

The Garden Boulders

2022-07-14

Acknowledgements



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This guidebook is a collaborative effort built with the localBoulders 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](#).

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

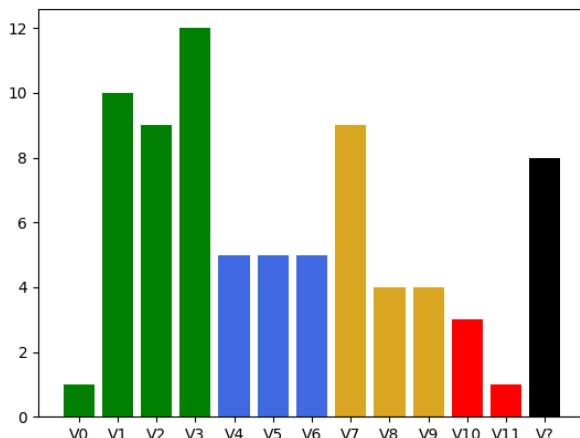
The rocks do not know what they are called or how they are supposed to be climbed, likewise your experience does not need to depend on this information. Do not let the descriptions and ratings in this book prevent you from experiencing the rocks as they are.

The Garden Main



[Navigate to this area](#)

Located about 3.5 miles down quatzville road from highway 20, park in the Gravel pull out where the road bends left just before you reach the boulders. The Garden Main bouldering area is true to its name. A lush green space features moss covered boulders situated under a dense canopy.



Entrance Area

A cluster of boulders situated inbetween the two main trails.

Turtle Shell Boulder

A short boulder with a low angle offwidth crack. If approaching on the fight club trail this is the first boulder that you will encounter

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 on the main trail roughly 150ft uphill from the road.

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

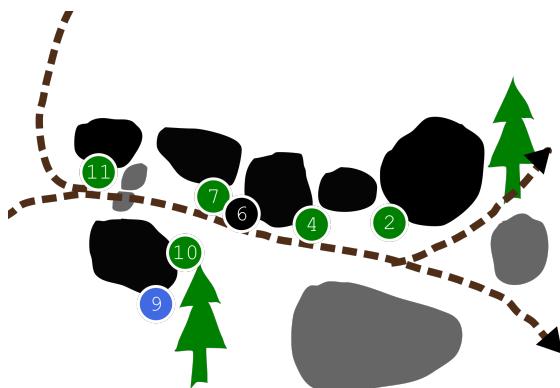
Angular boulder in the rocky landscape between the two entrance trails.

1 Raphael Crack V0

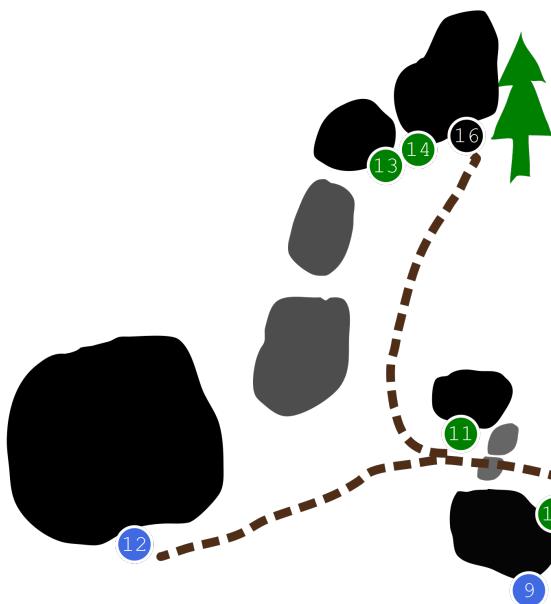
PLACEHOLDER

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



Fight Club Area Map



Undertow area map

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.



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

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.

