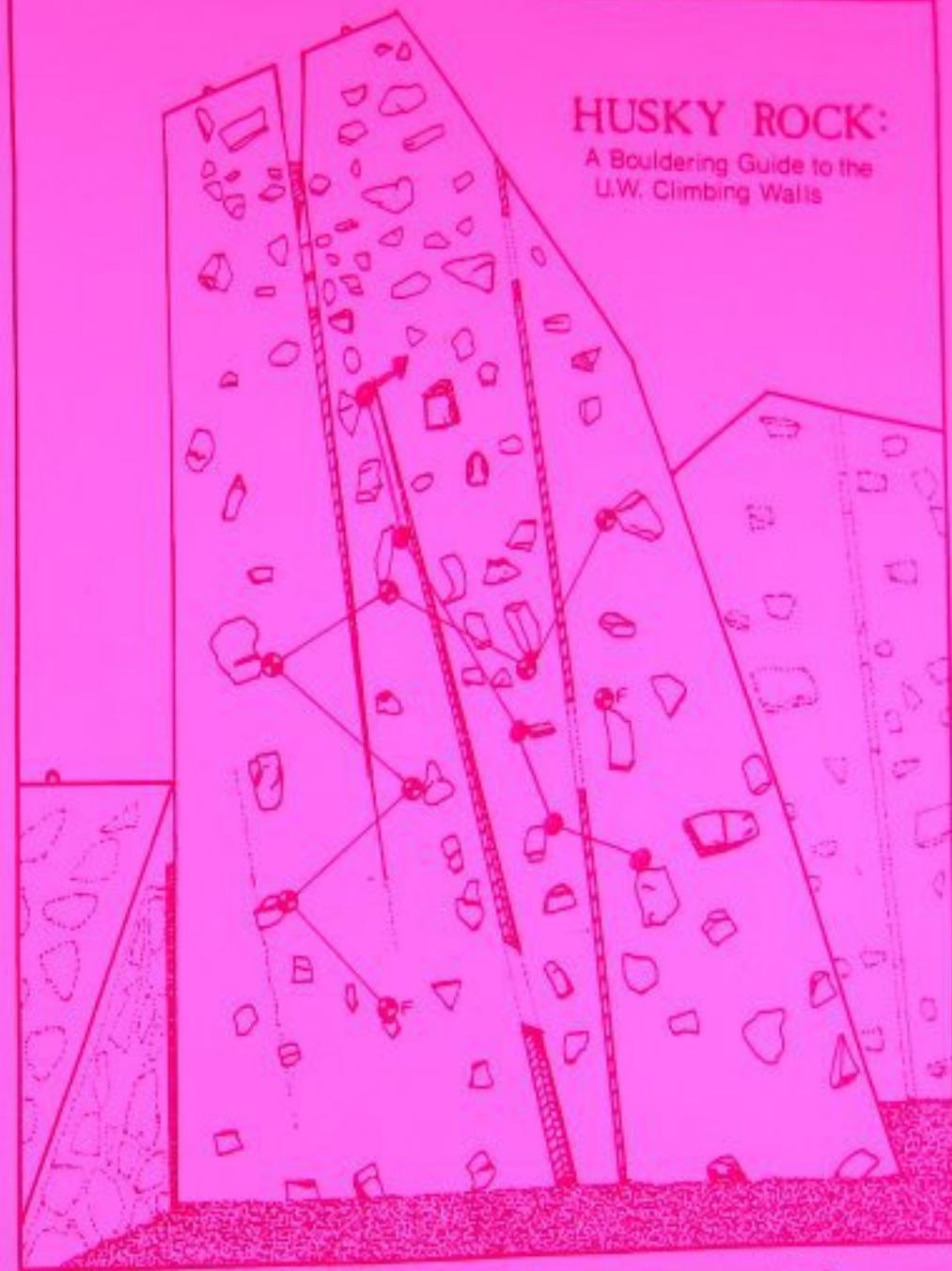


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HUSKY ROCK:

A Bouldering Guide to the
U.W. Climbing Walls



HARD! ● ENG "GROPEMASTER" 1 ADDITIONAL FOOT HOLD
VERY HARD! ● ARF "WASTE MANAGEMENT" ↗

Compiled by

Erik Wolfe & Scott Hopkins

Husky Rock: A Bouldering Guide to the U.W. Climbing Walls

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NO. 117 of 200

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This guide is in no way comprehensive. We apologize beforehand for any omissions, errors, sandbags, changes, ad nauseum...

HISTORY

In 1970, much to the chagrin of the University of Washington, an obscure book of bouldering problems on campus buildings was beginning to circulate. In fact several of the campus buildings have bolted routes to this day. Two years later when the situation had become intolerable, the University began discussions on building an artificial climbing wall.

At this time, the only available climbing area, Camp Long, in west Seattle, was considered too far from campus to be practical. Also, input from the climbing community suggested that there be a more "advanced" climbing area than Camp Long. The issues were debated for a couple of years, until in 1974, when an alpine climbing accident claimed the lives of 2 U.W. students and 2 members of the faculty. It appears that the accident was an important factor in the decision to build a climbing area easily accessible for U.W. students and faculty, as it would be a place for aspiring climbers and mountaineers to train, as well as learn proper techniques, both safety issues.

A site was picked, but deliberations went on for another year and a half. During this time it was discovered that the ground of the original site was too soft to support the massive concrete structures that were to be the climbing walls. It was feared that "the ground would sink" under the weight of the structures! It was also feared that the potential rock-climbing area would become a "climbing bar", apparently the area and activities promoting all sorts of illicit behavior. Fortunately, this fear has yet to be realized, as there are no pool-tables and the nearest pitcher of beer is at least half a mile away. It seems that the only time the area resembles a "bar" is during Husky home games!

During the years 1975-76, a bid and allocation for the climbing area went in at \$40,000, provided by U.W. I.M.A. (Intramural Activities) and other funding. The architects chosen for the project, Anderson and Bell, had two innovative ideas: one, to provide climbing access to both sides of all walls (unlike Camp Long, which is more "mountainous"); and two, for the whole area to be designed as an "advanced climbing area". However, Lou Anderson (the primary designer) in his visionary style, made the intrinsic difficulty of the walls far harder than was planned: unknowingly paving the way for the modern age of sticky rubber. Thanks Lou!

The walls were poured on-site in the spring of 1976. Rocks of all sizes were embedded in the concrete (Lou Anderson was right there setting rocks with the workers). They were allowed to dry and tilted up into a concrete foundation, then the area was filled with gravel that was the perfect size for maximum displacement during a fall. When it was completed, the area was among the first designated "bouldering" areas in the U.S. and only slightly over budget (at \$60,000!).

Today, the use of the walls involves the training and technique of yore, but further providing test-pieces for all levels of climbers, from the first moves of a beginning climber to modern desperates that Lou probably never dreamed of.

REFERENCES

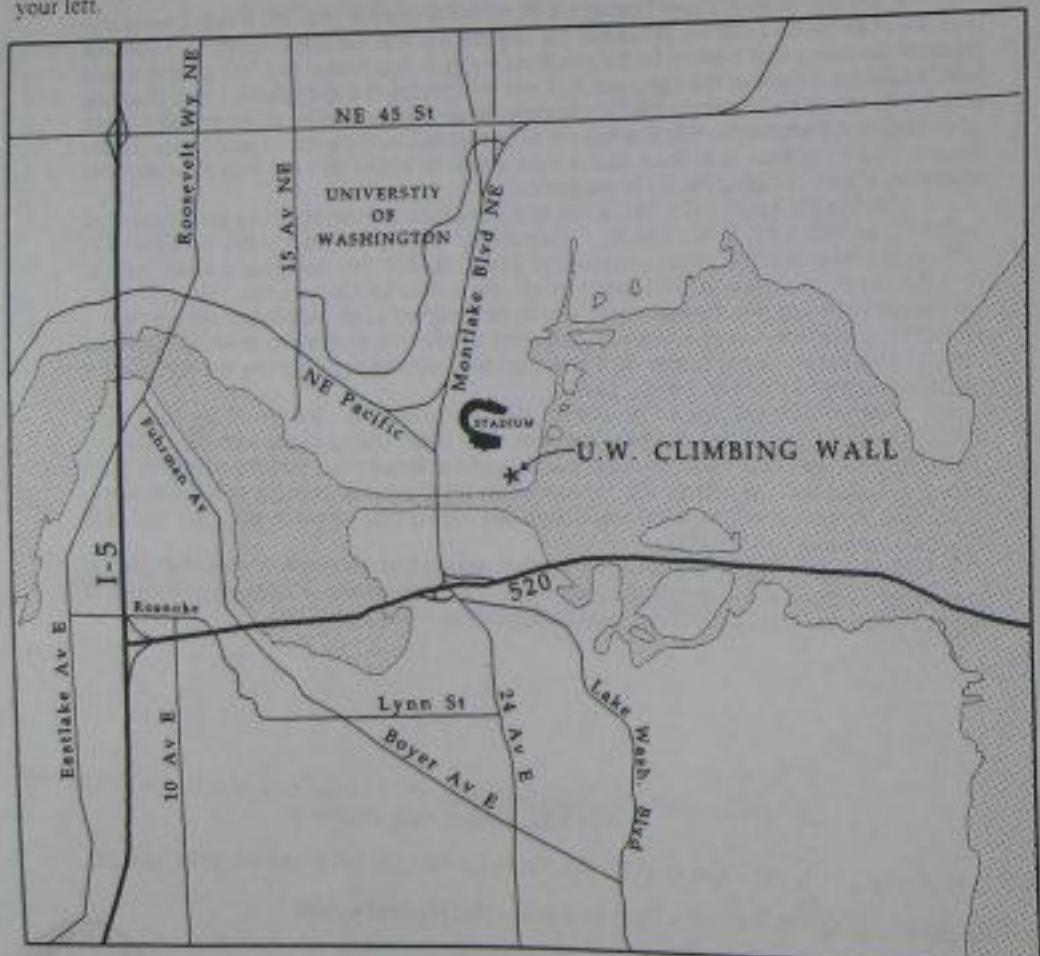
U.W. Daily: Oct 3, 1972; Oct 6, 1972; Oct 12, 1972; July 19, 1973; Oct 10, 1974; Oct 24, 1974
Seattle Times: July 15, 1973 (C6, COL 6); Apr 4, 1976: pictorial section



GETTING THERE

The climbing wall is located in the south end of the U.W. stadium parking lot, near the U.W. boathouse. Access is easy via I-5 and 520; take the Montlake exit either way off of 520 (see map).

Once you get there you have several options for parking. If you have a stadium parking permit (either E11 or E12), you can drive to the wall. Often times you can pay to park at the wall if you lack the permit, the exception usually being U.W. special events. On weekends the parking area is usually open, again special events are the exception. Another option is the "Montlake cut", these are residential "loops" between 520 and the Montlake bridge, where there is 2-hour parking between 8 AM and 6 PM (unlimited in the evening). Finally, for all-day, hassle-free parking there is the Montlake parking lot. Follow Roanoke Ave (runs parallel to 520, on the south side) east past the curve, and it is about 1/8 mile on your left.



USING THE GUIDE

Working out a system for the marking of routes was probably the biggest challenge of this guide, given the sheer number of rocks on the walls. Lack of "natural lines" dictated that we develop a more complex system of demarcation for specific walls. We have tried to make it as clear as possible, and our hopes are that you will quickly learn to recognize our modus operandi. We have tried to make this a guide for all levels of climbers, with routes for the first-time climber as well as the seasoned hard-men, and everyone in between.

First and foremost, be cautious and courteous when climbing at the walls. Be aware of the dangers of climbing above others, as well as walking or standing under climbers. If it's crowded (as it often is on weekends) consider bouldering instead of toproping, as it allows the area free for all climbers. **KEEP ALL GLASS AWAY FROM THE GRAVEL AREA**, and immediately report any vandalism of the walls or breaking of glass in the area to the university police (543-9331).

Directly in front of the walls is a sign posted by the University of Washington about use of the climbing area that should be read by all. It mentions important things: like not using protection (nuts, cams, etc.) on the walls (concrete is friable and will crack or break with pressure from gear). It tells you where the nearest phone is, but fails to mention that U.W. Hospital (one of the best hospitals in the country) is crawling distance away, due west, across Montlake Ave. Pretty darn convenient, and a comforting thought while climbing at the area. Fortunately there have been very few climbing accidents at the walls. This is due to several factors: the design of the walls in relationship to each other, the gravel displacing well to absorb the shock of a fall, and the continued good judgment and caution of climbers frequenting the area. **ANY ROUTE OVER 15 FT HIGH SHOULD BE TOPROPED.**

WALLS

First, let's look at the walls in relationship to each other. There are five individual "walls", each wall having two sides: a total of ten "sides". We have divided the guide into these ten sides with color-coded dividers for easily referencing each area. On the front of each colored divider you will find a drawing of the wall and a "Wall Key" with an arrow indicating where the wall is in the climbing area. On the back of the divider, you will find the "Wall Notes" section. This will give you visual clues for recognizing rocks and their characteristics, and where key hidden holds and texture are.

There are two walls that should be noted as inherently more dangerous than the others regardless of whether one is on top rope or not. These walls are the walls overhanging the "Kiddy" and "Mountaineers" slabs. Please use caution and a spotter any time you are on these walls, as they traverse over concrete with marginal protection on top rope.

ROUTES

Routes are shown in two different ways: the connected symbols on the drawing of the wall, and also in the descriptive section, usually below the drawing of the wall. The symbols will be heretofore referred to as the **Route Designation Symbol**. The Route Designation Symbol indicates two things: first, the path and difficulty of the route seen on the drawing of the wall, and second serves as a reference to information in the descriptive section. We have limited the routes to one of each grade per page to accommodate this referencing.

Now let's look at the route key:

**CRACKS, STEMMING, AND EDGES OF WALL ARE OUT,
UNLESS OTHERWISE SPECIFIED**

AR = All Rocks Hands and Feet:

This symbol indicates that all rocks on the wall are allowed for use with hands and feet, within the given parameters (often between cracks to the top of the wall). These routes usually have arrows and "start" and "end" indicators to help in recognition.

ARH = All Rocks Hands:

This symbol indicates that all available rocks can be used for hands following a specific route of rocks for the feet. The route designation symbols on these routes are rocks for feet only. These routes are fairly rare, usually found on traverses.

ARF = All Rocks Feet:

This denotes that all rocks on wall are usable for feet following a specific route to be used with the hands. Only rocks with the route designation symbol can be used for the hands! ARF is a commonly used symbol, so be familiar with it.

(f) = No Rocks Feet:

This symbol indicates that No rocks can be used for the feet. For feet look for texture on the wall, little pebbles set in the concrete, divots, blobs, smears, or any other means besides touching rocks are allowed. These routes follow a specific series of handholds.

ENG = English:

This symbol means the route is an English problem. English problems are the most like real climbing in that the same rock that are used for hands are used for feet. The designated handholds are the only allowable footholds on these problems. Some of these problems have 'starter' rocks for the feet, but often texture only is used for the beginning. Also, on some english routes there are additional rocks for the feet, so check all English problems closely.

F = Specific Rock for Feet:

This symbol denotes a specific rock to be used for the feet, starter footholds, and for odd problems that say specific or additional rocks for feet. You may have to look for the "F" on rocks following a specific route.

GRADING

By August Welch

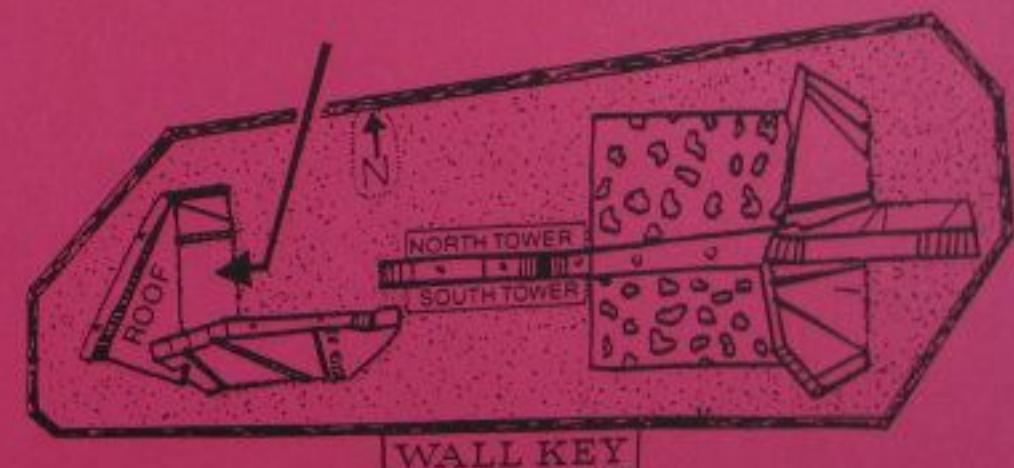
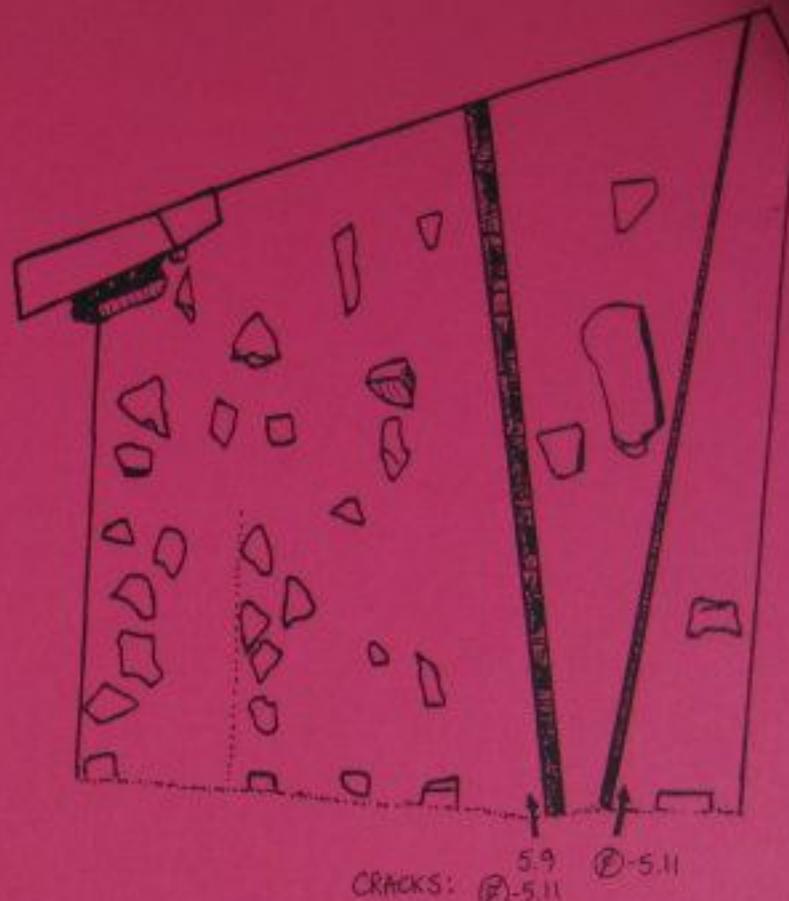
Invariably, there will be questions as to the grading scale. The concept of grading climbs is as old as climbing itself and has remained as a relatively stable form of instability in climbing. The famed Yosemite Decimal System (YDS) has been the subject of countless discussions that all seem to say only one thing: gradings will always be subjective, and are not to be taken too seriously. We have devised a grading scale that compares "problems" relative to other "problems" at the rock according to a rough grouping of difficulties. Due to the extremely short and elaborately contrived nature of these "problems" comparison to the YDS is sketchy at best, but for comparison sake it falls roughly as follows:

RATING	Y.D.S.	REPRESENTATIVE CLIMB	PAGE #
EASY	5.5 / 5.6	"Walkin' the Park"	48
EASY MODERATE	5.7 / 5.8	"Battle the Bulge"	27
MODERATE	5.9	"Climbing 101"	46
MODERATE HARD	5.9+ / 5.10- / 5.10	"Heave To"	84
HARD	5.10+ / 5.11-	"4-Rock Classic"	68
VERY HARD	5.11 / 5.11+	"Crimper Classic"	65
EXTREMELY HARD	5.12- / 5.12	"The Razor"	66
EXTREME	5.12+ & Up	"Scott Franklin Problem"	61

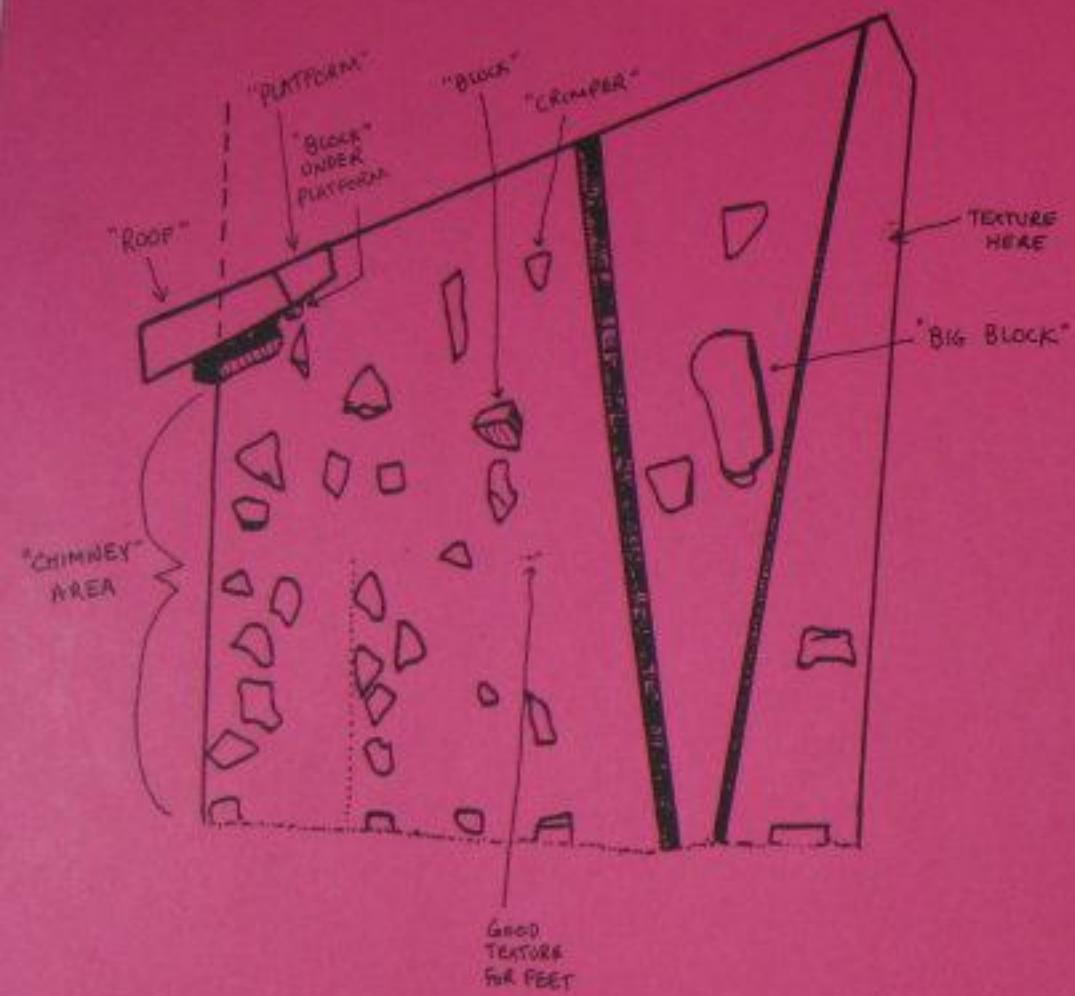
DISCLAIMER

Climbing is an inherently dangerous sport, and should be attempted only under the close supervision and training of an expert. Under no circumstances should climbing be attempted by a minor without proper adult supervision. Failure to employ proper techniques and equipment could result in serious injury or death. The authors of this guide assume no responsibility or liability for any errors or omissions contained within. The user of this guide assumes full responsibility for his or her actions and any consequences thereof. Lace up and climb safe!

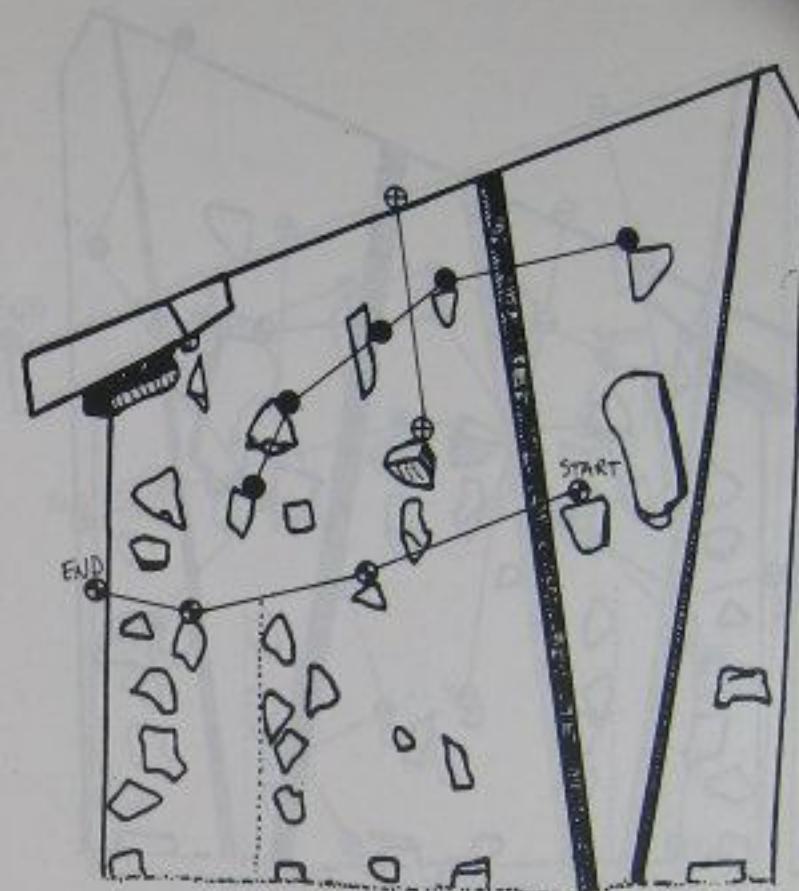
* Special thanks should be extended to: Eric Mohler, August Welch, Jeff Robertson, Lance Tschener, Jeff Baird, Chris Ferris, Stephan, Scott Prentiss, Ian, Greg, Rita, Steven, GTI Chris, Marilyn Filley, Vano, and some of the many mythical hardmen of yesteryore: Jeff Smoot, Dave Trogee, Dick Cielly and everyone else whose problems and advice contributed to the making of this guide. Look for a follow-up guide sometime in the future! Thanks all!



WALL NOTES



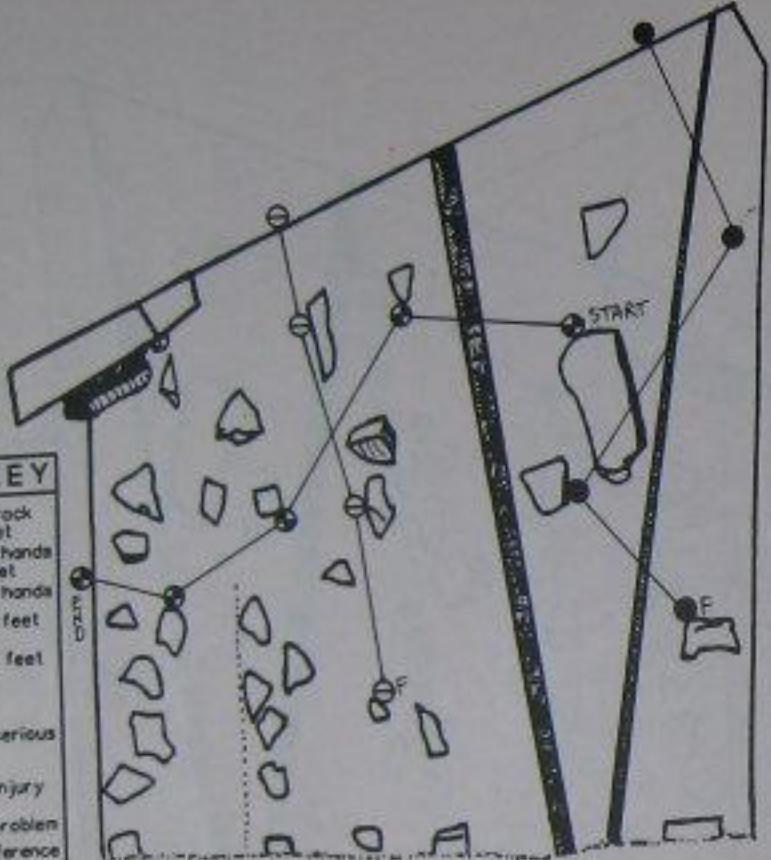
ALL PROBLEMS THAT END AT THE TOP OF THIS WALL ARE MANTLE FINISHES UNLESS OTHERWISE NOTED



- * MOD. HARD : ⊕ F CLASSIC MOVE
- HARD : ● ARF "FERRIS WHEEL"
- * VERY HARD : ● Ⓛ "RAINBOW COALITION"

ROUTE KEY	
F	= Specific rock for feet
AR	= All rocks hands and feet
ARH	= All rocks hands
ARF	= All rocks feet
⊕	= No rocks feet
ENG	= English
☠	= Risk of serious injury
☒	= Risk of injury
*	= Classic problem
?	= Grade reference

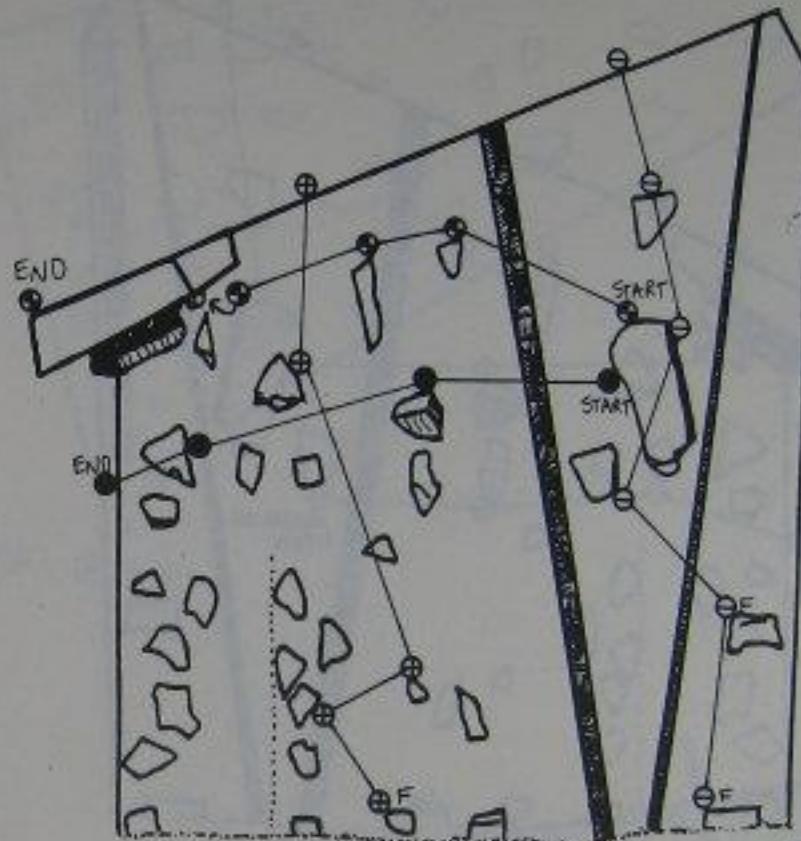
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(F)	= No rocks feet
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💀	= Risk of serious injury
✖	= Risk of injury
*	= Classic problem
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EASY MODERATE: ● ENG

HARD: ● ARF

VERY HARD: ● ENG BAGS OF SAND?

