

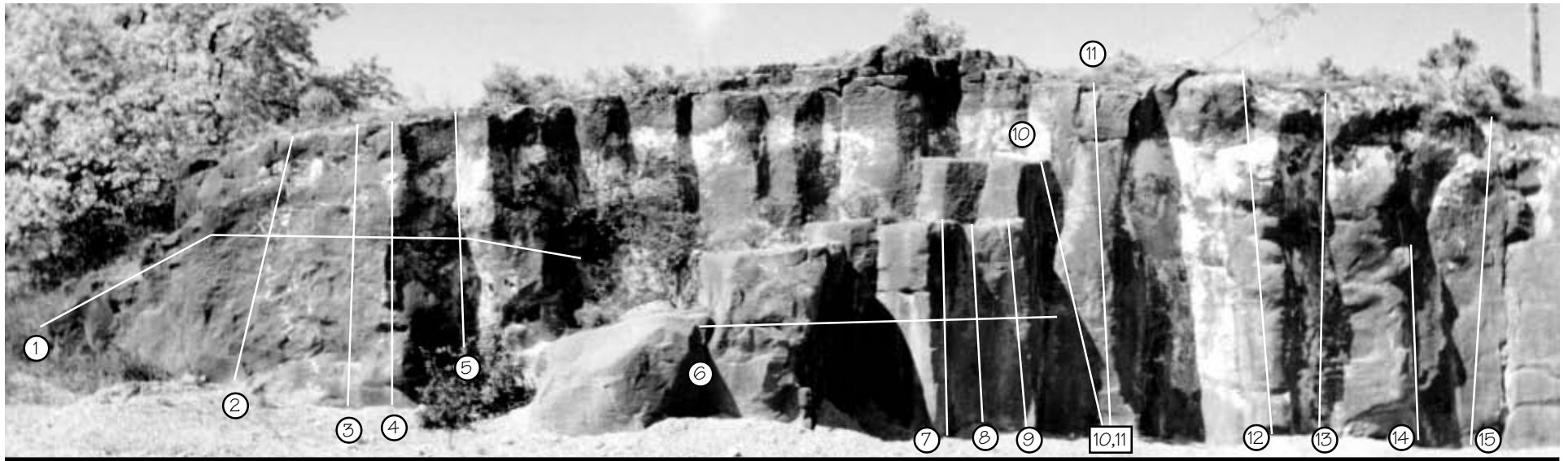
This is an overview of the Shady Side cliff band. Use it to get an idea of where to head for a particular problem or climb.

“Bouldering has always been the best form of training and many top climbers spend a large proportion of the year working on this aspect of climbing.”

