

The Garden Boulders

2022-07-12

Acknowledgements

This guidebook was a collaborative effort built with the local-Boulders framework. It is intended to be a living document if you notice any mistakes, errors, or omissions get in touch with the creators of this document or submit your own contribution via the book's [github repository](#).



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Contributors

- Andrew Child

Introduction

Amenities

Toilets

Barring emergencies digging catholes should be avoided when climbing at the Garden Main area. As an alternative consider driving 1.9 miles back towards Sweet Home to use the pit toilets outside of Sunnyside Park. The three minute drive will take roughly the same amount of time as finding a secluded spot and digging a hole and you won't have to worry about squatting on a patch of poison oak. Likewise all of the areas in this book exist within a 5 minutes drive of a toilet or pit toilet.

Camping

Paid campsites can be reserved at Sunny Side Park 1.9 miles away from the Garden Main area. Dispersed camping is allowed on any of the pullouts on Quartzville Creek road East of Green Peter Reservoir. Camping is not allowed at the Garden Main or Upper Garden areas.

Local Ethics

The Garden Main, Armageddon, and Pink Tag areas are located on private land owned by the Cascade Timber Company. The company allows walk-in access to their land, but there is no official relationship between the landowners and climbers. The established ethic for climbing on timber land in Oregon is that the owners prefer not to get involved and that climbers should do their best to keep a low enough profile that the land owners don't need to get involved. There are a few specific activities which could threaten access for everyone:

- Building fires or causing fire hazards.
- Parking on or blocking gated forest roads.
- Overnight camping at the climbing areas.
- Failing to obey posted fire closures.

We like the moss

The lush moss coverings that adorn the boulders are an essential part of the area's charm. When cleaning boulders try to take a conservative approach and avoid demossing unnecessary parts of the boulder.

History

PLACEHOLDER

Poison Oak

The Pink Tag and Armageddon areas are both plagued by poison oak. Tread carefully and watch out for low-growing shrubs with waxy leaves in clusters of three.



Poison Oak. Don't touch

How to use this book

Grades and Descriptions

As much as possible the grades and descriptions of routes in this book have been based on the collective first-hand experience of the collaborators of this book. As much as possible instances where first-hand experience is limited or unavailable are acknowledged in the route description and speculation on grades is avoided when possible.

The routes in this book are graded on the Hueco V scale. Although these grades are inherently subjective care has been taken in considering the grading of each route. A color coding system is applied for ease of use as described below.

Routes V0-V3

Routes V4-V6

Routes V7-V9

Routes V10+

Projects and Unknown Grades

Ratings for Quality and Seriousness

In addition to a difficulty rating route quality and seriousness ratings are provided on an out of three system as defined below.

Quality:

- ★★★ - This route is an area classic, if you are unfamiliar with the area this is one you should check out on your first visit.
- ★★ - This route is charming, but may be lacking one or more qualities of a true classic.
- ★ - This route may leave something to be desired but isn't objectively terrible.
- ☆ - Zero stars, this route is bad.
- No quality rating given, this designation is typically only included for Projects and routes that the collaborators of this guide do not have first hand knowledge of.

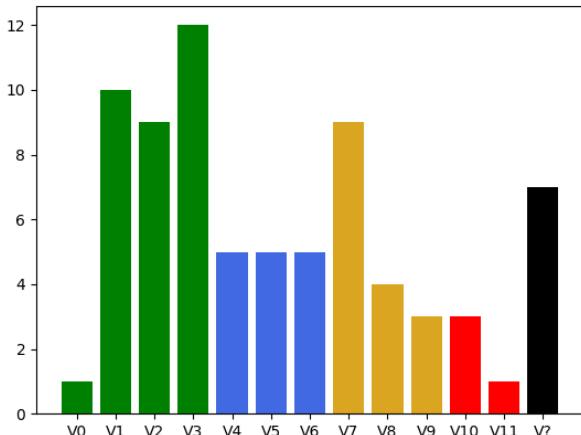
Seriousness:

- No seriousness rating given, this is generally a safe climb with appropriate padding. There are no extraordinary hazards that you should be aware of.
- △ - This route has insecure moves which are high off the ground or over a bad landing or both. A competent climber who is aware of these hazards will still be able to climb this at a minimally increased risk.
- △△ - There are sections of this climb where the risks are hard to minimize. Falls in certain areas may be unlikely for a climber of appropriate skill level but the consequences of such a fall could be real.
- △△△ - This route could cause serious injury or worse even when attempted by a person competent at climbing the assigned grade. This climb should be approached with caution.

A Reminder

The rocks do not know what they are called or how they are supposed to be climbed, likewise your experience does not need to depend on this information. Do not let the descriptions and ratings in this book prevent you from experiencing the rocks as they are.

The Garden Main



The Garden Main bouldering area is true to its name. A lush green space features moss covered boulders situated under a dense canopy. The area is visible from the road, though weirdly easy to miss at first pass, look for the boulders on the left (uphill) side about 3.5 miles down quartzville road.