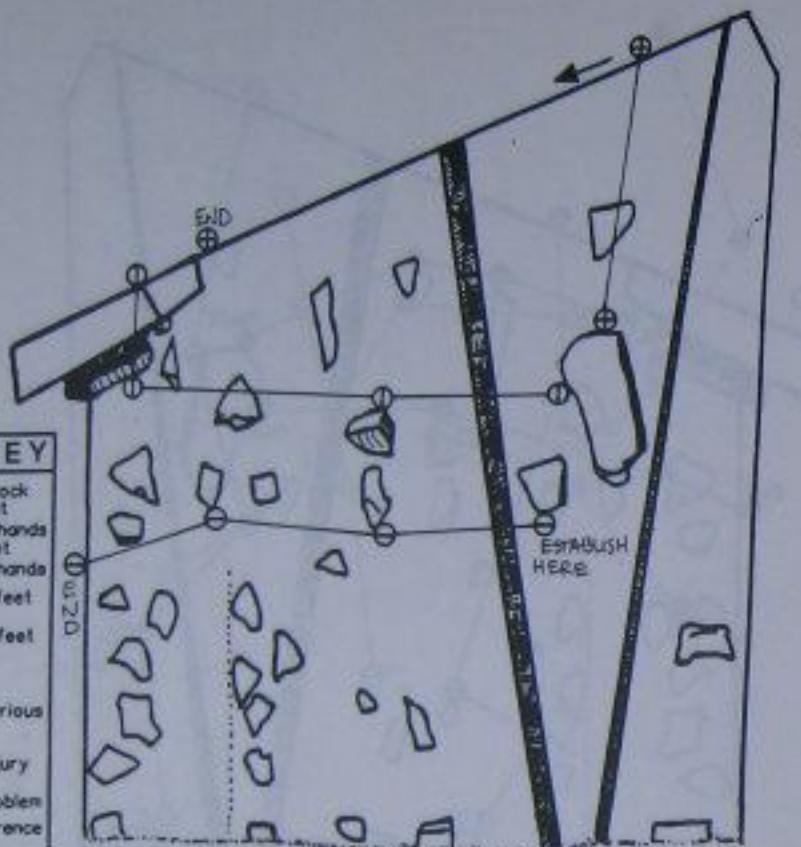


MOD. HARD: ● ENG SIT START

HARD: ● ARF "CHIMNEY SWEEP": 4TH HOLD: BLOCK
UNDER PLATFORM; EXIT THRU CHIMNEY,
MANTLE ONTO ROOF

VERY HARD: ● (F)

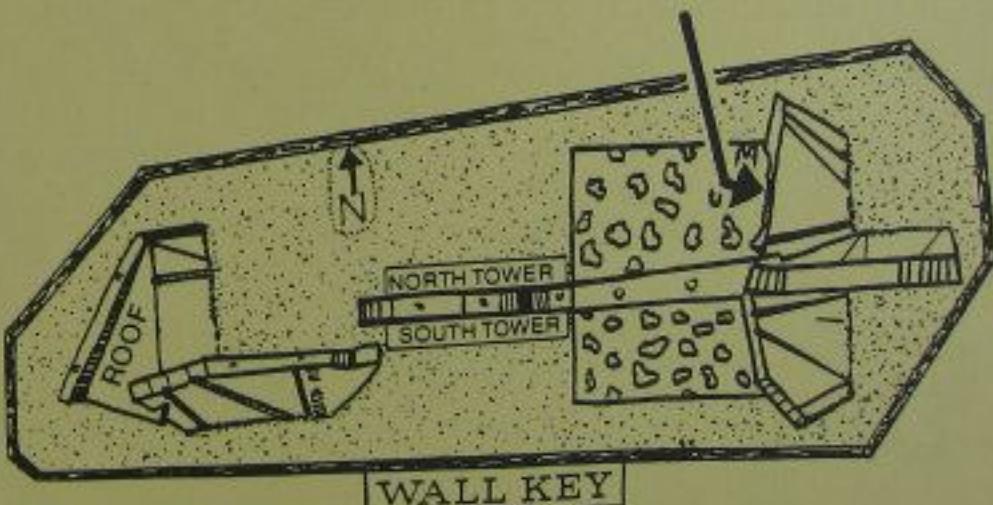
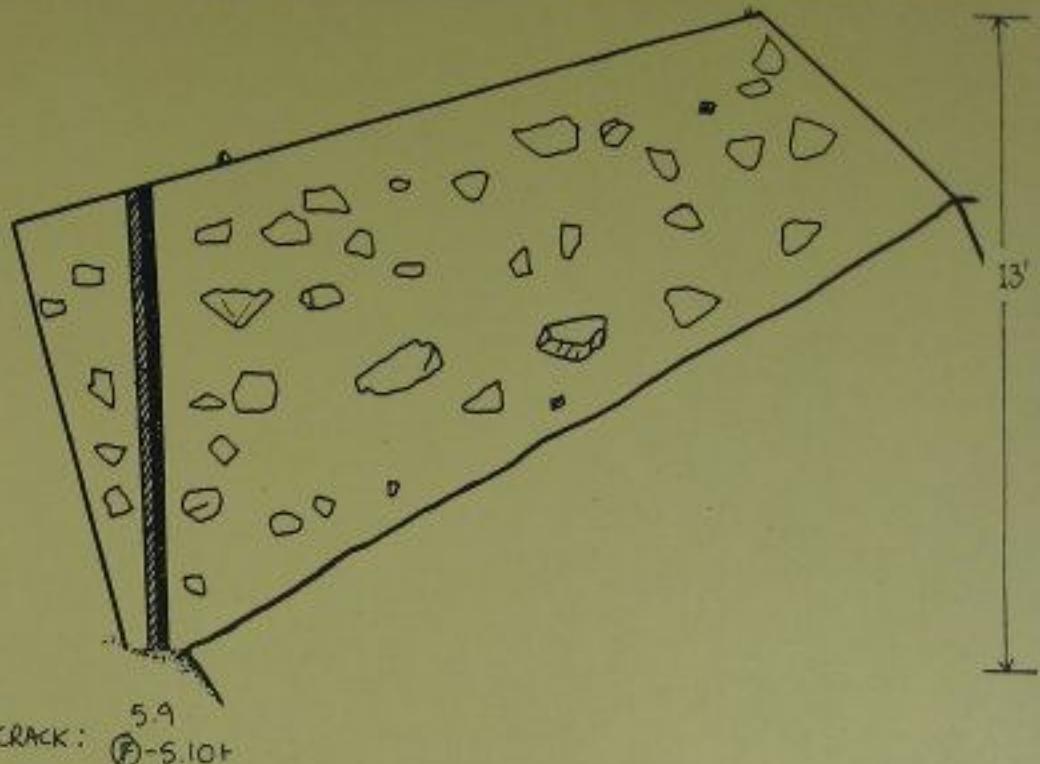
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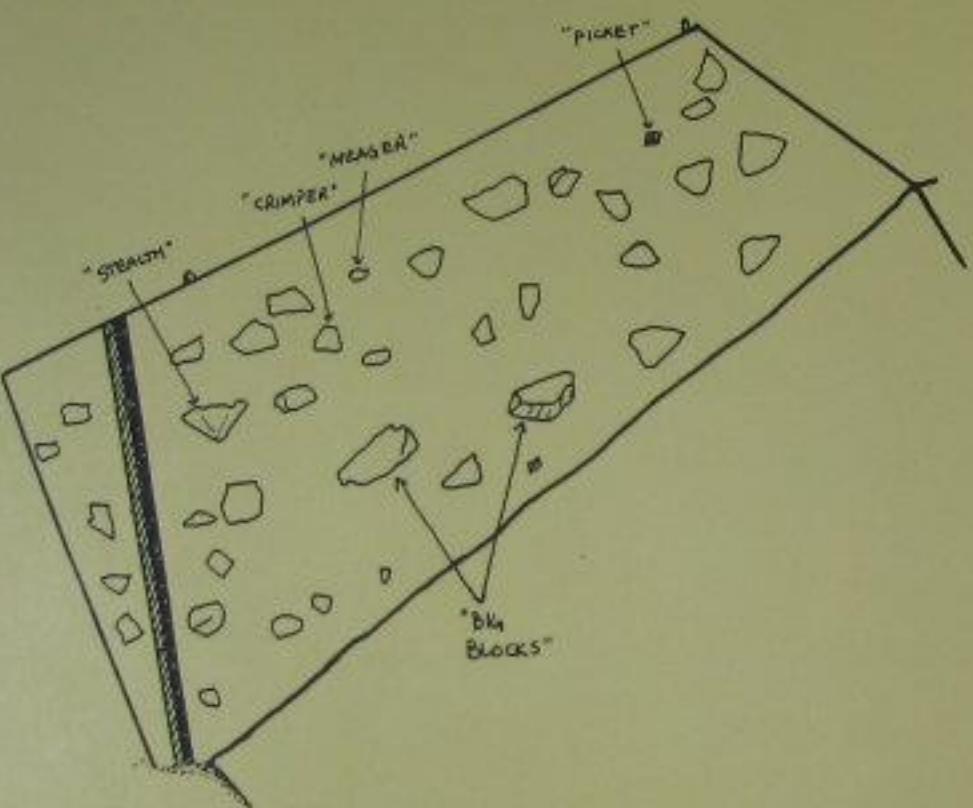
EASY MODERATE : Ⓛ ARF

MODERATE : Ⓛ ARF

MOD. HARD : Ⓛ ARF TRAVERSE EDGE LEFT TO
PLATFORM AND MANTLE



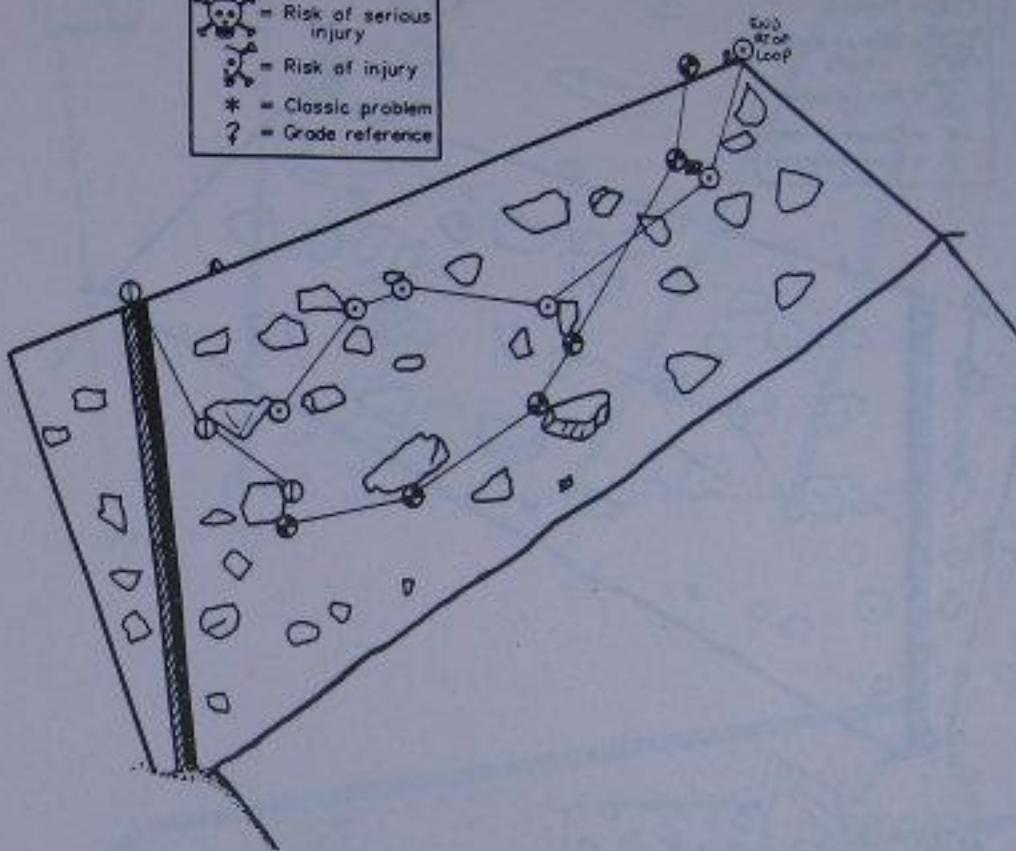
WALL NOTES



14

ROUTE KEY

F	= Specific rock for feet
AR	= All rocks hands and feet
ARH	= All rocks hands
ARF	= All rocks feet
(F)	= No rocks feet
ENG	= English
💀	= Risk of serious injury
⚡	= Risk of injury
*	= Classic problem
?	= Grade reference



MODERATE: Ⓛ ARF END AT TOP OF CRACK

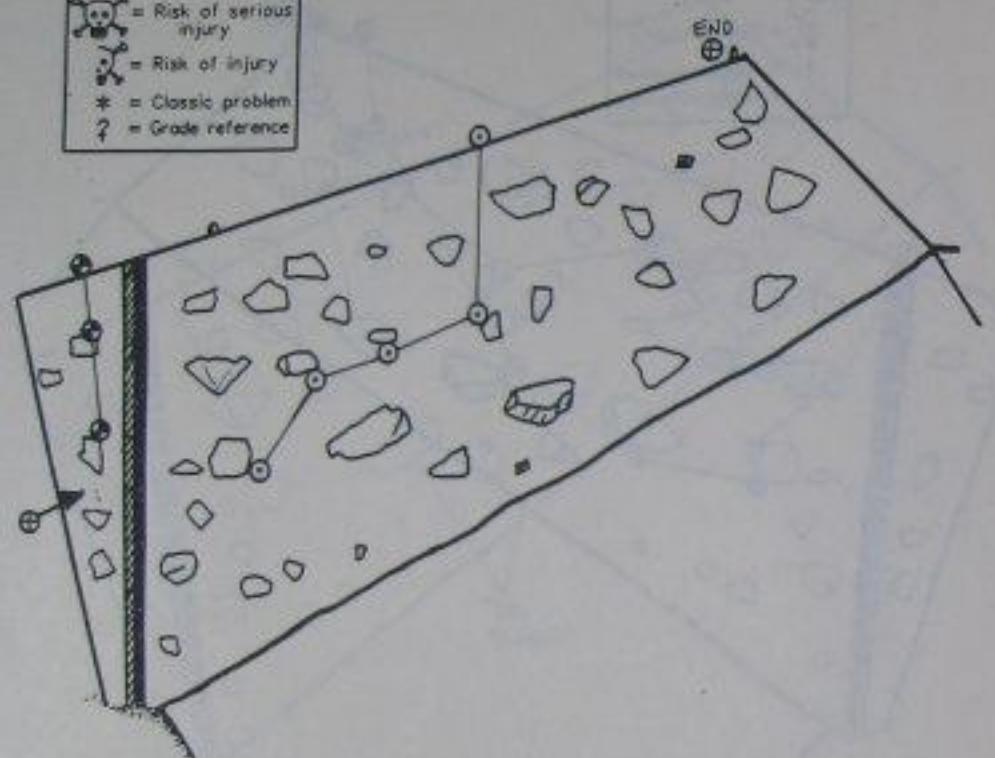
HARD: Ⓜ ARF "HEEL OR PEEL" ⚡

EXTREM. HARD: Ⓛ (F) "RUDE FLYS" GRIPPER FINISH ⚡

15

ROUTE KEY

- F = Specific rock for feet
- AR = All rocks hands and feet
- ARH = All rocks hands
- ARF = All rocks feet
- (F) = No rocks feet
- ENG = English
- = Risk of serious injury
- = Risk of injury
- * = Classic problem
- ? = Grade reference

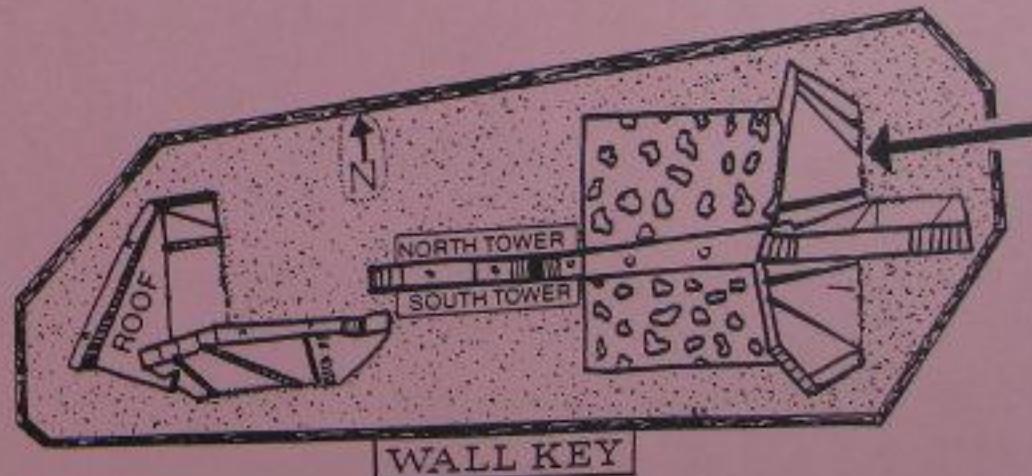
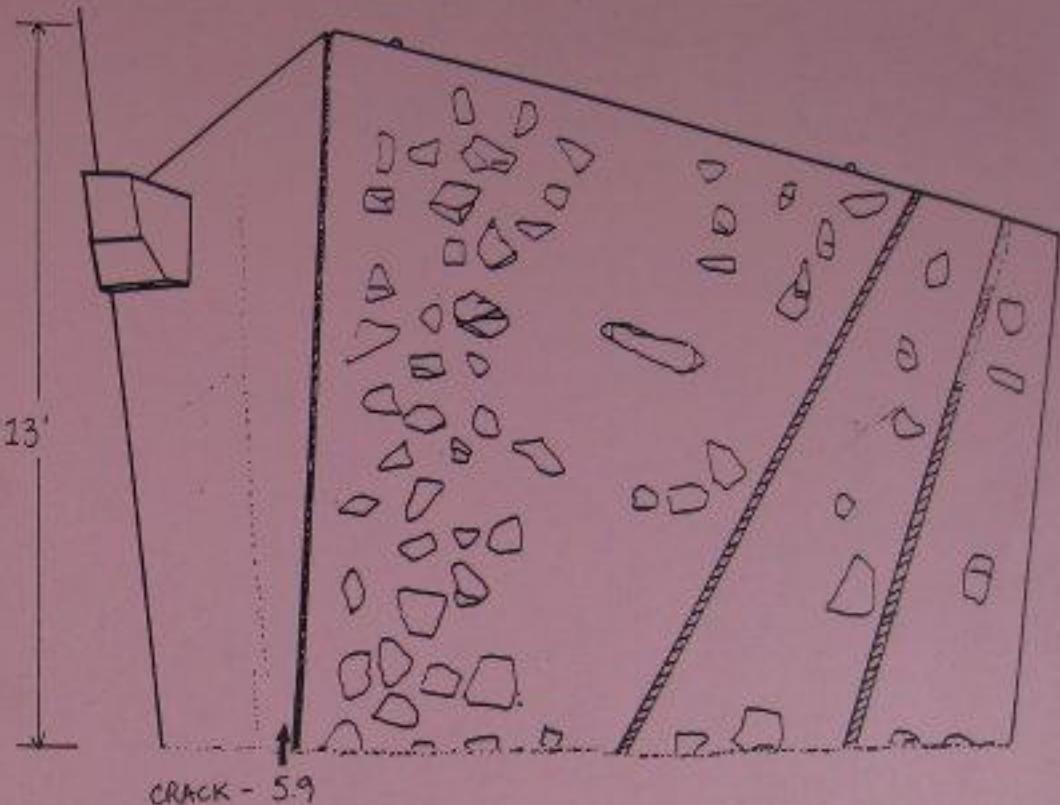


MOD. HARD: • AR ALL ROCKS TO RIGHT TOP

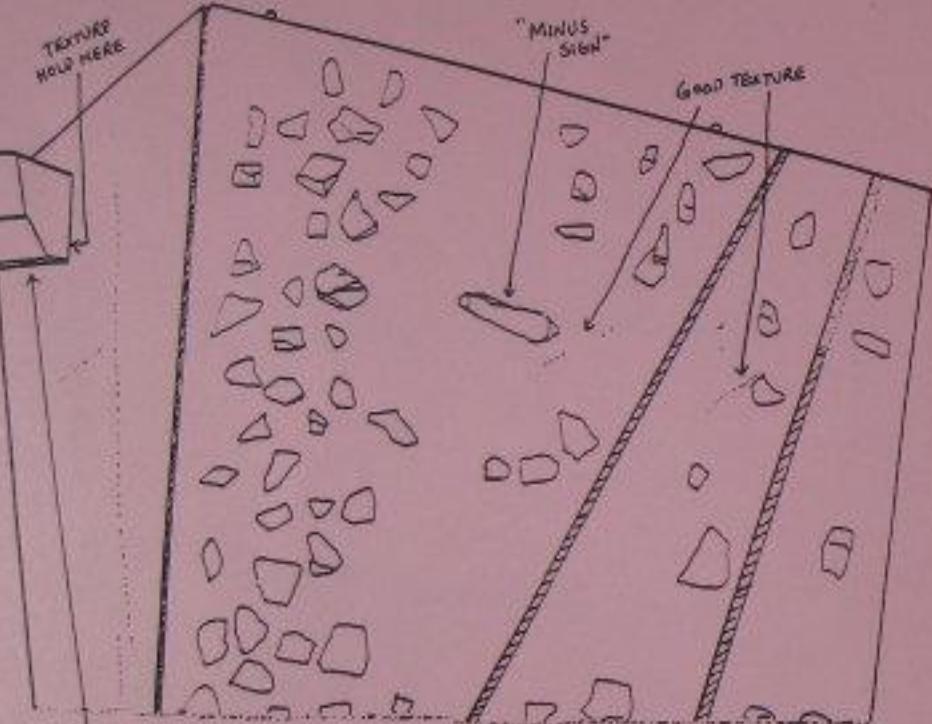
HARD: • ARF FEET LEFT OF CRACK!

(VARIATION: SITSTART (F) - EXTREM. HARD)

EXTREM. HARD: (F) "KRISS KROSS"

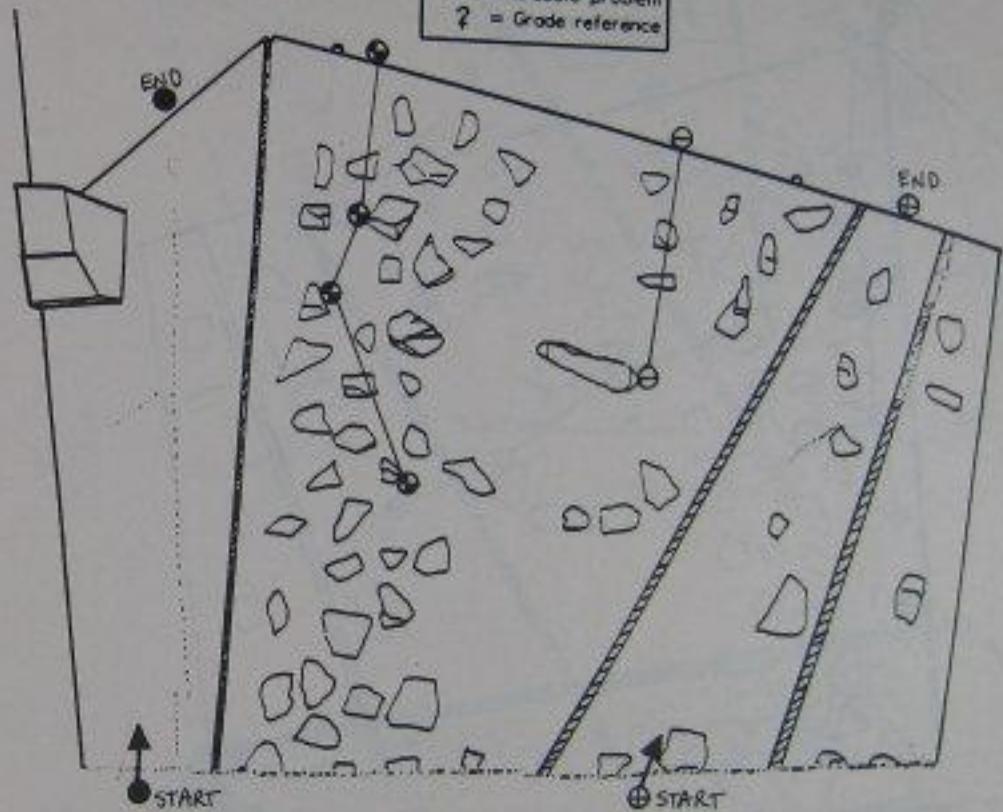


WALL NOTES



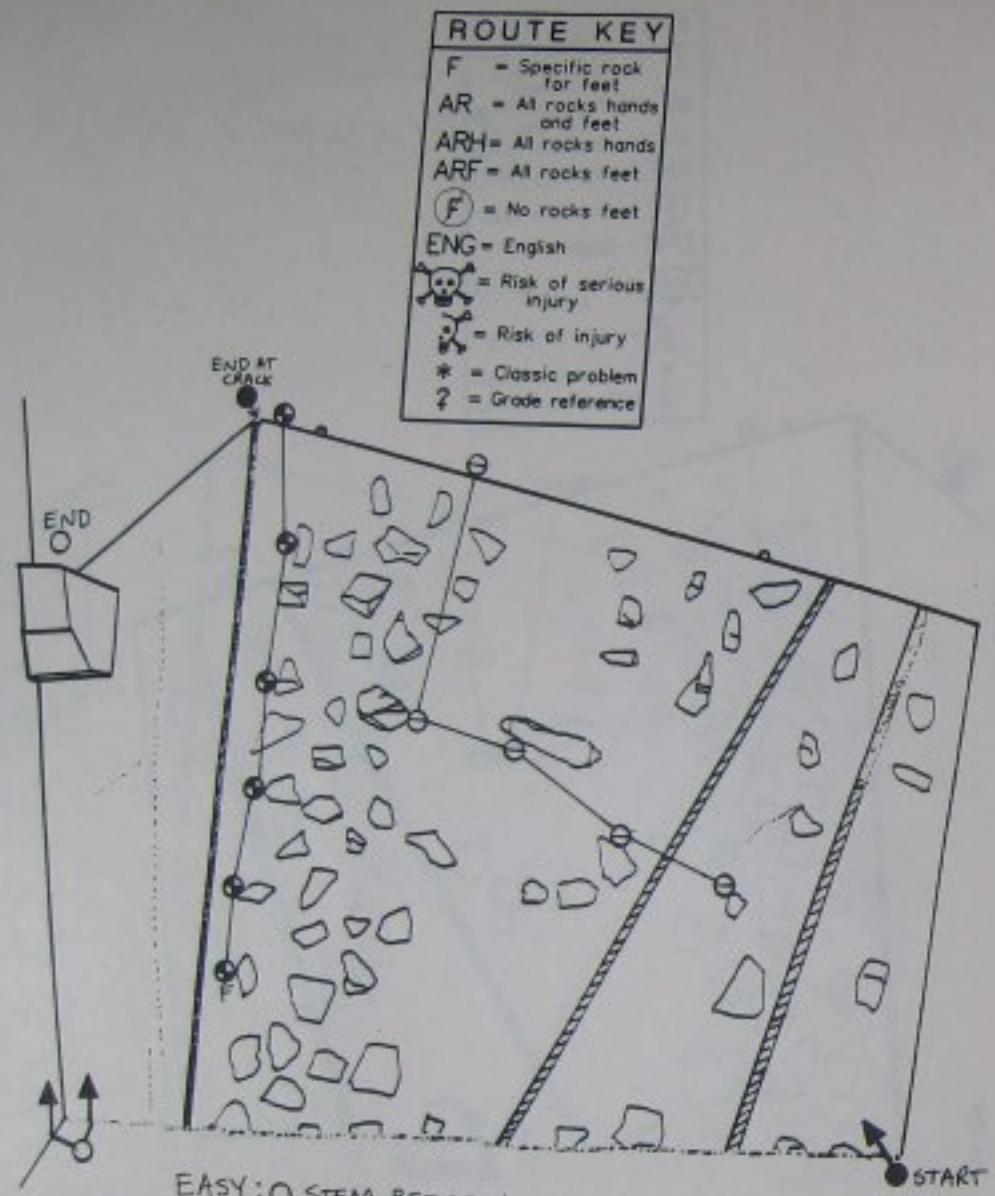
(8)

ROUTE KEY	
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(F)	= No rocks feet
ENG	= English
💀	= Risk of serious injury
💀	= Risk of injury
*	= Classic problem
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* EASY MOD: Ⓛ ENG CLASSIC MANTLE
 MOD HARD: Ⓜ AR ALL ROCKS BETWEEN CRACKS TO TOP
 HARD : Ⓝ (VARIATION: ARF - MODERATE)
 VERY HARD : Ⓞ TEXTURE ONLY TO TOP "TOUCHY FEELY"
 TOP OF BLOCK OUT ; NO STEMMING

(9)

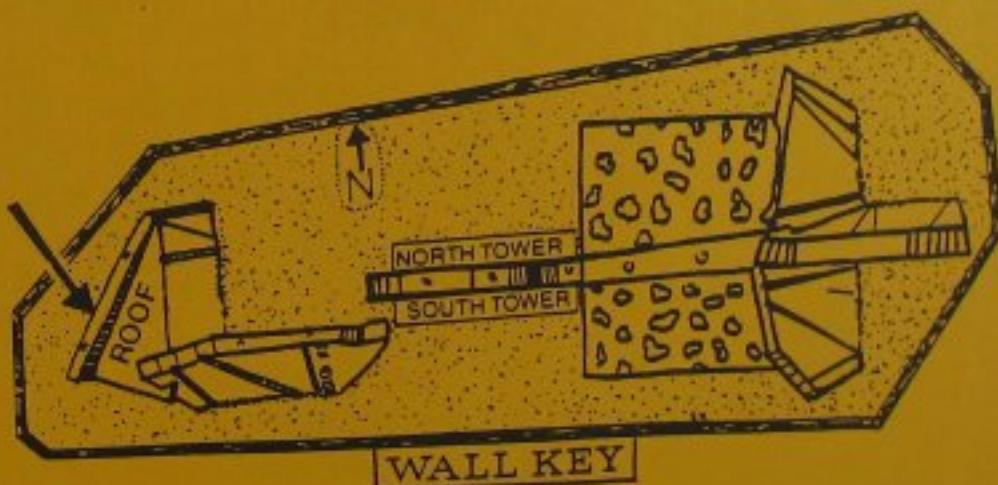
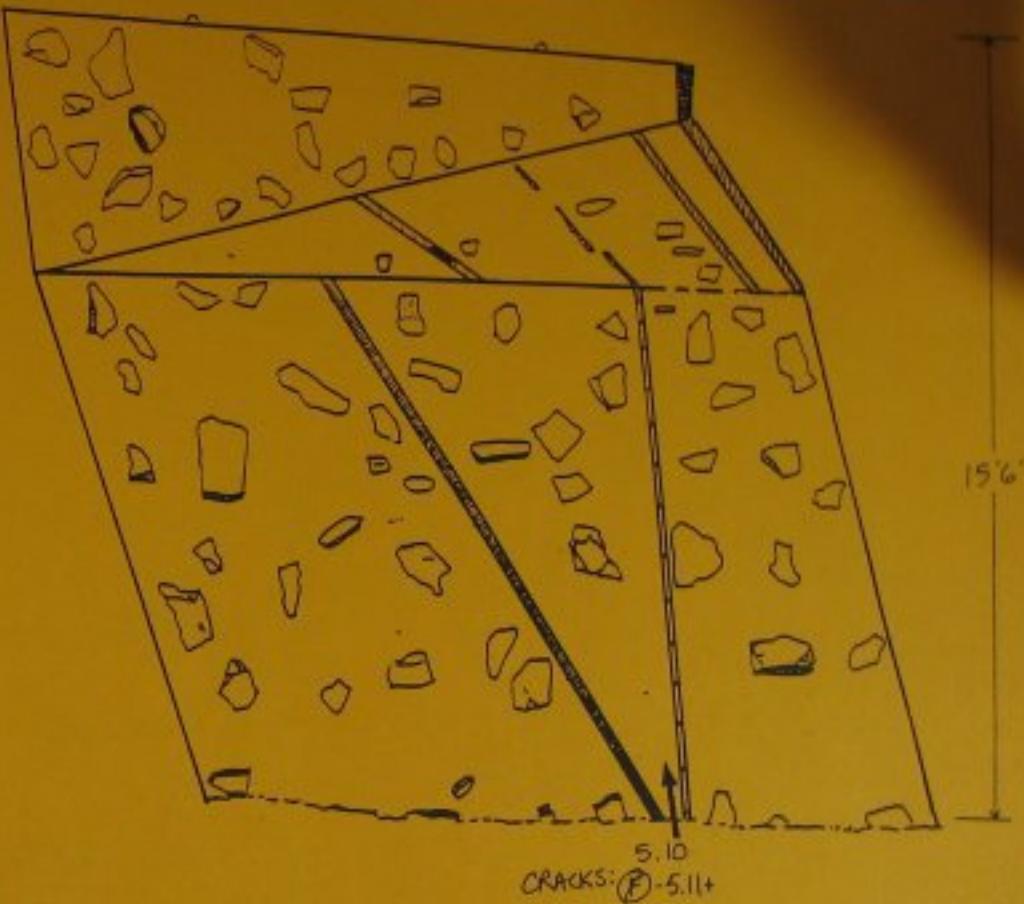


EASY: O STEM BETWEEN WALLS TO BLOCK; MANTLE FINISH

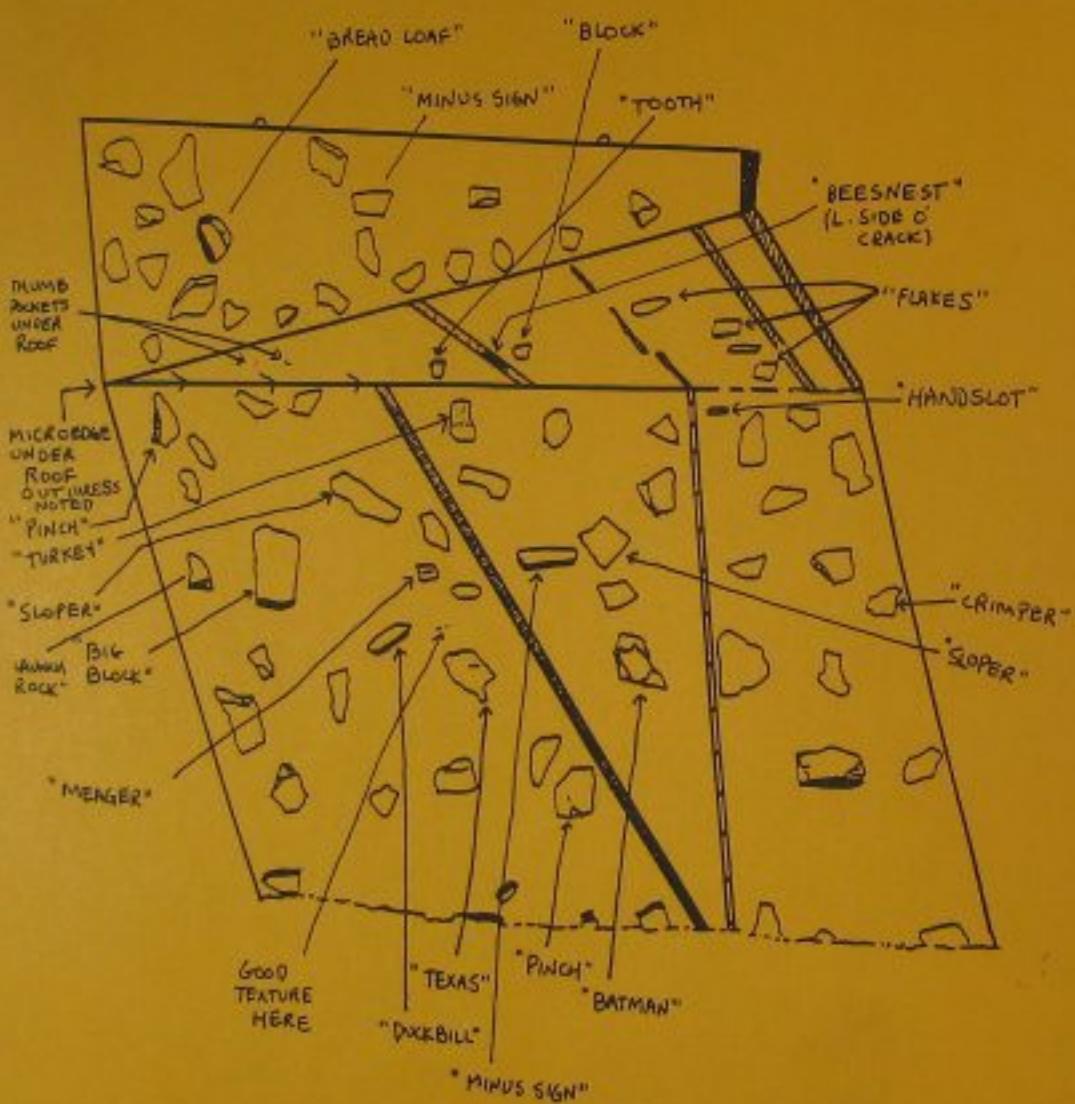
EASY MOD: O ARF MANTLE FINISH

HARD: O ENG "FIVESPOT"

VERY HARD: O TEXTURE ONLY HANDS & FEET LOWER RIGHT
TO UPPER LEFT. "FREE GIFT"

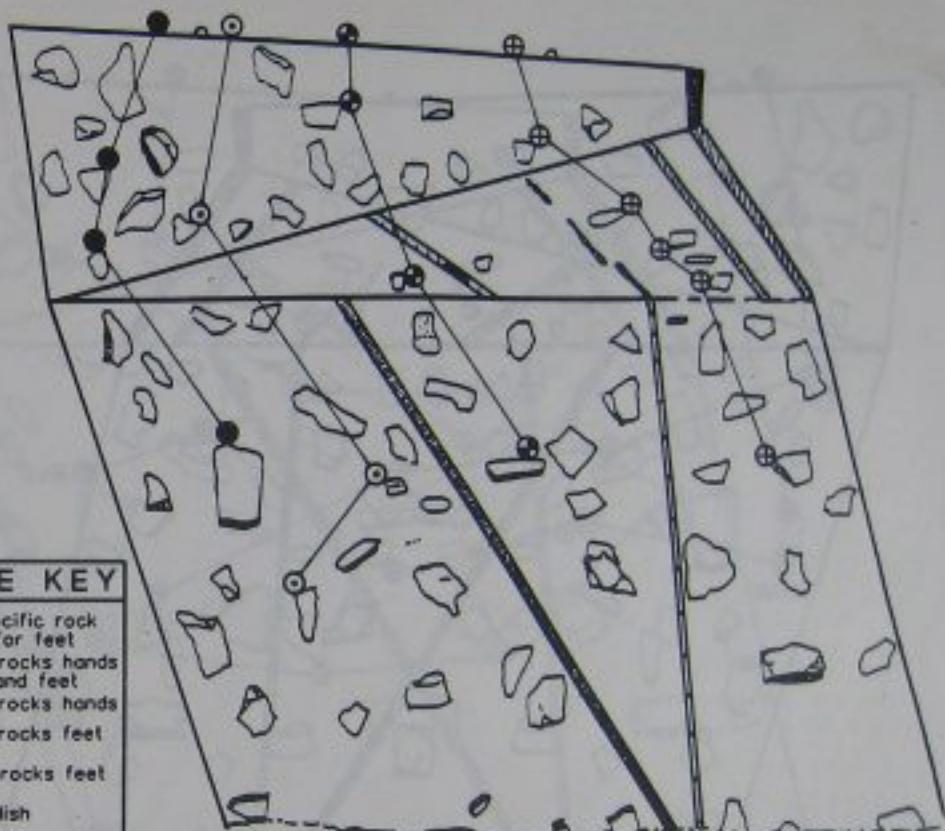


WALL NOTES



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⚠	= Risk of injury
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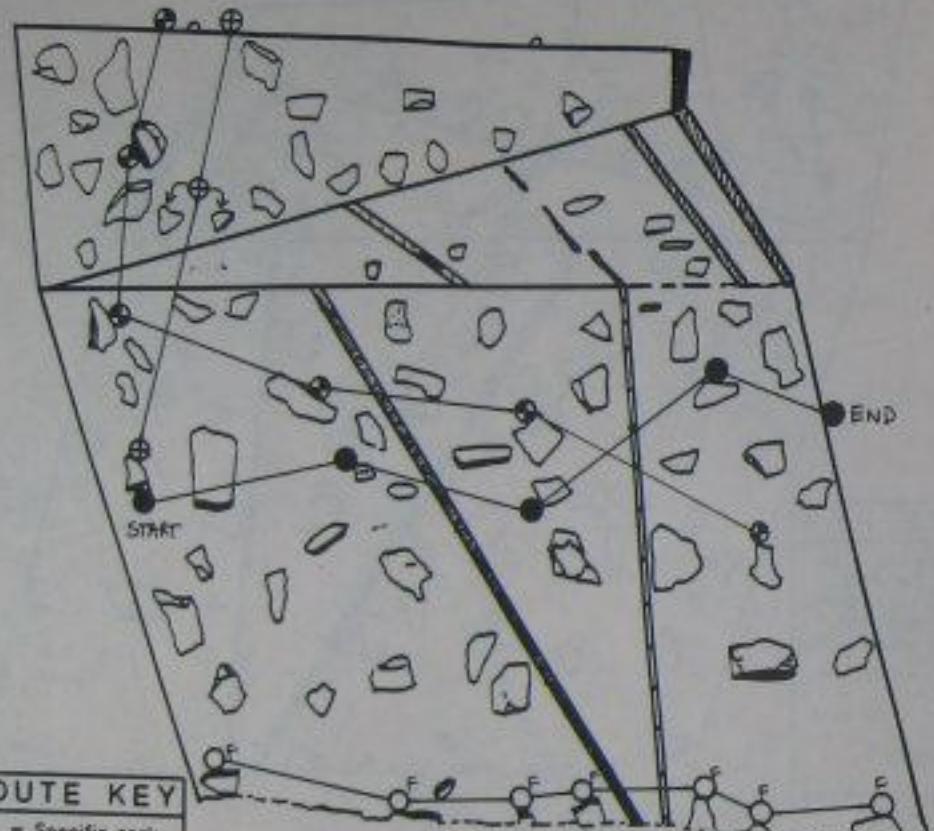
MOD. HARD: ⚡ ARF

* HARD: ⚡ (F) 3-ROCK CLASSIC
(VARIATIONS: ARF - MOD. HARD;
(F) LAYBACK CRACK TO TOOTH - HARD)

VERY HARD: ⚡ (F) "MONKEY TRAP"

EXTREM. HARD: ⚡ ARF SIT START + TUFF ENUF!

