Cal-cheak is a series of well-featured crags scattered across the forested benches above Daisy Lake Forest Service Road. The majority of the routes are sport climbs with rough edges and blocks, but the odd traditional pitch is found on some of the cliffs. For climbers from Whistler, this is a great resource as the area has good diversity and a beautiful ambience.

Conditions: Most of the crags get afternoon sun and it gets hot here in the summer, so plan accordingly. A few cliffs get filtered afternoon sun, so shelter is available. Winter sees the cliffs buried in snow.

Approach: The turnoff to Cal-cheak is approximately 46 kilometres north of Squamish and thirteen kilometres south of Whistler. Travelling north, watch for Brandywine Falls Provincial Park and then the turnoff to the Callaghan Valley. After this intersection and immediately following a small bridge crossing, turn right onto a gravel road (Daisy Lake Forest Service Road) and cross the railroad tracks. Follow this road for exactly 2.4 kilometres, passing the Cal-cheak Recreation Area campground and a single lane bridge, to a basalt roadcut on the right side of the road (the basalt is identified by a narrow column-like structure to the rock). Park in this area and locate the trailhead in the ditch on the east side of the road across from the north end of the roadcut.

Huckleberry Lane

Five minutes in, Huckleberry Lane is the first crag you'll see above the stairs. It's a nice, low-angle cliff with some large trees growing close to the base. The routes are all moderate, making it a great place to check out the rock. Routes are listed from right to left.

1 A Walk on the Wild Side 5.5 **

The right-most route on the cliff climbs a very low-angle slab to a ledge. A steeper bulge leads to the anchor. 4 bolts (15 m) *FA Great Wall Crew*, 2002.

2 The First Step 5.7 **

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Fractured flakes accesses a ledge and a smooth slab above. 3 bolts (12 m) *FA Great Wall Crew*, 2002.

3 Huckleberry Pluck 5.9 ***

This direct slab has the trickiest moves on the wall. 5 bolts (12 m) FA Great Wall Crew, 2002.

4 The Hard Way Home 5.7 **

Climb to a ledge. Move right to a hole then up to the top. 6 bolts (12 m) FA Great Wall Crew, 2002.

6 A Little Bit of Squamish 5.6 **

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Same start, but after the second bolt go up left and follow flakes to the top.

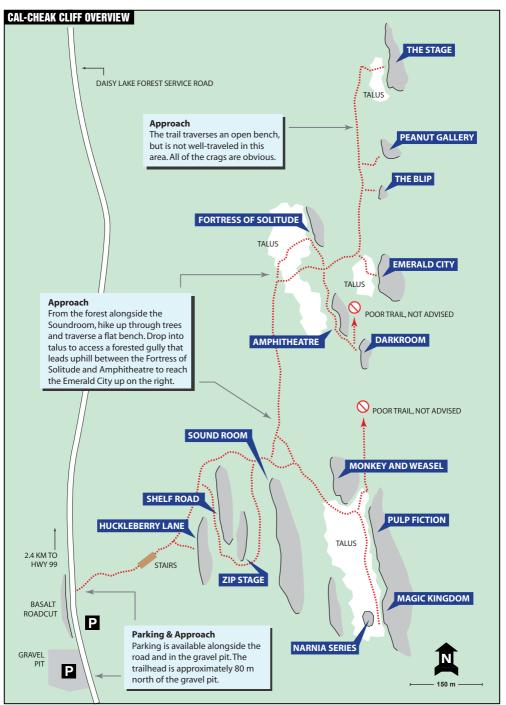
3 bolts, SR (12 m) FA Great Wall Crew, 2002.

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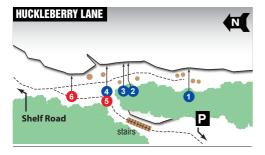








WHISTLER



6 The Roller Coaster 5.7 **

Toprope an undulating slab in the trees on the left. SR (8 m) FA Great Wall Crew, 2002

Shelf Road



This is the next cliff up the trail to the left. It's a smooth face with a crude staircase at the base that leads to some higher routes and the top of Huckleberry Lane. Routes are listed from left to right. No photo.

