

# Silver City

## 2014 Update

By Mark Carlson and Tyler Kirkland

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This is an update to the information found in *Banff Rock (2012)*, *Sport Climbs in the Canadian Rockies Sixth Edition UPDATED AGAIN*, and Dave Thomson's photo topo on tabvar.org. The next *Sport Climbs* update will include many of the new sport routes, but this is more comprehensive.

**When to go:** Late July to late October. There are many ticks in the spring and early summer. The cliff faces South, and can be very warm, even on cold days.

**What to bring:** Most sport climbs have 10 bolts or less. "I Oink...", "Creature Effects", "Primordial Soup", and "Upscale" have up to 3 more. Bring a 9/16" wrench, as nuts easily become loose, especially in the Zombie Dihedral area. For trad and mixed climbs, a set of nuts and a set of cams from micro to 2" should do. Bring a few shoulder length slings as well.

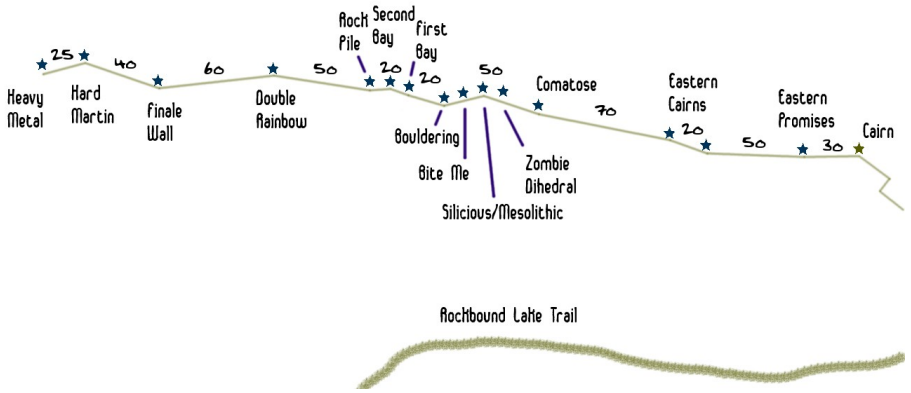
The older trad climbs are a bit dirty and loose still, and some seem like they may never have actually been climbed! We have not climbed every route in this topo, but we have tried to make a note of anything that may be out of the ordinary (a few climbs do not seem to have anchors, for example.)

**How to get there:** Take the Trans-Canada Hwy. to Castle Junction (Hwy. 93 south) and head north to Hwy. 1A. Turn east onto the 1A, parking at the Rockbound lake trailhead, 200m down the 1A on the North. Follow the well graded Rockbound lake trail for approximately 45 minutes. Immediately after a section of wood boardwalk turn left up a good trail leading to the crag. 1 hour total from the car.

**Overview:** GPS waypoints for each crag can be found here:

<https://goo.gl/maps/WTbZb>

Here is an overview map, with distances in meters:



**How to use this topo:** While you could print this off, it is meant to be used on a phone or tablet. Crag are listed from west to east, which is the opposite of how you approach them from the trail.

*Routelines and route name colors* indicate the type of route:

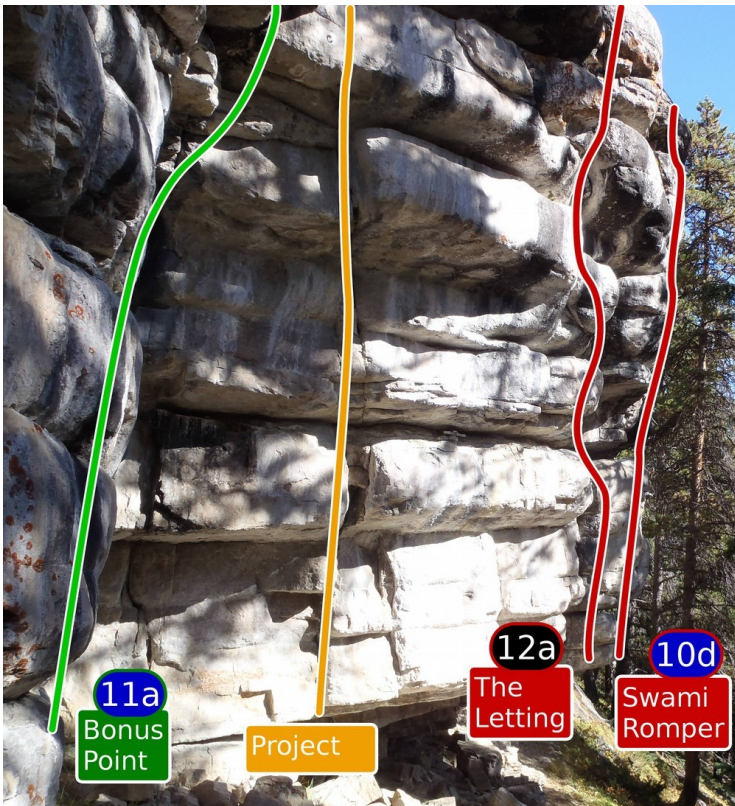
Red – Sport, Blue – Trad, Green – Mixed, Orange – Project

*The color of the grade* indicates how difficult it is:

Green – 5.9 and under, Blue – 5.10 to 5.11, Black – 5.12

**The new crags:** Heavy Metal, Hard Martin, and Eastern Promises have the best new routes, and have been cleaned the most. If you are looking for 5.8 to 10a, check out the Hard Martin crag. If you want something in the 11+ range, check out The Letting, Roofies, and Bendy Wendy.

