SCC HOSPITAL BOULDERS



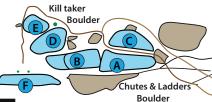
SICKNESS COMP 2019

Boulder until you drop.

Presented by:









Water Tower Area



















































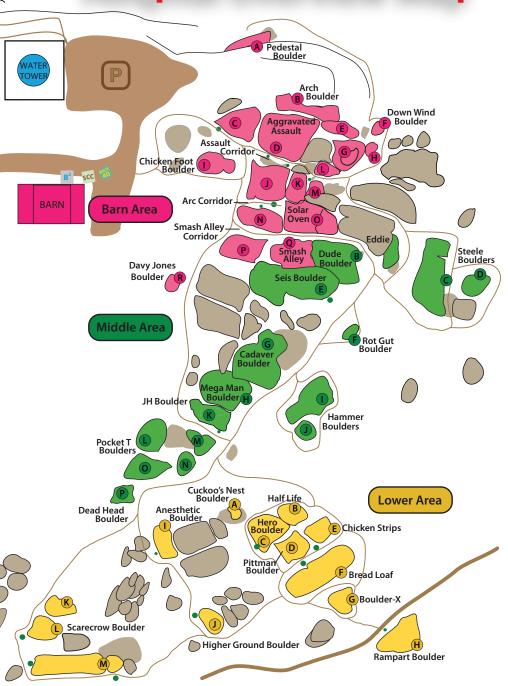


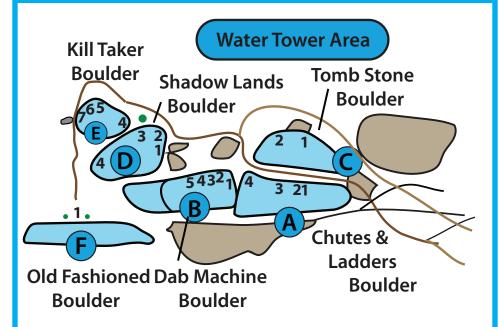




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Hospital Overview Map





A Chutes & Ladders Boulder

- **1 Finger Trap V4** From left large slot traverse left through pockets to credit card crimp, then straight up.
- **2 Chutes & Ladders V6** Build a serious pad platform. From left large slot climb water groove slopers to slopey topout
- **3 Walk It In My Pocket V6** From right large slot climb straight up through shallow pockets to jug crimp high on face.
- **4 The Specialist V11** Start with left in hueco, right on vertical feature. Climb into slopey features on tall prow.

B Dab Machine Boulder

- **1 Dab Machine V7** Start on pockets and move up left arete through holds that are thinner than you want them to be.
- **3 Battle Of The Bulge V6** Climb up and right of the bulge feature.
- **4 Howard Problem V4** Climb face trending up and right to good topout.
- **5 Leftovers V3** Climb up slab to good topout.



C Tomb Stone Boulder

- **1 Tomb Stone V4** From shelf move up and left through bulging face to top.
- **2 Under Brush V6** Start on crimps, move up arete to good holds and roll onto face to gain jugs.

D Shadowlands Boulder

- **1 Abstract V5** Start with underclings in hueco and work your way up deceptively bad holds.
- **2 Scales V3** Climb arete using good holds. Be aware of the spicy topout.
- **3 Shadowlands V6** Climb straight up using tall slab using slopey holds. Watch that tree spot

E Kill Taker Boulder

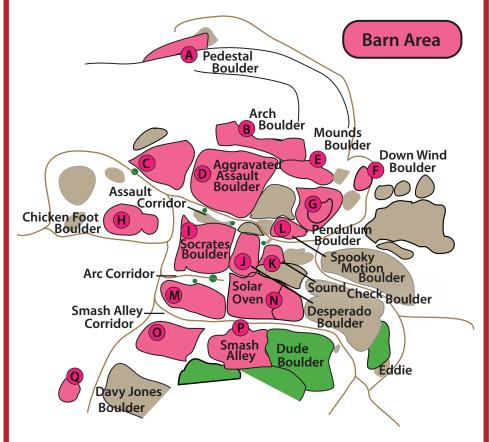
- **4 Between Two Slabs V5** Gain bulging face by using left pocket feature. Mantle over using small crimps.
- **5 Kill Taker V8** Climb up slab to good topout.
- **6 Kill Taker Stand V7** Start using opposing ramps and finish as Kill Taker.
- **7 Balance Theory V6** Using the same starting holds for Kill Taker Stand, trend right to perfect edge feature. Subtle moves lead to slopers and easy slab top out.
- **6 Toy Story V1** (Behind Kill Taker boulder) Start with sloper and edge maneuver way up classic sloper holds.

