

# ***The Gateway Bouldering Guide***

***Scott Eveleigh***

## ***Disclaimer***

Bouldering is a sport with inherent risks. Participating in bouldering may result in injury or death. This guide is intended for climbers with a degree of ability and experience. The terrain described with is dangerous and requires a high level of fitness and technical expertise to negotiate. The descriptions, ratings, and supposed difficulty within are subjective and may vary depending on your own personal experience and the conditions of the climb. This guide does not give the user the right to access any of the terrain described within. It is your responsibility to adhere to all closures.

## ***Introduction***

### ***Getting There***

From Calgary head West towards Canmore on highway 1 until you reach Dead Man's Flats. Turn into here and follow signs for Calgary until you are heading East on Highway 1, do this for 3km until you can turn into a small gravel parking lot on your right. Be careful as it is very easy to miss, there is a sign saying "Caring for Alberta's Highways, Bridgeland 7<sup>th</sup> Day Adventist Church" just before it. From Canmore head East on Highway 1 until you reach Dead Man's Flats then follow the instructions above to find the parking area.

### ***Approach***

The hike, in typical Bow Valley fashion, is a long one. It can take anywhere from 1.5-2 hours depending on your hiking ability. Sections may require route finding abilities and/or bushwhacking so make sure you are prepared with proper equipment. From the parking area, hike South on a large trail until you come to a junction with the Trans Canada Trail. Take a right and hike for a couple hundred meters until you reach a small trail heading left into the forest marked by a small stone cairn. Follow this trail until you hit a large river bed, take the trail heading left and uphill staying out of the canyon. Continue on this trail as it goes uphill then eventually into the now open canyon. Stay in the canyon passing two bolted sport climbing sections until you reach a large and spectacular chockstone wedged 5 meters above the canyon floor, this is roughly a little over halfway. After hiking past the steep rubble beyond the chockstone follow a faint trail marked with pink flagging up the hill on the left. At the top of the hill you will reach an open talus field. The rough trail and flagging continues after the talus through mostly flat terrain. Eventually this leads to a larger trail through mossy forest, take this trail up some steep hills until it levels out and you get close to the edge on the slide. Hike up the outside edge of the talus on a faint trail until you reach your desired sector. Look for the huge boulder with a smaller boulder on top of it, this and surrounding boulders make up The Proving

Ground and the sectors continue up the slide from here. Be very careful when traveling through the talus, any rock may be unstable!

## ***Using This Guide***

Using this guide is quite simple. The bolded text next to a number indicates the corresponding problem in the picture. The color of circle represents the grade of the problem; green (V0-V2), blue (V3-V6), black (V7-V9), red (V10-plus) in order of ascending difficulty, with projects (unclimbed problems) being purple. The ☠ symbol is a subjective indication of a dangerous/serious problem that is tall, has a bad landing, or both. Keep in mind that some projects may be un-cleaned or partially cleaned, read the description before getting on. Next is the name, grade and stars or quality of the problem. Followed by a block of text describing the problem, with the first ascent (FA) and date in the bottom right



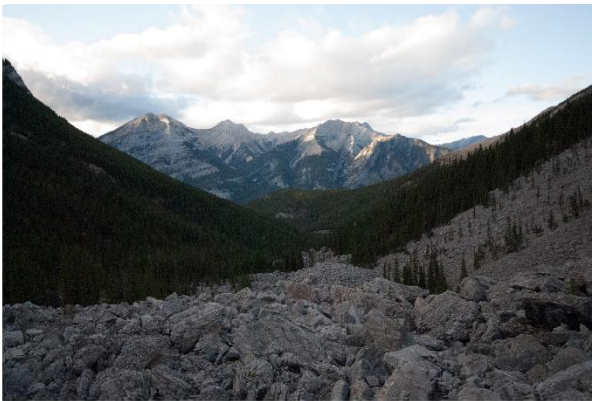
Marc Eveleigh eyeing the next hold on a project in the Proving Ground sector

# The Boulders

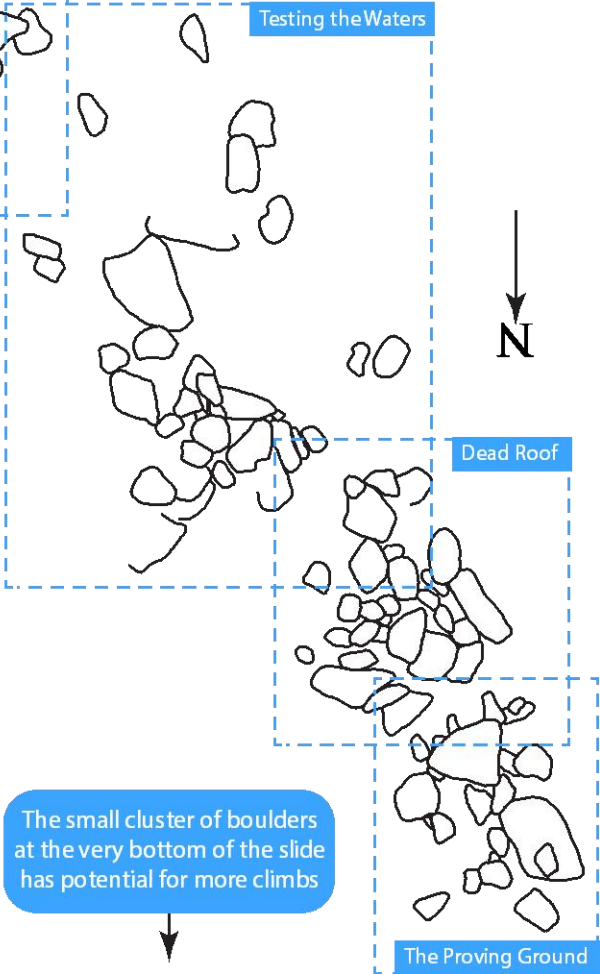
There is more potential for climbing this way. If interested take a look at the large cube shaped and surrounding boulders. Or go even further to the very top of the slide to "The Trenches".



