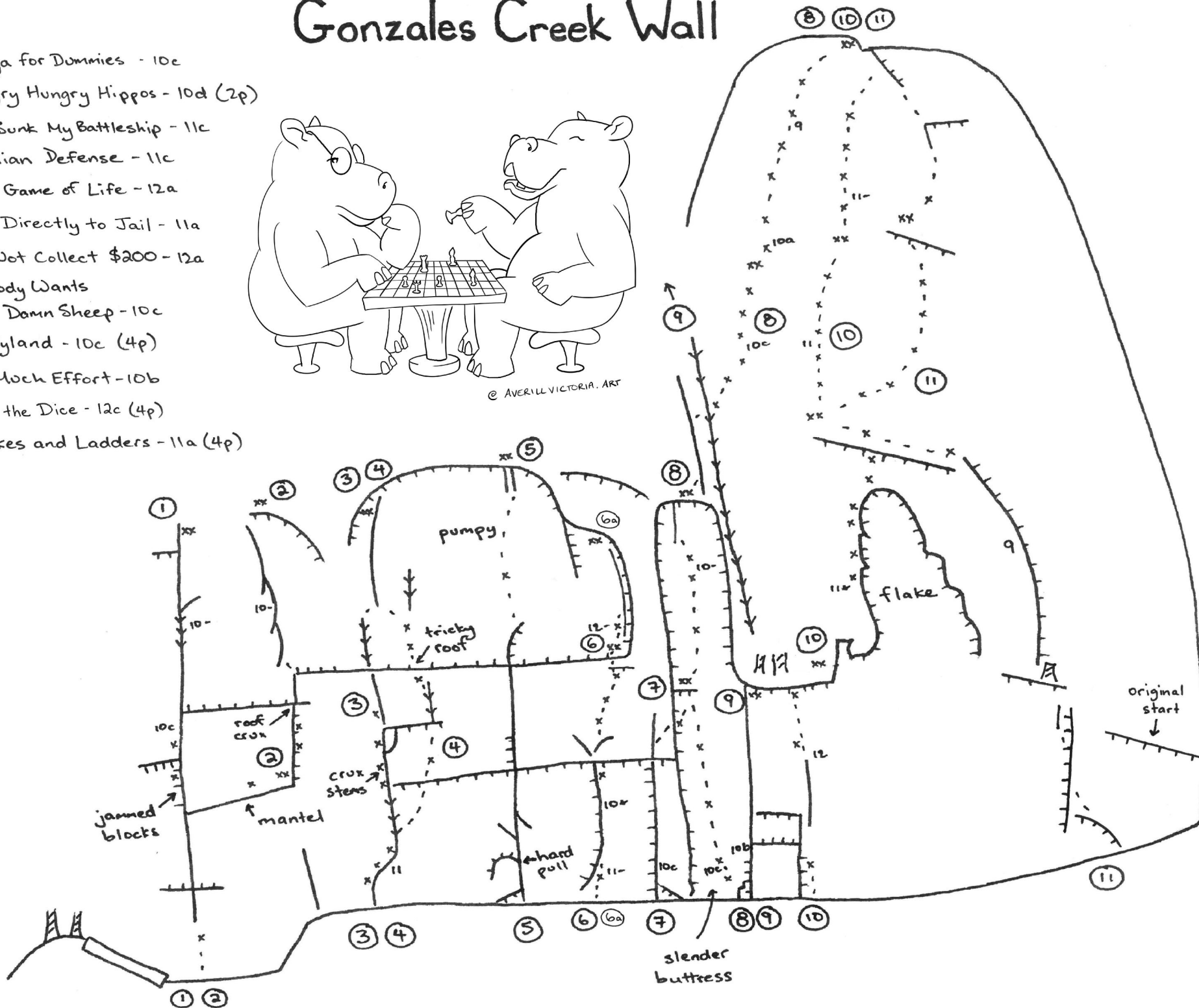
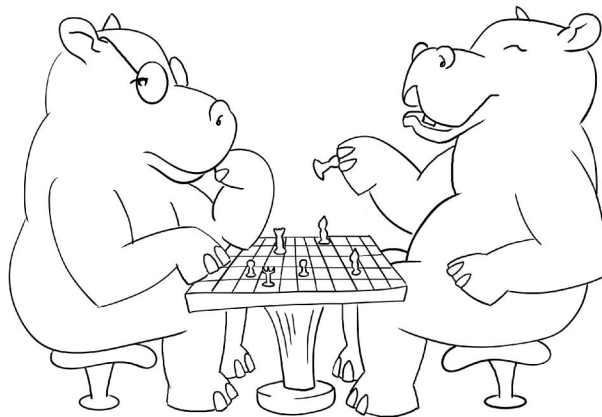


