

ROAD WORTHY

Pining away

Recently discovered sandstone bouldering on Southern California's Pine Mountain

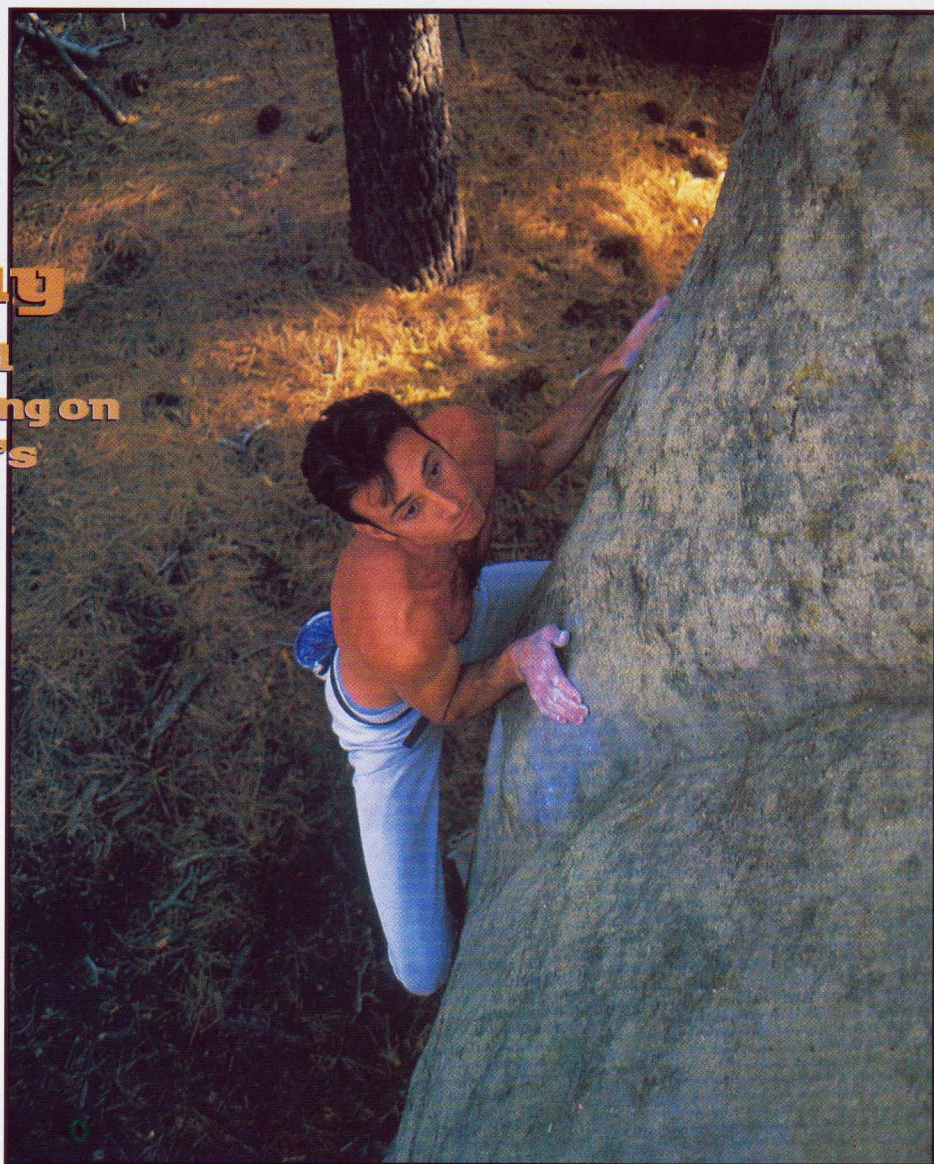


Photo: Willis Young

Nothing up there: James March scans the bald *Crystal Groove* (V4).

BY WILLIS YOUNG

Ojai, Southern California. It is barely May yet the surrounding hills have already turned from mud to sand. The beach might be nice but thoughts of greasing off sun-baked slopers at my favorite bouldering area fills me with dread. The phone rings.

Out of Steve Edward's raving, two words jump clear — "potential" and "huge." "Huge," repeats Steve, letting the word sink in. He's talking about the sub-alpine boulderfields of Pine Mountain — less than an hour from my house. Climbers have known about the area for years, but shrugged it off as grainy and loose. Not a single boulder problem had yet been recorded.

The next day I'm negotiating sweeping turns up a quiet highway. Far away I see layers of pale

pink rock and a jagged skyline fringed with pine trees. There's no need for the A/C as I steer onto the rough, ridge-top road at 5000 feet. Looking south and west, a sea of deserted ridges leads to the Pacific Ocean and, fading into the haze, Santa Cruz Island. To the north lurks the scorched, quake-buckled landscape of the Cuyama Badlands.

Soon, I'm parked in a forest at nearly 7000 feet. Urgent birdsong and a breeze through the tall trees are the only sounds. With fingers crossed in silent anticipation I suck in a lungful of cold, pine-fresh air and head downhill.

Just 100 yards from the car, I am in a daze, stumbling through shady glades, between giant sandstone boulders that rise like the "blocs" of



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Fontainebleau from smooth beds of pine needles. Amazingly, the rock looks sound. More boulders appear, then I see a 20-foot gently overhanging wall streaked in black and brown with a big, isolated hold high in the middle, saying, "Grab me ... or don't." A blunt arete on the right seems to offer just enough to get started, then maybe a lunge up left ... I take a brush, clean the rock, then swing into the moves.

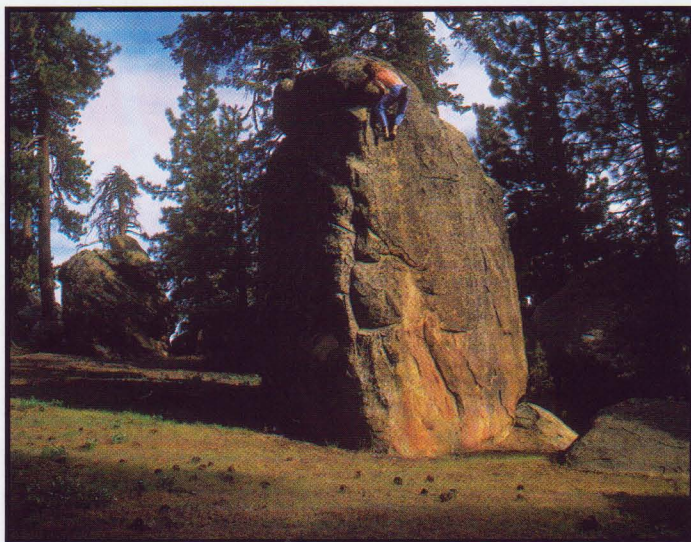
Looking to the hold, I hesitate, and check the landing — no worries, flat and soft. I nail the dyno, catching the jug left-handed. Huge! I move higher still to a rail of crimps, then I'm going over the top on deep incuts. Gasping and laughing, I run down the easy-angled slab behind, and around to the base of boulder. *Dissing Euros* (V4/5) is the first world-class problem of the area.

