



2026 Black Barn Climbing Competition

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The Black Barn Farm is excited to open up their homestead again to climbers for the 2026 CRAG-VT Climbing Festival.

The land is currently owned by the Hunter family but is originally Abenaki land. The Black Barn Bouldering Comp will run on Saturday 9/26, and your festival pass grants you access.

Climbers are welcome to compete or just climb and spend the day at an amazing spot. The Black Barn Farm is on the Joiner Brook and includes really nice swimming holes. Climbers should plan to bring their own pads, food, and water.

The boulder problems fall in a great range from V0-V11, so the comp is great for climbers of all abilities.

This event has a really positive and relaxed vibe with everyone supporting one another and focused on having fun. Join us!

Competition Details

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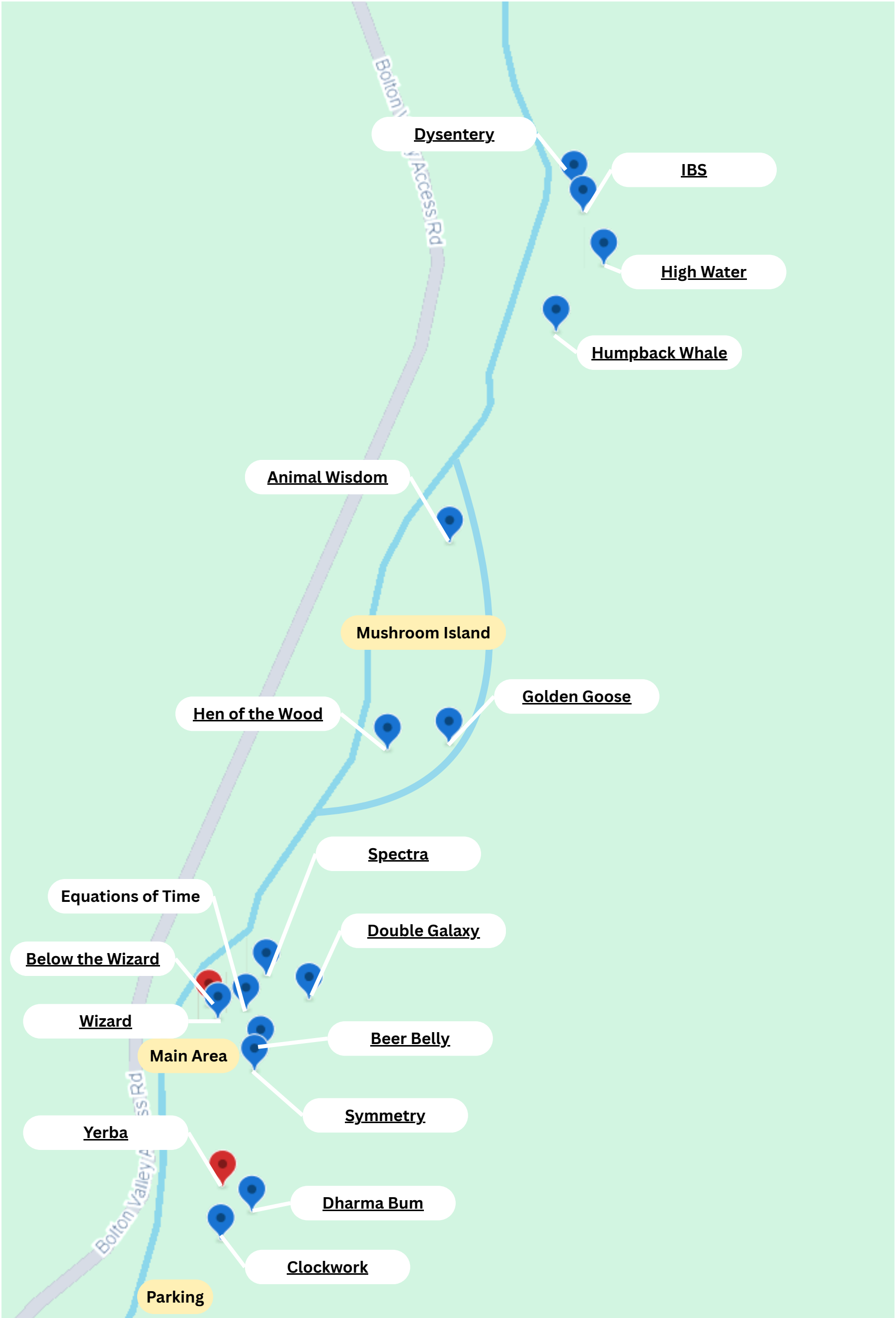
- You must purchase a Festival Pass to participate in the competition.
- We will have a CRAG-VT volunteer to meet climbers at Farr's Field at 9:00 am. They will lead groups over to the Black Barn Farm. Please carpool! Parking is limited, and vehicles with good ground clearance are necessary. SUVs, trucks, or other high clearance vehicles are **required**.
- If you miss the convoy from Farr's Field, you can still drive to the competition. The Farm is on Google Maps, and you can use this [link](#).
- **If you do not have a high clearance vehicle**, you can park at Smilie School below and walk/carpool up to the Black Barn Farm. Please note that the hike is not long, but is fairly steep from Smiley School to the Farm.
- Climbers should plan to bring their own pads, food, and water. A few pads will be provided.
- Timeline:
 - Rules will be read at 9:45.
 - Climbing will run from 10:00 until 2:00.
 - Winners will be announced at 2:30.
 - The competition will wrap up by 3:00, and we encourage folks to make their way back to Farr's Field for the Saturday evening festivities.
- The competition will follow a redpoint format.
 - Climbers will have unlimited attempts within the 4-hour window.
 - Points are assigned to each boulder based on difficulty and other factors.
 - Each send must be signed off by a witness.
 - Your final boulder score will be determined by the total of the 4 highest point boulders sent throughout the competition.
 - Bonus points will be awarded on top of the boulder score. Bonus points are awarded for finding easter eggs and climbing a no-hands (or no-hands and no-knees!) slab.
- Competition categories:
 - Youth (17 and under)
 - Adult Intermediate (V5 and under climbers)
 - Adult (Open)
 - *Male/nonbinary and female/nonbinary divisions are available for each of the categories above.*

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Clockwork Boulder

One of the first boulders you'll see walking in from the parking lot. From the parking lot, walk past the outhouse. The boulder is off to the left side of the trail, with most of the climbs being on the rear of the boulder.



1 Like Clockwork V5

Sit start both hands pulling left on sidepull rail. *FA Pete Cudney*

Clockwork Boulder



2 Birth of Tragedy V4

Start left hand pinching arete, right hand on pocket-crimp. Head up and right on crimps, gastons, and sidepulls. *FA Pete Cudney*

3 Sit to Peasant King V7

Sit start under center of face and power up. *FA Thal Kratzke*

4 Peasant King V1

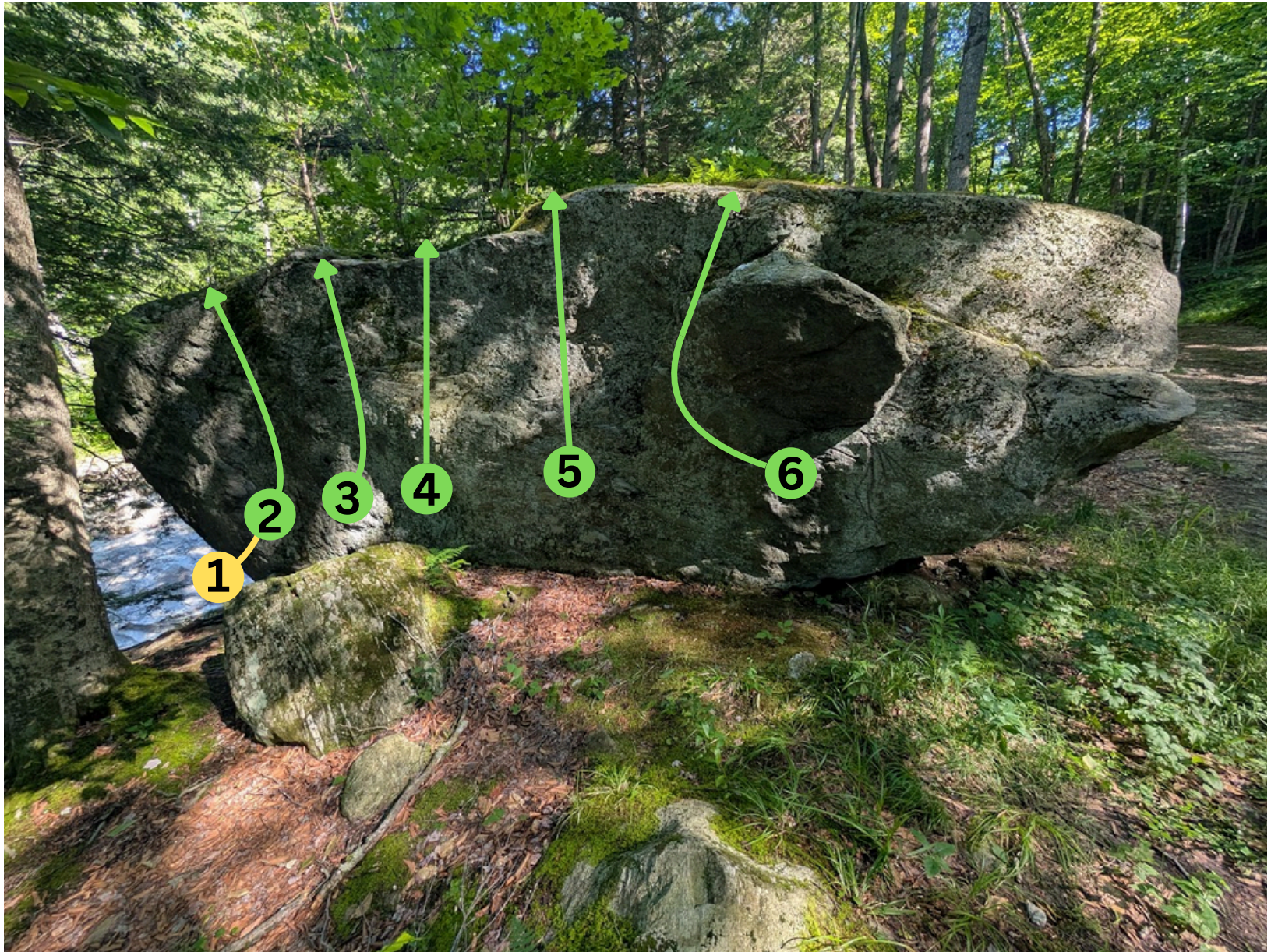
Stand start in center with good edges. Up ya go! *FA Pete Cudney*

5 Antisocialite V3

Start both hands undercling, move up left to good edge, then to the top. *FA Pete Cudney*

Dharma Bum Boulder

A very obvious block off to the left side of the trail. Great warmups on the vertical face and some interesting lowballs on the side facing the trail. About midway between the parking and the open gathering area



1 Spiders Lurking V7

Sit start hands matched in an obvious jug. Move right around arete onto face via sidepulls to a good sidepull rail. Finishes on *Fear and Trembling*. FA Brody Rexroad

2 Fear and Trembling V2

Stand start matched on obvious sidepull. Up and left to top.