F Old Fashioned Boulder

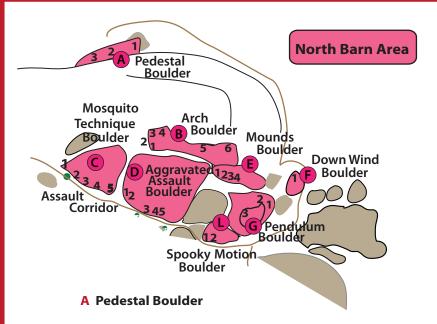
1 Old Fashioned V5 Start on pocket sidepull and left hand sloper. Using trickery gain perfect slopers to good holds for the top out.











- **1 Pedestal V4** Sit start on obvious jug shelf. Climb straight up face using perfect arete.
- **2 New Horizon V2** Start matched on small crimps. Climb face to juggy topout. Thin!
- **3 Caretakers V2** Climb straight up using tall slab using small edges.
 - **B** Arch Boulder
- 1 Buzzard V
- 2 Pillar V
- **3 Radiation Burn V3** Climb pillar using interesting holds and beta to good top out.
- 4 Death Rattle V3 Climb tall featured face.
- **5 Daily Dose V3** Climb face right of arch.
- **6 Arch Problem V3** Start on left pillar and climb through funky moves to top out.







C Mosquito Technique Boulder

- **1 Mosquito Technique V5** Start on ball with heal hook. Gain crimp & sloper for move to jug before toping out.
- **2 Gary Sperry V1** Climb crimpy face.
- **3 Nightshade V1** Climb crimpy face. Many options lead to the same result.
- **5 Post Mayan Apocalypse V4** Start with wide squeeze on crimps. Move to good holds on slab to top out.
- 4 Quit The Forest V1 Climb crimpy face between the trees.

D Aggravated Assault Boulder

- **1 Dish Network V5** Start on slanted block with bad feet. Gain left crimps, climb up good edges. Mind the dab.
- **2 Direct TV V8** Start on same slanted block with same bad feet. work your way onto right side of slopey dish to track feet. Mantle out.
- **3 Aggravated Assault V9** Start on rough side pull/sloper and peanut. Move to match crescent hold. Make long move to jug rail using iron band and trickery. With high feet gain crimps up and left to top out.
- **4 Blind Side V7** Start as Aggravated Assault. From crescent hold to right side pull to gain crimps. Mantel scoop feature.
- **5 Eye Problem V5** Start on shelf and climb through iron band to eye feature. Top out as Blind Side.
- 6 Scoop V2 Climb up timid looking slab.



E Mounds Boulder

- **1 Almond Joy V2** Start on jug undercling and high feet to climb bulgy face.
- **2 Watered Down Eliminate V2** Climb water grove ignoring all those other holds.
- **3 Mounds V1** Start on jug underclings and climb bulgy face.
- **4 Bounds Eliminate V2** Climb slopey water feature ignoring all those other holds.

F Down Wind Boulder

1 Down Wind V2 Climb gently overhanging arete with sculpted holds.

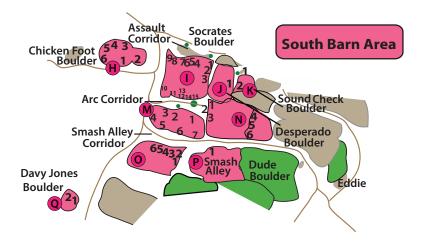
G Pendulum Boulder

- **1 Bathsheba V2** Start in pocket at right of shelf using high feet. Climb straight up via obvious runnel.
- **2 Pendulum V8** From good feet and faint hold make moves left to subtle water grove. Expect the barndoor. Yes, there are jugs at the top.
- 3 Pebble Beach V4 Climb through series of eroded huecos. Mantle out.









