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**Bouldering
in
Virgin Gorda**

by Jonathon Wasser

Virgin Gorda, British Virgin Islands

This area has seen an increase in climbing over that past few years. Problems were being established by world travelers, tourists, and climbers with the particular goal to climb. Most people that go to Virgin Gorda in the British Virgin Islands are unaware of names/ratings of boulder problems. This guide was developed to help navigate the area and give crucial information on lodging, places to eat, and the areas of developed climbing. The problems are of the highest granite quality that climbers look for and being their location in the Caribbean, the place has potential to offer something for everyone. With in this guide I compiled what climbing beta I could find on the internet along with spoken beta from several climbers that have been there. I attempted to find and better describe most of the existing problems and added over 30 new problems. I really can not stress enough how much climbing potential there is at Virgin Gorda.

How to get there: Airline tickets range from \$250-\$600 depending on the time of year. There are hourly ferries that travel between all the British Virgin Islands and they almost always have vacancy. The capital of Virgin Gorda is Spanish Town and has affordable taxi's that can be taken to the south end. In the heat it's worth it to take a taxi opposed to walking 4 miles in the sun. Tower Rd. is the route that goes from Spanish town to the Baths and Guavaberry. Most locals on the island know that Virgin Gorda is becoming a climbing destination so they are aware and willing to help this new form of commerce.

When: Virgin Gorda receives year-round climbing although the high summer temperatures persuade most climbers to travel in the winter.

Eat: If you are living cheap, the grocery store at Guavaberry Resort or Buck's market in town have the cheapest food. The island has a nice selection of restaurants and night life at Lilly's BBQ, The Rock Café, The Copper Mine, Top of the Baths, just to name a few.

Sleep: The two most recommended places to stay are at the Guavaberry Resort (<http://www.guavaberryspringbay.com/>) or on a boat in Spring bay (<http://www.doubledbvi.com/index.htm>). Guavaberry Resort is the perfect location for most climbing because of how close it is to the concentrations of boulders. They have a grocery store on the compound and offer reasonable rates for most places.

Words of Advice: Respect the locals, do not resist the unfamiliar, and check out the tourist sites. Crook's Bay, Fallen Jerusalem, and the heavy clusters of boulders at the Baths, Spring Bay and Devil's Bay have hundreds of lines that have never been attempted, so try to find new problems. Sun screen.

Special thanks to everyone that helped in the creation of this guidebook, you know who you are.

