

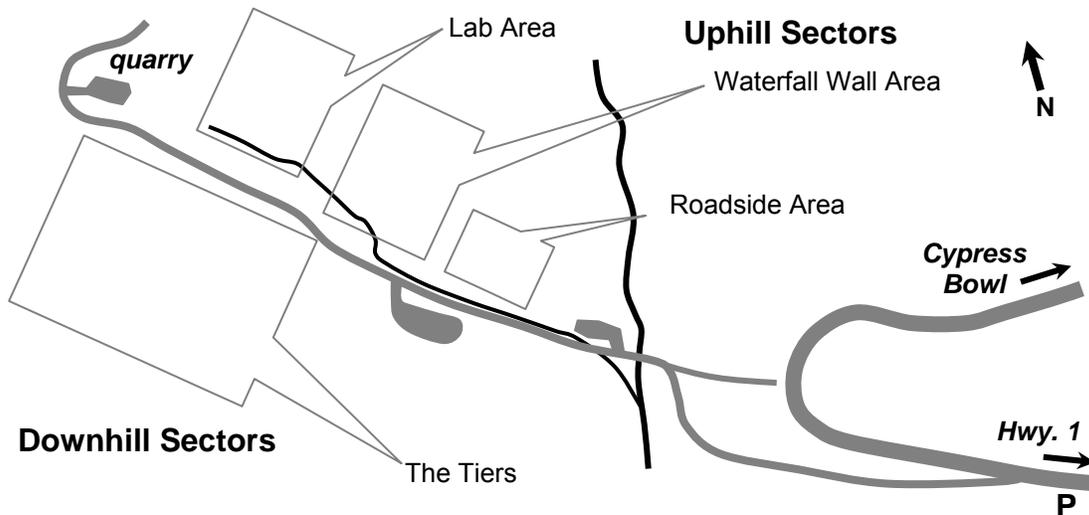
**Godman Creek** is a small tributary draining the west slopes of Cypress Mountain in West Vancouver. Near its headwaters, Godman Creek flows from a small valley carved by glaciers into the side of Cypress Mountain. On the uphill (north) slope of the small valley are numerous small southwest-facing cliffs ranging in height from 2 – 6 meters. These cliffs (the Uphill Sectors) generally provide relatively steep climbing in the sun on clean, well-featured granite, although they do tend to seep extensively after days of rain. On the south (downhill) side of the valley are two small granitic domes with numerous small cliffbands ranging in height from 2 – 10 meters. These cliffs – the Tiers – provide climbing on a variety of angles that, although in the shade, tend not to seep extensively after rain.

To get to the Godman Creek Boulders, head west on Hwy 1 until the Cypress Bowl exit; leave the highway here, and follow Cypress Bowl Road for approximately 2 km. Park just before the first major hairpin turn in the road. Follow the gated access road (the access road to Eagle Lake) north-west. Almost immediately after crossing Godman Creek you will see a small cliffband on your right above a small abandoned quarry; this is the beginning of the Uphill Sectors. After a few minutes walking, near the 1 km sign, you'll see a roadway marker in the trees on your left. This is the trail that leads to the Lower Tiers. If you keep walking, the road will eventually turn uphill (right) to a large active quarry. There are a few boulders here as well, but stay away from the quarry.

The problems at Godman Creek are very new. As such, the grades for many problems have not been confirmed. Furthermore, due to the fact that they have been only recently cleaned, many problems will feel a bit gritty, and may occasionally have loose holds. Bring a bouldering brush or little broom, and give things a sweep before you climb them. Problems of exceptional quality are denoted with an asterisk (\*) throughout the guide.

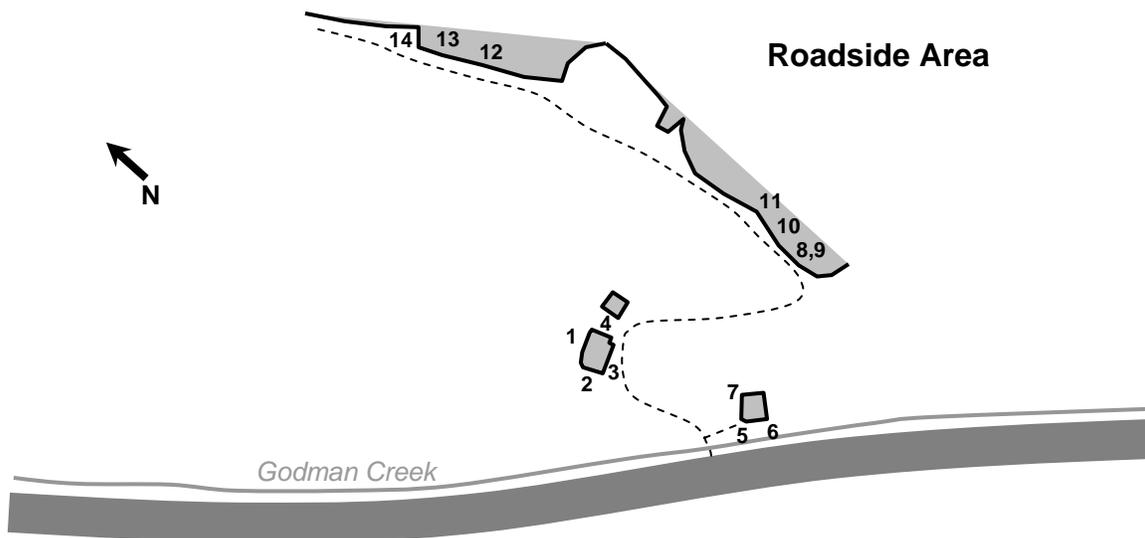
Issued: September 2009. Email new problems to [Godman.Creek@gmail.com](mailto:Godman.Creek@gmail.com)

