A BOULDERING GUIDE TO

ARROW LAKES

APRIL 2018 - BY: ALLEN ROLLIN

ARROW LAKES BOULDERING

ROBSON, BC

With virtually unlimited potential, lakeside camping, sunshine, 8-9 month seasons, short approaches, high quality rock, tons of problems of all grades, aesthetic lines and no crowds, why would you ever want to Boulder at Arrow Lakes?

Well let me put it this way, it's been 5 years since the surge of development in the area and it just keeps giving and getting better every day! This guide has been put together to try and share the wealth of climbing that has so far been developed, start documenting the existing problems, hopefully get people excited, climbing and searching for more.

The areas are spread out along the lake and are all accessed off the same road (Broadwater Rd), that starts in the small town of Robson and eventually turns into a dirt Forest Service Road. Generally the longest you will walk is about 5 minutes (with a few exceptions) and the longest you will drive is 10 minutes. The rock is clean for the most part and there are starting to become good trails to the most popular areas. The unique part of climbing at Arrow Lakes is that you can climb at one area/zone with a particular style, quickly drive another 5 minutes and you're climbing something completely different; reminiscent of Leavenworth/Icicle Creek but without the crowds. The rock is an awesome compact version of Gneiss with lots of features and aesthetic lines. As of Spring 2018 there are 375 problems (ish) V9 and below and due to the untapped nature of the area, there is room for A LOT more (especially in the hard grades). The cliffs above also offer tons of good sport and traditional climbing that are definitely worth bringing your rope and harness along for.

Free camping is abundant along the shores (especially during low water in spring and fall) and for a fee there is Syringa Provincial Park (very full during the summer), which offers a little more amenities and a good base camp for climbing here. The slopes on which most of the climbing is located are super South facing making for a long season and generally dry conditions from somewhere in March until November. There are also lots of opportunities for shady climbing and an easy plunge in the lake to cool off.

A few things to watch out for are; Poison Ivy (the three leaved plant) that definitely exists in a lot of places (so far not around the bouldering) Ticks in spring (real bad in the grassy areas) and wasps nests. Other than that Broadwater Rd. is usually pretty quiet until summer when it becomes a well-travelled summer recreationalist road.

You can find all the necessary things like groceries, gas, and beer in abundance in nearby Castlegar (10 minutes away) and Nelson is only 35 minutes away and it offers a unique mountain culture and a lot more climbing, biking, paddling and hiking opportunities.

Each area in this guide has been described thoroughly in it's own section; please refer to each individual topo for specific directions (or just print off that specific area).

And as an addition to this guide, there is detailed PHOTO topos available on:

NELSON BOULDERING Facebook page and the website http://justanotheroutdoorpage.blogspot.com/ that go along with the guide very well but make it a less intense affair of printing this guide, thus keeping it free ☺

Have fun out there and feel free to contact allenclimbs@gmail.com with any new route development or questions. ENJOY!!

THE CLIMBING AREAS

The areas are listed as follows, east to west or as you drive up the road:

1 - KEENLYSIDE BOULDERS

The most concentrated area and probably one of the best areas to bring people of all levels of ability, lots of variety and currently about 70 problems with lots more under development; you should probably check it out.

***Highlights**: Unique rock and high density.*

***Best Problems:** Blindness - V6 / Sega - V4 / The Sabre - V3*

2 - FANTASYLAND BOULDERS

Big density of high quality boulders on a large sparsely treed bench above Rialto Creek FSR. There is a huge amount of potential and it's in a beautiful location high above the lake with great views.

***Highlights**: Density of V3 and below climbing, sweet views!*

***Best Problem:** Art of War - V5 / Silverback - V8 / Nagini - V7*

3 - PONDEROSA BOULDERS

Definitely one of the wildest zones at Arrow Lake, the Fukushima Boulder is one of the biggest boulders in the area and it offers some incredible climbing... A must-visit!

***Highlight:** The Fukushima Boulder ☺*

***Best Problems:** Hattori Hanzo - V8 / Bushido - V2*

4 - CAT BOULDERS

Lots of diversity here, but the highlight is the setting amongst a primarily Larch forest that is amazing during the fall. There are also lots of shady climbing opportunities.

***Highlights:** Shady and varied climbing.*

***Best Problem:** Apple Mango Tango - V2 / Dusk Till Dawn - V6*

5 - PREDATOR RIDGE BOULDERS

Beautiful views and tons of variety set up on the hillside above the lake (as well as a lone boulder right on the creek), lots of technical face climbing and something a little different than many of the other areas.

***Highlights:** Great views and excellent crimpy climbing*

***Best Problem:** Above The Clouds - V5 / Dracula - V7*

6 - WASHOUT BOULDERS

Short approach to some pretty awesome problems sub V9 range. There is lots of fun compression climbing and generally pretty good landings that mostly fall in the V4-V9 range. There is a sweet lakeside boulder with some easier stuff. Gets lots of shade.

***Highlights:** Great atmosphere, awesome powerful climbing.*

***Best Problems:** Tomahawk - V6 / Mojave - V7*

7 - BEACHSIDE BOULDERS

Probably one of the best areas at Arrow Lake when the water is low, there is a little bit of everything including some seriously aesthetic lines. Unfortunately many of the problems are under the lake from June until early September.

***Highlights:** Lakeside climbing, dries quickly.*

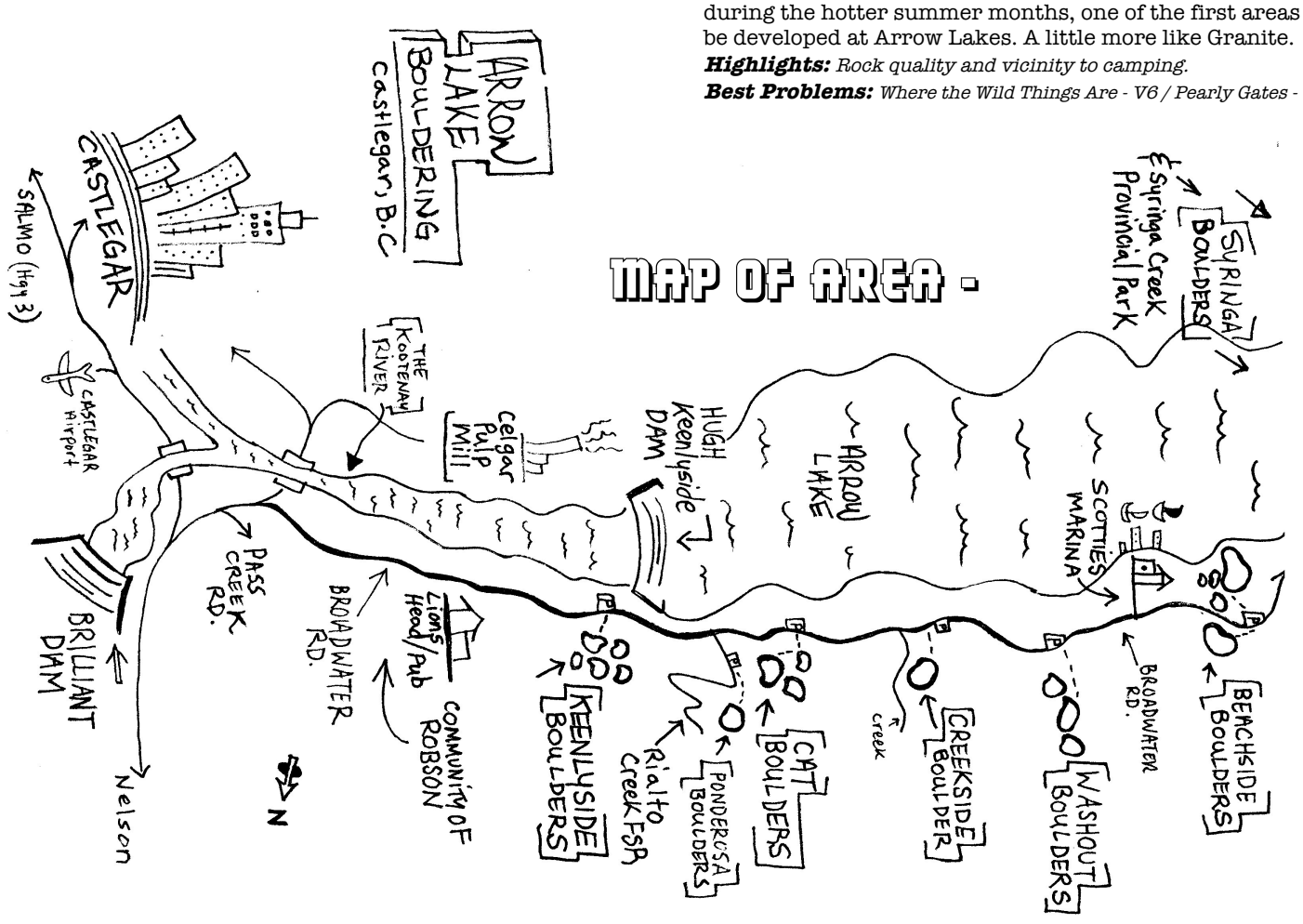
***Best Problems:** Riptide Direct - V5 / Heavenly Path - V4*

8 - SYRINGA BOULDERS

So many good boulders within walking distance of the campground that makes for a great basecamp. There are lots of different aspects to climb on making it awesome during the hotter summer months, one of the first areas to be developed at Arrow Lakes. A little more like Granite.

***Highlights:** Rock quality and vicinity to camping.*

***Best Problems:** Where the Wild Things Are - V6 / Pearly Gates - V4*



KEENLYSIDE BOULDERS

LOWER ARROW LAKE, B.C

In an area seemingly endowed with endless potential, comes another fantastic zone at Arrow Lake. This area is just littered with high quality problems and has the highest density of boulder problems out of all the areas on the Lake. The Keenlyside Boulders are named after the giant hydroelectric dam right across the way, that takes the waters of Arrow Lake that stretch as far as Revelstoke, turns it into energy and leaves behind the Kootenay River.

The part that makes this area a little different than the others is the variety and density of top notch climbing. Some of the best moderate problems in the West Kootenay's are all stones throw away from your car. Gneiss is in its finest form here, yielding many cool pockets, huecos, traverses, highballs, overhangs, slabs and features. There are also some pretty cool caves that you get to squirm through along the way as you navigate the fun little path through the giant cluster of boulders. The season here usually starts in March and lasts all the way until November and although primarily a south facing area there are many options for shade here under the big canopies of the Ponderosa Pines making it quite climbable even in the summer. If you are looking for one of the best places to climb Boulders (V6 and below) in the West Kootenay's look no further. Please stay on trail and have fun!!

Directions:

Coming from Nelson, as you pass the Brilliant Dam (on your left) you take the first exit on your right towards Robson following the big blue provincial parks signs for 'Syringa Creek Provincial Park'. If you cross a bridge over the Kootenay River and hit the Castlegar Airport you have gone too far. From here follow this road down a few kilometers until you see more signs pointing to Robson and 'Syringa Provincial Park'. Take a right here and set your odometer to "0", this is Broadwater Rd. You will then pass a huge cliff on your right called 'Lion's Head' & it's namesake pub (highly recommended) to which tells you you're going the right way. Now follow this road for 7.8kms to a nice paved parking lot on your left (picnic tables) right before the road heads down towards the dam (right after the houses taper off).

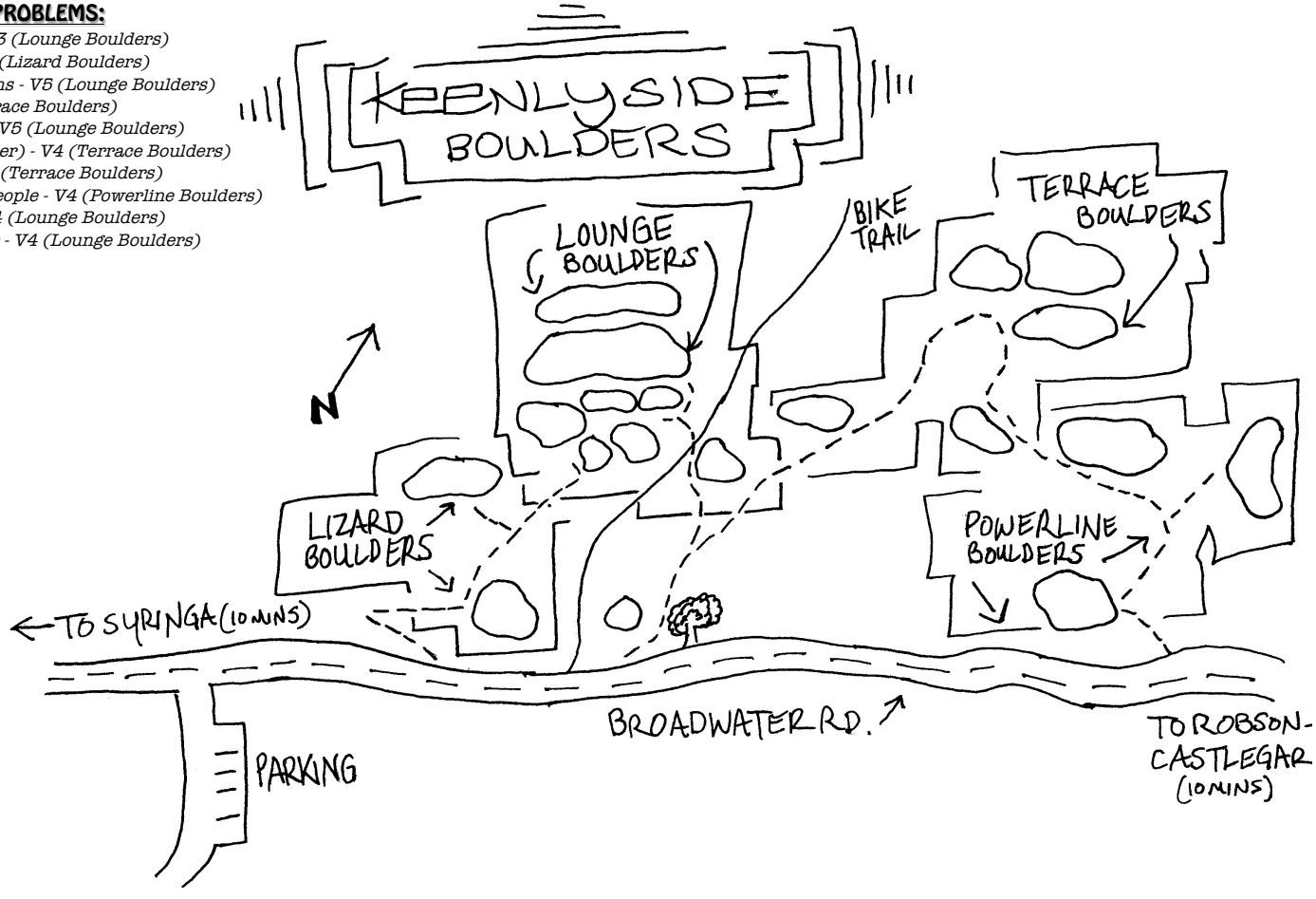
Walk back down the road 50m, cross it and head up the nice dirt switchback just right of the road cuts to the 'Lizard Boulders' and the 'Lounge Boulders' 3 minutes further up the trail (ladder access).

For the 'Terrace Boulders' walk 75m's further down the road to another trail starting at an apple tree and working its way up through more boulders and dense forest to the 'Sega Boulder'. Continue uphill another 3-4 minutes past this up grassy slopes to the 'Hive' & the 'Terrace Boulders'.

To access the 'Powerline' & 'Navigator' Boulder' either park down the road further with several different choices of pull outs or walk from the original parking to a different trail heading straight up through the ditch and some brush. The 'Powerline Boulder' is hard to miss; if you walk slightly uphill a little further you will find the 'Navigator Boulder' hidden amongst the trees. You can access the 'Terrace Boulders' and the 'Sabre' from here as well. All the trails link together and all the problems/areas can be accessed without heading back down to the road. See the map below...

MUST DO PROBLEMS:

Pure Uncut - V3 (Lounge Boulders)
Blindness - V6 (Lizard Boulders)
Blazing Stallions - V5 (Lounge Boulders)
Sega - V4 (Terrace Boulders)
The Assassin - V5 (Lounge Boulders)
The Hive (Center) - V4 (Terrace Boulders)
The Sabre - V3 (Terrace Boulders)
Power to the People - V4 (Powerline Boulders)
Coldsmoke - V4 (Lounge Boulders)
Bounty Hunter - V4 (Lounge Boulders)



LIZARD BOULDERS

The first boulders you encounter on the trail up from the road, the Lizard Boulders are compromised of a few different styles and grades to keep everyone happy. The closest to the road is great for aspiring boulderers looking to strengthen up on some quality & friendly problems with great landings. Just uphill there are also a few beauty cracks and THE classic test piece of the area that should not be missed by any technical climbing connoisseur.

THE LIZARD BOULDER

The first rock you come to and the closest to the road/trail. Great beginner stuff and high quality stone!

1 - THE GECKO - V2
Start low on the far right arête and traverse up to the left on one slopey lip. Dirty

2 - THE LIZARD - V2 ••
A cool problem that is trickier than it looks. Start crouched in the middle of the face and balance your way to the top on interesting holds.

3 - THE IGUANA - V1
Traverse the lip left to right on much more positive and clean features.

4 - COLD BLOODED - V5 •
This one starts on the shady side of where the trail first meets the boulder. Start seated and find a poor crimp for your left and a side pull for your right, now make some dynamic moves up the layback feature and finish on good holds.

5 - THE SNAKE - V2
Start seated on two awesome crimps and power straight up just to the right of the big rail feature. Pity.

6 - THE LIZARD TRAVERSE - V2 ••
Start seated on the same crimps as '5' but traverse out left on the exceptional & amazing rail feature to a juggy finish! Awesome! A V1 variation skips the opening moves.

7 - THE ARETE - V0 •
Nice mellow climbing up the low angle arête, Sit start and follow the positive in cuts!

8 - THE SLAB - V0
Various options up the scruffy slab or use it as a down climb.

9 - BLINDED BY THE LIGHT - V1
A fun low angle climb on some neat features, it's hidden on the west side of the big slab boulder, lots of variations.

THE CRACK BOULDER

These next three problems are located up hill on a massive boulder with great landings. Look for the cracks!

10 - THE CRACKDOWN - V3 ••
This is the most awesome layback crack around! Start very low on the left side of the boulder with two great jams, layback up through some tough opening moves and finish up high on some scrappy rock.

11 - BLINDNESS - V6 ••••
The classic test piece of the area! Find the two nice positive in cuts to start, jump on and follow a flawless sequence up the highball face, don't worry there are some nice holds to finish up there. It's a hard on sight but it's got a great landing.
FA: Allen Rollin 2014

12 - THE EPIDEMIC - V2 ••
Start as low as you can in the nice crack on the right side of the boulder. Fun climbing up the crack transitions into a tricky exit. Try not to exit early out right for the full experience ☺

THE LOUNGE BOULDERS

There is some great climbing here amongst the huge clutter/jumble of boulders. Lots of fun exploring, some really cool caves and a nice neat little fire pit/chill spot called 'The Room'. 2 minutes up hill from the 'Lizard Boulders' and probably one of the best concentrations of problems at Keenlyside.

*** These next 5 climbs are located at the top of the ladder on the beautiful and tall boulder on your immediate left. Very soft and mossy landings ☺*

13 - INITIAL ATTACK - V2 •
This next climb is located on the boulder the ladder is sat on. Start with a sloping rail and the big fir tree at your back. Traverse the lip out left with heel hooks and a hero finish.

14 - PURE UNCUT - V3 ••••
Sit start way underneath on a fantastic starting jug with a pad at your back. Now power up the prow on perfectly sculpted holds to a wonderful finish, this is an amazing climb and a must do at Keenlyside!
FA: Allen Rollin 2013

15 - HOODOO -V2 ••
Start the same as 'Pure Uncut' but once established on the arête, climb out right on some small crimps and a tricky sequence gaining the big jug out right. Finish with a fun straightforward mantle. Good!

16 - BROADWAY - V4 •
Start the same as 'Pure Uncut' but move immediately out right and onto the face, traversing the seam left to right the whole way across, finishing way up and right. Fun moves.

17 - THE MERCURY LOUNGE - V4 •••
The plumb line straight up the middle of the face. Start as low as your can and climb the technical face through some spectacular moves, as it steepens up it will demand your full attention. Amazing! Techy mantle.

18 - THE DANCING SASQUATCH - V2/4 ••
Start as low as you can with two crimps on the far right side of the face. A couple of tough opening moves lead into a big throw for a positive hold, finish by joining 'Mercury Lounge' (V4) or 'Broadway' (V2). Named after a wild lounge/bar in Banff, AB and the funky moves you will be doing on this climb ☺

*** These next four climbs are located on the 'Skaha' like wall with soft mossy landings and offer lots of fun & mellow crimpy climbing on great stone!*

19 - SPRING FINGERS - V0+ ••
The left line, start on a nice diagonal rail and crimp straight up the face through some deceiving holds. Could be someone's first boulder problem ☺

20 - ESSENCE OF SKAHA - V0 •
The easiest line on the wall, crimp up the middle of the face on the biggest crimps/rails you can find.