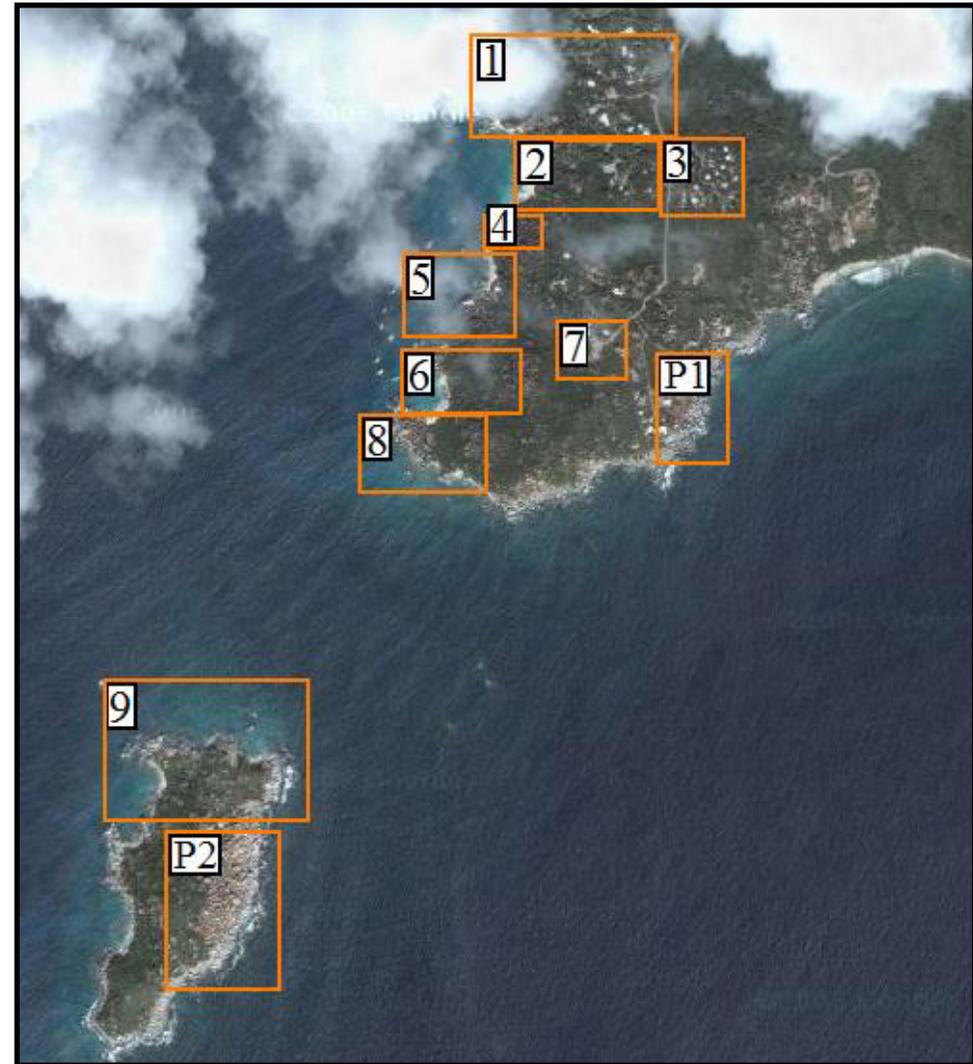
Crook's Bay

Go south on tower road and take a left before reaching Top of the Baths. The road will lead to Crook's bay which is also owned by Guavaberry. When the road takes a sharp left, turn and walk down an underdeveloped path to an extremely large cluster of boulders.

We did not include a topo of this place, only a picture of the area.
There are many projects here so feel free to explore.



Virgin Gorda Overview



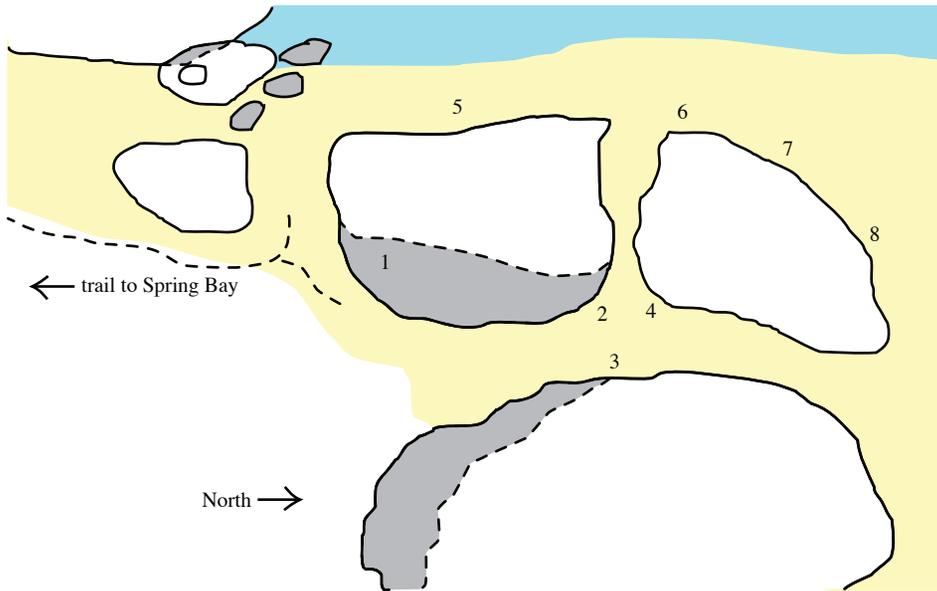
1. Little Trunk Bay and Spring Bay (page 4-5)
2. Guavaberry Center (page 6)
3. Upper Guavaberry (page 7)
4. Starry Sky (page 8)
5. The Baths (page 9)
6. Devil's Bay North (page 10)