*Photo: Rockhopper Slab (V1)*



## Uphill Sectors

The Uphill Sectors consist of a few scattered stand-alone boulders, and a maze of low bluffs and walls. Try to stick to the trails (where you can see them), as they generally represent the best (and sometimes only!) way of getting between boulder problems. As of this writing, many of the walls in the Uphill Sectors do not yet have problems established on them.

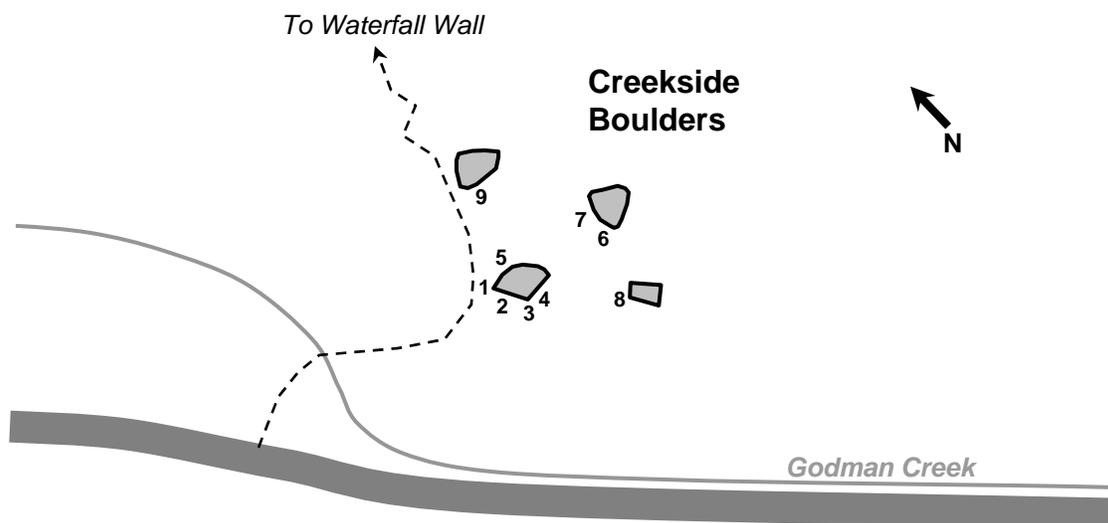


## Roadside Area

*This area is the first encountered past the small quarry. Look for a few, small boulders close to the road. Above these boulders are two walls, one fairly tall; both hold several nice-looking problems, although the rock can be a bit grainy in places, and often wet after rainfall.*

- 1) **Couch Surfer** (V0) SD Start low on the positive but sloping shelf. Climb straight up using good edges.
- 2) **On/Off Button** (V0) Start with a right-hand basalt sidepull near the arête, and a tiny left-hand edge on the face. Slap up to the slopers and top out.
- 3) **Happy** (V2) SD Start sitting at the sloping shelf, with a right-hand positive edge at the lip, and a left-hand sloping sidepull. Climb up onto the slab, a surprisingly difficult task. This is the first (and likely hardest) of the seven 'Dwarf' problems.

- 4) **Froggy Style** (V3) SD Start underclinging the positive tooth. Gun for the lip, topout.
- 5) **Grumpy** (V0-) SD The left-hand juggy arête.
- 6) **Sneezy** (V0-) SD The right-hand juggy arête.
- 7) **Cube Loop** (V0) SD Start on the huge flat hold on the uphill corner of the boulder, climb downhill, cross the downhill (streamside) face, and climb back up the other side of the boulder to finish and mantle on the hold you started on. All holds are in, including the top of the boulder.
- Cube Root** (V2+)\*, uses only holds below the lip except for the last few feet to the final jug.
- 8) **Placid Falls** (V0)\* SD Start on the good opposing sidepulls, and climb up through crack features above.
- 9) **Cataracts** (V2) SD Start as for **Placid Falls**, but traverse the horizontal crack to finish on **Small is Good**.
- 10) **Small is Good** (V5) SD Start with a left-hand small sidepull and a right-hand small crimp. Climb up to horizontal slot, then up to tricky mantle above.
- 11) **Usually Wet** (V2) Start with a left-hand flake and a right-hand crimp. Climb up and right using the big horn. A PROJECT starts from the start of **Usually Wet** but climbs up and left through the small crimps to a small notch in the lip.
- 12) (PROJECT) Climbs the tall wall on positive holds. This wall will hold several problems when fully cleaned.
- 13) (PROJECT) Climbs the positive diagonalling crack.
- 14) **Imaginarium** (V1)\* Climb the striking arête.

