

This document contains corrections to the second edition of *Squamish Bouldering* as well as new problems not listed in the guide. This information will be used to compile the third edition of *Squamish Bouldering*. Please submit problems to be added to this document. Your help is appreciated.

GRAND WALL BOULDERS

CAMPGROUND BOULDERS

Van No. 5 (V8) *** This problem is just left of *The Fuzz*. Start seated using a big, slopey sidepull. Fire right to a slopey gaston (the second hold of *The Fuzz*) and then climb straight up, eventually using a heel hook to reach high to a good jug. (FA: Axel Perschmann, 2010)

TITANIC

The Pendulum (V9) ** Start sitting on the boulder underneath *Timeless*, left hand on a sharp flap and right on a slopey rail. Toe-hook holds on *Timeless* and prepare for a massive bat-hang swing while moving toward the lip. If you make it, finish up *Timeless*. (FA: Miles Adamson, 2011)

Timber (V4/5) ** Start to the left of the big tree on the problem *Sequoia*, squeezed into a little cave formed by two boulders. Match on a good ledge and squeeze right passed the tree and into the start of *Sequoia*. Finish on that problem. Does not add significant difficulty to the original climb. A little contrived. (FA: Tim Catcher, 2010)

Snacking on Potatoes (V0) ** This fun link-up starts on *Couch Snacks* and traverses right to finish on *Couch Potato*. (FA: Jack Fieldhouse, 2010)

Couch Knish (V1) ** Start seated immediately right of *Couch Potato*, left hand on knobby hold, right on crimp. Climb directly up to topout jug. Safe to do with one pad and no spotter. (Eliza Brenman & Bill Thompson, 2011)

The Waiting Game (V3) ** This problem has been upgraded. Also, the problem starts with an edge, not a sloper.

SURVIVOR

Immunity Direct (V7) *** This variation to *Immunity Challenge* starts as for the original problem and follows the original line all the way to the right arête. At this point, make a big move up with the left hand to an incut edge, and then climb straight up the high face on good holds just left of TD Plus. (FA: Tim Catcher, 2010)

Viper

Hand it Over (V1) *** Up-rated to three stars. Good problem!

BLACK DYKE

Anne of Green Gable (V5) *** Re-cleaned by Curtis Suave, 2011. Better now...

Galaxy Direct (V5) *** Start as for *Galaxy*, but go straight up to a fat ledge. (FA Curtis Suave, 2011)

Wordly (V1) * Start one metre right of *Galaxy* on opposing sidepulls and up. (FA Curtis Suave, 2011)

SUPERFLY

One Percent Genius (V9) ** Jump to the mid-point of the wide, hanging lip of the cave right of *Sharma's Arête*, using a running start. The lip hold is slopey, but has some crystals to help hold the swing. Once you hold the lip, traverse left using heel hooks to finish up the back side of *Sharma's Arête*. (FA: Randy Puro, 2007)

LIP-SMACK

Crack Slabbath (V2) *** Incorrectly credited to Jack Fieldhouse in the 2010 guide. First ascent was by Daniel Bliss.

MANTLE MADNESS

The Black Council (V11) *** To find this problem, locate the *Agoraphobia* boulder. Traverse south along the downhill face of this large block and look for an A-frame shaped block. This problem climbs the left side of the face and is high. (FA: Tim Doyle, 2010)

UNDERTOW

Eats, Shoots and Leaves (V0) ** Start as for *Fish*, but climb the basalt dyke up the slab just to the right. This is a pleasant, tall slab climb. (FA: Hung Le, 2008)

EASY CHAIR

The Pool (V13) *** In the guide, this problem is named "The Deep End". Apparently, the proper name for the full problem is "The Pool". (FA: Tim Doyle, 2008)

HEARTBREAK HOTEL

Bazooka Low (V3) *** Do a seated start to problem 25, *Bazooka*. (FA: Unknown)

Bong Hits for Jesus Low (V6) *** Start to the right in a little cave with left on a sloping edge (the right hold on the original problem) and right way out on a very incut edge. A few interesting heelhooks and crimps lead to a sloping hold on the arete, where you join the original problem. This variation adds a few moves, but doesn't significantly increase the difficulty of the climb. (FA: Tim Catcher, 2010)

SPIRIT WORLD

Passing Lane (V0) ** The starting hold is flexing. It might be best to start seated on the left. This adds two moves, but the grade remains the same.

