

GONZALES CREEK

4 routes ← 5.9 5.10 5.11 5.12 5.13 →



This overhanging cliff is hidden in the forest on a steep hillside halfway between Murrin Park and the Papoose. The stone is similar in character to the *Horrors of Ivan* zone at Murrin, except the wall is higher and the routes are harder. Hike up to test yourself on the steep testpieces—you won't be disappointed.

Conditions: The cliff gets morning shade. In the afternoon, the base of the cliff will have lots of tree-filtered sun, but the top portion will be in direct sunlight.

Approach: From Squamish, travel south past Shannon Falls on Highway 99 until it's possible to turn around on the hill that leads up to Murrin Park. Drive north on Highway 99 and park at the Gonzales Creek pullout (garbage can and information sign), which is 1.3 kilometres south of Shannon Falls. Walk 100 metres north and head into the bush just before the "Shannon Falls, 1 km" sign. At the first hydro tower, turn left then follow a marked trail that drops down into the trees before winding uphill north of a large slab visible from the highway. Twenty minutes of steep hiking gets you to the cliff.

The Fferys Wheel



This zone is steep and holds potential for more lines. The odd spelling of the cliff name is a reference to the names of the developer's children. Existing routes are listed from left to right.

1 The K-Town Connector 5.13d ★★

Climb *The Perfect Wife* for six bolts before traversing left to hanging parallel cracks. Three bolts lead to another anchor. This is a more sustained but less cruxy finish to the other climb. An amazing pitch.

8 bolts (25 m) FA Ben Harnden, 2010.

2 The Perfect Wife 5.13c ★★★

This incredible pitch has a sustained, limestone feel with a technical power crux at the end that requires a lot of body tension. Stewart claims it's the best sport route around. It may well be....

9 bolts (25 m) FA Stewart Hughes, 2010.

3 Rubble with a Cause 5.11c ★

Climb a flake system and overhang just right of *The Perfect Wife*. The climbing is reasonable and it will get your guns limber for the business next door.

7 bolts (25 m) FA Stewart Hughes, 2011.

4 The Saddle Sniffer 5.12b ★★

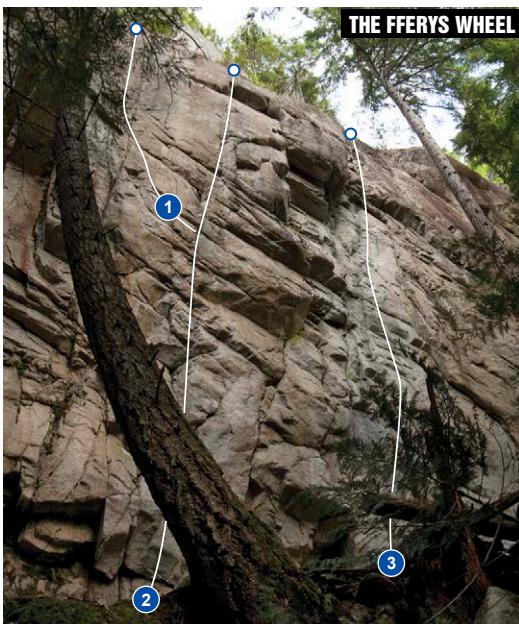
This pitch is 10 metres up and right from the base of *The Perfect Wife*. It's very tricky, with devious moves to access the corner. If you are very tall, it might feel easier. Not a great warm-up.

7 bolts (20 m) FA Stewart Hughes, 2010.

PARKING AREA

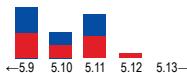


THE FFERYS WHEEL



SHANNON FALLS WALL

25 routes



This zone includes three different climbing areas, all with a distinctly unique flavour. Advanced Mountain Operations (AMO) Wall lies to the north of the falls and contains a collection of excellent, low-angle multi-pitch friction climbs hidden in the trees, some perfect for beginners and kids. Shannon Falls Wall is the large, black-streaked slab that fans out to the south of the falls, and hosts a number of landmark multi-pitch friction climbs as well as a clutch of excellent cracks. Finally, Gobsmacking Wall, the southern continuation of Shannon Falls Wall, provides steep crack-lines, perfect for a good afternoon workout.

Conditions: All three of these zones get afternoon sun and moderate wind, however heavy rainfall will cause streaking on some portions of the slabs. A quick look from Highway 99 will help give you a bit of a feel for the situation. Look at the black streaks and try to determine if water is present.

Approach: Via the Shannon Falls parking lot. Specific directions are given for each wall.

AMO Wall

This enjoyable cliff has some excellent, moderate multi-pitch climbs, but wait a few days after heavy rain to avoid water streaks. To approach, follow the main tourist trail up past the small gift shop toward the falls, and turn left. Hike north on a paved trail until it forks to the right. At this point, continue straight ahead on a gravel trail that heads toward the Chief. After a couple of minutes, watch for a faint trail that enters the forest on the north side of a shallow creek drainage. The trail wanders into the forest then heads right across the drainage toward the base of the slab.



Descent: If you climb to the top of the cliff, rappel The Beaten Zone to descend, which is just possible with a 60-metre rope. It's also possible to walk off, but this option is bushy. Routes are listed from left to right.

1 Ghille Suit 5.9 ★★★

This is the left-most pitch off the upper ledge and is about 10 metres left of the third pitch of *The Relish Route*. It follows a technical and fun traversing dyke feature.
8 bolts (22 m) FA Chris Lawrence, Brian Jones, Andre Ike, 2009.

2 The Relish Route 5.8 ★★★

This popular climb scales the wall in three pleasant pitches. It's a good multi-pitch for beginners, especially when combined with the last pitch of *The Beaten Zone*.

Pitch 1 (5.7, 8 bolts, 28 m) A tricky move between the first and second bolt is followed by easier climbing along a crack. Move up and left toward a stump and

then climb the glassy slab above to a belay in a scoop. A variation (*Muchel onto Ehrr*, 5.9) veers right at the third bolt, surmounts a cruxy slab then heads back left into *The Relish Route*.

Pitch 2 (5.6, 4 bolts, 22 m) Follow bolts up and left, staying right of the dark streak. Belay on a big ledge.

Pitch 3 (5.8, 7 bolts, 22 m) Climb directly above the chains. A tricky mantel around a short, steep wall completes the route. Scrambling to the summit is runout and not recommended. Rappel to descend.

Bolts FA Chris Lawrence, Brian Jones, Andre Ike, 2009.

3 AWOL 5.10a ★★

This route veers right from the base of the second pitch of *The Relish Route*. It's cruxy down low with unique mono pockets on a steep slab. Hard for the grade!

8 bolts (30 m) FA Chris Lawrence, Brian Jones, Andre Ike, 2009.

4 Petra 5.9 ★★

This route climbs off the upper ledge, about 15 metres right of third pitch of *The Relish Route*. It can be done as one pitch, but in keeping with the spirit of the wall, it's

SHANNON FALLS

been set up as a multi-pitch. It's good training for managing traverses.

Pitch 1 (5.9, 6 bolts, 20 m)

Difficult moves passing the first bolt lead to easy padding.

Pitch 2 (5.7, 3 bolts, 15 m)

Traverse right, watching for the first opportunity to step up to the top of the wall.

Bolts FA Jeff & Katie Thomson, 2010.

5 The Beaten

Zone 5.7 ★★★  

This excellent, diagonal pitch climbs off the upper ledge just right of *Petra*. It gains the summit and provides a nice view of the falls. Rappelling down is clean, but you have to watch your rope ends *very* carefully if you use a 60-m rope.

10 bolts (30 m) FA Chris Lawrence,
Bolts FA Brian Jones, Andre Ike, 2009.



6 Into the Mystic 5.10c ★★

 This route is good, but the first and last pitches are out of character with the quality and technicality of the others.

Pitch 1 (5.6, 5 bolts, 25 m) Start just right of *The Relish Route*. Climb rambling terrain to a ledge. Belay out right.

Pitch 2 (5.10c, 7 bolts, 20 m) Initial difficulties ease off quickly. Belay below the next ledge system.

Pitch 3 (5.10b, 4 bolts, 15 m) Boulder up the short, vertical wall (harder if you're short). Continue easily up to a belay anchor right of *The Beaten Zone* start.

Pitch 4 (5.7, 7 bolts, 33 m) A low crux leads to easy padding to the summit of the cliff.

Bolts FA Jeff Thomson, David McKie, 2009.

7 The Corvus 5.8★★

 To reach this fun pitch, climb *Into the Mystic* but branch right from the middle of pitch three to an anchor. Interesting diagonal climbing with a low crux leads to a belay. Scramble to the summit.

9 bolts (30 m) FA Jeff & Katie Thomson, 2010.

8 A Balancing Act 5.10d ★★★

  This technical pitch climbs up and right from the pitch one anchor of *Into the Mystic*. It features very insecure climbing across a dyke—you'll feel like you might topple off at any point.

8 bolts (25 m) FA Jeff Thomson, 2009.

9 Stranger than Friction 5.11a ★★

 Tricky footwork along an insecure dyke will keep you focused to the end. Start 20 metres right of *The Relish Route*.

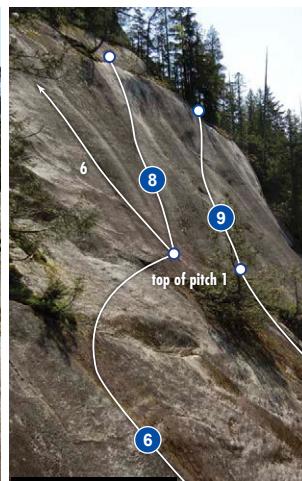
Pitch 1 (5.8, 18 m) This pitch features a hard, reachy start followed by a mellow stretch of friction.

Pitch 2 (5.11a) A low crux is followed by interesting climbing along the dyke. At the end, step down *below* the dyke and make a tough step-across to the anchors.

Bolts FA Jeff Thomson, 2009.



THE RELISH ROUTE



INTO THE MYSTIC

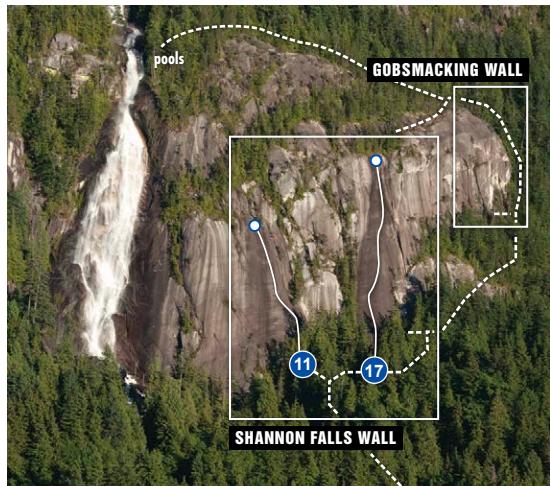
Shannon Falls Wall

The prominent slab right of Shannon Falls is home to some excellent rock climbs in a unique position. To approach from the Shannon Falls parking lot, walk back toward Highway 99 along the entrance road. Just south of the small bridge is a trail that climbs the embankment. From this point, it's seven minutes through the forest to the base of Local Boys Do Good. Routes are listed from left to right.

10 Local Heroes 5.11c ★★

If Local Boys seems too easy, test your rubber on this friction pitch. Start by traversing a seam left to the first bolt then grit your teeth and smear directly up the slab.

5 bolts (28 m) FA Tom Clark, David George, 1992.

**11 Local Boys Do Good 5.11a TOP 100**

This Squamish classic forges up the dark slab left of *Klahanie Crack* linking together dyke edges, chicken-heads and intricate smears. It shouldn't be missed by connoisseurs of fine slab climbing. Many just do the first pitch.

Pitch 1 (5.10b, 6 bolts) Start left of *Klahanie Crack* and traverse to the first bolt. Follow dykes directly to a belay.

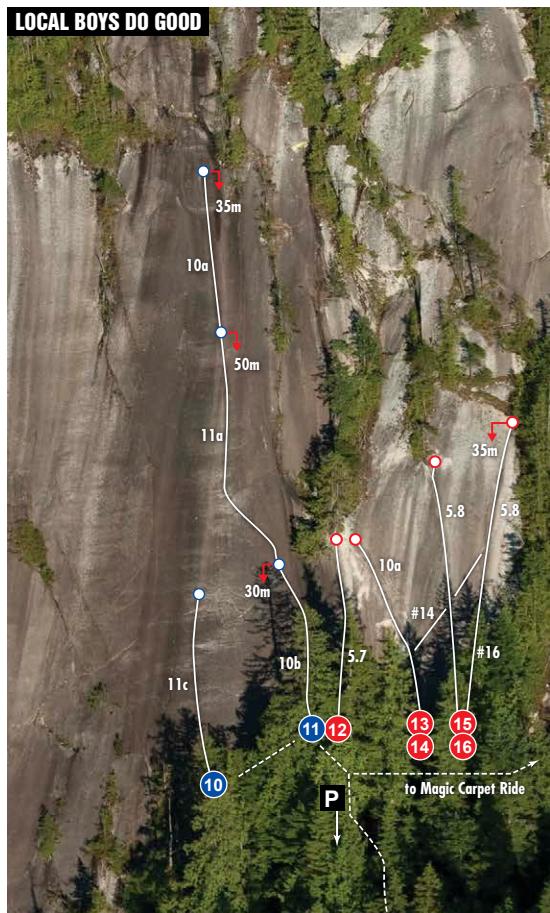
Pitch 2 (5.11a, 7 bolts) Desperately thin friction moves above the anchor ease off as the pitch unfolds.

Pitch 3 (5.10a, 1 bolt) Easier yet substantially runout climbing leads to the top of the slab. Rappel.

Bolts FA (p1) Gene Smith, Joe Turley, 1982; FA (p2-3) Dean Hart, Carl Astrom, Randy Atkinson, 1984.

12 Klahanie Crack 5.7 TOP 100

Jam the perfect, straight-in hands crack. Classic. SR to 2.5", 3 ea 1-2" cams (30 m) FA Unknown.

**13 Split Decision 5.10a ★★**

Start 10 metres right of *Klahanie Crack*. Follow a tight hand crack to a four-bolt arch and the anchor. The slab below is a top-rope route (*No Bolts*, 5.11a).

4 bolts, SR (30 m) FA Jeremy Frimer, 2011; FA (*No Bolts*) Harry Young, 2011.

14 Urine too Deep 5.8★

Climb *Split Decision* and then follow a right-trending, runout white dyke all the way to *Cardhu Crack*. Climb this pitch to the top of the wall. Either rappel the route (50 m) or descend a steep trail to the south. SR to 3.5" (50 m) FA Glenn Payan, John Thomson, 1996.

SHANNON FALLS

15 Dirty Dickey 5.8★★★

Start on *Cardhu Crack*, but follow a fun crack up and left. A 60-m rope just works for the descent. Be careful. SR (30 m) FA Paul McSorley, Jen Wasyluk, Bryce Bateman, 2000; Re-cleaned by Jeremy Frimer in 2011.

16 Cardhu Crack 5.8★★★

Climb the nice hand crack just left of the steep, treed gully by starting up an easy, left-facing corner. Save a two-inch cam for the top. Rappel with a 60-metre rope to the tree gully above and right of the start. SR to 2.5" (35 m) FA Glenn Payan, 1997.

The next two pitches are on a black slab about twenty-five metres right of Cardhu Crack.

17 Magic Carpet Ride 5.11c ★★★★

See description on right.

18 Not Your

Normal Nightmare 5.11c ★★★

The companion route to *Magic Carpet Ride* is of equal (or better) quality. It follows a line of amazing chickenheads.

Pitch 1 (5.11b, 4 bolts) Start uphill of *Magic Carpet Ride*. Climb the slab and move left near the top to reach the anchor on that route. A high bolt provides a linkage opportunity with pitch two of *Magic Carpet Ride*.

Pitch 2 (5.10c, 4 bolts) Climb directly above the belay to the left of the second pitch of *Magic Carpet Ride*.

Pitch 3–4 (5.11b, 4 bolts, 5.11c, 5 bolts) Two more pitches of sustained friction lead to the top of the slab. Bolts FA John Brodie, Mike Campbell, 1996.

Hike right of the black slab. The trail winds uphill to a flat belay terrace and the start of the next route.

19 Skywalker

5.8 (5.10b) **TOP 100**

This is an excellent, beginner-friendly traditional climb that offers generous opportunities for protection, comfy belay stances and bolted anchors.

Pitch 1 (5.7, 30 m) Start in a left-facing corner (slow to dry) and face climb past a bolt to gain a crack. At 15 m, slab traverse right to an easy crack.

Pitch 2 “The Flume” (5.8, 25 m) Climb the prominent left-facing finger crack groove past two anchors to a ledge belay. A variation (5.10a) moves



SPLIT DECISION

left from the belay atop pitch one to a powerful move up a thin crack. Follow it back into *The Flume* after 15 m.

Pitch 3 “The Fork” (5.7, 30 m) Follow the right-hand fork in the cracks up a fun ramp. Easier terrain follows with a final sting in the tail. Rappel from here with a single, 60-m rope. A variation off a lower anchor (*Dr. Watts*, 5.10a) moves 10 m right on a slab to a comfortable belay ledge. Climb a finger crack, switch to the right, then tackle a thin crux to re-join *Skywalker*. Another variation (*EPB*, 5.10a, 4 stars) tackles the left-hand fork from the *Skywalker* belay. An outstanding finger crack leads to the top of the wall. Walk off to descend if doing this option.
Pitch 4 “*Skywalker*” (5.6, 20 m) Traverse horizontally rightward on a well-protected but exposed slab, which eventually becomes sidewalk-like. Protect the second!
Pitch 5 (5.4, 30 m) Climb a short crack past stumps, then meander up a featured slab. A short hike leads into the forest. Either continue uphill for a few minutes to some beautiful pools (recommended), or descend to the right. SR to 3", 2 ea 0.75–1" cams FA *Forked Flume* (parts of p2–3) Dick Culbert, Mike Warr, 1967; FA *Skywalker* (as described) Jeremy Frimer and friends, 2011.



17 Magic Carpet

Ride 5.11c ★★★★



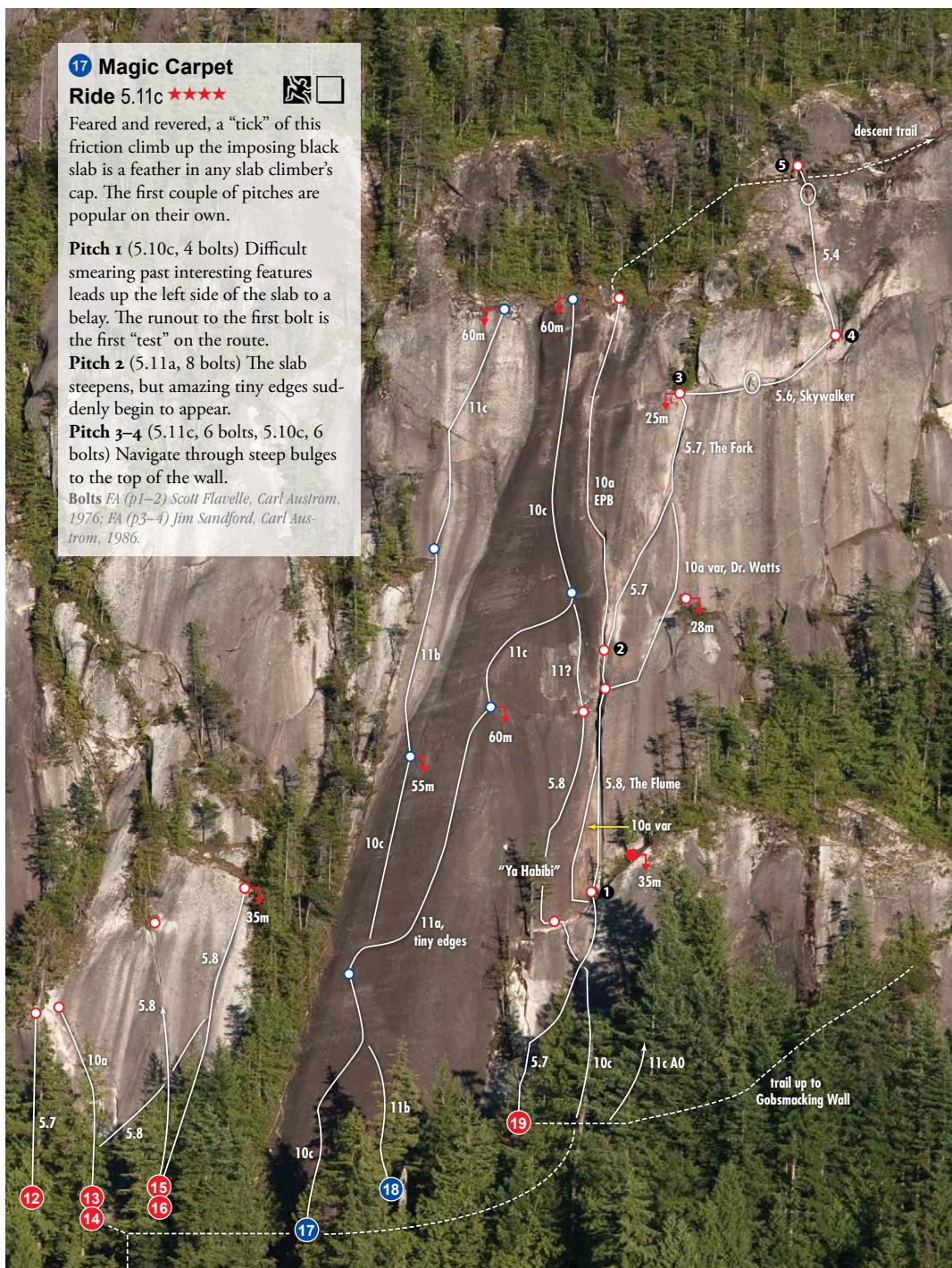
Feared and revered, a "tick" of this friction climb up the imposing black slab is a feather in any slab climber's cap. The first couple of pitches are popular on their own.

Pitch 1 (5.10c, 4 bolts) Difficult smearing past interesting features leads up the left side of the slab to a belay. The runout to the first bolt is the first "test" on the route.

Pitch 2 (5.11a, 8 bolts) The slab steepens, but amazing tiny edges suddenly begin to appear.

Pitch 3-4 (5.11c, 6 bolts, 5.10c, 6 bolts) Navigate through steep bulges to the top of the wall.

Bolts FA (*p1-2*) Scott Flavelle, *Carl Austrom*, 1976; FA (*p3-4*) Jim Sandford, *Carl Austrom*, 1986.



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Gobsmacking Wall

This cliff stands in stark contrast to the lower-angled slabs closer to the waterfall. It is very steep and the climbs predominantly follow powerful crack-lines. To approach, bike about five minutes right of Skywalker, pulling on a number of fixed lines. Near the right end of the wall, a trail cuts left along a forested bench to a fixed line and a scramble to the base of the first four routes, which are listed from left to right.

20 Flying Squirrel 5.11b ★★★

Climb the striking, diagonal crack-line on the steep wall just left of the start of *Hunter's Moon*.

SR to 4" (25 m) FA Andre Ike, Keith Reid, Craig McGee, 2007.

21 Hunter's Moon 5.12a ★★

Two exciting pitches lead up the improbable wall left of *Hungry Wolf*. Bring lots of thin gear.

Pitch 1 (5.12a, 1 bolt) Climb an unimpressive crack then make slabby moves leftward to a steep dihedral. Up it then move left past the big ledge (belay for *Hungry Wolf*) to an arête. A tricky slab move leads to a hidden dyke and some respite. Climb rightward and up a thin crack that morphs into an awkward flare. Continue up to the belay.
Pitch 2 (5.10b) Finish with a nice finger crack.

Double rack to 1", 1 x 2" cam FA Kevin McLane, Joe Turley, Dick Mitten, 1985.

22 Hungry Wolf 5.11b TOP 100

The best route on the wall has a sustained crux pitch.

Pitch 1 (5.10b) Climb *Hunter's Moon* to the big ledge.

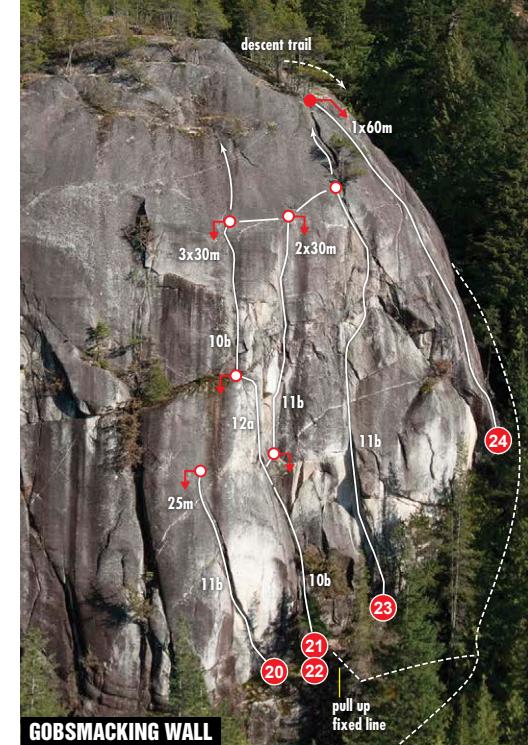
Pitch 2 (5.11b, 3 bolts) Climb the dihedral to a roof. Traverse right and layback a strenuous and sustained corner-crack. Up this to belay bolts on the slab. Rappel from here (50 m) or continue up to the trees and walk off. Double rack to 2", RPs FA Dean Hart, Randy Atkinson, 1984; FFA Kevin McLane, 1984.

23 Never Say Never 5.11b ★★★★

A huge pitch of demanding climbing lurks a few metres right of *Hungry Wolf*. It's excellent, and a tad more technical and heady than its neighbour. Start on a slab then move into a corner that steepens and narrows to fingers. It becomes flaring near the top. Face climb to the anchor. Double rack to 2", 1 x 2.75" cam, Alien off-sets helpful (50 m) FA Dean Hart, Tim Holwill, Peter Shackleton, 1984.

24 Man of Leisure 5.10c TOP 100

Scale the left side of a slabby, south-facing wall via crack and face climbing on beautiful stone. Hand traverse the



dyke. Rappel with two ropes or walk off to the south.
7 bolts, SR to 2", long slings (42 m) FA Glenn Payan, Jeff Thomson, John Thompson, 1997.

25 Poultry in Motion 5.10d ★★★★

Start on *Man of Leisure*, but move right into an appealing finger crack. Delicate moves lead to a splitter finger-to-hand crack and a slabby, bolt-protected finish.

SR to 1", 2 ea 0.5–1" cams (40 m) FA Glenn Payan, Jeff Thomson, 1996.

FLYING SQUIRREL



HUNGRY WOLF



THE PAPOOSE

10 routes ← 5.9 5.10 5.11 5.12 5.13 →



The Papoose is a large cliff, approximately 150 metres high, that sits directly above the old Darrell Bay ferry terminal. It overlooks Howe Sound in a majestic setting and is characterized by short multi-pitch routes that follow strong crack-lines up the glacier-polished face. The approach is short, the rock is steeper than the Apron and the routes demand a good diversity of slab and crack climbing skills.

Conditions: The steep slabs on the Papoose dry quickly after rain because the cliff gets afternoon sun and moderate amount of wind, but wet streaks may persist along the bottom of the crag after heavy rainfall. However, if the upper half of the cliff looks dry from the road, chances are you'll be okay.

Approach: Park in the Shannon Falls Provincial Park parking lot. Follow the entrance road back toward Highway 99 and pick up a pleasant, packed-gravel trail that begins at the corner of the turn-off. It contours south along the hillside to the base of the cliff.



APPROACH

The Papoose

Routes are listed from left to right along the base.

1 Pamplemousse 5.12b ★★

A short roof midway up the cliff provides a bouldery challenge. Climbers usually start this route on *Hairpin*, but a good direct start has been added (described below).

Pitch 1 (5.11c) Start about 20 metres left of *Hairpin*. Follow a razor-thin dyke intrusion across cracks and seams on the glacier polished slab to a bolted face (the crux). Finish at the anchor atop pitch one of *Hairpin*.

Pitch 2 (5.11b) Climb *Hairpin* to a small alcove, then make a tenuous traverse leftward into a leaning finger crack. Decent finger locks lead to a belay below the roof.

Pitch 3 (5.12b) Clip a bolt and pull a tough boulder problem to gain good finger locks near the roof's lip. Swing your foot up and crank over the top! An easy crack leads to the belay. Rappel with a 60-m rope to descend. Bolts, SR to 2", 2 ea 0.6–1" cams FA (*Hairpin Turn*) Eric Lance, Brian Norris, 1970; FFA Dave Gauley, 2005; FA (*p3*—from route "Hallucination") Fred Beckey, Eric Bjørnstad, 1965; FA (*p2*) and FFA (*p3*) Peter Croft, Greg Foweraker, 1987.

2 Hairpin 5.10a TOP 100

Enjoy pleasant climbing, solid protection and great variety in five action-packed pitches.

Pitch 1 (5.8) Start at the obvious double cracks and boulder up to a diagonal fault. Follow this leaning crack for a good distance leftward, across the wall to a belay.

Pitch 2 (5.10a) Beautiful thin-hand and finger cracks lead

up and right past a balancy move to a high belay ledge. *Hairpie* is a great 5.11a option that breaks left as for *Pamplemousse*. Overhanging fun leads to a rappel.

Pitch 3 (5.9) Climb straight up over a short, steep bulge to join the exciting traverse pitch on *Papoose One*.

Pitch 4 (5.6) Runout face climbing leads up left from the belay before cutting back right along a horizontal crack to a ledge. A 5.11a variation goes directly above the belay.

Pitch 5 (5.10a) The final pitch tackles a nice, bolted slab above the belay. Rap one of the two descent routes or hike down a good trail northward from the top of the cliff.

Bolts, SR to 3.5", 2 ea 1-2" cams FA Tim Auger, Dan Tide, 1965; FFA Don Serl, Vic Coulomb, Greg Yavorsky, 1978. FA (*Hairpie*) Kai Hirvonen, 2004.

3 Survival Enhancement 5.11c ★★

This route offers a much harder, direct line into *Centrefold*. Good protection and tricky climbing!

Pitch 1 (5.11c) Climb a short, steep crack. Continue up and right past bolts (the crux) to an anchor. This pitch is a variation to an older route, *A Duet for Two Hands*.

Pitch 2 (5.11b) A long pitch moves up the 5.8 crack on *Papoose One* before heading straight up past bolts to join the top of pitch two on *Centrefold*. Belay at the ledge.

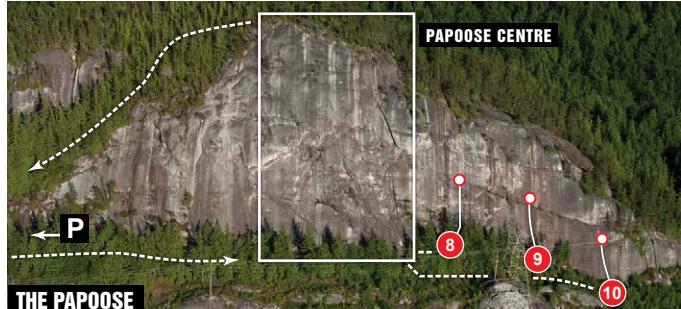
Pitch 3 (5.10a) Finish as for *Centrefold*.

Bolts, SR to 2" FA (*A Duet for Two Hands*) Peter Croft, Randy Atkinson, 1979; FA (*p1* as described & *p2*) Nick Jones, Tim Holwill, 1992.

4 Limbo 5.11a ★★

Although this route was originally climbed via *Papoose One* and *Pinup*, completing it as an extension to *Survival Enhancement* is now recommended.

SHANNON FALLS



Pitch 1 (5.11c) Climb pitch one of *Survival Enhancement*.

Pitch 2 (5.11b) Start up pitch two, but when possible,

climb up a shallow, left-facing corner with a small roof.

Pitch 3 (5.10c) Follow a nice diagonal crack up and left along a smooth wall to a distinct crux move.

Pitch 4 (5.10a) Ramps out left lead to a slabby finale.

