

# **Calabogie**

## **Bouldering Guide**

**2018 Edition**  
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[www.topout.org](http://www.topout.org)

With flat landings, reasonably sized boulders, good rock and a beautiful setting, Calabogie is a small, but quality bouldering area. There are over 150 established problems, mostly in the easy to moderate range, and a handful of projects.

## Seasons

The proximity of the marsh means a lot of bugs in the spring and summer. The best conditions can be had in early spring and fall.

## Access

The boulders are located on crown land, and there are no known access issues. Please respect the area and other people you encounter to ensure this remains the case. Leave no trace!

## Geology

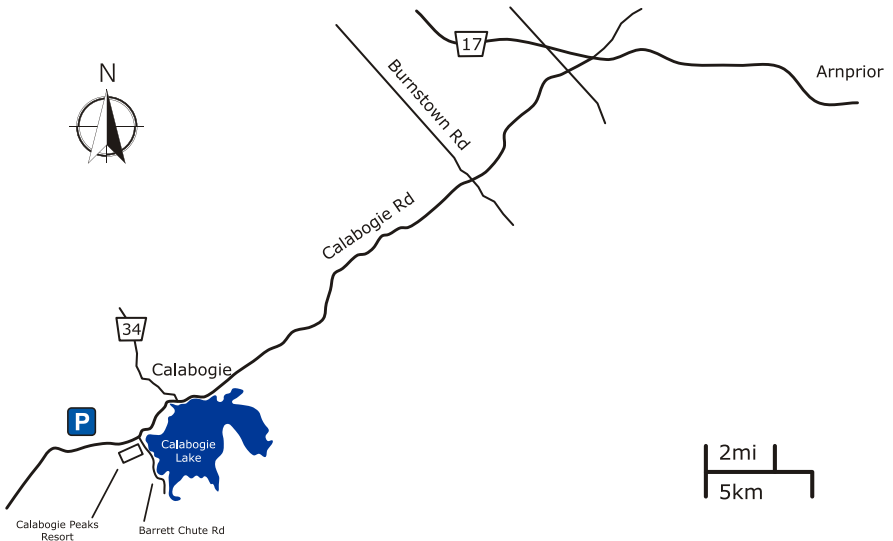
The rock is good quality granite. The boulders are talus from the Cliff above. Many have thankfully fallen far enough to the escape the main talus field, and have come to rest on the relatively flat ground beside the pond.

## Distractions

The cliff above the boulders host a number of sport and trad climbs. The Eagles Nest lookout is a popular hiking destination and Calabogie Lake offers swimming, fishing, and picnic tables for your post-climbing cookout.

## Location

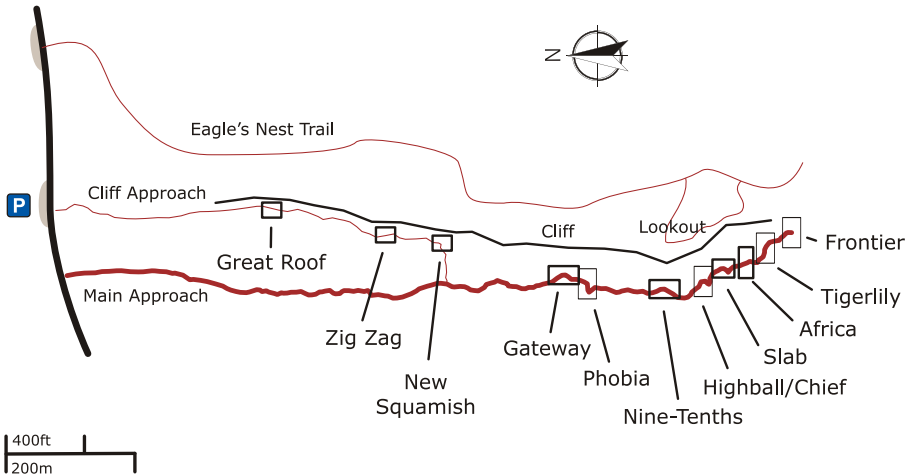
The boulders are located just outside of the small town of Calabogie, an hour west of Ottawa. From Ottawa, take the 417/17 west through Arnprior. Take the well marked left turn onto County Road 508 (Calabogie Road) and drive through the town of Calabogie. The parking pullout is located at the bottom of a hill on the right, just across from the well signed Manitou Mountain Trail, which is 2.5 km (1.6 mi) past Barrett Chute Rd (the turn off for the ski hill).



## Approach

Do NOT take either of the signed trails! The Eagles Nest Lookout trail at the top of the hill will take you to, you guessed it, the Eagles Nest lookout. The Manitou Mountain Trail at the bottom of the hill will take you to the route climbing and the upper boulders (Cliffline and New Squamish). The easiest way to the main boulders is to walk another 100m down the road from the lower parking pullout to an unsigned, but well worn, trail that starts at a small bridge that spans the ditch. This trail will take you to the Gateway boulder in about 15 minutes.

to Calabogie



\*\*\* one of the best problems of the grade in the area, enjoy!

\*\* a good problem, climb it

\* a decent problem, worth climbing

no stars - short, chossy, contrived or otherwise uninteresting

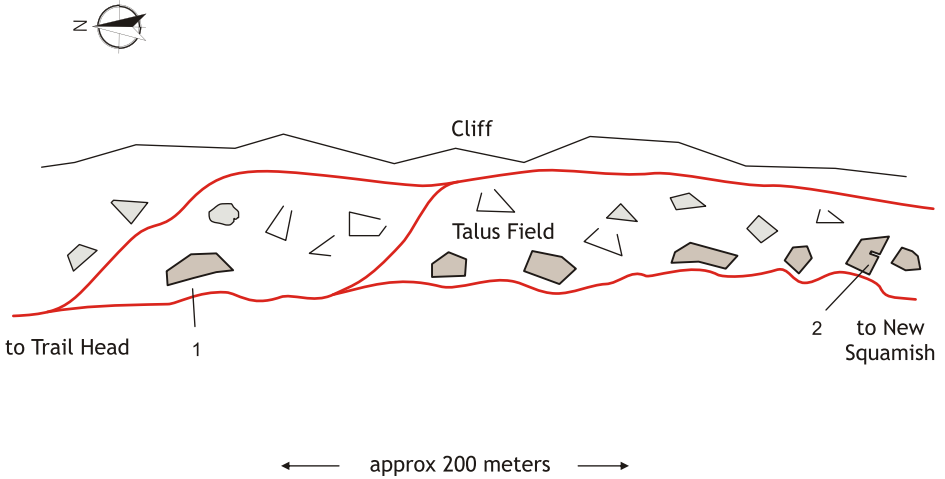
## Grades

Please remember that this is merely a guide. Many of the problems will feel easier or harder for you because you are a unique individual with your own strengths, weaknesses and style. Embrace your individuality! The grades reflect the difficulty of climbing the problem knowing the best beta and under the best conditions. Keep in mind the boulder field is in a very humid environment, and the conditions will affect how good the friction is. If you'd like your opinion to be taken into account for the next update let us know what you think. You can find us at the crag, in the gym, on Facebook or via e-mail at [topout@topout.org](mailto:topout@topout.org).

# Cliffline

The Cliffline area is the talus field that sits just below the first climbing areas along the cliff. The Great Roof is the unmistakable roof perched on your left, just after you enter the talus. The easiest way to get to the Zig Zag boulders is to skirt the base of the talus, cutting in as necessary depending on how much of a swamp there is (it can be bad in the spring).

There are many other established problems, just not documented here. There is also potential for many more, both in the talus and along the short cliff band on the left as you approach it.



