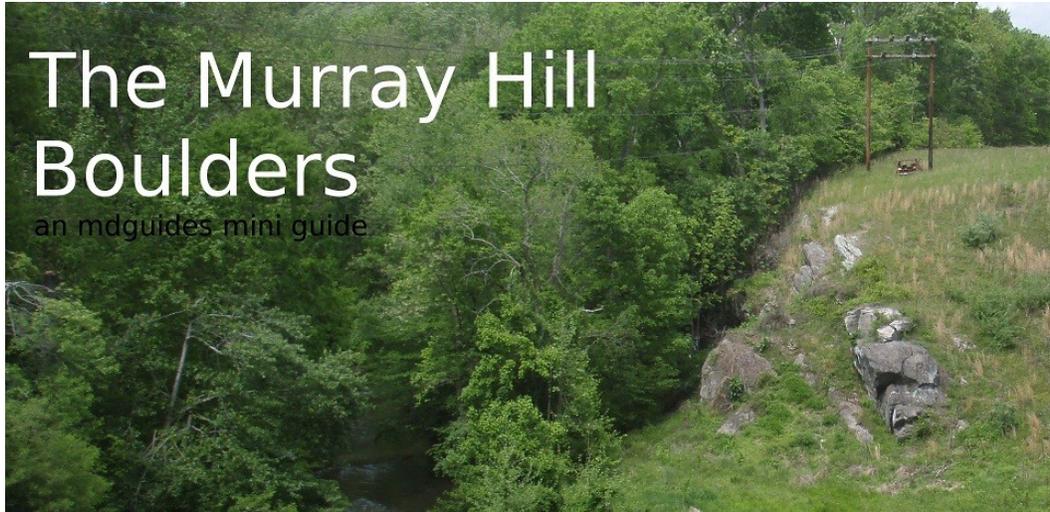


The Murray Hill Boulders

an mdguides mini guide



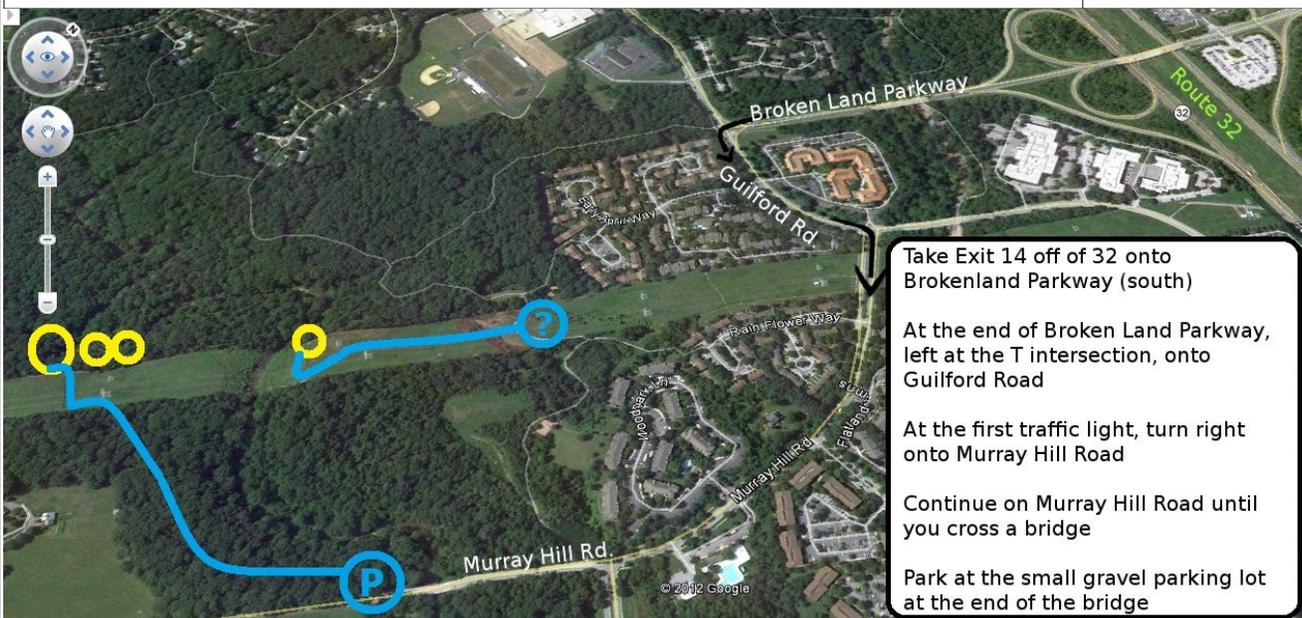
Number of problems:

