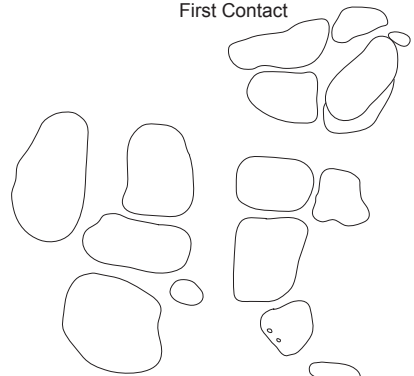
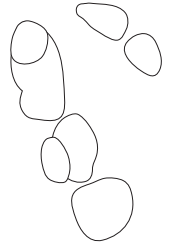


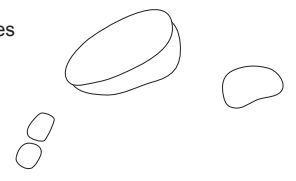
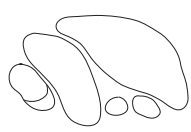
First Contact



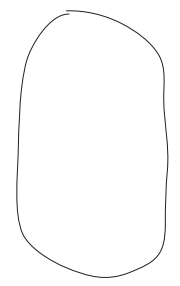
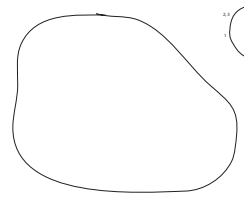
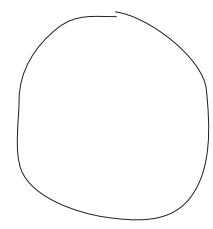
Dirt Rocks Wilderness



The Stubbies



French Press

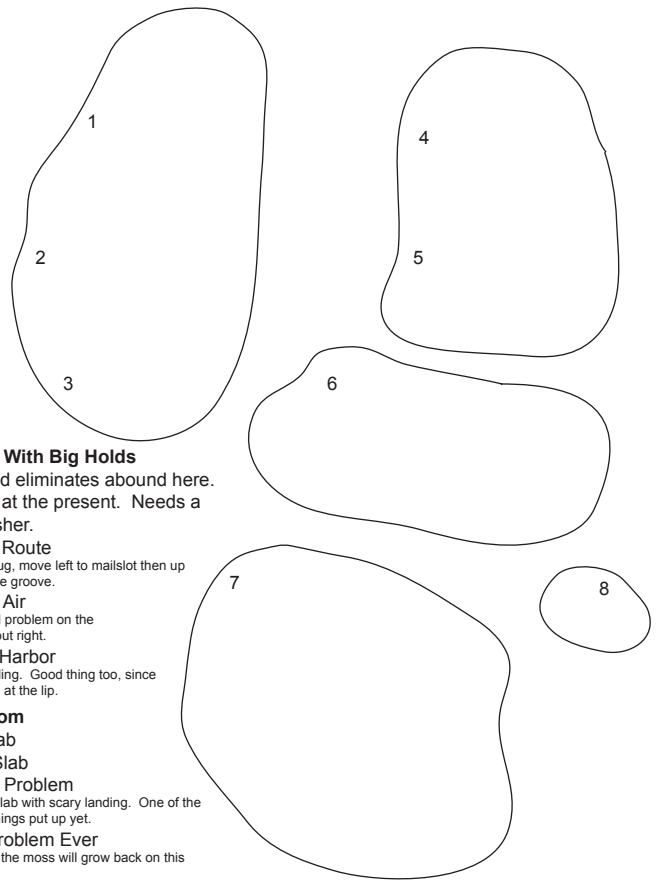


Poser Special



Land of Plenty



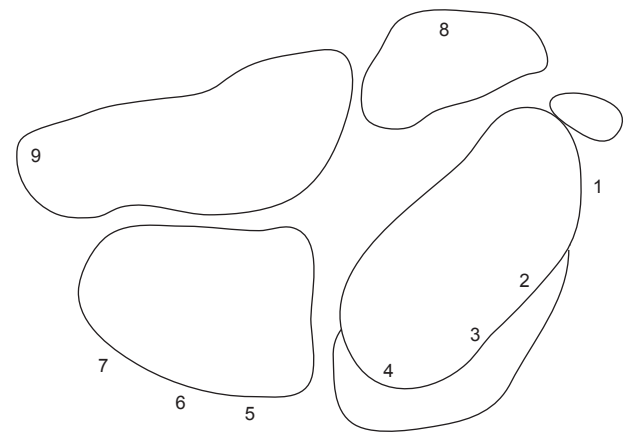


Steep Block With Big Holds
Traverses and eliminates abound here. Dirty topouts at the present. Needs a pressure washer.