3 Dharma Bum V0

Sit start in water sculpted edges. Straight up.

4 Edith V0

Stand start on edges.

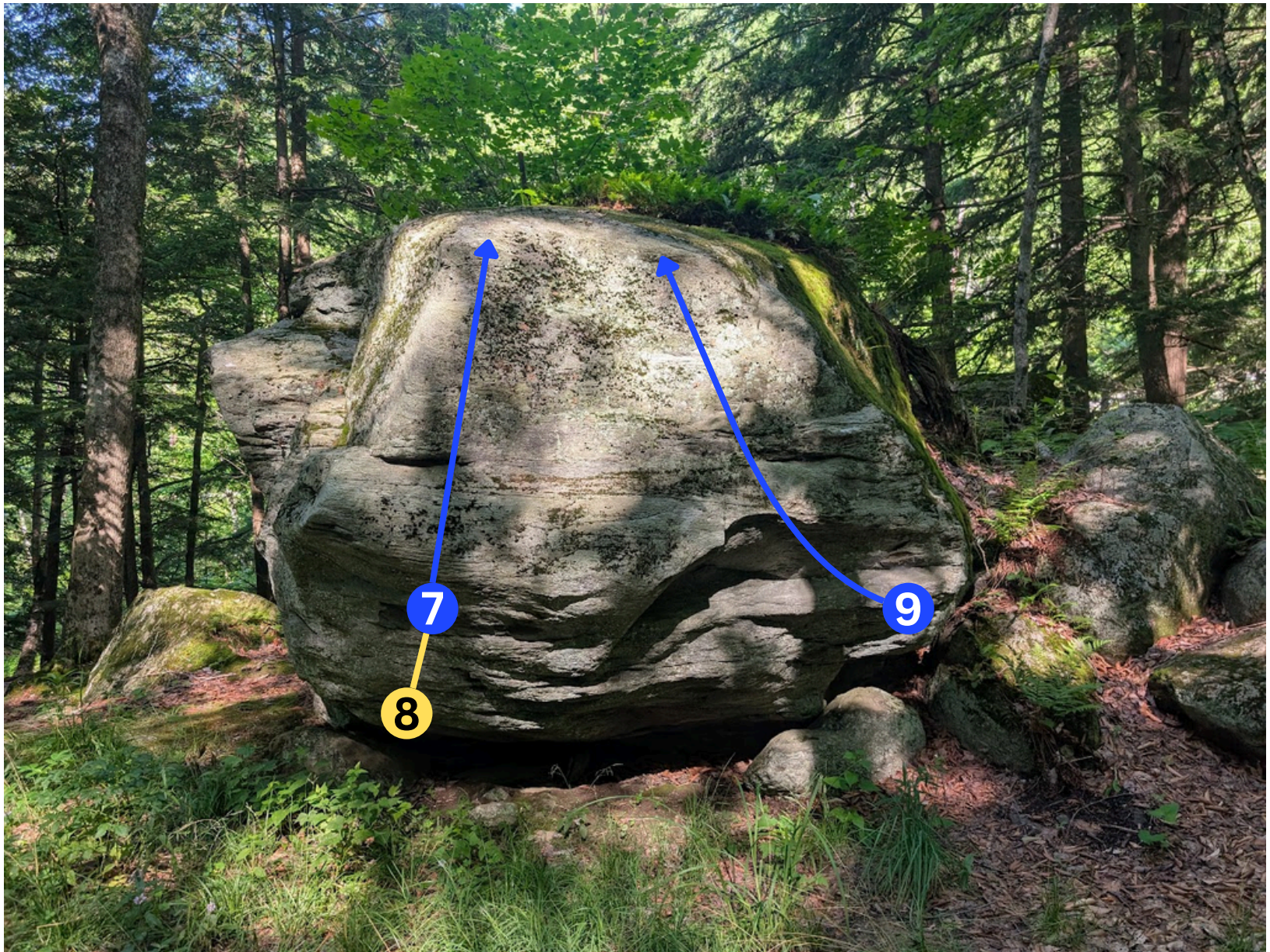
5 Ephraim V0

Stand start on pinch/edges.

6 Everett V1

Sit start under the bulge. Straight up.

Dharma Bum Boulder



7 Vagrant Optimism V5

Sit start left hand on arete, right hand on sidepull. Compress, slap, and power up. *FA Pete Cudney*

9 Cyboogie V3

Sit start left hand sidepull, right hand crimp on arete. Up and left. *FA Pete Cudney*

8 Derelict Pessimism V7

Lower sit start to Vagrant Optimism, with a left hand in a sharp, square pocket, and right hand on a crimp. *FA Ethen West*

Yerba Boulder

Beneath the Dharma Bum Boulder, a lower tiered landing is home to a few climbs. Walk down the slope towards the river, then turn back uphill.



1 Traverse Maté V3

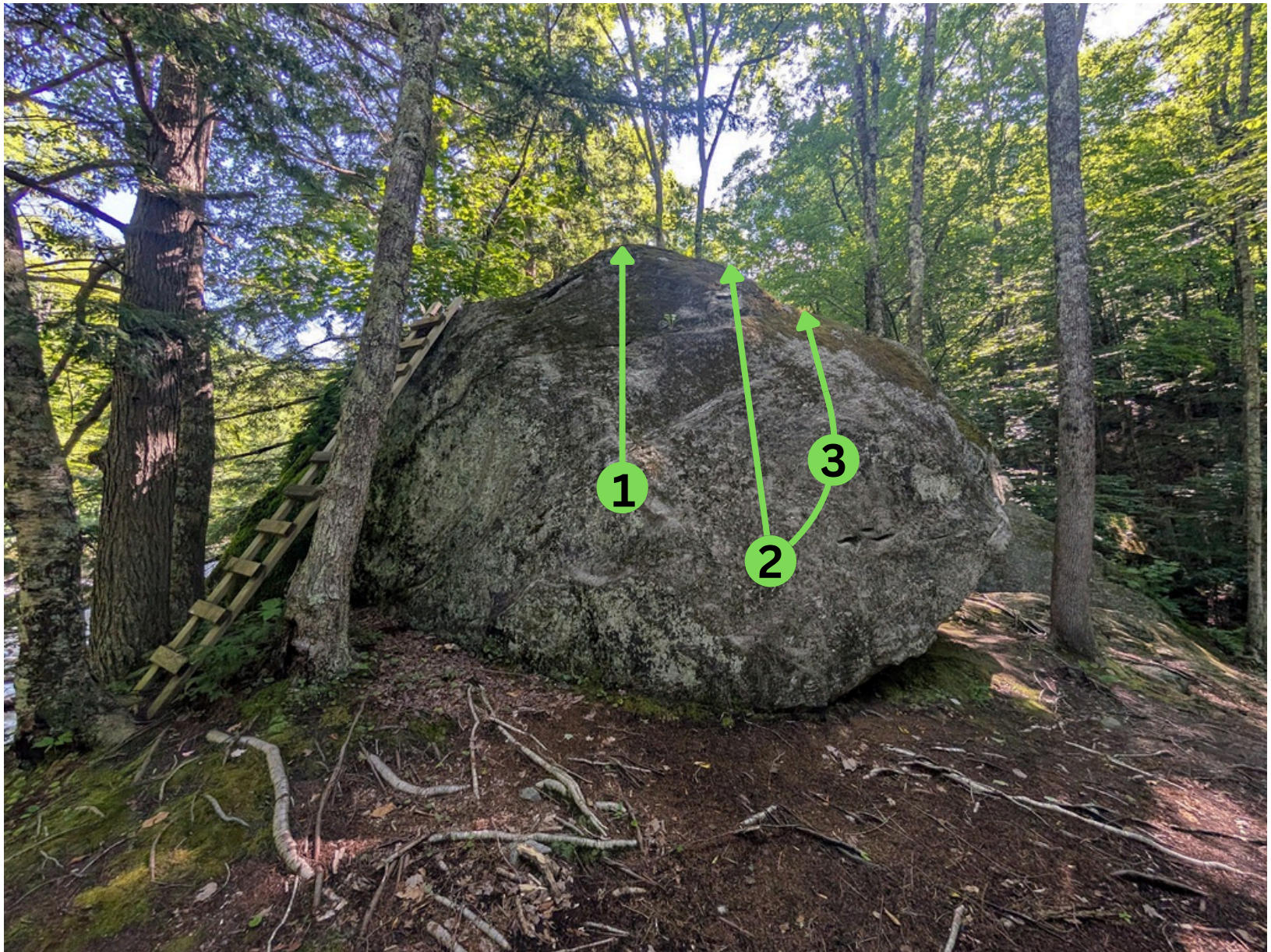
Start low at right end with right hand on arete. Traverse left along lip to the crack for a more technical top out. *FA Molly Skrable*

2 Crack the Yerb V4

Sit start under the hand crack. Climb straight up. *FA Dave Connors*

Wizard Boulder

A proud boulder just past the Main Area. Slab, crimps, dynos, and cracks, the Wizard Boulder is a magical rock.