~20

Grade Range:

V0-V5

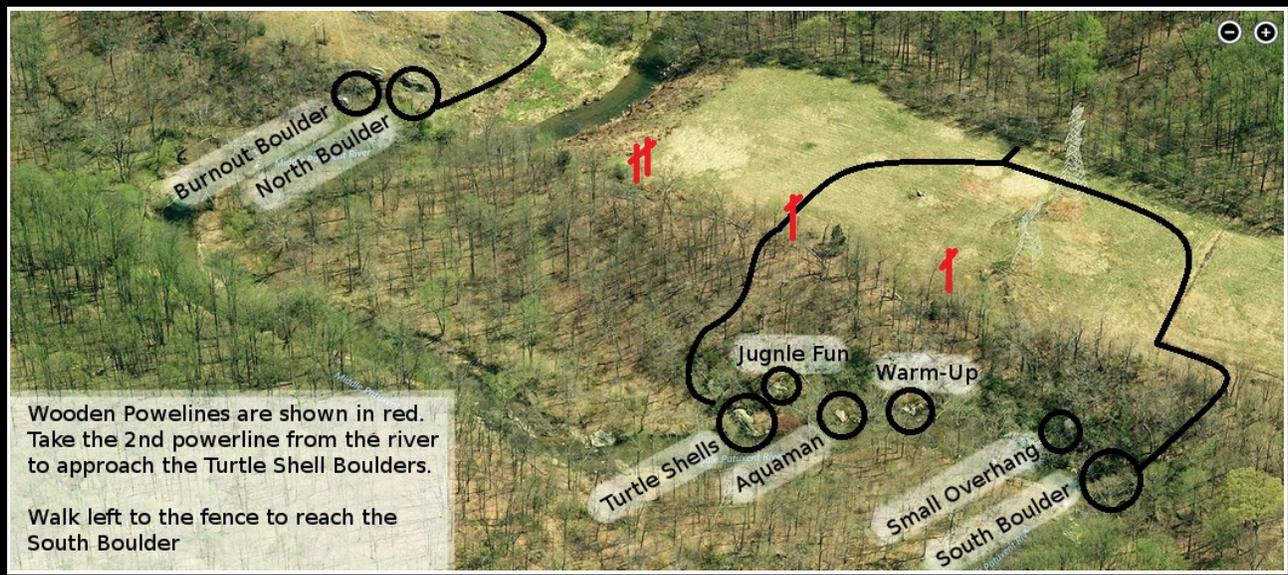
and **Projects**



After parking, follow the path perpendicular, away from the road, turning left when you can. Follow this trail towards the power lines (you can't see them yet), keeping the river to your right (not always within sight). Upon reaching the powerlines, walk left (SW) towards a fence. From here, follow the map on the next page. Depending on where you are going, you want to either head to the fence or the 2nd telephone pole from the river. All the boulders are within 25' of the stream.

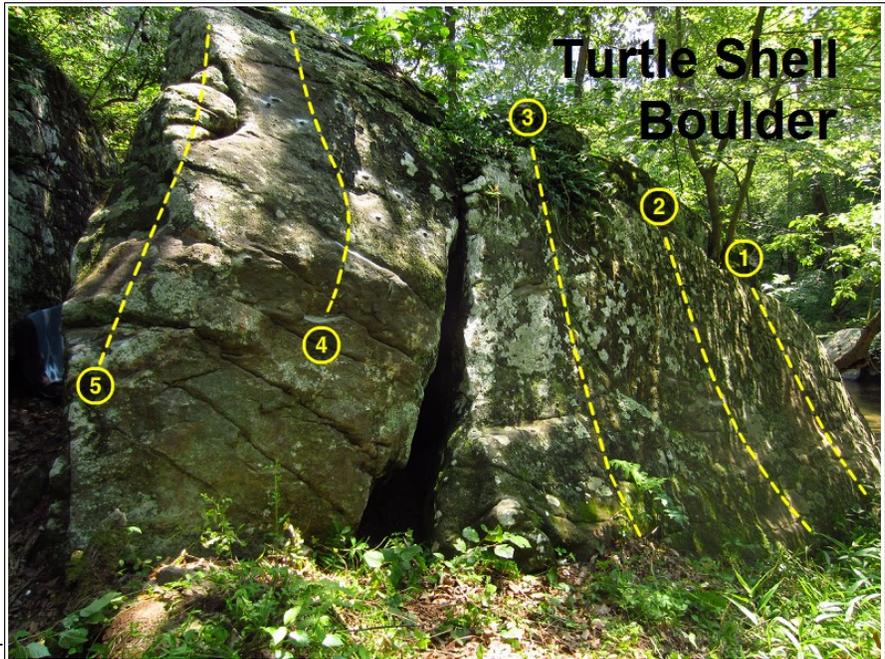
To approach the North side boulders, find a good (legal) way to park close to the footpath and head to the circled question mark. From there walk south through the middle of the clearing to a steep downhill and then cross around (west) to the North boulder and the Burnout boulder. It works well to park in the apartment complex across Murray Hill From the pool; however, they do have tow warning signs posted (who knows if they actually will).

