

SQUAMISH BOULDERING UPDATES

LAST MODIFIED - SEPTEMBER 19TH, 2019

The following climbs were completed after the 3rd edition of Squamish bouldering went to print. They will be included in the 4th edition.

PORTEAU COVE

SHORT STORIES

1 The Golden Flower V11 ★★★



From the start of *Cruelty and Splendor*, link into *Golden Pinch Low*.
(Hans Christian Montenegro, 2017)

BEACH BOULDER

1 Urchin V5 ★★★



This problem is on the beach boulder at Porteau Cove Provincial Park. Crimp your way up the face left of (and avoiding) the right-hand arête. (Dylan Smith, 2018)

MURRIN PARK

THE SUGARLOAF

This zone sits between the Traverse Wall and the access trail to the Alfa Boulders. Look for a trail just right of the outhouse in the corner of the parking lot. It leads up to a popular novice cliff, The Sugarloaf, which has a large hydro structure on top. Neil's Problem sits on an obvious, rounded block on the right side of the trail, about 25 m up from the parking lot.

1 Lil' Smudge V6 ★★★★★



After years of inspection, a line finally got climbed on this attractive boulder. It follows a very obvious line up the boulder just right of the trail and is a tad nerve wracking. Super high quality! Neil graded it gritstone E5/6 6B, a nod to his homeland, and named it after his old collie. (Neil Dyer, 2014)

ALFA BOULDERS

1 Jam Session V3 ★★★



A variation, *Juice Loosener*, starts in the second farthest left-hand crack slot and climbs directly right, finishing beyond *Jam Session*. (Kevan Robitaille, 2015)

2 Cut the Fuzz V5 ★★★



On the GTV boulder, start standing left of the arête with your left hand crimping a sidepull and right palming the underside of the large arête edge. Powerful moves lead to the top. (Enzo DiMichele, Ricardo Benedetti, 2019)

MISSING BOULDERS

There are two new problems on the highway side of the *Slice of Life* boulder. One starts in the pit to the left and climbs pretty much straight up and the other starts sitting on the boulder to the right and moves slightly right and up. These two problems were climbed by Jack Fieldhouse. The problem on the face and using the arête around the back of the boulder with *Handible Lecture* (in the little alcove) is called *Asian Escorts* and was climbed by Krystal ?

1 Knees and Toes V3 ★★★



Start as for *Head and Shoulders*. Instead of traversing left, dyno straight up from the good crimp to a V-shaped indent directly above. Committing! (Eric Jamieson, 2019)

SHANNON FALLS

GOD BOULDERS

1 Enter the Crackn' V5 ★★★



To find this unique roof crack problem, follow the trail for the God Boulders, but turn left a bit early and cross over a marsh. Hike about 50 m past this point and look for a large boulder with a crack in it. Start in a hand stand to get into the mouth of the crack and then heel cam your way to the crux at the lip. (Mike Loch, 2019)

RAGING WATERS

1 My Personal Savior V10? ★★★★★



The "small triangular pinch on the left face" has broken on this quality problem. What's left is a three-finger crimp with no thumb catch, making the next move more difficult. A repeat of the problem is necessary before an updated assessment of the grade can be made. Get in touch if you do it!

2 Rope Swings and Tanqueray V10 ★★★★★



This problem is listed as "Dihedral Project" (line #8) in the guidebook and starts on the lowest two vertical slopers at the base of the corner feature. To progress, choose from a multitude of very poor holds that eventually lead to a very positive edge. Every finger must land in the just right spot to make the most of the desperate grips. Classic Squamish bouldering! (Miles Adamson, 2014)

3 Keenan's Arête V8 ★★★★★



This problem is listed as "Arête Project" on page 99 of the guidebook and is wet from waterfall spray except in the driest weeks of the year. Start high on two slopy crimps on the arête, campus to a good edge, and pull again to a slopy edge. Match and do a big move to the sloper rail, turn the corner and make a big lockoff to a good hold on the arête. Carry on with caution! (Keenan Takahashi, 2018)

4 Algorighm V9 ★★★★★



This boulder is found immediately after crossing Gonzales creek on the way to *Fantastic Mr Fox* and the problem faces downhill. Start seated with two obvious opposing holds. Slap up the arête before transitioning onto the slab above. Complex, technical and amazing. Very high quality. (Miles Adamson, 2015)

SEA TO SKY GONDOLA

A number of problems have been established in the cluster of boulders in the trees below Wrinkle Rock at Sea to Sky Gondola. These will appear in the next edition of Squamish Bouldering. A couple of other problems are on the "Evac Trail Cluster", which is right under the gondola and much lower down the line.

THE GRAND WALL

CAMPGROUND BOULDERS

1 Dave's Cave V3 ★★★



This problem is located on a large boulder uphill of the cooking shelter at the chief campground. Jump to an obvious shelf and mantle to finish. (Tucker Webb, 2018)

2 Pavarotti V4 ★★★



Start seated using two crimps on the left side of the *Pavalini* boulder. Move right to the arête and up pinches to the topout. (Mark Fraser, 2014)

3 Wondalini V5 ★★★★★



Start matched on the starting hold for *Pavalini*. Reach right to the sloping rail as an

intermediate then fire up to the sloping lip directly above the start hold. Fire left to a jug at the lip and exit stage right. A seated start to this problem or *Pavalini* bumps the grade by one notch. Use slopers under the bulge to get going.