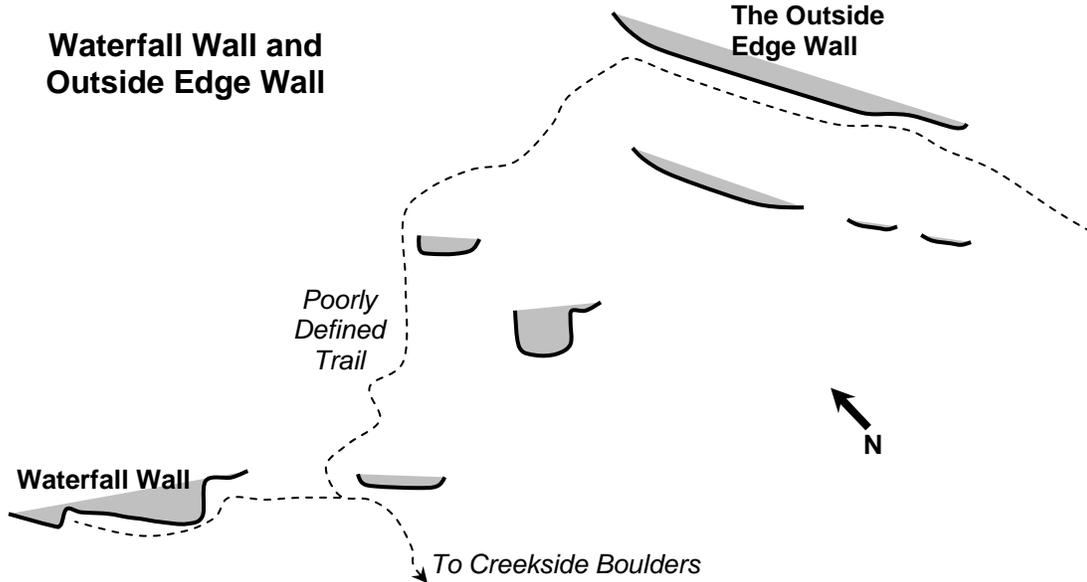


### **Creekside Boulders (Waterfall Wall Area)**

*To find these boulders, look for a small piece of flagging tape marker in the alder trees along the north (uphill) side of the road. The trail enters here, crosses Godman Creek, and leads to four small boulders in the forest.*

- 1) **Squat Arete** (V0) SD Start low on the positive arête.
- 2) **Dopey** (V0-)\* Start standing, using the positive sidepull as a starting hold.
- 3) **Short Arete** (V0+) SD The right-hand arête. Trickier than it looks.
- 4) **Underthings** (V0)\* Start low – but not necessarily sitting – using the obvious undercling. Climb straight up.
- 5) **Orbit** (V3) SD This is a surprisingly long and tricky traverse. Start on the obvious lie-back crack on the uphill side of the boulder, reach right to the huge flat jug, then continue traversing around the boulder using only holds below the lip. Finish on **Underthings**.
- 6) **One Inch Punch** (V1) SD The sloping arête – start low, with the very low jug for a left-hand hold. There is a nice V0- slab on this boulder as well, suitable for beginners and children.
- 7) **Ground and Pound** (V0) SD Start very low (almost lying down) on the low edge on the face.
- 8) **Mantle Up** (V0) Start standing using lip holds. A sit-down start would be MUCH harder.

9) **Shoulder Slab (V0)** Climb the cleaned shoulder of this small boulder.