Basque King in the Shade (V2, 3m) *** Start seated with both hands on the low rail (the same start as *Basking in the Sun*). Traverse right to an overhanging prow, move up, cross back left and top out on a jug. There is a picture on page 202 in the guidebook. (FA: Zev Thompson, 2010)

APRON BOULDERS

THE JUNGLE

The Cutting Edge (V5/6) *** Upgraded from V4 since a hold broke in November, 2010.

Slice and Dice Low (V5) *** Start seated below *Slice and Dice*. Match on a double crimp, fire left to the arete and up. (FA: Curtis Suave, 2008)

Native American Giver (V8) The name is incorrect in the guidebook. It should be *First Nations Giver*. The name is a reference to events that surrounded the first ascent.

THE SNAKE PIT

Dumpster Baby (V0, SDS) ** This problem is on the left side of *Constrictor*. Start seated with left hand on the low arête and right on a low shelf. Climb up into *Cobra* to finish. (FA Scotty Inglis, 2011)

Snake Eyes (V0) *** Do the same seated start as *Sidewinder*, but traverse right to the fun, juggy arête. (FA Curtis Suave, 2010)

Brutal Pub (V) ** On a boulder in front of *Snakebite*, start seated with a left-hand slopy gaston and a right-hand in-cut edge. (FA Curtis Suave, 2010)

Skooch (V0) * On the far left-hand side of the *Snakebite* boulder, climb an easy dihedral from a standing start. (FA Curtis Suave, 2010)

Scale (V2) **** Climb the face right of *Snakebite*. Start with a slopy crimper at about 1.75 metres. Super fun climbing to the top. (FA Curtis Suave, 2010)

The Church Of The Universe (V1, Slopy, Crimpy, Flat Landing) *** This problem is just right of *Ghost Rider* on a boulder with a second boulder on top. Start with your left hand on the obvious side-pull and your right on a crimp. Bump up to a jug, then throw to the slopy nose on the upper boulder. Finish to the top. (FA Scotty Inglis, 2011)

Rainy Daze (V0, Crimpy, High) *** This problem is just left of *Ghost Rider*, on the same boulder. Start standing on the shelf and climb up the boulder using all features. Finish on a jug. (FA Scotty Inglis, 2011)

Single's Arete (V0, Flat Landing) ** The next two problems are between *Ghost Rider* and *Crazy Train* (the large boulder farther into the brush to the north). To approach, hike a little to the left of *Ghost Rider*, around a couple of boulders. *Singles Arête* is on the right and starts with left hand on a low arête hold and right on an obvious side-pull. Step high and finish up the arête. (FA Scotty Inglis)

Next Generation (V1, SDS, Slopy) ** On the boulder just left of *Singles Arête*. Start seated with left on an obvious edge and right on a triangular-shaped hold. Move right to the arête, climb up using a four-inch crack and arête, and finish with slopy holds. (FA Scotty Inglis)

GIBBS' CAVE

Zazen (V14???) It needs to be emphasized that this grade is only an approximation in the guidebook based on a couple of top local climbers' best guesses. The problem is currently in limbo, and should likely not be graded until another ascent has been recorded. A hold has likely broken (the original problem was suggested as a V13), and the *viability* of the line is currently in question.

North Ridge (V14???) Like *Zazen*, this grade is only an approximation. A broken hold after the first ascent (which was graded V13) has altered the problem. A post-broken-hold ascent is necessary to properly assign a grade.

APRON DESCENT TRAIL

Tatonka (V8/9?) *** The flexing rail finally broke off this problem. The new version is more sustained than the old, and likely a bit harder.

Fact Up (V0) ** Climb a fun slab across from *Huey Lewis and the News*. Huge jug at the top! (FA Curtis Suave, 2011)

NORTH WALLS

UPPER SHERIFF'S BADGE TRAIL

Diamond in the Rough (V8) *** This problem is incorrectly named and graded. It's called "Planet of the Apes" and should be graded V8, not V12! (FA: Tim Doyle, 2009)

THE DARK SIDE

Astroman (V7) The description in the book for the top out of *Astroman* is incorrect. The problem tops out directly up and right from the fin rather than to the left as is shown in the book. The left finish is unpleasant and awkward, although possibly a little bit easier than the more aesthetic right finish.

