

Calabogie

Bouldering Guide

2015 Edition
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TOPOUT

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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

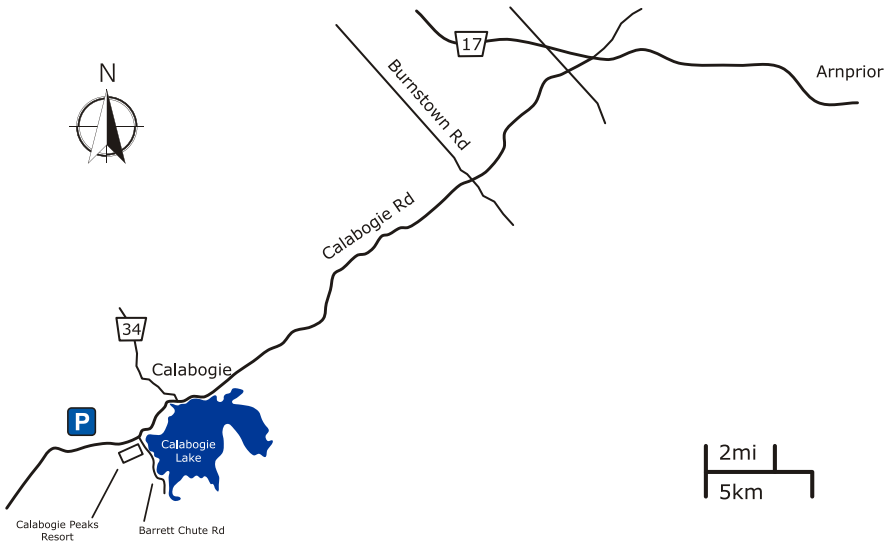
The rock is good quality granite. The boulders are talus from the Cliff above. Many have thankfully fallen far enough to the escape the main talus field, and have come to rest on the relatively flat ground beside the pond.

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

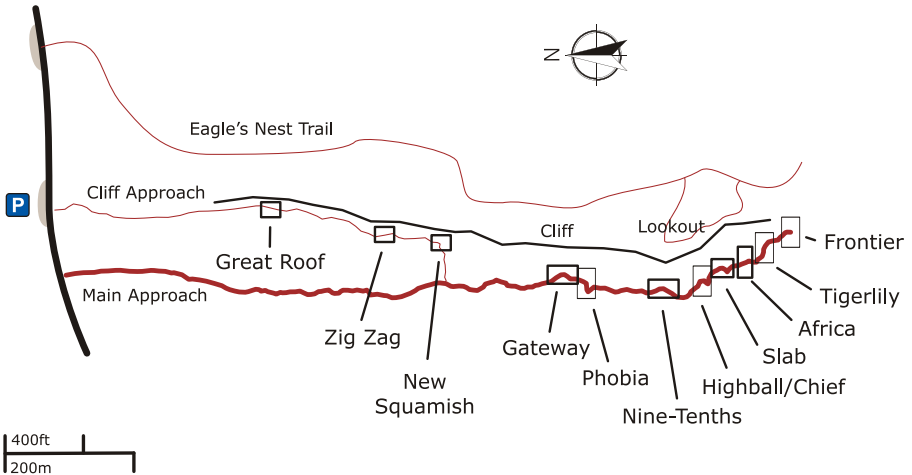
The boulders are located just outside of the small town of Calabogie, an hour west of Ottawa. From Ottawa, take the 417/17 west through Arnprior. Take the well marked left turn onto County Road 508 (Calabogie Road) and drive through the town of Calabogie. The parking pullout is located at the bottom 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

The easiest way to the main areas is to park across from the Manitou Mountain Trailhead and walk down the road 100m to some logs across the ditch. Cross the ditch, hike up the hill, and the trail will take you to the Gateway boulder in about 15 minutes. For the cliffline boulders, follow the Manitou Mountain Trail along the base of the cliff, as per the climbing.

to Calabogie



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

** a good problem, climb it

* a decent problem, worth climbing

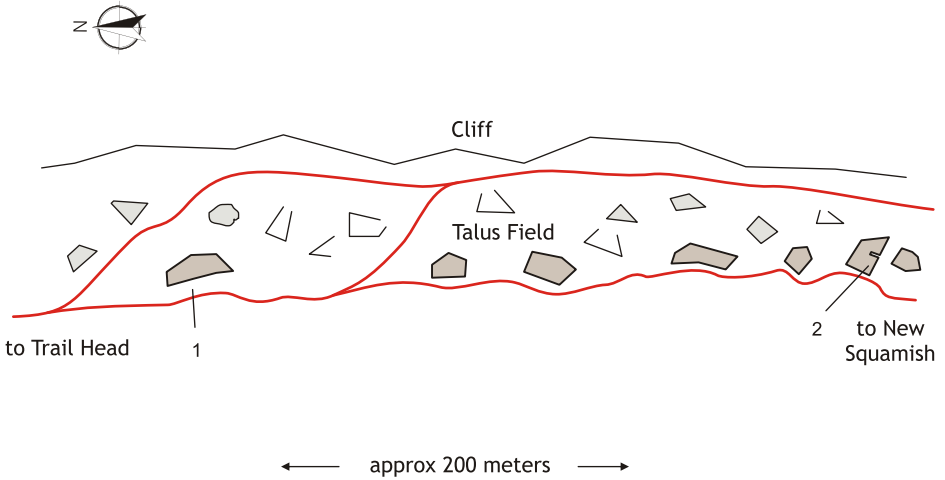
no stars - short, chossy, contrived or otherwise uninteresting

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.