Bolts, SR FA (original line) Tim Auger, Hamish Mutch, 1965; FFA (original line) Eric Weinstein, Anders Ourom, 1976.

5 Papoose One 5.10a ★★★

This quality climb is long and involved. The route has numerous cruxes that keep your attention, and is an excellent alternative to *Centrefold*.

Pitch 1 (5.10b) Start up a wide crack and make a balancy slab move past a bolt (the original start is off to the right). Belay on the tree ledge above using gear in the cracks.

Pitch 2 (5.8) Traverse left off the ledge and climb a short, burly crack. Face climb leftward to the next anchor.

Pitch 3 (5.10a) Do a tricky, bolt-protected slot move above the belay then follow easier cracks to an anchor.

Pitch 4 (5.9) An exciting and intricate traverse leads leftward across the wall to the next ledge stance.

Pitch 5–6 (5.6, 5.10a) Finish as for *Hairpin*. Descend one of the two rappel routes or hike off to the north.

Bolts, SR to 3rd FA (via right start) Fred Beckey, Eriks Bjørnstad, 1961; FFA (via right start) Tim Auger, Glenn Woodsworth, 1968.

6 Centrefold 5.10b TOP 100

The most popular route on the cliff offers great variety in three short pitches, and is sustained to the bitter end.

Pitch 1 (5.10b) Climb the first pitch of *Papoose One*.

Pitch 2 (5.10b) Climb the second pitch of *Pinup*, but finish direct via nice, bolt-protected face climbing.

Pitch 3 (5.10a) More bolt-protected face climbing weaves up the wall to a thin crux and a ledge at the top. Hike off up and left or make four rappels with a 60-m rope.

Bolts, SR to 3rd FA (as described) John Howe, Blake Robinson, 1980.

7 Pinup 5.10b ★★

A good route that follows a distinctive left-facing corner.

Pitch 1 (5.10b) Climb the first pitch of *Papoose One*.

Pitch 2 (5.10b) From the ledge, climb a good hand crack followed by a groove. Mantel up and left then follow flakes up and right to a belay below the corner.

Pitch 3 (5.10a) Downclimb a bit then move left and up to gain the corner. Follow it to the anchor. Descend via three 30-metre rappels or connect into *Centrefold* (5.9).

Bolts, SR to 3rd FA (via right start) Ed Cooper, Dave Hiser, 1961; FFA (via right start) Don Serl, John Wüttmayer, 1978.

8 Mercury Vapour 5.10a ★★★

This enjoyable pitch tackles cracks off a ledge about 30 metres right of *Centrefold*. It is approached by traversing along the base and pulling up a fixed rope.

SR (25 m) FA (original right-hand start) John Verbeck, 1980; FA (current, direct start) Axel Reinbold, 2003.

9 Mushroom 5.9 TOP 100

Traverse the cliffbase to an appealing, thin-hands splitter off a narrow ledge. Great jamming!

SR to 2nd, 2 ea 0.5–0.75" cams (20 m) FA Fred Beckey, Don Beckstead, 1966; FFA Gordie Smail, 1970.

10 Laid Back 5.9 ★★

At the far end of the cliff is this nice, clean hand crack. To approach, follow a trail that drops downhill below *Centrefold* and traverses salal alongside the hydro tower.

SR to 3rd (20 m) FA Steve Loomer, Keith Nannery, 1976.



PAPOOSE CENTRE



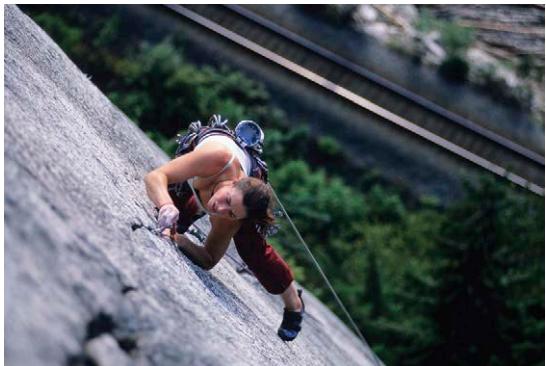
THE MALAMUTE

INTRODUCTION

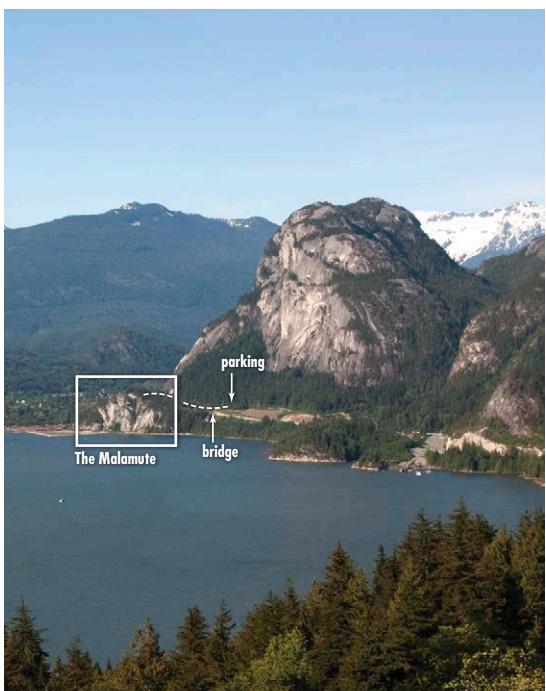
Perched between the base of the Chief and the head of Howe Sound sits the Malamute, a dome of compact, glacier-polished granite that's home to a large collection of excellent single and multi-pitch rock climbs. The upper portion of the cliff features an impressive array of intricate friction climbs, and these routes are approached from the top via a series of trails, easy ledge traverses or rappels. The fine multi-pitch crack climbs that start at the bottom of the cliff, near the railroad tracks, used to be approached on foot, but are now accessed from the top down, via rappel. The Malamute is in a provincial park, but the tracks along the base are not, and an eight-metre right-of-way on either side of the tracks is strictly off limits to public traffic. This has rendered a number of climbs permanently closed. Regardless, the upper rappel stations are good and the climbs that remain open near the base are of high quality—the effort of reaching them is amply rewarded.

LOCATION

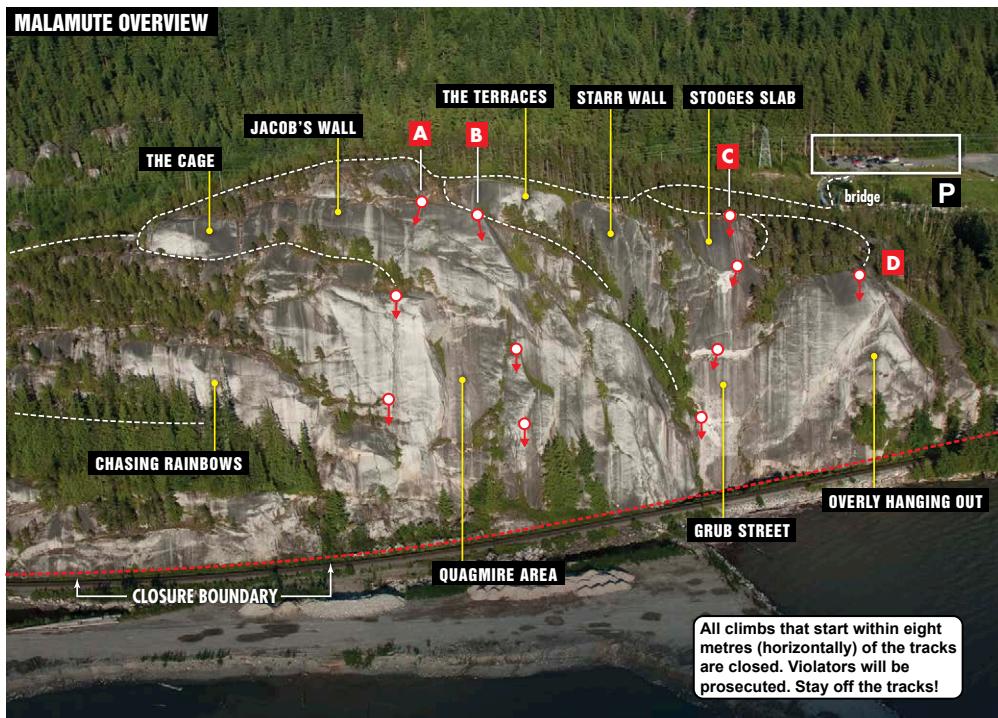
The Malamute dome sits on the west side of Highway 99, directly across from the Grand Wall. A small pullout on the west side of the highway provides a parking option for those travelling southbound from Squamish, but the best spot to stage a visit is the paved climbers' parking lot on the east side of the highway. To reach it, take the Stawamus Chief Provincial Park exit off Highway 99, bear left at the roundabout and park. From here, a distinctive, blue pedestrian bridge leads across Highway 99 to a trail system that accesses the top of the cliff.

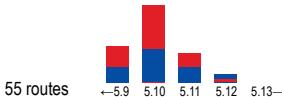


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Malamute Images From top: Mandoline Masse-Clarke on Slap and Tickle (5.10b); the Malamute is situated between Howe Sound and the Chief; pedestrian bridge over Highway 99.





THE MALAMUTE

The climbing at the Malamute is quite varied, and which zone you visit will be determined by your route preferences. As a general rule, stay up top if you want to climb friction slabs (with the exception of the excellent cracks at Starr Wall), and descend by rappel to sample the great cracks below.

Conditions: The Malamute dries very quickly as a result of its sunny afternoon exposure and the frequent winds that blow across the cliff face. In summertime, these blustery conditions are welcome and often keep the afternoon heat at bay, but during the other seasons they can be unbearably cold.

Approach: Except for the Chasing Rainbows zone, approach from the climbers' parking lot below the Chief across the blue pedestrian bridge that spans Highway 99. Once on the other side, follow a trail that leads westward through the brush to stairs that climb the edge of a rock bluff. Above, the path continues steeply uphill to the top of Starr Wall. Stooge's Slab is to the left, and the Terraces, Jacob's Wall, et cetera are all to the right. The various rappels to the lower routes are dispersed amongst these zones.

Chasing Rainbows



Approach by parking in the south-bound pullout opposite the Grand Wall lookout. Hike 60 metres north along the highway (toward Squamish) then turn left onto a trail that leads through grass to the north end of The Malamute. Switchback uphill across open slabs, bear right toward the west face then hike north toward a lake that's visible through the trees below. Walk steeply down an open slab to a treed area, bear left, then contour around the base of the dome staying left at a faint junction. Traverse a forested bench to the climbs. Routes are listed from left to right.

1 Pinky Locks 5.7 ★★



The first route encountered on the approach trail follows an attractive splitter finger crack up the slabby wall.
SR (25 m) FA Unknown.

2 Coronary

Corner 5.11b ★★



Just right of Pinky Locks is a boulder. Start standing on it and climb a crack to reach a nice, right-facing corner.
SR (15 m) FA Unknown.

3 Giv'er 5.11d ★★



Continue hiking to find a left-facing arch, which leads to a bolt-protected face and interesting dyke.
7 bolts, SR (20 m) FA Unknown.



The Cage

From either end of The Malamute, traverse and scramble across the slabby summit ridge, watching



CHASING RAINBOWS APPROACH

carefully for a break that allows access down to a ledge. This leads southward under a bright, white wall to the base of the climbs. Routes are listed from left to right.

⑥ Arm Yourself 5.12b ★★

Bring large weapons for this desperately thin crack traverse on the left side of the steep slab. Avoid warm days. 5 bolts (18 m) FA Jeff Thomson, 1998.

⑦ Sparky 5.10a ★★

Start left of the base of the dyke at a belay bolt. The crux comes early before tackling a leftward slab traverse. 5 bolts (18 m) FA Jeff Thomson, Glenn Payan, Jack Fieldhouse, 1998.

⑧ Pacing the Cage 5.10a ★★

Climb Sparky, but continue straight up the slab. 6 bolts (12 m) FA Glenn Payan, Jeff Thomson, 1998.

Jacob's Wall

Continue traversing rightward along the ledge below The Cage to reach the following series of climbs, which all tackle a polished slab split by a couple of horizontal cracks. Some may want a cam to tame small runouts near the crack. Routes listed from left to right.

⑨ Train Boy 5.10c ★★

5 bolts (18 m) FA Jeff Thomson, Glenn Payan, 1998.

⑩ Whip Cream Boy 5.10d ★★★

Follow a faint dyke.

5 bolts (18 m) FA Jeff Thomson, Glenn Payan, 1998.

⑪ Pooshwityorfout 5.11a ★★

6 bolts (20 m) FA Jeff Thomson, Glenn Payan, Jack Fieldhouse, 1998.

⑫ Consolation 5.10c ★★

5 bolts (20 m) FA Jeff Thomson, Glenn Payan, 1998.

⑬ Stone Cold 5.10b ★★

7 bolts (22 m) FA Glenn Payan, Jeff Thomson, 1998.

⑭ Jacob's Other Ladder 5.8 ★★★

Climb the dyke, starting with a tricky crux. A tad bold. 2 bolts, SR (22 m) FA Glenn Payan, Jeff Thomson, 1998.

⑮ NPCC 5.10d ★

Climb past a couple of bolts then traverse left to finish on Jacob's Other Ladder.

2 bolts (10 m) FA Glenn Payan, Jeff Thomson, 1998.

⑯ No Need**But a Little Parsley 5.6★**

Toprope (10 m) FA Glenn Payan, 1995.

⑰ Ya Gonna Do Something or**Just Stand There and Bleed? 5.10a ★★**

2 bolts (10 m) FA Glenn Payan, Jeff Thomson, 1998.

THE CAGE

THE MALAMUTE

⑯ With Friends

Like That, Who Needs Enemas? 5.8★

Toprope (10 m) FA Glenn Payan, 1998.



⑰ I Love the Smell

of Nuprin in the Morning 5.10a★

Toprope (10 m) FA Glenn Payan, 1998.



Quagmire Area



The following collection of climbs are all accessed via rappel, either down Quagmire Crack, the prominent crack-line dividing the smooth wall on the left, or via The Clearing, the longer, slabby wall on the right. Routes are described from left to right.

⑲ Fungus Razor 5.12b ★★★

This unique, 1980s testpiece was originally freed in two pitches (5.10d, 5.12b), but can be done in one long pitch with the careful use of long slings. Start up a pretty corner (worthwhile on its own), then make a wild traverse rightward to a cruxy mantel at the lip of the roof. Lower off. SR to 1.5" (2 pitches) FA Paul Wood, Don Serl, 1976; FFA Peter Croft, Tami Knight, 1981.



㉑ Porco 5.12a ★★

A worthy yet seldom visited thin crack splits the wall left of Quagmire Crack. The crux is near the bottom.

SR (2 pitches) FA Brian Norris, David Bowen, 1974; FFA Andrew Boyd, Colin Moorhead, 1998.



㉒ Canadian Compromise 5.10a ★★★★

Climb a quality flake and chimney in the white rock scar right of Fungus Razor. Lower off or continue on to Porco Quagmire Crack, The Unhappy Hooker or Sodfancier's Delight.

SR to 3" (20 m) FA Kris Wild, Aaron Black, 1998.



㉓ Quagmire Crack 5.10c ★★★

Enjoy a long pitch of exhilarating crack climbing in an airy situation above the tracks. Sustained. A good variation (*Another Man's Dyke*, 5.11c) goes leftward along a crack and dyke from the upper half of the climb.

SR to 2", 3 x 0.75"-1.25" cams (40 m) FA Robin Barely, Andreas Maurer, Kevin McLane, 1976; FA (*Another Man's Dyke*) Andrew Boyd, Kris Wild, Marc Bosomworth, Steve Leeder, 1998.



㉔ The Unhappy Hooker 5.11d ★★★

This is an excellent thin crack that splits the wall left of Sodfancier's Delight. Lower off (best) or aid into Quagmire Crack where the line becomes too blank to free climb.

1 bolt, SR (2 pitches) FA Robin Barley, Anders Ourom, 1976; FFA Colin Moorhead, James Laurie, 2001.



㉕ Smithereens 5.10b ★

This slabby pitch starts off the bottom of the cliff and reaches the base of *Sodfancier's Delight*.

Bolts, SR (35 m) FA Robin Barley, John Fantini, 1998.



㉖ Sod Fancier's Delight 5.10d ★★

From the ledge atop Smithereens, follow a prominent, right-facing corner until it's possible to pull into a crack on the left wall. Follow this to a groove and belay (5.10d). Move up then traverse right across the wall to a curving undercling crack and follow it to the ledge above (5.10c). SR to 3.5" (2 pitches) FA Robin Barley, Peter Shackleton, 1980; FFA Robin Barley, John Fantini, 1998.



㉗ Id 5.10c ★★★★

Use a variety of techniques to scale the thin, right-facing dihedral. A 5.11a variation goes left midway up the pitch. SR to 1.5" (35 m) FA (*to summit via additional pitches*) Dan Tate, Barry Hagen, 1965; FFA (p1) Peter Croft, Tami Knight, 1979.



㉘ Renaissance Man 5.11b A0 ★★

This is a good face climb up the smooth wall right of *Sod Fancier's Delight*. Swap out the second pitch for that of *The Clearing* and you've got a great link-up.



Pitch 1 (5.11b) From the ledge belay station, follow a smooth, bolted face up right of the long, bushy groove.

Pitch 2 (5.11b A0) Face climb up to an overlap. Trend up and left, using bolts for aid to surmount a bulge, and then climb diagonally leftward to reach the anchor.

Pitch 3 (5.10c) Climb a quality, featured dyke to the top. Bolts FA (p1 & p3) Rolf Rybak, 1997; FA (p2) Rolf Rybak, Dave Cowperthwaite, 1997.



㉙ The Clearing 5.11c (5.10c A0) ★★★



This climb is a great continuation above *Id* and a fine alternative to the second pitch of *Renaissance Man*.

Pitch 1 (5.11c or 5.10c A0) From the belay atop *Id*, climb the smooth wall parallel to the line of *Renaissance Man* pitch one (an aid move at the start reduces the difficulty).

Pitch 2 (5.10c) Move up to the overlap on *Renaissance Man* and climb the left edge of the face above.

Pitch 3 (5.10c) Finish on *Renaissance Man*.

Bolts FA Robin Barley, Des O'Reagan, 1996; FFA Andrew Boyd, 1998.

QUAGMIRE AREA RAPPELS



THE MALAMUTE



All climbs that start within eight metres (horizontally) of the tracks are closed. Violators will be prosecuted. Stay off the tracks!

— QUAGMIRE AREA

THE MALAMUTE

The Terraces



Hike north along *The Malamute* summit ridge from Starr Wall until it's possible to drop down a break in the slab to ledges below. Routes listed from left to right.

30 Besot and Flushed 5.10d ★★★

To access this pitch, rappel off a block twenty metres directly south of the base of *Featureless Face*. Climb the crack and slabby arête to get back out.

4 bolts, cams to 2" (35 m) FA Glenn Payan, Jeff Thomson, Rich Woo, 1998.

31 Remembrance Day 5.12a ★★★

An extremely thin sequence of slab moves leads up the left side of the wall. Bring technical shoes with fresh rubber. 3 bolts (8 m) FA Jeff Thomson, Glenn Payan, 1998.

32 The Shallow End 5.10b ★★★

Much less desperate. Enjoyable, even.

4 bolts (10 m) FA Glenn Payan, Joe Turley, Mark Bombois, 1997.

33 Featureless Face 5.11a ★★★

Despite the name, this face has multiple tiny features.

4 bolts (12 m) FA Robin Barley, 1997.

Hike downhill, alongside the edge of Starr Wall using a fixed line at a steep bit. At the base of the line, traverse out to the start of the next two routes.

34 Franz's Son 5.9 ★★

The line on the right tackles a short, slabby arête to a tricky finish.

2 bolts (10 m) FA Luke Waidman, 1998.

35 Shockload 5.11c ★★★

The line on the left scales a thin face on nice, crisp edges.

4 bolts (10 m) FA Luke Waidman, 1998.

Starr Wall



To reach the base and the start of the climbs, either hike around via The Terraces and do a short rappel, or rappel in from the top of Starr Wall at any of several fixed stations. Routes are listed from left to right.

36 Under the Mercy 5.9 ★★

A pitch with nice variety starts up a slab then goes left at flakes. The direct corner can be climbed at 5.8.

2 bolts, SR (20 m) FA Glenn Payan, Jeff Thomson, John Thomson, 1998.

37 Paul's Crack 5.10a ★★★

A cruxy, thin-fingers section gives way to easier climbing. SR to 3" (26 m) FA Glenn Payan, Paul Starr, 1995.

38 High Mountain Woody 5.9 TOP 100

This outstanding climb follows a crack up the middle of Starr Wall. The crux is at the bottom, then it's smooth sailing to the top. Build a mid-pitch belay, if necessary. A pleasant, more moderate (and possibly better) way to start this route is via the *Gonch Pull* variation off *Stephanie's Tears*. Step left where the cracks run parallel.

SR to 3", 2 ea 0.6–2" cams (45 m) FA Glenn Payan, 1996.

39 Slap and Tickle 5.10b ★★★★

Start on *High Mountain Woody*, but exit right as soon as possible. Follow cracks, staying left of View Ledge, eventually negotiating a tricky rightward traverse that reaches the arête at the top of the climb. Superb! A good, possibly better, variation starts via the *Gonch Pull* option on *Stephanie's Tears*.

SR (49 m) FA Glenn Payan, Graham Rowbotham, 1995.

40 Science Friction 5.11d ★★★★

Climb the superb, thin arête off View Ledge. Unique.

7 bolts (18 m) FA Jeff Thomson, Jack Fieldhouse, 1999.

41 Stephanie's Tears 5.9 ★★★★

Pitch 1 (5.9, 25 m) From the base of Starr Wall, climb the right-most crack to a bolt then make a tricky move to the right. Finish up the arête. Nice exposure and semi-committting moves lead to View Ledge. A 5.9 variation, *Gonch Pull*, breaks left off the first pitch along a crack, joins *Slap and Tickle* and finishes on View Ledge.

Pitch 2 (5.9, 20 m) Climb the obvious corner to the top.

1 bolt, SR to 1" FA (p1) Glenn Payan, Jeff Thomson, 1995; FA (p2) Glenn Payan, John Thomson, 1995; FA (*Gonch Pull*) Glenn Payan, Jeff Thomson, 1995.

42 Lemming Condition 5.10b ★★★

Climb the right side of the face off View Ledge. Start on the arête, then move up through cracks.

3 bolts, SR (18 m) FA Glenn Payan, 1996.

43 Neighbourhood Bully 5.11a ★★★★

From the base of Starr Wall, start up *Stephanie's Tears*, but climb directly up a thin, bolted face to View Ledge. Fun with balancy moves.

5 bolts, SR (25 m) FA Jeff Thomson, Glenn Payan, 1996.

44 Sorry John! 5.10c ★★★

Start up the right side of a layback flake. Follow bolts near the edge of the face; finish on *Stephanie's Tears*.

5 bolts, SR to 2" (25 m) FA Jeff Thomson, 2011.



THE MALAMUTE

Grub Street



To approach, rappel from the top of Stooge's Slab to a makeshift bridge over a tidal pool. This is the start of Old Style, Cling Peaches and Agonal.

45 Grub Street Complex 5.10b ★★★★

This line links some of the best pitches on the wall. Climb *Old Style* and *Cider Crack*. Traverse right along the ledge and up *Rosebud* pitch one. Finish on *Curly*. Excellent!

46 Old Style 5.9 ★★★

This quality right-facing corner crack is easy to spot. Laybacks, tricky jams and delicate slab moves lead up to a good ledge. Sustained for the grade.

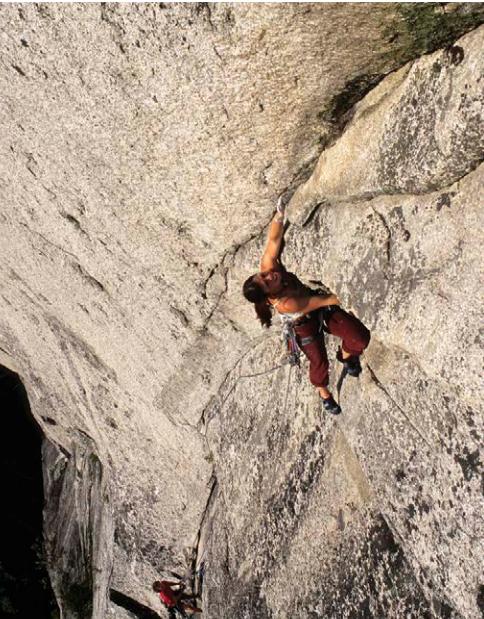
SR to 2.5" (26 m) FA Peter Croft, Tami Knight, 1978.

47 Cider Crack 5.10a ★★★

Right of the top of *Old Style*, tackle a thin start that leads to a strenuous pull to gain a great, sinker finger crack above. Beautiful jams lead to the top. A variation goes directly up from the *Old Style* anchor. It's less awkward. SR, 2 ea 0.6–1" cams (18 m) FA Peter Croft, Tami Knight, 1978.

48 Grub Street 5.11a ★★★

Above *Old Style*, it's possible to step farther right across the ledge to the start of this great thin crack. Alternatively, climb the first pitch of *Agonal* to reach the same station.



A short pitch of tips jamming (5.11a) leads to Midway Ledge. From there, follow varied cracks up the left side of the wall (5.10c). A great final pitch!

SR to 2", RPs (3 pitches) FA Robin Barley, Peter Croft, 1978; FFA Peter Croft, Tami Knight, 1978.

49 Cling Peaches 5.10c ★★

The aesthetic, curving crack-line right of the *Grub Street* splitter is another exercise in fine jamming. Start on *Agonal* (5.10b) and belay underneath *Grub Street* (the original *Cling Peaches* start is closed). From here, climb diagonally up and right until it's possible to take a striking crack-line up to Midway Ledge. Finish up *Rosebud* or *Grub Street*. SR to 2" (3 pitches) FA Peter Croft, Robin Barley, 1978.

50 Rosebud 5.10b ★★

Pitch 1 (5.10b) From Midway Ledge, climb a tricky crack to a break. The crack climbing eases en route to the ledge below Stooge's Slab.

Pitch 2 (5.8) Step right and climb a bolted slab to the top. When first done, this pitch was unprotected. 3 bolts, SR (18 m) FA Peter Croft, Tami Knight, 1978.

51 Agonal 5.11c ★★★★

An excellent face-climbing excursion leads up smooth slabs left of *Overly Hanging Out*. Great position!

Pitch 1 (5.10b) Start on *Old Style*, but cut right across a nice dyke to a belay below the *Grub Street* splitter.

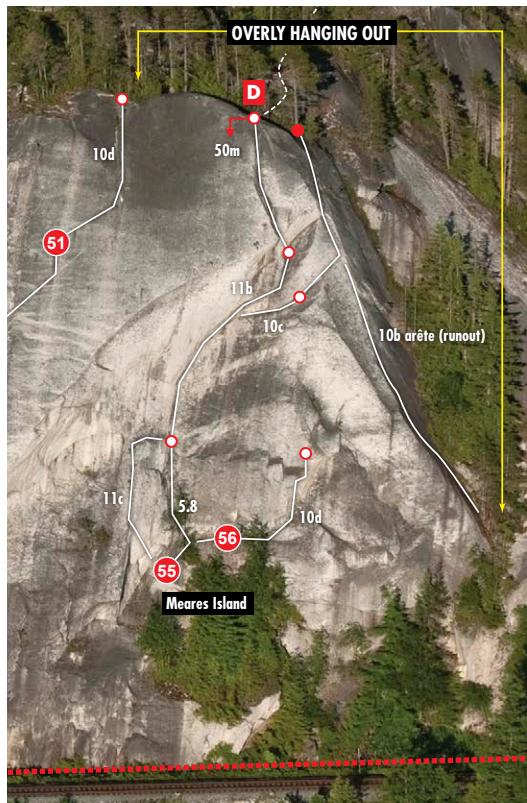
Pitch 2 (5.11c) Follow the crack diagonally to the right to gain a dyke. Intense footwork required!

Pitch 3 (5.10d) Continue along a diagonal line to the top. Bolts, SR to 2" FA Peter Shackleton, Robin Barley, 1996.

Stooge's Slab



From the top of Starr Wall, hike left (south) to the top of this slab. Hike down and through the trees to reach the base and an exposed traverse to Curly and Larry, or



rappel in. Routes listed from left to right.

52 Curly 5.9 ★★

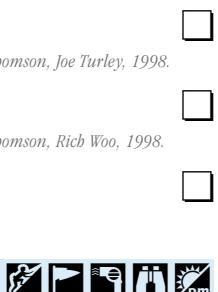
4 bolts (18 m) FA Glenn Payan, Jeff Thomson, Joe Turley, 1998.

53 Larry 5.9 ★★

5 bolts (18 m) FA Glenn Payan, Jeff Thomson, Rich Woo, 1998.

54 Moe 5.8 ★★

2 bolts (15 m) FA Glenn Payan, 1996.



Overly Hanging Out

The final Malamute routes start on Meares Island, a sloping, treed ledge above the tracks with no access from below (don't rappel to the ground). Scramble down past Stooge's Slab to find the station on the top of a smooth slab. Routes listed from left to right.

55 Overly Hanging Out 5.11b TOP 100

This adventurous Malamute classic follows a devious line through stepped overhangs on the right end of the cliff. It's tough to get to, but worth the effort.

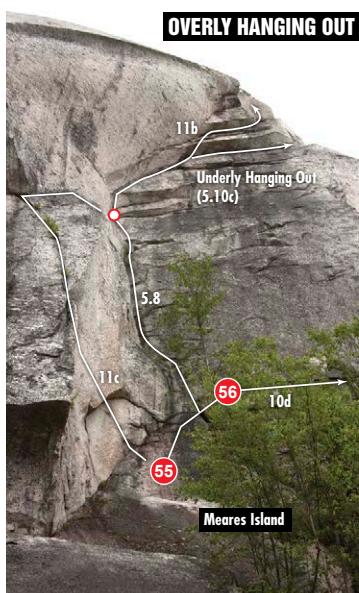
Pitch 1 (5.8) From Meares Island, climb slightly right before cutting left and following the corner up to a belay.

Pitch 2 (5.11b) This spectacular pitch follows the arch passing a number of overlaps. At a skinny, flexing flake look for a bolt on the face above the next overlap. Clip it, head right, clip another bolt and curve around to the be-

lay. A good and easier variation, *Underly Hanging Out* (5.10c), goes right at the lower overlap. Finish on the arête.

Pitch 3 (5.10a) Pull up and left into obvious cracks. Getting over the lip is harder than it looks and involves some tricky jamming. Save some tips-sized cams for the end.

3 bolts, SR to 2", RPs FA Eric Lance, Brian Norris, 1970; FFA Rob Rob, Tom Gibson, Peter Craft, Tami Knight, 1980; FA (*Underly Hanging Out*) John Howe, Jim Hegan, 1999.



56 Loggers are

People Too 5.10d ★★

From Meares Island, crank rightward across a strenuous undercling and corner system.

1 bolt, SR (20 m) FA Tim Auger, Gordie Smaali, 1969; FFA Perry Beckham, John Howe, Carl Austrom, 1985.

THE CHIEF

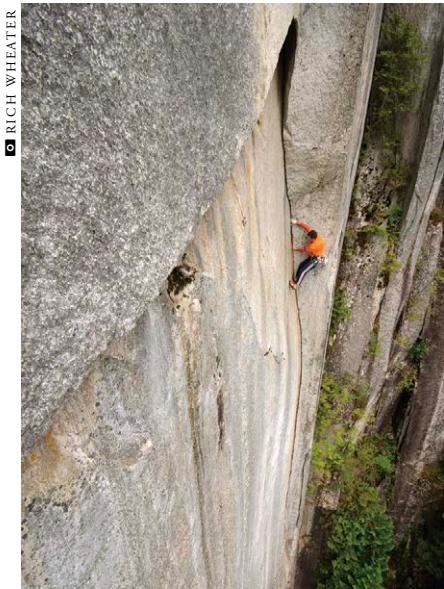
INTRODUCTION

The Stawamus Chief is a world-class climbing destination that rises majestically above the dark blue waters of Howe Sound. It is a local landmark, photographed countless times, and serves as a point of geographical distinction that sets Squamish apart from all other cities in Canada. Although not readily apparent from Highway 99, the Chief is dome-shaped and has three distinct peaks, the third of which is highest and most distant. Hidden on the backside are a variety of pleasant cliffs, some as high as six pitches, but the most impressive walls are on the west and north aspects, which tower above the ocean and the townsite of Squamish.

