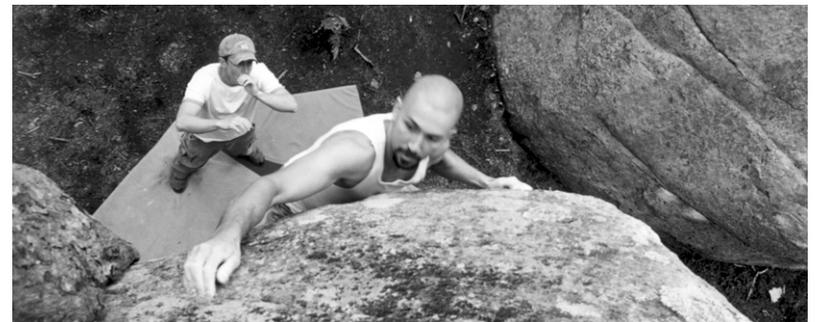


McKenzie Pond

bouldering guide



also

k i P p Y g R o o V e R k i D d o s u a V e

McKenzie Pond, New York

This guide book originally came into existence merely as a means to make discussing the bouldering here easier. It was not intended to be distributed amongst the masses in order to protect the essence of the place and to avoid drawing large crowds. McKenzie Pond is like most Adirondack climbing, quiet, pristine, and wooded with flaky, sharp granitic gneiss - beautiful place, poor rock. It still retains that sense of adventure and freedom from overdevelopment and tourism. It is a special place hidden amongst millions of acres of park land. With this mind locals have kept the place out of the limelight and refrained from applying names and grades to the problems.

As this guide began taking shape, however, everyone that came to know about it, including some long time locals, expressed not only great interest in using it but also support for its general distribution. Additionally, we have noticed that over the past two years there has been a huge increase in climbing traffic from both locals and visitors. An interesting dilemma arises. Do we try to retain the complete spirit of the Dacks by not making a guide but simultaneously running the risk of misuse and subsequent limited access, or do we infringe on some local traditions in order to take a proactive stance for maintaining access, keeping the area clean, and ensuring that the rising tide of visitors can more conveniently enjoy the bouldering here? This guide testifies as to where we stand but does not intend to neglect the spirit of the place or disrespect anyone who has come before us.

On the contrary, the hope is to teach climbers, local and otherwise, about the special nature of McKenzie, from its problems to the access issues to the broader Dacks experience. To those who value the lack of names and grades and delight in the simple experience of climbing at a beautiful place we are convinced that can still happen. To those whose experience in climbing is made more complete by such factors, now you have a tool to enjoy McKenzie in this way. To visitors, choose how you want to experience it, guide or no guide. Either way there are many wonderful established problems and plenty of hard projects worth climbing, despite the pain you may feel afterwards.

For the record, most of the names and grades are not those given by the first ascensionist. Many of the first ascents happened long ago and initial research led to conflicting reports about the facts. Indeed, many first ascensionists did not care to name or grade the problems at all. So instead, we simply cleaned the slate and gave names we liked and thought were appropriate. Duplicate names will surely come out of the cracks once the guide is unveiled. Grading is always difficult but we tried to take an average from as many opinions as we could get. Hopefully, nothing will seem ridiculously soft or stiff but grading is still grading, which can vary a lot with body type and size. Don't get upset if we are wrong. Instead, get glad. Hahaha, I am funny. Ok, not so much.

Vmedium (V4-V6)

■ ■ ■ 1. Glass Pants	The Front, Central Pulling District
■ ■ ■ 2. Slabford	Slab-a-luscious, Candyland
■ ■ ■ 3. Sudden Death	Swamp Two, Candyland
■ ■ ■ 4. Time Will Tell Project	The Far East, Candyland
■ ■ ■ 5. Tribute	Ball of Fame, Project Land
■ ■ ■ 6. Unexpected Suicide	Swamp Two, Candyland

Vhard (V7-V9)

■ ■ ■ 1. Abel E Project	Ball of Fame, Project Land
■ ■ ■ 2. Das Geht Project	Phatty Boulder, Project Land
■ ■ ■ 3. Deep Space Project	Alien Boulder, Project Land
■ ■ ■ 4. Left Arete	Second Set Satellite, Candyland
■ ■ ■ 5. Outer Space Project	Alien Boulder, Project Land
■ ■ ■ 6. Project Thin	Alien Boulder, Project Land

Vveryhard (V10 & up)

■ ■ ■ 1. Global Chop Sui Sit Down	Pathogen, Central Pulling District
■ ■ ■ 2. Hardliner Project & Variation (Geo)	Ball of Fame, Project Land
■ ■ ■ 3. Hyper Drive Sit Down	Alien Boulder, Project Land
■ ■ ■ 4. Lift Off Sit Down	Makaia's Boulder, Central Pulling District
■ ■ ■ 5. Magnum P.I. Project	Ball of Fame, Project Land
■ ■ ■ 6. New Line Cinema Project	Holly's Boulder, Candyland
■ ■ ■ 7. Project Invisible	The Front, Central Pulling District
■ ■ ■ 8. Right Arete Project	Second Set Satellite, Candyland
■ ■ ■ 9. Super Project	The Far East, Candyland
■ ■ ■ 10. Tribute Sit Down	Ball of Fame, Project Land

Problem Index (cont.)

V6

- | | |
|--------------------------|-------------------------------------|
| ■ ■ ■ 1. Magnum | Ball of Fame, Project Land |
| ■ ■ ■ 2. Slice Variation | The Front, Central Pulling District |

V7

- | | |
|-------------------------------|--|
| ■ ■ ■ 1. Flux Capacitor | Alien Boulder, Project Land |
| ■ ■ ■ 2. Karate Super Chop | Pathogen Boulder, Central Pulling District |
| ■ ■ ■ 3. Horseshack's Revenge | Phatty Boulder, Project Land |
| ■ ■ ■ 4. Star Chores | Alien Boulder, Project Land |

V8

- | | |
|--|--------------------------------------|
| ■ ■ ■ 1. Contact | Phatty Boulder, Project Land |
| ■ ■ ■ 2. Flux Capacitor (Top Out) | Alien Boulder, Project Land |
| ■ ■ ■ 2. Private Investment | Ball of Fame, Project Land |
| ■ ■ ■ 3. Star Chores (Top Out) | Alien Boulder, Project Land |
| ■ ■ ■ 4. Seester Style (Left SD to Slot) | IF Boulder, Central Pulling District |