7. Top of the Baths (page 13)
8. Devil's Bay South (page 11)
9. Fallen Jerusalem (page 12)

Project Areas

- P1. Crook's Bay (page 14)
P2. Fallen Jerusalem

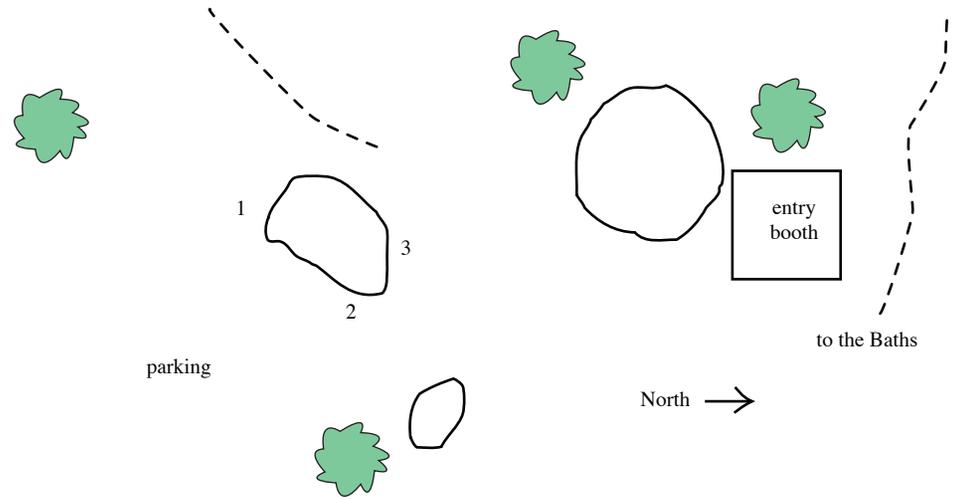
Little Trunk Bay



1. **Termite Highway** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V8
SDS on left end in huge hole, move out to the lip and traverse right.
2. **Sand Crab** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V1
SDS on right end of boulder, climb the arête.
3. **Termite Tower** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V7
Start on top of fallen piece, use left hand edge and small right feet to move straight up through crimps, excellent top out.
4. **Lilly Traverse** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V3
SDS on low edges, climb the lip to an easy top out.

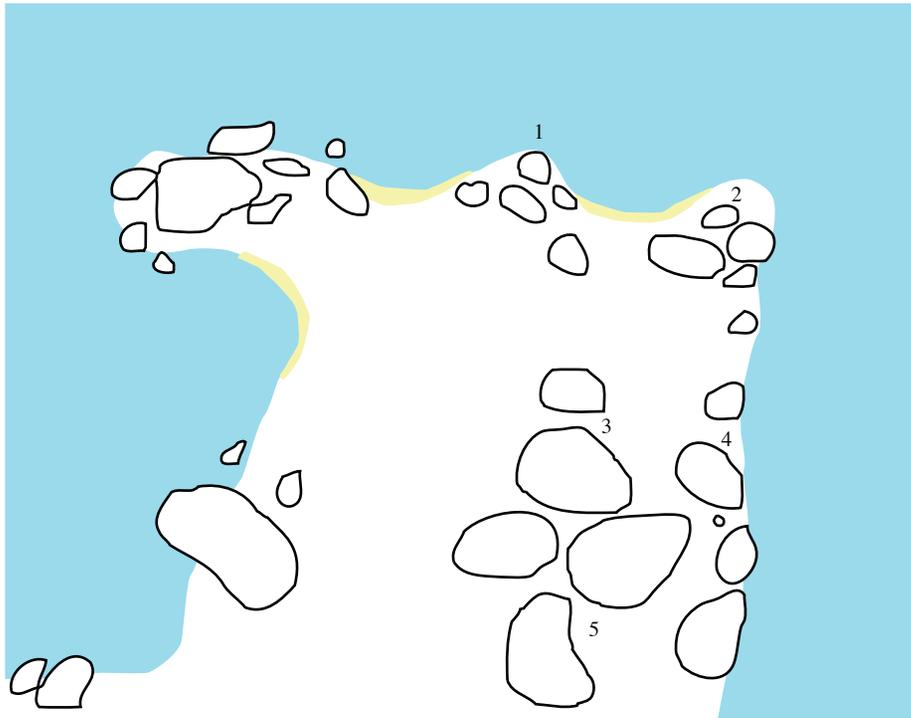
5. **Wave-a-licious** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V0
Big holds, good feet.
6. **Little Trunk Arete** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V4
SDS on the right most arête and top out straight up.
7. **Nerts** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V0
SDS on a good crimp ledge, move up left, mantle, and top out.
8. **Groovy Baby** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V3
SDS in a groove and traverse left and mantle out to the top out.