+ LANCE TICHENDOR



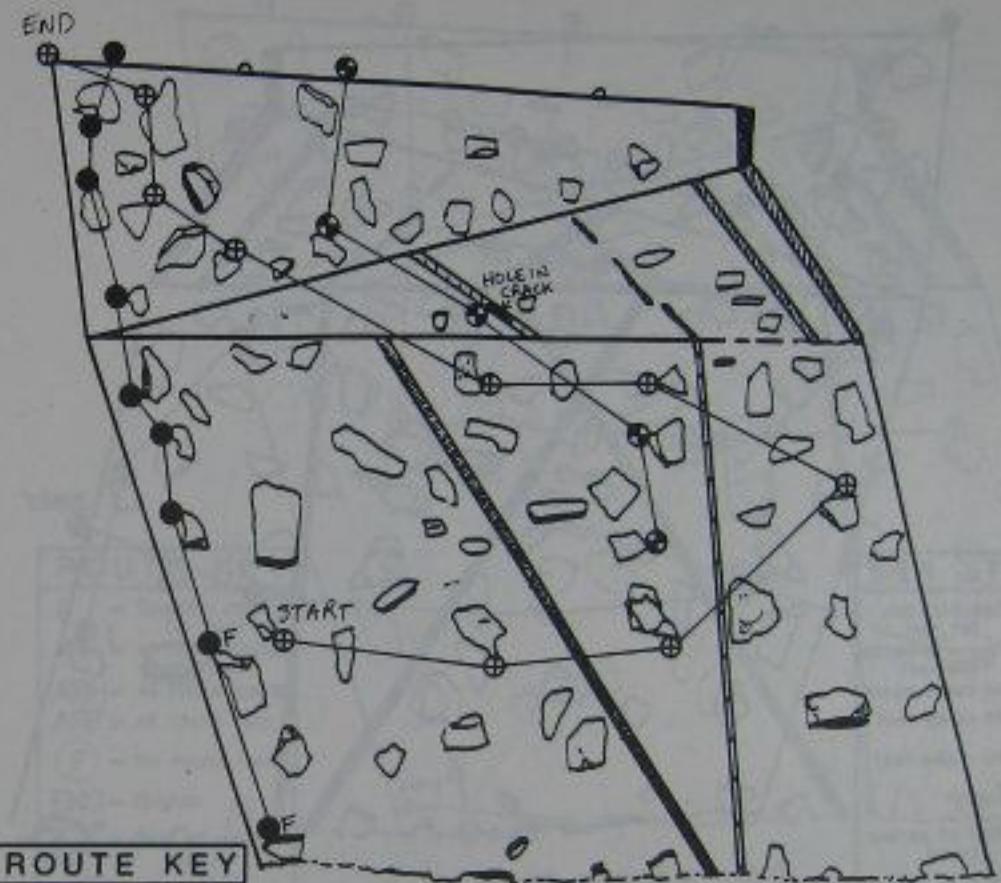
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EASY: O ARH TRAVERSE - DESIGNATION FOR FEET

* MOD. HARD: ⊕ ARF "DYNOSOAR" CLASSIC DYN

HARD! ● ARF "8TH DWARF" SLOPEY!

VERY HARD: ● ARF "BALANCE MASTER" +
(LEFT TO RIGHT)



ROUTE KEY

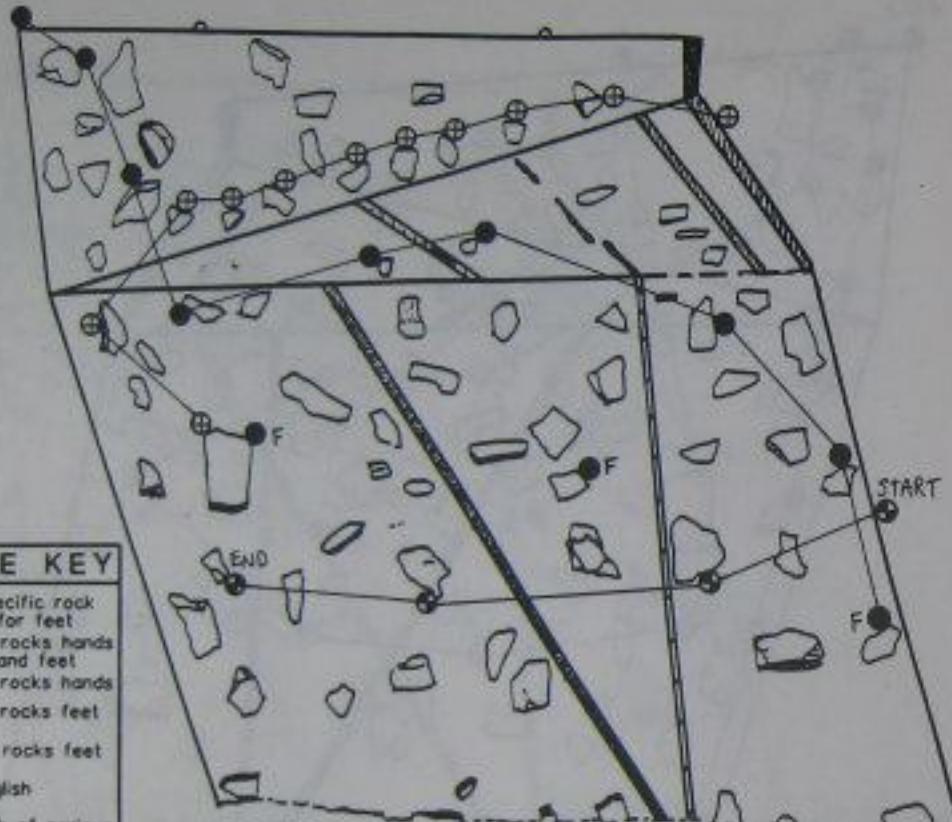
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MOD. HARD: ⊕ ARF FINISH LEFT CORNER

HARD : ● ARF "MLF OVERHANG"

VERY HARD: ● ARF "EDGE ZEPPELIN"

ROUTE KEY	
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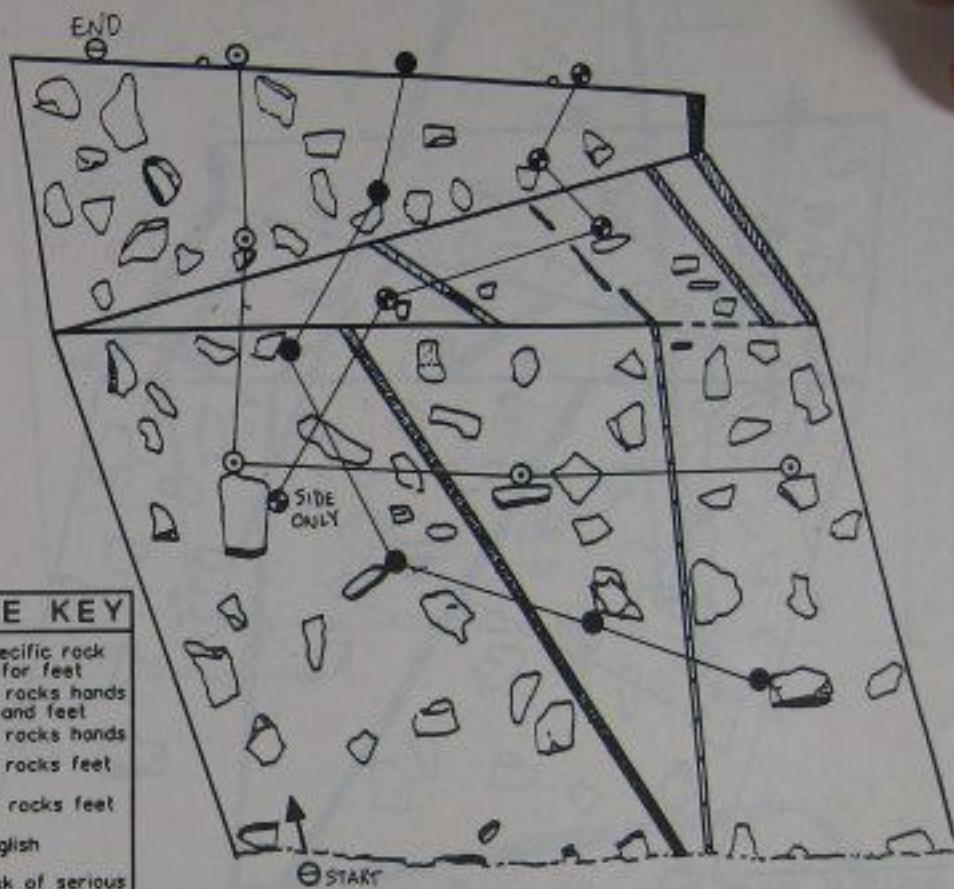


MOD. HARD: ● ARF "GORILLA TRAVERSE"
(VARIATION: OUT & BACK - HARD!)

HARD : ● ARF OUT & BACK

* VERY HARD : ● ENG "BIBLE THUMPER" TWO
ADDITIONAL ROCKS FOR FEET (●F)

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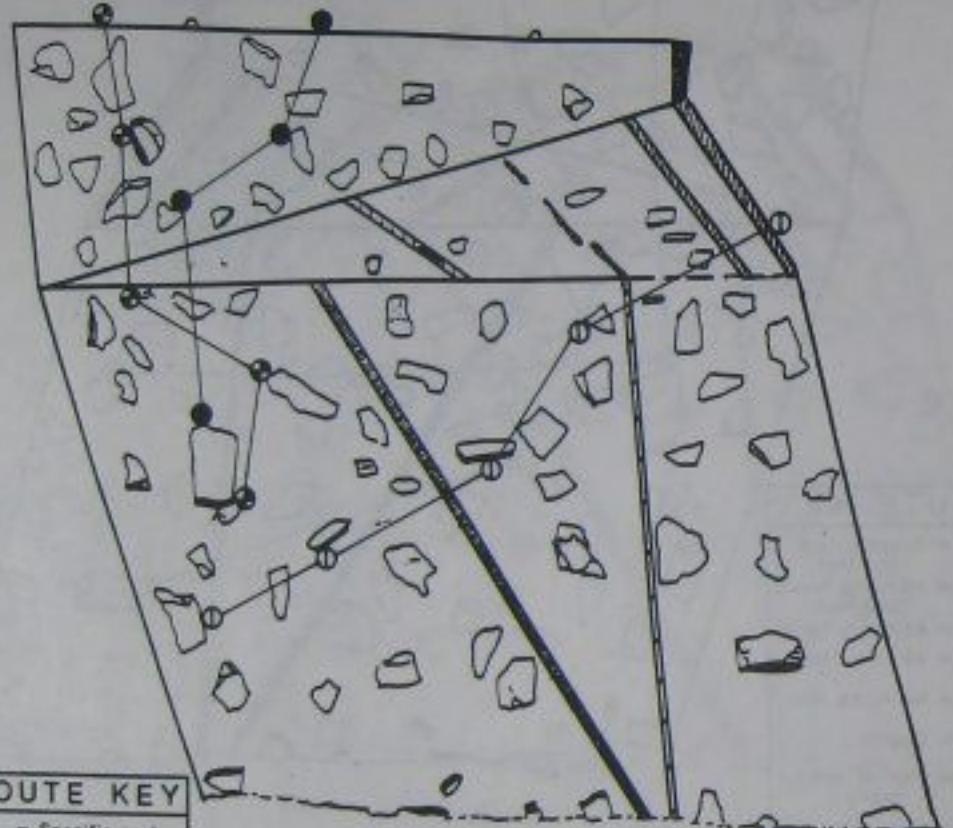


?* EASY MODERATE: ● ARF "BATTLE THE BULGE": CUMB
LEFT SIDE OF ROOF TO TOP

HARD : ● ARF "PULLING TEETH"

VERY HARD : ● ARF "THE FINAL" +

EXTREM. HARD: ○ ⚡ "THE IRON CROSS"

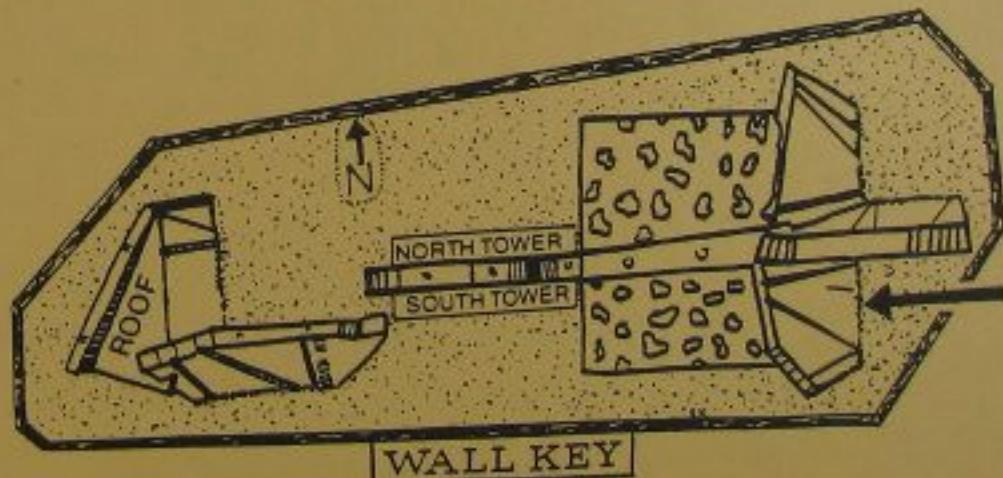
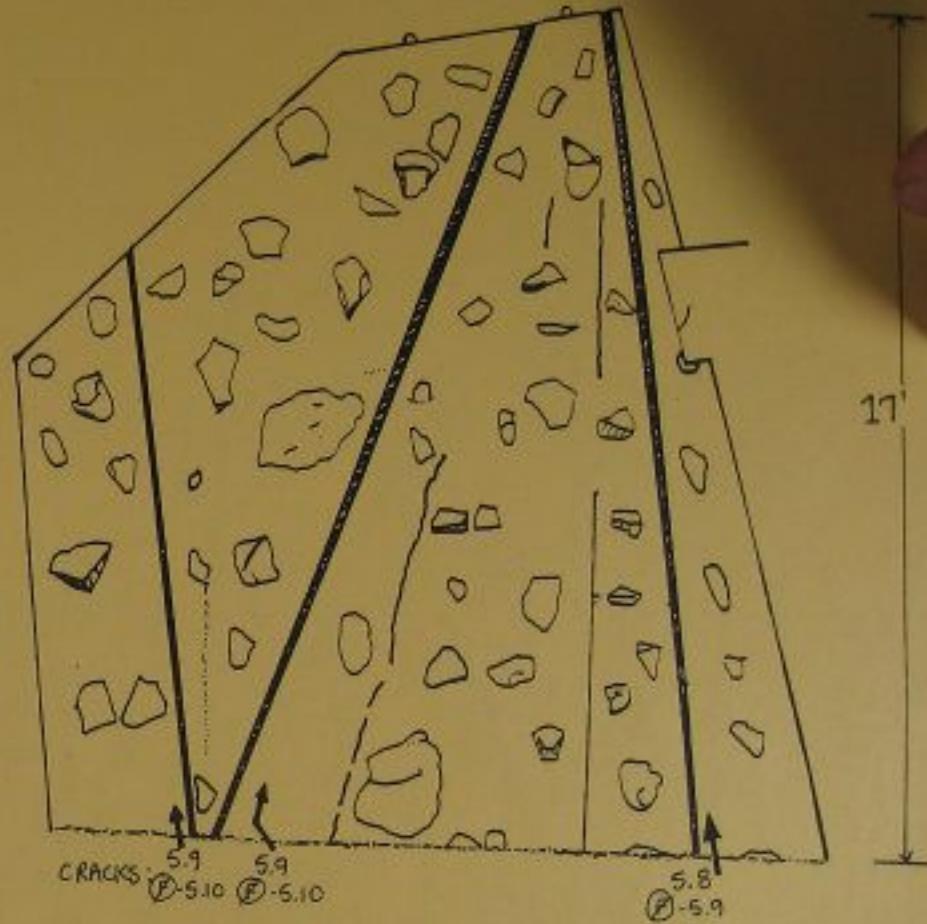


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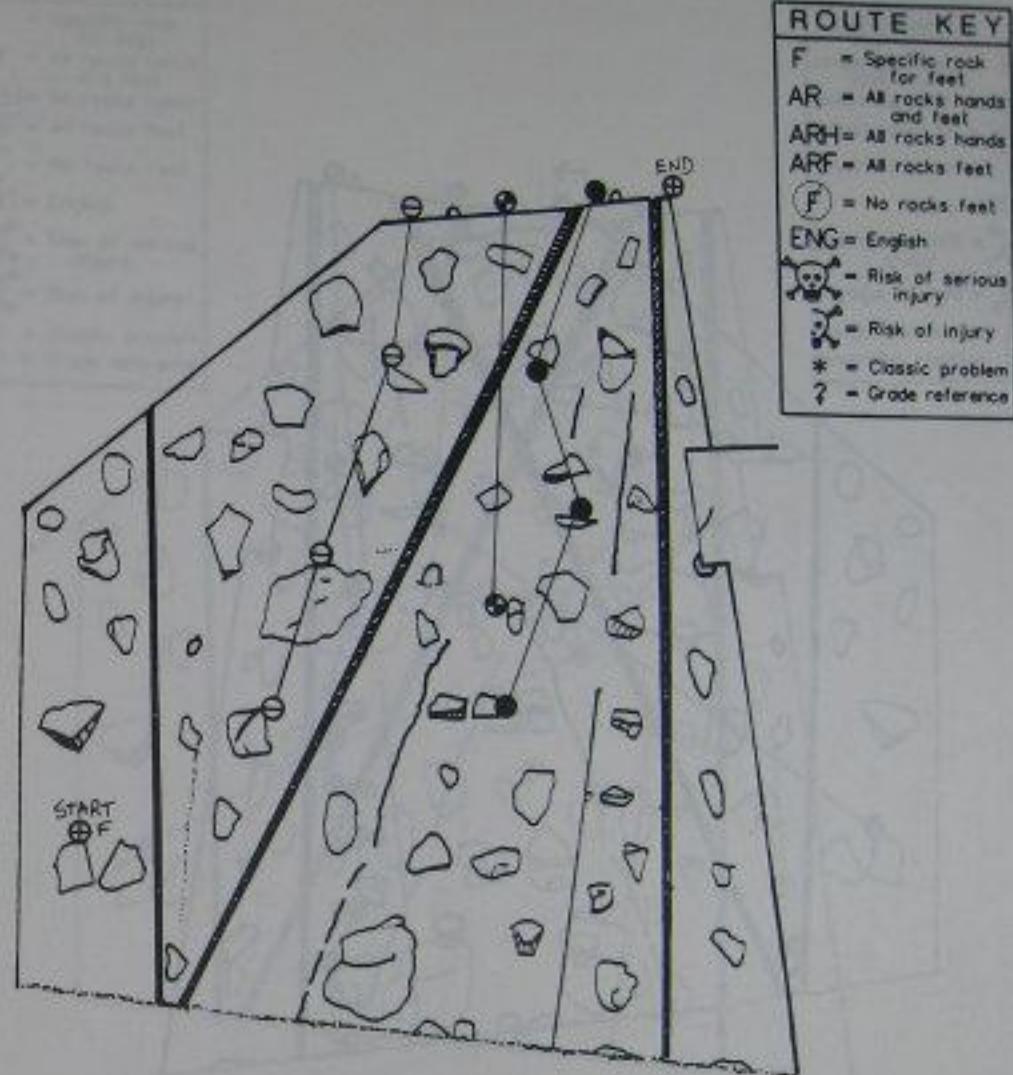
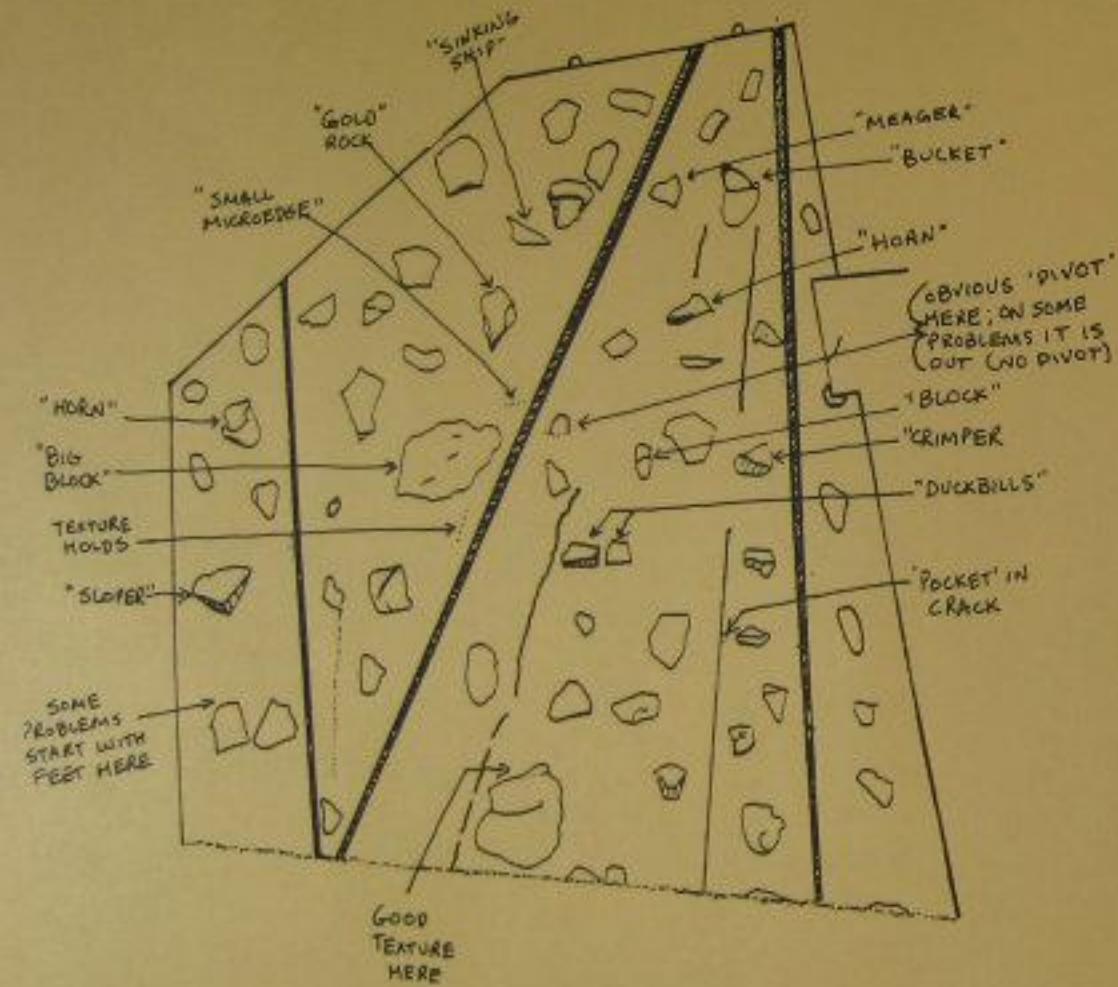
MODERATE: Ⓛ ARF

HARD: Ⓜ ARF "BEER & LOAFING" 1ST HOLD: BOTTOM
EDGE, 3RD HOLD: SLOT UNDER ROOF

VERY HARD: Ⓝ (F) "CONCRETE JUNGLE"



WALL NOTES



EASY MOD: ⚡ ARF

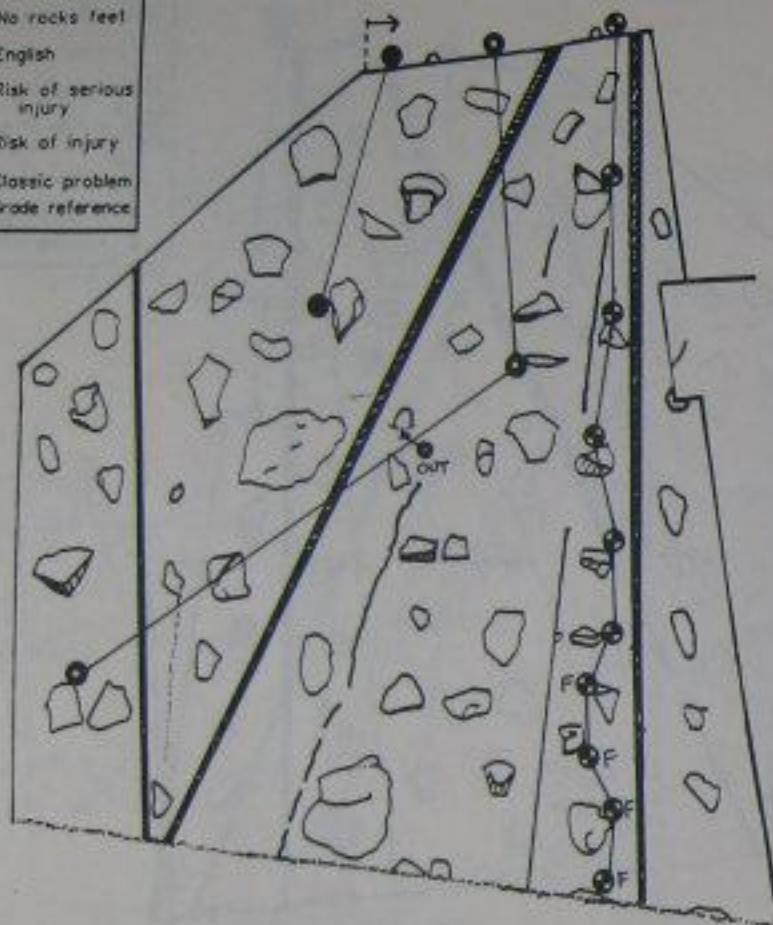
MOD HARD: ⚡ ARF TEXTURE ONLY FOR HANDS TO TOP

HARD: ⚡ (F) "HELL'S LADDER" ONE ROCK TO TOP ⚡

VERY HARD: ⚡ (F)

ROUTE KEY

F = Specific rock for feet
 AR = All rocks hands and feet
 ARH = All rocks hands
 ARF = All rocks feet
 (F) = No rocks feet
 ENG = English
 = Risk of serious injury
 = Risk of injury
 * = Classic problem
 ? = Grade reference



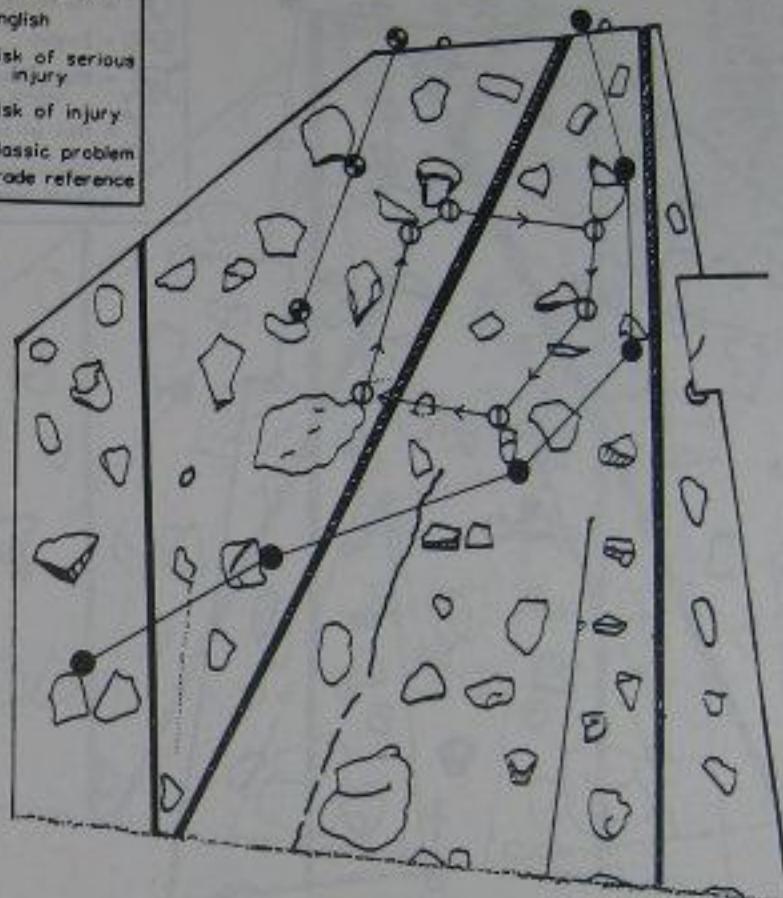
* HARD : ● ENG CLASSIC ENGLISH PROBLEM

VERY HARD: ● ENG "GOLD'S GYM" GOLD ROCK TO TOP

EXTREME: ● (F) "TAIWAN ON": NO DIVOT, ESTABLISH ON 1ST ROCK

ROUTE KEY

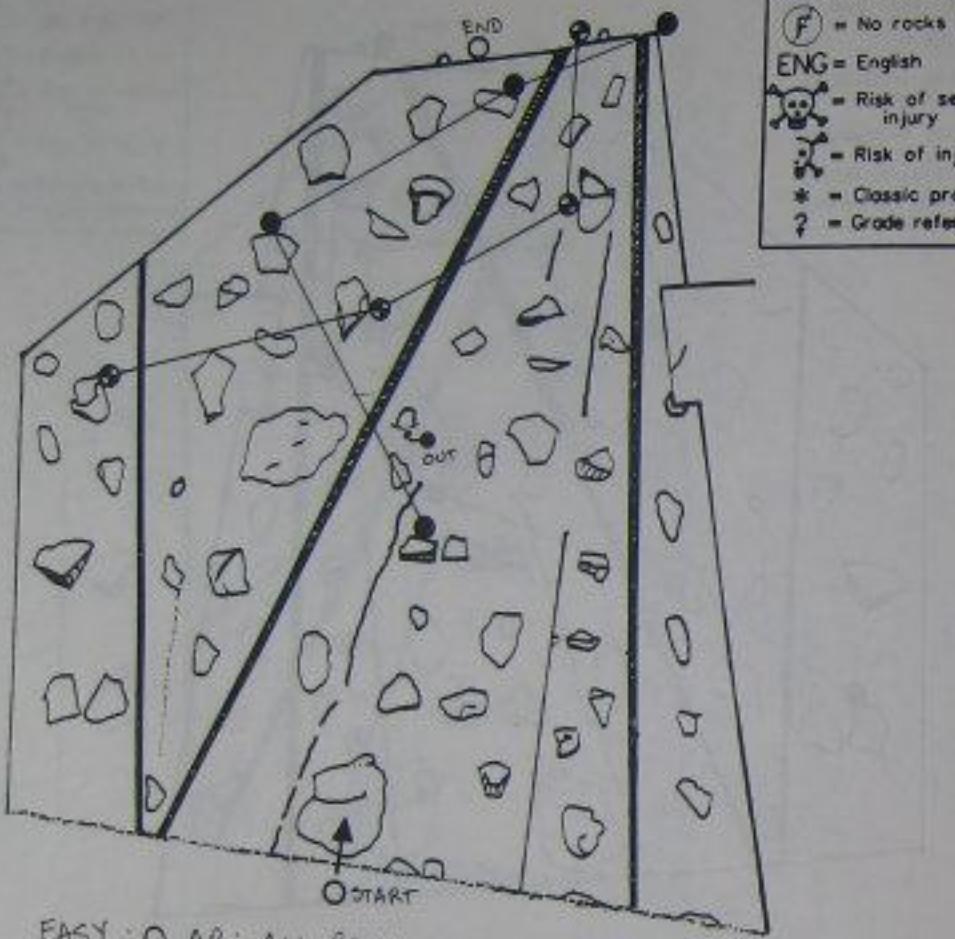
F = Specific rock for feet
 AR = All rocks hands and feet
 ARH = All rocks hands
 ARF = All rocks feet
 (F) = No rocks feet
 ENG = English
 = Risk of serious injury
 = Risk of injury
 * = Classic problem
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MODERATE: ● (F) MODERATE TRAINING LOOP

HARD! : ● (F) "YOUNG UPSTARTS"; FINISH @ TOP

VERY HARD: ● (F) ESTABLISH ON FIRST ROCK

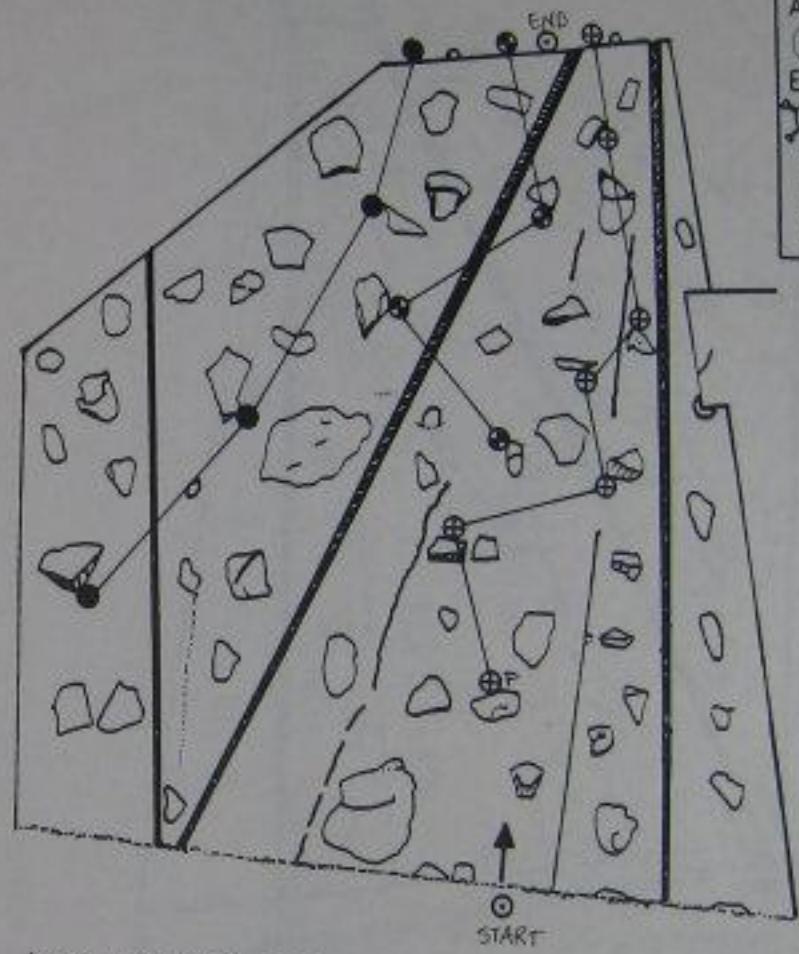


EASY: O AR: ALL ROCKS TO TOP, EXIT RIGHT

HARD: ● Ⓛ "YOU'RE SO VANO"
(VARIATION: NO DIVOT - EXTREM. HARD)

VERY HARD: ● ENG "MALARIA POND": DIVOT OUT, END
RIGHT CORNER

ROUTE KEY	
F	= Specific rock for feet
AR	= All rocks hands and feet
ARH	= All rocks hands
ARF	= All rocks feet
(F)	= No rocks feet
ENG	= English
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MOD. HARD: Ⓛ ENG

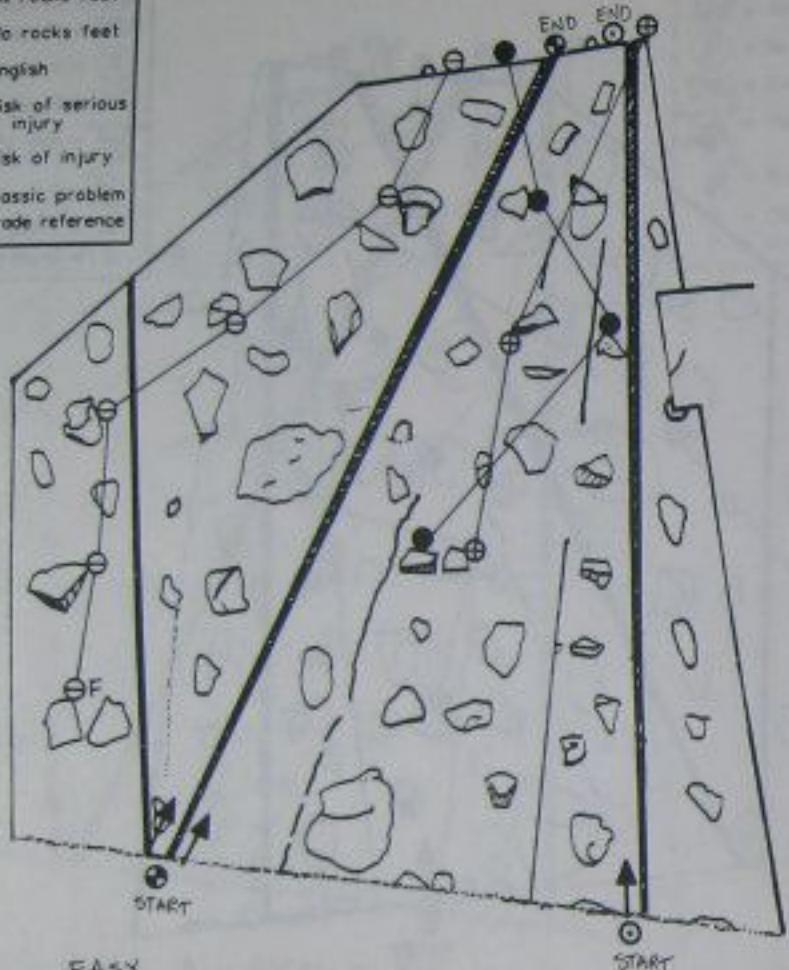
HARD: ● Ⓛ

* VERY HARD: ● Ⓛ "WIST TWISTER" CLASSIC!