(Philippe Bourdon, 2014, Kaleb Thomas (SDS), 2014)

4 The Angry Inchworm V4 ★★★

This boulder is approximately 70 meters downstream of *The Fuzz* and is found on the south bank of the creek. The problem starts seated and jams a beautiful splitter offwidth, 40-45 degrees overhanging! If you choose to bear hug the arête on the left it will reduce the grade (and purity) of the problem. (Shelton Hatfield, 2014)

TITANIC SOUTH

1 Time Isn't Holding Us V6 ★★★

This previously unreported problem is on *It's About Time* boulder. Start seated, matched just left of a very shallow crease low on the arête where it flattens slightly. A left foot rail under the boulder allows you to establish before planting a high right heel and tenaciously moving leftward up the arête to top out as per *It's About Time*. The start is a tad compressed and possibly harder for the tall. (Kevan Robitaille, 2016)

TITANIC NORTH

1 Dismantle the Climbing Patriarchy V8 ★★★

Start matched on the edge in the middle of the roof to the left of *Anubis*. Toe hook the start of *Anubis* and fire to the jug. Reachy. The low start to this problem, in the back of the cave, is a much-worked project that will eventually yield a very hard problem. This v8 version may have been done before... (Cody Abercrombie, 2018)

2 Summer Freshies V1 ★★★

This problem is on the east-facing aspect of the *Anubis* boulder. Start seated with a left-hand sidepull edge and right on the lowest point on arête. Make a fun move to a perfect, sticky full-hand positive hold and up. (Curtis Suave, 2019)

THIGHMASTER

1 Frosted Flakes V6 ★★★

This problem is on the Backseat Boulder. Start matched on an obvious positive flake edge below the lip, likely the same starting hold for the problem, *Unlucky*. Work straight up on slopers and mantle above. (NARDI MECHANICAL, 2018)

2 Get In Where You Fit In Low V6 ★★★

A hard campus crimper lock-off. Fun! (Curtis Suave, 2019)

3 Shit Head V4 ★★

This is problem #62 in the book, which was incorrectly named Dirty Harry and graded V6. (Curtis Suave, 2011)

SURVIVOR

1 The Big Scoop V6 ★★★

Originally done via a higher, easier start on crimps by Curtis Suave in 2012.

VIPER

1 The J Way V3 ★★★

This problem is listed as "Bridge of Pain" on page 136 of the guidebook but was likely not climbed before. Start seated using a positive jug and a solid right foothold. Make your way up and left to an awkward topout above the rock - try not to dab! It's possible to start lower which bumps the grade to V4. (Jean-Claude Savard, 2015)

THE OCTAGON

1 Little Bird V9/10 ★★★

This boulder is directly underneath the Kemoslabby boulder and isn't shown in the guidebook. It's a short 40-degree overhanging face with a left arête and upward, right-trending lip. Start on the steep face with a left pinch and right slopey sidepull. Drive your right hand to an edge over the lip, slap left onto the arête and finish up the right-trending lip. (Mark Fraser, 2017)

SUPERFLY

1 Ass-burgers Syndrome V1 ★★

This slab is on a boulder to the left when facing *The Black Council*. It starts with an interesting high step move and then continues easily to the top. Put on your stretchy pants! (Cody Abercrombie, 2013)

LIP-SMACK

1 1-2-3 Kid V3 ★★★

This problem climbs the arête right of *WWF Action* on the Hulkster's Humpfest boulder. Start with a very low left hand crimp and a right hand arête hold below the first bulge. Work up the arête using sidepulls and crimps. (Curtis Suave, 2019)

2 Fission Vision V4 ★★★★

This problem links *Fission* to *Not a Problem*. Start matched on the obvious good hold and make a big move left to another nice hold and up. (Curtis Suave, 2016)

3 Diabatica V4 ★★

Start matched on the sloping toe-hook edge on *Diabolica* on the right face of the boulder. Whilst on your back, hook both toes on the upper lip of the left side of boulder. Finish directly above the start hold. Short, funky, and fun. (Ben Life, 2017)

4 Nefarious V1 ★★★★★

This excellent problem is located behind Hulksters Humpfest - if you're at *Diabolica*, you can look down at it. Start standing matched on a positive feature and campus upward on jugs to an easy but rather high (4-5 metres) top-out. Possibly the best problem of the grade in Squamish! (Curtis Suave, 2017)

5 Azazel V1 ★★★

This problem is about five metres right of *Nefarious*, on the same boulder. Start seated using gloriously comfortable in-cut finger jugs and then climb up left to the peak of the rail. Finish straight up. Fun with comfortable holds. (Curtis Suave, 2019)

6 Nazar V1 ★★★★★

This problem is to the right of *Azazel*, on the *Nefarious* boulder. Start seated as for *Azazel*, but move up to a crack and finish direct. Brilliant! (Curtis Suave, 2019)

7 Laquisha V0+ ★★★

This and then next three problems are also on a boulder behind the Hulkster's Humpfest boulder and just below *Diabolica*. Start with two awesome opposing slopers and make big moves to good holds. (Curtis Suave, 2017)

8 Langosta V0 ★★

Start with opposing incuts at waist level just right of Laquisha. Fun topout! (Curtis Suave, 2017)

9 Rattatoui V0 ★★

Start with crips at waist height just right of Langosta. Work up enjoyable holds to the top. (Curtis Suave, 2017)

10 Ritchious V0 ★★

Start with an in-cut around the far right side of the boulder and left of a crimp. Again, super fun holds lead up the short face. (Curtis Suave, 2017)

11 Chaga V3 ★★★

This and the next three problems are on a newly scrubbed boulder that faces uphill towards the Grand Wall and is situated between *Velcro* and *Hulkster's Humpfest*. The left-most problem starts with your left hand on a juggy sidepull under the roof and your right on an arête pinch. Climb out and right on cool featured holds. An early but less enjoyable exit is possible if you can't make the final reaches. Fun moves and cool holds! (Curtis Suave, 2017)

12 Cold Shower V1 ★★



The next problem to the right starts with left on a sidepull and right on a cool, scooped sloper feature at head height. Move straight up. (Liesl Petersen, 2017)



13 O-Face V1 ★★★



Start with two comfortable, in-cut opposing sidepulls at waist height. Make a big fun move to a cool "O" feature at the lip and up the easy slab above. (Curtis Suave, 2017)



14 Booty Call V0- ★★★  
The right-most problem by the moss has a cruxy start and a casual finish.
(Holly Rourke, 2017)



MANTEL MADNESS

1 Match.com V6 ★★★  
Climb the right end of the lip on the *Striking Matches* boulder. Start seated with your left in an undercling near the bottom edge of the boulder and your right on the lip. Finish as for *Striking Matches*. More fun than online dating!
(Ben Life, 2017)



2 V1 V4 ★★★  
This problem is to the south behind The Weasle. Start seated in an overhang and crack over the lip and up the smooth face.
(Curtis Suave, 2019)



3 Bulgogoo Bulge V3 ★★★  
This problem is near *The Weasle*. On the map it's the left-most boulder shown, the one that contains no problems. Start on the lower lip and up.
(Frank Nardi, 2019)



4 Frank Slab V1 ★★★  
Start as for *Jambalaya* and climb straight up the slab. Dont use the cop-out ramp to the right.
(Frank Nardi, 2019)




