

GHOST SPORT CLIMBS

Several fine multi-pitch sport routes have recently been completed. Details of these may be found from TABVAR's [Ghost Rock](#) update and [New Routes](#) section.

Riverbank erosion resulting from the floods of summer 2005 has changed the access to crags described in this (2002) edition of the Sport Climbs guidebook.

Minnewanka Valley-Devils Gap Crags (Phantom Bluffs, Wild West Wall etc.):

From the bottom of The Big Hill, go more or less straight ahead down a steep ramp that leads to the riverbed. (Note: There is a less steep ramp about 100 m farther to the north). Head south (left) following a track that runs roughly down the centre of the riverbed until it is possible to cross over to the right and climb up onto the west bank via an easy ramp near the left end of a long section of wire-covered riprap (boulders).

Ghost River Valley Crags (North Phantom, Siver-Tongued Devil, Bastion etc.):

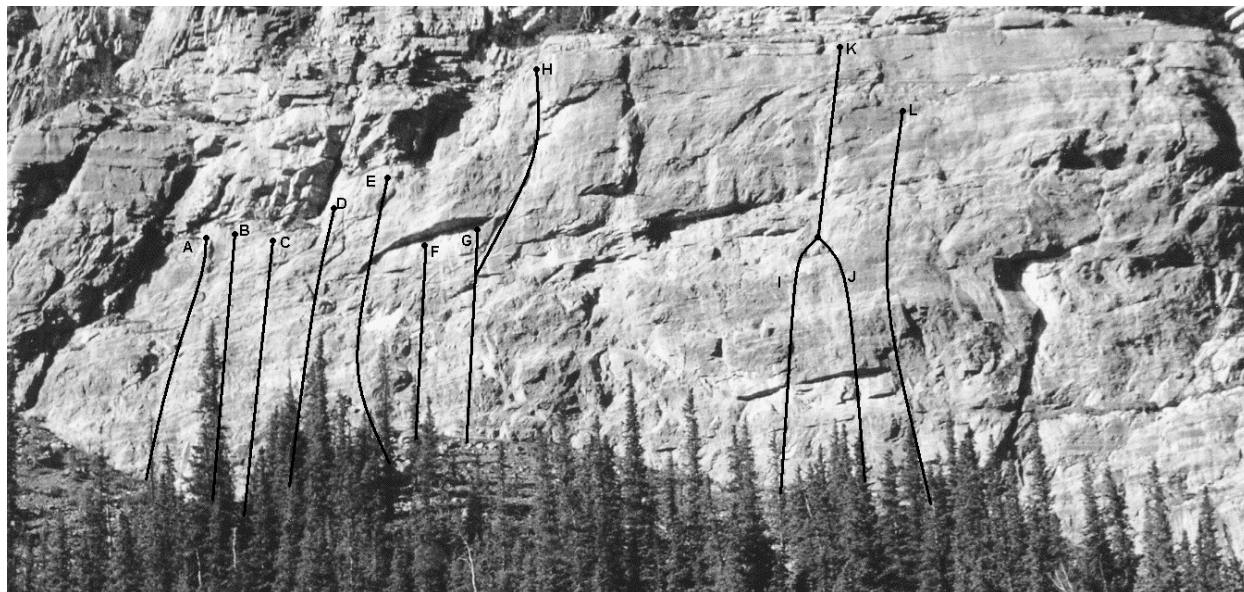
Access the riverbed at the bottom of The Big Hill as described above. Turn upstream (right) and then angle across the channel to an obvious gravel ramp on the near side of a large boulder breakwater. This leads up to a good gravel track atop the rocky berm that runs along the west bank of the drainage. Turn right (north) on this track and follow it for 200m and then turn left onto a good dirt road that joins the main North Ghost access road after about 1 km. (This may also be reached by continuing northwards along the berm for another 800 m and joining it at the crossing described in this (2002) edition of Sport Climbs, but this now requires a 4WD to negotiate!) North Ghost parking is an ill-defined area in the rocky flats at the "end" of the main access road where the Ghost River makes a 90-degree turn to the west, about 6 km from the bottom of The Big Hill (and 1.5 km from the canal bridge).

Camping:

Camping used to be unrestricted in the Ghost except for the portion within Banff National Park, where camping and over-nighting are prohibited. However, at the time of writing (2005) it looks like random camping will be outlawed and that camping will only legally be permitted at two well established (but primitive) campsites: 1) on the left at the bottom of The Big Hill and 2) the old CMC (Calgary Mountain Club) campsite near Wully Wall (see map p. 235). For the latest information on camping and access, check: <http://www3.gov.ab.ca/srd/regions/southwest/ghost/>

THE SENTINEL TRIANGLE: (info kindly supplied by Dustin Christian).