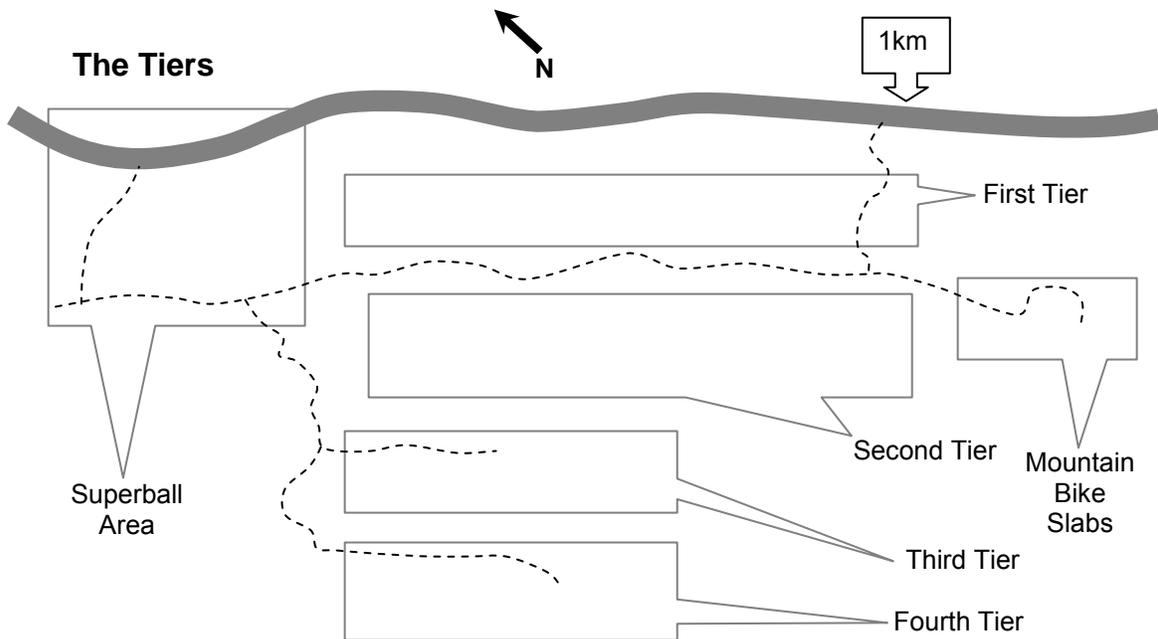


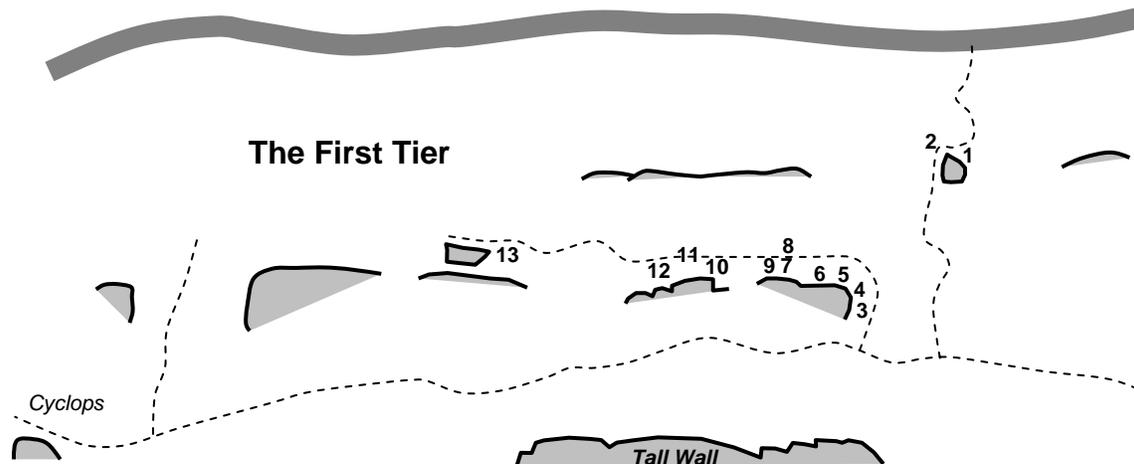
**Waterfall Wall and Outside Edge Wall**

*There are no problems as of yet on these two nice-looking walls. The Waterfall Wall seeps VERY extensively after a rain (a shame!), but the Outside Edge Wall is generally dry.*

**Downhill Sectors (The Tiers)**

The Tiers consist of long, often continuous, low walls in the forest south of the road. The walls range from less than 2 meters (the end of Marshmallow Rock) to the tall wall in the middle of the Second Tier (15 meters). In general, the problems here are often slabby (e.g. the Mountain Bike Slabs), but sometimes relatively high (e.g. **Moby Dick (V1)** or **Twice Shy (V2)**). Several harder lines are here, as well (e.g. **Superball**).

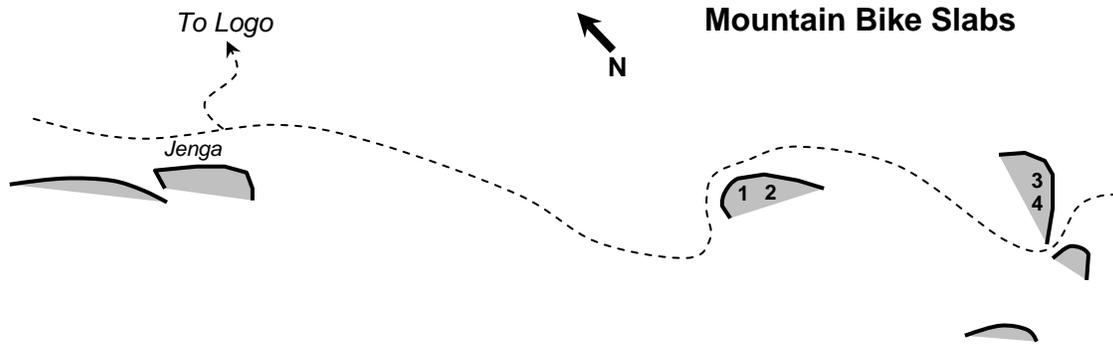




## **First Tier**

*The First Tier consists of the many discontinuous short bluffs that are encountered immediately after entering the forest.*