The climbs on the Chief vary greatly in character, but the predominant features are friction slabs and cracks, both hallmarks of the granite climbing experience. Although climbers visit from afar to sample the multi-pitch climbs, many excellent single pitch routes grace the lower walls, providing excellent “cragging” opportunities. Conditions on the mountain vary greatly depending on location and aspect, but the bulk of the best long routes face west, a blessing in disguise. In cold weather wait for afternoon sun, and in the heat of summer rise early to accomplish your goals by noon while the wall is still cool. Although locals climb on the Chief in most months of the year, the best season is generally from May to early October, with summer being the driest and most stable period, an important ingredient for a successful trip.

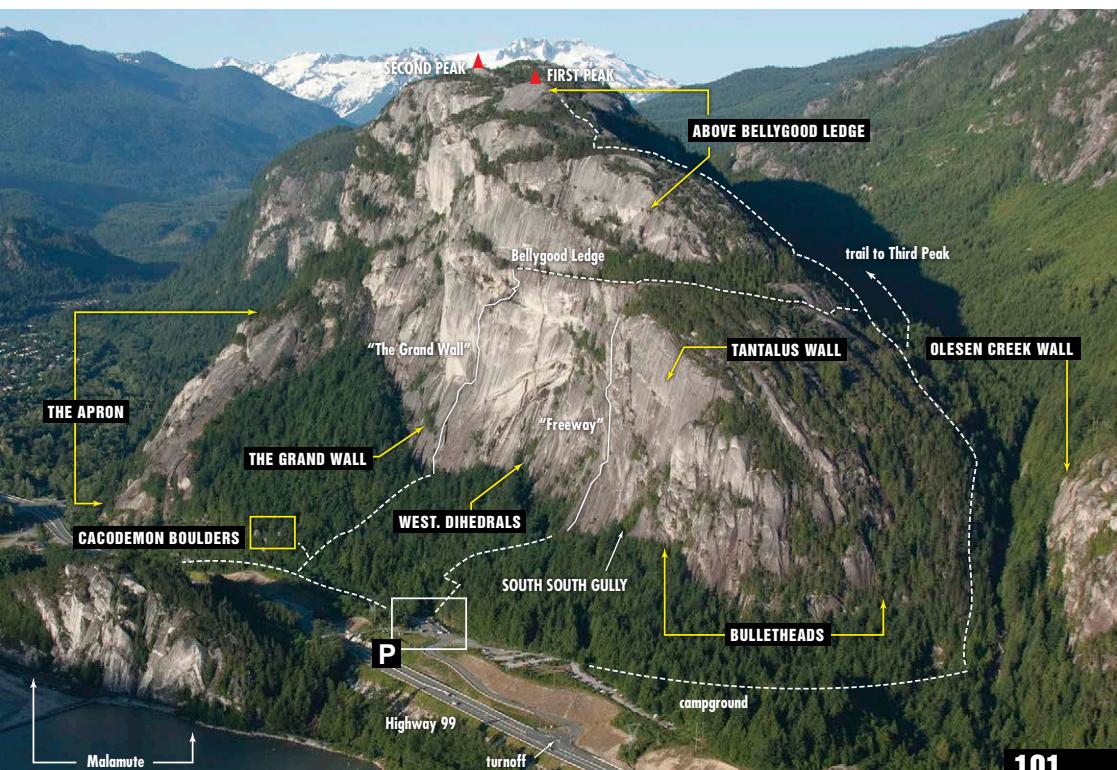
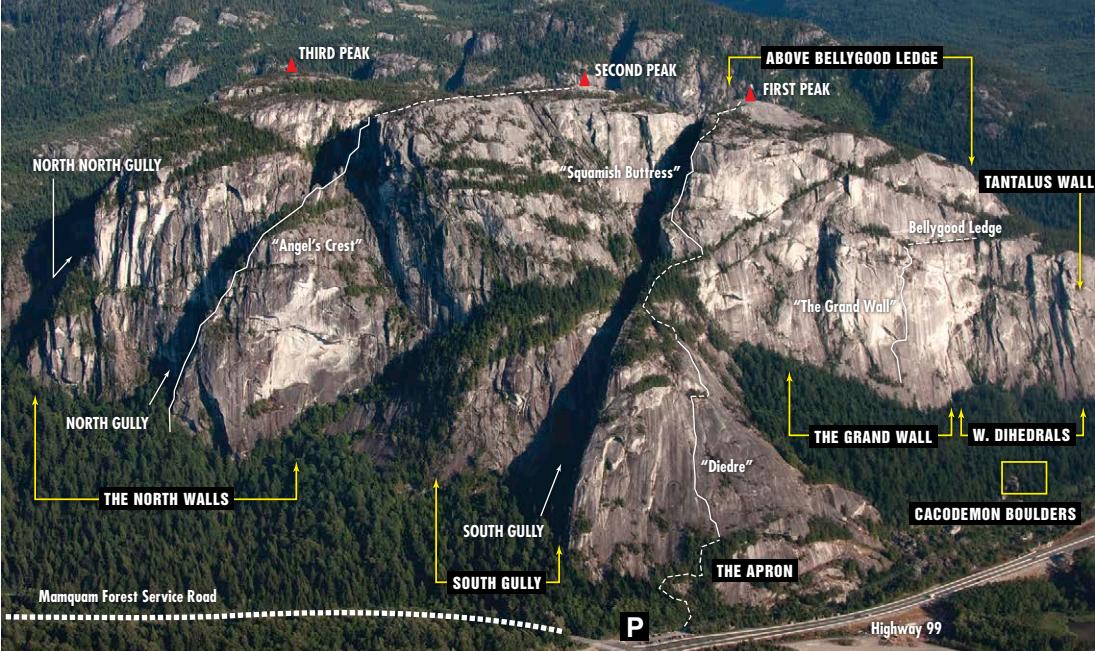
LOCATION

The Chief is conveniently located along Highway 99 approximately two kilometres south of downtown Squamish. For those without a car, a walk from Cleveland Avenue to the Grand Wall viewpoint takes around 20–30 easy minutes. The central parking area is reached via a signed turn-off just south of the blue pedestrian overpass, and this road provides access to the campground and climbers’ parking lot, which serve as a central meeting area and starting point to access all climbing zones south of the Apron. For climbs on the Apron and around South Gully, park at the gravel lot adjacent to the turnoff for the Mamquam Forest Service Road. For the North Walls, most prefer to drive up the gravel road and park at the various trailheads, but hiking in is not unreasonable and takes 10–20 minutes.



Colin Moorhead, Gravity Bong (5.13a)





APPROACHES

The Chief has a complex network of trails that vary greatly in character. Some are multi-use and sprout throngs of sightseeing tourists on sunny weekends, while others are rough and strictly for climbers only.

1 First Peak Trail – The most popular hiking trail on the Chief accesses routes at the Shelter, Penthouse and Raven's Castle, and serves as the descent for any long routes that finish in the vicinity of the First Peak. It provides the best views of the valley and fast hikers can charge up it in 30–40 minutes. To find the trailhead, walk through the campground toward Olesen Creek. Turn left just before the creek and follow the trail steeply uphill alongside the water for 10 or 15 minutes. The trail then drifts left, away from the creek, and continues to the summit passing a variety of intersections along the way.

2 Second Peak Trail – This trail is the standard descent from *Angel's Crest* and *Ultimate Everything*, but also provides hike-up access to the Sunbeams and Prow walls. To reach the Second Peak trail, hike up the First Peak trail, but stay right at a signed intersection about three-quarters of the way to the top.

3 Third Peak Trail – This trail is used to reach White Cliff, the Cirque and the Solarium on the backside, as well as the route *North Star* and the Highline Wall near the Third Peak. To reach the Third Peak trail, follow the First Peak trail to midway up the Chief, and watch for a sign directing you right toward the Third Peak and Slhanay (the cliff formerly known as "The Squaw").

4 Bulletheads Trail – The climbs in the Bulletheads can be easily reached from the provincial park campground at the base of the Chief. Follow the gravel road through the campground to the covered picnic shelter and hike uphill through the trees to reach the routes on the left side of Campground Wall. For climbs off Bullethead Ledge and beyond, hike south along the base to a trail that climbs steeply up a bank to a fixed rope in a small groove. This leads to the base of *Slot Machine*.

5 Freeway Trail – For all climbs around Western Dihedrals and Tantalus Wall, this is the fastest approach. From the northeast corner of the climbers' parking lot, take a very well-travelled trail into the forest and follow it directly uphill (don't go left) to the popular Titanic boulder. Walk about 30 metres north (left) of Titanic and then turn right onto another trail that weaves through boulders before heading directly up to the base of the Chief. The trail intersects the wall just north of the start of *Freeway*.

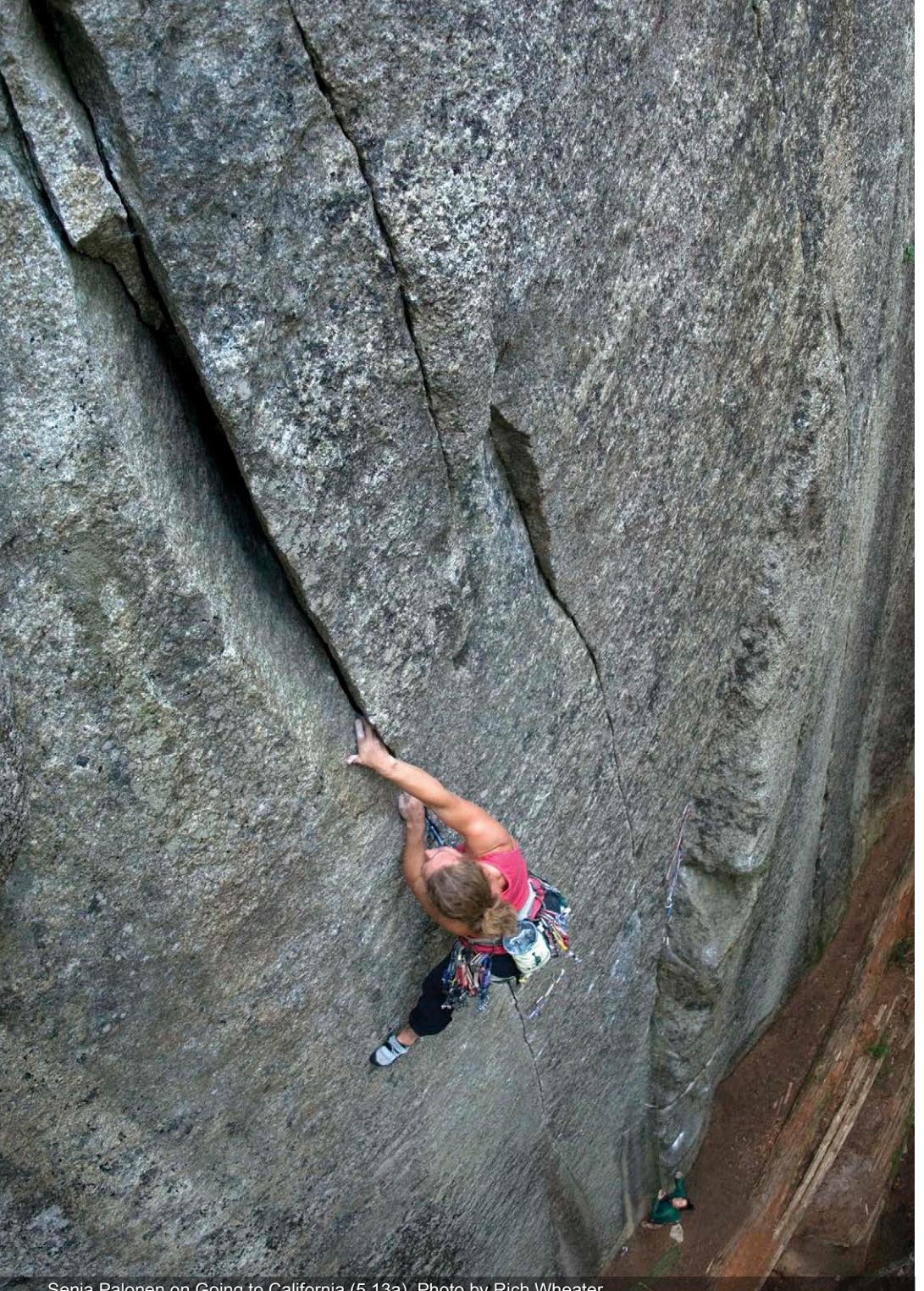
6 Grand Wall Trail – This trail, built by Grand Wall pioneers Jim Baldwin and Ed Cooper, provides direct accesses to the most striking and popular wall on the west face of the Chief. From the climbers' parking lot, follow a paved, single-lane road north. Bear right before the highway parking lot onto Psyche Ledge, a wide gravel trail, then continue north to the second major trail entrance on the right (the first goes to a bouldering area). Walk past a B.C. Parks signboard then follow the trail directly uphill for 10 minutes to the base of the Grand Wall. It's easy to stray onto bouldering trails, so carefully follow the orange trail markers. The Grand Wall trail intersects the cliff at the base of the large, right-facing corner of *The Flake*, then continues north or south along the base. If you go south, the trail traverses all the way to the Bulletheads; if you go north, it eventually intersects the descent for the Apron.

7 Apron Trail – The short approach for the Apron begins behind the toilet in the corner of the parking lot. See that section for more information on the various options.

8 North Walls Trails – These trails are scattered indistinctly along the Mamquam Forest Service Road. See that section for detailed descriptions on how to find each trail and which routes they access.

CLIMBING ZONES & APPROACHES





Senja Palonen on Going to California (5.13a). Photo by Rich Wheater.



Rappelling off the Acrophobes on Angel's Crest. Photo by Rich Wheater.

OLESEN CREEK WALL

6 routes ← 5.9 5.10 5.11 5.12 5.13 →



A large, broken wall lurks on the south side of Olesen Creek directly opposite the Bulleheads. The cliff is a considerable height, but has seen little development over the decades, likely due to the discontinuous nature of the face and a cloak of heavy vegetation. The routes listed below have finally broken the mysterious spell cast over this cliff, and are an excellent reason to hike across the river.

Conditions: This wall is northeast facing, so it stays shaded until mid-afternoon, a bonus during the heat of summer. The base has thick tree cover, so it stays relatively shaded even when facing the sun.

Approach: Start up the First Peak trail on the Chief, at the back of the campground. From midway up the first set of steep, wooden stairs, follow a bridge across Olesen Creek toward Shannon Falls. Thirty metres beyond this bridge, turn left onto a smaller trail and hike steeply uphill, between the creek and the wall, for five minutes to the base of the crag.

Wire Tap Area



Routes are listed from left to right.

① Hearsay 5.10b ★★

Climb a right-facing corner to a short, left-facing corner. SR to 3" (35 m) FA Jeremy Frimer, Damien McCombs, 2009.

② Wire Tap 5.10a ★★★

This quality route has shade most of the day. All of the other climbs along the base can be linked into *Wire Tap*.

Pitch 1 (5.10a, 35 m) Start left of a boulder. Climb a prominent crack system utilizing secondary cracks on the left. Finish up a splitter near the top, bypassing the *Rumble in the Jungle* chains on the right, and step left to the anchor. It's 50 metres to this link with the next pitch.

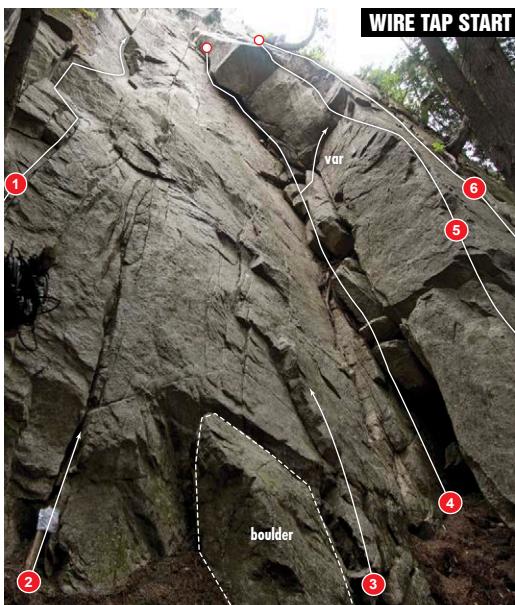
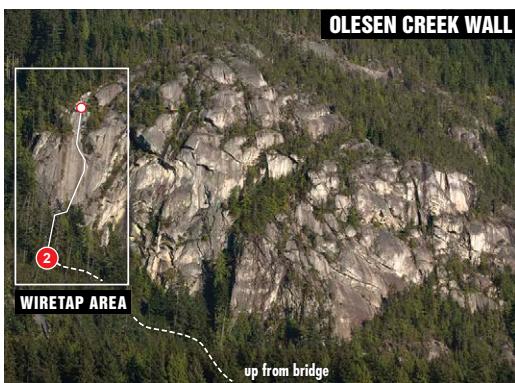
Pitch 2 (5.7, 15 m) Move up and right to a shallow corner, which leads to a ledge. Walk right on the ledge to find a memorable belay seat.

Pitch 3 (5.10a, 20 m) Jam the crack and flaring groove, which becomes more technical and delicate with height.

Pitch 4 (5.8, 20 m) Climb a short corner and then a highly-featured dyke before stepping out left onto an exposed and well-featured face (5.8). Alternatively, climb up and right along a crack and face, then traverse a ledge to belay (5.9, 12 m). If you do this, finish up an excellent, splitter finger-to-hand crack ("Wire Crack"—5.10a, 15 m). Linking pitch three and four is a feasible option whether you do this variation or the original *Wire Tap* line.

Pitch 5 (5.8, 25 m) Pad up a slabby, bolt-protected arête to an overlap. Pull onto the final slab and climb a short crack to the top. Four rappels with a single, 70-m rope gets you down. A 60-m rope will *barely* work.

SR to 3", 2 x cams to 2" FA Damien McCombs, Brock Wilson, Jeremy Frimer, 2009; FA (p4 var) Damien McCombs, Tennessee Trent, 2011.



③ Eavesdrop 5.11b ★★

Climb discontinuous cracks to a thin, technical face. End at the *Rumble in the Jungle* anchor.
SR (30 m) FA Damien McCombs, Alex Forest, 2009; FFA Tony McLane, Ian Bennett, 2009.

④ Rumble in the Jungle 5.8 ★

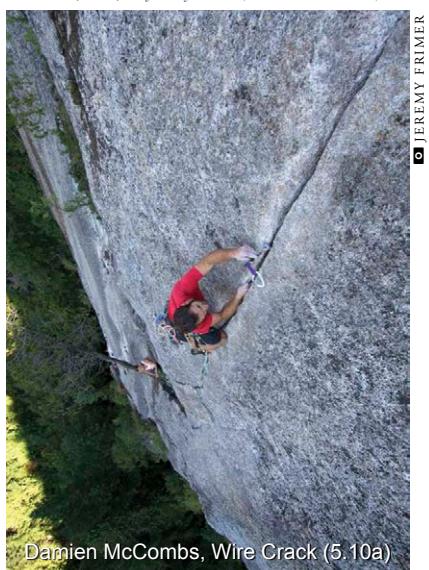
Follow an arching, blocky corner on the left side of "Ali Pillar". The dark chimney at the top has bolts, and the climbing is secure but physical. A variation (*Sting Like a Bee*, 5.11a) moves right below the chimney along a finger rail to join *FLAB SLAB* for its exciting, overhanging finish.
SR to 2" (30 m) FA Damien McCombs, Jeremy Frimer, 2009.

⑤ FLAB SLAB 5.11c ★★★

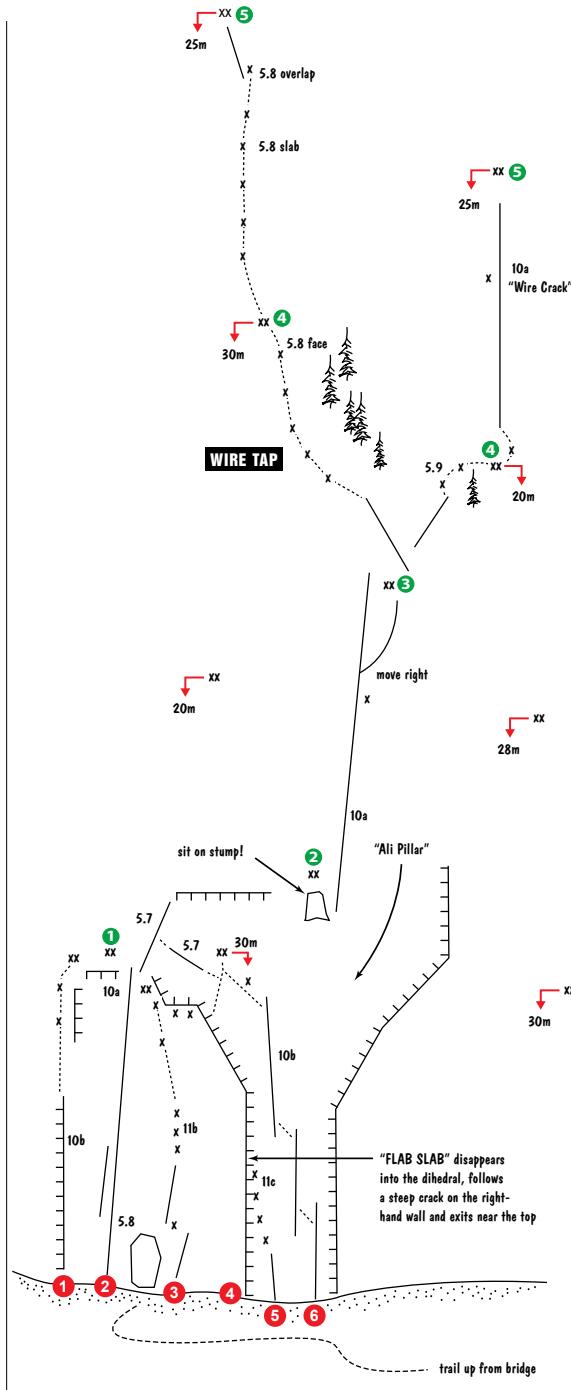
Climb the bolted arête on the pillar's left side. Step left into the dihedral and follow an overhanging finger crack rail up the right-hand face of the corner to the top. "FLAB SLAB" is an acronym for "Float Like a Butterfly, Sting Like a Bee". It is not a slab!
SR to 1", 2 ea 0.3" cams (35 m) FA Kelly Franz, Katy Holm; 2009.

⑥ Thriller**on the Pillar 5.10b ★★★★**

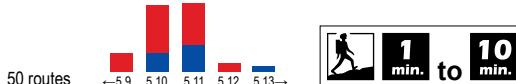
Climb finger- and hand-sized cracks on the face of "Ali Pillar". Switch back and forth where necessary. A few face moves lead to the *FLAB SLAB* anchors. Super fun! Link this or any other "Ali Pillar" route into *Wire Tap* via the 5.7 crack left of the anchor.
SR to 3" (35 m) FA Jeremy Frimer, Damien McCombs, 2009.



Damien McCombs, Wire Crack (5.10a)



THE BULLETHEADS



The Bulletheads is the southernmost region on the Chief and is named for the pointed, bullet-shaped appearance of the slabby, upper towers. From north to south, the area is divided into four zones, and each has a distinct character. Bulletheads North features very difficult single pitch crack and face climbs, Bulletheads Centre has one excellent multi-pitch, Campground Wall has a great assortment of shaded, single-pitch routes and Bulletheads South features excellent, slabby outings. Access to most climbs is quick and crowds are rarely a problem.

Conditions: The Campground Wall has thick tree cover, which keeps it somewhat cool in warm weather, but this shade impedes drying after rain. The other areas get plenty of afternoon sun.

Approach: For all four zones, it's best to hike to Campground Wall from the cooking shelter in the campground. To reach Bulletheads Centre and North, traverse left along the wall. *Liquid Gold* is passed en route to the deep South South Gully, which borders the right edge of Tantalus Wall. Scramble up this cleft (rope pulls) to an exposed ledge that accesses the climbs around *Eurasian Eyes*. For Bulletheads South, traverse right along the base of Campground Wall to a steep trail that leads to a fixed rope in a groove. Pull up this rope to the base of *Slot Machine*. The climbs off Bullethead Ledge are directly to the left, and the Mañana Wall is reached via a steep trail above the start of *Women in Comfortable Shoes*.

Bulletheads North



The majority of the following climbs are located off North Bullet Ledge, accessed by scrambling up South South Gully. This is an airy place with great views and exposure. Routes are described from left to right, starting with a lone climb off the cliffbase trail.

① Chimp Dip 5.11b ★★

A right-angling finger crack splits a smooth wall above the trail, just south of the South South Gully entrance.
SR (20 m) FA Peter Croft, Tami Knight, 1980.

② Slim Shady 5.11d ★★★

This unique and quality sport pitch is located on a pillar below *Eurasian Eyes* inside South South Gully.
5 bolts (20 m) FA Colin Moorhead, Kai Hirvonen, 2002.

③ A Foreign Affair 5.12c ★★

Climb the bouldery wall left of *Eurasian Eyes*.
Bolts, 0.75–2" cams (25 m) FA Jim Sandford, 1989.

④ Eurasian Eyes 5.13b TOP 100

Test your mettle on this outstanding, gently-overhanging arête. Bring some cams for the original left-hand start or attempt the bolted, possibly-broken direct start.
8 bolts (25 m) FA Jim Sandford, 1989; FA (direct) Trevor Wood, Luc Neufeld, 2011.

⑤ Caucasian Eyes 5.11a ★★★

Start at the base of a wide, bolt-protected slot and climb an excellent hands-to-finger crack above. Enjoy the same beautiful position as *Eurasian Eyes*, but at a lower grade.
1 bolt, SR to 2.5" (20 m) FA Andre Ike, Brad White, 2006.

⑥ Ren 5.10c ★★

Climb the splitter finger crack right of *Caucasian Eyes*.
1 bolt, SR to 2.5" (15 m) FA Colin Moorhead, Kai Hirvonen, 2001.

⑦ Bullet to the Head 5.11c ★★

A barn-door start leads to a finger crack crux below the anchor. Somewhat bold.
1 bolt, SR (13 m) FA Andre Ike, Johnny Thrash, 2006.

The remaining climbs are all reached via an exposed 5.9 traverse pitch from the base of *Eurasian Eyes*. Routes listed from left to right.

⑧ Squamish Crack Head 5.11a ★★★

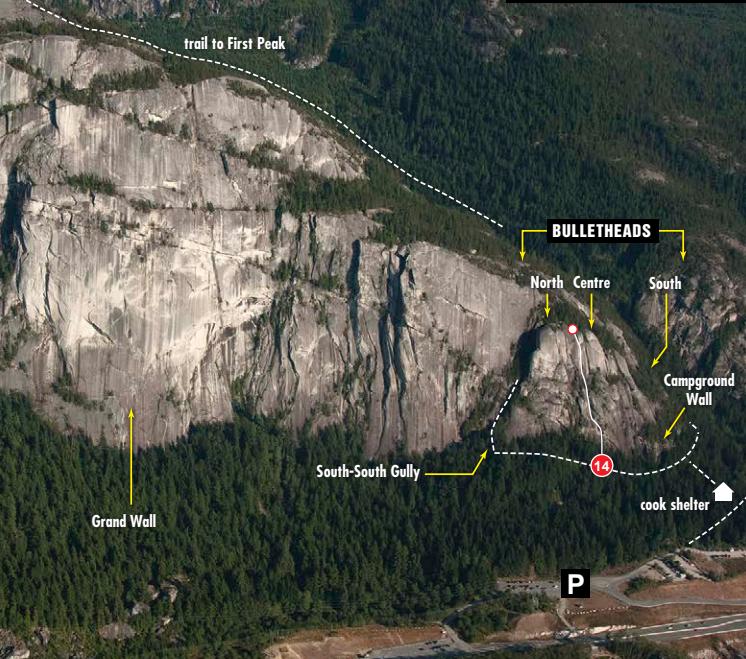
Steep opening moves lead to a high-quality finger crack.
SR (15 m) FA Andre Ike, Johnny Thrash, 2006.

⑨ Join the Fight 5.11a ★★★

A hand crack leads to heel-hook moves up a golden shield of rock. This pitch is a better start to *Fight Club*.
SR (20 m) FA Andre Ike, Brad White, 2006.

THE BULLETHEADS

BULLETHEADS OVERVIEWS



Alex Honnold,
Eurasian Eyes (5.13b)





10 Fight Club 5.11d TOP 100

An excellent and physical climb on an immaculate face.

Pitch 1 (5.10b) Climb a steep crack above the anchor then move left across a diagonal fault-line to a belay.

Pitch 2 (5.11d) Climb to a difficult flare and finish with gymnastic climbing through a small roof above.

SR to 4th FA (p1) Colin Moorhead, Kai Hirvonen, 2001; FCA Colin Moorhead, Damien Kelly, 2001.

11 Into the Void 5.11c ★★★



Start up pitch one of *Fight Club*, but continue up the ever-thinning finger crack to a cruxy finish.

SR to 4th (30 m) FA Colin Moorhead, Nick Watts, 1995.

12 Wild Turkey 5.11a ★★★

Follow a prominent groove on the right side of the wall.

Pitch 1 (5.10b) From the right-hand end of the 5.9 approach traverse, climb up and right toward a ledge.

Pitch 2 (5.11a) Battle up the left-leaning groove. A full repertoire of techniques (and lots of gear) is necessary to succeed. Three finishes are possible. The left-hand version follows a dyke to a face and features some bold slab moves, the direct finish is hard (5.11d), and the right-

BULLETHEADS NORTH



hand finish is easier.

SR to 4th FA Greg Cameron, George Manson, 1979; FA (left-hand finish) Steve Seats, Kevin McLane, 2002; FA (direct finish) Matt Madaloni, John Furneaux, 2004.

13 Turkey Shoot 5.11b ★★★



Another big, exposed crack battle takes the fissure right of the last pitch on *Wild Turkey*.

Double rack to 4th (50 m) FA Fred Beckey, Dave Beckstead, 1966; FFA Kai Hirvonen, Andre Ike, 2004.

Bulletheads Centre



A noteworthy route cruises up the wall between Bulletheads North and the left end of Campground Wall.

14 Liquid Gold 5.11a TOP 100



This climb is outstanding. The crack that splits the final wall may be one of the best at the grade in Squamish. Scramble five metres up from the cliffbase trail to start.

Pitch 1 (5.10d, 40 m) Climb a shallow, left-facing corner which eventually arches left. When a bolt appears, head for it and finger traverse a dyke rightward. Easy but runout moves lead to a corner on the right. Gear belay.

Pitch 2 (5.11a, 20 m) Follow a corner which jogs left around roofs. One tough move. Belay below a chimney.
Pitch 3 (5.10c, 30 m) Work into the chimney, which narrows to offwidth size. Good cracks lead to a big ledge.
Pitch 4 (5.11a, 50 m) Stellar hand and finger cracks lead up the wall. A couple of belay options are possible with the best located at 50 metres where the angle eases. Alternatively, climb a 70-metre super pitch. Classic.
Pitch 5 (5.10b, 20 m) Finish up the crack above. Either descend (hike and rappel) via the Mañana Slab in Bulletheads South or hike to the top of *Wild Turkey*, find an anchor and make three double-rope raps to the ground. Double rappel to 4.5th FA *Gordie Smaill, Mike Wisnicki*; 1969; FFA
Derek Flett, Andrew Boyd, 2010.

Campground Wall



This cliff runs through the forest above the camp-ground. It is distinguished by a number of deep grooves and chimneys, and a few appealing cracks. Routes are listed from left to right.

