

ABERDEEN COLUMNS

			
<i>Karma Crack – 10d</i>	<i>Aberdeen Crack – 11c</i>	<i>All That Glitters – 10c</i>	<i>Eddie</i>
			
<i>Up From the Abyss – 10a</i>	<i>Homer's Odyssey – 10c</i>	<i>Stem Cell – 11a</i>	<i>Aberdeen Crack 11c and Acapulco Gold – 11c</i>

by LYLE KNIGHT

Last Updated - 11/26/2016

ABERDEEN COLUMNS

Introduction

Aberdeen Columns is a welcome addition to the Central BC Rock climbing inventory. It provides 140+ steep columnar basalt crack climbs ranging in height from 12m to 25m. The rock is solid and provides high quality cam and the occasional nut placements. The popular climbs are clean, less-travelled routes may still have some loose rock and lichen.

Season: April through October – mosquitoes and black flies are a nuisance for a few weeks in June. The cliffs face west at an elevation of about 1350m so is shady in the morning and in full sun until sunset. Expect the temperature to be about 5C cooler than Vernon.

Anchors: Several chain belay/ rappel stations have been installed across the top of Aberdeen Wall. Anchors are above Goldrush, Springboard, Agent Orange, Pick of the Splitters, Acapulco Gold, Domino, Up From the Abyss, Bump and Grind, Full Body Stone and new two stations above the Gray Wall area. The rest of the walls use tree anchors with about six permanent chains. Please respect the local bolt-free ethic and do not add bolts to the climbable face.

Access to Top: There is a 4th class set of natural steps at the left side of Aspen Pillars between Arborcide and Shortcut. Small tree mid-cliff.

Grades: The climbs seem consistently graded across the *Columns*. The cracks are close together so most routes are comprised of two cracks brought together by proximity. Some climbers may experience a steep learning curve adapting to the smooth, parallel-sided features. Free climbs are rated out of three stars by the author.

Letters on the topos indicate the same pillar from one photo to the next. Pillar “I” on page 7 has toppled and speaks to rock’s transient nature.

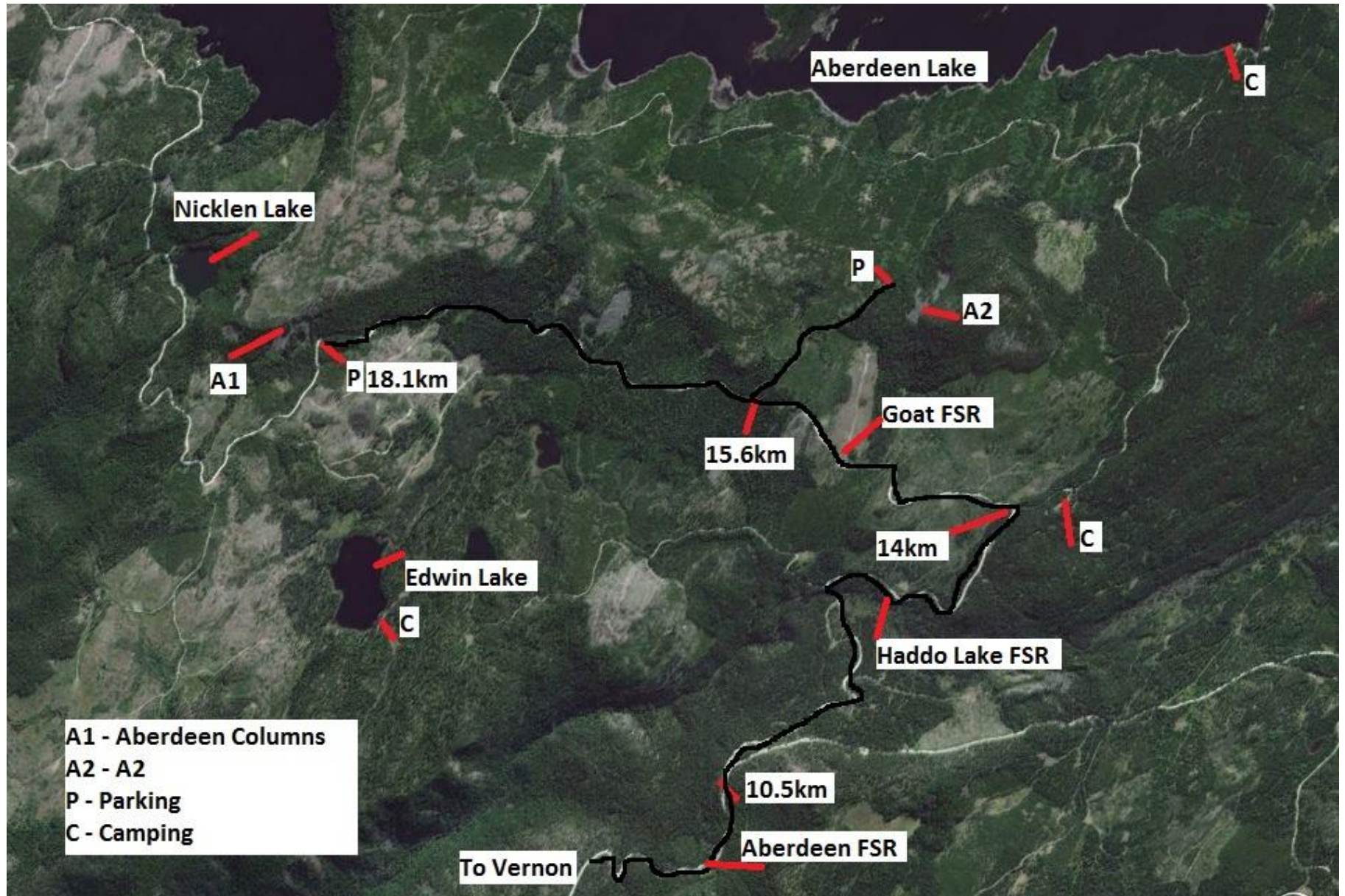
Disclaimer: Rock climbing is a dangerous activity carrying significant risk of injury or death, and should be undertaken with a full understanding of all risks. This is only a guide to the climbs, a composition of opinions from a few sources, some of which may not be accurate. This information may not reflect the circumstances of any climb on any given day, and it must always be used in conjunction with the exercise of experience, tuition and careful judgment.

Directions

- Highway #6 (east): Drive from Vernon 16.3km east to Lavington, B.C. into the Coldstream Creek valley.
- **Right** onto Park Lane - follow 0.7km to Learmouth Road.
- Turn **left** onto Learmouth Rd - follow for 1.7km to Reid Rd
- Turn **left** onto Reid Rd - follow for 1.2km to Whitevale Rd.
- Turn **right** onto Whitevale Road - becomes Bluenose Road when the pavement ends after about 1km.
- Wind up the Bluenose Road for 8km to the start of the Aberdeen Forest Service Road.
- Turn **left** onto the Aberdeen – Haddo Lake Road at between the 10km - 11km sign boards. Many signs to other lakes (Aberdeen, Nicklen, etc).
- Stay right just after the bridge at 12km and left onto the Goat Creek FSR at 14km. Park just past the corner at 18.1km.
- Park near the 90-degree corner along the road. The signed trail heads into the trees on the east side of the road.
- Hike up through the trees on the good trail, watch for stinging nettle. As you pass under a large tree the Aberdeen Wall will come into view above. About 5 minutes from the vehicle to the cliff.