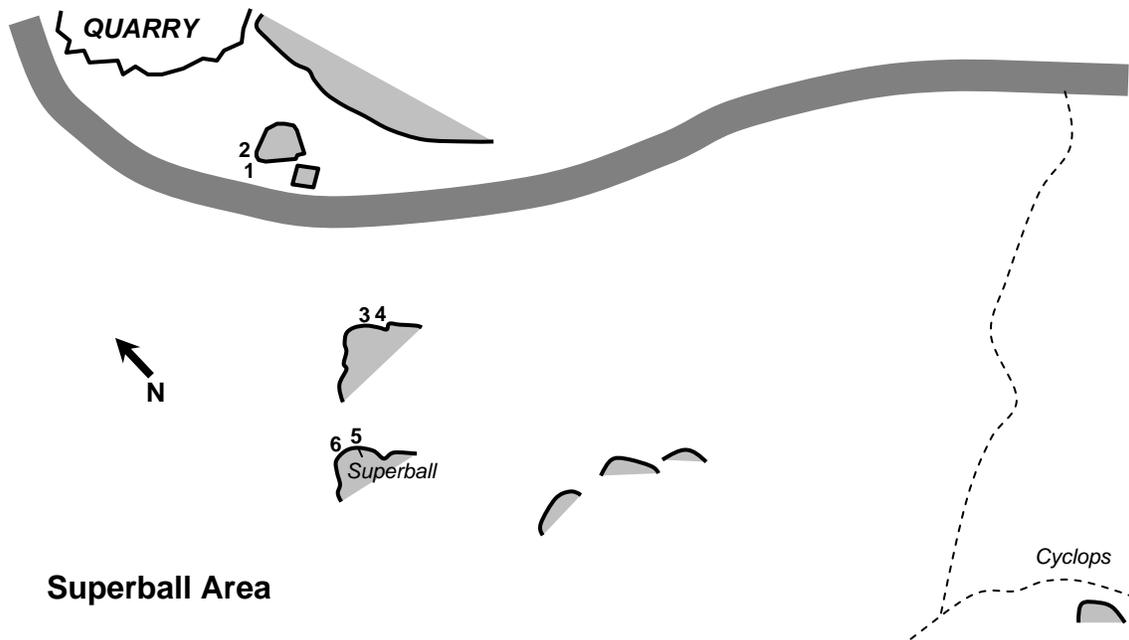
- 1) **Logo** (V4)\* Start low, with a crimp and a blunt sidepull. A lower start (**Logo Low** (V5) SD) has been done with both hands on the positive edges.
- 2) **Scooped** (V1) Start right of **Logo**, and climb up over the bulge.
- 3) **Stay-Puft** (V0)\* SD. The first problem on Marshmallow Rock, start sitting using the positive holds left of the sloping shelf. Traverse the shelf right and finish up the slot using a key edge up high. A harder variation (**Low-Puft** (V2) SD) can be done by avoiding the top and traversing using only the horizontal crack.
- 4) **Marshmallow Man** (V0)\* Climbs the left side of the blunt arête, using the flaring slot with your left hand.
- 5) **Goey Goodness** (V0)\* Climbs the right side of the blunt arête. Fun!
- 6) **S'Mores** (V0-) Climbs the VERY juggy face. Another easy problem, **More S'Mores** (V0) can be done immediately to the right of **S'Mores**.
- 7) **Burnt Sugar** (V0+)\* Starts on the horizontal row of crimp holds, and climbs up through more positive holds in the V-notch above.
- 8) **Black Sugar** (V4) Start with a left-hand crimp (same crimp as the start of **Burnt Sugar**) and a thin, sharp right-hand undercling, but immediately traverse right (and slightly down) to the big blunt sidepull. Finish above this feature using pinches and cracks.
- 9) **Campfire** (V0-) Start in the low positive slot in the little alcove, climb up using positive edges.
- 10) **Six-Shooter** (V0)\* Climb the prominent arête, using the pistol shaped hold as a left-hand starting hold.
- 11) **Reach for the Sky** (V1+) SD. Start sitting, using the low rail as a starting hold. Pull up, reach up into the positive undercling, then finish on the jugs above. A stand start (V0)\* can also be done. **Nugget** (V1+) climbs the obvious crack with the knob to the right of **Reach for the Sky**. Between **Nugget** and **Reach for the Sky** is another problem – **Gunfighter** (V1+) – which climbs through the blank-looking bulge using a key sidepull.
- 12) **Gold Rush** (V0) The obvious slabby problem right of **Reach for the Sky**, with fun positive holds.
- 13) **Shineater** (V3)\* SD Start low with your right hand on the arête, and left on a blunt edge. One hard move leads to easier arête climbing and a great topout.



