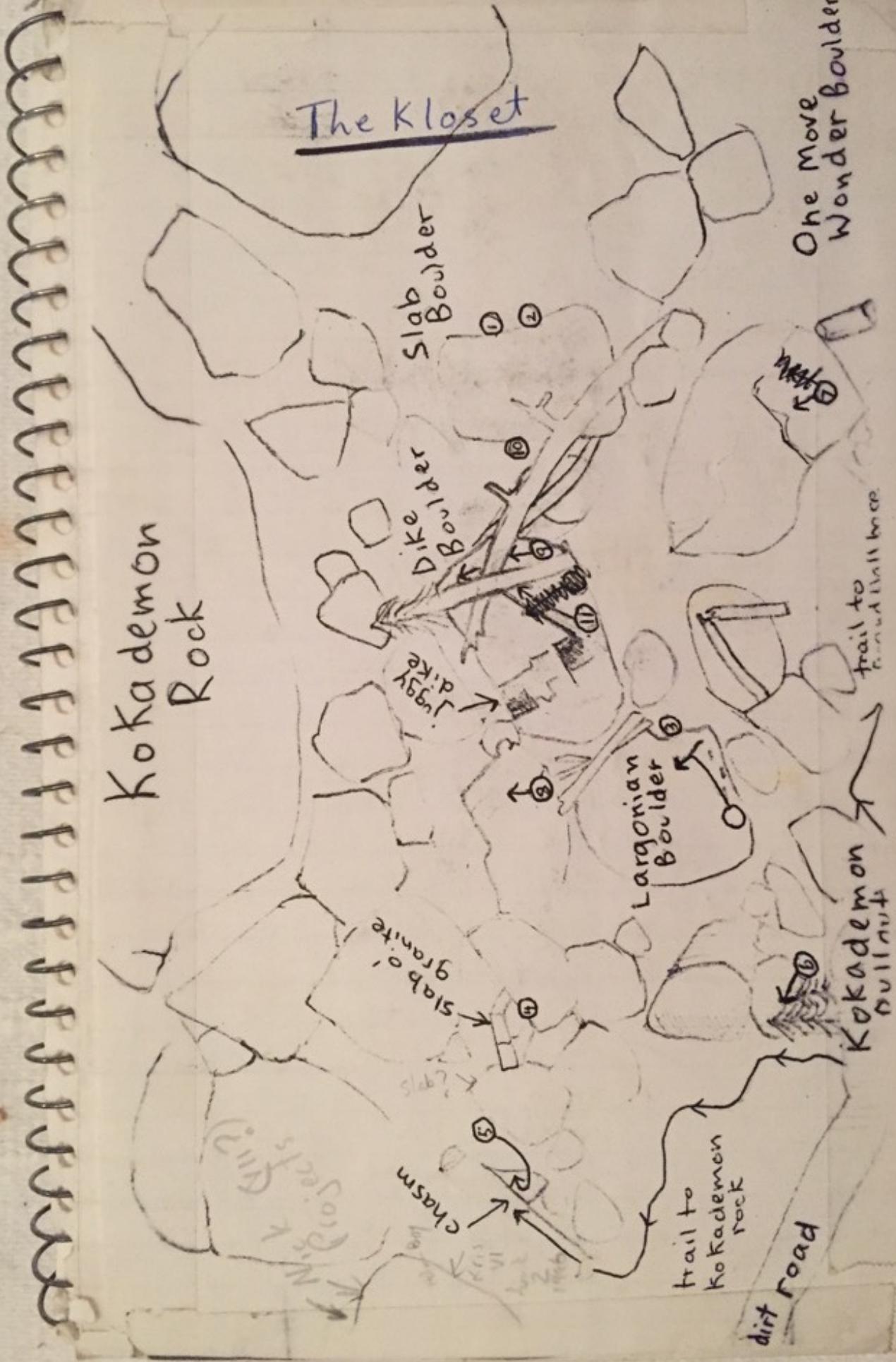


# KoKa demon Rock



## ~~Kokademon Area~~

### ① Slabicus VI \*\* 12 feet The Kloset

Start on the right hand side of the slabby face, climb the slab above. The Arete to the right is off route.

