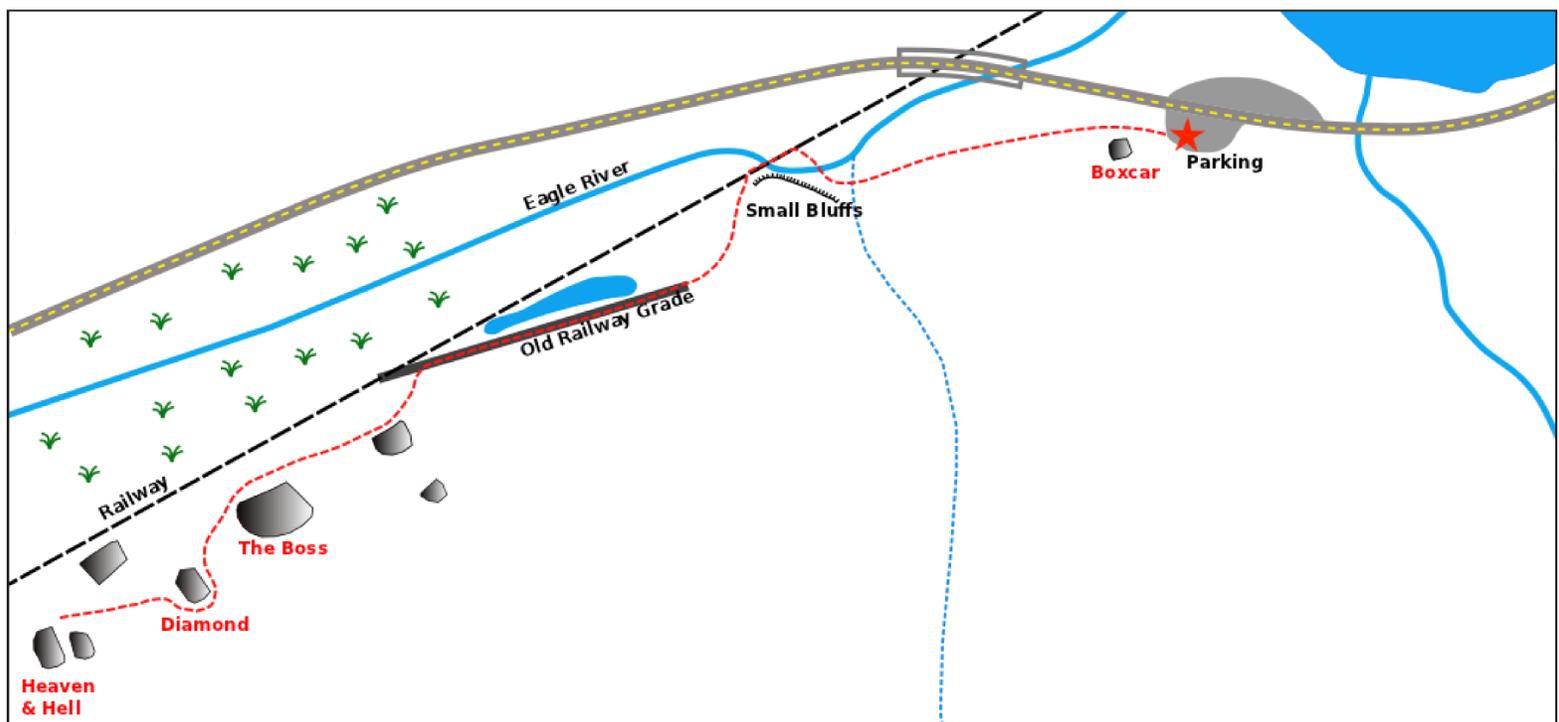


Introduction

The Victor Lake Boulders are a collection of roughly 30 problems located just above the railroad tracks west of Revelstoke. The approach is an easy 15 minute walk on flat ground from the parking area. The boulders were discovered by Nic and Ryan Williams in the spring of 2012 and developed soon after with the help of Manuela Arnold. The boulders are a beautiful gneiss type rock that present a wide variety of water features. The problems are dominantly quite hard and high with the exception of the Boxcar Boulder. This is a great area to pull hard on highballs ranging from V5 to V10.