H Chicken Foot Boulder

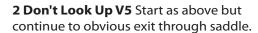
- **1 Low & Slow V4** Start on low jugs, trend right and top out on bulge.
- **2 Chicken Foot V7** Start on jug moving right to pod. Using a heal squeeze blunt prow and climb to crimps via chicken foot hold.
- **3 Esso V4** Sit start on underclings, make dynamic move to lip. Harder than it looks.
- **4 Jim's Deluxe V3** From obvious right pod and left sidepull climb through slopey features.
- **5 The Fall V2** Sit start climb rails to mantel finish. Watch that fall.
- **6 Blue Skink V3** Start as The Fall. Move right into good holds and exit up.
- **7 Wheelchair V3** Start on roof holds. Climb slopers to glory!





I Socrates Boulder

1 Don't Look Back V 4 From obvious holds climb jug rail to crimps, then straight up.





- **3 Don't Look Now V5/6** Start as Don't Look Back but continue as far right as you can go and exit at apex of boulder. 5.11c might be a more appropriate grade.
- **4 Jesus Slaves V10** From Low matched crimps climb right into spine feature and gain edge in roof. Via a crazy double toe hook gain slopey jugs at break and finish straight up. Right exit gets you an extra point.
- **5 Scraps V5** Start from right crimp, left undercling and left heal. Make left hand move to break. Topout as don't look now.
- **6 Cave of Socrates Eliminate V9** Start on jug crimp, move to left credit card crimp and then out right to sharp pinch on face. Gain right-most undercling at roof seam. Exit roof to A+ mantle.
- **7 Plato's Closet V5** Start as Cave of Socrates. Move into chipped pockets at roof seam. Shuffle across to exit as above.
- **8 Tomahawk Lap Dance V1** Start at base of right facing crack climb up to lip and mantel out.
- **9 Disposable Razor V2** Sit start at break. Move up staying left of arete to classic top out.

I Socrates Boulder, Arc Corridor

- **10 Bug V1** Start on jugs at bottom, work your way up to easy topout.
- **11 Fall Forward V1** Start on jugs in runnel. Move to jugs to sloping topout.
- **12 Arc Second V3** Start on low edges at break. Gaston left and climb face left of water grove.
- **13 Arc Second V4** Start as above. Move to good holds and climb water grove to top.
- **15 Vertical Cartography** Sit start on horizontal crack, climb good holds to big move then top out.

J Desperado Boulder

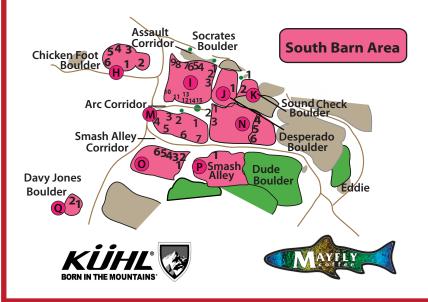
1 Desperado V10 Start at back of low roof on jugs. Traverse lip via pockets and tooth crimp to gain good crimp on north face of boulder for top out.

K Sound Check Boulder

- 1 Sound Check V5 Start right on good holds with feet on
- **2 Feedback V1** Start low on broken face. Climb straight up to full value mantle.

M Insta Hoe Boulder

- **1 Insta Hoe V2** From obvious holds work your way up juggy water feature. The harder you climb, the easier it is.
- **2 Squeeze Yo Titties V4** Start on good holds and squeeze your way up the bulge using left water groove. Watch that top!
- **3 Slippery When Wet V2** From hueco and right hand pocket mantle over nose feature and climb slopey face.
- 4 Bang Disease V3 Start on crimps and climb face to heady topout.
- **5 Scalpel V9 Start** on crescent, move slots and then your choice of micro crimps. Make long deadpoint to slopey edge, top out.



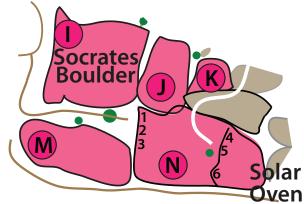
M Insta Hoe Boulder

- **6 Madness V5, Madness Right V4** Start on razor crimps and climb straight up to spicy mantle.
- **7 Controversial Dosage V4** Sit start on good holds at arete. Climb face to jug and mantle out with high feet.

