

SOUTH APRON



THE CHIEF

Tommy Caldwell, Dancing in the Light (5.11b)

ANDREW BURR

Pitch 5 (5.10c) Thin friction climbing leads up left then back right to a belay by the arête.
Pitch 6 (5.9) Climb the enjoyable, well-protected arête.
Pitch 7 (5.8) Climb leftward across the slab into *Diedre* and finish for that route.

Bolts, SR to 2nd FA Gordie Smaill, Steve Sutton, Paul Piro, 1973; FA (p 6–7) Dean Hart, Ed Spat, 1990.

⑫ Diedre 5.8 **TOP 100**

This tremendously popular climb ascends a shallow, right-facing dihedral just right of the steep, central slab on the Apron. The friendly angle, pleasant climbing and clean rock attract the masses. Have an alternative ready. All belays are fixed facilitating quick retreat in the rain.

Pitch 1 (5.7, 55 m) Wander up the low-angle slab to a horizontal break. Face climb up to a crack, follow it upward then make a horizontal traverse across the face to the left. Cracks lead to a bolt anchor on a good ledge.

Pitch 2 (5.6) Make an unprotected traverse up and left across glacier-polished rock to the base of the corner.

Pitch 3–4 (5.8, 5.8) Two pitches of superb laybacking shoot up the obvious corner feature.

Pitch 5 (5.6) The angle in the corner kicks back.

Pitch 6 (5.8) Easier climbing leads to a tricky exit bulge into the forest. This last bit can be a tad slow to dry.

SR to 2nd FA Jim Baldwin, Jim Sinclair, 1962; FFA Bob and Glenn Woodsworth, 1962.

Upper South Apron

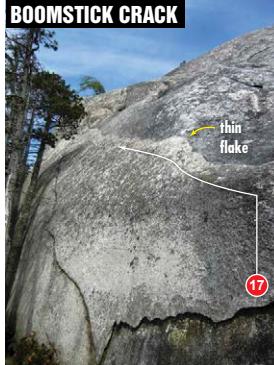


This inviting, clean slab has a number of worthwhile climbs located above and right of the top of Banana Peel. These routes make good choices for continuing up to Squamish Buttress or for extending a fine day of friction climbing on the slabs below.

⑬ Pig Dogs on Parade 5.8★★★

Pitch 1 (5.8, 2 bolts) Climb rightward across the sparsely bolted slab and up to an anchor.

BOOMSTICK CRACK



ONE SCOOP START



Pitch 2 (5.10a, 4 bolts) Although the original second pitch moved left into *Question of Balance*, the best option is to finish on *Dances With Pigs*, a good 5.10a pitch directly above. Easy slab leads into the forest.

6 bolts total FA Dan Whelan, Patrick Simmons, 1980; FA (*Dances with Pigs*) Mitch Thornton, Nola Stewart, 1995.

⑭ A Question of Balance 5.9★★

Pitch 1 (5.9, 3 bolts) Forge up the runout slab left of *Pig Dogs on Parade*. Look carefully for the bolts!

Pitch 2 (5.8, 3 bolts) Finish on the original line by climbing to the left, or finish on *Dances with Pigs* by moving up and to the right.

6 bolts total FA Anders Ourom, Peter Pearl, 1977.

⑮ Granville Street 5.8★

This is the treed groove that forms the left edge of the slab. It is commonly used as a descent route via a number of convenient bolt anchors.

Pitch 1 (5.6) Start by *Boomstick Crack* and make some friction moves up right to reach a groove. Continue easily up this feature past many small trees to a belay.

Pitch 2 (5.8) Move left at the top past a bolt then continue up to a tree anchor. Wander up into the forest. SR to 2nd FA Jim Baldwin, Ken Baker, 1961.

⑯ John 3:16 5.10c ★★



From the start of *Boomstick Crack*, go up and slightly right before trending back left following sparsely-placed bolts. This is an “exciting” pitch.

Bolts (55 m) FA Sidney St. Louis, M. Davis, 1987.

⑰ Boomstick Crack 5.7 ★★★★



This unique pitch follows a very thin exfoliation flake across the steepish wall and starts about ten metres right of *Banana Peel*'s finish.

Pitch 1 (5.7) Crank a tricky move over a polished bulge to reach the sharp, super thin flake. Climb diagonally up and to the left to eventually reach a tree belay.

UPPER SOUTH APRON



Pitch 2 (5.5) A short pitch leads into the forest.
SR to 3.5" FA Jim Baldwin, Jim Sinclair, Paul Neilson, 1961.

Central Apron



This huge swath of steep, slabby rock dominates the middle of the Apron and is home to some of its hardest routes. The thin corner of Snake forms the left edge of the zone and Diedre forms the right. Approach as for Snake, described in the Apron introduction.

18 Dancing

in the Light 5.11b TOP 100



This thin face climb is a popular rite-of-passage that ascends a white streak on the far right side of the central slab. As is often the case on the Apron, it features significant runouts on the lower pitches, but as the angle rears up the bolts get closer together. Controlling the voices in your head on the lower pitches is the real challenge. Start by climbing easily to a ledge, up and right of the start of the first pitch on *Snake*.

Pitch 1 (5.10c, 3 bolts) Two bolted lines ascend the slab. Take the line on the right directly up to chain anchors.

Pitch 2 (5.10b, 3 bolts plus gear) Move right to a gear-

protected corner. A tricky move leads out right and onto the slab. This is followed by friction climbing past sparsely spaced bolts to an anchor.

Pitch 3 (5.10b) Continue straight up the slab. Runout.

Pitch 4 (5.11a, 50 m) The slab gets steeper and thinner. Break this pitch in two at a midway stance if necessary.

Pitch 5 (5.11b) Surmount a steep bulge above the belay ledge protected by an RP and TCU (look carefully for the slots). Finesse the route's crux on the slab above.

Pitch 6 (5.9) Easier climbing ends at chains.

Pitch 7 (5.5) Pad up to Broadway Ledge.

Bolts, RPs, 1 ea 0.5" & 1–1.25" cams FA Dave Jones, Don Serl, 1986.

19 Dream On 5.12a ★★★



One of the Apron's oldest testpieces weaves up the middle of the sweeping, central slab. The crux bulge is hard, but well protected, however there are significant runouts on the easier pitches below. This route crosses a variety of other bolt lines, so caution with route finding is advised. An excellent link-up, *Dream Symphony*, climbs the first three pitches of *Dream On* to a linking traverse above an overlap on the fourth pitch into *Unfinished Symphony*. Either way, start off the *Dancing in the Light* ledge.

Pitch 1 (5.10c, bolts) Climb the right-most bolt line as per *Dancing in the Light*. Belay at chains on a ledge.

Pitch 2 (5.10a) Traverse left along the ledge and climb a short arch. Finish up a bolted face to a scoop in the slab.

Pitch 3 (5.10d) Take the left-hand line of bolts out of the scoop, pressing past a hard crux right above the anchor.

Pitch 4 (5.10b) Move over a small roof. Up to the anchor.

Pitch 5 (5.11c) Steep, thin friction climbing above the belay leads up and right to an anchor. Belay here, or make a bold, rightward traverse to another anchor.

Pitch 6 (5.11a) Continue directly above on a steep slab.

Pitch 7 (5.12a) The crux bulge has a few desperately thin moves that are well-protected by closely-spaced bolts.

Pitch 8 (5.9) The angle kicks back to Broadway Ledge.

Bolts, SR to 2.5" FA (p1-4) Scott Flavelle et al, 1976; FA (to Broadway) Carl Austrom et all, 1981; FFA Scott Flavelle, Dean Hart, 1984.

20 Dirty Little White Boys 5.12a ★★★

This route tackles an ever-steepening slab that sweeps up the face next to *Unfinished Symphony*. Two, three-pitch starts are shown on the topo, and of these *Edgehog* is likely best. Either way, the upper wall is where the action is, and it holds some of the hardest slab pitches on the Apron.

Pitch 1 (5.10b) Begin on a ledge below a line of bolts, just above the initial 10-metre start of *Snake*. Climb straight up into the trees. If you start on the ground, you need a 70-metre rope, otherwise a 60-metre will reach the tree ledge. Alternatively, climb *Edgehog*, which follows the slab right of the pitch one belay on *Snake*.

Pitch 2-3 (5.10b, 5.10b/c) Two more pitches of friction finish at the tree belay below the steep, upper corner of *Unfinished Symphony*. *Edgehog*, to the right, is less runout.

Pitch 4 (5.11c) Up the steep slab parallel to the corner. Belay beside a flake. Runouts increase from here on up.

Pitch 5 (5.11b) Move right across the flake to an open slab then smear and edge up to the next anchor.

Pitch 6 (5.12a) The crux pitch parallels *Dream On*. Some feel that it's harder.

Pitch 7 (5.10c) Continue above to the *Unfinished Symphony* traverse and the top of the slab.

Bolts FA Rolf Rybak, Ian Christiansen, Dave Jones, 1986–1991; FA (*Edgehog*) Robin Barley, Judy Komori, 2004.

21 Unfinished Symphony 5.11b ★★★★

This route follows an unmistakable, right-facing dihedral up the left side of the steep, central slab. Although it bears some resemblance to *Snake* and *Diedre*, the climbing is steeper and much more difficult. Expect very technical laybacking and teeth-gritting slab climbing near the top. Small offset cams are useful, but not mandatory.

Pitch 1 (5.7, 5.7) Climb the first two pitches of *Snake*. Belay at a tree at the very top of the corner.

Pitch 2 (5.9) Move up to the steep wall and traverse around it on the right. Follow corners up to a high tree ledge and belay.

Pitch 3 (5.10a) Follow the corner to another tree ledge below the steep, upper wall.

Pitch 4-5 (5.10d, 5.10d) Two pitches of very technical corner climbing lead to the top of the dihedral. Quality.

Pitch 6 (5.11b) Clip a bolt above the station and do a difficult mantle around the arête. Finish on a thin, bolted slab.

Pitch 7 (5.7) Easy climbing leads up to Broadway Ledge. Bolts, SR to 3", RPS, 1 ea 0.6–1" cams FA (p1-3) Jim Baldwin, Hamish Mutch, 1962; FA (to Broadway) Fred Beckey, Jim Sinclair, 1967; FFA Peter Croft, Tami Knight, 1979 (or possibly Ed Drummond earlier).

22 Teetering on the Brink of Madness 5.11b ★★★★

This awesome friction climb follows a slabby arête on the right side of the *Snake* slab. The position is excellent and the climbing is thin and tenuous.

Pitch 1-2 (5.7) Approach as for *Snake* and climb pitch two to the anchor at the end of the cruxy dyke traverse.

Pitch 3 (5.8) Climb to the tree above and belay.

Pitch 4 (5.11a) Cruise up a long crack above the tree, tighten your shoes, then smear past bolts to an anchor.

Pitch 5-6 (5.11a, 5.10d) Two pitches of thin friction weave their way up the slabby arête.

Pitch 7 (5.11b) Join *Unfinished Symphony* for a final, crux pitch of very thin friction climbing past bolts. Traverse right to Broadway Ledge.

Bolts, SR to 2" FA Carl Austrom, Bruce MacDonald, Jean McRae, 1984.

23 The Crossing 5.11d A0 (5.12d) ★★★★

This route breaches the large, open slab right of *Snake* and features sustained, well-protected friction climbing. The runouts are minimal, but you'll need feet of steel for the sustained footwork. Approach through the forest above the toilet as for *Diedre* and *Snake*, but instead of scrambling up the V-groove from the base trail, continue hiking left and look for a fallen tree across the base of a slab.

Pitch 1 (5.11b, 30 m, 8 bolts) Forge up the very technical slab above the fallen tree. A harsh warm-up.

Pitch 2 (5.10b, 20 m, 3 bolts) Climb to the tree ledge.

Pitch 3 (5.10d, 50 m, 11 bolts) Delicate face climbing leads to a belay below the left end of the *Snake* traverse.

Pitch 4 (5.11a, 25 m, 7 bolts) Cross the *Snake* traverse and follow bolts to a belay in a scoop.

Pitch 5 (5.11d, 35 m, 10 bolts) Move right than follow bolts to a very thin and sequential section of steep slab.

Pitch 6 (5.11b, 30 m, 9 bolts) Pass a bulge on the right.

Pitch 7-8 (both are 5.11a, 30 m, 7 bolts) A direct line leads to the steep headwall.

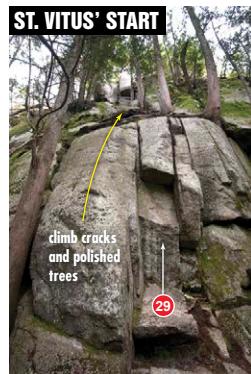
Pitch 9 (5.12d or 5.9 A0, 10 m, 5 bolts) A very bouldery mantel cranks onto the upper slab. Easily aid if necessary.

Pitch 10 (5.10a, 25 m, 6 bolts) An casual slab finishes in the trees at the top. Traverse Broadway Ledge to descend.

Bolts, 1 ea 0.6–1" cams FA (p1-2) Jeff Thomson, Glenn Payan; FA (p3) Jeff Thomson, Patch Hammond; FA (p4–8 & 10) Jeff Thomson, Jeremy Blumel; FCFA & FFA (p9) Marc Bourdon, Jay Audenart, 2001.

CENTRAL APRON





24 Snake 5.9 ★★★★



This route is an area classic that has a solid reputation for quality climbing. The heart of the line follows a shallow corner system that's a step up in difficulty from *Diedre*, and features thin, technical laybacking. The last couple of pitches seem after rain so exercising restraint is advised. Approach above the toilet as per the Apron introduction.

Pitch 1 (5.7) From the left side of the ledge above the V-groove, scramble up and make a 5.7 move left to a bushy ramp. Follows this feature up and leftward to a small corner. Climb easily to trees at the base of the dihedral.

Pitch 2 (5.7, 55 m) Climb the dihedral above the forested ledge. When possible, move left onto the face and follow cracks up to an unprotected dyke traverse (5.7 move) and a bolted anchor.

Pitch 3 (5.9) Traverse across the wall to a forested ledge. Two variations are possible. The first face climbs horizontally and the second moves up a small crack to a bolt before traversing to the left and stepping back down.

Pitch 4 (5.9) Climb the corner above the forested ledge. The hardest moves are directly below the next belay ledge.

Pitch 5 (5.9) Continue up the dihedral to a ledge below a steep wall. Hand traverse right along this ledge past a tree to a crux and an anchor hidden around the corner.

Pitch 6 (5.7) More laybacking leads to the forest above. Finish by trending left across open slabs to the deep, loose gully below Memorial Ledge. Scramble up this gully then traverse off Broadway Ledge to descend.

SR to 3rd FA Richard Willmott, Peter Botta, 1962.

The North Apron



As you move northward along the Apron, the face steepens and becomes split by a number of strong crack lines, which are fast drying and generally offer an excellent experience in wide jamming. These unique routes keep company with a few noteworthy friction slabs that preside between the fat cracks.



This is an excellent, well-protected slab climb that travels through some interesting features and holes. The moves are technical and sustained, and the climb is entirely bolted to the base of the sixth pitch. Approach through the forest above the toilet as for *Diedre* and *Snake*. At the V-groove, continue hiking leftward along the cliff base past the start of *The Crossing*, and watch for a rough path that breaks right from the main trail. Traverse along a couple of fallen cedars, follow a vegetated ramp up to the slab then do a short, third-class traverse left to the start.

Pitch 1–2 (5.10c, 5.10b) A cleaned streak through a slight bulge moves up and left from the belay. When possible, take the right-hand bolt line. A second, thin pitch of friction leads up and right across the slab from the anchor.

Pitch 3 Choose between a direct line through holes above the anchor (5.11a–Buckets Ahoy) or a left-hand variation (Dustdevil Traverse–5.10b) to gain a forested ledge. At this point, it's possible to link into *Snake* to finish.

Pitch 4 (5.10c) Climb an interesting and very technical arête above the forested ledge.

Pitch 5 (5.9) Move right through a corner then negotiate a somewhat runout slab to base of the next pitch.

Pitch 6 (5.10c) Jam up an overhanging corner crack.

Pitch 7 (5.9) Easier friction climbing gains the upper slabs in the vicinity of *Snake*.

Bolts, SR to 3.5" FA Colin Moorhead, Will Dorling, Nick Watts, 1996.

26 Baseline Direct 5.10c ★★



This bolted slab is a good but tricky alternate start to the routes above Baseline Ledge. Approach as for *Whirlwind*.

Pitch 1 (5.10c) Climb *Whirlwind* pitch one, but when possible, take the left-hand bolt line.

Pitch 2 (5.10b) More friction climbing leads up to a small overlap.

Pitch 3 (5.10b) A tricky traverse moves left to Baseline Ledge and the start of the wide *Vector* crack.

Bolts, SR to 2.5" FA Will Dorling, Nick Watts, 1995.

27 Whirling Dervish 5.11d ★★

This route is a great continuation of *Baseline Direct*.

Pitch 1 (5.11d, 45 m, 13 bolts) From the final traversing pitch on *Baseline Direct*, climb directly up the slab right of *Vector* past many bolts. Watch the rope drag.

Pitch 2 (5.11c, 28 m, 8 bolts) Climb the steep arête right of the final crack on *Evergreen State* (not described) to a belay. Either do a double-rope rappel from here or traverse left to finish on *St. Vitus' Dance*.

Bolts FA Jeff Thomson, Jeff Hunt, Jeremy Blumel, 2002.

28 Vector 5.8 ★★

This route offers good alternatives to *St. Vitus' Dance*.

Pitch 1–2 (5.7, 5.8) As for *St. Vitus' Dance*.

Pitch 3 (5.8) Climb a wide crack off the right side of *Baseline Ledge*. It slowly widens from hands to offwidth.

Pitch 4 (5.8) Cracks lead up and left into *St. Vitus' Dance*. A 5.10c corner on the right is a good variation.

Pitch 5–6 (5.9, low 5th) Finish as for *St. Vitus' Dance*. SR to 5", 3 ea 2.5–4" cams FA Glenn & Bob Woodsworth, 1964.

29 St. Vitus' Dance 5.9 TOP 100

This popular route is landmarked by a classic hand and fist crack on pitch three. It's burlier than the average Apron outing, and provides a great exercise in jamming. Approach off the north end of the parking lot via the *Rock On* trail as per the directions in the Apron introduction. *St. Vitus' Dance* starts up polished trees at the toe of the buttress, about 50 metres right of the prominent corner start of *Calculus Direct*.

Pitch 1–2 (5.7, 5.8) Pull and jam up trees, roots and the occasional crack for two pitches to *Baseline Ledge*.

Pitch 3 (5.8, 50 m) Traverse right through the trees until a stunning splitter comes into view. The higher you climb, the wider the crack gets. Build a gear belay on the ledge.

Pitch 4 (5.9) Trend up and right through cracks. Surmount an awkward bulge in a corner to an easier ramp.

Pitch 5 (5.9) Crank through a short, overhanging crack on the right to slabbier ground and a tree anchor.

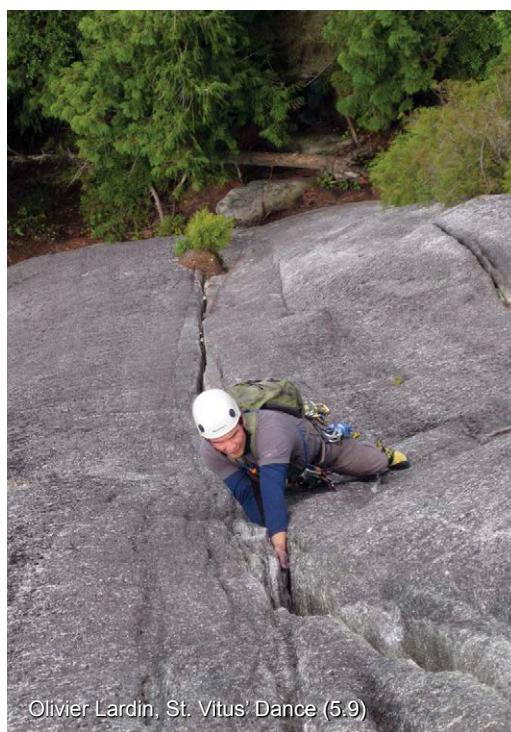
Pitch 6 (Low 5th) Wander up left across the slabs to the base of a gully. Follow it up and right to the forest beside *Memorial Ledge* and descend via *Broadway Ledge*.

SR to 5", 3 ea 2.5–4" cams FA Robin Barley, Gordie Smaill, 1974.

30 St. Vitus' Direct 5.10a ★★

From the top of the first forested pitch on *St. Vitus' Dance*, traverse right through the bush to find this worthwhile corner. It makes a good alternative to the second pitch of *St. Vitus' Dance* when caught behind another party, if you know what I mean. Climb it to *Baseline Ledge*.

SR to 2.5" (22 m) FA Robin Barley, Peter Shackleton, 1986.

CALCULUS DIRECT START

Olivier Lardin, St. Vitus' Dance (5.9)

31 South Arête 5.9★★



This wide crack system was the first recorded climb on the North Apron. It's a good alternative to *Calculus Crack* at about the same grade. It was originally graded 5.4!

Pitch 1-2 (5.7, 5.8) As for *St. Vitus' Dance*.

Pitch 3 (5.8) Either free climb brushy rock or pull up a fixed line in the cedars left of *St. Vitus' Dance* to reach the base of an offwidth corner crack. Follow it for a short distance before the crack narrows down. Ledge belay on gear.

Pitch 4 (5.9) Continue up through a steep bulge and V-groove onto the slab above. Gear belay. It is possible to reach a bolt anchor above, but communication is difficult. The original *South Arête* line detoured right up an easier crack to a bolt and a slabby traverse back to the left (5.9).

Pitch 6 (low 5th) Wander up slabs and low-angle cracks to the gully. Follow it to the forest by Memorial Ledge.

SR to 4", 2 ea 2.5-4" cams FA Jim Baldwin, Hamish Mutch 1962; FA (direct variation - "Math Crack") Fred Beckey, Hank Mather, Don Claunch, 1959. FFA (direct) unknown.

32 Calculus Crack 5.8★★★



This crack follows a long white streak up the left side of the face and is visible from the road. It's not very sustained, but has some quality climbing in the midsection and makes a good alternative to *St. Vitus' Dance*. This route was originally started via *St Vitus' Dance* (described below), but *Calculus Direct* is now used as a better option.

Pitch 1-2 (5.7, 5.8) Start as for *St. Vitus' Dance*. Near the top of the second pitch, step left to a bolt belay.

Pitch 3 (5.6) Climb the long, wide crack for a full 50 metres to a small belay ledge on the left.

Pitch 4 (5.8) A tricky finger crack leads to solid jams in the bulges above and a gear belay on a ramp.

Pitch 5 (5.7) Continue up the crack until it's possible to traverse right to a bolt belay on the upper slabs.

Pitch 6 (5.0) Wander up low angle cracks to the gully, and follow it up right to the forest by Memorial Ledge. SR to 4" FA Fred Beckey, Dave Beckstead, 1966.

33 Calculus Direct 5.9★★★



This quality, two-pitch direct start to *Calculus Crack* climbs out of the South Gully forest just uphill of the original start to that climb. This variation can be used to start any route that climbs above Baseline Ledge.

Pitch 1 (5.9) Start up a shallow corner. When possible, move right across a ledge to a left-facing corner. Climb it until it's possible to step right into a flake, which is followed to a big ledge. Gear belay. If you continue up the main corner you will be on *Start from Scratch* (5.10b).

Pitch 2 (5.8) Follow wide cracks up then left, finally making a step back right to the bolt belay on *Calculus Crack*. SR to 4" FA Kris Wild, Adrian Jones, Tavis Thomson, 2010.

34 Start from Scratch 5.10c ★★



Another direct start to *Calculus Crack* lurks in a shallow chimney feature with two polished trees on either side.

Pitch 1 (5.10c) Squirm up the chimney to a ledge belay.

Pitch 2 (5.10b) Move right into a left-facing corner then stem up to a small roof. Pull onto the slab then wander up to the bolt belay at the base of *Calculus Crack*.

SR to 3" FA Kris Wild, Jen Reilly, 2000.

35 Voodoo Amour 5.11d ★★★



Believe it or not, the Apron is home to a fine roof crack.

Pitch 1 (5.10a) From halfway up pitch five on *Snake*, move left across the slab to join *Whirlwind*.

Pitch 2 (5.10c) Move left from the top of the corner pitch on *Whirlwind* to belay.

Pitch 3 (5.11d) Climb the steep roof crack above.

SR to 3.5" FA (p1 & p3) Dean Hart, Randy Atkinson, Ed Spat, 1990; FA (p2) Gordie Smail, Vic Coloumb, 1977.

These routes are options for finishing any of the routes between Snake and Calculus Crack. It sure beats grovelling up the loose gully below Memorial Ledge.

36 Form 5.10d ★★



Start five metres right of a small crack and follow bolts, eventually joining *Dessert Dyke* to finish.

5 bolts (35 m) FA Nick Watts, Will Dorling, 1994.

37 Dessert Dyke 5.10a ★★



Start in a small crack then follow a bolted dyke all the way to a belay anchor on a ramp just right of Memorial Ledge. 3 bolts, SR to 2" (35 m) FA Nick Watts, Will Dorling, 1994.

38 Karen's Math 5.10a ★★



This pitch climbs an obvious flake then traverses left up to Memorial Ledge. It starts above the base of the gully. SR to 2" (20 m) FA Bruce Stover, Kris Wild, 2000.

This final pitch is the best option for reaching any of the multi-pitch routes that continue above Broadway Ledge. The route starts on Memorial Ledge, a fantastic, exposed perch above the South Gully. This is a great place to rest, take in the view or rack up for Squamish Buttress.

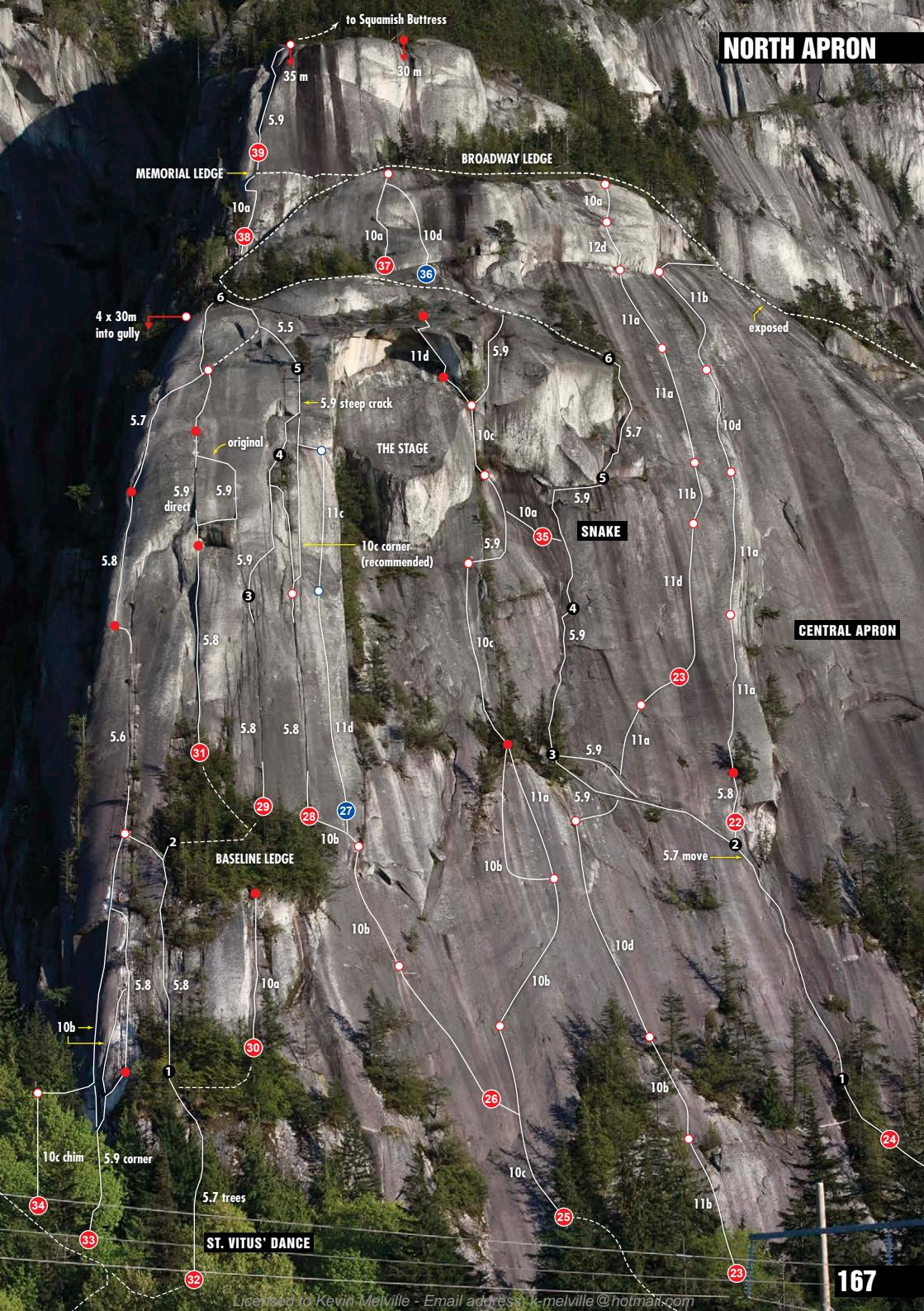
39 Memorial Crack 5.9★★★



Start off the left end of the ledge. A tricky crux through the first bulge leads to easier climbing and a bolt belay hidden on the boulder at the very top. Continue up *Squamish Buttress* or walk about 50 metres south to find a rappel station at a tree.

SR to 2.5" (40 m) FA Unknown, 1960s.

NORTH APRON



SOUTH GULLY

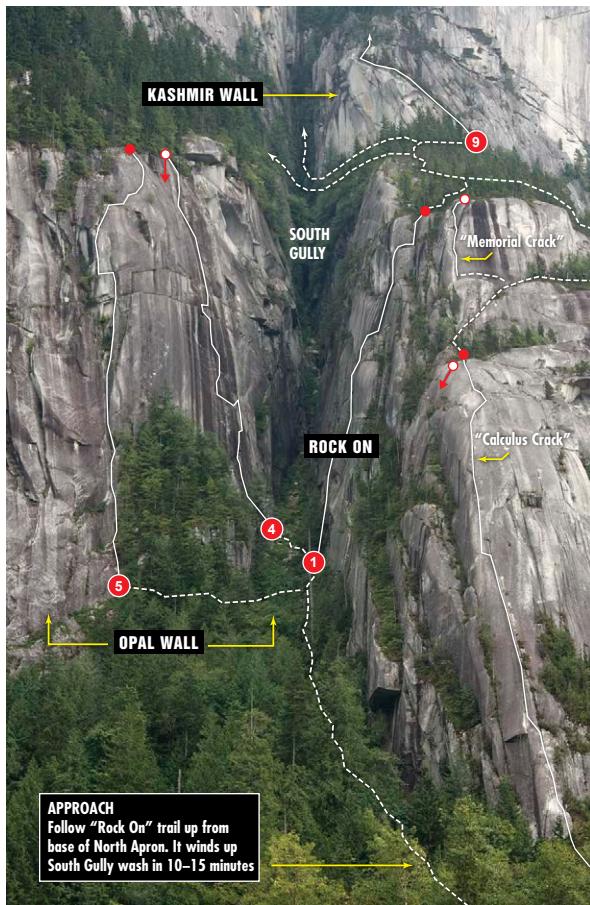
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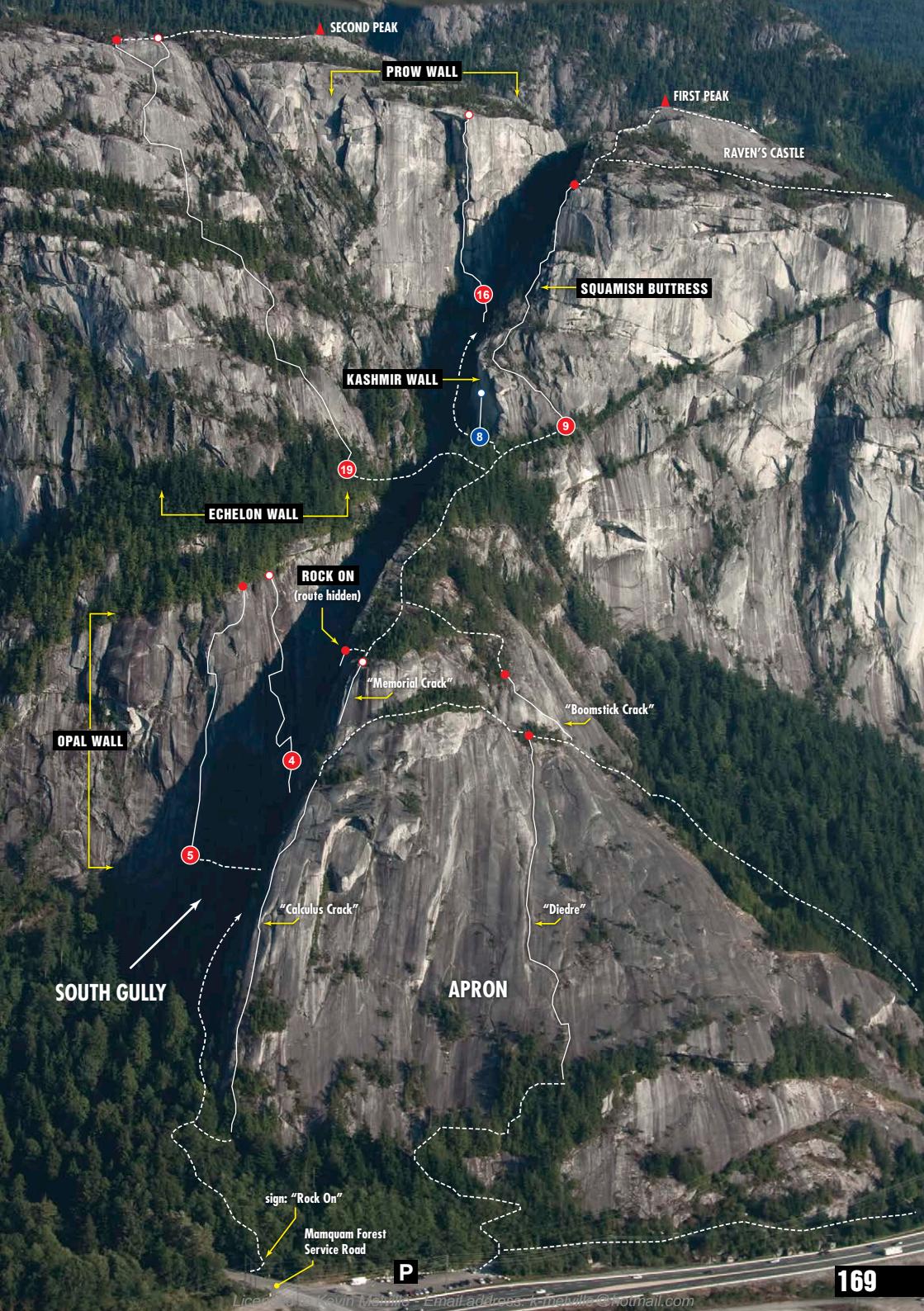


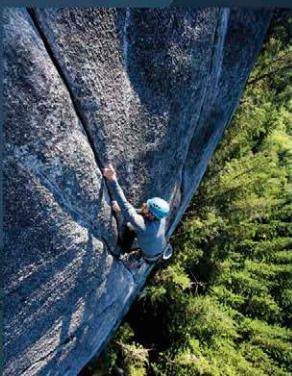
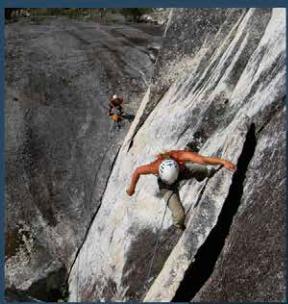
The deep chasm that separates the cracked slabs of the North Apron from the black-streaked wall of the Opal is clearly visible from downtown Squamish and runs the entire height of the Chief, slicing through the upper summits and fading into the forests beyond. Hikers ascending the Second Peak Trail walk through the continuation of the gully on their way to the top, but few comprehend the extent of the feature as they pass through its' diminished state on the backside of the mountain. A variety of climbs line the walls on both sides of the gully, yet there is a considerable amount of unclimbed rock in this cleft. South Gully was the first base-to-summit climb on the Chief and is still a neat adventure!

