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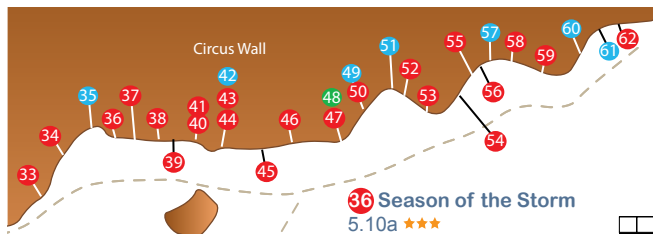
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Circus Wall (routes 33-48)

This outstanding wall is the centerpiece of the North Forty. Nearly everything about it screams "classic"—the rock, the movement, the aesthetics, etc. Best of all, nearly everyone can experience the wall, as the grades start at 5.8 and go up to 5.12c. The only blemish is that all of the 5.11-on-up routes feature very short crux sections. In general, the routes get harder and steeper the farther right you go. The Standard North Forty Approach trail leads directly to the cliff base. Routes described left to right.

33 Scrambled Eggs 5.8 ★

Begin on a subtle arête feature just right of a short, overhanging orange face. Tricky moves off the ground and at the top with easy climbing between. There is ground-fall potential between the first and second bolts; fortunately, the terrain is relatively easy. **5 bolts (60')** FA: Clay Frisbie 07/12

34 Spam 5.7 ★★

Start just left of a chimney filled with boulders. Pass a low ledge and follow cool rib features. **5 bolts (60')** FA: Jason Roy; Equipper: Clay Frisbie 7/12

35 Deep and Wide 5.7 ★

The wide chimney just left of Season of the Storm. It's generally full of vegetation near the top. **No Anchors. Rack to #6 Camelot (60')**



36 Season of the Storm 5.10a ★★★

The best 10a at The Forty, showcasing a brilliant low-angle crux. The name originates from the particularly wet spring of 2008, when Newton County received more than 27 inches of rain in just under a month. **7 bolts (60')** FA: Jason Roy 07/08

37 Sonny Jim 5.11a ★★★

An HCR classic featuring an awesome section of slab climbing capped by a stellar roof. Begin a little right of the bolt line and head for the obvious slab. Tech your way through the slab and follow monster jugs out the roof. The difficulty of this route is a popular topic of conversation. Climbers 5'9" or taller usually feel this route is mid 5.10, and shorter folks tend to feel the grade is closer to mid 5.11. For this book, the difference was spilt. You decide for yourself. **7 bolts (60')** FA: Chad Watkins 2002

38 Lavender Eye 5.12a ★★★

A mind-bogglingly popular one-move wonder on perfect rock. Climb easy terrain, passing through the "lavender eye," up to the base of the roof and survive the short, sequential boulder problem. **8 bolts (60')** FA: Chad Watkins 2002

39 First Normal Form 5.10a ★★★

Ascend the beautiful face up to the overhanging crux finish, which can be climbed a few different ways. This was originally a trad route. **8 bolts (60')** FA: Chad Davis 2002

40 Green Goblin 5.8 ★★★★★

The best 5.8 sport route on the planet. A spectacular line of sculpted chickenheads. Like the previous route, this was also originally climbed traditionally. See cover photo. **8 bolts (60')** FA: Tom Hancock 2002

41 Ace in the Hole 5.9 ★★★

Start on *Green Goblin*, but don't clip the second bolt; instead, follow a bolted horizontal crack right to a roof. Turn it then enjoy world-class jugs to the top. An interesting side note: This line—or at least a version of it—was first climbed on gear and was actually the original *Green Goblin*. **8 bolts (65')** FA: Tom Hancock 2002; Equipper: Chris Banks 04/10

42 Brass in Pocket 5.11b R

Begin on *Trapeze Artist* but traverse left through gray rock to an obvious flake after the hanging start. Place a small wire in an unassuming pocket above the flake and power through the long crux moves, and then work into the easy chickenhead finish. The first ascensionist topped out and belayed from a tree, but the most logical finish is to join *Trapeze Artist*.