# Heavy Metal Dreams - Left



**Bonus Point 11a** – Prep P. Taylor, FFA M. Carlson, 2014 (Mixed)

A quick extra tick, a single #2 BD C4 cam is sufficient for gear.

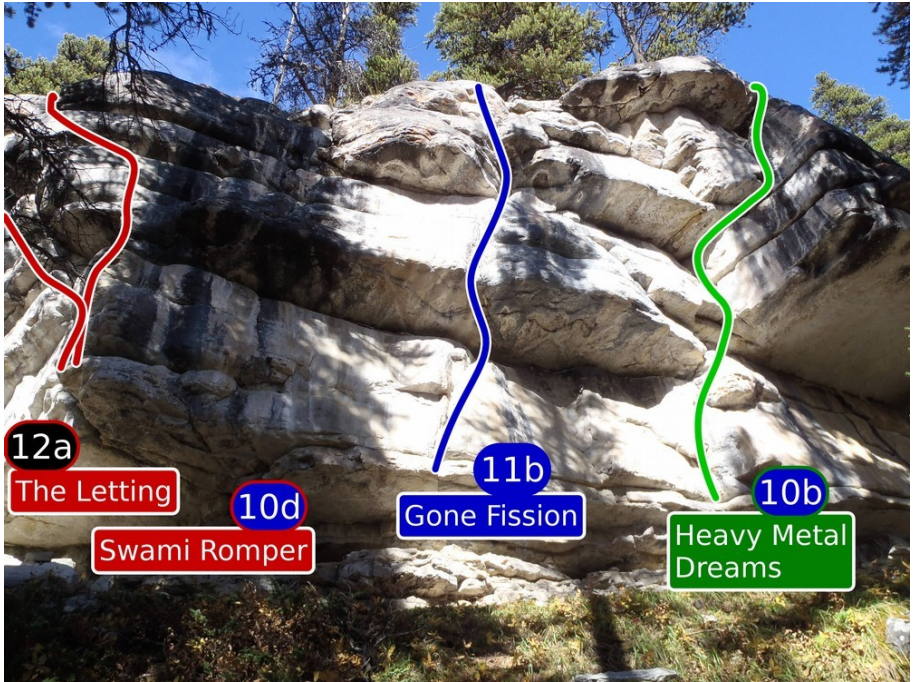
**The Letting 12a** – Prep T. Kirkland, FFA M. Carlson, 2014

Steep kung fu with possible knee bars, a karate chop jam and even a jump kick! If you are bleeding you are doing it right!

**Swami Romper 10d** – T. Kirkland, 2014

Put on your best Romper and become the Gog Swami! Invert with a high left heel and work your way up fun and varied climbing.

# Heavy Metal Dreams – Right



**Gone Fission 11b** – *M. Carlson, 2014 (Gear to 2”)*

Compression over the roof. Easily protected. Worth a go if there is a rack around.

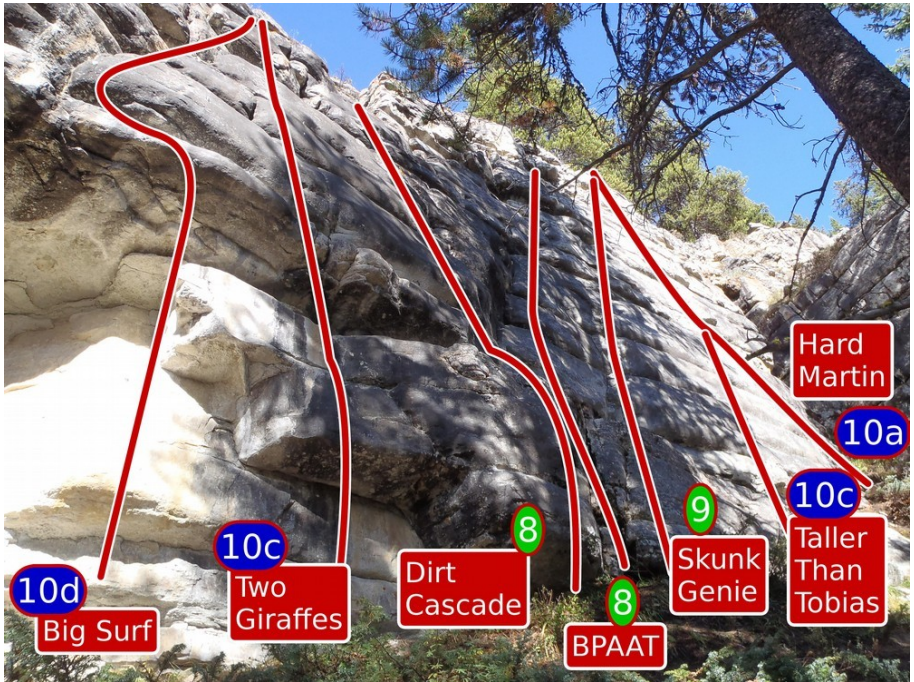
**Heavy Metal Dreams 10b** – *M. Carlson, 2013 (Gear to 2”)*

Steeper than your average 10b. Great gear and great stances. One bolt before the first roof. Have a second clean it for you... or climb it twice!

## Open Project

Under the big roof is an open project. It is not abandoned... just too hard for the prepper right now. Cleaning is still required, but if you think it looks fun, have at it and let us know how it goes! A “bolter problem”... V7+?

# Hard Martin



## **Big Surf 10d** – T. Kirkland, 2014

Get established on the flake then pry yourself behind it. Limbo-like scootching will get you in position to pass the roof to the left.