15 Bullethead East 5.10c TOP 100

The left-most route on Campground Wall has a reasonable first pitch that leads to excellent crack climbing up high. Hike leftward along the cliff base past the *Self Abuse* arch and watch for a ramp that leads into a left-facing corner system with a deep bay in the back. Rap anchors on a ledge eight metres off the ground identify the start.

Pitch 1 (5.9, 40 m) Start up a fat flake just left of the foot of the ramp. A crack leads up left to shallow, left-facing corner flakes. Continue trending up and left to eventually arrive at a bolt belay on the left end of Bullethead Ledge.

Pitch 2 (5.10c, 35 m) Climb a crack to a roof and finish with sustained finger locks. Excellent! Tree belay.

Pitch 3 (5.10c, 40 m) Climb either a stem box on the left or the middle finger crack with a short crux (both 5.10c, both quality) to a bolted belay on a dirt ledge. Don't be



CHIMP DIP



LIQUID GOLD



BULLETHEADS CENTRAL - LIQUID GOLD

THE CHIEF

confused by the rap anchor down and right.

Pitch 4 (5.10b, 30 m) Grind up a chimney flare on the left or climb an excellent finger crack on the right. If you do the latter, finish on *Rainy Day Woman*. Not tired yet? Do a pitch on the Corazón face just above. Hike and rappel down via the *Mañana* slab or rappel the route (best) to descend.

SR to 4.5", 2 ea 1-2" cams FA (p1) Peter Croft, Jim Campbell, Allen Tate, 1979; FA (p2-4) Fred Beckey, Jim Sinclair, 1966; Entire route re-cleaned by Harry Young, 2011.

⑯ Rainy Day Woman 5.11b ★★

This demanding climb follows cracks off Bullethead Ledge, but is best started via *The Gift*, a technical corner off the forest floor. To vary the grade, it's possible to mix and match pitches with *Bullethead East*.

Pitch 1 "The Gift" (5.11a, 40 m) From the foot of the ramp right of the Bullethead East flake, head up right into a deep, left-facing corner bay. The crux is thin and a tad runout. Finish at Bullethead Ledge.

Pitch 2 (5.11b, 40 m) Start up the Bullethead East crack, but step right before the roof to a parallel crack.

Pitch 3 (5.10c, 27 m) Climb a crack past a bolt right of the *Bullethead East* finger crack. A tad spicy. Tiny TCUs.

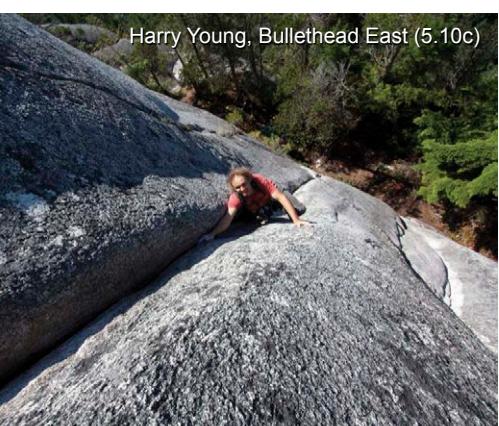
Pitch 4 (5.10c) Finish up a tremendous finger crack right of the chimney. Descend as for *Bullethead East*.

SR to 4" FA (p1, *The Gift*) Harry Young, 2011; FA (p2-4) Gordon Smaill, Neil Bennett, 1971; FFA (p2-4) Peter Croft, Randy Atkinson, Tami Knight; 1979; Entire route re-cleaned by Harry Young, 2011.

⑰ Self Abuse 5.10a ★★

Follow a large, right-leaning arch for one pitch and lower. The upper pitches are overgrown.

SR to 4" (28 m) FA Dale Caldwell, 1987.

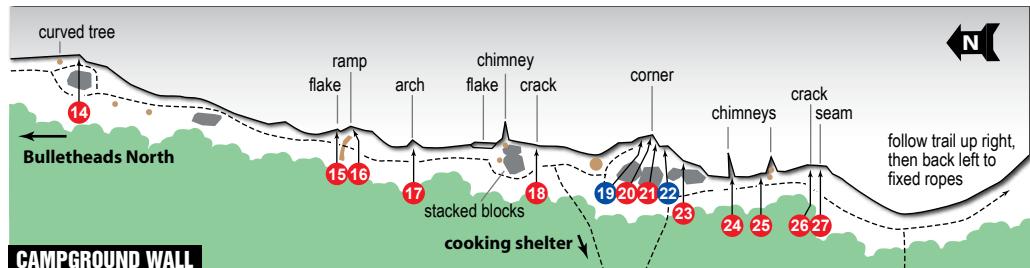


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THE BULLETHEADS



18 Rainy Day Dream Away 5.10c **TOP 100**

A quality finger crack starts off the ramp just right of a small chimney. It narrows to finger locks on an off-vertical wall. A 60-metre rope just works for the lower-off. Pumpy! SR to 3.5", 2 x .75-1" cams (32 m) FA Eric Weinstein, Dave Vernon, 1975.

19 Varicose Veins 5.11b ★★★

Smear and edge up the sheer face left of the corner.
11 bolts (25 m) FA Robin Barley, Peter Shackleton, John Howe, 2009.

20 Sloppy Gordie 5.10b ★★★

Climb the big corner. Named for the confusion surrounding the location of an old climb, *Sloppy Seconds*.
1 bolt, SR (25 m) FA Robin Barley, John Howe, 2009.

21 A Pitch in Time 5.10b **TOP 100**

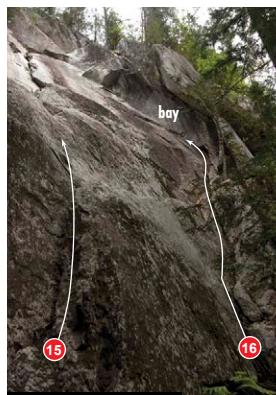
This excellent, steep crack offers pumpy hand and fist jamming. Burly for the grade! The five-metre extension is 5.10d. SR to 4" (15 m) FA Eric Weinstein, Dave Vernon, 1974.

22 Yoga for Stiff Men 5.11a ★★

Climb the technical face and arête right of the crack.
7 bolts, SR (20 m) FA John Howe, Robin Barley, 2007.

23 Hiphugger 5.8★★★

Just right of *Yoga for Stiff Men*. Traverse into a bay from the right, than up a sustained, clean squeeze chimney. SR to 1" (40 m) FA Kon Kraft, Bert Overt, 1973.



BULLETHEAD EAST



RAINY...AWAY



A PITCH IN TIME



SUNSHINE...

24 Sunshine Chimney Centre 5.8★★★

This unusual route is 25 metres right of *A Pitch in Time*. Start up a chimney, then disappear into the bowels of the mountain to reappear on Bullethead Ledge. Adventurous! SR to 2" (2 pitches) FA Jim Baldwin, Ed Cooper, 1960.

25 The Swedish Touch 5.11a *

Start at the foot of a chimney just left of a cool dyke feature and climb a left-trending flake. Finish past two bolts to an anchor just beside *Sunshine Chimney Centre*.
2 bolts, SR to 3", RPs (30 m) FA Simon Thyr, 1998.

26 Feelin' Groovy 5.9★★

Pitch 1 (5.9) Start by climbing to a large tree (awkward getting on to it) then traverse left across an undercling crack through a dyke. Cruxy moves lead up to chains.
Pitch 2 (5.9) Continue directly up hand and finger cracks then trend leftward at the top. Rappel, walk off or climb a route off Bullethead Ledge.
SR to 3.5" (40 m) FA Richard Suddaby, Peter Croft, 1979.

27 Fungus the Bogeyman 5.8★★

Pitch 1 (5.8) Start on *Feelin' Groovy* or a seam two metres to the right. Move right at the *Feelin' Groovy* tree then follow a groove back left to belay by a larger tree.
Pitch 2 (5.8) Follow a crack up and left until bolts lead right across the wall. Tree belay on Bullethead Ledge.
2 bolts, SR to 4" FA Bob Milward, Jim Campbell, 1983.

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Bulletheads South



There is a considerable assortment of quality climbs scattered across the slabs above Campground Wall. To approach, hike right from the base of Fungus the Bogeyman until a trail leads diagonally up and left to a fixed rope, which leads to the base of Slot Machine. During the approach, do not hike too far to the right, which is a common mistake. The first routes described start off the left end of Bullethead Ledge, which is reached by hiking left from the base of Slot Machine.

28 Black Book 5.11a ★★★



This is the prominent corner crack right of Rainy Day Woman (see Campground Wall photo). It's mostly finger sized and has a crux pulling leftward around a small bulge, but remains sustained and technical to the top. SR to 2", 2 ea all cams (27 m) FA Peter Croft, Greg Fournaker, 1979.

29 Cream of White Mice 5.9 ★★★



Slabs and low-angle cracks provide a great excursion up a long, open wall on impeccable, smooth stone.

Pitch 1 (5.9, 6 bolts, 30 m) A groove leads to the fifth bolt on *Two Rats and a Titmouse*. Follow this airy arête to an anchor above (some gear is useful at the top).

Pitch 2 (5.6, 40 m) An easier pitch leads up and left along a crack to a dyke. The gear is decent, but sparse.

Pitch 3 (5.8, 20 m) Climb up and traverse right (runout) across the long, smooth wall to an optional gear belay below the final corner. The crux is near the start.

Pitch 4 (5.9, 15 m) Climb the corner (often wet) to a tricky finish and the forest. To descend, it's best to rappel *Two Rats and a Titmouse*. Bring two 60-metre ropes for the three rappels back down to the base.

SR to 2" FA Peter Croft, Tami Knight, 1978.

30 Cream of White Mice Direct 5.10d ★★



Climb directly above the third pitch (runout) anchor until bolts lead up and right across a cruxy wall.

4 bolts, SR to 1", RPs (35 m) FA Robin Barley, Dave Sarkany 1999.

31 Two Rats and a Titmouse 5.11a ★★★

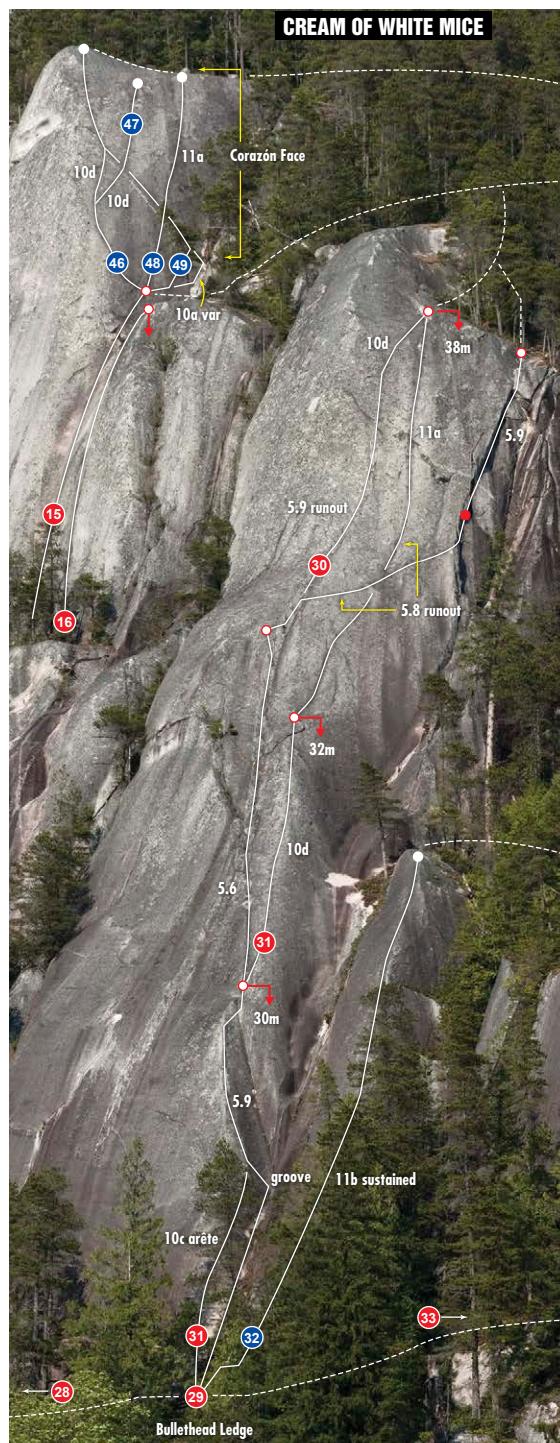


Face climb directly up the middle of the wall.

Pitch 1 (5.10c, 10 bolts, 30 m) Start just left of the *Cream of White Mice* groove and follow bolts up a tricky arête and face. A small piece of gear might be useful at the top.

Pitch 2 (5.10d, 10 bolts, 32 m) Climb directly up the slabby arête above the belay. The crux is high.

Pitch 3 (5.11a, 13 bolts, 38 m) Continue upward crossing the *Cream of White Mice* traverse (runout in this section). Bolts, SR to 1" FA Robin Barley, John Howe, Penny Cooper, 1999.



32 Alegria 5.11b ★★★★

The long slab right of *Cream of White* is well protected, varied and covered in lovely tiny features. Enjoy.
13 bolts (38 m) FA Jeff Thomson, 2000.

33 Coogee Crack 5.10c ★★★

This short crack, located 25 metres left of the start of *Slot Machine*, packs quite a punch. Fun jamming!
SR to 1.5" (10 m) FA John Howe, Kevin McLane, 1983.

34 Women in**Comfortable Shoes 5.10a ★★★**

This interesting climb is almost entirely horizontal. Start above *Coogee Crack* and traverse a thin dyke across the entire wall to finish in the trees. Break it into two pitches if desired. A variation (used for *Stairway to Heaven*) climbs a slim corner above the wide slot just past *Slot Machine*. Belay on a ledge, then continue up to an open slab above.
7 bolts, SR to 2" (45 m) FA Jeff Thomson, Josh Lepawsky, 2000; FA (var) Kevin McLane, Tony McLane, 2004.

35 Arnold Grundlewimp 5.11b ★★

An awkward climb with tricky protection.
1 bolt, SR to 2" (20 m) FA Jim Campbell, Bob Milward, 1983; FFA Tim & Stu Holwill, 1984.

36 Slot Machine 5.8 TOP 100

An excellent crack with enjoyable moves and solid gear.

Pitch 1 (5.8, 30 m) Climb the splitter above the rope-pull. A tricky start gains a flake which leads to a tree belay.
Pitch 2 (5.6, 20 m) Continue up the polished groove until it's possible to trend up and right to the anchor.
SR to 3.5" FA Bob Milward, Jim Campbell, 1983.

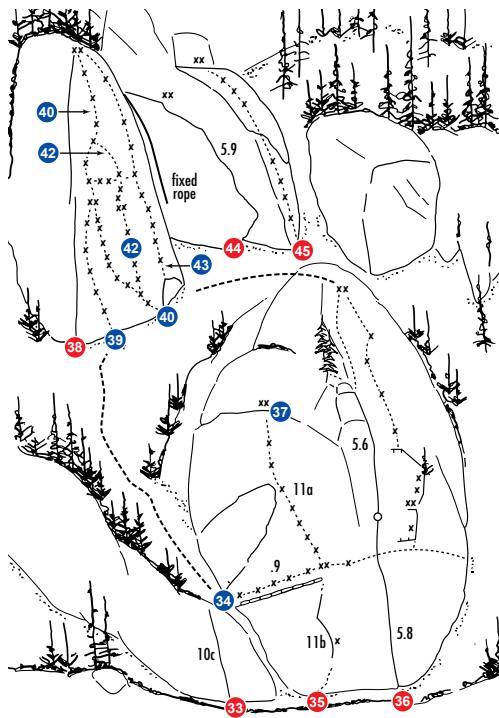
37 Stiff Upper Lip 5.11a ★★★

From the anchors atop *Arnold Grundlewimp* (or via *Women in Comfortable Shoes*), climb direct before making a hard move onto a thin dyke. Follow it to a flake which leads to the anchor.
7 bolts (25 m) FA Jeff Thomson, 2000.

The next collection of routes are on a dome-shaped slab above Slot Machine. To approach, hike steeply uphill past the start of Women in Comfortable Shoes for five minutes. Stay right at a trail junction just below Mañana. Routes are listed from left to right.

38 Mañana 5.10c ★★★

Climb a long crack on the left side of the wall with cruxy, initial finger locks. Highly recommended.
Double rack to 1" (50 m) FA John Howe, Rolf Rybak, 1982.

**39 Dances with Bolts 5.10d ★★★**

Tackle the bolted slab just right of *Mañana*. Finish at the first belay on *Xenolith Dance*.

5 bolts (20 m) FA John Howe, Doug Woods, 2002.

40 Xenolith Dance 5.10c ★★★★

From a flake at the wall's base, climb the left-hand bolt line in one or two pitches. Enjoy sustained and thought-provoking climbing on edges, sidepulls and underclings.
16 bolts (45 m) FA Jeff Thomson, Glenn Payan, Jack Fieldhouse, 2000.

41 Chassé Right 5.10c ★★★

Climb *Xenolith Dance* to the mid-route anchor. Traverse all the way across the wall on a dyke through *Shannon's Dancing* to finish up the shallow corners on *Fiesta Daze*.
16 bolts (45 m) FA Jeff Thomson, Glenn Payan, Jack Fieldhouse, 2000.

42 Shannon's Dancing 5.11a ★★★

Clip the first two bolts of *Xenolith Dance* then climb straight up a thin slab. From the mid-route anchor, weave upwards, eventually finishing left on *Xenolith Dance*.
13 bolts (45 m) FA Jack Fieldhouse, Shannon Price, Jeff Thomson, 2000.

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43 Fiesta Daze 5.10d ★★★



Smear up the right-most bolt line on the *Mañana* slab.

Keep right near the top.

Bolts (40 m) FA Jeff Thomson, Jack Fieldhouse, Glenn Payan, Joe Turley, 2000.

The next climbs are located on a wall directly above the top of Slot Machine.

44 Golden Labs 5.9★★★



Climb an excellent, left-trending flake crack just right of the fixed rope in the descent gully. A slightly overhanging start leads to a narrowing flake that ends in burly, ratty finger jamming. A second 5.10b pitch is rarely climbed. SR to 3" (20 m) FA Peter Croft, John Howe, Blake Robinson, 1980.

45 Dora's Delight 5.8★★★



This low-angle face is on the right side of the rounded buttress beside *Golden Labs*.

7 bolts, SR to 2" (30 m) FA Jeff Thomson, Kevin McLane, 2000.

These climbs are located on Corazón face, a pretty slab above and left of the top of Cream of White Mice. To approach, climb one of the routes on the Mañana slab, or use a fixed line to scramble up the gully on the right. From the top of the Mañana slab, hike up and across to the base of the slab.

46 Ride the Bullet 5.10d ★★★★



This aesthetic and exposed pitch starts by climbing leftward from the belay bolt. At the fourth bolt move out to a huge pocket at the left edge of the face. Continue up from here, staying as close to the edge as possible. Excellent! 12 bolts (40 m) FA Jeff Thomson, Glenn Payan, 2000.

47 Corazón 5.10d ★★★



Climb *Ride the Bullet*, but at the fourth bolt of that route



James Lucas, Alegria (5.11b)

continue up and right to chains. Less exposed.
9 bolts (30 m) FA Jeff Thomson, Glenn Payan, 2000.

48 Tonatiuh 5.11a ★★★



From the belay bolt, climb up and right to a dyke. Follow it a short distance then move up and right to an anchor. 9 bolts (30 m) FA Jeff Thomson, Glenn Payan, 2000.

49 Dyke Link 5.11a (5.10a) ★★★



Start on *Tonatiuh*, but follow the dyke into *Corazón* or *Ride the Bullet*. For 5.10a, start up the gully on the right. 11 or 13 bolts (40 or 50 m) FA Jeff Thomson, Glenn Payan, 2000.



BLACK BOOK



CREAM OF...



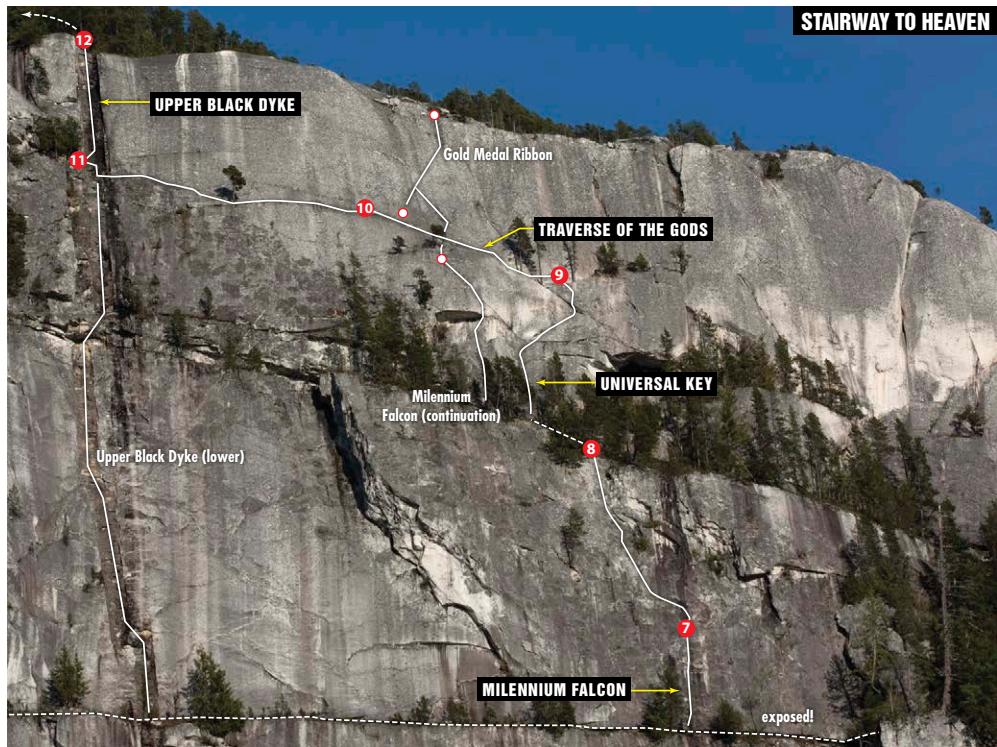
SLOT MACHINE



WOMEN IN...

THE BULLETHEADS





50 Stairway to Heaven 5.10d ★★

This long friction and face climb is unique in that you can climb from the base of the Chief to the summit carrying nothing but quickdraws and a few cams for protection. The caveat is that it's not a sport climb in the true sense of the term. There are a few runouts on changeable terrain, so the leader should be comfortable on 5.10 slabby face climbing. This route is essentially a link-up of existing pitches, many of which are described elsewhere.

Pitch 1 (5.10a, 35 m) Start in Bulleheads South and climb *Women in Comfortable Shoes* across *Slot Machine* until it's possible to layback a wide slot to an anchor.

Pitch 2 (5.10a, 40 m) Layback a short groove and make a balance move into a crack. There is a runout slab crux above. From the top, hike left and downhill to the *Máñana* slab and the start of the next pitch.

Pitch 3 (5.10c, 30 m) Climb *Xenolith Dance* to the midway anchor.

Pitch 4 (5.10a, 25 m) Climb *Chassé Right* across the slab then continue up easier terrain on the far right side of the wall. Hike uphill to the higher of two trails then traverse left through the trees to the *Corazón* Face.

Pitch 5 (5.10a, 40 m) Climb the 5.10a variation to *Dyke Link*. Hike up and left through the trees to a fixed line.

Pitch 6 "Moonwatcher" (5.9, 20 m) Layback a steep flake (medium cams) until it's possible to reach left and clip a bolt. Continue to a ledge, move left and up an arête to a tree ledge at the top. Hike uphill to *Bellygood Ledge*.

Pitch 7–8 (5.10a, 20 m, 5.10c, 35 m) Traverse leftward out *Bellygood Ledge* (exposed—use a belay) to a tree anchor below a bolted face. Climb pitches 10 and 11 on *Millennium Falcon*.

Pitch 9 "Universal Key" (5.10b, 30 m) Climb a bolted groove right of *Millennium Falcon* pitch 12. Oddly positioned bolts make this a somewhat frustrating lead on otherwise enjoyable terrain. Belay at bolts on a tree ledge.

Pitch 10–11 "Traverse of the Gods" (5.9, 25 m; 5.8, 30 m) Walk up a ramp on the left past the dyke traverse *Gold Medal Ribbon*. Step down onto the slab and traverse left below a crack (reach down to clip the bolts) to a bolt station (5.9). Continue directly left across a little foot ledge. Exciting exposure! When possible, move up flakes passing bolts and continue all the way to *Upper Black Dyke* (5.8).

Pitch 12–15 (5.10b, 5.10a, 5.10a) Climb *Upper Black Dyke* to the top of the Grand Wall. An exposed ledge traverse leads to the Penthouse route *Mr. Ciechanowski*. Hike up to *Raven's Castle* and finish on *Ladies First*.

14 quickdraws, a few hand-sized cams FA (p1, p3–5, p7–8, p12–14) noted elsewhere in this book; FA (p2, p10–11) Kevin & Tony McLane, 2004; FA (p6) Kevin McLane, Alison Cerney, 2004; FA (p9) Nick Watts, Will Dorling, 2003; FCA Kevin McLane, Andrew Boyd, 2005.

THE BULLETHEADS

STAIRWAY TO HEAVEN



TANTALUS WALL



Tantalus Wall is a sheer canvas of smooth granite that forms the right side of the west face of the Chief. It is bounded on the left by the deep corners of the Western Dihedrals and on the right by the rounded spire of Bulletheads North. The quality of climbs in this zone is very high, but so is the difficulty level.

Conditions: The wall gets sun from midday onward. Afternoon inflow winds can help moderate temperatures in the heat of summer, but it can still get very warm on the rock. As a general rule, the climbs on the open faces (*Cerberus*, *Great White North*, etc.) dry fast, while those lurking in the corners have seeps that need prolonged periods of stable weather to dry.

Approach: Climbs are best approached via the Freeway Trail, which starts in the corner of the climbers' parking lot. Hike directly uphill, on the higher of the two trails, and when you reach the traversing bouldering trail hike leftward for approximately 30 metres to a trail junction. Turn right and hike past boulders uphill toward the wall. The start of *Freeway* is just right of the trail-wall junction. The deep cleft of South South Gully forms the southern border of this zone and is just uphill of the start of *Tantalus Wall*. You can also approach this zone by traversing from Campground Wall in the Bulletheads.



Tantalus Wall



Routes are listed from right to left as you'd find them if starting at South South Gully.

① Tantalus Wall 5.11b A0 (5.12a) ★★



This demanding but well-protected climb follows a series of sustained cracks up the centre of the face. Although the full route is attempted much less frequently than *Freeway*, it offers good variety and an excellent position on the sweeping, upper pitches. Most commonly, *Tantalus Wall* is climbed as a short route to the top of the wide *Tantalus Crack* or in combination with *Cerberus* to the top of the wall. The route starts at an indistinct and vegetated crack just downhill of South South Gully.

Pitch 1 (5.6) Climb mossy cracks to a tree ledge.

Pitch 2 (5.11c or A0) Slab (or aid) climb past a bolt then follow a thin, technical crack to a tree and belay.

Pitch 3 "Tantalus Crack" (5.10a) Continue up and right to reach the gaping offwidth. Luckily, a hidden crack in the back offers respite and the climbing eases up high.

Pitch 4 (5.8) Bushy climbing leads to Tantalus Ledge.

Pitch 5 (5.11b) Climb a left-facing corner until it's possible to pull out right into a pin-scarred, thin face crack.

Pitch 6 (5.11b) A good finger crack ends at a belay on the large tree below the roof.

Pitch 7 (5.11a A0) Use the tree to surmount the roof and bolts to aid across the face before tensioning into a crack and up. (This pitch has supposedly been freed at 5.12a.)

Pitch 8 (5.11b) Continue up the crack to a horizontal break. Move left then back right to finish.



SR to 4.5" FA Fred Beckey, Leif Patterson, Mark Fielding, 1966; FFA (Yosemite Crack) Al Givler, 1968; FCFA Peter Croft, Craig Thompson, 1982.

② Cerberus 5.11d TOP 100



This challenging route weaves together three technical pitches on the smooth, off-vertical face above Tantalus Ledge. It follows well-featured dykes that demand the ability to crank on small holds and good bouldering skills.

Pitch 1 (5.11a, 9 bolts) Start in a small corner (TCUs) then trend right following an amazing dyke to the anchor.

Pitch 2 (5.11d, 14 bolts) Long reaches above the belay lead to a roof which is surmounted on the right. Thin flakes above provide balance cruxes before reaching left to an alarming expanding flake. Layback upward with care.

Pitch 3 (5.11d) Traverse left along the dyke past an intricate boulder problem. At the ledge, move left then face climb the dyke back right to top of the wall.

16 draws (0.6–1.25" cams may be useful) FA Daryl Hatten, Eric Weinstein, 1976; FFA Dean Hart, Randy Atkinson, 1989.

③ Yosemite

Pinnacle Left Side 5.10b ★★



If *Yosemite Crack* isn't wide enough for you, check out this unusual north-facing corner and chimney on the left side of the pillar. It gets little or no sun.

Pitch 1 (5.6) Climb *Tantalus Wall* pitch one.

Pitch 2 (5.11c or A0) After executing the crux on *Tantalus Wall* pitch two, move left and belay under the corner.

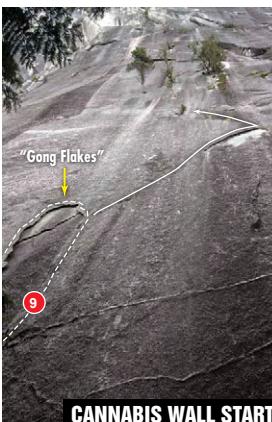
Pitch 3 (5.10a) Follow a nice corner and crack system to a bolt belay at the base of the wide section.

Pitch 4 (5.10b) Enter the squeeze chimney and offwidth crack. Shuffle past a chockstone and up to a belay.

Pitch 5 (5.8) Easier climbing gains Tantalus Ledge above.

SR FA Hamish Mutch, Mavis McCuaig, Glenn Woodsworth, 1965; Re-cleaned by Bruce Kay, 2011.





4 Milk Road 5.10d A0 (5.11d) **TOP 100**

This quality climb involves lots of sustained 5.10 crack climbing. Pitches two to four are part of the excellent corner *Milk Run*, a very popular outing that starts on *Tantalus Wall* and ends just below *Tantalus Ledge*. *Milk Road* starts right of *Rock Loggers* on a wooded terrace with two V-shaped cracks.

Pitch 1 (5.9 A0 or 5.11b, 20 m, 5 bolts) Boulder up a short, V-shaped double crack then ramble leftward. After 15 metres, step left up an often-wet, slab (5.11b or A0).

Pitch 2 (5.10b A0 or 5.11d, 20 m) Climb an arching flake to its top, clip a bolt and move left. Aid or free climb (5.11d) past three bolts, then move left. Downclimb a shallow corner, step left and then up to a belay anchor.

Pitch 3-4 (5.10b, 20 m and 5.11a, 40 m) Layback up a magnificent corner in two, long and strenuous pitches. The first is restful, the second is not. It's also slow to dry.

Pitch 5 "Changing Corners" (5.10b, 30 m) Continue up the left-facing corner (4" cam) then face climb leftward to the right-facing corner of the pillar. Up to the ledge.

Pitch 6 "The Ramp" (5.8, 55 m) Follow cracks up left in a fine position to a grassy slope, a chain and a tree belay.

Pitch 7 "Crescent Tower" (5.10a, 50 m) Pull up the chain then climb the chimney/corner above for 10 metres until just below a large block. Step left and exit the chimney, into a splitter face crack. When the crack divides, finger traverse left, then climb cracks near the arête. Belay at a tree. It's possible to climb the *High Octane* variation (5.11b) on *Freeway* instead of this 5.10a pitch.

Pitch 8 "Crescent Dyke" (5.10c, 20 m) Step onto a dyke, then do a delicate foot traverse rightward. Fun.

