

A CLIMBER'S
GUIDE
TO THE
CAROLINAS

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INTRODUCTION

The climbing through the Carolinas has some of the most varied types of climbing in the U.S.A. From the hard crack climbing to some of the thinnest slab climbing. The length of climbs range from single pitch climbs to faces as high as a thousand feet. There are many lines to be climbed and this guide is designed to mention the major routes in the area. The use of bolts is not necessary on the climbs unless the description mentions it. People putting bolts in routes that have been done without them on the first ascent are reducing the climb down to the level that they can climb at. I would recommend that these people retreat and try the climb when they are more competent. Before the Carolina crack climbs become scarred with the use of hard metal, I would recommend the use of artificial chock stones or nuts. Nuts save not only wear and tear on the cracks but great amounts of energy and time, thus giving the climber more of a sense of freedom on the climb.

The main areas for the longer climbs are: Looking Glass Rock, Linville Gorge, Whiteside and Stone Mountain. Some of the shorter climbs are at Pilot Mountain, Hanging Rock, Crowders Mountain, Devils Courthouse and the Snake Den. Each climber will have his own favorite because of location and access. I have been selective in some of the climbing areas to only include the major routes. One example is that I have not included any of the top rope climbs at the Chimneys because there are nearly always people around to give advice on the routes and locations of these practice climbs.

The descriptions are based on the assumption that the climber is facing the rock so that left and right are obvious. The routes are described using the decimal system class 5.0, 5.1 -----5.10 increasingly difficult piton-protected (or nut-protected) climbing. Most of the climbs with the exception of artificial climbing fall into this category.

Please note that the State Parks of North Carolina have temporarily banned climbing in the State Parks following the accident of an inexperienced climber resulting in his death. The parks affected are, Pilot Mountain, N.C. and Stone Mountain, N.C. The State Parks are now working with the climbers in the area to form a policy and code in the State Parks with regard to climbing. It is anticipated that registration and possibly equipment checks will be required to climb in the parks. Also some actual routes on Pilot Mountain will be closed because the regular tourist trail comes close to the rocks and there is a danger of rock fall to the non-climbers. I think that because the State Parks are for everybody that the climbers must have respect for the non-climber in the danger areas and should tolerate the closing of some routes. The rock fall danger would not affect Stone Mountain because of the nature of the rock being so smooth. I am sure a climbing code will be formulated within the near future allowing climbing as Stone Mountain has some of the best slab climbs in N.C.

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CLIMBERS LAMENT

Once the Nose Route on Looking Glass was a beautiful climb on challenging rock. The first few ascent parties had an untrodden path to follow, a path of virgin rock that promised no hint of what lay ahead. Unfortunately "Ace" climbers realizing that this was a route to do, regardless of their ability, turned it into a path of garbaged bolts and their remains of thin friction holds hammered and powdered into buckets. Pin and random hammer scars marking the way. Can one now say that he had the ability to do the route that the first ascent party did?

is most unfortunate that they will not taste the real test and enjoyment of a climb, the uncertainty of an unspoiled route. One reasonable answer to this ethical problem is for every climber to realistically determine his own standard and try not to improve it at the expense of rock and other climbers. If one cannot do an established route without a bolt or banging on the holds to make them buckets, then one should retreat and not gyp oneself of the experience of leading a pitch in good style, nor punish others for his lack of ability to do a climb without leaving it garbaged up. Other climbers would respect him more if he had the courage to honor the first ascents ability and not carry his skill and courage in the form of artificial aids.

TALLULAH GORGE

Located fifteen miles south of Clayton, Georgia on US 441. The best climbing area is on the east side of the gorge. To reach the cliffs, follow the dirt road on opposite side of the dam from "Stuckey's". Bear to the right where the road branches and after a few hundred feet park in a loop in the road. The upper bluffs are a short distance down hill. A rappel will be necessary to reach the bottom of the upper bluffs. The bottom of the lower bluffs may be reached by bush whacking.

G.I. 5.6

Apparently first climbed by army rangers. Located on the upper bluffs. Begin near the end of the first large pool below the dam. The first pitch goes up to a ledge. Traverse left and continue up for a total of 60 vertical feet. The second pitch continues up to a large ledge with trees. The crux of the climb is a vertical layback near the top of the second pitch. Another short pitch or a walk-off ends the climb.

Wally's Roof 5.5 A3

Begins in an obvious crack below the cable tower. The first pitch ends after a traverse over to a wide aid crack. The short second pitch is all aid and ends beneath a large ceiling. A short traverse leads to an aid crack going up and across the ceiling. After climbing around the corner of the roof, the rest is relatively easy free climbing.

WHITESIDE

Original Route 5.9 A3

Moving easterly along the base of the main face, a large tree ledge appears 150 feet above. To its right a dirty crack leads up. Traverse left on a small ledge system below the tree ledge. From the tree ascend left up a small crack, then a short right traverse. A short layback leads into a larger crack. Move left on a ledge into a bowl out of which a short aid section leads into a good crack, after which move left onto a ledge and then across a short face onto another ledge. Pass this overhang where obvious. Move right, nail up and swing out on a bolt, then out on knobs and up to a belay. Bolts lead over the next 10-15 feet and then

up. Traverse right a full rope length to a bolt. Two pitches go up to the top. Originally done in two days, the climb could be done in a long day.

TABLE ROCK. S.C.

Reflections 5.8 A3

Walk down from the Col between the Stool and Table Rock. Traverse left looking down under the North Face of Table Rock. Reflections starts at the second inside corner.

1st. pitch: 140ft. A1 Scramble to a ledge 25 feet up and then A1 nail to belay bolts on left wall.

2nd pitch: 120ft. A2 Nail to belay bolts below arch.

3rd pitch: 80ft. A3 5.4 From belay bolts traverse right to a bolt. Place small nut at tip of overhang and pull up into alcove. Nail right to a fixed pin. Pendulum right to the top of two trees.

4th pitch: 140ft. 5.8 Climb up to bolt to protect a right traverse to ledge. Climb straight up to top of pillar. Traverse right 20ft. and climb up to belay ledge at foot of a corner which is at the side of a pillar.

5th pitch: 80ft. A1 5.7 Traverse left to the main dihedral and nail up to bolt.

6th pitch: 80ft. A2 Nail the corner and the arch to bolt belay.

7th pitch: 75ft. 5.7 A2 Nail right to alcove and up to poor bolt. Free climb up the short ramp on the right and then up to top.

A large selection of pins is required. The first ascent party took sixty pins, including two 2½ inch, one 3 inch and one 4 inch long. This is a long and demanding route and should only be recommended to experienced climbers.

DEVILS COURTHOUSE

The cliff is excellent for beginners and experts alike. It is located just through the tunnel on the Blue Ridge Parkway about five miles from the junction with 276 which is the road between Brevard and Waynesville heading west. There is a good car park where one can see all of the climbs. A climbing helmet is required because of the North Face nature of the crag, one may be hit by a beer can thrown off the top by the tourists.

Tourist Route 120ft. 5.3

From the second tier ledge at its left hand end, the start is a pull over a small overhang.

1st. pitch 60ft. 5.3 Pull over small overhang and traverse right to a pull around a bulge. Traverse right and belay on ledge, use pin.

2nd pitch: 70ft. 5.3 Traverse right to an inside corner and climb up right wall of the corner.

Direct Route 120ft. 5.6

From the right end of the ledge from which the Tourist Route starts there is an apron below. The climb starts about ten feet to the right of a line dropped down from the right end of the above ledge.

1st. pitch: 120ft. 5.6 Climb slab to an overhang. Move left to bypass overhang on steep rock to a traverse. Go left to a tricky move stepping to a crack. Ascend crack to belay ledge. The Tourist route can be followed to top.

Groove 180ft. 5.5

This is located about 60 feet right of the Direct Route and is an obvious groove which cuts through an overhang at about 60 feet.

1st. pitch: 100ft. 5.5 Ascend groove to overhang. Pull over said overhang and head right up to belay.