1 Edward V0

Start either side of blunt arete. Up toward the left. *FA Gribbon Loring*

2 Alien Hymns V1

Get established on the face and head up the center. *FA Pete Cudney*

3 Stoner Fables V0

Start as for *Alien Hymns* and trend right on good feet, then up. *FA Pete Cudney*

Wizard Boulder



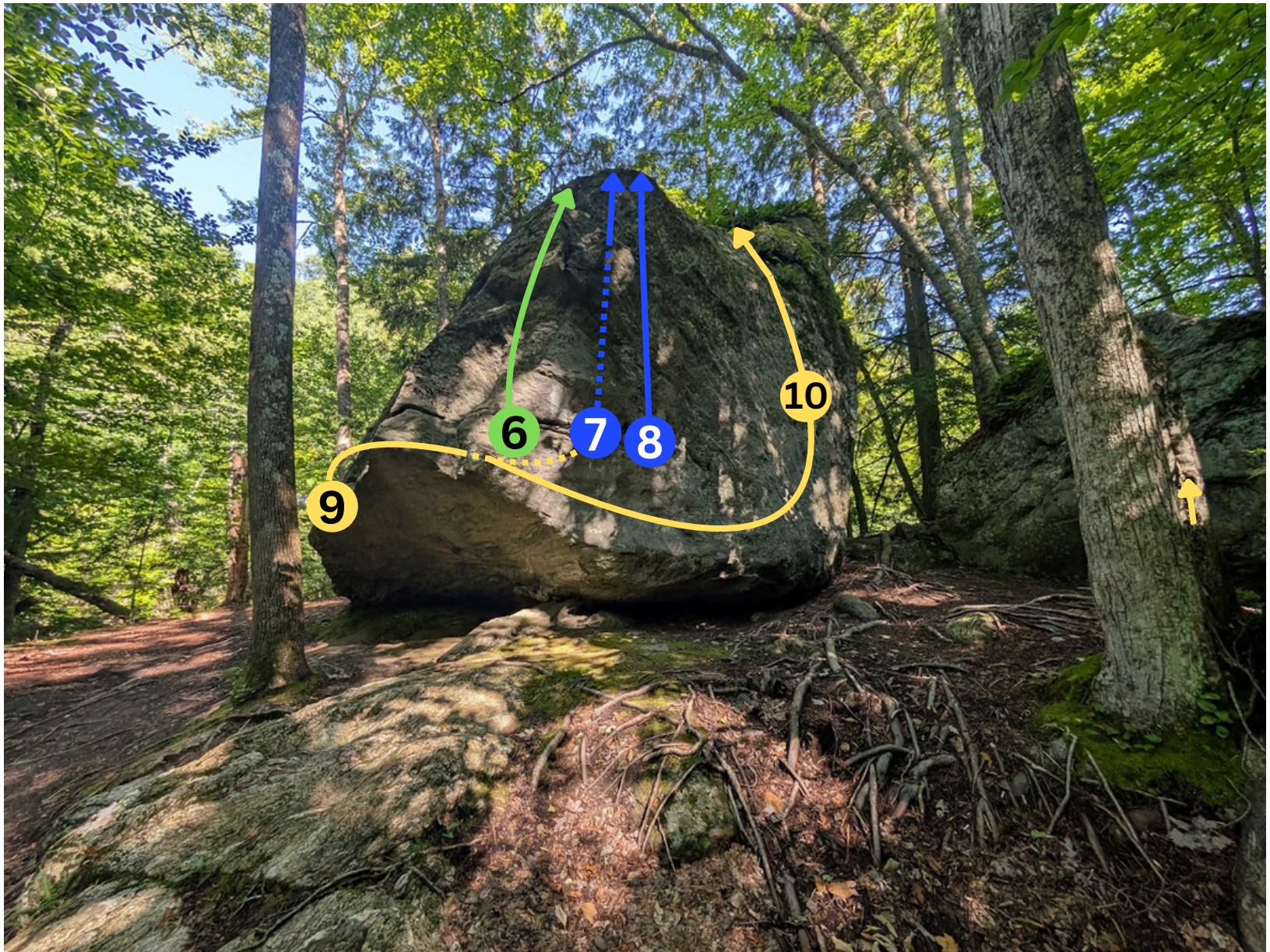
4 It's Complicated Being a Wizard V6/7

Start low matched on slopey crimps. Move out right and around the corner, then up as for *Super Session*. Quality climbing and rock. *FA Pete Cudney*

5 Creatures of Magic V5

Start as for *It's Complicated Being a Wizard*, but pull straight up onto the slab before the corner. *FA Pete Cudney*

Wizard Boulder



6 Super Session V1

Stand start matched in great slot. Up and left on jugs. Left exit. *FA Sam Simon*

7 The All Day Dyno V4

Start in good horizontal slot, dyno to high block feature. *FA Collin Campagna*

8 Sip of Sunshine V3

Stand start with left hand on curved crimp and right hand in pocket. Long reach to crimp, then up direct from the large jug. Larger left sidepulls of *Super Session* are off. *FA Pete Cudney*

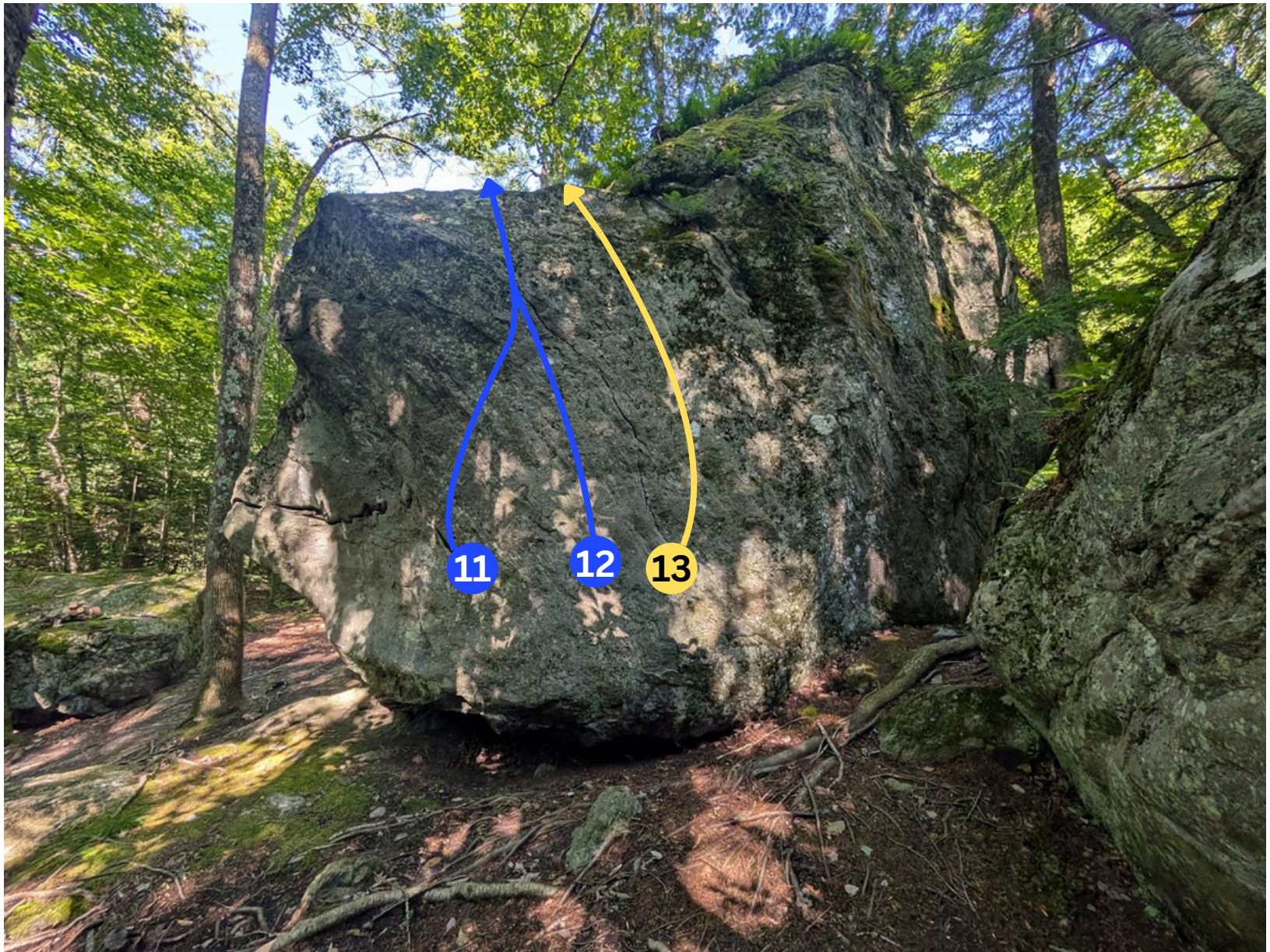
9 The Wizard Dyno V7

Climb *It's Complicated Being a Wizard* to the horizontal slot, then dyno to high block feature. *FA Evan Trombley*

10 Ghost Wizard V7/8

Link *It's Complicated Being a Wizard* into *Ghosts in the Sky*. Stellar climbing. *FA Pete Cudney*

Wizard Boulder



11 Sundog V4

Stand start with left hand on lower sidepull, right hand on crimp. Big move to high left hand sidepull, then up and over to the right. *FA Pete Cudney*

