

Citadel Boulders

Special thanks to the Southeastern Climbers Coalition, Adam Henry, Bob Cormany, Craig Stannard, Jake Slaney, Daron Harris, Christy Wood, Chris Harris, Chris Watford, Rob Robinson, Andrew Taylor, Michael Hanks, Maurice Reed, John Barr, Anne Shields, Brad McLeod, Gus Fontenot, Nathan Steele, and Kanaan Crutchfield for helping make this area what it is and securing permanent access to a very special place. Meagan Evans, Kate Hanes, and Caleb Timmerman with the Southeastern Climbers Coalition worked tirelessly to make public permanent access to the Citadel a reality, so thank them when you see them. Thanks to Cal Graffeo for creating the maps and helping with kiosk signage. The information in this guide is the culmination of many climbers helping to clean, climb, and verify grades of problems. Many more have surely been lost to moss and lichen over the years. This guide is a living document, so if you have information regarding problem names/grades that are not listed in this guide, send pictures and info to George Evans at ghevans90@gmail.com.

JOIN AND DONATE TO THE SOUTHEASTERN CLIMBERS COALITION!

When visiting this area:

- **Park in designated areas**, avoiding parking on the side of the road or in the old parking area near the tall low angle slab.
- **Pack it out** - don't trash the area - leave it better than you found it. Show the local community that climbers are a user group that makes places better.
- **Don't be a nuisance** - leave the bluetooth speakers at home and be kind to non-climbers/locals visiting the area. Make a good impression.
- **Brush your ticks** - if you need 'rookie stripes' to climb your mega proj, make sure they're gone when you leave the boulder.
- **Dogs must be leashed and controlled at all times** - If Fido can't be stopped from digging, barking, and running on the pads, leave him at home. Don't leave dog poop for others to drop their pads in...
 - **No fires or camping** - there are primitive options nearby and tons of AirBnB/VRBO options in the area.
- **Avoid areas that are off property**. If it is not covered on the map, it is outside of SCC property boundaries and should not be visited. This currently also includes the Pearl (across the road).
- **Climb smart** - rock climbing is an inherently dangerous sport. Use pads and spotters. The grades and lines in this guide are suggestions and are not guaranteed to be correct so use your best judgment and climb within your abilities.
- **Keep pads and feet on established trails and durable surfaces** - don't create spider trails by shortcutting to your proj and don't smash plant life with your pads.

Acquisition Partners

The tremendous contributions of these organizations made the purchase of the Citadel and trail/parking lot construction a reality. Thank them and support their missions!



LYNDHURST
FOUNDATION



RIVERVIEW
FOUNDATION



Protect America's Climbing



GEORGIA-ALABAMA
LAND TRUST

Sponsors - Climbing Guardians

The tremendous contributions of these organizations made the purchase of the Citadel and trail/parking lot construction a reality. Thank them and support their business!



Access History

Native Lands: Tsalaguwetiyi (Cherokee, East), S'atsoyaha (Yuchi)
source: Native-Land.ca

The Southeastern Climbers Coalition (SCC) is a 501(c)(3) non-profit organization dedicated to preserving access to outdoor climbing areas in the southeast for present and future generations. The SCC acquired the Citadel Boulders in 2023 to conserve this unique climbing area and open it to the public for climbing access and passive recreation for generations to come.

The iconic Citadel Boulders were secured thanks to hard work from local volunteers and with support from Access Fund, Riverview Foundation, Lyndhurst Foundation, and the Georgia Alabama Land Trust. By all our powers combined, our climbing community was able to gain access and preserve the Citadel Boulders.

Fort Payne locals remember the property as Citadel Rocks, a local attraction owned by the Eberhart family in the 1950s. The land was later owned by the Klatt Family. Ernest F. Klatt "Ernie" diligently worked from a young age as a migrant farmer in exchange for land so that he could build a better life for him and his family. The Citadel held a sentimental and special value for Ernest's daughter, Elsie Winchester and her family, as Earnest loved the incredible rock formations here.

The Citadel also has a long history of climbing dating back to the late 80s and early 90s. Many legendary southeastern names can be found on first ascents throughout The Citadel. SCC welcomes the public to enjoy the rock climbing, hiking trails and natural beauty of this area.

Access is offered in accordance with the Alabama Recreational Use Statute (Alabama Code 35-15-1 et seq.). If you choose to enter this area you are voluntarily choosing to assume all risk of personal injury and/or property loss.



Brush tick marks



Stay on established trails



Be respectful of our neighbors, no loud music and drive slow



Dispose of human and pet waste properly



No camping or fires



Obey leash laws and maintain control of pets



Leave No Trace: clean up after yourself and others



Park in designated spots



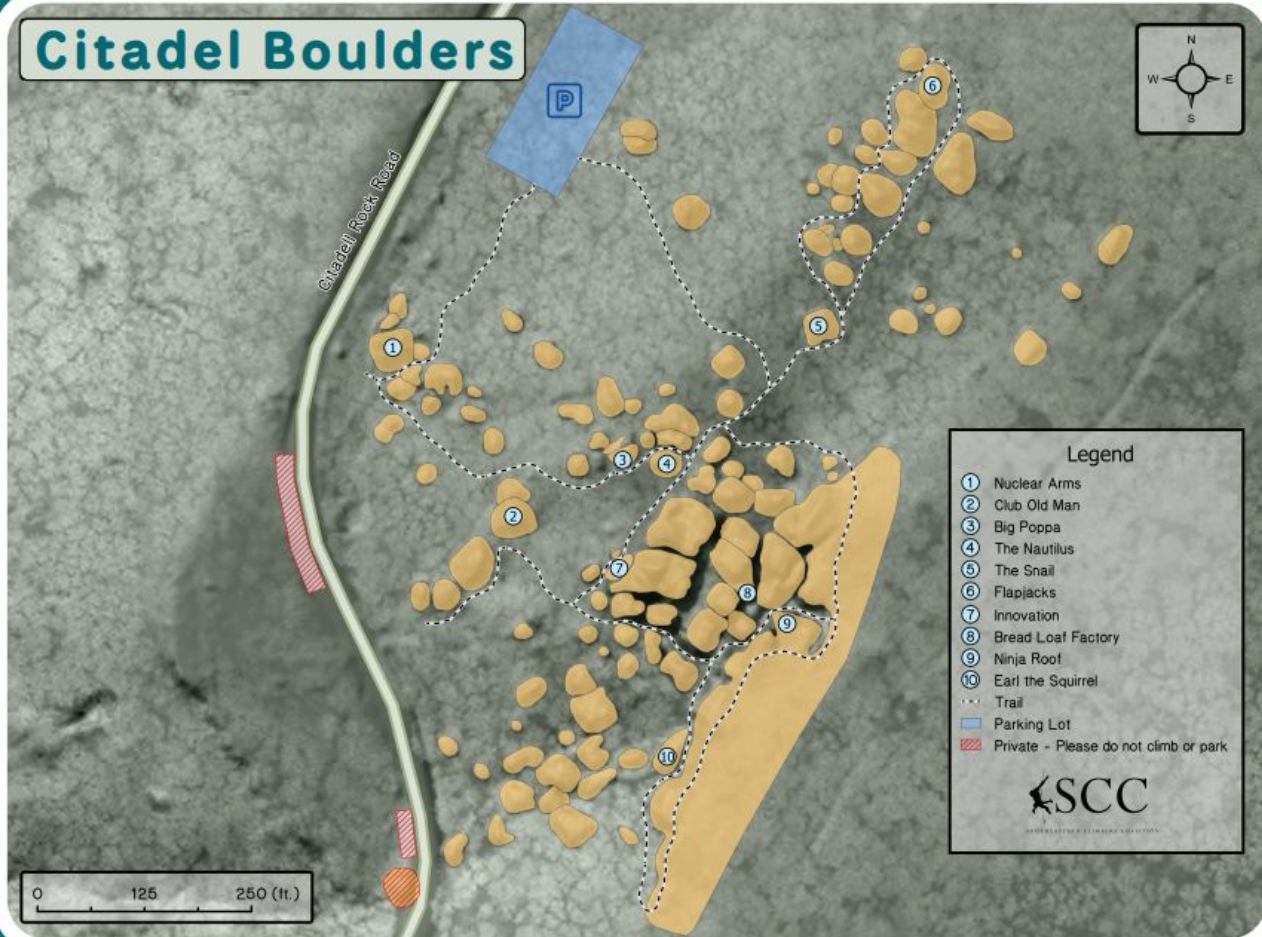
Keep gear on durable surfaces to minimize erosion



No ATVs, foot traffic only

PROPERTY CLOSES AT SUNDOWN

Citadel Boulders





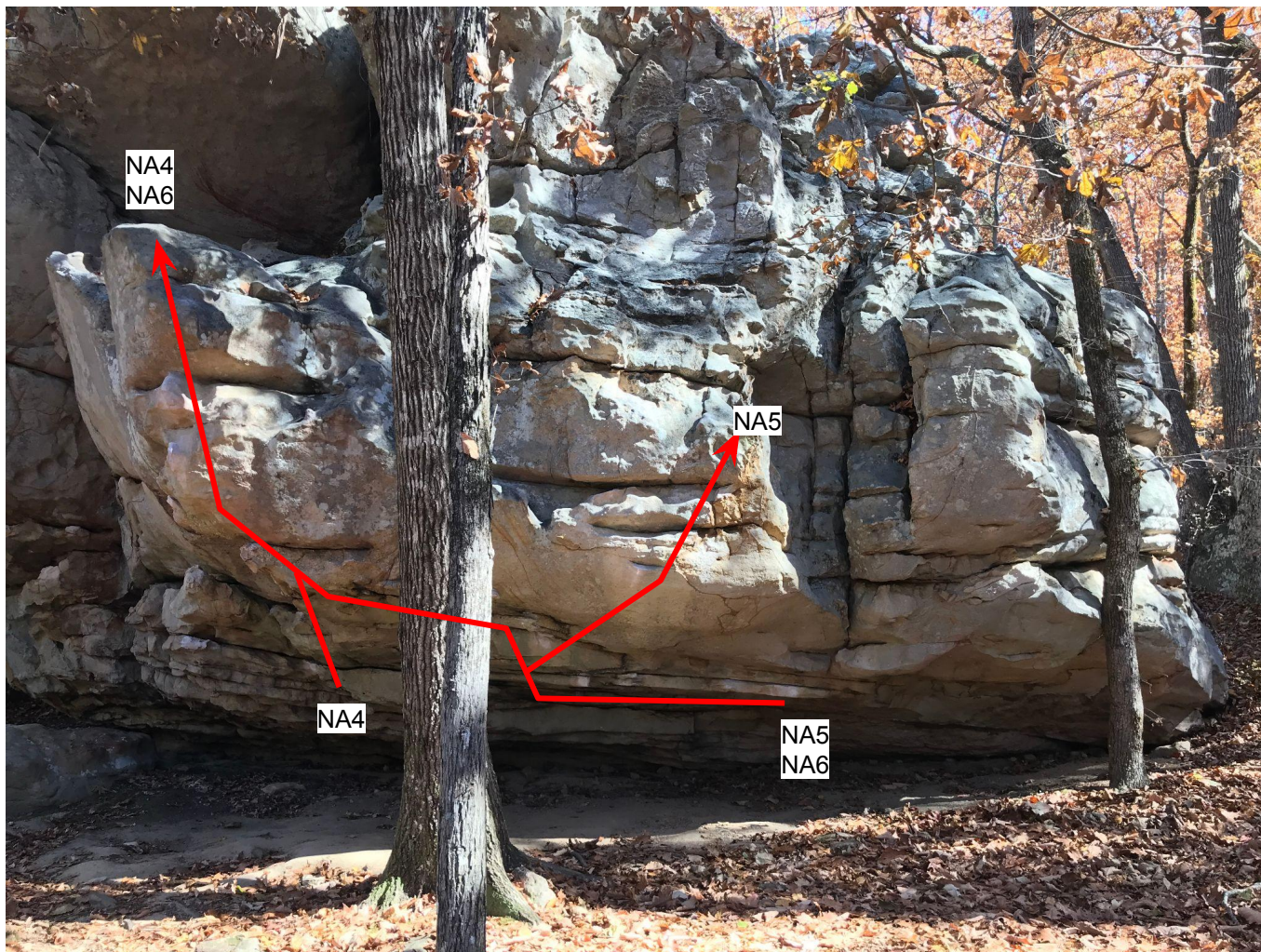
Nuclear Arms Boulder

One of the first boulders you will arrive at if walking southwest along the road from the parking. Lots of classics, generally good stone, and a good place to warm up, especially given its proximity to the car.

NA1 - Squeezebox - V8 - start with left facing jug, climb prow via compression moves to top.

NA2 - Mentone Toprope - V3 - start with low jug and climb tall arete.

NA3 - Mentone Dyno - V3 - sit start with jugs, climb to holds in middle of face and toss to top.



Nuclear Arms Boulder

One of the first boulders you will arrive at if walking southwest along the road from the parking. Lots of classics, generally good stone, and a good place to warm up, especially given its proximity to the car. Starts/finishes for boulders on this page indicated by numbers. Many other variations exist.

NA4 - Warmup Arete - V2 - start low on jugs, climb up good holds to funky top.

NA5 - Reactor - V3 - start as for Nuclear Arms but exit early via a big move to the slot, finish via jugs up and right.

NA6 - Nuclear Arms - V4 - start on low right blocky jug, traverse left via good holds into Warmup Arete to finish. Pumpy!



Nuclear Arms Boulder

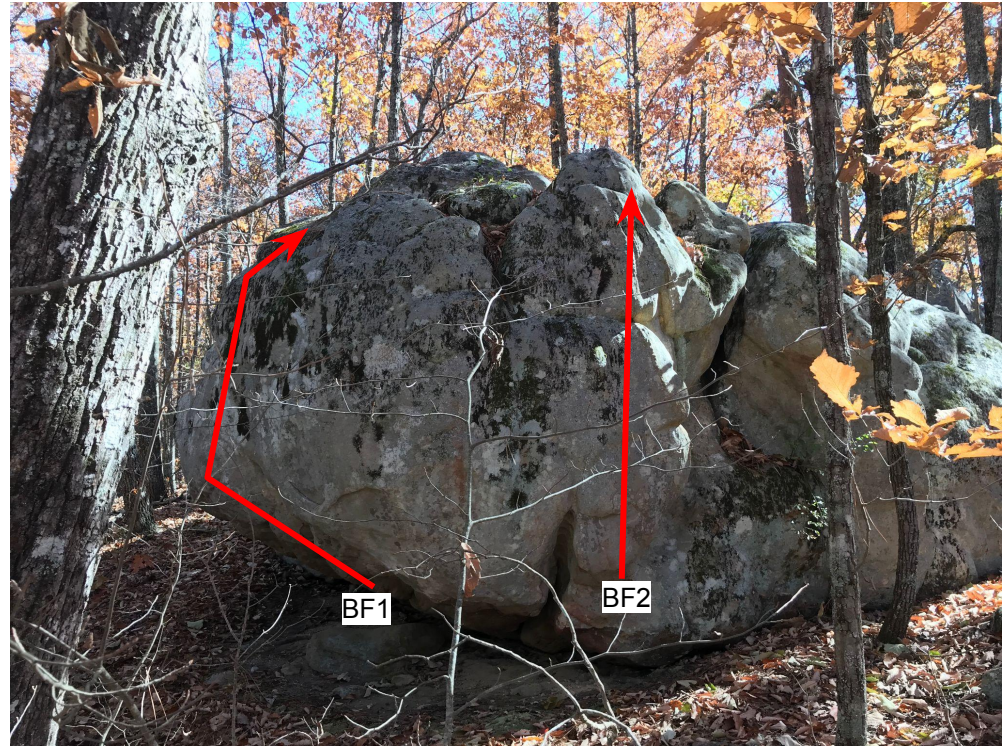
One of the first boulders you will arrive at if walking southwest along the road from the new/proposed parking. Lots of classics, generally good stone, and a good place to warm up, especially given its proximity to the car.

NA7 - Toothless - V9 - Start on jug break and trend up through crimps.

Bulk Freight

East of Nuclear Arms, walking generally from that boulder to the Big Poppa area.
Small boulder with a couple of (currently) dirty problems.

BF1 - Bulk Freight - V(4-7?) - Traylor problem? Start low under roof, slap out bulge.
BF2 - Weigh Station - V(1-3?) - Dirty warmup on the right side. Cool grips, even if they are cursed.