2nd pitch: 80ft. Up and right to join the top of the Zig Zag.

Zig Zag 240ft. 5.5

The easiest way to start this route is to walk down the ridge from the summit and cut back left around the face.

The route starts at the right end of the face and follows the ramp.

1st. pitch: 90ft. Climb wall to ramp ascending the ramp heading up and left. Belay on nuts or a large angle pin.

2nd pitch: 70ft. 5.4 Climb up to a ledge with an old bolt on the wall above. Traverse right across the wall to a crack going diagonal left to the overhang belay in the crack.

3rd pitch: 60ft. 5.4 Go straight up through a weakness in the overhang. Then pull over bulge to belay ledge above.

Variation: 5.5 100ft. (a) Start at the foot of the Groove ascending for 15ft. and then to wall on right to an interesting slab. Move on the traverse right to join the Zig-Zag at the old bolt.

(b) Begin at the overhanging wall directly beneath the first pitch belay on the ramp. Ascend wall direct.

LOOKING GLASS ROCK

Looking Glass Rock is located on Route 276 about six miles north of Brevard, in the Pisgah National Forest. For the first four routes the best place to park ones car is about 100 yards down stream of the slides which is a popular tourist area where two wires cross the river. Go across the wires and up the trail. This brings one below a very prominent dihedral. This dihedral is where the top pitches of the Seal climb finish up. For people wanting to do the Nose Route the easiest way is to take the Pisgah Fish Hatchery road, which is a dirt road and leaves 276 about one and a half miles south of the Slides. Follow dirt road past the Fish Hatchery and take the right fork following the dirt road for approximately five miles. Two small parking lots spaced for about one or two cars can be seen on the right side of the road. The trail starts about ten yards back from the car park on the right. If you come to an overlook for Looking Glass then you have gone about 150 yards too far. Go up the trail to the foot of the rock and to reach the start of the Nose Climb turn left facing the rock and go about 70 yards to a small clearing. This is the

start of the Nose Route.

The first three climbs are located to the left of the Seal.

* * The Sperm 300ft. 5.9 A3

FREE 9/12/76

Start to the left of The Womb where there is an obvious flared chimney.

1st. pitch: 60ft. 5.9 Up bulge (not gully) into chimney and belay at end of chimney.

2nd pitch: 90ft. 5.9 Up obvious line to end in a final jam with horizontal angles for hanging belay (2inch and one inch) Leader used two pins for aid. Crack gets progressively harder.

3rd pitch: 110ft. A3 ^{5.9} Over bulge using aid in the down sloping pockets. Aid gets progressively thinner towards the end. End pitch on small ledge with two bolts.

4th pitch: 40ft. 5.7 Go straight up to top.

? * The Womb 320ft. 5.10 A1

FREE

1st. pitch 90ft. 5.7 Start 60ft. to the right of the last climb below the alcove. The alcove is located at the bottom of an obvious curving crack. Climbing up to alcove, traverse 10ft. right just below the alcove. Use jam crack on right to make a move up over the bulge and traverse about 12ft. below 2nd bulge.

Pull over 2nd bulge then do a rising traverse back left to join crack. Go up crack to a good belay ledge.

2nd pitch: 100ft. 5.10 (or easier if you use aid)

Follow obvious curving crack up to the dihedral (5.9) then up the dihedral 15ft. (5.10) to a belay ledge.

3rd pitch: 80ft. A1 Follow the aid crack around the overhang and straight up the dihedral to tree covered ledge.

4th pitch: 50ft. 5.7 Go up face directly above ledge to the top.

★ Cornflake Crack 310ft. A.3 — 5.10+ HENRY BARBE 3/76

1st. pitch: Start 90ft. to the right of the Womb. 90ft. A.2

There is a clean dihedral with a block overhang about 12ft. above the ground. Go up dihedral taking the overhang on the right side up to a tree branch. Use this tree branch to get around overhang to a hanging belay with two good footholds.

2nd pitch: 100ft. A.3 Up the overhanging crack on the left wall. This changes into a jam crack higher up which can be free climbed to a belay on a spacious ledge.

3rd pitch: 60ft. A.1 Up obvious corner with some free climbing to join the third pitch of Womb Wall.

4th pitch: Use the same exit as the 4th pitch on Womb wall.

★ Seal 510ft. 5.9 A.4

The start is located 30ft. to the right of Cornflake crack and follows a rightward facing arch that cuts up through the overhangs above.

1ST } 1st. pitch: 70ft. 5.9 or can be nailed A.1 Follow dihedral with some beautiful free climbing which is well protected to a bolt belay.

2ND } 2nd pitch 100ft. A.3 Awkward nailing through overhangs to a bolt hanging belay.

3RD } 3rd pitch: 60ft. 5.6 A.2 Up and right and then back left and belay on bolts

4TH } 4th pitch: 120ft. A.4 Left and up hairline cracks. Very difficult nailing, some dashes required and then up the green gully. End on hanging belay with bolts. (It would be better if one continued up to a platform)

5TH } 5th pitch: 160ft. 5.5 A.3 Hard long sustained pitch up obvious lines to top.

★ The Nose 460ft. 5.8

For the location of this route see the introduction.

1st. pitch: 140ft. 5.6 Up slabs, finding the easiest way to the ledge with bolt- belay.

2nd pitch: 100ft. 5.8 Up flake at the right hand of the ledge and straight up for 20 feet to a small ledge below a blank looking wall. Go up the wall on the left on a small foot-hold and make thin traverse right to ramp. Go up the ramp and up wall above to ledge with flake at left end.

3rd. pitch: 5.7 About ten feet right of flake move up the wall about ten feet, then traverse right to easier ground and then up to left, then right to foot of crack.

4th pitch 140ft., either class 4 walking up the left or 5.7 straight up the head wall.

★ ★ Sun Dial 505ft. 5.8

Start 200 feet to the right of the Nose Route where a 6 inch diameter maple tree is close to the rock.

1st. pitch: 75ft. 5.8 Straight up wall with a difficult move at 30ft. to a standing belay on a band.

2nd pitch 5.8 130ft. Two rope technique is very useful on this pitch as it requires a lot of traversing to and fro. Make an ascending traverse right for 30ft. to a

good pin placement. Move down 5ft. and traverse left 10ft. and ascend wall about 15ft. Make a rising traverse 30ft. to the right and up to a long traverse left to about 30ft. above the 2nd pin. Now either go straight up or left and back right to a crack. This is the sun dial crack. Ascend crack to a hanging belay on a fixed pin.

3rd pitch: 150ft. 5.7 Make a rising traverse to the left for 40 ft. Go straight up and then back right to a belay ledge.

4th pitch: 150ft. 5.5 Straight up the slabs above and belay on the first tree.

★ Hour-Glass 5.8 A3

The start is 300 yards to the right of the nose between a small dead tree and the last green tree before the rock makes a corner. These two trees stand on a huge sloping slab 150 yards long.

1st. pitch: 90ft. 5.7 This pitch moves straight up and then to the right. It is 5.6 except for one move 5.7 to a large ledge.

2nd pitch: 5.8 A3 This pitch goes to the left almost horizontally and then 50ft. straight up with A3 and 5.8 move. Belay on small sloping ledge.

3rd pitch: 100ft. A.3 50ft. to the right under small overhangs to a nice ledge.

4th pitch: There are 4 small overhangs to by-pass. Move to the right and then left ending to the left above the belayer. On the second overhang there is the most difficult part of the climb A3 5.8

5th pitch: 140ft. Move horizontally to the left 70ft. under easy big overhangs by-passing two possible but

very hard cracks and then 70ft. straight up A.3 5.8

6th pitch: 150ft. 5.5 Move to the right and then straight up along a gully.

7th & 8th pitches: 300ft. 5.1 straight up.

Dum-De-Dum-Dum A1 5.8 or all free 5.10

About 80yds to the left on the "Nose" climb is a clean crack about 2inches wide at the top of a slab.

