

KID GOAT

Kid Goat is the smallest and most developed of the Goat Mountain climbing areas and is about 150 m high. It consists of predominantly low-angled rock with a steeper band at just over half height that runs along the entire length of the cliff. This band provides the crux sections of most of the older routes and at the right-hand end, where it is more pronounced, it has been extensively developed as a sport climbing area. The quality of rock on the cliff is generally quite good and often excellent, particularly on the steep band.

There are two distinct types of routes on Kid Goat, the older, traditional-style climbs that originally required piton protection and were fairly run-out, and the sport climbs that are concentrated at the right-hand end. Some of the former now have good fixed protection (pitons and bolts) and their low level of technical difficulty (5.6-5.8) makes them an ideal introduction to multi-pitch climbing. Many remain in their original state, however, and are quite serious.

Addition of bolts to the older climbs was slow to start, perhaps out of respect for the style in which they were first done, but nowadays it is generally agreed that such action was long overdue. Seriously run-out routes of low technical difficulty appeal to almost no one and bolt protection makes the routes more enjoyable and more consistent with their grade. Also some rerouting of the climbs onto better rock has been possible. The current status of these older climbs is noted in their descriptions but when in doubt, it is advisable to carry a selection of pitons. Despite the retrofitting, the routes are not true sport climbs and some experience and judgement are required for them to be climbed safely. Helmets should be worn on all routes as some of the ledges still have loose rock and the cliff is quite broken near the top. Credit for retrofitting is acknowledged with the first ascent information for each route as a fair amount of effort and judgement is required and often climbs are changed significantly by rerouting.

A topo of the sport climbs is included for completeness and this is basically the same as that given in the Sport Climbs guidebook by Martin and Jones.

Kid Goat's location at the edge of the mountains means it enjoys the same favourable weather as Yamnuska. Since it faces east and is quick to dry, it provides good early season alternative to the shaded canyon areas and is a less serious trad-climbing venue than Yamnuska. The sun goes off the cliff at about 1:00 pm.

The cliff is split into four areas, each with its own character and approach. The Lower Left Side (or Tim's Crag) is a separate cliff about 100 m below the Upper Left Side that has recently been developed as a teaching area. It is not included in this book as it is frequently used by local climbing schools. However, it is important to be aware of the cliff when climbing on the Upper Left Side as any rock fall generated may cause a hazard. The two other areas are Kid Goat Centre and the Right Side.

Approach

Using the normal approach for the Goat Mountain climbing areas, walk past the east side of

the dump, bear left at the fork in the road just north of the dump, and continue along the road as it curves round to the left and then turns directly toward the cliff to a small but prominent gravel pit (10-15 minutes, see map page 26). About 25 m beyond the gravel pit, the road swings sharply to the right (small trail on the left to the Lower Left Side) and begins to climb the hill. About 75 m farther on a faint trail contours off to the right (small cairn) opposite a 1 m-high jagged boulder. This is the Nanny Goat trail that may also be used to access the Right Side of Kid Goat. The road continues up heading roughly for the open rounded hillside below the right end of Kid Goat and after a few bends it narrows to a rough gravel track. Turn left at a cairn and follow a side trail that diagonals up toward the main cliff near the left margin of the open slope. There are two trails higher up that lead off into the trees to different areas of the cliff. The first of these is referred to as the Lower Trail and the second as the Middle Trail. The approach for each area of the cliff is described in the appropriate section.

Descent

From the top of Kid Goat easy descents can be made to the south down the ridge, or to the north into the Nanny Goat gully. A good trail runs from the top of the climbs on Kid Goat Centre to the gully, near the bottom of which it is necessary to cross from the Kid Goat side to the Nanny Goat side and then scramble down and left on ledges and easy slabs (fourth class, pitons in place to rappel).

Upper Left Side

A prominent feature on Kid Goat is a large sloping area of trees, referred as the Main Tree Island, located in the lower half of the cliff and somewhat left of centre. The Upper Left Side extends from the extreme left end of the cliff to the left edge of the trees. This area of the cliff is less frequently climbed upon and the routes are largely in their original condition. Pitons are required on most climbs, unless stated otherwise, and the routes are relatively serious and run-out.

Approach

When using the main approach route, take the Lower or Middle Trail to the base of the cliff and follow it across to the small cave, below and right of the Main Tree Island, at the start of Twilight Zone. The trail effectively ends at this point and a much fainter one drops down and traverses left across a break between the main cliff and a lower cliff band. Partway along the break, descend past a dead tree in a shallow groove and continue across to scree slopes on the other side. A faint trail climbs up and left past a small cliff band to the extreme left end of the cliff.

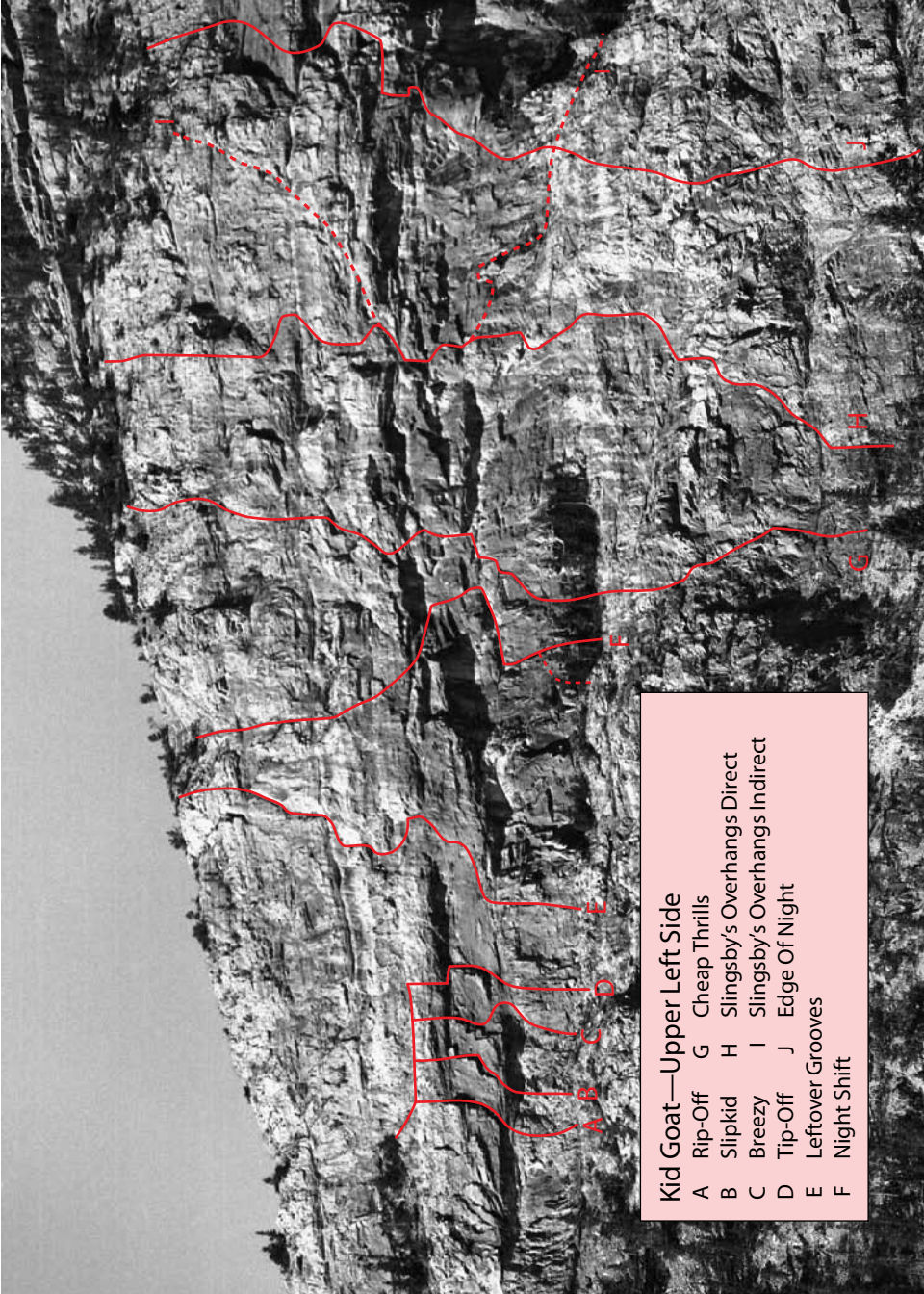
A convenient access route directly to the south end of Kid Goat is the ridge leading up from Highway 1A. There is a quarry at the base of the ridge that should be avoided but its western boundary is clearly marked. Either park at the normal Goat Mountain parking area or at houses a short distance west of the ridge. Beginning about 300 m west of where the road bends around the base of the ridge, follow the quarry boundary up to the ridge crest and continue on a good trail to a small knoll below the extreme left end of Kid Goat.

