

**2019 ONTARIO ROCK CLIMBING
GUIDEBOOK UPDATE PACK v2019v3 ALL
(place this sticker on inside cover to track
your update version)**

#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 Catch As Catch Can 5.10c **** 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)

#3A Drunken Elephant 5.11d **** - Located just left of Last of the Mullahicans. Easy climbing leads to a pumpy roof. Super fun. FA: Mike Smythe (p.192)

#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 grade, but consensus is more like 5.10d. FA: Dave Zieleniewski (p.258)

#7A Butt Clencher 5.11c *** Start at RESCUE#30 and climb the messy rock to the large, flat roof left of Come And Get It. Mostly a one-move roof wonder that's pre-clippable. 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#30

#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)

#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. 10+ bolts, 60 feet

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 p. 290 Two Eyed Monster and Diamond In The Rough order is reversed. Diamond is before Two-Eyed Monster.

#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 Catch As Catch Can. When you're level with the base of the dead tree, follow a crimp line left of the bolts while avoiding the crack. 65 feet. 10 bolts plus anchors. (p. 68)

p. 131 Extra Swamp directions. From the boardwalk over the small stream, 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)

#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, then up-right through the roof, a small corner, and left to the upper face. Rest prior to a gymnastic upper section. FA: Mike Penney 7 bolts plus anchors. (p. 195, replaces #5 Project)

#3 Mr. Bojangles 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. Make sure you're tied in. (p. 226)

p. 238 Maneline has links on the hanging belay stations for rappelling 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.

Air Jamaica – (more info) Substantial rock fall has made this route harder. Possibly 5.12c/d (p. 106)

#7B Fortune Teller 5.12c **** – Just left of Whoopee Cushion. 5 Bolts + Anchors. FA: Leslie Timms (p.145)

Lord Of The Flies/Flying Squirrel (more info). Access from the top. From Windy City, go climber's left about 40 paces to a rope. Rope traverse along the top of the cliff to reach Lord of the Flies. Flying Squirrel is to the left in a cedar clearing. (p. 229)

p. 215 Headspace 5 bolts 50 feet
p. 227 Windy City From The Ground. 11 bolts plus anchors. 100 feet. 30 Years Pitch One 8 bolts plus anchors. 60 feet.
p. 241 Buccaneer 8 bolts 65 feet

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

#9A Independent Woman 5.11b – Climb the right side of the tree to start. Run out to first piece of gear (about 20 feet). Undercling the wet but solid roof, pull around the corner, then jam, layback, chimney to the top. Sparse gear in the chimney but it is easy climbing. You can reach right and clip bolts of Ghost if you feel skittish! The route tops out. Use anchors of Ghost for seconding and rappel. FA: Anna Pirko p.229

p. 83 **Lord Tubbington** – consensus grade is 5.13a

p. 258 **#12b The Very Asian Variation 5.12a**- Clip the first two or three bolts of Kung Fu and then branch left through little roof and onto great face climbing. Rock quality is too suspect to have a separate start and dictated bolt placements low. Use long runners on second and third bolt of Kung Fu. Ideal to have a long draw on the first bolt as you pull onto upper black face. Climbers and belayers should wear helmets on this wall. FA: Mike Pennev

#3A Peanut Butter Punch 5.6 - Climb blocky ledges left of Bei Tagelisch. EQ: James Walker (p. 42)

#10 The Left Hand of Memnoch 5.11+ – (more info) A significant block has fallen off around the third bolt making the route substantially harder. Hopefully, the block will be glued back in place. (p.185)

#4 Global Warming (more info) The best way to reach Global Warming's anchors is to rappel past American Bucks' anchors. (p. 237)

p. 245 Surf Zone 7 bolts plus anchors.
p. 246 Plastic Victory Jug 7 bolts plus anchors
p. 253 Spirit In The Sky 6 bolts plus anchors.
Scalphunter 6 bolts plus anchors.

#18 Unknown: 5.10b *** Step onto a slab, wrap around, and head through the dihedral crack before a crux section awaits you before the anchors. 50 ft. Also possible to set up a second pitch at the anchors for Liberate (5.11b) . 4 bolts + anchors, 40 feet. (p.121)

p.298 Medusa 5.10c (more info) - Medusa has anchors, with a permadraw protecting the super wide section. Grade is 10c. Still needs 4s, 5s, and 6s to climb.

p. 219 **#1 Worth The Weight 5.13-** **** - "Maybe next year is the year I'll get fit and send my project." We've all been there. Stick clip the first bolt and consider the second. Hard boulder problem leads to a jug out left and a shake. With difficulty, move your way right and enter the bottom of a fun technical dihedral. Conjure magic to exit the corner and catch a rest before some final trickery. (formerly Project)

p. 203 No need to cut out coupon for the free coffee. Just get Rachel to sign it.

#7A Sharp Tooth 5.11b **** - Climb through a series of bulges past the distinctive namesake hold to greet a potentially onsight-eliminating sequence just before the anchors. FA: Scott Chuback (p. 84)

#16 New Way Out 5.10a *** Left of Lost At Sea at the tip of the ledge. A balancy climb that serves as a base exit alternative. FA: Gracey Williamson 7+bolts (p.220)

#13 The Punisher (more info) – The new anchors feel shaky, but it's due to the use of a very long bolt and has been tested to be solid (p. 278)

p.255 Bolt counts Intergalactic Cantaloupes 8 bolts plus anchors. Watermelon Winers – 9 bolts plus cold shuts

p. 259 Weekday Warrior 8 bolts plus anchors, 1 permadraw for cleaning. The Apprentice 8 bolts plus anchors.

#19 Octo-dog: 5.10a **** Easy climbin to start leads to a short-lived crux off a slanting ledge. Continue through to more easy climbing to anchors. 11 bolts + anchors, 80 feet. (p.121)

#3A Unknown Crack 5.8 – The crack line above the tree on the ledge between Zoomba and The Charleston. Pins at the top with awkward and difficult to protection on the headwall. (p.58)

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