1st. pitch: 70ft. 5.4 A1 Ascend slab to crack. Aid climb the crack to a small ledge and hanging belay. (free 5.10)

2nd pitch: Straight up the 6inch wide jam crack. After passing a small bush move out onto the slab.

3rd pitch: 5.8 Ascend steep friction slab (5.6) to a lip of rock. A very delicate move (5.8) gets one over the lip.

The angle recedes quickly here.

4th & 5th Pitch: Two easy leads puts one on the top close to the parking lot on the "Nose" climb.

VERY
GOOD
CLIMB

★ Odyssey 580ft. 5.9 A3

About 200 yds to the right of "Sundial" the rock steps down to form an apron about 100ft. high. The climb starts here. This is one of the most difficult climbs in the Carolinas.

1st. pitch: 90ft. 5.9 Traverse right 40ft. across the top of the apron. The wall above is then ascended (some good protection) for 25ft. (5.9). Traverse

left 25ft. until one can move up to the overhang above. Traverse right to the foot of a crack. Belay there.

2nd pitch: 110ft. 5.8 Ascend the jam crack. Great care must be taken to move around some loose looking flakes. Belay in slings about 20ft. above the flake.

3rd pitch: 80ft. 5.7 A3 Climb the crack until it disappears. Use a mashy then a few aid moves on chock nuts to a bolt. Move left on a poor pin to a small alcove. Free climb up to a good belay ledge.

4th pitch: 150ft. 5.9 Climb right and upwards. After 30ft. work left a little and then straight up; this pitch is poorly protected. The belay is difficult to find. After a full rope length, traverse right to a good horizontal

crack which is good for 2inch pins with very little to stand on.

5th pitch: 150ft. 5.4 Straight up the slab.

- FREE MAN IN PARIS
- OUT TO LUNCH

RUMBLING BALD

This is located at the bottom of Hickory Nut Gorge which is at the top of Lake Lure and is on the opposite side to Chimney Rock.

Frog Slab 140ft. 5.6

This route is located at the right hand end of the face where there is a large slab. Start at the right hand end of the slab. There is a small overhang located about 20ft. above the ground. Climb up the slab just to the left of the overhang making a rising traverse to the left. Eventually after 100ft., for further progress one must make a traverse to the right to a tree belay. One can descend the grass ledge to the right which can be followed to the ground.

Hornet Buttress 305ft. 5.8

This climb is located in the middle of the crag and there is a prominent corner which marks the first pitch.

1st. pitch: 80ft. 5.8 Ascend the corner directly to below the roof. There is a good hand-hold over the roof and the problem is to use this hand-hold to reach the belay ledge.

2nd pitch 65ft. 5.6 Walk up to the highest point of the ledge. Climb the short wall above to the overhang that cuts across the face. Traverse right below the overhang to belay ledge at the foot of the chimney.

3rd pitch: 90ft. 5.8 Climb the arete to the left of the chimney starting at the trees below the overhang. At about 30ft. one must traverse to the front of the buttress because overhangs bar the way. Climb up on nice pocket handholds till a short blank section is reached. Ascend this blank section on the right hand side. The crux is a long step up with poor finger holds. Belay on the ledge above.

4th pitch: 70ft. 5.5 Avoid the chimney on the right by following the left hand arete to a large cave and belay. Easy scrambling up to the right leads to the easy way down.

Mother Fletcher 60ft. 5.7

This is located at the left hand end of the main cliff. Follow the twin jam cracks which are about a foot and a half apart; the crux being transferring from the left hand crack to the right hand crack 30ft. from the ground.

WISEMANS VIEW

For those preferring a drive-in climb, this area of Linville Gorge is recommended and as in any frequently visited area one must be willing to tolerate the more obvious calling cards of civilization. This readily accessible area is reached by taking U.S. 221 north from Marion, then turning right on N.C. 183 and again right on the dirt road leading to Linville Falls. Wisemans view is approximately one mile down this same road. The base of the out-crops is reached by following the run-off of the bricked stream located on the left side of the parking area as one faces the gorge. There are three known popular routes but there exists many more possibilities.

Wisemans Cave Route

Turn left at base of face and proceed to left, facing dihedral. 1st. Pitch: 135ft. 5.7 Climb short, slightly overhanging wall, then traverse right to a ledge. Ascend dihedral 30ft., then move out onto face. Overhanging moves have obvious holds. Belay in cave.

2nd pitch: 110 ft. 5.7 Traverse left on band of yellow rock. After going over high angled slabs, climb out via vertical crack.

Hano Ten

This classic roof is 12-15 feet deep and rated at A2. Bear left at base of face. Route is half-way to the Cave route. Start beneath obvious overhangs and go straight up.

Double Indemnity

Go down the easy gully the same as the previous two routes but instead of going left go right beneath the main face.

There is a very clean and obvious open book.

1st. pitch: 120 ft. 5.7 Start at right of open book and follow obvious line.

2nd pitch: 140ft. 5.6 Follow obvious line.

3rd pitch: 110ft. 5.7 Continue obvious line.

4th pitch: 140ft. 5.4 Traverse right to a pine tree and then climb directly above the pine to the top.

SITTING BEAR

This has one 50ft. pillar which is reached walking from the apple orchard on the Tablerock Road (from Gingercake Acres) Ascend the hill above orchard (beginning diagonally up the slope) until you intersect a North-South trail. Follow this trail north until you reach Sitting Bear. There is only one climb which consists of one pitch on the east side. Start up and over an overhang and up the only crack on the face. At some point in the crack you can leave aid and begin free. Bolts are in place for protection. The route has been done both free and with aid. It was rated respectively 5.8 and 5.7 A2.

TABLE ROCK & LINVILLE GORGE

The best starting point to get to Table Rock is from Morganton taking 181 north and then after about 15 miles take a left at the Table Rock Hatchery Road. Go past a church on the left and take a dirt road on the right. This is Table Rock Road. Follow this for six miles taking the left fork twice at two different junctions along the way. This will bring one to a car park; camp anywhere here. Water can be obtained by walking down behind the boulder problem at the north end of the car park on a trail that leads to a small spring. If water is not available here go up the trail to Table Rock about 300 yards to a small trail cutting down left to a small stream.

The Linville Gorge Climbs can be reached by taking the trail from the car park heading south along the ridge. After about half a mile one passes below some short practice climbs. This is a good place for beginners to develop technique for the lead climbs in the Gorge. To reach the climbs between "Tightrope" and "Slimey" take the trail that cuts right at the end of the practice rocks. Follows this trail down about 300 yards to a fork and take the left fork following the edge of the rock going south to the second gully. Go

down this gully scrambling down some rocks. Follow the trail down and left to a big rock pinnacle. Take the right corner on the north side of the pinnacle. Scramble down and then cut back left below the pinnacle. The trail then goes down and left (south) to the main face. The first crack on the main face is "Tightrope". After that climb the face becomes very undercut and overhangs for 200 feet to a crack. This is called "Rinky Dink"

To reach "Limey" the amphitheater routes and the "Mummy Buttress" one must stay on the main ridge trail about two thirds of a mile past the end of the practice routes to a trail that cuts right. Follow this down into the Gorge. The trail ends at the top of a buttress where one can look across the amphitheater and get a spectacular view looking down on the "Mummy" climb. To get down into the amphitheater go back up the trail 40 yards and cut down a gully into the amphitheater. Follow the main gully down to the "Mummy" climb by staying mainly on the right side (North) of the main gully. One can walk onto the "Prow" climb from the gully without having to do the lower pitches. To reach the "Limey" walk to the bottom of the gully and cut right between a pinnacle and the main face. The "Limey" starts about 60 feet from the pinnacle.

TABLE ROCK, N.C.

Looking from the car park to Table Rock one can see a corner and crack that goes up and through an overhang. This is "Crackerjack" and the next gully to the right is "Two Pitch Climb".

* Crackerjack 5.8

1st. pitch: Start about 15ft. left of the corner. Go up the corner to overhang and bolt belay.

