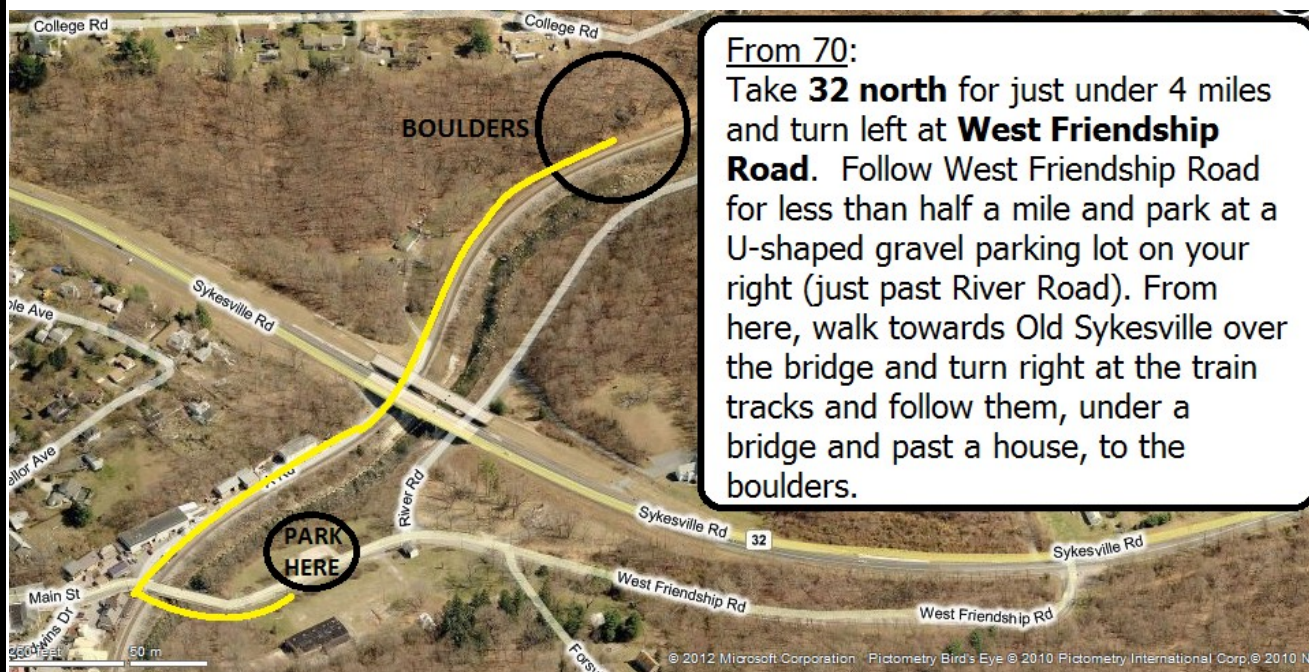


The Levitation Boulders

Version 2



From 70:

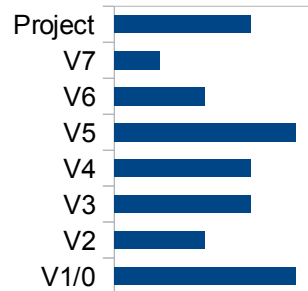
Take **32 north** for just under 4 miles and turn left at **West Friendship Road**. Follow West Friendship Road for less than half a mile and park at a U-shaped gravel parking lot on your right (just past River Road). From here, walk towards Old Sykesville over the bridge and turn right at the train tracks and follow them, under a bridge and past a house, to the boulders.

TO= Top Out
HB= Highball

Levitation has some of the best bouldering in Maryland; with easy slabs, difficult highballs, and boulder cracks, this area is bound to have something to peak your interest. Aside from a few climbs, the area dries quickly after rains and gets good sun during the winter. To avoid any seepage, stay of the highballs on the Levitation Proper and the cracks on Upper Levitation until it hasn't rained for a few days.

