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HOW TO PRINT AND ASSEMBLE EGUIDES

printing

eGuides can be printed in color or black and white. Color printing will produce the highest quality eGuide.

Print on letter sized paper (8 1/2" X 11").

Print landscape.

Print cover page on nice paper (strong or photo paper is best).

Print inside pages on good quality paper.

Print quality option should be best.

assembly

Step 1: Fold each page separately and carefully down the middle so that the printed area faces out.

Step 2: Assemble interior pages in a stack by page number.

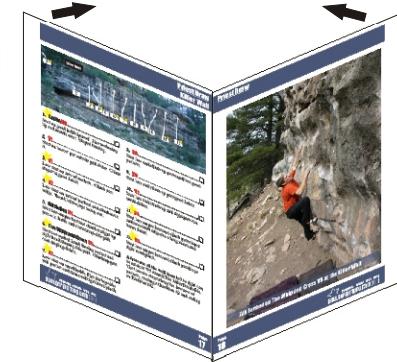
Step 3: Place pages in cover so that folded side of interior pages face out (away from the cover page spine).

Step 4: Staple the spine with a strong or industrial stapler. Some have used a good plastic binding clip as an alternative.

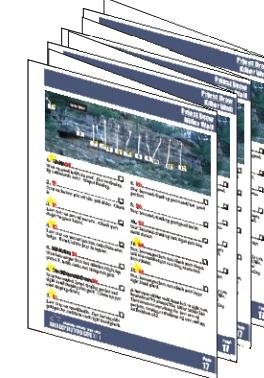
problems

Some printers (usually HP) have a hard time centering the page when printing eGuides. Contact info@boulderingtopo.com for support.

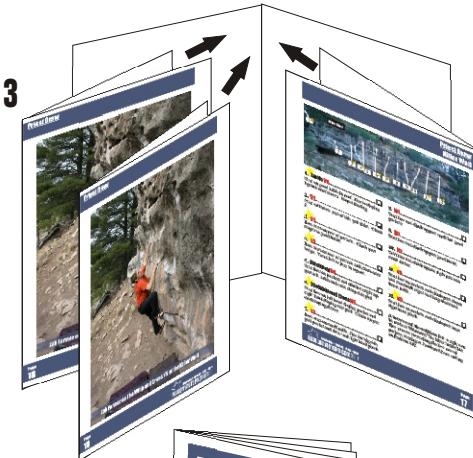
Step 1



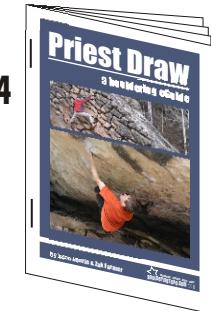
Step 2



Step 3



Step 4



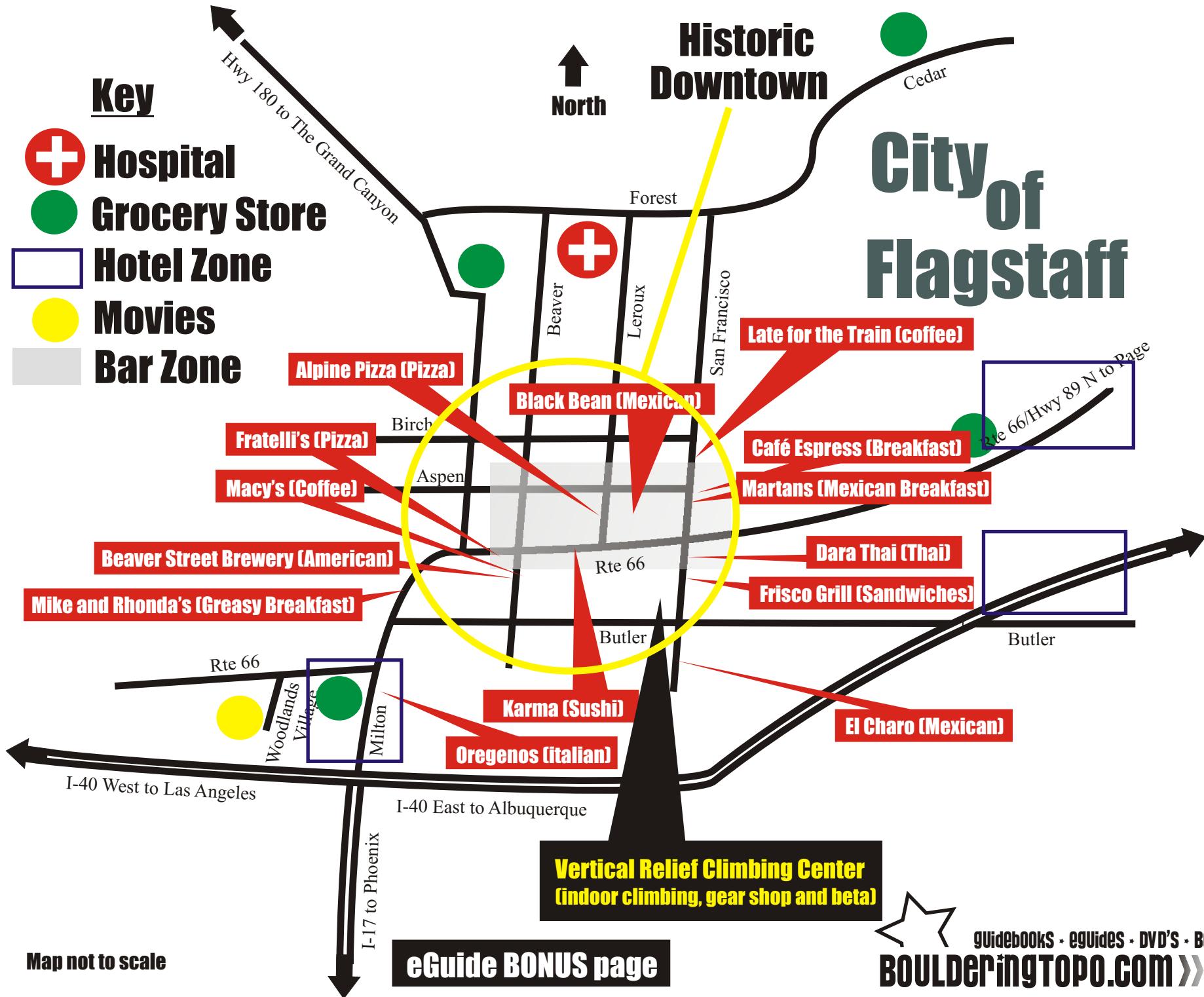
Special assembly directions for priest draw guide

The priest draw eguide is thick. We advise assembling the eguide into two separate booklets. The first booklet should be pages 4-23 (on the pdf) and the second booklet pages 24-40 (on the pdf). The second booklet's introduction is an exact copy of the main introduction (just incase you don't have both booklets together). Enjoy the eguide and thank you for supporting us at boulderingtopo.com.



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City of Flagstaff



Map not to scale

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Priest Draw

a bouldering eGuide



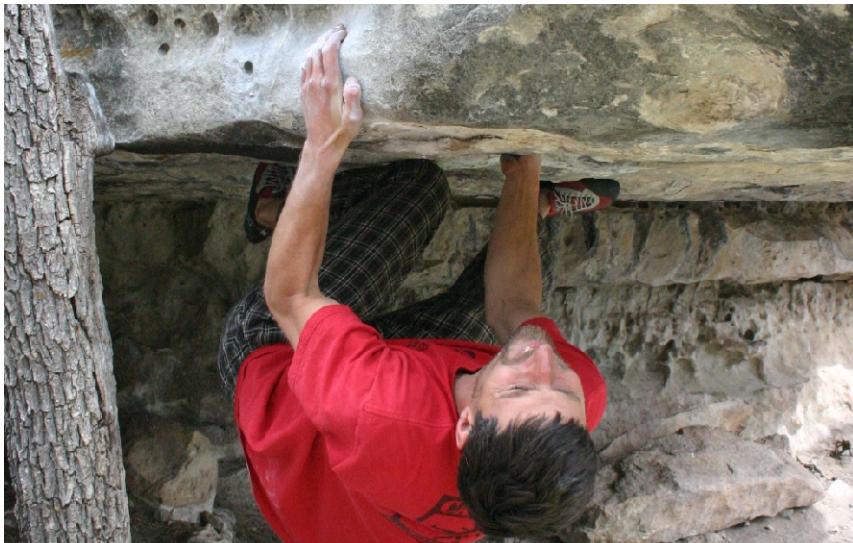
Version 1.0

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Priest Draw

a bouldering eGuide



By Jason Henrie & Zak Farmer

Warning!

Bouldering is hazardous. Every time you fall, you hit the ground, risking an injury. Please boulder prudently and use crash pads and spotters to reduce your chances of injury.

This eGuide is a collection of un verified information and the author cannot guarantee its accuracy. All assessments of quality, difficulty and danger are subjective. We cannot anticipate all potential hazards, which include but are not limited to bad landings, big or awkward falls, loose rock and the experience and ability of the boulderer.

The inclusion of a boulder problem in this eGuide does not mean it is safe. You can die or be seriously injured attempting any boulder problem. Use your own judgement to assess the risks before attempting any of the boulder problems in this eGuide.

THE AUTHOR MAKES NO REPRESENTATIONS OR WARRANTIES, EXPRESSED OR IMPLIED, OF ANY KIND REGARDING THE CONTENTS OF THIS EGUIDE, AND EXPRESSLY DISCLAIM ANY REPRESENTATION OR WARRANTY REGARDING THE ACCURACY OR RELIABILITY OF INFORMATION CONTAINED HEREIN. THE USER ASSUMES ALL RISK ASSOCIATED WITH THE USE OF THIS BOOK.

Priest Draw eGuide

Text and topos by Jason Henrie and Zak Farmer.

Photos by Jason Henrie and Zak Farmer unless otherwise noted.

Front cover (top): Caleb Vesely on some sweet jugs at The Island

Front cover (bottom): Zak Farmer on The Receptionist V10

Inside cover: Jason Henrie on Floorpie V7

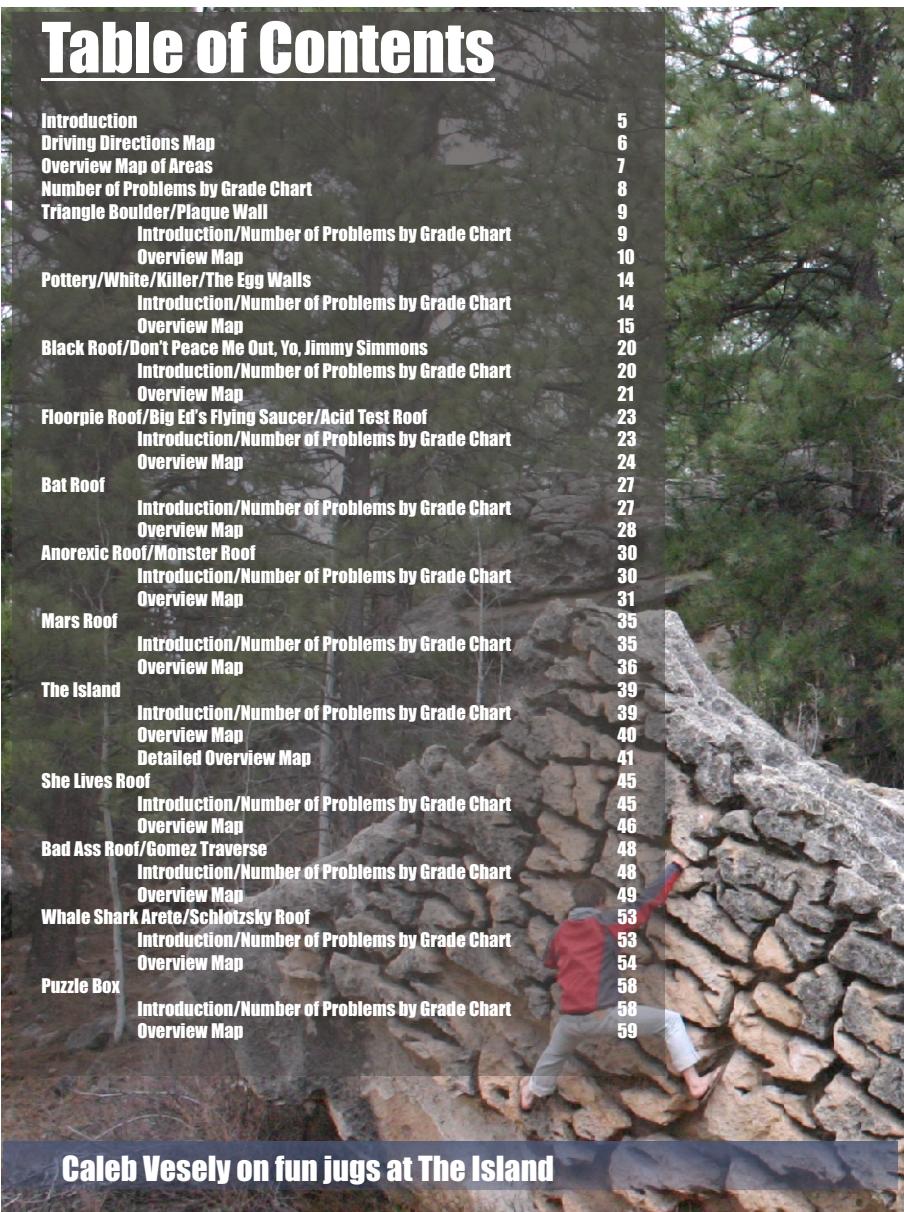
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Jason Henrie and Zak Farmer
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Caleb Vesely on fun jugs at The Island



Caleb Vesely on Anorexic Nerve Dance V6

Introduction

The Priest Draw is probably the most well known and popular bouldering area in Flagstaff. Word of mouth and past bouldering videos have done their job. Come and see what all the buzz is about. I guarantee you will enjoy the world class limestone roof climbing, mountain setting and great summer temperatures.

Getting There

Driving directions start at the intersection of I-40 and I-17. Drive north on Milton Avenue. At the first intersection north of I-17, you will turn left on W. Forest Meadows. At the first intersection on W. Forest Meadows, you will turn left on S. Beulah Blvd. Follow S. Beulah Blvd. under I-40 until an intersection with Lake Mary Rd. is reached. Turn left on Lake Mary Rd. (Hwy. #487). Follow Lake Mary Rd. until you pass over two cattle guards. Turn right onto Crimson Rd. right after you pass over the second cattle guard (about 7 miles on Lake Mary Rd. to turn off). Follow Crimson Rd. (Coconino County Rd. #132), which turns to dirt, for 3 miles. At the 3 mile point you will be at the end of a collection of homes with cool limestone roofs in their back yards. Turn right onto a smaller dirt road (if you drive up a short hill after the homes, you have gone to far). Follow the smaller dirt road for .2 miles to parking for The Triangle Boulder and .4 miles to end of road and main parking area. **Drive time: 20 minutes.**

Approach directions will be located in the introduction for each area. A useful overview map of all areas is located on page 7. **Approach time: 1 to 20 minutes.**

Access

Currently there are no access issues.

Ethics

The ethics at the Priest Draw are simple.
-Pick up your trash.
-Don't deface the rock. This includes chipping holds.
-Don't hack up plants and trees.
-Be courteous to other users.
-Stay on trails when possible.

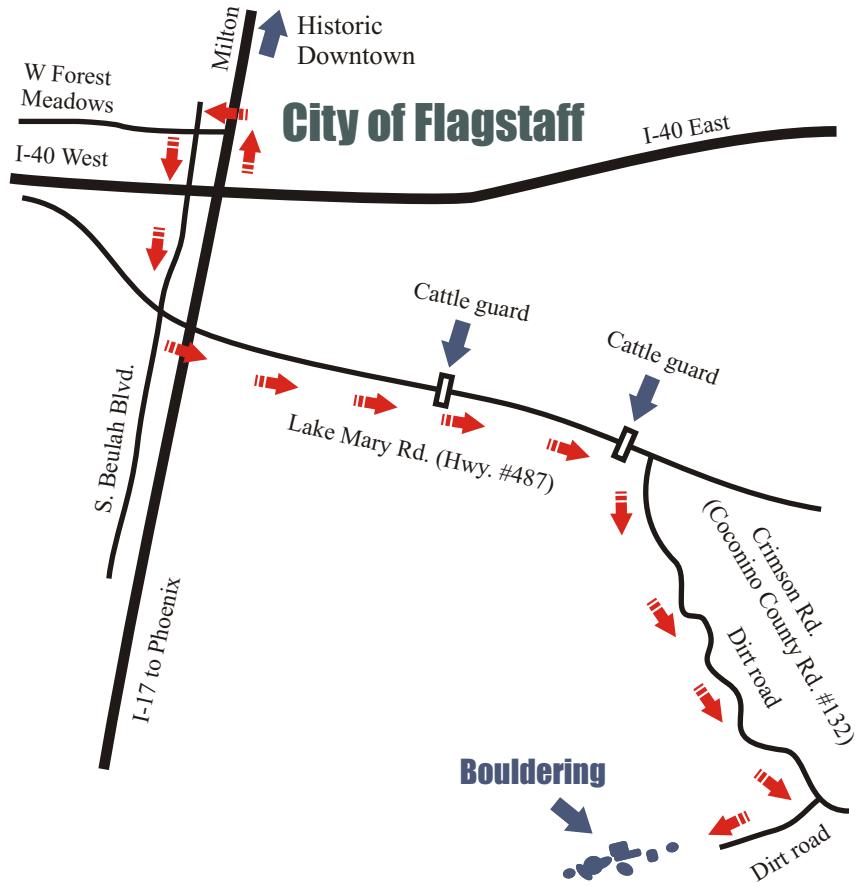
Season

Spring, Summer and Fall are all great. Summer temperatures can be in the 80's and reach into the 90's, but generally the average is in the 70's. Winter can be hit and miss. The weather isn't usually too bad, snow really won't stop a session. The real problem is that the ground can get extremely muddy. If the ground is wet and muddy in the winter, climb in the morning when the ground is still frozen.