## □ 1. The Great Roof V4 \*\*

Climb out the seam in the roof to top out through the crack. A harder extension starts further under the roof at V8. It also looks like there is potential for another

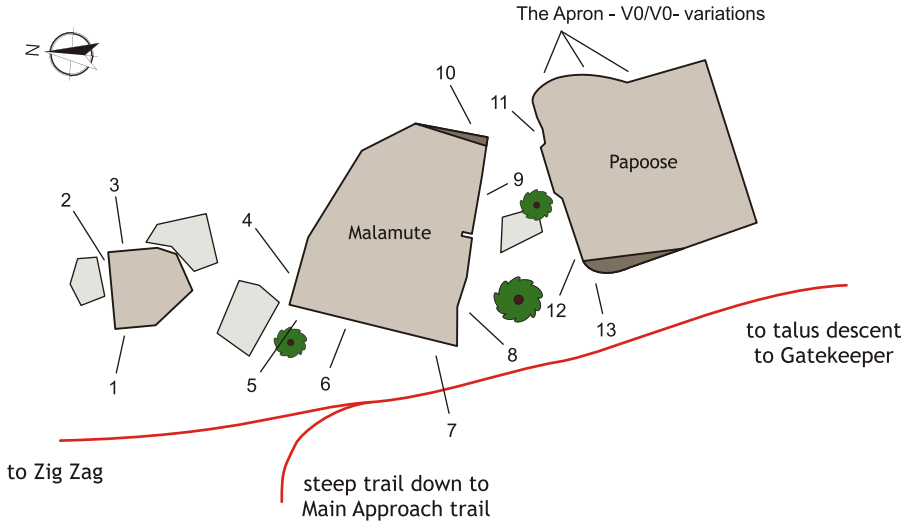
hard problem coming out of the roof lower and to the left of the main line.

## □ 2. Zig Zag Crack V0- \*

Sit start and climb the obvious zig zag crack.

# New Squamish

Continuing past the cliffline talus, a faint trail will take you to the two large boulders of New Squamish. A great place to warm up if you don't mind the extra approach. The problems aren't quite as epic as their namesakes, but there are a couple of good easy ones. A steep trail will take you down the hill and back to the main approach trail. You can also continue on a faint trail to scramble down the talus to Gatekeeper.



**1. The Facebook Insult V3 \***

Start sitting below the arete and climb it.

**2. Heavy Fest V2**

A bit of a squeeze job. Start sitting between the two boulders and climb the right side of the arete, trying your best not to dab the boulder behind you.

**3. Heavy Duty V1 \***

Sit start at the low lip of the slab.

**4. Squamish Buttress V2 \***

Climb the face left of the arete. The face climb that eliminates the left arete is only marginally harder.

**5. Over the Rainbow V0- \*\***

Climb the left side of the slab.

**6. Banana Peel V0 \*\*\***

Start on the high crimp and climb the tall slab, trending slightly right through the obvious L shaped corner/ ledge. Climbing straight up and eliminating the L is also worth doing and is only slightly harder.

**7. Diedre V0- \*\*\***

Climb up the right side of the high slab using the arete.

**8. Dreamcatcher V0 \*\*\***

Climb the broken face left of the offwidth to a glorious juggy lip at the top. The rock is actually pretty solid despite its appearance.

**9. Cobra Crack V0- \***

Climb the face anywhere between the off-width crack and the right side of the face. Several variations. The left side, using the crack is Cobra Crack.

**10. Angel's Crest V1 \*\***

Sit start and climb the right side of the arete.

**11. The Grand Wall V0 \***

Climb the shallow broken corner. Watch for loose rock!

**12. The Ultimate Everything V1 \***

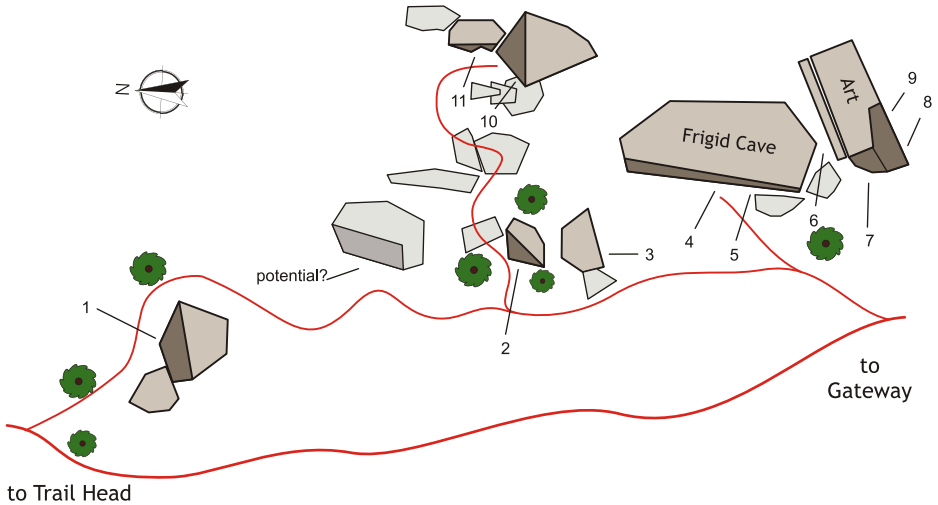
Sit start with your right hand on a sidepull jug near the blunt arete. Climb up and slightly left through the ledge.

**13. Zombie Roof V3 \***

A real shorty. Sit start on the low jug and surmount the blunt arete.

# Gatekeeper

These boulders are spread out just before the Gateway boulder. If you are hiking in on the main approach trail, Gatekeeper is to your left just before you hike up the small hill.



## 1. Gatekeeper V2 \*\*

Sit start under the steep overhang on the enormous flake. Move straight out and up the shallow corner.

## 2. Solids in Suspension V2 \*

Sit start on the right side of the steep overhang. Move up and left to top out onto the shelf.

## 3. Deception V1 \*

Sit start matched on the lowest jug. Pull up through some surprisingly awkward moves to top out.

## 4. November V4 \*\*\*

Sit start on good jugs at the base of the the steep right facing corner. Climb up and left to the jug at the lip and top out through the left facing corner.

## 4. The High Road V6 \*\*

Sit start as for November, but instead of going for the jug and topping out, traverse along the lip all the way to the left side of the boulder. The large seam 1ft back from the lip is not in.

## 4. Trench Warfare V5 \*\*

Sit start as for November, but move directly up and right to a sharp crimp then straight up to the juggy lip. Top out straight up on the slab using small crimps.

## 4. The Low Road V8 \*\*

Sit start as for November, but traverse the low ledge until it meets the lip of the boulder. Continue to the left side of the boulder and top out there. Sadly, the rock is often damp.

## 5. Shrapnel V1 \*

Start on the incut rail on the right side of the overhang. Move up to the jugs and left to top out on the slab.

## 6. Ice Age V3 \*\*

Start sitting under the offset crack.

## 7. Negative Space V2

Sit start at the lip of the low roof. Pull up into the corner and climb it. The tree is in the way of the topout.

## 7. The Boulder I Want V3 \*\*\*

Sit start as for Negative Space but traverse right to climb the far right arete of the prow. A slightly harder variation climbs directly up the sloping holds on the right side of the corner.

## 8. Trianglism V2 \*\*

Sit start on the obvious crimp at the base of the cut out triangle.

## 9. Disappearing Ink V4 \*\*

Start sitting with right hand on a small crimp under the roof and left hand on the slope at the lip. Grade is height dependent.