SLHANAY TRAIL

Everything Roses (V12) This problem is on the boulder left of *Jade Scorpion*. It's on the left side of the block and starts with an odd foot kick to get established on the face. (FA: Tim Doyle, 2010)

The Dirty Rascal (V8) This problem is to the right of *Everything Roses*, on the same boulder. (FA: Tim Doyle, 2010)

THE MAGIC KINGDOM

Crystal Vaiz (V8) *** Start as for *Crystal Cave*. At the lip, traverse right and finish with a 7-metre slab! Good quality. (FA: Curtis Suave, 2010)

Taco Loco (V3, 3m) *** This problem is on the left side of a small boulder directly west of *Crystal Cave*. Start standing with holds on the nose of the arête and fire up to good hold. Really fun! (FA: Unknown)

Freakin' Freholies (V0, 3m) ** Climb the easy slab to the right of *Taco Loco*. (FA: Unknown)

Tortillas (V0, 3m) ** Climb the slab to the right of *Freakin' Freholies*. (FA: Unknown)

A Tribe Called Quest (V4) *** Recently re-cleaned and now of higher quality. (Cleaning: Curtis Suave, 2010)

Coco Beware (V3) *** This problem is in a cave on the east face of the *Space Monkey* boulder. Start squatting deep in the cave with a left arête finger bucket and a right pinch. Traverse out right to positive holds, make big reaches and mantel on slopers. Finish by walking up the ramp and manteling out (easy). (FA: Curtis Suave, 2010)

Bird Brain (V5, 5m) *** Start seated underneath the finish holds of *Coco Beware*. Use a right crimp (a foot hold used to top out *Coco Beware*) and a left slopey gaston rail. Fire up left and do the same exit as *Coco Beware*. (FA: Curtis Suave, 2010)

Millit Time (V2) *** This problem is about three metres right of *Coco Beware*. Start standing matched on good incuts at the lowest part of the ramp. Traverse right and up the ramp to jugs and mantel. (FA: Curtis Suave, 2010)

The Problem of the Day (V4, 7m) **** Start as for *Millit Time*, but continue up right through an obvious crux to an exposed exit! Spicy, spooky and kooky. (FA: Curtis Suave, 2010)

Tru Green Sponsored (V4, 4m) *** This problem is on the boulder behind (southeast of) *Space Monkey*. Climb the right arête starting seated with a left crimpy gaston and a right fin pinch. Tenuously fire up to a sidepull and execute an easy topout. (FA: Curtis Suave, 2010)

Tru Green Sponsored Low (V5, 4m) *** Start seated. (FA: Curtis Suave, 2010)

Quik (V0, 3m) ** This problem is about two metres to the RIGHT of *Tru Green Sponsored* and around the corner. Start squatting using sidepulls and crank up to a huge jug and the top. (FA: Curtis Suave, 2010)

Wild West (V3, 4m) *** This problem is about two metres LEFT of *Tru Green Sponsored*. Start standing with a right tufa pinch and a left wide sidepull. Up you go! (FA: Curtis Suave, 2010)

Wits 'n' Bits (V0, 5m) *** This problem is on the northeast face of the *Tru Green Sponsored* boulder. Start on a low angle ramp and climb out right to the arête and follow it using slanting crimps. Easy and fun! (FA: Curtis Suave, 2010)

Opheliac (V0, 5m) *** Same start as *Wits 'n' Bits*, but veer out left and climb the fun slab above. (FA: Chloe Humpfres, 2010)

The Tusk (V8) *** The first ascent on this problem goes to Luke Cudney, not Tim Doyle.

Cookie Monster (V2, 4m) **** This problem is three metres left of *Ricochet Biscuit*. Start seated with a left crimp and a slopey right lip hold. Fire up and left to a fun topout. (FA: Curtis Suave, 2010)

Biscuit (V0, 4m) ** This problem is on a boulder northeast of the *Ricochet Biscuit* boulder. Start standing on a ramp out left and climb a dihedral to the top. (FA: Curtis Suave, 2010)

Gravy (V1, 4m) *** Same boulder as *Biscuit*. Stand start on a large, diagonal ramp and climb to an obvious rail and up. (FA: Curtis Suave, 2010)

Unnecessary Accessory (V4) *** This problem is on the Finger Scoop of Peanut Butter boulder. Start as for that problem, but mantel straight up to crimps and follow the ramp out right to finish. (FA: Curtis Suave, 2010)

Foliage (V5) *** Start in the middle of Finger Scoop of Peanut Butter with a good left hold and right in the seam around the corner. Dyno out left for a slopey hold (FA: Curtis Suave, 2010)

What's the Scoop? (V4) *** Start seated as for Finger Scoop of Peanut Butter, but make an early exit on the corner and dyno out right to a good hold at the top. Fun! (FA: Curtis Suave, 2010)

C+ (V0, 4m) *** This problem is on the *Krishna* boulder, about 3 m right of *Mushroom Mantel*. Start standing on the boulder on the right so you can step your right foot onto a Pac Man-shaped foot hold at about 1.25 m. Climb a short slab to crimps and up. Fun! (FA: Curtis Suave, 2010)