Amenities and Camping

Everything you need is in Flagstaff and free camping is allowed on a side road .1 miles before the main parking area.

Driving map to the Priest Draw from I-40 & I-17 intersection in Flagstaff.



Map not to scale

Priest Draw Overview Map of Areas

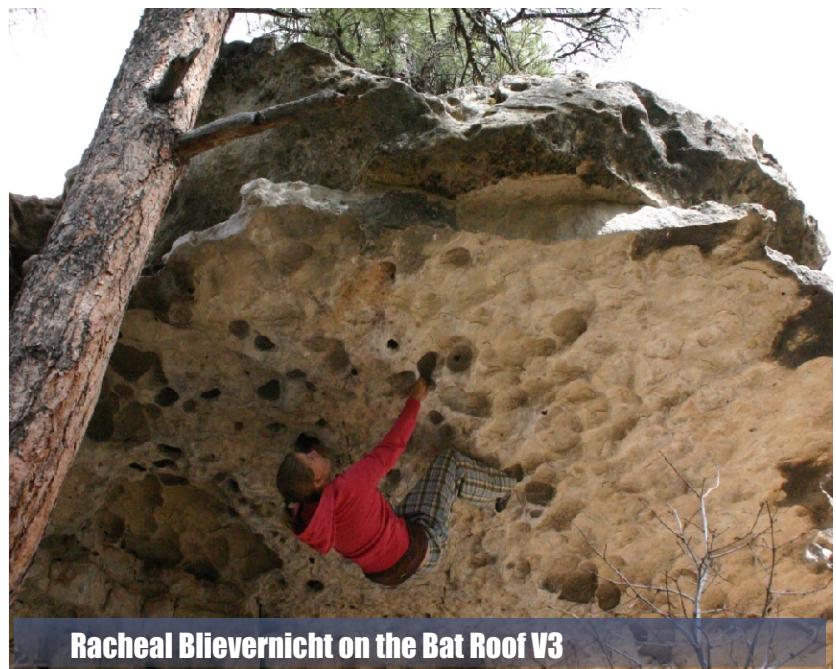
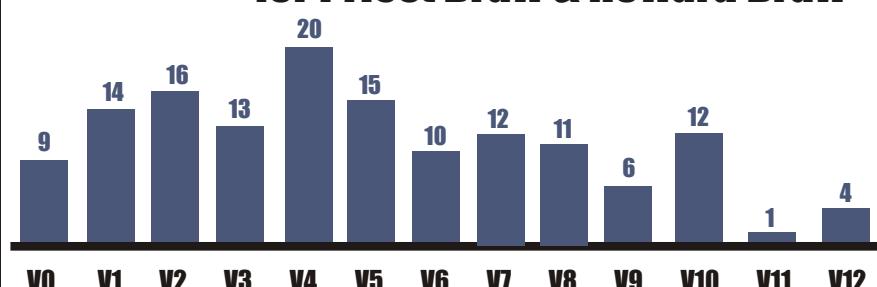
Priest Draw Number of Problems by Grade

Overview map of areas

more detailed directions in each area introduction



Number of problems by grade for Priest Draw & Howard Draw



Rachael Blievernicht on the Bat Roof V3

Triangle Boulder/ Plaque Wall

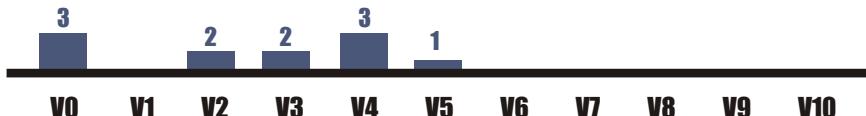
This area is the first area encountered at the Priest Draw and offers some of the best vertical problems (a nice change after all of the roof climbing) and excellent warm ups.

Getting There

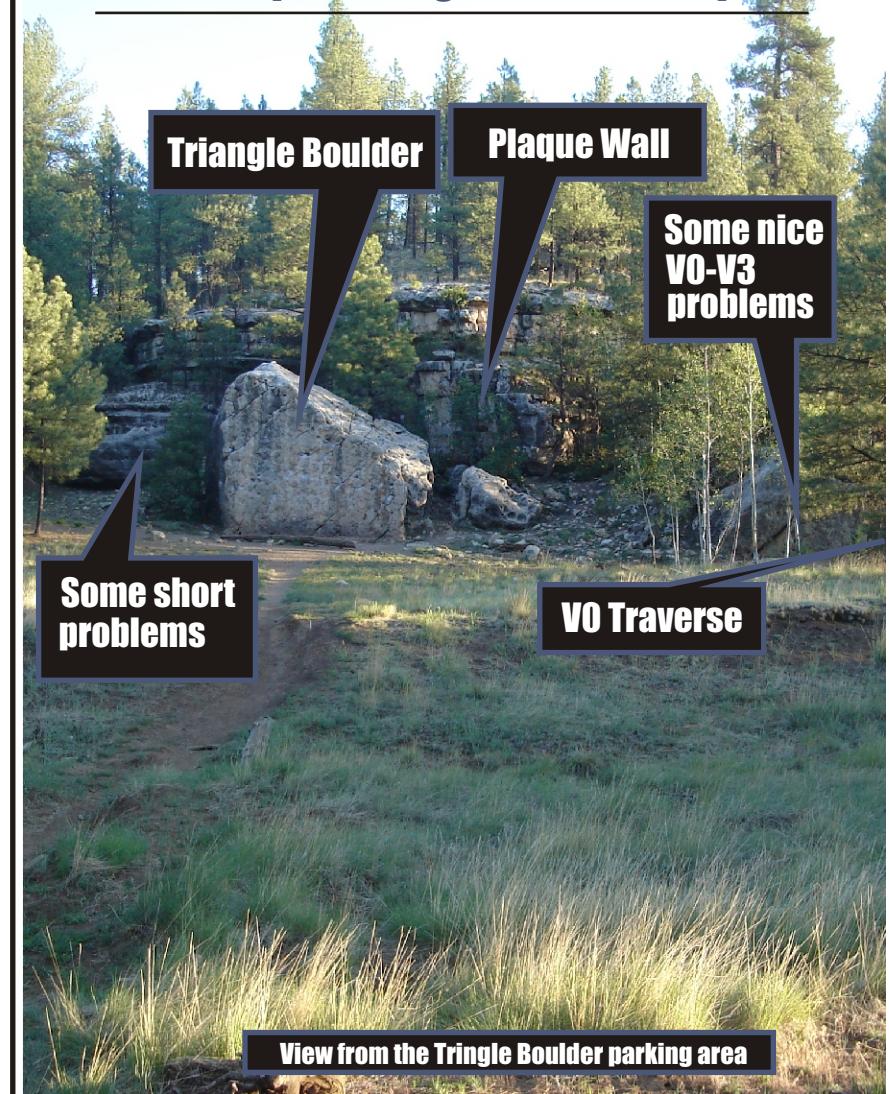
Approach directions start at the first parking area (not the main parking area, consult map on page 7 to find correct parking area). At the right side of the road is a trail that leads less than a hundred yards to bouldering.

Approach time: 15 seconds.

Number of problems by grade for Triangle Boulder/Plaque Wall

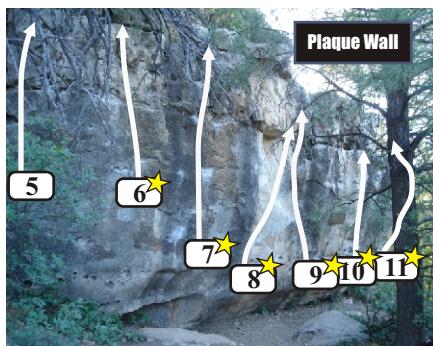
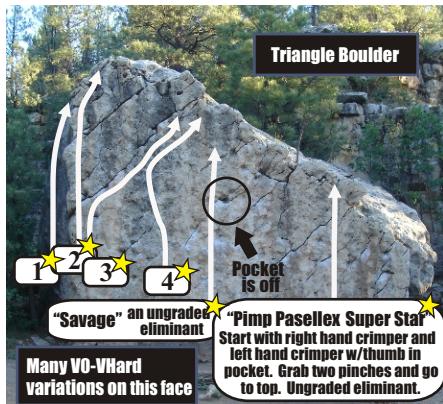


Overview map of Triangle Boulder/Plaque Wall



Priest Draw

Triangle Boulder/Plaque Wall



1. V4.....□
Climb the tall slab. Arete is off.

2. VO.....□
Climb the arete.

3. VO.....□
Climb the arete to a right trending crack with jugs. Finish on crack.

4. V3.....□
Start on face just right of arete. Climb past thin holds to right trending crack. Finish on crack.

The front face of the Triangle Boulder can be traversed at about V3.

5. VO.....□
Climb good holds on left side of face.

6. V2.....□
Start on two close pockets and a dish at head height and make a hard move to better holds.

7. Flexi Flake V4.....□
Start low with a left hand side pull crimp and right hand on whatever. Climb straight up through thin holds to better holds and top.

8. V2.....□
Sit start with pockets and climb up and right to top out.

9. Man Tits V4.....□
Sit start with pockets and climb up and left to top out.

10. Puss Gut V5.....□
Start crouched with low pockets. Make a long move to sloping pocket and top out. Variation: From sloping pocket go left to crimps above Plaque.

11. V3.....□
Start low on jugs. Climb up arete on right side of face.

A rightward traverse of the low pockets on the Plaque Wall is V9. It has a name...ask BK. A scary highball across the draw from the Triangle Boulder is called Self Induced Vomiting. Climbs to jugs, fall into underclings and then dyno out roof. Yikes.

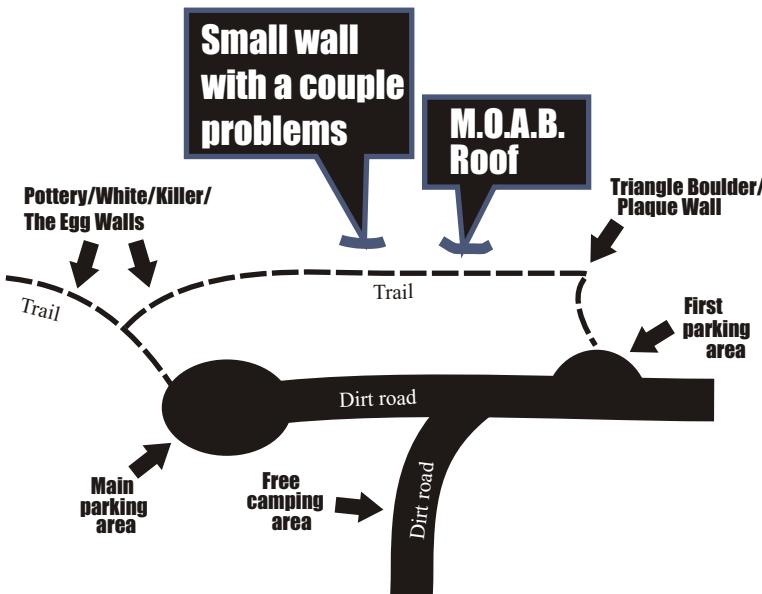


Other areas near the Triangle Boulder

The M.O.A.B (Mother of All Boulder Problems) Roof V4 deserves a star. The problem is located about 100 yards further out the draw from the Triangle Boulder and on the right side of the dirt road. The roof is at the same point in the draw where the camping area road splits off. The roof is hard to see on the hillside so look carefully for a trail leading up to it. The problem climbs from left to right along a crack/fin feature. There are other o.k. problems in this roof.

A small wall offering a couple nice problems is about another 100 yards past the M.O.A.B. Roof.

Overview map of other areas near Triangle Boulder



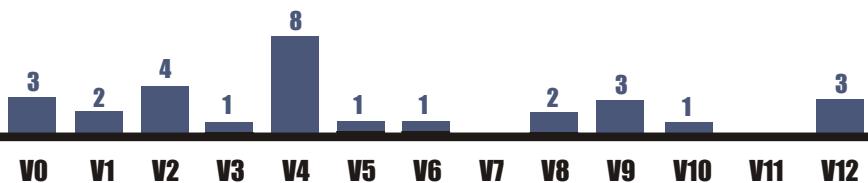
Pottery/ White/ Killer/ The Egg Walls

Getting There

Approach directions start at main parking area. Walk main trail out into the Priest Draw. The Pottery, White, Killer and The Egg walls are right near the parking lot. **Approach time: 30 seconds.**

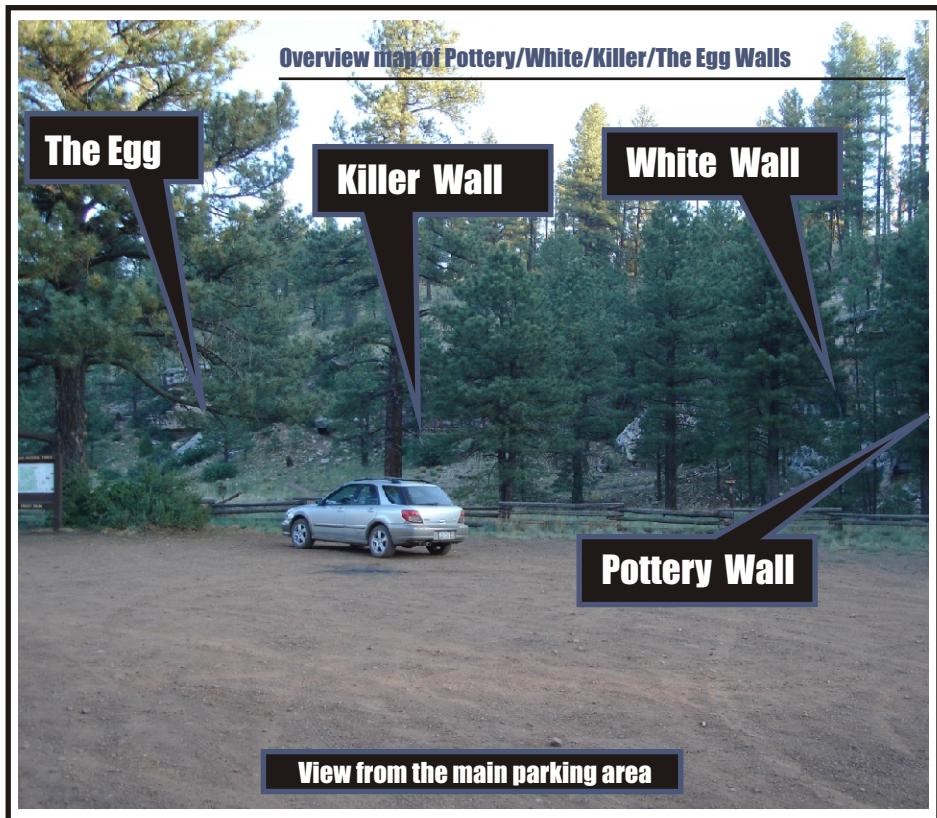
This area is the first encountered at the main parking lot and offers a wide variety of problems from vertical and technical to steep and powerful.

Number of problems by grade for Pottery/White/Killer/The Egg Walls



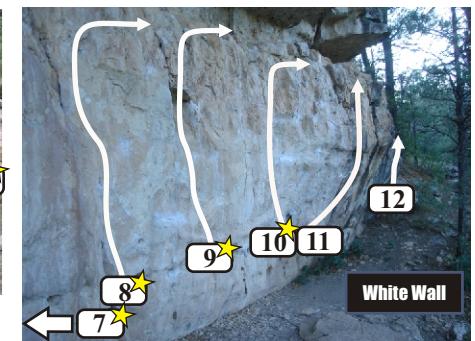
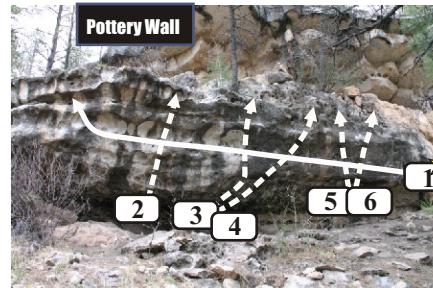
Priest Draw

Pottery/White/Killer/The Egg Walls Overview Map



Priest Draw

Pottery Wall/White Wall



1. Luke Cockstalker V10.....

Start on far right side of wall and traverse along middle row of pockets to far left side and easy top out. Holds above middle row of pockets are off. **Variation:** Street Fighter V7 starts after initial long reach crux.

2. V8.....

Start low on right hand pocket undercling and left hand on sloping dish. Climb straight up.

3. The All American Anti Hero V12.....

Start in back of roof on two bad undercling pockets. Make moves to right hand in sloping two finger pocket. Climb left and up.

4. The Real American Hero V12.....

Start in back of roof on two bad undercling pockets. Make moves to left hand in sloping two finger pocket. Climb right and up.

