

A photograph of a person bouldering on a large, layered rock formation. The person is wearing a blue t-shirt, dark pants, and a red cap. They are positioned on a large, horizontal rock ledge, reaching up with their right hand. The background shows a forest with trees and a clear blue sky. The rock formation is composed of large, rectangular blocks of light-colored stone.

Calabogie

Bouldering

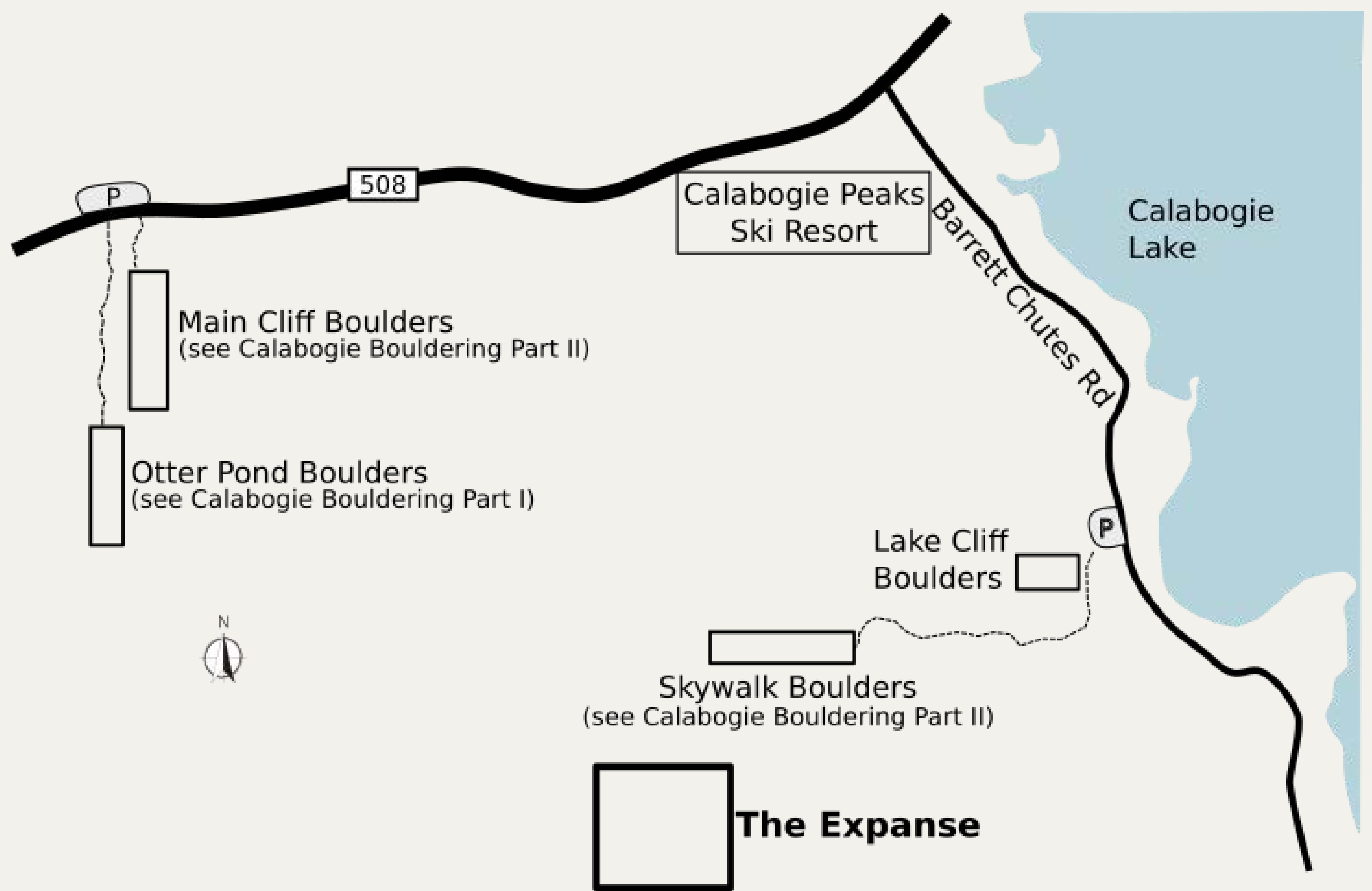
Part 3: The Expanse

Jason Allemann & Kristal Dubois

This region feels a lot more remote and adventurous than the other Calabogie sectors. Here you'll find about 50 developed problems, some projects, and potential for more if you're willing to explore. The Portal boulder has some amazing climbing out of a horizontal roof and some high quality moderates. The Wormhole area offers primarily technical face climbing on vertical to slightly overhanging walls.

Location

The boulders are located just outside the small town of Calabogie, Ontario. From Ottawa, take the 417/17 west to County Road 508 and drive through the town of Calabogie. At the ski hill, turn left onto Barrett Chute Road for 1.7 km to the parking lot at the trailhead. Note that this is not the same parking as the traditional Calabogie bouldering area, Otter Pond.



Ethics and Etiquette

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

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 a twin mattress into the woods 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.

Maintaining Access

Want to help ensure that we have access to climbing in the future? Consider supporting Ottawa Crag Care. This is a grass roots organization that advocates for our access, organizes cleanups, and supports new development in the area. You can find them on facebook, instagram, or at cragcare.org.



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.

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.

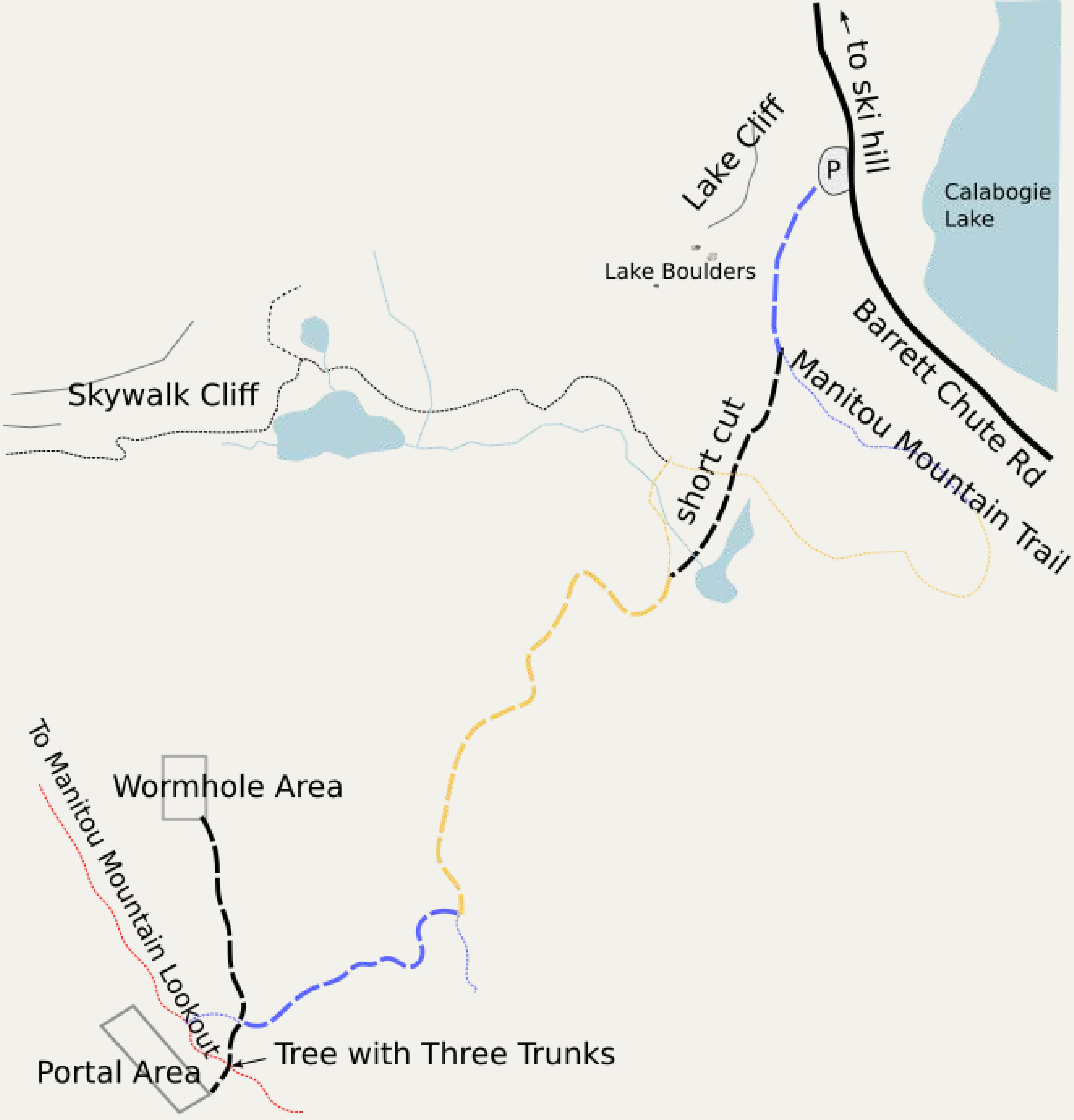
↕ A 'reachy' problem. The grade of these problems will vary depending on your height.

Grades

Please remember that this is merely a guide. In this region in particular, all of the climbs have, at most, been climbed by two people. This is just our best guess at the grade. If you find better beta, are climbing in better conditions, or are less exhausted from the approach, the grades might feel too soft. If you don't find the easiest beta or are climbing when the conditions are worse, the grades might feel stiff. 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 Instagram.