21 - RED TAILS AND PINK TOE NAILS - V1 ••
Start low on the beautiful diagonal rail feature on the left side of the face. Traverse diagonally up and to the right through the nicest ledges and holds with poor feet to a cool finishing sequence. Skaha-esque ☺

22 - FLAKED OUT - V2 •
Start on the thin diagonal side pull and climb straight up and to the right on some real tiny crimpers. Try to stay away from the flakes on the right, they have mostly come off but there might still be a few lingering.

23 - THE DEPTHS OF DESPAIR - V1
This one climbs out of the cool cave that acts as the entrance to 'The Room' and the problems further up the trail. Start crouched on two horizontal holds in the cave, exit out right and transition into the beautiful red in cuts on the upper face. Try not to cheat by stemming out off the bloc to the left.

24 - BAKER ST. TRAVERSE - V2 ••
Traverse the beautiful lip right to left from the lowest positive, moss free in cut you can find. Pumpy & awesome!

25 - RED SANDS - V5 •
Start low in the cave on the big pinch feature. Sort out what to do with your hands and feet, make a powerful move up and out of the cave and you will be greeted with some nice in cuts up high! Great! Named after the infamous nude beach in Nelson....

*** To access these next two problems, squeeze through the cave (or go up and over) and head down to the right of 'Assassin' & 'Ragged Edge' to a fixed rope; the problems are just hidden below. Beautiful cracks high off the ground but with massive holds to finish. Poison Waters is really good.*

26 - LIONS HEAD - V4 •
Climb up into the finger crack on the right side of the wall with your foot on the big diving board. Some powerful lay backing, pinching and jamming lead into some precarious blocks. A variation trends left and finishes on 'Poison Waters'. Needs a better landing and more cleaning to be as good as it's neighbor.

27 - POISON WATERS - V2+ •••
Balance up the slab and into the big deep crack on the left hand side of the wall. Some committing lay backing through a left-facing feature leads into a steep jug haul. This could be someone's first highball, the hard moves are down low and it's got a great landing. Beautiful climbing!!

THE CAVE BOULDERS

The next 3 problems are located on the HUGE boulder above the 'Lounge', which you can approach from squeezing into the cave or hopping across from the other boulders.

28 - BOUNTY HUNTER - V4 •••
Located on the left hand face of the huge boulder. Start on the left hand sloping rail with the cave way down on your left (exciting!). Power up and right to the next sloping rail, transition into the flake, crimp your way up to the big sloping ledge, make a huge throw up the final lip and rock over. The movement and the holds make this another must-do at Keenlyside!

29 - THE RAGGED EDGE - V6 ••
Start directly on the prow on the far right side of the huge boulder. At about head height find a sloper for your left hand and an in cut side pull for your right. Jump on and make some powerful compression moves directly up the prow demanding your full attention as you struggle to keep your feet from cutting loose. A sneaky rock over gets you up onto the big slab where you can drop off or climb the committing 5.8 slab all the way to the top of the boulder. Would get 3 stars if the landing were a bit better. Amazing position!! Low start in the cave anyone??!!

30 - THE ASSASSIN - V5 •••
Find this one down in the cave just below 'The Ragged Edge'. Make a difficult move to start off on an amazing sloper on the right side of the overhang. Better holds up and right lead you into a devious sequence gaining the arête up and right. Powerful, committing slaps and a final rock over will finish you off, a technical masterpiece that requires a good spot.

*** These next two fun routes are located just up and around from the 'Assassin' in a little mini canyon. Both are worth seeking out!*

A - BLAZING STALLIONS - V5 •••
Walk to the far end of the little canyon to find the start of this one on the steep arête. Start opposed with a side pull for your left hand hidden around the corner and a better hold for your right. Powerful climbing ensues up the arête on fantastic rock and small feet; a hero finish awaits! Really great movement ☺

B - CHEROKEE - V5 •••
In the middle of the face is an obvious weakness, sit start low on a high side pull feature. Climb the weakness on good holds to a tricky transition onto the steeper upper face; a series of shallow holds will make you try hard before you gain the positive lip to and mantle to finish. Fun face climbing!

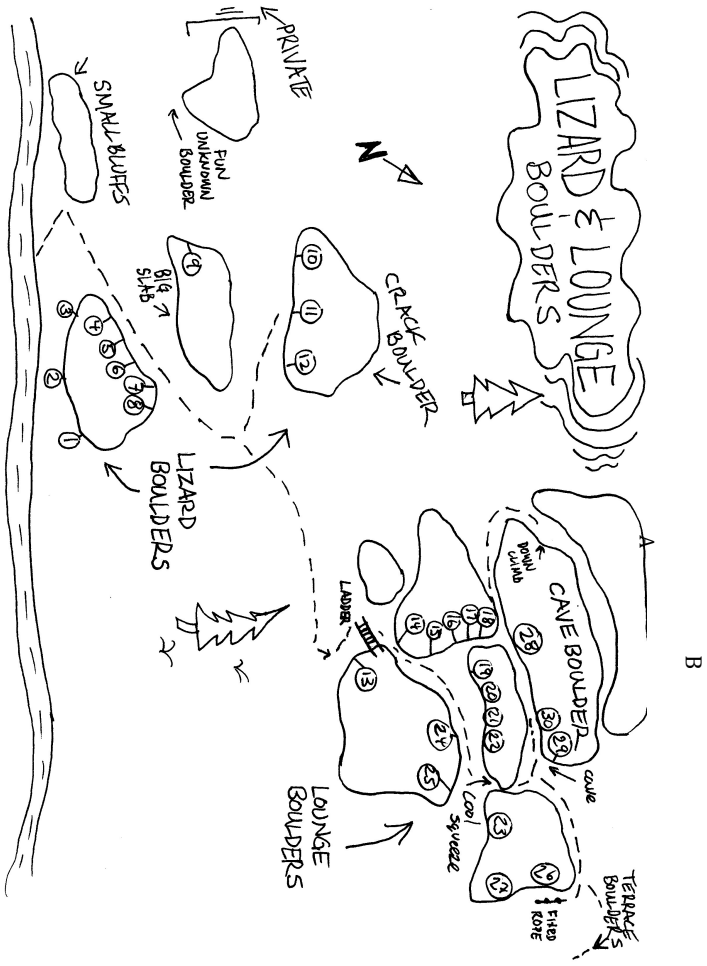
COLDSMOKE BOULDER

On the trail down that connects the 'Lounge Boulders' to the 'Terrace Boulders' is this eye catching overhang/corner that is worth pulling out the pads for.

31 - SNOWFLAKES - V3
This climb is located on the left hand face of the scruffy corner/cave. Gingerly climb up into cool seam/crack and the lip on the right. Squeeze your way up this with tricky feet and finish as per 'Coldsmoke' on the right. Needs a better cleaning.

32 - COLDSMOKE - V4 •••
Start low and to the right on the big overhang on a pinchy pebble type hold. Move out left to an awesome pocket and power up to the sloping ledge, from here amazing powerful climbing leads straight up the 45-degree overhang to increasingly bigger holds the higher you go. A tricky mantle finishes things off. Superb climbing!!!

33 - WHITE GOLD - V3 ••
Start as per ' Coldsmoke' but climb directly up the arête. Similar to its neighbor with big moves to big holds but there's a rest half way. Finish up high on a hidden side pull for the tricky mantle.



THE TERRACE BOULDERS

Just beyond the Lounge Boulders about 100m to the east are a few, flat, benched out terraces that offer a nice cluster of boulders in a very great atmosphere. With an abundance of high quality problems, these additions are sure to help secure the Keenlyside Boulders as one of the best spots at Arrow Lake. There is a bit of everything here and again lots of high quality, eye-catching lines. The Hive & Sega should not be missed! The easiest way to access this area is to walk back down the road about 75m past the Lizard Boulder trail to an old track that leads down to an apple tree. Find the well-marked trail leading up and through a nice dense forest filled with small boulders where you will encounter the SEGA Boulder after about 2 minutes and the TERRACE Boulders in no longer than 5 minutes.

34 - ALLEN'S APPLE SAUCE - V4 •
Just as you enter the trail past the Apple Tree if you look up to your left you will spot this clean, tall and slabby boulder. Some seriously small holds and cruxy movement lead into a surprisingly good finish. Tiny holds on good rock.

THE SEGA BOULDER

Two minutes up the trail you will run into this super cool detached type of pillar boulder. Worth the stop!

35 - SEGA - V4 •••
Climb the 4 ft. wide prow from a very low start. Lots of compression type moves with heel hooks and fun throws lead to a high and very committing finish. Excellent!!
36 - COMMANDER KEEN - V2 ••
Start low on an obvious jug on the left side of the face (arête). Make big reaches to some pretty cool in cuts up the arête and face to a big juggy rail and a high finish. Would get 3 stars if it weren't so easy to cheat over on the big ramp.
37 - DOUBLE DRAGON - V1 •
Start as per 'Commander Keen' but traverse the whole rail/ramp feature to the right and finish as per 'Commodore'
38 - COMMODORE - V3 •
Start low on the far right side of the face. Power up through a few tough holds, hop on top of the big ledge and find a couple more cool in cuts to finish on.

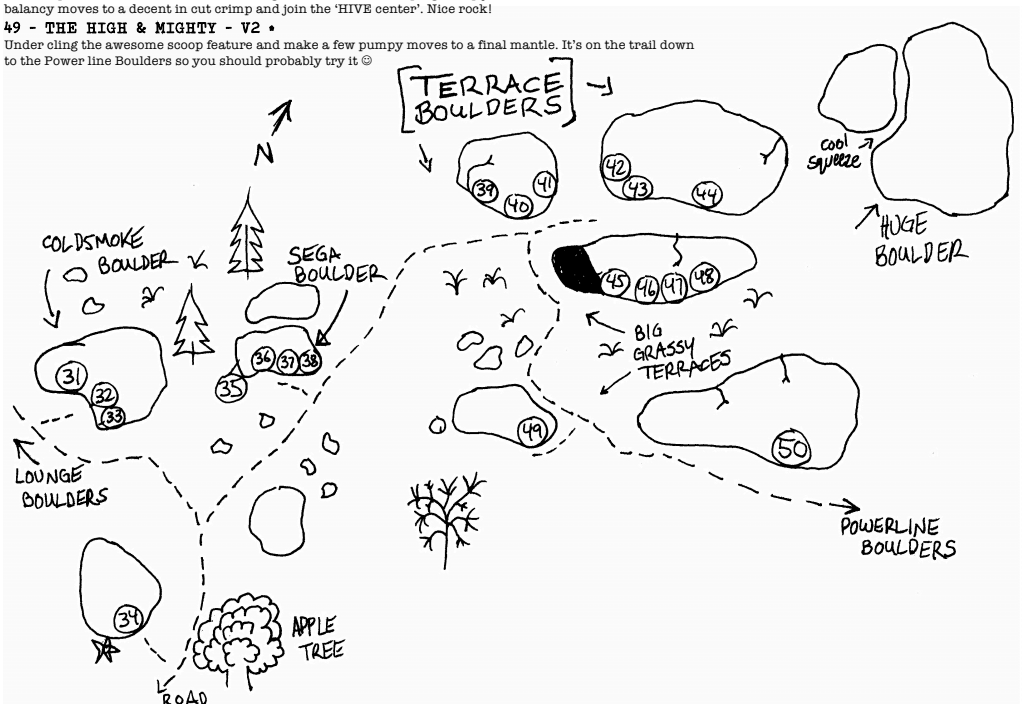
THE TERRACE BOULDERS

From the Sega Boulder follow cairns and flagging tape and make a upward traverse for about 3 more minutes to a beautiful benched area and this awesome cluster of blocs. This zone can also be accessed from the Power Line Boulders in about 5 minutes.

39 - THE HILLS HAVE EYES - V6 •
Start seated (low) on a crimpy rail with both hands, now power up on some seriously small holds. If you've hung on this far, fun moves on better holds ensue to a tricky mantle up the slab to finish.
40 - OVER THE HILLS AND FAR AWAY - V2/5 •••
Start with the obvious sloping ledge at about shoulder height on the left hand side of the arête (V2), or start seated with two powerful under clings and power up to the sloping ledge on the left hand side of the arête (V5). Finesse your way up the arête and face on positive holds to an obvious horn feature and a fun mantle finish. Steeper than it looks. Awesome grippy rock ☺
41 - HAKUNA MATATA - V4 ••
Find two awesome under cling pinches to start on the right side of the boulder. Power up to a nice sloping ledge and make some intricate moves out right to a diagonal side-pull, a big committing high step back out left will get you up to the thank god jugs up top. A varitation is to climb up and transition left and finish as per 'Over The Hills' (not nearly as good ☺).
42 - STREET FIGHTER (Open Project) V10? •••
This is the obvious line powering straight up the big cave/overhang just above The Hills Boulder. Intricate, hard to read V8/9 moves lead into a powerful throw to in cut holds up top. High and intimidating (but at least with a spruced up landing) EPIC!
43 - LUMBERJACK ARETE - V3 ••
Sit start down low on the arête right of 'Street Fighter' with some tricky feet and small in cuts. Move up the arête on good holds to a amazing sloping rail and a sequence of committing moves right on the arête to a really cool glacier polished Skaha type hold up high. High commitment factor and super good!
44 - THE ARBORIST - V1 •
On the shorter face to the right of the 'Lumberjack Arete' is a cool steep ledge, sit start on this, rock up and enjoy the crimpy face moves to an easy mantle.

*** The next few problems are on the big face just below the last 5 climbs on the big grassy terrace. Rock features are outstanding!*

45 - BUMBLEBEE TUNA - V0+ ••
Climb the left hand side of the face up through crimp, side pulls and a cool scoop feature. Finish high but on really good holds. Techy mantle.
46 - THE HIVE (left) - V2 ••
Start on the big jug/ledge and move left into two diagonal side pulls. Make an awesome cruxy barn door move out left to a really good side pull (tricky feet here). Once you gain the side pull, elegant climbing ensues up the amazing corner feature to an easy finish up high.
47 - THE HIVE (center) V4 •••
Start as per 'Hive Left' but once you gain the good side pull climb up and right into the amazing face full of huecos (yes at Arrow Lake) and a super committing sequence up high. CLASSIC as it comes!
48 - THE HIVE (right) - V5 ••
Start as per 'Hive Left' but move out far right to an awesome sloping crimp just above the shelf. Make some balancy moves to a decent in cut crimp and join the 'HIVE center'. Nice rock!
49 - THE HIGH & MIGHTY - V2 •
Under cling the awesome scoop feature and make a few pumpy moves to a final mantle. It's on the trail down to the Power line Boulders so you should probably try it ☺



POWER-LINE BOULDERS

Another fun little zone located just a bit further down the road from the other sectors features some really high quality, beginner/moderate climbing with amazing landings and the super huge and awesome Power line Boulder.

*** Located just up on the trail that links the Powerline Boulders to the Terrace Boulders is this stand alone, tall, impressive line. You can't miss it.*

50 - THE SABRE - V3 ••••
Start crouched on the small column, climb up the juggy blocs and make a cruxy leftward traverse to the big fin. Committing climbing up the big feature (hence the name) leads you into a beautiful upper crack and an easy finish WAY up high. Likely the proudest line of its grade at Arrow Lake, a must-do!
FA: Allen Rollin 2016

POWER-LINE BOULDER

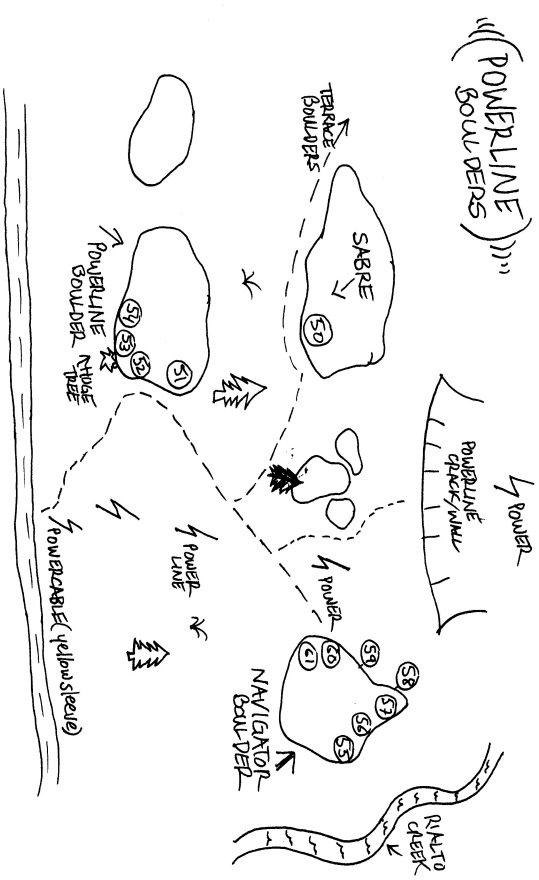
Just as your come through the ditch and start up the trail, this big guy is hard to miss on your left.

51 - FIGHT THE POWER - V5+ ••
Start down low in the cave far right of the overhang on an obvious jug. Power out left on some really fun slopers to a couple of decent holds on the lip, make an insanely tricky rock over to an diagonal crimp, and mantle over to an easier finish. Fun stuff!
52 - POWER STRUGGLE - V6 ••
Start on the two side pulls of 'Power to the People' but traverse out right past the tree through some more awesome holds and into the same finish of 'Fight the Power'. Long and pumpy!
53 - POWER TO THE PEOPLE - V4 •••
Start just left of the tree with two side pulls down very low, make some powerful throws to awesome holds up and over the lip and finish via some technical footwork way up high. Wow! A variation climbs left from the start through a painful crimp sequence (ok but makes the problem feel more awkward)
54 - ELECTRIC AVENUE - V3 ••
Start with a under cling/pinch for your left and a crimp for your right at about chest height. Rock onto your feet and find the cool finger lock that allows for passage onto the upper face. Follow the crimps to a finish as per 'Power to the People'. Fun, technical climbing ☺

NAVIGATOR BOULDER

In the trees toward the creek, nestled amongst the shady forest, lies this beautiful stand-alone boulder with soft, flat landings (not too high either). A great spot for your first time!

55 - THE NAVIGATOR - V2 ••
Start this one low on the far left side (steep) of the boulder. Find a small crimp on your left and a positive side pull for your right; now compress up the steep feature to a couple of desperate slaps up the arête and an easy finish. Best climb on the boulder.
56 - RADAR - V1 ••
Sit start on the nice in cut/rail feature, traverse out to your left and find the big jug, now use your radar abilities and chuck to the blind hold above and a fun finish.
57 - UNDER THE RADAR - V1 •
Start as per 'Radar' but just head straight up the arête using a few small crimps to reach better holds up high.
58 - DEERFOOT - V1 •
Climb the cool rounded arête straight up from a low start. Some cool features on this one and another fine (juggy) finish.
59 - BAMBI - V0
Climb the scoop up the middle of the tall face with small feet and hero holds to finish.
60 - WHITETAIL- V0 •
The aesthetic lip, climb it right to left. A sit start up's the grade to V2 and provides a more exhilarating experience ☺ Great beginner stuff here!
61 - THE NAVIGATOR TRAVERSE - V1 •
Navigate the entire boulder right to left.