Pitch 9 (5.0, 10 m) Walk right and make an easy slab move at the end of the ledge to reach the top of the wall and a tree anchor. Walk down via *Bellygood Ledge*.

SR to 4", 4 ea 0.75-1" cams FA (p1) Nick Elson, Jeremy Frimer, 2010; FA (p2-4) (Milk Run) Eric Lance, John Wurlflinger, 1966; FFA (p2-4) Peter Croft, Tami Knight, 1982 (re-cleaned by Matt Maddaloni,

1998); FA (p4, p6-7, p9) Kelly Franz, Jeremy Frimer, 2010; FA (p6-7, partial) Eric Bjørnstad, Fred Beckey, 1966; FA (p8) Paul Cordy, Jeremy Frimer, 2009.

5 Midnight Run 5.12a **★★★**

A difficult, technical and, at times, runout route zigzags up *Tantalus Wall* in the general vicinity of the aid climb *Breakfast Run*. Prepare for lots of tricky face climbing and thin crack difficulties. A high-quality outing!

Pitch 1-4 Free climb *Milk Road* using the technical *Rock Loggers* pitch to start the route.

Pitch 5 (5.11c, 40 m, 4 bolts) At the top of *Milk Run*, step left past bolts toward a pillar. Technical route finding, tricky clips and sporadic gear placements lead to a belay.

Pitch 6 "Breakfast Run" (5.11d, 40 m) Miles of 5.10 crack climbing finish with a stemming crux past a piton.

Pitch 7 (5.11b) Undercling left below the roof to a flake rest. Pull wildly over the roof into a fist crack undercling and finish by moving left then right to a small ledge.

Pitch 8 (5.11d, 40 m) Start up a flake then move left and up the face past bolts to a dyke. Climb rightward on big holds to the crux, a thin finger crack to a horizontal fault.

Pitch 9 (5.11a, 20 m) Undercling left to a belay. The protection is difficult to see. Use your belayer's eyes!

Pitch 10 "Burn Out" (5.12a, 20 m) The spectacular finger crack that leads directly to the summit is the crux of the route. It's burly for the grade and uses lots of thin gear. Double rack to 1", 2 x RPs, 1 ea 1.25-3" cams FA Andrew Boyd, Damien & Elise Kelly, 2003.

6 Brain Damage 5.12c **★**

A very challenging pitch lurks on the obvious edge right of the *Milk Run* dihedral. From the belay at the base of that corner, move right to the arête past a bolt then face climb upward to the crux, a nice curving crack. Belay at the mid-height ledge in the corner.

SR, RPs, 1 ea 0.4-0.5" cams (50 m) FA Andrew Boyd, Mike Stewart, 2009.

TANTALUS WALL



7 Rock Loggers 5.11d ★★

This route provides a direct and technically difficult slab start to *Milk Run*. Start at the right end of a thin dyke. Bolts (40 m) FA Tyler Freed, Myles Holt, Scott Likens, 2000.

8 The Great White North 5.13d ★★★

One of the most technically demanding routes on the Chief weaves up the slab and open face left of *Milk Run*. Bring crisp shoes and wait for cold conditions.

Pitch 1 (5.12d, 10 bolts, 50 m) Either start via a bolted, diagonal, holdless dyke just left of *Rock Loggers* (*Mouse in a Bottle*, 5.11d) or via the bolted direct start. For the latter, head up and left past bolts to a flake. Thin dyke climbing joins *Mouse in a Bottle* for the final seven metres.

Pitch 2 (5.13a, 5 bolts) Climb up right past bolts using a thin dyke for footholds and almost no hand holds to speak of. Finish up the corner, sharing the anchor at the base of the first *Milk Run* corner pitch.

Pitch 3 (5.12b, 6 bolts) Face climb leftward and up to a small roof, then right to an anchor.

Pitch 4 "The Lightning Bolt" (5.12a) Undercling a left-facing, flaring, lightning bolt-shaped crack. All gear.

Pitch 5 "Good Boy Scoutie" (5.13d, 7 bolts) One of the hardest single pitches of climbing on the Chief follows improbable, small chickenheads up and right. Head back left to the anchor at the top.

Pitch 6 (5.11a) Flakes and cracks lead to Tantalus Ledge. Finish up *Midnight Run*.

Bolts, SR to 2" FA (p1, p3, p4) Andrew Boyd, 2009; FA (p5) Jeremy Smith, 2010; (p6 Andrew Boyd, Jeremy Smith, 2010; No continuous ascent to date.

9 Cannabis Wall 5.13b ★★★

This popular aid climb was long eyed for its free climbing possibilities, but ground-up attempts proved to be improbable at best. Top-down tactics were eventually employed to rehearse free climbing variations to the original aid line and to find optimal gear, and a successful free ascent was completed. An on-sight attempt from the ground would be very bold on this route, as the gear is difficult and the free climbing line is not always obvious.

Pitch 1 "Wake and Bake" (5.12c) Start left of the *Great White North* direct start. Runout slab moves lead right of the Gong Flakes. Cut left at the top into the bolt ladder.

Pitch 2 "High 'til I Die" (5.13a) Follow a corner that pinches down to copperhead size. From here, step down and left, away from the security of the corner. Thin laybacking (runout) arcs right to the belay.

Pitch 3 "Single Engine Cessna" (5.12c) A left-leaning corner leads to a face climbing sequence past fixed mank.

Pitch 4 "A Fat Sack" (5.13b) Climb a left-leaning, thin crack through a wild dyke. The crux is at the top.

Pitch 5 "Can't You Hear Me Knocking?" (5.12b) Follow

bolts leftward, away from the original aid line. Cut right approximately twenty metres up the pitch.

SR to 3", RPs, 0.35–0.5" cams FA Eric Lance, Brian Norris, T. deGuisini, 1969; FFA Will Stanhope (Jason Kruk), 2008.

10 Freeway 5.11c TOP 100

Freeway is considered by many to be one of the best multi-pitch climbs in Squamish. The route is long, has tremendous variety and the exposure is exhilarating. The start is reached by scrambling up a vegetated ramp toward the base of a giant corner, where a bolt-protected slab pitch can be seen on the left. Seasonal falcon closures almost always affect this climb. Check local sources for updates. *Freeway Light*, a shortened version to the top of pitch five, may be a useful option during falcon closures.

Pitch 1 (5.11a) It's possible to slab climb past six bolts on the left (5.10d), but most bypass this by pulling up a fixed rope in a groove to the right. From here, a cruxy arch leads to a balancy and sustained face. Using long slings, combine this pitch with the next for a 50-metre pumper.

Pitch 2 "The Daylight Crack" (5.10a) Move right from the belay to a wide crack on the other side of the pillar.

Pitch 3 (5.10b) Traverse horizontally past bolts. Supplement the bolts with tricky cam placements, if necessary.

Pitch 4–5 (5.11c, 5.11a) Climb two, 50-metre pitches up the giant dihedrals to The Truck Stop (the cave). The fourth pitch requires RPs and is very tenuous. Some split this pitch in two with a gear belay on a nice ledge.

Pitch 6 (5.11c) The physical crux of the route cranks through the intimidating, tiered roof above the cave.

Pitch 7 (5.11a) Don't go straight up from the belay! Instead, take a very exposed traverse across a horizontal crack on the lip of the overhang to a tricky face.

Pitch 8 (5.10c) Step down and right to access a small corner before heading up to a right-slanting finger crack.

Pitch 9 (5.11a) Move left to a thin corner and flakes.

Pitch 10 (5.10a) Face climb then layback a poorly protected wide crack to a ledge. Follow a ramp to the left.

Pitch 11 (5.10d) Climb an arête past two bolts to the top. To descend, hike uphill through the forest to reach the Bellygod Ledge trail and follow it right and down.

SR to 3.5", RPs FA Rob Robn, Tom Gibson, 1979; FFA (p1–6) Lindsay Ellis, Ian Jones, Dean Hart, Randy Atkinson, 1989; FCA Dean Hart, Randy Atkinson, 1990.

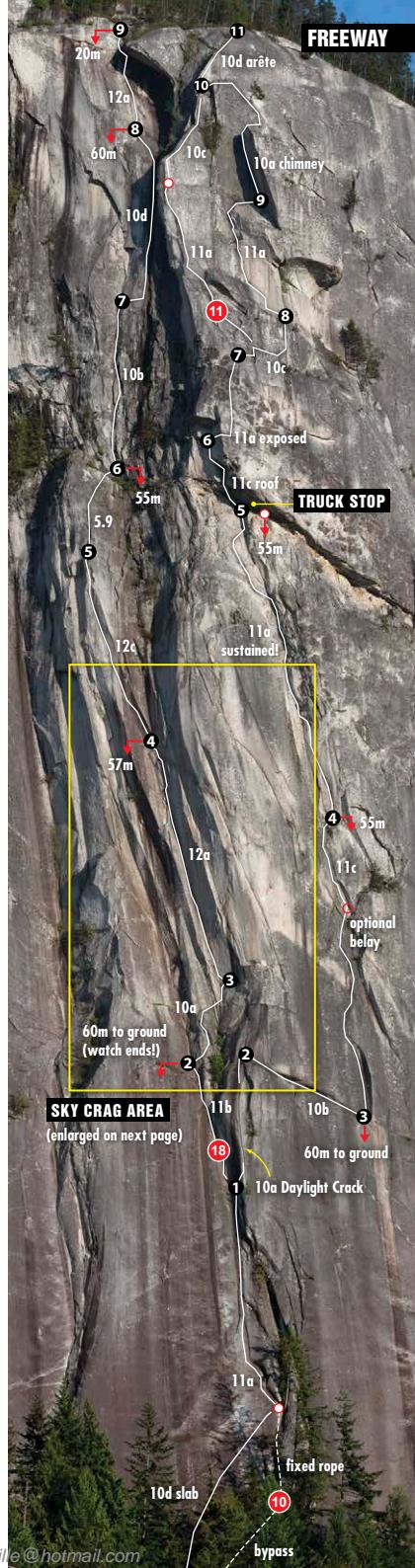
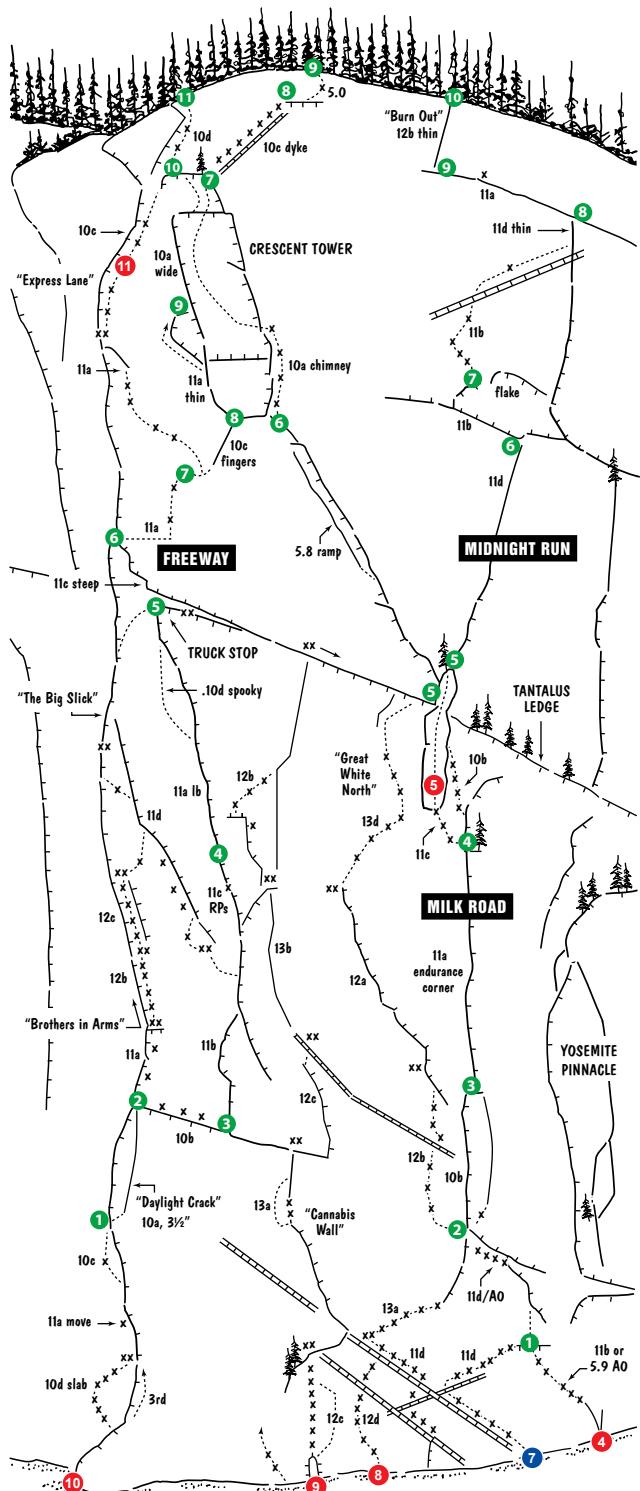
11 Express Lane 5.11a ★★★★

This excellent alternative to the final pitches of *Freeway* avoids the awkward wide crack layback on pitch ten.

Pitch 1 (5.11a) Start as for pitch eight on *Freeway* by stepping down to the small, left-facing corner. Climb this then move up and left past bolts to a belay on the arête.

Pitch 2 (5.10c) Follow the tricky face and arête past four bolts. It's possible to link this pitch and the last pitch of *Freeway* with a 60-metre rope, but it's a bit bold.

Freeway rack FA John Rosbott, Hamish Fraser, 2009.



THE CHIEF

⑫ The Parallax View

5.12d ★★★★  

This climb is right of the roof pitch on *Freeway* and starts from belay chains.

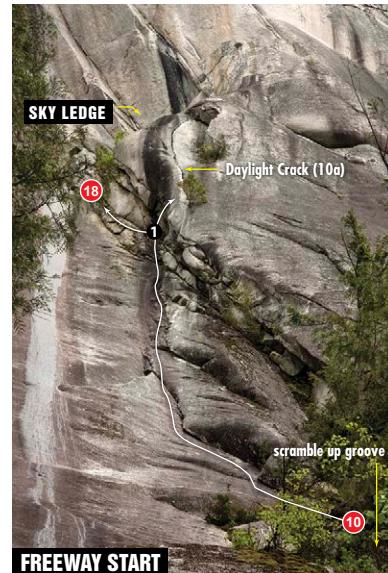
Power out a steep, diagonal crack line (a couple of tricky gear placements) to join the lip traverse on *Freeway*. It climbs like a Horne Lake sport route, with heel hooks, kneebars and lots of upside down action.

3 bolts, SR to 1.25" FA *Jeremy Smith, 2011*.

© JEREMY FRIMER



Katy Holm, *Freeway* (5.11c)



⑬ Fifty-foot Quiche

5.13a ★★★★  

From the *Parallax View* anchor, climb directly out the roof to an independent lowering anchor 12 metres up and right. Described as "sporty".

Bolts FA *Jeremy Smith, 2011*.

⑭ High Octane 5.11b ★★



This variation climbs the south side of Crescent Tower.

Pitch 1 (5.6) At the top of pitch nine on *Freeway*, climb right to a hidden alcove and belay.

Pitch 2 (5.11b) Climb a corner to a difficult roof crack. Pull the lip and follow a hand crack to the south side of the tower. Chimney up Crescent Ramp to rejoin *Freeway*. SR to 4", 2 ea 2.75" cams FA *Colin Moorhead, Kai Hirvonen, 2009*.

⑮ The Big Slick 5.11d ★★



This difficult *Freeway* variation tackles a devious, slanting dihedral, bypassing the upper corners into the Truck Stop.

Pitch 1 (5.11d) Climb *Freeway* until just below the crux 5.11c corner on pitch five. Pull out left onto the face and cross the wall to an arch. A long reach leads to a ledge.

Pitch 2 (5.11d) Climb the face past a bolt then the long dihedral above with strenuous laybacking. Move left to the arête in a stunning position then up to a final crux.

Pitch 3 (5.9) A bold pitch leads to a dead tree and diagonally across the wall to the Truck Stop.

Freeway rack FA *Tom Briggs, John Rosbolt, 1995*.

⑯ Brothers in Arms 5.12c ★★★★



This difficult, fantastically exposed variation to *Freeway* links the top of *Daylight Crack* into *The Big Slick*.

Pitch 1–2 (5.11a, 5.10a) As for *Freeway*.

Pitch 3 (5.10d or 5.11a, 12 m) From the top of *Daylight Crack*, climb straight up a crack (5.10d) or go right to a bolt and some thin face moves (5.11a). Either way, arrive at Sky Ledge on the edge of the steep, golden buttress.

Pitch 4 (5.12b, 5 bolts, 15 m) From the right side of Sky Ledge, layback a short, partially-bolted corner. At the top, place a pumpy piece or risk a whip going for the chains.

Pitch 5 (5.12c, 3 bolts, 15 m) Steep and funky climbing past a dyke leads to a fingertip crack in a corner. After five metres, look to break out right to the belay ledge.

Pitch 6 (5.11d) Move right into *The Big Slick* midway up the crux pitch. A little bold. Watch for loose rock. Either link into the Truck Stop or finish on *Men Holding Hands*. SR to 3.5", 2 ea RPs FA *Colin Moorhead, Dave Edgar, 2003*.

⑰ Men Holding Hands 5.12c TOP 100

This major, eight-pitch variation to *Freeway* follows an exposed ramp and crack line up the golden overhanging wall left of *Brothers in Arms*. Many just venture up for the fantastic, physical climbing on pitches four and five.

Pitch 1–2 (5.11a, 5.10a) As for *Freeway*.

Pitch 3 (5.10a, 17 m) From the anchor atop *Daylight Crack*, climb straight up to the comfy Sky Ledge. Try linking these three pitches with a 70 m rope!

Pitch 4 (5.12c, 25 m) Barn-door moves past bolts lead to a black streak (often wet) and a thin tips layback crack. The black streak (5.10+) can be climbed wet.

Pitch 5 "Thumb Ratchet Pitch" (5.12c, 25 m) Big moves between good holds lead up the steep crack. Many cruxes with excellent climbing and position characterize this pitch. Bring gear to 1.75 inches with double small TCUs.



Pitch 6 "Link Pitch" (5.12b, 15 m) A short and bouldery bit of Petrifying Wall-style climbing leads up and right.

Pitch 7 (5.10b, 25 m) Follow the crack straight up to a left-facing corner and ledge.

Pitch 8 (5.10c, 30 m) Pull the roof overhead on its right side to a ledge then up right on chickenheads to connect into *Express Lane*.

SR to 3.5", RPs, 2 x 0.5–1.25" cams FA (p4-5) Jon Simms, Andre Ike, 2005; FA (p7–8), Andre Ike, Jim Martinello, Damien Kelly, 2006; FCA Jon Simms, Andre Ike, 2007.

18 Stone Free 5.12c ★★★



This long and direct route follows the general line of the 1978 aid climb *Getting Down on the Brown*. The "Getting Down Corner" is worth the trip alone.

Pitch 1 (5.11a) As for *Freeway*.

Pitch 2 (5.11b, 15 m) Continue up the main corner. The gear on this pitch is thin but solid. Nice climbing.

Pitch 3 (5.10a, 17 m) Step right and climb up a short, left-facing corner and arête. Move right past a bolt to the comfortable Sky Crag Ledge. Belay on the left side.

Pitch 4 "Getting Down Corner" (5.12a, 35 m) Charge up a four-star finger-to-hand crack endurance corner with a powerful stem crux at the end where the crack closes.

Pitch 5 "Hidden Dihedral" (5.12c, 30 m) Hard face moves lead to fingertip underclings, endurance laybacks and a bouldery but well-protected crux. The FA party held the chains to start, but the moves off the ledge have been fully freed at 5.12d/5.13a.

Pitch 6 (5.9, 20 m) Climb a corner and easier face above to Dihedral Ledge. Runout. Can link with pitch five.

Pitch 7 (5.10b, 30 m) Step right and climb a steep and juggy pitch of crack and face to a nice ledge. Funky.

Pitch 8 (5.10d, 30 m) Climb a flaky, bolted chimney and exit left to a weird arête at the fourth bolt. Unpleasant.

Pitch 9 (5.12a, 20 m) Step right and clip two bolts. Traverse left and make athletic moves past more bolts to a balancy finish. Walk off or do five, double-rope rappels. SR to 3.5", RPs, 2 ea 0.5–2.75" cams, RPs FA (*Getting Down on the Brown*) Daryl Hatten, Cam Cairns, 1978; FFA Andre Ike, John Simms, 2006.

19 Shaken, Not Stirred 5.11b ★★★



This route climbs Martini Pinnacle, the third pitch of an aid climb named *Stellar System*. It ends at the same anchors as *Bombay Sapphire* and, although it follows a very thin crack, the climbing is predominantly fun, technical face climbing up rust-colored rock. From the ledge atop the second pitch of *Stone Free*, climb an easy corner to a bolt at an overlap. Trend left past another bolt to a thin crack, clip two more bolts (the crux) and continue up a seam, which is well protected.

SR to 1" (30 m) FA Colin Moorhead, Kai Hirvonen 2001; FFA Andre Ike, Vincent Poirier 2010.

WESTERN DIHEDRALS

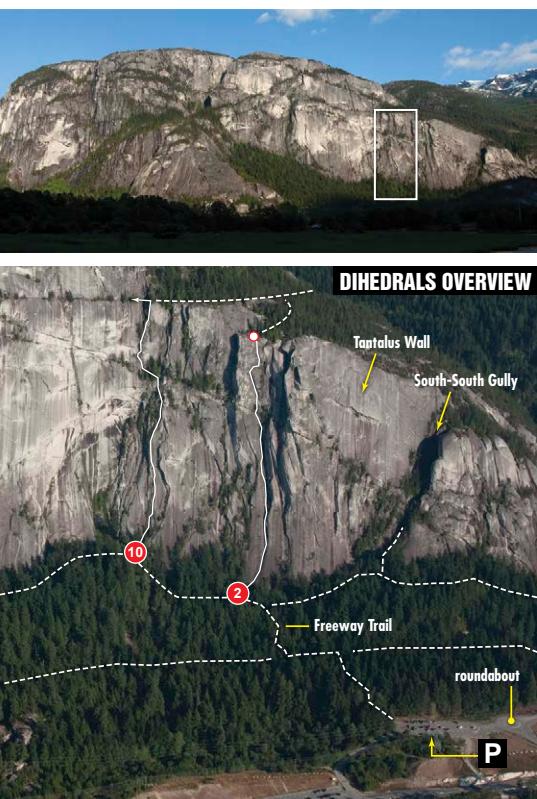
14 routes ← 5.9 5.10 5.11 5.12 5.13 →



Moving northward from Tantalus Wall, the west face of the Chief dives in and out of some deep corners that contain a clutch of noteworthy free climbs. Seasonal falcon closure may affect some of these routes.

Conditions: The wall goes into the sun early in the afternoon, but some of the deep corners stay shaded longer. Seepage can be a problem on some routes, especially those that follow the deep corner systems.

Approach: Take the Freeway Trail through the Grand Wall boulders to the base of the wall. The corners of the Western Dihedrals loom directly above and the start of *Bombay Sapphire* is just to the left.



Western Dihedrals ⚓ to ⚔️ 🏆 🕒

Routes are listed from right to left.

① Bombay Sapphire 5.11c ★★

To reach this route, it's necessary to start up the deep corners of *Warriors of the Wasteland*. The effort is worthwhile, because the *Bombay Sapphire* pitch is superb. Approach up a left-to-right leaning ramp system.



Pitch 1–2 (5.10c, 5.11a) Climb *Warriors of the Wasteland* pitch one. Climb the second pitch, but after a cruxy section head right to the arête and belay.

Pitch 3 (5.11c) Weave up the technical arête to the top of Martini Pinnacle. Two 60-m rappels reach the ground.
SR FA (p3) Colin Moorhead, Andre Ike, 2002.

② Warriors of the Wasteland ★★★ 5.12b



This bold, adventurous route takes a line just left of the aid climb, *Western Dihedral*. It starts up a huge, slabby ramp where the Freeway Trail meets the wall's base and features an amazing finger crack on pitch four. Many rap from the top of pitch six; the pitches above are quite dirty.

Pitch 1 (5.10c) Smear up the steepening ramp past bolts.

Pitch 2 (5.11a) A stemming and layback pitch leads past a bolt and up to the base of the main corner.

Pitch 3 (5.11a) Bolted face climbing up and left of the belay morphs into crack climbing.

Pitch 4 "Crackis Smackis" (5.12a) Bolts protect moves into the awesome, long finger crack. Finish in the corner.

Pitch 5 "The Invisible Jet" (5.12b) Bolted face climbing trends left then back right to a belay on a big ledge.

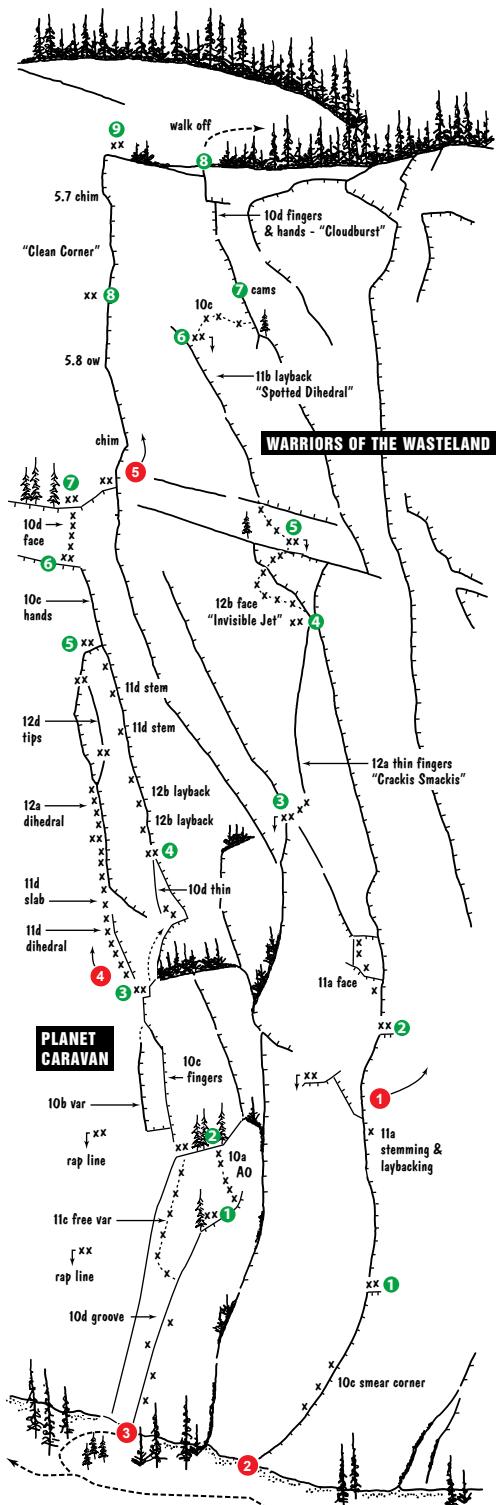
Pitch 6 "The Spotted Dihedral" (5.11b) A few bolts lead into a left-leaning corner. It slowly widens from fingers to hands ending at a belay on the right. Many rap from here.

Pitch 7–8 "Bonsai Traverse" (5.10c), "Cloudburst" (5.10d) Climb up right then down and across the face to a 3" cam anchor near old bolts. Finish up a ramp that leads to a finger traverse and hand crack exit. Rap with two ropes, rap *Planet Caravan* with one rope or walk off. SR to 4", 2 ea 0.6–1" cams, 2 ea 3" cams (p7 anchor) FA (p1–2) Fred Beckey, Dan Tate, 1966; FFA (p1–2) Matt Maddaloni, Ben DeMenech, Ken Sharpe, 1998; FA (p3–7) Matt Maddaloni, Ben DeMenech, 2000; FA (p8) Colin Moorhead, Will Dorling, 1994.

③ Planet Caravan 5.12b ★★★



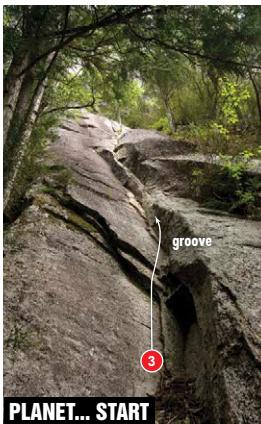
This interesting and varied route tackles a series of corners. Most of the climbing is 5.10 with the exception of a tricky 5.11 slab and a pumpy crux pitch, which is spectacular but out of character with the difficulty of the rest



THE CHIEF



WARRIORS... START



PLANET... START



DEADEND DIHEDRAL



STICKY FINGERS

of the route. Approach via the Freeway Trail. At the base of the wall, traverse north for approximately 100 metres to an indistinct trail. Scramble up and right through the trees to a cleaned groove and the start of the climb.

Pitch 1 (5.10d, 31 m) Cruxy moves past bolts lead to an easier groove. Belay on a ledge. A difficult, bolted variation breaks left out of the upper groove to a slabby arête on the left. This avoids the A0 moves on the next pitch.

Pitch 2 (5.10a A0, 10 m) Aid climb past three bolts then free climb past two more toward the top. A fixed line above leads to a bolt station out left.

Pitch 3 (5.10c, 30 m) Step left into a corner, pull a roof then layback up a sustained finger crack above. From the anchor at the top, step up and right onto a huge ledge then scramble up through salal toward the main dihedral.

Pitch 4 (5.10d, 20 m) Two bolts lead up and left to a very thin crack. Tricky moves lead to a completely free-hanging stance below the crux dihedral.

Pitch 5 (5.12b, 40 m) This amazing left-facing corner is sustained, bouldery and hard for the grade. Face holds help bypass the harder sections, which can appear blank at first glance. Bring a double set of small TCUs.

Pitch 6 (5.10c, 27 m) Hand jam and stem the aesthetic, crescent-shaped crack to a small tree ledge.

Pitch 7 (5.10d, 15 m) Face climb past four bolts to a ledge. The route can now be rappelled with one 60-metre rope. Alternatively, move right and climb *Clean Corner*. SR to 4", RPs, 2 ea small nuts & 0.6-1" cams FA Bruce Stover, Kris Wild, Roger Sarrasin, 2000; FFA (p1 var & p5) Colin Moorhead, 2003.

4 Supernaught 5.12d ★★



A very challenging variation to *Planet Caravan* avoids the long, crux dihedral on that climb. It adds difficult stemming and thin crack climbing to the day.

Pitch 1 (5.11d, 28 m) From the top of *Planet Caravan*'s third pitch, climb directly up a steep, technical dihedral.

Pitch 2 "The Crucifix" (5.12a, 25 m) Stem the dihedral

then pull a small roof. Finish up an easier hand crack.

Pitch 3 (5.12d, 27 m) Climb an ever-narrowing finger crack to a crux section of thin, fingertip laybacking past a couple of pitons. Bring lots of small gear.

SR to 3", 2 ea small nuts & 0.6-1" cams FA (p1-2) Bruce Stover, Kris Wild, 2000; FA (p3) Colin Moorhead, 2004.

5 Clean Corner 5.8 ★★



Prepare for a gritty, squeeze chimney battle in a long, north-facing dihedral. The pitch is challenging for the grade and has sparse protection. If you're up for it, *Clean Corner* makes a logical finish to *Planet Caravan*.

SR to 4" (2 pitches) FA Dick Strachan, Dick Willmott, 1962.

6 Deadend Dihedral 5.12b ★★



This beautiful line follows a shallow, left-facing corner up a smooth face that eventually ends at an arête near *The Gauntlet*. Scramble up to reach the base of the climb.

Pitch 1 (5.11a, 35 m) Chimney and layback the striking, slim corner.

Pitch 2 (5.12b, 10 m) A short, vicious crux off the anchor leads to a beautiful, thin finger crack.

Pitch 3 (5.12a, 20 m) Follow the impeccable dihedral to its end then undercling left. Clip a bolt and be mystified by the final moves to the anchor. Two 35-metre rappels lead back to the ground.