Top of the Baths



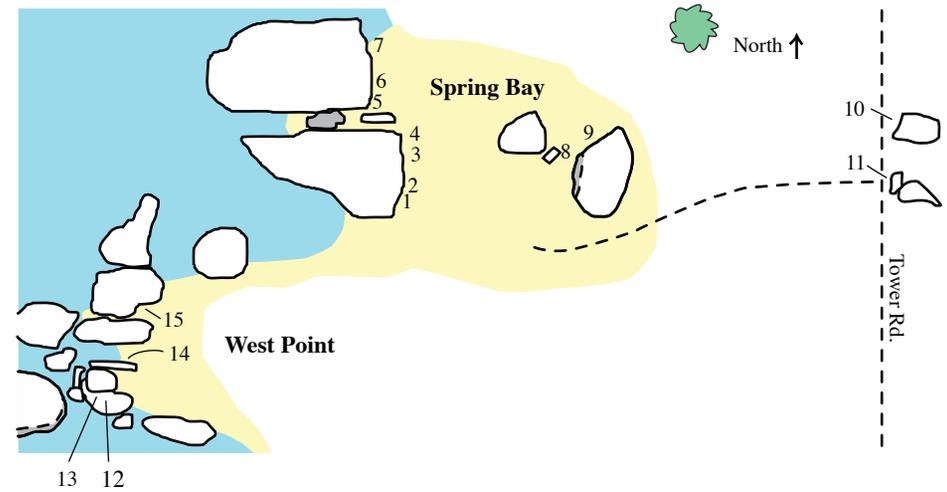
1. **Italy** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V5
SDS using crimps up small edge and top out.
2. **Parking Arete** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V1
SDS using crimps, climb onto slab for easy finish.
3. **Matrix** $\begin{matrix} F & R \\ \square & \square \end{matrix}$ V2
Start on crimp edges, high right crimp with bad feet.

Fallen Jerusalem



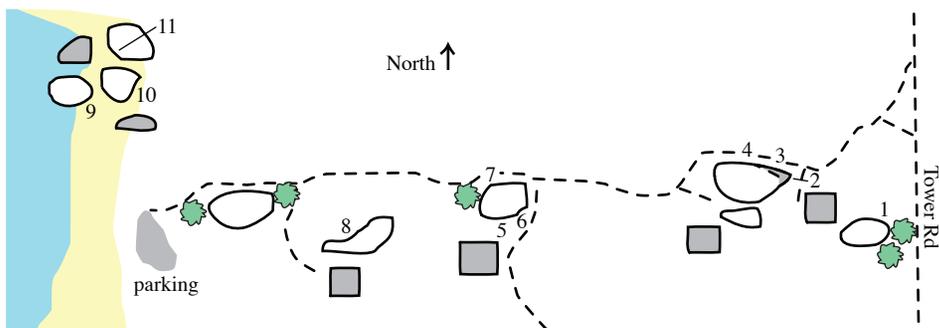
1. **Old Man and the Sea** V?
2. **Picasso's Revenge** V2
3. **Fallen Jerusalem** V5
4. **Ocean Delight** V4
On the Melting Ice-cream Boulder
5. **The Promised Land** V?