## **Two Giraffes 10c** – T. Kirkland, 2014

Looks easier after one giraffe but provides good climbing to the top!

## **Dirt Cascade 8** – K. Nacua, 2013

## **Bingo Players Are Alpinists Too 8** – H. Anderson, 2013

Enjoyable lie backs with a steep finish!

## **Skunk Genie 9** – T. Kirkland, 2013

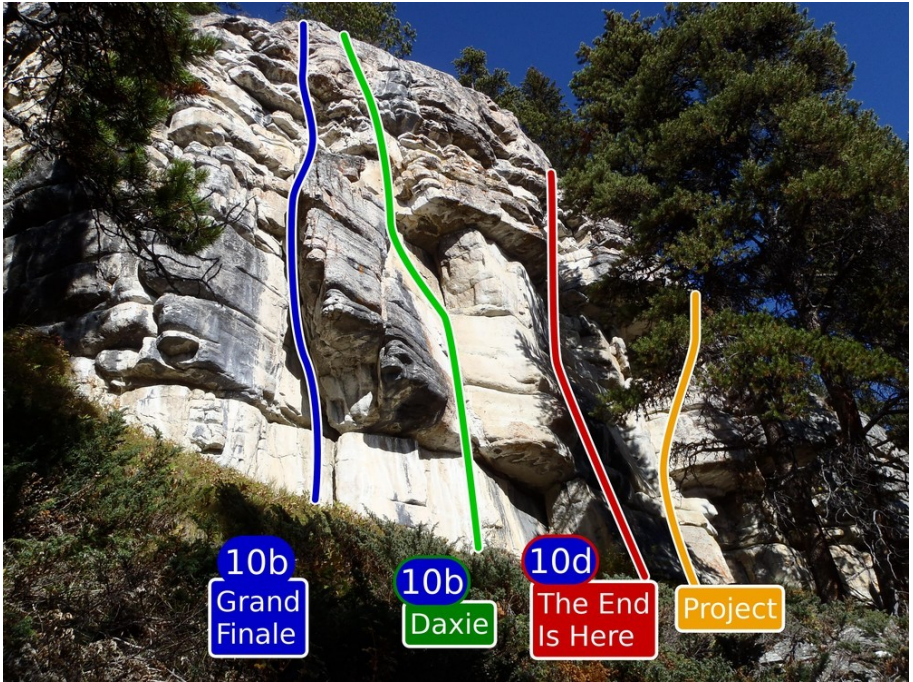
Similar to its neighbour to the left but slightly harder.

## **Taller than Tobias 10c** – M. Breakey 2014

## **Hard Martin 10a** – T. Kirkland, 2014

It's not very long, starts hard but gets softer as you go. High quality fun!

# Finale Wall



## **Grand Finale 10b** – *D. Thomson (Gear)*

Worse than it looks. Dirty and loose. Possibly some broken holds near the anchor?

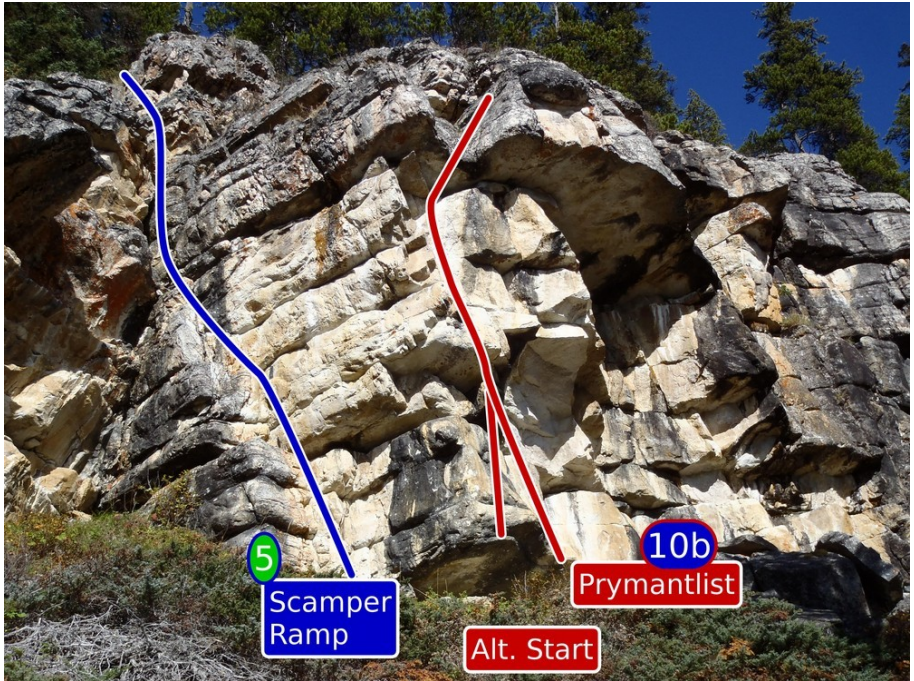
## **Daxie 10b** – *P. Taylor, 2013 (Mixed)*

A long sling or two is handy. Better than Grand Finale.

## **The End is Here 10d** – *D. Thomson*

A nice climb with a bit of everything.