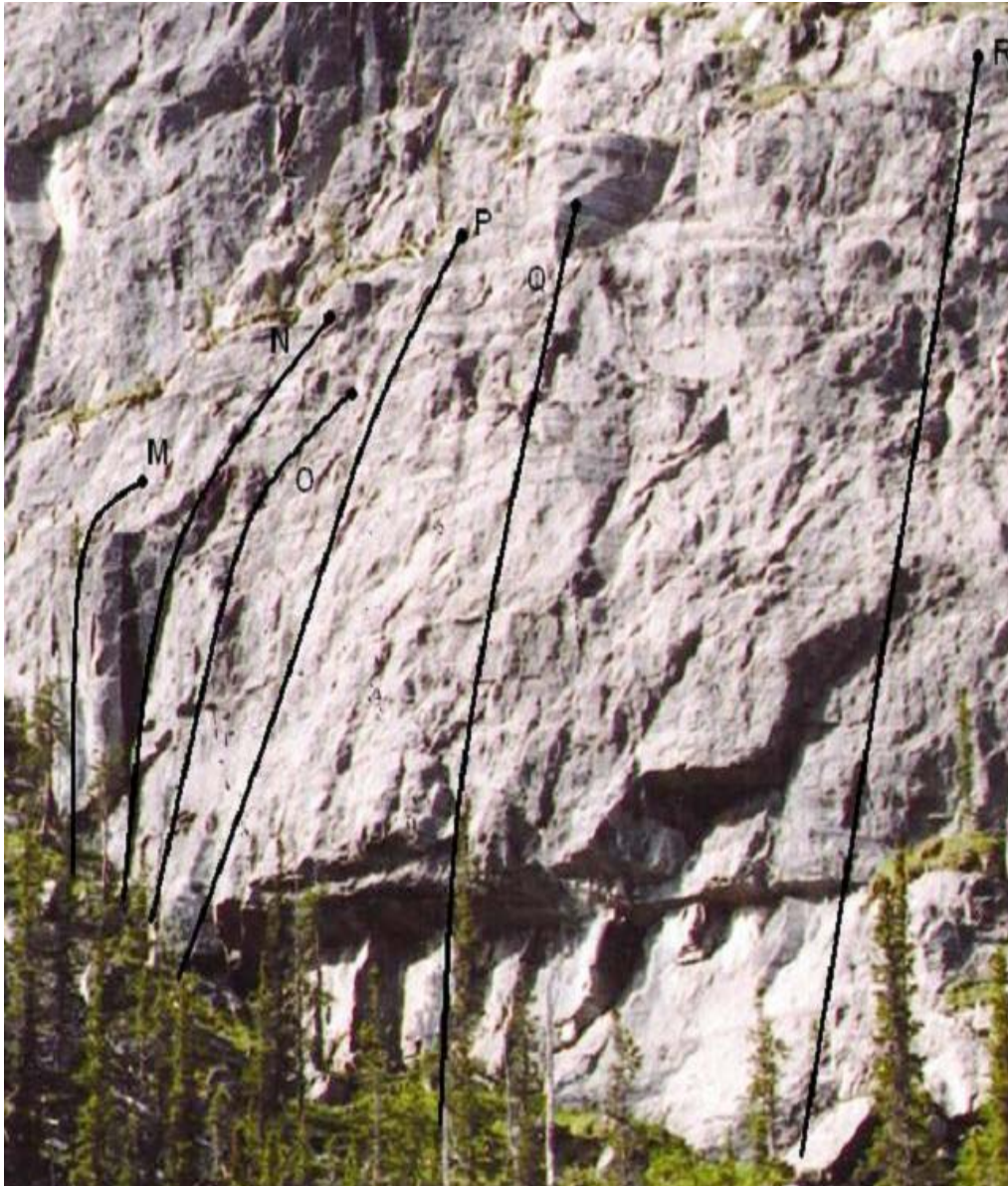
To the south (left) just above the North Ghost parking (see STD crag p 241) is a north-facing cliff which angles down towards the road. Look for some rough stairs built into the rubble slope beside the road. These lead to a trail that emerges at the base of this cliff at the climb *Monsoon Summer* on Undergrads Wall. Rogue Faction Wall is a little farther to the left.



Rogue Faction Wall

A	Suicide Blonde **	7	4 clips; gear 1/2-1"
B	Let Me Think About It *	8	6 clips
C	Last Chance *	9	6 clips
D	A Little East of Crooked	10b	6 clips
E	Ruthie Poops *	10a	7 clips
F	Mistaken Identity *	10d/11a	4 clips
G	Apparition **	9+	4 clips
H	Project		
I	Taking the Bait	11a	4 clips
J	Testing Ingenuity **	11c	6 clips
K	Project		
L	Barracuda **	11c	9 clips

Undergrads Wall



M	Project			
N	Study Hall at State U	10c	5 clips	Stickclip recommended!
O	Dead Guy Ale *	11b	4 clips	
P	Jesse's Goods **	10b	8 clips	Stickclip recommended!
Q	Rocco's Paradox	12a	5 clips	Stickclip recommended!
R	Monsoon Summer	10b/c	9 clips	caution! 33m