Over the summer of 1996, I recruit my friends, Reese Martin and Russel Erickson, from Ventura. For Reese, who has just come out of serious back surgery, bouldering isn't an option, but that doesn't stop him from finding a hundred problems and mailing, to unsuspecting visitors, rough sketches, including eyeballed ratings for sit-down starts. Over a year later, some of these projects still repel our best efforts.

Russel is also inspired. Years of scraping about for new problems between LA and Santa Barbara can't have prepared our semi-dreadlocked, guru-of-the-alternative for a hoard such as this. He coolly works on a move here and there, far too hard to pull, then shuffles off to discover a couple of new boulderfields that remain untouched to this day.

We call in "The Condor" James March to stick a huge throw to a dreadful slot-hold on one of Russel's visionary finds. March pulls off the all-or-nothing move on a cool May 1st morning with an extended deadpoint off two open-handed sidepulls — holds that most people wouldn't even consider.

Indeed, come prepared for hanging sandstone slopers, which require a special type of power and control. *The Gyroscope* (V7), *The Crystal Groove* (V5), and *The Laying on of Hands* (V2) are problems of this type, but variety is not lacking. On the immensely popular *Sock Hop* (V5), accurate crimping and good footwork are



Russel Erickson lets his hair down on the alluring *Rapunzel* (V1).

Photo: Willis Young

keys. If you fail, don't worry, the base has been nicely smoothed by an increasing number of locals, riled up after some wise-guy climbed it in his socks. And there are delicate slabs, such as the excellent, high *Ring Of Life* (V1), and brutal finger-benders, including the extremely steep testpiece *Whiplash* (V10), one of Southern California's hardest problems.

The rock offers a mixture of sharp patina incuts and smooth holds with a sometimes grainy crust. When brushed, it becomes abrasive, perfect for sticking to in cool weather, but hell on the tips in warm temps. Some of the boulders are huge, up to 30 feet, and have potential for long, easy routes. And the shorter, steeper blocks offer thrilling off-the-deck cruxes, such as on *A Thin Line Between Death and Madness* (V3).

Realizing Pine Mountain's bonanza, visitors have begun flocking to the area, with many climbers coming from Santa Barbara and Ventura counties to help clean and send an apparently limitless supply of unclimbed lines. To date, several hundred problems have been catalogued. The effervescent Juan-Carlo Mendoza of Oxnard has set records for dedication, camping out, and climbing for days on end, heckling newcomers by screaming "Boom!" or "Oh boy! You don't want to come off there, baby!" as they go for big moves. Inevitably, however, it is Juan-Carlo himself who has taken the biggest bone-shakers, once dropping 15 feet off *Heaven On Top* (V3) at the end of a 10-hour session.

Fortunately, with soft, flat landings and scores of easy problems, this place is big news for flying fools and novices alike, while the sheer beauty of the ridge-top rock garden with its 360-degree view means no one will leave disappointed. The bird life is exceptional, the forest serene, and the air clear. You might see a deer or even a bobcat. I'm happy to say that Edwards was right: Pine Mountain is huge.

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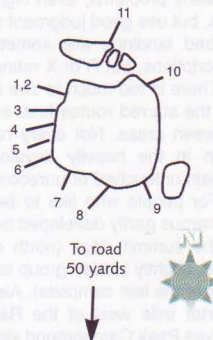
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2. The Jewel

This boulder is 50 yards off the road, 200 yards beyond the entrance to Pine Mountain Campground (Picnic Boulders), up on the ridge to the left.

1. *Save Your Soul* (V4) Sit-start to deep pocket in slab, mantel.
2. *Souled Out* (V4)* Sit-start, moving right onto face to top out.
3. *Pure Joy* (V3)* Up to undercling/flake with left.
4. *Little Sister* (V0) Left of thin seam to crescent feature.
5. *Faith* (V2) Thin seam to mantel.
6. *Dreams Last* (V2) Right of thin seam, just left of tree.
7. *The Jewel* (V1)* Crack.
8. *Pieces of You* (V5)** A high one. Layback to gain flakes, then move left before sloping ledge/scoop and finish on prominent prow to the left. A good spot and a big crash pad useful. Rarely climbed and may need cleaning up top.
9. *Foolish Games* (V2).
10. *Unnamed* (V1) Filler.
11. *Blades* (V4) Short, hard hang start.



3. Upper Ridge Area

Boulders are clearly visible in the campsite.

1. *Shoot Me Now* (V4)* Arete, everything on. Harder for those unable to reach high right sidepull.
2. *Bob's Way* (V5)** Eliminate. Jump to slopers left of arete, then straight up without arete. *Bob's Dyno* (V7)* avoids all bullet holes.
3. *Pump Action* (V4)* Right-leaning seam.
4. *Third Time Around* (V3)* Rock-scarred overhang to slab direct. Left exit easier.
5. *Repeat After Me* (V0) Left end of Campsite Rock.
6. *Already Gone* (V0-) Various eliminates possible here and to left.
7. *Out to Lunch* (V0-).
8. *Afterthought* (V0-) Still dirty after all these years, but nice mantel on big hold up top.
9. *Shoot Me Last* (V0-).
10. *One Step Beyond* (V3)* High step onto "beyond" eliminating holds left.
11. *The Deep Pocket* (V0) Avoid rock at back, gain pocket then easy exit. Terrible landing.
12. *Happy Camper* (V1) Bear-hug moves. Long reach gains holds up left. Weird.
13. *Stone of Scone* (V2)** Stay on arete, rock right off. Nice friction moves to start. Good intro to harder stuff.
14. *Stone of Gethsemane* (V1) Arete from ledge left, with long reach.
15. *Fifteen Years on Ice* (V0)*** Fine easy face, moving up and left. Great landing.
16. *Lost and Found* (V0-) The black lichen'd wall.
17. *Goodbye Mr. Chips* (V0-) Dirty, but might clean up well.
18. *Let Down* (V5) Sit-start. Not as good as it looks. Sharp holds.
19. *The Crack* (V0)** Excellent rock. Move left for more exciting top-out, if desired.
20. *Primped* (V6)* Painful crimps and hard snatches.
21. *Black & Tan* (V3)* Knobby layback for right hand is about 7 feet up. Use this to gain dubious holds and then top. Careful with those fragile holds: others might like to climb this route after you.
22. *Pot Calls Kettle Black* (V4)* Face. Avoid crack until exit. Definitely not one to fall off. Some friable flakes.
23. *Well Fired* (V3)** Crack to scary exit above leg-breaker. Careful.
24. *Hot Potato* (V5)** Begin by stepping off buried boulder. Use pockets in face above, but reach far left into underclings and traverse left to slab top-out. Excellent.
25. *Delicately Steamed* (V2)* Low-angle seam.
26. *Cave Route* (V1) Hang start, right in pocket, left on pinch, foot at back. Keep moving up and right to top out at apex.
27. *Resin Rain* (V3)* Begin with left hand on arete. Tricky move

