

Sumatunga

Maybe some of you have seen one of our videos of Adam Henry on a cool roof problem called Melodrama. If you didn't, well, there is a cool roof problem called Melodrama. ;-)

It is at Sumatunga, a small area just outside of HP40. It might not be as good as HP, but you might want to check it out one day if you feel like trying something different. Anyway, here are the directions.

- Take a right out of HP40 driveway.
- After 2.5 miles, take a left on Chapel Rd.
- Take a left at the first fork and park just after on the right side.
- There are a bunch of boulders along that ridge. The roof (Melodrama - V8) is on the left.
- Walk along the ridge, explore and have fun.



present

bouldering

at

Horse Pens 40 **(third edition)**

One of Southeast's finest...

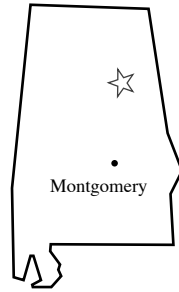
with the collaboration of

**Adam Henry
Cooper Roberts
and Lee Payne**

Welcome to Horse Pens 40

High Life

This bouldering gem got open to climbing in the year 2000 and it wasn't long before the word got out: "Horse Pens 40 has some of the best boulderings in the States." In the first year, about 300 problems were put up, thanks to the efforts of locals such as Adam Henry. The main attraction of HP 40 is its sick slopers. A lot of the problems are not about pulling harder, but more about finding the right body position. Never underestimate a problem at HP 40, most of them have a hard slopey top out.



After a lot of access issues, HP 40 got reopened to climbing in the summer of 2002. Mike Schultz, the new owner, has decided to open the place to most low-impact activities, which includes bouldering, hiking, and many festivals. The park is open every day of the week, but be aware that they might be working on the park Monday and Tuesday (cutting wood and stuff like that, nothing that should bother your bouldering). There is a day use fee of 5\$ to climb in HP 40 but it is well worth it.

Directions: Horse Pens 40 is situated between Birmingham and Gadsden, Alabama. From the I-59, take exit 166 for Ashville and Oneonta. Even from the highway, there are already signs for Horse Pens 40, but we will still give you directions. So from the exit, drive on 231 North, direction Oneonta. After about 5 miles, turn right on rd 35. Don't drive too fast on this road cuz soon (2 miles or so) you have to turn right again on rd 42 and you'll see the sign only at the last moment. Go up the steep hill and make one more right to the ranch.

When: From Autumn to Spring, but the Winter is the best time. HP is open 7 days a week. So far, every year that the park has been open to climbing, there has been an annual comp. A good time to visit if you want to meet people or get beta on the problem you're working on.

Sleep: You can camp at Horsepens 40, just beside the boulders, with water and restrooms. Campsites are \$10/night/person and include entrances fees for the day.

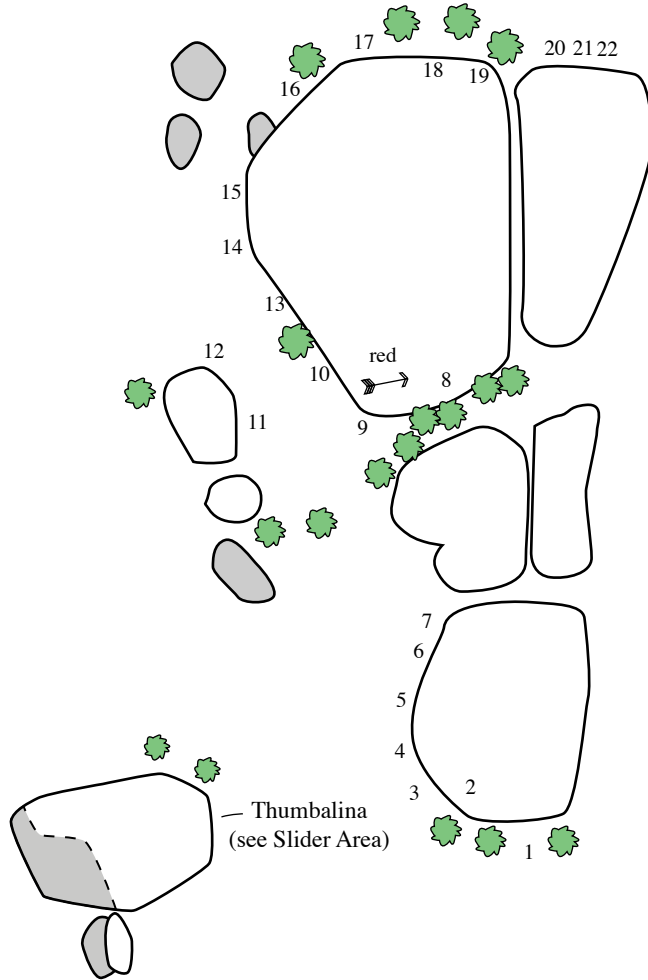
Eat: There is a good restaurant at the campground. Down the hill, there is a Subway and a Jack In the Box. You can find a small grocery store and a dollar store 2 minutes east of the highway.

- | | |
|---|---|
| <p>1. Circumcision F R
□ □ v2
Slopers and knob.</p> | <p>14. Another Litz F R
□ □ v9
SDS - Climb into pocket and then go left into High Life. (James Litz)</p> |
| <p>2. Waiting Line F R
□ □ v3
SDS - Start low on edge and sloper. Climb sidepull pockets up face.</p> | <p>15. High Life F R
□ □ v5
SDS - Start left hand good hold, right hand crimp, go to sloper then straight to the top (the jug to the right is off). (Henry)</p> |
| <p>3. Eight Ball F R
□ □ v2
Start low on jugs. Climb pocketed face.</p> | <p>16. Law Dog F R
□ □ v8
SDS - Climb out small bulge. (Henry)</p> |
| <p>4. Contusion F R
□ □ v2
Start low on break. Long move to mantle top out.</p> | <p>17. Great Dane F R
□ □ v10
SDS - Cross into small pocket and then up. (James Litz)</p> |
| <p>5. Chasers F R
□ □ v2
SDS - Start low on jugs and climb face to slopers.</p> | <p>18. Just Massage Oil F R
□ □ v3
SDS - Start low on jugs and climb face. (Henry)</p> |
| <p>6. Short Change F R
□ □ v2
SDS - Start low on jugs and climb face to slopers.</p> | <p>19. Wa Wa Wa F R
□ □ v2
High ball arete.</p> |
| <p>7. Brawn F R
□ □ v4
Long lock off to a hard mantle. (Trey Fellors)</p> | <p>20. The Crown F R
□ □ v3
SDS - Climb the face with sidepulls.</p> |
| <p>7b. Meleanor F R
□ □ v6
Start as Brawn but traverse right to finish on Contusion. (Henry)</p> | <p>21. Big Boss Man F R
□ □ v8
Traverse left into Crown. (Henry)</p> |
| <p>8. Slab X F R
□ □ v6
Climb the hard slab. (John Barr)</p> | <p>22. Cake F R
□ □ v2
Climb the face with crimps.</p> |
| <p>9. Lou Red Arrow F R
□ □ v6
SDS - Start on underclings. Climb sharp edges up blunt arete. (Luis Rodriguez)</p> | <p>23. Broadway F R
□ □ v1
SDS - Climb bulbous face.</p> |
| <p>10. Getcha Some F R
□ □ v6
SDS - Start by the tree, traverse right on pockets then go straight up. (Henry)</p> | <p>24. Return of the Jedi F R
□ □ v8
SDS - Start on sidepull pocket for right and left hand under roof. Hard move to left edge then up sloping sidepull. Smack to another sloper with right then up better holds. (Jeremy Watson)</p> |
| <p>11. Joe's F R
□ □ v3
Slopers and mantle.</p> | <p>25. Missing the Point F R
□ □ v7
SDS - Start low on edges. Climb face using crack staying right of crack until top out. (Henry)</p> |
| <p>12. Wasp F R
□ □ v2
Pocketed face. Hard to get down.</p> | <p>26. Redneck F R
□ □ v7
SDS - Start as Missing the Point then Iron cross left to good hold then up face and crack. (Henry)</p> |
| <p>13. V.I.P. F R
□ □ v6
SDS - Climb the groove. (Henry)</p> | |