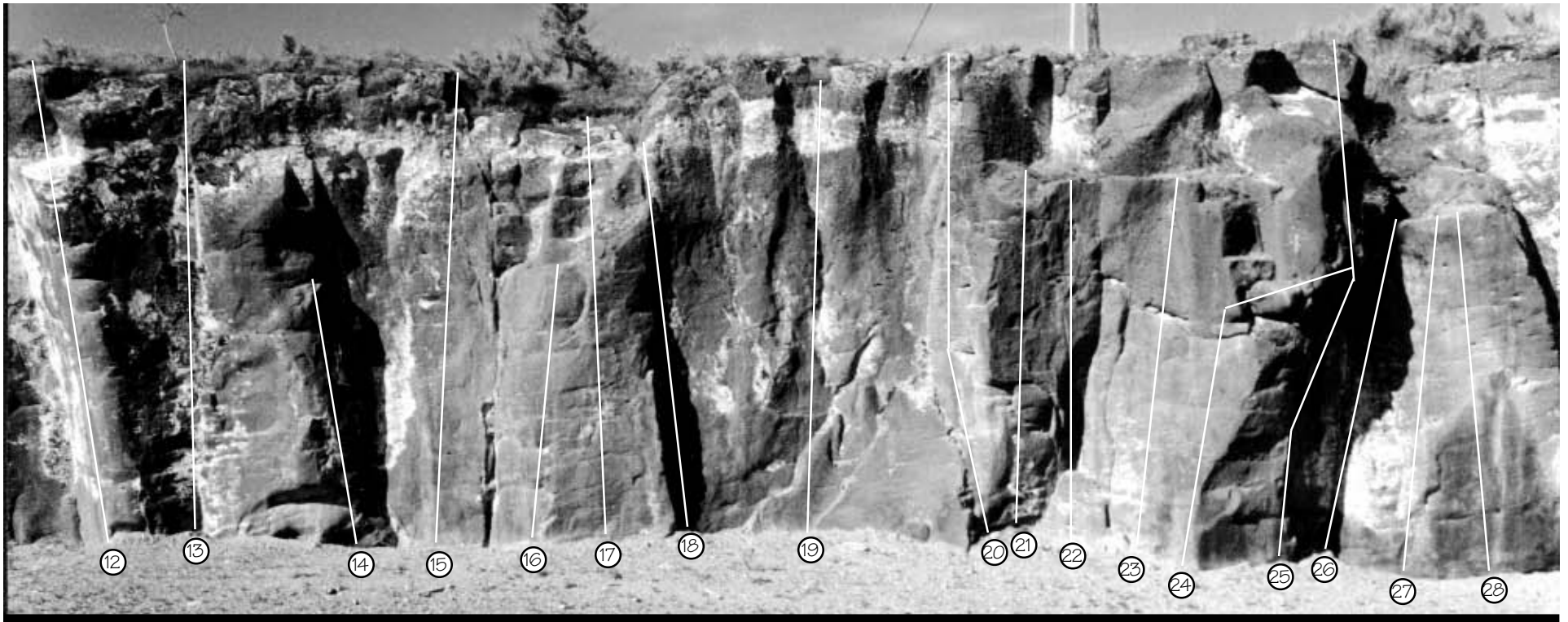
Ben Moon (from the video *One Summer*)

Shady Side

The Shady Side is actually Terril-Ifft Park located on South 4th Avenue. There are a number of top-rope routes on this cliff. The routes are noted by faint yellow numbers along the base of the cliff and read from right to left. The majority of the boulder problems can be located by these numbers. During the winter of 1996-1997 the City of Pocatello cleared out all of the bushes that covered part of the cliff band revealing many new problems.