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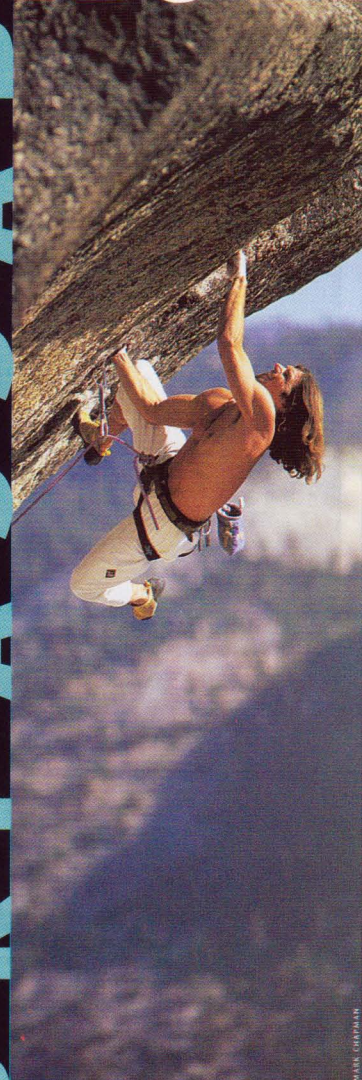
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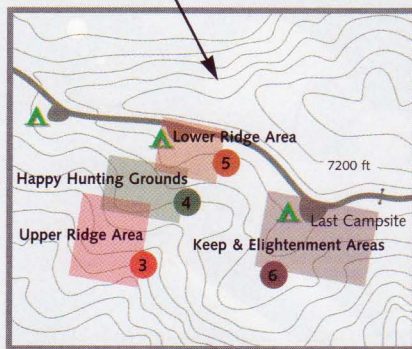
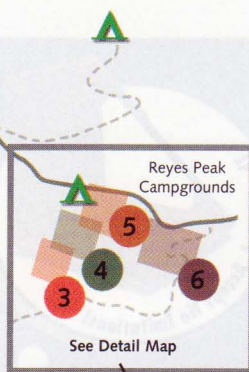


Pine Mountain Selects

Many problems, even high ones, have great landings, but use good judgment and be careful. Warnings of bad landings are sometimes mentioned in the descriptions, but R or X ratings are not given.

There is too much to see in a single day, so check out the starred routes first, and be prepared to move between areas. Not every rock or problem is listed: even in the heavily developed areas, many lines remain untouched or unrecorded.

For people who like to be off the map, there are numerous partly developed boulders on the north side of the summit ridge (north of the road) including a large, slightly hidden group to the east (roughly north-east of the last campsite). Also check out the valley a quarter mile west of the Raspberry Springs turnout (Reyes Peak Campground sign) and south of the road, with its plethora of untouched blocks. On new routes, be prepared to do some cleaning. PLEASE DO NOT USE WIRE BRUSHES: they eat the rock and can destroy the critical friction.

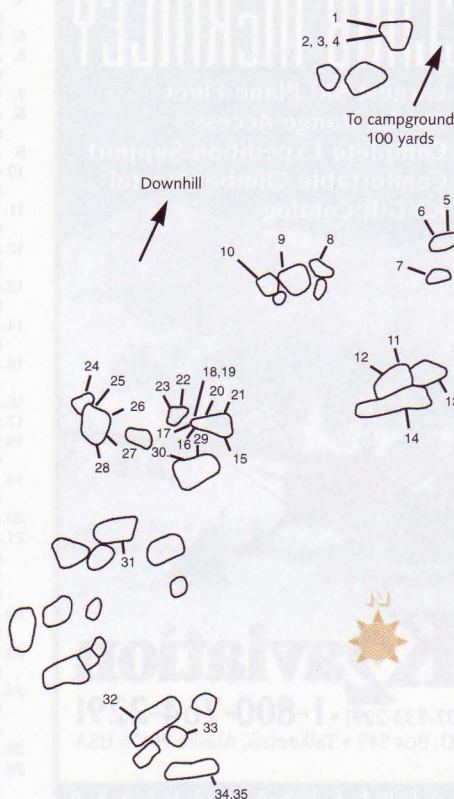


1. The Picnic Area

Walk 100 yards uphill from inside the campground, opposite the entrance. The nearest boulder to the car, the Picnic Boulder, is the only one in this area (so far) having hard steep problems. Those without the requisite power will prefer the Sunkissed Boulder.

1. *Picnic* (V1)** Left side to big move up right at top.
2. *No Picnic* (V4)** Sit-start, two crimps, moving right at start then up left.
3. *Picnic Eliminate* (V4)** Sit-start, two crimps, avoid right hold with long move straight up, then dyno again for bucket up left.
4. *Definitely No Picnic* (V6)* Sit-start, two crimps, move right as in *No Picnic*, but continue right and up.
5. *Orange* (V3)* Sit-start. Nice problem sadly marred by some blatantly chipped holds, which can be avoided.
6. *Unnamed* (V1) Sit-start right of *Orange*.
7. *Proud* (V0)* Very easy prow.
8. *Guesswork* (V2)* Tricky arete.
9. *Take That Back* (V4) Sit-start with one hard move to start.
10. *Unnamed* (V0) Easy but dirty arete.
11. *Unnamed* (V0)* Scary high slab, left side. Very bad landing.
12. *Unnamed* (V0)* Scary high slab, right side. From block. Very bad landing.
13. *Unnamed* (V0) Sit-start, moving left first.
14. *Unnamed* (V0)* Easy wall, nice rock.
15. *Unnamed* (V0) Easy wall right of the groove.
16. *Unnamed* (V0)* The groove.
17. *Reese's Route* (V0) Buttress with knobs and good crimps, easiest line. Hard move low. Spotter useful.
18. *Sunkissed* (V0)*** Superb. Crack into arete with excellent moves and long reach to finish on good holds.
19. *Lelah's Traverse* (V0)** From crack, left then up. Spot well at end. Great moves.
20. *Juan-Carlo Dyno* (V1)* Wall direct. Nice dyno.
21. *Unnamed* (V0)* Nice rock with hidden holds in and over bulge. Spotter useful.
22. *Uncle Reach* (V3)* Blunt arete. Long move, harder for short folks.
23. *Unnamed* (V1)* Arete. May need more cleaning but has good moves.
24. *Unnamed* (V0) Start low and move up to hidden hold right.
25. *Unnamed* (V3) Airy leg-over mantel, beginning at dirty low holds under roof, will get easier as it cleans up.
26. *Blunted* (V3)** Sit-start. Short but packing good moves on nice rock.
27. *Mono Problem* (V3)* Mono to mantel via good hidden hold.
28. *Unnamed* (V4) Unpleasant sit-start.