SR, with micronuts (HBs work best) (60') FA: Harrison Shull 2002

43 Trapeze Artist 5.12b ★

Another North Forty one-move wonder. Pull through the hanging start and head up to the obvious roof. Turn the roof on bad, heavily chalked holds, or traverse one move left and deal with some nasty crimps. Continue on jugs to the anchor. **7 bolts (60')** FA: Chad Davis 2002

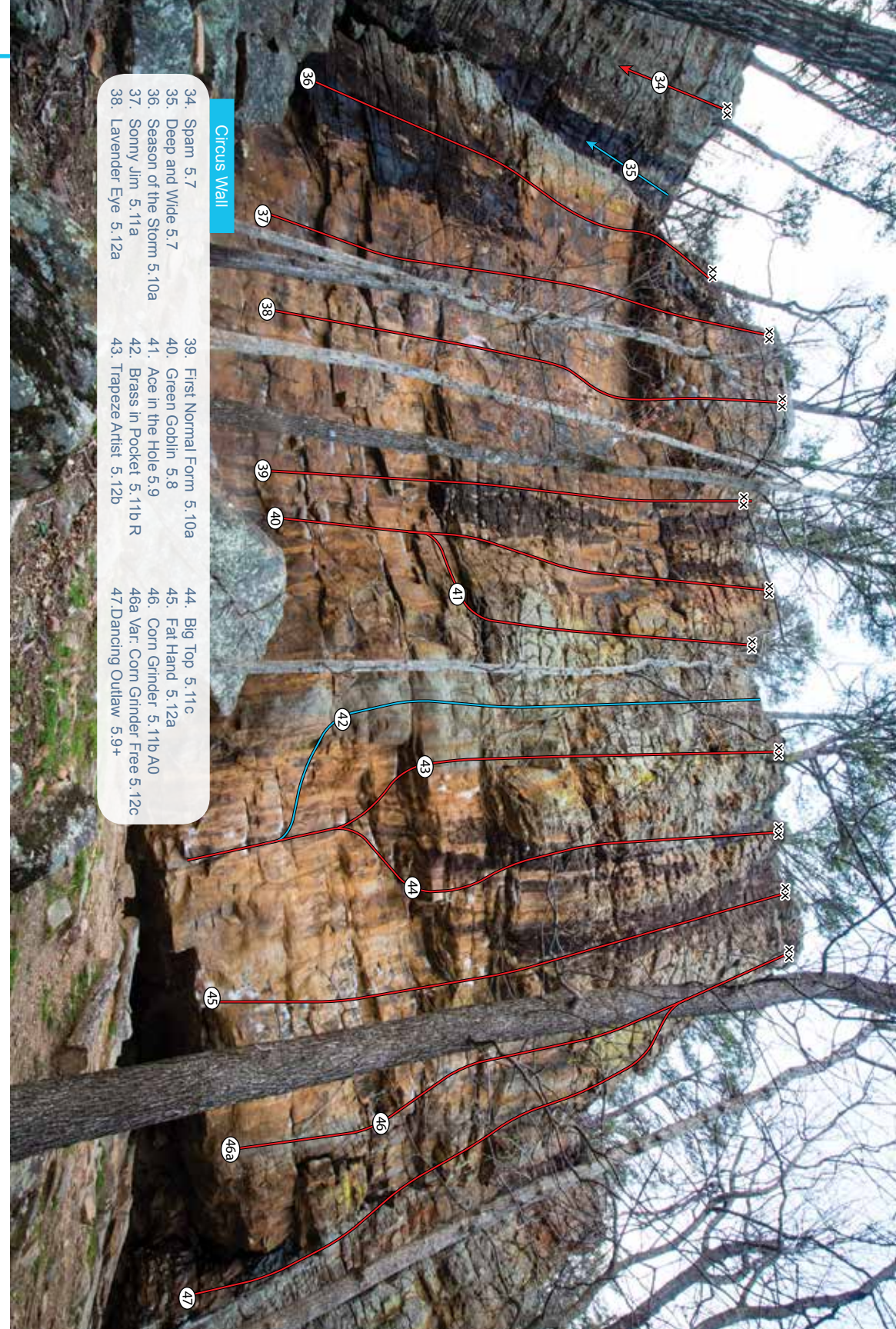
44 Big Top 5.11c ★★★

The best 5.11 at The Forty. Start as for *Trapeze Artist* but traverse right at the base of the large roof. At the end of the traverse, pull the roof and head over a bulge to the easy finish. Formerly a mixed route, *Big Top* was first led with only the first and third bolts. **7 bolts (55')** FA: Chad Davis 2002

45 Fat Hand 5.12a ★★★

A contender for best 5.12a at the ranch. Muscle through the crux start and enjoy the steepening, unblemished stone. The difficulty drastically eases after the bulge at two-thirds height. There has been talk of removing the first bolt, forcing climbers to stickclip the second. Regardless, stickclipping the second bolt is recommended. **8 bolts (55')** FA: Chad Davis 2002