THE BOULDERS



Turtle Shell: This is the first boulder you will come to if you approach from the “second power line from the river” as mentioned above. It’s not particularly tall, but it does offer a few fun problems, especially *Amnesia*.

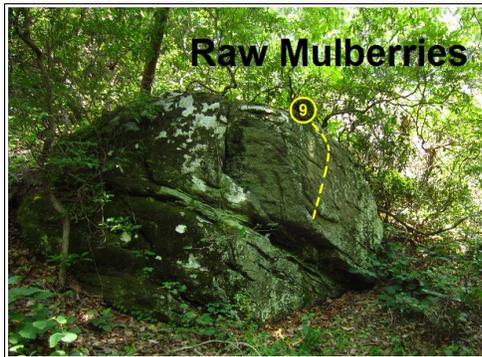
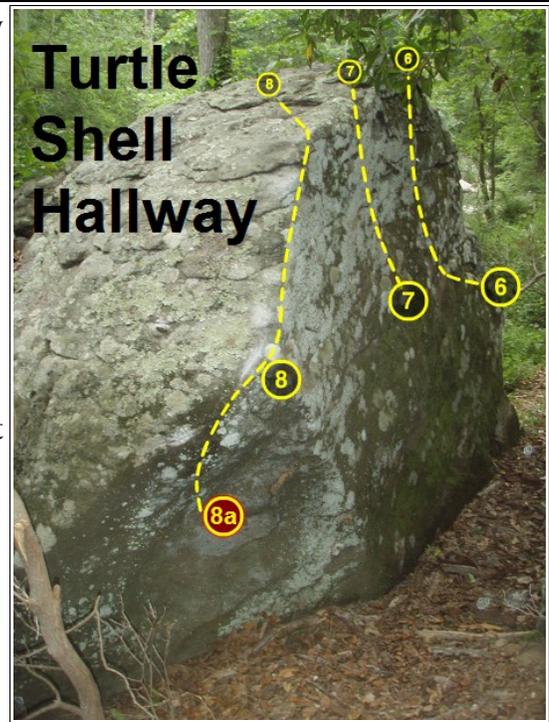
- (1) **Turtle Shell 1 V0**- On the downriver side of the turtle shell boulder, climb straight up below tree that is growing out of the boulder.
- (2) **Barbara Streisand V0** 10 feet left of the river, find a large crystal bumping out of the boulder . Start below this crystal and climb over it, using it for the tricky top out.
- (3) **Munge V0** – Could really use some cleaning. Just right of the offwidth climb up through vegetation.
- (4) **Amnesia V4/5** – Between the hallway and the offwidth, on the downriver side of the boulder, start on a slightly incut smiling crimp rail and climb up the bulging face without using the aretes on either side. It’s a bit contrived, but worth it!
- (5) **Super Easy Veasy** – Start on the arete to the climber's right of the corridor. Nearly a staircase!
- (6) **Hallway Traverse V1** – starting on the right end of the jug rail in the hallway, traverse left to top out near the middle of the face.



(7) **One and Done V2** – On the left side of the hallway there is a small crystal for you left hand and a U or S shaped crimp for your right. With your hands on these, step your feet up and get a little dynamic for the lip.

(8) **Swiping Slopers V4** – Just outside of the hallway on the left, start at a rounded undercling and climb the arete to the right, topping out on the hallway wall.

