/2010
80	*Mothership Direct*	V1+/V2-		Mothership	9/11/2010	FA: Paul	2nd: Jim 9/12/2010
81	*Paranoid Android*	V1+/V2-	☆	Mothership	8/20/2010	FA: Paul	2nd: (Open)

all Short, non cleaned

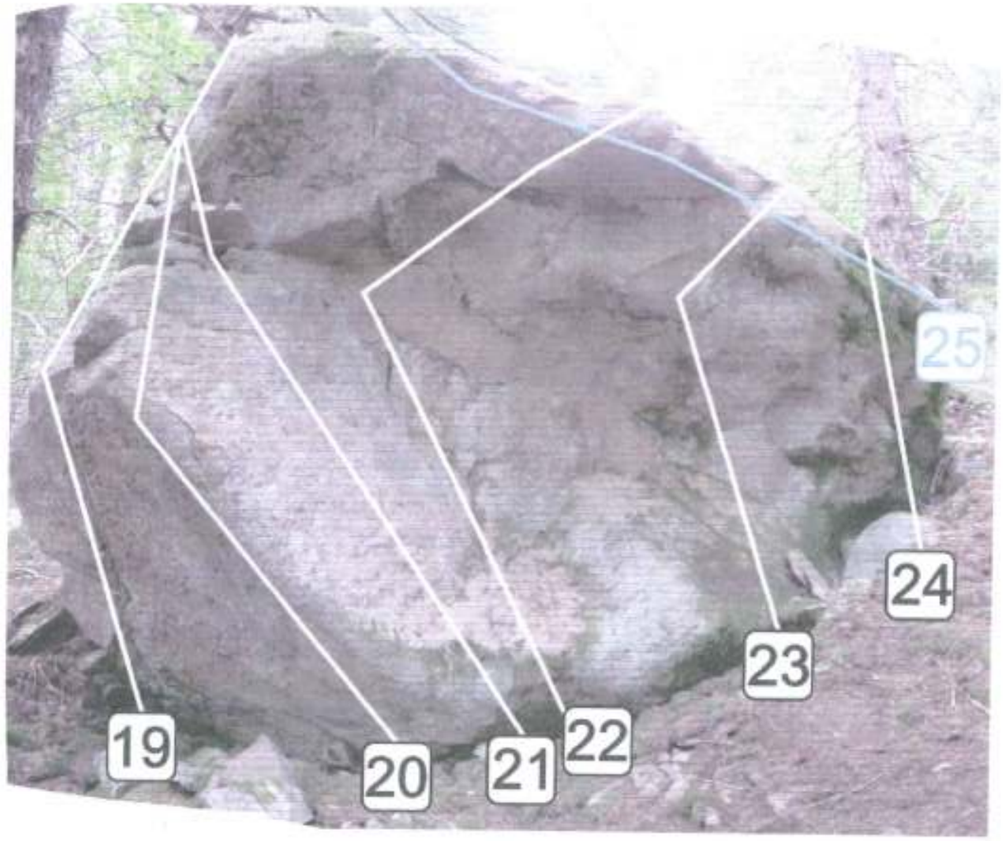
Problems / Routes

82	*Beam Me Up Scotty*	V2	☆	Mothership	7/26/2010	FA: Paul	2nd: Andrew 1/2011
83	*Fitter, Stronger, Happier Project*	V?		Mothership	(Open)		
84	*Snakecharmer Project*	V?	☆	Snakecharmer	(Open)		
85	*Snake Under a Tree*	V?	☆	Snakecharmer	(Open)		
86	*Andrew's Arete*	V1+/V2-		Snakecharmer	2/2011	FA: Andrew	2nd: Paul 5/2011
87	*Bring the Ruckus*	V2	☆	Snakecharmer	8/2010	FA: Paul	2nd: Jim
88	*Ruckus Ride*	V1	☆	Snakecharmer	8/2010	FA: Jim	2nd: Paul
89	*Ruckus Romp*	V0		Snakecharmer	8/2010	FA: Jim	2nd: Paul
90	*Cliche' Guevera*	V0		Against Me!	7/26/2010	FA: Jim	2nd: Paul
91	*Baby, I'm an Anarchist*	V0		Against Me!	7/26/2010	FA: Jim	2nd: Paul
92	*(Open)*	V?		Scotch on the Rocks	(Open)		
93	*(Open)*	V?		Scotch on the Rocks	(Open)		
94	*(Open)*	V?		Scotch on the Rocks	(Open)		
95	*Cetlic Mating Ritual*	V1		Flogging Murphy's	7/26/2010	FA: Paul	2nd: (Open)
96	*Pissing on the Trinity*	V2		Flogging Murphy's	7/26/2010	FA: Paul	2nd: (Open)
97	*Quit Flogging Your Molly*	V0		Flogging Murphy's	7/26/2010	FA: Paul	2nd: Jim
98	*Roots Man U V A W/u*	V0		Sessions	8/12/2010	FA: Paul	2nd: Jim
99	*Sessions, Lessons, Blessings*	V1	☆	Sessions	8/12/2010	FA: Jim	2nd: Paul
100	*Firing These Things Called TNT*	V1+	☆	Sessions	8/12/2010	FA: Paul	2nd: Jim
101	*Till the Elephant Comes*	V2-	☆	Sessions	8/26/2010	FA: Paul	2nd: Jim
102	*Snyder's Pocket*	V2	☆	Sessions	8/20/2010	FA: Paul	2nd: Jim
103	*I Don't Want To Be, (Sam) I Am*	V2+	☆	Sessions	8/20/2010	FA: Paul	2nd: Andrew
104	*In For a Penny, In For a Pound*	V1		Sessions	8/26/2010	FA: Paul	2nd: Andrew
105	*Bowling Ball*	VB		Bowling Ball	12/2010	FA: Andrew	2nd: Paul
106	*Anglin Descent*	VB		JAM	8/12/2010	FA: Paul	2nd: Jim
107	*Anglin W/U*	VB		JAM	8/12/2010	FA: Paul	2nd: Jim
108	*Hooked Line and Sinker*	V1	☆	JAM	8/12/2010	FA: Jim	2nd: Paul
109	*Anglin em in*	V0/1	☆	JAM	8/12/2010	FA: Jim	2nd: Paul

Problems / Routes

	Problem/Route Name	Grade	Quality	Boulder	Notes		
1	*Bouldering Is Still Honest*	V1+		BISH	6/20/2010	FA: Jim Vosburg	2nd: Paul Waters
2	*Soap Creek Throw (aka 1.28)*	V2-		BISH	7/18/2010	FA: Paul	2nd: (Open)
3	*Just Less Than Meaty*	V1+		BISH	7/18/2010	FA: Paul	2nd: (Open)
4	*Greenberry Warm-up*	VB		BISH	6/20/2010	FA: Paul	2nd: Jamie Maller
5	*Bouldering Still Needs W/U*	VB		BISH	6/20/2010	FA: Paul	2nd: Jamie
6	*Float Like A Bee*	VB		Rope De Dope	8/2010	FA: Eva Julie Waters	2nd: (Open)
7	*Left Handed Looney*	V1		Rope De Dope	8/2010	FA: Paul	2nd: Jim
8	*Medusa's Mantle*	VB		Medusa	8/2010	FA: Eva	2nd: (Open)
9	*Medusa's Haircut*	VB		Medusa	8/2010	FA: Eva	2nd: (Open)
10	*Athena's Lieback*	V1		Athena	8/2010	FA: Paul	2nd: Jim
11	*Athena's Squat and Reach*	V1		Athena	8/2010	FA:Jim	2nd: Paul
12	*Athena's Butt*	V0+		Athena	8/2010	FA: Paul	2nd: Jim
13	*Athena's Tail End*	VB		Athena	8/2010	FA: Jim	2nd: Paul
14	*Louie*	V1+		Sublime	8/2010	FA: Paul	2nd: Jim
15	*What Happened*	V1+		Sublime	8/2010	FA: Paul	2nd: Jim
16	*Smoke Two Joints*	V1/2		Sublime	8/2010	FA: Paul	2nd: Jim
17	*Bradley Nowell's Ghost*	?		Sublime	(Open)		
18	*Gasoline Alley*	VB		Sublime	8/2010	FA: Jim	2nd: Paul
19	*Destro*	V2		Cobra Comm	8/2010	FA: Paul 2nd: Jim 2ndSit Start: Open	
20	*CC Sit Project*	?		Cobra Comm	(Open)		
21	*Cobra Commander*	V1		Cobra Comm	6/2010	FA: Paul	2nd: Jim
22	*Knowing Is Half the Battle*	V3		Cobra Comm	8/8/2010	FA: Matt Schwarzkopf	2nd: Paul 8/10/2010
23	*Storm Shadow*	V3+		Cobra Comm	1/23/2011	FA: Tymum Abbott	2nd: Paul 2/6/2011
24	*Slither*	V0		Cobra Comm	6/2010	FA: Paul	2nd: Andrew Pelton
25	*Venomous Lip*	V1-V3		Cobra Comm	7/2010	FA: Paul	2nd: (Open)
26	*B (e)aroness Wrestling*	V1+		Cobra Comm	8/15/2010	FA: Paul	2nd: Andrew
27	*Major Bludd*	V1		Cobra Comm	8/20/2010	FA: Paul	2nd: Andrew

Druid Stones



19. *Destro* V2 - Classic sit start, to a fun deadpoint/dyno (avoiding tree) to easy top-out. S/S may be <V2.

20.? *CC Sit Project* V? - Foot holds for #21 are small, sloping handholds thru v? project. Avoid #19.

21. *Cobra Commander* V1 - Standard. Walk into slab, follow jugs left to easy ridge top-out.

22. *Knowing Is Half the Battle* V3 - Slab start shared with #21 links to edges and pockets to an obvious large pocket at the lip. Mantling safely is the crux beyond good pocket on slopers onto the slab.

23. *Storm Shadow* V3+ - Shorter but stiffer than #22, similar concept. 2NB drop

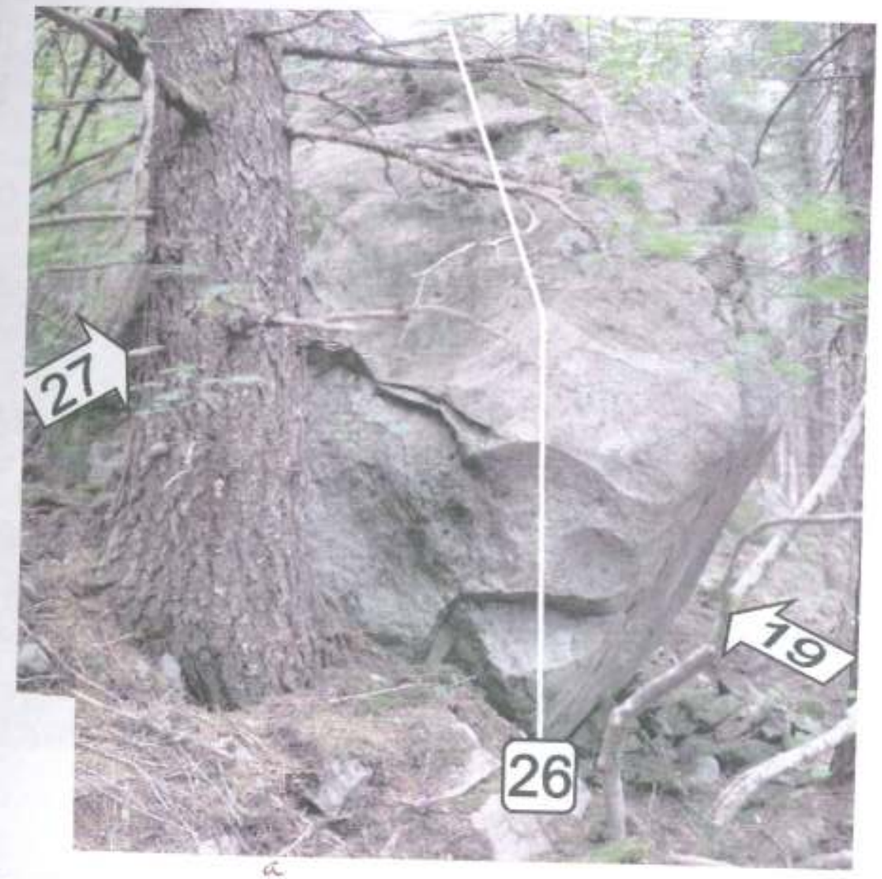
24. *Slither* V0 - Squat start spending little time under the lip and quickly mantling onto slab.

25. *Venomous Lip* V1 - V3 - Traverse the lip starting on the right edge. Diff based on top-out.

Make Black AI will things for snowbes.

Druid Stones

26. *B (e)aroness Wrestling* V1+ - S/S can be awkward but interesting holds, lead to reach and mantle.

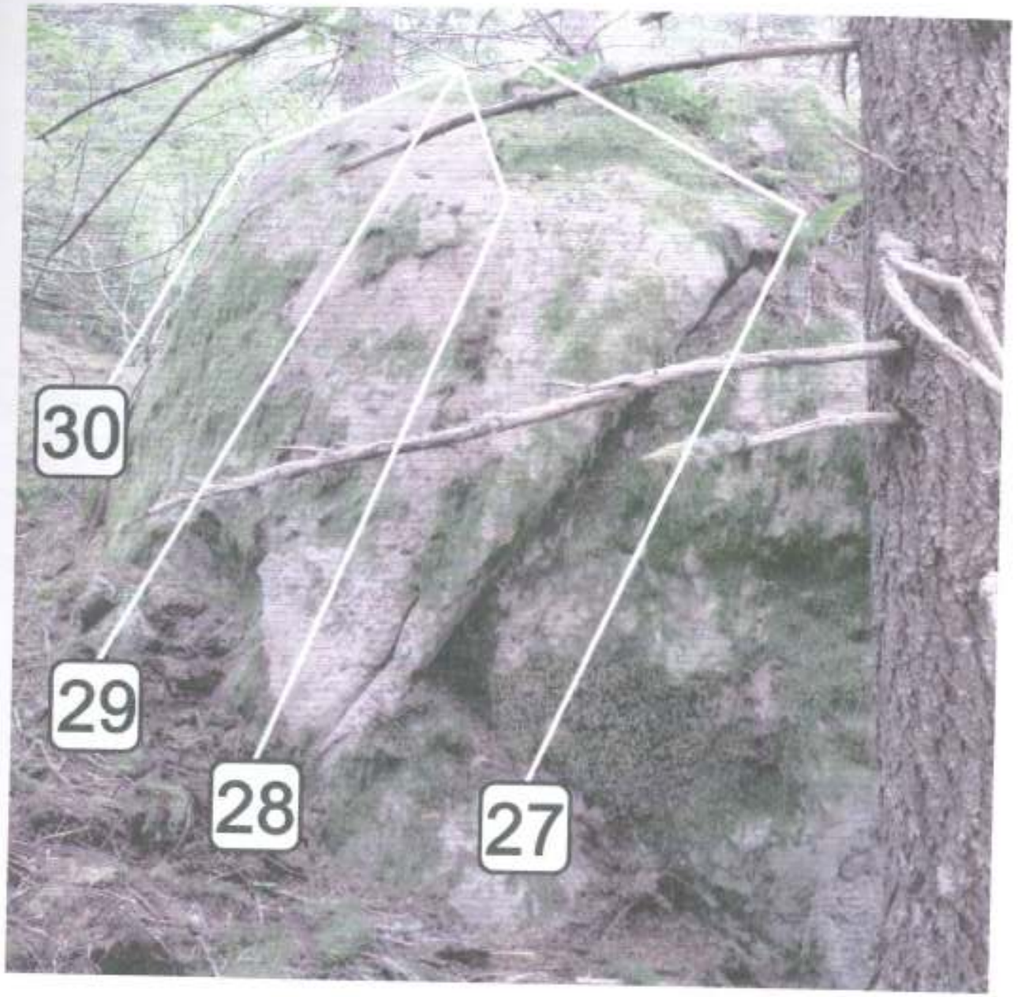


27. *Major Bludd* V1 - Standing into corner with smooth feet, small holds un-lock large crack. Easy t/o.

28. *Copperhead* V0 - Largest portion of slab, linking great pockets leftward after initial moves.

29. Zartan V0 - Smaller, smoother holds than #31 but less moves.

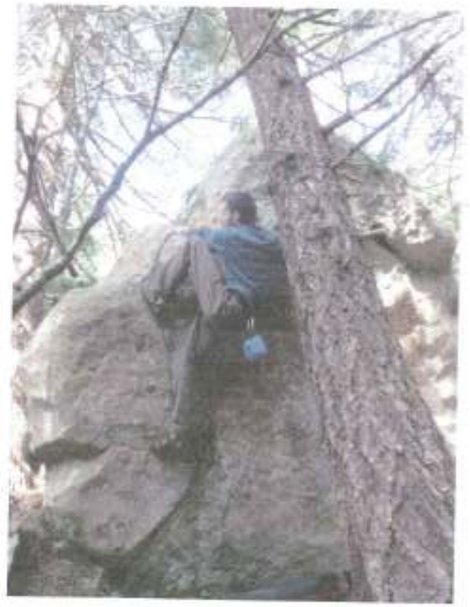
30. *The Little Enemy* VB - Descent. Easy up. Good kids problem.