FANTASYLAND BOULDERS

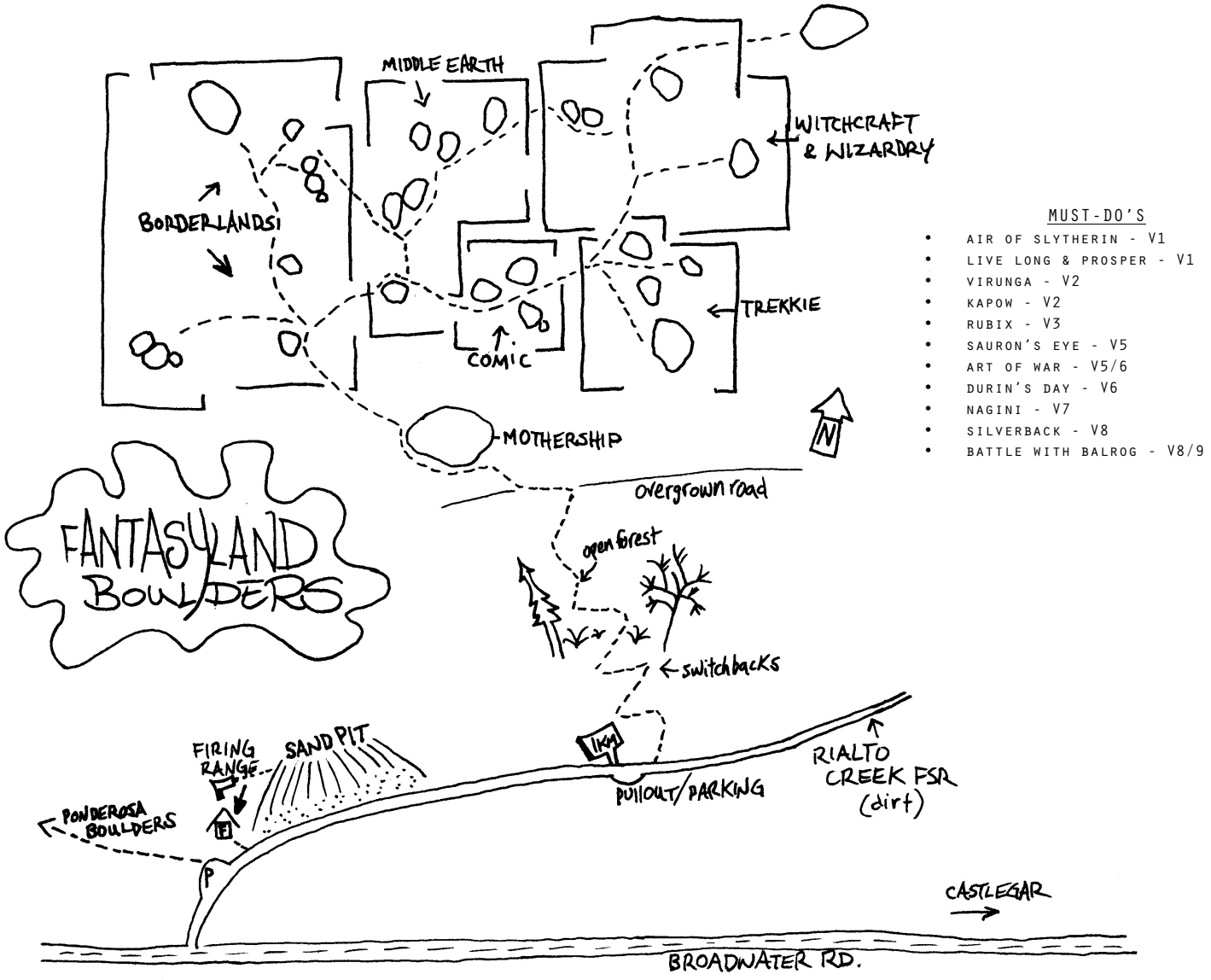
LOWER ARROW LAKE, B.C

Welcome to another huge area of unbelievable bouldering at Arrow Lake! Perched high above the valley floor lies this beautiful zone cloaked in Yew, Larch & Cedar forests that offers up tons of quality boulder problems in a wonderful environment. There are so many great lines all a stones throw away from each other and potential for much more. Gneiss is in its finest form here and the boulders yield everything from steep caves, technical highballs, crimping test-pieces to short friendly puzzles. Another must visit area for climbers of all levels. Discovered by Andrew Osnach, Greg Mooney & Ben Cox (2017) and developed with the help of Jeremy Childs, Brian Hansen, Nic Williams, Jamie Sparkes, Tamara Childs & Allen Rollin. There will surely be more to come here in the near future, enjoy!! ☺

Directions:

Coming from Nelson, as you pass the Brilliant Dam (on your left) you take the first exit on your right towards Robson following the big blue Provincial park signs for 'Syringa Creek Provincial Park'. If you cross the Kootenay River and hit the Castlegar Airport you've gone too far. From here follow the road down a few kilometres until you see more signs pointing to Robson and the 'Provincial Park', take a right here and set your odometer to "0", this is Broadwater Rd. From downtown Castlegar head towards Robson and over the bridge (spanning the Kootenay River) and take your first left onto Broadwater Rd. If you hit the big turnpike at the Brilliant Dam heading towards Nelson you've gone too far.

You will then pass a huge cliff (amazing) on your right called 'Lion's Head' & it's namesake pub (highly recommended) to which tells you you're going the right way ☺ Head down Broadwater Rd for a total of 11.0 kms to Rialto Creek FSR (dirt road) on your right. Once on the dirt road continue uphill past a big sand pit/slope on your left to the 1KM road marker; pull over on the right and park here. Walk up the road about 25m's and head uphill into the trees at a big cairn/flagging. After about 50m's, the trail heads up left through the grassy slopes following switchbacks up through the open Pine/Fir forest. 5 minutes further the trail starts levelling out and follows a good open path to where you eventually end up on an old overgrown forestry road. Turn left and walk down the old road briefly to a good trail heading up into the thicker forest on your right. The first chunk of rock you come across is the unmistakable 'MOTHERSHIP' Boulder; massive and impressive, continue uphill past this on a good trail until you come to the 'CUBE' boulder, recognizable by its clean white-ish rock. Just past this is a main trail fork, head left to the 'BORDERLANDS' (Jurassic, Congo, BFG & Dr.Suess), or head right to the rest of the Fantasyland Area; a total of about 20 minutes from the car. See individual descriptions for further directions!



MUST-DO'S

- AIR OF SLYTHERIN - V1
- LIVE LONG & PROSPER - V1
- VIRUNGA - V2
- KAPOW - V2
- RUBIX - V3
- SAURON'S EYE - V5
- ART OF WAR - V5/6
- DURIN'S DAY - V6
- NAGINI - V7
- SILVERBACK - V8
- BATTLE WITH BALROG - V8/9

CUBE BOULDER

The first clean and obvious boulder you come to just after the hiking uphill from the 'Mothership', a kind of stepping stone to the rest of the bouldering at Fantasyland. The rock is top quality here and offers up some fun technical climbing with great landings.

1 - RUBIX NEWB - V2 **

Sit start on jugs low and to the left on the clean south face. A big move gains the juggy rail at mid-height, balance your way to the right hand arête and an easy mantle. Nice ☺

2 - LAUNCH PAD - V3 *

Start low on 'Rubix Newb' then launch out left into side pulls and a tricky finish.

3 - QUADRATIC RIGHT - V3 *

Climb the right side of the slab with a hard start.

4 - QUADRATIC LEFT - V2 *

Climb the left side of the slab topping out easily in the faint corner feature. Thin feet.

5 - RUBIX - V3 **

The quality right-hand arête line on the north face. Start low with opposing side pulls, unlock the beta and finesse your way up past the thin holds to an exciting finish on beautiful rock.

6 - SUGAR CUBE - V2 *

The direct line in the middle of north face. Start on slopers, hit the jugs and make an easy mantle to finish.

7 - QUADRA PUNTAL - V4 *

Climb the left-hand arête on the north face from a stand start. Great technical moves!

JURASSIC BOULDER

Just down to the west (left) of the 'Cube' Boulder is a faint trail leading down to this big detached boulder on it's own in a small meadow. The boulder itself is split right down the middle and offers up a few fun lines with good landings. 'Clever Girl' is a great climb.

1 - STEGOSAURUS FLEX - V3 *

Start on jugs at the far right of the clean overhung face and traverse the lip to the left and finish as per 'Clever Girl'.

2 - CLEVER GIRL - V6 ***

Straight up the guts! Stand start with a high left sloper and a right on a sharp finger nub-bin. Gain the huge under cling and make a wild move to a small crimp and the lip, techy mantle. Fun!!

FA: Andrew Osnach 2017

3 - TRY CERATOPS - V4 *

Left-hand arête. Crouch start with crimps on the left side and get physical on the side pulls, tricky and awkward.

Note: *The remaining 6 climbs are on the other detached piece of the boulder and also involve a much more exciting down climb (hence the rope ☺)*

4 - VEGGIESAURUS - V1 *

Start on the massive sharp flake at chest height and climb directly up on positive holds and nice rock, it just keeps going to a hero finish, pity about the rock on the right.

5 - PTERODACTYL'S ROOST- V1 *

Sit start on the obvious jug. Move up the corner to the largest under cling around. Super fun feels very high.

6 - JOHN HAMMOND - PROJECT

The left side of the steep cave should yield a hard one. Start with the under cling?

7 - MICORAPTOR - V2 *

Start on the large hold at shoulder height to the left of the cave. Move up and right on a cool sloping rail and a surprisingly technical finish onto the slab above.

8 - VELOCERAPTOR - V3 *

Start as per 'Microraptor' but move out left following the crack.

CONGO BOULDER

This is the definitely the prize of the area! The Congo Boulder is big and steep and represents some of the best technical climbing at Fantasyland. There are some proud problems here ☺ Just after the 'Cube' Boulder you hit a fork in the trail. Head up the left fork for about 2 minutes and look to your left. Very much worth the walk, discovered by Andrew Osnach in 2017.

1 - ESCAPE ROUTE - V0 *

Head up (usually down) the fun featured slab. Top could be though provoking for the vertically challenged. Or use the fixed rope ☺

2 - JEREMY'S ARETE - V5

The rounded arête just to the right of the slab; start low on good holds and climb the arête with increasing difficulty to a featureless finish up high.

3 - GORILLAS IN THE MIST - V4 **

Start up to the juggy flakes in the centre of the face and balance you way onto the crimpy face. A tricky (reachy) move guards the good in cuts above, easy mantle.

4 - BLOOD DIAMOND - V2 **

Start crouched on the cool (big) sloper feature on the left side of the blunt prow. Finesse your way up the feature and make a big move to a right hand jug; a sweet rail finishes things off. Great warm-up for the Boulder!

5 - THIRST FOR BLOOD - V4 *

Start low to the right of 'Blood Diamond' on a nice in cut, slap out left to the cool sloper feature and finish as per that route.

6 - SILVERBACK - V8 ****

Drop everything and climb this right now! Stand start at the bottom right of the massive blunt prow with a perfect jug. Gymnastic climbing leads left and then straight up to an unrelenting (sloping) finish. A good spotter and a couple pads are sure to help your mental game up top. One of the classic lines at Arrow Lake!

FA - Andrew Osnach 2017

7 - WELCOME TO THE JUNGLE - V8 ***

Start low on two side pulls just right of the big fir tree. Hard compression moves up the prow lead to a wild throw to a good horizontal hold. Balance up over the bulge to a cool move gaining the upper lip, a pleasant juggy finish ensues ☺ Techy!

8 - LAZER TELECOMS - V8?? ***

Start low with a jug under the little roof for your left hand and a side pull for your right. Climb up the elegantly colored face through gastons, under clings and a spectacular finish; a technical masterpiece that will require strong fingers and power endurance. Classic! Open Project....

9 - PROJECT - V?

The bright red streaked face. There is an obvious starting hold but things diminish from there, looks sweet!

10 - VIRUNGA - V2 ***

Sit start on the right hand side of the red streaked face on two massive holds. Climb right and up into the bulging overhanging jug fest, where the best hold is sometimes hard to find. Once past the awesome holds, find some crimps on the upper face and execute a techy little mantle high above your pads. Really fun and proud!

FA - Allen Rollin 2017

11 - THE LOST CITY OF Z - V4 **

Start low on a big flake jug just to the right of 'Virunga'. Climb right into a beautiful sloper and make a few tricky moves up through a crimp and into the upper face. Cool compression moves on more awesome sloping jugs lead to a fun mantle; finish way up high on easier terrain.

12 - ENDANGERED SPECIES - V3 **

Sit start low in the little overhang/cave on the arête with a sloping crimp for your left and a better in cut for your right. Make a couple of powerful opening moves (crux) and balance your way up the arête on nice rock. Finish as per 'Lost City' way up high on easier terrain.

13 - SLAB PROJECT - V?

The slab to the right of 'Endangered Species' will definitely yield a techy line.

BFG BOULDER

Just before you hit the 'Congo' Boulder is another fork in the trail. Take the right fork and head straight to this nice clean looking boulder with a fun V3. Heading hard right will bring you to the 'Dr.Suess' Boulder.

1 - SNOZZCUMBERS - V1 *

The clean arête/face as you encounter the boulder. Thin and balance-y moves up nice rock.

2 - CAVE DWELLIN' - V3 **

Start as low as you can in the cave/overhang on the north side of the boulder. Power up through the overhang to a trickier than it looks finish on fun holds, nice rock.

DR.SUESS BOULDER

A collection of easier climbs on route to the 'Congo' Boulder. Head hard right at the fork in the trail and follow it down 30 seconds to this little cluster. More nice rock and quality moderates to warm up your fingers before heading up hill to the 'big' guy ☺

1 - GREEN EGGS & HAM - V3 **

On the boulder/face just to the left is this cool short sloper problem. Sit start low in the middle of the face of a side pull feature and make a series of moves/slaps up the sloper features and top out with ease. Pretty Fun.

2 - THE GRINCH - V4 *

Sit start with a good side pull and a small crimp on the far left of the boulder. Bust up and left and make a big move to the awesome sloping ledge; top out easily. Height dependant.

3 - THE LORAX - V2 **

Start low with two diagonal side pulls/under clings at waist height. Climb the overhanging face on sloping crimps (awesome rock) up and to the right to a big move gaining the lip, easy mantle. Best line on the boulder ☺

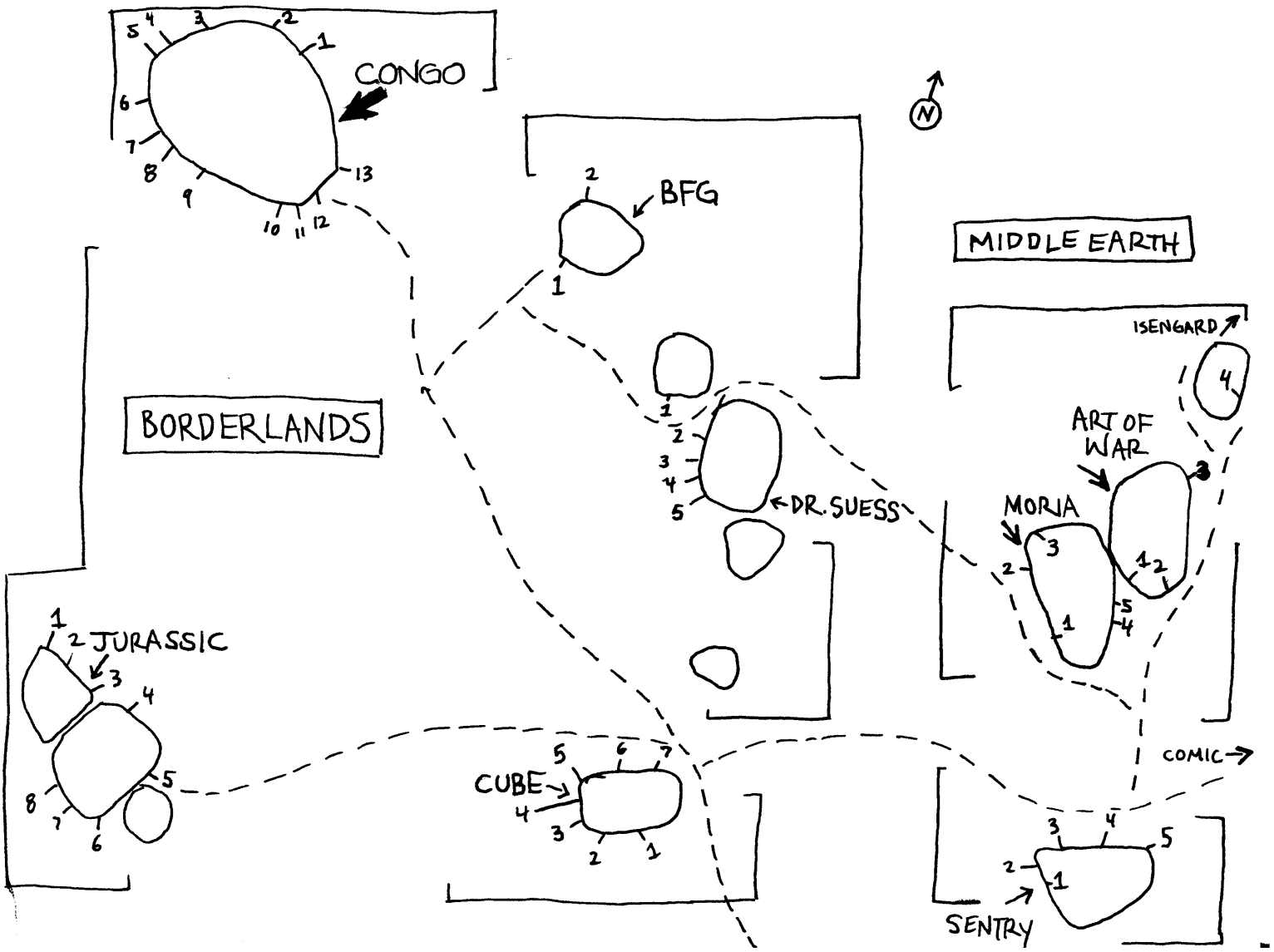
4 - HORTON HEARS A WHO (DIRECT) - V1 *

Sit start down low and to the right of 'Lorax' on two good holds. Climb up to a few small crimps and power up to the arête at 2/3 height; easy climbing finishes things off.

5 - HORTON HEARS A WHO (RIGHT) - V1 *

Start directly on the arête down and to the right; climb up and into the 'direct' routes finish at 2/3 heights. Both versions have a few variations possible.

- PHOTOS / MAPS -


CONGO
BFG
MIDDLE EARTH
BORDERLANDS
ISENGARD
ART OF WAR
MORIA
DR. SUESS
JURASSIC
CUBE
COMIC
SENTRY

SENTRY BOULDER

A really obvious bloc just before you enter the thicker forest on route to the 'Comic' Boulders. More great rock and two standout problems with great landings, 'Sauron's Eye' is a classic.

1 - THE LOOKOUT - V2 *

Start sitting on a jug and pull up through good holds to a side rail and interesting finish.

2 - THE NIGHT SHIFT - V4

Start as per the lookout but traverse left to an obvious rail and continue up.

3 - ELF EYES - V3 **

Sit start just beneath the big sloping ledge to the right of 'Sauron's Eye'. Power up to the ledge and trend left on cool sloping holds to a crux gaining the upper face. Easy mantle.

4 - SAURON'S EYE - V5 ***

Classic!! Start seated at the left of the shield in the centre of the overhung face. Compress straight up through the side pulls to an amazing crimp and get psyched for a tricky mantel.

FA: Andrew Osnach 2017

5 - FILTHY HOBBITSES - V6 *

Start seated on the huge basalt jug at the base of the overhung prow left of Saurons Eye. Big moves to a proud sloper, then straight up.

MORIA BOULDER

A fantastic boulder with some standout lines, the cave of 'Battle with Balrog' is impressive. Some cool sloping holds and beautiful rock make this a must-visit while at Fantasyland. Take a trail directly north from the 'Sentry' Boulder for 1 minute to a fork, left will head around to the west aspect and right will head toward the east and the 'Art of War' Boulder.

1 - BEARDED WOMEN - V2 **

Sit start on a huge jug on the far right side of the face on a bulge. Power to the lip and battle the slopers to an easy finish.

2 - DURIN'S DAY - V6 ***

Durin would surely be proud of this one. Start seated on a very low jug under the steep overhang just to the right of the cave. Big moves out right through interesting holds lead to an exciting move to the sloper lip, easy mantle. Excellent!

FA: Andrew Osnach 2017

3 - BATTLE WITH BALROG - V8 ***

Sit start way deep in the corner on a sloping horn; follow the super overhung dihedral through gastons and under clings to a crux lip encounter, jugs to finish. Classic test of power endurance ☺

FA: Andrew Osnach 2017

Note: *The next two routes are located on the East side of the boulder.*

4 - SAMWISE - V0

The arête/ramp to the left of 'Shelob', easy and scruffy

5 - SHELOB - V3 **

Sit start down low to the right on a positive rail feature just up and to the left of the cave. Climb out and left and into the beautiful technical face above. Fancy footwork and a final lunge for the lip keep this one exciting!

ART OF WAR BOULDER

Basically perched against the 'Moria' Boulder is this beautiful bloc. Not much in the way of problems or potential but 'Art of War' is a must-do, its steep, direct and as proud as they come!

1 - THE WITCH KING - V3 *

Sit start under the overhang just to the left of 'Art of War' on a good left hand and a sloping crimp on the lip. Bust a few powerful moves onto the face and rock over to an easy finish.

2 - ART OF WAR - V5/6 ***

Sit start with a good left hold and a sloping right hand hold in the bottom of the awesome overhang. Battle through a hard sequence up and left to where better holds greet you just as things are getting more exposed. An amazing jug haul straight up the prow finishes this one off! Beautiful climb ☺

FA: Nic Williams & Allen Rollin 2017

3 - SECRET HOLLOW - V1 *

Around the corner from 'Art of War' is a featured arête on the far right hand side of the boulder. Sit start compressed on two good side pulls on either side of the arête, power up to jugs and make a fun mantle move to finish. Would get more stars if it didn't sound so hollow.

Note: *This next problem is located on a separate boulder just a little further up the trail. There are others as well with one called 'ISENGARD' just a little further up the trail that will no doubt yield more lines to be described here in the future.*

4 - MIGHTY SMEAGOL - V4 *

Sit start low with opposing holds on the arête, blocky holds and a tricky top-out.

GOTHAM BOULDER

The biggest of all the 'Comic' boulders that hosts some of the highest quality V2's around. This is a great zone to spend some time just moving the pad around from one problem to the next, which also serves as a great warm-up for the day. There is a ladder against the tree to assist in getting down off the boulder please keep it around ☺

1 - KAPOW - V2 **

Sit start really low on good holds to the left of the tree. Squirm you way up to the first ledge, make powerful moves up the positive rails and finish straight up on jugs. Excellent!

