

BOULDERING



ON
HAYCOCK
MOUNTAIN

Char Fetterolf

A Bouldering Guide To **Haycock Mountain**

By Charles Fetterolf



Oz Somerville bouldering at the upper end of the D-scale Photo by Chris Redmond

Cover woodblock print "View of Haycock Mountain" by Katie Smith

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About the Guidebook

Haycock mountain is home to about four hundred boulder problems scattered throughout the woods. In this guide, I chose to include just over two hundred problems based on quality and location. It is my intent to keep the guidebook updated via e-mail. If anything changes on the mountain, (new lines, trails, areas) I will send a message to anyone who has the book. When you buy the guide, send me your e-mail address so I can keep you updated. haystack_beta@hotmail.com

Access

Haycock mountain is located on state game lands. As of now, we have a good relationship with the park rangers. They ask that we stay safe, and keep the area clean. Please pick up any trash that you find on the mountain.

Seasons

Bouldering on Diabase rock is extremely conditions dependent. A warm-up problem in the winter might require an all out effort in the summer. Summer brings heat, humidity, bugs, and poison ivy. Late fall through early spring is the best time to climb at Haycock. The crisp winter air provides an incredible amount of friction, making most problems much more reasonable. Anyone visiting Haycock mountain during hunting season must bring blaze orange clothing. Buy a cheap orange vest and wrap it around your pad as well.

Geology

The rock at Haycock mountain is Triassic Diabase. The dense, fine grained rock, offers a great deal of friction. When the conditions are good, holds feel better than it seems they should. Haycock is part of the Diabase ridge that extends from New Jersey to south central Pennsylvania. Other Diabase areas include Cradle rock, Green Lane (The Garden), Governer Stables, Mount Gretna and Devils Den. According to the USGS, this band, and a small cluster in South Africa, are the only areas with Triassic Diabase.

Ethics

Don't alter the rock. Clean up trash. (even if it isn't yours) Clean off tick marks and excessive chalk. If you use tick marks, bring a bottle of water and a brush and clean up the mess after you're done. On a new problem, keep scrubbing to a minimum. Only clean the holds. Do not manufacture landing areas aside from moving obvious loose rocks.

Ratings

The ratings are based on consensus between climbers who have completed the problem. Ratings are never fixed. They float up and down depending on beta, weather, broken holds, styles, knowledge of the rock, et cetera.

Trails

The park service asks that we mark trails with cairns. Most trails are currently marked this way. Some of the smaller cut-off trails are only lined with sticks. Intersections are marked with larger cairns. The problem with cairns is that they are so temporary. If you see a cairn that has been toppled, please re-build it. If you think a trail isn't marked well enough then please line it with logs and add cairns. Please do not rake the trails as this causes erosion. It might take a few trips before you feel confident that you know your way around. DO NOT ADD PAINT TO THE BOULDERS OR TREES

Key

Boulder with no problems shown for reference

Shortcut to nearby problem or area

To The Broiler

Boulder with problems

Overhanging rock

V-scale rating

Don't agree? Cross it out, and pencil in a number that's more satisfying.

Quality rating

One, two, or three stars.

Danger rating

One ambulance shows that the problem is dangerous, but can be well protected with pads and a spotter. If you fall from the top of a double ambulance problem, you will probably get seriously injured, regardless of pads and spotters.

14. Cooperetzl

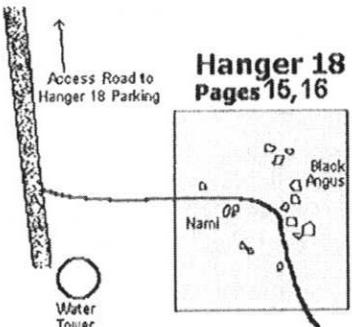
V3 *

Start on slopes at the bottom of a V-shaped rail. Move up and right to an edge, and then to the arete to top out.
Var. V4 SDS at the left arete.

Name

Sit down start

The boulder problems description



Haycock Mountain Overview

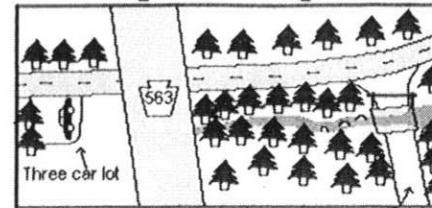
Areas Not Included In the Guide

- There is an area uphill from the Caves known as The Big Area. It is about the same size as the caves, but of lesser quality. Approach the Big Area from L'angle. Head uphill and left. About 20 problems.
- The stretch of rock between 3-Star and Roncas Traverse is known as The River of Rocks. You can approach the River of Rocks area from anywhere on the Caves Trail between Dubeck and Little Fluffy Clouds. About 20 problems + potential for more.
- The Hobo trail parallels a stretch of rock on the uphill side. Approach this area from anywhere on the Hobo trail. About 10 problems + potential for more.
- As you walk uphill, from Hanger 18 to the Caves Trail, you might notice a small trail that heads left off of the main trail. Follow this trail for a while, looking uphill for a cluster of rocks. About 10 problems.

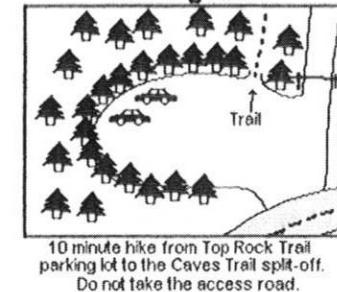
A Word About the Trails

Most of the trails at Haycock are on talus. There is no way to beat in a trail. It is important that we keep after the cairns. If you notice an area that is missing some, please gather a few rocks to rebuild them. The trail formerly known as the red trail (from the Bubbler to Toprock) is now spraypainted with white blazes every three feet. This is obviously completely unnecessary. If we keep the trails marked well enough, we should be able to avoid this kind of destruction on other trails.