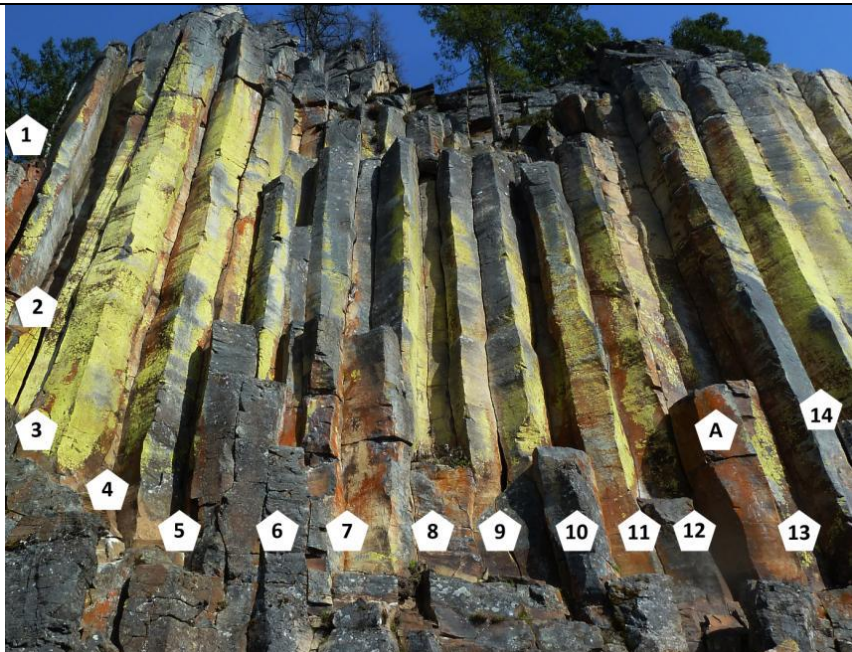
This guide is free to print, copy and share. It's a work-in-progress as aid climbs get sent free and pillars tumble. Check back for regular updates. Please send new route information to knight.lyle@gmail.com.

ABERDEEN COLUMNS



ABERDEEN COLUMNS

ABERDEEN WALL – LEFT



#	Name	Who	When	5.?
1	END GAME (just around corner) *	LK/GW/BA	07/20/11	9
2	FAULTY TOWERS*	LK/GW	05/06/12	9
3	GOLD RUSH ***	LK	09/07/08	10c o/w
4	ALL THAT GLITTERS **	GW/LK	09/07/08	10c
5	FIRE IN THE SKY ***	GW/LK	09/07/08	10a
6	BAT ON ROUGE **	LK/GW	09/07/08	10a
7	SPRINGBOARD **	GW/LK	08/31/08	10a/b
8	A CHOCKWORK ORANGE **	LK/GW	08/31/08	10b
9	TEN-DIGIT DIALING ***	ME/ JD	09/05/10	11b
10	IN-DECENT BASALT **	GW/LK	08/31/08	10a
11	AGENT ORANGE *	GW/LK	09/07/08	10c
12	PANAMA RED **	GW/LK	09/13/08	10a
13	A MOVEABLE FEAST ***	LK/GW	05/24/09	10b
14	PICK OF THE SPLITTERS ***	LK/GW	09/07/08	10c

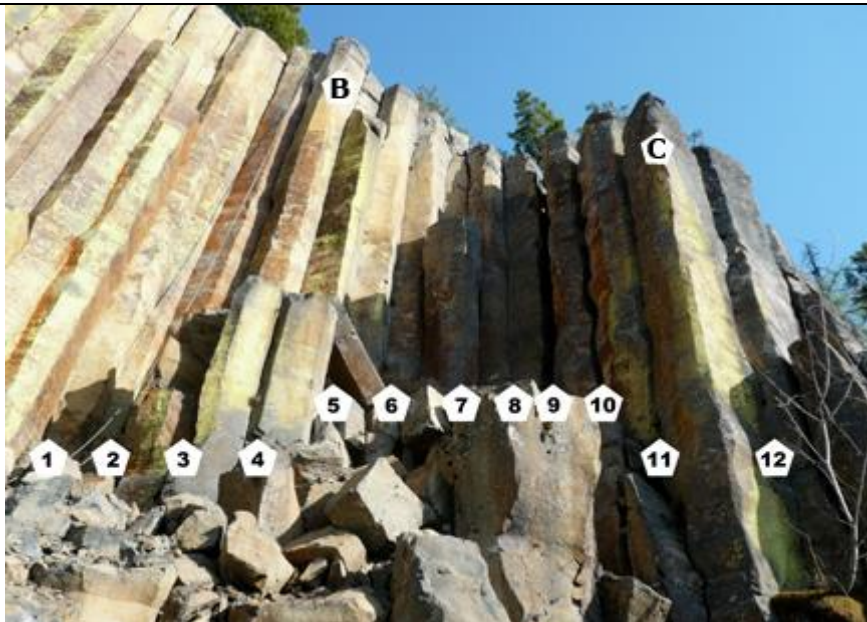
ABERDEEN WALL – MIDDLE



#	Name	Who	When	5.?
1	TEN-DIGIT DIALING ***	ME/ JD	09/05/10	11b
2	IN-DECENT BASALT **	GW/LK	08/31/08	10a
3	AGENT ORANGE **	GW/LK	09/07/08	10c
4	PANAMA RED **	GW/LK	09/13/08	10a
5	A MOVEABLE FEAST ***	LK/GW	05/24/09	10b
6	PICK OF THE SPLITTERS ***	LK/GW	09/07/08	10c
7	ABERDEEN CRACK ***	ME/ JD	08/29/10	11c
8	ACAPULCO GOLD***	IL/ CH	13/05/26	11c
9	PLENTY OF NUTTIN'	KR	16/07/30	12b
10	UNCLIMBED			
11	DOMINO	KR	16/06/23	11d
12	GROUND ZERO**	IL/ CH	13/05/26	11d
13	KARMA CRACK ***	GW/LK	09/26/09	10d
14	MET A GIRL FROM MORDOR	LK	09/05/09	C2

ABERDEEN COLUMNS

ABERDEEN WALL – RIGHT



#	Name	Who	When	5.?
1	DOMINO	KR	16/06/23	11d
2	GROUND ZERO**	IL/ CH	13/05/26	11d
3	KARMA CRACK ***	GW/LK	09/26/09	10d
4	MET A GIRL FROM MORDOR	LK	09/05/09	C2
5	BUMP AND GRIND **	LK/GW	09/26/10	10d
6	TIMELINE	KR	16/09/09	12a
7	UP FROM THE ABYSS **	GW/LK	05/24/09	10a
8	STEM CELL ***	LK/GW	09/26/09	11a
9	THE DEPTHS OF DESPAIR **	GW/LK	09/20/08	8+
10	FULL BODY STONE **	LK/GW	09/20/08	8
11	MORTAL COIL *	LK/GW	09/20/08	9
12	THE WATCHTOWER ***	GW/BN	1999	9