Spring Bay & West Point



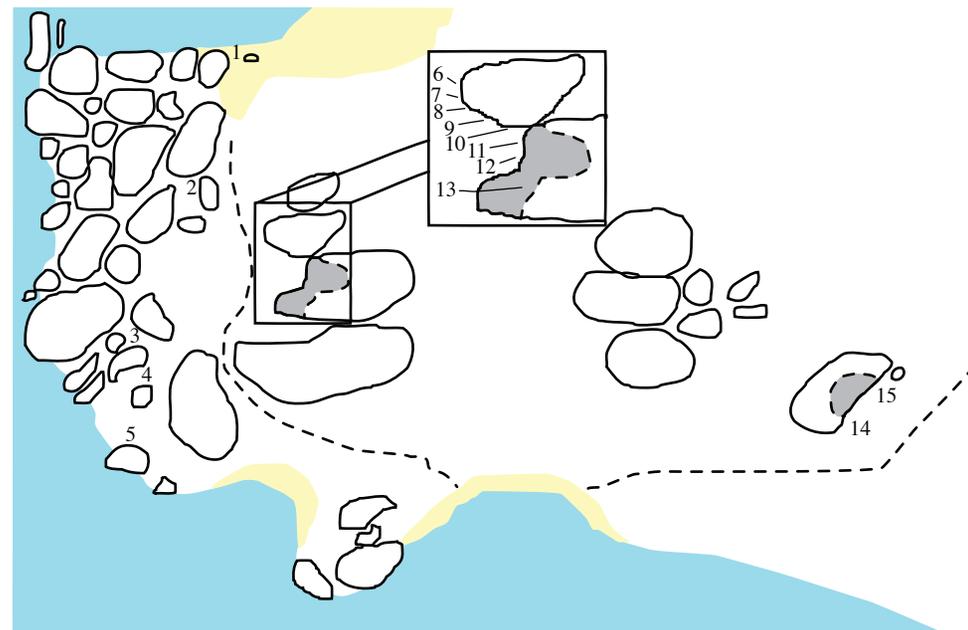
1. **Unnamed** V1
Up easy face and Arête.
2. **Spring Bay Crack** V5
Climb up hand crack with a slight overhang at the top.
3. **Rock Café** V2
Climb face, balancy moves and nice crimps. Crux at top, side-pull.
4. **Photo-shoot** V2
Up around large flake.
5. **White Crab Arête** V1
SDS on small right facing flake, up to ledge and good crimps.
6. **High Tide Traverse** V4
Start on left edge and move right using large crack and crimps, top out on right.
7. **Water Dyno** V3
Past where High Tide Traverse ends an obvious 2 handed jug begins, dyno to the top.
8. **Grill Dyno** V5
Start in pocket and move up and left to a series of bad holds.
9. **Unnamed** V3
Start on good features and climb up to good crimps.
10. **Dynamite Direct** V4
Climb the drill holes and top out.
11. **Unnamed** V5
Start on crimps to the top out.
12. **Jumbies** V4
SDS on crimp edge up to pocket.
13. **Black-hole** V3
Start on black pocket and use under-cling to dyno to the top.
14. **River Traverse** V5
From the sand reach up to crimps and traverse right, over water.
15. **Speedy's** V4
Start on good crimps move up right, possible dyno finish.