Entrance Area

Turtle Shell Boulder

A short boulder with a low angle offwidth crack.

1 Raphael Crack V0

PLACEHOLDER

Toilet Bowl

If approaching via the main trail this is the first boulder you will encounter just of the road.

2 Toilet Bowl V1

PLACEHOLDER

3 Scrubbing Bubbles V1

PLACEHOLDER

Boys In the Woods

A low boulder with an identifiable scoop on the downhill side is located right on the main trail.

4 Boys in the Woods V4 ★★

Start on a low jug just before the scoop at the lowest part of the boulder. Climb up the left arete of the scoop until you

can flop in. Some may consider this an eliminate since, with difficulty, you could also just mantle directly into the scoop.

5 Cuba Gooding V5

Start as for Boys in the Woods but climb right along the lip of the scoop until you can reach the holds at the top of Ice Cubes Shiny Jerry Curl

6 Ice Cubes Shiny Jerry Curl V6

Start on a low sloping edge and pull some sneaky moves to gain a knife edge crimp at eye level. Continue straight up.

Tree Slab

A narrow slab just uphill and to the right of the Boys in the Woods boulder.

7 Tree Slab V1 ★★

Climb the center of the slab.

All Sorts of Ease

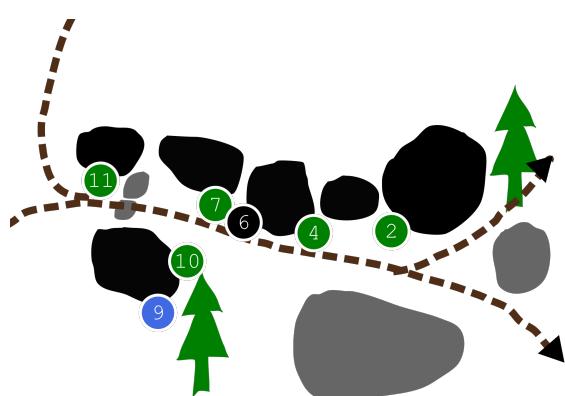
A low angle slab under the Meth Lab prow

Tonsil

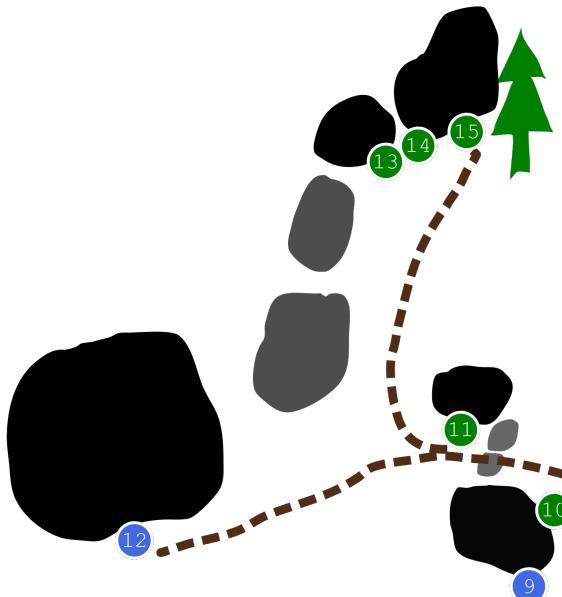
A small hanging boulder under the Meth Lab prow.

Three Star Ledge

Angular boulder in the rocky landscape between the two entrance trails.



Fight Club Area Map



Undertow area map



Michael near the top of Fight Club. (See Page 5)

Fight Club

Located in the southwest corner of the Garden main, The Fight Club zone is home to the namesake V8 test piece as well as several other quality lines. Flat landings and easy access make this a nice spot to spend some time

The Office

A tall not quite vertical boulder is immediately on your right as you enter the Fight Club Area

1 Jim Halpert V1 ★ ΔΔ

Starting on the right edge of the block climb climb the right corner over a rocky landing. Either pull some harder moves to stay on the downhill face or round the corner to the right and pull some easier moves over a worse landing. Grade and rating unconfirmed.

2 Daryl Philbin V1 ★ ★ ★ Δ

Starting at the Center of the block climb left on good holds to the arete. Climb up the arete until you can reach good face holds up right and continue through a, thankfully, juggy top out. Mind the rock at the base of the climb. Left and right alternative starts add a little variety but do not change the grade.

Crash Test Dummies

A small boulder in between The Office and Fight Club.

3 Vince V2 ★ ★

Squat start on good edges. Navigate a crescent shaped sidpull rail to a delicate top out. Make sure to clean the top out before attempting.

Fight Club

The obvious overhanging boulder with an interesting bubbly texture.

4 The Ear V2 ★ ★ ★

Start on the arete at the far right end of the boulder. Climb straight up through tricky holds to a heady top out.

5 Fight Club V8 ★ ★ ★

Area classic, this rig is a feather in any would be crushers cap. Start on the far right arete as for Ear. Traverse across the angle change and top out above a bubbly crimp rail on the overhanging face.