## 10. Solar Flare V3 \*\*\*

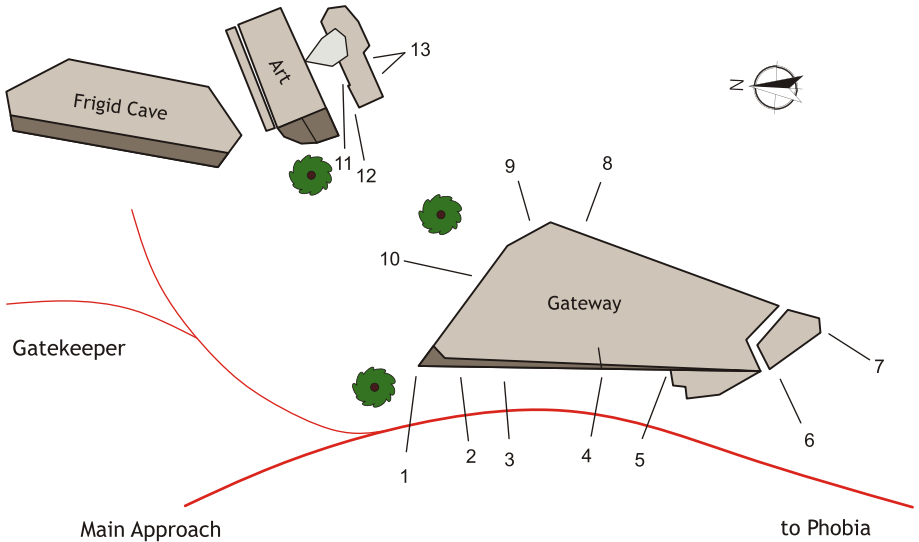
Sit start with right hand on the arete and left on a low side pull. Climb up and left along the steep arete.

## 11. Sunspot V2

Sit start with left hand on a good crimp and right on a good sidepull. Make a couple of moves up and left to top out.

# Gateway

A great place to warm up or establish an easy solo circuit. The most obvious problems on the front of the Gateway boulder are described, but the horizontal ledge system allows for linking the starts and finishes of problems to make numerous variations.



## 1. Gateway Arete V1 \*\*

Sit start on small sloping edges on the arete and follow it to the top.

## 1. The Gate Traverse V1 \*

Sit start as for Gateway Arete, climb to the ledge and traverse right to topout as Manteling 101.

## 2. The Gate V2 \*\*\*

Sit start with your choice of low sloping holds. Climb up through the ledge and small crimps. For full value avoid using the arete.

## 3. Put All Your Fears to Rest V4 \*

A bit of a catch all problem for starting on the ledge, dyno/deadpointing to the lip and pressing it out. The grade varies depending on your technique, where you start and where you finish.

## 4. Manteling 201 V1 \*\*\*

Sit start a few feet left of Manteling 101. Climb up the well featured face to another fun mantle.

## 5. Manteling 101 V0 \*

Sit start in the short left facing corner. Climb up to the lip and the easy mantle.

## 6. Mind the Mossy Knoll V2 \*

Sit start at the left arete of the detached block and traverse the lip to top out at Bottoms Up. You can also

top out directly above the start or midway along the traverse at about the same grade. The main boulder off.

## 7. Bottoms Up V0 \*

Sit start and climb the blunt arete.

## 8. Hispanic Panic V1 \*\*\*

Climb up the obvious slab.

## 9. Backscratcher V0 \*

Climb the face to the right of Hispanic Panic.

## 10. Mean Looking Porcupine V0 \*

Start with your right hand on the sloping sidepull 6 feet up. Pull on (easier than it looks) and climb straight up.

## 11. Walking Stick V2 \*

Start sitting with a left hand on a sidepull and right hand on a slopy crimp. Broken blocks are in for feet.

## 12. Stink Bug V3

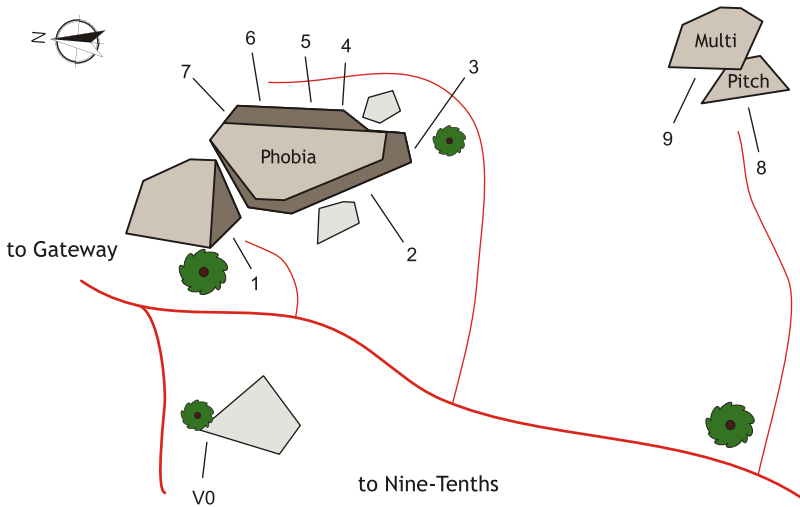
Start sitting, compressing between the left facing corner and the prow.

## 13. Ants on a Log V0- \*

A couple of very easy problems suitable for kids.

# Phobia

Not a very popular destination, but there are a few decent problems here. With more traffic and cleaning it might be more inviting.



## ☐ 1. Astraphobia V5 \*

Fear of thunder and lightning. Sit start matched on the sloping edge under the roof and climb out to a hard mantle. Might be another (easier) topout variation now that the dead tree on the left has been cleaned up.

## ☐ 2. Cacophobia Direct V3 \*

Fear of ugliness. Sit start on the small crimps and climb straight up through the seam and jugs at the top. Beware the landing. The original problem traverses in from the left along the crack at V2. Bathophobia V4 (Fear of depth) is a link up from the start of Astraphobia into this problem.

## ☐ 3. Entomophobia V0 \*

Fear of insects. Sit start below the overhanging prow and climb it.

## ☐ 4. Staalbasiphobia V4 \*

(aka Back Breaker) Fear of standing or walking. Sit start awkwardly matched on the ledge above the sloping rock. Climb up through the steepest part of the roof.

## ☐ 5. Ergophobia V4 \*

(aka Welcome to the Cruel World) Fear of work. Sit start on the rail a few feet right of Staalbasiphobia.

Move up and right to the obvious sidepull and continue to the lip above it.

## ☐ 6. Fear of Porcupines V4 \*\*

Sit start just left of the pit with a low right hand sidepull and left hand sloping edge. Climb up to the lip and a hard mantle to top out.

## ☐ 7. Enochlophobia V3 \*

Fear of being crushed. Step down into the pit and start with your hands in the obvious horizontal finger seam. Climb up through the left facing corner.

## ☐ 8. The Journey... V6 \*

...of 1000 climbs begins with a single move. Start on the obvious small crimps in the middle of the face. Climb up and left to the lip. Climbing right to the arete instead goes around V4.

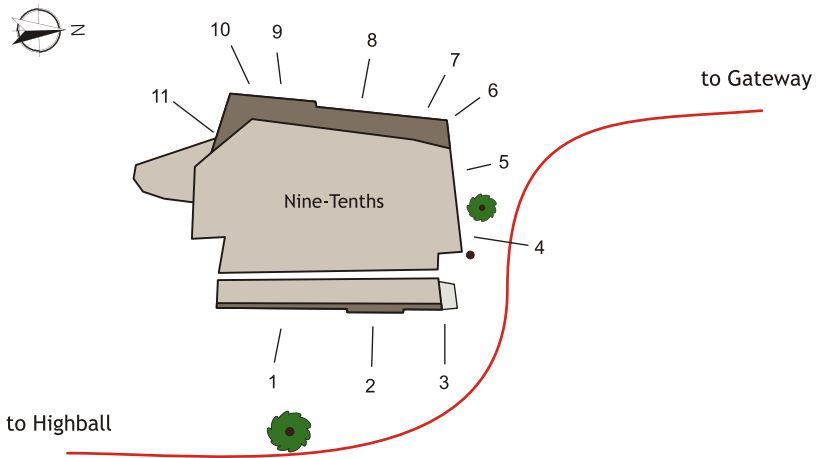
## ☐ 9. Pitch Two V0

Sit start matched on the large, protruding ledge, perched atop The Journey... Figure out how to get to standing on the start hold and then top out with relative ease.



# Nine-Tenths

A popular boulder, with a few really good problems. The easiest way down from the boulder is to climb down the obvious wide crack (there are some good edges for your feet inside it).