- | Circus Wall | |
|-------------------------------|----------------------------------|
| 34. Spam 5.7 | 39. First Normal Form 5.10a |
| 35. Deep and Wide 5.7 | 40. Green Goblin 5.8 |
| 36. Season of the Storm 5.10a | 41. Ace in the Hole 5.9 |
| 37. Sonny Jim 5.11a | 42. Brass in Pocket 5.11b R |
| 38. Lavender Eye 5.12a | 43. Trapeze Artist 5.12b |
| | 44. Big Top 5.11c |
| | 45. Fat Hand 5.12a |
| | 46. Corn Grinder 5.11b A0 |
| | 46a Var: Corn Grinder Free 5.12c |
| | 47. Dancing Outlaw 5.9+ |





Circus Wall Linkups

46 Corn Grinder

5.11b A0 ★★★



From the starting boulder, French-free the first two bolts or just stickclip the second and boink up. This section does go free (see *Corn Grinder Free*) but reduces this classy 5.11 to a one-move-wonder 5.12. No matter which way the route is started, the rest of the climb is exceptional, showcasing some of the absolute best 5.11 climbing that Arkansas has to offer. **9 bolts (8F) (60')**
FA: Chad Watkins 2002 (free)

46a Variation: Corn Grinder

Free 5.12c ★★★



The most gimme 5.12c in the Canyon. Free the crimp start to *Corn Grinder*—a powerful V5/V6 boulder problem—and enjoy the brilliant 5.11 finish. Stickclip the second bolt.

47 Dancing Outlaw

5.9+ ★★★★★



Pumpy, exposed, and fully equipped with permadraws. Arguably the best 5.9 in the state—probably the hardest, too. This is a great way for the moderate leader to access the steep, brilliant right side of the Circus Wall. Begin just right of the *Corn Grinder* starting boulder. Stickclip the first bolt and climb the short, often-wet overhanging face to a ledge. Catch a breather, then pump through awesome jugs just left of the arête. Near the top, the line converges with *Corn Grinder*. Originally climbed on gear. **9 bolts (9F) (65')**
FA: H. Shull 2002; Equip: C. Watkins 2009

Circus Wall Linkups**44a Linkup: Big Hand**

5.11b ★★★



This classic 5.11 links up the start of *Big Top* with the finish of *Fat Hand*. Clip *Big Top*'s third bolt and traverse under the roof right into *Fat Hand*. Skip the fourth clip (third fixed draw) on *Fat Hand*. Also, extend the fifth clip (fourth fixed draw) to lessen rope drag, or just reach down and unclip it once at the sixth. **8 bolts (65')**

44b Linkup: Big Fat

Grinder 5.11b ★★



This wandery linkup is the longest route on the wall. Clip the first two bolts of *Big Top*, skip the third, and traverse right into *Fat Hand* (5.7 R). Clip the fourth bolt (third fixed draw) and reach over the roof. Don't clip its fifth bolt, but instead traverse jugs straight right into the base of the dihedral on *Corn Grinder* and finish on that, clipping the rest of its bolts. Bring runners to manage rope drag if you aren't comfortable skipping the bolts. **9 or 11 bolts (70')**

48 Side Show 5.9+ PG ★

Work through the crux start shared with *Dancing Outlaw*. From here, the line is not obvious, but staying just right of the arête makes for decent climbing on fairly moderate terrain. At the top, reach around the arête to *Corn Grinder*'s anchors. **1 bolt, SR to a #2 Camelot, extra slings (65')**
FA: Chad Davis 2002

45a Linkup: Fat Top

5.12a ★★★



Definitely the hardest 12a on the wall—featuring the crux of both *Fat Hand* and *Big Top*—though still not necessarily hard for the grade. Pull the powerful start of *Fat Hand*, but at the roof traverse left into *Big Top*. Skip the fourth bolt (third fixed draw) of *Fat Hand* to avoid rope drag. **8 bolts (4F) (65')**