5 Left SACP V11 ★★★  
There is some confusion about this problem. Tim Clifford climbed it first eliminating a large foothold on the face (v11) and Tim Doyle did the second ascent using this huge foothold, which is a bit easier. Choose your method...
(Tim Clifford, 2009)



EASY CHAIR

1 Mystery V0 ★★★  
Start seated to the right of *Fluorescent Black* on the *Green Traverse* boulder using a positive hold for the right and a small crimper for the left. Finish up and to the left. Easy and lots of fun.
(Curtis Suave, 2017)



2 Meat Bits V1 ★★★  
Climb *Mystery*, but mantel out to the right.
(Curtis Suave, 2017)




3 Brother Down V3 ★★★  
The low start to *Brotherhood* begins in the cave with left hand on a poor pinch and right very low on the arête. Crank into *Brotherhood* and up.
(Frank Nardi, 2019)



4 Swank Bag V5 ★★★   
Also know as "The Cedar Way". Start as for *Swank Stretch*. Climb straight up the crack to a block at the top and finish wherever.
(NARDI MECHANICAL, 2016)

5 O-rilla V3 ★  
To find this problem, stand facing *Minor Threat*, spin 180 degrees and look for a pit on the left. To climb it, start standing in the pit with a sloper and crimp. Bump right through crimps to reach the lip and mantel. A tad reachy.
(Jan Mercer, 2016)




ANIMAL MAGNETISM




1 Ol' Mule Heart V4 ★★★  
This problem is located in an alcove formed between two boulders left of the entrance to the Animal Magnetism area. Start seated as far under the roof as possible and climb the fist roof crack on the right side of the alcove. Crack boulder problems are rare in Squamish. This one is a special challenge.
(Curtis Suave, 2018)



2 Holm Slice V6 ★★★   
This is a high-quality alternate start to *Sit-down to Holm Boy*. Begin seated on the big rock just left of the standard start matched on the best diagonal edge. Pull to the right to finish up *Sit-down to Holm Boy*.
(Frank Nardi, 2019)

3 Precious Boi V7 ★★★  
This is a new, direct start to *Golden Boy* now that the dab rock is gone. Start seated where the dab rock used to be. This version brings back the dab factor that everyone seems to miss so much...
(Cody Abercrombie, 2018)

4 Dab Rock Memorial Boulder Problem V7 ★★★  
Same start as *Precious Boi* but finish as per *Master Plan*. Still dabby.
(Cody Abercrombie, 2018)

5 Tax Evasion V3 ★★★   
The low start to *Lame Arête*. Start seated matched on a thin sidepull undercling and climb into that problem.
(Frank Nardi, 2019)

6 Black Bear Slab V2 ★★★   
This new problem is about three meters left of *Snake* on the Jack's Baby boulder. A technical slab section leads up and left to a crescent shaped seam feature and a juggy top out. Named for an incident where the first ascent crew got chased by a black bear in the boulders!
(Ian Anderson, Ross McKinney, 2014)

7 Horru, Horru! V2 ★★★  
Start a few metres left of the stand start to *Stinger*, on the same boulder. Begin with arbitray handholds and an inviting thesaurus-sized foothold at shin level, left of a rock which makes the landing spicy. Climb up and right to a unique football-shaped loaf hold and wrestle to get above it. Brilliant!
(Huo-jung Jwa, 2018)

8 The Wedge and the Feather V7 ★★★  
This problem is near *No Troublens* and starts standing on top of a steep boulder (corner face of *Cacodemon*) at an old aid bolt. Grab a slopey pinch and move up and across the rail on the left. Throw for two blind slot crimps and than to the lip to top out. The landing is terrible – don't fall after the first move.
(Tucker Webb, 2018)

HEARTBREAK HOTEL

1 Over Amped V10 ★★★   
Start on the "left hand tweaker" of *Worm World Cave Low* and climb into *The Embarrassment*.
(Frank Nardi, 2019)



GILLIGAN'S ISLAND



1 Friends in Need V4 ★★★  
This and the next problem are on the Gilligan's Island boulder, just right of the sport routes. Start on the big flat block and move left and up the flake to the lip and topout.
(Jack Fieldhouse, 2015)



2 Friends Indeed V4 ★★★  
Start on the large flat edge high on the arête and move left and up to the lip and topout.
(Jack Fieldhouse, 2015)



RIDE THE LIGHTNING

The next four problems are on the boulder with *Penthouse* and *Room Service*, just uphill and south of *Sunshine and Lollipop*s.

1 Film Screws V4 ★★★  
Start sitting with two low edges just over the lip of the roof. Move right and up the arête to gain the tall low angle slab finish.
(Jack Fieldhouse, 2015)

2 Cut and Run V4 ★★★  
Start as for Film Screws but pull to the big rail and go up to the lip then right to gain the slab.
(Jack Fieldhouse, 2015)

3 Star Wreck V0 ★★★  
Start around the corner and climb up and along the rail lip. Get the good holds that allow you to gain the slab.
(Jack Fieldhouse, 2015)

4 Damn Klingons! V1 ★★★  
Start on the two small crimps on the face and pull up and left to the lips then move right to holds that allow you to gain the slab.
(Jack Fieldhouse, 2015)

APRON BOULDERS

THE JUNGLE

1 Nachos on the Side V3 ★★★



This problem is located 2–3 m left of *Greek Salad*. Start seated just right of the tree, using two edges about 0.5 m above the ground. Move to slopy edges and on to a jug. Dabbing the tree is very hard to avoid. (Igancio Iturralde, 2014)

2 Brunch with Viejo V2 ★★★



Start as for the problem *Silver Spoon*, but traverse all the way left to finish up through a hole. (Steve Wiens, 2015)

GIBBS' CAVE

1 La Abuela V11 ★★★



This link-up starts on *Black Magic* and, after the first crux, traverses left all the way to *DJ Pump Daddy*. Finish on *Gibbs' Cave*. Pumpy! (Hans Christian Montenegro, 2017)

2 Something Wicked Extension Low V12 ★★★



The low start to *Something Wicked Extension*. (Hans Christian Montenegro, 2017)

3 North Wolf Mini V10 ★★★



This link-up starts on *North Ridge Mini* and reverses the moves on *Black Hole* to reach *Queva de Lobo*. Finish on that problem. (Hans Christian Montenegro, 2017)

