

The Nest Bouldering Guide

By Marc Eveleigh

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Introduction

The Nest is a small bouldering area set in a neat section of canyon with a rushing stream. Originally called "Mophead" a traverse of the lower wall was cleaned by a local with the initials "P.A." in the 90's. No other climbs were recorded to our knowledge, if you have any more information please contact us. The floods of 2005 and 2013 carved away a large chunk of the landing on the lower and bleeding edge walls. Almost all of the problems finish on some sort of drop-off due to the short cliff style present. The rock however is very high quality, offering small limestone tufas and generally steep problems. The area is snow free earlier in the season and receives lots of sun, making it a good destination early in the year.

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.

Getting There

From Calgary/Canmore, head West/East along highway 1. Turn South on highway 40 into Kananaskis Country and continue along this road for about 32km. Park on the East side of the road in the ditch just 200m south of the turnoff to Kananaskis Village and the Nakiska ski hill. Or 300m north of the emergency services station.

Logistics

The hike is around 1km with 100m elevation gain, taking around 20-30min. Though there is minor bushwhacking involved, it is recommended to have pants that cover your ankles and appropriate footwear. From the parking ditch, hike up the small hill and along the left side of the large gravel drainage until you come to some pink flagging, follow the flagging the entire way. It cuts left into the forest and winds its way through the aspen trees before cutting left yet again leading you over mossy ground. When you get to a small hill it turns right and heads up the hill, following the ridgeline until the creek becomes audible and visible. From there you drop down into the creek bed until you come to the first problem. Alternatively sticking to the gravel drainage and following the creek will get you there with a little more hassle.



Parking with the Nakiska turnoff sign in the background

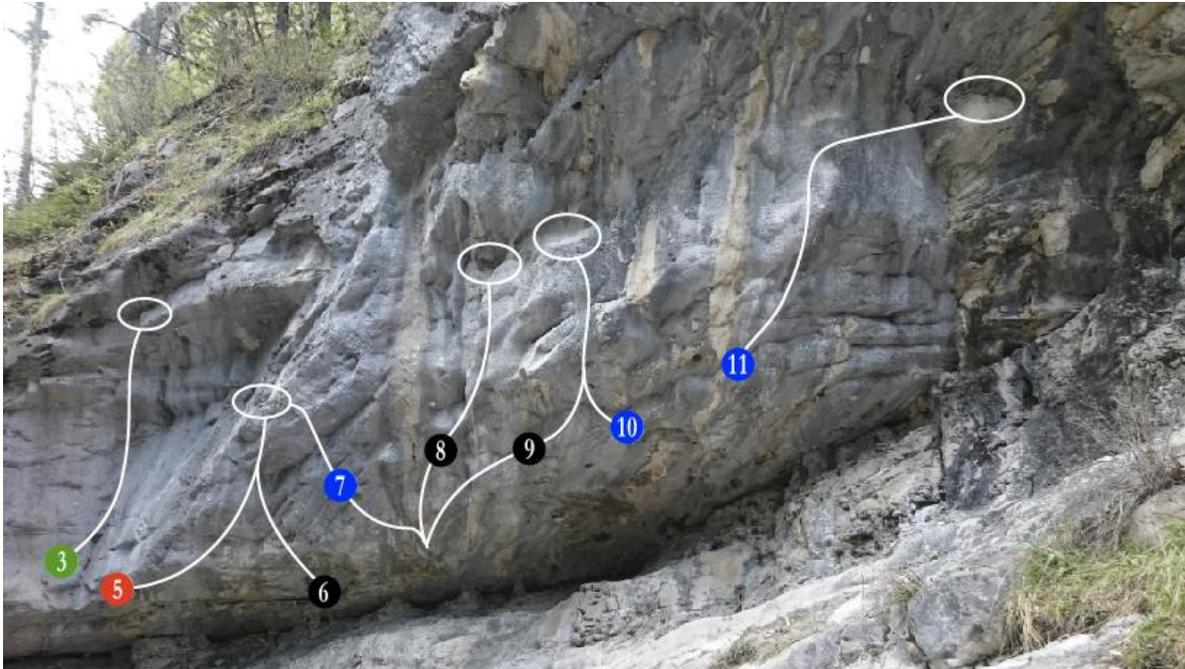


Looking down the gravel drainage

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. 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.





1 ??? V5 ★★

Start very low on a good incut crimp 3 metres to the left of *Doppelganger* above the creek, hit a large sloper and exit left finishing on a large block around the corner. This problem and *The Icebreaker* have only be done when the creek is frozen

(Hayden O'Connor, 2016)

2 The Icebreaker V8 ★★★

Start as for "???", match the large sloper and head right to the technical face above. Finish just below the moss on a good flat edge.

