

The Art Exhibit



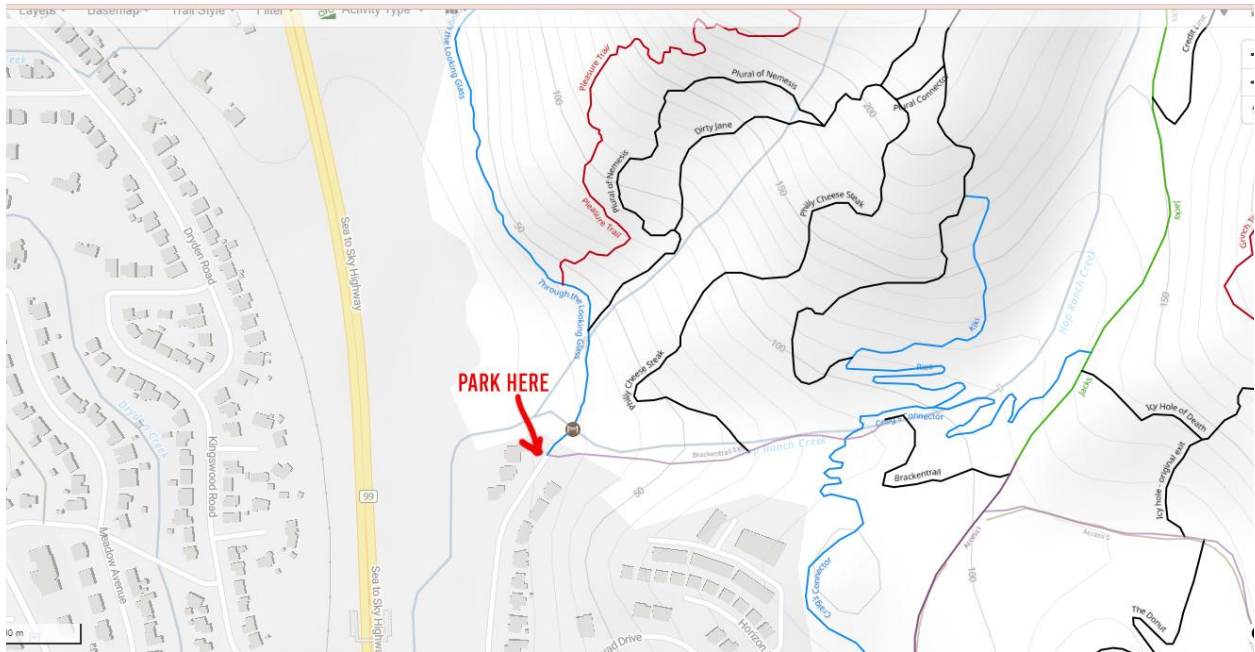
Casey Dubois on Soulfight 5.12

The Art exhibit is a forested east facing crag on the south side of Debecks hill, just behind the sky ridge development. The cliff gets filtered morning sun and stays cool all day on hot summer days. The cliff is vertical to gently overhanging and is mostly smooth granite with sharp positive edges. Routes are roughly 18-20m tall. A single 60m rope will work for all routes. With any new wall, there will always be a bit of exfoliation and wearing a helmet is always recommended!

Casey and I developed only a small portion of the entire cliff band. There is still a significant amount of rock left, undeveloped. An additional 20-30 routes could easily be added if other developers decide to add some lines.

Approach: Park at the North end of Tantalus drive. Approx 10-15mins uphill. Hike up through the looking glass trail until a T intersection. Go right up Dirty Jane until another T intersection, which is where Plural of Nemesis meets Dirty Jane . Go left and over a little wooden bridge. You will

see the cliff on the right side of the trail just after the bridge. Follow the light climbers trail along the base of the cliff until you reach the Art Exhibit. The first wall you see has some fixed lines. This is another development going on. Keep walking uphill along the base until you reach the Art Exhibit



The Routes

Listed left to right on cliff

1. For all my friends 5.11+. 7 bolts

Climb up the face past two bolts then climb through a cruxy overlap. Trend left past sharp edges and rest before the pumpy overhanging corner. *FFA Kyle Smith*

2. Soulfight 5.12-. 8 bolts

The line at the cliff! A thin technical sequence guards the bottom of the route. Climb right around a small roof, then up some positive holds to a rest. Battle your way up a slight overhanging face past several bolts. The end may blow an onsight. Stays dry after rain. *FFA Kyle Smith*

3. Playing with Fire 5.12+. 10 bolts

A 5.11 start leads to an easier middle section before the overhanging headwall, which builds to a cruxy finish! Stays dry after rain *FFA Tom Wright*

4. Koto 5.11+. 8 bolts

A very cruxy start past 3 bolts eases off to more moderate climbing on positive hold and finishes on a airy, steep left leaning corner. *FFA Casey Dubois*

5. Fatal Fantasies 5.10+. 8 bolts

Once again a slightly tricky start eases off to more positive hold up the face. Good movement on thin crimps takes you to the anchors. *FFA Casey Dubois*

6. Strange Seasons 5.10. A single #4 and blue totem + 6 bolts.

Fun face moves lead to a wide crack corner. Stem past the crack to a large chock stone. Pull left onto the face past several bolts. The crux comes at the very end as the wall steepens and the holds change from jugs to powerful sidepulls. *FFA Clare Fisher*

7. Fitzpleasure 5.8. Gear to #5".

The rightmost route climbs an aesthetic right facing corner crack. No offwidth skills required due to many positive face edges. *FFA Casey Dubois*