6 Fight Club Left V?

PLACEHOLDER

Tyler Durten

Just to the left of the fight club boulder is a tall wall with few features other than a distinctive crimp rail at eye level.

7 Tyler Durten V3 ★

Start on a henious crimp rail and punch out left to much better holds.

Variations:

7a Tyler Durten Dyno V?

It has been speculated that the dyno from the starting hold straight to the lip will go.

Mini Me

A short pointy boulder with a flat landing is nearly freestanding on the downhill side of the Fight Club zone

8 Mini Me V3 ★

start on blunt corner. Make tricky moves to a blocky jug to the lip and traverse left to an easy top over a rocky landing

9 Austin Powers V5 ★

Start as for Mini Me but move right into top of Dr. Evil

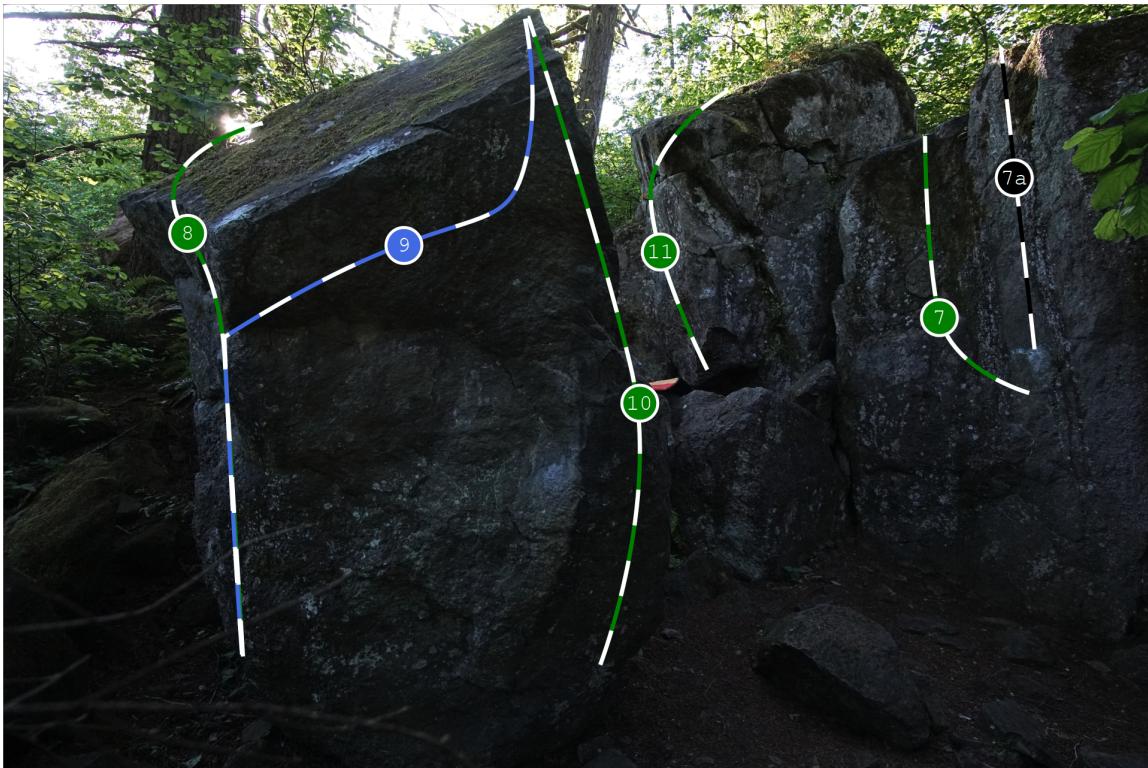
10 Dr. Evil V3 ★

sit start on lowest holds of a compressiony arete with left foot over a small rock. Pull some tricky moves to gain better holds either rolling onto the right hand slab early or staying on the arete the whole way.

Variations:

10a Mr. Bigglesworth V1 ★

Start on good crimps right of the arete just before the



Routes on Mini Me, Trust, and Tyler Durten

angle change, continue straight up or move left onto the arete. Authors note: other guides identify several other variations on this route, I am of the opinion that further variations are overly restrictive

Trust

The Trust boulder sits on an elevated platform behind Mini Me and to the Left of Tyler Durten

11 Trust V2 ★ ★ ★

Sit start in compression on a hanging refrigerator block. Climb straight up through a slopeing ledge to the top. Look for the juggy crack 1ft inset from the lip.

Variations:

11a Iron Cross V2 ★

Avoid the committing moves at the lip by traversing left early.

E's Dirty B

Following a faint trail west traveling past the trust boulder brings you to a Large boulder which almost immediately gives way to low angle slab.

12 E's Dirty B V5 ★ ★

Start on a lumpy flake in the back of a small cave. Using slopeing edges out right and a difficult undercling navigate out of the cave trending right at the lip to a jug. The final slab quest is an enjoyable and easy top out.