29. *Unnamed* (V0)** High face on big boulder. Hardest moves at start to easy but airy top-out.
30. *Unnamed* (V0)** High crack on big boulder. Big holds up there.
31. *Unnamed* (V0) High face, back side of large boulder.
32. *Unnamed* (V1) Arete using holds on right side.
33. *Unnamed* (V0) Very easy face.
34. *Anna's Wall* (V0)** Use arete for easiest version.
35. *Anna's Eliminate* (V1)* As above but without arete, making long move up left.



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4. Happy Hunting Grounds (aka The Main Area)

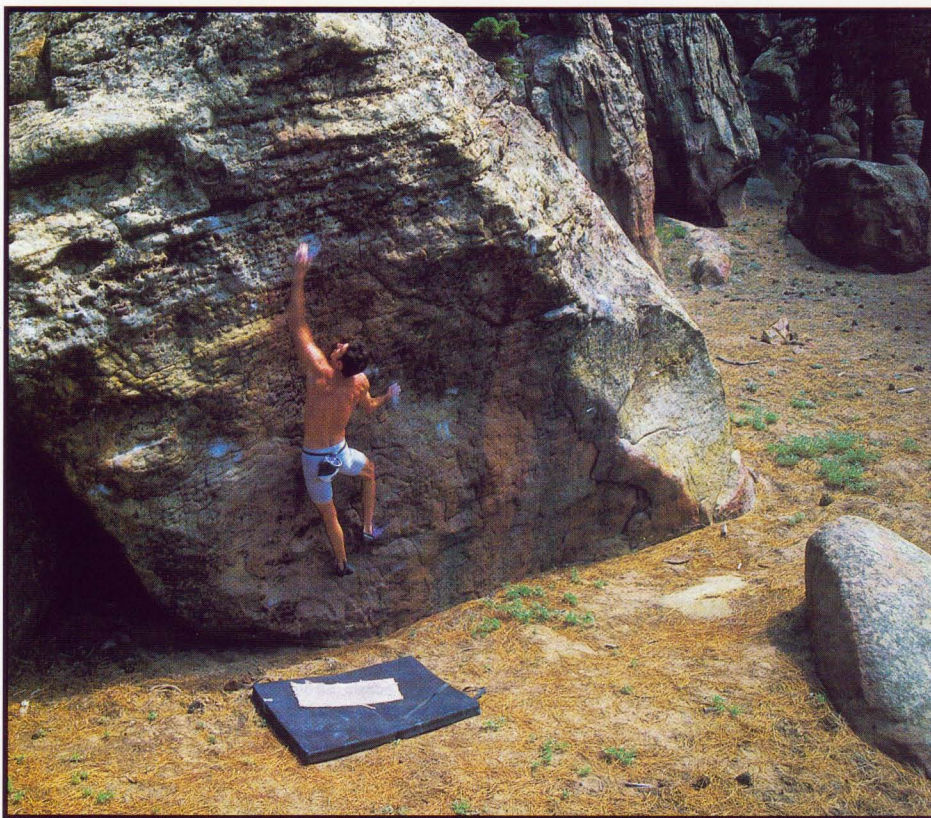
This area is adjacent to the Upper Ridge, but is lower on the ridge.

1. *Unnamed (V0)** From cutaway pull left and up.
2. *Unnamed (V0-)* The fine, easy face.
3. *Broken Dreams (V1)* Beside tree. Goes different ways.
4. *Mantelmaria (V3)* Sit-start, right on pinch/sloper.
5. *Unnamed (V0)* Right side of face with hard-to-see hold to start.
6. *Live Point (V1)** Right side of arete.
7. *The Ring of Life (V1)**** A real beauty. Slots on left side of arete to sketchy high top-out to the right. Some people use their feet, others just use them when they hit the ground. Good landing, but spot well.
8. *The Stone and the Feather (V0)** Left finish to above. Or begin farther left.
9. *Hereafter (V4)* Arete.
10. *Lost in Thought (V4)* Sit-start from right side of cutaway.
11. *Just Resting (V0)* Reach up from ledge in slab to laybacks and make long move up left, continuing on good holds.
12. *Yellowed Out (V0-)** Start at base of small yellow dihedral. Climb dihedral, move right, and continue to apex. Some questionable holds and tricky route-finding, but well worth it.
13. *Flaked Out (V0)* Left-facing flake system.
14. Toprope wall with various possibilities, 5.9 to 5.10-ish.
15. *Heaven on Top aka Happy Hunting Grounds (V3)**** The fine high face with great stretches between good holds to a scary rounded top-out, usually to the left. For those who like adrenaline, this is a good one.
16. *Dissing Euros (V4 or V5)**** Blunt arete into left wall with huge hold. First move with right into pinch very hard for short people. Sit-start at arete (V6).
17. *Source of Denial (V5)*** Begin as *Dissing Euros*. Move up into big undercling feature on blunt arete and high-step right with difficulty, completing the upper section of *Heaven On Top*.
18. *Blue Nile (V5)*** Same as above, but instead of moving right, layback up, hugging arete, and worriedly top out slightly left, using hidden dish for right hand.
19. *Frenchman's Worst Nightmare (V7)*** The direct start, with twin gastons, then crimp and big move to jug on *Dissing Euros*. Usually done with left on crimp, but goes both ways.
20. *Pardon my French (V5)*** With large block left off, smaller block/ledge on, pull onto wall with right layback, grasp small crimp (low) or tiny layback (higher) with left and dyno up right to large hold on *Dissing Euros*.
21. *Mood Elevator (V1)*** Up right to hueco.
22. *Owww! Direct (V3)*** Gain cutter crimp then make hard moves up avoiding previous route.
23. *Safety in Numbers (V0)*.
24. *Sting (V0)** Begin just left of arete. Move up to sloper for left then right to big holds.
25. *Grainstorm (V3)* As *Sting* but instead of moving up right, move left to tiny crimp and join *Safety In Numbers*.
26. *Bed of Needles (V0)* Slab. Hard pull off hollow crimp.

5. Lower Ridge Area

This is adjacent to the Happy Hunting Grounds area, but farther down the ridge.