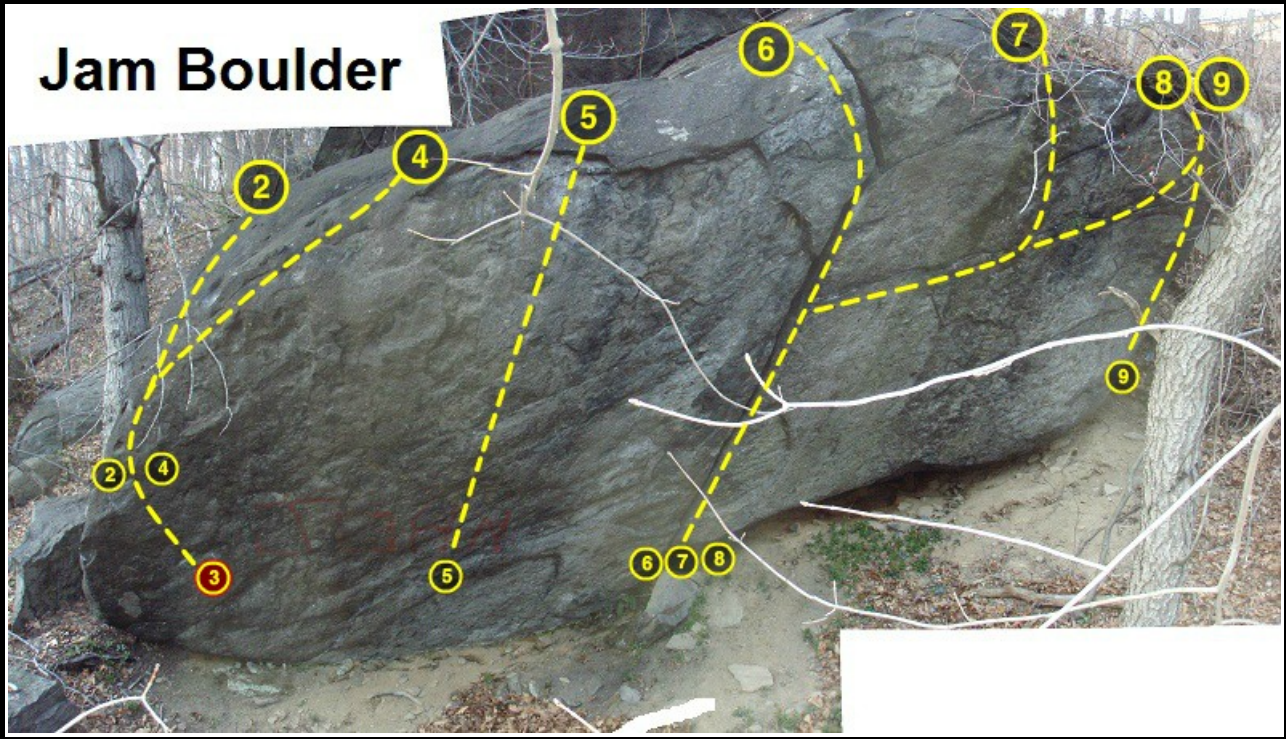
Recommended Problems

Robot Strength	V5
The Jam	V2
Snail Trail	V3
Sparkly Spots	V5
Mulligan Flash	V5
Downclimb Slab	V1