Hanger 18 Parking Area



Top Rock Trail Parking Area



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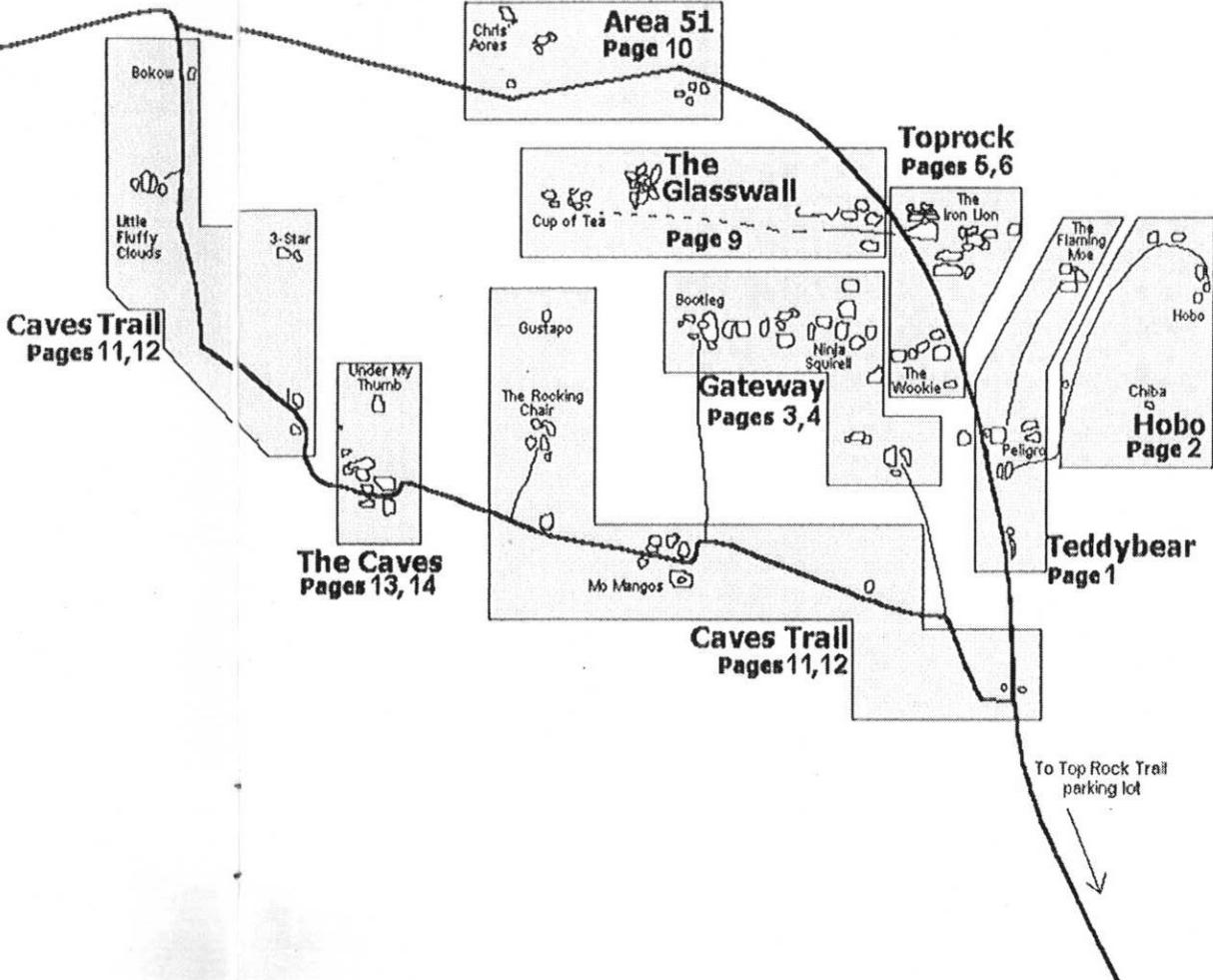
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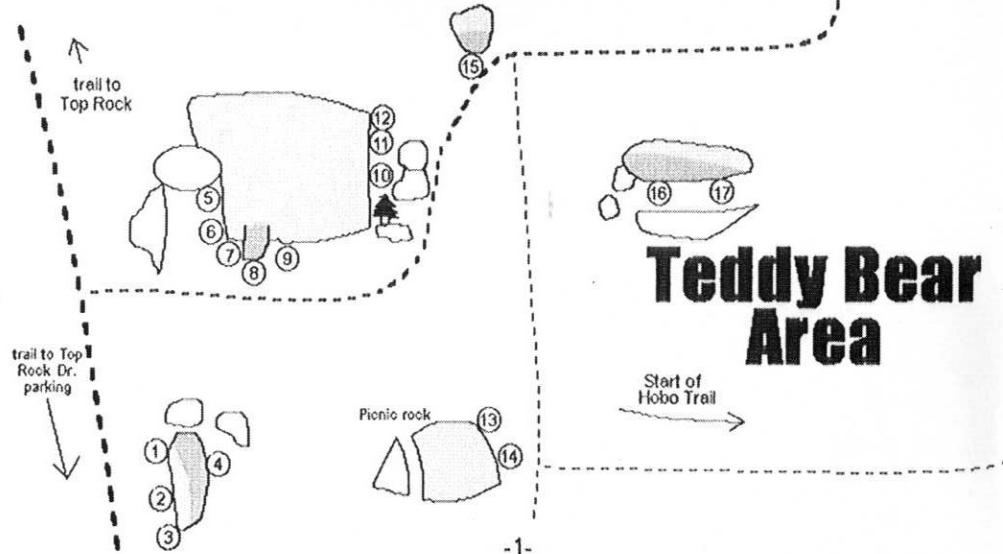
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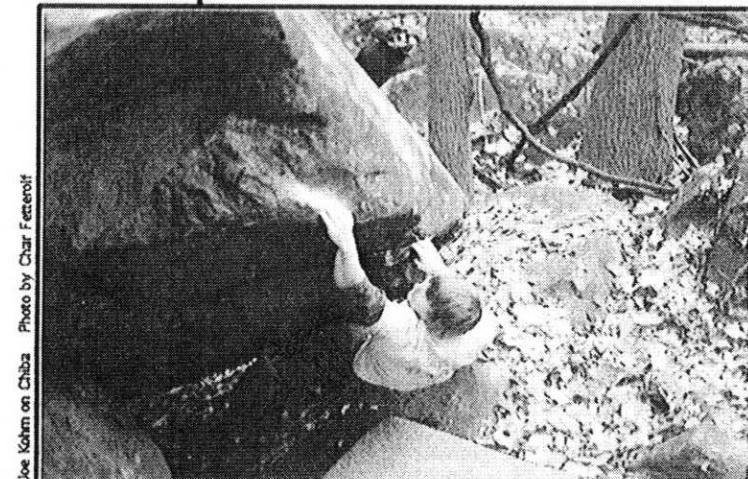
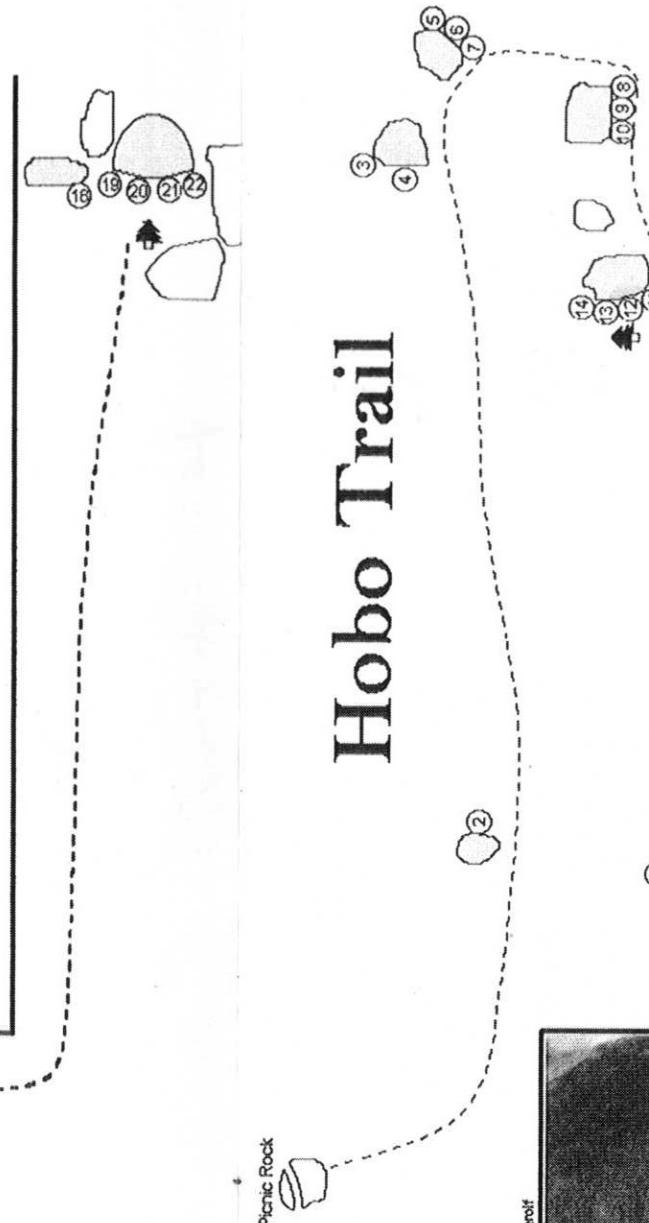


