



Nick Baggaley seconding the pitch. Route climbs the pillar on the left before traversing along the rope line.

TEDDY BEAR KNIFE FIGHT

Grade: M5 WI5, 30m

Location: Stanley Headwall, Kootenay National Park BC

Base Elevation & Aspect: 2000m, Northeast facing

First Ascent: Greg Barrett, Nick Baggaley, January 2021

ATES: Complex (3)

Editor's Note: I have reformatted this from the post by Greg on Canadian Rockies Ice Climbing plus personal knowledge from our FA. This is definitely the most contrived pitch on the Headwall -NB

"Our original plan for the day was to climb *Suffer Machine*... but touchy windslabs and slides made us decide to hide in the cave for the day. We started to retrofit *Teddy Bear's Picnic*, but realized we would need to come back with more hardware to finish the job anyway, so we decided it would be fun to play on the daggers instead. The result was this perhaps contrived, but quite enjoyable pitch."

Approach

Approach as for *Suffer Machine*. Park at the Stanley Glacier parking lot off of Highway 93S.

Hike or ski up the Stanley Glacier summer trail to the hanging valley below the Headwall. Continue up towards the back of the valley, passing avalanche paths on the left and the prominent ice of *Suffer Machine* on the right. After exiting the trees, loop to the right and ascend avalanche slopes to below *Suffer Machine*. Climb 5-10m of easy ice to a ledge below the dagger, and step down into the cave below the start of *Suffer*. 1.5-2hrs from the car.

P1: M5 WI5

Climb up an ice column in the back left of the cave on screws. At its top, traverse across the daggers and rock on 7 bolts in the roof to rejoin *Suffer* at the midpitch anchor below the crux roof. Extending draws is important to minimize drag, especially at bolt 6.



Greg finding fun climbing on the FA

Rack

Ice screws including stubbies, draws and alpines. Single rope sufficient, but single/tag or doubles recommended if also doing *Suffer Machine*.

Descent

Lower off the anchor to the cave, and have a second clean the route on TR.

FA Notes

- We really weren't sure how to grade this. Difficulty will be very condition dependent, I really have no idea how often it will even come in. If anyone gets on it, be gentle with the ice, and feel free to suggest a grade.

- Realistically you will need to belay off the bolts below the roof if you want to continue up, the drag would be far too high if you kept going on *Suffer* P1. Alternatively, just lower off, and have a second clean the pitch on TR to the roof, then continue directly up *Suffer*.



The dagger traverse