DESCENT TRAIL

1 Gravediggas V2 ★★★



Start in a hole on the far left side of the *Funeral Arrangements* face. Use a positive edge at head height for your right hand and a lower mini-crimp for your left. Unique moves lead up the left arête in a sunny location! (Curtis Suave, 2019)

PARKING LOT

1 Endangered Feces V1 ★★



Start seated matched on a good shelf at one metre. Fire to the lip and traverse right through slopers and scant feet to good hands. Finish by topping out at the highest point of the lip, as with *Outhouse Arête*. (Rochelle Leung, Natasha Giesbrecht, 2014)

2 Two Scoops V6 ★★★



This and the next problem are on the obvious face just above the north end of the parking lot. Watch people boulder from your car! Start with a left press on a thin edge and a high right crimp. Move left and up the thin feature to a good edge and pull to the top. (Jack Fieldhouse, 2015)

3 Single Scoop V4 ★★★



Start as for *Two Scoops* but move right and up into the big scoop and better holds. (Jack Fieldhouse, 2015)

THE NORTH WALLS

LOWER SHERIFF'S BADGE TRAIL

1 Wired V4 ★★★



Start seated using opposing sidepulls. Move to a low crimp then finish for *The Wire*. (Chris Carter, 2018)

2 Mitchell's Birthday V0 ★★



This problem is on the SE corner of The Cable boulder. Start seated using a left-hand crimp and a right-hand pocket on a slanted rail. Move to another crimp and bump up to a pointy jug. Hit the left-facing sidepull and finish. (Shawn Bock, 2018)

3 That's It! V0 ★★



This short-but-fun climb is directly across from *And So it Goes* on an unnamed boulder. Start seated matched on a low rail. Watch for good footholds as you move up the rail and reach for the top. (Shawn Bock, 2018)

4 Oh My God, There's a Low Start! V2 ★★



The low version of *Oh My God, There's a Jug* starts matched on a vertical edge. Move left to crimps and up into the original problem. (Chris Carter, 2018)

5 Nightmare V13 ★★★★★



This is the low start to *The Wing*. Start seated using two terrible and slightly opposing edges. Move either high to a flat hold or down into an undercling before grabbing a positive edge and cranking into the start of *The Wing*. This climb is explosive and steep. Starting with either or both hands on undercling is not the original line, but is an easier and worthwhile variation (V11). This climb sparked a debate over whether a problem should start on the original starting holds of the first ascent or in a different location if it was deemed higher quality or more logical. (Miles Adamson, 2016)

6 I Shot the Sheriff V14 ★★★★★



The much-tried project on the boulder east of the Badge Trail finally went down! Start crouching under the left side of the overhang matched on a sidepull feature. Move to the sloping shelf with your left hand, readjust and then gun rightward through the overhang for a sloping pinch. Work up to a mantel exit just left of the tree. There is a video of Jimmy sending this on Vimeo. (James Webb, 2014)

7 The Deputy V13 ★★★



Climb straight up from the start of *I Shot the Sheriff*. Jimmy described this problem as “T-rex compression” in the video of him sending. (James Webb, 2014)

8 Faceoff Low V6 ★★★



Start seated with your right hand on a good pinch and your left hand on a small undercling. Climb into the standard problem. (Josh Schwab, 2019)

9 Rub and Tugger V7 ★★★★★



Start on the far left-hand side of *The Tugger* boulder and traverse the slopy lip rightward into the that problem, topping out slightly to the left. Very slopy holds and intricate heel placements unlock the tricky sequence. (Eric Trampf, 2017)

UPPER SHERIFF'S BADGE TRAIL

1 Teemo V3 ★★★



Climb the massive highball arête directly left of *The Stallion* when looking uphill, starting roughly at face height. (On the map, this is the very next boulder by *The Stallion*, almost touching it). (Miles Adamson, 2016)

2 Elbow Gravy V5 ★★★★★



This high-quality problem starts on a juggy shelf just left of the start of *Power Launch* and moves up and left via engaging holds to a glorious top out. (Curtis Suave, 2016)

3 Vantastic V2 ★★



This boulder lies between the main trail and the *Almost Famous* boulder. Start seated at the entrance of a cave formed between two boulders, matched on an obvious hold. Top out directly above. (Ben Life, 2017)

4 Van Tactics V2 ★★★



Start as for *Vantastic*, but traverse across the rail to top out up the center of the boulder. Though it is not significantly harder than *Vantastic*, it requires a little more strategizing. (Ben Life, 2017)

UPPER UPPER BADGE BOULDERS

Twelve new problems have been developed to the right of the upper Angel's Crest trail and downhill from the base of the Sheriff's Badge. To find them, turn right at a downed tree and follow a rough trail into the cluster. The current grades are V0 to V4. These problems will appear in the next edition of Squamish Bouldering.

THE ZODIAC BOULDERS

A number of new problems have been developed in the rockfall debris (!!) below Zodiac Wall. To get to the boulders, hike up the Angel's Crest trail until you're 15 m below the wall and turn left. A crude topo is available on the Free Topos page of the website. Problems listed here:

1 Pushin' Up Daisies V5 ★★★★★ 

This gem of a climb is located on the Ween-cation Boulder, the first large block you reach when hiking into the rockfall zone, and follows the obvious right-leaning arête feature. Start seated using a sharp, right arête hold and a left sidepull beside a sloper. Pull to crimps and then move up the arête to reach engaging moves by the lip. Quality line!
(Steve Wiens, 2016)

(Curtis Suave, 2014)

2 Up Shits Creek With a Turd for a Paddle V1 ★★★ 

This problem is right of *Pushin' Up Daisies*. Start seated on the far right side of the boulder, slightly up the gravel hill, with a positive low sidepull for your right hand and a shelf with a flat depression for your left. Climb straight up and then slightly to the left for the mantle.
(Steve Wiens, 2016)

3 Waving My Dick in the Wind V3 ★★★ 

The next block is just uphill and slightly left of Ween-cation Boulder. Start the lone problem seated, matched on a sharp, flat shelf. Go straight up using crimps and incuts. Prepare for a tricky first move.
(Steve Wiens, 2016)