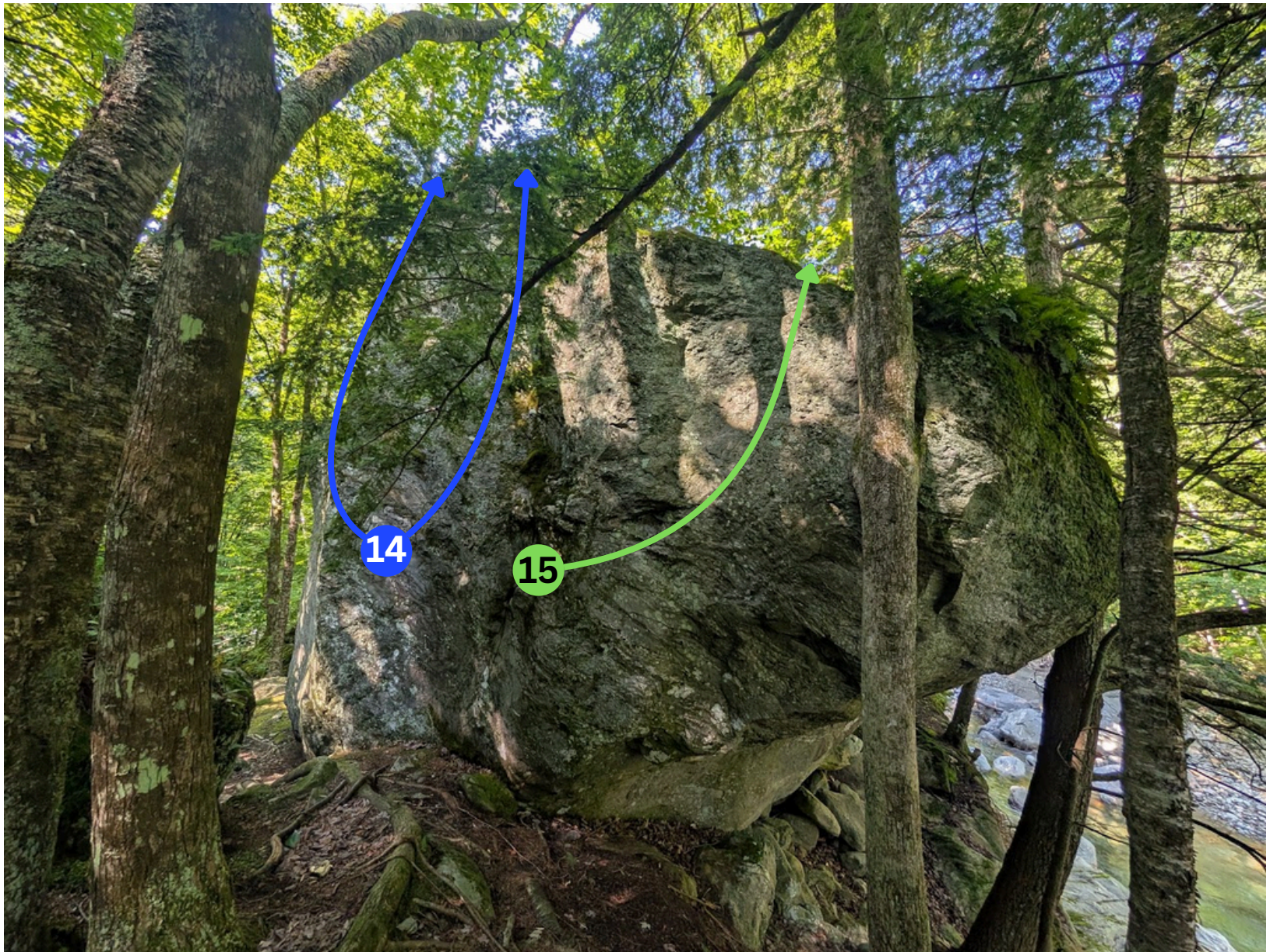
12 What She Says Goes V5

Climb using the crack for hands until it tapers off, then straight up on edges. *FA Hunter Hedenberg*

13 Ghosts in the Sky V6/7

Start with left hand on edge, right hand in crack. Climb the face to the right using the crack and high right sidepulls. Great climbing. Easier if taller. *FA Pete Cudney*

Wizard Boulder



14 Crispy Boys V3

Start in two small quartz pockets/edges. Go up either left or right to top out, both at the same grade. *FA Ted Schiele*

15 Switchback V2

Start on good edges at head height. Cross up to incut edge, out right to gaston, and up to a good rail below the lip. Up and left for the top out. *FA Nick Ayer*

Below the Wizard Boulder

A small boulder situated just below the Wizard. Walk around the backside (using the newly constructed stairs!) and turn to the left. The boulder is just underneath the Wizard.



1 Occult Architecture V1

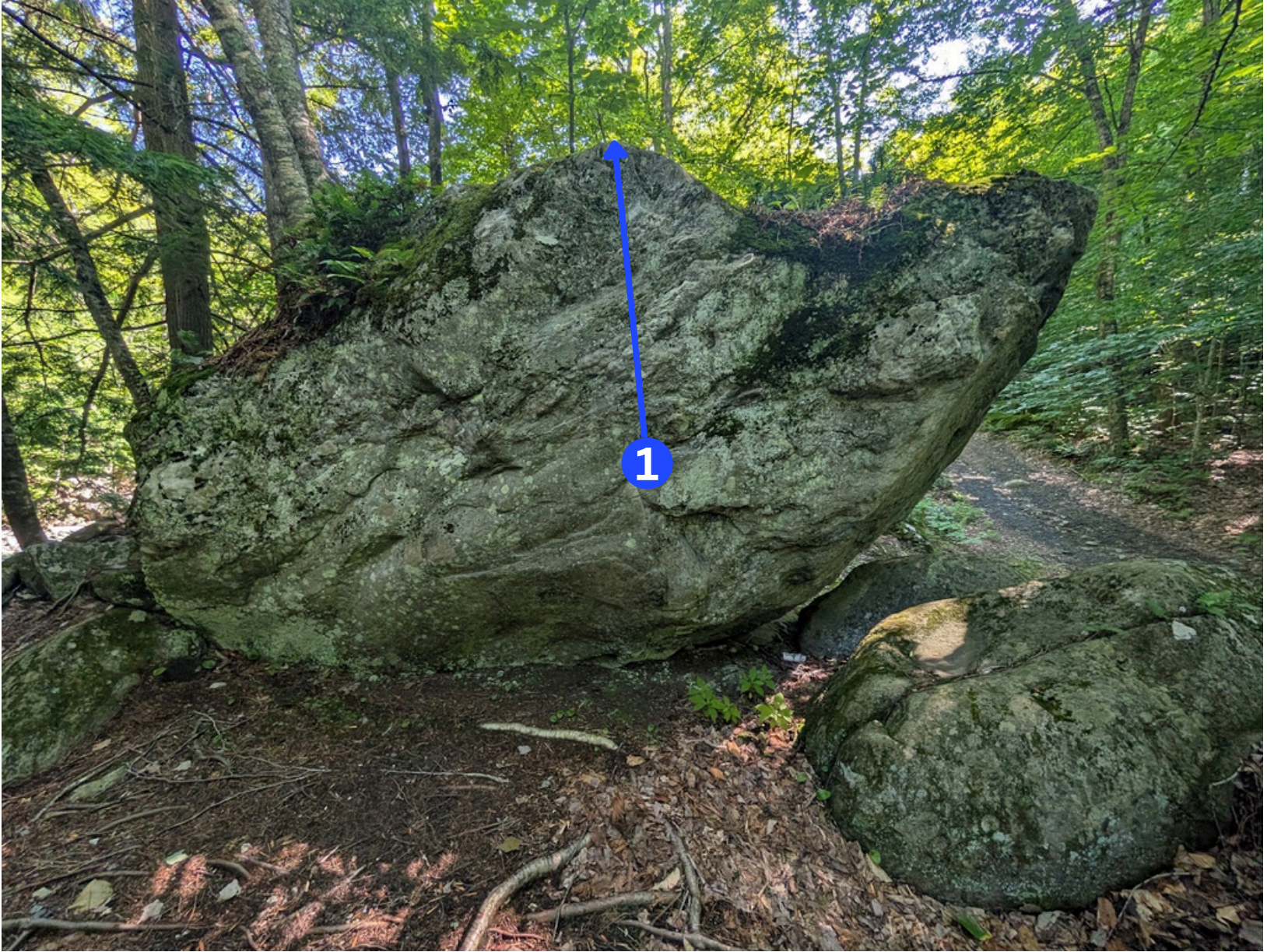
Start low matched in crack. Climb using crack out left and arete. *FA Pete Cudney*

2 Society and Solitude V1

Sit start matched on jug under small roof. Climb up through the groove. *FA Pete Cudney*

Equations of Time Boulder

A smaller boulder just behind the Wizard. Home to a duo of short but punchy problems!



1 Equations of Time V4/5

Sit start matched on crimpy rail. Power up. Easier if you're badass like the first ascensionist. *FA Melissa McNell*

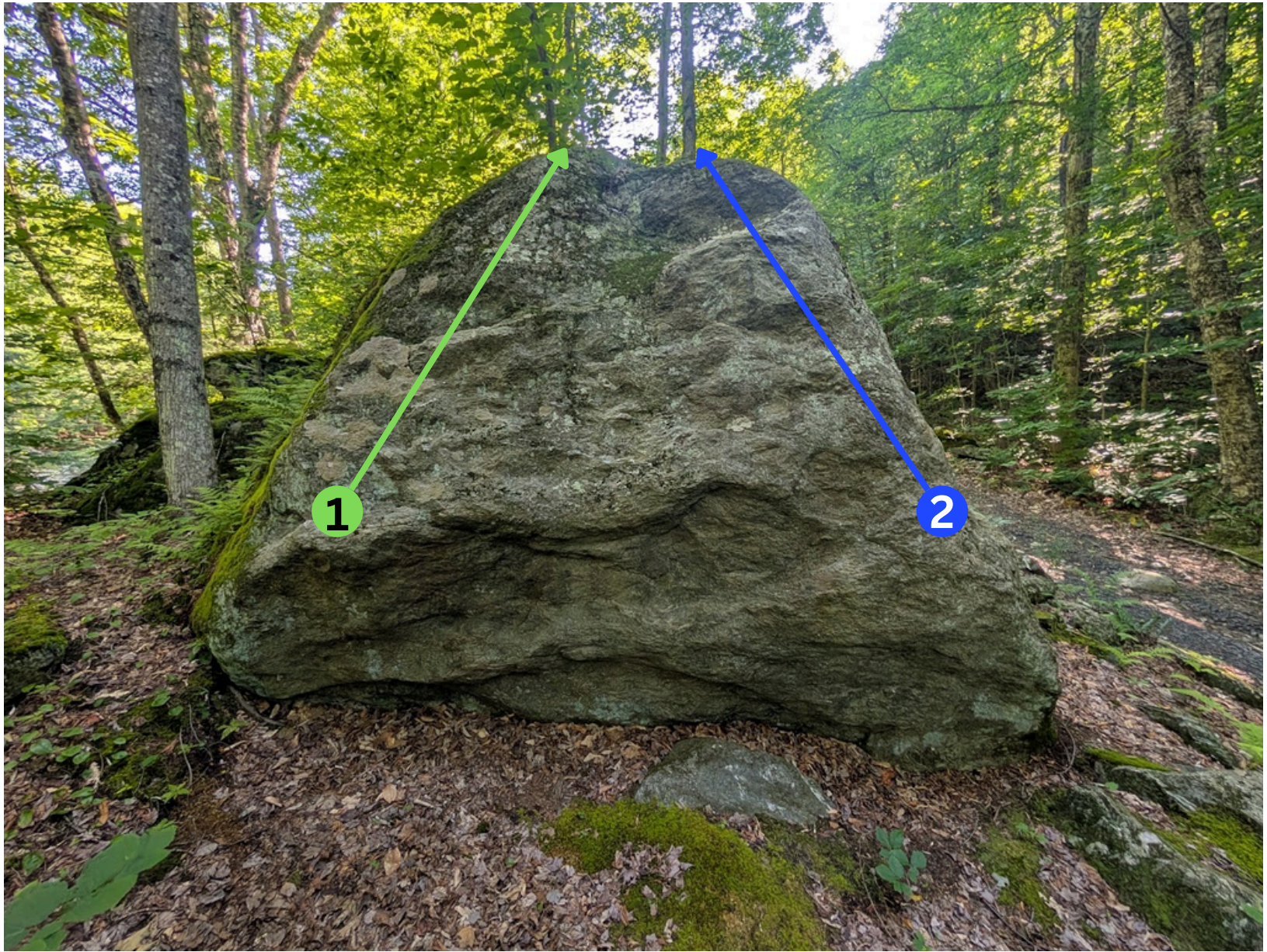
2 Second Fiddle V6

Start matched at slopers at chest height. Climb up and left, topping out at the high point. *FA Dave Connors*



Spectra Boulder

The first boulder you'll see upon heading further in from the main area. This boulder has a no hands (or no hands and no knees!) slab that can be added as bonus points to your total.