Conditions: South Gully hosts a variety of aspects so conditions will depend on where you want to climb. The Rock On and Kashmir walls see little sun, and are good options when it's warm, however seepage can be an issue after rain. The Opal wall seeps seasonally, and is best avoided until dry weather settles in. During summer, it sees sun for most of the afternoon. The Prow Wall, at the top of the gully, gets lots of sun from late morning onward, which helps the routes dry faster than those below. This is also true for the *Squamish Buttress*, one of the fastest drying long routes on the Chief. The Echelon Wall routes are sunny from midday onward, but the heavily forested terraces provide some shady relief. These lines also suffer from early-season and post-storm seepage.

Approach: To get to *Rock On* and *The Opal*, park at the Apron, in the large gravel lot located at the intersection of Highway 99 and Mamquam Forest Service Road. Exit the parking lot onto the forestry road, walk east (away from the highway) for 30 metres and watch for a trail that enters the forest on the right. Once in the trees, look for the "Rock On" sign. The trail weaves uphill, eventually dropping into the loose gully wash beside the North Apron. Scramble up it to the base of *Rock On*, close to where the gully starts to narrow. *The Opal* is uphill on the left, and is identified by prominent black streaks. All of the routes in the upper portion of South Gully (*Squamish Buttress*, *Ultimate Everything*, *Gravity Bong*, etc.) are best reached by climbing the Apron (or hiking up the Apron descent trail) and a route above Broadway Ledge. It's also possible to hike to the Second Peak on the Chief and descend to any of the routes on the Prow Wall, but this option is burly. Climbing the Apron is far less strenuous.







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THE CHIEF

Rock On

15 min.

Start below a long, left-facing dihedral system opposite the Opal, on the steep gully side of the North Apron.

① Rock On 5.10a TOP 100

This steep route is best climbed during dry periods as the upper pitches seep after storms. It makes an excellent start to *Squamish Buttress* or *Ultimate Everything* and is more physical than anything on the Apron proper. Interestingly, the first three pitches of *Rock On* are actually on an historic route named *Bastille*. Somehow, “Rock On” has replaced *Bastille*, but should really only refer to pitches four and five.

Pitch 1 (5.8) A tricky move near the ground leads to a left-facing corner. Follow this feature to the top and build a gear anchor on a ledge with some skinny trees.

Pitch 2 (5.8) Layback the obvious corner up and left from the belay to a sandy ledge. Alternatively, climb a better and more sustained corner on the right (5.8). Gear anchor.

Pitch 1–2 variation "Rock On Direct" (5.10a, 5.10c)

Climb up and left of *Rock On*. The first pitch consists of mantles and delicate climbing past bolts, and the second features a very thin stemming corner with finicky gear (offset nuts help). Join *Rock On* at the top of pitch three.

Pitch 3 (5.9) Climb an awkward, left-facing corner chimney. At the top, traverse left across an open slab to a good ledge and a bolt belay (*Bastille* finishes at the top of the tower on the right). Retreat is possible from this anchor.

Pitch 4 (5.10a) Climb the long, 55-metre corner system above. Either build a gear anchor on a sloping ramp mid-pitch, or continue up the tricky dihedral to a tough sequence exiting an awkward alcove near the very top.

Pitch 5 (5.7) Ramble up cracks above the bolt anchor to the forest and a tree belay. Hike uphill to another climb (*Squamish Buttress*, etc.) or rappel to Broadway Ledge at a tree anchor just south of the top of *Rock On*.

SR to 3rd FA (*Bastille*) Hamish Mutch, Bob Woodsworth, 1966; FFA (p1) Peter Croft, Aaron Johnstone, 1981; FCA (*Rock On*, as described) Bob Milward, Jim Campbell, 1983; FA (p1 var) Phil Moreau, Jesse Redden, 2010; FA (p2 var) Bob Milward, Bruce Kay 1983; FFA (p2 var) Jack Lewis, Peter Hiltner, Valerie Rosner, 1983.

② The Great Arch 5.12d TOP 100



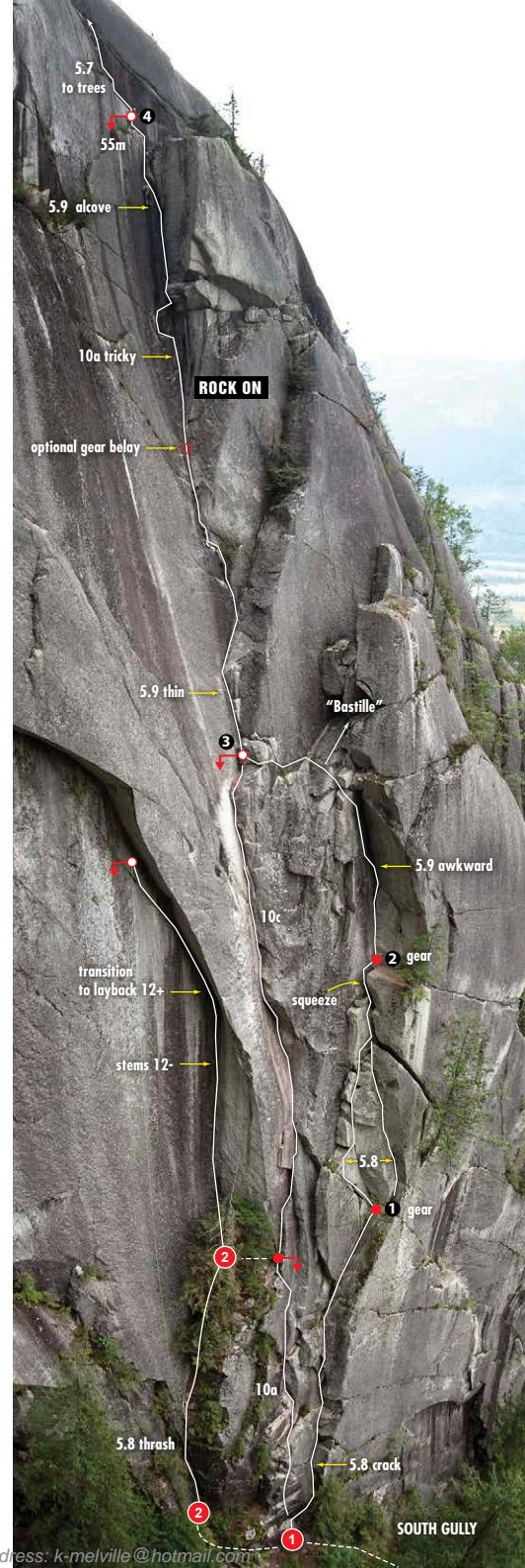
One of Squamish's best stemming exercises is just left of *Rock On*. Mysteriously dubbed “The Great Arch”, the actual name given by the first ascentionist was “Zoo Two”.

Pitch 1 (5.8) Either climb a scruffy groove left of *Rock On*, pull up a fixed rope (if one exists), or traverse over from the first pitch of the variation start to *Rock On*.

Pitch 2 (5.12d, 35 m) The left-facing corner above is long, pumpy and tenuous. The first ascent was done using gear, fixed RPs, crusty pins and homemade bolts. The line now has plenty of shiny bolts, but still requires a good rack. And yes, a bolt-free ascent has been done.

8 bolts, SR to 2.5", RPs, 2 ea 0.5–1" cams FA Keith Reid, 1994.

Licensed to Kevin Melville - Email address: k-melville@hotmail.com





Marc Bourdon, The Great Arch (5.12d) Photo by Luis Pascal.

Original photo by Kevin Melville. Email address: k-melville@hotmail.com

Opal Wall

15 min.

The black-streaked wall opposite Rock On has a number of interesting and unique climbs.

③ Mercy Street 5.10b ★★★



The only downside to this outstanding corner is it seeps badly. If the weather is exceptionally dry, get on it!

Pitch 1 (5.8) Climb up to and over the top of a huge flake right of *The Opal* pitch one. Belay in the corner. Alternatively, begin on *The Opal*, and stay right in the low-angled corner. The grade is the same and the climbing is better.

Pitch 2 (5.10b) Pump up an amazing layback corner. Step right to an anchor at the top. Rappel with two ropes.

SR to 2.75", 3 ea 2-2.75" cams FA Kirt Sellers, Bill Noble, 1986.

④ The Opal 5.13a ★★★★



This amazing route combines strenuous laybacking with intricate, slabby face climbing. The cruxes are very bouldery and there are runouts on the easier sections. Few repeats. Bring your "A" game and wait for dry weather.

Pitch 1 (5.11a) Layback up the central, black-streaked corner to belay below and left of a steep, white corner.

Pitch 2 (5.12a) Crank up the right-facing corner. The crux involves balancy laybacking where the foot ramp narrows considerably above the *Mercy Street* corner.

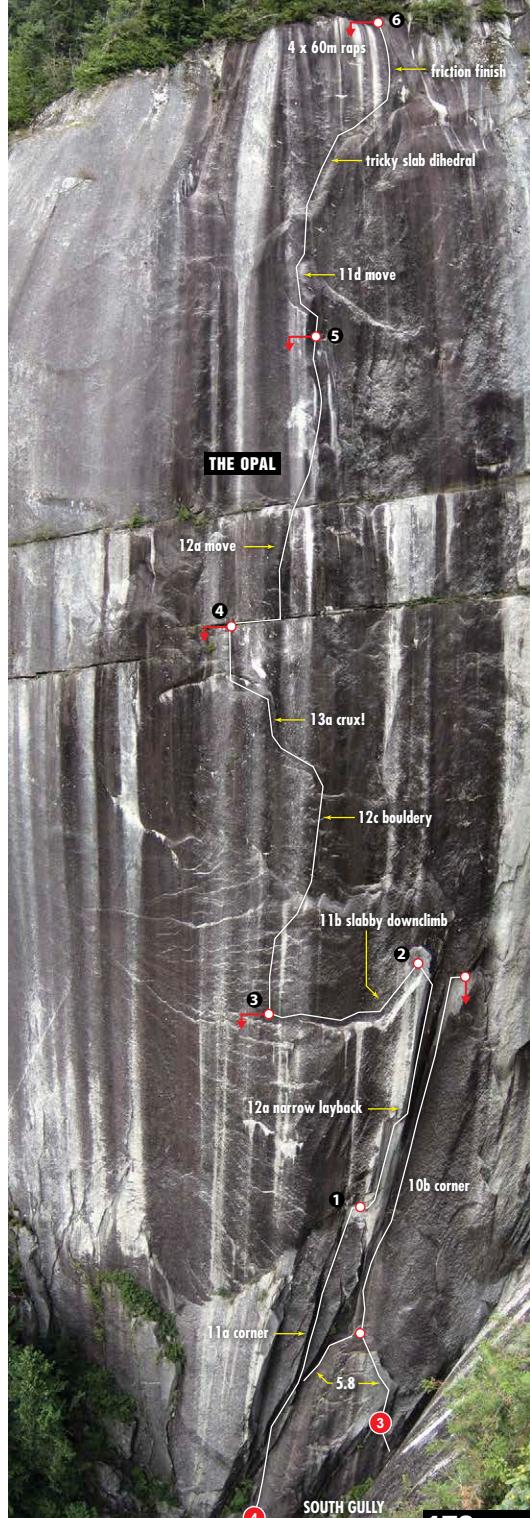
Pitch 3 (5.11b) Move left and downclimb a thin face to a ramp. Continue leftward to belay.

Pitch 4 (5.13a) The business. Relatively moderate face climbing on slabby edges is interrupted by two distinct boulder problems. The first is technical; the second is bouldery and low percentage. Thankfully, a bolt is nearby.

Pitch 5 (5.12a) Traverse right then crank up a tough face to reach a horizontal. Easier climbing leads to a bolt belay.

Pitch 6 (5.11d) Tricky face moves lead into a shallow, technical dihedral. Finish with runout slab climbing to the summit. Rappel the route with two ropes.

SR to 2.5" FA Nick Jones, Philip Wassenaer, 1986; FFA (p1-3) Perry Beckham, 1988; FFA (p4-6) Andrew Boyd, 1998; FCFA Marc Bourdon, Jeremy Blumel, 2004.



THE OPAL START

5 Mushy Peas 5.11c ★★☆

This multi-pitch climb tackles corners on the left side of the streaked Opal wall. Although the first two pitches are scruffy and often wet, the upper section is excellent and features straight-in, overhanging hand cracks. To approach, head left into the forest just below the base of Rock On. A short rope pull leads to the first pitch.

Pitch 1 (5.10a) Climb a shallow, left-facing corner to a bolt on the left face. A tricky rock-over move leads to easier climbing and a belay ledge.

Pitch 2 (5.10b) Continue up the corner then step left to a belay ledge. May be wet. Can link with pitch one.

Pitch 3 (5.11a) Climb a wide crack utilizing holds on the face. A thin layback section leads to excellent corner climbing above.

Pitch 4 (5.10d) Commit to the wide crack right of the belay. An easier chimney groove above leads to steep jamming and a lip encounter. Up to a perfect belay ledge.

Pitch 5 (5.11a) Climb the corner for eight metres then traverse a crack out left via some tricky moves. Airy! Build a gear belay on the ledge.

Pitch 6 (5.11a) Struggle up a steep, exposed jam crack. Easier climbing leads to a large ledge. Belay on the right.

Pitch 7 (5.10c) From the ledge, follow flakes to a bolt and finesse some enjoyable face climbing moves to a small belay ledge at the base of the final slab.

Pitch 8 (5.11c) The sting in the tail follows a slabby, bolted arête (easily aided) to the forest above. It's best to rappel the route (or *The Opal*) to descend. Use two ropes. SR to 7", 2 ea 0.6–2.5" cams FA Jason Green, Jesse Redden, 2010.

Kashmir Wall



A steep, north-facing white wall lurks between the top of the Apron and the start of the Squamish Buttress. It contains a few challenging lines in a unique location. To find the wall, hike through the forest above the Apron. Upon reaching the upper cliffline, veer left and the white overhangs will quickly come into view.

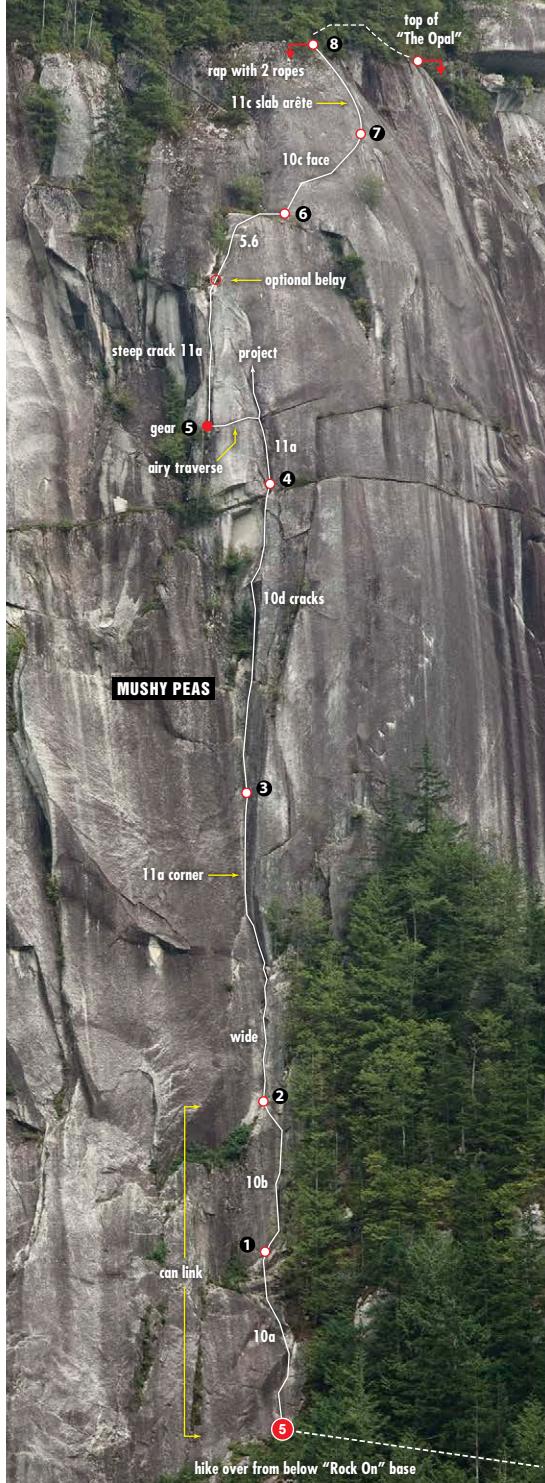
6 Tintin in Tibet 5.11b ★★☆

This climb follows the right-most corner on the wall.

Pitch 1 (5.10d, 30 m) Varied moves and tricky gear placements leads to some full value offwidth moves that guard the belay ledge.

Pitch 2 (5.11b, 35 m) Tackle a bouldery, left-leaning crack that leads to a committing corner and a few face moves. This is capped by a testy layback that leads to a picturesque belay ledge. A five-metre scramble gains the Squamish Buttress slab.

SR FA Will Stanhope, Jason Kruk, Gavin Tansley, 2004.





7 The Fandangler 5.12b ★★★

From the start of the second pitch on *Tintin in Tibet*, branch off left up overhanging cracks and jugs to the top of the wall. This amazing line is alarmingly exposed!
SR FA Jason Kruk, Craig McGee, 2006.

8 Kashmir 5.11c ★★

This sport pitch ascends the left side of the white, north-facing wall. It is varied and good, but sees few ascents.
10 bolts (30 m) FA Jim & Jola Sandford, 1995.

Squamish Buttress to

The forested slabs above the Apron host this historic and popular route. The climbing isn't exactly spectacular, but the grade and summit access draw the crowds.

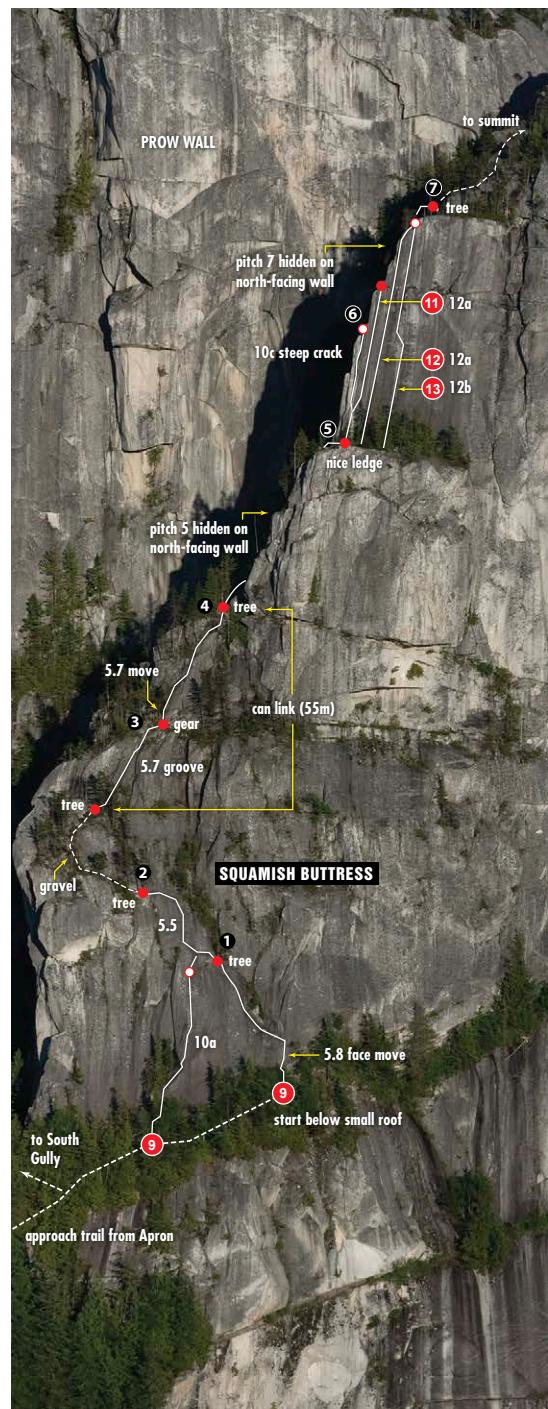
9 Squamish Buttress 5.10c ★★

This exceedingly popular route gains the forest below the First Peak on the Chief and has limited exposure due to the many tree ledges that break the slabs. Originally, the route started up cracks left of *Calculus Crack*, but today most people start by climbing *Rock On* or a combination of Apron routes to reach the forest above Broadway Ledge. Once in the forest, trails wind uphill generally staying close to the South Gully rim. Upon reaching the upper wall, traverse right along the base, past the direct start, to some small, broken roofs and the first pitch.

Pitch 1 (5.8) Climb around a small roof then face climb past a bolt. Trend up and left to a tree belay.

Pitch 1 variation (5.10a) Just right of where the approach trail meets the wall (20 metres left of the original start) climb up and over some small ledges. Balancy moves lead rightward to a bolted arête. Finish up an awkward, gear-protected flake crack to a bolt belay below the slabs on pitch two of the regular route.

Pitch 2 (5.5) Continue up and left toward another ledge



THE CHIEF

and tree belay. Follow a path left then up through gravel to the base of the next pitch.

Pitch 3–4 (5.7, 5.7) Moderate climbing follows grooves and terraces to a high tree ledge in 55 metres. Climb it as one pitch or two.

Pitch 5 (5.9) Climb a short, steep north-facing crack above the slab to a ledge then tackle short cracks above. Belay at a large tree or traverse left to reach a ledge above.

Pitch 6 (5.10c) The steep, white crack on the left side of the wall is the crux—rest up! The top corner is sustained, but easily aided. Finish at a bolt anchor. This pitch can be a bottleneck; be mindful of climbers waiting below.

Pitch 7 (5.6) Follow ledges that zigzag back and forth to the rim. Either traverse off through the forest to the First Peak Trail, or hike toward the summit and climb one of the routes on the Raven's Castle to the First Peak.

SR to 2.5" FA Fred Beckey, Hank Mather, Don Claunch, 1959; FFA Peter Charak, Joe Turley, 1979; FA (p1–2 variation) Aaron Black, Curtis Suave, Derek Woolgar, 2011.

10 The Butt Light 5.9★★★

If you're not up for the 5.10+ crack climbing on the *Squamish Buttress* just yet, then "this Butt's for you". The pitches are a major variation to the upper *Squamish Buttress*, and bypass that route's crux creating a climb of more consistent and moderate difficulty. From the base of the fifth *Squamish Buttress* pitch, scramble up and left behind a detached block to start. Sling a huge flake as an anchor. The route has great exposure and is no cakewalk for the grade.

Pitch 1 (5.9) Climb a steep flake crack then traverse left (crux) past bolts to a long, easy ledge traverse. Good!

Pitch 2 (5.8) Continue left past a flake. A mantel by a bolt leads to a tough chimney section (put your back to the wall and layback) and a rightward traverse to an anchor by a tree. Some might prefer to use an intermediate belay on this pitch (the bolt plus one nut) to reduce rope drag at the end. One large cam protects the crux move.

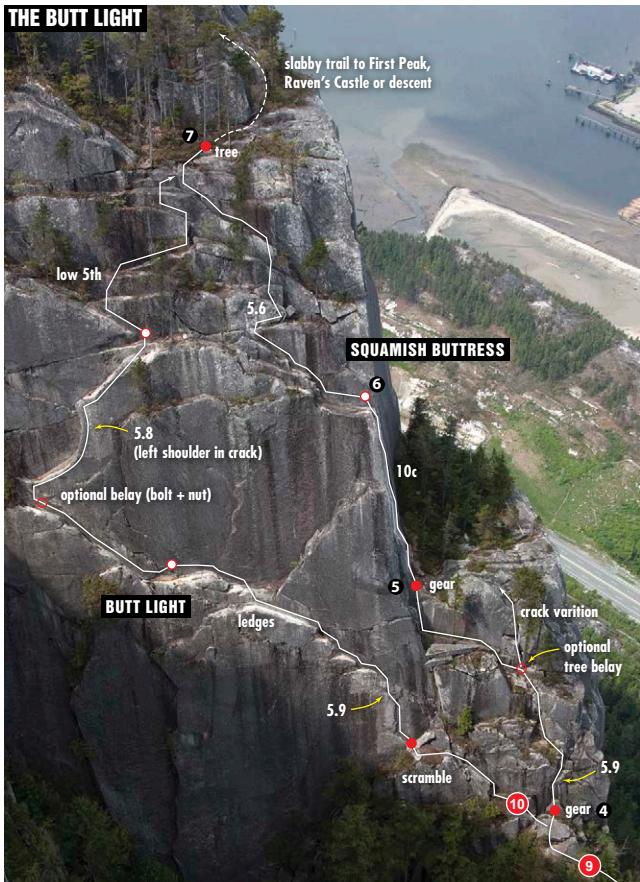
Pitch 3 (low 5th) Scramble up ledges to the top.
SR to 4.5" FA Sonnie Trotter, Lydia Zamorano, Ben Moon, 2010.

To the right of the sixth (crux) pitch on Squamish Buttress are three, long crack climbs that sweep up the steep, imposing wall. They are well worth the journey.

11 Progress

Can't Wait 5.12a ★★

Of the three crack-lines, this one is the most cumbersome to deal with as there's no fixed anchor on the top. Start up



the 5.10 pitch on *Squamish Buttress*, but continue directly up the crack above. Belay at the top on gear or at a small tree. Do a short pitch to the summit.

SR (35 m) FA John Rosbott, Hamish Fraser, Colin Taylor, 1999.

12 Heatwave 5.12a ★★

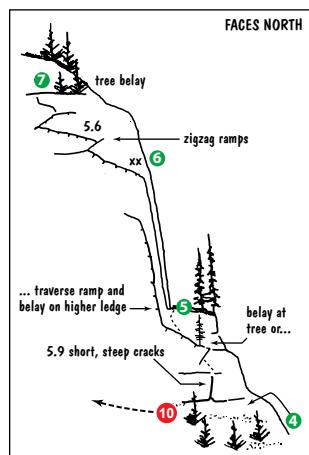
The middle splitter is excellent. Jam and layback this unrelenting crack all the way to the top of the cliff, ending at a bolt anchor directly above *Gemini*. Sustained.

SR to 3.5", RPS, 3 ea 0.6–1.25" cams (45 m) FA Kris Wild, 1998;
FFA John Rosbott, Hamish Fraser, Greg Foweraker, Val Fraser, 1998.

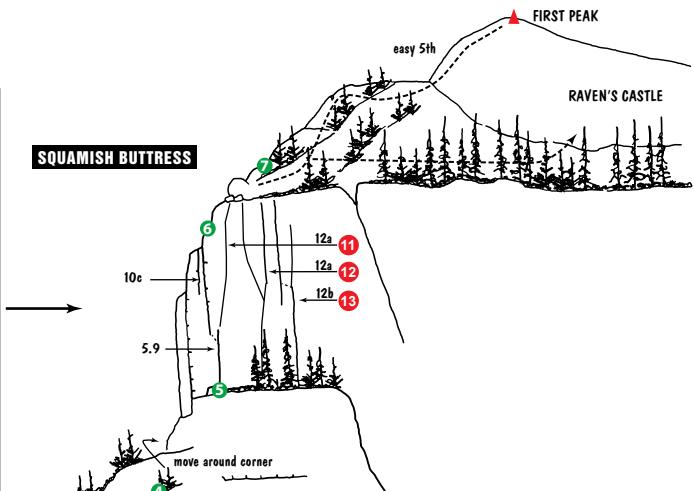
13 Gemini 5.12b ★★

These twin cracks cleaves the white-streaked wall right of *Heatwave*. The climbing is flaring and insecure from the moment you leave the ground, but the crux is a difficult traverse about two-thirds of the way up. This is a stellar climb and would be slightly bold to on-sight. Bolt anchor. SR to 3", 3 ea 0.6–1" cams (45 m) FA Hamish Fraser, John Rosbott, Val Fraser, 1999.

SOUTH GULLY



SQUAMISH BUTTRESS



Prow Wall

The sheer, steep wall on the left side of the upper South Gully has some incredible multi-pitch climbs, all very hard. The approaches vary depending on the objective.

14 The Power of Yesterday 5.13c ★★★★



This hard and exposed climb sweeps across the right side of the Prow Wall. Approach by hiking up from the campground and following the trail toward the Second Peak. After 30–45 minutes, the trail climbs steeply up a forested gully to some hand chains on the right-hand wall near the top and a right turn toward the Second Peak. Just beyond the chains, on the left-hand side of the gully, is a yellow “Danger” sign and metal ladder that leads up to the First Peak. Walk past this sign and go down into the South Gully a short distance. Follow a weakness trending right through the trees and then along the base of the wall until it’s possible to climb down to a jagged outcrop. At an anchor, rappel down to a big ledge and walk left along the wall to a bolt (anchor) and a very beautiful crack above.

Pitch 1 “The Pillar of Darkness” (5.10a) Climb into an offwidth feature then break left from a bolt on the face.

Pitch 2 (5.11d) Climb into a shallow corner that features technical stems on great rock with tricky, thin gear placements. Finish by jamming the bottom of a large flake.

Pitch 3 (5.13b) Climb the golden shield to the right of the anchor via steep, pumpy 5.12 moves off the belay. Move up then left via a boulder problem to a good stance, then left and back up on golden rock to another, harder boulder problem. Finally, hand traverse left about 10 metres on an ever-thinning seam. Placing gear is tricky.

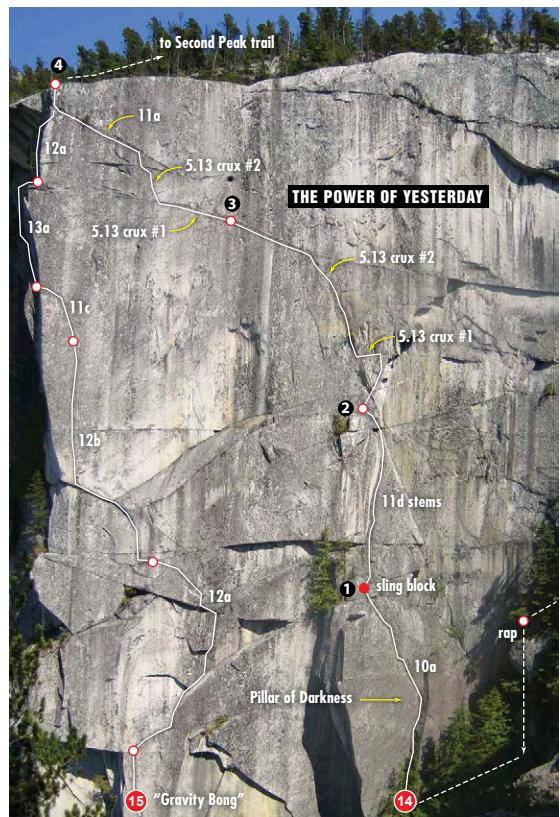
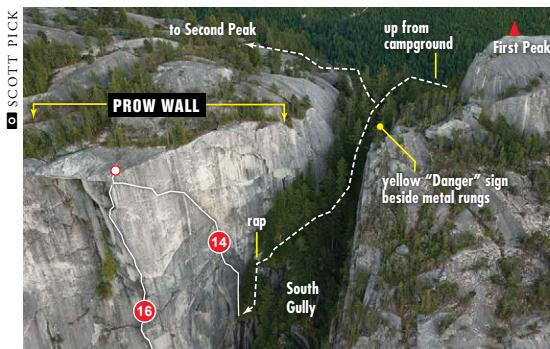
Pitch 4 (5.13c) Traverse left along thin crimps until the footholds run out. From here, crank a tough boulder problem, skip a bolt and get a rest. Cruise to a second boulder problem on slopy crimps and one finger pockets, then up to an incredible horizontal crack (5.11a) that leads to the left. Finish on the arête at the top of *Teddy Bear's Picnic*. Build a belay here, or you won't be able to see your partner on the crux pitch! Scramble to the summit. This pitch might be *very* hard for short climbers.

SR to 2.5", 2 ea 1–2" cams FA Sonnie Trotter, (Jeremy Blumel) 2010.

15 Gravity Bong 5.13a ★★★★



This amazing line features sustained, varied climbing on one of the cleanest formations on the Chief. Approach by traversing along the base of the Kashmir Wall and into the South Gully. Walk uphill for 15 minutes, staying left at a fork. The first pitch is just ahead and climbs a smooth, right-facing flare that is not visible until you are beneath it. Rappel from anywhere on the route with two ropes.



Pitch 1 (5.10c, 25 m) An awkward flare leads to a face traverse and a right-leaning crack.

Pitch 2 (5.11c, 35 m) Follow a scruffy ramp past the *Teddy Bear's Picnic* flakes to a chimney on the far right. Pull out of the chimney into a pumpy, vertical layback and a face traverse past one bolt to the anchor.

Pitch 3 "The Guillotine" (5.12a, 30 m) A few face moves lead into a laser-cut dihedral. A fingertips crux widens to off-hands jamming and laybacking, followed by an undercling traverse that leads down and left to belay stance. *Do not touch* the giant flake on the wall right of the dihedral.

Pitch 4 (5.12c, 20 m) Bolts protect steep stems and laybacks. Above the fifth bolt, pull wildly around the arête.

Pitch 5 (5.12a, 20 m) Face traverse rightward to a ramp. A finger crack leads to technical face climbing that trends back left to the belay. Cryptic.

Pitch 6 (5.12b, 25 m) A short splitter leads to a deceptively pumpy hand traverse. An overhanging tips crux quickly relents to vertical 5.9 hands in a great position.

Pitch 7 (5.11c, 5 m) Finger traverse and face climb leftward around the edge of the prow into *Teddy Bear's Picnic*.

Pitch 8–9 (5.13a, 5.12a) Finish as for the last two pitches of *Teddy Bear's Picnic*. Hike off to descend.

SR to 2", 1 ea 0.4–0.5" cams, 2 ea 0.6–1.25" cams, 3 ea 1.5" cams FA Colin Moorhead, Tony Richardson, Jason Kruk, 2010.