Silly Steep

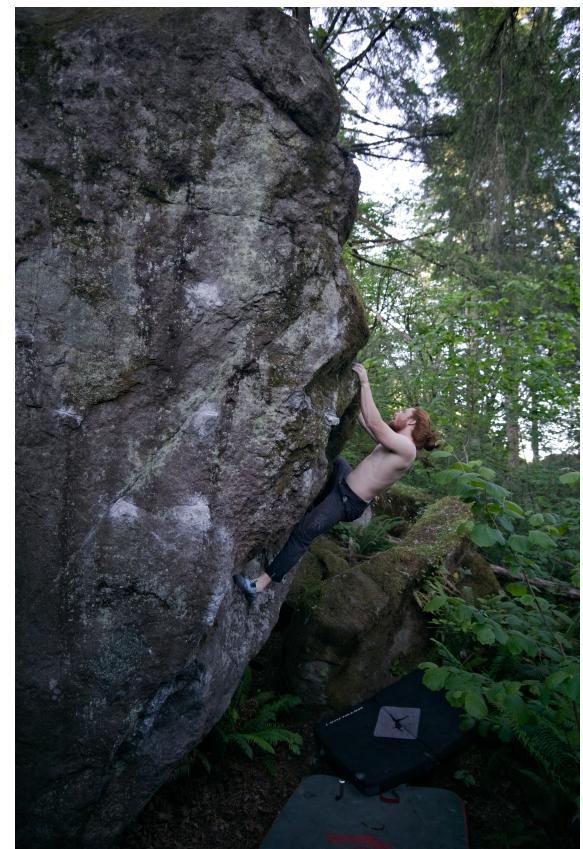
Thin overhanging block left of the Undertow boulder.

13 Silly Steep Mantle V1

PLACEHOLDER

Undertow

Relatively off the beaten path as far as classic garden boulders goes. Follow a faint trail uphill past the trust boulder.



Rob on Tide Pool (See Page 7)

14 Undertow V3 ★ ★ ★

Start on two boob shaped slopers at head height. Climb straight up using face holds and the right arete.

Variations:

14a Undertow Sit V6

Sit start with left hand in a slopey dish and right hand on a low sidepull. Pull some bizarre moves to join into Undertow.

14b Undertow Sit Right V7 ★★★

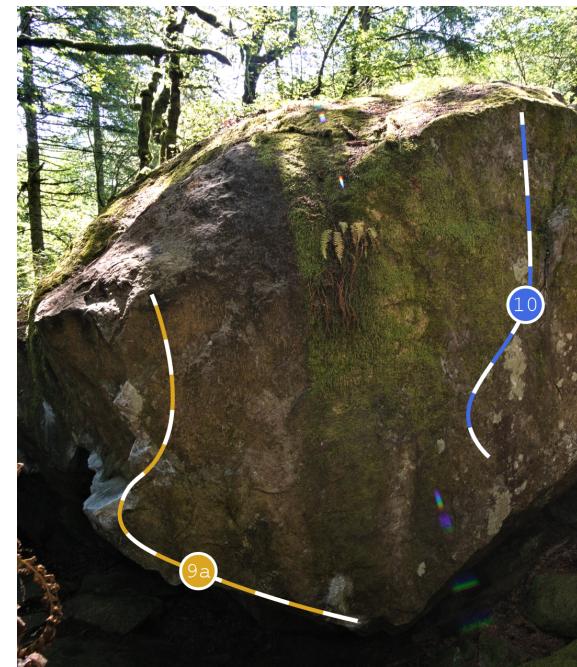
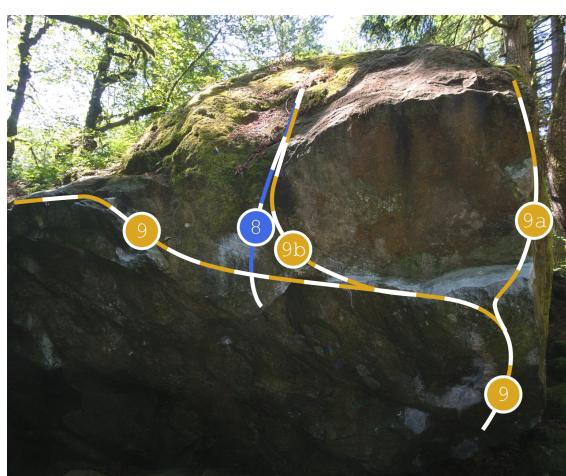
Sit start in the scoop 4ft right of Undertow dit with left hand on a broken sidepull and right hand on a low undercling, climb into undertow. At one point this line was simply referred to as Undertow, for this book modern naming standards have been conserved.

15 Tide Pool V3 ★★

Start as for undertow but trend right around the corner to a juggy hueco top out.

Meth Lab

Easily the most recognizable feature at the Garden, the Meth Lab boulder towers over all other stones in the main area. Most climbs for this zone are located in a secluded natural amphitheater on the uphill side of the boulder.

**Meth Lab across from E's****Carson landing the big throw on Octurnal. Classic! (See Page 8)****Meth Lab backside****Meth Lab backside****Meth Lab**

Routes listed in counter clockwise order beginning under the large prow of the downhill face.