N Solar Oven Boulder, Arc Corridor

- 1 Pass The Machete V1 Climb obvious jugs on arete to walk over top.
- 2 Field Trip V2 Start on iron chickenheads and climb up water runnel.
- **3 Best Of Show V2** From obvious jug climb into layback in water feature. Continue to jugs at the top.
- **4 Solar Oven V6** Sit start on huecos. Move through rail feature to gain slopers. Top out left of jug.
- **5 Pine Straw V3** Sit start, climb iron rails to jug at lip for mantel.
- **6 Pine Straw Low V4** Sit start down and right (yes, down there) on eye feature. Climb iron rails and chicken heads to finish on Pine Straw.

Problems N 4, 5, & 6 are way up top next to that tree. It is about V2 to get there and the fall potential is high. The white trail is your best bet. You've been warned.





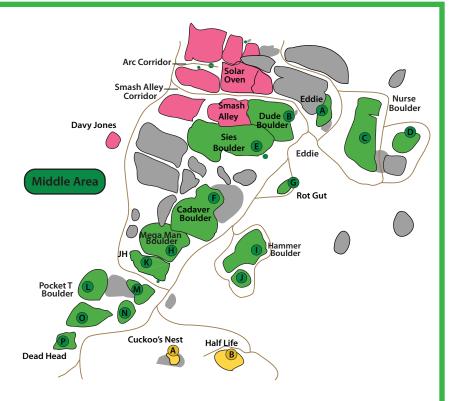
O Hurricane Boulder, Smash Alley Corridor

- **1 Before Peace V4** Start on break, gain edge and move to water groove. Watch for the spicy topout.
- **2 Abstraction V4** Low under roof. Climb out using deceptively bad holds.
- **3 Hurricane V4** Sit start low, trend rght out roof to layback for topout.
- **4 First Born V4** Sit start Right of Hurricane. Climb out roof to right of crack.
- **5 Booger V2** Start under nostril feature. Climb straight up.
- **6 Pick Your Friends V1** Start on rail and work your way up water grooves.

P Smash Alley, Smash Alley Corridor

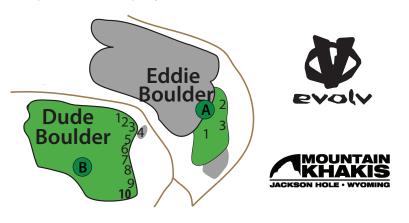
1 Smash Alley V8 Start under roof on obvious holds. Move left to lip the right and up to exit.





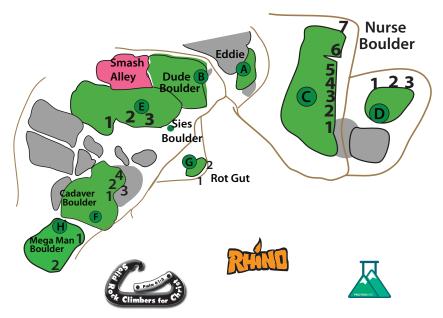
A Eddie Boulder

- **1 Eddie V8** Squat start low. Climb hanging block to lip transition and up the headwall to the top.
- 2 Other Side V3 Start on slopers on far right. Climb slabby face.
- **3 Continental Divide V5** From block under roof gain holds at lip. A well placed heal will put you in reach of the seam.



B Dude Boulder

- 1 Two In Stink V3 Climb tall sandy pocketed face.
- **2 Other Side V3** Start on slopers on far right. Climb slabby face.
- **3 Spineless V6** Climb from wide pinches to spine.
- **4 Big Boys Don't Cry V1** Start on top of tombstone and climb right facing groove.
- **5 Fame V7** Climb face up series of spans to final spine for topout.
- **6 Infamy V8** From jug go straight to bad crimps and up.
- **7 The Dude V8** Start on pinch and re to runnel. Watch That top.
- **8 Nihilist V3** Climb crack to right of Mystified.
- **9 Big Boys Don't Cry V1** Start under roof. Climb to crimps at lip make long reach for top out.
- **10 Hubris V6** Jump start to sloper and climb face.



