

Malakwa Ice Routes 2010

DIRECTIONS:

Drive east from Sicamous approx. 10 kms until you hit a turn off to your left (north) off the Trans Canada Highway. Take this road over the tracks until you get to a community hall where the road forks. Park here for 'The Ice Palace' and 'The Playground'. For 'C People Play' and 'Unknown' take the left fork and continue 1 minute until you see the routes up and to the right through the trees, pullover and park. For both these areas please ask permission from the land owners, the climbs are on 'Crown Land' but you must cross their property to access the routes. Please be polite and tread lightly! For 'Rest Stop', go past this road turnoff about 150m until you see an abandoned sawmill (and abandoned road) on your left. Pullover here and park, then, walk 2 minutes down the road (east) until you see the falls up to your right, they are hard to miss, you might not catch them driving by but they are very obvious once you are there.

REST STOP - WI4/4+ - 70m

Big, fat and blue with a 1 minute approach and many variations. The first pitch can be avoided or soloed. From the highway climb up the grade 2 ice until you hit a nice platform underneath the bulk of the falls, or alternatively, scramble around through the boulders to the base of the falls. From the platform you have a wide curtain of plastic grade 3 ice with many sweet options that will bring you about 40m to a nice belay beneath the steep stuff. Belay from the cave and climb the 4+ pillar on climber's right if formed or, belay from the far left and climb the nice and wide grade 4 ice.

C PEOPLE PLAY - WI4+/5 - 150m

A really nice 3 tiered route with good quality sustained ice located very close to the road. Pullover and park alongside the road and bush-whack steeply up to the base of the falls. Climbed in 3 pitches, each pitch offers steep ice followed by nice belay platforms. It's hard to miss from the highway.

THE ICE PALACE - WI3/5 - 80m

A wide curtain of ice, with lots of pillars and tons of potential for some hard mixed variations in a beautiful rock amphitheatre. Be careful on this one when the sun is warm and hitting it late season, there is a big hazard from the daggers above. Cross the farmers field from the little community center/hall and follow the little bush road until you hit a bunch of really climbable looking boulders. Follow the bright green flagging through the boulders to the alder filled gully. Slog uphill for about 15 minutes or so until you hit the base. The first section forms regularly and has three great lines of good ice that go at WI3-4 and about 25m. If any of the pillars are formed you can belay from under the overhang and climb steep ice up to WI5 (18m) to the big ledge above. Above the big ledge, scramble up to the next tier to a few steep sections (if formed) of WI4-5 20m. If and when all of this ice is formed up well, it would make a wonderful 3 pitch route in a great setting.

UNKNOWN - WI3 - 50m

Just to the right of 'C People Play' is a long gully with ice in it. When formed up it offers a nice ramble with steep sections. Good intro to moving over lots of terrain. A word of caution: if loaded with snow the gully could be a bit of a terrain trap.

PLAYGROUND - WI2 - 45m

Located in the trees just left (west) of The Ice Palace. From the bottom of the gully of 'The Ice Palace' go directly left through the forest for about 5 minutes until you hit a small creek and an old well. A nice place to bring a beginner, just look for the old water well and you will see the nice mellow smear of ice up above in the forest. It starts off with an easy steep section, followed by nice rolling WI2 terrain with many trees to rap/belay from above. Hard to see from the road.