Directions

Leave Revelstoke and head west on the Trans-Canada Highway and zero your odometer at the traffic lights where Highway 23S junctions with Highway 1. Drive for 12.1km and turn left into a pullout with a weather station near the end of Summit Lake. You should be directly across the highway from a huge landslide that came down about 10 years ago. There is also a rest area across the highway. Walk into the forest on the west end of the parking lot and follow the obvious trail into the boulders. The Boxcar Boulder is roughly 30m from the parking area and the rest of the boulders are about 1.2km away.



Using This Guide

Grades

Although many problems in Revelstoke were established four or five years ago, most have not seen many ascents. As a result consensus has not been reached regarding difficulty. You may find some problems easy or hard for the grade, if so please leave a comment on the forum at www.revelstokebouldering.ca to let us know. Hopefully grades will start to settle out as more climbers visit the area. On the boulder pictures, problems are colour coded by difficulty as shown below.

 V0-V2  V3-V5  V6-V8  V9+  Project

Quality

Our guides use stars to denote quality of problem with zero being total garbage and three being classic. Similar to the grading situation, these quality ratings need to settle out as problems receive traffic. Drop a note on the forum if you think we're way off anywhere.

 Awful  Decent  Very good  Classic

Navigation

Each guide will have an overview map directly after the intro that shows the entire zones with parking and main trails, and breaks the boulders down into areas. Each area within the whole zone will have a larger scale map showing the boulders in detail as well as problem numbers. You can use the overview map to locate the area you want to climb in, then the area map to get to specific problems. Once you're at a problem, check the boulder picture and problem description to get a better idea which direction the problem goes in. Almost every boulder has a picture, however there are a few that don't. These are noted in the problem description and you'll just have to find these using the maps alone.



Manuela Arnold working the classic V8 Off the Rails

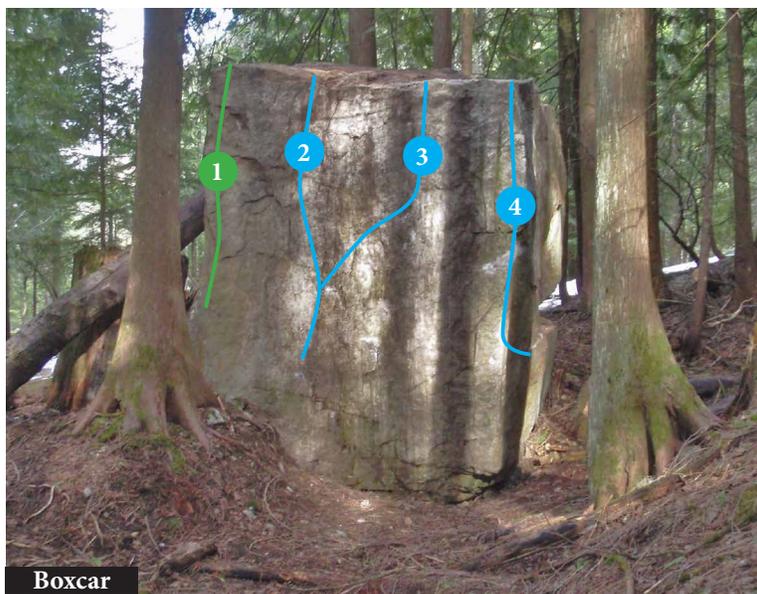
VICTOR LAKE

Boxcar Area

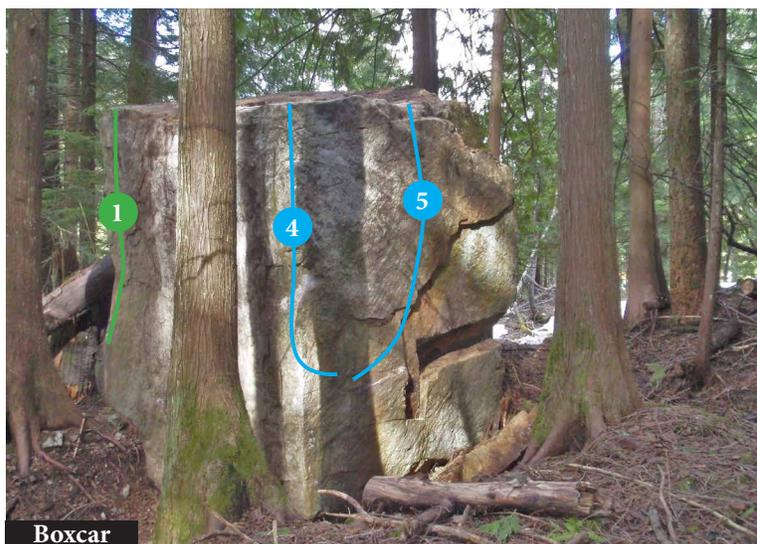
The Box Car area is really just a single quartzite cube which appears to have come down from the overlying bluffs and contrasts with the remaining boulders that are some type of gneiss. Although it is only a single boulder, the Box Car area hosts several excellent problems. The best of the area is Graffiti V3 and its numerous variations. To approach from the parking area by the weather station, pick up a trail at the west side of the large pullout. The entrance can be difficult to see, but is fairly close to the highway and marked by a large rock cairn. Boxcar boulder is about 50m into the forest along this trail.