V9

- | | |
|--|--------------------------------------|
| ■ ■ ■ 1. Cartwheel (Neo) | Ball of Fame, Project Land |
| ■ ■ ■ 2. Shut Up Machine | Ball of Fame, Project Land |
| ■ ■ ■ 3. Simon Says (Right SD to Slot) | IF Boulder, Central Pulling District |
| ■ ■ ■ 4. Sketches Of Pain (Raptor, Squeezer) | The Far East, Candyland |
| ■ ■ ■ 5. Stanfields (Belcer) | The Front, Central Pulling District |

Regardless of your ethical position, we do ask the following of anyone who climbs at McKenzie to ensure access and an enjoyable environment. Park in the large pull off, not the pull off near the trailhead and **never park across the street...ever!** Do not leave behind anything what-so-ever including trash, climbing tape, pads, old clothes, drugs, human waste, and unsent problems. Take out everything you take in. Try to brush tick marks and chalked holds. Do not make fires. Do not be loud or play loud music, even in your cars as you pull up. Occasional shouts of encouragement, victory or pain are sometimes necessary but remember people live very near by. Feel free to clean new lines but do not go ripping up vegetation and falling trees. Dead and down is the rule and a serious one too (just ask an ADK park ranger how much the fine is). Do not cry. Do not lie. And don't die. If these general guide lines are not adhered to then you run the risk being eaten alive by chewken-loggens, viscious indigenous rodents that feast on the flesh of inconsiderate humans... and, of course, landowners may grow wearisome and limit access or end it all together.

The usual also applies. Be safe. Spot well...spot well...spot well! (Hint that many do not). There are some dangerous lines. Get on them at your own risk. Landowners and the makers of this guide take no responsibility for your stupidity, self over-estimation, or even simple accidents. Remember that falling from rock onto the ground or other rocks, even from a few measely feet, can hurt a lot and might even be worse than being eaten alive by chewken-loggens. So be safe and spot well!

On behalf of all climbers who use McKenzie we would like to thank the landowners for their generosity and support. It is a wonderful privelege to be allowed to climb at McKenzie. If there are ever any problems, please let us know immediately and we will do what we can to work them out. Try to be kind, considerate and even friendly to anyone you see - life is much more enjoyable that way. Also, thanks to all those who contributed and gave helpful insight, especially NewEnglandBouldering. If anyone has any comments about the contents of this guide or has any new problems to add, or if you would like directions to the pond please feel free to contact us at the following email address: kippy1@adelphia.net

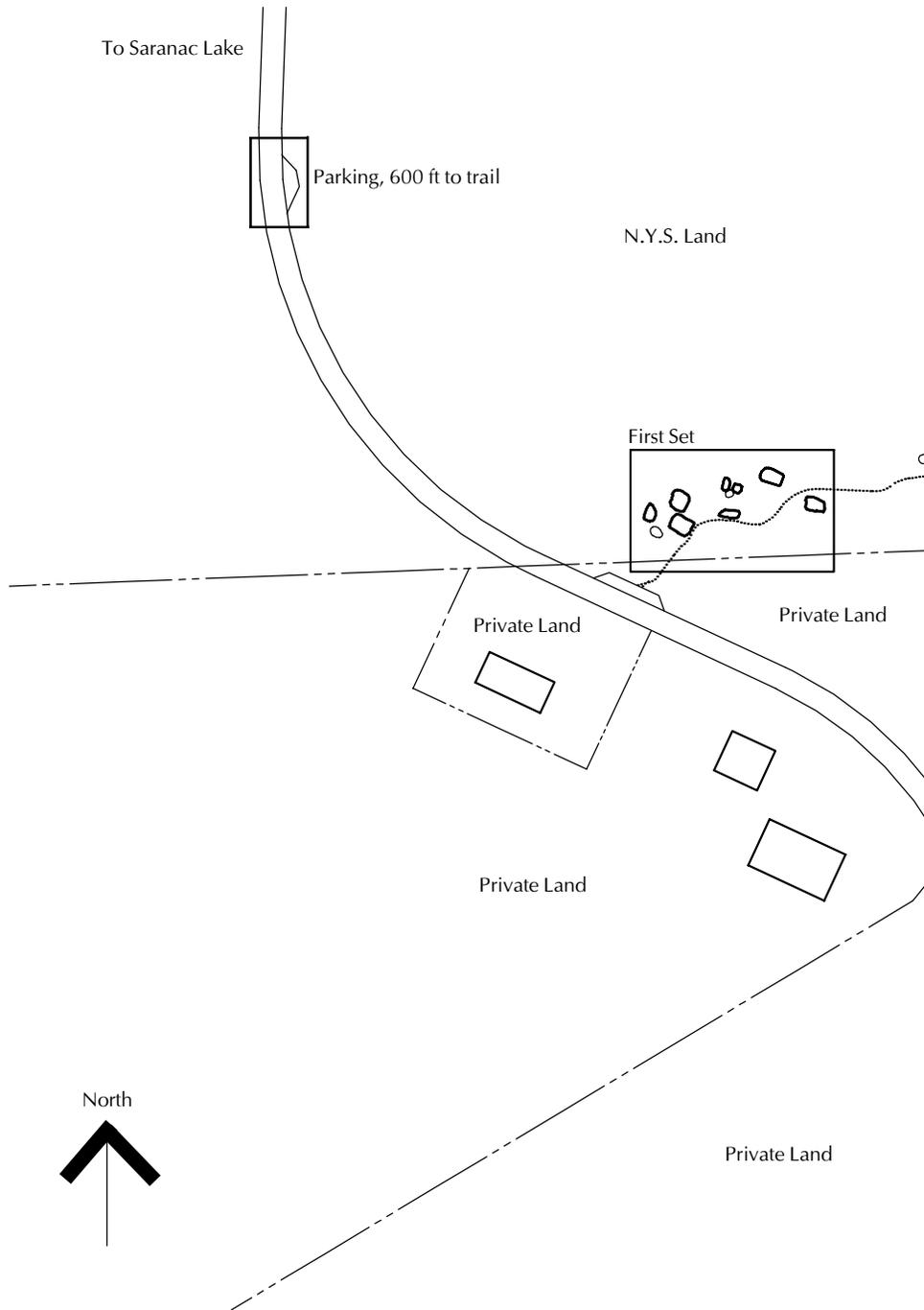
Also, inside each boulder it has been scientifically determined that there are gold, uranium and lead cores worth billions of dollars. Do not try to mine these boulders as it will start a fusion reaction destroying most of the earth.