- Fun Boulder Slab V0** Left side of the slab
- Open Book V0-** Climb the open book in the middle of the face
- Huggles Arete V2** SDS on the overhanging side of the right arete
- The Mantle V3★★** Start on slopers above the bulge and mantle
- Jeff's Route V3** Start on the left side of the face. Avoid the boulder leaning against the face.
- Googy V5** Start on a jug on the arete. Traverse the lip to the top.
- Bump and Drag V0-** SDS Climb the prow.
- Limp Dick J3** Jump to the limp dick and traverse around the shaft to top out
Var: **Flying Melinda V4** Start on the back wall and undercling out to Limp Dick. No sidewalls are on.
- V0** Climb the cracks to the right of limp dick
- Teddy Bear Picnic V2★★** Vertical crack on the overhanging side of the boulder. Use the boulder at the base to get the first jam.
- Tit Toss V1** SDS on the right side of the overhanging face.
The arete is off.
Var: **V0** Arete is on.
- Into the Picnic V3★★** Start on Tit Toss and traverse into #6
- Disco Stew V2** Climb the right arete.
- Air V0-★★** Climb the slashes in the scoop.
- The Devilled Egg V6** Climb the small egg.
Var: **V7** SDS squeezing the egg. The kickplate at the base is on.
- Pell-mell V10★★★** On the left side of the roof, start with a good hold for the left and a small crimp for the right.
- The Tri-Force V6** Start in a dihedral and traverse left. Top out when you reach a jug in the horizontal crack.
- Chubby Hubby V4** Start on edges. Move up and left on a sloper and a gaston.
- O.D.B. V0★** Left arete
- The Flaming Moe V4★★** Climb the face. Do not use the arete
- Direct Moe V5★★** Climb the center of the face on small holds. This problem shares some holds with the Flaming Moe.
- The Shrekling Sheik V4★** Start on the face and trend towards the right arete



Teddy Bear Area

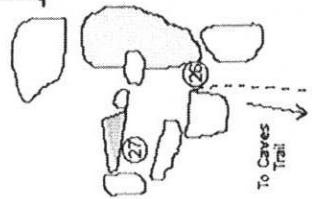
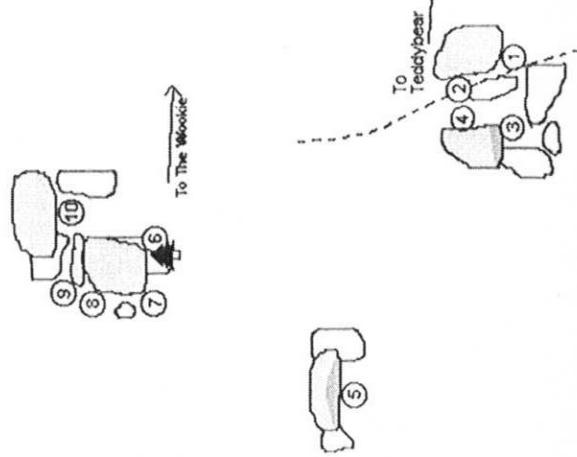
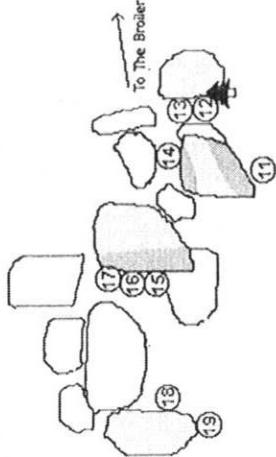
Hobo Trail



Joe Kohn on Chiba Photo by Char Fleetfoot

- Chiba V4★★SDS** Climb the overhanging arete on slopes and edges.
- Bullet Hole V2** Start on a good hold in the middle of the face.
Var: **V0** Start on an edge on the left arete. Traverse the arete to the finish of Bullet Hole.
- V0** Climb the face just left of the arete.
- Charlie Browns X-mas V3/4★** Climb the center of the triangular face.
- Pile Direct V6** Start at a good hold on the right side of the face. Climb straight up the overhang
- Pile Left V6** Start same as Pile Direct. Traverse left and climb the left side of the face.
- V0** Climb the large holds on the left side of the overhanging face.
- V0-** Climb the right side of the slab.
- V1★** Climb the center of the slab.
- The Palm V1** Climb the left side of the slab.
- The Wink V0** Start on a good hold to the right of Hobo. Climb up and right on to the slab
- Hobo V8/9★★★** SDS at a block. Move up on small sidepulls to a big sloping hold. Finish above.
Var: **Opus V10** Start same as Hobo. When you reach the big sloping hold, move up and left to a small edge and then the top.
- Throw V1** Start on the lowest of three jugs left of the overhang.
- Pipeline V6** Start on the Throw and traverse the horizontal seam left around the boulder to top out.

The Gateway



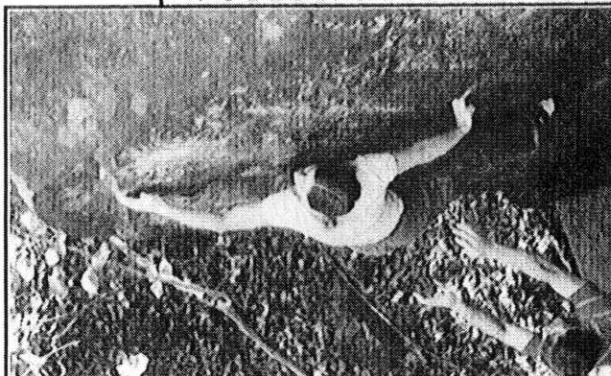
Area Beta

The Gateway area is located in a large talus field. Once in the Gateway, there aren't any trails between the problems. This can make finding your way around a little difficult, although most problems are relatively close together. There are numerous ways in and out of the Gateway, making it a popular shortcut between areas once you know your way around.

The easiest way to the Gateway is from the Teddybear boulder. From the main trail, walking from the parking lot, towards Toprock, stop at the Teddybear boulder and turn left. Walk under two slabs on the opposite side of the trail from Teddybear. From here you should be able to see the upper half of the overhanging Nightmare Arete straight ahead.

As you walk uphill, from Nightmare Arete to Cooperatz, you will be walking parallel to the main trail. Turning right a certain point will lead directly to problems on that trail.

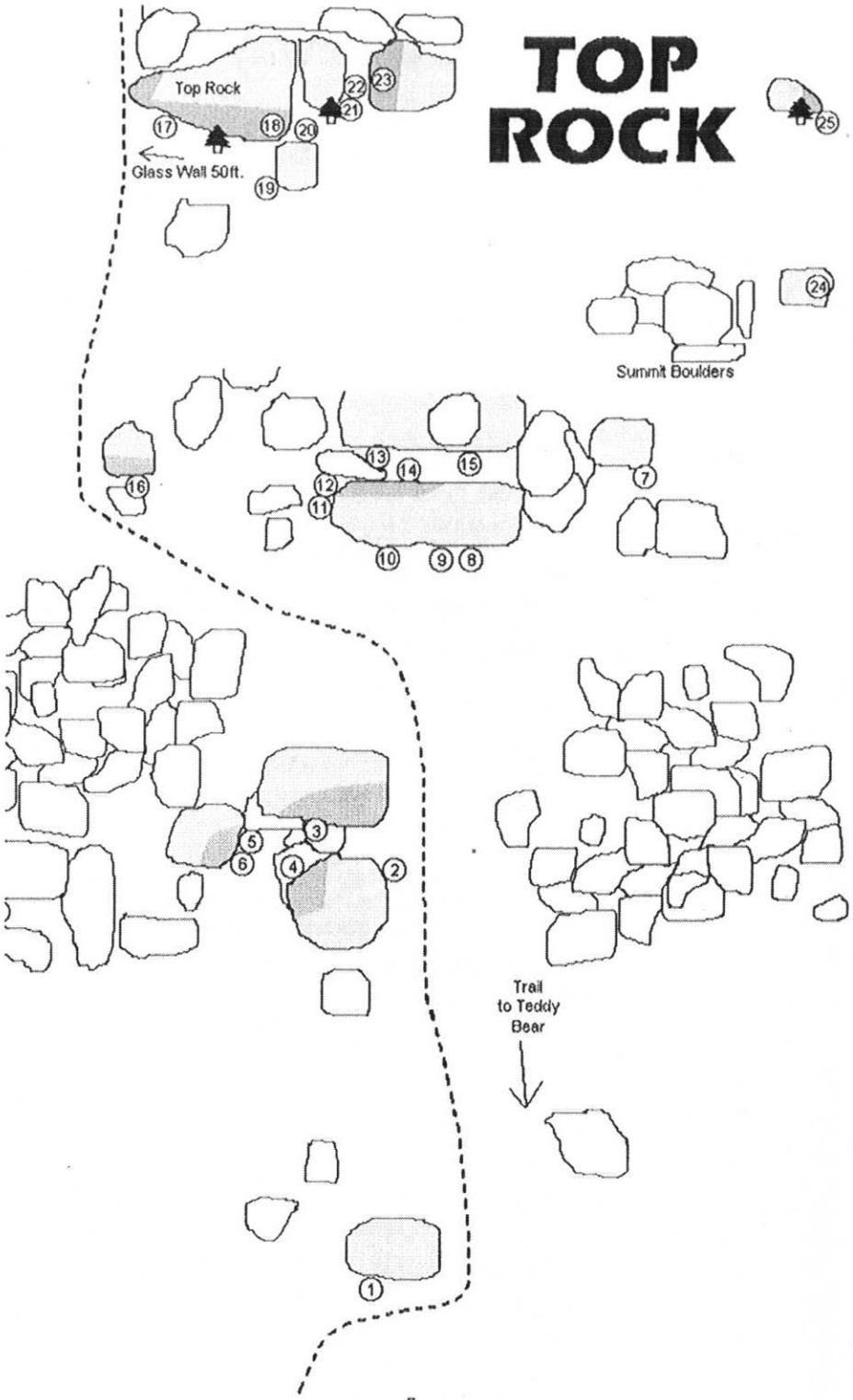
From Turkish Blend, walk straight uphill through talus, to the Glasswall. From the Godzilla Traverse, a small trail leads downhill, to the Caves Trail near Mo Mangos.