1 Meth Lab Project V? △△△

The obvious prow on the front of the Meth Lab boulder has top rope anchors but a route up it has likely never been free'ed by any means. The ethics of climbing this behemoth are contentious but in my opion it is fair game to bolt as a sport route. If you have the desire to do so consider working it out on TR first before placing new equipment.

2 Don't Blow the Jug V2

Start at the base of the wide crack. Climb the offwidth until you can make use of a jug to squeeze into the crack. Walk through the crack to the far side of the boulder.

3 Trust Issues V8 △△

PLACEHOLDER

4 Leave It to Jesus V1 ★★

Stand start on a high blocky edge. Crank one move and post up for a fun huck.

Variations:

4a Leave it to Jesus Sit V8

PLACEHOLDER

5 Smackdown V7 ★★

Start standing with left hand gaston and right hand jug sidepull. Crank some powerful moves on bad feet and follow the line of

crimps to a top out left

Variations:

5a Harbor Freight V8 ★ ★ ★

Sit down start with hands matched on a blocky undercling, climb into Smackdown. This variation was literally unearthed when a local climber yarded a large rock out from the landing of Smackdown using a chain and come along. The device broke in the process inspiring the name of the route.

6 Heisenburg V9

PLACEHOLDER

7 Learys Lunge V9

PLACEHOLDER

8 Guillotine V4 ★ ★

Start underclinging on the hanging "Guillotine blade" flake left of Octurnal. Climb straight up.

9 Octurnal V7 ★ ★ ★

For many this is THE local test piece in the area. Start sitting with left hand on a sloping triangular rib and right hand on a slopey crimp at the arete. Crank a few hard moves to gain the lip then traverse left through the lightning bolt hold to a pump top out. Originally known as "Tom's phsychedelic trip".

Variations:

9a Direct Exit V7 ★ ★ ★

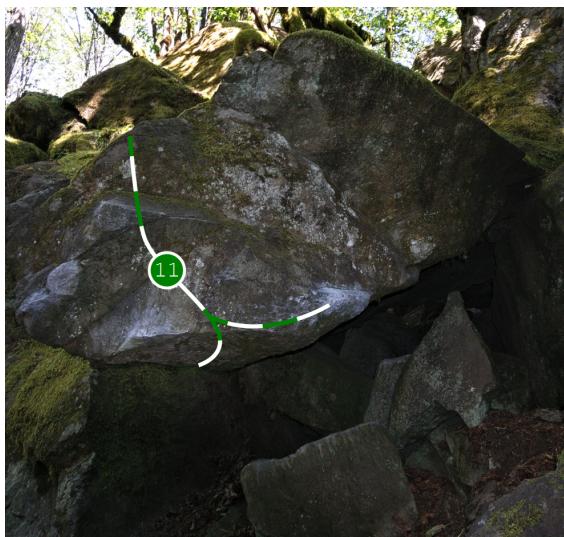
Of all the Octurnal exits this one has the most interesting moves. Climb Octurnal to the ledge then pull some tricky moves to round the right arete. Continue on through a heads up top out.

9b Center Exit V7 ★ ★

The easiest top option for this boulder involves pulling through a suprisingly good side pull above the left end of the ledge. For years this variation lived in moss covered obscurity climbing it will make you wonder why the awkward pumpfest traverse exit is the default line

10 Two Blows One Stroke V6

PLACEHOLDER



Swollen Member

Swollen Member

A small prow just out of the hill side above the Meth Lab boulder protrudes at a provocative angle.

11 Swollen Member V3 ★ ★

A classic hazing route. Start hugging the underside of the block underside with good hand holds on each side of the stubby prow. Manuver youself into a less scandalous orientation using toe hooks, heel hooks and all manner of dirty tricks.



Enchilada

E's Boulder

A large boulder directly to the right of Octurnal holds a few notable routes.

12 Slam Dunk V7

PLACEHOLDER

13 E's V7

PLACEHOLDER

14 Enchilada V9 ★ ★

Start matched on a good flat rail low to the ground with some awkward feet options. Cross into a comfortable crimp and fire up left before coming back right to a flat jug. Pretty classic as far as low balls go!

The Bubbler

A small unassuming block sits just downhill of E's boulder.

Big

Bitchin Corners

A neet angular face sits on the downhill of an otherwise unremarkable boulder.

1 Bitchin Corners V2

PLACEHOLDER

Variations:

1a Bitchin Corners Sit V6

PLACEHOLDER

Big

The "Big" boulder is a large moss covered boulder on the eastern boundary of the Garden Main area, in previous resources this has also been erroneously called "roadside"

2 All Bernd Up V10

PLACEHOLDER

Hueco Wabo

An aesthetic boulder sits well off the beaten path

3 Hueco Wabo V3

PLACEHOLDER

Baldo

4 Front Side Baldo V1

PLACEHOLDER

Azain

The Good

Continuing up the main trail from Boys in the Woods leads to a good boulder with two routes on the downhill face.