### ② Slabby VI \* 12 feet

Start two feet to the left of Slabicus. Climb the slab to the sloping diagonal and topout above McTwist.

### ③ ~~Two on Edge~~ V2 \*\*\* 10 feet ~~The Forest~~

Start with both hands on the large blocky feature, under a small bulge. Crank over <sup>left or right</sup> and topout above.

### ④ The Swank Stretch V7 \*\* 8 feet

FA: Nick 1993  
Start sitting down with both hands on a juggy block; on the underside of a suspended slab of granite. Carefully avoiding the block to the right, power out thin moves to topout above.

### ⑤ Up From the Depths V2 \*\*\* 12 feet <sup>Bad landing.</sup>

This problem is somewhat hidden in a small chasm, directly to the right of the large log which you would walk along en route to Kokademon Rock. (Taking the standard trail.)

Start sitting down on a block under left hand side of the face. Follow diagonal flake system right to topout. (Careful not touch the boulder behind you as you topout.) Bad landing.

March  
FA's: Nick n 1996

⑥ LimeLight ~~V1~~\* 10 feet

Another hidden problem. Walk along the standard trail to Kokademon rock from the pullout. About 25 average strides up the trail there will be a tall dish on your right. Underneath the righthand side of this, behind some shrubbery, are a series of sloping rails. Starting with both hands on the only square-cut jug on the face, traverse left to topout directly above the graffiti "Owen 86". Bad Landing.

⑦ ~~Front Lever Wannabe~~ Quick Stick V7 \*\*\* 9 feet

Start with both hands on the fingertip edge in the middle of the face. With or without small intermediates, fire out left to an angled jug a foot and a half below the top of the prow. Topout above ⑧ V0+ Stand up

\* Right Variation Quick Stick Prow

~~Start with both hands on the fingertip edge, slap up to the rail on the right hand side of the prow. Intermediates are optional. Pull out above.~~

## ⑧ Diagonals To Somewhere V0+ \*\*\* 14 feet

Located on the boulder behind Largonian Boulder. Climb the underface to large diagonals above. Bad sloping landing. FA 1993?

## ⑨ Big Stone V3 \*\*\* 15 feet

Climb the face to the right of the tree, on the edge of an atèle. Start off a <sup>sharp</sup> small first digit smile with both hands.

## ⑩ Cream Puff Dream V3 \*\*\* 10 feet

Climbs the backside of the slab Boulder. Starting with hands on slopes at head height, crank to a nice invert and mantle above. Bad landing.