7 A Piece of Cake 5.7 **

Follow cracks to a ledge then face climb above. An easier variation climbs in from the left (5.4). 4 bolts (12 m) FA Great Wall Crew, 2002.

8 The Gift 5.11b ***

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ROD

Edge your way up the wickedly smooth face just right of the moss streak. The first ascent of this route was a gift. 5 bolts (12 m) FA Brian Finestone, Bob Allison, 2002.

9 Keeping in Touch 5.12b ***

The hardest route on the cliff has extremely thin and technical climbing. 5 bolts (12 m) FA Brian Finestone, Bob Allison, 2002.

10 Crazy Eights 5.9 **

Ramble up the broken face between the trees. 5 bolts (15 m) FA Great Wall Crew, 2002

11 Show Off 5.10b **

Climb to the shelf then tackle the right-leaning dihedr	a
feature high on the wall.	
5 bolts (12 m) FA Great Wall Crew, 2002.	

12 Foul Language 5.10b ***

Bolts lead directly up to the right end of a leaning corner. 5 bolts (12 m) FA Great Wall Crew, 2002.

13 A Tear Above 5.7 **

Climb the short face on the far right. 3 bolts (10 m) FA Great Wall Crew, 2002.

Zip Stage

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This is a short cliff in a small, forested canyon beside an old zip line apparatus. To approach, hike up the stairs along the base of Shelf Road and follow the trail as it contours around to the crag, which is behind a big tree with an old zip line platform. Routes are listed from left to right. No photo.

14 Choss Pile 5.9 **

Climb the short, steep wall on the left side of the crag. Follow two distinct flakes, gradually moving to the left. 3 bolts (8 m) FA Great Wall Crew, 2002.

15 The Extra Mile 5.8 **

Take a smooth, slabby line up the middle of the face. Follow a ramp up right to a finger crack and use horizontal seams to gain the top. A 5.9 variation goes left past a bolt. 3 bolts (8 m) FA Great Wall Crew, 2002.

16 The Guessing Game 5.10b **

This route features steep, thin climbing past two horizontal breaks. The balancy climbing does not ease off until the very top.

3 bolts (8 m) FA Great Wall Crew, 2002.

Sound Room



uphill toward Monkey and Weasel, avoiding any trails that branch to the left. Sound Room's steep face should come into view up to the right. No photo.

12 Boomin' System 5.12c ***

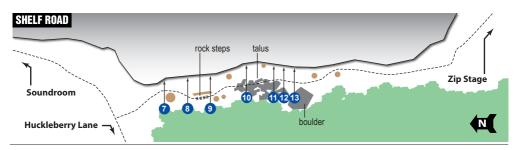
The challenging left-hand line has a blocky start to a cruxy sequence pulling out of a dish. Most find the slopy holds at the final bolt the stopper. Stick clip the start. 4 bolts (10 m) FA Tim Crawshaw, 1996.

18 Achtung, Baby! 5.12a ***

The right-hand route. A hard move coming off the sharp rail is the crux. 5 bolts (10 m) FA Scott Tasaka, Tim Crawshaw, 1996.



EA pm



Monkey and Weasel



This cliff is the obvious slab that comes into view when emerging from the forest. To find it, continue hiking up from Sound Room and out of the trees. Routes are listed from left to right. Ten-minute approach.

19 It's Been Swell 5.7 *

The left-most route. A slab leads past a tree at the top. 7 bolts (20 m) *FA Gary McFarlane, 1997.*

20 Big Wuss 5.8 **

Climb to the first bolt on *It's Been Swell* then branch right and up the face above. 4 bolts (15 m) *FA Gary McFarlane, 1997.*

2 Orange Discharge 5.9 *



A crux at the first bolt leads to a runout to the second. 4 bolts (15 m) FA Paul Carlson, 1996.

22 Rock Fu 5.10b ***

The middle of the wall sports a route with good, lowangle face climbing. The crux is at the bulge. 6 bolts (15 m) *FA Paul Carlson*, *1997*.