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 several other established problems (a couple on the boulder in front of the Zig Zag Crack), and potential for more.



□ 1. The Great Roof V4 **

Climb out the seam in the roof to top out through the crack. A harder extension also looks possible that hasn't been done yet as far as I know. It also looks like

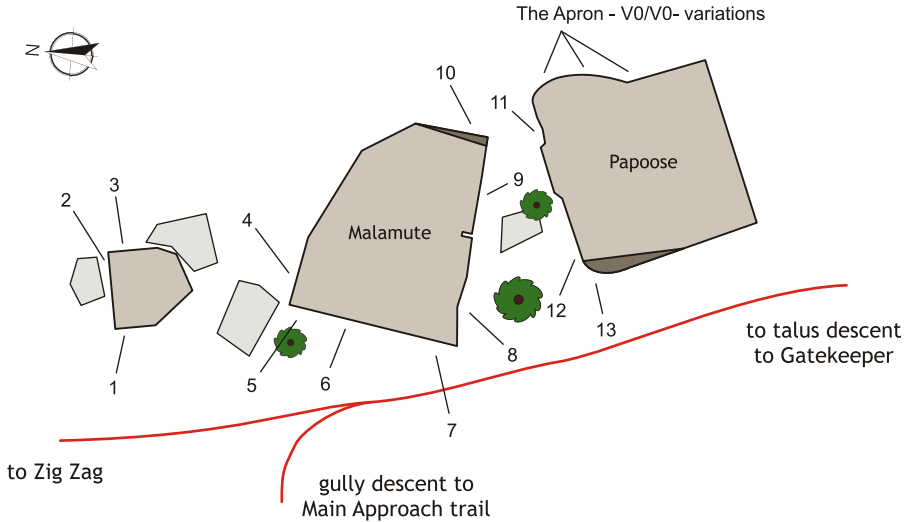
there is potential for another hard problem coming out of the roof lower and to the left of the main line.

□ 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. Currently a bit of a bushwhack to hike down the hill to get 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 *

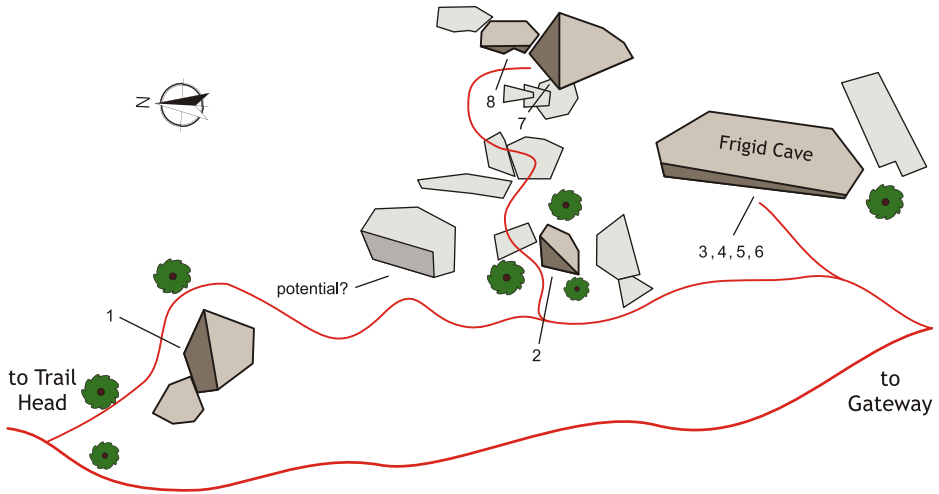
Sit start with your right hand on a sidepull jug near the blunt arete. Climb up and slightly left through the ledge.

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. 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. 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.

5. 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.

6. 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.