2nd pitch: 50ft. from the belay traverse right and pull around the overhang and then up to the bushes or one may traverse downward back to the corner and do an easier pull around the bulge.

3rd pitch: 5.8 Up the wide overhanging crack to top.

Two Pitch Climb

Work on the right wall of the gully on a line of bolts; the way is very obvious. The next corner left is "Crackerjack".

* Peek-a-boo 5.5

This gets its name from a block overhang in the second big dihedral from the right profile seen from the road below the Table Rock car park. Peek-a-boo follows a section of light colored rock. It begins with a 100ft. lead up an inclined open-book. This dihedral can be

climbed by a direct approach up the crack in the center, or by using the wall on either side. This first pitch ends under some large overhanging blocks where a good belay stance can be used. To begin with, one must step from this belay position across a very exposed, bottomless crack onto the corner to the north. A protection bolt is close by and this move is truly exhilarating although not the most difficult on the climb. After crossing the gap, go around the corner onto "Miami Beach", a large sunny ledge which offers a good belay for the friction climbing above. After about 200 to 250ft. one encounters a horizontal tree and bush ledge. The rock just above this vegetated section can be climbed almost anywhere to the top of Table Rock.

To the right of Peek-a-boo is an open corner. "Jim Dandy" and "Skip-to-my-Lou" start here. To reach "Jim Dandy" ascend corner to 2nd ledge with a large tree on it 120ft. 5.4

Jim Dandy 5.4

1st. pitch: 130ft. 5.4 Ascend the wall starting about 12ft. right of the tree for about 15ft. to a ramp. Follow ramp to a crack. Ascend the crack to belay ledge. The bolts are not required as good nut

placements can be used.

2nd pitch: Traverse right easily to the end of the lunch ledge.

Skip-to-my-Lou 5.6

1st. pitch: 130ft. 5.6 From the right end of the tree ledge make a difficult traverse right out on the wall. Ascend wall to a bolt and up the slab to a belay ledge.

2nd pitch: Traverse easily right to the lunch ledge. At the bottom right end of the lunch ledge is an easy descent route to the foot of the cliff.

The Cave Route 300ft. 5.5

This is an obvious corner 200ft. to the right of Jim Dandy. This is a popular climb with the Outward Bound. No description is necessary; all one has to do is follow the obvious bolts put in every three feet to instruct the purists but then one should be given anyway just in case there is a disappearance of this scrap metal.

1st. pitch: 80ft. 5.5 Go up the corner crack, sometimes climbing on the left wall, to the cave and then belay.

2nd Pitch: 130ft. 5.4 Traverse left and out of cave and ascend the slab to a tree covered ledge. Belay here.

Walk through the trees to the lunch ledge.

3rd pitch: 5.5 Ascend head wall to a bottomless groove. Ascend the groove and go over bulge to a tree covered ledge. Go left along the ledge to its end, and then scramble to the top.

Second Stanza 5.8

Go to the North Ridge and start circling Table Rock to the left. Go up the first trail until the first dihedral is reached.

1st. pitch: 60ft. 5.6 Go to the left of a big flake. On the top of the flake go up easy ledges to a big pine tree.

2nd pitch: 70ft. 5.7 Follow chimney to its top, and then into big open bowl.

3rd pitch: 60ft. 5.8 At the left side of this ledge a crack goes up an overhanging wall (good chock placement) Ascend the crack which eventually angles left to a spacious belay ledge.

Table Rock, North Ridge 5.5

This enjoyable ridge begins at the top of the trail coming from the Outward Bound School. The route follows the ridge straight up to the fire look-out tower on top of Table Rock. Belay stances are plen-

tiful, holds are large and all sorts of variations to the route are possible. The 200ft. ridge can be conveniently divided into four pitches, all about 50-60 feet. Descend via Table Rock trail after bushwacking to the top or rappell back to base.

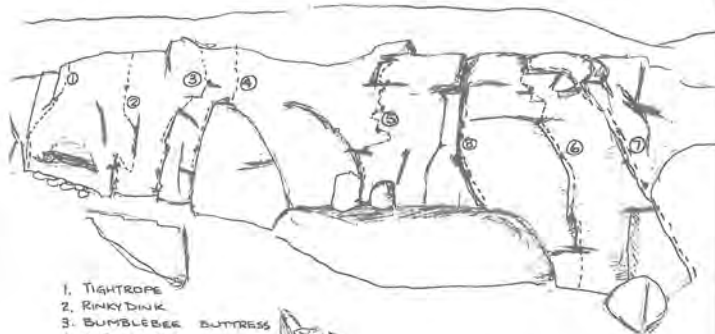
Cold Turkey A2 5.8

Three pitches: This is the inside corner to the extreme left of Table Rock as one sees it from the parking lot. The first pitch is the only difficulty, 5.8 A2. The second pitch is done on the edge of the corner; the third pitch is done in the second chimney.

* Rip Van Winkle

Begin climb on the left side of the buttress left of "Skip to My Lou" and "Jim Dandy"

1st. pitch: 5.8 Ascend directly on dihedral under long roof about 30ft. After a series of thin moves, gain ledge above small roof with permanent bolt. Traverse around buttress, to a good nut placement. Climb to the small tree above. This is the mental crux of the climb but not the physical. Belay above the tree. Climb the easy rocks above to the top.



1. TIGHTROPE
2. RINKYDINK
3. BUMBLEBEE
4. THE CORNER
5. ZAGGER
6. LIMBY
7. THE PROW
8. SLIMEY

N.C. WALL AREA
LINVILLE GORGE

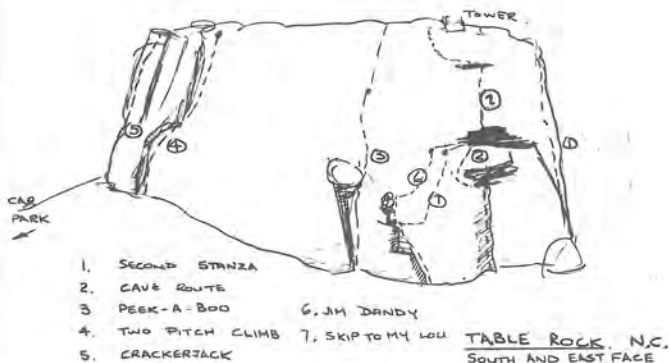
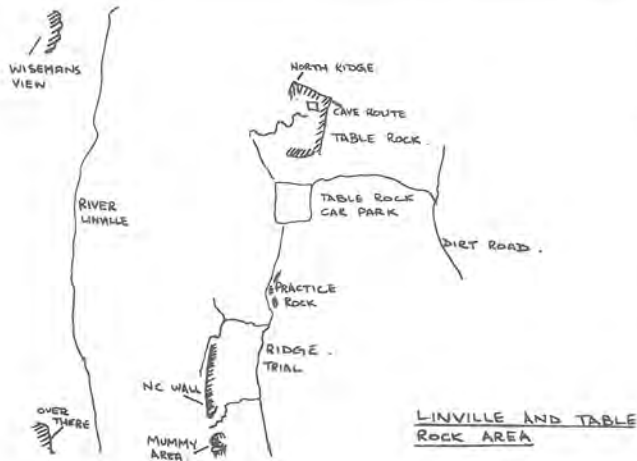
FIG 1.



1. SHORT CAKE
2. THE MUMMY
3. FALSE MUMMY
4. THE DADDY
5. GOOD HEAVENS
6. HOLY MOSES

MUMMY AREA
LINVILLE GORGE

FIG 2.