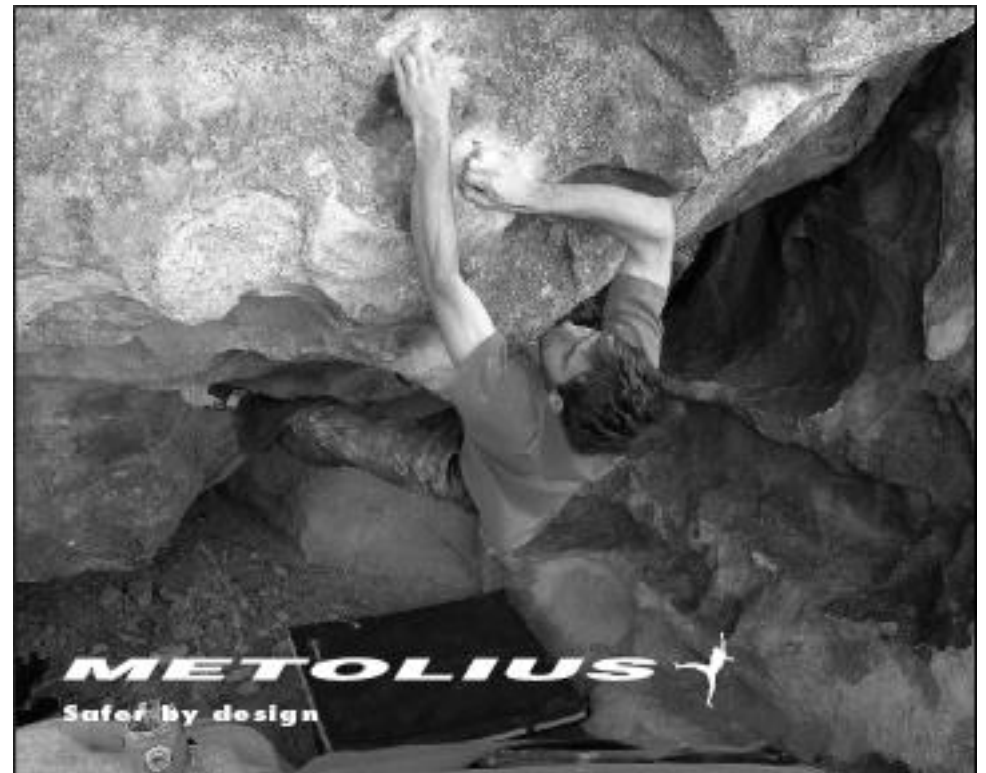
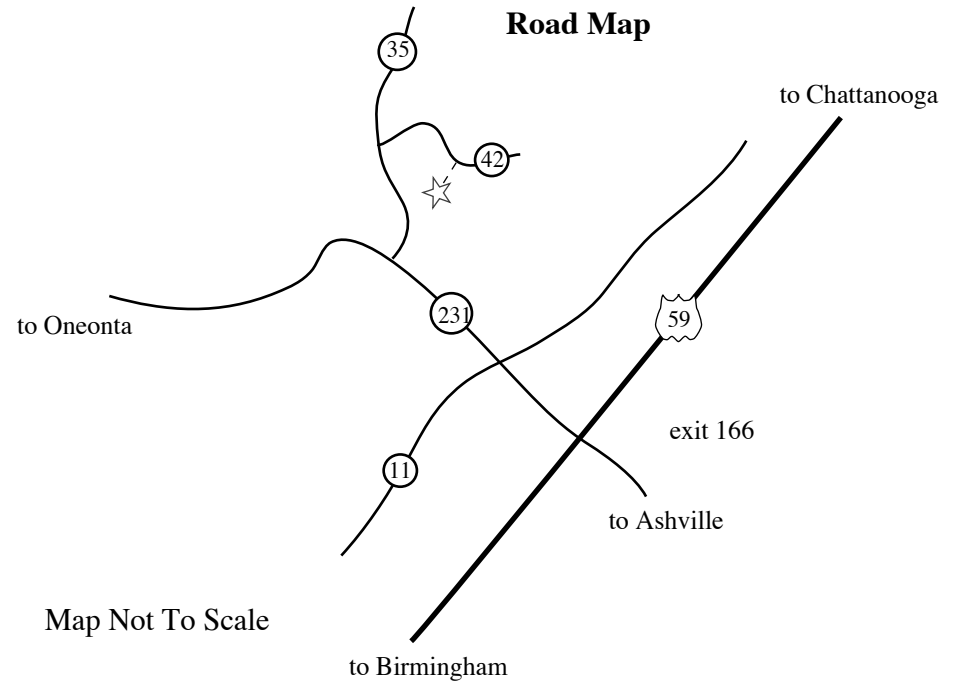
High Life

↑
to the overlook








#23 to 26 are problems under the overlook. From right to left.



Road Map

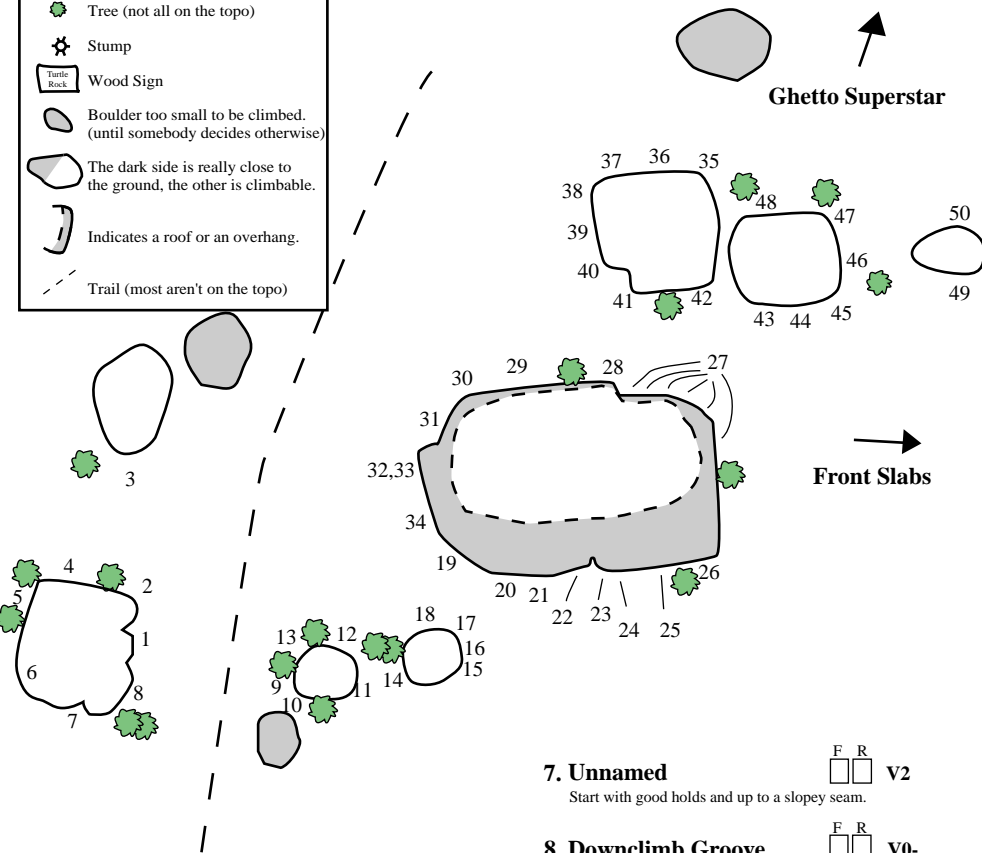


Legend

-  Tree (not all on the topo)
-  Stump
-  Wood Sign
-  Boulder too small to be climbed. (until somebody decides otherwise)
-  The dark side is really close to the ground, the other is climbable.
-  Indicates a roof or an overhang.
-  Trail (most aren't on the topo)