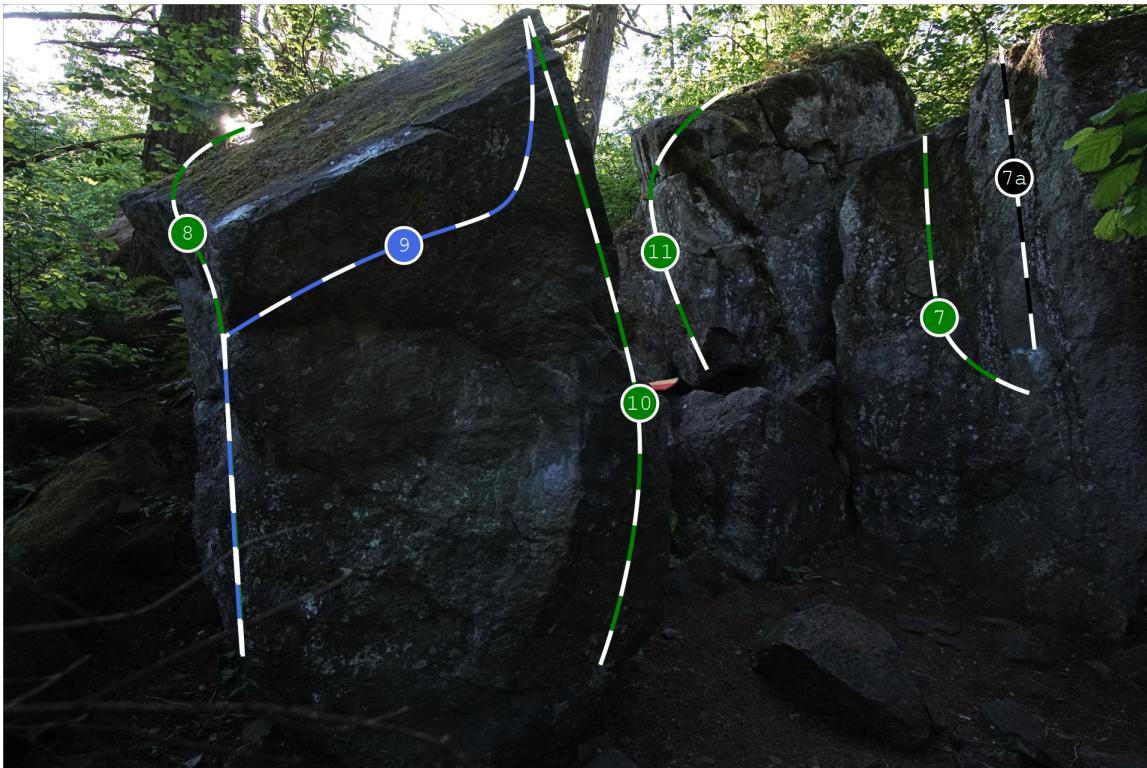
7 Tyler Durten V3 ★

Start on a heinous 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.



Routes on Mini Me, Trust, and Tyler Durten

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 in compression with left hand on a low sloper sidepull and right hand on the arete. 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 your choice of waist high holds, climb straight up the right face or stay left on the arete. Authors note: other guides identify several other variations on this route, this book intentionally omits other variations in preference of encouraging climbers to find their own beta.

Trust

The Trust boulder sits on an terrace 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 with hands matched 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

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

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 sit with left hand on a borken 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.



Rob on Riptide (See Page 7)

15 **Riptide V3 ★★**

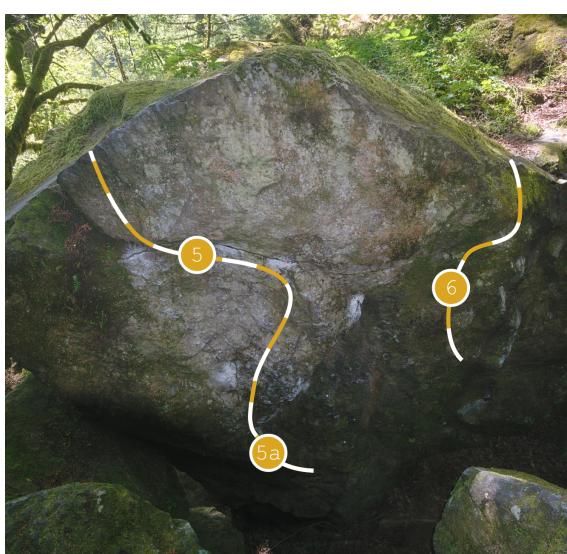
Start as for undertow but trend right around the corner to a juggy hueco top out.

