



Finding the Problems // TdF 2025

Most of the problems in the TdF 2025 Scorecard can be found in any one of the guides online, most notably on the website [27Crag](#)s. However, like over a thousand of the problems at Frank Slide, many of the problems in the TdF 2025 Scorecard can't be found online. Here are their locations, with their starting positions noted relative to a nearby problem that can be found on [27Crag](#)s.

V0

Beantown (V0-) **Frictionary** // The very easy, slabby arête on the north side of the Brown Boulder (about 4m left of the start of *Brown Arete* V6).

Ice Cream (V0) **Frictionary** // Climb the easy slab immediately right of *Black Slot Arete*.

Pessimism (V0) **Frictionary** // Sit start about 3m right of *Black Cherry Soda* using a good sidepull; traverse up and left, end by topping out at the crack of *Black Cherry Soda*.

Lunar Rover (V0) **Frictionary** // Start matched on the positive textured 'ball-shaped' jug at the right arête of the Apollo 11 boulder. Move up through fun ball-shaped holds, short but fun.

Trotting Turtles (V0-) **House** // Start as for *Charlie The Horse* on the Aftermath Boulder, but traverse directly leftward, past the start of *Turtle Back*, to a very easy finish at the left side of the face. A fun beginner line.

Left Alone (V0-) **House** // The left side of the slabby face to the left of Lost.

Sloshed (V0) **Healing** // The Sloshed boulder is immediately northeast of the Healing boulder, and has a distinctive hanging slab with a jutting jug at the lower lip. Start on a good hold at the lip, pull to another good hold, mantle.

Curly (V0) **Healing** // The Stooges Boulder is the largest block in the cluster of small boulders just past the huge Healing Boulder. Climb the center of the slabby far face of the boulder; start in the center of the steep slab on a juggy hold, climb up using more good holds. Fun.

UFO (V0) **Snakebite** // At the far right side of the main face of Snakebite is a disk-shaped "UFO" hold. Start sitting, matched on this hold, then move up through jugs. Not as easy as it looks.

V1

Scarleg (V1) Healing // Climb the left side of the tall arête about 3m left of *Relentless*.

Winter Days (V0/1) Frictionary // The Seasons boulder is 15m east and slightly north (i.e. away from Turtle Mountain) of the Blessings in Disguise boulder; it features an obvious alcove with an open dihedral. Start low on edges in the dihedral, climb up and left through the sloping shelf to exit onto the slab above. Originally climbed in winter, with a snowdrift landing!

Uptown Funk (V1) Frictionary // Start stepping onto the slabby apron left of *Brown Arete*; move up and rightward onto the hanging slab, then climb slab above just right of (and using) the arête feature. Superb.

Winter Into Summer (V1) Frictionary // The Seasons boulder is 15m east and slightly north (i.e. away from Turtle Mountain) of the Blessings in Disguise boulder; it features an obvious alcove with an open dihedral. Start as for *Winter Days* (see above), but at the lip traverse right through positive slopers to finish as for *Summer Nights* (see below).

Elfquest (V1) Frictionary // Between the Angry Midget and Blessings in Disguise boulders, is a large block of porous limestone known as the Handy Boulder; on the backside of this boulder, is a huge distinctive sidepull feature. Start sitting matched on the huge sidepull feature. Climb this feature to an easy mantle.

Gold Leaf Slab (V1) Healing // Several meters right of *Dave's Arete*, on the slabby backside of the Foxhole boulder, is a gold-flecked alcove on the right side of the slabby face. A tricky start leads to an easier finish. Excellent slab climbing.

V2

The Revisor (V1/2) Frictionary // About 3.5m left of *Blessings in Disguise* (and left of the huge undercling start of *Underqueen* V2, see below). start sitting matched on the huge jug, climb up through the 'tooth-like' lip jug to more jugs high on the slab.

Summer Nights (V2) Frictionary // The Seasons boulder is 15m east and slightly north (i.e. away from Turtle Mountain) of the Blessings in Disguise boulder; it features an obvious alcove with an open dihedral. Climb the steep arête right of the dihedral, sit-starting either matched on a nicely textured sloper or with left hand on the sloper, right hand on a small horn on the arête; climb the arête on good holds, move right at lip to finish.

Seasons (V2) Frictionary // The Seasons boulder is 15m east and slightly north (i.e. away from Turtle Mountain) of the Blessings in Disguise boulder; it features an obvious alcove with an open dihedral. On the wall right of the alcove, start by reaching up to the good rail, climb up and right through good holds but very tricky footwork.

Underqueen (V2) Frictionary // About 3m left of *Blessings in Disguise*, start low on huge undercling, move up and right through good holds in the seam, move left to the triangular incut hold, topout above.