(Scott Eveleigh, 2016)

3 Doppelganger V2 ★★★

Start high on any holds you can reach. Mantle onto and climb into the delicate corner, and finish on a crimp on the large triangular block. It seems possible to fall into the stream.

(Scott Eveleigh, 2015)

4 Doppelganger Low V5 ★★★

The obvious low start. Pull on for *The Sage* and pull some shouldery moves into *Doppelganger*.

(Scott Eveleigh, 2016)

5 The Sage VH ★★★★★

Start on a good sidepull and pull through desperate slopers and underclings to finish on *The Blunt Edge*. A high quality but difficult problem. A V4 stand start can be done starting high on two good left facing sidepulls.

(Marc Eveleigh, 2016)

6 Baby Bird V9 ★

Lay down underneath the roof to start on the right side of the low juggy rail. Make a hard move to the lip and head straight up to finish the same as *The Blunt Edge*.

(Josh Muller, 2015)

7 The Blunt Edge V6 ★★

Start as for *Bleeding Edge of Free Will* and head left to finish on a good flat hold over the lip.

(Marc Eveleigh, 2015)

8 Bleeding Edge of Free Will V9 ★★★★★

Start on a good undercling for your left and a low hidden pocket for your right. Move to a tufa pinch and slap your way up to the finish. The gem of the wall.

(Matt Lucas, 2015)

9 Anarchy V9 ★★★

Do the first move of *Bleeding Edge of Free Will*, then cut right on crimps, use foot trickery to meet up with the finish of *Pinky*.

(Marc Eveleigh, 2015)

10 Pinky V3 ★★★

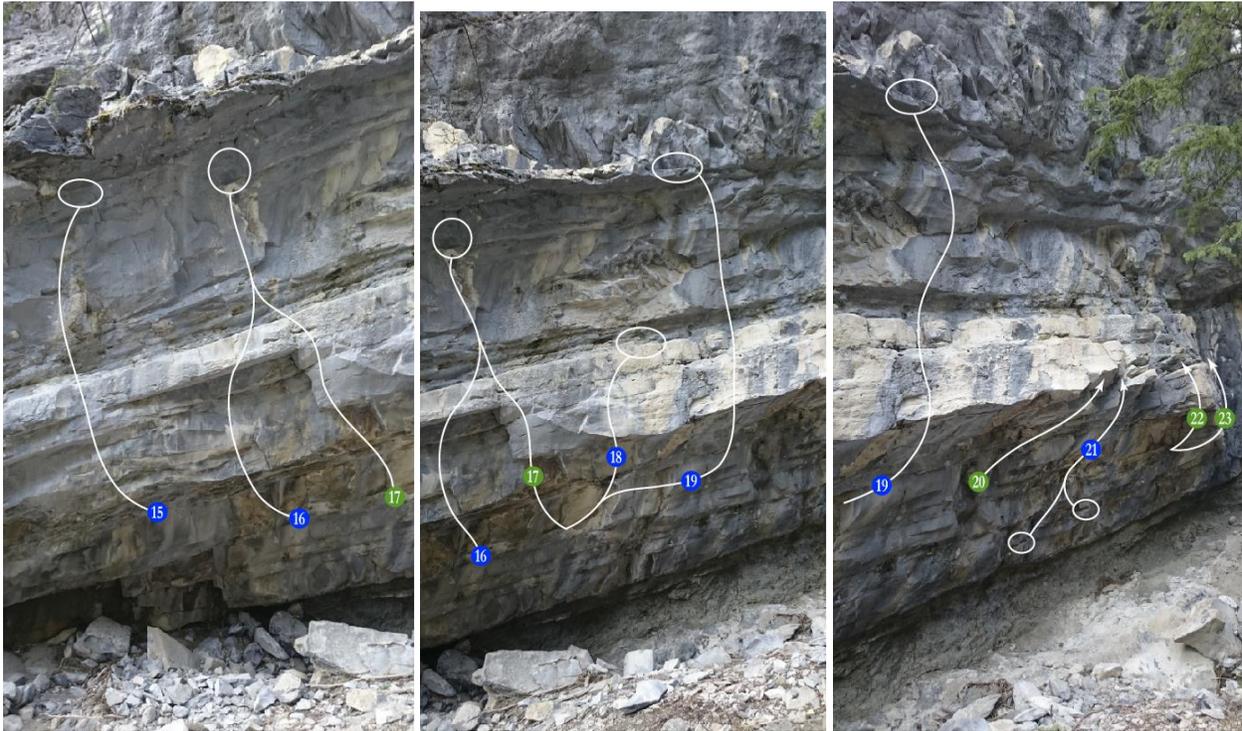
Pull on to a good left facing sidepull, hit slopey shelves above. A low start one move down on a flat edge goes at V4.