A third alternative is to follow the trail to the Lower Left Side (turn left from the main trail a short distance above the gravel pit), traverse across to its right-hand side, and then either scramble up a shallow, slabby gully and the scree slopes above or skirt around the far right end of the cliff and diagonal back to the same point. At a small cliff band below the lowest point of the main cliff move up left to join the faint trail that traverses across from Kid Goat Centre. Note that this alternative has almost no trail and can cause a significant rock fall hazard to the lower teaching area.

Descent

None of the routes is fixed for rappel but an easy descent can be made down the left end of the cliff.

The first four climbs follow a parallel series of short, right-facing corners at the extreme left end of the cliff. They are rarely done and except for Rip-Off, a small selection of pitons is currently required. The climbs can be finished by following easy rock to the top of the cliff, or more conveniently by traversing left to trees and scrambling down.



Kid Goat—Upper Left Side

- A Rip-Off
- B Slipkid
- C Breezy
- D Tip-Off
- E Leftover Grooves
- F Night Shift
- G Cheap Thrills
- H Slingsby's Overhangs Direct
- I Slingsby's Overhangs Indirect
- J Edge Of Night

Rip-Off* 30 m, 5.6

J. Martin & M. Sawyer, 1975

Rip-off is a short, well-protected layback pitch up the first and most prominent corner.

Slipkid 30 m, 5.8

C. Perry & M. White, 1978

Slipkid climbs an easier corner above a crux start—a committing layback sequence up a short bulging wall.

Breezy 30 m, 5.6

J. Martin & L. Howard, 1979

This short route follows a moderate corner capped by a small roof.

Tip-Off 30 m, 5.6

G. Spohr & J. Martin, 1979

Tip-off takes an easy corner capped by an awkward roof. Watch for small loose blocks at the roof.

Leftover Grooves* 85 m, 5.7

C. Perry & J. Martin, April 1979

This interesting route is currently very run-out. It can be protected solely by gear but the addition of two bolt runners below the crux would make the climb much more enjoyable.

From below the four parallel corners, traverse right above slabs on a small ledge system and belay on the edge of a small buttress just before the first treed bay.

- 1) 50 m, 5.7 Climb the left side of the buttress to a horizontal ledge. From the right end of the ledge, move up and right across a steep slab (tricky gear) and climb up with difficulty into a short corner. Move left and go up to a short corner with a small roof above. Climb the crack on the right to a piton belay in a corner/crack.
- 2) 35 m, 5.5 Climb the low-angled layback crack to the top.

Night Shift* 85 m, 5.5

C. Dale & J. Martin, 1981

This spectacular-looking route is easier than it appears but it has some loose blocks.

Continue traversing farther right than Leftover Grooves to a large treed ledge and begin near its left-hand end at a big block. Take a selection of small pitons.

- 1) 40 m, 5.5 Traverse right from the block into a groove, or climb the overhang at the base of the groove (5.8). Continue up the groove, traverse right to a break in the bulge above, and then move up to the main roof. Traverse left on a slanting ledge, then continue left to an easy break in the overlap above and move up to a small ledge.
- 2) 45 m Climb easy rock to the top.

Cheap Thrills 135 m, 5.8

J. Martin & G. Spohr, 1979

Start either below easy ground at the base of the cliff or traverse farther right from Night Shift to below a groove. A selection of small pitons is required.

- 1) 50 m, 5.2 Climb an easy pitch from the base of the cliff to the big treed ledge of Night Shift.
- 2) 35 m, 5.8 Make a few steep moves to gain the groove right of Night Shift, then climb more easily to a sloping ledge. Traverse right, then climb up to a small birch shrub at a horizontal break. Traverse right to a short corner (watch for loose rock) and climb this to a ledge with a bolt.
- 3) 35 m, 5.7 Step up onto a slab under a roof, then move left to a break and step over the roof. Continue easily to a ledge.
- 4) 15 m Climb easily to the top.

Slingsby's Overhangs 160 m, 5.7/5.5

K. Bridgens & T. Jones, May 1975

Retro: Pitches 1 & 2: J. Josephson & K. Snyder;

Pitches 3 & 4: T. Jones, G. Fletcher & J. Billings.

The original Indirect version of this route was one of the first climbs done on Kid Goat and in the tradition of W. C. Slingsby, the great English Lake District pioneer, it followed a wandering line of least resistance through the overhangs. A direct route was added soon afterward and this has now been bolted and rerouted to give one of the best climbs of its type on the crag. Unfortunately, it poses a rock fall hazard to the lower teaching cliff. Pitons are not necessary but gear is required for pitches 1 and 3.

The climb starts at a high point in the scree slope near the right-hand end of this section of the cliff at a cluster of three dead trees and a large, single spruce tree. The best way of reaching the climb is to scramble up the shallow gully on the right-hand side of the lower cliff, as described in the approach section, continue straight up a scree gully, and then up and left slightly past a small cliff band directly to the start. Alternatively, traverse across from Kid Goat Centre and follow the base of the cliff up for a short distance.

- 1) 40 m, 5.5 Climb a shallow groove to a broken ledge, move right, and follow a system of slabby grooves up and right past three bolts to a horizontal break and a two-bolt belay.
- 2) 35 m, 5.7 Move up right to a piton at a small ledge below a groove. Climb the groove (piton) and exit right past a bolt. Follow a crack up and left (bolt on the wall above) and then move right to below a small roof with a bolt just over the lip. Step right and make a tricky move up over the roof, then move left to a shallow groove (piton) and follow this past a bolt to a small ledge and three-piton belay on the left.
- 3) 35 m, 5.7 Move up and left to a short corner that leads up through an obvious break in

the roofs. From the top of the corner move up right for a short distance and then make an awkward step left past a bolt onto a slabby wall. Interesting moves up the wall lead to easier ground and a bolt belay below the right end of an overlap.

- 4) 50 m, 5.6 Reach up and clip a bolt above the overlap and move up on to a slab. Continue up and left to a bolt on a broken rib and go up this past a piton and another bolt to ledges. Climb easily past isolated small trees to the top.