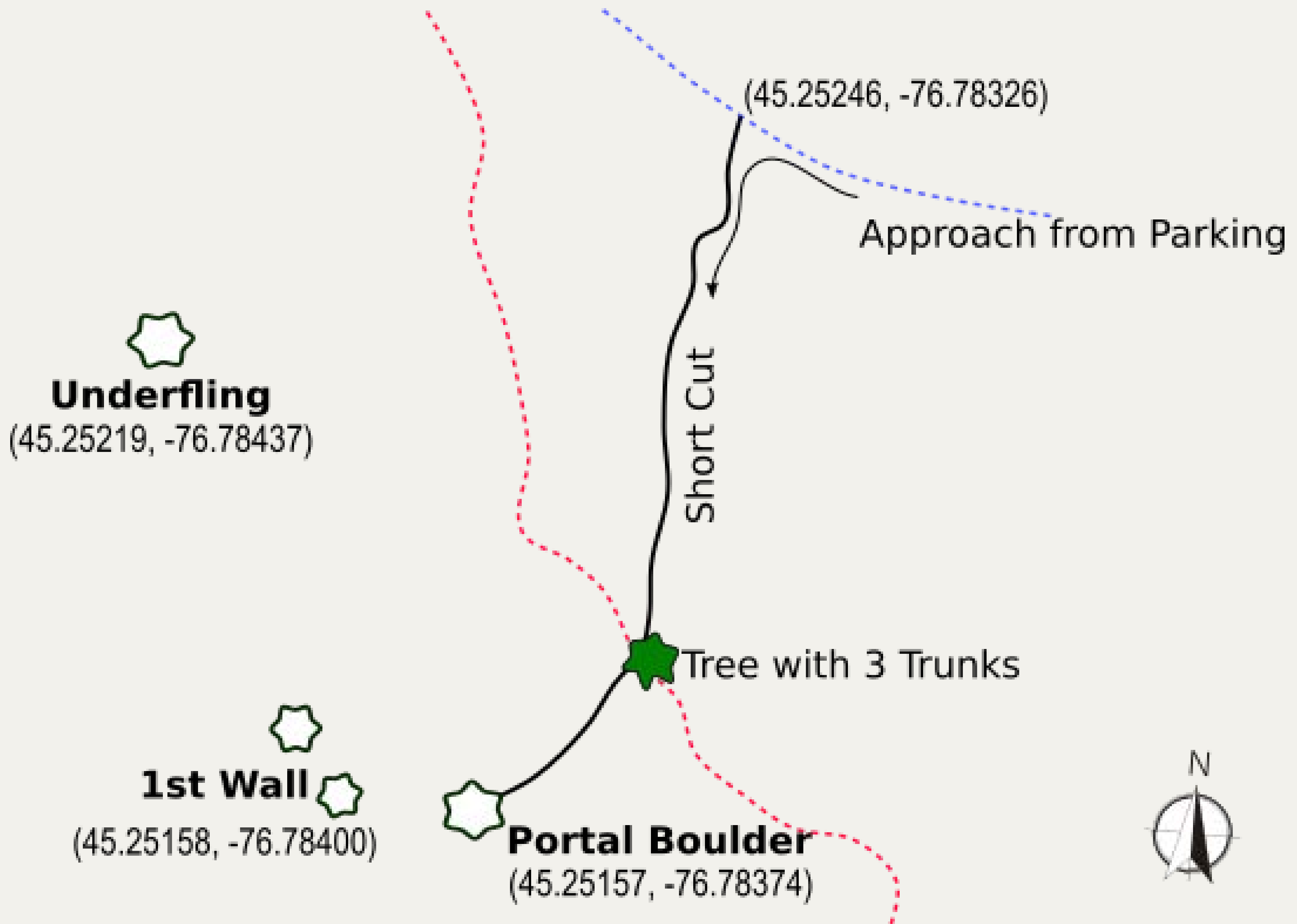
General Approach

We would highly recommend using some sort of gps and taking a good look at the map below. From the parking lot, follow the blue-blazed trail up the hill. Before the blue trail starts going downhill again, follow the faint trail up the valley towards the beaver pond. In about 100 m, you should cross the orange trail. Continue bushwacking along the shore of the beaver pond until you reach the orange trail again. Follow the orange trail as it goes west and then up the hill until it intersects with the blue trail. Turn right and follow the blue trail to the turnoff for either The Expanse or the Portal Areas (45.25246, -76.78326). For the Expanse, turn right and go up the hill. For Portal, turn left and go down the hill. The approach to either area takes about 45 mins. If you choose to avoid the bushwacking, add another 10-15 mins to the approach.



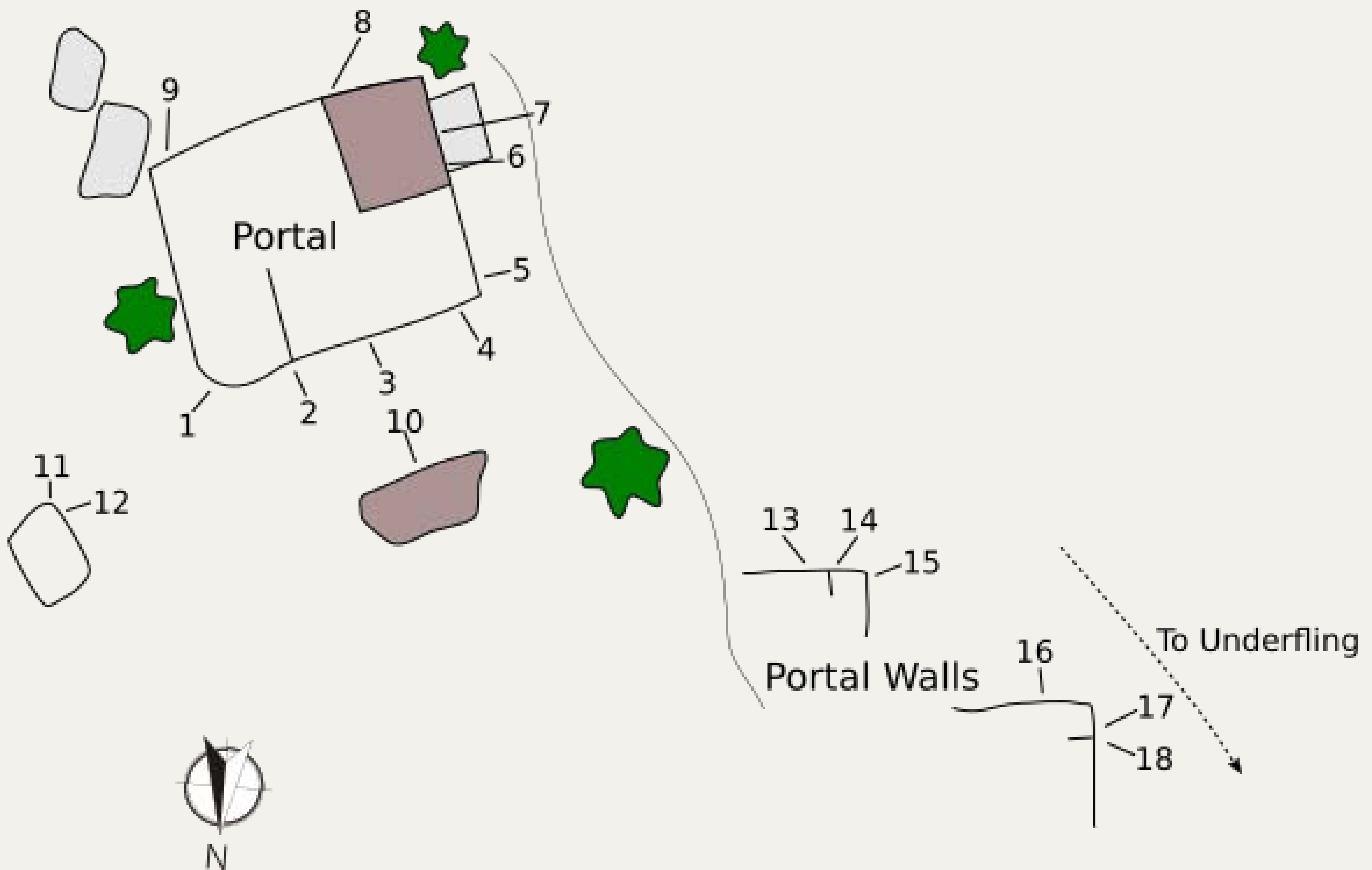
Portal Approach

From the junction for The Wormhole or the Portal Areas (45.25246, -76.78326), turn left and go down the hill. You will intersect the red trail in ~100 m. Look for a tree with three trunks. The Portal boulder is located just out of sight from this tree (45.25157, -76.78374).