1 The Good V3 ★★

Start matched on a juggy flake on the right side of the boulder's downhill face.

2 Another V3 ★△

start with opposing sidepulls on the center of the boulder's downhill face. Traverse to the left arete and ascend using delicate feet and unideal hands. Mind the boulder at the bottom

Next to The Good

A slender boulder hangs off the ground to the left of the Good.

3 Next To the Good V3 △

PLACEHOLDER

Night Crawler

This iconic double arete boulder hangs like a throne near the top of the Azain formation.

4 Night Crawler V10

PLACEHOLDER



Night Crawler

Azain Front Side

The tall walls of the Azain front side are located just off the main trail behind The Good.

5 Ground Up Blowie V5 ★★

Start at the base of a horizontal finger crack climb up left around a dabby tree and onto an easy slab. This route was named as an omage to the first ascent when the top out was cleaned via leafblower from a stance mid route.

6 Into the Light V6

PLACEHOLDER

7 Azain Crack V?

PLACEHOLDER

Azain Back Side

Continuing up the main trail will bring you between the Azain and Big Fred boulders to the Azain backside.

8 Locksmith V4 ★★★△△

Also known as Hula. Sit start with a juggy left hand sidepull and right hand on an undercling edge. Pull a few crimp moves until you can reach a good hold on the arete. Rock over onto the slab and quest to the top. Be sure to clean the upper section before attempting this rig.

Variations:

8a Brain Haemorrhage V7

Start as for locksmith and traverse right into philanthropy

9 Philanthropy V4

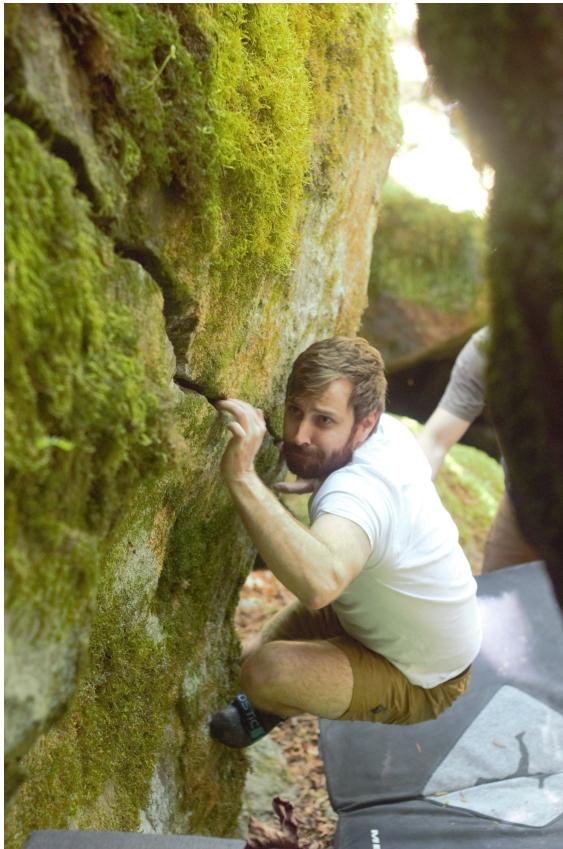
PLACEHOLDER

10 Full Stokes V2

PLACEHOLDER

11 Garden Project V?

Project. Sit start at the base of the low roof and climb into garden variety or Full Stokes. Once climbed this will be one of the hardest routes in Oregon



Andrew struggling to find a finger lock on Ground up Blowie (See Page 9)

12 Garden Variety V7

PLACEHOLDER

13 The Arboretum V11

PLACEHOLDER

14 The Other Bernd V10

PLACEHOLDER

15 The Siren V5 ★ ★ ★

PLACEHOLDER

Variations:

15a The Siren Stand Start V3 ★ ★

Start with your left hand on the left arete and right hand on a good sidepull just above the sit start holds.

16 Gumby Arete V2 ★ ★

Stand start on underclings at the left side of the face. Challenge yourself by staying on the Arete the whole way up or bail onto the ledge out right and top as for Gumby Slab.

17 Gumby Slab V1 ★ ★ ★

Stand start in the center of the face. This can be scary if not used to climbing outdoors.

Variations:

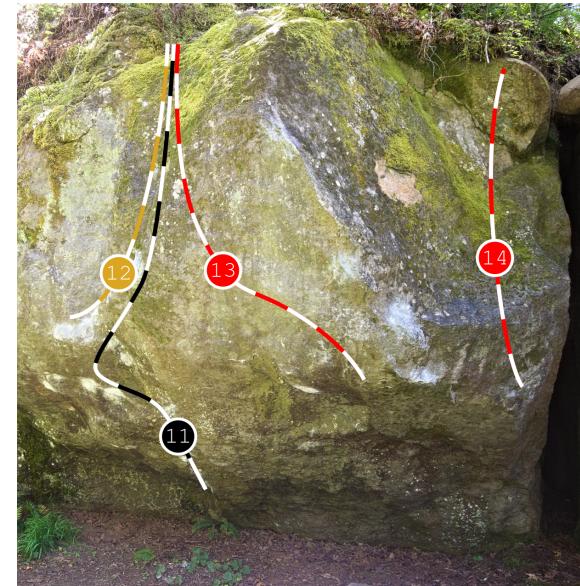
17a Bag of Tricks V3 ★

Start as for Siren and traverse right topping on either Gumby Arete or Gumby Slab.