1. **Var. 1 V2**– A slightly higher start is an easier option and checks in around V2. For this variation, start with your right hand on the incut crimp near the arete and you left on a rounded edge just over the bulge
2. **Var. 2 V2** – Not quite as good as the other variations, but start seated on the same rounded undercling jug and move up left to a big flake.



Raw Mulberries:

A boulder only large enough to fit one climb; it's hard to miss.

- (1) **Raw Mulberries V3** - Located on it's namesake boulder, it should be easy to find. Start on the obvious starting jug and climb up to a tricky top out.

Fun Jungle: The top of this boulder is visible from the trail, but you'll have to walk past it a little bit to find the trail if you're approaching from the Turtle Shell.

- (1) **Fun Jungle V2** - A casual romp over some nice jugs at the lip. Start just left of a rhododendron on a big jug and climb left to the end of the lip jugs and head straight up from here.

- A. **Fun Jungle Sit V5/6-** With your left hand on the 8" crimp and your right hand in the slot down low, climb

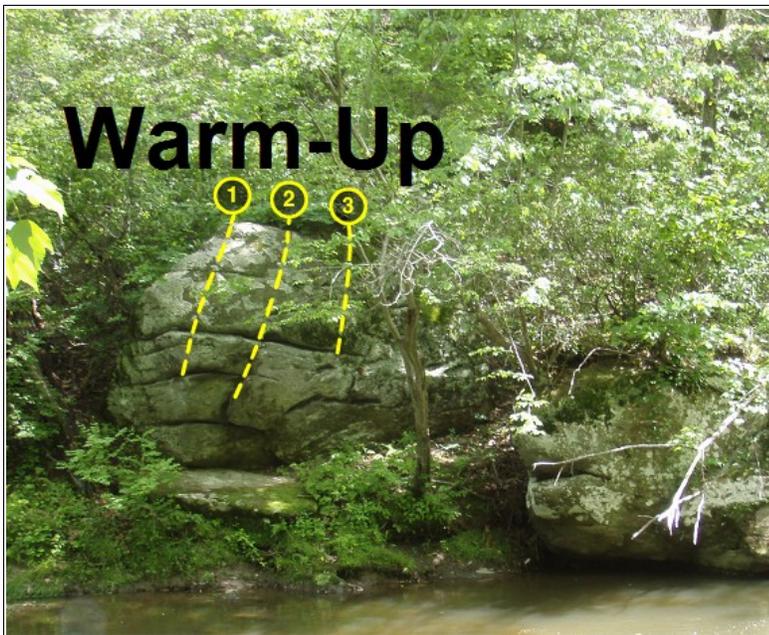
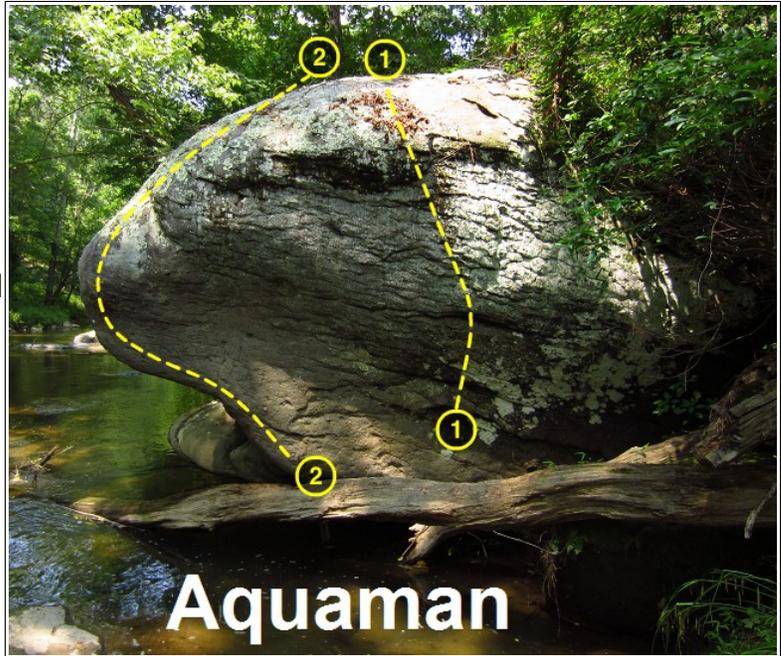


through, avoiding the arete, until you reach the stand start and finish out the normal problem.

- (2) **Shaky Flakes Project** - Most of the “shaky flakes” are gone, but your muscles might not be the only things flexing. Sit start on the two right facing flakes, climb it, and post your new name on MDGuides!
- (3) **Excavation Project** - Start bundled up on the left end of the boulder just under a large bulge. One big move will put you at a jug from which you can top it out.

