

Dark Decade

190m / 7 Pitches | 5.10D | Sport

Bolted fall 2021/ Spring 2022. Climbing is techy with often incut hidden holds, on high quality, sharp limestone, that offers lots of friction. Mostly bolted ground up on lead. Each station is bolted with rap anchors, but topo shows the ideal rap line. A 70m rope is required to rappel the route, however walking off is recommended on a well established trail. This trail does not return back to the base of the climb.

*Left of the Coire Dubh Gully, on the Nanny Goat Buttress (~60m right of Beautiful Century)

Beautiful Century 5.10a - - - - -

Dark Decade 5.10d - - - - -

Coire Dubh Gully - - - - -



Approach:

Park at the “Bow Valley Trail” parking lot on the 1a highway, Leave the parking lot on the south side of the 1A highway towards the Exshaw landfill (Francis Cooke Regional Resource Recovery Centre & Class III Landfill). Walk along the right (east) side of the landfill on an obvious trail paralleling the chained-link fence. Follow until till the fence turns left (west) around a 90 degree corner. 900m

Keep following along the chained linked fence until there is a second 90 degree corner. 400m

At this second corner pick up a trail leaving the dump heading into the forest towards Nanny Goat (won't be able to see cliff in forest). The newer less obvious trail will dump you out onto a wider more travelled trail. 200m

Follow this obvious trail towards the drainage separating Nanny Goat and The Goat Wall (Coire Dubh drainage). 400m

Find a cairn on the left side of the trail that cuts into the forest away from the main trail heading slightly uphill. This trail is on the left side of the gravel wash below the Coire Dubh drainage. Stay on this trail as it slowly steepens and hikes up towards the water stained gully. 600m

As the wall approaches cut into the trees left leading towards both 'Beautiful Century' and 'Dark Decade'. 60m

As you start to move beneath the wall find a trail that cuts back up and right a few meters towards the wall. There will be an alcove corner with a pine tree growing out away from the wall. Start directly in-front of this tree on positive holds to begin the route.

The Climbing:

P1 : 5.10b | 15m / 7 bolts

Step off the ground just right of a right facing corner to find good holds on overlapping slab. Climb up right of a steep wall into a groove/ slot finish with an awkward mantle onto a ledge. Finish by stepping right around a pinnacle to locate the belay.

P2 : 5.10d | 25m / 11 bolts

This pitch is characterized mostly by a rising left traverse. Overcome a steep wall off the belay using side pulls to pull over a ledge onto good slab. Continuously move up and left until reaching a high bolt where the route jogs harder left. Step up, clipping this with an alpine draw, to stepping back down and then begin a rising leftward traverse with technical movement. End with a 'no hands' slab sequence to gain the belay.

P3: 5.10c | 28m / 10 bolts

Stem and mantle out of a corner and over a small roof gaining easier terrain. Step onto a steep wall with a vertical finger crack to finish in a groove running upwards to a protected belay.

P4: 5.7 | 25m or 35m / 5 bolts

The junk pitch of the route. Both in terms of rock quality and climbing. This short lived pitch clips a bolt left off the belay and heads upwards as difficulty quickly and continuously eases.

Either use the optional belay bolts at the first station just below the vegetated tree island where communication will be easier. This is about 25m.

Or, clip this first station and continue moving up into the forrest and find a bolted belay on the back wall. This will be faster and more straight forward but harder to communicate with your partner. 35m.

**Move belay left though forest 30 m to continue climb. Locate two bolts for an optional anchor to begin second half of climb.*