4 Electric Wolf Pup V3 ★★★ 

Start seated with left on a bulbous sloper and right down low utilizing a one finger dimple. Slap, slap, slap!
(Steve Wiens, 2016)

5 Sitting Duck V2 ★★★ 

Start seated matched on the obvious nose of the boulder. Crank left onto the slab via a tricky pull and then move up the arête to finish all the way around the corner and to the top.
(Steve Wiens, 2016)

6 Watch Old Jimmy Wilson Dance V2 ★★★ 

Start seated with hands on the lip. Traverse slopers all the way left to the arête and up.
(Steve Wiens, 2016)

7 Rubber Ducky V1 ★★★ 

Start seated matched on a flat shelf. Traverse right along the positive rail and mantle above. A great little warm-up.
(Steve Wiens, 2016)

8 The Zen Den V4 ★★★★★ 

About 20 m uphill of *Waving My Dick* is a hanging arête above a cave shelter. Start seated using a solid sidepull for the right and a V-notch on the arête for the left. Slap up the arête, fire for the lip and mantle straight over. Great line!
(Steve Wiens, 2016)

9 Go Home Alberta V5 ★★★ 

This problem is located on the Old Jimmy Wilson boulder below *The Zen Den*. Start seated with left on a large sidepull (just right of a dark streak) and right on a slopy crimp in the centre of the wall. Go straight up to finish as for *Old Jimmy Wilson*.
(Steve Wiens, 2016)

10 The Falling V5 ★★★★★ 

This problem is located on the biggest stand-alone boulder at the top of the talus. Start crouched with hands matched low on the lip of the right facing corner. Bump left then straight up.
(Steve Wiens, 2016)

11 Soiled Leisure Suit V5 ★★★ 

This problem is located on the off-vertical (west) face of Fallen Boulder. Climb the left arête from a SDS with right on a sloping rail and left under the overhang on a good crimp (stack pads to reach the right hand). Shoot for the arête and up the technical face.
(Steve Wiens, 2016)

12 From the Dust V1 ★★★ 

The problem climbs the off-vertical face of Fallen Boulder. Start standing in the centre with left on a large incut sidepull and right on a small crimp below the V-notch. Head straight up on great edges.
(Steve Wiens, 2016)

THE DARK SIDE

1 Selfless V5 ★★★★★ 

This excellent problem is on a medium-sized boulder about 10 m left of the downhill face of the *Second Story* boulder. *Selfless* climbs the triangle-shaped, gently overhanging face starting with an obvious, low triangle-shaped hold on the right side. If that seems a little much, a high start (*Self*) off a crazy head-height jug is V1.

2 Hourglass V5 ★★★★★ 

Re-cleaned and up rated to four stars. An awesome problem...
(Curtis Suave, 2014)

3 Centrefold V4 ★★★ 

Re-cleaned and up rated to three stars.
(Curtis Suave, 2014)

4 Forum V2 ★★ 

Start seated left of *Centrefold* using the far left sloping edge and traverse right to finish on that problem, which has been re-cleaned.
(Curtis Suave, 2014)

5 Albino Raccoon V5 ★★★ 

This problem is a couple metres left of *Forum*, also on the *Centrefold* boulder. Start squatting using a couple of sloping crimpers at chest height. Fire with precision to a flat sloper and then up on good holds.
(Curtis Suave, 2018)

6 Never Trust a Sandbagger V6 ★★ 

This problem starts to the right of *Centrefold*, and finishes on it. Start with an incut block and try not to dab the tree while moving left on slopers. A direct finish would be good as well.
(Miles Adamson, 2014)

7 Tarantula V3 ★★★ 

This problem is in a cave up and left when looking at *Centrefold*. It starts with two edges under the lip that are somewhat far apart. Shoot to a jug on the lip and mantle.
(Curtis Suave, 2014)

8 Tarantula Low V7 ★ 

Start seated low in the cave using a flat hold and a left heel hook. Moving from the right hand of the stand to the left is hard, and getting your feet up takes a lot of core strength.
(Miles Adamson, 2014)

9 The Pinball Machine V11 ★★★★★ 

This climb is in a cave connected to *Tarantula*, but is most easily accessed by walking over from the *King for a Day* boulder. Start standing using any of the obvious jugs. A short series of powerful crimps leads to better edges. Follow higher edges to the left and finish with a reasonable mantle. The landing is rocky and uneven. Pad and spot carefully.
(Miles Adamson, 2014)

10 I Regret Driving You to the Hospital V5 ★★ 

This problem is directly opposite *The Pinball Machine*. Start at the top of the huge flake and connect several positive holds to the left with huge, steep moves. The name is a quote from a friend of Miles' who was mad because Miles lied about the landing of *Pinball Machine* to get him to try it.
(Miles Adamson, 2014)

11 Mocs 4 Life V2 ★★★ 

This problem is on the *FAROUK* boulder, about five metres left of *Tarantula*. Start low on a right-facing sidepull. Powerful laybacks lead to the lip. Move left to mantle.
(Frank Nardi, 2014)

12 Super Nintendo Chalmers V4 ★★★ 

This problem is just left of *FAROUK*. It starts in the high notch (stack pads if need be) with a bad foot. Pop to a hold on the lip, and top out delicately on the nice slab.
(Miles Adamson, 2014)

13 Home Run V1 ★★★ 

The "On the Way" boulder is on a connector trail about seven metres left of *FAROUK* and hosts some good warm-up problems. *Home Run* starts seated in the middle of the face. Shoot up right to a good hold, hit the lip and finish straight up or ride the rail up and to the left.
(Frank Nardi, 2014)

14 First Base V2 ★★★ 

Start as for the previous problem but finish straight up.
(Curtis Suave, 2014)

15 Score V2 ★★★ 

Climb the right-hand nose of the boulder from a seated start.
(Curtis Suave, 2014)

16 Moss Cemetery V0 ★★★ 

This problem is on the left side of the *Wooden Waterslide* slab and starts with two sidepulls. It's good quality and quite fun. (Jacquie Lewis, 2014)

17 The Net V7 ★★★★★  

This insane line starts up *King for a Day*, but traverses to the right along the horizontal break. Head up the tall face with an arête and corner feature, and finish right with sloping edges. All ascents so far have been done with a huge net hung from nearby trees for protection. A true highball ascent would be very bold.