5. Carne Cabeza V9.....

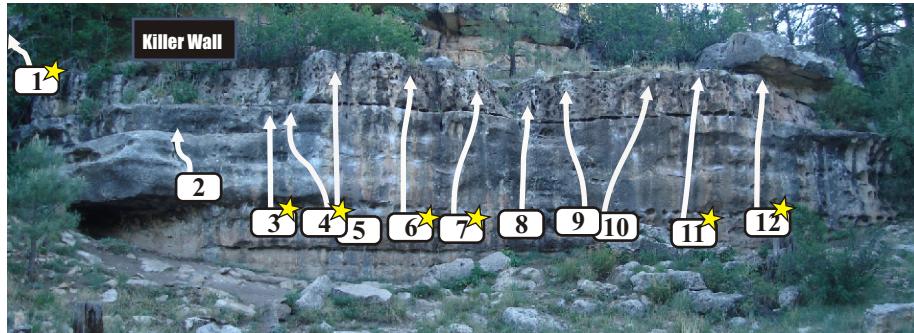
Start on undercling sloping pockets. Climb slightly left to top out.

6. Pelo Del Perro V9.....

Start on undercling sloping pockets. Climb slightly right to top out.

Priest Draw Killer Wall

Priest Draw



1. Tin Ho V4

Start on good holds in roof. Fire to sloping lip and mantle over. Sloped landing.

2. V1

Start on lowest part of side pull flake. Climb it.

3. V1

Low start on row of pockets. Climb past sloper to good holds.

4. V2

Low start on row of pockets and climb over bulge. Trend left to jugs to top out.

5. Bitch Boy V4

Start low on pockets and climb straight up past o.k. holds and crux sharp side pull.

6. The Whip and Cross V5

Start low on left hand sloping pocket and right hand sloping side pull. Climb up past cool sloping dishes.

7. V2

Low start on small holds. Fire for big side pull pocket and then cool right hand pinch.

8. V0

Start low and climb up past small but good pockets.

9. V0

Start low and climb up past good holds.

10. V2

Start low and climb up and right past two small dishes.

11. V4

Start low on pockets and climb past sloper and two small edges to a long move and better holds.

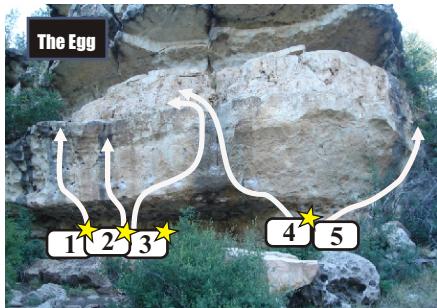
12. V0

Start low on pockets and climb past large right hand pinch.

A traverse of the wall from left to right can be made at V9 named The killer Inside Me. The traverse stays along the low row of pockets, starting at Problem #2 and ending on Problem #12.



Zak Farmer on The Whip and Cross V5 at the Killer Wall



1. **The Yoker V4**.....

Start in back of roof and climb straight out to difficult face moves.

2. **Dope Smoker V4**.....

Start in back of roof and climb straight out to long reach on face.

3. **The Dunk V8**.....

Start in back of roof and climb out and right to vertical seam to finish.

4. **Mota-vation V12**.....

Start in back of bulge and climb up and left to seam.

5. **V6**.....

Start as far left as possible on right side of wall and traverse right around corner to finish.

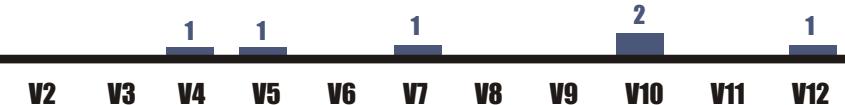
Black Roof/Don't Peace Me Out, Yo, Jimmy Simmons

Getting There

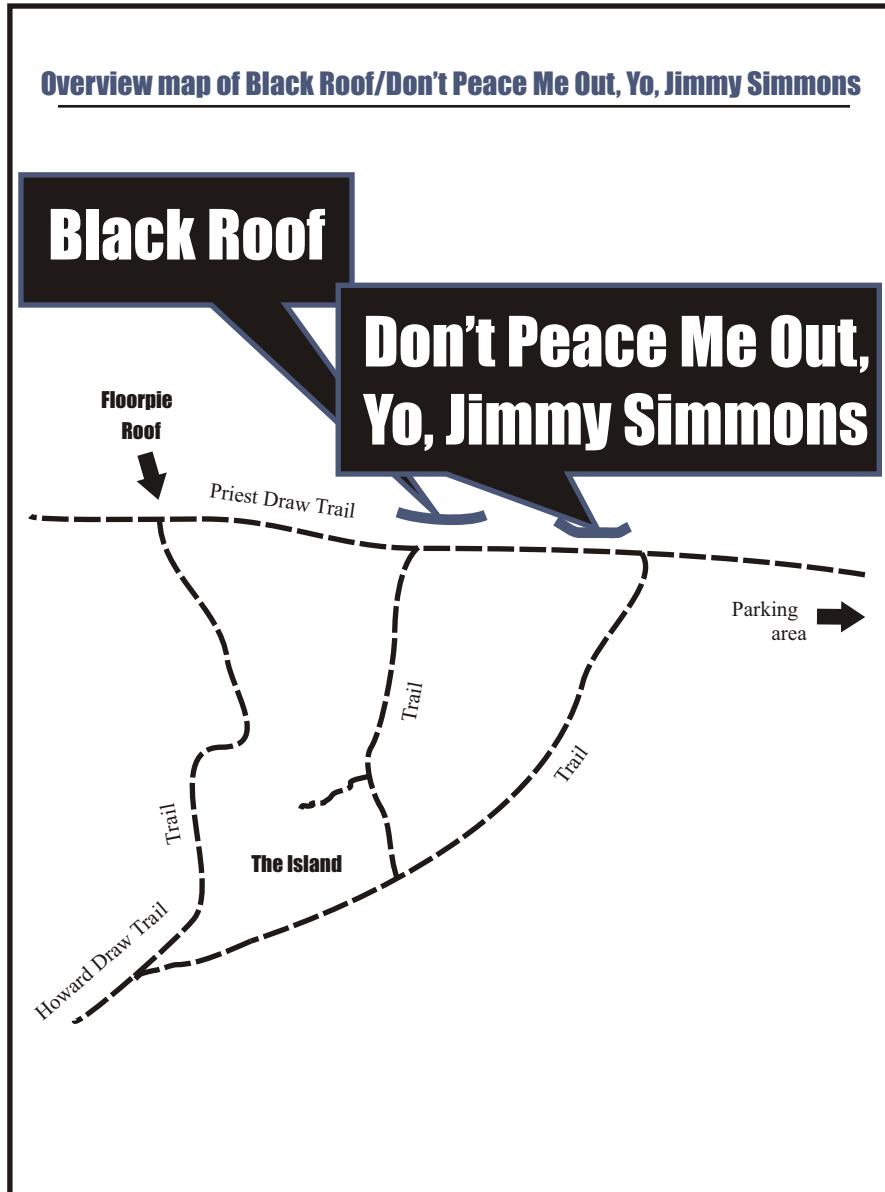
Approach directions start at main parking area. Walk main trail out the Priest Draw. Follow this trail until you see a roof on the right with a lot of black soot in it from old camp fires (do not take any trails to the left/stay on main trail). This is the Black Roof. Don't Peace Me Out, Yo, Jimmy Simmons is just before it. **Approach time: 3 minutes.**

This area is small with a couple of roof climbing gems. Worth a visit on the walk by.

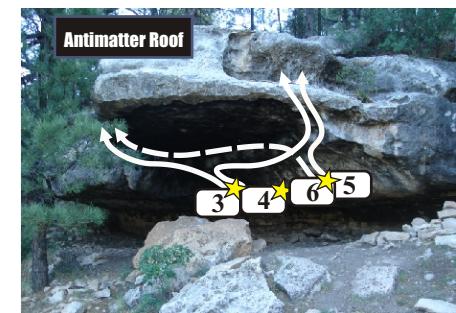
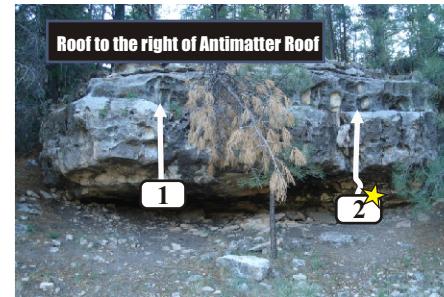
Number of problems by grade for Black Roof/ Don't Peace Me Out, Yo, Jimmy Simmons



Priest Draw Black Roof/Don't Peace Me Out, Yo, J. Simmons Overview Map



Priest Draw Black Roof/Don't Peace Me Out, Yo, Jimmy Simmons



1. **V4**.....
Start on sloping holds. One move wonder.
2. **Don't Peace Me Out, Yo, Jimmy Simmons V7**.....
Start in back of roof. Climb out roof past side pull crimps.
3. **V5**.....
Start low on slot and undercling. Do a long move to jug and climb straight out weakness in roof.
4. **Antimatter V12/13**.....
Start low on slot and undercling. Do a long move to jug and traverse right along small edges in roof. Finish on right side of roof.
5. **Flat Black V10**.....
Start on right hand pocket and left hand dish at equal height near right side of roof. Climb up then right to finish out right side of roof.
6. **The Black Hole V10**.....
Start on right hand pocket and left hand dish at equal height near right side of roof. Climb up then left to finish out left side of roof.

Floorpie Roof/ Big Ed's Flying Saucer/Acid Test Roof

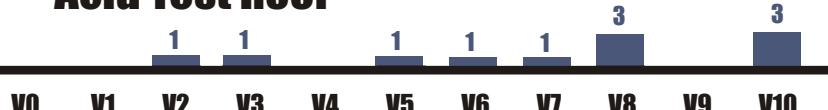
This area is pretty much all horizontal climbing on short powerful roofs.

Getting There

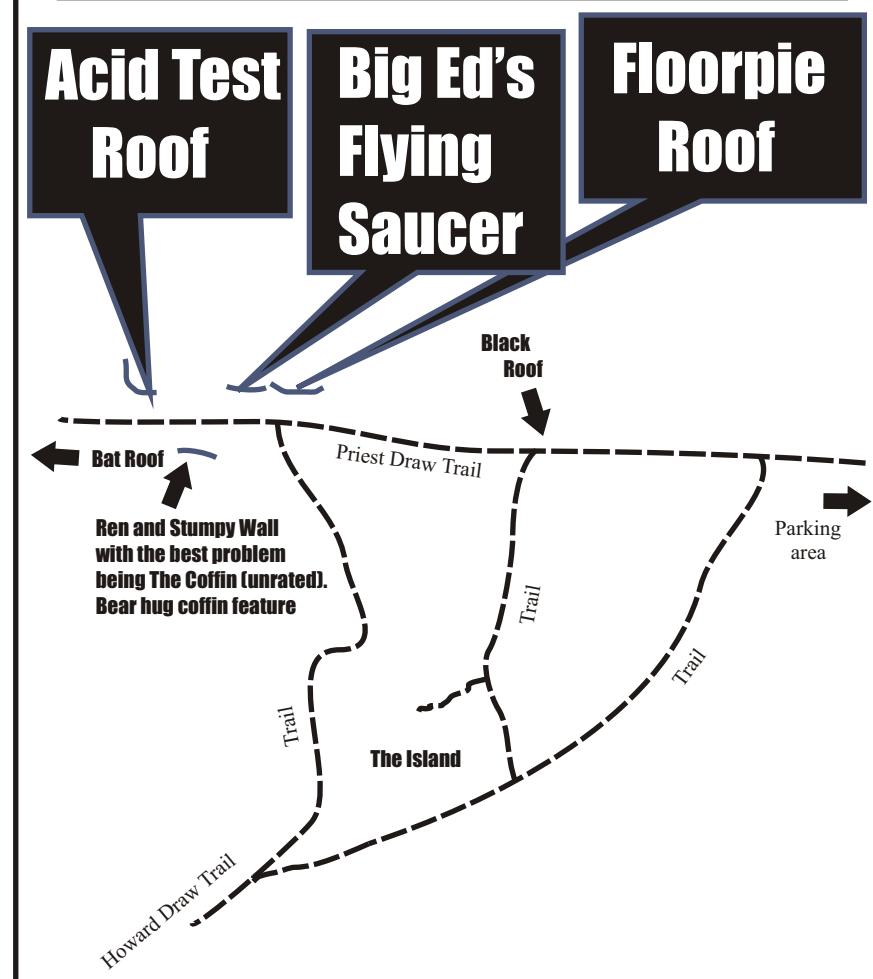
Approach directions start at main parking area. Walk main trail out the Priest Draw. You will pass three small trails that lead left to an area across the draw named The Island. The Floorpie Roof and Big Ed's Flying Saucer are located on the right side of the main trail where the third trail to The Island splits off. The Acid Test Roof is less than 100 yards further along the main trail.

Approach time: 5 minutes.

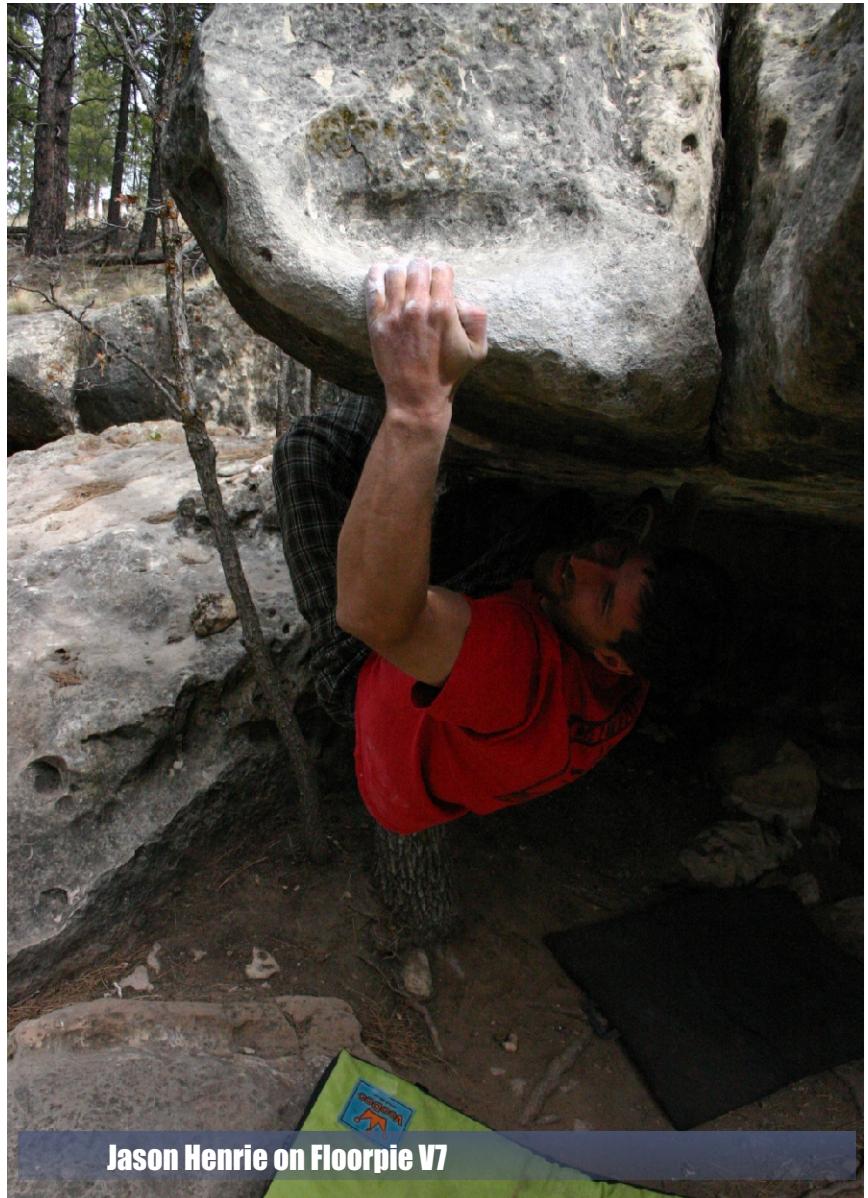
Number of problems by grade for Floorpie Roof/ Big Ed's Flying Saucer/ Acid Test Roof



Overview map of Floorpie Roof/Big Ed's Flying Saucer/Acid Test Roof

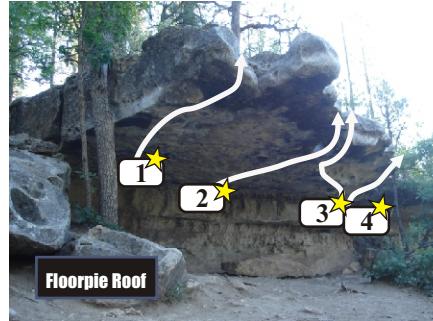


Priest Draw



Jason Henrie on Floorpie V7

Priest Draw Floorpie Roof/Big Ed's Flying Saucer/Acid Test Roof



1. Floorpie V7

Start on a low slot shaped pocket with both hands. Climb straight out roof. **Variation:** Start all the way in the back of the roof on jugs at V9.

2. The Egyptian Aka Action Deluxe

V10

Start in back of roof on jugs. Climb out middle of roof past opposing small pockets to bat hang finish.

3. Twister V6

Start on right side of roof on jugs. Climb left along increasingly difficult moves to bat hang finish.

4. V2

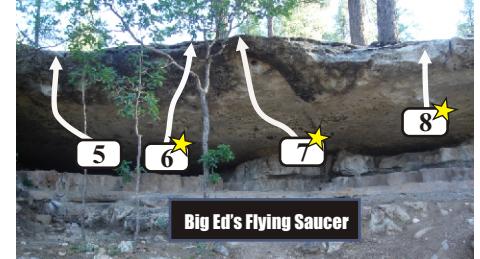
Start on right side of roof on jugs. Climb straight out right side of roof on jugs.

