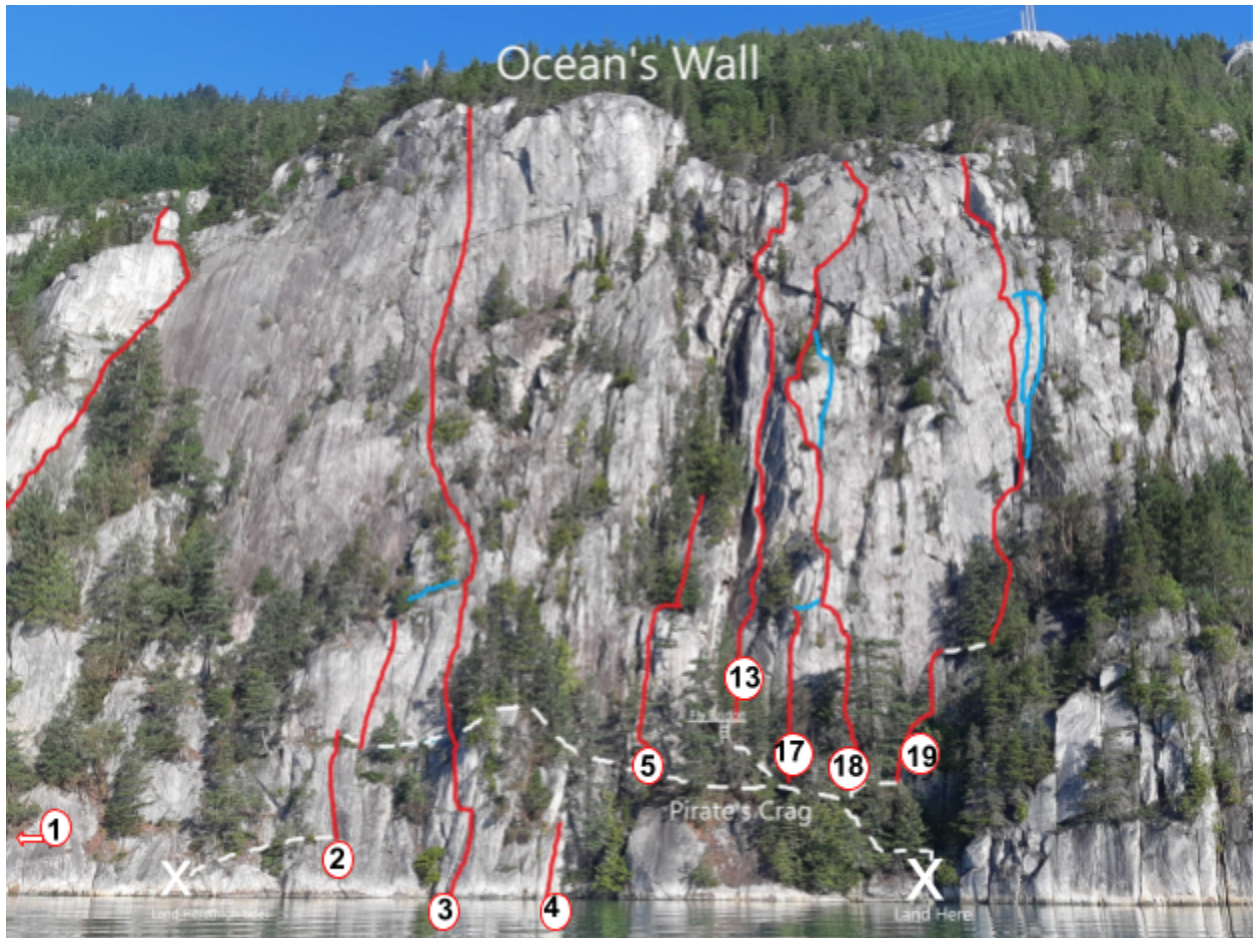


Ocean's Wall

"Ocean's Wall is the unmistakable 200m high cliff a few hundred meters past the mouth of the Squamish River. Climbing on the main wall is a very different experience to Chief granite, being far more featured and steep for the grades, and carrying a high sense of adventure." -Squamish Rockclimbs, Kevin McLane.