SR to 3.5", 2 ea RPs, small wires & 0.6-1" cams FA John Rance, Frank Bauman, 1969; FFA (p1) Peter Croft, Tami Knight, 1982; FFA (p2) Kevin McLane, Perry Beckham, 1984; FFA (p3) Evan Stevens, Craig McGee, 2007.

7 Sticky Fingers 5.9 ★★



On the left edge of the *Deadend Dihedral* face is an appealing, right-leaning crack. It begins with a crux or a step off a branch. A fixed line leads to an upper bolt anchor. Alternatively, use a tree.

SR (35 m) FA Ivan Christiansen, Rolf Rybak, 1987.

WESTERN DIHEDRALS



8 The Gauntlet 5.11c ★★

This quality outing takes a line just south of *Millennium Falcon*. It has a similar overall difficulty to *Freeway* and features excellent, sustained 5.10 and 5.11 climbing.

Pitch 1 (5.10a, 45 m) Up *Sticky Fingers* to a bolt anchor.

Pitch 2 "Cleaning the Brain" (5.10c, 25 m) Climb a splitter, tight-hands-to-fingers crack in a shallow corner next to the arête. Quality.

Pitch 3 (5.11a, 35 m) Sustained laybacking and stemming leads up a beautiful corner. (*The Façade* doesn't take this corner. It moves down and right into a parallel crack system off the belay at the bottom of this pitch).

Pitch 4 (5.10b, 20 m) Climb the main corner for a few moves. At the earliest opportunity, pull out right into a wild, overhanging hand crack on the arête. At the end of the hand crack, traverse right past a bolt to the base of another clean, left-facing corner. Tricky route finding.

Pitch 5 (5.11c, 30 m) A desperate tips corner leads to easier moves over a small roof. Move right into a final, technical corner that guards the belay. Save some tiny nuts and cams for the end of this pitch.

Pitch 6 (5.10c, 10 m) The one-meter-long-by-five-inch-wide roof crack above the belay is easier than it looks. Continue up a crack to a spacious belay ledge.

Pitch 7 (5.9, 20 m) Step down and left then climb a nondescript, left-facing corner (same as on *Europa* and *Millennium Falcon*).

Pitch 8 (5.10d, 25 m) Face climb past a bolt and into a left-facing corner. (*The Europa* bolt ladder comes in from the right here). Continue easily up the corner being careful not to miss the bolted belay to the right on the arête.

Pitch 9 (5.10a, 15 m) Traverse right past a bolt then straight up to a bolted belay station.

Pitch 10 (5.11b, 30 m) Face climb over a bulge (crux) to a diagonal crack that leads into the maw of a flaring, chimney. Wild but straightforward chimney moves lead past a bolt to the top of the wall. It's possible to avoid this chimney and the previous pitch by finishing on *Europa*.

SR to 6", 2 ea 0.3–2" cams FA (p2) Scott Young, Craig Thompson, Jim Brennan, 1984; FA (p3–10) Colin Moorhead, Emilisa Frirdich, 2008.

9 The Façade 5.12b ★★★

The corner system to the right of pitch three on *The Gauntlet* is a good, albeit stiff, variation to that route and features an outstanding 5.10d pitch. The second pitch—the business—is also known as *Mad Nerd and Poodle*.

Pitch 1 "The Simian Response" (5.10d, 20 m) Step down and right from *The Gauntlet* into the next corner system. Follow it via stems, laybacks and chimney moves.

Pitch 2 (5.12b) The business. Chimney off the belay into a steep, double-overhanging corner with a thin-fingers crack. Stem and jam and layback to the top. Solid for the

grade. Rappel or continue up *The Gauntlet*.

SR to 2.5", 2 ea 0.5–2" cams, 3 ea 0.75–1" cams FA (p1) Andreas Taylor, Derek Woolgar, 2003; FA (p2) Jeremy Blumel, Colin Moorhead, 2006.

10 Millennium Falcon 5.11b ★★

This route has a fine mix of face and crack climbing up to 5.11b and is quite sustained as only four of the pitches are below 5.10. It starts up ramps just right of the obvious cracks *Arrowroot* and *Rutabaga*.

Pitch 1 (5.8, 40 m) Follow right-trending ramps out of the forest to a chimney. Climb it to the top of a pedestal.

Pitch 2 (5.10c, 45 m) Choose between a 5.10d straight-up variation or a 5.10c corner on the right. At 10 metres, the variations converge. Finish up long corners above.

Pitch 3 (5.10d, 35 m) Start up a finger crack then move left to a dyke. Jam a flaring face crack until it's possible to step left to the arête. Climb past a small tree to the anchor

Pitch 4 (5.11a, 35 m) Weave back and forth up the technical, bolted arête.

Pitch 5 (5.8, 25 m) Climb the chimney. At five metres, move left into a shallow corner to bypass a chockstone.

Pitch 6 (5.9, 20 m) Follow a tricky corner leftward into an easy gully then up to a forested ledge. Belay at the first anchor (also used for rappelling) then traverse left to find the anchor for the following pitch.

Pitch 7 (5.10d, 20 m) A crimp start leads to a slopy, leftward hand traverse past a bolt and a wild mantel. Move left to a face crack and up it to a belay below the roof.

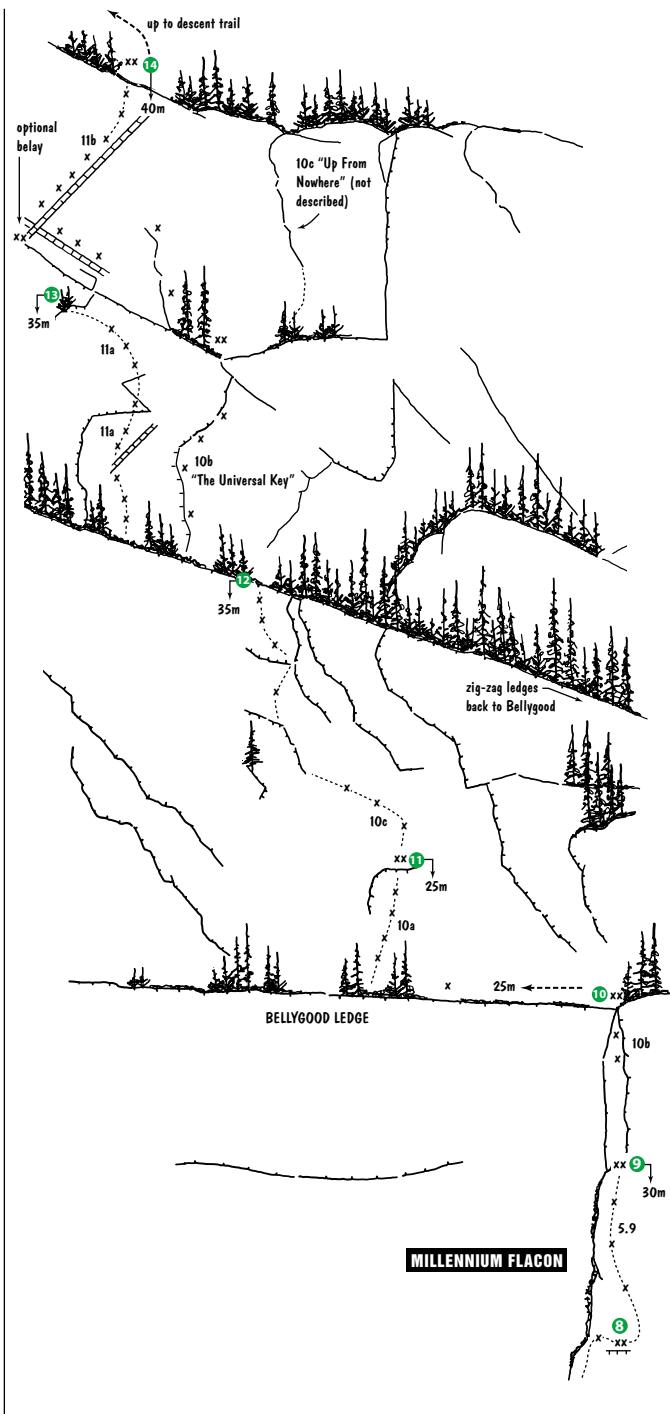
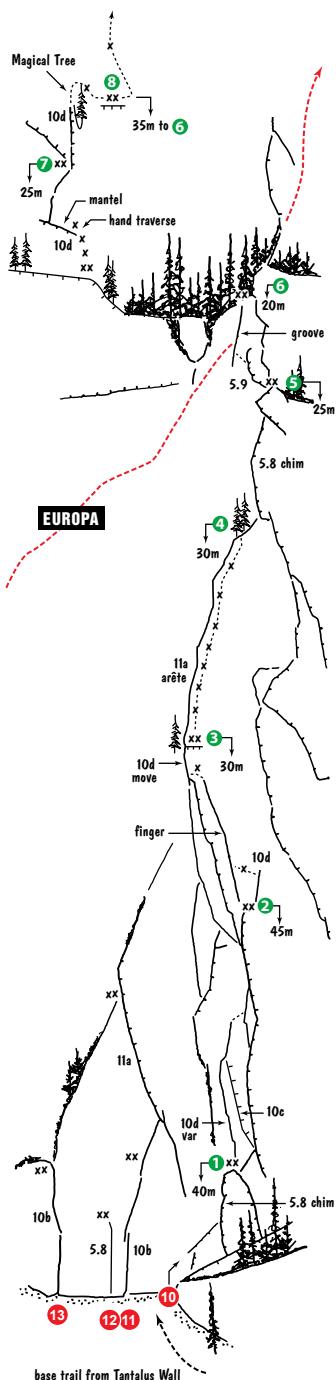
Pitch 8 (5.10d, 25 m) Climb a strenuous corner past a twisted tree. Move down right past a bolt to a belay. Burly.

Pitch 9 (5.9, 20 m) Step right around the corner then up past three bolts to a nice stance.

Pitch 10 (5.10b, 30 m) A short pitch follows a large corner to Bellygood Ledge. If you enter the chimney, you may have a very hard time getting out of it. Finish the route here, or traverse left out Bellygood Ledge for 25 metres to a fir tree and the base of the final four pitches.

Pitch 11 (5.10a, 20 m) Bolted face moves end at a ledge.





THE CHIEF



Pitch 12 (5.10c, 35 m) A tough move leads leftward to flakes. From here, climb the face above, pull around to the right of a small roof then up to the trees to belay.

Pitch 13 (5.11a, 35 m) The corner on the right (5.10b) is not part of this route, but it does offer an alternate easier finish. Regardless, move the belay left to the base of the next pitch. Balancy face moves lead up a steep wall to the right side of a roof. Finish up a hard, dimpled slab.

Pitch 14 "Gold Medal Ribbon" (5.11b, 55 m) Mantel onto the upper headwall at a small, right-facing corner. Follow an easy dyke left (5.10a), then a much harder dyke back right (5.11b) toward the summit. It is advisable to split this pitch using the original station down left of the second dyke. Sloppy shoes and warm temperatures could make this final lead feel quite desperate. Walk uphill to join the standard descent trail for the Chief.

SR to 4th, 2 ea 0.75"-1.75" cams FA (p1-6) Kris Wild, Kasper Berkowicz, 2003; FA (p7-10) Kris Wild, Roger Sarassin, 2003; FA (p11-13) Kris Wild, Kasper Berkowicz, Jesse Brown, 2003, FA (p14) Colin Moorhead, Will Dorling, 2008.

11 Rutabaga 5.11a **TOP 100**

Pitch 1 (5.10b) An awkward crack leads to a small stance.
Pitch 2 (5.11a) Climb the awesome, rope-stretching

dihedral above to the ramp above Arrowroot. Rappel to descend.

SR to 2.5", 2 ea 0.6-1" cams FA Victor Kramer, Jack Lewis, Peter Hiltner, 1983.

12 Turnip 5.8 **★★★**

This pleasant hand crack is located three metres left of Rutabaga. Either clip chains at the top of the crack or easily step right into Rutabaga and finish up the first pitch of that climb (30 metres up to 5.9 for this option).

SR (15 m) FA Victor Kramer, Peter Hiltner, Jack Lewis, 1983; Re-cleaned by Jeremy Frimer, 2009.

13 Arrowroot 5.10b **★★★**

Climb broken cracks with good rests to a long, finger-to-thin-hands section above. This is a very enjoyable pitch.

SR to 1.5" (30 m) FA Peter Croft, Tami Knight, Richard Sudbury, 1978.

14 Europa 5.8 A0 (5.8 or 5.10d) **★★**

This adventurous route loosely follows an old, rarely-climbed free line named *Crap Craggs*, which tackled bushy ramps and corners and was never popular. *Europa*, the new and improved version of *Crap Craggs*, sees many ascents due to the moderate grade and vegetation-free nature of the climbing. However, loose rock is, and will always be, a problem due to the exfoliating nature of the stone. Be careful following other parties and always wear a helmet. It is estimated that a staggering 2,500 hours of labour, 1.6 km of static line and \$6000.00 went into this climb's preparation. Start just left of the base of Arrowroot.

Pitch 1 (5.8, 40 m) Climb a blocky chimney and corner feature, moving left into another corner that leads to a gear belay (save some hand-size cams for the anchor).

Pitch 2 (5.8, 45 m) A cruxy corner crack leads to a tree belay on a ledge.

Pitch 3 (5.7, 35 m) Overhanging blocks lead to a finger crack, a tunnel and a tree belay.

Pitch 4 (5.5, 30 m) Climb the belay tree to a large flake before traversing right into an easy, but poorly-protected gully chimney. The anchor at the top also serves as the start of the rappels (only one, 60-m rope is necessary).

Pitch 5 (5.6, 45 m) Follow a right-trending line of blocks to a bolt station.

Pitch 6 (5.7 A0, 45 m) Traverse right and up to a ledge where a bolt ladder starts. Follow it to a hand crack and a gear belay. (A tree on a higher ledge is a second option.) It's possible to free climb to the left of the bolt ladder (5.10c) by stepping left to a knob from the tree. It's also possible to free climb a chimney above the anchor at 5.8.

Pitch 7 (5.6, 30 m) Chimney to the top. Use a large cam in the corner to protect the final moves.

SR to 3", 3 ea 2" cams FA (*Europa*—formerly called *Crap Craggs*) Dick Culbert, Hamish Mutch 1962; extensively cleaned, re-routed and re-named by Jeff Mottershead and friends, 2006–2008.

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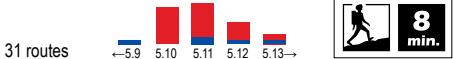
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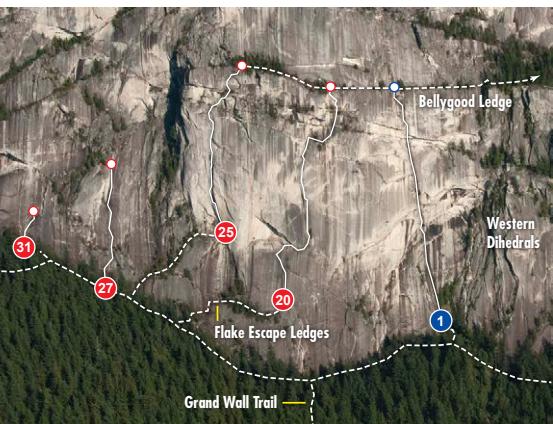
THE GRAND WALL



The Grand Wall is the magnificent expanse of smooth stone that stretches from the Western Dihedrals north to the edge of the popular Apron. It hosts some of the most famous routes in Squamish and climbers travel from around the world to test themselves on the steep cracks and sheer faces. The rock is immaculate and the position above Howe Sound is simply stunning.

Conditions: The wall gets sun from early afternoon onward, although the exact timing changes slightly with the seasons. Wind can make it cold up high, even on summer mornings—come prepared. Many of the routes dry quickly, including the *Grand Wall*, but the short routes along the base take longer because the thick tree canopy shields the sun and holds in moisture. Wait at least half a day.

Approach: Either traverse over from the Western Dihedrals via the Freeway Trail or hike up from Psyche Ledge on the Grand Wall Trail, which intersects the face slightly right of *Apron Strings'* base.



The Grand Wall



Routes are listed from right to left as they'd be found when approaching along the base from Western Dihedrals. The Black Dyke starts in a big, bushy bay at the highest point of the cliffbase trail.

① The Black Dyke 5.13b ★★



This unmistakable strip of black basalt runs the entire height of the Chief. Initially, this route was climbed on aid, but today it's one of the hardest long rock adventures on the Chief. Although it only requires quickdraws, prepare for plenty of suspect rock and some significant runouts on the easier pitches—a helmet is advised.

Pitch 1 (5.10c, 10 bolts) Dirty and bushy climbing leads to a corner dyke on the left.

Pitch 2 (5.10d, 15 bolts) Climb the dyke toward the massive roof. This pitch is often wet, but still climbable.

Pitch 3 (The Gargoyles—5.12c, 12 bolts) Climb the huge roof using wild chimneying and horizontal techniques.

Pitch 4 (The Nubian Queen Roof—5.13b, 5 bolts) A very short, powerful boulder problem tackles the steep face.

Pitch 5 (5.10c) A dirty, runout pitch continues upward.

Pitch 6 (5.12a, 25 bolts) A beautiful long pitch of overhanging basalt starts with a tough boulder problem.

Pitch 7 (5.9, 5 bolts) A dirty, runout pitch finishes at Bellygood Ledge. Finish on *Upper Black Dyke*.

Bolts FA (p1–7) Al Givler, Mead Hargis, 1970; FFA (p3, p4 & p6) Matt Maddaloni, 2002; FCA Marc Bourdon, Jeremy Blumel, 2004.

② Java Jive 5.11c ★★★



Just right of the approach ramp for *Movin' to Montana* is this high quality face climb. It travels up a smooth, slabby face and starts in a short, right-facing corner.

Pitch 1 (5.10c) Bolts at the top of the corner lead to a tricky mantle, then a committing traverse right to runout face climbing up the shallow corners above.

Pitch 2 (5.11c) Continue up the face, eventually moving right and down to an arch. Follow this to a short bolted face and the anchor.

Bolts, SR to 3rd FA Perry Beckham, Dave Lane, Scott Flavelle, 1982; FFA (p2) Scott Flavelle, 1984.

③ Coyote 5.11c ★★



A tricky, long pitch of steep friction breaks right from the top of the approach ramp for *Movin' to Montana*. 8 bolts (50 m) FA Rick Clements, Peder Ourom, 1995.

④ Flex Capacitor 5.10c ★★★



This striking corner arch is a blast, but it's slow to dry.

Pitch 1 (5.9, 33 m) Scramble up blocks for five metres to the base of the corner. From here, jam a great finger crack through an alcove to a bolt belay.

Pitch 2 (5.10c, 20 m) Undercling and jam the arch (use a

large cam in the first wide pod). Finish along an undercling to chains, lower to the *Java Five* anchor and belay.

SR to 4", 2 ea cams to 2" FA Jeremy Frimer, C. Mortenson, 2011.

5 Commando Crack 5.11d ★★★★



Done on its own, the first pitch of *Movin' to Montana* is an outstanding exercise in thin, technical laybacking. It seeps, unfortunately.

SR to 2", 3 ea RPs (35 m) FA Peter Pearl, Bruce Thompson, 1972; FFA (as part of *Movin' to Montana*) Perry Beckham, Tim Holwill, 1984.

6 Movin' to Montana 5.11d (5.11a) ★★★★



Weave up the lower reaches of the Grand Wall to a spectacular position on a hanging slab above a huge roof. The rappel is free hanging!

Pitch 1 "Commando Crack" (5.11d) Unfortunately, this cruxy and excellent pitch is often wet. If so, skip it by scrambling up and left from the base of *Flex Capacitor* to a belay ledge and the start of pitch two.

Pitch 2 (5.10d) Climb past a bolt to a steep crack and ramp out left.

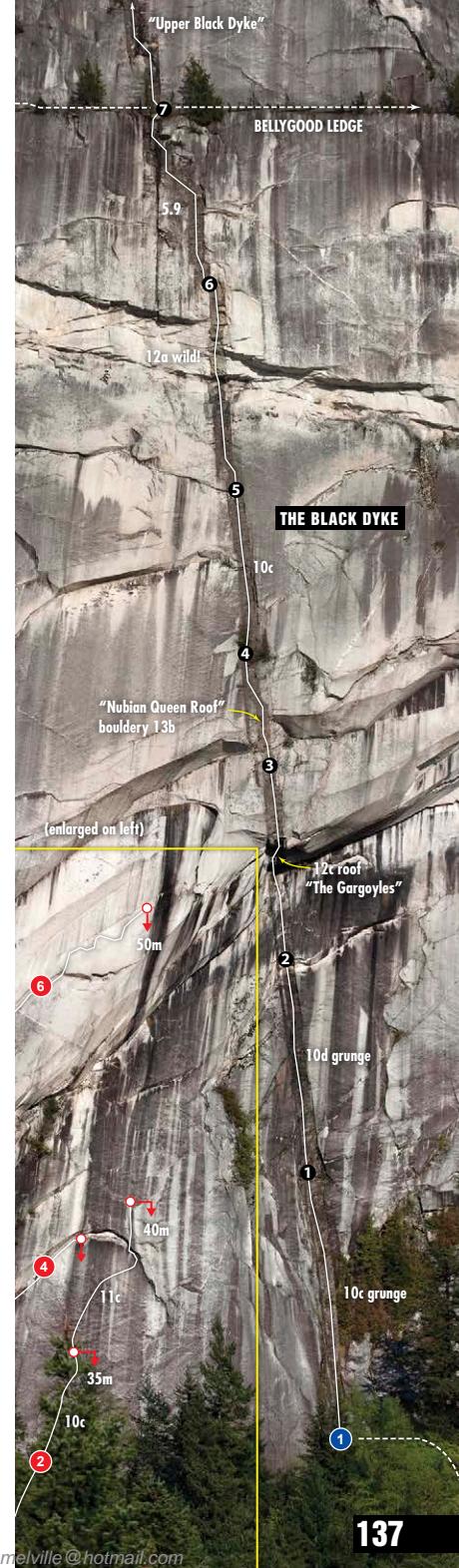
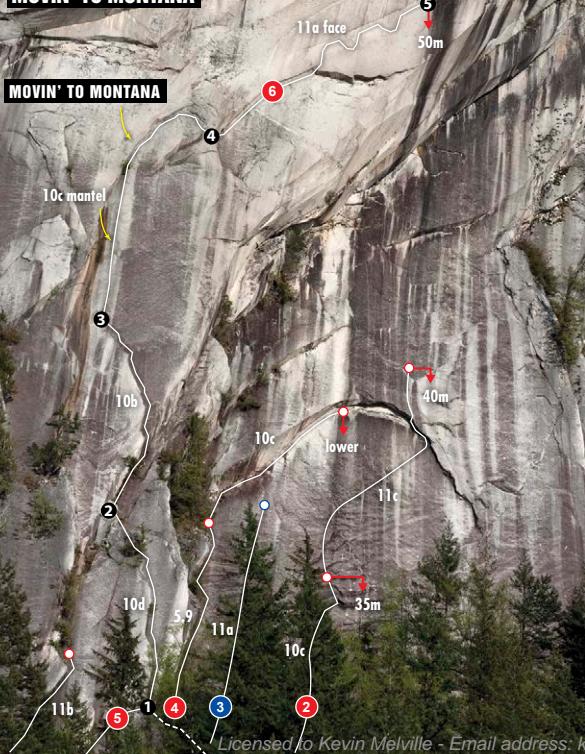
Pitch 3 (5.10b) Continue up a corner. Watch carefully for a left-hand exit that leads past two bolts to the belay.

Pitch 4 (5.10c) Tricky face climbing and awkward mantels lead to a long, right-facing corner. A little runout.

Pitch 5 (5.11a) Move rightward across the hanging slab to a rap anchor. The line of least resistance on this pitch is not always obvious. When in doubt, consider options that lead downward as well as upward.

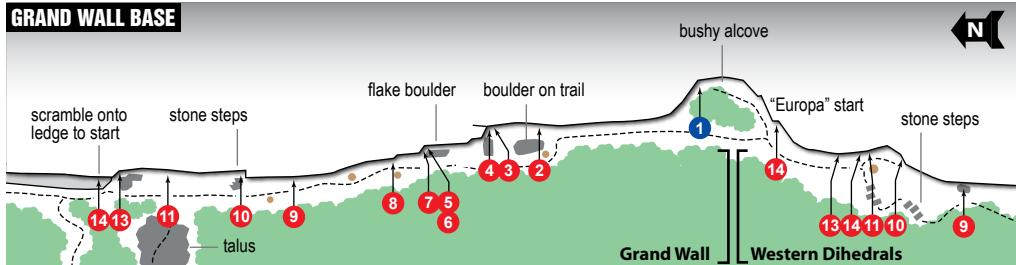
SR to 3" FA Perry Beckham, Tim Holwill, 1984.

MOVIN' TO MONTANA



THE CHIEF

GRAND WALL BASE



7 Knacker Cracker 5.11b ★★★★

This finger crack starts left of *Commando Crack*. Quality! SR to 2", RPs (25 m) FA Peter Croft, Randy Atkinson, Joe Buzowski, 1978.

8 Teenage Wasteland 5.11b ★★★

The thin, technical corner just left of *Knacker Cracker*. SR (25 m) FA Robin Barey, 1974; FFA D. Watson, Will Dorling, Nick Watts, 1989.

9 Exasperator 5.10c TOP 100

One of the most popular single pitch crack climbs in Squamish features impeccable rock and a crack that cleaves a perfect arc up the middle of a smooth wall. It is common to link both pitches to the upper ledge.

Pitch 1 (5.10a) Excellent thin crack climbing leads to chain anchors on top of a small pod.

Pitch 2 (5.10c) Sustained finger locks above the belay will test your resistance before a balancy hand crack at the top. Bring extra finger-size gear if done as one, long pitch. Rappel or link into *Peasant's Route*, a great extension!

SR to 2.5" (50 m) FA Jim Sinclair, Jim Baldwin, 1960; FFA (p1) Dan Tate, Rod Crow, 1965; FFA (complete) Eric Weinstein, Dave Nicol, 1975.

10 Peasant's Route 5.10c ★★★★

This moderate classic trends up corners between *Cruel Shoes* and *Exasperator*. The first pitch often seeps, but that doesn't seem to stop anyone as the upper pitches are excellent and quick to dry. Start in a short corner.

Pitch 1 (5.10a, 20 m) Climb a slippery, left-facing corner.

Pitch 2 (5.10c, 30 m) A beautiful, long and technical pitch ascends a shallow corner. Thin gear for protection.

Pitch 3 (5.10b, 15 m) Move right and climb a left-facing corner, then step right and climb past two bolts to a ledge.

Pitch 4 (Easy 5th, 10 m) Climb to the top of the pedestal then downclimb the other side and belay.

Pitch 5 "Hangup" (5.9, 30 m) Climb a wide corner crack past a tree. A 5.8 variation follows a crack on the left.

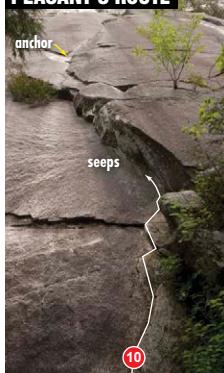
Pitch 6 (5.10b, 15 m) Climb the corner. Reach around the arête to clip a bolt, move left (crux) onto the face and up. Rappel or traverse the roof and tension into *Cruel Shoes*.

Bolts, SR to 4" FA (p1-4) Les MacDonald, Jim Baldwin, 1958; FFA (p1, p5) Jim Campbell, Bob Milward, 1984; Re-cleaned and FA (p6) Kris Wild, Bruce Slover, 2000.

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PEASANT'S ROUTE



COMMANDO CRACK

bolt by a ledge then traverse up and left across the wall. This pitch is runout with very little protection.

Pitch 6 (5.10d) Face climb up and left past bolts and well-spaced holds to the base of the Split Pillar. Finish up *The Grand Wall* or descend via three 60-metre rappels.

SR to 2.5" FA (p2 via a route named "The Pbeu!") Jim Sinclair, Jeannine Caldbeck, 1973; FA (p3–6) and FCFA Perry Beckham, Scott Flavelle, 1981.

13 The Flake 5.10b ★★



The right-facing corner beside *Apron Strings* was the original start to *The Grand Wall*. Unfortunately, it's slow to dry.

Pitch 1 (5.10b) Climb the corner and a short chimney section. Watch for sneaky protection placements above.

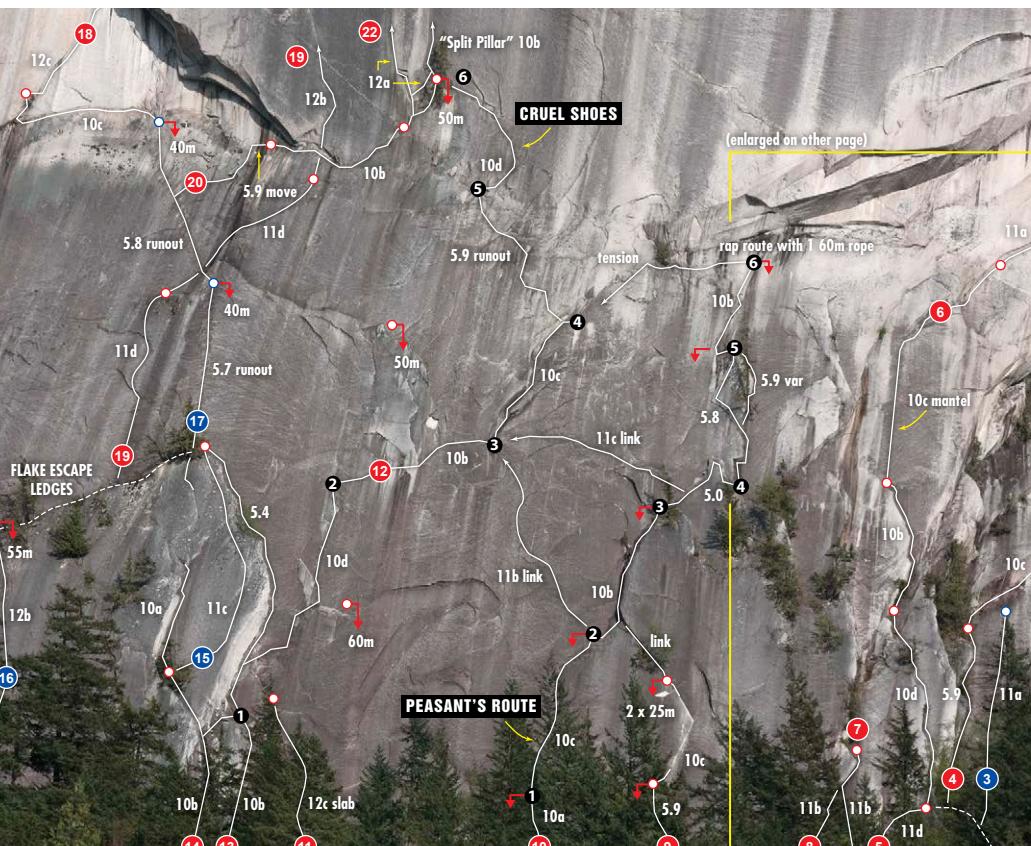
Pitch 2 (5.4) The difficulties ease toward the top.

SR FA Jim Baldwin, Ed Cooper, 1961, FFA Dave MacDonald, Kevin McLane, Jim Sinclair, 1972.

14 Apron Strings 5.10b TOP 100



A clean and physically demanding climb links layback corners and cracks in two pitches to reach the comfortable ledge at the base of *Mercy Me*. Many use it to start *The*



Grand Wall. Scramble to a ledge left of *The Flake* to start.

Pitch 1 (5.10b) Layback up a perfect corner crack on a narrow ramp directly above *The Flake*. The crux comes near the top as the crack narrows to fingertips and the pump peaks. Move left up a ramp and belay at a tree.

Pitch 2 (5.10a) Continue up the tricky corner above. Follow a wide, zigzagging crack to the tree at the top and belay. Traverse off, rappel or continue up *Mercy Me*.