### Mountain Bike Slabs

The Mountain Bike Slabs were so-named because the problems **Rockhopper Slab** and **Kona Slab** were originally cleaned by mountain bikers using them as descents!

- 1) **Rockhopper Slab** (V1)\* The right side of the uppermost of the two obviously cleaned slab. Climb up the steep slab on small crimps.
- 2) **Bunny Hop** (V1)\* The left side of the slab – an interesting line with positive edges and a two-finger pocket.
- 3) **Kona Slab** (V1)\* The taller, right side of the lower slab.
- 4) **White Knuckles** (V0) The left, easier side of the slab.

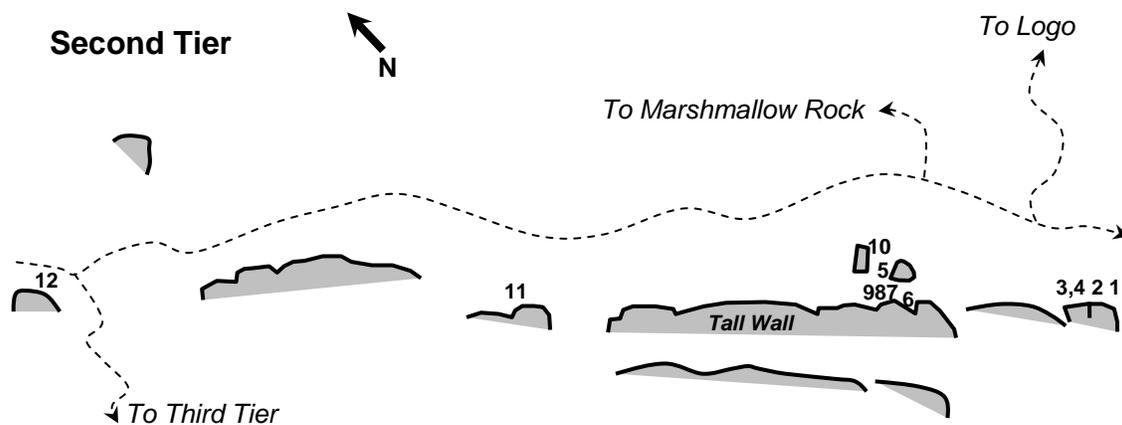


### Superball Area

These problems are at the far end of the area, and are most easily located by walking along the road and looking for **Horn of Plenty** in the forest.

- 1) **Trent's Baby** (V4)\* SD Start low on edges at left side of boulder, then traverse up and right along sloping lip, mantle at peak of boulder.
- 2) **Bill's Homunculus** (V0) SD Start as for **Trent's Baby**, but climb directly up onto slab.
- 3) **Horn of Plenty** (V2)\* SD Start low on the positive slot, reach through the little roof to a sidepull and a higher slot. Climb up onto the slab, using the VERY positive horn.
- 4) **Baby Dick** (V1) SD Start just right of **Horn of Plenty** on the same slot, but climb up using positive holds.
- 5) **Superball Crack** (V0)\* Start on the jug, climb the fingercrack above. Fun!

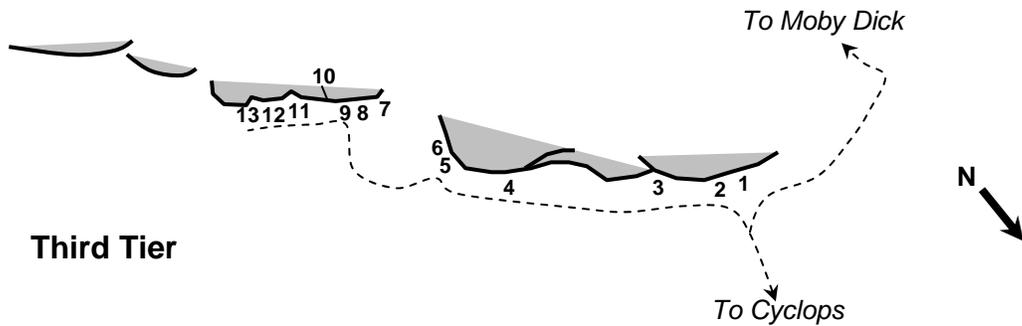
6) **Superball** (PROJECT)\* SD Start matched on a low sidepull. Climb up and right on increasingly bad holds, then climb up the slab above.



