



Finding the Problems // TdF 2026

Most of the problems in the TdF 2026 Scorecard can be found in any one of the guides online, most notably on the website 27Crag (now called The Topo). However, like over a thousand of the problems at Frank Slide, many of the problems in the TdF 2026 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 / The Topo.

V0

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 wide slabby face to the left of *Lost*.

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*).

One Scoop (V0-) Frictionary // On the uphill (slabby) side of the A Fine Balance boulder. Start just left of the right-hand arête, climb easy slabby scoop to a very easy topout. Use the arête if you wish.

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.

Strawberry Jam (V0) Karst Valley // A traversing line on the long, low boulder just above The Elitist Boulder. Start sitting at the right arete of the slightly overhanging face with a juggy RH and an edge for your LH. Traverse up and left through good holds, finish on a huge wide flat jug just left of the peak.

Boom Town (V0) Karst Valley // Start sitting about a meter left of *Rose Tyler*, using a variety of good edge. Move directly up on angled edges to a slightly tricky topout. A good problem to escape the wind!

Room And Board (V0-) The Farm // SD On the far end of the long, low boulder that is just west (left) of the Tesseract boulder; start on the end of the boulder on obvious juggy edges, climb up face using arête and comfortable edges, mantle on large 'ball' feature. Fun and easy, a quality line.

Octahedroid (V0-) The Farm // Climb the tall slabby ramp to the right of *Tesseract*.

Pere Noel (V0) The Farm // Climb the much easier slab right of *Father Christmas*; start by stepping up onto the short slabby apron feature at the base.

VI

Winter Days (V0/1) Frictionary // The Seasons boulder is just 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 (look for the built-up landing). 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!

Shipwreck (aka *Jumping Ship*) (V0/1) City of Giants // Start on obvious edges just right of the center (the same start as *Jumping Jurassic Fat*), climb up and slightly right along obvious sequence of good edges, to a fun topout on a karstic slab. Best line on the boulder?

Salted Earth (V0/1) City of Giants // On the opposite side of the boulder from *Flying Fox* high in the City of Giants. Climb the tall crystal-encrusted slab slightly left of center. Great movement, fantastic texture.

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).

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.

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.

Kittenbus (V1) City of Giants // On the uphill side of the Evan's Seven boulder (just above The Giant) is small room/pit; start standing with hands on the obvious jugs left of the room/pit. Move up through good edges. Tricky, but not hard.

Father Christmas (V1) The Farm // Climb the right side of the slabby arête on the small boulder that sits opposite *The Longest Night* (on the Black Peter boulder). Close to the road, and harder than it first appears.

Goose Lake (V1) The Farm // On the Black Swan boulder (very close to the road but oddly hard to find as it faces away from the road); start matched on a textured jug at the far right side of the lip, move up and left along lip to peak.

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.

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.

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.

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.

A Swiftly Tilting Planet (V2) **The Farm** // SD Located in the depression on the east side of the Tesseract boulder (right of *Octahedroid*). Start matched on the wide sloping rail. Climb up to lip, move up and left to the peak.

Polycube (V2) **The Farm** // Start as for *Tesseract*, but after gaining the lip traverse right onto the slab, finish up the easy slab as for *Octahedroid*. A very fun foot-forward problem!

V3

The Hatchling (V3) **The Farm** // On the Black Swan boulder. Start matched in the funky pod (RH in the bottom of the pod, LH gaston on the sloping left lip of the pod works well), or with RH on a hidden much lower sidepull. Climb up through a slot and a cool pinch. Unique!

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

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

Silver Sword (V4/5) **Commodore** // On the March of Time boulder, located just right of the Commodore boulder. Start sitting left of the obvious arête (about 4m right of *The Price of Gold*) above a nice built-up landing,

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*.

Batman (V5) **City of Giants** // Start sitting, matched on a sloping jug in the rear of the right side of the cave. Move through good incuts in the seam to a horn at the mouth of the cave; move up to a fun topout that involves traversing leftward on textured jugs. An amazing line, but it is very hard to avoid dabbing.

V6

The Robin (V6) **City of Giants** // The big cave/roof across the little valley from the Echo Echo boulder. Batman starts deep on the right side of cave on the flat jug; The Robin start on the left side of the cave on the seam on two incut holds, move up and right into the finish of *Batman* (see above).

The Algorithm (V6) **City of Giants** // On the slabby side of the boulder several meters right of *Evan's Seven*; start by smearing on a small slabby apron, with hands on good lip holds. Traverse rightward, first across good angled holds, then into a cryptic sequence to follow the lip around the corner, finish on a positive sloper near the peak. Unusual but good!

Lions and Tigers (V6) **City of Giants** // Starts right of *Crimp Pimp* on the Jolly Green Giant Boulder, sit start with RH on obvious pinch just right of the arete, and LH on small broken edge, move up and left along face crimps and sloping arete pinches. Very sequential and technical!

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

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.

PROJECTS

Fanatics PROJECT (V14?) **City of Giants** // Start low (sitting) in the obvious cave below the start of *Maniac Magee*, matched on a nice rail. Climb through steep wall; either finish as for *Maniac Magee* or mantle and climb slab above (probably a bit easier).

Insomnia PROJECT (V11 or 12?) **City of Giants** // Start on crimps about 2m right of the start of *The Shield*, move up and left toward the “shield” feature, finish similarly to *The Shield*. Much harder than it first looks, as all the holds seem to face the wrong way...