16 **Teddy Bear's Picnic** 5.13a **TOP 100**

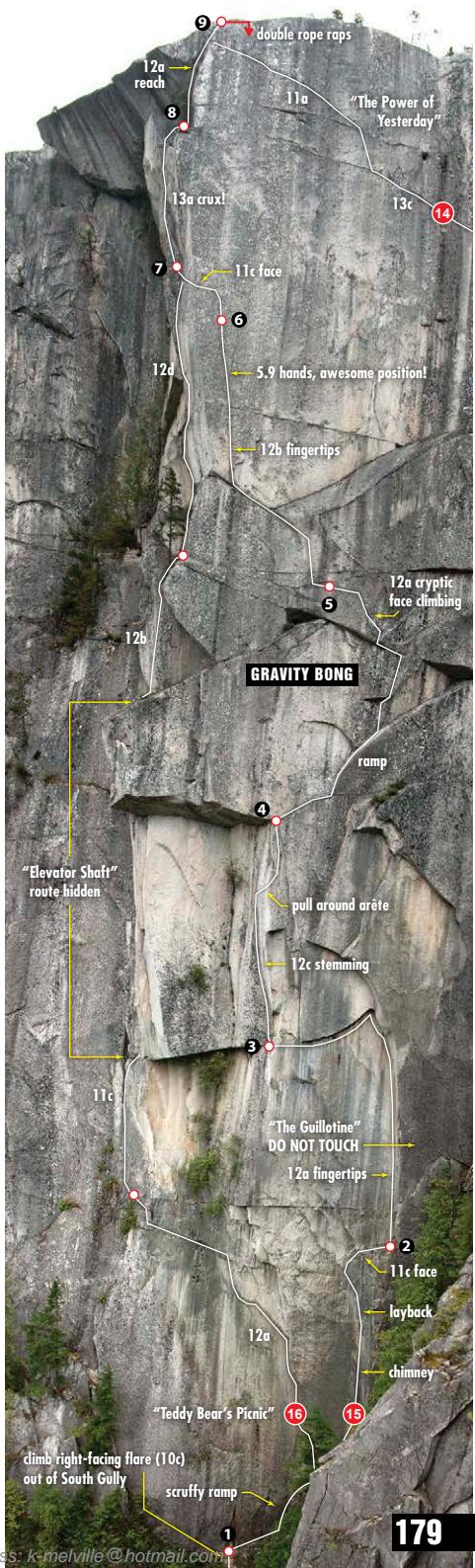
One of the Chief's most prized "hard" routes follows corners and steep, exposed cracks up the dihedral system in the middle of the Prow Wall. The crux pitches are powerful and pumpy, and the route is quite sustained. Most approach via double-rope rappels, but it is now possible to start from *Gravity Bong*. Your choice.

Pitch 1 (5.10c) Climb the first pitch of *Gravity Bong*.

Pitch 2 (5.12a) Scramble up a scruffy ramp for 10 metres, then chimney up a huge flake system (5.9). As the chimney pinches down, use offwidth techniques until forced out of the crack. Follow a wide corner to a stance below a roof. Turn it, then face climb leftward along a large, bolted dyke to a ledge and a bolt anchor.

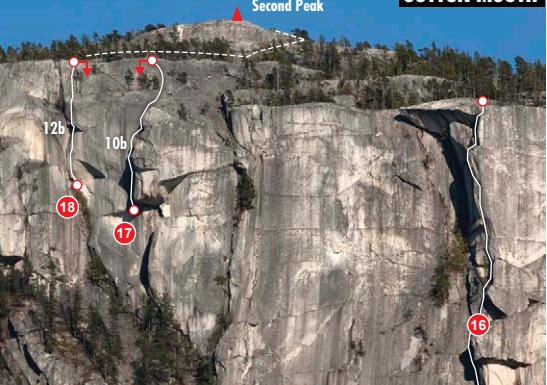
Pitch 3 "Elevator Shaft" (5.11c) Climb a layback flake to a good rest. Make some technical moves between features to another rest, then a mantle into the three-sided "Elevator Shaft." Crack climb and stem up the steepening shaft to a ledge and bolt anchor. A leg pumper!

Pitch 4 (5.12b or 5.12d) Layback and jam the *left* side of the Elevator Shaft via a thin fingertip crack with pods. Hip and shoulder scumming come in useful. Clip a bolt at the top and exit out right to a good ledge. Continue up an awkward, shallow corner utilizing holds on the arête. Head for "Rancho Relaxo", a plush belay ledge. This pitch is solid for the grade. The *right* side of the Elevator Shaft has also been climbed at 5.12d, and features even steeper laybacking up a thin crack. Exit via the same ledge.



THE CHIEF

COTTON MOUTH



Pitch 5 (5.12d) Climb a hairline splitter above the pedestal jug, then up an overhanging, tight-hands splitter. Rest on a sloping ledge before heading up an incredible finger crack splitter on the face that trends left into a corner at the top. Belay from bolts on a small, hanging slab.

Pitch 6 (5.13a, 15 m) Climb the slab to a sharp, bolted arête. Boulder up and around the arête using heel hooks, pinches and edges. Turn to the left and transition into an overhanging layback up a right-facing, fingertip flake. Incredible exposure and very powerful moves! If you rap in, pre-hang the draws on this pitch (put a long sling on bolt three). Aid out via an optional right-hand bolt line if necessary.

Pitch 7 (5.12a, 15 m) Climb double cracks past a ledge then move up to a position under a roof. Clip a bolt then make a large span out right to the arête. Move around it to the right, then up the face to the top. Hike down.

Double rack to 2.75", 1 ea 0.5" cam, 1 ea 3.5" cam, offset nuts FA (p2, p6) Andreas Taylor, Tim Crawshaw, 2000; FA (remaining pitches) Jeremy Blumel, Adam Diamond, 2003; FCPA Will Stanhope, 2008.

17 Cotton Mouth 5.10b ★★

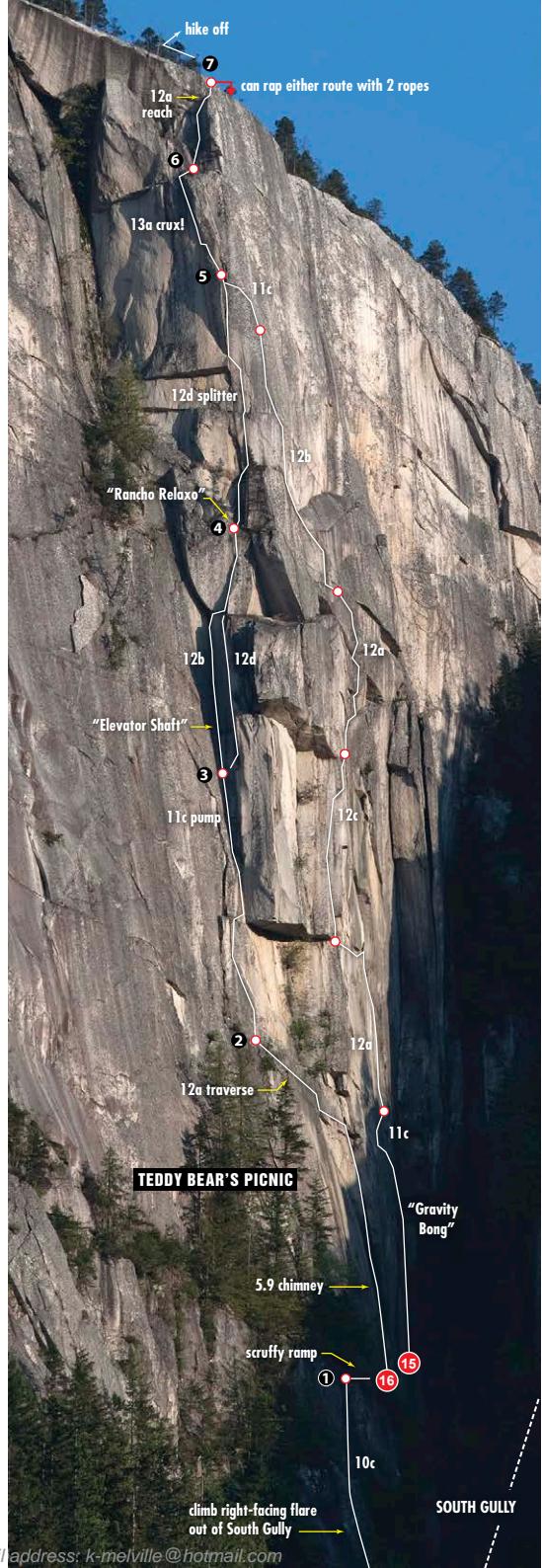
This climb follows a hand crack in a major left-facing dihedral on the upper northern edge of the Prow Wall. It is steep and clean, and accessed via rappel. From the Second Peak, descend a ramp to the north and locate an anchor on the rim about 40 metres south of *Fingerbang*. Two single-rope rappels off bolts reach the belay.

Double rack to 2" (30 m) FA Colin Moorhead, James Laurie, 2004.

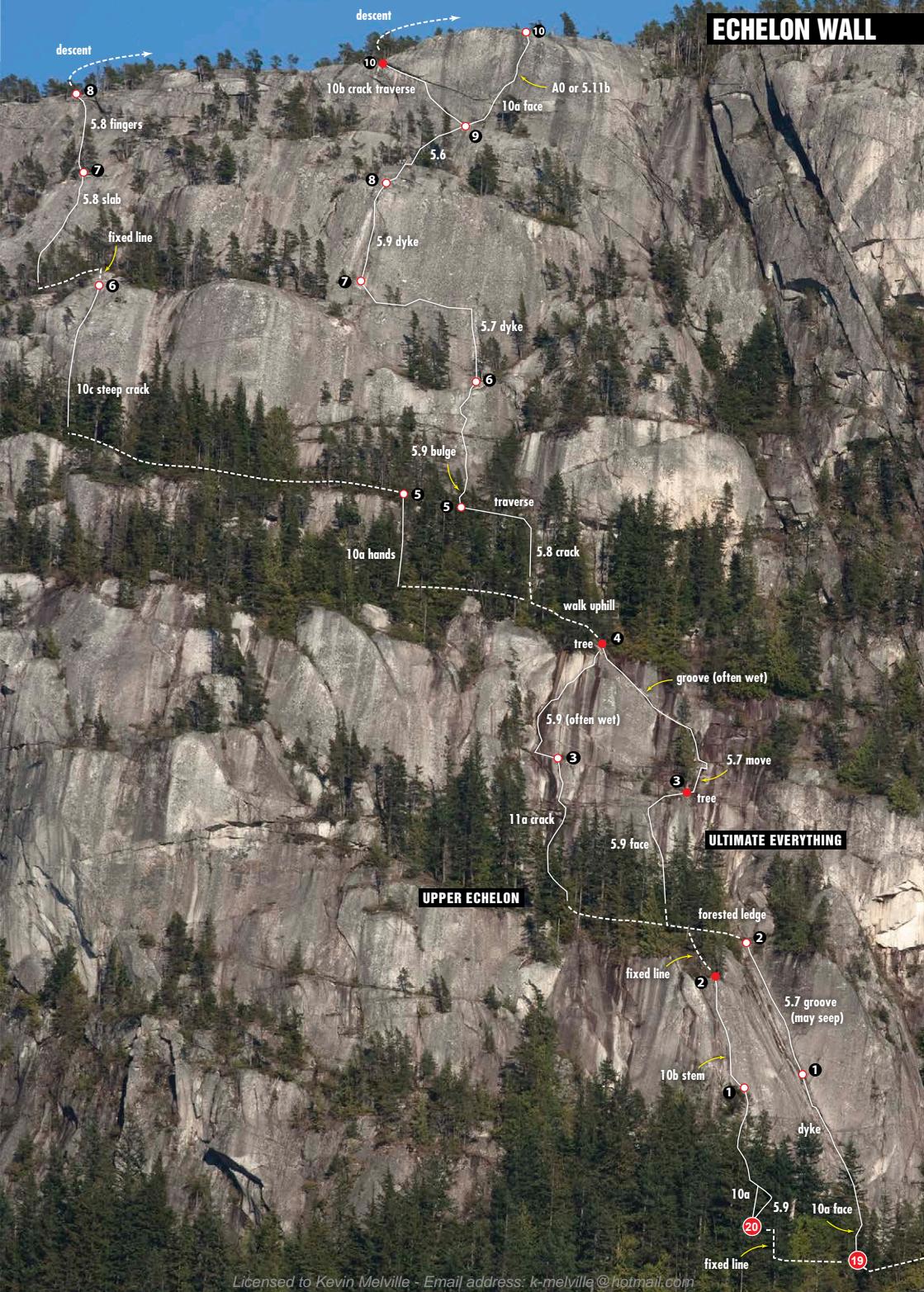
18 Fingerbang 5.12b ★★

A second excellent climb is located on the upper northern edge of the Prow Wall. It follows an overhanging finger crack (crux) through a roof slot to a traverse into spectacular headwall cracks to finish. Again, access is via rappel. From the Second Peak, descend a ramp to the north to rim and look for anchors near the edge. Two single-rope rappels off bolts reach the belay.

Double rack to 1.5" (40 m) FA Colin Moorhead, Jon Simms, 2004.



ECHELON WALL



Echelon Wall



There are two routes of note located on the terraced slabs left of the upper South Gully. To approach, hike through the forest above Broadway Ledge as for the Squamish Buttress. Just before reaching the wall, branch left on a faint trail. Contour along the hillside, drop into the South Gully and hike out the other side via fixed hand lines. The start of Ultimate Everything is just past a roof, and marked by a single belay bolt.

19 Ultimate Everything 5.10b ★★

This intriguing and varied journey wanders up grooves, cracks and open faces all the way to the Second Peak on the Chief. The difficulties are moderate and the route is very popular. Link it with an Apron climb for a big day!

Pitch 1 (5.10a) Climb a slab, pass a few bolts (crux), then move right and forge up a long groove, which often seeps. **Pitch 2** (5.7) The right-hand groove, which often seeps, stretches all the way to a comfortable ledge up high. Belay here, then traverse left to the base of the next pitch.

Pitch 3 (5.9) Scramble to the top of a pedestal, clip a bolt then tackle the wall above. Good face climbing leads up and right to a tree belay.

Pitch 4 (5.7) A bolted crux above the tree leads to a ramp that trends up and left to the forest. This section is almost always wet. Hike uphill to the next pitch.

Pitch 5 (5.8) Climb a nice hand crack then traverse left on the ledge to bolts.

Pitch 6 (5.9) A tricky bulge above the belay leads to a long slab and some more bolt-protected face climbing.

Pitch 7 (5.7) An enjoyable dyke wanders up the face. Follow it up leftward as it curves across the smooth wall.

Pitch 8 (5.9) Quality, steep face climbing ascends a short dyke. Very enjoyable.

Pitch 9 (5.6) Scramble up the slab to trees. Moderate face climbing leads to a belay in the middle of the final wall.

Pitch 10 (5.10b) Follow a crack up left from the belay. Alternatively, follow bolts up right to a tough crux (5.11b or A0) and the top. Hike up right to gain the Second Peak. Follow the main trail down to descend.

SR to 2" FA Kris Wild, Bruce Stover, Megan Humphrey, 2001.

20 Upper Echelon 5.11a ★★

This is a good, albeit harder alternative to *Ultimate Everything* and provides a variety of link-up and bypass possibilities. Initially, it climbs quite close to *Ultimate Everything*, but the upper half diverges to the left quite a distance. Wait for dry conditions as some pitches seep.

Pitch 1 (5.8, 28 m) Start on a ledge accessed via a small gully with a fixed line about 15 metres left of *Ultimate Everything*. Use a bolt out right (5.9) or climb directly up

a diagonal crack (5.10a) to gain a ledge. A bolted flake above leads back left to a large ledge.

Pitch 2 (5.10b, 35 m) Stem through a technical crux in a corner and ascend a finger crack above. At the second bolt, climb right up an arête and over to a crack.

Pitch 3 (5.11a, 31 m) Gain the main ledge using a fixed line. Hike left for 20 metres and then up three metres to a ledge at the base of a stunning crescent-shaped crack. Climb it with increasing difficulty toward the top. Mantel a ledge, move over a bulge and up an easier groove.

Pitch 4 (5.9, 33 m) Follow a fault line up and left until it's possible to move right around an undercling to a fixed pin. Climb a slabby dihedral crack past a bolt to a wide crack on the left. Share an anchor with the fourth pitch of *Ultimate Everything*. This pitch is often wet until late in the season, but is quite climbable in damp conditions.

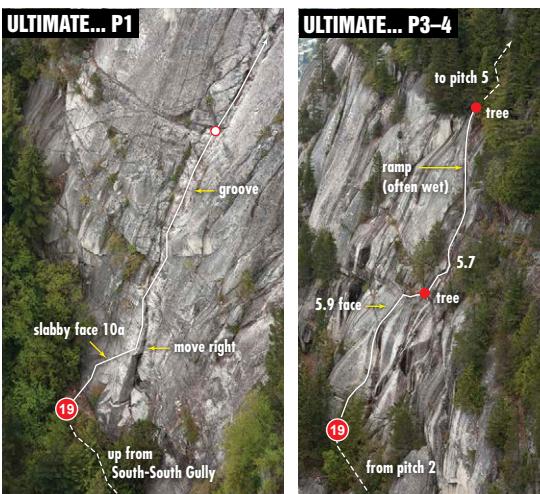
Pitch 5 (5.10a, 25 m) Hike leftward about 30 metres to the base of a nice hand crack in a corner. Jam it, then continue steeply up a thin crack above. Gain a ledge and climb double cracks to a powerful finish by the ledge.

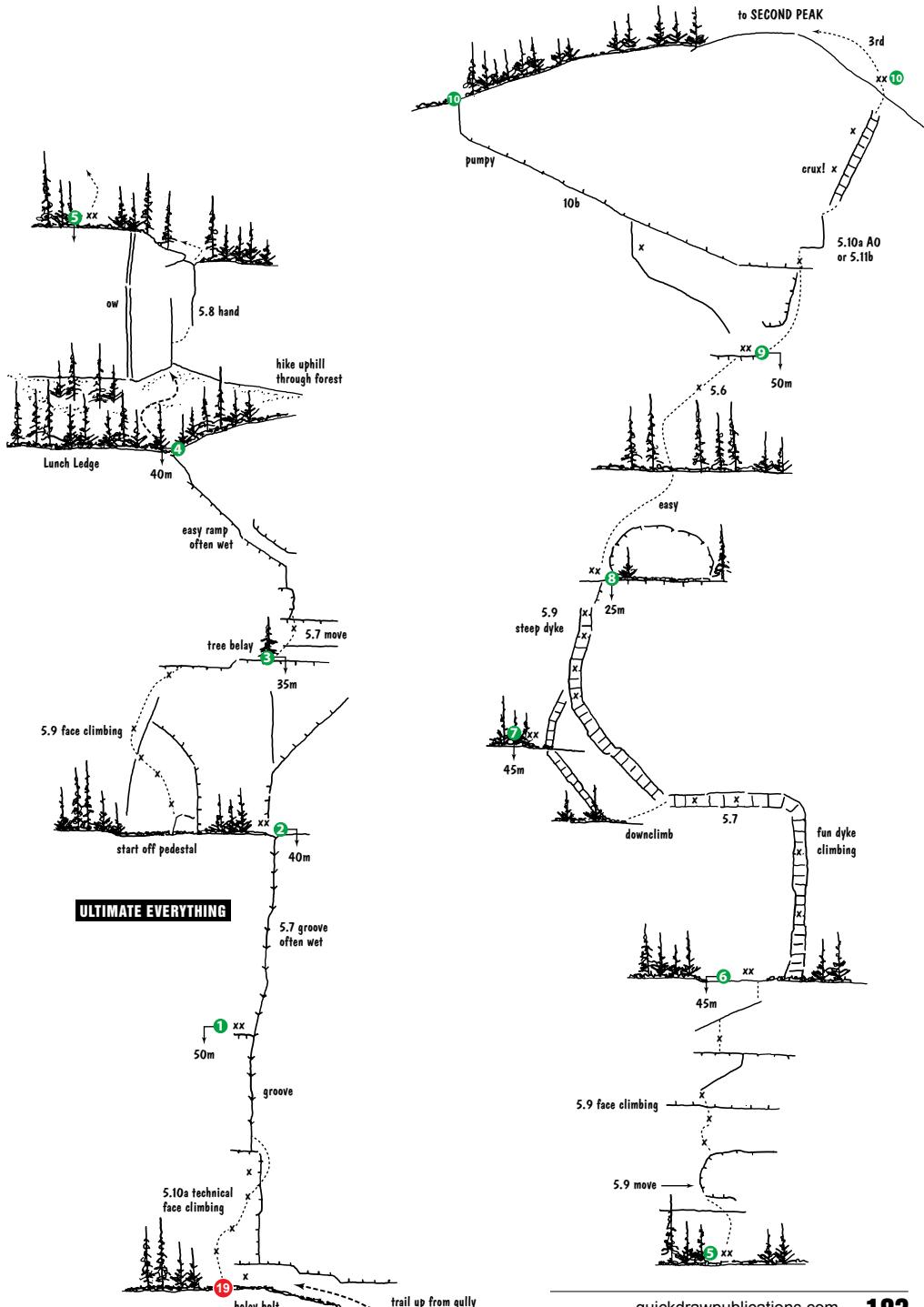
Pitch 6 (5.10c, 40 m) Hike 70 metres left (passing a 5.8 slab that leads to a left-facing overlap) and climb an impressive, steep crack. Gain a ledge then follow a slab to a flake before turning the lip of a bulge. The anchor is five metres back.

Pitch 7 (5.8, 34 m) Gain a ledge using a fixed hand-line then walk 10 metres left to a belay bolt. Follow broken cracks out left then up a bolted slab. Easy flakes lead to a final slab, a hand crack and an anchor up and right.

Pitch 8 (5.8, 40 m) Climb left past a bolt avoiding a dirty dihedral. Move around a flake then follow a series of diagonal cracks to a midway tree. Climb a fine finger crack above to the top. Hike up and right to gain the Second Peak. Follow the main trail down.

SR to 3.5", 2 ea 0.6–2" cams FA Alice Purdey, Dick Culbert, 1965; FFA Ryan Kurytnik, Dave Brayden, 2007.

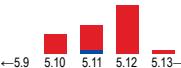




THE CHIEF

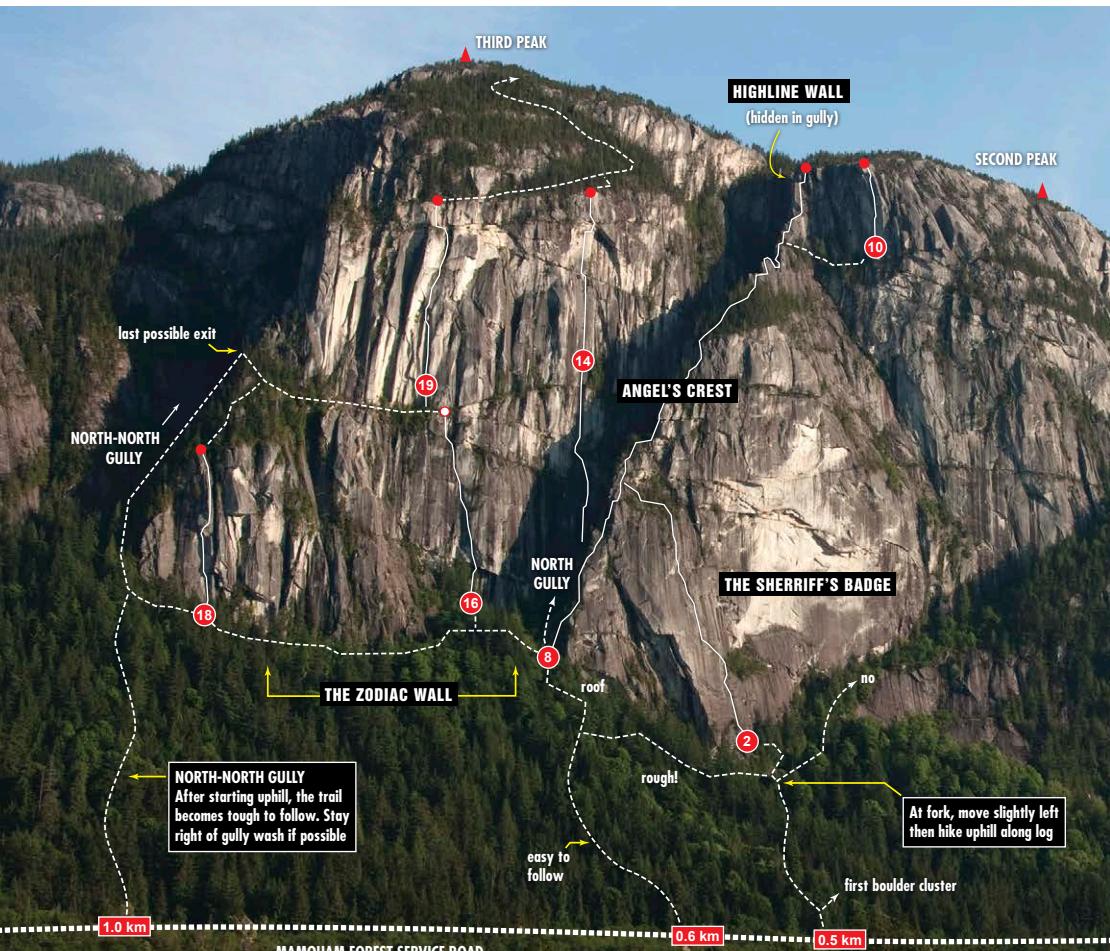
THE NORTH WALLS

27 routes



As the cliff line of the Chief runs northward from the sunny Apron, the angles steepen sharply and the walls become cut by angular roofs and deep corners. The climbing in this zone tends to be steep and challenging, which results in less traffic and creates an aura of adventure. The deep, foreboding North Gully bisects the North Walls, and is bounded by *Angel's Crest*, an alpine-like route that weaves a sinuous line above the right-hand side. Right of *Angel's Crest* is the Sheriff's Badge a sheer, roof-capped wall lined with powerful cracks, and on the left side of the gully is *Zodiac Wall*, home to some excellent, steep corners. This zone terminates at North North Gully, the northern-most cleft in the mountain.

Conditions: This zone sees less sun than the area around the Grand Wall, and most routes require at least a couple of days to dry. It's best to visit during prolonged spells of stable weather, as opposed to coming the day after a storm. During summertime, sun will bake these walls, but the deadly rays arrive mid afternoon, providing more than enough time to get high on your objective and avoid heatstroke.



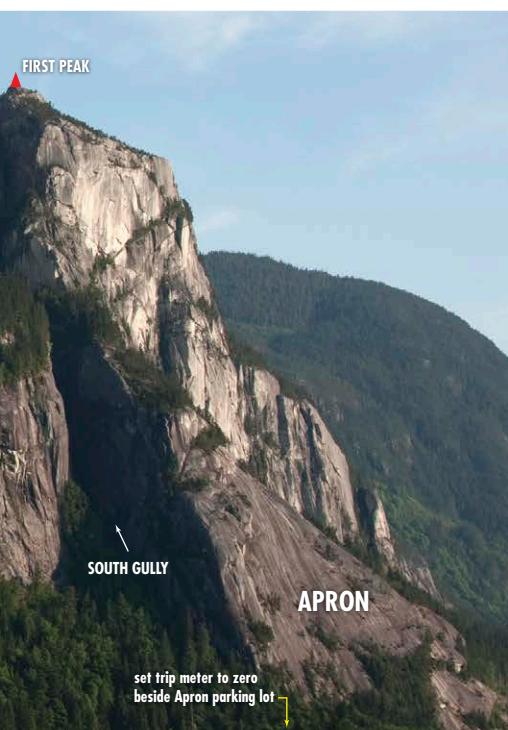
Approaches: There are three trails and all are similar in appearance, so use driving distances to locate the starts (zero your trip meter at the end of the pavement near the junction of Highway 99 and Mamquam Forest Service Road). Once near the trailhead, park anywhere along the road.

Sheriff's Badge: Enter the forest on the right side of the logging road at approximately 0.5 km (0.3 mi). Hike uphill and watch for a sign that directs you left, away from the boulders on the right. Follow a well-traveled trail uphill past more boulders for about 10 minutes to within sight of the wall. At this point the trail forks and the final approach to the Sheriff's Badge zone is approximately straight ahead. To reach it, go slightly left at the fork and then quickly veer back right and up toward the wall along a large, fallen tree. Follow a steep trail up and left for a few minutes to *Philistine Groove*.

Angel's Crest: Enter the forest approximately 0.6 km (0.37 mi) from Highway 99 and watch for an "Angel's Crest" sign (missing, possibly) in the trees. The trail winds uphill right of the North Gully wash. Upon reaching the wall at a roof band, veer left and up into the gully wash. Scramble a short distance to the start of *Angel's Crest* on the right-hand side. For *Polaris*, continue hiking up the gully for another five minutes. For *Astrologger*, *The Alaska Highway* and *Parallel Passages*, watch for a trail that breaks left out of the wash near the start of *Angel's Crest*.



Upon reaching the wall at a roof band, veer left and up into the gully wash. Scramble a short distance to the start of *Angel's Crest* on the right-hand side. For *Polaris*, continue hiking up the gully for another five minutes. For *Astrologger*, *The Alaska Highway* and *Parallel Passages*, watch for a trail that breaks left out of the wash near the start of *Angel's Crest*.



North North Gully: Enter the forest approximately 1.0 km (0.62 mi) from Highway 99 and watch for a sign in the trees. The trail winds uphill right of the North North Gully wash, and is difficult to follow in the lower section (it's not nearly as well traveled as the other trails). If you manage to stay on track to the right of the wash, you'll wind uphill through the forest, eventually reaching the toe of the cliff after ten minutes or so. (If you blow the route finding, you'll end up in the wash, which isn't a very nice place to be, but will get you to your destination.) Follow a trail right along the cliffbase to reach the start of *New Life*. For *Space Box* and the access to *Astro Ledge*, enter the wash, scramble uphill and then move back right out of the wash as soon as possible. A trail follows the gully edge in the trees and is far superior to staying in the gully—trust me on this one. The right-hand exit to *Astro Ledge* is the last possible forested option before the gully narrows down and steepens. *Space Box* starts off this forested ledge, a short distance from the gully.

The Sheriff's Badge

The first two climbs listed below reach the Terrace, the staging area for all the other routes on this wall.

1 Quickdraw 5.11a ★★★



Climb the face and arête left of the vegetated *Philistine Groove* (5.11a, not described) for two pitches (5.10c, 5.11a). At times, this route comes perilously close to the groove, but it offers good climbing nonetheless. The anchors make it possible to rappel from the Terrace with a single, 60-metre rope.

16 bolts total (55 m total) FA Andre Ike, Kai Hirvonen, 2002.

2 Borderline 5.10d ★★★



This quality route with great position dekes around the left side of the Terrace. Varied cracks weave up the wall toward *Angel's Crest*, and when combined with that climb you get a very full day. From the base of *Quickdraw* and *Philistine Groove*, hike left to the end of the forested ledge and the climb's start, which is marked by partially hidden belay bolts.

Pitch 1 (5.10b, 48 m) A cruxy move off the belay ledge leads to bolts. Continue left to a corner then up to an anchor on the arête.

Pitch 2 (5.8 or 5.11c, 35 m) Start up the corner then move right to a nice crack which leads to the Terrace. Continue left along a ramp to the anchor. Alternatively, stay in the main corner and climb directly up to a small roof then past a bolt (5.11c).

Pitch 3 (5.10d, 45 m) Some tricky, bolt-protected face climbing wanders up and left across the wall. An excellent finger crack splits the wall above the bolts.

Pitch 4 (5.10a) Climb a series of cracks above the belay to the base of the bolted offwidth. Retreat from here is easy.

Pitch 5 (5.10a) Struggle up the bolted, wide crack then climb the right side of a detached block to a gear belay.

Pitch 6 (5.10d) Tricky face climbing past several bolts leads to another station. This is the last opportunity to retreat by rappel (two ropes).

Pitch 7–8 (5.8) Follow dirty, loose ledges left for two pitches to link into *Angel's Crest* and finish for that climb.

SR to 2", 2 ea 0.6–1.25" cams FA Susan Bolton, David Harris, Eric Hirst, 1997.

3 A Fine Line 5.12b ★★★



This excellent climb sits in an exposed position on the arête left of *Blazing Saddles*. From the top of the second pitch of *Borderline*, climb a short crack to reach bolts that lead to the arête. Follow it into *Blazing Saddles*.

12 bolts, SR to 1.5" (45 m) FA Jesse Brown, Brent Matheson, Colin Blenkinsop, Dave Sulina, 1999.

4 Blazing Saddles 5.10b TOP 100



This pumpy crack splits the right-facing corner off the left side of the Terrace. Combine it with the start of *Borderline* for an excellent four-pitch route.

Pitch 1 (5.10a, 25 m) Climb the corner above *Borderline* and belay on bolts at a cracked slab.

Pitch 2 (5.10b, 25 m) Continue up the corner and onto a giant flake. Climb the crack on the right, move up to an overhang then jam leftward around the sustained roof to a belay. It is possible to link these pitches together. Two rappels with one 60-metre rope reach the Terrace.

SR to 2.75", 2 ea 1–2.75" cams FA Mike Beaubien, John Simpson, Perry Beckham, 1982.

5 Hot Rod 5.11c ★★★



The corner right of *Blazing Saddles*. Stars for pitch one.

Pitch 1 (5.11c) Climb the corner on the left side of the huge alcove. At the roof, undercling left to a belay.

Pitch 2 (5.10b) Continue up a dirty, easy crack to a belay under the large upper roof.

Pitch 3 (5.11b) Hand traverse leftward along a detached block. It's cruxy moving onto the upper wall.

SR FA Kevin McLane, Perry Beckham, 1985.

6 Astronomy 5.12b TOP 100



This intense, high-quality finger crack starts left of the *Daily Planet* dihedral. Most lower from the first anchor. The steep, strenuous hand crack that climbs out of the bay about two metres to the right is *The Big Scoop* (5.11b).

Pitch 1 (5.12a, 28 m) Start in an alcove. When possible, move left into a steep finger crack and prepare for a crux in the bulge. Continue to chains below the upper corner.

Pitch 2 (5.10c) A dirty corner continues to Gunsmoke Ledge. If cleaned, this pitch would be classic.

SR to 3", 2 ea 0.6–1.25" cams FA (p1) Dave & Les McDonald, Kevin McLane, 1972; FA (p2) Karl Karlstrom, M. Baxter, Kevin McLane, 1973; FFA (p1) Peter Croft, 1984; FFA (p2) Kevin McLane, Daryl Hatten, 1984.



THE SHERIFF'S BADGE



BORDERLINE

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THE CHIEF



7 The Daily Planet 5.12b ★★★★

The landmark route on the Sheriff's Badge follows a striking, white dihedral on the left side of the giant, badge-shaped rock scar. It is an excellent and strenuous climb that demands a variety of skills.

Pitch 1 (5.12a) From a belay at the base of the giant dihedral, layback and stem directly up the corner. The strenuous reach crux comes at a difficult section just below the belay.

Pitch 2 (5.10b) Although easier, the wide crack above demands a thoughtful approach. A short chimney leads to burly laybacks and jamming.