## ⑪ The Dyke Problem V3 \*\*\* 18 feet

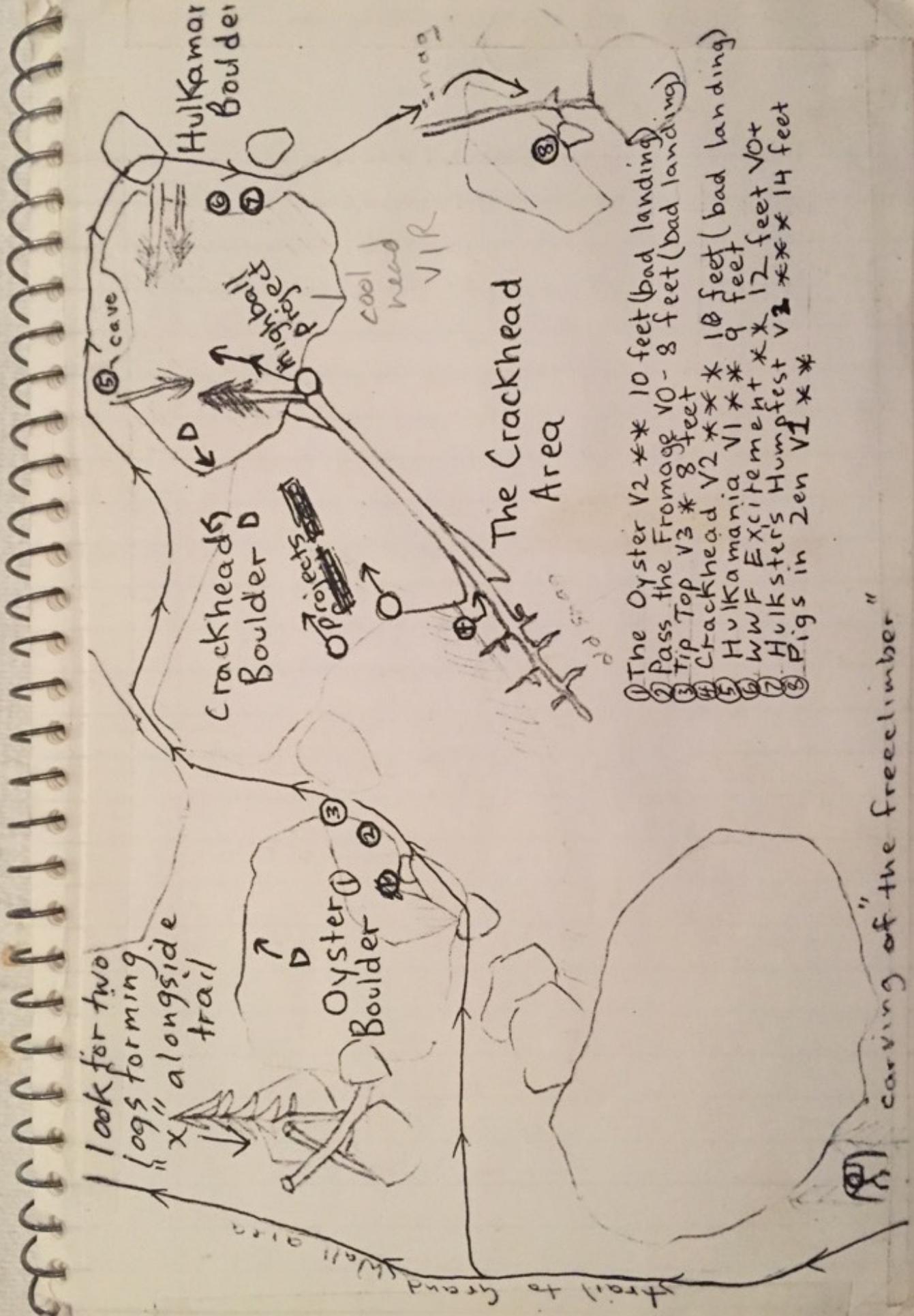
~~Highly traversed. A few moves linking  
dike below the tree with the face  
via the tree.~~

Hand traverse the two inch wide dyke right, into Big Stone, and top out above. Careful not to touch the tree. Bad landing. 18 feet

- risks a ~~groin~~ disaster

~~possible~~ \* Adds excitement

- risks a ~~painted~~ fall from  
behind the tree where one unfortunate  
individual could fall into a  
very painful groin jam between  
the face and the tree.



## ① The Oyster V2 \*\*\*

Start with both hands on a fingertip diagonal at the lip of the small bulge. Fire out left to a large flake and top-out above Bad Landing.

## ② Pass The Fromage V0-

Climb the jrg line just to the left of the prow. Bad Landing.

## ③ Tip Top V3 \*

Start sitting down underneath the prow on the right hand side of the boulder. Crank <sup>creative</sup> imaginative moves above.

## ④ Crackhead V2 \*\*\*

The obvious flake/crack down and right from the Oyster boulder. Start sitting down on the block underneath the crack with feet in the back of the cave.

## ⑤ Hulkmania VI \*\*

Climb the face to the left of the tree, at the edge of the overhang.

## ⑥ WWF Excitement V0+ \*

Start on the rounded projection and top-out above.