Katie Smith on Ninja Squirrel Photo by Char Fetterolf

The Gateway

- Throwing Oranges at the Eskimos V2/3** SDS at a left facing flake. Climb the short face past a slopey dish.
- V0-** Climb the flake.
- Jesus Calls For War V7★☆** Climb the overhanging arete.
aka The Nightmare Arete
- Empty Words V2** Start on jugs in the middle of the face.
- The Egg Roll V4** Use the middle boulder below the roof for your feet and undercling to the top.
- Bucket Toss V0★** Climb the jugs on the arete.
- V0** Start on jugs in the crack and climb the arete.
- V2** Start on a big sloper. Move up and right to an edge and then to the top.
- Golden Toes V4/5** Start on edges in a crack and climb the thin face without using the arete.
- V5** Start in the pit on sidepulls. Finish in the crack up and left.
- Delicate Troll V3** Start at a small prow and traverse the slopey lip. Top out when the lip flattens out next to a boulder.
- V0** Start on jugs and throw for the top.
- V2** Start on a lower rail to the left and throw for the slopey top. Don't use any holds from #11
- Cooperatz V3★** Start on slopers at the bottom of the V-shaped rail. Move up and right to an edge, and then to the arete.
Var. **V4** SDS at the left arete.
- Light Shag V3★** Start under the roof on a jug. Reach out to an edge and then traverse right to an edge and a sidepull. Top out above
- Turkish Blend V5★** Start the same as Light Shag. Once you get the edge around the lip, throw for a sloper and top out above.
- The Perch V8★** SDS under the roof on a jug. Reach around the lip to crimps and slopers. Move left to a flake and top out.
Var. **Bulgur Hay V6** Same start as The Perch. When you reach the slopers around the lip, traverse right and finish on Light Shag.
- Ninja Squirrel V6★** Climb the thin face. The arete is off.
- V0-** Start at a jug and climb the prow.
- V2** Start at a jug on the left side of the face. Traverse the diagonal crack and top out at the arete.
- V1** Climb the left side of the arete.
- Metamorphosis V5★** Climb the slab in the pit.
- Snake Fist V7/8★★** Start on a low jug on the arete. Climb the arete.
- The Gibbon V9** SDS squeezing the right arete and right side of the wide crack under the roof. Climb the roof.
- Monkey Boy V2** Start just left of The Gibbon. Follow two cracks to the lip.
- Godzilla Traverse V1★★** Look for a tall boulder with a small boulder perched on top resembling a dinosaur. Traverse into the arete.
- Bootleg V9★★** SDS on a small edge and a slope. Climb the overhanging arete.



TOP ROCK

Top Rock Area

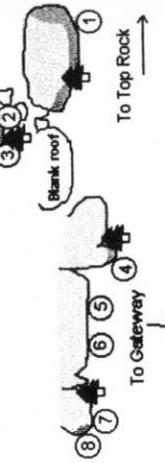
1. **The Return of the Mac V3** Traverse the boulder from left to right. Top out at the end of the face.
2. **Hematoma V3** Climb the thin seam up the dome. Don't pull on the little tree in the crack.
3. **Master Blaster V4** SDS left of a large crack on slopers. Throw for the lip and top out at the peak.
4. **Witch Hazel V5** ★ SDS matched on an undercling. Climb the vertical rail and arete. The kickboard at the base of the overhang is on.
5. **R2-D2 V1** Start same as The Wookie. Move up the crack until you can reach sidepulls and underclings on the left face. Reach out to the jug on the slab and top out.
6. **The Wookie V5** ★ Start in a crack in the dihedral. Move left to a slopey rail on the bulge and then throw for the lip. Top out on the slab above.
7. **The Tower of Terror V2** ★ Start on a rail on the right side of the arete. Climb the overhanging arete and face to a jug. Top out directly above.
8. **V2** ★ Climb the wide crack on the right side of the face. Traverse left at the top to finish.
9. **vo** ★ Climb the wide crack just a few feet left of #9.
10. **Project** ★★ ★ Climb the center of the tall face
11. **Don't Fall Please V1** ★ Climb the crack on the left side of the boulder.
12. **vo** ★ Climb the overhanging arete at the entrance to the corridor.
13. **Jordan V3** ★★ ★ Climb the left arete until you can jump for a big jug on the face. Top out directly above.
14. **The Broiler V2** ★★ ★ Climb in the bottom of the pit and follow a diagonal crack to a slab below the bulge. Finish directly above.
15. **The Regulator V5** ★★ ★ Climb on small edges until you can traverse left to join Jordan at the jug.
16. **Dynosaurus V3** ★ Start on the jug and dyno for the top.
17. **V1** ★ Start on the left side of the slab and climb to the roof. Traverse right to a jam at the lip and finish above.
18. **The Iron Lion Moderate** ★★ ★ Climb the right arete on pinches, pockets, and slopers.
19. **The Hop VO** Start on a ledge and follow holds near the right arete.
20. **The Pinnacle VO** Squeeze the two aretes on the uphill face.
21. **Snake in the Eagles Shadow Hard** ★ Climb the arete and face starting in the horizontal. Move right onto the face to finish.
22. **Hidy-Ho V2** Start in the horizontal and climb the crack in a left facing dihedral.
23. **Mighty Mouse V3** Climb the crack through the big roof.
24. **The Never Ending Biscuit V4** ★ Climb the prow.
25. **Lolo's Hard** Lie down start under the roof on two small edges. Slap your way up the overhanging arete.



