

1. Rat Beach: Unremarkable beach break, smallest place around. Good early in the morning.
2. Rat Point: Actually a beach left off of small inner point. Can be good on very large wind swells.

HAGGERTYS

3. Lower Haggertys: Peak. Short right better than sectiony left. Medium tide. Never too crowded.
4. Haggertys: Left reef at point. An extremely good wave. Sectiony at low tide. Often shuts down at high tide, except when big. Best at a medium rising tide. If it's breaking at all it will be crowded. Usually smaller than other PV reefs to the south. A versatile break, can break when extremely small, but will also handle just about any size swell.
5. Upper Hags: Amazing left, very fast and well formed. Can be super hollow. Takes a big swell to work. Very nasty reef on inside. Doesn't break as much as regular Hags.
6. Exiles: Another amazing left, very much like Upper Hags except even sketchier inside. Also needs to be big to break.

7. Razors: Left inside Flat Rock Point. Almost never makeable.
8. Flat Rock Point: On the biggest of big swells, a huge left appears out there, beyond the furthest out rock of Flat Rock Point. Quite amazing. Only breaks once or twice a decade.
9. Ski Jump: Big mushy right on the south side of Flat Rock. Big swells only. One section & poof!

THE COVE (BLUFF COVE)

10. Little Reef: Right. The first spot at the foot of the road in of Bluff Cove. High tide. Can get hollow.
11. Middles: Peak. The main break of Bluff Cove. Usually crowded with longboarders. The right is the mainstay but the left is sometimes good. Can work on small swells. Best at medium tide, higher if big. No good at low tide.
12. Boneyards: A really nice little left. High tide. Smaller than the other Cove spots but better shape. Inconsistent. Sometimes hollow. Occasional local problem.

INDICATOR

13. Lower Lowers: Nice, fairly long left. Unlike the other Indicator spots, this one works on low tide. Requires a good sized swell. Smaller than Uppers or Lowers.
14. Lower Indicator: The "friendly" part of Indicator. At least it used to be. High tide. Sometimes a machine-like left, starting over a table rock in the reef. Sometimes just sloppy. No good if too small.
15. Middle Indicator: Can have the best barrel of Indicator. High Tide. Usually just a scary reef section between Uppers and Lowers. Reef lurches out to grab you as tide drops.
16. Upper Indicator: A big, perfect left. A wonderful wave. Often a meaty, long wall. Can get hollow. High tide. Breaks best when big. Usually bigger than anything to the north of it. Also breaks good when relatively small on a perfect inside reef known as "The Finger". Indicator is one of the three top waves in the NW PV area, along with Haggertys and, of course, The Point at Lunada Bay.
17. No-Mans: A freaky left reef next to Upper Indicator. Breaks right off the reef on big swells, but not very often. Looks incredible when it's on, which is not often.

18. Charlies: A little left that breaks at low tide. Shape rarely very good. Another place to check out when the swell isn't big or perfect enough for the other reefs.

19. Turbos: A sptfire left, breaks on a table reef called "The Driver's Seat". Needs a well formed swell and high tide to work properly. Often seems to have bigger waves when other places are only small to medium size. Blows out relatively easily.
20. Pipes: Turbos' fussy sister, also a left. Pipes can be a very reliable, long and hollow tube when it's on. Set your line and go. High Tide. Pipes and Turbos are the dual super high-quality lefts between Indicator and Lunada. Always worth checking.
21. Longs: The odd right in left-land. Can get pretty good. Not a long wave.
22. T.A.s: A funky peak at the base of Dominator Point. Localized, which is odd since it's not even half as good as any of the other quality breaks in the area.
23. Ganjas: Inside Dominators. A nice little left. Picks up all kinds of swell. Note: This is a special spot which can break really good on a big south west swell. It actually breaks in a slight different location on a SW than on a W or NW but I'm still calling it the same spot. Very few PV spots do this due to Catalina Island blocking. Upper Indicator sometimes shows a SW too but not as good.
24. Dominator: A big, Pipeline-like left. Can be harrowing when it's massive. Very impressive. The take off zone used to be next to some old ship wreckage, which is now gone. The wave is still there. High tide. Scary reef at low tide. Biggest of swells only.

LUNADA BAY

25. Truck Drivers: The right-behind-the-right of the Point. Can be the big closeout section behind the Point. Can break as a separate wave and as a respite from the Point frenzy. Can be sketchy.
26. The Point: The main wave of Lunada Bay. Reef/point right. A big wave spot. Needs at least 4 feet to break, gets good at 8'+. Handles size. Usually bigger than other spots in PV. Considered the premier wave of Palos Verdes. Very localized. Low tide best. Forget it if you can't handle power or don't want to deal with the locals. Still, it probably is the biggest and best wave in PV. Definitely worth it.
27. Inside Lunada: Small wave reefs in the middle of the bay.
28. Inside Avalanche: Occasional summertime spot (believe it or not). A nice fun little left.
29. Avalanche: A big whomping left that shoots it's wad and backs off, making for a very short ride.

30. Wallies: A very funky right hander. Low tide. Breaks a lot but is weird.