C- (V0, 3m) ** Start standing on the same boulder as C+. Instead of stepping out over the pit, reach straight up to crimps and press out directly above. Safe. (FA: Curtis Suave, 2010)

One (V0) ** This and the next two problems are on a boulder just to the northeast of *Mushroom Mantel*. This problem is the farthest on the left and with a left sidepull and right crimp. Climb to an easy topout. (FA: Curtis Suave, 2010)

Who Does Number Two Work For? (V0) ** Start to the right of *One* with a right slopey scoop and a left crimp. Make a big move to an easy topout. (FA: Curtis Suave, 2010)

We're Number Three Campaign (V0) ** The farthest right problem. Start with a huge jug on the right side of the boulder and follow good holds left to the top. (FA: Curtis Suave, 2010)

THE FARM

Blow it Out Your Hole (V1) * This problem is on the back of the *Baby Beluga* boulder. Start with a left

crimp at face level and a right arête hold. Slap up the arête to the top. (FA: Curtis Suave, 2010)

Not Beer Jugs (V1) ** This problem is about 10 m uphill (behind) *Blow it Out Your Hole*. Start seated matched on a left-facing sloper. Move up and right to a huge jug and mantel. (FA: Curtis Suave, 2010)

The Lone Ranger (V2, 2m) *** This problem is about two metres right of *Not Beer Jugs*. Start seated using a crimp and a triangle-shaped edge. Fire up to a jug and the top. (FA: Curtis Suave, 2010)

Jungle book (V3, 3m) *** This problem is about three metres right of *The Lone Ranger*. Start squatting on a separate boulder under the roof. Do a huge move and climb the arête. (FA: Curtis Suave, 2010)

Shark Fin (V1) ** Start seated on a good right edge and cup the arête with your left hand. Climb the cool feature. (FA: Curtis Suave, 2010)

Rino Face (V3, 3m) **** This problem is on a boulder up the hill, on the left (south). Start standing with a good right edge and a left, slopey arête hold. Fire up to a horn and the top. (FA: Curtis Suave, 2010)

Stumped (V1) *** This problem lies between problems 12 and 13 (on the *Ride the Waves* boulder) in the 2010 guide. Start standing behind a rotten stump that's about two metres right of *The Barrel* arête. Grab a good right sidepull and a slopey left divot. Move to crimpers, good incut edges and a fun topout. (FA: Curtis Suave, 2010)

Animal Farm (V2) ** This problem is on the *Ride the Waves* boulder, about 2.5 m left of *Detached Flake*. Start seated using jugs on the lowest part of ramp. Crank to a good gaston and then make a huge move to the lip and finish with a tenuous mantel. (FA: Curtis Suave, 2010)

Cow Lick (V3) ** This problem is about 3 m to the right of *A Stroke of Luck*, on the backside of the boulder. Start seated, matched on a good low shelf. Pull to small crimps and traverse right on slopers to a mellow topout. (FA: Curtis Suave, 2010)

Undead (V11) *** Start standing just to the right of *Resurrection* at two opposing crimps in the steep face. Climb directly up to join *Resurrection* at its crux. Finish on that problem. (FA: Tim Clifford, 2011)

The Reckoning (V14) *** This incredible problem climbs the overhanging face left of *Chicken Lips and Assholes*. It follows the line labelled "super project" in the guidebook and starts seated with opposing sidepulls. This is one of Squamish's hardest lines and is unrepeated. The grade needs confirmation. Stand up start is V10. (FA: Tim Doyle, 2010)

Slop the Hog (V11) *** This problem climbs the blunt arête left of *The Reckoning*. Start standing with a positive hold and do 3-4 moves before moving right and joining the other line. This is another quality problem. (FA: Tim Doyle, 2010)

THE CLEAN BOULDERS

Taco Loco (V1) ** This fun problem is about two metres left of *Meatgrinder*. Start with right on a chest-level crimp and left on a smaller crimp. (FA: Curtis Suave, 2011)

Mighty Mouse (V1) *** Recently re-cleaned and now of higher quality. (Cleaning: Curtis Suave, 2010)

Minnie Mouse Low (V1) *** Start seated with a left-facing rail and a right edge. Crank to a small crimp and up. Fun! (FA: Curtis Suave, 2010)

Moondog (V6/7) *** Start on the same edge rail as *Outrage*, stretch way out right to a small crimp and up to a juggy top out. (FA: Curtis Suave, 2010)

Jango Gone Bad (V0) *** Start about two metres right of *Outrage* with a positive hold for the right and a really tiny left undercling. Climb up jugs to finish. (FA: Curtis Suave, 2010)

The Hydra (V?) *** A hold has broken. The problem may be harder now.