## **Second Tier**

*The Second Tier is an almost-continuous line of relatively tall walls that stay relatively dry after rainfall, and stay cool on hot summer days. There are several fun, moderate highballs here, including **Twice Shy** (V2) and **Walk Hard** (V0).*

- 1) **Snakes and Ladders** (V0+)\* The left-most problem on the wall, this balancy line climbs through the three horizontal slashes to a fun topout.
- 2) **Tic Tac Toe** (V0)\* Start in the positive slot in the middle of the face, and use the curving lie-back hold to move upwards to a fun mantle.
- 3) **Jenga** (V4+)\* Start low using the positive underclings in the little cave. Traverse right on face holds, and finish up the right-hand arête.
- 4) **Lie-back Crack** (V0) Start as for **Jenga**, but climb the positive crack above. A harder problem, **Y-Knot Crack** (V1), can be done by starting on the far left side of the horizontal slot, traversing right, and finishing up **Lie-back Crack**.
- 5) **Bashful** (V0+) SD There are a few little detached boulders between **Jenga** and the tall wall. This problem climbs the right-hand side of the face, starting with a right-hand arête hold and a poorly defined left-hand crimp.
- 6) **Bee Train** (V2)\* Start using the positive lie-back holds in the middle of the face. Traverse up and left, using a long angling edge to gain a good mini-jug at the lip. Mantle straight up.
- 7) (PROJECT) Start as for **Twice Shy**, but after gaining the huge jug on the blunt arête, head straight up to the pocket (right-hand) and/or a positive edge at the lip (left-hand). Mantle above.
- 8) **Twice Shy** (V2)\* Start on the positive sidepulls in the middle of the face, head up to the huge jug on the blunt arête, then reach up and right to another huge jug. From here, head up and left to the lone pocket on the face, topout above. Spooky fun!
- 9) **Once Bitten** (V0-)\* The row of juggy edges on the right side of the face. Stepping left and and smearing up the slab for the last move or two makes the finish easier and more enjoyable. Immediately after the first ascent, Trent stepped on a ground-wasp nest...
- 10) **Doc** (V0) SD Start sitting with a right hand on the arête, and a left on a positive sidepull edge. Use edges to get to the top of this little tombstone-shaped boulder.
- 11) **Walk Hard** (V0)\* The grooved slab right of the tall wall. Great rock, fun moves.
- 12) **Cyclops** (V0) Use opposing crimps to start. Climb up and through the lone pocket on the face. On the overhanging prow of rock below **Cyclops** are two more problems; **Tiny Tim** (V3)\* SD which starts on a sidepull and blunt undercling and climbs directly up to the ledge via a sloper, and **Humbug** (V4)\* SD which starts in a right-hand crack and a left-hand undercling and climbs up to the top of the bluff using positive edges.

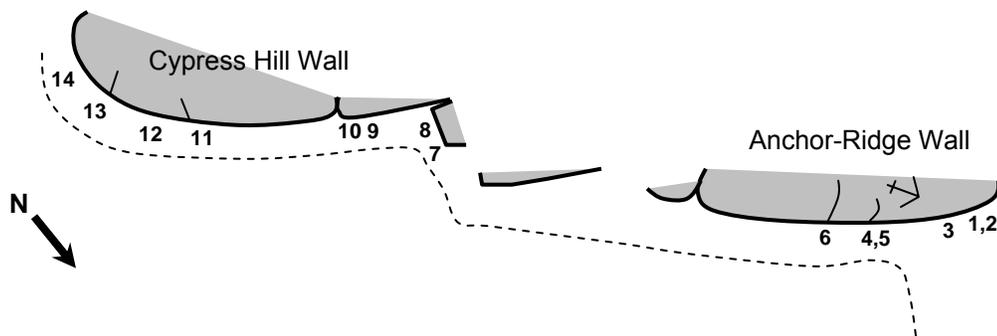


### Third Tier

The Third Tier holds some of Godman Creek's more challenging crack problems, including **Face Burster** (V4), as well as several quality slab problems.

- 1) **Smooth Sailing** (V0-) Start on bottom rail, head up through the undercling and finish up the bulge.
- 2) **Forgetful Freak** (V0) Start with a left-hand flaring seam and a right-hand sidepull; head up either right or left to finish.
- 3) (PROJECT) Start on opposing crimps in middle of face, head straight up.
- 4) **Alien** (PROJECT) Start on incut edge; using the ramp and undercling move up the bulge using a series of crimps and slopers.
- 5) **Face Hugger** (V4) The thin crack just left of the blunt arête. Harder than it looks.
- 6) **Ripley** (V3) Using crimps and sidepulling the thin seam head up the slab.
- 7) **Rusty Nails** (V0-) Start on knob and move up through the arête.
- 8) **Dead on a Cross** (V0) Start with your left hand on the seam, and your right on a lower sidepull. Move up through crossing cracks.
- 9) (PROJECT) Somehow climb the almost-blank slab.
- 10) **Finger of God** (V1)\* Move up through large obvious crack.
- 11) **Root Of All Evil** (V2)\* Climbs face immediately right of the rightmost of the two large tree roots that trail down the face. Finish by grabbing and mantling over the huge horizontal root. It may also be possible to traverse right to avoid using the 'root finish' (PROJECT).
- 12) **Flogged** (V0) Start matched on obvious scoop, climb face above.
- 13) **Modern Miracle** (V0) Start matched on sidepull and go straight up small right crack.

### Fourth Tier



### The Fourth Tier (Anchor-Ridge and Cypress Hill Walls)

These walls hold several incredibly fun highballs, including the amazing **Moby Dick** (V1). The Cypress Hill Wall also has several high-quality problems which feature slopers (**TV** (V3)) and cracks (**Trouser Trumpet** (V2)).