5. Big Ed's Flying Saucer V5

Start low in two close pockets near left side of roof. Climb out roof.

6. Saltine Crack Whore V10

Start with right hand on low side pull pocket and left hand on higher side pull pocket. Climb up and right.



7. Pasty Gansta V10

Start on farthest back pockets. Climb straight out. Foot ledge in back is on.

8. V3

Start in roof on edge feature and make long move to lip.

9. V8

Start low on left hand sloping side pull and right hand on bad edge. Fire up and left to better hold. The sit start has not been completed.

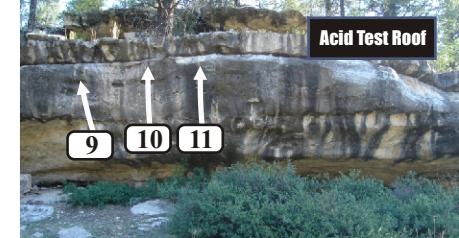
10. Deer in the Headlights V8

Start on bad holds at chest height. Make a hard move to sloping bucket.

11. Ted on Fire Aka Ted in a Diaper

V8

Start with right hand mono and left hand crimp. Jump or campus.



Bat Roof

This area is a great introduction to bouldering in roofs at the Priest Draw. If you like horizontal climbing, this is a great starting point for any fine day.

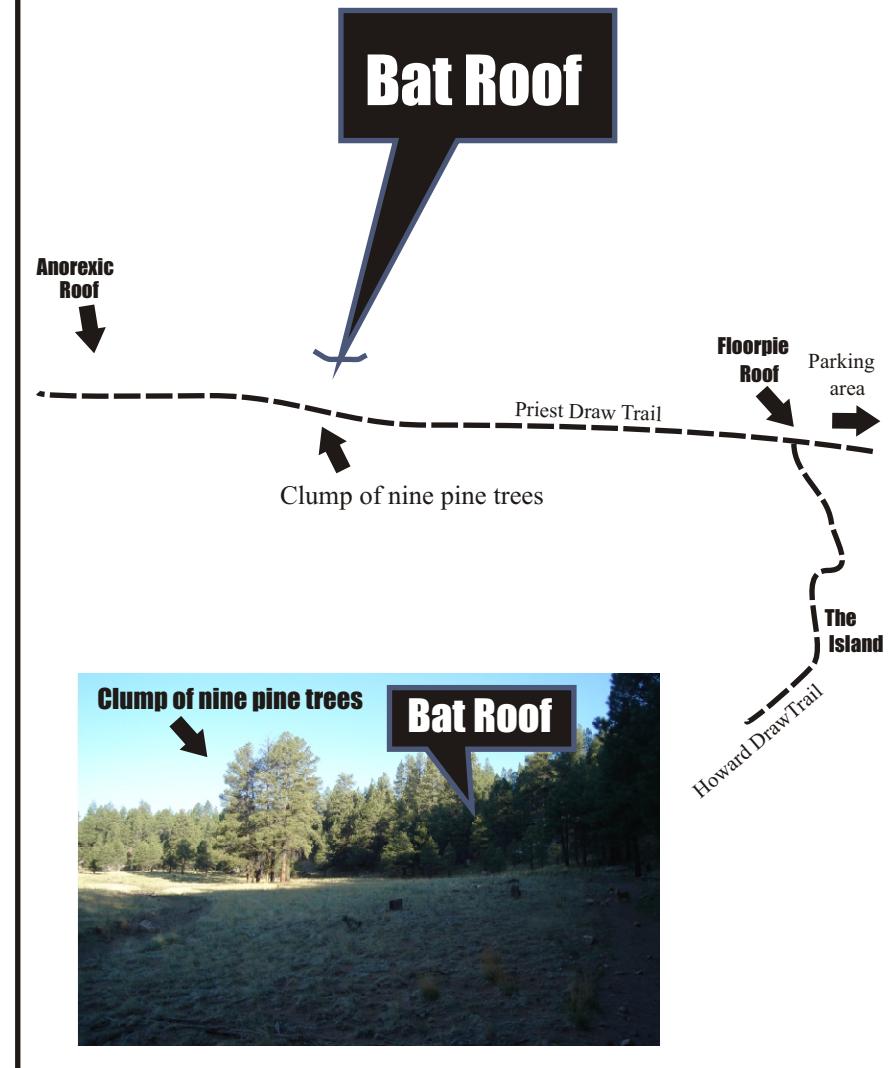
Getting There

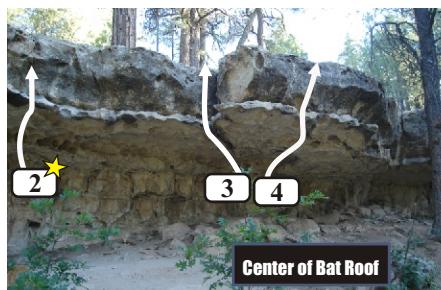
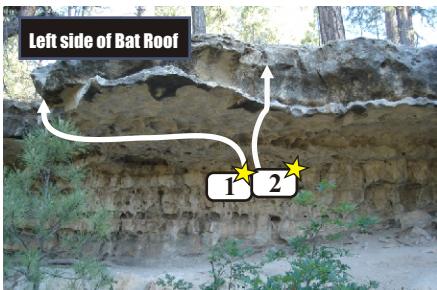
Approach directions start at main parking area. Walk main trail out the Priest Draw. You will pass three small trails that lead left to an area across the draw named The Island. Keep traveling along the main trail for a few more minutes and you will approach a stand of 9 tall pine trees (some only count 8 pine trees) to the left of the trail but still in the middle of the draw. The Bat Roof is to the right of these trees on the hillside. **Approach time: 8-10 minutes.**

Number of problems by grade for Bat Roof



Overview map of Bat Roof





1. Bat Roof V3

Start on jutting jug feature in back of roof. Climb left in roof. Top out on left side of the roof. Back wall is off after the starting hold.

2. V1

Start in back of roof on jugs. Climb straight out roof to top out.

3. V2

Start in back of roof and climb out crack feature.

4. V3

Start in back of roof and climb just right of crack feature.

5. V1

Start in back of roof on jugs and climb out and left along rail jugs to fin feature and top out.

6. V2

Start in back of roof on jugs and climb out and left along rail jugs and then back out right past two finger pocket to top out.

7. The Underachiever V8

Start in back of roof on jugs and climb straight out belly feature to handle bar at lip.

8. V7

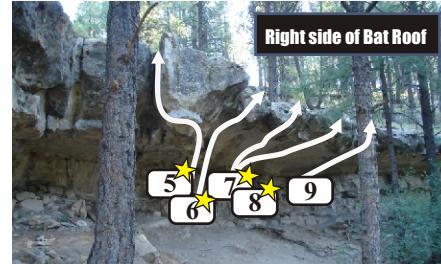
Start in back of roof on jugs and climb up and right to top out.

9. V6

Start on hold near back of roof and climb straight out.

.....

.....

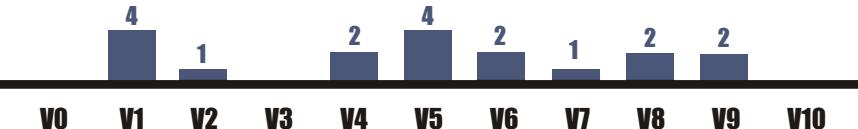


Anorexic Roof/ Monster Roof

Getting There

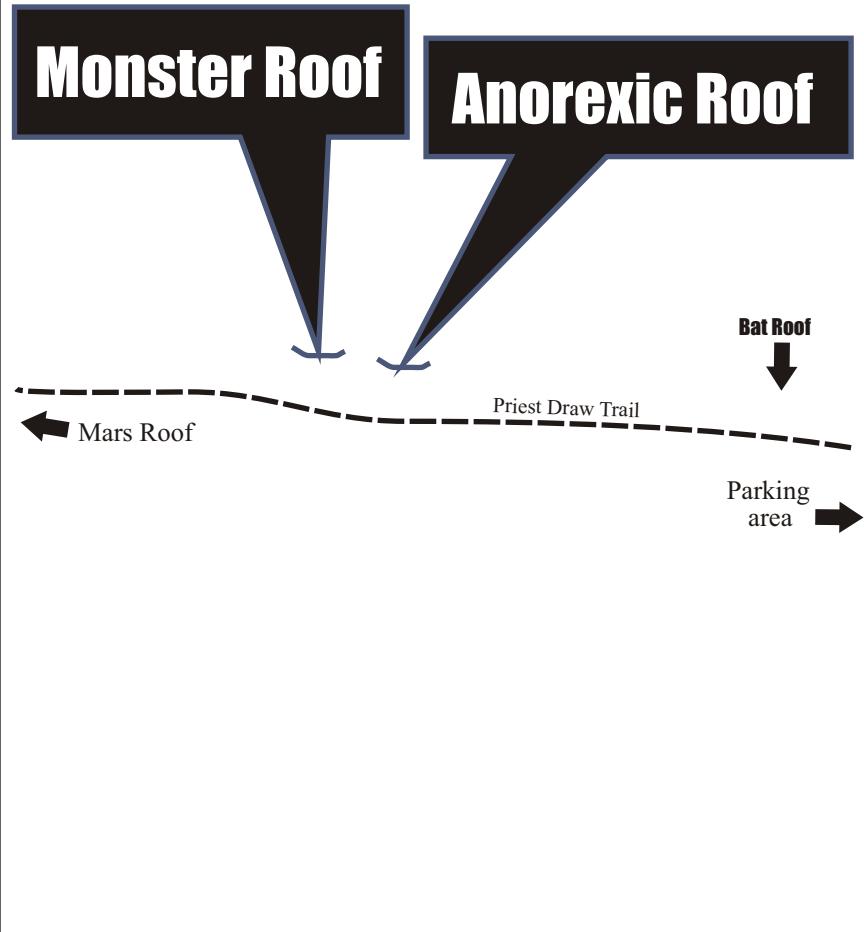
Approach directions start at main parking area. Walk main trail out the Priest Draw. You will pass three small trails that lead left to an area across the draw named The Island. Keep traveling along the main trail for about 7 minutes, passing many more short walls and boulders, until you pass between a couple small boulders. Just after these boulders, and on the right, is the Anorexic Roof (sticks out of the hillside like a thumb). In less than 100 more yards you will locate the Monster Roof on the right side of the trail. Approach time: 12-15 minutes.

Number of problems by grade for Anorexic Roof/Monster Roof

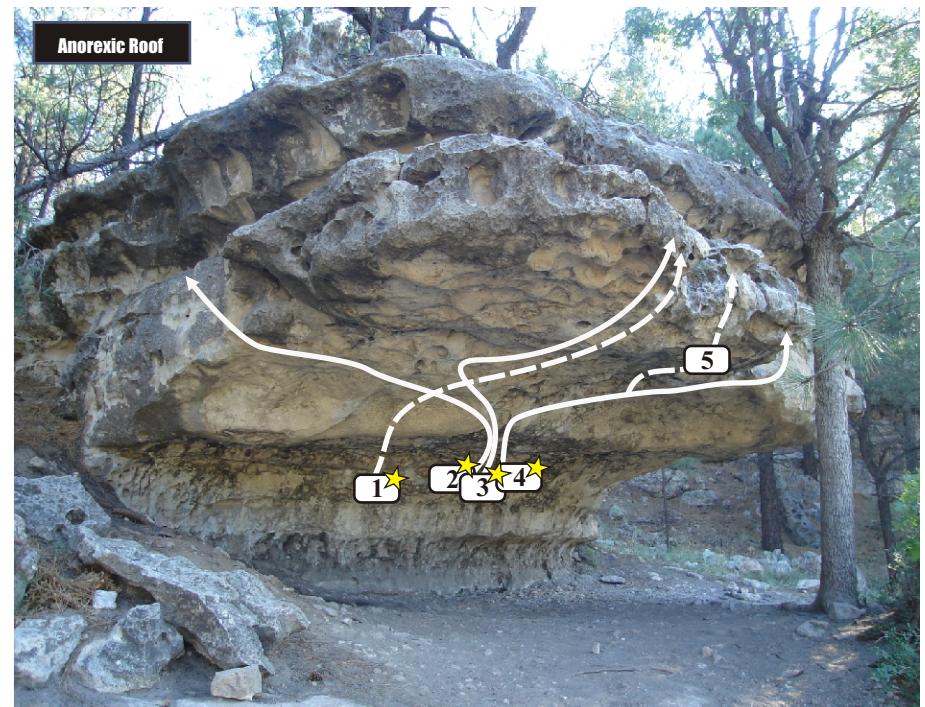


Priest Draw Anorexic Roof/Monster Roof Overview Map

Overview map of Anorexic Roof/Monster Roof



Priest Draw Anorexic Roof



1. **Carnivore Direct V9**.....
Start in back of roof and climb out to a right hand pocket with thumb catch and then to left hand side pull. Finish directly out roof past a good lone pocket.

2. **Meat Eater V7**.....
Start in back of roof and climb out center of roof for a few moves and then climb out left side of roof.

3. **Carnivore V8**.....
Start in back of roof and climb out and left to a left hand side pull. From the side pull fire straight out the roof past a good lone pocket.

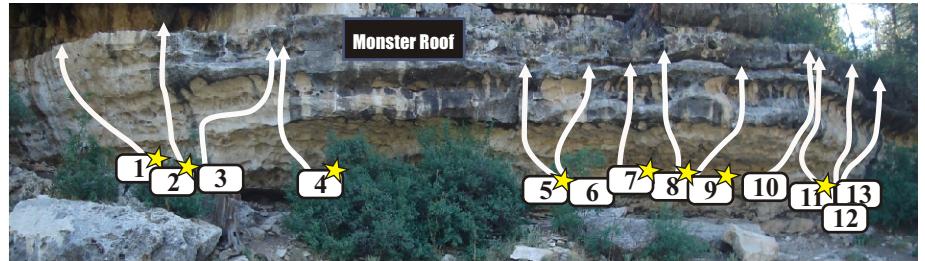
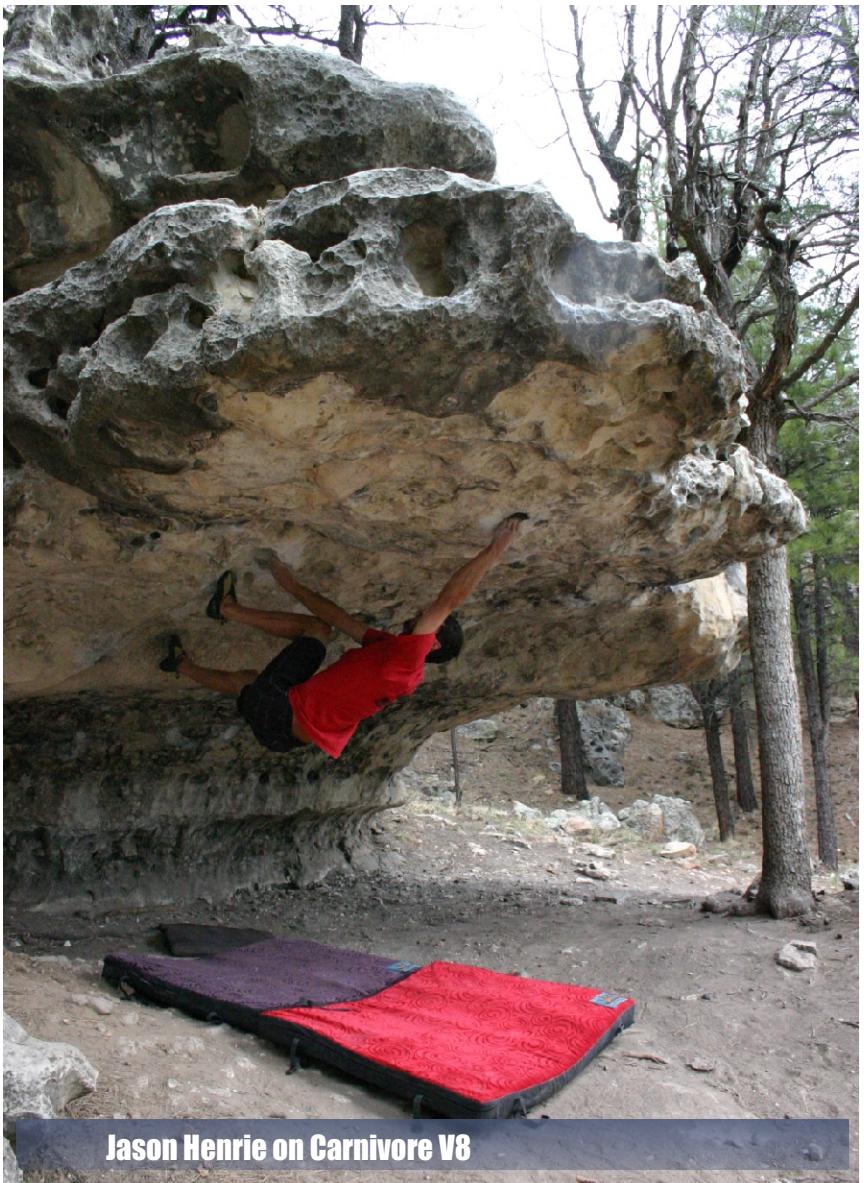
4. **Anorexic Nerve Dance V6**.....
Start in back of roof and climb up and right to top out just left of small oak tree.