This South facing wall has five full height multi pitch routes and is an outstanding cragging destination. Ocean's Wall is ideal for the shoulder season as the water is calmer and the routes are quick to dry. Pirate's Crag is a scenic forested area a tier above the water. It hosts a fine variety of sport climbs and traditional lines from tips to chimneys. There is great potential for further development.

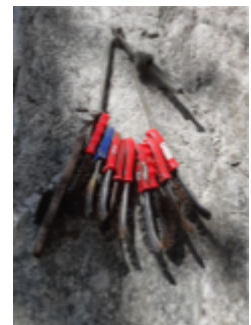
Approach

1.4km SW from the spit. There is an easy landing for paddle craft below the forest on the right side of the wall. Plenty of space for many paddle craft if they are carried up to the trees. Be sure to head out before the wind picks up. It can be a 10 minute float or a 30 minute battle. At the end of the day it's typical to be blown back in with a nice Southerly. It's generally easy enough to paddle up the mouth of the squamish, but one could take out on the estuary side of the spit to avoid the current.



All single pitch routes are equipped with fixed carabiners for lowering. Multipitches have fixed rappel hardware. A 60 meter rope will suffice for all, there are, however, a few lines where an intermediate rappel station or a 70 meter rope can be used.

Acknowledgements: I acknowledge that I am privileged to live and climb on the unceded territory of the Skwxwú7mesh Nation. For their help scrubbing a big thank you to Alex Champoux, Paul Dempsey, Mike Loch, John McMahon, Travis McClane, Mackenzie Punter, Ryan Schissler, Christina Smyth, and Steve Tsirimbis. Thank you to The Sea to Sky Route Development Fund for support with discounted hardware. Please consider donating to support more development in the Sea to Sky: gf.me/u/xsah3g.



Routes listed From Left to right(west to east). See Guidebook for descriptions of older routes. Standard Rack Unless noted otherwise

First Ascents by Bryan Sexauer 2020 unless otherwise noted.

1.Troll's Chimney 5.8 6p

John Furneaux, Matt Maddaloni 2002

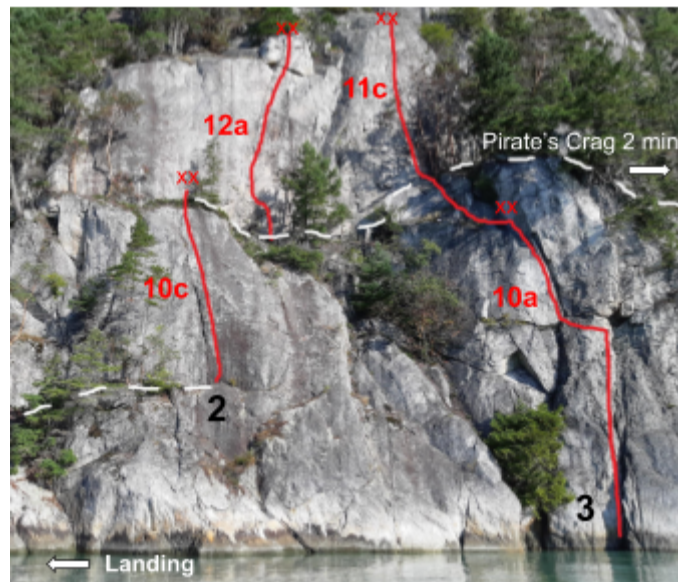
2.Devil to Pay 10c, 12a 2p

A quality natural line of zig and zag diagonal cracks. Paddlecraft can land at high tide 20 meters southwest. If cragging, it's a short walk over following fixed lines to arrive at the top of P1.

P1-10c A short and sweet left trending hands to fingers crack.

P2-11d/12a Steep start leads to the right trending seam. A high quality stand alone pitch or a hard variation to G.H.C.