# Double Rainbow



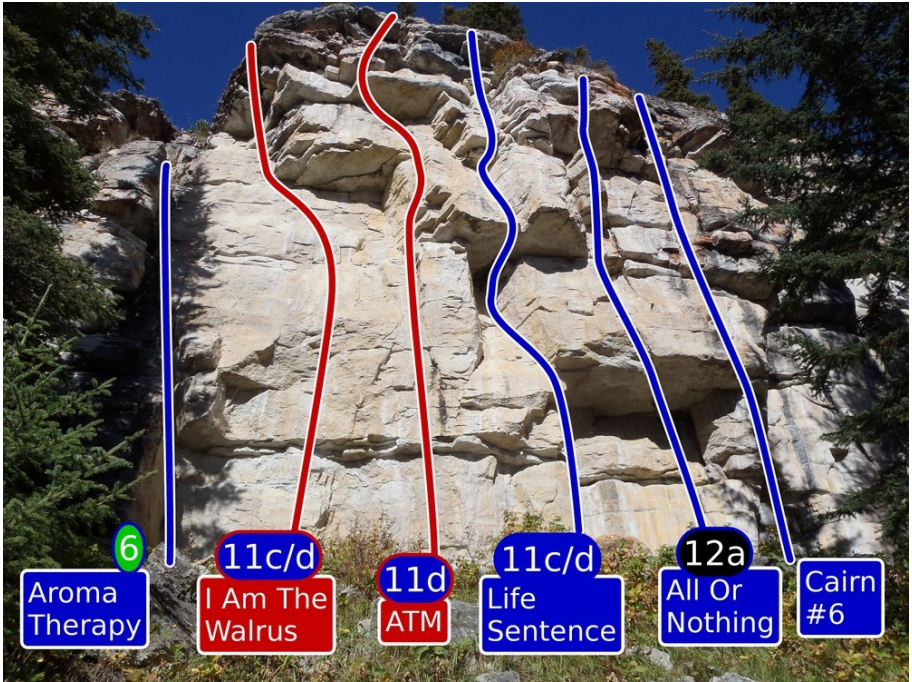
**Scamper Ramp 5** – P. Loeffler, 2013 (Gear)

No anchor, walk off.

**Prymantlist 10b** – T. Kirkland, 2013

Start by leaping off a boulder or climb directly (harder). Pry and mantle your way up to the finishing thutch!

# The Rock Pile



**Aroma Therapy 6** – *D. Thomson (Gear)*

An easy romp up the corner.

**I Am The Walrus 11c/d** – *D. Thomson*

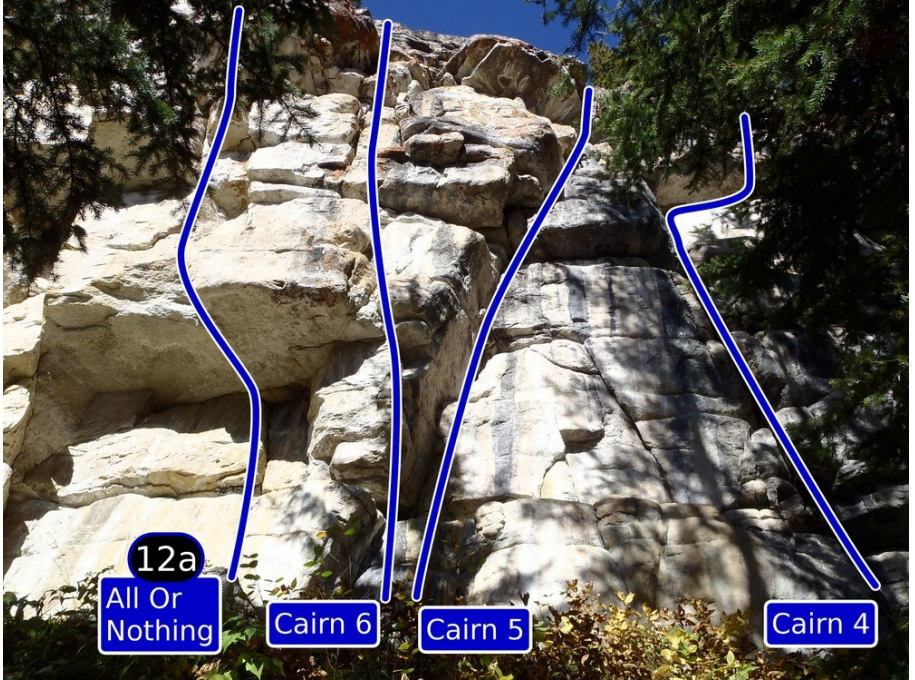
**An Troigh Mharfach 11d** – *D. Thomson*

