



**NOTE:**\ This guide is a small selection of climbs from a list of hundreds (and growing) on the Stökt app.

Check out "The A" on Stokt for many, many more.







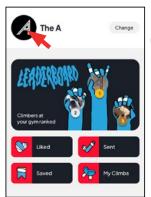
## First time here/on a spray wall?

Start with the Jugs/ Monochromatics. They are all one color (generally) making them easier to remember.

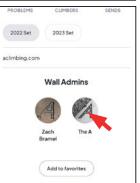
Memorizing your climbs is good practice (preplanning climbs is always a good idea.) But if you want, ask someone to get a stick and point out the holds.

## FIND CURATED LISTS

Choose The A as your Gym



Go to Homepage
Click The A logo.



Scroll down to Wall Admins

Click The A.



Scroll down to the curated lists.

Jugs/ Monocrhomatics

## Standards

U0 1:2 Shadow of the Past Koala's March

V1
Purple Jugs
Wifey and a Mistress
Orange Crush

U2 Bussin' Growlithe Magikarp

U3 1:8 The Potions Master Salt Bae, Hard Mode Red Finger Jugs Hondo Be Fakin'

> U4 Suitcase Medium Rock The Demeter &

U5 Woodballs Escape Wood Night Drive

U6 Blursing Akhenaten Crimp LAdder Issa Problem

> U7 Wood Center Nose Dive Wood Flats Snack Attack Rock 45

> V8 Sic Nic Sifting Wood Pistola

U9 Struthers Cobble Jah Dae

> **U10** Wood 45







## JUGS (Monochromatics)

## Grey Jugs Left - VO



They're Jugs. They're grey. And confusingly, one is wood.
Left end of the board.

## Grey Jugs Right - VO



Left's stranger cousin. Some say its harder - but its got more likes. Right end of the board.

## Purple Jugs - V1

★ STANDARD ★

"The jugs formerly known as pink." Tricky, for a jug. Left end of the board.









## Black Escape Jugs -U1 ★★★★

Emphasis on the escape, because there's a lot of running space between these. Center of the board.



Well liked. Right side of Board.

## Orange Jugs - V1



Not quite Jugs. Not quite orange. Plan accordingly. Center left of the Board

## Yellow Jugs V2



That shining yellow star? It's off. Get technical with it. Center of the Board





Red Finger Jugs - IJ3

★ STANDARD ★

Rarely done. Not sure why.



Wood Tension - V4

Powerful, long, a heartbreaker finish.

There is more V0-10 on STÖKT.

## THE POKÉDEX

(Gotta Send 'em all)







### Geodude- V2

Train for fighting styles against rock types:
Kung-fu grip finish.
The volume is on.

Graveler - V3

Get in the dirt. Don't forget your leg grappling martial arts.

Golem - U4

\*\*\*

Fight through the rock. Can you do the crossover? 4 star fun.



Bulbasaur - U3



Harder than it looks for a two-mover. Body position dependent.



Iνysaur - V4 no stars



Venusaur - V4

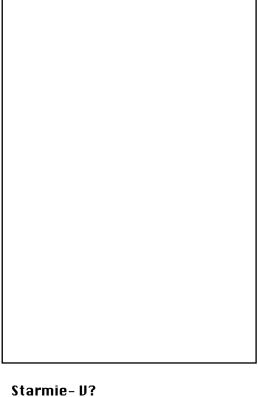


Perch, and trust the sloper to be rewarded with the problem's full bloom.



Staryu- U2 ★★★★

Travel the vertices, make yourself a star. Tension to keep from folding. Then go for his blue throat.



Starmie - U? ??? No Pokédex info



Magmar - U5

\*\*\*\*

Delicately touch this heater of a boulder. The slippery hold can feel good if you figure out how to grab it.



Clefairy - V3

A choice between two blushing cheeks may charm you into the wrong path.

