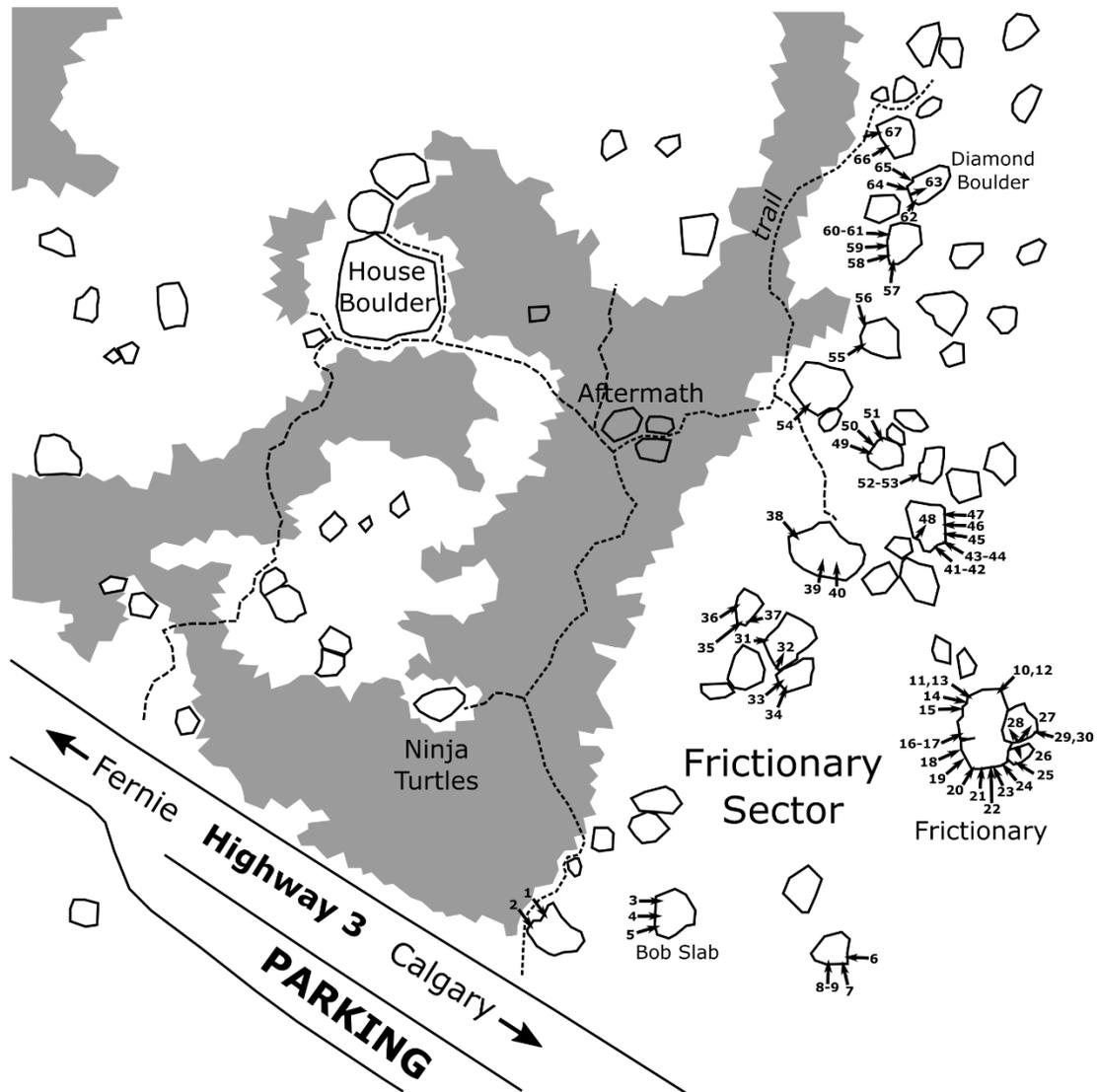


Frank Slide Bouldering: Frictionary Sector

Though it occasionally suffers from poor rock quality (especially low in the area), the Frictionary Sector has an abundance of fun moderate lines and is very close the parking lot. To approach the problems in this area, either march directly across the talus (if you are visiting the Frictionary Boulder), or walk in on the trail through the trees (if you are visiting Apollo 11 or the Gibson Boulder). Classic problems in the area include **Frictionary** (V5), **Mark of the Beast** (V9), **Braveheart** (V2), and **Black Slot Arete** (V4); generally the rock quality improves as you move upslope.