7. Solar Flare V3 ***

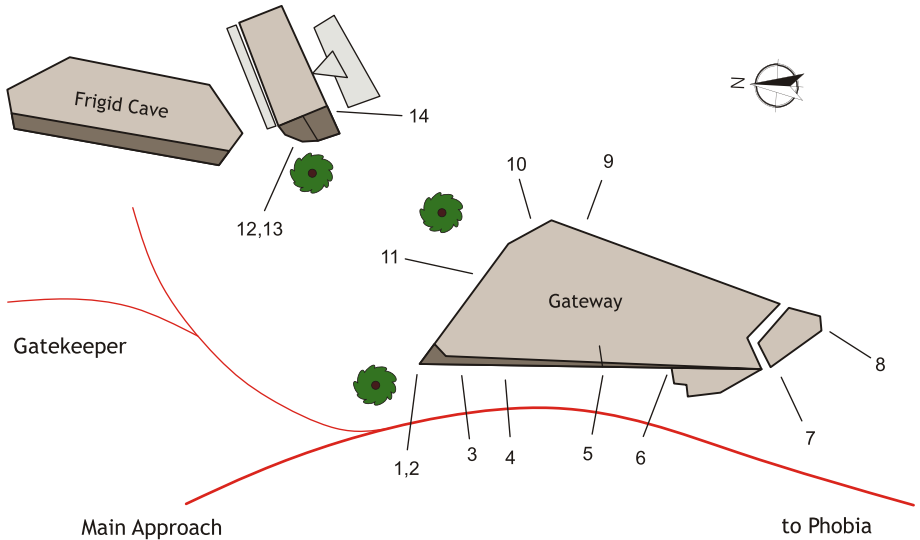
Sit start with right hand on the arete and left on a low side pull. Climb up and left along the steep arete.

8. 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.

□ 2. The Gate Traverse V1 *

Sit start as for Gateway Arete, climb to the ledge and traverse right along it all the way to topout at Manteling 101.

□ 3. 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.

□ 4. 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.

□ 5. Manteling 201 V1 ***

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

□ 6. Manteling 101 V0 *

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

□ 7. 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. Don't cheat on the start by using the main boulder for feet.

□ 8. Bottoms Up V0

Sit start and climb the blunt arete.

□ 9. Hispanic Panic V1 **

Climb up the obvious slab.

□ 10. Backscratcher V0 *

Climb the face to the right of Hispanic Panic.

□ 11. 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.

□ 12. 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.

□ 13. The Boulder I Want V3 **

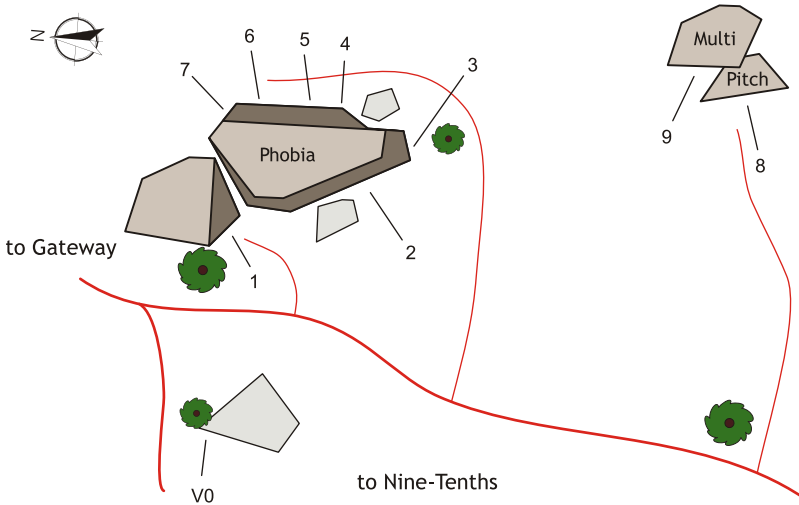
Sit start at the lip of the low roof (same as for Negative Space). Traverse right to climb the far right arete of the overhanging prow. A slightly harder direct variation climbs straight up the sloping holds on the right arete of the large corner.

□ 14. Trianglism V2 **

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

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.

☐ 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 **

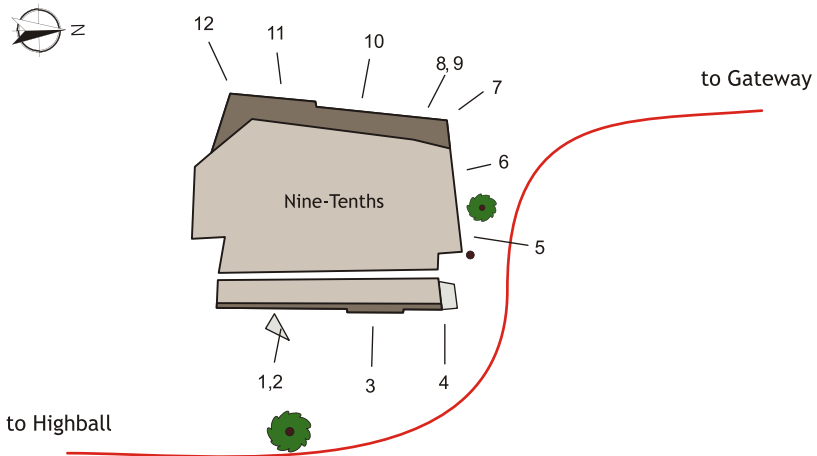
...of 1000 climbs begins with a single move. Start on the obvious small crimps in the middle of the face. Climb up and left to the lip. Climbing right to the arete instead goes around V4.

