

Calabogie Bouldering

Part 1: Otter Pond Boulders

2022 Edition
"The Return of the Beavers"

Jason Allemann
Kristal Dubois

With good rock, flat landings, and a beautiful forest setting, Otter Pond is the most popular of Calabogie's bouldering areas. There are over 150 established problems, mostly in the easy to moderate range.

Access, Ethics and Etiquette

Please be respectful of the area and the people you encounter, so we do not to jeopardize our ability to use the area for climbing.

Follow the etiquette guidelines below and consider joining the Ottawa Crag Care Community to learn how you can help keep this site open to climbers. You can find them on Facebook or Instagram.

Leave no trace. Obviously, clean up your garbage, but also remember to scrub away your tick marks, pick up spilled food and bits of tape, and don't haul in a twin mattress and then leave it behind.

Don't build fires. Fire rings are unsightly, the township often has fire bans, and fires beside rocks destroys holds. See the West Nile boulder for evidence.

Do not alter the rock. Don't chip holds to make them bigger and don't pry off rock that is not a safety hazard.

Bury human waste. And pack out your toilet paper.

Minimize erosion at the base of the boulders by picking up your pads instead of dragging them. Don't let dogs dig up the vegetation. Try to avoid sprawling out with your group excessively. Stay on established trails.

Do not use blowtorches or fire to dry wet holds. The uneven heating will weather the rock quickly and lead to broken holds.

Clean your shoes before jumping on a problem. Cleanliness is next to sendliness.

Not everyone likes to listen to your music. Ask the others in the area first.

Not everyone wants the beta. Ask before spraying.

Safety

It's important to assess the safety of every boulder problem you attempt. Consider how flat the landing is and if you have enough pads and spotters for the height of the problem. (Your crash pads are not as cushy or big as the mats in the gym!) Check the quality of the holds, remembering that the freeze/thaw cycle that occurs during the winter can make a once solid hold break off easily. If a hold is marked with an "X", that's an indicator that it is loose. Don't pull it off on your head.

Seasons

Best conditions can be had in the early spring and during the fall months. Summers are usually quite hot and humid, and the proximity of the marsh typically means a lot of bugs from late May through July. Between Mid-November to mid-March, winter usually has a firm grip on the region.

Geology

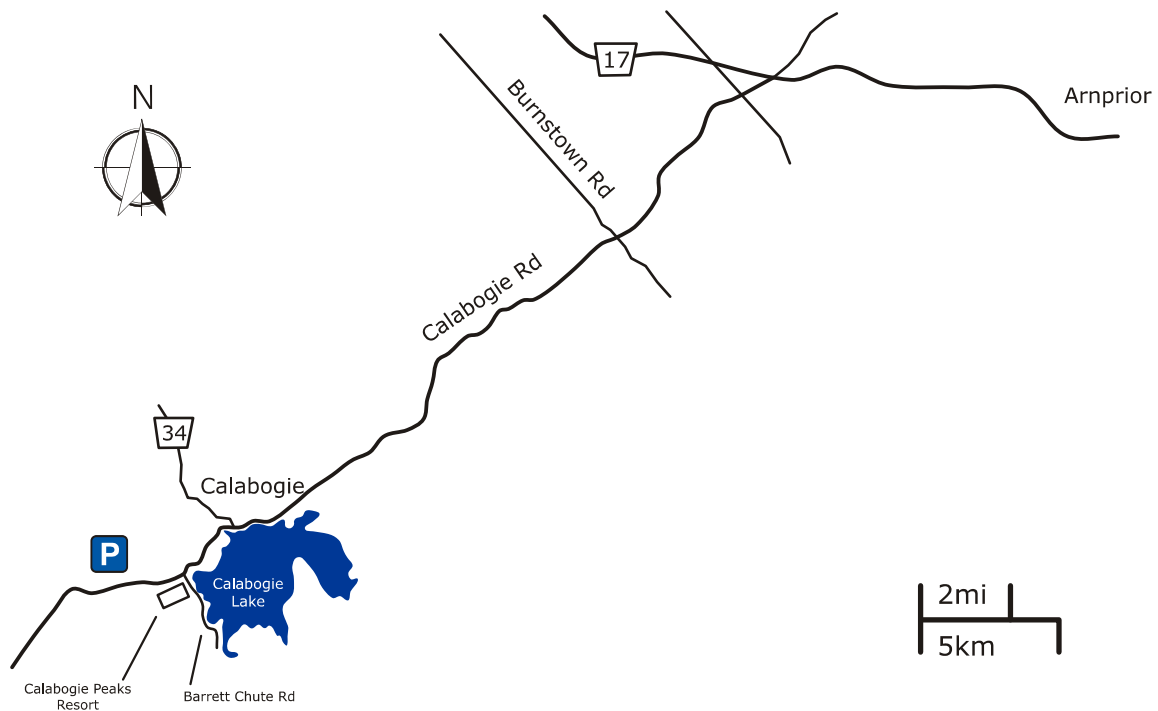
The rock is good quality gneiss. The boulders are talus from the Cliff above. Many have thankfully fallen far enough to escape the main talus field, and have come to rest on the relatively flat ground beside the pond.

Amenities

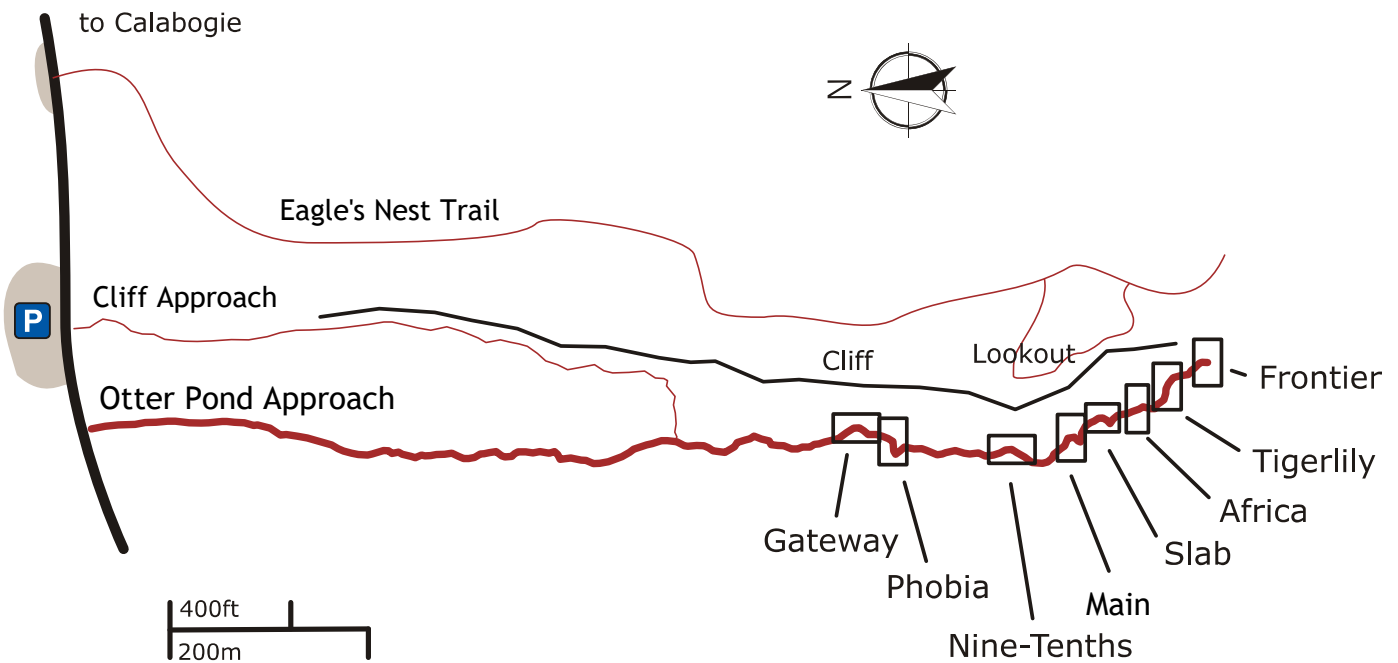
The Eagles Nest lookout is a short hike and a beautiful spot to watch the sunset. Barnet Park on Calabogie Lake offers swimming, fishing, and picnic tables for your post-climbing cookout. The town of Calabogie has a small grocery store and several restaurants, including the Calabogie Brewing Company. Neat Cafe, in Burnstown, is a popular stop with climbers and often has live music.