P5: 5.10b | 25m / 11 bolts

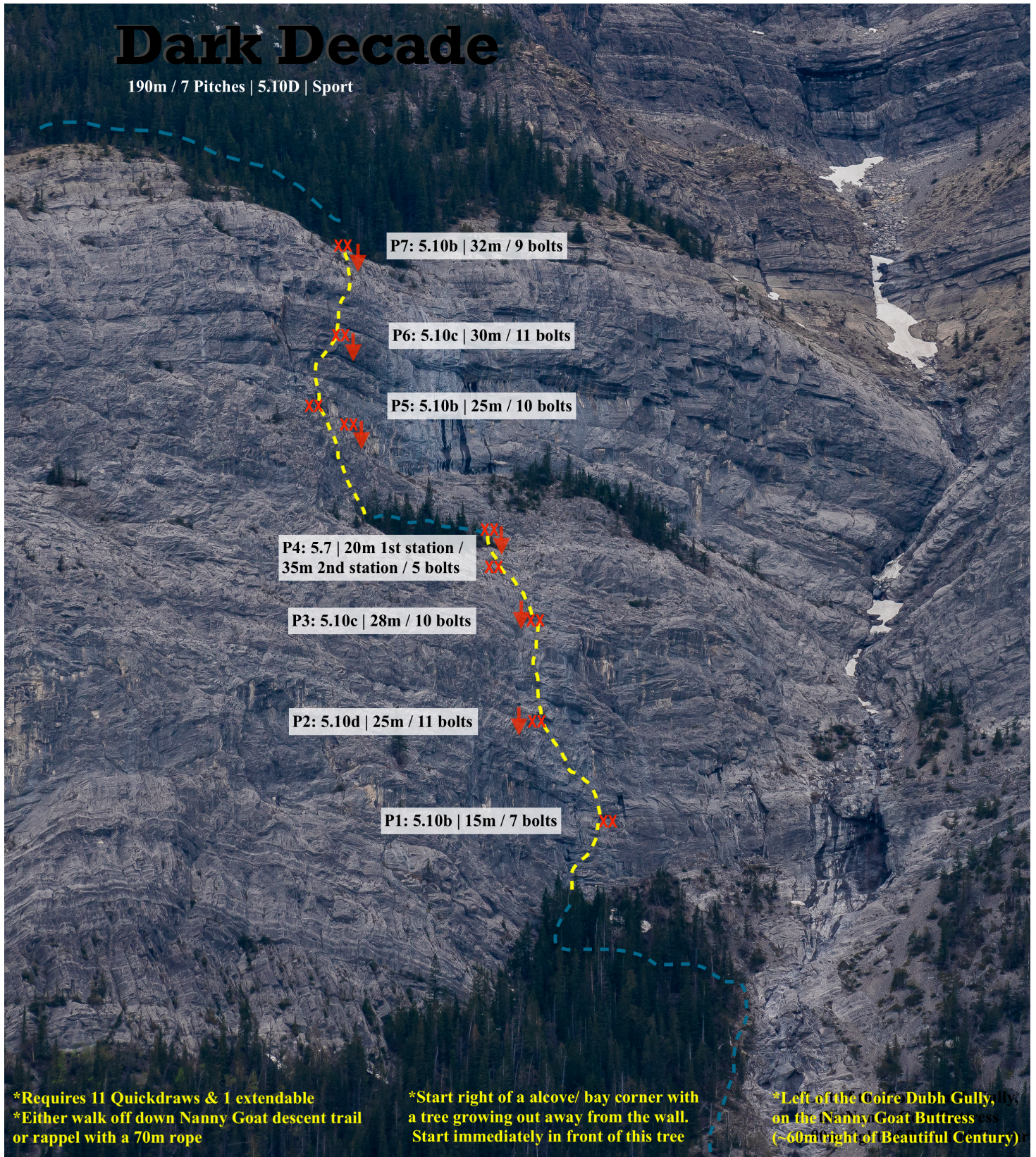
Follow bolts off the tree island ledge heading up and slightly left through thin and slabby holds. As the rock deteriorates stay just right of the bolt line to find great but thin hidden crimp rails. Off the rails work towards an obvious roof using good in-cut side pulls to find a hidden jug overtop. Rock over the roof onto good slab and head upwards to belay in a small bay corner.

P6: 5.10c | 30m / 11 bolts

Two close bolts protect an out-of-character boulder problem right off the belay. Clip a third bolt as the route reverts back to sharp and textured limestone. Enter a right facing vertical corner to climb into a ramp system and step out onto exposed slab.

P7: 5.10b | 30m / 9 bolts

Lead off the belay to under a roof and circumnavigate rightward pulling up an overlap finding hidden holds with good feet onto immaculate slab as difficulty eases to the final belay on a comfortable ledge.



Descent

If walking off- walk into the forest and slightly uphill away from the route before merging onto a good established trail and turn left. Follow this trail easily across the plateau on top of the Nanny goat buttress before it heads down hill towards a drainage in a gully. Descend down the slope on the trail towards the gully. As you arrive at the gully, stay on skiers left. There will be down scrambling down, or an optional rap station to drop back down onto walking terrain. From here switch back a few times into the trail directs straight down, still on skiers right of the gully/ wash. Eventually this trail will lead back to the main trail system, and then the dump.

If doing the walk off, you'll also have the option to climb "Mail Order Drill", 3 pitches 5.9. The descent trail passes this route just after or below the optional rap as the gully narrows.

If rappelling- do a full length rappel from the last station to pitch 6, a full length plum line rappel to a dedicated rap station directly below, then a short rap off the dedicated station down to the tree island below. From here walk to the belay station on the back wall of tree island (skiers left) and make a full length rap, passing the intermediate station, to the top of pitch 3. Rappel off of the pitch 3 station to the pitch two station, then one final rap from the pitch 2 station all the way to the ground. This one is a rope stretcher!