Gatehouse

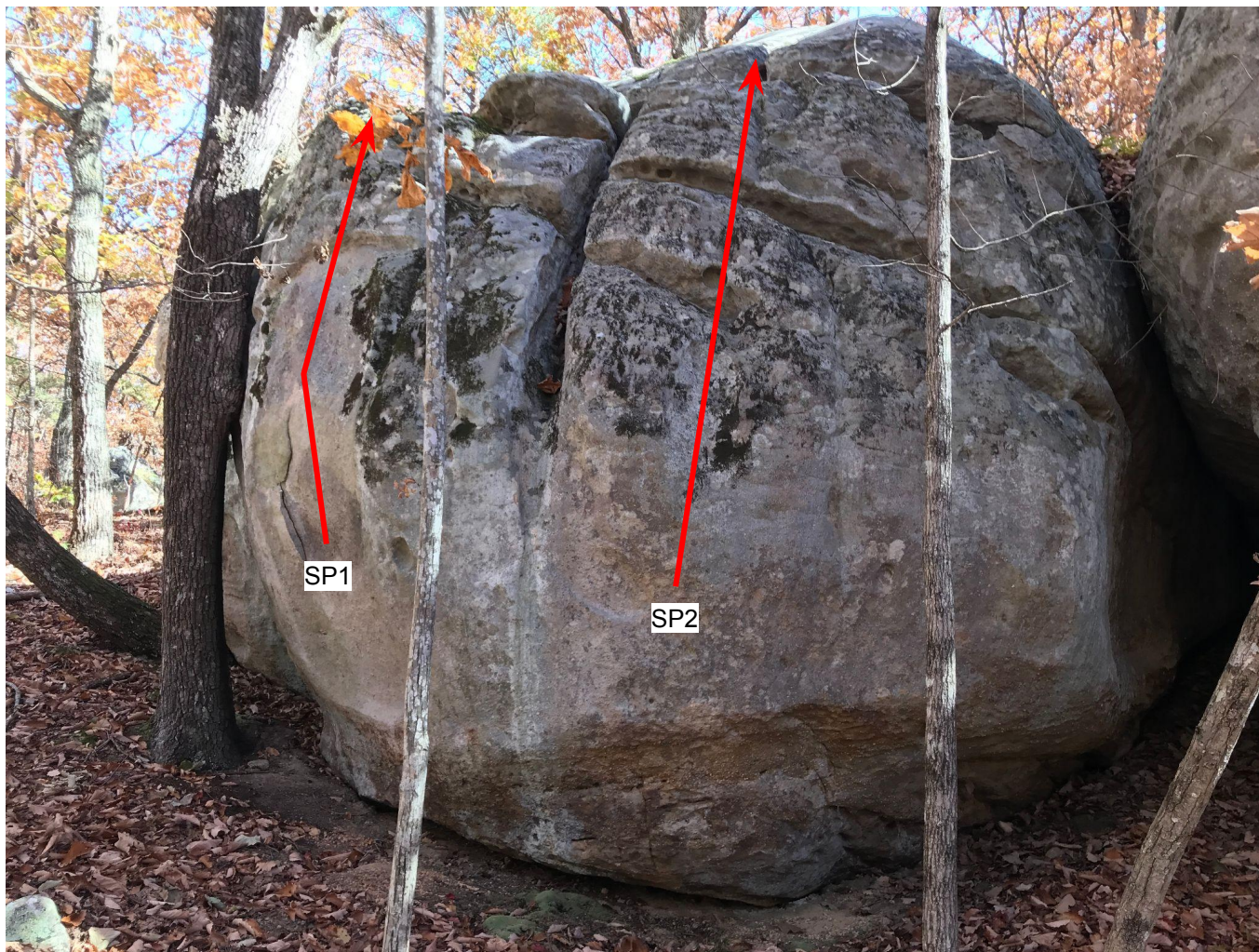
Generally between the old parking/large lichen-y low angle slab and Big Poppa. A handful of very easy problems.

GH1 - Gatehouse Slab - V0(-) - Not pictured - climb easy slab with large plate jugs just left of GH2.

GH2 - Gatehouse Arete - V0 - Stand start, climb directly up arete as indicated by arrow.

GH3 - Ingot - V0(-) - Stand start and climb face up great holds to easy top.

GH4 - Ore - V0 - Start on cool looking striped rock, climb up to slopers and trend slightly left to top out.



Slo-Pro

Uphill from the old parking, facing the road.

SP1 - V(?) - Climb face left of large groove.

SP2 - V(?) - Climb groove via its right side.



Slo-Pro

Uphill from the old parking, facing the road.

SP3 - Slo-Pro - V10 - Start on obvious weakness around chest height, climb up via pockets and runnels at top.



Club Old Man

Just around the corner from Slo-Pro, slightly uphill from the old parking.

OM1 - Country Boy Eddie - V2/3 - Climb left arete with great holds.

OM2 - Club Old Man - Obvious start, long moves to edge up high, big move to lip. The rock in the landing is an ankle buster so take care.

OM3 - Sierzant Problem - V9 - Climb up very small holds in middle of face.

OM4 - Sherman Arete - V4/5 - Climb right arete. Not pictured here.

OM5 - Sierzant Traverse - V10? Traverse the boulder left to right, finishing on Sherman Arete.



Bailey Boulders

Uphill from Slo Pro and Club Old Man, just a bit west of Big Poppa area.

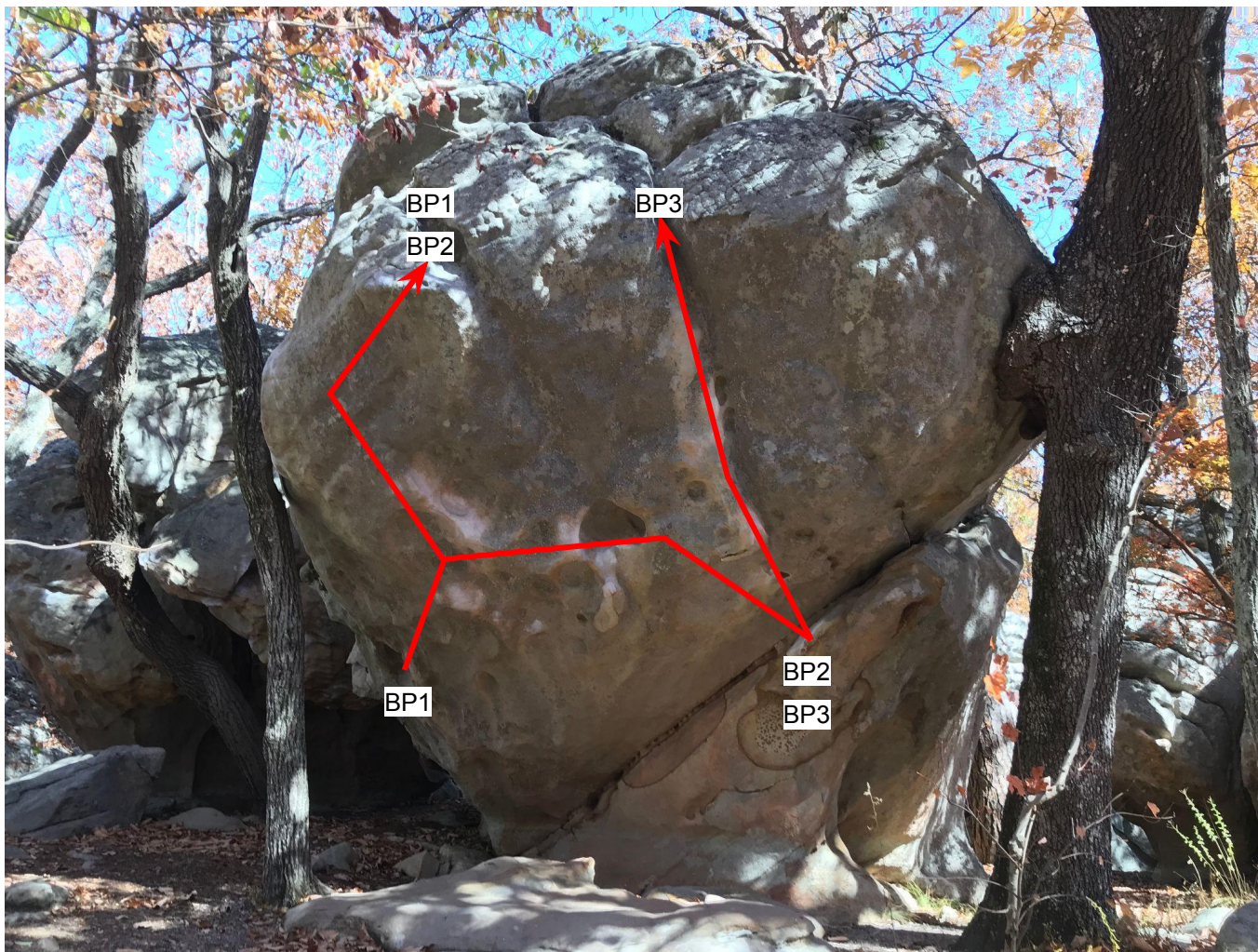
BA1 - Bailey - V4 - Start with opposing sidepulls/pinches, slap up through improving holds. Fun one.



Bailey Boulders

Uphill from Slo Pro and Club Old Man, just a bit west of Big Poppa area.

BA2 - Upper Bailey - V1 - Start matched on sloping ramp, use jugs and edges to gain top.

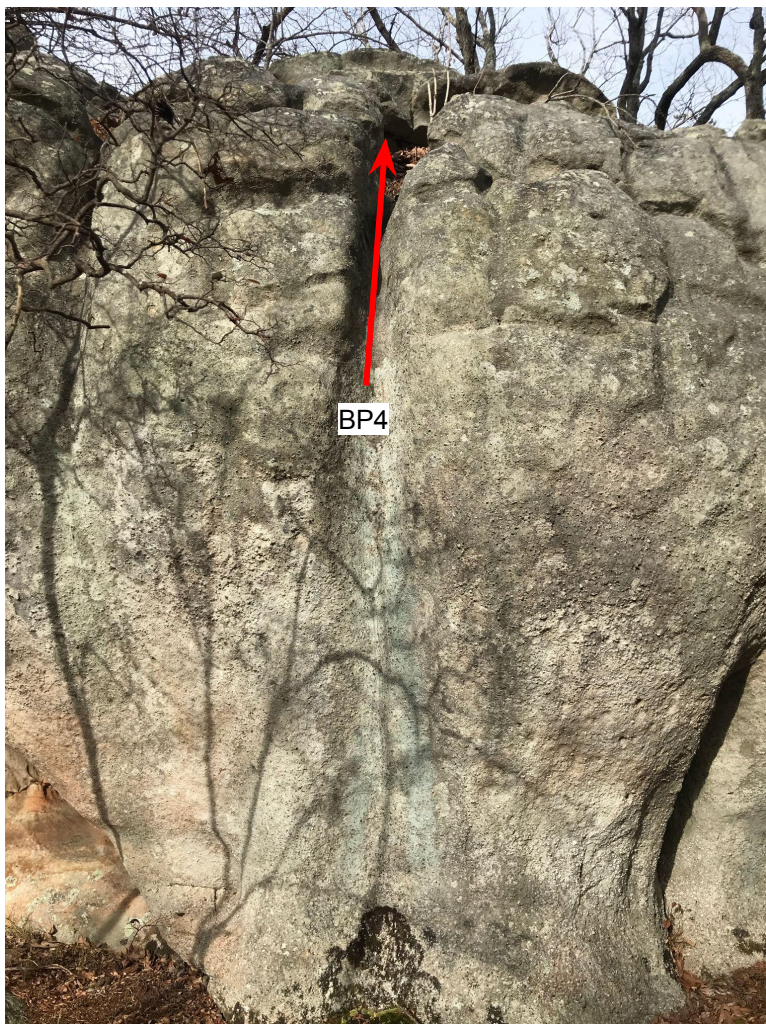


Big Poppa

BP1 - Grand Poppa - V9 - Start with hueco, climb up and right into Big Poppa.

BP2 - Big Poppa - V8 - start with obvious left facing jug, climb left via huecos and pinches to arete, trending slightly right at top back into grooves to top out.

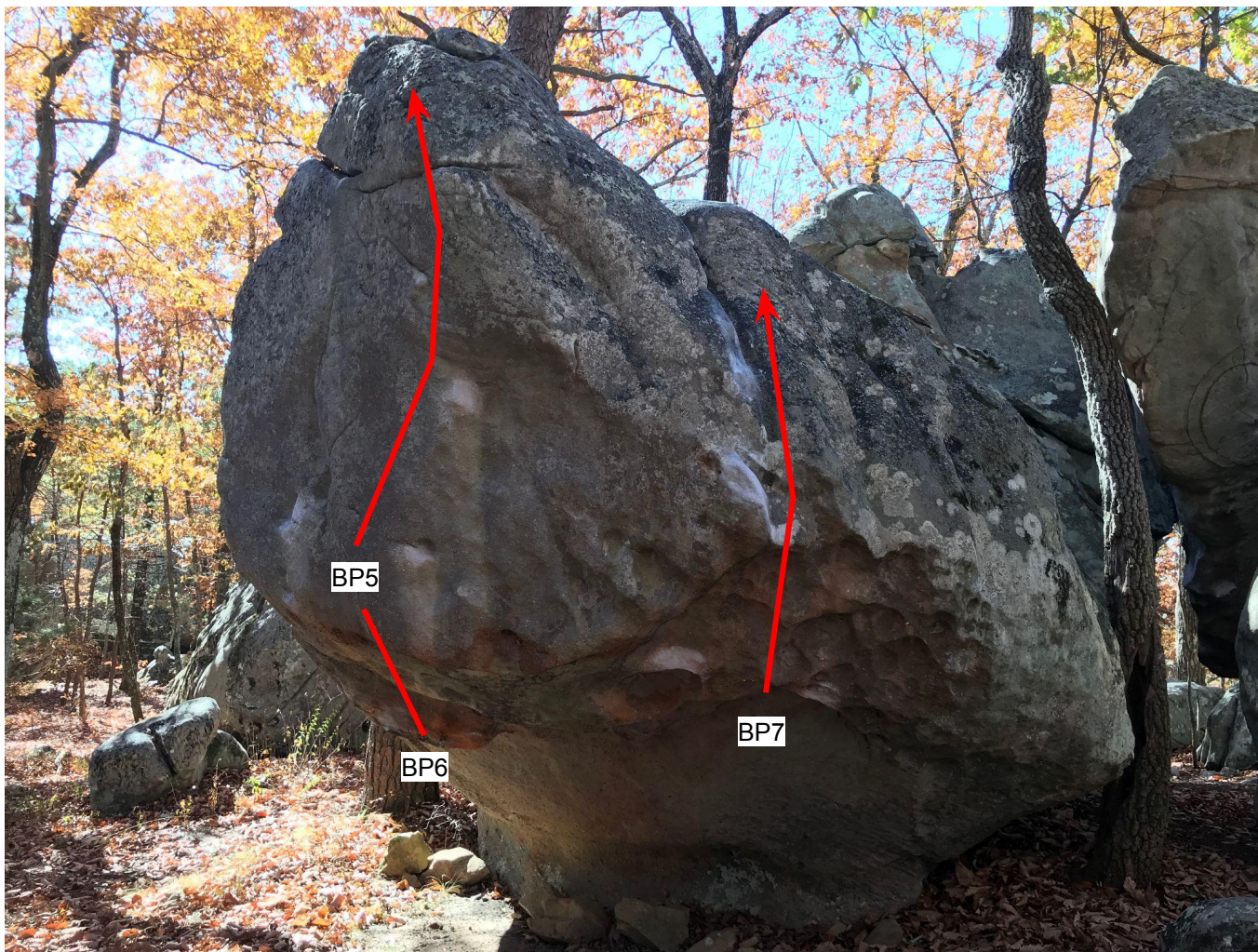
BP3 - Maurice's Groove - V6 - Start as Big Poppa but head directly up through right facing holds in groove to top.



Big Poppa

Around the corner to the left from Slam Dunk/Eagles in the Sky is an interesting climb on very cursed stone. Big Poppa is just around the corner to your left facing this problem.

BP4 - Cyclops AKA Pat the Cat - V6-8? - Unsure on grade... start with high gastons/pinches in groove, jack a very high foot and head straight up the groove.



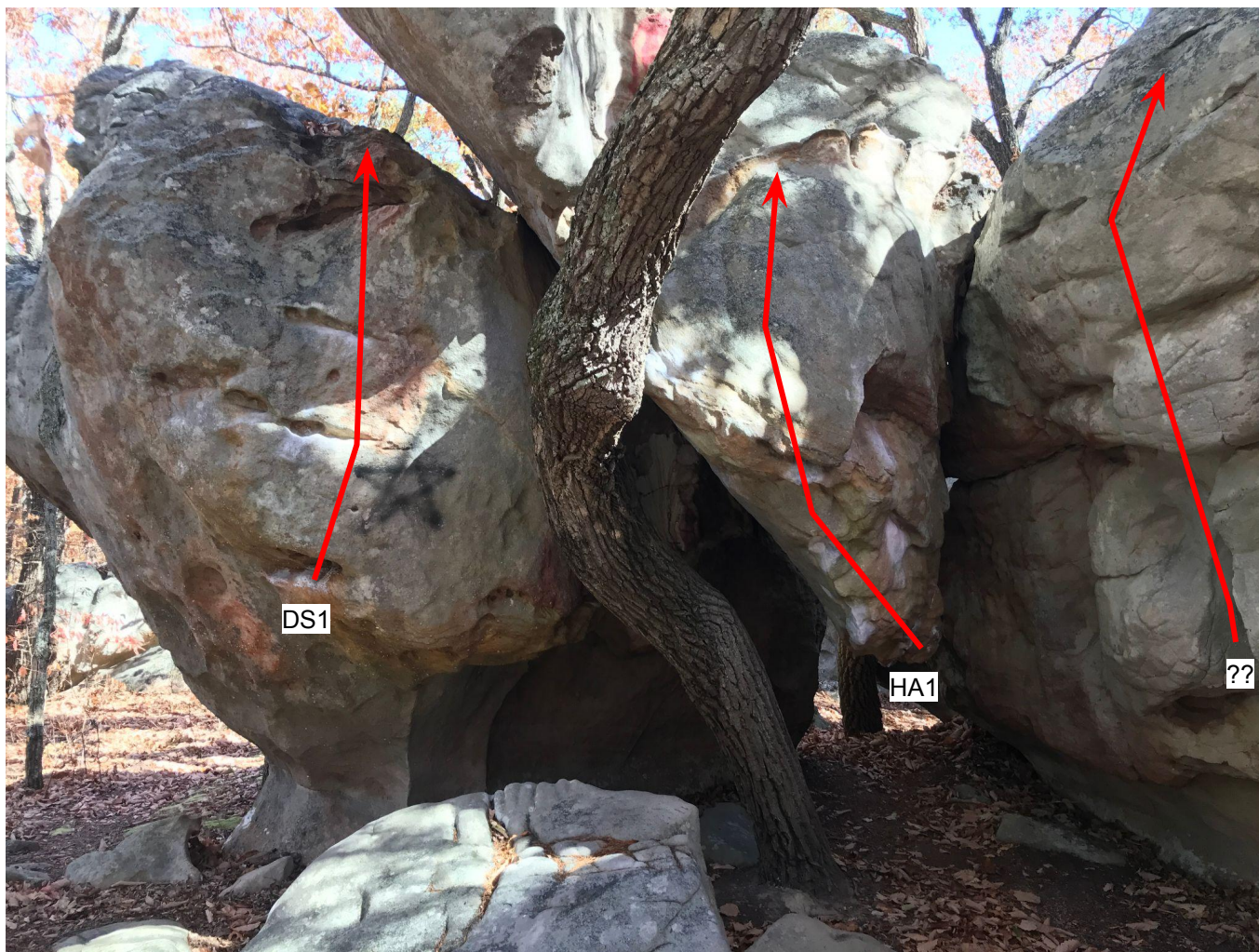
Slam Dunk

Around the corner from Big Poppa (on the same boulder), just behind Hanging Arete/Triceratops.