1. **Captain Obvious** (V6) SD *** Start with a big pocket for the left hand. Climb up trending right, then back left to hit the lip at the big scary (!) flake, topping out above.
2. **Captain Conspicuous** (V6) SD *** Climb the steep right arête from square jug for the left hand. Stay under the belly as long as you can. Scary toward the top, and gets a bit easier the earlier you roll right around the arête.
3. **What about Bob?** (V0+) *** Cling the left side of the slab starting from the big notch in the arête. Straight up through the right leaning crack to top out.
4. **Bob Sucks** (V2) ** Straight up just left of the center of the slab through a couple good crimps in the crack at mid height. A bit squeezed in next to the following problem.
5. **Bob's a Knob** (V1) *** To the right of the center of the slab. Climb up using big footholds through small slots in two cracks.

6. **Painful Decision** (V3) SD ** Start in a pit on a big flat jug. Climb up and out through the bulge, climbing on the right side of the arête. Trending right toward the end may be a bit easier and more comfortable, but staying left and using the arête the whole way ensures a fun last move!
7. **Pain for Pleasure** (V1) SD ** Start on a nice left facing sidepull and the big flat jug below the roof. Climb up the left side of the arête on the painful but interesting fossilized face.
8. **U Dolt** (V1) SD ** Start in the middle of the face on opposing sidepulls on the "U" feature. Climb straight up on sidepulls.
9. **Nuts and Bolts** (V1) SD *** Start as for previous problem, but traverse right to top out in the notch above "Pain for Pleasure". Fun final move!
10. **Frictionary Arête** (V1/2) SD *** Climb the steep left hand arête, starting with a low left hand sidepull and a good black edge.
11. **Frictionary** (V5) SD **** Start a little squeezed with a low right facing flake/jug, and a slightly higher right facing slot. Climb straight up through a good horizontal break to a long move to the lip and beyond. Very Fun! Using the adjacent boulder (right side of the crack) for feet shaves off about half a grade.
12. **Fan Friction** (V7) SD *** Start as per "Frictionary Arête" and traverse right to join "Frictionary" at the good horizontal break finishing as for that problem.
13. **Non Friction Story** (V8) SD *** Start as per "Frictionary" but traverse left below the roof to join and finish "Frictionary Arête"
14. **Frictionary Crack** (V0) SD *** Climbs more like a double arête than a crack. Start with left on big horn and right on lower good hold on right arête. Head straight up with fun compressions moves.
15. **Friction Coefficient** (V0) SD *** Climb the arête just right of "Frictionary Crack" starting on low right facing slopers with a huge foot rail. Ride the arête right to the top.
16. **Friction Benediction** (V0) SD ** Start with left hand in nice pocket and right on good hold in the wide crack. Climb up easy compression moves with scrappy feet to top out the skinny end of the boulder.
17. **Underwhelming** (V1/2) SD * Start as for previous problem, but at the top of the skinny boulder, cross the wide crack and traverse the obvious water groove until it ends and top out. Don't let the aesthetics of this intriguing feature fool you. Both the holds and the movement are surprisingly unpleasant.
18. **Undergrad** (V2) * About 2m right of the wide crack, start standing on a pointed rock grasping good crimps only about a foot and a half below the lip. Top out above.
19. **Undertaker** (V5) ** Halfway between Undergrad and the right arête, start on opposing sidepull undercrimps. Climb up thin, fragile holds to top out above. Likely to change over time.
20. **Underrated** (V2) SD *** Start low and a little squeezed on the left side of the face, using a good left facing sidepull and a lower, juggy sloper for the right hand. Climb a series of big comfy edges to the top. More fun to start a move in at the big opposing sidepulls.
21. **PROJECT** (V?) Dabby line left of "Underking"
22. **Underking** (V5) *** Start on the big undercling, hit the lip, and get ready for a tough mantel. A bit soft? The sit start goes at V6 or V7 from a good right facing sidepull and a good low slot for the left.
23. **Lay Away** (V1) SD ** Layback the rough textured crack from a sit-start. The mantel's no gimme.
24. **Jigsaw** (V3) SD ** Starts about 4m to the right of "Underking", in a small gap between the face and another smaller boulder, using a sidepull and a small but positive horn/crimp. Feet on, then pull for the positive juggy horn, top out above. Too cramped to be good, really.
25. **Catacomb** (V9) SD *** Start in cave, using two low, right-facing edges near the bottom of the prow. Move up to a good left-hand edge, then follow the steep prow out of the cave, finishing up the slab. Watch out for the dab block on your right.