☐ 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.

2. The Ambassador... V3 **

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

3. The Conquistador of Rad V3 *

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

4. Blackfly Bitch V3 **

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

5. Stranger's Gift V0

Climb the face between the trees.

6. Running of the Bulls V0 **

Climb up the featured face.

7. 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.

8. 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.

9. Gatineau Special V6 *

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

10. 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.

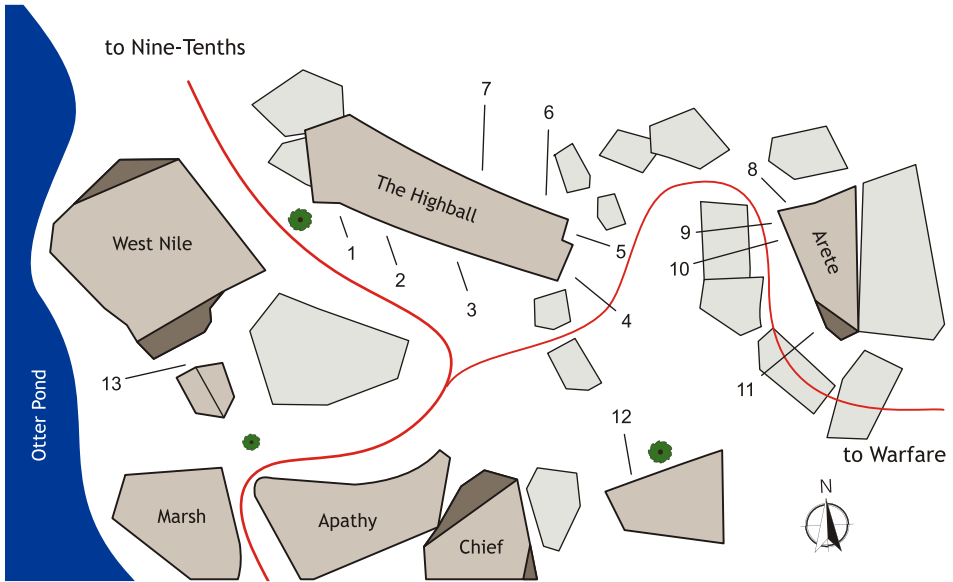
11. Ken's Slab V5 ***

(aka Palpable Tension) 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.

12. Yves' Project

Figure out some way to climb the suspended arete.

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 V4 ***

Start on the high crimps and climb up to the easy topout. Technical.

□ 8. November Sunshine V0- *

Climb the face and left side of the arete.

□ 9. Trundle of Joy V1 *

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

□ 10. 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. Marita Special #1 V0 **

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

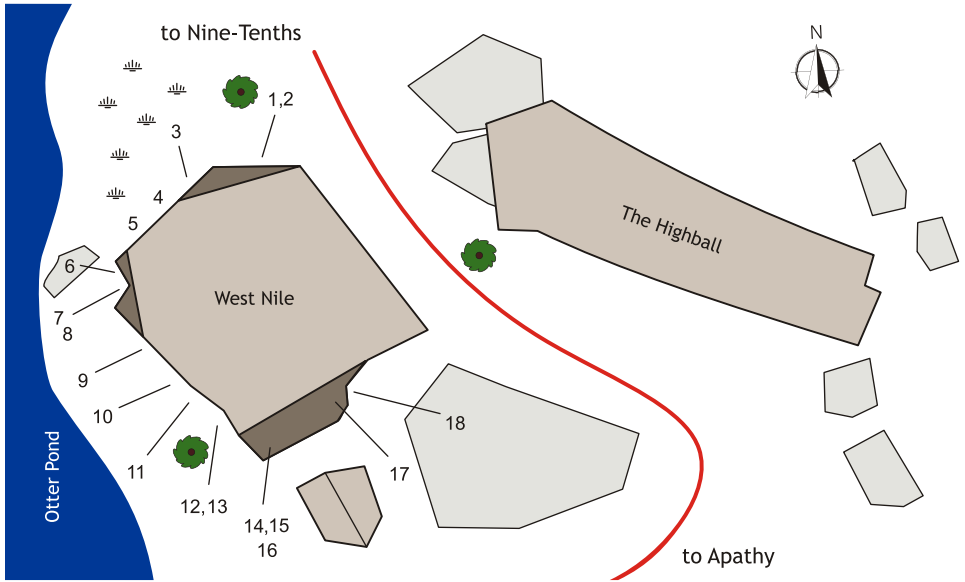
□ 12. Black and Blue V0 *

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

□ 13. 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.

West Nile



1. Some Beautiful Things Remain V1 *

Sit start on the large sloping ledge and climb up and left to the easy slab.

2. Beautiful Odyssey V3 ***

Sit start as for Some Beautiful Things Remain. Traverse right on the obvious sloping ledges to top out up the blunt arete.

