Fraser Forks



Fraser Forks, a short limestone bluff, approximately 14m in height, just past the town of Upper Fraser saw extensive development in the summers of 1995-1997. The climbing there is on soft, but very compact limestone with an abundance of pockets in some sections of the cliff. The bluff is divided into 3 main sections (from right to left): The Spirit Wall, The mosquito Wall and the Ninja Wall. Bring a stick clip if you have one, most of the routes have a high first bolt to protect against ground falls. All the routes must be lead since there is no practical way to set up top ropes.

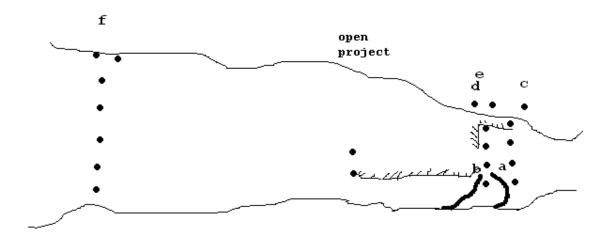
Getting there

20 minutes passed the Giscome climbing area is the town of Upper Fraser. Continue on passed Upper Fraser for approximately 5 km and you will see a quarry on your right. Take the only right turn off. Parking is abundant. A deactivated road leads to the based of the trail (5 minutes). Follow an easy trail up to the crag (10 minutes).

The Spirit Wall

This section of the cliff with a distinctive overhang on the right has a number of futuristic-looking projects on overhanging, compact limestone.

- a) Witness to Defitness V3 (FA: Nathaniel Saindon 2007) Sit down start on a small arête to the right of the overhang pull up on side pulls, finish of on the first bolt of "Kalakazu"
- b) **Thor's Hammers V3/4** (FA: Laurie Saindon 2007) Sit down start under the overhang. Nice crossover up to a sloper. Up and over to the bolts of "Kalakazu"
- c) **Kulakaza 5.11a** (FA: Laurie Saindon 2007) 8m. First climb you see as you come up the trail. Intricate moves at the bottom leads to a fine crimp at the top to make the final move over the lip.
- d) **Kalakazu 5.10C** (FA: Laurie Saindon 2007) 8m. This climb, to the left of Kulakaza follows along a 10 ft vertical crack, nice holds, the roof is a little trick.
- e) **Thor Repents 5.12a** (FA: Laurie Saindon 2007) 10m. Take Thor's hammer and finish up on the anchors of Kalakazu.
- f) **Expect no Mercy 5.12c** 12m. Beautiful line on a slightly overhang face, crux between first and second bolt with a 2 finger pocket ½ "deep and a shallow scoop with a micro flake to crimp a couple surprises awaits you, makes for great climbing. (FA: Laurie Saindon 2011)





Nathaniel Saindon on "Thor Repents" 12a

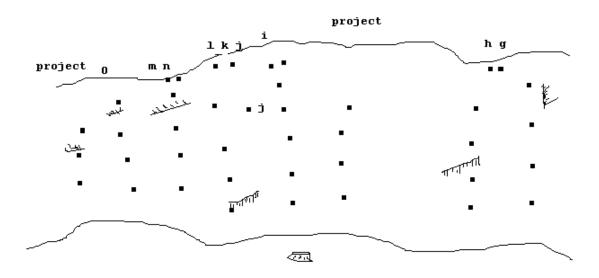


Laurie Saindon on "Tempest 12d"

The Mosquito wall

This section of the cliff is well-featured and lower angled and is home to a number of more moderate routes.

- g) **Baby Rump Kisser 5.11b/c** (FA: Laurie Saindon 1996) 12m. A great start with trick footwork leads to easier climbing above.
- h) **Hand of God 5.10c** (FA Laurie Saindon 1996) 10m. Bouldery start leads to nice holds above.
- i) **Mosquito Heaven 5.11a** (FA: Randy Kissel 1996) 12m. Juggy start leads up to a cool scoop. Use what you can for balance to get up the diagonal ledge.
- j) **Black fly Planet 5.11c** (FA: Trent Hoover 1997) 12m. Starts as for Mosquito Heaven, then traverses left (via a pocketed traverse), and heads to the anchors of Weapons. Fun, if a bit run out.
- k) Weapons of Moss Destruction 5.11c (FA: Dan Gable, Chris Small. 1997) 12m. This excellent route climbs through a series of slopers and pockets up the overhanging right side of the Cedar Wall. The crux is near the top, and involves a LONG reach to a two-finger pocket on a blank slab.
- l) Weapons of Moss Destruction 5.11a (FA: Randy Kissel. 1997) 12m. This route deviates from Weapons near the top, stepping left into the positive holds in a shallow dihedral, then traverses right again to the anchors.
- m) **Peachy direct 5.12c** (FA: Laurie Saindon 2007) 10m. This route goes straight up the bolted line and doesn't go right to the easier side pull. Powerful 2 finger side pulls and gastons leaves you appreciating this fine line.
- n) **Peachy 5.11a** (FA: Laurie Saindon 2007)10m. You'll know why the name of the route is peachy when you reach the hold above the small roof. This route goes left of the second hangar to a large side pull. Great route.
- o) **Six pack 5.10d** (FA: Nathaniel Saindon 2007) 10m. Great climb with interesting moves, a classic.
- p) Project



The Ninja Wall

This is the test piece area at Frazer Forks, overhanging and bouldery.

- q) **Revenge of the Ravaged Raven (Project)** Start to the right of Tempest on a hard boulder sequence. Traverse right to the overhang on 10b/c moves, up and over the overhang leads to beautiful slots up the top of Calm before the Storm, finish off on Tempests Revenge. 5.13+
- r) Calm before the Storm 5.11d (FA: Laurie Saindon 1997) 10m. Beautiful climb with great moves on the arête, finish off on the get away biner on Tempest.
- s) **Tempest 5.12d** (FA: Dan Gable/Laurie Saindon 1997) 12m. Pumpy finish to Calm, hard last clip.
- t) Tempests Reboot (Project) an additional hangar added at the top of Tempest and the anchors moved 6 feet higher makes for a difficult crux move but easier last clip.
- u) Ninja Boy 5.13a (FA: Dan Gable 1996) 12m. The most difficult route climbed on ninja wall to date. A bouldery start leads to a rest midway. From here, a series of powerful pinches up a 45 degree wall lead to a pocketed finish
- v) Popsicle Pete and the Hurdy Gurdy Girls 5.10c (FA: Shelley Hoover and Trent Hoover) A superb short route entirely on pockets-a little bit of Buoux in the north.

