Climbing Folklore

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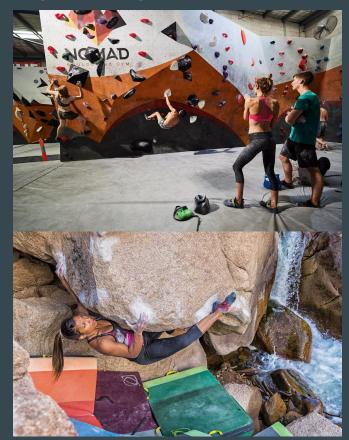
Olivia Hunter, Sam Drew, Kelly Peterec, Angela Liu

Climbing Background





Climbing Background





Who are the folk?

- Dartmouth undergraduates
- Members of the Dartmouth
 Mountaineering Club (DMC)
- Mixture of outdoor and indoor climbers
- Mixture of competitive and casual
- Most have been climbing for several years

DMC-Specific Folklore

Customary/Polymodal Folklore



Wine Game

Informant: Alex Derenchuk, Dartmouth '19, climbing since freshman year, leader in DMC

<u>Context:</u> circle around a campfire during a trip between terms or at a off campus apartment;

Inter- and intra-class year bonding within the DMC

<u>Item</u>: Wine Game: Christening of jug; Drink a gallon of Carlo Rossi; Win the game for your class year by finishing it



The Feed

Informant: Marlee Montella- Dartmouth Class of 2021, member of Dartmouth Climbing Team, climbing since early high school.

Context: DMC members bond, builds friendship

<u>Item:</u> The Feed: Weekly dinner with DMC members. Includes introduction games, food, mingling, speakers.



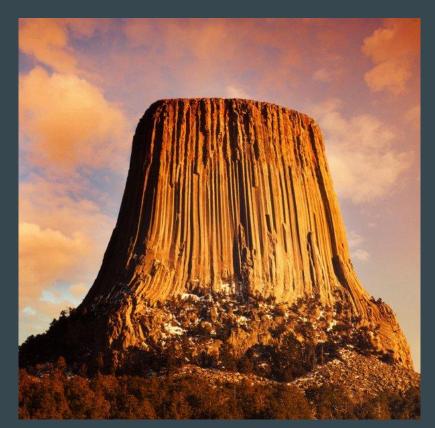


The Devil's Tower Legend

Informant: Decker Wentz '21. Philadelphia, PA. Long time outdoor climber.

<u>Context</u>: Dartmouth runs trips in the breaks between terms to climb away from campus. This story is told around the campfire on the trip.

<u>Item</u>: Legend has it that a man parachuted to the top of the Devils Tower and got stuck there. He was unable to be rescued by helicopters or even the military until the founder of the DMC climbed it and rescued him.



Vernacular Folklore

Textual/Oral Folklore

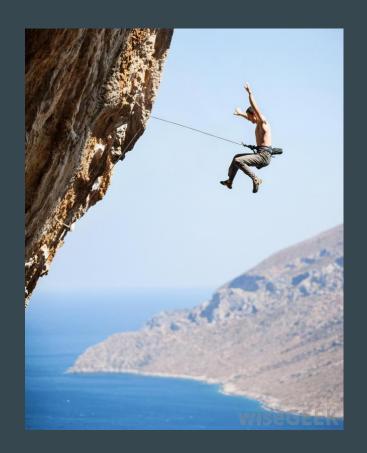
- Climbing emerged as a counter culture
- Vernacular serves to enforce community (create bonding and exclude outsiders)
- Serve to capture ideas that either don't exist in other folk groups or replace vocabulary accepted in wider society

Whipper

Informant: Kayla Lieuw '19. Potomac, MD. Long time competitive climber.

<u>Context</u>: Used in conversations between climbers to describe climbing events.

<u>Item</u>: Used to describe when someone takes a big fall during a climb.

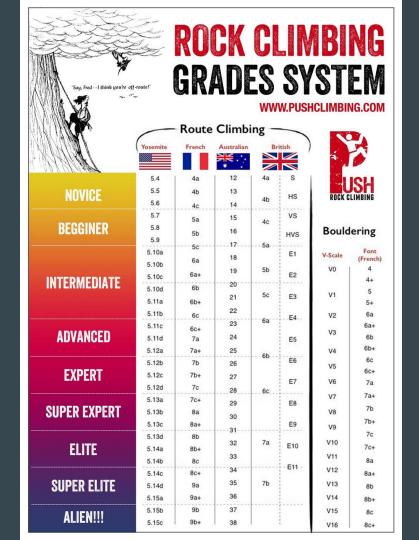


Sandbag

Informant: Matthew Rube '19. Westchester, NY. Long time competitive climber.