(Marc Eveleigh, Andrew Funk (low), 2015)

11 The Brain V3 ★★

Start matched on the brain and make your way up and right using neatly textured crimps. A low start on the same hold as for *Pinky Low* goes at V5.

(Marc Eveleigh (both), 2015)



14 North Northwest Traverse V4? ★

Traverse the entire length of the middle ledge. Start as far left as possible and mantle near *Well Rounded*.
(Matt Lucas, 2015)

15 Delayed V4 ★

Start on low crimps under the roof, more crimps lead to the finish jug under the dirty ledge.
(Marc Eveleigh, 2015)

16 Solid Ground V6 ★★

Start on a good crimp and crimp all the way to the finish holds just under the dirty ledge.
(Marc Eveleigh, 2015)

17 First and Last V2 ★★★

Start sitting on a good flat ledge, make big moves on good holds all the way to the same finish crimps as *Solid Ground*.
(Marc Eveleigh, 2015)

18 False Start V4 ★★

Start as for *First and Last* but head up and right. Finish on the middle ledge.
(Marc Eveleigh, 2015)

19 Tinkerbell's Day Off V6 ★

Start as for *First and Last* and head right, keep traversing under the roof till you reach sidepulls and good crimps. Finish on the high jug.
(Andrew Funk, 2015)

20 Merry Go Round V2 ★★★

Grab the tufa feature and head right to a good sidepull. Mantel over by *Strawberry Jam*.
(Marc Eveleigh, 2015)

21 Strawberry Jam V3 ★★

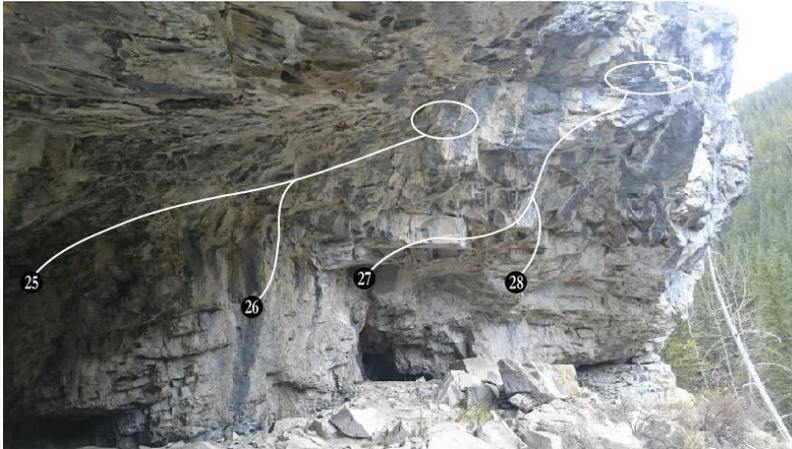
Start split on two low crimps, head straight up and left through a potential fist jam to the middle ledge and mantle it.
(Marc Eveleigh, 2015)

22 Well Rounded V2 ★★

Start on a jug underneath the roof. Exit left directly out the steep bulge.
(Marc Eveleigh, 2015)

23 Dumbo The Elephant V1 ★

Start as for *Well Rounded* but exit right on good holds.
(Cassie Magyar, 2015)



24 Project

Start seated in the back of the cave with a good crimp block and a sidepull. Use magic to finesse your way to and through the roof with extreme difficulty.

25 F-Zero V8 ★★★

Start on a double fin pinch in the back corner of the cave; follow an interesting sequence of sipepulls and underclings out the roof to finish on a good grey hold just before the lip of the cave.

(Marc Eveleigh, 2015)

26 CTR V7 ★★

Start seated on two flat holds on either side of a column feature; make a few tough moves up to join with #2. Extending this all the way out right to the finish of *Super Mario Kart* is known as *Pakistani Death Swing* due to the risk of missing the spotters and pads (same grade).

(Scott Eveleigh, Matt Lucas (Ext), 2015)

27 Super Mario Kart V7 ★★★

Start on the huge mushroom hold, make big moves up and right to finish on the large shelf. A stout problem that's tough for the grade.

(Matt Lucas, 2015)

28 Crouching Tiger Hidden Bagel V9 ★

Pull on to a small ledge just before the wall gets steep. Trend up and a bit left to finish on *Super Mario Kart*.

(Matt Lucas, 2015)



29 Trick Deck V5 ★

This problem is located on a wall 30m farther upstream. Start grappling with the large block underneath the roof. Pull over the lip slightly to the left and top out straight above. This wall has the potential for more problems.

(Marc Eveleigh, 2015)

30 Leapers V4 ★★★

Start on a good juggy hold under the lip. Hit slopers over the lip and jump to the high hold on *Trick Deck*. Finish as for that problem.

(Scott Eveleigh, 2015)