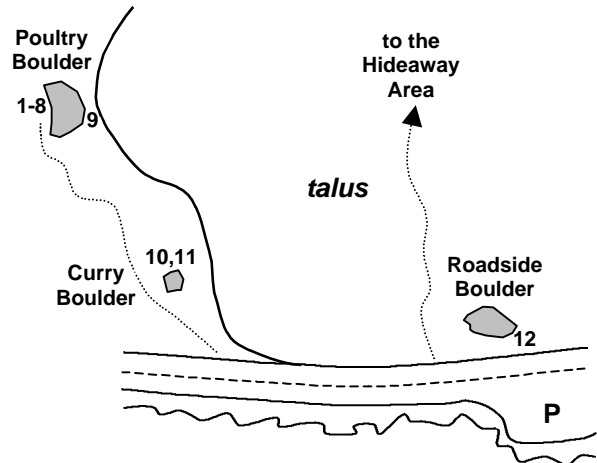
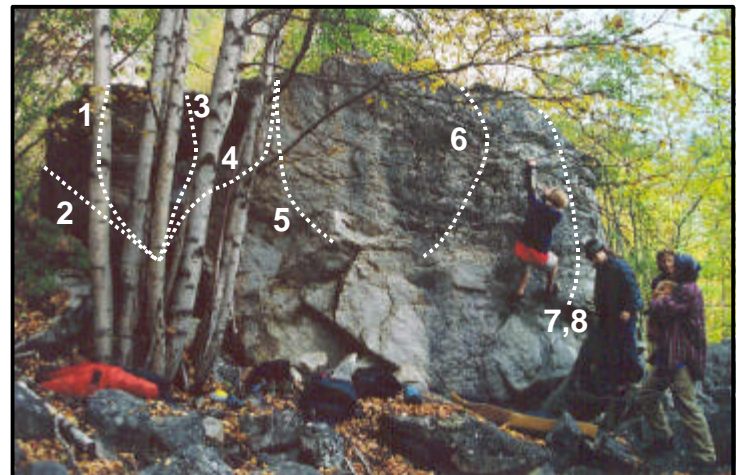
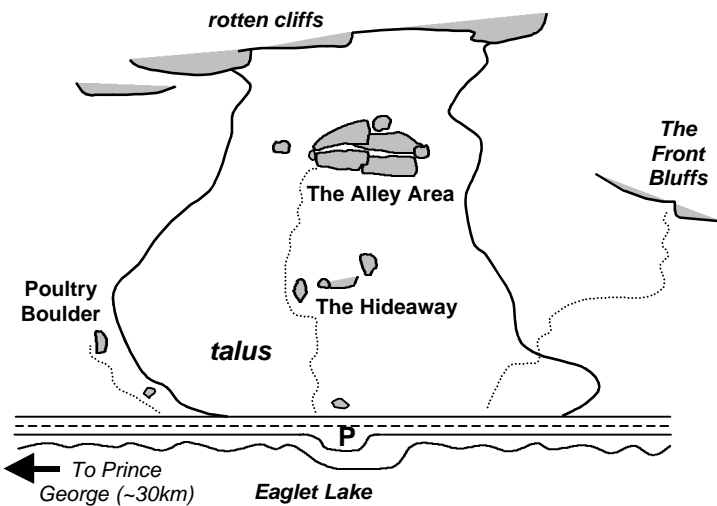


The **Giscome Boulders** are approximately 30 km east of Prince George, British Columbia. The rock is finely-grained granodiorite, and features an abundance of crisp edges. While there are about 25 sport and trad routes in the area (from 5.7 to .12c), you may find the 50+ boulder problems (V0 to V9/10) to be more entertaining. The problems, most of which are found in the huge talus field, are of generally high quality. The Giscome Boulders have a surprisingly long season; they can be dry enough to climb on in March, and desperate boulderers have been known to drag a pad out to the boulders even after the snow has flown in November. The area can be roughly divided into three main areas; the **Poultry Boulder Area**, the **Hideaway Area**, and the **Alley Area**, where the bulk of the problems are found. To get to Giscome, drive east of Prince George on Highway 16, then turn north on Highway 93. Drive about halfway down the northwest shore of Eaglet Lake; the boulderfield will be on your left.



