



Much of the hardware for these routes and many others was provided by the Sea-to-Sky bolt fund. If you enjoy climbing in our wonderful corridor, please consider donating!

1

Local Boys Do Good 5.11a *****

Pitch 1 (10b, 6 bolts) Ultra-classic dyke climbing. Often done as a single pitch.

Pitch 2 (11a, 7 bolts) Thin moves off the belay lead to an excellent slab above.

Pitch 3 (10a, 1 bolt) Easy slab that will test your head more than your abilities. Rappel the route.

FA P1 Gene Smith, Joe Turley, 1982; FA P2-3 Dean Hart, Carl Austrom, Randy Atkinson, 1984.

2

Local Heroes 5.11c ***

Thin, sustained slab climbing. A real test of faith in your footwork.

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

3

Local Girls Are Bad 5.11a ***

An excellent route rivaling “*Local Boys*”, long neglected due to its 1/4” buttonhead bolts and rusty SMC hangers has been brought into the current millennium with a long overdue hardware upgrade. Many will likely climb the first pitch on its own, similar to its neighbouring route.

Pitch 1 (10b, bolts) Start up the left-most line past 2 bolts up to a corner above a tree. Clip a 3rd bolt and move back right past more bolts to the anchor of “*Local Heroes*”.

Pitch 2 (11a, bolts + gear) Climb straight left along twin dykes past bolts (crux) to reach an excellent, splitter finger crack. At its top, move up and right past bolts to the top of *Local Boys* P2.

Pitch 3 (10a, 1 bolt) As for “*Local Boys*”. Rappel the route.

Bolts, SR to 1.5”

FA Carl Austrom, Tim Holwill, 1984; Re-scrubbed and upgraded hardware 2020

The next two routes start from “*Jeannine Ledge*”. Reach it by climbing up the start of “*Local Girls*” (5.8) or better yet, by linking up with “*Liftoff*” (5.10b) to make for a longer, more consistent outing if you've got the time.

4

Interstellar 5.10d *****

Using some terrain from the old aid climb “*Jeannine*”, the highlight of this route is the excellent 68m rope-stretching finger crack on the second pitch. **A 70m rope is mandatory as you won't make it to the anchor with a 60m!** Bring lots of finger-sized gear and many draws, including some extendable ones.

Pitch 1 (5.8, 3 bolts + gear) Start as for *Local Girls* P1, but continue up the thin crack to *Jeannine Ledge* and a bolted anchor. Alternatively, climb “*Liftoff*” for an excellent line of varied 5.10 climbing.

Pitch 2 (10d, 6 bolts + gear, **68m**) Start up the finger crack above the belay until possible to climb right along a dyke past bolts to reach the splitter finger crack on *Local Girls* P2. Climb it to the top and step left to gain another long crack system. Take these cracks to the top (*Jeannine* original finish) or better yet, move back right past a lone bolt to gain another amazing finger crack. Rappel slightly climber's left to a bolted station atop *Dark Matter*, and two more rappels to the ground.

SR to 2”, 2 or 3ea finger sized cams.

FA “Jeannine” 5.8 A3 Frank Baumann, Doug Herchmer 1975

FFA Nick McNutt, Colin Moorhead 2020

5

Dark Matter 5.10b ***

A great addition as a short yet worthy cragging route, climbing the obvious, well-featured finger crack that starts above *Jeannine Ledge*. Two rappels get back to the base area.

Pitch 1 (5.8, 3 bolts + gear) As for *Interstellar* P1.

Pitch 2 (10b, 2 bolts + gear) Climb the fun finger crack up to face moves at the top past 2 bolts. Lower down and belay from *Jeannine Ledge* in comfort.

SR to 1.5"

FFA Nick McNutt, Taran Ortlieb 2020

6

Liftoff 5.10b ****

This route is the nicest way to reach "*Jeannine Ledge*" and the routes above, or just climb it on its own! Linking pitches, while possible, isn't recommended as communication will be hard, cruxes will be out of sight, and rope drag will likely make you wish you stopped to belay on the comfortable ledge.

Continue into "*Interstellar*" or "*Dark Matter*" for a great 5.10 multi pitch climb!

Pitch 1 (5.10a, 4 bolts + optional gear) From the base, climb past a bolt to a ledge and a steep wall. Pull a tricky move, then fun face climbing leads past more bolts to the anchor.