Gonzales Creek Wall

- ① Jenga for Dummies - 10c
- ② Hungry Hungry Hippos - 10d (2p)
- ③ You Sunk My Battleship - 11c
- ④ Sicilian Defense - 11c
- ⑤ The Game of Life - 12a
- ⑥ Go Directly to Jail - 11a
- ⑥a Do Not Collect \$200 - 12a
- ⑦ Nobody Wants Your Damn Sheep - 10c
- ⑧ Candyland - 10c (4p)
- ⑨ Too Much Effort - 10b
- ⑩ Roll the Dice - 12c (4p)
- ⑪ Snakes and Ladders - 11a (4p)



Gonzales Creek Wall (Oct 2018)

Climbs may have loose holds or blocks remaining. You are responsible for your own safety. Wear a helmet!

Steep and featured face and crack climbing is the theme here. The big slab on the right is visible from the highway and provides good climbing up textured rock and dykes. The wall faces WSW and the bottom stays shady. Gear is given in Metolius for the small sizes and BD for larger sizes. Stars are just relative to the other climbs on this wall.

Are you climbing here? Have feedback on grades, bolts, etc? I'd love to hear about it at david.brayden at gmail.com.

Left side: The following climbs end just below a ledge halfway up the wall. A 70m just barely lowers from all climbs.

(1) Jenga for Dummies - 5.10c **

~35m, 4 bolts, SR from #0 Met to #3 BD, 2x #1 Met - #0.75 BD (FFA David Brayden, July 2015)

Clip a bolt and follow cracks through a little roof into a right facing corner. Move up left on jammed blocks (bolt) to a ledge. A few balancy crux moves lead up the arete, then consistent and fun climbing up the crack. Named for a wild ride taken when a block trundled with a car jack caught the bottom step of my etrier on its way past.

(2) Hungry Hungry Hippos - 5.10d ***

2 pitches, SR from #0 Met to #2 BD, 2x #2 - #3 Met (FFA David Brayden, Sept 2015)

P1. Follow Jenga for Dummies to the right facing corner. Hand traverse right along the rail, mantle below a bolt, and foot traverse to an anchor (10b, 2 bolts, ~20m). P2. Head up past two bolts to a roof crux (#0 Met). Above, move up on big holds, then left to layback steep and fun flakes to the anchor (10d, 2 bolts, ~20m). It's possible to link these if you're really stubborn. The direct start up a dyke is undone. As is the line straight through the double roof to the left.

(3) You Sunk My Battleship - 5.11c **

~34m, 7 bolts, SR from #1 Met to #3 BD (optional #4 BD), 2x #1 BD for pockets (FFA David Brayden, June 2016)

Difficult climbing past three bolts leads to an easier crack/groove. Follow it to a face crux. Jam a strange but solid #1 BD in the horizontal and head past a bolt to a small ledge. Fun climbing up and left (another #1 BD in a slot) into a layback finish up an easy crack.

(4) Sicilian Defense - 5.11c *

~34m, 7 bolts, SR from #0 Met to #2 BD, 2x #1 Met (FFA David Brayden, Aug 2016)

Climb past the first three bolts of You Sunk My Battleship. Once reaching the groove, step right onto a big hold and climb up and right through a bulge to a ledge (small cams). Continue rightwards to a bolt and then straight up to a small roof. Pull the roof, easier with trickery, past three bolts. Move back left on big holds to finish up the final layback crack of You Sunk My Battleship.

(5) The Game of Life - 5.12a ***

~36m, 1 bolt, SR from #00 Met to #1 BD, 2-3x #0 - #3 Met, small nuts (FFA David Brayden, Aug 2016)

The testpiece of the crag. Work up into the obvious undercling and make a powerful move up and right. Continue up the easier crack system to below the widest part of the roof. Pull it and launch onto the pumpy face above. Small yet solid gear and excellent climbing. It's possible to access the anchor from the top of YSMB.

(6) Go Directly to Jail - 5.11a **

~25m, 5 bolts, SR from #0 Met to #2 BD (FFA David Brayden, Sept 2017)

A difficult move past a bolt gains fun climbing up the shallow corner to a ledge. Climb a layback crack and the face above past bolts. Use the stump out right to mantel onto the sloping ledge to the anchor on the face.

(6a) Do Not Collect \$200 - 5.12a *

~30m, 7 bolts, SR from #0 Met to #2 BD (FFA David Brayden, Sept 2017)

The extension to Go Directly to Jail. Pull the very cruxy roof left of the anchor, reach right, and power-teeter-layback up good holds on the arete.