CLASSIC ROCK

Fuzzy Rocker (V2) ** To find this new problem, turn left at or just before Classic Rock and pick up a trail to a crimp, slightly overhanging face. Start squatting using a left crimp and a right scoop on the arête. Fire to a good crimp and up to an easy topout. (FA: Curtis Suave, 2010)

Ball of Fire (V1) *** Has a loose hold...

The names on problems 12 and 13 are mixed up in the guide. Problem 12 is *The Road to Hong Kong* and problem 13 is *Village Bicycle*.

The Village Bicycle (V3) ***** Re-cleaned in June 2010. Now even better. A great problem....

Barn Dance (V3) *** This problem is located to the right of *Corner Store*. Start seated with a low, left hold and right on an obvious, slanted positive crimper. Crank to jugs fighting some barn door action. The topout is easy. (FA: Curtis Suave, 2010)

Tall Boy (V3) ** This problem is on the *Guinness Milkshake* boulder, between *Stout* and *Lucky*. Start with you right hand on the left crimp of *Lucky* and left on a small undercling. Pull to the bad sloper on *Guinness Milkshake* and fire up to jug with your right hand. (FA: Curtis Suave, 2010)

Wobbly Pop (V1) ** This problem is on the *Guinness Milkshake* boulder, one metre right of *Runner Arête*. Start on a huge jug at waist level, go right to an even larger jug, mantel and finish up the slopy arête. (FA: Curtis Suave, 2010)

Must Goes (V3) *** This problem is on the right side of the Guinness boulder on the overhanging corner on the far right. Start seated using a jug undercling, pull to a good crimp, move right across the overhanging prow to a great hold and make a huge move to a jug at the top. (FA: Curtis Suave, 2010)

Wasabi Now (V2) *** Start seated two metres right of *Must Goes*, using a small crimp for the left hand and a distant small crimp for the right. Move to a positive but slopy shelf, and finish with a big crank to the top. (FA: Curtis Suave, 2010)

Wasabi Forever (V3) *** Start as for *Wasabi Now*, but avoid going straight up. Do a huge move right to a good crimp and finish up and right. (FA: Curtis Suave, 2010)

THE SMOKE BLUFFS

BOULDER GULLY

Walk This Way (V0-) ** This problem climbs a slab about 15 metres east of the boulder with the problem *Fun Toosh*. (FA Curtis Suave, 2011)

Talk This Way (V0) ** This problem is about three metres west of *Walk This Way*. Climb the overhang, from boulder to boulder. (FA Curtis Suave, 2011)

EER! (V1) ** Climb a fun, blocky arête, about 10 metres north of *Fun Toosh*. (FA Curtis Suave, 2011)

NEAT AND COOL

Tales From the Grippped (V4) *** The first (known) ascent on this problem should be credited to Perry Beckham in 1988 or 1989.

PARADISE

FRIDGE BOULDERS

Flat Line (V5) *** Climb into the obvious sickle-shaped crack right of *Zylon* on the Fridge Boulder. Start matched on a diagonal edge, pull to a crimp and then move up features along the crack. Bring some pads because the landing is a bit of a horror show. (FA: Jack Fieldhouse, 2010)

WHISTLER

CREEKSIDE BOULDER

Jumbo Hate (V9, powerful) *** This is a sit-start variation to *Smoothie*. Start with your left hand on a small crimp and your right on a textured sloper. Crank right up to pod using a good foot placement. Powerful! (FA Josh Freeman, 2011)

Ascension Cycle ***** (V6, pumpy) Start by matching a small lip deep in the cave (to the left of *Staircase*) and make a big throw behind you to large block. Move powerfully straight out of the cave (staying left on crimps) to a ledge. Traverse the ledge left around the arête to top out above *Avalanche Poodle*. Great sequence problem! (FA Polek Rybczynski, 2010)

Kee-ra-shA ***** (V5, highball) This is the tallest problem on the boulder. Start seated matched on the right side of the "skateboard", to the right of *Can't Do It In Shoes*. A mantle-type move gets you to some thin crimps and a side pull. Finish straight up the tallest part of the face with a committing last move off a small left crimp and thin feet. Nothing better than peace upon the mind and air under the feet! (FA Polek Rybczynski, 2010)

Latch On, With Love ***** (V2) Climb *Latch On*, but when you get to the big plate, traverse right and finish around the overhanging face above *Smoothie*. Look for a wide, right foothold. This is a fun alternate finish to that classic problem. (FA Polek Rybczynski, 2010)