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. Park in the large "Eagle's Nest 2" parking lot, at the bottom of the hill, just across from the Manitou Mountain Trail, which is 2.5 km (1.6 mi) past Barrett Chute Rd (the turn off for the ski hill).



Do NOT hike in on the Manitou-Mountain Trail!!! It will take you to the cliff and the upper boulders. To get to the Otter Pond boulders, walk another 100m down the road from the parking lot to an unsigned, but well established, trail that starts at a small bridge that spans the ditch. This trail will take you to the Gateway boulder in about 15 minutes.



Quality Ratings and Symbols

⊛ A top ten problem! Fun climbs with good landings. If you are only spending one day at Bogie, try these.

*** 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.

⚠ A problem that is high or has a somewhat sketchy landing. Take care.

☺ A problem that is easier to climb solo or with only a single pad. If you've never climbed outside, this is a great place to start. This doesn't mean the problem is actually any good. See the star rating for that.

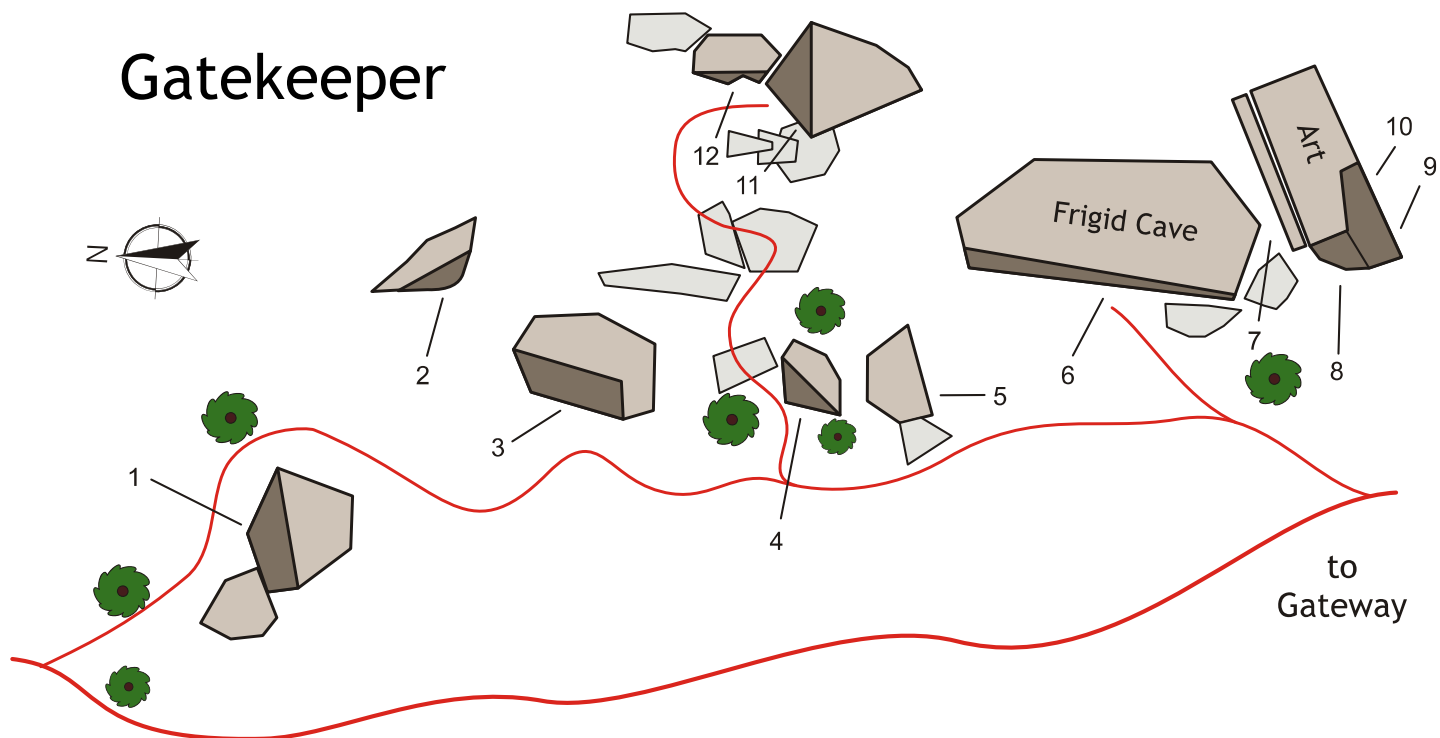
↑ A 'reaching' problem. The grade of these problems will vary depending on your height.

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 also 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. In the height of summer you can expect many problems to feel considerably harder than on a crisp October day.

If you're new to climbing outdoors, you should note that modern gym grades, especially on the lower end, can feel significantly easier compared to outdoor grades. V3 in the gym might feel like V0 at Calabogie.

Gatekeeper



1. Gatekeeper V2 **

Sit start on the large flake under the steep overhang. Climb out and up the shallow corner.

2. Rampart V2 **

Sit start with right on a low crimp and left on the lip. Traverse right along the lip and top out just right of the peak.

3. Just Funky V10 *

Sit start under the right side of the roof, make a couple of hard moves left to the good crimp and climb up.

4. Solids in Suspension V2 *

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

5. Deception V1 * ☺

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

6. 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.

The High Road V5 **

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.

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.

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. Ice Age V3 *

Start sitting under the offset crack.

8. The Boulder I Want V4 ***

Sit start at the lip of the low roof and traverse right to climb the far right arete of the prow. A slightly harder variation climbs directly up the sloping holds left of the arete.

9. Trianglism V2 **

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

10. Disappearing Ink V4 **

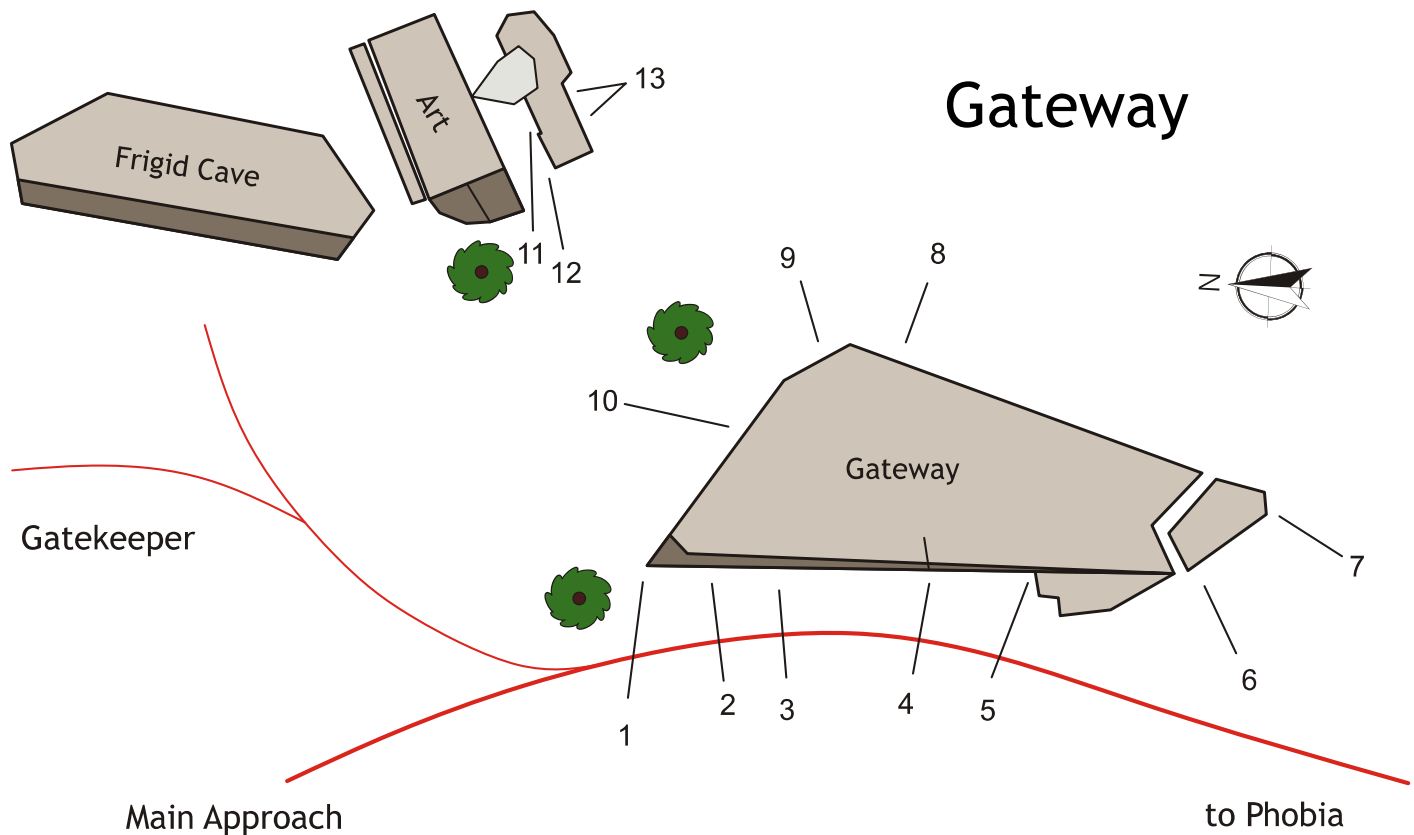
Start sitting with right hand on a small crimp under the roof and left hand on the slope at the lip. Grade is height dependent.