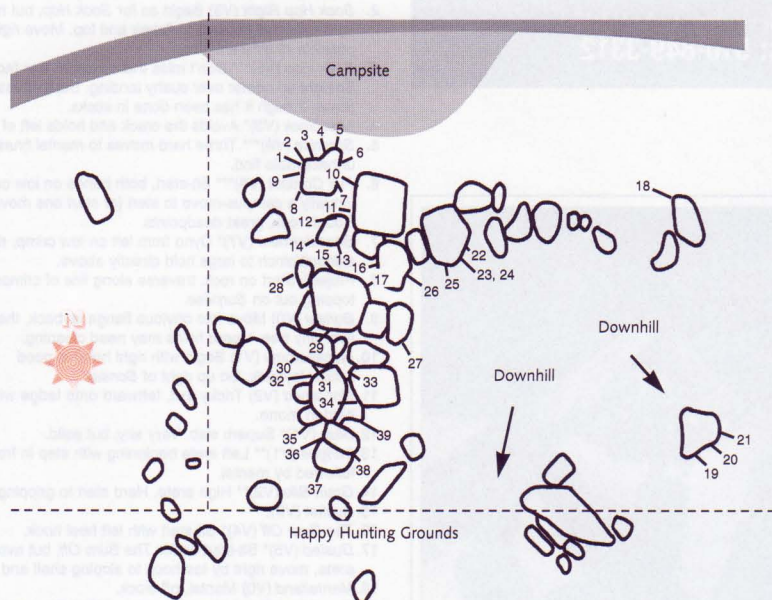
1. *Hopping Mad (V5)* From thin sidepulls just left of tree.
2. *Sock Hop Right (V5)* Begin as for *Sock Hop*, but move right via small pockets to flakes and top. Move right possible at different levels.
3. *Sock Hop (V5)**** Don't miss this excellent thin face. Straight up center over cushy landing. Super-frustrating for some, though it has been done in socks.
4. *Lost Sock (V3)** Avoids the crack and holds left of crack.
5. *Surprise (V8)**** Three hard moves to mantel finesse. An unbelievable find.
6. *Full Contact (V8)**** Sit-start, both hands on low crimp, virtually a campus-move to start (or start one move in, V7). Rough rock, great deadpoints.
7. *Bewilderment (V7)** Dyno from left on low crimp, right on sidepull/pinch to large hold directly above.
8. Project. Start on rock, traverse along line of crimps/slopers topping out on *Surprise*.
9. *Bonsai (V0)* Move into obvious flange layback, then up over tiny tree. Upper holds may need cleaning.
10. *Mossectomy (V1)* Begin with right hand in good hollow layback. Go up right of *Bonsai*.
11. *Unnamed (V2)* Tricky exit, leftward onto ledge with hidden mono.
12. *Bliss (V1)** Superb slab. Very airy, but solid.
13. *Intrigue (V1)*** Left arete beginning with step in from right followed by mantel.
14. *Grain Silo (V2)*** High arete. Hard start to gripping top-out.
15. *Bucket (V0)*.
16. *The Burn Off (V4)** Sit-start with left heel hook.
17. *Dusted (V5)** Sit-start as for *The Burn Off*, but avoid left arete, move right by toe hook to sloping shelf and mantel.
18. *Mantelland (V0)* Mantel, off block.
19. *The (Mantelland) Hueco Problem (V3)*** Sit-start both hands in low hueco. Going directly up right is easier than original desperate snatch to left sloper.
20. *Grain Shower (V3)* Hideos grain session from undercling to stylish mantel or thrash finish.



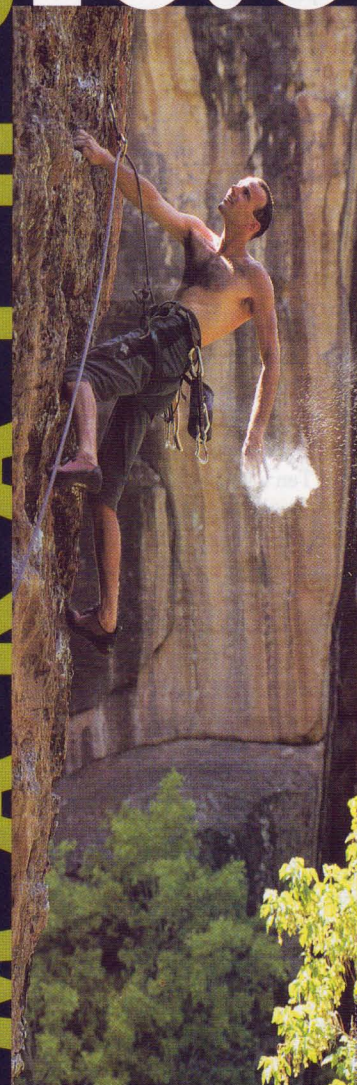
James March slaps for the deceptive pocket on *Mayday* (V7 or harder).

- off the ground and awkward step up beside tree to sticky finish.
28. *Where's the Fun?* (V3) Stupid sit-start, if you've nothing better to do.
29. *Brainless* (V1)* Tricky sit-start under small overhang. Then carefully up the high face. Bold, with dreadful landing, but easy.
30. *Slab Central* (V0)* Excellent slab climb on perfect rock.
31. *Back Scrub* (V4) Use sidepulls with right hand and move up, then high-step left on sloper before topping out. Spotter helpful.
32. *Teased and Crimped* (V3) Move up from holds right, but top out by mantel slightly left to avoid bad fall.
33. *Stranger Than You* (V1) The strange prow, easiest way.

34. *A Voidoid* (V3)*** Frightener on good rock. Begin at arete with hard moves to start. Then, precariously top out, trying not to think about hospital bills. Brush upper holds after rain. Sit-start, from left, V4/5.
35. *Diddley Squat* (V1) Sit-start.
36. *My Life as a Dog* (V0) Left arete. Hard to start.
37. *Insult and Injury* (V0)* From ledge, go left and up.
38. *That's All We Need* (V0-) Up, then traverse horizontal right and top out.
39. *Tiny* (V0-) Tiny arete.



10.6



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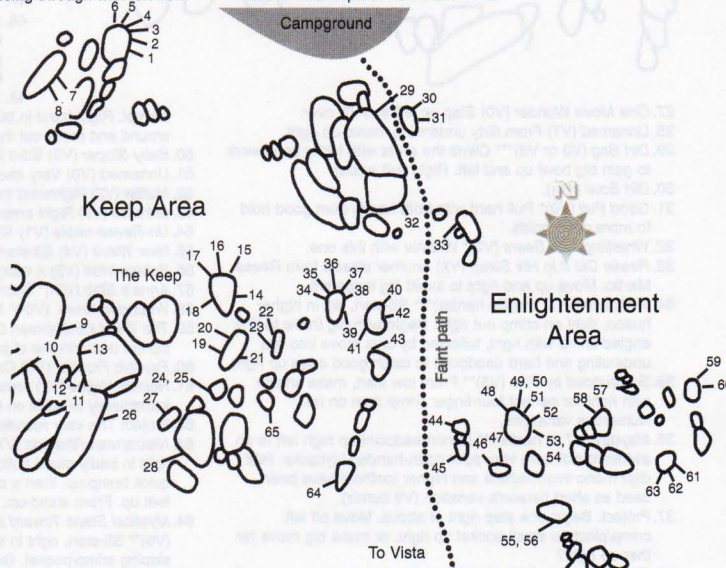
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6. Keep and Enlightenment Areas

The Keep appears as a tall sheer-sided tower, 50 yards from the road (right of the campsite). The Enlightenment Area is the boulder-strewn sloping ridge heading south from the campsite.