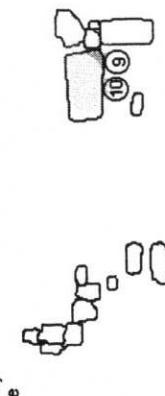
1. Chris Redmond/Peligro.....Photo/Hank Jones
2. Pete Ziegenfuss/Of Mice and Men...Photo/Sam Ziegenfuss
3. Char Fetterolf/Iron LionPhoto/Chris Redmond
4. Hank Jones/HoboPhoto/Chris Redmond
5. Kent Somerville/Light ShagPhoto/Chris Redmond
6. HandPhoto/Chris Redmond
7. Katie Smith/Pete's Butt SwingPhoto/Chris Redmond
8. OzPhoto/Chris Redmond
9. Kent Somerville/Bubblegum boulder..Photo/Chris Redmond
10. Char Fetterolf/Over the FallsPhoto/Chris Redmond
11. Pete Ziegenfuss/Big Wednesday.....Photo/Char Fetterolf
12. Joe Kohm/The FinPhoto/Char Fetterolf

The Glasswall

James Brown Area



1. **Capone** V8★ Start in the dihedral on a jug and traverse left on slopers. When you reach the jug next to the tree top out.
- Var. **Donny Brasco** V7 Start at the jug next to the tree and reverse Capone. Top out in the dihedral.
2. **Catching Flies** V8★ Start on an edge and a sidepull. Move up to a sharp hold, and then into the dihedral above.
3. **Funky Butt Love aka The Deathstar** V3★★ Start with an edge on the face and a seam around the arete. Climb the arete.
- Var. V4 SDS on the big square hold in the middle of the face.
4. **The Fin** V1★★★ Climb the face and prow.
5. **Kwanza Crack** V0+ Climb the wide, flaring crack.
6. **Moss Cled** V0+★ SDS at a jug and climb the right facing flake system.
7. **Pete's Butt Swing** V2★ Start on two good holds. Throw for the top.
8. **Main Squeeze** V3 Start right in front of the big bulge. Move up and right to an edge, then to the top.
- Var. **The Tainted Orb** V7 SDS to Main Squeeze. Start on a right facing flake under the roof.
9. **Red Wool Dyno** V1 SDS at the arete. Dyno for the lip and top out.
10. **Red Wool** V2 Start on a left facing sidepull in the middle of the face and finish on the slopey top out directly above.
11. **Riding the Elephant** V7★ Climb the overhanging prow.
12. **Project** Walk into the cave next to Riding the Elephant. On your left, in the back of the cave, is a handcrack. SDS Climb the handcrack into the flaring off-width in the roof.
13. **Cup of Tea** V4★★ SDS Climb the overhanging arete in the pit.
- Var. **Squeezing your mom** V6 SDS same as Cup of tea. Climb the wide, overhanging prow. Reach Dependent.
14. **V2** Start on edges and dyno for the lip.
15. **V1** SDS Climb the overhanging handcrack.



downhill
tail drift

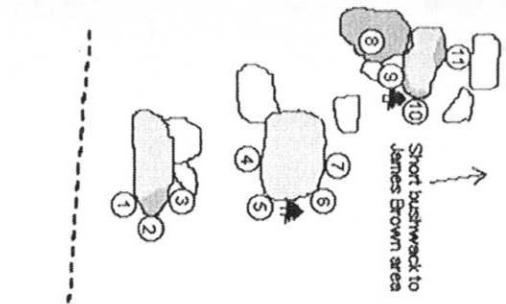
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tail drift

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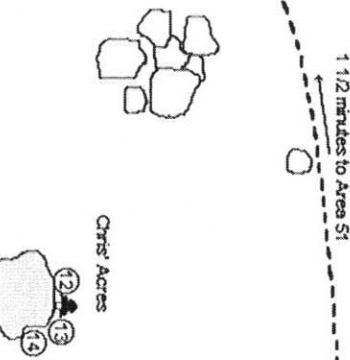
Area Beta

The Glasswall area itself is pretty straightforward; however, finding problems like Cup of Tea and Riding the Elephant in the James Brown area can be very difficult. As of now there is not a defined trail leading to the James Brown area. The best way to approach this area is to continue walking a straight line past the Glasswall and the Red Wool boulder. The James Brown area has some potential for new lines, but the rock is dirty, and the potential problems seem like they would be of low quality.

There is a small maze of boulders just above, and left of the Glasswall, that contain a handful of small boulder problems.



AREA 51



1. **Rubbin the Nubbin** V3★ Climb the overhanging dihedral. Height dependent.
2. **Magra** V1★ Start on underclings and climb the nose, the boulder at the base is on.
3. **Proptect** V0+ Climb the overhanging face. The boulder at the base is on.
4. **The Plug** V0+★ SDS at the jug. Move up to a pocket, and then to the top.
- Var. **Huge Long** V3 SDS at the jug and left of the tree.
- Var. V2 SDS

6. **Garden Spider Party** V2★ Climbs the arete to the right on the tree to a slopey top out.
- Var. V3 SDS
7. **Tour Du Bloc** V4 Start on the slab and traverse the boulder. Finish on The Plug.
8. **Nutmeg** V4 SDS in the pit. Finish small edges to the top.
9. **Jungle Boogie** V6★ SDS Climb the overhanging prow.
- Var. V4 Stand start.
10. **The Goose** V4/5 Sit on a boulder to start. Undercling up to pinches.
11. **Yohimbe** V3 Start under the roof and follow the crack out.
12. V4 Start at a low jug just right of the tree. Climb straight up to the slopey top.
13. V1 SDS on the right side of the arete. Climb the arete.
14. V0- Climb the short hand crack in the dihedral.

Area Beta
Chris Acres is about 2 minutes downhill from Area 51. As you approach the cutoff you will see a large cluster of boulders in the woods on the right. Walk a little further to a boulder on the trail and head right into the woods here. Pass the cluster of boulders on your right, and you should be able to see the boulder a little further into the woods.
About 2 minutes downhill from Area 51 is a race shortcut to 3-Star. As you walk downhill, look for a boulder with a small handcrack on the upslab face in the woods on the left. Walk into the woods towards this boulder, it is about 1/3 of the way to 3-Star. You won't be able to see 3-Star because you are above the outcrop.

1. **The Bubbler** V6★ SDS Climb the overhanging arete/prow.

2. **Before the Storm** V7★ Start low on a sidepull and move up and right to finish.

3. **Novocaine** V4 Start on a big jug. Climb the left arete on the tooth boulder.

4. **V1** Climb the center of the face on the Tooth.

Var. **V3** Start on Novocaine and traverse into #4.

5. **V0** Climb the right arete on the Tooth.

6. **Mo Mangos** V7★★★ SDS at a jug. Move right to an undercling and then up to edges and the top.

Var. **The Big Apple** V6 Start a little further left on an edge and an undercling. Move up to an edge and then traverse into the finish of Mo Mangos.

Var. **Fruit Basket Traverse** V7 Start same as Mo Mangos. Traverse right through the underclings to join the handcrack.

7. **The Plum** V3 Start on good holds on the arete. Move up to a sloping rail, and then to the top.

8. **Amrak** V5 Climb the arete.

9. **White Top Overhang** V1★ Climb the overhanging face. The boulder at the base is on.

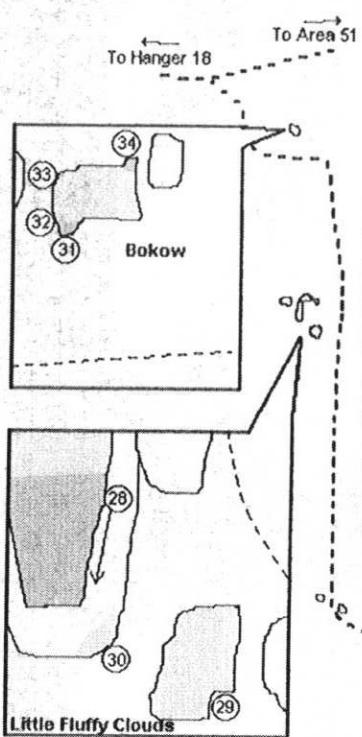
10. **Left Corner** V0 Climb the face into the scoop.

11-13 **Three Seams** Left V2 Middle V1 Right V4

14. **V0**★ Start on the big horizontal and climb the right side of the slab on big incuts.