2 - BATMAN NINJA POSSE - V3 *

Start sitting on side pulls. A powerful move leads to large jugs and the top.

3 - WHY SO SERIOUS? - V1 *

Climb the obvious crack to good holds up top. Try not to dislodge the massive shield and kill your friends.

4 - ARKHAM ARETE - V4 *

Tricky sit start on the prow leads to nice in cut holds and an easy finish.

5 - KITTY KAT CORNER - V1 *

Follow the inward facing corner immediately left of the arête on good features.

6 - THE RIDDLER - V5 **

Start with a left hand crimp and large right hand pinch. Move right to shallow holds, then left up the prow to an easy top-out.

7 - PENGUIN PROBLEM - V2 **

Sit start really low on great side pulls. A few powerful moves up the prow lead to a large under-cling and an easy top-out.

8 - CITIZENS ARETE - V0 *

Follow the obvious positive holds up the arête with a thoughtful finish.

9 - FIRE ESCAPE - V1 **

Stand start with a high left in cut and your right hand on a waist high side pull. Head straight up the middle of the face then left around the bulge on sweet holds to an easy mantle.

10 - THE DARK KNIGHT - V4 *

Sit start super low on an amazing under cling fin. A big move gains the monster sloper on the arête then finish with jugs, scrunch-y ☺

NUCLEAR BOULDER

The first rock you come across on your left as you are hiking from the 'Sentry' boulder on the main trail, a few nice features are the highlight of this one.

1 - RADIOACTIVE MAN - V4 *

Sit start with a good left crimp and a bad right hand. A huge arcing right hand move gains you a jug, then work through an under cling and squeeze to the top.

2 - JIMINY JILICKERS - V4 *

Start on decent holds on the right side of the west face. Techy feet and a punchy move gain the good crimp and lead to the top.

3 - FALLOUT BOY - V3 *

Start in the middle of the slab with awkward crimps; use a series of desperate thumb catches or side pulls to levitate vertically.

4 - RADIOACTIVE WASTE - V1

Find some holds on the left side of the slab and make a techy move to a jug.

WATCHMEN BOULDER

This chunk of rock hosts a few shorter problems just to the south of the 'Gotham' boulder.

1 - CAPTAIN METROPOLIS - V2 *

Start on the jug at face level. Move up through a pinch and sloper for the lip.

2 - DR.MANHATTAN- V6? (OPEN)

Start as per the comedian and traverse right through bad holds and a hard sequence to finish up Captain Metropolis.

3 - THE COMEDIAN - V5 *

Sit start with the small left crimp in the seam and the right on the bad sloper. Make a hard move to the right to a good in cut crimp and gain the lip via side pulls.

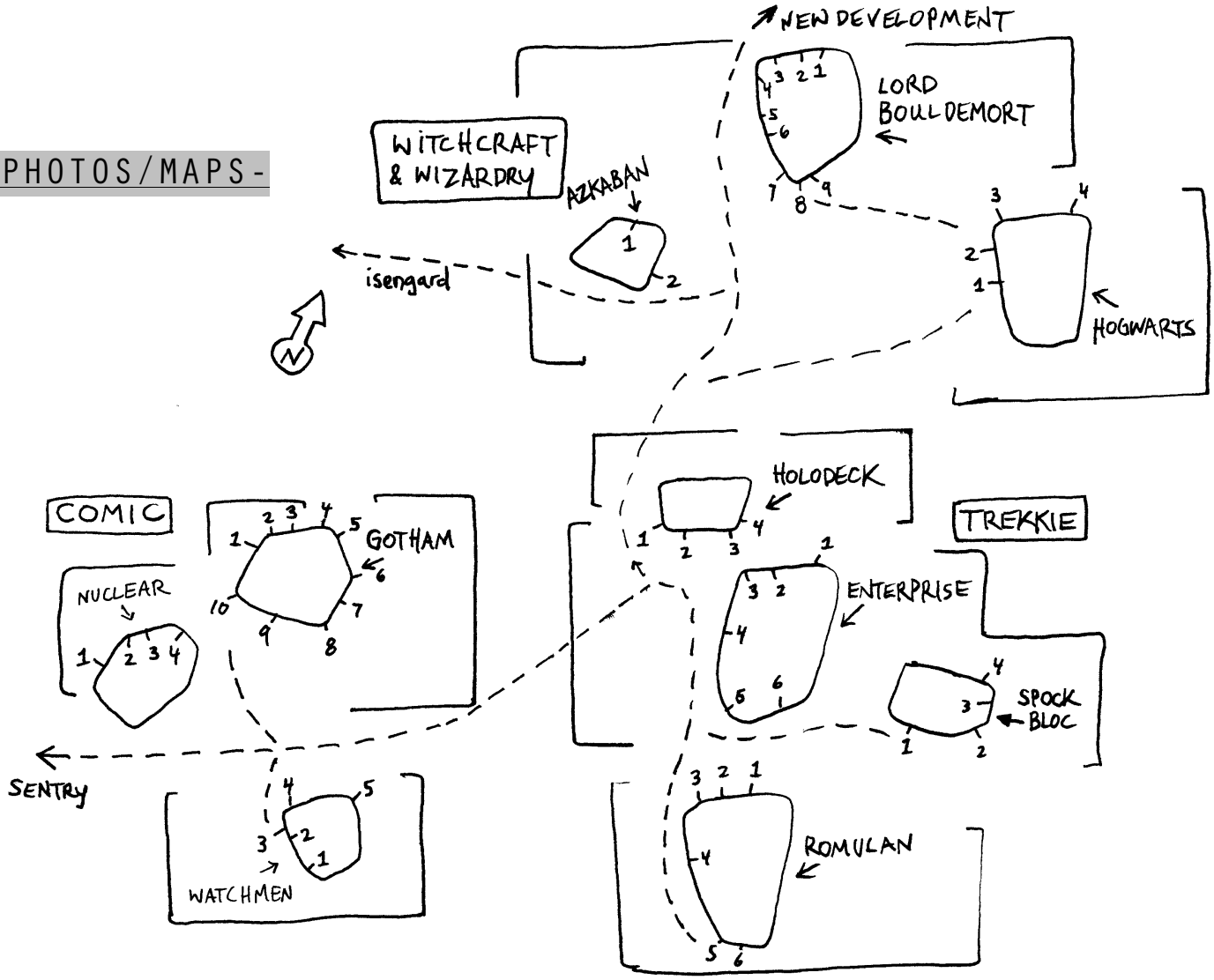
4 - SILK SPECTRE - V3

Start on the under clings including the big loose block. Move up through a surprisingly tricky sequence to the top.

5 - JAKE'S PROBLEM - V0

Start on the featured shield in the middle of the slabby face. Gain the huge jug, throw up a high foot and make a final move for the lip.

- PHOTOS / MAPS -


NEW DEVELOPMENT
LORD BOULDEMORT
WITCHCRAFT & WIZARDRY
AZKABAN
isengard
HOGWARTS
HOLODECK
TREKKIE
COMIC
GOTHAM
NUCLEAR
ENTERPRISE
SPOCK BLOC
SENTRY
ROMULAN
WATCHMEN


© miller rollin

HOLODEK BOULDER

The Holodek Boulder features two problems with excellent rock quality and good landings that make for a great addition to the 'Trekkie' area's moderate climbing.

1 - INTERFACE - V4 *

Start with your left on the arête and your right on starting hold for 'Holodeck Loving'; now climb the arête.

2 - HOLODECK LOVE'N - V2 **

Sit-start with small edges on a waist height shield on the left side of the face. Technical moves guard the obvious (beautiful) rail feature, climb it to the top in style.

3 - CAPTAIN OBVIOUS - V1 **

Striking right hand arête. Crouch start with opposing holds on the arête, gain the awesome (solid) jug feature, mantle up and balance your way up and to the far left to another amazing jug feature to finish. Cool one ☺

4 - CAPTAIN'S LOG - V2

Start on the other side of the arête from captain obvious. Climb onto the chossy shelf and work the bear hug feature to a top-out on jugs.

ENTERPRISE BOULDER

A big bloc with lots of interesting features, hard to miss, it's right on the trail, some routes could use a better cleaning.

1 - WARPSPEED...ENGAGE - V10? (OPEN)

Sit start way under the overhung bulge amongst the cedars. Match your hands on a wicked under cling, turn on the gas and execute a super tricky mantle, sick.

2 - KEENER - V1 *

Start matched on the side pull just behind the cedar tree. Move left and up on fun crimpers to monster jugs and an easy mantle.

3 - PLURAL OF DATA - V4 *

This one climbs the obvious blunt arête immediately visible from the approach trail. Start on a great sloping edge then up via sharp holds and a strange finish.

4 - STARSHIP ENTERPRISE - V5/6?? (OPEN)

Start this low angle face climb just to the right of the arête from a jump-start? Establish yourself onto the technical face above and find the big holds to finish.

5 - GET YOUR KLINGON - V2 *

Start on the under cling at chest height on the nose between two overhung scoops. Head up, trending left with good holds to a committing finish.

6 - KOBAYASHI MARU- V6 **

Start on the back of the boulder on the sloping lip, far right. Traverse through slopers (right to left) and pinches to the centre of the boulder, tricky mantle.

SPOCK BLOC

Great rock and interesting climbing are the highlight, but also a great place to bring someone new, great landings. Head around the big 'Enterprise' boulder and follow the trail to its clean south face.

1 - LEONARD NEMOY - V2 **

Climb the clean south face direct from a low start on two diagonal crimps. Balance your way through crimpy holds and an easy mantle. Nice rock.

2 - LIVE LONG & PROSPER - V1 ***

Sit start with opposing holds on either side of the overhanging arête; follow super positive edges up to an easy mantle. Best climb for the grade in the area.

FA: Ben Cox 2017

3 - MIND MELD - V0 **

Sit start on the steep face to the right of live long and prosper on a positive edge. Move through more awesome holds to a hero finish.

4 - VULCAN SALUTE - V0

NE face/arête; also the down-climb.

ROMULAN BOULDER

Another huge boulder with really interesting features, there is room here for another few climbs in the harder grades. The north face has the most features and the best quality climbs. Located just down the way (south) from the big 'Enterprise' Boulder.

1 - WRINKLEBROW - V2 *

Start way out left as low as you can and traverse right along the lip/face to finish as per 'Wrinklefits'.

2 - WRINKLEFRITS - V2 *

Start on the wrinkly north face to the left of the arête on a sloping blocky hold and a side pull. Bust a tricky move out left and climb up on interesting holds and an easy finish.

3 - SURAK'S REFORM - V3 **

Sit start low with decent crimps perfectly positioned on either side of the arête. Exercise your creativity to pull your ass off the ground and climb straight up the arête with cool sloping holds and a hero finish.

4 - BIRDS OF PREY - V3 *

Start on the juggy shield with an edge and a hand swallowing under cling. Big moves and a mantle will gain you the slab, now schmooze your way up and hope your spotter is on point. Deserves more stars if the under cling stays on ☺

5 - DEEP SPACE MANTLE PARTY - V7? (OPEN)

The far right arête near the back of the boulder; battle the desperate mantle.

6 - BALANCE OF TERROR - V10? (OPEN)

Around the back of the boulder is an overhang with a prow/corner feature jutting out.

LORD BOULDEMORT

Quality and steep, Lord Bouldemort features some excellent, varied climbing that is a must visit while at Fantasyland, Nagini is an awesome boulder problem! Head up a trail just to the left of the 'Holodeck' boulder to the north 3-4 minutes.

1 - CURACITUS (LEFT) - V3 **

Stand start with good holds on the ramp, make a big move right and finish on the beautiful slanted rails as per 'Curacitus'.

2 - CURACITUS - V5 *

Crouch with the left hand on a triangular pinch and the right on a sloping pinch on the overhang. Bust upwards to the fantastic basalt hold and head up the steep face with slanted crimp rails.

3 - DEATH EATER - V7 **

Crouch start with a left hand on a small side pull crimp on the left side of the prow and a higher crimp for the right. Move slightly left to two smaller holds and surmount the bulge on slopers (awesome) and execute a tricky finish.

4 - IMPERIUS - V2 **

Stand start with the obvious jugs on the prow. Fun moves right to a rock over mantle.

5 - NAGINI (LEFT) - V7 ***

Climb 'Nagini' but continue the powerful onslaught and finish up the prow towards 'Imperius' on perfect slopers. High Quality!!

6 - NAGINI - V7 ***

Sit start with slanted edges at the left side of the imposing face to the right of the rock down low. Make big moves to small holds and side pulls that require power and lots of tension; head straight up to a funky mantle. Excellent, bring ample power!

FA - Andrew Osnach 2017

7 - SECTUMSEMPRA - V5 **

Start sitting on two small crimps on the bottom of the rail feature on the far right side of the face. Traverse left on sharp holds to a good pinch and make a powerful throw to the lip and an easy mantle.

8 - EARTHY AROMA - V3 *

Sit start on an obvious low side pull on the SW face/arête. Bust left up the prow until you reach a pretty righteous gaston way up high. Rock over and top out. Tricky.

9 - SNAKE WHISPERER - V3 **

Start on the super low side pull but move out right onto the south face. Awesome side pulls lead out right into the big rail and an easy top-out. Nice rock!

HOGWARTS BOULDER

This bloc offers quality rock, several awesome problems and good landings. A worthy combination with the ' Lord Bouldemort' boulder only a minute away.

1 - AIR OF SLYTHERIN- V1 **

Sit start on the far right of the huge west face. Traverse left on the amazing rail and a sloping finish. Sweet feature!

2 - CHAMBER OF SECRETS - V3 *

Start on the left of the west face. Find the left hand crimp side pull and a pinch for the right, a few balance-y move lead to an easy top out.

3 - THE BOY WHO LIVED - V5 **

Sit start with a good blocky edge on the right side of the gorgeous overhung face. Squeeze your way up with right hand on the arête and left in the slopey crack. Hit the big sloper on the lip and make an easy mantle. Excellent!

4 - LIGHTNING SCAR - V4 **

Sit start with right hand in the positive crack and left on the arête. Compression and tension moves lead to the summit. Steeper than it looks ☺

AZKABAN BOULDER

Another boulder that will likely yield more climbing with a little work, located right off the trail to 'Bouldemort' on the left (west), so far there are only 2 problems.

1 - DEMENTOR'S KISS - V4 *

Start on the lowest rail under in the centre of the north face of the boulder. Move straight up through crimps and rails to a jug and a big move gaining the lip.

2 - PRISONER OF AZKABAN - V7? (OPEN)

Start low in the scoop in the centre of the over-hung face facing the trail, it's all there! Crimpy.

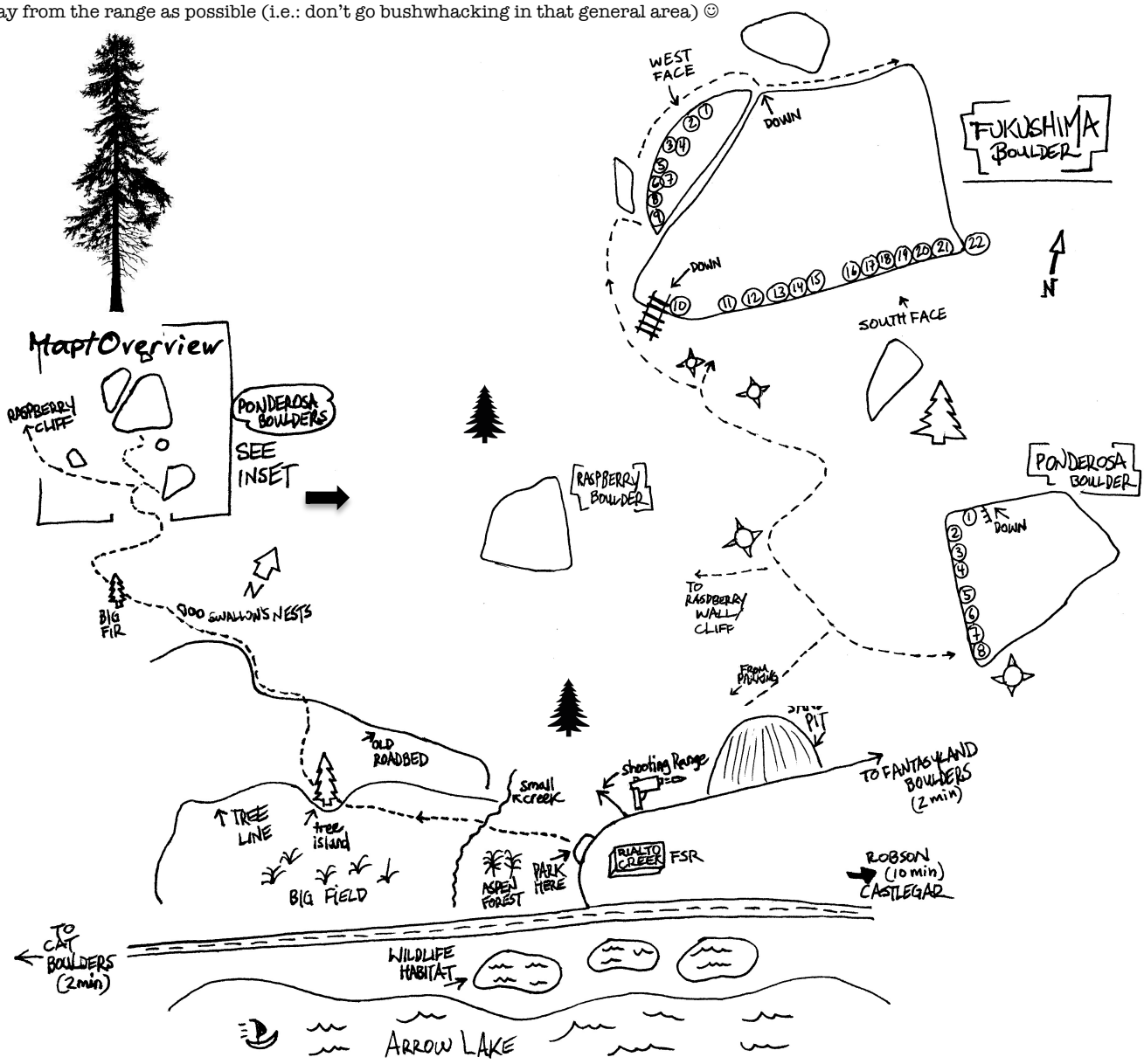
Note: *Just past 'Lord Bouldemort' is a very old overgrown road/trail and potential for many more problems lurking in the forest. There is currently more development in progress (THE MANTICORE BOULDER), stay tuned here for updates! ☺ Please feel free to email me at - allenclimbs@gmail.com - with any new problem info.*

PONDEROSA BOULDERS

Yes, it's true, another unreal bouldering area at Arrow Lakes! These fine boulders lie high above the shores of Arrow Lake amongst an awesome Ponderosa Pine forest with a great approach and amazing scenery. The hike in is the longest of any of the zones around but the problems are certainly worth the walk and the trail brings you through a beautiful zone. The FUKUSHIMA Boulder is a masterpiece, big lines, amazing holds, and some of the most aesthetic boulder problems in the West Kootenay's, it's absolutely massive and it's hosts tons of climbing: a must visit! The PONDEROSA Boulder was the original boulder discovered and it hosts some pretty amazing face climbing on perfect rock and it makes for a great warm-up for the big guy up the hill ☺ Needless to say this place is going to leave you with a big smile ☺

APPROACH:

Coming from Nelson, as you pass the Brilliant Dam (on your left) you take the first exit on your right towards Robson following the big blue provincial parks signs for 'Syringa Creek Provincial Park'. If you cross a bridge over the Kootenay River and hit the Castlegar Airport you have gone too far. From here follow this road down a few kilometers until you see more signs pointing to Robson and 'Syringa Provincial Park'. Take a right here and set your odometer to "0", this is Broadwater Rd. You will then pass a huge cliff on your right called 'Lion's Head' & it's namesake pub (highly recommended) to which tells you you're going the right way. Now follow this road past the Dam for a total of about 10.0kms to the Rialto Creek FSR on your right. Drive up the FSR about 75m and park on the left off the road immediately before the road turns to the right. From the pullout, look to the west and you will see an opening that leads into a big grassy field, follow this through the tall grass to a game trail over a small creek (usually dry after July) and into the big field. Once in the big open field head across and into the forest at a big Ponderosa Pine/Douglas Fir tree island. Follow a pretty good sheep/game trail (marked) steeply uphill for another 2-3 minutes until you end up on an old overgrown roadbed. Or, alternatively, turn right (uphill) immediately after the climb out of the small creek and follow the open grass to the bottom of the overgrown road (there is a cool old cabin right before the roadbed turns to the left uphill), this will link up with the other trail in less than 5 minutes. Follow the road/trail for about 5 more minutes until another small branch/game trail starts going up the bank on your right past some cool swallows nests in the dirt bank (marked and flagged). About 2 more minutes of uphill hiking lead you up through more tall grass until you will inevitably run into a bunch of giant boulders on the bench. The first big guy on your right is the Ponderosa Boulder, and just a little further up hill is the Fukushima Boulder; a total of about 15 minutes from the car. NOTE: There is a proper **Shooting Range** entrance (yes with guns) just to the right of the parking, although it is setup in a way where they are shooting nowhere near you (as in far away), I would advise any person visiting here to follow the directions described and steer as clear away from the range as possible (i.e.: don't go bushwhacking in that general area) ☺



Ponderosa Boulder

An incredible featured; tall face full of holds that's just slightly overhanging makes this boulder a great place to warm-up for the big guy up the hill or a worthy trip in it's own right if you climb sub-V3 ☺

1 - Pistol Grip Crack - V0 **
Just around the left of the main west face (beside the down climb) is this awesome finger crack. A little rattily for most peoples fingers, hence the pistol grip reference. Tricky down low then cruise-y to the top!!