Also, I like making bouldering guides.

Also, pull hard!

Also...gRooVeR

Area Map



V3

□□□	1. The Blister Bar	Makaia's Boulder, Central Pulling District
□□□	2. Crystal Nussbaumer	Ball of Fame, Project Land
□□□	3. Hooker	The Front, Central Pulling District
□□□	4. Lift Off	Makaia's Boulder, Central Pulling District
□□□	5. McMidgseton Variation	The Front, Central Pulling District
□□□	6. Peeter Totter	Swamp Two, Candyland
□□□	7. Rebar	Makaia's Boulder, Central Pulling District
□□□	8. Straight Bar	Makaia's Boulder, Central Pulling District
□□□	9. Thrust Fault	Ball of Fame, Project Land
□□□	10. Two-Pack Shacker	Swamp Two, Candyland

V4

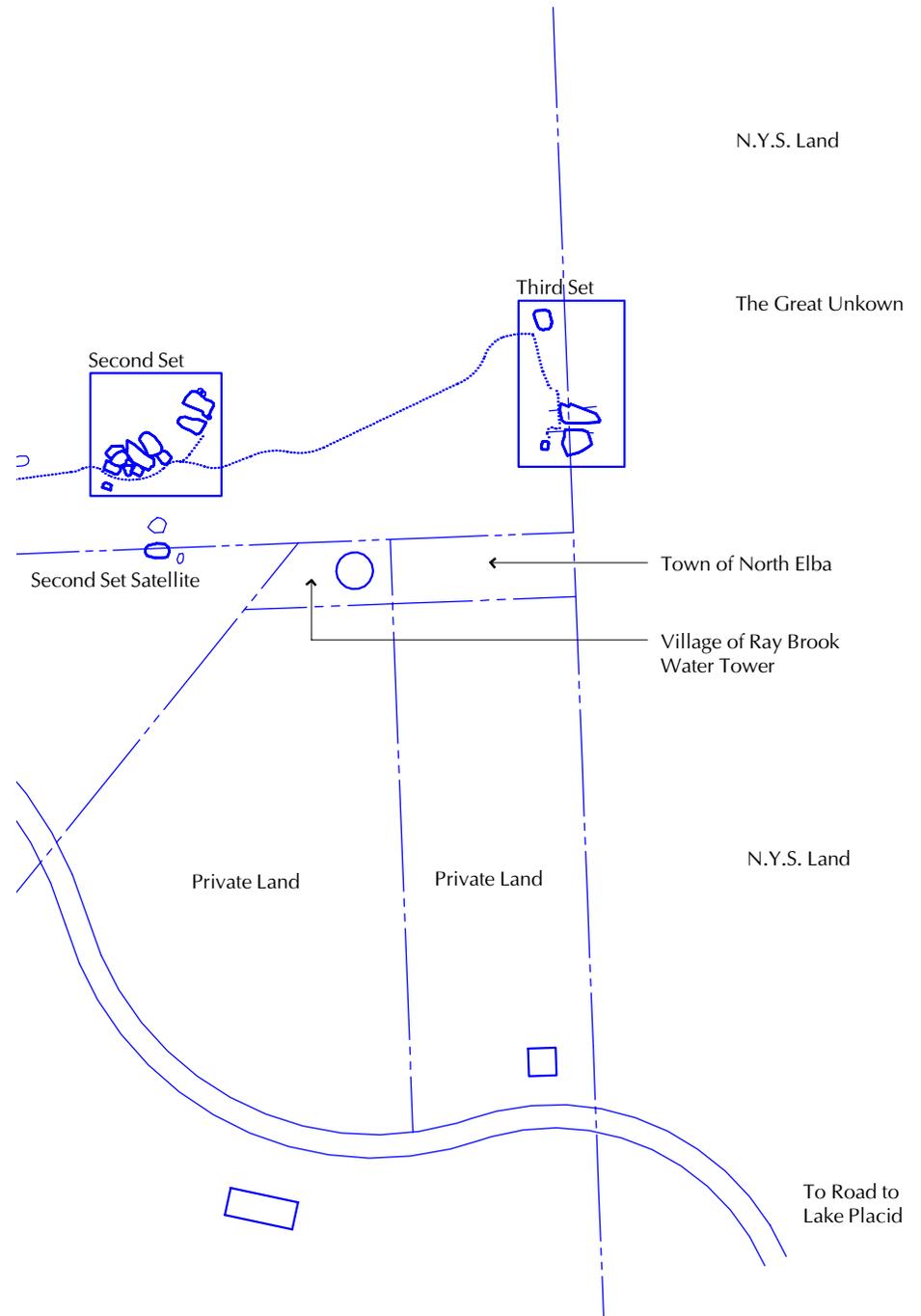
□□□	1. The Actual Edge Of Gumby	Alien Boulder, Project Land
□□□	2. Delicate Hole, V4-V8	Not So Much, Candyland
□□□	3. Dickens	Phatty Boulder, Project Land
□□□	4. The Great Roof Of China, V3/4	The Far East, Candyland
□□□	5. Great Roof Variation	The Far East, Candyland
□□□	6. Hollies Follies	Holly's Boulder, Candyland
□□□	7. Hyper Drive	Alien Boulder, Project Land
□□□	8. Jesus Is The Reason	Phatty Boulder, Project Land
□□□	9. McSmithson	Swamp Two, Candyland
□□□	10. Mustache Games	Superslab, Central Pulling District
□□□	11. The Orient Express Variation	The Far East, Candyland
□□□	12. Peaper	Sweet Pea, Central Pulling District
□□□	13. Shtickums	Phatty Boulder, Project Land
□□□	14. Swamp Thing	Swamp One, Candyland
□□□	15. Swamp Traverse	Swamp Two, Candyland
□□□	16. V-diculous	Swamp Two, Candyland
□□□	17. Yo-Yo Mamma	Pathogen Boulder, Central Pulling District

