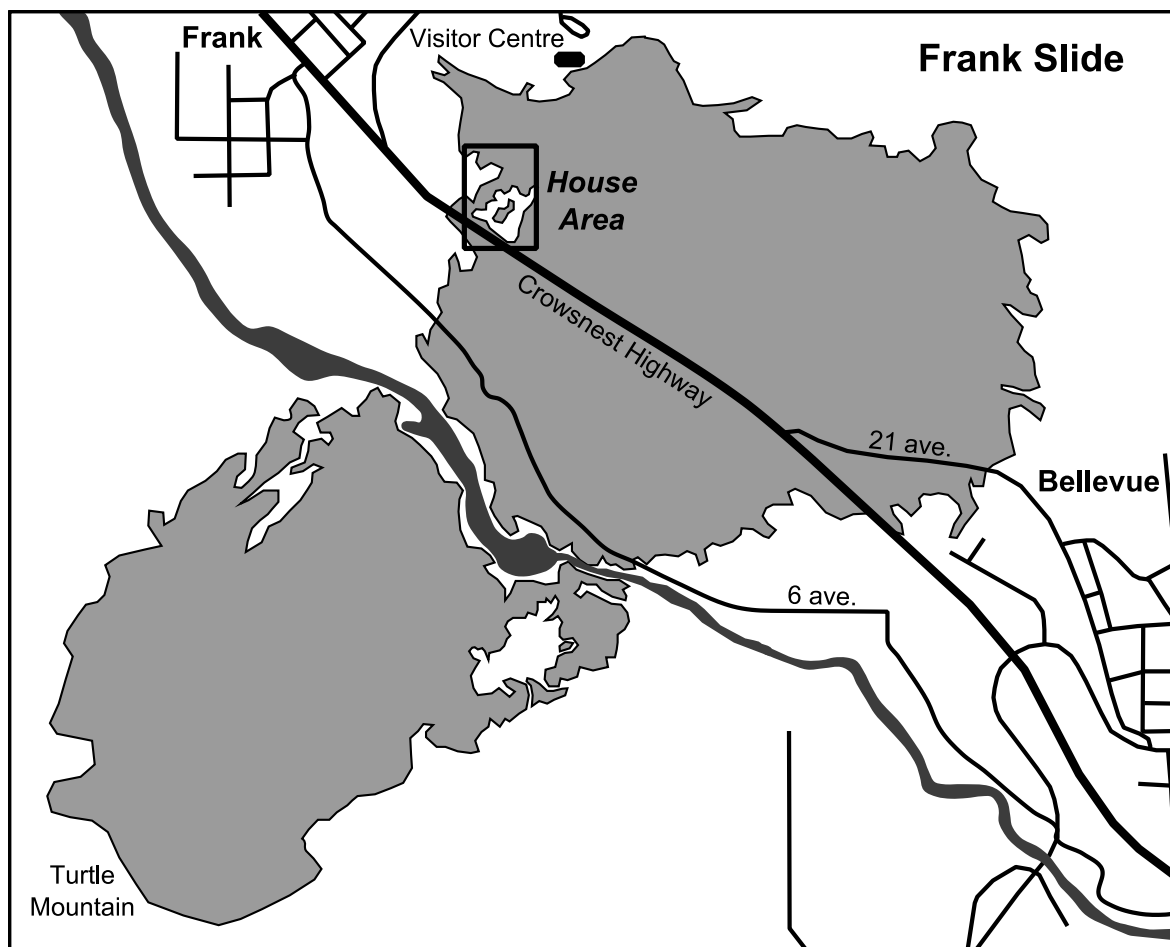


## House Area: Frank Slide Bouldering

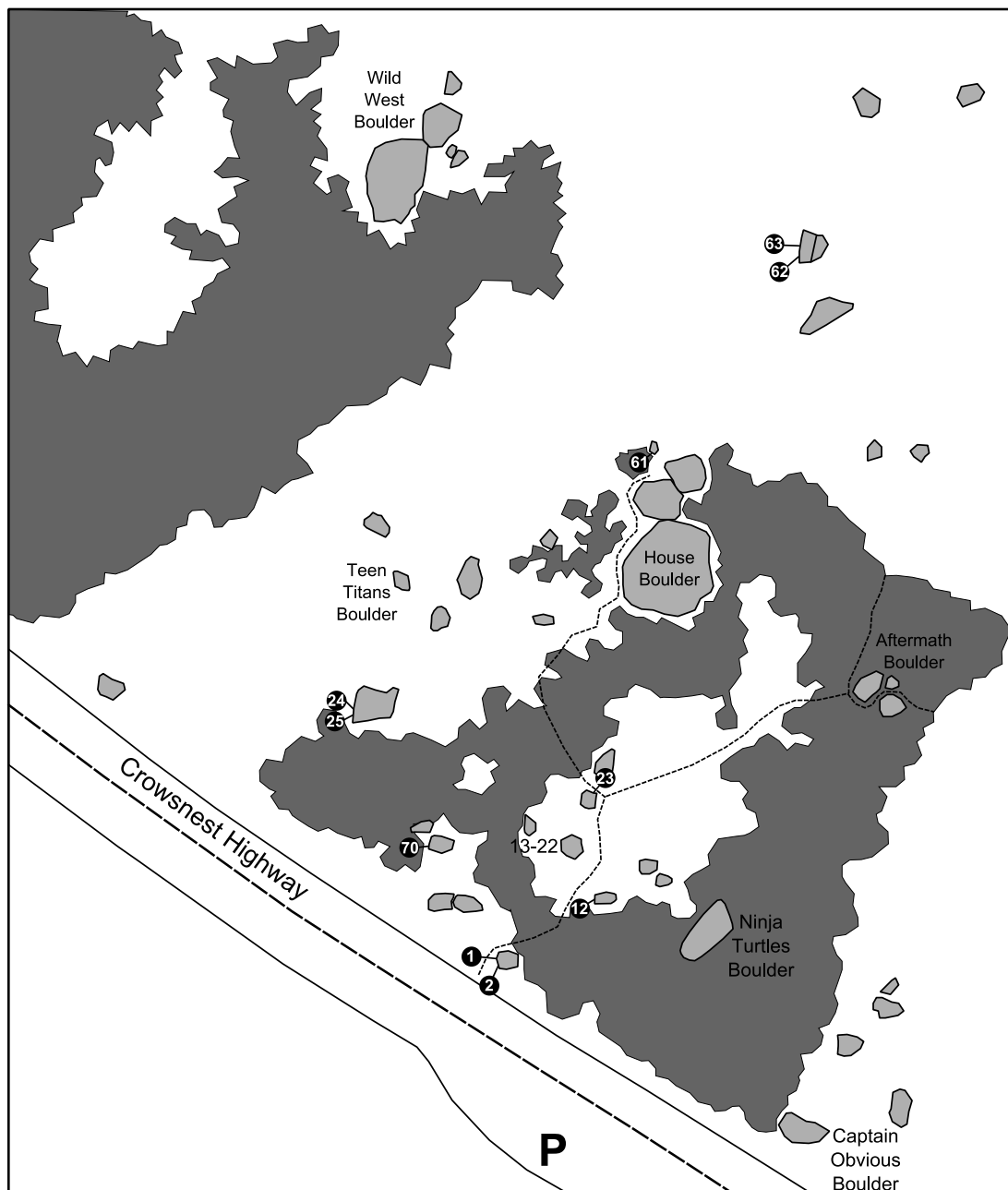
Trent Hoover and Kyle Marco

The House Boulder Area, located at the northwest edge of Frank Slide, is one of the most easily accessible sectors at the Slide. From a large parking area just across the highway, a short trail leads to the enormous House Boulder, home to two boulder problems and a handful of sport routes. The House Area holds some of the hardest problems at Frank Slide, including *Salacious* (V8/9), *Cartel* (V9), and the infamous *Railway* (V10/11), a contender for the hardest problem at Frank Slide. The House Area also features some excellent moderate problems, such as *Four Inch Pinch* (V2), the short but fun *Galactic* (V4), the classic *Aftermath* (V5), and the pumpy *Wild West* (V5). Some of the boulders in the House Area are relatively protected from the wind, so these problems may be a good option on days when the Chinook winds are howling through the Crowsnest Pass.