C Nurse Boulder

- 1 Wet Nurse V0 Climb short face using right arete.
- 2 Wet Dream V2 Climb short face using left arete.
- 3 Tweedle Dum V5 Climb crimpy face to full value top out.
- **4 Tweedle Dee V4** Climb crimpy face trending right. Keep a cool head to top out.
- 5 Wish V5 Climb blunt prow.
- 6 Palisade V2 Climb chunky arete and face to short dihedral.
- 7 Amplitude V3 Climb blocky blunt prow.

D Blab Slab

- 1 Gab V1 Climb short slab.
- 2 Fab V1 Climb middle of short slab.
- 3 Blab V1 Climb short slab.



E Seis Boulder

- 1 Abyss V4 Climb face using left arete.
- 2 Seis V6 Climb short face using left arete.
- **3 Scarification V6** Start on sidepull jug. Move to groove and mantel.

F Cadaver Boulder

- **1 Palmer Reflex V5** Start on lowest jug hueco. Climb pinches up to lip and slopers to mantel.
- **2 Trepanation Kit Low V7** Start on lowest jug hueco. Trend right moving up to lip then tough mantel.
- **3 Trepanation Kit V6** Start on large chicken head. Climb up to lip then tough mantel.
- **4 Cadaver V8** Start on lowest jugs. Climb through pinches to tough mantel.

G Rot Gut Boulder

1 Well Drink V1 Climb eroded face using left arete.

2 Rot Gut Climb short eroded face.

Hammer Boulder Nails Boulder

H Mega Man Boulder

- **1 Mega Man V11** Start on block and climb through crimps in the roof. Set up for big move to right hand pinch and finish up water groove.
- 2 Savage Problem V5 Climb left arete through death block.

 I Hammer Boulder
- 1 Hammer V3 Stand start. Climb sloping sidepulls.
- **2 Don't Hurt 'Em V3** Start on feature, move to pinch and sloper press.
- **3 Sepultra V3** Sit start on edge. Move to better holds then to hidden jug and mantel.
- 4 Dumps V1 Start on shelf and huecos, climb right.
- **5 Quirk V2** On ramped face climb through pocket for hard mantle. Smirk V2 Climb bulge using obvious holds.

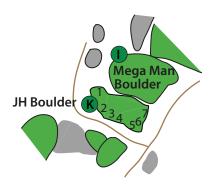
J Nails Boulder

- 1 Tails V2 Stand start. Climb short face.
- **2 Emptiness V2** Start low on right side of giant hueco, traverse up and left into undercling position at top of hueco. Make moves to good edges for top.
- **3 Choices V1** Climb the many featured face to the top. Many options lead to the same result
- **4 Voices V1** Climb featured arete. Many options lead to the same result.
- **5 Yes We Can V1** Climb the featured scoop to the top. Many options lead to the same result.

K JH Boulder

1 J.H. V10 Sit start left on low underclings move to crimps. Top out using power and cunning.

2 Stethoscope V2 Start on crimps an d climb slopers to easy mantle.



3 Splint V2 Climb short face and mantle.

4 Radiology V3 Start on Right facing side pull. Climb iron crimps to gain good hold at lip and mantle.

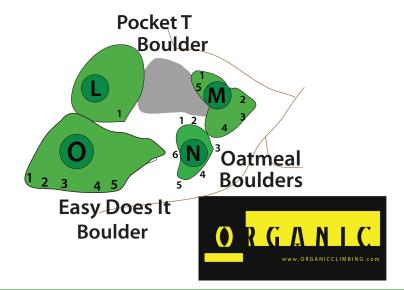
5 No Parking on the Dance Floor V6 Sit Start next to tree and climb left arete

6 Hustle & Flow V10 Sit start as No Parking. Figure your way through the crimpy traverse to gain the classic top out.

7 Dunbar's Number V5 Start on faint crimps and climb slopers to easy mantle.

L Pocket T Boulder

1 Pocket T Climb roof through pockets and mantle out.



M Oatmeal Boulders

- **1 The Oatmeal V2** Stand start on face. Make moves to good holds and up.
- **2 Chunky V3** Start on opposing holds with low feet climb bulging face.
- 3 Dejection V4 Climb face behind small tree.
- 4 Fecal V2 Start on eroded feature, climb straight up.
- **5 Monkey V2** On ramped face climb through pocket for hard mantle.