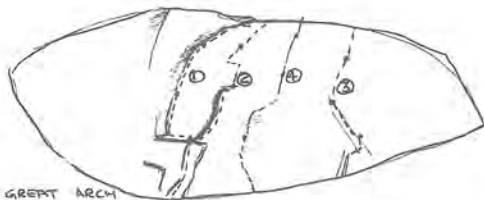


1. SECOND STANZA
2. CAVE ROUTE
3. PEAK-A-BOO
4. TWO PITCH CLIMB
5. CRACKERTACK

6. JIM DANDY

7. SKIP TO MY LOU

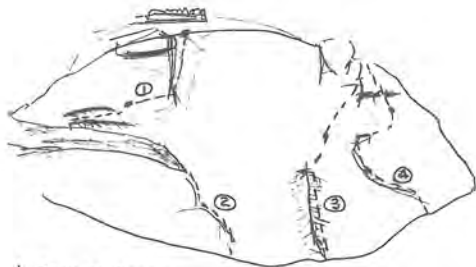
TABLE ROCK, N.C.
SOUTH AND EAST FACE



1. THE GREAT ARCH
2. NO ALTERNATIVE
3. GRAND FUNK RAILROAD
1. PULPIT

STONE MOUNTAIN N.C.
LOOKING FROM RANGERS HOUSE

FIG 3



1. TOURIST ROUTE
2. DIRECT ROUTE
3. GROOVE
4. ZIG-ZAG

DEVILS COURTHOUSE

FIG 4

* Tightrope 5.7

This is the first crack system to the left of the tremendous overhangs where big pieces have fallen off to make a dry cave at the bottom of North Carolina Wall.

This is one route to the left of "Rinky Dink"

1st. pitch: Ascends bushy crack which is 5.6 to a spacious belay about 70ft. above the ground.

2nd pitch: Traverse right on small holds about 30 or 40 feet and then turn straight up on an obvious crack.

Nut placements are plentiful. After ascending this crack for 50ft. the climber must cross a very steep 5.7 overhanging lip to the right of crack. Care should be taken to use a very long runner if protection is used close under this lip due to tremendous rope friction. After crossing this crux move there is a belay ledge close by.

3rd pitch: This pitch goes straight up through some easy 5.4 overhangs to the bushes on top of the wall.

* Rinky Dink 5.8 A3

1st. pitch: 40ft. 5.8 Go up the crack to the left of "Bumblee Buttress" by strenuous layback technique.

2nd pitch: 70ft. 5.5 A3 Go up the right side of the belay ledge up a hairline crack. End at small triangular ledge with a bolt.

3rd pitch: 150ft. 5.7 Pendulum right to a crack 20 to 30ft. below. Put in a pin and then go to the next crack system on the right. Proceed up to a small mossy ledge with two bolts.

4th pitch: 130ft. 5.8 A3 Traverse left 20ft and then proceed straight up (skyhook is helpful) to belay using pins and bolt.

5th pitch: 5.7 A1 Proceed up and then left towards a large flake. From there go up and then back right to a ledge.

6th pitch: 50ft. 5.7 Up to the top.

The next climb is definitely one of the classic climbs in the Carolinas and offers everything from jamming to slab climbing.

* Bumblebee Buttress 400ft. 5.8

1st. pitch: 140ft. 5.8 From the ledge 10ft. off the floor go straight up deep crack for 30ft. and layback diagonally left to main dihedral and climb this to the overhang.

2nd pitch: 70ft. 5.7 Move left across the wall to lip of overhang and climb straight up to the top of buttress to a large ledge.

3rd pitch: 80ft. 5.7 From the left end of ledge climb on to the wall and climb ascending traverse right to a bulge and then a delicate traverse rightward below bulge for 10ft. and then straight up the wall to a belay ledge on the right.

4th pitch: 110ft. 5.5 Either walk off to the right and up or go straight up the wall above the belay ledge.

* The Corner 390ft. 5.7

1st. pitch: 90ft. 5.6 This is the next prominent dihedral down from the last climb. Go up the prominent dihedral and belay just below overhang.

2nd pitch: 70ft. 5.7 Either traverse left for 20ft. and over the edge of the overhang and up the wall to a large tree which is a good belay or go direct over the overhang on jams which is a little harder.

3rd pitch: 130ft. 5.6 Go straight up the clean cut dihedral to a large tree covered ledge. Exit out of the dihedral on the left at the top.

4th pitch: 100ft. 5.6 This is nice delicate wall climbing directly above the tree covered ledge and leads to the top.

* Zagger 410ft. 5.7

Start is located 20ft. to the left of Charlies Pinnacle.

1st. pitch: 130ft. 5.4 Ascend a groove and then exit at overhang and go back right to belay ledge.

2nd pitch: 80ft. 5.5 Climb the wall behind belay to ledge. Traverse right along ledge and ascend to second ledge. Traverse right around bulge and ascend about 20ft. Traverse back left to a depression. Belay off on one nut and a pin.

3rd pitch: 80ft. 5.6 Climb up about 15 ft. to a line of hand holds going left. Follow these around bulge. Go straight up to belay ledge.

4th pitch: 50ft. 5.5 Traverse left 20ft. from belay ledge. Ascend direct to trees and belay. Walk up to the trees to head wall.

5th pitch: 75ft. 5.7 Walk left below head wall for about 70ft. to a good looking crack. Climb crack to overhang and move right around overhang (5.7) and then up to ledge.

Walk right to reach the same exit as the Prow climb.

* Slimey 370ft. 5.9

About 100yds. to the right of the Zagger is a very large wet corner which cuts the whole face.

1st. and 2nd pitch: 180ft. 5.4 Follow the easy gully and crack system to the foot of the main corner.

3rd pitch: 100ft. 5.6 Go up the corner.

4th pitch: 90ft. 5.9 Work up through the overhang in a squeeze chimney with a very difficult finish move.

★ Limey 650ft. 5.9

This is the first prominent crack to the left of the "Prow" and starts about 80ft. up from the ground and curves off out of sight.

1st. pitch: 80ft. 5-7 Start directly below the crack. Climb the wall direct for about 30ft. and traverse right and then go straight up to the main crack to a good belay ledge.

2nd pitch: 80ft. 5.9 To gain the overhanging crack one must pull up over the overhang on the left and then traverse back to the crack above the overhang. The crack is climbed free with some very awkward hard jams with very little for the feet. At the top of the crack traverse left to a belay.

3rd pitch: 150ft. 5.6 Climb straight up the chimney behind the belay for a full rope length.

4th pitch: 80ft. 5.4 Go diagonally up to the left to a good belay below a head wall.

5th pitch: 120ft. 5.8 Climb up the right side of the headwall for about 30ft. and traverse left to below the

overhang. An awkward mantle shelf brings one to the overhang and then by layback moves this can be climbed free. Above the overhang traverse left and then straight up to a belay ledge.

6th pitch: 140ft. 5.6 Do a rising traverse to the left up a ramp. Straight up the short wall which is at the end of the ramp, till one reaches the last few feet of the "Prow" route. Finish going up the "Prow" route to the top.

The Prow 5.4

This is the long ridge opposite the Mummy Buttress at the very end of the North Carolina Wall. Do three easy pitches until one gets below the clean ridge.

4th pitch: Climb the ridge to below large block overhang. Swing around the overhang to the left and belay at the small tree just below a corner.

5th pitch: Climb the corner to a large ledge at the top of the ridge. One should be just below a large block overhang.

6th pitch: Climb up to the right side of the block overhang and then a rising traverse leftward brings one above the overhang and then it is straight up to a ledge about 40ft. from the summit.

7th pitch: Traverse leftward along the ledge to a short

corner. Climb the corner to the top.

Shortcake 5.6

This short two pitch climb is directly across the amphitheater apron from the "Mummy" and is situated under the very large ceiling on the right as one is coming down the gully.

Scramble up apron to a big maple tree for belay.

1st. pitch: This pitch goes straight up toward ceiling. Ascend a moderate overhang (via a crack) and then up a smooth clean crack which ends at a short lip. Lip can be protected by a blade type piton at the top of the crack. After passing this lip (5.6) go up easy rock and find a belay in the shade of the big ceiling.

