

Topo Excerpted From:
Yosemite Valley Bouldering



The best guidebook for the Yosemite's most classic problems.
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Yosemite Valley Bouldering



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Preface

Yosemite is a pile.” “The bouldering is just a bunch of polished slabs and boring old-school mantels.” “Camp 4 has more glassy surfaces than a skyscraper.”

Why do I hear these kinds of comments so often? What’s wrong with these people? Are they that out of touch with reality? Maybe they only bouldered in Yosemite on a 90-degree August day. Perhaps they didn’t venture past the Wine Boulder, though they wouldn’t have had to go far to find cool new problems. Or has this just become the accepted opinion about bouldering in Yosemite that people blindly perpetuate?

Snap out of it! Yosemite bouldering is amazing. I’ve bouldered in many of the world’s best areas – Hueco Tanks, Fontainebleau, Grampians, The Buttermilks, Cresciano – and Yosemite is in the same league. The big beautiful boulders are covered with fun problems that require all different styles of climbing. And the potential for classic new problems is staggering. Sure the old school Camp 4 circuit is polished but that just means that you need to get out to the newer areas, or even go exploring and find completely new problems.

My first experiences with Yosemite bouldering ten years ago involved diligently working through the easier problems in the Camp 4. Soon however I became inspired to climb classics like King Cobra and Midnight Lightning. I would throw myself

at these problems every chance I had, even during the lunch break from my janitorial job at the Degnan’s pizzeria. After a few years of Valley bouldering, I began realizing that though Camp 4 certainly has its gems, many of the other areas offer a greater selection of fun moderates. In recent years I have been amazed by the potential for new problems and even whole new areas; it seems that I can’t keep up with the rapid growth of my personal project list. While writing this book, I saw many climbed and unclimbed problems that I couldn’t wait to try. I saw boulders with crazy features that had never been touched by climbers. Whole regions like the lower Merced Canyon (west of junction 140/120) and Mirror Lake have hardly seen any development.

I believe that now is the dawn of another bouldering revolution in Yosemite. If more of the bouldering energy that has been so rampant throughout the States in the past five years is directed toward Yosemite, stacks of modern classics will emerge. Highball aficionados will risk it on tall bold lines, compression kings will squeeze their way up nearly blank bulges, and crimp masters will find cool faces freckled with small edges. Alongside these desperates many fun moderates will also be established. It will take work and dedication but the results will be well worth the effort.

—Matt Wilder

Candyland

Approach time: 7 minutes

Number of problems: 27

This new area is home to some modern classics. It's a bit more isolated than most of the other areas and provides a unique view of El Capitan. Once Upon a Time V3 is an amazing stemming problem that is not to be missed. For some harder classics, don't miss the Diamond Boulder.

Approach

Park at a dirt pullout on the left 0.6 miles after the intersection of El Cap Bridge road and South Side Drive – this is the second dirt pullout on the left after a paved pullout with two big trees growing out of the pavement. From the pullout, hike straight uphill to the Horse Trail. At this point on the trail, there is a cut log that crosses the trail. The boulders are about five minutes straight uphill from this log. A faint trail leads up, left, and then back right from the left (east) side of this log.

1. Unnamed V0 ★ Start with a left hand sidepull jug and a right hand sidepull crimp. Go to the lip and then mantel to the right.

The Storybook Boulder

2. Unnamed V0 ★ Sit start with jugs left of the downclimb. Traverse left along the juggy shelf. There are several topout possibilities. The straight up can also be climbed.



Matt Wilder on Changing Corners (V8).
Photo by Chris McNamara

- 3. Once Upon a Time V3 ★★★★★ !** Climb the dihedral from a stand start.
- 4. Reading Backwards V4 ★★** Do the first move of Happily Ever After and then traverse left to finish on Once Upon a Time.
- 5. Happily Ever After V6 ★★★** Climb the arête from a sit start.

Number of problems by difficulty

| VB | V0 | V1 | V2 | V3 | V4 | V5 | V6 | V7 | V8 | V9 | V10 | ≥V11 |
|----|----|----|----|----|----|----|----|----|----|----|-----|------|
| 2 | 6 | 0 | 2 | 4 | 5 | 2 | 3 | 0 | 2 | 1 | 0 | 1 |

Lyn Veirnsky on Once Upon a Time (V3). Photo by Matt Wilder.