Slingsby's Overhangs Indirect 130 m, 5.5

K. Bridgens & T. Jones, 1975

This is the easiest climb on Kid Goat. It follows the wandering line taking the original first ascent (done on the same day as Keelhaul Wall) and starts at the Main Tree Island.

Begin as for Twilight Zone and climb up and left (easy 5th) to the base of the Main Tree Island. Scramble up its right-hand side and then move over left to a short pillar. Move left below this and up to two trees on the edge.

- 1) 45 m, 5.2 Follow easy ledges left and up slightly past a dead tree to a groove on the right side of a broken pillar.
- 2) 10 m, 5.4 From the left side of the pillar, climb diagonally left across a small slab to a ledge below a roof and a three-piton belay (top of pitch 2 of the direct).
- 3) 35 m, 5.5 Follow the direct route up the corner and move right to below the bolt. Instead of stepping up left onto the wall, continue traversing right and up (pitons) following an obvious break to easy ground. Climb up to a small tree at a ledge and a piton belay.
- 4) 40 m Climb easy rock to the top.

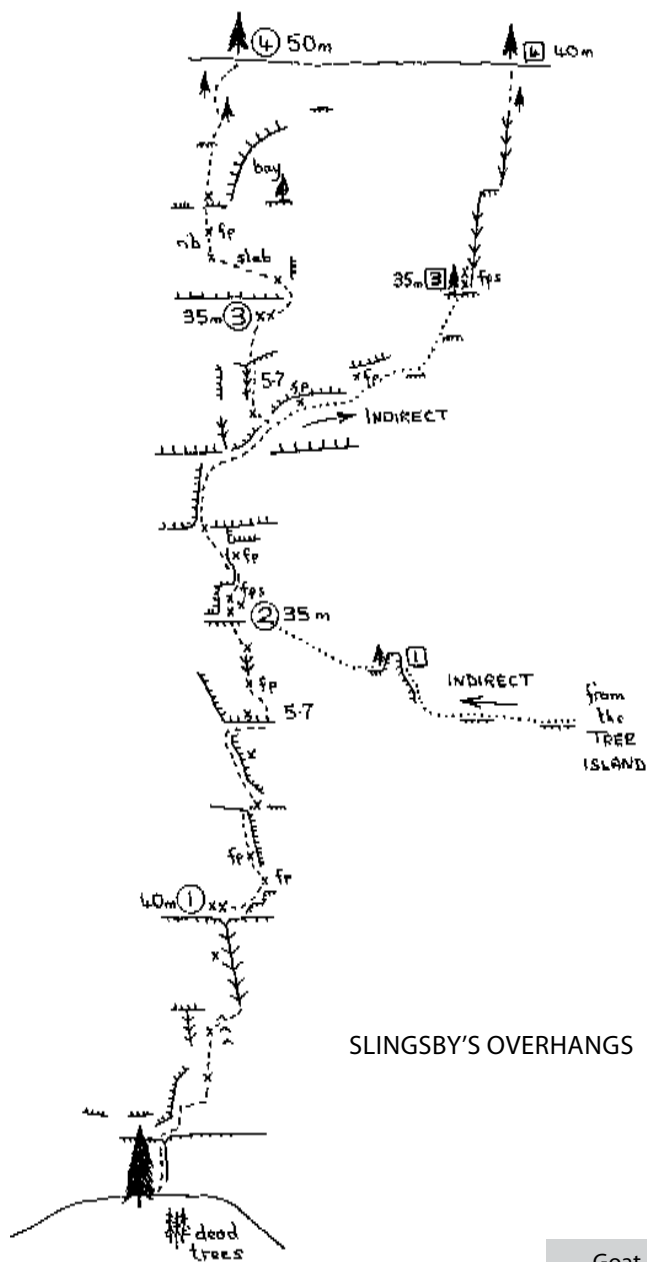
Edge of Night 155 m, 5.7

J. Martin & C. Perry, 1979

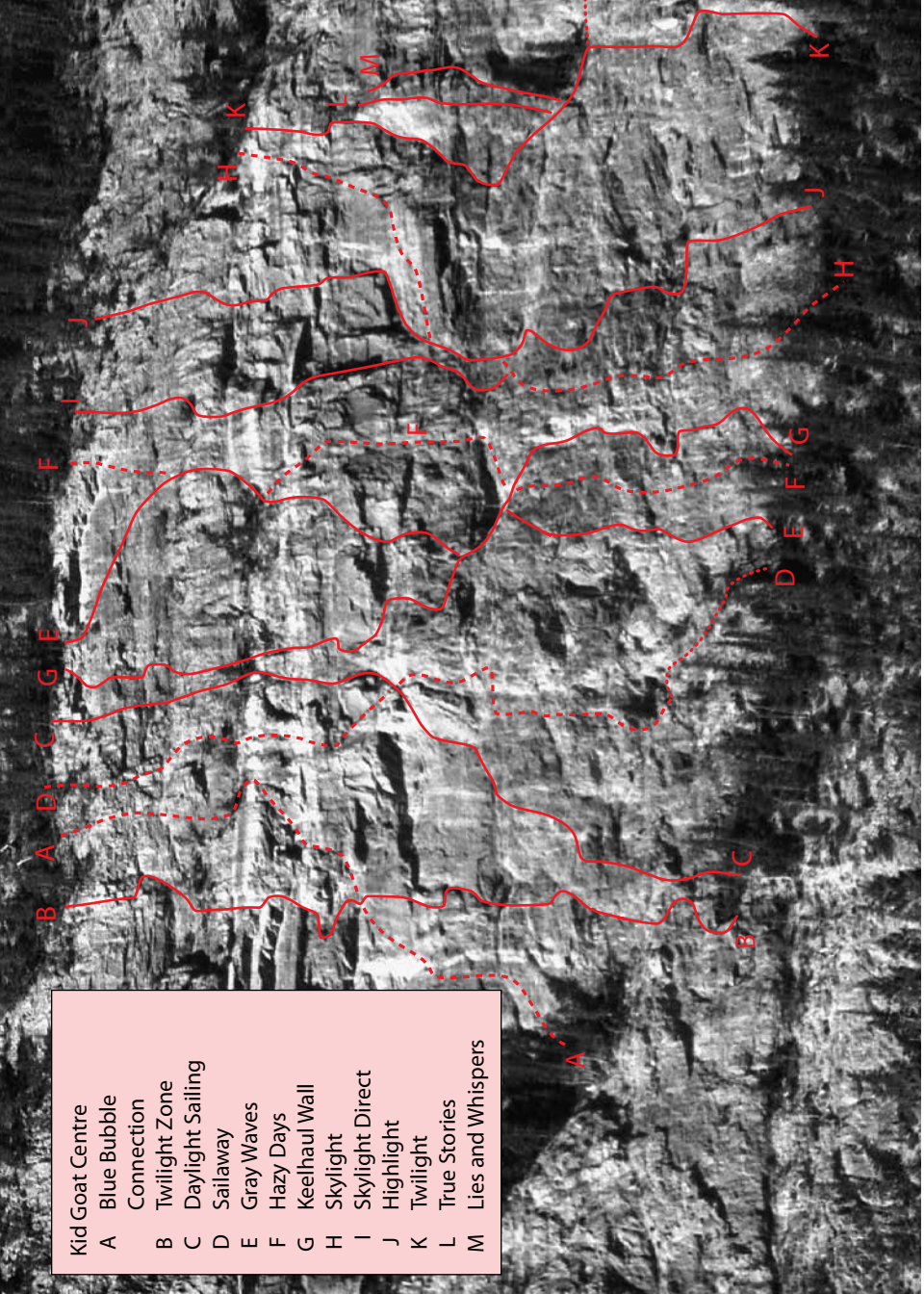
This interesting but run-out route has some steep moves directly above an impressive drop-off. The climb is in its original condition and pitons are definitely required.