2nd pitch: This pitch goes left and up to the top on an easy pitch, and ends at the burned over area atop the "Prow"

Gigi A2 5.5

A 200ft. chimney widening toward the end with a large overhang. This chimney is about 150yds. to the right of the "Prow" and across from the "Mummy". The beginning is done by chimneying 5.5 and the last part is done on left inside face of the chimney A2.

The Labyrinth 5.6

This is located 50yds. to the right of "Gigi". First pitch with little protection brings one under a roof. The second

pitch is dry only in September and is a narrow, slanted chimney.

★ The Openbook A2 5.8

The first pitch is the same as "Labyrinth": then instead of moving to the left, one goes to the right of the roof into a beautiful slightly overhanging right angle crack. The second pitch is done mostly with aid (A2) and hanging belay. The third pitch, one-third aid and the remaining 5.8. It might possibly be done completely free with a 5.10 move or higher just after the first belay.

★ Tarantula 5.9

Start about 100ft. to the right of "Zagger" is a large overhang with a horizontal rotten crack which goes leftward to a ledge. Start from the top of the large boulder beneath the overhang.

1st. pitch: 60ft. 5.8 Traverse left along rotten crack to a ledge below a vertical crack.

2nd pitch: 125ft. 5.9 Climb the vertical crack and exit right at the top going around edge and diagonally right about 30ft. to belay ledge.

3rd pitch: 90ft. 5.8 From the left end of ledge move up then diagonally left. Belay at right end of the huge bowl.

4th pitch: 140ft. 5.7 Traverse right 25ft. Make an awkward move up then follow obvious line up and left.

5th pitch: 60ft. 5.8 Scramble through bushes to the head wall.

Climb the right hand end of a 15ft. overhanging chimney diagonally right to the top.

Headwall, Slime Groove 5.4 This is the slimey groove located about midway between the water fall and the right corner. It is the easiest way to the ledge.

Headwall, Crooked Crack 5.5 From the ledge layback up the right corner of the headwall. Protect with a few nuts.

★ Brother's Start 5.7 A1

The route follows the steep, often overhanging crack to the left of the "Mummy". Although the crack appears to be badly vegetated, the climb is in fact fairly clean. The crack starts at the corner where the face meets the gully on the left. A few free moves and an A1 pin were used to gain the crack. The first pitch ends at a good ledge a full 150ft. rope length up. (Belay as close as possible to the start in order to conserve rope). Climb 4th class up and right to join the regular route near the right shoulder of the "Mummy". Well protected by chocks.

★ The Mummy 350ft. 5.5

This is the very large prominent buttress opposite the "Prow" climb. The "Mummy" starts about 150ft. from the gully that cuts down the back of the buttress.
1st pitch: 130ft. 5.5 Climb up the slab to a crack. Follow the crack with an awkward move around a bulge to a belay at the top of the crack.
2nd pitch: 70ft. 5.4 Do a rising traverse to the right to belay on moss covered ledge.
3rd pitch: 150ft. 5.5 Climb straight up above the moss covered ledge to the top of the buttress.

False Mummy (West Chimney) 350ft. 5.4

After climbing the slab on the "Mummy" route one can traverse around the corner to the right by a very exposed traverse to a belay below a very prominent chimney. The chimney can be ascended all the way to the summit. This is not as good a climb as the regular "Mummy" route.

 The Daddy 590ft. 5.6

This climb takes the front of the "Mummy" buttress and the start is located about 250ft. to the right of the "Mummy" route and is in actual fact the second corner. 1st. pitch: 80ft. Go diagonally left to a small tree and up the short wall above the tree to a ledge and belay.

2nd pitch: 70ft. Up the clean corner crack where an old bolt may be seen (Heaven knows who put it there) to a good ledge below the main face.

3rd pitch: 110ft. Climb to the left from the belay ledge and make a long step back to the right to a shallow groove. Climb the groove to a flake where a short traverse leftward leads to a crack. Climb the crack and the short wall to a large tree.

4th pitch: 100ft. Walk up to the right; climb a short steep wall to a big grass ledge. Walk left along the

grass ledge to belay at a large block. This block is located at the edge of the "False Mummy" about 30ft. away 5th pitch: 140ft. Climb the wall above the block for 15ft. then make a diagonal traverse up the right to a flake. Climb past the flake and up the wall above to a small tree at the foot of a chimney. 6th pitch: 90ft. Climb the chimney behind the belay to a clean steep corner which one climbs to the summit.

Good Heavens 5.6

This starts about 100ft. to the right of the "Daddy" There is a large right facing dihedral.

1st. pitch: 165ft. 5.5 Climb the dihedral using nuts for protection. It is possible to reduce the length of this pitch by scrambling up above the big pine tree for the first belay.

2nd pitch: Climb around a corner to the right and up a easy face to a wide tree covered ledge.

3rd pitch: Follow a crack system which is very vegetated to a large ledge.

4th pitch: At the left hand end of the big ledge is a clean vertical 50ft. flake which requires good chimney technique. The climb is worth searching for just for the last pitch.

Holy Moses

About 100ft. to the right of the last climb is a right facing dihedral capped by an overhang. Climb the dihedral to below the overhang. Traverse right through a hole which gets one actually through the overhang.

2nd pitch: Ascend the crack above. Easy scrambling then leads one to the top of the "Mummy" buttress. All descents from the "Mummy" buttress go down the gully into the amphitheater. Great care must be taken by people descending the gully so that they don't knock rocks down on the climbers below.

Over There

This is the prominent buttress on the opposite side of Linville Gorge from the "Mummy" Starts at the last arch on the right.

1st. pitch: 100ft. Go up grass ledge on a groove to the foot of a slab.

2nd pitch: 120ft. Go up the slab, follow the finger crack in the slab.

3rd pitch: 90ft. Go up the groove, then climb the left arete to a belay below the large overhangs.

4th pitch: 100ft. Travers right below overhangs to the edge of the buttress.

5th pitch: 120ft. 5.6 Go up and right to the foot of a diagonal crack. Ascend the crack using hand jams to the top. Follow ridge scrambling to the road. Take a long walk out.

SHORTOFF

Shortoff is located at the foot of Linville Gorge above Lake James and can be easily reached by a dirt logging road that comes in from Lake James. Drive your car to the end of this logging road and a half hour walk up a steep trail brings one to the top of Shortoff. The climbing faces are facing the gorge itself. The easiest descent is by a large bushy gully that cuts down the right side of the face looking down from the top.

Maginot Line 5.6

Go down the large bushy gully which cuts Shortoff as mentioned above. At the bottom turn left and follow base of cliff, past a bushy dihedral to an obvious crack. A large roof can be seen about 150ft. up. Scramble up 15 feet to a pine tree for belay. Ascend obvious crack past holly bushes. Pass several small ledges to a roomy ledge under the big roof seen from the ground. Bypass this roof to right (can probably be climbed to left or via crack in middle of roof) Go up crack about 60ft. to bush ledge. Bushwhack to top.

Going on further around the face there is a very clean dihedral. This has been climbed. Going a further 200ft., there is an obvious grassy gully called the "Andy Damp Gully"

To the right of this, about 50ft. is the next climb and its called:

C.O. 650ft. 5.6

1st. pitch: 100ft. Go up the crack that cuts the triangular slab. At about half way one must step out onto the face or for a much harder variation, continue up the crack, to a small ledge. Nuts for anchor!

2nd pitch: 120ft. 5.6 Continue straight up to a ledge belay

3rd pitch: 130ft. 5.6 Do a rising traverse to the left to a thin chimney. Straight up the chimney to an awkward stance.

4th pitch: 150ft. Follow the pleasant dihedral to belay.

5th pitch: 150ft. Easy to the top.

STONE MOUNTAIN

Stone Mountain is one of the newest State Parks in N.C. and is located 20 miles north east of the town of North Wilksboro and one of the easiest ways to get to it is from The Blue Ridge Parkway or take the interstate 77 and about 10 miles north of Elkin turn off the interstate to the town of Traphill and follow the signs to Stone Mountain State Park from there on.