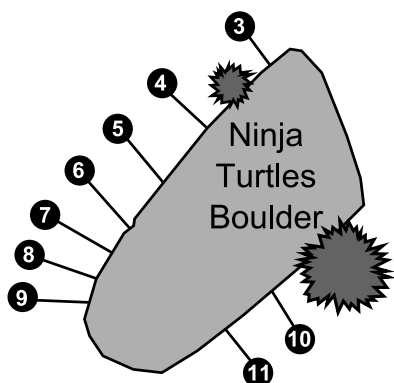


**Approach:** The best access to the House Area is to park at the large roadside pullout on the south side of the Crowsnest Highway near the north end of the slide. Carefully cross the highway, walk a short distance north, and look for a well-established trail (near the prominent Road Rage boulder) through the trees leading towards the enormous House Boulder. The trail will lead you to first to the Sofa King / Ninja Turtles Boulders, then to the House and Cartel Boulders. To find the Wild West Boulder (home of *Railway* (V10/11)), cross the base of the talus slope directly away from the House Boulder, heading northwest towards the trees. After 100m or so, you will see a large boulder embedded in the slope, with an incredibly overhanging face that faces towards the highway. Alternatively, you can walk directly in to the Wild West Boulder from the highway, but it cannot be seen until you are quite close if you approach that way.

**Camping, and other Places to Stay:** After a day of bouldering at Frank Slide, if you're not driving home to Lethbridge, Calgary, or Sparwood, you'll be in the mood to find a place to crash and nurse your throbbing fingertips. There is a small but decent free campground on the east edge of Bellevue, just a short distance from Frank Slide. Look for it just off the Crowsnest Highway, on the north side of the road. Alternatively, there is a limited amount of free camping on the east fringes of the slide, just off the gravel road (6 Avenue). There are also numerous pay campsites with excellent facilities throughout the Crowsnest Pass, including at Island Lake (right at the Crowsnest Pass itself), Lundbreck Falls (east of Frank), and Chinook Lake. There are, of course, a number of lodges and hotels in the Crowsnest Pass. The York Creek Bed and Breakfast (Coleman) gets excellent reviews, while the Best Canadian Motor Inn (Blairmore) and Country Encounters (Coleman) will provide economical lodging and good service.



1. **Hit the Road** (V2) ★★★ Start underclinging a large 'V' feature on the left side of the boulder. Great moves on perfect rock!
2. **Road Rage** (V3) SD ★★★ A great problem in a noisy location. Start sitting with your right hand on the arête, and your left either on a blunt sidepull or an incut sidepull (lower and harder). Start squeezing, great moves await!



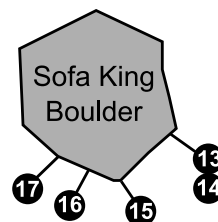
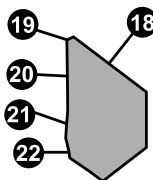
3. **April** (V0) ★★★ This problem is found at the far left side of the 'Ninja Turtle' slab, left of the small spruce tree. Climb the slab, then a short lip traverse to top out.
4. **Donatello** (V2) ★★★ Climb up right of the small tree (and a bit right of the crack) on the 'Ninja Turtle' slab. This problem on the left side of the slab is arguably the best of the 'Ninja Turtle' problems.
5. **Leonardo** (V1) ★★★ Essentially the middle of the 'Ninja Turtle' slab, this problem climbs up the relatively blank slab about a meter or so left of the broken juggy rib/groove.
6. **Splinter** (V0-) ★★ ☺ The broken juggy rib/groove. The easiest of the 'Ninja Turtle' slab problems.
7. **Raphael** (V1) ★★★ ☺ The fun but tricky slab to the right of *Splinter*.
8. **Michaelangelo** (V1) ★★★ ☺ The somewhat nebulously defined slab to the right of *Raphael*.
9. **Casey Jones** (V1) ★★ The rightmost of all the 'Ninja Turtle' slab problems, just left of the blunt arête on the right side of the slab. Short but tricky, avoid bailing out to the right.
10. **Rock Steady** (V4) ★★★ ☺ This fun vertical problem starts just left of the tree on the backside of the Ninja Turtle Boulder. Solid rock, and a great flat landing.