ASPEN PILLARS – LEFT 1



#	Name	Who	When	5.?
1	THE WATCHTOWER ***	GW/BN	1999	9
2	PLAN B *	LK/TL	2005	8
3	SON OF A PREACHER MAN *	LK/TL	2005	7
4	GRAY AREA *	LK	05/31/09	8
5	GRAY MATTER *	LK	05/31/09	7
6	FECES AT RISK	LK	05/31/09	6 X
7	TERMINAL CITY RICOCHET *	LK	05/31/09	8
8	GREYSTOKE *	LK	05/31/09	7
9	GRAYBACK *	LK	05/31/09	7

The Aspen Pillars are about 200m long in the treed section between the two boulder fields, and range from 12m to 16m in height. There is a fourth-class ramp between Arborcide and Shortcut just inside the trees from Aberdeen Wall. This wall has been scaled so may not exactly appear as in the photo above.

ABERDEEN COLUMNS

ASPEN PILLARS – LEFT 2



#	Name	Who	When	5.?
1	GRAYBACK *	LK	05/31/09	7
2	GILA MONSTER *	LK	05/31/09	7
3	ARBORCIDE *	LK	05/31/09	8
4	SHORTCUT *	LK	05/31/09	6
5	BOMBTRACK *	LK	05/31/09	8R
6	DESSERT LINE **	GW/LK	05/24/09	9
7	CARACK O'DRAMA **	LK/GW	05/24/09	10c
8	VERTICAL SMILE **	LK	07/16/09	10b
9	LAVA LITE *	LK/GW	05/24/09	7
10	BEHIND BLUE SKIES *	LK	07/14/09	4

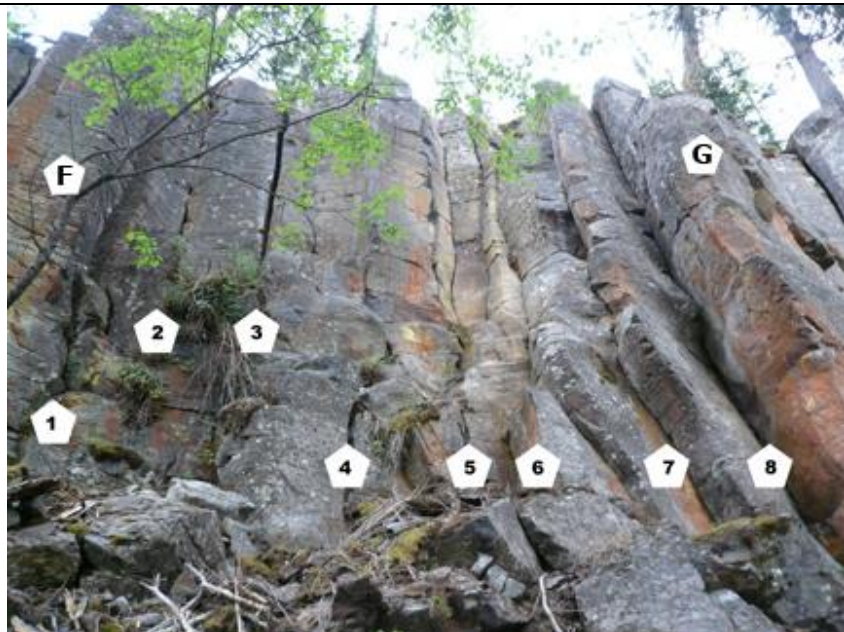
ASPEN PILLARS – MIDDLE 1



#	Name	Who	When	5.?
1	ASPEN GROOVE *	LK	09/28/08	8
2	TEAPOT MTN MEMOIRS **	LK	09/28/08	9
3	LADDER THEORY *	LK	07/16/09	7R
3A	OUTER LIMITS ** (on the face)	LK	05/12/12	10b R
4	KING-SIZED JONES *	LK	09/28/08	7
5	DOUBLE DISH **	LK	09/28/08	7
6	RIGHT BRAIN *	LK	07/16/09	9
7	LEFT BRAIN *	LK	06/06/09	3

ABERDEEN COLUMNS

ASPEN PILLARS – MIDDLE 2



ASPEN PILLARS – RIGHT 1



#	Name	Who	When	5.?
1	LEFT BRAIN *	LK	06/06/09	3
2	SLIM PICKINS *	LK	06/06/09	7
3	SIZE MATTERS **	LK	06/06/09	7
4	KARMAMATIC *	LK	06/06/09	9
5	JACK OF ALL GRADES *	LK	06/20/09	4
6	HOUSE OF CARDS *	LK	06/20/09	7
7	EJECTA *	LK	06/20/09	9
8	TAKING SOLSTICE *	LK	06/20/09	6

#	Name	Who	When	5.?
1	ROAD LESS TRAVELLED *	LK	07/14/09	8
2	BLOCK AND ROLL *	LK	08/01/08	6
3	CRAWL *	LK	07/14/09	6
4	99 NORTH **	LK	07/14/09	9
5	LICKITY SPLITTER **	LK/GW	09/20/08	9
6	CRACK 101 **	LK	07/14/09	10b
7	TREE BEARD *	LK	07/14/09	10a
8	ENT *	LK	07/04/09	4
9	97 SOUTH **	GW/LK	07/12/09	8
10	MAKE IT A DOUBLE **	GW/LK	09/20/08	6
11	ABERDEEN ARETE *	GW/LK	07/12/09	8