Pitch 3 (5.10d) Strenuous underclings lead right to a belay near the end of the roof. Good hand jams provide rests. Many rappel from here (two ropes).

Pitch 4 (5.12b) A short corner leads to a reachy, bolt-protected face and a belay under the roof. Rarely attempted.

SR to 4", 2 ea 0.6–2.75" cams FA (p1) Perry Beckham, Blake Robinson, 1981; FFA (p1) Perry Beckham, Mike Beaubien, John Simpson, 1982; FA (p2) John Simpson, 1982; FFA (p2) & FA (p3) Perry Beckham, Mike Beaubien, 1982; FFA (p3) Peter Croft, 1982; FCFA (p1–3) Peter Croft, Hamish Fraser, 1982; FCFA (p1–4) Perry Beckham, Brooke Sandahl, 1986.

ASTRONOMY





Mandoline Masse-Clarke, High Plains Drifter (5.11c) Photo by Chris Christie

Kelville - Email: kamelville@shaw.ca | kamelville@gmail.com

Angel's Crest



The right-hand edge of North Gully is home to some very popular climbs.

8 Angel's Crest 5.10b TOP 100

One of the longest and most adventurous 5.10 routes on the Chief offers excellent variety in both crack and face-climbing terrain. Its length, vegetated ledges and tricky route finding give it an almost alpine-like feel, and the northwest aspect provides a fair amount of shade on hot summer days. Be cautious of seepage after heavy rain.

Pitch 1 (5.10b) The recommended start to the route follows bolts and cracks from the very toe of the buttress directly up to the base of Angel Crack. This start is 5.10b and can be done in one pitch or two. Alternatively, climb a well-worn tree on the left to moderate fifth-class terrain that leads to the base of Angel Crack, or climb the original bushy corner on the right that leads to a ledge and a 5.7 groove pitch.

Pitch 2 "Angel Crack" (5.10b) An exhilarating diagonal hand traverse finishes with a layback crux at the top.

Pitch 3 (5.10b) Face climb up the short, steep wall past bolts. At the top, traverse right and build a gear belay.

Pitch 4 (5.6) Negotiate a bulge to reach a short layback corner. Follow this to a forested ledge and a gear belay.

Pitch 5 (5.10a) Climb the steep, east-facing wall above the trees. After a few metres, traverse right through perched blocks to a thin corner crack. Follow this to the top, step right and belay on gear.

Pitch 6 (5.5) Ramble up easy terrain to a big ledge and a tree belay. Hike through the trees to the next pitch.

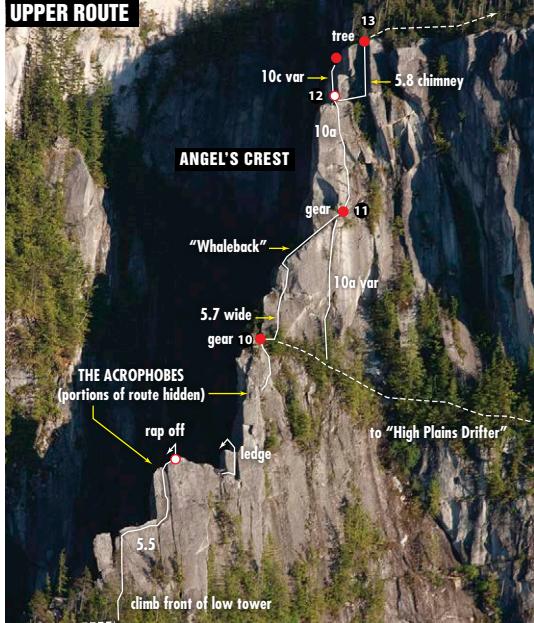
Pitch 7 (5.10a) Where the arête narrows, climb cracks to a high, obvious groove on the wall. Follow this feature to a tree belay in a nice position.

Pitch 8 (5.10a or 5.9) Walk uphill through the forest to the base of an offwidth crack (5.10a–7" cam). Climb this or, more commonly, the right-leaning crack in the corner on the right, which leads to a groove and finishes in the trees above. Hike uphill to the base of the Acrophobes and the start of the next pitch.

Pitch 9 "The Acrophobes" (5.5, a few short pitches) Climb easily up the left side of the slabby low tower. Continue upward until forced right along a wild spine traverse. Cracks lead to the highest point of this tower and a hidden bolt anchor. Rappel off the back into the trees, then scramble up cracks to a ledge beside the high tower. Downclimb the other side of the ledge using a fixed rope. From the dirt platform at the base, climb to a notch between the crest and the high tower. Gear belay.

Pitch 10 (5.8) Climb out of this notch to a very exposed position on the crest. gingerly traverse right under a steep wall then climb a corner to a gravel covered ledge.

UPPER ROUTE



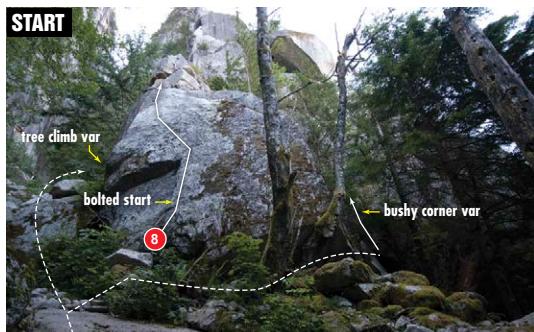
Pitch 11 (5.7) Move right along the ledge, mount the small tree then climb the wide crack above. Meandering face climbing leads to a slabby arête ("the "Whaleback") which ends at a ramp. Belay out right. Alternatively, hike along the tree ledge past the 5.7 tree start for 15 meters to a steep hand crack in a corner (5.10a). Good quality.

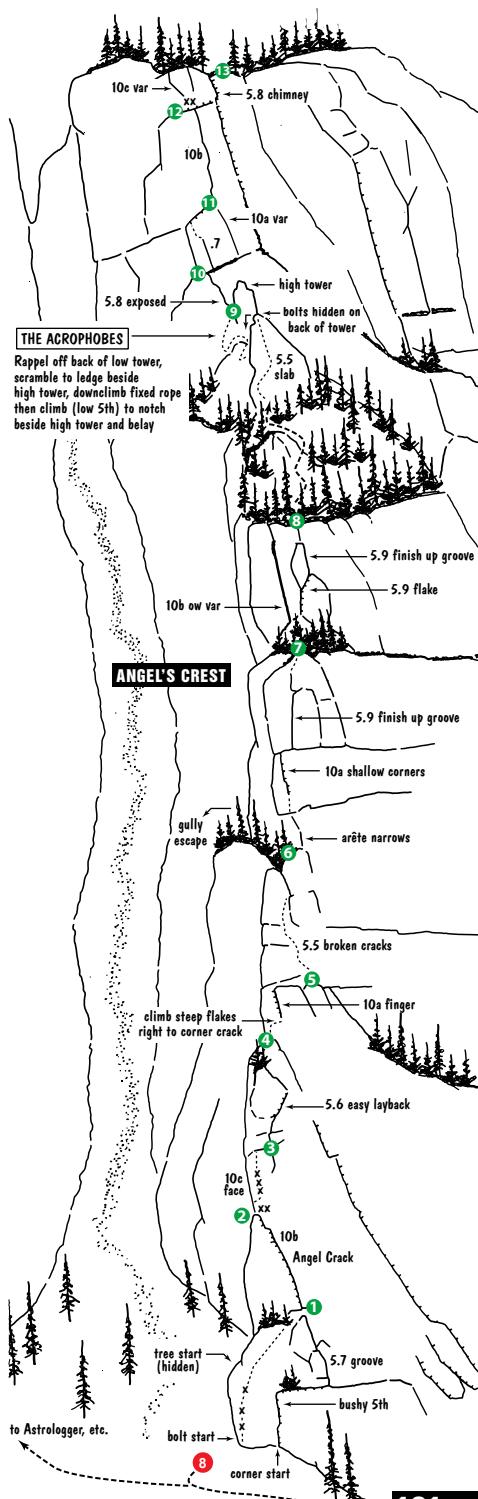
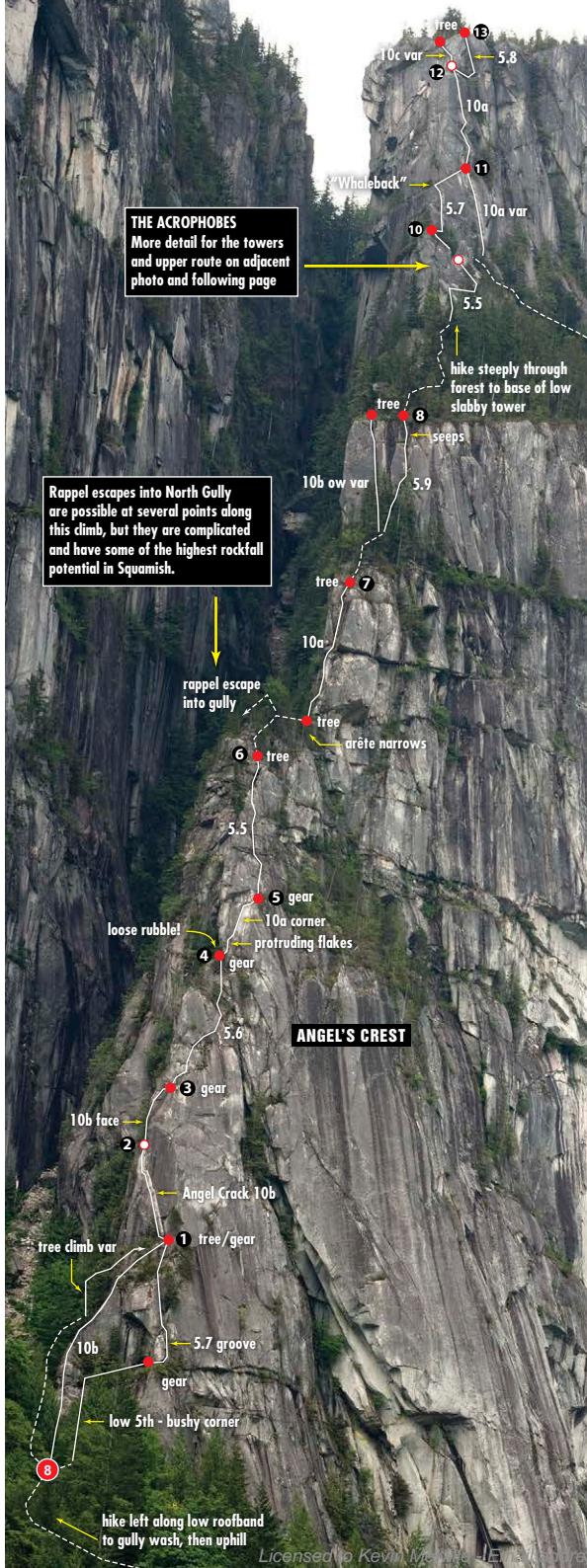
Pitch 12 (5.10a) Scramble onto the large cedar root and climb the steep crack above. Follow the exposed crack all the way to the top and a hidden bolt anchor out left.

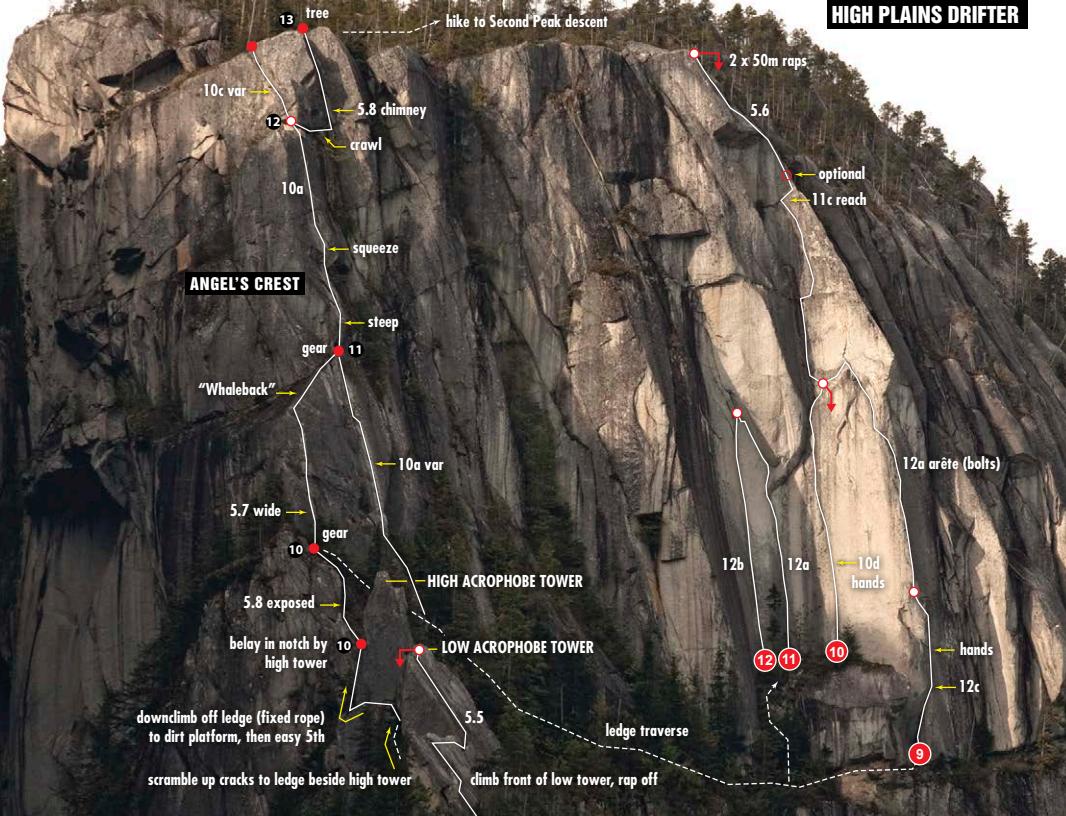
Pitch 13 (5.8) Crawl right along the ledge to enter the chimney. Worm your way to the top! Alternatively, go left from the belay to a short corner layback past a piton (5.10c). Finish with a rising leftward traverse, described as a harder version of Angel Crack. Bring double small TCUs for this version. To descend, hike south to the Second Peak and follow that trail down.

SR to 3.5" FA (p9–13, via North Gully) Les MacDonald, Hank Mather, Fred Beckey, 1962; FA (p1–8) Fred Beckey, Eric Bjørnstad, 1964; FA (1 pa) Robin Barley, R. Edwards, 1974; FA (p13 var) Robin Barley, Peter Koedt, 1974; FFA D. Loekes, P. Charak, L. Dubois, 1975, FA (p8 ow var) Rob Robn, D. Lister, 1979; FA (p11 crack var) Kevin McLane, Chris Murrel, 1978; FA (p1 direct) Robin Barley, 2007.

START







9 Blood Meridian 5.12c ★★★

This exposed route follows an arête right of *High Plains Drifter*. It features excellent, varied crack and face climbing with some of the best positions on the Chief. Either rappel in from above or approach as for *High Plains Drifter* from *Angel's Crest*. At the vertical gully that leads up to *High Plains Drifter*, continue 10 meters along the main ledge and pull into alcove at the base of pitch one.

Pitch 1 (5.12c) Fire an overhanging tips layback. Difficult moves around the lip (crux) lead to an easier hand crack and a tricky face climbing exit. A green, BD C3 was used to protect the crux. Strenuous gear placements.

Pitch 2 (5.12a) Climb the beautiful, exposed arête on amazing crimpers. Multiple cruxes. This pitch is bolted, but a gray TCU and a yellow Alien were used to protect the exit. A tad runout. Downclimb the ledge to belay below pitch two of *High Plains Drifter*.

Pitch 3 (5.11c) Climb crux pitch of *High Plains Drifter* and continue to the top of the wall. A great finish! SR to 2.5", 1 ea 0.3–0.5" cams FA Colin Moorhead, Mandoline Masse-Clarke, 2010.

10 High Plains Drifter 5.11c TOP 100

This legendary hand crack is visible on a steep, north-facing wall, which faces the top pitches of *Angel's Crest*. To reach it, traverse right from the top of pitch 10 for quite a distance. Some steep cedar root pulling is necessary to access the belay ledge. Alternatively, rap in off the rim just south of the *Angel's Crest* top-out.

Pitch 1 (5.10d) Jam the impeccable hand crack splitter.

Pitch 2 (5.11c) An aesthetic crack continues to the rim. There is a reachy move gaining the arête near the top. SR to 3", 6 ea 2" cams (30 m) FA (p1) Perry Beckham, 1990; FA (p2) Raoul Sauco, 2003.

11 Gorillas in the Mist 5.12a ★★★

Start left of *High Plains Drifter*. Climb an offwidth to a very steep, bolted flake. Finish at *The Inseam* anchors. Cams to 7" (25 m) FA Josh Korman, 1990; FFA Will Stanhope, Jeremy Blumel, 2005.

12 The Inseam 5.12b TOP 100

Climb the steep corner left of *Gorillas in the Mist*. It's



Jason Kruk, North Star (5.13b)

Photo by Chris Christie

thin, awesome and takes a lot of small cams.

SR to 1.5", 3 ea 0.5–0.6" TCUs (25 m) FA Perry Beckham, 1990;
FFA Will Stanhope, Jeremy Blumel, 2005.

13 North Star 5.13b TOP 100

This incredible crack is located on the rim opposite the summit of *Angel's Crest*. To approach, hike to the north side of North Gully below the Third Peak on the Chief. Rappel off chains on the rim to an anchor at the base. (It might be wise to leave an escape rope fixed in case the crux proves too gnarly.) Climb an absolutely splitter corner crack (5.12a) on beautiful, golden rock to a V7 boulder problem at the top of the wall. Stout thin moves with poor footholds and good natural gear (below your feet) define the crux. Miss the crux and you whip!

SR to 2", 1 ea 0.5" cams, 3 ea 0.75–1" cams (35 m) FA Jeremy Blumel, Evan Stevens, 2009.

Zodiac Wall



The large, dark wall left of North Gully is home to a number of excellent, long routes, mostly on the hard

side. Use the *Angel's Crest* approach for routes right of New Life, and use the *North North Gully* approach for New Life and the climbs around Astro Ledge.

14 Polaris 5.12a (5.11b A0) ★★★

This significant and high-quality climb takes a previously unexplored path up the far right side of Zodiac Wall all the way to the top. The base of the first pitch is about 60 metres uphill from the tree-climb start of *Angel's Crest*.

Pitch 1 (5.10b, 50 m) Climb a right-facing corner past a ledge to another corner, a roof and a belay out right.

Pitch 2 (5.11c, 55 m) Climb the steep open corner up right of the belay. (Pulling on the bolt before the small roof drops the grade to 5.11a A0) Devious face climbing and cracks lead to a large ledge. Watch the rope drag!

Pitch 3 (5.9, 20 m) Move out left past flakes and then up a hand and fist groove to the base of "The Corner".

Pitch 4 "The Corner" (5.10c, 40 m) Can you spot the line? Fist jamming leads to a chimney protected by a few bolts and chockstones. Tunnel in at the top and use the right-hand station once you emerge.

Pitch 5 (5.10a, 30 m) Scramble up the chimney on the right behind the large pillar then gain the top and move across the balanced boulder. Discontinuous cracks and face moves lead up and left to a belay by the main corner.

Pitch 6 (5.10c, 30 m) A puzzling and committing crux leads into the corner. Up it to a belay at a cedar tree.

Pitch 7 (5.11a, 55 m) Climb a corner passing two trees. At the roof, head left past two bolts to a belay on a ledge.

Pitch 8 (5.11c, 50 m) Face climb up the white wall past many bolts, then move out right to a belay.

Pitch 9 (5.12a 30 m) Step right into a crack and then up it with increasing difficulty until it's possible to clip a bolt and step left to a ledge. Traverse up right to a perch below the roof then pull wild moves through the roof and left to the anchor. A bit of aid reduces this pitch to about 5.11a A0.

Pitch 10 (5.10c, 30 m) Follow nice cracks to the final anchor. Either rappel the route with two ropes or walk off as for *The Calling*.

SR to 4.5", 2 ea 0.6"-2.5" cams FA (*p1-Nostramo*, 5.6 A2) John Manu-
al, Bruce Fairley, 1982; FFA (*p1-10*) Kris Wild, Reuben Shelton, 2007.

15 Astrologger 5.11b TOP 100

This superb thin-hands crack is approached by hiking up from the left side of North Gully opposite the start of *Angel's Crest*. It cranks up the left side of a short pillar. The pillar was originally accessed via a traverse in from the left, but the direct start is better. Pull up a bit of fixed rope.

SR to 3", 4 ea 1.5" cams (33 m) Perry Beckham, Joe Turley, 1983;
FA (direct) Tyler Freed, Arnold Zakuda, 2000.

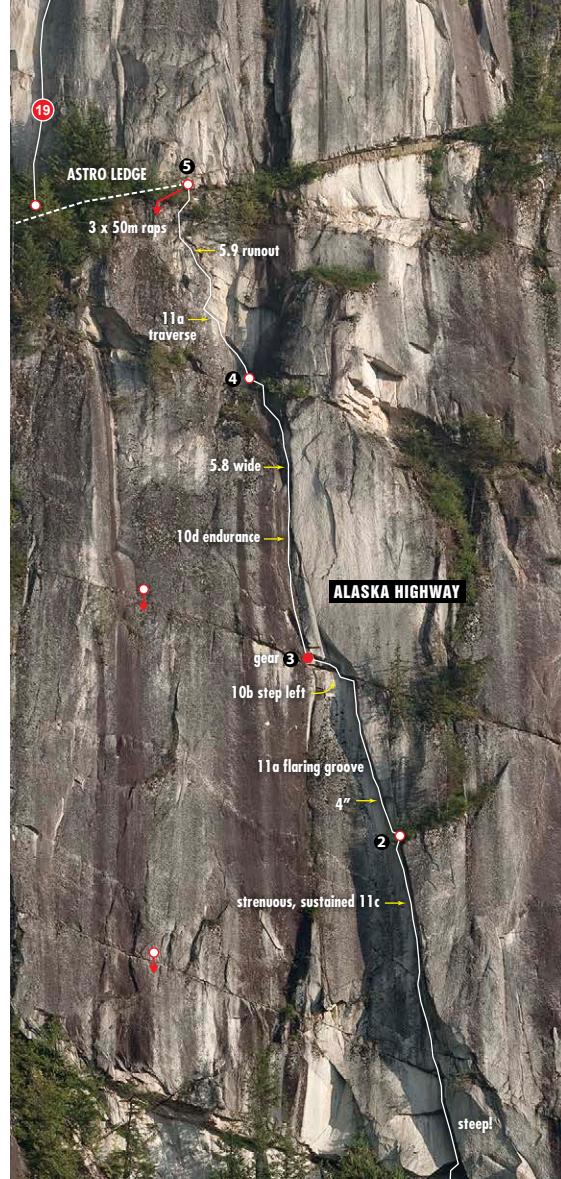
16 Alaska Highway 5.11d ★★★★

Alaska Highway is a physically exhausting journey up steep dihedrals on lower Zodiac Wall. It requires a full range of crack climbing techniques, from thin fingers jamming to desperate, overhanging groove moves. Hike left from *Astrologger* until it's possible to yard up fixed lines to a steep embankment. The route begins below a big dead tree that juts upward toward a big roof.

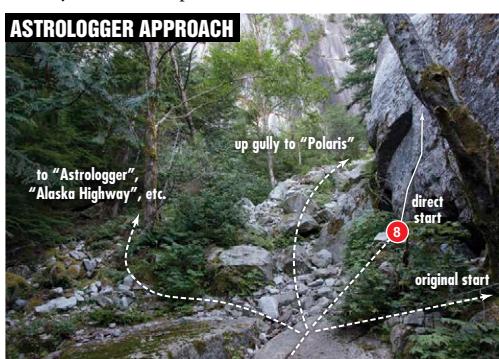
Pitch 1 (5.10c) Grovel around the base of a tree then climb the greasy corner above. Are you warmed up?

Pitch 2 (5.11d) Prepare for battle. Climb the overhanging flake above the belay and enter a groove above. Stem, chimney and smear your body up this wicked, flaring slot past multiple cruxes to a high belay. Communication can be difficult.

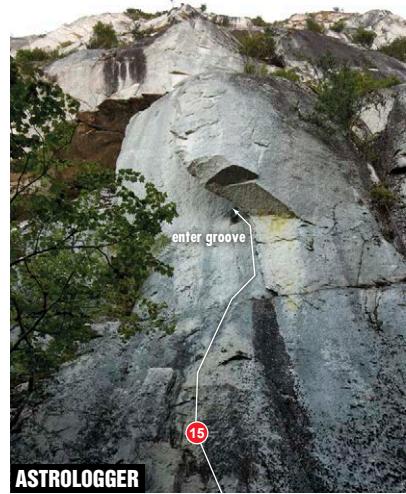
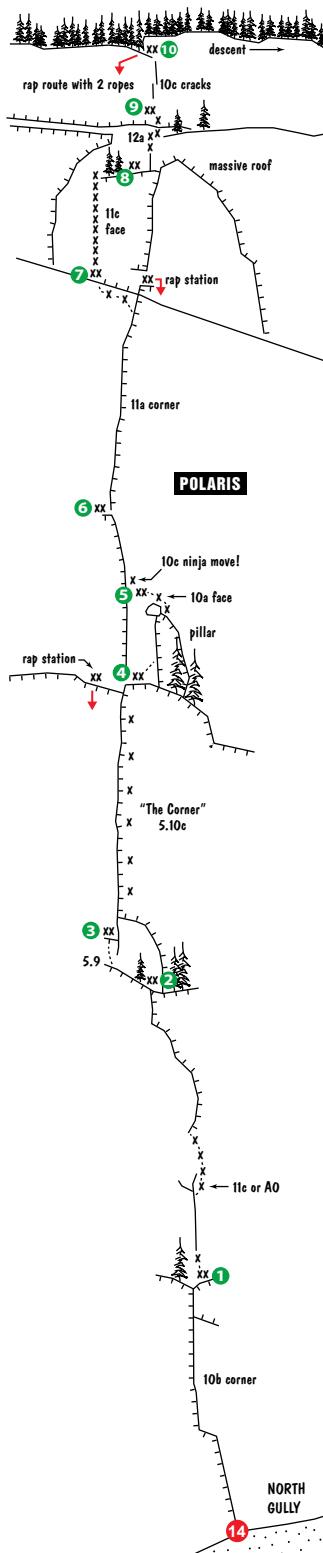
Pitch 3 (5.11a) A wide crack leads to an awk-



ASTROLOGGER APPROACH



THE NORTH WALLS



ward, flaring chimney and a gear belay on a ledge. Tiring.

Pitch 4 (5.10d) The left-facing corner above the belay offers respite from the thuggery below. Belay on a tree ledge. **Pitch 5** (5.11a) Move up to a left-leaning undercling. Somewhat loose face climbing continues on to Astro Ledge. If you're too burned out to continue (*The Northern Lights*), three 50-metre rappels will get you down the wall.

SR to 4th, RPs, 2 ea 0.6–1" cams EA Perry
Beckham, Dave Dunaway, 1987.

17 Parallel Passages 5.10c A0 ★★ □

This route features the best pitches of the climbs *Inside Passage* (on the right) and *Parallel Universe* (on the left). Since these routes bounce off each other, multiple variations and link-ups are possible. Enjoy lots of splitter cracks. All anchors are fixed. Approach from the start of *Alaska Highway* by continuing leftward up fixed lines and ledges to a bolt anchor and the start of the route. The first 40 metres of this route seeps until summer, but the rest dries very fast.

Pitch 1 (5.10c) Trend left over ledges to a corner system. Climb up and right along right-leaning corners to a belay on a small ledge.

Pitch 2 (5.10a) Climb left following corners to either 5.9 face cracks or a 5.7 offwidth (always dry). Finish with short cruxes below the anchor.

Pitch 3 (5.9) Cracks lead up the wall to a right-facing corner. Belay by a fallen tree at the top.

Pitch 4 (5.7) A short left-facing corner and scramble reach Astro Ledge. Traverse along the ledge past an anchor until it's possible to climb easily up ledges and ramps to belay bolts.

Pitch 5 (5.10b A0) Climb a steep, fist-sized layback crack past a bolt ladder (5.12a or A0). Follow the finger-size layback flake above.

Pitch 6 (5.10a) Climb a short ramp and transition right into the offwidth in the giant corner. Chimney past two bolts, always on the lookout for face holds that help minimize the difficulties. Great diving board ledge on top!

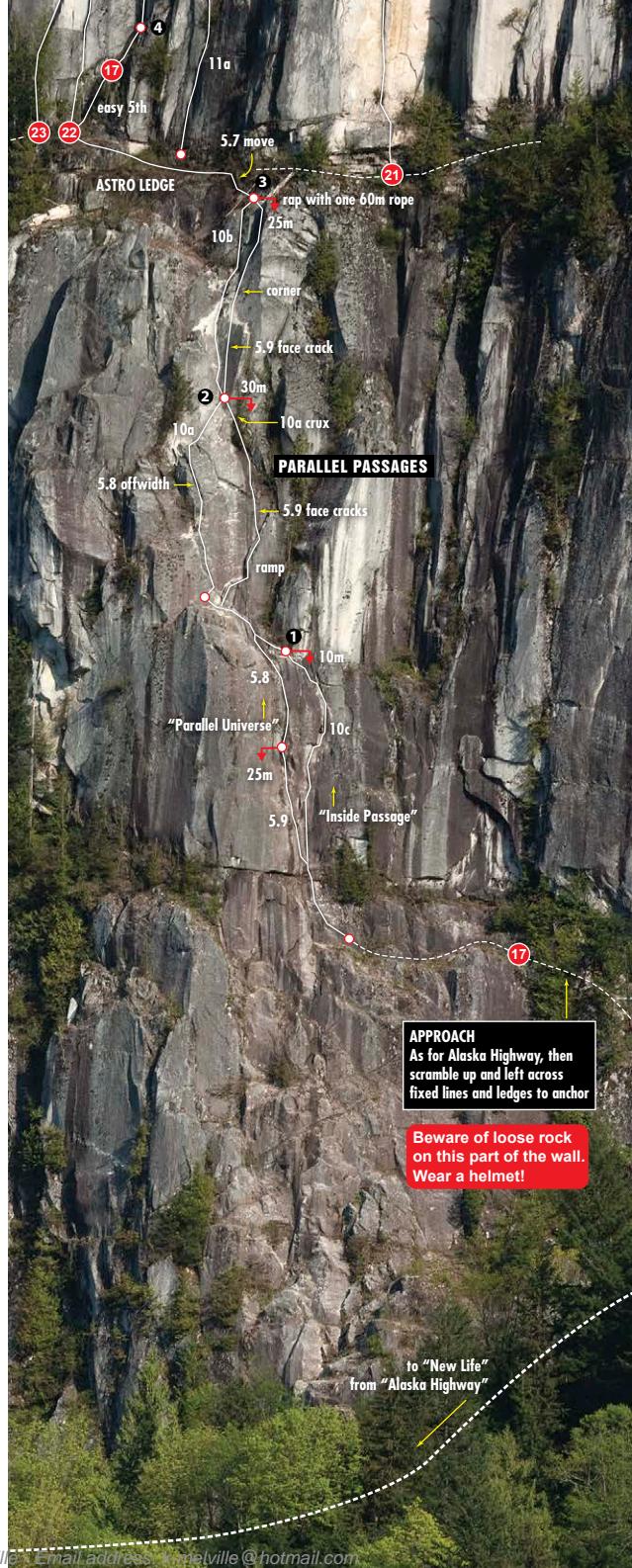
Pitch 7 (5.10b, 40 m) Climb a short ramp on the right to a slightly overhanging, four-inch crack. Good edges on the face reduce the initial difficulties, and the crack quickly narrows to vertical hands and fingers for the bulk of the pitch. (There is an optional gear belay midway up.) This is the only pitch on the route that requires extra cams.

Pitch 8 (low 5th) Climb the staircase. Belay by a tree.

Pitch 9 (5.10b) A three-sided elevator shaft with blocky climbing leads up and right under a giant chockstone to a ledge. From here, stem blocks then move right around the corner. Follow cracks to a cave belay.

Pitch 10 (5.10b) Stem an offwidth (bolt) into a pod with a no-hands rest. Finish by climbing straight through the roof (5.10b) or detour around it on the right (5.8). Hike toward the Third Peak and find the trail to descend.

SR to 4.5", 2 ea 0.6–2.75" cams FA Paul Cordy, Eric Hughes, Crosby Johnson, 2011.



18 New Life 5.11b TOP 100

This route is a good primer for *Alaska Highway* and is located just left of a gaping chimney (*Tall, Skinny People*, 5.10c, not described). To approach, follow the North North Gully trail to the base of Zodiac Wall, turn right and traverse down then up along a ledge system using a couple of fixed lines. It is also possible to approach by hiking along the wall's base from *Alaska Highway*.

Pitch 1 (5.10b) Climb a white, left-facing corner system. Traverse left then continue up the corner to a bolt belay by a small tree.

Pitch 2 (5.11b) Climb a steep layback crack and wiggle through a short chimney. The crux reach move is under a small roof at the top. Good gear.

Pitch 3 (5.10c) Fire up the V-slot. Burly with good rests. Gear belay.

Pitch 4 (5.11b) Traverse right via delicate moves then make a cruxy reach around the arête to bolts. You can link pitches three and four using long slings.

Pitch 5 (5.10b) Move up and left of the belay. Step right into a crack and follow it to the forest. To descend, hike uphill to a T-junction then go left and down to a yellow fixed line. Downclimb it, then continue left and drop through a slot to a chain with a short rappel below. Another fixed line leads down and right to the base. To get to Astro Ledge from the top of the route, look for a scarf tied in a tree and fixed lines that lead uphill.

SR to 3", 2 ea 0.6–3" cams, 3 ea 0.875" cams FA Jim Martinello, Trevor MacDonald, 2008.

19 The Calling 5.12a ★★★★

The Calling is a spectacular line up the dihedrals above *Alaska Highway*. It features tricky face climbing that leads to one of the most aesthetic dihedrals in Squamish. Unfortunately, the rock deteriorates near the top of the route, but this does little to lessen the overall quality. To begin, either traverse in from North North Gully along the exposed Astro Ledge (used fixed ropes and belays) or move left from the top of *Alaska Highway* to the next bolted anchor.

Pitch 1 (5.11d) A difficult move gains a right-facing corner. Bolts and small cams protect very technical climbing.

Pitch 2 (5.11c) The clean corner crack above provides a burning pump. It slowly widens over a significant distance and eats cams for breakfast!

Pitch 3 (5.10d) Continue up the corner, moving left into an awkward chimney to finish. Combining this with the pitch below provides good chest-pounding material. Some rappel from this point.

Pitch 4 (5.12a) Bolt protected face climbing leads to a reachy, but well-protected, move midway up the pitch. The rock now deteriorates toward the summit. Route finding is tricky in this area due to nearby anchors on *Chilkoot Pass* (not described). Be careful.

Pitch 5 (5.10b) Climb a crumbly right-facing corner to a belay up high. Scrambling over loose rubble leads left to the final pitch.

Pitch 6 (5.10d) Broken cracks and face moves lead past fixed pins to the forest. Collapse in the trees. To descend, traverse right along the forested ledge past a bolt and fixed line. Next, cut back left up treed ramps to the edge of North North Gully. From here, look for a third-class step that leads to the Third Peak and the descent gully. SR to 4", 3 ea 1.5–2" cams FA Dean Hart, Randy Atkinson, 1986; FCFA Perry Beckham, Eric Winkleman, 1987.