11. 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.

12. 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.



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 allows you to link the start and finish of any two problems to make numerous variations.

1. Gateway Arete V1 **

Sit start on your choice of low edges on the arete. Climb it to the top.

Gateway Traverse V2 *

Sit start as for Gateway Arete. Climb to the ledge then traverse right to top out as Manteling 101.

2. The Gate V2 *** ☺

Sit start on your choice of sloping holds. Move up the the ledge and small crimps. For full value, avoid using the arete.

3. Put All Your Fears to Rest V2-V4 *

A bit of a catch all problem for starting on the ledge, making a big move to the lip and topping out. The grade varies considerably depending on where you start, where you finish, how you climb it, and your height.

4. Manteling 201 V1 *** ☺

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

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 top out anywhere along the traverse at about the same grade. The main boulder is 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.

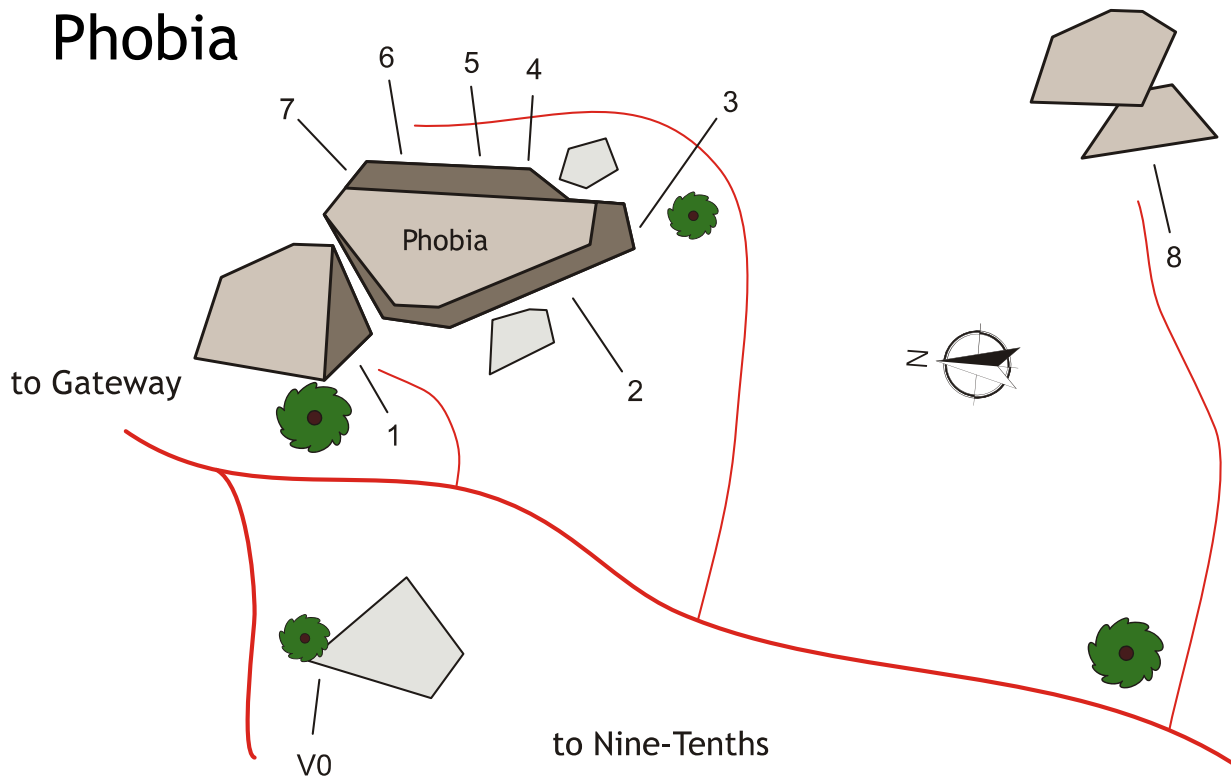
12. Stink Bug V3

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 small children.

Phobia



☐ **1. Astraphobia V5** ★

Fear of thunder and lightning. Sit start matched on the sloping edge under the roof and climb out. Needs to be recleaned.

☐ **2. Cacophobia Direct V3** ★ △

Fear of ugliness. Sit start on the small crimps and climb straight up. The original problem traverses in from the left along the crack at V2ish. 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.

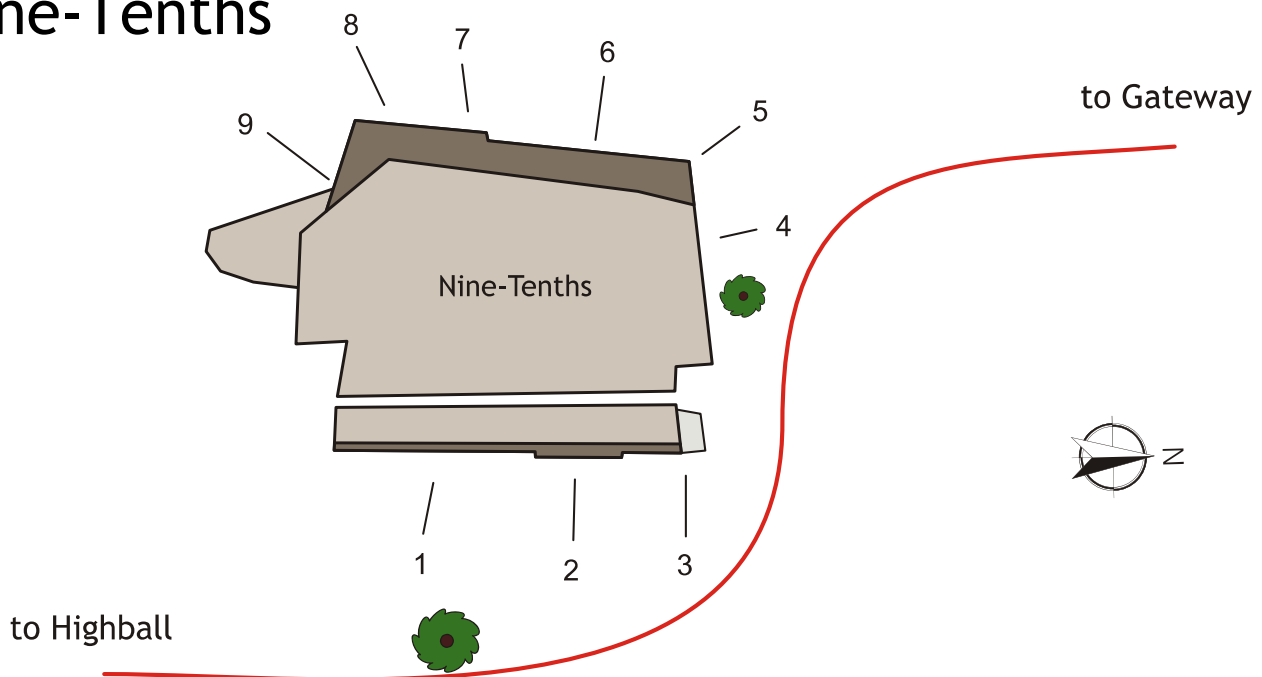
☐ **7. Enochlophobia V3** ★

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** ★

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**.