Ten Pins Boulders

Ghetto Superstar



Slider

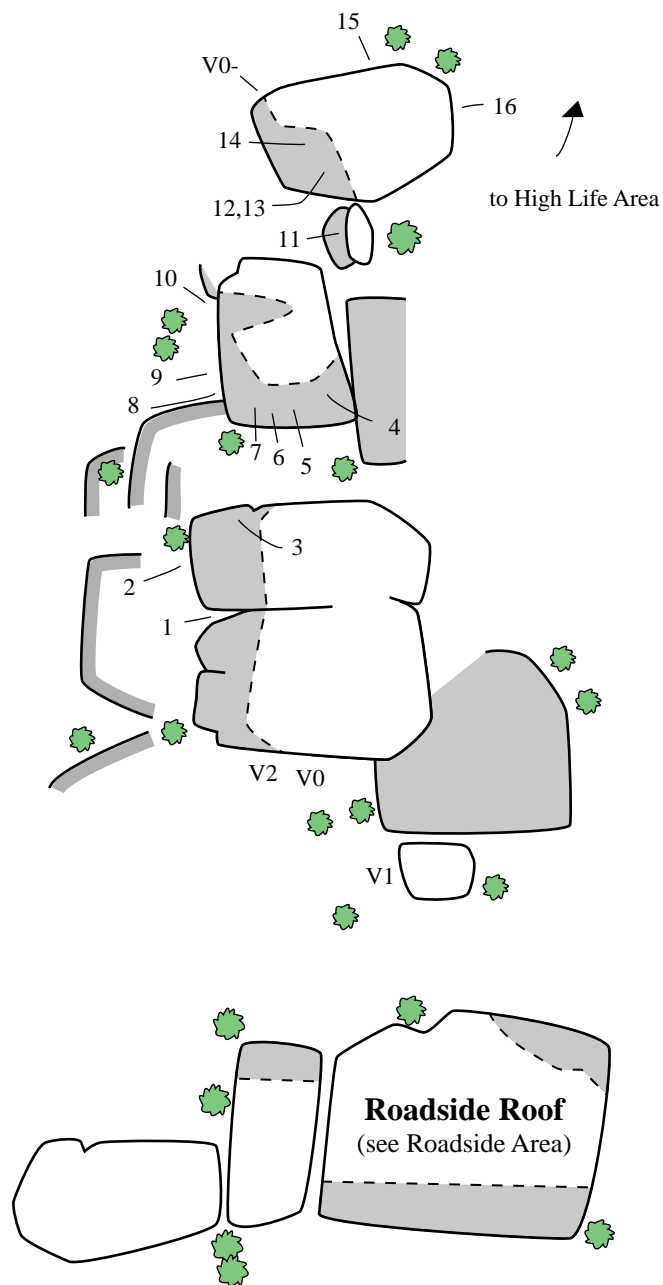
- 1. Creeper** F R
□ □ V5
Jump start and bear hug the two slopy seams. (Henry)
- 2a. Bump That** F R
□ □ V4
Start with the undercling, go left and climb the arete. (Henry)
- 2b. Tick or Tie** F R
□ □ V5
Start with the undercling, go left and climb the arete. (Henry)
- 2c. King Pin** F R
□ □ V6
Start as the previous one but go straight in the face. (Henry)
- 3. Skeleton** F R
□ □ V0
Stand start and mantle. (Henry)
- 4. Pucker Up** F R
□ □ V2
Start with a big undercling and climb to the big seam. (Henry)
- 5. Plinko** F R
□ □ V2
Climb with good slopers, between two trees. (Henry)
- 6. Vandala** F R
□ □ V1
Start in pockets and reach for slopers. (Henry)

- 7. Unnamed** F R
□ □ V2
Start with good holds and up to a slopy seam.
- 8. Downclimb Groove** F R
□ □ V0-
Climb up the slab behind two trees. (Henry)
- 9. Cheese** F R
□ □ V0
Start with a good left hand 7 feet high and top out. (Henry)
- 10. Unnamed** F R
□ □ V1
Start with 2 good pockets 7 1/2 feet high.
- 11. Chins** F R
□ □ V1
Start with a juggy pocket. (Henry)
- 12. Unnamed** F R
□ □ V3
Pinch a good pocket with your left hand.
- 13. Unknown** F R
□ □ V8?
Start on 2 sharp crimps and go to slopers.
- 14. Unnamed** F R
□ □ V0
Easy mantle. Start with an undercling.
- 15. Unnamed** F R
□ □ V0
Start with 2 good pockets and up to a jug.
- 16. Unnamed** F R
□ □ V3
Start with a deep hole 6 feet high.

- 1. Selective Mechanics** F R
□ □ V6
Start low and climb out hand crack. (Chad)
- 2. God Module** F R
□ □ V11
Start on slopy crimps and climb out steep wall. (James Litz)
- 3. Ice** F R
□ □ V8
SDS - Start on ledge and throw to gaston in the crack. (Andrew Traylor)
- 4. Slider** F R
□ □ V9
Start low and climb the right side, watch out for the rock under you. (Matt Bosley)
- 4b. Slider Sit** F R
□ □ V10
SDS - Start very low in the cave with hands crossed and add two hard moves to Slider. (Andrew Traylor)
- 4c. Beta Boys** F R
□ □ V8
Climb Slider but at sloping ball at 3/4 height, make a long move out and left to sloper. Match this and continue up into left-facing flake. (Jerry Roberts)
- 4d. Super Slider** F R
□ □ V10
Start out left, traverse right on jugs then climb Slider. (Matt Bosley)
- 5. Cuts Like a Knife** F R
□ □ V4
Start on low jug, go to sharp iron-crimp then straight. (Henry)
V7 if you do the low start from the left.
- 6. Boomslang** F R
□ □ V6
Jug to pocket undercling, then go to the edge, throw and top out on Cuts Like a Knife. (Henry) V7 if you do the low start from the left.
- 7. Litz Problem** F R
□ □ V8
Climb out shallow pockets with the tree behind you. Top out left. (James Litz)

- 8. Make A Wish** F R
□ □ V3
Climb the scary face left of the tree.
- 9. Messages from the Master** F R
□ □ V8
Climb the overhanging face with crimps. (Jason Young)
- 10. Paper and Plastic** F R
□ □ V5
Start on jug, throw to the good slot, then another throw to the top. Holds out left on the arete are off. (Henry)
- 11. Leprechaun** F R
□ □ V5
SDS - Start very low matched on shelf. Move right to slopers then up to another sloping break. Lock off and reach to hidden sloper around arete. (Henry)
- 12. Not It** F R
□ □ V7
Start on holds at the lip. Campus move left to slopers then out to jug. Continue traversing left to end as Uniball. (Jeremy Watson)
- 13. Matchmaker** F R
□ □ V?
Project. Start under cave matched on flat undercling. Climb into Not It.
- 14. Uniball** F R
□ □ V3
SDS - Start on jug, go to an undercling then straight in the overhang. (Henry)
- 15. Blue Justice** F R
□ □ V4
SDS - Start very low on holds under small roof. Climb face to left-facing flake. (Henry)
- 16. Thumbalina** F R
□ □ V5
Start on low sloper, go to a crimp, then another sloper with small divots. (John Barr)