BP5 - Eagles in the Sky - V7 - Start high with good left facing sidepull and execute series of bumps up face to top.

BP6 - Eagles in the Sky Low - V(8?) - Start with hateful underclings/pinches underneath original and climb into the stand. Difficulty may depend on exactly how low you start as there are a couple of options.

BP7 - Slam Dunk - V(6-7?) - Start with underclings and smack killer pinch below groove, top out via groove.



Dark Star/Hanging Arete

Around the corner to your left if you are looking at Big Poppa.

DS1 - Dark Star - V3 - Start on low obvious break, climb up through horizontals and slopers.

HA1 - Hanging Arete - V6 - Start with opposing holds underneath suspended arete, climb up arete to sick stegosaur jugs at top.

Also a line to the right of hanging arete going up the face - don't recall the name/grade.



Dark Star/Hanging Arete

Around the corner to your left if you are looking at Big Poppa. This problem is on the Hanging Arete boulder and can be found by ducking underneath the suspended bloc.

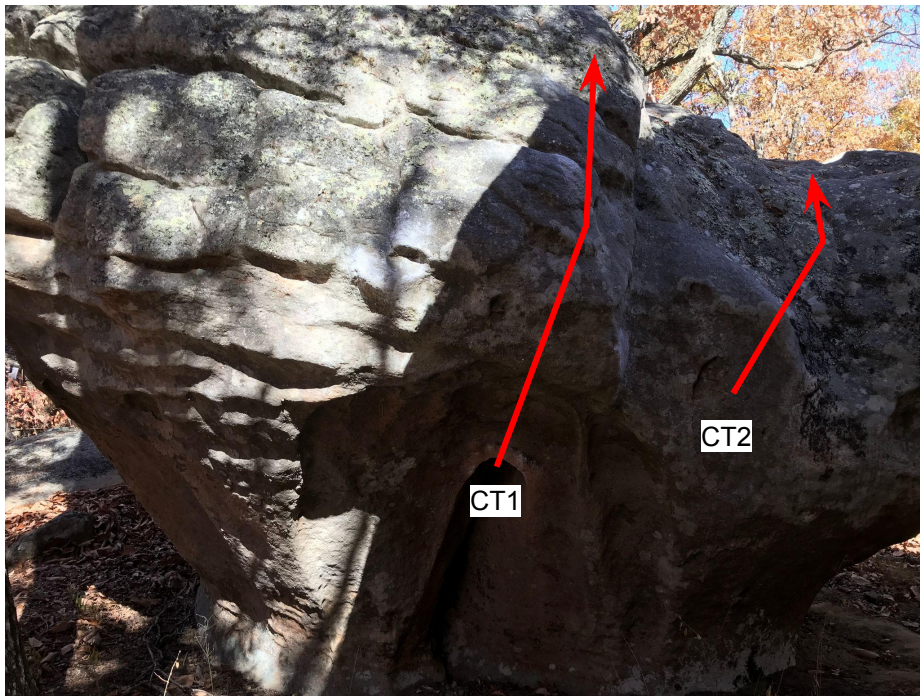
HA2 - Triceratops - V6 - start with Hanging Arete holds but turn 180 degrees facing the opposite way, climb up arete with cool pinches and meathooks to very dabby but easier ground to top. V1 or V2 if started from jug on overhang.



Portcullis

Just a bit north of Big Poppa/Dark
Star/Hanging Arete.

PC1 - Portcullis - V(?) - Stand start.
Climb face, avoiding holds to right of
crack/groove.



Crystal Tear

Just at your back if you are looking at Slam Dunk/Eagles in the Sky.

CT1 - Crystal Tear - V4 - Start with obvious hueco undercling and climb up via sloping horizontals.

CT2 - Barr Mantle - V(?) - Start matched on sloping nose feature and mantle.

CT3 - Oogabooga - V6 - Start with pinch underneath overhang and climb out via crimps and slopers.

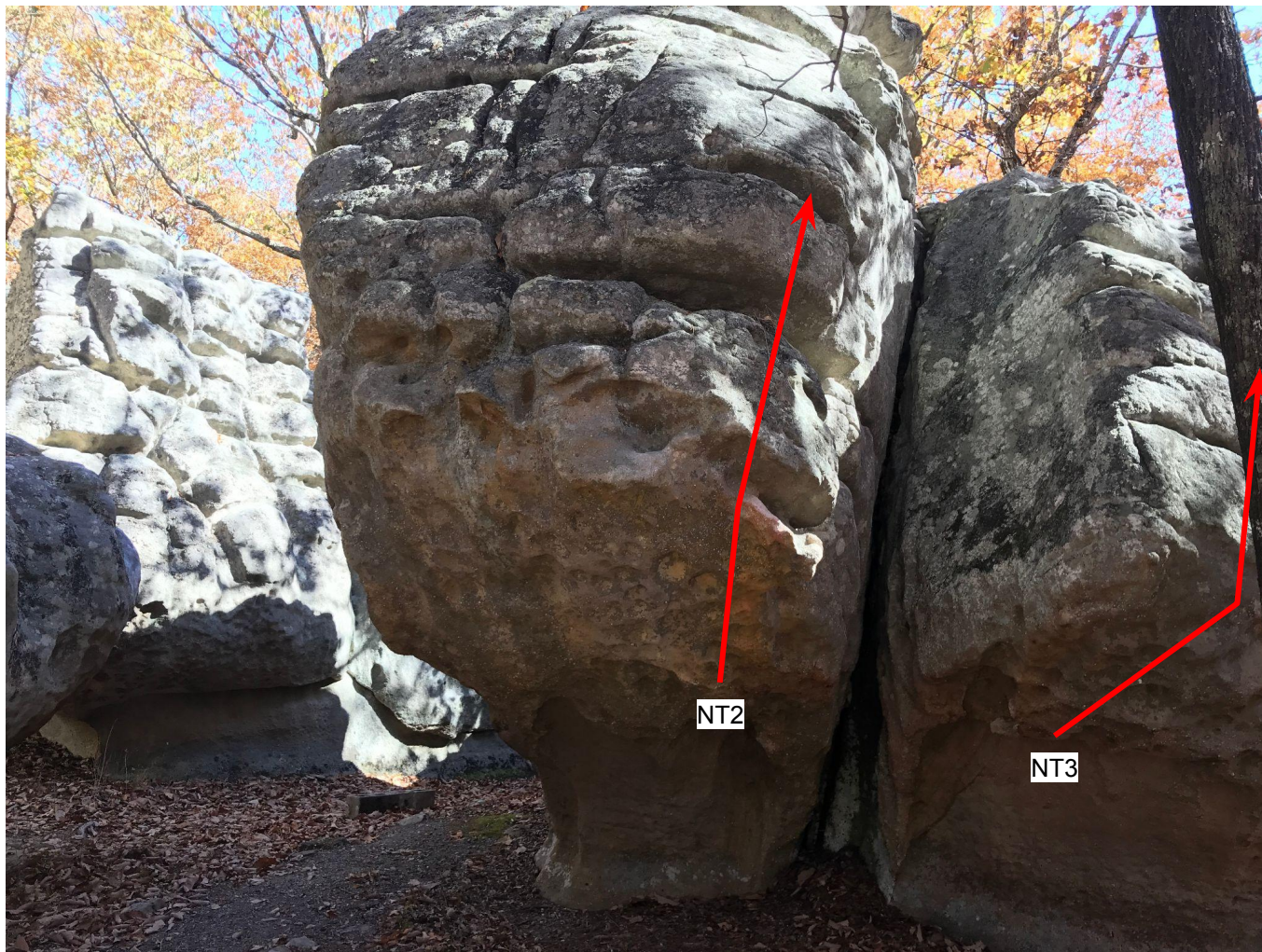
CT4 - AH Traverse - V(?) - traverse lip via poor slopers from right to left and top out.



The Nautilus

Just a bit east/southeast of Big Poppa.

NT1 - The Nautilus - V3 - Start with obvious low pinch, climb up incredible sculpted pinches and pockets to large sloper. Manage this and reach to improving holds up and right. A must-do.



Nautilus - Crystal Rider

Around the corner from Big Poppa, just behind Hanging Arete/Triceratops.

NT2 - Cursed Overhang - V3 - Start underneath roof, climb out and up via arete holds and large horizontals.

NT3 - Crystal Rider - V(4-5?) - Climb overhang to right of crack/break in boulder. Watch the dab.



Nautilus - Septim

From The Nautilus, walk to your left outside of the corridor to find these problems.

NT4 - Courier - V1 - Just left of NT5 on other side of tree. Start with head height pockets, climb to jugs above.

NT5 - Septim - V2 - Start matched with right facing sloping jug, punch up and left to pod, then up and left to slopers and eventual jugs at top. Avoid jugs to right of groove.



Nautilus - Boo

From The Nautilus, walk to your left outside of the corridor to find these problems.

NT6 - Purple - V1 - Start in lowest horizontal and climb up and left via more of the same.

NT7 - ?? - Squeeze problem that has obviously been cleaned before - start with vertical right hand incut just left of the downclimb groove and tough feet, climb opposing slopers to top.

NT8 - Boo - V(3-4?) - Start with low obvious holds, climb up through slopers and pods.



The Boss

From Nautilus, walk out of corridor and turn to your left. Duck into a hole and look to your left to find this hard squeezer.

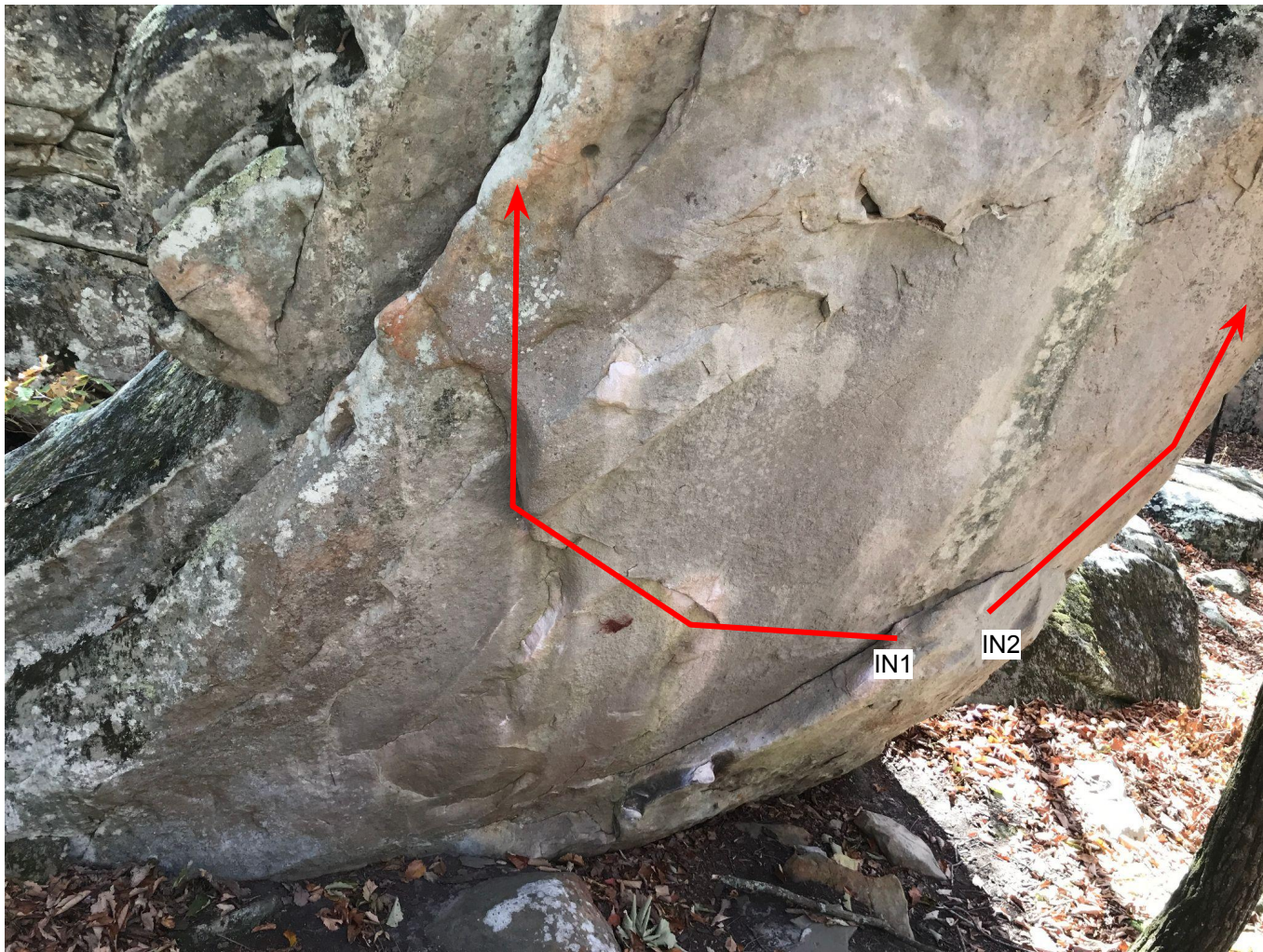
TB1 - Henschman - V4 - Start low with opposing sidepulls. Climb through a bit of funk to get to the nice right facing groove, then head to slopers and eventual jugs in scoop above. Traversing left to walk off is not part of the problem.



The Boss

From Nautilus, walk out of corridor and turn to your left. Duck into a hole and look to your left to find this hard squeezer.

TB2 - The Boss - V11 - Start with right facing sidepulls/underclings and climb up via sloping holds and compression to top.



Innovation

South of Big Poppa, passed if you were to walk from Big Poppa generally towards Ninja Camp/Earl the Squirrel.

IN1 - Innovation - V9 - Start with obvious left facing incuts, traverse left via underclings/sidepulls to top out on juggy break.

IN2 - Swiss something? - V(?) - Start as for Innovation but head up and right to arete.



Miralax

ML1 - Miralax - V4 - Sit start with obvious holds above rock. Climb up and slightly right with jug and pinches.



Night Country

NC1 - Night Country - V1 - Squat start with holds in break just below chest height, climb up and slightly right to slopy bulb, reach to jug protruding above and top out via jugs.



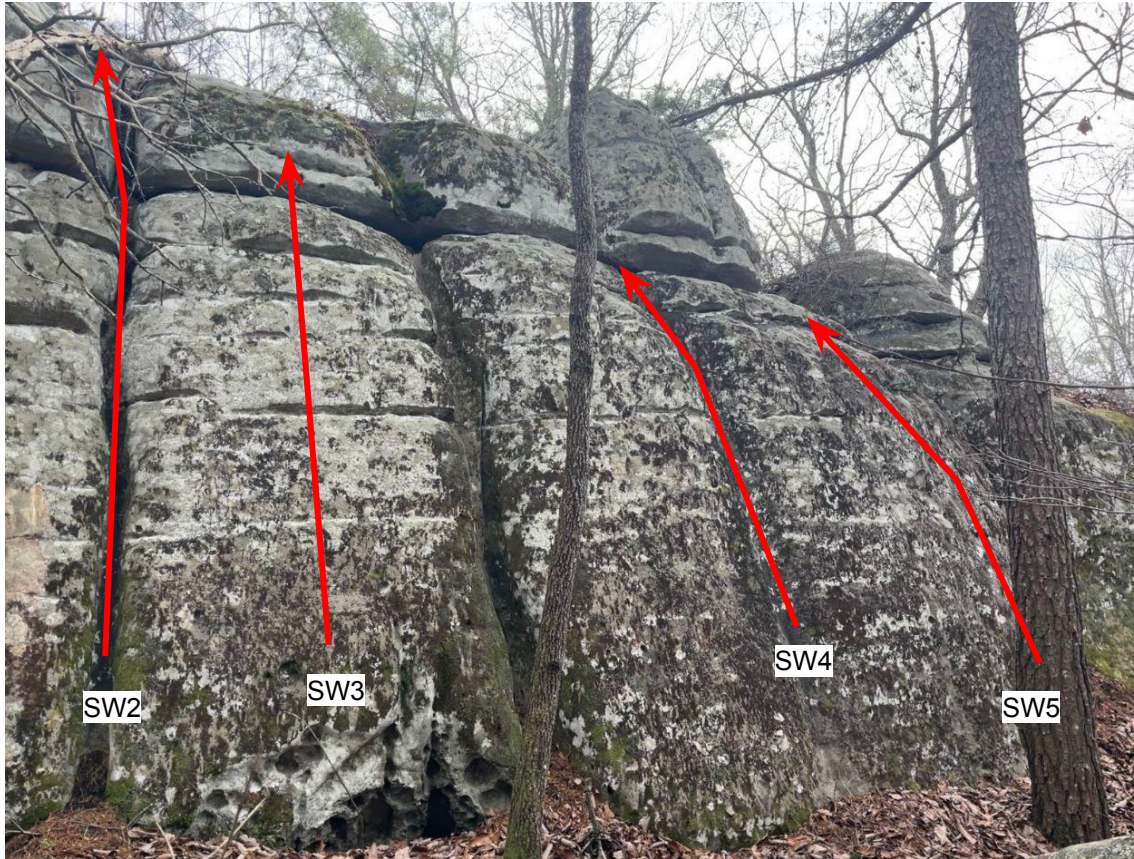
Secunda

SC1 - Secunda - V1 - Start with edge in runnel and lower right hand pocket, establish and climb face via good holds and smeary feet to top out in runnel above. Classic.