Right side: The following climbs follow the prominent slab on the right to the top of the wall. Rappel Roll the Dice or Candyland with a single rope.

(7) Nobody Wants Your Damn Sheep - 5.10c *

~25m, 1 bolt, SR from #0 Met to #2 BD, 2x #.75 - #1 BD (FFA David Brayden, Sept 2017)

The original start to Candyland, it ends at the first pitch anchor. Gain the small right facing corner with an awkward start and follow it to a ledge. Continue up easy terrain, then right when possible past a bolt to finish on the face.

(8) Candyland - 5.10c ***

4 pitches, SR from #0 Met to #1 BD, 2x #1 - #3 Met (FFA David Brayden, Sept 2017. P1: June 2018)

Fun, well protected climbing leads to the top of the wall and a great view of Howe Sound. P1. Start up jugs on the right side of the slender buttress. Stem, layback, and face climb past bolts and gear up the buttress to finish at an anchor on the left at a small ledge. Fun and technical climbing with multiple cruxes (.10c, 4 bolts, ~25m). P2. Follow the small buttress up cracks and face holds to a neat crux stemming or laybacking past two bolts (.10b, 3 bolts, ~20m). P3. Climb a crack in the wall above the belay. Move right when possible, clip a bolt, and stem higher until it's possible to make an engaging step right onto the main face. Cruxy slab moves past bolts (easily aided) lead to an anchor (.10c, 6 bolts, ~25m). P4. A tough move at the first bolt leads to easier slab climbing. At an overlap, step left past a bolt and continue to an anchor on a beautiful ledge (.10a, 6 bolts, ~30m).

(9) Too Much Effort - 5.10b *

~25m, SR to #3 BD (FFA Joe Buszowski, Peder Ourom, Craig Thompson, 1982)

Start up the hand crack in the left corner of the bay. Step left before the roof and continue up the shallow left facing corner to an anchor on the face. The FA was climbed in its natural state. Cleaned and anchor added in 2018.

(10) Roll the Dice - 5.12c **

4 pitches, SR #1 Met to #2 BD, offset nuts (optional #4 BD for P2) (FFA David Brayden, Leanne Belcourt, Sept 2018)

A direct, well protected line up the buttress that will test your technical skill. P1. Start just right of the bay below a bolt. Climb face holds and cracks to a ledge and a thin crux gaining the dyke above (.12c, 3 bolts, ~25m). P2. Climb the layback flake to a technical crux when the corner closes. At the top of the flake, gain a ramp back left to an anchor that is shared with S&L (.11d, 7 bolts, ~25m). P3. Climb the sustained, featured slab directly above. When a dyke finally provides some relief, follow it up and right to an anchor (.11c, 6 bolts, ~25m). P4. Continue straight above to a flake and easier climbing. Finish straight up or to the right in the shallow dihedral with S&L (.11a, 4 bolts, ~20m).

(11) Snakes and Ladders - 5.11a ***

4 pitches, SR to #2 BD

(FFA Carl Austrom, Robin Barley, 1981. P1 direct start: Chris Joseph, Steve Wickham, July 2003)

The original route here. Snakes and Ladders was named for the weaving path the line takes up the wall, where if you step on a snake on pitch 3 you'll end up right back on pitch 2. Carl led this ground up, onsight, while scrubbing with a brush and drilling on lead! Recleaned (by mere mortals) in 2018. Start below the obvious right facing corner near the end of the big log against the right side of the cliff. P1. Gain the corner from the right and exit left when possible. Gear belay near a stump up higher. The original start comes in on ledges from ~10m up the gully on the right (.9, ~20m). P2. Climb the fun curving corner above, then traverse a thin slabby ramp left to a bolted belay (.9, 2 bolts, ~25m). P3. Excellent climbing on dyke features right then up to a bolted belay on a ledge. Committing moves to get to the first bolt (.11a, 6 bolts, ~20m). P4. Up dyke features on the right to gain easier ground and a ramp to the top (.10a, 1 bolt, ~20m).

Gonzales Creek Wall Approach

There are a few trails in the area and two recommended approaches (7-10 minutes from the road)

(1) Start at the yellow gate 900m South of the Shannon Falls light. Follow the road into the second hydro cut. 30m before the hydro tower, just past a large stump, turn left into the forest and follow a flagged trail to the crag.

(2) Leave the highway 20m North of the pullout. Follow flagging and a rough trail through the two cuts and then uphill. On the uphill side of a large roof boulder take a left fork to the crag.