45b Linkup: Butt in Hand

5.13a ★★



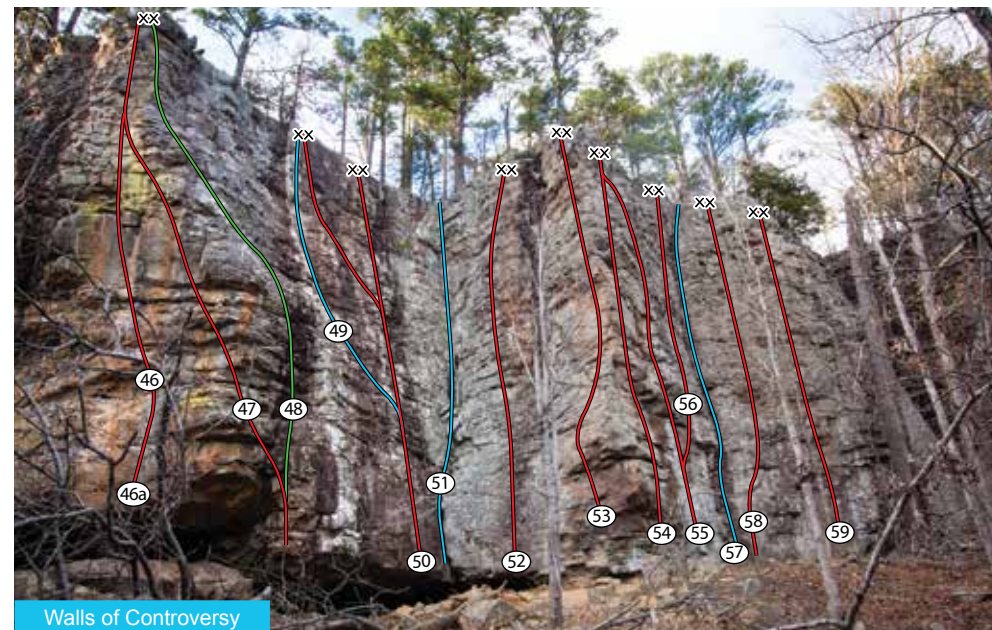
This hybrid boulder/route links *Buttplug*—the V7 boulder problem under *Fat Hand* (p128)—into *Fat Hand* for a 13a pump. **8 bolts (70')**

45c Linkup: Fat Grinder

5.12a ★★★



Arguably the best 12a at the Ranch. You get the awesome boulder-problem start of *Fat Hand* and the spectacular finish of *Corn Grinder*. Climb *Fat Hand* to its fifth bolt (fourth fixed draw) but don't clip it, traversing right into the base of the *Corn Grinder* dihedral. **10 bolts (9F) (65')**



Walls of Controversy

The Walls of Controversy

This collection of routes sits immediately right of the Circus Wall, though the two could hardly be more different. The Circus Wall's faces are steep, smooth, and vibrant, with gorgeous warm tones. The Walls of Controversy, on the other hand, are jug riddled, low angle, and lack any color. Not to put down the Walls of Controversy, though—they do feature Arkansas' best 5.6, Cotton Candy, as well as a few other decent beginner climbs. The controversy of The Controversy was whether or not to bolt the route. Ironically, not only was it bolted, but the adjacent walls have since become some of the most steel-saturated sandstone in the state.

49 Slide Show 5.7 PG ★★

Clip the first three bolts of *Summer Rain* and then veer left into a groove (slightly runout, but easy) that turns into a short crack. Finish with the last bolt and anchors on the left finish of *Summer Rain*. **4 bolts, SR (60')**

50 Summer Rain 5.6 ★★

Two separate finishes of equal quality and difficulty cap this low-angle jug-bash. **7 bolts (60')**
FA: Chad Watkins 2002

51 Walker Arkansas

Ranger 5.6 ★



This wide dihedral sits between *Summer Rain* and *Cotton Candy*. **No Anchors. Rack to a #6 Camelot (60')**
FA: Jason Roy 07/08

52 Cotton Candy 5.6 ★★★★★

Arkansas' best 5.6. Expect a line on the weekends. Crux moves off the ground lead to the largest chicken-heads known to man. Originally free-soloed, *Speed Racer*—as it was first called—was later bolted and dubbed *Cotton Candy*. **7 bolts (60')** FA: Chad Davis (solo); Equipper: Tom Hancock 2002

53 The Controversy 5.9 ★★

A few difficult starting moves get you over the bulge, past the crux, and onto easy ground. **7 bolts (60')**

54 Lion Tamer 5.9- ★★

An overhanging start leads up and left to a brilliant jug-infested arête. **6 bolts (60')** FA: Chad Davis 2002

55 Frankenberry 5.9+ ★★

Turn a roof midway and merge with *Lion Tamer* near the top. **6 bolts (60')**
FA: Chad Watkins 2002

56 Paul's Redemption 5.7 ★

Climb the face between *Frankenberry* and *Wanted Man*. This was engineered with the intention of keeping climbers on the face and away from the corner—essentially, avoiding *Wanted Man*'s jugs and bomber stems; climbing the line this way elevates the grade to hard 5.8.