Secunda

SC2 - ?? - ?? - Obviously cleaned and
climbed before but not sure on
name/grade.



Slab Wall

To the right of Secunda in the same corridor. Several groove and slab problems (that could use a scrub at the time this is being written).

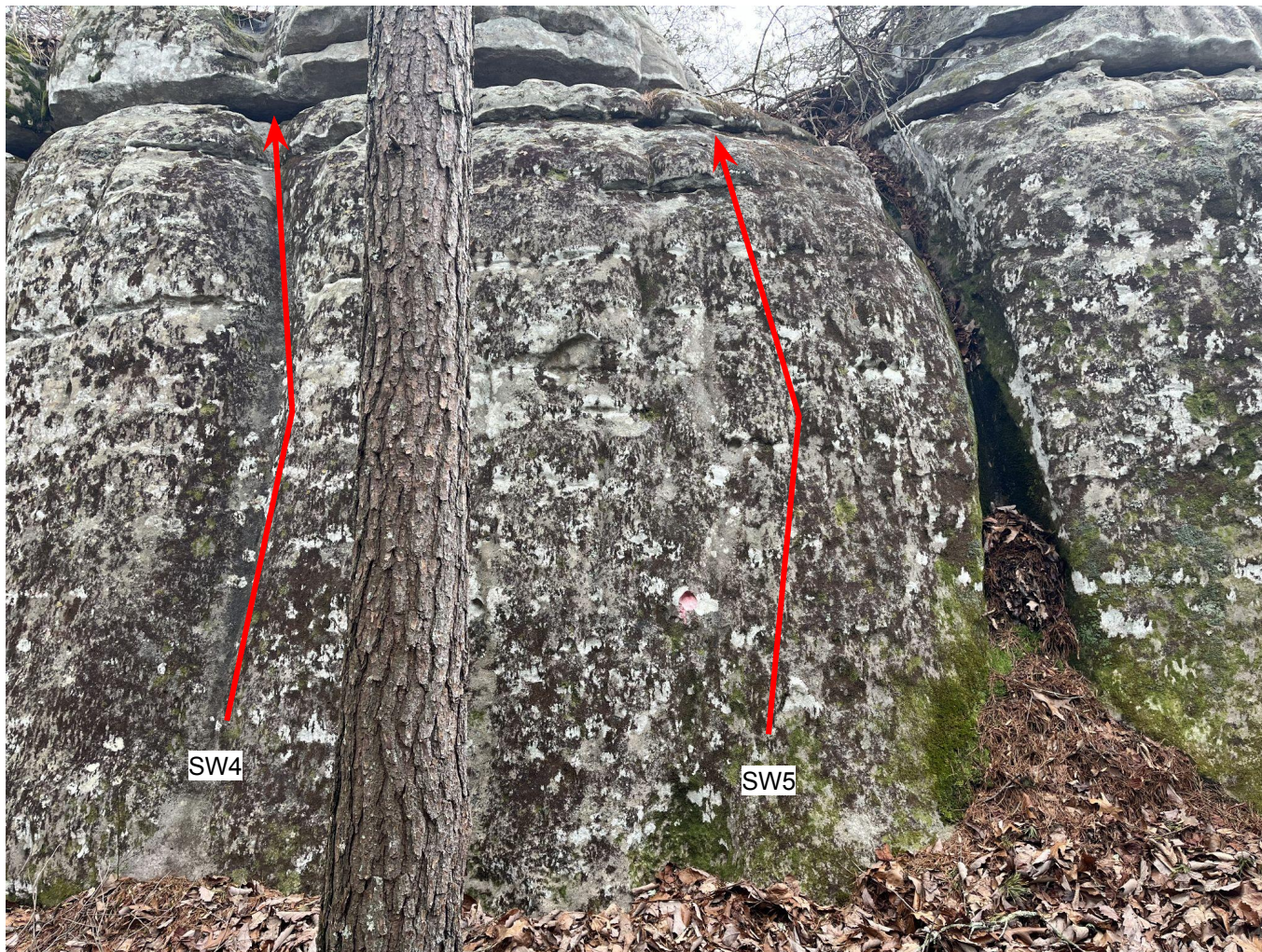
SW1 - Left Arete - Unsure on name/grade. Kind of a split landing but doesn't look to be very hard.

SW2 - Deep groove to the right of the arete - likely V1/2.

SW3 - Slab face between the grooves - needs cleaned/climbed again.

SW4 - 99 Bobblems - V3 - Start with double gastons in groove, climb up with smears and jams in faint groove to easy top.

SW5 - Right of the tree - start with pockets, climb slab above. Top needs a good scrub at the time this is being written.



Additional photo of problems described
on previous page.



Tiberius

TB1 - Tiberius - V6? - Unsure on grade
- start low and climb tall arete over
tiered landing. Check the top as it
hasn't seen much traffic in recent
years.



Murder Machine

Scramble up to the left of secunda to find this slab over a poor landing.

MM1 - Murder Machine - V? - Start with prominent foot near arete, establish and trend up and left via faint underclinging offset to eventual jug. Watch the fall.



Murder Machine - Pittman Slab

Scramble up to the left of secunda to find this slab over a poor landing.

MM2 - Pittman Slab AKA Goldfish? - V? - Climb arete by its right side over landing that's slightly better than its neighbor. Unsure on grade.

Bet-a-Pint

Encountered just before you duck into
the Ninja Camp/Breadloaf Factory
corridor.

BP1 - Grog - V? - Start under roof?
Head out to mantle short face. Unsure
on grade.

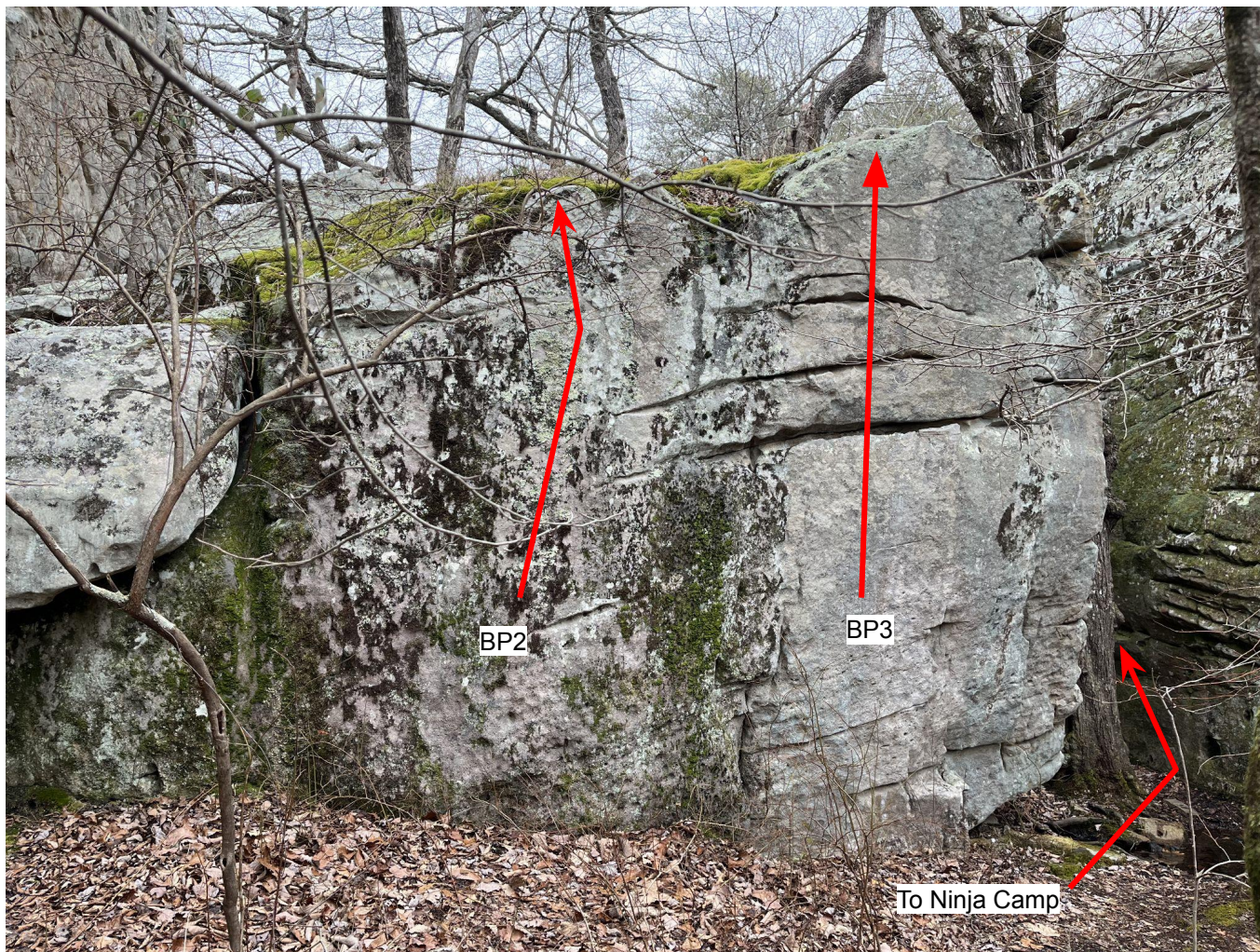


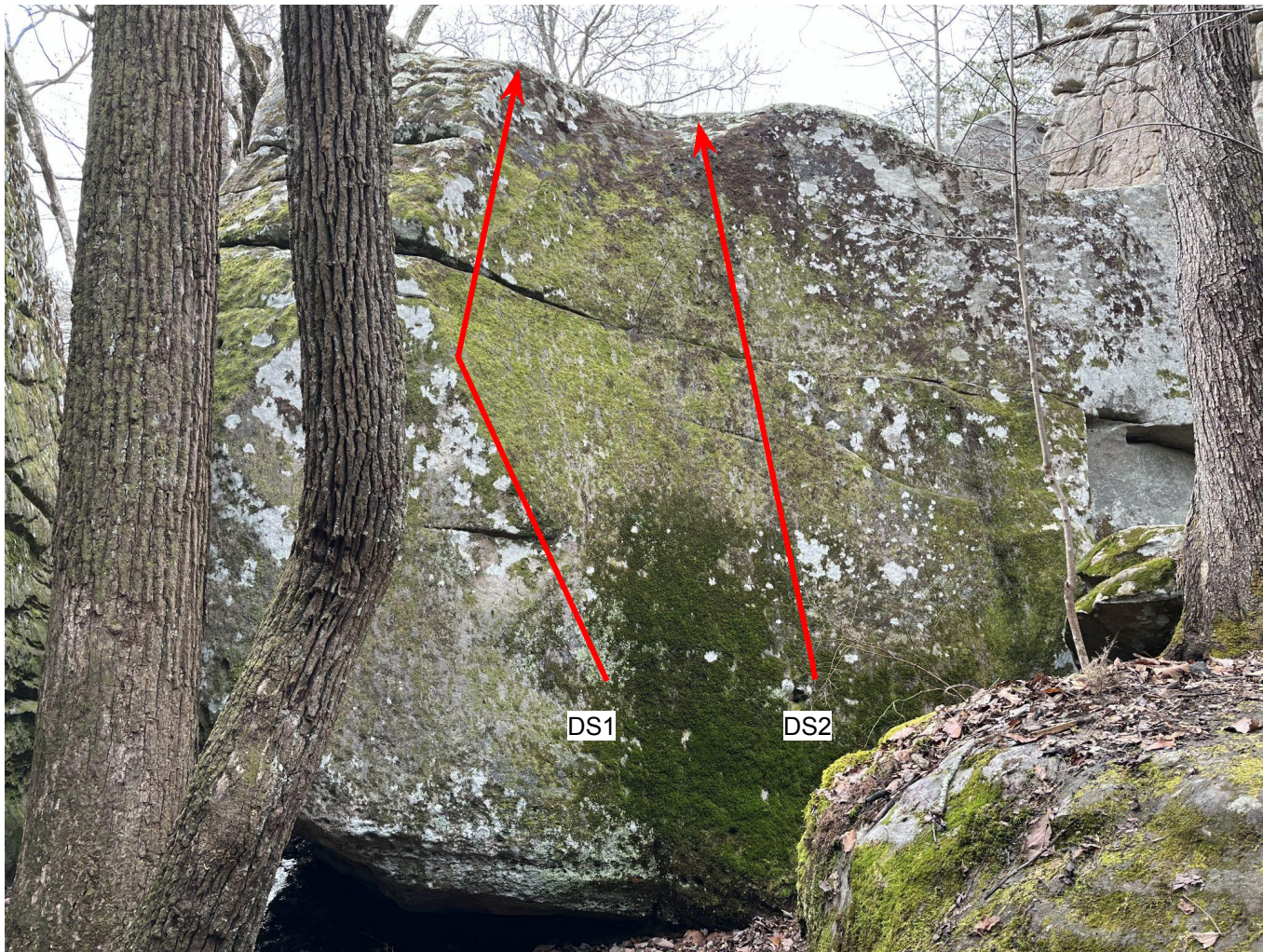
Bet-a-Pint

Encountered just before you duck into the Ninja Camp/Breadloaf Factory corridor.

BP1 - Bet-a-Pint - V2/3 - Start with deep left hand pocket and your choice of undercling in seam around waist height. Establish and head for high right facing edge, top out above. According to Bob Cormany - one of the first established problems in the field. The name came from Bob betting buddies a pint they wouldn't onsight.

BP2 - Mead - V1 - Stand start and climb jugs in breaks up face.



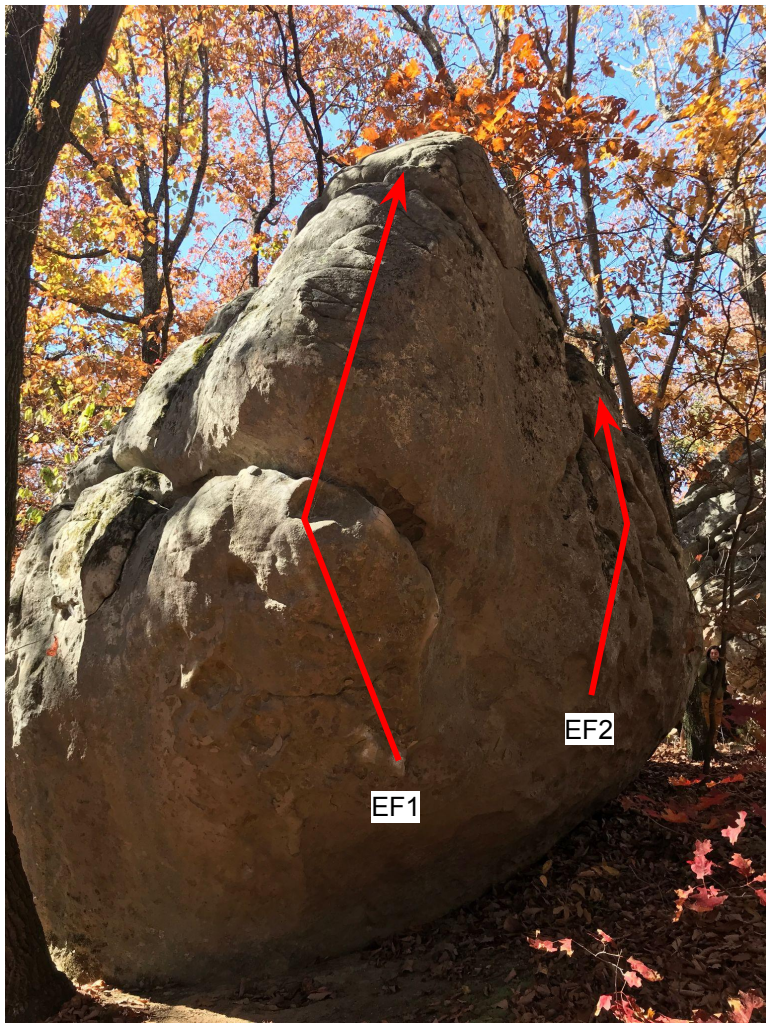


Dirty Slab

At your back if you are looking at
Breadloaf Factory.

DS1 - V?? - Unsure on name/grade.

DS2 - V?? - Unsure on name/grade.