## □ 1. The Bullfighter's Friend V3 \*\*\*

Sit start at the bottom of the stepped ledges and climb them.

## □ 1. The Ambassador... V3 \*\*

...of KickYerAssiter. Sit start as for Bullfighter's Friend, but from the top of the ledges, climb through the corner and continue right to top out as for The Conquistador of Rad. A contrived problem that eliminates the left lip of the boulder.

## □ 2. The Conquistador of Rad V3 \*

Start in the middle of the face spanning the opposing corners. Slap your way up to the top on smearable feet. Not very short person friendly.

## □ 3. Blackfly Bitch V3 \*\*

Climb up the left side of the overhanging arete to top out as for The Conquistador of Rad.

## □ 4. Stranger's Gift V0

Climb the face between the trees.

## □ 5. Running of the Bulls V0 \*\*

Climb up the featured face.

## □ 6. Twisted by Design V5 \*\*

(aka Fluff Boy) Sit start on the obvious good crimp below the arete. Pull up with difficulty and follow the arete to the top.

## □ 7. Gatineau Special V6 \*

Sit start under the roof on the large undercling. Climb out using sloping edges and finish up as for Feature Press.

## □ 7. The Theorem V7 \*

Sit start under the roof on the large undercling. Climb out to the start hold of Twisted by Design and finish that problem.

## □ 8. Feature Press V2 \*

Start on the obvious crimp 6 ft right of the arete. Pull on with difficulty and climb the slab to the top. A sit start, starting on the lower crimp a few feet to the right, is also possible and goes at about the same grade.

## □ 9. Palpable Tension V5 \*\*\*

(aka Ken's Slab) Climb up the slab using the sweet left facing corner. There are a couple of ways to start, but if you want to do it in the style of the first ascent: start right hand on the high sloping sidepull, right foot in the obvious notch at the lip and left hand pressed on the slab.

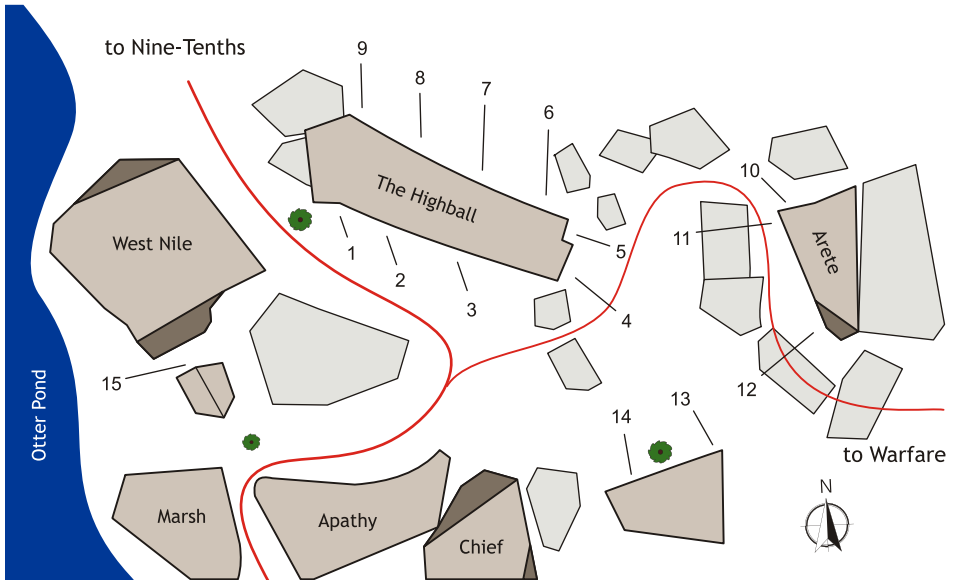
## □ 10. Veil of Shadows V13 \*

Start hanging from the lip left of the arete using the notch, invisible holds and super human tension. Use more invisible holds to move to the arete and up.

## □ 11. Demogorgon V10 \*\*

Start where the detached boulder meets the Nine-Tenths boulder (detached boulder is in). Climb left to the overhanging arete and up. FA suggested V11, SA suggested V9. Grade may be height dependent.

# Main - Highball



## □ 1. The Survivalist V4 \*\*

Start on crimps on the left side of the face. Climb up and slightly right to finish as Waiting in Line for the Electric Chair.

## □ 2. Waiting in Line for the Electric Chair V3 \*\*\*

Start on crimps below and slightly right of the striking zig zag feature. Climb up through this feature before firing out to the left arete and finishing up the crack. 20ft

## □ 3. Last Meal V4 \*\*

Climb the face right of the vertical seam.

## □ 4. Solid Ether V3 \*\*

Start squeezing the prow on opposing sloping sidepulls and good feet. Slap up the prow trending right to the topout of Bunnies. The sit start is also really good (provided you are tall enough) and adds a couple more compression moves at about the same grade.

## □ 5. SF Bunnies V3 \*

Sit start below the obvious corner and climb up into it.

## □ 6. Watership Down V2 \*\*

Start on the left side of the face, on two opposing sidepulls. Climb up the face and arete to the jugs above the corner.

## □ 7. Prisoner of Gravity V5 \*\*\*

Start on the high crimps and climb up to the easier topout. Easier if you are Kristal. Technical.

## □ 8. life sentence project

Climb up the section of the face between Prisoner of Gravity and Escape Tunnel.

## □ 9. Escape Tunnel V3 \*

Start on the right side of the face on a sharp crimp. Move up to the sloping ledge and the arete. For more contrived difficulties, climb up and left without using the arete.

## □ 10. November Sunshine V0- \*\*

Climb the face and left side of the arete.

## □ 11. The Rock Giveth... V5 \*\*

...and the rock taketh away. Sit start on the obvious low crimps 4 feet right of the arete. Climb up the face and arete.

## □ 11. Trundle of Joy V1 \*

Climb up the right side of the arete, starting on a high sidepull around the corner.

## □ 12. Marita Special #1 V0 \*\*

Start on the high ledge to the left of the prow. Move right to the arete and up.

## □ 13. Split the Seams V3

Sit start on the left side of the face with a low crimp edge.

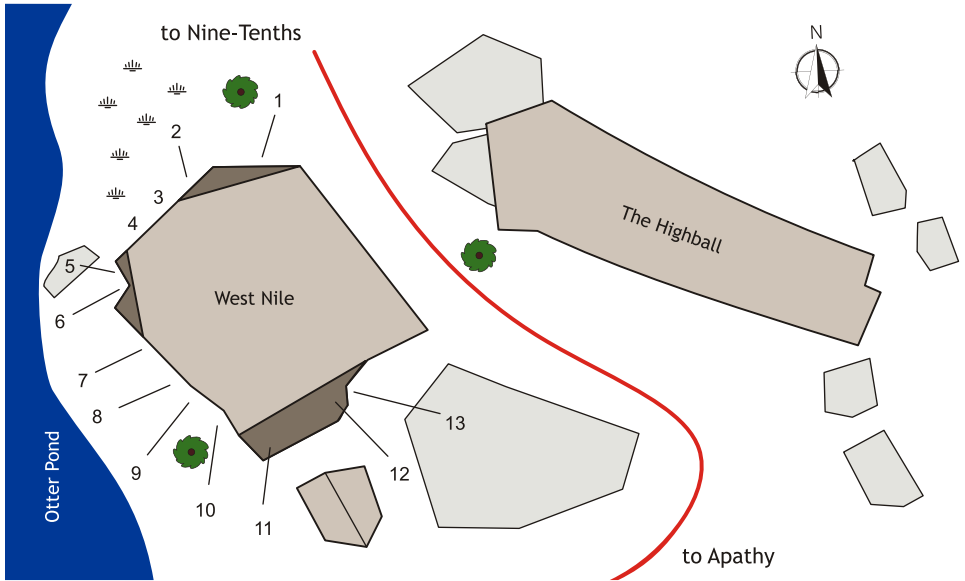
## □ 14. Black and Blue V0 \*

Start on the right side of the boulder at the vertical seam. Traverse left up the lip to the top.