Giscome Boulders Overview Map

The Poultry Boulder Area



The Poultry Boulder Area

- 1) **Reincarnation** (V5)★★ SD. Start with your right hand on the positive gaston edge, and your left on a small edge. Reach up to a sloping edge, then a sidepull, and then the top.
- 2) **Chicken Little** (V5)★★ SD. Start as for **Reincarnation**, but power directly left to the arete, and mantle up.
- 3) **2000 Points** (V6)★★ SD. Start on the good incut (L) and a sloping crimp (R) at the left edge of the boulder's overhanging face. Reach up to the sloping edge (R), and throw.
- 4) **Tha' Machine** (V8/9)★★ SD. Start as for **2000 Points**, but traverse up and right, diagonal along very small holds, finishing on the final holds of **Finger Lickin'**. Watch out for the tree!
- 5) **Finger Lickin'** (V2)★★★. Start with both hands on the big jug, reach up left to a sidepull, and use a heel hook to gain the lip. Has also been done as a dyno - **The Finger Lickin' Throw** (V2).
- 6) **Trouble in the Henhouse** (V0)★★. Simple fun – start on the jugs and climb up.
- 7) **Gonzo's Gal** (V0) SD. Start at the extreme right side of the boulder, and move up on big but sometimes slopey holds.
- 8) **Lick Gonzo's Finger** (V2/3)★ SD. Start as for **Gonzo's Gal**, traverse left, and finish on **Finger Lickin'**.
- 9) **KFC** (V2)★★. The backside of the **Poultry Boulder** is a slab – start below the lip on positive holds, and then climb up the slab.
- 10) **Glico** (V1)★ SD. Start low on the positive rail below the lip of the **Curry Boulder**. Reach up to lip, mantle, and walk up slab.

11) **Glico Extension** (V2/3)★ SD. Start as above, but staying low, traverse right around arete and then uphill on big edges.

Roadside Boulder

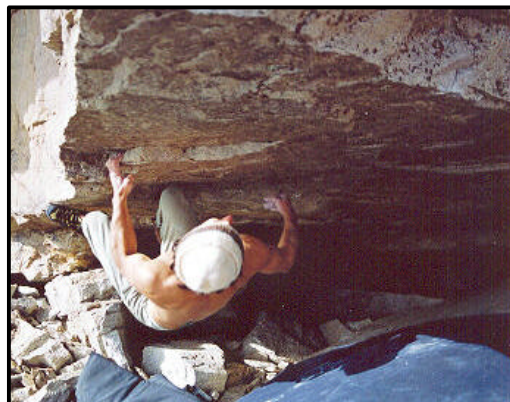
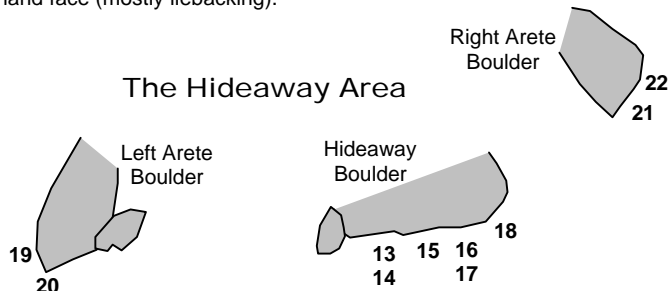
12) **Roadside Attraction** (~V8)★★ SD. Start low on slopers on the downhill, right-hand side of the **Roadside Boulder**. Traverse up and right to big holds, mantle off. No ascents as of this writing.

The Hideaway Area

- 13) **Done For the Day** (V4)★SD. Start on the positive rail, left of the big jug. Climb straight up on small sloping crimps, using a heel hook. After gaining the lip, and finish by using the hanging boulder left to mantle. A harder variant, **Praying Mantle** (V6), does not use a heel hook on the ledge, and mantles directly up at the lip.
- 14) **Hideaway Low Traverse** (V4)★. Start on big obvious jug, traverse right across sloping shelf, and finish up right around right corner of boulder – stay off the lip before turning the corner.
- 15) **Mr. Wiggly** (V3)★★★ SD. Super low sit-start below the mantle-shelf on lie-back crimp. Reach up to shelf and the blocky jug, then reach high and left to a gaston crimp. Reach to lip and mantle.
- 16) **ATP** (V3)★★ SD. Sit-start using the sloping shelf on the right-hand side of the boulder. Move up and a bit right, finish by mantling.
- 17) **Lactic Acid** (V3)★ SD. Start as for **ATP**, but then traverse lip left and finish using the weird mantle on the small hanging boulder.

- 18) **Hideaway High Traverse** (V1)★. Start at the left edge of the boulder's lip, traverse right, and finish by mantling up around the right side of the boulder.
- 19) **Le Schroumpf** (V2)★★. Climb the left-hand face of the *Left Arete Boulder*, starting on the obvious jug. Good and educational.
- 20) **October Arete** (V4)★★★. Start pinching the arete. Lieback the arete, avoiding the blocky loose rock to your right.
- 21) **The Slow Death of the Right Wing** (V0). Climb the right-hand face of the rather loose *Right Arete Boulder* on edges and sidepulls.
- 22) **Right Wing Crack** (V0) SD. Climb the obvious crack on the right-hand face (mostly liebacking).

The Hideaway Area



Shelley Hoover photo

Dan Gable on **Amon Ra** (V9/10), the *Sun Roof Area*

The Alley Area

The following five problems (23-27) are on the *Crap Boulder*, which is approximately 10 meters left (facing uphill) of the 'Alley' boulders. *Note: the problems on *The Crap Boulder* do not topout, but end on jugs at the lip; the rock on the topout is dangerously loose.