Follow the faint trail down and left from the start of Twilight Zone until below and slightly left of the left edge of the huge roof above the Main Tree Island.

- 1-2) 80 m, 5.3 Climb two easy pitches past the broken ledges traversed by the indirect start to Slingsby's and then good slabby rock to a small bay below the main line of roofs. The same point may be reached from the tree island, as for Slingsby's Overhangs Indirect.
- 3) 35 m, 5.7 Climb up right on a steep slab. From its top, step right into a little bay and then step up right again. Now move back left, stem up to a narrow ledge, traverse right to a corner, and climb easily to a small tree below a roof.
- 4) 40 m, 5.5 Climb up left onto a rib, surmount a short roof, and then continue by a slab and a short, steep wall to easy ground.



SLINGSBY'S OVERHANGS



- Kid Goat Centre
- A Blue Bubble Connection
- B Twilight Zone
- C Daylight Sailing
- D Sailaway
- E Gray Waves
- F Hazy Days
- G Keelhaul Wall
- H Skylight
- I Skylight Direct
- J Highlight
- K Twilight
- L True Stories
- M Lies and Whispers

Kid Goat Centre

This area of the cliff extends rightward from the Main Tree Island to Twilight, the last of the traditional-style routes before the beginning of the Right Side. As noted earlier, some of the climbs have been retrofitted and are very popular; others are still seriously run-out.

Approach

When visiting this area of the cliff for the first time (or even after a number of visits!) it is easy to get lost and have trouble locating the required climb. There are few clearly defined landmarks and many of the features look the same. Approach should be made either by the Lower Trail or the Middle Trail, as described earlier, and the section of cliff reached in each case is described carefully below.

The Lower Trail branches off left into the trees, diagonals up across a small scree slope, and after dropping down slightly (ignore a minor up-trail) and then up slightly, it contours across until the overhung bay at the top of pitch 2 of Keelhaul Wall can be seen directly above. Ignoring a much smaller trail that continues left, climb the hillside using one of several branching trails to reach a small apron of slabby rock at a low point in the cliff. The trail along the base of the cliff leads up and left for about 15 m to the start of Keelhaul Wall and 8 m farther on it reaches a high point below the start of Gray Waves. This section of trail is shown on the topo for the two routes that, in conjunction with the start descriptions given below, may be used to identify certain key features.

The Middle Trail is perhaps the better of the two to use when visiting the cliff for the first time. It branches off left about 30 m higher up the hillside than the Lower Trail and when followed over to the left (ignore minor trails going straight up), it reaches the cliff just below a second apron of slabby rock at the extreme right end of Kid Goat Centre. At this point, the trail along the base of the cliff leads up and right to the Right Side sport climbing area or up and left for 25-30 m to the prominent, left-facing corner at the start of Twilight. (See Highlight/Twilight topo.)

If all else fails, go up to the base of the cliff and follow the trail immediately below the rock to its extreme left end where a small cave marks the start of Twilight Zone (see topo). The Main Tree Island is up and to the left and only a faint trail continues down and farther left to the Upper Left Side.

Descent

A good trail runs north from the top of the climbs on Kid Goat Centre to the Nanny Goat gully and this is the recommended means of descent. As noted earlier, near the bottom of the gully it is necessary to cross from the Kid Goat side to the Nanny Goat side and then scramble down and left on ledges and easy slabs. Caution is necessary when traversing along the top of the cliff not to dislodge loose rock down onto the climbs. Some of the routes on Kid Goat Centre are fixed for rappel and rope requirements are given on the topos.

Blue Bubble Connection 140 m, 5.7

J. Martin, G. Spohr & J. Tanner, 1975

This neglected route crosses Twilight Zone at about half height and finishes on interesting rock to the right. It is currently poorly protected but if retrofitted, could become popular.

Begin as for Twilight Zone but scramble up and left to the Main Tree Island and go up its right-hand side to a tree belay a short distance below the upper overhangs. The climb begins at a diagonal fault that trends up right and becomes a small ramp higher up.

- 1) 40 m, 5.6 Climb up to a steep, narrow ramp and from its top trend right over slabs to small ledges.
- 2) 35 m, 5.7 Traverse up and right past a piton to the second belay on Twilight Zone and continue right by a few awkward moves above a roof to a flaky crack. Climb this to broken blocks.
- 3) 30 m, 5.6 Climb a short, steep wall and continue to a tree ledge.
- 4) 35 m Move left to an easy exit or finish directly.

Twilight Zone** 140 m, 5.6

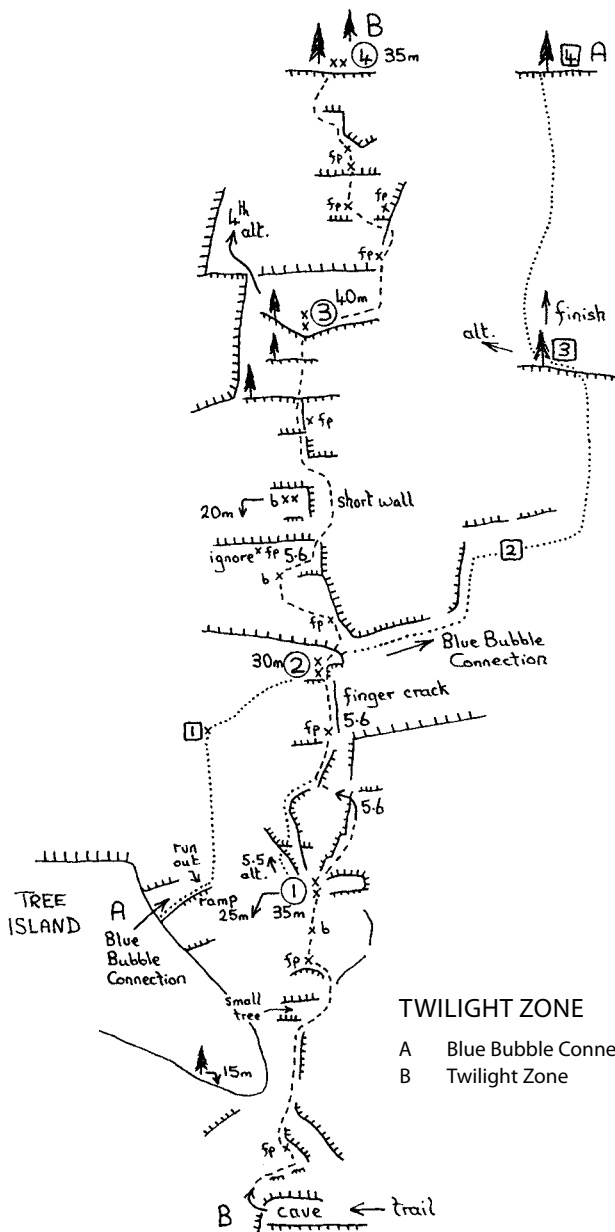
K. Bridgens & T. Jones, 1975

Twilight Zone was one of the earliest routes on Kid Goat and it remains one of the best. It is often used for guiding purposes and the large amounts of fixed gear and bolted stations make it an ideal introduction to the cliff. Some gear is still needed (mainly small) and the crux move on pitch 3 is quite tricky but well protected.

The climb starts at a shallow cave at the far left end of the trail that runs along the base of Kid Goat Centre (see topo and approach description above).