- 1. V0 Center Route
 - Start on Jug, move left to mailslot then up through the groove.
- 2. V2 Rocket Air
 - First of tall problem on the crimpers out right.
- 3. V3 Havoc Harbor
 - Good landing. Good thing too, since the crux is at the lip.

- Slabs of Doom**
- 4. V0 Left Slab
 - 5. V1 Right Slab
 - 6. V4 Dave's Problem
 - Highball slab with scary landing. One of the hardest things put up yet.
 - 7. V0 Best Problem Ever
 - Hopefully the moss will grow back on this one.

- Wiley Coyote Boulder**
- 8. XX Certain Death
 - This boulder is guaranteed to fall on the first person foolish enough to pull on it. If you decide to try, let me know and I'll videotape it for America's Scariest Vacation Disasters.

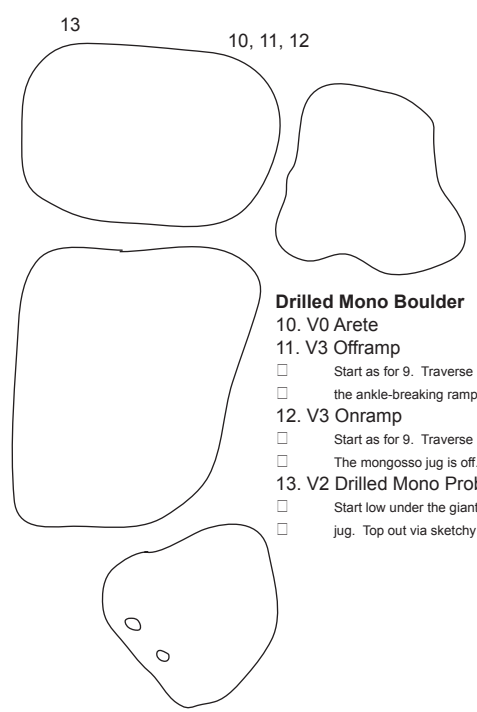


- B-Boy Boulder**
- 1. V2 Smooove B
 - Good sketchy highball. Bring a big pad and a bunch of spotters.
 - 2. V? Project
 - 3. V? Rounded Slot
 - Anyone know who did this or what it is graded?
 - 4. V3 B-Boy Bulge

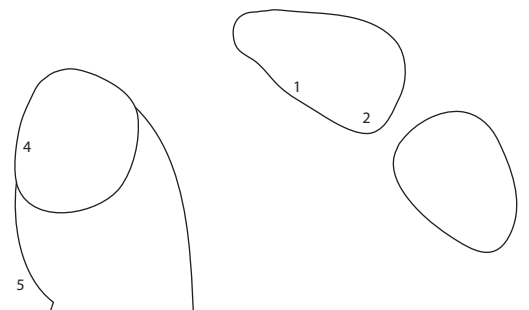
- Warm-up Boulder**
- 5. V0
 - 6. V? Project
 - Small Slopers
 - 7. V1 Flake
 - 8. V2 Crevice Slot
 - 9. V? Project?
 - Somebody has done some scrubbing on this mean looking bulge. Did they send?