Nine-Tenths



△ The easiest way down from this boulder is to down climb the wide crack. You may want to scope it out if this is your first time climbing at this boulder.

□ 1. The Bullfighter's Friend V3 ☼

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

□ 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 smeary feet. Not short person friendly. Sit starting from a couple of terrible crimps is around V7.

□ 3. Blackfly Bitch V3 **

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

□ 4. Running of the Bulls V0 **

Climb up the featured face.

□ 5. Twisted by Design V5 **

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

□ 6. Gatineau Special V5 *

Sit start under the roof on the large undercling. Climb straight out using sloping edges and finish up the centre of the slab. The stand start up this slab is **Feature Press V2**.

□ The Theorem V7 *

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

□ 7. Palpable Tension V5 ☼

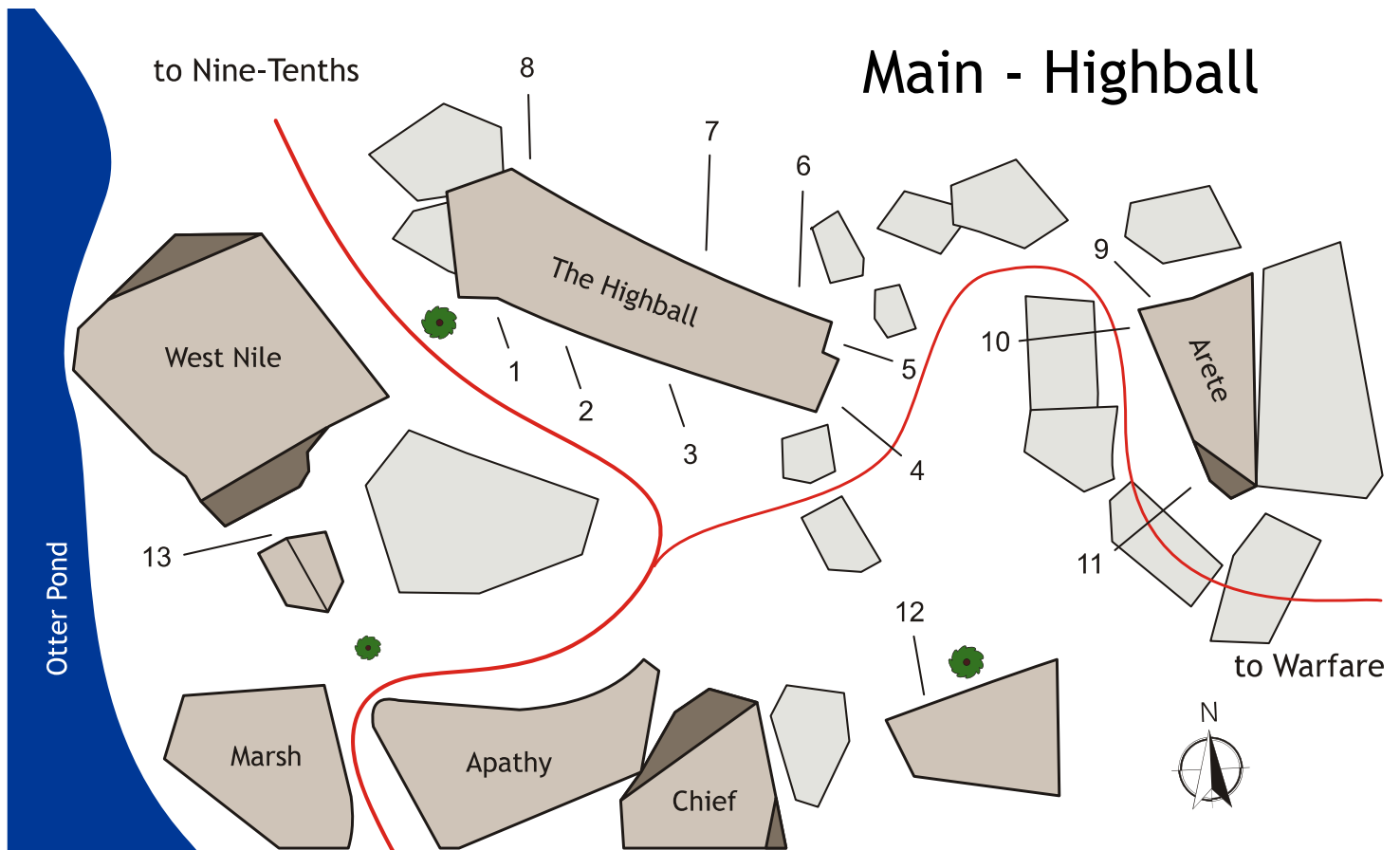
(aka Ken's Super Slab) Climb up the slab using the sweet left facing corner. There are a couple of ways to start, but if you want to do it in the style of the first ascent: start right hand on the high sloping sidepull, right foot in the obvious notch at the lip and left hand pressed on the slab.

□ 8. Vale of Shadows V12 *

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.

□ 9. Demogorgon V7 ** ↓

Start where the detached boulder meets the Nine-Tenths boulder (detached boulder is in). Climb left to the overhanging arete and up. Grade is height dependent.



□ **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.

□ **3. Last Meal V5** **

Climb the face right of the vertical seam. Topout needs cleaning.

□ **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 SF 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. Very technical.

□ **8. 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.

□ **9. November Sunshine V0-** **

Climb the face and left side of the arete.

□ **10. The Rock Giveth... V5** **

...and the rock taketh away. Sit start on your choice of low crimps 4 feet right of the arete. Climb up the face and arete. Stand starting high on the arete is **Trundle of Joy V1**.