The Trenches

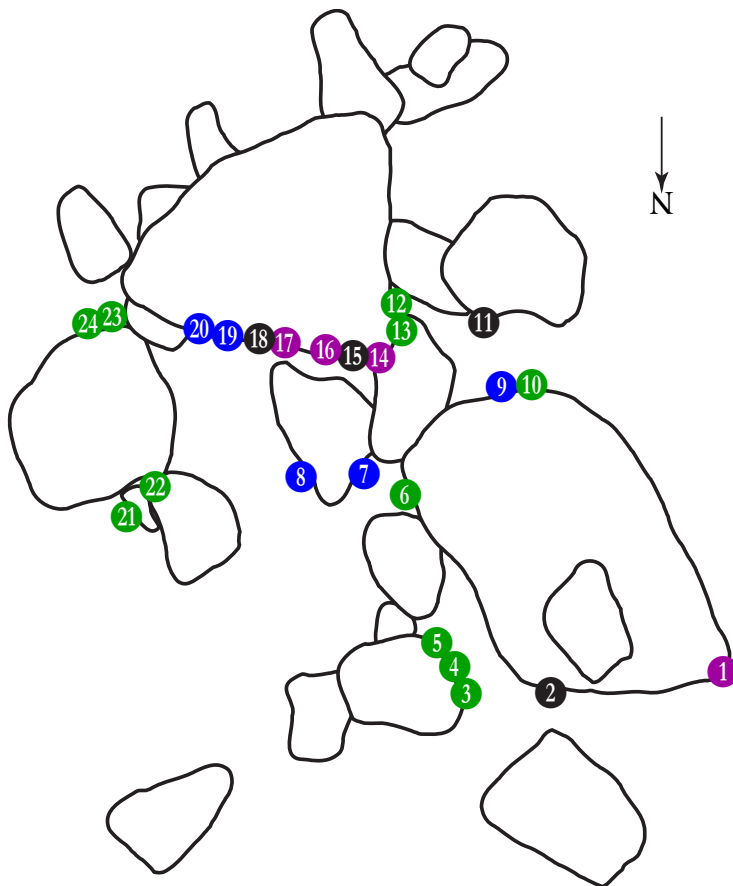


The view from The Lighthouse sector



The small cluster of boulders at the very bottom of the slide has potential for more climbs

# The Proving Ground



## 1 Project V? ☠

Climb up the insanely steep and tall overhang.  
(XX, 20XX)

## 2 Full Body Contraction V8 ★★ ☠

Start on a left-hand crimp around the corner and a right hand sidepull. Fight your way to the lip with difficult body tension and climb the tall face above.

(Marc Eveleigh, 2016)

## 3 The OK Coral V1 ★★

Start seated on a good left-hand slot and a right sidepull. Climb straight up the featured rock.

(Scott Eveleigh, 2016)

## 4 Professor Coral V1 ★★

Start as for *The OK Coral* but climb up and right to top out to the left of *Reef On It*.

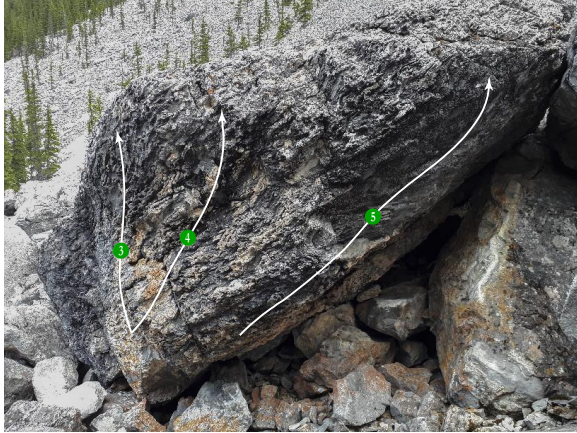
(Marc Eveleigh, 2016)

## 5 Reef On It V1 ★★

Start low matched on a good jug, climb the right overhanging side of the boulder.

(Hayden O'Connor, 2016)





### 6 Microbiome V3 ★

Start deep in a small hole matched on a massive undercling flake. Move out of the pit on small crimps with difficulty.

(Alyssa Weber, 2017)

### 7 Young Pup V4 ★

Start seated with your left hand on an incut crimp and right hand either on a small broken crimp or a low incut. Make one hard move to the lip and up.

(Scott Eveleigh, 2017)

### 8 Brown Sugar V5 ★

Start matched on a rail in the cramped pit. Do hard moves over the lip to crimps somehow avoiding the rocks on either side of you.

(Eric Sethna, 2017)

### 9 Unnamed V5 ★★ ☠

Start standing matched on a large block. Climb straight up to a jug on the face and trend slightly left finishing just right of *The Watchtower*.

(Josh Muller, 2017)

### 10 The Watchtower V3 ★★★ ☠

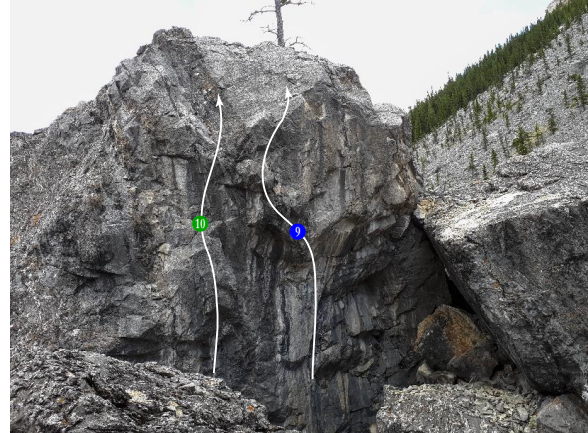
Start seated on a low jug, climb straight up the tall face. A lower start begins in the pit below starting on a right-hand ledge and a small left pinch.

(Marc Eveleigh, 2017)

### 11 Pina Colada V7 ★

Start underneath the boulder practically on the other side of it with left hand on an incut crimp around the far corner and right hand on a sloped pinch. Move out the cave on crimps to a sharp pocket. Make a big move to a good ledge and finish straight up. A stand start from the good ledge called *Caught in the rain* is V3.

(Scott Eveleigh (Stand),  
Eric Sethna, 2017)



### 12 Spicy Arête V3 ★★★ ☠

Climb the far-right arête of the boulder above a terrible landing.

(Scott Eveleigh, 2017)

### 13 Overlooked V1 ★★

This climb is on the boulder in the landing of *Spicy Arête*. Start seated at the bottom of the leaning arête. Climb up and left.