Guavaberry Center



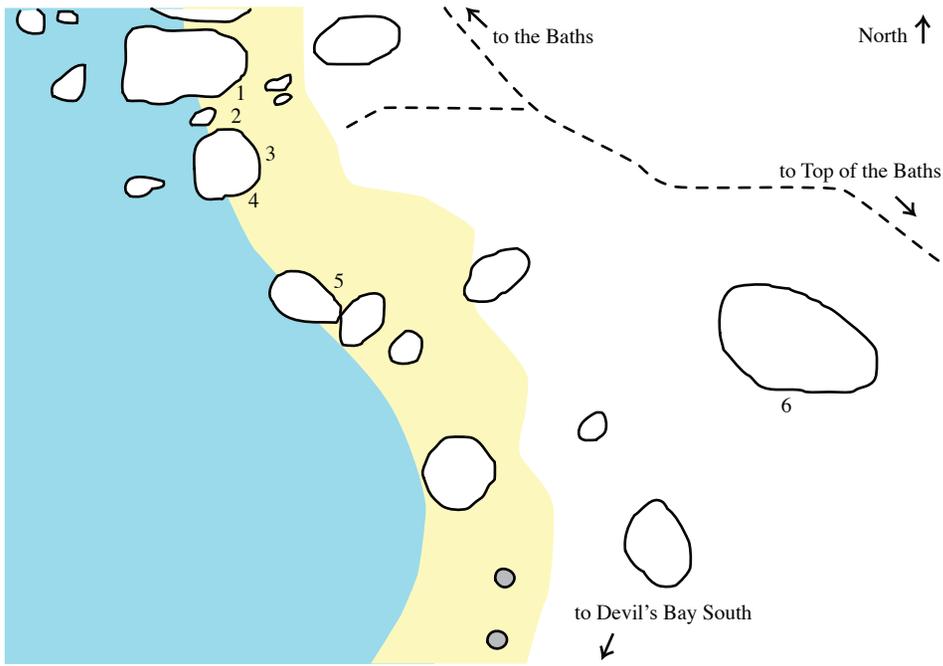
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| <p>1. Lowboggle F R
□□ v3
SDS crimp to left jug then over sloper and top out.</p> <p>2. Omerta F R
□□ v9
Start on high right facing crack, sloper pockets and edges to a thin crack, nice finish hold on top</p> <p>3. Jah-High F R
□□ v7
Start on two hand crimp, up to more crimps, slab finish.</p> <p>4. Pocket Pull F R
□□ v2
High Pocket, mantel and finish. Possible spider-webs</p> <p>5. Limeonade F R
□□ v2
Start on big left hand pocket in middle, move up and left</p> <p>6. Gin & Tonic F R
□□ v2
Right of Limeonade, Climb up crimps to right side top out.</p> | <p>6b. Gin & Tonic F R
□□ v3
Climb using only the three large bulges.</p> <p>7. Moonlight Arête F R
□□ v4
Start on right arête, small crimps to top out.</p> <p>8. Darwin F R
□□ v3
Start on the middle using a pocket, use crimps to top out.</p> <p>9. Low-tide Mantle F R
□□ v2
Grab the top edge, mantle and celebrate.</p> <p>10. Laura F R
□□ v2
Crimpy slab, use hand foot matches.</p> <p>11. Tomahawk Terror F R
□□ v6
Stand and reach for crimps, move up right and top out.</p> |
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Devil's Bay South



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| <p>1. SeQUENCE F R
□□ v6
Start on right facing edge, work up arête.</p> <p>2. Swamp Crack F R
□□ v1
On the west-side of this boulder is an obvious crack.</p> <p>3. Charisma F R
□□ v8
SDS on crimp edge, up to side pull and crimps.</p> <p>4. The Egg F R
□□ v8
SDS on crimp on crescent side-pull. Up to right arête.</p> <p>5. Jack Sparrow F R
□□ v3
Look for boulder with large pocket. Climb the face.</p> <p>6. Sands of Ammon F R
□□ v1
Straight up the crimpy slab.</p> <p>7. Dream Catcher F R
□□ v0
Straight up the crimpy slab.</p> <p>8. Mediterranean Caper F R
□□ v1
Up the arête on crimps.</p> | <p>9. Song of Susannah F R
□□ v1
Straight up the crimpy slab.</p> <p>10. Ewald F R
□□ v2
Straight up the crimpy slab, directly behind is the Babar Boulder.</p> <p>11. Babar F R
□□ v7
SDS on jug and heel hook, up to the underclings and connect with Babar Crack.</p> <p>12. Babar Crack F R
□□ v4
Stand and grab the nice underclings above head, hit the left facing crack and use right wall and any feet possible. Beware the Bad landing on boulder.</p> <p>13. Babar's Trunk F R
□□ v10
Start on block feature, out to open dish, next use left and right crimps. Climb out and around to mount the boulder about halfway up. One can top out the boulder if desired, but a good jump off is at the halfway point.</p> <p>14. Brunswick
a.k.a. The Skull F R
□□ v3
Start inside on an edge and up to the first hole. dyno from the "eyes" to the top.</p> <p>15. Right Jaw F R
□□ v5
SDS inside on an edge, continue on until reaching a right hole then finish on Brunswick.</p> |
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Devil's Bay North



1. Jerk Crimp F R
□ □ v4
 SDS on low edge with right heel, up to crimps, side-pull, and top.

2. Devil's Arete F R
□ □ v7
 Start on positive feature chest level, straight up using side-pulls and crimps on left side. Best done at low-tide.