16 **Tidepool V?**

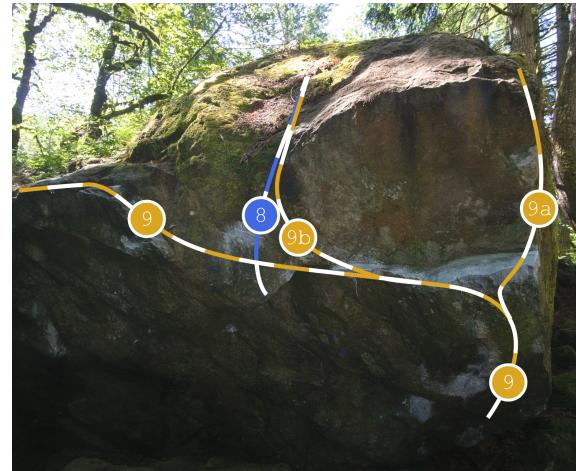
PLACEHOLDER

Meth Lab

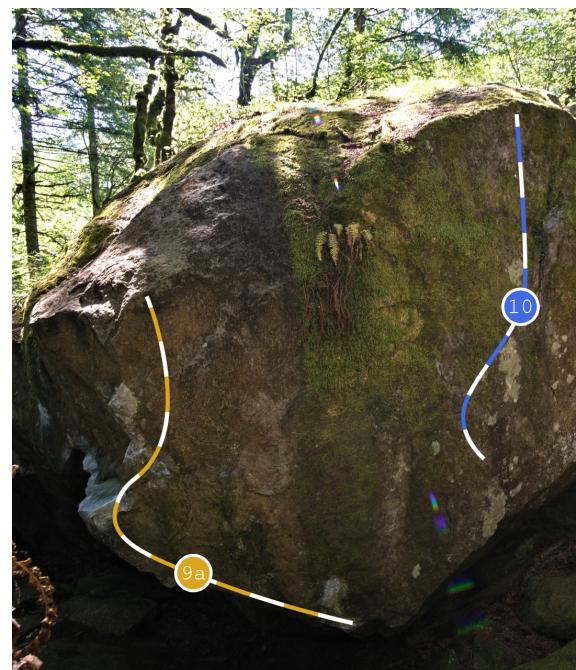
Easily the most recognizable feature at the Garden, the Meth Lab boulder towers over all other stones in the main area. Most climbs for this zone are located in a secluded natural amphitheater on the uphill side of the boulder.



Meth Lab backside



Meth Lab backside



Meth Lab across from E's

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 a bolted top rope anchor 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:



Carson landing the big throw on Octurnal. Classic! (See Page 8)

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. Start sitting with left hand on a sloping triangular rib and right hand on a slopey cripn at the arete. Crank a few hard moves to gain the lip then traverse left through the lightning bolt hold to a pumpy top out. Originally known as "Tom's phsychedelic trip".