□ **11. Marita Special #1 V0** **

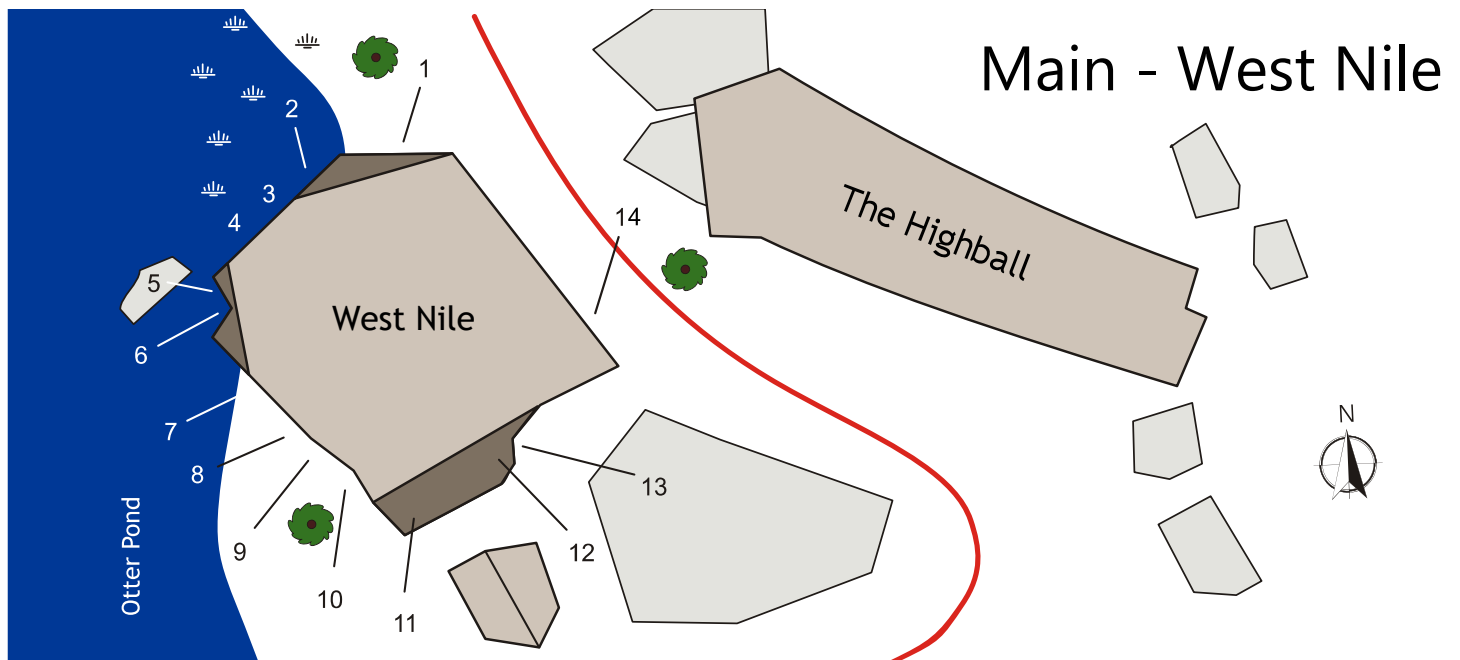
Start on the high ledge to the left of the prow. Move right to the arete and up.

□ **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.



Recent beaver activity has once again put many of these problems underwater for a significant portion of the year. Enjoy them when it's dry or the pond has frozen!

1. Beautiful Odyssey V3 ☼

Sit start on the large sloping ledge. Traverse right on sloping ledges and up the blunt arete. Starting lower on the crimps to the right is **The Upside Down V6**.

Some Beautiful Things Remain V1 *

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

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.

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. Cruxifiction 2.0 V3 **

Start matched on the flake/edge/undercling/pinch and climb up the corner. The fire has created an enormous foot to the right which now makes this much easier.

9. Passover 2.0 V2 *

Sit start with opposing sidepulls. Climb up, then traverse left to top out as for Cruxifiction. This problem has changed considerably since the fire destroyed the original start holds.

10. Westward Ho V0 ☼

Climb the slightly overhanging featured face.

Hot Crossed Buns V1 *

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

11. Yellow Fever V4 **

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

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.

Trypanosomiasis V4 **

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

12. West Nile V?

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.

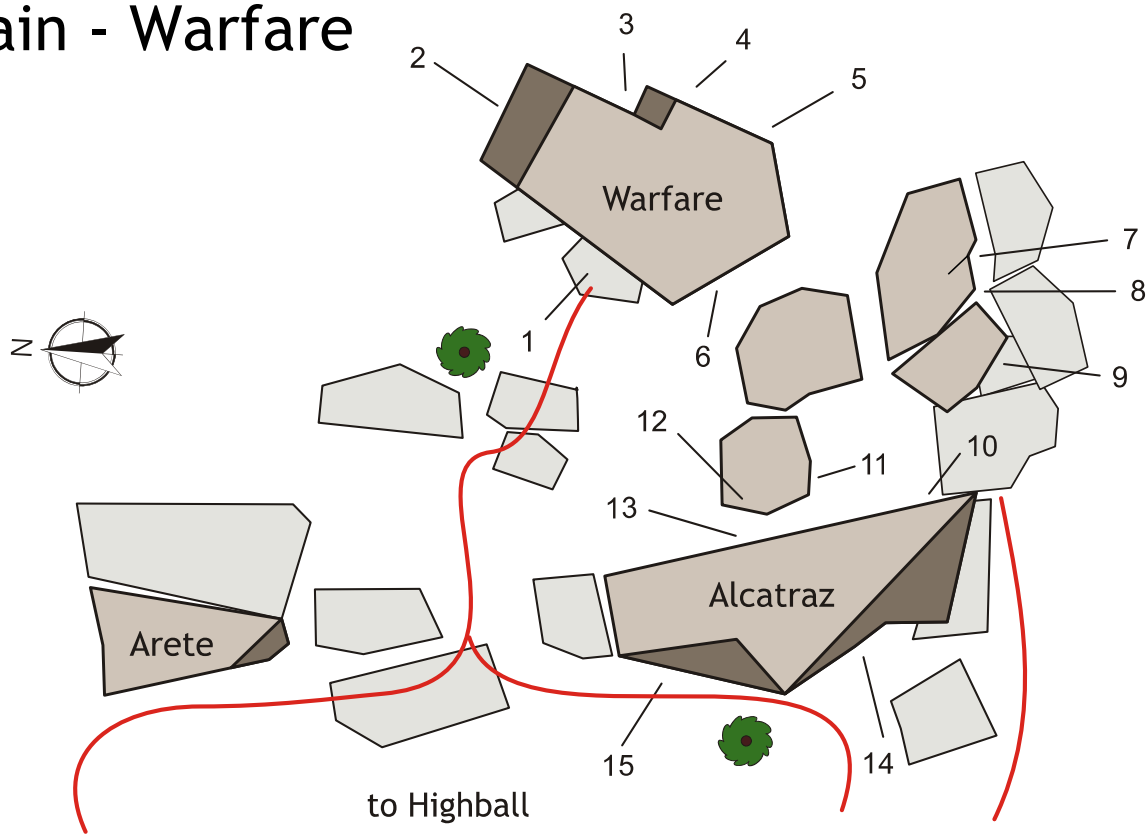
13. Malaria V4 ***

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 its peak then top out on the slab to the left.

14. Dengue V6 *

Sit start under the low roof, right hand on the lip, left hand on a crimp underneath. Climb left and up the slab.

Main - Warfare



□ **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.

□ **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 Rubicon V1** ★★ △

Climb the middle of the tall slab. Easier if you head right to the big holds.

□ **7. Skirmish V1** ★

Start sitting under the crack. Climb it.

□ **8. Skirmish Traverse V4** ★

Start under the left side of the roof. Traverse right to top out at Skirmish. You can also top out straight up over the lip at about V5.

□ **9. Pulp Friction V5** ★

Sit start matched on the large sloping ledge and figure out how to climb up.

□ **10. Lockdown V0** ★★

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

□ **11. Crescent Moon V3** ★★

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

□ **12. Crotch Rocket V6** ★

Start hanging from the very slopy lip. Traverse left to top out.