1) Boxcar V1

Start sitting at the base of the left hand arete and climb it to the top. The final move to the lip is off balance and the tree add your back adds some incentive!



Boxcar



Boxcar

2) Riding the Rails V3

Start sitting with both hands on the large rail near the center of the face. Move up to a small crimp with the right and then to a terrible thumb catch with the left. Continue to the top with some difficulty.

3) V3

Start as for #2 but trend to the right off the start. Move up the face on small crimps to the top.

4) Graffiti V3

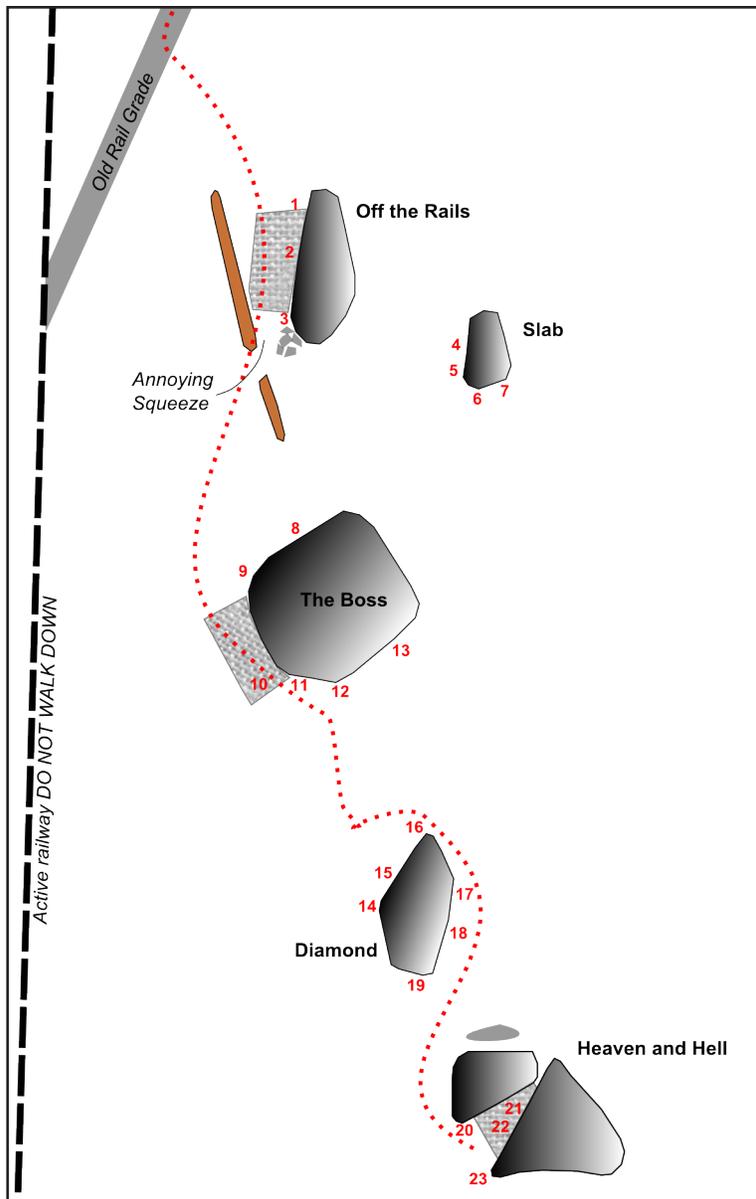
Start to the right of the prominent arête on a rail and make a long move to a pinch low on the arête. Make a big bump to an excellent sloper on the arête, roll around to the left side and continue up to the top. A start on the left of the arete on small crimps with a good foot far left goes at V3 as well and feels like a completely different problem. *FA Ryan Williams 2012*

5) Jump the Tracks V3

Start sitting with both hands on the large ledge and move up to mediocre underclings. Dyno to the lip and roll over. Cool movement on suspect rock.