(Scott Eveleigh, 2017)

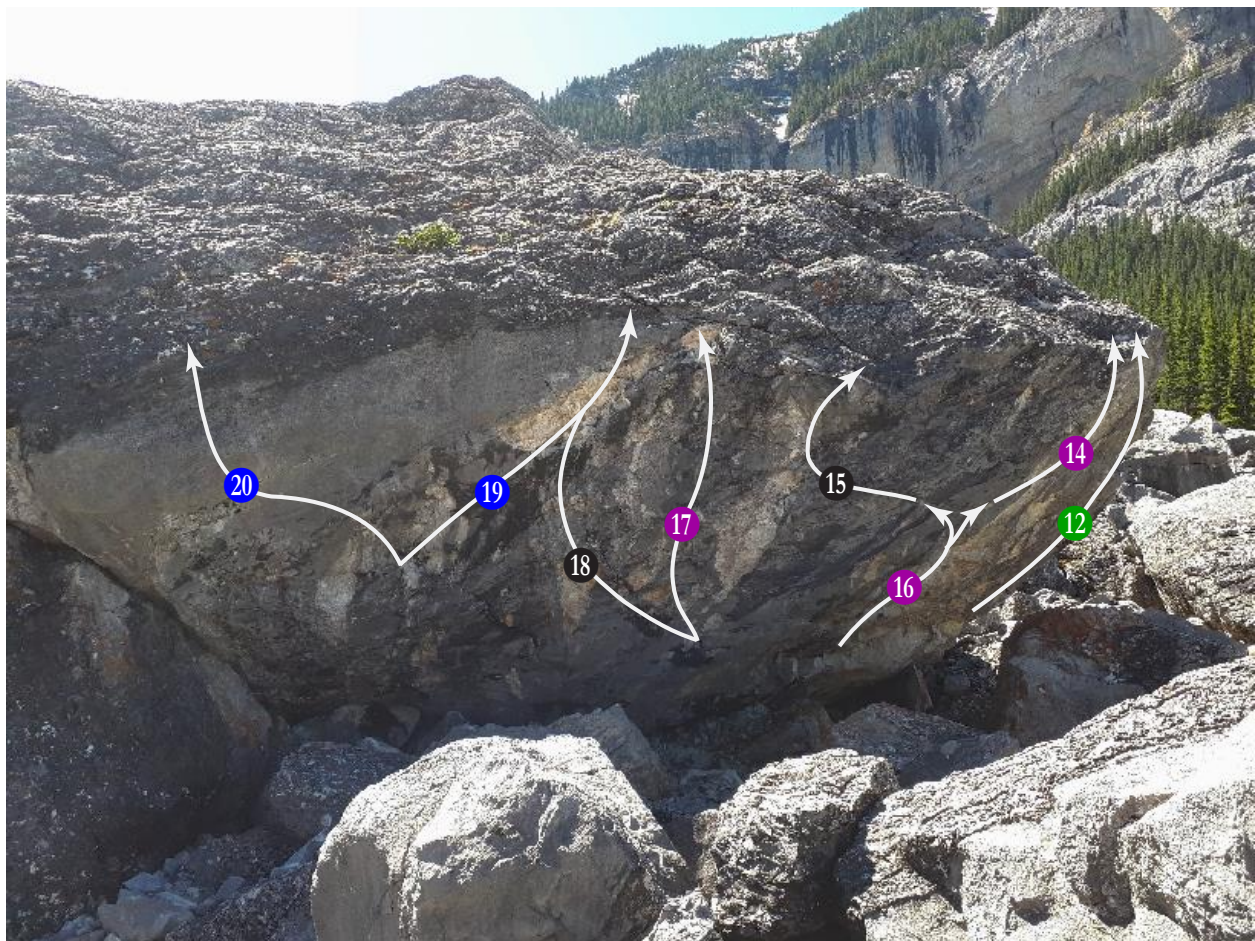
### 14 Project V?

Start standing on the flat boulder, climb up and right through big moves on incut crimps. Height dependent.

(XX, 201X)







**15 Vortex V8 ★★★**

Start standing matched on a small crimp rail in the middle of the overhang, follow the rail directly left until it is possible to go up to the lip.

(Eric Sethna, 2016)

**16 Project/Vortex Low V?**

A low start to Vortex or the project might be possible. Start low and climb straight up into one of the previous two problems.

(XX, 20XX)

**17 Project V?**

Start on *The Neighbour* but once you hit the two crimps climb up and slightly right, avoiding the jug rail to the left.

(XX, 201X)

**18 The Groundskeeper V9 ★★**

Start seated on two right facing sidepulls, move left to two crimps and continue traversing diagonally left up to the large jugs.

(Marc Eveleigh, 2017)

**19 Rip Off V5 ★**

Start seated with a sloper and a slot. Thrutch your way to the large jug up and right.

(Scott Eveleigh, 2016)

**20 Full Throttle V6 ★★**

Start as *Rip Off* but move up to a sidepull then out far left to a jug. Top out above the jug.

(Scott Eveleigh, 2016)

**21 Aspire V0 ★★**

Start seated compressing both side of the boulder. A fun but silly climb.

(Eric Sethna, 2017)

**22 Aspiring V0 ★**

If *Aspire* wasn't enough, climb the backside of the boulder starting seated.

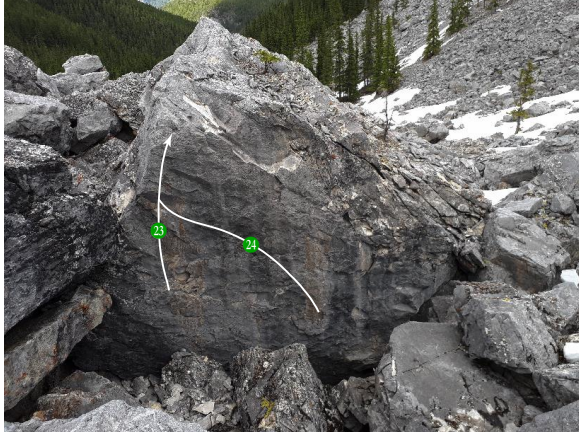
(Scott Eveleigh, 2017)

**23 Losing Nemo V1 ★★**

Start on the obvious block jug. Climb up using the arête and face holds.