20 The Northern Lights 5.12a TOP 100

One of Squamish's best multi-pitches sends *Alaska Highway* into *The Calling*. If you're up to the task, it's a must do. Enough said. Rack as for the other routes FCFA Perry Beckham, Eric Winkleman, 1987.



THE CHIEF

㉑ Gone Surfin' 5.11b ★★

This decent route tackles cracks up a gently overhanging white and orange wall, left of the main dihedral.

Pitch 1 (5.11a) The initial crack tests your skills as it widens from finger to fist.

Pitch 2 (5.10b) The crack widens to chimney size. Belay by the big roof. Leave a fixed rope attached at the preceding anchor for the rappel back down.

SR to 4", 2 ea 3-4" cams FA Dean Hart, Randy Atkinson, 1985.

㉒ Public Image 5.11c ★★★

This route follows high-quality chimney and offwidth cracks up an obvious fissure just right of *Vision Quest*. If you like this style of climbing, put it on your "must-do" list. *Public Image* combined with *New Life* and the excellent final pitches of *Parallel Passages* makes for one of the best long free routes anywhere!

Pitch 1 (5.11a) Straight in jamming leads up an initial crack toward the ever-widening chasm.

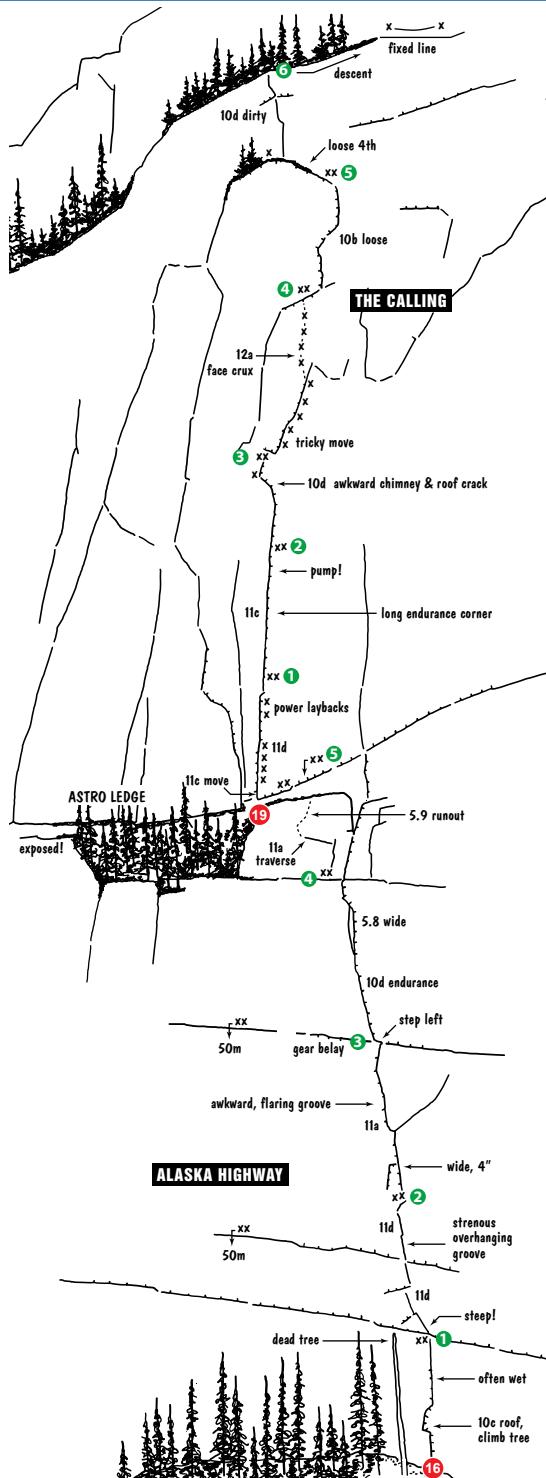
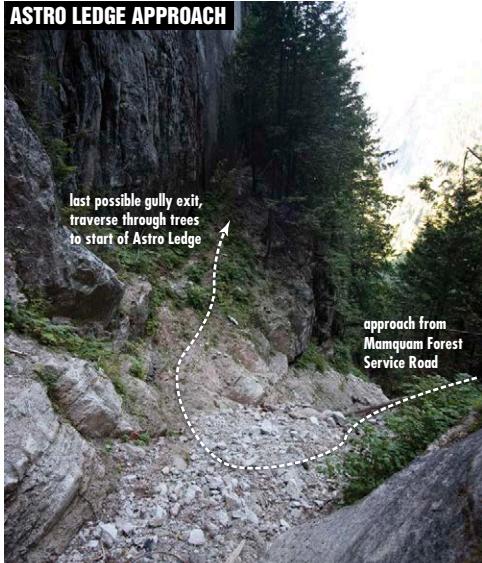
Pitch 2 (5.11c, 40 m, 2 bolts) The money pitch! Start with great open-book stemming up to a roof. Above, the crack widens to offwidth. Get in there!

Pitch 3 (5.10c, 20 m) Use knee-foot chimney technique until the crack forces you out. Fun stuff!

Pitch 4 (5.10b) The final corner up to the trees offers fun stemming in chimneys and face cracks. Rappel the route with two ropes or adventure up *North North Arête* (not described) or *Parallel Passages* to the top and hike off.

SR to 6", 2 ea 0.6-4.5" cams FA Randy Atkinson, Dean Hart, Bruce MacDonald, 1985.

ASTRO LEDGE APPROACH



UPPER ZODIAC WALL



THE CHIEF



㉓ Vision Quest 5.12c ★★★



This excellent dihedral is one of the best climbs above Astro Ledge and offers a stern lesson in technical, power laybacking. The crux pitch requires good endurance and protection-placement skills. Originally, it was home to four fixed pitons, but these were removed which upped the grade from 5.12a. Placing good RPs here is strenuous.

Pitch 1 (5.7) Climb a pedestal on the left side to a belay.
Pitch 2 (5.10b) Face climb to the base of the corner.

Pitch 3 (5.12c) Be persistent as the difficult corner climbing eases toward the top of the pitch. Rappel to descend.
SR to 3" FA Randy Atkinson, Dean Hart, 1987.

㉔ Space Box 5.12d ★★★★



This excellent stem box is located a short distance along the Astro Ledge trail from the North North Gully. Flakes lead to a small ledge. The left-facing corner above is smooth and gently overhanging. It will really put your bridging technique to the test! Outstanding.

SR to 3", RPs, 2 ea 0.6–1.5" cams (30 m) FA Colin Moorhead, Jeremy Blumel, 2004.

㉕ Holy Ghost Talk Show Host 5.10c ★

Just right of Space Box is a climb that could possibly serve as a reasonable warm-up exercise. The route goes to the top of the wall, but only the first pitch is free. It follows a corner to a tree ledge. Rappel to descend.

SR to 4" (30 m) FA Dave Ferguson, Kevin Higgins, 1999.

Highline Wall



A couple of unique overhanging cracks are located at the top of North Gully, on the Second Peak side of the summit plateau. To approach, hike toward the Third Peak on the Chief by passing under White Cliff and hiking up North Gully. When near the top, deke left out of the gully instead of going right toward the summit of the Third Peak. Traverse the gully edge and locate bolt anchors for both routes above a steep overhang. It's best to rappel Munitions Plant. Put a couple pieces in on the way down to reach the ledge. Have your partner remove them and then yard back into the anchor on the ledge.

㉖ Examination of Time 5.12a ★★★



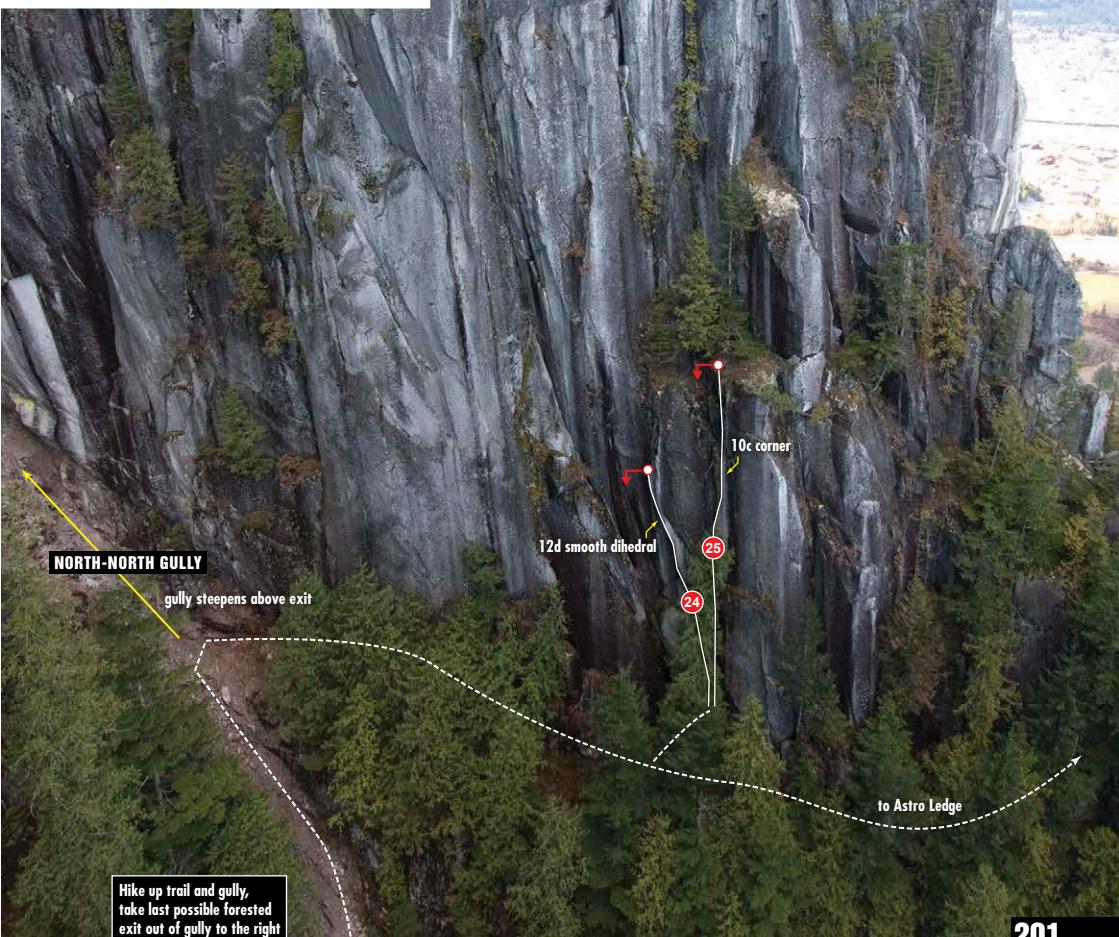
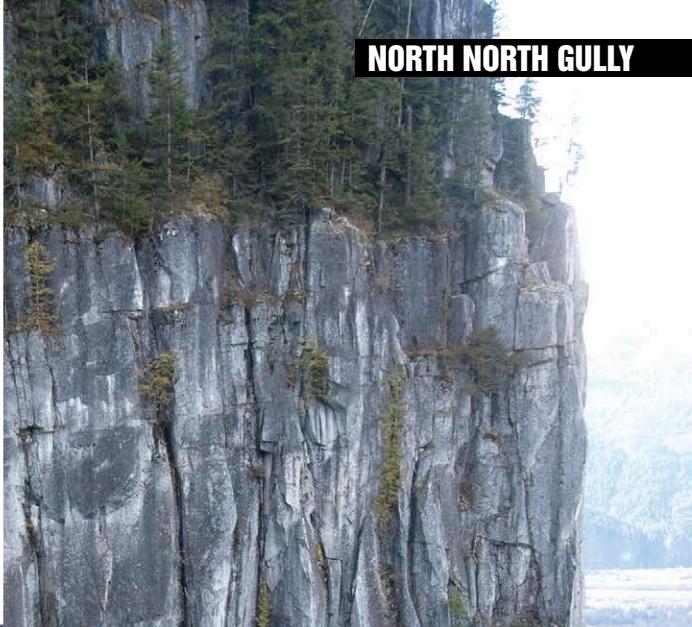
Climb an overhanging crack in the right-facing corner. Mostly finger size.
SR to 1.5" (20 m) FA Jeremy Smith, 2010.

㉗ Munitions Plant 5.12c ★★★



Climb the steep, straight-in crack on the right primarily using face holds. Mostly thin fingers. Fully gear protected.
SR to 1.5" (20 m) FA Jeremy Smith, 2010.

NORTH NORTH GULLY

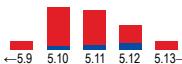


Hike up trail and gully,
take last possible forested
exit out of gully to the right

to Astro Ledge

BACKSIDE CRAGS

48 routes



Although the walls on the Chief's west and north aspects are the highest and most dramatic, the forested slopes on the south side of the mountain also have significant relief and are home to a number of quality cliffs, each with distinct characteristics. The Solarium and Sunbeams Wall feature a variety of multi-pitch climbs on clean slabs situated behind the summit peaks, and are a perfect venue for crowd-free climbing on busy summer weekends. The Cirque of the Uncrackables and White Cliff are very different. Both rest under the cool, forest canopy and provide a fine and varied collection of tough, single pitch routes. These include steep faces, thuggy offwidths and Squamish's hardest gear route, *Cobra Crack*, a striking line that should be on every climber's "must-see" list. The long approach to these cliffs keeps the crowds at bay, but the quality is of the highest standard and few, if any, leave disappointed.

Conditions: Both the Solarium and Sunbeams Wall get serious morning and midday sun and can be quite hot mid-summer, although afternoon breezes are common. Both cliffs dry quite fast after storms. The Cirque and White Cliff face southeast, but have thick tree cover which provides somewhat cool conditions, even on hot summer days (late afternoon is best). The shade makes these crags slow to dry.

Approach: All the cliffs are approached via the Chief peak trail system that starts behind the camp-ground beside Olesen Creek. Sunbeams Wall is off the Second Peak trail, and the Cirque, Solarium and White Cliff are accessed via the Third Peak trail. Detailed directions are given in each section. Approach times vary from 40 to 60 minutes, depending on destination and speed.

Sunbeams Wall



The southeast facing slabs behind the First Peak on the Chief have an interesting collection of climbs, with one true standout, Empire in the Sun. To approach, hike up the First Peak trail until it's possible to follow a fork that leads to the Second Peak. Shortly after this junction, the trail starts to switchback uphill through a deep, cliff-lined gully. The start to Empire in the Sun is low down on the left-hand wall—watch carefully. If it's hot, wait until late afternoon.

① Empire in the Sun 5.11a ★★★

This interesting, six-pitch climb is varied and fun. There are many bolts, but most pitches require supplemental gear so lead with a full rack. Don't leave your pack at the base because it's best to descend via the First Peak trail.

Pitch 1 (5.10b, 3 bolts) A short, steep bulge gains a glacier-polished ramp and easier climbing above.

Pitch 2 (5.10c, 6 bolts) Awesome dyke climbing leads to a good ledge.

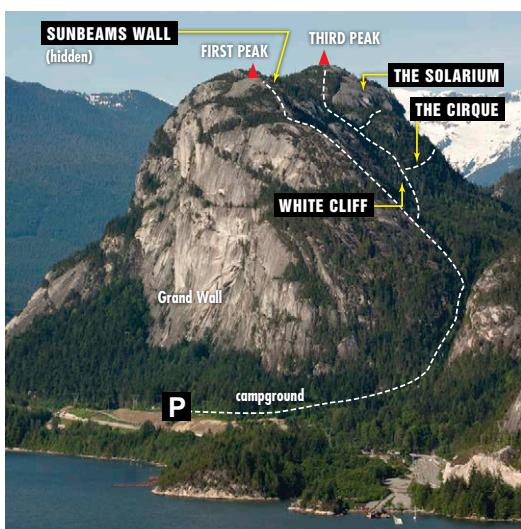
Pitch 3 (5.10b, 7 bolts) More quality dyke climbing leads to a crack. The dyke continues through a roof with large holds that ease the difficulty. Scramble to a tree and walk right for 50 metres to a flat, moss-covered boulder below a beautiful corner crack.

Pitch 4 (5.9) The corner leads to a great finger crack and a tree belay on a ledge.

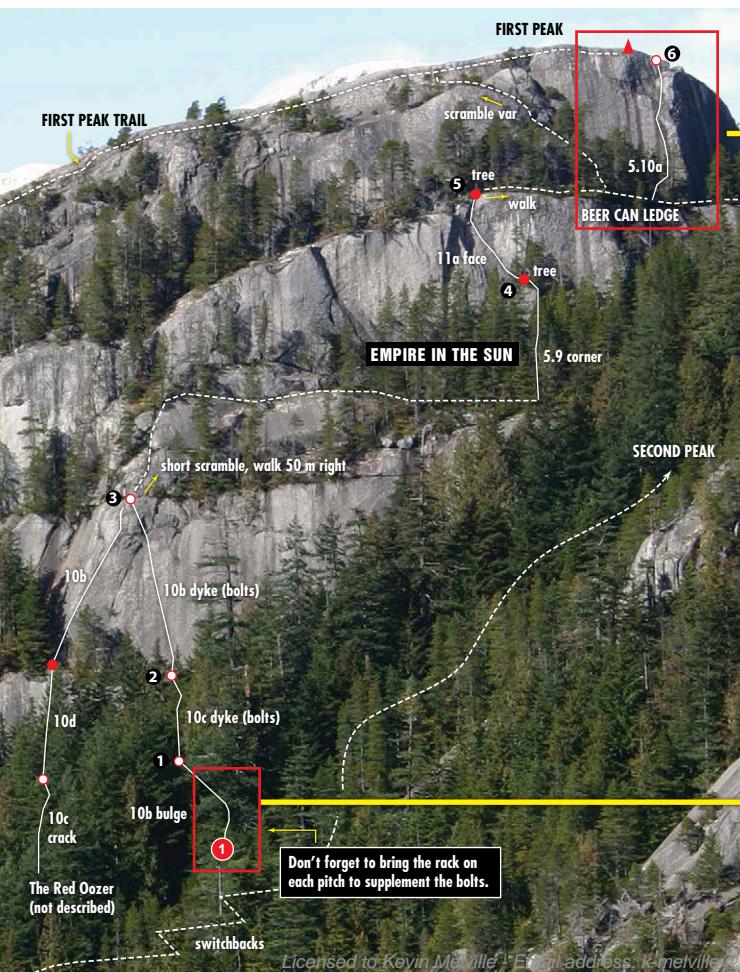
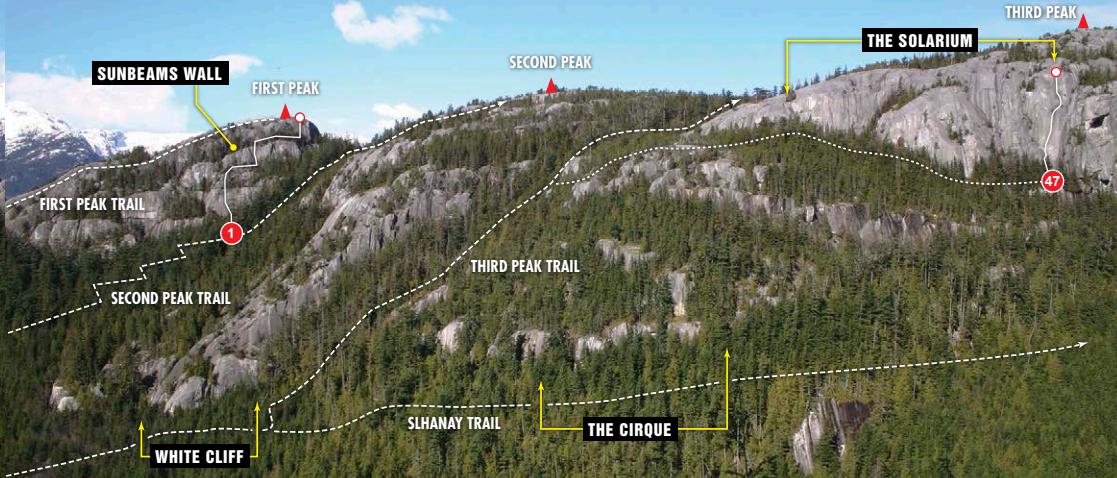
Pitch 5 (5.11a, 5 bolts) Face and slab climbing lead to an easier crack and a tree belay. Walk right for 30 metres.

Pitch 6 (5.10a, 5 bolts) Climb the middle line. Great face climbing on little edges leads to the First Peak and many surprised tourists.

SR to 3", 2 ea 2.75" cams FA (alts) Robin Barley, Harry Young, 2009.

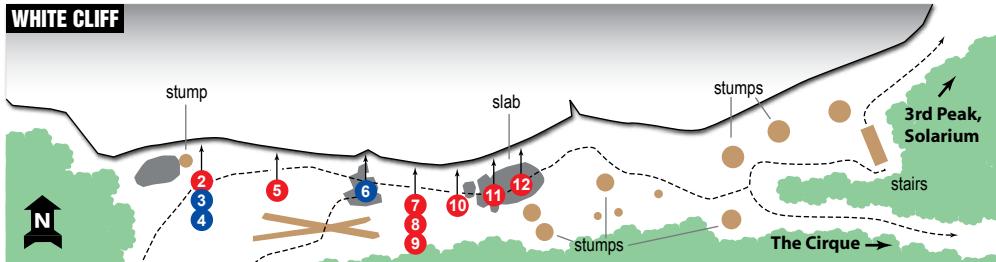


BACKSIDE CRAGS



THE CHIEF

WHITE CLIFF



White Cliff



40 min.



This steep, imposing wall is found at the Third Peak–Slhanay trail junction. It's gently overhanging in places and features a few unique and challenging climbs that justify the long approach. This is a good crag to escape the crowds and find late-afternoon shade. Combine it with a session at the Cirque. To approach, follow the First Peak trail for about 20 minutes then exit right onto the Third Peak–Slhanay trail just after the Upper Shannon Falls fork. Follow it for another 20 minutes to where it intersects the left end of the crag.

② Future Shock 5.12a ★★★★



This pumpy pitch is located where the hiking trail meets the cliff. A series of closely-paced bolts lead to a right-curving groove and a crack, which is harder than it looks. 3 bolts, SR to 1.5" (25 m) FA Perry Beckham, 1982; FFA Kevin McLane, 1985.

③ Wild Cat 5.12b ★★★



Climb the bolted start of Future Shock, then go straight up from the ramp past a fixed pin and one more bolt. 4 bolts, 1 fixed pin (25 m) FA Colin Moorhead, 2009.

④ Catnip 5.11c ★★



Climb the bolted start of Future Shock, but go left toward the arête past two more bolts.

5 bolts (25 m) PREP Robin Barley; FA Colin Moorhead, 2009.

⑤ Alien Discharge 5.12b ★★



A bolted undercling and flake system leads leftward. When the bolts run out, make a tough move left into Future Shock. The start of this route is often wet. 5 bolts, SR to 1.5" (28 m) FA Josh Korman, 1988.

⑥ Small Arms Firing 5.12c ★★★



Just right of Alien Discharge is an impressive, overhanging wall split by thin, discontinuous cracks. This route follows a bolt line on the right that starts with an alcove mantel before moving up and left toward chains.

11 bolts (20 m) FA (2pa) Robin Barley, Harry Young; FFA Will Stanhope, 2010.

⑦ Conventional Arms 5.10c ★



Climb a right-leaning ramp to a small roof. From here, face climb left to a small, dirty ramp and follow it to a ledge and a belay (5.10b). Follow flakes and blocks to the top (5.10c).

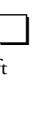
SR (50 m) FA Robin Barley, Bernie Protsch, 1985.



FUTURE SHOCK



GONE COUGIN'

8 Rocket Queen 5.10c ★★

Start as for *Conventional Arms*. At the low roof, step left and climb an obvious left-facing corner feature.
SR (20 m) FA *Mandoline Masse-Clarke*, 2009.

9 Vital Transformation 5.12c ★★★★

Start as for *Conventional Arms* to the small roof. Wicked thin crack climbing with tiny footholds and reachy moves leads up the smooth wall above to a bolted anchor.

SR to 2", 2 ea 0.6–0.75" cams (20 m) FA *Jim Campbell, R. Gordon, 1978; FFA Perry Beckham*, 1986.

10 Backwoods Bebop 5.10d TOP 100

Follow a small, left-facing offset to a pretty dyke that finishes at an independent anchor up top. The protection is good, but a little spaced up high. Quality!

SR to 2" (20 m) FA *Perry Beckham, Jan Daly, 1983; Re-cleaned by Colin Moorhead, 2010*.

11 Bush Doctor 5.11b ★★★★

Climb a well-protected, left-curving crack about five metres right of *Backwoods Bebop*. This leads through the dyke to a break, and a right-curving crack above.

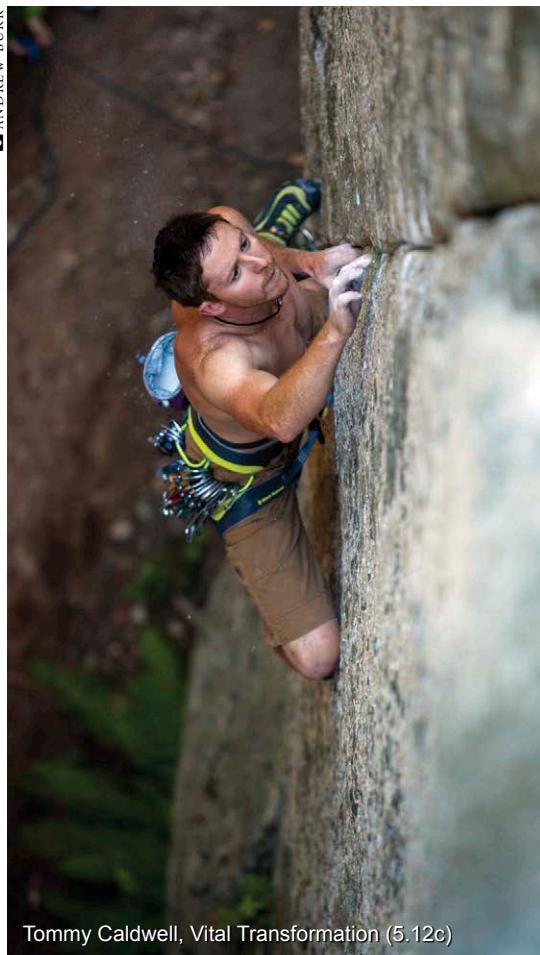
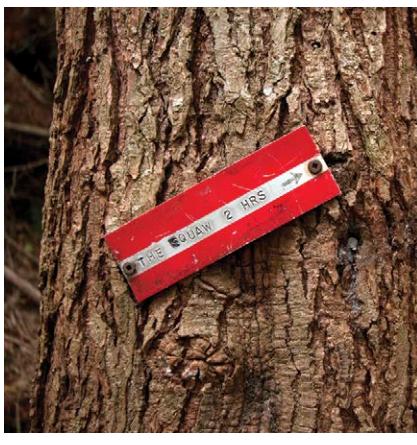
SR to 2" (20 m) FA *Perry Beckham, R. Kusera, 1983; Re-cleaned by Colin Moorhead, 2010*.

12 Transmigration 5.10b ★★

Follow a diagonal crack through *Bush Doctor* and finish at the top of that line (5.10a). A second, rarely climbed pitch goes up a crack above (5.10b).

SR FA *Robin Barley, Dave Jones, 1983*.

Right of Transmigration are a number of other pitches, all quite dirty and in need of retro-scrubbing. None are described here.

**VITAL TRANSFORMATION****BUSH DOCTOR**

THE CHIEF

The Cirque



This imposing crag lurks in a beautiful old-growth forest on the back of the Chief and contains the area's best concentration of offwidths. To approach, follow the directions to White Cliff. At the upper end of that crag, the trail forks. The left-hand branch climbs steeply into the North Gully and the right-hand branch traverses quickly to the Cirque then on to Slhanay.

13 Ivan Meets GI Joe 5.10a ★★

Start in a crack then climb a steep flake left of the offwidth to a fixed anchor.

SR (20 m) FA Hamish Fraser, Craig Thomson, 1981.

14 March of the Kitchen Utensils 5.9 ★★★★

Start as for *Ivan Meets GI Joe*, but forges up the wide splitter above in one long and enjoyable pitch.

SR to 5" (35 m) FA John Howe, Joe Buszowski, Blake Robinson, 1981.

15 The Scimitar 5.11b TOP 100

A large bay in the cliff houses this steep offwidth corner crack. A formidable testpiece.

SR to 7" (40 m) FA Kjell Swedin, Todd Bibler, 1984.

16 Cobra Crack 5.14b TOP 100

Squamish's hardest gear route starts in a right-leaning corner slot that leads to an incredible curving finger crack on the overhanging face above. The crux comes at the transition onto the upper, vertical wall, and is heinously powerful, especially after the pumpy approach. Continue to the top of the crag.

SR to 2" (45 m) FA Sonnie Trotter, 2007.

17 Bop 'til You Drop 5.10b ★★

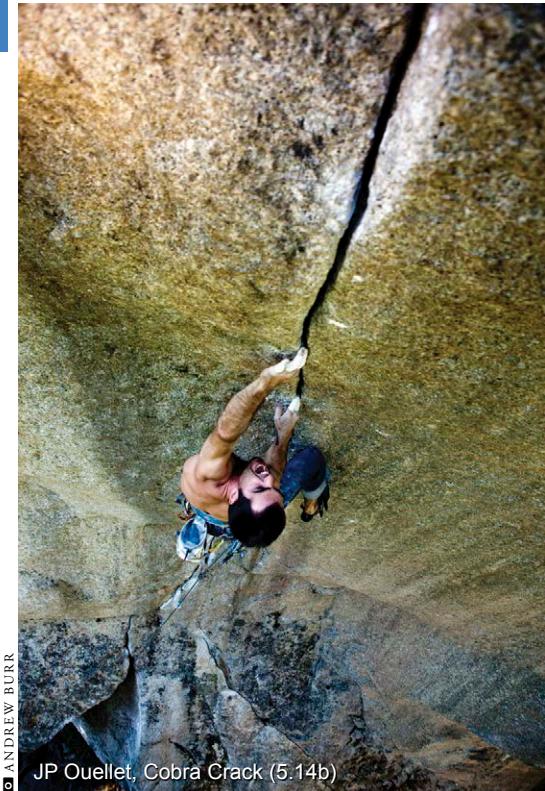
This route ascends a deep, right-facing corner crack and

MARCH...

THE SCIMITAR

COBRA CRACK

BOGIE TILL...



ANDREW BURR

JP Ouellet, Cobra Crack (5.14b)

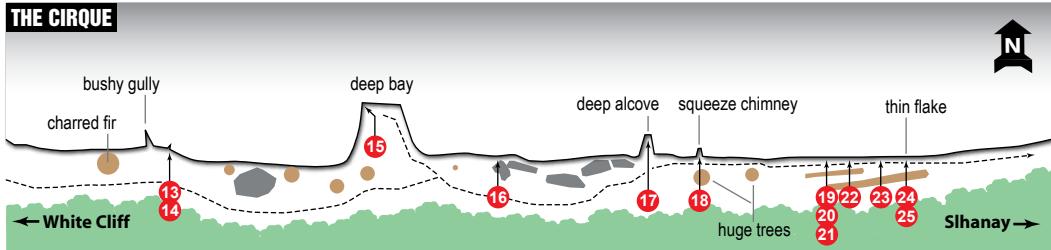
requires a combination of burly hand and fist jamming.
SR to 4" (40 m) FA Dave Lane, Scott Flavelle, 1981.

18 Boogie 'til You Puke 5.11b ★★★★

Just to the right of *Bop 'til You Drop* is a wide crack splitting the middle of the smooth wall. Start in a chimney and struggle upwards as the crack slowly narrows. This pitch used to be graded 5.10b! AKA "Boogie 'til You Poop". Look for the video on YouTube!
SR to 7" (40 m) FA Dave Lane, Scott Flavelle, 1981.

18

THE CIRQUE

**19 Magical Dog 5.13b ★★★★**

Walk right along the base to a super thin, left-curving seam and the start of this long and involved testpiece. Start up a crack on the right then move leftward into the seam via one of a few transition options. Battle upward until the seam widens and curves left, leading all the way across the wall to the top of *Boogie 'til You Puke*. Back-climb the route to clean it or have a strong second follow. SR to 2.5", RPs, 3 ea 0.6–1" cams (50 m) FA Will Stanhope, 2009.

20 Going to California 5.13a ★★★★

This is a shortened, more direct version of *Magical Dog*. Climb that route, but when possible, finish directly above the seam to a convenient chain anchor.

SR to 1", RPs, 3 ea 0.6–0.75" cams (22 m) FA Will Stanhope, 2008.

21 Into the Wild 5.13b ★★★

Start up the *Magical Dog* crack. Instead of moving left into the seam, continue up the wall, moving slightly to the right to access a diagonal seam on the wall just above and right of *Magical Dog*. The protection on this pitch is a tad finicky and the difficulties revolve around some very tricky face moves. Finish at the top of *Going to California*. SR to 2.5" (22 m) FA Marc Bourdon, 2008.

22 Rainbow Child 5.11b ★★

Walk five metres right of *Magical Dog* to the start of this

route, which follows a narrowing hand crack up the wall. A rightward traverse up high leads to a straight-in crack and the top. A harder (and bolder) variation, *Rainbow Butt Monkey* (5.12a), follows a thin seam to the right, which eventually joins the traverse on *Rainbow Child*. SR (30 m) FA Derek Flett, 2004; FA (var) Andrew Boyd, 2004.

23 Golden Touch 5.11c ★★

Five metres to the right is another crack-line that ascends the wall, eventually finishing at the top of *Rainbow Child*. SR (30 m) FA Andrew Boyd, 2004.

24 Helter Skelter 5.11b ★★★

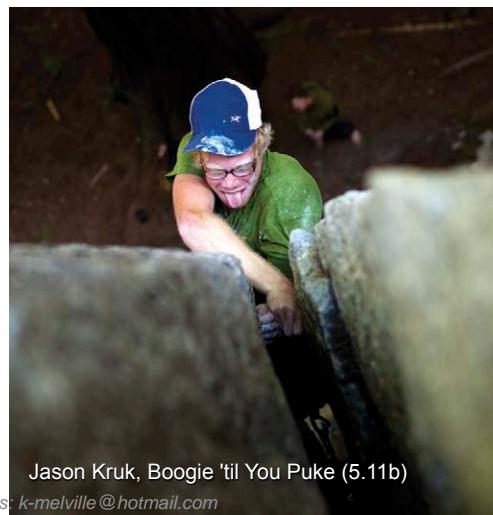
Boldly climb into the paper-thin, left-hand end of a flake crack, about eight metres right of *Golden Touch*. Move right and follow the crack to an easier-thank-it-looks finish through a wide slot up high.

SR (30 m) FA (Big Mouth—right-hand start) Peter Croft, Mike Beau bien, 1981; FA (as described) Andrew Boyd, 2004.