Dustin Dahn eyeing the big opening move on Graffiti



The Victor Lake area is the main attraction of the Victor Lake Boulders. The area consists of four huge boulders and several smaller chunks. The rock type is a very coarse grained paragneiss which is almost granitic in nature and hosts abundant water features. The climbing in this area is generally tall and highly friction dependent. Notable lines are Lucy in the Sky V6, The Devil's in the Details V6, Off the Rails V8, and Pearly Gates V8. There is still significant potential for new highballs on The Boss or Heaven and Hell boulders. To approach from the Boxcar Area, continue along the main trail to the west and cross the creek on a bridge after several minutes. Move out onto the tracks for about 100m and pick up the trail again just after the creek crosses under the railway. The trail turns off this grade just before it intersects the active railway - this turn is marked by a rock cairn. Scramble up a steep bit of trail and arrive at Off the Rails. Total approach time is about 15 minutes. Try and keep a low profile when walking down the tracks. CPR has the ability to restrict access due to liability concerns if they see fit.

1) Off the Rails V8 ***

Start sitting at the base of the left hand arete with a small crimp for the right hand and the left on the slopy arete. Slap up the arete to a very insecure topout at the faint notch. FA: Ryan Williams, '13

2) Project

Start crouching with a positive jug at the base of the faint dihedral. Work up the dihedral on microcrimps and make a long move to the arete. Top out as for Off the Rails. This line is expected to come in at around V9 or V10.

3) Project

Start standing on the pile of talus on the right hand side of the boulder. Traverse the obvious rail left under the nose of the boulder to link in with the top of Off the Rails. Tall and scary, but after the first couple moves the landing is good.

4) V0 ***

Start standing and climb the low angle slab. Many variations are possible.

5) V1 ***

Start sitting at the base of the obvious arete. Climb up on the right hand side of the arete.