* The Great Arch 605ft. 5.7

This route starts about 80ft. right of a line drawn down from the clean dihedral

1st. pitch: 140ft. 5.5 Up grass and rocks to a clean crack and then up the crack to good belay. Instead of grass and rocks one can start up a diagonal crack.

2nd pitch: Walk along to the left for about 100ft. to the foot of the dihedral.

3rd pitch: 130ft. 5.5 Do a very pleasant layback up the dihedral to a very shakey looking grass ledge with a pin belay.

4th pitch: 100ft. 5.7 Layback up the crack past the small tree till the crack narrows down where an awkward move brings one up to the next belay tree.

5th pitch: 150ft. 5.6 Follow the curving arch to the top. An awkward move is experienced about 25ft. above the belay.

Variation: The first two pitches can be avoided by doing

a 5.8 direct start. Directly below the dihedral follow the shallow dihedral for 80ft. to an overhang. Undercling the overhang going leftward to the end of the overhang then move upward to a belay.

The next pitch goes up the friction slab to the ledge at the foot of the dihedral.

* * Yardarm 5.8

Go up the first pitch of the "Great Arch" to the tree ledge. Walk left for about 30ft.

Start up a line of slightly rotten crystals to left of "No Alternative". The line diagonals slightly right. A hard move over a bulge at 30ft. protected by a chock follows. After another 30ft. there is a bolt and then 60ft. to a fixed pin and then a further 15ft. to belay bolt.

2nd pitch: Traverse up and then left to an old fixed pin and then a further 70ft. of difficult friction to a belay bolt.

3rd pitch: Straight up to the top.

Variation: 2nd pitch: Follow the crystals 90ft. up and through two horizontal flakes and traverse 10ft. right to the first bolt of "No Alternative". Finish via "No Alternative".

No Alternative 605ft. 5.7

1st. pitch: Use the same start as the "Arches" to the tree ledge.

2nd pitch: 170ft. 5.6 Up the corner on the right to a good ledge with a tree. The second man may have to start climbing before the leader reaches the ledge.

3rd pitch: 145ft. 5.7 Up the wall directly above the ledge using padding techniques to a bolt. Traverse left 10ft. then wander up to a hanging bolt belay.

4th pitch: 150ft. 5.6 An exhilarating pitch without any protection. Pad straight up to the top. A 150ft. rope is definitely needed for this pitch to reach a belay tree.

★ Pulpit 5.8

This route starts 80ft to the right of the "Arches". The first pitch starts with a leftward rising traverse in an ill defined groove.

1st. pitch: 5.8 Climb the ill defined groove to a flake. Go past the flake up the shallow groove to a bolt hidden from view. Traverse right to a second bolt and belay here.

2nd pitch: 5.8 Straight up past a bolt, fixed pin and then a second bolt. A flake is about 15ft. up and to the right but the belay is a bolt 35ft. up and to the left of the flake.

3rd pitch: Go up the easy ledges to a dihedral. Traverse 20ft. to the right to a lone pine tree.

4th pitch: Straight up from the pine tree to the flake. This flake is called the "Pulpit"

5th pitch: Straight up from the flake to the top.

GOOD
Climb ★

Grand Funk Railroad 600ft. 5.9

This route starts about 250ft. to the right of the "Arches" and is located by two parallel insipient cracks about 4ft. apart.

1st. pitch: 100ft. 5.9 Straight up the parallel cracks for 60ft. to a bolt, and then a very delicate traverse right to a belay bolt. Variation: Straight up from the bolt for 20ft. and then traverse right to the belay bolt.

2nd pitch: 100ft. 5.8 Follow the tracks up and left to a belay point with two bolts.

3rd pitch: 100ft. 5.8 Traverse left from the belay to a dip. Straight up from the dip towards a flake but before one can reach the flake a leftward sidestep is required. Go straight up to a belay.

4th pitch: 150ft. 5.6 Head up to the left following the continuation of the tracks to a bolt.

5th pitch: 50ft. 5.6 Go up to the flake on the "Pulpit"

climb.

6th pitch: 100ft. 5.4 Traverse out left from the flake and follow the continuation of the tracks.

Variation: 4th pitch: Two pitches straight up about 5.6

PILOT MOUNTAIN

Pilot Mountain is located north of Winston Salem on Highway 52 and is a State Park. From the summit carpark follow the trail to the pinnacle where the climbs are located. All of the descents from the main pinnacle are down the tourists steps. Care must be taken not to dislodge any tourists going down the steps.

Little Pinnacle

The summit of the "Little Pinnacle" is reached by taking the upper trail at the parking area and several scrambles (grade 3) provide a more interesting approach to the "Big Pinnacle". A number of short climbs can be done on this cliff. The lower end area is very cluttered with litter.

The Stern

This is the narrow face on the very front of the "Little Pinnacle". This is usually done with a top rope. Tackle the first overhang on the left and the second overhang on the right.

Tourist Attraction # 1 5.5

This route ascends the left wall of the corner just left of the stairs. Climb easy rock to a crack above a bushy ledge. Traverse right under the overhang past a bolt. Gain the gully above by way of the face on the left or the crack in the corner.

Tourist Attraction # 2 5.5

Scramble to the ledge in the corner to the right of the stairs. Traverse left to another ledge on the outside face. The route is on the slabs above this ledge.

Tourist Attraction # 3 5.5

This is the chimney above the first ledge mentioned in the last description. The crux involves an exit around a chockstone. Ascend either with a jam nut or a runner around the block.

Abseil Route 5.5

This easy route is located just around the north west corner. Climb the cracks and chimney and then right onto the ledge - some loose rock! The second pitch ascends the flared crack from the middle of the ledge up and left to the top.

The Flakes 5.3

A system of cracks is seen on a narrow wall just around the corner from the "Abseil Route". Climb these cracks to the large tree on the ledge directly above. The second pitch starts as a layback around the middle flake on the wall to the left. Exercise care on the traverse to the corner as the rock is dangerously loose. On reaching the corner a short traverse right gains an exit off the rock.

This climb can be protected by two or three nuts (or small angle pitons).

The Flakes Jam 5.6

Around the corner from the short flakes is a narrow crack about 3ft. from the inside corner. This variation on the first pitch of the last climb is very strenuous and hard to protect.

Chockstone Chimney 5.4

This prominent chimney is the third large crack past the flakes. A boulder sized chockstone about 20ft. up adds in recognition. Follow the crack to a jumble of blocks under an overhang and exit left to a big ledge. Turn the final overhang on the left. A more difficult variation would be to regain the crack on the right. This climb is pleasantly exposed and clean. A few horizontal pitons and runners around the chocks suffice for protection.

Zig Crack 5.6

This is to the left of "Chockstone Chimney"

1st. pitch: Up to a crack which is located on left side of the wall of corner. Ascend corner 20ft. to ledge, pull across to crack 5.6. Go up crack to below very steep corner above a bulge. Traverse left 10ft. to a ledge and belay.

2nd pitch: Up right hand corner to top.

The Southwest Corner 5.6

Located just to the left of the corner is an overhanging crack. Ascend this crack to a stance on top of the pillar to the left. The second pitch goes up and right to a scramble and then back left to a tree. The short last pitch ascends the floorless squeeze chimney on the left.

Severed Spur 5.4

On rounding the southeast corner of the knob a large (80ft.) flake becomes usable. Start in the corner at the base of the flake on the left side and step down onto the ledge from near the top of the crack. Above the crack continue up the left side to the top of the flake. Traverse left to a stance under a overhang. Turn the overhang on the left and scramble up and right to the top. A short headwall must be climbed just before reaching the top.

Pneumonia Hole 5.6

A dark and often wet crack lies to the right of the "Severed Spurt". Climb up the crack and make an awkward move right and into the chimney above. Strenuous chimneying brings you to a chockstone from which you can tunnel up to the top.