(Richie LaPenotiere, Byron Glover, 2013)

18 I Picked a Bad Day to Stop Sniffing Glue V11 ★★★★★  

Climb *King for a Day* to the horizontal edge rail then traverse right to the headwall. From the right-most edges, heel hook and do a very hard crimp sequence. Finish with small, slopey holds directly up to the lip. The heel hook sequence is similar to that of *Evolution Direct* (V11) in Bishop, CA. The height is comparable but the landing is worse.

(Miles Adamson, 2014)

19 Arête-ology V2 ★★★ 

This problem is between *The Mast* and *The Love Boat* on "The I" boulder. Start seated with your left hand on the arête and your right on a small, lower crimp. Work right along the arête to the high mantel finish of *The Mast*.

(Unknown)

20 Trust V4 ★★★★★  

This highball is on the trailside slab on "The I" boulder. Start with a high right sloper and dynamically stand up on a high left foot to an edge. Trend right to the arête and then up.

(Miles Adamson, 2014)

21 The Lessons of Sensei Shun V10 ★★★★★  

Climb the left arête on the trailside of "The I" Boulder. Start with a right-hand sloper, a left-hand undercling and a slopey high left foot. Several hard slaps lead to a jug. From there, trend left a bit to a scary top out.

(Miles Adamson, 2014)

22 Baked Low V1 ★★★★★ 

Start seated underneath the original problem. Good quality.

(Curtis Suave, 2018)

23 Baked Slab V? ★★★ 

This new problem is located on the slab left of *Baked*. It climbs the right-hand side of the cleaned face.

(Ryan Davy, 2014)

24 Dr. Cheese Sniffer V0 ★★★ 


This problem climbs the middle of the slab left of *Baked*. The start is a tad trickier than the slab on the right.

(Jacquie Lewis, 2014)

25 Medic Down V1 ★★★ 

Start seated matched on an angled sloper on the arête. Fire left to a cool edge on the lip and finish using a positive hold.

(Curtis Suave, 2014)

26 Be Still My Heart V4 ★★★★★ 

This highball is on the steep slab left of the 911 arête. Start with a left hand edge and a right hand side pull rail. Climb straight up the beautiful tall face encountering difficulty near the top.

(Jack Fieldhouse, 2014)

27 Make My Day Extension V5 ★★★★★

This problem begins about five metres right of the low start to *Make My Day* in a steep roof. Start squatting using a sloper at the bottom of the cave and climb left into *Make My Day*. Amazing moves on fun holds!

(Curtis Suave, 2018)

28 Lawndart V4 ★★★★★ 

When looking at problems 95 and 96 on the Room Boulder, this new line is on the left in an alcove formed by stacked blocks. It follows a crack line in a roof and starts as an offwidth before opening to squeeze chimney size. Start deep in the cave where the crack is narrowest (hand stacks) and make your way out using whatever trickery you have at your disposal. The grade is a guess...

(Nathan Roberts, 2014)

29 Nice Buddy V1 ★★★


This new problem is located left of *Nice Body*. Start standing with opposing holds at head height. One enthralling compression move leads to cool edges on the face and a juggy topout.

(Curtis Suave, 2014)

30 Sudden Impact V3 ★★★★★

Re-cleaned and up rated to four stars. (Curtis Suave, 2014)

NORTH-NORTH GULLY

1 Magic Moments V11 ★★  

This problem is labeled "North North Project" in the 2014 guidebook. Start seated matched on the very slopey rail. Establish, then bust up to the spike. Pasting your feet back on is very hard, and so is the match or cross that follows. Mantel with some difficulty then top out up the easy slab. To get off, down climb or set up pads to jump to a nearby boulder.

(Miles Adamson, 2014)

THE LOST WORLD

1 Lost World Overhang V2 ★★★★★ 

The super-awesome 45 degree overhanging jug haul has been retro-cleaned! It's a little spooky at the lip, but juggy all the way.

2 Reachasaurus Rex V7 ★★★ 

Start roughly below the end of the *Nick's Adventure* traverse by reaching high to match an incut feature (stack pads if you're short). Swing your feet onto the slab and execute technical moves trending to the right. Move up into the big triangular block and through the roof as for *Water Friends For?*

(Kevan Robitaille, 2016)

3 Water Friends For? V1 ★★★ 

This new line climbs through the middle of *Nick's Adventure*, which starts on the far right side of the face on a juggy shelf. Climb the obvious feature in the middle of the boulder to an awesome roof finish. Alternatively, traverse left under the roof at the top to finish as for *Nick's Adventure* (V0).

(Unknown)

4 Dad Bod V5 ★★★  

Start as for *Good Training* but continue straight up onto the face instead of traversing off to the right.

(Chris Singer, 2018)

5 Man Cave V6 ★★★  

Start seated using holds just up and left of *Dad Bod*. Boulder through the overhang, right of the arête, and then move into *Dad Bod* to finish.

(Chris Hecimovic, 2018)

6 A Block V12 ★★★★★ 

This problem climbs out of the scoop cave just below the right-hand end of *Squaminator Traverse*. Start crouching using two positive handholds in a horizontal break. Make a very hard series of slaps to get established on the left-facing block feature and then hit the lip. Powerful!

(Tim Doyle, 2017)

7 The Butt V0 ★★★

This new problem is located left of *Amphitheatre Left*. Start low around the left side of the arête using good holds.

(The Weenies, 2014)

8 Amphitheatre Left V1 ★★★★★ 

A retro-scrub has produced a quality upgrade for this impeccable line of crimps that lead up the left side of the smooth, curved face.

(Judith Spancken, 1998)

9 Sleepless in Squamish V2 ★★★

Climb *The Butt* until it's possible to reach right into a hueco. Use balancey footwork to traverse way right and finish on *Elephant Revival*.

(Kevan Robitaille, 2016)

10 Amphitheatre Right V4 ★★★

A better description: Start a few feet left of *Elephant Revival* on thin crimps. Use equally thin, spaced-out crimps and slopers on low angle arête to climb up and through the curve of the "ear". Getting over this feature into a deep hueco on the slab is the crux. Stay away from the V0 out right to score V4.

(Andrew Boyd, 2006)

11 Elephant Revival V0 ★★★★★

This awesome high line tackles the arête right of *Amphitheatre Right* on good holds. Exit straight up or traverse left across the top of the "elephant's ear" slab.