SR to 4" FA Tim Auger, Mike Wisnicki, 1964, FFA Hugh Burton, Steve Sutton, 1973.

15 Sunday Whites 5.11c ★★★

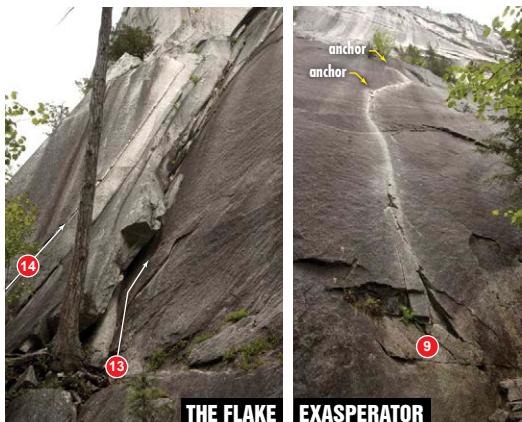


From the top of *Apron Strings* pitch one, move right to a smooth arête and climb past bolts to the *Mercy Me* ledge. 6 bolts (45 m) FA Hamish Fraser, Peder Ourom, 1994.

16 Sense of Urgency 5.12b ★★★



Hike north along the base of the wall past *Apron Strings*. As the trail begins to climb uphill, it will come very close to the wall. This route starts here and features technical and sustained friction climbing past many bolts. 17 bolts (50 m) FA Jeff Thomson, 2002.

**THE FLAKE****EXASPERATOR**

17 Mercy Me 5.8 **TOP 100**

This unique route ascends a wonderful dyke peppered with small edges. It starts on the ledge on top of *The Flake* and boldly climbs for two pitches to finish under a large roof. To approach, traverse north along the base of the wall from *Apron Strings* until an obvious ramp cuts back to the right, just downhill of *Seasoned in the Sun*. Traverse out exposed ledges, using a chain to pull through a steep slab, to the start of the route at the far, right-hand end.

Pitch 1 (5.7) Face climb past three bolts in forty metres!

Pitch 2 (5.8) Continue up the dyke, trending to the left. Finish at a bolt belay under a big roof. This pitch is only slightly less runout than the first. Two double-rope rappels reach the ground.

Bolts FA (p1) Jim Sinclair, Dave Harris, Eric Lance, Alex Bertulis, 1967; FA (p2) Neil Bennet, Jim Sinclair, 1969; FFA Hugh Burton, Steve Sutton, 1970.

18 Golden Throat Charmer 5.12c ★★★

This steep, striking crack splits the white and gold-streaked wall to the left of the top of *Mercy Me*. It's a testpiece in difficult jamming.

Pitch 1 (5.10c) From the *Mercy Me* belay, traverse left across an undercling flake to a tree at the crack's base.

Pitch 2 (5.12c) Climb the right-leaning splitter up the steep wall above. Manage the pump! Rappel to descend. SR to 3" 3 ea 1-2" cams FA Hugh Burton, Steve Sutton, 1970; FFA (p2) Peter Croft, Hamish Fraser, 1987.

19 Genus Loci 5.12b ★★★

Most only climb the excellent third pitch on this route (stars for pitch three only). To approach it and avoid the original first two pitches, climb *Mercy Me* and break right toward The Split Pillar to an anchor under an overhang. Belay here or at an anchor directly below the main crack.

Pitch 1-2 (5.11d, 5.11d) Runout slab. Rarely climbed.

Pitch 3 (5.12b) This stunning pitch starts with intricate, vertical face climbing that weaves back and forth across the face. The crux involves a thin finger crack with very technical locks and smears that leads to a dyke. Be prepared with a variety of small TCUs.

Pitch 4 (5.10d) Follow the thick dyke rightward across the smooth wall to *The Left Side* belay. Rappel or continue up *The Grinning Weasel* and *The Grand Wall*.

SR to 3" FA Hamish Fraser, Peder Ourom, Mark Gandy, 1991.

20 The Grand Wall 5.11a A0 **TOP 100**



This world-class climb with exceptional exposure is a must-do for those with the requisite experience. Clean sweeps of perfect granite drop below your feet as you pump your way up the steep corners. The easiest approach takes *Flake Escape Ledges* to *Mercy Me*, but three other options exist. The first and most popular follows *Apron Strings* into *Mercy Me*, the second climbs *The Flake* (this was used on the first ascent), and the third uses *Apron Strings* to reach *Cruel Shoes*, which leads to the *Split Pillar*.

Pitch 1 (5.8) Traverse out *Flake Escape Ledges* then climb the first, runout dyke pitch on *Mercy Me*.

Pitch 2 (5.9) Start up the second pitch of *Mercy Me*. At the second bolt, traverse horizontally right past another bolt to a flake. Climb to its top then make a difficult traverse rightward to a chain anchor under a roof.

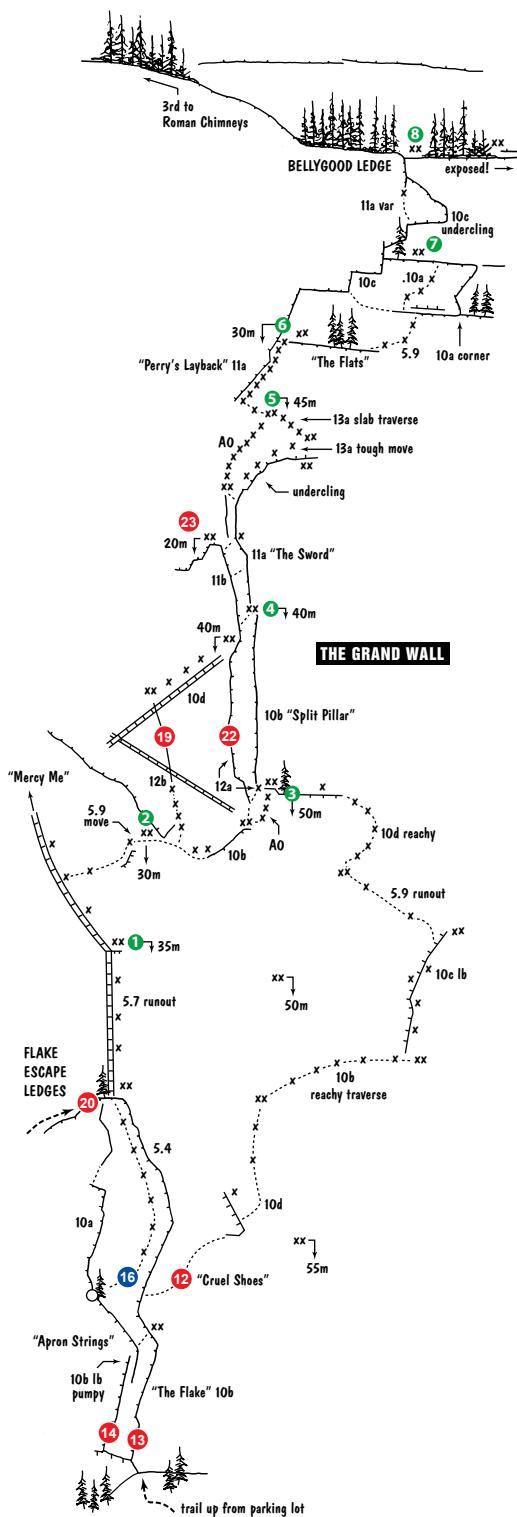
Pitch 3 (5.10b A0) Continue traversing horizontally across the wall. Climb down past bolts then up an exposed flake. Either belay here at the base of *The Left Side* or continue up a short bolt ladder (A0) to the base of the *Split Pillar* and belay.

Pitch 4 "Split Pillar" (5.10b) Jam and layback this incredible crack to a perfect belay ledge at the top. Save some medium pro for the top. Pumpy for the grade.

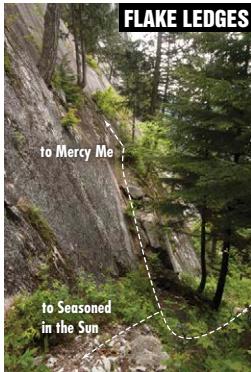
Pitch 5 "The Sword" (5.11a A0) A wide layback crack above the anchor quickly leads to a thin section of fingertip moves and a crux pulling onto a small ledge. From there, step left out of the corner by a bolt to an extremely exposed position on the face. Climb cracks and flakes until forced back right into the corner then powerfully layback to a chain anchor. Don't stop here. Continue up the long bolt ladder above to a better belay stance.

Pitch 6 "Perry's Layback" (5.11a) Face climb leftward to the wide arch. Very strenuous laybacking past many bolts ends with an innovative chimney rest at the top of the crack. Belay on a huge ledge, *The Flats*.

Pitch 7 (5.10a) Traverse to the right end of the ledge then face climb past bolts to a high, horizontal break. Move left along the break then surmount a bulge. Bolted face climbing above leads rightward to a reachy crux past the last bolt. Use long slings to reduce rope drag. Belay on the ledge above by a tree. A left variation leaves this pitch midway up (5.10c) and a right variation traverses over to a short corner (5.10a).



THE CHIEF



Pitch 8 (5.10c) Climb a tree then into a strenuous undercling. Traverse right then up and left to a short corner move that accesses Bellygood Ledge. For those with energy to burn, continue up *The Roman Chimneys*. Otherwise, traverse off via the highly-exposed Bellygood Ledge (use belays). Hike down to the First Peak Trail. SR to 4", 2 ea 2.5"-3.5" cams FA Jim Baldwin, Ed Cooper, 1961; FFA (Split Pillar) Eric Weinstein, Daryl Hatten, 1975; FFA (Mercy Me-Split Pillar) Perry Beckham, 1980; FFA (Sword) Tom Gibson, George Manson, 1980; FFA (Flats-Bellygood Ledge) Perry Beckham, Greg Cameron, 1980; FFA (Perry's Layback) Perry Beckham, Jan Daly, 1982.

㉑ The Chief 5.13a ★★★★



Using a few difficult variations, it is possible to climb *The Grand Wall* free. The prerequisites are excellent crack stamina and mastery at slabby granite boulder problems.

Pitch 1-5 Climb *Apron Strings* and *Mercy Me* to the belay at the base of *The Left Side*.

Pitch 6-7 (5.12a, 5.10b) Climb directly above the anchor until it's possible to boulder rightward past a bolt to the base of the Split Pillar. Continue up that pitch.

Pitch 8 (5.13a) Climb the Sword, but continue out the right-leaning arch. Finish with a tricky mantel past a bolt that gains a hands-free belay stance on the wall above.

Pitch 9 (5.13a) Climb a short, extremely bouldery slab leftward to the top of the bolt ladder on the Sword.

Pitch 10-16 Up *The Grand Wall* and *Roman Chimneys*. Grand rack FA (p6, p8-9) & FCFA Scott Cosgrove, Annie Overlin, 2000.

㉒ The Left Side 5.12a TOP 100



This spectacular pitch follows a splitter crack that forms the left boundary of the detachment of the Split Pillar. Start with tricky face moves that lead to a thin corner. The crack above slowly widens from fingers all the way to offwidth size. The wide section is easy but runout if large cams are not available. From the anchor, it is possible to do an exposed 5.10a traverse to the top of the Split Pillar. SR to 4", RPs (40 m) FA Dick Culbert, Tim Auger, 1972; FFA Nicholas Taylor, Peter Peart, 1975.

㉓ The Grinning Weasel 5.11b ★★★★



This pitch is an exhilarating, arching corner crack that continues above *The Left Side* anchor. It makes an excellent continuation to that climb or to *Genus Loci*, and can be linked to finish on *The Grand Wall*. SR to 3" (25 m) FA Peter Croft, Greg Foweraker, 1982.

㉔ Seasoned in the Sun 5.10b ★★★★



This slabby, splitter crack is located just uphill of Flake Escape Ledges's start. The difficulties come high, with sustained finger and thin-hand jamming. SR to 2.5" (30 m) FA Anders Ourom, Dave Lane, 1977.

㉕ University Wall 5.12a TOP 100



The foreboding white wall that looms above *Seasoned in the Sun* forms a battleground of technical corner and chimney climbing. Freed in the early '80s, the route was well ahead of its time and, even today, an ascent is considered a solid achievement amongst those familiar with the difficulties. Wait for long dry spells as the lower, north-facing corners tend to seep. To approach, scramble around the left side of *Seasoned in the Sun*. Follow treed ledges through third-class terrain until it's possible to traverse right toward the start of the main corner.

Pitch 1 (5.12a, 20 m) Steep, easy moves lead into the left-facing corner cracks (often wet). A high crux entering an offwidth section leads to a hanging belay.

Pitch 2 (5.12a, 25 m) Move up the corner and, when possible, traverse left under the arch. Very tricky.

Pitch 3 (5.11c, 15 m) A short but very strenuous finger crack in a chimney leads to a ledge on top of the flake.

Pitch 4-5 (5.11a, 30 m, 5.10d, 30 m) Two pitches of great finger cracks are interrupted by a short wide section.

Pitch 6 (5.11b, 30 m) Stem the corner (RPs) until it's possible to boldly (don't fall) move to a flake out left and up the face above. Follow a ramp back into the corner.

Pitch 7 (5.10d, 25 m) From a belay atop the main dihedral, follow bolts and fixed pins up and to the right.

Pitch 8 (5.11c, 27 m) Pull a hard mantel move off the belay then traverse left to a bolt. Up to the ledge then hand traverse right to Dance Platform. Either descend Bellygood Ledge or continue up *The Roman Chimneys*.

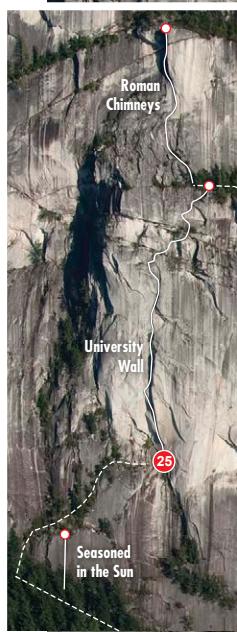
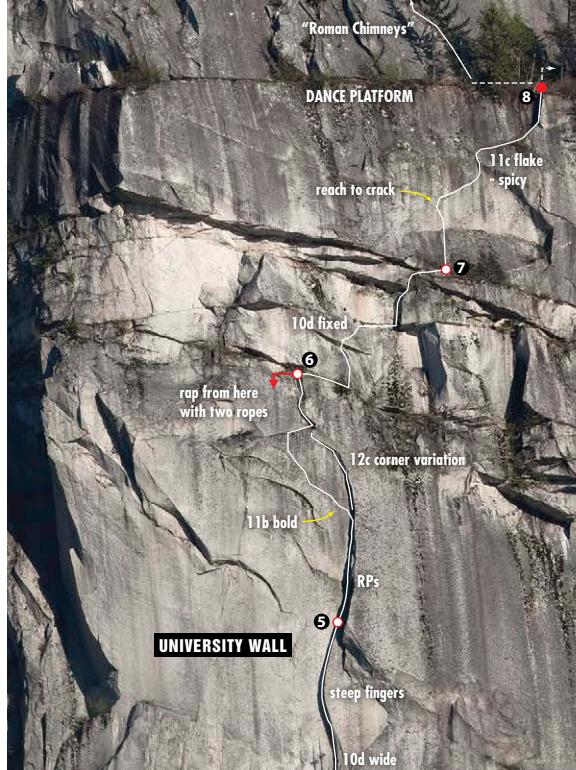
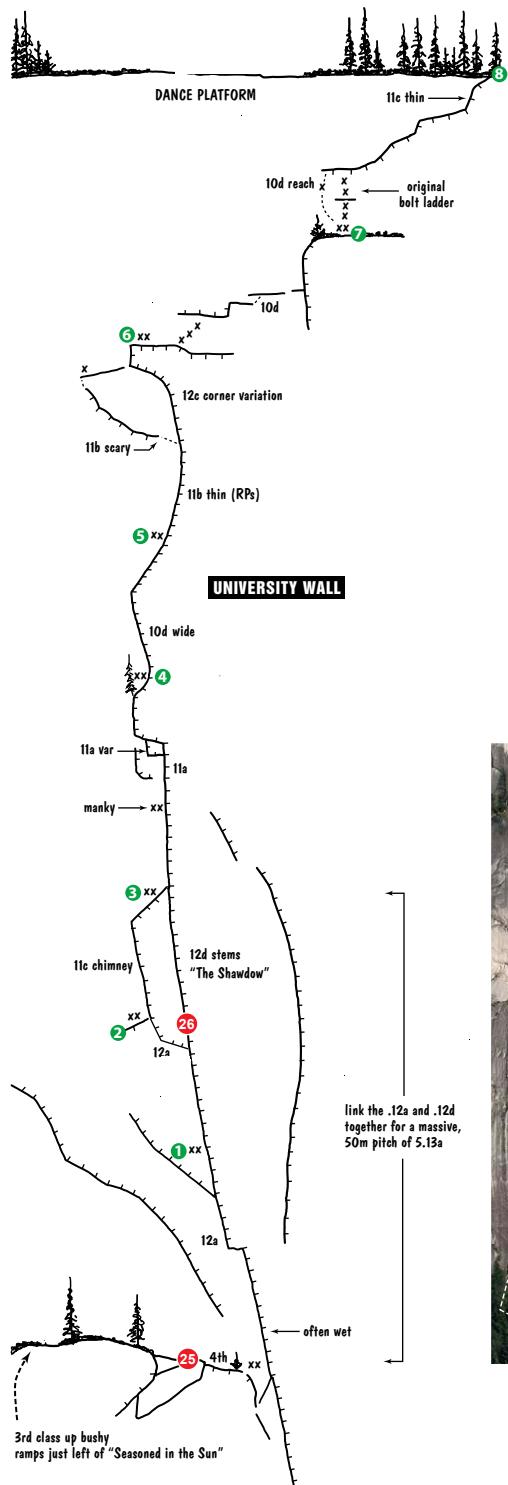
SR to 4.5", RPs, 2 ea 0.6-1.5" cams FA Tim Auger, Dan Tate, Hamish Mutch, Glenn Woodsworth, 1965, FFA (to Dance Platform via variations) Hamish Fraser, Greg Foweraker, Peter Croft, 1982; FFA (to summit via *Roman Chimneys*) Hamish Fraser, Peter Croft, 1982.

㉖ The Shadow 5.13a TOP 100



The stunning, direct line of *University Wall* links the first pitch with the incredible, laser-cut stemming corner above (5.12d if you stop and belay). Most rappel from here, but the first ascent of *The Shadow* included the entire route with a 5.12c corner variation up above.

Double rack to 3", RPs, 3 ea 0.6-1" cams FA as for *University Wall*; FFA Peter Croft, Geoff Weigand, 1988.



THE CHIEF

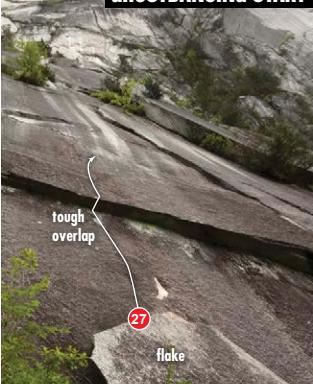
KNEEWRECKER CHIMNEY



JINGUS THE CAT



GHOSTDANCING START



27 Ghostdancing 5.11c ★★



This multi-pitch climb scales dark slabs uphill of *Seasoned in the Sun*. The final corner is superb, and worth venturing up for, no matter how you approach it.

Pitch 1 (5.11b) Start up a large, flat flake. Climb through a very thought-provoking, thin overlap to a rightward traverse and a layback flake. Up it to an anchor on a ledge.

Pitch 2 (5.11c) Very technical face climbing, which can be easily aided, leads to a corner above. Follow it to the base of the corner/chimney.

Pitch 3 (5.10c) The awesome dihedral right of the chimney is a laybacking marathon.

SR FA Peter Shackleton, Robin Barley, 1985.

28 Kneewrecker Chimney 5.10a ★★



This quality pitch is full value for the grade. The original start is overgrown, and the best options now are to approach via *Ghostdancing*, *Arthroscopy* or *The Spectre*.

SR to 4.5" FA Robin Barley, Peter Koedt, 1973.

29 Arthroscopy 5.10b ★★



You'll find bolts where you want 'em on this nice climb.

Pitch 1 (5.10b) Climb to the top of a pointed flake to reach bolts, which protect moves to a left-trending ramp. Continue up to the *Ghostdancing* anchor.

Pitch 2 (5.10c A0) Start up *Ghostdancing* pitch two, but break leftward at a ledge via A0 moves off two bolts. Follow a flake and corner above.

SR (30 m) FA Robin Barley, Judy Komori, 1996.

30 The Spectre 5.11c ★★



Like *Arthroscopy*, this route is an alternative to reach the final corner of *Ghostdancing* or *Kneewrecker Chimney*.

Pitch 1 (5.11b) Climb *Ghostdancing* pitch one.

Pitch 2 (5.7) Traverse left to an anchor under a corner.

Pitch 3 (5.11c) Technical face climbing leads to a ledge.

Pitch 4 (5.10c) An exposed pitch up a ramp leads to a belay. Finish with either *Kneewrecker Chimney* or the last pitch of *Ghostdancing*.

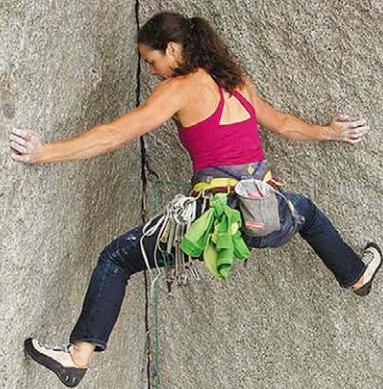
SR FA Colin Moorhead, Will Dorling, Nick Watts, 1994.

31 Jingus the Cat 5.10b ★★



This excellent pitch is on the left end of the wall and is well worth seeking out. It follows a pleasant finger crack along a right-leaning, right-facing corner. Face climbing past a bolt leads to an anchor on a ledge. Rappel off. A highly technical, 5.12a multi-pitch route (*Never-Never Land*—not described), continues from here.

SR to 2.5", 2 ea 0.6–1" cams (25 m) FA Scott Young, Jacquie Beaubien, 1986.



Jessica Caton, The Standard (5.12d), Squamish, BC
PAUL BRIDE

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ABOVE BELLYGOOD LEDGE

28 routes



A variety of quality climbs are scattered above Bellygood Ledge, the narrow cat-walk that runs across the Grand Wall at two-thirds height. This ledge is commonly used as an escape from *The Grand Wall* (the route), but can also be used to access some excellent, short multi-pitch climbs above. This area also includes a few single-pitch cragging zones which are located in the vicinity of the top of the Grand Wall and the First Peak on the Chief. The views from up high are fantastic and the featured stone on some of these routes is very special, making the long trip up well worth considering.

Conditions: All the climbs above Bellygood Ledge get afternoon sun. The upper corners of *Roman Chimneys* face north and get a bit of afternoon shade, but the lower pitches can seep. The Shelter has a unique cave micro climate and can be cool and windy even on hot summer days. No crowds.

Approach: Either climb a multi-pitch to Bellygood Ledge (*Grand Wall*, *Millennium Falcon*, et cetera) or hike up the First Peak Trail for 20 minutes or so. About 50 metres after passing the right-hand fork to Slhanay and Third Peak, watch for a fixed line on the slabby walls to the left of the trail. Climb the line and follow a weaving trail above, eventually reaching a long slab. Scramble to the top and follow a trail up and into the forest that traverses the slope to the end of Bellygood Ledge. To reach the Penthouse and Shelter, continue hiking up the First Peak Trail to a metal ladder bolted to the wall (30–40 minutes from the start). Continue hiking above the ladder for a couple of minutes and, when the trail veers right toward the upper summit slabs, go left into the forest. Traverse about 50 metres through the trees to find the start of a ledge system which runs directly above the Grand Wall (there is a small, memorial plaque at the start). Follow this sometimes exposed ledge to the Penthouse and down via a fixed line to The Shelter. For the Raven's Castle, hike to the First Peak and look over the edge. Bingo!

Bellygood Ledge Area



The first four routes are accessed via a trail up a short gully about 60 m south of the Bellygood Ledge start.

① The Golden Prince 5.11c ★★



Hike up for the second pitch. You won't be disappointed.

Pitch 1 (5.10d) Slab climb past bolts to tricky moves that access an arch. Undercling along it to a bolted anchor.

Pitch 2 (5.11c) Powerful, cranking finger locks lead through a golden bulge. A tricky crack switch above leads to a final, easy corner. Two, 30-metre rappels lead down. SR to 2nd FA *Colin Moorhead, Peter Winter, 2011*.

② Damn the Torpedoes 5.10c ★★



A good warm-up for *The Golden Prince*.

Pitch 1 (5.10c) Follow a right-facing corner to an undercling. Pull a bulge to a thin crack and a ledge belay.

Pitch 2–3 (5.9, 5.9) Layback an intimidating corner above. Follow flakes up right then back left to the top. SR FA *Alison Cerney, Kevin McLane, 2004*.

③ Shaved Bum 5.12a ★★★



A magnificent thin-crack testpiece. A very prominent line.

Pitch 1 (5.8) Climb a right-facing corner above the approach trail to access the base of a steep groove.

Pitch 2 (5.12a) The business. Climb the steep crack that splits the smooth, rounded face. Bring lots of TCUs.

Pitch 3 (5.10b) Follow the corner to the summit SR to 4", 3 ea 0.6–1" cams FA (p1) *Alice Purdey, Dick Culbert, 1965; FA (p2–3) Colin Moorhead, Kai Hirvonen, 1998; FCFA Colin Moorhead, James Laurie, 2001*.

④ Universal Key 5.11b ★★



Continue up the trail to a bolted groove. This route is a reasonable alternative to finishing *Millennium Falcon* via *Gold Medal Ribbon*.

Pitch 1 (5.10b) Follow bolts up open book feature, then out right and up to an anchor on the treed ledge.

Pitch 2 (5.10b) Follow a dyke into a shallow dihedral. A finger crack leads to another fixed belay.

Pitch 3 (5.11b) Finish with technical slab climbing up a featured dyke in a shallow groove. Walk off or rappel the route with a single, 70-metre rope.

Bolts, 1 ea 0.75–1.5" cams FA *Colin Moorhead, Nicholas Watts, Will Dorling, 2003–2011*.

ABOVE BELLYGOOD LEDGE



THE CHIEF



5 Millennium Falcon (Upper) 5.11a ★★★

The three pitches on *Millennium Falcon* above Bellygood Ledge are a fine outing on their own or when combined with another multi-pitch. Either finish on *Gold Medal Ribbon* or via *Stairway to Heaven* into *Upper Black Dyke*. *Millennium Falcon* pitch descriptions, rack information and first ascent names on pages 132 and 133.

6 Gold Medal Ribbon 5.11b ★★★

This amazing dyke slices across the face above the top 5.11a pitch on *Millennium Falcon*. To start, mantel onto

the upper headwall at a small, right-facing corner. Follow a dyke left then another (crux) back right toward the summit. To minimize rope drag, split this pitch using the original station down and left of the second dyke. Sloppy shoes and warm temperatures will make it desperate! Bolts (55 m) FA Colin Moorhead, Will Dorling, 1998.

7 Stairway to Heaven (Upper) 5.10b ★★

The portion of this route above Bellygood Ledge is a worthwhile outing in and of itself. Pitch descriptions, rack information and first ascent names on page 118.

8 Upper Black Dyke 5.10b (5.10c) ★★

The dyke's continuation above Bellygood Ledge provides a great option for finishing the *Grand Wall*. However, since the route follows a basalt dyke, the rock is less compact than on the surrounding walls. Please be cautious as fallen rock will likely hit *Exasperator*, hundreds of feet below.

Pitch 1 (5.10a, 30 m, 8 bolts) Spot the line! Climb the thick, black band above Bellygood Ledge to a steepening wall. At the top, watch for a bolted belay out right.

Pitch 2 (5.8, 45 m, 9 bolts plus optional gear) Move up the right edge of the dyke. At the second bolt, the route diverges. For the 5.8 option, move up and left to stay on the black dyke. A much bolder 5.10c variation launches right along a thin, quartzite dyke. Either way, the belay is below a roof to the right of the dyke.

Pitch 3 (5.10a, 45 m, 8 bolts) Pull over the roof (crux) to gain a ledge. Ramble up and left to skirt an overlap, then wander back right to skirt another. Gain a belay ledge with a bolted belay below a tree on the left.

Pitch 4 (5.10b, 25 m, 6 bolts plus optional gear) Ramble up the left side of the dyke before pulling through a tricky overlap just below the rim of the cliff.

Bolts, a few cams might be useful FA Greg Shannan, 1974; FFA Robin Barley, Gordie Smaill, 1974; FFA (p2 var) Sean Easton, Kevin McLane, 1996; Re-cleaned by Jeremy Frimer and friends, 2009.

9 Grand Finale 5.11a A0 (5.10d A0) ★★★

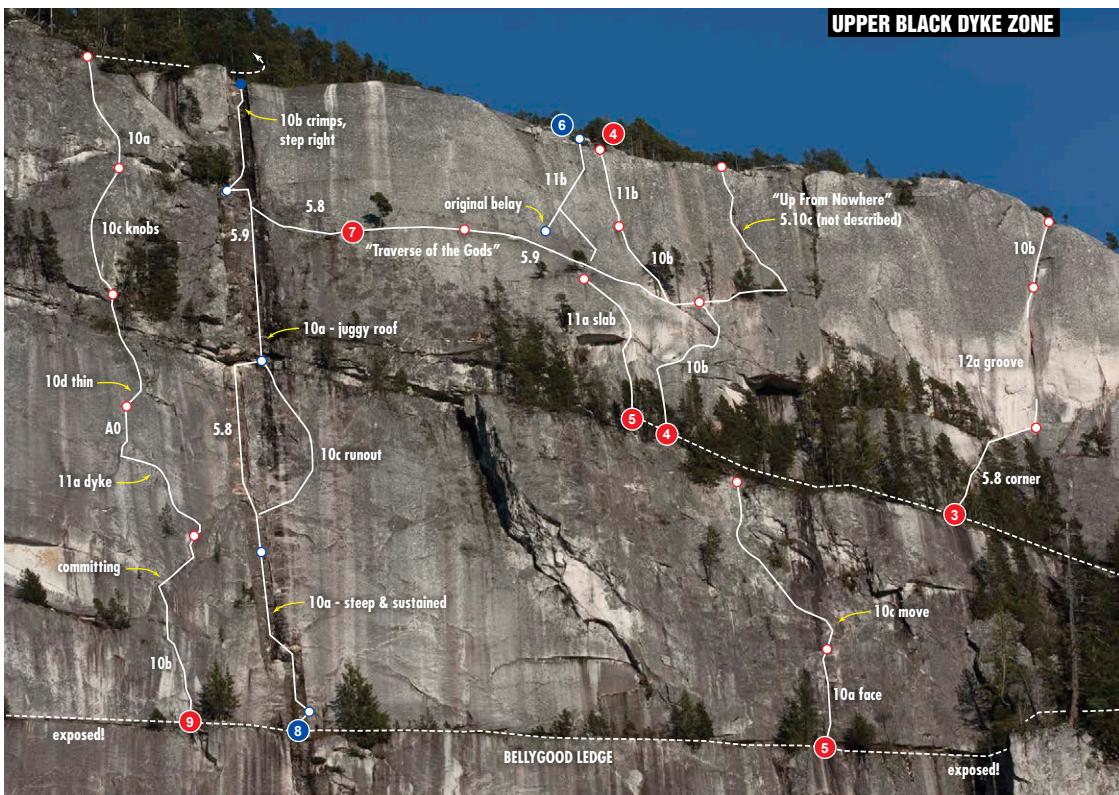
This excellent option for finishing the *Grand Wall* starts 15 metres left of *Upper Black Dyke*. Don't think, just go.

Pitch 1 (5.10b, 40 m) Face climb up into shallow, right-facing corners, avoiding an old station out left. At the top of the corners, make a committing move right across the wall, and continue up ramps to a nice ledge.

