

Colossus



Lan Yao on #Dontshameme 5.8

Located in a beautiful spot up in the Squamish valley, Colossus provides fun sport climbing on two distinct walls. The main wall is up to 60m high with routes up to 3 pitches and the "smaller" wall has single pitch routes up to 35m. The rock is well featured and the walls are south facing so they get lots of sun. This makes for a much needed cold temp climbing spot. During the winter it's in the sun from roughly 10am to 3pm depending on time of year. In the summer it's hot after about noon. Recommend you use a 70m rope. Although a 60 can suffice.

There is very spotty, to zero cell reception in the Squamish valley .

Getting there: The crag lies in the Squamish Valley near the High Falls Creek trail. From Squamish, head north on 99. Turn left on Squamish Valley Road (opposite Alice lake sign). At Fergies Cafe/ Chekamus River bridge zero your odometer and take the left fork. It's about 22km from there. The road is dirt for the last few KM but it is maintained and is fine with regular vehicles. Once you pass a hydro generating station (with long pipes coming down the hill) and cross a bridge it's only 400m or so to the parking which is on the right. It's an obvious square parking area with room for about two cars. Walk back down the road for about 10m or so and you'll see a small pink ribbon. Drop down towards the creek, cross it and you'll pick up the trail from there. It's about a 15 min uphill hike.

ALL HARDWARE WAS PROVIDED VIA A GRANT FROM THE CLIMBERS ACCESS SOCIETY OF BC.
Please consider becoming a member at www.access-society.ca

PLEASE ALSO DONATE TO THE SEATOSKYROUTEDEVELOPMENTFUND
gf.me/u/xsah3g

DO NOT TOP ROPE THROUGH THE FIXED CARABINERS!!! These carabiners were not free and they wear out. Please put your own draws on the anchor to keep the rope off the fixed biners.

WEAR A HELMET! This is a new cliff, some holds may break, especially if you wander into uncharted territory.

Bolt counts may be inaccurate or missing and do not include the anchor so bring a few extras

