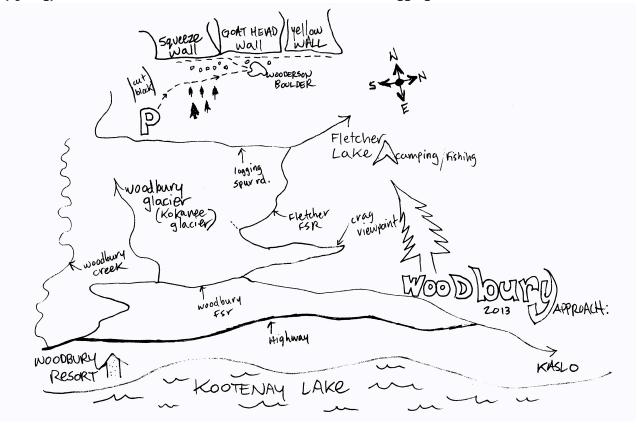


KAMO, D.C

A real gem of the West Kootenay climbing scene, Woodbury offers a unique Granite climbing experience set high above Kootenay Lake overlooking the Purcell Mountains on wonderful rock with a great variety of climbing. The views across the lake towards Mt.Loki are unbeatable © A huge amount of recent development has opened up a lot of quality routes since the last guidebook. The Goat Head Wall is home to a ton of high quality technical climbs that tend to focus more on body positioning than power. The Yellow Wall is the go-to place for power endurance climbing, long routes with sustained climbing up a steep, exposed wall; a must visit for any person climbing 5.11 and above. The potential for big and harder lines here is staggering. And finally, The Squeeze Wall to the left of Goat Head Wall is essentially undeveloped and hosts a vast amount of potential for new routing of all levels!

approach: From Nelson drive towards Ainsworth Hot Springs on Highway 3A, 5km further up the highway you will pass the Woodbury Marina/Resort. Just past the resort you will see Woodbury FSR on your left, which links up with the directions given here but is a much rougher road and not recommended. Instead drive about 5-7 minutes further on highway 3A until you see signs for Kokanee Glacier Provincial Park (blue signs) that indicate Woodbury Glacier. Turn left onto this road (Woodbury/Fletcher FSR) and set your odometer to 'O". Drive up the dirt road to approx. 1.1km until you hit a fork; stay right (left goes to Kokanee Glacier Park (signed)). At 2.7km, stay left. At 3.1km you get your first view of the cliff. At 3.7km, go left, right heads to Fletcher Lake Rec Site/Trail (signed). Once you head left you will be on a flat and narrow road, drive for about another km until you emerge out of the forest and into a very apparent opening; you're here! Park right at the big cut block (lots of room here, camping opportunities too ©) and find the cairns marking the trail (uphill) at the edge of the cut block. Continue steeply through the alder/re-growth on a steep but defined trail for about 2 minutes until you emerge into the forest. Once in the thicker forest climb another 5 minutes steeply on a good trail that leads you to the bottom of the talus and your first view of the cliff. Don't go straight up from here but instead contour the bottom of the talus to your right on a nice trail for about 2 more minutes to the obvious 'Wooderson Boulder' (with one fun line ©). Head straight up the talus from here following cairns up the easiest (and most stable) way to the base of the Goat Head Wall and the route 'Big Hits' Contour the Goat Head Wall 1 more minute through the big Cedars to reach the Yellow Wall. A total of about 15 minutes from the car. **Note:** This area tends to be very active with logging. Thankfully this means that the road is regularly maintained. A 2WD car will make it no problem (with the occasional tricky spot), but this is a backcountry access road, so expect the unexpected and carry a saw if you are unsure of the road condition (spring) and a VHF radio never hurts mid-week with all the logging traffic ©



Goat Head Wall

1 - EMOTIONGL RESCUE & FLOWERS - 5.8 - 12m - Sport (4 Bolts) *

Just around the corner to the left under the big roof, is an easy to distinguish slab with very good rock; great beginner stuff. 2 - BIG HITS - 5.9 - 5.10a - 5.10c - 57m (3 Pitches) - Mixed (Gear to 2") ***

Amazing rock, position and climbing (first 2 Pitches) make this one of the best climbs of its grade in the area! Try linking the first 2 pitches into one mega-awesome pitch ©

Pitch One - Start up the steep rock where the trail joins the cliff. A steep opening sequence passes two bolts and leads you into a really nice hand crack (gear) and a finish up a really cool off width on great rock (bolt). Chain Belay

Pitch Two - Right from the belay climb a beautiful, short, fingers to hands crack (amazing rock) to a ledge. From the ledge make a tricky move and climb the elegant dihedral on great rock to a comfortable ring belay. Rappelling from here to climbers left between the big tree and the cliff can be achieved with a 60m rope (tie your ends) single rappel.

