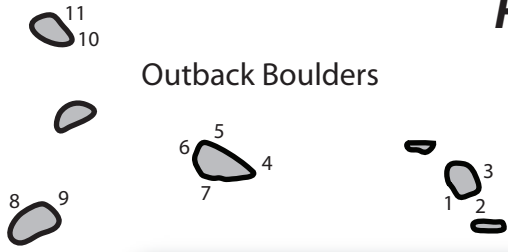
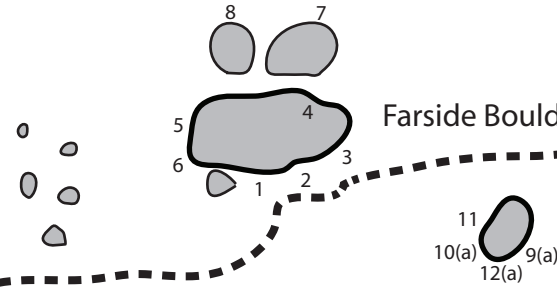


# Hells Kitchen Scenic Vista / Bouldering Area

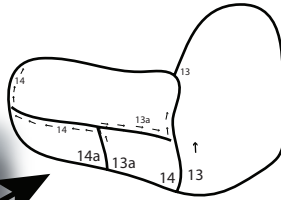
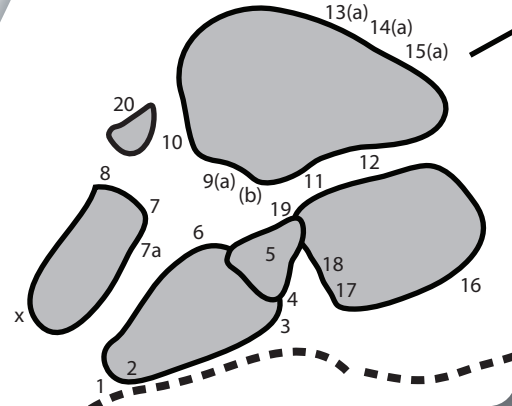
Outback Boulders