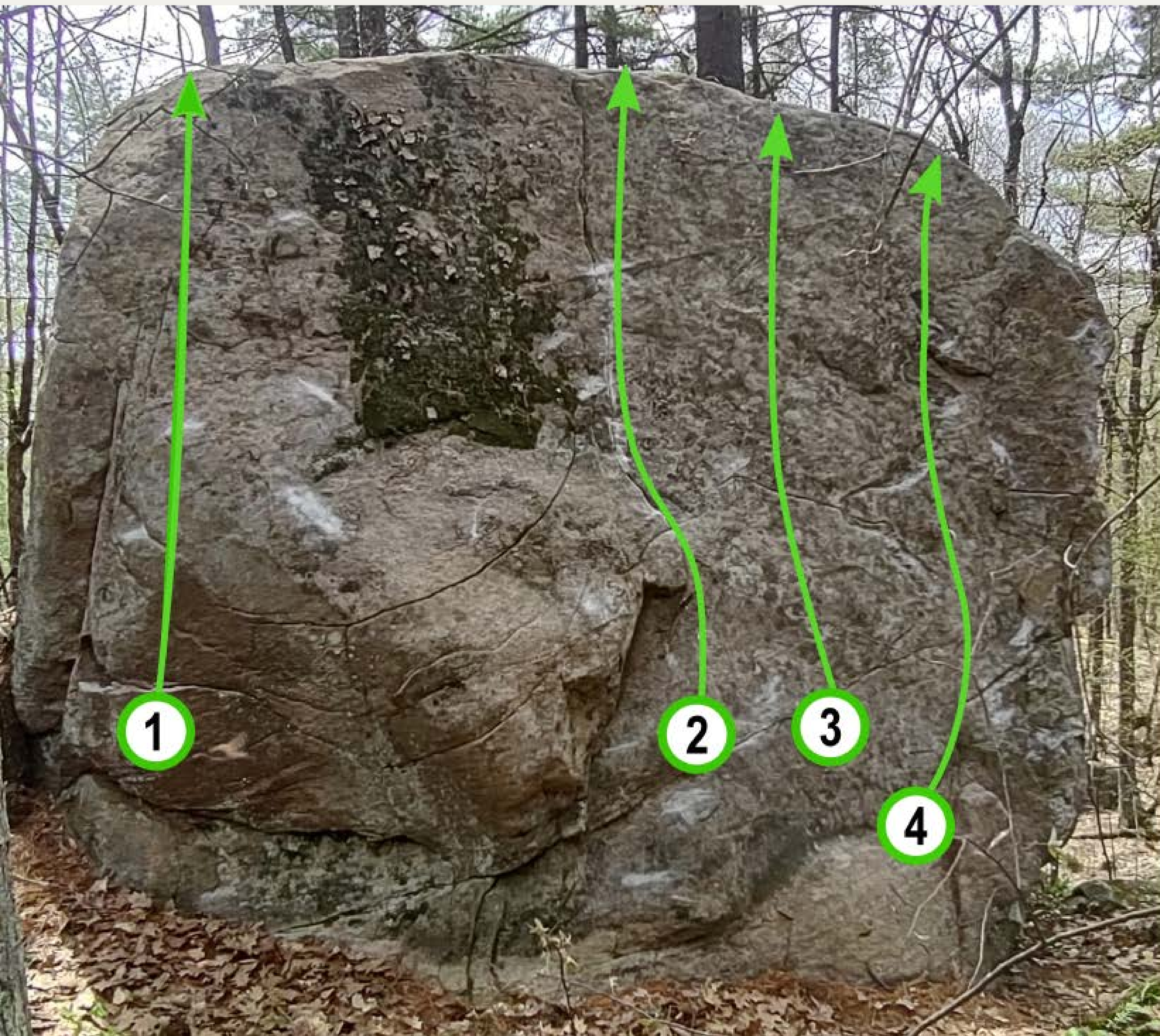


Portal Area

The Portal Area has the showcase boulder of The Expanse and some short cliffbands with fun, mostly vertical problems.



Portal Boulder



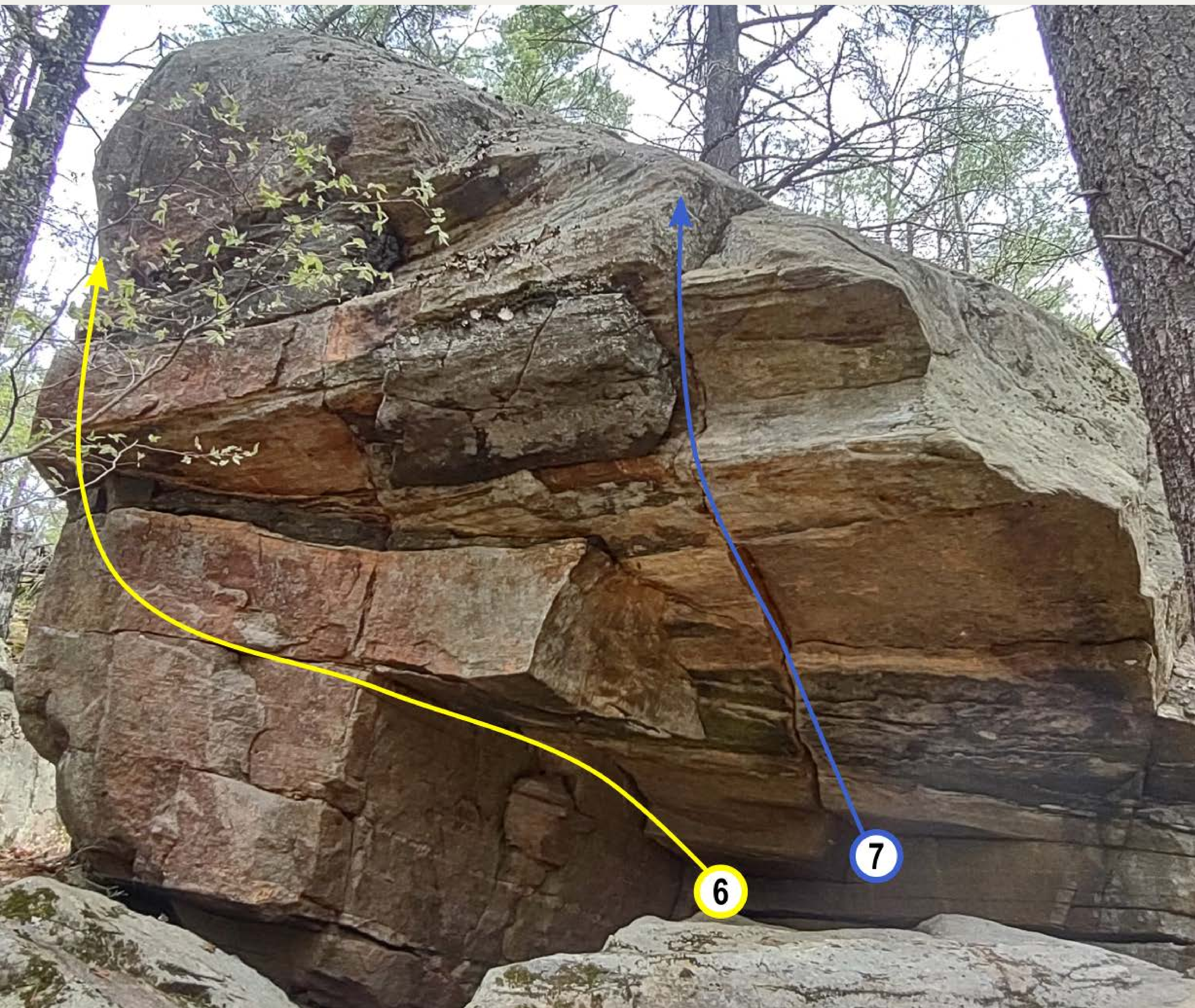
1. The Ring V1 ★ Sit start to the left of the slab with left hand on a jug and right on a crimp. Climb up using the arete and holds on the slab.
2. Milky Way V0 ★★ Climb the fused crack up the left side of the slab.
3. Dark Matter V2 ★★ Climb up the center of the slab, between Milky Way and Spiral Galaxy.
4. Spiral Galaxy V0 ★★★ ⚡ Climb the right side of the slab.

Portal Boulder



5. Event Horizon V1 ★★★ ⚡ Sit start with left hand on a good sidepull and right on a low crimp. Move right onto good holds and then climb up the arete. Top out by turning onto the slab. The stand start is also very good and goes at about the same grade.

Portal Boulder



6. Superluminal V4 ★★ Sit start in the corner of the cave, traverse the left wall on suspect rock. Exit the cave and traverse left along the obvious seam to top out as Event Horizon.