3. The Tempest V2 *

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

4. Castaway V1 *

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

5. Moby Dick V1 *

Sit start on the fat sloping pinch and climb up.

6. The Belly of the Whale V0 **

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

7. Jonah V3 *

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

8. Lost at Sea V3 **

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

9. Rescue V1 **

Start on the crimps at chest height and climb up.

10. Crucifixion V5 **

Start matched on the flake/edge/undercling/pinch and climb up the right facing corner.

11. Passover V3 **

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

12. Westward Ho V0 ***

Climb the slightly overhanging featured face.

13. Hot Crossed Buns V1 *

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

14. Yellow Fever V4 **

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

15. Trypanosomiasis V4 **

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

16. 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.

17. West Nile

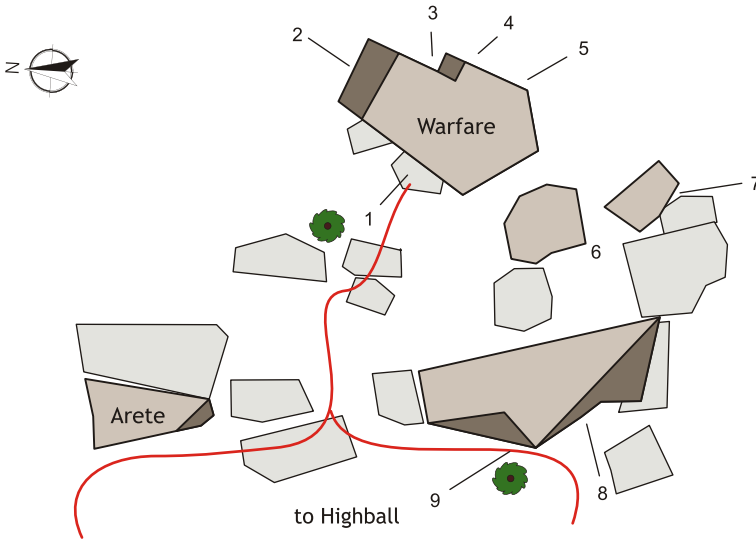
Sit start deep under the right side of the roof on the sloping rail. Traverse under the roof to the left arete and top out. Apparently sent and graded V7 back in the day, but has not been repeated recently/ever.

18. 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.

Warfare

A great new addition to the area, with the potential for a few more problems. Watch out for some poison ivy near 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. The Forgotten V0

Sit start under the arete and climb it.

7. Ledge Project

Sit start on the large sloping ledge and try to get somewhere.

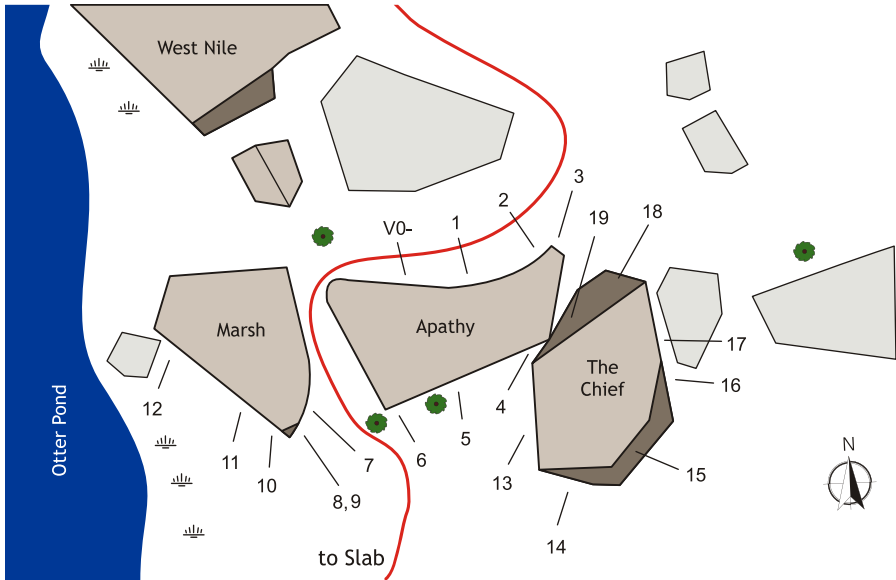
8. 30 Degree Project

Start on the obvious sloping ledge and figure out some way of climbing up. A low sit start also looks possible.

9. Unknown

Anybody know what this is? Project?

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. Hasn't been repeated since the foot broke. 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.