EXTREM. HARD: ○ Ⓛ TEXTURE ONLY: NO ROCKS HANDS OR FEET,

ROUTE KEY	
F	= Specific rock for feet
AR	= All rocks hands and feet
ARH	= All rocks hands
ARF	= All rocks feet
(F)	= No rocks feet
ENG	= English
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ROUTE KEY	
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💀	= Risk of injury
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EASY

MODERATE: • ENG

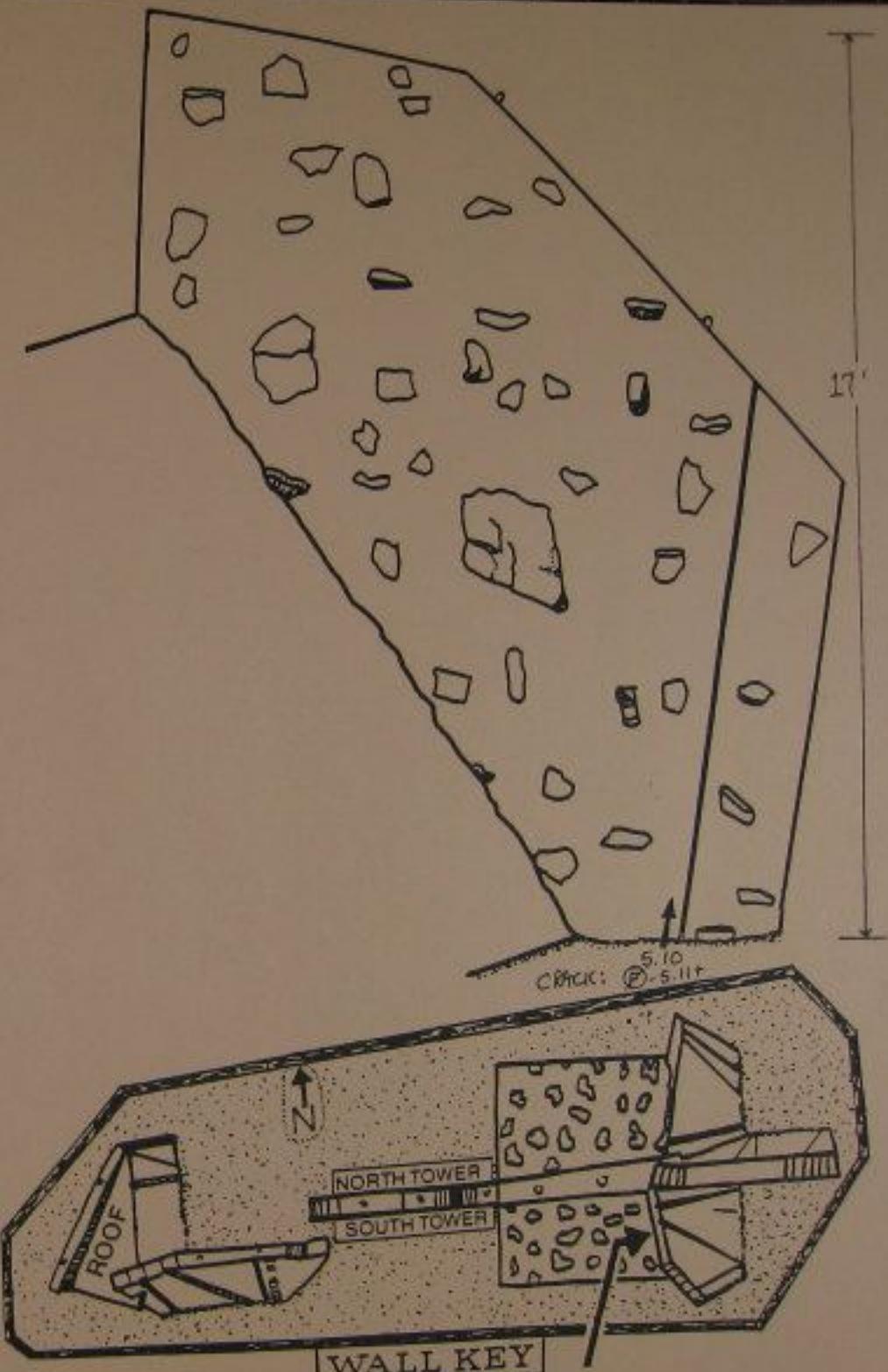
* MOD. HARD: • ENG TWO ROCK CLASSIC

HARD: • (F) LAYBACK LEFT OR RIGHT OF MIDDLE CRACK

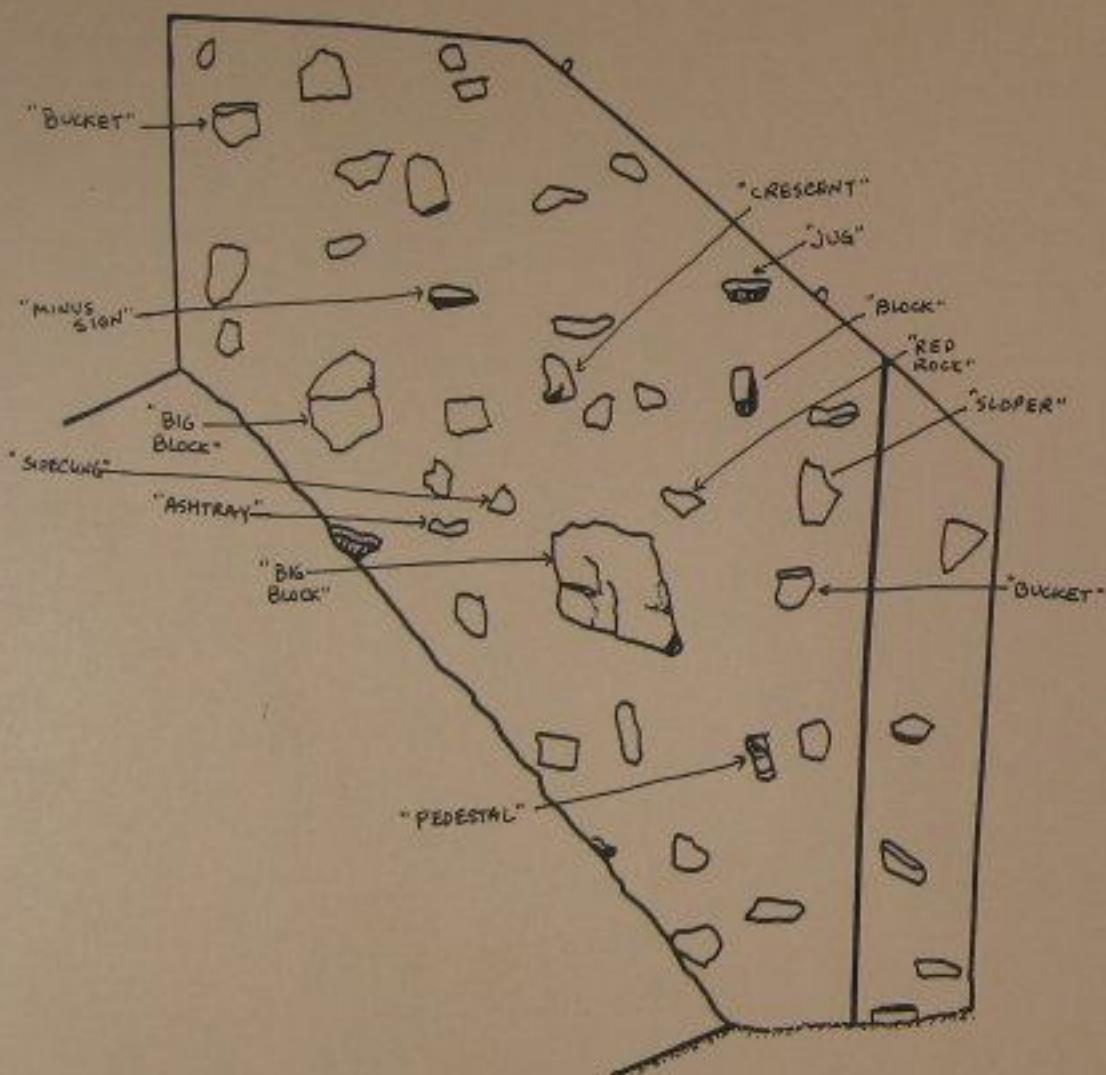
VERY HARD: • (F) "SWAMP THANG": SLIMY MANTLE

EXTREM. HARD: • (F) "SPIRAL FRACTURE" LAYBACK LEFT

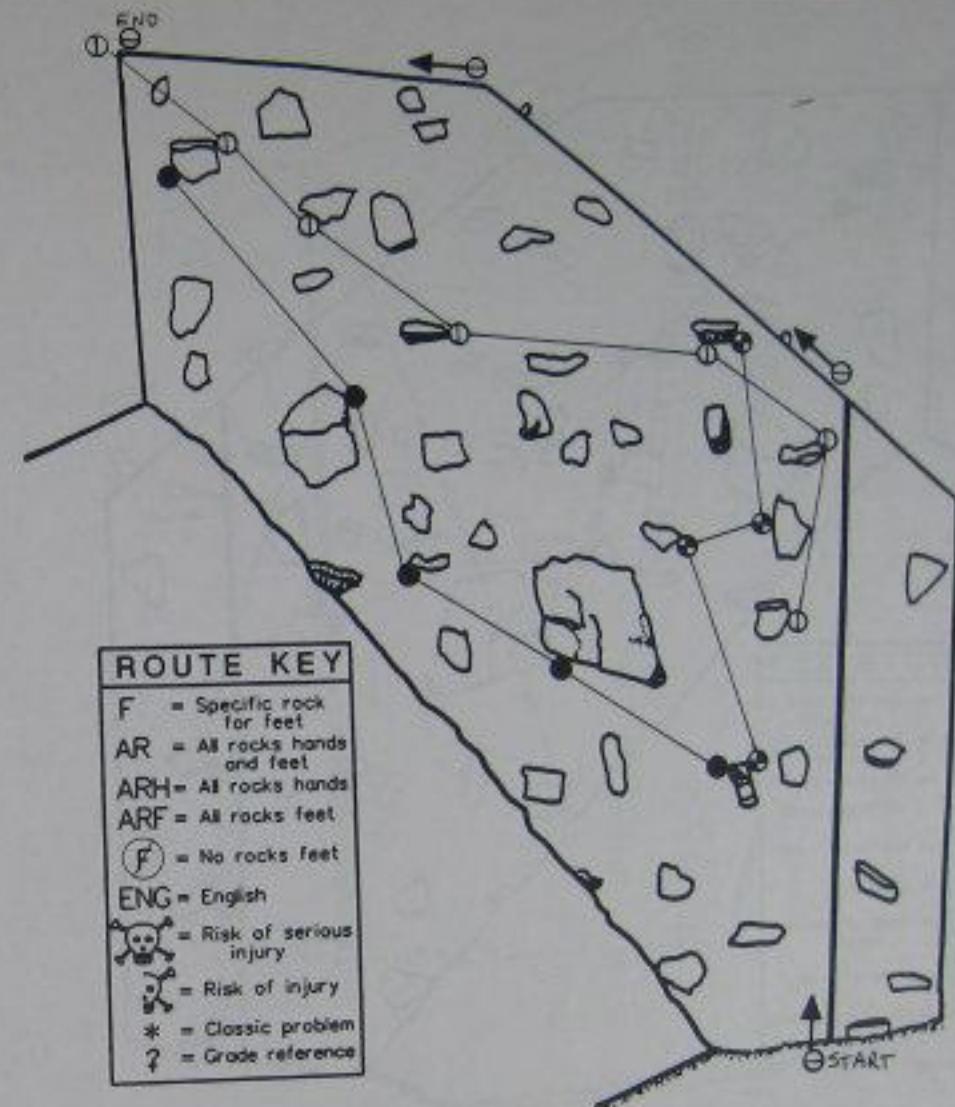
TO TOP



WALL NOTES



38



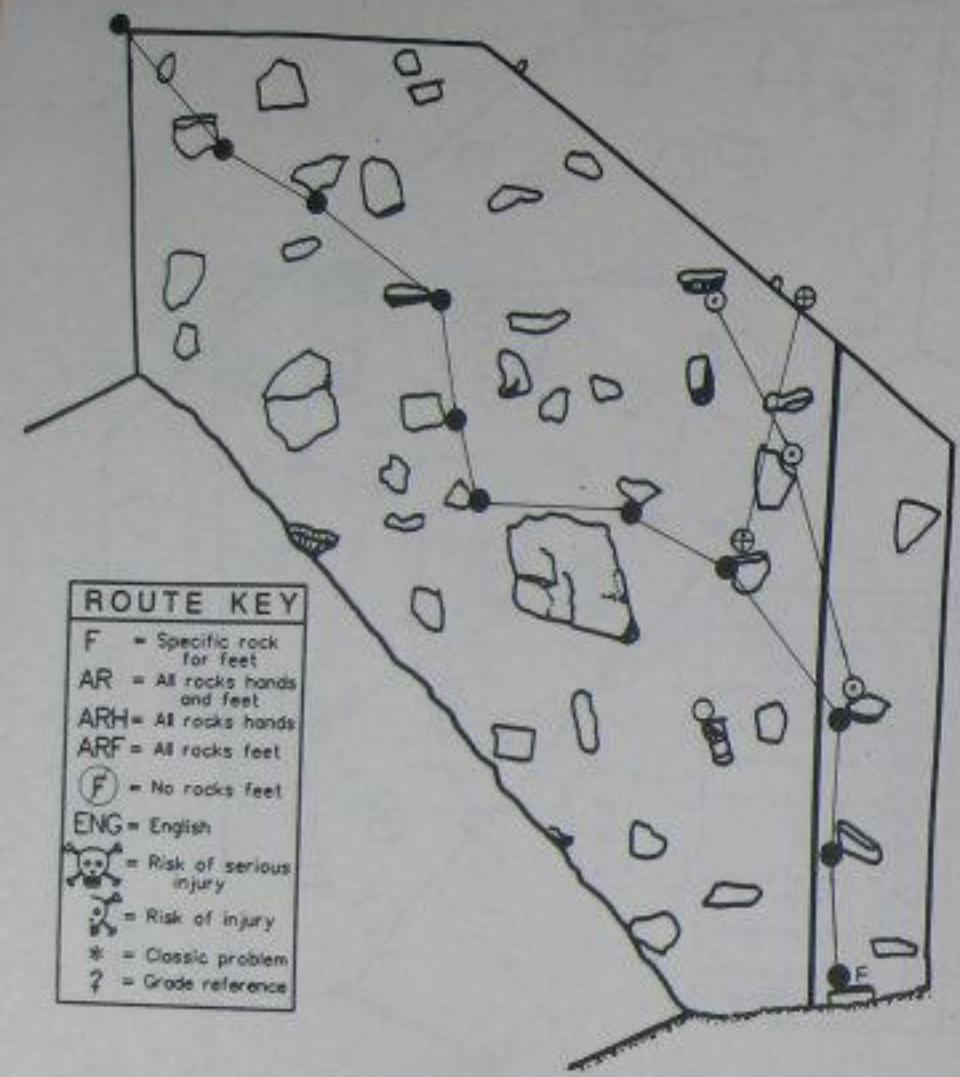
EASY MOD: ⚡ ARF LAYBACK CRACK TO TOP; TRAVERSE LEFT USING ARETE FOR HANDS ⚡

* MODERATE: ⚡ ARF CLASSIC! ⚡

HARD: ⚡ ENG "TASMANIAN DEVIL"

* VERY HARD: ⚡ ENG "SPANG" DYN FINISH ⚡ OR FIG. 4 ⚡

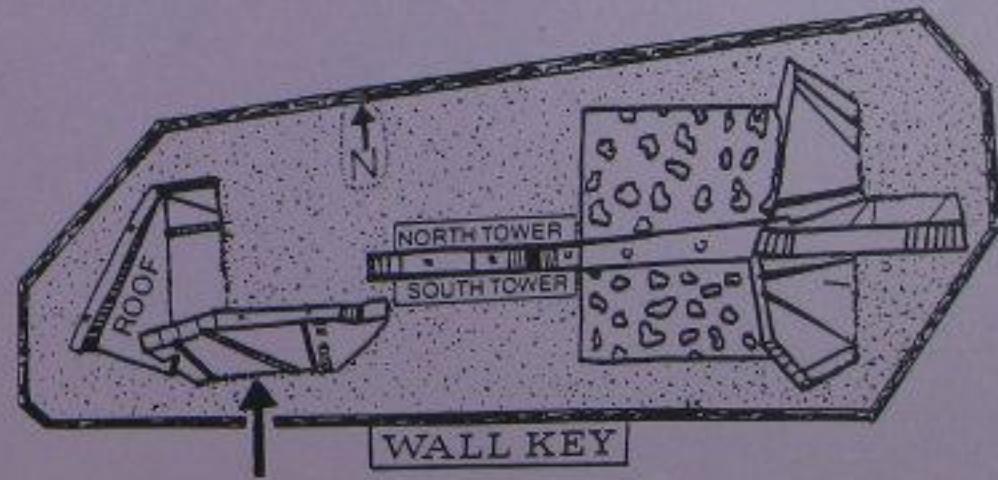
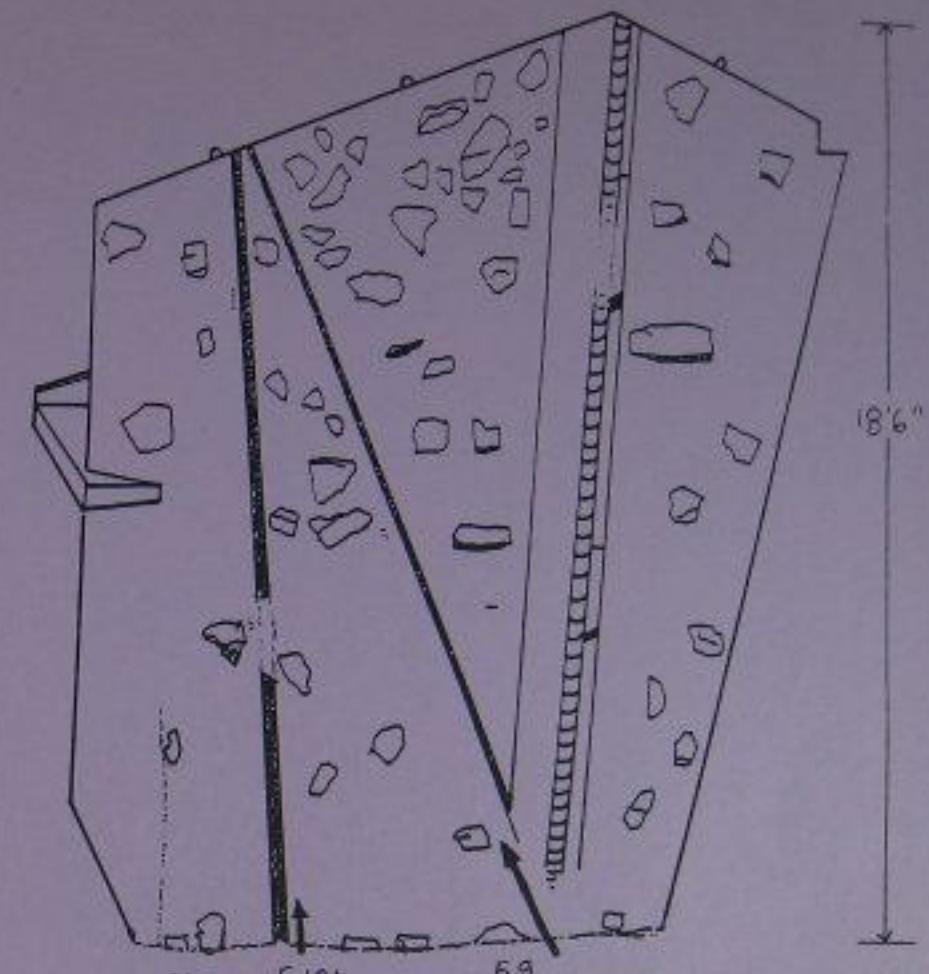
39



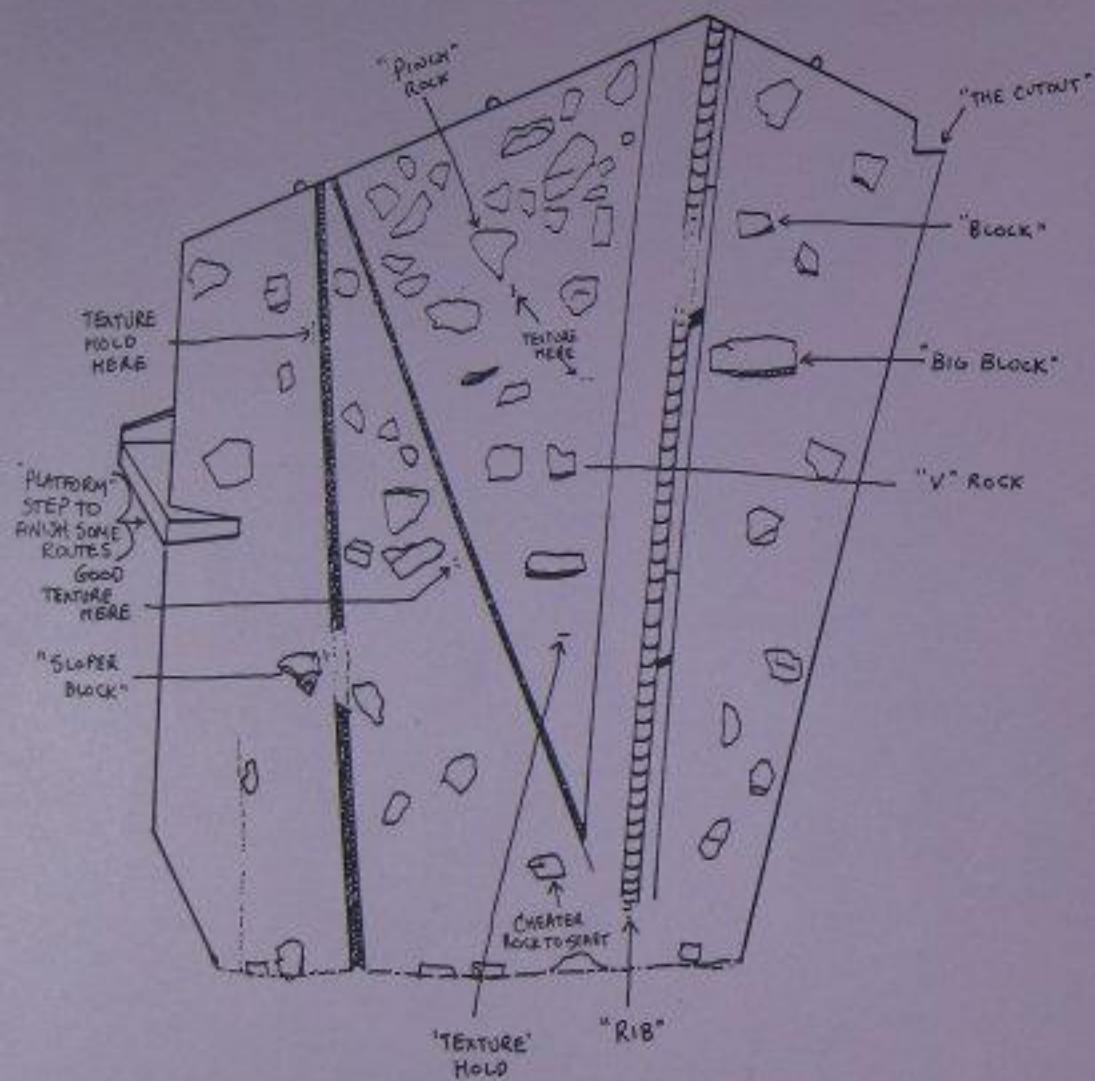
MOD. HARD: ⚡ (F) DYN TO TOP

VERY HARD: ⚡ (F) "STEALTH RUBBER JETS" SIT START

EXTREM. HARD: (F) "SICK AND WRONG"

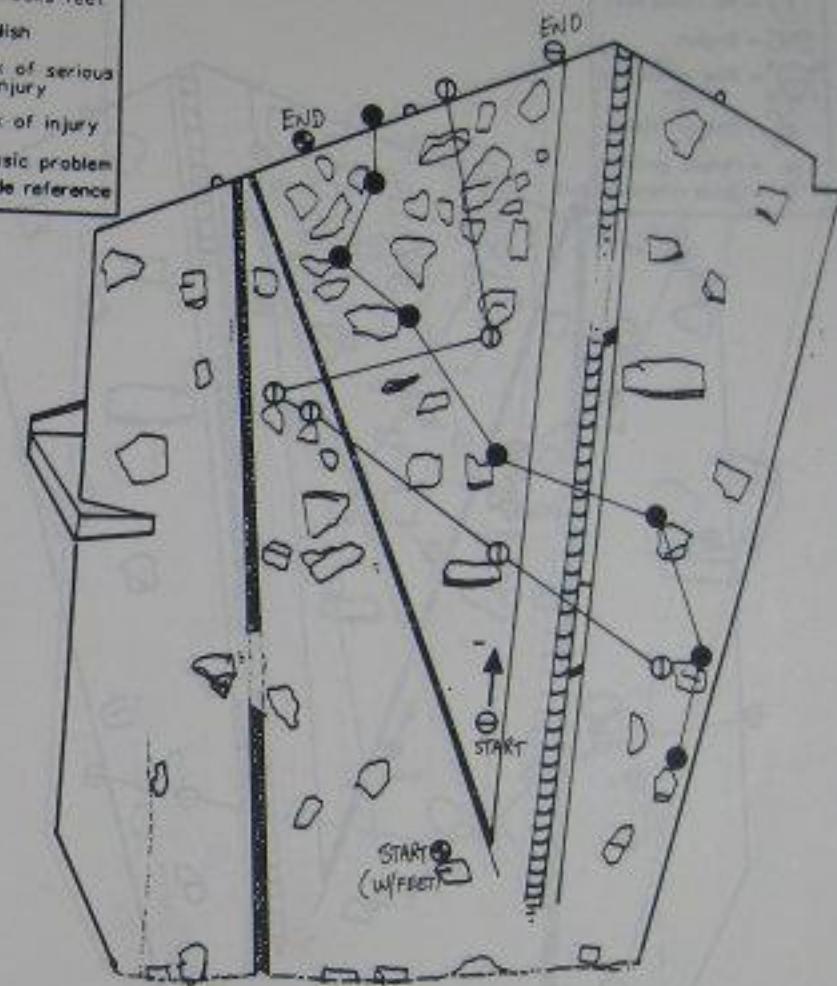


WALL NOTES



- GOOD BEGINNER/MODERATE WALL!

ROUTE KEY	
F	= Specific rock for feet
AR	= All rocks hands and feet
ARH	= All rocks hands
ARF	= All rocks feet
(F)	= No rocks feet
ENG	= English
💀	= Risk of serious injury
⚠	= Risk of injury
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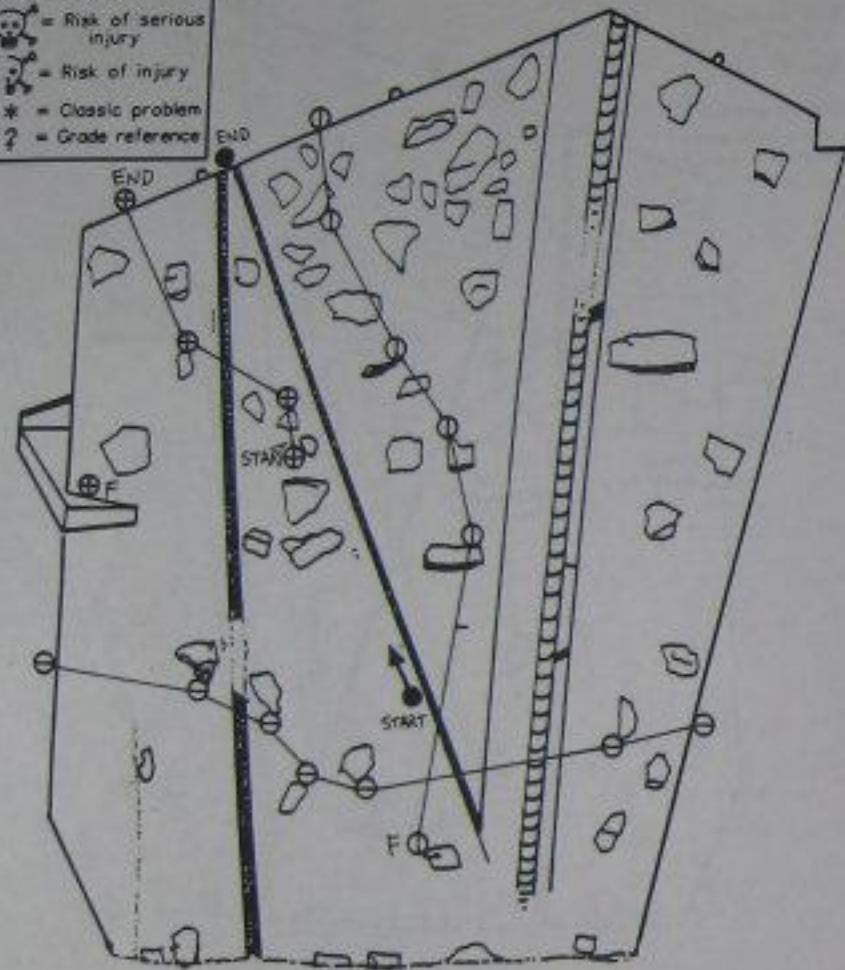
EASY MODERATE: ◊ LAYBACK LEFT EDGE USING RIB FOR FEET

MODERATE: ◊ ARF

HARD: ◊ ARF "BRAILLE METHOD" ALL ROCKS FEET,
NO ROCKS HANDS TO TOP

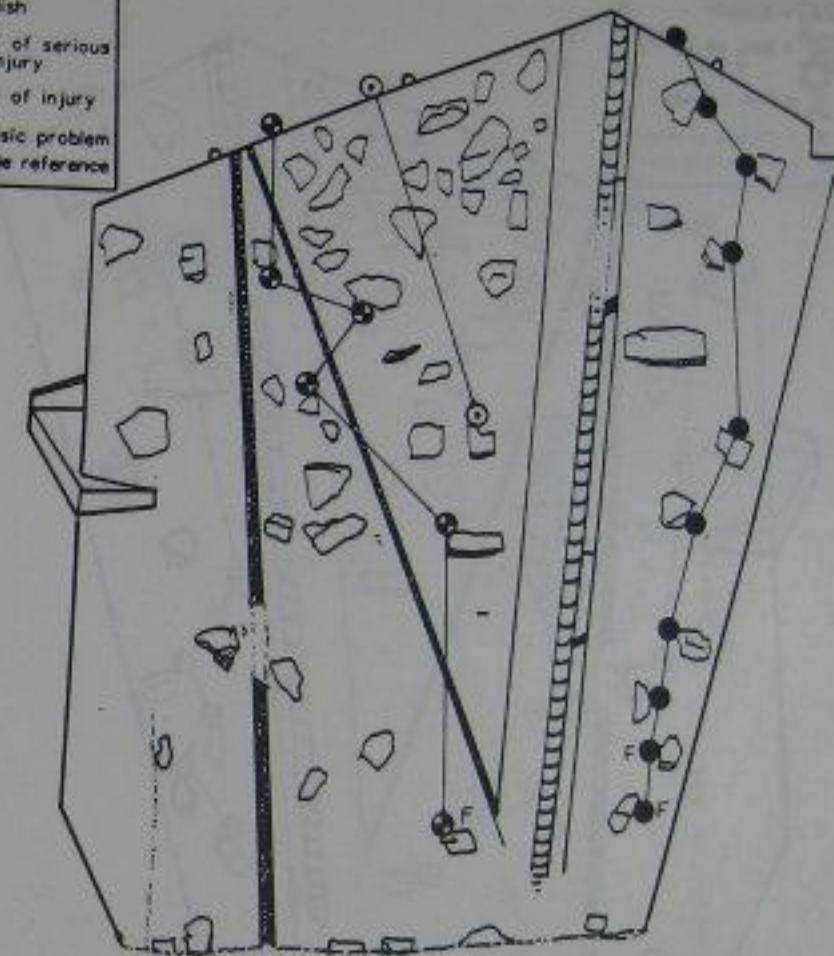
VERY HARD: ◊ (F)

ROUTE KEY	
F	= Specific rock for feet
AR	= All rocks hands and feet
ARH	= All rocks hands
ARF	= All rocks feet
(F)	= No rocks feet
ENG	= English
💀	= Risk of serious injury
✗	= Risk of injury
*	= Classic problem
?	= Grade reference



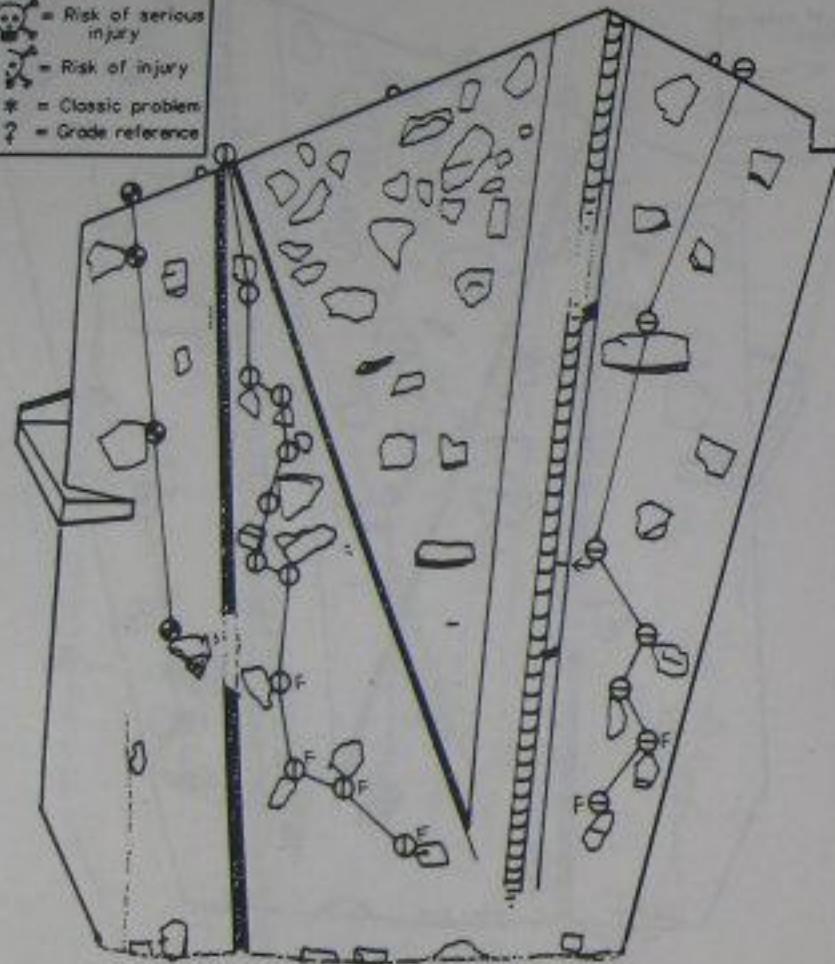
EASY MODERATE: Ⓛ ARF GOOD TRAVERSE EITHER DIRECTION
 MODERATE: Ⓛ ARF TEXTURE AND ROCKS ONLY
 MODERATE HARD: Ⓛ ARF BALANCY START, STEP ON PLATFORM
 VERY HARD: • (F) LAYBACK CRACK TO TOP TO FINISH