11. **BeBop** (V3) ★★★ ☺ Starts a meter or so to the left of *Rock Steady* on a positive sidepull. Fun.



Mark Derksen on Donatello (V2) and Ryan Frecka topping out on Splinter (V0-), Ninja Turtles Boulder.

12. **Tiger Pit** (V1) SD ★★ Fun, but with a slightly spooky landing. Start in a pit on a blocky jug, climb arête and jugs above to the peak of the boulder.



13. **Sofa King** (V5) SD ★★ Start on the large sloping flat hold on the right side of the scooped face. Climb up right along blunt angled arête. Short and hard.
14. **Sofa Queen** (V3) SD ★★★ Start on the same hold as *Sofa King*, but head left across the sloping shelf, then up the left-hand arête.
15. **Posturepedic** (V1) SD ★★ Climb the blunt arête, starting with a right-hand crimp hold just right of the arête, and a nebulous sloper or pinch for the left.
16. **Pocket Face** (V0) SD ★ Start on flat edges in the middle of the face, do one move to the prominent pocket, then head up to the lip.

17. **La-Z-Boy** (V0) SD ★★★☺ Starting on a large flat hold, head up using a variety of friendly flat edges. Perhaps the best problem on the boulder.

18. **Private Dancer** (V1) ★★★ The highly textured slab on the uphill side of the boulder.

19. **Hug O' War** (V1) SD ★★★☺ Use two flat edges just above the lip of the small alcove at the base of the arête to start. After the first-move crux, climb positive edges up to an easy lip encounter. Nice moves on good rock!

20. **Hide and Seek** (V2) ★★★ Use small edges and sidepulls to climb the vertical face about a meter right of *Hug O' War*. Very subtle, and hard for the grade.

21. **Tipping Point** (V2) ★★★☺ Step onto the sloping shelf on the right side of the face, and use crimps, sidepulls, and finesse to reach positive holds at the lip.

22. **The Curse** (V5) SD ★★★☺ This problem is as much an exercise in puzzle-solving as in climbing. Start with both hands on the large sloper, and climb the arête and face above. Take a minute to stretch!

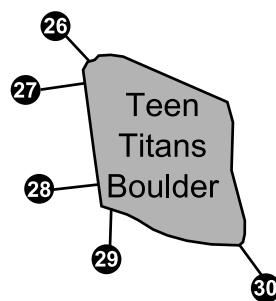
23. **The Strikey Problem** (V0) SD★★ This short problem was found and first climbed by Aya Hoover, age 7. She did it as a stand start, but she was less than four feet tall. To get the full value, start sitting with your right hand in (or near) either a shallow pocket or a thin edge, and your left hand on a pinch. Use edges and pockets to make your way up the shallow dihedral.

24. **Kyle's Dyno** (V6) SD★★★★☺ At the base of the talus, on a short face on a large flat-faced boulder there are three short shallow slots. Select two, pull on, and throw for the rounded jug at the lip. A huge pure dyno for aficionados!

25. **Dead or Alive** (V3) SD★★☺ Right of *Kyle's Dyno*, there is a good sidepull in an alcove under a little roof. Take this with your right hand, and an edge or undercling with your left. Either dyno or throw a long deadpoint to the jug at the lip.

*The Teen Titans Boulder, perched at the top of a pile of talus, has five unexpectedly fun problems.*

26. **Starfire** (V0) SD★★ At the uphill end of the Teen Titans Boulder, start with a blocky jug and climb the blunt arête.

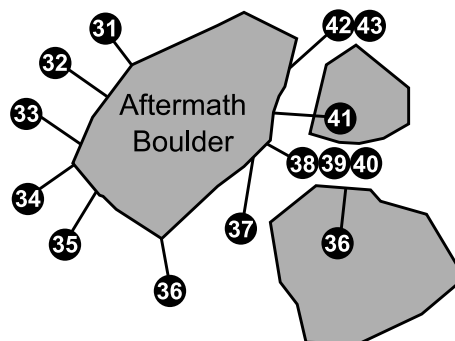


27. **Robin** (V1) SD★★★ Just right of the *Starfire* arête, start low on a positive mini-jug. Climb crisp edges to an easy topout.