All FA's P.Winter 2018 to present



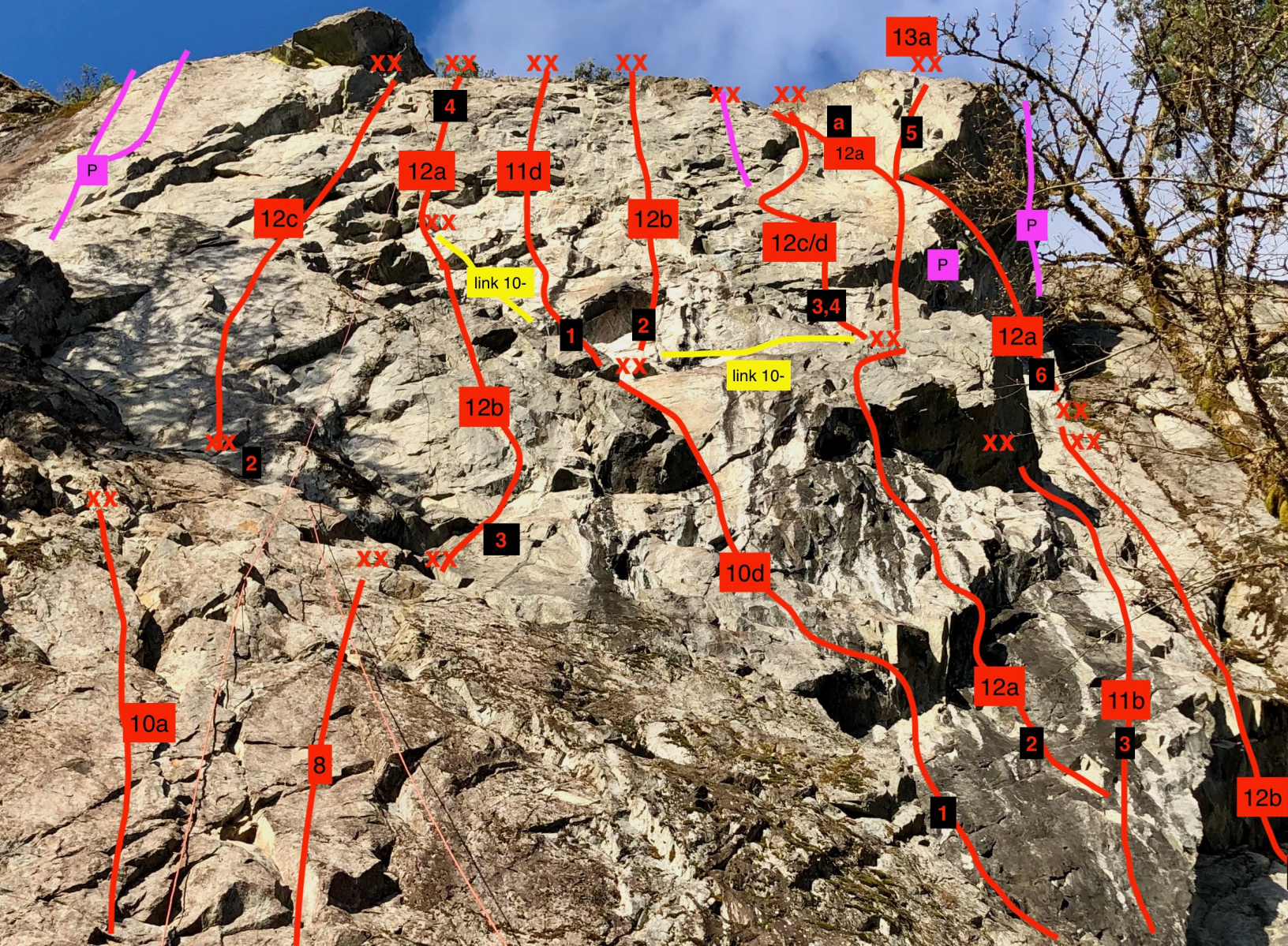
Lower Wall

Vertical to slightly overhanging with routes up to 32m and rock similar to Rogues Gallery. Routes 2 to 6 in the shade after 4pm. Described left to right.

- 1.Second Amendment 11b/c.** Belay below the stump. Start off the stump, immediately traverse left then up to the corner then left again. Tricky onsite. 12 bolts
- 2.Peer Pressure 12a.** Start off the stump. Straight up the rounded arete, then transition left to the steep arete. 11? bolts
- 3.Buttercup 12c.** Just right of the stump up the face. Techy. Suck it up... 13bolts
- 4.Ultimate Fighter 12d/13a.** Start in the easy corner, move left on to mini dihedral feature and up through the hanging corner and chain draws. Multiple cruxes. 32m! 16? bolts
- 5.Kumbucha Corner (aka Millenial Angst)10d** Up the small blocks to gain the corner system. Can feel hard with bad beta. 32m! 16 bolts (back clean the first, if used)
- 6.Oblivious 12a/b.** Stick clip. Start under the small roof, up through the v-slot and gain the steep arete. Big air, but it's all air. Sporty, but easy finish. Easy to scope from #5. 10? bolts
- 7.Project**



Upper Wall



60m high and currently has routes up to three pitches, with the lower pitches being mostly less than vertical and the upper being vertical to slightly overhanging. Most pitches are given individual names and descriptions. There are terraced belays at the base of the cliff and are referenced in the descriptions (routes a and b start at the very bottom).

YOU NEED MULTIPITCH EXPERIENCE TO SAFELY ENJOY THIS WALL!



Lower Pitches (L to R):

- a) **Bob Lawblaw 10a.** Start in the corner. Short crux early. Easy runout finish. 8 bolts?
b) **#Dontshameme 5.8.** Fun climbing on big holds with a couple of blind moves. 9 bolts

1. **Colossus (Pitch 1) 10d.** [Lower ground belay](#). Start at the base of a corner crack, continue straight up to the dihedral and cross diagonally left and up through the v-slot. 12? bolts
2. **Black Velveteen 11d.** [Middle ground belay](#). Back clean the first bolt and gain a stance. Then trend slightly left up the black ramp and a tricky move to the corner. Pull out left from the corner and pull hard through a small roof with a chain draw. Veer hard right to finish. 12 bolts
3. **Pika, Surprise! 11b.** Same start as Black Velveteen. After bolt # 5, branch right and follow the face to an outside corner feature. 12 bolts
4. **The Black Gate 12b.** [Upper ground belay](#). Steep, bouldery climbing through the v-slot. Lower from the upper anchor. 11 bolts

Upper Pitches (L to R):

1. Closed Project
2. **Covid-19 12c.** 38M! [Reached via #Dontshameme](#). Big belay stance. With 70m rope you need to use the top anchor on Troubleshooter to lower twice. 18 bolts
3. **Troubleshooter 12b.** [Reached via #Dontshameme](#). (or can lower from Colossus pitch 2 belay). Big belay stance, slightly slopey. Climb the shallow corner, funky weight shifts to gain the left diagonal seam. Pull a little bulge and drift left to the anchor. 8 bolts
4. **Lemonyellowsun 12a/b.** Second pitch above Troubleshooter. Big flat belay stance. Bit harder than it's neighbour on the right. Thugish leaving the belay, then boulder problem bulge. Stay smart to the finish. (Can be linked from Colossus belay. 13 bolts) 10 bolts. Could link this with Troubleshooter

[Reached via Colossus \(Pitch 1\):](#)

