

IBEX VALLEY BOULDERS

over 100 problems

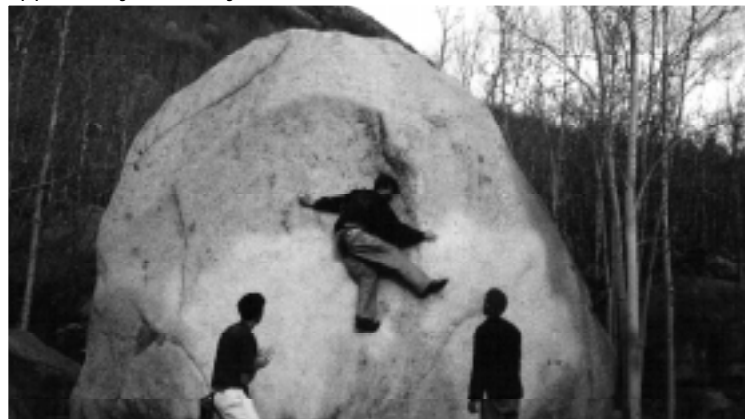
bouldering in the ibex valley
second edition © 2001
by ethan and eric allen



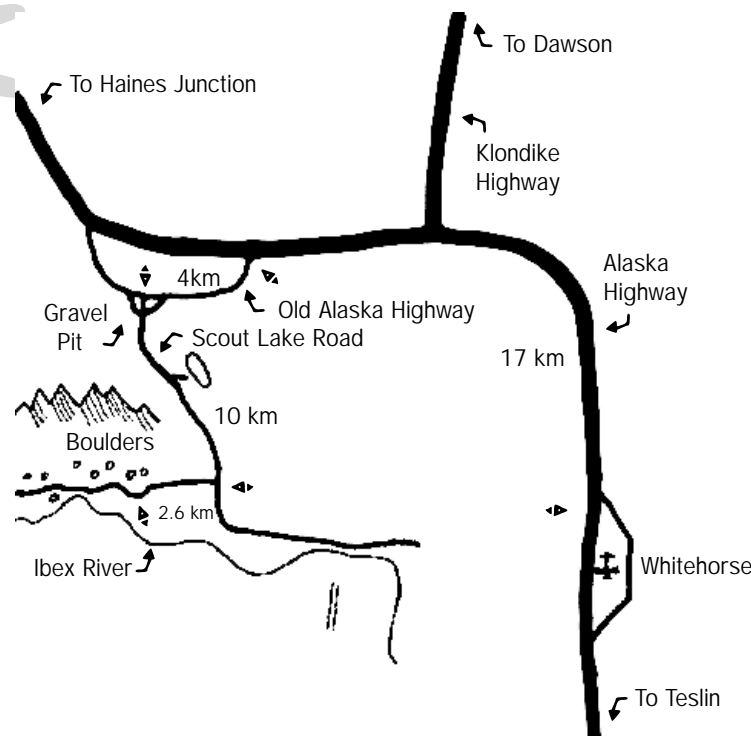
ibex rock

The boulders lie nestled at the base of the imposing Ibx Face in the sweeping Ibx Valley located 30 km Northwest of Whitehorse, Yukon. A result of gravitational action, the boulders lie fallen from the layers of fine quartz monzonite above. The people who climb them battle the same nemesis force.

The granite boulders range from the imposing Big Julie boulder to prosaic hunks that lack distinguishment in size or feature. Yet strikingly beautiful sequences of movements abound throughout. While a sprinkling of large holds exist, the majority of problems tend to feature dicy slabs, sick slopers, henious crimps, and an indescribable yet charming Ibx funk. Rather than obvious thuggery, Ibx problems tend to be balancy and dicy, subtle even to the point of deviousness. But the Ibx offers something at every style and difficulty level, providing a unique challenge and opportunity for everyone to dance with the Rock.



how to get there



philosophy of bouldering

While bouldering is many things to many people, we believe these suggestions contribute to the best bouldering experience and the hardest possible cranking.