Pitch 2 (5.11a A0, 35 m) Step right and mantle up onto a thin edge, and follow it left and across a narrow pillar. Three moves of fancy footwork (5.11a or 5.10b A0) will take you across a horizontal dyke to a left-facing corner. At the top, a three-bolt ladder leads to the belay.

Pitch 3 (5.10d, 25 m) Thin face climbing leads past a small overlap. Stay left of a loose corner on nice edges up to the large, treed ledge.

Pitch 4 (5.10c, 35 m) Steep, knobby face climbing starts



on the right, then quickly traverses left around the arête. Arc up to the next anchor below the roof. If in doubt, climb to the left of the bolt line.

Pitch 5 (5.10a, 30 m) Climb through the smallest part of the roof into a pod. Easier face climbing leads to the top. Walk right to the top of *Upper Black Dyke*. The Chief decent trail is 40 metres straight back through the trees. SR to 1st FA (p1 to low anchor) Peder Ourom, Jim Brennan, early 1980s; FA (p2–5) Kris Wild, Kristina Weyer, Patrick Franz, 2011.

10 Roman Chimneys 5.11a (5.11d) ★★★

The original finish for *The Grand Wall* follows a series of left-facing corners and chimneys above an unmistakable boot-shaped flake midway up the face. It's a strenuous outing that adds more 5.11 climbing to the day, but shouldn't be missed by those up to the task. To approach, scramble up ramps left of the Bellygood Ledge belay on *The Grand Wall*. This accesses Dance Platform ledge and the start of the route near the left end. All anchors fixed.

Pitch 1 (5.11a) Scramble to the top of a large flake. Broken cracks lead to a difficult face crux past a couple of bolts. Belay left of the giant, boot-shaped flake.

Pitch 2 "The Boot Flake" (5.11a) Traverse right to the

Boot Flake then struggle up the wide crack to belay on a large chockstone in the chimney. Bring some 4" gear.

Pitch 3 (5.10d) Climb the chimney until possible to move left into a vague corner feature (bold). Follow this up to a horizontal fault and do a crazy belly-crawl back right to a ledge in the chimney and belay. It's much better (and safer) to climb directly up the chimney at 5.11d.

Pitch 4 (5.10b) Stay focused; the final left-facing corner is no cakewalk. At the top, hike up a break to the right past the Shelter and Penthouse to reach the First Peak Trail.

SR to 2nd, 2 ea 0.6–1.5" cams, 1 ea 4–5" cams FA Jim Baldwin, Ed Cooper, 1961; FFA Peter Croft, Tami Knight, Greg Foweraker, 1981; FFA (p3 direct) Peter Croft, Hamish Fraser, 1985.

The Penthouse



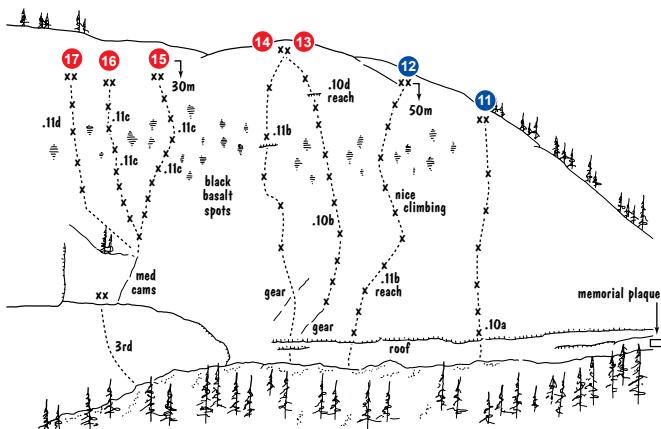
Routes are listed from right to left, as you approach them. Afternoon sun.

11 Mr. Ciechanowski 5.10a ★★★

Starts about 20 metres right of *The Trimark Years*. Pull through a fun roof then romp up an easier face.

6 bolts (25 m) FA John Howe, Jim Hegan, 1999.

THE CHIEF



12 The Trimark Years 5.11b ★★★

This fully bolted line has a crux at the third clip then fun climbing all the way to the anchors. Big reaches.
10 bolts (35 m) FA Peder Ourom, Anders Ourom, Val Fraser, Hamish Fraser, 1998.

13 Bad Religion 5.10d ★★★

Starts just right of the bottom of the ramp. Pass a small overlap low then move right and follow a heavily-bolted face to the top. Share the *Chickenhead Soup* anchor.
10 bolts, SR to 1.5" (40 m) FA Colin Moorhead, Will Dorling, 1998.

14 Chickenhead Soup 5.11b ★★

Start *Bad Religion*, but follow the left bolt and crack line.
5 bolts, SR to 2.5" (40 m) FA Colin Moorhead, Kai Hirvonen, 1998.

15 High Society 5.11c ★★★★

Climb a ramp on the left then into a crack. At its top, tackle the right-hand bolt line. Excellent face climbing!
9 bolts, 1 ea 1–2" cams (30 m) FA Colin Moorhead, Rich Wheeler, 1998.



16 Now with Wings 5.11c ★★★

Climb *High Society* to the top of the crack then up the highly featured face above. Weave your way through holes to a high crux.
8 bolts, 1 ea 1–2" cams (30 m) FA Colin Moorhead, 1998.

17 Forum 5.11d ★★★

Climb *High Society*, but at the ledge, move left up a thin crack and past bolts to an anchor.
4 bolts, SR (30 m) FA James Laurie, Colin Moorhead, 2001.

The Shelter



This amazing roof crag is unlike anything else in Squamish. Routes are listed from right to left.

18 Satisfaction 5.13c ★★★

The steepest route of the three starts near the back of the cave. Boulder up and right through an almost-horizontal ceiling. Shake out on the rail, because the sloping pinches above are intensely powerful.
8 bolts (20 m) FA Marc Bourdon, 2008.

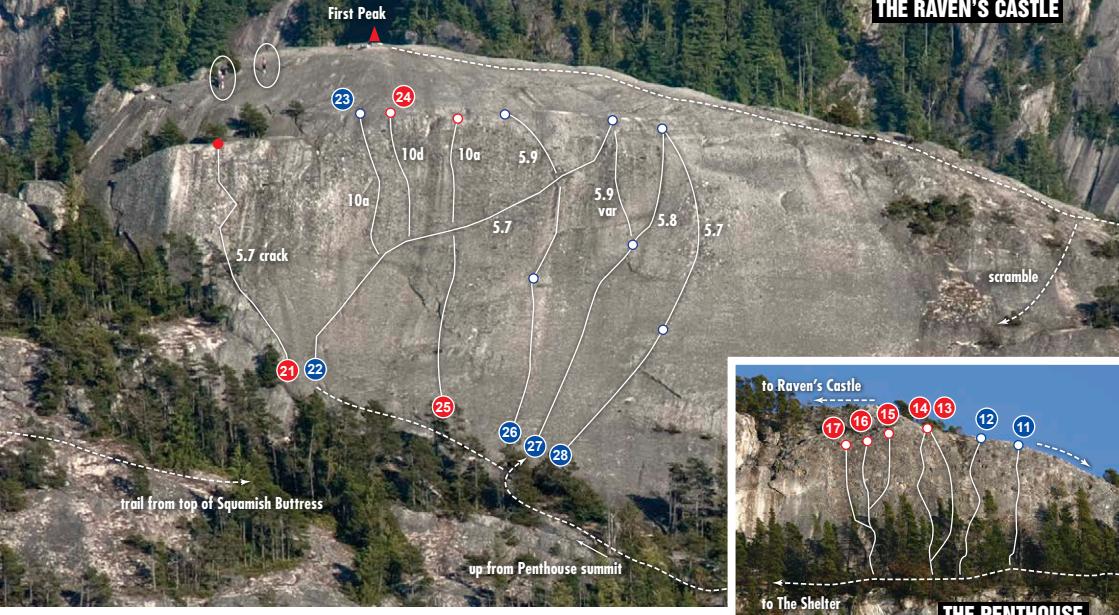
19 Sandstorm 5.13c ★★★★

Start just right of *Training Day* (the bolt in the roof is to redirect the rope for the belayer). A steep and brutal opening leads to a rest and a crimp crux through the roof. Don't celebrate yet—the moves onto the vertical wall above could easily spoil your redpoint burn.
8 bolts (15 m) FA Marc Bourdon, 2007.

20 Training Day 5.13b ★★★

Clip a bolt on the lip then launch into the first of three cool boulder problems. Murphy's Law states that the last will always be the hardest.
5 bolts (10 m) FA Marc Bourdon, 2007.

THE RAVEN'S CASTLE

**The Raven's Castle**

A nice selection of pleasant friction climbs are found on the west-facing summit slabs of the First Peak. It's possible to approach from below by scrambling through the forest above the Penthouse, but it's easier to find from above. Rappel or scramble around on the south end of the dome. Routes are listed from left to right.

21 Talking Crack 5.7 ★★

The only crack on the cliff climbs a short, steep wall on the far left side. Scramble to the base of a very easy, slabby flake to find a bolt belay. From here, wander up past a tree at the base of the crack. SR to 3.5" (20 m) FA Joe Turley, 1962.

22 Joe's Dyke 5.7 ★★★

This pleasant dyke traverse is a classic face climb.

Pitch 1 (2 bolts) Climb a smooth slab and belay at an overlap.

Pitch 2 (5 bolts) Follow the dyke across the wall.

Bolts FA Joe Turley, Jim Sinclair, 1978.

23 Ladies First 5.10a ★★

Start as for Joe's Dyke, but follow the left-hand line of bolts up the steep headwall.

8 bolts (40 m) FA John Howe, Jim Hegan, 2000.

24 Whatever 5.10d ★★★

Start as for Joe's Dyke, but at the belay move up and follow the right-hand line of bolts up the steep headwall. 6 bolts, SR to 1" (40 m) FA John Howe, Jim Hegan, 2000.

25 Welfare Daze 5.10a ★★

Climb easy flakes right of the opening slab on Joe's Dyke. Cross the dyke and climb directly to the top. 3 bolts, SR (50 m) FA Peder Ourom, Jim Brennan, 1982.

26 Slesse's 500 5.9 ★★★

Pitch 1 (2 bolts) This fun slab follows a couple of bolts past a right facing flake to a belay in a scoop.

Pitch 2 (6 bolts) Climb directly up to a dyke, cross Joe's Dyke and finish on the slab above.

Bolts FA Kevin McLane, Tony McLane, Barry McLane, 2009.

27 The Archer's Arrows 5.8 ★★

Pitch 1 (3 bolts) Climb directly up polished rock to a bolt belay at the left end of a slabby ramp.

Pitch 2 (3 bolts) Move up the obvious scoop.

Bolts FA Barry McLane, Tony McLane, 2009.

28 Flight of the Fledglings 5.7 ★★

Pitch 1 (2 bolts) The right-most bolt line leads to a belay in a dish above an overlap.

Pitch 2 (5 bolts) Follow bolts directly up the blunt prow.

Bolts FA Barry McLane, Tony McLane, 2009.

CACODEMON BOULDERS

12 routes

← 5.9 5.10 5.11 5.12 →



The beautiful forest below the Grand Wall is a world renowned bouldering destination, but it didn't start that way. For decades, the massive Cacodemon boulder was used as a training ground for aid techniques, and in the 1990s exceedingly bouldery sport climbs began to emerge. Today, these routes provide a stout challenge for climbers, and the moves are as unique as any found on the boulders below.

Conditions: All the climbs receive filtered afternoon sun of varying degrees. For sending, cool conditions are best with fall and spring being optimal. Routes take a couple of days to dry after rain.

Approach: From the climbers' parking lot, hike north on the paved road until it's possible to step over a guardrail and continue north on a gravel roadbed. Follow it toward Squamish and take the second major trail that breaks right into the forest. From the B.C. Parks signboard near the entrance, angle diagonally to the left through the trees and the massive Cacodemon boulder will quickly come into view.

Cacodemon



The first two routes are on the north side of the boulder and start in a near-horizontal roof.

1 Young Blood 5.13b ★★



Start out the roof but, when possible, go straight up and over the lip via a tough lunge. If you nail it, the slopy sequence above will likely send you earthbound. An extension to the top adds little to the overall grade.
5 bolts (10 m) FA Jim Sandford, 1991.

2 Bravado 5.13d ★★



Start as for *Young Blood*, but keep following bolts rightward to a brutal lip encounter and a crimp wall above.
8 bolts (15 m) FA Jim Sandford, 1991.

These climbs start in a roof on the west face.

3 Natural Reflex 5.13a ★★



Crank around the lip to a decent hold. From here, do a long rising traverse to the left and finish with a nasty boulder problem that gives the route its grade.
9 bolts (18 m) FA Carl Austrom, Randy Atkinson ("Seaside Misery", A3), 1978; FFA Jim Sandford, 1995.

4 Creepshow 5.13d ★★



Start as for *Natural Reflex*, but follow a bolt line up and right across the gently overhanging face. Originally graded 5.13c, repeats suggest this route might be harder, due to the very demanding nature of the technical cruxes.
10 bolts (15 m) PREP Jim Sandford; FA Marc Bourdon, 1998.

The next route starts up a spiked tree on the south face.

5 Permanent Waves 5.13d ★★★★



Climb the tree and traverse the ledge. From here, a tricky 5.12 sequence gains the aesthetic fin. Follow it to a very powerful and crimping boulder problem at the top.
10 bolts (18 m) FA Daryl Hatten, Carl Austrom ("Carl's Problem", A4), 1977; FFA Jim Sandford, 1993.

6 Dreamcatcher 5.14d ★★★★



Squamish's hardest route starts in a "room" formed by the boulders. To find it, walk through a tunnel right of *Permanent Waves*. A slab leads to a traverse right along a slopy rail. Finish with a brutal boulder sequence.
10 bolts (20 m) FA Chris Sharma, 2008.

7 Smell the Glove 5.14b ★★



Follow a diagonal line on the leaning boulder left of *Dreamcatcher*. Reach across the chasm to gain the face and execute a super bouldery sequence that heads right.
5 bolts (10 m) FA Ben Harnden, 2008.

Eleven-bolt Rock



Two good routes lurk on the west face.

8 Technical Ecstasy 5.13b ★★



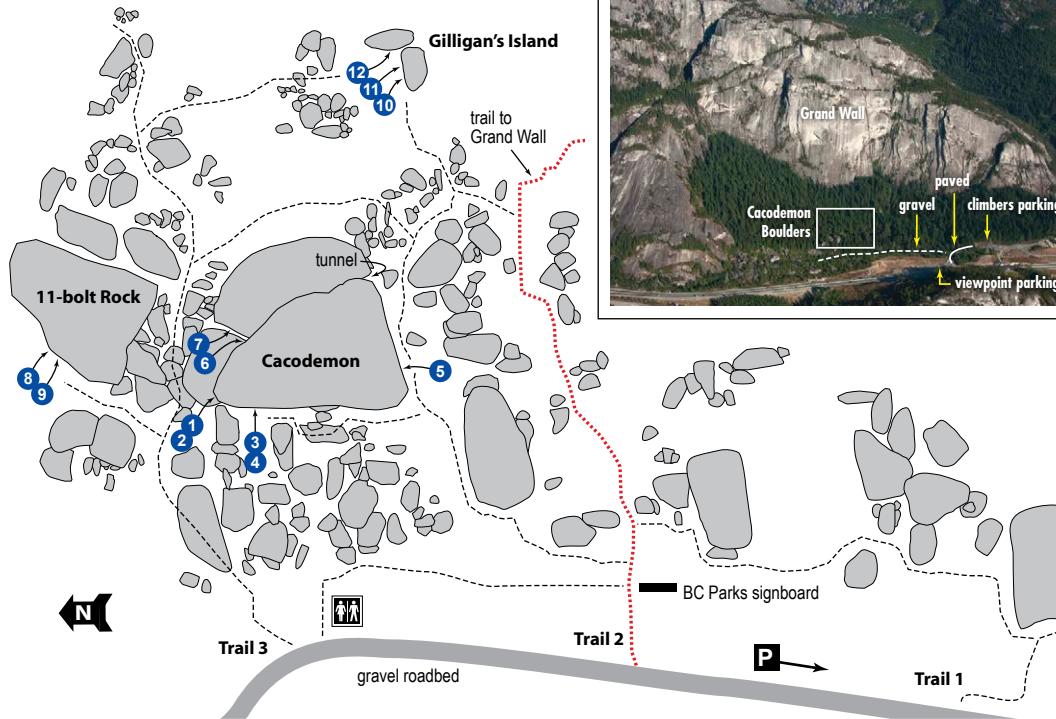
Intricate moves up smooth granite lead to a small roof.
8 bolts (15 m) FA Graham Barber and friends, 1969; FFA Jim Sandford, 1991.

9 Archives 5.12d ★★★



Climb the diagonal basalt intrusion, which is harder than it looks and features two distinct cruxes. Very popular.
8 bolts (15 m) FA Jim Sandford, 1991.

CACODEMON BOULDERS



Gilligan's Island

From the Permanent Waves side of Cacodemon, hike uphill toward the Chief, bearing slightly to the right to find two, adjacent medium-sized boulders.



10 Force of Habit 5.12d ★★

Start on a rail on the boulder's right side and crank up and left into the top of *Neurotica*. Short.

5 bolts (8 m) FA Jim Sandford, 1992.

11 Neurotica 5.13b ★★

Hard moves between small but incut edges lead up the left side of the boulder. Intense!
4 bolts (8 m) FA Jim Sandford, 1992.



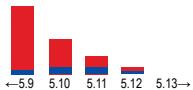
12 Straight Outta' Squampton 5.13d ★★★

On the boulder left of *Neurotica* is a line up a gently overhanging face. Some do it as a highball boulder problem.
5 bolts (7 m) PREP Jim Sandford, FA Jeremy Smith, 2005.



THE APRON

39 routes



10 min.

The Chief's Apron is a massive, triangular-shaped slab of rock that sweeps down from the upper reaches of the mountain. It hosts the greatest density of multi-pitch rock climbs in Squamish, and many of the routes are relatively moderate in difficulty. The slab is split by numerous corners perfect for technical laybacking, but the overwhelming feature on the Apron is the crystal-laden friction slab. Here, balance and tenacity are the rule, making this a great zone to unlock the nuances of granite face climbing.

Conditions: The Apron gets slammed by sunshine just before noon in midsummer, and the thin slab routes become increasingly desperate as the rock starts to warm. The routes that dry fastest are on the open slabs; most of the corner climbs tend to steep after rain. A visual inspection from the parking lot will usually provide enough information to make a calculated guess about the state of each route. The last bit of *Diedre*, however, does seep a bit and this is not visible from below.

Approach: A large gravel parking area is located at the intersection of Highway 99 and Mamquam Forest Service Road. From here, the approaches vary depending on your climbing goal. *Slab Alley* is reached by taking the Apron Connector (the gravel trail that leaves the southeast corner of the parking lot) toward the Grand Wall. The routes on the **Lower Apron** are also accessed off the Apron Connector, and are easily reached by scrambling above the trail 60 m south of the toilet.

To reach *Snake*, *Diedre* and all the other climbs in the **Central** and **South Apron** zones, take the approach trail directly uphill from the toilet. It zigzags toward the wall before trending left along the rock, eventually reaching a slabby, third-class V-groove that cuts up and right to a ledge and the start of *Snake*. For *Diedre*, continue right along this ledge then slightly downhill into the trees arriving at a short rock step. Above, the trail remains steep and scrambly. Continue uphill, eventually bearing to the right through trees to reach the base of the slab that marks the start of *Diedre* and the surrounding climbs.

To approach the **North Apron** routes, exit the parking lot onto Mamquam Forest Service Road. Walk east, away from the highway, and watch for the signed “Rock On” trail that enters the forest on the right just beyond the parking lot. The trail weaves uphill, eventually contouring close to the cliffline. This is the approximate location of the start of *Calculus Direct*.





THE CHIEF

LOWER APRON



Lower Apron



For a full Apron experience, it's mandatory to start via this low-lying slab, which handily eliminates the hike to Diedre and the surrounding climbs. If you combine a Lower Apron climb with an Apron route, an Upper South Apron route and The Ultimate Everything, you get the longest multi-pitch in Squamish. All climbs start just above the Apron Connector trail.

1 The Bottom Line 5.9 ★★

The right-most route on the slab has a start marked by a slanting crack with a cedar tree near the base.

Pitch 1 (5.9, 3 bolts) Ascend angled cracks to an overlap. Surmount it then face climb to a nice belay stance.

Pitch 2 (5.9, 3 bolts) Slab climb to a ledge and a tricky face above. Easier climbing leads to a belay below a bulge.

Pitch 3 (5.8, 3 bolts) Follow bolts up and right to the trees. A 5.11a variation moves out left and up to the trees. Bolts, SR to 1.5" FA (plus var) Brian Finestone, Anthony Cabal, 1998.

2 Mickey Mouse 5.10d ★★

If the other routes are busy, consider this option.

Pitch 1-2 (5.10d, 5.10a) Follow a scrubbed path up the centre of the slab.

Pitch 3 "Mighty Mouse" (5.11a, 6 bolts, 12 m) Boulder up a corner and exit it via a cruxy mantel to the anchors. Bolts FA (p1-2) Peter Charak, Joe Turley, 1979; FA (p3) Brent Nixon, Drew Brayshaw, Sandra Lostritto, 2002.

3 Rambles 5.8 (5.10a) ★★★

This route features pleasant, moderate climbing with short cruxes, and provides excellent access to the Diedre area. All anchors are fixed.

Pitch 1 (5.7, 30 m) Climb easily to the top of a shallow groove. Make a face move past a bolt then pad up easier slab to the anchor at the base of a diagonal crack.

Pitch 2 (5.7, 30 m) Foot traverse easily along the crack then switch to a hand traverse through a bulge. A few face moves lead to the anchor.

Pitch 3 (5.7, 20 m) Ramble upward past bolts on featured rock to the base of a final, steep headwall.

Pitch 4 (5.8, 10 m) Two finishes are possible. Move up and right on a slab then hand traverse steeply left on a horizontal shelf (5.8), or climb a slightly overhanging crack for four metres (5.10a) to reach the same belay.

Bolts, SR to 3" FA Jeremy Frimer, George Corbett, Cyrus Eduljee, 2012 (shares portions of "Crystal Burst"—FA Ed Seedhouse, Hamish Fraser, 1979)



SLAB ALLEY START

South Apron

This area consists of a variety of friction climbs that weave around islands of trees and ledges. The exposure is quite minimal, and the routes are very low angle. Consider these climbs good alternatives to Driedre.

The first two routes are accessed by hiking southward along the Apron Connector trail. When it curves close to Highway 99, watch carefully for an "Apron Connector" sign and a left-hand branch that heads uphill through brush to boulders (a second trail enters the brush about 50 metres beyond, eventually joining the first trail). Continue up through the boulders for a few minutes, and look for a left-hand branch that goes into the brush. Follow this for about 50 metres, then ascend a slab past three wooden power poles and a treed ramp to reach the start of the climbs.

④ Slab Alley 5.8★★★

This line weaves up the face very close to the slabby walk-off on the southern end of the Apron. It consists of moderate yet runout slab, with short sections of difficulty.

Pitch 1 (5.7, 35 m) Climb a corner on the left (5.6, often damp) or an unprotected slab (5.7) to a tree at the base of a steep wall and crack. Step up and right (5.7 move) to a bolt, then follow a slabby ramp that leads right and up to a bolt belay at a stance beneath an overlap.

Pitch 2 (5.8, 35 m) Make two tricky "step up" moves past bolts then climb left along a seam past more bolts. Follow the crack to a bolt belay at a down-hanging tree.

Pitch 3 (5.8, 45 m) Go back right along the crack for a few metres, then up and left into a groove with shallow potholes. Follow it up past a bolt, then past another three bolts at a steeper section to a bolt belay at a ledge.

Pitch 4 (5.7, 60 m) Mantel then climb left past a bolt to a large groove, the "Elephant Steps". Follow this and belay at a stout tree on the left or in the flake/crack behind it.

**DRIEDRE-BANANA PEEL START**

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Pitch 5 (5.7, 65 m) Climb an easy groove to a bolt, then follow slabs up and eventually left into a prominent crack and groove. Up it past a shrub (optional belay), then past another bolt to a fir in a pothole and a bolt belay.

Pitch 6 (5.7, 60 m or 5.8, 50 m) Traverse left along a cleaned streak (5.7) then finish up Banana Peel. Alternatively, go easily up, a bit right and then back left to a bolt. Straight up past two more bolts to Broadway Ledge. The original route finished up Boomstick Crack.

SR to 2nd FA Jim Baldwin, Tony Cousins, 1961; FFA Unknown; Restored 2009–11.

⑤ Pineapple Peel 5.9★★

This route weaves up the face between Slab Alley and Banana Peel, and is climbed in combination with one (or both) of those routes. Route finding is more involved than on Slab Alley, and the cruxes aren't as well protected. Pineapple Peel wanders somewhat, so even if you have a long rope, shorter pitches make the most sense.

Pitch 1 (5.9, 50 m) Climb the first half of pitch one on Slab Alley. Instead of going right, climb the tree and flake behind it, stemming between the two. Muscle up and left for a few moves onto easy terrain. Go left to a tree, then up to a bolt belay at the end of Slab Alley pitch two.

Pitch 2 (5.8, 20 m) Traverse left along the easy crack to a point directly below a groove and crack with shrubs in it, about one pitch above. This is about half way from the Slab Alley belay to the tree bay on Banana Peel.

Pitch 3 (5.8, 50 m) Follow a cleaned streak back and forth past two bolts, eventually going left into the treed groove. A bit runout, but not serious.

Pitch 4 (5.9, 30 m) Follow the groove past trees to a spicier 5.9 slab move to a large tree ledge. If you feel confident leading Sparrow or Snake, you should be fine with this.

Pitch 5 (5.7, 60 m) Move up and a bit right from the ledge to a bolt, then zig zag up a slab and into a small corner with a nice cedar. Continue up the corner to its end, then right into the fifth pitch of Slab Alley. (Alternatively, move left into Banana Peel.)

SR to 2nd FA Terry Rollerson, Frank Bauman, 1969; Restored 2009–11.

The remaining routes all start in the vicinity of the Driedre base. See the approach directions in the Apron introduction. Routes are listed from right to left.

⑥ Banana Peel 5.7 TOP 100

This pleasant Apron excursion is slightly easier than Driedre and much more varied, making it a good introductory route. Some of the easiest pitches are runout, but the crux pitch protects well. This route dries fast after storms.

Pitch 1 (5.4) Where the approach trail emerges from the forest, wander up a low-angle slab to a horizontal break.

Foot traverse right to the white birch trees and belay.
Pitch 2 (Easy 5th) Continue along the ledge and follow it down a curving crack to a tree bay. (A good but runout variation climbs above the birch trees across 5.7 scoops.)
Pitch 3 (5.5) Stem off a tree then climb a short slab to a tree ledge above. This is where the real climbing starts.
Pitch 4 (5.7) Wander up the slab above the trees. Move right to a bolted crux, climb back left to a corner, surmount a bulge then make a polished traverse left to a tree.
Pitch 5 (5.4) Move left to a prominent flake and follow it up into a groove. Build a gear belay above the small tree.
Pitch 6 (5.7) Pull onto the slab beside the belay. Wander diagonally right into the corner then back left to trees.
Pitch 7 (5.4) Continue up and into a polished water runnel. Follow it up to a good flake crack and belay.
Pitch 8 (5.4, 55 m) A long pitch leads to the top.
SR to 2ⁿ FA Dan Tate, Barry Hagen, 1965.

⑦ One Scoop with Delicious Dimples 5.10c ★★



This technical and sustained slab route takes a challenging line that crosses *Sparrow*. Its plethora of bolts and convenient location 25 metres right of *Diedre* tempt many.

Pitch 1 (5.10b, 40 m) A tricky, bolted slab crosses the white birch tree ledge. Belay on a higher ledge.
Pitch 2 (5.10c, 50 m) Follow bolts up left into a sustained scoop. Smear up the slab using small features to reach the *Sparrow* traverse. Belay here or continue above the trees past a bolt to belay in a horizontal crack (rope drag).
Pitch 3 (5.10b, 45 m) Good, sustained face climbing follows bolts up the slab just left of *Sparrow*. Belay on a nice ledge above.
Pitch 4 (5.10c, 50 m) Grainy slab climbing leads to wickedly smooth glacier polish. There are just enough "dimples" on the slab to get by.

Pitch 5 (5.7) Fly up the final, easy slab to join *Banana Peel* and finish on *Broadway Ledge*.

Bolts, SR to 1.5ⁿ FA Robin Barley, Judy Komori, Nick Watts, 2003.

⑧ Sparrow 5.9★★

This diverse and interesting climb weaves an interesting line with lots of tricky 5.9 climbing in a variety of styles.

Pitch 1 (5.8) Climb the initial slab of *Banana Peel* to the horizontal crack. Continue up and right across an open slab, past a lone bolt, and belay by a little "bonsai" tree.
Pitch 2 (5.9) Climb straight up past another bolt, then move either left (5.9) or straight up (5.10b) to a high tree.
Pitch 3 (Easy 5th) Downclimb the ramp to a tree belay.
Pitch 4 (5.9) Climb a diagonal crack above and right of the tree to some cruxy, thin slab moves to a ledge.
Pitch 5 (5.9) Move left along the ledge then wander up a slab past bolts to belay at a bolt and gear anchor up high.
Pitch 6 (5.8) Traverse left to a small, right-facing corner

and layback to its top. Traverse left then smear up the slab past bolts to belay at the start of a left-facing corner.

Pitch 7 (5.6) Climb the left-facing corner for about 20 metres then break right onto a white slab.
SR to 2.5ⁿ FA Terry Rollerson, George Loset, 1970.

⑨ Over the Rainbow 5.9★★★

One of the easier friction routes on the Apron forges a slabby path up the face between *Sickle* and *Sparrow*. It provides sustained, quality climbing in the 5.8 to 5.9 range and is very popular. However, small runouts between bolts keep it exciting for the grade.

Pitch 1 (5.8) Cruise the easy slab of *Banana Peel* to the horizontal crack. Smear straight up past bolts to a belay.
Pitch 2 (5.8) A tricky, steep bulge leads to broken cracks.
Pitch 3 (5.9) Face climb up the slab beside *Sickle*. Surmount an overlap by a small tree and head right. The crux passes a bolt below the right end of the tree ledge.
Pitch 4 (5.9) Bolted slab climbing leads to a crescent-shaped arch. Turn it at the apex (5.10b) or deke around to the left (5.9). Continue to a bolt belay on a thin ledge.
Pitch 5–6 (5.9, 5.6) Climb the final 58-metre slab to *Broadway Ledge* in one pitch or two.
Bolts, SR to 2ⁿ FA Kevin McLane, Susie Beliveau, 2004.

⑩ Sickle 5.9★★

This route follows a right-facing dihedral. The face crux mid-climb is challenging and somewhat spooky, but is easily avoided by using a bolt on *Over The Rainbow*.

Pitch 1 (5.7) Start as for *Diedre*. Climb that route to the top of the first pitch.
Pitch 2 (5.7) Move right to a tree and climb a long corner above. Build a gear belay near the end of the arch.
Pitch 3 (5.9) Climb a short pitch of cruxy slab to a forested ledge. Walk to its left end to start the next pitch.
Pitch 4–5 (5.7, 5.6) Climb a right-facing corner in two pitches, trending right toward *Sparrow* at the top.
SR to 2ⁿ FA Bob Woodsworth, Ashlyn Armour Brown, 1962.

⑪ White Lightning 5.10c TOP 100



This legendary friction route wanders up slabs right of *Diedre*. The cruxes are sustained and thin, and some of the pitches have noteworthy runouts. This route is a proud "tick" by those capable and delivers a good adrenaline rush to all but the most seasoned slab climbers.

Pitch 1–2 (5.7, 5.6) Climb the first and second pitches of *Diedre*. Belay at the base of the long, right-facing corner.
Pitch 3 (5.9) Move up right to the open slab and climb boldly, with no pro, to a belay under a small overlap.
Pitch 4 (5.10b) Move left and up to the long arch, then crank onto the slab above. Smear past bolts then traverse right to a belay.