ABERDEEN COLUMNS

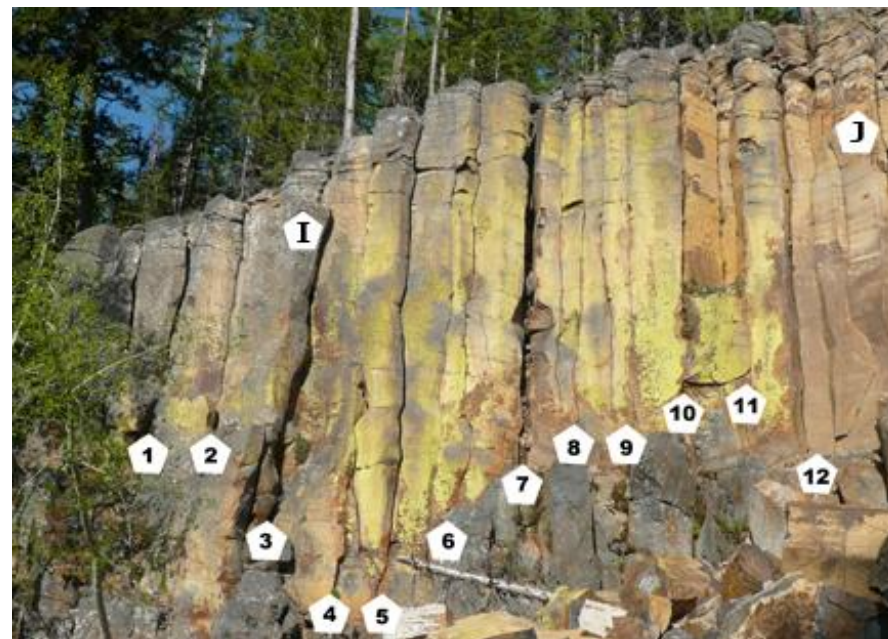
ASPEN PILLARS – RIGHT 2



#	Name	Who	When	5.?
1	ABERDEEN ARETE *	GW/LK	07/12/09	8
2	THE MISSING LINK *	LK/GW/RS	07/12/09	9
3	BACHAR MEMORIAL **	LK	07/04/09	8
4	PAHOEHOE *	LK	08/01/08	5
5	THE FEAR OF REASON *	LK	07/04/09	9
6	SHAEL'S TALE *	LK/GW	09/20/08	10a
7	TAPE N' PILLAGE **	GW/LK	09/20/08	9
8	BREATHE **	LK/ GW	2010	8

Edwin Wall is the first bright yellow wall encountered at the far end of the first boulder field. High quality routes. The "I" pillar is now gone. "Inhale" was on the left side, "Exhale" on the right - "Breathe" was in-behind. Also, now missing – the block at the base of "Bachar Memorial" and at "The Philosopher's Stone."

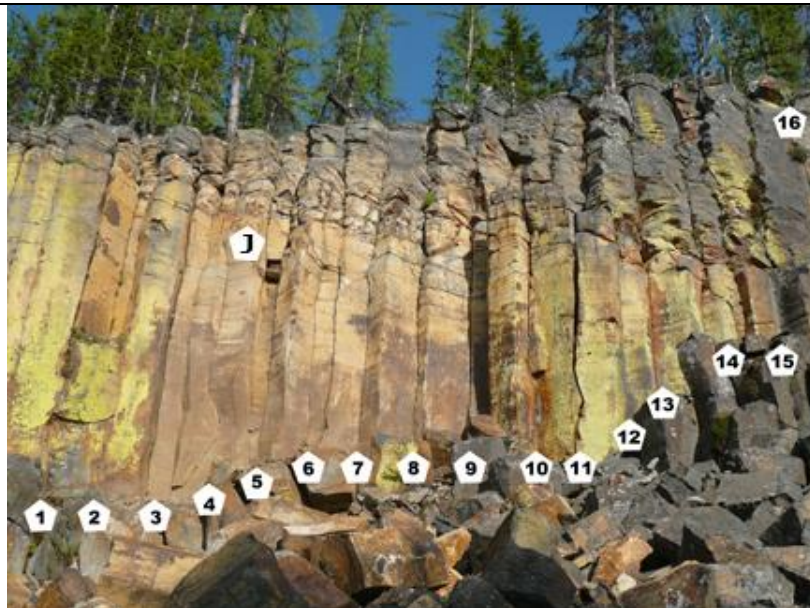
EDWIN WALL - LEFT



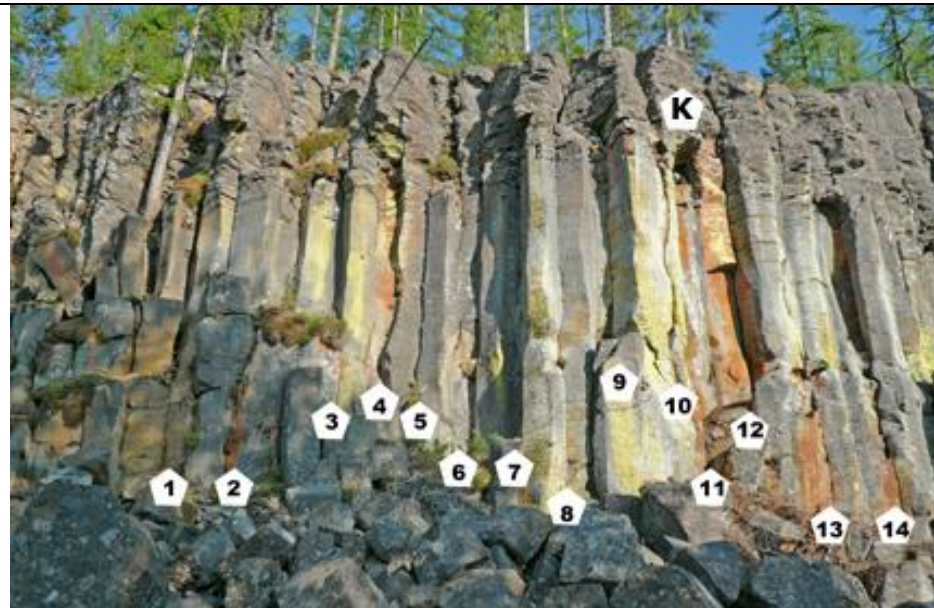
#	Name	Who	When	5.?
1	PAHOEHOE*	LK	08/01/08	5
2	SHAEL'S TALE *	LK/GW	09/20/08	10a
3	BREATHE **	GW/LK	08/04/10	9
4	ALCHEMY **	LK/GW	07/27/08	10c
5	...AND HERE WAS BEAUTY ***	GW/LK	07/21/08	10a
6	GOLDILOCKS ***	LK/GW	07/27/08	10b
7	KING MIDAS *	GW/LK	07/27/08	9
8	PARALLEL UNIVERSE *	LK/GW	09/07/09	10+
9	ATOMIC 79 ***	LK/GW	08/29/09	11-
10	KEEP YOUR PANTS ON *	GW/LK	08/29/09	9
11	THE PHILOSOPHER'S STONE **	LK/GW	07/27/08	9
12	DOUBLE OR NOTHING **	GW/LK	07/27/08	10a

