

# I. FRONT AREA









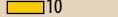
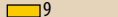





The Front Area in winter. Luke Laeser photo.

The Front Area, also known as the Forbidden City, is the first collection of boulders that you encounter when you walk into the woods from the Clubhouse. And what a first impression it makes! This tightly packed zone of bleached grey boulders has it all. In this zone are classics and obscurities, tall slabby faces and short powerful roofs, easy problems by the bucket load as well as some of the hardest problems in the South. This collection of blocks could easily stand alone as one of the best local boulderfields around – never mind that there’s about half a mile of blocks stretched out beyond. Conveniently enough, it is also the best area to warm up, offering the largest variety of easy and moderate problems to get the blood flowing and the fingers loosened up.

As you walk along the trail by the 18th green of the golf course and then enter the woods, the boulders spread out below you and to the left. A short stone staircase takes you to a shallow stream, and then after strolling over a small slab, you walk through a narrow corridor on your left into the heart of the Forbidden City. As you stare at the crenulated jugs on the *Incredarete* or the tall white “eyebrowed” faces on all sides, it’s easy to imagine that you are standing in the middle of some ancient Terra Cotta Pagoda Village – made for boulderers! (Never mind that the Forbidden City was the ancient secluded home of the Japanese royal family in Kyoto, while the Terra Cotta warriors were discovered in underground vaulted tombs in Mongolia thousands of miles and an ocean away – you get my point!)

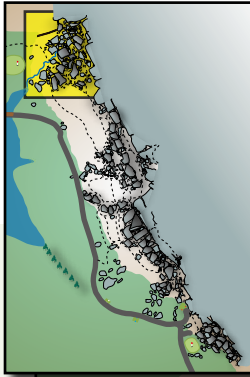
If you are following the directions (and probably even if you aren’t) you will end up in a small open area where most people choose to throw down their junk and start getting their climb on for the day. Set a little bit apart is the Fire Crack Boulder, with its obvious detached flake, and making up the corridor you just walked through is the Slice and Dice Boulder, the Mystery Machine Boulder, and the Brain Boulder. The descriptions start in this area and then branch out and back towards the cliffline from here, see the map on the opposite page.

## 161 problems

V0		31
V1		28
V2		18
V3		28
V4		15
V5		10
V6		9
V7		8
V8		4
V9		3
V10		1
V11		2
V12		
projects		3

## NOT TO BE MISSED:

- V0 Spare** ★★☆☆ – Awesome sloper climbing up the prow of the Bowling Ball. One of the best V0’s at the Fort.
- V1 Incredarete** ★★☆☆ – You won’t find holds like these anywhere else, not even the gym.
- V1 The Crescent** ★★☆☆ – An awesome arcing seam that will school you on footwork and balance.
- V1 Storming the Castle** ★★☆☆ – Tall, smooth, and with ramps guarding the top. Just be happy that all you have to worry about is the climbing.
- V3 Mystery Machine** ★★☆☆ – One of the most interesting slabs in a boulderfield packed with interesting slabs. Good holds, but how to reach them?
- V3 Swingers** ★★☆☆ – You’re so money and you don’t even know it! Now show this roof what’s up.
- V4 Mystery Groove** ★★☆☆ – The mysterious climbing groove required to climb this pinch problem may elude you...
- V5 Genghis Khan** ★★☆☆ – Probably the most popular V5 at the Stone Fort, this quality problem certainly attracts the hordes.
- V6 Manute Bol** ★★☆☆ – A classic reach problem named after one of the tallest humans to ever play basketball.



### I. FRONT AREA OVERVIEW

0 ft. 125 ft.



entrance

To Parking and Clubhouse

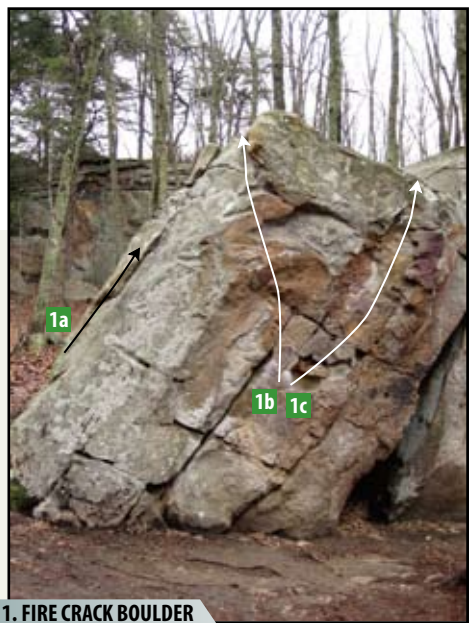
maintenance area

To IV. FRUMUNDATHUNDA AREA (pg. 90)

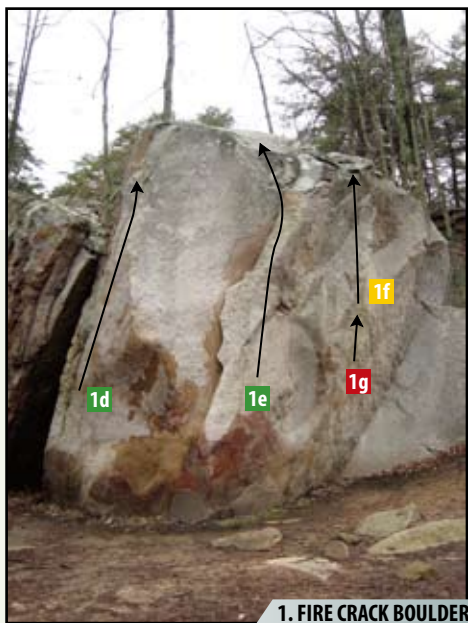
II. SPACE ODYSSEY AREA (pg. 72)