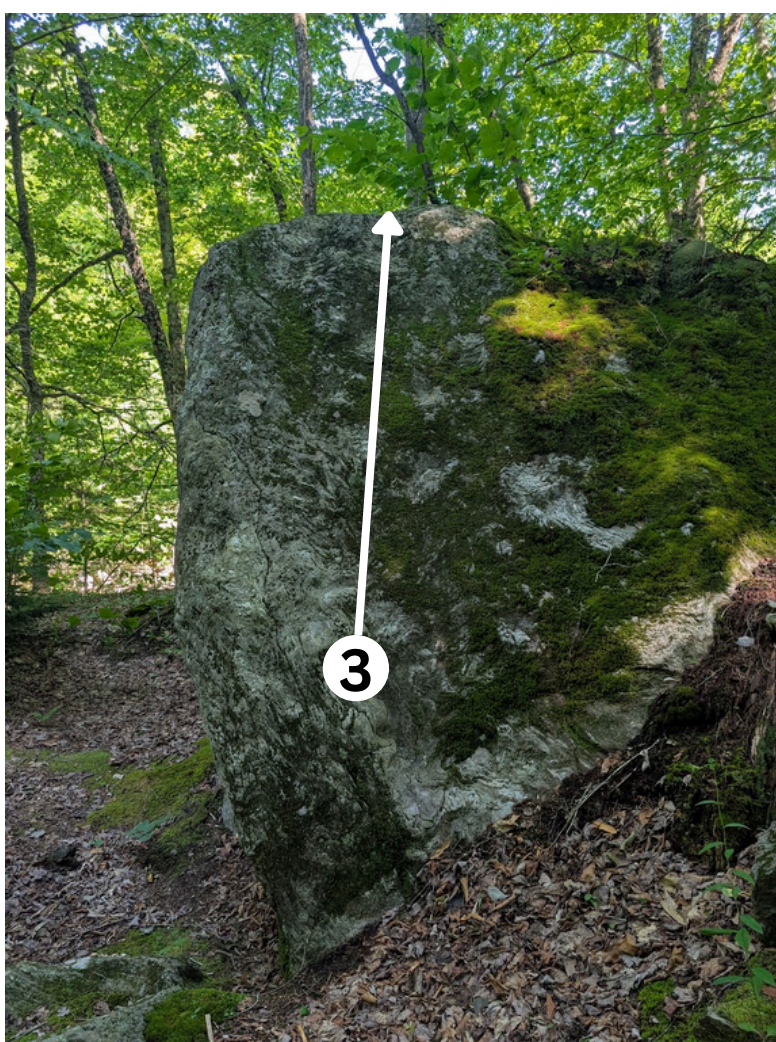


1 Spectra V1

Sit start matched on good edge. Move up and right on edges. *FA Sam Simon*

2 Orbital Elevator V5

Sit start right hand on arete, left hand crimping on the face. Funky moves up and left. *FA Pete Cudney*



3 No Hands Slab

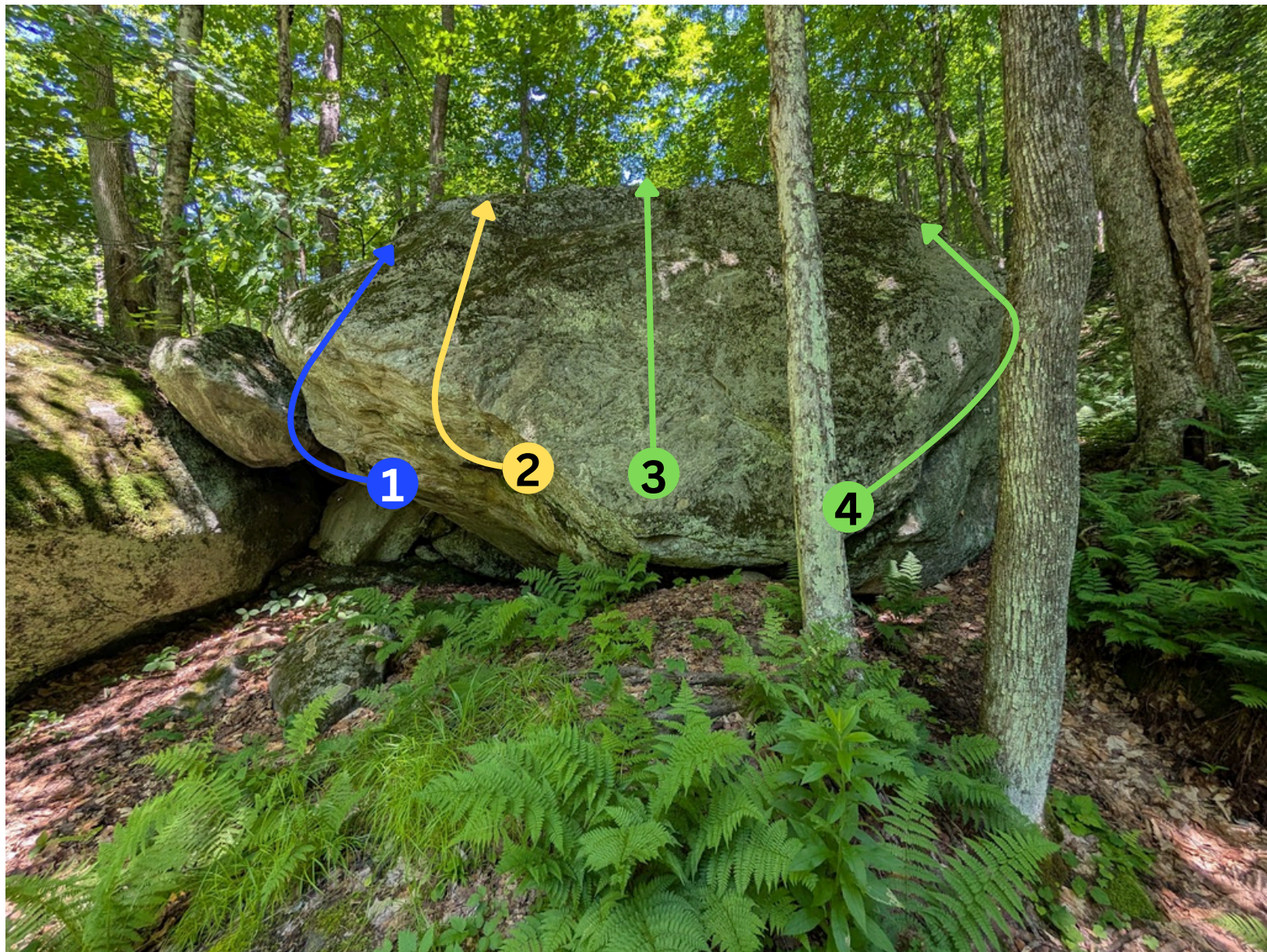
VFun/VFun+

Climb the slab with only feet and knees touching. No running. If that's too easy, climb the slab with feet only. *FA Thal Kratzke*

Sends of the no hands slab are added to your four boulder total!

Double Galaxy Boulder

A boulder just to the left of the Beer Belly Boulder. Climbs are located on both the front and back of this boulder.



1 Strawberry Jam V4

A unique problem using multiple boulders. Three small boulders down low are on for feet. The large boulder wedged up high is on. Far left boulder is off. Sit start with two undercling pockets. Move up and left with a hand jam between the boulders, and use good holds on both boulders to move up and right. *FA Sam Simon*

2 I Drink White Claw V6

Start right hand on arete and left hand on a sidepull in crack. Make a powerful move to a crystal, then jugs to the top. *FA Greg Elgin*

3 Spetre V0

Start matched on a low edge and climb the slab. *FA Lauren Pomerson*

4 Double Galaxy V2

Start matched with an undercling and layback the crack. *FA Lauren Pomerson*

Double Galaxy Boulder



5 Moonlight Marauders V1

Start on sidepull and edges, climb straight up.

7 Genealogy V2

Sit start with open pinch for right hand, crimp for left.

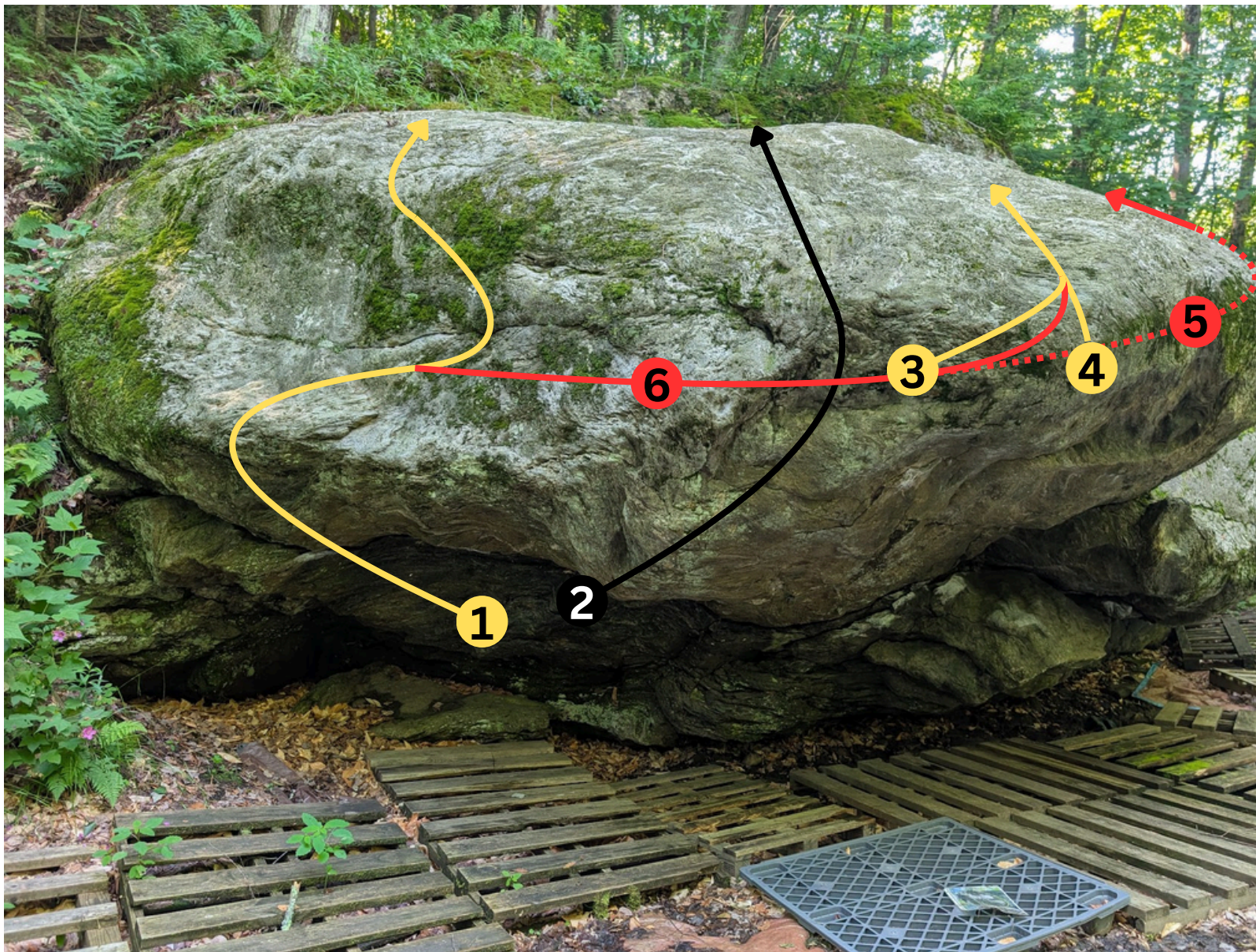
6 Friendship and Reunion

V2

Sit start matched on diagonal edges.