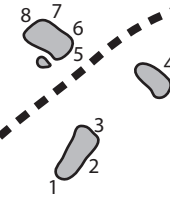
Farside Boulders



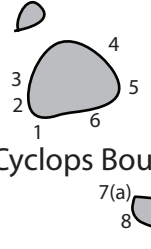
Purgatory Towers



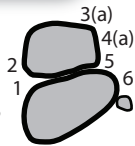
Miget Mounds



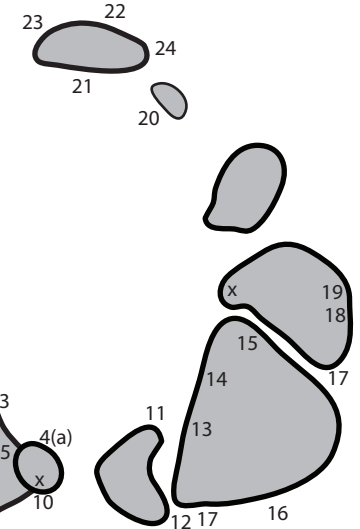
Cyclops Boulders



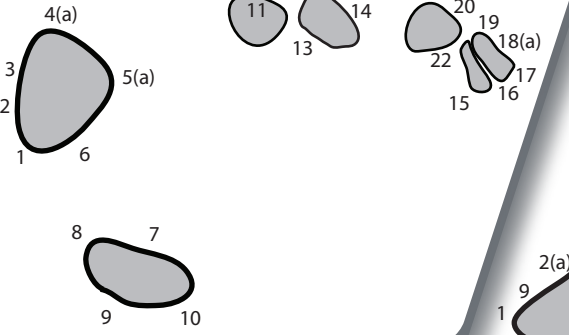
Rat Cave Boulders



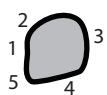
Westside Boulders



Center Stage



Roadside Boulder



Birds of Prey Signs



pullout

## Bouldering Contest Ratings & (Points)

V Scale	YDS	Points
	5.6	(25)
	5.7	(50)
	5.8	(51-75)
V0-	5.9	(76-100)
V0	5.10a/b	(100-200)
V0+	5.10c/d	(200-300)
V1	5.11a/b	(300-400)
V2	5.11b/c	(400-500)
V3	5.11c/d	(500-600)
V4	5.12a/b	(600-700)
V5	5.12b/c	(700-800)
V6	5.12c/d	(800-900)
V7	5.13a/b	(900-1000)
V8	5.13b/c	(1000-1100)



Bear Valley 4 miles east

Highway 4

Arnold - 30 miles west

## **Purgatory Towers**

- 1 (5.5)\* Start at the bottom of the obvious hand traverse.
2. (5.8) Obvious hand traverse. Crux is at the end high above the ground.
- 3 (V1) Start below the high point of #2. Big reach to the horizontal crack.
4. (V3) 5 feet right of #3. Thin powerful moves to horizontal crack.
5. (V1) Classic finger traverse from right to left under roof.
7. (V0-) Start on corner of prow and traverse around the boulder to "x".
- 7a. (V1) Lengthen #7 and start 6 feet left at "sitting butt start" on sloping holds.
8. (V0-) Ascend overhanging face/corner and mantel over the top.
9. (V1)"Magic Crystal" Obvious slab with thin moves. An area classic!
- 9a (V2) Eliminate the big starting hold on the blunt
- 9b. (V1) Climb the blunt arête using the good starting hold of #9
10. (V1) Big hand hold and move up and right around the corner to the top of #9
11. (V0+) Good starting holds lead to reachy finish at the finger traverse
12. (5.7) Start between the 2 trees and climb up and slightly left through roof.
13. (V3) "Scary Monster"- powerful start leads to "highball" finish.
- 13a (V5) "Weary Monster" – Sit start of #14 & 15 then move right to #13
- 14.(V4) "The Squirm" – Left of #13 in hand jam, traverse left to prow, then up
- 14a (V4) "The Squirm Direct" - Sit start variation a few left of original start
- 15 (V4) "The Worm" - Same as #14 but instead traverse prow in finger crack
- 15a (V4) "The Worm Direct" Same sit start variation of #13 & 14
16. (V0) Sit start with good hand jam in horizontal crack. Move up and left.
17. (V2) "Lean & Mean"- Thin crimps lead to long reach
18. (V2) 3 feet left of #18. Thin moves on little nubbins
19. (V0+) Climb the blunt arête. Watch you head as you top out.
20. (V0) Start left and move up and right on rounded edge
21. (V0-) Start right of the tree on knobs and jugs

## **Center Stage Area**

1. (V0+) Bear hug arête to better holds and top-out
2. (V3) Good starting hold lead to thin crease and finally bigger exist hold.
3. (V2) Inobvious moves lead to burly mantel
4. (V0) Good holds with awkward finish
- 4a (V1) Sit start on good hold then throw big to reach the top
- 5 (V0-) Splitter fingers and lieback
- 5a (V1) Sit start
6. (V1) Awkward holds make this problem harder than it looks
7. (V2) Slopers delight
8. (V7) Difficult sit start - (UNCLIMBED)
- 9 (V0-) not so classic
- 10 (V0-) not so classic with rough landing
11. (V1) Mantel (1 move wonder)
12. (5.7)
- 12a. (V1) Climb two feet right of #12 and don't use the obvious ledge of #12.
13. (V0-)
- 14 (5.6)
15. (V0)
16. (V0)
17. (V0+)
18. (5.7)
- 18a. (V3)
19. (V0+)
20. (V1)
21. (V0-)
22. (5.8)