ABERDEEN COLUMNS

EDWIN WALL – RIGHT



NICKLEN WALL - LEFT



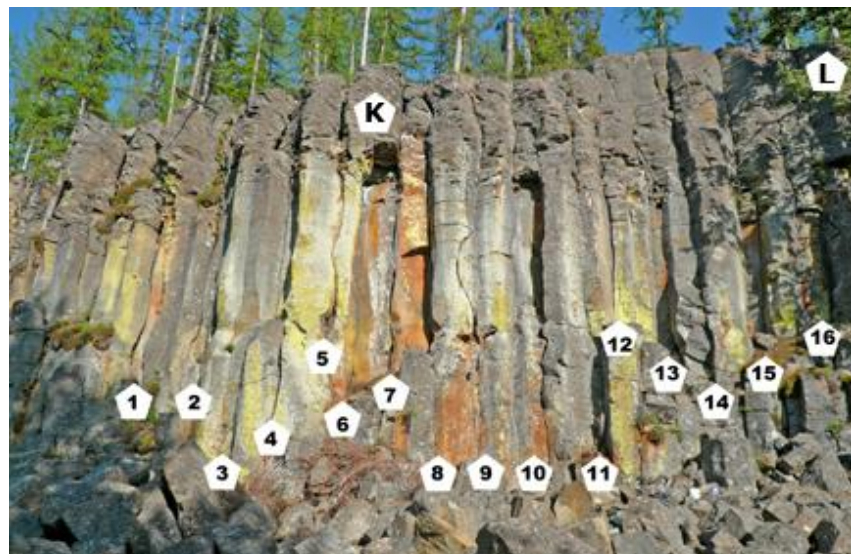
#	Name	Who	When	5.?
1	KEEP YOUR PANTS ON *	GW/LK	08/29/09	9
2	THE PHILOSOPHER'S STONE **	LK/GW	07/27/08	9
3	DOUBLE OR NOTHING **	GW/LK	07/27/08	10a
4	SEAMY UNDERBELLY	LK	09/05/09	C2
5	DUST BROTHERS **	LK/GW	07/27/08	8
6	THROW THE SWITCH **	LK/GW	07/21/08	9
7	JUST LIKE ICE CLIMBING **	GW/LK	07/27/08	10a
8	FINGERO **	GW/LK	07/21/08	10a
9	HONOUR AMONG THIEVES *	LK/GW	07/21/08	10b
10	TOP 20 **	GW/LK	07/12/09	8
11	ELECTRIC BANANAS *	LK/GW	07/12/09	9R
12	GOLD FINGER *	LK/GW	07/12/09	8
13	EMMA'S DILEMMA *	LK/GW	07/12/09	9
14	SLEEPIN' IN THE DRIVEWAY *	LK/GW	07/12/09	9
15	DIG FOR FIRE *	GW/LK	07/12/09	8
16	LOCKED OUT *	GW/LK	07/12/09	8

#	Name	Who	When	5.?
1	SHITSTORM *	LK	08/28/09	6
2	BOLLYROCK *	LK	08/28/09	8
3	COLUMNS IN THE DISTANCE *	LK	08/28/09	10b
4	CAP IN HAND **	LK/GW	07/21/08	9
5	MONKEY FISTS *	LK/GW	08/29/09	10b
6	BASALT MINE **	LK/GW	07/21/08	9
7	THE TURKEY UNDER THE BED	DB/ N?	07/06/14	10-
8	STALKING SEAMS	LK	09/05/09	C2
9	MISSPENT YOUTH **	LK/GW	07/21/08	9
10	CALLIPIGEANOUS CRACK ***	LK/GW	06/03/09	10+
11	SWARMING THE RAMPARTS **	LK/GW	06/03/09	10a
12	SCISSOR BEATS PAPER **	LK/GW	06/03/09	10a
13	BAD TO MY BONES ***	GW/LK	08/29/09	10a
14	GUILLOTINE **	GW/LK	06/03/09	10a

The distinction between Edwin and Nicklen Walls is represented by a scruffy, short section of loose columns with a tree on the right side.

ABERDEEN COLUMNS

NICKLEN WALL - RIGHT



#	Name	Who	When	5.?
1	CAP IN HAND **	LK/GW	07/21/08	9
2	BASALT MINE **	LK/GW	07/21/08	9
3	STALKING SEAMS	LK	09/04/09	C2
4	MISSPENT YOUTH **	LK/GW	07/21/08	9
5	CALLIPIGEANOUS CRACK ***	LK/GW	06/03/09	10+
6	VALUE ADDED **	GW/LK	06/03/09	10d
7	SWARMING THE RAMPARTS **	LK/GW	06/03/09	10a
8	SCISSOR BEATS PAPER **	LK/GW	06/03/09	10a
9	BAD TO MY BONES ***	GW/LK	08/29/09	10a
10	GUILLOTINE **	GW/LK	06/03/09	10a
11	BRAND NEW TATTOO *	LK/GW	08/29/09	9
12	UNNAMED *	JD/MS	07/98	6
13	BASALT LICK *	LK/GW	09/20/08	10a
14	UNNAMED	MS	07/98	7
15	BASALTY DOGS *	JD/MS	07/98	6
16	TEN YEARS AFTER *	LK/GW	07/21/08	9

THE HEADWALL



#	Name	Who	When	5.?
1	PLUM TREE *	GW/LK	07/21/08	6
2	TRIPLE SHOT *	LK	08/03/09	10b
3	COME TOGETHER *	LK	08/03/09	8
4	SMOKE SCREAM *	LK	08/03/09	7
5	COMBINE WITH #4			
6	HADDO YOU DO? *	LK	06/06/09	5
7	ACEDIA *	LK	06/06/09	6
8	LUXURIA *	LK	06/06/09	10a
9	SUPERBIA **	LK	06/06/09	10a
10	IRA *	LK	06/06/09	7
11	INVIDIA *	LK	06/06/09	7
12	AVARITIA *	LK	06/06/09	4
13	GULA *	LK	06/06/09	4

Nicklen Wall – Right is left of the fir tree at the top of the right boulderfield.
The Headwall - is right of the fir tree at the top of the right boulderfield.
 Stubby, good pillars capped with broken rock.

ABERDEEN COLUMNS

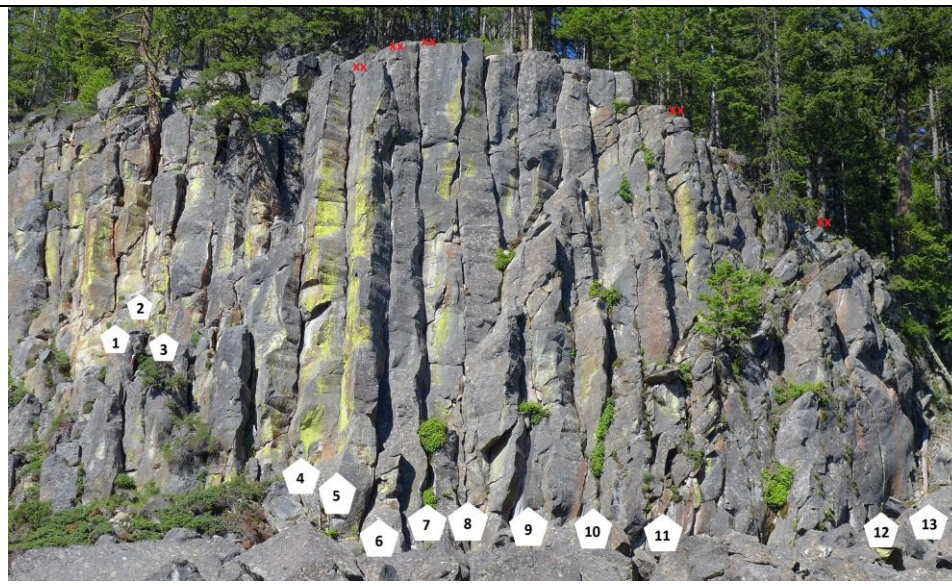
A2 – LEFT



#	Name	Who	When	5.?
1	Unnamed	LK	10/05/14	5.8
2	Tap Route	LK	10/05/14	5.8
3	Trophies on the Mantle	LK	10/05/14	5.7
4	A2 Brute?	LK/ GW	09/20/14	5.10d
5	Running Down A Dream	GW/ LK	09/20/14	5.10d
6	Dark Moon Rising	LK/ GW	09/20/14	5.10d
7	Hand Bomb	LK/ GW	06/30/13	5.10c
8	Golden Handshake	GW/ LK	06/30/13	5.10-
9	Unnamed	LK/ GW	07/11/15	5.10b/c
10	Man Tiers	LK/ GW	07/11/13	5.10c