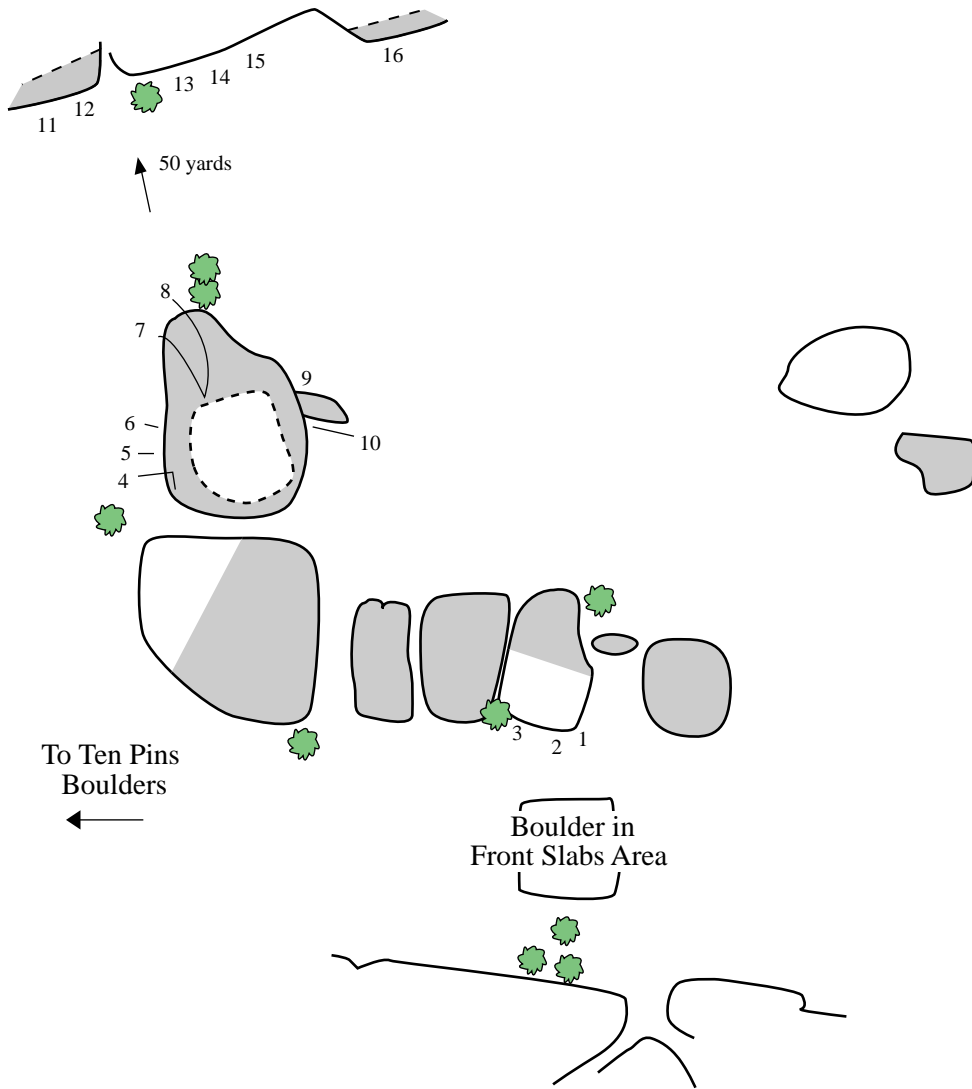
Slider



Ten Pins Boulders

- 17. Unnamed** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V3
Start with bad underclings and sidepulls, and up to slopers.
- 18. Honeycomb** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V3
Start with a two-hand-slopy-crimp 6 feet high. (Henry)
- 19. Slice** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V2
Start with a good pocket left-hand and a slopy sidepull. (Henry)
- 20. Unnamed** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V5
SDS - Start on a sloper and make a long move to a good hold.
- 21. Unnamed** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V3
Start with the slopers 6 feet high and top out. Start from the lower slopers hasn't been done yet.
- 22. Unknown** $\begin{matrix} \square & \square \end{matrix}$ V6
SDS - Start good sidepull left hand, crimp right hand, go up to good slopers just left of groove.
- 23. Brass Monkey** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V7
SDS - Start really low on an edge, climb up and traverse right. (Jeff Wales)
- 24. Thugs and Bitches** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V8
SDS - Start with 2 crimps and throw to a jug. (Eric Pittman)
- 25. Popeye** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V5
Start with a left-facing jug, campus to the crimp and the crack and top out. (Jason Young)
- 26. Hugs and Kisses** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V8
SDS - Climb the overhanging arete with tiny holds. (Henry)
- 27. Unnamed** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V0-2
Many easy problems up the juggy face.
- 28. Beach** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V4
SDS - Start with a sidepull left hand and an undercling right hand, climb the overhanging prow. (Henry)
- 29. Sunbeam** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V3
SDS - Start with a good left-facing pocket. (Henry)
- 30. Unnamed** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V5
SDS - Start 7 feet right of the tree and climb up with sidepulls.
- 31. Picante** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V4
SDS - Start with a pocket left hand and a sidepull-pinch right hand. Stay left of the corner. (Henry)
- 32. Sometimes...** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V3
SDS - Start under the low roof and traverse up and left, staying under the low roof. Top out with the corner. (Henry)
- 33. Mariachi** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V5
SDS - Start under the roof on good jug. Power out to finger bucket then out and right to sloping crimp. Funky moves lead to top. Variation, go left after finger bucket. (Henry)
- 34. Slice** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V2
SDS - Start with 2 crimps and climb up the bulge and the face.
- 35. Unnamed** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V3
SDS - Climb the arete.
- 36. Unnamed** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V3
SDS - Start with good holds and climb the funky face.
- 37. Spur of the Moment** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V2
SDS - Start with an undercling and a pocket and climb the seam staying left of the arete. (Henry)
- 38. Copa Cobana** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V3
SDS - Climb the right side of the arete. (Henry)
- 39. Flake Right** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V1
Climb the middle of the face. (Henry)
- 40. Louis Groove** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V4
Start with the sidepull-pinchs and climb left of the corner, into the groove.
- 41. Ketchup** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V1
Climb between the corner and the seam.
- 42. Upward Gardening** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V4
Climb the arete without using the other boulder.
- 43. The Rail** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V0
Climb rail to top.
- 44. Pocket Pool** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V0
Start with 2 sidepull-pockets.
- 45. Stare** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V0
Climb on pockets.
- 46. The Drop** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V0
Climb white face.
- 47. Left of Pine** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V1
Climb the face.
- 48. Behind the Tree** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V2
SDS - Start on lowest good pocket for right hand. Climb arete.
- 48b. Private Moment** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V2
SDS - Same start as Behind the Tree. Move up and left to good jugs then straight up.
- 49. Sandbox** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V2
Start with 2 low sidepulls and climb fun, obvious problem.
- 50. Cull Mon** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V3
Start on a big low undercling, reach right for a sidepull and then for the "top".