Pitch 2 (5.10b, 7 bolts + gear) **35m** Move up on great stone past 2 bolts to an easier layback crack. At its top, move right and face climb on some cool features past 5 more bolts to the anchor on "*Jeannine Ledge*".

To get down there are a few options:

Rappel the route with a 70m rope, do a short rappel to the "*Klahanie Crack*" area, or continue above. From the top of "*Dark Matter*", you can rappel with a 60m rope down "*The Austrom*" to get back to the base area.

SR to 1.5", bolts.

FA Nick McNutt, Paul Mcorley, Tony Richardson 2021

7

The Austrom 5.11c ****

A bonafide legend of Squamish climbing, Carl Austrom pioneered much of the terrain around Shannon Falls, The Apron and more while leading onsite, hand drilling his way up into the unknown. He had placed hex-head rivets from free stances or hooks, requiring wired nuts to be slung over them as pro. A bold, unique style that most can only imagine as much of the stone was likely (even back then) covered in lichen and needed brushing, all while on the sharp end. While never reaching the top of this section of the wall he did indeed find some truly excellent climbing, primarily on dykes, in a picturesque setting and for that we all owe our respect.

This route has humbly been established using modern top-down tactics, searching for the best free-climbing line with a respect to the style of the wall. As far as locations of bolts, typically they are placed from good stances, and not as often on easier ground. Carls rusted rivets on the second pitch, part of a climb he called "*I Wanna Be Teased*", were replaced one-for-one with modern stainless bolts. Start on a perfect granite ledge above the river.

Pitch 1 (10d, 5 bolts + gear) From the ledge, climb up past a bolt to a horizontal break. Mantle up and climb a sustained, excellent dyke past bolts to the anchor.

Pitch 2 (11c, 6 bolts + gear) "*I Wanna Be Teased*" Continue up the beautiful dyke on easier ground to where the wall steepens. Move right to a good stance, clip a bolt, and pull the bouldery crux on small edges. Continue past a couple more bolts to the anchor. Carl had rated this pitch 11a when he did it in 1984, but a large broken flake stance at the crux has bumped the grade.

"The Austrom" cont...

Pitch 3 (10b, 3 bolts + gear) Climb dykes to the right and link into the *"Dark Matter"* finger crack. Finish as for that pitch.

Pitch 4 (11b, 12 bolts) Climb left along dykes across the wall to an increasingly exposed position above the falls. Sustained movement through amazing small pockets and edges on the face above lead to the top. Fully bolted, leave the rack at the belay.

Rappel trending climbers right to reach an intermediate anchor, and rappel the rest of the route back to the base or to the *Klahanie* area. A 60m rope works well.

SR to 1.5", 13 quickdraws

FA P2 (*I Wanna Be Teased*) Carl Austrom and others, 1984

FFA Nick McNutt, Luke Neufeld 2020

8

Cafe Direct 5.11a ****

This 50m pitch of face climbing holds one of the best dyke features on the wall. The last 10m were again established on lead by Carl Austrom in 1984 as part of a route called *"Cafe Flesh"*. His rivets were replaced one-for-one with modern hardware. Starting on P1 of *"The Austrom"*, once at the horizontal break, traverse the crack out left until its end. Mantle up and pull a thin move past a bolt to gain the immaculate dyke and follow it upwards. As it fizzles out, face holds appear and provide sustained climbing up the steeper wall to the anchor. A great pitch! Rappel twice using the P1 anchor on *"The Austrom"*. Bring lots of draws and mindfully extend pieces, as the bolt line wanders slightly near the end. Include some small gear.

SR to 1.5", 10 bolts 50m

FA Nick McNutt, Paul Mcsorley 2021

9

Say-Noth-Ka Arête 5.12a ***

Good technical face climbing on interesting features lead up and left to a horizontal break. Gain the obvious arête where the wall steepens (crux) and follow it to the top of the wall. **Bring a 70m rope** for this unique sport climb in an awesome setting directly above the base of the falls!

Squamish Nation legend tells of a massive two-headed serpent, Say-Noth-Ka, who lived in Howe Sound and travelled both in water and on land. This mythical beast is said to have carved out Shannon Falls by slithering and twisting its body up the cliff on repeated expeditions into the mountains above.

Approach via a steep fixed rope pull from the ledge at the base of *"The Austrom"* or if water levels allow, by scrambling over from the Shannon viewpoint area.

12 bolts, **35m**

FA Nick McNutt, Paul Mcsorley 2021