30
29
28
27

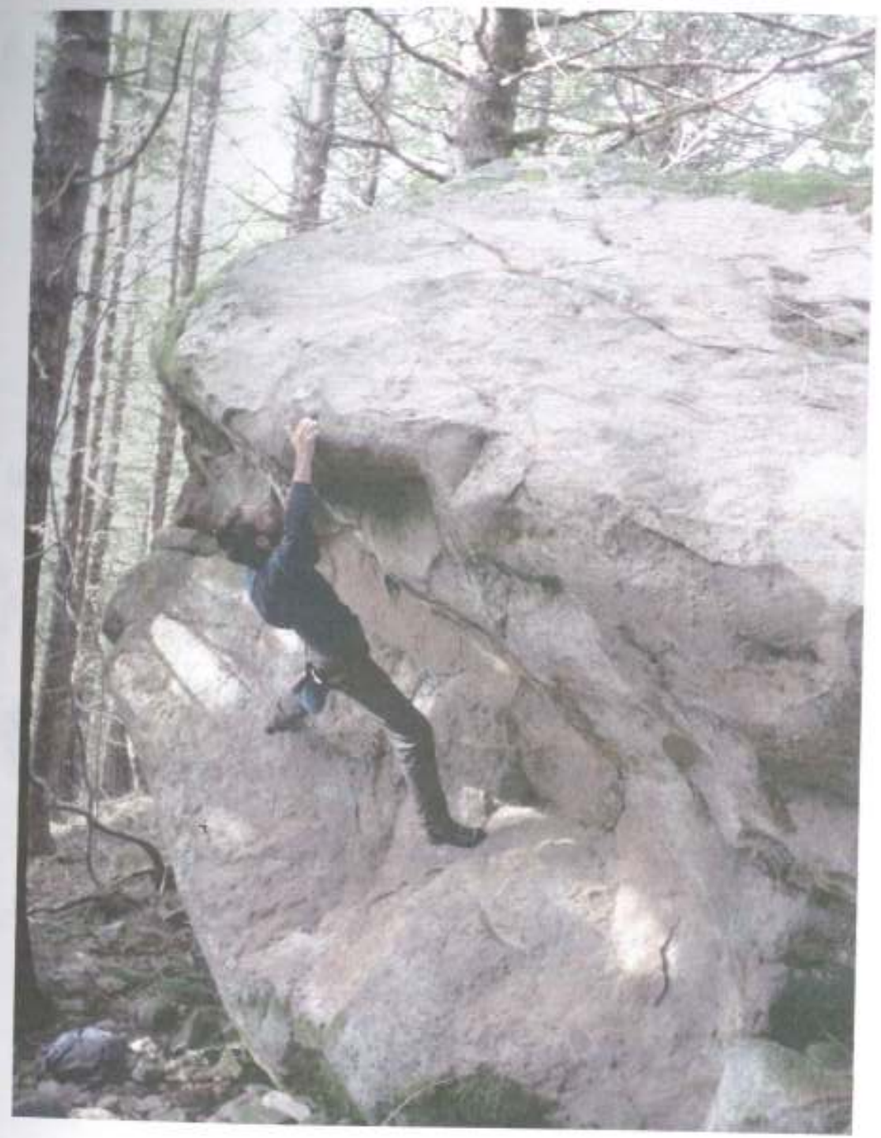
Druid Stones

Chris climbing *Copperhead*

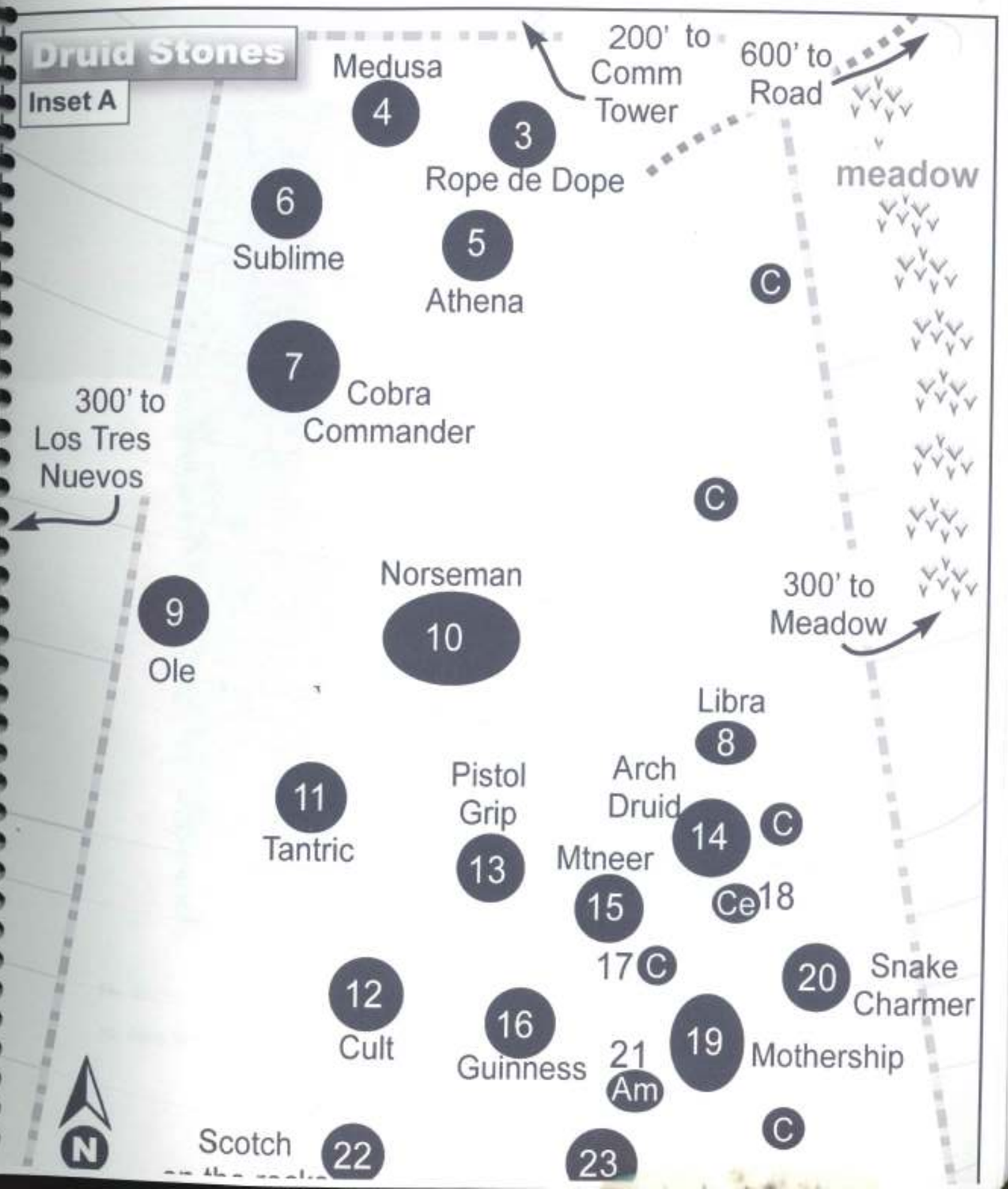
Tymun on *Destro*



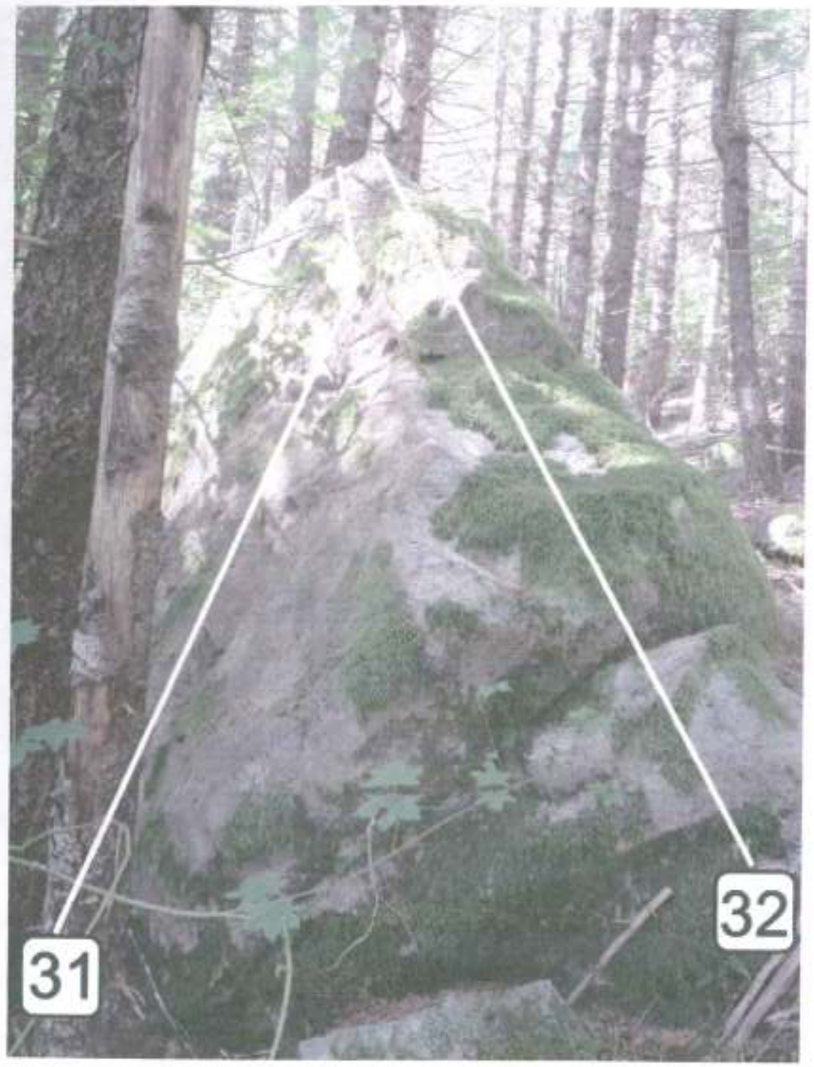
Druid Stones



Tymun powering out *Knowing is Half the Battle*


Druid Stones
Inset A
Medusa
4
3
Rope de Dope
200' to Comm Tower
600' to Road
meadow
6
Sublime
5
Athena
C
7
Cobra Commander
300' to Los Tres Nuevos
C
Norseman
10
9
Ole
300' to Meadow
Libra
8
11
Tantric
Pistol Grip
13
Arch Druid
14
C
Mtneer
15
Ce
18
17
C
12
Cult
16
Guinness
21
Am
19
Mothership
20
Snake Charmer
C
N
Scotch
22
23

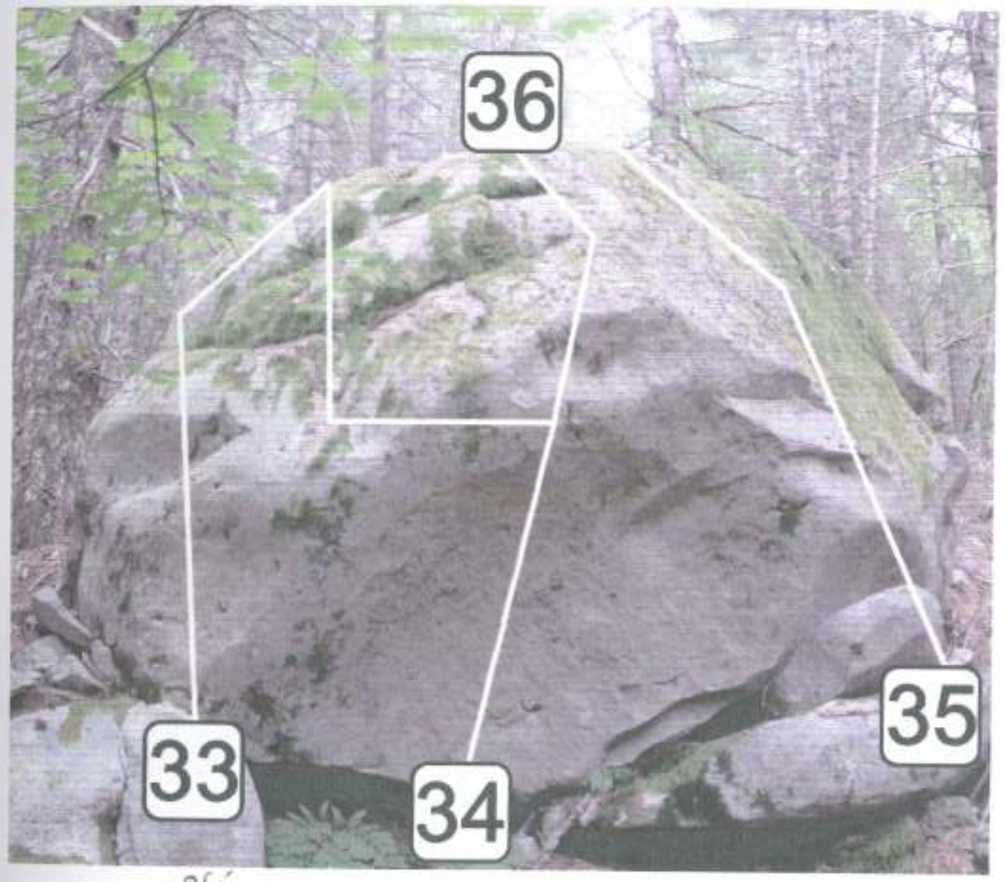
Libra Slab



31. *Thumbs Up* V0 - Stand start w/ back to tree. Odd thumbs up in pockets connect to top.

32. *Libra Ridge* VB - Easy.

Ole' Boulder



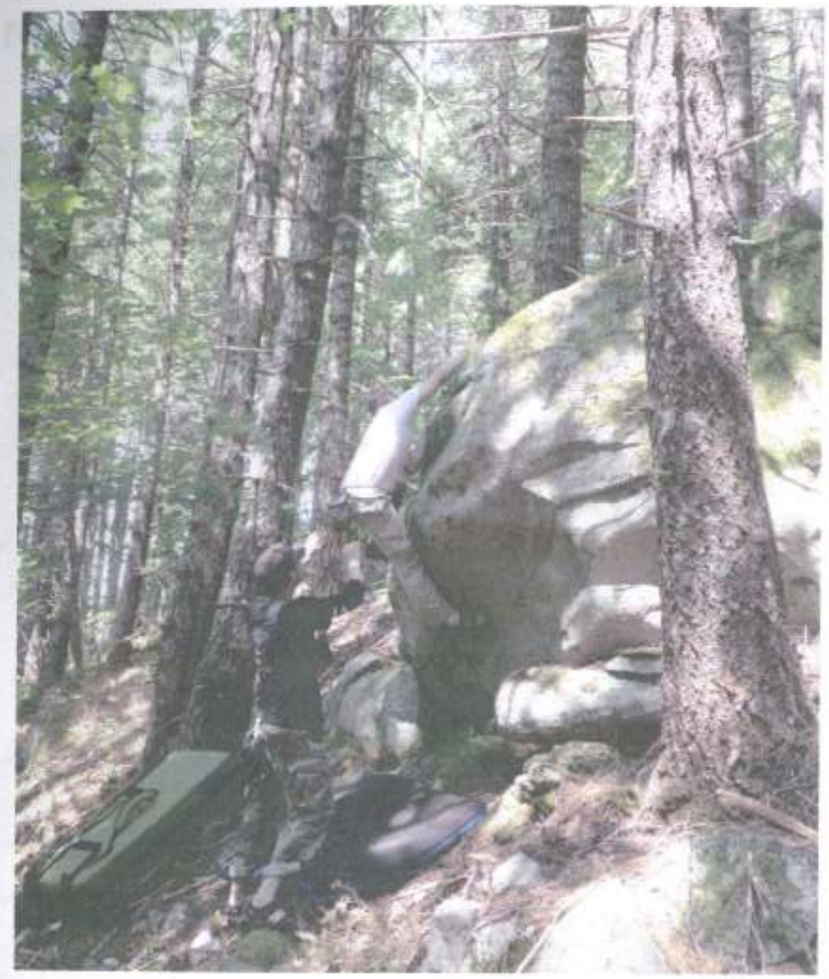
33. *Ole' Ole' Ole'* V2 - Awkward s/s with slopey holds staying to the left flank relief from steep.

34. *Cyclone Pop-In* V2/3 - Truest s/s utilizing small sharp pockets, hedging left after initial moves.

35. *Punk and Lindy* V1 - Stand start, few moves on slab with difficult holds.

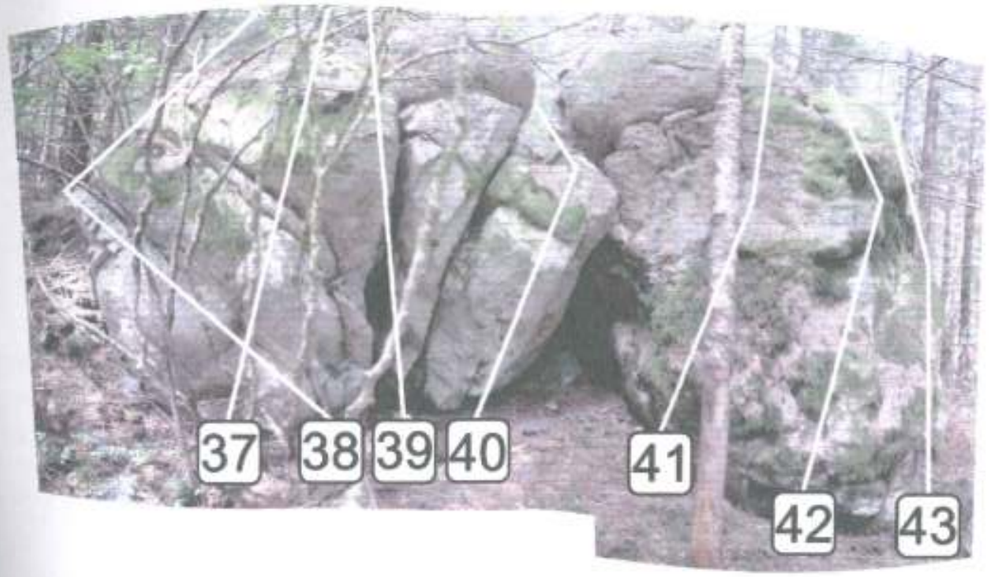
36. *Direct to #34* V? - Open project utilizing #34 start ending direct right center.

Druid Stones



Matt on *Cyclone Pop-In*

The Norseman



Druid Stones

37. *Odin's Slope* V2 - Easy s/s up and right links to blank face. Crux sloper and one long move to finish.

38. *Stairway to Valhalla* V0 - S/s on jugs left of *Thor's Crack*. Long easy traverse, to ridge on left edge.

39. *Thor's Crack* V0 - S/s or stand into wide crack accepting jams. Handholds and footholds help jams.

40. *Loki's Lurch* V2 - Testpiece power problem s/sing tonsil in middle between 2 large holds. Short, steep, fun! T/o small bloc.

41. *Varshnar* V0 - Tall wall of holds. Eliminates and variants. Fun, positive holds give confidence.

42. *Lucifer's Lean* V1 - Tricky stand start utilizes side pulls to gain pockets and balancing t/o.

43. *Eric the Northman* V0 - Ledge with slopers gained from sit, provides early mantle and easy t/o.

Battling *Loki* : Andrew Paul

Druid Stones

Oregonian climbing Author and Legend, Tim Olson cruising *Thor's Crack*

Tantric Boulder

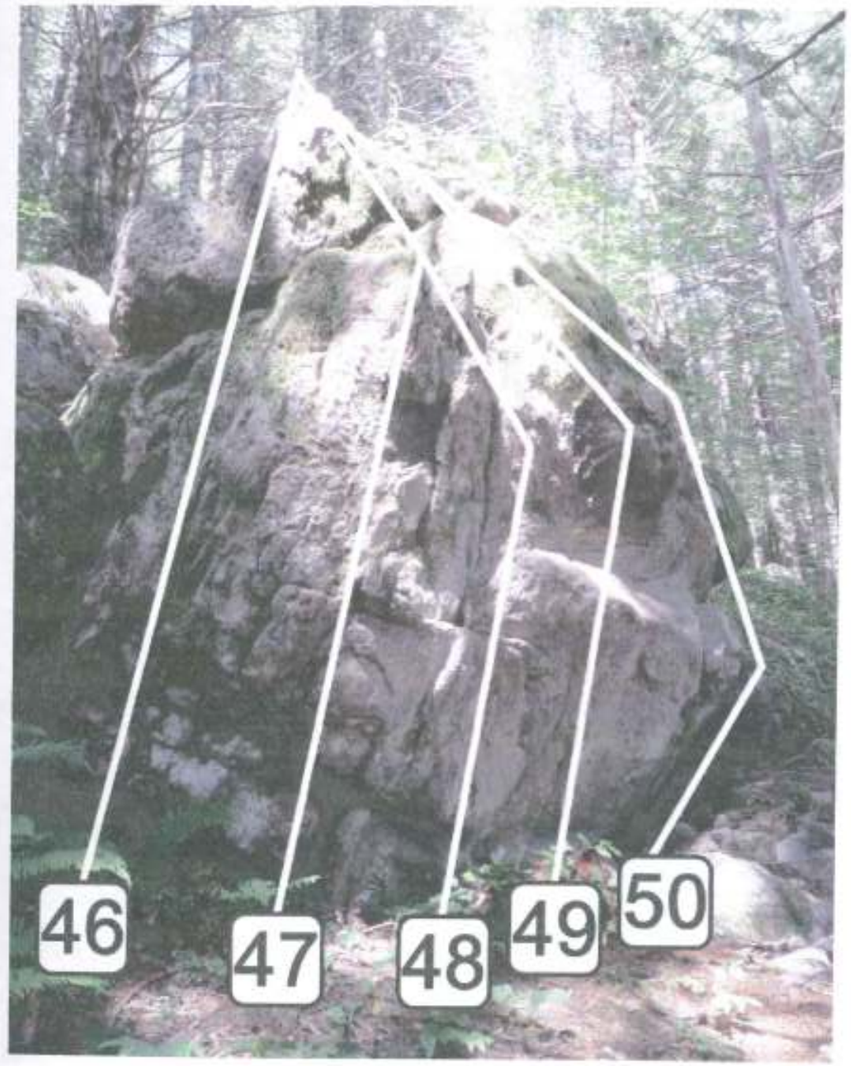
44. *Tantric Bouldering* V0 - S/s w/ good pocket. Short problem, decent w/u.