ROUTE KEY	
F	= Specific rock for feet
AR	= All rocks hands and feet
ARH	= All rocks hands
ARF	= All rocks feet
(F)	= No rocks feet
ENG	= English
💀	= Risk of serious injury
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HARD : • (F) "PROBLEM CHILD"
 * VERY HARD: • ENG "AVOIDANCE" CLASSIC!
 EXTREM. HARD: Ⓛ ENG "CHEESE-GRATER" APT. ☺

ROUTE KEY	
F	= Specific rock for feet
AR	= All rocks hands and feet
ARH	= All rocks hands
ARF	= All rocks feet
(F)	= No rocks feet
ENG	= English
💀	= Risk of serious injury
⚡	= Risk of injury
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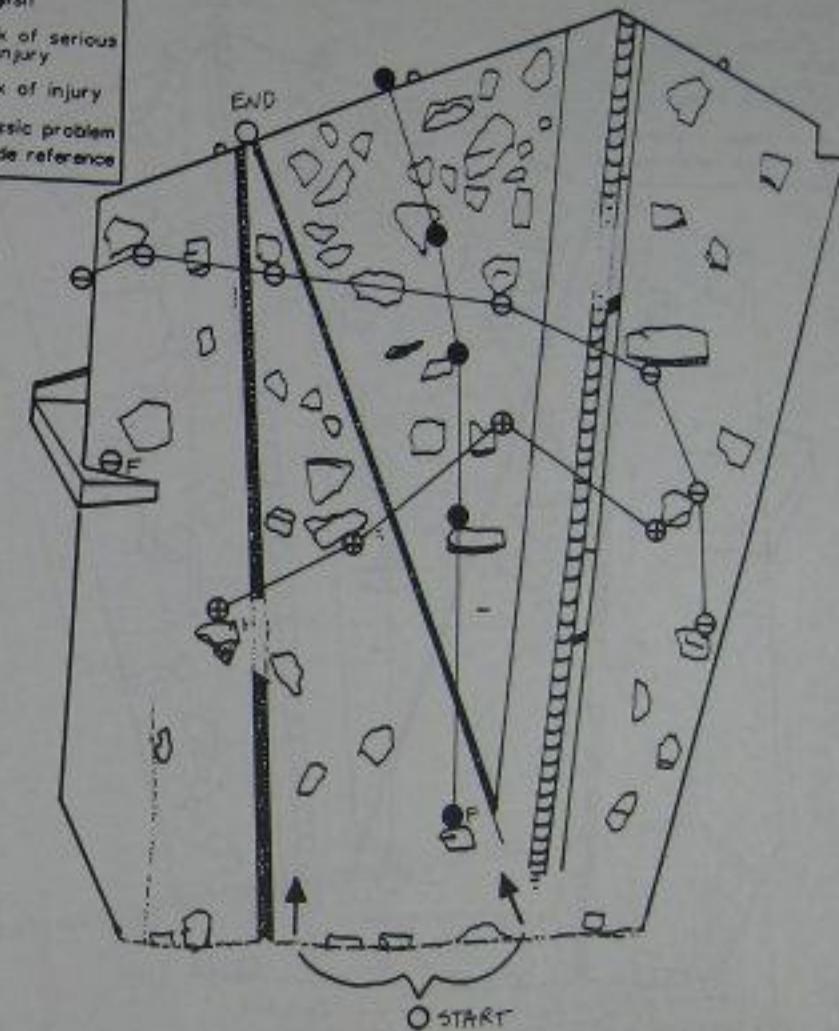


EASY MODERATE: Ⓛ ENG 5TH HOLD: 1/4" EDGE ON RIB

2* MODERATE : Ⓛ ARF "CLIMBING 101"

HARD : Ⓛ ENG PLATFORM OUT

ROUTE KEY	
F	= Specific rock for feet
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⚡	= Risk of injury
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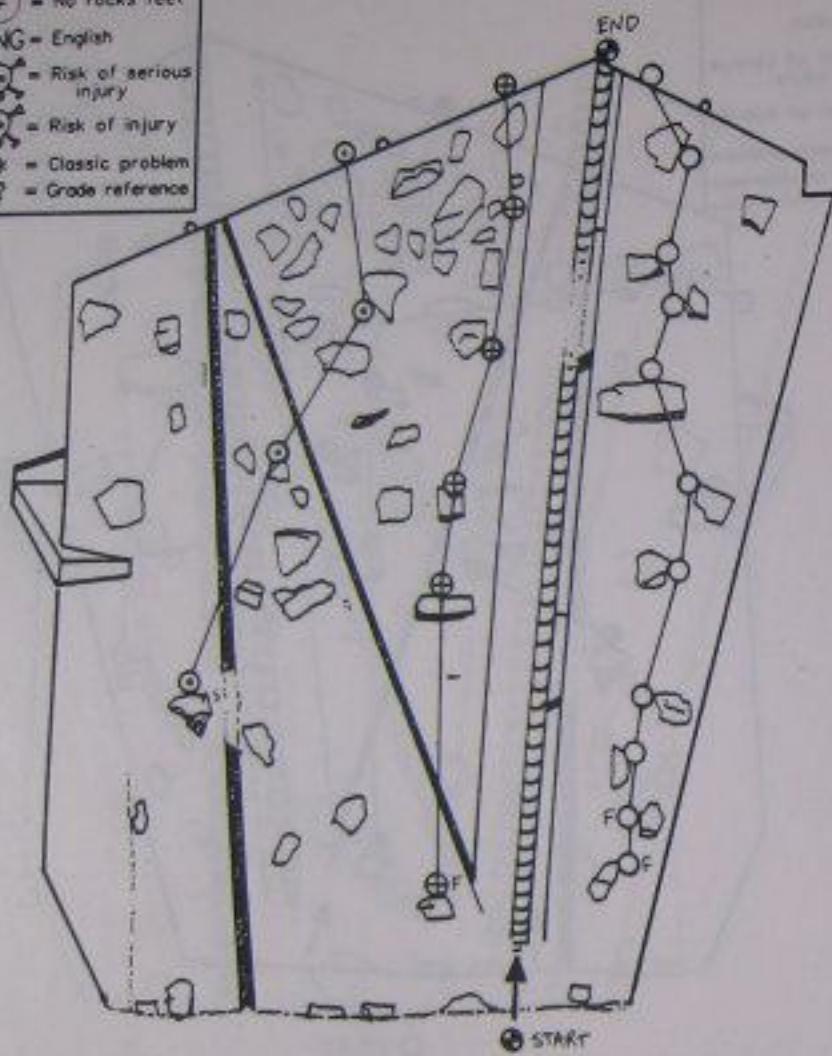


EASY : Ⓛ ARF LEFT HAND IN LEFT CRACK, RIGHT IN RIGHT
(VARIATION: Ⓛ - VERY HARD)

EASY MODERATE : Ⓛ ARF

* MOD. HARD : Ⓛ ARF USE ROCKS AND TEXTURE ONLY!
(VARIATION: Ⓛ - HARD)

ROUTE KEY	
F	= Specific rock for feet
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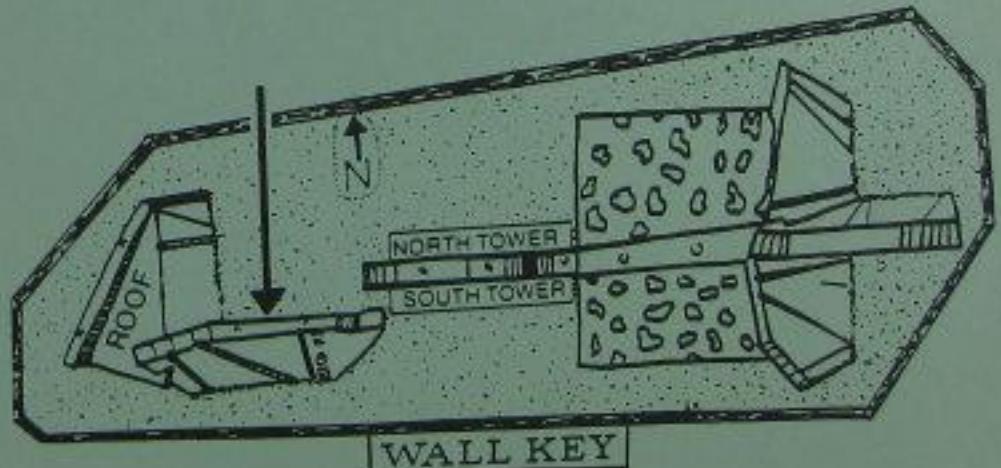
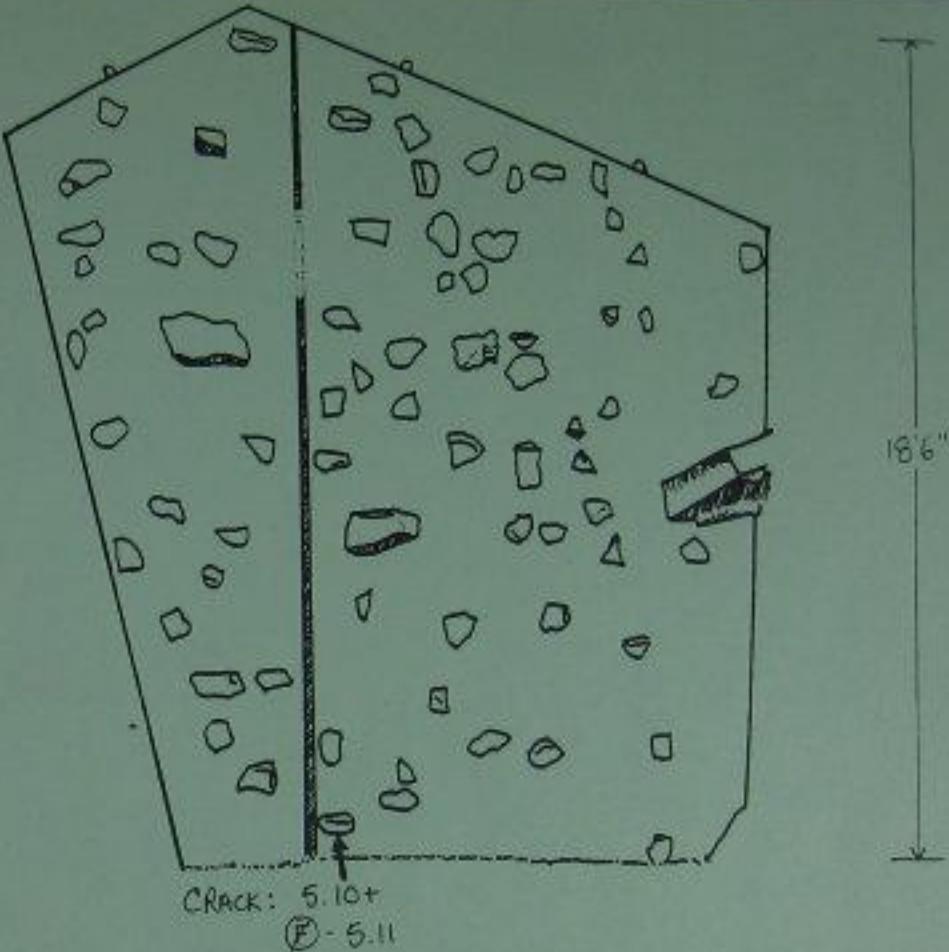


7* EASY : ○ AR "WALKIN' THE PARK"

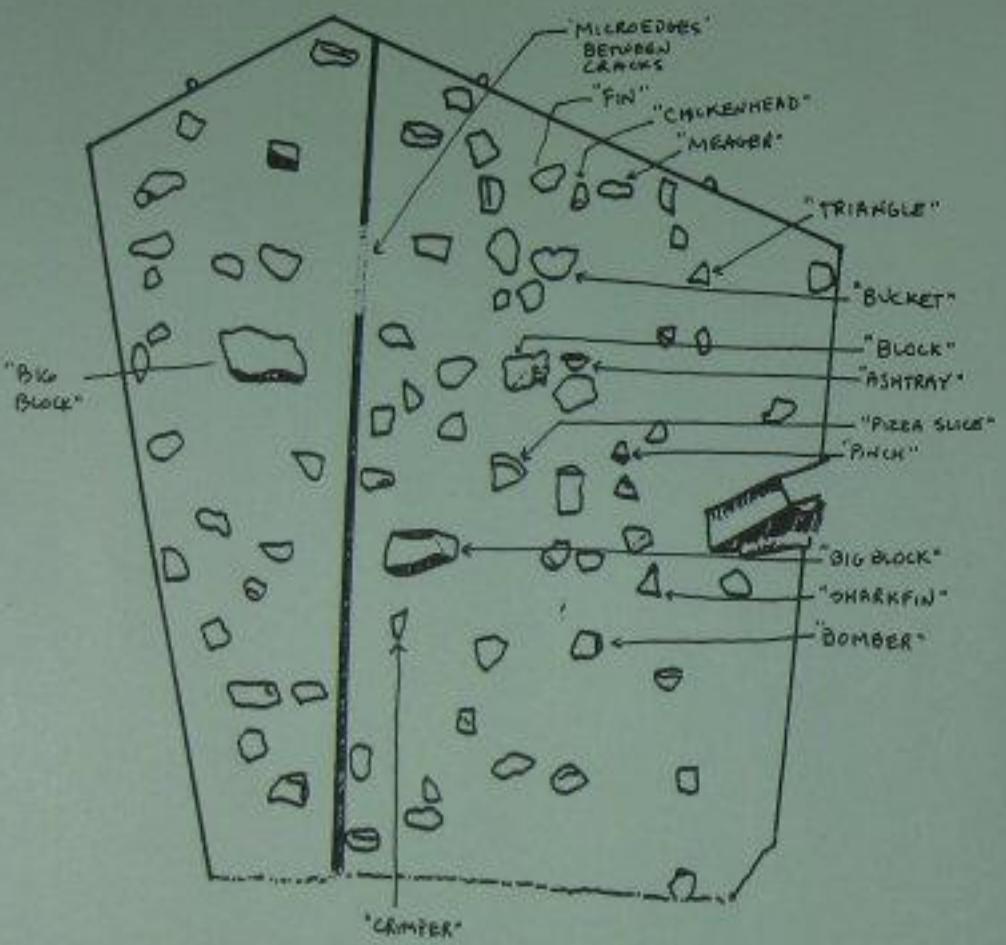
MOD HARD : ⊕ (F) STARTER ROCK FOR FEET

HARD : ● (F) "VICE GRIP": PINCH RIB TO TOP,
NO LAYBACK!

EXTREM. HARD : ○ (F) "AMPHETAMINE GRIP"
48 (VARIATION: ARF - MOD)



WALL NOTES



- USE CAUTION WHEN CLIMBING ON LEFT SIDE!

MODERATE: Ⓛ ARF

HARD: Ⓜ ARF

EXTREM. HARD: Ⓝ Ⓡ

"THE CORKSCREW": UNDERSIDE O'BIG BLOCK ONLY
"COITUS"

(VARIATION: ARF - MOD.HARD)



ROUTE KEY

F = Specific rock for feet

AR = All rocks hands and feet

ARH = All rocks hands

ARF = All rocks feet

Ⓐ = No rocks feet

ENG = English

☠ = Risk of serious injury

✗ = Risk of injury

* = Classic problem

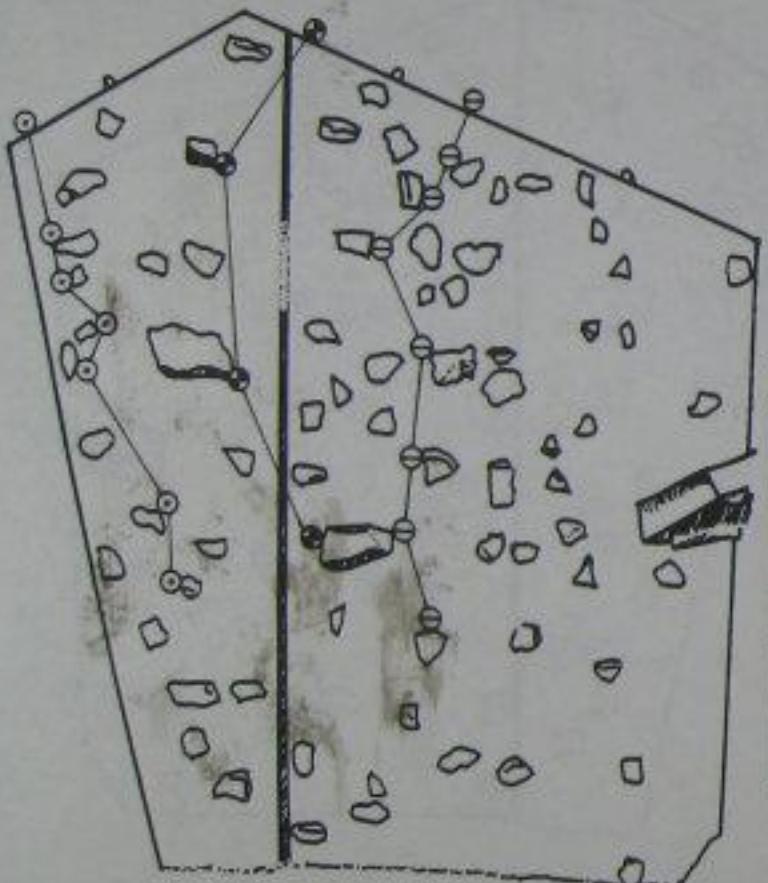
? = Grade reference



EASY MODERATE: ⚡ ARF "FIRST GRIP"

HARD: ⚡ ARF "CROC-O-STIMPY"
FINISH RIGHT OF CRACK 

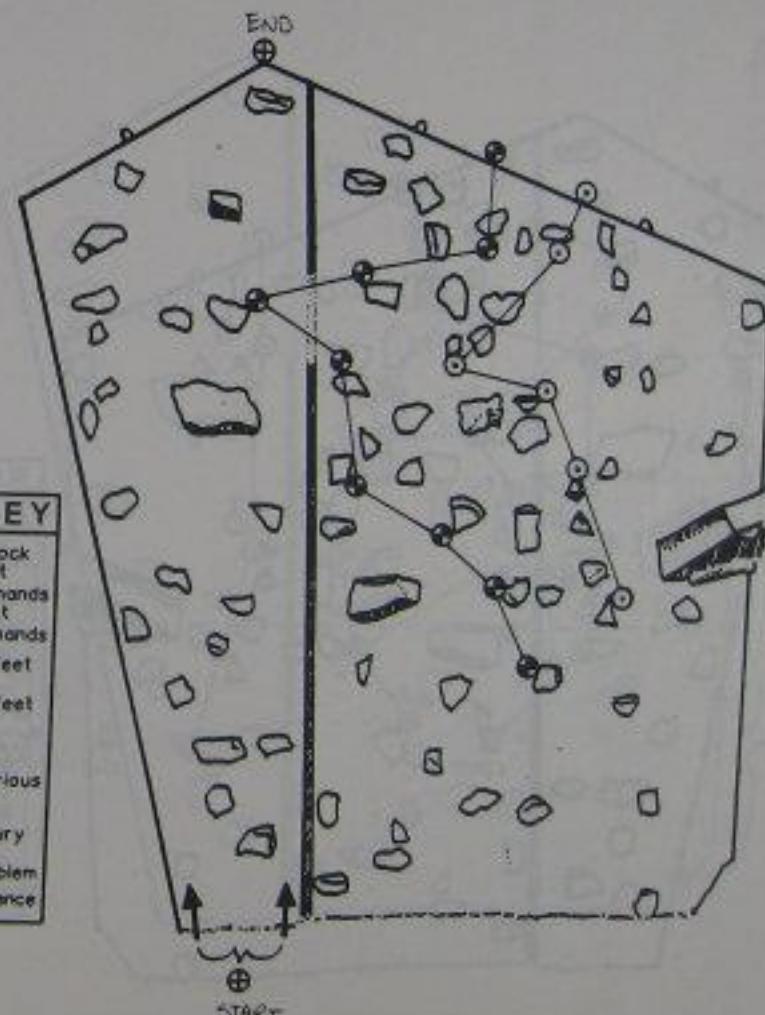
EXTREM. HARD: ⚡ ⚡ "THE TOLL" USE SPOTTER OR TR!
(VARIATION: ARF - HARD)



MOD. HARD: ⚡ AR ALL ROCKS TO PEAK

HARD: ⚡ ⚡ GOOD TRAINER

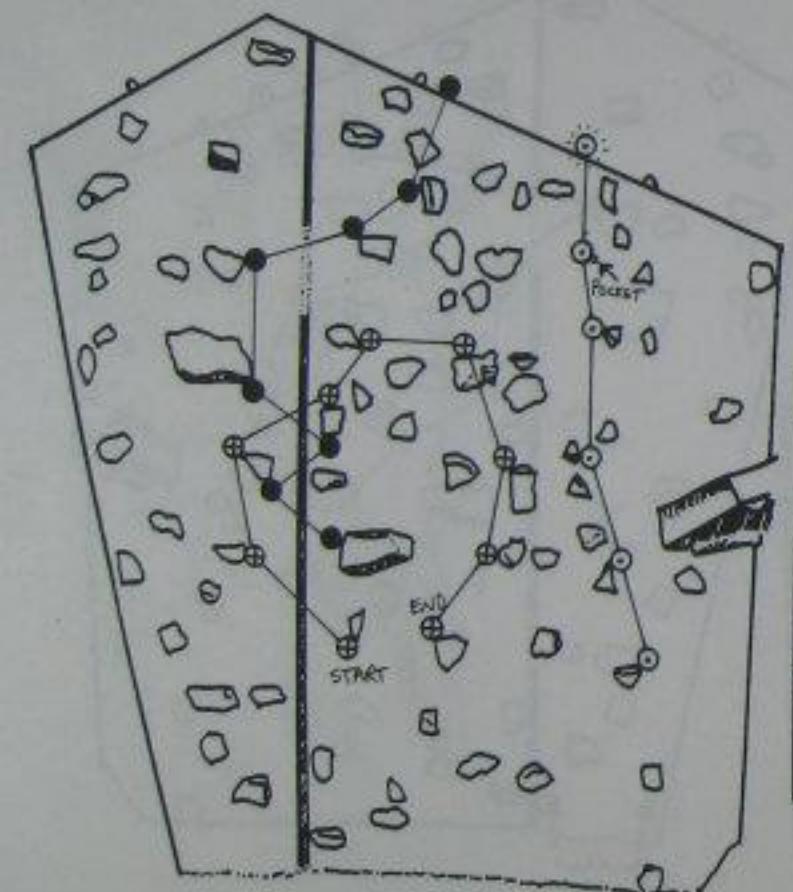
EXTREM. HARD: ⚡ ⚡ "WEAPONS' STASH" STEM START IF SHORT



MOD. HARD: Ⓛ ARF "BEAT THE CLOCK" BIG BLOCK OUT
(VARIATION: 2 LOOPS - HARD)

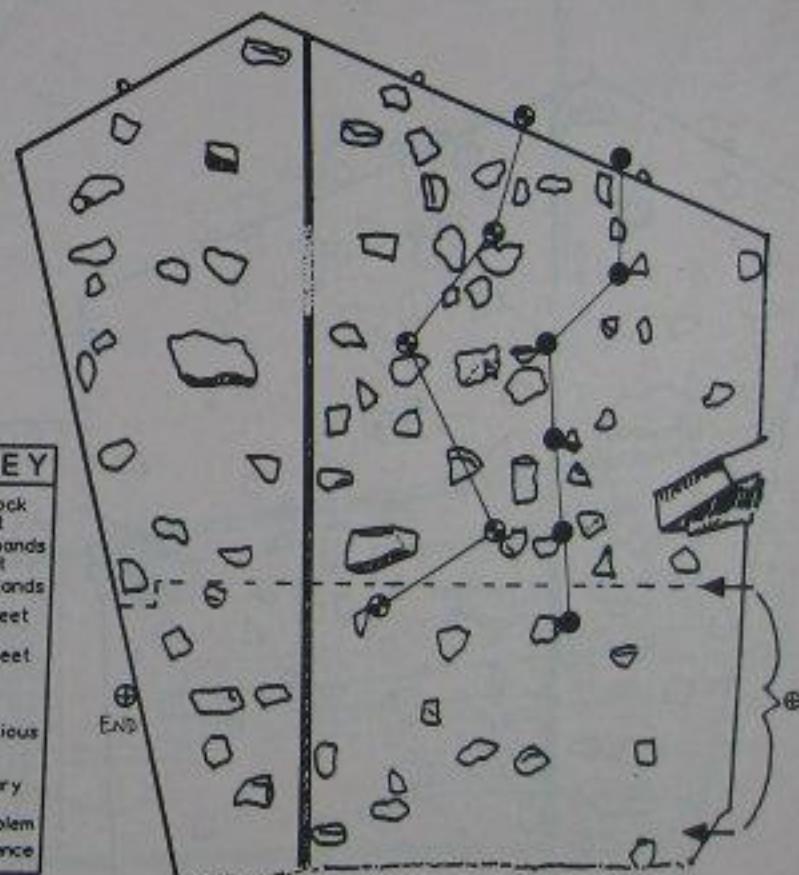
VERY HARD: ● FEET CAN'T TOUCH WALL! "GONG SHOW"

EXTREM. HARD: Ⓜ (F) "LOCALS ONLY"



ROUTE KEY	
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MOD. HARD: Ⓛ AR ALL ROCKS UNDER BIG BLOCK RT TO LEFT
HARD: Ⓛ ARF REACHY
VERY HARD: ● (F) "HAMMERHEAD" BEWARE LAST MOVE!
💀

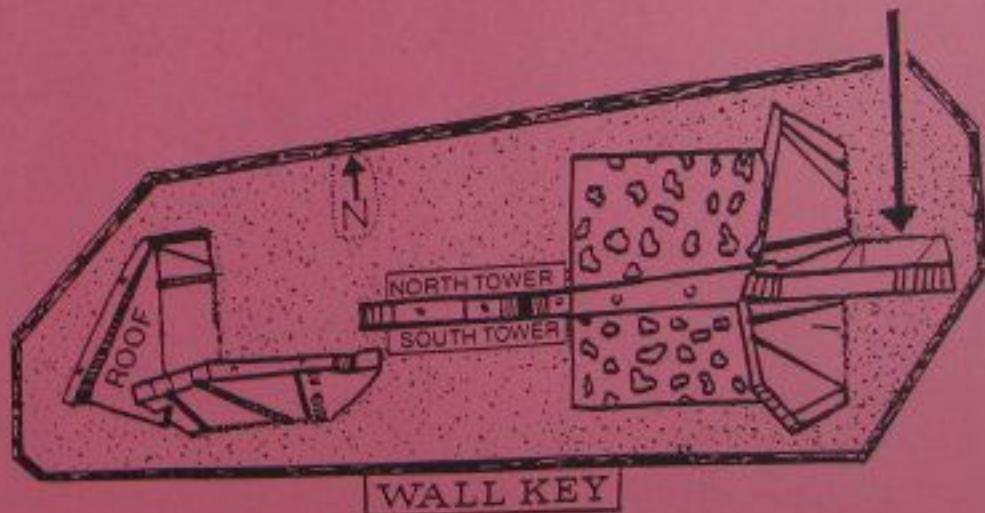
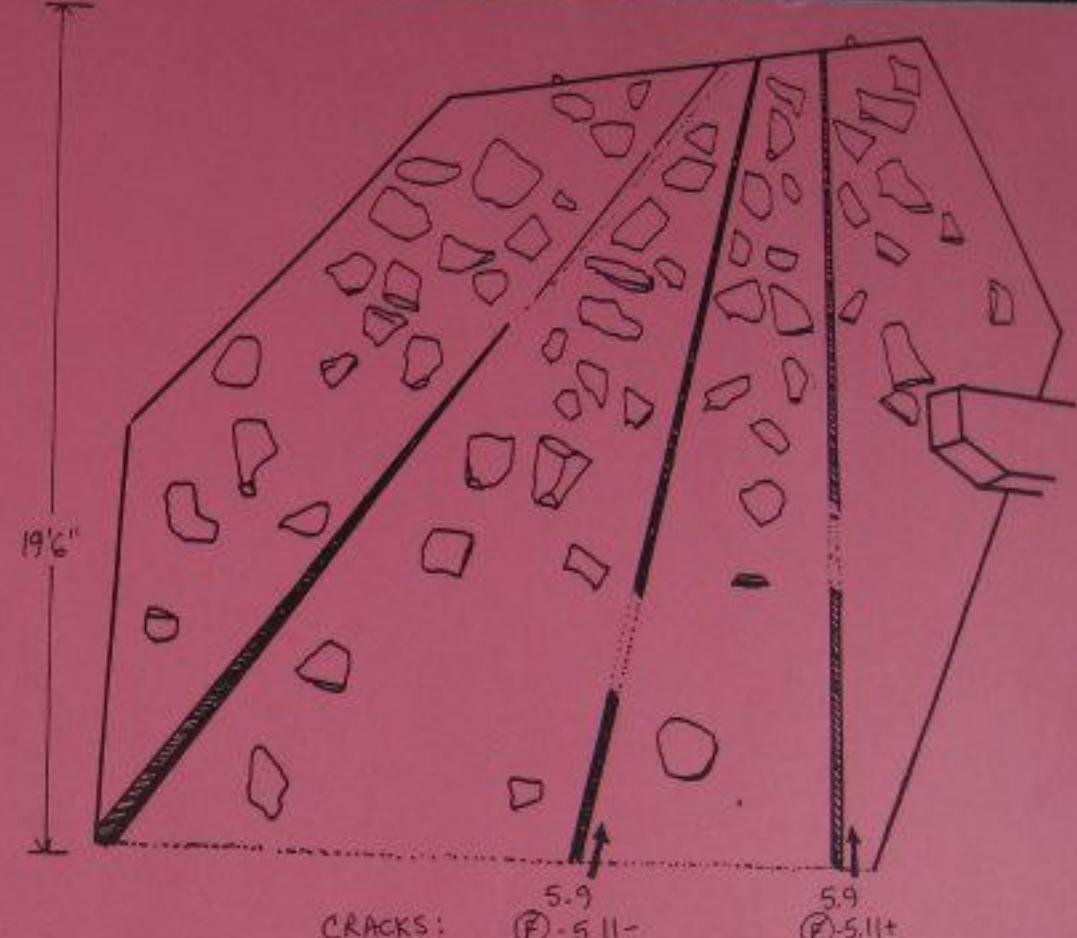
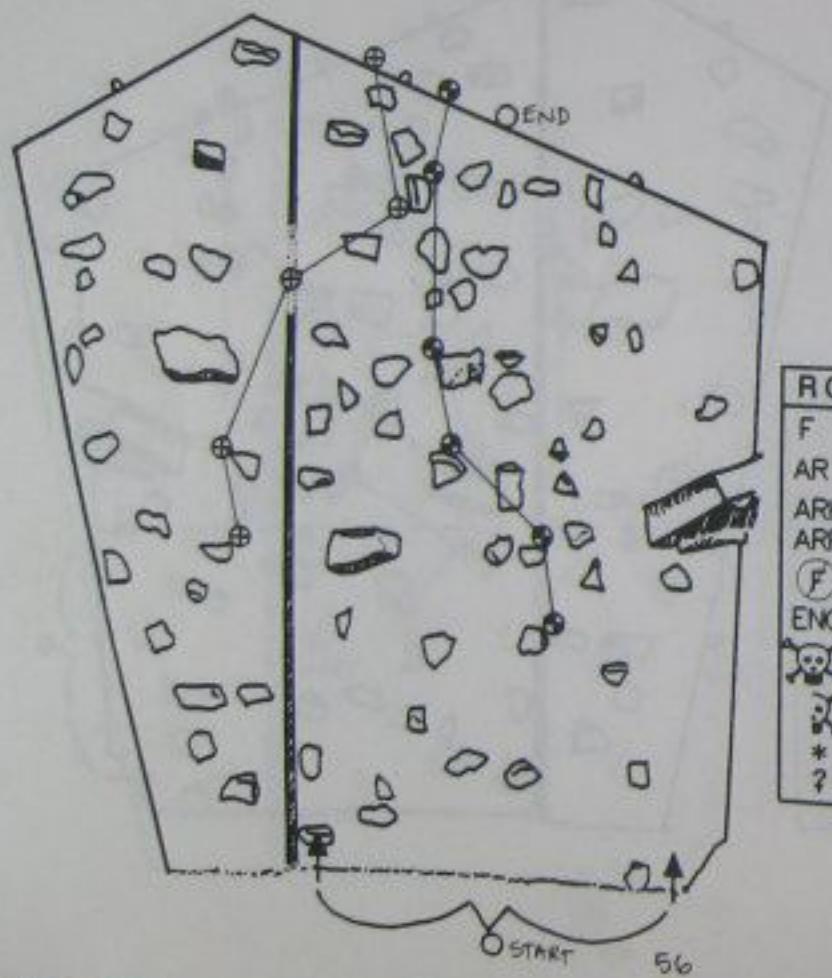


ROUTE KEY	
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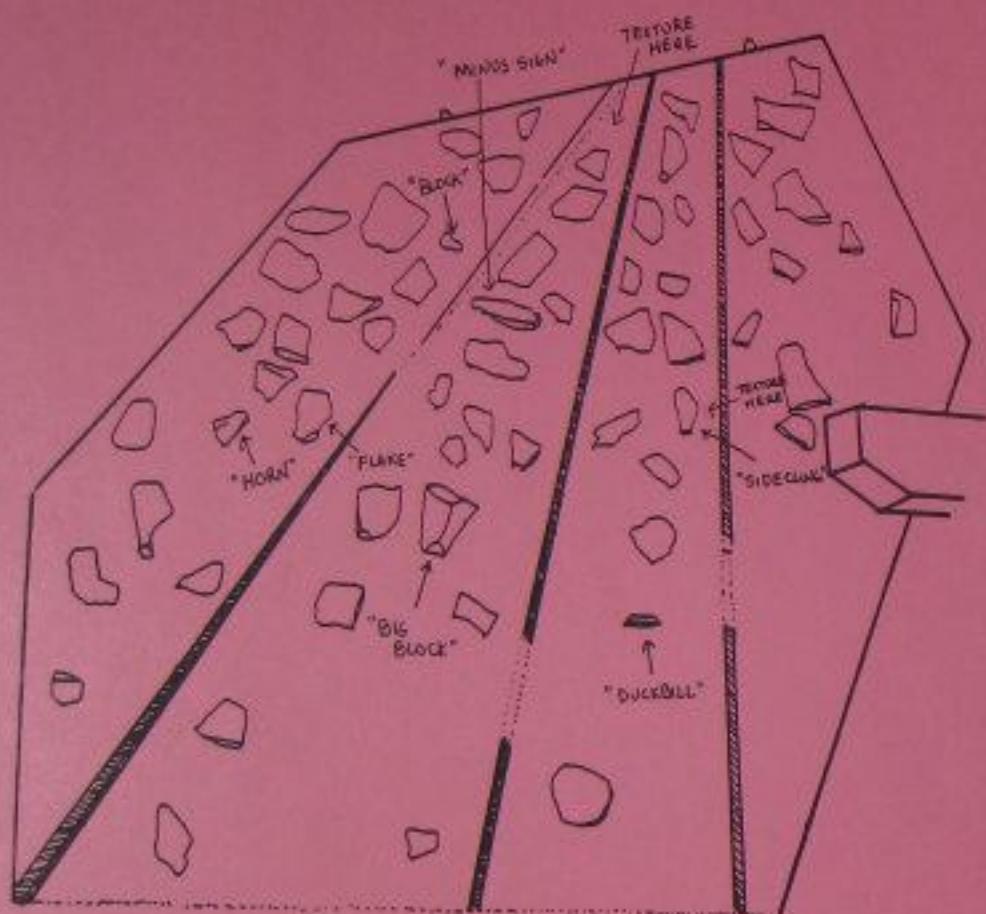
EASY O AR ALL ROCKS TO TOP

MOD HARD :⊕ ARF "JELLO ANGST": MICROEDGES - 3RD HOLD

HARD :⊕ (F) "RUN AMOK"