Off the Rails

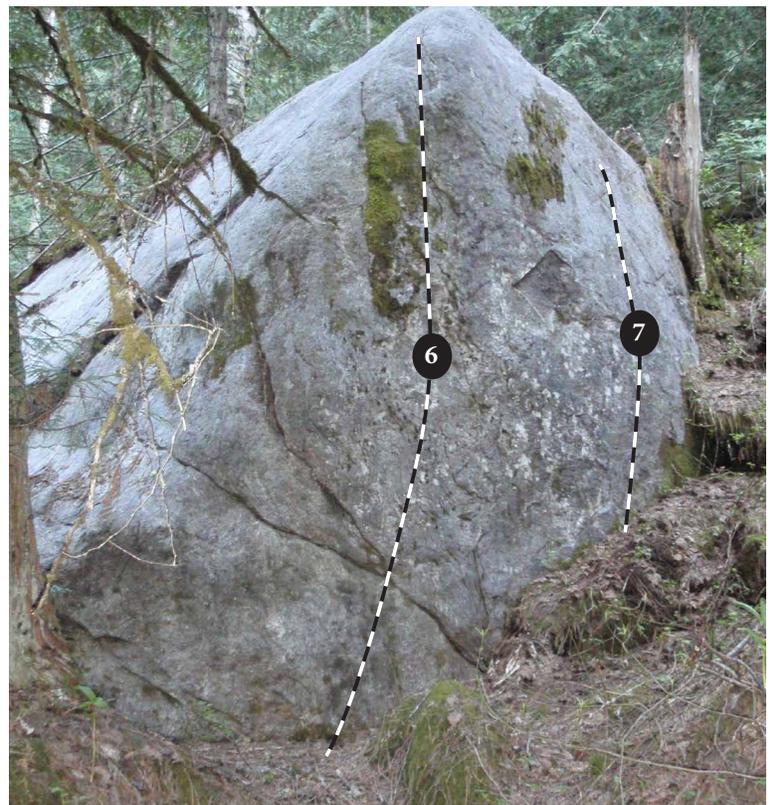


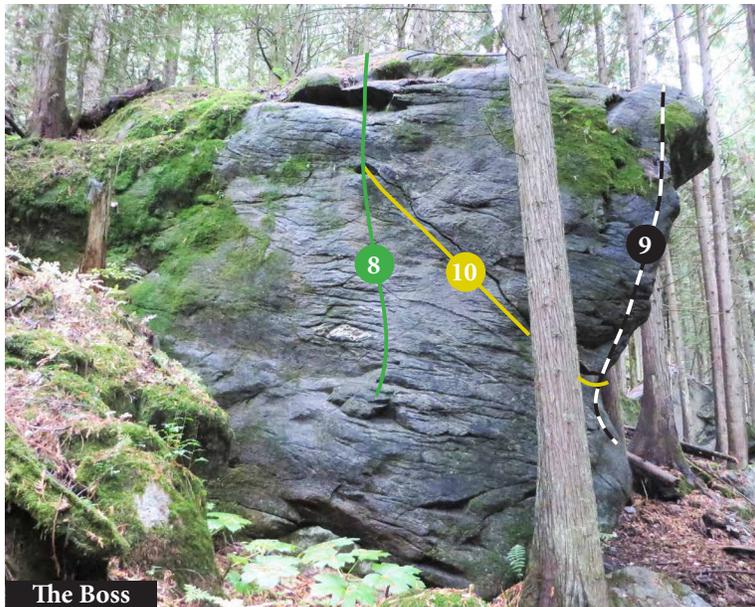
Nic Williams on the tricky lip traverse Devil's in the Details



6) Project
Start crouching and climb the thin face to the right of the arete.

7) Project
Start standing and climb of the center of the face.





The Boss

8) Working for the Man V2 ***

Start standing at the base of the tall face and make your way up the face on a variety of thin holds.

9) Project

Start standing at the base of the very tall arete. Climb up the arete on generally positive holds to a very high finish.

10) Nine to Five V6 ***

Start sitting with both hands on a huge rail on the right hand side of the downhill face of the boulder. Traverse left along the obvious line of holds to the arete. Roll around the arete and follow the slanting break up to the top of the boulder. The problem is a bit of an eliminant at the end but climbs quite well.

11) Wage Slave Project

Start sitting in the small cave at the base of the boulder as for #10. Traverse left to a line of weakness and work up the line of slopy holds. Make a long move through the water polished bulge to a pair of small crimps. Punch for a large pocket on the blunt arete and finish up with a slopy, highball topout.

**Note that numerous very tall, hard projects are present on the front face of "The Boss" boulder. None of these problems have seen a serious attempt and as a result have not been included in the guide.....good luck!*

12) Project

Start sitting on the same rail as Wage Slave but make a long move up and right off the start. Work through the overhung bulge on micro crimps to a slopy topout.

13) Project

Start sitting on tiny crimps on the far right hand side of the face. Climb the overhung face on tiny crimps to a juggy finish.

14) Heart of Darkness V7 ***

Start sitting on a large rail in a small cave on the left hand side of the boulder. Move through the cave on small crimps to a slopy lip encounter. FA: Ryan Williams, '12

15) Lucy in the Sky V6 ***

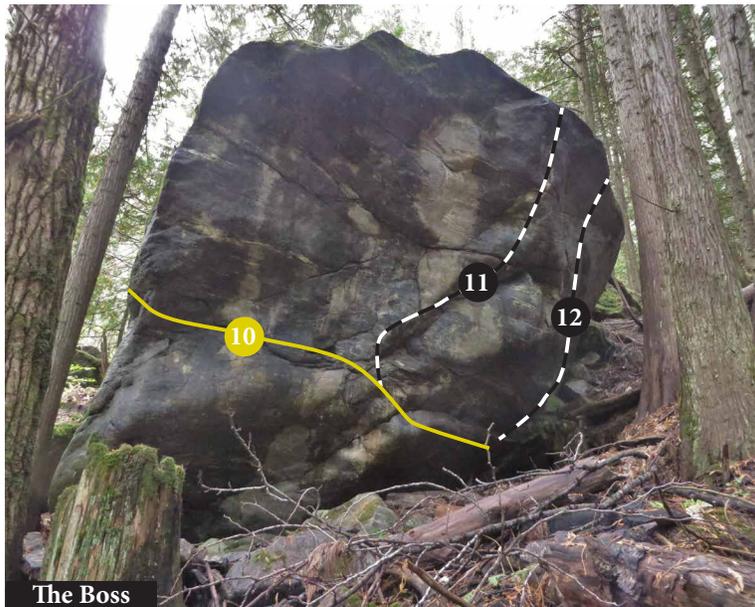
Start sitting near the center of the face with both hands on left facing slopers. Follow the slopers up and to the right. Continue right on microcrimps after the slopers peter out and make a long move to a slopy jug. Finish up with an easy, slopy topout. An excellent crimpy testpiece. FA: Ryan Williams, '12