## □ 15. The Pinnacle Gnome V0-

Sit start with your back to the West Nile boulder. Climb up the prow of the mini pinnacle. To get full credit you must stand on the top.

# Main - West Nile



**1. Beautiful Odyssey V3 \*\*\***

Sit start on the large sloping ledge. Traverse right on sloping ledges and up the blunt arete.

**1. Some Beautiful Things Remain V1 \***

Sit start as for Beautiful Odyssey and climb up and left to pull onto the easy slab.

**1. The Upside Down V8**

Very low start on the ledge down and to the right of the start of Beautiful Odyssey. Make a couple of hard moves left into Beautiful Odyssey and finish it.

**2. The Tempest V2 \*\***

Start on a high sloping finger edge and climb straight up.

**3. Castaway V1 \***

Sit start on the crimp in the small left facing corner and climb up.

**4. Moby Dick V1 \***

Sit start on the fat sloping pinch and climb up.

**5. The Belly of the Whale V0 \*\***

Sit start on the left side of the low shelf. Climb up through the overhanging corner.

**6. Jonah V3 \***

Sit start on the right side of the low shelf and climb up the blunt overhanging arete. Tricky beta.

**6. Lost at Sea V3 \***

Sit start as for Jonah but traverse right around the arete on low crimps and finish up Rescue.

**7. Rescue V1 \*\***

Start on the crimps at chest height and climb up.

**8. Crucifixion V5 \*\***

Start matched on the flake/edge/undercling/pinch and climb up the corner. The holds out to the right on Passover are not in.

**9. Passover V3 \*\***

Sit start matched on the right facing flake. Climb up to the good incut directly above and top out as for Crucifixion.

**10. Westward Ho V0 \*\*\***

Climb the slightly overhanging featured face.

**10. Hot Crossed Buns V1 \***

Start as for Westward Ho but traverse left to top out as for Crucifixion.

**11. Yellow Fever V4 \*\***

Sit start with your hands matched on the obvious triangle ledge. Top out on the slab directly above.

**11. West Nile Direct V4 \***

Sit start with your hands on the slope under the roof and toe/heel hooking the triangle ledge. Get established on the ledge and top out to the left up the arete.

**11. Trypanosomiasis V4 \*\***

Sit start as for Yellow Fever, but traverse right along the sloping lip to top out above Malaria.

**12. west nile**

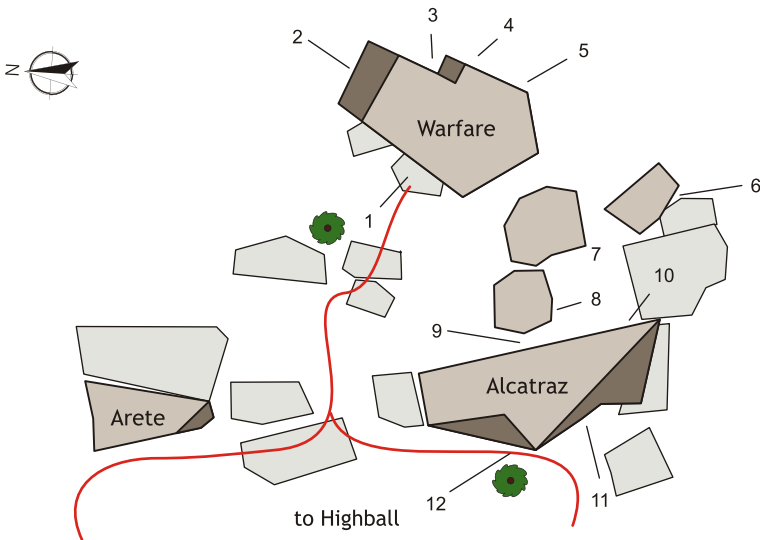
Sit start deep under the right side of the roof on the sloping rail. Traverse under the roof to the left arete and top out. Apparently sent and graded V7 by Jody back in the day, but has not been repeated recently/ever.

**13. Malaria V4 \*\*\***

Sit start with your right hand at the base of the lip and left on the start hold of West Nile. Traverse the lip left to it's peak then top out on the slab to the left. Starting lower, as for West Nile, adds one awkward move at the same grade.

# Main - Warfare

Watch out for some poison ivy along a short section of the trail up to the Warfare boulder.



**1. Siege Tactics V5 \*\*\***

Climb up the face and shallow corner.

**2. Uphill Battle V5 \***

Sit start matched on the lowest of the quartz edges. Short but powerful.

**3. White Flag V0- \***

Climb the right facing corner. Also the easiest way down.

**4. Call of Duty V0- \*\*\***

Climb the right side of the slab, weaving your way through the good jugs.

**5. War of Attrition V0- \*\***

Climb the left side of the slab to the arete and follow it to the top. It is also possible to trend right to top out as Call of Duty.

**6. Ledge Project V5 \***

Sit start on the large sloping ledge. Needs more info.

**7. The Forgotten V2**

Sit start under the arete and climb it.

**8. Crescent Moon V3 \*\***

Start on the crescent shaped hold and climb up and right to top out at the top of the face.

**9. Crotch Notch V2 \*\*\***

Climb up the center of the slab.

**10. Lockdown V0 \*\***

Climb the left side of the slab. A hard slab problem might exist between this and Crotch Notch.

**11. Westside Story V8 \*\*\***

Start on the obvious sloping ledge and climb up to the lip.

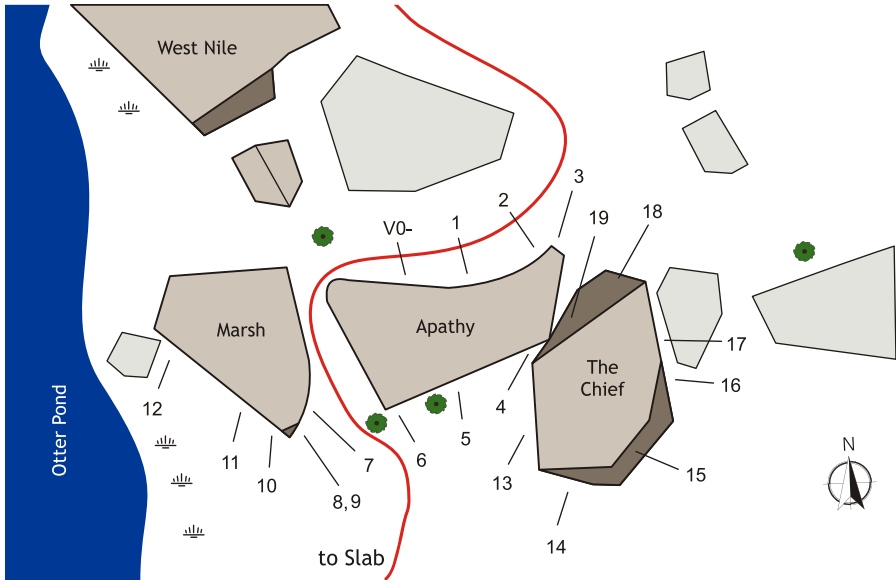
**11. Intro to Westside Story V11 \*\***

Start sitting in the pit and climb into Westside Story.

**12. potential**

Probably some kind of line here for anyone ambitious.

# Main - Chief



**1. Not a Jedi Yet V0- \*\***

Start in the middle of the boulder and climb up and left to the top of the slab.

**2. Flight of Fancy V1 \***

Start at the left side of the slab on a good low left facing sidepull and a high foot edge to the right of it. Pull on with difficulty and move left to the lip.

**3. Ivory Tusk V2 \***

Sit start under the prow with your left hand crimping a broken flake and your right hand on a high side pull on the face. Climb up and right.

**4. Scrapey V3 \***

Climb the right side of the face. Tricky.

**5. Scratching Post Direct V3 \*\***

Start on a good incut and slope just right of the tree. Climb right and up through the big ledge.