3 Mood Swings Left 5.10c **

The next line has two finishes. *Mood Swings Left* breaks left after the third bolt to a cruxy finish on some small edges and smears.

5 bolts (12 m) FA Gary McFarlane, 1996.

2 Mood Swings Right 5.9 **

An easier finish traverses to the right on big edges. 4 bolts (12 m) FA Gary McFarlane, 1996.

25 Boozy the Clown 5.10b *

This route tackles the arête on the right side of the crag. Big reaches off small holds give way to easier ground. 3 bolts (10 m) *EA Gary McFarlane*, *1996*.



Pulp Fiction

26 Reefer Madness 5.8 **

This route climbs a scrubbed slab to the right of the main face. Start on the right or direct (5.9). Good moves and fun climbing end by the tree.

4 bolts (12 m) FA Gary McFarlane, 1996.

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This blocky cliff is located just above and right of Monkey and Weasel. To approach, scramble up through the boulders. Routes listed from left to right.

2 Son of a Preacher Man 5.10c *

Climb a tricky corner to a small roof. Get ready to stem. 6 bolts (20 m) FA Gary McFarlane, 1996.

28 Pork Chops Taste Good 5.11b **

Start with a tricky roof then climb directly up the headwall above. Fun, sharp edges lead to a final roof. 8 bolts (20 m) FA Gary McFarlane, 1996.

29 Sewer Rat 5.11b ***

Start on the preceding climb, but branch right to a crux on the face. This is the most pleasant line at the cliff. Full name: Sewer Rat May Taste Like Pumpkin Pie, but I'd Never Know 'Cause I Wouldn't Eat the Filthy Motherf_ker. 8 bolts (20 m) FA Gary McFarlane, 1996.

30 Rice Bowl 5.11b *

A runout on suspect rock at the start leads to a slopy roof.

A big move at the final overhang guards the anchor. 6 bolts (20 m) FA Garv McFarlane, 1996.

Magic Kingdom

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This large tower is visible from the parking area and is home to some very good lines. To approach, traverse south across the talus field from Pulp Fiction. Routes are listed from left to right.

31 Ground Control 5.11d ****

This route climbs the centre of the main face, just left of Adventures of Whim. It offers superb variety of climbing with a few cruxes of similar difficulty. 15 bolts (35 m) FA Bob Allison, 2003.





This route takes the appealing arête that separates the two main faces of the tower.

Pitch I (5.11d) Climb the technical arête. **Pitch 2** (5.11c) Follow the face to the top. You can link this with the first pitch into one, massive outing. Bring

long slings. (35 m total) FA Gary McFarlane, Marc Bourdon (p2), 1996.

33 Tombstone 5.11c ***

Climb the face to the right of Adventures of Whim. A powerful crux hits at the fixed chain. 11 bolts (30 m) FA Gary McFarlane, 1997.

PULP FICTION









3 Penalty Box 5.10c **

Climb through blocky rock to the right of *Tombstone*. Lots of jugs, if you can find them. 7 bolts (15 m) *EA Gary McFarlane*, 1997.

🚯 Anna is a Fine Wench 5.12a **** 🕅

This is a must-do route. Great position!

Pitch I (5.10c, 4 bolts) Climb the arête on sharp blocks. Pitch 2 (5.12a, 6 bolts) Insecure moves continue up the arête to the top. (27 m total) *PA Gary McFarlane*, 1996.

Narnia Series



Two distinctly different climbs are found on the large boulder directly in front of the Magic Kingdom tower.

36 Gone to Europe 5.8 **

Follows big edges and a crack to the top of the boulder. 5 bolts (15 m) *FA Kim Howey, Luke Waidman, 1997.*

Prince Caspian's Horse 5.8 **

The obvious crack on the left side of the boulder. **SR (15 m)** *FA Paige Bell, 1996.*

Darkroom

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This short, shady crag has a lone route. To find it, hike directly up to the right of the Amphitheater base.

38 Photostyler 5.12a ***



A steep, juggy start leads to a powerful sequence moving off a big rail. A slopy finish keeps things interesting. 6 bolts (12 m) FA Scott Tasaka, 1996.