5. **B.K. Broiler V9**.....
Start in back of roof and climb straight out past tiny crimp.

A crazy linkup has been done called The Kris Passe Traverse." It starts low and on the right side of the roof. It then traverses left across a pocket rail to the start of Carnivore. The problem continues by climbing Carnivore and then traversing the lip all the way back to the right until the right side is reached. Finally, the problem finishes back down where it started. Say what?

Priest Draw

Priest Draw Monster Roof



1. **V4**.....
Sit start on jugs and climb left and up to a couple big moves past small pockets.
2. **V1**.....
Sit start on jugs and climb up past long move to lip.
3. **V1**.....
Sit start on jugs and climb up to and then right along row of pockets.
4. **Thin Man V5**.....
Sit start down to the right on sloping holds and climb up past fin feature to better holds.
5. **Hot Liquid Life V2**.....
Sit start on jugs and climb up and left to big pinch and top out.
6. **V5**.....
Sit start on jugs and climb up and right.
7. **Disco Polly V6**.....
Sit start in back of roof and climb straight out past big sloping feature to a long move and the top.
8. **Move N' Groove Barbie V8**.....
Sit start in back of roof and climb straight out roof past slopers.
9. **V4**.....
Sit start in back of roof and climb straight out roof past small but deep pockets.
10. **Bread Loaf Direct V5**.....
Sit start in back of roof and climb straight out roof past a sloper to a big pocket move at the lip.
11. **Bread Loaf V5**.....
Sit start at right side of roof and traverse left to sloper and big move to big pocket at lip.
12. **V1**.....
Start low and climb up and left to top out.
13. **V1**.....
Start low and climb up and right to top out.
- Project: "Go West" traverses the entire wall. Feet can't use skirt and hands can't use lip.

Mars Roof

This area houses the most proud roof (the Mars Roof) with some of the most difficult problems at the Priest Draw. Come here to get worked.

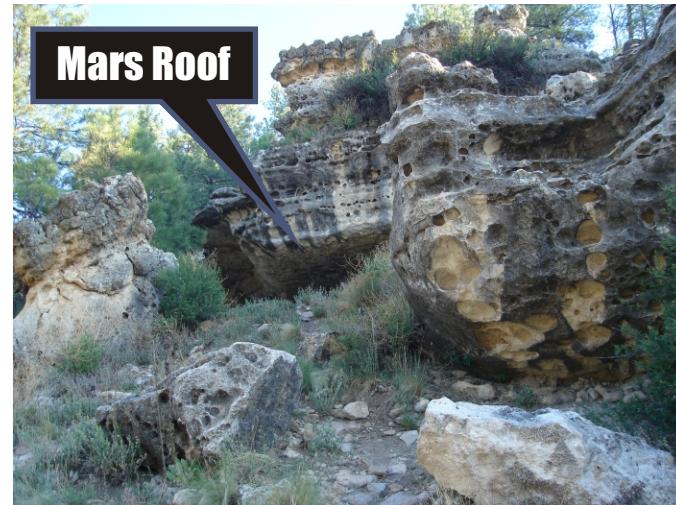
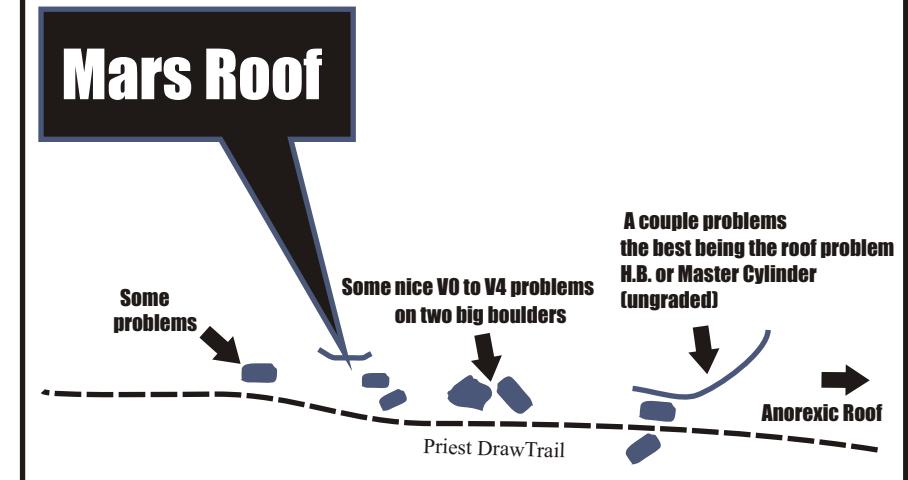
Getting There

Approach directions start at main parking area. Walk main trail out the Priest Draw. You will pass three small trails that lead left to an area across the draw named The Island. Keep traveling along the main trail for about 12-15 minutes, passing many more short walls and boulders and good roofs (Anorexic Roof being one of the more prominent), until you pass a couple of tall boulders. One of these boulders is about 18 feet tall with some enticing juggy slab problems on it. Less than 100 yards after this big boulder and on the right is the Mars Roof. Approach time: 18-20 minutes.

Number of problems by grade for Mars Roof



Overview map of Mars Roof

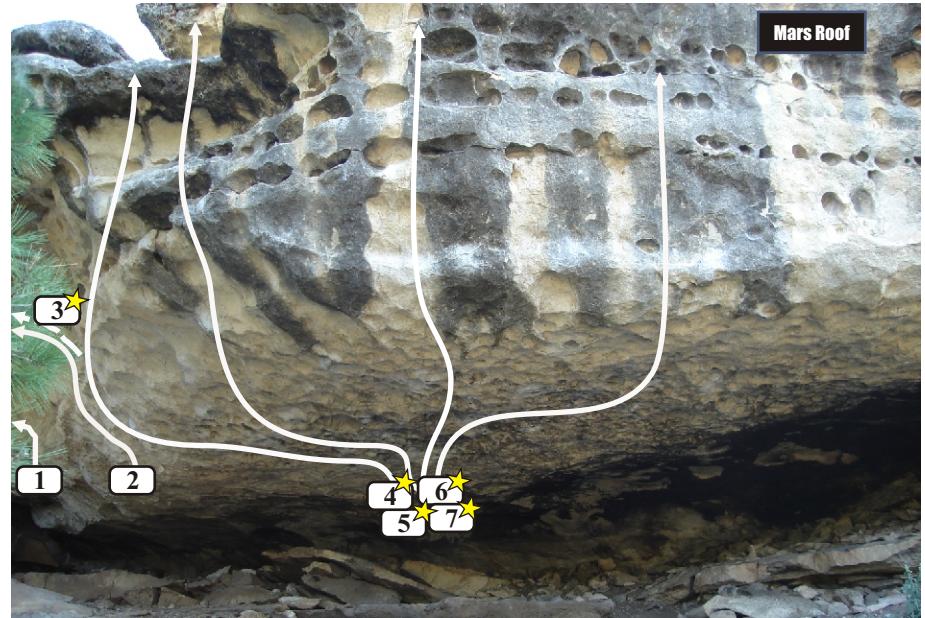


Priest Draw

Priest Draw Mars Roof



Zak Farmer on The Receptionist V10



1. **V4**
Start in back of roof and climb straight out. Watch out for the boulder behind your back.
2. **V7**
Low start with hands matched on gaston dish. Lurch to better holds and then climb left to roof crack.
3. **The Girl From Ipanema V11**
Start in back of roof on a sloping four finger hold and a two finger pocket. Climb up and left to jugs and then continue left to roof crack finish. Variation: Instead of climbing out crack to finish, climb straight out middle of roof just right of crack. Scary. Same grade.
4. **The Girl V10**
Start in back of roof on a sloping four finger hold and a two finger pocket. Climb up and left to jugs and then rail right to finish.
5. **The Receptionist V10**
Start in back of roof on a sloping four finger hold and a two finger pocket. Climb out past tufa pinch feature.
6. **Lolita V10**
Start in back of roof on a sloping four finger hold and a two finger pocket. Climb out to a sloper at lip.
7. **Suplexing Navajos V10**
Start in back of roof on a sloping four finger hold and a two finger pocket. Climb out to a pocket and edge at lip.

Howard Draw

a bouldering eGuide



Version 1.0

By Jason Henrie & Zak Farmer

 **BOULDERINGTOPO.COM** »»» 

Howard Draw

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Warning!

Bouldering is hazardous. Every time you fall, you hit the ground, risking an injury. Please boulder prudently and use crash pads and spotters to reduce your chances of injury.

This eGuide is a collection of un verified information and the author cannot guarantee its accuracy. All assessments of quality, difficulty and danger are subjective. We cannot anticipate all potential hazards, which include but are not limited to bad landings, big or awkward falls, loose rock and the experience and ability of the boulderer.

The inclusion of a boulder problem in this eGuide does not mean it is safe. You can die or be seriously injured attempting any boulder problem. Use your own judgement to assess the risks before attempting any of the boulder problems in this eGuide.

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Howard Draw eGuide

Text and topos by Jason Henrie and Zak Farmer.

Photos by Jason Henrie and Zak Farmer.

Front cover (top): Caleb Vesely on some sweet jugs at The Island

Front cover (bottom): Zak Farmer on The Receptionist V10

Inside cover: Jason Henrie on a V5 at the Whale Shark Arete Boulder

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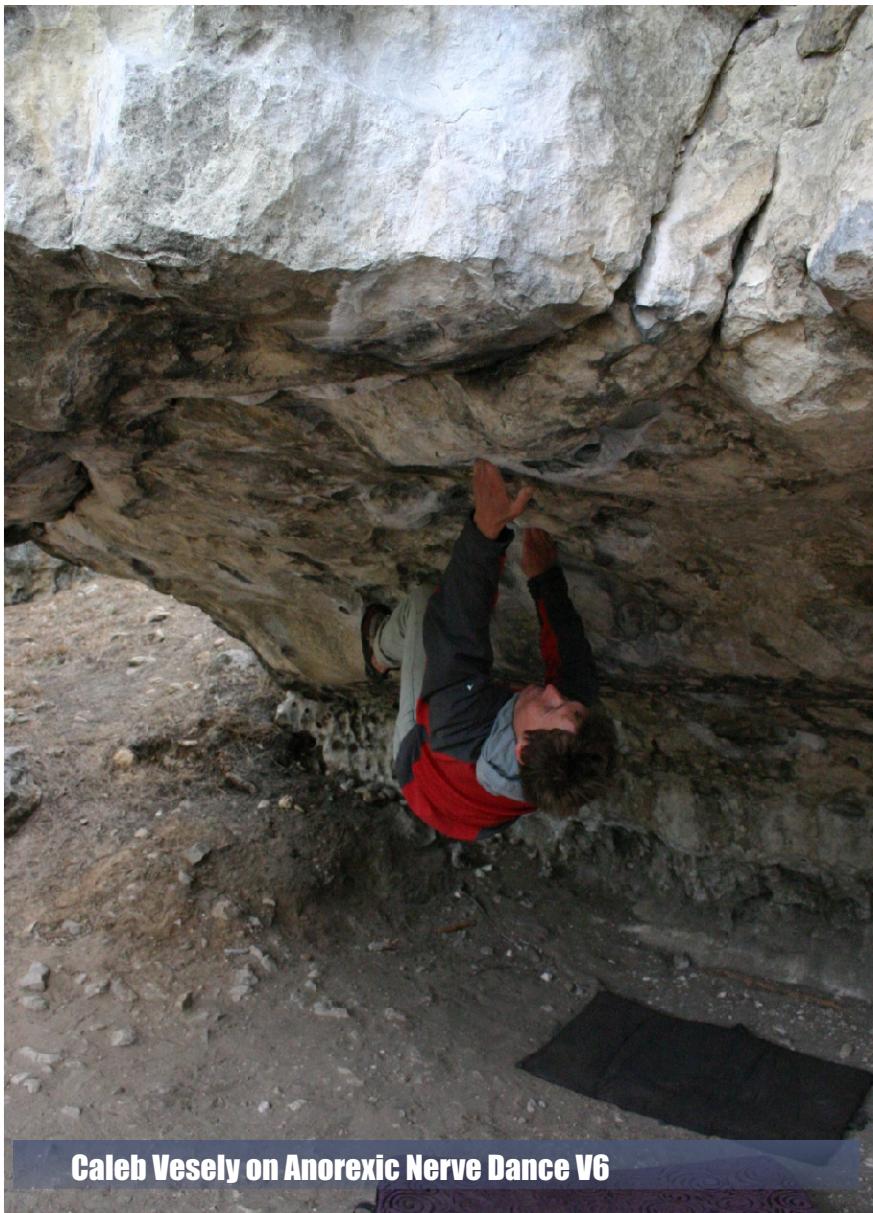
Jason Henrie and Zak Farmer
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Caleb Vesely on fun jugs at The Island



Caleb Vesely on Anorexic Nerve Dance V6

Introduction

The Priest Draw is probably the most well known and popular bouldering area in Flagstaff. Word of mouth and past bouldering videos have done their job. Come and see what all the buzz is about. I guarantee you will enjoy the world class limestone roof climbing, mountain setting and great summer temperatures.

Getting There

Driving directions start at the intersection of I-40 and I-17. Drive north on Milton Avenue. At the first intersection north of I-17, you will turn left on W. Forest Meadows. At the first intersection on W. Forest Meadows, you will turn left on S. Beulah Blvd. Follow S. Beulah Blvd. under I-40 until an intersection with Lake Mary Rd. is reached. Turn left on Lake Mary Rd. (Hwy. #487). Follow Lake Mary Rd. until you pass over two cattle guards. Turn right onto Crimson Rd. right after you pass over the second cattle guard (about 7 miles on Lake Mary Rd. to turn off). Follow Crimson Rd. (Coconino County Rd. #132), which turns to dirt, for 3 miles. At the 3 mile point you will be at the end of a collection of homes with cool limestone roofs in their back yards. Turn right onto a smaller dirt road (if you drive up a short hill after the homes, you have gone to far). Follow the smaller dirt road for .2 miles to parking for The Triangle Boulder and .4 miles to end of road and main parking area. **Drive time: 20 minutes.**

Approach directions will be located in the introduction for each area. A useful overview map of all areas is located on page 7. **Approach time: 1 to 20 minutes.**

Access

Currently there are no access issues.

Ethics

The ethics at the Priest Draw are simple.
-Pick up your trash.
-Don't deface the rock. This includes chipping holds.
-Don't hack up plants and trees.
-Be courteous to other users.
-Stay on trails when possible.

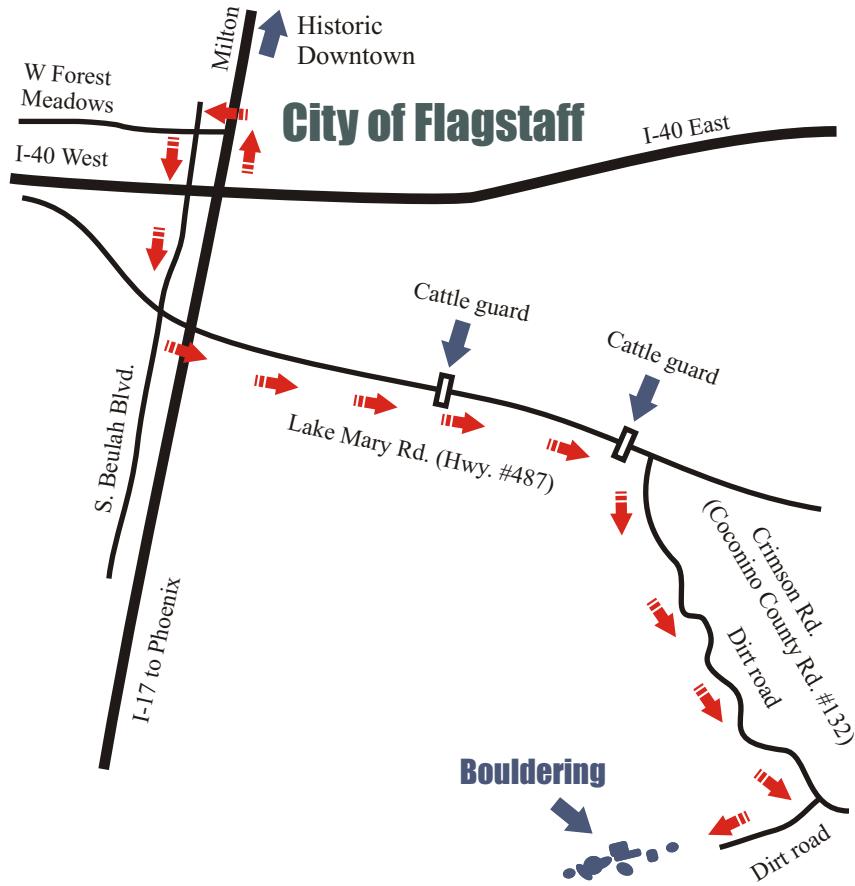
Season

Spring, Summer and Fall are all great. Summer temperatures can be in the 80's and reach into the 90's, but generally the average is in the 70's. Winter can be hit and miss. The weather isn't usually too bad, snow really won't stop a session. The real problem is that the ground can get extremely muddy. If the ground is wet and muddy in the winter, climb in the morning when the ground is still frozen.

Amenities and Camping

Everything you need is in Flagstaff and free camping is allowed on a side road .1 miles before the main parking area.

Driving map to the Priest Draw from I-40 & I-17 intersection in Flagstaff.