**6. Paul Bunyan Was Here V0**

Sit start and climb the left side of the face and arete. Traverse right along the lip to the top.

**7. They Can't All Be Gold V0 \***

Start on the small foot ledge and climb up the slab.

**8. Crooked Nose V0- \***

Climb the low angle right side of the arete.

**9. The Perch V4 \***

Sit start with your hands on low sloping overhang. Somehow figure out how to get to standing on it then finish up Crooked Nose.

**10. Horde Juggernaut in the Fog V1 \*\*\***

Climb up the right side of the face and the arete.

**11. Concentration Tongue V7 \*\***

Climb the crimpy face a few feet left of the arete. Sharp.

**12. Snowbird V2 \***

Start on the left side of the boulder and traverse the lip all the way to the right.

**13. Mayfly V0**

Start on the high sidepull, pull onto the face, and climb up awkward terrain to the top.

**14. Bolting on Lead V0- \*\***

Pull over the lip with relative difficulty and climb the high slab. If you are short the start move is probably harder than V0-. A sit start on the block below the lip goes at V2.

**15. Wolf in Sheep's Clothing V6 \*\***

Sit start in the cave matched on the lowest flat rail below the blocky jug. Climb up and out of the cave.

**16. Dances with Wolves V5**

Start matched on the lip of the boulder and climb up. An extension starting below the roof also looks possible.

**17. Take off your Tennies V0 \*\***

Climb up the slabby face with good holds.

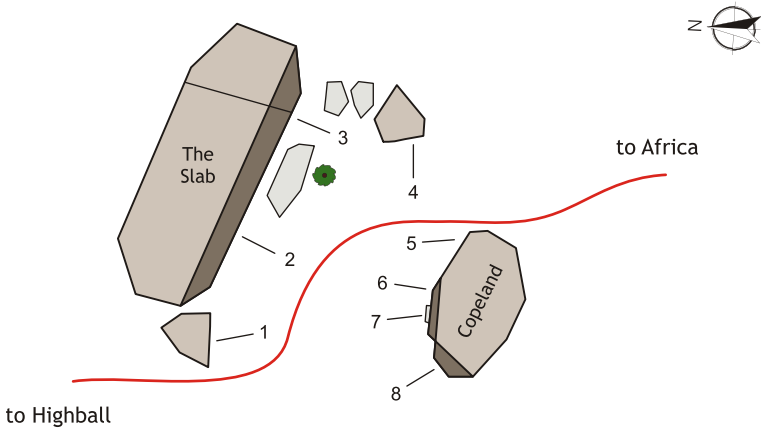
**18. Little Red Riding Hood V4 \***

Start laying down on the sloping boulder with your hands on the lip. Climb up the left side of the scooped face.

**19. chief project**

Sit start under the Chief boulder where it meets the Apathy boulder. Climb out to the left then climb the right side of the scooped face.

# Slab



## 1. Pitfall V4

Jump down into the pit and figure out how to climb the face. Desperate, thin and might be considerably harder if you are short. Worst problem at Bogie?

## 2. The Happy Hooker V3 \*\*

Starts at the gap in the foliage, where the slab is perched about 5' off the ground. Learn how to mantle.

## 3. Meanie V3 \*\*\*

Sit start at the base of the crack under the roof. Climb out the sweet crack to a hard mantle.

## 4. Suspended Animation V4 \*

Sit start with left hand on the large sidepull edge and right hand on the arete. Unlock some interesting moves to climb up.

## 5. Consolation Prize V0- \*

Climb the short left side of the face on good crimps.

## 6. Broken Dreams V2

Climb the right side of the face and blunt arete. Sadly not as good as it looks, and the grade is heavily height dependent.

## 7. Babylon V0 \*\*

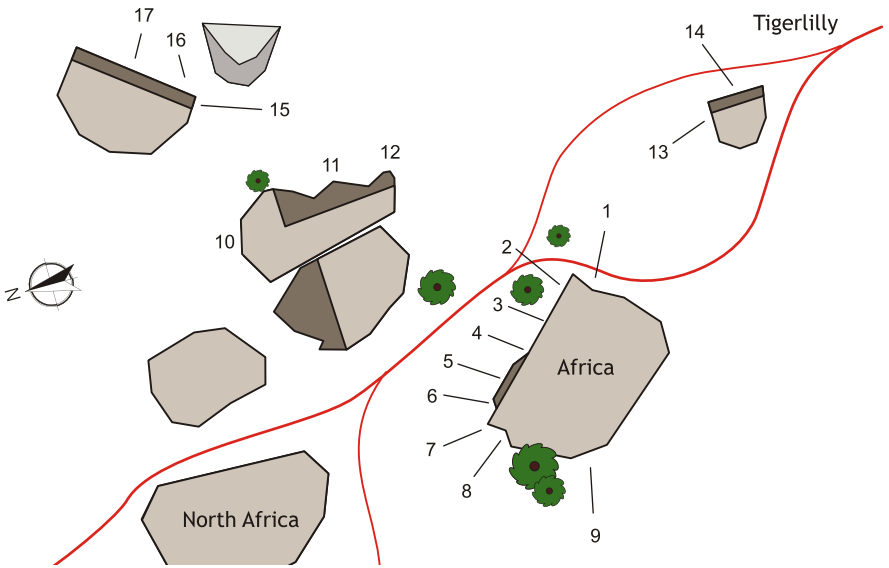
From standing on the rock below the hanging slab, start matched on a high small but good horizontal edge slightly to the right. Step up to the small edge at the lip of the roof and climb the easy slab.

## 8. Bachelor of Applied Manteling (BaM) V0 \*\*

Sit start on good holds above the really low roof. Pull on, mantle, and press it out to standing. Climb the face and arete to the left to top out.



# Africa



**1. Greenland V0 \***

Start sitting left of the arete and climb up.

**2. Mid-Atlantic Rift V0 \***

Start with your left hand on the arete and your right on a low undercling.

**3. Trade Route to India V4 \*\***

Start on the low undercling rail with your choice of good feet. Climb up through the obvious angled pinch/rail. Grade and quality are height dependent.

**4. Sahara V4 \***

Start using the high crimp at the base of the shallow corner and climb up. Grade and quality are height dependent.

**5. Sword in the Stone V6 \*\*\***

Start on low underclings to the right of Sahara. Climb up through the sharp crimp under the bulge.

**6. From Capetown to Cairo V1 \*\***

Start with a left hand undercling at Namibia and a right sidepull at Madagascar. Go up to a crimp somewhere near Zanzibar and topout east of Egypt.

**7. Prince of Persia V1**

Start sitting directly under the arete and climb up it.

**8. Arabian Nights V1 \***

Sit start on the low large jug right of the arete and climb up.

**9. Kilimanjaro V1 \***

Start sitting in the pit and climb up.

**10. Cepheus V0**

Climb face to the left of the arete.

**11. Hercules V2 \***

Start with the left hand on a good undercling and right on the lip above. Climb up and right onto the slab.

**12. Ursa Major V0 \***

Start compressing either side of the base of the prow and climb up the right side of it.

**12. Zeus V6**

Start as for Ursa Major but traverse right to top out as Hercules.

**13. Stone Throne V0 \*\***

Start sitting with hands on the low large ledge.

**14. Yertle V0**

Sit start on the right side of the boulder.

**15. Down the Rabbit Hole V1 \***

Start on the small ledge at the bottom of the angled left arete. Climb it.