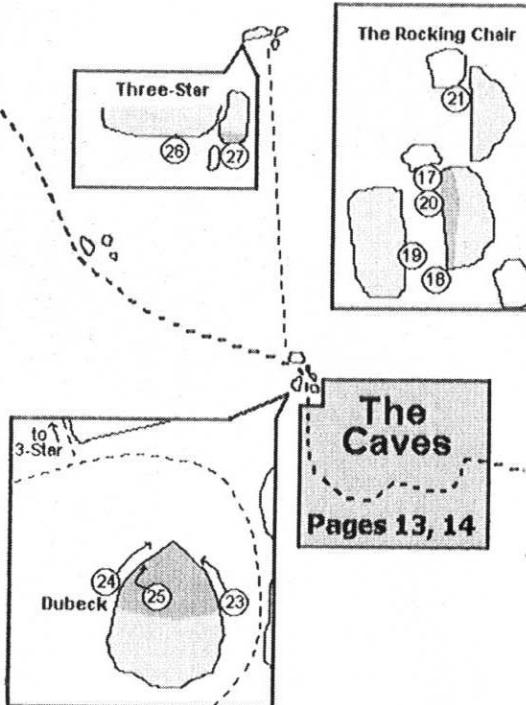
15. **V0**★ Climb the crack on the left side of the slab.

16. **Friction Overhang** V2 Climb the sloping rail.



To Area 51
To Hanger 18

17. **Boff Ritual** V7 SDS same as Echo Belly. Climb out the overhang to the slab above.
18. **The Rocking Chair** V3 Climb the right arete of the overhanging face to a diagonal seam on the right side of the boulder.
19. **Rocking Chair Slab** V0- Climb the center of the slab.
20. **Echo Belly** V8★ SDS on the left side of the overhanging face. Traverse right through edges to finish on the Rocking Chair.
21. **Gregs Boulder** V1 Start standing on the boulder next to the face and climb the tall crack.
22. **Gustapo** V4★ Start on high jugs under the small roof. Reach around to a huge sloping dish and the top.
23. **Dubeck** V3★ SDS on the left arete, top out at the peak
24. **Beckdu** V4★ Start at the base of the right arete, top out at the peak
25. **The Scream** V4★ SDS under the overhang on two big sidepulls. Throw for the right arete and finish on Beckdu.
26. **3-Star** V1★★★ Climb the finger crack.
27. **Project** ★ Climb the hanging prow.
28. **Roncas Traverse aka Little Fluffy Clouds** V6★★★ SDS on underclings at the bottom of the overhang. Climb the overhanging arete.
29. **Y2J** V7★★★ Start on jugs. Follow the dihedral to a good hold and finish on the slab above.
30. **Rush to Bivy** V4 SDS and climb the arete.
31. **Bokow** V7★★ SDS Climb the overhanging prow. Exit up and right on jugs.
32. **V0** The crack left of Bokow
33. **V1** SDS at a large sidepull and move up and right to a crack
34. **V3** Climb the leaning prow to the top.



The Caves
Pages 13, 14

Time between areas

Caves Trail split - The Tooth.....	2.00
The Tooth - The Bootleg trail intersection.....	2.10
The Bootleg trail intersection - Mo Mangos.....	0.50
Mo Mangos - The Cracked Egg.....	3.00
The Cracked Egg - The Rocking Chair trail intersection.....	0.45
The Rocking Chair trail intersection - The Caves.....	3.00
The Caves - Dubeck.....	2.15
Dubeck - Little Fluffy Clouds.....	5.00
Fluffy Clouds - Caves Trail / Toprock trail intersection.....	2.30

17. **Boff Ritual** V7 SDS same as Echo Belly. Climb out the overhang to the slab above.

18. **The Rocking Chair** V3 Climb the right arete of the overhanging face to a diagonal seam on the right side of the boulder.

19. **Rocking Chair Slab** V0- Climb the center of the slab.

20. **Echo Belly** V8★ SDS on the left side of the overhanging face. Traverse right through edges to finish on the Rocking Chair.

21. **Gregs Boulder** V1 Start standing on the boulder next to the face and climb the tall crack.

22. **Gustapo** V4★ Start on high jugs under the small roof. Reach around to a huge sloping dish and the top.

23. **Dubeck** V3★ SDS on the left arete, top out at the peak

24. **Beckdu** V4★ Start at the base of the right arete, top out at the peak

25. **The Scream** V4★ SDS under the overhang on two big sidepulls. Throw for the right arete and finish on Beckdu.

26. **3-Star** V1★★★ Climb the finger crack.

27. **Project** ★ Climb the hanging prow.

28. **Roncas Traverse aka Little Fluffy Clouds** V6★★★ SDS on underclings at the bottom of the overhang. Climb the overhanging arete.

29. **Y2J** V7★★★ Start on jugs. Follow the dihedral to a good hold and finish on the slab above.

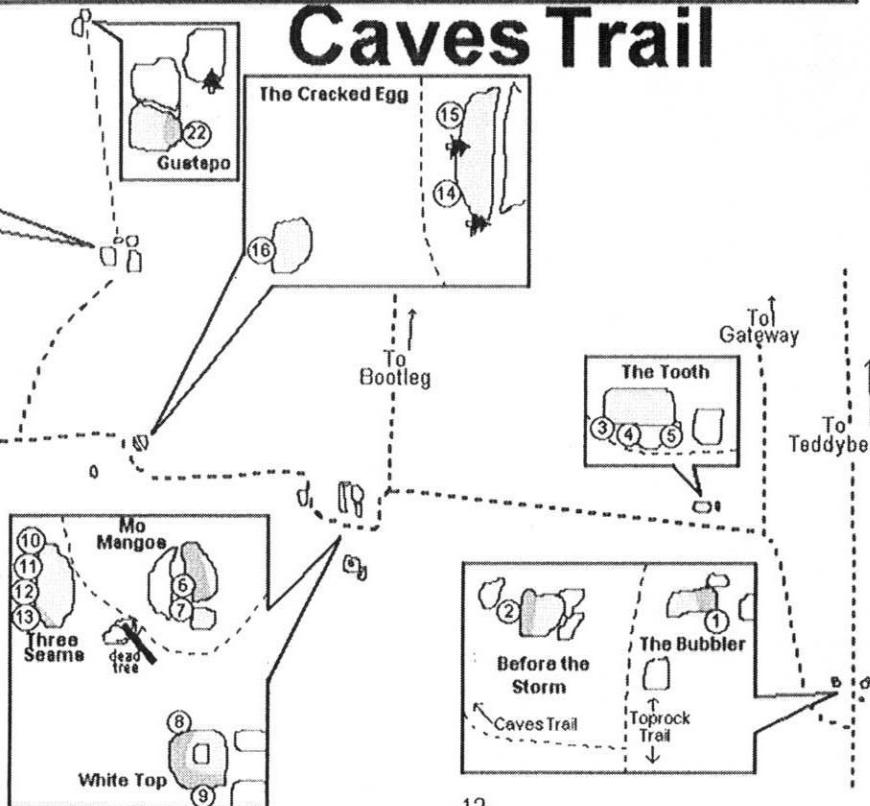
30. **Rush to Bivy** V4 SDS and climb the arete.

31. **Bokow** V7★★ SDS Climb the overhanging prow. Exit up and right on jugs.

