

Wolverine Petting Zoo / 7 pitches / 5.12-

Craig McGee, Lindsay Andersen, August 2023

An awesome route, put up in memory of an awesome guy, Gery Unterasinger (The Wolverine!). This route has every possible style of climbing, more technical climbing down low, and then steep, physical, and exposed climbing up high. The bottom follows a vertical white slab, and then the top climbs up the striking arete surrounded by overhanging walls. The view down the Stanley valley and of the Nemesis waterfall are breathtaking from the upper pitches and belay ledges.

Approach via the Stanley Glacier trail on HWY 93 South. The hike takes 1 hr.

The route is located to the left (east) of Nemesis and currently is the furthest right (west) multi-pitch in that area. The route starts on the right side of the largest part of the overhangs (looks like a black T) and on the left side of a small buttress. This route is 10m right (west) of the route Stanley Fever.

Pitch lengths are approximate.

Pitch 1) 5.0 / 18m / 4 Bolts

Easy 5th class climbing up quite bad rock. It's not terrible, but you will want to be careful, as pulling off a block and going for a ride would be easy. You can connect this with the next pitch; however, it's not recommended as the rope drag is quite bad. If you do connect them, you will need to use long slings on all the lower bolts and any directional changes on the next pitch.

Pitch 2) 5.11 / 30m / 12 Bolts (including 3 chain draws)

Climb up leftwards up the large flake and then continue climbing left along the hanging slab. At the end of the slab, climb steeply up some hard-to-read rock and eventually to a fixed chain draw. At the fixed chain (or just below it), head out right into some flakes and then straight up. Once established above the next slab, head left to a large flake (pull lightly!) and up and right to a final crux just before the next anchor. A surprisingly pumpy pitch that is hard to read without chalk on the holds.

Pitch 3) 5.11 / 20m / 9 Bolts

Quite a technical pitch. Climb three bolts through moderate terrain, then at the first crux, head up and directly left towards a flake. Continue up until you reach an obvious overlap and slab crux. At this crux, don't continue up and right, but instead, when you are at the bolt just over the overlap, head directly left and eventually mantle up onto the next part of the slab. The next bolt is a bit further away, but the holds get better, and this high bolt protects the next crux well. Continue through 3 more technical and hard to read sequences to the anchor up on the ledge.

Pitch 4) 5.7 / 20m / 4 Bolts

All the surrounding multi-pitches have to get through this band of poor rock. Easy 4th class (with a bolt on the left to keep the rope out of the rubble) leads to a short steep section and eventually a fantastic belay ledge (The sky ledge.)

Pitch 5) 5.12- / 28m / 13 Bolts (Including 3 chain draws)

The money pitch! Climb up and left from the belay and towards a cool flake on the left side of the arete. Continue up the flake, through cool crack-pod layback moves, and eventually step hard right and out onto a ledge on the arete. From this ledge, reach up and clip a very close chain draw that helps protect your ankles if you fall, then straight up the arete climbing both on the left and right sides. **DON'T STEP INTO THE CORNER TO THE RIGHT OF THE ARETE!** The pitch climbs beautifully if you stay on the arete, but if you were to try and escape into the corner on the right you would find unclean rock and difficult times getting back on-route. Once established at a cool balancy stance below the next chain draw, carefully head up and right through ever-steepening terrain with large jugs but poor feet! Once you have clipped the chain draw, make a big move up right to another jug, then hard left to some hard to see (and smaller) holds on the arete. Eventually, clip the next bolt and head up and left to a hidden rest on the left side of the arete. Rest here because things are about to get pumpy! Step up and right from the rest to move to the right side of the arete once again, and do some steep pumpy climbing! Eventually, pull up onto the slab (not so easy) and leftwards to the belay. It is possible to connect this pitch and the next one for an amazing 50m pitch, but you will need to use several long slings to lessen the rope drag. If you plan to belay here, it is recommended that before you make your belay, you continue out left and up to the next bolt on the next pitch and then lower back to the belay; this way the leader on the next pitch has the first bolt clipped when they make the first few hard moves off the belay.

Pitch 6) 5.11+ / 20m / 6 Bolts (Including 1 chain draw)

Hopefully, your partner clipped the first bolt for you when they finished the last pitch, as falling from the first few moves would be very awkward with the belay being so close. Step left from the belay for a couple of metres, then straight up through crimpy and reachy moves to a finger rail, then back right to the first bolt. Continue up right to a rightward leaning layback rail. Once at the end of the layback, head difficultly leftwards to some layback fins, and then step back right so that your feet are above the initial layback rail. Step right again, eventually up to a resting stance and a high bolt on your left. Climb up to an alcove (another rest) and eventually to the last bolt, which is just a few metres up and right from the alcove. Pull one last crux up and left from the last bolt to a sloping rail, and then some run- out climbing leads leftwards to the anchor. The last two bolts are a bit more run-out than the rest of the route, but in the run-out spots, it is easy...and it's the way Gery would have wanted it!

Alternate – combine pitches 5 and 6 together for a legendary 50m 5.12! Use lots of longer slings on the lower bolts and any directional changes, and hope for the best on the last sloper move when you have rope drag!

Pitch 7) 5.7 / 15m / 4 Bolts

The rock becomes looser on this pitch, so climb carefully.

Descent.

You can walk off to the east, but the route is set up to rappel with a 60m rope, although a 70m is recommended as some of the rappels are tight of a 60 (like pitch 2). The route is also set up with several chain draws to help get back to some of the stations, although back-clipping some of your draws will also make it easier. Be careful on the upper pitches to use all the chain draws to get back to your next rappels because if you don't, you will end up hanging in space!