Variations:

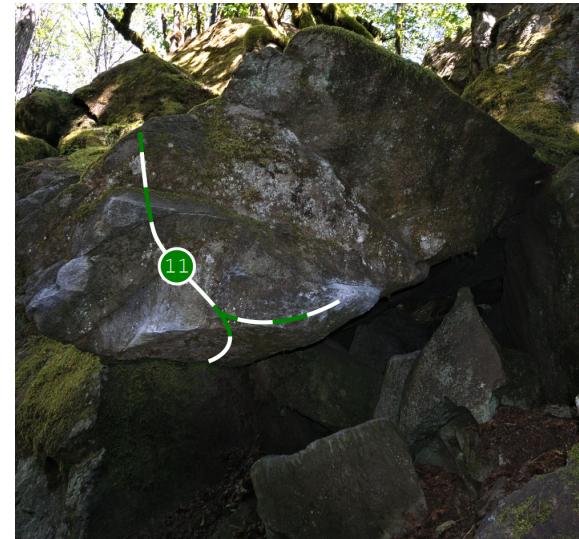
9a **Direct Exit V7 ★★★**

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 surprisingly 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 scandelous 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 other guides this has also been called "roadside", and "North Block"

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

Azain is a jumbled collection of rocks which forms the highest point of the Garden main.

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 ★ △

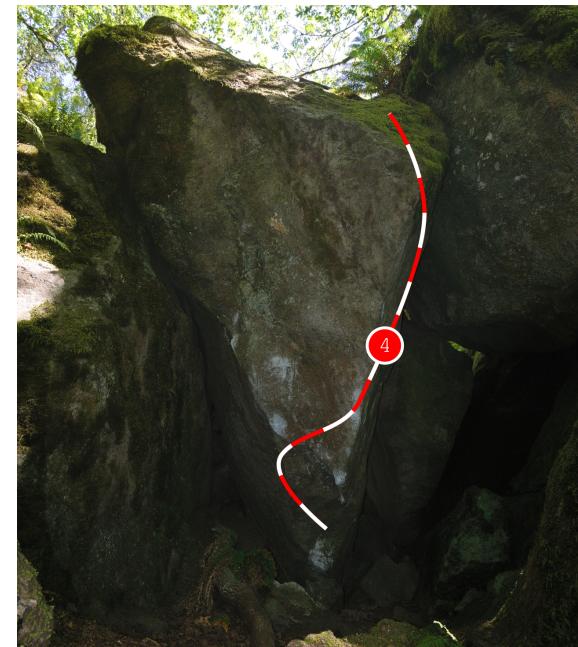
start with opposing sidepulls on the center of the boulder's downhill face. Traverse to the left arete and ascend using delicate feet and unideal hands. Mind the uneven landing.

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****Night Crawler**

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

4 Night Crawler V10

PLACEHOLDER

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 diagonal finger crack. Follow the crack around a dabby tree and onto an easy slab. This route was named as an homage to the first ascent when the top out was cleaned via leafblower from a stance mid route.

6 Into the Light V6

PLACEHOLDER

Variations:**6a Into the Light Sit V9**

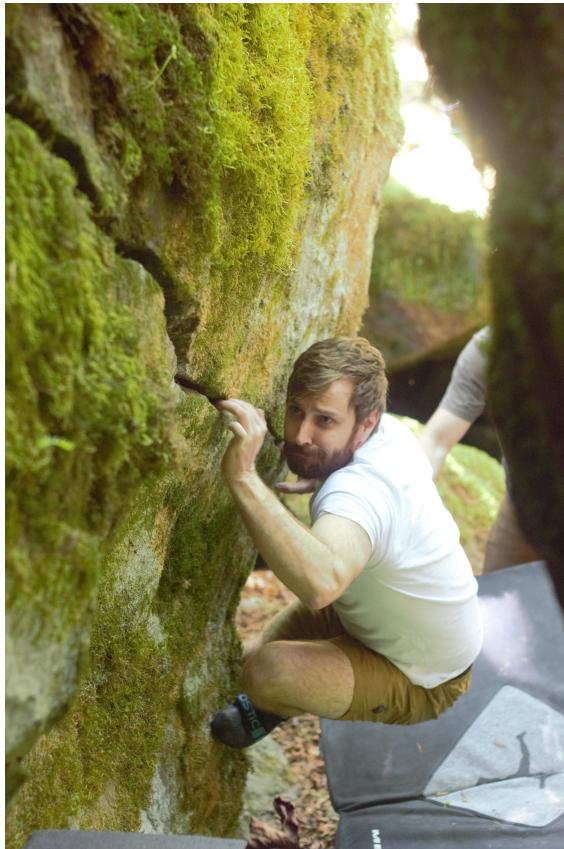
PLACEHOLDER

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.