1. *Unnamed* (V0)* Nice pockets, great rock.
2. *Unnamed* (V0) Straight up, via ledge, eliminating red holds to left.
3. *Unnamed* (V0)* Begin on crimps at 6 feet and top out to right.
4. *Unnamed* (V0) Left side of arete with long move between big holds.
5. *Unnamed* (V1) Right side of arete with obvious layback.
6. *Unnamed* (V0) Begin under bulge and top out on arete.
7. *Over Easy* (V0) Easy wall.
8. *Nice Offer (... But No Thanks)* (V4)* Climb direct up the shallow groove to scary top-out (ledge at base), or climb slightly to the right and top out by escaping right to big holds.
9. *The Dungeon Wall* (V0)*** Easy moves up perfect rock.
10. *Earn Your Keep* (V3)* Hard move off ground.
11. *Chains* (V0).
12. *Shackles* (V0).
13. *To Die For* (V3)** Hardest move is near the ground. Gain pockets, move up to horizontal and step carefully right onto upper slab with big rocks beneath encouraging success. Good, but not really worth dying for.
14. *Clawing at the Walls* (V6)* Huecos to tiny crimps to ledge and mantel. Usually done by crossing through with left from tiny crimp below ledge. Don't break any more holds off here or we'll really be clawing at the walls.
15. *Siege Tactics* (V1)* Right side of arete on good crimps, some of which might not be there much longer.
16. *We Already Have One* (V3)* Begin on face, but move right to arete.
17. *Rapunzel* (aka *The Keep*) (V1)*** Very high; perfect landing. Easiest by moving right below top. An ideal photo opportunity. Down-climb using tree with some difficulty.
18. *Gardez l'eau* (V5)* Might well make a good V3 when it's clean.
19. *High Treason* (V1) To make the start challenging avoid crack on right.
20. *Softly, Softly* (V6)* Hard dead point off ground to gain slanting crimp with right. Move left to big sloper. Top out directly off inverted layback.

21. *The Crystal Groove* (V4)*** Superb open-handed moves to gain crimp high left. May need cheat-stone to reach first hold.
22. *Unnamed* (V0).
23. *The Grand Canyon* (V2)** An epic journey. The first move can be tricky if you're short.
24. *Cravings* (V5)** The arete. Begin with both hands on nice slot, left side. Good red hold around to right and small hard-to-see crimp up left. Sketch up over the rounded summit with spotters paying close attention.
25. *Unnamed* (V5) Begin as above, but from good red hold fire high right for friable edge then up.
26. *Unnamed* (V0) Crack with some very thin flakes up high.
27. *Unnamed* (V0) Crack in tower in gully.
28. *Unjustified* (V2)* More adventure. Careful up high — don't fall off the top.
29. *Unnamed* (V3)* High arete.
30. *Unnamed* (V0) Up via shallow pockets to scary finish above ankle breaker. Right of this is a much easier variation.
31. *Unnamed* (V0) Begin with right in undercling.
32. *Enlightenment* (V5)** Climb via pockets to large pink pebble, then move left with feet on pebbles and break using imaginary handholds until standing in large shallow dish, far left, above void. Top out from there. Wild!



LOGISTICS

Getting there. Take Highway 33 north toward Taft from the southwest end of Ojai. Drive 32 miles mostly uphill; at the "Pine Mountain Recreational Area" sign, turn right onto a sometimes-bumpy, partly-surfaced road. Be careful: cars *do* appear around those blind bends. After 5 miles you will reach Pine Mountain Campground, to the right in a shallow valley. For the Picnic Area boulders park in the campground opposite the entrance. Drive one mile farther to reach the more developed areas a quarter mile past the "Reyes Peak Campground" sign. A campsite on the right, adjacent to 20-foot boulders, is the top of the Main Ridge areas. The Keep and Enlightenment areas are slightly farther on, at the next campsite, with even bigger boulders adjacent (see map).

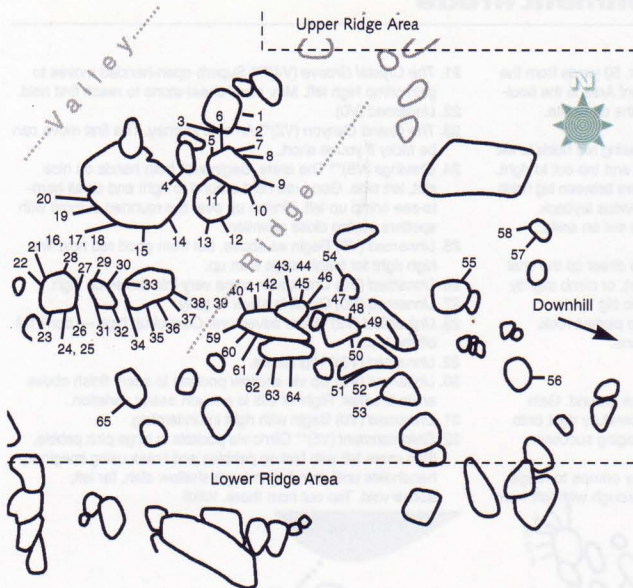
Access. Pine Mountain is in the Los Padres National Forest. There are no access problems, but new regulations require a National Forest "Adventure Pass," which you can purchase at various liquor stores and gas stations in the area for \$5 daily or \$30 annually (the same pass covers all the major National Forests in Southern California so you may already have one).

Season. Late spring and fall are great. Mid-

summer can be a bit warm for cranking the hardest moves, and flies can be unbearable after thundershowers (take insect repellent). The road closes after the first heavy rain or snow, which can be as early as November, and doesn't reopen until March or April. Call the Ojai Ranger Station, (805) 646-4348, for information. Cycling is possible for the hardcore (2000-plus-feet uphill) but if it's raining down on the coast, the snow will be deep on Pine Mountain.