16) Back a Local Man and Make a Stand V8 ***

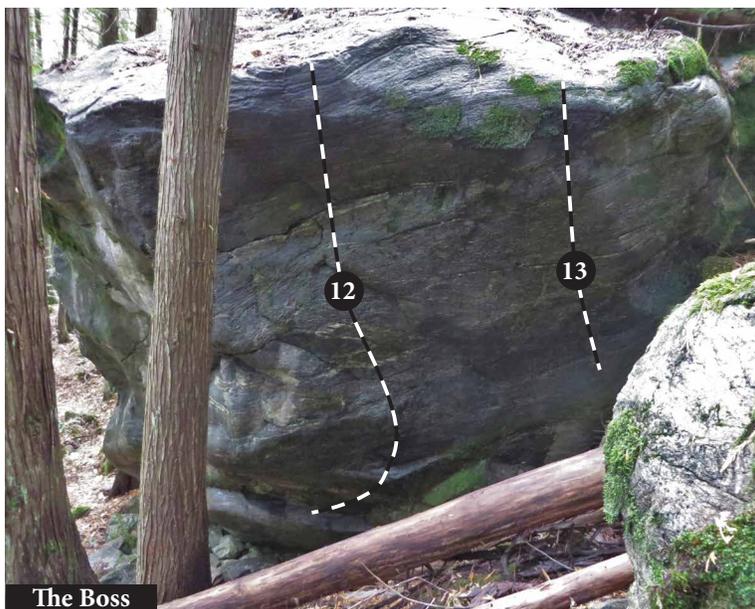
Start sitting at the base of the right hand arete on a good rail and make a long move up to a small crimp. Throw to the jug just below the lip and roll out left to top out. FA: Marek Michal, '13