Andrew strugling to finde a finger lock on Ground up Blowie (See Page 9)

8 Locksmith V4 ★★★ ΔΔ

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.

12 Garden Variety V7

PLACEHOLDER

13 The Arboretum V11

PLACEHOLDER

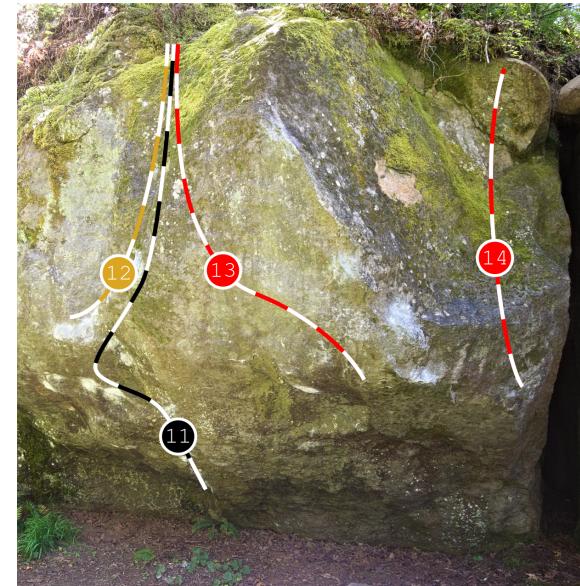
14 The Other Bernd V10

PLACEHOLDER

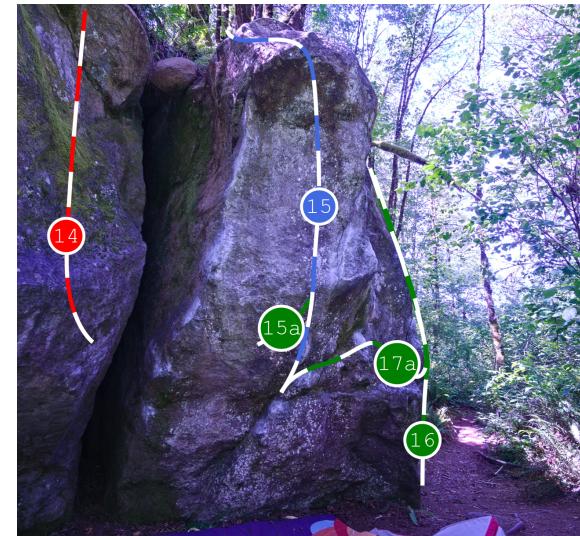
15 The Siren V5 ★★★

Sit start at the base of the prow with one hand on an incut ledge and the other on the slopey rib below. Climb the prow using a few different beta options. This route is also referred to as "Witch Hunt".

Variations:



Routes on the Azain Backside



The Siren

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

Big Fred

Big Fred

- 1 **Big Fred V?**
PLACEHOLDER

Angry Grandma

- 2 **Angry Mom V2**
PLACEHOLDER
- 3 **Angry Grandma V?**
PLACEHOLDER

Pink Tag Boulders

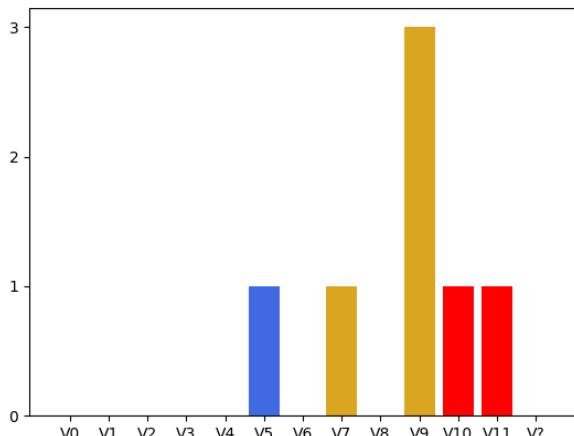


Farley Prep

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

[Navigate to this area](#)

Just across the road from the main area lay a few boulders on the banks of the River. See driving directions for the Garden Main area.