- ★ bring lots of friends
- ★ spot well
- ★ encourage all effort
- ★ be creative
- ★ live the moment
- ★ believe that it *can* be done
- ★ maintain respect even if you're getting spanked
- ★ learn from the rock



Historically, the many branches of climbing have often been dominated by an exclusive and elitist mentality, driven by ego, a hypercompetitive culture, and animosity between groups and individuals. Bouldering has always been common ground for trads and rads, aces and beginners. Everyone can enjoy the beauty and simplicity of playing on small rocks.

The bouldering revolution has brought with it a purer paradigm, where we seek not to boost our egos by sandbagging, but seek to build each other up, pushing everyone to their utmost ability and beyond. Rather than a Darwinian struggle to conquer and dominate, we realize that we are working together, learning a sacred and mystical dance with the Rock. Join the revolution!



ratings

Vermin	Y.D.S	Fontainebleau	# of problems in this guide
VB	5.5 - 5.9		19
VO-	5.10a		12
VO	5.10b/c	5+	11
VO+	5.10d	6a	13
V1	5.11a	6b	17
V2	5.11b/c	6b+	13
V3	5.11d	6c	12
V4	5.12a	6c+	8
V5	5.12b/c	7a	5
V6	5.12d	7a+	
V7	5.13a	7b	
V8	5.13b/c	7b+	
V9	5.13d	7c	
V10	5.14a	7c+	
V11	5.14b	8a	
V12	5.14c	8a+	
V13	5.14d	8b	
V14	5.15a	8b+	



All ratings are subjective, especially with the Ibx funk factor. A problem that may be easy for you due to your morphology or other factors may seem impossible for me, and vice versa. Use our ratings as a rough guide to difficulty, but avoid preoccupation with numbers. You get enough of them in school. A really great problem is about aesthetics, the beauty of the line, the complexity of the moves, and how good it felt to *you* -- whether you liked it.

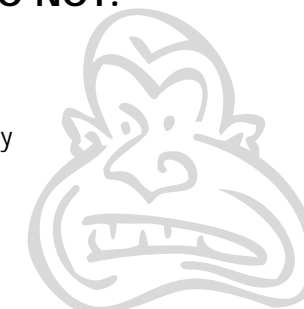
Furthermore, there are some very worthwhile and entertaining problems that defy classification using traditional means. For these problems, unconventional ratings will appear. The symbol J for a jump start and a symbol P for a yet unclimbed project. In extraordinary circumstances, the "Sick" system is used, denoted by an S preceded by a number indicating the severity of sickness. Such problems could involve just about anything. Beware!

Bouldering does not fit in a box. Bouldering is about doing rad moves, attempting the impossible, and above all, having fun with your friends.

responsibility

If you love the Ibx, DO NOT:

- defecate in the area
- spill chalk all over
- mark the rock in any way
- leave trash around
- disturb wildlife or plants
- drive off the road



Responsibility, reverence, and respect have been known to lower the levels of gravity and open the doors of perception. The Rock knows.

safety

All bouldering falls hit the ground. Or worse. You can DIE or be MAIMED for life.

- ☠ use a bouldering pad
- ☠ visualize your fall
- ☠ get a spot where needed
- ☠ if it feels wrong, step off

Only YOU are responsible for your safety.

Bouldering is NOT SAFE

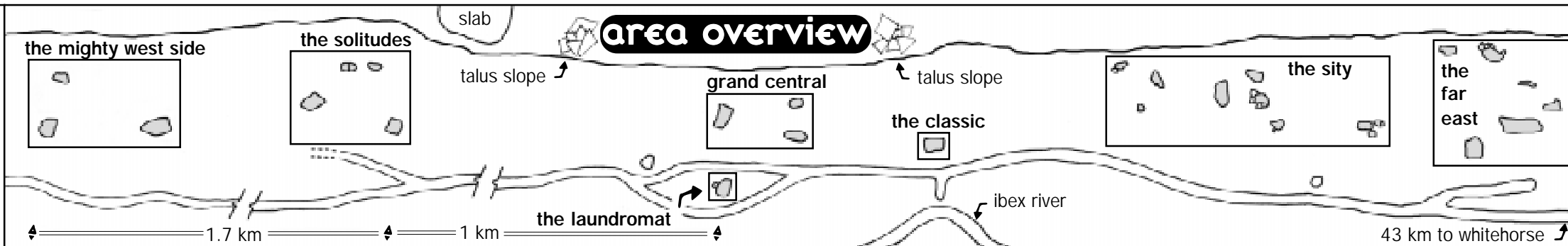


the future

Ibx Bouldering began in the 70's. To date there is nothing which says the area could not be turned into a farm or a mine. We have a responsibility to share and protect this unique area for future generations.