**Life Sentence 11c/d** – *D. Thomson (Gear)*

**All Or Nothing 12a** – *D. Thomson (Gear)*



## Second Bay

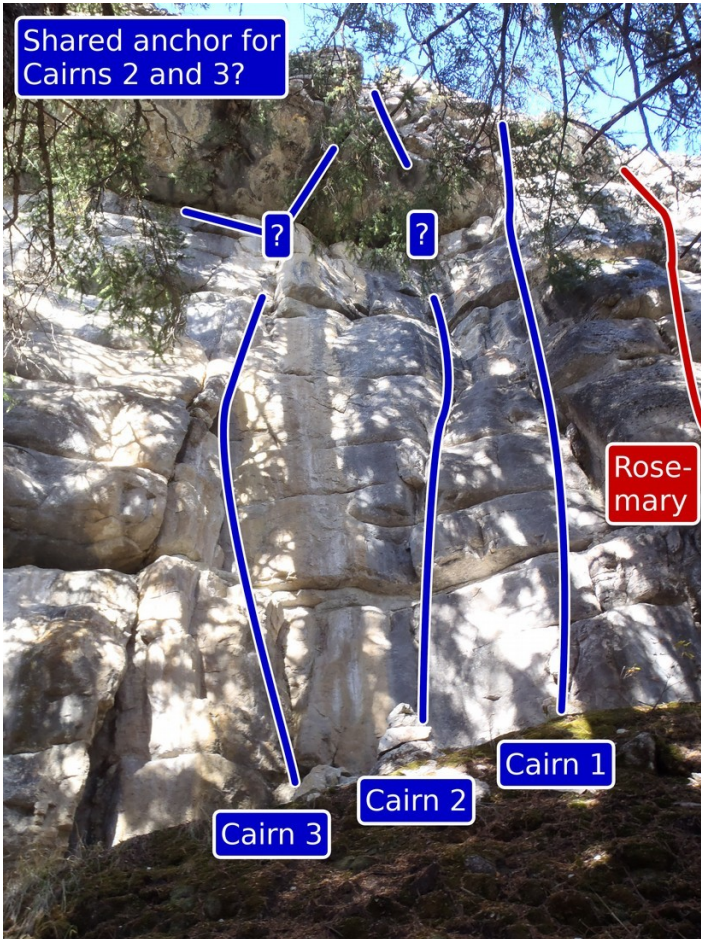


**Cairn 6** – *D. Thomson (Gear)*

**Cairn 5** – *D. Thomson (Gear)*

**Cairn 4** – *D. Thomson (Gear)*

# First Bay



## **Cairn 3** – *D. Thomson (Gear)*

This route may join the anchor for cairn 2, or it may go left to an anchor that is not easily visible from the ground.

## **Cairn 2** – *D. Thomson (Gear)*

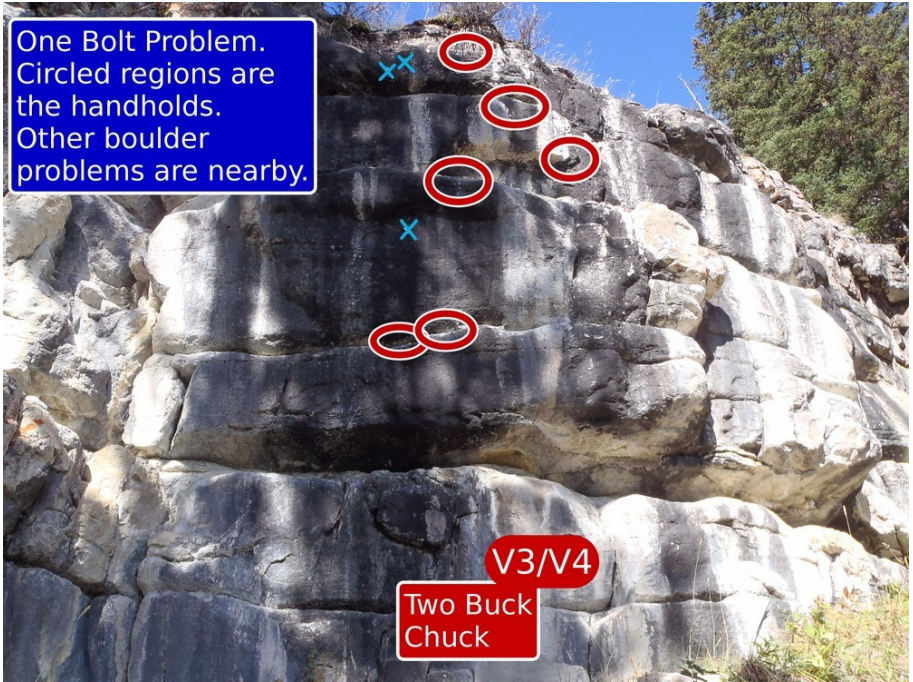
Likely heads straight up to the anchor above.

## **Cairn 1** – *D. Thomson (Gear)*

## **Rosemary** – *D. Thomson*

Appears to be mostly low-angle climbing, and does not see much traffic.

# Bouldering Area

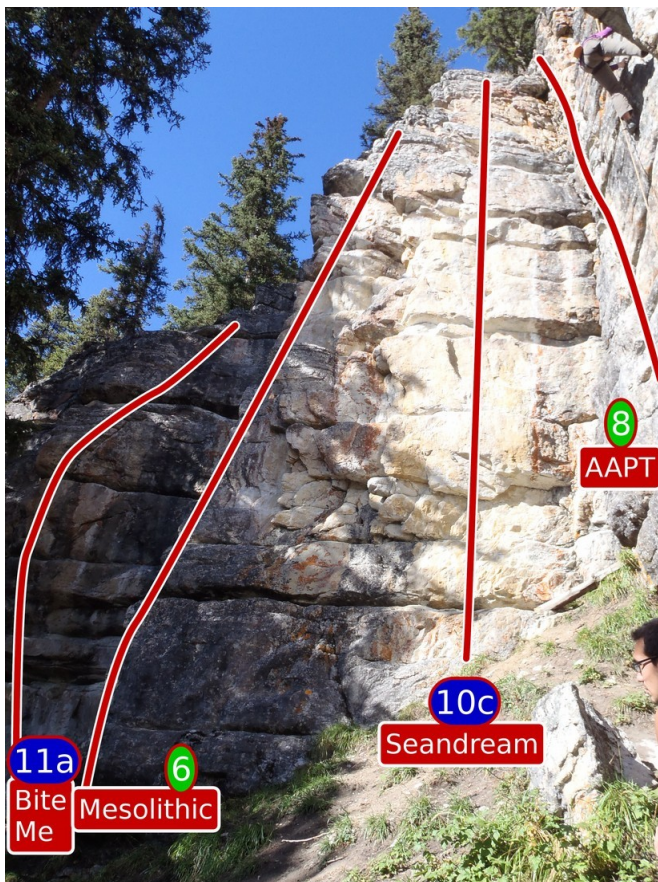


**Two Buck Chuck V3/4** – FFA E. Klein, 2014

A fun dyno. Clip the bolt from the ground and huck 'er! The circled handholds are in ;-)

Other boulder problems are in this area.