(Allison Vest, 2017)





**24 Losing Nemo extension V3 ★★**

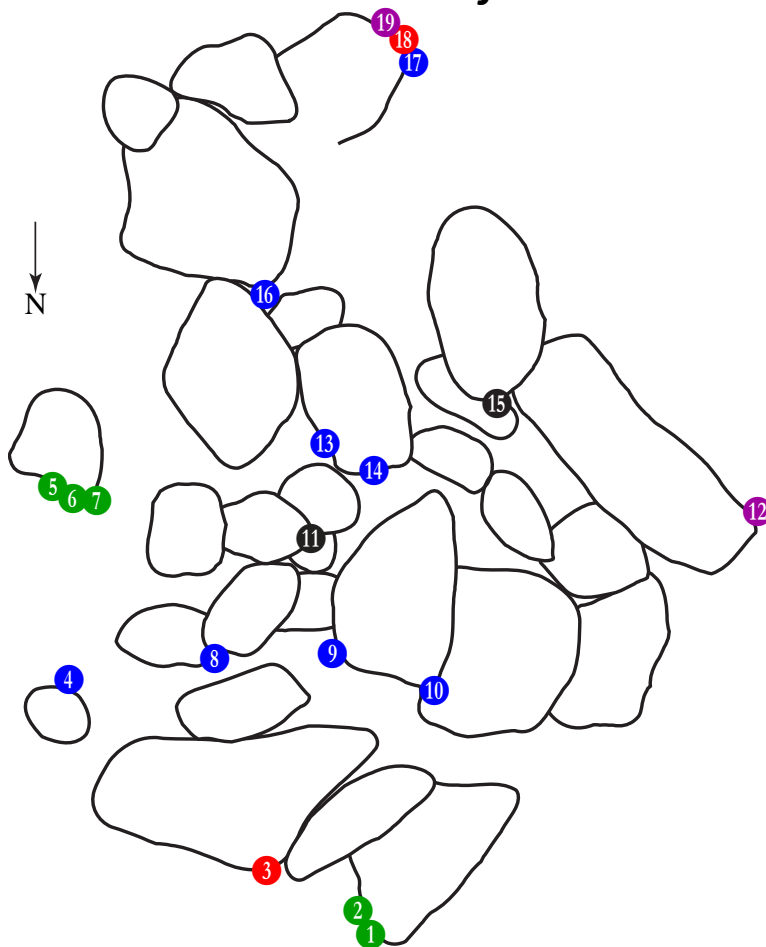
Start down and right of *Losing Nemo* in the hole on a right hand undercling jug and left hand on a slopy sidepull. Climb up and left into *Losing Nemo*.

(Scott Eveleigh, 2017)



Marc Eveleigh working the moves on an awesomely steep project in the Proving Ground sector

## Dead Roof



### 1 Sticky Grapes V3 ★

Start low under the small roof on a good edge. Bump your left hand out over the lip, then climb straight up to top out.

(Hayden O'Connor, 2016)

### 2 20 Litres V3 ★

Start as for *Sticky Grapes* and make the same first moves. Traverse left into a flat undercling, then top out straight up.

(Marc Eveleigh, 2016)

### 3 Dead Roof V10 ★★★★★

Start in the roof with right hand on a spike jug and left on flat blocky edge. Climb out the roof with lots of trickery. Top out slightly to the left. A unique boulder for the bow valley.

(Scott Eveleigh, 2016)

### 4 Pit Maneuver V5 ★

Start deep in the hole with left hand on the arête and right hand either compressing on the opposite arête or matched on the arête. Escape out the hole to the left.

(Scott Eveleigh, 2016)



### 5 Unnamed V2 ★★

Start seated with left hand on an incut crimp and right on a slopy crimp. Climb up the good rail feature.

(Hayden O'Connor, 2016)

### 6 Little Gromit V2 ★★★

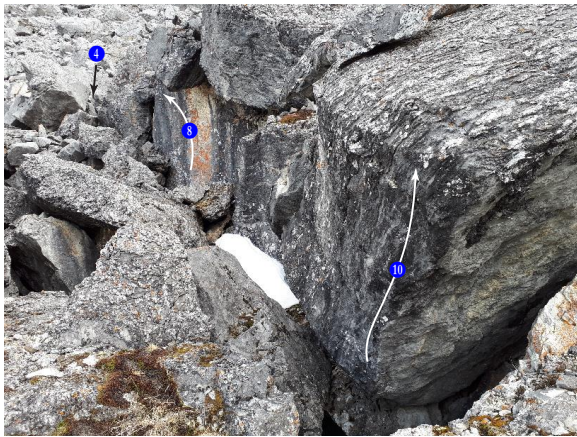
Start on *Marc's Magical Mystery* but after the first move traverse left into *Unnamed*.

(Scott Eveleigh, 2018)

### 7 Marc's Magical Mystery V2 ★★

Start seated at the base of the arête and climb straight up using sidepulls and compression.

(Marc Eveleigh, 2018)



### 8 Snake Eyes V5 ★★

Start in the pit on a low tiny left hand undercling crimp and right on a large ledge. Climb up the vert wall through the "snake eyes" to the lip before the other boulder, traverse far left to top out.

(Scott Eveleigh, 2016)

### 9 My Quads V4 ★★

Start matched on a flat ledge underneath the lip. Hit the lip and struggle over it.

(Scott Eveleigh, 2017)

### 10 Goblin Tunnel V6 ★★★ ☠

Start in the pit with left hand on a spikey ledge and right hand on the other side of the arete on a vertical crimp. Compress up the sharp arete.

(Scott Eveleigh, 2017)

### 11 Like Catching a Cheetah Covered in Butter V7 ★

Start in a pit with right hand on a sidepull crimp and left on a good flat ledge hold. Climb out the hole using all sorts of tricks to avoid the rocks on both sides of you.

(Scott Eveleigh, 2018)

### 12 Project V? ☠

Start on the lip of the right side of the large prow feature, climb up and right through pockets.

(XX, 201X)

### 13 Unnamed V6 ★★

Start deep in the overhang, matched on the lowest part of the big rail. Follow the rail to a jug at the lip and up.

(Marc Eveleigh, 2018)

### 14 Nutritious Breakfast V4 ★

Start seated with right hand on a sidepull and left hand on a two-finger pocket. Climb up the short face with difficulty.

(Scott Eveleigh, 2018)



### 15 A Fly in the Ointment V7 ★★

Start matched on a right facing sidepull, move left to a crimp, then bust to the lip trying desperately to keep yourself off the ground.