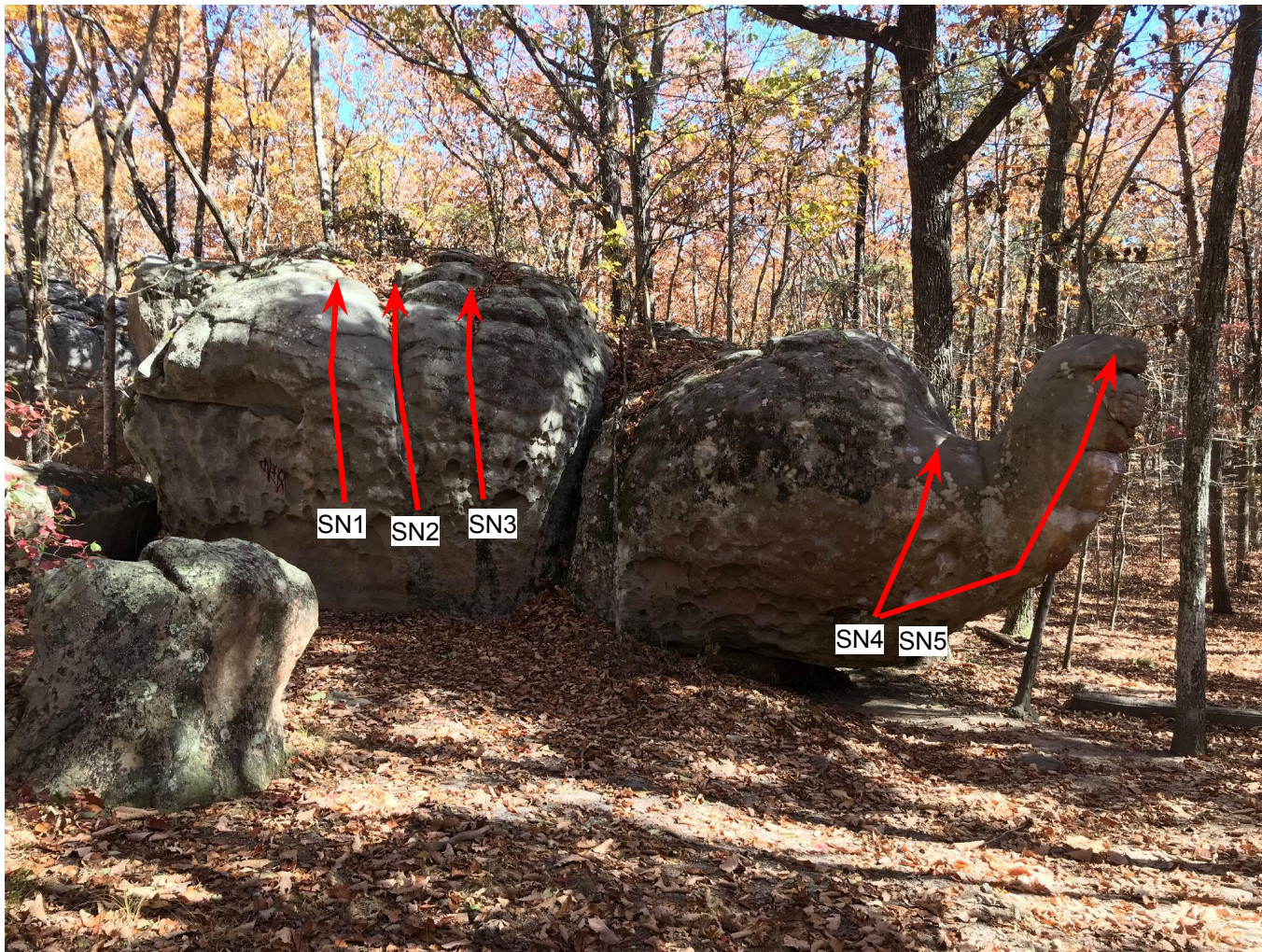


El Faro

Will be on your right if you are walking
from The Nautilus/Boo towards The
Snail.

EF1 - El Faro - V2 - Start with obvious
holds and marginal feet, punch to
break, top out via fun moves on arete.

EF2 - ??? - ??? - Pretty sure Adam or
Nathan pointed out something to me
on the right side of this face.



The Snail

From Big Poppa/Nautilus, walk out past El Faro and continue east (away from the road). It looks like a snail. You'll see it. Figure it out.

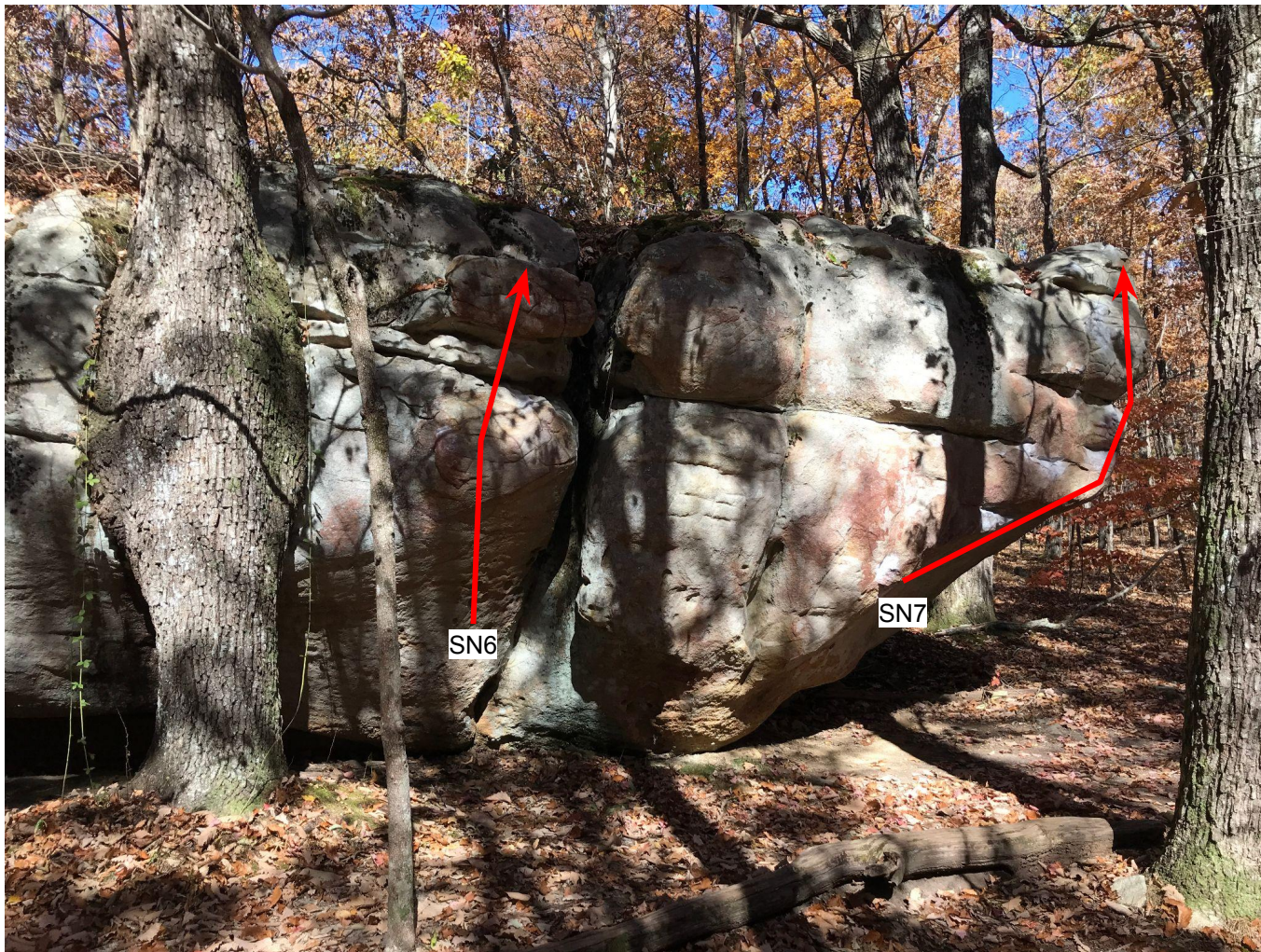
SN1 - Barney Left - V3 - Start with positive holds, climb into large left facing hueco/undercling and climb groove via its left side.

SN2 - Barney - V3 - chest up the groove. Open up the elevator door, using no holds on either side. A Bob Cormany classic.

SN3 - Barney Right - V(?) - Start with huecos/underclings and climb Barney groove via its right side.

SN4 - The Snail Direct - V7 - Start as for the Snail but mantle through sandy slopers to left of snail head.

SN5 - The Snail - V5 - Start with obvious juggy pod, climb up and right to snail head and top out via long moves directly onto the "head".



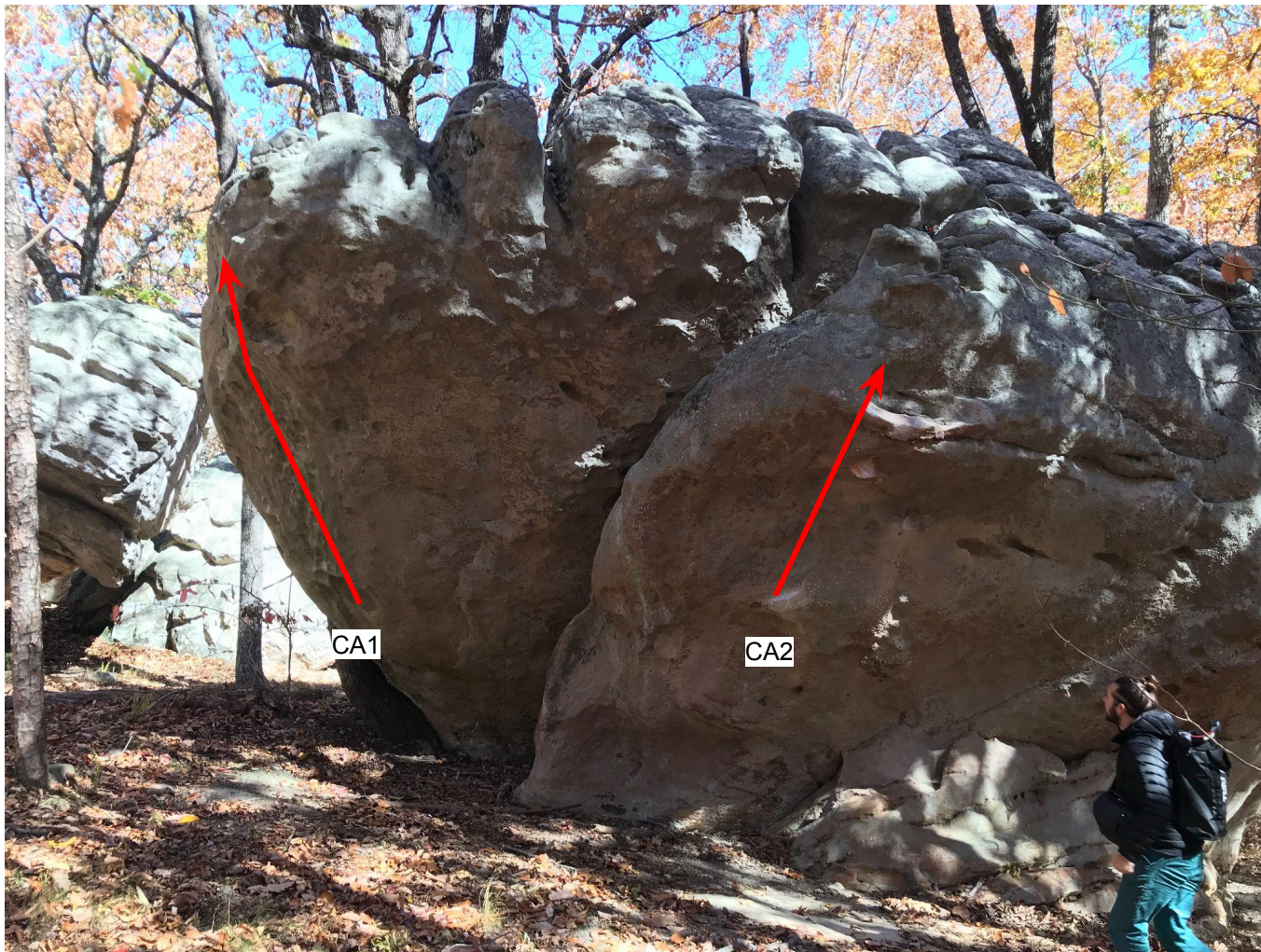
The Snail

From Big Poppa/Nautilus, walk out past El Faro and continue east (away from the road). It looks like a snail. You'll see it. Figure it out.

These problems are on the Snail boulder, around the corner and to the right of the snail.

SN6 - Pocket Hercules - V4 - Start with undercling pockets, stand up to left hand crimp then hop to jug. Holds in crack and to right of crack are off.

SN7 - Three Little Pigs - V5 - Start with holds at base of roof on arete, climb up and right to arete. Original eliminated many of the holds that are used nowadays.

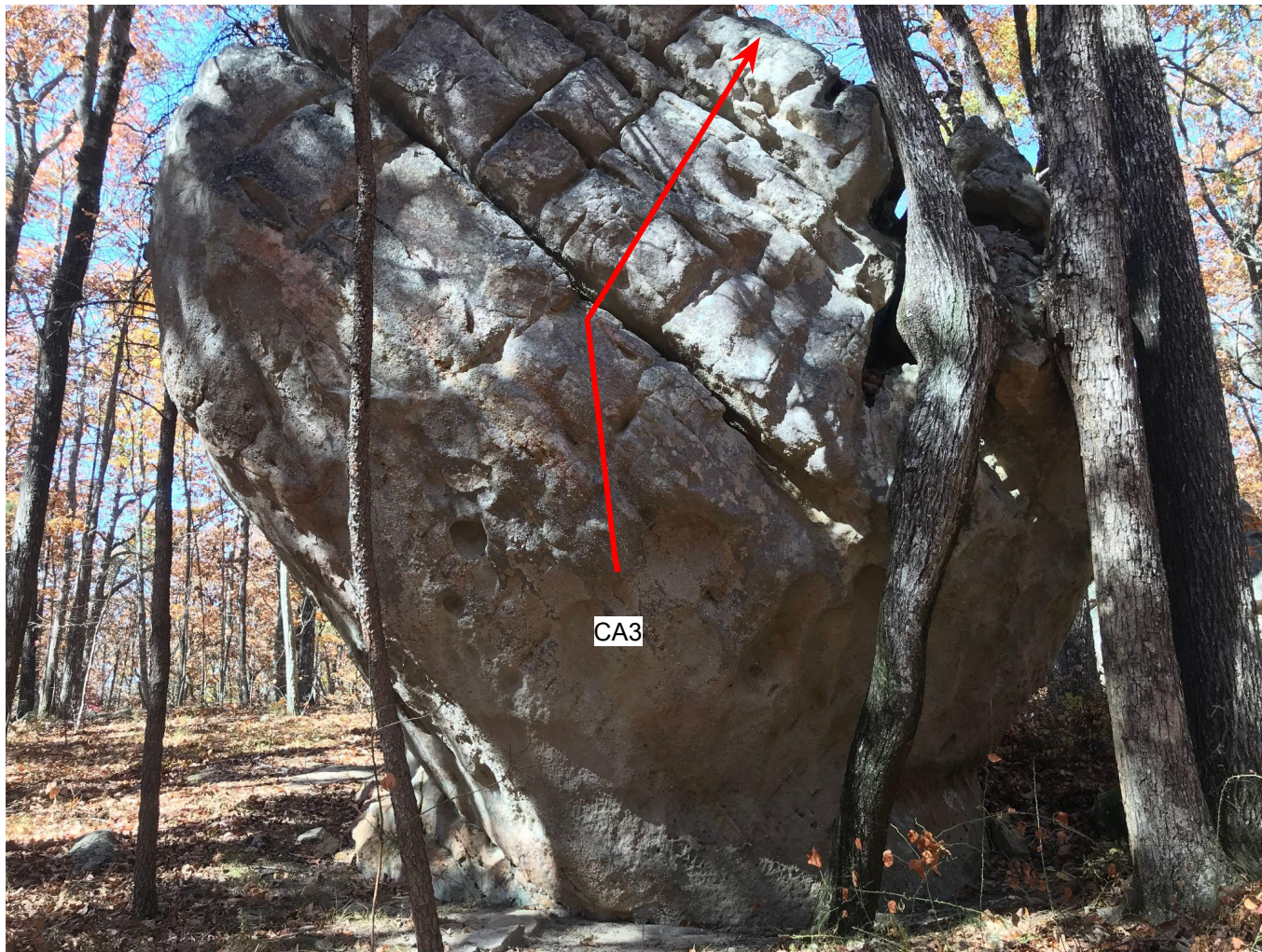


Cadaver

If you are looking at the Snail/Barney, this boulder is to your left, a couple hundred feet away.

CA1 - Diminishing Returns - V12 - Chipped. Start in hueco, climb up and left via pinches and underclings to top out through edge and slopers on arete. Don't chip boulders...

