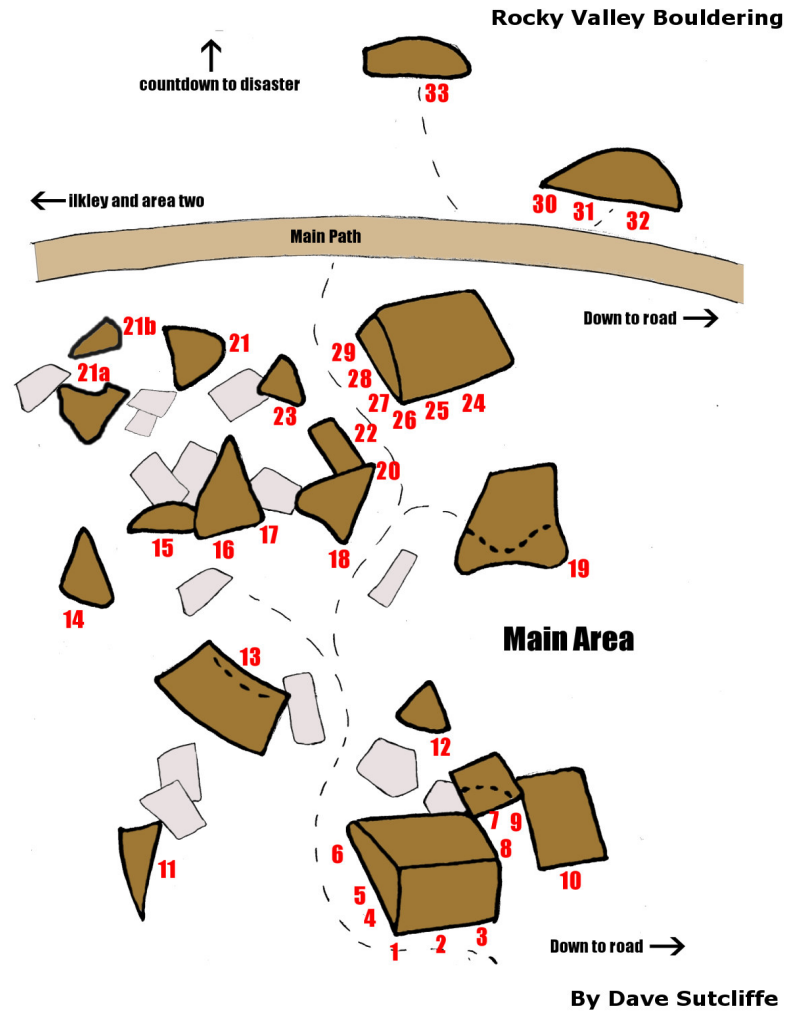


1 Polar Haze	V8 **	the arête from sd
2 The Big Slab	V1	the central slab
3 The Big Slab 2	V1	the right hand line
4 Polar Direct	V4	use slot to reach jug on arête
5 Project!		hard project based around big undercut and slot without the use of arete
6 The Crimps	V2	
7 Apollo Creed	V6	start in the cave, climb out using slopers and crimps
8 Backside	V2	
9 Mantle Problem	V2/3	obvious mantle
10 The Lip Traverse	V3	right to left traverse
11 The Flake	V1	gain the right leaning ramp
12 Little Prow	V4	
13 Dobbo's Traverse	V4	start in slot, traverse left and pull to far jug in centre of wall
14 Rock on baby	V2	slab problem usually green
15 The Jester	V6	sit down and use big flake to dyno to the top
16 Slabage	V0	the big easy slab
17 Up the Tempo	V5**	left to right lip traverse, starting on jug (direct @ V2)
18 Beyond Borders	V7**	from the weird pinch to slopey and dynamic top out
19 Filth	V4/5	the roof starting on the block, pinching the arête
20 Fa Kin Su Pah	V6**	start under block, swing round corner, follow arête to top
21 Project		left to right traverse to slopey top out
21a Energy follows thought	V9***	sit down, climb the scoop direct to sloper (with use of arête is Body Rocker V8)
21b Cave Dweller	V5	sit down using block only, use crimp to gain slopey top out
22 Easy Wall	V2	the big undercut wall
23 Small Arete		
24 Carnivore Mantle	V7*	hard press out of middle of traverse (high)
25 The big Chipper	V2	the slab using chipped holds
26 A Carnivore Roaming	V8***	the classic left to right traverse of the big block, starting on the chipped hold and finishing up the far right hand side of the slab
27 Work around the Skirt	V6**	uphill traverse
28 Up the Skirt	V6	start on the two side pulls, dyno to jug then top out on slab
29 Side Skirt	V5	use the flake to climb onto slab
30 Project		use crimp to gain pocket from left
31 A Crimson Tear	V10***	use mono to jump to hole and finish left.
32 Project		sit down, move right, then dyno to edge at the top of wall
33 Project		right to left green traverse starting on chipped holds



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| 34 Clubber Lang  | V7**  | use the big undercut to dyno to a slopy top  |
| 35 Roof Problem  | V6    | reach from break out over roof   |
| 36 Project   |       | the undercut prow  |
| 37 Project   |       | the other undercut prow (bad landing)  |
| 38 Will it Stick   | V6    | undercut left hand right heel on and pull to top using small dish  |
| 39 The Big Arete   | V0    | The Big Arete  |
| 40 Micky   | V4    | Sit start and slap up edges to top   |
| 41 Cuff  | V2    | Standing start around arete, from big pockets upwards  |
| 42 Butkiss   | V3    | Sit start on jug and up undercut wall  |
| 43 Link  | V5 *  | Same start as Cuff and then travel leftwards and flop on to slab   |
| 44 Ivan Drago  | V8**  | A low standing start, hug the prow and slap the top  |
| 45 Jims problem  | V2    | Up the big arete   |
|  |       |  |
| 46 The Big Wall  | V3ish | the big undercut wall  |
| 47 Rocky   | V6**  | Start in the pit, using block for feet, pull up to crimp and finish left                                   |
| 48 The Itallion Stallion   | V8+** | Start as for Rocky, then make a big move to crimp out right.   |
| 49 Rocky Balboa  | V10*  | Start in the pit, hugging the prow at its lowest point and make slappy moves to finish up Rocky (no block) |
| 50 The Arete   | V2    | The arete from standing  |
| 51 The Crack   | V1    | Crack in centre of slab  |
| 52 The Green Dyno  | V3    | Rock onto right foot and pop to top  |
| 53 100m towards Cow and Calf on the back of a boulder is an overhanging arete from a sit down start, this is "Thunderlips the ultimate male" V8*** |       |  |
| 54 Below Thunderlips is a small block, starting very low on the wobbly flake and up the left arete is "Pauly V5"                                   |       |  |
| 55 The right arete from sit start is "Massive Man V2"  |       |  |