5 bolts, small to medium gear



3.God Hates A Coward 12a 7p

FA: Matt Maddaloni, John Furneaux and others. 2012-2014

I feel 11c is a more accurate grade for P2 (12a in Mclane Guide). Landlubbers see Devil to Pay for a 1 or 2 pitch alternate start to avoid climbing straight off the water.

4.Try Honesty 11b DWS

Matt Maddaloni 2001

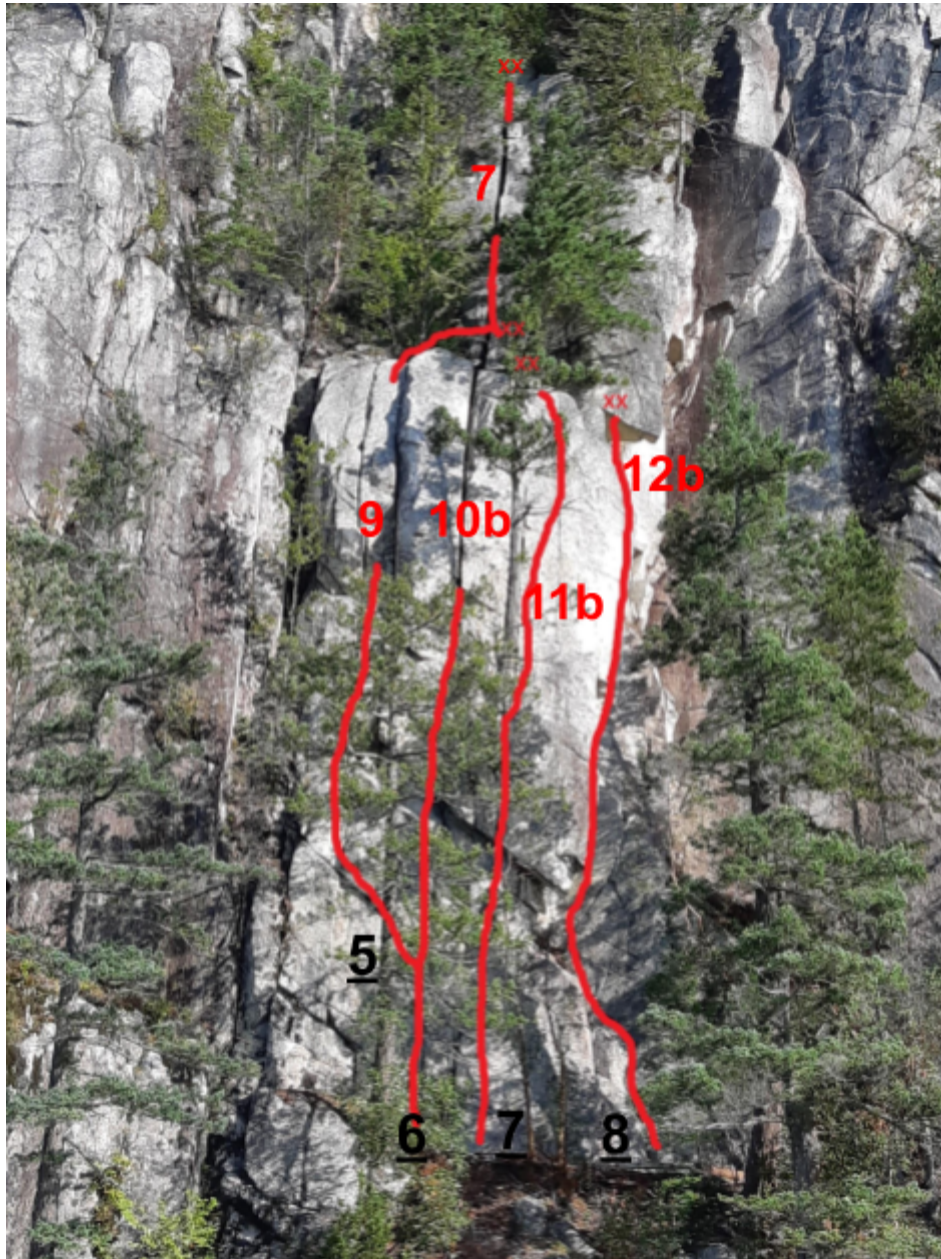
5.Pb&J 5.9, 5.7 - 2p

FA: Tom Wright, Jimmy Martinello 2017