25 Hazel's Horror Show 5.12c ★★

Start as for *Helter Skelter*, but move left at the left-hand end of the flake crack to a thin seam that splits the face above. The climbing is challenging and the gear is poor. Finish at the top of *Helter Skelter*. A bold lead.

SR to 4", RPs (30 m) FA Hazel Findlay, 2010.



Jason Kruk, Boogie 'til You Puke (5.11b)

The Solarium



This majestic, south-facing cliff sits peacefully on the steep slopes behind the Second and Third Peak. To approach, follow the First Peak trail for about 20 minutes and exit right onto the Third Peak/Sghanay trail. Hike another 20 minutes, eventually passing White Cliff, and bear left into the North Gully just beyond. The trail weaves back and forth as it climbs this narrow corridor. Continue uphill to just below the point at which the steep trail starts to level out. Look for a break in the right-hand wall with a small, polished cedar tree. Exit here, then scramble uphill along the edge of the gully to reach Big Fat Joint. For the Solarium, follow trails right for about five minutes.

The first four routes are on a small crag just above the exit from the gully. They are listed from right to left.

26 Big Fat Joint 5.11d ★★

Bolts lead up a cracked gold streak off the slabby terrace above the approach trail. Short, but steep!

3 bolts (10 m) FA Damien & Elise Kelly, 2003.

27 Silent Ladies 5.10b ★★

The wide corner crack in the bay left of *Big Fat Joint*.

SR to 5" (20 m) FA Joe Turley, George Hanzel, 1998.

28 Room with a View 5.12b ★★★

An excellent, thin crack splits the face a couple of metres left of *Silent Ladies*.

SR to 2" (20 m) FA Colin Moorhead, James Laurie, 2003.

29 British Bricklayer 5.9 ★★

The pleasant crack just around the corner to the left.

SR to 2.5" (20 m) FA George Hanzel, Joe Turley, 1998.

The remaining routes are on the Solarium, and start with those at the left-hand side where the trail first meets the cliff.

30 Another Imperfection 5.10c ★★

The bolted slab at the approach trail-cliff junction.

6 bolts (25 m) FA Robin Barley, Anthony Silva, 1994.

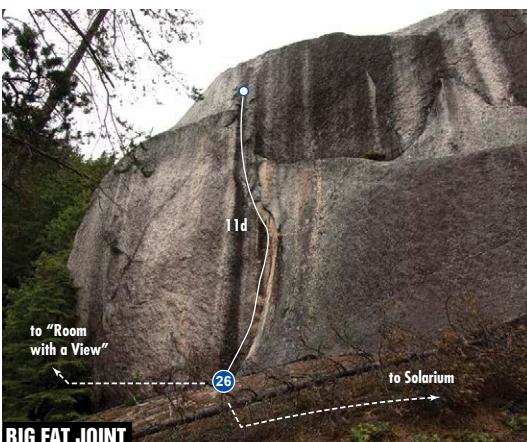
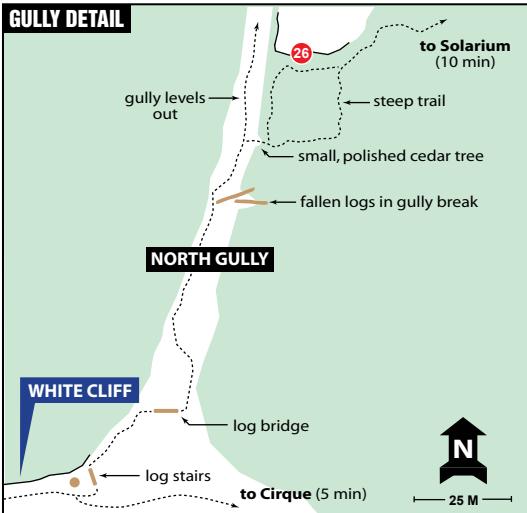
31 Dafter by the Day 5.11a ★★

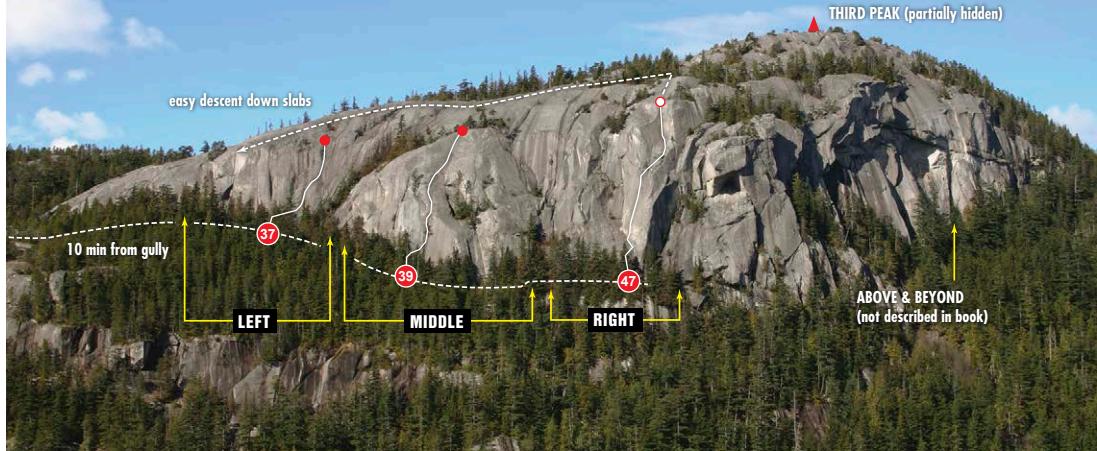
Hike 40 metres right to a short hand and fist crack.

Climb it to an interesting, bolted dyke that leads up right then back left to a tree belay on a ledge.

8 bolts (40 m) FA Robin Barley, 1995.

GULLY DETAIL



SOLARIUM OVERVIEW**32 Dimmer Still 5.11a A0 ★★**

Climb the shallow, bolted dihedral right of *Dafter by the Day*. Use the first bolt for aid then climb the tenuous, right-facing corner past many bolts to a thin crack. Finish on an awesome belay ledge.

7 bolts, SR to 2" (35 m) FA Robin Barley, 1995.

33 Dancing with the Village Idiot 5.10c ★★★

This worthwhile, hybrid route borrows the easiest sections of three different climbs.

Pitch 1 (5.10c) Start on the *Dafter by the Day* crack and follow the bolted dyke above until it is possible to move right to the upper crack on *Dimmer Still*. Belay on the nice ledge.

Pitch 2 (5.10c) Climb up and right to join the *Dim-witted* crack. Continue all the way to the top, bypassing

the *Dim-witted* belay, and finish on an arête.

SR FA Robin Barley, Judy Komori, 1995.

**34 Dim-witted 5.11c ★★**

This challenging line is marked by a short corner about 25 metres right of *Dimmer Still*.

Pitch 1 (5.10c) Start up the short corner, but quickly move left to a fist crack that leads to a belay below the main corner.

Pitch 2 (5.11c) Climb the technical seam in the dihedral past many bolts. Finish on a little belay ledge high on the wall or continue up the arête on *Village Idiot*.

5 bolts, SR to 1.25" FA Guy Edwards, Robin Barley, 1994.

35 Scatterbrain 5.11a ★★★

This quality climb follows a crack feature about five metres right of *Dim-witted*.

Pitch 1 (5.10a) Climb the short corner onto a ramp and make a belay up and right below the attractive splitter.

Pitch 2 (5.11a) A long pitch leads up the crack above the belay to a steep wall at the top. Either descend by rappel or walk off the slabs.

3 bolts, SR FA (Ipa) Robin & Nick Barley, 1988; FFA Rob Shackleton, 1988.

36 Anencephalic 5.10d ★★

The crack feature off the right side of the ramp.

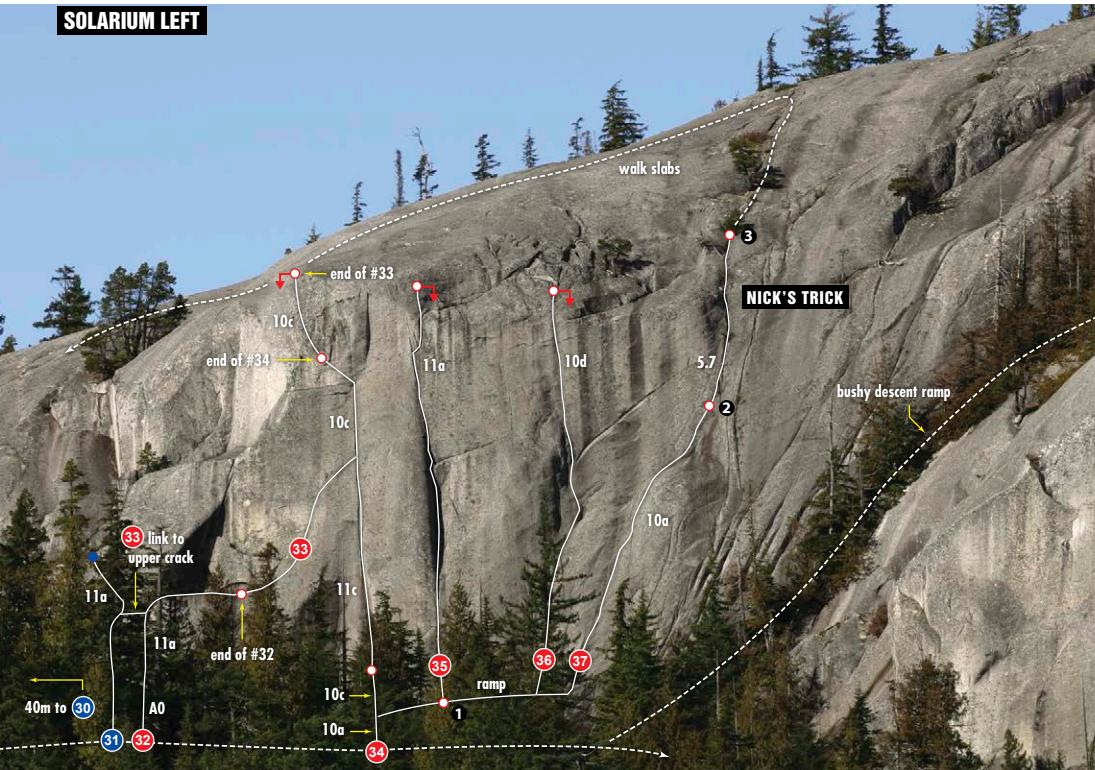
Pitch 1 (5.10a) Start as for *Scatterbrain* and belay on the ramp.

Pitch 2 (5.10d) Move right along the ramp then climb a long, engaging pitch up a bolted groove. Bolts, SR Robin Barley, Anthony Silva, 1994.

**DIMMER STILL****DIM-WITTED**

THE CHIEF

SOLARIUM LEFT



37 Nick's Trick 5.10a ★★

This is an interesting excursion up cracks and slabs on the far right of this section of cliff. It makes a nice introduction to the Solarium.

Pitch 1 (5.10a) Start up *Scatterbrain*. Belay on the ramp.

Pitch 2 (5.10a) Follow the ramp diagonally right past *Anencephalic*, eventually gaining a crack which eases in difficulty toward a belay ledge.

Pitch 3 (5.7) Finish up an easy crack.

SR FA Nick Barley, Robin Barley, 1988.

The next routes are located on a steep wall that is separated from the Scatterbrain face by a bushy descent ramp.

38 Fissure Fiend 5.10d ★

Climb a short, raspy crack off a salal ledge above a sawed off cedar stump.

SR (25 m) FA Robin Barley, Luc Mailloux, 1995.

39 Sunshine Breakfast 5.9 ★★★

This excellent, well-protected climb weaves up the wall

right of *Fissure Fiend*. To start, walk to the far right end of the salal-covered ledge and locate a belay bolt.

Pitch 1 (5.9, 30 m) Layback the steep, left-facing corner then tunnel through the hemlock tree. Continue right across the face past a bolt and up a crack to belay at trees.

Pitch 2 (5.9, 25 m) Climb left then back right to a horizontal crack. Now go up and across a diagonal crack to join *Last Will and Testicle*. Continue up to a belay at the junction of two cracks.

Pitch 3 (5.8, 55 m) Climb up and left along *Last Will and Testicle* to the top of a perched flake. From here, head right on dyke holds to a right-trending ramp and the top. Bolts, SR to 3.5" FA Brian & Robin Pegg, Andy Durie, 2003.

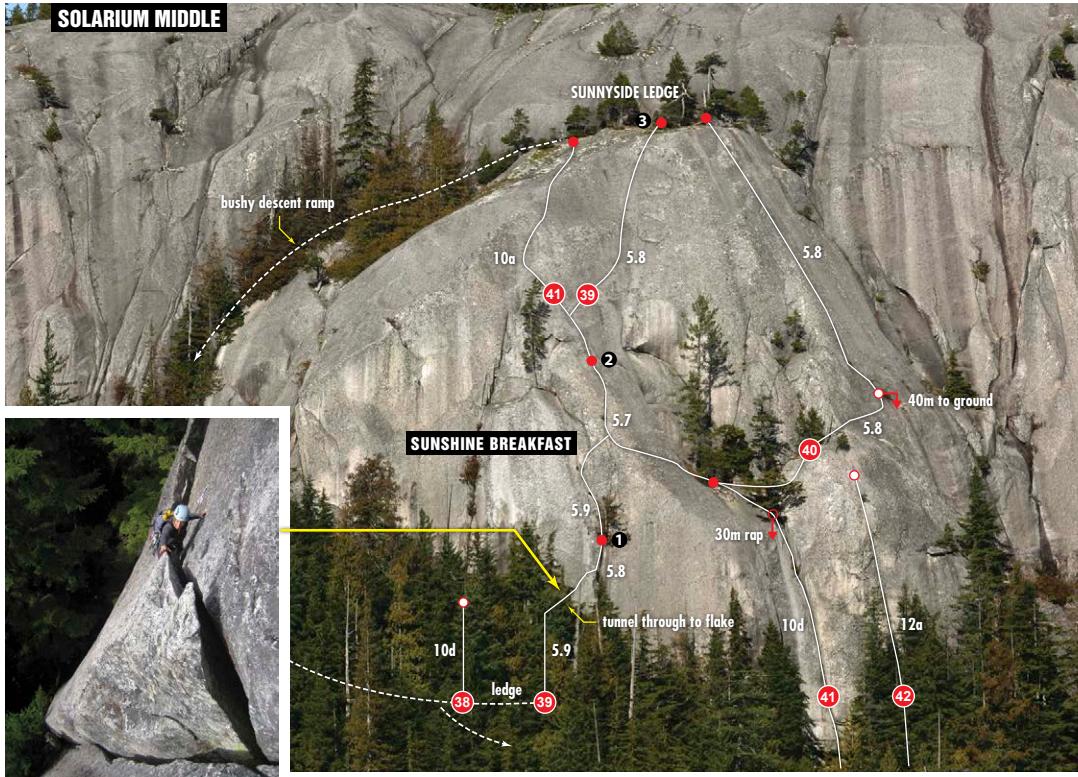
40 1,000 Holds 5.9 ★★★

This is an enjoyable variation to *Sunshine Breakfast*.

Pitch 1 (5.9, 30 m) Start as for *Sunshine Breakfast*.

Pitch 2 (5.9, 25 m) Start up the crack as for *Sunshine Breakfast*, but at the horizontal, traverse right then climb down to a tree belay.

Pitch 3 (5.8, 50 m) Move right across the ledge, up a short offwidth then around the corner to a bolted face and the anchor.

SOLARIUM MIDDLE

Pitch 4 (5.8, 45 m) Move up left along a crack then tackle the slab of "1,000 holds".

Bolts, SR to 3.5" FA Brian & Robin Pegg, Barry Mason, 2003.

41 Last Will and Testicle 5.10d ★★

About 50 metres right of the *Fissure Fiend* ledge is a left-facing corner at the right end of a long, low roof.

Pitch 1 (5.10d) Climb the strenuous finger crack in the corner to trees.

Pitch 2 (5.7) Traverse left then up an easy crack to a shared belay with *Sunshine Breakfast* beside some flakes.

Pitch 3 (5.10a) Bolted slab climbing leads up and left to the top of the crag. Descend the bushy ramp.

SR FA Robin & Nick Barley, 1988.

42 Paris Hilton 5.12a ★★★

This is a sexy, sleek overhanging crack that features thin laybacking, stemming and overhanging crack jams from fingers to fist. The pitch is found 10 metres right of *Last Will and Testicle*. Start up a tree (sling it) and step across to a pedestal.

SR to 3.5", 1 ea 0.4–0.5" cams, offset nuts (35 m) Jeremy Blumel, 2008.

43 The Velocity of Darkness 5.11a ★★

The next three routes start 50 metres right of *Last Will and Testicle* and share a common start up a bolted seam.

Pitch 1 (5.11a) From the upper part of the seam, move left to a groove. Continue up and left to a belay below a steep wall.

Pitch 2 (5.10c) Climb a groove then move left across the wall to a nice dihedral. Up it to the belay anchor.

SR FA Robin Barley, Peter Shackleton, 1996.

44 Mere Mortals 5.11c ★★★

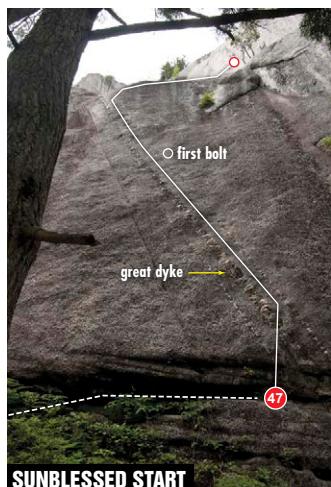
The bolted slab next to the *Sunblessed* crack is one of the more technical pitches on the Solarium.

Pitch 1 (5.11a) Climb the bolted *Velocity of Darkness* seam, but continue directly above past bolts. At the tree, traverse right to a bush in the main corner and belay.

Pitch 2 (5.11c) Tackle a steep, bolted face left of the crack. It's possible to aid through the hardest moves.

Pitch 3 (5.10c) Follow a nice groove on the left to a belay on the upper slab.

SR FA (alts, 2pa) Robin Barley, Luc Mailloux, 1997; John Rosbott, Peder Ourom, 1997.



④5 Message from the Stars 5.11d ★★★

One of the best routes on the cliff takes an exhilarating line up an exposed face and arête. Great friction and views!

Pitch 1 (5.11a) Climb the bolted *Velocity of Darkness* seam, but traverse right on an awesome dyke to the *Sunblessed* belay.

Pitch 2 (5.11b) Start up *Sunblessed* but immediately traverse right on a steep, basalt dyke to an awesome prow. Follow it all the way to the next *Sunblessed* belay.

Pitch 3 (5.11d) Finish up the arête above. Bring some small gear and your bag of technical climbing tricks. 10 bolts, SR FA Robin Barley, Guy Edwards, 1994.

④6 Enlightened 5.10c ★★

This is a good companion route to *Sunblessed* at a similar grade and makes for a nice outing when enchainied with that climb.

Pitch 1 (5.10a) Climb the initial dyke of *Sunblessed*, but continue up and left to a belay below a tree.

Pitch 2 (5.10c) Move left then up a groove. Continue up and left to the base of a striking dihedral.

Pitch 3 (5.10a) A long pitch follows this superb, right-facing corner and finishes on the slabs above. Rappel or hike off.

SR FA Robin Barley, Judy Komori, 1996.

④7 Sunblessed 5.10b TOP 100

The most climbed route on the cliff offers great variety and high quality in a spectacular setting.

Pitch 1 (5.10a) Climb the bolted, off-balance dyke (the first bolt is quite high) then traverse right to a belay below a stunning splitter.

Pitch 2 (5.10a) Climb the beautiful finger and thin-hands crack in one long pitch to a belay at a high ledge. A magnificent pitch. Double your camming units.

Pitch 3 (5.6) Wander up the slab on the right to the base of the final corner and a bolt belay. Some combine this pitch with the next.

Pitch 4 (5.10b) The crux tackles a wide, flaring corner crack via stems and jams that will likely feel hard for the grade, but eases as you gain height. It's possible to get a large cam in the bottom flare to protect the moves to the one and only bolt. You can link this pitch with the third. If the idea of the flare makes you queasy, an excellent alternative is to finish via the last pitch of *Mere Mortals*. Another option finished up a 5.10a arête on the right. Walk off or rappel with a 70-metre rope.

SR to 3.5", 2 ea 0.75–2" cams FA Robin Barley, Dave Jones, 1988.

④8 Room on Fire 5.12d ★★

This incredible finger crack is located around the corner from *Sunblessed*. From the base of that route, traverse right and then scramble uphill, pulling up a fixed line on a slab, to the base of a gently overhanging wall and a semi-hanging belay off a tree. Pumpy!

SR to 2.5", 2 ea 0.6–1" cams (20 m) FA Will Stanhope, 2010.





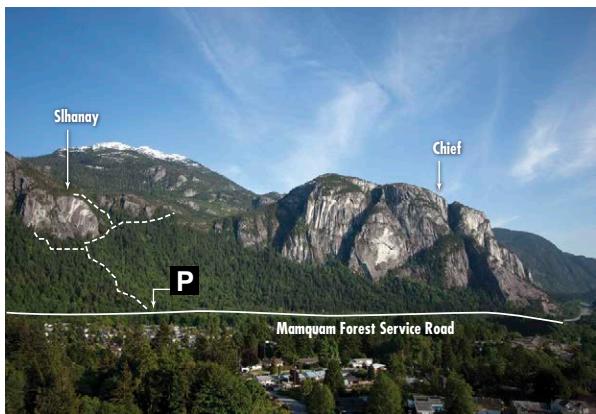
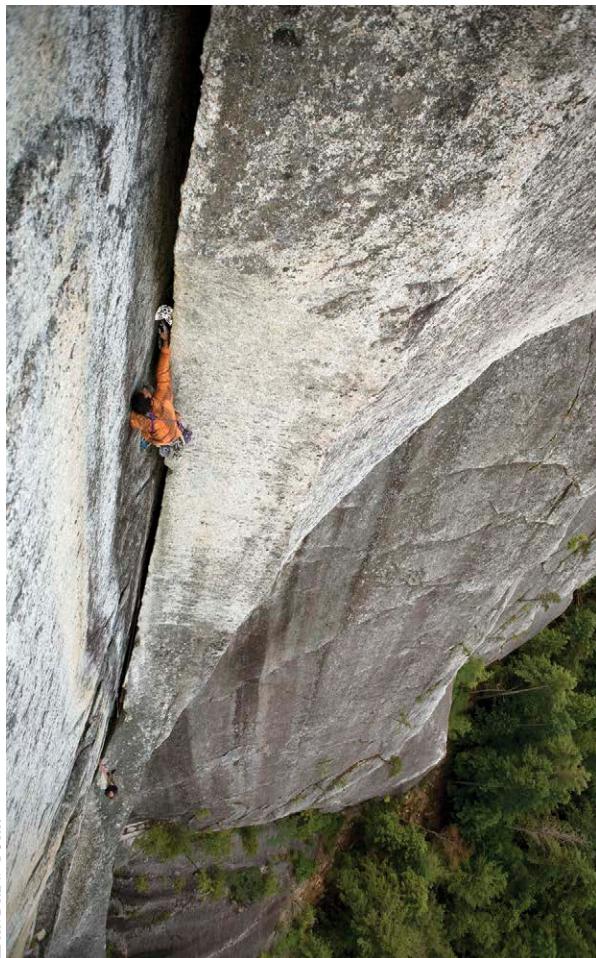
INTRODUCTION

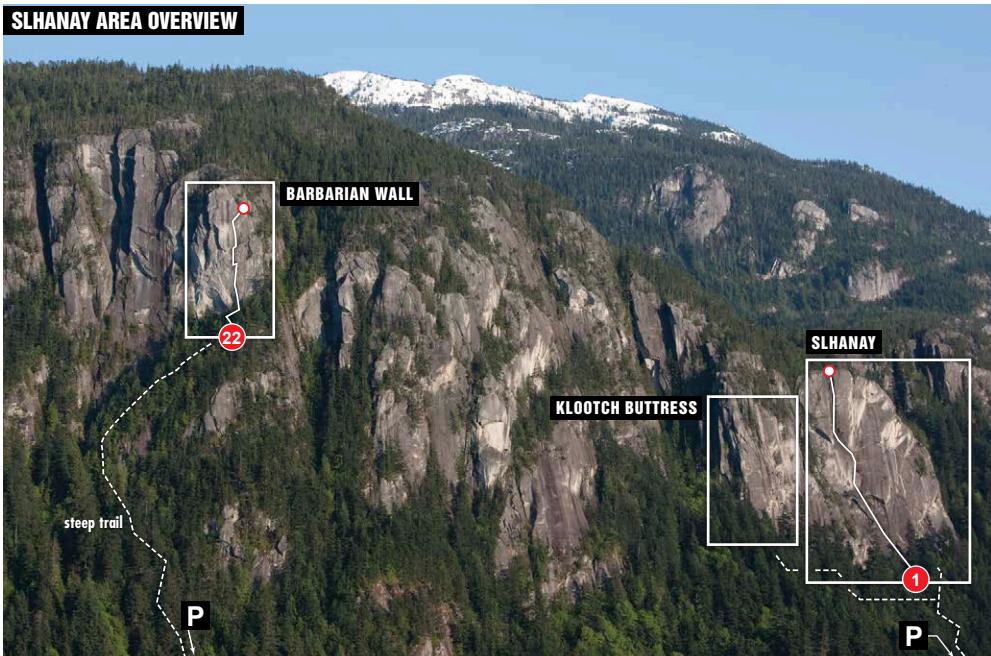
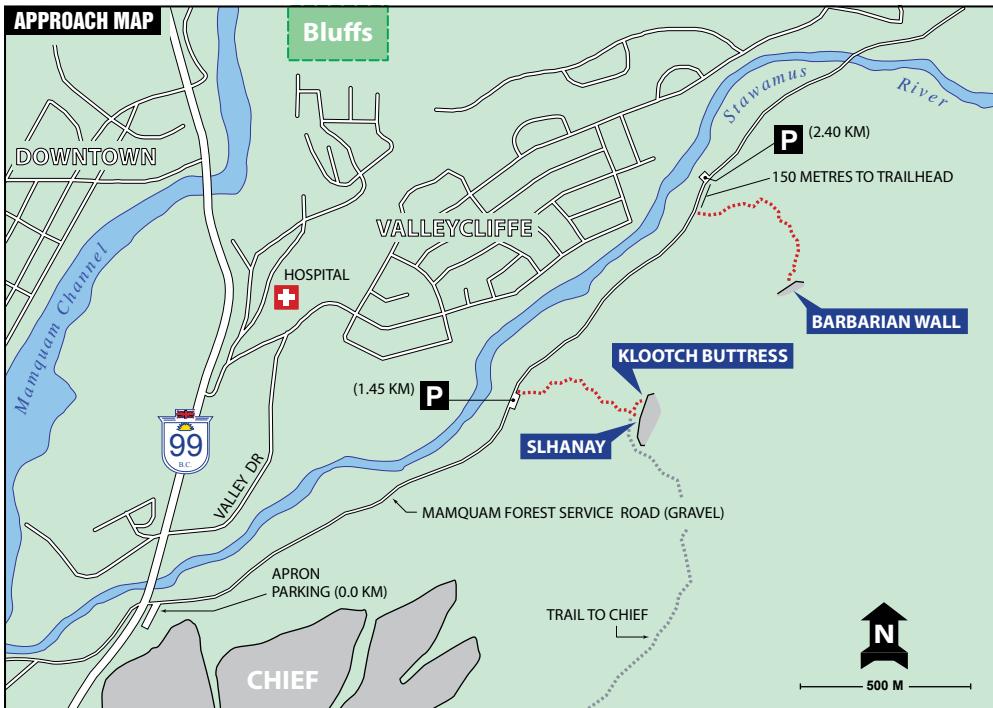
Slhanay, formerly known as the “Squaw”, is a clean sweep of granite, cut by deep corners and sharp arêtes, that looms out of the forest high on the ridges east of the Chief. It sits quietly above the Mamquam Forest Service Road and offers expansive views from the Valleycliffe subdivision north to the stunning glaciers of Mt. Garibaldi. Initially, Slhanay can appear rather small and insignificant next to its massive neighbor, the Chief, but experienced climbers will tell you it's got some of the best moderate-length climbs in Squamish, all on excellent stone. Its northwesterly exposure and plethora of steep, featured cracks makes it an excellent alternative to the Chief, and the popular routes can often be less crowded.

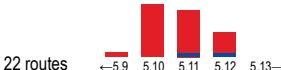
LOCATION

The parking area for Slhanay is located on the gravelled Mamquam Forest Service Road, which leaves Highway 99 at the Apron parking lot by the Chief. Set your trip meter to zero when you turn off Highway 99 and drive 1.45 kilometres to a gravel pullout on the right and park (be mindful of logging trucks along the way). Slhanay should now be clearly visible above the trees on the right side of the road. The approach trail enters the forest at the east end of the parking area, the end farthest from Highway 99, and leads steeply up to the cliff in about 20 minutes. The trail is well travelled and quite easy to follow, but make sure to avoid any small side trails that lead to the various bouldering areas in this zone.

Slhanay Images From top: Zac Robinson on the infamous wide crack, Pipeline (5.10d); view of Slhanay and the Chief from Penny Lane in the Smoke Bluffs.





**SLHANAY**

This climbing area is broken into three zones: Slhanay, Klootch Buttress and the Barbarian Wall. Slhanay, the main cliff, hosts the majority of climbs and is the target for most parties. Klootch Buttress is located a short distance left of the main cliff and is home to some excellent, and difficult, outings. Finally, the imposing and isolated Barbarian Wall is located on a more northerly aspect of the mountain and is approached via a different trail system altogether.

Conditions: Slhanay and Klootch Buttress get early- to mid-afternoon sun and really bake on a hot summer day. In warm weather, rise early and get your climb done by noon. The Barbarian Wall is much more shaded, and gets sun much later in the day. Most routes dry quite quickly after rain.

Approach and Descent: The approach trail that leads up from Mamquam Forest Service Road reaches Slhanay directly below the start of *Godforsaken Land*. All routes are easily located from this point. If you climb to the summit, walk off the south side of the dome into the trees and keep left at a fork (sign: “walk down”) to follow a steep path that bypasses the traditional and somewhat dangerous descent gully back to the base. If you stay right, a steeper trail (sign: “climb down”) will wind downhill to the top of the gully. It’s possible (and common) to descend this way, but some downclimbing is required. If you top out on any of the routes right of and including *The Great Game*, you’ll have to hike uphill to find the trail fork mentioned above, otherwise you’ll descend to the gully. To approach Klootch Buttress, follow a trail that branches left from the main approach trail, about 25 metres *before* reaching the Slhanay cliffbase. The approach to Barbarian Wall is described in that section.

Slhanay

Routes are listed from left to right.

① Birds of Prey 5.10b (5.8) ★★★

This climb is one of the most traveled routes on Slhanay. It provides great variety, solid protection and memorable climbing. The last pitch seeps after prolonged rainfall.

Pitch 1–2 (5.8, 5.8) The first two pitches follow *Eagle's Domain*, an enjoyable finger and hand crack up the long, dark slab (build a gear belay mid-route). Some just do these two pitches and rappel off.

Pitch 3 (5.10b) Climb the short, steep hand crack in the corner to a ramp. From here, make an exposed move onto the wall above and then traverse left to a bolt anchor.

Pitch 4 (Easy 5th) Scramble left across slabs and up to a bolt belay with a comfy tree seat under the final corner.

Pitch 5–6 (5.10b, 5.8) Climb the steep corner above the tree in one 55-metre pitch, finishing with a 5.8 chimney. Alternatively, stop and build a gear belay midway up. SR to 3.5", 2 ea 0.6–1.5" cams FA (*Birds of Prey and Eagle's Domain*) Jim Campbell, Bob Milward, 1983.

② Birds of the Sun 5.10d ★★★

This is an excellent alternative to the finish of *Birds of*

Prey, especially if that route is seeping.

Pitch 1 (5.9, 2 bolts) Start up pitch five on *Birds of Prey*, but climb up left past bolts to the base of a long corner. A 5.10d crack directly above the belay gains the same point.

Pitch 2 (5.10c) Climb the dihedral above to a ledge.

Pitch 3 (5.10d, 1 bolt) A tricky groove leads to the top. Birds of Prey rack FA Robin Barley, Harry Young 2007.

③ Frayed Ends of Sanity 5.12c ★★★★

Grade-wise, this is the hardest route on Slhanay, although *Pipeline* might feel a lot harder if you can't climb wide cracks! The route takes the impressive arête system between *Birds of Prey* and *Pipeline*, and the exposure is so startling you'll sweat bullets on the final pitch.

Pitch 1–3 Same as for *Birds of Prey*.

Pitch 4 (5.10c) From the belay atop pitch three on *Birds of Prey*, step right to a bolt. Slab climb past another bolt to an undercling and traverse right to the anchor.

Pitch 5 (5.11a) Climb airy flakes and cracks past three bolts to a fixed anchor and an awesome belay stance.

Pitch 6 "Heart of Darkness" (5.12c) Bouldery cruxes up the steep and exposed arête lead to a tricky exit onto the belay ledge. A short scramble (5.7) leads to the summit.

SR to 3.5" FA (p4) Colin Moorhead, Will Dorling, 1991; FA (p5) Greg Foweraker, Peder Ourom, Hamish Fraser, 1994; FA (p6) Marc Bourdon, 2008.

SLHANAY LEFT



BIRDS OF PREY**THE GREAT GAME****GODFORSAKEN LAND****④ Pipeline** 5.10d **TOP 100**

This fierce looking offwidth continues up the ramp from midway up pitch three on *Birds of Prey*. It follows a long, curving dihedral that is unmistakably visible from many parts of Squamish. This is not your average 5.10d.

Pitch 1-2 (5.8, 5.8) Same as for *Birds of Prey*.

Pitch 3 (5.10b) Climb the short corner crack on *Birds of Prey*. At the top, continue right up the ramp to an anchor.

Pitch 4 (5.10d) Prepare for battle. The exceedingly long, arching offwidth leads all the way to the summit. Use your gear (small at the top) and energy sparingly.

SR to 2", a few large cams to 7.25", 2 ea Big Bro #3, 1 ea Big Bro #4 FA Leif Patterson, Barry Hagen, Glenn Woodsworth, 1966; FFA Greg Cameron (solo), 1979.

⑤ Right Wing 5.10d ★★★

This route follows the most prominent corner in the middle of the cliff. It's a real tour de force and involves beautiful crack climbing from start to finish. The "Filibuster" pitch is amongst the most sustained for the grade in Squamish. If it's split in half and the right-hand finish to the summit is used, a standard rack to four inches is sufficient, although double cams up to two inches help. Parts of this route steep, often until the end of June. Rap from chains anywhere on the route with a single, 60-m rope.

Pitch 1-2 (5.8, 5.8) Climb *Eagle's Domain*, the splitter finger crack on the slab, for 50 metres then move right on a ramp to reach a belay at the base of the corner.

Pitch 3 (5.10c, 12 m) Step across a wet streak then face climb (or A0 on 3 bolts) to reach "Political Ledge".

Pitch 4 "Filibuster" (5.10d, 58 m) Layback, stem, jam and chimney to a bolted belay at the junction with *Godforsaken Land*. This pitch is very burly, sustained and exceptional. (A bolted, intermediate belay provides the option of splitting this lengthy, gear-intensive pitch.)

