



## Finding The Problems On The 2021 TdF Scorecard

The location of the majority of the problems on the 2021 TdF Scorecard can be found online, either on 27Craggs (<https://27craggs.com/site/search>) or in the Frank Slide mini-guides (<https://southernalbertabouldering.com/frank-slide-guides/>), or both.

However, many new problems have been included on the scorecard for the first time! In a typical year, we have volunteers roaming the boulderfield during the event to help climbers find every problem. This year, I've prepared this document to help you find these new problems if you're interested in trying them.

All of the problems listed as being in the "Interp" area on the scorecard are found in the Interpretive Centre sector (near the Frank Slide Interpretive Centre and the associated Interpretive hiking trail). I've prepared a mini-guide for that sector to help you find all of the lines listed in the scorecard.

There are several other problems included in the scorecard that are quite new and thus not listed on 27Craggs. Included below is a description of each of these problems and a description of where it can be found in the boulderfield (you'll have to use your phone to access 27Craggs). Enjoy!

### V0s

*Toothy Smile* (V0-) and *One Scoop* (V0-) are found on the slabby backside of the Calculated Risk boulder in the Frictionary sector (use your phone to find the problems *A Calculated Risk* or *A Fine Balance*, both are on the same block).

*Toothy Smile* (V0-) Start sitting, using the cool tusk/horn and a juggy edge right beside it. Move up through very positive holds to an easy topout.

*One Scoop* (V0-) Start standing just left of the right-hand arête, climb easy slabby scoop to a very easy topout. Use the arête if you wish.

*Tumble Slab* (V0-) (City of Giants sector) is located just right of *Powerball*.

*Coconut Cream* (V0) (Frictionary sector) The easy slab a few meters to the right of *The Oozing*. Start standing, using a very positive long edge, climb up the slab with more good edges.

The problems Michelle's Prow and 999 Foot Green Bean are located in the Michelle boulders, a cluster of small blocks at the top of the trail that winds up thorough the treed gully (Commodore sector). The Michelle's Prow boulder lies right beside the trail, immediately east of the Wilderpeople boulder.

*999 Foot Green Bean* (V0-) Climb the short face starting matched in the distinctive triangular inset hold.

*Michelle's Prow* (V0-) Climb the obvious short overhanging prow from a sit start.

*Salted Earth* (V0) (City of Giants sector) Climb the obvious, crystal-encrusted slab on the backside of the Echo Echo boulder.

### **V1s**

*Trail Mix* (V1) (Commodore sector) Starts just left of *Toothy Smile* (see above); start sitting, matched on the sloping holds above the little cave; move up (and a bit left if you wish) through a few tricky moves to a very easy finish.

*Ode To Joy* (V1) (Ridge sector) Starts just to the right of *Little Trundle Of Joy*; from a stand start climb up and a bit left through slots to a fun mantle.

*Race The Pump* (V1) (Heart of Frank sector) Starts several meters to the right of *Race To The Top* on the Mushroom boulder in the Heart Of Frank sector; start on the jug at the right end of the sloping rail, traverse leftward until you can reach up to upper rail above bulge, continue to move left to top out.

### **V2s**

*The Revisitor* (V1/2) starts on the prominent jug a few meters left of *Blessings In Disguise* (Frictionary sector), climb through bulge onto slab above.

*Last Splash* (V5/6) (Heart of Frank sector) Start low at the blunt arête left of *Yoshi's Island*, LH on an incut edge just left of the arête, and RH on an arête sloper just right and a bit higher than then edge. Climb up through slopers left of the arête, after reaching the lip trend up and left onto slab to topout.

### **V3s**

*Dark Side Of The Moon* (Frictionary sector) The arcing arête left of *Apollo 11*; start standing, with LH on a left-facing flake sidepull, and RH on the lip or edge below. Climb the arcing arête to the huge horn atop the arête, from here move up and right to mantle above the horn and climb short slab above. Bold.

*King Of Clubs* (V3) (City of Giants sector) This boulder is found at the left end of the long, low boulder that lies east of the Wind Shadow boulder; start sitting, deep in the cave with the obvious crack, with both hands in the horizontal part of the crack deep in the small cave. Follow the steep crack up and out.

*Acme* and *Apex* are found on the north face of the same boulder in the City of Giants; it lies immediately south of the Gallows boulder, and immediately east of the Scoopa boulder.

*Acme* (V3) Start sitting, matched on the dimpled sloper on the left side of the face; move up and left to sloping arête, then somehow move right up the sloping arête into the finish of *Apex*.

*Apex* (V3) Start sitting to the right of *Acme*, matched on the long incut crimp beneath the bulge, move up to good rail, then head up to a fun topout.

### **V5s**

*Vox Pop* (V5) (Frictionary) Start standing, using good edges right of *Captain Obvious*. Move straight up through incut angled edges, to a final big move to a textured juggy rail.

## **V6s**

*Necropolis* (V6) (Frictionary sector) The low start to *Underking* (V5); starts with a RH on a good right-facing sidepull and LH on a low slot or pinch.

*Jaws 2* (V6) (Frictionary sector) Start sitting left of *Jaws*, with LH on a textured sidepull and RH on a nice flat edge/rail. Move up through thin holds to a fun juggy finish.

## **V7s**

*Badger Low* (V6/7) The southwest arête of the Apex boulder (which lies immediately south of the Gallows boulder, and immediately east of the Scoopa boulder); start very low, with LH on a pinch on the arête, and RH on an opposing edge. Climb with difficulty into *Badger*, finish as for that line.

## **V8s**

*White Fang* (V8) (Heart of Frank sector) Start on low crimps to the right of *Race To The Top*. Hard, and even harder if you're tall.

## **V12s**

*Vicious* (V12) Start standing using appropriately vicious crimps right of Mushroom campus. Climb up to an easy mantle. Video beta online.

## **Open Projects!**

*The Kayra Mah Shrine* PROJECT (City of Giants sector) The cave left of *Ocarina*.

*The Hanged Man* PROJECT (City of Giants sector) The tall, blank-looking face left of *The Gallows*. Thin pockets!

*The Steeping* PROJECT (City of Giants sector) The Low start to the Teapot boulder prow, start sitting with small, smooth edges; the one on the left side of the prow is reasonable, the right side is very small.

*The Power Of Thought* PROJECT (City of Giants sector) Start as for *The Shield*, move left into *Cognitive Dissonance*. Futuristic.

*Kitsune* PROJECT (Heart of Frank Sector) Start on good holds deep under the left side of the Beach Cave roof, move directly out to the face above in a gap between the boulders.

*Vicious Low* PROJECT (Heart of Frank sector) Start *Vicious* (V12) much lower on crimps.

*Fox Spirit* PROJECT (Heart of Frank sector) Start on *Kitsune*, move rightward through grim pinches to finish on the main Beach Cave face.

*Belle Epoque* PROJECT (Ridge sector) The angling seam left of *Victoria*.

*Naja* PROJECT (Ridge sector) Start under the roof below *King Cobra*, move up into that problem. Seems quite possible, likely in the V11 range.