45. *Diddlin a Druid* VB - Climbers right arete, no pocket.

Cult Boulder

Cult

Druid Stones



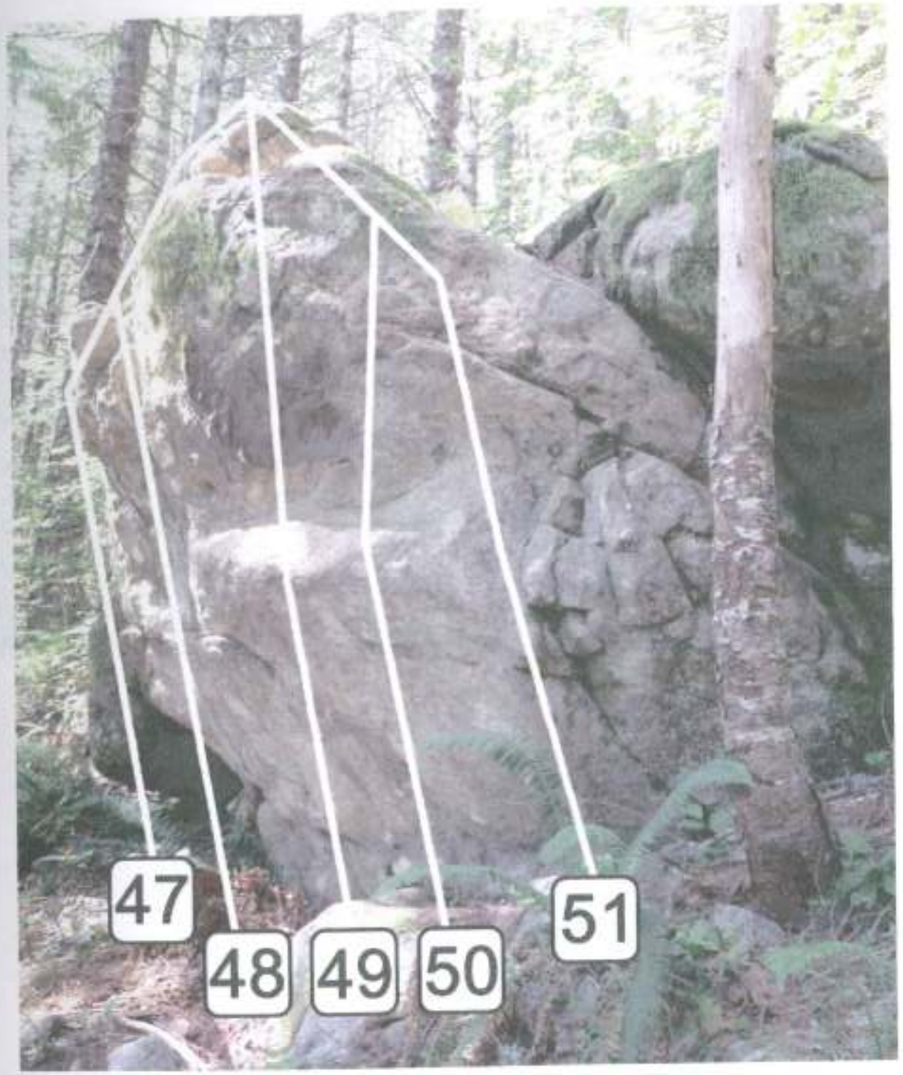
46. *Branch Davidian* V0 - Awkward but doable s/s into good holds and ledges. Avoid left crack.

47. *Jim Jones, The Reverend* V1 - Quality steep line with good holds. Avoid loose gaston jug. Must climb!

48. *Jeffersonian Movement* V2 - Best on boulder! S/s, right hand crux lock-off comes soon.

49. *Brown Stain* V?- During initial cleaning large flake with jugs pulled loose. Vhard open project.

Druid Stones



50. *Get Your White Nikes* V2- Avoid #51. Lay start starts on slopey dishes thru steepness.

51. *Heaven's Gate* V0 - S/s. Fun steep problem with big holds and heel hooks early.

Druid Stones

Jim on *The Reverend, Jim Jones*

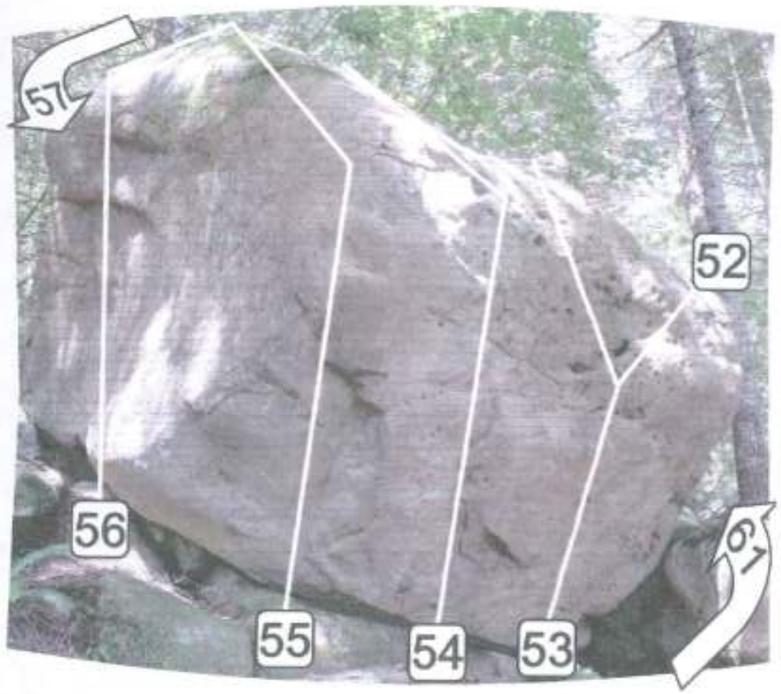
Druid Stones

Paul on *Heaven's Gate*

Pistol Grip

Andrew climbing *Pistol Grip*

Druid Stones



52. *Pistol Grip* V4 - Area classic. S/s under-cling start to one or both jugs, then right through slopers and crux pockets, thru mantle.

53. *Lock Stock and Two Smoking Barrels* V -Using the same jugs as #52, then head left to alternate t/o.

54. *Sharma Problem* V?- Pockets presents upper range project.

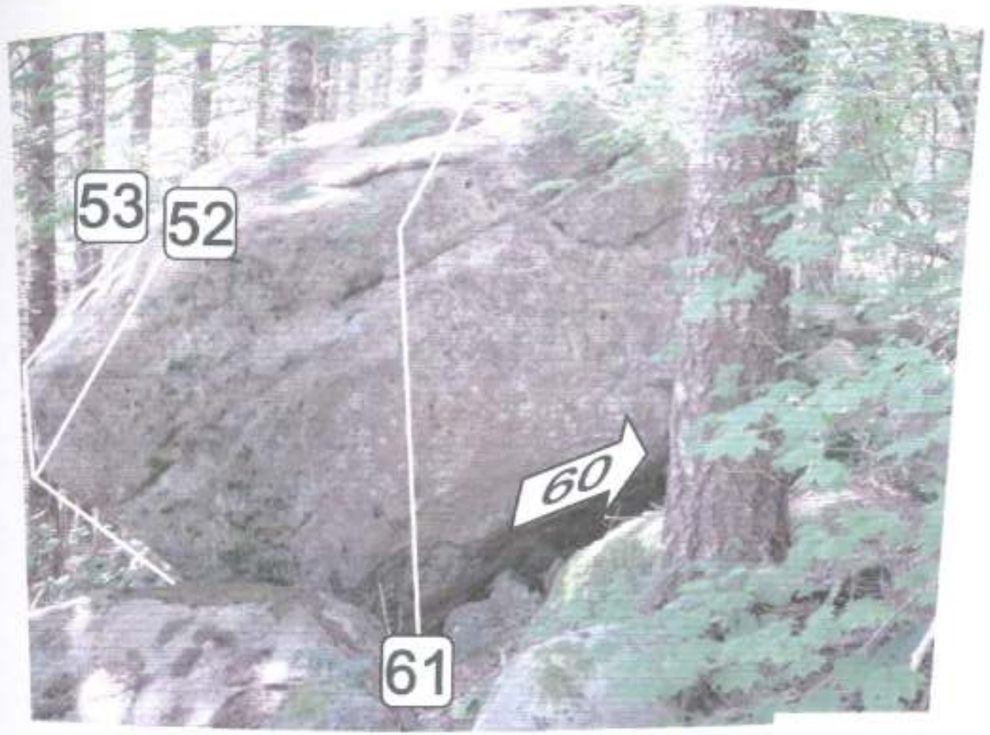
55. *Tymun's Campus Start* V? - Standing to a matched edge and campus starting to smaller holds.

56. *Raised Eyebrows* V? - Open, undone, untried project.

57. *Hair Trigger* V1- S/s utilizing some of the better more positive holds on the boulder to top.

58. *AwolnatioN* V1+ - Steeper and shorter than #57. Similar to #58 with slightly smaller holds.

59. *Pistola Backside* V1+ - Steep s/s with positive holds. Can be more awkward than difficult to mantle.



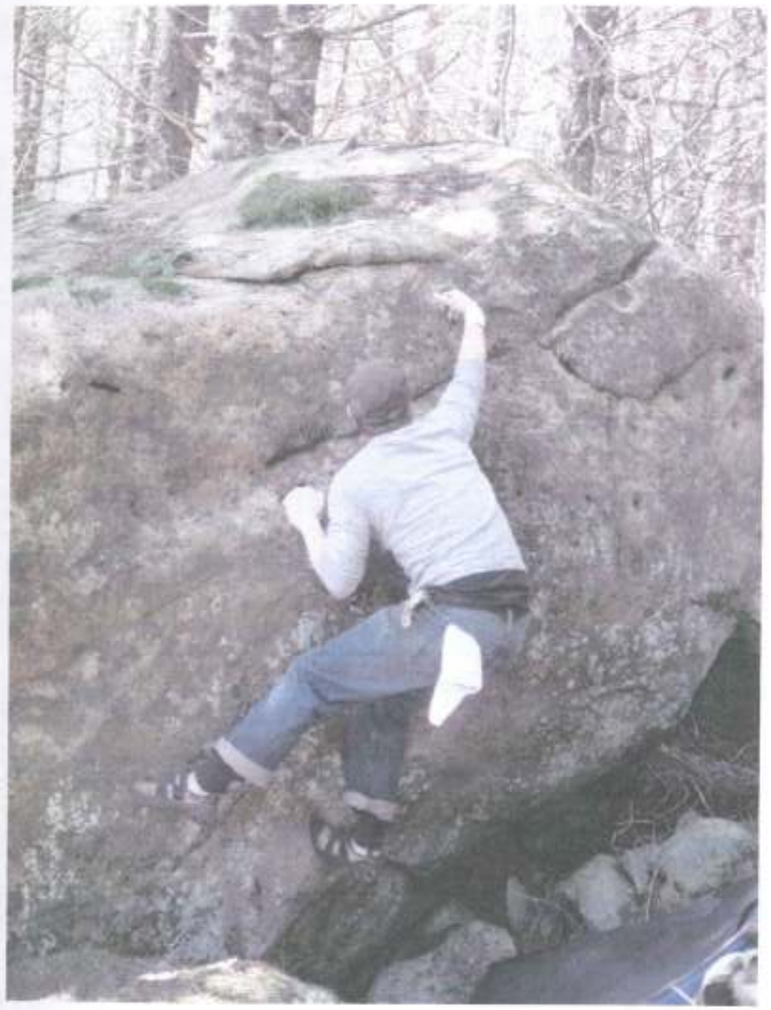
60. *Pistola Arete* V2- S/s on corner of block with holds on either side powering to mantle.

61. *Third Base* V2 - From awkward s/s three power moves thru distinctive pockets. Quality.

Druid Stones

Tymun working his *Big Man On Campus Project*

Druid Stones



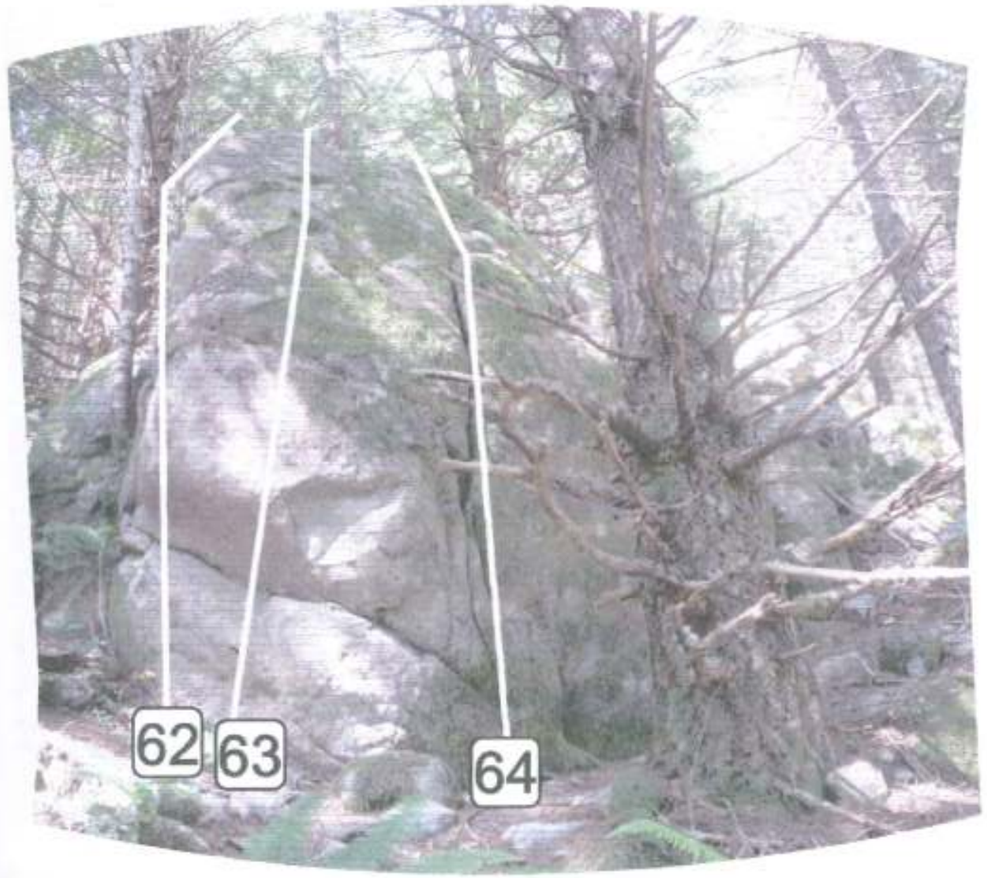
Jim reaching *Third Base*

Archdruid

62. *Archdruid* V2- - Area classic. S/s to large hold on left arete. Steep on right, balancing to arete left the problem combines sloper holds with high steps and delicate feet to top. Quality line.

63. *Beekeeper* V2+/3- - Harder s/s than #62, stay on right face avoiding crack of #64. Small but positive holds link to a sloper lock-off top-out that can be slightly heart-pumping. Quality line.

Druid Stones



64. *Barbeque the Druid* V1+ - Climb the crack hidden by tree. S/s vs. stand makes no difficulty change.

More positive holds thru t/o than #63.

65. *Mark Sandman's Ghost* V2- - Eliminate type problem, avoiding jugs of #66 and crack of #64.

Interesting holds and moves worth the eliminate.

66. *Cure For Pain* V0/1 -Positive holds from s/s thru end. Many variants and ways of going about prob.

67. *Crowley's Crack* VB - S/s is awkward and not harder than standing thru positive holds and crack.

Druid Stones

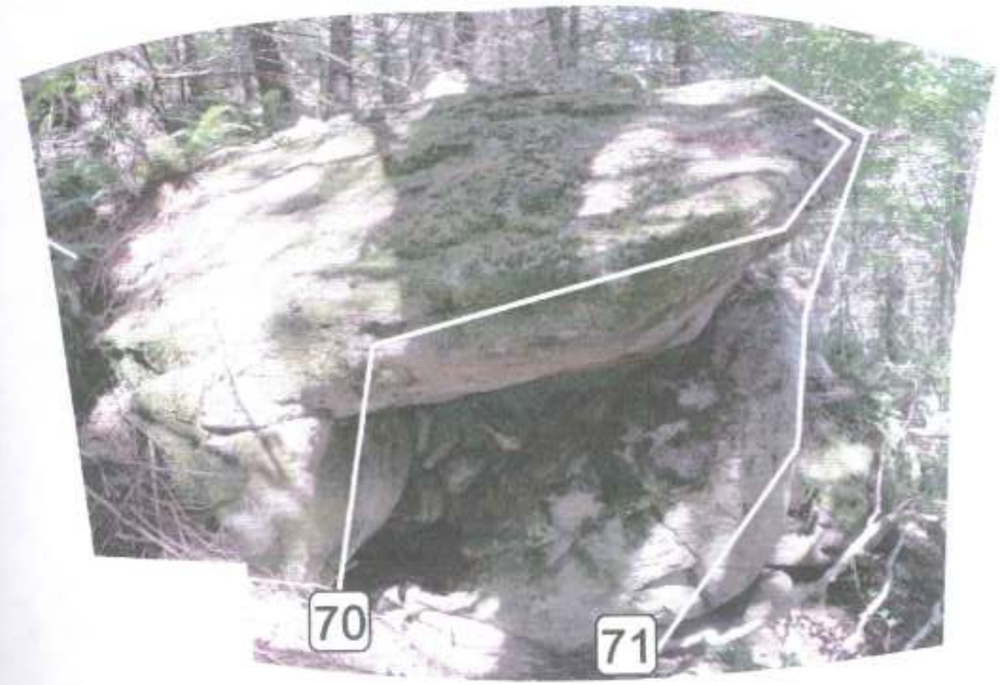
Clockwise from Upper Left: The Clark Brothers; Marco and Wade climbing *Beekeeper*. Jim topping out *Barbeque the Druid* and below Andrew tackling the *Archdruid*.

Mountaineer Boulder

68. *Walk* VB -Steep pocket s/s spoiled by large horizontal fracture and crack easing difficulty quickly.

69. *Don't Run* VB - S/s to large jug linking into same horizontal fracture as #68.

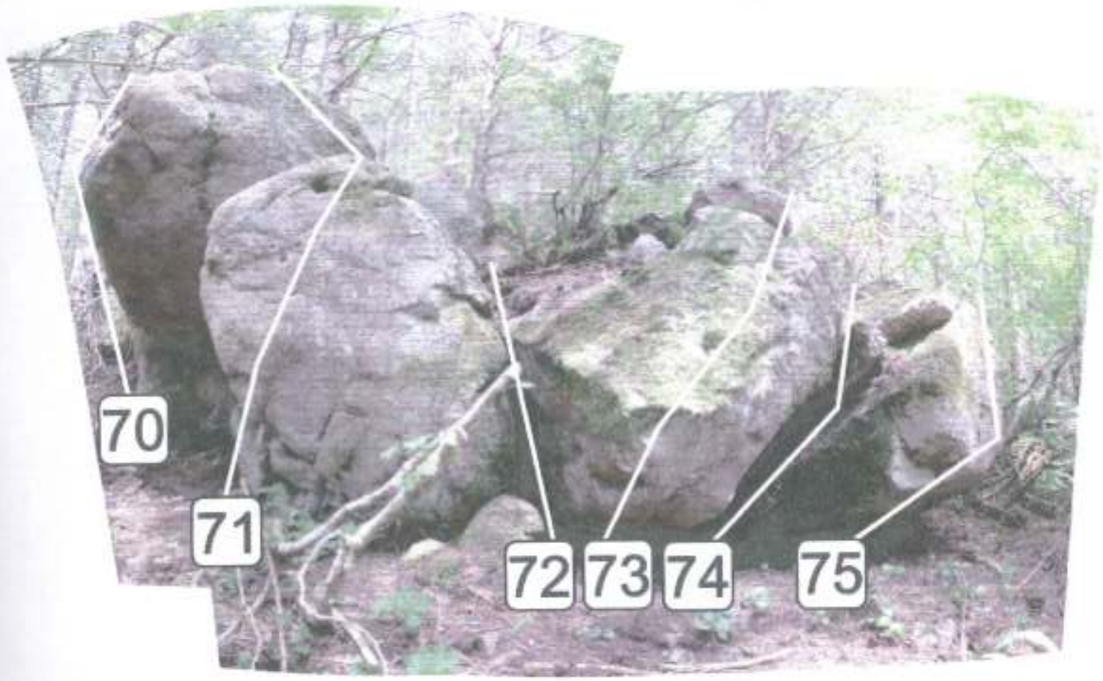
Guinness Boulder



70. *Guinness Roof* V3 -Lip traverse heading left to right, then mantle the lip at its apex. Quality.