V5

□□□	1. Block Top Sit Down	The Front, Central Pulling District
□□□	2. Committed	IF Boulder, Central Pulling District
□□□	3. Crimpology	Barn Boulder, Candyland
□□□	4. Drop The Clutch	Ball of Fame, Project Land
□□□	5. Duper Dope Dyno	Swamp Two, Candyland
□□□	6. Ian's Favorite Problem (IF)	IF Boulder, Central Pulling District
□□□	7. Invested	Ball of Fame, Project Land
□□□	8. Karate Chop	Pathogen Boulder, Central Pulling District
□□□	9. Marsh Mellow	Swamp Two, Candyland
□□□	10. Slobadon (Eastman)	The Front, Central Pulling District
□□□	11. Slot Machine	IF Boulder, Central Pulling District
□□□	12. Sweet Pea	Sweet Pea, Central Pulling District

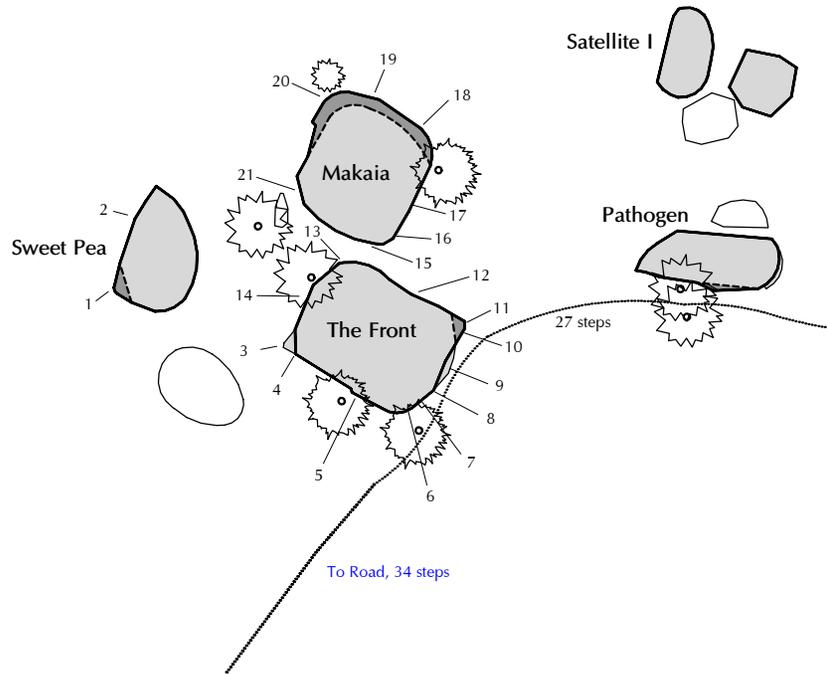
Problem Index

Onsight Flash Send	Problem Name	Boulder, Area
V0		
■ ■ ■ ■	1. Can Tried	Tiny Boulder, Project Land
■ ■ ■ ■	2. Cooker	The Front, Central Pulling District
■ ■ ■ ■	3. Daphne	Phatty Boulder, Project Land
■ ■ ■ ■	4. Monotony	Satellite I, Central Pulling District
■ ■ ■ ■	5. The Orient Express	The Far East, Candyland
■ ■ ■ ■	6. Pop Tart	Slab-a-liscious, Candyland
■ ■ ■ ■	7. Popcicle	Slab-a-liscious, Candyland
■ ■ ■ ■	8. Rooster's Holiday	Barn Boulder, Candyland
■ ■ ■ ■	9. The Russell Greenwald Show	The Russell Greenwald Show, Candyland
■ ■ ■ ■	10. Sandels	IF Boulder, Central Pulling District
■ ■ ■ ■	11. Slabs	The Front, Central Pulling District
■ ■ ■ ■	12. Stupid Easy Yo, V0--	Swamp One, Candyland
■ ■ ■ ■	13. Superslab, V0---	Superslab, Central Pulling District
■ ■ ■ ■	14. Walk Stalk, V0-	Slab-a-liscious, Candyland
V1		
■ ■ ■ ■	1. Carpenter's Daughter	Makaia's Boulder, Central Pulling District
■ ■ ■ ■	2. Flakey	IF Boulder, Central Pulling District
■ ■ ■ ■	3. Lollipop	Slab-a-liscious, Candyland
■ ■ ■ ■	4. Looker	The Front, Central Pulling District
■ ■ ■ ■	5. Makaia's Problem	Makaia's Boulder, Central Pulling District
■ ■ ■ ■	6. Osmosis	Alien Boulder, Project Land
■ ■ ■ ■	7. Push Pop	Slab-a-liscious, Candyland
■ ■ ■ ■	8. Right Arete	Second Set Satellite, Candyland
■ ■ ■ ■	9. Sleepy Hollow	Slab-a-liscious, Candyland
■ ■ ■ ■	10. Slice	The Front, Central Pulling District
V2		
■ ■ ■ ■	1. \$5 Bet	The Front, Central Pulling District
■ ■ ■ ■	2. Block Top	The Front, Central Pulling District
■ ■ ■ ■	3. Brock Lee Soares	IF, Central Pulling District
■ ■ ■ ■	4. Buddy Boy	Ball of Fame, Project Land
■ ■ ■ ■	5. Crimpology Dyno	Barn Boulder, Candyland
■ ■ ■ ■	6. Enter The Wagon	Swamp One, Candyland
■ ■ ■ ■	7. Facet	Swamp One, Candyland
■ ■ ■ ■	8. Galactic Vanity	Alien Boulder, Project Land
■ ■ ■ ■	9. Giant Sucker	Slab-a-liscious, Candyland
■ ■ ■ ■	10. Global Chop Sui	Pathogen Boulder, Central Pulling District
■ ■ ■ ■	11. It's Not Over Yet (tall)	Swamp Two, Candyland
■ ■ ■ ■	12. Jetta Knight	Superslab, Central Pulling District
■ ■ ■ ■	13. Little Roof of Taiwan	The Far East, Candyland
■ ■ ■ ■	14. Mark's Got Um All Right	Phatty, Project Land
■ ■ ■ ■	15. McMidjetson	The Front, Central Pulling District
■ ■ ■ ■	16. Slabadon	Slab-a-luscious, Candyland
■ ■ ■ ■	17. Take Off	Makaia's Boulder, Central Pulling District
■ ■ ■ ■	18. Zealot	Makaia's Boulder, Central Pulling District