## ⑦ The Hulkster's Humpfest V2 \*\*\*

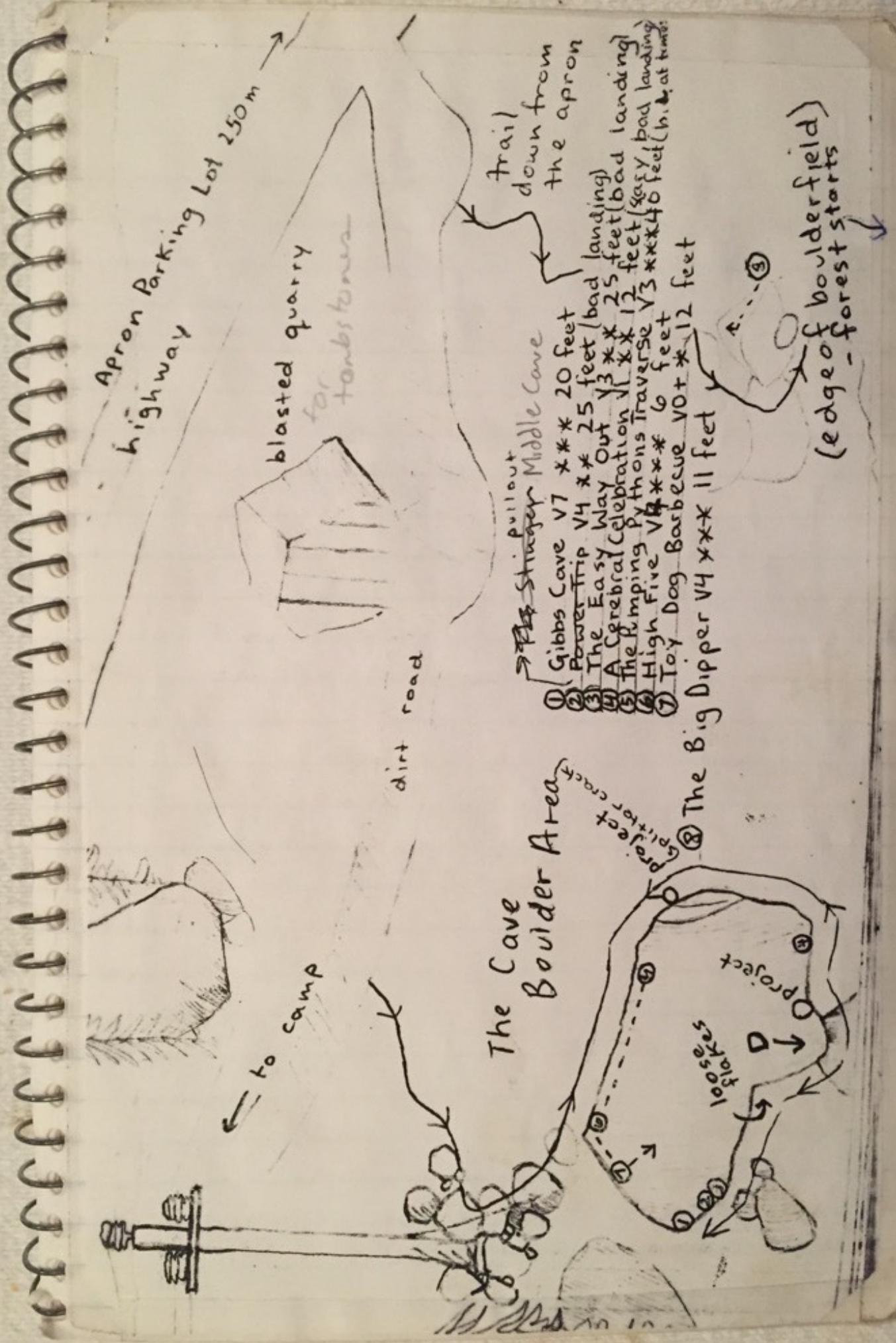
Start with hands on the obvious flake at head height. Conquer the bulge above.