Aquaman: it could help if you're a superhero here. Also, unless you're the aforementioned Justice League member, you might want to wait for a drought for the steep arete. If you're looking for harder projects, this is the boulder! Unlike it shows in the picture, there is now a landing area below the platform project, but it could help if it were a little wider

- (1) **Platform Project** - Build a platform below this face and you could be ticking a quality FA! Despite the sea of specious underclings, closer inspection should reveal a couple of pull-down holds.
- (2) **Aquaman Project** - Unless you're interested in hard, steep climbing over crashpads stacked on a raft, wait for a drought. Also, it might be impossible.



Warm-Up Boulder: It's best to climb here if you're warming up for harder stuff. They're all between V0 and V2. If you do them, you've got the FA, so leave a comment on the site with the name and grade! But please, take time to clean you problems.

- (1) **Untitled** - Start on the left arete of the boulder.
- (2) **Unknown** - Start on the vertical flake in the middle of the face.
- (3) **Unnamed** - Climb the face to the right (upriver) of the flake.

Small Overhang: Like the name says, this boulder isn't tall, but it's overhanging. There's no picture for it, but if you walk uphill between the Warm-Up boulder and the South Boulder, you'll find it. The only way to get some reasonable climbing out of this thing is to sit start it. If you want the FA, bring some cleaning tools.

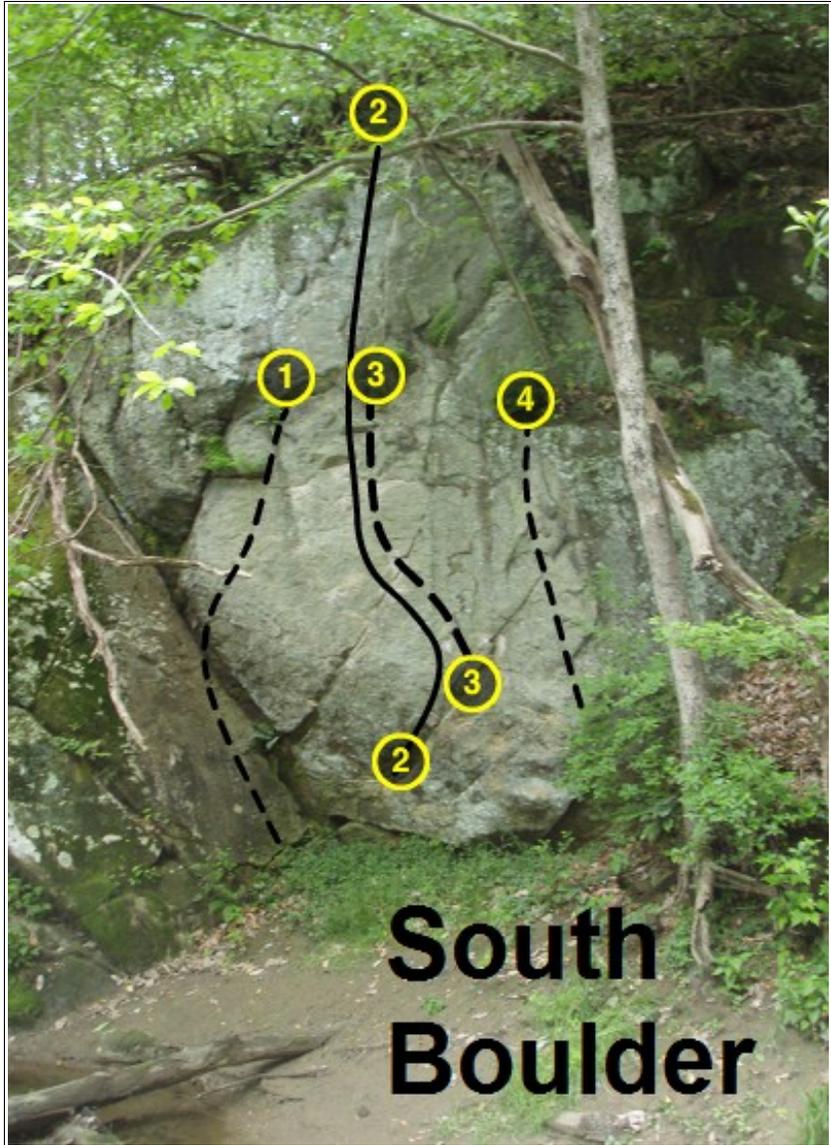
South Boulder: Is this what brought you out here? The best approach is; from the southern powerline clearing, walk south (toward the fence) until you can wrap around the fence, walk another 50 feet and cut into the woods. From here walk downhill to the outside bend of the river. The easiest descent is on the downriver side of the boulder. If you spot any driftwood or dead branches, drag them over to help improve the landing.