26. **Emergence** (V3) ** From good holds about a foot below the lip, climb out of the pit on the opposite end of the boulder from "Catacomb".
27. **Black Cherry Soda** (V5) SD **** Start in the cave on a good left hand sidepull. Traverse out of the cave to join a right trending finger crack and follow it to top out at the lip.
28. **Wild Cherry Pepsi** (V6/7) SD **** Start as for "Black Cherry Soda", but upon reaching the lip, traverse up and left all the way to the peak of the boulder. A spooky topout awaits left of the peak hanging above the crumbly slab. A spotter stemming between the slab and the top of "Emergence" helps to maintain confidence for the finish.
29. **Unbridled Enthusiasm** (V4) SD *** Traverse the lip from way down on the right side of the boulder, starting matched on the lip, or using a big left facing sidepull as well. Top out (spooky!) left of the peak. Note the spotting advice for the previous problem.
30. **Pessimism** (V0) SD ** Start as for "Unbridled Enthusiasm", but avoid the scary stuff by topping out early upon reaching the finger crack.
31. **Puffy Neck Warmer** (V3) SD ** Start with a good pinch around the arête (right hand) and a thin edge (left), reach up and match on a flat sloper (I know, right? A sloper? Frank?), then left again to better sidepulls and a fun (scary?) highstep. Amazing movement, crummy rock.
32. **Broken Dishes** (V3) SD ** Climb the overhung yellow arête on the left side of the corridor from a low right crimp and a pinch on the arête. Watch for loose rock.
33. **Golden Gait** (V0) ** Juggy rails and incut crimps up the center of the tall yellow slab. Crumbly holds detract from what would otherwise be an excellent problem.
34. **Yellow Plates** (V0) ** Climb the yellow slab at the right arête. More for crumbly holds.
35. **Reboot** (V2) ** The short compression prow at the end of the low boulder; start with your left hand on an angled sloper, and right hand on an opposing sidepull. Squeeze your way to the top.
36. **Too Many Mulligans** (V1) ** Start with both hands on a very textured sloping shoulder on the side of the boulder that faces the trees. Follow the lip leftward on great holds, topping out when you reach juggy holds atop the arête.
37. **The Do-Over** (V2) ** Start low on opposing edges, a few moves on good edges lead to the topout. Not the best rock.
38. **Mark of the Beast** (V9) ***** Crouch-start using low left-hand edge, and a crimp right-hand pinch in the alcove (suitors for this line often place their right-foot on the obvious fin, higher than their hands). Head out the steep overhang, then left along the lip past some poor crimps, finally reaching better holds to top out on. Can be spooky without a solid spotter, but an amazing line!
39. **Tomb With A View** (V0) *** The tall, low angle slab on the downhill side of the Mark of the Beast boulder. Start near (or just left) of two prominent edges above the low lip of the boulder, trend directly up to the peak of the boulder. Easy but fun!
40. **The Regift** (V4) SD ** On the right side of the short overhang below the slab; start with right hand on a small sidepull, and left

- hand on a flat edge at the same height (both are quite close to a shallow pocket). Two tricky moves lead to jugs above the lip, and an easy slab above. Not bad, but made VERY awkward by blocks at the base.
41. **Blessings in Disguise** (V8) SD *** Start matched on a large, black incut slot-edge under the roof. Burlly moves on a sloping shelf lead out the overhang to a toothy pocket, and a good edge at the end of the shelf. A couple of powerful options can be used to gain the lip at the end of the boulder. Head right to top out.
 42. **C-Monster** (V8) *** Start as for "Blessings in Disguise", but instead of following the sloping rail, head immediately right toward the arête. Finish on the slab above "The Oozing". Powerful.
 43. **Black Slot Arête** (V4) SD *** Start with right-hand on a big sidepull edge just right of the arête, and left on an incut edge in the overhang. Climb edges and slopers following the arête, to a tough move, gaining the topout on jugs. Fun, with very nice holds.
 44. **The Oozing** (V2) SD *** Start as for "Black Slot Arête", but traverse immediately right, turning ('oozing') onto the slab with difficulty. Climb up the slab to an easy topout. Fun!
 45. **Coconut Cream** (V0) ** The easy slab a few meters to the right of 'The Oozing' on the Black Slot boulder. Start standing with a very positive long edge/jug, climb up the slab with more good edges. The easiest slab on the face, certainly!