The Ottoman
V0 Traverse



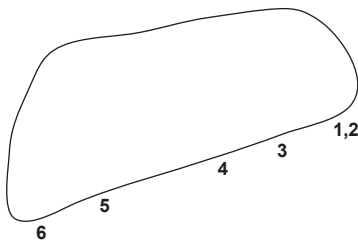
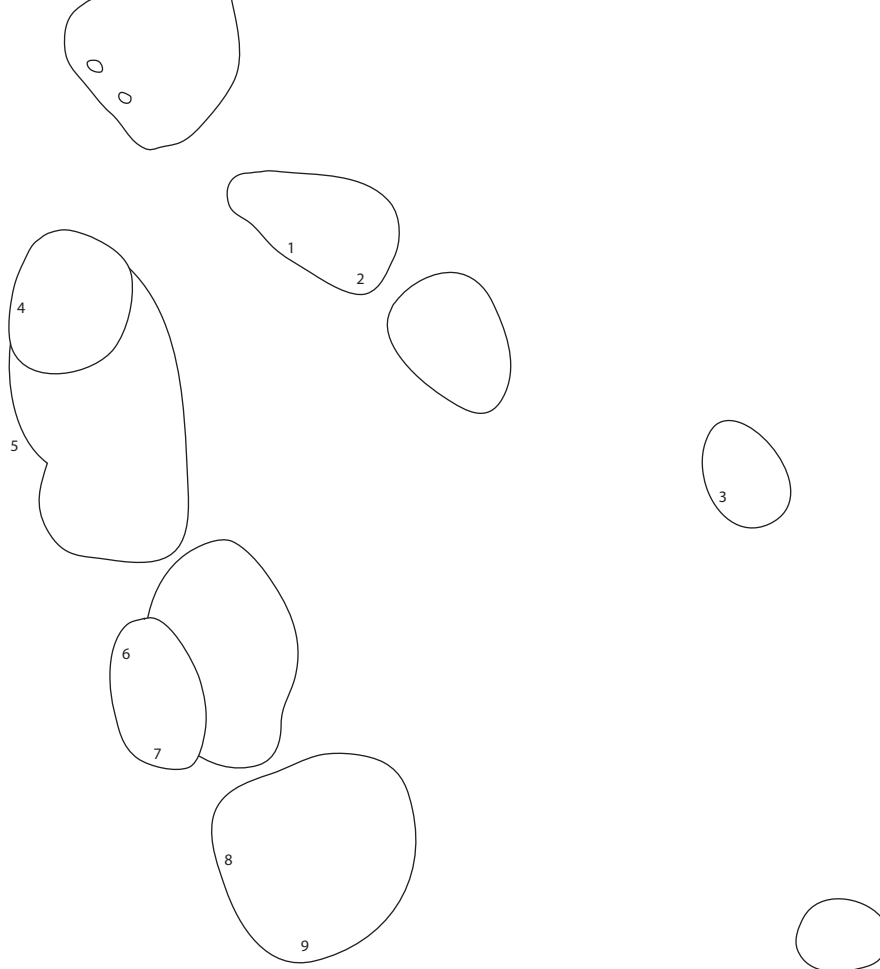
- Drilled Mono Boulder**
- 10. V0 Arete
 - 11. V3 Offramp
 - Start as for 9. Traverse right until directly over the ankle-breaking ramp. Move up into blankness.
 - 12. V3 Onramp
 - Start as for 9. Traverse right and exit via 12.
 - The mongosso jug is off.
 - 13. V2 Drilled Mono Problem
 - Start low under the giant two-handed jug. Top out via sketchy slopers.



Dirt Rocks Wilderness

Erosion prone landings and seriously filthy topouts are the rule here.

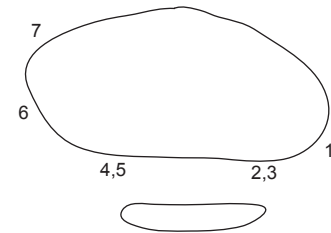
1. V1 Face
2. V2 Throw
3. V0 Slab
 - Has yet to see a hands-free ascent.
4. V? SS
5. V2 These Rocks are Really Sharp
 - SS on Jug at the bottom of the hill.
 - Traverse left and top out.
6. V2 Land Luge
 - Stake your crash pad to the ground,
 - or ride it down the hill when you fall from the thin upper moves.
7. V1 Da Philth
8. V0 Twiggery
9. V3 Sunshine
 - For extra style points, avoid the orange rock for feet.