2 - Blackjack Crack - V1 *
Right where the big black slab of rock meets the main face of the boulder is this deep almost off-width crack. Climb it from a low start to an amazing jam up high. It's cleaner and better that it looks. You could climb the black prow to the left of the crack as a variation. Blackjack Pine is another common name for the Ponderosa Pine.

3 - Tall Timber - V2 **
Just to the right of the crack, start on a nice side pull with both hands and crimp up the technical face to and awesome crack slot (crux) and finish up high and to the right. Flawless moves! Named after a fantastic beer from Mt.Begbie in Revelstoke.

Fukushima Boulder

This big boulder has enough climbing on it to keep you busy for days! The West Face routes tend to be more technical, long and sport really fun/techy mantles with great landings and it gets afternoon sun. The South Face problems are tall, long and powerful, and are all graced with incredible jug haul finishes that leave you very satisfied when you reach the top (not to mention the views down the valley), it gets only early morning sun.

WEST FACE

1 - Shere Kahn - V8 ***
Start on the same jug as 'Tiger Claw' but move out left under the bulge and make a tricky reach to a small side pull. Power up from here on awesome slopers to a big move out left with bad feet, a fun lip encounter brings you to jugs up and over and a easy mantle. Bring ample power!! ☺

2 - Tiger Claw - V5 **
Sit start down low on the left hand side of the boulder on a big juggy ledge. Transition up and to the right on small crimps and eventually a nice jug; from here a committing sequence leads to the lip and a reachy move to your (big) top out holds. Requires strong fingers and the 'Tiger Claw' technique. Fun.

3 - Shogun (left) - V7 **
Sit start on the very bottom of the prow on a nice in cut hold for both hands. Left hand goes up to a blocky jug and the right aims for a hidden (good) slot. Compress up the arête eventually moving out left to the big jug feature. Now aim far ***left*** to a hidden side pull/under cling and make a huge crossover move to a crimp at the lip, a few stretches out left and you'll end up with the great jug to finish as per 'Tiger Claw'. Wow!

4 - Shogun (right) - V6 ***
Sit start on the very bottom of the prow on a nice in cut hold for both hands. Left hand goes up to a blocky jug and the right aims for a hidden (good) slot. Compress up the arête eventually moving out left to the big jug feature. Now aim up and ***right*** to a cool sloper dish, slowly move up to a hidden crimp right before the lip and slap up to a cool sloper at the lip. A committing mantle ensues to a final lunge for the big hold way back. Cryptic route! Full Value ☺

5 - Pai Mei - V (Open Project)
Climb the very steep and long arête direct; the top has some good holds, WOW! Kung Fu Style needed to perfect this art ☺

6 - White Lotus (stand) - V7?? **
Start with two small crimps at chest height at the end of the big diagonal rail and make a powerful move up to the big jug. Step up and use the 'Dyno' technique to get up to the big sloper ledge out right. If you can hold onto this, move back out left into the dihedral, find the good holds and finish with a techy mantle. Open Project...

7 - White Lotus - V9? ***
Sit start at the very beginning of the diagonal rail on the far right. Traverse the elegant rail up and left with increasing difficulty to the big jug, and finish as per 'White Lotus Stand' Looks incredible, open project...

8 - Mr. Miagi - V6 *
Start as per 'White Lotus', climb into the opening sloping crimps of 'Cobra Kai' but continue moving left into the black bulge and it's sloping ledges, mantle up and over when it makes sense further left. Requires moves like Mr.Miagi himself ☺ Techy!

9 - Cobra kai - V5 ****
Start as per 'White Lotus' but move directly up through the perfect sloping crimps. From the jug, make an awesome move out left to a small crimp and a wild throw to the lip, mantle up onto the slab/offwidth (amazing) with care. Pretty darn cool ☺ a must-do!
FA: Allen Rollin 2017

4 - The Great Plains - V2 **
Start as per 'Tall Timber' but climb out to the right and into the upper face of 'Up Amongst the Pines', a fine variation. Named after the random grasslands encountered on the approach.

5 - Up Amongst The Pines - V4 **
Start directly in the middle of the tall face on a small side pull, this leads into a delicate and thin sequence, some great side pulling and a committing series of crimps way up high.

6 - The Cunning Coyote - V1 ****
Start very low on the beautiful diagonal rail and climb straight up the flawless face just right of center. Great holds, stellar movement and probably one of the best highball moderates in the West Kootenay's. Its super high but everything is there. CLASSIC!!
FA: Allen Rollin 2015

7 - The Articulator - V2 **
Start this fine addition on the very far right toe of the face. Start seated with a great left hand side pull and a right hand sloper, make some really fun squeeze moves up the arête and eventually transition into the top of 'Cunning Coyote' The arête finish goes direct as well and about the same grade (but not nearly as good).

8 - The Forest Ranger - V2 **
Traverse the whole boulder diagonally, starting on 'The Articulator' and finishing on 'Tall Timber', lots of moves to say the least and it flows very well, pumpy ☺

SOUTH FACE

10 - The Rising Sun - V4 ***
Start very low on the very far left of the face and traverse the rail in it's entirety to the right where the feet start to disappear and you are forced into a series of desperate moves with pumped out arms. Another classic finish ensues to the very top of the boulder! Amazing! **V3** if you drop off before the crux ☺ (still fun)

11 - Deadly Viper Assassination Squad - V5 ***
Start super low under the overhanging bulge on a nice side pull and a small crimper. Make a really fun and powerful move to the left hand sloper, then make one bigger move into the 'Rising Sun' sloper/rail and finish as per that route. Awesome!

12 - The Dragon - V9 **
Start just to the left of 'Hattori Hanzo' and climb straight up through the crimpy face and diagonal feature and finish as per 'The Rising Sun'. Burly.

13 - Hattori Hanzo - V8 ***
Start on the obvious jug down low and traverse out right to the amazing sloping ledge. Bust a series of hard moves through the 2 crimps in the middle of the face; make some desperate grabs on slopers and finish up another classic jug fest high on the boulder. Another spectacular line!

14 - Giant Panda (low) - V8 ***
Start on "Hattori Hanzo' and continue on past the sloping ledge and into 'Giant Panda (stand)'. No move is harder than V7 but the pump will work your arms over like steel bars!! Absolutely legendary climb ☺

15 - Giant Panda (stand) - V7 ***
Start with your right hand on a crimp/pinch and left hand on a small crimp just to the right of the sloping ledge. Traverse the rail out right to a black under cling/side pull, make a strenuous move over the bulge and execute a big mantle move to a small crimp, traverse right on jugs and finish on 'Bushido'. Skips the crux of 'Giant Panda (low)'. Still really, really good ☺

16 - Katana - V3+ **
Start on 'Bushido' but after the first big jug, traverse out left to the black under cling, move into 'Giant Panda' (crux) and make the same huge mantle move to its finish. Pretty sweet!

17 - Bushido (left) - V3 **
Same start but at the second big flake jug where you bust right, head out hard left instead and climb through the flakes to a huge mantle move, traverse right on the jugs into and finish as per 'Bushido'.

18 - Bushido - V2 ****
Sit start on the two lowest holds you can find in the mini corner and climb up some tricky slots to a big flake jug. Big, powerful moves on positive holds lead you straight up to a hero finish! A super sick pure line with almost 20 moves, the go to warm-up for the boulder and a must-do!
FA: Allen Rollin 2017

19 - Bonsai - V5 ***
Sit start on the ledge just to the right of 'Bushido', power up to a couple of gastons, make a dynamic throw to the sloper, now traverse left into the dish with the BONSAI tree. Now link up and finish as per 'Bushido'. Sweet!

20 - Bonsai (right) V7 **
Start the same as per 'Bonsai' but once at the sloper move out right with difficulty onto the face and crimp your way through on beautiful rock to another jug haul finish.

21 - Nuclear Dyno - V6 *
Start on an under cling/side pull far out right and a crimper for your left. Hold on and make a huge move to the nice in cut in the middle of the face. Pity it didn't continue on further. Drop off.

22 - Samurai - V6 ***
Start with the cool Samurai blade feature at chest height on the far right arête. A cool sequence leads up through crimpy holds on the arête to a big lunge for a sloper and a high elegant finish on good holds. Awesome!

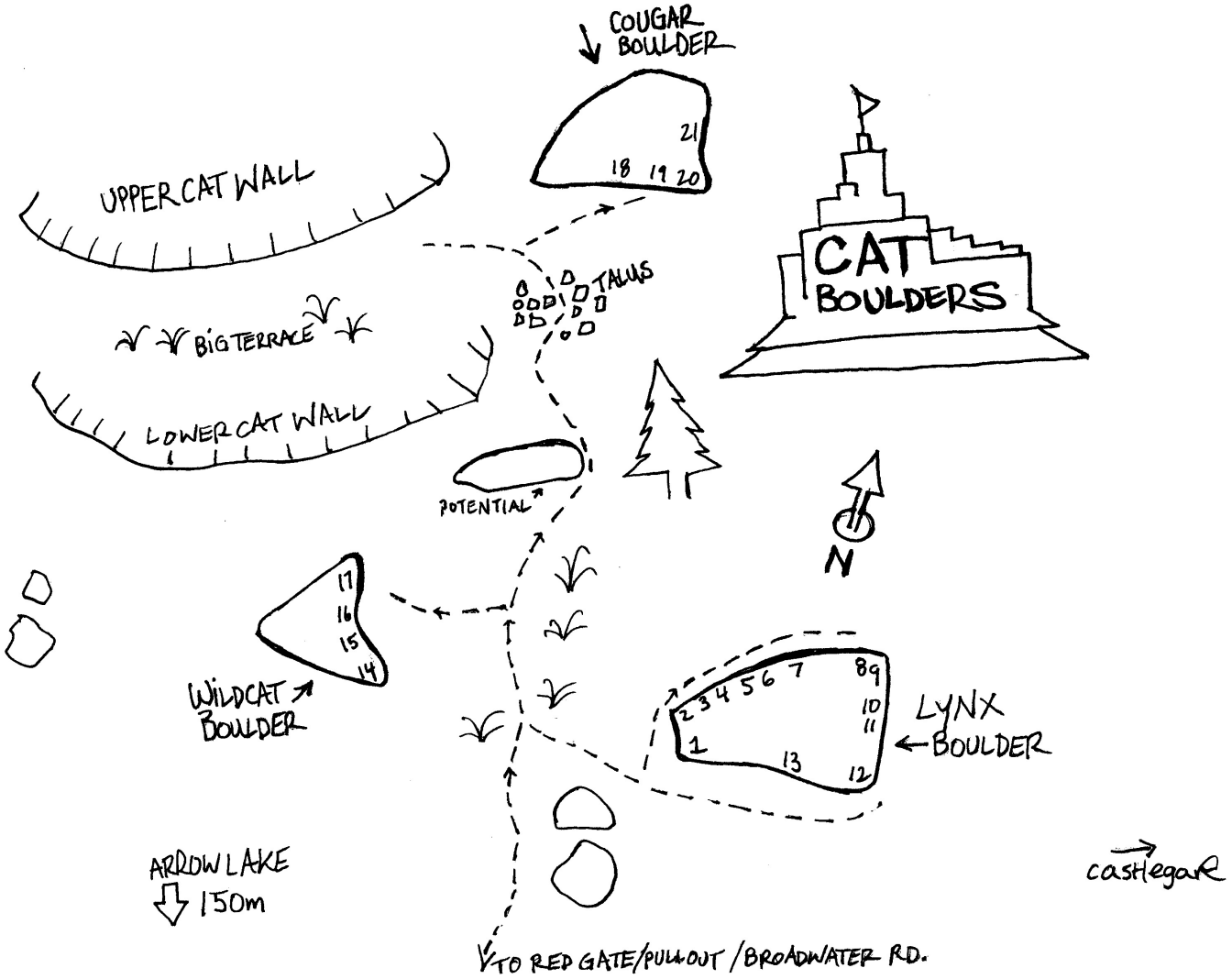
CAT BOULDERS

LOWER ARROW LAKE, B.C

This area features a great assortment of quality bouldering scattered throughout the beautiful larch forests below the towering cliffs of the Cat Wall. There are a wide variety of grades and most of the problems tend to be on steep, quality Gneiss involving big moves with good landings. There is certainly potential for more routes here and variations due to the nature of the rock; great holds everywhere! There are also many smaller boulders that have been climbed, but not recorded. A wide variety of wildlife is quite common in these parts including: black bear, wild turkeys, cougars, deer, & big horn sheep, and the forest is especially nice in fall when the larch's needles change into a spectacular golden color; a truly magnificent little place....

Directions:

Coming from Nelson, as you pass the Brilliant Dam (on your left) you take the first exit on your right towards Robson following the big blue provincial parks signs for 'Syringa Creek Provincial Park'. If you cross a bridge over the Kootenay River and hit the Castlegar Airport you have gone too far. From here follow this road down a few kilometers until you see more signs pointing to Robson and 'Syringa Provincial Park'. Take a right here and set your odometer to "0", this is Broadwater Rd. You will then pass a huge cliff on your right called 'Lion's Head' & it's namesake pub (highly recommended) to which tells you you're going the right way. Now follow this road past the Dam for a total of 11kms to a nice pullout on your left that has a little red gate (old road down to the lake). Cross the road and follow the cairned/flagged trail into the forest. The Wildcat & Lynx boulder are only a few minutes away and the Cougar boulder is found a bit further uphill in close proximity to the Upper Cat Wall (follow the main trail)



Lynx Boulder

This massive boulder offers a little something for everyone. This is a great place to come spend a day with many projects and moderates that will ensure a good pump and a big smile. Once you enter the forest, you will pass a few smaller boulders on your right. At a big cairn, hang a right a follow the trail for about 1 minute to this unmistakable boulder.

1 - Sunshine Dihedral - V1 **

Start low and climb the beautiful corner through crimps, under clings and side pulls to an easy and sweet layback finish up the arête.

2 - Tomcat - V1 *

Start low with you but against the rock, pull up and climb the steep arête through some fun steep rock features, veering left to a juggy top out.

3 - Calico - V2 **

Start low just to the right of 'AMT' in the mini corner, slap and compress up the little arête feature to some beautiful sloping ledges and a similar finish to 'Tomcat'.

4 - Apple Mango Tango - V2 ****

Start low as you can on a diagonal sloping side pull in the center of the wall. Power up to the awesome juggy handful of a hold; make a few big moves directly up the face to sloping crimps, a hidden jug up top eases your troubles. High quality for the grade! A must-do!
FA: Allen Rollin 2014

5 - Wild Turkeys - V4 *

Sit start on the nice side pull you used for '3' with two hands. Now move out left with increasing difficulty on shallow crimps, make a big move back out right and finish straight up, hard if you're tall.

6 - Armed & Dangerous - V1 *

Start seated on a cool crimper feature just to the left of 'Wild Turkeys'. Make a big move up to more sensational sloping ledges. Named after the wasp nest that was stirred up while cleaning this area.

7 - Alley Cat - V2 *

Sit start to the left of the last route on a sloping side pull, power up to some tricky slopers and one more final move to the ledge. Another fun addition to this wall, it's short but it hosts a great landing and sweet holds.

8 - Galvatron - V4 *

This one climbs the arête just to the right of the start of 'Decepatacon'. Start super low and compress up the arête with some tricky footwork, fun holds and moves on this short problem.

9 - Deceptacon - V7 **

Start low on the positive rail on the far right of this steep and awesome wall with a left hand side pull and a right hand crimp. A powerful sequence leads out right to a sloper on the arête, the deceptive climbing continues with some tricky side pulls and the final mantle top out up and left, tricky and cryptic.

10 - Lynx - Open Project

Crouch start on some serious crimpers in the middle of the wall. Head straight up through side pulls and good feet, once you've made it high off the ground some jugs finally start to show up. It's all there but will require some strong fingers.

11 - The Villain - V7 **

Start low under the overhang just left of '10' on two awesome side pulls. Now power up left through a heinous crimp towards the arête and finish as per 'Dusk'.

12 - From Dusk Till Dawn - V6 ***

Start as low as you can on the far left arête, move out right to a sloping crimp, make a powerful throw up the lip and climb the face and arête to the elegant layback fin and a high finish. Long and varied and a must-do at the Cat Boulders!
FA: Allen Rollin 2014

13 - Kubeba Roof - V3+ *

Short but sweet. Start as low as you can under the roof on horizontal ledges then power up and over, harder than it looks. Kubeba is Swahili for 'Bear' ☺

Wildcat Boulder

As you are walking in on the trail up to the cliffs this sweet boulder is hard to miss on your left. It hosts some pretty cool problems and features some magnificent climbing on a very wild looking prow. It's a great place to work some problems on your own, awesome landing, be sure to check it out!

14 - The Panther - V4 *

Start low and climb the lip and face on the left side of the boulder left to right. There are some big throws and tricky holds; it doesn't come as easy as one would think, fun climbing, finish on the apex of the boulder.

15 - Aaron's Problem - V4 **

Sit start down low on the right side of the face with two under clings. Slap up; move out left to a crux at mid height and execute a huge throw to a finish way up high.

16 - Wildcat Arête -V4 **

Start as per '12' but climb the arête feature direct with some wild tension moves and a huge crossover.

17 - Puma - V0 *

Climb the slabby face to the right of the 'Wildcat Arête' through some fun crimps.

Cougar Boulder

To get to this awesome boulder, follow the climber's trail up past the first cliff (Lower Cat Wall) on its right side. Continue up through a short bit of talus and as you are about to hang a left (Upper Cat Wall) look out right and you'll see the boulder just off in the trees, 10 minutes from the road. There is a vertical face on the left (south) that offers a really nice, technical warm up, and of course the reason you walked up here 'Top Gun'. Sunny exposure.

18 - Shitty Kitty - V1 **

Don't let the name fool ya!! This problem offers quality face climbing on great rock. Climb the face direct through a little corner feature and some sensational side pulls to a high finish on good holds!

19 - Kitty Korner - V1 *

Climb the corner feature to the right of 'Shitty', still a little dirty.

20 - Top Gun - V4 ***

Sit start way down low on the left part of the overhang/arête. Traverse along the lip until it is possible to transition onto the right hand face and a nice jug. Some powerful moves lead from here through a small corner/layback feature and a sneaky, high finish. It's not over until you touch that final lip. Long & fun!
FA: Allen Rollin 2014

21 - Kitty Hawk - V4 *

Start low on the face just to the right of 'TOP GUN' on the flake. Now climb the hollow sounding flake up past a few tricky moves to a good rail, mantle and finish up high.