We invite you to share in the excitement and agony involved in putting up new problems. Bouldering teaches us that there is strength in numbers, and that nothing is impossible, we just need to see from a new perspective. We'll see ya there!





the laundrymat

1. washboard J1/V2
2. bounce J3 launch for the first hold then up.
3. permanent press V3 burly and thrutchy!
4. static cling J1/V2 jump for the jug, then mantle.
5. maytag man VB
6. detergent V0+ straight up the middle of the slab good for practicing footwork.
7. ring around the collar V1 harder variation of 6, moves left.
8. coin-op V4 starts off the rock which makes for sketchy landing.

the mighty west side

1. mike's hike V1
2. funky granola V0+ up the slabby bit.
3. the green room V4 starts down in the green room. burly pull off sit start to burly slopers and then mantle.
4. boogy traverse V0 traverse starting from corner and then finish up 5.
5. uppa hand VB nice romp up to the top, also doubles as descent route.
- P. corner project V7 obvious sit start under prow leads to awkward thrutching when attempting to turn the roof.
6. the pipeline J2/V1 unless you're impossibly tall, leap for the jug. will possibly go as a stand up at a much harder grade. the topout is smooth.
7. surfin' safari V5 obvious stellar center line on the rippling surf wall. burly, bodacious moves lead to beautiful jug just past the lip.
8. tidal wave V3 left hand on arete, right hand on face holds. slap, scream and toehook your way up to tricky mantle.
- P. traverse project V starting at the bottom left hand corner, diagonally traverse the entire surf wall, topping out at the top right.
9. jungle boogy V1
10. macarena V0

catamount

1. the evil yorkers V0+ diminutive but fun problem.
2. fort ticonderoga V1 another short but sweet problem.
3. eternal phatness V4 traverse overhanging section and top out where the angle lessens. avoid dragging your butt on the ground.
4. go figure V3 the sweetest problem shorter than 6' around, easier as a figure 4, but also goes straight on. totally phat!!
5. green traverse V0+ traverse all the steepest rock on the boulder, then drop off.

fat city

1. cleaning the tank V4 circumnavigate the entire boulder. be careful of the landing in places.
2. algae V0- nice high step move onto knob. harder variation stays left.
3. -- 5. aquarium wall problems V VB a multitude of variations on the smooth tall aquarium wall. all nice problems with solid topouts, but be careful of landings, especially 5.
6. joe's lunch V1/V0+ a pikeline lunge followed by big sweet moves to the top.
7. sucker minnows V2 an improbable looking line right on the corner. hard on skin.
8. timid goldfish V0+ this delightful slab will check your head and footwork. be careful

the city

1. clutch cable V2 start on good holds in alcove then heel hook and hand traverse to grunty mantle.
2. big V V1 iron cross start then go either left or right.
3. hitler's revenge V0- nice throw to big jug, then pull over.
4. crankshaft V0 sit start to lip, then reach to jug and scuttle over.
5. the ribbon/ator V4/5 beautiful line up the dike on the juiciest crimps you can imagine. or add the even juicier sit start at a burly V5.
6. hasta la pasta V2 undercling sit start, heel hook and reach right to gain rib, then finish up arete.
7. gift wrapped VB a beautiful problem. straight up the other dike.
8. way sicker than average V4 start upside down with both heels on the phat sloper. profoundly sick!
9. fredrick's traverse V1 traverse edge, scumming and heel hooking.

the volkwagon

1. triceratops V0 straight up the corner to the top.
- P. crimp project a series of small crimps and sidepulls up the center of the wall.
2. try plane V1 tricky pull off the ground leads to an easier finish.
3. try corner V0 gnarly little swing start.
4. try dike V0+ obvious moves up dike.
5. try slab VB very short slab.