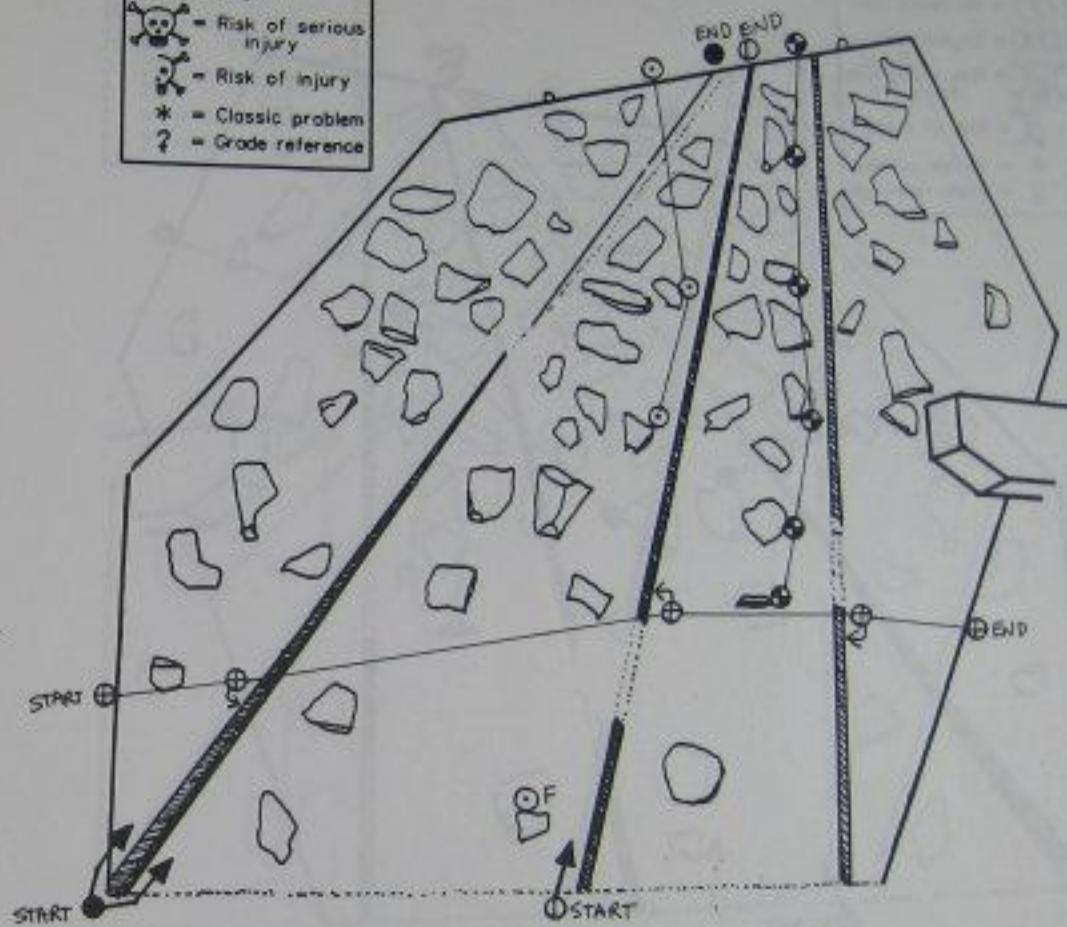


WALL NOTES



58

ROUTE KEY	
F	= Specific rock for feet
AR	= All rocks hands and feet
ARH	= All rocks hands
ARF	= All rocks feet
(F)	= No rocks feet
ENG	= English
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⚡	= Risk of injury
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?	= Grade reference



MODERATE: ⚡ LAYBACK CRACK TO TOP; FEET IN CRACK

MOD. HARD: ⚡ HANDS & FEET IN CRACKS ONLY "THREE CRACKS"

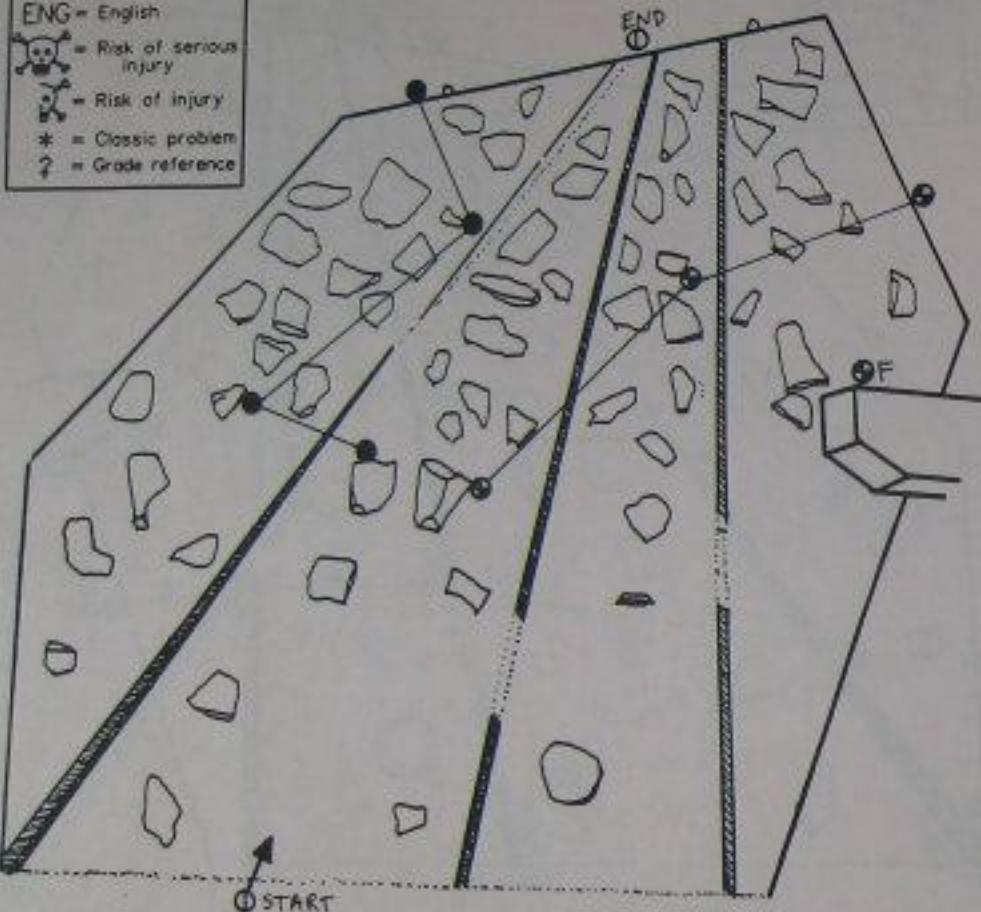
HARD : ⚡ (F) "GYPCRETE" (VARIATION: ARF - MODERATE)

VERY HARD: ⚡ ARF LAYBACK EITHER SIDE TO START;
CRACK AND SEAM ONLY FOR HANDS!

EXTREM. HARD: ⚡ (F) TOUGH MANTLE. CHEATER ROCK TO START

59

ROUTE KEY	
F	= Specific rock for feet
AR	= All rocks hands and feet
ARH	= All rocks hands
ARF	= All rocks feet
(F)	= No rocks feet
ENG	= English
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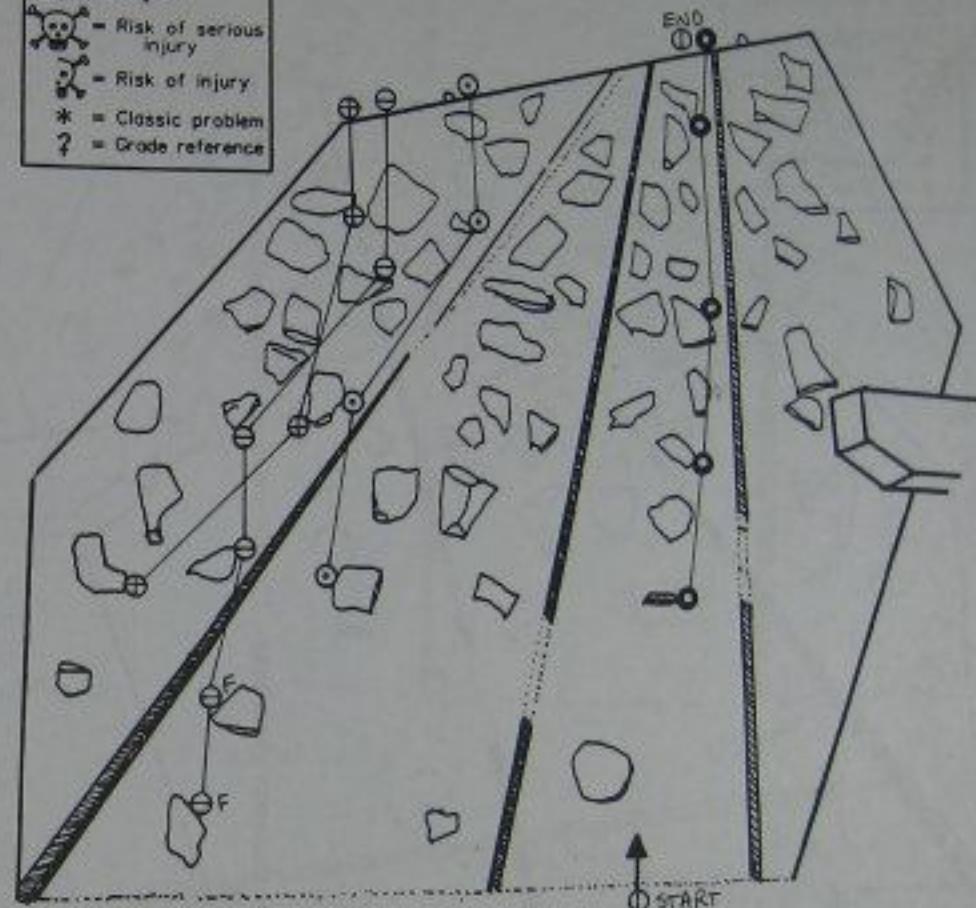


MODERATE: Ⓛ AR ALL ROCKS TO TOP; STAY BETWEEN CRACKS

HARD: Ⓜ ENG STEP OFF RIGHT EDGE SECRET HCKER?

VERY HARD: Ⓝ ENG "MATTEO REACHY"

ROUTE KEY	
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ARF	= All rocks feet
(F)	= No rocks feet
ENG	= English
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⚠	= Risk of injury
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EASY MODERATE: Ⓛ ENG

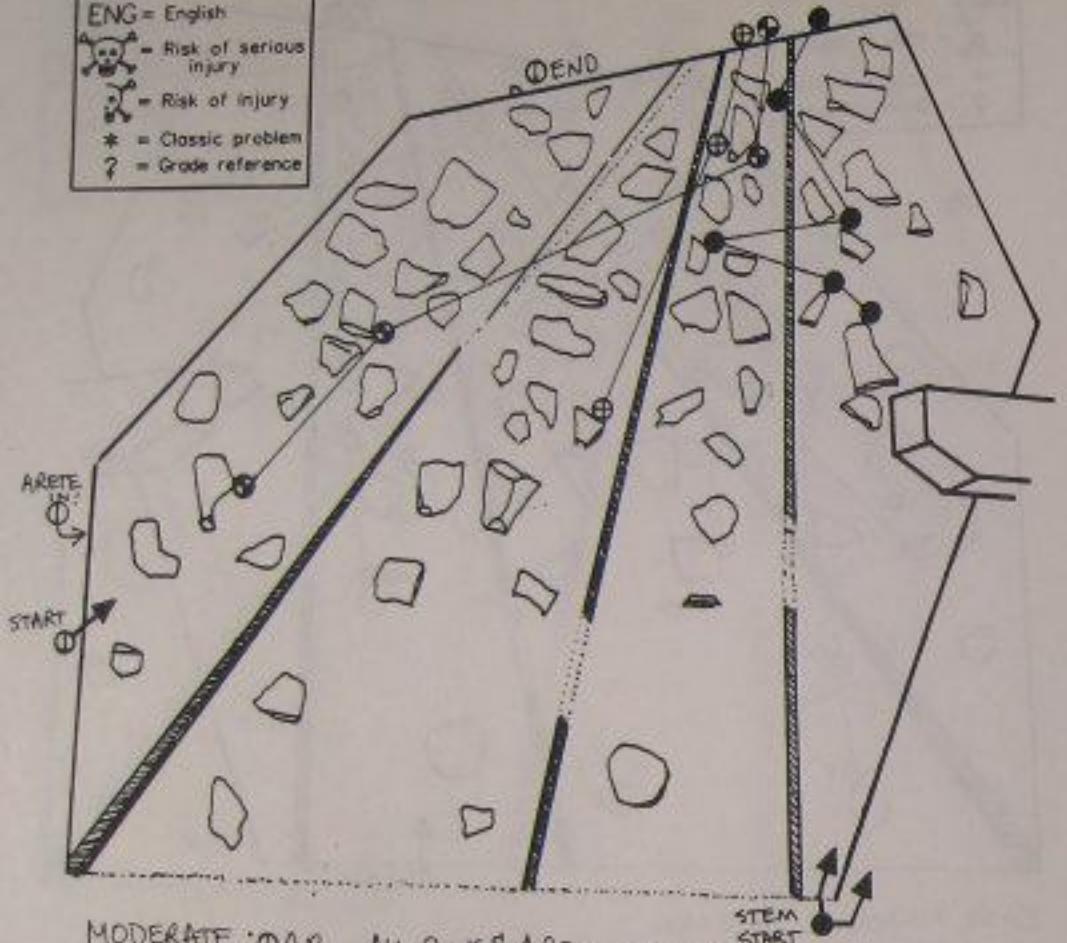
MODERATE: Ⓛ AR ALL ROCKS BETWEEN CRACKS TO TOP

MOD. HARD: Ⓛ ARF "THREE-ROCK BOX"

EXTREM. HARD: Ⓛ (F) "FLAKE REACH"

? EXTREME: Ⓛ (F) "SCOTT FRANKLIN PROBLEM"

ROUTE KEY	
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ARH	= All rocks hands
ARF	= All rocks feet
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ENG	= English
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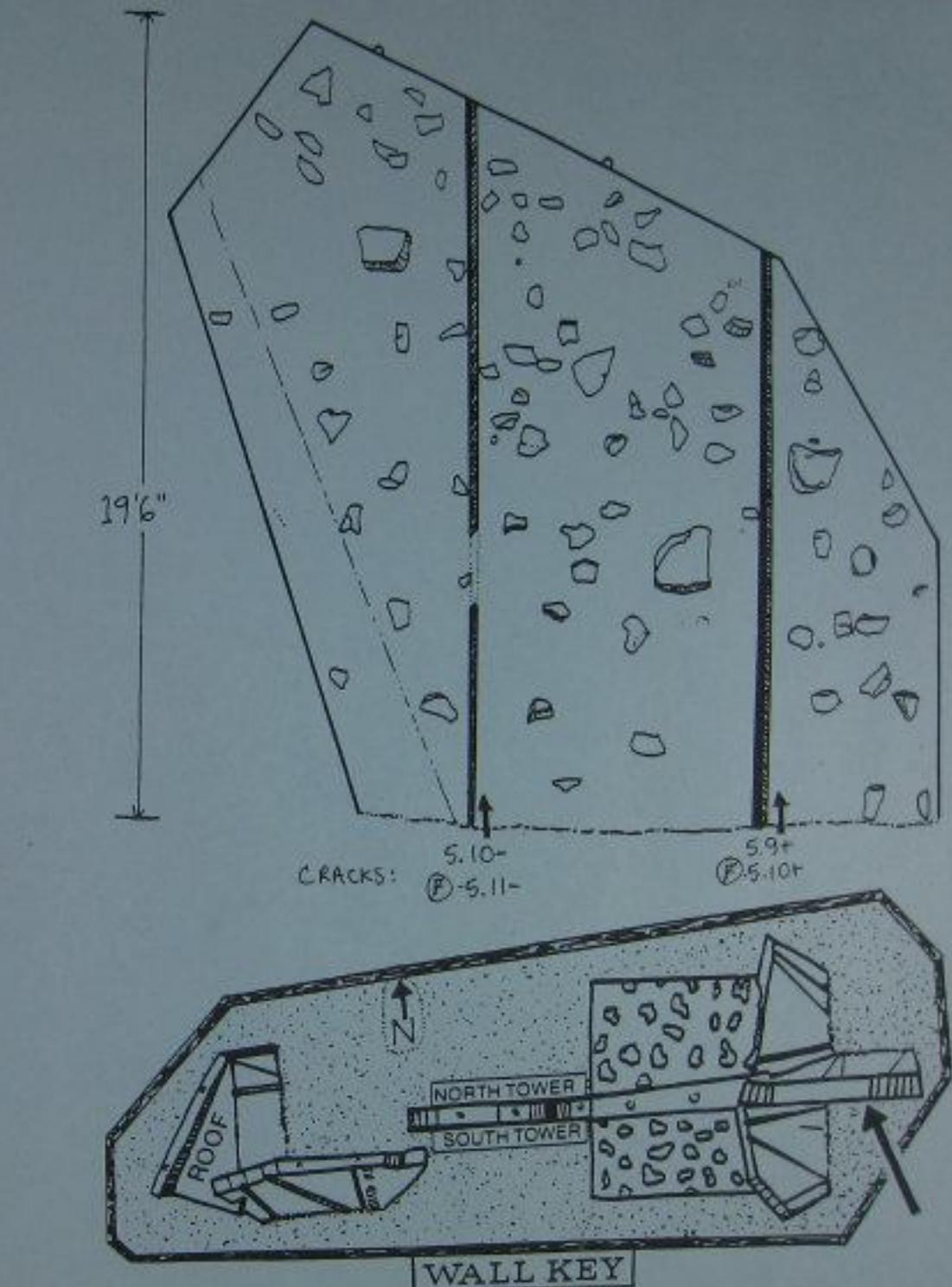


MODERATE: Ⓛ AR ALL ROCKS ARETE TO TOP

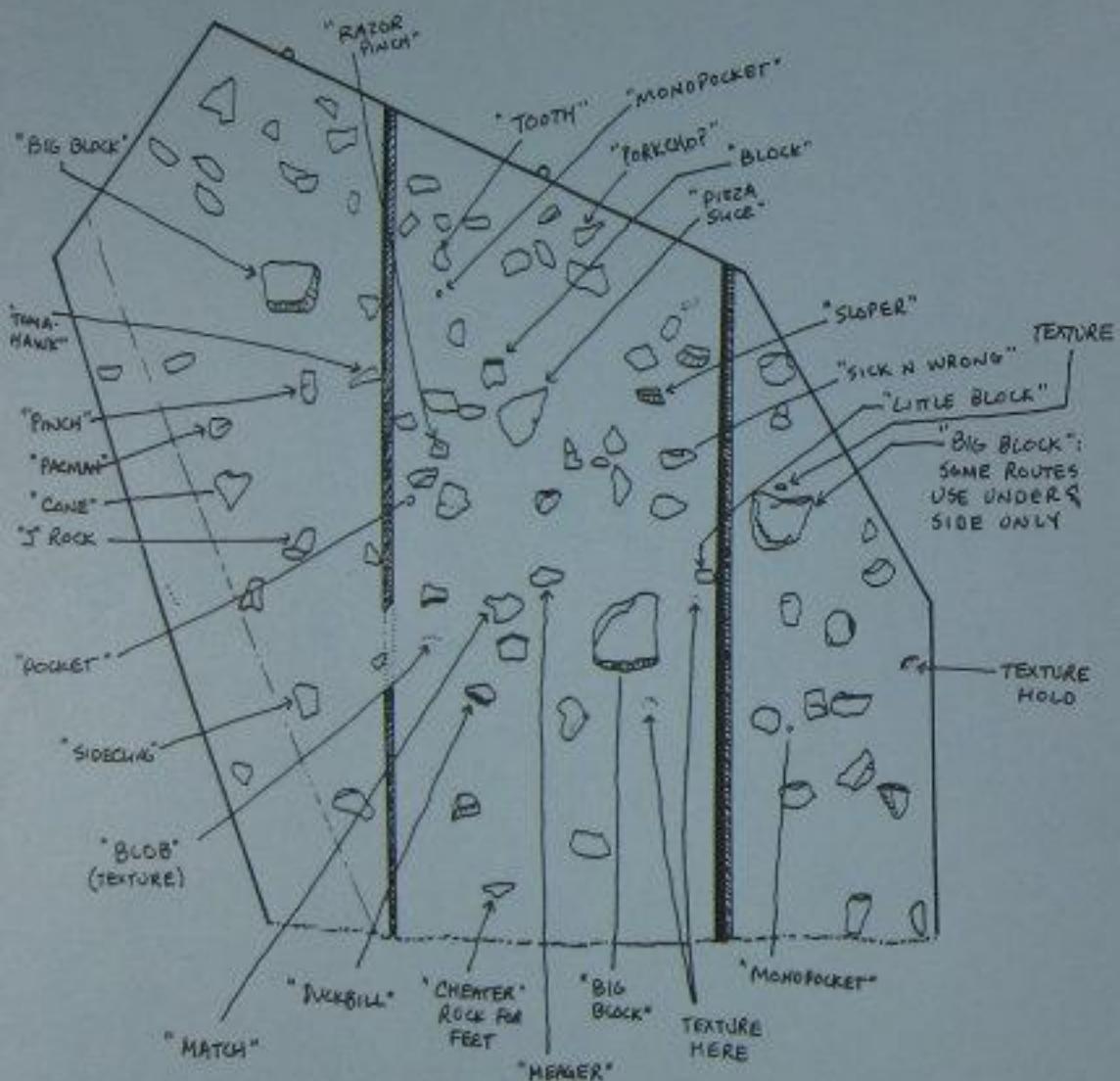
MOD. HARD: Ⓜ ARF - LOTS OF TEXTURE!

HARD: Ⓝ ARF "CENTERFOLD MOCK-UP"

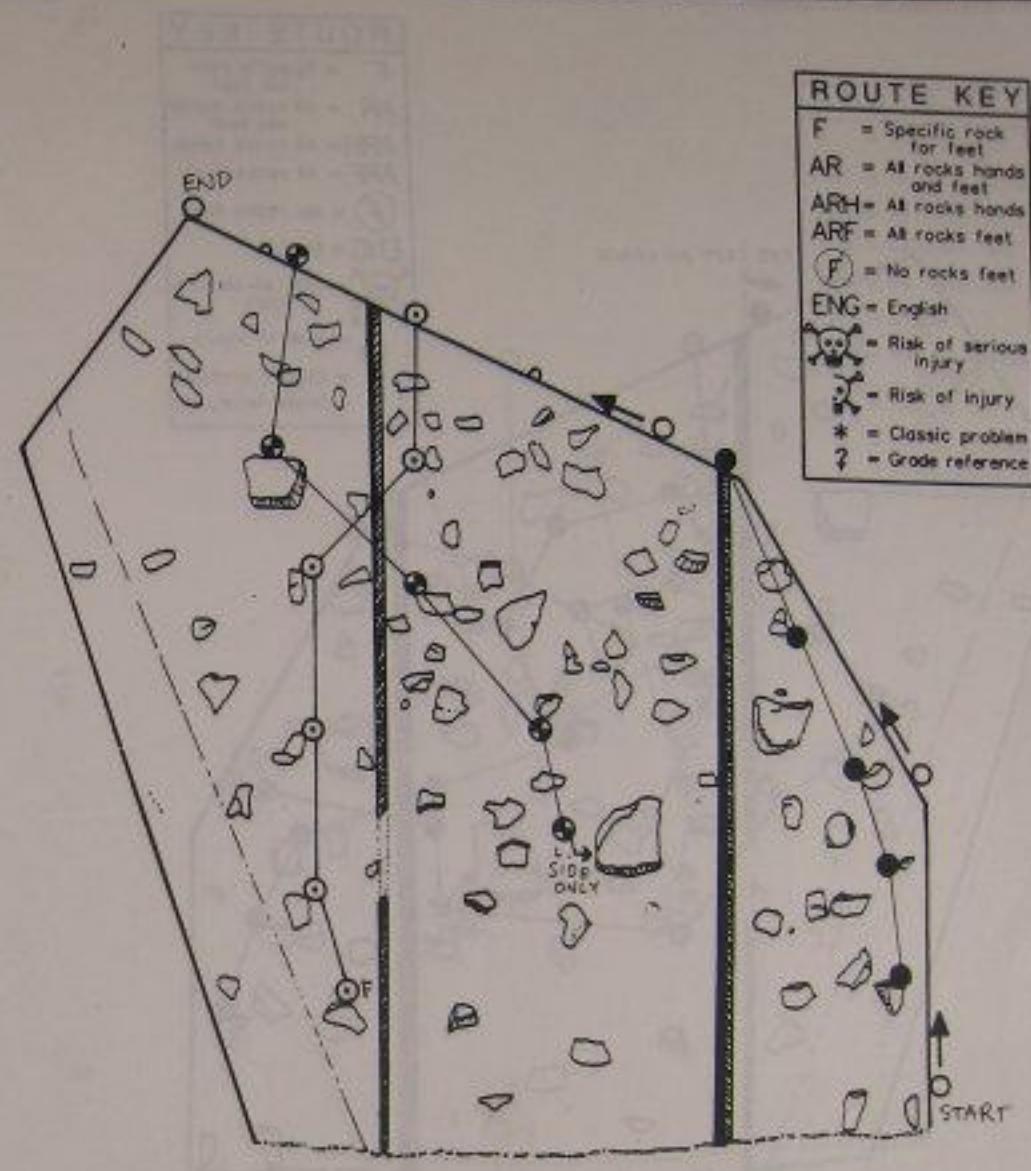
VERY HARD: Ⓞ ARF "MASOCHISM TANGO" STEM START TO 1ST TWO HOLDS



WALL NOTES



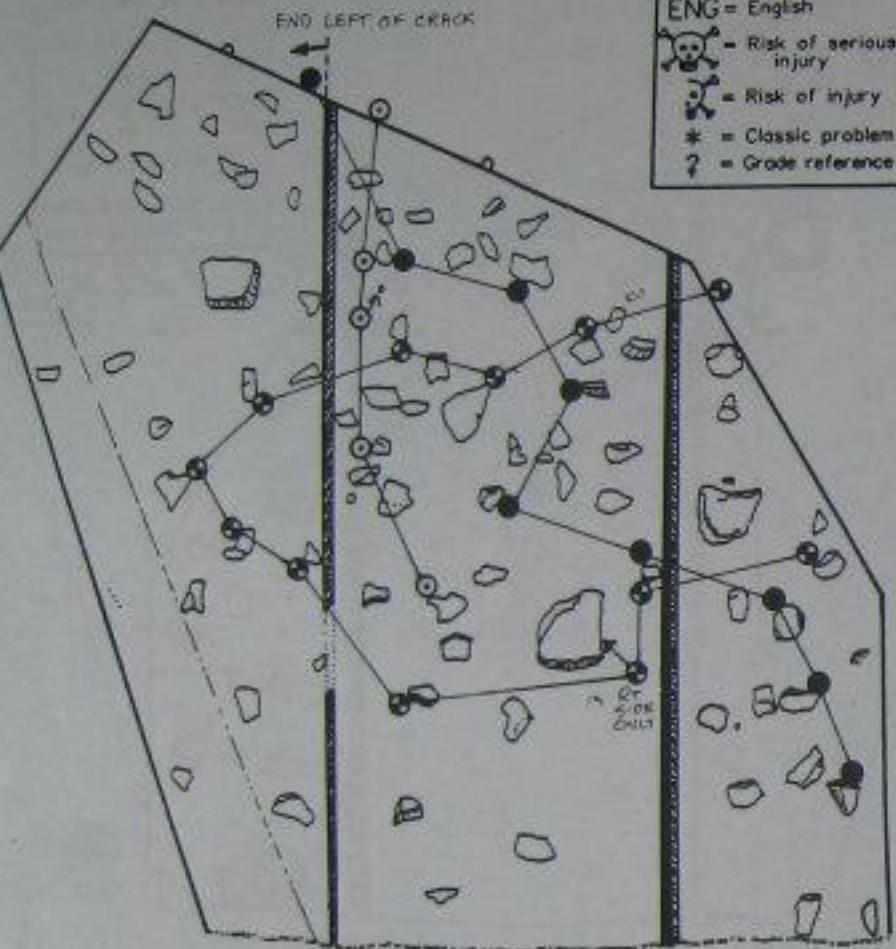
64



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ROUTE KEY	
F	= Specific rock for feet
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ARH	= All rocks hands
ARF	= All rocks feet
(F)	= No rocks feet
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	= Risk of serious injury
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END LEFT OF CRACK



HARD: • ARF "CAKEWALK" STEMMING ALLOWED

VERY HARD: • (F) "PUMP & CIRCUMSTANCE" SIT START

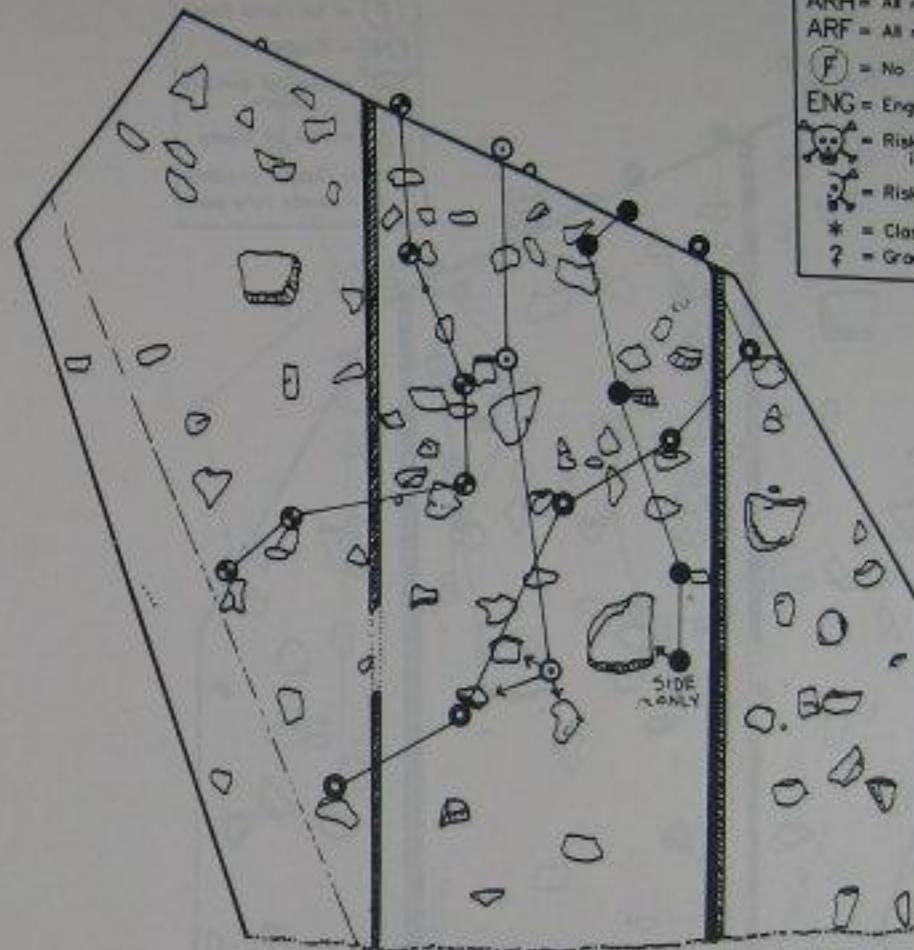
?*EXTREM. HARD: • (F) "THE RAZOR"

© JEFF SMOOT

66

ROUTE KEY	
F	= Specific rock for feet
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67

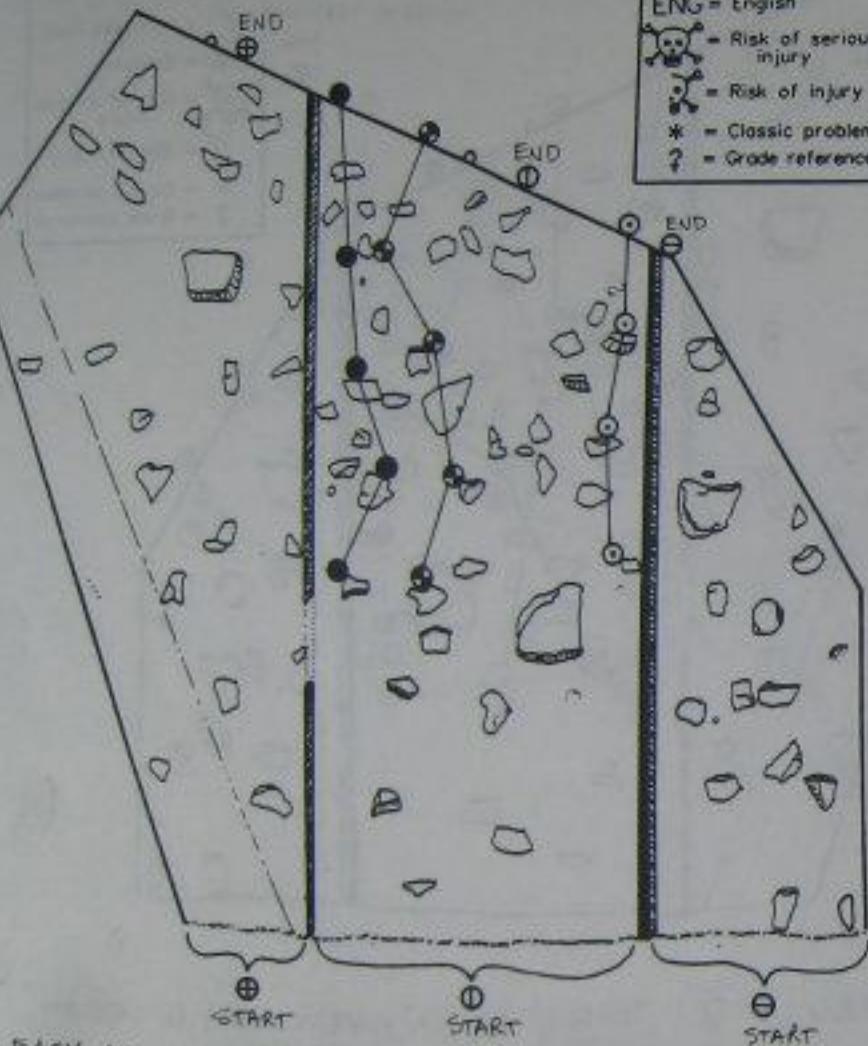
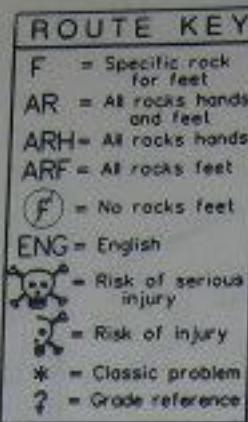


HARD: • (F) "BAKER'S DOZEN" STEM START IF SHORT

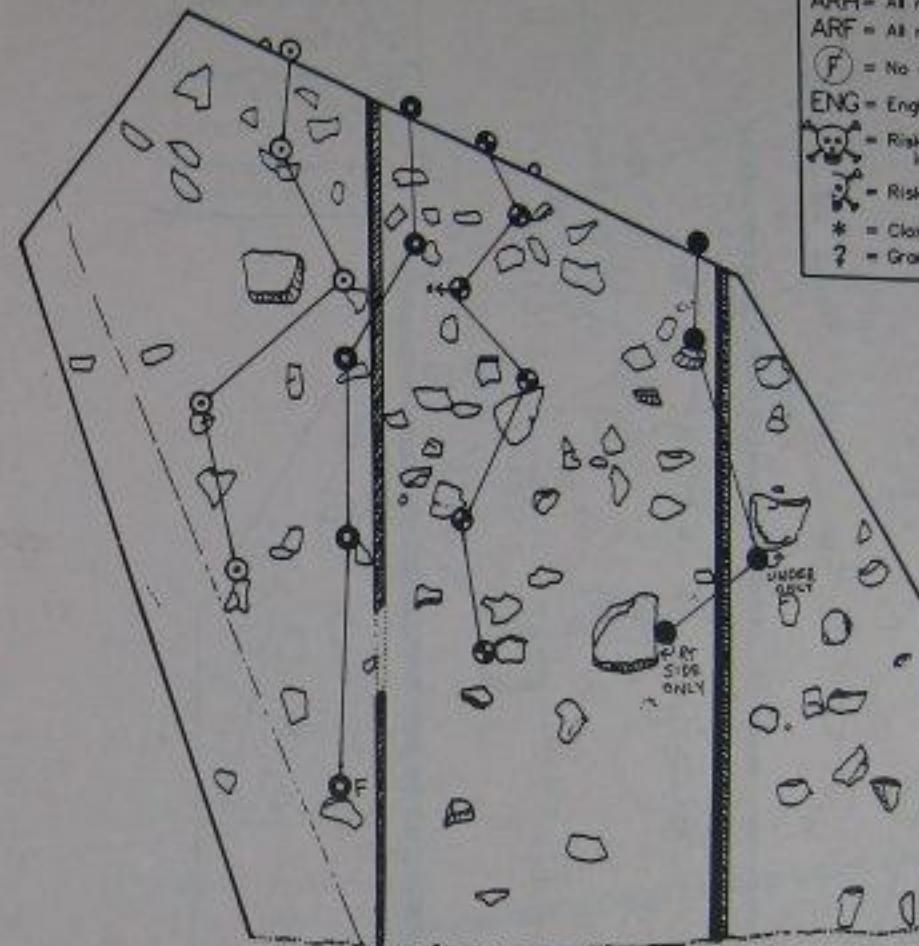
VERY HARD: • (F) "TOECUTTER"