 46. **G Slab** (V0/1) *** Fun line in the middle of the slab; a small but critical edge makes this problem easier than it might be otherwise.
 47. **Happy Ending** (V1) *** The right side of the Black Slot Slab; start standing with hands on good but sloping features above the little overhang, climb up the slab with good feet; you may feel a bit nervous as handholds completely disappear and you are left teetering
 48. **The Engineer** (V1/2) ** The blunt arête far to the left of "Blessings in Disguise". Some loose rock.
 49. **Handle with Care** (V1) *** Climb the right arête above the biggest sloping shelf. Adds a grade and some funk if you sit start on good holds just below the shelf.
 50. **Hands Down** (V3) SD *** Start just below the biggest sloping shelf on a good hold and a small crimp. Climb the series of shelves up and left to a long (!) reach to the lip. A stand start from just below the highest and best shelf preserves the best move and most of the difficulty. (Try the "Hands Free" Variation (V3ish): With no hands, from the ground, use a sloping rail to step up onto the low shelf and walk up the shelves until you can grab the top straight above the high juggy shelf. A fun party trick challenge that has almost nothing to do with bouldering.)
 51. **Quite Handy** (V1) ** Climb the left arête from a good right-hand edge.
 52. **Friendly Midget** (V2) SD *** Crouch start on a good rail on the right side of the boulder. Traverse left and up through positive pockets, lots of top out options await.
 53. **Scary Midget** (V3) SD *** Start a bit right of the previous problem (though on the same rail) and climb straight up through a left-facing sidepull. Eliminating the arête may add a grade.
 54. **Apollo 11** (V10) ***** Stand-start using obvious, juggy edge feature. Head straight up, using a triangular left-hand pinch to set up for a wild move to the lip. Traverse slightly left to an easy, but airy (!), mantle.
 55. **Number Two Arête** (V5) ** Right side of the obvious overhanging, pointed, grey-brown boulder. Start low (sitting or crouching) at the lip, traverse up and left to the apex. May have suspect holds.
 56. **Brown Arête** (V5) *** Left side of the obvious overhanging, pointed, grey-brown boulder between the Apollo 11 and Gibson Boulders. Start on good edges at the left corner of a triangular notch way out left, traverse up and right to the apex and top out. Beware of slightly suspect rock at the peak.
 57. **Apocalypse** (V2) SD ** Start with a good edge right on the arête, and a sloping edge just left of that. A powerful move up to a sloping edge sets you up for few more fun moves. Fun, but too short.
 58. **Max Rockatansky** (V1) *** The bulging slab at the right side of the Gibson Boulder. Start with a good edge (R) and a sharp undercling (L), reach up to the good flat edge, then climb up through the bulge. Techy Climb straight up to lip, or veer left into the end of Mad Max for an easier (?) finish.
 59. **Mad Max** (V0) *** Climb up the scoop in the center of the Gibson Boulder; hidden good holds await! Easier than it looks, but not a giveaway!
 60. **Braveheart** (V2) *** Start standing just left of center of the Gibson Boulder, with an obvious pocket for the left hand and a poorly defined edge for your right hand. Climb up using tricky edges and slopers. At the bulge with three small pockets keep climbing up the slab using increasingly tenuous holds, avoiding the left arête. Mantle up just right of the peak of the boulder. Fun!
 61. **William Wallace** (V1) *** Start as for "Braveheart", but at the bulge with three small pockets, grab the left arête and continue up to mantle out left.
 62. **Maverick** (V5) SD ** Start matched on good left-facing rail. Climb the right arête, to the lip, then traverse left, along lip, to topout at the peak.
 63. **The Eden of Coronet** (V4) SD ** Start on big right facing rail. Climb the center of the diamond face joining the right arête up high. Watch for loose rock.
 64. **Diamonds are Forever** (V3) SD ** Start on big right facing rail. Climb up the arête on the left side of the diamond shaped face all the way to the peak. Some potentially loose rock high on the face, but the arête holds seem solid.
 65. **Jaws** (V4) SD *** Start very low with a positive edge (under the little roof) for the left hand and an equally low sloping sidepull for the right. Climb up the blunt arête/prow feature, about a meter left of the right arête, on good holds that are difficult to reach.
 66. **A Simple Proposition** (V3) *** Crouch or sit-start using a low right-hand finger-jug and the rail. Climb directly up the short face above.
 67. **A Fine Balance** (V3) *** Start matched on juggy 'fin' undercling. Move up and left, to arête, then continue up the right side of the arête.