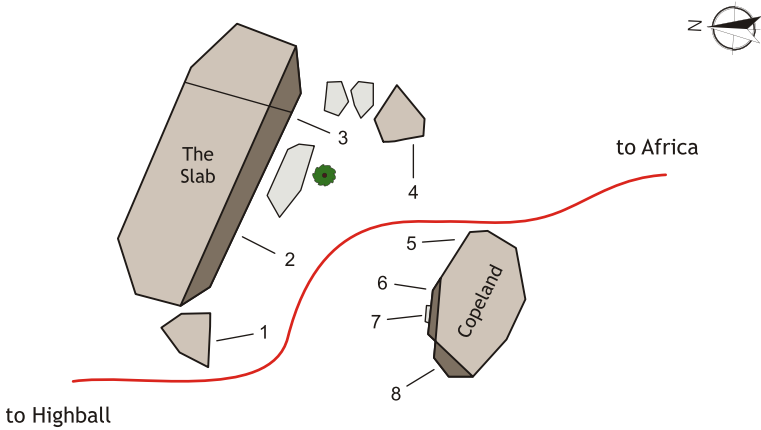
18. Little Red Riding Hood V4 **

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.

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.

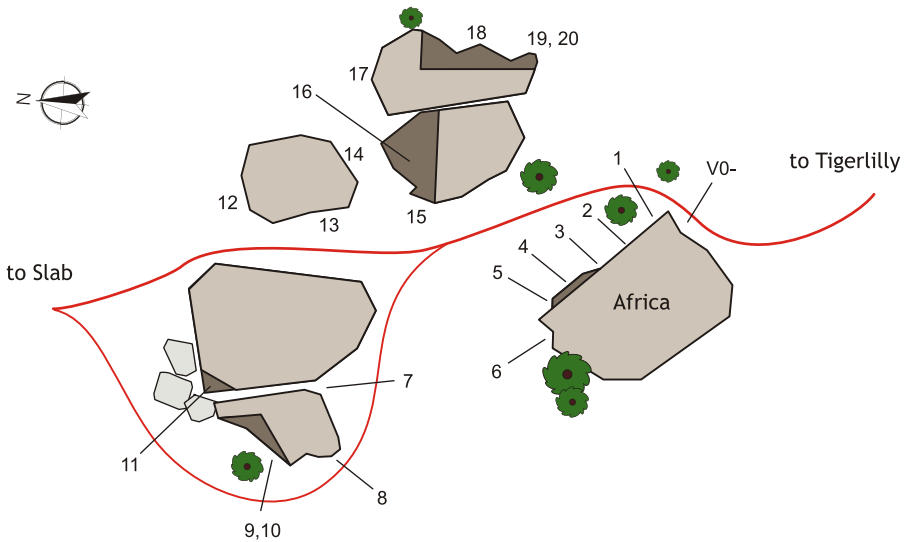
7. Babylon V0 **

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. Mid-Atlantic Rift V0 *

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

2. 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.

3. Sahara V4 *

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

4. Sword in the Stone V6 ***

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

5. 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.

6. Arabian Nights V1 *

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

7. Flight of the Majestic Porcupine V5

Start on a small high crimp where the boulders meet. Climb left through the sloped lip and top out at the apex of the overhang.

8. Colin's Prow V2 *

Climb the blunt prow.

9. Riptide V2 **

Sit start matched on the low sloping triangle. Top out above.

10. Ride the Wave V3 **

Sit start as for Riptide, but follow the lip of the boulder left to the top.

11. Resurrection V5 **

Squat start in the cave with right hand on a good undercling and left hand with a sidepull around the corner. Emerge from the cave and climb up the face. The stand start goes at around V2.

12. Monkey Face V2 **

Sit start at the base of the lip and follow it up and right all the way to the top.

13. Barnacle V0

Sit start on the good jug and climb up.

14. Morpheus V2 *

Sit start with your left hand on the good high ledge and right on a low sidepull. Starting on the lower pair of crimps goes at V5.

15. Dreamweaver V3 ***

Sit start at the low roof and climb left up the arete.

16. A Fire Upon the Deep V5 **

Sit start with left hand and the good low undercling and right hand on the small seam/crimp. Climb up and join Dreamweaver.

17. Cepheus V0 *

Climb face to the left of the arete.

18. Hercules V2 *

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

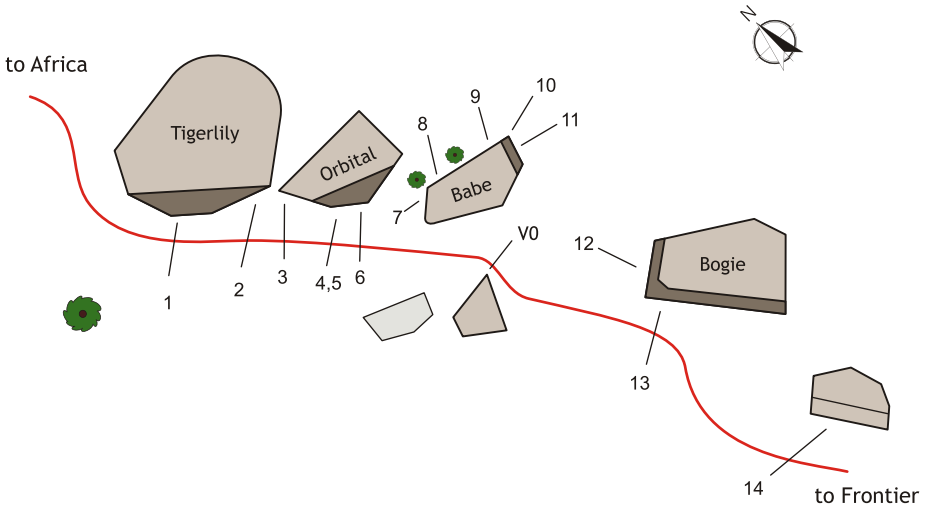
19. Ursa Major V0 *

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

20. Zeus V6 *

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

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.