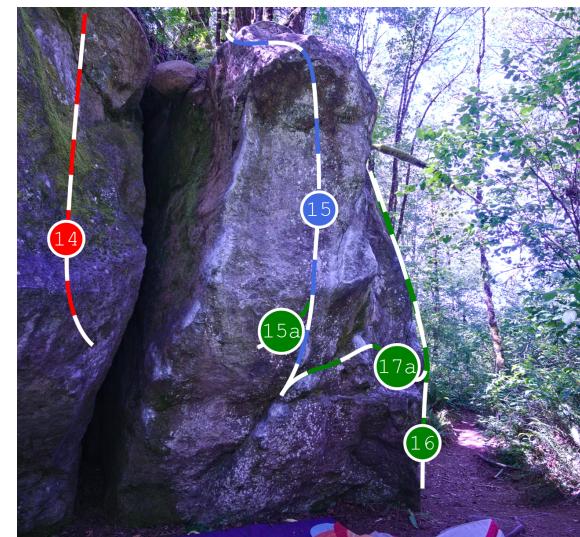
Chockstone Highball

18 Chockstone Highball V4

PLACEHOLDER



Routes on the Azain Backside



The Siren

Big Fred

Big Fred

1 Big Fred V?

PLACEHOLDER

Angry Grandma

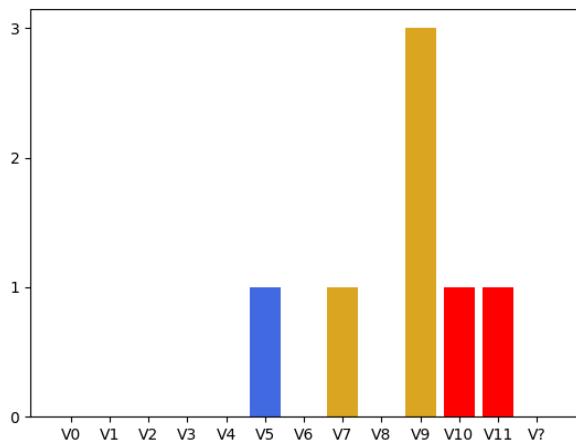
2 Angry Mom V2

PLACEHOLDER

3 Angry Grandma V?

PLACEHOLDER

Pink Tag Boulders



Just across the road from the main area lay a few boulders on the banks of the River

Tecnu Boulder

- 1 **Territorial Pissings V5**
PLACEHOLDER

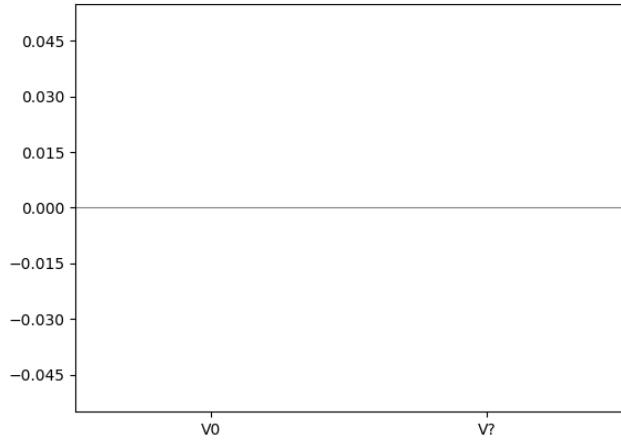
Jonah's Dab Rig

- 2 **Jonah's Dab Rig V9**
PLACEHOLDER
- 3 **Workshop 68 V11**
PLACEHOLDER
- 4 **Socialismo V10**
PLACEHOLDER

Farley Prep

- 5 **Knowledge is Good V7**
PLACEHOLDER
- 6 **Le Lemet V9**
PLACEHOLDER
- 7 **Farely Prep V9**
PLACEHOLDER

Armageddon



Also known as the upper garden, this area is just up the road from the main area lays a talus field. Lack of shade, blackberries, poison oak, and a 3 minute approach all make this area less desireable and less traveled then the Main

Entrance Area

Intro Boulder

The Bread Loaves

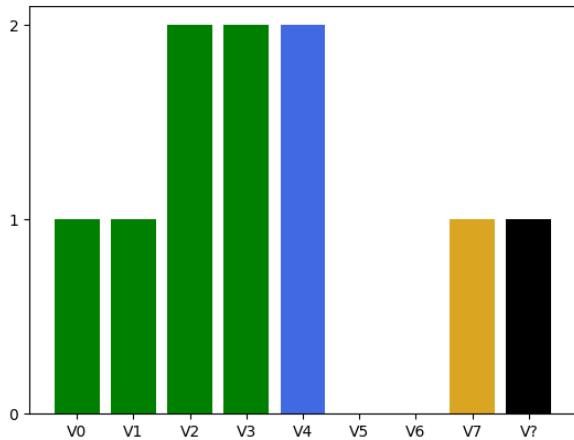
Lower Bread Loaf

Upper Bread Loaf

Dr. Strangelove Area

Dr. Strange Love

Quartzville Creek



About an hour further down the road from the main area there are a few interesting boulders in a creek. Generally lower temperatures, free camping, and pleasant swimming holes make this a nice mid summer spot

Redneck Riviera

Pony Boy

- 1 **Pony Boy V2 ☆**
PLACEHOLDER

Monorail

- 2 **Monorail Project V?**
Project. Start on the far right and traverse left along the lip.