(The Weenies, 2014)

12 Quelly V0 ★★★

Pleasant moves lead up the wall right of the *Elephant Revival* arête. Mantle a ledge, then climb straight up using good holds. *(The Weenies, 2014)*

13 Undergrowth V?★★

This and the next two problems are right on the trail to *The Land that Time Forgot*. Start with two low holds and climb up to the lip below the root and move right to topout. *(Jack Fieldhouse, 2015)*

14 Steazy Flair V?★★

Start with a high left hand sloper/pinch and a right hand crimp. Establish feet and fire right then move up to the fin and topout. *(Jack Fieldhouse, 2015)*

15 Jug Life V?★★

Start with a left hand two finger pocket edge and the right on the big sloper. Move up to better holds above. *(Jack Fieldhouse, 2015)*

16 The Land that Time Forgot V7★★★★

A softly graded yet amazing problem with long dynamic moves. Freshly scrubbed and up-rated to four stars.

SLHANAY TRAIL

The next four problems are on the Alpine Boulder, the big block just right of the approach trail.

1 Left Overs V?★★

Starts on two small sloping edges with a foot pressed into the low corner feature then moves up the face and trends left onto the ramp and up. *(Jack Fieldhouse, Ryan Davy, 2016)*

2 What Spooning Leads To V0★★

Starts directly below the spoon shaped scoop and climbs up into the scoop before moving slightly right and up. *(Jack Fieldhouse, 2016)*

3 Spoon Fed V1★★

Climbs the left edge rail of the spoon and moves across the lip to the top out as for the *The Methead*. *(Jack Fieldhouse, 2016)*

4 The Methead V4★★

Starts on the large side pull edge and climbs up over the overlap to gain the lip. *(Jack Fieldhouse, 2016)*

THE MAGIC KINGDOM

1 Ricochet Biscuit V4★★★★

This problem has been re-cleaned and given a better/more clearly defined exit. Complete the dyno to the sloper, but then move left into a fun mantle that exits through a newly cleaned scoop feature. A physical, gym-like problem.

2 Witness the Wetness V3★★★★

This lone boulder is about 20 meters east of *Ricochet Biscuit* and about five meters downhill from the base of *The Tragedy*. The problem climbs the downhill face of the boulder and starts seated with a left hand pinch around the arête and a right hand edge beneath an undercling. Move up and right across the steep arête to a classic Squamish mantle. *(Kevan Robitaille, 2015)*

3 Johnny Sweeps V3★★★★

The photo on page 319 is mislabelled. The numbers should be switched (89 in the blue bubble, 90 in the green).

4 The Big EZ V1★★

This climb is on the opposite side of *Connect Four*, on the same boulder. Step off of a log onto a large foothold, then climb the featured highball slab. *(Miles Adamson, 2015)*

THE FARM

1 Baa, Baa, Black Sheep V3★★★★

This problem is located on the right side of the trail that leads directly uphill (into

the Magic Kingdom) from *Ride the Waves*. Look for a cleaned lip on a trailside boulder right beside the *Beluga* boulder. Start seated and do steep, slopy, right-to-left lip traverse using cool pinches on great rock. *(Matt Waring, 2015)*

2 The Diving Board V3★★★★

This problem is just left of *Squealing Pork*. Start on a tree or rock and jump to a jug. Make a dynamic move to the lip and execute a tough roll over the top. Spooky because of proximity of the adjacent wall. *(Tucker Webb, 2018)*

THE BURIAL GROUNDS

1 Tyler's Roof Low V4★★★★

Start on the wide, sloping ledge often used as a foothold on *Tyler's Roof*. Toe hook the start hold of *Tyler's Roof* then match your hands on it to get into that problem. Not an intuitive sequence at all... *(Kaleb Thomas, 2014)*

2 The Mini Fridge V8★

This problem is on the boulder just uphill of *Tyler's Dihedral* and climbs the prow just left of problem 7. Start seated and slap up right, then to the lip of the boulder. Short and powerful, probably dirty. *(Miles Adamson, 2015)*

3 Sunny Side Down V2★★★★

This problem is directly across from *Little Buddha*. Crawl down into a cave-like alcove and start seated with your left hand on a small crimp and your right hand on a crimp pinch. Head left to a jug then rock up onto the slab. *(Steve Wiens, 2015)*

THE CLEAN BOULDERS

1 Kickback Low V0★★

The seated start to Kickback makes is a tad harder. *(Curtis Suave, 2018)*

THE RIVER BOULDERS

The first two new problems are found about 500 m past the Clean Boulders on the Mamquam Forest Service Road and about 250 m before the bridge over Stawamus Creek. Hike 50 m southward into the forest to find this unique block in a large open area.

1 Doppelgänger V2★★

Start seated with your right hand on the lowest blocky pinch sidepull and your left on either hold above. Move out left to a cool fail feature and up to easy, fun topout. *(Curtis Suave, 2018)*

2 Stamos V2★★★★

Same start, but move out right to cool, open-handed slopers. Fun moves lead to an easy topout. *(Curtis Suave, 2018)*

*There are a number of new problems on the Lost Time Boulder. A topo of the new lines is available on the **Free Topos** page of the website under the heading "Chief - Lost Time Boulder". Download it and have fun!*

1 Kantarell V8★★★★

This problem is in the Green Room Boulders. Start as for *Chanterelle*, but instead of doing the hard match hit an undercling and follow obvious positive sidepulls on the left, eventually using the left arête. Top out straight above the starting holds. Excellent compression moves with a toe and heel hook. *(Emil Ragnarsson, 2015)*

2 The Essence of Wetness V6★★★★

This block is located across the river from Flow Stone. Start seated with stacked pads using a right positive crimp at 0.5 m and a left edge in the middle of face at 1 m. Boulder up the steep arête and top out left along the lip. *(Steve Wiens, 2016)*

3 Under the Boardwalk V3★★★★

This problem is located approximately 100 m up river from Lost Time Boulder. Start seated with your right on the bottom of the hanging arête and your left on a pinch block. All footholds are in. Fire up and over the horizontal roof. *(Steve Wiens, 2016)*

CLASSIC ROCK

New boulder on the slope up and left of the main cluster. This is visible

from the road and is brushy except where the boulder has been cleaned.