- 1) 35 m, 5.5 From the cave, move up left and then back right again to a short, left-slanting corner. Go up this and continue straight up on easy ground to a left-facing corner with a blocky overhang and small tree above. At the top of the corner go up right past a second overhang and then move left to piton at a small ledge. Climb the steep wall above past a bolt to a bolted station.
- 2) 30 m, 5.6 Step right and climb a right-facing corner until a tricky move back left leads to a small ledge below a prominent, short finger crack (piton). Move up over the overlap and follow the finger crack to a two-bolt belay at a ledge. Alternatively, move left from the belay and climb short corners to ledges below and left of the finger crack (5.5).
- 3) 40 m, 5.6 Climb up right to a left-facing corner (piton) and then traverse left and up, passing a small overhang on its left side, to a bolt. Make an awkward move up right and go up to a break in the overhangs. Climb through this to easier ground (bolted station on the left) and continue up a short wall, past a piton higher up to a tree ledge and two-bolt belay.
- 4) 35 m, 5.5 Move right and climb up past the right side of an overhang (pitons). Step left and continue up on steep ground past more pitons to trees at the top.

Daylight Sailing 140 m, 5.6



TWILIGHT ZONE

- A Blue Bubble Connection
- B Twilight Zone

J. Martin, M. Toft & L. Howard, June 1979

This climb has seen little traffic and has not been retrofitted. Pitons are required and in its present state the climb is not recommended.

- 1) 55 m, 5.5 Climb the wall right of Twilight Zone to a bulge at the base of a large slab. Traverse right, layback over the bulge, and move right to the base of a short groove.
- 2) 20 m, 5.3 Climb the groove for a few metres, then traverse right and climb into an easy groove, belaying when convenient.
- 3) 25 m, 5.5 Face climb straight up to a tree ledge (bolted belay at the top of pitch 4 of Keelhaul Wall is just to the right).
- 4) 40 m, 5.6 Scramble up to a ledge below a bulge. Step right, climb the bulge, then step left and continue to the top.

Sailaway 130 m, 5.6

J. Martin & J. Tanner, May 1980

Like Daylight Sailing, this climb is currently in its original condition and is not recommended. It climbs the steep wall right of Daylight Sailing, crosses that route at about half height, and then follows a parallel line a short distance to the left. Start by scrambling up the broken ground immediately left of Gray Waves (see topo of that route) to a tree belay below a steep bay.

- 1) 25 m, 5.6 From the upper left side of the bay, move left on a ledge and go up to a second ledge. Move right, climb past a flake and belay on a ledge.
- 2) 45 m, 5.6 Climb straight up to a traverse line below an overhang. Traverse right, climb up to the right of the overhang, and then move back left to a short corner. Climb the corner, then move left across the easy groove of Daylight Sailing and continue up left to a ledge below a small roof.
- 3) 25 m, 5.5 Traverse left by means of a finger crack and climb up to trees.
- 4) 35 m, 5.6 Climb the slab above, then move left below a steep wall to a right-slanting corner. Climb the corner and finish up over a short but tricky bulge.

Gray Waves** 140 m, 5.8

J. Martin & L. Howard, April 1980

Retro: J. Josephson & K. Snyder, 1998 (pitch 1); M. Piche & S. Holeczi, 1999

This fine route has been recently retrofitted and rerouted slightly making it one of the better multi-pitch climbs on the cliff. No gear is required but some of the bolts are quite widely spaced by sport climbing standards. All stations are equipped with rap anchors (double ropes required), but if the top pitch is done, the recommended descent is to walk off to the right via the Nanny Goat gully.

The climb begins about 8 m left of Keelhaul Wall at the edge of a slab with an arching overhang on its left side. It crosses Keelhaul Wall higher up, breaks through the upper band of overhangs to the right of that route, and then rejoins it at the top.

- 1) 50 m, 5.8 Climb the edge of the slab over two small roofs and then go diagonally right past the third bolt to a break in a long bulge. Climb this and continue up and left to a steep,

exposed wall. A few moves up the wall lead to easier ground and a traverse up and right is made to a bolt belay at the left end of the large ledge below the roof on Keelhaul Wall.

- 2) 30 m, 5.8 Climb steeply up past two pitons at the left end of the roof (as for Keelhaul Wall) and then go up and right above the roof to a bolt. Continue up a steep wall above to a small ledge below the right end of another large roof. Move up and right with difficulty through a break in the roof line and go up to a two-bolt belay on a slab.
- 3) 15 m, 5.7 Traverse right to the base of a shallow groove and make an awkward move up and right to gain easy ground and a bolted station near some trees.
- 4) 20 m, 5.7 Move up and right and make some delicate moves up past the right end of a roof to ledges above. Continue easily up and left past bolts to a bolted station at a small ledge with a dead tree.
- 5) 25 m, 5.5 Traverse diagonally left across a slab following a line of bolts until a short groove reached below the left end of a large roof. Go up the left edge of the groove to a tree belay at the top. (Note: the bolted station a short distance to the left is at the top of Keelhaul Wall).

Hazy Days 140 m, 5.8

B. Keller & J. Martin, July 1979

This obscure route climbs the lower wall between Gray Waves and Keelhaul Wall, moves right past the large roof above the second belay of the latter route, and continues directly up the wall above. The first pitch has no fixed gear and the Gray Waves start is currently more logical. The pitch above the roof may be worthwhile and probably requires retrobolting.

- 1) 50 m, 5.6 Move up and slightly right from the "KHW" sign to a break in a lower bulge and continue up past a small bush to a long roof. Climb over this about 6-8 m right of Gray Waves and go up to a shattered, left-facing corner. Follow the corner to the second, bolted station on Keelhaul Wall, at the ledge below the first large roof.
- 2) 45 m, 5.8 Traverse right on ledges below the roof to a pale scar and then make some tricky moves up a steep section. Continue by sustained face climbing, stepping left at a small overlap to gain easier ground and the third belay of Gray Waves.
- 3) 45 m, 5.5 Continue up Gray Waves but go straight up to the top where it diagonals left across the slab.