Clean & Anchor: Leonardo Moretto, Clean P1: Bryan Sexauer

P1 - 5.9 30m Mega Jammer up parallel hand cracks.

P2 - 5.7 20m Off width 6"



6.Loose Cannon 10b 25m

Blocky jug hauling leads to an impressive splitter fist crack.
SR to 5"

7.Walk the Plank 11b 25m

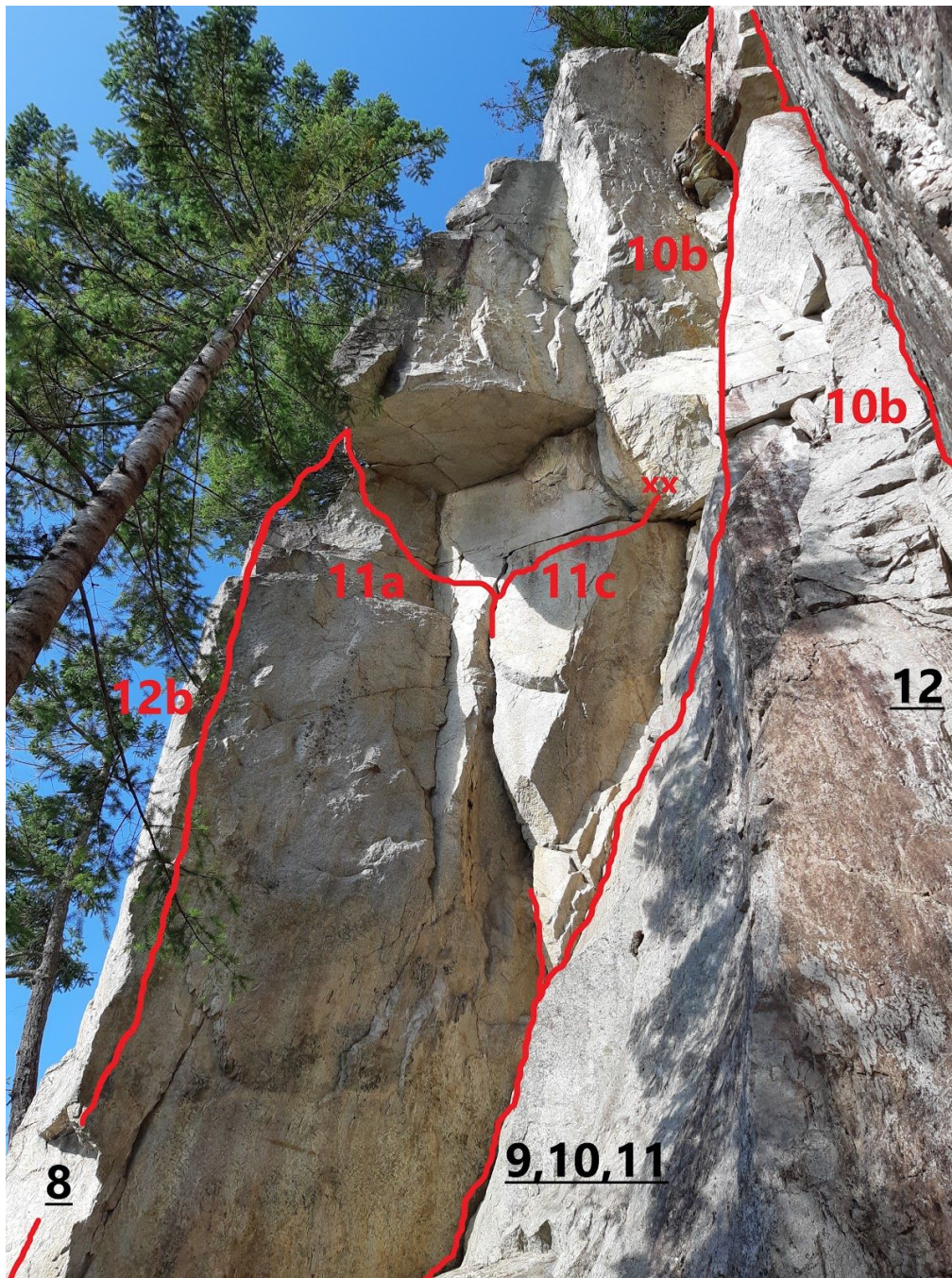
Climb around the right side of the 2 trees and up parallel finger cracks on polished and featured rock. You can stem off the tree and stitch it up while the tree is in the fall line.

