

ARBUTUS GROVE

Good problems, good views and closer than Squamish make this an attractive climbing spot for a few hours of fun. The freeway makes it a little noisy. Low vegetation (due to power line clearing) makes this area very fast to dry out. Many of the problems will be too hot on a July or August afternoon/evening.

ACCESS & PARKING

Take the Cypress Bowl exit in West Vancouver off the Highway #1. Go about 2 km to the first switch-back. Parking is allowed on the west (downhill) side of the road just before the access to the West Vancouver Works Yard. Currently the signs indicate parking is permitted after 5 pm and on weekends.

Walk to where the road starts to curve to the right. At this point, turn left and follow a trail downhill across a gravel service road and then on downhill, just right of the BP Development Corporation white sign. Carry on downhill through the forest. When you come to a small mossy bluff, turn right and follow the trail across a creek and westward to Arbutus Grove. Walking time is less than 10 minutes.

You can also park on the side of the highway for a shorter approach; if you don't mind having your car towed. I was ticketed once and towed once.

Access to Arbutus Grove crosses undeveloped privately-owned land. Avoid activities which may affect the owners use or development of their land.

THE CLIMBING

All of the routes were developed by John Brodie and Simon Bicknell in 2006. There is still potential for some harder problems and a few new problems if you really like scrubbing moss off of rock.

Some of the problems may gather forest debris on the top out. A broom for cleaning the problems can be found under Route 3. Please return it for others to use.

We believe the grades to be reasonable, but, as this is always a subjective area we are open to comments. See the **Cautionary Statements** below.

DEVELOPMENT PHILOSOPHY

The debates about climbing ethics and style may rage on long after the rock is eroded down to smooth polished surfaces. Critics are everywhere. The following guided our efforts:

1. There is no point in cleaning problems if people don't go there.
2. People won't go to an area with only a few problems in their skill range.
3. Problems should be made safer, but not easier, so long as changes do not detract from the climbing experience of the majority.
4. Making the climbing as user friendly as possible will enhance use.

CAUTIONARY STATEMENTS

1. *We recommend that you do not attempt to climb any of these problems. Climbing and bouldering are dangerous activities.*
2. Although we have tried to improve the landing areas below the boulders, we strongly suggest that you use extreme caution if you attempt any of these problems. Of particular concern are routes 6 – 8 on the Lower Tier. Bolts have been installed if you wish to top-rope these problems.
3. Access to the top of the bolted routes (15 – 17 and 22, 24 – 26) is poor. Establishing a top-rope on these problems is not recommended unless it can be done by leading an adjacent route.

TICKS

We experienced several tick bites in the spring of 2007, but none in the summer of 2006 when most of cleaning was done. Please contribute to area maintenance by trimming grass and branches along trails and adjacent to the climbing problems.

It may be prudent to avoid climbing/bouldering in this area in the spring. If you do, check for ticks. The following was obtained from the B.C. Government Pest Control web site (<http://www.agf.gov.bc.ca/cropprot/ticksbc.htm>):

The Western Black-legged tick is very common during the spring and early summer. It occurs on vegetation in warm, moist areas on Vancouver Island, the Gulf Islands, and along the mainland coast between the United States border and Powell River. Its eastward range extends along the Fraser River to Yale and north to Boston Bar.

The red and black females and smaller black males attach to humans, deer, cats and dogs, becoming grey and bean-like in size as they feed. The bite is often painful and may result in a slow-healing ulcer. This tick does not cause paralysis; however, it is a carrier of the microorganism responsible for Lyme disease in North America. The organism which causes Lyme Disease, *Borrelia burgdorferi*, has been found in ticks collected from many areas of BC over the last 6-8 years, and health authorities now believe that Lyme Disease carrying ticks may be present throughout the province. To date in British Columbia there have been over 60 confirmed cases of Lyme Disease. Of these, 20 cases had no record of travel outside of the province, and the disease is considered to have been contracted in BC. For more information on Lyme Disease, see the BC Centre for Disease Control web site.

COMMENTS

If you have comments or suggestions please forward them to mjohnbrodie@shaw.ca.

Lower Tier

1. Bicepinator, SDS, climb up through the right notch V4
2. The Beginning, SDS, climb up through the left notch V0
3. Sour Grapes, SDS, start the Beginning, going up and left to the top out V3
4. Waste of Time, left-most cracks V0 - -
5. Sunny Side Up, a good warm-up V0 -
6. Vertical Smile, vertical crack which splits the face, crux at top, TR V4
7. Sweet Temptation, start on the lay-back crack and move up leftward onto the curved crack TR V3
8. Temptation, climb the lay-back crack TR V2/3 (SDS – V5?)
9. Ample Attributes, start below the corner, go up right and finish leftwards above the corner V1
10. Abundant Attributes, start below the corner, go up and finish right V0
11. Left On, climb the face left of the crack V0
12. Right On, SDS, climb the crack V0
13. Right Off, SDS, climb the crack moving right and up as soon as possible V1

Middle Tier– West End

14. Export Traverse, go left to right using the horizontal feature for hands, good start for the bolted routes V0
15. project
16. Feeling Edgy? Climb the middle line of bolts 5.11d
17. One-Ended Rope, climb the crack beside the right line of bolts 5.10b
18. Another Rock, SDS, climb the right side of the arête V0
19. Cheap Chip, climb the face using the broken flake V0 -