Pitch Three - Climb far left for (10a) or straight up the steep rock (10c) to the top of the cliff. Unfortunately dirty and not nearly as good as Pitches 1 & 2 (but you make it to the top)

3 - BLGCK & BLUE - 5.11d - 22m - Sport (8 Bolts)

Could be better if it were cleaned and straightened up. It finishes up the cool steep roof above. 4 - START ME UP - 5.10a - 60m (3 Pitches) - Mixed (Gear to 2")

Dirty. Needs some work! Good luck finding the bolts in the dirt. Potential to be a fun line.

5 - DIRTY WORK- 5.10c/d - 18m - Sport (7 Bolts) ***

A burly start through the steep overlap flows into beautiful climbing and a surprise finish. Excellent climb.

6 - BETWEEN THE BUTTONS - 5.10a - 18m - Sport (6 Bolts) *

Climb up the blocky corner (5.8) to a crux section pulling onto the lower angle terrain. 6B - LICHENGITIS - 5.10c - 18m - Sport (6 Bolts) *

Climb up the tricky face between #6 & #7 (shares the same anchor as well) to a compression section up the roof/block. More funky side pulling! (Not on the Topo)

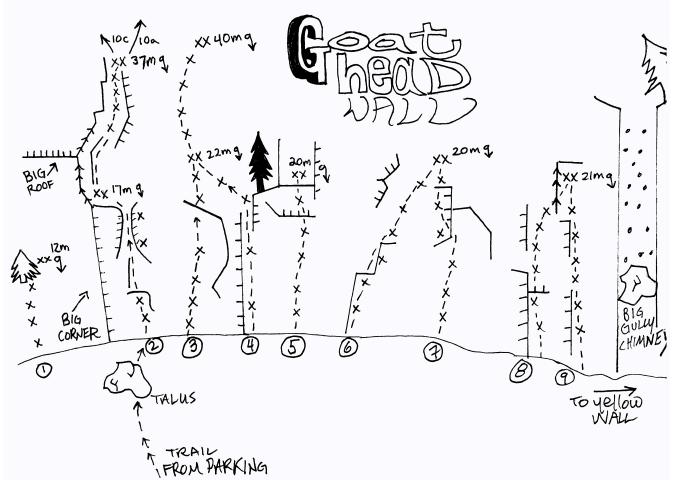
7 - LET IT BLEED - 5.10c - 18m - Sport (6 Bolts) ***

Lovely layaways, sustained and thoughtful. A must-do! 8 - LOVELY LQDY LISS - 5.10c - 20m - Sport (6 Bolts) *

A fun start up through a corner leads into an obscure finish. Shares anchors with '9'

9 - UPSIDE DOWN - 5.10b - 20m - Sport (6 Bolts) **

Start up the steep corner and pinch your way up the steep wall/corners to a tricky finish. Typical of this wall ©



yellow Wall

1 - RISKY BUSINESS - 5.11b/c - 28m - Sport (8 Bolts) **

Climb the arête just right of the big chimney. Fun climbing on hard to read pinches and crimps lead you up the ramps and into a blind move at the last bolt and eventually easier terrain. Tricky on sight.

2 - GGME TRGIL - 5.10c - 20m - Trad (Gear to 3") **

Start up broken ground just to the left of DDR (marginal protection) to the beautiful right facing corner/jam crack. At the top of this make a tricky transition out left onto the face and finish on jugs. (Note: This climb is incorrectly labeled as #3 in the topo drawing, it actually climbs the corner feature to the left of #2 indicated on the drawing)

3 - DGNCE, DGNCE REVOLUTION - 5.10d - 25m - Sport (9 Bolts) ***

Start up a right trending ramp with a really fun sloping rail with tricky feet. A few moves of awesome jug hauling lead you into a delicate crux side pull feature. Steep and pumpy climbing finishes off this awesome route to where you end in the upper corner on a ledge. Great warm-up for the Yellow Wall! (Actually #2 on the topo)

Climb up to the pillar like feature then transition onto the face with some powerful laybacking and a fixed draw (crux). A

Delicate, cruxy climbing leads through the big right facing corner feature. Get your dancing shoes on for the crux right near the top!

Wonderful sustained face climbing through the streaked wall (read: amazing) leads to a rest and a really fun roof finish. My vote for the best route at Woodbury, a must-do!

Climb up broken ground then into the sustained corner system. Just as your arms are starting to flame a big move draws you out of the corner and to the finish! Super fun ©

About 50m down the cliff is this wonderful test piece. First pitch is 11a (15m), second is 11c (25m - sick climbing on fins!) and the last is 10b (20m), Highly recommended adventure!

A variation start to 'Loki's' on the left up the more broken rock.
$$9c - BQLDR'SBQIN - 5.10 + -35m - Trad(Gear to 3") *$$

From the first belay of 'Loki's' climb the crack to the far left, Work your way past an overhang and into a beautiful hand crack. The top opens up into some fun stemming/corner climbing.