A2 is a gem and worth a half-day with good views of the lakes and the Monashees. It faces north-east and gets the morning sun so you can chase the sun or the shade between here and west-facing main Aberdeen Columns. Steeper, longer and wider, it feels a bit burlier than the main Columns with a bit more greenery.

A2 - RIGHT



#	Name	Who	When	5.?
1	Unnamed	LK	10/05/14	5.8
2	Tap Route	LK	10/05/14	5.8
3	Trophies on the Mantle	LK	10/05/14	5.7
4	A2 Brute?	LK/ GW	09/20/14	5.10d
5	Running Down A Dream	GW/ LK	09/20/14	5.10d
6	Dark Moon Rising	LK/ GW	09/20/14	5.10d
7	Hand Bomb	LK/ GW	06/30/13	5.10c
8	Golden Handshake	GW/ LK	06/30/13	5.10-
9	Unnamed	LK/ GW	07/11/15	5.10b/c
10	Man Tiers	LK/ GW	07/11/13	5.10c
11	Homer's Odyssey	LK/ JD/ GW	07/22/15	5.10c
12	Silverfish	LK/ GW	06/30/13	5.10a
13	Thin Edge of the Wedge	LK/ GW	06/30/13	5.10c

ABERDEEN COLUMNS

A bit more beta ...

Page 4:

1. END GAME* - The last climb on the left. Start up the mossy blocks to a wide crack above.
2. FAULTY TOWERS* - The left pillar of Gold Rush fell off in winter 2011 creating this flaring chimney/ double off-width route (5" and 6"). 1" to 2" to protect.
3. GOLD RUSH ** - Used to be 10b double crack until 2012, now a single 10c to the last 5m of o/w. The Aberdeen gold rush was 2008/ 2009.
4. ALL THAT GLITTERS ** - A bit of a grunt, prepare to dig deep and disappear into the route on the upper half. Still my nemesis.
5. FIRE IN THE SKY *** - Harder than it looks with some interesting climbing, the top half widens out to 4" and results in the "fire." Three distinct cruxes.
6. BAT ON ROUGE ** - Red lichen and a squeaky bat expressing his disapproval on the FA at 1/3 height.
7. SPRINGBOARD ** - There used to be a dead tree (now a stump) in the left crack, it helped provide a *springy* power-assist on the first ascent.
8. A CHOCKWORK ORANGE ** - Two wide cracks and few rests. Save some juice to get around the intimidating chockstone in the top.
9. TEN-DIGIT DIALING *** - Thin fingers, sequency and smooth, parallel sides. One of the most aesthetic looking cracks on the wall.
10. IN-DECENT BASALT ** - Thrutchy moves in two wide cracks. Watched a leader fall with as his gear pulled 25ft deck into the boulders, not pretty.
11. AGENT ORANGE ** - Sustained, wide climbing with not a lot of rests, gets wider this higher you get.
12. PANAMA RED ** - From *New Riders of the Purple Sage* or Central America, your choice. Awesome fist jams for the length.
13. A MOVEABLE FEAST *** - There used to be a tottering pillar with about 1m of movement, toppled with a come-along. Now excellent climbing with pro to 1".
14. PICK OF THE SPLITTERS *** - Won Rock-Scissor-Paper and this was first choice. Convenient layback rail and chockstone inside, limited rests.
15. ABERDEEN CRACK *** - Sustained and beautiful, no rests and thin for first half. It gets easier the higher you go (better jams and some rests).
16. ACAPULCO GOLD *** - Great rock, lots of gear options.
17. PLENTY OF NUTTIN' - Thin aid climbing on small wires up to 2016, now free at 12b and Aberdeen's hardest climb.
18. UNCLIMBED - Non-existent crack and it would be a shame to drive pitons - give it a few years and I expect cracks will appear as the rock moves outward.

Page 4 and 5:

19. DOMINO - While using a truck jack to trundle oversteepened boulders at the top an avalanche of rock "dominoed" three partial pillars.
20. GROUND ZERO ** - In 1998 GW was 1/2 way up this crack on the FFA when the pillar he was stemming from toppled, crushing packs, drill and bear spray.
21. KARMA CRACK *** - Not sure where this name came from or if it's going to stick. Beauty hands to off-width above, climb fast as there's not much for rests.
22. MET A GIRL FROM MORDOR - A take on words from Ramble On (*Led Zep*), the hole used to start deeper until the chasm was filled with a collapsed pillar.

Page 5:

23. BUMP AND GRIND ** - The first aid ascent required gear bumping and awkward aiding. Not so different on the free ascent (minus the aid climbing).
24. TIMELINE - Really fun and bouldery. #4 used fairly low and #2 c3 is pretty garbage so it might be R-rated.
25. UP FROM THE ABYSS * - Rappel into the hole and climb out. The climbing gets better the higher you get. Not good if you're claustrophobic.
26. STEM CELL *** - Powerful wide stemming off smooth pillars across the vacant "cell." Blue to Red TCUs, stellar climbing. Long legs help span the gap.
27. THE DEPTHS OF DESPAIR * - Awkward chimney climbing, pro in the back.
28. FULL BODY STONE * - More of the same, tighter squeeze.
29. MORTAL COIL * - Spring off at the start to reach better holds where you can get inside the narrow slot, pro at back.
30. THE WATCHTOWER ** - This outside pillar is poised like turret over Aberdeen. There may have been a bolt on this face at one time that calved off.
31. PLAN B * - We gave "Ground Zero" a throw in 2005 and were quickly shut down - this was the next route.
32. SON OF A PREACHER MAN * - An ode to TL and *Dusty Springfield*. All of the routes on this wall are similar ledgy and loose with no real stand-outs.
33. GRAY AREA * - Gray wall, gray names. Gray climbing on multiple features. Lots of ledges, a bit dirty.
34. GRAY MATTER * - More of the same. The brown rock comes from some aggressive scaling.
35. FECES AT RISK - The name says it all ... it used to be a bit of vertical rubble pile before it was scaled.
36. TERMINAL CITY RICOCHET ** - A B-movie filmed in Van - lots of ricocheting rock (it was TVs in the movie) below during scaling. More sustained.
37. GREYSTOKE * - Short pillars, ledges and numerous features.
38. GRAYBACK * - More of the same.