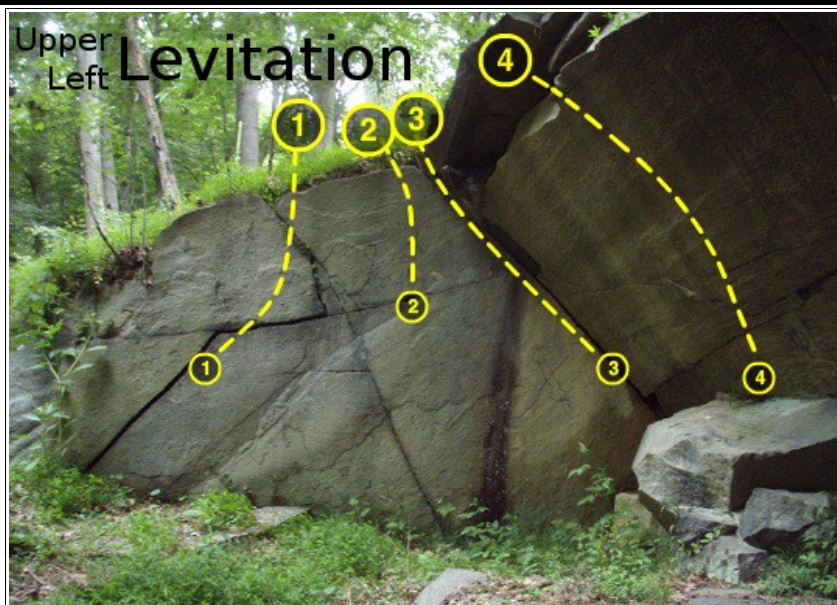


MDguides .wordpress.com
Mini Guides for Maryland Climbing

Jam Boulder



- (1) **Downclimb Slab V1**- Begin on the town facing side of the Jam Boulder, between the arete and the tree, and climb to the top. Fortunately, if this climb challenges you, you can push off the tree on the way down for an easier downclimb. TO
- (2) **Robot Strength V5**- Starting on the left hand crimp plate and right hand on the crimp pocket, move directly up, onto the slab, and to the top of the boulder TO
 1. Skipping the start move and starting on the slopy rail will give you a nice V4
- (3) **Fat Man Project**- Starting on the lowest to slash crimps on the overhung face, move to the arete and follow it to the top. TO
- (4) **Fat Man Arete V6**- Start on the plate crimp with your left hand and your right hand in the pocket on the face. Move up and head right along the arete to an airy top-out over the Ro-Fo project. TO
- (5) **Ro-Fo Project**- Unlikely. There's a starting crimp rail and a shallow pocket in the middle of the face. TO
- (6) **The Jam V2**- Start with comfy hand jams and work your way up through the widening crack. Although die-hard traddies may disagree, using the crimps is fine. TO
 1. Sit-starting this gives you a little more climbing, but won't change the grade
- (7) **The Guillotine V7**- Begin on the crack in the middle of the face (*The Jam*) but instead of topping it out, head right at the seam halfway up the face. Once you're right between the crack and the arete, top out directly up. TO
- (8) **Welcome to Jamrock V6**- Start on the crack in the middle of the face (*The Jam*) and climb up to a seam that cuts out right. Climb along this seam to the left arete and top out at the arete. TO
- (9) **Flapper-gasted V4**- On the uphill side jam boulder there is an obvious start crimp a few feet off the ground. Begin matched on the crimp, plaster your feet on the bulge below, and make a big move to a jug. TO

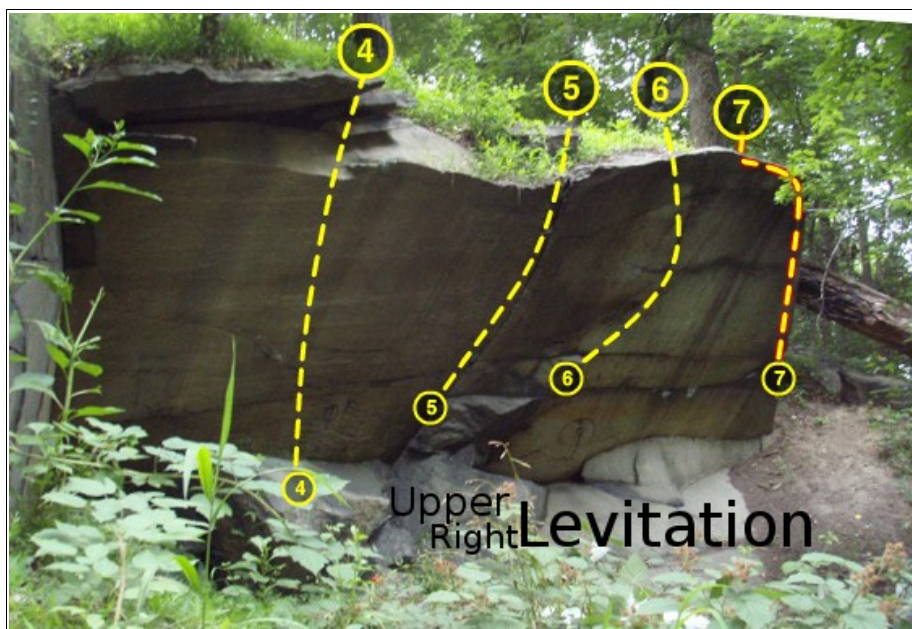


- (1) **Blacklist Bestseller V1**- To the climber's left of the corner crack is a right leaning face crack. Start at the horizontal section. TO
- (2) **Sword Fight V3**- Starting on bad crimps just left of the corner crack, move to the top. TO
- (3) **Punishment corner V1**- Climb the crack/corner of upper Levitation to a deieving top out. TO
- (4) **Snake in the Eagle's shadow Vdyno**- With the undercling on the

otherwise blank face, stand up on the large block between the corner and crack. From the precarious stance, make a wild, all-points-off dyno to the lip. It's a dyno so height plays a large role in grading, but the consesus seems to be around V4. TO

- (5) **Snail Trail V3**- Begin on the large block. Tug through some good finger-locks to get yourself to a broken section near the end. Top it out by any means (right, left, or direct). TO
- (6) **Eviction Project** - Starting on a block to the right of the crack that splits the face, use the single, terrible crimp in the middle of the face and the slot feet to get to the top. Miss the move to the lip and you could go quite a ways down the hill. TO