PREDATOR RIDGE BOULDERS

LOWER ARROW LAKE, B.C

In a wild and scenic location, the Predator Ridge Boulders offer an amazing climbing experience perched high above Arrow Lake. This area offers many styles of climbing, from technical face to steep overhangs, slopey bulges and big proud faces. When you top out many of the problems you are greeted with an exceptional view of the lake 200m's below. Take a beautiful hike up and enjoy all this area has to offer! The rock is made up high quality Gneiss but like all the individual areas at Arrow Lake, it climbs a little different. Please be courteous of the 'Private Property' nearby and have a great time Bouldering at this unique location ☺

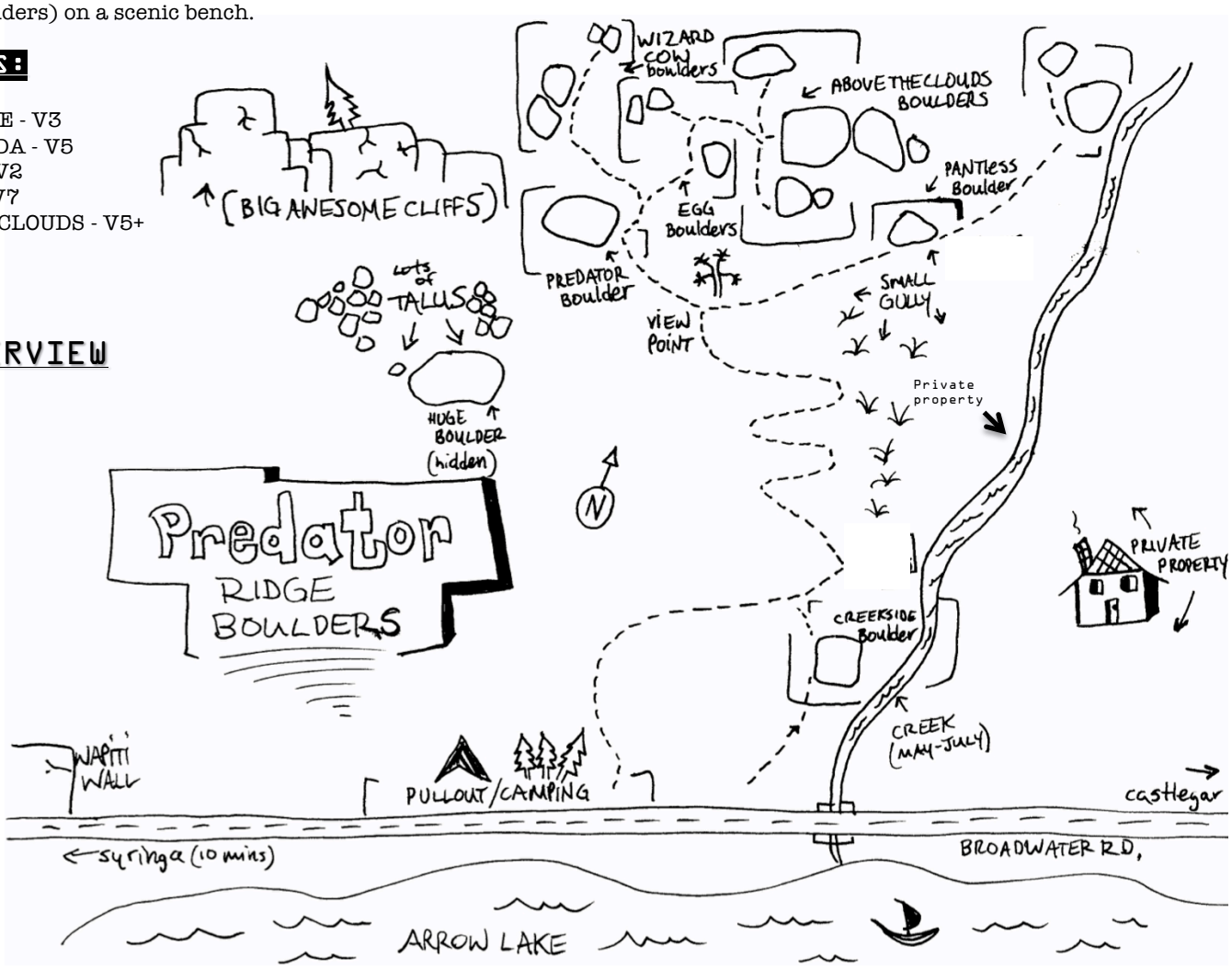
Directions:

Coming from Nelson, as you pass the Brilliant Dam (on your left) you take the first exit on your right towards Robson following the big blue provincial parks signs for 'Syringa Creek Provincial Park'. If you cross a bridge over the Kootenay River and hit the Castlegar Airport you have gone too far. From here follow this road down a few kilometers until you see more signs pointing to Robson and 'Syringa Provincial Park'. Take a right here and set your odometer to "0", this is Broadwater Rd. You will then pass a huge cliff on your right called 'Lion's Head' & it's namesake pub (highly recommended) to which tells you you're going the right way ☺ Now follow this road past the Dam for a total of 11.6kms to a pullout in a field just off the side of the road on your right (50m past the creek, excellent camping). You should be able to see a giant cliff above you with a big talus slope below it. If you hit Scotty's Marina you've gone too far. Walk back down Broadwater Rd. and head up a grassy hill and rock slabs to find the 'Creekside' Boulder 2 minutes from the car. For the remainder of the boulders, head up the overgrown road from the parking for about 5 minutes until you come upon a small boulder on your left, look for a cairn. If you encounter the 'Private Property' sign you have gone too far. From the cairn, hike steeply up the left side of the grassy gully/slope (the property line is past the sign on the road, please don't wander!!). Steep switchbacks lead you up another 5 minutes to where you hit a nice bench/perch. From the bench either head right and into the Poplar forest for the 'Pantless' Boulder or follow the main trail to your left across the ridge (beautiful views) until you come to the impressive 'Predator' Boulder, about 15 minutes from the car. For the rest of the boulders continue briefly uphill to a small fork in the trail, take a left (west) to the 'Wizard Cow' Boulders or take the right fork towards the 'Egg' Boulder' and the remaining climbing (boulders) on a scenic bench.

MUST-DO'S:

- TIGER HORSE - V3
- TRASH PANDA - V5
- RAINMAN - V2
- DRACULA - V7
- ABOVE THE CLOUDS - V5+

MAP/OVERVIEW



CREEKSIDE BOULDER

A beautiful lone boulder perched right above the creek; the Creekside Boulder offers a fine day of moderate climbing on perfect edges with a good landing. Follow the main road back down about 50ms from the main parking in the field or alternatively use the smaller pullout closer to the creek. Head up the grass/rock slabs for about 2 minutes to the Boulder, hard to miss.

1 - LISTEN TO THE CREEK - V1+ *
Crouch start on the far left prow on two great holds. Move up and into the corner/layback feature, finishing up and right.

2 - LOS AGUAS BRAVAS - V5 *
Sit start on two amazing jugs. Rock over; set yourself up on the small crimps on the upper face and dead point to the finish.

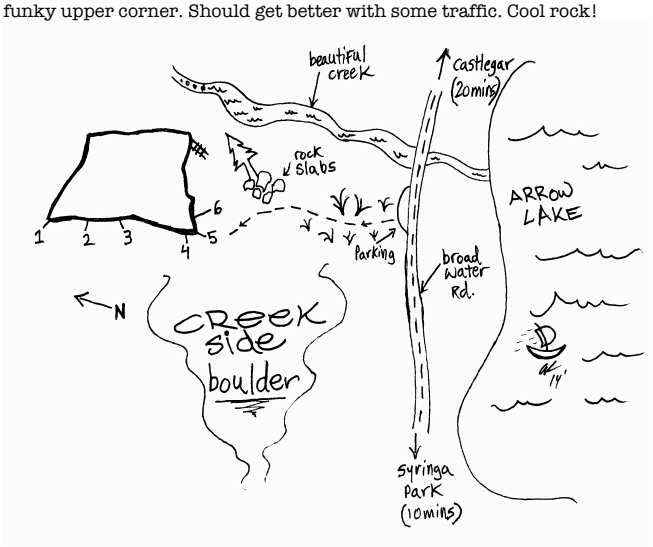
3 - ROCA SOLEDADO - V3 **
Use the same sit-start as 'Los Aguas' but rock over and move out to the right and climb up through positive holds & big moves finishing high on 'Arroyo'.

4 - ARROYO - V4 ***
Start crouching on the far right end of the boulder. Climb up and left through the cool feature on positive holds to a cruxy section leading up and over the bulge. A couple bigger, powerful moves lead you into a really nice finish. Best problem here!

4b - ALT START - V5 *
The alternate start to 'Arroyo' starts lower under the cool feature on some small holds and lead up into the same climbing. Ups the grade but not necessarily the quality.

5 - SUNNYVALE ARETE - V4 **
Start crouching on the far right on the same holds as 'Arroyo' but climb up from the cool feature straight onto the arête and follow this all the way up through some wild, sloping moves ☺

6 - VISTA AL LAGO - V2 *
Climb up through the juggy black basalt just to the right of the arête into a funky upper corner. Should get better with some traffic. Cool rock!



PANTLESS BOULDER

Set amongst a beautiful Poplar forest, the Pantless Boulder is a fine detour if you are looking for one of the best dynamic problems around. From the top of the gully/switchbacks where the trail levels out, instead of heading west (left) to the main area, just follow flagging on a indistinct trail into the forest to your right (NE) to the boulder 1 minute from the fork.

7 - THUNDERPANTS - V6 **
Just to the right of the arête start with the big juggy rail, bust a big move up to a jug in the start of the seam; follow the thin seam out right to another huge final move to an awesome hold.

8 - PANTLESS THUNDERGOOSE - V6 ***
Sit start on the arête, make a powerful move up the face to the right, slap up the arête, set up and release all points to the sloping ledge above! Fantastic ☺

PREDATOR BOULDER

A technical face climbers dream! The Predator Boulder features impeccable clean rock, it's slightly overhanging and it boasts some of the most unique face climbing at Arrow Lake. This thing is stacked with high quality climbing that doesn't let up; there are 10 problems with a little for everyone and a couple must-do lines. Just as you come up from across the ridge your eyes will come across the beautiful piece of rock about 3 minutes from the fork at the top of the switchbacks.

9 - OPEN PROJECT - Clean Me
The face to the left (and uphill) of the arête.

10 - FREEDOM GLIDER - V4 **
The far left arête, start with a low crimp and a side pull far out on the right hand face. Make some crunchy moves up and left to a cool pinch hold on the arête. Tricky moves gain an excellent sloper on the left hand face, rock over and finish up the ramp.

11 - DISCO TURKEY - V1 **
Start low with a slanted side pull rail on the face just right of 'Freedom Glider'. Pull on and climb up the face directly with mostly excellent holds to a funky top out on the cool basalt jugs. Good warm-up.

12 - MOON KITTY - V2 **
Just right of the last route is a mini-corner, start with two slanted crimps immediately right of this. Climb the technical face direct to a cool sequence at 2/3's height and another excellent finish on the neat basalt intrusion.

13 - TRASH PANDA - V5 ***
Start as per 'Moon Kitty' but from the start move immediately out right to a small sloping ledge. A very interesting crux leads you straight up the face to a series of awesome (bigger) holds up high in the little mini-corner up and right, more perfect basalt jugs finish off this great climb. Awesome!

14 - UNICORN TANK - V2 **
The striking corner feature; start on a perfect jug at shoulder height. A series of tricky opening moves lead to perfect jugs up the aesthetic corner and a tricky top out up high. Climbs differently than one might think, nice!

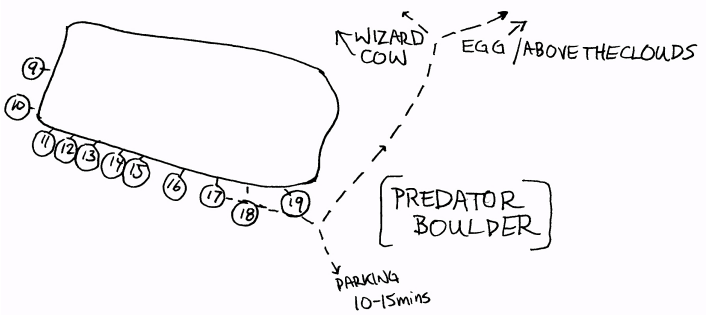
15 - DRAGON MOOSE - V5 *
Start low on two small crimps just right of the corner. Climb the crimpy rail up and right and balance your way up the sweet sloping ledge, a committing sequence will bring you to the lip where a tricky mantle ensues. Spooky.

16 - CANADIAN HUNTER - V4 **
Climb 'Dragon Moose' but at the sweet sloping ledge continue out right on more crimps to better holds and a more rewarding finish ☺

17 - TIGER HORSE - V3 ***
Start just to the right of the last climb on a sloping crimp for you left and a good side pull for your right. Elegant climbing on perfectly sculpted holds leads up and right to an awesome diagonal rail. The top out over the polished stone/bulge above requires more thought (and moves) than one would think. A perfect face climb and something very different for Arrow Lake, a must-do!

18 - TIGER HORSE (right) - V5 *
Start far right on two small side pulls crimps and balance your way (left) into the awesome diagonal rail and finish as per the last route.

19 - TOUQUES OF HAZZARD - V3+ *
Start on a powerful under cling at chest height on the far right of the boulder. If you can hold on to the starting hold, make a move to a positive ledge and climb/compress the bulge on really nice rock to a tricky mantle.



WIZARD COW BOULDERS

From the 'Predator' Boulder head up and around to the right on a good trail to the fork. Take the left fork for 30 seconds and the two boulders will come into view. There are some fine views and some very friendly/aesthetic problems. Rainman is a great V2!

20 - WIZARD COW - V6 **

Start with an awesome juggy side pull at waist height in the middle of the overhang. Power up and right into the mini-corner feature and make a hard move straight up to a fun mantle on great holds.

21 - RAINMAKER - V5 **

Sit start under the far right prow of the boulder on opposing holds. Burly opening moves lead straight up to perfect in cuts. From here transition left onto the steep face and make a tricky series of moves gaining the lip far left and finish with the same cool mantle as 'Wizard Cow'.

22 - RAINMAN - V2 ***

Start as per 'Rainmaker' but after the burly opening moves just move straight up on perfectly sculpted holds to a fun mantle finish. Really good for V2 ☺

***Note**: The next two routes are located on the colorful boulder just uphill and to the right of 'Wizard Cow'*

23 - SUN OCTOPUS - V1 **

Sit start as low as humanly possible with two opposing holds on either side of the shield feature in the middle of the face. Compress your way up the shield until its finish, find the small hold and balance your way up to a fun finish. Best novice climb at Predator!

24 - CLOUD ATLAS - V4 *

Start on a big under cling on the overhang just to the right of 'Sun Octopus'. Bust a hard move out right to a big side pull, gain the crimps on the upper face and make a techy mantle to finish. Short but sweet!

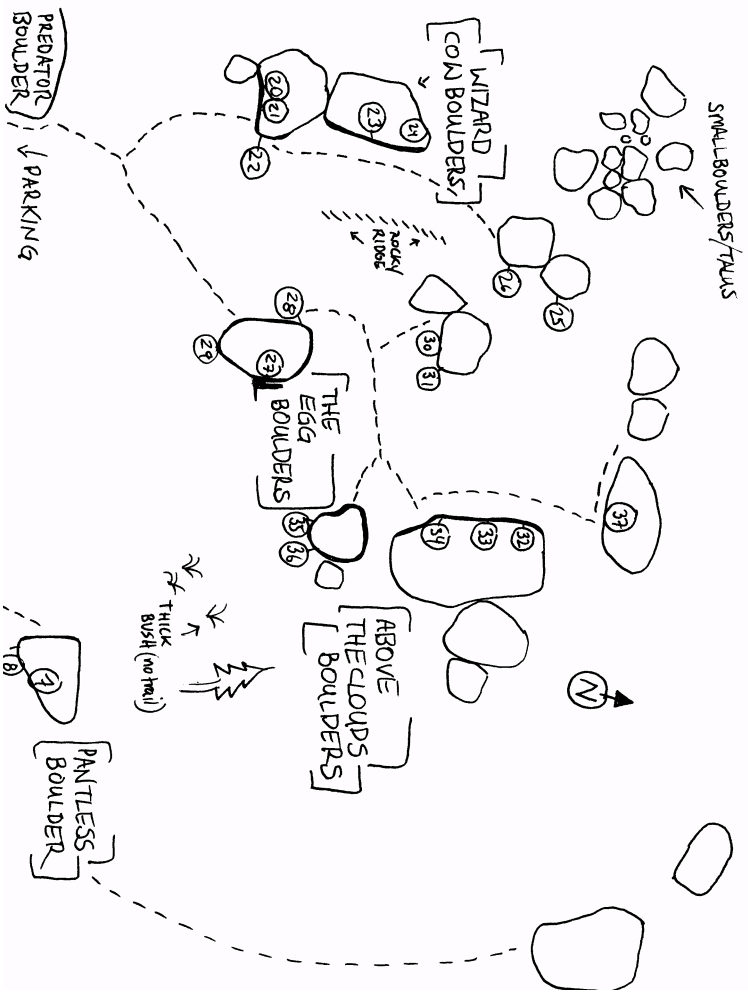
***Note:** Just up hill from 'Sun Octopus' is another couple of boulders with some shorter lines on nice rock. Follow a few cairns/flagging uphill for 30 seconds to find them.*

25 - THE DEN - V4 *

The east-facing boulder; start out of the cave and execute a tricky mantle.

26 - FALCOLN TALONS - V2 *

The clean white-colored low-angle face with some nice holds and rock yields a fun little line.



THE EGG BOULDERS

Situated all on it's own on a small bench is the 'Egg' Boulder. It features really nice compact rock and mostly sloping holds; something totally different than the rest of the climbing at Predator. Another friendly boulder ☺

27 - CAGE FREE - V1 *

Around the backside of the boulder is a slab with impeccable rock. Start under the short overhang and climb into the cool vertical rail to a fun pop for a couple of good holds up high. There is another line that starts a bit more left on the face that is easier (V0).

28 -SCARECROW MAN - V2 **

Start this one on the left side of the main face on a shallow arête with a sloper for your right hand and a small crimp down low for your left. Interesting holds force you to balance/slap your way up onto the arête to where an easy mantle finishes things off. Cool.

28B -JACK THE RIPPER - V5 *

Start just to the right of 'Scarecrow Man' on a big side pull for your left and a high right finger nubbin. Use you creativity to make the wild slap up to the decent right hand sloper, a few more desperate slaps and you will encounter the lip, easy top-out.

29 - PUMPKINHEAD - V4 **

Start low on a diagonal crimp with both hands on the right side of the main face. Move out right and make an awesome couple of moves/slaps to sloping holds and an easy mantle. Pretty cool ☺

***Note**: Just uphill from the 'Egg' is a little alcove/corner with an orange colored boulder and two fun easier face routes.*

30 - GREG'S FACE ROUTE - V2 *

The middle line on crimps and side pulls with a great landing. Start at about chest height and work through some nice moves up the orange face to an easy top-out.

31 - GREG'S ARETE - V1 *

The right hand arête with some friable rock yields another fun line on colorful rock.

ABOVE THE CLOUDS BOULDERS

Just uphill from the 'Egg' Boulder is this impeccable (huge) boulder with its beautiful orange and red rock. The west face yields some pretty amazing technical climbing/bouldering with and exposed feel and manicured landings. Highly recommended :)

32 - TRANSLVANIA - V4 **

Start seated on the far left hand side of the face with two opposing holds and a boulder at your butt. Compress your way up to a series of interesting moves on great rock and a tricky/spooky mantle.

33 - DRACULA - V7 ****

Start just left of center on a very small crimp with your left hand and a side-pull for your right at about chest height. Unreal technical face climbing gets you up the beautiful orange face to a hard move gaining the two sloping ledges, a hero finish ensues. Impeccable line! *FA: Nic Williams & Allen Rollin 2018*

34 - ABOVE THE CLOUDS - V5+ ****

On the right side of the boulder start with two vertical crimps and unearth a devious sequence that gains you the obvious positive under cling. Traverse the big juggy rail to the right and execute an unbelievable finish way up high on perfect (big) holds. Another tall exposed classic highball at Arrow Lake! Highly recommended ☺ *FA: Nic Williams & Allen Rollin 2018*

***Note:** Just below the big boulder find a small trail heading down to this beautiful piece of stone with more technical colorful rock. Great landings and good warm ups for the climbs above!*

35 - ALGONQUIN ARETE - V3 **

Start with two opposing side pulls at chest height, compress up the arête on really fun side pulls and crimps to a beautiful sequence gaining the upper face, finishes just to the right.

36 - IROQUOIS - V2 **

Start just down and to the right of the arête on the lowest crimps you can find. Climb directly up the slab/face on small holds to a tricky sequence gaining the steeper upper section. Bear hug the beautiful rock and finish with an easy mantle.

37 - ACHILLES ROOF - (OPEN PROJECT)

Smear up the slab and gain the really cool overhanging positive rail feature in the middle of the face (just uphill 1 minute). Climb left up the feature then bust some powerful moves straight up and into corner feature.

WASHOUT BOULDERS

LOWER ARROW LAKE, B.C

The best place at Arrow Lake to come test your mettle; the Washout Boulders offer an abundance of problems that will leave your arms pumped for days to come. There seems to be a little something here for everyone's particular style, not to mention all the awe inspiring lines you will come across: if you climb V4 and above you got to come check it out, I can't guarantee you wont leave with a big smile on your face ☺ Amazingly all of the problems start seated (some really low) and feature lots of moves for their height, adding another fun aspect to this zone! Have fun!

DIRECTIONS:

Coming from Nelson, as you pass the Brilliant Dam (on your left) you take the first exit on your right towards Robson following the big blue provincial parks signs for 'Syringa Creek Provincial Park'. If you cross a bridge over the Kootenay River and hit the Castlegar Airport you have gone too far. From here follow this road down a few kilometers until you see more signs pointing to Robson and 'Syringa Provincial Park'. Take a right here and set your odometer to "0", this is Broadwater Rd. You will then pass a huge cliff on your right called 'Lion's Head' & it's namesake pub (highly recommended) to which tells you you're going the right way. Now follow this road past the Dam for a total of 12.6kms to a nice pullout on your left that is directly across from the washed out creek. Hike across the road and follow the trail up the bank, once you enter the forest you will run into the Cable Boulder, the rest of the climbing is just up the nice trail less than a minute away. To get to the Plank Boulder, scramble down to the shore and follow the water back towards town 50m's to the boulder.