Middle Tier - Center

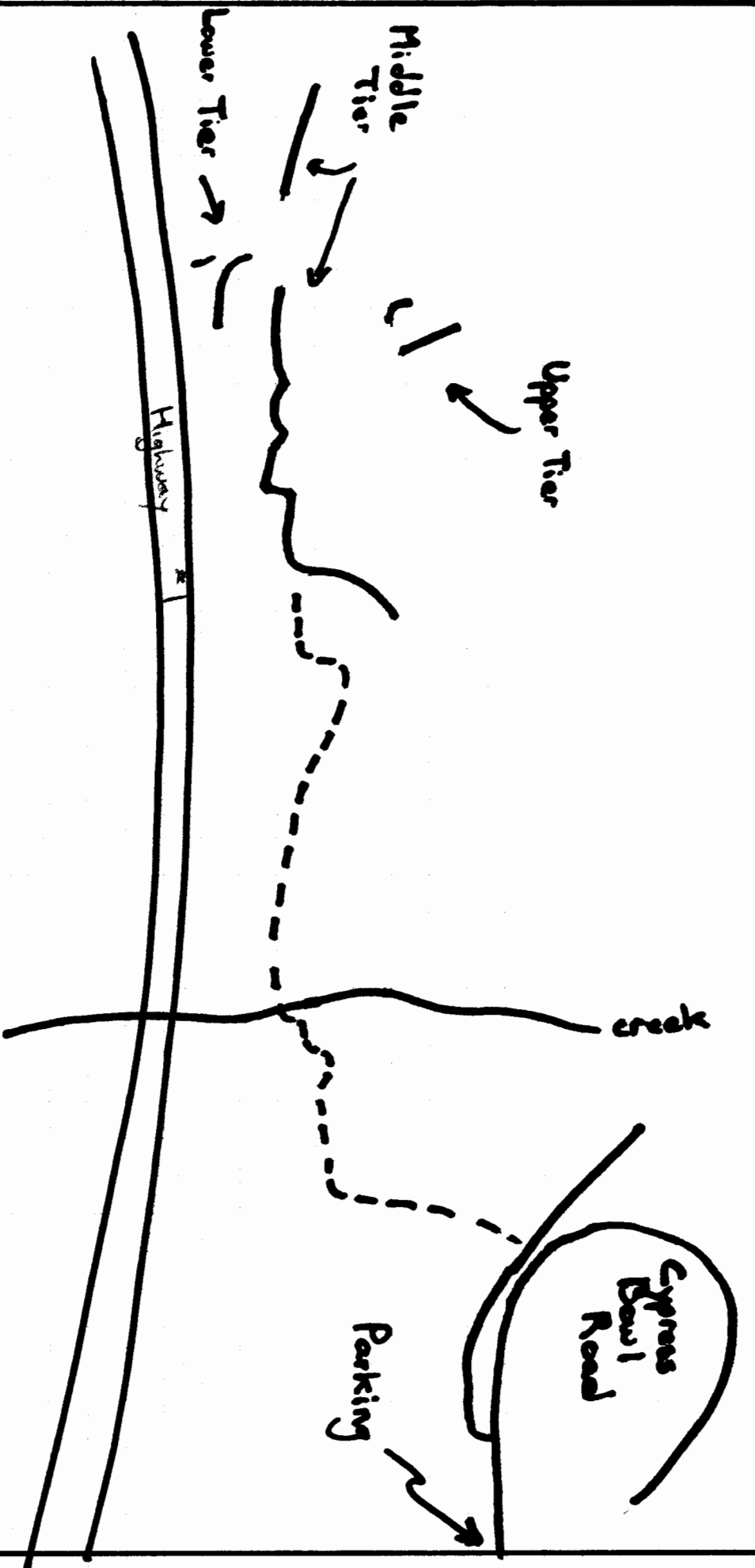
20. Bolder Travel, traverse the rim left to right avoiding contact with the angular boulder, finish just right of Funtastic. (named for the rock that was moved to make this problem a reality). V2
21. Funtastic, SDS to the right of the big boulder, use small holds to gain the rim, mantle on to the top V3/4

Middle Tier – East End

22. Stepping Stone (harder if you don't use the Stepping Stone) 5.11b/c
23. Stone Eyes, traverse from the start of Stepping Stone to Harlequin Eyes V1
24. Corner Route 5.10b
25. Harlequin Eyes, start on the face 2 m left of the arête 5.11b
26. Facial Expression 5.11a
27. The Fun Finally Ends V0 or 5.9

Upper Tier

28. The Mantlepiece Right - V0, Center – V2, Left - ?
29. Bob, climb up out of the corner V0
30. Don't Worry, SDS below the small overhang, go straight up V0
31. Be Happy, SDS as with Don't Worry, go up leftwards to a flake & mantle finish V1

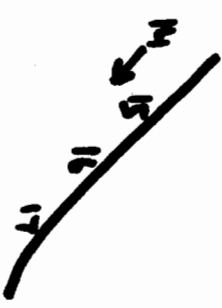


Arbutus Grove
Access & Parking

Upper Tier

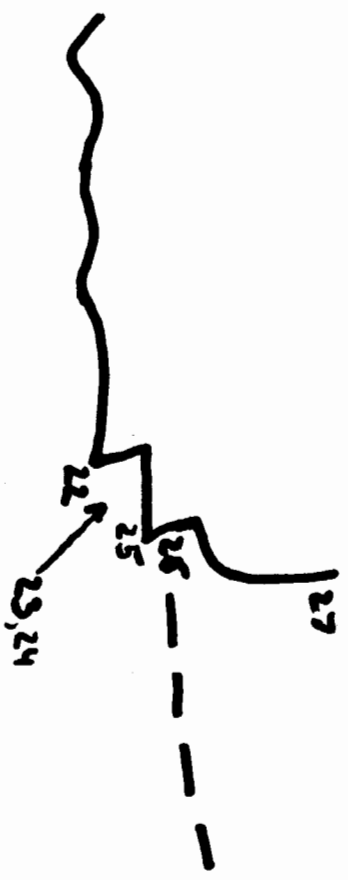


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Lower Tier

Middle Tier



Arbutus Grove