First Set

The Great Unknown

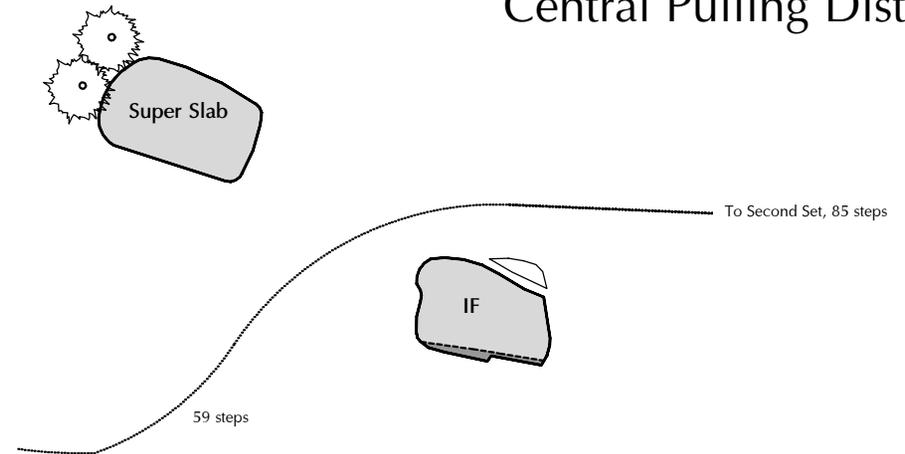


- Sweet Pea*** (V5, SD)
Start right hand on sloper/edge right of arete and left hand on small crimp on left face. Move left around the bulge and up the lip. Top out at the peak.
- Peaper** (V4, SD)
Start on good sidepull edge down low and go straight.
- McMidgetson** (V2, SD)
Start with hands on sidepulls on each side of short arete. Move to the sloping shelf and crack. Top out above shelf.
McMidgetson Variation** (V3)
Start the same but finish by traversing left along crack and lip of roof to an insecure top out.
- Slice** (V1, SD)
Start at the flake/crack at left side of face and follow to the end. Top out above on the slopy lip.
Slice Variation (V6)
Start as Slice but continue right past slopers to big flake and finish as Block Top.
- Block Top**** (V2) (V5, SD)
Start on two odd crimp/flakes, go to the lip and mantle using the odd pinch. For the sit, start with one hand on a crimp (l or r) and one hand on a crimp at the low point of the seam. Harder if you are short.
- Glass Pants** (V?, R)
Follow the little corner all the way to the top.
- Project Invisible** (V?, R)
Climb the non-existent line. "It'll go". Ok, Mark...Reportedly this problem has been sent before holds broke.
- Hooker**** (V3, PG)
Start on crimps and move up to the undercling pinch. Follow seam with jugs up and right to top out at horn.

Fourth Set

Coming soon to a boulderer like you...

Central Pulling District



9. Looker (V1, PG)

Start just right of the previous problem. Climb the face to meet Hooker at the jugs on the seam and finish as Hooker.

10. Cooker* (V0, PG)

Start at the corner left of the arete above the little roof. Continue up past a cool pinch on arete to top out as Hooker.

11. \$5 Bet (V2, SD)

Start left of the arete under the little roof. Pull the roof and continue up the slab arete.

12. Slabs* (V0-)

Many variations exist.

13. Slobadon, aka The Eastman Problem*** (V5)

Start with hands on crimps right of arete. Climb bulging arete to scary, slab top out. Very good problem!

14. Stanfields, aka The Belcer Problem** (V9)

Start with both hands on the double crimp hold. Use tiny crimps and rails to get to a scary bulge to slab top out.

15. Zealot* (V2, SD)

Start with both hands in good slot. Climb crimps to a sloper top out. Harder if you are tall.

16. Makaia's Problem** (V1, SD)

Start low on jugs on the arete and climb good edges to a tricky top out.

17. Carpenter's Daughter** (V1, SD)

Start on good sidepull and edge just left of dirty crack. Traverse left into Makaia's Problem.

18. Take Off*** (V2, SD)

Climb the ramped arete to the peak and top out.

19. Lift Off** (V3) (Veryhard, SD)

Start on crimps and move up and right to good flake, then dyno to peak and top out. Easier if tall. Sit is super thin.

20. Rebar*** (V3)

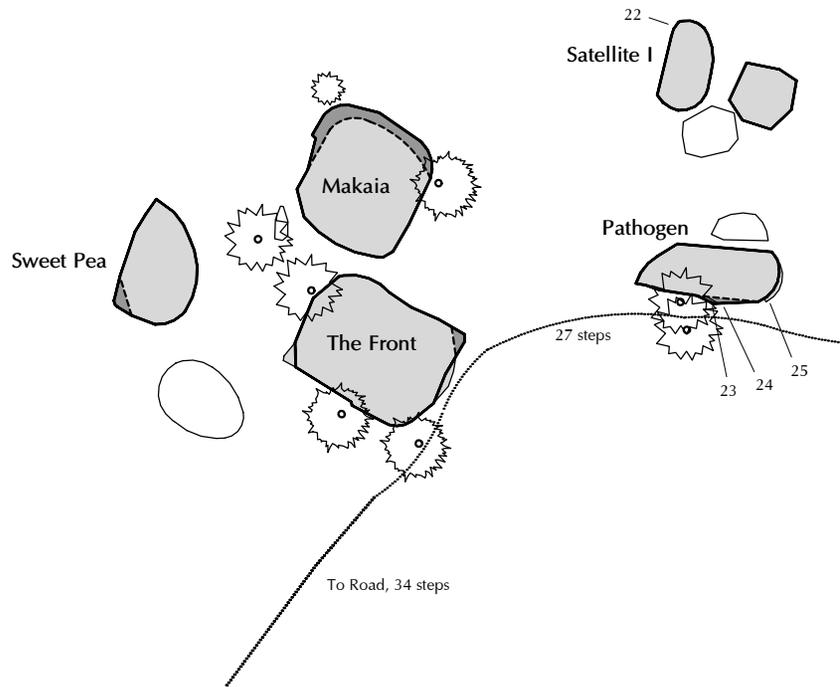
Start on the huge flake at the left side. Traverse the lip and top out on the other side of the peak. The ramp is in.