Keelhaul Wall** 155 m, 5.6

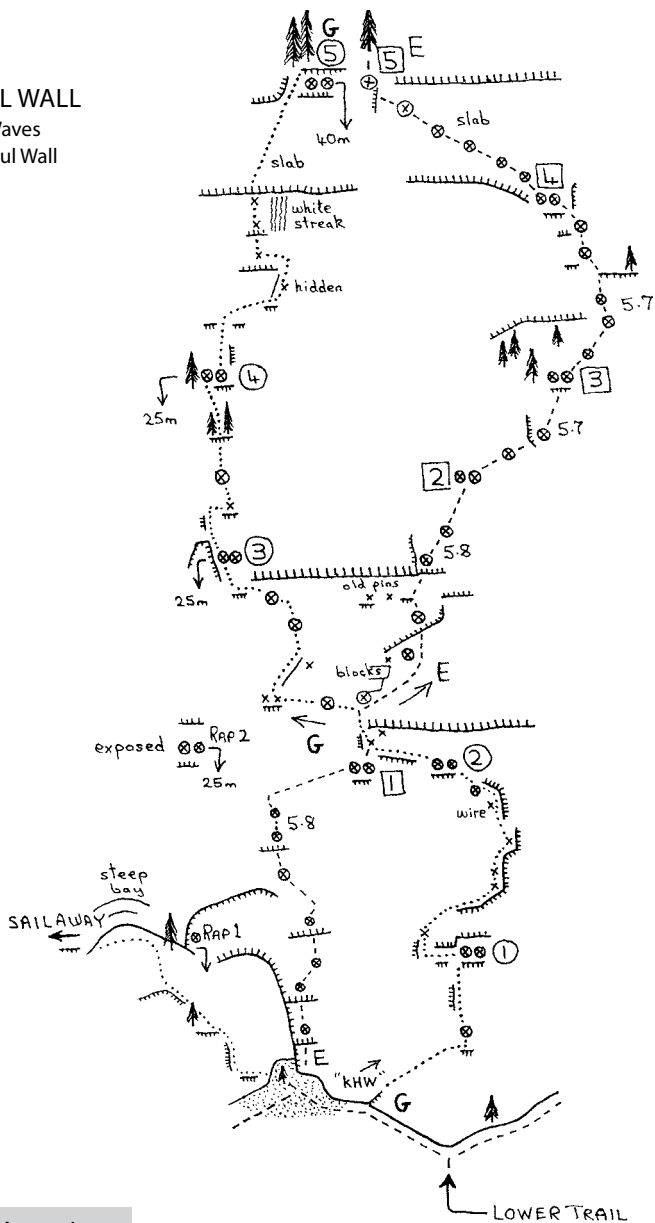
J. Martin & C. Perry, May 1975

Keelhaul Wall was the first route climbed on the cliff and is now a popular classic with a lot of

KEELHAUL WALL

E Gray Waves

G Keelhaul Wall



fixed gear and bolted stations. Some gear (mainly small) should be taken to back up the fixed pitons. The recommended descent is along the top of the cliff to the right although the climb is fixed for rappel. Double ropes are required unless the top pitch is not climbed and the left-hand rappel route is used. The latter is potentially dangerous since the "Rap 2" station (see topo) is difficult to find, can be barely reached with a 25 m rappel, and is positioned at the lip of a large, scary overhang. This descent is not recommended for beginners.

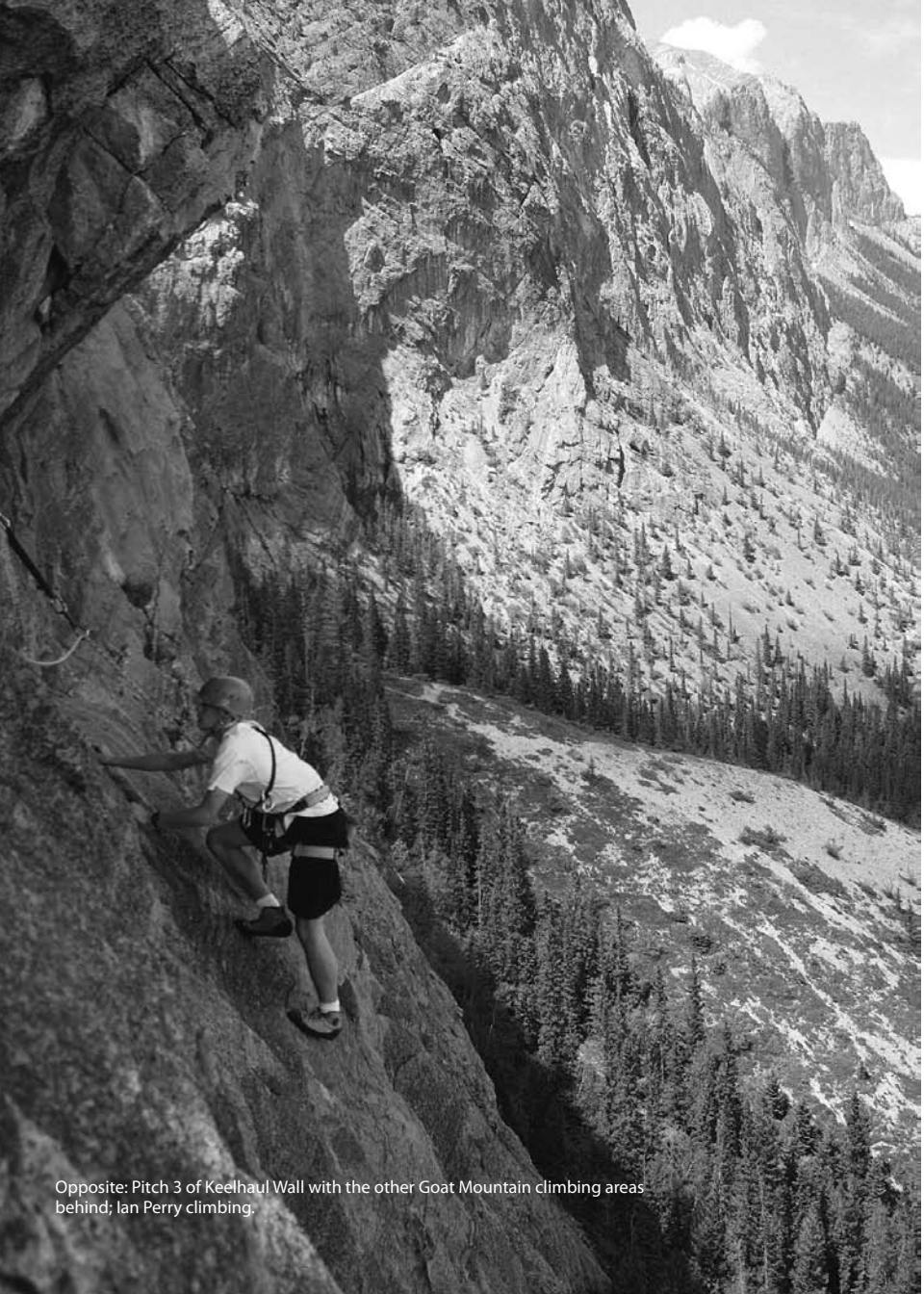
The start of the climb is marked by the letters "KHW" painted on a small slab of rock about 2 m above the trail. The letters are not easily seen, however, and are easily passed by. One pitch up the cliff a prominent, left-facing corner leads up to the right-hand side of a large roof.

- 1) 25 m, 5.4 Follow a diagonal line up right to small ledges around a faint rib. Move up to a bolt and continue up a small corner to a bolt belay below an overlap.
- 2) 35 m, 5.6 Traverse left below the overlap for about 7 m to a rib, move up (piton), and then go diagonally up and right to the base of a large, left-facing corner. Climb this and the continuation corner above until it closes and then exit left past a bolt to ledges. Belay at the bolted station below a large roof.
- 3) 30 m, 5.6 Traverse left and up to a rib where the roof ends (pitons), move up to a textbook gear placement, and then go across left and up slightly (on rock that inspired the name) past a bolt to a small vegetated ledge (pitons). Follow a faint groove up right past a piton to a bolt and then move up and left to a second bolt below the left end of a large bulging overhang. Traverse steeply left below this and go up to a sloping ledge and bolt belay.
- 4) 25 m, 5.5 Move up left and then step right to a ledge (piton). Continue up a short wall past a bolt to easy ground and a bolt belay at the second tree ledge.
- 5) 40 m, 5.5 Climb easy rock up and right to a piton in a shallow groove below a white-streaked wall. Move up and then left to a piton and continue up a small rib past another piton to a break in the roof line just left of the white streaks. Pull up on to the slab (piton) and continue up past a rappel station to a tree belay at the top.