4. Orbital Insertion V4 *

Start on the angled slot at the lip and climb left to top out as for the end of The Orbital Traverse. A hard sit start below this looks possible.

5. Perogee V5 *

Start matched on the good incut slot under the overhang. Climb straight up onto the slab, eliminating the arete on the left as you top out.

6. 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.

7. Ox Tail Swoop V1 *

Start just right of the tree on two crimps. Move up and reach right to a good sidepull to top out.

8. Delicate Touch V1 **

Climb the face between the two trees.

9. Big Blue Ox V0- **

Climb the face.

10. Mary Poppins V1 *

Sit start on good holds and climb the short arete.

11. Mary Poppins Left V3 *

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

12. Bogie Left V3 **

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

13. Bogie Right V3 *

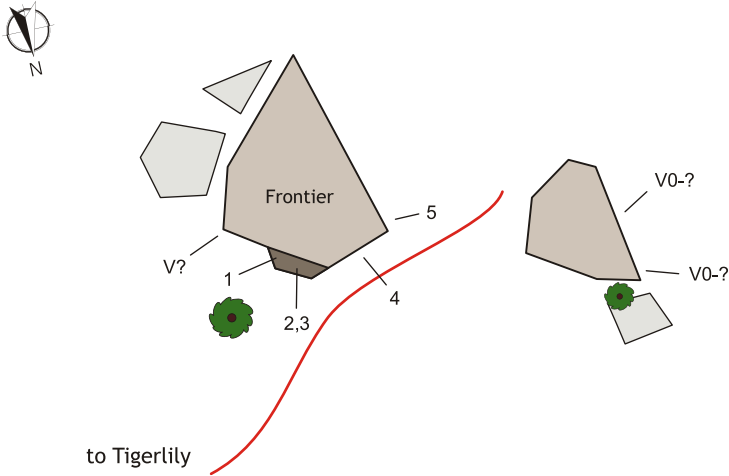
Sit start with left hand on a pinch and right on an edge below the lip. Climb up over the lip and up the slab.

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. 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.

2. 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.

3. Bloody Kristal V1 *

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

4. Wild Turkey V0

Sit start low on pockets and climb up the featured face. Still a bit dirty and crumbly. Might be better once it cleans up a bit.

5. Tombstone V0-

Climb up the arete. Might get a star if it was clean, but right now it's not really worth it.

Problems by Grade

V0-

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

V0

- *** Banana Peel - New Squamish 6
- *** Dreamcatcher - New Squamish 8
- *** Westward Ho - West Nile 12
- ** Running of the Bulls - Nine-Tenths 6
- ** Marita Special #1 - Highball 11
- ** The Belly of the Whale - West Nile 6
- ** Take off your Tennies - Chief 17
- ** Babylon - Slab 7
- ** Bachelor of Applied Manteling (BaM) - Slab 8
- ** White Buffalo - Frontier 1
- * The Grand Wall - New Squamish 11
- * Manteling 101 - Gateway 6
- * Backscratcher - Gateway 10
- * Mean Looking Porcupine - Gateway 11
- * Entomophobia - Phobia 3
- * Black and Blue - Highball 12
- * Paul Bunyan Was Here - Chief 6
- * They Can't All Be Gold - Chief 7
- * Mid-Atlantic Rift - Africa 1
- * Cepheus - Africa 17
- * Ursa Major - Africa 19
- * Bottoms Up - Gateway 8
- * Pitch Two - Phobia 9
- * Stranger's Gift - Nine-Tenths 5
- * The Forgotten - Warfare 6
- * Mayfly - Chief 13
- * Barnacle - Africa 13
- * Wild Turkey - Frontier 4

V1

- *** Manteling 201 - Gateway 5
- *** Horde Juggernaut in the Fog - Chief 10
- ** Heavy Duty - New Squamish 3
- ** Angel's Crest - New Squamish 10
- ** Gateway Arete - Gateway 1
- ** Hispanic Panic - Gateway 9
- ** Rescue - West Nile 9
- ** From Capetown to Cairo - Africa 5
- ** Delicate Touch - Tigerlily 8
- * The Ultimate Everything - New Squamish 12
- * The Gate Traverse - Gateway 2
- * Trundle of Joy - Highball 9
- * Some Beautiful Things Remain - West Nile 1
- * Castaway - West Nile 4
- * Moby Dick - West Nile 5
- * Hot Crossed Buns - West Nile 13