Orangina (V2) The Farm // Located about 110m east of the Tesseract Boulder is the Lemonade Boulder (49.5895, -114.3778). Start sitting at the right side of the lip, with right hand on a juggy gaston, and left hand on the slightly lower rail. Traverse leftward, but mantle up before you reach the arête.

V3

Wind Tunnel (V3) Heart of Frank // Sit start in middle of the boulder that faces *Psilocybin* on the Mushroom Boulder, right hand on a good pinch/horn, left hand on a higher sloper. Traverse leftward around the arête, continue left until good jugs appear near the peak of the boulder.

Gemini (V3) Frictionary // Start standing about 2m right of *Apollo 11*, with right hand in a blunt incut sidepull, left hand in an undercling/slot (or one of the small holds nearby). Move up, then right through fun face jugs to a nice topout on solid juggy edges.

Cow Elbow (V3) Healing // Start at left end of lip (left of the beginning of *Healing Arete*), with left hand on a good incut on slab, right hand on the sloping lip. Traverse right across rail, mantle up on blocky holds in corner, then climb up through vertical headwall above. Mantle up slightly right.

V4

Anemophobia (V4) House // "Fear of the wind"! Located on the right side of the Sunspot boulder (look on the ridge above Wild West), sit start just right of *Hurricane Power*, with right hand on a flat edge, left hand on a slightly lower gaston edge. Move up through crisp edges to an easy topout. Hard.

Echo Chamber (V4) Heart of Frank // Sit start in middle of the boulder that faces *Psilocybin* on the Mushroom Boulder, right hand on a good pinch/horn, left hand on a higher sloper. Move rightward to a good jug on the arête, continue rightward along sloping lip to a good edge, move up to topout near peak of the boulder. Techy and very fun.

Catch-22 (V4) Snakebite // On the backside of the Snakebite Boulder, start sitting matched on the positive slopers left of the left arête; follow slopers along the lip to a juggy finish. Has a very tricky crux move!

Lemonade (V4) The Farm // Located about 110m east of the Tesseract Boulder is the Lemonade Boulder (49.5895, -114.3778). Start at the right side of the lip, with right on a juggy gaston, and left on the slightly lower rail. Traverse leftward to the arête, move around arête to juggier holds, finish up and left. Excellent movement

V5

The Last Jedi (V5) House // Sit-start on thin edges in an alcove about 6m right of Lost; pull on, then move left with difficulty, then up to finish on either *Plan 66* or *Problem Four*.

Mercury (V5) Frictionary // Start matched on the start hold of *Apollo 11*, but traverse rightward into the start of *Gemini V3* (see above), finish as for that problem

V6

Necropolis (V6) Frictionary // The low start to *UnderKing* (V5); start sitting, with right hand on a side pull and a low left-hand pinch.

V7

Will To Fight (V7) Riverside // In the War Cave (125m almost directly west of the Albatross Boulder, toward the river from Albatross), start matched on a positive sloper on the lip (just left of the rock), move

rightward across the lip to a very tricky transition move at the right side of the cave, climb easy slab above.

Tesseract Low (V7) **The Farm** // Start low, crouched on the blocky 'volume' right of the arête; move up into Tesseract.

Torque (V7) **Spiderweb L** // At the west end of the Spiderweb parking lot is a large block (the Wonderwoman / Guillotine boulder). From a low sit-start, climb the overhanging scoop in the middle of the face that faces the parking lot.

V8

Kamikaze Stand (V8) **Riverside** // In the War Cave (125m almost directly west of the Albatross Boulder, toward the river from Albatross), in the left side of the cave, start matched on angled edge, climb out of the cave (moving left of the rock).

V9

Two Tons Of Fun (V9) **Snakebite** // on the backside of the Snakebite Boulder, start sitting on the right side of the alcove (right of Line of Beauty) on edges; move to a pocket, then use a combination of technique and power to move up to a juggy finish.

V10

Line of Beauty (V10) **Snakebite** // on the backside of the Snakebite Boulder, start with right on the obvious sloper, and left hand on a good edge below the lip. Follow sloping edges leftward to arête, and an easy topout.

V11

Kamikaze Low (V11) **Riverside** // In the War Cave (125m almost directly west of the Albatross Boulder, toward the river from Albatross), in the left side of the cave, start matched on angled edge/rail low in the cave, climb out of the cave with much difficulty (moving left of the rock).

PROJECTS

Man on the Moon (V?) **Frictionary** // Start as for *Apollo 11*, but after reaching the 'triangle pinch' hold, continue leftward to another, higher, triangular pinch; from here move up through better edges to the sloping lip. V11? V12?

Vicious Hallucination (V?) **Heart of Frank** // Start as for *Vicious*, but at the midpoint of the problem veer sharply right to finish as for *Psilocybin*. V13?