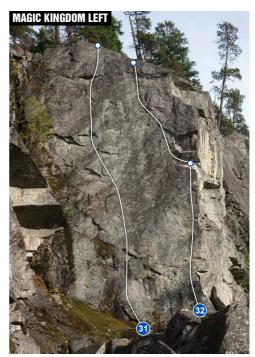
Amphitheatre



This gently overhanging wall has a couple of okay routes. It is visible above the talus when hiking toward Fortress of Solitude. To reach the base, hike up the draw between Amphitheatre and Fortress of Solitude and branch right on a pretty rough trail.

39 Hissy Fit 5.11c **

Small, incut edges leads to a big move off a slopy sidepull. The finish (and anchor clip) are pumpy. 5 bolts (10 m) FA Gary McFarlane, 1996.





40 Corporate Ladder 5.10c *

A bouldery start leads to big jugs near the anchor. 3 bolts (8 m) FA Gary McFarlane, 1997.

Fortress of Solitude

talus toward the crag.

S. This crag sports one lonely yet worthy climb. To find it, hike past Amphitheatre and contour right through the

4 Superman Meets Bizarro 5.11b **

Climb the left side of a blunt arête. Start by bouldering in from the right then finish up an interesting series of ledges. Stick clip or die. 4 bolts (12 m) FA Scott Tasaka, 1996.

Emerald City



This gently overhanging crag features solid, greenstreaked rock and excellent climbs. To approach, hike past Amphitheatre then negotiate through talus and up the forested draw beside Fortress of Solitude. Routes are listed from left to right. Fifteen minute approach from the parking area to this crag.

42 Heist 5.12c ****

Nice edges lead to a powerful sequence through the bulge. Finish up the seam to a bouldery and pumpy finish. Stick clip the first bolt unless you're a very confident boulderer. 7 bolts (18 m) FA Scott Tasaka, 1997.

43 Screaming in the Wilderness 5.13b ****



Climb a leaning ramp to "The Thighmaster", a very uncomfortable rest. The crux involves pulling onto the arête from crimps to a very slopy hold. Low in the grade. 5 bolts (18 m) FA Scott Tasaka, 1996.

44 Canadian Graffiti 5.12b ****



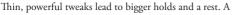
Start this quality climb with a thin face sequence. Maneuver into a tricky corner above. Quality. 6 bolts (18 m) FA Scott Tasaka, 1996.

The Blip



This small outcrop is passed en route to The Stage. It harbours a lone, desperate sport route. No photo.

45 The Faction 5.13c **







remarkably desperate lunge gains the anchor. 4 bolts (10 m) FA Jordan Wright, 1998.

Peanut Gallery



This slabby, well-featured cliff is just left of The Blip.

46 Yang and Yang 5.10b **

A low crux on small edges leads to some tricky climbing in the overlaps above. 5 bolts (12 m) *FA Paul Carlson, 1996.*

47 Flypaper 5.9 **

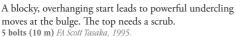
Climb through the obvious overlap on the right side of the crag. Look for horizontal placements. SR to 2" (12 m) *FA Paul Carlson*, 1996.

The Stage



This smooth, wavy wall has some of the best quality rock in the area, but sees little traffic. Twenty-minute approach. Routes listed from left to right.

48 Whip Smart 5.12a 🖈



49 Sweet Jane 5.12b ***

Climb easily up to the overlap before discovering positive, sustained edges and slopers up the headwall. The line that branches out to the left is a former 5.12b. A hold has broken and it's now an open project. 9 bolts (18 m) FA Tim Crawsbaw, 1998.

5.11d **



Sustained and pumpy climbing up the headwall leads to a tricky finish. 8 bolts (18 m) *FA Gary McFarlane*, *1996*.

5.11b **

The line on the left of the arête has a balancy start followed by a difficult lock at the fourth bolt. 6 bolts (12 m) *FA Tim Crawshaw*, 1997.

52 Eraserhead 5.11a **

Climb the right side of the arête. A cryptic slab constitutes the crux. 5 bolts (12 m) *FA Gary McFarlane*, *1996*.