- 1) **Depth Charge** (V0)\* Climb up through the pocketed seam.

- 2) **Sailors Prayer** (V5) Start as for **Depth Charge**, but traverse the horizontal seam, climb through **Kraken**, and finish toping out on **Moby Dick**.
- 3) **Captain Crunch** (V1) Start left on the horizontal crack, climb the row of knobs above.
- 4) **Kraken** (V3)\* Start on the flaring and right-trending crack, then staying left continue up using the seam and face holds above.
- 5) **Up Anchor!** (V2) Same start as **Kraken** but traverse right at horizontal flaring crack to move up and right into the jugs of the huge anchor feature.
- 6) **Moby Dick** (V1)\* Climb the Great White Whale! This amazing line climbs the obvious flaring crack on the left.
- 7) **March Hare** (V2) Climb the east facing arête.
- 8) **Cheshire Cat** (PROJECT)\* SD A tricky start leads to the infamously slippery 'smile' hold; climb above this to even worse slopers and the lip above.
- 9) **Yorkshire Tart** (V0) Start with a left-hand hold in the dihedral and a right-hand down-turned pinch. Climb up the crack.
- 10) **Yorkshire Pudding** (V0) Start left of **Yorkshire Tart** on a small ledge; head right on crimps and finish above the thin seam.
- 11) **Look Before You Leap** (V0) SD Start using two side pulls, and climb the obvious finger crack.
- 12) **Horror Scope** (PROJECT) Starting on the small crimp pinch, somehow climb up to and through the left-facing sidepull.
- 13) **Trouser Trumpet** (V2)\* Climb the balancy fin / finger crack. Fun!
- 14) **TV** (V3+)\* Starting on the opposing gaston holds, head up and left on increasingly sloping holds and pinches. A tricky finish awaits...

## **Public Works**

*The Public Works boulders are limited in number, but hold several harder, steeper problems. There is no map available yet, so you'll have to find someone to take you there and tour you around.*

- 1) **Anti-Venom** (V0)\* The obvious line on the first boulder encountered at the top of the hill. Fun!
- 2) **Blasted** (V1) SD The short problem on juggy holds right of **Fire in the Hole**.
- 3) **Fire in the Hole**\* (PROJECT) Grab two edges, stuff a foot in the blast hole, and climb straight up using all sorts of powerful tricks.
- 4) **PO** (V0+) SD A very short problem on the small boulder below **Helios**.
- 5) **Take The Wheel** (V0) Start on the incut flake right of the finish of **Helios**, traverse left along the lip, and mantle near the arête.
- 6) **Sun Wheel** (V3)\* SD Essentially the finish of **Helios**; start on the edge at the lower edge of the boulder (the end of the roof), climb positive edges to lip and mantle.
- 7) **Helios** (PROJECT)\* Starting on the lowest jug, cross under the big roof and finish on vertical crimp face on the boulders far side. Much body tension is required. Another project, **Helios Arete**, starts as for **Helios**, but will finish on the arete using a key pinch.
- 8) **Man Friday** (PROJECT)\* SD Sit-down start on the large lieback on the right side of the blunt arete. Head up and left to sharp arete using perfect edges, then finish by mantling onto slab and topping out above. Scary (!) and bold.
- 9) **Robinson Crusoe** (PROJECT)\* SD Start as for **Man Friday**, but continue along sharp arête to a juggier finish in the wide crack. Awesome.
- 10) **Easter Island** (V1)\* Climb the opposing arêtes, high-stepping above the nose of this giant face-shaped boulder.
- 11) **East of Easter** (V3)\* The face and arête right of **Easter Island**.

## **A Big Shout Out To...**

All the developers, scrubbers, and trail-builders of Godman Creek. Much of the work was done by Ronald Gagne, Bill Thompson, Owen from Sheffield, and myself. However, others helped enormously along the way – you know who you are!

## **The Godman Creek Tick List**

*This page contains a selected 'hit list' of fun problems. Problems of exceptional quality are denoted with an asterisk (\*) throughout the guide. Some of the problems listed here are very new and not included in the guide; ask an informed local for their whereabouts.*

### **V0**

- Anti-Venom
- Walk Hard
- Six-Shooter
- Snakes and Ladders
- Stay-Puft
- Placid Falls
- Tic Tac Toe
- Marshmallow Man
- Goody Goodness

### **V1**

- Easter Island
- Moby Dick
- Rockhopper Slab
- Baby Dick
- Kona Slab
- One Inch Punch

### **V2**

- Trouser Trumpet
- Root of All Evil
- Cube Root
- Twice Shy
- Up Anchor!
- Bee Train

### **V3**

- Tiny Tim
- Kracken
- TV
- Shineater
- East of Easter
- Ripley

### **V4**

- Jenga
- Black Sugar
- Logo
- Humbug
- Trent's Baby
- Face Hugger

### **V5**

- Sailors Prayer
- Small is Good