28. **Raven** (V2/3) SD★★★★ Just left of the prominent downhill arête is a long sidepull edge; start with both hands on this edge, and head up using a lot of trickery. Harder than it looks!

29. **Cyborg** (V2) SD★★ Start with a left-hand crimp on the arête and your right hand on the lowest positive sloper. Use blocky jugs and positive edges to head up to an easy mantle. Use your feet if you can!

30. **Beast Boy** (V2) SD★★★ Start on a positive edge at the far right side of the boulder's face that faces the highway. Traverse left along juggy ledge and finish on *Cyborg*. Fun!



*The Aftermath Boulder is home to a surprising number of high-quality problems, from easy slabs to difficult highballs. It is also relatively protected from the wind, and provides some shade in the summer.*

31. **Turtle Back** (V0)★★ The relatively short slab up the blunt arête feature in the middle of the face.

32. **Slow Foot Movement** (V0)★★ The very easy slab with large flat holds to the right of *Turtle Back*.

33. **Charlie the Horse** (V0) ★★☆☆ This slab problem is just left of the left-hand arête. Follow a series of crimps and rounded jugs to the top. A great slab problem for those looking for mileage on high slabs. This boulder is named after the horse trapped in the mine after the slide of 1903.

34. **High Life** (V3) SD ★☆☆ Start on flat juggy holds just right of the arête. Climb face and arête above to the flat top of the boulder. Sequential and tricky, and tall enough to be spooky.

35. **Ghost Rider** (V4/5) SD ★☆☆ Start on juggy holds in the middle of the blocky face. Climb positive pinches and edges to a blank-looking section of perfect grey limestone. Once past this mid-height crux, more positive edges await, and one more tricky move guards the last move to the lip. Be prepared for the mantle!

36. **Pocket Arête** (V2) SD ★☆☆ ☺ Start on pockets at arête, great moves on good holds lead to a large pocket. Drop off here.

37. **Aftermath** (V5) SD ★☆☆ Classic! Start on large incut juggy hold just left of the sloping ledge, then head up and left on edges. A victory jug awaits!

38. **Vagina Dentata** (V6) SD ★★ Start with one hand on the big flat sloping ledge, and one hand on the very large sidepull immediately above it. Reach up to a thinner sidepull, then power to the toothed slot. Finish as for *Four Inch Pinch*.

39. **Four Inch Pinch** (V2) SD ★☆☆ ☺ Another great problem! Start with both hands on the right end of the sloping flat ledge. Climb up using great holds, including a couple of perfect fat pinches.

40. **Sour Grapes** (V2) SD ★☆☆ ☺ Start as for *Four Inch Pinch*, but traverse right using blunt horns to finish either on *Mark's Slab* or *Chicken Soup Arête*.

41. **White Stripes** (V1) ★★ Climb the shallow white-striped groove just right of *Four Inch Pinch*. Harder than it looks!

42. **Mark's Slab** (V1) ★★ Start on a very large sidepull/undercling slot, and climb up the well-featured face above. Fun!

43. **Chicken Soup Arête** (V0) ★☆☆ ☺ Start on a very large sidepull/undercling slot on the right side of the face in the short corridor between the two boulders. Using positive holds move up and right to the juggy arête, then follow the jugs to the top.

44. **No Ideas** (V0) SD ★★ This problem is on the short boulder that faces *Aftermath*. In the corridor between the two smaller boulders, start on a highly textured edge. Reach left to the arête, then up to the top of the boulder.

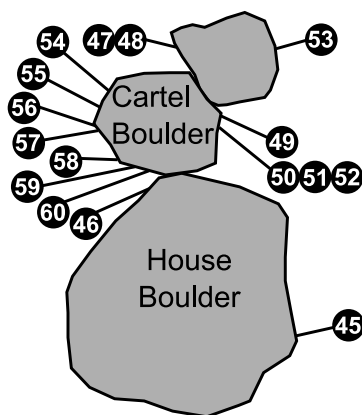


Adam Dipinto on *Aftermath* (V5), *Aftermath Boulder*.

