2017 ONTARIO ROCK CLIMBING GUIDEBOOK UPDATE PACK v20170809

#0A Revival 5.10b **** Right of The Hunchback. Start behind the tree, and take a delicate start minding the loose rock at the bottom. A tricky start with a tricky roof problem. Fun. (p. 68)

#0D Tall Crack 5.10b **** Bolted route immediately right of Guido, left of the HUGE dead tree halfway up. Shares the start with Tall Order. Climb up the tricky start that gives the route the lower grade to the base of the dead tree. Try to avoid using the tree but give in, then follow the adventurous crack laying back with partial body jamming. (p. 68)

#3 **The Odyssey 5.10c** **** Climb past a tree you'll **have** no choice but to get intimate with to a burly haul fest to the finish. 65 feet 12 bolt plus anchors (quick **shuts**). Route-setter: Karl (p. 68, replaces Axolotl)

#1B 2020 Division 5.11b Bolted line left of Lucky. Divided in two, vertical tech bottom half leads to an overhanging upper half with larger holds. FA: Mike Penny, Mike Smythe **(p.178)** #7A Butt Clencher 5.11c *** Start at RESCUE#34 and climb the messy rock to the large, flat roof left of Come And Get It. Mostly a one-move roof wonder that's preclippable. Use a long sling below the roof to reduce drag. Route-setter: Karl. FA: Cameron Gore (p.63) Note: Come And Get It is 3m right of RESCUE#34

#0B **The Hunchback 5.10a** *** Climb up chunky terrain to a dark overhanging arete where a solution pocket awaits you. Clear your headspace and pull through to easier terrain above. Believe it or not, the overhang direct is about the same difficulty as if you climb the face – many are tempted to bypass via the awkward corner. Use a long draw below the arete. Route-setter: Karl. FA: Kirby Schiemann (p. 68)

(#0D continued) If you mostly climb in the gym, this route may feel tougher and awkward but it's good for your technique. Avoid the loose blocks at bolt 3 and 4, as well as the loose chockstone at the top of the crack as you approach the anchors. 65 feet. 10 bolts plus anchors.

#24 Pickpocket has been chopped as it's a historic route. It's back to mixed now, with around 6 new bolts replacing the older ones. OG (original grade) 5.9 (p.121)

#6B **Hillary Crimpin** **** Bolted line two routes left of Prowject. Boulder problem leads to some thin slab and a "keep your shit together" middle. Move right up a series of roofs into and out of a hanging dihedral. FA: Mike Penny, Mike Smythe (p. 179) #6 **Big Bolts For Daddy 5.10b** *** Start on a flaky crack and move through a thinner but interesting crux section. 8 bolts, 40 feet. (p. 67 replaces Big Grunt For Daddy)

#0C **Nostalgia 5.11a** *** Bolted route right of the huge dead tree halfway up and 5m right of Guido. Start on a sharp flake and follow messy cracks and flakes to the bulging face above. A potentially heartbreaking crux with a small pocket awaits you before the anchors. Great movement. Skipping the direct finish using The Hunchback drops the grade. 50 feet 8 bolts plus anchors. Route-setter: Karl. (p. 68)

#0E Tall Order 5.11d ** Bolted route immediately right of Guido, left of the HUGE dead tree halfway up. Shares the start with Tall Crack. When you're level with the base of the dead tree, follow a crimpy line left of the bolts while avoiding the crack. 65 feet. 10 bolts plus anchors. (p. 68)

p. 131 Extra directions. From the boardwalk, it's about 3-5 minutes to the junction for the climber's side trail. If the trail descends, then you've gone too far.

#4 Onsen – 9 bolts + anchors. The finish has a very awkward finish around a bush. (p.185)

#5A Seams Better 5.12b/c *** Technical thin climbing on crimps and gastons through the crux leads to easier climbing before a roof with a badass cut feet throw and a hold your shit together move to the anchors (i.e. runout). FA and equipped by Mike Smythe. (p.195 right of Idle Hands)

#8 Waveguiding **** This route is two pitches, around 10 bolts per pitch – 20 bolts/draws if done in one pitch. Pitch 2 anchors can be reached from the edge, but (better) rap anchors are 6m inland. Please help clean up the loose rock at the top by moving it well inland (say, the gully by the rap anchors). Bring a sturdy reusable shopping bag. (p. 223)

p. 234 Cumulus Wall. If you're rapping in to lead the routes on the overhang finish routes (e.g. Cumulus), watch out for severe rope drag when clipping the rope into directionals if you're rappelling in to lead. The second rappeller should unclip directionals while the first holds the rope to guide the climber to the belay station.

p. 256 Ladyslipper Area (bolt count) 5.9 Skunks Do It In Tevas: 9 bolts (8 bolts + anchors); 5.10a Ladyslipper: 8 bolts ; 5.11d So! You Think You Know Kung-Fu?: 13 bolts; 5.11d Honey Badger: 12 bolts **#5 Idle Hands 5.12b** ***** Starts immediately right of Block And Tackle's obvious crack line. Casual climbing to the second bolt. Move up the blank looking face to a heart shaped block under the roof. Move up and right through the roof and small corner and left back onto the upper face. Rest prior to a gymnastic upper section. FA: Mike Penney 7 bolts plus anchors. (p. 195, replaces #5 Project)

#3 Mr. Bonjangles The "Mr. B" paint is extremely faint, almost gone. Please help clean up the loose rock at the top by moving it well inland (say 10m in away from the slope). Bring a sturdy reusable shopping bag. (p. 226)

p. 238 Maneline has links on the hanging belay stations for rappeling to the ground routes (mostly Roaming Gypsies). You still need to leave tree anchors for the first rappel regardless.

p. 293 TV Tower Space Wall to Tower Crack is better approached from the South, and is nicer for your car. At the Scenic Caves Road and Tower Road junction, take Tower Road south, merge onto Jackson Cove Road and park at the Jackson Cove side trail lot. The white blaze trail is further downhill and across the road. 20 minutes to Tower Crack. See updates page for photos/more info. #6C **Donald Pump** **** Bolted line left of Prowject. Difficult boulder problem to reach second clip followed by easier terrain to midway rest. Figure out how to get onto the easier overhanging wall and burn it to the anchors. Hero climbing! FA: Mike Penny, Mike Smythe (p.179)

#3 Dandy The "D" paint is extremely faint. The route is the first opening to the climber's left of Kiss Of The Spider Woman. Look for a lone bolt hidden under a small tree at the top. (p.237)

#11 Mixed Martial Arts is 5.10a OG, but you might find it more like 5.10d. FA: Dave Zieleniewski (p.258)

For more photos, Cape Croker updates, and small updates such as bolts counts and route heights, please visit ontariorockclimbing.com/updates