Pitch 5 "What's Left" (5.10d, 15 m) Where the wall

steepens to beyond vertical, jam a widening corner, pull over a huge flake then monkey to the top.

SR to 2" 2 ea 2-3" cams, 3 ea 0.3-1" cams FA Fred Beckley, Dave Beckstead, Al Givler, 1967; FFA Don McPherson, Richard Suddaby, 1983; Re-cleaned by Jeremy Frimer et al, 2007.

⑥ The Great Game 5.10d **TOP 100**

This sustained route is a notch up in difficulty from *Birds of Prey* and features excellent, varied climbing from technical laybacking to overhanging thuggery.

Pitch 1 (5.10d, 50 m) When the approach trail meets the cliff move slightly left to a steep wall with a long crack. Climb it with increasing difficulty, and trend up and left to a bolt belay. This pitch is long.

Pitch 2 (5.7) Climb an easy crack to the huge ramp and trend right to a tree and a bolt anchor. Some continue to the base of the next corner and build a gear anchor.

Pitch 3 (5.10c) Continue up the ramp and into a thin corner. Excellent, technical laybacking leads to the anchor. A bolt protects the crux, but the final moves are exciting.

Pitch 4 (5.10c) Overhanging madness past two bolts leads to a rightward traverse and the summit.

SR to 3", 2 ea 0.6-1" cams FA Robin Barley, Bruce McDonald, Peter Shackleton, 1985.

⑦ Skyline Arête 5.11a A0 ★★★

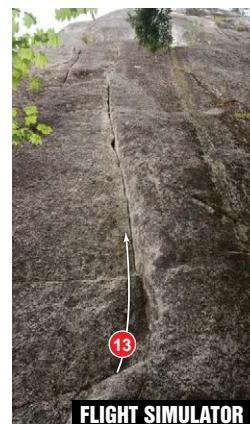
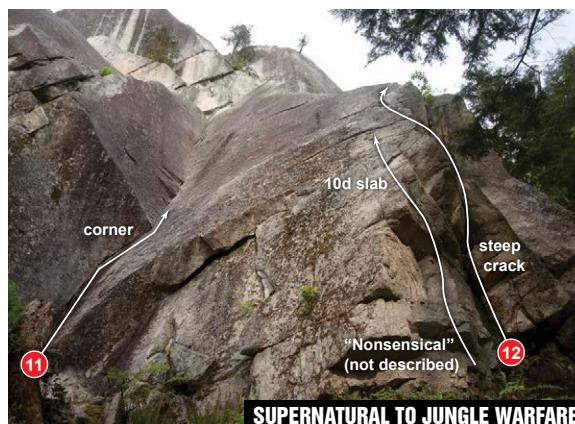
This nice pitch provides a great finish to *The Great Game*. From the bolt anchor at the top of that route, move left to an arête. Climb it and the wall above (using three bolts for aid at the small roof) and trend left to finish.

13 bolts (40 m) FA Andre Ike, Jim Martinello, 2000.

⑧ Godforsaken Land 5.10d A0 (5.12a) ★★

Despite the A0 ladders, this adventurous route is a fun and popular outing that crosses through *The Great Game* at the large, midway ramp. As a free route, it's demanding.

Pitch 1 (5.10a) Where the approach trail reaches the wall,



move slightly right to start. Climb past two bolts close to a corner, which avoids the original, runout direct start. Face climb up to a ledge and a bolt anchor.

Pitch 2 (5.10c A0 or 5.11c) Use the initial bolts above the belay for aid (A0 or 5.11c free). Tricky face climbing leads past more bolts to a tree belay on the giant ramp.

Pitch 3 (5.10c A0 or 5.12a runout) Climb a bolt ladder up a steep wall then traverse left into a dihedral. Layback onward to an anchor. To free this pitch, climb past the first three bolts then move left, skipping the final bolts.

Pitch 4 (5.10c A0 or 5.12a) Climb to a steep wall and another short bolt ladder (A0 or 5.12a free). Above this, surmount an overlap then continue left across a thin crack to an anchor in the giant dihedral of *Right Wing*.

Pitch 5 (5.10d) Finish up "What's Left" (see *Right Wing*) or climb up and right, following a steep crack to the top. SR to 3" FA Robin Barley, Peter Shackleton, 1985; FFA (p2) Dave Lane, Robin Barley, 1986; FA (p1 var) Nick Watts, Will Dorling, 1996; FFA (p3-5) and FCFA Andrew Boyd, Mike Mott, 2000.

9 The Great Drain 5.10b ★★

An enjoyable moderate weaves across the wall right of *The Great Game* finishing on the popular route *Jungle Warfare*.

Pitch 1 (5.7, 35 m) Climb an enjoyable corner crack in the groove right of the bolted start to *Godforsaken Land*.

Pitch 2 (5.10b, 4 bolts, 30 m) Head up the left side of a wide flake and then move right to a wide crack in a corner. A few tricky squeeze moves are required to gain the steeper corner, which is bolted. Belay on bolts.

Pitch 3 (5.10a, 40 m) Climb carefully up a layback crack with hollow flakes (marginal gear) to a junction with *The Great Game*. Follow diagonal cracks rightward across the dark slab to a ledge anchor.

Pitch 4-5 (5.7, 5.4) Walk right across the ledge and finish up *Jungle Warfare*. Alternatively, do a 5.10c slab to reach the base of the last pitch on *Great Game* and finish as for that route.

SR to 3.5" FA Harry Young, Robin Barley, 2009.

10 XTC Crack 5.11b ★★★

Walk right from *Godforsaken Land* and watch for an obvious roof crack above the trail. It's easier than it looks. SR (18 m) Andrew Boyd, Ken Sharpe, 2009.

11 Supernatural 5.10a (5.11a) ★★★

This appealing right-facing corner is located about 10 metres left of the cruxy bulge at the start of *Jungle Warfare*. Many just do the first pitch and rappel.

Pitch 1 (5.10a, 40 m) Climb the nice corner past a short undercling section. Continue up the dihedral to a belay.

Pitch 2 (5.11a, 2 bolts) Move right to a thin crack and follow this up to join *Jungle Warfare* in the middle of pitch two.

SR FA (2pa on p2) Robin Barley, Peter Shackleton, 1983; FFA (p2) Peter Shackleton, 1984.

12 Jungle Warfare 5.10a ★★★

This is one of the most popular climbs on Slhanay, likely due to the less exposed nature of the line and the moderate level of climbing involved.

Pitch 1 (5.10a) Climb a short, overhanging groove with a crack, about 10 metres right of the clean, right-facing corner on *Supernatural*. This is the crux and is a tough but well protected warm-up that leads to a long corner crack, a traverse right and a belay ledge. Some break this pitch up with a gear belay just above the steep, opening cracks.

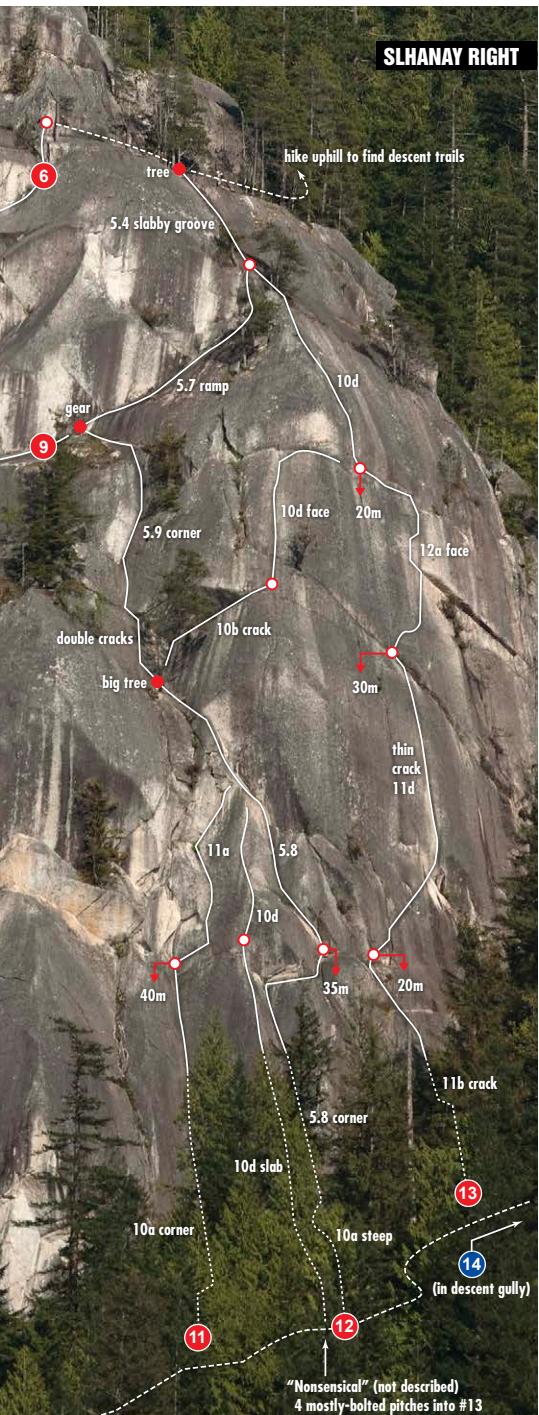
Pitch 2 (5.8) Climb up and left on polished rock. Continue up cracks and corners to a big tree on a ledge.

Pitch 3 (5.9) Climb double cracks above the big tree to a thin, right-facing corner and a large belay ledge.

Pitch 4 (5.7) Trend right across the slabby ramp to bolts.

Pitch 5 (5.4) Easy fifth class climbing leads to the top and a traverse off into the forest.

SR to 4", 2 ea 0.75-2" cams FA Robin Barley, Kevin McLane, 1983.



SLHANAY RIGHT

13 Flight Simulator 5.12a ★★★

This popular climb is a fine testpiece of tricky face and crack climbing. Start 50 metres uphill of *Jungle Warfare*.

Pitch 1 (5.11b, 20 m) Climb a difficult, flaring crack above the trail to a bolt belay just right of the end of pitch one on *Jungle Warfare*.

Pitch 2 (5.11d, 2 bolts, 30 m) Face climb rightward to an amazing thin crack that leads to a bolt belay. Pumpy!

Pitch 3 (5.12a, 3 bolts, 20 m) Some very bouldery face moves lead to a crack then back left to a belay stance.

Pitch 4 (5.10d, 20 m) Crack climb into *Jungle Warfare*.

SR to 3", 2 ea small nuts & 0.6-1" cams FA Robin Barley, David Davies, 1983; FFA (p1, named "Freedom Fighter") Jack Lewis, Peter Hillner, Pat Post, 1983; FFA Craig McGee, Lori Obare, Brad White, 2003.

14 Anxiety 5.12a ★★☆

A lone, excellent sport climb is located on the inner wall of the descent gully. A bolted ramp leads to a hard boulder problem that will punish you just before the anchor. 7 bolts (15 m) FA Tyler Jordan, 1994.

Klootch Buttress

Approach as for Slhanay, but watch for a trail that breaks left just below the base of the main cliff. Traverse leftward for about 100 metres to a large clearing and the base of the following climbs. Routes are listed from right to left.

15 The White Feather 5.11d TOP 100

This exciting route weaves up an angular, roofed wall. The fourth pitch, *The White Feather*, is the standout and a real test of technical stamina.

Pitch 1 (5.10a or 5.11a, 6 bolts, 20 m) Either climb a right-facing, five-inch offwidth flake on the right (5.10a), or follow bolts up the wall on the left with a reachy crux (5.11a, recommended). Climb past the first anchor and belay at the second.

Pitch 2 (5.10c, 40 m) Climb a great, right-facing corner. The crux is a wide section about halfway up. This can be linked with pitch one into a very long, 60-metre shot.

Pitch 3 (5.11d, 8 bolts, 15 m) Bolts protect weird, slabby face moves that weave up and down across the wall to the right. Finish with a tough edge match and reach at the end. A couple of projects go directly up from this pitch.

Pitch 4 "The White Feather" (5.11d, 30 m) Climb the incredible flake crack that slowly widens from fingertips (the crux) to fist with a great finish. High quality!

Pitch 5 (5.11a, 4 bolts, 20 m) Some reachy and exposed face moves lead left from the belay and then up the slabby wall above. On the tree ledge, walk left to a rappel station.

KLOOTCH BUTTRESS



Four rappels with a single, 60-metre rope (a 70-metre is best) on the wall to the left lead back to the base.

SR to 3.5", 2 ea 0.6–3.5" cams FA (3pa) Harry Young, Robin Barley 2008; FFA (via p3 & p5 variations) Colin Moorhead, Craig McGee, 2009.

16 Face Your Creator 5.11d ★★

Start this route about 10 metres left of *The White Feather*. A marginal start leads to better climbing up high.

Pitch 1 (5.10c) Climb hollow flakes trending up and left.

Pitch 2 (5.10c) Climb a junky, right-facing corner then move right to some scary flakes.

Pitch 3 (5.10b) Follow a left-facing layback corner that gets progressively wider.

Pitch 4 (5.11c) Moderate climbing leads up to a crux moving into a right-trending undercling along a big roof. Bolts protect some of the moves. An optional belay is just above the right end of the traverse.

Pitch 5 (5.11d) Face climb around a thin finger crack past a fixed pin to an anchor. Rappel as for *The White Feather*. **SR FA (2pa)** Harry Young, Robin Barley, 2009; FFA Craig McGee, Colin Moorhead, Will Stanhope, 2009.

17 Squeamishness 5.11a ★★★

This route features nice, consistent climbing with some excellent upper pitches.

Pitch 1–2 (5.10c, 5.10c) Start up *Face Your Creator*.

Pitch 3 (5.11a, 2 bolts) Halfway up the pitch, break left along a tricky rising layback crack. Up to a bolted anchor.

Pitch 4 (5.10d) Follow a stemming corner with some hard moves to exit. Work into a wide groove above.

Pitch 5 (5.9) Do a tricky move and then pull into a wide, straight-in crack. Nice position. This leads to a ledge at the top. Rappel as for *The White Feather*.

SR to 5" FA Harry Young, Robin Barley, 2010; FFA Glenn Woloski, Harry Young, 2010.

18 Straight Outta' Squampton 5.11b ★★

The first route completed in this zone follows a series of cracks up and left across a beautiful, smooth wall.

Pitch 1 (5.10d) Follow a fingertip flake up to a small roof. Bypass it on the left then up to the belay.

Pitch 2 "The Hirvonen Slot" (5.11a, 3 bolts) Crack climbing leads to a wide, bolted undercling and a flared squeeze chimney with gear in the back. From

the top of the chimney, move up and left to an anchor.

Pitch 3 (5.11c) A difficult, bolted, fingertip traverse leads leftward to amazing finger and hand crack climbing. When the crack peters out, move right to a second crack. Climb it to the top then step right to a rappel anchor. The original route finishes here. Either rappel or finish up *Babies in Kailand* (5.10b, 5.11a - recommended).

SR FA (of parts, named "Klootch Buttress") Dick Culbert, Paul Starr, 1970; FFA (as described) Kai Hirvonen, Dave Gauley, 2002.

19 Babies in Kailand 5.11b ★★★★

Steep climbing morphs into delicate face work at the top.

Pitch 1–2 (5.10d, 5.11a) Same as *Straight Outta' Squampton*, but exit to the right at the top of the chimney and move up to a belay anchor.

Pitch 3 (5.11b) Follow a crack line then traverse left with difficulty. Tough at the top. Consistently burly and steep.

Pitch 4 (5.10b) Interesting face climbing.

Pitch 5 (5.11a) Another pitch of slabby climbing follows a blunt arête. Easier to the top. Five raps with a 70-metre rope reach the ground. Otherwise, rap *Photophobia*.

SR, 2 ea 0.75–2" cams FA (p3–5) Colin Moorhead, Kinley Aitken, 2011.

20 Photophobia 5.10d ★★★

This quality route has climbing that's comparable to the *Chief's Rock On*, but at a harder grade. Although the line is in the shade most of the day, it dries fairly quickly. Hike about 50 metres left of *Straight Outta' Squampton* and scramble up a gully to find the start on a platform.

Pitch 1 (5.10b, 1 bolt) Face climb past a bolt near the arête. Move right and climb a left-facing corner to a ledge.

Pitch 2 (5.8) Cracks lead to another ledge.

Pitch 3 (5.10d) Climb a crack on the left then move right and finish up a nice corner.

Pitch 4 (5.10b) Climb a beautiful, left-facing corner.

Pitch 5 (5.10c, 3 bolts) Bolted face climbing merges with *Babies in Kailand* and leads to the top. Rappel the route with a single 60-m rope to descend.

SR to 3" FA Robin Barley, Glenn Woloski, 2011.





Barbarian Wall



This overhanging, white wall looms above Valleycliffe. To approach, drive 2.4 km up the Mamquam Forest Service Road and park at a small pullout on the left (the Clean Boulders). The trail starts at a cairn and flagging about 150 metres back toward Squamish. Climb steeply up a mossy talus field for 300 m to a small, slabby cliff. Traverse left then continue uphill to fixed ropes. Pull up the ropes, break through a cliff band, then up to a giant cedar growing over the rock. More fixed ropes lead to a gully, which runs 100 metres uphill to the routes—45 minutes of steep and exposed hiking from the road.

21 The Green Lantern 5.11a ★★



Pitch 1 (5.11a) Layback and undercling around the stepped roof. Belay at the upper anchor.
Pitch 2 (5.10c) Climb flakes and cracks to a sharp leftward traverse. A wide crack leads to the anchor. Dry in the rain. Double-rope rappel. SR to 4.5" FA Paul McSorley, Katherine Fraser, 2007.

22 Immortal Technique 5.12b ★★★



This climb features one of the longest stretches of steep finger crack in all of Squamish.

Pitch 1 (5.11a) Layback and undercling around the stepped roof. Belay at the first anchor.

Pitch 2 (5.8) A bolted 5.10 crux leads to a runout 5.8 traverse and the start of the hardness.

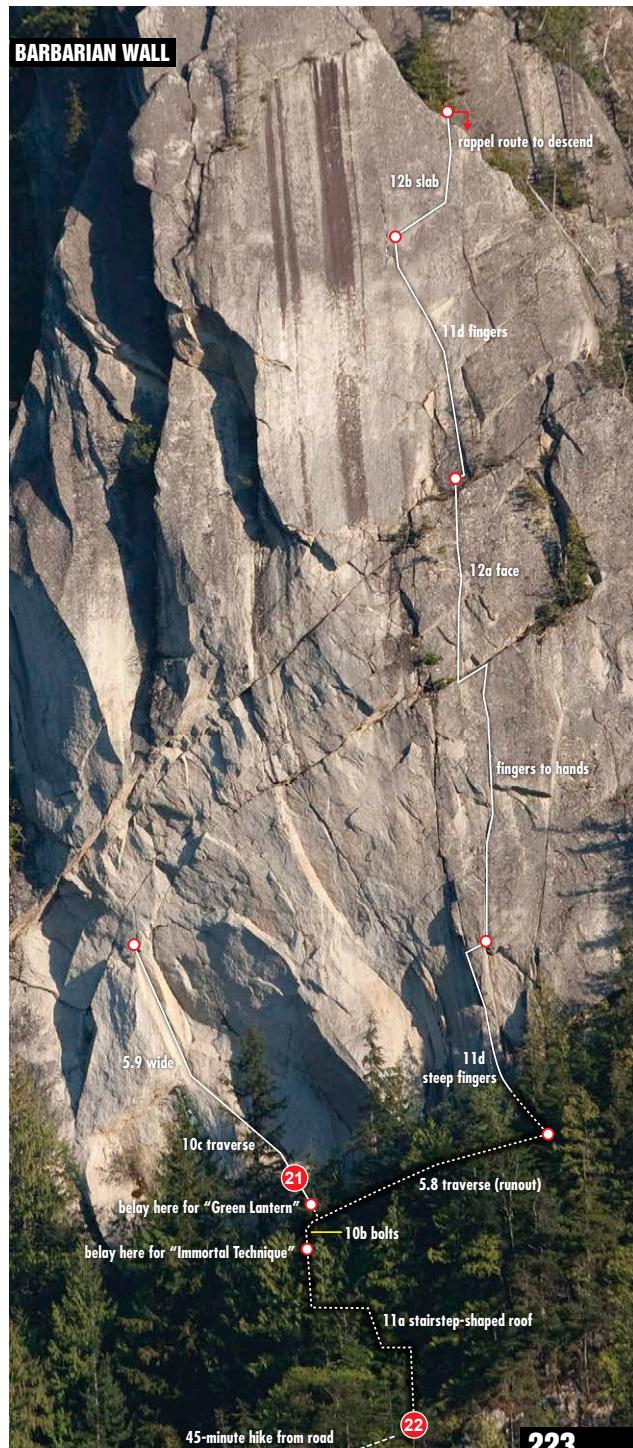
Pitch 3 (5.11d) Wicked, overhanging finger locks pave the way up a small, left-facing corner.

Pitch 4 (5.12a) Vertical finger locks and hand-jams lead to an engaging face crux (RPs).

Pitch 5 (5.11d) Climb an excellent, strenuous finger crack.

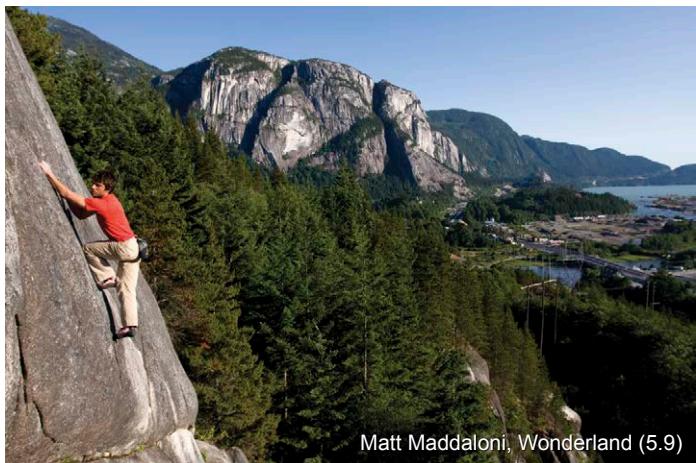
Pitch 6 (5.12b) Dubious slab moves could foil your redpoint. Rappel the route to descend.

SR to 3", RPs 2 ea 0.6–3" cams FA Paul McSorley, Colin Moorhead, 2008.



INTRODUCTION

The Smoke Bluffs is likely one of the most popular and frequented climbing locations in all of Canada. This is primarily due to the hundreds of quality single-pitch climbs found scattered across the hillsides, all within walking distance of Squamish. The crags host an abundance of varied crack and slab climbs, and most of the cliff-tops are easy to access for setting up topropes. Rainstorms will prevent climbing on all the cliffs, but the Bluffs dry very quickly afterward due to afternoon sun exposure, minimal tree cover and frequent winds, which also provide welcome relief in the heat of summer. If you're new to the area, the Smoke Bluffs is a great place to test Squamish granite, get a quick session in after work, or hone your skills for bigger objectives on the Chief.



Matt Maddaloni, Wonderland (5.9)

NICK SOPCZAK

LOCATION

From downtown Squamish, the Smoke Bluffs appear as a series of granite outcrops lining the hillsides directly to the east. To reach the parking area, follow Highway 99 toward downtown and turn east onto Logger's Lane opposite the McDonald's restaurant. Follow the paved road north past the Squamish Adventure Centre and a sign will direct you into the climbers' parking area a little farther down the road on the right. All crags are approached from this location. The Smoke Bluffs is a municipal park that borders residential neighbourhoods and is frequented by non-climbing locals. Please be a considerate visitor in order to keep relations with the locals as positive as possible.

ANDREW BURR

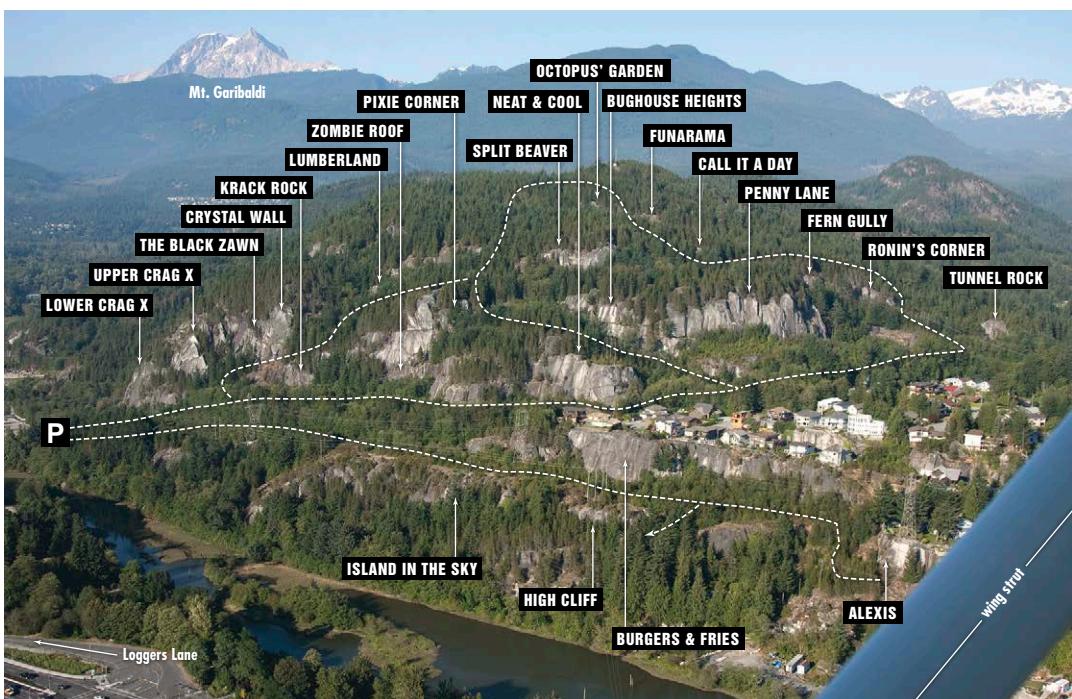
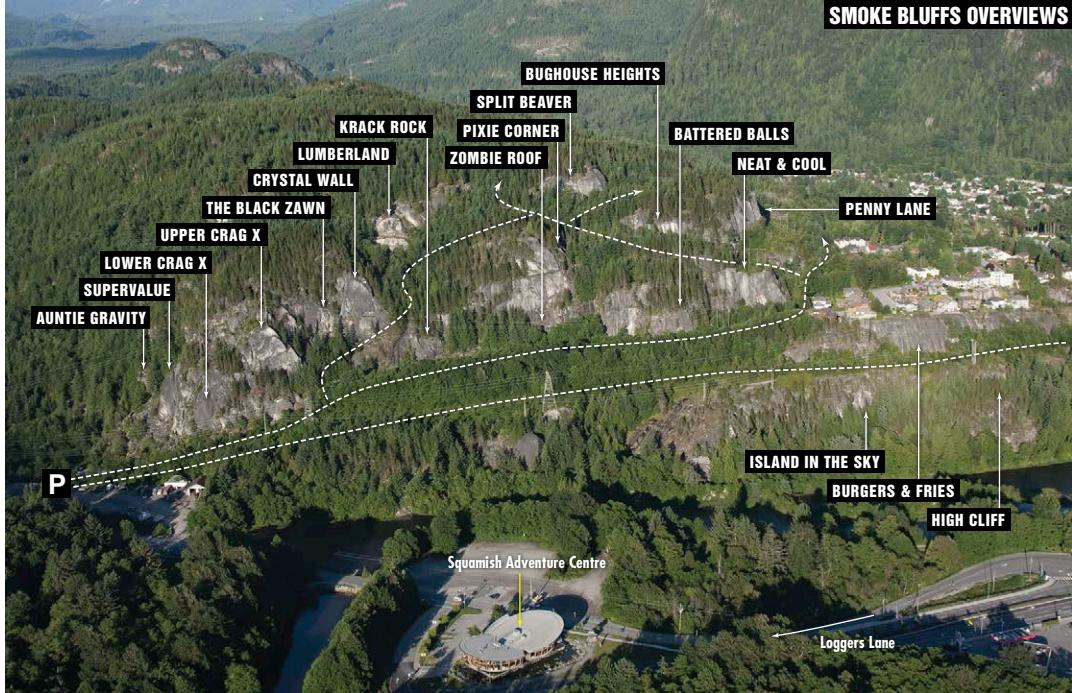


Roger Strong, Cold Comfort, 5.9

A BRIEF HISTORY

The first routes were established in the Smoke Bluffs circa 1973, despite local climbing activity that had been going on for more than a decade at Murrin Park and the Chief. Once locals discovered the true extent of the area and saw that the stone was of the highest quality, development of numerous popular crags was quickly realized. By the mid 1980s, the Bluffs had become popular enough that the climbing community recognized that it was in need of protecting, especially since residential developments were slowly encroaching on the forests adjacent to some popular crags. The Federation of Mountain Clubs of B.C. purchased three parcels of land adjacent to the core parcel

SMOKE BLUFFS OVERVIEWS



SMOKE BLUFFS

owned by the district of Squamish and offered to donate them toward the development of a park or protected area, but the local government (and B.C. Parks) were not interested at that time.

Over the next two decades, climbing in the Bluffs continued to grow. The climbing community, along with the newly-formed Climbers Access Society of BC, worked hard at maintaining good relations with local homeowners. They managed the area through annual volunteer trail-building and clean-up days, and helped secure the development of a proper parking lot near Crag X in 1996, a key to ongoing access since parking in the surrounding residential neighbourhoods was becoming very contentious. But it wasn't until 2004 that a renewed attempt at gaining park status was made by a group of dedicated, local climbers. This time Squamish council listened and, at the Mayor's request, a plan was drafted up to create and manage the Smoke Bluffs as a municipal park. Today, Smoke Bluffs Park is managed and maintained by a volunteer committee of dedicated local climbers that reports back to the district of Squamish. The committee's work has resulted in a vegetation management strategy for the crags, proper toilets, bike racks and an excellent network of signed hiking trails, all amongst some of the best rock climbs in Canada.

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Jasmin Caton, Split Beaver (5.10b)



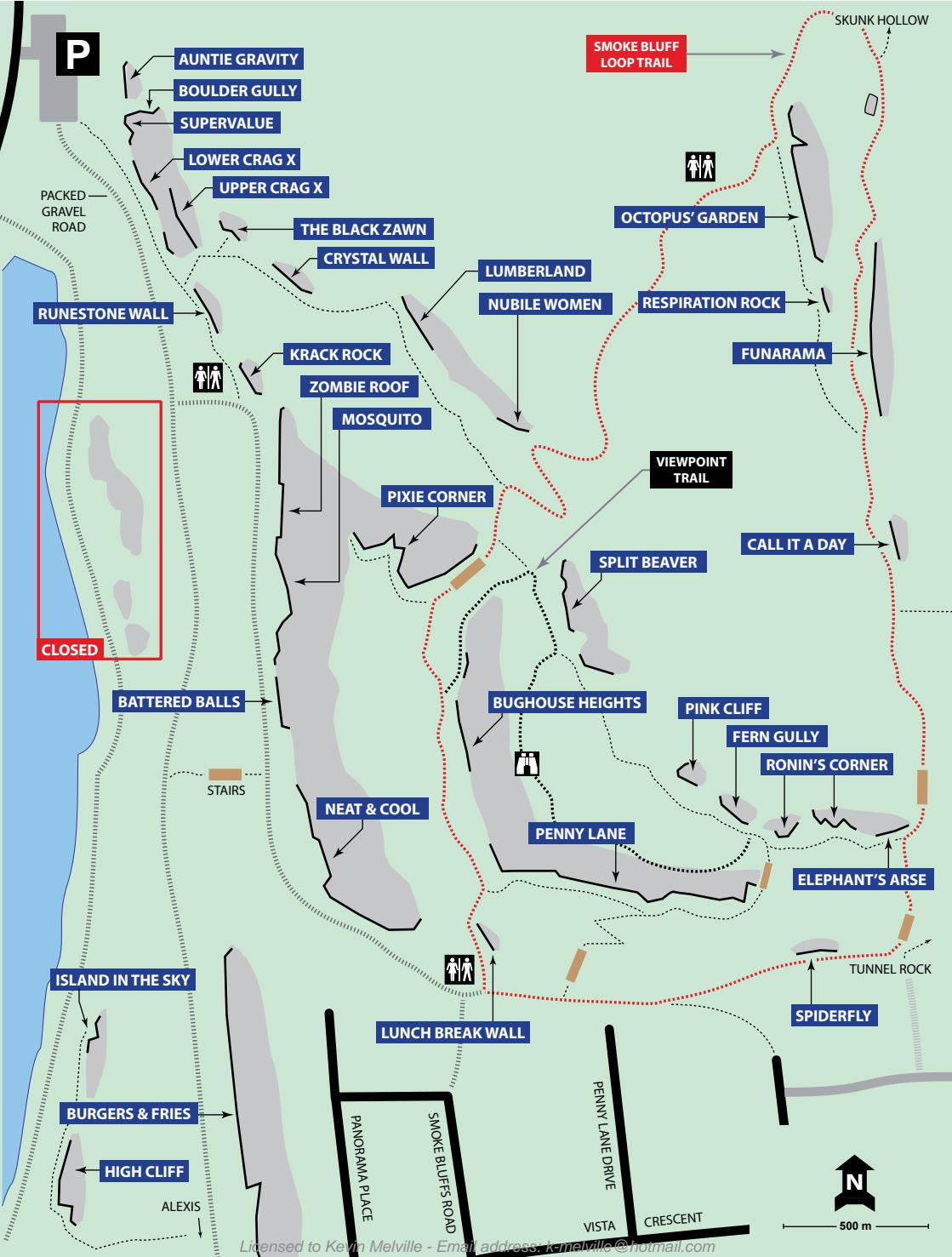
Bench atop Bighouse Heights

CLIMBING STRATEGY

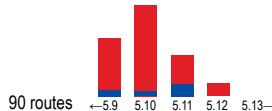
The quantity and quality of routes in the Bluffs causes the popular cliffs to get quite congested on most weekends throughout the climbing season. Walking from crag to crag looking for a free climb can be a frustrating experience, but if you consider the following recommendations, a good day with minimal waiting is likely. Try starting early or climbing late if you must join the onslaught of weekend warriors. The bulk of the climbing public will arrive mid-morning and will often quit before dinner, leaving many of the crags deserted in the evening, a wonderful time to get in a few classic pitches. If you're having trouble finding open climbs midday, try the out-of-the-way cliffs. As a general rule, the farther you hike the better your odds of finding a quiet spot. Good examples are the crags around Lumberland, High Cliff and Island in the Sky below Burgers and Fries, and the outlying crags on the Loop Trail, such as Funarama, Tunnel Rock, Call it a Day and Skunk Hollow. Finally, don't write off rain days. Many climbers from Vancouver get spooked if the forecast is threatening, and won't make the one-hour drive from the city. But if you don't mind taking a risk, you might luck into a great day in the fast-drying Bluffs. And if it does rain, you can always go hiking, biking or climbing at Chek.

Closures

The Smoke Bluff crags Fatty Bolger, Ferret's Folly and The Zip are all on private property and as of fall 2011 the landowner has closed this area to all recreational activities. For this reason, these crags have not been included in this book.