Beer Belly Boulder

The obvious boulder in the main area. The large “beer belly” that protrudes from the hillside has some impressive lines, link-ups, and projects.



1 Corona and Lyme V7

Start low on jugs. Move out left to the lip. Trend right on small crimps, and power up and left again. *FA Pete Cudney/Greg Elgin*

2 Project

Sit start low, move to left undercling and right to compress with sloper/pinch. Power up on crimps, pinches, whatever works...

3 Project Y V8

Stand start high on bulge with left hand on vague pinch, right on small dimple. Slap and squeeze your way up into *Civil Disobedience*. *FA Dante Jelinek*

4 Civil Disobedience V8

Start on a vague left pinch and right dimple. Mantel straight up. *FA Cameron Bremner*

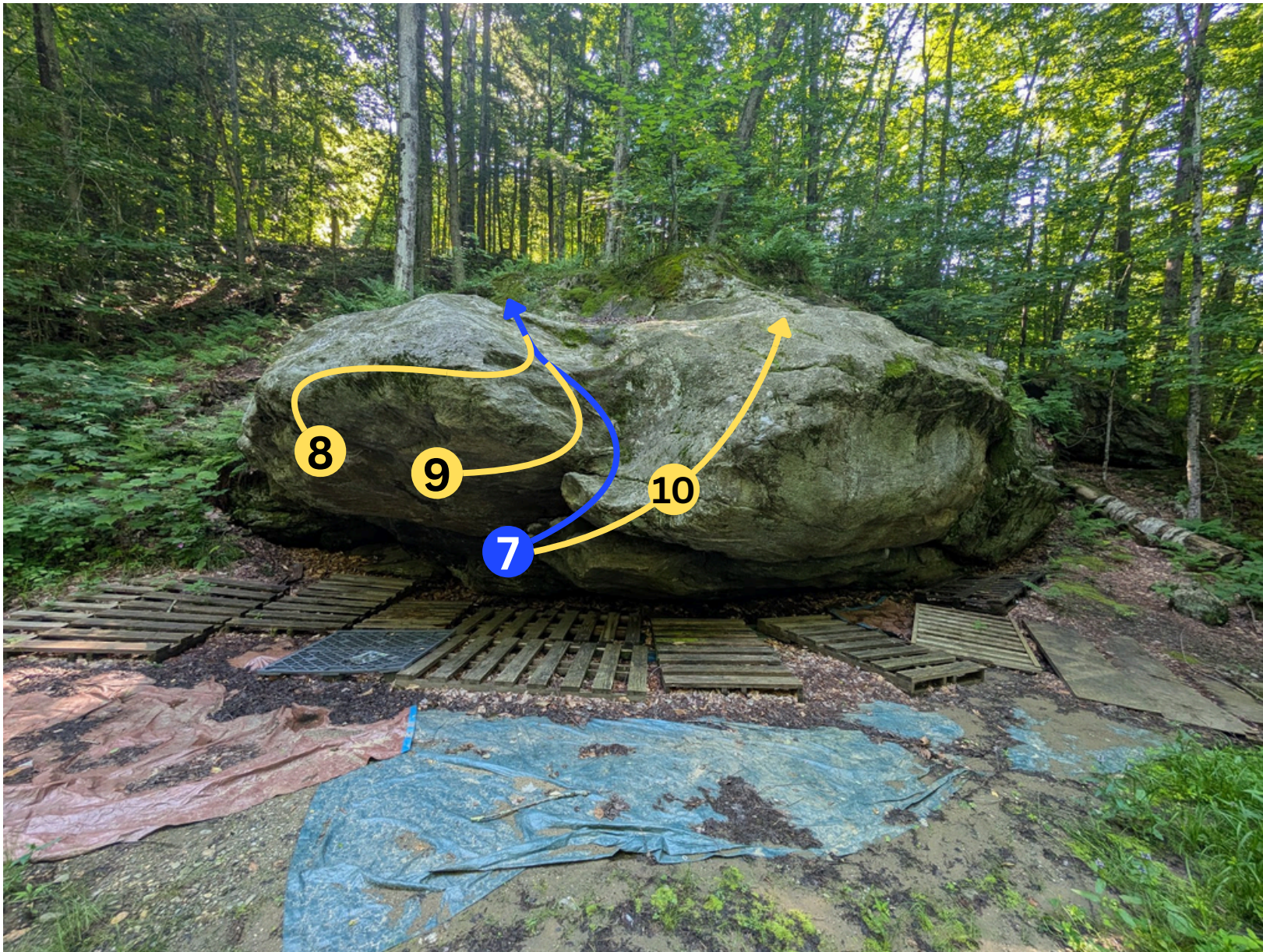
5 Big Frank V9/10

Start as for *Corona and Lyme* and traverse right, finishing on *Heady Topper*. *FA Dave Connors*

6 The Drunken Sailor V11

Start as for *Corona and Lyme* and traverse right, finishing directly via the topout for *Project Y*. *FA Ryan Sallee*

Beer Belly Boulder



7 Heady Topper V3/4

Sit start low on jugs. Move out right on jugs, then up left on edges. Pull into the groove, then top out left on the bulge. *FA Pete Cudney*

8 Frankie V8

Stand start with left hand on sidepull, right hand on edge on roof. Traverse slopers to the right, topping out on *Heady Topper*. *FA Dave Connors*

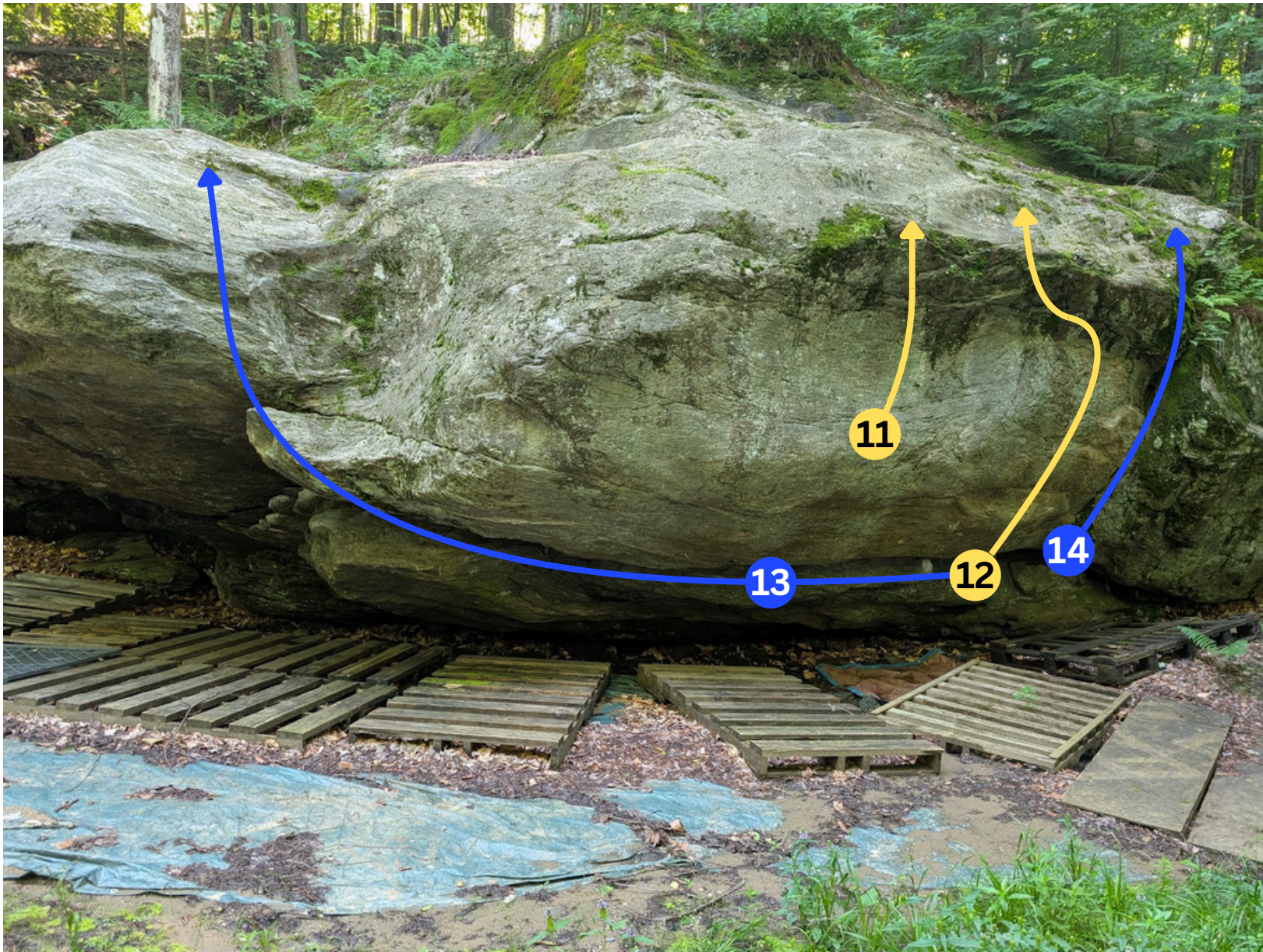
9 Little Wolf V7

Stand start with left hand in low, small pocket, right hand on upper rail. Match hands and move right to finish as for *Heady Topper*. *FA Dave Connors*