<u>Context:</u> Climbs are graded by more experienced climbers. There's no formal rubric. Just that you "Know". Experienced climbers can underestimate how difficult easier climbs are.

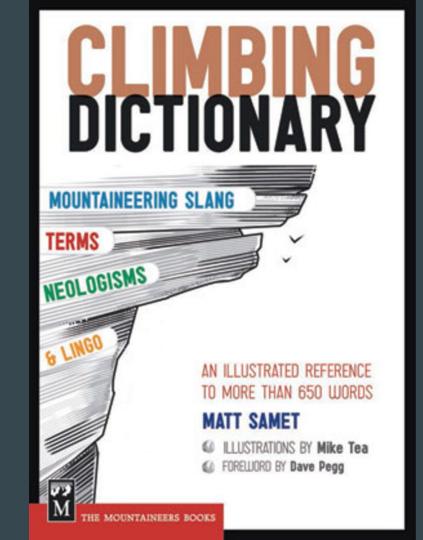
Text: Sandbag describes a route, a gym, or an area where the climbs are graded easier than they actually are. Like climbing wearing sandbags



Other Examples

- Pumped
- Beta
- Chossy
- Flapper
- Jug
- Dyno
- Flash
- Send

Basically another language!



Status Symbol Folklore

Material/Customary Folklore

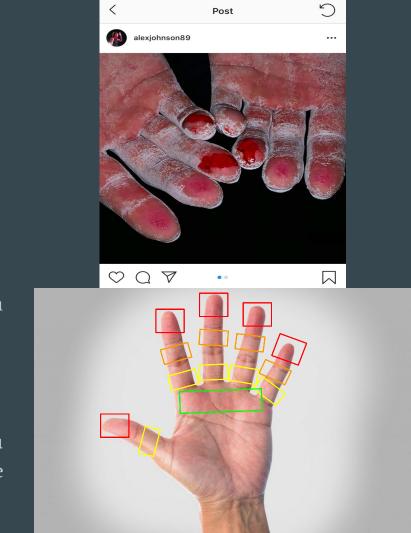
- Elitism at every level of climbing
- People always trying to assert that they are at a higher level

Calluses

<u>Informant:</u> Emma Rafkin '21. Chicago, IL. Long time competitive climber.

<u>Context:</u> As you climb, you develop calluses. Where those calluses are located indicates how difficult of hand holds/how difficult of climbs you are doing. Calluses are so important to climbing that climbers won't even put on lotion or swim.

Text: Point of personal pride where calluses are located. Will share with others when climbers develop new calluses. If you have many calluses and climb so hard you break them, that's also a point of pride. More calluses, the better a climber you are.



Miguel's Pizza

Informant: Decker Wentz, Dartmouth '21, climbing since 4 years old, current chair of DMC

<u>Context:</u> Logo is a status symbol: Red River Gorge is famous; Recognizes climbing ability

<u>Item:</u> Miguel's Pizza logo on merchandise bought and displayed by climbers



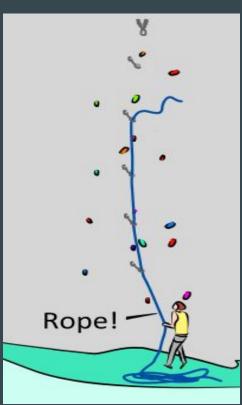
Thumb on the Rope

Informant: Sarah Jennewein,
Dartmouth College class of 2021.
Dartmouth climbing team.

<u>Context:</u> Game performed with other climbers when top rope climbing outdoors- for enjoyment, friendly competition, and team building.

<u>Item:</u> As you release the top rope, try to catch it within a thumb length from the top. If you do, someone buys you a beer or other beverage.





Purpose of the Folklore Described

- Vernacular
 - Group Identity
 - Exclusivity
- DMC specific
 - The Feed, Wine Games, The Legend
 - Group identity
 - Group values
 - Group origins/history
- Status Symbol
 - Group Identity
 - o Fun
 - Enforce social hierarchies