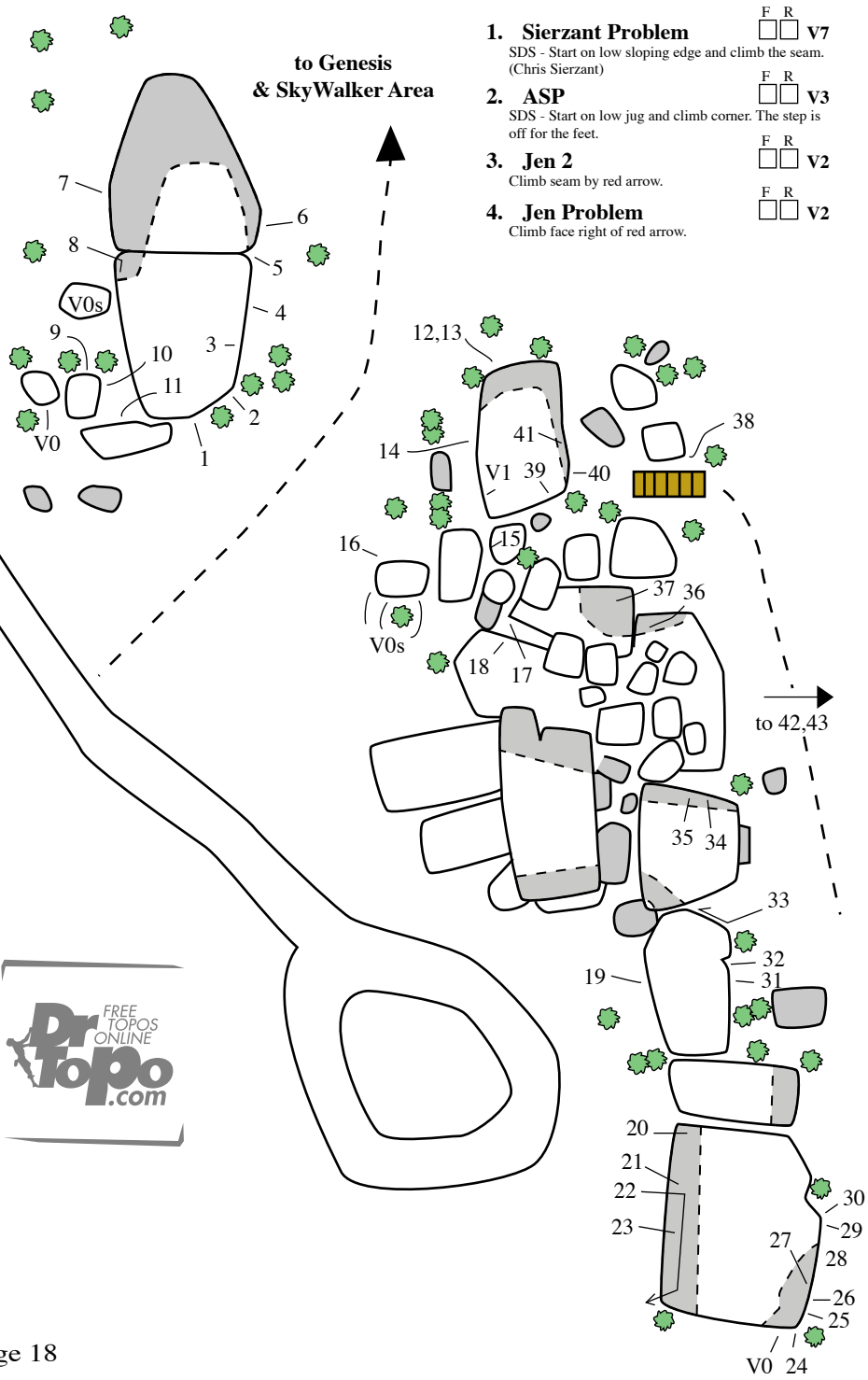
Ghetto Superstar



Roadside Boulders

- 5. Horse Penis 40** F R
□ □ V2
Climb tall offwidth. (John Sherman)
 - 6. Funk Odyssey** F R
□ □ V7
Climb face just right of offwidth. Traversing off right is not part of the problem. (Henry)
 - 7. Stingray** F R
□ □ V9
Jump start to edges. Slap left to dish and mantle to top. (Eric Pittman)
 - 8. Outlaw Women** F R
□ □ V8
SDS - Start at back of cave. At jug break, trend left across break to water groove. Continue with water groove to top. (Henry)
 - 9. Lucky Charms** F R
□ □ V2
Climb arete.
 - 10. Boink** F R
□ □ V3
Start low on edges. Climb slopers out and over blob feature.
 - 11. Get Shorty** F R
□ □ V4
SDS - Start on low edges. Climb slopers up and over short bulge.
 - 12. Cadillac Thrills** F R
□ □ V9
Start on jug under roof, put your foot on starting hold then go to peanut crimp and go into grooves. (Lee Payne)
 - 13. HotnTot** F R
□ □ V10
Start same as Cadillac Thrills but bust right at peanut crimp to big sloper sidepull then up the face. (Randy Vego)
 - 14. Spandex Ballet Low** F R
□ □ V6
SDS - Start very low on crimps. Traverse right to pockets then up slopers to point possible to enter groove. (Henri)
 - 15. Spook Eye** F yR
□ □ V3
SDS - Start on low jug and climb on pockets. Once you're on the shelf, step off. (Henry)
 - 16. Red Arrow** F R
□ □ V4
Start on big undercling. Reach out left to faint groove then slap way up blunt prow. (Henry)
 - 17. Man With the Slow Hand** F R
□ □ V4
Climb right leaning-arete with bad feet. (Henri)
 - 18. Easy Touch** F yR
□ □ V5
Climb slab behind Man With The Slow Hand. (John Barr)
 - 19. Among Us** F R
□ □ V0
Climb face.
 - 20. Lou-ser** F R
□ □ V7
SDS - Start on left-slanting edge. Long move left to horizontal pinch then out roof followed by mantle. (Luis Rodriguez)
 - 21. Stretch Armstrong** F R
□ □ V6
Start on crimps then out flat roof. Long reach helps on this one. (Luis Rodriguez)
 - 22. Lea's Problem** F R
□ □ V5
Start on Stretch Armstrong but traverse right under the roof to mantle on the right end. (Lea Henry)
 - 23. Crisifix** F R
□ □ V5
Start on edges in back of roof. Funk leads out roof to jugs then mantle. (Sierzant)
 - 24. Little Red Arrow** F R
□ □ V3
SDS - Climb a rounded arete between a tree and a red arrow.
 - 25. Left of Tree** F R
□ □ V2
Grab holds at the lip and climb 6 feet right of a small tree.
 - 26. Momma's Boy** F R
□ □ V4
Climb directly up the face. (Andrew Traylor)
 - 27. Bradiation** F R
□ □ V9
Pinch a sloper with your left hand and jump (or campus?) to another sloper at the bottom of the seam. (Joel Brady)
 - 28. No Tranquility** F R
□ □ V10
SDS - Start on low jug. Move to pocket with left then long move to sloping edges. Continue straight up jigsaw face. (James Litz)
 - 29. Honky Tonkin** F R
□ □ V4
Climb the arete left of the corner. (Cooper Roberts)
 - 30. Tranquility** F R
□ □ V4
SDS - Climb the face.
 - 31. Mantle Action** F R
□ □ V3
Start just right of small tree. Mantle on sloping ledge then jump off. (Henry)
 - 32. Open Book** F R
□ □ V6
SDS - Start on lowest edge. Long move up crack then mantle. (Andrew Traylor)
 - 33. Mr. Sir** F R
□ □ V8
Start on dish then traverse right low along sloping lip. At end of lip, finish straight up face in corner. (Henry)
 - 34. Unknown** F R
□ □ V?
SDS - Start on lowest edges, go right hand to crimp, then up to right-facing system and horn.
 - 35. Unknown** F R
□ □ V?
SDS - Start on low edges, go to horizontal seam, up to horn and finish as the previous problem.
 - 36. Cave Traverse** F R
□ □ V3
SDS - Start in back of cave on jug. Follow jugs to shelf twenty feet left. Step off. (Trey Fellors)
 - 37. Waterloo** F R
□ □ V8
Start on greasy seam just left of red arrow. Make your way to seam then out through jugs. (Lee Payne)
 - 38. Bridge Arete** F R
□ □ V2
Climb arete at beginning of wooden bridge.
 - 39. Faint Hearts** F R
□ □ V1
Climb face to top. (Henry)
 - 40. Never Trust a Mustache** F R
□ □ V4
SDS - Start on jug, move right to pockets then up face to groove. (Henry)
 - 41. Grab Me** F R
□ □ V7
SDS - Start on pinch and sloping dish and climb crack. Pedestal is off. (Eric Pittman)
- The following 2 boulders are on the other side of the trail on a small roof.
- 42. Green Lantern** F R
□ □ V4
SDS - Start low. Long moves lead to good slopers at top. Better than it looks. (Henry)
 - 43. Forgot Name** F R
□ □ V6
Start on edges at lip. Move right in roof until possible to finish up groove. Funky.

Roadside Boulders



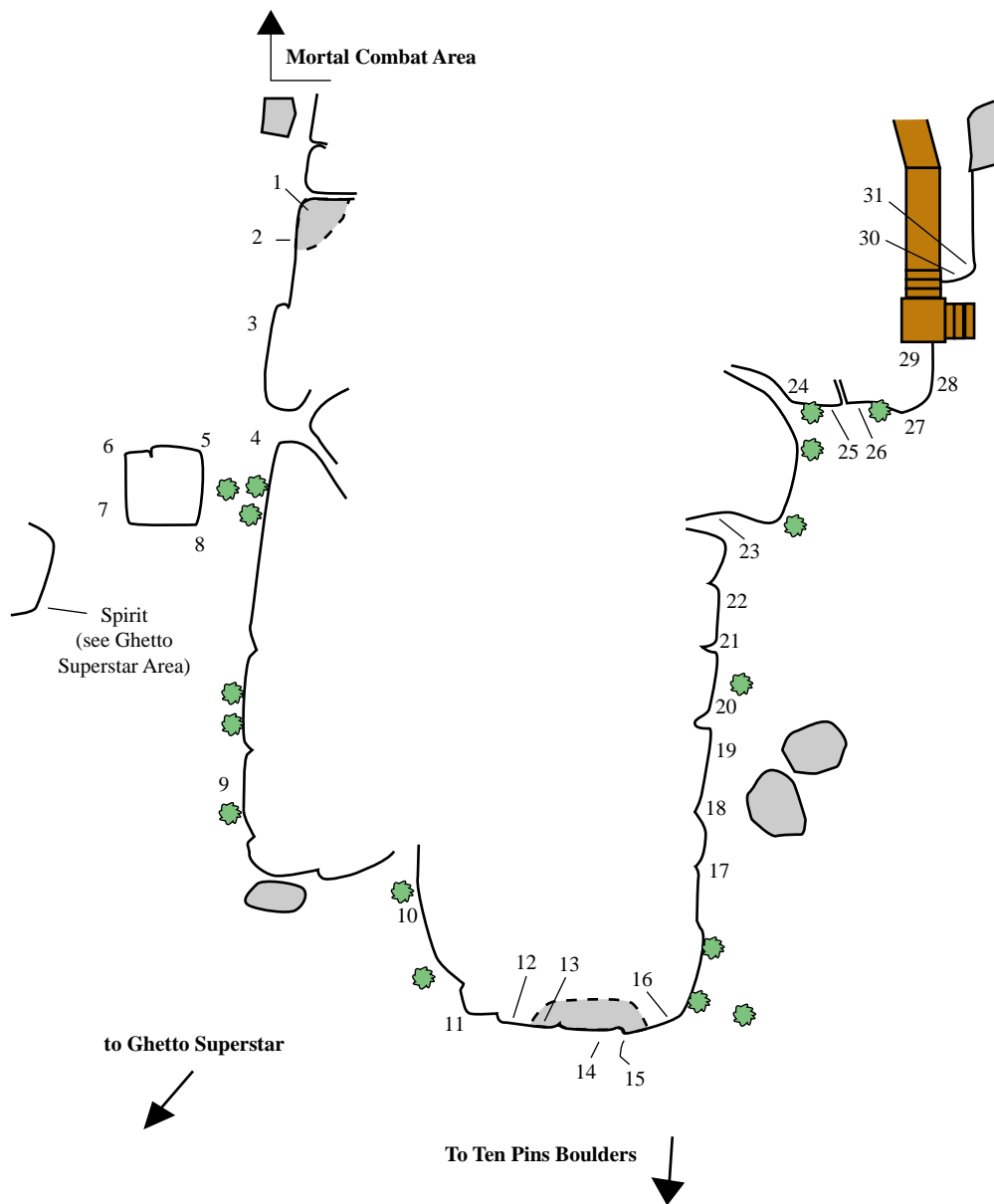
- 1. Sierzant Problem** F R V7
SDS - Start on low sloping edge and climb the seam. (Chris Sierzant)
- 2. ASP** F R V3
SDS - Start on low jug and climb corner. The step is off for the feet.
- 3. Jen 2** F R V2
Climb seam by red arrow.
- 4. Jen Problem** F R V2
Climb face right of red arrow.