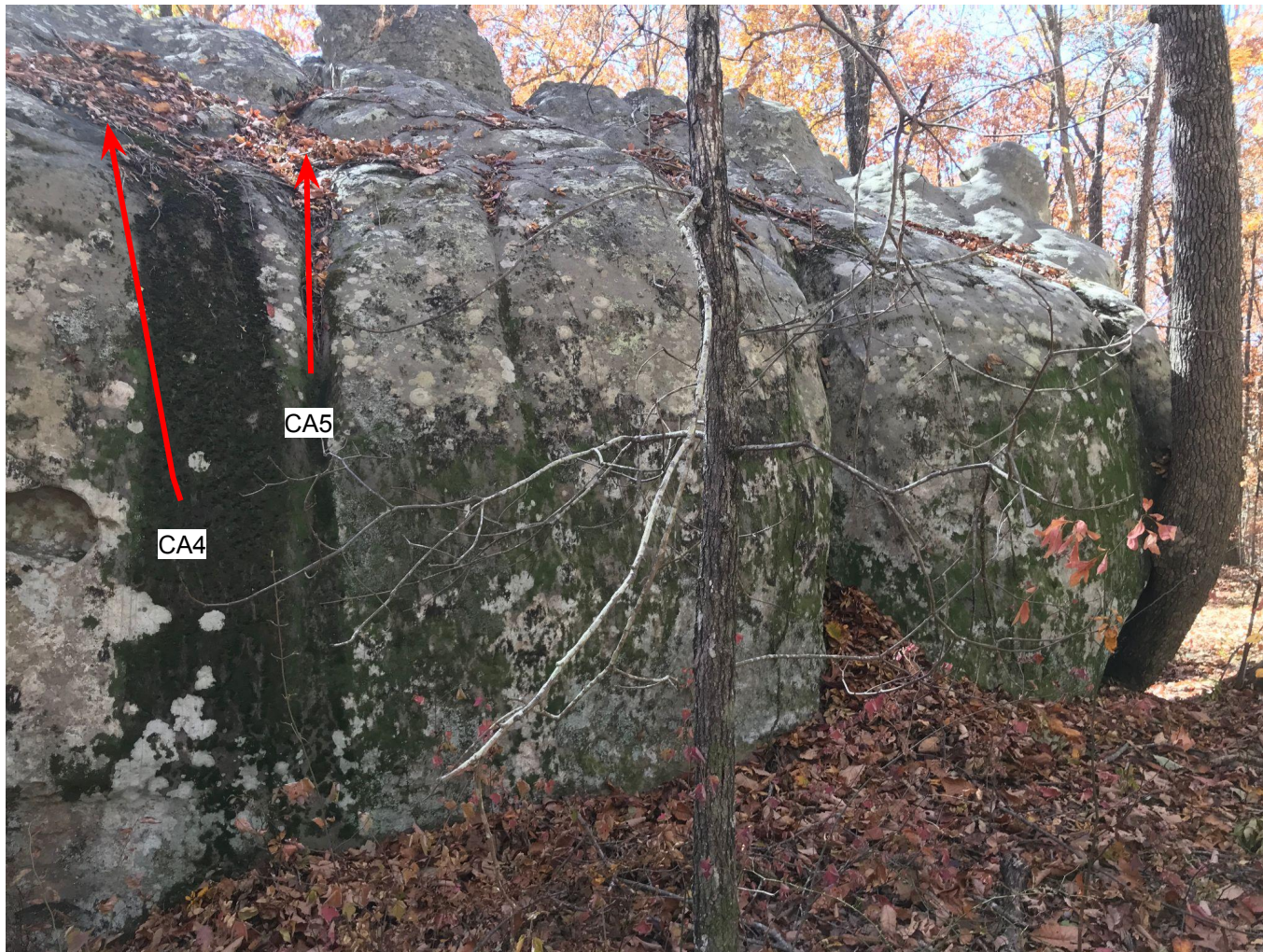
CA2 - Cadaver - V5 - Start with obvious edge, punch to hateful chickenhead, top out via jugs.



Cadaver

To the right of Cadaver, around the corner.

CA3 - High and Hateful - V(2?) - Start with high conglomerate holds above your head, climb up tall face on sharp rock to topout.



Cadaver/Beast

On the Cadaver Boulder, around the corner to the left.

BE1 - Beauty - V2 - Start with left facing undercling hueco, reach to Beast groove, top out up and slightly left with good flat slopers.

BE2 - Beast - V6 - Start with a fist jam in the groove, grab your wrist if that's what you're into, and head straight up the groove, avoiding hueco and better holds out left.



Battlement

Encountered as you walk from the Cadaver Boulder northeast, further away from the snail, towards the back of the field.

BT1 - ??? - V(?) - Start low in huecos/slots and climb up face via seams.



Curtain Wall

Further towards the “back” of the field, beyond the Battlement Boulder and after ducking through a small hole (pictured bottom left)

CW1 - Curtain Wall - V1/2 - Start left of tree, climb right facing flakes to topout slightly left.

CW2 - Bootlicker - V6? - Climb blanker face right of tree from chalked jug at stomach height.



Troll

If you are looking at the Snail/Barney, this boulder is to your left, a couple hundred feet away.

TR1 - Troll - V1 - Excellent rock, start on lowest reasonable jugs, climb good holds through groove to slopier holds at top.



Seasons Wall

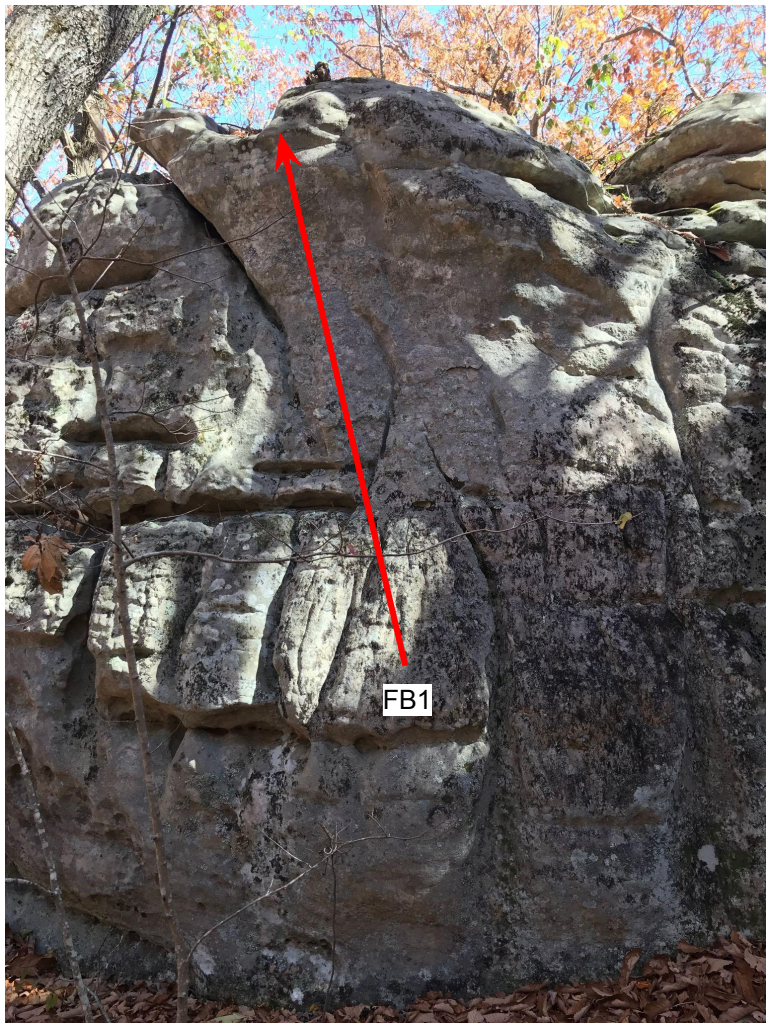
At your back and to your left if you are looking at the Troll Boulder.

SE1 - October - V0 - Stand start with pockets and huecos, climb face to top out above feature shown in photo.

SE2 - November - V3 - Stand start, push, pull, and slab your way to the top avoiding the groove to your right.

SE3 - September - V1 - Like an easier, shorter version of Earth Wind and Fire at HP40. Climb straight up the groove with toe jams.

SW4 - December - V2 - Start with left hand undercling, right hand jug just below. Head up and right via flake and eventual squeeze holds to slab it out above. Fun.



Flying Buttress

FB1 - Flying Buttress - V0 - Climb face from stand start, topping out right of arching feature.

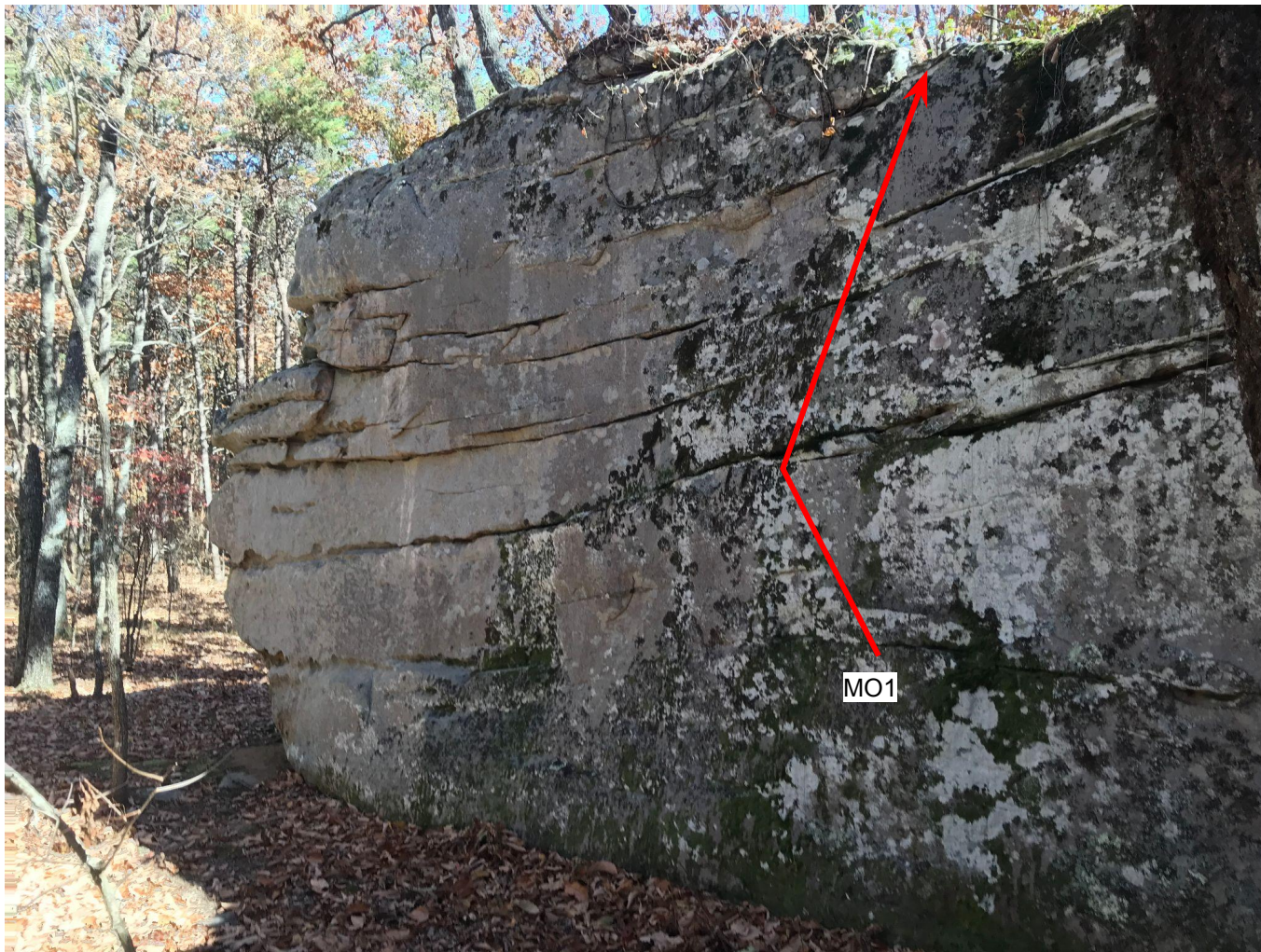


Full Strut

Near the very back of the field, facing generally back towards the road.
Awesome seams and slots.

FS1 - Full Strut - V6 - Start low on good holds, climb up and slightly right, avoiding jugs out further right, then head straight up to classic southern topout.

FS2 - Strut - V4 - Same start as FS1, but after a couple of moves trend out further right to jugs and easier terrain, following groove to top.



The Moat

Just around the corner from Full Strut.
Many easy straightups, linkups,
eliminates, traverses, and variations
exist. Enjoy!

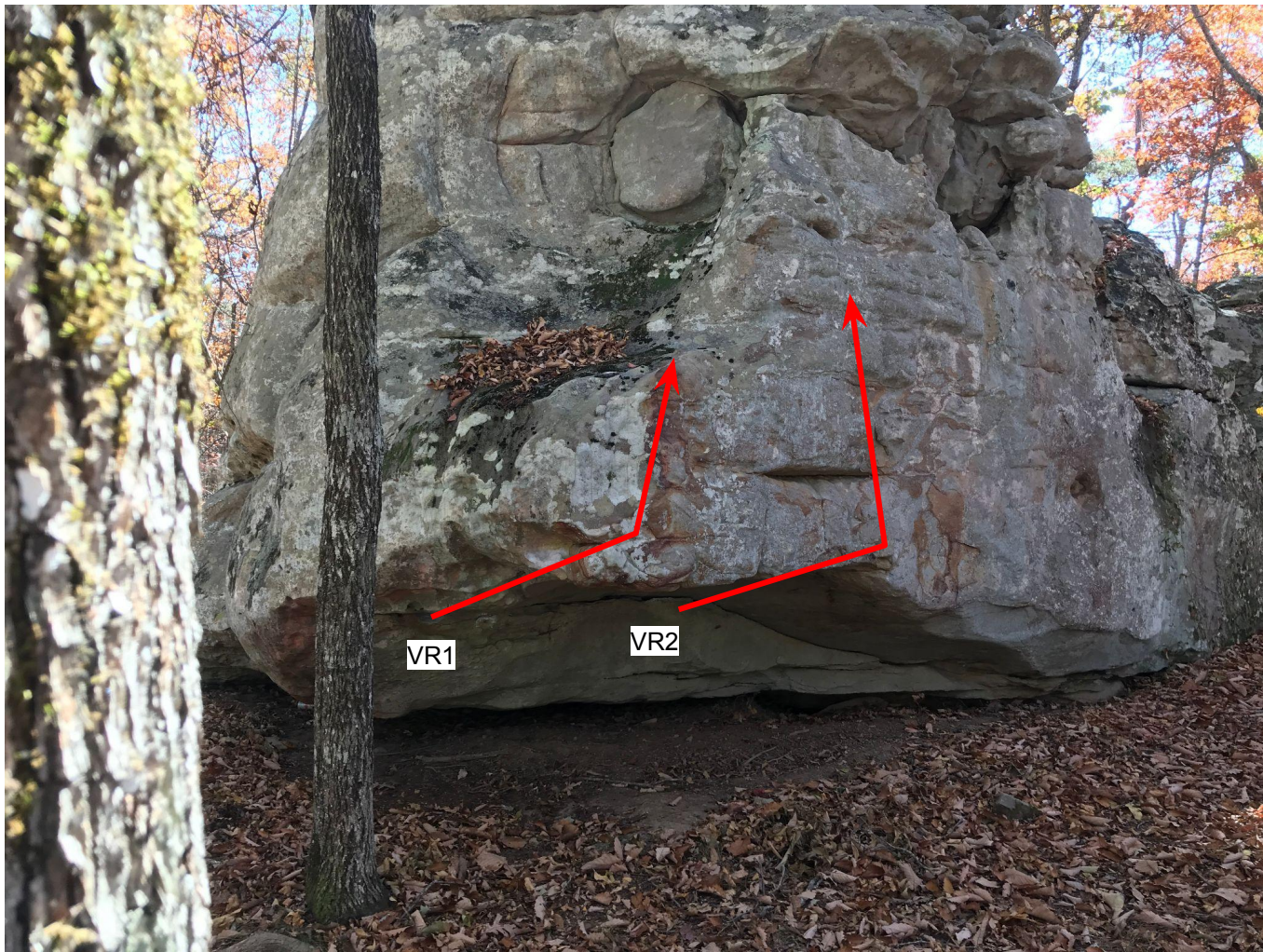
MO1 - The Moat - V1 - Start with good
shelf foot and climb shelves/breaks
that worsen slightly as you approach
the top.



Flapjacks

Kind of the end of the boulderfield, at least as far as good climbing goes.
Classic warmup.

FJ1 - Flapjacks - V1 - Start with lowest good holds in sloping break under bulge, climb up through great sloping jugs, edges, and underclings to top. Can be made slightly easier or harder depending on how far left or right you limit yourself.