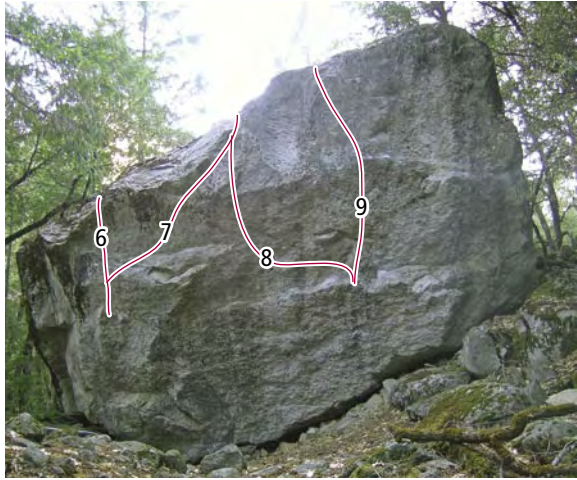


❑ **6. Pushover V0 ★★ !** Start on high holds at the left side of the shelf. Climb straight up.

❑ **7. Final Departure V5 ★★ !** Start on Pushover and traverse right along the shelf to a finish near A Land Far Away.

❑ **8. Project** Start on A Land Far Away and climb up and left to the slopy shelf. Then finish on Final Departure.

❑ **9. A Land Far Away V3 ★★★ !** Start with two slopy jugs. Go up and slightly right to a slopy rail. Then climb up and left to the top.



❑ **12. Project** Start in the middle of the face and climb up and slightly left to a finish just right of Alobar.

Kudra Boulder

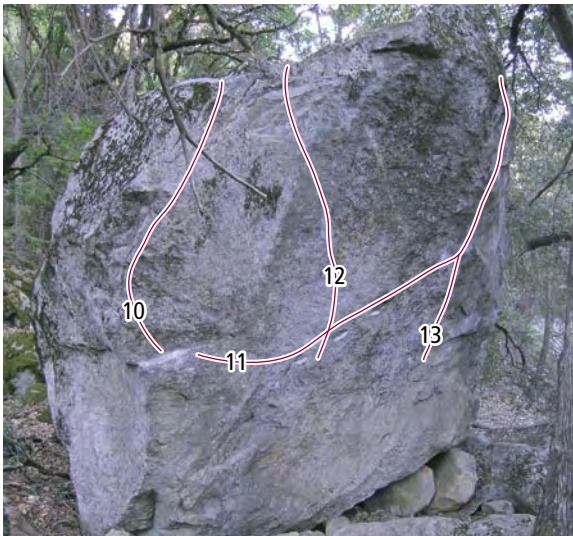
❑ **10. Alobar V2 ★** Start on a jug at the left side of the boulder. Climb up to the angled edge rail and then continue to the top.

❑ **11. Jitterbug V9 ★★** Start on Alobar and traverse right into and up Kudra.

❑ **13. Kudra V6 ★★ !** Start standing with right-facing edges. Climb straight up using the arête with your right hand.

❑ **14. Project** Climb the steep prow.

❑ **15. Project** Start sitting at the right side of the face. Climb left to a mantel with the tree at your back.