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FA's : Nick March 1996

⑧ Pigs in Zen V1 \*\*

Start sitting down on a block  
near the middle of the face, crank  
up to the big horizontal and  
top-out. Bad Landing



# The Cave Boulder

FA's: Nick March 1996

## ① Gibbs Cave V7 \*\*\*

Starting with both hands on the lowest series of sloping rails. Slap up the middle of the overhanging prow. (top-out via the enjoyable

V0 - face above  
~~Stinger~~ Middle cave

## ② Power Trip V4 \*\*

Start sitting down five feet to the right of Gibbs cave, with both hands on the same sloping rail that the later starts off of. Crank the hard move to the sizable rail and follow it left to pull over the bulge three feet to the right of Gibbs cave. Bad landing. (Same topout as Gibbs Cave.)

## ③ The Easy Way Out V3 \*\* Middle cave

Same start as ~~Power Trip~~. After cranking the first couple of hard moves reach out right to discover a pleasant line of jugs leading up over the bulge. Bad landing. (Same topout.)

## ④ A Cerebral Celebration VI \*\*\*

Start Standing on a small boulder. Crank through awkward diagonals above. Scary topout, bad landing.

FA's: Nick <sup>March</sup> 1996

⑤ The Pumping Pythons Traverse V3\*\*\*

Start at the far left-hand side of the clear overhanging edge that you see as you approach the boulder. Hand traverse left,

then battle around the corner to top-out on Toy Dog Barbecue. Bad landing at times.

⑥ High Five V~~4~~<sup>5</sup>\*\*\*

Starting with both hands on the obvious rail, slap up to the lip and mantel over. (tape recommended)

⑦ Toy Dog Barbecue V0+ \*

Around the corner right from High Five. Start in a small hollow, climbing up the miniature corner and toping out above.

⑧ The Big Dipper V4\*\*\* FA:Nick 1993

Start on the far right hand-side of a gently overhanging dish, facing away from the highway. To the right of the small boulder, start with hands on slopers. Traverse slopers left to top out on juggy prow. Bad landing.

WormWorld The stinger

~~Poison Trip~~ Brain Squeeee

- ① ~~thunk~~ ~~Stinger~~ V6 \*\*\* 10 feet

Sit down start off the small boulder underneath the prow. Start with both hands on ~~the left hand side of~~ two fingertip <sup>fingertip edge at head up end</sup> long Crank out left ~~and~~, rocking around the corner to top out above.

- ② Worm World Project \*\*\* 14 feet

Climb the face around the corner right from ~~Poison Trip~~ <sup>Brain Squeeee</sup> The Stinger. Step off blocks, and crank insecure moves above to top out. Bad landing, scary.

- ③ Heartbreak Hotel V2 \*\*\* 14 feet

Starting with hands on the far left hand side of the sizable rail, traverse right to top out above.

Bad landing.

\*Right Variation: Starting off the large block underneath Heartbreak Hotel's top-out grab the lip and crank over!

Bad landing. V0\*\*\*

- ④ Warm-up Right V0A\* 16 feet

Climb the low angled face on the right.

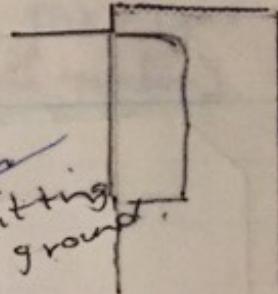
- ⑤ Warm-up Left V0A\* 16 feet

Climb the low angle edges on the face to the left.

FA's : Nick March 1996

Ironically it is difficult for short people to keep their feet off the ground.

One of the lowest sit downs in Squamish from hitting the ground.



### Little Buckaroo

- ⑥ Twang Thang V4 6 feet \*\*

Start sitting down in a small cave with hands on juggy underclings.

Slap the lip and top out. Careful!

- ⑦ A Quest For Pain V2 \* 8 feet

Start crouched down under the roof with hands in fist jams ~~three feet~~ <sup>of the roof</sup> down under from the lip. Crank out and over. Bad landing.

### The Fist Roof Crack.

- ⑧ The Front Bowl V3 \*\*\* 9 feet

Climb the left hand side of gentle, overhung, suspended dish. The arête to the left is on route.

→ Golden Bowl.

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