1. **Fields of Joy 11d.** Big belay stance slightly slopey. From the belay move left, up the corner feature to a right trending slab and straight up. Building pump with a crux buldge. Classic! 13 bolts
2. **Colossus (Pitch 2) 12b/c.** Second pitch goes straight up from the belay. Pumpy 5.11+ climbing to a boulder problem. First route established on the wall. 14 bolts

[Reached via Black Velveteen or link from Colossus Pitch 1:](#)

3. **Closed Proj.** Same as Plan B but after the rest continue up the corner and trend left up the even steeper headwall.
4. **Plan B 12c/d.** Smaller belay stance but mostly level. Move slightly left from the belay, straight up to the headwall. Good holds lead to a leftward traverse with a tough move in the middle. Catch a rest then move rightward and then straight up through the upside down v slot. Mega! 12 bolts

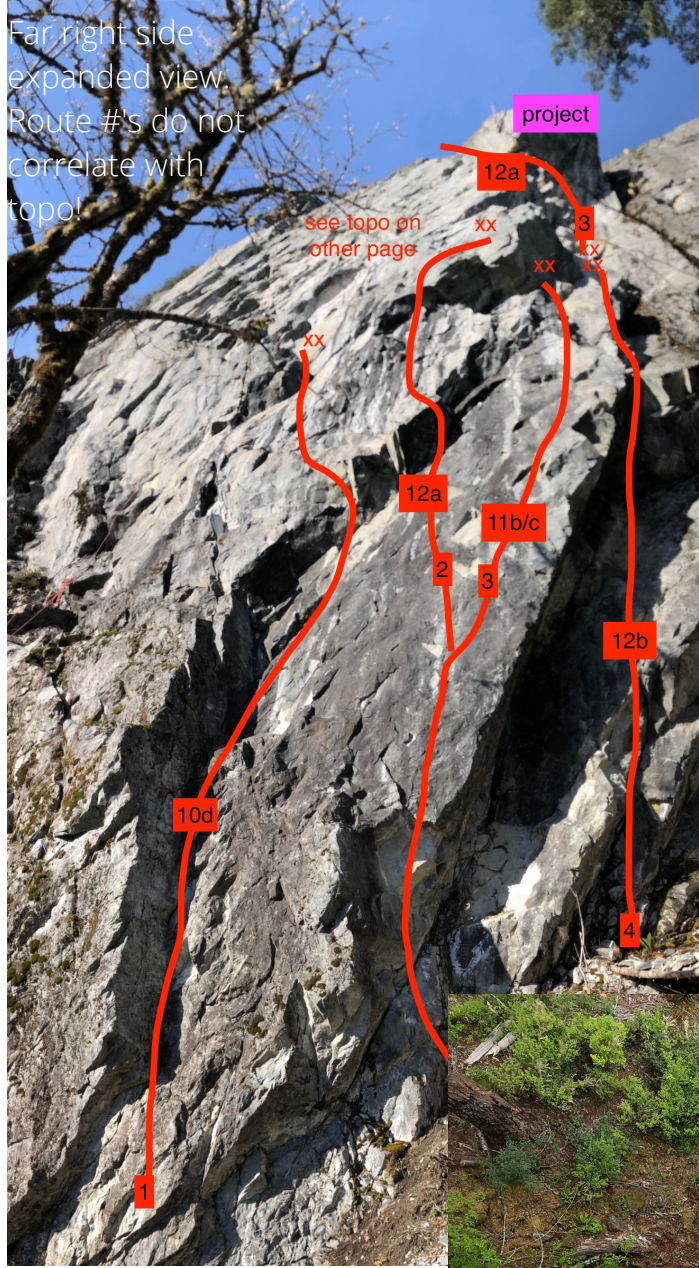
5. Mother of Dragons 13a

- 5(a) **Big Doug 12a.** Same start as Plan B but after first bolt move diagonally right and up to a ledge. Pull the arete bulge and straight up through the prow. For Big Doug, finish diagonally left up the corner through the chain draws. Nice exposure! 12 bolts

[Reached via Black Gate or Pika, surprise!:](#)

6. **Dark Lord 12a.** Double ledge level belay stance. Use lower anchor for belay. Move up the open book dihedral to a big ledge. Follow bolts out right with steep climbing up jugs and a hard move left to gain the arete. Join Big Doug and follow the chain draws left. To come down clip into the chain draws.

Far right side
expanded view.
Route #'s do not
correlate with
topo!



A few words about our little friend, the **paper wasp**. She is often called a hornet or yellow jacket, but is quite unlike those two. Commonly found on cliffs around Squamish and especially at Colossus. She is not to be feared. While she can sting it's very rare, and usually only when close to her nest with developing larvae. Otherwise you can put your hand right next to her and she'll crouch down and watch you, and either stay put or fly away. Some crack features can be filled with paper wasps.



Stewart Hughes on Plan B 5.12+