*The enormous House Boulder is perhaps the largest block in the Slide. While it hosts several short sport routes, it is generally too tall for boulder problems. To date, only two problems exist on the House Boulder.*

45. **Crowded House** (V7) ★★ Start low in the cave, climb rails and pinches through the roof, then topout above. It can be tricky to avoid dabbing on the block as you turn the lip.

46. **Second Story** (V1) ★★ Start on a positive hold on the left side on the House Boulder's 'sport climbing' face. Climb up using positive holds to a blunt arête at the lip. Top out here, or follow arête up and right for a few moves to an easier (but higher) topout. Fun, but high!



47. **Galactic** (V3) SD ★★☆☆ ☺ Start low on obvious blocky ledge hold, traverse positive holds up and left towards the arête, mantle above.
48. **Galactic Direct** (V6) SD ★★ ☺ Start on the same hold as *Galactic*, but head up and right on thin holds. Grade is unconfirmed.
49. **Goon** (V6) ★★☆☆ Start on the lip at the right side of the cave, traverse left to the middle of the face, top out above. Easy for the grade?
50. **Goon Low** (V6) SD ★★☆☆ Start as for *Cartel*, but after the first move reach directly up to the lip, and finish as for *Goon*.
51. **Vlad** (V10) SD ★★ ☺ This eliminate begins on the starting holds of *Cartel*, and climbs straight up to the blunt holds at the lip. To climb *Vlad* avoid the first positive crimp on *Cartel*, but the undercling in the middle of the face is in.
52. **Cartel** (V9) SD ★★☆☆ ☺ Start on the large edge low on the right side of the face. Traverse left on edges, then throw for the lip, and topout above. Powerful!
53. **Asscavation** (V6) SD ★★ Start on a small hold in the small cave. Short and thuggy. Grade is uncertain, and may be much harder for short people.
54. (V0-) ★★ Climb the left side of the obvious slab.
55. (V0) ★★☆☆ Climb the higher right side of the obvious slab. Fun!
56. **Lost** (V7) SD ★★☆☆ Start low on the left side of the little cave, with your left hand on a small incut sidepull just outside of the cave, and a right hand either on the sidepull just inside the cave or on a small crimp just right of the incut sidepull. Powerful moves lead up and right to the blunt arête, climb the slab above. A great problem defined by several perfect "Frank edges".
57. **Salacious** (V8/9) SD ★★☆☆ Start on two sidepulls (one large and blunt (L), one thinner and incut (R)) in the left side of the small cave. Climb out the cave, and finish up the middle of the wall. Similar to *Lost*, but with a harder start.
58. **Plan 66** (V3) ★★☆☆ Start on the positive undercling/sidepull at the base of the blunt arête. Follow right-trending rails and sidepulls up and right until it is possible to reach the lip of the boulder. A fun

problem, but dangerous where the line climbs above two large blocks at the base.

59. **Outer Rim** (V0) ★★☆☆ Climb straight up on good holds to join the end of *Plan 66*. Great line, bad landing.

60. **Press Start** (V1) ★★☆☆ Start in the alcove between the two boulders. Start with one hand on the big flat ledge, and use trickery to gain better holds above. Fun!



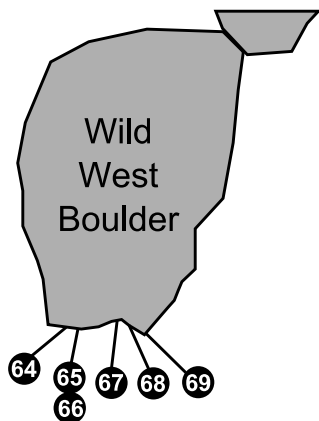
Mark Derksen sending *Cartel* (V9), *Salacious Boulder*.

61. **The Hourglass** (V1) ★★ This small boulder is very close to *Galactic*; start in the pit with your left hand on an edge, and your right on the arête. Slap up left to the other arête, then follow the twin arêtes up to the peak of the boulder. Great sandstone-like rock.