71. *Pints of Guinness Make You Strong* VB - S/s thru a couple power and stabilize moves leading to large move up and right to obvious pocket. From pocket problem eases.

Druid Stones



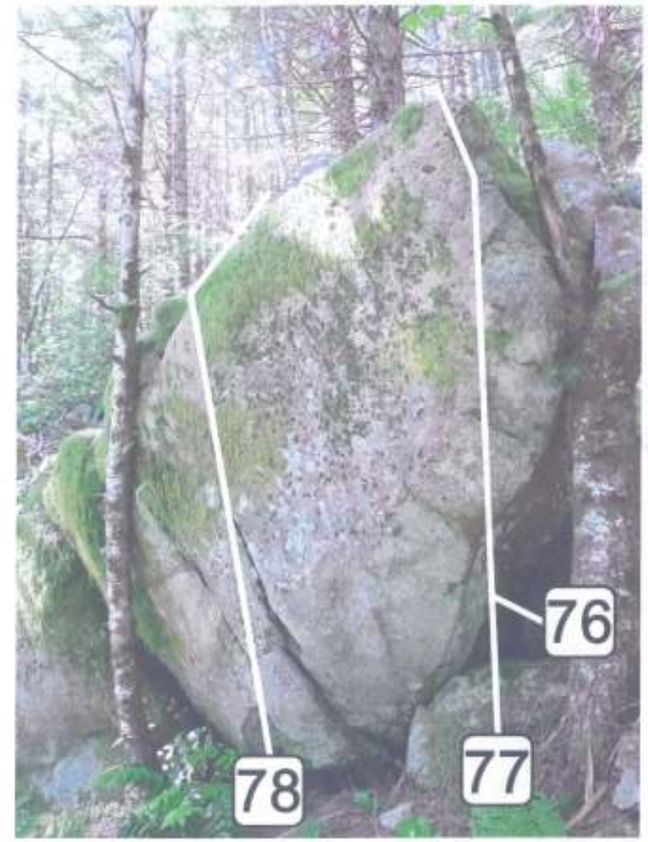
72. *(Open)* V? -.

73. *(Open)* V?-.

74. *(Open)* V? -.

75. *(Open)* V? -.

Cavalier Eternal

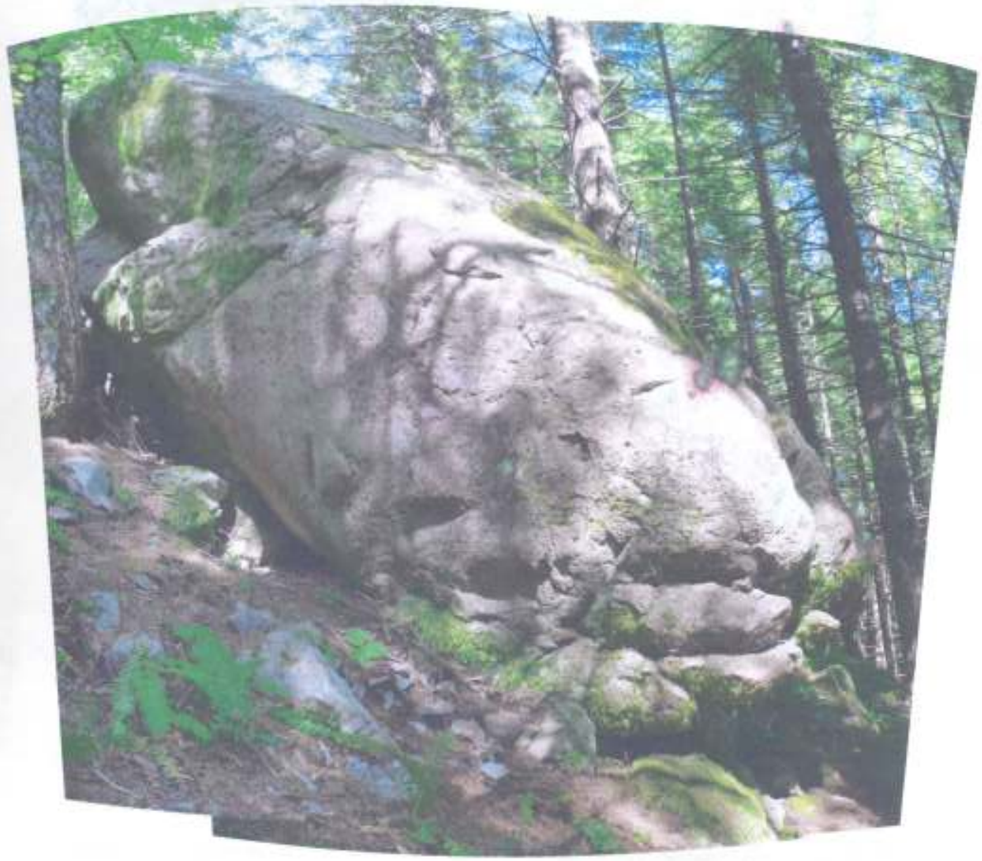


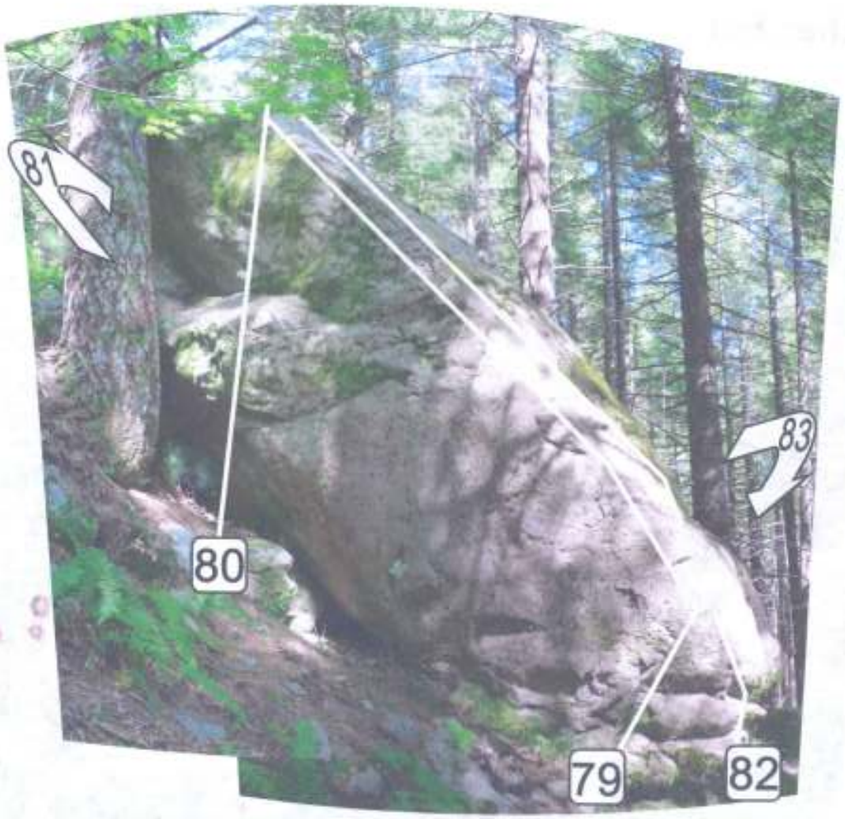
76. *Cavalier Eternal* V1 - S/s with all feet, steep start and power pull to pockets 3/4 height. From pockets, easy topout.

77. *Strength Beyond Strength* V2 - Taking away cheater foot in bottom of cave for #76. Same finish. Quality problem with comparable power and quality to difficulty as *Loki's Lurch*.

78. *Pharm Phed Phish* V0 - Stand with crack to quick t/o.

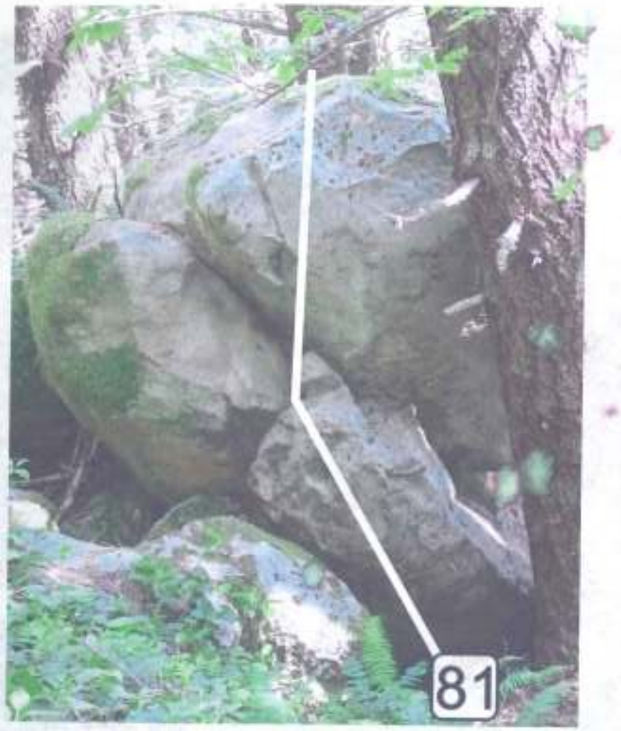
Mothership





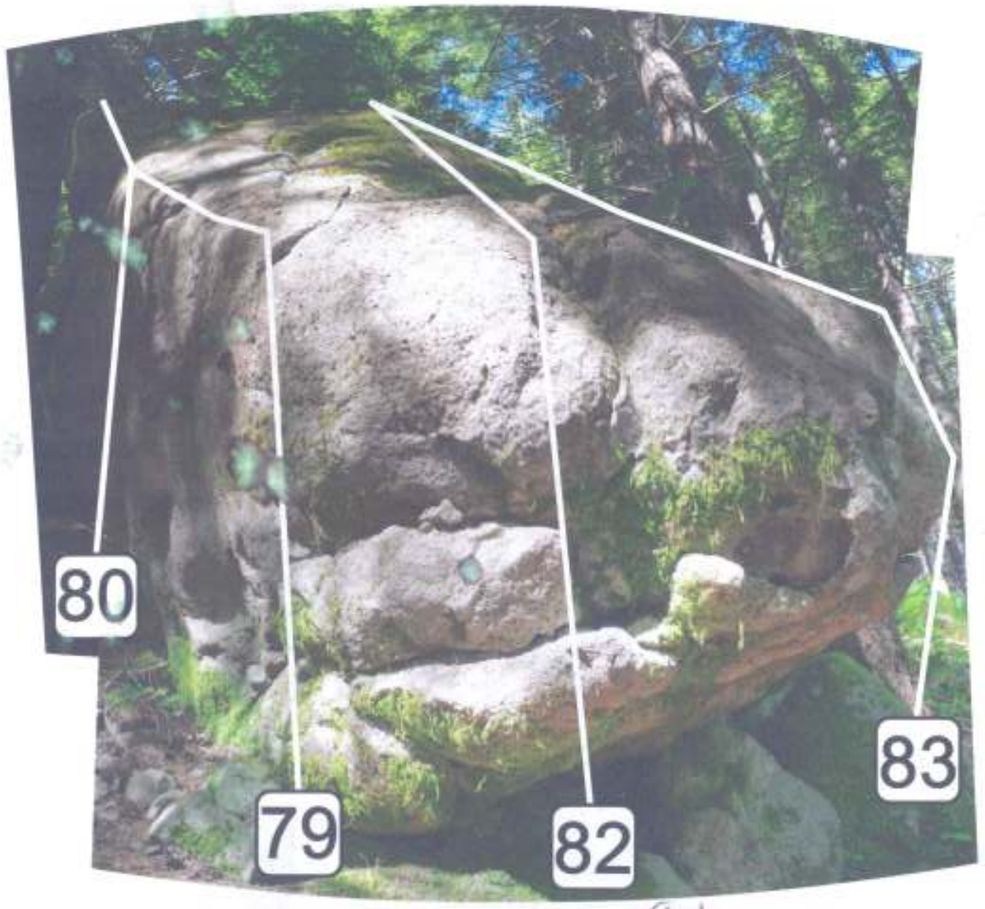
79. *Earth to Mothership Traverse* V2- - High quality. S/s left of #82, into jugs at standing height. Moving right to left, thru a series of slopers, crucial delicate feet, the problems difficult eases beyond a pinch and cross-over to sloper pinch gains a ledge. From this ledge a jug (often full of water) mantles out onto the slab face with easy top-out. A must climb for the Druids. Stand start retains difficulty.

80. *Mothership Direct* V1+/V2- -A steep but hold friendly s/s links to the last crux moves of #79.



81. *Paranoid Android* V1+/V2- - Full line with good holds from the s/s until slopers at the mantle.

Paul hanging low on *Beam Me Up Scotty*

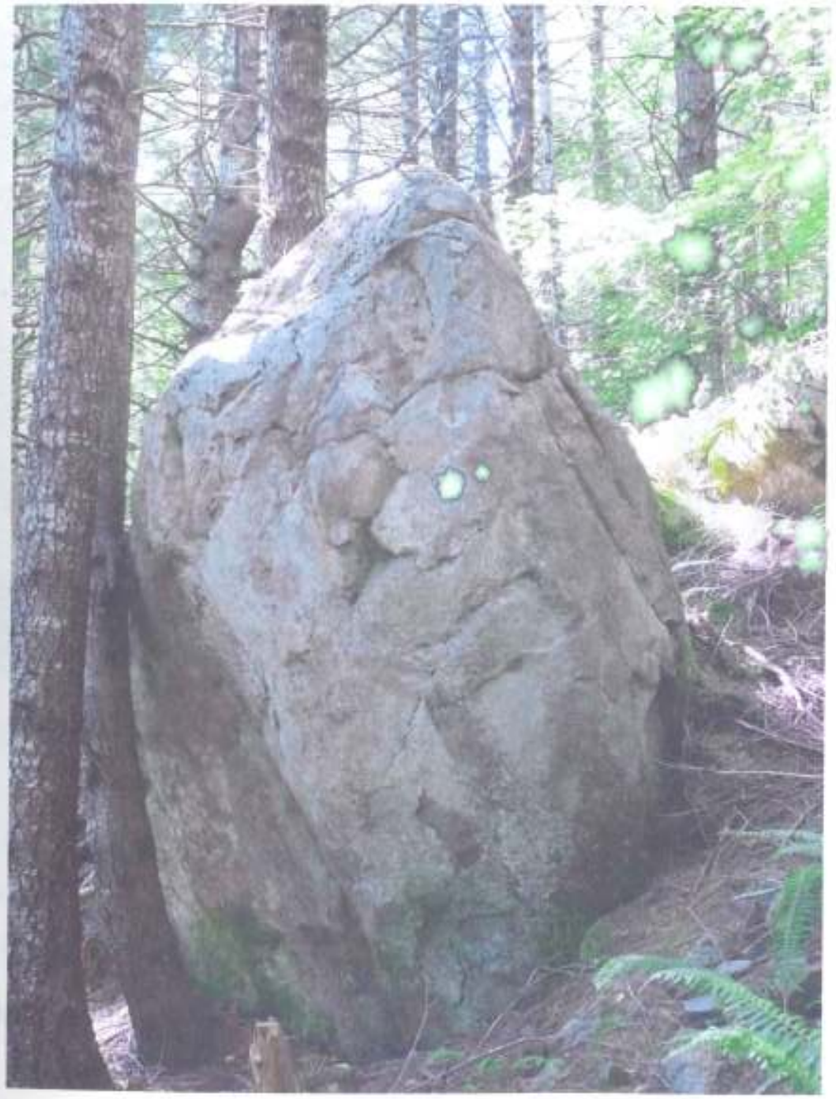


82. *Beam Me Up Scotty* V2 - A power problem opposed to the balance and finesse of #79. Starting under the cave on good holds, power through the roof and gain finger crack on face to mantle onto slab finish. Quality in a different way from the traverse.

83. *Fitter, Stronger, Happier Project* V? - Steep s/s, early finish. No one has put any time to it.

Jim and Paul on the *Mothership Traverse*.

Snakecharmer

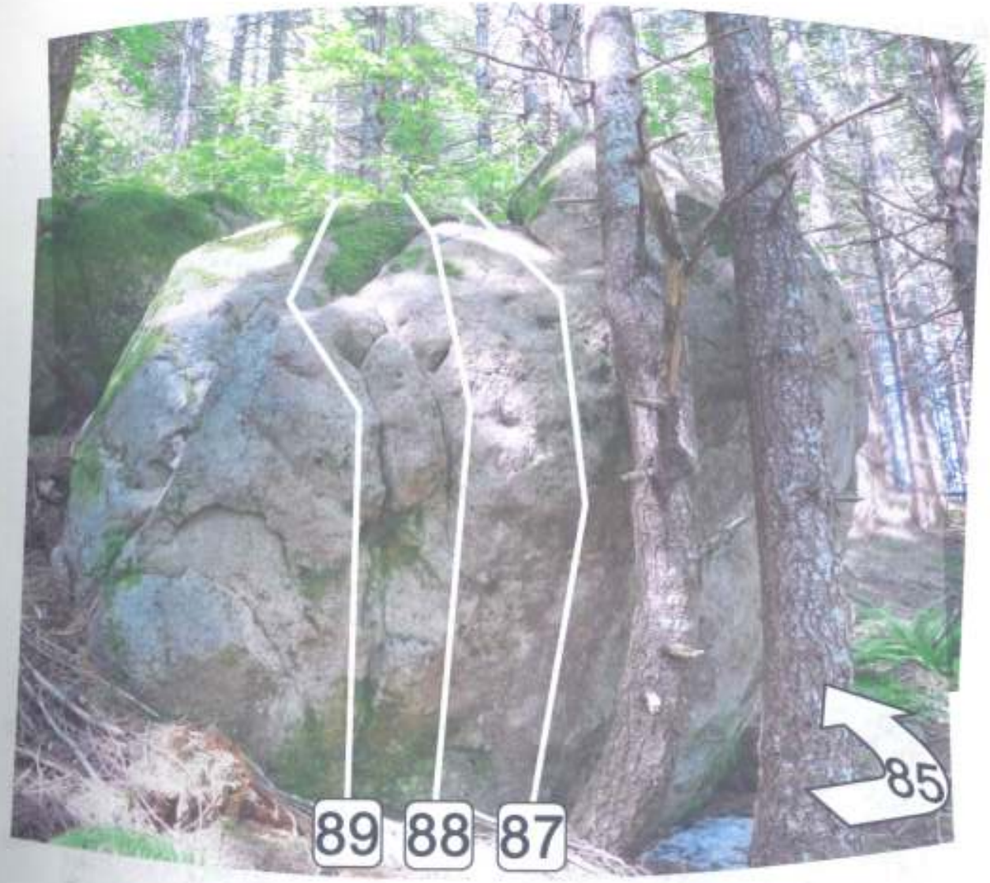


The Myth, The Legend

84. *Snakecharmer* V?- Unsent from stand or sit. There are holds. There is a sloping ledge 3/4 height.

85. *Snake Under a Tree* V? - Unsent. Holds and moves slightly blocked by tree against boulder.