(Corey Kelly, Kevan Robitaille, 2015)

1 **The Longest Winter** V3 ★★★

Starts on holds at the corner of the boulder and moves left and up the face.
(Jack Fieldhouse, 2017)

2 **Areted Development** V3 ★★★

Starts at the corner and climb the arête.
(Jack Fieldhouse, 2017)

3 **Grin Stretcher** V3 ★★★

Start right of the corner and move up the face just right of the arête.
(Jack Fieldhouse, 2017)

SWAMP THING

1 **Clingstone** V8 ★★★

Named after a peach varietal. Climb *It's My Duty to Please da Booty* through the "boss" feature and move toward a horizontal crimp rail on the face. Top out however you can. A "boss" is a protuberant or outcropping.
(Frank Nardi, 2019)

2 **Fresh Squeeze** V6 ★★★

Start seated or squatting just left of *The Peach* using a sloper in a dihedral around chest height for your right hand and a small sidepull crimp for the left at about one metre. Climb up and left into *Compulsiveness*.
(Frank Nardi, Tom Johnson, 2019)

THE POWERLINES

THE FOREST

1 **Emerging Dream Traverse** V11 ★★★★★

This is the right-to-left traverse of the entire west face of the Emerging Dream Boulder. Start seated under the right-hand arête, traverse leftward across the entire face and top out as for *Frogger*. Climbs more like a route than a boulder problem. The first half is the business with about 20 moves of power endurance. The rest is just tricky enough to force you to stay on your A game.
(Tim Doyle, 2015)

2 **The Derek Zoolander Highball...** V7 ★★★★★

...for Kids Who Can't Climb Good. Start up the boulder to the left of *Zero to Hero*. Climb directly up the highball face on strange crack features. Great landing, but the crux and grade are both higher than that of *Zero to Hero*.
(Miles Adamson, 2015)

3 **Dirty Stars** V6 ★★★

This should be V6, not V9 as listed in the guidebook.

4 **Bloody Hero** V9 ★★★

This should be V9, not V7 as listed in the guidebook.

5 **Bloody Scar** V?

Attempted repeats of this problem have produced no results. The line seems nebulous, but it's also possible a hold (or two) has broken. It won't be included in the next edition without further clarification.

THE TALUS

These two new problems are on the Racing Ra boulder.

1 **Dog Days Low** V5 ★★★★★

Start as low as possible, matched on a sloper where the arête flattens slightly. Strenuous insecure movement leads into the start of *Dog Days*. Note that the start of *Dog Days* should be pictured slightly higher in the 2014 guidebook (where the obvious standing start holds are on the rail). The low start would be pictured at about 1.5 inches below the current *Dog Days* start.
(Kevan Robitaille, Corey Kelly, Liam Anderson-Young, 2015)

2 **Moist** V4 ★★★

Start left of *Bluebells* matched low on a basalt rail. Move left into a strenuous cross then up into positive holds. Turn the lip for an exciting and interesting finish.

3 **Truffle Butter** V5 ★★★★★

This extension to *Moist* starts in the same place, but follows the natural dark streak all the way across the wall. Instead of exiting mid-boulder, stay low across the sloping rail until you can exit between the two large pyramids that crown the top. It's high and exciting in a great setting!
(Kevan Robitaille, Liam Anderson-Young, 2015)

CAT LAKE

CAT LAKE BOULDERS

1 **Drive** V11 ★★★★★

This line is incorrectly labelled in the book. The start is accurate, but the problem should be shown as traversing across the middle of the face to finish up problem 42. An easier sequence has been found, reducing the grade to V11.
(Tim Clifford, 2012)

2 **Drive Direct** V12 ★★★★★

This is roughly the line that's shown in the book, with the problem finishing directly up the shallow dihedral feature. It's classic, a bit spooky and very powerful.
(Jamie Finlayson, 2016)

BROHM LAKE BOULDERS

A number of new problems have been developed by Jack Fieldhouse on the boulders just right of Highway 99 when driving north from Brohm Lake. They'll be included in the next edition of the guide.

PARADISE VALLEY

ALMOST PARADISE

1 **Slabathon** V0 ★★★

This problem is on the prominent slab boulder directly left of *Scrunchy*. Climb directly up the middle of the face without using either arête.
(Seanathon Morphy, 2017)

ROCK LADY

1 **Storm Troopers** V8 **TOP 100**

A variation to the original line starts on two good edges down and to the left. Use a good foothold at ground level and yard into the starting holds of the normal line. This doesn't add difficulty, just a bit of fatigue. Its bunched and you gotta work hard not to dab, but its kinda fun!
(Graham McGrenere, 2015)

GREEN RIVER BASTION

MOTHERSHIP BOULDERS

1 **In Your Chickens Low** V11 ★★★★★

Link *In Your Face Low* into *In Your Chickens*. The hardest problem in Pemberton!
(Mathieu Pouliot, 2016)

SLUG BOULDERS

1 **The Green Mile Plus** V5 ★★★★★

Climb *The Green Mile*, but at the lip of *The Leach* move down to the starting holds of *GI Joe*. Continue traversing low around the nose arête onto the *Narcotic Suite* small edges, move into two sharp gastons (the crux) and then on to the good edge on *The Crimp*. Keep traversing through the middle of the face (technical) at 2–2.5 metres to finish on *Hypnotize*. She is long and pumpy!
(Polek Rybczynski, 2015)

JACKPOT BOULDERS

1 **Cruisin' For A Bruisin'** V1 ★★

The first hold is now gone; you have to now start on the second hold. The grade is likely unchanged, but the climb is a bit shorter.

2 Wife Life V3 ★★★



Start laybacking on the southwest arête of the boulder with footholds on the detached block. Work left into *Wife Beater* then finish at the notch above *Crank Job*. Fun and technical. (Polek Rybczynski, 2014)

3 Hug the Fat Lady V4 ★★★★★



Start underneath the prow with your right hand on the *Double Down* start and your left at the same height on the *Milking the Fat Lady* arête. Thin feet. Using the *Milking the Fat Lady* arête, thin footholds and the rail on the prow, mantle the nose into an incut crystal jug. (Polek Rybczynski, 2014)

LOST BOULDERS

1 Buoyancy V2 ★★★



This new climb is in the talus behind the *Mission Impossible* boulder. Start standing with your right hand low on the arête and your left on a shelf. A couple of bumps lead to a throw to the lip and a mantel finish. Good landing! (Andreas Lerch, 2014)