17) Three Months Pay V2 ***

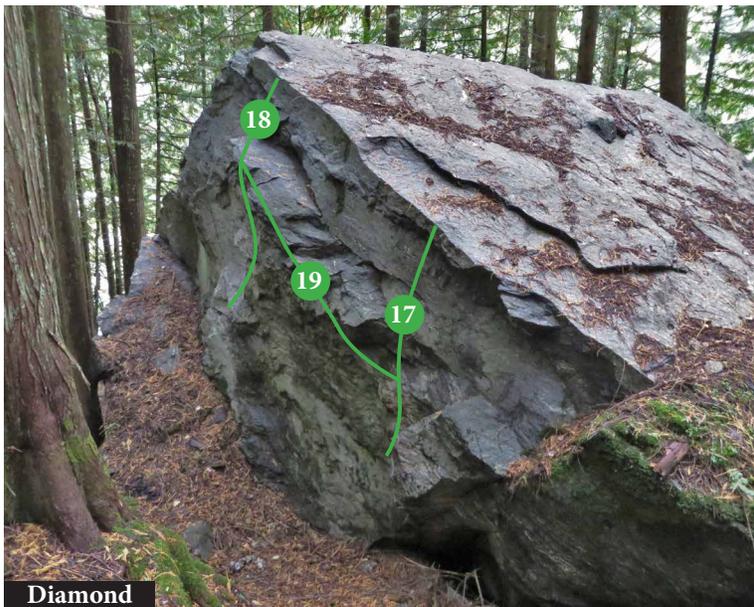
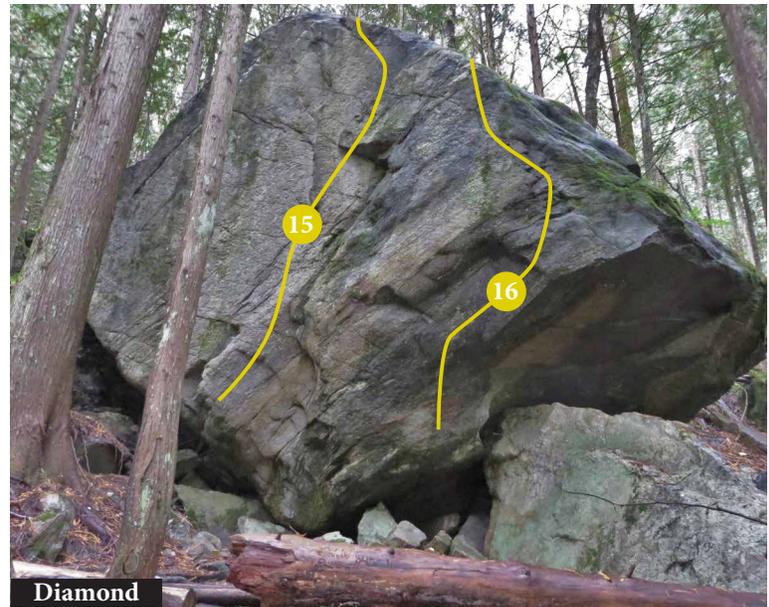
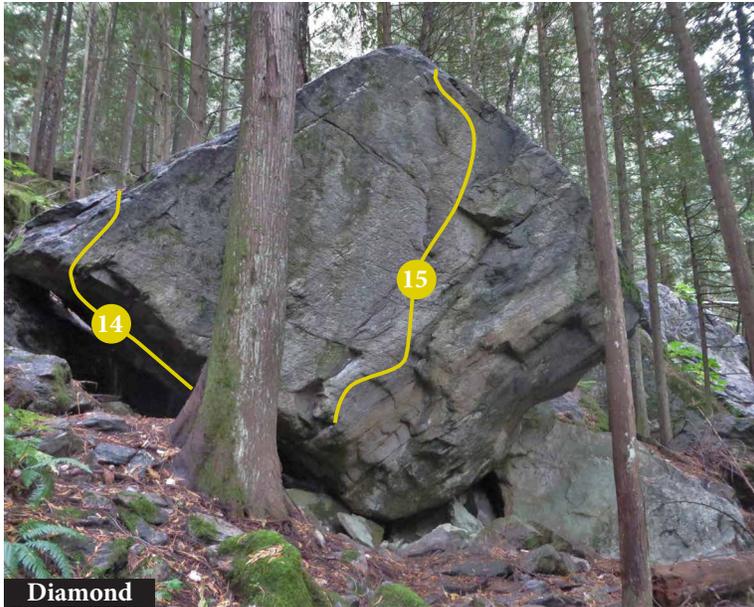
Start sitting on the right hand side of the back of the boulder and climb up the easy face to a slopy top out.



The Boss



The Boss



18) Put a Ring on it V1 ***

Sit start on the left facing corner and climb straight up.

19) Lonely Hearts Club V1 ***

Somehow this link up is more fun than the two original problems. Start on #17 and follow the obvious large slopy rail left into the top of #18.

20) Blood Diamond V4 ***

Start sitting with both hands on an excellent rail in the back of the small cave. Make a huge move up to a crimp in the roof and then throw to the lip of the cave. Finish up with an easy top out.

21) The Devil's in the Details V6 ***

Start crouching at the left hand side of the perfect slopy lip. Follow the lip up to the apex of the boulder with tricky beta and top out using a cool pocket. FA Ryan Williams '13

22) Project

Start sitting near the center of the overhung face on positive underclings and make a long move up to a sidepull with the right. Move to slopy knob with the left and continue into a tricky lip turn. Either jump down once over the lip or continue up for a highball finish.

23) Follow the Light V6 ***

Start as for #22 but trend right off the start. Move up to a poor sloper and tap up a series of crimps with the left. Throw to the lip, mantle over and then finish up to the right on the thin crack. FA Evan Erikson '16

24) Pearly Gates V8 ***

Climb the obvious overhung arete from a stand start with a good left jug sidepull, a very high right crimp, and a right heel. Punch to the lip, then traverse left around the point to an exciting ditch to a huge rail over the lip. Top out up the easy but very high crack.