Eastern Buttress 5.6 A1

This climb is the chimney seen on the right edge of the golden hued wall which dominates the view to the right from the "Severed Spur". Climb the corner by way of the

right hand wall and gain the crack above the big flake. Belay under the roof. Traverse right aiding on a short thick horizontal and a small angle piton. Above the ledge around the corner climb the strenuous overhang crack to the top. Aside from the two pins mentioned above take a few nuts or small angles to protect the first pitch.
Note: The traverse might go free 5.9

HANGING ROCK

This is located about 30miles northwest of Greensboro, N.C. and is a state park. Follow the trail from the Hanging Rock itself where all the climbs are located. The trail comes out at a route called "Hanging Rock" and the "Slab and Chimney" climb is located about 100yds left along the bottom trail. The walk is about 20 minutes from the car park to the rock.

Slab and Chimney 5.4

1st. pitch: 100ft. Zig zag up the slab starting about 15ft. left of a direct line dropped down from a tree below top chimney. Make a rising traverse to the left and then up for a few feet to a ledge. An obvious rising traverse back to the right brings one below a bulge which is about 25ft. below the tree. Traverse out leftward to a crack. Climb the crack to a belay stance.
2nd pitch: 50ft. Straight up the chimney behind the belay stance. Exit out right at the top.
3rd pitch: Either up through a hole at the back of the chimney or scramble off to the right.

Left Crack 5.5 80ft.

This route is located about 50yds from the "Hanging Rock" route on its left side. It can be recognised by a wall

which has a very clean crack going up it and this is called the "Right Crack". The "left crack" is about 30ft. left of this climb.

1st. pitch: 80ft. Climb the crack to below an overhang about 15ft. up. Traverse right around the overhang and go up to a ledge. Go left along the ledge to a short dihedral. Ascend the dihedral to an exposed ledge. From the ledge ascend the steep wall above. The further left you go on this wall the easier it becomes to arrive at the large belay ledge.

2nd pitch: Scramble over easy ledges towards a tree. Go up above the tree to the top.

Right Crack 110ft. 5.6

1st. pitch: 60ft. Follow the clean jam crack to a bulge about 30ft. from the ground. Pull over the bulge with very little help from the feet. This is the crux of the climb and can be done either as a mantle shelf or a pullup on a finger jam in the crack above. Follow the crack to a belay ledge.

2nd pitch: 50ft. Either traverse right along twin cracks to the righthand side of the face where an easy ascent can be made to the summit or go straight up behind the belay stance to the top. The latter is much harder.

5.8 Wall 50ft.

This is a short wall located to the left of the easy way down which is on the left side of the "Hanging Rock Buttress". The wall directly above the tree is normally top roped and is about 5.8 standard of climbing. The most difficult place to ascend the face is directly above the tree.

Hanging Rock 100ft. 5.5 A1

The buttress is ascended direct on its front face. After about 25ft. above the ground there is a bolt. Climb up to the bolt and then up to a ledge where one can belay.

2nd pitch: From the ledge work out leftward and up avoiding the main overhang up a diagonal crack. About six pins are required to reach a crack coming down from the summit which can be free climbed to the top.

Note: Great care is required on this climb not to dislodge any rocks onto the tourists.

Drag-strip 70ft. 5.6

This route is located on the right side of the "Hanging Rock Buttress" just above the tourists path to the top.

1st. pitch: 70ft. Ascend the wall on the left of the trail to the top to a crack which cuts through the loose looking overhang. Climb up and over the overhang

and ascend the crack to the top.

Moore's Wall

Moore's Wall can be reached by walking from the Hanging Rock car park. A small map can be obtained from the information center, or one can take the first road on the left leaving the state park and follow this about 4 miles to Moore's Spring. Turn left up a dirt road. After half a mile turn right and after one mile turn sharp left and follow this to below the rocks. The climbs are about 10 minutes walk up the hillside.

Sentinal

The start is located at the big bay at the foot of the largest buttress. At the left side of the buttress is a corner, start here.

1st. pitch: 5.4 Ascend crack on the right wall traversing left below overhang to belay ledge.

2nd pitch: 5.5 Ascend crack by jamming to a belay.

3rd pitch: 100ft. Ascend corner to cave belay.

4th pitch: 100ft. Ascend corner to top.

Sentinal Direct 5.5

1st. pitch: 130ft. Go up left facing crack to small overhang on the left. Step left above overhang onto alab up

easy way to a big ledge.

2nd pitch: 70ft. Go right along the ledge to crack.

Up crack to ledge on the left with a tree.

3rd pitch: 100ft. Regain crack by going down and right and then up the crack to the rim step at the right of same rim to avoid the bulge.

Alternative: 100ft. Traverse left along 2nd pitch belay ledge then straight up to the top; this being the easiest way.

Super Direct 5.7

1st. pitch: 70ft. At the very front of the buttress there is a corner with an overhang on the left. Climb straight up the slab to the overhang and then around the overhang unto the crack. Follow this same crack up to a second overhang. Make a hard move right around the overhang crux.

2nd pitch: 60ft. Go up the crack towards a large ledge on "Sentinal Direct". About 50ft. later exit out of crack on the left which is easy ground.

Staircase 5.7

In the next bay a buttress blocks off the lower half of a large corner

1st. pitch: 90ft. Head up center of buttress (don't expect much protection). Delicately move around bulge and belay near soon-to-be-seen ledge.

2nd pitch: 90ft. Begin a traverse left to a wide crack. Acknowledging the inadequacies one feels in big cracks, feel free to use all in overcoming this difficulty, even feet and backs, to a tree.

3rd pitch: 120ft. Traverse right to easy ground and up to a large ledge. Walk along to the left to meet still another tree.

4th pitch: 100ft. Go up a second large crack by wedging the right side. Then using a small hole on the left wall move into an alcove. Pull over bulge above to rim.

SNAKE DEN

This small cliff is situated about 20 miles north east of Asheville, N.C. A small town called Dillingham can be seen on the map and a small dirt road leads from this town to the Colemans Boundary (Snake Den) Cliff. The climbs start straight from the road and are two pitch climbs. Top ropes can be arranged if one wants to practice climbing. The way down is to the left of the cliff. There are two climbs which are similar in standard (5.4) that follow the two left curving cracks, the right crack being the easier of the two.

A difficult climb goes straight up the wall about 15 feet to the right of the last climb following the only weakness in the overhang about 30 feet off the ground. Exit left over the overhang and then straight up to a ledge (5.7)

A difficult dihedral (5.6) is located about 50 feet to the right of the last climb. For those not super strong, this climb can be demanding at the end of a hard day.

CROWDERS MOUNTAIN

This practice area is located close to I-85, N.C. about 25 miles south of Charlotte. Coming from Charlotte, go past Gastonia, N.C. south on I-85 and take the route 74 and 29 exit back towards Gastonia. After a quarter of a mile past this exit take

the first road on the right and follow this to the next intersection. At this point take a left past a golf course. After about one and a half miles the road circles around a ridge and as the road curves left a dirt road can be seen on the right. Park your car here. Go through the gate on the dirt road and take the next dirt road on the right. This leads up to the old radio station at the south end of Crowdewers Mountain. The climbing areas are on the very crest of the ridge on the left of the dirt road, about a quarter of a mile before the radio station. To reach the crest, scramble up a gully behind a finger of rock. This takes one up to the ridge. Walk south along the ridge and the first rock face on the right hand side has four top rope practice climbs on it. The rock in this area is a little brittle, care must be taken if one wishes to lead these climbs. The next climbing area is about 200 yards along the ridge and is called "David's Castle". This is recognized as the second gully cutting down to the left and is a buttress of rock about 80ft. high. There are three climbs on the "Castle" so far. The most enjoyable and rewarding climb is called the "Caterpillar" and this is a very obvious narrow chimney on the outside of the "Castle" and is about 110ft. long and overhangs all the way. It requires good chimney technique to make the first 30ft. (5.7). The "Castle" climb is the steep wall that leads out of the gully (5.7). There is a much easier climb that follows the outside ridge of the "Castle"

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