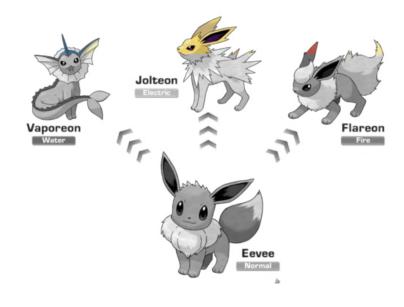


Clefable - V4

\*

The author of this Pokédex used tallmode, it was very effective.





Eeuee- U2

★★★

Cute. Slippery. Frustating.



Vaporeon - V4

Jolteon - ???

Flareon - ???

## Grimer - V4

\*\*\*

Get your hands in the blob, it's sticky and hard to escape.

## Muk - U6



Just a little bigger and badder than its previous form.









## Magikarp - U2



Can you splash your way up slippery fish?

## Gyrados - V5



A long bulder problem up blue dragon scales.

## Growlithe - V2

**★STANDARD**★

His f\*ckboy haircut portends firey heartbreak.

## Arcanine - V4

\*\*\*

Don't let the K9 tooth deter you from climbing this very good boy problem.









#000 Missingno. - U6



Sandshrew - V4

\*\*\*\*

The move to the ledge is easier than you think; foot placement is the key.



Sandslash - U6

★★★ Use claws.



Rhyhorn – V3

Low IQ Big move.



Rhydon – V6

★★★ Lower IQ Bigger move.



Mr. Mime - U5

\*\*\*

If you pretend to be a good climber this problem is easy.





Omanyte - U2 ★★★

Really good moves featuring holds of granite and clay.



Rattata - V1



An easy first opponent.



Omastar - V6



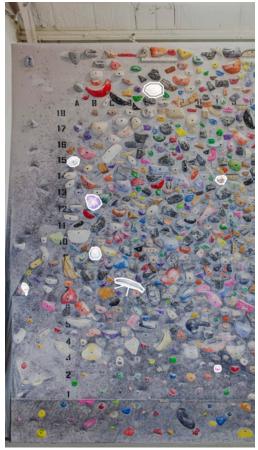
More granite crimps lead to a shouldery finish. Trust your feet.



Raticate - U2



Big teeth, big holds.



Hitmonchan - V4



Throw your best uppercut.



Cubone - V4



Tougher than it looks.



Weedle - V3

Perch to oppose the bad crimp.



Kakuna - V3 \*\*



Beedrill - V6



Drill down on crimps to send this long, involved, problem.



Gastly - IJ1 ★★★

Make yourself a ghost and poof.



Gengar - V7

The boss of the trio. Beware the spooky move at the top.



Haunter - V3

\*\*\*

Float one more haunting move.



Krabby - V4

Don't let these pinches put you in a bad move.



Kingler - ???









## ROCK

### 1-2 Rock



With a firmhand shake, introduce yourself to rock.

## (Easy)2 - U0



AKA We're running out of superlatives rock. Worthy of your efforts. The chokehold will endear you.

## Super Easy Rock - V1



Pointing at your feet, dance. Bang bang.







## Easy Rock- U3



Prove you can do what's easy. Don't trap yourself in a match. ;)

#### First Rock- U3



Firstboulder problem we made on the granite holds.

## Medium Rock- V4



A favorite of many.

### **PROTIP**

Feeling Hard? Rocks need brushing. To remove your human grease. It makes you a good steward. People will thank you. They'll say, what a crusher. What a generous benevolence. What a delight. That's what they'll say. If you brush. You should brush. Inside and out. Twice a day. This is not a suggestion.

## Rock Pinches - U8



Position and power let you play on these pinches.



# WOODBALLS (Woodballs)

## Woodballs - V5 ★ STANDARD ★

Woodballs being V5 is a fact of reality. It is outside of consensus grading. It is as immutable as the Speed of Light, All time space and reality accommodate this immutable fact: Woodballs is V5