86. *Andrew's Arete* V1+/V2- - Stand start utilizing holds on left steepness and right slab.

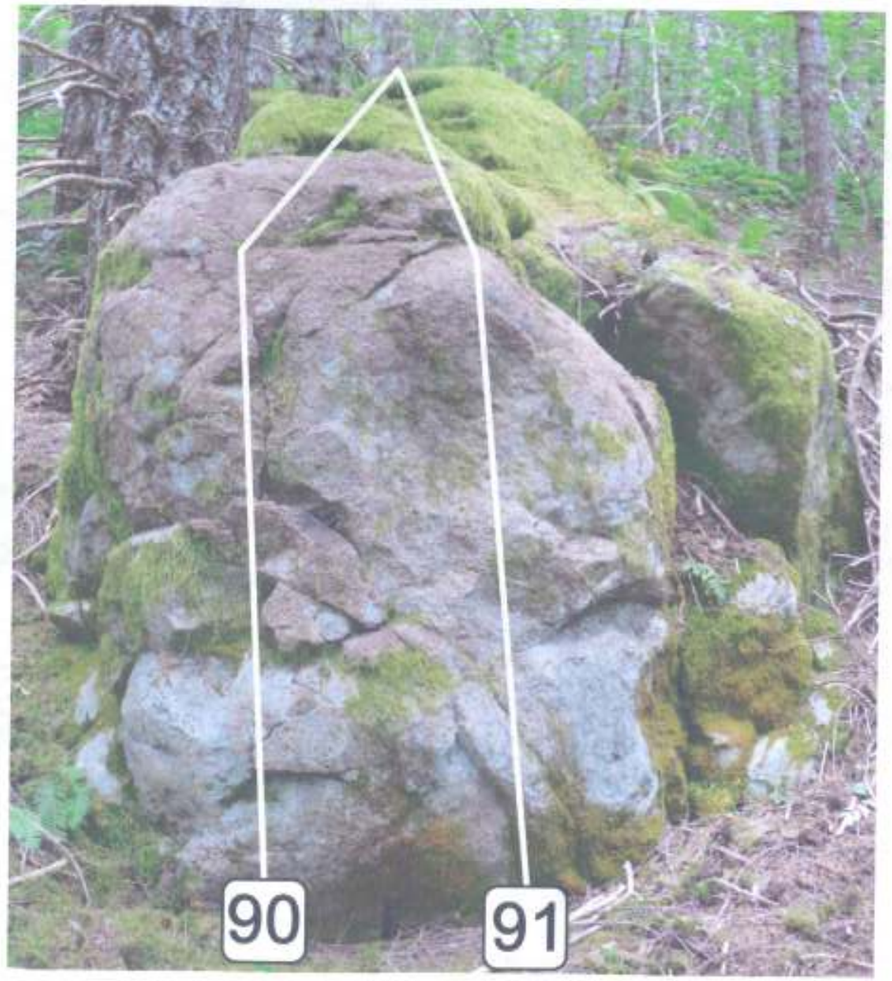


87. *Bring the Ruckus* V2 - S/s #88 and move to .or stand into large pockets left of tree. Steep moves lead to powerful mantle. Visible crack ~~not utilized~~ for t/o.

88. *Ruckus Ride* V1 - Primary line. S/s through cracks and good holds. Avoid left slab and #89.

89. *Ruckus Romp* V0 - S/s quickly gains slab. Similar to #88 but easier.

Against Me!

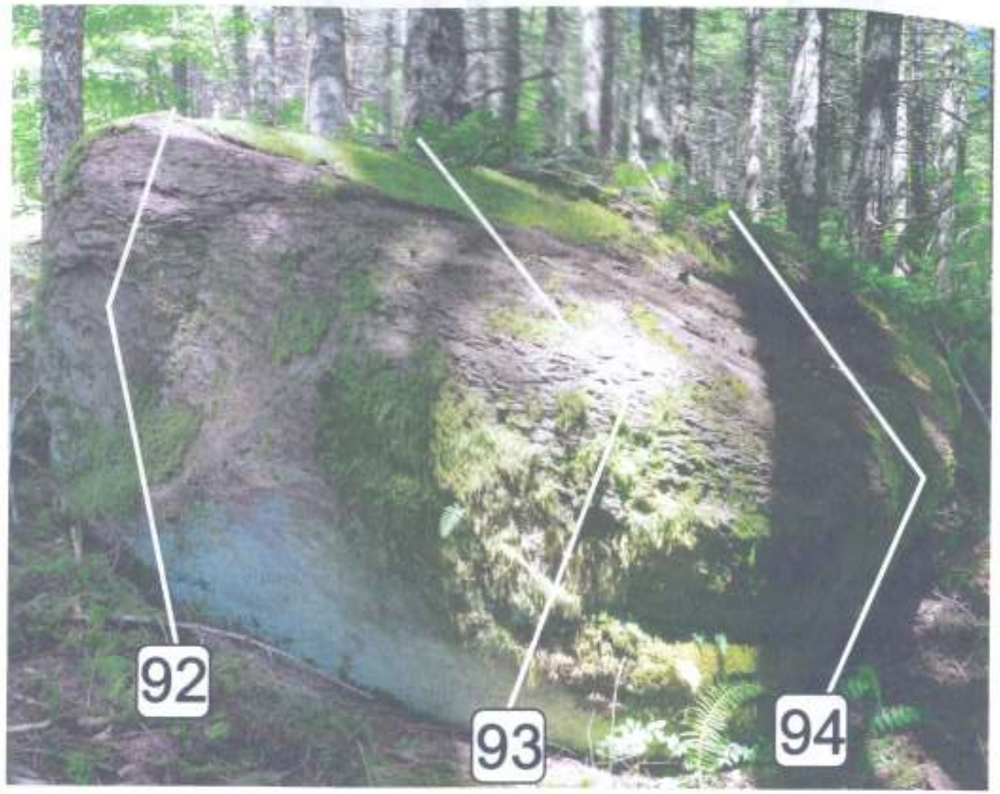


90. *Against* V0 - S/s thru positive holds to walk top. Good holds, short boulder.

91. *Me!* V0 - S/s thru positive holds to walk top. Slightly harder than #90.

If you encounter this uniquely confused tree you likely approached the Druids via the clearing from the Vista Parking Lot, entering the woods on *Snakecharmer's* fringe, just above or near *Scotch on the Rocks* and *Flogging Murphys*. A faint trail runs through this area of the Druids. Research has yet to determine whether a commissioned trail ever existed here.

Scotch on the Rocks

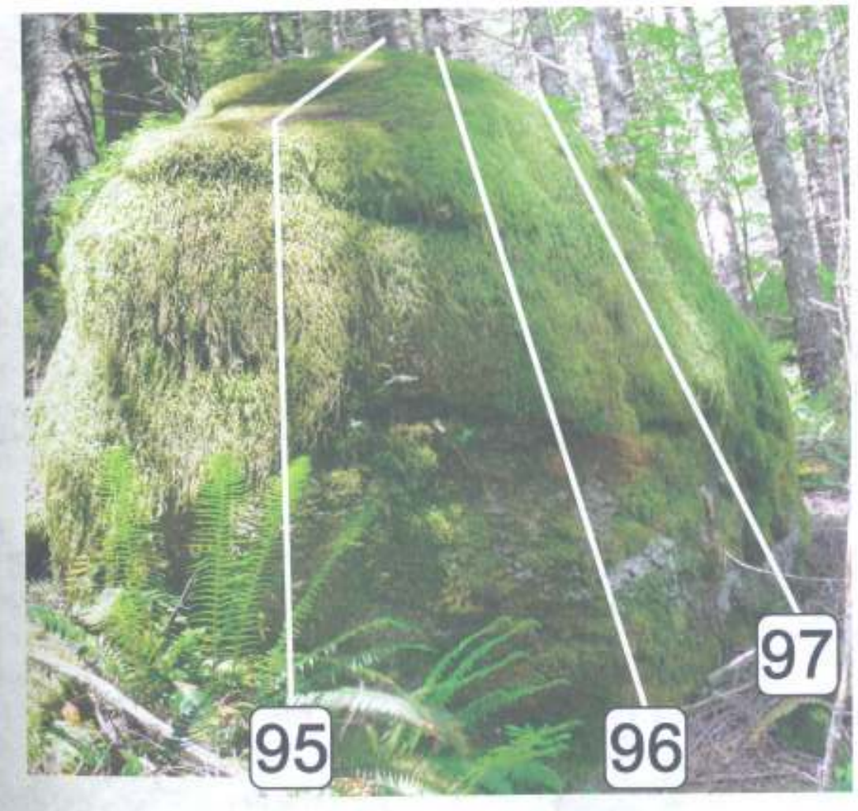


92. *(Open)* V? - .

93. *(Open)* V? - .

94. *(Open)* V? - .

Flogging Murphy's



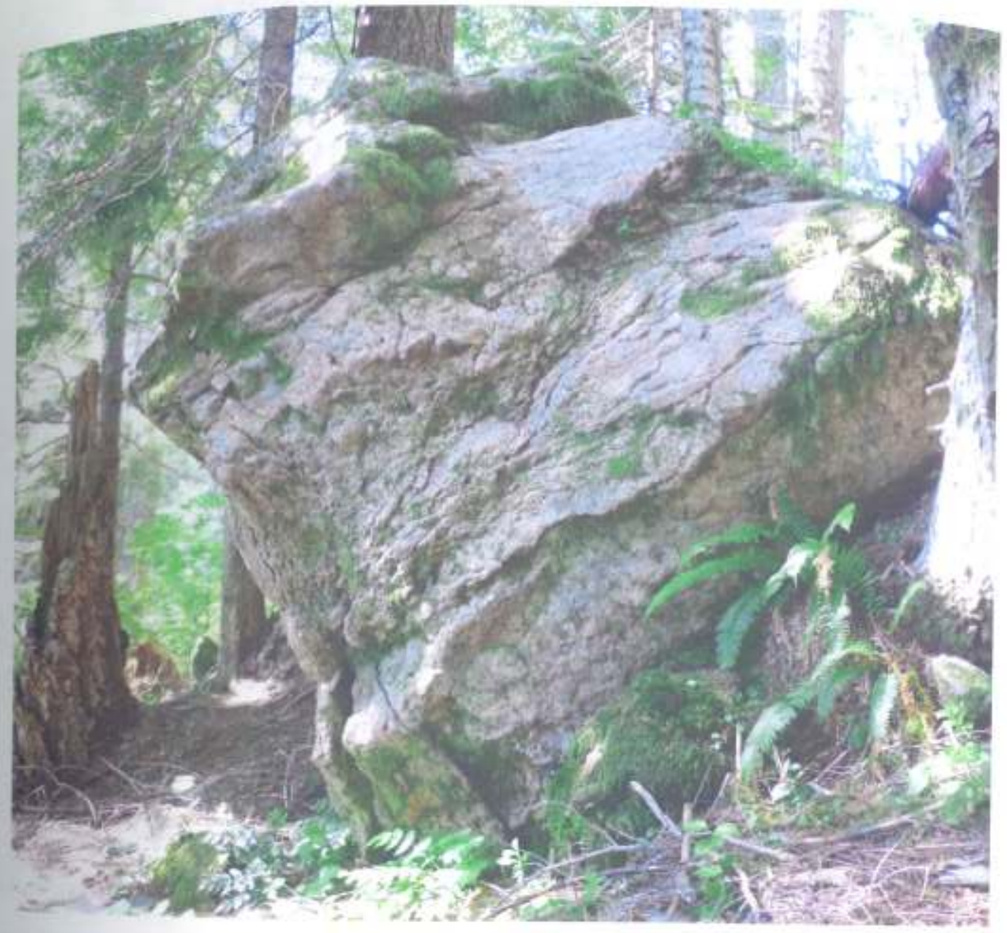
95. *Celtic Mating Ritual* V1 - S/s thru holds on left flank. Mantle from starting hands as feet.

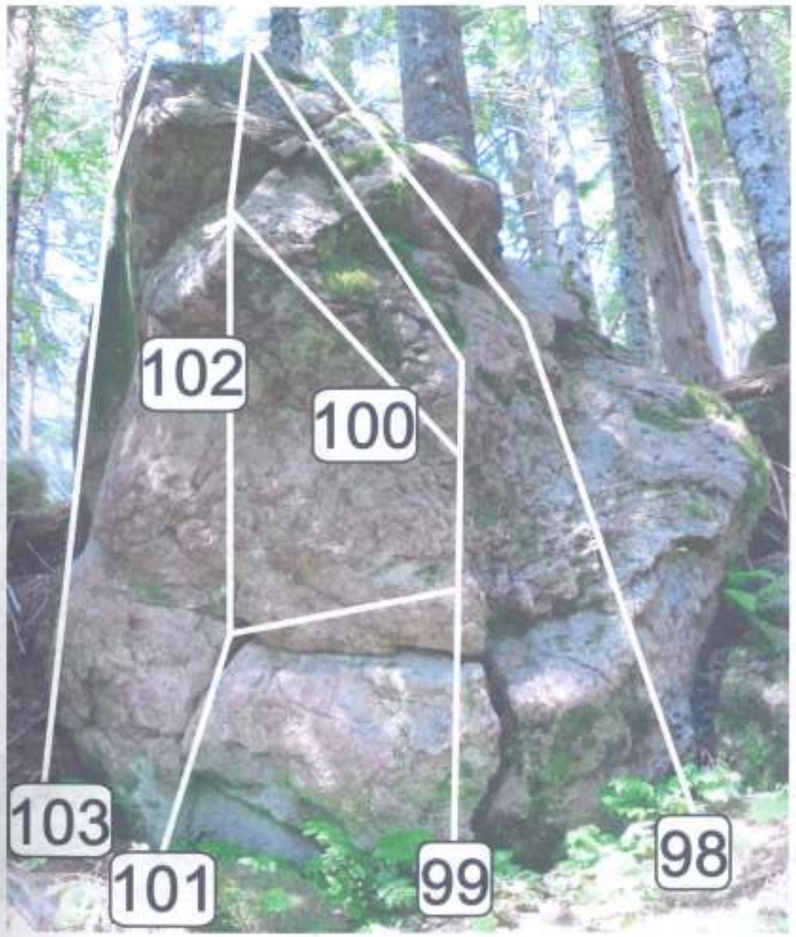
96. *Pissing on the Trinity* V2 - S/s thru holds on right flank. Smaller holds than #95.

97. *Quit Flogging Your Molly W/U* V0 - Stand start. Ends too fast.

Examples of Children's Boulders in Main

Sessions Boulder





98. *Roots Man U V A W/u* V0 - Stand into decent holds and slab, quickly gaining mantle.

99. *Sessions, Lessons, Blessings* V1 S/s with positive flake jug, powerfully moving through steepness with choices for holds. Mid-boulder #98 veers right to more positivity and friendlier angles to finish.

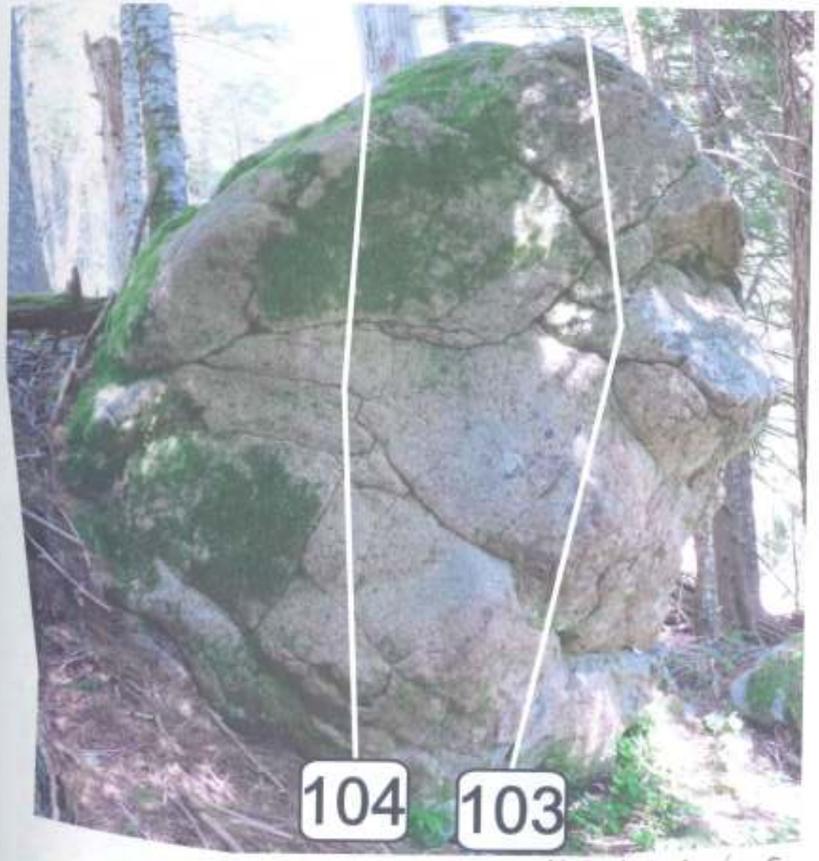
100. *Firing These Things Called TNT* V1+ -Share s/s w/ #99. From good holds, veer left through cleft roof. More moves and steeper than #99, not much harder though.

Bowling Ball

105. *Bowling Ball* VB - A less than worthy w/u for Los Tres. S/s on slopers moves to one pocket, then link a second, then third continuously traversing leftward. When left side arete is gained, t/o.

101. *Till the Elephant Comes* V2- - Shared s/s with #102, immediately traversing right instead of up. Link into ~~#100 or #99 finish~~.

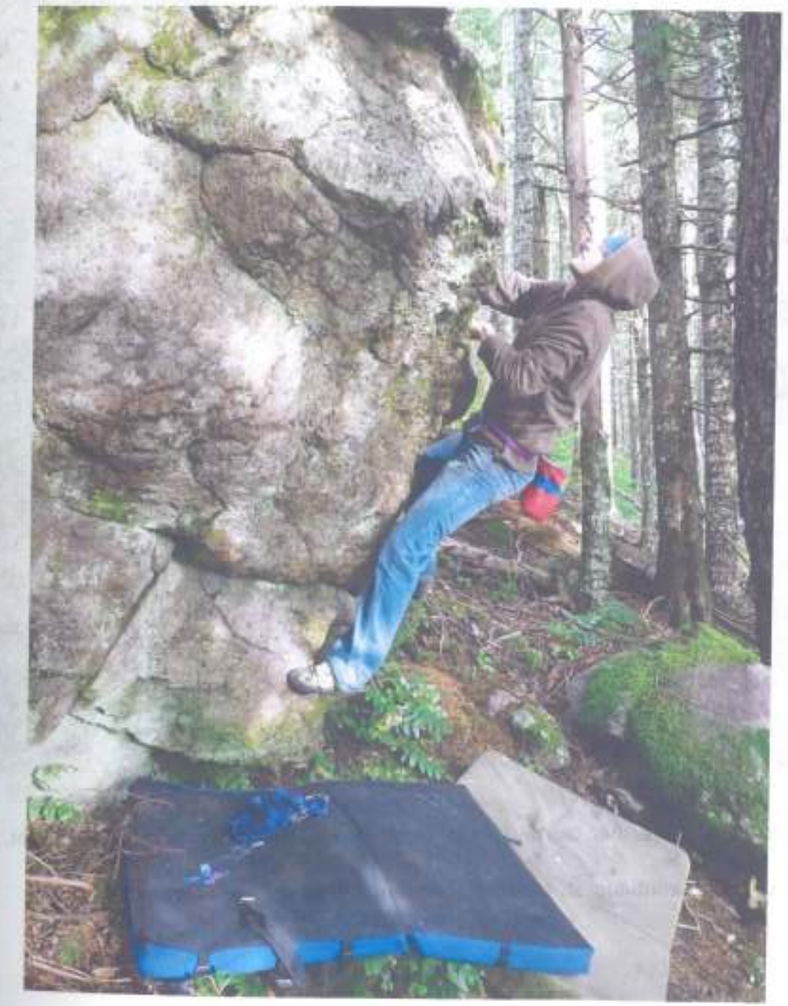
102. *Snyder's Pocket* V2 - S/s using good right and sloper ~~to~~ left, attacking roof, utilizing edge pocket ~~in~~ hidden in the rear of roof. Mantling top from here has positive holds.