8.Keel Over 12b 25m

The beautiful steep arete is the prize of the wall. Bouldery and balancy moves make for a challenging onsight.

Sport and a few medium sizes for the start.

The following 5 routes start off "The Fly Bridge" ledge



9.Mutiny 11a 15m

A steep hand crack with a tricky exit up and left to the ledge around the arete.

10.Hempin Jig 11c 15m

Same start as Mutiny then breaks right cruxing along the horizontal crack.

11.Thar She Blows 10b 34m

The large corner ramp below the steep wall. Traverse right on ledges before the roof then back into the nice finger corner. chimney around a whale of a stump to the final steep fist crack.

SR to 4"

12.Davy Jones' Locker 10b 33m

A journey up the dark corner. Chimney, fingers and fists. Massive cleaning efforts turned the black drainage into this fun reddish corner. Get on it while it lasts.

SR to 5"

13.Neptune's Sheep 12a 130m 3p

Possibly the best route of the wall and an absolute must do. This gem of a climb hosts technical face climbing on solid granite. Mostly Bolted with some trad (up to 11a) in each pitch. Ascends the steep wall between the big cleft which divides the wall and Madd Furn.

P1-12a Parallel thin cracks to the ledge. Pull a small roof and weave up the slabby face. Move around an arete and up a corner.