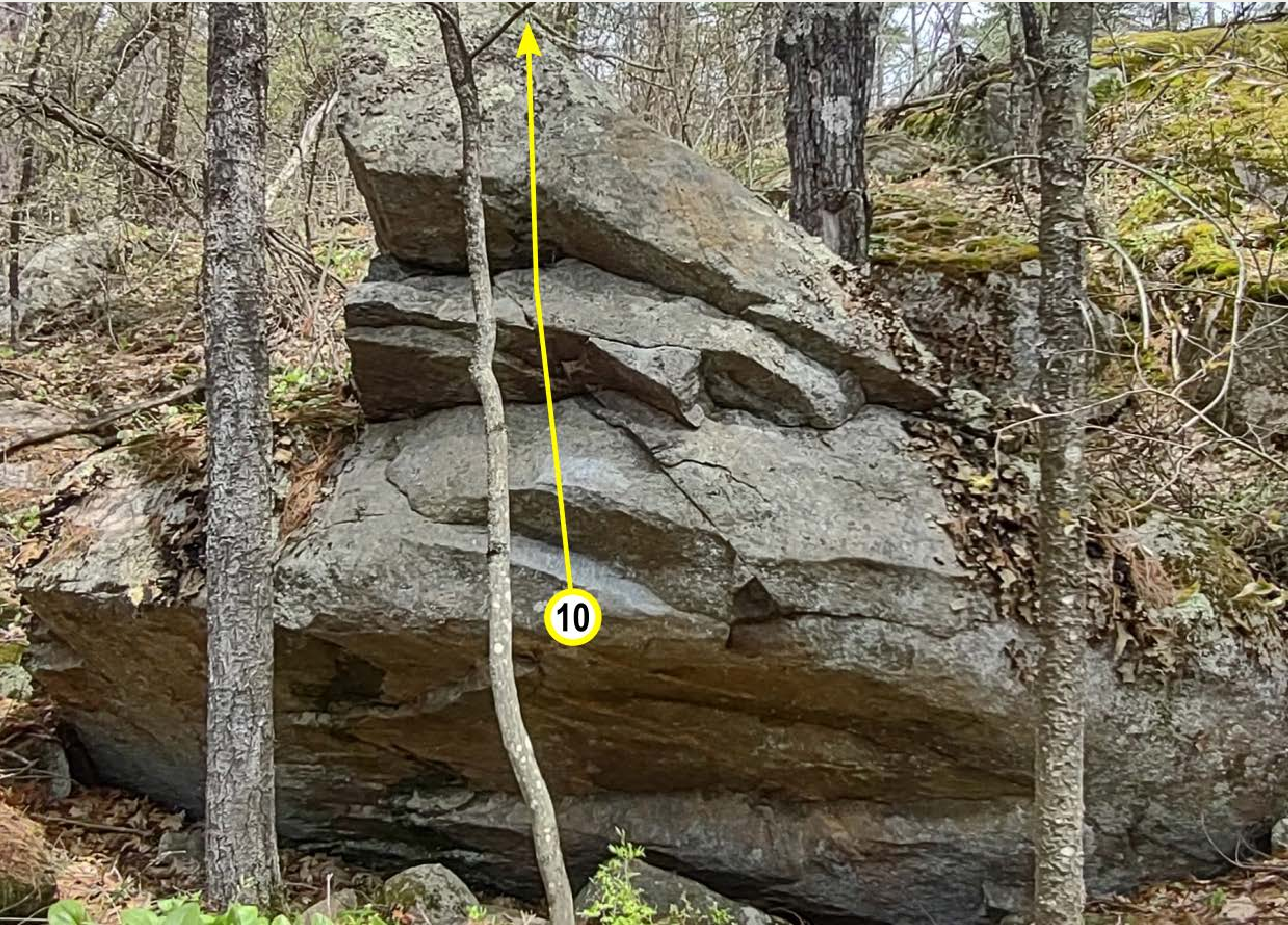
7. Black Hole Project ⚠ Sit start matched in the lowest horizontal crack. Climb up to the slot in the middle of the roof and crimp for the left hand. Dyno out to the jug at the lip. Then, bring some friends with lots of pads to spot you as you figure out how to do the committing top out.

Portal Boulder



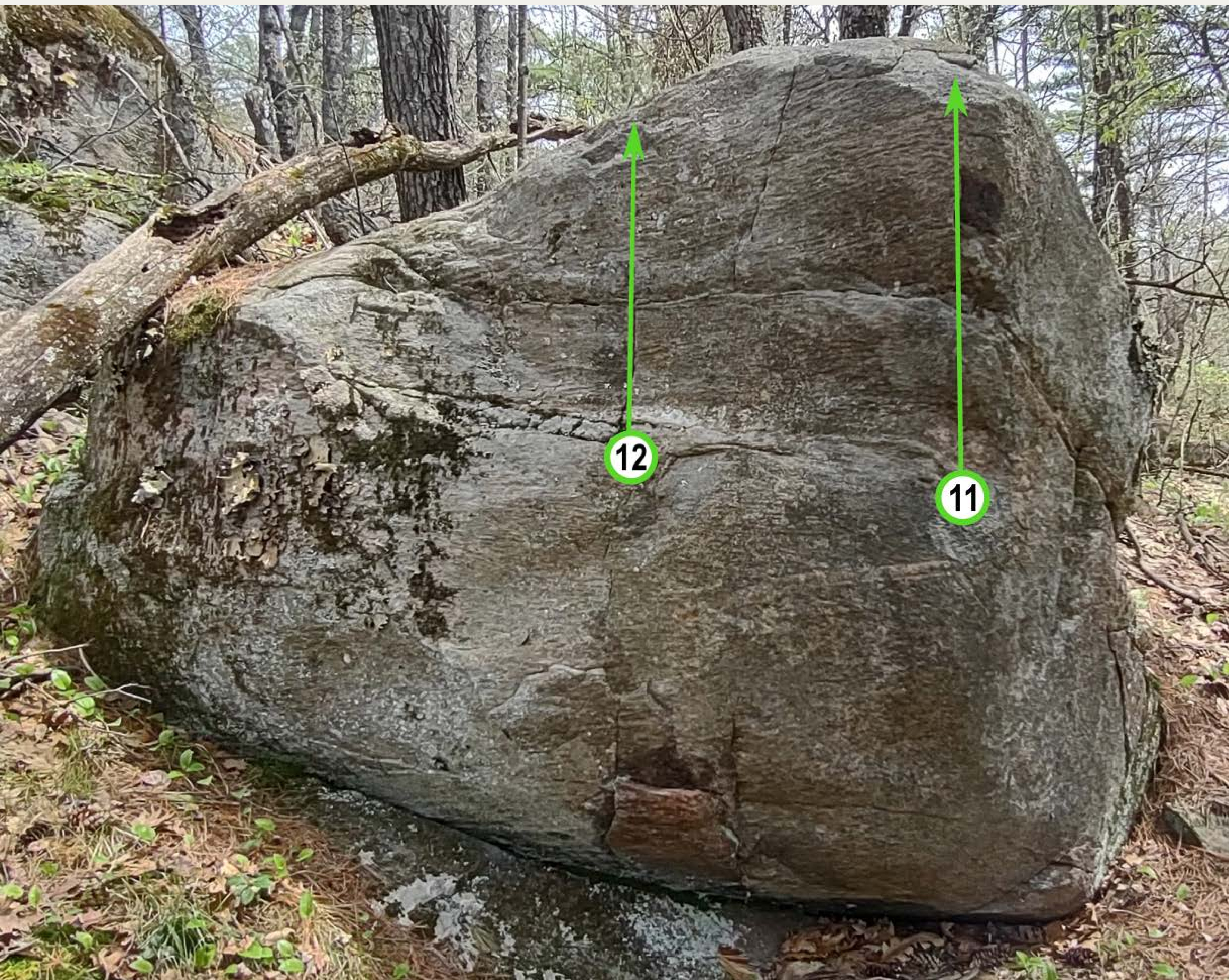
8. [Flying Saucer Project](#) ⚠️ Sit start matched in the lowest horizontal crack and climb straight out using the right side of the roof. As for the Black Hole Project, you're going to want some pads and spotters if you're going to top this out.
9. [Background Radiation](#) V4/5? ★ Started matched on a sloper and go up to a jug. Topout directly above.