the gift

6. try mantle V1 mantle straight off the ground. harder than it looks.
7. tryannasaurus VB another nice little slab. can also be done with no hands.
8. trials and temptations V0+ move up the rail, backstepping to face holds and ever bigger jugs.
9. tried and true V0- straight up the center of the slab. also a no-hands project.

the tryclops

1. judo V1 swing start with left hand to sloping ledge. resist temptation to use rubble.
2. wwf V0 starts down in hole and follows up seam to a smooth topout. ugly landing.
3. ooga ooga V0- slabby, bulgy, and gritty.
4. burly dude V1 steep start on big holds, over the bulge and up.
5. peacable kingdom V0+ start with right hand underclinging, right foot flagging. slot left into sidepull, reset feet, and move to the upper jugs.
7. the glory V0- sit start on obvious holds. move up and right.

the clingdom

1. la escuela V0+ a tricky start gains easier, but more intimidating moves above. bad landing.
- P. pura vida project V0 an enchanting set of sidepulls lead to a great void that will one day be filled.
2. brincando J2/V0+ launch for ledge, mantle, then mantle again. doubles as descent route.
3. mosca brava V4 paste left foot on nothing, pinch corner with left hand, the swing for juglet. match hands and struggle upwards.
4. vista cresta V4 the original ibex classic. pinch corner with left hand, crimp with right. get the footwork and balance all right and you've got the ledge halfway. enjoy the topout. beware of ankle twister stone below.
5. nueva vista V3 easier variation, discovered 10 years after vista cresta. right hand on rail, left hand on sloper out right. high step to starting hold of 4, then rock onto it.
6. querido V1 start in dihedral, then move left onto slab and up right hand corner to top

the far east

1. kyle's slab V0 climb up shallow dihedral on nice nubbins.
2. power to change VB easy dihedral on obvious holds
3. stone hinge mantle J0/V1 if > 6' tall, jump for ledge then mantle.
4. spotter assisted suicide V3 pinch corner with right hand, set feet, and fly with both hands for the sloping arete, arrest swing, then top it out.
5. what it comes to VB nice moves from one good hold to another.
6. the talk VB
7. the walk VB
8. yabbalujah V5 start from the bottom corner and traverse entire lip, topping out at the corner where the overhang begins. slap it, and scream it!
- P. faith project somehow, someday ...
9. groovin V2 off cheater stone, move up dyhedral and turn lip on coarse crystals. start off the ground to the right at V4?
10. revival V3 start with two hands on sloper at lip, set feet on slopers and keep lunging up to further slopers till you turn the lip. possibly will go as a buddha-like sit start.

the thrown

1. kyle's V0 climb up shallow dihedral on nice nubbins.
2. power to change VB easy dihedral on obvious holds
3. stone hinge mantle J0/V1 if > 6' tall, jump for ledge then mantle.
4. spotter assisted suicide V3 pinch corner with right hand, set feet, and fly with both hands for the sloping arete, arrest swing, then top it out.
5. what it comes to VB nice moves from one good hold to another.

the classic

1. timeless classic VB high step leads to classic moves in a slabby dish. a must-do VB
2. classic traverse V0- sit start and up diagonally left ledge, the reach for the lip and turn it. potentially bad landing on rock below.
3. retro arete V1 sweet looking arete. equally sweet big moves. be cautious of the rock below. get a good spot.
4. new vision V4 start with right hand pinching corner, right foot just below it. get left foot on funky smear and fight the barndoor long enough to latch the hold that's way up there. an ibex funk mega-classic.