(Scott Eveleigh, 2016)

### 16 Goose eggs on your legs V6 ★★

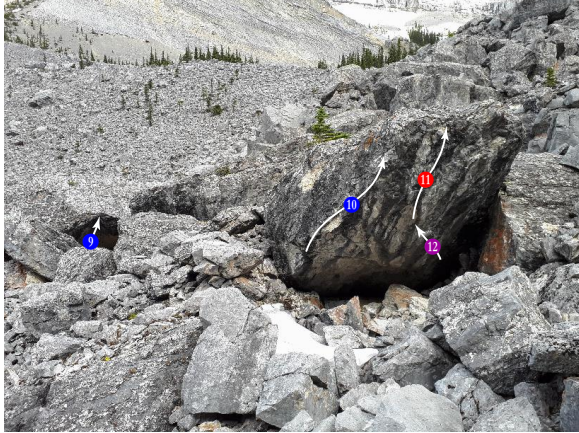
Behind the *Rocket Man* boulder is a small nook with an overhang. Start seated on crimps.

(Scott Eveleigh, 2017)

### 17 Rocket Man Arête V4 ★★

Start at the base of the left arête with right hand on an undercling and left on a arête hold. Climb the arête exiting left before the peak.

(Joel White, 2016)



**18 Rocket Man V10 ★★★★★**

Begin in the middle of the steep overhang with right hand on a small but incut sidepull crimp and left on flat crimp down and left. Make a hard move to a small crimp in the face, then launch to the lip.

(Eric Sethna, 2016)

**19 Rocket Man Low Project V?**

Start down and right of *Rocket Man* on a good undercling deep in the cave. Climb up into the start of *Rocket Man* and finish as for that problem.

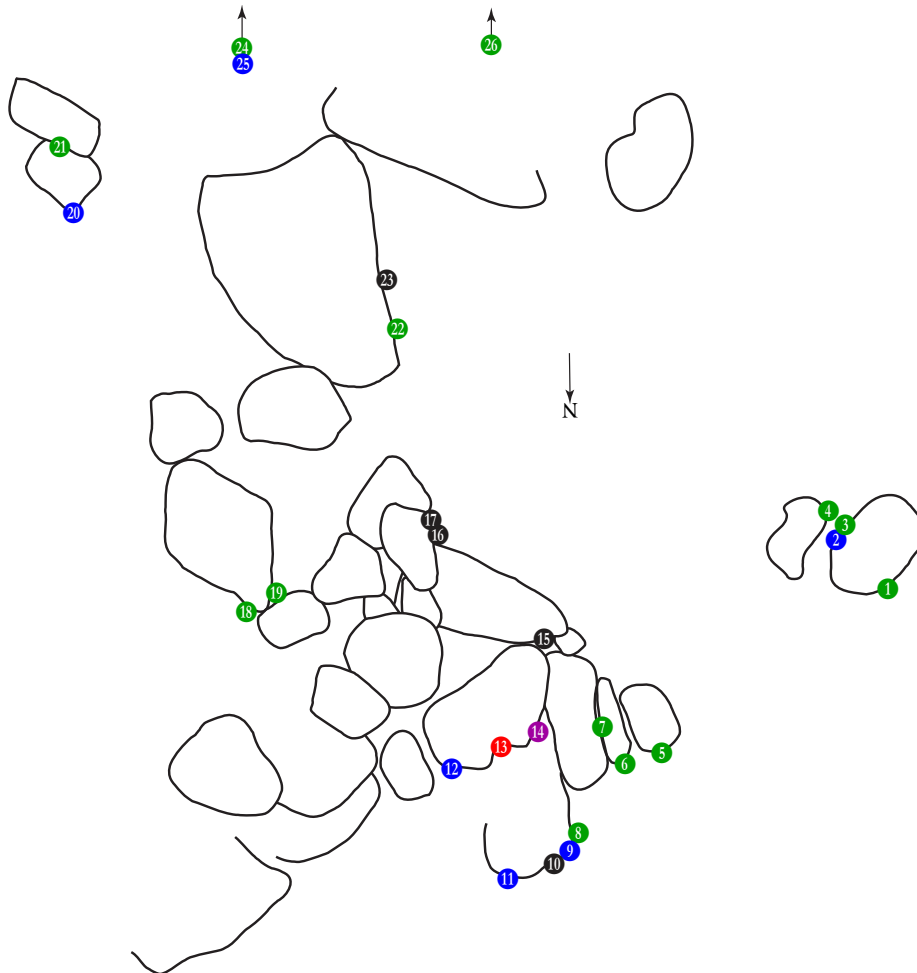
(XX, 201X)



Scott Eveleigh enjoys a lap on *Tepid* V2, problem #22 in the Testing the Waters sector



## Testing the Waters



### 1 Unknown V1 ★ ☠

Climb the slab on the North side of the boulder.

(Mark Derkson, 2016)

### 2 Baba Hari Choss V4 ★★★

Start around the right corner of the face on a large jug. Climb into the sloping rail and follow it to the corner before mantling straight up.

(Scott Eveleigh, 2016)