7 bolts (60')

FA: Ben and Tim McDaniel 06/10

57 Wanted Man 5.6

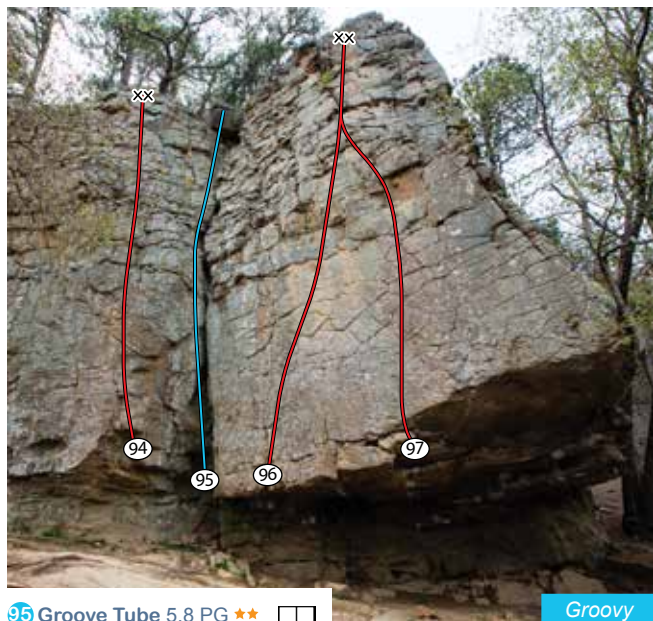
Another dirty moderate dihedral packed between a mess of sport routes. There are many options for belay trees on top. **No Anchors. (60')**

58 Sin Nombre 5.9- ★★

Start just right of the *Wanted Man* dihedral but after a few moves traverse right to gain the bolt line. A delicate crux is situated between the first and second bolts—be careful not to stray too far left. The awesome chicken-heads up top are very *Cotton Candy*-esque. **5 bolts (50')**
FA: Clay Frisbie 12/10

59 Count Chalkula 5.10b ★

A difficult and rather awkward start leads to brainless jug pulls. **5 bolts (50')** FA: Chad Watkins 2002

**95 Groove Tube 5.8 PG ★★** ☐

The obvious offwidth just right of *Sons of the Soil*. Use face holds to ascend the first 15 feet of the wide crack to where it narrows and accepts a #4 Camalot. From here, the climbing backs off. Continue up the crack system, and then either traverse right to a tree belay or traverse left to the *Sons of the Soil* anchors. **No Anchors. Rack to #4 Camalot (40')**

96 Groovy 5.8+ ★★★ ☐

This classic is the area's namesake. Another challenging hanging start leads to a stellar slab. **5 bolts (45')**
FA: Chad Watkins 2002

97 Zeke's Didge Dance 5.10b ★★ ☐

Power through a hanging, bouldery start into Groovy. Stickclip the first bolt. **5 bolts (45')** FA: Jason Roy 2010

98 Newton County Mentality 5.11a ★★ ☐

Jump, campus, or use cheater blocks to reach the starting holds. Power through the roof into a dihedral and enjoy quality, but much, much easier climbing. Stickclipping the second bolt is recommended. **6 bolts (50')**
FA: Jason Roy 2002

99 Playing Hooky 5.8+ ★★ ☐

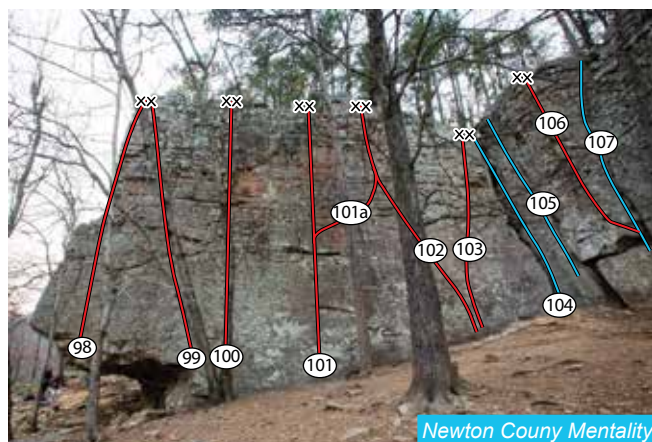
Begin at the right edge of the low roof. Angle up and left across low-angle, bulbous rock that quickly turns into the typical North Forty jug-bash. Share anchors with *Newton County Mentality*. **5 bolts (50')**
FA: Clay Frisbie 01/11

100 Brand New 5.8 ★★ ☐

A quality, low-angle route whose hardest moves are right off the ground. **5 bolts (50')**
FA: Chad Watkins 2005

101 Caught in the Closet Again 5.8 ★★ ☐

Start just under a small flake and continue straight up. Bolted as a tribute to the first ascensionist's late brother, Paul. See p176 for information on the foundation formed in Paul's honor. **5 bolts (50')**
FA: Ben McDaniel 06/09