21. The Blister Bar** (V3, SD)

Start right hand on the arete and left hand on the horn very low. Climb the arete to the peak and top out.

Straight Bar (V3, SD)

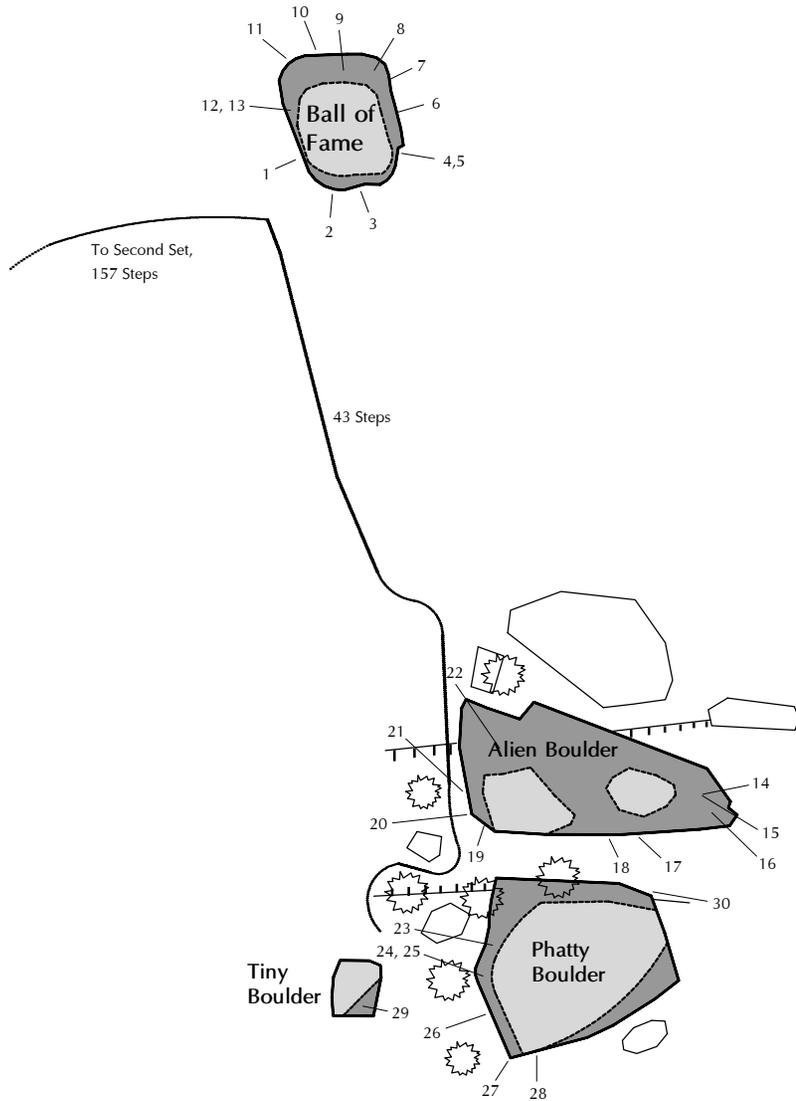
Start similar to Blister Bar but with both hands on the arete. Climb straight up.



22. **Monotony** (V0)
Start at the left side on good holds and traverse the lip. Top out on the right side.
23. **Global Chop Sui** (V2) (Vveryhard, SD)
Start on a high sidepull crimp (left) and a sloping rail (right). Pop to the lip. Sit is gross hard.
24. **Karate Super Chop** (V7)
Start both hands on the sloping rail and fire for the lip. Eliminate.
Karate Chop* (V5)
Start with left hand on sloping rail and right hand at a good side pull. Fire for lip.
25. **Yo-Yo Mamma*** (V4, SD)
Start on a big flake at the right side and traverse left on the lip to the peak and continue down on the lip to the far left side. Can be done left to right at the same grade. Various starts and finishes equal various grades.