Ghetto Superstar

- 1. Interact** F R V0
SDS - Start on jug and climb short face.
- 2. The Stranger** F R V2
SDS - Start on juggy knobs, go straight up the left side of short arete.
- 3. Spirit** F R V1
SDS - Start on jug, go right to slopy shelf then up short arete.
- 4. The Lowdown** F R V4
SDS - Start on jug under roof, traverse right on good holds then mantle. (Jeff Wales)
- 5. The Thief** F R V9
SDS - Start on jug under roof, long move to good holds then up on tiny crimps. (Andrew Traylor)
- 6. Ghetto Superstar** F R V9
SDS - Start in low break, go to smiley face then up and left. (Traylor)
- 7. Mulletino** F R V5
Start in the back of the cave and climb the roof. Jump off from the jug on the arete? (Henry)
- 8. Short Long** F R V7
Start as the previous one but climb left to top out right of the tree.
- 9. Rubberneck** F R V3
Start low in hand crack, climb out roof to face/groove. (Jeff Wales)
- 10. Karne** F R V6
SDS - Start very low on jug break. Reach out to crimpy rail then fire to pinch. Campus to good hold and go straight up. (Jay Watson)
- 11. Hang Loose** F R V8
SDS - Start on pocket/edge. Long move to lip of roof. Climb out of roof. Crux involves not dabbing on back wall. (Traylor)
- 12. Ivy Boy** F R V7
Start left and traverse right on slopers. (Luis Rodriguez)
- 13. Flexor** F R V5
Use sloper on the big flake.
- 14. Suspicion** F R V8
SDS - Start on low sloping edge. Climb the face on small crimps. (Greg Kattcamp)
- 15. Wrist Distentia** F R V9
SDS - Start low. Climb crimpy face. (Chris Tartaglia)
- 16. Drainpipe** F R V7
SDS - Start very low, climb roof to face. (Traylor)



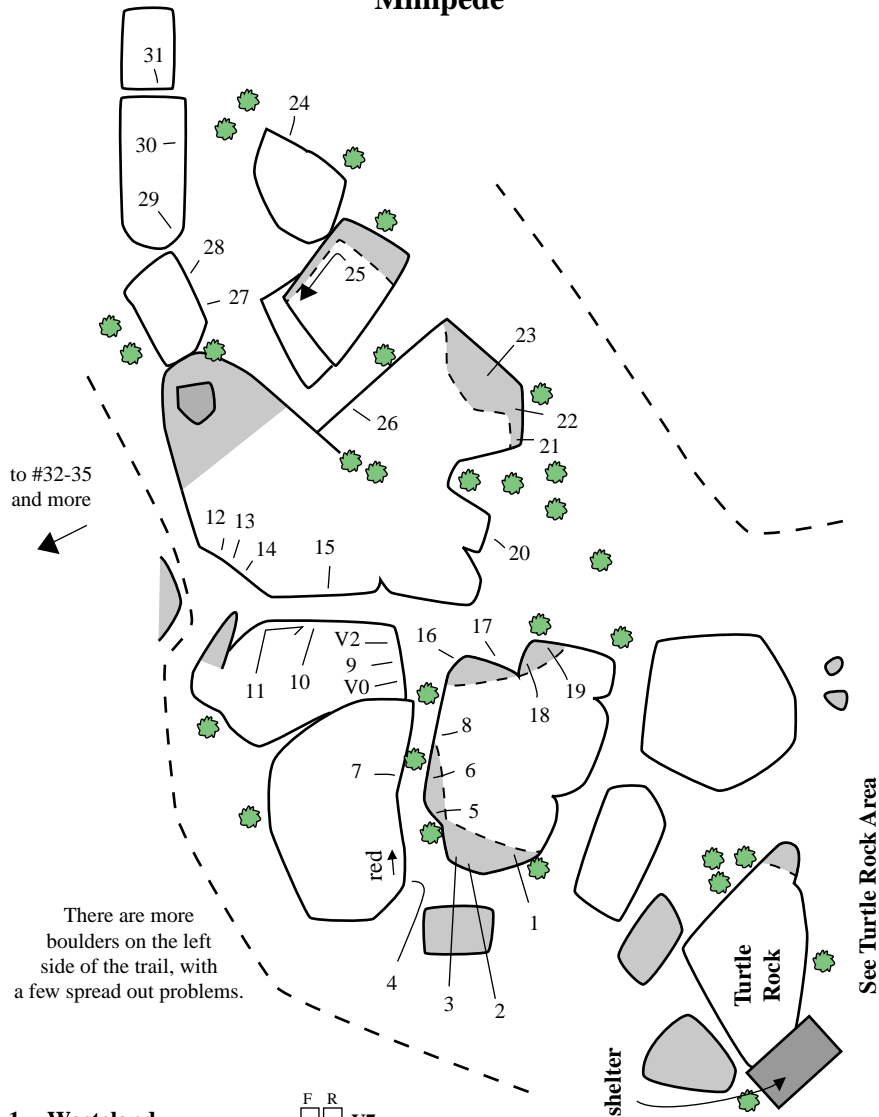
Front Slabs



Millipede

- 4. Horsepower** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V3
Climb short power slab by the red arrow. (John Woodruff)
- 5. Moon Arete** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V6
Climb slopy left-leaning arete. (Greg Katicamp)
- 6. Sideline** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V6
Stand start on triangular pinch and edge. Campus to good edge then up on slopers. (Luis Rodriguez)
- 7. Wonderous Cleavage** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V6
SDS - Start on low crimps, long lock off leads to water groove with your left hand. (John Barr)
- 8. Cheeseburger** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V2
SDS - Start with low underclings and slap up the short bulge. (Henry)
- 9. Cross Me** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V3
Start on crimp. Go up between groove. Funky. (John Barr)
- 10. Dope** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V2
Climb slopers in middle of corridor. A good introduction to HP's top outs. (Henry)
- 11. Dope Traverse** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V3
SDS - Start on low slopers and traverse left into Dope. (Henry)
- 12. Bum Boy** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V4
Start with right hand on sidepull and climb on nice features. (Henry)
- 13. Centerpede** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V5
Start with left hand in undercling pocket or step and "jump" to slopers. Continue just left of Millipede. (Josh Gray)
- 14. Millipede** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V6
HP's best known squeeze problem. Make your way up double faint groove. V3 for locals. (Henry)
- 15. Chicks** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V1
Start on good edge. Go straight up.
- 16. Super Coola** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V6
SDS - Start with right hand on big sloper and left on sloping edge under roof. Big move left hand to sidepull then up bulge. (Henry)
- 17. Five-0** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V9
SDS - Start on lowest edge. Traverse right 8 feet then go up double faint groove. (Jeremy Watson)
- 18. Odd Job** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V8
SDS - Start very low on edge for left hand and pocket just left of corner. Long move to slopers. (Lee Payne) Also a start from Squeeze Play Low.
- 19. Squeeze Play Low** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V7
SDS - Start very low under roof on big jug. Long moves lead to good sidepull in pod and right hand crimper. (Henry)
- 20. Orca** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V3
Start on crimps, go to sloper then up and left to good edge. Topping out right is off. (Jake Slaney)
- 21. World Below** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V3
Start in jugs under arete. Make way to lip of roof. Traverse right to tree then mantle. (Henry)
- 22. Air Cooper** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V8
Start on jugs in back of roof. Huge move out to lip gains sloper then mantle. (Cooper Roberts)
- 23. Indian Roof** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V1
Climb the fun roof on jugs. A bunch of possible variations. Also big dynos at the right of the roof.
- 24. Genesis** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V3
SDS - Climb up face by doing two big moves. First problem climbed at HP. (Adam Henry)
- 25. Skywalker** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V9
Start way left and traverse whole boulder then top it out. (Henry)
- 26. Chrystal Tips** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V8
Climb the slab without the right arete. (John Barr)
- 27. B.S.** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V4
Start with 2 sidepulls and climb the left side of the slab. (Trey Fellors)
- 28. Trick Or Treat** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V6
Climb slab with right-facing features then go slightly left. (Eric Pittman)
- 29. Muff Diver** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V6
Climb the groove, using the features. (Antoine Seguin)
- 30. Dawn** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V5
Climb the other groove.
- 31. 700 Club** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V6
Start matched on crimp. Pull on static with bad feet then bust to top. No jumping off the ground to creat momentum. (Henry)
- As the following problems are not included in the map, you might want someone to show you around. This list is not exhaustive either.
Explore...
- 32. Out of the Box** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V6
Start under a small roof, slap to the lip then go up the short face. (Henry)
- 33. Great White** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V7
SDS - Start on obvious holds then pinch the short rounded arete. (Pittman)
- 34. Space** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V6
Start on edges. Pull to funky undercling gaston with left to gain crimpers that lead to right-facing water groove forming arete. Continue to sketchy top out. (Henry)
- 35. Hercules** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V5
Make a big move to ledge then long mantle move to grab hidden holds at top. (Jason Young)