1. Fire Crack Boulder (pg. 38)
2. Mystery Machine Boulder (pg. 40)
3. Slice and Dice Boulder (pg. 42)
4. Brain Boulder (pg. 45)
5. Wave Boulder (pg. 47)
6. Daddy Loves Boulder (pg. 50)
7. TKO Boulder (pg. 51)
8. Art of the Vogt Boulder (pg. 52)
9. Chachqua Boulder (pg. 53)
10. Squatter's Boulder (pg. 55)
11. The Bowling Ball (pg. 56)
12. Humpty Dumpty Slab (pg. 57)
13. The Cornerstone (pg. 57)
14. Spyro Gyro Wall (pg. 58)
15. Crescent Boulder (pg. 60)
16. Mystery Groove Boulder (pg. 62)
17. Castle Wall (pg. 65)
18. Turtle Tracks Boulder (pg. 66)
19. Dos Cosanos Boulder (pg. 67)
20. Project Wall (pg. 69)
21. Swingers Boulder (pg. 70)
22. The Pit (pg. 71)

- V6 The Wave** ☆☆☆ – One of the most attempted climbs at the Fort, this wave won't break. Ride the lip.
- V6 Kingpin** ☆☆☆ – A power slab classic on the back of the Bowling Ball. Just add about six more moves and you have *Space*.
- V7 Tennessee Thong** ☆☆☆ – Maybe I'm just ignorant, or perhaps sheltered, but this one I had to look up. The most interesting thing I found, besides YouTube movies that didn't involve rock climbing, was a comic book hero named Thong Girl, who finds a magic thong which allows her to fly and shoot laser beams from her rear, all in the name of fighting crime in Nashville.
- V7 Spyro Gyro** ☆☆☆ – Like those circular pen drawings you did as a kid, your efforts on this problem could get repetitive...
- V7 Kaya** ☆☆☆ – Like Bob Marley as he sang his songs, the goal on this problem is to get high'a mon.
- V11 Flying High** ☆☆☆ – This huge dyno first climbed by Tony Lamiche is a classic. If you like big lunges, you should also check out *Watch Your Back*, to the left.



1. FIRE CRACK BOULDER



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This boulder, or rather two boulders leaning against each other, is easily recognizable by the large detached flake on its downhill corner. The Fire Crack Boulder has a few really mellow warm-ups on it, making it a very popular first stop when arriving at the boulders. **Problems are described from left to right if looking at the boulder.** The easiest downclimb is to just walk off the back side.

**1a Slab V0-**

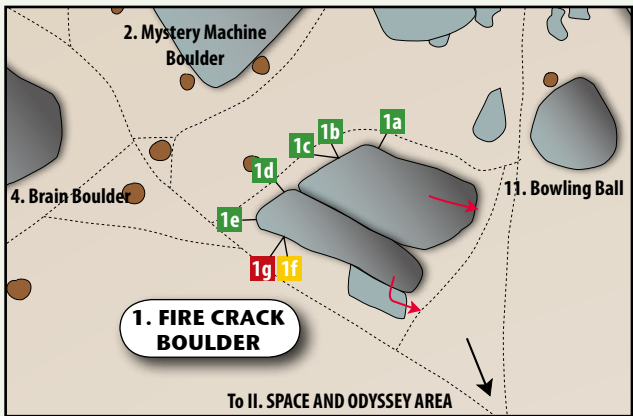
Around the corner to the left. Use it as a downclimb, or as a first climb for your tennis shoe clad non-climbing friends - or your kids!

**1b Needless Things V0- ☆**

The brown face covered in large flakey holds is a very popular first problem of the day. Stand start and climb straight up from the bottom and finish left.

**1c Costume Rings V0- ☆**

Just to the right of *Needless Things*. Stand start at the bottom and angle up and right.



**1d Seam Eliminate V3**

Climb the rightward angling seam to the left of the big detached flake. Stand start on crimpers by the seam and climb crimps and sidepulls up the seam and using the left arete to the top. You have to ignore the good holds further left.

**1e Fire Crack Flake V1 ☆**

At the corner of the boulder is a huge dinner-plate thick spike sticking out of the ground. Climb it to its top, then make moves to finish off the boulder. Feel it flex?

**1f Aneardon V6 ☆☆☆**

Stand start to the right of the detached flake with right hand really high on sidepull crimper and left on blocky sidepull. Follow crimpers and the obvious flake to the top of the boulder.

**1g Aneardon Low V8 ☆☆☆**

Stand start with right hand on low sidepull crimper and left on the same blocky sidepull. Do one move to high right crimp (normal start) and then follow more crimpers and the flake to the top of the boulder.

Adam Guthrie, Fire Crack Flake V1, opposite page.  
Chris Brown / highexposures.com photo.