**16. Tales of the Purple Platypus V5**

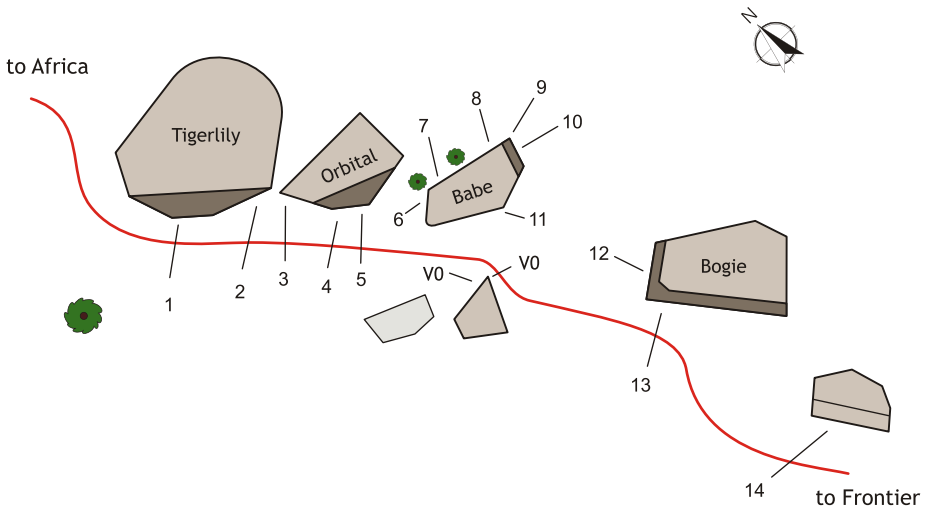
Start on the left side of the face, on crimps below the ledge. Move up to the ledge and top out. Several variations exist that traverse right eliminating the ledge.

**17. Cheshire Cat V1**

Start on the right side of the face matched on the high large flake. The topout needs some serious cleaning.



# Tigerlily



## 1. Tigerlily V8 \*\*\*

Sit start at the base of the obvious left facing corner. Climb it!

## 2. Waterlily V3 \*\*\*

Start on the right side of the boulder and climb the huge ledge left into Tigerlily.

## 3. The Orbital Traverse V3 \*\*\*

Sit start on the left side of the boulder. Traverse right along the lip passing the large right facing corners to top out up the low angle arete.

## 3. Failure to Launch V0 \*

Start as for Orbital Traverse, but climb straight up over the bulge.

## 4. Orbital Insertion V4 \*

Start matched in the good slot at the lip. Climb left to top out as for the end of The Orbital Traverse. A hard sit start below this looks possible.

## 4. Perogee V5 \*\*

Start as for Orbital Insertion, but climb straight up onto the slab, eliminating the arete on the left as you top out.

## 5. Apogee V5 \*

Start right of Orbital Insertion with your left hand on the sloping lip and right hand on a sidepull edge. Make a couple of hard moves up the blunt arete.

## 6. Ox Tail Swoop V1 \*

Start just right of the tree, left hand on crimp behind the tree, right hand on nothing. Move up and right to the lip. Harder if you are short.

## 7. Delicate Touch V1 \*\*

Climb the face between the two trees.

## 8. Big Blue Ox V0- \*\*

Climb the face. Kid friendly.

## 9. Mary Poppins V1 \*

Sit start under the right side of the prow and climb the short arete using good holds.

## 10. Mary Poppins Left V3 \*

Sit start under the prow with a left hand side pull and a good crimp. Climb up the prow.

## 11. Monumental V1

Start sitting to the left of the downclimb of the boulder. Climb up.

## 12. Bogie Left V3 \*\*

Sit start on two crimps at the base of the shallow corner and climb up.

## 13. Bogie Right V3 \*

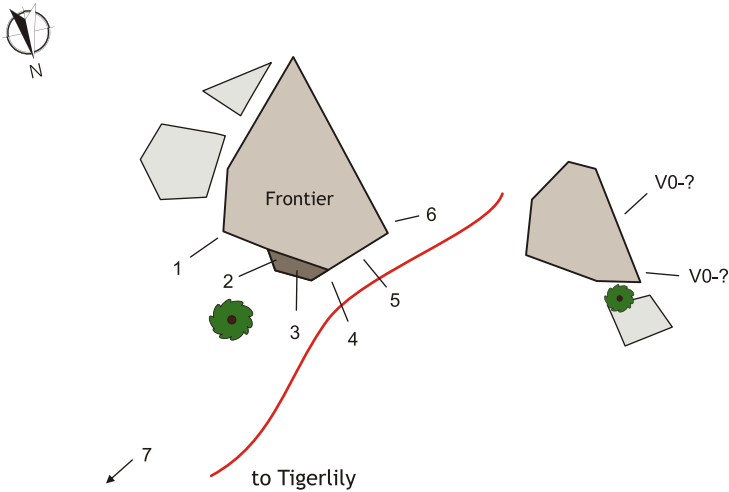
Sit start with left hand on a pinch and right on an edge below the lip. Climb up over the lip and up the slab.

## 14. Good Eye, Petra V0- \*

Climb the sweet short slab.

# Frontier

The Frontier boulder is a bit of an anomaly at Calabogie. Where all the other boulders are pretty clearly Granite, this one is some kind of weird quartz monstrosity. Be wary of the sharpness.



**1. Greg's Bread V3**

Sit start with right sloper, left hand on jug or incut. Traverse right and top out.

**2. White Buffalo V0 \*\***

Start with left hand on a high slope and right on any of the good holds in the seam under the roof. Climb up and left onto the slab.

**3. Bloody Kristal V1 \***

Start on good holds in the seam, move right to the arete and then up.

**3. Bloody Kristal Direct V2 \***

Start as for Bloody Kristal, but go directly up to the crystal ledge at the lip and top out straight over the prow onto the slab.

**4. Pain for Breakfast V4**

Sit start on the arete with left hand on two finger hold, right hand on a knob around the corner. Climb straight up.

**5. Wild Turkey V0 \*\***

Sit start low on pockets and climb up the featured face.

**6. Tombstone V0- \***

Climb up the arete.

**7. Pitiful V3**

The cleaned slab to the left just before the Frontier boulder. Start sitting in the pit and awkwardly climb out of it onto the slab.

# Problems by Grade

## V0-

- \*\*\* Diedre - New Squamish 7
- \*\*\* Call of Duty - Main - Warfare 4
- \*\* Over the Rainbow - New Squamish 5
- \*\* November Sunshine - Main - Highball 10
- \*\* War of Attrition - Main - Warfare 5
- \*\* Not a Jedi Yet - Main - Chief 1
- \*\* Bolting on Lead - Main - Chief 14
- \*\* Big Blue Ox - Tigerlily 8
- \* Zig Zag Crack - Cliffline 2
- \* Cobra Crack - New Squamish 9
- \* Ants on a Log - Gateway 13
- \* White Flag - Main - Warfare 3
- \* Crooked Nose - Main - Chief 8
- \* Consolation Prize - Slab 5
- \* Good Eye, Petra - Tigerlily 14
- \* Tombstone - Frontier 6
- The Pinnacle Gnome - Main - Highball 15

## V0

- \*\*\* Banana Peel - New Squamish 6
- \*\*\* Dreamcatcher - New Squamish 8
- \*\*\* Westward Ho - Main - West Nile 10
- \*\*\* Running of the Bulls - Nine-Tenths 5
- \*\* Marita Special #1 - Main - Highball 12
- \*\* The Belly of the Whale - Main - West Nile 5
- \*\* Lockdown - Main - Warfare 10
- \*\* Take off your Tennies - Main - Chief 17
- \*\* Babylon - Slab 7
- \*\* Bachelor of Applied Manteling (BaM) - Slab 8
- \*\* Stone Throne - Africa 13
- \*\* White Buffalo - Frontier 2
- \*\* Wild Turkey - Frontier 5
- \* The Grand Wall - New Squamish 11
- \* Manteling 101 - Gateway 5
- \* Bottoms Up - Gateway 7
- \* Backscratcher - Gateway 9
- \* Mean Looking Porcupine - Gateway 10
- \* Entomophobia - Phobia 3
- \* Black and Blue - Main - Highball 14
- \* They Can't All Be Gold - Main - Chief 7
- \* Oederland - North Africa 1
- \* Barnacle - North Africa 8
- \* Greenland - Africa 1
- \* Mid-Atlantic Rift - Africa 2
- \* Ursa Major - Africa 12
- \* Failure to Launch - Tigerlily 3
- Pitch Two - Phobia 9
- Stranger's Gift - Nine-Tenths 4
- Paul Bunyan Was Here - Main - Chief 6
- Mayfly - Main - Chief 13
- Cepheus - Africa 10
- Yertle - Africa 14