Millipede



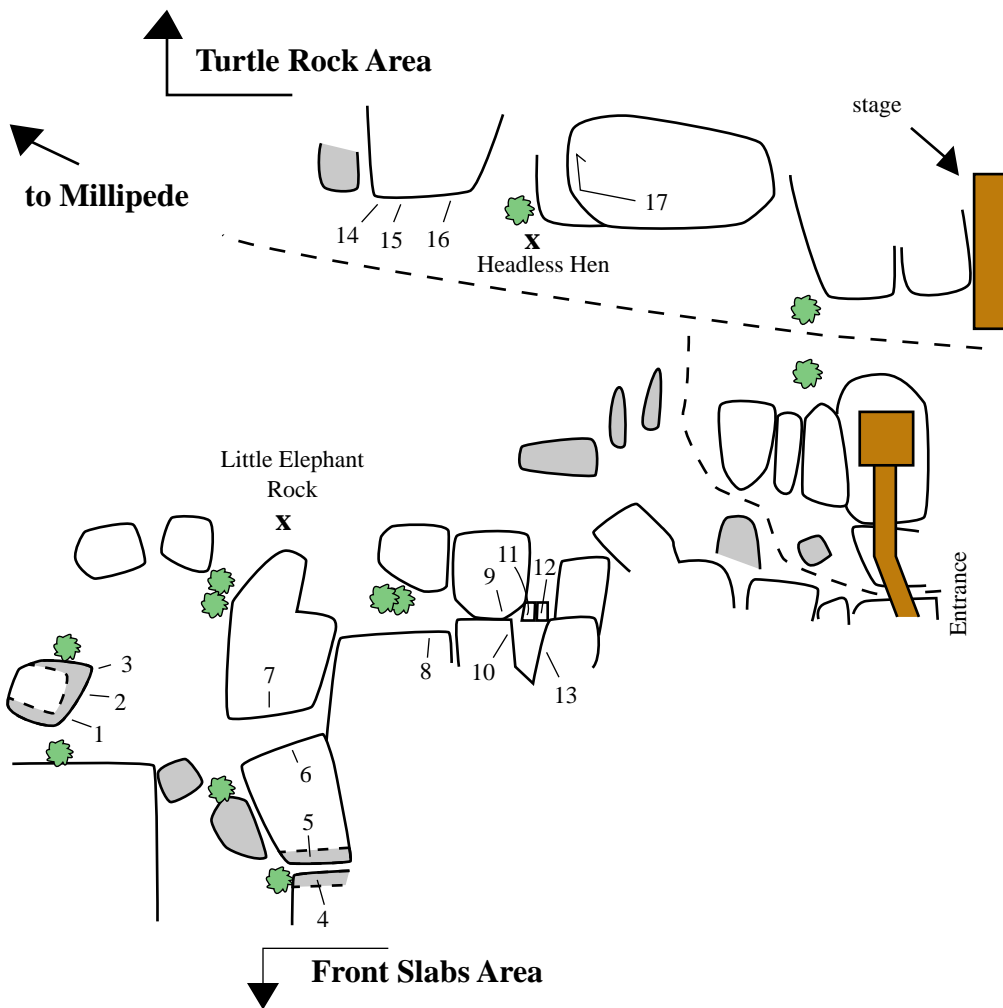
There are more boulders on the left side of the trail, with a few spread out problems.

- 1. Wasteland** F R
□ □ V7
 SDS - Start very low under roof on good jugs. Long move to sloping lip then up on slopers. (Henry)
- 2. Mainline** F R
□ □ V4
 SDS - Start at the base of the arete on slopers. Climb the arete and groove. Anything right of the groove is off. (Henry)
- 3. The Flow** F R
□ □ V7/8
 SDS - Start low behind the tree, traverse right on the lip then climb Mainline. (Henry)
- 3b. Pegmado** F R
□ □ V7/8
 SDS - Start as The Flow but go right halfway then straight up the face. (Brady from stand, Taylor from SDS)

Front Slabs

- 1. Gadget Direct** F R
□ □ V5
 Start with a good hold under the roof and climb the arete.
- 2. Inspect Her Gadget** F R
□ □ V7
 Start at the right end of the roof traverse left on the lip then go straight up on corner. (Ronnie Jakins)
- 3. The Ocean** F R
□ □ V2
 Start with a sidepull and climb right of the corner.
- 4. Cullman 2** F R
□ □ V0
 SDS - Climb the short arete.
- 5. Unknown** F R
□ □
 SDS - Start under the roof and climb the arete.
- 6. Snibe** F R
□ □ V1
 SDS - Start on good holds and climb right of the arete.
- 7. Bombedil** F R
□ □ V3
 SDS - Start on good holds and climb left of the arete. (Henry)
- 8. Television** F R
□ □ V1
 SDS - Start on good holds and climb left of the arete.
- 9. Permanent Scream** F R
□ □ V6
 SDS - Start on the slopy ledge and climb the bulge. (Henry)
- 10. Unknown** F R
□ □ V1
 Climb the dirty face right of the tree.
- 11. Unknown** F R
□ □ V0-
 Stand start and climb face.
- 12. Unknown** F R
□ □ V1
 SDS - Start with the low edge and climb the bulge with slopers.
- 13. groove 2** F R
□ □ V2
 SDS - Start with 2 pockets, go up right for a good crimp and reach on the top of the bulge.
- 14. Green Velvet** F R
□ □ V0
 Climb crack.
- 15. groove 1** F R
□ □ V1
 Climb groove.
- 16. Chattanooga Plow** F R
□ □ V7
 Climb on tiny holds left of the tree. (Luis Rodriguez)
- 17. Unknown** F R
□ □
 SDS - Climb the crack with sidepulls and slopers.
- 18. Ring My Bell** F R
□ □ V2
 Start with the flake and up to a tricky top out. (John Barr)
- 19. Boogie Wonderland** F R
□ □ V3
 Start with a sidepull right-hand and go for a slopy pinch left-hand. Climb on more slopers. (John Barr)
- 20. Twix Lips** F R
□ □ V3
 Climb the seam just right of the offwidth. (John Barr)
- 21. Earth, Wind and Fire** F R
□ □ V3
 Climb the groove highball. (John Barr)
- 22. Night Fever** F R
□ □ V1
 Climb slabby face just left of groove. (John Barr)
- 23. Aint Skeered** F R
□ □ V4
 Climb highball. (Henry)
- 24. Consumption** F R
□ □ V8
 Climb the arete to the left of the tree. (Henry)
- 25. Chevy** F R
□ □ V8
 Start with the low edge, reach for good crimpers at the lip and climb the blank face. (Eric Pittman)
- 26. project** F R
□ □ V?
 The seam.
- 27. American Pie** F R
□ □ V9
 Start with 2 small crimpers and go for the crack. (Eric Pittman)
- 28. Jumper** F R
□ □ V6
 Start with two-hand-slopy crimp at the lip and dyno for a good sidepull.
- 29. The Wood** F R
□ □ V5
 SDS - Start on good crimpers and dyno to the top. (Henry)
- 30. Step Child** F R
□ □ V8
 Grab the good jug and reach the sidepull pocket on the left face. (Eric Pittman)
- 31. Hammerhead** F R
□ □ V5
 Climb the overhanging prow on sidepulls. (Henry)