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39. GILA MONSTER * - A large, brown lizard guarded this climb on the first ascent.
40. ARBORCIDE * - The short corner just left of the tree. Some small trees were sacrificed to make this one work.

Last Updated - 11/26/2016

ABERDEEN COLUMNS

- 41. SHORTCUT * - A short 5m corner climb instead of the 4th class ramp to the left to get to the top.
- 42. BOMBTRACK * - An opening bomb-bay door and an ode to *Rage Against the Machine*. A bit dirty and run-out.
- 43. DESSERT LINE ** - The next three cracks are all close together and it's tempting to use an adjacent feature. Good fist jams on this undulating crack.
- 44. CARACK O'DRAMA ** - An ode to Barack and some challenging crack climbing that provided the drama. Too wide for fingers, too narrow for hands.
- 45. VERTICAL SMILE ** - Smooth-sided crack (between fingers and hands), there's a cool little bend in this climb that brings on the smile.
- 46. LAVA LITE * - Start inside the tight chimney or work up the outside, thin gear and good incuts.
- 47. BEHIND BLUE SKIES * - Easy climbing on big features – a play on *Frampton's* "Behind Blue Eyes" on sunny Aberdeen afternoons.
- 48. ASPEN GROOVE * - The big, scruffy corner, wide stemming right helps. It's the groove just right of the small aspen tree at the base.
- 49. TEAPOT MTN MEMOIRS ** - BC's other recorded columnar basalt rock climbing north of PG, a great place to learn to climb cracks. Good hand and fist.
- 50. LADDER THEORY * - Like climbing a ladder up the left side of the detached pillar, mostly a solo unless you've got huge gear.
- 51. OUTER LIMITS ** - New for 2012, steep moves on positive edges on the face of the pillar. Small, creative gear if you can find it.
- 52. KING-SIZED JONES * - After *Eric Burdon's* song – "Look at me now, I got a king-sized jones." Wide climbing behind the king-sized pillar.
- 53. DOUBLE DISH ** - Double cracks through a dish feature. Great pro, good stemmy climbing.
- 54. RIGHT BRAIN * - Left side of the detached pillar, big gear and good incuts along the way.
- 55. LEFT BRAIN * - The right side of the same pillar. Left brain, right side - get it? Easy climbing on big features. Protect out right or run it out.

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- 56. SLIM PICKINS * - Thin and stemmy, only about 5m of real climbing above the ledge.
- 57. SIZE MATTERS * - Wide crack on left and thinner on right that draw together on a gradually thinning pillar.
- 58. KARMAMATIC * - About 5m of thin hands off the top of a block, left facing.
- 59. JACK OF ALL GRADES * - The two big cracks with lots of big incuts – wide pro.
- 60. HOUSE OF CARDS * - It was a series of stacked and balanced rocks on the first ascent and has since been scaled. Nice-sized hand crack.
- 61. EJECTA * - Ejected matter from an erupting volcano. Tricky start to big edges and finger crack.
- 62. TAKING SOLSTICE * - First climbed on the first day of autumn 2009. Positive, macro features, dirty hands to fingers.
- 63. ROAD LESS TRAVELLED - The broken, weaving crack – marginal fun.
- 64. BLOCK AND ROLL * - Broken features up the right side of a suspended pillar. Gets awkward and dirty near the top.
- 65. CRAWL * - A *Kings of Leon* song on the way to the crags that day. It seemed to suit the climbing up this dirty corner at the time, now much cleaner.
- 66. 99 NORTH ** - The 99th route at Aberdeen and the northern terminus of the the Sea-to-Sky highway before it swallowed 12A. Good hand crack.
- 67. LICKITY SPLITTER ** - High quality hand crack climbing, short and sweet.
- 68. CRACK 101 ** - The 101st route at Aberdeen and a good route to practice your thin crack climbing skills. Try to avoid the temptation to stem left.
- 69. TREE BEARD * - The massive Douglas Fir tree perched halfway up this crag is reminiscent of the eldest Ent from *Lord of the Rings*. Short and sweet.
- 70. ENT * - Another ode to Tolkien's odyssey, named for the fictional race of tree warriors that help save Middle Earth. Under and up the right side of tree.
- 71. 97 SOUTH ** - The 97th route at Aberdeen and the main thoroughfare in the Okanagan valley. Jams and incuts to awkward wideness.
- 72. MAKE IT A DOUBLE ** - A laid-back line of railway tracks to the top, a great starter route for those new to leading cracks. Positive edges.
- 73. ABERDEEN ARETE * - Climb the face to the right "Make It A Double," thin and exposed with thin pro. May be some portable rock.

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- 74. THE MISSING LINK * - Named for the suspended pillar – hold your breath as you turn the roof ...
- 75. BACHAR MEMORIAL ** - Climbed shortly after John Bachar's passing, in memory of one of my climbing heroes. The first third of the climb has fallen.
- 76. PAHOEHOE * - A type of lava having a smooth, swirled surface, highly fluid and spreads out in shiny sheets. Chockstone at about 1/3 height.
- 77. THE FEAR OF REASON * - The date of the FA coincided with another paranoid US political or military action that defied explanation. Left facing hand to fist.
- 78. SHAEL'S TALE * - Named for my son who got to watch the "Exhale/ Inhale" pillar come down. Short and good quality climbing.
- 79. TAPE N' PILLAGE ** - Feeling like pirates after the "gold" we threw in a high-seas route name in the mix. Be thankful for the incuts.
- 80. BREATHE ** - This finger crack appeared behind a fallen pillar: "Exhale" used to go up the left side (squeeze chimney) and "Inhale" was on the right (wide).
- 81. ALCHEMY ** - Some committing moves, sneaky pro and thin nuts. Balancy moves and long reaches.
- 82. ...AND HERE WAS BEAUTY *** - Inscribed on the tree at the base. One of the best hand to fist cracks at Aberdeen.
- 83. GOLDSLOCKS *** - Wicked fun climbing, the locks are where you need them on bomber gear.
- 84. KING MIDAS - A king-sized crack with some chockstones along the way. Probably best to protect the thin crack to the right.

ABERDEEN COLUMNS

85. PARALLEL UNIVERSE * - Thin twin, matching cracks - it's a challenge to not use King Midas when the going gets tough (may be harder if you stay true).

86. ATOMIC 79 *** - The next set of thin, twin cracks. Seventy nine is the atomic number for gold and this one is as pure as it gets.

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87. KEEP YOUR PANTS ON * - Not a bad idea as you'll need to get inside this one. Maybe some stemming opportunities and helpful chockstones.

88. THE PHILOSOPHER'S STONE ** - There used to be a big, gold-coloured blocked that seemed set to drop ... sure enough. Good twin cracks and incuts.

89. DOUBLE OR NOTHING ** - Wide on the left and thin on the right, it's good to have both to get to the top as the left side widens out.

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90. SEAMY UNDERBELLY - Thin aid climbing, a bit nerve-wracking using tiny nuts in smooth, parallel-sided cracks.