EXTREM. HARD: • ENG "THE ENIGMA" 'NUF SAID

EXTREME!: • (F) "MISSION IMPOSSIBLE" PROJECT SIT START w/STEM

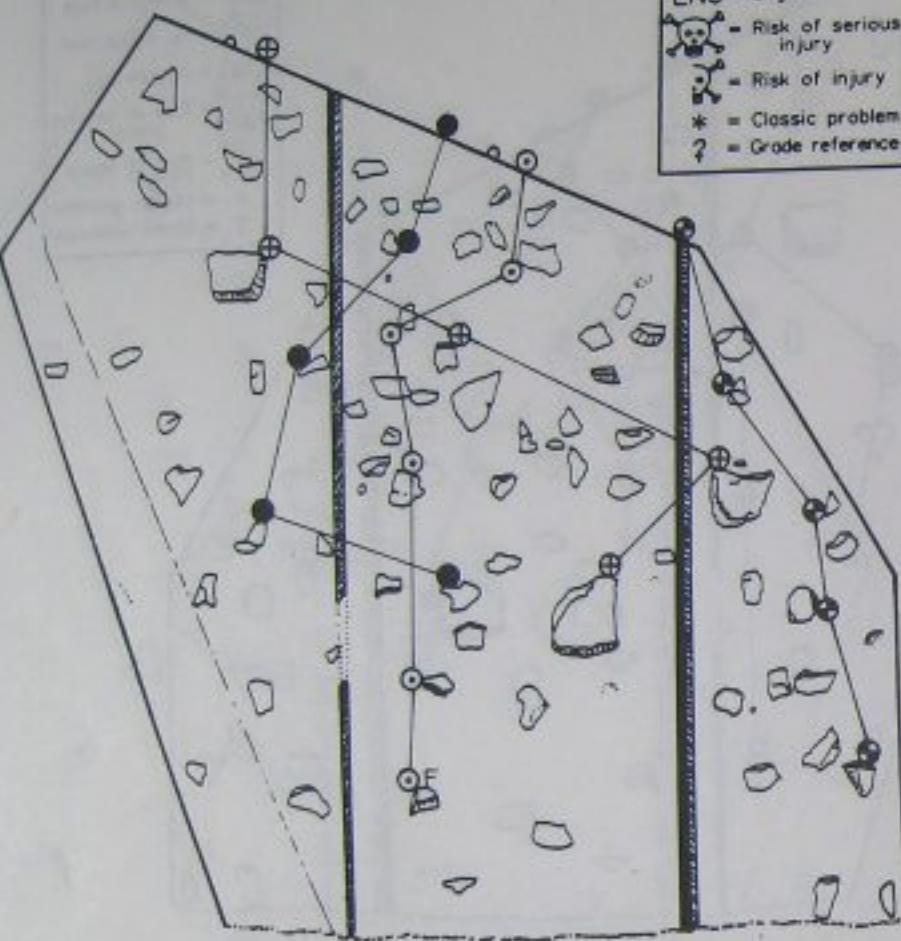


EASY MODERATE: • AR ALL ROCKS TO TOP
 MODERATE: • AR " " "
 MOD. HARD: • AR " " "
 ? * HARD: • (F) "4-ROCK CLASSIC"
 VERY HARD: • (F) "SPIROLINA HIGHBALL"
 EXTREM. HARD: • (F) "AX MURDERER"



* HARD: • ARF "PIZZA POCKET"
 VERY HARD: • (F) "CLAMPDOWN" "
 EXTREM. HARD: • ENG "REJUVINATION GENERATION"
 STEM START TO 1ST HOLD. AARGHH!
 EXTREME: • ENG "

ROUTE KEY	
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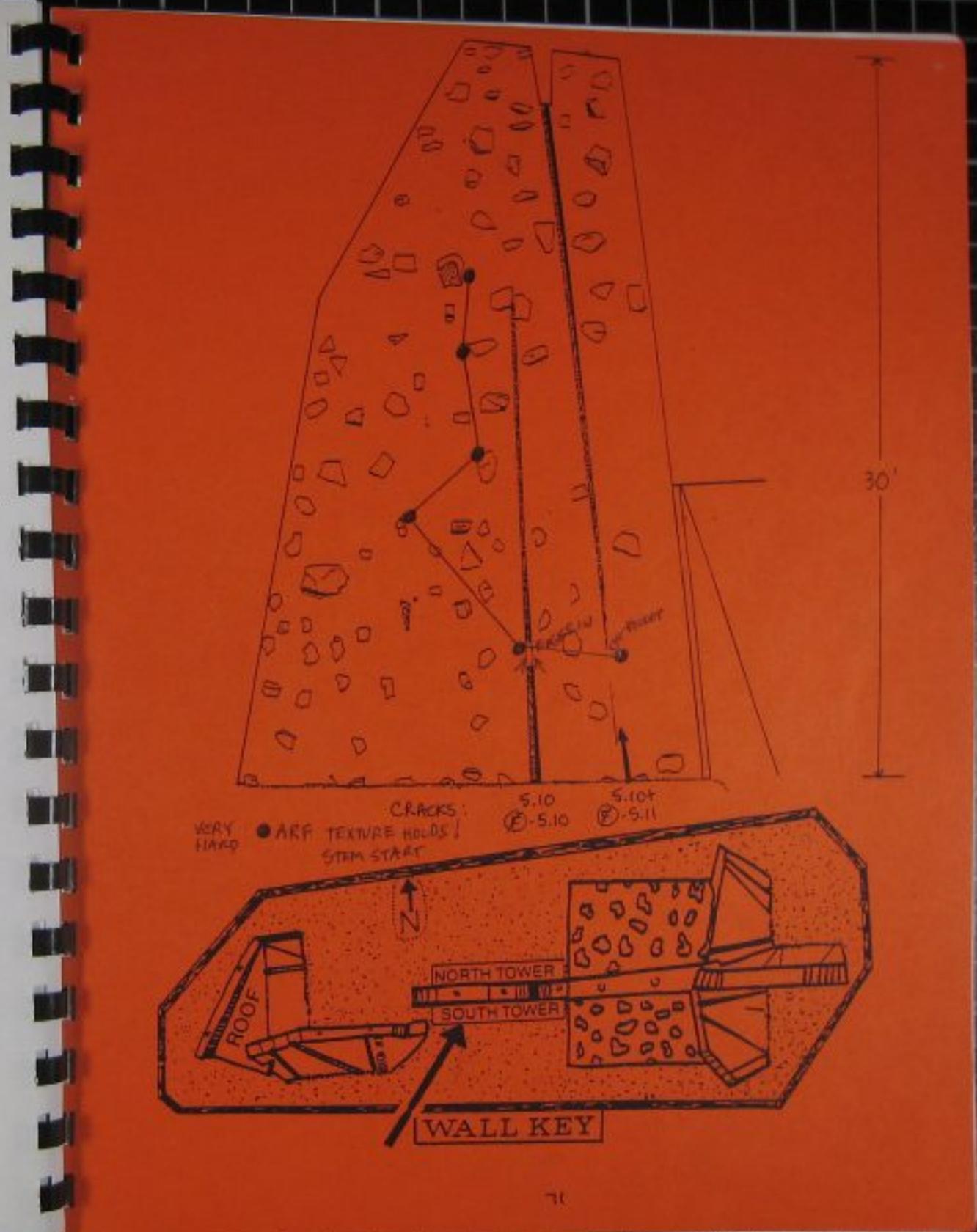


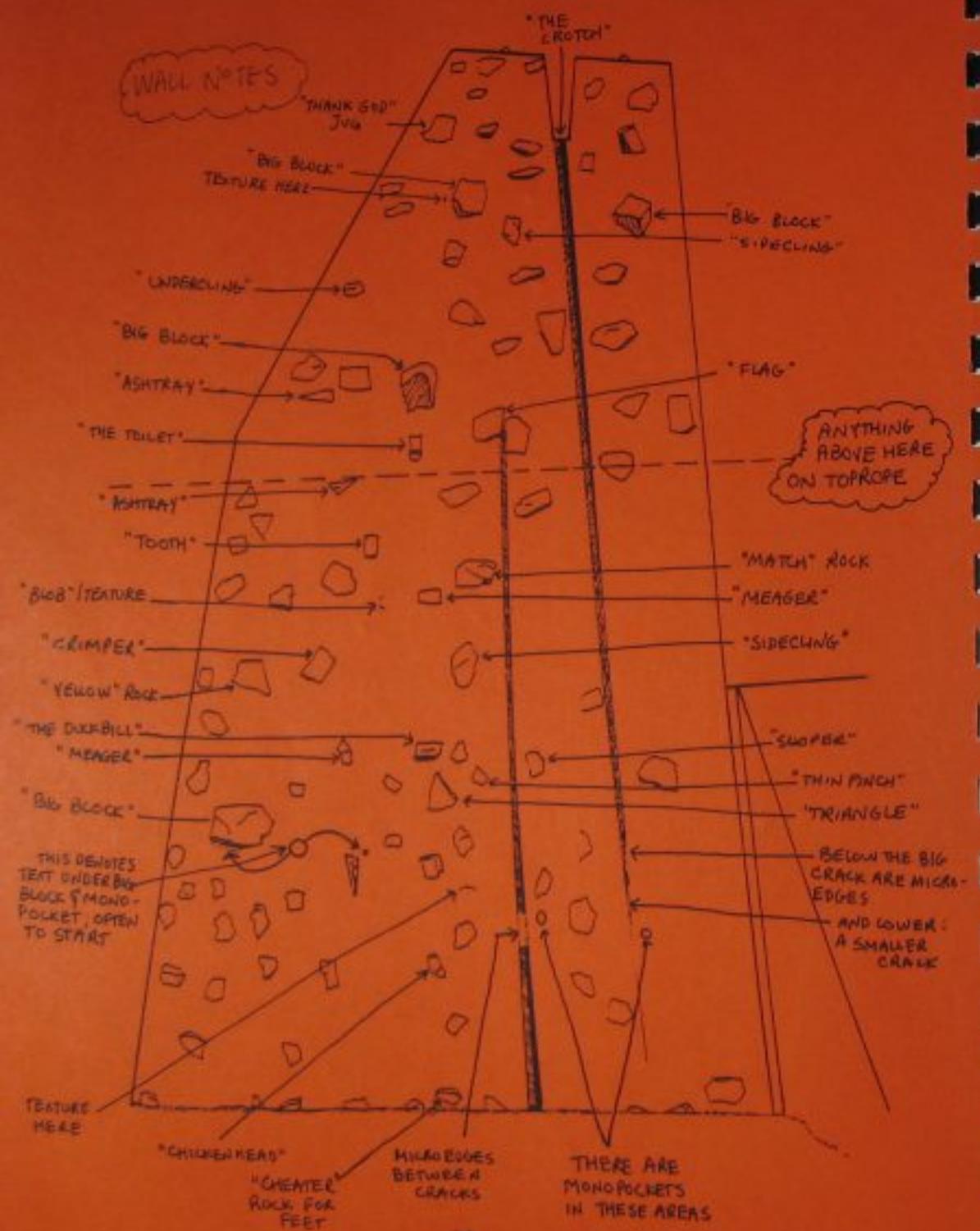
MOD. HARD: Ⓛ ARF "BALANCE TEST"

HARD: Ⓛ ARF "THE INCISOR" SIT START,
STAY RT OF CRACK

* VERY HARD: Ⓛ ENG CLASSIC HIGH-STEP

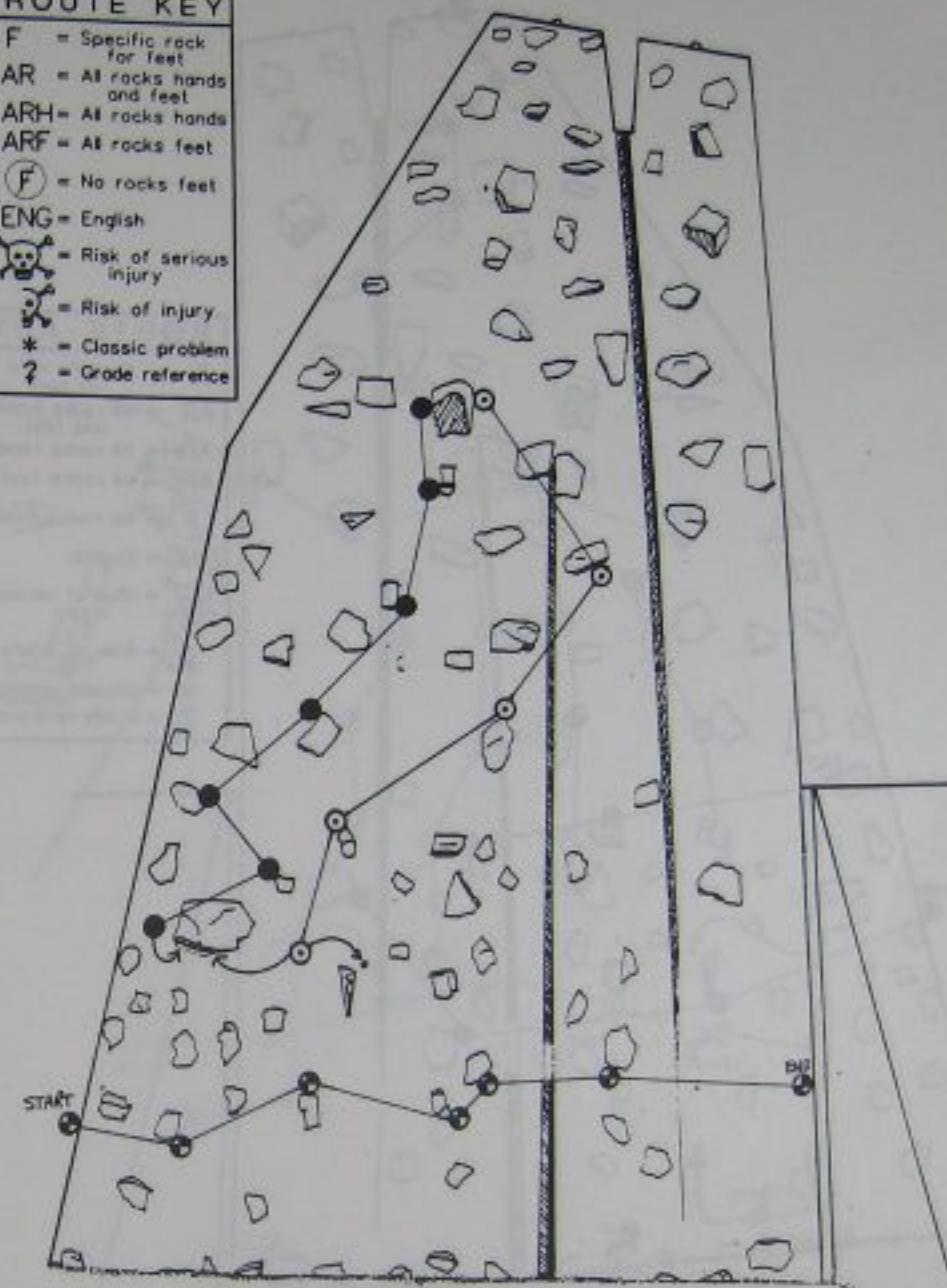
EXTREM. HARD: Ⓛ (F) ??





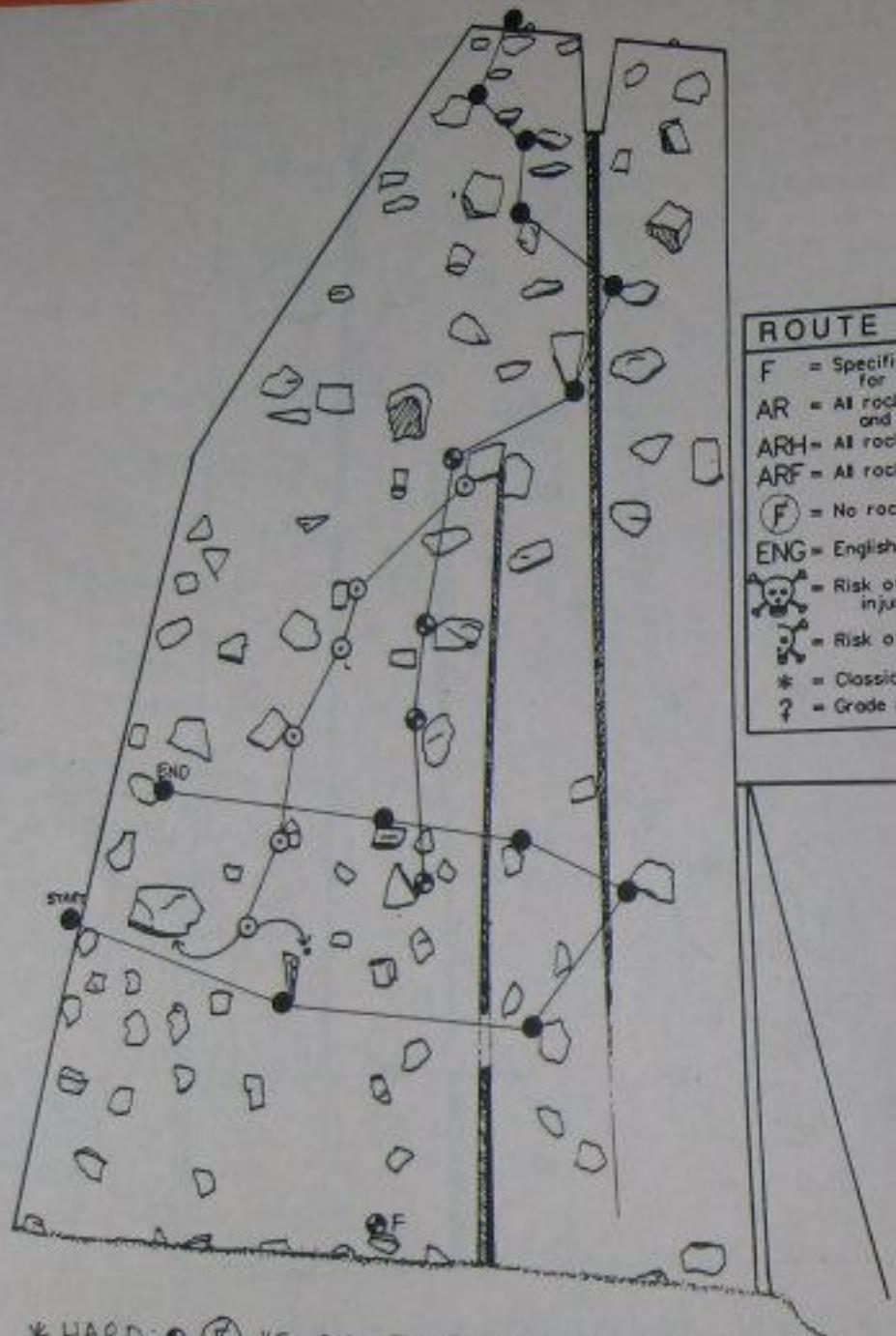
72

ROUTE KEY	
F	= Specific rock for feet
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(F)	= No rocks feet
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✗	= Risk of injury
*	= Classic problem
?	= Grade reference



HARD: ● ARF LOW TRAVERSE, LEFT TO RIGHT; TRICKY BETA
 VERY HARD: ● ENG "MOHLER'S MAYHEM" STEM START TO 1ST HOLD
 EXTREM. HARD: ○ (F) "JINGUS"

73



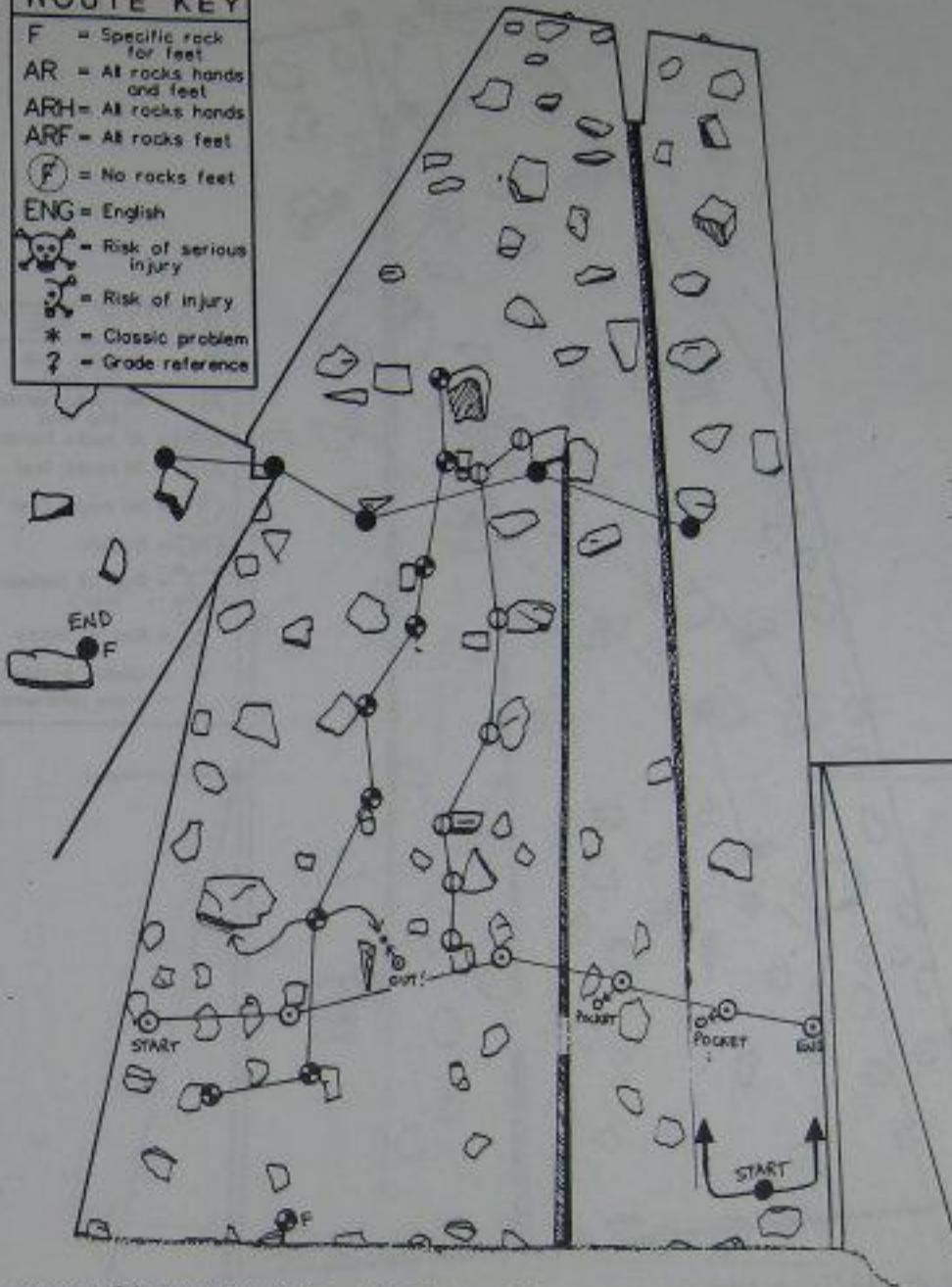
* HARD: ● (F) "FOUR TO FLAG" CHEATER ROCK IF SHORT
 (VARIATION: CONTINUE TO TOP - VERY HARD
 "AIR TO SPARE"

VERY HARD: ● ARF "ALBATROSS"

EXTREM. HARD: ○ (F) "5.13 BIGWALL PROBLEM" WICKED FINISH

ROUTE KEY	
F	= Specific rock for feet
AR	= All rocks hands and feet
ARH	= All rocks hands
ARF	= All rocks feet
(F)	= No rocks feet
ENG	= English
	= Risk of serious injury
	= Risk of injury
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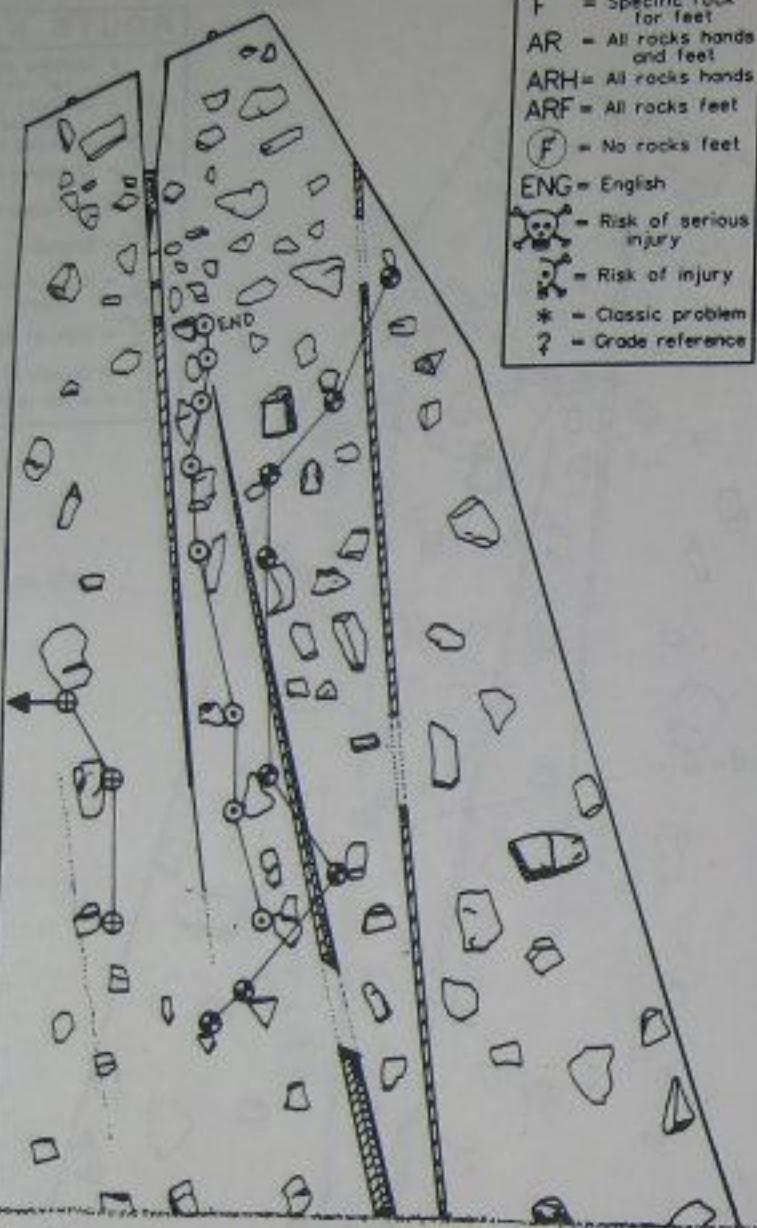


* MODERATE: ○ ARF CLASSIC 5.9

HARD: ● ENG "HOBBITS POCKETS" TOUGH HIGHSTEP; SITSTART

VERY HARD: ● (F) "PSYCHOGUYS" BEARHUG ARETE & CRACK TO 1ST HOLD;
 4TH HOLD: CUTOUT IN WALL

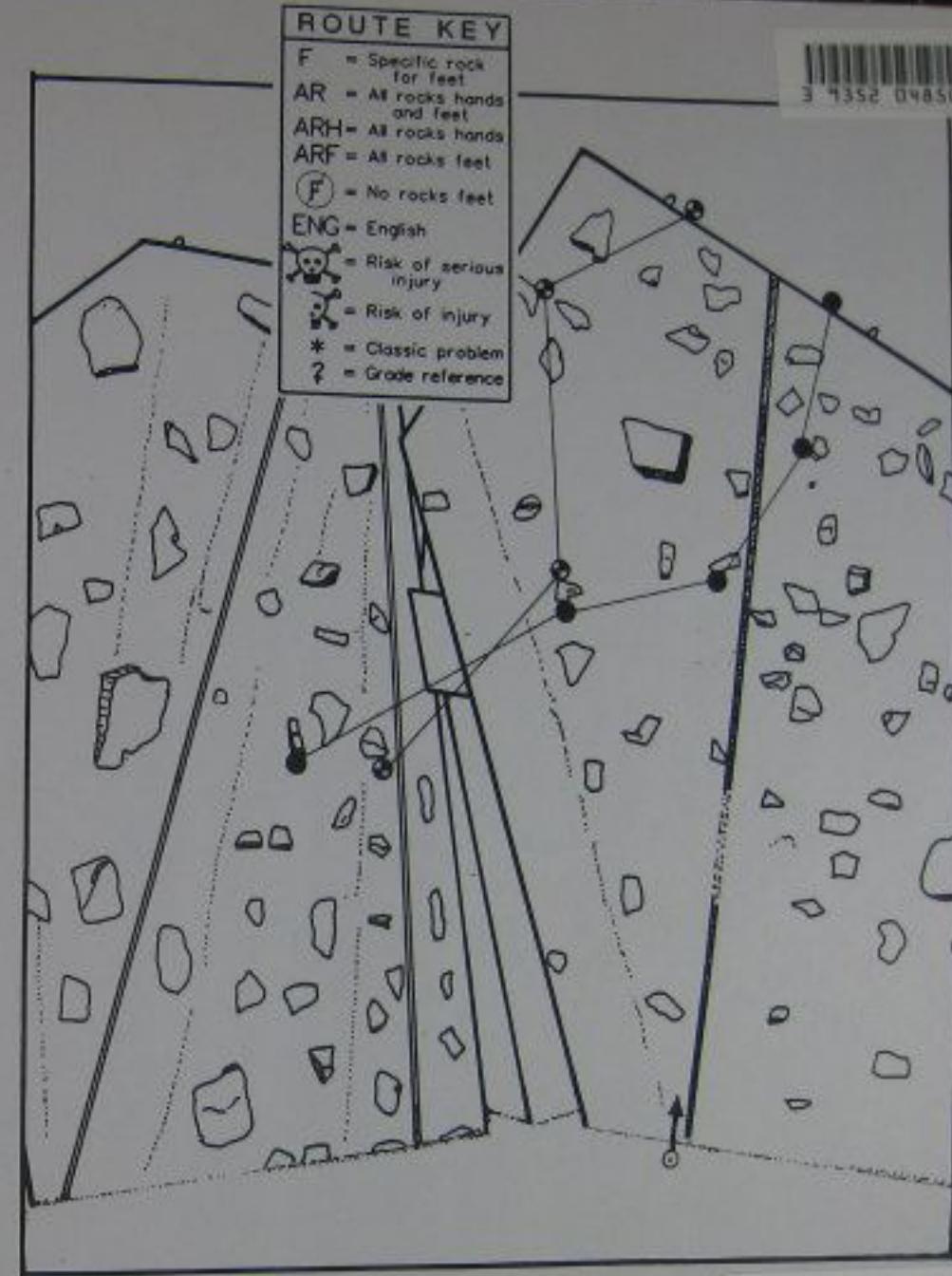
EXTREM. HARD: ○ ARF "RUBIK'S CUBE" LEFT TO RIGHT



?* MOD HARD : (F) ARF "HEAVE TO"

HARD : (F) ARF "ROCKY HORROR"

EXTREM. HARD : (F) ENG "HORN OF PLENTY"

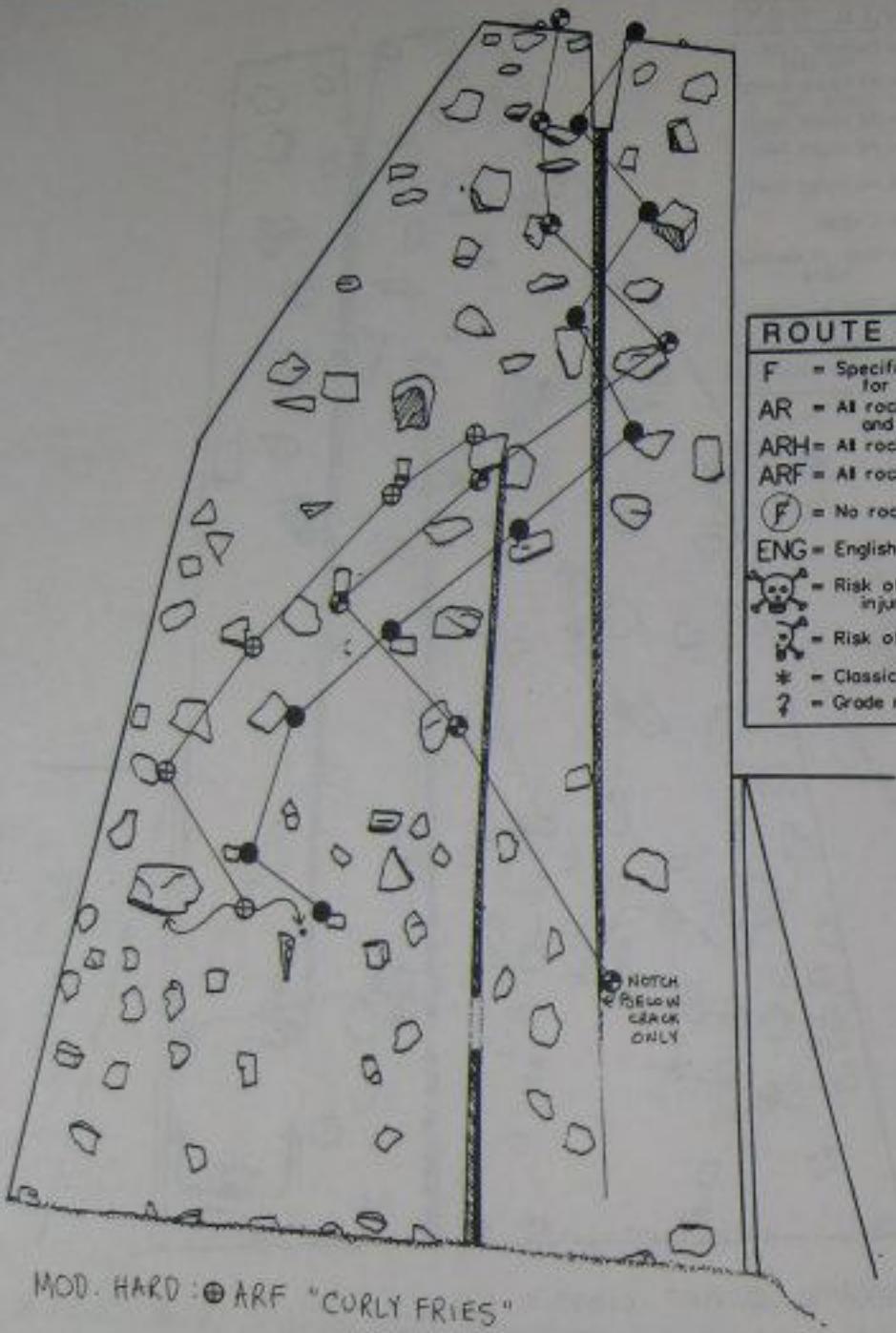


HARD : (F) ENG & STEMMING "STEMPY"

VERY HARD : (F) ENG & STEMMING "FREEDOMIA"

EXTREM. HARD : (F) (P) "SATAN'S LAYBACK" LAYBACK LEFT TO TOP

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MOD. HARD: ● ARF "CURLY FRIES"