### 3 I'll Stop Here V3 ★★

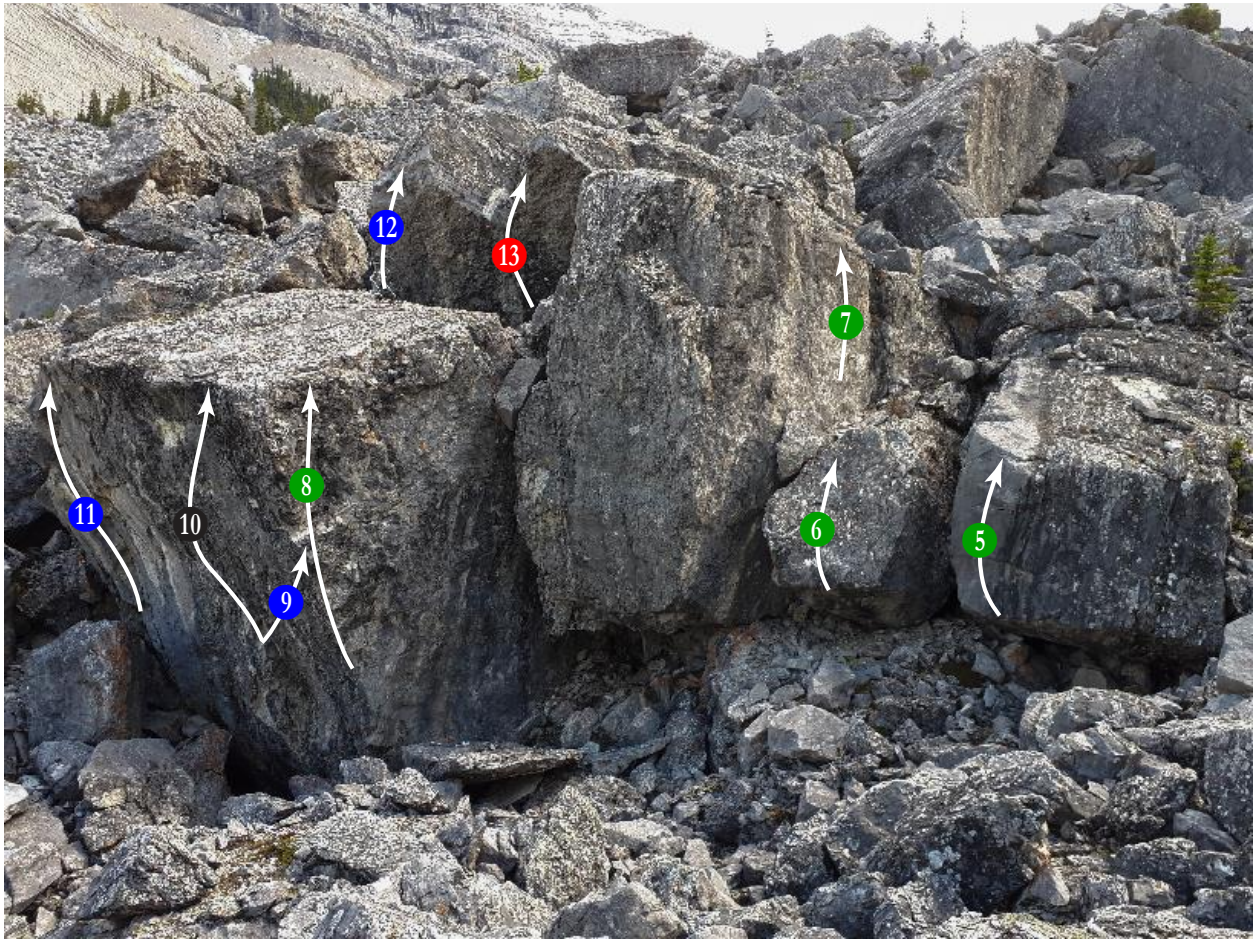
Start as for *Baba Hari Choss* but halfway along the rail mantle to a sloper on the slab.

(Scott Eveleigh, 2016)

### 4 Bramble V1 ★

Start on the lip of the small overhang on a large edge. Hit the arête and climb straight up.

(Scott Eveleigh, 2016)



**5 Lowballs are good for the soul V2 ★**

Start low compressing the two aretes. Pull to sharp crimps then to nice ledges.

*(Scott Eveleigh, 2017)*

**6 Pitch 1 V3 ★**

Start low compressing the two aretes. Pull a hard first move to good holds and up.

*(Scott Eveleigh, 2017)*

**7 Pitch 2 V2 ★**

Climb the small face on top of *Pitch 1* starting crouched on crimps.

*(Scott Eveleigh, 2017)*

**8 Henchman V2 ★**

Start low with a mono-crimp with your right and a sidepull for your left, climb the arête.

*(Marc Eveleigh, 2016)*

**9 Mobster V4 ★★**

Start as for *Choss Boss*, head right to the arête using a neat undercling, finish as for *Henchman*.

*(Eric Sethna, 2016)*

**10 Choss Boss V8 ★ ☠**

Start on right facing sidepulls, hit some bad crimps, then make a massive move up. Trend slightly right to top out. Lots of holds have broken, hence the name.

*(Eric Sethna, 2016)*

**11 The Guppy V4 ★★★**

Start low on the large jug flake, make your way up slopy holds to the top.

*(Scott Eveleigh, 2016)*

**12 The Beginning V4 ★★**

Start low matched on a sidepull, climb up the arête through more sidepulls and slopers.

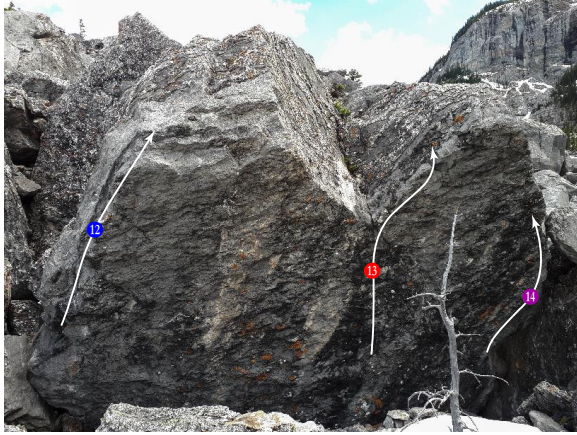
*(Marc and Scott Eveleigh, 2015)*

**13 Haven V11 ★★★**

Start with left hand on a small and hard to find undercling and right hand on the lowest slopy edge. Fire straight up to a heinous and tiny pinch, then launch to the lip.

*(Scott Eveleigh, 2016)*





**14 Project V?**

Climb the arête to the right of *Haven* starting matched on an undercling.

(XX, 20XX)

**15 Killa Bee's Torture Chamber V8 ★★ ☠**

Start way down in a deep pit matched on a large sharp jug. Climb out of the pit, avoiding the rock to the left. A high start begins mid cave with right on a good flake and a rounded incut crimp for the left. This avoids the cramped start and reduces the grade.

(Matt Hendsbee, 2017)

**16 The Doorman V7 ★★★★★ ☠**

Start seated with one hand on each arête. Do some compression moves before escaping out right on good holds.

(Scott Eveleigh, 2016)

**17 The Doorman left V8 ★★**

Start as *The Doorman* but exit left out the cave.

(Eric Sethna, 2016)

**18 Cabbage Patch V2 ★★**

Start sitting with a big flat undercling, make use of the arête and high feet to get to the lip and mantle.

(Scott Eveleigh, 2016)

**19 Green Thumb V1 ★★**

Start matched on a triangle edge, good sidepulls lead to a tricky mantle.

(Marc Eveleigh, 2016)

**20 Rock Squat V6 ★★★★★**

Start sitting with good holds, climb the arête before cutting left on delicate slopers. This quality problem is deceptively difficult and is only marred by the cramped start.

(Eric Sethna, 2016)

**21 The Perch V2 ★ ☠**

Climb the compression line on top of *Rock Squat* starting seated.

(Scott Eveleigh, 2017)



**22 Tepid V2 ★★★★★ ☠**

Start standing on good holds, climb up the technical face.