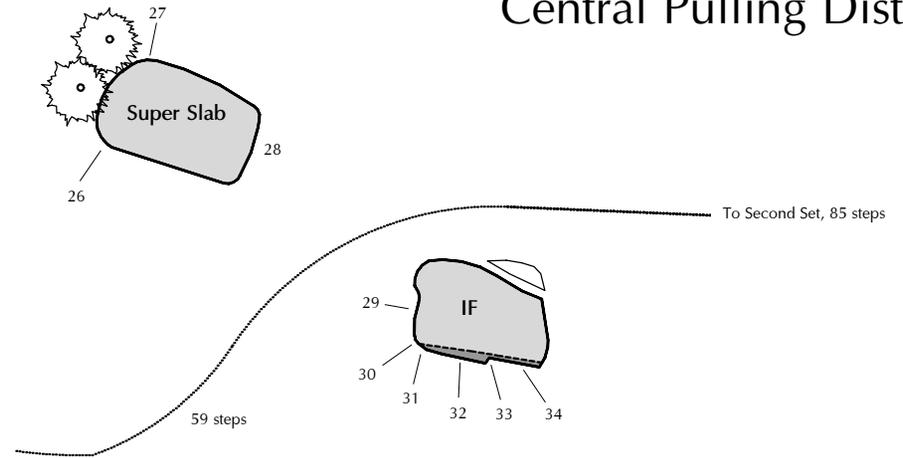
5. **Able E Project** (Vhard)
Start as Buddy Boy but go straight up at the slot sloper to finish on thin holds above.
6. **Tribute Project** (Vmed) (Vveryhard, SD)
Start between Buddy Boy and Clutch on sloping rails. Move up and right along the lip. Sit start is from underneath.
7. **Drop The Clutch***** (V5)
Start with right on sloper sidepull and left on edge. Get established on these holds and then drop the clutch and move through edges and slopers to the top.
8. **Shut Up Machine***** (V9)
Start right hand in a slot at the corner and left on a crimp. Move up the arete using crimps and slopers to the top.
9. **Crystal Nussbaumer*** (V3)
Start on good holds on the big flake under the lip. Turn the lip and do the easy slab top out. Beta...or way hard.
10. **Invested** (V5)
Start at the big sloper of Private Investment and simply try to top out.
11. **Private Investment*** (V8)
Start on good slopers at the right arete. Move left past crimp flake to big sloper and top out.
12. **Magnum**** (V6, SD)
Start right hand on tiny crimp and left just under roof on an undercling. Climb the steep arete to corner and top out.
13. **Magnum P.I. Project***** (V10?)
Start as Magnum and continue across the lip to finish on Private Investment.
14. **Outer Space Project** (Vhard, R)
Start as Flux Capacitor and traverse the face into outer space. Go to the arete and then up.
15. **Flux Capacitor***** (V7, SD) (V8 Top Out)
One of the best lines here. Climb the arete and right face to a sharp jug at the lip below the slab above. Moving left and topping out as Hyper Drive adds a grade.
16. **Hyper Drive**** (V4) (Vveryhard, SD)
Start with left hand on high sidepull and right hand on the arete. Make a few moves to the jugs at the seam and then top out. The sit starts on Flux Capacitor but moves left to the big sidepull. Is probably very hard...?
17. **Galactic Vanity** (V2, PG)
Climb the steep and tall slab to the top. The starting moves are a bit mysterious.
18. **Star Chores***** (V7, SD) (V8 Top Out)
Start on a good edge at the lip. Traverse right along the lip to the arete, then up to the seam. Topping out is V8.
19. **Osmosis** (V1)
Start on crimps and continue up the short slab. This is also the downclimb for the boulder.
20. **The Actual Edge of Gumby***** (V4)
Start on a good seam about four feet up the lip. Move up the lip to a big jug and top out. Superbeta...or way hard.
21. **Project Thin** (Vhard)
Climb the thin, technical face. Move right to the jug on Gumby and top out.
22. **Deep Space Project** (Vhard, R)
Start under the roof and do the Buddah like moves to the arete. Finish as Outer Space.
23. **Contact**** (V8)
Start on two good crimps and glide past bad slopers to the jug and top out.
24. **Horseshack's Revenge**** (V7, SD)
Start with both hands on good edges. Move straight up sharp crimps and reachy last moves. Beta...and pain.
25. **Das Geht Project** (V9?)
Start as Horseshack's but move left around blunt arete after the small pinch and crimp to finish as Contact.
26. **Dickens*** (V4, SD)
Start on good edge. Move up to roof and then left past good slots to good top out. Easier if taller.
Jesus Is The Reason (V4)
Start as Dickens but finish straight up.
27. **Shtickums***** (V4, PG, SD)
Climb the arete and face to a scary top out with a loose flake. Hasn't broken yet... Dyno to lip for extra action.
28. **Mark's Got Um All Right** (V2, R)
Climb tall face to some committing moves at the top.
29. **Can Tried** (V0, SD)
Start under roof and fire for the lip. Don't even top out if you don't want too.
30. **Daphne**** (V0, SD)
Start at the left arete and climb the lip to the high point and top out. Very good for the grade.

Third Set

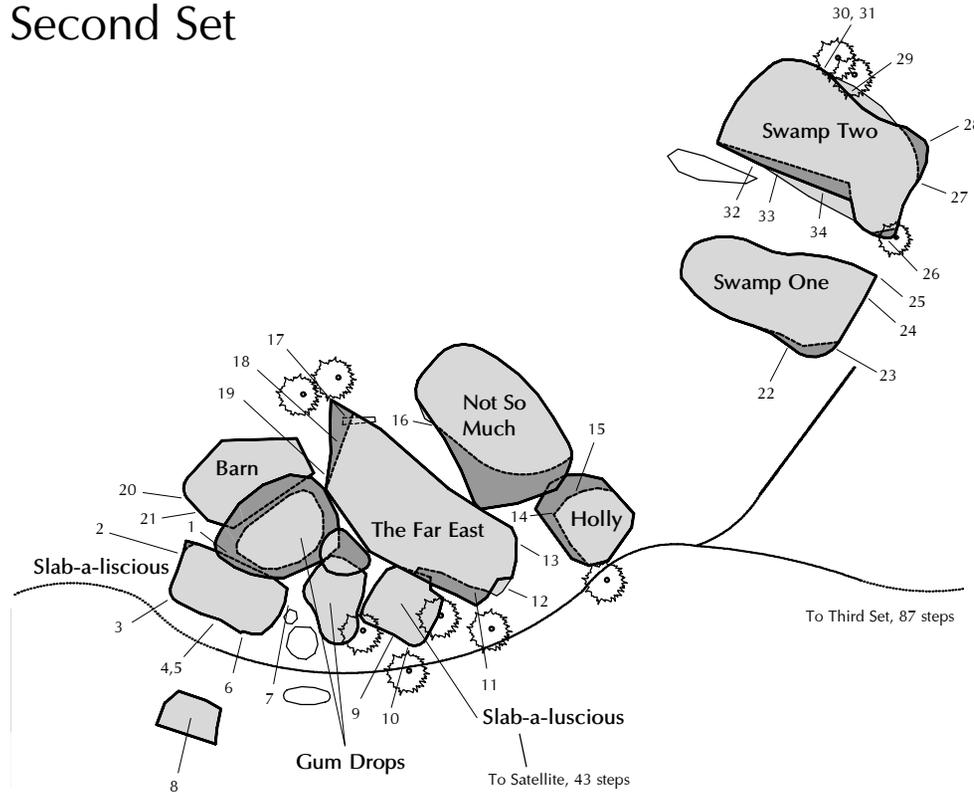


1. **Thrust Fault** (V3, PG)
Climb the thin flake to a committing move high off the deck. Easier if you are taller.
2. **Cartwheel, aka Neo*** (V9)
Start with both hands on good sidepull flakes. Dyno to the sloper and top out.
3. **Hardliner Project*** (V10?) (V10?, Var.)
Both hands at sidepull/undercling. Move out right to sloping edges and continue up and right on slopers to the top. Variation: From the sloping edges fire big out left to the lip.
4. **Buddy Boy**** (V2)
Start at the pinch in a shallow corner. Climb up past slopers and top out to the right using jugs.