# Mesolithic



**Bite Me 11a** – *D. Thomson*

Start on the arete and weave onto the face at the top.

**Mesolithic 6** – *D. Thomson*

An easy, breezy arete climb.

**Seandream 10c** – *D. Thomson*

Steep, with some big moves.

# Silicious



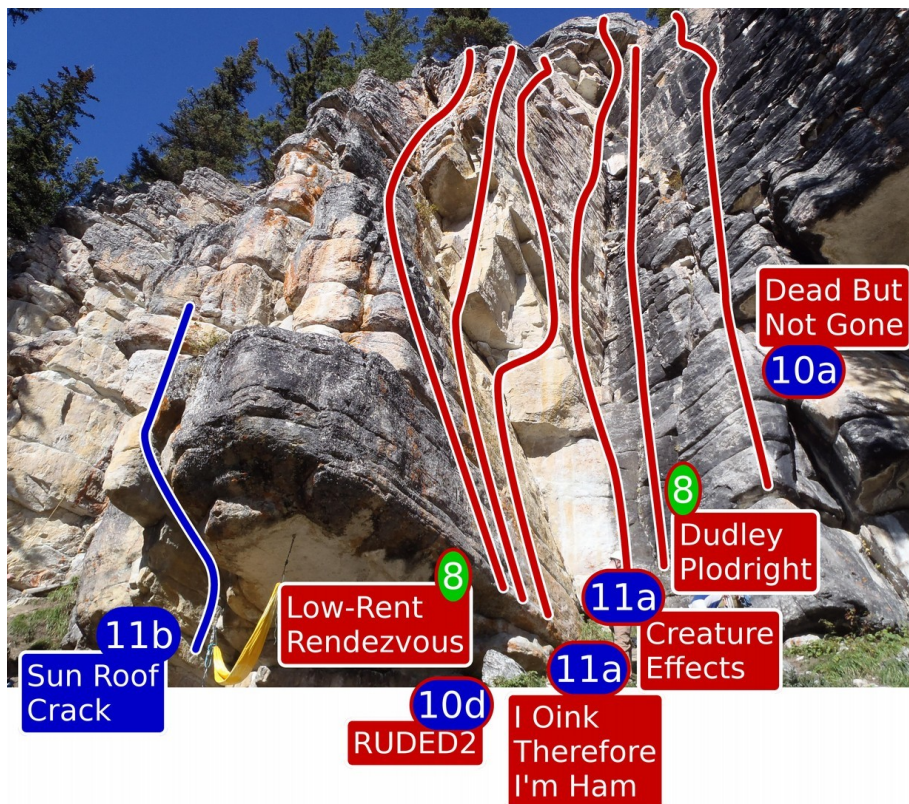
## **Alpinists Are People Too 8** – *D. Thomson*

Weave on up to the left.

## **Silicious 8** – *D. Thomson*

Like its neighbour, quite popular.

# Zombie Dihedral - Left



**Sun Roof Crack 11b** – *D. Thomson (Gear or Top Rope)*

**Low-Rent Rendezvous 8** – *D. Thomson*

Start further right than you would expect.

**RUDED2 10d** – *D. Thomson*

Very popular. Climb left of the bolts near 3/4 height.

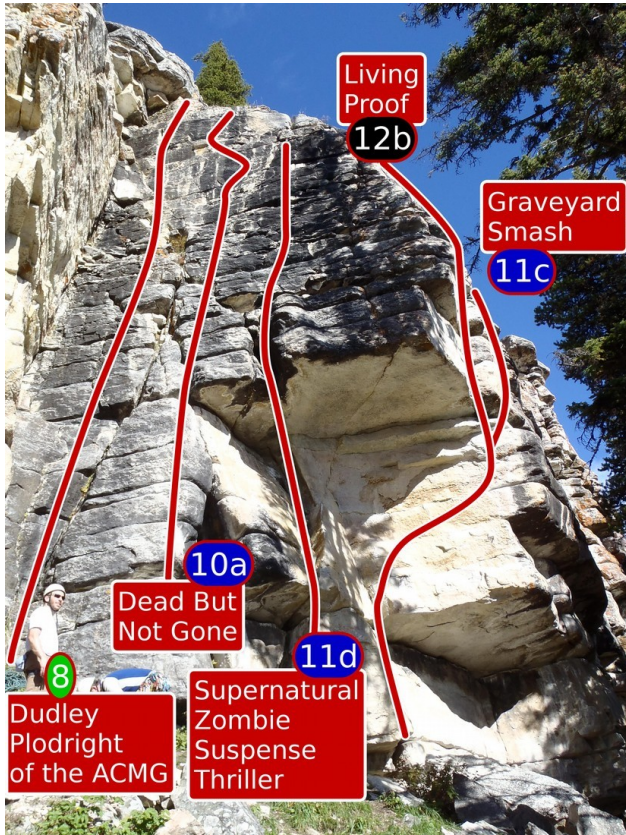
**I Oink Therefore I'm Ham 11a** – *D. Thomson*

Climb left of the bolts near 3/4 height, then head back right.

**Creature Effects 11a** – *D. Thomson*

Start on the left, then stem to the right for a while and attack the roof from the right side of the dihedral. There is an off-route bolt half way.

# Zombie Dihedral - Right



**Dudley Plodright of the ACMG 8** – *D. Thomson*

A nice face climb.