THE PLANK BOULDER

This sweet boulder is right on the lake and only succumbs to high water at peak season (a month or so). It features naturally clean rock in a nice setting that's a perfect warm-up or a great finish to the day with a cold beer and swim.

1 - Shiver Me Timbers - V3 *
Sit start on a crimpy rail, make a hard move left and finish off with super awesome in-cuts.

2 - Rusty Barnacles - V1 **
Find the amazing rail feature in the middle of the boulder, smear your feet and make a big move up into another big diagonal hold. Super fun!

3 - Man Overboard - V0+
Just to the right of 'Rusty' is another featured part of the face. Climb straight up through a couple of nice in-cuts.

4 - Fremantle Doctor - V3 **
Sit start on a big jug and move up the bulge on some really cool side pulls, a tricky sequence leads into sloping terrain up high. Nice!

5 - Cable Boulder - V2
Climb the face to the left of the big cable driven into the boulder (hard to miss). Squeeze your way up the side pulls and make a committing finish.

THE PROW BOULDER

The first huge boulder you come to just uphill from the Cable Boulder. There are some awesome problems here, the Washout of 2013 revealed what we see today ☺

6 - Road To Zion - V4 **
Start on the far right on a slopey dish. Traverse out left through some positive features, power up to the lip and follow it out left until it makes sense to mantle up and over. Good warm-up or project ☺

7 - The Singing Sequoia - V0
Start low just to the left of the prow of 'Tomahawk'. Make little crimpy moves onto easy terrain on the upper face just left of Tomahawk. A few variations are possible here.

8 - Tomahawk - V6 ****
Sit start with holds on either side of the prow. Power up to the big jug; make some wild, tension filled moves into the upper prow/fin and finish way up high on the arete. Absolutely classic, one of the best problems at Arrow Lake!
FA: Allen Rollin 2015

9 - NAVAJO - V5 ***
Sit start just to the left of 'Less Water' on a blocky left hand pinch/crimp and a smaller hold to its right. Move up left to the small pebbly crimp, make an awesome throw up to the quartz type hold and finish directly up the prow to an easy mantle. Excellent!

9B - APACHE - V8? ***
Start low on two small side pull crimps in the seam and power up to a small pebbly crimp with your right hand. The cryptic moves gaining the upper lip have been done but have yet to be linked! Amazing problem, pretty good landing too ☺

10 - Less Water, More Power - V4 **
Start this one on the very far right under a beautiful cedar tree. Start low on the two lowest holds you can find on the right hand face. Power up to the big sloper on the lip out right, traverse out left through some tricky holds and power up into the prow out left finishing as per 'Navajo'. Great problem!

11 - MOJAVE - V7 ***
Sit start (really low) this awesome compression problem with two great side pulls on each side of the bulge. Fight and slap your way up, find the poor crimp on the upper face and execute one hell of a mantle. SICK!

THE CAVE

Just uphill from the 'Prow' is this really cool cave and overhanging boulder that is sure to give you fingers a workout. Powerful climbing on a 20 degree overhanging wall of amazing rock, go check it out if these problems are in your firing range.

12 - The Adulterer - V9? (Open Project) **
Start low on the left side of the cave with a crimp for your left and nice hold for your right deep under the overhang. Power up the face on sloping crimps and serious lock offs, hit the jug and make a trickier than it looks finish up high in the quartz band. Cool looking problem.

13 - Mid-Life Crisis (direct) - V6+ ***
Sit start (very low) under the bulge in the middle of the overhang on the prow type feature. Climb up the under cling feature and then straight up onto the face through some wild moves, finishing straight up the nice slab on easier terrain. Mega-Powerful!!

14 - Mid-Life Crisis (Right) - V6 **
Start as per 'Mid-Life Direct' but transition out right immediately to crimps and a big sloping ledge out right. Powerful moves lead you back out left to link up with the same finish. Still pretty fun!

15 - THE VANISHING - V6? ****
Take the trail up the left side of the wash just past 'The Prow' boulder 2 minutes to reach this epic highball. Start in the middle of the face down as low as you can get on two poor side-pulls, power up through a bunch of hard to read sequences to where you eventually get super high off the ground and you are forced to make a big pull off a sloping ledge to a juggy finish. Cryptic and so good, a must do for any highball connoisseur!

16 - LOGGER'S JAM - V2 **
A recent addition that was unearthed after the giant rotten fir was removed off the side of the boulder. Sit start on the prow/arête on some marginal crimpers, now power up and onto the tricky slab. A variation traverses into 'Mid-Life Crisis (Right)' and finishes on that route that adds an extra grade, a good warm-up.

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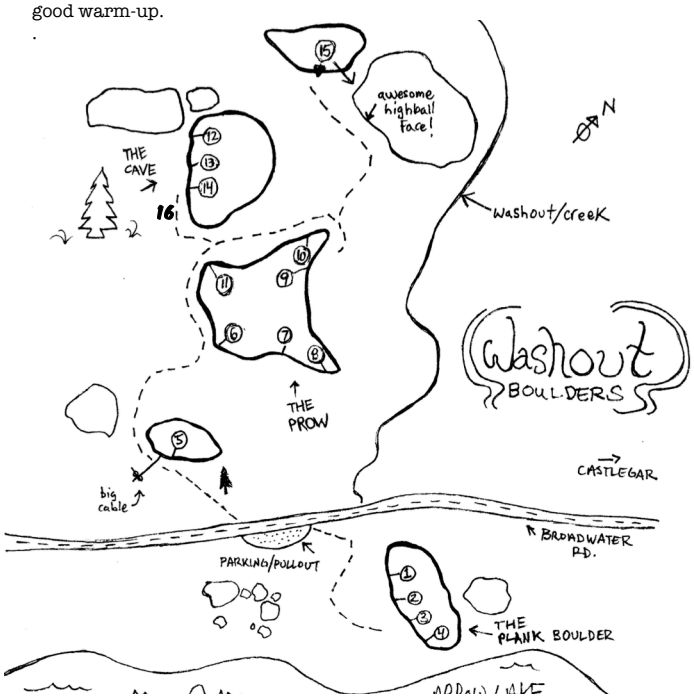


THE BEACHSIDE BOULDERS

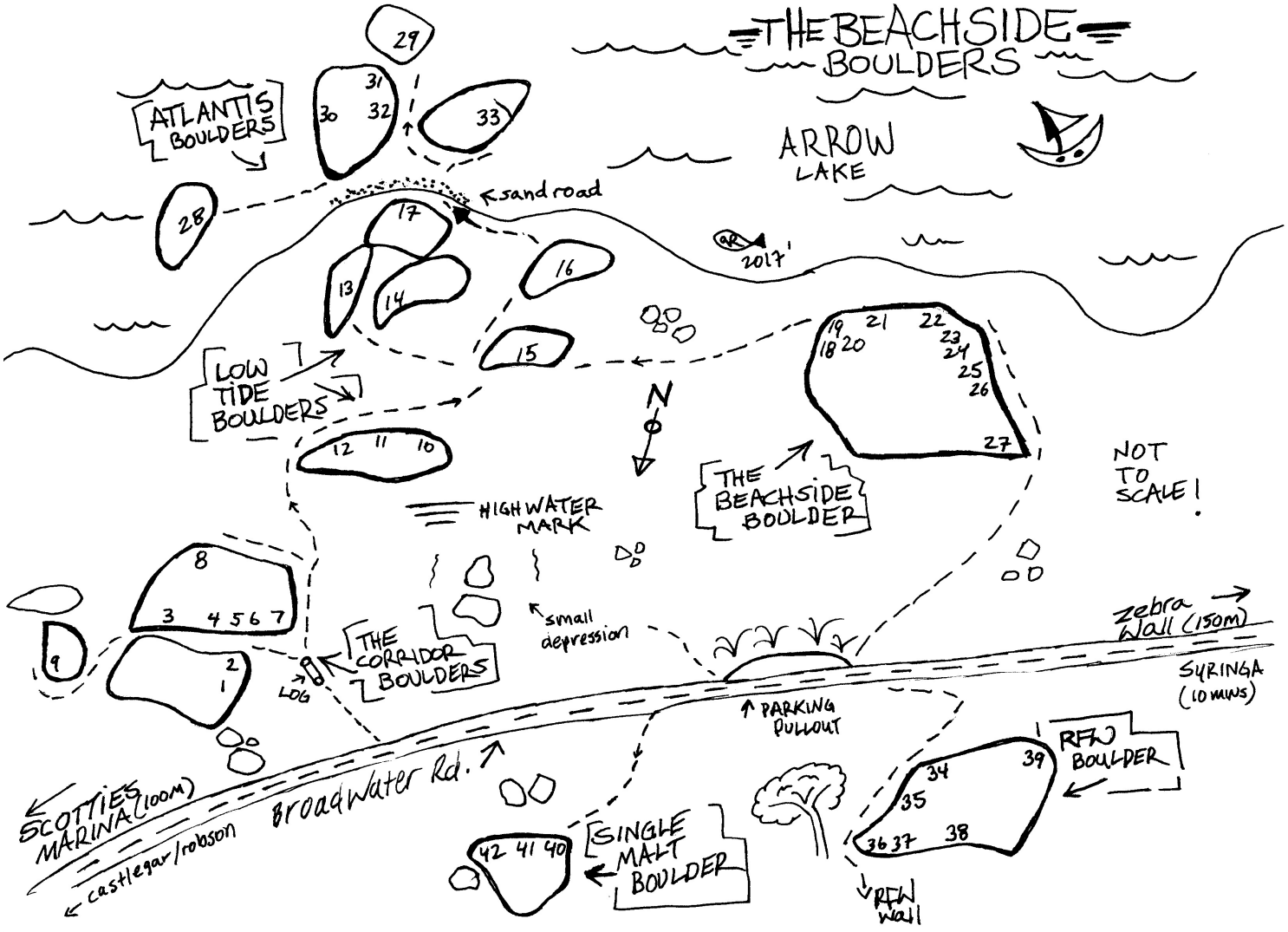
LOWER ARROW LAKE, B.C

A wonderful collection of boulders, these guys are located right on the lake! With tons of aesthetic lines, tall proud highballs, beginner friendly low balls and some serious classics, when in season this zone should definitely be on your radar. The rock found here is high quality Gneiss similar to that found on others boulders in the area but there are a few unique blocs adjacent to the water (that get flooded in June/July) that offer up a different style of climbing than the other problems in the region.

On that note The Atlantis, The Low-Tide & The Beachside Boulder's are subject to high water and have a shorter season. Fortunately there are many more problems in the area that have recently opened up to keep you busy for those two months the lake is full that are all high quality. Have fun and keep exploring, there is lots of potential for variations, especially down on the lake.

Directions:

Coming from Nelson, as you pass the Brilliant Dam (on your left) you take the first exit on your right towards Robson following the big blue provincial parks signs for 'Syringa Creek Provincial Park'. If you cross a bridge over the Kootenay River and hit the Castlegar Airport you have gone too far. From here follow this road down a few kilometers until you see more signs pointing to Robson and 'Syringa Provincial Park'. Take a right here and set your odometer to "0", this is Broadwater Rd. You will then pass a huge cliff on your right called 'Lion's Head' & it's namesake pub (highly recommended) to which tells you you're going the right way ☺ Now follow this road past the Dam and up the lake for a total of 13.3kms to a pullout about 100m's past Scotty's Marina on your left. Just uphill on your right is the RFW boulder, and the rest are just down on the lake. Walk back down the road 50m to get to the 'Corridor Boulders' or for the remainder of the problems scramble directly from the parking through the talus/boulders, following the odd cairn to your intended destination. Be sure to search for hidden treasures along the way that have been strewn up and down the shoreline from years of changing lake levels ☺



THE CORRIDOR BOULDERS

These boulders feature high, technical problems on clean rock in a nice comfortable atmosphere. They tend to stay out of the lake unless it's a real high water year. To get their walk back down the road from the parking towards Scotty's Marina. After about 50ms you will see a little cleared trail through the rocks down towards the lake to a huge petrified log. Follow this and then cairns towards the boulders.

1 - Marooned - V2 •

Start low on the left of the face on good side-pulls. Move up through more side-pulls and a stretch move to a jug and easier terrain. Barn door-tastic ☺

2 - Davey Jones' Locker - V0 ••

Start on great holds on the arête move up through some nice moves and clean rock to an easy high finish. Really nice beginner stuff!

3 - Watch Your Back - V3 •

A somewhat thoughtful problem with a ton of cool moves and holds. Stem back across the opposite wall if you are scared of the boulder at your back. Climb the left part of the face in the corridor up the ramp and through the roof finishing up and right. Deserves more stars but the landing makes it hard to concentrate on all the fun climbing ☺

4 - SeaHawk - V4 •

Move up the middle of the face and into the little finger crack. A few committing moves later and your have hit the juggy finish. Balancy.

5 - Cuts Like A Rock - V4 ••

Start the same as 'Sea Hawk' but move out right through more climbing and then back through a bunch of awesome side pulls and finally left to finish the same as 'Sea Hawk'. Lots of great moves on this one! Named after a sharp boulder nearby ☹

6 - Castaway - V1 ••

Start in the little corner just right of the last two problems. Climb up initially on whatever your can find to an awesome juggy rail and one big move to the top. Great!

7 - The Wave Traverse - V3 ••

Start way out right and ride the wave up and left all the way up to where it seems good to top out. Again, nice rock!

8 - Driftwood - V1 ••

On the back of this boulder is a really nice arête/face climb. Walk around to the south to find this problem with a manicured landing of driftwood. Start on a great jug and head up through a balancy crux half way and an easier finish. Another fine technical addition to the area!

9 - Treasure Island - V4 •

Wander down to this lone face hiding down to the east, (towards Scotty's) it offers some crimpier, technical face climbing in a nice atmosphere.

THE LOW TIDE BOULDERS

A great area spread out between a few different boulders. There are some really nice lines here that are not too high but unfortunately the name of these boulders says it all. During June/July these guys are only worthy of scuba bouldering. To get there either walk down the beach to the west from the 'Beachside' boulder or weave your way through the little boulders from the road or 'Corridor' boulders. More dependable than the Atlantis Boulders and there seems to be a few months every year that these are good to go (before June). Go do 'Sands of Time' if its in, super unique!!

10 - Arrowhead - V0 ••

Climb the left part of the face left to right through a cool fin like feature and finish direct for full value.

11 - Sinking Ship - V1 ••

Jump start up the middle of the face to a positive ledge and follow some crimps up left to a cool orange side pull feature and an easy finish.

12 - Moby Dick - V3 •

On the right side of this face is a steeper prow with reddish rock. Climb this from a sit start and up the arête/prow.

13 - Nautical Disaster - V9? ••

Squeeze yourself in between the two boulders and find the nice rail to start down in on the right. Fight through crimps and a powerful sequence to a hero finish. Be sure to bring good spotters and a few pads. Hard!

14 - Muscle Beach - V4 ••

Sit start on the prow of the boulder just right of 'Nautical Disaster' Power up through the beautiful red rock then transition onto the right face through wild feet, pinches and one final throw. Fun!

15 - Adrift - V3 •

This is the closer of the two lone boulders to the lake. Sit start and climb up through a sequential set of crimps out and right

16 - Holey Mackerel - V3 ••

Start on a decent hold on the far right and make a series of tricky compression moves straight up the face to an easier finish, balancy.

Find this next problem just above the sand road wedged in between two boulders. This basically marks the water line for most seasons where the Atlantis Boulders lie just below ☺

17 - Sands of Time - V5 •••

Start as low as you can get on a nice under cling and power up through some wicked heel hooks and slopers up the prow to an easier finish/mantle. Worth seeking out!! Amazing climb!

THE BEACHSIDE BOULDER

This is the giant boulder that cannot be missed while driving down Broadwater Rd. Some high quality problems that should be on everyone's list here as well as some test piece highballs. All in all a great place to spend a day! Unfortunately this guy as big as it is, does get almost completely covered by water in June. From the parking head straight down on a faint trail and follow your nose to this mighty piece of rock. Riptide is probably one of the best climbs at Beachside!

18 - Doukhobor Dyno - V6 ••

Start under the amazing overhang on the east side of the boulder as per 'Riptide'. Move straight up and try with everything you got to reach the amazing positive hold up high and to the right!

19 - Riptide - V4 •••

This was the original problem done at the Beachside. Start seated on the very bottom right of the overhang on a small ledge/jug. Follow the rail way out left (crux) and make an exciting move to a small sloping hold on the upper face, finish straight up and over. An easier alternative finishes even further left in the crack (V3). Awesome!

20 - Riptide 'Direct' - V5 ••••

Start as per Riptide but once you hit the rail make a dynamic move straight up to a small crimpy ledge and a final throw to the lip. Simply Amazing!
FA: Allen Rollin, 2013

21 - Lost Arrow - V2 •••

Climb the middle of the next face to the left of 'Riptide'. Jump-start to a dish, then climb nicely textured holds through the dyke like feature to a high and committing finish. Very good direct line!

22 - Jedi Master - V1 •••

Start just to the right of the arête on the left side of the face. Climb up left on crimpers to the arête and follow this up to a really fun sequence that looks a lot harder than it is. Jugs allow passage way up high to the right and the finish. Only gets 3 stars if you stay on the arête and don't cheat out onto the slab ☺

23 - Under The Sea - V0 •

Just left of the last problem on the even taller grey face. Start low and climb the pretty rcok just right of the grey slabby scoop, nice edges and a fun easy finish highlight this one.

24 - Stemming @ The Beach - V0 ••

Stem the scoop direct through great rock and finish on jugs; a great warm up for this boulder!

25 - Troubled Waters - V4 ••

Just to the left of the scoop is a blank looking small bulge, find some small crimps to start down low and make a few hard compression moves up to a ledge and a really high finish (the easy part). Harder than it looks and a must do!

26 - To Tame A Lion - V1 •

Up the tallest part of this face you can find just to the left of 'Troubled Waters'. A bunch of fun moves to start off, a nice positive ledge to rest, and then a committing series of side pulls to finish. Amazing highball!

27 - Vision Quest - V5 ••

The northwest arête. Climb up the face/arête through a series of delicate holds to about 2/3 height, step up to a side pull and find the thank god jugs up high. A serious undertaking with a fantastic landing!

Note: *There are tons of variations that can be done here but some seem ridiculously high. And I should mention as well, there is a very easy down climb off this huge boulder. Another fun circuit is to try and traverse the whole boulder. Have fun ☺*

THE ATLANTIS BOULDERS

A recent discovery during a spell of low water in February 2015, the Atlantis Boulders offer many good problems some located right on nice sandy beaches. There are two lines that have become instant classics. The only down side here is that they are only really climbable from January to beginning of April and only in certain years when the water is super low.

28 - Point Break - V5 ***

Located a little further down towards the marina is this beautiful prow like boulder all on its own. Start seated right in the middle of the prow on two poor holds and power up aggressively towards the crest on the far right. Really fun sequences!

29 - Thunderbolt Arête - V2 **

A stand alone problem on the lowest of the low boulders that is usually wet. Start super low in the overhang and power up to the elegant arête/face to the top. Nice rock!

The next 3 climbs are located on the boulder just in behind the 'LWL' bloc. These ones are usually in the lake, there is room for another few problems here when there dry!

30 - Coastguard - V3-4 *

The east face of the boulder has a couple of technical lines possible, only one has been completed.

31 - Hook, Line & Sinker - V3 **

The south -west arête. A really cool sit start with a big heel hook allows passage to the crimpy upper face. A cool one!

32 - Man Overboard - V2 *

Delicate climbing on the west face through some cool side pulls and a committing finish!

33 - Low Water Layback - V1 ****

An awesome splitter layback crack that climbs up from the beach to an exciting and high finish, need I say more, if the water is low, go get after it!
FA: Allen Rollin 2015

THE RFW BOULDER

Located almost directly across from the parking, this boulder is striking and hard to miss, the approach is a total of about 30 seconds. At first glance it looks like you should be roping up to climb this thing, but on its flanks there yields some awesome and safe problems certainly worth checking out!

34 - Shipwrecked - V3 *

The tall face right where the trail levels out. Climb up and right through tons of jugs up and right until you get scared and jump off or finish on surprisingly good holds up high! Bring lots of pads for this one! Great features.

35 - The Heavenly Path - V4 ****

Sit start right where the trail levels out on two obvious jugs down low. Now move out and traverse right through tons of positive holds and tricky feet. The moves are big, it gets continuously harder and the crux comes at the end on the arête on the far right topping out! Easier the earlier you escape. Uber Classic ☺ An easier alternative is to climb half the traverse and exit into the low angle corner (still fun, sometimes dirty - V3)
FA: Allen Rollin 2013

36 - The Chump - V7 *

Start very low on two side pulls on the arête at the finish of the traverse. Now slap your way up burly side-pulls to and finish up with an easy mantle.

37 - The Stag - V4 **

Start crouched with both hands on a sloping shelf on the right side of the arête/face. Balance your way up the arête/face to a sloper and a wild throw to the juggy lip and an easy mantle.

38 -Recreation, Fish & Wildlife Slab -V0 *

The left side of the north-facing slab with lots of variations, Fun!