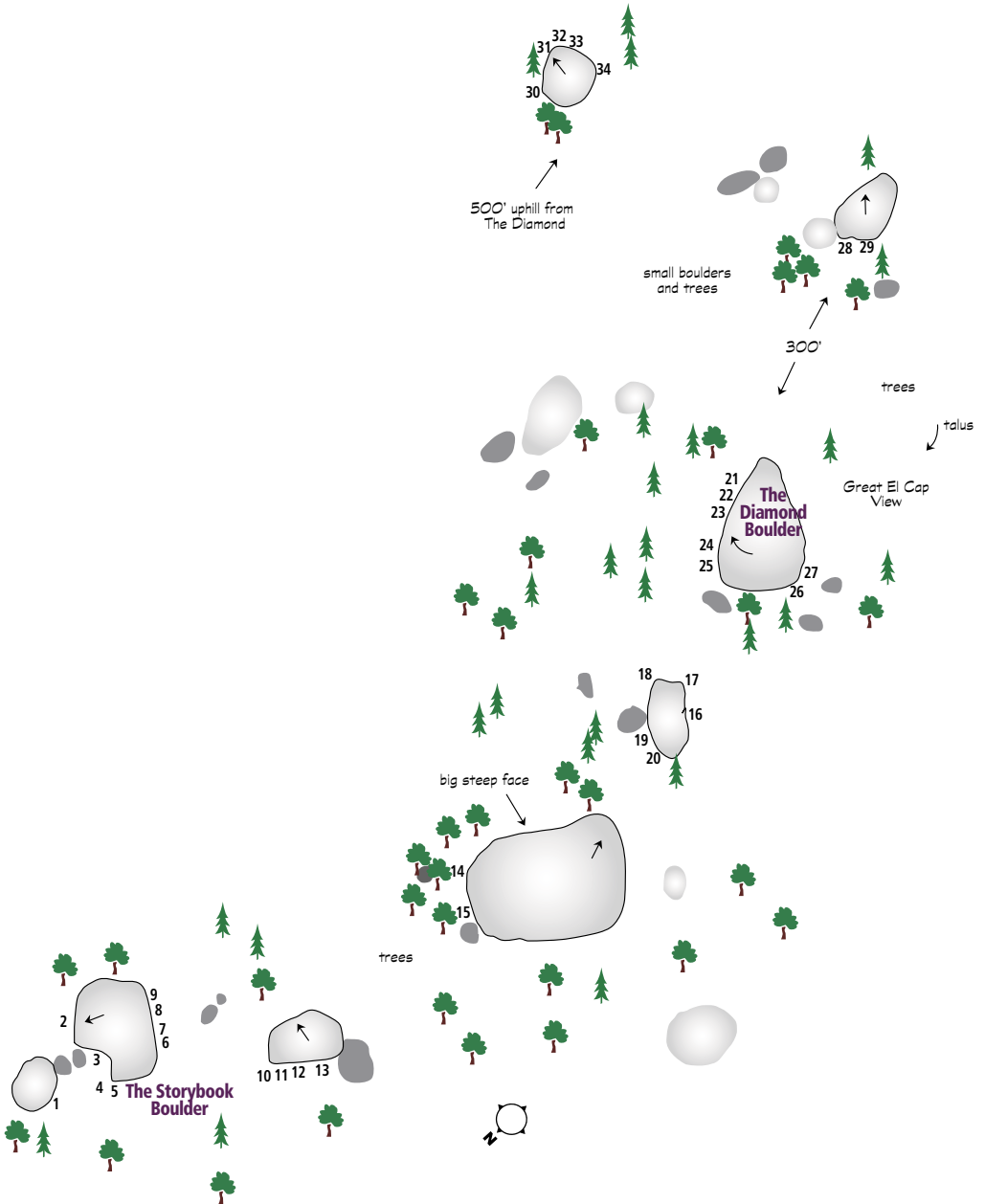
❑ **16. Two-Tier V0 ★★** Start on the slab. Climb up and left past the capstone.

❑ **17. Unnamed VB ★** Climb the slabby rounded arête.

❑ **18. Unnamed V3 ★** Climb the arête from a sit.

❑ **19. Unnamed V0** Climb the left side of the face.

❑ **20. Project** Climb the right side of the middle of the face.



The Diamond Boulder

21. The Shadow Warrior V12 ★★★★★ Start standing with a good holds below the faint corner. Climb out to good holds near the point of the prow and then mantel.

22. The Ruff V5 ★ Start with one hand in the faint dihedral and one had on a crimp p to the right. Climb straight up.

23. Unnamed V0 ★ ! Reach to a high jug and climb straight up.

26. The Diamond Left V6 ★★ Start on the Diamond and exit left when you get to the arête.

25. The Diamond V8 ★★★★★ Start sitting with an angled crimp rail. Go up to a crimp and then lunge left to the right-leaning rail. Reach to the arête and then follow the arête to the point.

26. The Changing Corners V8 ★★★★★ ! Climb the finned arête from a stand start.

27. Project Start on The Changing Corners and climb right into the obtuse

dihedral. This has a bad landing, but will be classic climbing.

28. Mickey Mouse Traverse V4 ★★ Start on the left side with angled sloping jugs. Traverse right around the corner and then follow crimps to the topout.

29. Mickey Mouse Extension V5 ★★ Start on the Mickey Mouse Traverse and continue traversing until you reach the slab.

30. The Millionth Try V4 ★★ Climb the arête from a sit start.

31. Unnamed VB ★ Climb right of the groove from a stand start.

32. Unnamed V2 ★★ ! Start standing with edges left of the dihedral. Climb straight up.

33. Unnamed V4 ★★ ! Start on the previous problem and climb left to join the The James Memorial Problem.

34. The James Memorial Problem V3 ★★★★★ Climb the jagged arête from a sit start.

Matt Wilder on Shadow Warrior (V12). Photo by Noah Kaufman.