(Hayden O'Connor, 2016)

**23 Testing the Waters V7 ★★★★★ ☠**

Start on two high underclings, difficult climbing on small holds with precise feet lead up the face to a high top out. A classic and difficult face climb.

(Scott Eveleigh, 2016)

**24 Shoreline V2 ★★★★★**

Start on the lip as far right as reasonable near a small pocket scoop, traverse all the way to the corner to mantle.

(Scott Eveleigh, 2016)

**25 Beached Whale V4 ★★★★★**

Start as for *Shoreline* but mantel early once you reach a small crimp notch on the lip.

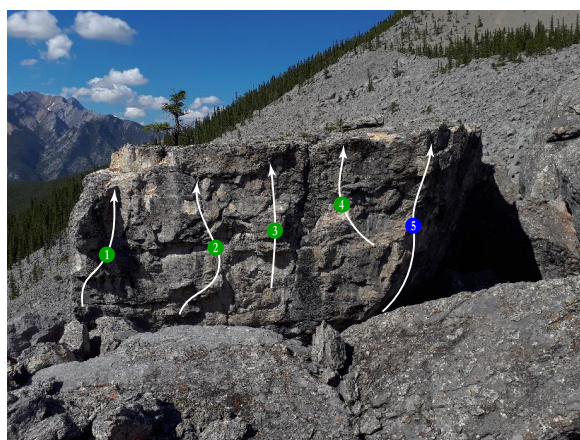
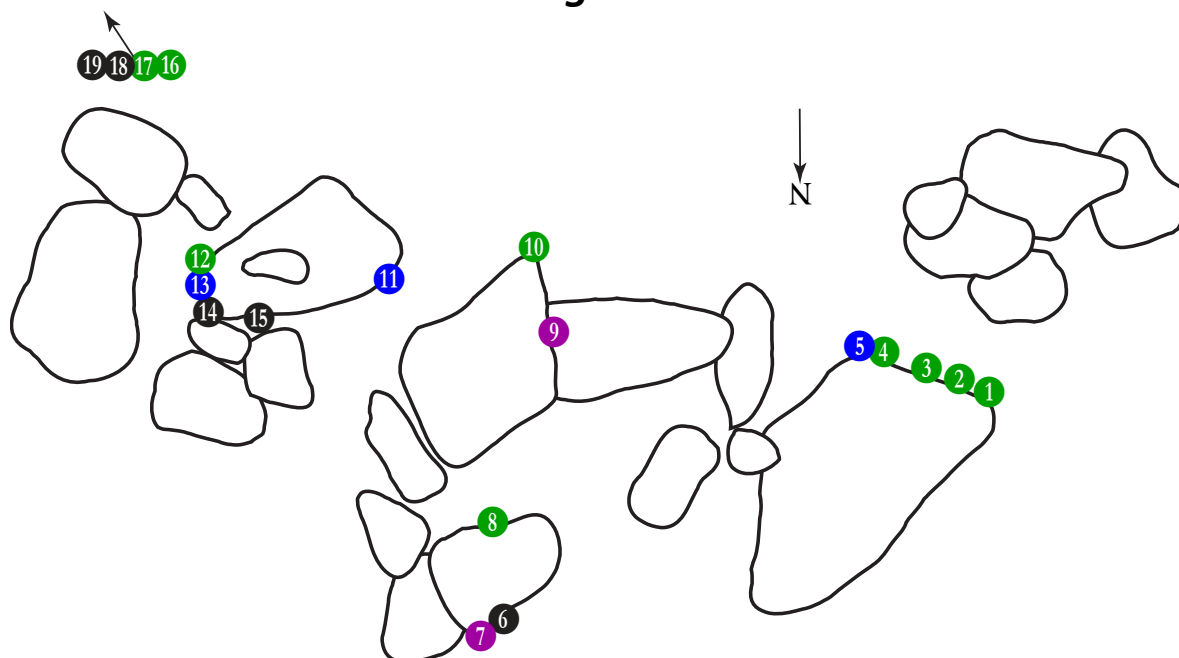
(Eric Sethna, 2016)

**26 Scott's V0 V0 ★★★★★**

Start on the arête with good feet, climb up on jugs as your feet disappear until you can mantle.

(Scott Eveleigh, 2016)

## The Lighthouse



### 1 Adhesive Allergy V0 ★★

Start low on the left arête of the boulder with left hand on the lowest edge on the arete and right on a pocket. Climb straight up.

(Mark Derkson, 2016)

### 2 First Blood V2 ★★

Start with left hand in a pocket and right hand on a crimp. Move right to a large sidepull then up on edges.

(Mark Derkson, 2016)

### 3 Showboat V1 ★

Start left hand on a sidepull right hand on a good pinch. Climb up through good edges to a long move to the lip.

(Mark Derkson, 2016)

### 4 Cruiser V1 ★★

Start standing matched on a good ledge. Climb straight up on good holds.

(Scott Eveleigh, 2016)

### 5 CLK V5 ★★

Start seated and climb directly up the arête to the right of *Cruiser*. A variation called *Derk's Dunk* starts standing right hand on a small crimp and left on a sidepull and does a huge move to the start on *Cruiser* and finishes on that problem.

(Scott Eveleigh, Mark Derkson (Var), 2016)





**6 Moon Meister V7 ★★ ☠**

Start seated with left hand on a flat block on the overhanging face and right hand on a small crimp slot. Climb up the arête then bust right to a good jug in the face, then continue up through big moves on good holds.

*(Eric Sethna, 2017)*

**7 Project V? ☠**

Start with left hand on a good pocket deep in the overhang and right on the left hand start hold of *Moon Meister*. Make huge move to the arête (reachy!), release the pocket with difficulty and finish up the face.

*(XX, 201X)*

**8 Kaleidoscope V0 ★★**

Start matched on the lowest edge. Climb straight up the striking but disappointingly short face.

*(Scott Eveleigh, 2016)*

**9 Project V?**

Start matched on good sidepull crack in the back of the cave. Move out the cave through underclings and wicked body tension.