Portal Outlier 1



10. Neutron Star V3/4 ★★ 😊 Sit start matched on the low sloping rail. Top out directly above.

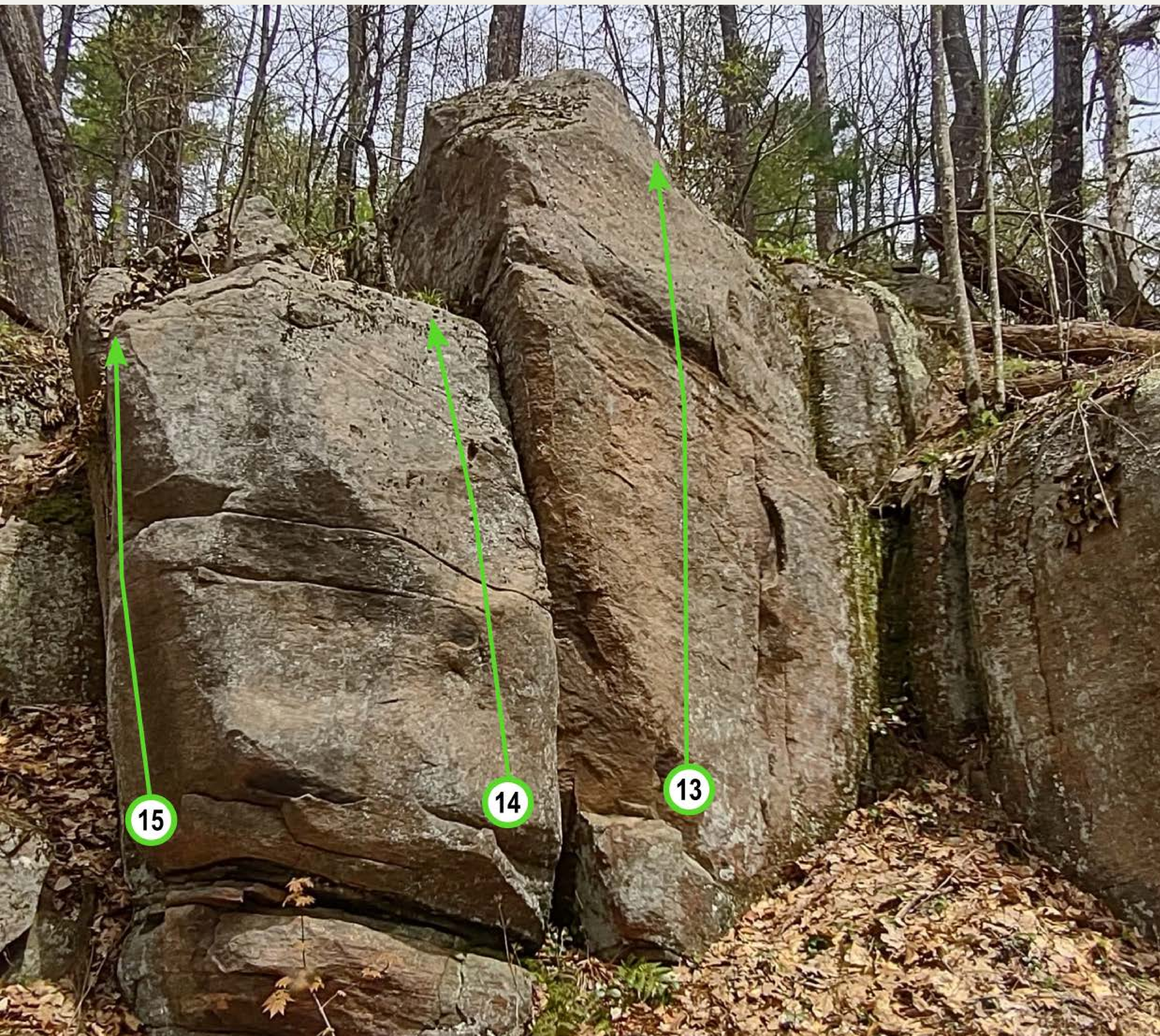
Portal Outlier 2



11. Brown Dwarf V2 ★ ☺ Sit start with a high right crimp and left of the arete. Go straight up.

12. Main Sequence V2 ★ ☺ Sit start on crimps left of the arete and go straight up.

Portal Wall 1

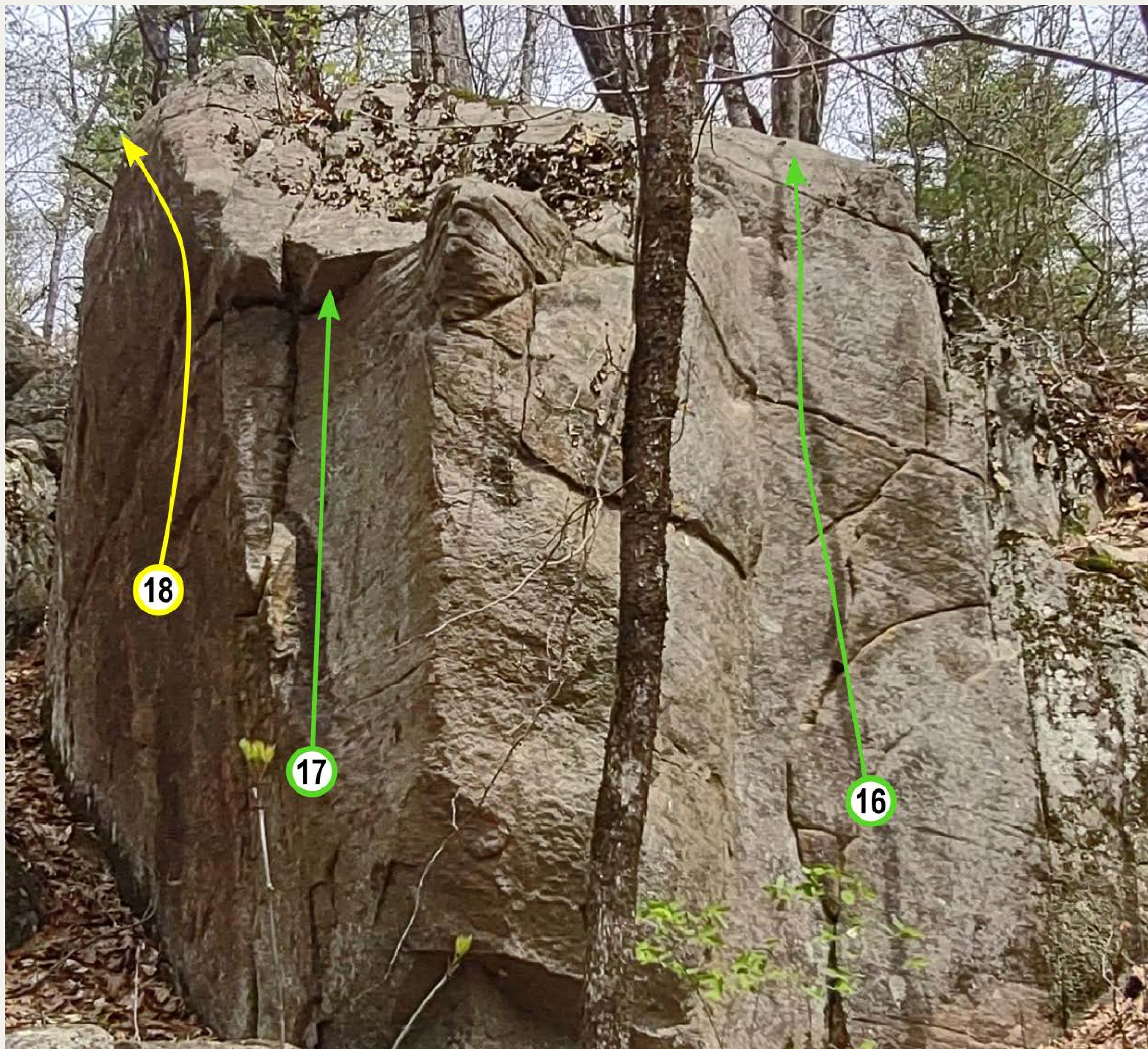


13. Polaris V0 ★ Sit start with left hand in crack and right on a low jug. Top out right of the crack.

14. Proxima Centauri V0 ★ Sit start with right hand in crack and top out left of the crack.

15. Andromeda V1 ★ Sit start on a low jug left of the arete and go straight up.

Portal Wall 2



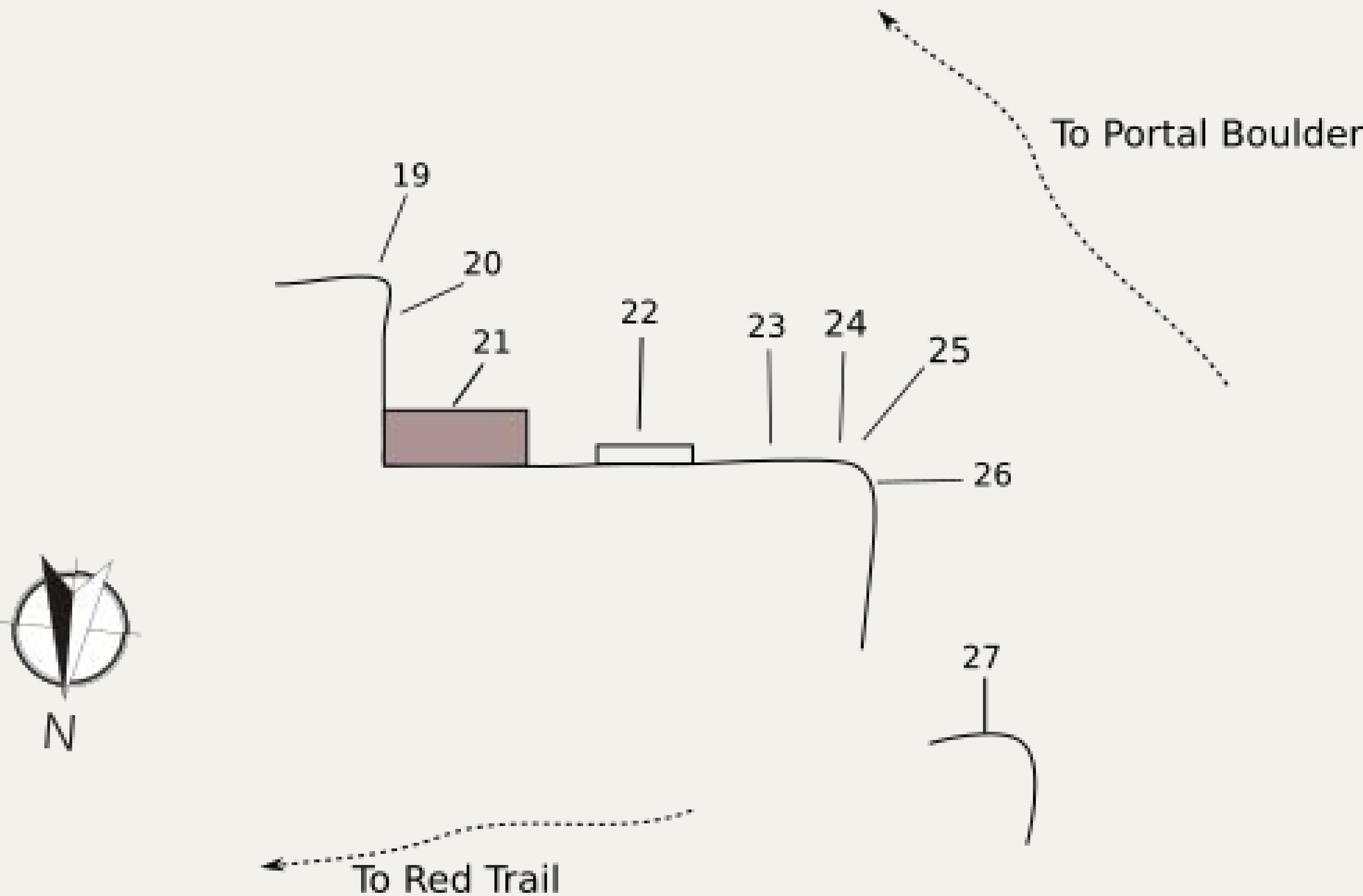
16. Red Shift V3 ★ Sit start on low crimp and left facing edge. Go up through the scoop.

