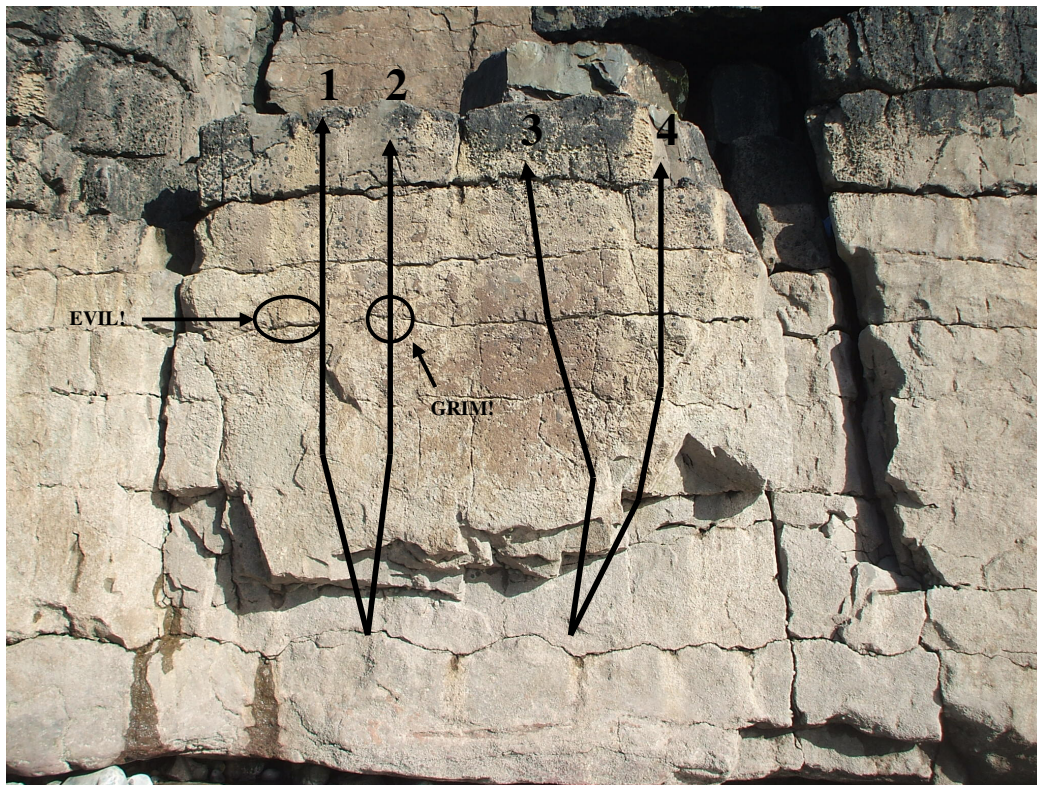


### Conglomerate Bay Area

I believe this to be the area described as the Conglomerate Bay Area in the OTE article linked to on this page. The walls are situated directly behind the block in the first of Scott's photos.

The rock is here is not wave polished like some of the bouldering around this area, but is more like the sharp limestone found at Box Bay. On the boulder problems here, however, the rock is much more compact, leaving thin cracks and micro-crimps, rather than the usual sharp spiky buckets. The area consists of three distinct faces. The furthest to the left (inland) is pretty high, but dotted with holds all over. There is nothing here, bouldering-wise, but there are any number of lines that all go at about V Diff- Severe, and provide a pleasant warm up.