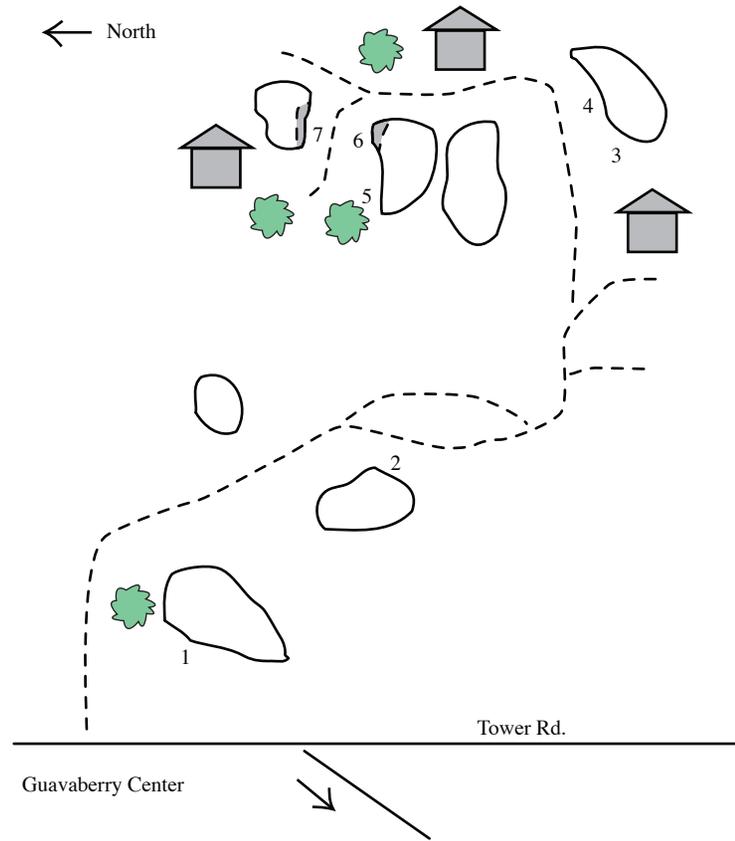
3. Devil's Butt F R
□ □ v6
 Start on obvious crimps and climb straight up, can be deceiving.

4. Devil's Crack F R
□ □ v6
 Climb up into right diagonal crack, use small crimps to the top.

5. Gimili F R
□ □ v5
 Start on face and use crimps to the top.

6. Thorns F R
□ □ v7
 This problem is surrounded by thorns, SDS with crimps, very sustained.

Upper Guavaberry



1. Highball Project F R
□ □ vhard
 Start chest high on crimps, continue up and right.

2. UG Arête F R
□ □ v2
 Start on right facing arête, big jugs the whole way.

3. Hibiscus Blues F R
□ □ v3
 Up right arête, use crimp edges and top out.

4. Sunshine F R
□ □ v5
 Start same as Hibiscus Blues, move off arête left to crimps and top out.

5. Vertigo F R
□ □ v4
 Start on right side of boulder next to tree, use obvious crimps and medium jugs.

6. Giovanna F R
□ □ v7
 SDS on jug pull hard right to a side pull, than a hard top out.

7. Guavaberry F R
□ □ v7
 SDS on crimp, difficult finish on pockets.

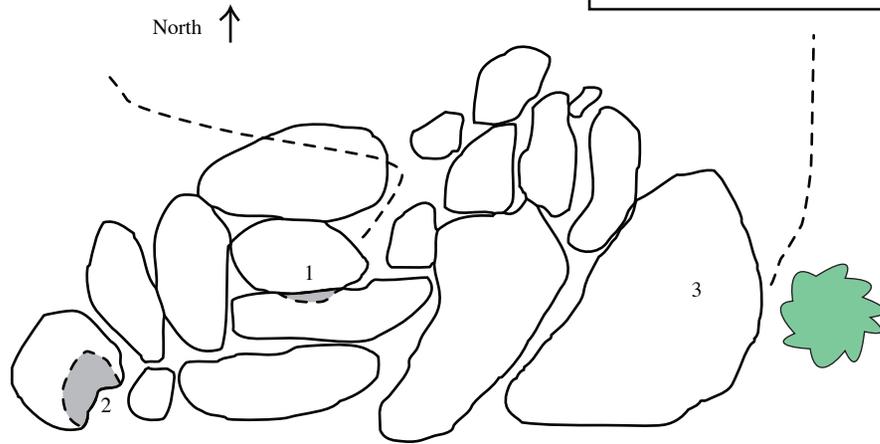
Starry Sky

to Starry Sky

Go to waters edge at Spring Bay and go left into cluster, follow a path towards high peak of cluster. Once standing on a huge flat boulder walled in by three other equally large, climb the south wall.