**Dead But Not Gone 10a** – *D. Thomson*

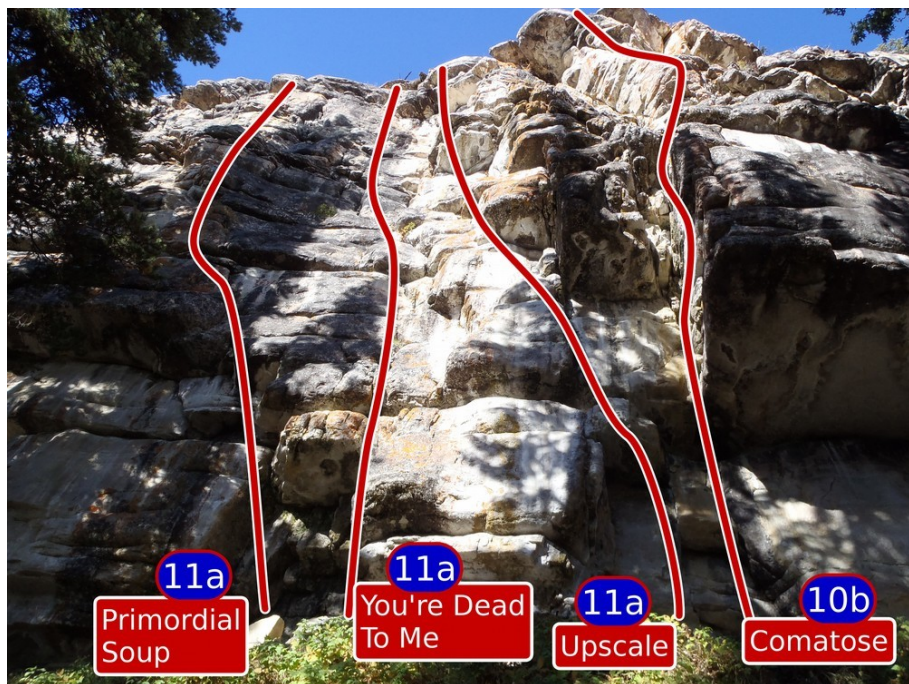
Frequently missing the first bolt (traverse in from Dudley Plodright instead.)

**Supernatural Zombie Suspense Thriller 11d** – *D. Thomson*

**Living Proof 12b** – *D. Thomson*

**Graveyard Smash 11c** – *D. Thomson*

# Comatose



**Primordial Soup 11a** – *D. Thomson*

**You're Dead To Me 11a** – *D. Thomson*

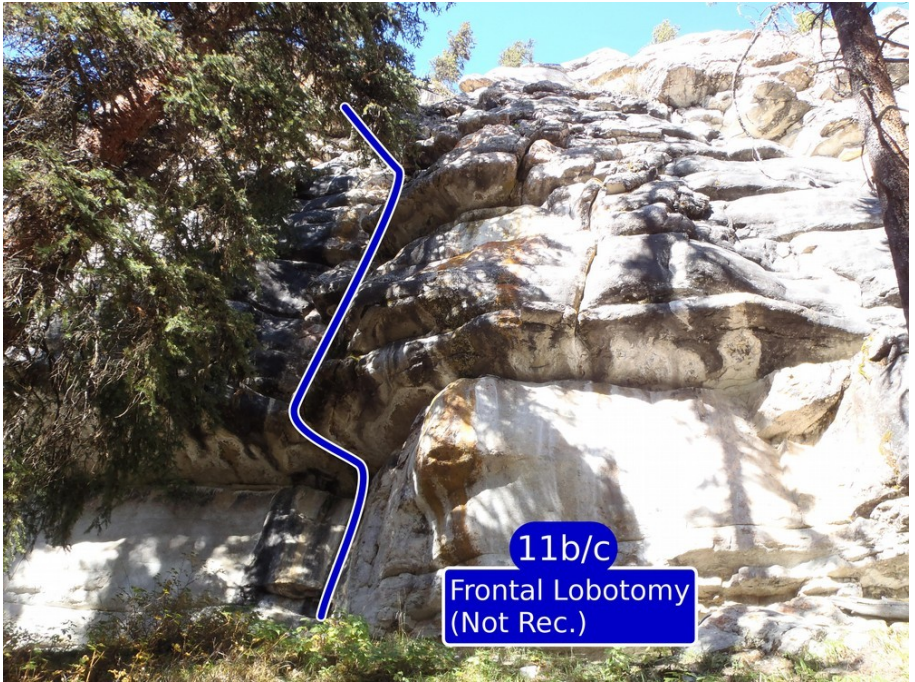
**Upscale 11a** – *D. Thomson*

**Comatose 10b** – *D. Thomson*

Looks fun! Likely the only route here that sees regular traffic.



