

5.9 / 3 or 4 pitches

FA [*Direct*]: Brian Pegg, Robin Pegg, Andy Durie June 2003 FA [*1,000 Holds Version*]:Brian Pegg, Robin Pegg, Barry Mason June 2003

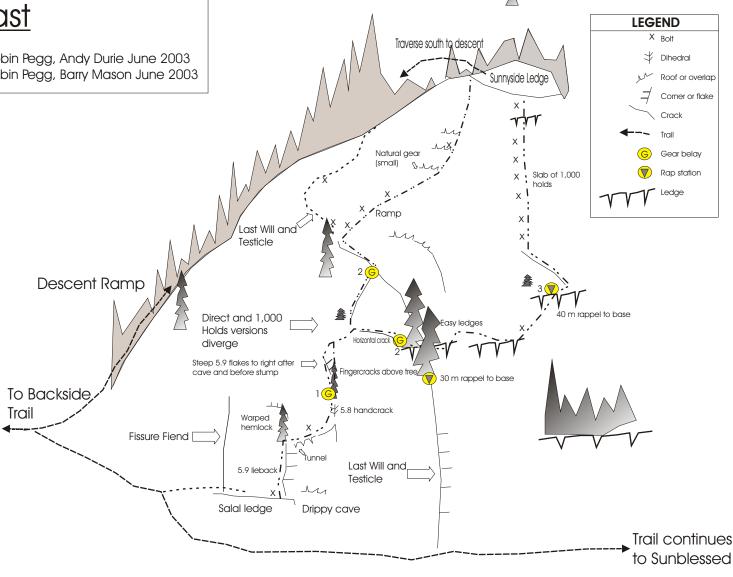
An excellent moderate route which weaves its way up the Solarium. The first pitch has a wild "I see the light!" chimney traverse. Two versions: the *Direct* and the 1.000 Holds.

Access: Up the backside trail to the Solarium. After passing the Scatterbrain/Nick's Trick area, and 20 m past the descent ramp, look for a salal-covered ledge which passes Fissure Fiend (a steep, discontinuous crack above a stump). Walk out to the end of the ledge to a belay bolt.

Pitch 1: Layback a left-facing corner (#4 Camalot). Tunnel right at the hemlock tree and emerge into the light. Continue right along the sharp edge of the chimney (bolt) to a handcrack below two cedars. Up it and belay at the trees. [5.9, 30 m].

Pitch 2: Climb left above the trees, past a small cave, then immediately right on steep flakes to a wide horizontal crack. If climbing the *Direct*, continue right up a diagonal crack above a bush and belay at its junction with another crack [5.9, 25 m]. If climbing the 1,000 Holds version, continue right along the horizontal (#4 Camalot), then downclimb to a tree belay [5.9, 25 m].

Pitch 3 (Direct): A long pitch. Climb up and left to the top of a perched flake and a bolt. Up right on dike holds to a right-trending ramp past 2 bolts to an overlap (small cams or nuts for pro), pass on the right and finish up the headwall. Runout 5.4 after the last bolt [5.8, 55 m].



Pitch 3 (1,000 Holds): Traverse right across the tree ledge, up a short offwidth, around the corner and out a ledge, then face climb up and right past a bolt to gain a 2 bolt anchor near a bush. [5.8,50m]

Pitch 4 (1,000 Holds): Traverse right to a diagonal left-leaning crack (1 or 2 thinhands cams), climb to its end, then directly up the "Slab of 1,000 Holds" past 7 bolts. [5.8,45m]

<u>Descent</u>: Hike down the brushy descent ramp back to the base of the route.