## **Westside Boulders**

1. (V2) Big starting hold lead to thin traverse and joins #2 to finish
2. (V0-) Obvious crack on the face finishes with hand traverse to the left
- 2(a) (V1) Start with obvious crack of #2 but continue straight up on nubbins
3. (V2) "Clam Jam" – Slightly overhanging crack with good finish
4. (V2)
- 4a. (V4) Sit start to #4
- 5 (V3) Sit start on upper balanced rock and continue right to "x"
6. (V0-)
7. (V0)
8. (V1)
- 9 (V3) Thin start avoid crack on left and arête on right. Finish on nubbins
- 10 (V3) Traverse underneath "balancing rock"
11. (V0)
- 12 (V1)
- 13 (V1)
- 14 (V2)
- 15 (V4) Steep powerful moves
- 16 (V7) Very hard and tall (V7-9?) We will set a top-rope
17. (V0-)
- 18 (V3) Good holds lead to long reach to thin hold before exit jug
- 19 (V4) Long traverse with technical finish. Watch the landing at the crux
20. 5.6 – Classic hand jam
21. (V2) Dyno

## **(Westside Boulders continued)**

22. (V7) Starts on good hold but desperate finish (V8-10?)
- 23 (V67) Right corner with tough exit mantel
24. (V7)

## **Roadside Boulder**

1. (5.8) Great splitter crack
2. (V0) Awkward start
3. (V0-) splitter crack
4. (V0+) Thin holds lead to mantel
5. (V0)

## **Rat Cave Boulders**

1. (V4) "Rat Cave" –sit start on strenuous jams to burly finish
2. (5.7) Climb up and left on arête
3. (V3) Weird start
- 3(a) (V7) Burly sit start
4. (V0-) Grab both side with high step to the top
- 4(a) (V3) Sit start on left side. Feet on other boulder OK
5. (5.7) Lieback up wide crack and ramp
6. (V1) Start with high left hand. Small boulder on the ground is "off". Don't use big boulder on your right.

## **Cyclops Boulder**

1. (V0-)
2. (V7) Thin crimps (V6-V9)
3. (V1) Long reach help to start
4. (V0) It's a mighty mantel
5. (V7) There is potential for good sit start (V5-V7)
6. (5.7) Easy start leads to classic bouldering mantel finish
- 7 (V0)
- 7a. (V4) Sit start with big starting hold and finish on lesser holds
8. (V0-)
9. (5.8)
10. (V0) Sit start then exit up and left

## **Midget Mounds**

1. (5.7) Mantel
2. (5.8)
3. (V0-)
4. (V0-)
5. (5.8)
6. (V0-)
7. (V0)
8. (V1)

## **Farside Boulders**

1. (V0-) Opening tough move lead to better holds over the top
2. (V7) This is going to be tough problem one somebody cracks the sequence
3. (V0) Several starting variation lead to exciting finish over the top
4. (V2) Harder than it looks on thin dynamic moves
5. (V0-) Thin edges to the top
6. (V0) Cool moves on arete
7. (V0-) Easier than it looks
8. (V1) Keep you eyes , palms and mind open
9. (5.8) A one move wonder
- 9a. (V4) Sit start to makes this short problem worthy
10. (V0-) Cool face moves
- 10a (V1) Sit start on good hold and link face holds to the top
11. (5.6) Jugs all the way
12. (V7) Crimpy moves over the top (V6-V7?)
- 12a (V7) Why not make a tough problem harder (V9-V10?)

## **Outback Boulders**

1. (V0-) One move to top of small boulder
2. (V0-) One move to top of small boulder
3. (V0) One move to top of small boulder
4. (V0+) Two cool moves off blunt arête to the top
5. (V1) Be resourceful
6. (V0-)
7. (V0+) Climb up shallow groove. Harder than it looks
8. (V0) Nice slab with delicate moves
9. (V0+)
10. (5.8) Climb easy arete
11. (V2) Eliminate the arete and climb the face