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

Armageddon



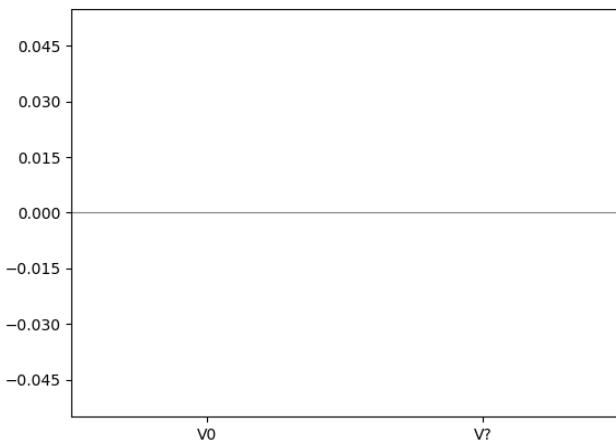
Upper Bread Loaf

Dr. Strangelove Area

Dr. Strange Love

[Navigate to this area](#)

Located about 3.2 miles down quatzville road from highway 20, park in the Gravel pull out where the road bends about 0.1 miles before you reach a turnoff to a gravel road (which leads to the boulders). This area is also known as the upper garden. The lack of shade, the blackberries, the poison oak, and the 3 minute approach all make this area less desirable and less traveled then the Main



Entrance Area

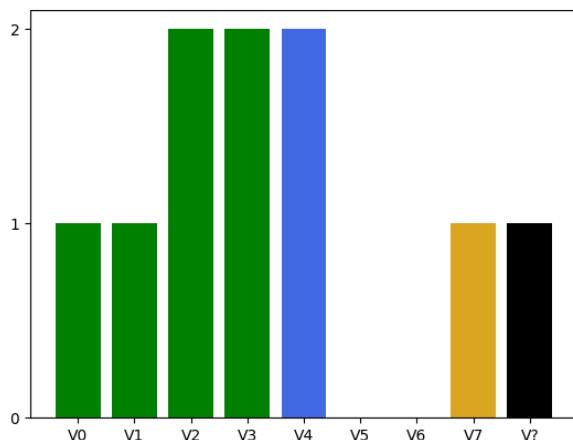
Intro Boulder

The Bread Loaves

Lower Bread Loaf

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



[Navigate to this sub area](#)

Redneck riviera is located on Quartzville road apporximately 20.6 miles from highway 20 park in the gravel pull out on the creek side of the road. This is a nice spot with good swimming access and a few established routes on both sides of the river. The locals like to use this spot to pan for gold. In my experience they are friendly and willing to share the space.

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



[Navigate to this sub area](#)

Located on Quartzville approximately 24.8 miles from highway 20, the old miner's camp is a popular group campsite there are a few good sized boulders in the river only one boulder has established lines on it. Park either at the camp day use area or on the side of the road immediately above the Dab Rig boulder.

The Dab Rig

1 **Unsalted Almonds V7**

PLACEHOLDER

2 **Dank Commander V4**

PLACEHOLDER

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Toilet Bowl V1	4
Tree Slab V1	4
Trust V2	6
Trust Issues V8	7
Two Blows One Stroke V6	8
Tyler Durten V3	5
Tyler Durten Dyno V?	5
Ugly Face V0	14
Undertow V3	6
Undertow Sit V6	6
Undertow Sit Right V7	6
Unsalted Almonds V7	15
Vince V2	5
Workshop 68 V11	12

