

# Saddletowne Climbing Wall Schedule January 2018



Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1 <b>Wall Closed</b>	2 <b>Wall Closed</b>	3 <b>Wall Closed</b>	4 <b>Wall Closed</b>	5 <b>Wall Closed</b>	6 <b>Wall Closed</b>
7 <b>Wall Closed</b>	8 <b>OPEN CLIMB</b> 5:30-6:30pm Bugaboos 6:30-7:30pm Hangdogs 7:30-8:30pm	9 Bugaboos 6:30-7:30pm	10 <b>OPEN CLIMB</b> 5:30-6:30pm Hangdogs/Rockjocks 6:30-7:30pm <b>ADULT OPEN CLIMB</b> (16yrs+) 8:00-9:00pm	11 Bugaboos 5:30-6:30pm 6:30-7:30pm	12 <b>OPEN CLIMB</b> 5:30-6:30pm First Ascents 6:30-8:00pm	13 Bugaboos 9:30-10:30am <b>FAMILY OPEN</b> <b>CLIMB</b> <b>*Registration Required*</b> 10:30-11:30am
14 <b>FAMILY OPEN</b> <b>CLIMB</b> <b>*Registration Required*</b> 10:00-11:00am Billy Goats 11:00-12:00pm 12:00-1:00pm	15 <b>OPEN CLIMB</b> 5:30-6:30pm Bugaboos 6:30-7:30pm Hangdogs 7:30-8:30pm	16 Bugaboos 6:30-7:30pm	17 <b>OPEN CLIMB</b> 5:30-6:30pm Hangdogs/Rockjocks 6:30-7:30pm <b>ADULT OPEN CLIMB</b> (16yrs+) 8:00-9:00pm	18 Bugaboos 5:30-6:30pm 6:30-7:30pm	19 <b>OPEN CLIMB</b> 5:30-6:30pm First Ascents 6:30-8:00pm	20 Bugaboos 9:30-10:30am <b>FAMILY OPEN</b> <b>CLIMB</b> <b>*Registration Required*</b> 10:30-11:30am
21 <b>FAMILY OPEN</b> <b>CLIMB</b> <b>*Registration Required*</b> 10:00-11:00am Billy Goats 11:00-12:00pm 12:00-1:00pm	22 <b>OPEN CLIMB</b> 5:30-6:30pm Bugaboos 6:30-7:30pm Hangdogs 7:30-8:30pm	23 Bugaboos 6:30-7:30pm	24 <b>OPEN CLIMB</b> 5:30-6:30pm Hangdogs/Rockjocks 6:30-7:30pm <b>ADULT OPEN CLIMB</b> (16yrs+) 8:00-9:00pm	25 Bugaboos 5:30-6:30pm 6:30-7:30pm	26 <b>OPEN CLIMB</b> 5:30-6:30pm First Ascents 6:30-8:00pm	27 Bugaboos 9:30-10:30am <b>FAMILY OPEN</b> <b>CLIMB</b> <b>*Registration Required*</b> 10:30-11:30am
28 <b>FAMILY OPEN</b> <b>CLIMB</b> <b>*Registration Required*</b> 10:00-11:00am Billy Goats 11:00-12:00pm 12:00-1:00pm	29 <b>OPEN CLIMB</b> 5:30-6:30pm Bugaboos 6:30-7:30pm Hangdogs 7:30-8:30pm	30 Bugaboos 6:30-7:30pm	31 <b>OPEN CLIMB</b> 5:30-6:30pm Hangdogs/Rockjocks 6:30-7:30pm <b>ADULT OPEN CLIMB</b> (16yrs+) 8:00-9:00pm			