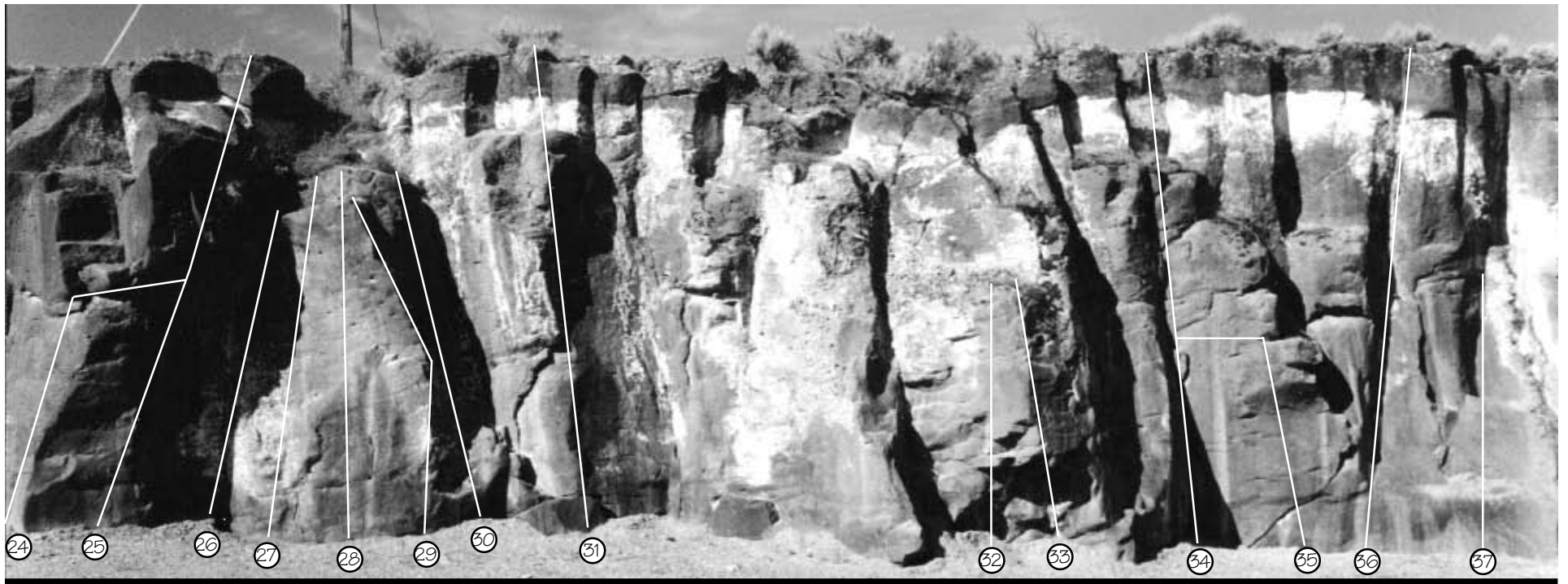
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|---------|-----------------------|-----|--|
| 0. ** | Packer's Traverse | V7 | Traverse the entire base of this section. Start at left end and traverse right until cliff ends. |
| 1. | The First Traverse | V? | Start at far left end and traverse to the downclimb for Double Pump and its neighboring problems. |
| 2. * | Lounge Lizard | VO+ | Pull on great edges to top. Top has the best slopers ever. |
| 3. | Orange Crush | V1 | Climb up orange lichen streaked face on great rock. Top out. |
| 4. * | Orangutan Arete | V2 | Sit start and climb directly up arete. Profile looks like an Orangutan. |
| 5. | Stems & Seeds | V? | Stem up dihedral to top. |
| 6. | The Low Road | V? | Start on nice round hold formed by the upper right corner of block and traverse to the right. |
| 7. * | Double Pump | VO- | Grab huge holds on each side of arete, place right foot on good edge, dyno with both hands to the top then mantle up. |
| 8. | Flower Power | VO+ | Climb up dihedral and then mantle over top. |
| 9. * | Chemistry of Cleaning | VO+ | Sidepull to pocket, pull to top, and then mantle over. Fun little problem. |
| 10. ** | Lab Monkey | V1 | Start on blunt arete just right of Chemistry of Cleaning. Pull up on shallow pockets. Stem left leg across dihedral. Keep hands to the right of dihedral until you reach the ledges that create the top of Chemistry... Pull onto ledges and exit left. |
| 11. *** | Barking Squirrels | V3 | Climb to top without stemming across to Chemistry of Cleaning formation. |
| 12. | Call CB | V4 | Climb up left leaning arete that was the top portion of an old bolted route before the road was put in. Some holds are manufactured, Please don't do this. Nevertheless, it is a good problem. |
| 13. | Maple | V? | Climb up dihedral with mud welded gravel in the center. |
| 14. | Little Detour | V1 | Use crimpers to obtain nice ledge. Don't use holds to the right of the seam formed by slight dihedral. A variation to this problem uses a hold on the right side and a big hold on the left side about four feet up. From these holds dyno to the ledge. |
| 15. | Enhanced | V1 | Use "enhanced" holds to climb up nice face. Don't stem. Can top out to the right or downclimb. |



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- 16. Unnamed
- 17. One Pocket
- 18. *** Orange Peel
- 19. project
- 20. Psycho Babble
- 21. Off Limits
- 22. Pop Top
- 23. project
- 24. Unnamed
- 25. * Licensed Babes
- 26. Got My Crack in a Corner
- 27. ** Packer's Problem
- 28. *** Bossy Women

- V1 Climb up smooth face to ledge. Top out or drop off.
- V? One hold to use for the problem...
- V3 Climb up shallow dihedral. Shallow pockets and crimp slopers.
- V? Nice climbing until the holds disappear.
- V? Pull on sloper edges and pockets from arete then left into small dihedral.
- V? Don't use the corner of the arete to your left. Furthermore, don't stem across dihedral to the right.
- VO+ Climb up nice holds to the top. Pulling the top would make it harder.
- V? Climb up face but don't use the seam to left and don't stem.
- V?
- V? Climb face on left side of dihedral. Stem across when needed.
- V? Climb up crack in the dihedral to the ledge.
- V? Sit start to the left of Bossy Women. Crack to left is off. Climb to the ledge.
- V3 This is the top portion of a former bolted climb. The road covered up the bottom half of the climb. Climb up to ledge.