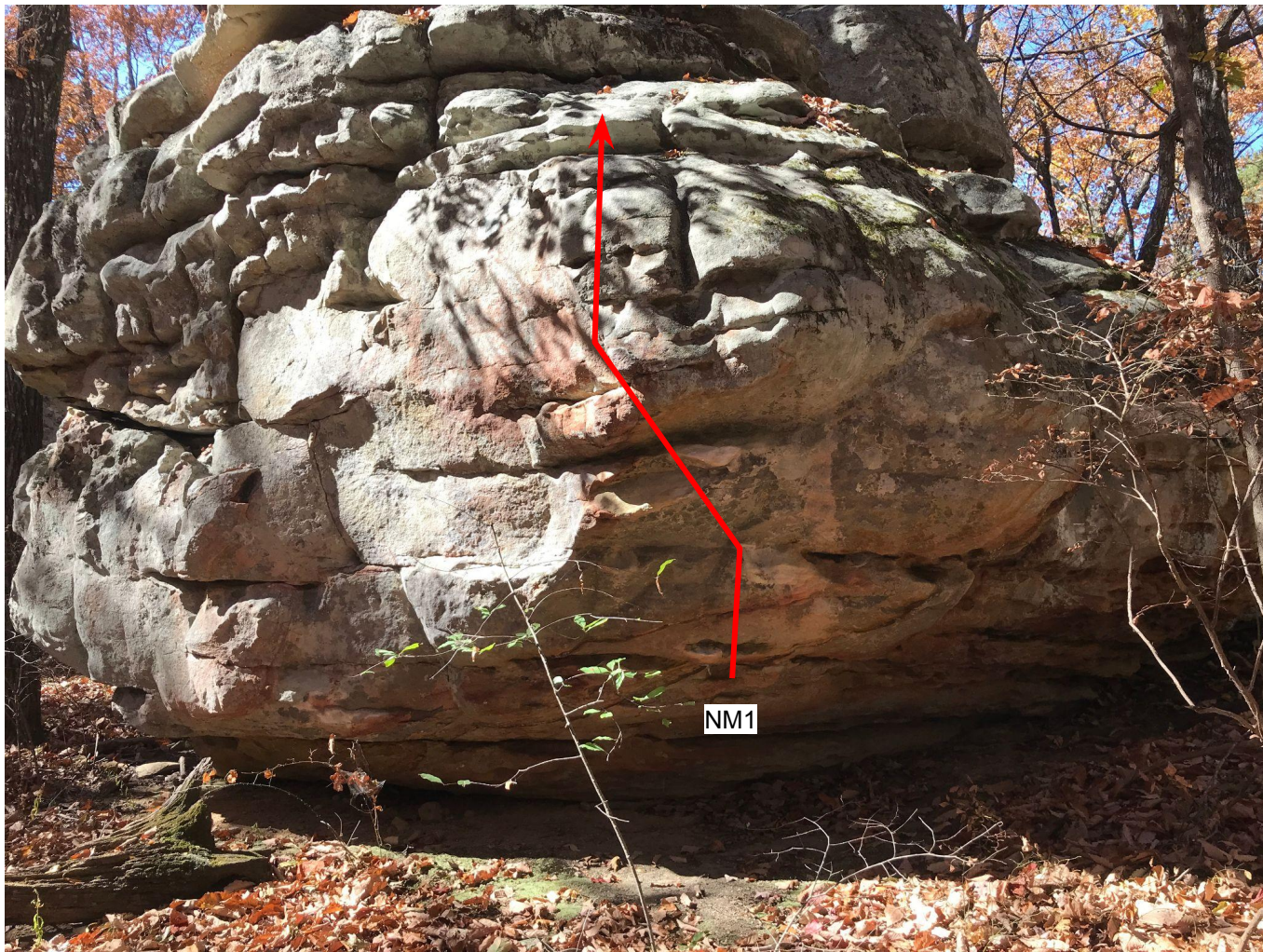


Vader Roof

Turn around and to your left from flapjacks and see if you can spot the Darth Vader helmet. 2 decent very lowball roof problems.

VR1 - Vader Roof Left - V1/2 - Start on obvious holds, climb out left arete of roof to stand on shelf and hop down.

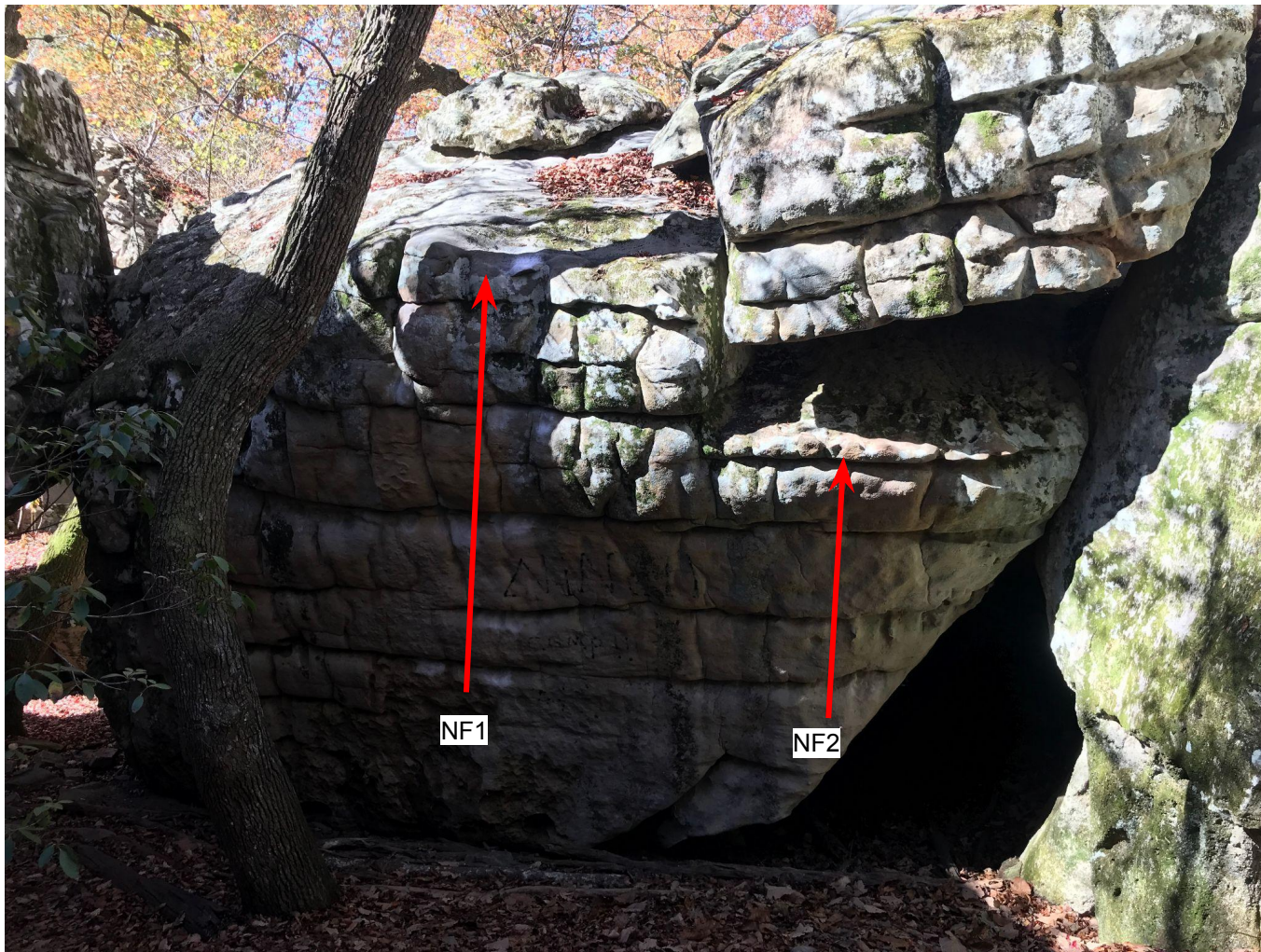
VR2 - Vader Roof - V3 - Start basically laying down on obvious slot under roof, reach out to edges at lip, turn lip and head straight up.



Nameless Roof

A lone bulge problem on reddish rock encountered as you walk from Vader back towards the snail.

NM1 - Nameless Roof - V2 - Start under bulge, trend up and left to face and top out.

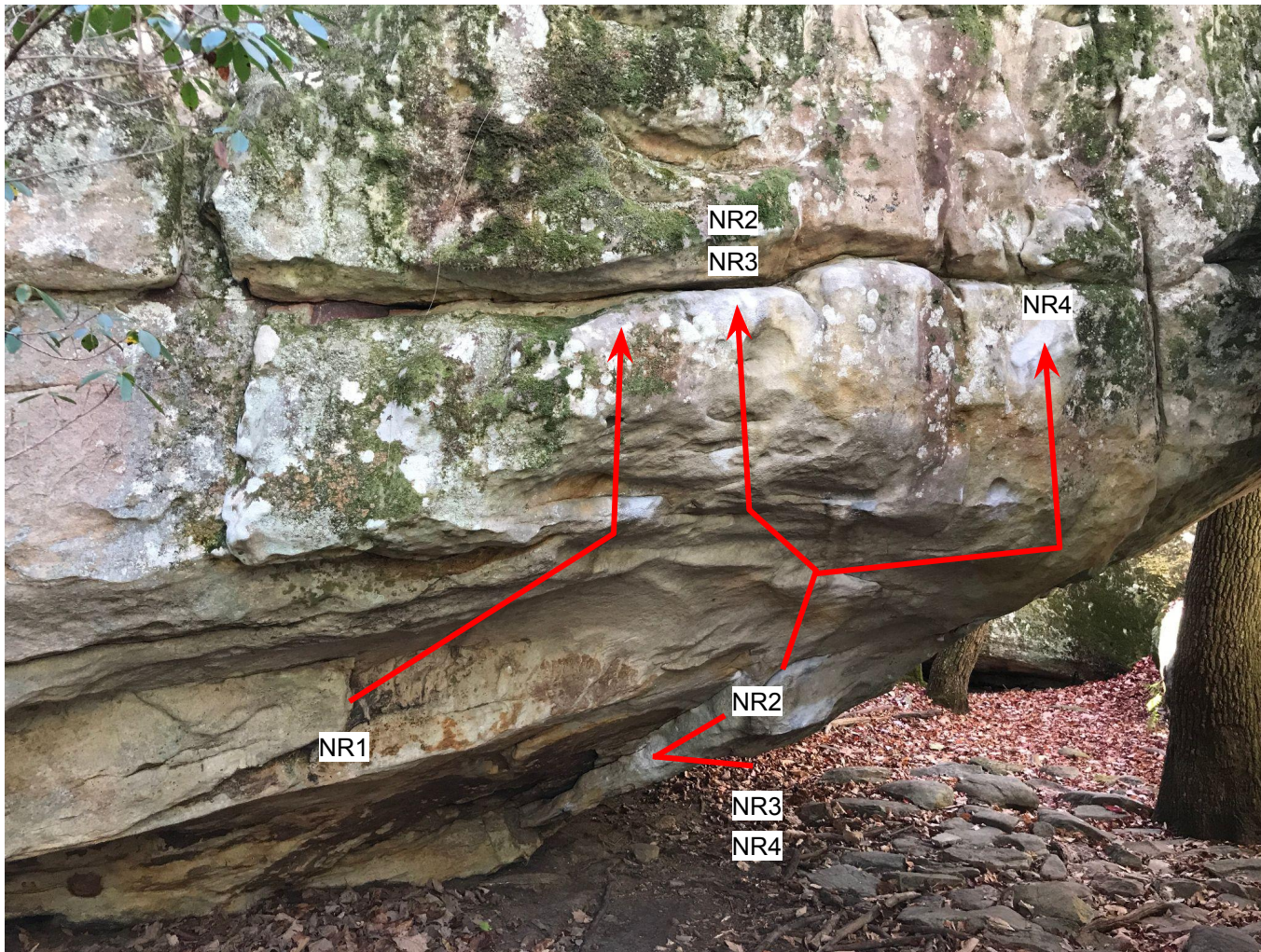


Ninja Camp Area

A great moderate face problem and some of the harder steep boulders in the field.

NF1 - Ninja Camp Face - V7 - Start with obvious holds, climb up through increasingly difficult moves until you can slap the lip and top out.

NF 2 - Ninja Camp Warmup - V2 - Climb right side of face topping out through squeeze under suspended block.



Ninja Camp Roof

Obvious roof to the left of Ninja Camp Face.

NR1 - Shadowboxing - V6 - AKA Master Beta? Originally graded V9 but has seemingly broken/holds have improved, leaving a much easier line. Starts on undercling block, heads up and slightly right.

NR2 - Ninja Camp Roof - V6 - Start with left hand pinch right hand edge, climb up and slightly left via edges to improving holds and mossy top.

NR3 - Ninja Camp Low - V9 - Start with very low jug under roof, climb up via LH sloper and into standard start, finish as NR2. Variations exist using chalked dish at lip to head up and right.

NR4 - Sensei Milou - V10? - Start as Ninja Camp Low, but from hold indicated (see picture) break right hand to hold under roof, left hand to sloping dish, then head up face via slopers. A bit contrived but cool.

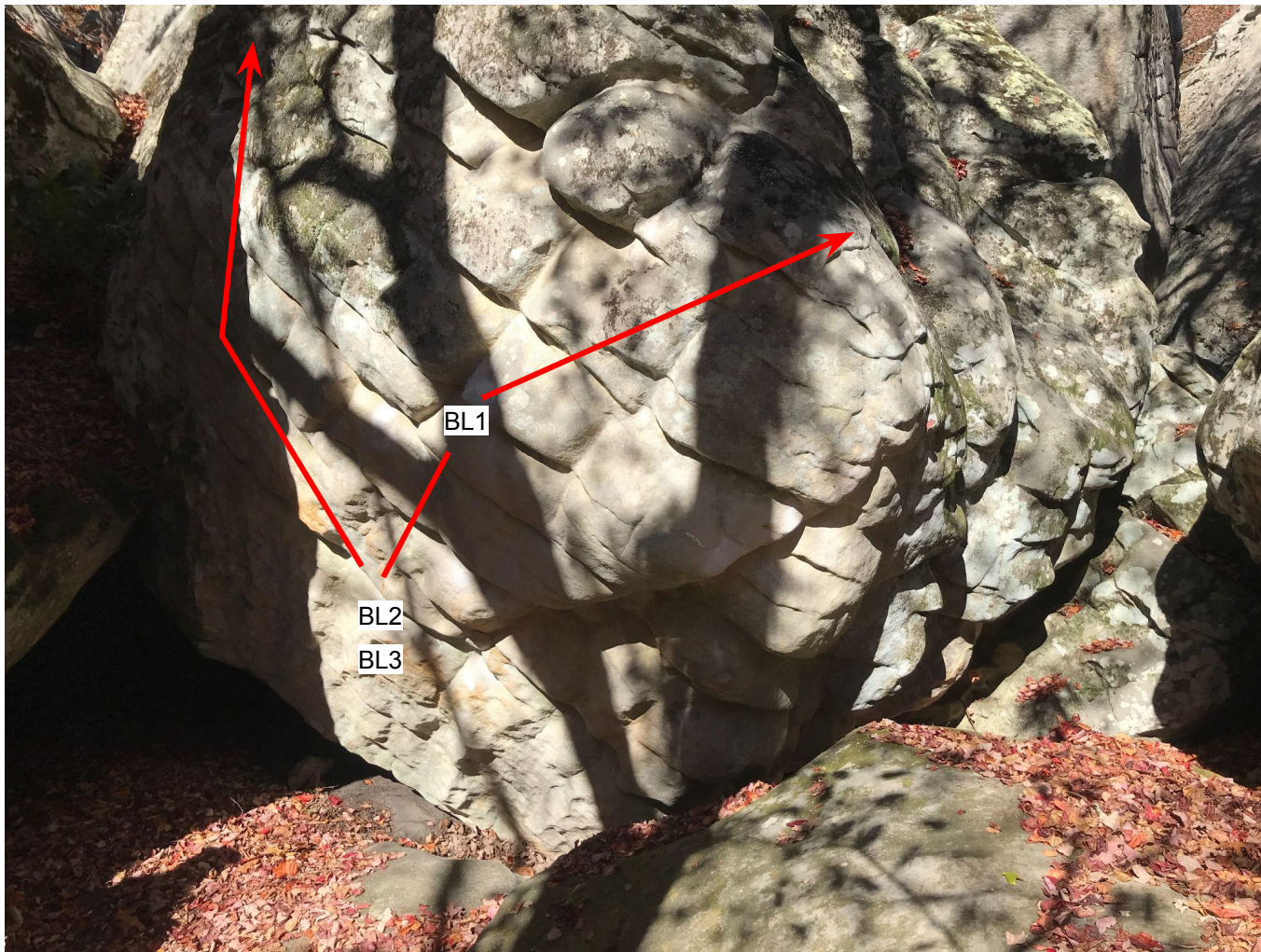


Ninja Camp Roof

Obvious roof to the left of Ninja Camp Face.

NR5 - Wanna Snuggle - V13 - Starts as Ninja Camp Low - heads up and left to small crimps and out the face to the left of the graffiti (may be faded/cleaned when this is published)

NR6 - Hits from the Bog - V10 - Same start as above but heads out slightly easier terrain to the right of the graffiti.



Breadloaf Factory

In a small “room” of boulders, just outside of the Ninja Camp corridor between Ninja Camp and the road.

BL1 - Breadloaf Factory - V6 - Start matched with pinch hold? Slap better holds out right and finish up and right on perfect stone.

BL2 - Breadloaf Factory Low - V10 - Sit start with sloping edges, climb up to pinch, match and finish as BL1.

BL3 - Pillsbury - V8? - Start as BL2, head up and left via slopers and seams.