□ **13. Crotch Notch V2** ☺

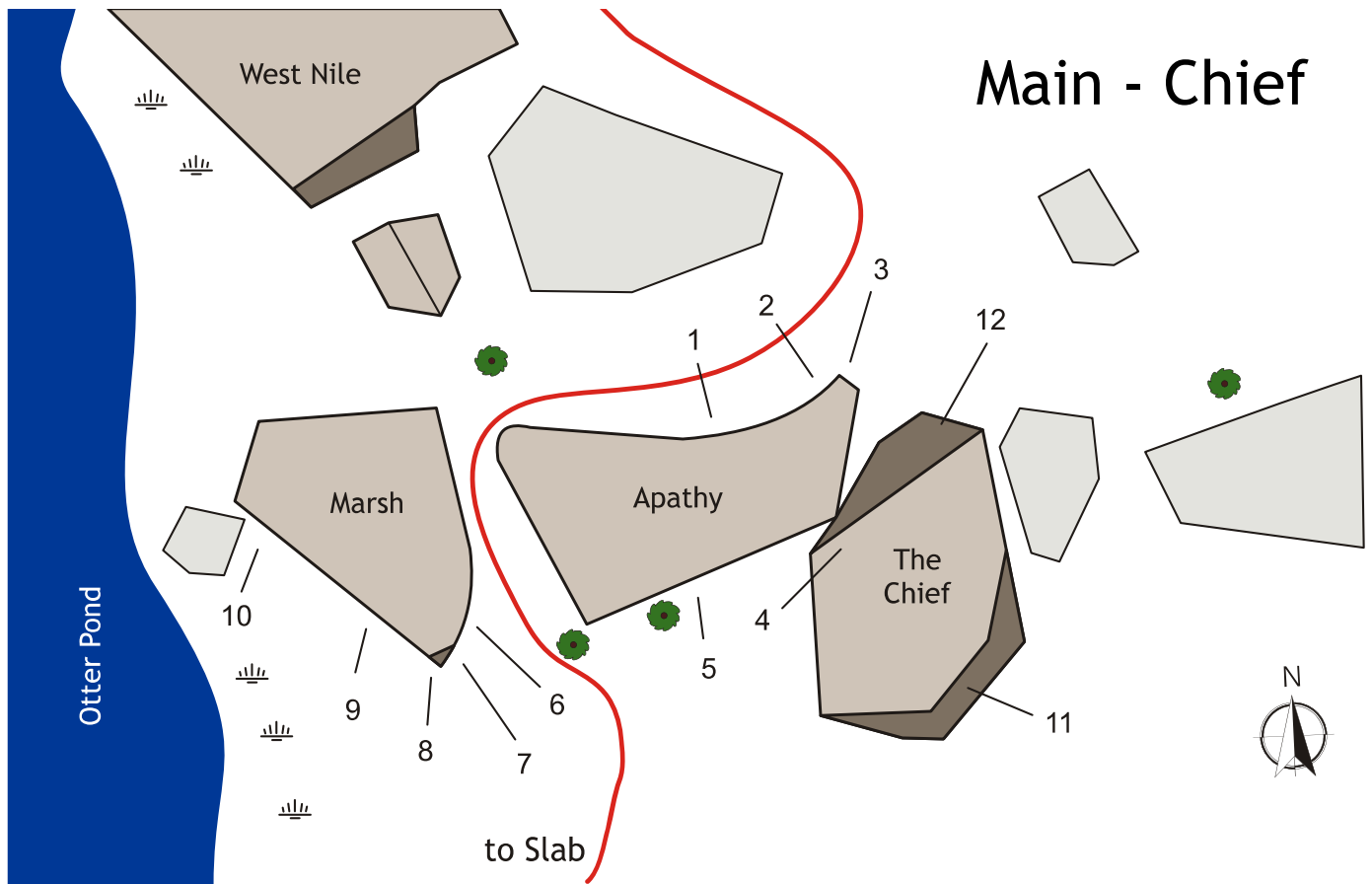
Climb up the center of the slab

□ **14. Westside Story V8** ★★★ △

Start on the obvious sloping ledge and climb up to the lip. Sit start is **Intro to Westside Story V11**.

□ **15. The East Enders V5** ★ △

Start sitting in the alcove on a right facing rail, find a cool knee-bar, and then awkwardly traverse left to top out.



□ **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. The Ultimate Chad V13** *

Start under the Chief boulder on some positive holds. Climb out and traverse right on some low holds to the top out.

□ **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. They Can't All Be Gold V0** *

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

□ **7. The Perch V4** * ☺

Sit start with your hands on low sloping overhang. Somehow figure out how to get to standing. The stand start, stepping directly onto the ledge is **Crooked Nose V0-**.

□ **8. Horde Juggernaut in the Fog V1** *** ☺

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

□ **9. Concentration Tongue V7** ** ☺

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

□ **10. Snowbird V2** *

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

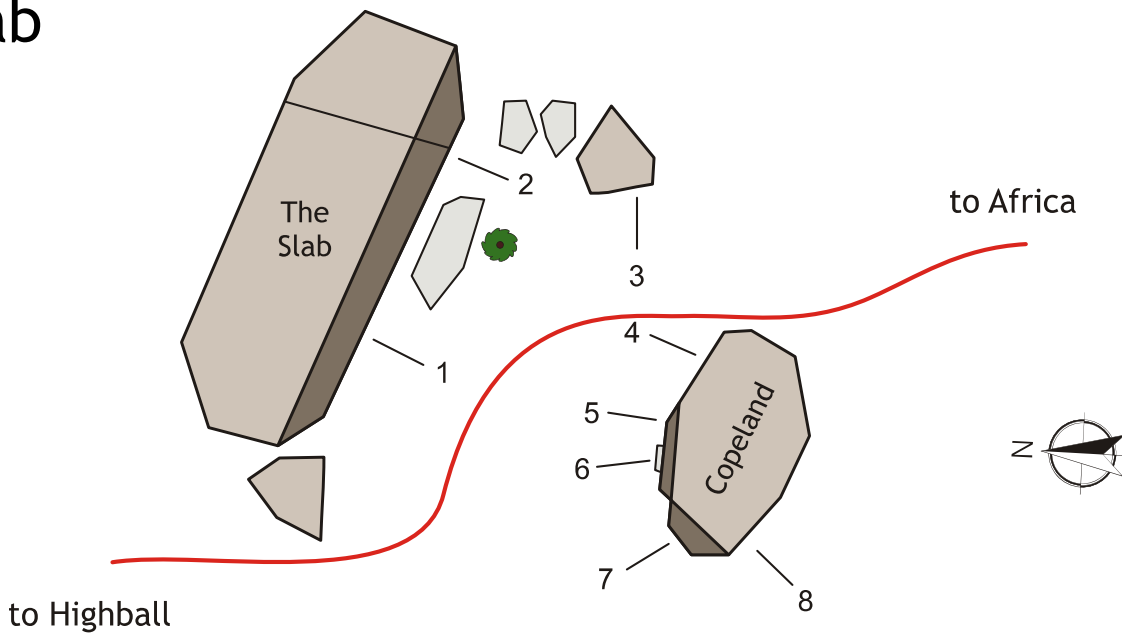
□ **11. Wolf in Sheep's Clothing V6** **

Sit start in the cave matched on the lowest flat rail below the blocky jug. Climb up and out of the cave. The crux is not dabbing on the rock behind you.

□ **12. 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.

Slab



□ 1. 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.

□ 2. Meanie V3 ***

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

□ 3. 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.

□ 4. Confident Cat V6 *

Start on two crimps low in the middle of the face. Make a big move left to the good holds and top out. Climbing the easy holds to the left is **Consolation Prize V0-**.

□ 5. Broken Dreams V2 ↓

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

□ 6. 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. It's possible to start this from the arete on the right at around **V4**.