- 23) **Chad's Arete** (V2/3)★ SD. Start low on good handholds and bad footholds on the left-hand arete of the *Crap Boulder*. Climb arete, ending on huge horn. A harder variant (V4) uses the holds left of the arete.
- 24) **The Hulk** (V2) SD. Start as for **Chad's Arete**, then move up and right. Finish by reaching left of the finishing holds of **Chad's**.
- 25) **Venom** (V5) SD. This powerful traverse starts as for **Chad's Arete**, traverses right, and ends on the obvious high jug at the upper right of the boulder.
- 26) **Nix** (V0)★. Start on the low jug in the middle of the boulder. Reach up to a big hold, and finish on the big hold at the lip.
- 27) **Black Tamper's Revenge** (V5)★. Iron-cross fun. Start on the jug at the right edge of the boulder, traverse left, and finish on the final jug of **Chad's**. Use only the obvious lower band of holds for the first half of the problem.
- 28) **The Gibbet** (V1/2) SD. Start low, sitting down at the left edge of *Pat's Boulder* on a big obvious lie-back and a crimp. Move up, and traverse lip to obvious finish at right edge.
- 29) **Warm and Fuzzy** (V2)★. Behind *Pat's Boulder* is a vertical face. Climb sloping holds to top.
- 30) **Tomb Raider** (V0)★. Start down in the hole beneath **Wiggling Finger**, on the big flake. Traverse a move or two left, then climb up through the little roof. Mats and spotters!
- 31) **Wiggling Finger** (V3) SD. Start left of **Reaching For The Sun**, on the bad slopers that are used as starting heel hooks on **Reaching**. Climb straight up – powerful moves.
- 32) **Reaching For The Sun** (V4)★★ SD. An area testpiece. Start on low sloper below lip; powerful moves on small holds above and below lip will gain a large sidepull – finish straight up.
- 33) **Solar Power** (V4/5)★★★ SD. Start as for **Reaching**, but at large sidepull, continue on lip holds, traversing the lip of the *Sun Roof*. Superb!
- 34) **Gemini** (V0)★ SD. Start at large edge at right side of the *Sun Roof*. Climb directly up. A low SD start (V2) has also been done.
- 35) **Amon Ra** (V9/10)★★★. Start as for **Gemini**, but traverse down and right. Turn under the lower lip of the boulder to a large sidepull. Climb across underside of boulder, throwing to far lip. Turn lip and topout directly above.
- 36) **Ra** (V6)★★. Essentially the end of **Amon Ra** – start at lip features and climb directly up.
- 37) **The Steal** (V0) SD. On the end of the *Teletubbie Boulder* is a giant flake – start on this huge hold and throw to lip.
- 38) **Little Wonder** (V2)★★. Start on a blunt two-finger undercling (or gaston) and a slopy sidepull at the left end of the alley face of the *Front Alley Boulder*. Grab these holds, step on, and fire for the top.

- 39) **Group Therapy** (V3)★★★ SD. A classic. Start quite low on a good, but flat, edge. Move up using thin crimps and creative body english. Mantle off.
- 40) **Put On My Shoe** (V2)★★. Starts on a big flat edge to the right of **Group Therapy**. Reach to a good crimp, then a slippery gaston, then head for the lip.
- 41) **Knock On The Door** (V1)★. Starts low between **Put On My Shoe** and **Fear of Flight** on a big edge. Reach up to the little bulge with the good holds, high step, and grab some more good edges on the way to the lip. Not a great landing.
- 42) **Fear Of Flight** (V2)★★★. Megaclassic! Starts on the huge flat ledges to the left of **The Stooges**. Mantle these ledges, and continue up through the bulge on thin holds. Exciting move to the lip!
- 43) **The Stooges** (V0)★★★. Starts on the big holds, and climbs up on funky sidepulls and edges. Check out the topout before attempting!
- 44) **Trent's Traverse** (V2)★. Starts on **Ewww**, traverses left and finishes on **The Stooges**.
- 45) **Ewww, Worms** (V0)★. Starts on the blocky holds, and climbs up to lip on good holds and a funky pod. A tricky mantle to finish.
- 46) **Boost Rooster** (V1) SD. Starts with a 'lay-down' start on a positive blocky hold beneath the lip, and a crimp above the lip. Tricky first move, but the rest is easy.
- 47) **Fall Tsayda Fall** (V7)★★★ SD. This unusual traverse is a Giscome classic. Start near the middle of the boulder on a very low but good hold in the alcove. Traverse right up the hanging arete (the lower edge of the boulder) on small edges, first by climbing a move or two up the slab, then back down and right. A more direct line (~V10) staying low along the edge has been attempted, but not successfully.
- 48) **The Hungryman Traverse** (V0)★. Traverse the wide crack.
- 49) **Straight Up** (V1)★. Start on the positive edges in the middle of **Fall Tsayda Fall**, and head straight up. Tricky.
- 50) **Casual Labour** (V0)★. Start on the low, very positive rail/crimp around the corner from **Fall Tsayda Fall**. A few easy moves lead to the finishing holds of **Fall Tsayda Fall**.

The Alley Area