Skylight 125 m, 5.6

J. Martin, C. Shank & D. Strand, June 1979

To the right of the corner on Keelhaul Wall is a faint, rounded buttress with a small apron of rock below. Skylight goes up the right side of the buttress, breaks through the central band of overhangs and moves onto a large, prominent slab at about two-thirds height. Currently, the climb is in poor condition with almost no fixed gear and some tricky routefinding. Highlight,



Opposite: Pitch 3 of Keelhaul Wall with the other Goat Mountain climbing areas behind; Ian Perry climbing.

which starts to the right and climbs the left side of the “Great Slab,” is in better shape and is the recommended route on this section of the cliff. Nonetheless, careful retrofitting could probably make Skylight a worthwhile climb.

Starting on the right side of the lower apron, scramble up and left (easy 5th class) for about 30 m to gain the buttress and then belay where the rock steepens (pitons required).

- 1) 45 m, 5.5 Climb the buttress nearly to the central line of overhangs and then slant up right to a break (the same one climbed by Highlight—see topo). Pull over the overhang to the bolt belay on Highlight at the base of the Great Slab.
- 2) 50 m, 5.6 Make a long traverse right across the slab, moving up slightly, to its right-hand edge. From a blocky ledge (piton), climb a short rib and then go up and right to a groove (piton). Continue up the groove to easy ground and a tree belay at a large ledge. Originally, a more diagonal line was taken across the right-hand side of the slab but this is run-out. The pitch needs retrofitting.

Scramble to the top.

Skylight Direct 140 m, 5.7

C. Dale, J. Martin & C. Perry, May 1980

This climb is in similar condition to Skylight and is currently not recommended.

- 1) 45 m, 5.5 Start as for Skylight, but break through the overhanging band by a short hand crack to the left of that route.
- 2) 45 m, 5.7 Move right and climb a short, steep wall, then continue right to an obvious groove. Climb the groove and two short walls above it to a ledge.
- 3) 20 m Climb easy slabs to the top.

Highlight* 140 m, 5.8

C. Perry & J. Martin, May 1979

Highlight is one of the finer routes on the crag with a wide variety of sustained and interesting climbing. Recent bolting has produced a safer route that for years contained a number of deadly run-outs. Take a small rack (wires and small-medium cams) and some long slings. Two 50 m ropes are needed to rappel the route (recommended) and are useful to reduce rope drag on pitch 4.

Start about 50 m right of Keelhaul Wall on the opposite side of a shallow buttress where a slab leads up to a ledge with two small trees below the first line of overhangs. The climb begins at a high point in the trail and about 30 m left of the prominent, left-facing corner of Twilight.

- 1) 25 m, 5.4 Scramble up to ledges 5 m off the ground and continue up a nice slab on the right past two bolts to a tree belay on the ledge above.
- 2) 30 m, 5.7 Move left to a bolt on the overhang above. Climb the overhang into a corner and follow it past a bolt to a piton. Traverse left past a bolt and then either go diagonally up left over a small overlap to a bolt or continue traversing left to an intermediate bolt low down and then go up to the same point. Climb up and right slightly to a fixed belay on a ledge.

- 3) 15 m, 5.7 Move left to a break in the overhangs and then up to a bolt. Climb over the bulge into the corner system above. Move up and right a short distance to a two-bolt station at the bottom-left side of a great slab. From here it is a 55 m rappel to the ground or 50 m to easy ledges.
- 4) 45 m, 5.8 Step up the slab to a bolt and traverse up and right below a large roof. Enter a corner on the right side (piton) of the roof and climb up to a smaller overhang. Climb this and a sustained groove above (piton) and at the top move left to a steep wall with a prominent right-facing layback crack. Either make a long reach past a bolt to surmount the wall or move left and use the crack to easier ground (piton). Continue up a short wall (bolt) moving right onto a ledge below a broken slab. Climb the slab to a three-bolt belay/ rappel station next to a small tree.
- 5) 25 m, 5.6 A loose and scruffy slab leads to the top. This is not recommended if you plan to rappel the route.

Twilight 130 m, 5.7

J. McIsaac & R. Coley, 1975

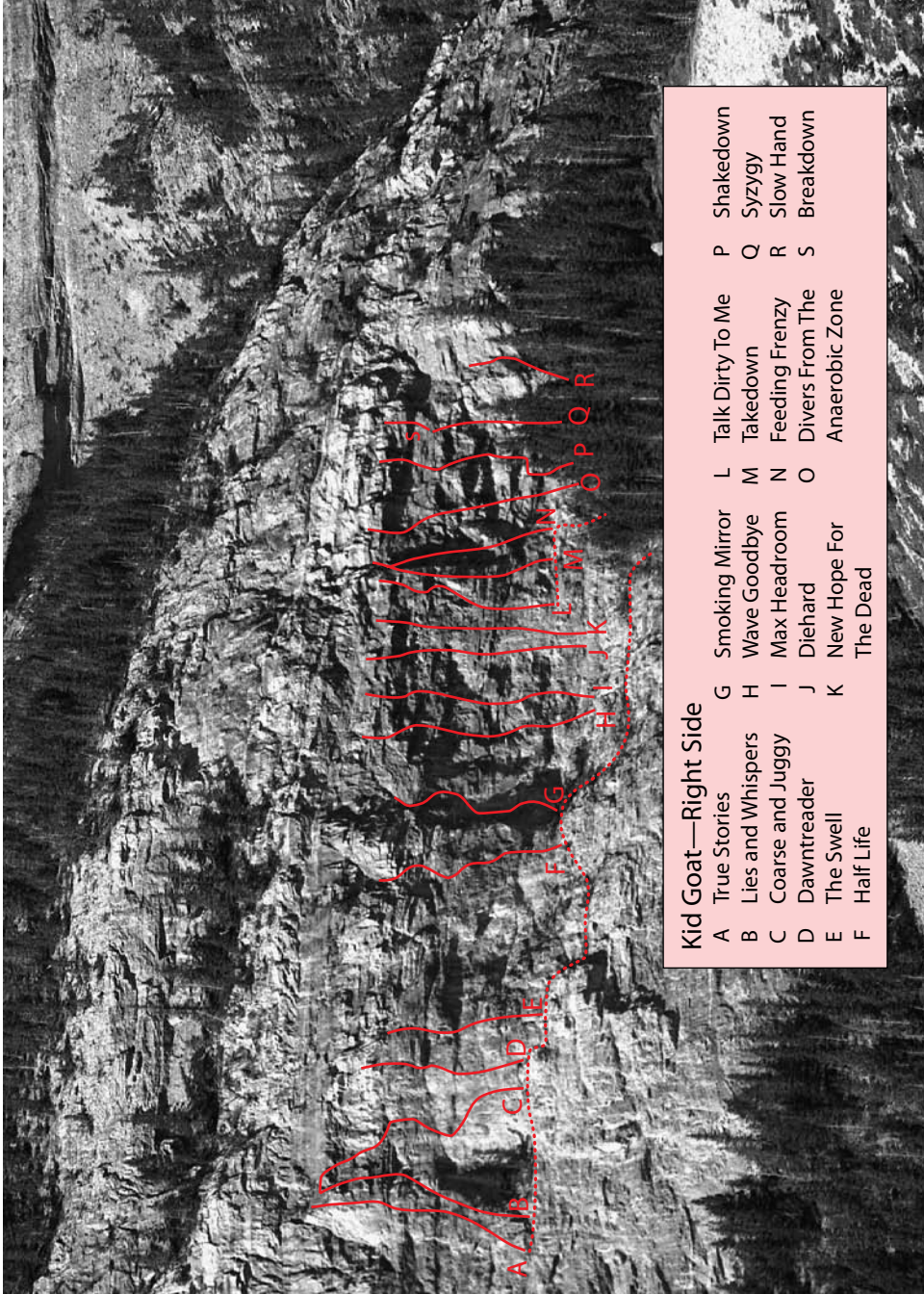
Twilight begins up a large, left-facing corner at the right end of Kid Goat Centre. It is the last of the full length traditional routes before the beginning of the Right Side sport climbing area. The corner leads up to a bay with big trees about halfway up the cliff and is the first prominent feature on the left when using the Middle Trail approach. The climb has some fixed pitons but is still run-out and loose in places.