39 - Pirate Arête - V1 *

A cool arête climb on the west side of the boulder, climb the arête on its left or right side on nice rock. The faces to the left and right have been climbed more direct as well.

39B - Rubbernecking - V2+ *

Just to the right of the 'Pirate Arete' is a big slabby face. Start just under a steep overlap on an under cling and climb the tall face on nice crimps and great rock.

SINGLE MALT BOULDER

A little further down the road (50m from the parking) towards Scotties Marina, cross the road and find the trail (flagging and cairns) that leads you up through the steep ditch and into the trees. Follow this up and through the forest about 3 minutes until you encounter this eye-catching bloc. Watch for Poison Ivy around here... stay on trail ☺

40 - Highland Dance - V2 ***

Arête on far left of the boulder facing the road with the spruced up landing ☺. Start with your left low on a big underling with right hand on cool side pull. Perfect opposition moves through side pulls and edges to an aesthetic and airy top out. Worth coming up here alone!

41 - Special Blend - V2/4 *

Start sitting in the little overhang to the right of the arête. Move up through a few crunchy moves to a good incut and finish up on the elegant face through a beauty side pull feature. Alternatively avoid the opening moves and continue up the face (V2). Pity about the big rock...

42 - Single Malt - V0+ **

This one's a stiff drink. Sit start on obvious sloping edges. Steep moves lead up and left on the obvious rail feature. Finish on good holds up the shallow corner to a juggy top out.

43 - Porridge for Power - V2 *

Sit start on a big positive ledge on the right side of the boulder. Follow the rail up and to the right to a few powerful moves to the slots above. Variations possible.

SYRINGA BOULDERS

LOWER ARROW LAKE, B.C

These pristine boulders are located in the vicinity of Lower Arrow Lake in Syringa Provincial Park in a beautiful setting with the lake/beach nearby and your campsite a stones throw from the climbing; this is a great basecamp for any visiting climber to the region.

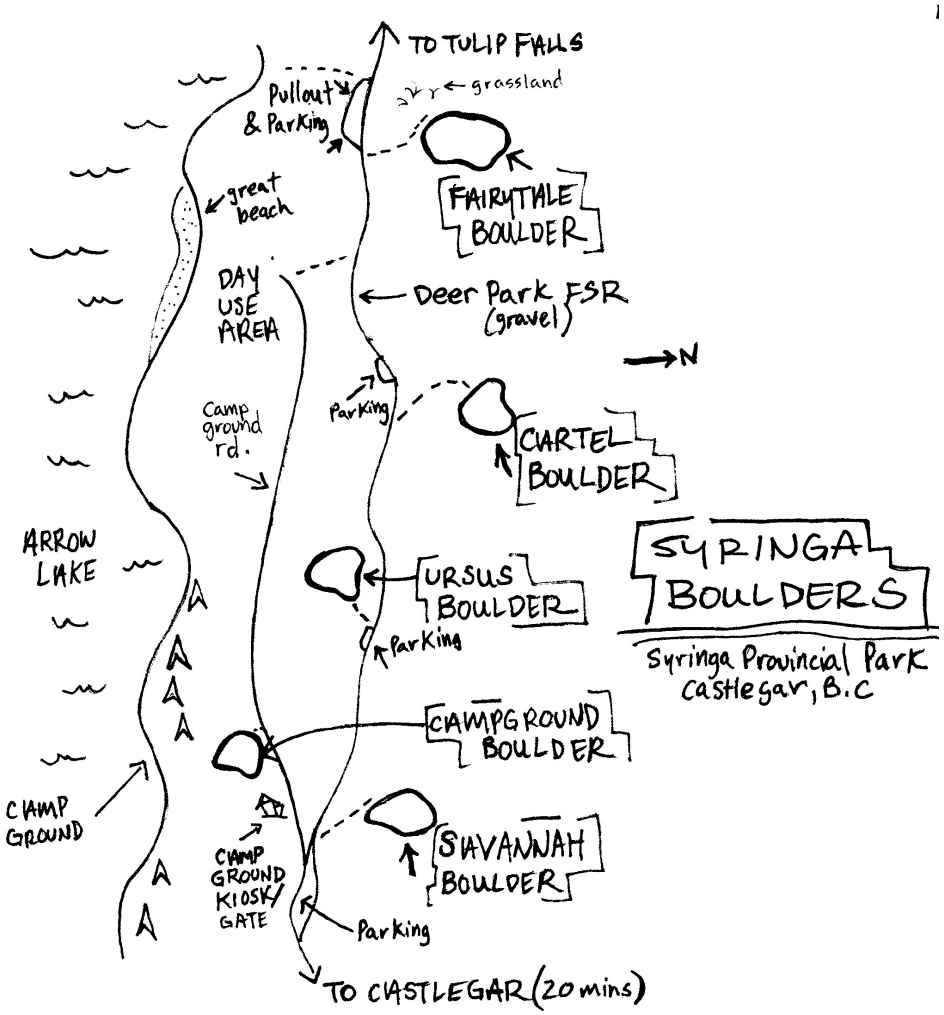
The climbing is compromised of 5 different boulders all located within walking distance from the Provincial Park campground. The rock here is made up of a very compact type of Granite/Gneiss that's very solid and super sticky and a little different from the rest of Arrow Lake. There is a ton of variety that exists between the different boulders; lots of steep, powerful, technical, committing and natural climbing. The problems here stand amongst some of the best @ Arrow Lake, there are some lines here that would be classic anywhere in the world ☺

Directions:

Coming from Nelson, as you pass the Brilliant Dam (on your left) you take the first exit on your right towards Robson following the big blue provincial parks signs for 'Syringa Creek Provincial Park' 17km. If you cross a bridge over the Kootenay River and hit the Castlegar Airport you have gone too far. From here follow this road down a few kilometers until you see more signs pointing to Robson and 'Syringa Provincial Park'. Take a right here this is Broadwater Rd. You will then pass a huge cliff on your right called 'Lion's Head' & it's namesake pub (highly recommended) to which tells you you're going the right way ☺ Now follow this road past the dam and a lot of beautiful cliff faces until you pass a few marinas (15-20 minutes) and you enter 'SYRINGA CREEK PROVINCIAL PARK' (big sign). You then drive a few more kilometers to the campground gate and a fork in the road. Left brings you into the park/campground and right turns into Deer Park FSR (gravel but good for 2wd). Park here for the Campground & Savannah Boulder in a nice little pullout or continue down the gravel rd. for the Ursus, Cartel & Fairytale boulder both a couple of minutes further. Everything can also be accessed from the campground parking.

Classics:

Serpent & The Rainbow - V8
Where the Wild Things Are - V6
Wild Thang - V6
The Brave Warrior - V6
Tough Guys Don't Dance - V4
El Padrone - V5
Los Osos Negros - V4
Pearly Gates - V4
Kuga - V7
Rocket Appliances - V2
The Money - V3



SAVANNAH BOULDER

Park at the fork in the road, look uphill to your right and follow your nose. 30 seconds from the car. This boulder features superb technical highballs and a fabulous traverse of outrageous quality. It stays quite shady most of the time but tends to seep a bit after rainfall.

1 - PEARLY GATES TRAVERSE - V4 ****

Start on the far left, jump up and follow the crack/rail all the way. Drop off or finish up as per 'The Brave Warrior'. One of the more unique lines around!
FA: Allen Rollin 2014

2 - THE GATE KEEPER - V7 **

Start on the left face with a crimpy stand start. Struggle through a tricky sequence on small holds and glassy feet, find the rest, and execute a few more beautiful moves on good holds far above you pads. A masterpiece for those who are into this kinda thing ☺

3 - HIGH PLAINS DRIFTER - V5 **

Start in the little scoop on the right part of the face with a good under cling; make a few tough moves past some bad slopers to the crack/rail and execute a high & committing finish with good holds. Nice.

4 - THE BRAVE WARRIOR - V6 ***

Find a under cling sit start on the far right prow. Big, fun and powerful moves lead you through the prow to some big ledges and a tricky mantle (high) up and left. Classic!!

CAMPGROUND BOULDER

Park at the fork in the road, go past the campground gate/kiosk and the boulder is just on your left in the forest. The climbs have been described right to left from where the trail meets the boulder. This boulder is a very good place to come do a solo circuit as the landings are awesome and there is a lot of rock to play on. Good novice stuff too!

1 - UNKNOWN - V4 *

Sit start, climb the arête trending left a slopey ledge and an easier finish.

2 - UNKNOWN - V5 *

Climb the steep face through some big & burly reaches and sidepulls.

3 - THE MONEY - V3 ***

Sit start, climb the left arête through some cool moves and lock-offs, the best line here, worth checking out ☺

4 - THE SLAB - V0-V3 *

The slab on the south side of the boulder hosts a few variations.

5 - UNKNOWN - V2 *

Another arête.

6 - THE SCOOP - V3 **

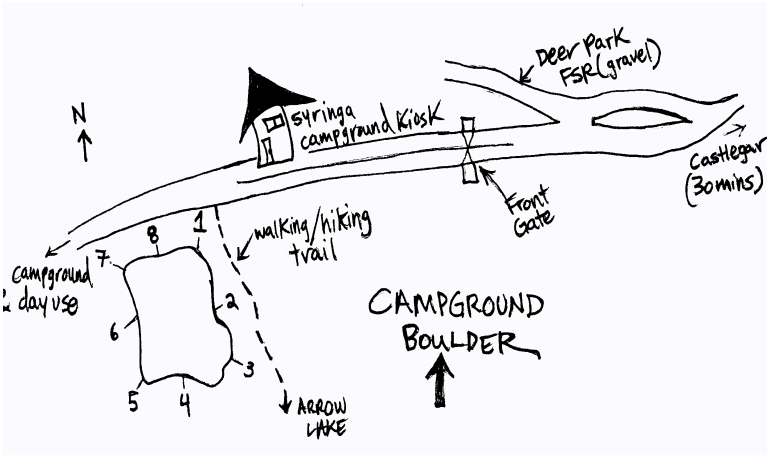
Sit start on the left arête and move into the scoop. It's harder if you stay direct.

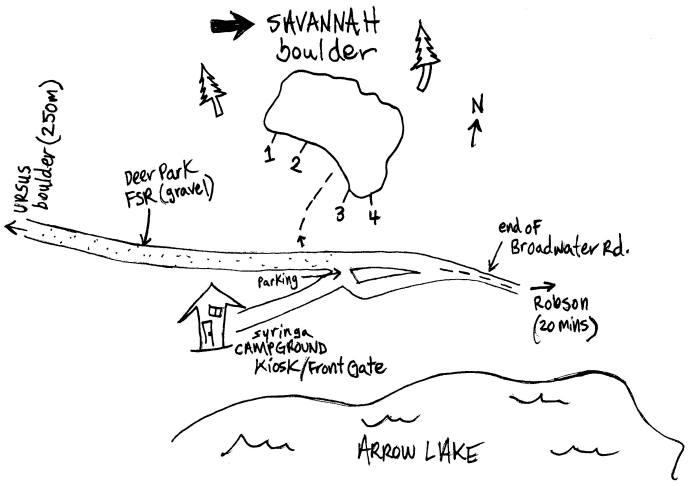
7 - UNKNOWN - V2 *

Sit start and climb another arête with grippy open handholds.

8 - THE DOWNCLIMB- V0

An excellent kids problem or a very nice down climb.





URSUS BOULDER

From the fork in the road, take the gravel rd. down about 250m to a small crest in a hill, pullover on your left and park. You should be able to see the top of the boulder from the road on your left (south), another amazing boulder with lots of variety, great rock/problems and shade.

1 - KUGA - V7 ***

Sit start really low on a flake jug for each hand. Make a few hard moves to slopers on either side of the feature; make a desperate throw to a nubbin and crank into the unique side pull feature on the left hand face. A cool, easy finish ensues. Amazing rock and a must-do for all compression enthusiasts!

2 - LOS OSOS NEGROS - V4 ***

Sit start on jugs, climb through the unique black basalt, keep moving out left through a tricky sequence, a rest and then a surprise finish. Great landing and lots of great moves! Named after the famed Nelsonites and their token local coffee shop.

3 - OSO NEGRO - V2 *

Climb up the opening (sweet) basalt jugs of 'Los Osos' but move directly up to a committing mantle on a fun crimp/side pull. Still worthy of a sip.

4 - PRINCE OF DARKNESS - V2 *

Sit start on a diagonal feature in the basalt just right of 'Osos'. Throw up to jugs and a fun transition/mantle onto to the slabby face.

5 - HEART OF DARKNESS - V3 **

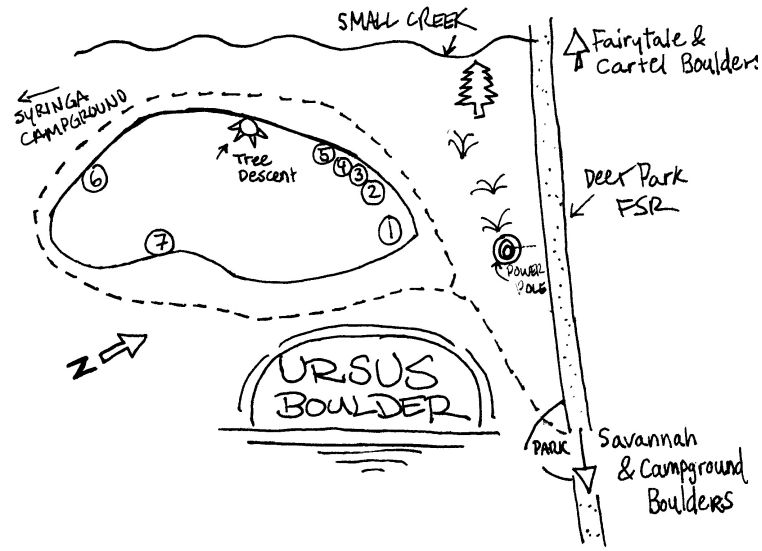
Find the start of the black basalt lip left of the tree (down climb). Traverse the cool rail right to left on sloping holds and link up to the sloping jug of 'Prince Darkness' and finish as per that route. Nice features!

6 - BEAR CLAW - V2 *

Start with one hand on the pinch and one on the big rail out left. Move into the awesome rail, now campus, throw and go for it! Short, steep and pumpy, the opening moves have yet to be done from the prow direct.

7 - THE SERPENT & THE RAINBOW - V8 ****

Climb the imposing scoop/dihedral feature, technical, committing and very sequential. Could be finished way up high too ☺ stunning!
FA: Allen Rollin 2015



FAIRYTALE BOULDER

Continue down the dirt road a little further (about 1km from the gate fork) to where you can now see the lake on your left. There is a nice pullout here on the lakeside and a beautiful beach (if you start heading up hill towards a road cut you have gone too far). Head back down and cross the road, find the cairns and head into the open (old burn) forest/field, on a little ditch trail. The boulder is sitting there beautifully perched waiting for you. This one is a real gem, lots of variety and one the most unreal cave/overhang features around. 'Where the Wild Things Are' would be a classic anywhere in the world!

1 - WHERE THE WILD THINGS ARE - V6 ****

Start low on the nose of the right hand arête just around the corner on a positive sloping feature. Climb horizontally out left on the amazing rails, staying low and heel hooking until a crux greets you transitioning from a crimp into the big rail feature. Layback the unreal feature to a juggy finish. Awesome!
FA: Allen Rollin 2014

Variation (V4): Start on the crimp before the big fin/rail feature (skipping the pumpy opening moves)
Variation (V7): Start very low under the nose hugging the sloping holds and climb up into the positive sloping feature. Can be linked into problems ***(1-4).***

2 - WILD THANG V6 ***

Start on the nose and traverse across the amazing rails to the obvious crimp under the overhang. Now instead of busting into the big rail feature of 'The Wild Things' make a big move up and right into a side pull/pinch then set up for a wild throw into the big shield of 'The Giant Slayer' and finish as per that route. A very high quality line!

Variation (V5): Start on the obvious crimp and avoid the pumpy opening section.

3 - THE GIANT SLAYER - V3 ***

Start just left of the nose on a big positive crimp, make a tight move with your right hand up to a positive side pull (beautiful rock) and crank up (crux) to gain the other amazing prow/fin like feature up and left. Traverse this sloping fin/prow to the left and finish on jugs. Quality!

Variation (V4): Start low on the nose (arête) as per problems (1,2) to add some pump ☺
Variation (V6): Start low just left of the nose on a big side pull/under cling; continue on from there.

4 - THE ART OF FLIGHT - V4 **

Sit start on the sweet, positive, sloping feature on the nose and bust a move straight up to an upside-down pinch hold for your left hand (beautiful rock). Once your balanced on the arête, chalk up and make a series of committing moves on slopers to a nice ledge way up high. Sure to get your head in the game ☺

5 - THE TOOTHLESS FAIRY- V5 **

Sit start low on the cool basalt dyke feature (jug) just around the corner from the nose. Make a difficult move (crux) up and right to a shallow crimp, hold on and throw down a few more desperate moves to a big jug and the same finish as 'Worse Case Ontario.

6 - WORSE CASE ONTARIO - V1 **

Sit start on the nice huge rail, make a move up and left into the mini corner, now layback and crimp up the cool basalt dyke to a high finish. Good warm up.

7 - ROCKET APPLIANCES- V2 **

Sit start on the same rail as 'Worse Case' but move out up and right to a nice sloping face climb trying not to stray too far right (goes straight up). The holds are not as good as they look and it's trickier than it seems. Different than the rest and really fun ☺

8 - COVER CHARGE - V1/8 **

Start on the far left of the face on an obvious positive hold. Now traverse the lip up and right with increasing difficulty to a very perplexing crux; top out via 'Irish Bartender'. Grade depends on friction levels and your tolerance for slopers. Excellent.

9 - IRISH BARTENDER - V1 **

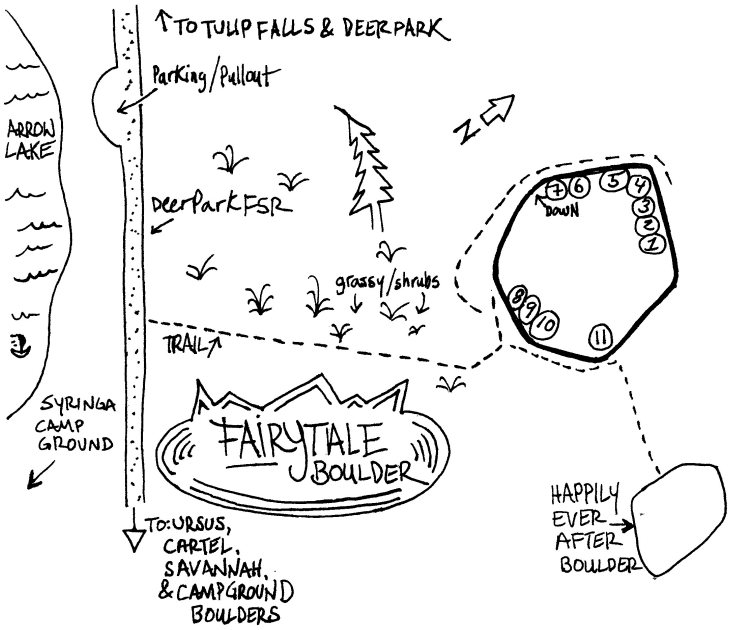
This problem is located on the south face of the boulder. Start with a hidden left hand and the big rail. A tricky opening sequence leads you up through some wild throws and layaways out left to a crimpy side pull and a dynamic finish. In memory of the only real Irish Bartender to ever work at the "Irish" bar in Nelson ☺

10 - GUINNESS - V1 *

Start as per 'Irish Bartender' but go directly up through tough side pull features and then move back left to the same finish.

11 - TOUGH GUYS DON'T DANCE - V4 ***

Located on the far SE face. Start down low on two perfect crimps in a little alcove slightly left. Bust some moves out right to some really cool basketball slopers and execute a flawless sequence straight up to a juggy top out up high! A line worth seeking out!



CARTEL BOULDER

Just a little bit further down the road from the Ursus boulder (300m) is this lone bloc sitting beautifully in the pine forest just uphill off the right hand side of the road. Park just off the road at a nice pullout, walk across the road and follow the nice trail through the brush for about 1 minute to the boulder. The two classic problems here are very high quality, and are a must for any climber in this firing range! Technical, with great (spruced up) landings and committing finishes (becoming a theme here ☺) on super high quality Gneiss!

1 - EL CHAPO - V5 ***

Start crouched on the far left side of the boulder with a crimp under the bulge for your left hand and a cool bread loaf pinch for your right. Power up the sloping rail and make a wild move to the apex of the boulder, a tricky mantle ensues. Named after the elusive Mexican drug lord.

2 - KINGPIN - VPROJECT

Anyone for a more direct line up the face? Looks hard!

3 - EL PADRONE - V5 ***

Start crouched on the right hand side of the boulder on a perfect sloping ledge. Move left and back out right through a really cool sequence of technical side pulls and a committing finish straight up and over! Named after the infamous Columbian drug lord.

4 - THE SMUGGLER - V1 *

Climb the right hand arête from a sit start. Use the basalt features to gain some sneaky moves up high, good warm-up.