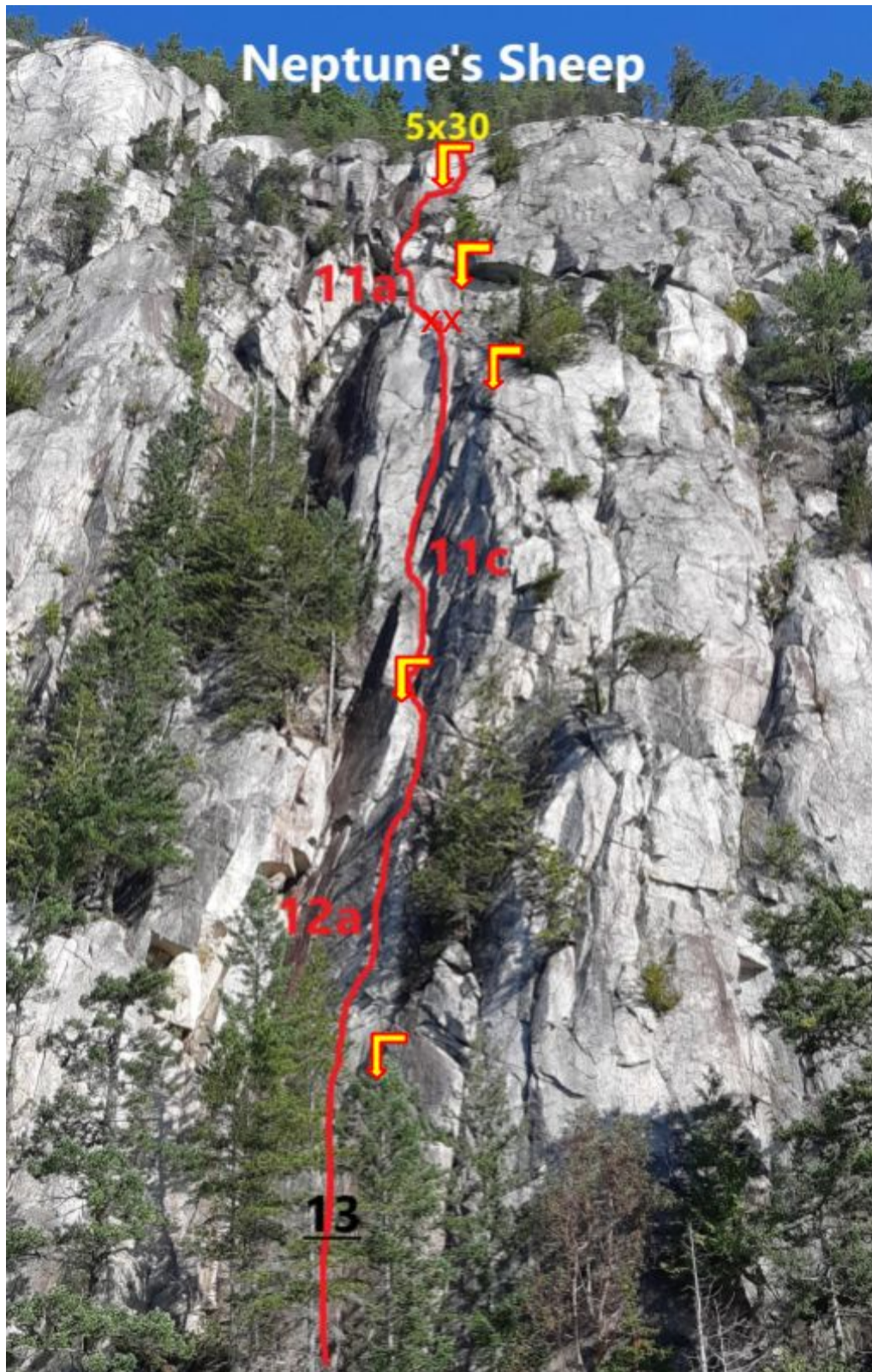
P2-11c Follows the wide open corner. A spectacular finish compressing a column like feature.

P3-11a Dubious moves through a blocky overlap. Ramble around into a corner below the big roof. Enjoy the wild position while angling through the roof. At the ledge traverse right to a finger crack finale.

Single rack to 2"

Descent: 5 raps with a single 60m

Neptune's Sheep



14.Swashbuckler 11c 22m

Solid edges on a featured wall. Bouldery moves gain the lower diagonal crack striking across the wall.

6 bolts + gear .4"-1"

15.No Quarter 10d 23m

Up Jolly Roger and break out left along the middle of 3 diagonal cracks.

16.Jolly Roger 10a 26m

Varied and fun climbing through a slot and over bulges.

17.Fiddler's Green 11a

25m(45m)

Balancy granite climbing up small changing corners and overlaps. Move right around the third overlap into a polished finger crack corner. Lower from the Cedar(25m) or continue right and up into Madd