**101a Linkup: Fifteen Degrees 5.6 PG ★** ☐

Clip the first three bolts of *Caught in the Closet Again* and then diagonal up and right into *Eighteen Inches* at its fourth bolt. The terrain between the two routes is a little runout, but very easy. Potential gear may exist here, so you may want to carry a small rack. Although described as a bolted linkup, *Fifteen Degrees* was originally climbed on gear and was the first line on this section of the wall. **5 bolts, optional gear (50')**
FA: Logan Wilcoson 03/09

102 Eighteen Inches 5.7 ★ ☐

Start at a small right-leaning ramp. Angle up and left across a nice face. **5 bolts (45')** FA: Dave Madsen 03/09; Equipper: Jason Roy

103 Piratas Putas 5.7 ★★ ☐

Fun low-angle rock climbing. Start on *Eighteen Inches'* right-angling ramp feature but head up and slightly right to *Narwhal's* anchors. **4 bolts (40')**
FA: Clay Frisbie 01/11

104 Narwhal 5.7 R ★★ ☐

This deep chimney doesn't accept much, if any, pro. For those not fond of wide cracks, just stem the outside. **(40')** FA: Chad Davis 2002

105 Flashbacks 5.7 ★★ ☐

This is the left-facing dihedral just right of *Narwhal*. Lieback through the hanging start and continue in the crack to a ledge. From here, you have two options: Step left and use the *Narwhal* anchors, or finish up with the crack and belay from an inconvenient tree. **No Anchors. SR, optional #4 Camalot (40')**

Kylie Thompson satisfying her sweet tooth on *Cotton Candy* 5.6, p53.

☺ Cole Fennel

Eat More Chicken...Heads

Horseshoe Canyon is internationally renowned for its plethora of incredible moderate sport routes. What makes these moderates so much better than everywhere else? Its simple: chickenheads. Miles and miles of chickenheads. These wildly sculpted jug features cover huge portions of the ranch and create some of the steepest, juggiest, and most straightforward moderates in the country. Below are the ten tastiest lines of chickenheads 5.9 and under that the Ranch has to offer.

Cotton Candy 5.6 ★★★★★ p53	<input type="checkbox"/>	Greatest Show on Earth	<input type="checkbox"/>
Acree Prime 5.7 ★★★★★ p91	<input type="checkbox"/>	5.8+ ★★★★★ p55	<input type="checkbox"/>
Sundial 5.7+ ★★★★★ p58	<input type="checkbox"/>	Man Servant	<input type="checkbox"/>
Party in the Back 5.8 ★★★★★ p73	<input type="checkbox"/>	5.9+ ★★★★★ p87	<input type="checkbox"/>
African Herbman 5.8 ★★★★★ p55	<input type="checkbox"/>	Sybarite 5.9+ ★★★★★ p91	<input type="checkbox"/>
Green Goblin 5.8 ★★★★★ p50	<input type="checkbox"/>	Dancing Outlaw	<input type="checkbox"/>
		5.9+ ★★★★★ p52	<input type="checkbox"/>

6.1 Shingles Area

This previously unpublished area hosts a dozen problems in dire need of some traffic. Make sure to check out *Trail of Souls* (V6).

Approach: Follow the Shingles Approach described on p102.

Problems	Range	Hike	At a Glance
12	VB – V6	2 min	A small area. One potential classic surrounded by filler

Best of the Shingles Area

4 Trail of Souls V6 ★★



Shingles Boulder

This boulder is easily identified by the 2,500-foot zipline that's anchored to it. Excluding Shingles (V5), all of the problems face north and are covered in pockets. Bring a brush—they can be quite mossy.

1 Shingles V5 ★★



Begin just right of the zipline hardware on a high left crimp/nub feature and climb a vertical face with bad feet.

2 Soul-less V0- ★



Start standing with opposing sidepulls and climb the pocketed arête.

3 Lost Soul V1 ★



Start as for *Trail of Souls* but climb straight up.

4 Trail of Souls V6 ★★



aka **The Pocket Traverse**

This awesome problem traverses an incredible 25-foot line of pockets. If/when this problem ever sees enough traffic to stay clean, it will almost certainly garner four stars. Begin about five feet right of the left arête in a jug left sidepull and a lower right sidepull. Top out on *The Groove*.

