

Rockfall Wall

Rockfall Wall is the middle of the three climbing areas and can be accessed from either end of the lake. It has two classic gear climbs which follow parallel cracks in its central region – see overview photograph below. The area around the cracks has been developed for sport climbing and features very technical, moderate-angled face climbing. The cliff is about 60 m high and some of the climbs are two pitches long.



Approach: The fastest way of going directly to the crag is to use the **Goblin Wall** approach along the south side of the lake. After leaving the main trail at the hairpin bend and skirting below the first patch of alders, continue traversing right across the scree slope following a poorly defined trail at roughly the same elevation. The trail goes all the way around the lake but is difficult to follow in places. When directly underneath the central part of **Rockfall Wall**, climb a semi-vegetated scree slope to reach the trail coming up from **Kaleidoscope Pinnacle** and **Scorched Earth Wall**. Time: 45 minutes. Alternatively, the cliff can be reached from the **Back of the Lake** climbing area by crossing the delta at the end of the lake and using the approach described for **Kaleidoscope Pinnacle**. **Note:** Traversing across from the foot of **Goblin Wall** is not recommended due to increased rockfall hazard.

The Climbs: Most of the sport routes on the cliff feature a similar style of climbing – technical and sustained face moves on fairly steep rock. They are best described using a topo (next page over). Two of the more moderate ones require gear for their upper pitches and can be combined (at a similar standard) with an ascent of **Ken's Crack**, the undisputed classic gear route of the crag. Because of the large broken wall above the crag (and the crag's name), the use of a helmet is recommended at all times, including on the approach.

Lake Louise – Rockfall Wall



Chapter 13 LAKE LOUISE

Whistling Rufus 25 m, 5.11c (11 bolts) [A] **

Jon Jones, 2003

Columbine Crack 60 m, 5.10c (gear to 3.5 inches) [B]

Andy Genereux and Jon Jones, 2001

The climb is a little vegetated and tends to seep after heavy rain. It can be done in one very long pitch but is probably best split at the mid-station (5.10a and 5.10c). The climb finishes up the right-hand groove at the top – see topo.

The Crying Game 37 m, 5.12a (15 bolts) [C] **

Jon Jones, 2001

Ken's Crack 60 m, 5.10b (gear to 3 inches) [D] **

Ken Chambers, 1990

One of the better gear-protected crack climbs in the area. The climbing is strenuous and fairly sustained but with a definite crux at the midway bulge. The 60 m rappel can be split by angling over to the mid-station on *Nuts and Bolts* / *Dancing in Paradise*.

Cool Running 30 m, 5.11c (10 bolts) [E] *

Jon Jones, 2003

Dancing in Paradise 60 m, 5.11b (12 bolts) & **5.11d** (14 bolts) [F] **

Jon Jones, 2003 and 2007

Nuts and Bolts 60 m, 5.10c (12 bolts) & **5.10a** (gear to 2 inches, opt. 0 TCU) [G] **

Jon Jones, 2002

Nuts and Bolts and *Back to the Stone Age* offer easier climbing on more featured rock than the other sport routes at the crag. They also require gear and can be combined with *Ken's Crack* for a good day's climbing.

Illegal Entry 25 m, 5.11c (12 bolts) [H]

Jon Jones, 2006

Back to the Stone Age 60 m, 5.10b (12 bolts) & **5.10c** (gear to 3 in.) [I]**

Jon Jones, 2004

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