Central Pulling District



26. **Mustache Games***** (V4, SD)
Use small flakes to climb the rounded arete.
27. **Jetta Knight** (V2, SD)
Climb the blunt arete starting on high on good holds.
28. **Superslab** (V0--)
Run up the slab, preferably in bad shoes such as flip-flops. Makes for fun times and good bets.
29. **Sandels** (V0)
Climb the easy slab.
30. **Flakey** (V1)
Start as for Suave Style but move left directly to the sharp flake and finish up and left to top out as Sandels.
31. **Slot Machine**** (V5)
Start with left hand on sidepull crimp and right hand on tiny gaston crimp. Use the slot to gain the seam on the sloped shelf. The more you put into the slot the better your chances.
Seester Style, aka Suave Style (V8, SD)
Start with both hands on horizontal to the left and move up and right into the slot.
Simon Says Project (V9?, SD)
Start on crimps right of the arete down low and pull hard straight up into the regular Slot Machine.
32. **Ian's Favorite Problem (IF)***** (V5)
Start on high crimps. Move left to crimps and then straight up to lip. Hard start if you are short.
33. **Brock Lee Soares***** (V2)
Start on sidepull jugs at corner. Climb up and left along the blocky corner to a good top out.
34. **Committed** (V5, SD)
Start low on small crimps. The arete is off.



1. **Sleepy Hollow** (V1, SD)
Squeeze in between the two boulders and start on a good edge. Move up and right on edges to top out.
2. **Pop Tart** (V0)
Start on a sidepull and a crimp with a high foot and fire for the sloper jug. Fun.
3. **Lollipop** (V1)
Tricky, balancy start on small crimps and bad feet. Move to flake / crack above.
4. **Push Pop*** (V1)
Start as Giant Sucker but traverse left into the finish of Lollipop. Good, balancy moves on small holds.
5. **Giant Sucker*** (V2, PG)
Climb straight up the really thin slab with the crux up high above the slab at very shallow pockets. Scary.
6. **Popcicle*** (V0)
Climb up the crack.
7. **Walk Stalk** (V0-)
Climb up jugs to the top.
8. **The Russell Greenwald Show** (V0-Vmed)
Many problems exist on all sides of the boulder. Make them as hard as you can.
9. **Slabford** (Vmed)
Climb the scooped face avoiding the arete to the right.
10. **Slabadon*** (V2)
Climb the slabby arete to the top. Good moves down low.
11. **Great Roof of China**** (V3/4) (V4, SD)
Start on good holds and move left to gain the lip. Then move right on the lip to a big jug and turn the roof. Sit start at Taiwan but skip the big horn.
12. **Little Roof of Taiwan** (V2, SD)
Start right of Great Roof under a little roof on crimps. Make the crux move to another edge and finish on jugs.

13. **The Orient Express** (V0) (V4, Var. 1)
Start on the right side and move left across good holds. Variation: Finish as Great Roof for added travels.
 14. **Hollies Follies** (V4, SD)
Start low on the little pseudo arete on the short steep face. Make some awkward moves to the lip and top out.
 15. **New Line Cinema Project**** (Vveryhard, SD)
Start on a crimping rail and get the feet on. Make a long move to a bad pinch. Do one more hard move using high right hand crimp or high left hand crimp to gain the jug and top out. Or any other way you can do it. Hard!
 16. **Delicate Crap** (V4-V8)
Start at the lowest point of the sloping lip. Move up the lip to top out at various locations for various difficulties.
 17. **Sketches Of Pain, (aka Raptor, Squeezer)**** (V9)
Use sharp holds to work up the steep arete. Big last move to the lip and a high top out. Block underneath is off.
 18. **Super Project** (Vveryhard, SD, R)
Start low on a rail and make long hard moves to very thin crimps. Continue up "easy" climbing above...the stand start itself is roughly V8.
 19. **Time Will Tell Project** (Vmedium, R)
Only time will tell if this problem will go before the big flake breaks loose. Start on jugs at right and move up and left to top out. The boulder behind greatly increases the significance of the potential flake disrapture.
 20. **Crimpology** (V5) (V2, Var.)
Start on crimps right of arete. Move around the arete with out using the right side lip and top out just left of the arete. Variation: From start holds pop directly to lip and top out.
 21. **Rooster's Holiday** (V0)
Start at the lip on the right face. Traverse the lip all the way to the left side of the left face.
 22. **Swamp Thing**** (V4, SD)
Start left with both hands on a good, sloping edge. Traverse on edges around the corner and top out at right face.
 23. **Enter The Wagon**** (V2, SD) (V2, Var.)
Start low on two crimps. Move to good edge and then right to jug and top out. Fun moves for the grade.
Variation: Same but instead, continue straight up past crimps to the horizontal jug above.
 24. **Facet** (V2)
Start on sloping edge and move up through small crimps and gastons to jug. Right arete and left jug are off.
 25. **Stupid Easy Yo** (V0-, SD)
Climb the right arete on jugs.
 26. **Two-Pack Shacker**** (V3, SD)
Start both hands on a bad sloping rail and pop to the thin seam, then to the sloper jugs at the high point.
 27. **Swamp Traverse*** (V4)
Start on good hold on the left slab face and move around the bulging arete to flakes on face. Same from right to left.
Marsh Mellow* (V5)
Start at the far right side the boulder and move into the swamp traverse from right to left.
 28. **Duper Dope Dyno*** (V5)
Start on the left jug at the arete. Set your feet and fire way up and right for a slopy knob. Eliminate, but good.
 29. **Its Not Over Yet** (V2/4)
Start on crimps on slabby face. Move up to the bulging block with slick feet and top out. Very height dependent.
 30. **McSmithson** (V4)
Start as Peeter Totter but move up the lip to the bulging block and top out as Its Not Over Yet.
 31. **Peeter Totter** (V3)
Start on the pancake flake. Reach way around the lip to crystals and mantle the top out. Very tricky.
 32. **V-diculous** (V4, X) (Vmed, X)
Start on a good jug and dyno huge to a flake at lip. Don't blow it or its all over. Use intermediates for variation.
 33. **Unexpected Suicide** (Vmedium, X)
Start on jugs of V-diculous but move up and right in a tiny corner to gain the lip and a scary top out.
 34. **Sudden Death** (Vmedium, R)
Start on the slab and climb the left leaning seam with good edges to the lip and scary top out.
- The following problems are located on the Second Set Satellite.
35. **Right Arete** (V1)(Vveryhard, SD)
Start on the arete and climb the lip to the high and awkward top out. Sit start is from down low on sidepulls.
 36. **Left Arete** (Vhard)
Start on high holds. Move up to flake jug and use slopy arete to move to an awkward, high top out.