Yo Mamma Boulder

- 3 **Ugly Face V0 ★ ▲**
PLACEHOLDER
- 4 **Binding of Isaac V2 ★★ ▲**
PLACEHOLDER

Moss Boss

- 5 **Moss Boss V3 ★**
PLACEHOLDER

The 4.5

- 6 **Chicken Tendies V1 ★**
PLACEHOLDER
- 7 **Teenage Libertarians V4 ★★★**
PLACEHOLDER
- 8 **Falcon's Reach V3 ★**
PLACEHOLDER

Old Miner's Camp

The Dab Rig

- 1 **Unsalted Almonds V7**
PLACEHOLDER
- 2 **Dank Commander V4**
PLACEHOLDER

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Routes by grade

V0	Ugly Face	★ ▲	13
V0	Raphael Crack	4	
V1	Daryl Philbin	★★★★▲	5
V1	Gumby Slab	★★★★	10

V1	Tree Slab	★ ★	4	V8	Harbor Freight	★ ★ ★	8
V1	Leave It to Jesus	★ ★	7	V8	Trust Issues	△△	7
V1	Mr. Bigglesworth	★	5	V8	Leave it to Jesus Sit		7
V1	Chicken Tendies	★	13	V9	Enchilada	★ ★	8
V1	Jim Halpert	☆△△	5	V9	Heisenburg		8
V1	Toilet Bowl		4	V9	Learys Lunge		8
V1	Scrubbing Bubbles		4	V9	Jonah's Dab Rig		11
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V2	The Ear	★ ★ ★	5	V10	All Bernd Up		9
V2	Trust	★ ★ ★	6	V10	Night Crawler		9
V2	Vince	★ ★	5	V10	The Other Bernd		10
V2	Gumby Arete	★ ★	10	V10	Socialismo		11
V2	Binding of Isaac	★ ★ △	13	V11	The Arboretum		10
V2	Iron Cross	★	6	V11	Workshop 68		11
V2	Pony Boy	☆	13	V?	Fight Club Left		5
V2	Don't Blow the Jug		7	V?	Tyler Durten Dyno		5
V2	Bitchin Corners		9	V?	Meth Lab Project	△△△	7
V2	Full Stokes		9	V?	Azain Crack		9
V2	Angry Mom		10	V?	Garden Project		9
V3	Undertow	★ ★ ★	6	V?	Big Fred		10
V3	Tide Pool	★ ★	7	V?	Angry Grandma		10
V3	Swollen Member	★ ★	8	V?	Monorail Project		13
V3	The Good	★ ★	9				
V3	The Siren Stand Start	★ ★	10				
V3	Tyler Durten	★	5				
V3	Dr. Evil	★	5				
V3	Another	★ △	9				
V3	Bag of Tricks	★	10				
V3	Moss Boss	★	13				
V3	Falcon's Reach	★	13				
V3	Mini Me	☆	5				
V3	Hueco Wabo		9				
V3	Next To the Good	△	9				
V4	Locksmith	★ ★ ★ △△	9				
V4	Teenage Libertarians	★ ★ ★	13				
V4	Boys in the Woods	★ ★	4				
V4	Guillotine	★ ★	8				
V4	Philanthropy		9				
V4	Chockstone Highball		10				
V4	Dank Commander		13				
V5	The Siren	★ ★ ★	10				
V5	E's Dirty B	★ ★	6				
V5	Ground Up Blowie	★ ★	9				
V5	Austin Powers	★	5				
V5	Cuba Gooding		4				
V5	Territorial Pissings		11				
V6	Ice Cubes Shiny Jerry Curl		4				
V6	Undertow Sit		7				
V6	Two Blows One Stroke		8				
V6	Bitchin Corners Sit		9				
V6	Into the Light		9				
V7	Undertow Sit Right	★ ★ ★	7				
V7	Octurnal	★ ★ ★	8				
V7	Direct Exit	★ ★ ★	8				
V7	Smackdown	★ ★	7				
V7	Center Exit	★ ★	8				
V7	Slam Dunk		8				
V7	E's		8				
V7	Brain Haemorrhage		9				
V7	Garden Variety		10				
V7	Knowledge is Good		11				
V7	Unsalted Almonds		13				
V8	Fight Club	★ ★ ★	5				

GPS Coordinates

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