This is the next major buttress right of the Terminator ice climbing area. It is a broad cliff band rather than a buttress and has a number of light-coloured streaked areas, the most prominent being toward the left-hand side. It is the last major outcropping of the Palliser Formation as it dips down to ground level. Three climbs have been completed and a project is underway.

Approach
Follow the golf course road past the clubhouse and park on the right at an obvious avalanche slope that almost reaches the road, about 300 m beyond a long hairpin bend to the left and about the same distance from the start of the Riverside Trail. Climb about halfway up the avalanche slope to a trail on the left leading into the forest (cairn), follow the trail to a fence, and go up along the fence to a rock face. Traverse left and climb a rocky slope leading toward a major ramp system that slants up leftward across the cliff. A cairn marks the start of the ramp, referred as The Imagerie, which is followed across to the climbs.

Descent
Follow the top of the cliff down and right to reach the road near the golf course clubhouse. Alternatively, scramble or rope down sloping cracks at the right end of the cliff to reach the forested slope below. Terminator Goes To Summer Camp is fixed for rappel (two 50 m ropes).

Terminator Goes To Summer Camp  245 m, 5.10c/d
P. Giguere & J. Rosette, September 1997

The climb begins on The Imagerie ramp system partway up the cliff and takes a fairly direct line
West End of Rundle

A  Terminator Goes To Summer Camp
B  Hole In One
C  River Goddess
toward a huge right-facing corner, right of the prominent white streak. It is run-out in places but on generally good rock.

To reach the start of the climb, follow the ramp system leftward for some distance to an exposed prow where a rope is necessary (bolt). As the prow is turned, the upper corner comes into view and a fixed station marks the start of the route below and right of this.

1) 45 m, 5.8 Go up left along a small ramp and then up and back right to a small pinnacle. From the top, move right to a fixed station.

2) 30 m, 5.8 Go directly up toward a right-facing corner and exit left from this to a small ledge and fixed station.

3) 40 m, 5.10a Thin face climbing up blank rock leads to a fixed belay under a roof.

4) 50 m, 5.10c/d Climb a crack/flake on the right, clip a bolt and go out left from under a roof to a piton. Follow the bolts up the wall and after the crux, which is a little run-out, step right and go up past two small diagonal cracks (small gear). Exit left and step up on to an arch. Follow this right to a fixed station and continue up and right to another station at a ledge.

5) 40 m, 5.10b Walk right and climb the face aiming for a left-facing corner/roof. Continue up from this past two bolts to a station in a huge corner.

6) 40 m, 5.9 Move up the corner for a short distance and then climb good rock on the right wall angling right at first and then back left past good bolt protection. Belay just short of the top.

Hole In One 200 m, 5.8
T. Auger & D. Congdon, May 1987
Hole In One was the first route established on the cliff and is so named because of a shiny new
golf ball found hidden under a rock on a hand traverse about halfway up the cliff. This being some 500 m above the golf course, it was likely the work of a thieving raven. The climb consists of six pitches of consistent 5.7-5.8 climbing on good rock.

Walk left along the ramp system until about 100 m past the base of an obvious water course and below a continuously right-trending corner and roof system.

1-3) Follow steep and blocky corners with good cracks and excellent prickly limestone past a roof.

4-6) Continue up rampy faces, trending right, on smoother light gray rock.

River Goddess 275 m, 5.7
P. McSorley, C. Millar & M. Toth, August 1999

The water course noted above forms a large, U-shaped bowl near the beginning of the ledge system. River Goddess climbs a triangular buttress at the right-hand edge of the bowl.

1) 60 m, 5.4 From the outer edge below the bowl, scramble up low-angled grooves and move around right to gain a ledge system. Walk up until the lower part of the pitch comes back into view.

2) 30 m, 5.5 Climb diagonally up and right via breaks to a short hand-crack. Either climb the crack or avoid it to the right and belay on a ledge in a right-facing corner.

3) 15 m, 5.6 Climb up to a shallow corner and go up this to broken ledges. Belay at a piton on a higher ledge or traverse down and right to a corner (#4 Friend required for belay).

4) 20 m, 5.7 Climb the corner and exit from the widening crack up and left to a niche between two small trees.

5) 20 m, 5.4 Go diagonally right and then up to gain a ledge on the left below a large, off-width corner (piton low down).

6) 60 m, 5.7 Climb a corner on the left and continue up into a crack. Go up this past a loose block and belay on sloping ledges above (piton on left).

7-8) 70 m, 5.6 Climb up and then traverse right beneath a prominent, right-slanting corner (visible from the approach) to easier ground. Continue up breaks on the right into a scree bowl and then the top. A better exit may be possible up and left from the top of pitch 6.