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29. Arete Deadpoint

30.* Balance and Grace

31. Dusty Arete

32. Spookables

33.* Springing Jaguar

34. I'm Not Your Steppin' Stone

35.* Mud Daubber

36. Unnamed

37. Who Mourns for Morn

V1 Climb up arete with the corner down the center of your body. Climb to the ledge.

V2 Climb up cool ramp dihedral on tiny holds. Balance and grace is the key.

V2 This highball problem climbs straight up the arete.

V? Sit start under little roof and climb straight up. This problem is a lesson on slopers.

V2 Sit start under little roof and climb up to ledge with right side of body using arete features.

V? Climb up dihedral to top past two big chock stones.

VO+ Grab nice smooth lieback hold and yard up to a series of jugs. Traversed left to the first chock stone on I'm Not... and then downclimb or finish I'm Not...

V2 Highball dihedral problem.

V1 Smooth sloper problem. Climb up to large edges then climb down on easier terrain. Nice holds to right are off, use dimples in the slab for hands and feet.



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38. Slab

39.* Cascade Effect

40.* L.D.M.

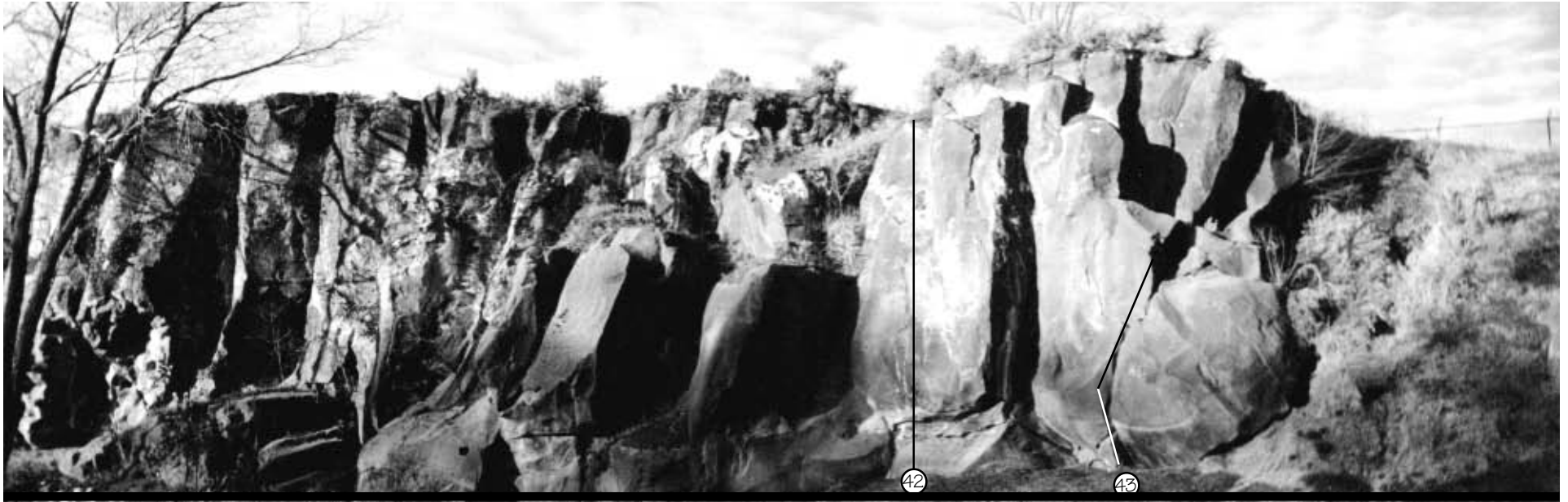
41.* Slopy Critter

V1 Start on slab and move into easy pockets.

V1 Crank up edges in seam. Big holds towards the ledge. The ledge is filthy so just touch it and then downclimb.

V3 Climb up to the lichen dirt mess.

V1 Sit start and climb up slabby arete on slopers to little edge just before the mud and moss.



42. Peace Pipe

V?

Highball problem. Climb up past old pipe jutting out of crags face.

43. A Thought in the Dark

VO

Sit start hand crack. Climb up to big jug then traverse off right to finish.