Map not to scale

Priest Draw Overview Map of Areas

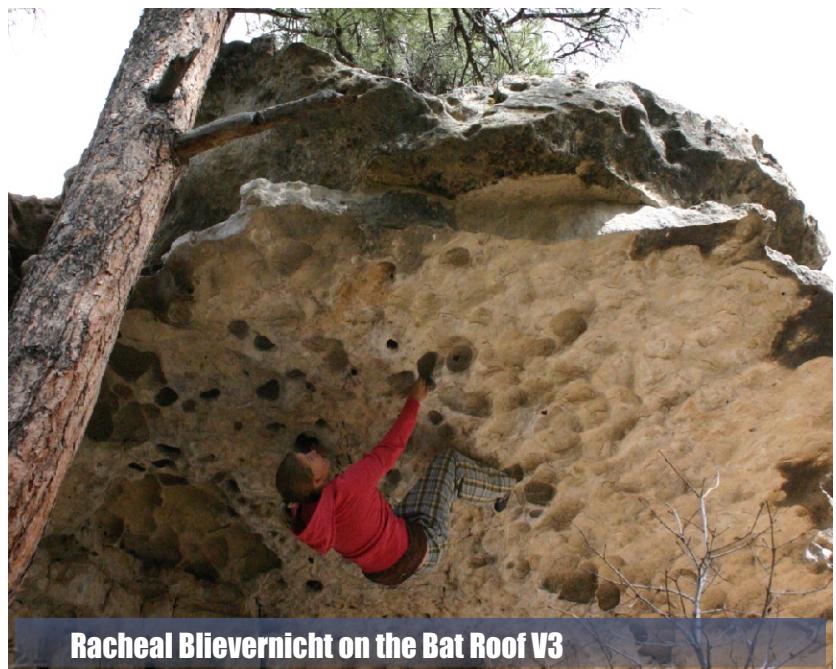
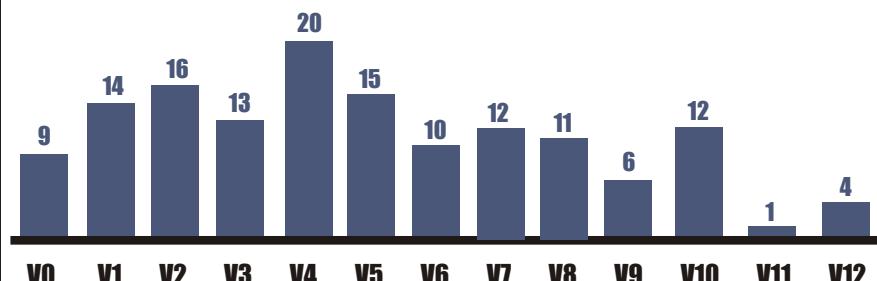
Priest Draw Number of Problems by Grade

Overview map of areas

more detailed directions in each area introduction



Number of problems by grade for Priest Draw & Howard Draw



Rachael Blievernicht on the Bat Roof V3

The Island

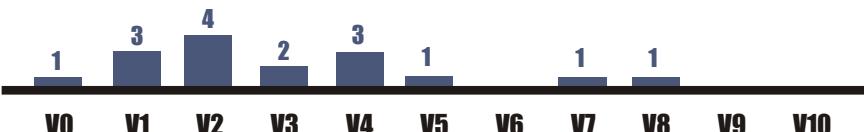
This area is very popular for its' vertical technical problems and powerful sloper problems. Just about every level is represented here and style of climbing is a welcome change when you are sick of climbing in roofs.

Getting There

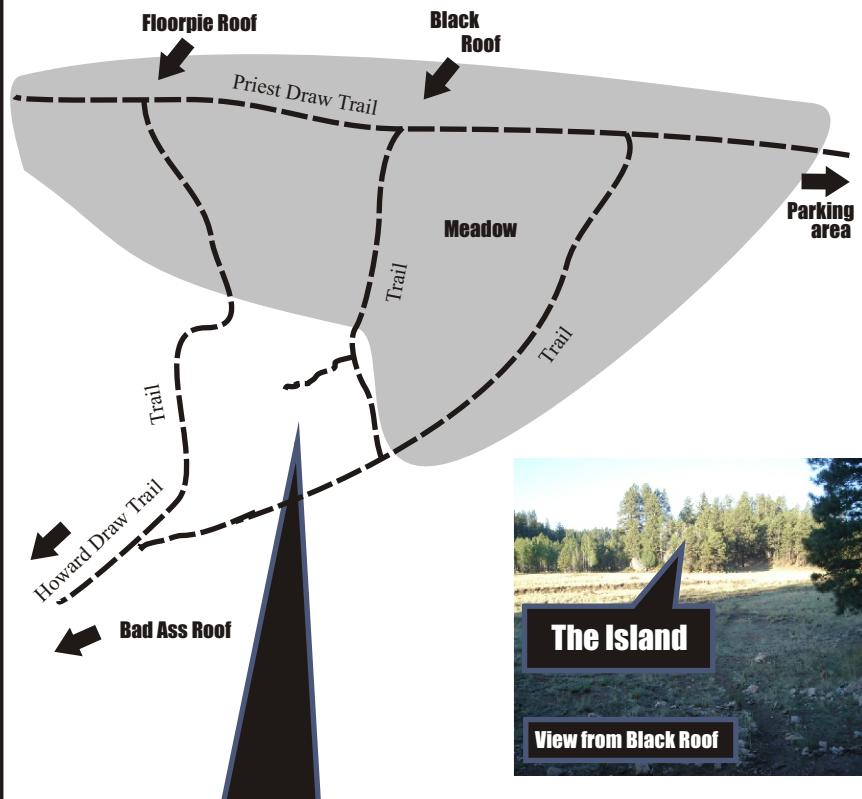
Approach directions start at main parking area. Walk main trail out the Priest Draw for a couple minutes until you get to two black roofs. Follow any number of trails left to the Island.

Approach time: 5 minutes

Number of problems by grade for The Island



Overview map of The Island



The Island
(Detailed overview map
on next page)

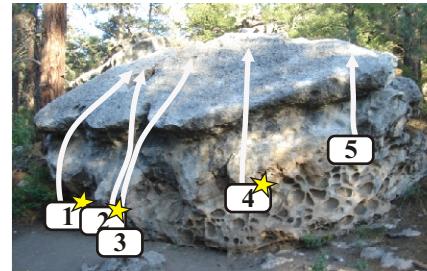
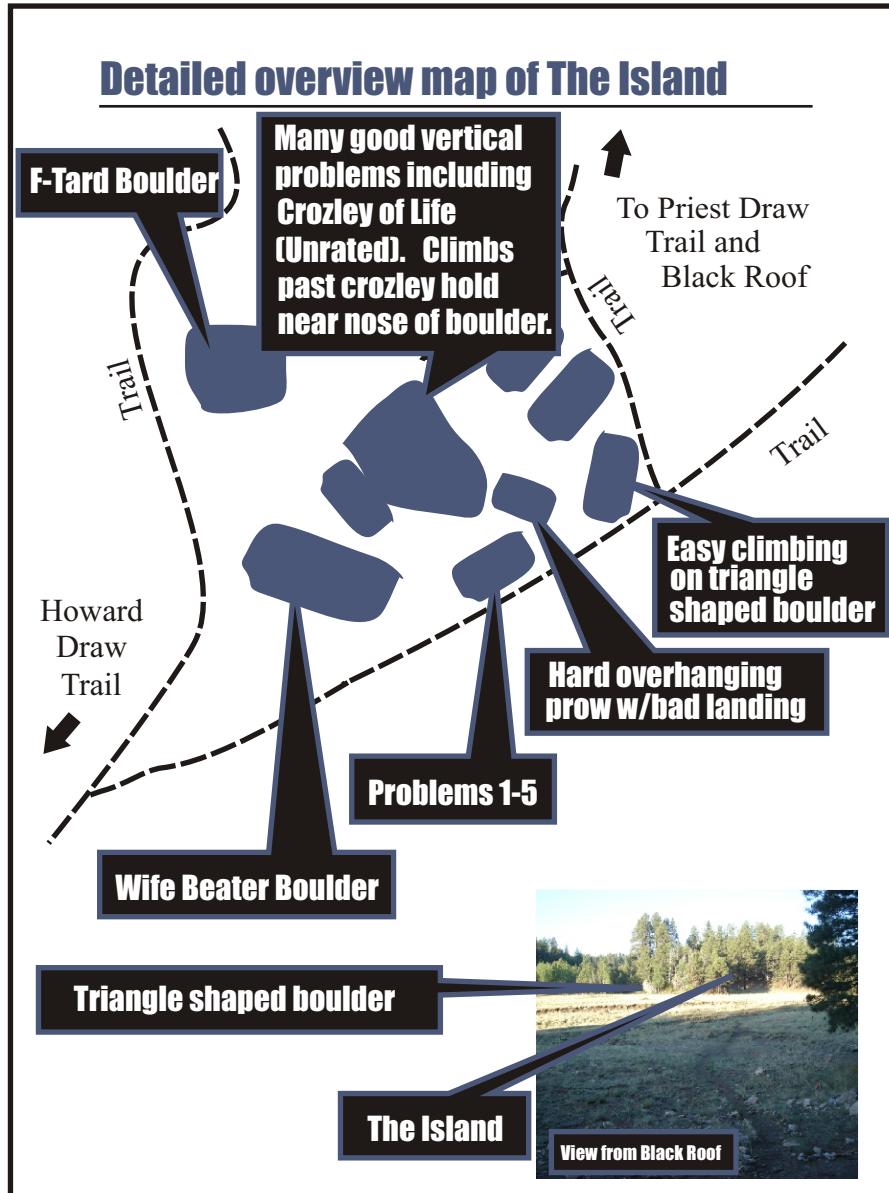
Priest Draw

The Island Area Detailed Overview Map

Priest Draw

Wife Beater Boulder at The Island

Detailed overview map of The Island



- 

1. V1..... Start on low jug. Climb up and right to dish. ★

2. V1..... Start on low jugs. Climb up and left to dish. ★

3. V2..... Start on low jug. Climb up and right to slab and small dishes. ★

4. V2..... Start low on flake jug. Climb straight up. ★

5. V2..... Start on dishes and climb straight up.

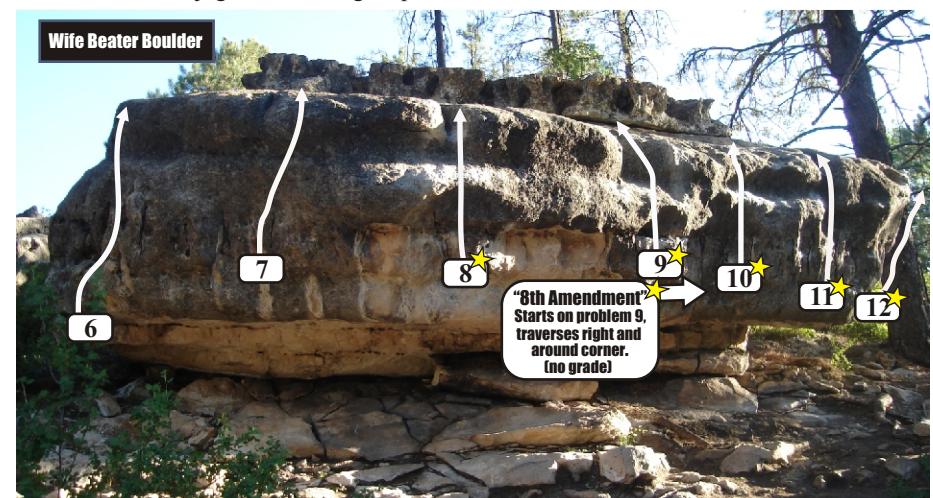
6. V0..... Start as low as you can and climb jugs to top.

7. V8..... Stand start on whatever you can grab and climb up and right to top out. ★

8. Wife Beater V7..... Stand start with right hand in two finger pocket and left hand on side pull or edge. Climb past sloper to sloping top out. ★

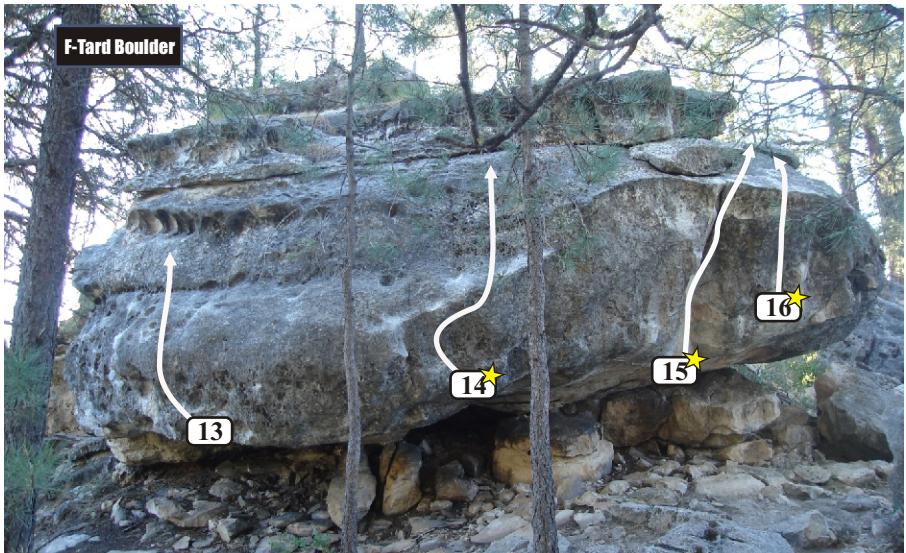
Variation: Cram yourself down onto ledge down and right of start of Wife Beater. Climb into Wife Beater at about V9.

9. V2..... Start on good holds and move past sloper to big hold at lip and sloping mantle. ★



Priest Draw F-Tard Boulder at The Island

Priest Draw



10. V3.....□

Start on whatever you can grab and climb straight up past sloping hold and mantle.

11. V4.....□

Start on pockets and climb straight up past small pocket to better hold at lip and mantle.

12. V1.....□

Start on decent holds and make a long move to big dish near lip.

Just to the right of #7 is a V0.

13. V3.....□

Start low and climb up and left through mantle crux. **Variation:** A tricky low start under roof can be done at about V6

14. V4.....□

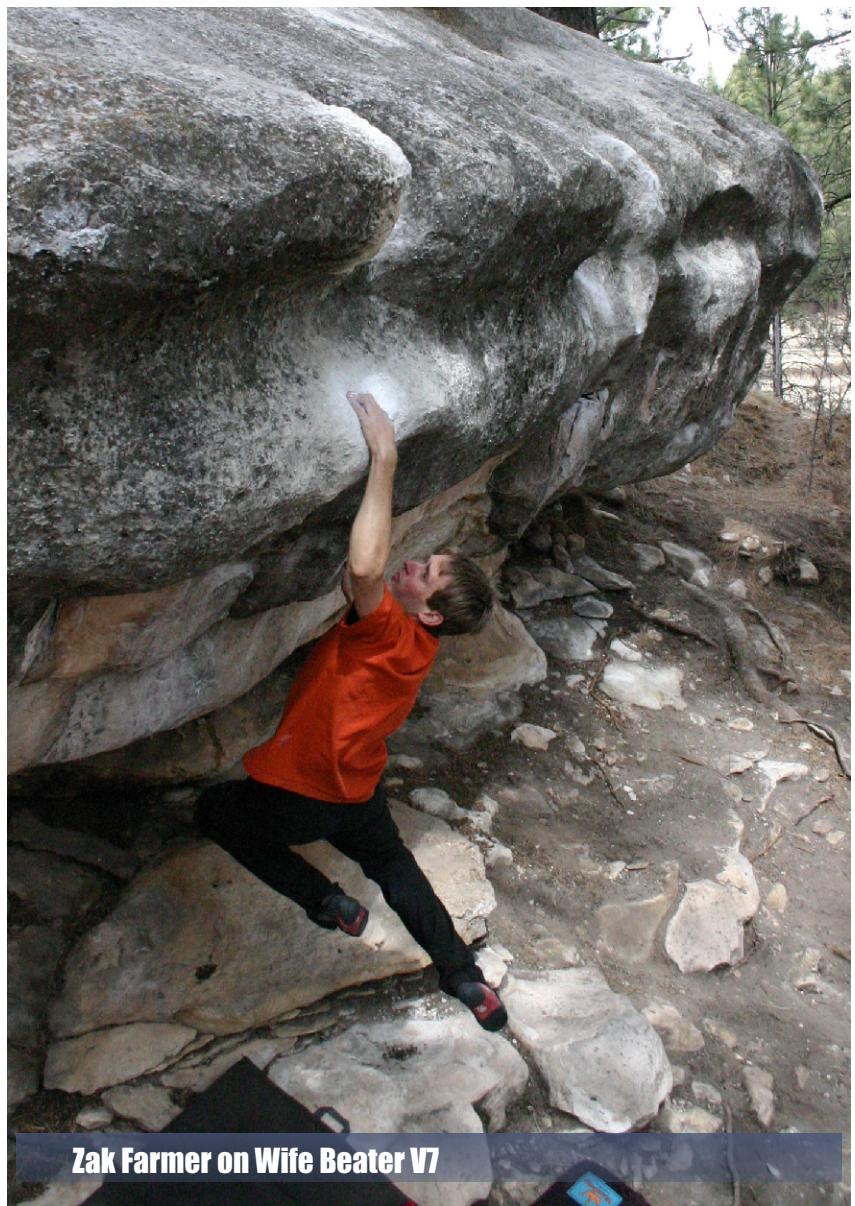
Start low with left hand on small sloper and right hand on flat side pull. Crank to lip and traverse right and up.