103. *I Don't Want To Be (Sam) I Am* V2+ - Quality line. S/s with ~~sloper left~~, making large move to right hand mini-jug visible where horizontal crack meets a vertical line. Locking this right, the left hand goes all the way to wrong-way sloper holds up and left. Balancing off these slopers the problem moves slightly back right to positive mantling holds above the roof.

Druid Stones

104. *In For a Penny, In For a Pound* V1 - Stand into ~~or~~ an easy finish ~~to #103's s/s, this problem moves to slab quickly.~~ or squat an easy angle left of Sant Ana ~~of Sant Ana~~ Problem quickly topsout.



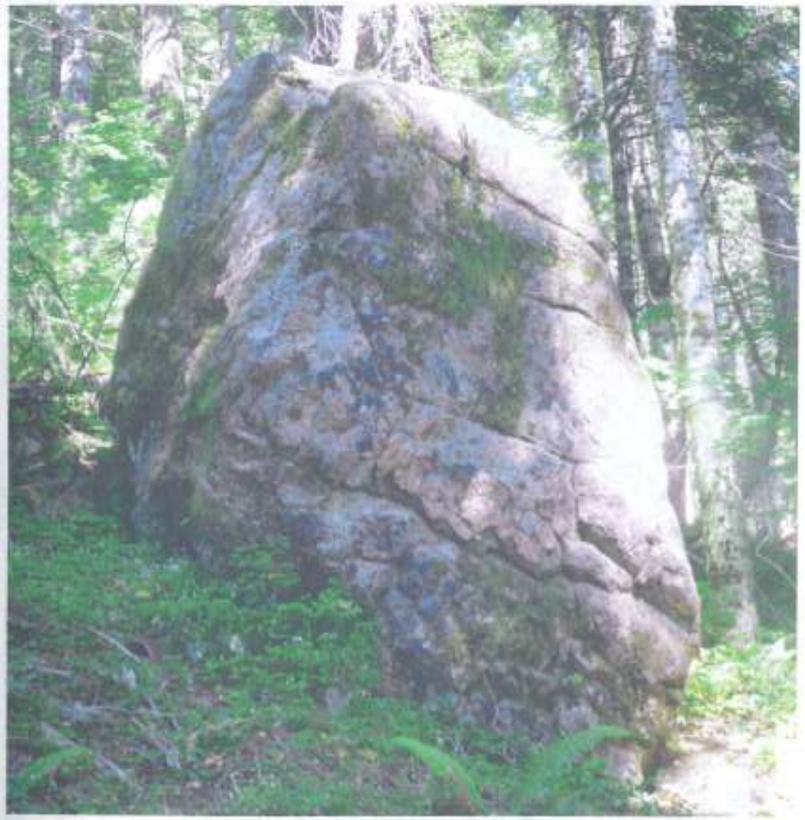
Andrew on *Sessions, Lessons, Blessings*
Pelton

Bowling Ball

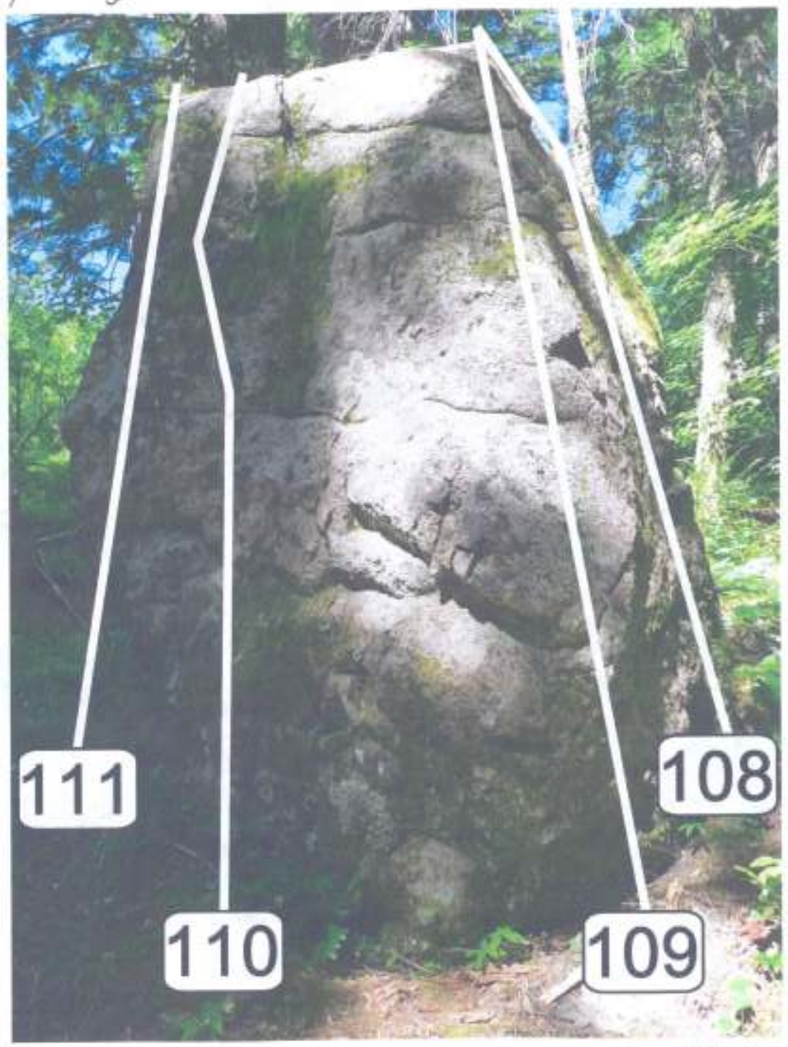
105. *Bowling Ball* VB - A less than worthy w/u for Los Tres. S/s on slopers moves to one pocket, then link a second, then third continuously traversing leftward. When left side arete is gained, t/o.

← edited before

Jim Anglin Memorial Boulder



Tall Boulder

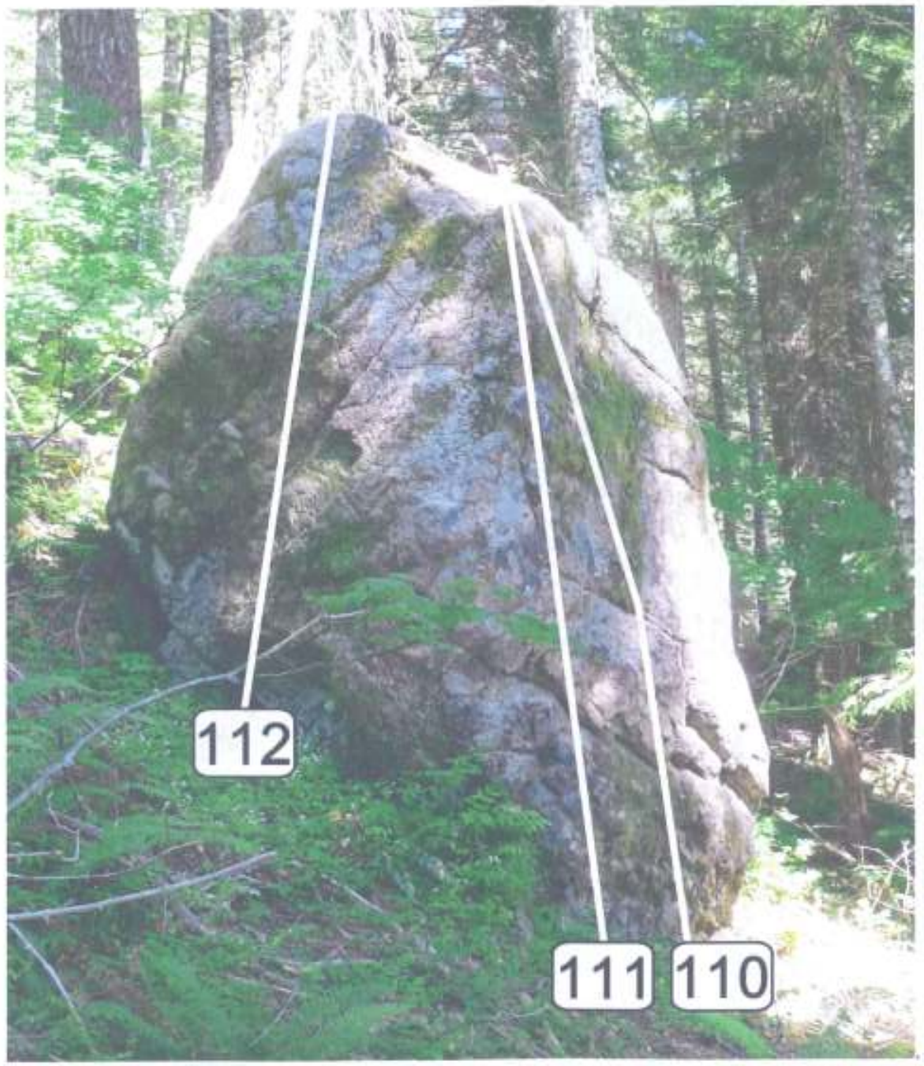


108. *Hooked Line and Sinker* V1 - ~~Eliminate like~~ This problem sticking ~~on the~~ 5 to right mostly be for ~~the~~ Anglin W/U pad. face avoiding both aretes. left + right

109. *Anglin Em In* V0/1- - Potentially the proudest arete on boulder with good moves ~~throughout~~ easy from bottom to top.

107. *Anglin W/U* VB - Positive holds to ledge and t/o.

106. *Descent* VB - Pocket and ~~jugs~~ holds to get down.

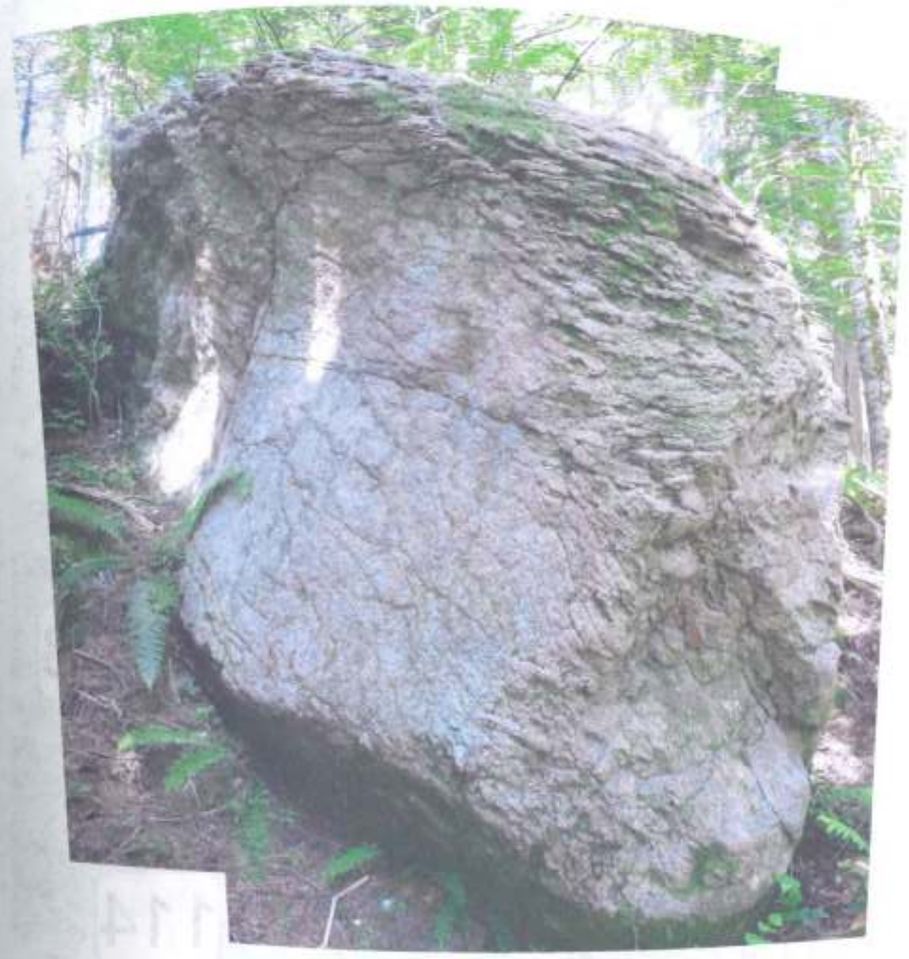


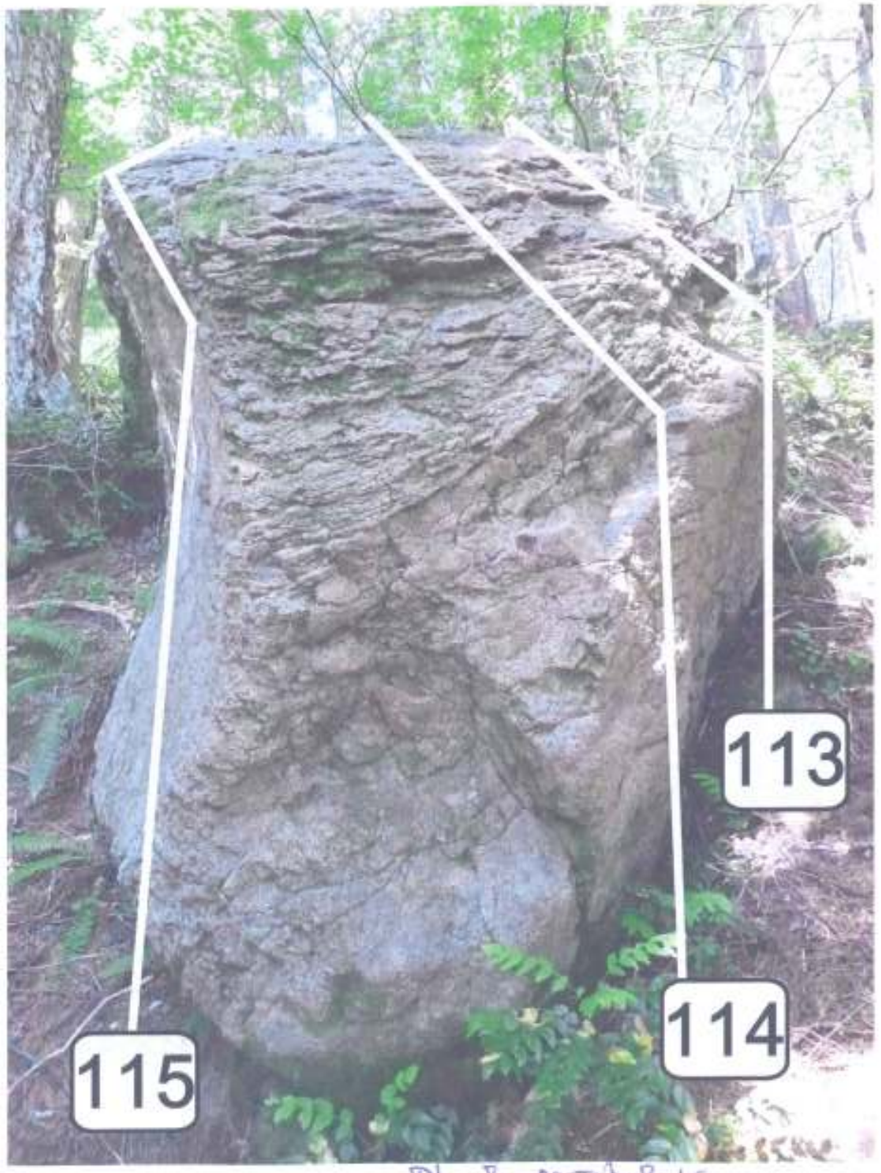
110. *Dedication Dyno* V1 - Awkwardly s/s or stand into sheer face, avoiding left arete. Face holds set up one big deadpoint/dyno (depending on how much fun you are looking for)to jug ledge at 3/4 height.

111. *Rooster Love* V1 - Same difficulty as #110 but sticking to arete maintains static moves to jug ledge.

112. *Loving 51* V1 -Independent line on far left flank. S/s awkward w/ vertical nature but doable.

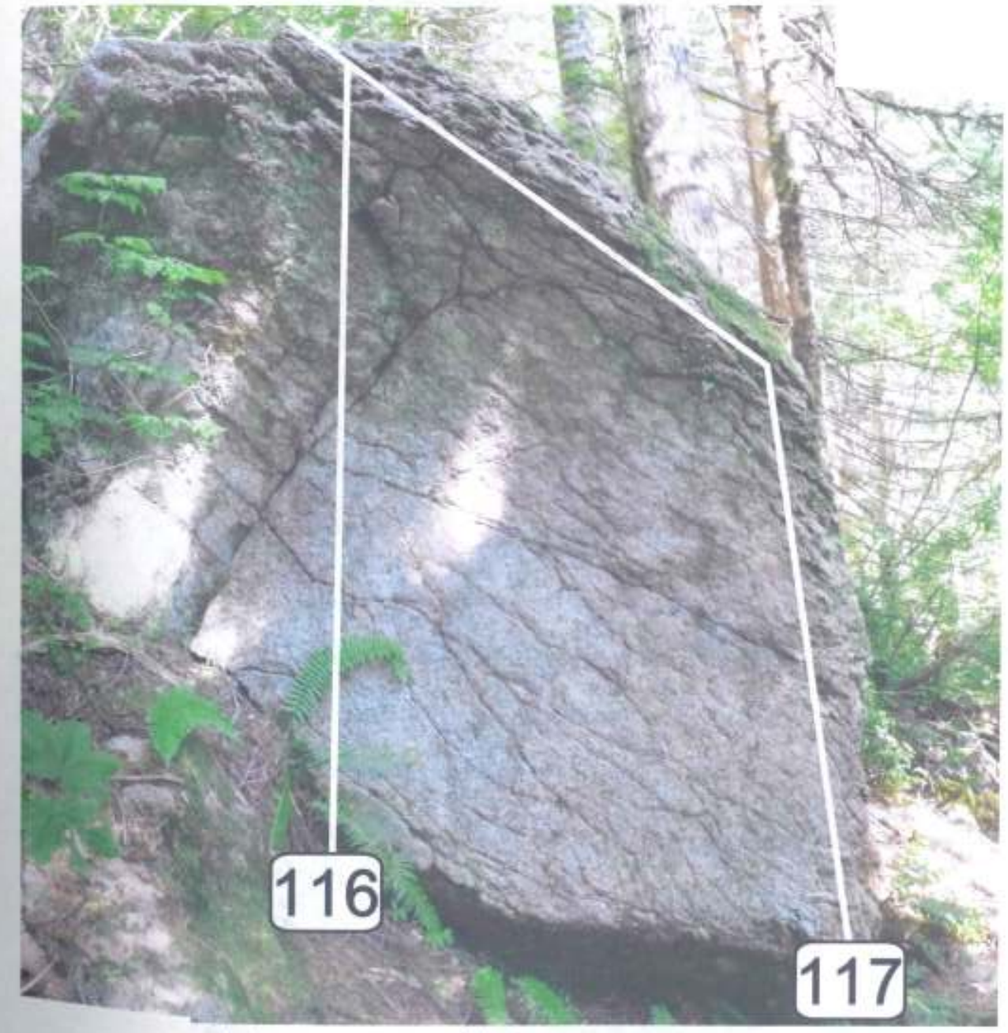
Japhy Ryder





113. *Sean Monahan* V1 - S/s may be harder than #114 or #115 but jugs and easy t/o follows.