Camping. There are a handful of sites in the Pine Mountain and Reyes Peak Campgrounds. The first are in the shallow valley to the right at five miles. This large area usually has plenty of space to pull in and crash if the smaller sites farther on are occupied. Weekends are busy. There is no limit on cars per site. Build fires in designated metal fire rings only; dead wood from the ground is OK, though a permit (available from rangers) for fire or stove use is required during "fire season." Water is *not* available in the campgrounds.

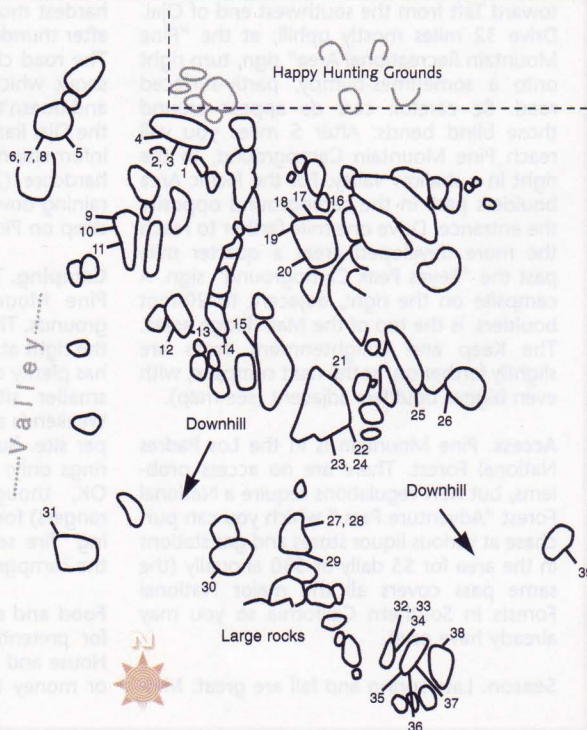
Food and refreshments. Ojai is best known for pretentious restaurants, like The Ranch House and L'Auberge. For those without airs or money to throw away, Ruben's Burritos,



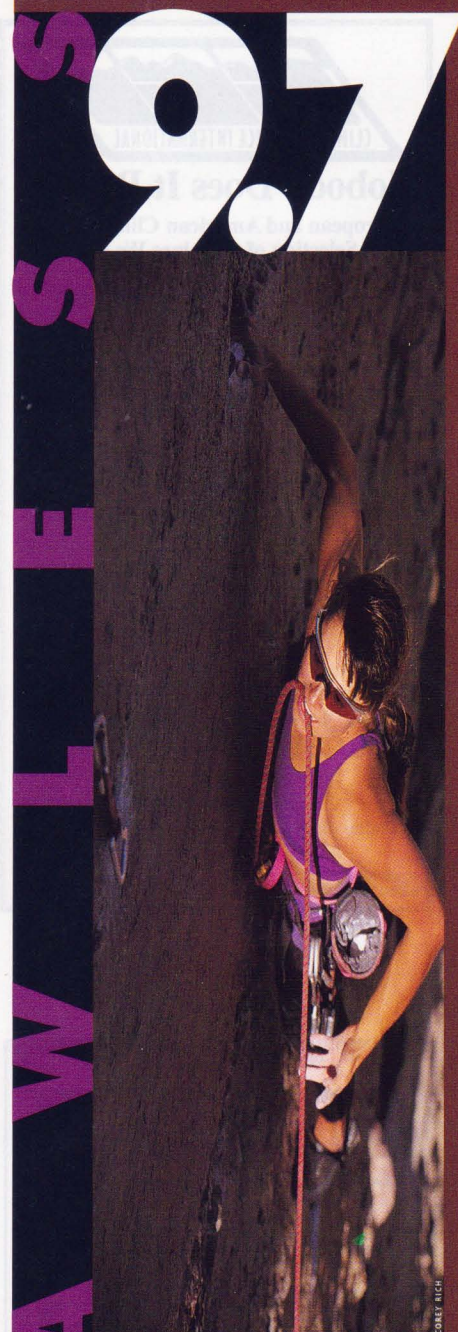
27. *One Move Wonder* (V0) Slap up left and it's over.
 28. *Unnamed* (V1) From dirty undercling, move up right.
 29. *Dirt Bag* (V3 or V2)*** Climb the arete with tricky hand work to gain big bowl up and left. Right exit easier.
 30. *Dirt Bowl* (V0-).
 31. *Good Pull* (V0)* Pull hard with both hands from good hold to more good holds.
 32. *Wrestling with Bears* (V2)* Wrestle with this one.
 33. *Reese Did It in His Sleep* (V2) Another classic from Reese Martin. Move up and right to avoid big ledge left.
 34. *Whiplash* (V10, maybe harder)*** Sit-start, left in higher hueco, right on crimp out right. Begin with big throw to tiny angled crimp with right, followed by crux move into tips undercling and hard deadpoint to catch good edge up right.
 35. *Surrounded by Fish* (V5)** From low start, make snatch with right for perfect four-finger crimp then on up. Numerous variations.
 36. *Mayday* (V7 or harder)*** Dyno/deadpoint up high left to an awkward slot from very poor open-handed laybacks. Half digit mono intermediate and higher foothold have been used as short person's variation (V9 horror).
 37. *Project*. Begin one step right of above. Move off left crimp/pinch to small pocket up right, or make big move far ther up right?
 38. *The Laying on of Hands* (V2)*** Sit-start, low crimp. Move up to slot, then up with big move to sloper, then left to mantel.

- mantel. Right hand in bullet hole/crimp. Twist the left hand around and press out the move off both arms, feet dangling.
 50. *Baby Slopier* (V3) Start low, hard first move.
 51. *Unnamed* (V0) Very easy slab.
 52. *Muffler* (V2) Rightward traverse to holds right of apex then up.
 53. *Grimace* (V2) Right arete from thumb-and-fingers hold.
 54. *Un-Reese-nable* (V1) Sit-start. Did Reese miss this?
 55. *New Wave* (V4) Sit-start, both hands in seam/crack.
 56. *Pebble Wall* (V3) A tricky long reach to start.
 57. *Anna's Slab* (V0-)* Short easy slab right.
 58. *Wounded Knee* (V0-)* Short easy slab left.
 59. *The Thin Line Between Death and Madness* (V3)*** Terrifying top-out over thin line of patina onto holdless slab. A must.
 60. *Psychic Frontier* (V3) Crimpy wall with bad landing.
 61. *Notably Vague* (V2) Arete, on right side of gully, moving immediately to holds on left. Forcing direct, V4, but contrived.
 62. *Project* The very rounded undercut arete.
 63. *Nietzschean Rhetoric* (V7, perhaps harder)*** Sit-start with right in badly glued hollow layback. A long move to start, a quick bump up, then a couple of frustrating moves getting feet up. From stand-up, V5.
 64. *Mystical Steps Toward Deathless Superconsciousness* (V6)** Sit-start, right in sidepull, left hand far to left on poor sloping crimp/pocket. Go up via series of deadpoints to poor crimps, or use layback to move up left and match on nice slanted crimp, etc.
 65. *Unnamed* (V0) Short sit-start.