10 Hi Neighbor V7/8

Start as for *Heady Topper*, move right at the scoop, up and right on sharp crimps. *FA Greg Elgin*

Beer Belly Boulder



11 Heart Full of Darts V8

Stand start on micro-crimps. Fire up and right to edges and the lip. *FA Joe Corrado*

12 The Alchemist V6

Sit start low with left hand on quartz cube and right hand on sidepull. Move up to good undercling horn and edges. Find slopers up right, then back left on crimps to lip. **Stay left of crack, crack is off.** *FA Pete Cudney*

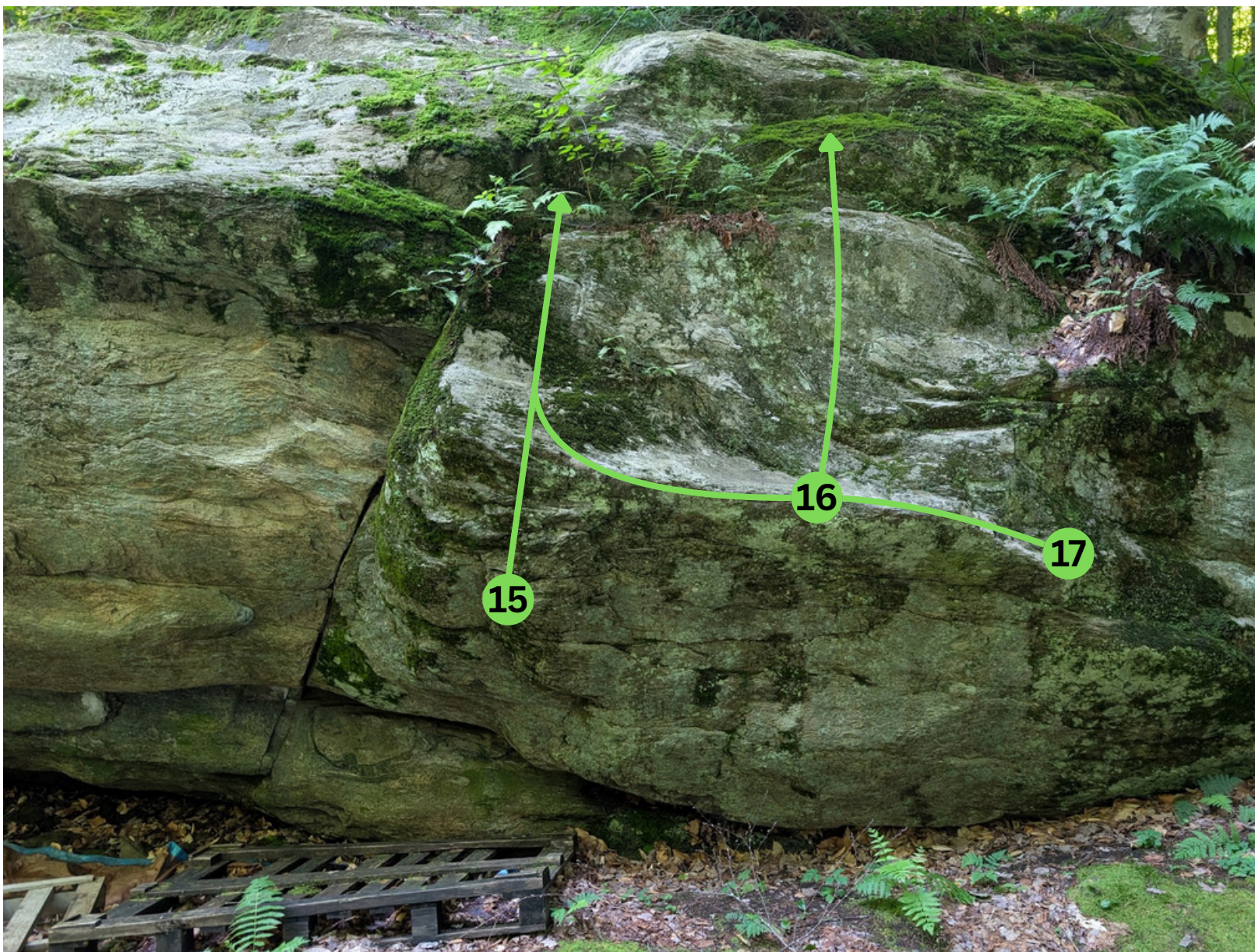
13 After Glow V4/5

Start as for *The Alchemist*. Traverse left along low crack and finish up *Heady Topper*. *FA Brad Fauteux*

14 Dystopian Dream Girl V3

Sit start matched in the crack. Climb up using crack and face holds.

Beer Belly Boulder



15 Song of Spring V1

Stay right of crack, crack is off. Start left hand on side pull, right hand crimp.

16 Song of Joy V0

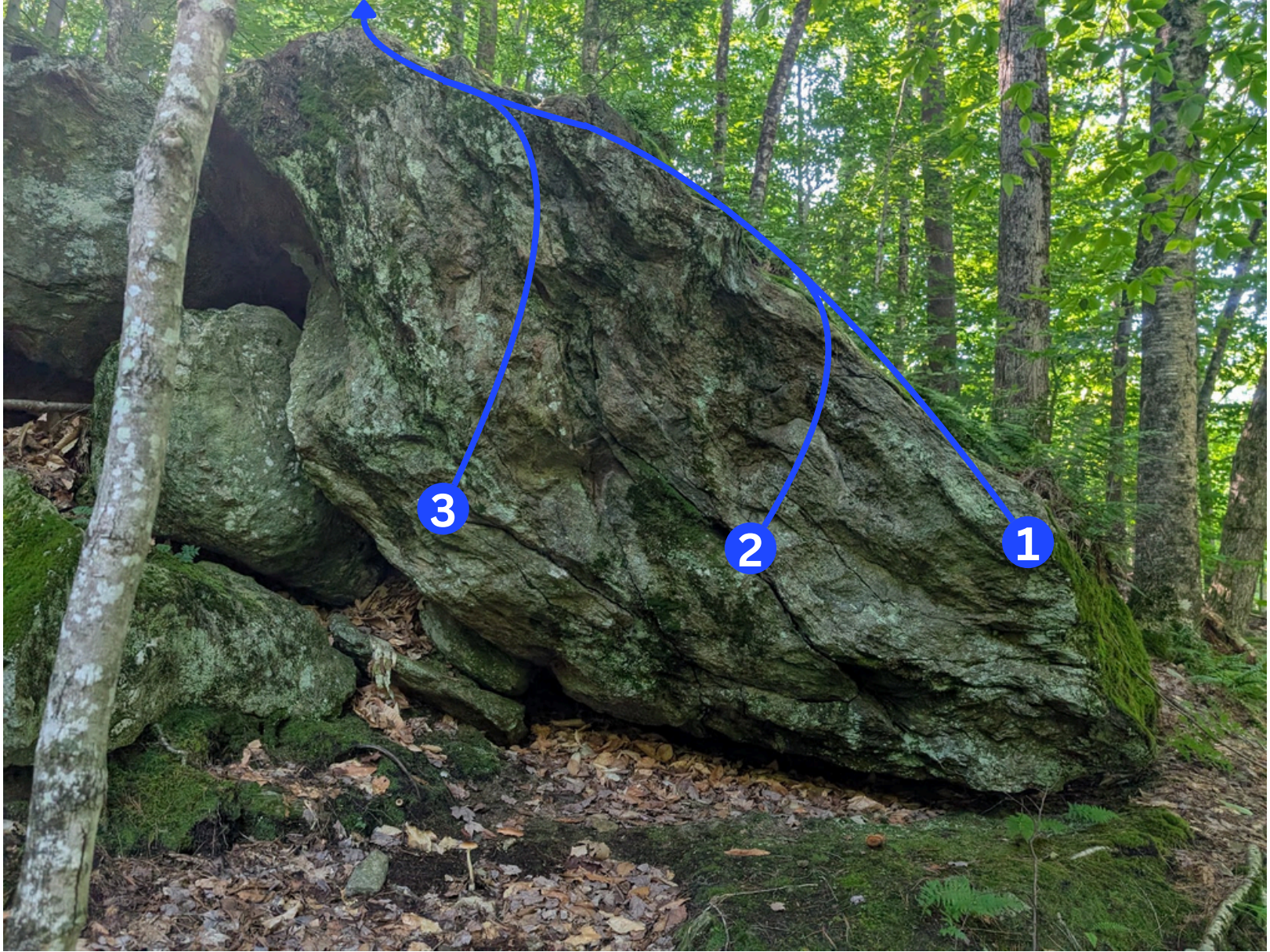
Start on the rail and climb straight up.

17 Joy of Spring V1

Start low out right on the rail to the right of Song of Joy and traverse left into Song of Spring.

Symmetry Boulder

A boulder just to the right of the Beer Belly Boulder. Grab a spotter for the sloped landing!



1 Reflected in Symmetry V3

Start matched low on the lip. Follow the lip to the high point. *FA Chris Cartier*

2 Cream Soda V4

Sit start matched on a pinch in the diagonal crack. Move to the lip, then continue left as for *Reflected in Symmetry*. *FA Pete Cudney*

3 Birch Beer V5

Sit start on the obvious jug on the left. Climb direct to the lip and top out left. *FA Pete Cudney*

Golden Goose Boulder

The first boulder you'll see on Mushroom Island. A steep face looming over Joiner Brook is home to a handful of high quality problems. Most of the problems here climb over the brook and rely on an artificial landing.



1 Mushroom Island V3

Sit start with left hand on low sidepull, right hand on arete. *FA Pete Cudney*

2 Phase Shift V7

Sit start on curved rail and incut crimp. Move up and left on sidepulls to good crimps at the lip. Top out left. *FA Dave Connors*

3 Diving Board V7

Sit start on curved rail and incut crimp. Move right and up to slopers over the lip. Top out directly up the face. *FA Lucy Drury*

4 Golden Goose V7

Sit start on curved rail and incut crimp. Move right and up to slopers over the lip, then traverse left along the lip to top out as for *Phase Shift*. *FA Dave Connors*

Golden Goose Boulder



5 Brand New Swagger V3

Start hands wide on
opposing sidepull and edge.
Climb up and left. *FA Pete
Cudney*

Hen of the Wood Boulder

On the opposite side of Mushroom Island as the Golden Goose. Protection is slightly dependent on the water level, so grab a spotter!