FA: Justin Frese

5 Soul Surfer V2 ★

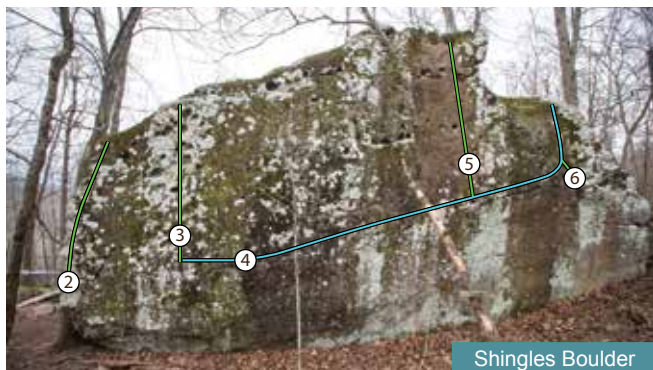


The best and hardest of the “up” problems on this face. Begin eight feet left of the arête with a right-hand jug pocket and your left hand in stacked pockets. Head straight up a few shallow pockets and escape right just before the top, or finish direct (same grade).

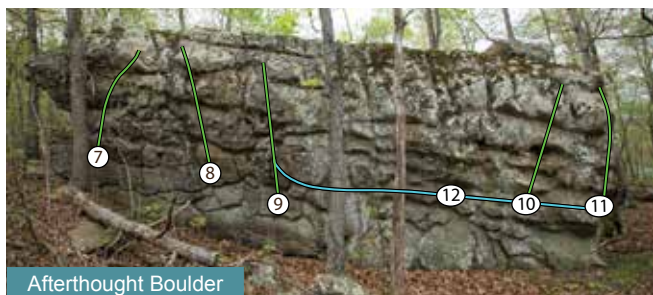
6 The Groove V1 ★



Begin with a right-hand jug pocket three feet left of the arête and climb the dirty, sloping groove feature.



Shingles Boulder



Afterthought Boulder

Afterthought Boulder

This uniquely featured block sits directly across the road from the Shingles Boulder. The bottom half is juggy and plated—very similar to the Honeycomb Boulder—and the topouts are Sloping Joe-esque. Unfortunately, these problems also suffer from the same lack of traffic as the Shingles Boulder. All of the problems face south and get great sun.

7 Not Worth Mentioning V0



Begin in a pockety jug feature just right of the tree. Climb straight up, topping out slightly to the right. A direct topout would be possible with some cleaning.

8 Despicable Me V0+ ★



Go straight up from a rounded left jug at head height and an incut right sidepull.

9 The Afterthought V1 ★★



Start low, just left of the blank section of the wall, on a good right crimp and left sidepull. Climb a series of cool pockets and underclings.

10 Stock V0- ★



Begin five feet left of the arête on a good low plate. Climb into obvious pockets and top out just left of the arête.

11 Smackdown VB



Climb the short arête from a sit.

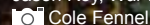
12 Afterthought Traverse V3 ★



Traverse from right to left, starting on *Smackdown* and topping out on *Despicable Me*. Stay low through the blank section.



Jason Roy, *War Bonnet*, V5, South Idahos, p110.



6.2 South Idahos

This amazing collection of near-perfect sandstone boulders is home to many of the ranch's finest problems, including Dig Dug (V4), War Bonnet (V5), Grand Dragon (V7), and Glass Bowl (V10). Because of the area's proximity to the 70-foot cliffs of The West Side, most of these blocks are shaded by mid afternoon.

Approach: Use the Standard Idahos Approach (p???)₁. The Glass Bowl Area (problems 1-11) is on the left just before you reach the "Confederate Cracks and Crackhouse Alley" sign. For the remaining problems in the South Idahos, take the climber's trail left from the aforementioned sign. After 100 feet, you'll see The Loaf Boulder on the left.

Problems	Range	Hike	At a Glance
59	VB - V11	5 min	Amazing boulders. More classics than any other sector of the ranch

Best of South Idahos

47	The Clydesdale V0	★★★★	☐☐
20	Quite Time V1	★★★★	☐☐
40	The Crescent V3	★★★★	☐☐
33	Dirty Bitch V3	★★★★	☐☐
16	Dig Dug V4	★★★★	☐☐
38	Safety Cookies V4	★★★★	☐☐
36	War Bonnet V5	★★★★	☐☐
2	Grand Dragon V7	★★★★	☐☐
9	Numerical Method V7	★★★★	☐☐
57	Ruthless Arête V9	★★★★	☐☐
4	Glass Bowl V10	★★★★	☐☐

Glass Bowl Area

1 Chicken of the Sea V4 ★★☐☐
From an obvious good hold, go big for the sloping lip. Mantel then navigate the easy but mossy slab to top out.