17. Blue Shift V0 ★ Sit start on good holds to the right of the crack and climb up.

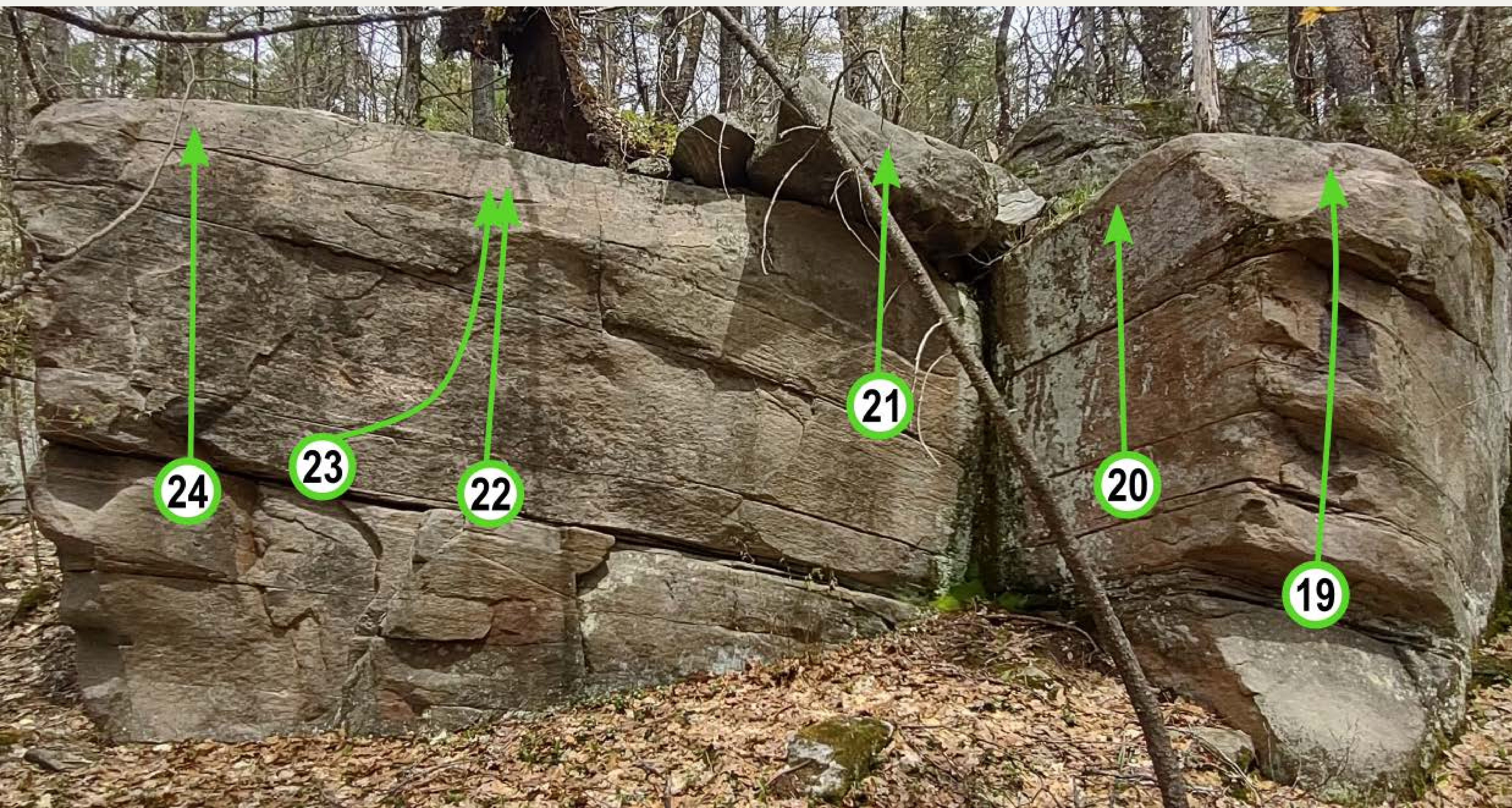
18. The Speed of Light V5 ★ ★ Stand start on sharp crimps, go up to the arete, and then left to top out.

Underfling Area

The Underfling Area (45.25219, -76.78437) has fun, easy problems with flat landings all close together. A great place to warm up. The easiest approach is to follow the valley north from the Portal Boulder or use a gps and wander west off the red trail.

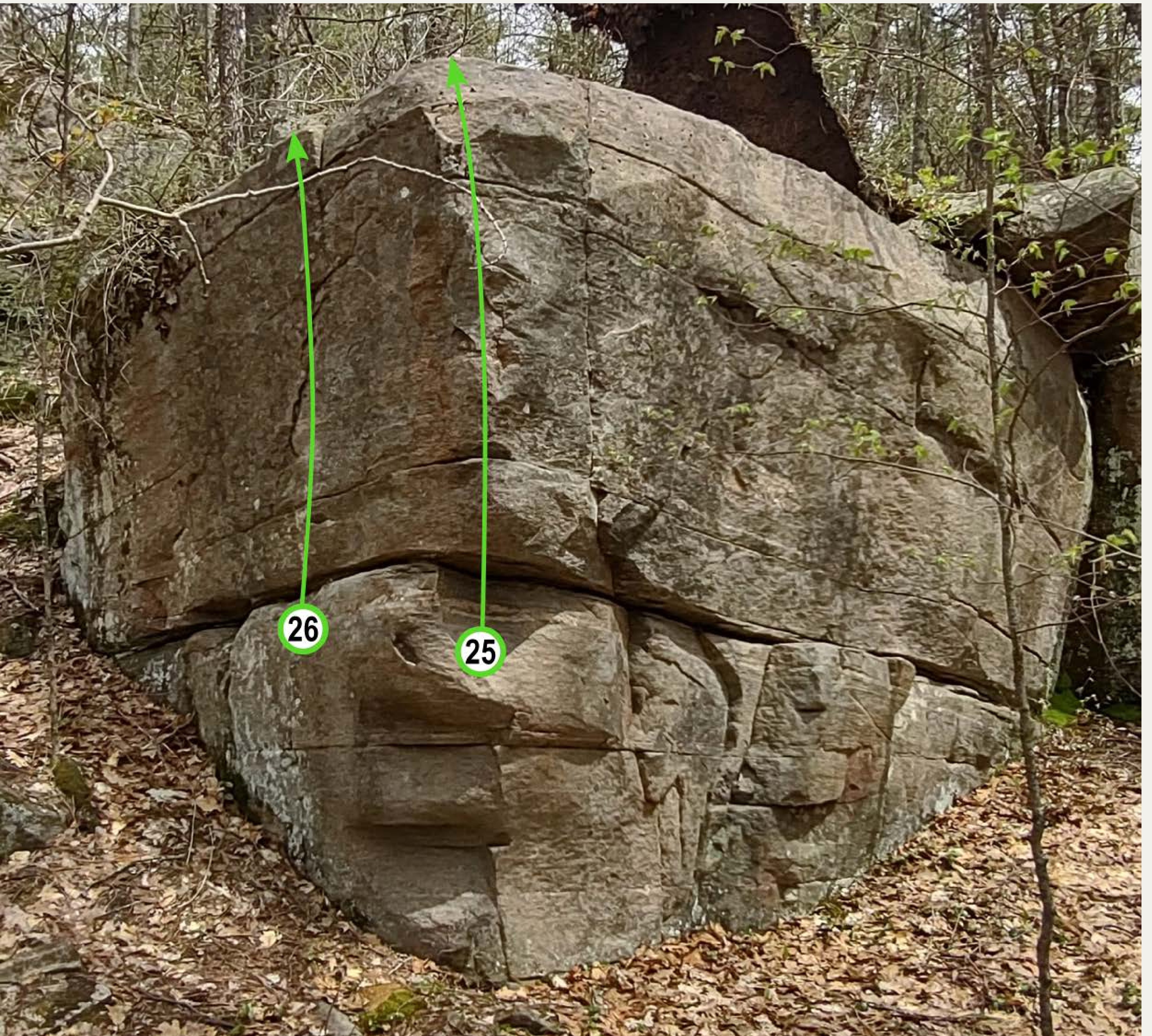


Underfling Wall



19. Double Underfling V0 ★ ★ ★ ☺ Crouch down on the apron and undercling and climb up over the mini roof. If you're short, the double dyno is super fun!
20. Crimp my Ride V1 ★ ☺ Sit start with left hand on small crimp and right on the arete. Climb up the face left of the arete.
21. Hoodoo Magic V1 ★ ★ ☺ Stand start on thin seam (the low one, suck it up!) and top out over the roof.
22. Kallax V0 ★ ☺ Sit start on the shelf and climb straight up.
23. Rock and a Hard Place V0 ★ ☺ Sit start on seam between the shelf and the arete. Climb up and right topping out above the shelf.
24. Dust Bunny V2-4 ★ ⚡ ☺ Sit start on a triangle shaped sidepull for the left hand and a low crimp for the right. Go straight up through small crimps eliminating the left arete and shelf to the right. Pretty height dependent.

Underfling Wall



25. Arete Development V0 ★ ★ ☺ Sit start and climb the arete.

26. Arete Development V0 ★ ☺ Sit start left of the arete on a good edge. Climb up left of the arete. Our notes say "the one with the toe hook" - whatever that means?