- 1) 45 m, 5.5 Climb the corner, detouring left past a roof at about half height, to the tree bay.
- 2) 25 m, 5.6 Move left around a rib beneath the sport routes Lies and Whispers and True Stories to a small roof that slants up left. Climb up under the roof (pitons) to its left end and then either move up to a bulge (piton) and traverse left to a small belay ledge, or reach the ledge directly by climbing diagonally up and left.
- 3) 15 m, 5.6 Climb the bulge above, then traverse right below a second, larger bulge until it is possible to pull up into a bay. Move up to the base of a groove and belay at a bolt.
- 4) 45 m, 5.7 Climb the layback crack above and right, go up over a small bulge, then follow slabs to the top.
- 4 alt.) 45 m, 5.6 Move up and left and climb a groove that leads to the top of Skylight.

Right Side

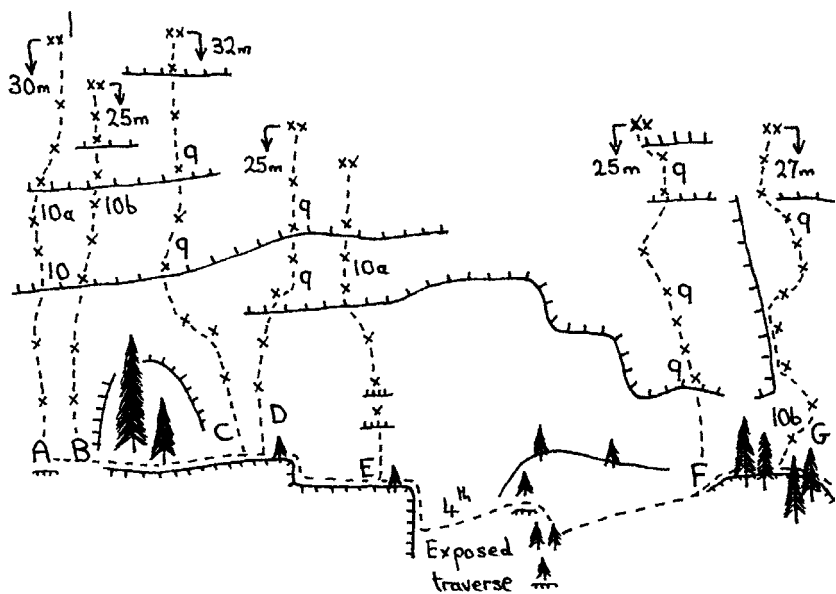
The Right Side is an exclusively sport climbing area concentrated on a steep band of excellent rock that runs across the middle third of the crag. It can be reached either from the Middle Trail by moving up and right below the apron at the base of the cliff (see Highlight/Twilight topo) or by using the Nanny Goat approach and then traversing left across the gully and under the far right end of the cliff. Another alternative is the gravel/scree path that continues directly up the rounded hillside from where the normal approach turns off left. This is the Upper Trail that goes almost to the top of the hillside and then cuts in left through trees to reach the cliff at the beginning of the main ledge system (see topo). It is now an unsightly but established means of descent but is not recommended as an approach.

The climbs on the Right Side either start at ground level at the far right end, or are accessed from a ledge system that runs across left to the tree bay on Twilight. The accompanying topos give the necessary information and are essentially the same as those published in the Sport Climbs guidebook by Martin and Jones. It is worth noting that the ledge system is very exposed at one point and roping up is recommended (bolt protection would be useful here). Also, the climbs generally have no fixed belay at the start and it is necessary to scramble up and clip the first bolt. Helmets are recommended as the descent trail used by other climbs runs across the top of the cliff. Descent is by rappel but many climbs require two ropes. First ascent credits are given in the Sport Climbs guidebook.



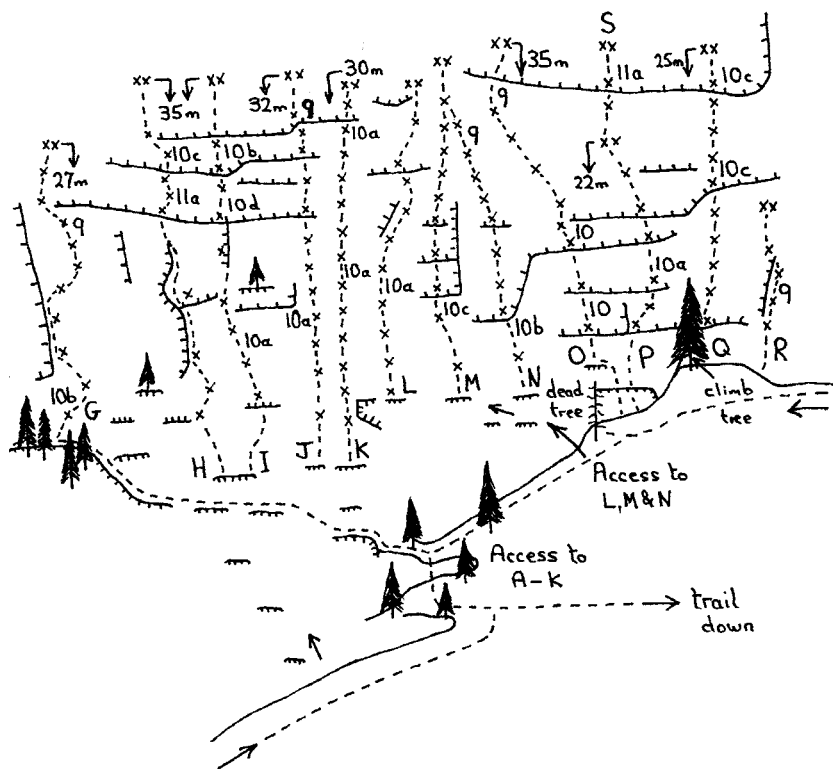
Kid Goat—Right Side

A	True Stories	G	Smoking Mirror	L	Talk Dirty To Me	P	Shakedown
B	Lies and Whispers	H	Wave Goodbye	M	Takedown	Q	Syzygy
C	Coarse and Juggy	I	Max Headroom	N	Feeding Frenzy	R	Slow Hand
D	Dawntreader	J	Diehard	O	Divers From The	S	Breakdown
E	The Swell	K	New Hope For		Anaerobic Zone		
F	Half Life		The Dead				



KID GOAT

A	True Stories*	10a/b
B	Lies and Whispers*	10b
C	Coarse and Juggy**	9
D	Dawntreader*	9
E	The Swell*	10a
F	Half Life*	9
G	Smoking Mirror**	10b



G	Smoking Mirror**	10b
H	Wave Goodbye**	11a
I	Max Headroom**	10d
J	Diehard*	10a
K	New Hope for the Dead**	10a
L	Talk Dirty to Me**	10a
M	Takedown**	10c
N	Feeding Frenzy**	10b
O	Divers from the Anaerobic Zone*	10b
P	Shakedown*	10a
Q	Syzygy**	10c
R	Slow Hand	9
S	Breakdown*	11a