- (7) **Sparkly Spots V5**- With both hands on the obvious starting jug, swing a heel onto the start and work your way up this desperate arete. A committing bump at the end will get you to a crimp from which you can traverse left to topout above the overhanging blank face. TO

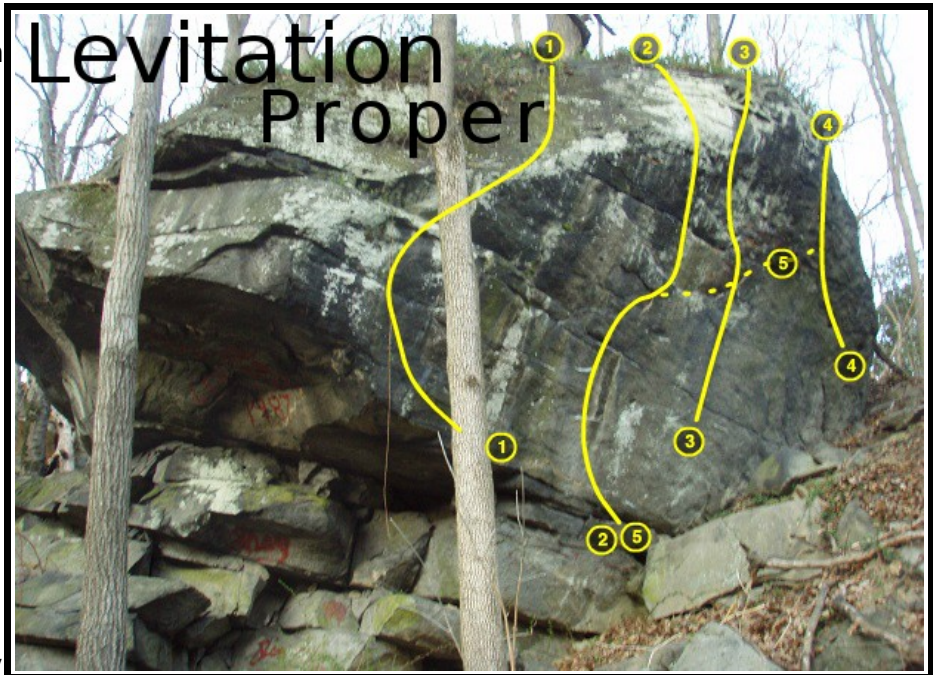


(1) **Ascending Order-**

So far only done on top rope, this line starts at the overhang on the left side of the Mulligan face. Follow the easiest climbing up left and then back right to finish on the slab.

(2) **Mulligan Flash V5-**

Starting on the large slot, next to the boulder at the base, make a few moves up left to a matchable crimp just right of a dirty ledge. After the crimp, throw/reach for a smiling crimp rail, match, and follow the face up to a horseshoe shaped pocket and then to a flat jug. Top out straight up from the flat jugs. TO HB



(3) **Pearls before Swine Project**-Start on the good crimps above the small boulder resting at the bottom of the face. After moving past the crimps at the beginning to a very incut crimp, make a right hand reach up to the flat sloper. The next move is big: throw up left to a good(ish) hold at the top of the vertical seam. TO HB

1. Linking up into this from the start of *Mulligan Flash* makes for a slightly harder variation

(4) **Fermion V4-** At the right end of Levitation face, start on a two huecos and work your way up left through progressively harder climbing. Expect some tricky moves over a hillside landing. TO HB

(5) Var. **Heavy Fermion V5** - Starting just off the boulder at the base of the face, climb straight up to about halfway and climb right to link into the normal problem. For a tough V5, start at the base of *Mulligan Flash*, climb to the smiling crimp rail and head right to finish on *Fermion*. This “boulder problem” is much closer to a route. TO HB

V1	Downclimb Slab	V5	Sparkly Spots
V1	Blacklist Bestseller	V5	Mulligan Flash
V1	Punishment Corner	V5	Heavy Fermion
V2	The Jam	V6	Fat Man Arete
V3	Sword Fight	V6	Welcome to Jamrock
V3	Snail Trail	V7	The Guillotine
V4	Flapper-gasted	P	Ro-Fo Project
V4	Snake in the Eagle's Shadow	P	Eviction Project
V4	Fermion	P	Pearls Before Swine
V5	Robot Strength	P	Fat Man Project
		V?	Ascending Order