□ 7. 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

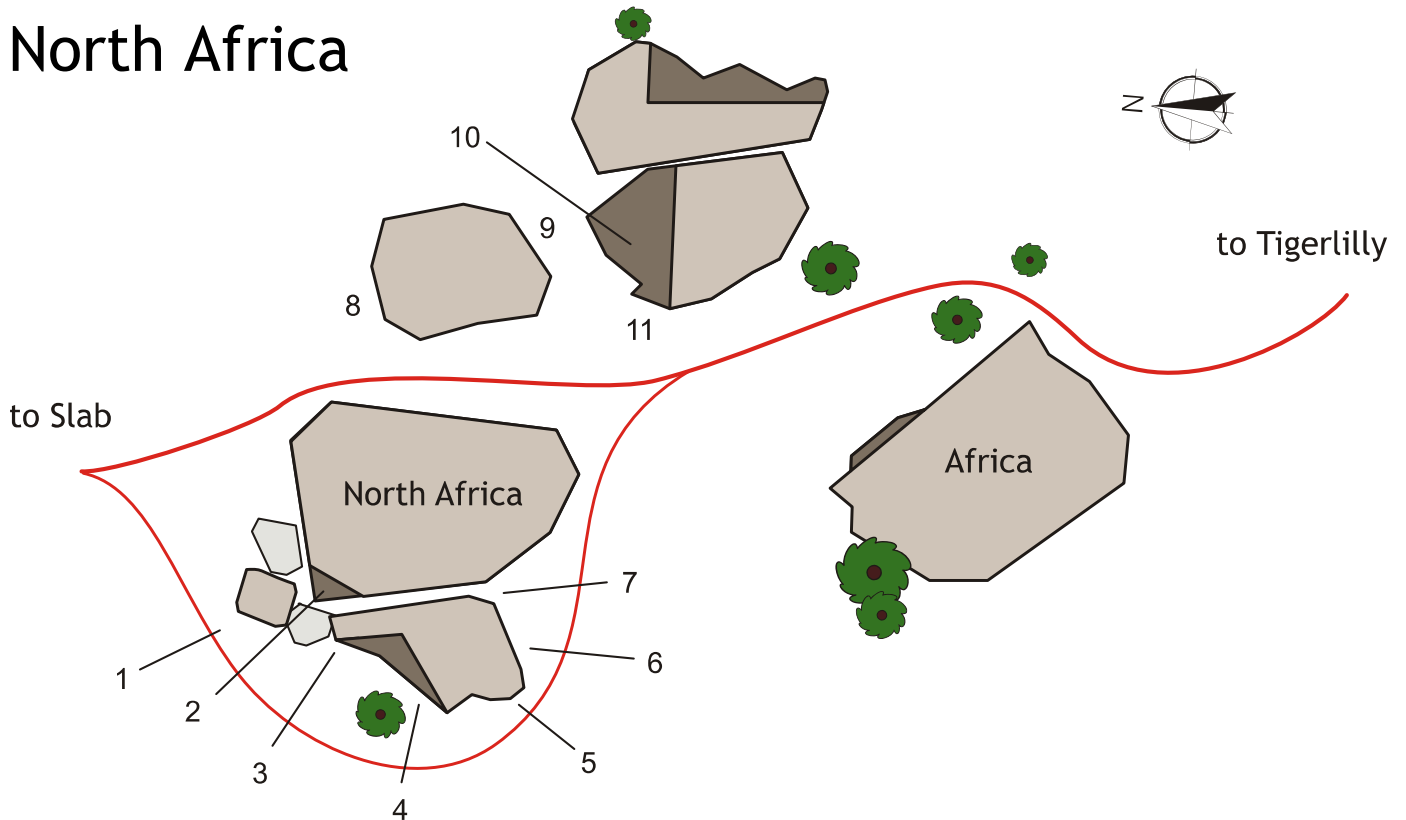
□ 8. Reflection V2 *

Sit start on two edges right of the arete. Move left to the arete, stand up and top out on the right face.

□ Hindsight V4 *

Sit start as reflection and go straight up. The arete is off.

North Africa



□ **1. Onderland V0** ★ ☺

Sit start, matched on the low sloping ledge to the left of the prow. Climb up.

□ **2. Resurrection V5** ★ △

Squat start in the cave with right hand on an edge and left hand with a sidepull around the corner. Emerge from the cave and climb up the face. The right start hold recently broke and the first move may be more difficult. The stand start goes at around **V2**.

□ **3. Tsunami V4** ★

Sit start with a sharp crimp in the corner and the arete. Climb up and right. Easier if you are tall.

□ **4. Riptide V2** ★★ ☺

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

□ **Ride the Wave V3** ★★

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

□ **5. Colin's Prow V2** ★ ☺

Climb up the blunt prow. Starting here and traversing left to top out as Ride the Wave is **V6**.

□ **6. La Soufrière V11** ★★ ☺

Start with left hand on the obvious crimp in the middle of the face and right hand low. Move up to the right arete and follow it to the top.

□ **Carnage V14** ★★

Start as for La Soufrière, match the crimp and move left to another small crimp, then fly horizontally out left to the good sloper. Top out as Colin's Prow.

□ **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. Monkey Face V2** ★★

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

□ **9. Morpheus V5** ★ ☺

Sit start on the lowest set of crimps and make a couple of hard moves to the lip.

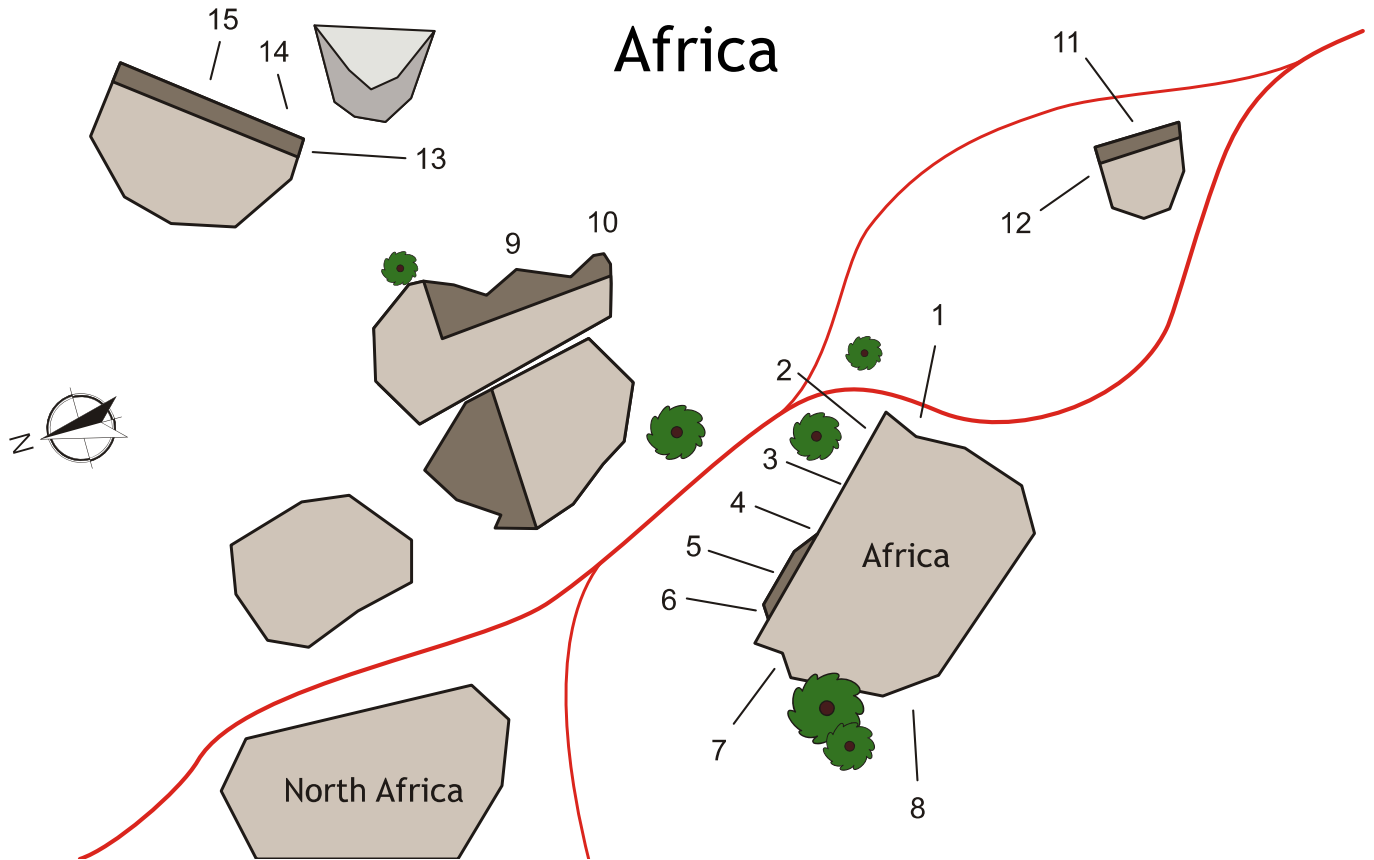
□ **10. A Fire Upon the Deep V5** ★★

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

□ **11. Dreamweaver V3** ★★

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

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-V8** ★★ ↑ ☺

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

□ **4. Sahara V4ish** ★ ↓ ☺

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 straight up through the sharp crimp under the bulge. Loses a grade and a star if you use the handholds on Sahara. An extension starting from From Capetown to Cairo is **The Crusade V7**.