114. *Dharma Bum* V1+ -S/s to ~~more continuous movement~~ than ~~#113 offers.~~



115. *Japhy Ryder* V2 -Quality line. S/s gains a series of crimp holds on left flank. A few moves up leads to traversing lip on same crimps. Physical crossing thru moves eventually leads t/o with holds.

116. *Japhy Direct* V1 - Few moves lead to ~~#115's~~ finish. S/s awkward compared to natural s/s on ~~#115.~~

Druid Stones

Some of these marked trees have been

Cleared during the Druid Stones' heyday, this tree and at least another dozen around the Los Tres Nuevos have been since cut down. From the Los Tres, heading directly downhill, rather than back to the Main, you will end back up on Marys Peak Road at road sign mileage marker "2". This marker is less than a thousand feet down-road of New Wave Parking lot.

Druid Stones

Moby Dick

While the moss has been removed from this boulder, no problems have been sent to date (7/2011). The above photo features the widest, largest slab expanse of the boulder. While this boulder shares its texture and look with **Japhy Ryder**, the small pebble crimps on **Moby Dick** has yet to yield lines of ascent, even on such a low angle. To the climbers right of the tree dividing the boulder, the angle turns to vertical and slightly overhanging for an aesthetic and hold prone arête on the boulders right most flank. While stand starts on the uphill slide have in fact been topped out, the true line of the boulder, both its right arête and left slab have not seen true ascents of good pure lines.

Druid Stones

Moby Dick Slab

The Wave

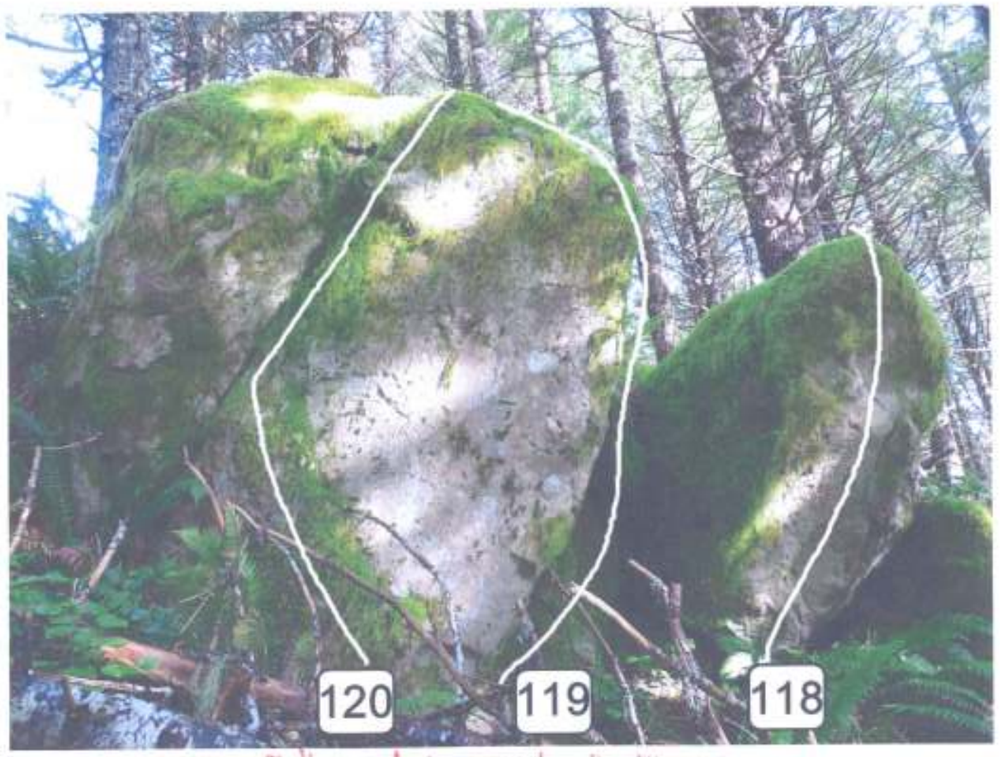
Featuring the same highly textured, pebble riddled facade as **Moby Dick** and **Japhy Ryder**, **The Wave** surprisingly has not yielded ascents, outside of the descent line, need to finish the cleaning process. Both a front face problem, steep on small holds exist, and moving away from **Moby Dick** and towards **Low Tide**, the climbers left flank of **The Wave** yields a bear-hug arête problem, also undone.

Low Tide (Un-photographed to date 7/17/11)

Adjacent to the west of **The Wave** is a short slab climbed in the winter of 2011 by the Trevathians, Kati and Wade. At the same time Wade climbed a VB on the backside of the **Wave**. Between **Low Tide** and **Rivals**, level on the hillside to **Rivals**, there exists some other smaller boulders. They have received the monikers **Humpty Dumpty**, **Truck Dump** and **The Good, The Bad and The Ugly**. These boulders are small, and are most useful as indicators and markers in finding **Rivals**, **Wave** and **Moby Dick**. On the Topo for this guide **The Bad and The Ugly** are labeled boulder 34 and 35. **Humpty Dumpty** is labeled boulder 31 and **Truck Dump** is not labeled. Boulder 32 in the topo is actually a pair of boulders; **The Dirties**.

117. *Low Tide* VB - (SEE EMAIL FROM TREVATHIANS).

The Dirties

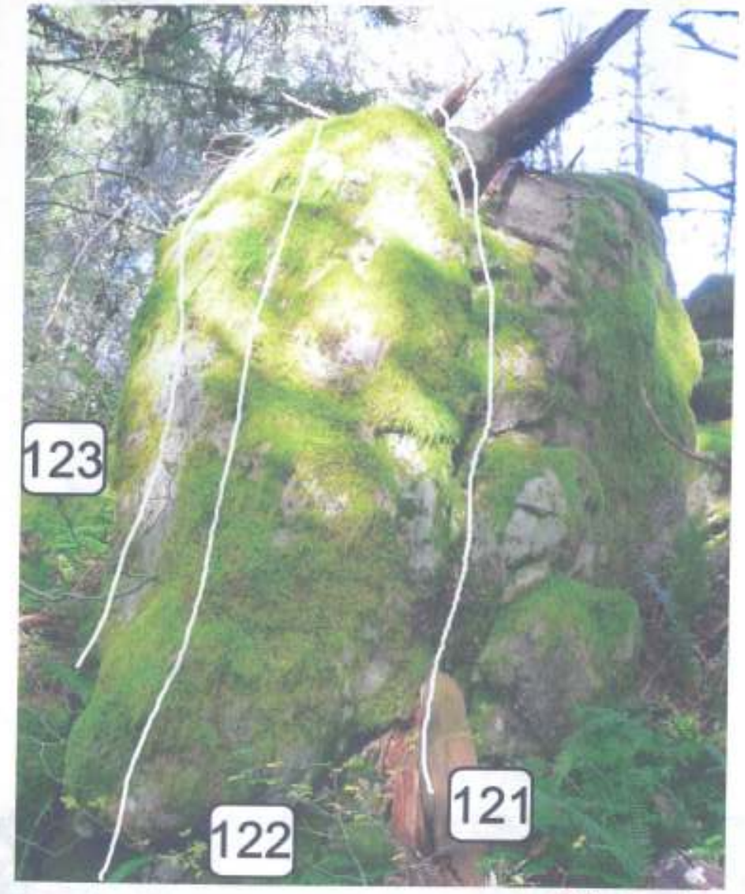


118. *Dirty Diana* V2 - Bloc seems small. Standing to good start holds, kick your feet onto dime feet and powerful moves go pocket to edge to pockets for an outstanding power to physical mantle problem.

119. *Dirty Arete Project* V? - Obvious sit start wrapping both sides of arete. Wrong-way pocket holds yield no upward movement to date. Quality project.

120. *Wipe that Dirty Face* V0 - Awkward yet easy s/s moving quickly to holds in and around crack.

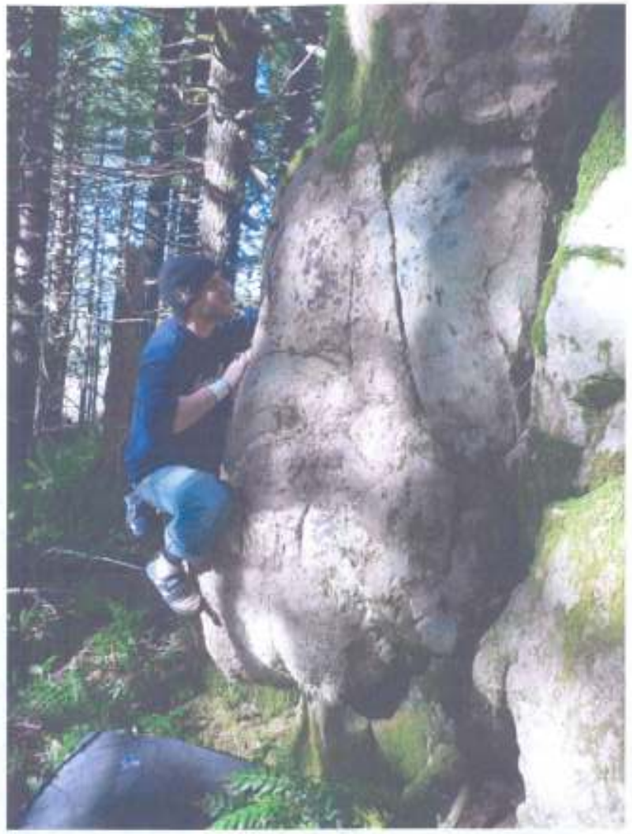
Rivals Boulder



121. *Auspicious Occasion Crack* V1 - The boulder shortens uphill to a crack that offers great jams, with scattered hand and footholds surrounding. Many variants/eliminates present.

122. *Endless Quest to be Cool* V1 - Lowest point to highest point of boulder s/sing below bulbous corner with some power to a standing height mantle followed by 5.8 climbing to the top.

123. *Tbd* V? - .



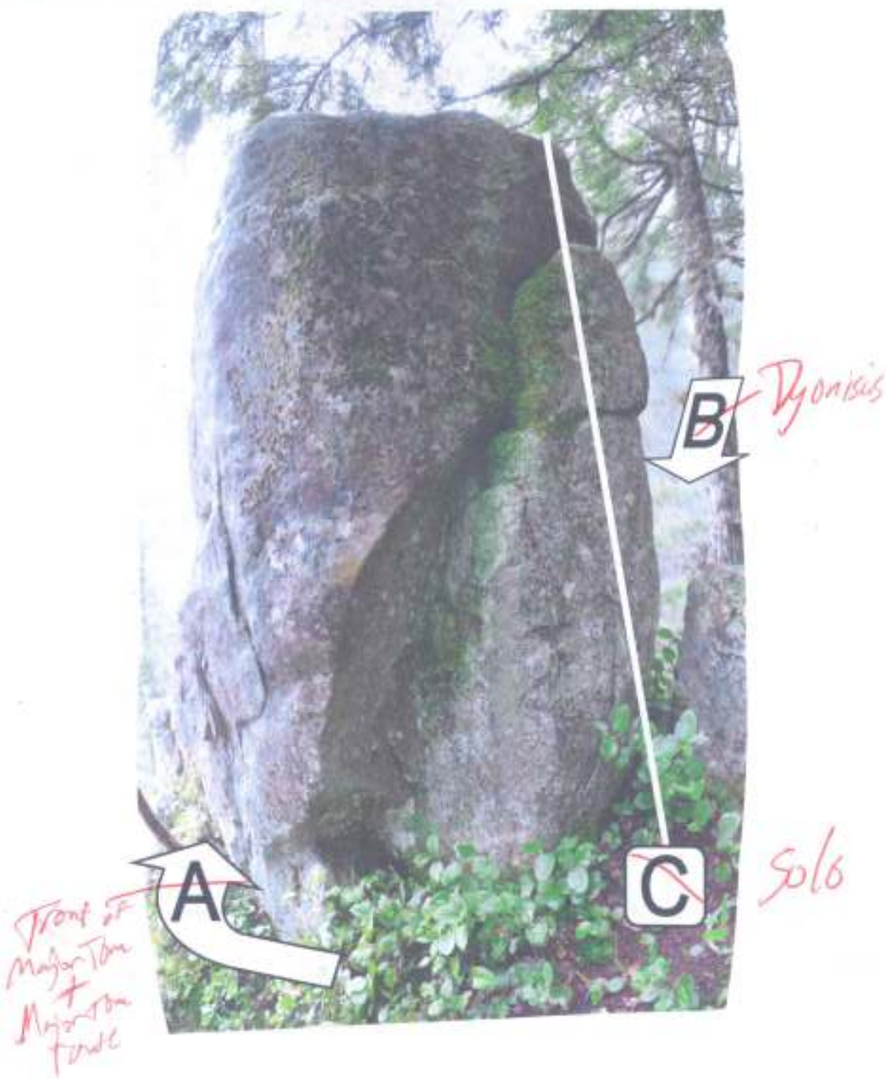
Jim (above), Paul (below) climbing *The Endless Quest to be Cool*

Major Tom Pillar

Following a climbers trail out of Pillar Parking Lot directly north, avoiding a Temptation Pillar off-shoot trail heading east, Major Tom's top bloc and backside (visible in photo) will be quickly reached. It is

with the addition of in 2012 new top bolts, ~~were installed~~ on the northern most point of the summit possible to rappel route A from below this top bloc via gear anchor, or route B via tree. Scrambling to two opportunities for ~~present~~ were presented. Below the summit a stance accessed from the base can be done with care as these pillars have deceiving ledge systems and chutes along there flanks. The bolted anchors are just out of reach (stick clip) and a short lead away. A set of chockstones at this stance also offers a top-roping or rappell opportunity. which anchors are best for days is not to be determined.

Major Tom Pillar: Routes Top-Down



Major Tom Routes:

this route was initially led in 2009, entirely with traditional gear and no bolts. Feb of 2012 bolts were strategically placed, ~~at~~

A. *Ground Control to Major Tom* 5.7 - Route-finding can be difficult from the base without prior experience with route. From the below top bloc, carefully traversing to the northern face of the pillar, ~~perfecting~~ New bolts have not eliminated the need for cams, nuts and hexs aligning a rappel or top-rope line directly off this north face with a gear anchor (thin cams in a head-height thin fingers to tops crack, wide cracks below start of top bloc pitch, large flakes that can be wrapped as anchors points). From the base the route has a small belay ledge above a large down tree. Minimal protection with 5.7 face moves connect small saplings eventually gaining a ledge with sling-able tree. 15 ft off the deck feels cozier than moving off belay ledge. The route traverses slightly right, staying with protection and now crack and face hold opportunities. A distinctive finger pocket marks the routes physical crux with high-stepping or physical mantle beyond "Pauly's Pocket". After crux, a secondary mental crux follows ledges and high steps over thin pro. Slabs, and easy face climbing lead to belay before top bloc. Top bloc can be lead on a single BD .75 cam, with a short physical sloper, pocket sequence to well traveled summit. The cozy summit (barely room for two) there is no rap anchors; solo descending via route C; lowering the second, then counter-balancing rappelling utilizing the second as your anchor, or simul-rappeling are three options to get down from this climb.

to lead the route. But it has straightened the line and lessens the way protection clearly and hopefully lessens the need for the more obscure placements like bows or 2-tote alien placements. Before the Probably The climb was led half a dozen times previous to bolts and will continue to see leads without bolts clipped. Hopefully the bolts will open the route to more leader opportunities. end of "stemming" ... the that easily protected crux. stance the This second mental crux has been mitigated by a bolt (since it ~~blood~~ necessitating of bolts or anchors) then the the backside. New From the base.

In 2012, Dionysus saw quality reviews from climbers, and it was decided to mightay bolt free, until the neighboring ~~Not~~ Major Tom. The tree anchor sits in such a great alignment, and Dionysus protects relatively well, given it does have a wide crack is visible where the cliff drops. The route runs through this wide crack finish. From the base crux protection in the first 20 feet. Back to original start of ***Major Tom*** route ***Dionysus*** starts climbers left (east facing the pillar from its base) and uphill.

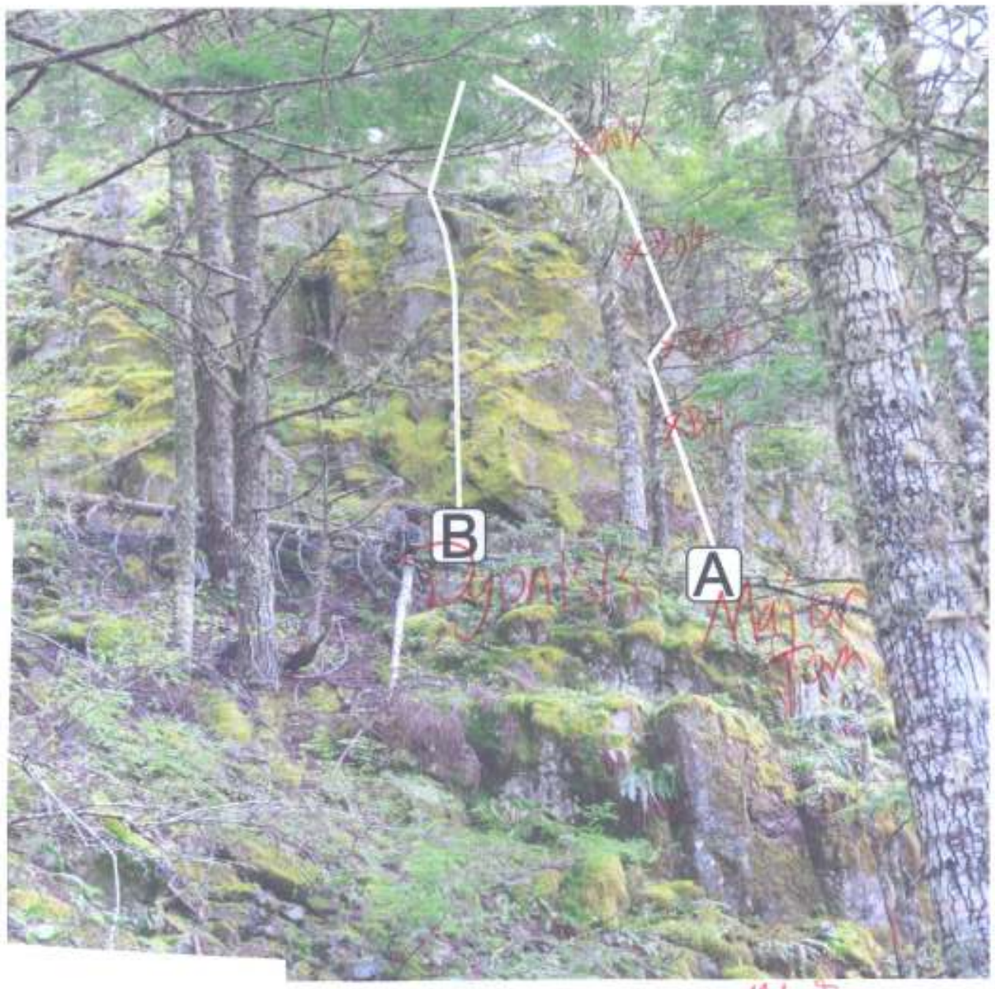
B. *Dionysus* 5.7 - From Major Tom's backside, facing north rather than heading left (west) wrapping around the top bloc to the pillars front and route A, heading right (east) wrapping around the top bloc you will encounter two trees along this upper flank. These trees anchor ***Dionysus.*** Just below the tree a

Following the same down tree indicator for A, the base of Major Tom, a series of left facing flake jugs and crack systems mark the start of route B. Stemming around these flakes, carefully test each jug and crack, as you crank chockstone Dionysus Pay

through powerful, but easy moves on these large hold systems. Protection can be good in these flakes, as long as you are not dealing with a looseness (test, test, test!). A rest ledge battling a small tree marks the end of the Tasty Flakes leading to the crux wide crack section before topping out to tree anchor. Route can summit, but linking moves back to top-blocs primary BD .75 cam placement can be difficult to protect. Corkscrewing back to route A's anchoring ledge and summiting from there is advisable.