- * Flight of Fancy - Chief 2
- * Arabian Nights - Africa 6
- * Ox Tail Swoop - Tigerlily 7
- * Mary Poppins - Tigerlily 10
- * Bloody Kristal - Frontier 3

V2

- *** The Gate - Gateway 3
- ** Gatekeeper - Gatekeeper 1
- ** Solids in Suspension - Gatekeeper 2
- ** Trianglism - Gateway 14
- ** Watership Down - Highball 6
- ** Riptide - Africa 9
- ** Monkey Face - Africa 12
- * Squamish Buttress - New Squamish 4
- * Sunspot - Gatekeeper 8
- * Mind the Mossy Knoll - Gateway 7
- * Feature Press - Nine-Tenths 10
- * The Tempest - West Nile 3
- * Ivory Tusk - Chief 3
- * Snowbird - Chief 12
- * Colin's Prow - Africa 8
- * Morpheus - Africa 14
- * Hercules - Africa 18
- * Bloody Kristal Direct - Frontier 2
- * Heavy Fest - New Squamish 2
- * Negative Space - Gateway 12
- * Broken Dreams - Slab 6

V3

- *** Solar Flare - Gatekeeper 7
- *** The Bullfighter's Friend - Nine-Tenths 1
- *** Waiting in Line for the Electric Chair - Highball 2
- *** Solid Ether - Highball 4
- *** Beautiful Odyssey - West Nile 2
- *** Meanie - Slab 3
- *** Dreamweaver - Africa 15
- *** Waterlily - Tigerlily 2
- *** The Orbital Traverse - Tigerlily 3
- ** The Facebook Insult - New Squamish 1
- ** The Boulder I Want - Gateway 13
- ** The Ambassador... - Nine-Tenths 2
- ** Blackfly Bitch - Nine-Tenths 4
- ** SF Bunnies - Highball 5
- ** Lost at Sea - West Nile 8
- ** Passover - West Nile 11
- ** Scratching Post Direct - Chief 5
- ** Ride the Wave - Africa 10
- ** Bogie Left - Tigerlily 12
- * Zombie Roof - New Squamish 13
- * Cacophobia Direct - Phobia 2
- * Enochlophobia - Phobia 7
- * The Conquistador of Rad - Nine-Tenths 3
- * Jonah - West Nile 7
- * Scrapey - Chief 4
- * The Happy Hooker - Slab 2
- * Mary Poppins Left - Tigerlily 11
- * Bogie Right - Tigerlily 13

V4

- *** November - Gatekeeper 3
- *** Prisoner of Gravity - Highball 7
- *** Malaria - West Nile 18
- ** The Great Roof - Cliffline 1
- ** Fear of Porcupines - Phobia 6

- ** The Survivalist - Highball 1
- ** Last Meal - Highball 3
- ** Yellow Fever - West Nile 14
- ** Trypanosomiasis - West Nile 15
- ** Little Red Riding Hood - Chief 18
- ** Trade Route to India - Africa 2
- * Put All Your Fears to Rest - Gateway 4
- * Staalbasiphobia - Phobia 4
- * Ergophobia - Phobia 5
- * West Nile Direct - West Nile 16
- * The Perch - Chief 9
- * Suspended Animation - Slab 4
- * Sahara - Africa 3
- * Orbital Insertion - Tigerlily 4
- Pitfall - Slab 1

V5

- *** Ken's Slab - Nine-Tenths 11
- *** Siege Tactics - Warfare 1
- ** Trench Warfare - Gatekeeper 4
- ** Twisted by Design - Nine-Tenths 7
- ** The Rock Giveth... - Highball 10
- ** Crucifixion - West Nile 10
- ** Resurrection - Africa 11
- ** A Fire Upon the Deep - Africa 16
- * Astraphobia - Phobia 1
- * Uphill Battle - Warfare 2
- * Perogee - Tigerlily 5
- * Apogee - Tigerlily 6
- Dances with Wolves - Chief 16
- Flight of the Majestic Porcupine - Africa 7

V6

- *** Sword in the Stone - Africa 4
- ** The High Road - Gatekeeper 5
- ** The Journey... - Phobia 8
- ** Wolf in Sheep's Clothing - Chief 15
- * Gatineau Special - Nine-Tenths 9
- * Zeus - Africa 20

V7

- ** Concentration Tongue - Chief 11
- * The Theorem - Nine-Tenths 8

V8

- *** Tigerlily - Tigerlily 1
- * The Low Road - Gatekeeper 6

Projects

- Yves' Project - Nine-Tenths 12
- West Nile - West Nile 17
- Ledge Project - Warfare 7
- 30 Degree Project - Warfare 8
- Unknown - Warfare 9
- chief project - Chief 19