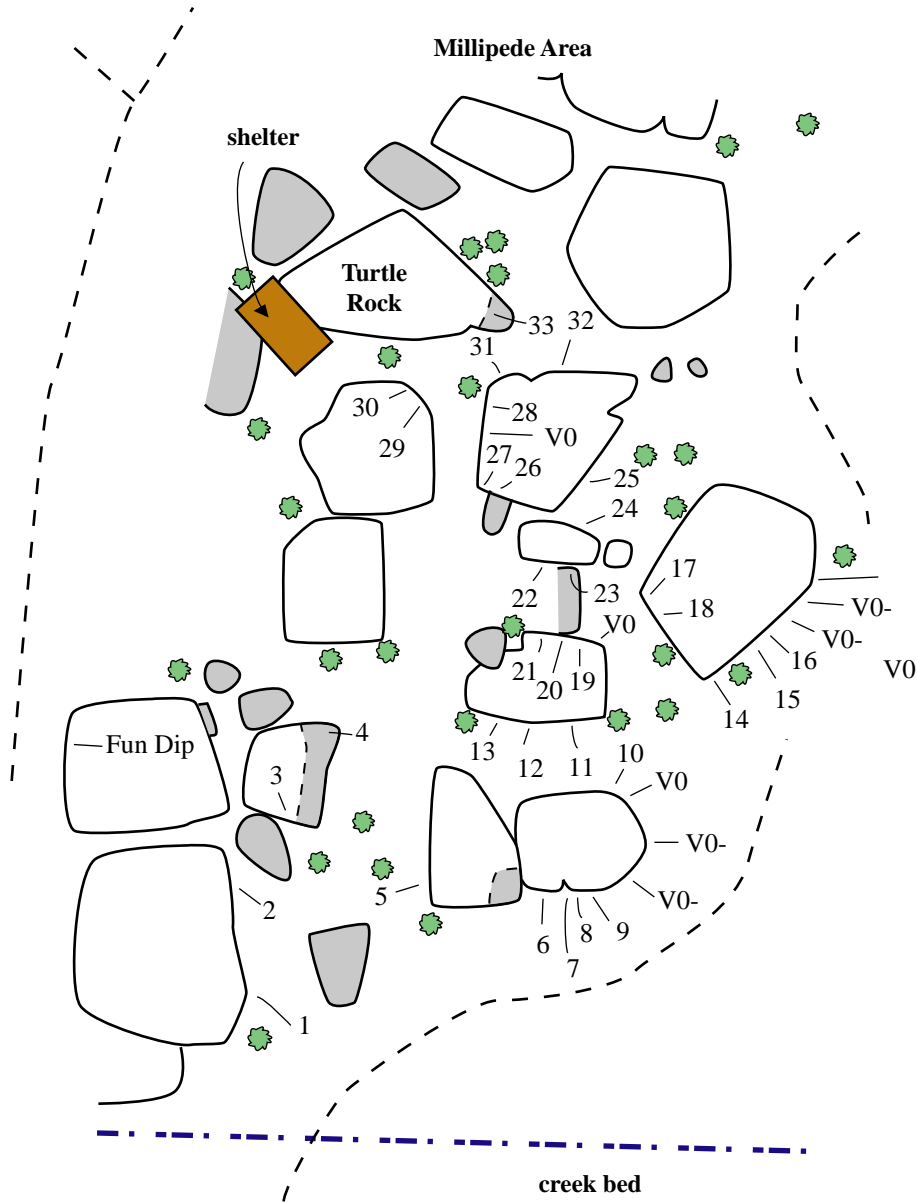
Mortal Combat



Turtle Rock

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| <p>5. project F R
□□ v?
Start between 2 trees, on pockets at half height. Make very long move to slopers at lip.</p> <p>6. Boy Scout Route F R
□□ v6
Climb left of the crack.</p> <p>7. Boy Scout Crack F R
□□ v1
Climb crack.</p> <p>8. Alabama Power Co. F R
□□ v8
SDS - Start on low crimps just right of crack. Long move out face leads to faint arete. Crack out left is off. (Cooper Roberts)</p> <p>9. Warning Signs F R
□□ v6
SDS - Start on pockets, grab the crimp, then up the break. Continue straight up blunt prow formed by double runnels. (Henry)</p> <p>9b. Spraylord F R
□□ v7
SDS - Start as Warning Signs. Make long move out right to short arete. Work up arete with right hand to big dish. (Henry)</p> <p>10. Fabio F R
□□ v2
Climb slab to arete. (John Barr)</p> <p>11. Grooverider F R
□□ v3
Start in right-slanting break. Climb tall groove. (Barr)</p> <p>12. HP Sauce F R
□□ v4
Climb slab just right of groove. Watch out for the top. Might be a good idea to have a buddy up on the ledge just left of the top to bail you out just in case. (Barr)</p> <p>13. HP Crack F R
□□ v1
Climb up to groove.</p> <p>14. Growing Stone F R
□□ v2
SDS - Start on low jugs. Follow arete to point possible to move slightly left to mantle on shelf. (Henry)</p> <p>15. Opt Out F R
□□ v2
Long moves lead to juggy top. (Henry)</p> <p>16. Sure F R
□□ v1
Climb face to juggy top out. (Henry)</p> <p>17. Contraband F R
□□ v1
SDS - Start in break. Continue up to large left facing blob. (Henry)</p> <p>18. Panty Shields F R
□□ v3
SDS - Start on low jugs. Follow jugs to left-slanting water groove guarded by a tricky mantle top out. (Ann Shields)</p> <p>19. Silvey Jumper F R
□□ v6
Jump to slopers in groove then mantle. Careful! (Jason Slidey)</p> <p>20. Illusion F R
□□ v10
SDS - Start on the same hold than Mega Tron then climb the faint groove. (Lee Payne)</p> <p>21. It's a Natural F R
□□ v7
SDS - Start on the sloper and go straight to the slopy top. (Eric Pittman)</p> | <p>21b. Megatron F R
□□ v8
SDS - Start on the lowest sloper and go right to climb It's a Natural. (James Litz)</p> <p>22. Red Lobster F R
□□ v4
SDS - Start on really low sidepull. Climb slopy face. Holds out left on arete are off. (Cooper Roberts)</p> <p>23. Landslide F R
□□ v9
Climb up and left with sick slopers. Possible SDS. (Lee Payne)</p> <p>24. Moms F R
□□ v2
SDS - Climb bulbous face marked with red arrow.</p> <p>25. Team Chattanooga F R
□□ v6
Climb tall face to flat undercling then long move to gain edges just below funky crack. Super scary move gets you established in crack to continue to top. (Luis Rodriguez)</p> <p>26. Sweet Spot F R
□□ v7
SDS - Climb crimpy face. (Greg Kattcamp)</p> <p>27. Slingin' Meat F R
□□ v4
Start with 2 low sidepulls and climb the short arete. (Henry)</p> <p>28. Slablicious F R
□□ v7
SDS - Start on seam with good edges. Go up and right to crimp in the middle of the face. (Henry)</p> <p>28b. Slablicious Low F R
□□ v9
SDS - Start in seam under Ice Cream arete go right to climb Slablicious. (Jeremy Watson)</p> <p>28c. Slushy Puppy F R
□□ v5
SDS - Start as Slablicious but go left to climb just right of the arete.</p> <p>28d. Slushy Puppy Low F R
□□ v8
SDS - Start as Slablicious Low but go right to climb Slushy Puppy. (Andrew Traylor)</p> <p>29. project F R
□□ v?
SDS - Start matched on bad sloper. Hard move leads to jug at bottom of crack.</p> <p>30. Whiplash F R
□□ v5
SDS - Start on block. Trend left up arete to jug. Follow arete to top. Traversing right to jugs is off. (Henry)</p> <p>31. Ice Cream F R
□□ v1
SDS - Start on jugs at base of arete. Climb white arete.</p> <p>32. Citadel Problem F R
□□ v6
SDS - Start in jug break. Long move leads to slopers then up through right water groove. (Traylor)</p> <p>33. Turtle Head F R
□□ v2
Climb the right side of Turtle Rock. (Henry)</p> |
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Turtle Rock



Mortal Combat

1. Don't Rock My Boat $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v7
 SDS - Throw to bad sloper. (Andrew Gross)

2. The Kiss $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v7
 SDS - Start on crimps and throw to sloper. (Eric Pittman)

3. Going the Distance $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v8
 SDS - Start on bad crimps and dyno for jug.

4. Butter on Bread $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v1
 Start on left of rail. Traverse right to climb arete.

5. The Chamber $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v1
 SDS - Climb flaky overhang.

6. Swirls $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v4
 SDS - Start on low slopers at leftmost point of faint arete. Traverse right across slopers to shelf then mantle. (Henry)

7. Slag $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v5
 Start on low jug. Dyno to top or crimp short face. (Jeff Wales)

8. Genetic $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v11
 SDS - Start on low edge for left hand and peanut sloper for right. Climb short crimp face. (James Litz)

9. Mortal Combat $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v3
 Climb face to right of arete, using the arete for your hands. Bad Landing. (Henry)

10. Pope in a Cowboy Hat $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v4
 Walk up and left on a slopy ramp with no hand holds. (Jake Slaney)

11. Double Blade $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v2
 SDS - Climb fracture.

12. Single Blade $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v2
 SDS - Climb arete. Block on left is off.

13. Roll Out $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v5
 Climb directly up face. Traversing right or left is not the problem. (Henry and crew)

14. I Hate Cops $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v5
 Start on good undercling, bump to sloper then straight up along middle seam. (Henry)

15. Fun Dip $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v4
 Climb the tall, rightmost seam, behind the light post. (Henry)

16. Easy Rider $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v3
 SDS - Start on low jug on the arete. Go up and left and jump off from jug 10' up. (Jeff Wales)

17. Lip Service $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v7
 Lip Service is on top of another boulder. Traverse the slopy lip from right to left. (Pittman)

1. Old Inspirations $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v7
 Start in cave on huge pod. Long move leads to bread loaf hold then out left to face. Funky moves lead to sloping dish up and left. (Chris Sierzant)

2. Orange Slice $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v3
 SDS - Start on juggy slot left hand then climb face to large horizontal break. Traverse right to step off. (Henry)

3. JB Arete 1 $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v4
 Start off block. Climb arete/face. Scary. (John Barr)

4. Trends $\begin{matrix} F & R \\ \square & \square \end{matrix}$ v2
 SDS - Start on low edge. Move to large flat edge then continue straight up on slopers (Henry).

Horse Pens 40 Overview Map

Map not to scale

Everyone visiting
Horse Pens must register
at the store.