LOTS OF TEXTURE - FIGURE IT OUT

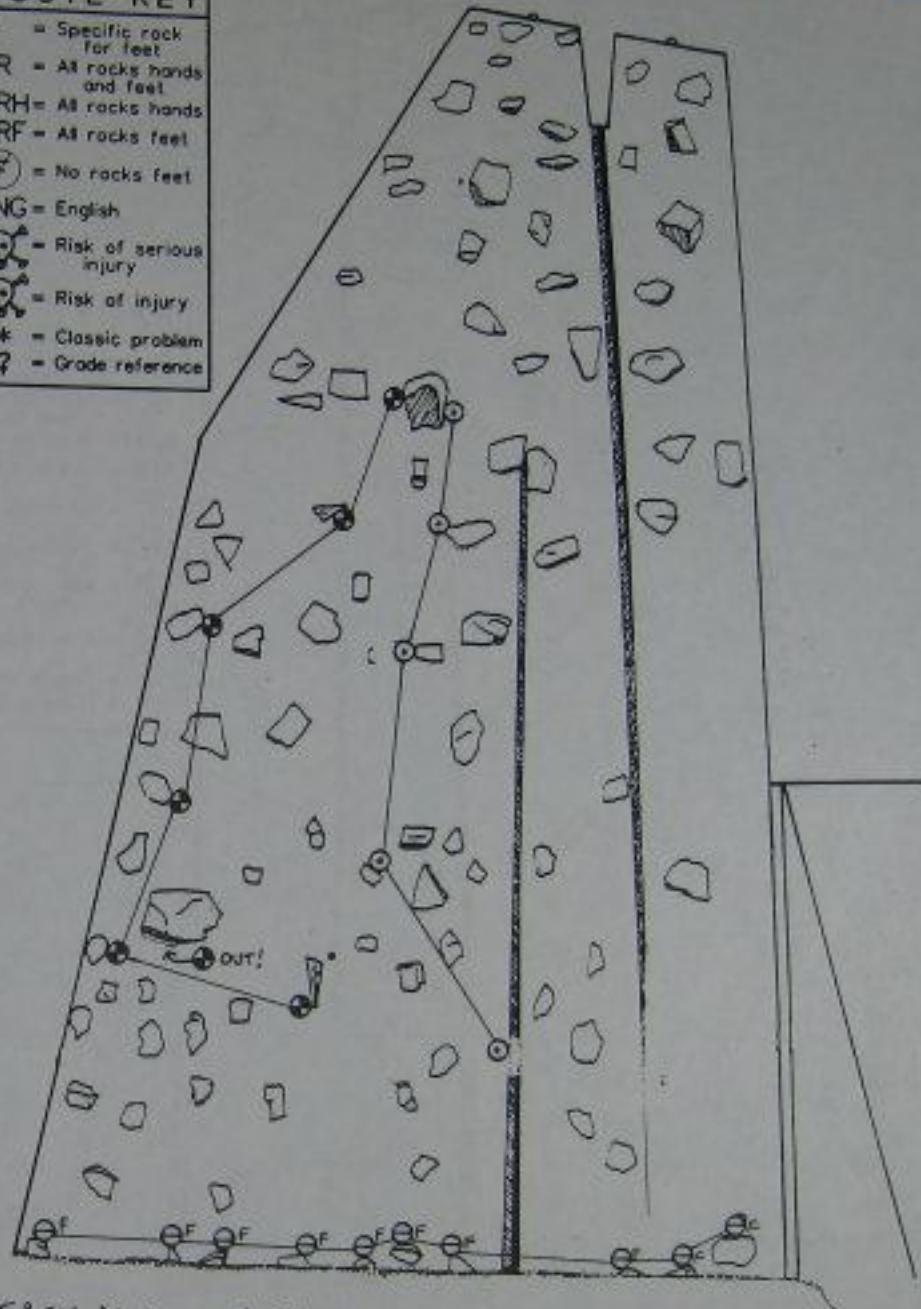
HARD: ● ARF "DANCE OF THE LEOPARDSLUG" AIRY

VERY HARD: ● ENG "TOWER OF POWER"

76

ROUTE KEY	
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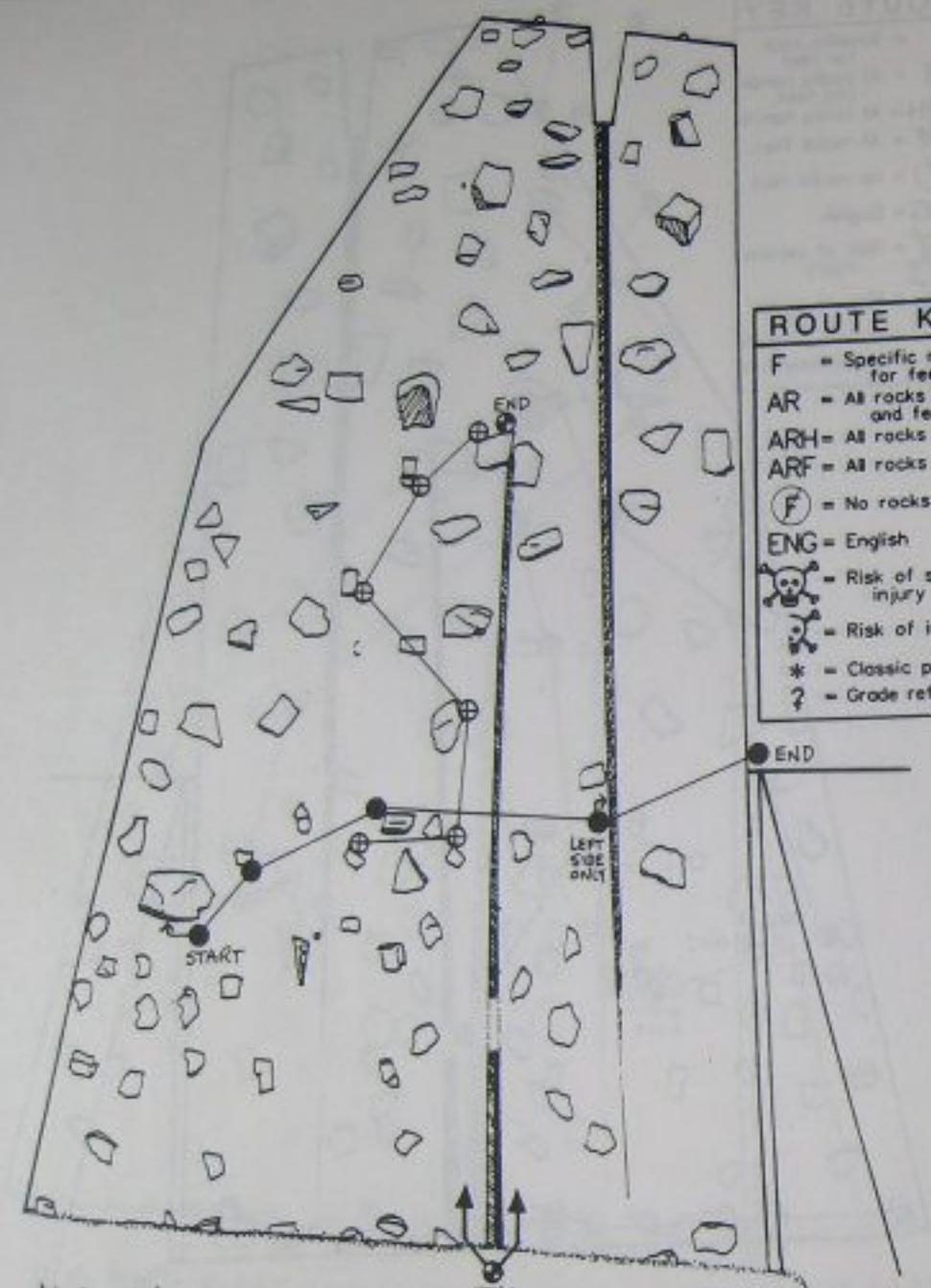


* EASY MOD: ● ARH CLASSIC LOW TRAVERSE

HARD: ● ARF "AIRWOLF" ESTABUSH ON 1ST HOLD;
NO TEXTURE HOLD; BIG BLOCK OUT FOR FEET

EXTREM. HARD: ● (F) "TOASTED HARSHMELLOWS" MICROEDGE
1ST HOLD - YIKES!

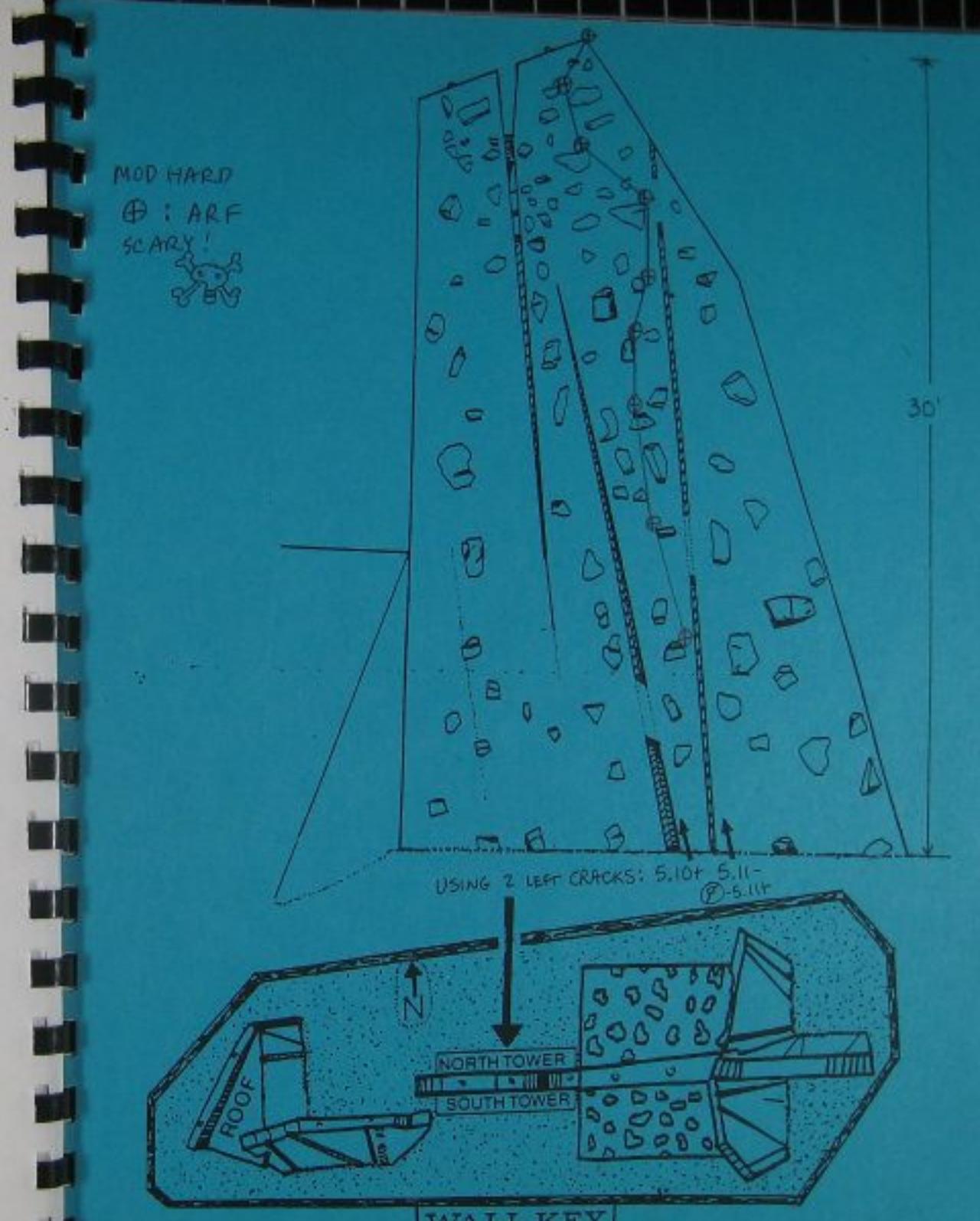
77



MOD. HARD: • ARF (VARIATIONS: ENG - HARD
 (F) - VERY HARD)

HARD: • ARF "SCHIZO" LEFT SIDE OF BODY ON LEFT;
 RIGHT ON RIGHT (VARIATION: (F) - VERY HARD)

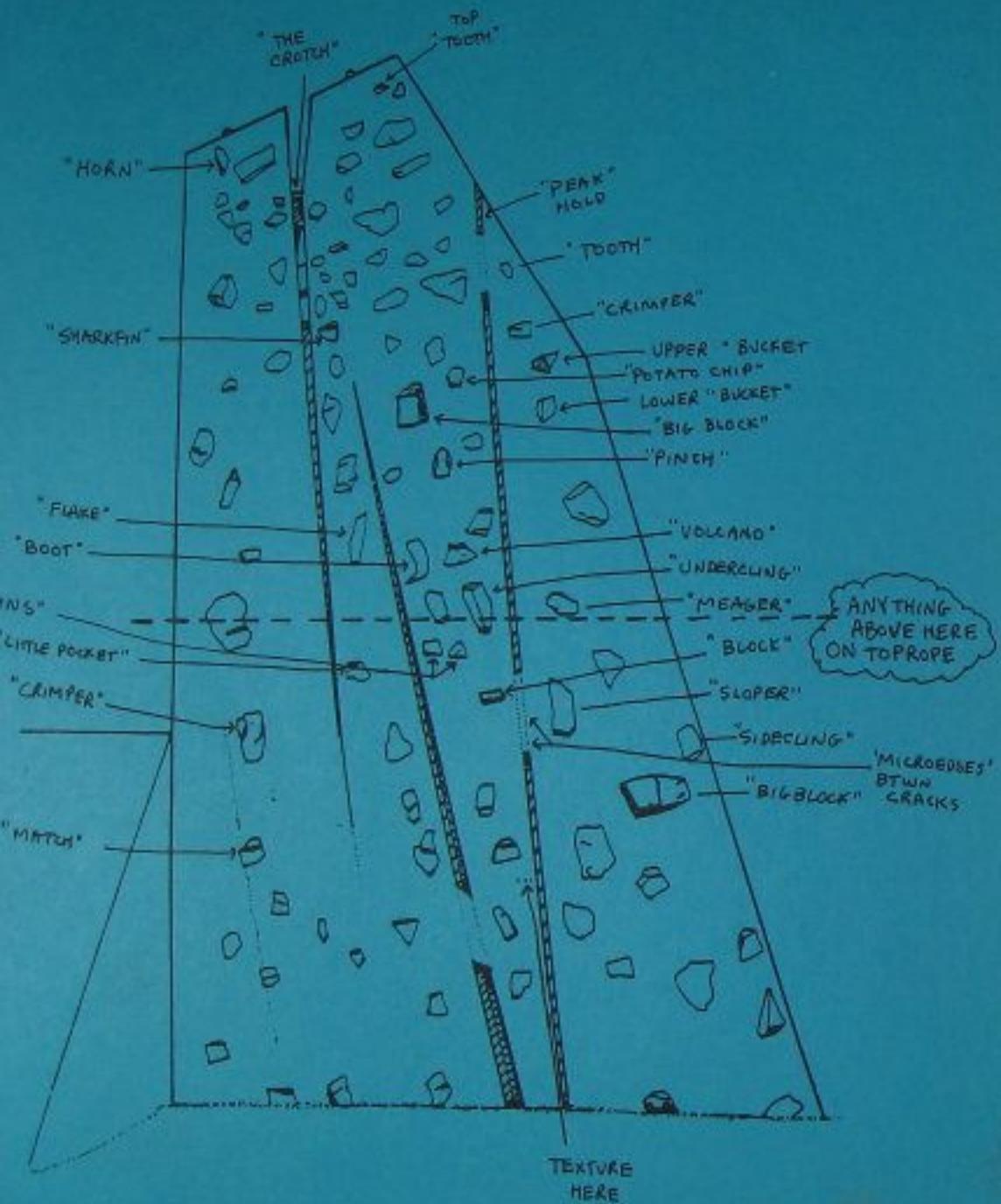
VERY HARD: • ARF "ADHESION" 78



WALL KEY

79

WALL NOTES



80

* MOD. HARD: ● ARF CLASSIC; EXIT RIGHT

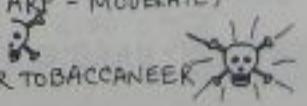
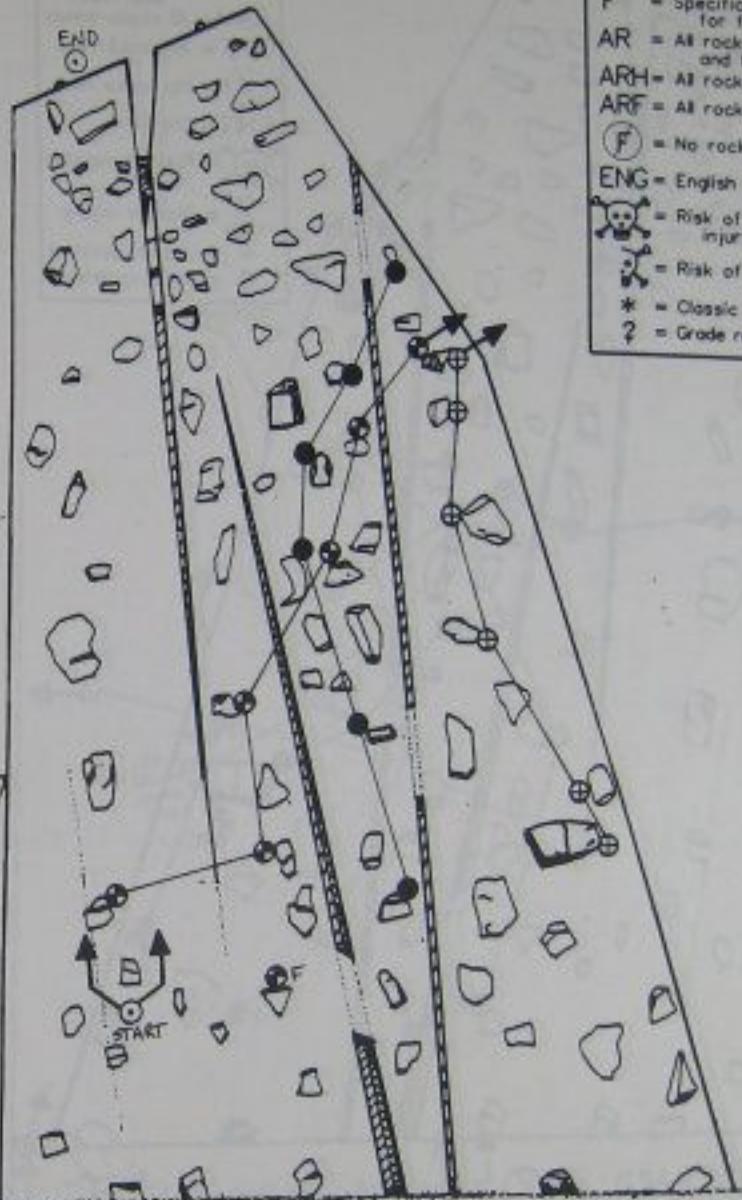
HARD: ● ENG "SLINKEY" STARTER ROCK FOR FEET
(VARIATION: ARF - MODERATE)

VERY HARD: ● Ⓢ

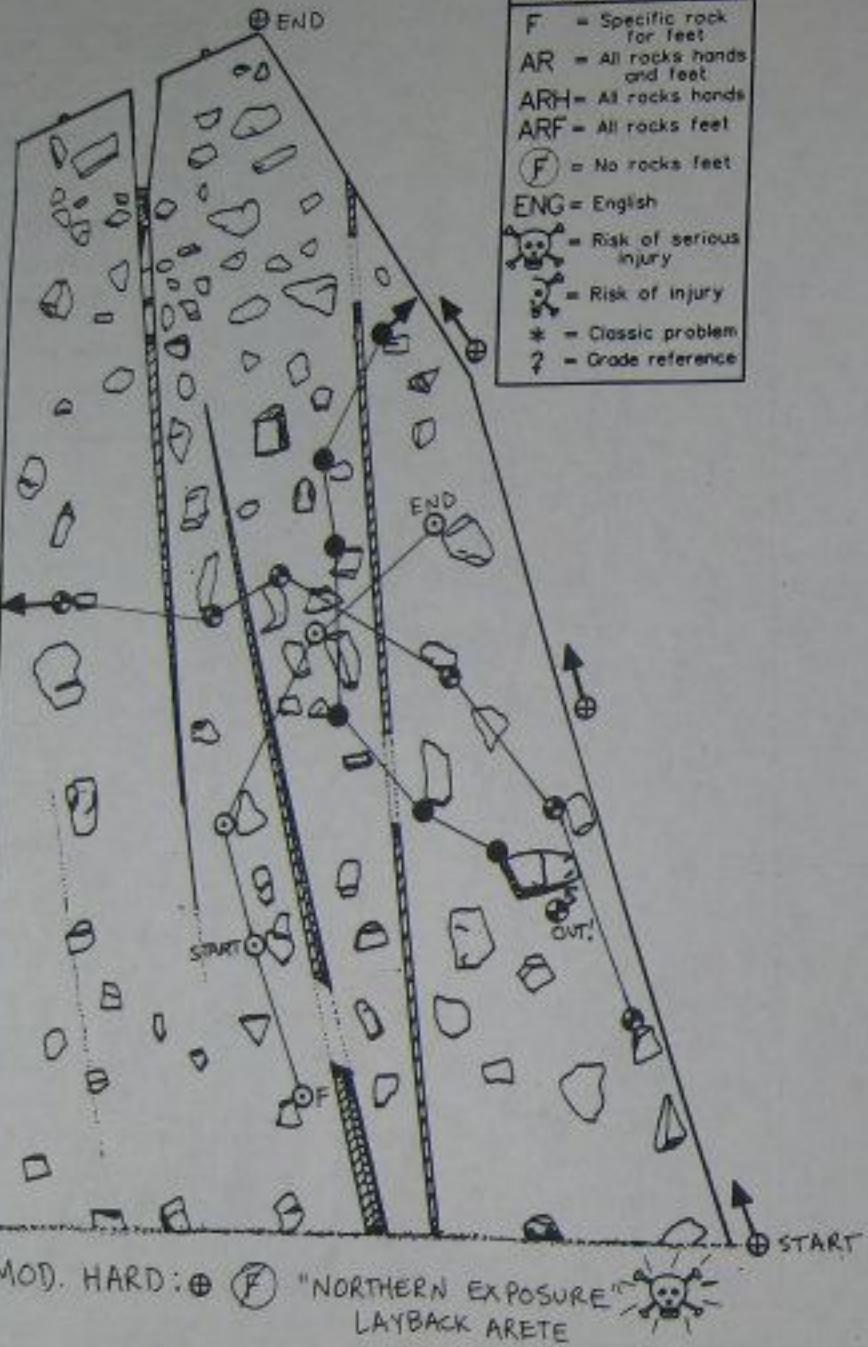
EXTREM. HARD: ○ ARH/ Ⓢ "24-HOUR TOBACCANEK"

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81

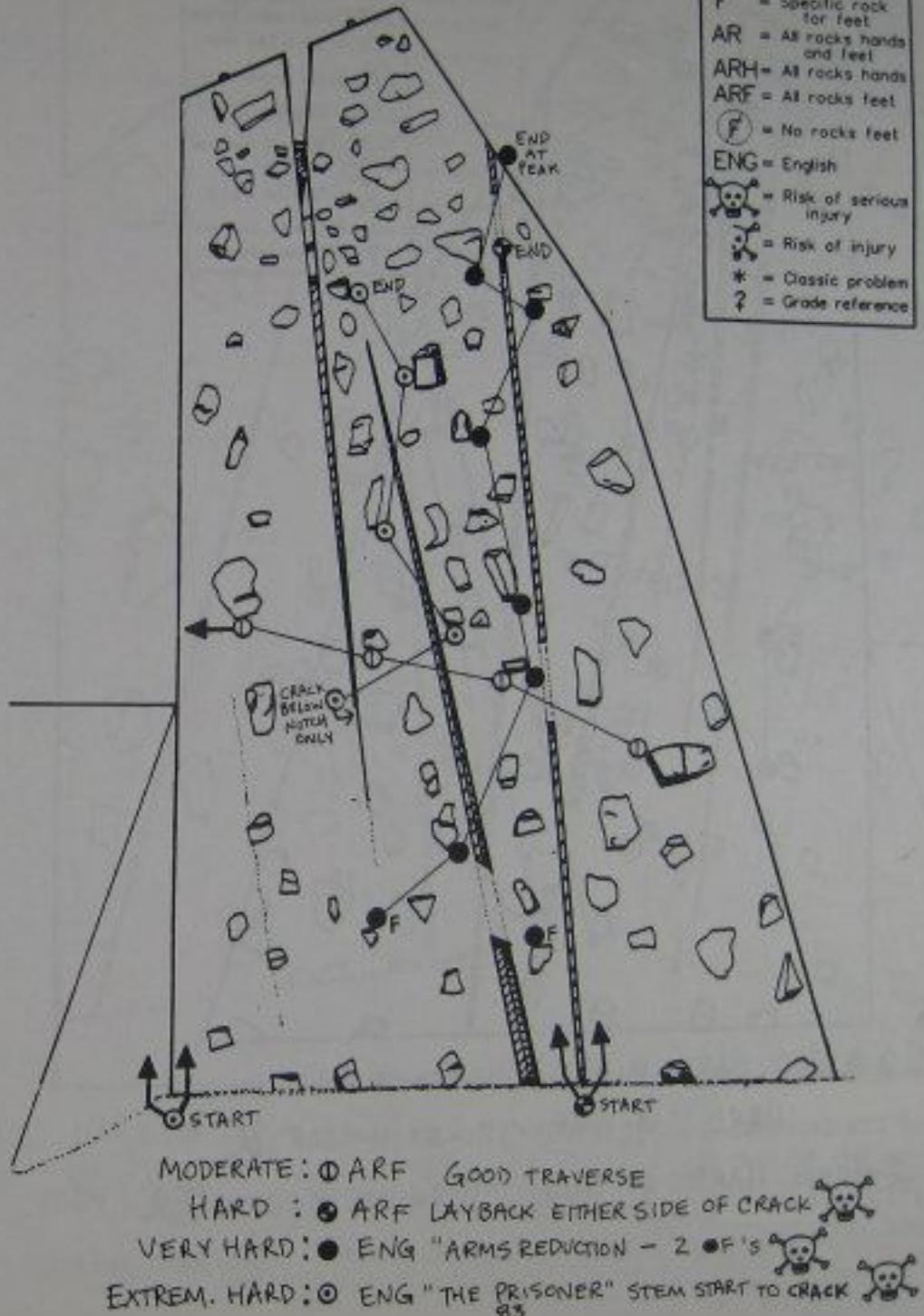


MOD. HARD: (F) "NORTHERN EXPOSURE" LAYBACK ARETE

HARD : ● ARF "HIGH TRAVERSE" BIG BLOCK OUT!

VERY HARD: ● ARF "THINSET"

EXTREM. HARD: ○ ENG "FLAMBE" STARTER ROCK FOR FEET
82

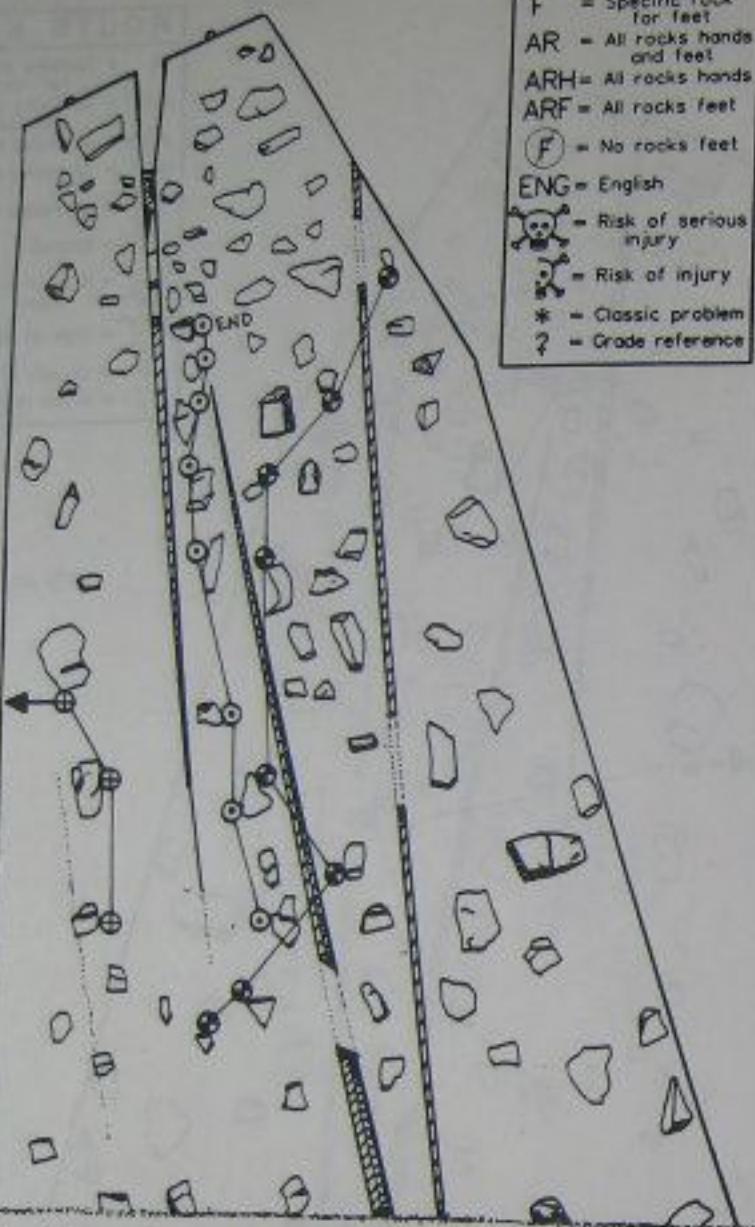


MODERATE: ○ ARF GOOD TRAVERSE

HARD : ● ARF LAYBACK EITHER SIDE OF CRACK

VERY HARD: ● ENG "ARMS REDUCTION - 2 ● F's"

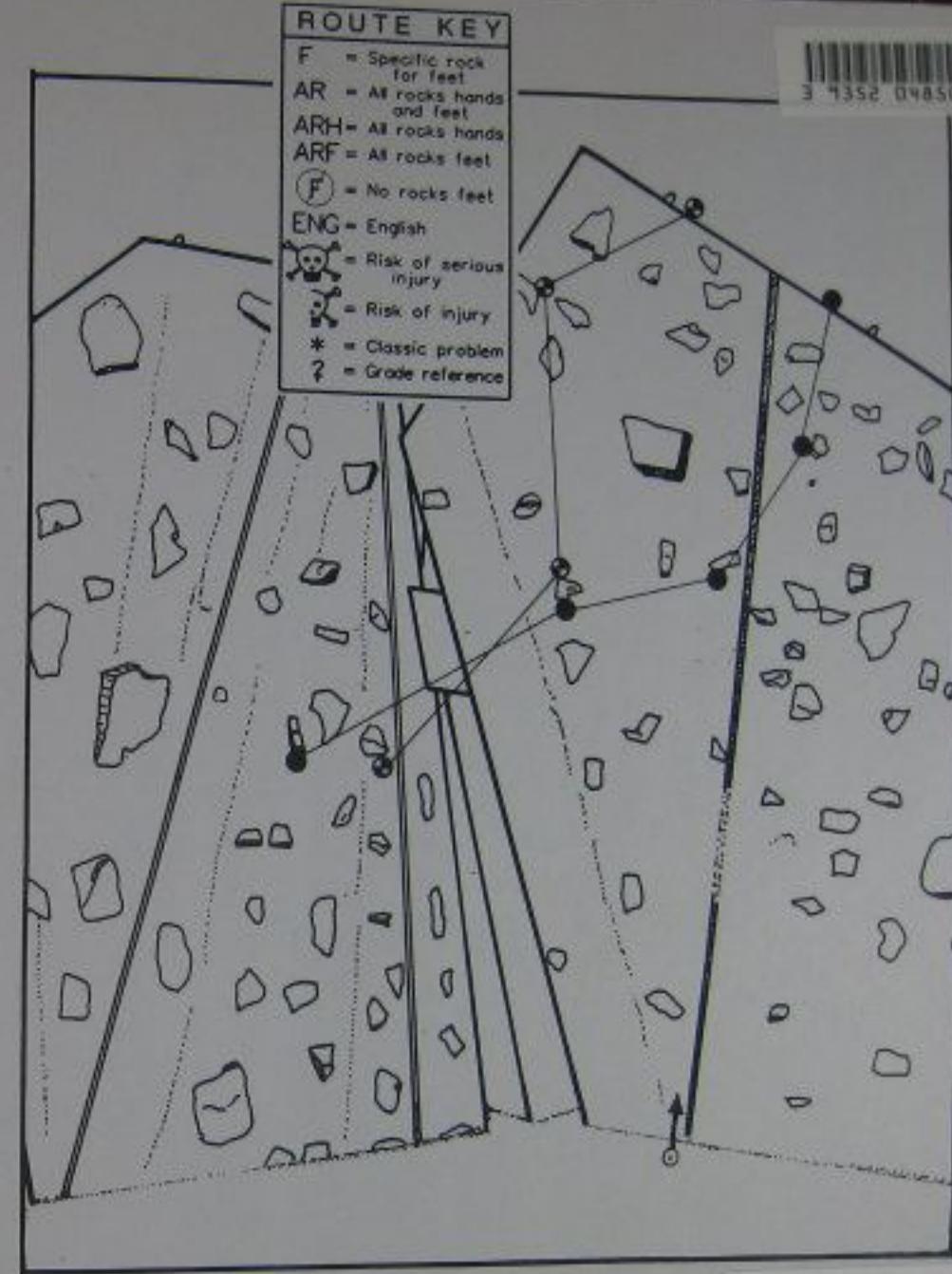
EXTREM. HARD: ○ ENG "THE PRISONER" STEM START TO CRACK
83



?* MOD HARD : (F) ARF "HEAVE TO"

HARD : (F) ARF "ROCKY HORROR"

EXTREM. HARD : (F) ENG "HORN OF PLENTY"



HARD : (F) ENG & STEMMING "STEMPY"

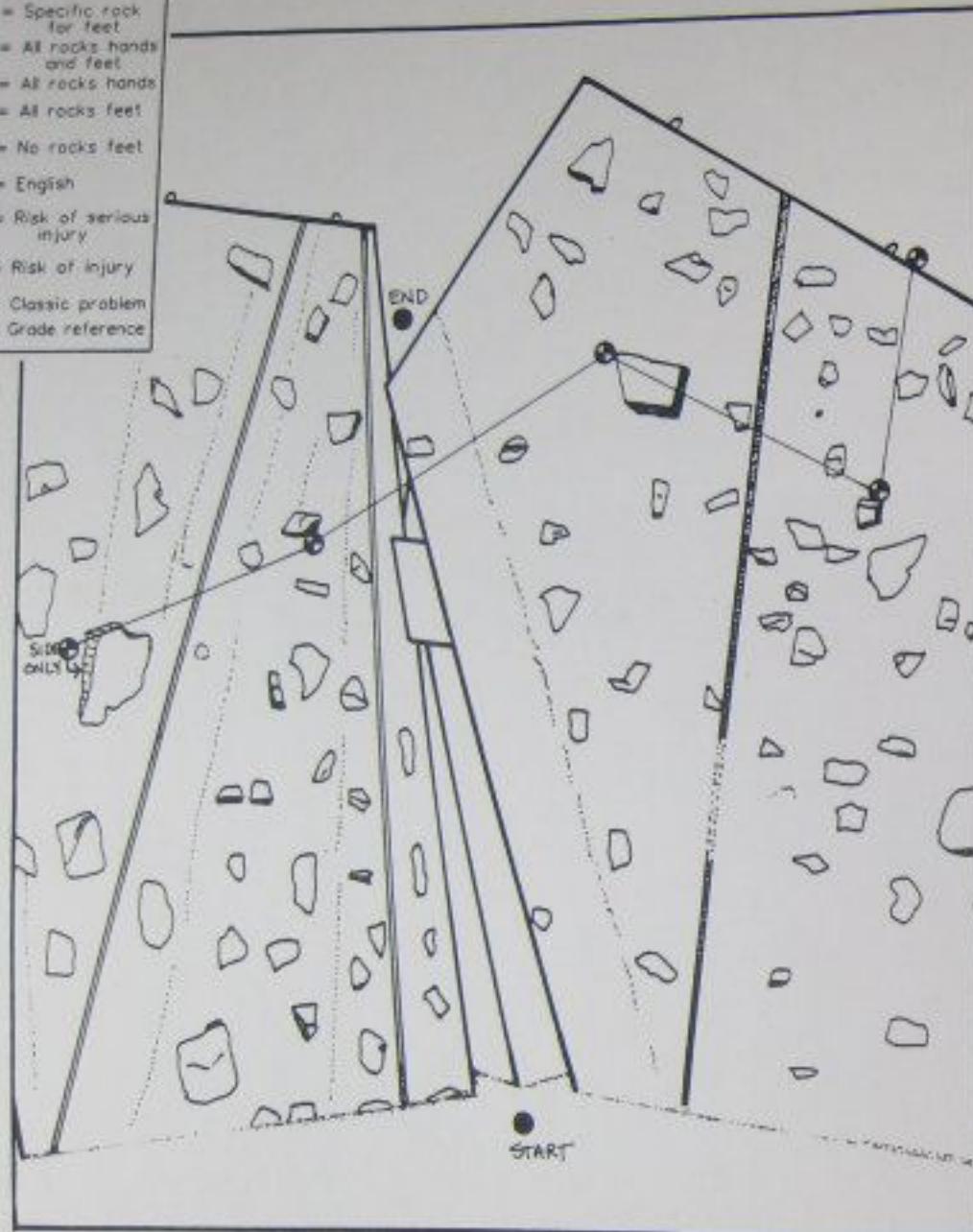
VERY HARD : (F) ENG & STEMMING "FREEDOMIA"

EXTREM. HARD : (F) (P) "SATAN'S LAYBACK" LAYBACK LEFT TO TOP

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HARD! • (F) "FLYING CIRCUS"

* VERY HARD: • (F) STEM BETWEEN WALLS TO TOP