Yosemite Block

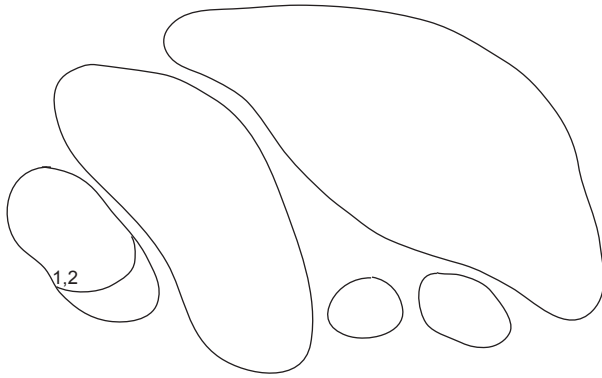
Some of these were likely established before I showed up. Anybody have names for them?

1. V1 Right Corner
 - Sit Down.
2. V4 Traverse
 - Same start as 1. Traverse up & left to big jug on 3.
3. V1 Face RT of...
4. V1 Water Streak
 - up water streak to jug on left.
5. V1 Face
 - SD. up & rt to big jug
6. V2 Hootchie Mama
 - Lieback the rib.



Business Boulder

1. V0 Corner
 - Neds a sit start!
2. V2 Business Casual
 - Same start and first move at the Biz.
 - Right hand to good jug, up and Right.
3. V3 The Business
 - Start on the obvious low jug. Left hand up,
 - Right hand through. Up and left info the good stuff. Don't fall!
4. V3 The Commute
 - Start on low jug. Traverse right into the Biz.
5. V3 Scrub Fest
 - Start as for The Commute. Straight up
 - into the twigs.
6. V3 Branch Manager
 - Standing Start. Top out to the right of the big snag. Somebody needs to scrub up and link the crazy moves that will deposit you to the left of the snag.
7. V4 Back Office
 - Will be just plain sick once somebody adds a sit start.



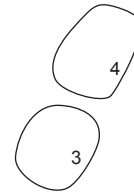
Predicamento Boulder

1. V4 Una Predicamento Precarioso
 - Start on Jug, move left to mailslot then up through the groove.
 -
2. V1 La Predicamento Directimundo
 - Start on Jug. Straight up the prow. Don't get sucked right.
 -

French Press Boulder

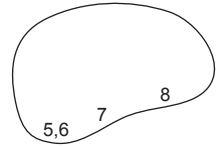
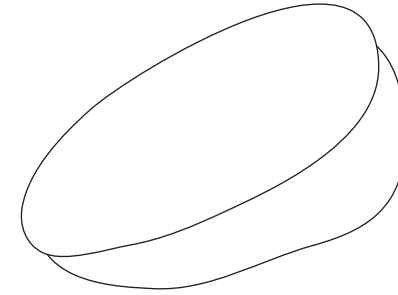
(50 yards downhill)

1. V0 Service Entrance
 -
2. V? French Press (Project)
 - SS to right of the bulge. Reach left to small slopers, then attack the bulge head-on.
 -
3. V3 Brush with Greatness
 - Start as for French Press. Eyeball the absurd moves above, and avoid them by weaseling left and finishing via the St. Valentine's day mantel.
 -
4. V2 The Saint Valentine's Day Mantel
 - Start on big sloper at the right end of the ledge. Hook a heel and yard up into a full-on horizontal mantel.
 -



The Stubbies

3. V0 Tooheys
4. V0 XXXX



Big & Tall Boulder

5. V5 The Sickness
 - Start below the Bigness. Reach left and attack the bulge head on via ill slopers.
 -
6. V2 The Bigness
 - Start far left. Straight up and throw into the land of large.
 -
7. V2 The Tallness
 - Start low on two tweaks just right of the bulge. There's holds up there.
 -
8. V0 The Lameness
 - Almost real hard. Almost real easy. Not any fun.
 -

Down Where The Routes Are

1. V1 Triple Jump (AKA Polish Arm Wrestling)
 - Start with a huge throw off a loose jug that is destined to smack somebody in the face when it blows off one day.
 - Follow with two more long moves to the top.
 -
2. 5.10b Land of Plenty
 - Overbolted, Overgraded, seriously Overhanging, and Over way too quickly. All sorts of fun, and a great introduction to steep routes for the aspiring 5.10 leader.
 -
3. 5.11a Poser Special (TR)
 - Burly. If people are watching, be sure to cut your feet loose and chalk up at the lip.
 -