P. viscious project a potential problem with very little holds.

legenc

the star indicates a problem that we feel is particularly noteworthy, asthetic, worth doing over and over again. such a problem may keep you up at night.

the squatting dude indicates a sit-down-start, which means you start with two cheeks squarely on the ground. although considered to some to be a contrivance, sit-starts are often essential in producing some of the best problems.

while all bouldering falls are potentially hazardous, some problems have more obvious risks than others. some of these include excessive height, and/or talus and other hazards in the landing zone. use extra caution on these problems.

the solitudes

1. veeby jeebies VB
- P. corner project potential problem from a sit start up the corner.
2. unknown slab VB nice little slab problem.
3. oral hygiene V2 off the ground on phat sidepulls, then launch up with left hand to the jug. make the topout look smooth with a heel hook.
4. impacpion V37 crank off the ground, the slap, scum, smear, and toehook your way up to the rounded arete to the top. a broken starting hold has made the problem harder.
- P. hensel project very blank face with the exception of a few microflakes. something for the master.

the incisor

1. leap of faith V3 start lie backing the edge. high step with left foot, crank up onto it, then liberate for the top.
2. whas goin' on in da kitchen V1 a variety of big moves on the steep face to a classic topout.
3. lunge or plunge V1 fighting the barndoor, work right foot onto big hold on the edge, then continue up the arete.
4. largo's lunge V2 same start as 3, but move left onto horizontal seam, set your feet, and fire for the lip.
5. staircase V0- hard move off the ground to easy topout.
6. paradigm shift V5 start from the corner, move past 5 into the dicy seam to the holds of 4, then glide through to 3 and off

the big julie boulder

1. strike back V2 cranky odd moves off ground up to bucket.
2. hands up high V1 a beautiful problem that goes up and left on the obvious diagonal ledge. Then reach right to the lip - it's better there, but still an exciting top out.
- P. project "chase the sun" this problem will be the midnight lightning of the north when it goes.
3. apostate philosophy V3 ugly problem with a big move out left to the sloping ledge, then easier moves to top.
4. highball easy slab variations VB also descent.
- P. traverse project

the house

1. largo's pinch arete V3 pinch high on rib with right hand, squeeze with left. throw a right toe hook, then fire with left to jug. lower start also goes at a grimacing V4.
2. kindred spirit V2 obvious match on square cut starting hold. smear feet high on face, then shoot with left hand up to dimple.
3. positive energy V4 phat undercling pull off the sit, left hand up to intermediate, then up to sloping top. get the crystals worked in just right, match, the left and to the top.
4. descent problem VB a nice crank up the corner.
5. hike-up VB a nice crank up the corner.
6. snoozin' V1 a half-mantle onto a sketchy high step.
7. oozin' V3 like 6 except much more henious.

thanks

special thanks going out to:

- becky allen and erin bartch for their technical assistance and their enthusiasm about bouldering.
- all bouldering partners past, present and future, especially: lee, brent, roger, largo, fredrick, michael, loic, tavis, craig, amber, and the many others whose names escape me.
- to the CAV and everyone who contributed to the graffiti cleanup.
- to everyone who cherishes and protects the ibex valley.
- above all, thanks to the Rock, who calls us to a deeper understanding, and without which we would not exist.

the edge

1. an edgy feeling V3 traverse the entire edge.
2. on the edge V0- nice line of horizontal edges in slight concavity.
3. the edger V0+ a line smaller crimps to the top.
4. navejo V2 a sequence of moves on small nubbins and xenoliths to easier moves up and left. be careful of ankle buster stump in landing.
5. anasazi V3 start in crack and on the nubbins. go straight up until you can slap the corner.
6. palmito V4 start with feet on big flake, move left and reach high to sloping rib with left hand, place well chalked right palm onto the nub, and crank!

the fluffy boulder

7. cleansing of the sanctuary V5 this problem goes up the impeccable center of the monument. balency moves lead to pinching the lip. works hands around till you have it right, then reach out right to the dimple on the lip. get left foot over the edge and ooze onto it. first ascent occurred in the post-graffiti cleansing euphoria. experience it!
8. largo's traverse V2 start at 7 and move around to the easy topout.

the stone

9. cornerstone V0 hand traverse and heel hook your way up the corner to the top.
- P. project rejection potential, but thus far, rejected.

grand central

1. the edge
2. the temple
3. the monument
4. the house
5. the classic
6. the laundrymat
7. the city
8. the solitudes

the temple

1. the edge
2. the temple
3. the monument
4. the house
5. the classic
6. the laundrymat
7. the city
8. the solitudes