N Oatmeal Boulders

- 1 Cobble V5 Sit start on pinches and climb pebbled blunt arete.
- **2 Hole in One V0** Start in underclings. Move to big hole then up slab.
- **3 Groovy V1** From undercling huecos gain good slopers and climb water groove.
- **4 Dee Cee V2** Start on huecos, climb straight up.
- **5 Gravy V2** Sit start on low hole and arete. Move through good holds to top.
- **6 Slit V2** Sit start on edge and pocket. Move to better holds then mantel.







O Easy Does It Boulders

- **1 Easy Does It V0** Climb short face to jugs at lip and mantle till standing.
- 2 Get Slow V2 Start in water groove climb straight up.
- **3 Get Low V4** Climb face on edges and shallow pockets.
- 4 Let Die V2 Climb water groove.
- **5 Live V2** Climb other water groove.

Roughage V4 Climb short arete to ledge. Follow runnel to the top.

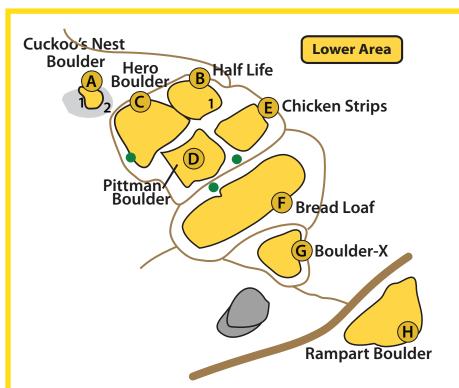
P Dead Head Boulders

- 1 Dead Head V2 Start on crimps, dyno to lip and mantle.
- **2 Dead Head Traverse V6** Start as above and traverse left at lip to easy mantle









A Cuckoo's Nest Boulder

- **1 One Flew Over The Cuckoo's Nest V4** Start low with good feet. Climb face via slopers over sketchy landing.
- **2 Straight Jacket V5** Climb arete feature over bad landing. Groove feature out right is off.

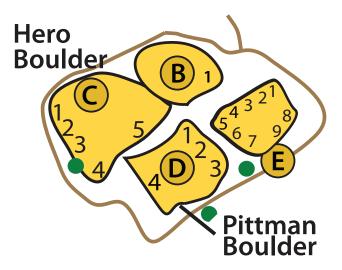
B Half Life Boulder

1 Half Life V4 Sit start on pinch. Climb through short crimpy bulge to gain slopey top out.



C Hero Boulder

- 1 Keyway VB Start on undercling. Move to good holds and top out.
- 2 Sand Fly V0 Start on obvious holds. Climb face to top out.
- 3 Saddle V2 Start at head-high jugs & climb slab to classic mantle.
- **4 Gene Simmons V2** Sit Start low on tongue feature. Climb up to pocketed feature and top out.
- **5 Hero V3** Start low in the cave. Climb curtain of jugs to top out



D Pittman Boulder

- **1 Nosey V1** Sit start on Hueco. Climb feature to top out.
- 2 Over It V3 Start on low holds and make mantle...
- **3 Bandwidth V2** Climb through large huecos to bulging top.
- **4 Pittman Arete V5** Start on block make moves to arete via undercling. Traverse lip to apex of boulder and mantle. Watch the dab.

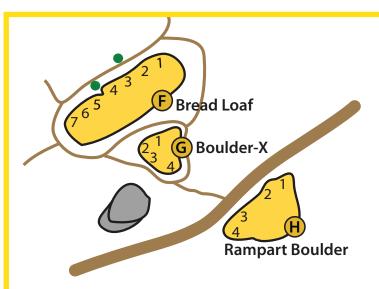


E Chicken Strips Boulder

- **1 Over Bite V1** Start on shelf. Move to good holds and top out. Harder than it looks.
- **2 Super Size V1** Sit Start. Climb face using large chicken heads.
- **3 Chicken Strips V1** Climb face using chicken heads. Several variations lead to the same result.
- 4 Macros V2 Climb short face left of arete.
- **5 Element Arete V2** Climb short arete using small crimps. Something In The Center V2 Climb Straight up the face to technical topout.
- **6 Iodine V1** Start on obvious hueco. Trend right to gain sloper at lip and mantle.
- **7 Front Of The Line V1** From obvious shelf trend right to gain sloper shelf and jug pinches.
- **8 Back Of The Line V4** Start down and left on lowest holds possible. Traverse shelf right and finish as above.