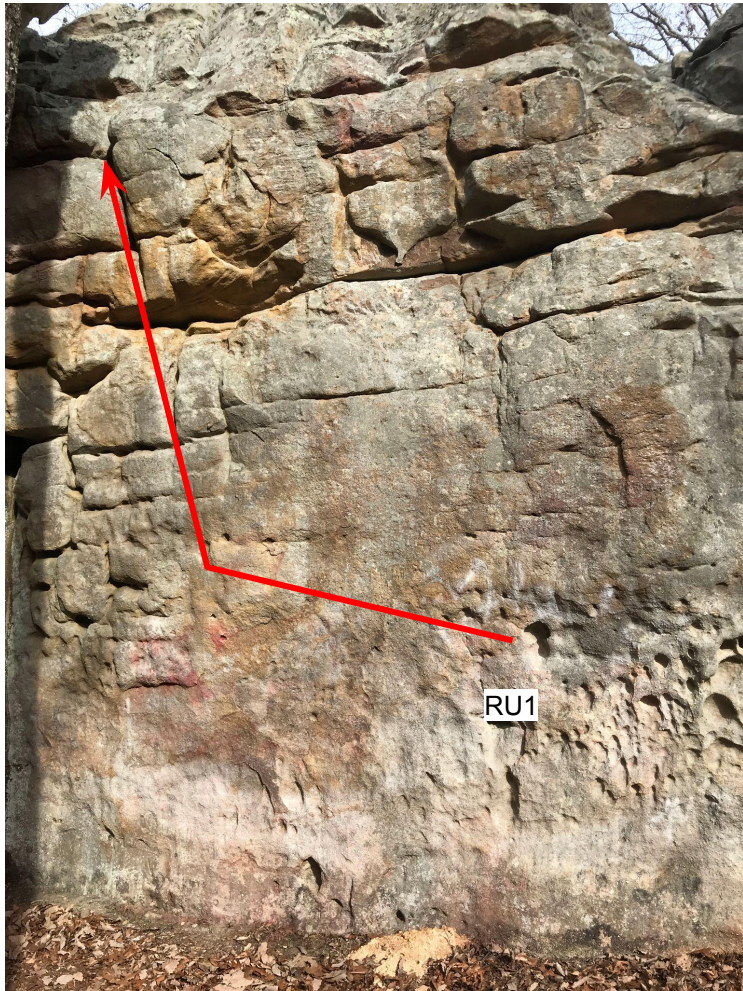
Graffiti Wall

Has since been cleaned, originally a billboard for graffiti “artists”. If leaving the Bread Loaf/Ninja Camp area, head towards the road and this will be a few hundred feet ahead on your right. Can also be approached by walking from Big Poppa towards Ninja Camp. Many variations and eliminate opportunities exist.

GW1 - Graffiti Wall - V1-3 - Climb left side of face.

GW2 - Jamie Corley Memorial Route - V1-3 - Climb big offset/flake feature. Obscured by tree in photo.

GW3 - SMPD - V1-3 - Climb face to the right of GW2.



Rules

If you are walking from the Graffiti wall back towards Big Poppa/the Middle - this will be on your right. Variants exist up this face.

RU1 - Rules - V6(?) - Cool contrivance on pockets. Start with underclinging/sidepull pockets and span wide left to shallow pockets. Negotiate these and head up and slightly left.



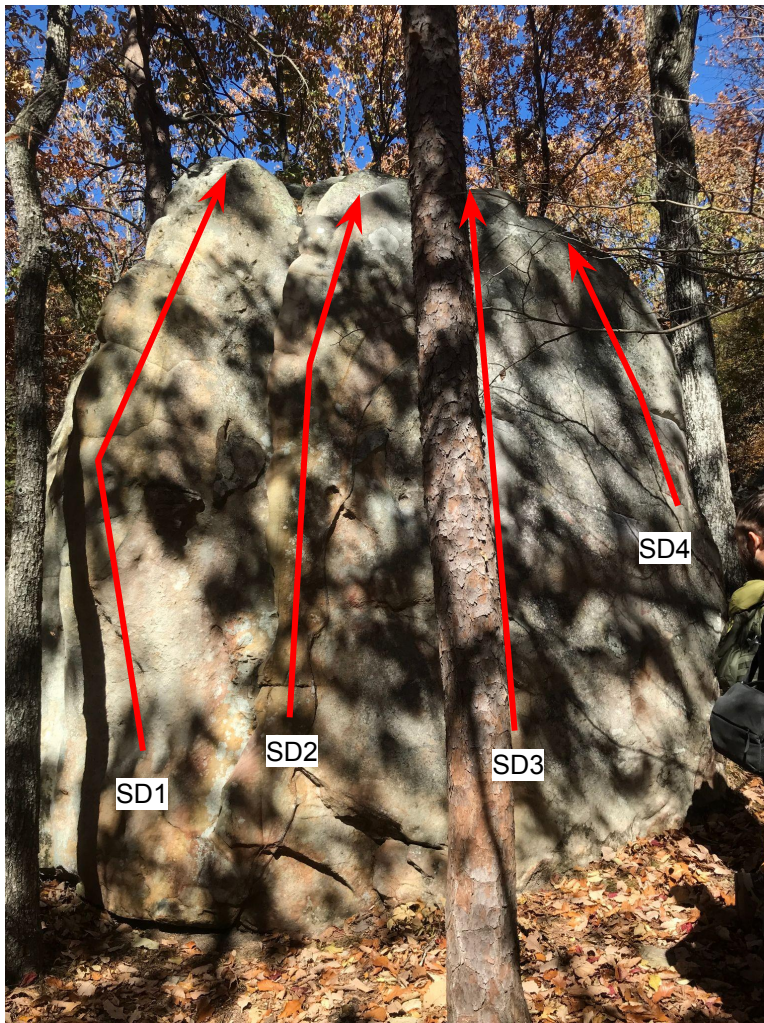
I'm not sure what to call this area - I remember Adam telling me there was a Traylor line up the short face on this boulder with pockets/underclings but didn't write down the name/grade.



Tall moderates between Innovation
and Ninja Camp, on your left just
before ducking through under the
boulder pictured on the previous page.
Unsure of names/grades.



Adam mentioned that a friend of his who had since passed I believe had done this face around V7? Nice iron bands. Tall. I missed the name. The graffiti has since been cleaned.



Sunny Days

Nice boulder with a few pleasant easier problems. Sunny place to warm up on a very cold day.

SD1 - Sunny Days Arete - V0 - Arete to left of flake with cool iron features.

SD2 - Sunny Days Flake - V1 - Climbs the obvious left facing flake to an easy topout.

SD3 - Sunny Days Face - V2 - Climbs from sit start on low flake straight up through slots and edges to top, avoiding flake out left. Obscured by tree in photo.

SD4 - Sunny Days Slab - V1-3 - Starts with poor slimper on face, head left for the points or bail right to the arete for an easier version.



Skooma Boulder

One pleasant slab problem. A bit isolated but located generally between Earl the Squirrel and Innovation.

SK1 - Skooma - V1 - Start with right hand in good hueco, climb straight up nice slab.

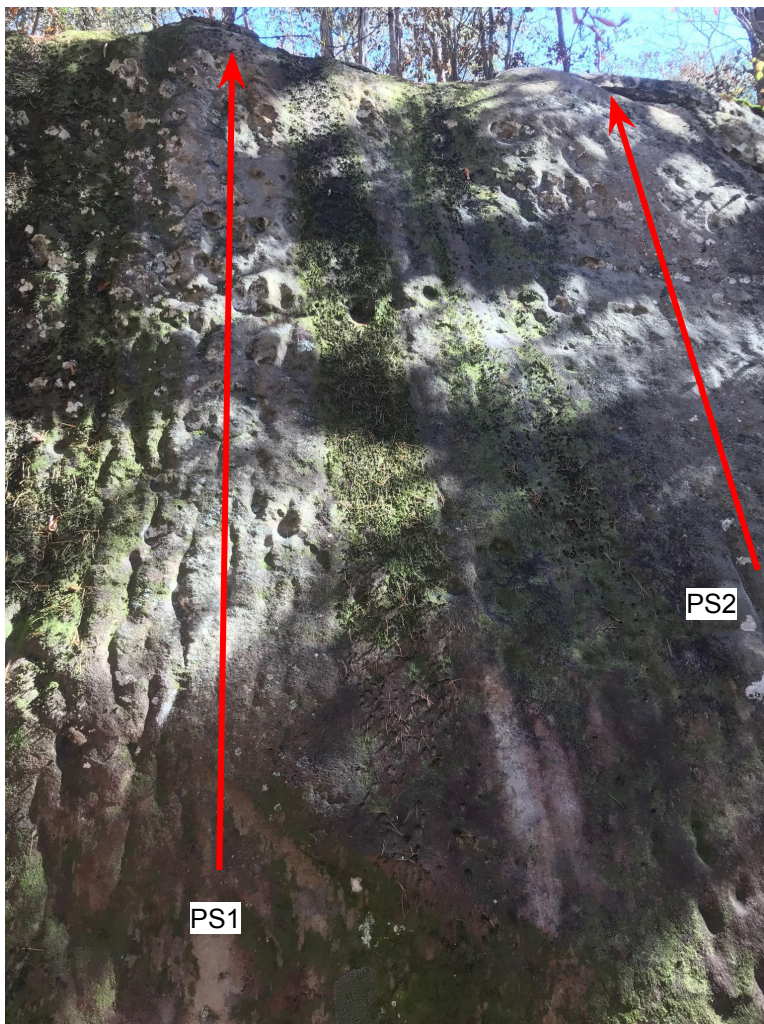


Earl the Squirrel

Kind of off by itself. If you head from the middle/Big Poppa/Innovation towards Ninja Camp, but instead of turning left towards Breadloaf/Ninja Camp, head right back towards the road when you near the short cliffline, this will be on your right.

ES1 - Earl the Squirrel - V7 - Start sitting with sidepulls/underclings, span to the sick slot/seam in the face, make a hop to a triangle shaped jug in the crack above.

ES2 - Critter - V5? - Start sitting low with pockets, slap arete and head up and slightly left to finish.



Purple Slab

Once you find Earl the Squirrel - turn around and look behind you to see a big slab. Several lines/variations likely exist but the three most obvious are listed here.

PS1 - Lifeline - V1/2? - The more featured part of the face towards the left/middle. Might serve as a good bailout for the harder line to the right.

PS2 - Purple Slab - V4/5 - Smear up the tall blank face. Bailing to SS1 is not part of the problem. Full value.

PS3- JB Slab - V? - John Barr problem on the far right side of this face (where the ground steps up a few feet). Starts high on a pocket and heads straight up (not pictured).



The Castle Wall

Many tall easy variants exist. Beautiful
tall pillowed face.



Scott Farkus

Just beyond Earl the Squirrel, towards the road, on your left is this tall arete.

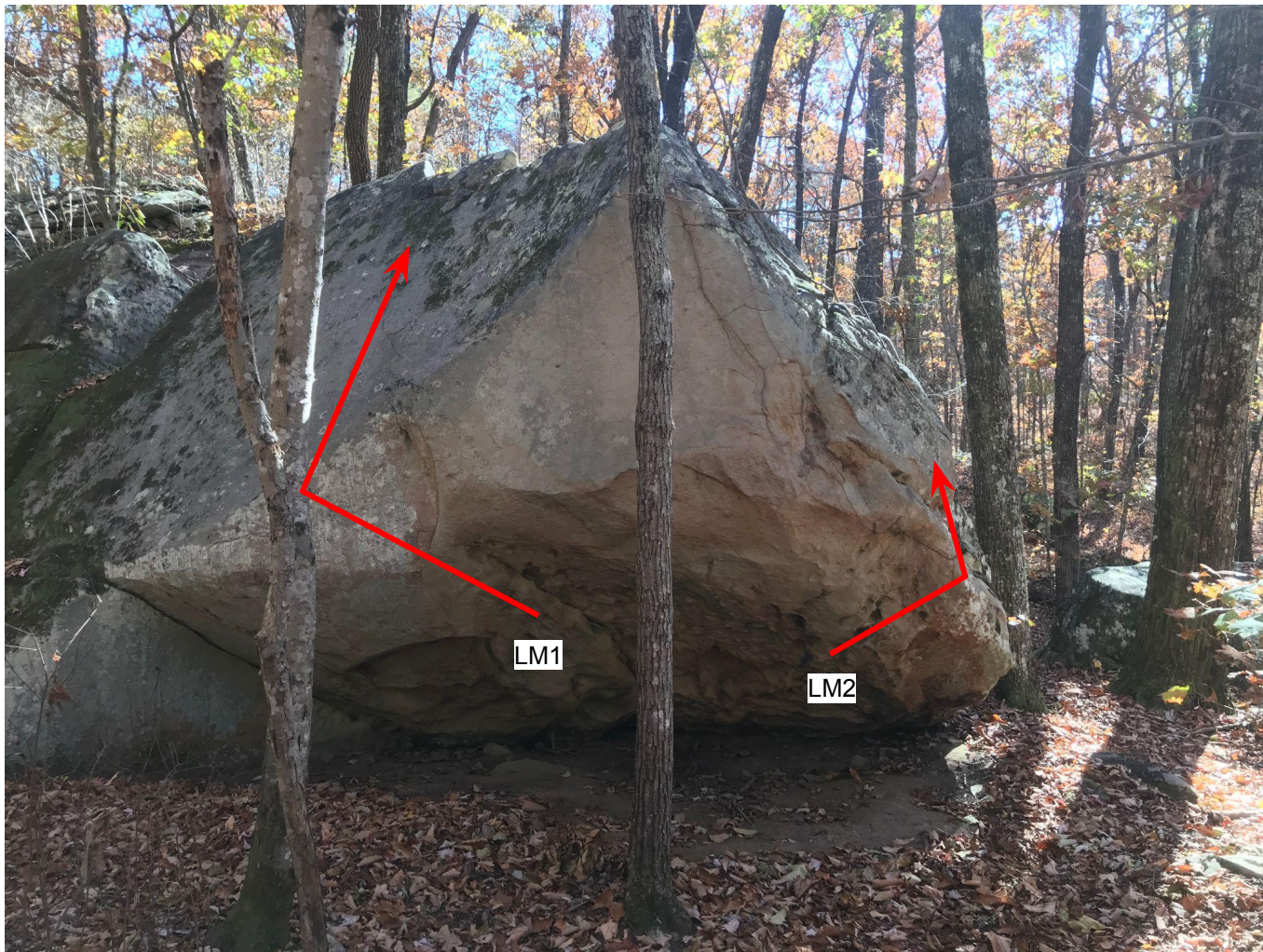
SF1 - Scott Farkus - V5? - Climb tall overhanging arete.

Grover Dill

Adam mentioned that he had done another problem or two over here and they were named after the Christmas Story bullies... Scott Farkus and Grover Dill. Not sure which is which... more lines have been climbed on these faces but info on them is limited. Clean them up and have fun.

GD1 - Grover Dill - V2-4? - Follow flake until it peters out near top of tall face... unsure on grade. Careful.





Litz Mono

LM1 - Litz Mono - Vhard - unsure of start, but ultimately turns the lip with a shallow mono. Have fun!

LM2 - Pocket Roof - V4 - Climbs with underclings and pockets out the right side of the overhang.

LM3 - Pocket Roof Extension - V6 - Starts on Lowest Jug for Litz Mono, move through roof to the start of Pocket Roof and finish



Bubble Bath Arete

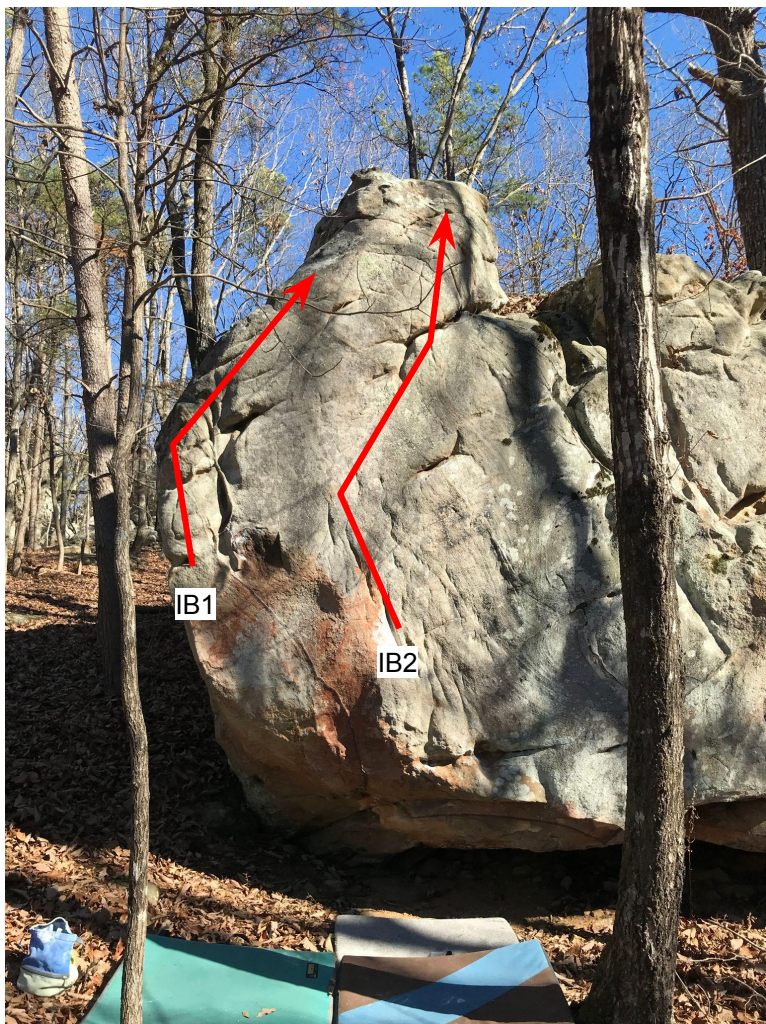
Nice arete, down the hill from Earl the Squirrel generally towards the road in a small cluster of mostly shorter boulders.

BB1 - Bubble Bath - V3 - Start with right facing sidepulls, squeeze your way up to topout. Add a point if you start with right hand on lowest sidepull and left on nice flat edge.



Sunday Funday

Funky little boulder with some (currently dirty) slabs. The site of lots of no-hands climbing and eliminates. When your fingers are shredded, come burn your friends off here with your mad slab skills.



Imperial Boulder

A couple of nice short climbs. South of the old parking, relatively near the road.

IB1 - Imperial Arete - V2/3 - Start with head height pod features, climb up arete with a bunch of holds that don't seem to face the right way. A lower more difficult start likely exists.

IB2 - Stormcloak - V1/2 - Start with right facing seam, head directly up face via good slots and jugs. Lower, more difficult starts likely exist.