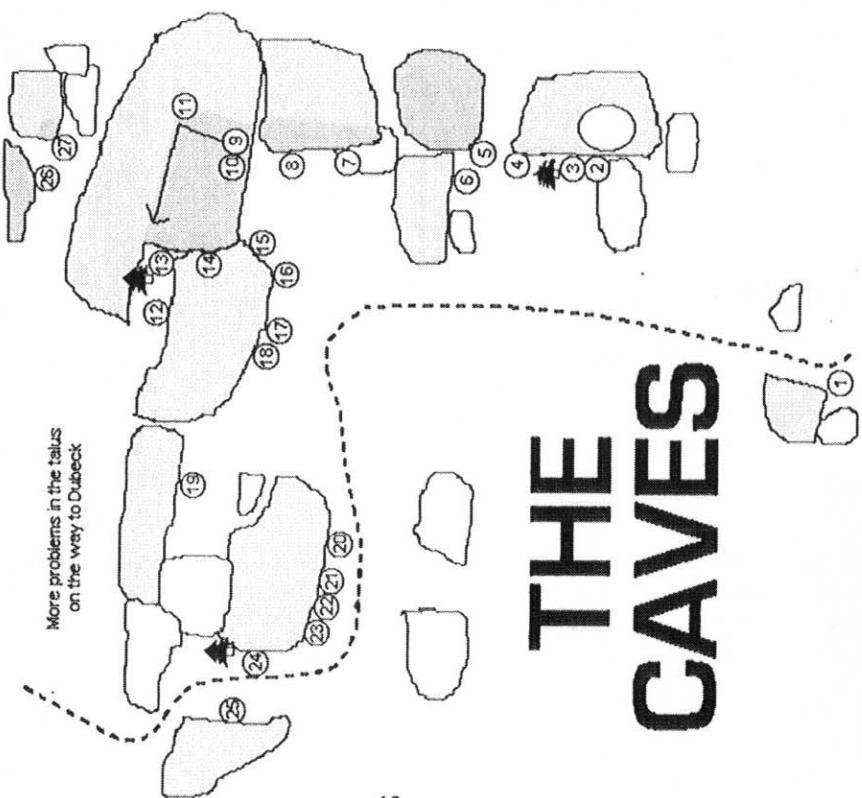
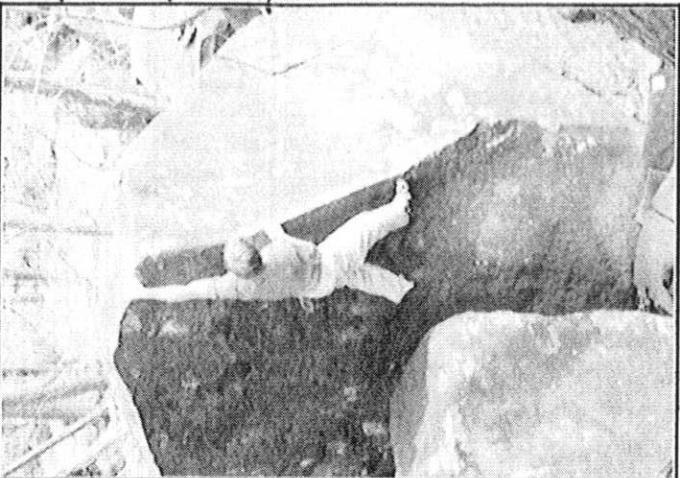
32. **V0** The crack left of Bokow

33. **V1** SDS at a large sidepull and move up and right to a crack

34. **V3** Climb the leaning prow to the top.