F Bread Loaf Boulder

- **1 Angina V5** Climb out of hole and mantle right of dirty hueco.
- **2 Transplant V5** Start on break. Climb featured overhang to classic water groove mantle.
- **3 Maintainer V5** Start at break. Climb through pockets to slopey jugs for classic top out.
- **4 Mind Meld V2** Start on low holds. Climb through big moves to dishes. Using high feet, gain slopey jugs for top out.
- **5 Stress Reaction V4** Climb through water feature and top out with long reach to good holds
- **6 Washout V3** Start on low holds. Climb through big moves till standing in the feature, stem to walk over.
- **7 Road Kill V3** From holds in low roof climb through big moves to large flake. topout. Mind the ramped landing.



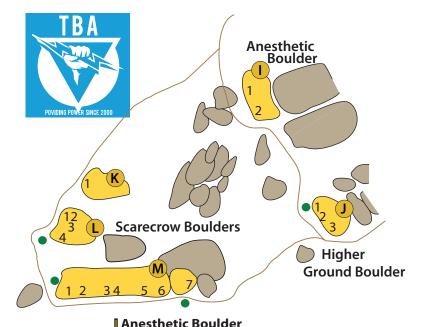
G Boulder X

- 1 Paplatine Groove V2 Climb face using water groove.
- **2 X Marx The Spot V2** Climb blunt arete through X feature to top out.
- **3 Levitate V4** Using ephemeral slopers will yourself to right hand gaston and continue trending right. Top out. Temperature dependant.
- **4 Malfunction Junction V3** From right facing side pull and high feet snag slopey feature and walk over.

ℍ Rampart Boulder

- **1 Gadfly V3** Sit start on undercling to gain hueco and move to mantle.
- **2 Rampart V4** Start low and left on diagonal feature and climb up and right to good top.
- **3 Since the Break V9** Start with bad high holds. Crimp through tiny intro moves to gain water grove holds and move to the top.
- 4 Pocket Arete V4 Start on lowest holds. Climb pocketed arete.





Anestnetic Boulder

- **1 Analgesic V2** Sit Start left of tree stump. Climb short slopey face.
- 2 Anesthetic V2 Sit start under arete, climb short block to mantle.

J Higher Ground Boulder

- **1 Tree Bugger V2** Start super low on break. Climb trending left through edges and pockets to top out next to tree.
- **2 Bert Durglar V3** Start super low on break. Climb trending left through edges and pockets.
- 3 Higher Ground V2 From ledge move to left gaston. Mantle out.

K Gator Back Boulder

1 Gator Back V6 Start on seam under small roof. Gain lip and slopers for interesting mantle.

L Scarecrow Boulder

- **1 Ballast V3** Start on good holds. Climb out left side of roof and mantle out.
- **2 Crow V4** Start as above. From middle of roof break left to edges on face and climb straight out.

L Scarecrow Boulder

- **1 Ballast V3** Start on good holds. Climb out left side of roof and mantle out.
- **2 Crow V4** Start as above. From middle of roof break left to edges on face and climb straight out.
- **3 Raccoon Eyes V4** Traverse from left to finish on Scarecrow.
- **4 Scarecrow V6** Sit start on block. Using left pinch and arete sloper make moves out roof to good holds at lip for mantle.

M Mimosa Boulder

- **1 Fabrication V5** From horizontal break climb slopey face.
- **2 Hi Four V4** Starting at horizontal break use right water grove to reach pocket feature high on face to gain good mantle.
- **3 Rusty V2** From horizontal break climb slopey face using water grooves.
- **4 Busty V3** From horizontal break climb runnel through bulge features and subtle top out.
- **5 Irrigation V4** Starting at horizontal break climb through subtle holds to gain top.
- **6 Debris V4** Starting at horizontal break use R arete to climb bulging face. Classic mantle
- **7 Mimosa V4** Start on obvious shelf. Move out of cave to interesting top out.



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