Routes by grade

V0 Ugly Face

★ ▲ 14

V0 Raphael Crack

4

V1	Daryl Philbin	★ ★ ★ △	5	V7	Unsalted Almonds	15
V1	Gumby Slab	★ ★ ★	10	V8	Fight Club	★ ★ ★ 5
V1	Tree Slab	★ ★	4	V8	Harbor Freight	★ ★ ★ 8
V1	Mr. Bigglesworth	★ ★	6	V8	Trust Issues	△△ 7
V1	Leave It to Jesus	★ ★	7	V8	Leave it to Jesus Sit	8
V1	Chicken Tendies	★	14	V9	Enchilada	★ ★ 9
V1	Jim Halpert	☆△△	5	V9	Heisenburg	8
V1	Toilet Bowl		4	V9	Learys Lunge	8
V1	Scrubbing Bubbles		4	V9	Into the Light Sit	9
V1	Silly Steep Mantle		6	V9	Jonah's Dab Rig	12
V1	Front Side Baldo		9	V9	Le Lemet	12
V2	The Ear	★ ★ ★	5	V9	Farely Prep	12
V2	Trust	★ ★ ★	6	V10	All Bernd Up	9
V2	Vince	★ ★	5	V10	Night Crawler	9
V2	Gumby Arete	★ ★	10	V10	The Other Bernd	10
V2	Binding of Isaac	★ ★ △	14	V10	Socialismo	12
V2	Iron Cross	★	6	V11	The Arboretum	10
V2	Pony Boy	☆	14	V11	Workshop 68	12
V2	Don't Blow the Jug		7	V?	Fight Club Left	5
V2	Bitchin Corners		9	V?	Tyler Durten Dyno	5
V2	Full Stokes		10	V?	Tidepool	7
V2	Angry Mom		11	V?	Meth Lab Project	△△△ 7
V3	Undertow	★ ★ ★	6	V?	Azain Crack	9
V3	Riptide	★ ★	7	V?	Garden Project	10
V3	Swollen Member	★ ★	8	V?	Big Fred	11
V3	The Good	★ ★	9	V?	Angry Grandma	11
V3	The Siren Stand Start	★ ★	10	V?	Monorail Project	14
V3	Tyler Durten	★	5			
V3	Dr. Evil	★	6			
V3	Another	★ △	9			
V3	Bag of Tricks	★	10			
V3	Moss Boss	★	14			
V3	Falcon's Reach	★	14			
V3	Mini Me	☆	6	Fight Club	Page 5	Credit: Andrew Child
V3	Hueco Wabo		9	Riptide	Page 6	Credit: Andrew Child
V3	Next To the Good	△	9	Octurnal	Page 7	Credit: Andrew Child
V4	Locksmith	★ ★ ★ △△	10	Ground up Blowie	Page 9	Credit: Michael Gardener Brown
V4	Teenage Libertarians	★ ★ ★	14			
V4	Boys in the Woods	★ ★	4			
V4	Guillotine	★ ★	8			
V4	Philanthropy		10			
V4	Chockstone Highball		10			
V4	Dank Commander		15			
V5	The Siren	★ ★ ★	10			
V5	E's Dirty B	★ ★	6			
V5	Ground Up Blowie	★ ★	9			
V5	Austin Powers	★	6			
V5	Cuba Gooding		4			
V5	Territorial Pissings		12			
V6	Ice Cubes Shiny Jerry Curl		4			
V6	Undertow Sit		6			
V6	Two Blows One Stroke		8			
V6	Bitchin Corners Sit		9			
V6	Into the Light		9			
V7	Undertow Sit Right	★ ★ ★	6			
V7	Octurnal	★ ★ ★	8			
V7	Direct Exit	★ ★ ★	8			
V7	Smackdown	★ ★	8			
V7	Center Exit	★ ★	8			
V7	Slam Dunk		8			
V7	E's		9			
V7	Brain Haemorrhage		10			
V7	Garden Variety		10			
V7	Knowledge is Good		12			

GPS Coordinates

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