## V1

- \*\*\* Manteling 201 - Gateway 4
- \*\*\* Hispanic Panic - Gateway 8
- \*\*\* Horde Juggernaut in the Fog - Main - Chief 10
- \*\* Angel's Crest - New Squamish 10
- \*\* Gateway Arete - Gateway 1
- \*\* Rescue - Main - West Nile 7
- \*\* From Capetown to Cairo - Africa 6
- \*\* Delicate Touch - Tigerlily 7
- \* Heavy Duty - New Squamish 3
- \* The Ultimate Everything - New Squamish 12

- \* Deception - Gatekeeper 3
- \* Shrapnel - Gatekeeper 5
- \* The Gate Traverse - Gateway 1
- \* Trundle of Joy - Main - Highball 11
- \* Some Beautiful Things Remain - Main - West Nile 1
- \* Castaway - Main - West Nile 3
- \* Moby Dick - Main - West Nile 4
- \* Hot Crossed Buns - Main - West Nile 10
- \* Flight of Fancy - Main - Chief 2
- \* Arabian Nights - Africa 8
- \* Kilimanjaro - Africa 9
- \* Down the Rabbit Hole - Africa 15
- \* Ox Tail Swoop - Tigerlily 6
- \* Mary Poppins - Tigerlily 9
- \* Bloody Kristal - Frontier 3
- Prince of Persia - Africa 7
- Cheshire Cat - Africa 17
- Monumental - Tigerlily 11

## V2

- \*\*\* The Gate - Gateway 2
- \*\*\* Crotch Notch - Main - Warfare 9
- \*\* Gatekeeper - Gatekeeper 1
- \*\* Trianglism - Gatekeeper 8
- \*\* Watership Down - Main - Highball 6
- \*\* The Tempest - Main - West Nile 2
- \*\* Riptide - North Africa 4
- \*\* Monkey Face - North Africa 7
- \* Squamish Buttress - New Squamish 4
- \* Solids in Suspension - Gatekeeper 2
- \* Mind the Mossy Knoll - Gateway 6
- \* Walking Stick - Gateway 11
- \* Feature Press - Nine-Tenths 8
- \* Ivory Tusk - Main - Chief 3
- \* Snowbird - Main - Chief 12
- \* Colin's Prow - North Africa 5
- \* Morpheus - North Africa 9
- \* Hercules - Africa 11
- \* Bloody Kristal Direct - Frontier 3
- Heavy Fest - New Squamish 2
- Negative Space - Gatekeeper 7
- Sunspot - Gatekeeper 11
- The Forgotten - Main - Warfare 7
- Broken Dreams - Slab 6

## V3

- \*\*\* The Boulder I Want - Gatekeeper 7
- \*\*\* Solar Flare - Gatekeeper 10
- \*\*\* The Bullfighter's Friend - Nine-Tenths 1
- \*\*\* Waiting in Line for the Electric Chair - Main - Highball 2
- \*\*\* Beautiful Odyssey - Main - West Nile 1
- \*\*\* Meanie - Slab 3
- \*\*\* Waterlily - Tigerlily 2
- \*\*\* The Orbital Traverse - Tigerlily 3
- \*\* Ice Age - Gatekeeper 6
- \*\* The Ambassador... - Nine-Tenths 1
- \*\* Blackfly Bitch - Nine-Tenths 3
- \*\* Solid Ether - Main - Highball 4
- \*\* Passover - Main - West Nile 9
- \*\* Crescent Moon - Main - Warfare 8
- \*\* Scratching Post Direct - Main - Chief 5
- \*\* The Happy Hooker - Slab 2
- \*\* Ride the Wave - North Africa 4
- \*\* Dreamweaver - North Africa 11
- \*\* Bogie Left - Tigerlily 12

- \* The Facebook Insult - New Squamish 1
- \* Zombie Roof - New Squamish 13
- \* Cacophobia Direct - Phobia 2
- \* Enochlophobia - Phobia 7
- \* The Conquistador of Rad - Nine-Tenths 2
- \* SF Bunnies - Main - Highball 5
- \* Escape Tunnel - Main - Highball 9
- \* Jonah - Main - West Nile 6
- \* Lost at Sea - Main - West Nile 6
- \* Scrapey - Main - Chief 4
- \* Mary Poppins Left - Tigerlily 10
- \* Bogie Right - Tigerlily 13
- Stink Bug - Gateway 12
- Split the Seams - Main - Highball 13
- Greg's Bread - Frontier 1
- Pitiful - Frontier 7

#### V4

- \*\*\* November - Gatekeeper 4
- \*\*\* Malaria - Main - West Nile 13
- \*\* The Great Roof - Cliffline 1
- \*\* Disappearing Ink - Gatekeeper 9
- \*\* Fear of Porcupines - Phobia 6
- \*\* The Survivalist - Main - Highball 1
- \*\* Last Meal - Main - Highball 3
- \*\* Yellow Fever - Main - West Nile 11
- \*\* Trypanosomiasis - Main - West Nile 11
- \*\* Trade Route to India - Africa 3
- \* Put All Your Fears to Rest - Gateway 3
- \* Staalbasiphobia - Phobia 4
- \* Ergophobia - Phobia 5
- \* West Nile Direct - Main - West Nile 11
- \* The Perch - Main - Chief 9
- \* Little Red Riding Hood - Main - Chief 18
- \* Suspended Animation - Slab 4
- \* Sahara - Africa 4
- \* Orbital Insertion - Tigerlily 4
- Pitfall - Slab 1
- Pain for Breakfast - Frontier 4

#### V5

- \*\*\* Palpable Tension - Nine-Tenths 9
- \*\*\* Prisoner of Gravity - Main - Highball 7
- \*\*\* Siege Tactics - Main - Warfare 1
- \*\* Trench Warfare - Gatekeeper 4
- \*\* Twisted by Design - Nine-Tenths 6
- \*\* The Rock Giveth... - Main - Highball 11
- \*\* Crucifixion - Main - West Nile 8
- \*\* Resurrection - North Africa 2
- \*\* A Fire Upon the Deep - North Africa 10
- \*\* Perogee - Tigerlily 4
- \* Astraphobia - Phobia 1
- \* Uphill Battle - Main - Warfare 2
- \* Ledge Project - Main - Warfare 6
- \* Tsunami - North Africa 3
- \* Apogee - Tigerlily 5
- Dances with Wolves - Main - Chief 16
- Flight of the Majestic Porcupine - North Africa 6
- Tales of the Purple Platypus - Africa 16

#### V6

- \*\*\* Sword in the Stone - Africa 5
- \*\* The High Road - Gatekeeper 4
- \*\* Wolf in Sheep's Clothing - Main - Chief 15
- \* The Journey... - Phobia 8
- \* Gatineau Special - Nine-Tenths 7
- Zeus - Africa 12

#### V7

- \*\* Concentration Tongue - Main - Chief 11
- \* The Theorem - Nine-Tenths 7

#### V8

- \*\*\* Westside Story - Main - Warfare 11
- \*\*\* Tigerlily - Tigerlily 1
- \*\* The Low Road - Gatekeeper 4
- The Upside Down - Main - West Nile 1

#### V10

- \*\* Demogorgon - Nine-Tenths 11

#### V11

- \*\* Intro to Westside Story - Main - Warfare 11

#### V13

- \* Veil of Shadows - Nine-Tenths 10

#### Projects

- life sentence project - Main - Highball 8
- west nile - Main - West Nile 12
- potential - Main - Warfare 12
- chief project - Main - Chief 19