SMOKE BLUFFS



PARKING LOT AREA

The crags in the region nearest the Smoke Bluffs parking lot contain an extensive collection of good and varied climbs, and the short approaches are a great advantage if you are pressed for time. The cliffs are arranged in order of appearance when hiking uphill from the parking area.

Conditions: Most of the routes on Crag X, Black Zawn, Crystal Wall and Lumberland dry quite fast after storms—they all get afternoon sun and are exposed to the wind. The routes in Boulder Gully and on the *Cold Comfort* wall right of *Supervalue* get shade most of the day, a real treat when it's hot.

Approach: From the parking lot, hike uphill on the narrow, climbers' trail left of the signboard (don't hike uphill on the wider gravel road above the gate on the right). Auntie Gravity, Boulder Gully and *Supervalue* are all accessed via the first left-hand fork. Lower Crag X is a short distance farther up the trail on the left. Upper Crag X, Black Zawn Crystal Wall and Lumberland are all accessed via a signed, left-hand trail that forks off the main climbers' trail across a small bridge.

Auntie Gravity



This short rock face is located just north of Boulder Gully. It has three listed routes, which are all worthwhile. To approach, hike up to *Supervalue*. Curve leftward around the buttress, continue uphill and this short wall will be visible in the trees above the talus, opposite Boulder Gully. Routes listed left to right.

1 Don't Believe the Hype 5.11a ★★★

This bolted, featured face is tightly squeezed in next to the *Auntie Gravity* crack. Despite this, it's very enjoyable.
3 bolts (18 m) FA Dean Hart, Ed Spath, 1992.

2 Auntie Gravity 5.10b ★★

Climb the featured crack in the middle of the small wall.
1 bolt, SR (18 m) FA Jim Campbell, Carl Doig, 1979.

3 Crag Rat 5.9 ★★★

What used to be a poorly-protected face climb is now an enjoyable, bolt-protected outing. A great warm-up!
4 bolts (18 m) FA Kevin McLane, John Howe, 1983.

Boulder Gully



This north-facing wall is in the gully directly opposite *Auntie Gravity*. The routes are described from left to right (uphill to downhill).

4 Turbocharger 5.11c ★★★★

This wickedly technical, thin crack arcs across the wall just left of *Talking Holds*.
2 bolts, SR (15 m) FA Kevin McLane, Dave Lane, 1983.

5 Talking Holds 5.10a ★★★★

This excellent and strenuous climb follows the obvious hand crack that curves from right to left. Pumpy!
SR (15 m) FA Rob Robn, John Howe, 1982.

6 Supervalue



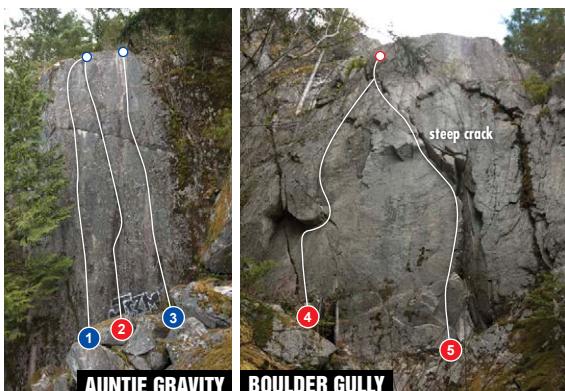
These climbs are clustered around the excellent route, *Supervalue*. Routes are listed from left to right.

6 Supervalue 5.10c TOP 100

Start in a left-leaning undercling flake and climb to a crack. Above, face climbing leads rightward to twin cracks on the upper slab and a tough crux. A variety of climbing skills are necessary for success. Watch the rope drag!
4 bolts, SR (35 m) FA Robin Barley, Joe Turley, 1982.

7 Public Menace 5.11d ★★★

Start up *Supervalue*, but climb through the middle of a



small roof past a bolt and follow a crack above to chains, which are about three metres below the summit.
2 bolts, SR (30 m) FA Kevin McLane, 1985.

8 Super Baked 5.11c ★★★



Start off boulders five metres right of *Supervalue*. Climb the shallow corner past bolts then move left to join *Supervalue* below the traverse. A good link-up, *Super Menace* (5.11d), climbs *Super Baked* to the roof on *Public Menace*. 8 bolts, SR (35 m) FA Jordan Struthers, 2009.

9 Poison Cookies 5.12c ★★★★



Climb *Super Baked* to the middle of the *Supervalue* traverse. From here, move up and left to a bolt above a small overlap. Slab climb past another bolt above, then finish up and right at the *Supervalue* anchor.

8 bolts, SR (35 m) FA Andrew Boyd, 2009.

10 True Love 5.11d ★★★★



This exceedingly technical, off-vertical face is littered with small edges. Having a seven-foot wingspan helps.
8 bolts (35 m) FA Dean Hart, 1984.

11 Picket Line 5.9 ★★★



The obvious crack just right of *True Love*. Good.
SR (35 m) FA Kevin McLane, Ted Marks, 1984.

12 Triage Arête 5.9 ★★★★



Climb the enjoyable arête right of *Picket Line*.
4 bolts (25 m) FA Kevin McLane, John Howe, Chris Murrell, 1983.

13 Cold Comfort 5.9 ★★★★



The left-most line on the north-facing wall right of *Supervalue* follows a finger crack well endowed with small edges. It's steeper than the usual Smoke Bluffs outing.
SR (20 m) FA Jim Campbell, Alun Hughes, 1980.

14 Lust 5.10d ★★



The bolted face between the cracks is an enjoyable, almost vertical face climb on nice edges. Finish as for *Loose Lady*.
4 bolts (25 m) FA Nick Jones, Tim Holwill, Bill Noble, 1992.

15 Loose Lady 5.9 ★★★

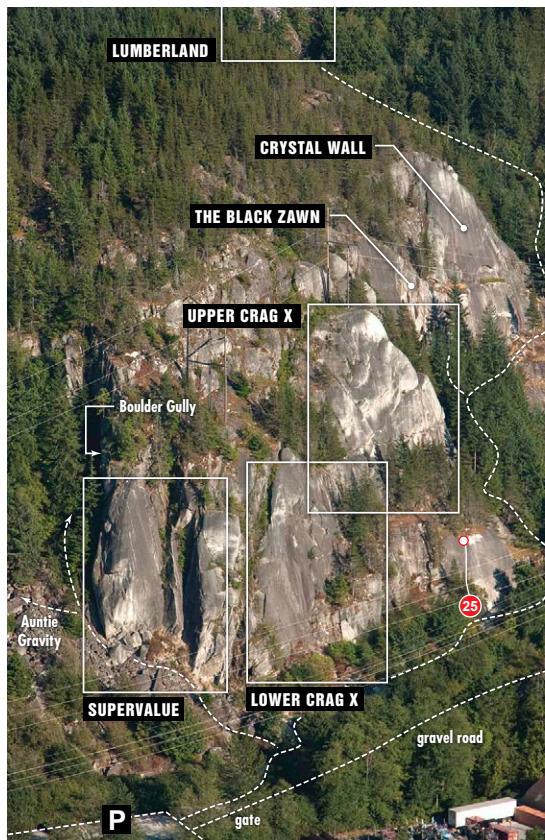


The hand crack on the right. Finish atop *Cold Comfort*.
SR (35 m) FA John Howe, Randy Atkinson, 1979.

16 Blowzebella 5.10c ★★★



Start on the face just right of *Loose Lady*. Step right around the arête and clip a bolt. Follow the bolted face and arête above, eventually trending right across a slab to a huge ledge. Finish up a steep face to the anchors of *Cold Comfort*. The overhanging direct start is about 5.11c.
5 bolts, SR (40 m) FA Robin Barley, John Howe, 2002; FA (direct start) Harry Young, 2002.



SMOKE BLUFFS



LOWER CRAG X

Lower Crag X



The following routes are all on the triangular-shaped face, visible from the parking lot. Approach by taking the second left-hand trail up from the sign board.

17 Piece of Pie 5.9 ★★



Climb an obvious hand crack on the left side of the wall. There is no fixed anchor, so climbing *Side Street* is advised. SR (25 m) FA Randy Atkinson, John Howe, 1979.

18 Side Street 5.10c ★★



Climb the *Piece of Pie* crack then slab climb directly above past bolts on the rounded arête to an anchor. A worthwhile second pitch gains the top of the crag. 2 bolts, SR (2 pitches) FA Joe Turley, Ted Marks, 1996.

19 Baby Lizard 5.9 ★★★



Just left of *Centre Street* is a nice crack that heads up and left. When possible, step left and finish on *Side Street*. SR (25 m) FA Jim Campbell, Jon Rollins, 1981.

20 Reptilian 5.10d ★



Climb *Centre Street* for about 15 metres. Head straight up then follow bolts up and right to gain a small dyke. Traverse back left to the *Side Street* bolt station on the arête. 3 bolts, SR (25 m) FA Robin Barley, John Howe, 2002.

21 Centre Street 5.10c ★★★★



This excellent crack-line shoots up left then diagonally back to the right across the smooth face to a ledge. Above is the crux, a very thin and technical corner sequence. SR (45 m) FA Jim Campbell, Alun Hughes, 1980.

22 The Gloaming 5.10b ★★



Scramble to a ramp above and right of the start of *Centre Street*. Clip a black bolt (5.10a), then climb a crack above, eventually trending right to a chain anchor on a ledge. Rappel from here or climb to the right to reach a second pitch crack (5.10b) which leads to the summit. 1 bolt, SR (30 m) FA Robin Barley, John Howe, 2003.

The next two climbs are located on a small outcrop of rock below and right of the start of Centre Street.

23 Gord's Block 5.10d ★★★



This steep, strenuous and very short hand crack climbs the white face of the block below *Centre Street*. Tape up! SR (8 m) FA Jim Campbell, Gord Menzies, 1980.

24 Retiring Joe 5.11b ★★★



This short face is about 10 metres around the corner from *Gord's Block*. Named in honour of Joe Turley's retirement. 4 bolts (12 m) FA Jeff Thomson, Glenn Payan, 2000.

Hike about 25 metres farther up the trail to reach a nice, smooth wall. Belay on the trail!

25 Easter Island 5.8 ★★★★

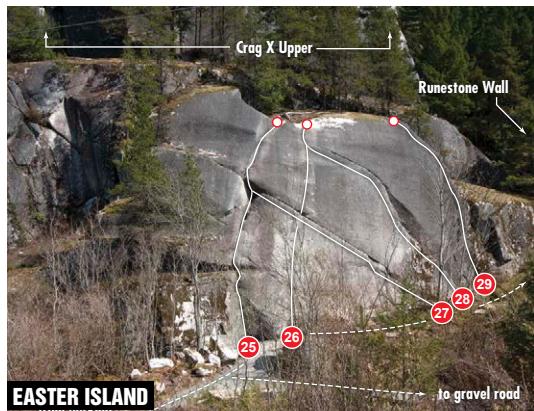


A fun crack on the left side of the short, trailside wall. SR (15 m) FA John & Marion Coope, C. Doig, Jim Campbell, Peter Croft, 1979.

26 The Technician 5.12b ★★★



The bolted face is much harder than it looks. 3 bolts, SR (15 m) PREP Heavy Duty, FA Marc-André Leclerc, 2011.



EASTER ISLAND

**27 Out to Easter 5.9 ★★★**

Scoot across the low traversing crack into *Easter Island*. Easier if you walk across, but much less secure. Fun! SR (18 m) FA *Mark Mason, Derek Horne, 1998.*

28 Out to Lunge 5.10b ★★★

The high diagonal crack. Fun, and easy for the grade. SR (18 m) FA *Jim Campbell, Jim Rollins, 1981.*

29 Payanoia 5.9 ★

This incredibly short route starts in a crack and moves past a bolt by the slabby arête on the right. 1 bolt, SR (12 m) FA *Drew Braysbaw (solo), 2008.*

Runestone Wall

Continue hiking up the trail for 30 metres to a bridge. This crag is right of the bridge, alongside the trail. Routes are listed from left to right. A "Runestone" is a stone raised as a memorial to a deceased man.

30 The Third Eye 5.10b ★★

Start beside the stairs and climb the right-leaning crack on the left-most side of the wall. The gear is tricky to place. The bolts on the face to the right mark the line of an open project. SR to 2" (12 m) FA *Paul McSorley, Alan Moore, 2011.*

31 Dancing With Elves 5.11a ★★

The bolted face left of the *Runestone Pinnacle* flake. 2 bolts, SR (12 m) FA *Alan Moore, 2012.*

32 Runestone Pinnacle Left 5.8 ★★★

Layback and jam up the left side of the pinnacle leaning against the wall. Short, but rugged. SR to 4.5" (12 m) FA *Paul McSorley, 2011.*

33 Runestone Pinnacle Right 5.8 ★★★

Squeeze your way up the short chimney or layback up the edge. Above, follow a finger crack to the top. SR to 1.5" (12 m) FA *(solo to top of chimney) Jim Sinclair, Gordie Smaill, 1960s; FA (to top) Paul McSorley, Nicole Sheppard, 2011.*

34 Cockhair Crack 5.10c ★★

Crimp across a left-leaning seam about seven metres right of the pinnacle. Two bolts provide protection mid-route. 2 bolts, SR to 2" (15 m) FA *Robin Barley, Judy Komori, 2009.*

35 Moai 5.10b ★★★

Climb thin, left-leaning seams, three metres right of the preceding climb. Start on the left and transfer to the right-hand seam when possible. The pro is spicy but solid. SR, RPs (12 m) FA *Paul McSorley, 2011.*

36 Grani 5.8 ★★

Climb parallel, left-leaning finger cracks about four metres right of *Moai*. SR to 1.5" (12 m) FA *Unknown.*

37 Thor 5.11b ★★

Finesse a very thin seam that peters out at the top. It's a delicate toprope or committing lead. SR, RPs, 1 ea 0.3–0.5" cams (15 m) FA *Paul McSorley, 2011.*

38 Sigurd 5.3 ★★★

The left-leaning twin hand cracks are great for novices. Cams to 2.75" (15 m) FA *Unknown.*

39 Claude's Crack 5.6 ★★

Climb a thin crack just right of the left-leaning twin cracks. The line dodges left near the top. 1 bolt, SR to 2" (15 m) FA *Claude Zeifman, 2011.*

SMOKE BLUFFS

④0 Pinner Crack 5.9★★

The thin, left-leaning crack on the right side of the wall sports a small ledge midway up.

SR to 1", tiny TCUs (15 m) FA Paul McSorley, 2011.



Upper Crag X



Cross the bridge left of the Runestone Wall and hike up the stairs to this cliff. Routes listed from right to left.

④1 Castle Creep 5.11b ★★

The first route described is left of a deep groove (5.9) and follows bolts up the right side of a blunt arête, eventually joining Up From Despair on the left.

3 bolts, SR (15 m) FA Tom Clark, Tiemo Brand, 1995.

④2 Up from Despair 5.10c ★★★

Embark on a tricky journey up the shallow, curved dihedral just left of Castle Creep. Two more pitches of good, bolt-protected slab climbing continue up the arête above (Friction Addiction, 5.10b and Bucky-ki-jay, 5.10c).

SR (3 pitches) FA (p1) Robin Barley, Peter Shackleton, 1982; FA (p2) Andrew Boyd, 1997; FA (p3) Jeff Thomson, Glenn Payan, 1997.

④3 Fingerlickin' Good 5.11a ★★★

Scramble to a grassy ledge and follow cracks to a horizontal. Above, climb an attractive, left-leaning finger crack. A better start comes in from Up From Despair via a bolt.

SR (18 m) FA Robin Barley, Peter Shackleton (2pa), 1983; FFA Kevin McLane, Jim Campbell, 1983; FA (alt) Robin Barley, Harry Young, 2008.

④4 Easy Does It 5.10c ★★★

Start as for Fingerlickin' Good, but follow cracks on the left to the horizontal and above. Lower, or do a second pitch along a left-trending crack to the summit.

SR (p1-18 m) FA Jim Campbell, John Coope (2pa), 1979; FFA Peter Croft, Tami Knight, 1979.

④5 Cosmik Debris 5.12b ★★

Start as for Easy Does It, but at the horizontal step left to moderate climbing through a small roof. Above, crank along a cruxy thin seam that splits the wall. The original start followed flakes on the left, but is overgrown.

SR, RPs (18 m) FA Andrew Boyd, 1997.

④6 Korean Love Story 5.12c ★★★

Start on Outer Mongolia, but by the small ledge, move right and clip a green bolt. Cracks above lead to a tough boulder problem that gains the ledge with chains.

1 bolt, SR (20 m) FA Jason Greene, 2009.



④7 Outer Mongolia 5.11c ★★★

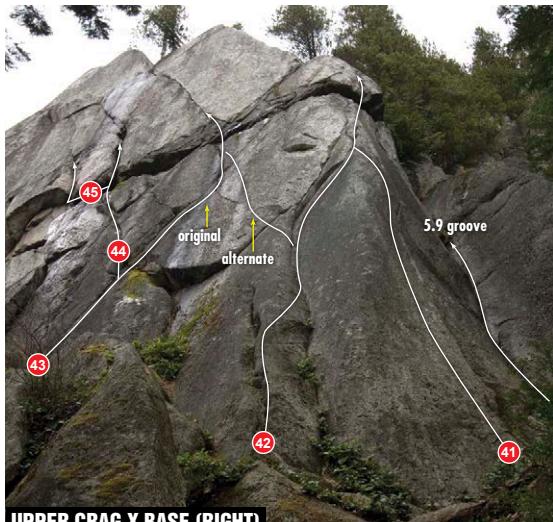
A short, right-trending undercling leads to a small ledge



UPPER CRAG X



UPPER CRAG X BASE (LEFT)



UPPER CRAG X BASE (RIGHT)

THE BLACK ZAWN & CRYSTAL WALL



and a black bolt. Clip it, then climb slab cracks to another bolt, an overhanging crack and the chains above.

2 bolts, SR (35 m) FA Kevin Duck, Robin Barley (2pa) 1981; FFA Peter Croft, Richard Suddaby, 1981.

48 The Mongoloid Face 5.11d ★★

Black bolts weave up the slab left of *Outer Mongolia* to an overhang. Finish above at the *Outer Mongolia* anchor.
8 bolts, SR (35 m) FA Harry Young, Robin Barley, 2008.

49 Virgin Soil 5.10c

Climb a diagonal hand crack one metre left of *The Mongoloid Face*. Climb around the right side of a fat flake midway up the wall, then follow cracks to the summit.
SR (35 m) FA Robin Barley, Frank Bauman, 1982.

Hike left from the base of Upper Crag X to find the last two routes in a small bay off a treed ledge.

50 Sniffler 5.8 ★★

Climb the right-hand overhanging crack. Burly.
SR (12 m) FA Randy Atkinson, John Howe, Allen Tate, 1979.

51 Snorter 5.8 ★★

Climb the left-hand overhanging crack. Also burly.
SR (12 m) FA Randy Atkinson, John Howe, Allen Tate, 1979.

The Black Zawn

This cliff is above and right of Upper Crag X. The first two routes are accessed via a rope pull on the left.

52 Slipping Clutch 5.10b ★★

Climb the left side of the long, black slab.

2 bolts, SR (30 m) FA Kevin McLane, Dean Hart, Scott Young, 1984.

53 Joe Hill 5.10d ★★★

A steep start up a crack off the right side of the ledge leads to a bolt then discontinuous cracks and face climbing above.

1 bolt, SR (30 m) FA Kevin McLane, Chris Murrell, 1984.

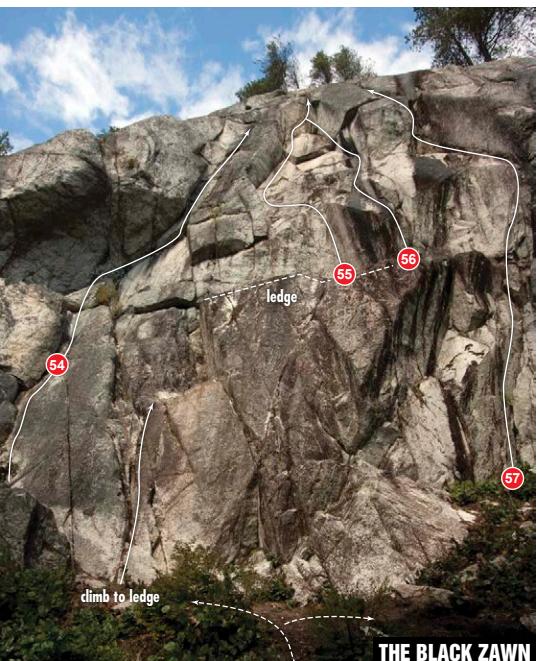
The next climbs all start off the ground and are listed from left to right.

54 Token Brits Direct 5.10d TOP 100

Start on the left side of the wall and ramble up to a steep, cracked, right-facing corner feature. Follow this, eventually move rightward to a tough, bolt-protected crux that guards the top. Excellent!

SR (30 m) FA Robin Barley, Peter Rowat (1pa), 1982; FFA (as described) Kevin McLane, Dave Lane, Bruce Kay, 1983.

SMOKE BLUFFS



55 Perfidious Albion 5.10d ★★★

Climb to a ledge at seven metres and traverse right to a short, steep corner. Up it then head left across the face to a right-facing corner, which leads to the top of the wall.
SR (30 m) FA Robin Barley, Peter Shackleton (*Ipa*); FFA Kevin McLane, John Howe, 1988.

56 Black Flag 5.11a ★★

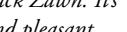
From the ledge, climb onto a ramp above the short, steep corner. A left-facing corner leads to the top.
SR (30 m) FA Kevin McLane, John Howe, 1983.

57 The Crucifix 5.10d ★★★

From the right side of the wall's base, climb steep, shattered rock (it's solid) until it's possible to move into a corner feature under the upper slab. Up it to the top.
SR (30 m) FA Kevin McLane, John Howe, 1983.



Crystal Wall



This smooth, high slab is just right of Black Zawn. It's got a nice, open ambiance, good stone and pleasant views. It's a sneaky place to escape the crowds.

58 Natural Carpet Ride 5.10c ★★

This interesting multi-pitch climb starts above the gaping boulder chimney on the left side of the wall.

Pitch 1 (5.10c, 1 bolt) Follow the slabby, right-facing corner up the left side of the wall to a huge ledge.

Pitch 2 (5.9) Step left and climb a steep, white corner.

Pitch 3 (5.9) Crack climb directly to the top.

SR FA Robin Barley, Joe Turley, 1983



59 Beware the Mooron 5.11c ★★

Pitch 1 (5.10d, 2 bolts) Two black bolts lead through a diagonal crack. Climb leftward into pitch one of *Natural Carpet Ride* and up it to the belay ledge.

Pitch 2 (5.11c, 8 bolts) Climb up the wall then trend right and share two bolts on pitch two of *Evaporation*. Arc back to the left and up the steep wall to the summit.
Bolts, SR FA Harry Young, Robin Barley, Chris Joseph, 2008.



60 Evaporation 5.11a ★★★★

This beautiful climb takes a line up the centre of the cliff. The second pitch is of very high quality.

Pitch 1 (5.10c, 3 bolts) Start up a steep crack. This leads to a bolted slab and a belay on the big ledge above.

Pitch 2 (5.11a, 9 bolts) Follow bolts straight up the steep face above in one, big pitch. Excellent, technical slab!

SR FA (p1) Will & R. Dorling, Nick Watts, Colin & Brian Moorhead, 1995; FA (p2) Colin Moorhead, Will Dorling, Nick Watts, 1995.



Hevy Duty, Erica (5.10b)

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61 Roca Diablo 5.11c ★★★

From the lower portion of the second pitch on *Evaporation*, climb rightwards across the open slab, following bolts, until it's possible to finish directly up the wall.
6 bolts (30 m) FA Will Dorling, Nick Watts, 1986.

**62 Fear of Felons 5.10d A0 ★★**

This route climbs the wall just right of *Evaporation*. Stars are for pitch one only.

Pitch 1 (5.10c, 4 bolts) Start above a stump and follow black bolts around the right side of the steep wall. Slab climb to the ledge. Rappel or continue upward.

Pitch 2 (5.10d A0, 3 bolts) Use a bolt for aid on the right side of the roof and then climb up and leftward, finishing left of the *Roca Diablo* summit.

Bolts, SR FA Robin Barley, Chris Joseph, 2008.

**Lumberland**

Keep following the trail past *Crystal Wall*. *Lumberland* is about one minute up the hill. Topropes are easy to set up via trails around the left side of the crag. Routes are listed from left to right, starting along the base of the wall.

63 The Queen of Huups 5.6 ★★

The left-most line on the lower cliff has an awkward start that gains an easy, left-leaning diagonal hand crack.
SR (15 m) FA Hevy Duty, Erica Olson, 2011.

**64 Netsky 5.10d ★★**

Clip a single bolt on the rounded arête. From here, trend up and left along broken cracks, staying well left of the bolt line on *The GMB*.

1 bolt, SR (18 m) FA Hevy Duty, Travis Hubert, 2011.

**65 The GMB 5.10a ★★★★**

Start just right of *Netsky* up minor cracks. As they peter out, get ready to smear up the smooth wall above. Quality! GMB is an acronym for "Good Morning Boner".
3 bolts, SR (20 m) FA Glenn Payan, John Thompson, 1995.

**66 Maple Cream 5.10d ★★★**

From the base of *The GMB*, trend right to a vertical crack. Follow it up to another quality, bolted slab. A direct start reaches the base of the vertical crack at 5.11d.
2 bolts, SR to 1.5" (20 m) FA Drew Brayshaw, Robin Beech, 2004.

**67 Lumberland 5.10b ★★**

Start on the right side of the slab and climb diagonally leftward to gain a vertical finger crack. Good quality.
SR (20 m) FA Robin Barley, Peter Shackleton, 1981.

**68 It's a Roller 5.10b ★★**

Start just right of *Lumberland* and face climb past a couple of bolts to reach a square cut bay. From here, follow a shallow, right-facing corner past a bolt to the top.
2 bolts, SR (16 m) FA Hevy Duty, Erica Olson, 2011.



SMOKE BLUFFS

LUMBERLAND - MOSS WALL



69 Crowd Pleaser 5.8 ★★

Climb through a small, cracked groove one metre right of *It's a Roller*. At the bay, climb a crack out the right side.
SR (16 m) FA Hevy Duty, Erica Olson, 2011.

70 Erica 5.10b ★★★

The left-leaning splitter about three metres right of *Crowd Pleaser*. It starts wide and thins out on the slab.
SR (16 m) FA Hevy Duty, Erica Olson, 2011.

71 Jade 5.10d ★★

A short, thin and deceptive crack line lurks to the right. It's a tad contrived—don't cheat into the right-hand crack.
SR (16 m) FA Hevy Duty, Erica Olson, 2011.

72 Check Mark 5.7 (5.6) ★★

Two start options lead to a cracked depression in a square-cut bay on the wall above. The left start in the face crack is 5.7 and the right start in the corner crack is 5.6
SR (14 m) FA Erica Olson, Hevy Duty, 2011.

73 Masquerade 5.10b ★★★

Climb the left side of the short face past bulbous flakes.
2 bolts, SR (12 m) FA Hevy Duty, Erica Olson, 2011.

74 Birthday Boy 5.7 ★★

The centre of the short face. Start from the left or right.
2 bolts, SR (12 m) FA Erica Olson, Hevy Duty, 2011.

75 Birthday Girl 5.6 ★★★

Follow big holds up the right side of the short face.
3 bolts (10 m) FA Erica Olson, Hevy Duty, 2011.

The following routes are on the Moss Wall, a short wall on the upper left side of the crag. From the base of Lumberland, hike up and left to approach. Routes listed from left to right.

76 \$ Short 5.10c ★★

The super smooth face on the far left side of the little crag is short, technical and fun.
2 bolts (8 m) FA Caroline Bailey, Hevy Duty, 2011.

77 The Moss

Maniac 5.11c ★★

Climb up a short, U-shaped groove left of the bolts. Watch out for a very tenuous leftward move near the top.
3 bolts (10 m) FA Marc-André Leclerc, Hevy Duty, 2011.

78 The Moss Monster 5.10c ★★

Clip the same two bolts as on *The Moss Maniac*, but climb the wall on the right to a cracked groove.
2 bolts, SR (10 m) FA Hevy Duty, Erica Olson, 2011.

79 The Green Menace 5.10d ★★

Climb onto the ledge just left of the arête. Step right and climb up to a bolt and a slabby finish.
1 bolt, SR (12 m) FA Hevy Duty, Erica Olson, 2011.

80 Little Innocence 5.10b ★★

Climb the deep bay and exit left to the arête. The right-hand variation past the bolt is a project.
1 bolt, SR (12 m) FA Robin Barley, Harry Young, 2011.

81 Three Bolts Ahoy 5.12a ★★★

Climb the overhanging wall just right of the arête via cracks and sidepull flakes. The gear placements are tricky, but small Aliens will save the day. A great climb!
1 bolt, SR, 1 ea 0.4–0.5" cams (12 m) FFA (*via 3 bolts*) Nick & Robin Barley, 2008; FFA (1 bolt, gear) Marc-André Leclerc, 2011.

82 Backslapper Crack 5.10c ★★★

Tackle a very steep layback crack sandwiched between *The Chameleon* and *Green Chimney*. Watch your back!
SR (12 m) FA Robin Barley, Harry Young, 2008.

83 Green Chimney 5.8 ★

Grovel up the basalt-filled chimney.
SR (12 m) FA Hevy Duty, Erica Olson, 2011.



LUMBERLAND - MAIN WALL

These routes start off *The Hilton Ledge*, the long shelf that splits the crag into upper and lower halves. Routes are listed from left to right.

84 Pot Step 5.10b ★★

Start up the undercut arête. A tricky move leads to an easy crack on the slab above.

SR (15 m) FA *Heavy Duty*, Erica Olson, 2012.

85 Just Jackin' 5.10d ★★

Climb a crack through a short, steep bulge about two metres right of the arête. The slab above is easy.

SR (15 m) FA *Heavy Duty*, Erica Olson, 2012.

86 Zephyr Girls 5.6 ★★

Use a short, V-shaped groove to access the ledge below the crux on *Just Jackin'*. From here, follow the ledge right to a traversing crack (shared with *Kristen*) until it's possible to finish up a cracked groove right of the *Business Time* finishing slab. A 5.8 variation, *Boobie Salad*, climbs straight up from the ledge along a crack to finish on *Colleen*. SR (18 m) FA (both) *Erica Olson, Heavy Duty*, 2012.

87 Colleen 5.8 ★★★

Climb direct to the right side of the *Party Girl* ledge, then climb straight up to gain a slab protected by two bolts. 2 bolts, SR (15 m) FA *Erica Olson, Heavy Duty*, 2012.

88 Kristen 5.8 ★★

Start as for *Colleen*, but traverse right across the *Business Time* slab to a short crack on the upper bulging wall just left of *One-Shot Latte*. Belay beside the cool bench. SR (18 m) FA *Erica Olson, Ben Roy*, 2012.

89 Business Time 5.11d ★★★

Wild moves from a flake to a thin crack on the lip unlocks the roof. Continue straight up the slab above. SR (15 m) FA *Travis Hubert, Stuart Smith*, 2012.

90 One-Shot Latte 5.8 ★★★

Climb the obvious crack on the right side of the big roof. Finish up the high, bulging wall beside *Kristen*. SR (18 m) FA *Heavy Duty*, *Erica Olson, Chris Bovard*, 2012.



56 routes

←5.9

5.10

5.11

5.12

5.13→

**BURGERS AND FRIES**

It wouldn't be much of a stretch to claim that Burgers and Fries is the most popular cliff in Canada. The routes are fun, plentiful, and see year-round ascents because the crag dries quickly after rain and bakes in the winter sun. Topropes are easy to set up and the approach ramp to the top offers fast access. The only downside to this zone is the proximity of the cliff to a number of homes along the top. Relationships between climbers and homeowners have been strained over the years, so in an effort to keep the atmosphere positive, please don't congregate near the properties or climb too early or late in the day.

Conditions: Burgers and Fries and Alexis cliffs both get full sun from about noon onward. The cliffs dry very quickly after rainfall and make good winter options. High Cliff and Island Crag both have more tree cover, which keep the base areas cooler but also slows drying.

Approach: From the parking lot, hike straight up the road behind the gate (stay right at the only significant fork). The cliff comes into view on the left after 10 minutes. Alexis is reached by continuing along the road. A sign points the way down a flight of stairs to the cliff base. The trail to High Cliff breaks right off the road between Burgers and Fries and Alexis. It leads steeply downhill and into the trees to the right. To find Island in the Sky, hike past the base of High Cliff for one or two minutes.

Burgers and Fries Left

Routes are listed from left to right.

1 Foot in the Gravy 5.10d ★★★

This pitch is located halfway up the descent ramp on the left side of the crag. It follows a shallow, white corner. 2 bolts (8 m) FA Simon Toooley, Shelley Bracken, 1979.

2 The Asshole of November 5.11b ★

Climb the bolted, curving arch left of *Pink Panther*. 3 bolts, 1 ea 0.6–1" cams (25 m) FA George Hanzal, Eric Hamel, 2001.

3 Pink Panther 5.11c ★★★

Can you say “resole”? I knew you could. Climb the sick, thin slab left of the *Burgers and Fries* crack. 4 bolts (25 m) FA Jim Babnuk, 1989.

4 Burgers and Fries 5.7 ★★★★

The classic crack on the cliff. A tad runout at the top. SR (25 m) FA Jim Manuel, Ed Spat, Brian Denbertog, 1979.

5 Peaches and Cream 5.10b ★★★

Start up the left-facing corner or the face just to the right. Bolts and gear protect cruxes up the whitish streak. 2 bolts, SR (25 m) FA Dave Jones, Jan St. Amand, 1982.

6 Genetically**Superior Neighbor** 5.11a ★★

Climb the ramp until it's possible to clip a bolt and move

onto the steep, left face. The thin cruxes just keep coming! 3 bolts, SR (25 m) FA George Hanzel, Joe Turley, 2008.

7 Dusty Eyes 5.4 ★★★

Climb a crack directly above two flakes leaning against the wall's base. Follow cracks diagonally to the left. Some prefer to start up the *Genetically Superior Neighbour* ramp. SR (30 m) FA Keith Rajala, Dave Harris, 1981.

8 Wisecrack 5.7 ★★★★

Start up a crack one metre right of the leaning flakes. At the sloping midway ledge, take an obvious diagonal crack up and left until it's possible to step up right across the face to layback a thin, right-facing crack to the top. SR (25 m) FA Barry Wiseman, Bob Wilson, Terry Spurrell, 1980.

9 Catch Me 5.10a ★★★

Cracks lead to two bolts on the wall between *Wisecrack* and *Catch Me Quicker*. Follow a shallow arch above. 2 bolts, SR (25 m) FA Gene Smith, Joe Turley, 1980.

10 Catch Me Quicker 5.10b ★★★★

Paddle your way up a thin, polished finger crack in a whitish streak. The crux is at five metres. Easier above. SR (25 m) FA Gene Smith, Joe Turley, 1980.

11 Over Forty 5.11a ★★

A few bolts protect the steep slab right of *Catch Me Quicker*. If you lead it, you'll likely wish there were more. 3 bolts, SR (25 m) FA Dave Hutchinson, Dave Jones, 1989.