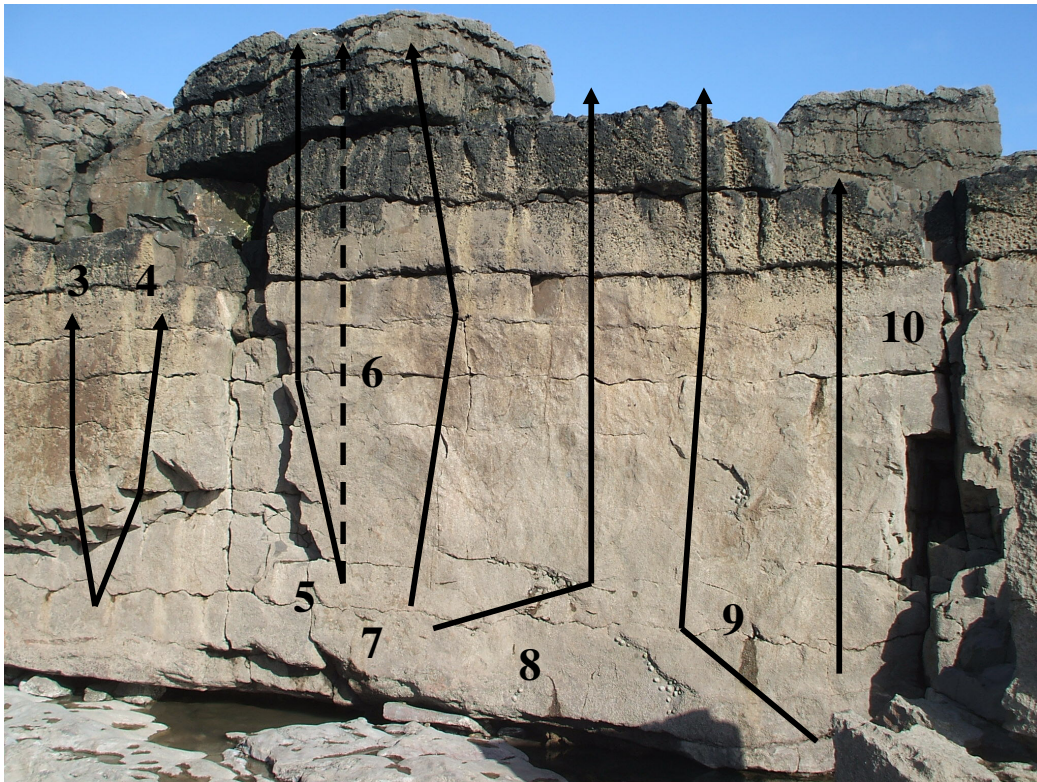
The next face is much shorter, and identified by a step overhang at about waist height. The rock is un-cracked and very compact. Most of the holds resemble razor blades, and thus the problems are all a test of finger strength and tenacity. I worked out 4 distinct, although fairly eliminate lines here, and the scope for making up more eliminates means that there could be some utterly desperate moves to be done.



1. **V3** Sit start off a low hold for the left and a sidepull for the right (below an obvious juggy undercut). Move up into the undercut, then head leftwards, past some flakes up to an evil horizontal slot (EVIL!). Crank hard on this to reach a good finger ledge and easier ground to the top.
2. **V4** Same sit start as the previous problem, but reach up directly above the undercut to a dreadful razor (GRIM!). Crank on this to reach better holds and the top.

3. **V3/4** Sit start with your left on a low hold, your right in the bottom of a good sidepull. Pull up into this, then reach up and right to a diagonal undercut/sidepull. From this move left, and climb the wall on razors **eliminating all the good holds further right**. You'll know which holds to eliminate because they are pleasant to use. Razors only!
4. **V2** From the same sit start as before, continue trending rightwards and up, to reach good holds. Continue to the top using whatever you like.

The next wall along, separated from the last by a gully/recess, is even more compact. It is, however, more slabby, so the problems are a bit more delicate and a lot more pleasant than the previous wall.



5. **V0** Just to the right of the gully/recess, follow the nice arête. The more you can avoid holds in the recess, even to start, the better a problem it is. Very nice, with a slightly fluttery topout
6. **V2** A squeezed in eliminate between the arête and the crack. Using a sloper for your left, small footholds, make a 'french start' to slap for a rightwards-pointing flake. One you've hung this, continue straight up the wall. A good move, and surprisingly independent.
7. **V0/1** Follow the thin crackline. A good line and good climbing. Finish over the bulging capstone, or wimp off right.
8. **V1ish** An odd problem, attempting to climb the wall to the right of the crackline, above the regular pool. Using a good sidepull in the crack, step right above the pool and reach up for a slopy break. Stand up on a good hold and wrestle with a strange rightwards pointing vertical flake, before using some crozzly holds to reach the top. Sustained. Probably best not to fall off once you are above the pool.

9. **V0** A similarly strange solution to the wall just right of the previous problem. Follow footledges left, and step up onto some good footholds. Continue directly.
10. **V0-** A slight arête problem, which is again much better if you avoid holds to the right of the arête.