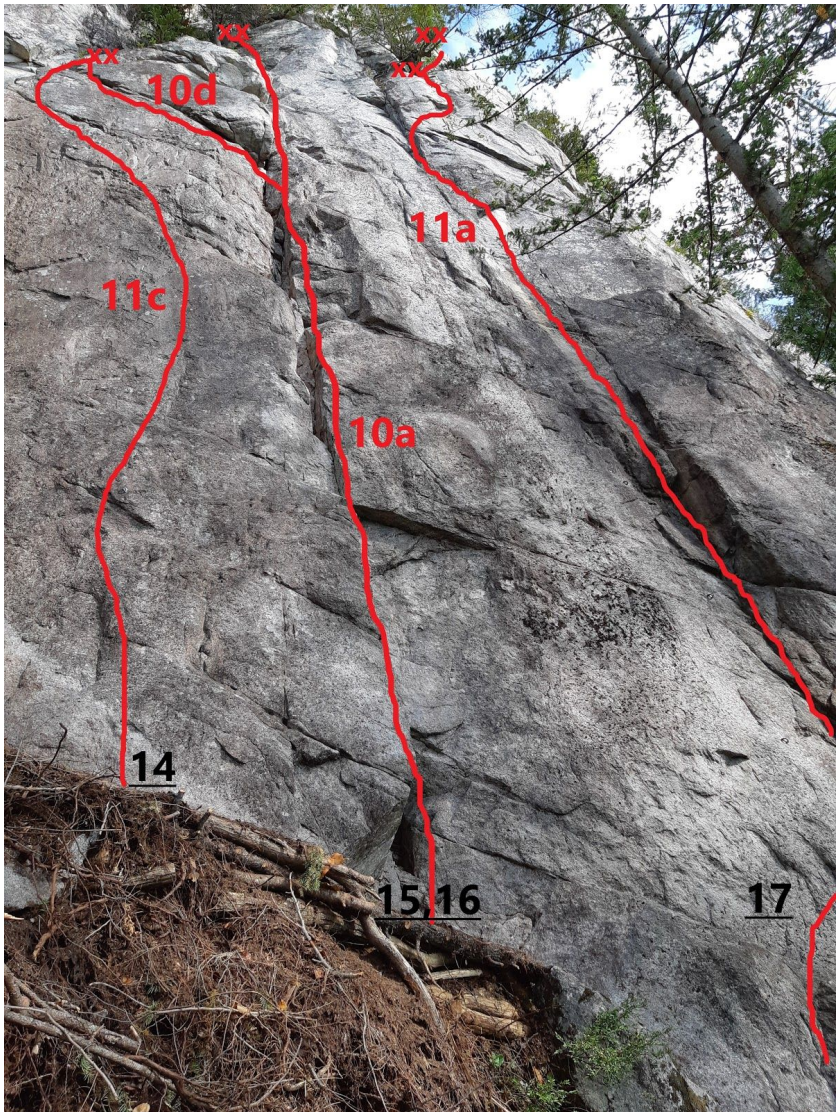
Furn P1(45m)

18.Madd Furn 11b 4p

Matt Maddaloni, John Funeaux 2002

The first 2 pitches are good, clean enough and well protected. The top 2 are more adventurous.

Descent: From the top of P3 rap to the left into Neptune's Sheep with a single 60m. From the top rap the route with a 70. Bring tat.



19. Fly the Coop 11d(variations 11c,11a) 5p

Bryan Sexauer(Christina Smyth) July 2020, Variations Bryan Sexauer Oct. 2020



A Quality and varied climb defined by 3 parallel lines splitting the headwall and a spectacular dihedral finale.

P1-10a A heavily excavated bolted chimney. Chimney or stem.

P2-10b Hike 20 meters. The right hand of two lines. Thin cracks and face climbing. At the tree, mantle up and make a tricky step right (small cams). Epic belay on top of three Pillars ("Tricorne tower").

P3-Three high quality 34 meter options exist, offering reason to savour the cool pillar belay and get more pitches in. The original 11d-Stem and jam your way through the blocky roof into a groove. Followed by a quality mix of thin cracks and face climbing. 7 bolts + SR to 2"

Monkey Island 11c-34m

An impressive natural line up the steep leaning hand crack. Starts up the crack just right of the corner. At the ledge step over the void to gain the left of the parallel hand cracks. Worth adding on. Doubles to 2" single 3"

Marooned 10d-34m

Starts up the crack just right of the corner. stemming the corner and moving between the steep crack splitting the left side and the lower angle right wall.

P4-10d/11a Deceptive granite friction pitch along a seam and over a techy bulge

P5-11a A steep dihedral finale with double finger cracks and airy feel.

Descent: Rappel with a single 60m. P1 rappel straight back instead of down the chimney.