□ **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 top out east of Egypt.

□ **7. Arabian Nights V1** ★ ☺

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

□ **8. Kilimanjaro V1** ★ ☺

Start sitting in the pit and climb up.

□ **9. Hercules V2** ★

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

□ **10. Ursa Major V0** ★

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

□ **Zeus V7** ★

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

□ **11. Stone Throne V0** ★★ ☺

Start sitting with hands on the low large ledge.

□ **12. Yertle V0** ☺

Sit start on the right side of the boulder.

□ **13. Down the Rabbit Hole V1** ★

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

□ **14. 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. A sit start on the low diagonal rail down and left goes at about **V8**.

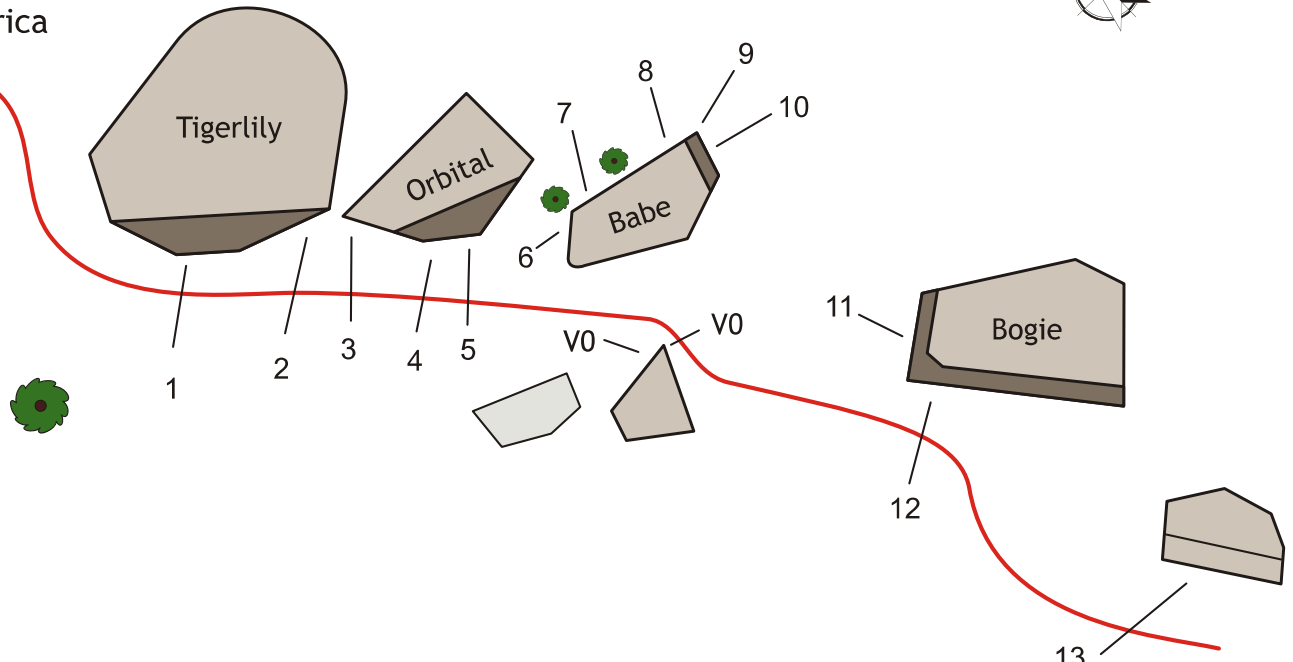
□ **15. Cheshire Cat V1** ★

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

Tigerlily



to Africa



to Frontier

□ **1. Tigerlily V5** *** △

Sit start at the base of the obvious left facing corner and climb straight up. Likely harder if you are short. A broken foothold has made the problem considerably easier than the original V8.

□ **Foxtail Lily V9** ** △

Start as for Tigerlily. From the top of the layback corner move left to a couple of crimps and continue left and up to top out.

□ **2. Waterlily V3** *** △

Start on the right side of the boulder and climb the huge ledge left to top out as Tigerlily.

□ **3. The Orbital Traverse V3** ***

Sit start on the left side of the boulder. Traverse right along the lip through the large corners to top out up the low angle arete. Topping out straight above the start is **Failure to Launch V0**.

□ **4. Orbital Insertion V4** **

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

□ **Perigee 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. Bogie Left V3** **

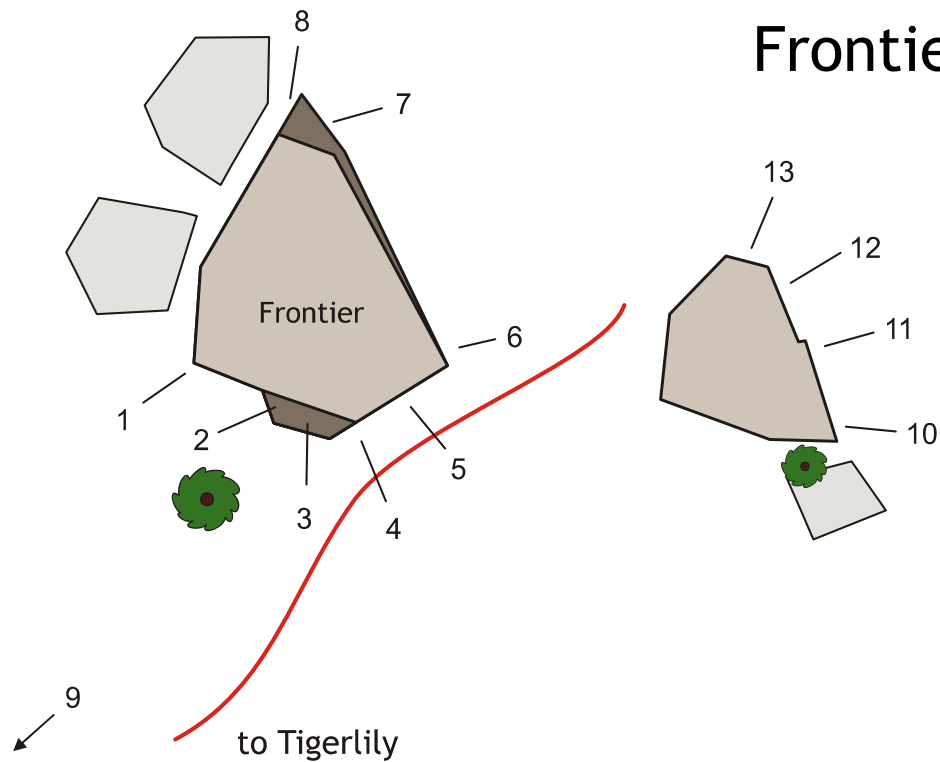
Sit start on two crimps at the base of the shallow corner and climb up.

□ **12. 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.

□ **13. Good Eye, Petra V0-** *

Climb the short, sweet slab.



Frontier

The Frontier area is a bit of an anomaly at Calabogie. Where all the other boulders are pretty clearly gneiss, 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.

□ 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. Fool's Gold V4 * ☺

Sit start with left hand on the sidepull and right on the arete. Top out directly above.

□ 8. Pyrite V2 ☺

Sit start on good holds to the right of the prow and move left to top out up the prow.

□ 9. Birchbark Brigade V0 **

Sit start on the right side of the large slightly overhanging block right beside the trail. Climb left and up to the top.

□ 10. Wilderness V0- ** ☺

Sit start and climb the arete.

□ 11. Boundary V0 * ☺

Sit start with right on a sidepull and left on a crimp. Climb straight up. Many variation exist up this face and they all go at about V0.

□ 12. Southward Expansion V1/2 * ☺

Sit start with two good holds just left of the arete and climb straight up avoiding the right arete.

□ 13. Uncivilized V2 **

Sit start on the good jug and climb the steep face. Sharp but interesting holds.