21. *Imaginary Milkmaid* (V0) Low-angle wall.
 22. *Seasonal Interlude* (V0) Arete.
 23. *Matters Little* (V0-) Somewhere here.
 24. *Matters Not* (V0-) Somewhere else here.
 25. *Pink Fingers* (V1) Right side of grainy arete.
 26. *Unnamed* (V1) Cave problem. Start under and left and make big move right to large holds, then straight up.
 27. *Free Thinker* (V0) All holds on.
 28. *Unseamly* (V2) Hard-to-start thin wall staying left of seam.
 29. *Hueco Problem* (V3)** Sit-start. Rough rock but a nice problem. Goes by long move up left or series of smaller moves out right.
 30. *Mark's Roof* (V6)* Begin with both hands in dirty undercling. Gain lip, and make hard slap up right, usually off left heel hook.
 31. *Red Arete* (V4)* Begin from good but hollow holds on right side, make hard move up left. Bold top-out.
 32. *Möbius Strip Right* (V4)* Sit-start on good flattish hold. Top out right, avoiding upper holds left.
 33. *Möbius Strip* (V3)* Sit-start as above. Top out slightly left.
 34. *Pretzel Logic* (V8)** Sit-start right in pocket/undercling, left on poor open lay back. Desperate punch to decent dish with left. Top out left or direct.
 35. *Fuzzy Logic* (V2) Sit-start.
 36. *Unnamed* (V0)* Left side of face by tree.
 37. *Modal Logic* (V1)** Solid high face.
 38. *Socratic Method* (V0) Dirty wall.
 39. *Unnamed* (V0)* Face. More potential on this boulder.



39. *All Laid Out* (V4)* Begin with *The Laying on ...*, then instead of man tiling over, traverse left using the pocket of *Mayday* and top out far left.
 40. *Angels in a Cage* (V2)* Arete, hard to start.
 41. *Sky-diver* (V5)* Slab, keeping right. Delicate high step into tiny slot.
 42. *Elysian Fields* (V2)* Numerous variations on slab right of crack.
 43. *On Thin Air* (V0)* The ramp, easiest line.
 44. *New Ways to Get From A to B* (V4)** Use the left side of ramp, but stay in the groove, moving slightly left at top to rounded finish, avoiding seam up right.
 45. *The Touch* (V3)** Use blunt rib to start and move immediately left with awkward footwork and a long move to high flat hold in face. Match, etc.
 46. *The Saggarmaker's Bottom Knocker* (V3) Grainy undercut arete. Use holds up left.
 47. *Weekender* (V0) Hard start.
 48. *Gyroscope* (V7)*** Left hand on bullet hole/crimp. Jump from ground to slap right on sloper ball, turn lip with deft footwork. Pure joy.
 49. *The Press* (V7)*** Awesome power



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33. *Unnamed (V4)* Sandy overhang with one hand on undercling, one high.
34. *Unnamed (V0)* Interesting rock. No easy walk off.
35. *Unnamed (V2)* The hanging rib. Jump to right crimp if necessary. Needs cleaning. No easy walk off.
36. *Reeseque (V1)* Just slightly left of above, move in crack above block. Bad landing. No easy walk off.
37. *Raspberry Ripple (V0)** No easy walk off.
38. *Unnamed (V0)* No easy walk off.
39. *Unnamed (V0)* No easy walk off.
40. *Unnamed (V3)** Sit-start left side and traverse right to rounded holds and keep moving right to top-out by tree.
41. *I knew I Could (V0)* Absurd sit-start.
42. *Stern Gem (Not) (V3)* Sit-start.
43. *Looseing my Marbles (V1)* Sit-start both hands on pebbly ledge.
44. *Unnamed (V0-)** Nice high face.
45. *Unnamed (V0-)** Good face from hollow flake.
46. *Unnamed (V0)* Arete.
47. *Unnamed (V1)* Slab with tricky start.
48. *Unnamed (V3)* Climb the arete by reaching high with left to good sloper.
49. *Campus Problem (V4)*** Sit-start using lowest hold, (left hand is higher than right). Top out right via large hueco.
50. *Campus Direct (V6)** As above avoiding large huecos to right.
51. *Squeeze One In (V1)* Step off boulder and climb up and right.
52. *Pure Pain (V4)* Sit-start, hands in big undercut. Move right to vertical crack. Pass this on jams to reach large hold up right, etc.
53. *Unnamed (V3)** Sit-start, hands in big undercut, move slightly right, and over.
54. *Unnamed (V3)** Sit-start, hands in big undercut. Reach out to lip directly and left to hold above vertical crack. Mantel.
55. *Unnamed (V1)* Step onto face and move right to arete and up by tree.
56. *Unnamed (V3)*** Direct up the short pebbly wall with nice moves to hidden pocket over top.
57. *Welcome to the Real World (V1)** The striking arete of the red wall. Very adventurous. Unlikely holds on the arete and grainy laybacks around to the left.
58. *What Price Freedom? (V2)** The wall just right of arete via large pocket.
59. *Reese's Arete (V0)** Lots of big holds, but high.
60. *Unnamed (V0)* Avoid ledge left.
61. *Unnamed (V2)* Begin at loose hold, and fire up right (sketchy long move).
62. *Unnamed (V0-)* The easy arete on great rock.
63. *Unnamed (V0-)* The very easy wall on perfect holds.
64. *The Rob Zmeier Memorial Boulder Problem (V1)** The shallow groove from right on pebbles. Nice moves but needs cleaning.
65. *Unnamed (V1).*

104 N. Signal, just off the main drag in the town center is good. Other "Mexicans" exist farther along the main road (try Antonio's, on the corner of Montgomery Street). A couple of miles east of the town center at the first right bend is the pleasant Boccali's Pizza. Bill Baker's bakery, 457 E. Ojai Avenue, is great for mornings. Fast food is found in Mira Monte between Ojai and Ventura. Vons is the nearest large supermarket and is located on Highway 33 (Maricopa Highway) near the junction with the Ventura-Ojai road.

For coffee, hit the Ojai Coffee Roasting Company (main road next to Montgomery Street, town center), or Java Heaven on the Ojai-Ventura road, 100 yards southwest of the junction with Highway 150 (Santa Barbara/Lake Casitas turn off). There's also a coffee shop just past Vons on Highway 33 (Maricopa Highway).

Classic "biker bars" exist on Highway 33. The last one is 4 miles before the Pine Mountain turn off, but it is only open on weekends.

Make sure your tank is full and you have plenty of water before heading into the hills. The 76 gas station opposite Vons on Highway 33 also has a cheap water machine.

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