2 Grand Dragon V7 ★★★★★☐☐
A brilliantly aesthetic line. Pad-stack or lean off the slab to reach the sharp starting crimps. Follow the perfectly sculpted left-angling rail through a series of body-tensiony, pumpy moves to the mental crux—pulling to and around the arête. With an adequate amount of pads (it's not usually done with less than six) and good spotters, the fall is not overly dangerous.
FA: Chris Sharma

3 The Chillum V0 ★★☐☐
From a sit-start, climb the juggy arête, topping out on Glass Bowl.

4 Glass Bowl V10 ★★★★★☐☐
The best V10 at the ranch. Bust through the big opening move and finish with slopers and a mono.
FA: Justin Frese 2003

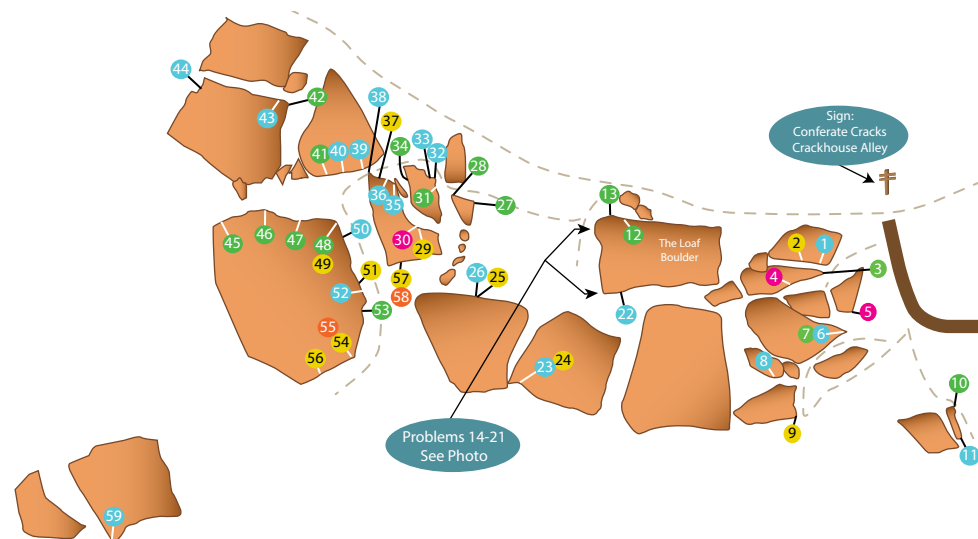
The Dark Elf Corridor

The following three problems are located in the covered corridor behind Glass Bowl.

5 Dark Elf V11 ★☐☐
Once V10, then broken, and now reopened as a suggested V11. Sit-start matched on the sloping right arête. Traverse left through the corridor, combining intricate foot beta with powerful movement. Once at two good holds at the corridor's end, bust a big, easy move to the top.
FA: Blake Strickland; Reopened: David Powell 11/10



Grand Dragon



6 Pulpit V3 ★★☐☐
A quality—though sadly neglected—traverse. Sit-start on the left arête and traverse right, through the corridor, and top out as soon as the corridor opens up.
FA: Charlie Luu

7 Charlie Luu Who V0- ★★☐☐
Climb the pulpit's starting arête from a sit down start.

8 Double Standard V3 ★☐☐
Sit-start with good edges and limited foot options. Move up and right to a gaston (nearly impossible until you unlock the correct foot beta) and then back left. A little sandbagged.
FA: Warren Hulsey

9 Numerical Methods V7 ★★★★★☐☐
Sit-start this immaculate arête with good underclings. Stick the powerful moves and top out to the left. Low in the grade.
FA: Blake Strickland

10 Stranger Danger V1 ★☐☐
From the awkward sit-start, traverse a good line of positive crimps left—the back of the boulder is off. Top out on the point of the boulder.
FA: Charlie Luu

11 Razor's Edge V5 ★★☐☐
A popular problem featuring fantastic, albeit contrived, arête climbing. If you use the back of the block—other than to top out—this classic is reduced to a one-star V1. Start sitting.
FA: Blake Strickland



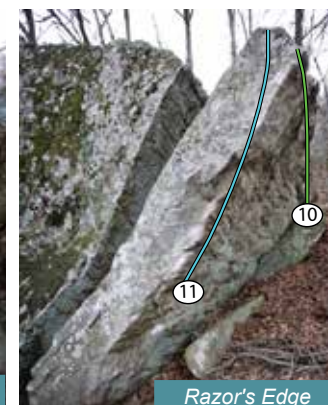
Dark Elf



Double Standard



Numerical Methods



Razor's Edge