*(XX, 201X)*

**10 Thin Fin V2 ★★★**

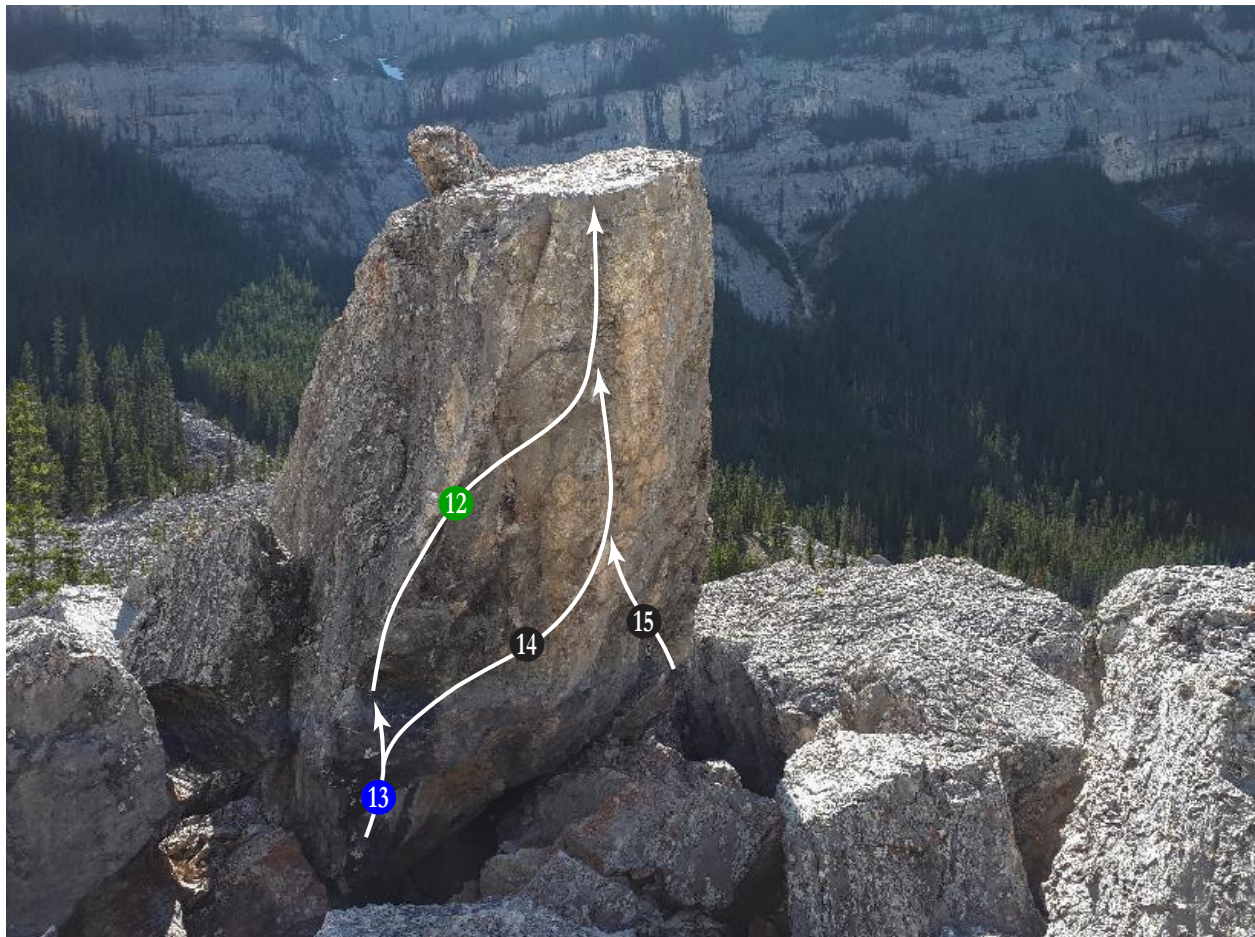
Start with right hand on a low pinch block and left hand on the lowest point on the arête. Climb the arête.

*(Scott Eveleigh, 2018)*

**11 Cactus Cave V6 ★★★**

Start on a large rounded undercling in the back of the cave, do one hard move to the lip with funky body position. Top out the tall face straight up.

*(Hayden O'Connor, 2016)*



**12 The Lighthouse V2** ★★★★★ ☠

Start standing matched on a good hold on the arête. Climb up the scenic arête using good holds on the overhang, finish directly over the lip. One of the best at the Gateway.

(Mark Derkson, 2016)

**13 The Lighthouse Sit V5** ★★★★★ ☠

If you didn't feel like you got the full value out of the stand try this. Start low matched on a large left facing sidepull, climb up and into *The Lighthouse*.

(Scott Eveleigh, 2017)

**14 The Keeper V8** ★★ ☠

Start as for *The Lighthouse Sit* but after the first move cut right through slopey compression aiming for two incut crimps in the face. From here climb up and slightly left on good holds to the lip of the boulder.

(Scott Eveleigh, 2017)

**15 Coast Guard V7** ★★ ☠

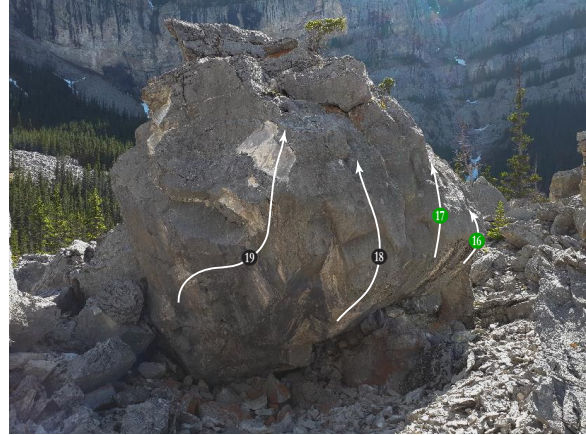
Start low matched on the bottom of the rail on the right side of the face, move left into the two incuts on *The Keeper* and finish as for that problem.

(Eric Sethna, 2017)

**16 The Fairway V2** ★

Start with left hand on the sloping lip and right hand on an undercling. Climb straight up on sloping holds.

(Scott Eveleigh, 2016)



**17 Stepping Stones V0** ★★

Start on two crimps at head height. climb straight up on good holds

(Alyssa Weber, 2016)

**18 The Arnold V7** ★★

Start matched on a jug sidepull/undercling. Pull over the lip using foot tricky to hard compression moves and a finicky top out.

(Scott Eveleigh, 2016)

**19 Seaside Saloon V8** ★★

Start on a bad slippery left hand and a flat tilted block for the right. Work your way out right to a large sidepull ledge and continue up through crimps to the top.

(Alyssa Weber, 2016)



Scott Eveleigh on the FA of *The Keeper* V8, problem #14 in The Lighthouse sector