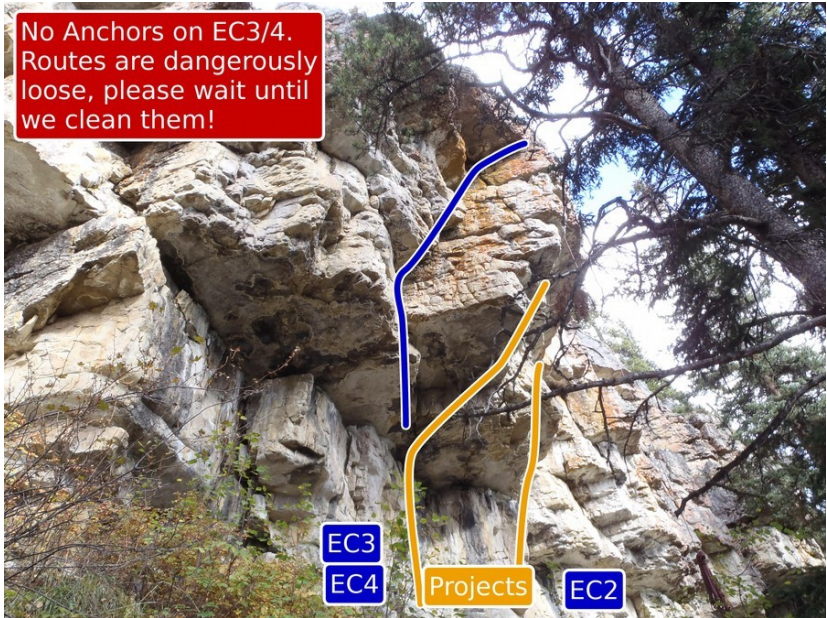
# Frontal Lobotomy



**Frontal Lobotomy 11b/c** – *D. Thomson (Gear)*

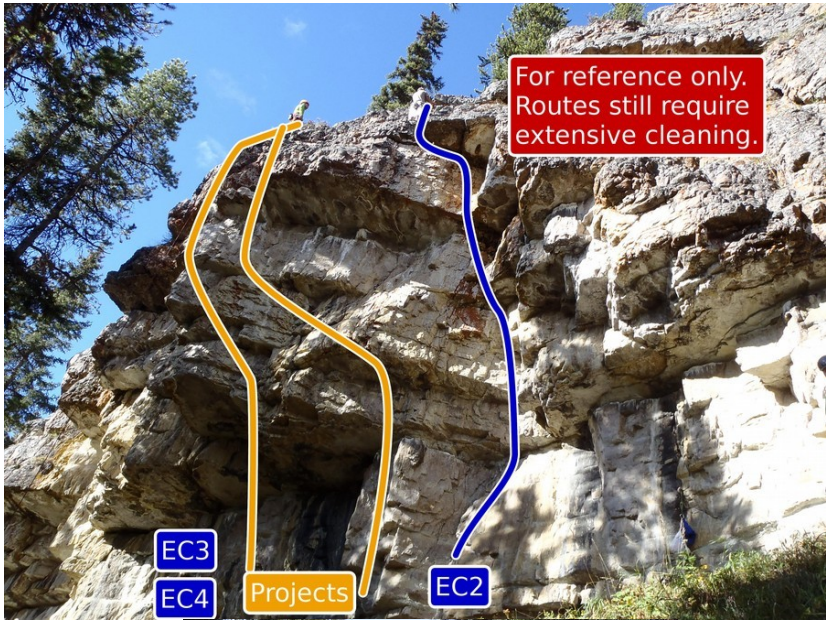
Not recommended.

# Eastern Cairns

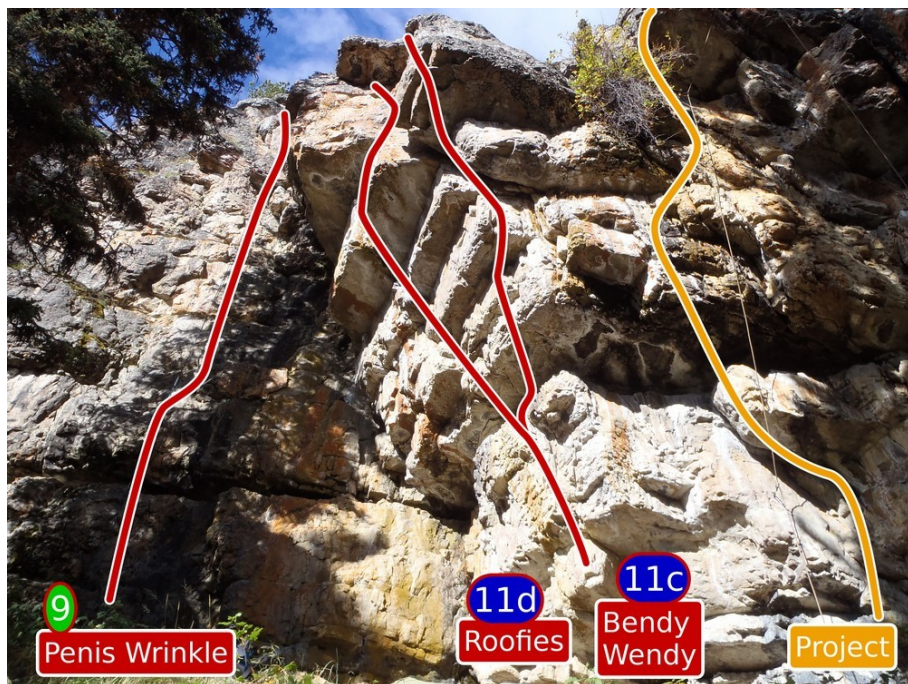


Please avoid climbing here for now... but work is in progress! EC3 and EC4 do not have visible anchors and are very dirty/loose.

# Eastern Cairns



# Eastern Promises



**Penis Wrinkle 9** – *C. Beddoe, 2013*

Airy climbing up top, make sure you go through the dihedral, not to the left.

**Roofies 11d** – *M. Carlson, 2013*

Three boulder problems on top of each other. A long sling on the 4<sup>th</sup> bolt helps prevent a ground fall.

**Bendy Wendy 11c** – *M. Carlson, 2014*

After bolt 2 of Roofies, head right and make big throws between large holds (and one hidden crimp ;-)