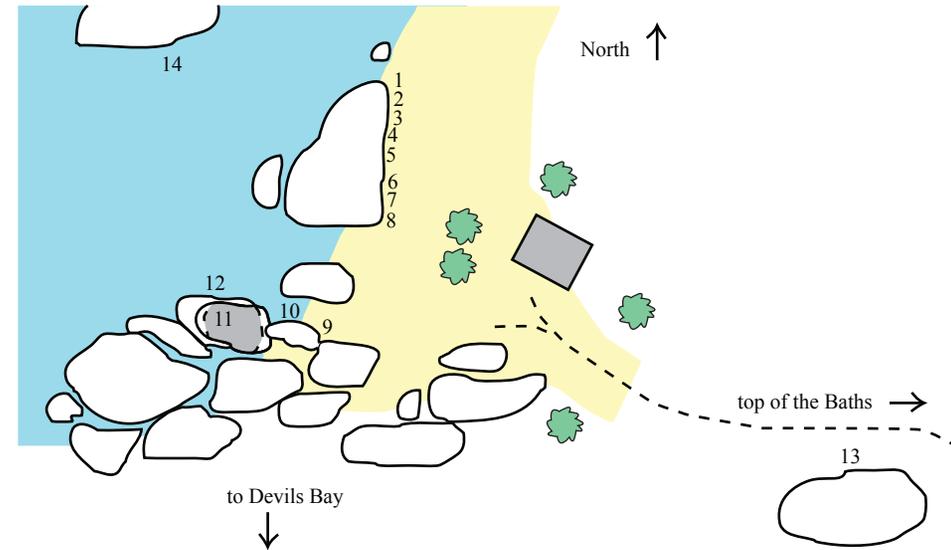
to the Hive

Walk straight from parking lot, climb 50' mango tree and hop on huge boulder to the right.



1. **Starry Sky** F R
□ □ V7
Start on chest high crimps, dangerous landing but worth it.
2. **Sandman** F R
□ □ V2
Boulder that resembles melting ice cream; start inside and climb out.
3. **The Hive** F R
□ □ V8
SDS on obvious crimp face, up to geometric pocket, follow similar seam to the top. Great view.

The Baths



1. **Lowtide** F R
□ □ V3
Start on right end of boulder. Climb up crack using crimps.
2. **Flux Dyno** F R
□ □ V4
SDS on left flake to two handed crimp, dyno to decent hold and top out.
3. **Unnamed** F R
□ □ V4
Start on left facing flake, and climb straight up using crimps.
4. **Libs** F R
□ □ V5
Start on micro crimps, continue straight up to larger holds on the dark section.
5. **J-Sun** F R
□ □ V3
Climb on thin balancy moves to shallow scoop then climb right to underclings, larger crimps on the top.
6. **Piano Man** F R
□ □ V5
Climb straight up past two-fingered pocket, use underclings and continue up.
- 6b. **Unnamed** F R
□ □ V3
Start on Piano Man, climb straight up and move left past crux before dark section.
7. **Flying Fist** F R
□ □ V2
Start on shallow crack, continue straight up to good top out.
8. **Danger Below** F R
□ □ V3
Straight up the left feature, beware the boulder.
9. **Shark Nose** F R
□ □ V6
Start on left side crimps, traverse right and up.
10. **The Shark** F R
□ □ V3
Start on face using good Jugs, climb straight up to large slot.
11. **Underverse** F R
□ □ V9
Underneath large boulder, there is a ceiling cleared out with smooth slopers. Start inside on the beach side and attempt to climb out towards the ocean.
12. **Ape Man** F R
□ □ V5
Climb up left side of arête using crimps to the top.
13. **Island Crack** F R
□ □ V5
On the approach from the parking lot, a large boulder on the right side has obvious large crack.
14. **Aquaman Arete** F R
□ □ V3
Swim out to the triangular boulder and move up right on the arête.