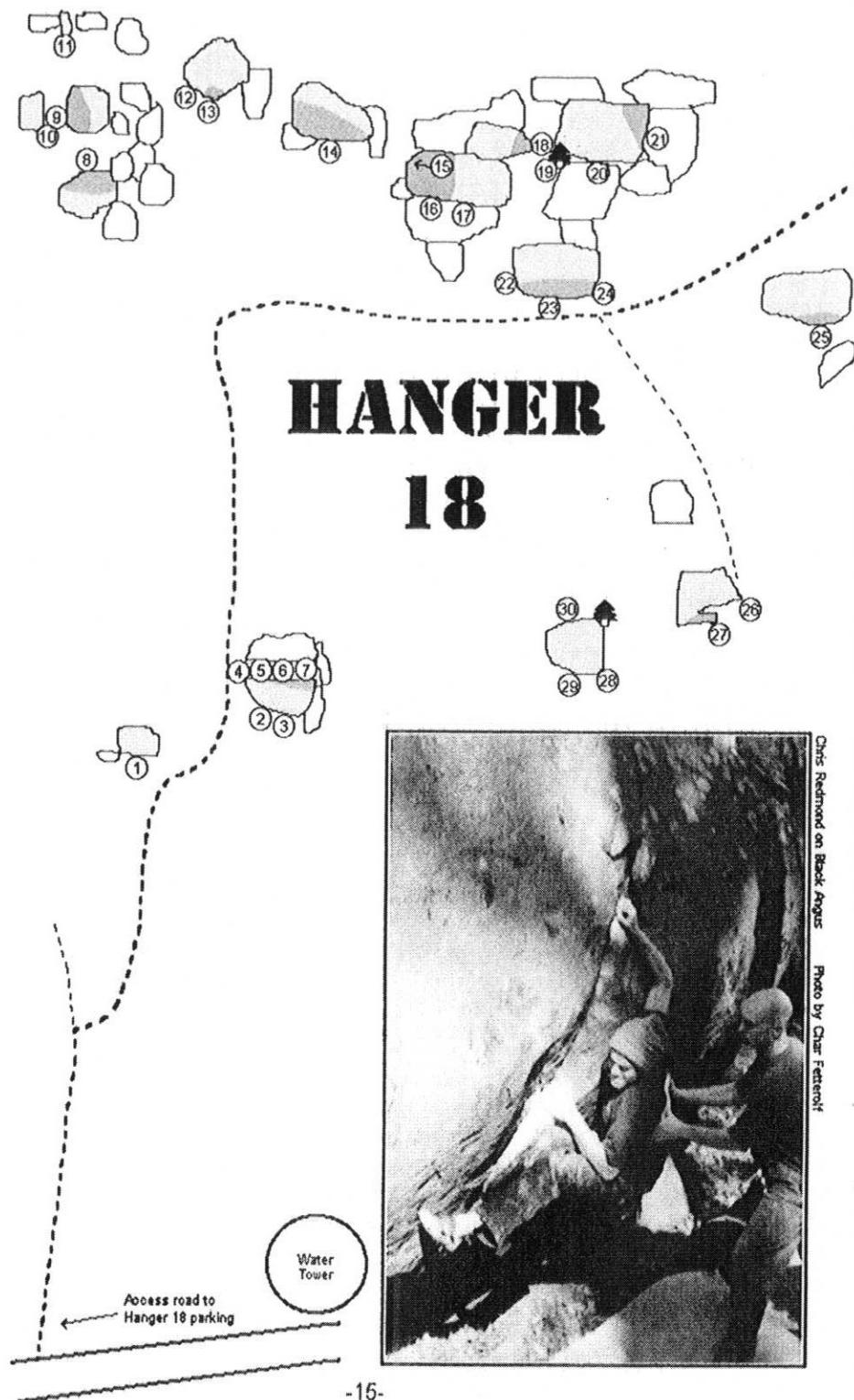
Caves Trail



THE CAVES

- 1 L'angle V2★★★ Layback the arete on the left side.
- 2 Fault Line V4 SDS under the roof. Use the boulder under the roof for your feet to start.
- 3 Yosemite crack V10 ★★★ Climb the thin seam starting at the pocket.
- 4 Project ★★★ Climb the arete next to Yosemite Crack
- 5 Project-sumo wrestler ★★★ Climb the floating egg above the terrible landing
- 6 V1 Climb the slab next to Sumo Wrestler
- 7 Stolen Slab V3 Start standing on a boulder, at a low dihedral, and climb the slab.
- 8 Treehugger V6★ On the left side of the hanging slab find edges near the lip to start.
- 9 Pele V8★★★ Start at a sloping jug. Stab, pinch, and swing your way across the 45 degree wall to the crack that angles up and left. Follow the crack past 3 pitons and finish on the short slab above.
Var. V7 Traverse the 45 degree wall to the piton crack. Finish at the triangular shaped jug part way up the crack. Jump or downclimb.
- 10 Project-big wednesday ★★★ Start same as Pele. Climb the overhanging arete until you can turn onto the face at an almost non-existent seam.
- 11 Piton Crack V2★ Start in the back of the cave and climb the piton crack. Top out on the slab above.
Var. V4 Start below the triangular jug that marks the finish of the Pele's variation. Climb the face and finish on the triangular jug, or finish Piton Crack.
- 12 Slabs V0- Start anywhere, Finish anywhere.
- 13 The honeybun arete aka the chiller V2★ SDS Climb the overhanging arete.
- 14 Cave Crack V4★ Stand start with two jams at head height. Exit left at the top.
Var. Cave Crack Right V6★ Traverse right at the top and top out in the small opening just left of the arete. Do not use holds on the arete.
Var. Funky Fridays V8 SDS Climb the crack and exit to the left.
Var. V9 SDS to Cave Crack Right.
- 15 Klingon V2 Start 5 feet left of Funky Fridays at a slopey hold. Follow holds either up and right or up and left to top out.
- 16 V4★ Start with a left hand sidepull and a small edge on the blunt arete.
- 17 V0 Start high and climb the mossy crack.
- 18 The Balrog V5 Start with a sidepull and a small edge. Throw for the top.
- 19 The Kind That Go Ding V5★ Start in the pit at a small dihedral. Wander up the face to a jug at the start of a sloping rail. Follow this to the top.
Var V3 Once you reach the jug move up and right to a mail slot.
- 20 Low Jinx V2★★ Start with a good right hand side pull that positions you directly below a vertical seam at the top of the boulder. Climb the face.
- 21 High Jinx V0+ ★★★ Start on a huge jug and climb into the scoop above.
- 22 Get High V1 Start at High Jinx. Traverse a few feet and climb the crack.
- 23 Bubbles Bounce V0- Start at High Jinx. Traverse the crack left.
- 24 Joes slab V2 Climb the dicey face on flexing holds.
- 25 Ms. Shagwell V3★ Climb the slab. Start just right of the tree.
- 26 V4 Traverse the lip from left to right.
- 27 The Gulag V9 SDS under the bulge. Climb out to an edge on the face and top out.
- 28 Under My Thumb V6★ SDS as far under the roof as you can. Climb into the dihedral and top out.
- 29 Project Start at a jug under the roof and climb the roof/prow to the lip.

HANGER 18



1. **V1** SDS Climb the face left of the arete without using the arete.
2. **V2** Start on edges in the middle of the face. Climb the face and finish on Duck Dive.
3. **Duck Dive V0+** Climb the right side of the slab
4. **V0** Start at the right side of the face and traverse the lip. Top out around the left arete.
5. **V1★** Start on edges, move up and right to a long crimp rail then up to a good u-shaped hold one foot below the lip.
6. **Nam! V3★★** Start at the big footholds, move up to opposing sidepulls and make a big move for the top.
7. **Over the Falls V9 ★★** Climb the left arete and overhanging face. The rounded bulge around the arete is off. Easier if you're tall.
8. **V4/5** SDS next to a boulder on your left using two edges on a block. Move up to the lip, then up and left to the top.
9. **Project** SDS on a small edge under the bulge. Climb the steep face.
10. **V3** Start on underclings and make a long reach to pockets on the arete. Move up and right to top out.
11. **The Press V7/8** SDS on a jug. Climb the left arete of the prow.
12. **V3** Start under a small roof and climb the vertical crack above.
13. **Of Mice and Men V7★** SDS Climb around the roof to a blank face with a thin vertical seam.
14. **Rodeo Arete V4★** Start at a jug below a vertical seam and traverse left to top out.
Var. V3 From the start jug, climb up to the vertical crack on the slab above.
15. **V4** SDS in the cave follow the crack in the roof to a jug and top out.
16. **Bubblegum V3★** SDS on a huge sidepull and a sloper. Move to the jug on the left and follow the seam above to the finish.
17. **V0+ ★** Start on two sidepulls and follow big holds to the top.
18. **V3** Start on a jugs in the horizontal and climb the overhanging prow.
19. **The Ubillette V4 ★** Start down in the pit on a sloping jug and wander up the arete. The ramp below the boulder is not on.
20. **In The Face of Danger V4** Climb the face. Don't fall in the gap!
21. **V3** Start down in the pit and climb the crack to a jug and top out.
22. **Gumball V4★** SDS Climb the face and arete.
23. **Black Angus V8★★★** SDS Climb the thin seam.
24. **V2** Start on a jug and traverse left on small edges. Top out once you turn the corner.
25. **Savage Hand Orgy V3★** SDS Make a big move to a sloper and finish above.
26. **V2** Climb the face to the slopey top out up and left.
27. **Meeker V8/9** SDS as low as possible. Squeeze the overhanging prow to the top.
Var. V6 Start sitting on the boulder.
28. **V2** Climb the blunt, slabby arete.
29. **V6 ★** Climb the steep slab.
30. **Steak Knife V6** SDS Climb the face on sharp sidepulls to a slopey top out. The crack to the right and the big holds past it are off.

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- OCT#14
- RockingChairSlab/CT
- Caves #7
- Bubbles Bounce/Caves

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- TitTossVar./Teddybear
- O.O.B. / TeddyBear
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- BulletHoleVar./HoboTrail
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Circuits

Attempting these circuits will make for a great day out. A pretty good knowledge of the mountain will help, because most circuits involve shortcircuiting between areas. For an added challenge see how fast you can go from car to car.

Introductory

- Air / Teddybear
- Bump and Drag / Teddybear
- Tit Toss Var. / Teddybear
- Gateway#2
- Bucket Toss / Gateway
- Gateway#12
- Gateway#18
- Gateway#21
- Moss Clod / Glasswall
- Kwanza Crack / Glasswall
- The Fin / Glasswall
- Propecia / Area 51
- The Plug / Area 51
- R2-D2 / Toprock

Intermediate

- Tit Toss / Teddybear
- Teddybear Picnic / Teddybear
- Cooperatzi / Gateway
- Light Shag / Gateway
- The Fin / Glasswall
- Pete's Butt Swing / Glasswall
- Viagra / Area 51
- Garden Spider Party / Area 51
- 3-Star / Caves Trail
- Dubeck / Caves Trail
- High Jinx / Caves
- Low Jinx / Caves
- The Honeybun Arete / Caves
- Cracked Egg Crack / Caves Trail
- Cracked Egg Slab / Caves Trail

Introductory Highball

- Toprock #8
- Toprock #8
- The Tower of Terror / Toprock
- Don't Fall Please / Toprock
- Toprock #12
- Toprock #17
- 3-Star / Caves Trail
- Get High / Caves
- Bubbles Bounce / Caves
- Joe's Slab / Caves
- Piton Crack / Caves
- Gregs Boulder / Caves Trail
- White Top Overhang / Caves Trail

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- Nami / Hanger 18
- Hanger 18#15
- Bubblegum / Hanger 18
- Gumball / Hanger 18
- Savage Hand Orgy / Hanger 18
- Little Fluffy Clouds / Caves Trail
- Dubeck / Caves Trail
- Beckdu / Caves Trail
- Under My Thumb / Caves
- Cave Crack / Caves
- Honeybun Arete / Caves
- Rocking Chair Var. / Caves Trail
- Mo Mangos / Caves Trail
- Fun Boulder Mantle / Teddybear
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Classic

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- Godzilla Traverse / Gateway
- Hobo / Hobo Trail
- The Iron Lion

Addendum

The next two problems are located on a roof next to the intersection of the Rocking Chair trail and the Caves Trail.

Mag! Moderate Start on the right side of the roof just below the lip. Traverse left on the lip until you can top out.

Mag! Direct Moderate Start standing on the kick plate. Using the left hand side pull in the middle of the roof join the finish of Mag!.

The next problem is located on the Rocking Chair boulder.

Rocking Chair Direct Hard Start same as Boff Ritual. Instead of moving left, move straight out the roof to the to the arete and slab on the right.