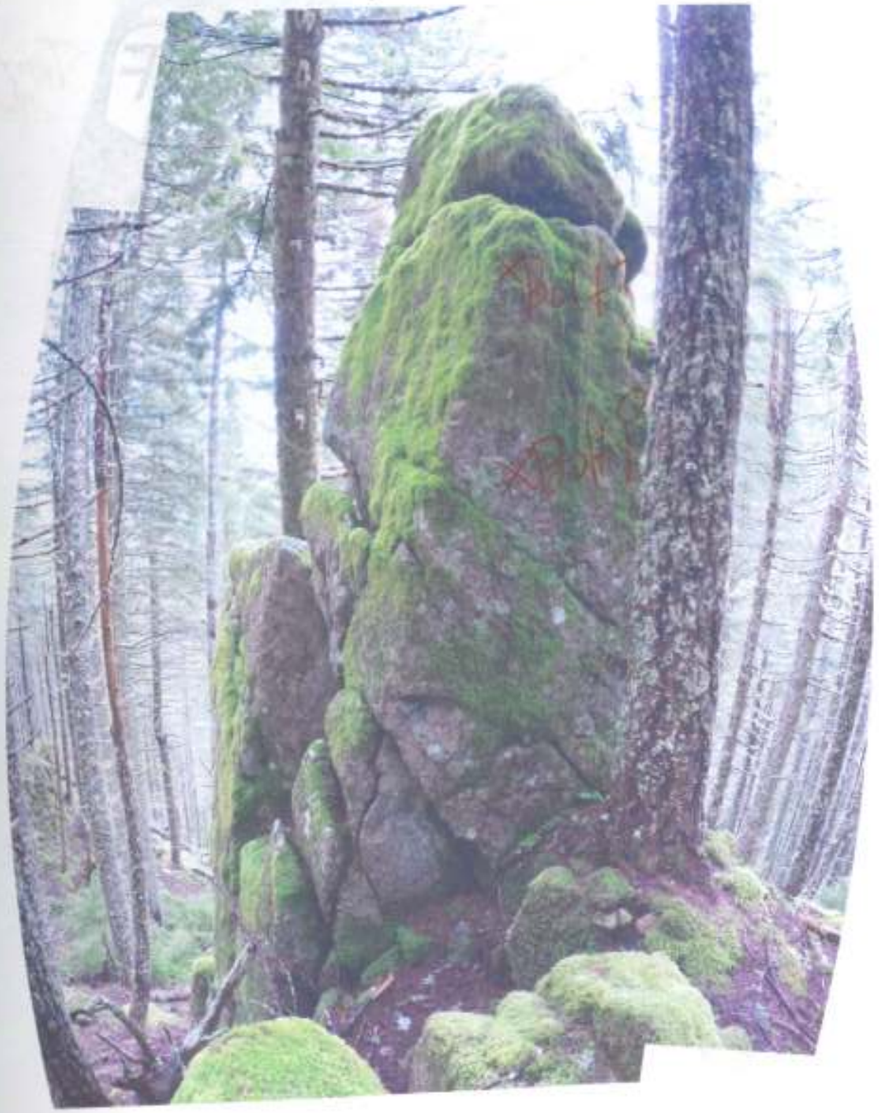
C. *Solo* 5.6 -Utilizing a small boost from small bloc on ground, and jug hand holds through ledges for feet this easy climb can be a quick on and off solo of the Major Tom, or an easy descent. A spotter for the reversal of the climbs mantle is highly suggested, but the ledges and holds (including 2 jugs on summit that may have been chipped?) sets the climber up fairly well to complete the climb safely.

Start of ***Ground Control to Major Tom*** (rope)



While ***Dionysus*** starts climbing at lowest climbable terrain, ***Ground Control***, as an established climb starts at ledge with trees. Climbable rock actual runs another 30 - 40 feet downhill, but would require more cleaning to lead. This lower section has been top-roped, ~~just not lead.~~

Temptation Pillar



F
Temptation of Three Kings
E
TR Pebble
D
Leap of Faith

G
Undressed Altrade
2nd p.
F
G
F

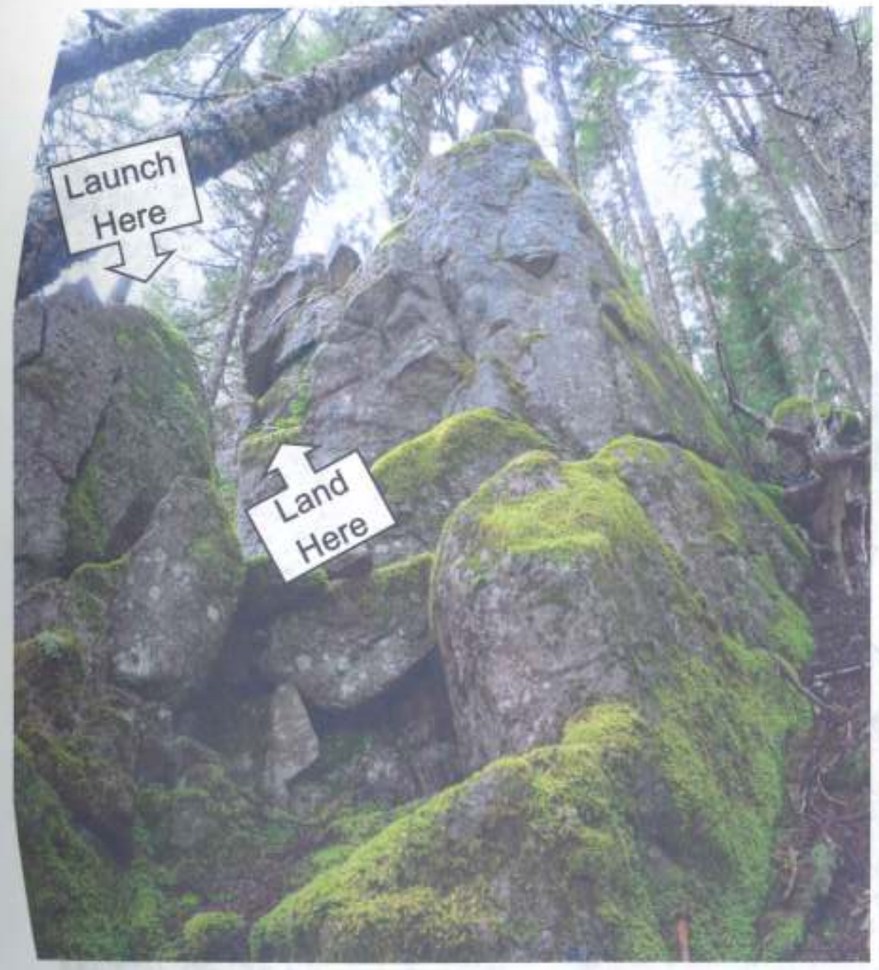
Temptation Pillar Routes:

D. *Leap of Faith* 5.7 - First modernly established route on the three pillars. Climbs from lowest climbable point to highest climbable point on the Temptations northern-most facing point. From the base, face climbing on a just at-vert ramp, with odd pro (aliens help) in odd places (check around left) leads to where a tree rests against the pillar. At this tree juncture the route mantles. From this mantle point, the "Leap of Faith" is a gap crossing that gains one last section of physical climbing before large ledge system shared with routes **F** and **G** before last section. From this large ledge either, corkscrew around to the summit using a large fist crack traversing left (east) from ledge, continuing to wrap around until the backside mantle is gained and an awkward summit stance is gained. Unlike the top of Major Tom, Temptation Pillar offers a poor summit hang-out (unless it gets bolted top anchor). The angle is tilted and constantly sliding the climber off. Descending on a webbing or sling wrapped around the northwest tip of the summit (where **G** leaves **F**) can be a task. Just as with Major Tom, a lower followed by a weighted counter rappel, or simul-rappel is necessary. One trick: the last ledge before top can be gained by lower/rappel, leaving the standard northwest tip sling within reach to retrieve. Creating a less than visible rap anchor, or even wrapping a flake with the rap rope (creating a leave-nothing rap) is much more conceivable from this walk-around lower ledge.

E. *(Open)* 5.9 - Top-roped. Linking face moves with pockets and crimps leaves the climber just out of range to utilize obvious crack for protection. Even if gear was within reach, the crack dissipates to nothing before the mantle ledge leading to the "Leap of Faith" is gained. Remaining a top-rope problem may be preferable to the requisite bolts required to safely lead the climb.

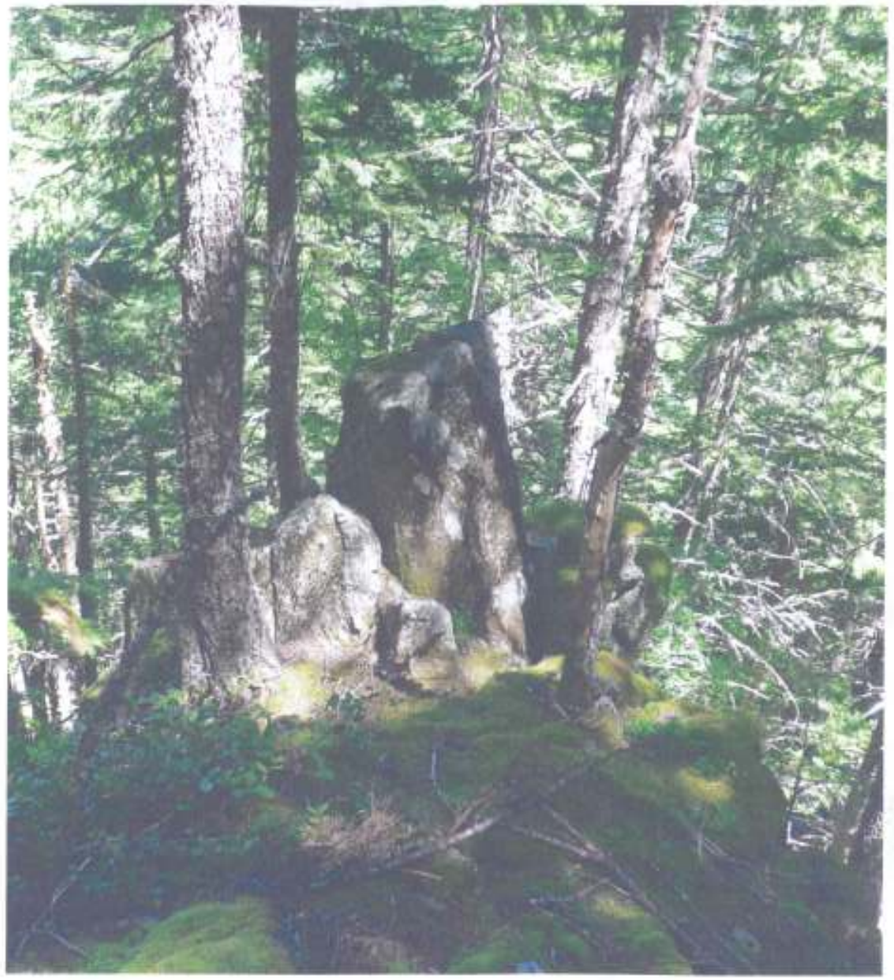
F. *The Temptations of Two Marys* 5.7 - A too short, stellar crack line. From the base fun jams with holds outside of the crack, thru quality protection gains a small ledge. This small ledge sets up a short easy roof, with a large crack and finger crack offering pro, jams and holds to easily gain large belay ledge setting up t/o. From this ledge, completely corkscrew around to summit via standard finish, or look to climb route G. This route can be a great place to take new climbers to second fun, but easy crack climbing and hair raising traverse to summit. Can be a great crack to present gear fundamentals with gear of a wide range accessible throughout route with easy climbing surrounding, and even an opportunity to sling thru a protectable hole in the rock at 7 feet off the base.

G. *Tempting Fate* 5.8 - Starting in the ***Temptations of Two Marys Crack***, after the easy roof, instead of continuing on to large ledge and corkscrew to finish, this route stays to the Pillars West flank, traversing slightly right to a set of foot ledges and holds through physical face climbing at this major juncture point. Protection is still found. This route cuts the lengthy corkscrew finish to both F, and can be linked from D's start. The line has been top-roped, not lead.

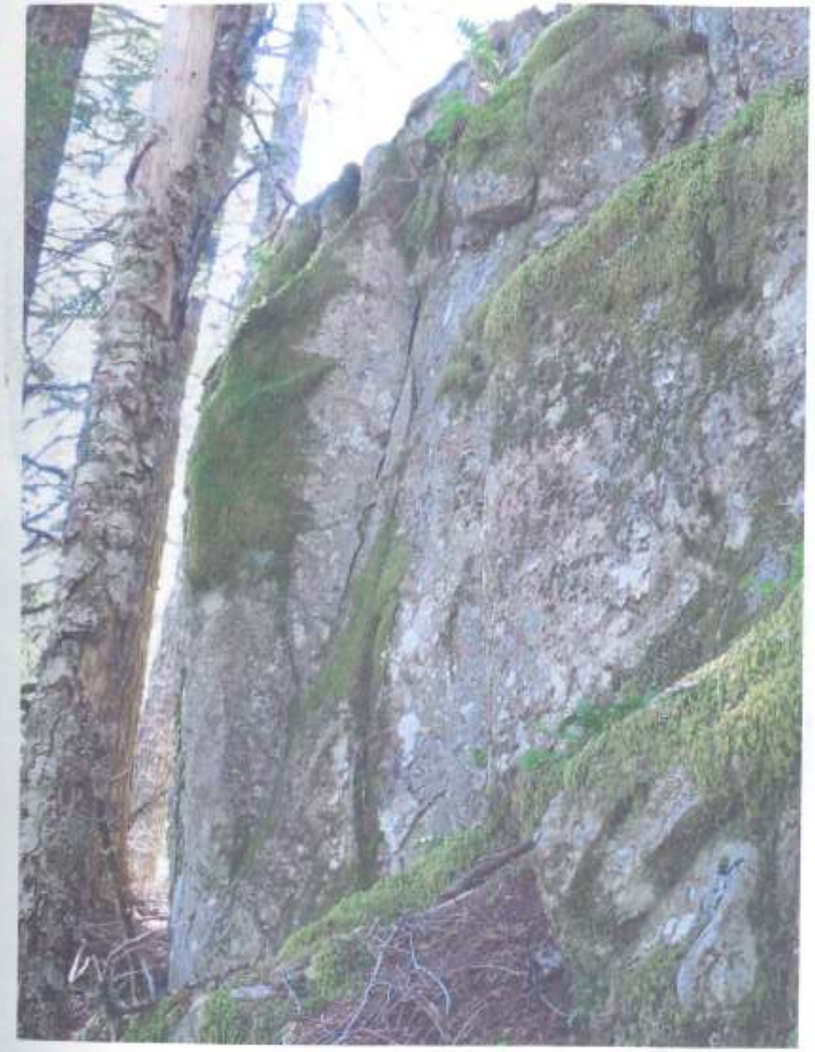


Leap of Faith

Magical Mystery Pillar



The lackluster non-summit bloc for the Magical Mystery Pillar can be deceiving for how much climbing can be found below.



Magical Mystery Crack

This yet-to-be moderately bad crack is Magical Mystery Pillars Plant like.

Crack Flank

Around Left or west of this ~~Auto~~ Stone is a ~~Boulder~~ bouldering problem on

Slab Flank

All climbing on Magical Mystery Pillar would be new and developmental.

2-3 route potential, maybe 4.

Temptation Pillars

Moss was cleaned from large pocket centered in photo. Boulderable terrain on Magical Mystery Pillar. Topping out would be normal Druid height, walks off to MMP's top bloc. ***Magical Mystery Crack*** is to the climbers right (west) of the crack boulder problem in above photo.

Pillar Area Boulders

Ranger Bob Boulder

From the Pillar Parking Lot walking downhill to Major Tom, Ranger Bob is on the right hand side. If you scramble down this side to reach the base of Major Tom you will pass its primary bouldering face (see above photo). If you traverse to the Temptation Pillar after starting the trail to Major Tom, you will see Ranger Bob en-route (above photo taken from Temptation Pillar). The primary face line is split with huge split crack between boulders and ledge. Visually crux is in upper portion of climb, unless top-roping use extreme caution climbing this problem, it presents a high fall, and a steep down-hill drop-off on the landing. Very aesthetic line.

Pillar Area Boulders

splitting the wall to Masterton

This boulder is located as close to the car, as it is to the Pillars. Distinctive sloper holds, and a sloped edge hand jug at torso height stood out ~~on this boulder.~~ Minimal time spent cleaning, no time spent climbing this boulder ~~to date~~ (7/20/2011).

Detw ~~[illegible]~~ its first cleaning 7/20/2011 to now 2/16/12.

Above boulder near top of Major Tom, visible on trail from car to Pillar. ~~One problem potential. Below pair is closer to Magical Mystery Pillar, linking MMP to Major Tom. Minimal problems available on pair.~~

Not Photographed:

Closer to the parking lot sits 3 other boulders with real potential.

Above **Temptation Pillar** is potential for two untouched boulder problems. ~~One~~ is passed en-route to *Leap of Faith*, slightly uphill and towards the lot from *Temptations of Two Marys*. ~~the~~ stand alone boulder offers one to two problems with a poor slide for a landing zone. ~~The second near~~ boulder is directly above **Temptation Pillar** heading away from **Major Tom**. It offers a dihedral with single crack jam/slot for pro. Roping for a single piece of non-helpful protection would be ridiculous. Bouldering this feature would amount for a heady experience with decent height at t/o and a full slide for landing down to Temptations saddle backside.

Below and flanked to the climbers right (west) of **Magical Mystery Pillar** is a series of slab boulders. This group has garnished the moniker - the VZ's or Veasys. Too easy to even bring a pad, these ~~non-consequential lumps~~ offer ~~more~~ in terms of future climbing leads than actual bouldering terrain.

Never Stop Exploring: Near, but requiring a separate drop-in is the last climbing formation spotted on this north flank, slated for future development, **Never Stop Exploring** toes the line between a bouldering resource and a roped bloc. Topping out at 17-20 feet over a rock-base landing may be doable as a bouldering problem, given top-rope pre-practice or extensive padding and spotting of aforementioned landing. Rigging a TR would not be easy as there are no trees directly on top of the boulder, but trees are available slightly removed and higher uphill. Top-bolts seem a bit overkill for a formation of yet-to-be determined quality. To get to NSE, from the Pillar Parking lot, walk the road back downhill 350 feet. Heading downhill, with no established trail, travel 375 downhill, which should feel as far as it takes from the Parking lot to **Magical Mystery Pillar**. **NSE** is difficult to see from above, but is an immense bloc when seen from its base. As with other 2010/2011 discoveries like the Radetich Area, and New Wave, there is a high probability **NSE** will lead to other rock formations bouldering or pillar.

Move Never Stop Exploring to new Elevation 3500 Group.
- Add Mono podest Boulder & Pillar
- Add Grays Boulder
- Photos all all
- Description of Gap between E3500 + New Wave

Summit Druid

Inclusion of the **Summit Druid** in this guidebook has little to do with the two in-sneakers VBasic problems on left and right of the front (south face) flank. It has been included to clarify certain points for those seeking out new climbing opportunities on Marys Peak. From the first boulder and pillar to date, future exploration on the mountain has been continuous, and surprisingly fruitful. Where an early abundance of rock transpired on the Western Spur (**Main, Los Tres, New Wave, Temptation Pillars**), the **Summit Druid** holds a flame to the concept that rock is in fact also available on the Primary Marys Peak formation, not just where the road wraps in and around the Western Spur. Beyond the existance of rock on this larger land mass, the discovery of rock formations at the Radetich Area knocked down the assumption that top-notch quality rock was only showing up in the upper reaches of the mountain (i.e. above Connor's Camp and Parker Creek Falls). Finding climbing parallel