91. DUST BROTHERS ** - This feature was clogged with fine dirt and took some excavating to bring into reality. Now positive and fun.

92. THROW THE SWITCH ** - Some reachy moves as you move from right to left and back again on incuts.

93. JUST LIKE ICE CLIMBING ** - Stemmed wide using two cracks, moving through the cruxes to place gear. Similar strategies and motion as ice climbing.

94. FINGERO ** - A climbing-take on *The Barber of Seville* and ode to GW's penchant to break out in operatic verse at the crag. Fingery to broken rock above.

95. HONOUR AMONG THIEVES * - We had some rules (ground up, no bolts, two cracks max, etc.) and stemming the right pillar was out.

96. TOP 20 ** - Surprisingly easy for being overhung. Positive features and good pro, rest at the midpoint to a fun step across to the main wall. May not last.

97. ELECTRIC BANANAS * - I expect this collection of bright pillars will topple in the next few years like those to the left. Run-out on big incuts.

98. GOLD FINGER * - Gold pillars climbed via a finger crack, the top half of the next few routes are more loose and dirty.

99. EMMA'S DILEMMA * - There's not many words that rhyme with Emma (my daughter). Finger crack to broken terrain above.

100. SLEEPIN' IN THE DRIVEWAY * - We celebrated late after a great day at the crags (same day as "Locked Out") and some bivvied climbers in a driveway.

101. DIG FOR FIRE * - Lyrics from the *Pixies* heard on the way to the crag, dig deep for the burn. Thin to start, broken and weavy.

102. LOCKED OUT * - With my family away for two weeks I arrived back from the crags sans keys. Shallow chimney to start, broken above.

103. SHITSTORM * - On Aug 28, 2009 BC forests were sparking up across the region and fire reigned supreme. Two cracks right of tree, left of pillar.

104. BOLLYROCK * - Bollywood meets the Flintstones - not great climbing and something to do if you've done the rest. Scramble up to a 4m hand crack.

105. COLUMNS IN THE DISTANCE * - It was less about Aberdeen Columns and more about the smoke columns rising (see "SHITSTORM"). 4m of off-fingers.

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106. CAP IN HAND ** - The first route we climbed in 2008, a shorter pillar "capped" with a boulder. Climb the right side, good hands.

107. MONKEY FISTS * - A knot tied at the end of a rope to serve as a weight, making it easier to throw. Finger crack, must have been a small monkey.

108. BASALT MINE ** - Ledge at 2m, finger to hands to broken ground.

109. THE TURKEY UNDER THE BED - Crux is the big chockstone at 1/3 height - Name is about Noelle's grandmother's stories of living in Jamaica.

110. STALKING SEAMS - Really thin, a bit nerve-wracking to start.

111. MISSPENT YOUTH ** - 3m of blocky climbing to a ledge, shallow corner and finger crack above. Another ode to Teapot Mountain column climbing.

112. CALLIPIGEANOUS CRACK *** - Greek for "shapely buttocks (Aphrodite reference)," aesthetic, thin and reachy. Full value.

113. SWARMING THE RAMPARTS ** - Smooth, parallel-sided finger crack, probably more like 11a if you stay true to the one crack to the roof.

114. SCISSOR BEATS PAPER ** - Wicked hand to fist jamming - Scissor beat paper that day for the lead on the FA.

115. BAD TO MY BONES *** - The curvy finger crack, sustained and hard on the body.

116. GUILLOTINE ** - Good pro up the corner, scary-looking block above but it's been worked to death with a pry bar to get it out.

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117. BRAND NEW TATTOO * - Lyrics on the way to the crags by *Saving Abel*. Awkward and thin to broken ground above.

118. UNNAMED * - One from the earliest days of development here.

119. BASALT LICK * - Up the left edge of the pillar, good incuts and thin gear.

120. UNNAMED - From the mossy ledge up the big corner, finger to hands up left crack.

121. BASALTY DOGS * - The right crack in the same corner.

122. TEN YEARS AFTER * - A return to the start of Aberdeen climbing ten years after the first ascents. The detached pillar and above just left of the tree.

123. PLUM TREE * - The big corner behind the tree, the wall where we started picking "plums."

124. TRIPLE SHOT * - Three cracks leading to one - surprisingly strenuous start to broken features above.

125. COME TOGETHER * - Finger crack to the broken rock above.

126. SMOKE SCREAM * - A smoky day at the crags. Up the right side of a 5m pillar, finger to fist to broken top.

ABERDEEN COLUMNS

- 127.COMBINE WITH #4
- 128.HADDO YOU DO? * - The yellow corner start to broken terrain above.
- 129.ACEDIA - The start of the seven deadly sins climbs, this one is "sloth." Not pretty and only because it's there.
- 130.LUXURIA * - "Lust" in latin.
- 131.SUPERBIA ** - "Pride." Probably the best of the "Seven Sins" climbs.
- 132.IRA * - "Wrath."
- 133.INVIDIA * - "Envy."
- 134.AVARITIA * - "Greed." Easy climbing to the top of this wall.
- 135.GULA * - "Gluttony." Same as "Gula."

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- 136. Unnamed * – Just left of the big tree, not much else to say.
- 137. Tap Route * - Climb up under the big tree following the cool root feature
- 138. Trophies on the Mantle * - Next route right of the tree, mantle onto the horizontal root
- 139. A2 Brute? ** - Brutish climbing start to finish, take a #6. Good rest at the mid-point.
- 140. Running Down A Dream *** - Looks stunning from the ground, engaging climbing over the length takes the full range of skills and gear to #6.
- 141. Dark Moon Rising *** - Start to the left or right, three distinct cruxes through the bulges, some disconcerting flakes at two-thirds height.
- 142. Hand Bomb *** - Start as for Golden Handshake and step left at the top of the first pillar to avoid the greenery.
- 143. Golden Handshake *** - Straight up through the stump, save some juicy for the sting in the tail.
- 144. Unnamed ** - Tricky thin start, both left and right variations have been climbed at the same grade above.
- 145. Man Tiers ** - Another tricky start, 3 distinct tears culminating in a cruxy bulge off the final ledge.
- 146. Homer's Odyssey * - Climbs through the Homer Simpson-like feature near the start – not scaled or clean so full adventure.
- 147. Silverfish ** - Some interesting, stretched columnar down at this end of the crag, the easier of the two. Lots of silverfish in the crack during cleaning.
- 148. Thin Edge of the Wedge ** - Thin crack on the far right, some committing moves.

First Ascensionists:

- JD – John Dyck
- MS – Murray Sovereign
- BN - Brian Nuttall
- GW - Gary Wolkoff
- LK – Lyle Knight
- TL – Ted Lange
- RS – Rod Shaw
- BA – Bob Andreychuk
- ME – Max Erwin
- JD – Jason Dyck
- IL – Ian Lingley
- CH – Cory Hall
- DB – Dave Brown
- N? – Noelle ?
- KR – Kurtis Relke