1 Hen of the Wood V2

Sit start on jugs, climb straight up. *FA Molly Skrable*

2 Lion's Mane V4

Start on sidepulls on blunt arete. Climb up and left. Top out as for *Hen of the Wood*. *FA Team Pickle*

3 Lion's Mate V5

Start on lower sidepull and climb into *Hen of the Wood*. *FA Pete Cudney*

Animal Wisdom Boulder

What a setting! This boulder is on the northern side of Mushroom Island. A few of the climbs rely on an artificial landing.



1 Animal Wisdom V4

Start left hand crimping the seam, right hand on crimp.

FA Pete Cudney

2 Animal, Mineral, Vegetable V6

Start on opposing sidepulls and high left foot. *FA Dave Connors*

3 Animal Cracker V4

Start on crimps along seam. *FA Pete Cudney*

4 Animal Magnetism V4

Start under arete, right hand on quartz crimp, left hand on low crimp on overhang. This one is a gem.

FA Pete Cudney

5 Animal the Drummer V5

Start as for *Animal Magnetism* and traverse around the overhang, topping out with a tricky rockover. *FA Pat Tracey*

Humpback Whale Boulder

A small boulder with a single climb on it. Follow the trail up from the Main Area. The boulder is just off to the left. If you reach the High Water Boulder, you've gone too far.

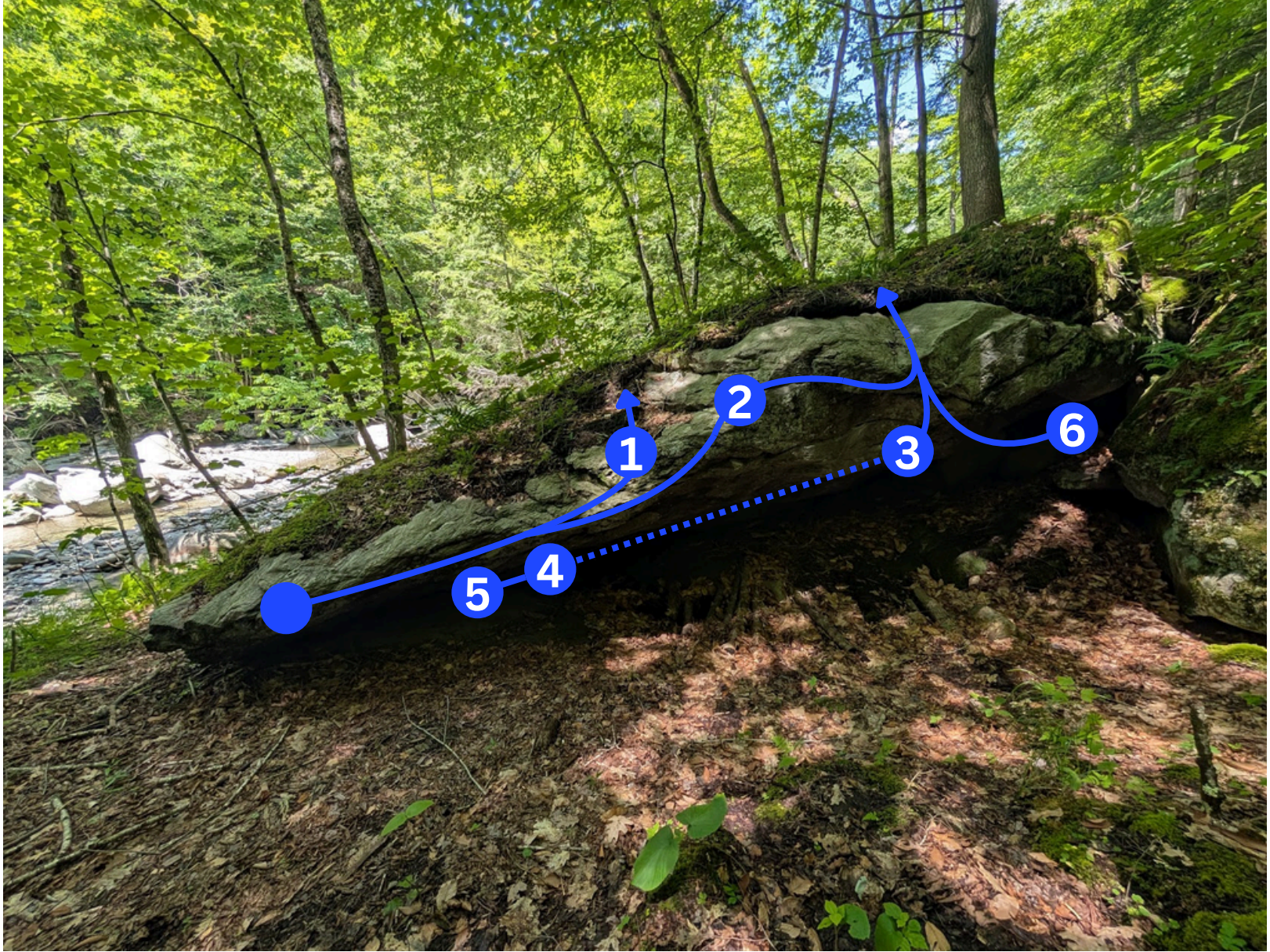


1 Humpback Whale V3/4

Start hands matched on the sloper just above the lip. *FA*
Thal Kratzke

High Water Boulder

A newly uncovered boulder after a flood washed away a lowball cave. Follow the trail up from the main area, and the boulder will be found on the left side.



1 Low Water Mark V3/4

Lip traverse from left end to midpoint. *FA Pete Cudney*

2 High Water Mark V4/5

Lip traverse from left end to highpoint. *FA Sam Simon*

3 Thirsty Matt V4

Start on obvious jug, rock the topout. *FA Pete Cudney*

3.1 Thirstier Matt V4/5

Start on obvious jug, **all features beneath jug are off.**
FA Pete Cudney

4 Undercurrent V4/5

Start with left hand on low angled edge, right hand on rail. **Lip features are off,** climb into and top out as for *Thirsty Matt*. *FA Pete Cudney*

5 Under Water V5/6

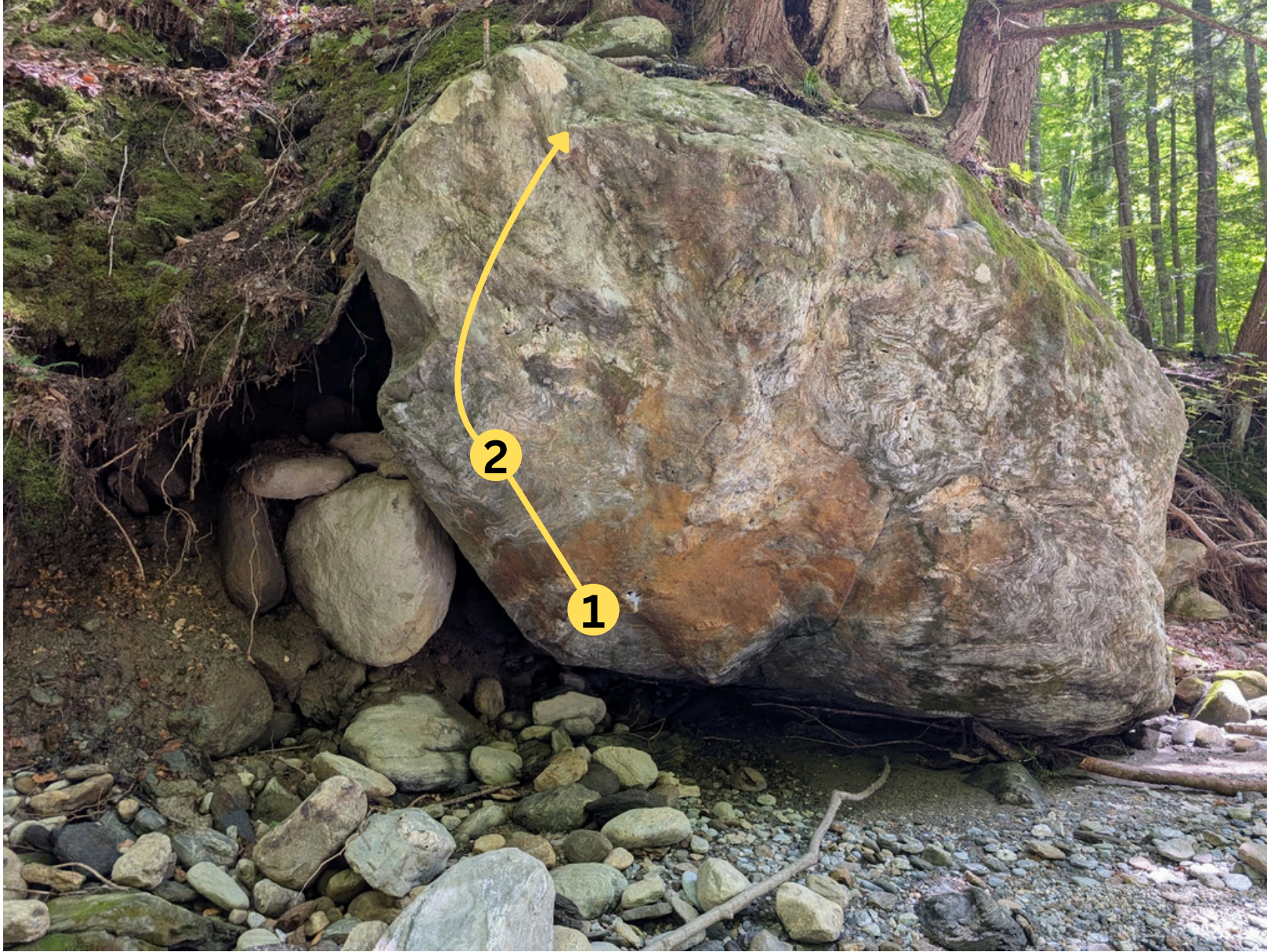
Start with both hands matched on lower left angled edge, then as for *Undercurrent*. *FA Pete Cudney*

6 Strainer V4

Start on crimps under roof. Variations left to jug or direct up right are same grade. *FA Pete Cudney*

IBS Boulder

A brookside boulder with a burly climb! Head way up from the Main Area, past the High Water Boulder. Head down into the brook trail, and this boulder will be to the right of the water.



1 IBS V8

Start low with right hand on non-hold quartz pocket, left hand on edge. Power up! *FA*
Stephen Sallemi

2 IBS Stand V7

Start higher with left hand on edge, right hand on crimp.

Dysentery Boulder

A brookside bloc uncovered during flooding. Head up the path from the Main Area. The boulder is just past the IBS boulder.



1 Dysentery V7

Start matched at right end and traverse the lip. Variation wraps around the corner and tops out at same grade. *FA Pete Cudney*

2 Unnamed V4

Start with right hand on subtle sloping rail, left hand on divot. *FA Dave Connors*