Underfling

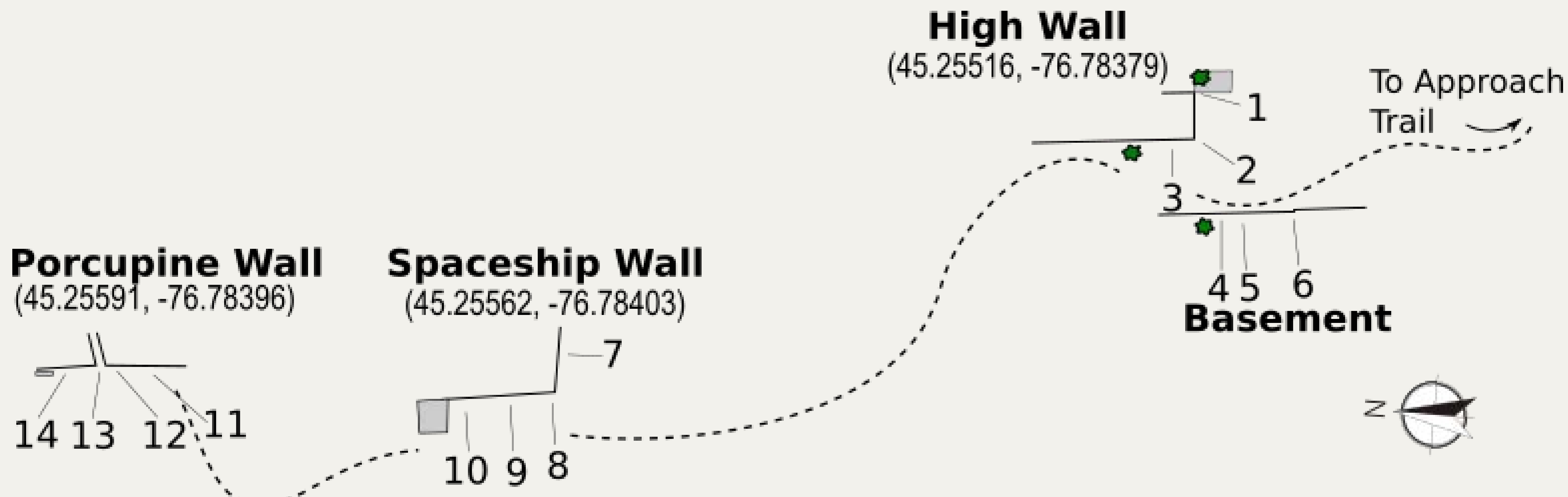


27. Last Arete V1 ★ ☺ Sit start with left on the arete and right on a crimp. Climb the arete and face to the right of the arete.

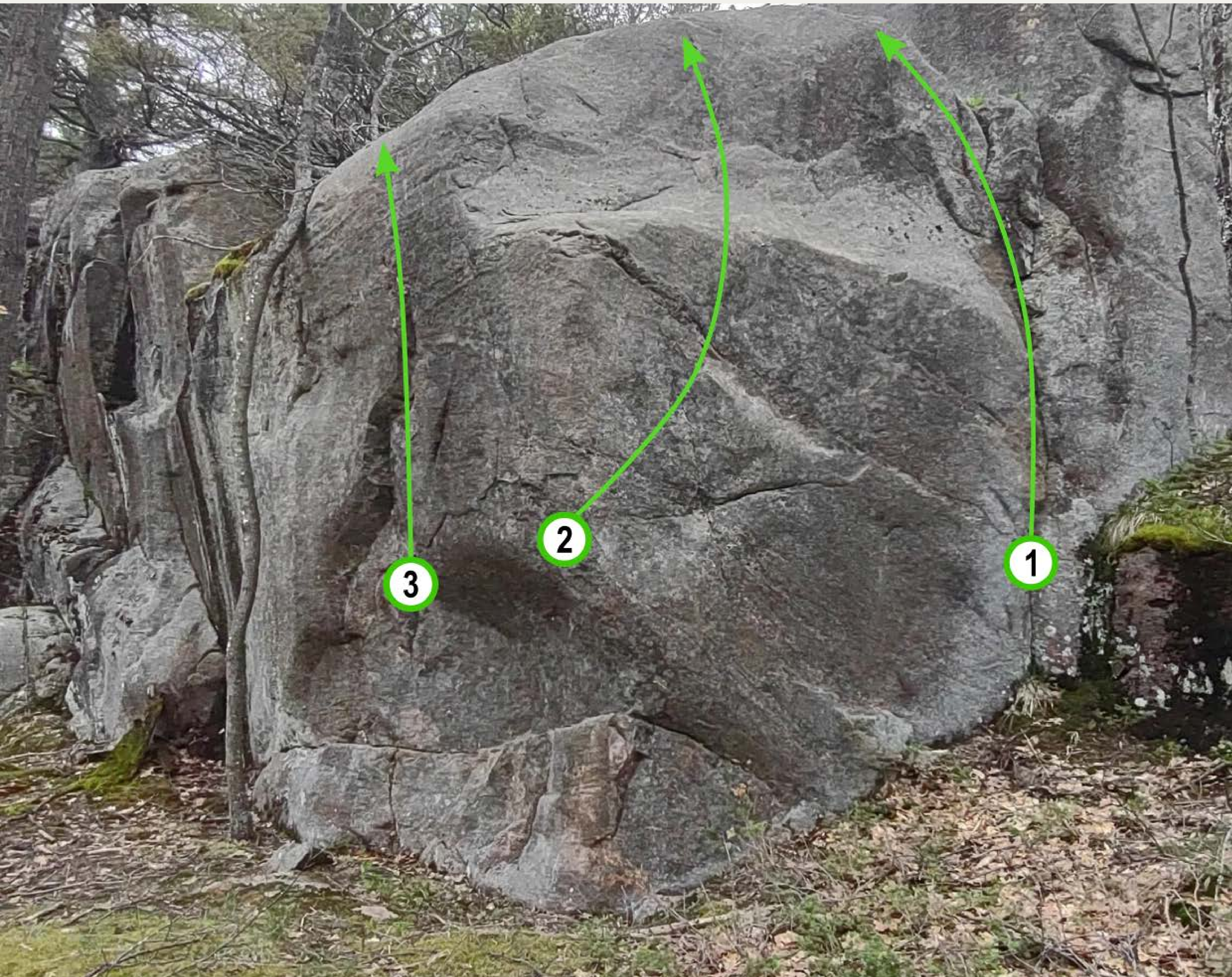
Wormhole Area

The climbing in this area is mostly on short cliffbands. If you enjoy technical face climbing, this is the place for you.

From the junction for The Wormhole or the Portal Areas (45.25246, -76.78326), turn right and wander up the valley. The coordinates for the High Wall are (45.25516, -76.78379).

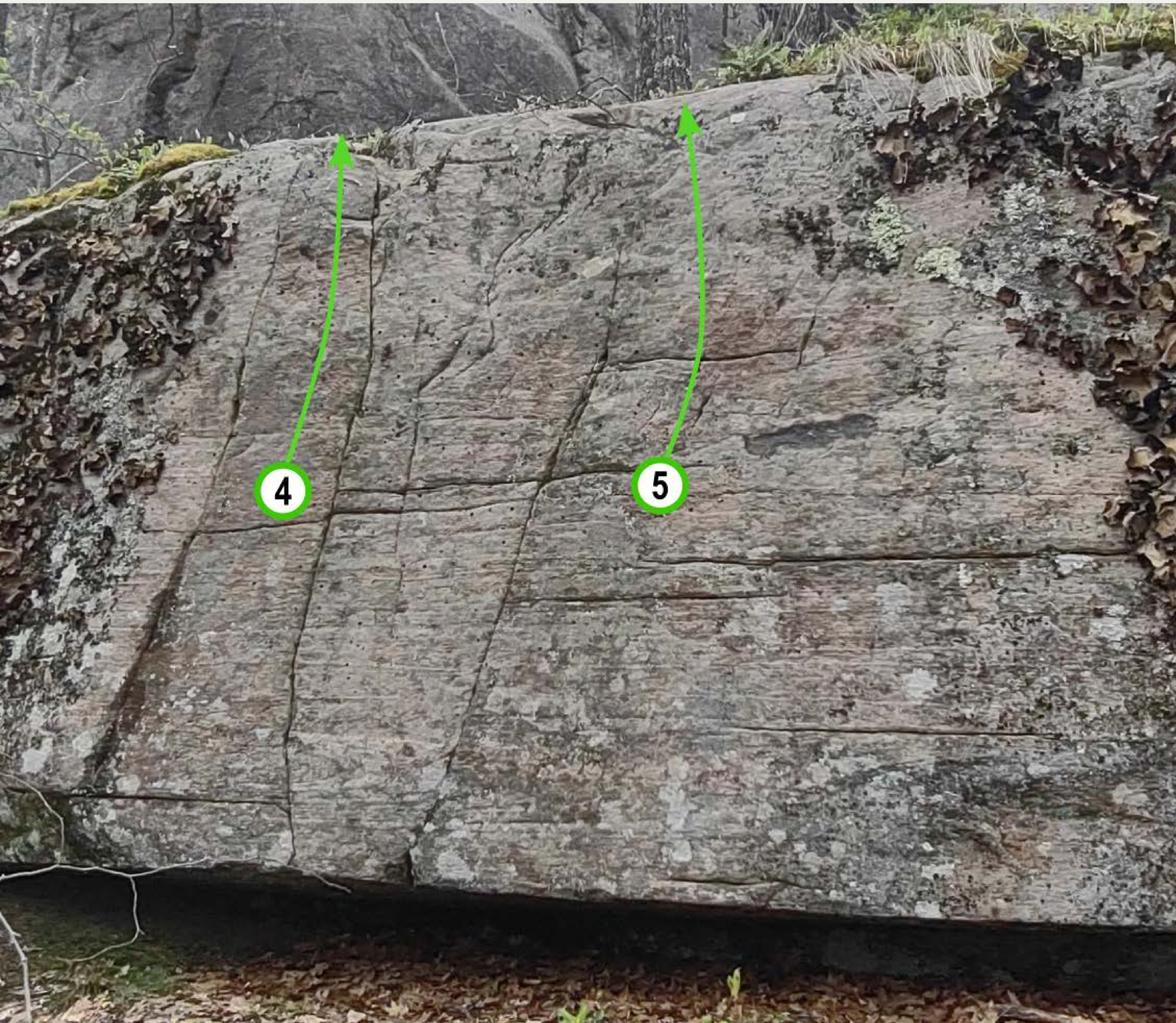


High Wall



1. Eros V0 ★ Start with right hand in low slot in the crack and climb up the crack, avoiding the block out to the right.
 2. Belter V2 ★★ Stand start with crimps on either side of the arete. Slap up right, hit the jug and then top out slightly right.
 3. Duster V3 ★★ Climb the face left of the arete and right of the tree.
- There are several different possible betas, depending on your height. And we made the topo long after we climbed this and aren't entirely sure the line is in the right place...

