

UPPER MAIN AREA

28.Kakzar:Climb up coner.TOF

33.Wishful Thinking. V1.Left of tree. TOF

34.Visitor's Rights.V1.Standing start, Just a few moves over corner. TOF

35. Lucy. SDS. Doesn't get alot of travel.

36.Azieal. V1. SDS match hands on corner block, hit crimp rail out left, right hand to crappy hold, big move left to finish. TOF

37.Confidence booster:V0. climb obivous line of rails to TOF

40. Lost Marbles. V1.SDS match hands on low ledge move out left to, up right to TOF

41.Chillum. SDS V0.climb up left arete. loose holds on finish.

42. Middle Man. V6. SDS find foot out left, low start hand holds, big pop to oppisite side pull, match move up to crimp cross to other crimp. TOF. loose holds on finish.

43. Luds. V3. SDS, right hand on low pinch left on crimp. pop up to sloper than up arete. TOF. Start feer are real low.

44. Heading home. V0. Climb wide crack.

45. Children of the Beast. V4. SDS. Start under boulder, cross hands on good crimps, pop to jug above head, work right hand up holds to slab TOF.

46.Full Blown Burnout. V3. SDS Traverse crack up left to crimps and sidepull. TOF.

38. Les Tambours D'Automne: V5.Good feet to start, keep bumping right hand up than grab left hand crimp to jug finish TOF

39.Popsicles are for the Summertime.V2. SDS, start low (there's usally snow under the start holds for most of the year). move out left, follow line up to TOF