15. F-Tard V5.....□

Start low with left hand on an edge and right hand on bad side pull. Make a hard move to right hand side pull and continue up dihedral to top.

16. V4.....□

Start on holds at chest height just right of a dihedral. Make long move to lip and hard top out. Harder Variation: Sit start down and left and then climb into starting holds and up at around V7.



Zak Farmer on Wife Beater V7

She Lives Roof

This is a small area that looks like it should have more problems. There are a couple classic problems worth climbing and some stuff on some walls to the left that don't see much action but can be fun.

Getting There

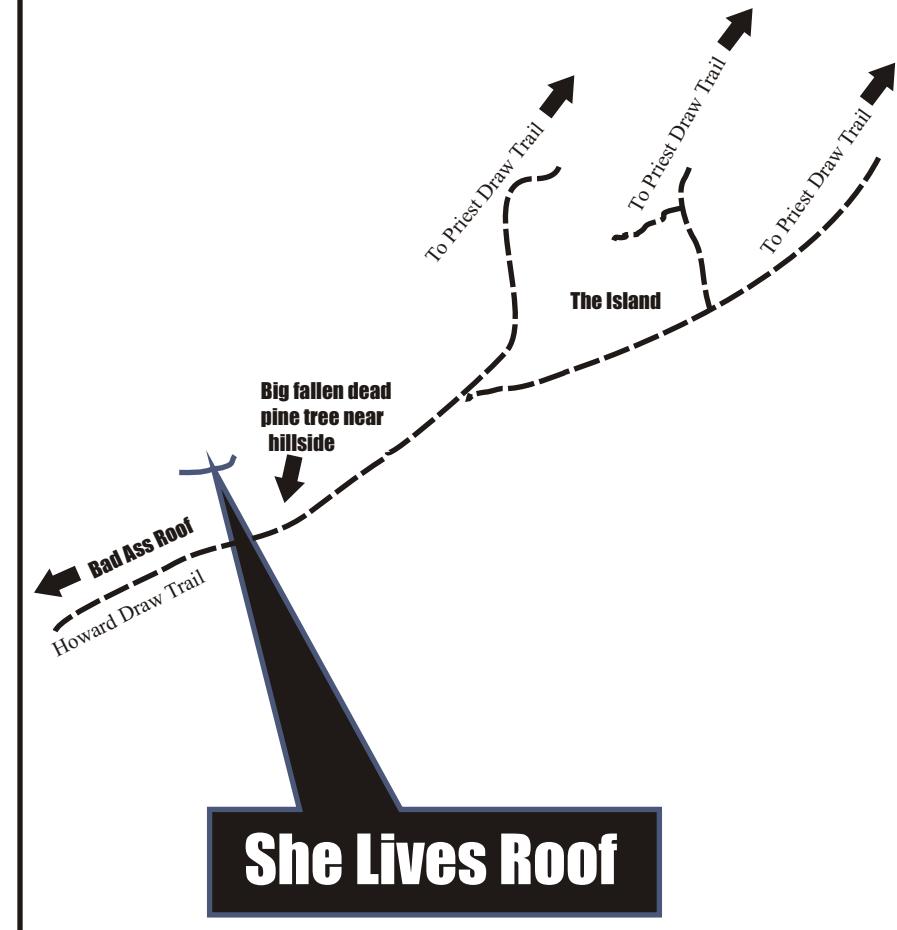
Approach directions start at main parking are. Walk main trail out the Priest Draw for a couple minutes until you get to two black roofs. Follow any number of trails left to the Island. Walk to the back of The Island and pick up a trail that leads out another draw called Howard Draw. Follow this trail for a minute or two. You will see a big fallen dead pine tree (looks like it was hit by lightning) on the right of the trail. A 100 yards or so past this tree is a very faint trail leading up into a shallow ravine on the hill side and the roof. The roof is almost impossible to see from the Howard Draw trail.

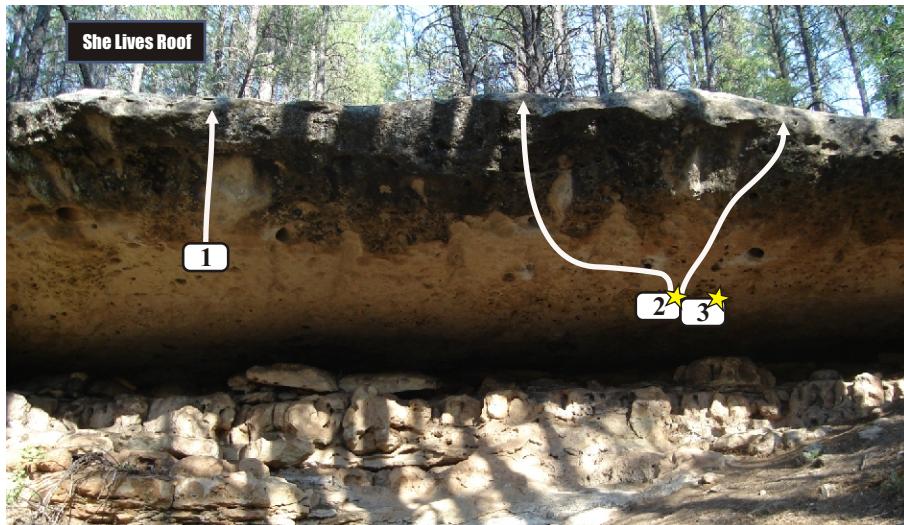
Approach time: 6 minutes

Number of problems by grade for She Lives Roof



Overview map of She Lives Roof





1. Captin Insane-o-head V7.....□

Start on side pull pockets in roof and make a long throw to lip.

2. She Lives V6.....□

Start low and as far right as possible. Traverse left and then out roof. Named for seeping "hole."

3. V3.....□

Start as low as possible and climb straight out roof.

Bad Ass Roof/ Gomez Traverse

This area is spread out and contains a few classics that are worth hunting around for. There are many other problems in this area that can be fun if you are the exploring type.

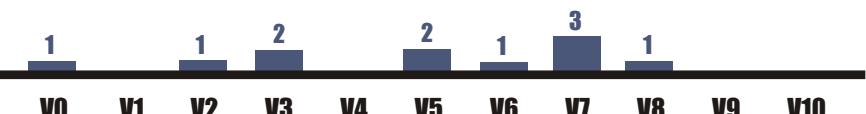
Getting There

Approach directions start at main parking area. Walk main trail out the Priest Draw for a couple minutes until you get to two black roofs. Follow any number of trails left to the Island. Walk to the back of The Island and pick up a trail that leads out another draw called

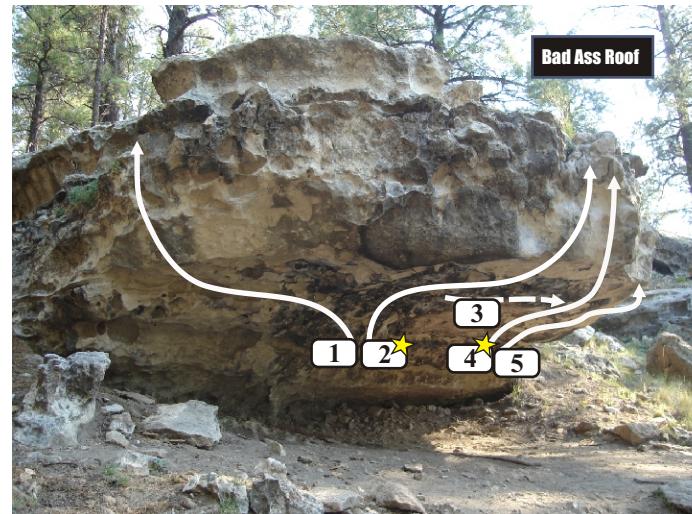
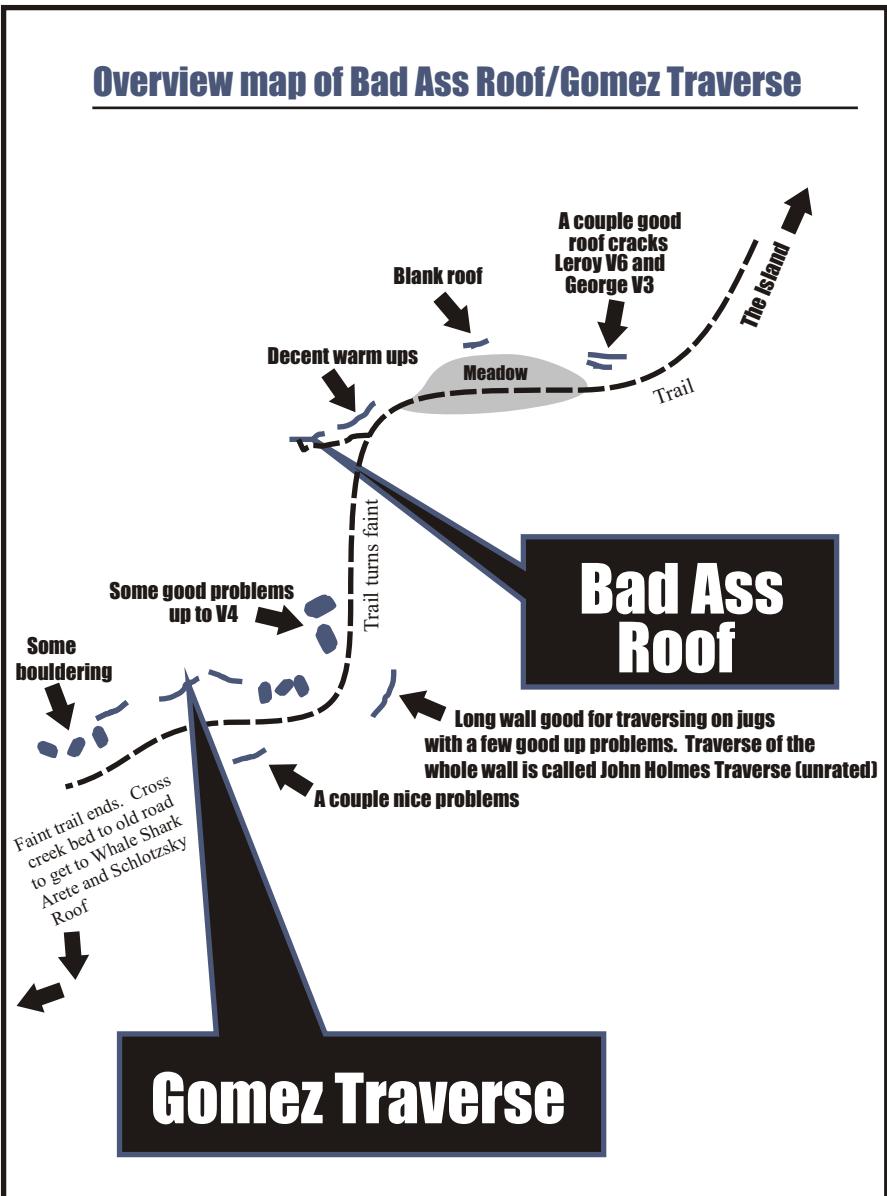
Howard Draw. Follow this trail for a couple minutes until it bends right and you reach a meadow with some blank roofs some distance on the right. Continue on the trail through the meadow. When the trail bends left again at the end of the meadow, the trail will split. Follow the right split for less than 50 yards to the Bad Ass Roof. To reach the Gomez Traverse, take the left split in the trail and it will become very faint almost immediately. Continue for a minute to two nice boulders on the right with problems up to V4. Continue past the two boulders for another minute or so and look very carefully to the right for some nice looking walls and roofs and the Gomez Traverse. Sometimes it is easier, just after the two boulders, to hike up onto the hillside and traverse it to find the Gomez Traverse.

Approach time: 12 minutes

Number of problems by grade for Bad Ass Roof/Gomez Traverse



Overview map of Bad Ass Roof/Gomez Traverse



1. V2.....□

Sit start in back of roof. Traverse left to long move to exit left side of roof.

2. Bad Ass V5.....□

Sit start in back of roof. Climb straight out roof.

3. Big Block V7.....□

Sit start in back of roof. Climb half way out roof and then climb right. Exit out right side of roof past long reach at lip.

4. Stinky Ass V7.....□

Sit start in back of roof on the right side. Climb straight out past long reach and two finger pockets.

5. Block Head V8.....□

Sit start in back of roof on the right side. Climb straight out past long reach and pockets and then exit out right side of roof past long reach at lip.

A crazy link up in this roof has been made called Bad Ass, Stinky, Mother F-R. Climb up Stinky Ass, down climb Bad Ass and then climb out Big Block. Yikes.



Caleb Vesely on Bad Ass V5



1. Gomez Traverse V7.....

Start on far right side of roof and traverse left along line of pockets. Top out on far left side of wall.

2. V5.....

Start on lowest holds possible and climb straight out roof.

3. V6.....

Start on lowest holds possible and climb up and right.

4. VO.....

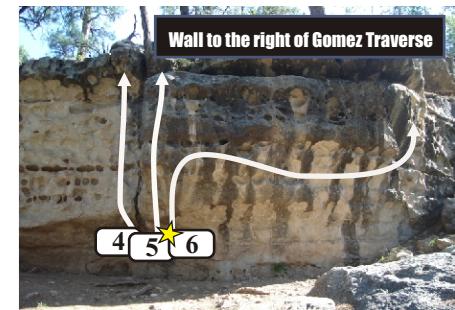
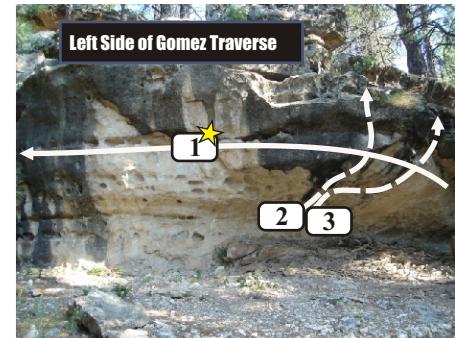
Grab some jugs just right of an aspen tree and climb straight up on more jugs.

5. V3.....

Sit start under overhanging bulge. Climb straight up it without exiting left or right.

6. V3.....

Sit start under overhanging bulge. Make a few moves up it and then traverse right on pockets. Top out on right side of wall.



Whale Shark Arete/ Schlotzsky Roof

This area feels way out there. A great place to sneak away and escape the crowds. There isn't an over abundance of classics but there are a few great problems and much exploring.

Getting There

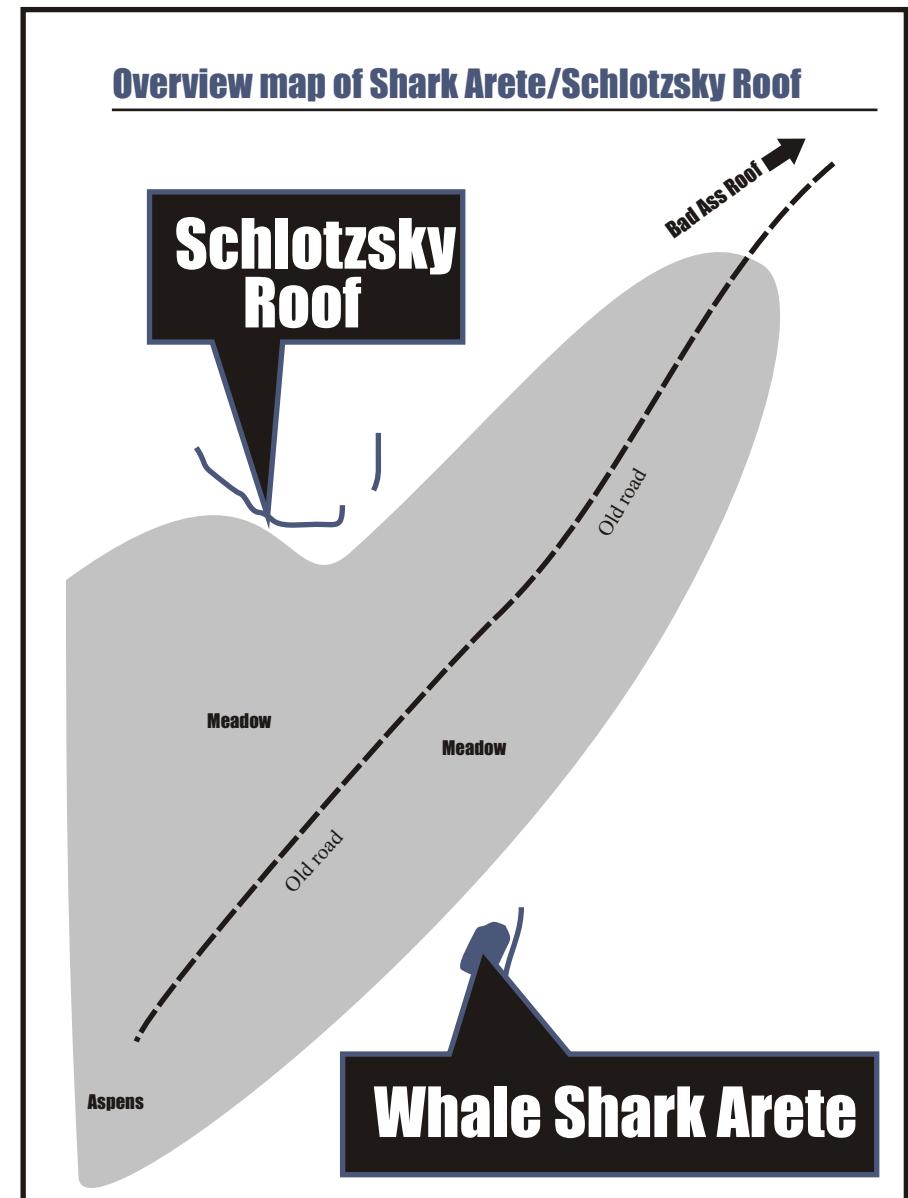
Approach directions start at main parking area. Walk main trail out the Priest Draw for a couple minutes until you get to two black roofs. Follow any number of trails left to the Island. Walk to the back of The Island and pick up a trail that leads out another draw called

you reach a meadow with some blank roofs some distance on the right. Continue on the trail through the meadow. When the trail bends left again at the end of the meadow, the trail will split. Take the left split and follow it until it is easy to cross the dry creek bed. On the left of the dry creek bed is an old road. Follow this road for a couple minutes to where you reach a meadow and you can see some aspens in the distance. Keep walking until you are almost to the aspens and you will see a cool looking boulder with an overhanging prow on its' right site. This is the Whale Shark Arete area. To reach the Schlotzsky Roof, cross to your right across the meadow with no trail and if you snoop around you will find The Schlotzsky Roof. **Approach time: 15 minutes**