Basement



4. Gravity Well Easy? ★ Start just left of the tree with left hand on a widened part of the seam. Balance your way straight up. I didn't record grades when we first sent these and can't really remember.

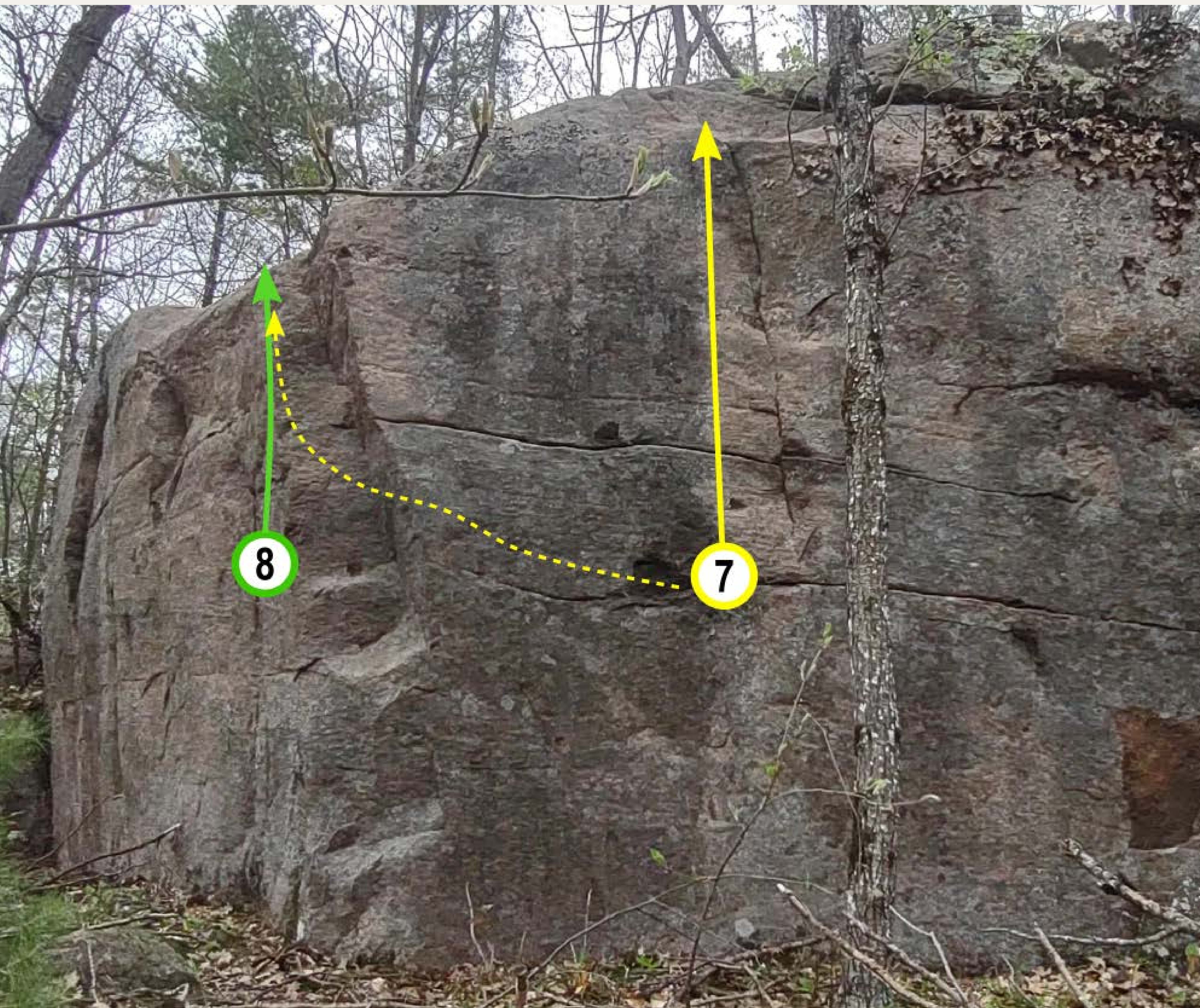
5. Dropping Asteroids Easy? ★ Start with right hand on a crescent shaped small crimp and left on a sidepull seam. Climb straight up.

Basement



6. Broken Kneee V2 ★ Sit start with left hand on a good sidepull and right on a high crimp. Go up to the jug and then figure out how to top out.

Spaceship Wall



7. Racerback V4 ★★ Sit start matched on a good edge. Go up to two crimps and topout directly above. There is a variation that sits starts on Racerback and tops out on Donnager

8. Donnager V0 ★ Stand start on the right arete feature and climb straight up. There is a variation that starts on Donnager and tops out to the right on Canterbury.

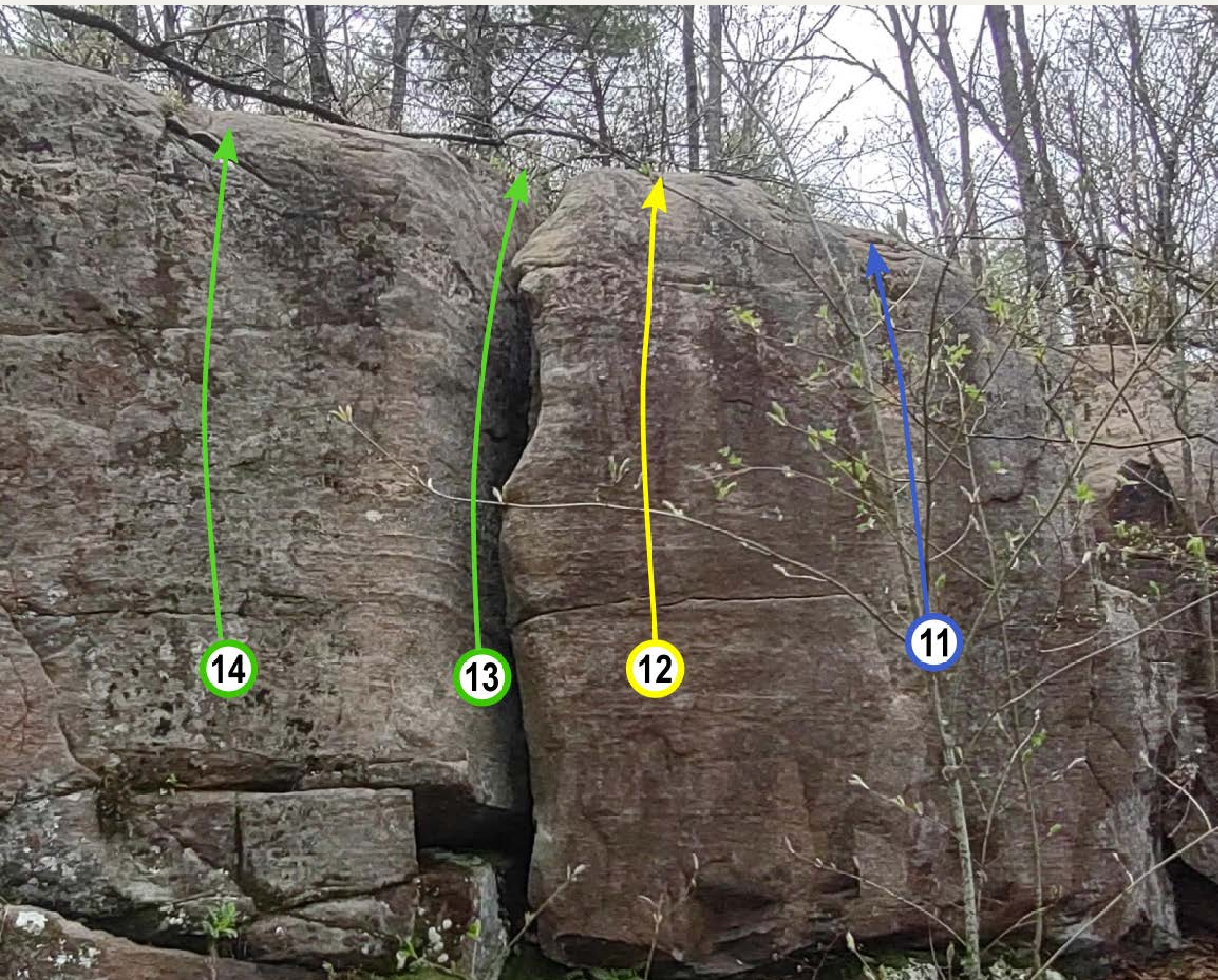
Spaceship Wall



9. Canterbury V1 ★ ★ Stand start with left hand on seam and right on sidepull. Climb straight up and mantle to topout.

10. Rosinante Project ★ Start with left hand on a small crimp and right on a low crimp/sidepull. Go up to higher sidepull and then left up to a small crimp/seam. Top out slightly to the right.

Porcupine Wall



11. Project Climb the middle of the face. Small holds and overhanging.
12. Porcupine Ninja V3 ★★ Start with left hand on the arete and right on a high crimp. Layback up the arete to a committing topout. The wall on the other side of the offwidth is off.
13. Fat Porcupine 5.8 or V3, ★★ depending on your crack climbing skills. Climb the offwidth.
14. Porcuclimb V1 ★★ Start with right hand in on a jug and left on a crimp/pinch. Climb up the tall face to a slopey topout.