62. **Lego Blocks** (V1) ★★☆☆ Start on the huge flat jug on the right side of the flat overhanging face. Head up to the large solid block jug projecting from the face,

then up to the rounded jug at the lip. A fun topout awaits!

63. **Megablocks** (V3) ★ Start on the obvious flat just near the middle of the face. Reach up and left to some wobbling chockstone jugs (they haven't come out yet!), then up to a tricky (and loose) topout. Not recommended.



*The huge Wild West Boulder, with its massively overhanging downhill face, is located northwest of the House Boulder at the edge of the trees. The steep and powerful Railway (V10/11), first climbed by Devin Goodsman, climbs a prominent series of rails and crimps out of the cave.*

64. **Wild West** (V5) SD ★★ Start on a good right-facing sidepull to the left of *Railway*; traverse up and left on good holds, then back a bit right to top out.

65. **Railway** (V10/11) SD ★★★★★ Start low on two side-by-side sloping edges and a good heel-toe cam. Reach up to another crimp, then right to a diagonal rail, and then up to a long positive edge; head up and right along positive holds from here to top out left of the crack. Many moves, very hard!

66. **Railway Direct** (V11) SD ★★★★★ Start as for *Railway*, but after the long positive edge climb a few moves right and then straight up through the bulge. Quite possibly the most difficult problem at Frank Slide.

67. **Gunslinger** (V3) SD ★★ The obvious crack. Watch for loose rock near the top.

68. **Iron Horse** (V5) SD ★★ Climb the arête just right of the big crack (*Gunslinger*). Starts on a sloper in the dihedral (left hand) and a nebulous crimp on the face (right hand). Holds may have broken on this problem, making it more difficult; the grade is unconfirmed.

69. **East Arête** (V1) SD ★★☺ The right-hand arête of the *Railway* face. Roll over onto slab when your foot reaches the jug.



*Mark Derksen being spotted by Kyle Marco on the testpiece Railway (V10/11), Wild West Boulder.*

#### New Problems

70. **The Evangelist** (V7) SD ★★★★★☺ A great problem surprisingly close to the parking lot! Just left of the arête, above a flat but sunken landing, start on two low right-facing sidepulls to gain another right-facing sidepull above; while the first two moves are the most difficult, a tricky finish awaits!

71. **Adam's Slab** (V0) ★★ The featured slab to the right of *Private Dancer*. Use the arête if you can!

#### A Note About Ratings

*This guide uses the North American 'V-scale', first popularized by the incomparable John Sherman in Hueco Tanks in the early 1990s. As many of the problems in Frank Slide have only had a handful of ascents, consensus grades have yet to be established for many problems, although this is changing. We have made an effort to provide accurate grades for the problems included herein. If you are curious about the growing consensus for popular problems, check out the Frank Slide page at Sendage.com, which provides users with the option of commenting on the difficulty of individual problems.*

*Problems are denoted as being either a sit-down start (denoted as SD) or a stand start (no notation).*

*The quality ratings used in these guides ranges from 1 to 5 stars. ★ = Generally considered to be a poor problem, being contrived, loose, painful, dangerous, or uninteresting. ★★ = A decent problem, worth doing if you're already in the area. ★★★ = Great problem, worth seeking out and doing, you won't be disappointed. ★★★★ = Terrific line. Do it. Your life will be better for the experience. ★★★★★ = megaclassic, at any area. I've only identified a few problems at Frank Slide as worthy of the five-star rating, as I would for any bouldering area.*

*Several problems are given a 'friendly' rating, denoted by a smiling face ( ☺ ). These problems feature good landings, solid rock, and fun movement. Look for this symbol if you're tired of falling amidst the blocks!*

*If anyone has any corrections or comments on the names, grades, or beta for the problems listed here, feel free to contact me. This version of the guide is intentionally very plastic, and it can be revised and reposted with relatively little effort. The history of Frank Slide is being written every weekend, with every carload of boulderers that arrive. If you have any issues with this guide, make a first ascent, or break holds that radically change the difficulty of a problem, help me make this record of the history of Frank bouldering as accurate as possible by sending me an email or a posting on Facebook. If not, your efforts and experiences will be lost to history. Cheers!*