Number of problems by grade for Whale Shark Arete/Schlotzsky Roof

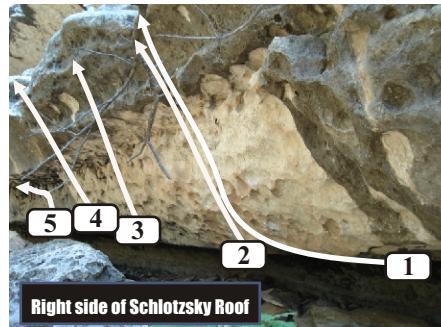
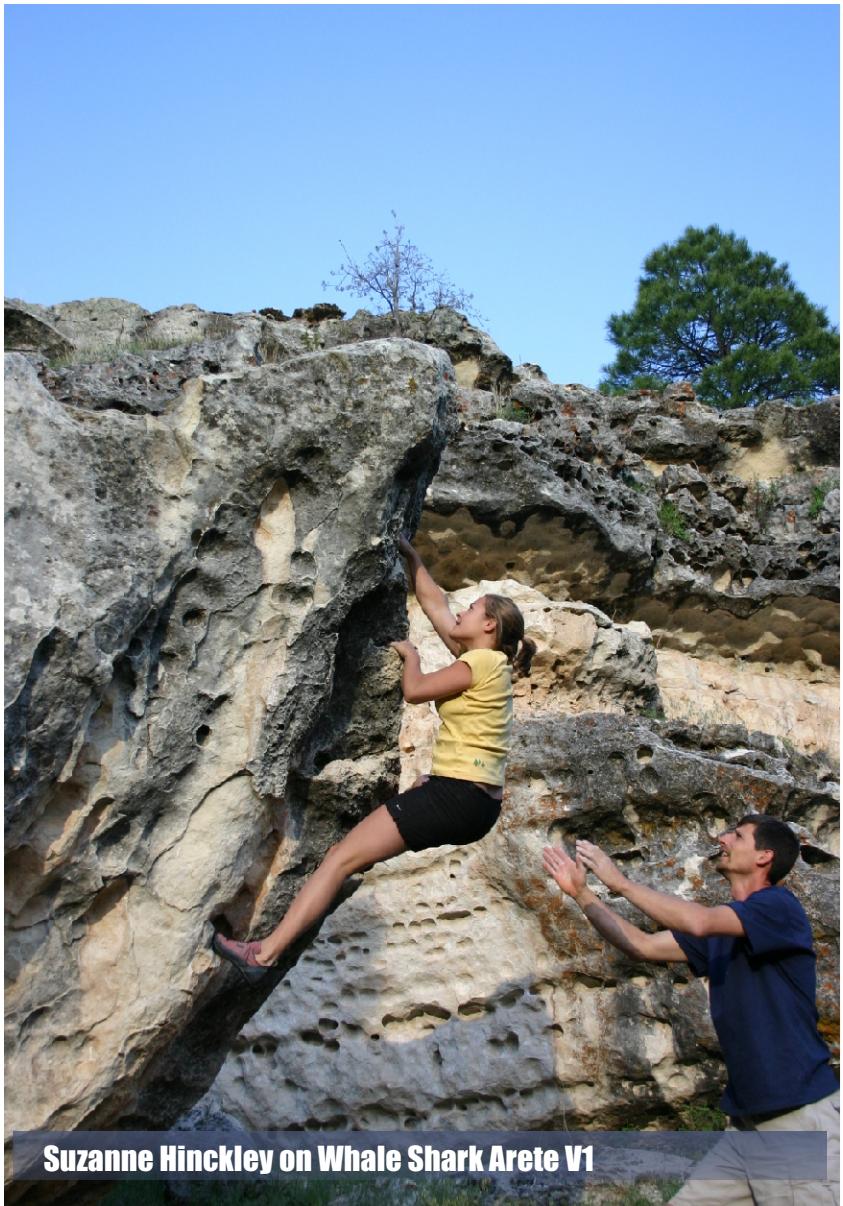


Overview map of Shark Arete/Schlotzsky Roof



Priest Draw

Priest Draw Schlotzki Roof



1. **V7**.....

Sit start on side pull under roof and move left and up.

2. **V6**.....

Start low on small pockets and climb straight up.

3. **V6**.....

Start low on left hand pocket and right hand side pull. Make a few hard moves to better holds and up.

4. **V4**.....

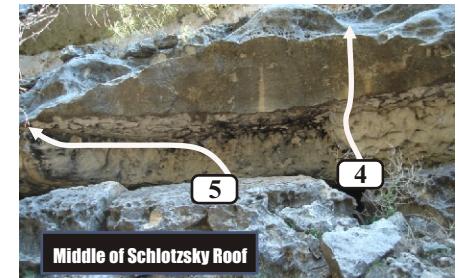
Start as low as possible and climb straight up to long blank section with a long reach.

5. **V5**.....

Start low on bad holds and climb straight up to good holds. Climb left along rail of good pockets to top out.

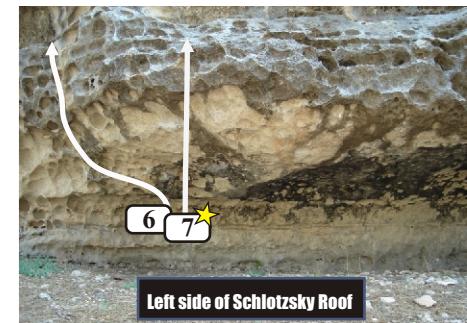
6. **V1**.....

Sit start under roof and climb left and up through good holds.



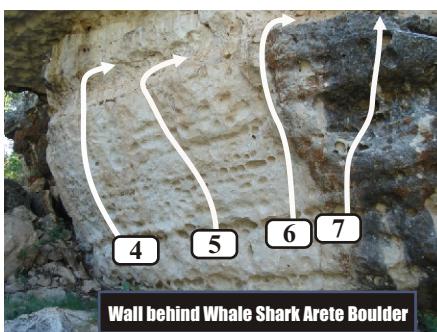
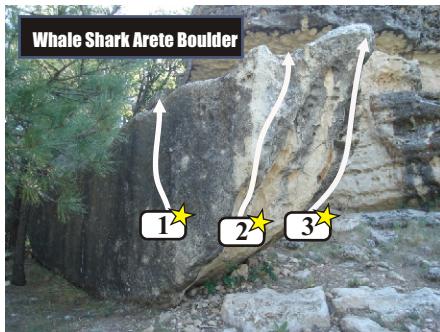
7. **V4**.....

Sit start under roof and climb straight out.



Priest Draw Whale Shark Arete

Priest Draw Puzzle Box Introduction



1. **V5**.....

Stand start on left hand side pull edge and right hand on tiny knob and fire for the lip.

2. **V3**.....

Start as low as you can on the left overhanging arete. Climb it.

3. **Whale Shark Arete V1**.....

Start as low as you can on the right overhanging arete. Climb it.

4. **V2**.....

Start on lowest holds possible and climb straight up just right of some chalked up one and two finger pockets.

5. **V3**.....

Start on lowest holds possible and climb straight up through cool pinches.

6. **V1**.....

Start on lowest holds possible and climb straight up.

Puzzle Box

This area has some great roof problems in the V5 to V10 range (with many, many linkups not listed). Watch out for some sloped landings.

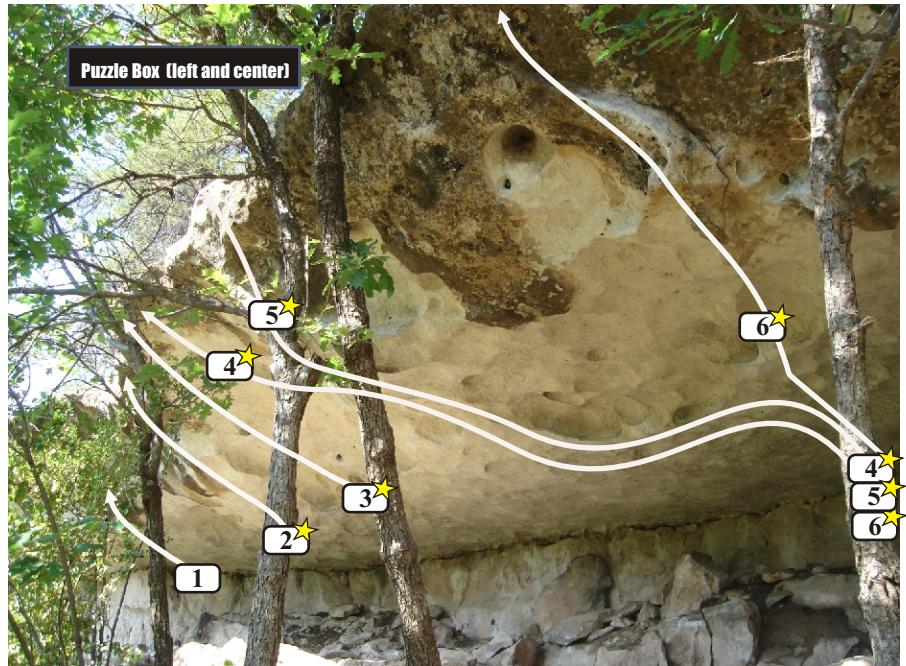
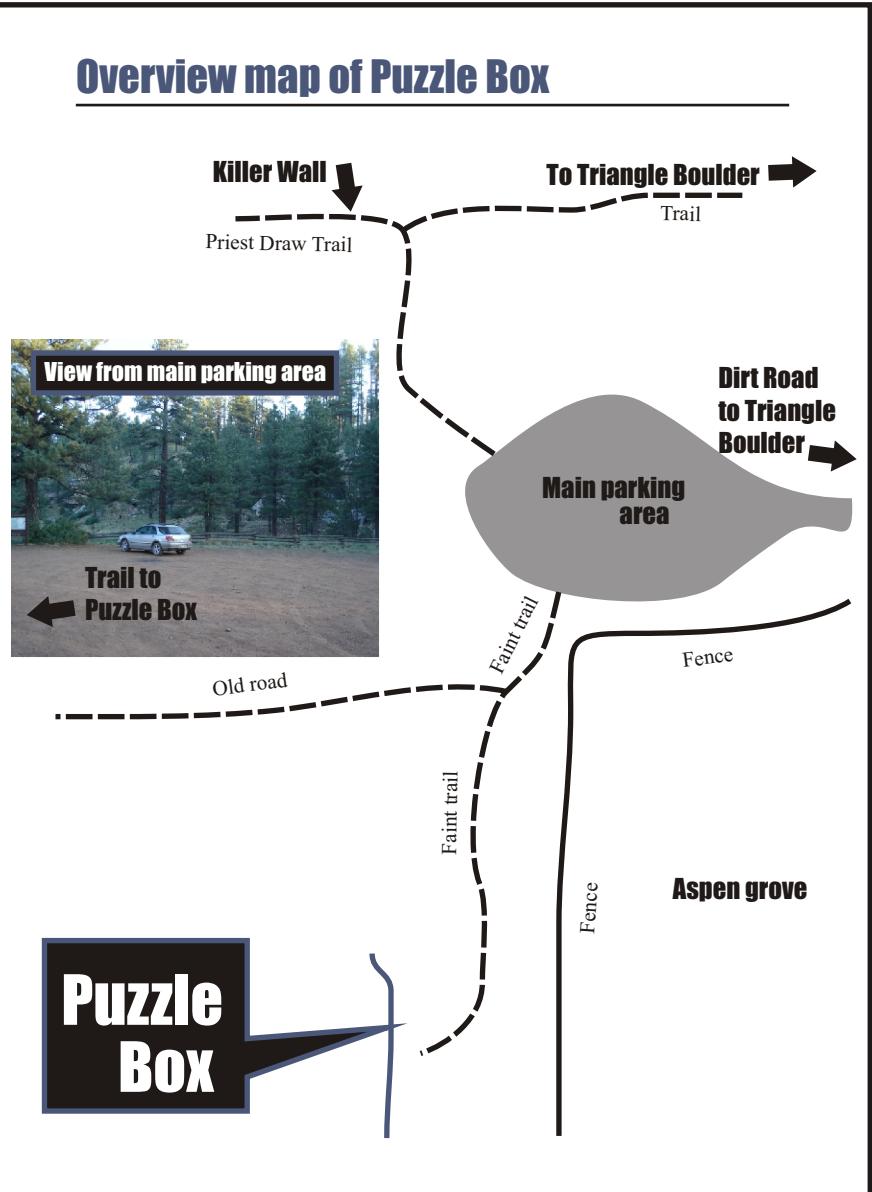
Getting There

Approach directions start at main parking area which is located .4 miles out small dirt road that splits off of Coconino County Rd. #132. Step over the wood fence on the left side of the parking lot. Walk along the right side of the metal fence protecting the aspen grove. You will be following faint trails that leads into a side draw (don't walk out the old dirt road and away from the metal fence). After a minute or two, the Puzzle Box will be up a on the hill on the right side of the draw. Approach time: 2 minutes.

Number of problems by grade for Puzzle Box



Overview map of Puzzle Box



1. Knob Job V8

Start on good holds on back wall. Climb past triangle shaped pinch to better holds.

2. The Missionary Position V6

Start low with two bad side pulls. Slap and heel hook your way up the side pulls to top.
Variation: Start on lower undercling and move into starting side pulls at V7.

3. The Hermit V5

Start matching in lowest pocket. Move through flat four finger pocket and big sloping pocket with thumb catch to top.
Variation: The "valid" Hermit starts lower on a sloping gaston. Secret grade.

4. Huffleuppagus V10

Start on good holds on back wall. Climb left along sloping pockets. As holds get better keep climbing left to large sloping pocket with thump catch to top out.

5. Cosmic Tricycle V10

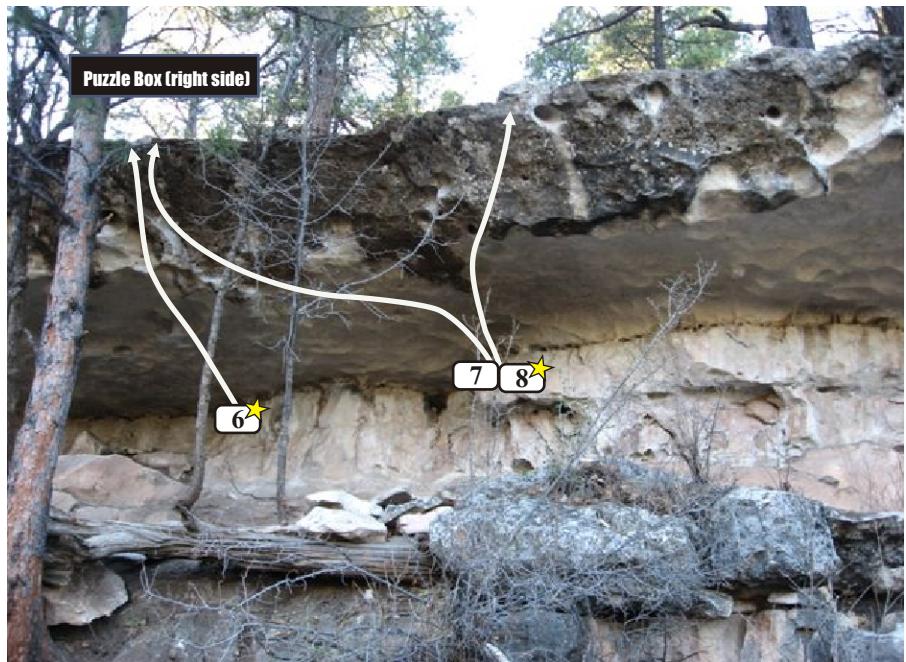
Start on good holds on back wall. Climb left along sloping pockets. As holds get better climb up and right to finish just left of tree.
Variation: Cosmic Bicycle V8 starts at double undercling hold half way out.

6. Puffer Fish V7

Start on good holds on back wall. Climb straight out wall past cool large pinch feature with thumb hole.

Priest Draw Puzzle Box Overview Map

Priest Draw Puzzle Box



7. V9

Start on good holds on back wall. Climb left past two finger pocket to rad pinch with thumb hole and then to top of wall.

8. V5

Start on good holds on back wall. Climb straight out past cool sloping pocket features.



Jason Henrie on Puffer Fish V7