(1) **Kumkwats V3** - Using the ramp on the left side of the face, climb up until it's possible to take to the face and, keeping an eye out for loose holds, climb to the jugs and drop from there.

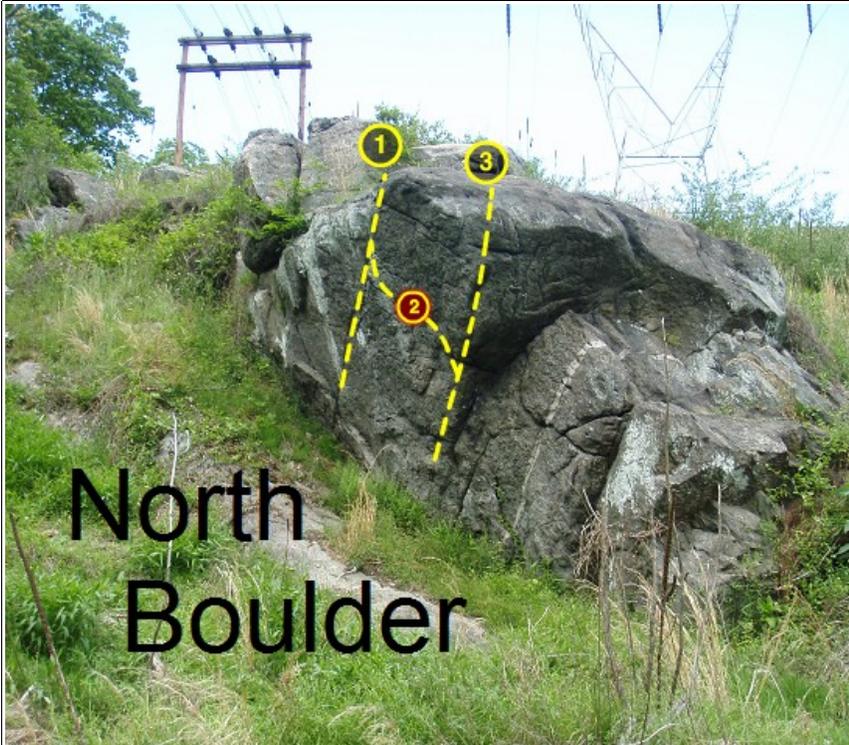
(2) **Full Value Project** - If you're gonna do something, do it right. Start down low on the slopy rail and climb up the face, to a jug at halfway height. Shake out at the jug and head straight up to what will probably be a tricky top out. If you're gonna try the top out, make sure it's clean first. Super Highball!

(3) **Cut Bank V5** - Begin at chest height (ahich sometimes changes with the level of sediment at the base) and climb to the jug in the middle of the face. Drop from here.

(4) **Loosey Goosey V?** - Stuff seems to keep breaking off this... If you climb it and the rock seems solid, leave a comment at MDGuides with the appropriate grade and, if you want, a new name! Don't feel obligated to top this thing out; drop from the ledge.



**South
Boulder**



North Boulder: A couple boulders and burnt out cars. The access isn't simple but the climbing is decent. It gets good sun, so avoid it on hot days, or head there in the winter. The names given are just so that there's not a series of "unknown" climbs. If you feel you have naming rights, leave a comment on MDGuides and it'll get updated.

- (1) **Robin' all the Power V1** - The best line on the boulder! Climb the vertical crack to an interesting top out.
- (2) **Jumping Circuits V2**- Start on the bottom left of the boulder and

traverse right to the vertical crack uphill via a horizontal crack.

- (3) **The Power Line V1** - Starting on the right, climb up the arete to a slopy top out.

Burnout Boulder: Big plated jugs on a short boulder over a slightly slopy landing. Walk into the woods past the north boulder and it'll be on your right, next to an old, abandoned car.

- (1) **Insurance Claims V0** - Climb the left side of the boulder.
- (2) **Trout V0** - Climb the right side of the boulder.

